

Suggestions for more Features

Posted by DMs choice - 2010/11/05 13:16

Hello everyone!

Avatar Creator is fun, and it offers a lot of options. But nonetheless I would like to make some suggestions to even enlarge these options to create even more exotic and versatile avatars. And I guess others may have a few suggestions for further features they would like to use, too.

Especially if Avatar Creator is to become a game, I think you can™ even have enough options at hand to create and design. So here are the things I would like to use yet.

First of all I request a completely new set of features: Wings!!!

What one could do with a large choice of different wings! Bat wings, dragon wings and demon wings. Feathered wings, white and angelic, dark and tattered or simply avian. Insect wings for faerie or insectile avatars, like those from dragon-flies, butterflies, or bees. More exotic wings could be luminous and ethereal (like those of Tyrael from Diablo II), fin-like as those from fishes or manta rays, or even mechanical, forged from steel, wood and canvas.

A wing layer could also include other appendages sprouting from the back. Like spider- or insect-legs, mantis- or lobster-claws, a scorpion™s tail, or let™s get really weird, tentacles and eye-stalks.

I could also imagine to create a lot of more different creatures in general, especially options for draconic, reptilian or bestial avatars would be great. Bodies with scales or fur, even striped or spotted, facial features according, gaping lizard, snake or dragon maws, cat or werewolf muzzles, rat or minotaur snouts, feral eyes with slit pupils.

Neck and head frills could be found among beards and hair, as well as whiskers.

And don™ forget the insects! Compound eyes, mandibles and antenna would make great features. So would spider-like chelicerae and multiple eyes.

Now, some more specific features I would like to see:

Tentacled mouths, to create mindflayer-like, cthulhoid or David Jones-like avatars.

More tentacles! On the head. As hair.

Eyestalks on the skull instead of hair. And snake-hair. And some towering baroque wigs.

Why? To create classical female vampire avatars.

For that you would also need some more dresses. Classical baroque ball gowns. And some fine suits for the lordly vampire gentleman. Also some historical military uniforms would be nice, with galloons, epaulettes, and medals and such. And a mummy™s bandages.

For eyes I would like to have some single Cyclops eyes, bulging fish eyes and large empty alien eyes.

For head dresses, you could definitely need some cool hats and caps, not only helmets.

And for equipment, what I thought would be cool was, just a big adventurer™s backpack, with bedroll and some utilities dangling from the side. Also, some pet or familiar sitting on the avatar™s shoulder, like a parrot, a monkey, a black cat, or an imp.

I guess there are still a lot of ideas out there. What about you? With what features would you like to be able to outfit your avatar?

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Re:Suggestions for more Features

Posted by DMs choice - 2010/11/07 11:55

Hats!

I just noticed, that there is not a single classical pointed wizard hat. We need some of these. And some pirate hats and head clothes (cool upon undead heads :woohoo:)

Also I'm thinking of Victorian top hats, raccoon fur trapper hats, a green feathered Robin-Hood-felt cap, guard uniform hats, Asian-style straw hats, an Indiana-Jones-fedora, a large musqueteer's hat with ostrich feather, clerical mitres, and shaman head dresses with wolf heads, buffalo horns or different types of feathers.

EDIT: Oh, oh, oh...Can you make a Santa's cap? For Christmas? :laugh:

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Re:Suggestions for more Features

Posted by Fabivs - 2010/11/07 13:09

You're right.

FA needs more hats, and so we're working in this direction.

We'll add as many hats we can in the next future.

Thanks again for the suggestion!

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Re:Suggestions for more Features

Posted by DMs choice - 2010/11/10 10:39

Wonderful. That would be great.

Yet another request: Could it be made possible to leave out the body when creating an avatar? I think that would be funny to create just a "floating head" avatar.

Now, if you would further provide us with "large single eye on the forehead" features (also nice for cyclops avatars) and "eyestalks growing from the skull"... :lol:

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Re:Suggestions for more Features

Posted by TheZman - 2011/02/02 00:59

It seems to me that there is an equal quantity of fantasy games as there are sci fi games, therefore someone should make a sci fi avatar creator. (Ex. robots, aliens, space explorers.)

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Re:Suggestions for more Features
Posted by Fabivs - 2011/02/02 08:57

I'd like to add scifi in Fantasy Avatars.

The problem now is time and resources that are working on other projects.

We'll try to add this as soon as possible.

Thanks!

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Re:Suggestions for more Features
Posted by DMs choice - 2011/02/02 09:39

Sci-fi and fantasy both in Avatar Creator!? Heh, I'm already seeing robots with wizard hats and undead space marines :woohoo:

Maybe you could then also add features from a multitude of different epochs - like from the Wild West, the Napoleonic wars, Ancient Greece, Rome, and Egypt, Old China and Japan etc.

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Re:Suggestions for more Features
Posted by TheZman - 2011/02/02 13:48

Woah woah woah! That's a lot of work to draw, or paint, or what have you. If there's any thing I can do (Well all I can really do are raw sketches) then just ask.

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