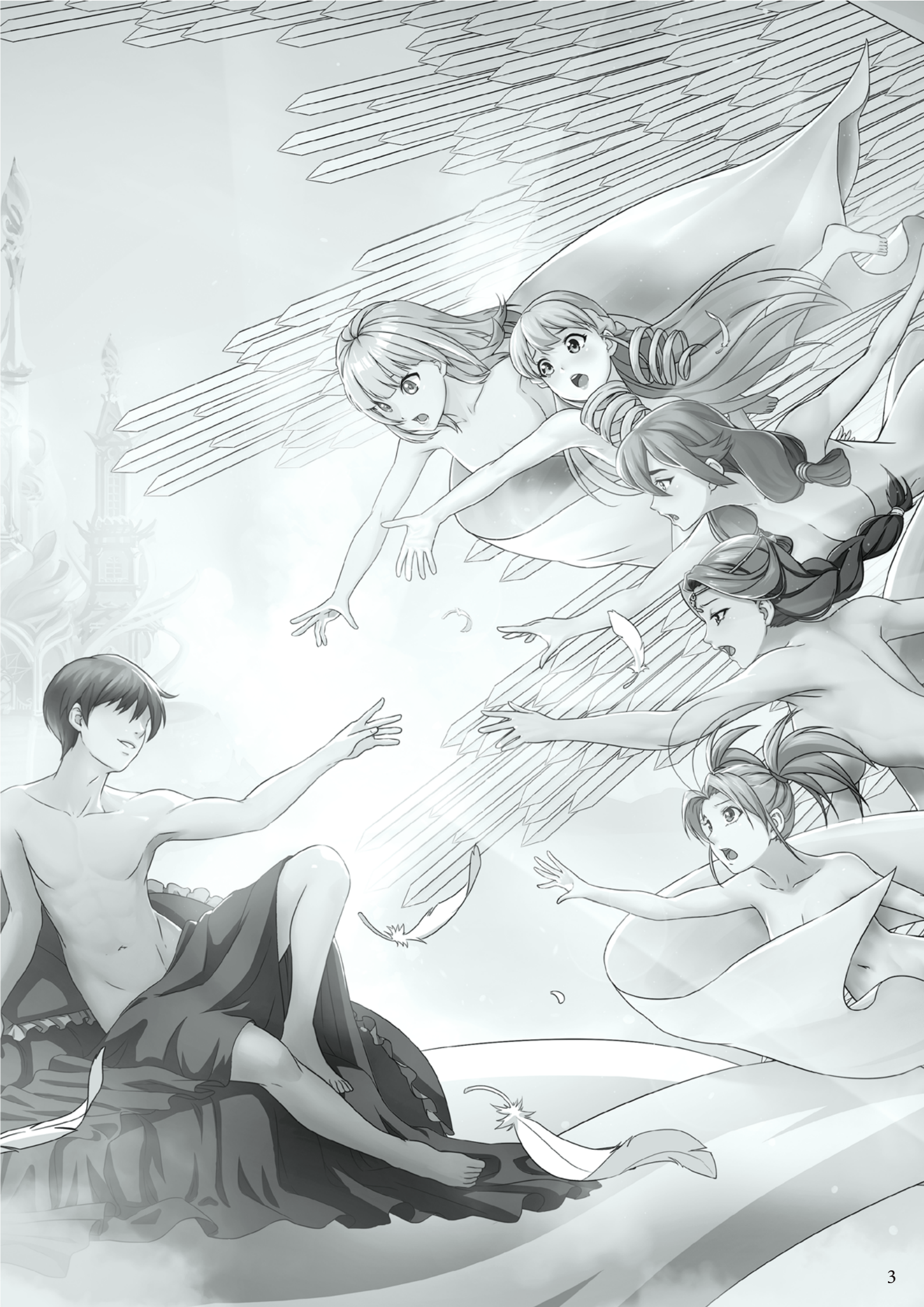


LOVE ESQUIRE

OFFICIAL ARTBOOK


LOVE ESQUIRE





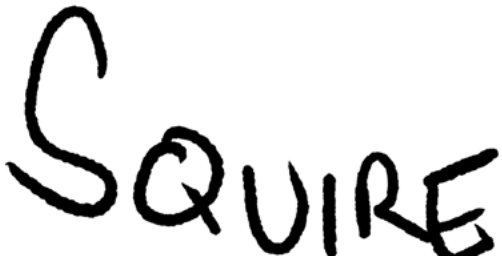
FOREWORD

Hello there, you lovely nerds! It's me, Yangyang Mobile's Best Boy™ – the Squire! First of all, I'd like to thank everyone who supported the game. After two years of developing my awesome story, we're finally here, and we couldn't have done it without you. So, give yourselves a big squirely pat on the back and enjoy our butt-kickin' game, Love Esquire!

I gotta say, a lot of stuff happened in those two years of development. Although we didn't smash through all those Kickstarter goals, we still turned my story into this big explosion of beautiful artsy stuff! Because of that, we got sparkly combat effects, tons of animations, and a lot more juicy CGs! If you enjoyed the art, well, this book is clearly for you!

I hope you enjoy this collection of fancy pictures! Just like me, Yangyang Mobile's art team worked hard and developed their own ultimate techniques to make my story as gorgeous as possible. The whole team promises to grind their stats, git gud, and make more fun projects in the future.

Okay, now that I'm done with introductions, you can kick back, relax, and stare at high quality pictures of your waifu! What're you waiting for? Man's greatest pleasure is waiting for you in the following pages!



Signed, Yangyang Mobile's Best Boy™

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Game Design
•Part One•

Main Menu



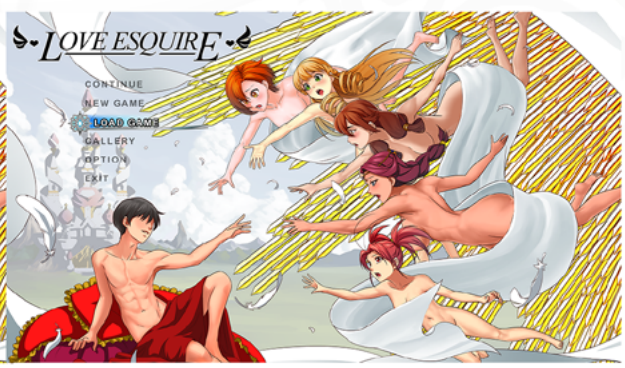


The inspiration for this CG came from Michelangelo's "The Creation of Man".

At first, we thought that it would just be a funny homage to the iconic piece, but as we developed the Squire's story, it became something relevant to the game's true ending. It's a happy accident!

Studies





Logo Design

LOVE ESQUIRE

For Love Esquire's logo, we thought of parodying other famous RPG logos such as Final Fantasy, the Fire Emblem Series, and many more. We ended up creating a lot of studies but nothing really clicked.

But once our lead artist finished the background image for the main menu, it became easier for us to come up with the design! We've narrowed it down to something simple but with a cute touch!

Studies



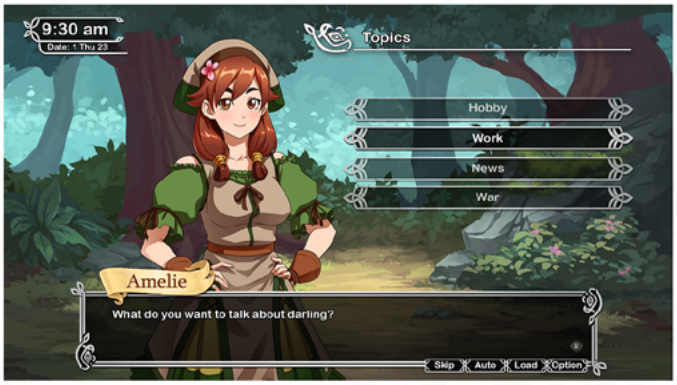
As you can see, these are the designs that we went through before finalizing the Love Esquire logo. They're all colorful and vibrant, but these would've clashed with the illustration for the main menu, so we went for something simple.

Visual Novel Scene



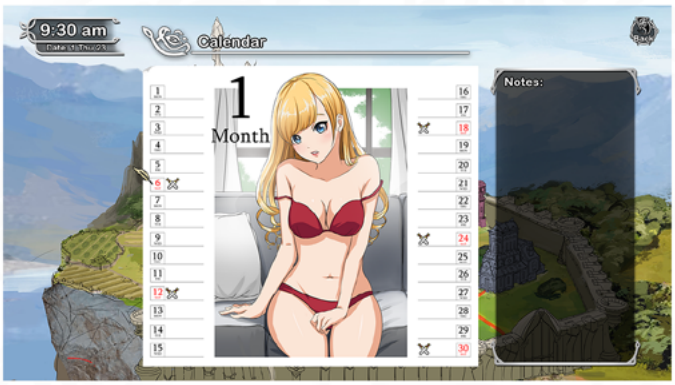
Studies



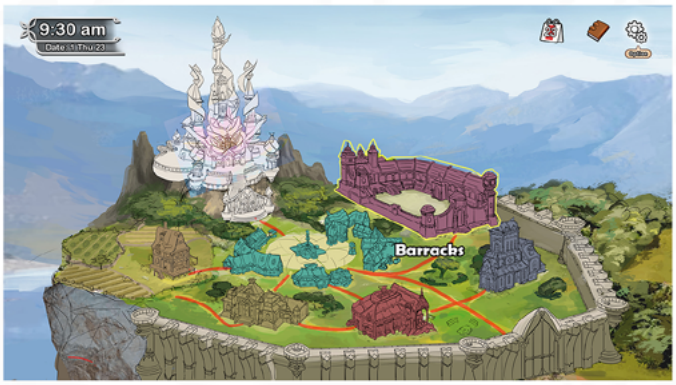




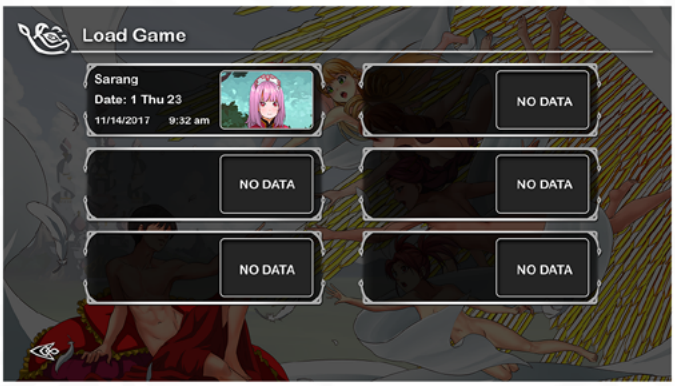
UI Process

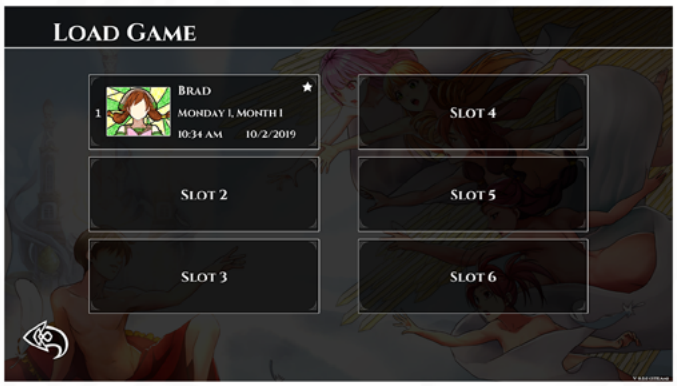








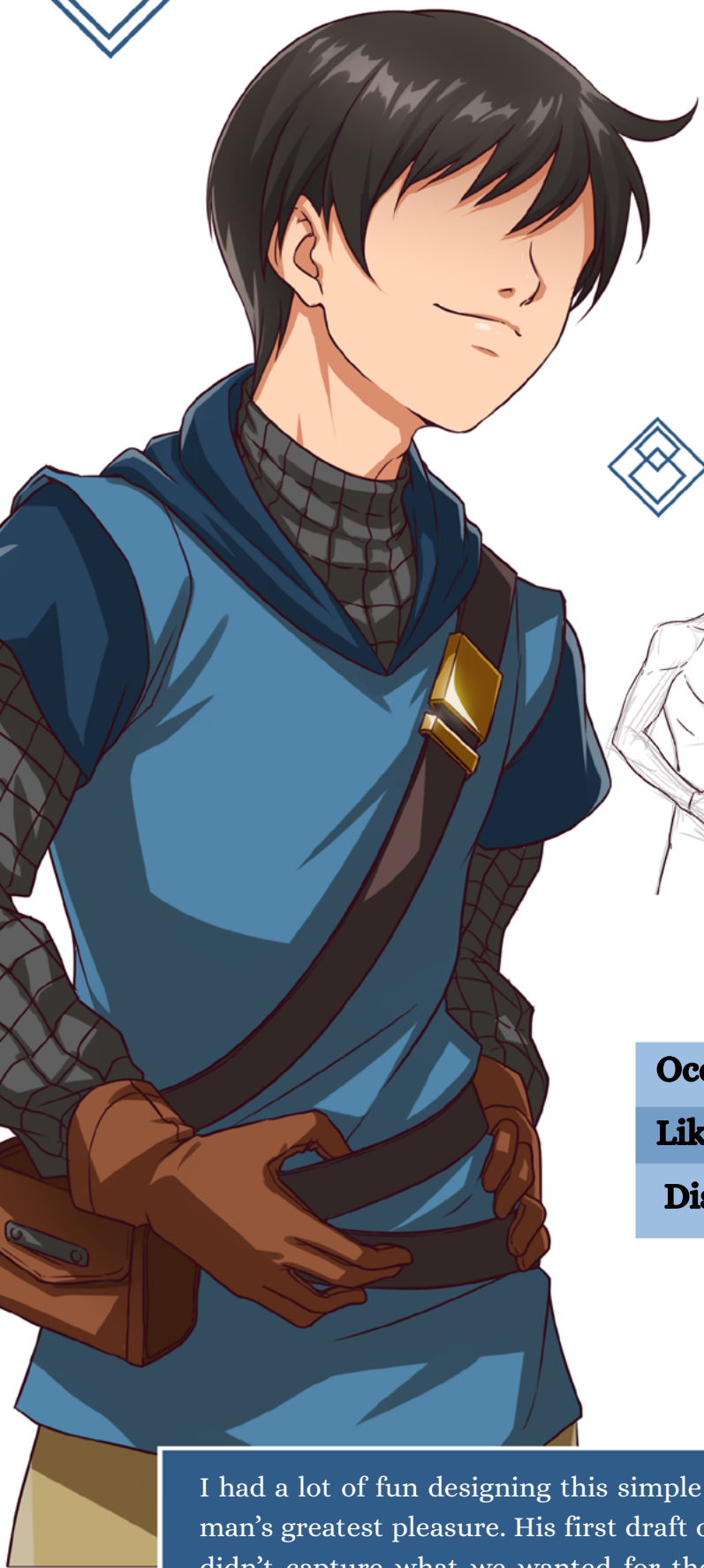




We had a hard time coming up with a good design for the UI during the early stages of production, so we drew inspiration from classic RPGs and modern, minimalist games. At one point, we decided to go for an art nouveau aesthetic, but we thought it made the scenes look cluttered. In the end, we decided to keep the classic feel for the RPG UI and picked a minimalist design for the rest of the game!

Characters
•Part Two•

Squire (Hero)



C.V. Alejandro Saab

The Squire is probably the laziest and most carefree person in Caerulia. But with only four months left before a deadly war happens, the Squire will stop at nothing to find the girl of his dreams and experience man's greatest pleasure.

Art Process



Occupation: Squire

Likes: Knights, Girls, Bessy

Dislikes: Chores, Magic



Artist's Notes

I had a lot of fun designing this simple guy with the simple dream of finding man's greatest pleasure. His first draft originally had a man bun, but that look didn't capture what we wanted for the character. Making him look like the typical visual novel protagonist did the trick!

Amelie Boden

C.V. Megan Shipman

Amy is a cheery and tireless farm girl who's also the Squire's stepsister. Whether she's busy working at the farm or plaza, Amy makes it a point to find time for her friends and loved ones.



Art Process











Occupation: Farmer, Merchant

Likes: Family, Cooking, Drinking, Apple Pie

Dislikes: Getting Sick, Nobles

Color Palette



Poses



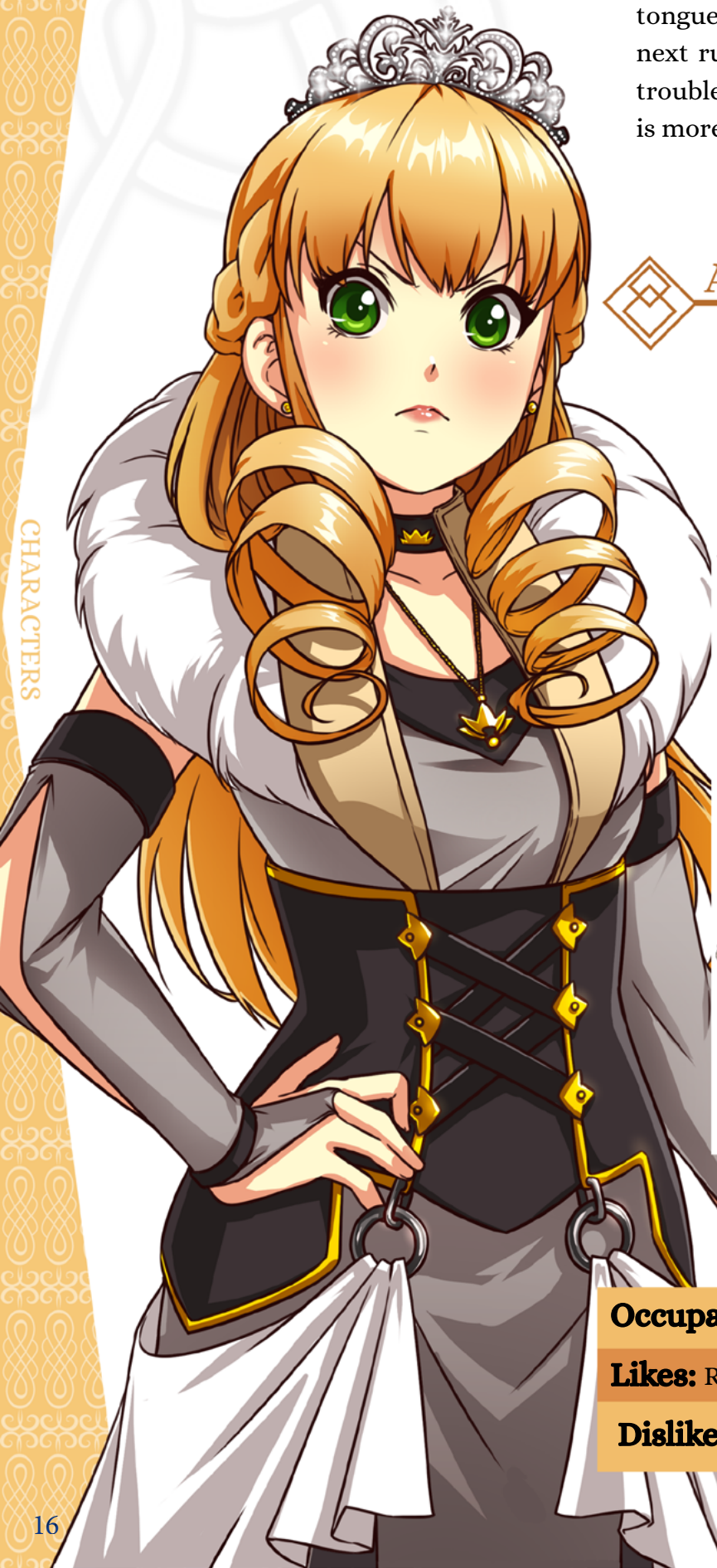
Artist's Notes

Amy was the first girl I did concept art for. She's the typical energetic girl, so I gave her clothes that let her move around freely, but still fit with our medieval fantasy setting.

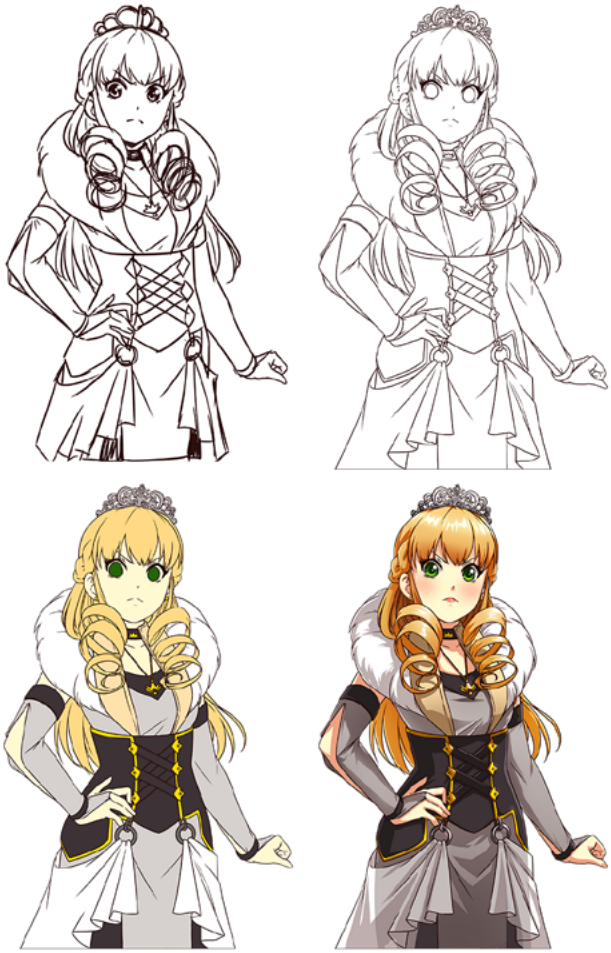
Beatrice Du Cae

C.V. Amanda Lee

With a sharp mind and an equally sharp tongue, Beatrice is ready to become Caerulia's next ruler. Though she may face a number of troubles before sitting on the throne, Beatrice is more than determined to prove her worth.



Art Process



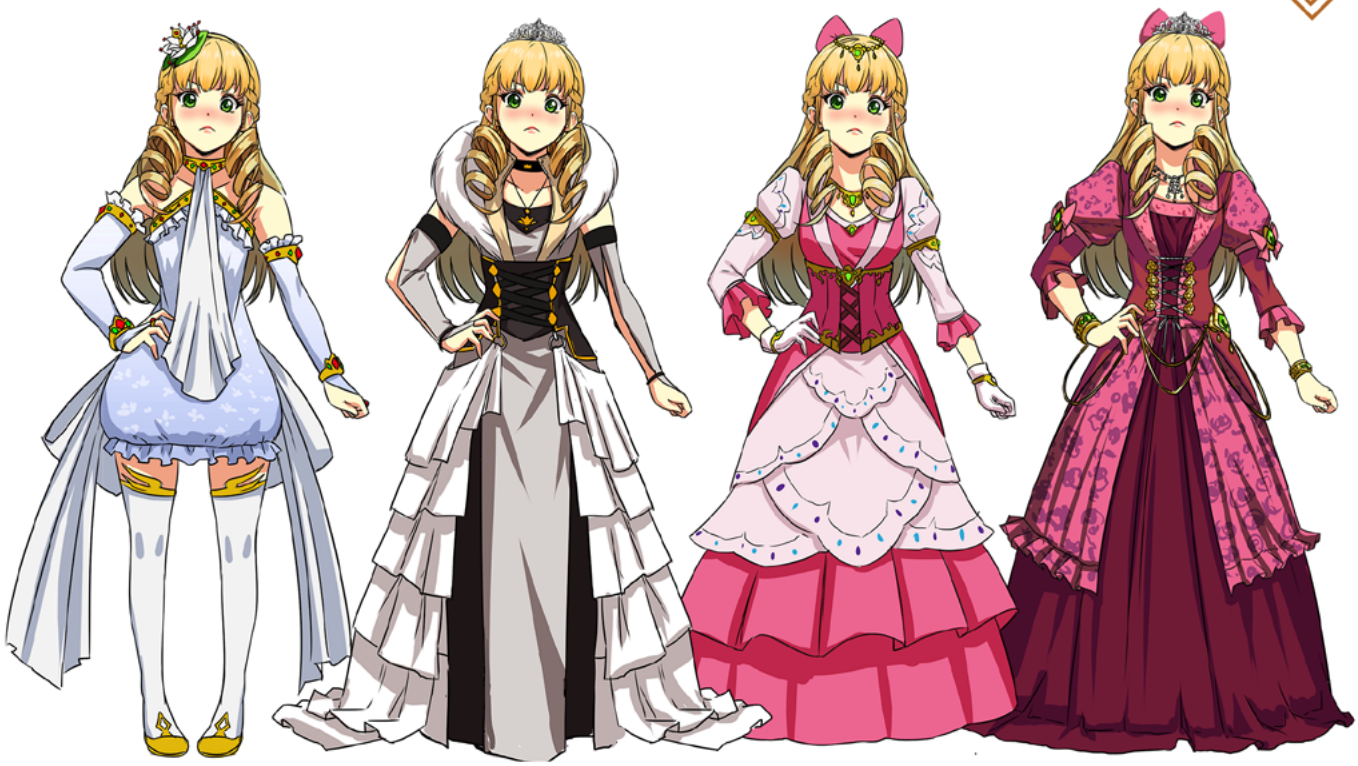


Occupation: Princess of Caerulia

Likes: Ruling, Archery, Music, Creampuffs

Dislikes: Gossip, Cats

Color Palette



Poses



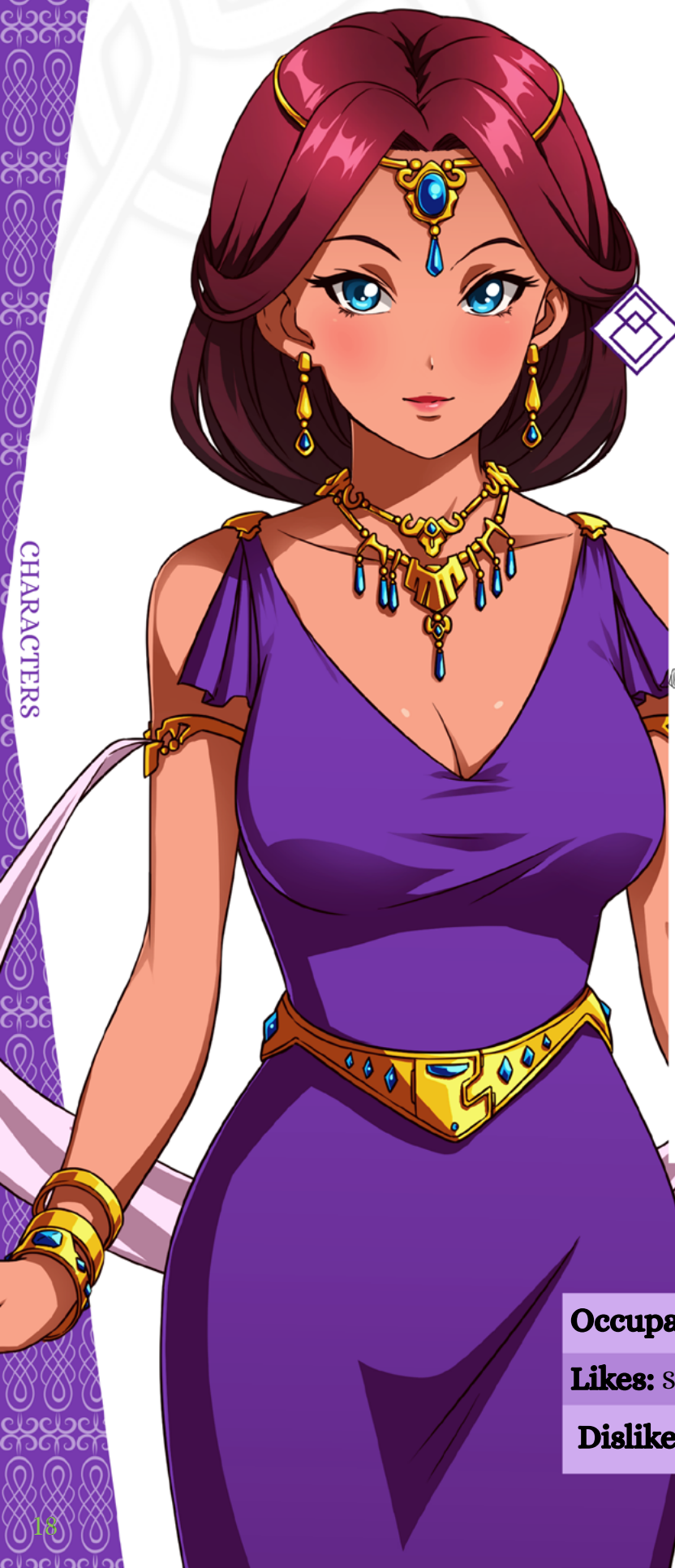
Artist's Notes

It was a no-brainer for me to give Beatrice hair drills. This worked for her design since it gave her an elegant and fancy look.

Kamala Copperheart

C.V. Melody Muze

Curious and sociable at heart, Kamala volunteered to be an envoy for her homeland. Hailing from the trade kingdom of Alkos, Kamala seeks an alliance with Caerulia in an effort to defend her home from invaders.



Art Process





Occupation: Princess of Alkos, Diplomat

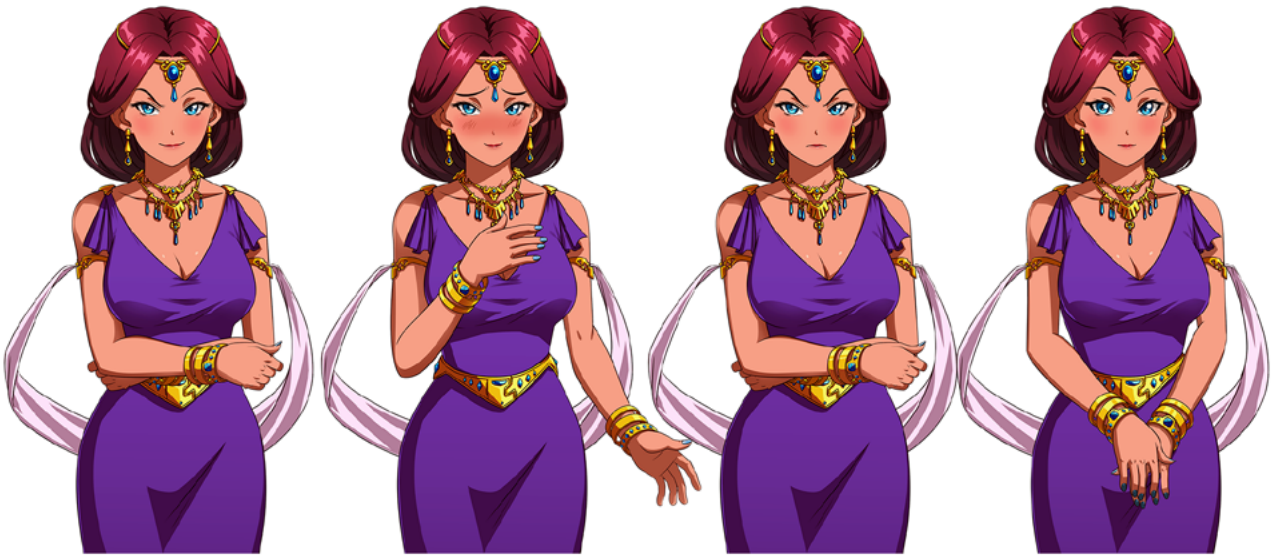
Likes: Shopping, Spices, Travel, Festivals

Dislikes: Swimming, Dogs

Color Palette



Poses



Artist's Notes

Kamala's design was inspired by the Gerudo tribe from the Legend of Zelda. The Gerudo are a people who wear light clothing to fight the heat, which was what I thought they would also do in the desert country of Alkos. I took care not to exaggerate Kamala's breast size, but I made them just big enough to still be sexy.

Giselle Renouve

C.V. Natalie Hoover

Soft-spoken and reclusive as she may be, Giselle happily works as a nurse at Caerulia's infirmary. She may struggle with patients, but Giselle is intent on sharing the care and kindness that she found during a rough childhood.



Art Process









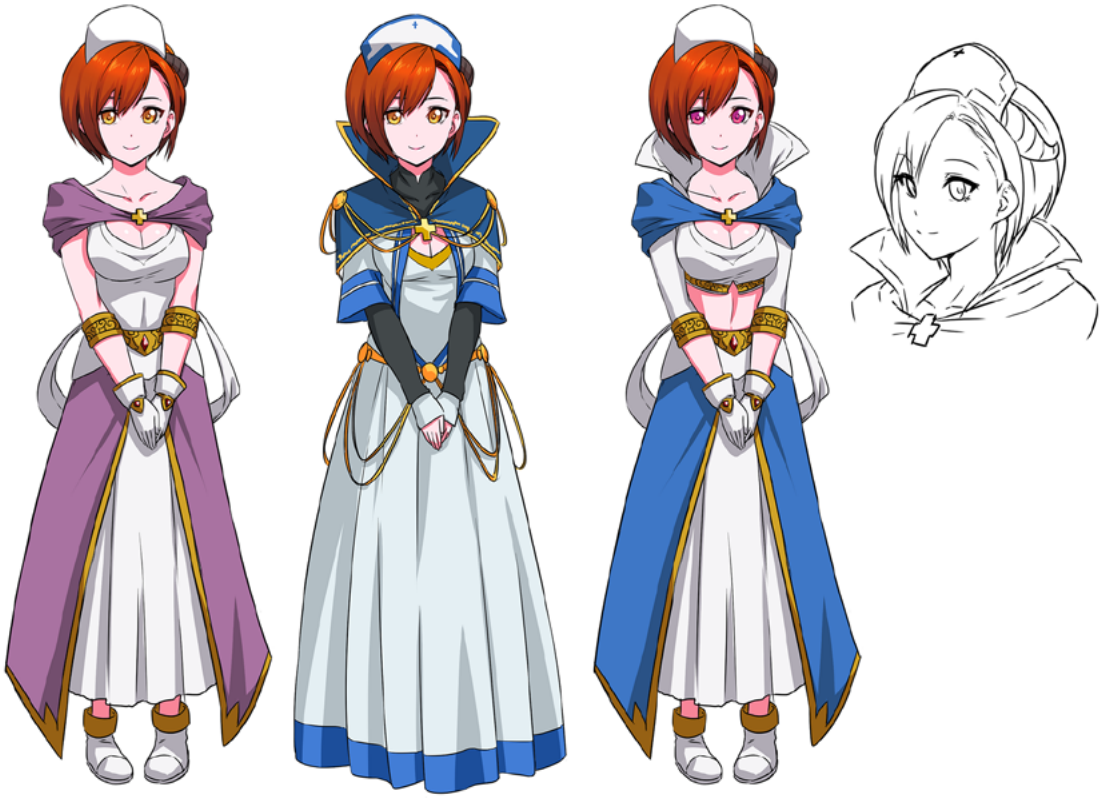
Occupation: Nurse

Likes: Books, Plants, Magic, Occult

Dislikes: Bandits, Vegetables



Color Palette



Poses



Artist's Notes

Giselle was supposed to be this sexy and seductive character at first, but during development, she was rewritten to be a shy and quiet girl. I redesigned her to show those character traits.

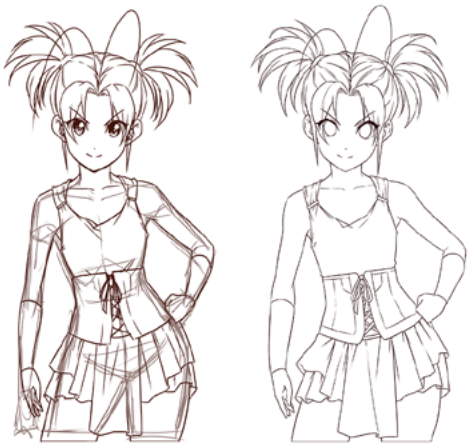
Vel Scharfe

C.V. Kira Buckland

Known as a timid merchant to some and a rowdy tavern patron to others, Vel is considered an odd character by most townsfolk. Whoever she is, Vel is driven by her goal of going back home and living by the sea.



Art Process







Occupation: Merchant

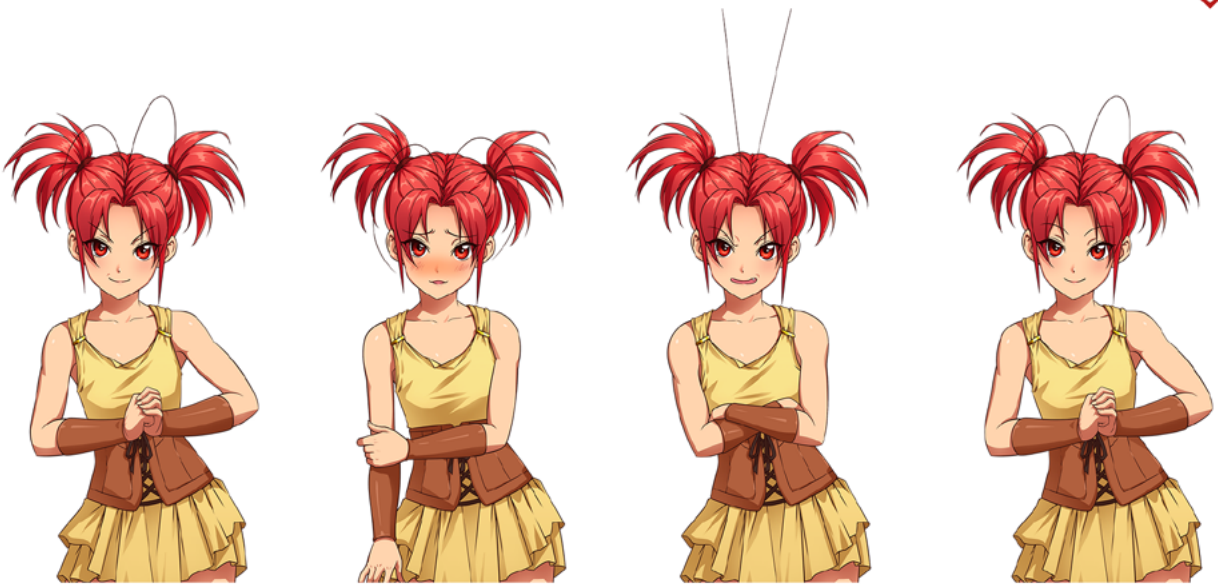
Likes: Drinking, Dresses, Fishing, Chess

Dislikes: Bugs, Pirates

Color Palette



Poses



Artist's Notes

The first idea for Vel was to make her look Amazonian. Her concept changed a lot during production and in the end, we settled for a cuter version of the character instead. For her final design, we settled on a look that emphasizes her thighs.

Other Characters



Jesse Cox



Hugh Lafast



Sir Grand



Matilda



Pamu



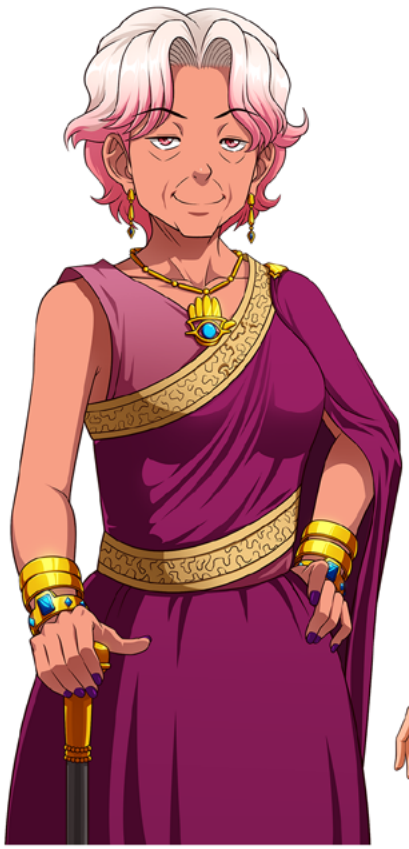
Bessy



Serena



Arnold



Shira



Talihah

Other Characters



Donis



Doctor Cecilia



Slim

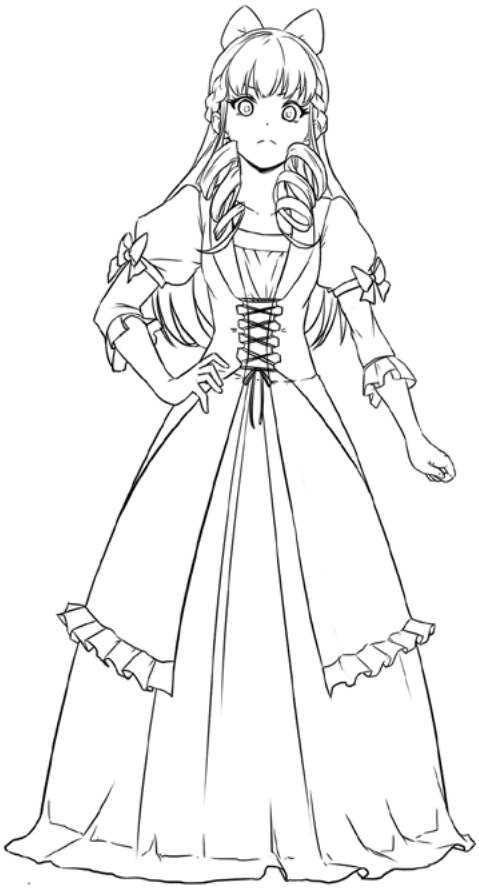


Lord Draig



Marshal Finkman

Concept Art Studies



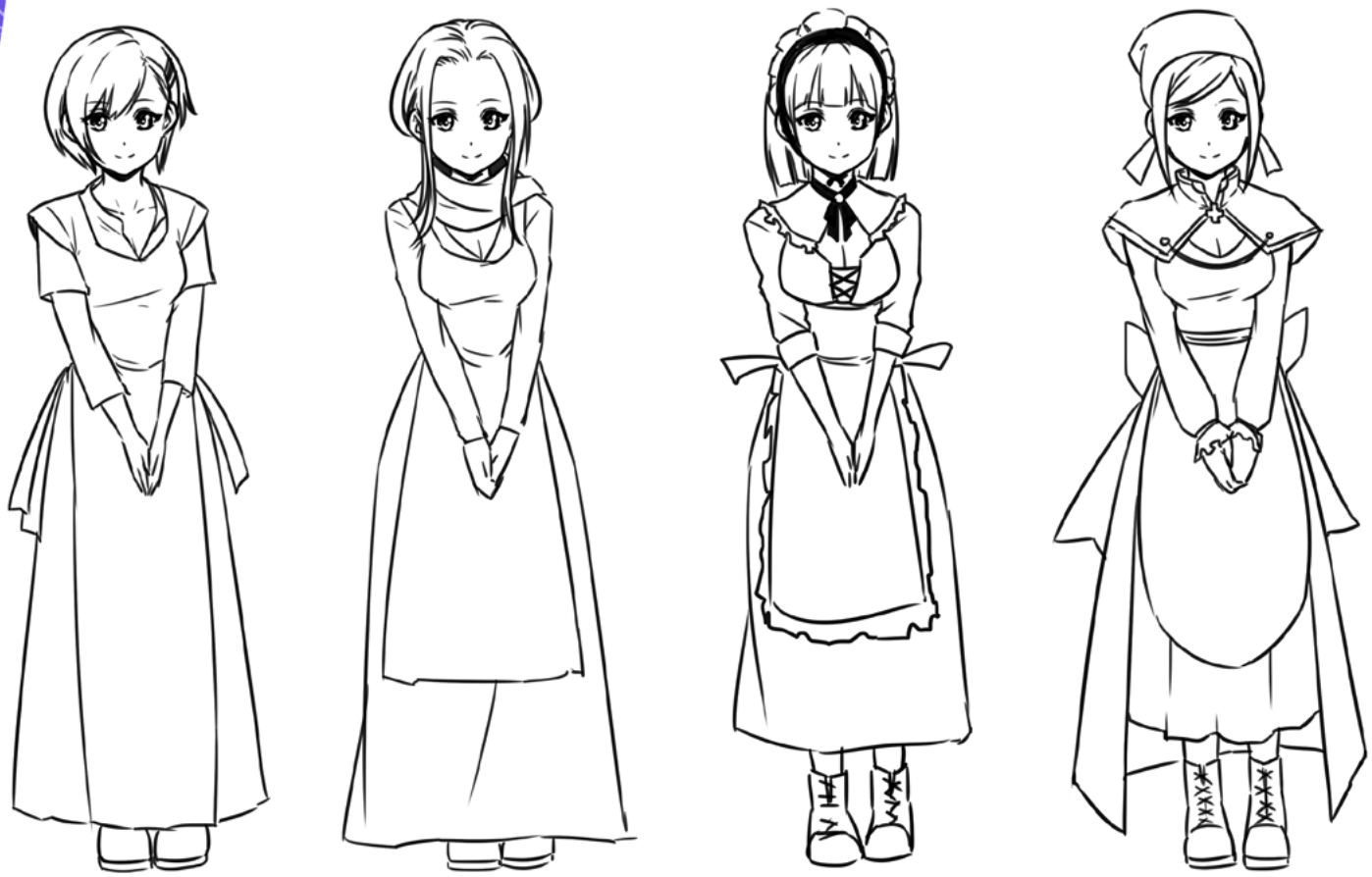


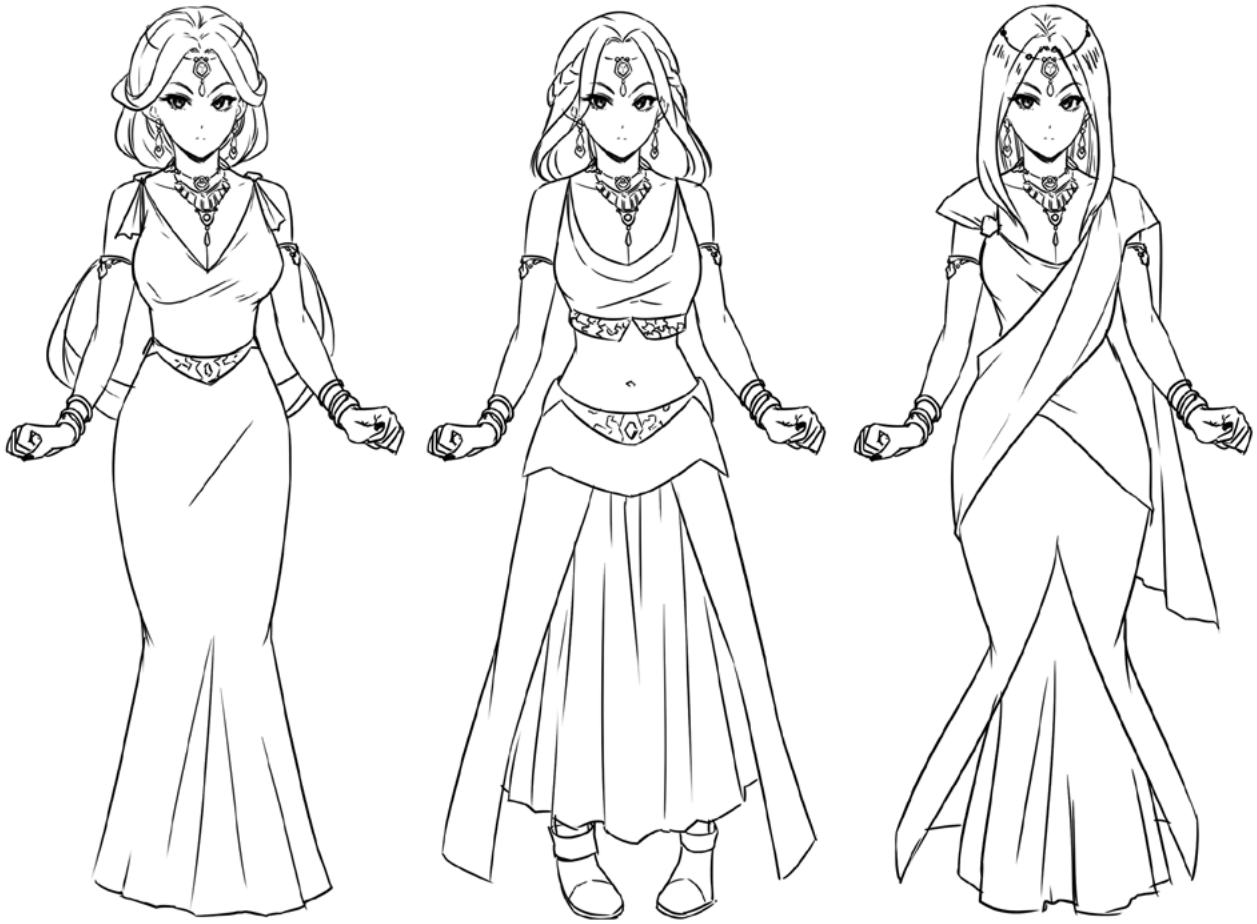




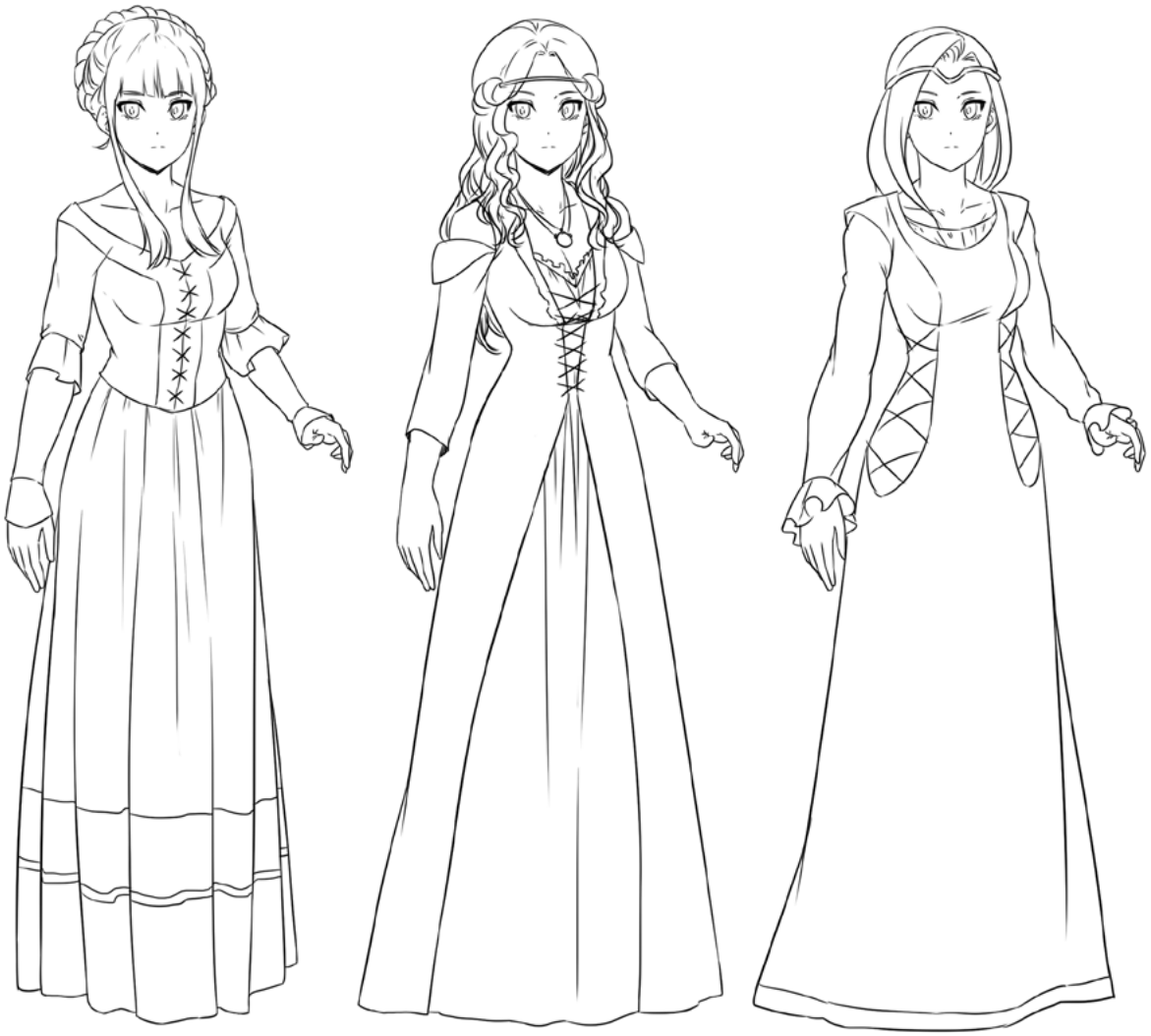


Concept Art Studies





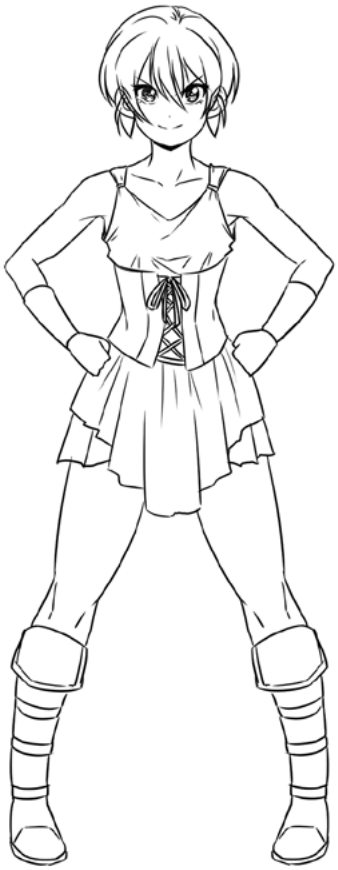




Concept Art Studies









A



B



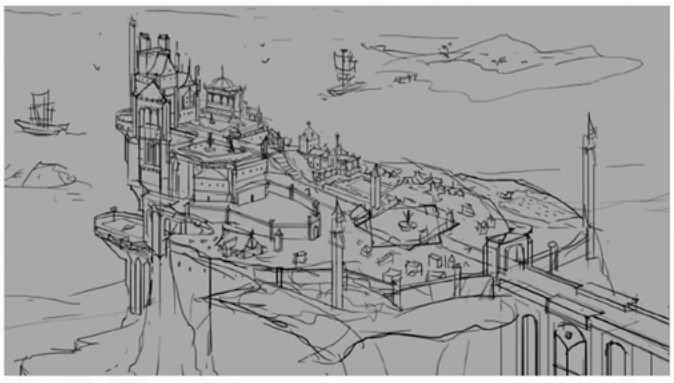
C

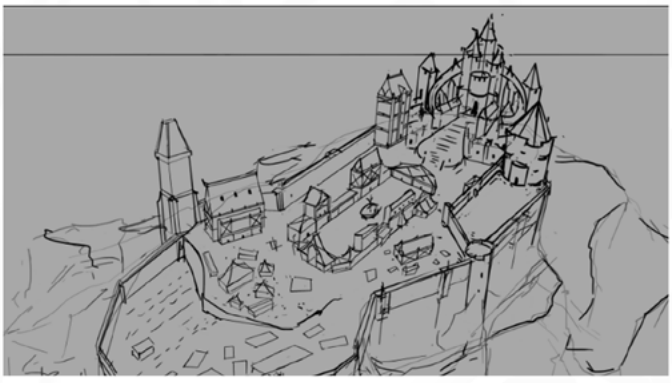
Backgrounds
•Part Three•

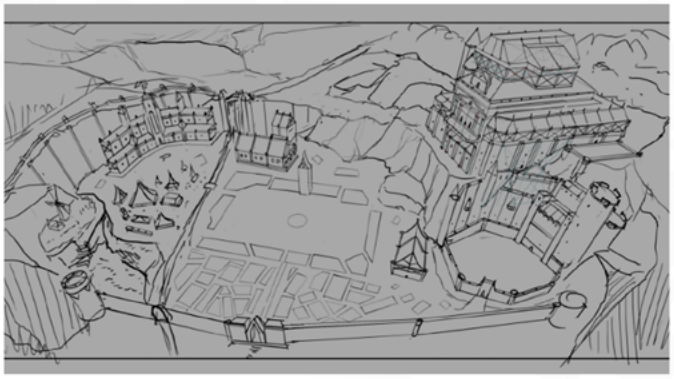
City Map



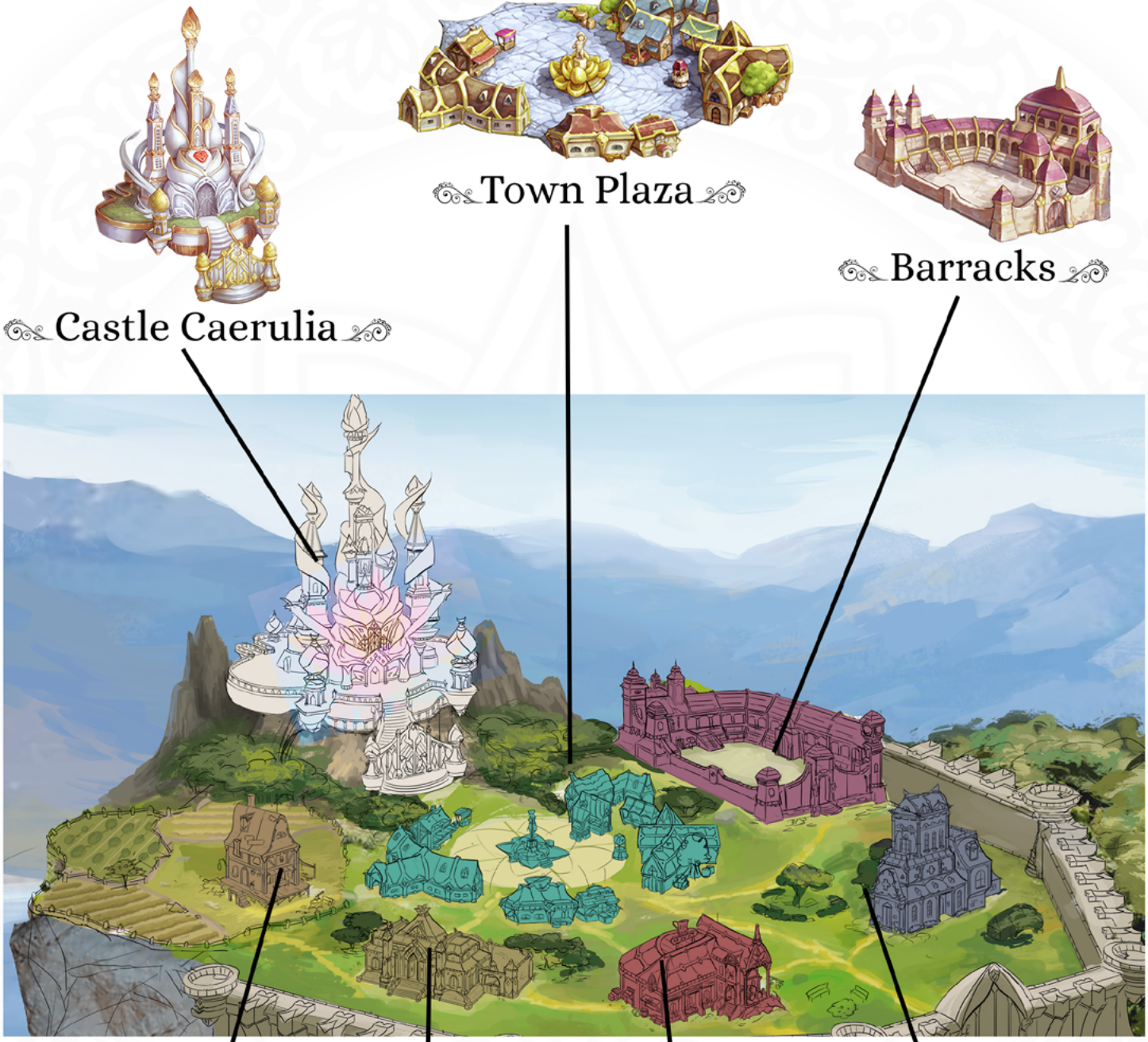
Studies



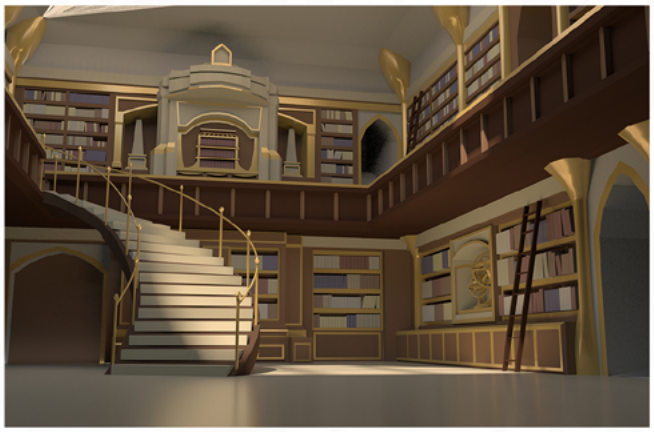







Castle Caerulia
Town Plaza
Barracks
House
Archives
Tavern
Infirmary

Background Process



Step 1. 3D



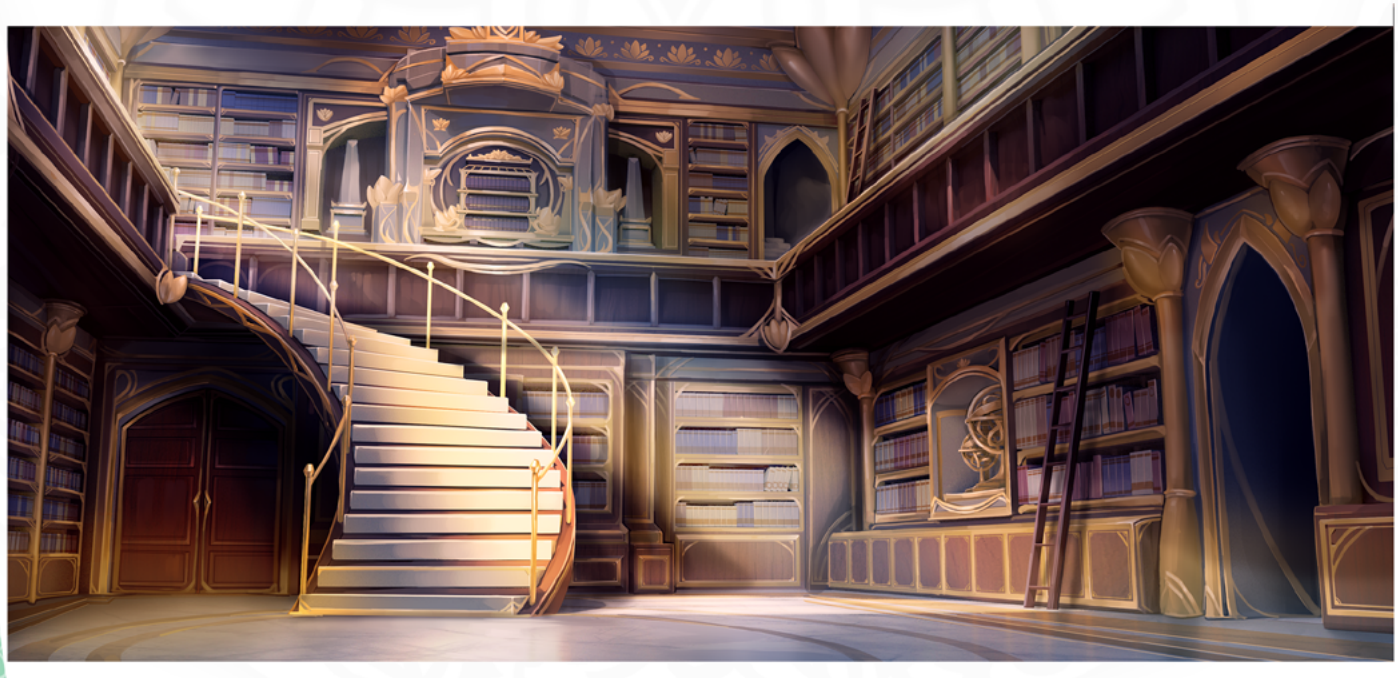
Step 2. Wireframe



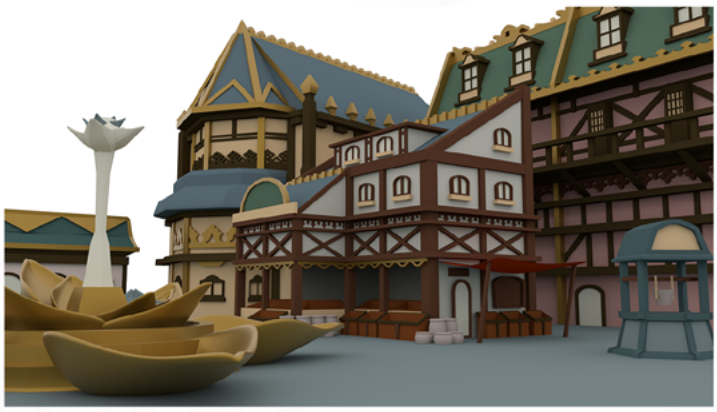
Step 3. Shading



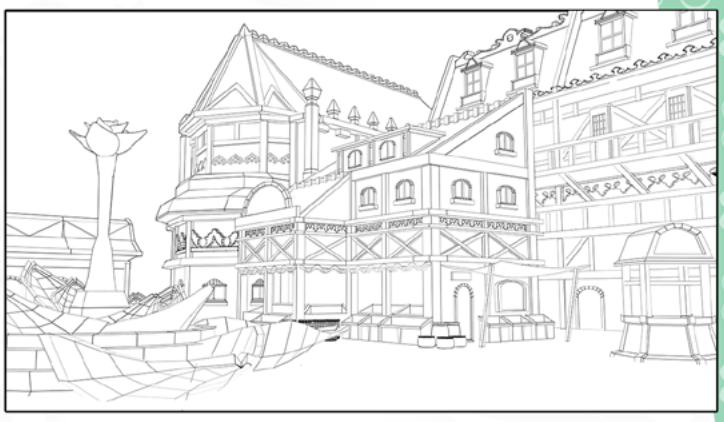
Step 4. Basic Render



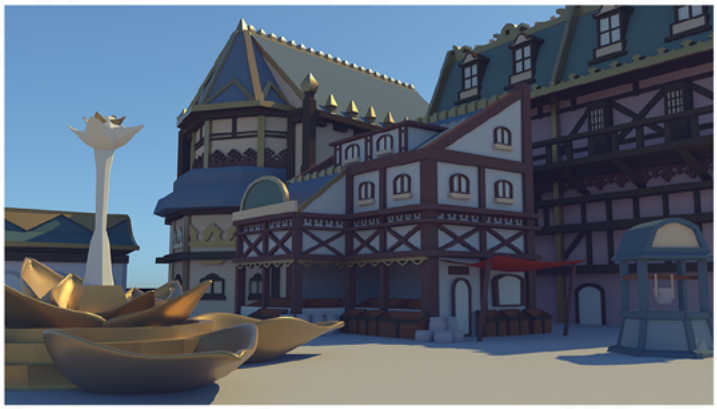
Step 5. Final Render



Step 1. Start with a rough 3D base model that would serve as a guide for composition.



Step 2. Made a wireframe render of the 3d model inorder to determine the lines within the object.



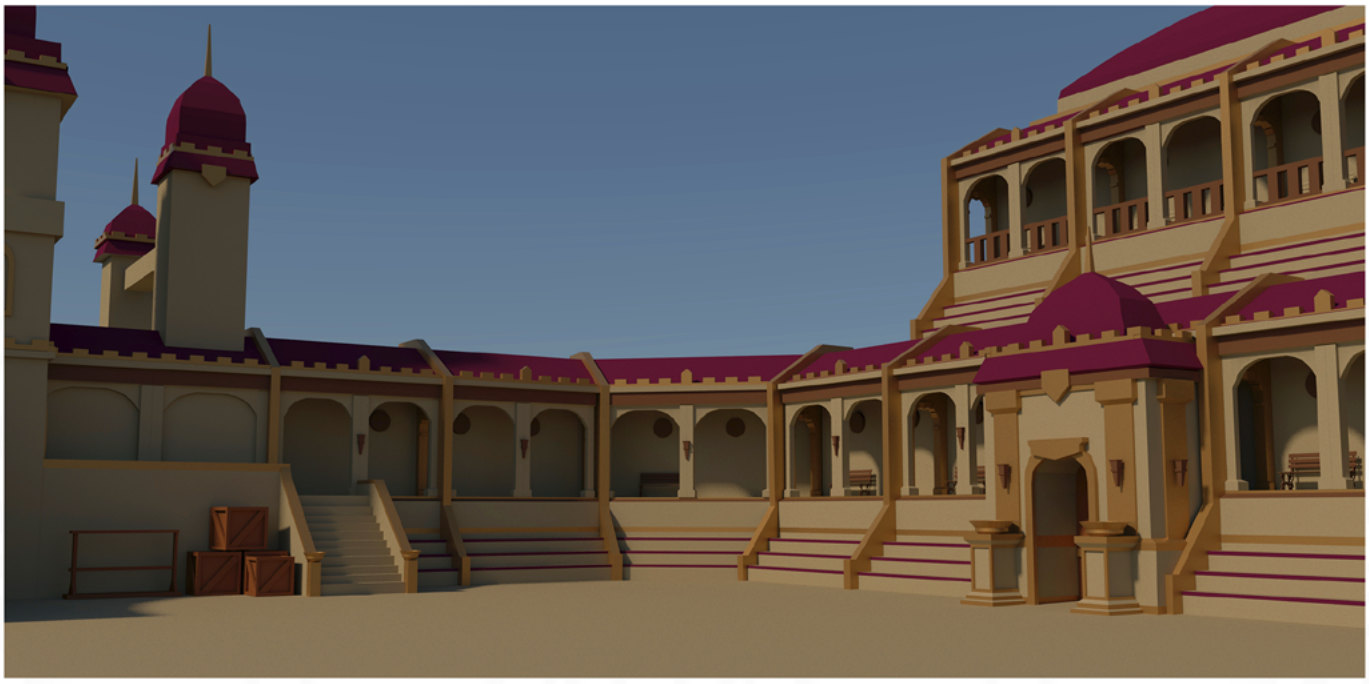
Step 3. Set up lighting that would serve as a guide before startng the rendering process.

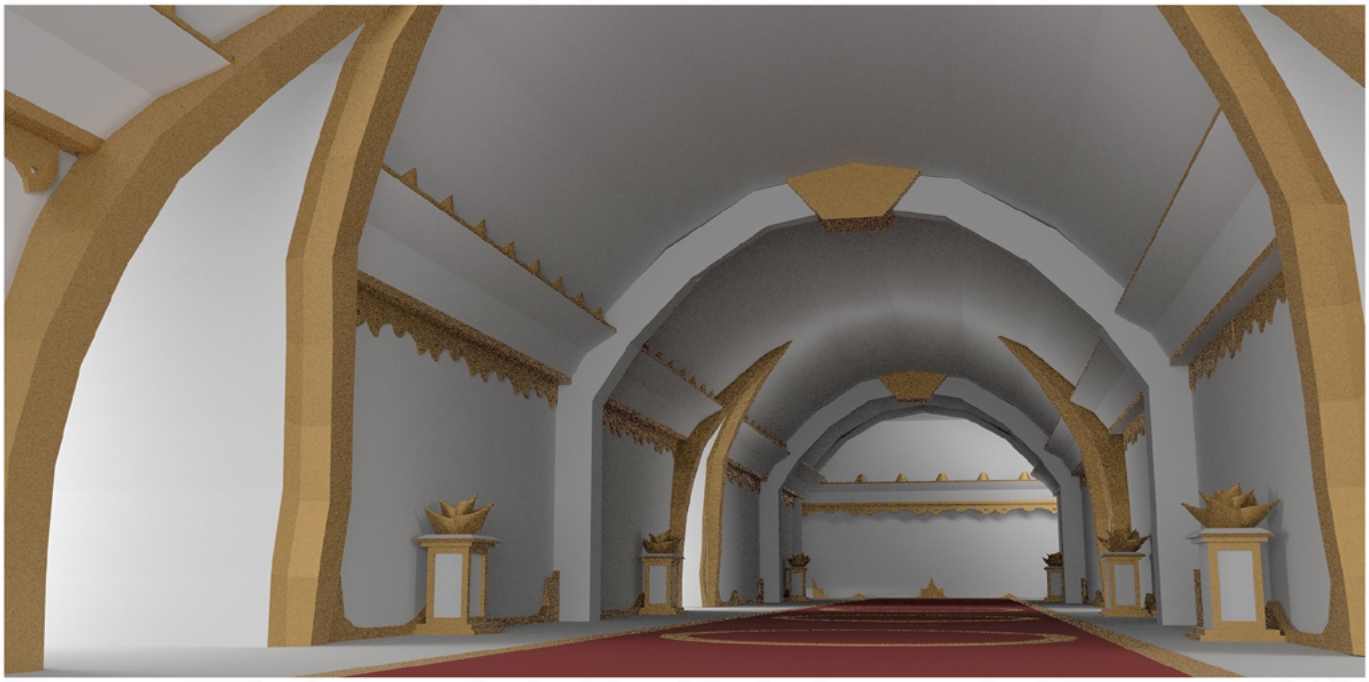


Step 4. Set up another lighting for another time setting for the background variation.



Step 5. Using the 3D model guide, rendered it first in a natural lighting setting, then using the lighting guide helped me to make the different time setting (morning, afternoon, evening) for the variations.

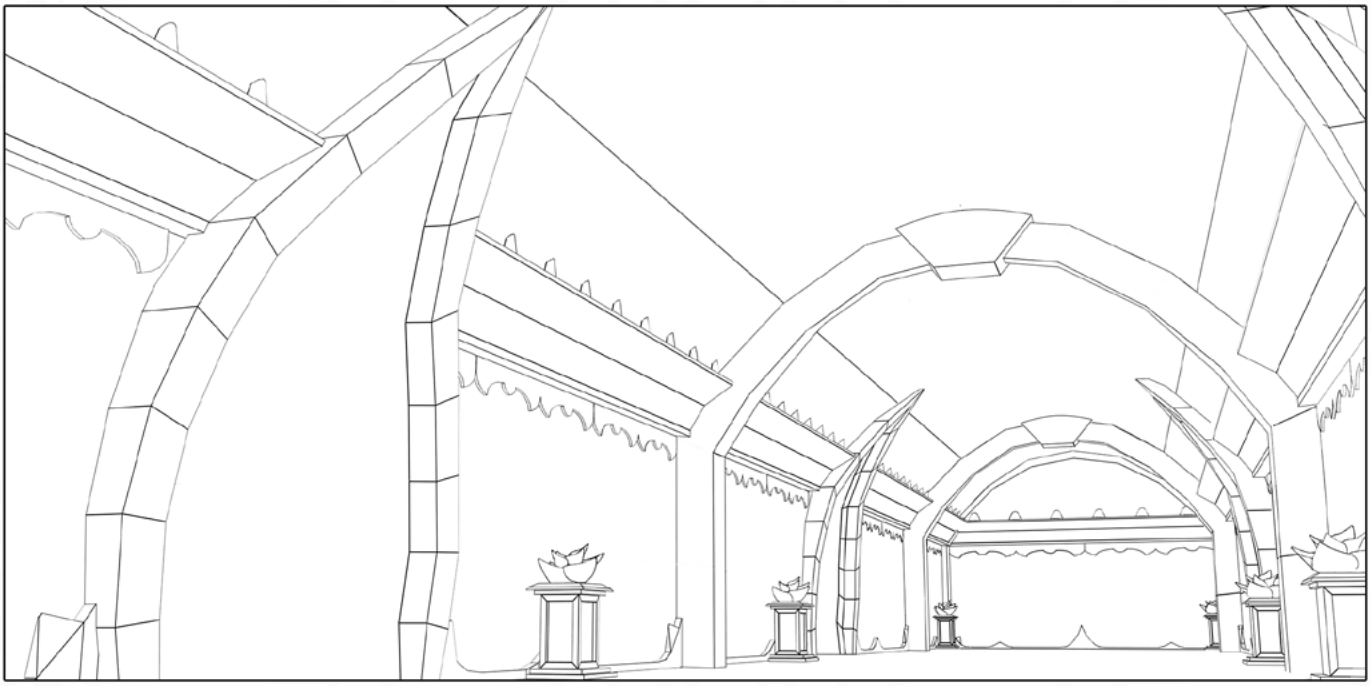






The tavern was one of the hardest backgrounds to render. The 3D model was made to be intricate in order to achieve the fun but chaotic scene of a tavern. This was inspired by Northern European taverns with a touch of gold ornaments. Each individual chair and plank of wood was modeled individually.







Castle Throne



Knowing that the castle throne room would feature lotus motifs, we found it important to give this background a symmetrical composition to help give it a majestic fantasy feel. This is the place where Caerulian leaders rule, after all!





Afternoon & Night

Castle Caerulia



Castle Hallway



Castle Gate

Town



Plaza



Barracks

Squire's House

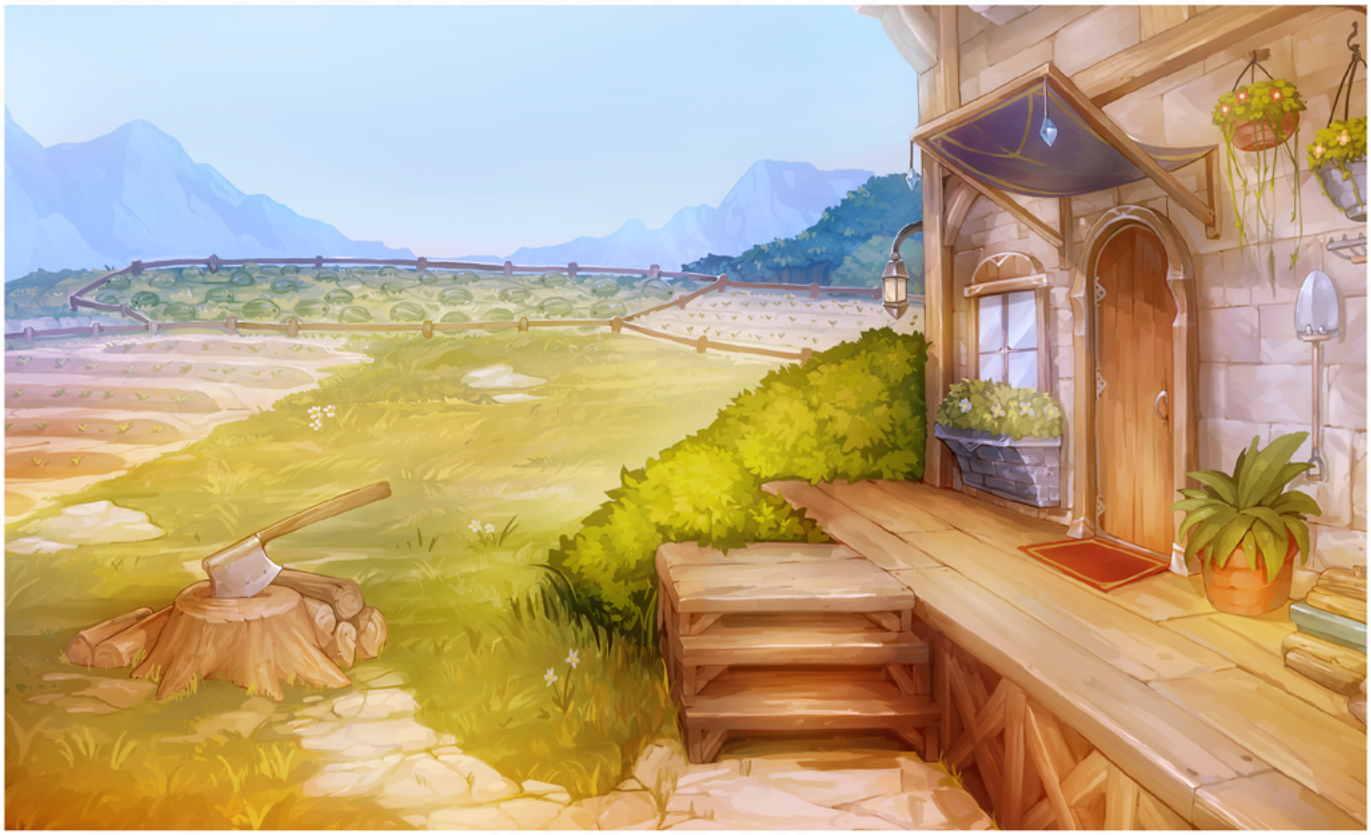


Squire's Bedroom



Living Room

Squire's House



Morning





Afternoon & Night

Infirmary



Morning





Afternoon & Night

Archives



Morning





Afternoon & Night

Tavern



Morning





Afternoon & Night

Forest - Story Mode



Morning





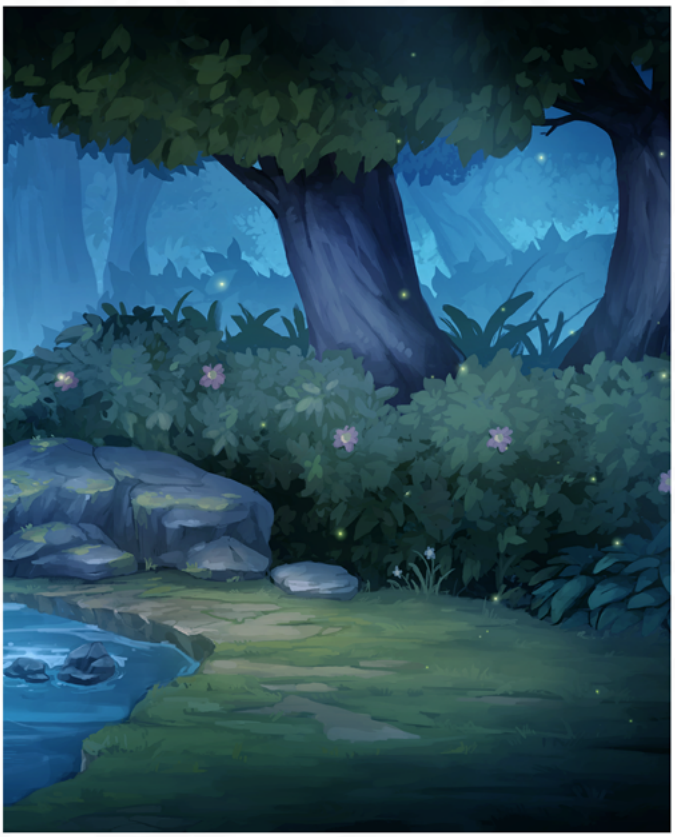
Afternoon & Night

Forest - River



Morning





Afternoon & Night

Forest - Battle Mode



The forest was inspired by old-school turn-based RPG backgrounds. We wanted to achieve a magical and atmospheric feel for the scene. Extra care and detail was given to this background since the players will be seeing it often during the campaign. It's wider and larger compared to other backgrounds so that it fits with the gameplay and the UI.

Studies

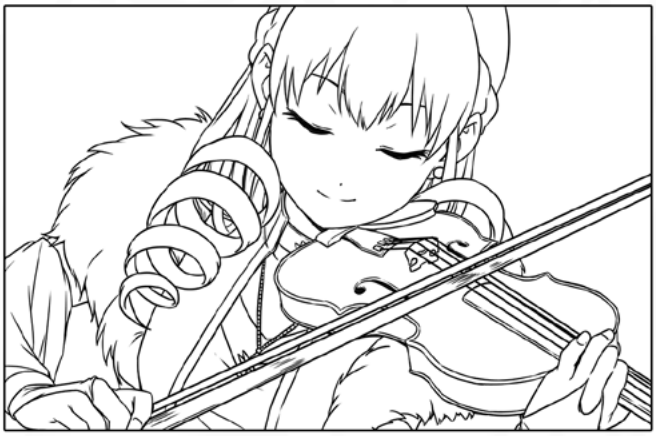




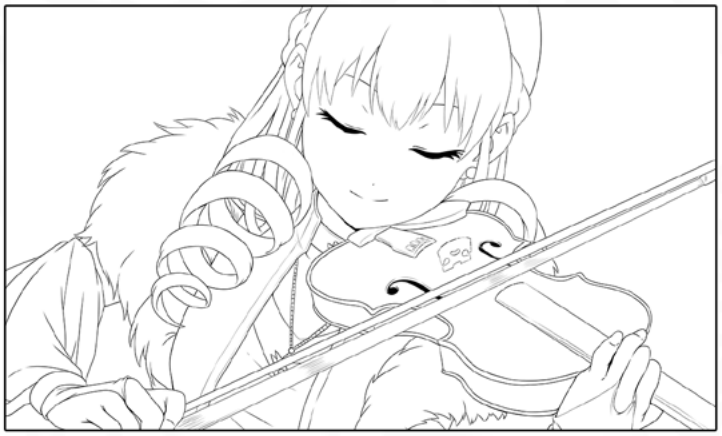
Cutscenes

• Part Four •

Cutscene Process



Step 1. Clean Sketch



Step 2. Lineart



Step 3. Flat Colors



Step 4. Adding Details



Step 5. Final Polish





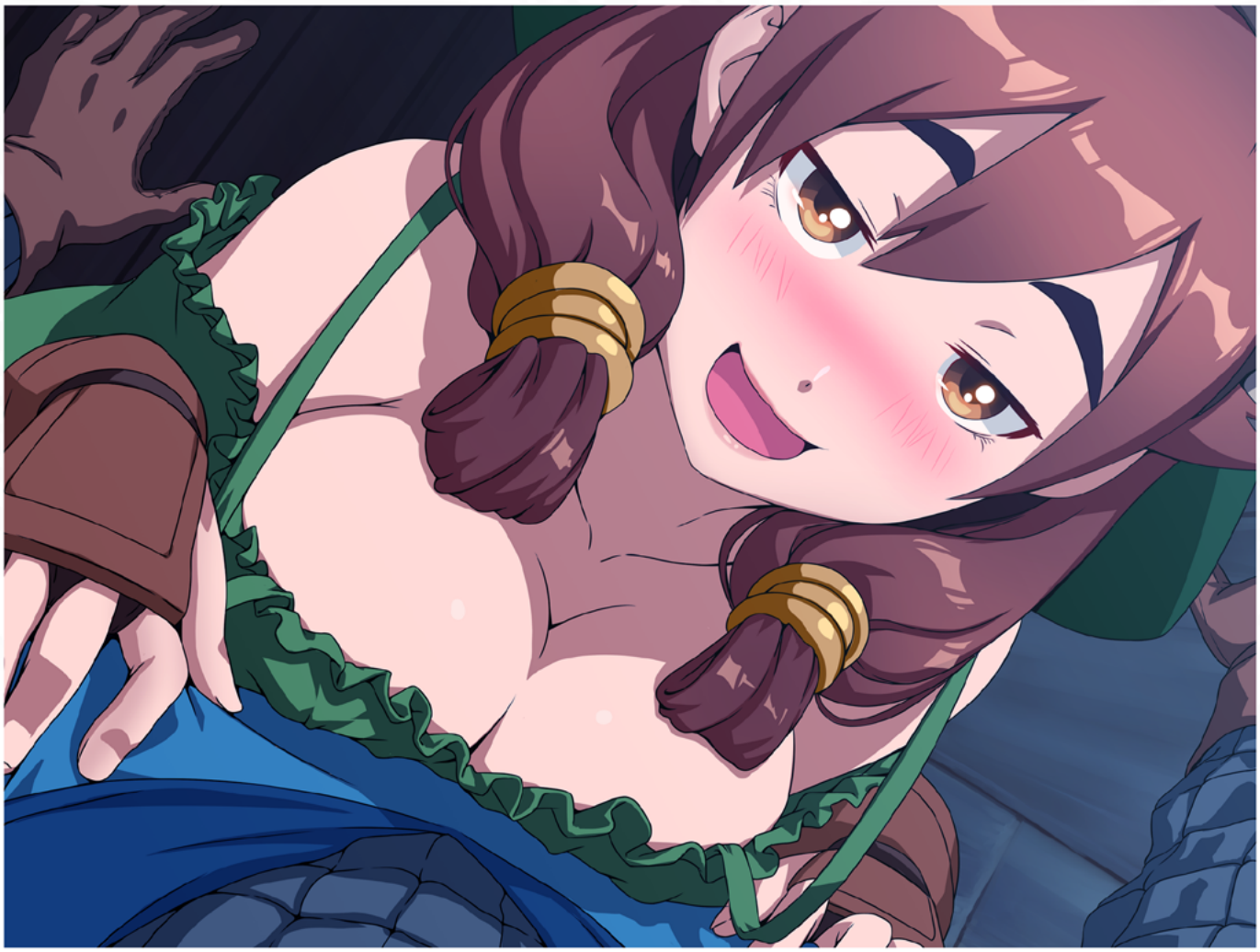









Amelie's
Apple Pie







We found it interesting to work on this CG because it's one of the rare occasions when the focus of the scene were not characters but inanimate objects. It was all about setting the mood and atmosphere!























For this CG, we wanted to reveal Beatrice's tender side. We managed to achieve this through the effective use of colors, angles, and subtle animations. It made her look regal and graceful!



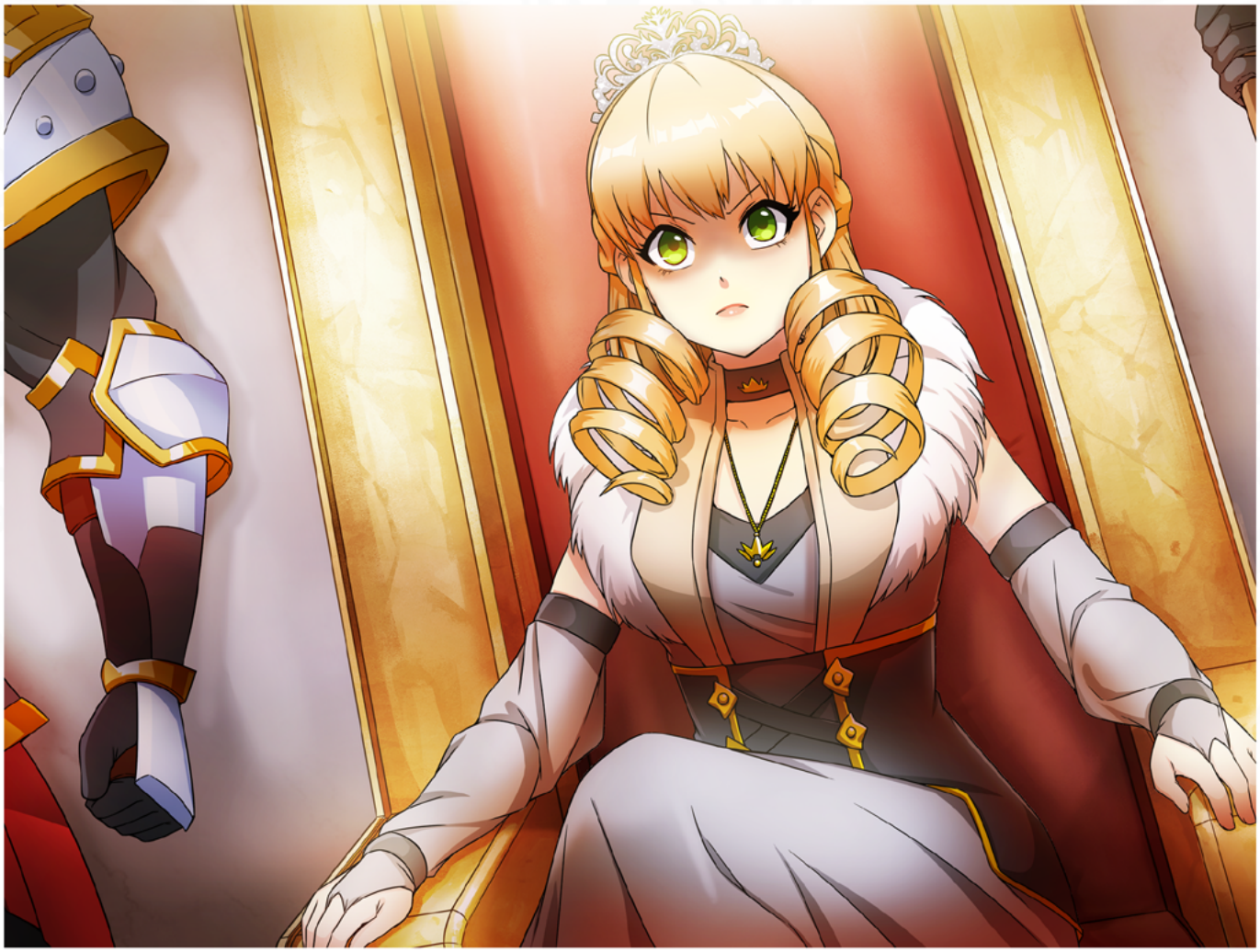








































This fanservice CG was supposed to focus on either Giselle's boobs or legs. We found it difficult to choose just one of her assets, so we decided on getting the best of both worlds! Drawing and animating the tentacles was tricky, but the team had a blast working on it! You can't have an ecchi game without tentacles!









For Giselle's bad end CG, we wanted to capture her feelings of sorrow and isolation without the image appearing too erotic. The earlier drafts made her look like she just went through a break up, but after a number of lighting revisions, we finally achieved the mood we wanted.



























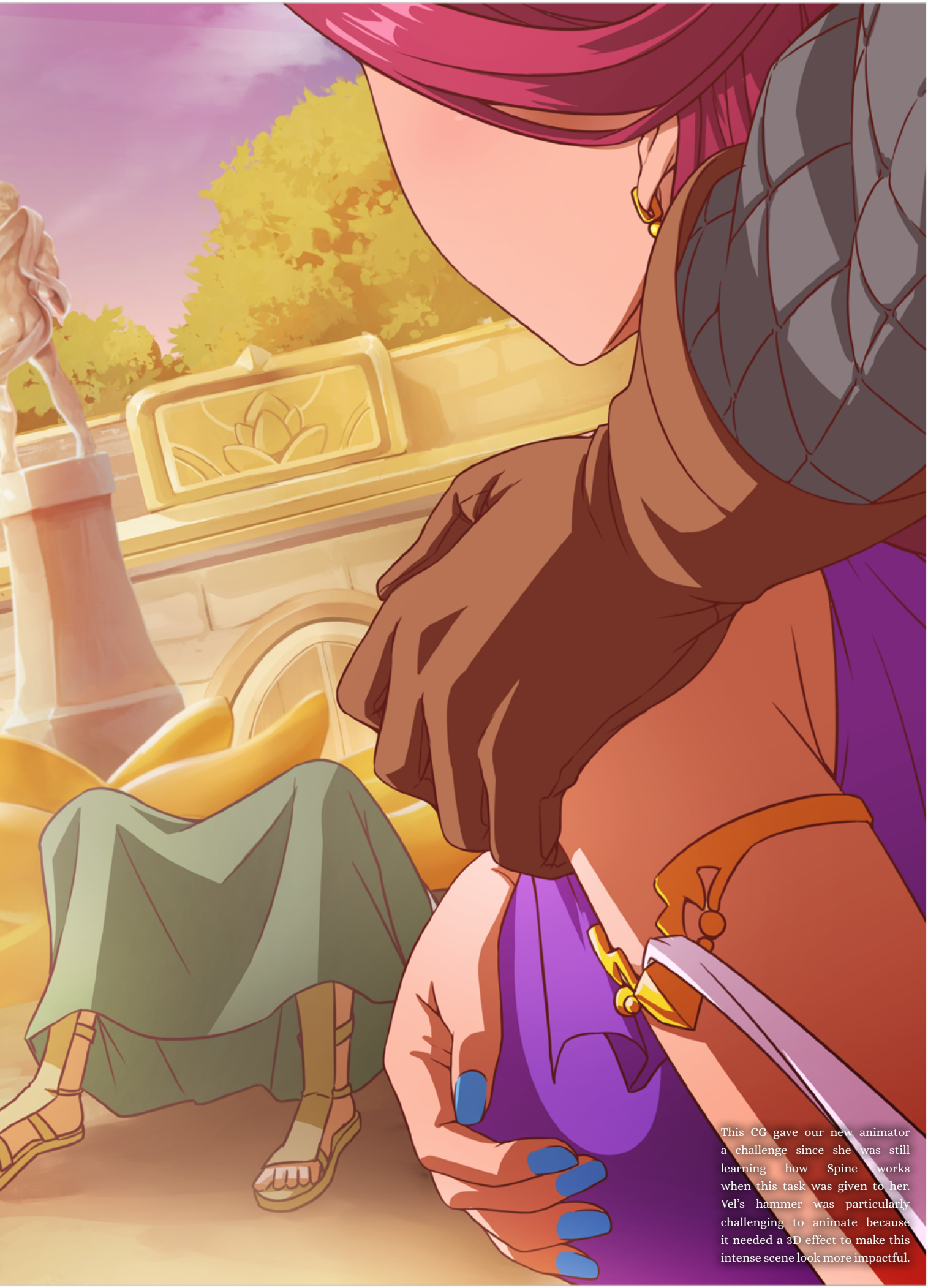












This CG gave our new animator a challenge since she was still learning how Spine works when this task was given to her. Vel's hammer was particularly challenging to animate because it needed a 3D effect to make this intense scene look more impactful.



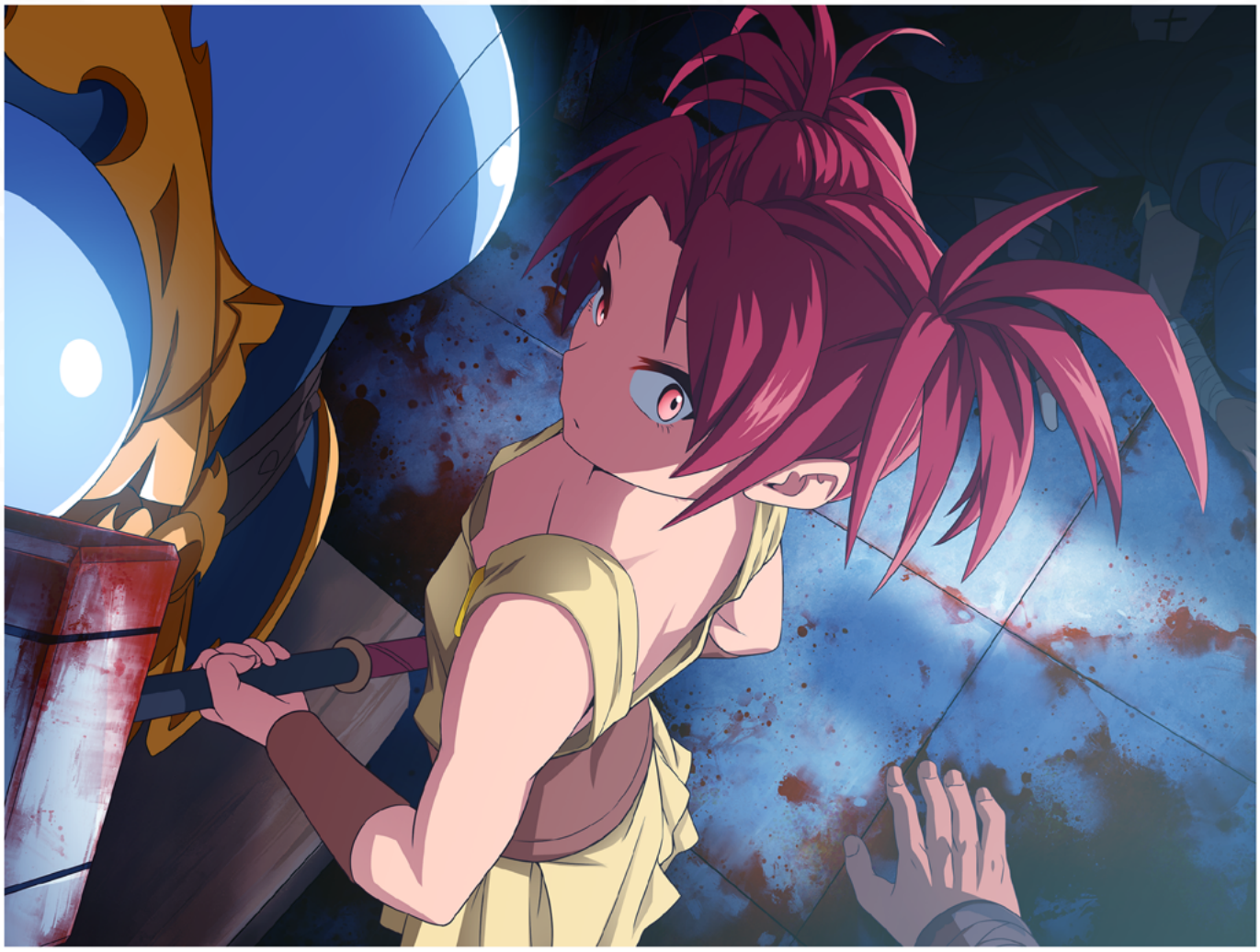






This CG was a treat for the art team for several reasons. First, we've always wanted to work on dynamic action scenes. And second, we got to design a new armor for Vel. It was refreshing to see her wearing something that fits her perfectly. It's the real Sir Grand in all her badass glory!









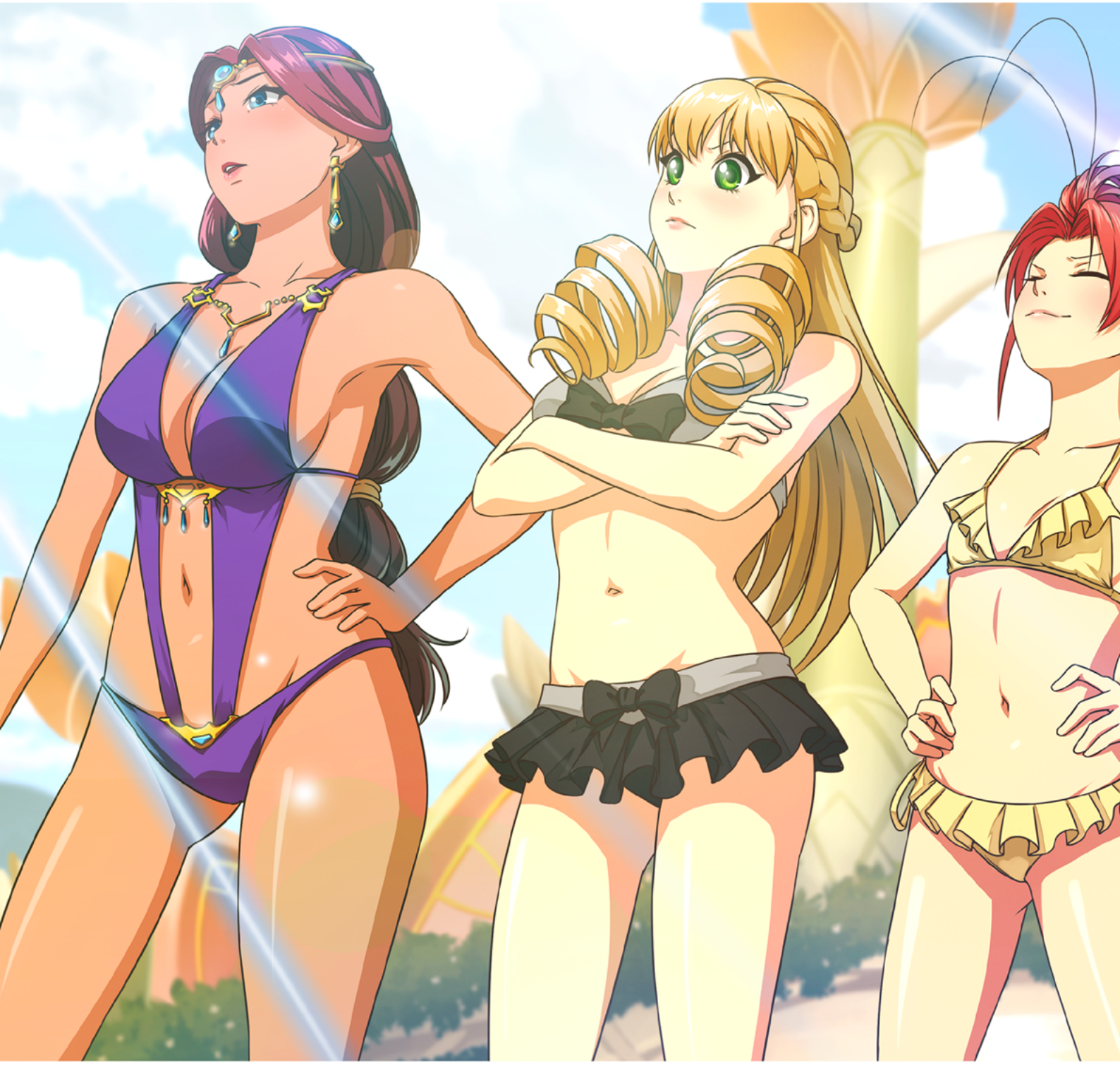














We had a difficult time finding a good composition for this CG. Each girl is supposed to stand out without making the scene look cluttered. We liked working on this because we got to see the girls in bikinis!





Being one of the sauciest CGs, it only took us one day to animate this scene! The team's different reactions to seeing Hugh in an apron were amusing. Everyone was surprised that his route actually exists!









We were inspired by classical paintings for this epic war scene. Although animating a CG of this scale was a lot of work, it was satisfying to see the finished product.






HUGH LAFAST
MENTOR OF THE WEAK









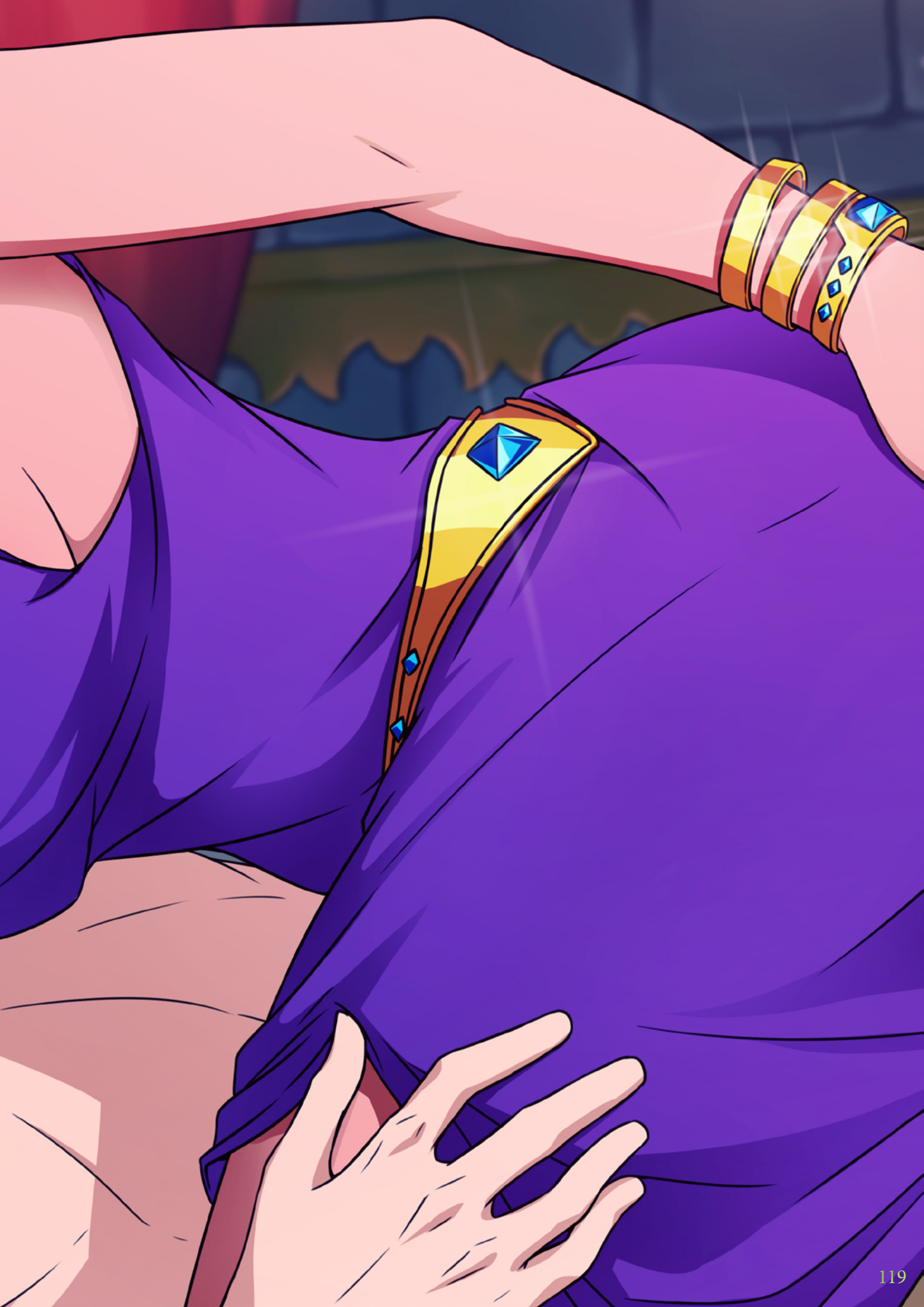


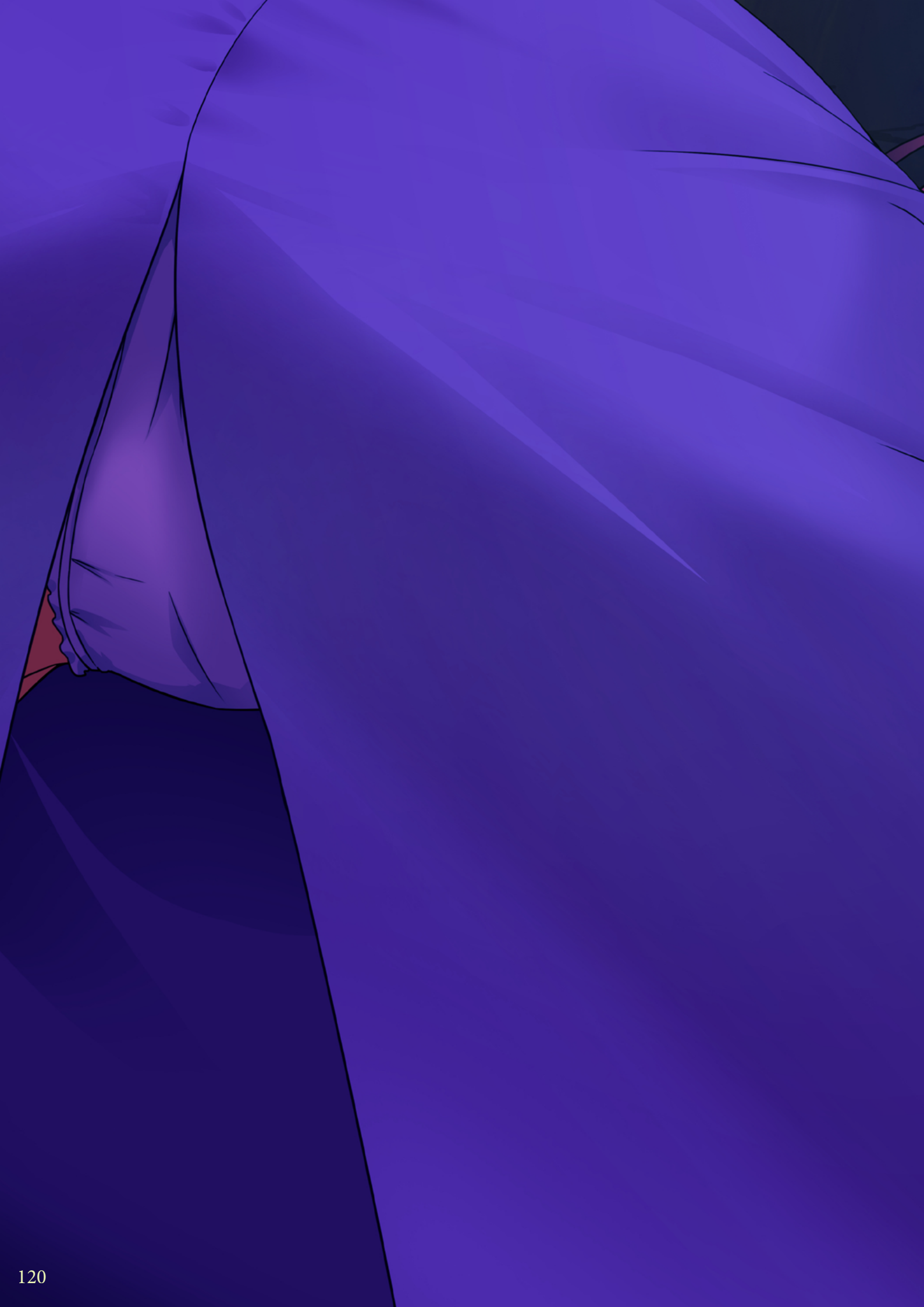








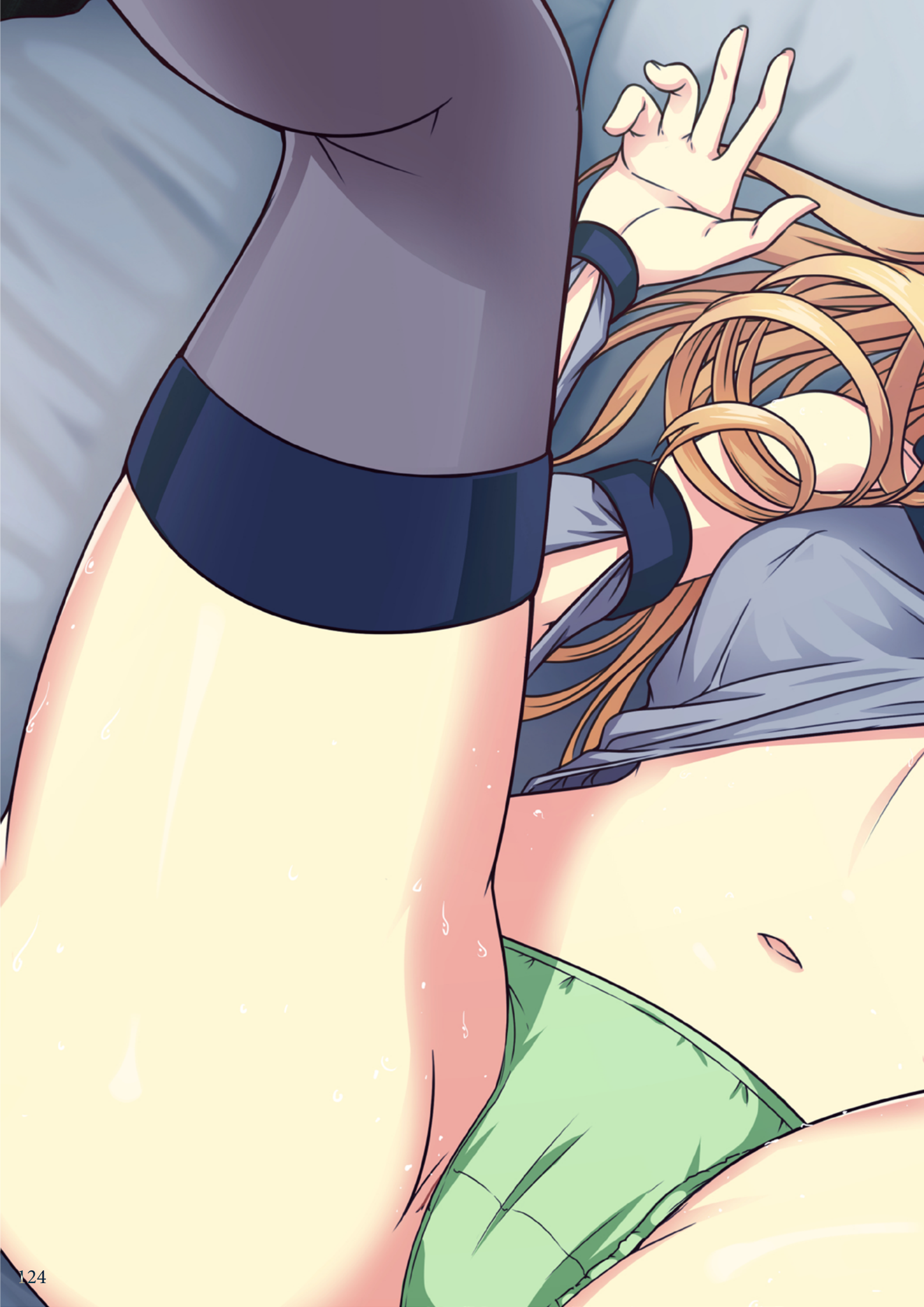
















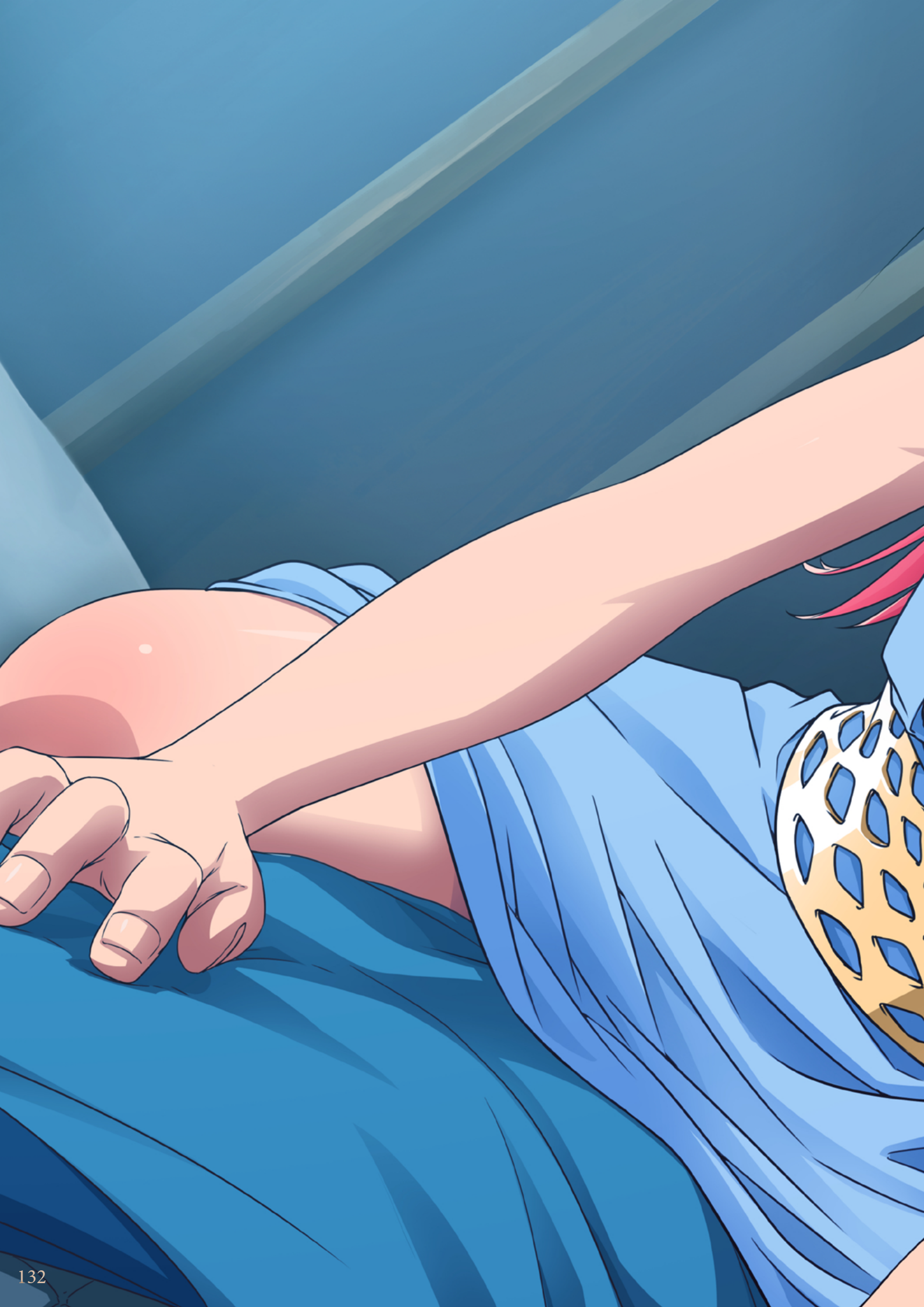


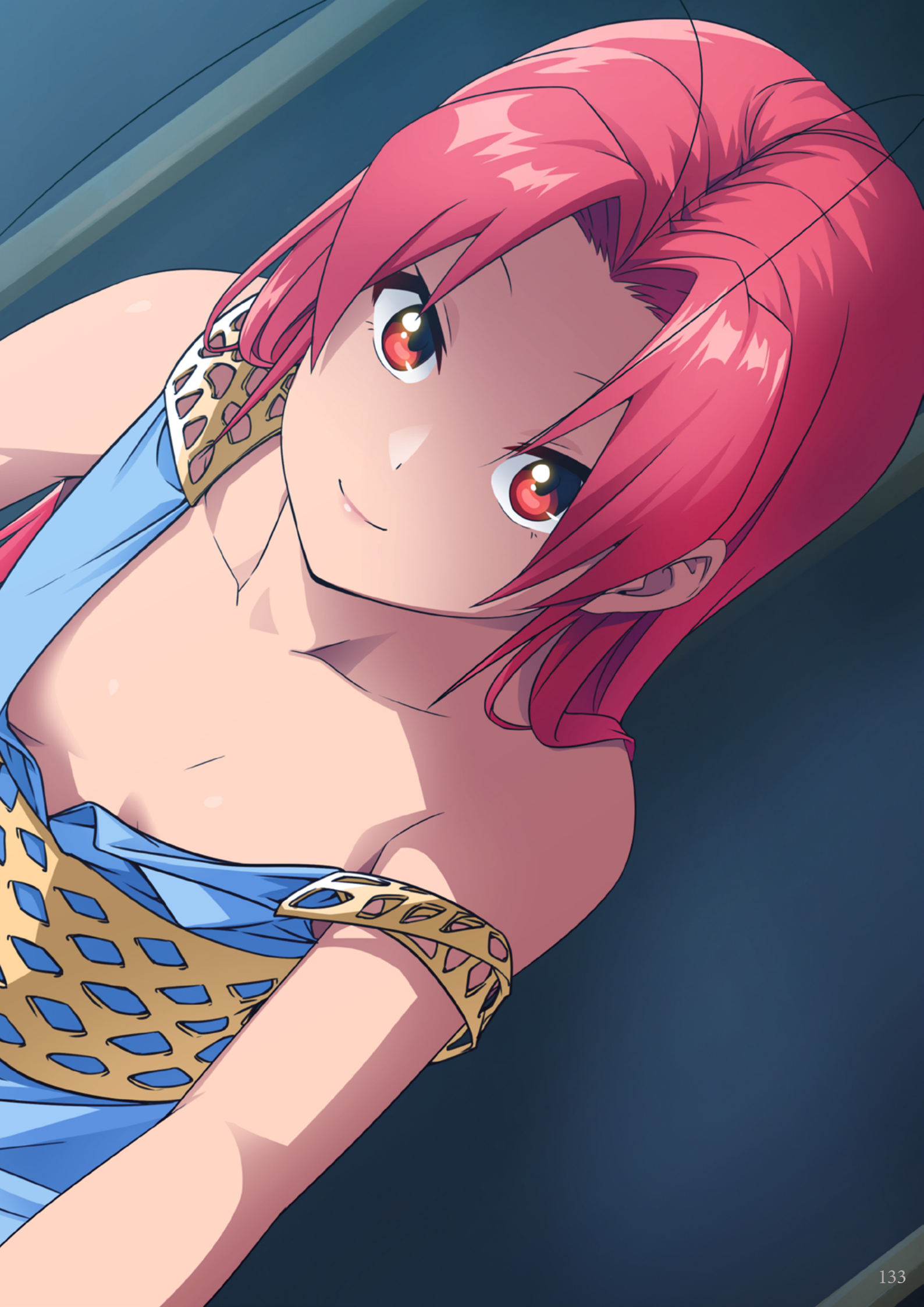


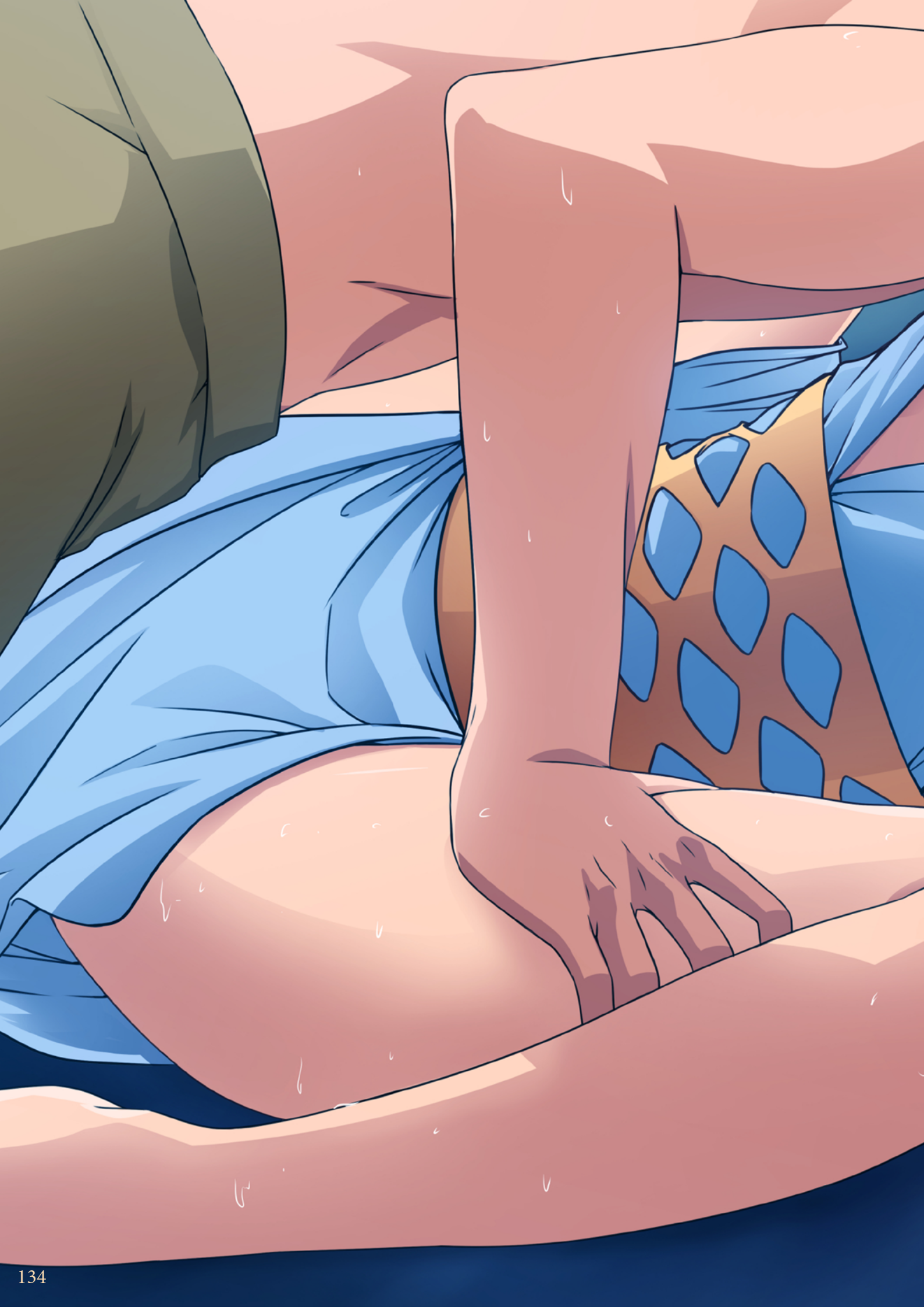














Miscellaneous

•Part Five•

Item Sprites

We included item sprites in our first game, The Letter, to make scenes visually interesting, and it's no different in Love Esquire! Working on a variety of item sprites also allowed us to learn new techniques for rendering objects and textures such as wood, glass, metal, and even a Sanak-Shamah — the Alkosi pleasure toy! These sprites might only appear for a few seconds but it gave the art team valuable knowledge we could use for our next games!

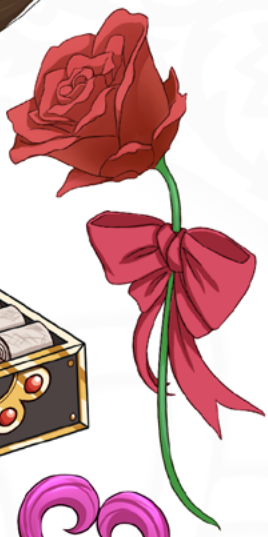












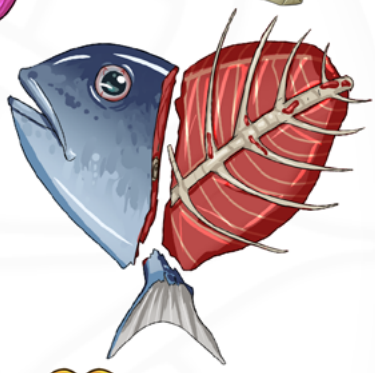

TRADERS OF
ALKOS
SUNSET
CONFLICT
KAVERNS
KRAKENS

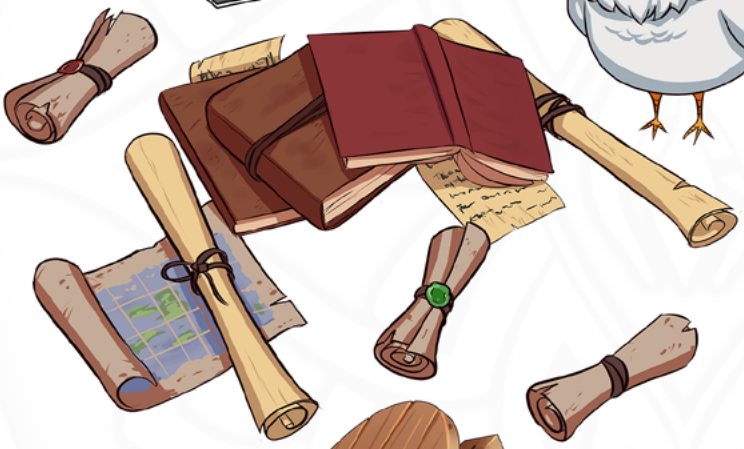



















VOLUME 1
Issue No. 182
SPICABE
vol. 1
THE MAGICAL ADVENTURES OF
SEAFARER SELENE




Squire practice your lunges...
Be back in a few
-Hugh ♡
ANGIE
THE FOOL


LOTUS
WHISKEY
BEST WHISKEY IN TOWN







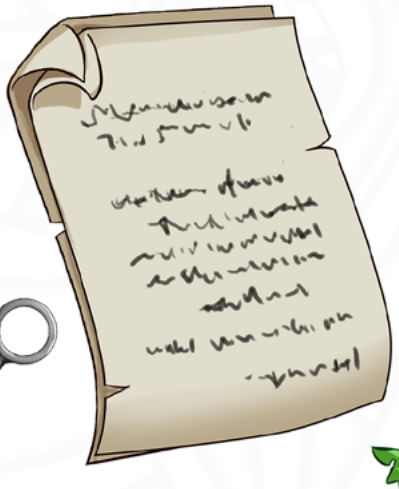




































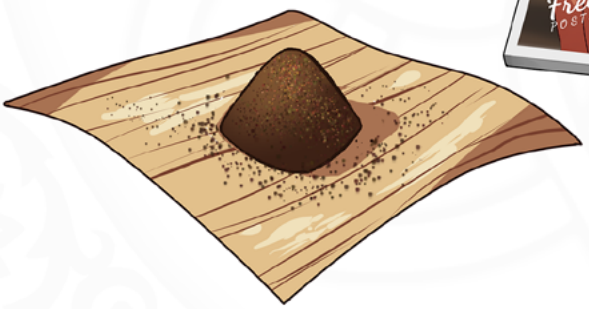

SERENA'S
FORTUNE
TELLING




FREE
ITEM


AN ILLUSTRATED STUDY ON ALKOSI WOMEN
BEAUTY
QUEENS
10
WAYS TO
PLEASE
ALKOSI
WOMEN
Free!
POSTER
Does size matter?
Love like a beast







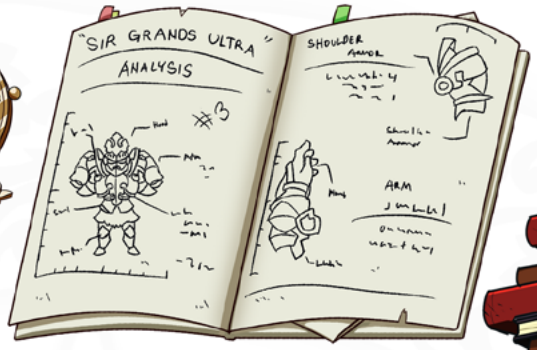











"SIR GRANDS ULTRA"
ANALYSIS
SHOULDER
ARM
















FOR VEL
DON'T EAT THIS, SQUIRE!








SUN








SLIME
BAIT

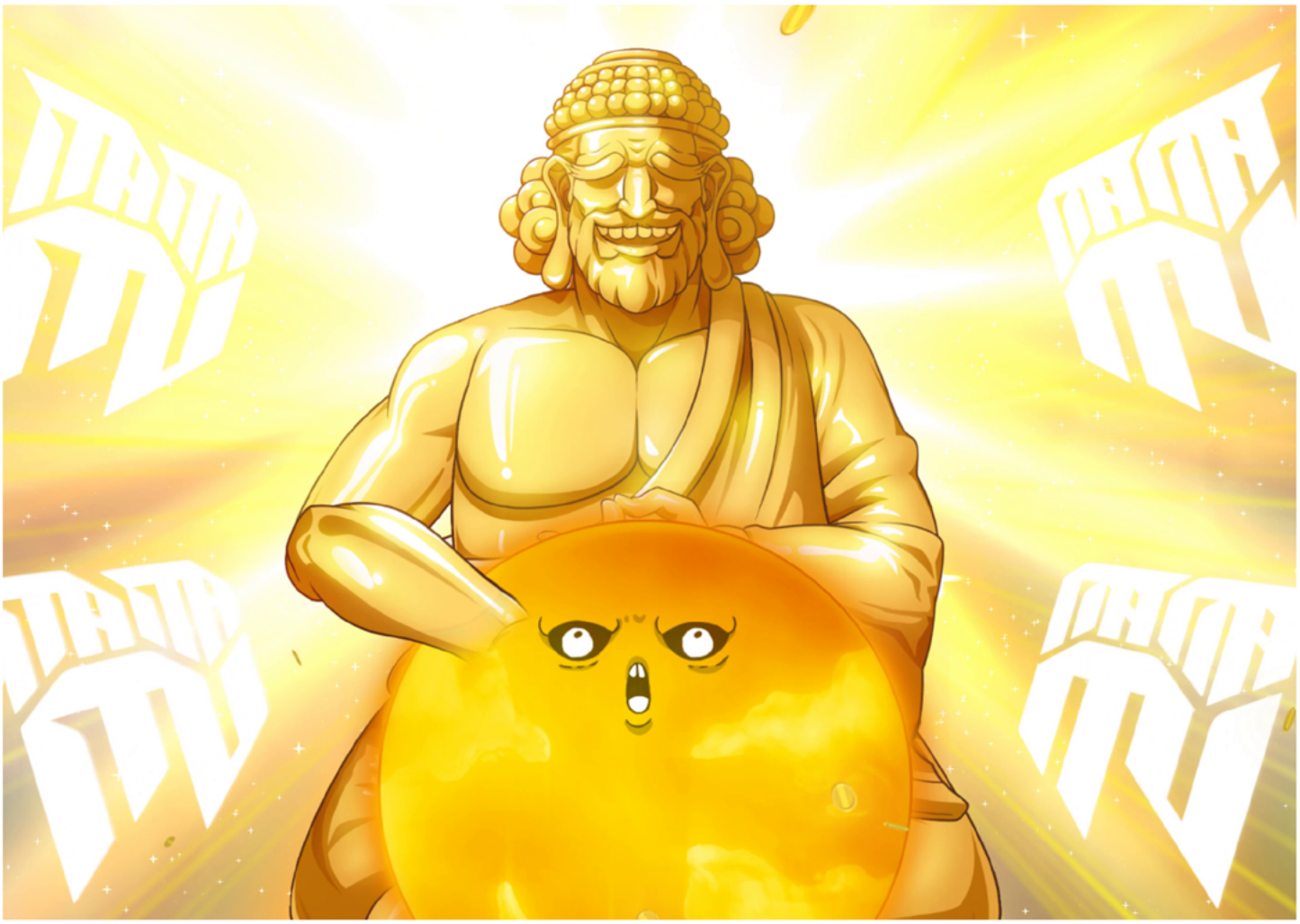

B-70
W-50
H-72
A SQUIRE'S GUIDE TO PLEASING HIS KNIGHT
For Boss

Battle Animation Sprites



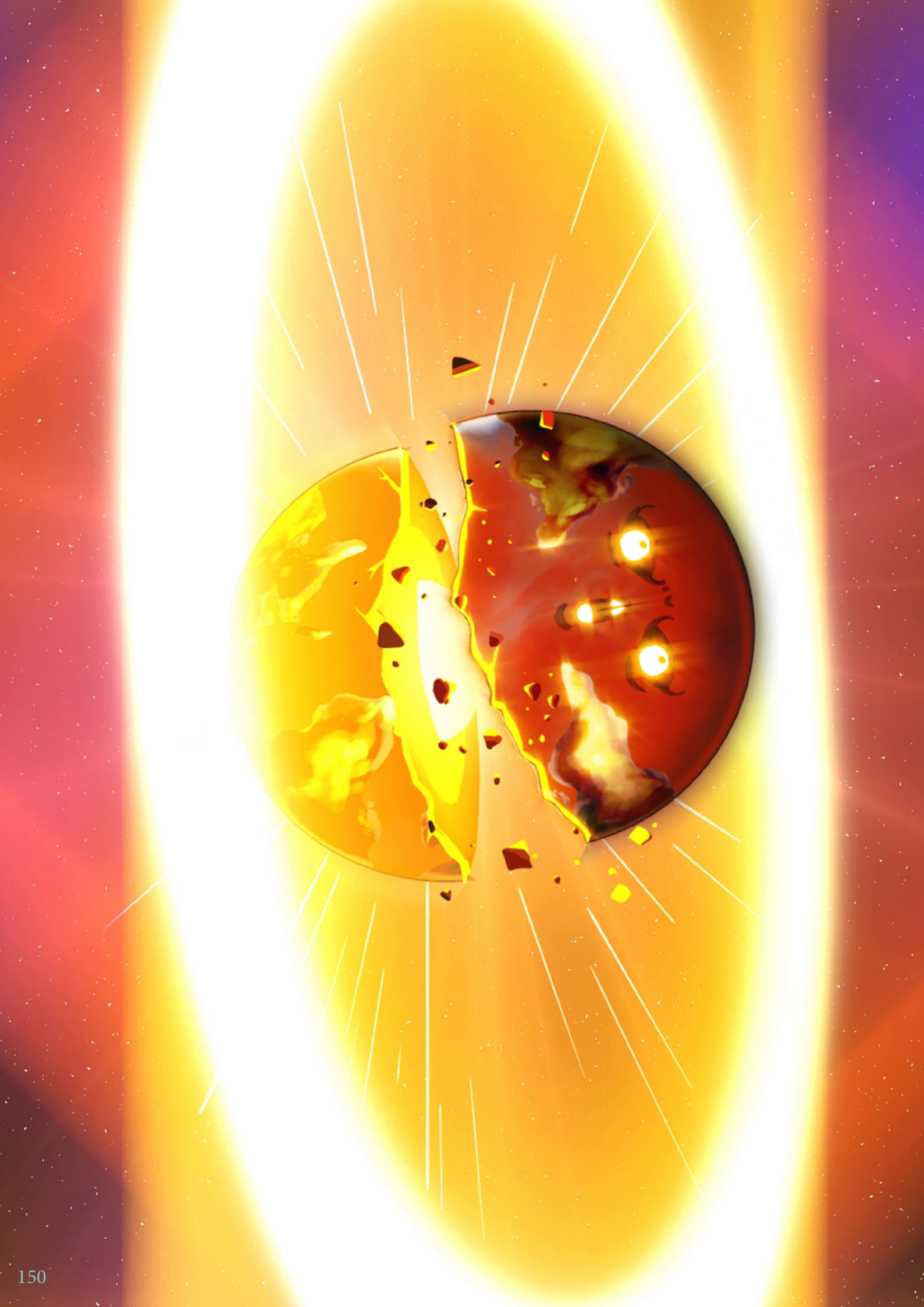














Monsters



Masterinq

Also known as the Slime King, the Masterinq lords over all his slimy servants. Adorning the crown of some long forgotten king, the Masterinq becomes a royal pain in the ass when angry and hungry.

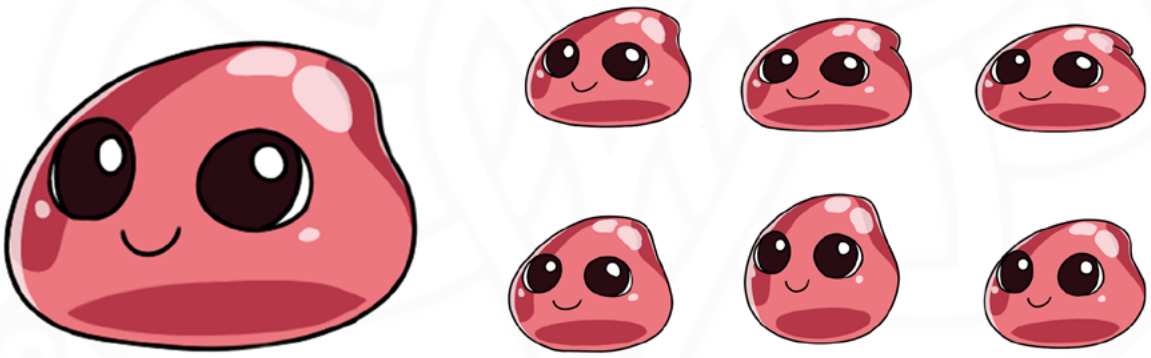






Hardrinq

Having consumed powerful warriors (and keeping their silly hats as trophies), Hardrinqs are slimes that have gone higher up in the food chain. Even a seasoned knight is careful around these blue brutes.



Porinq

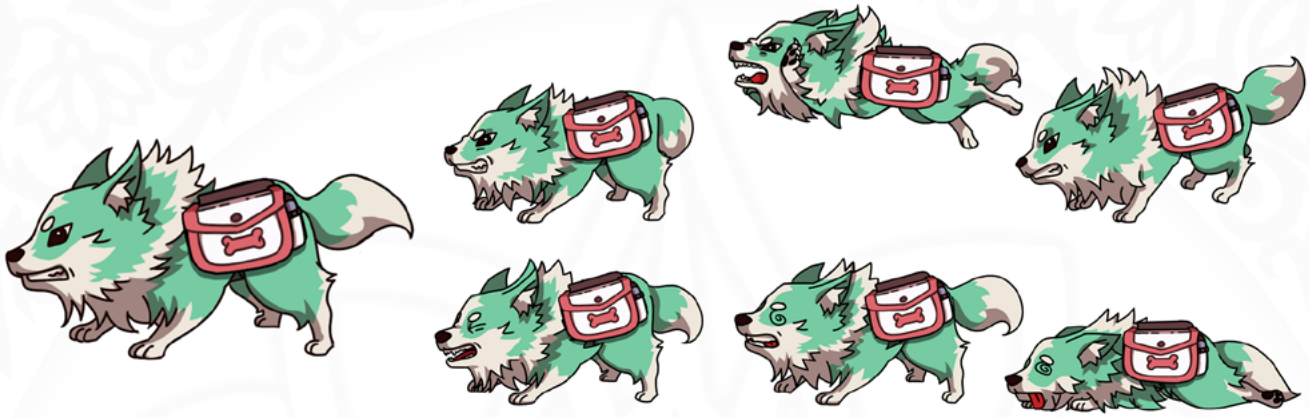
Don't let that cute face fool you, Porinqs are nasty pranksters. Also known as slimes, these creatures are often hunted down by squires-in-training for the gold and experience.



Vagabork

Wolves that eventually become the top dog of their respective packs are called Vagaborks. You know you're up against one when your hand gets bitten off after a few seconds.





Good Boye Bork

The Good Boy Bork is a cherished member of any wolf pack as they provide healing and other supportive capabilities. Nobody knows how it happened, but for some reason, wolves in Caerulia have magically evolved to use med kits.



Desert Bork

Obviously named after the color of their fur, and not the habitat they live in, the Desert Bork is known to be aggressive, territorial, and adorably fluffy.



Maiden of Mastication

The first member of Varetear's elite group of bandit babes, the Maiden of Mastication is known for being the brains of any operation. She likes long walks in the forest and petting random squirrels.



Maiden of Darkness

The second member of Varetear's elite group of bandit babes, the Maiden of Dark'ness likes to strike from the shadows and cause mayhem. In her free time, she plays with shadow puppets and trains a badger named Brownie McBadgerson.



Maiden of Dementia

The third and strongest member of Varetear's elite group of bandit babes, the Maiden of Dementia is always the first to strike during a raid. Her hobbies include finger painting with the blood of her enemies.



Bandit Babe

Femme fatales of the forest, bandit babes are known for their deadly blade skills and ruthless aggression. Their love for gold is also ruthless.

Varetear RavenwayxXx

C.V. Ricco Fajardo

Known as The Masticator of Minds, The Blade of Dark'ness, The Demon of Dementia, and the Bane of Bandits, Varetear is an ambitious ne'er-do-well who's out to prove he's dangerous. Don't let the whining fool you, he IS dangerous, really!



Occupation: Bandit Overlord

Likes: Darkness, Domination, Dementia

Dislikes: Heroes, Bullies



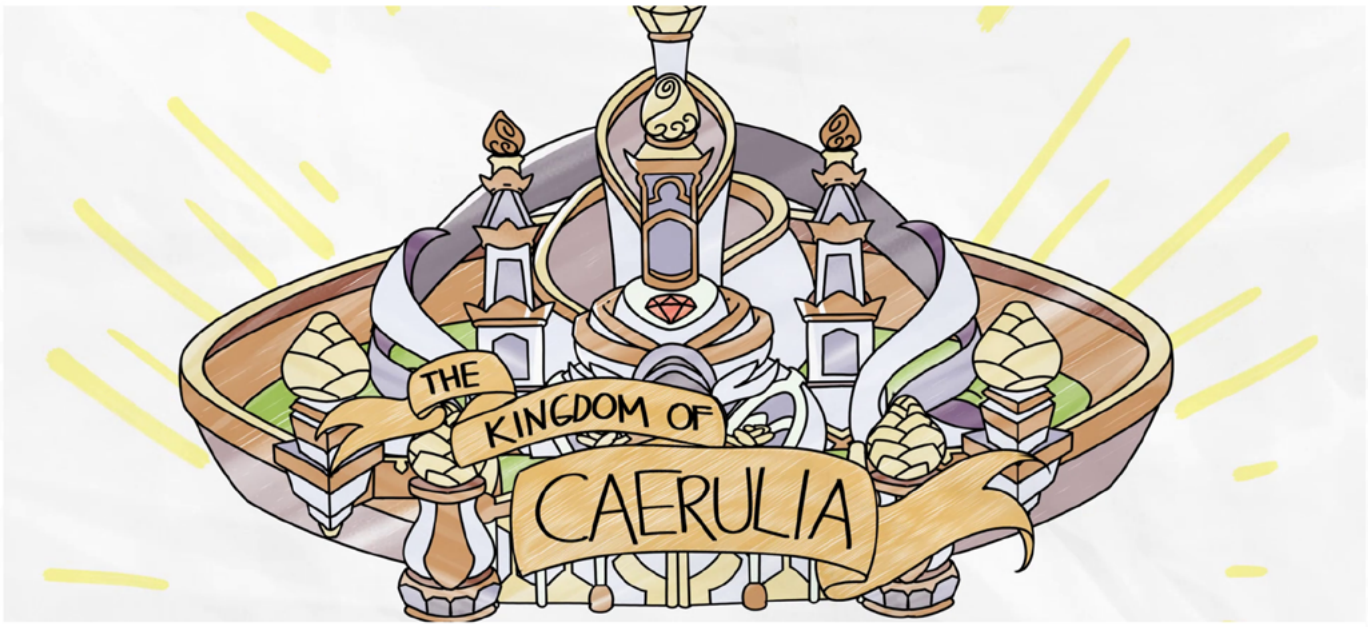


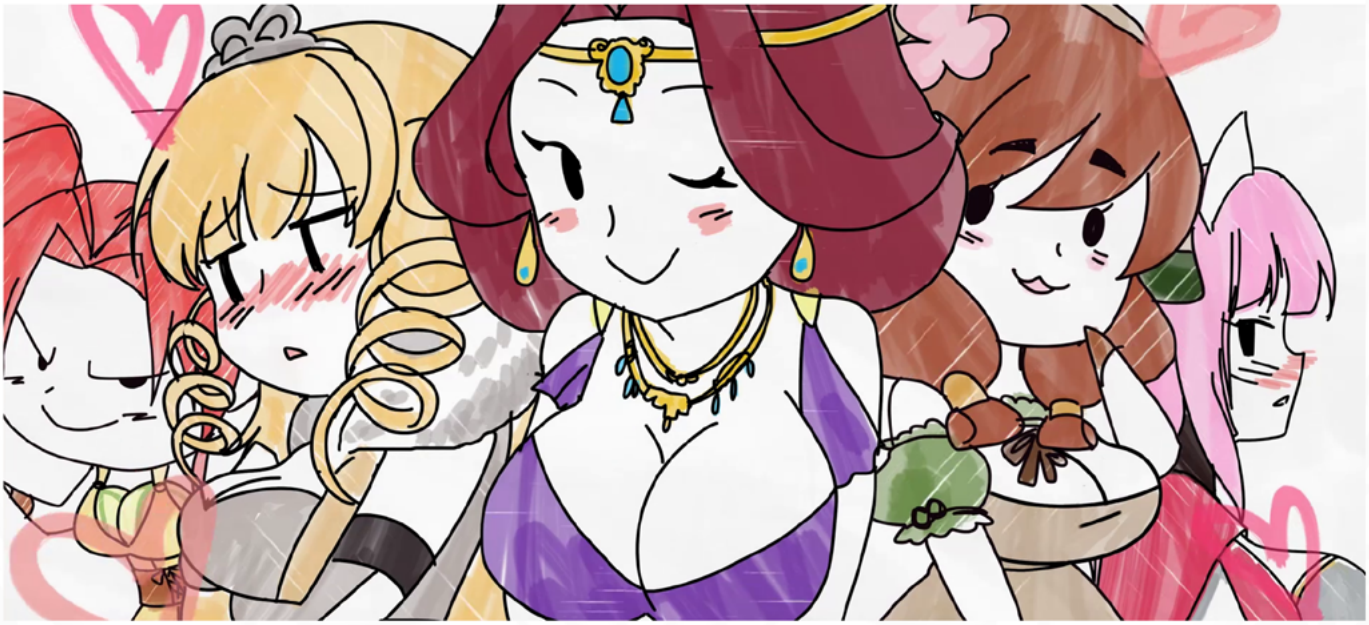
Artist's Notes

For Varetear, I thought of getting my inspiration from various over-the-top anime characters. Characters from Jojo's Bizarre Adventure also influenced my design process. As a final touch, I gave him the man bun from Squire's original design. This added an intimidating but silly look that perfectly captured the final boss envisioned by our writers!

Extras
• Part Six •

Prologue



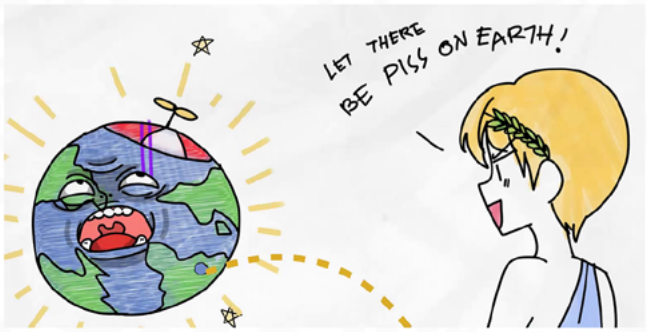








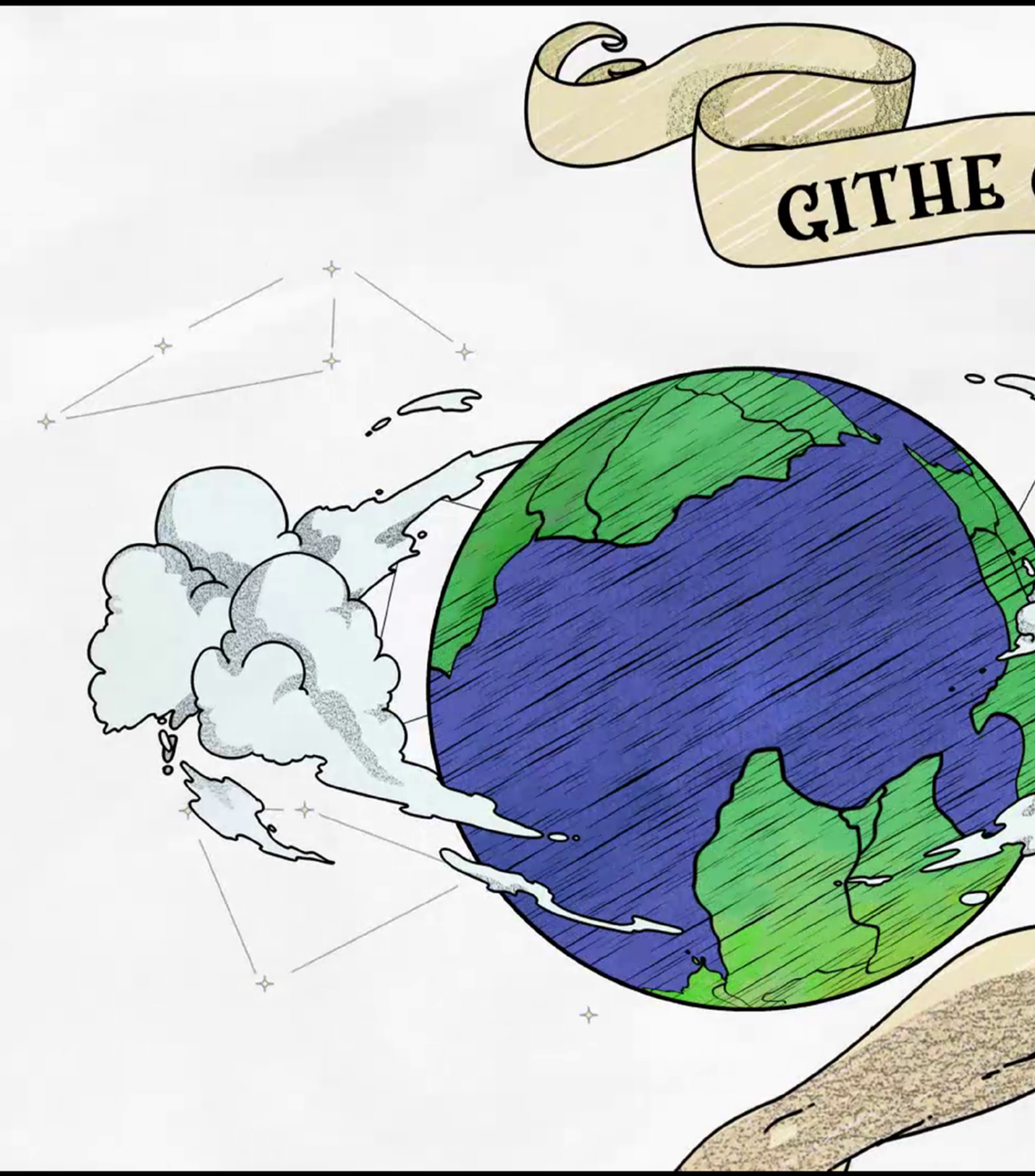

CAERULIANS

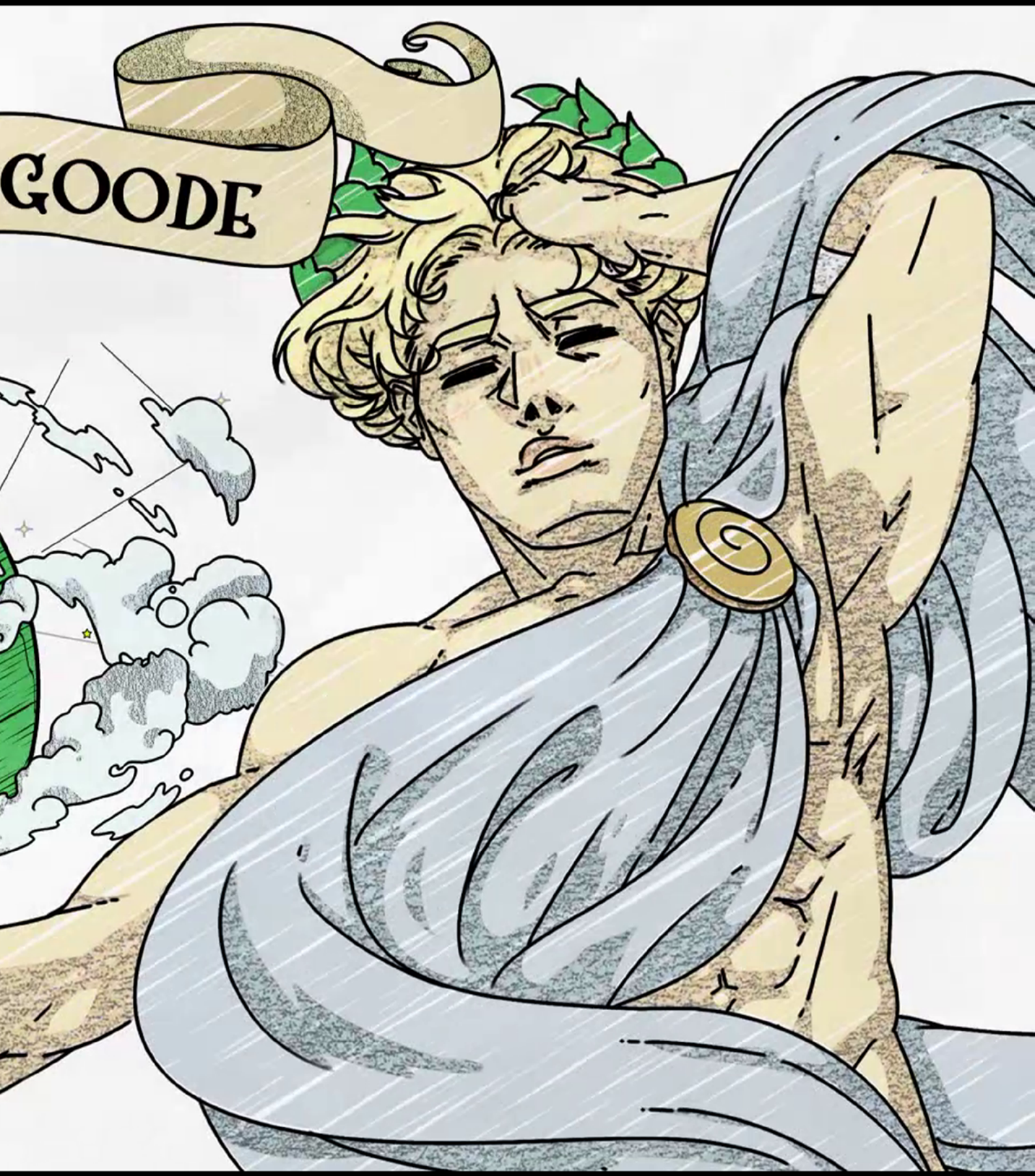

LET THERE BE PISS ON EARTH!


ALKOSI
GOLD
GOLD

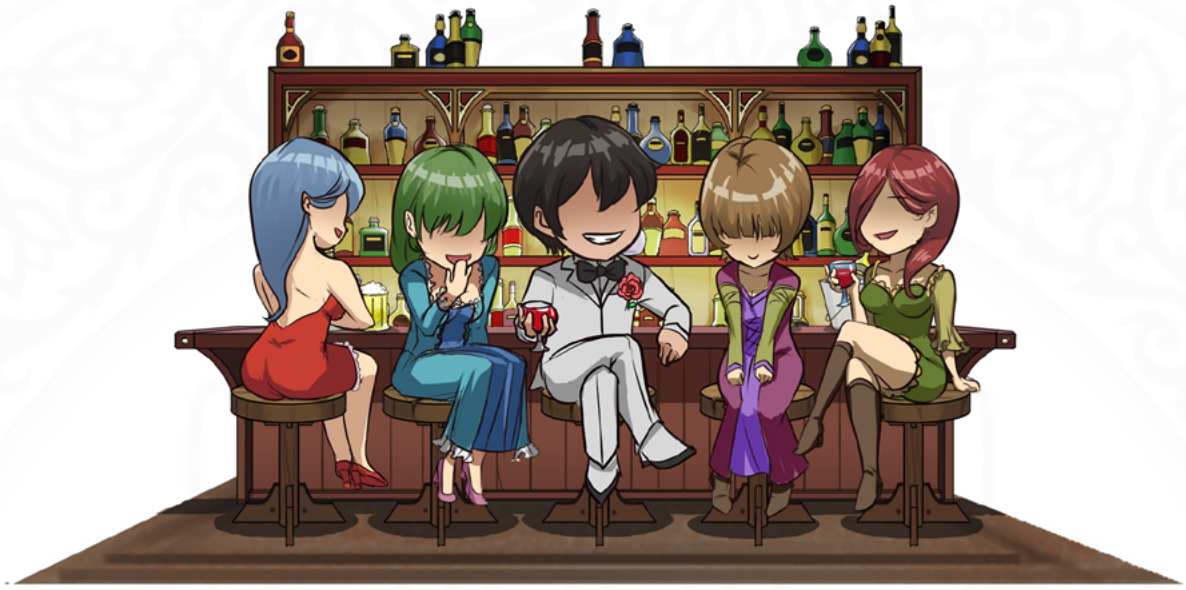

GEGNERS



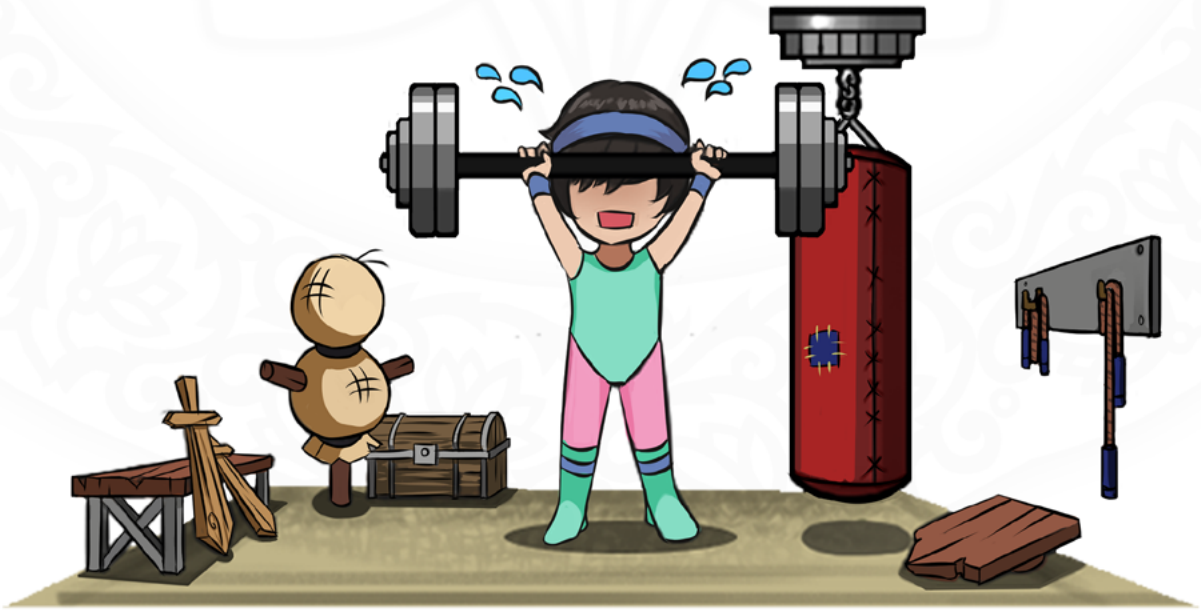

GITHE


GOODE

Squire Training Stats







OST Album Covers







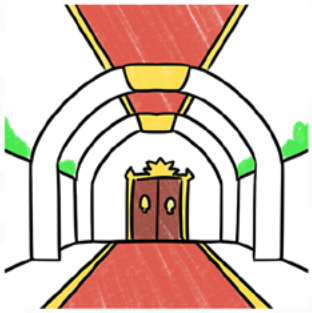












Kickstarter Backer Calendar Girls






MONTH
I
MON TUE WED THU FRI SAT
1 2 3 4 5 6
7 8 9 10 11 12
13 14 15 16 17 18
19 20 21 22 23 24
25 26 27 28 29 30
VALARIA
Lady of the Lake Winner 2169


MONTH
I
MON TUE WED THU FRI SAT
1 2 3 4 5 6
7 8 9 10 11 12
13 14 15 16 17 18
19 20 21 22 23 24
25 26 27 28 29 30
LORELEI VISTHEIM
Lady of the Lake Winner 2269





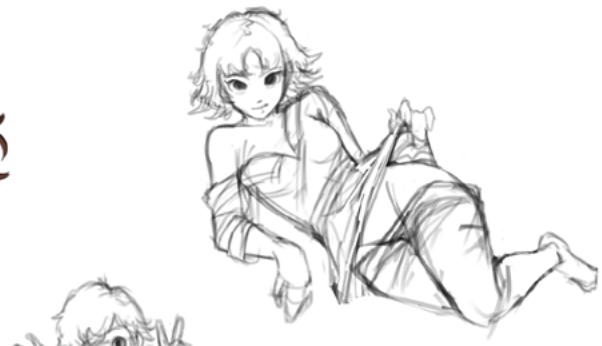














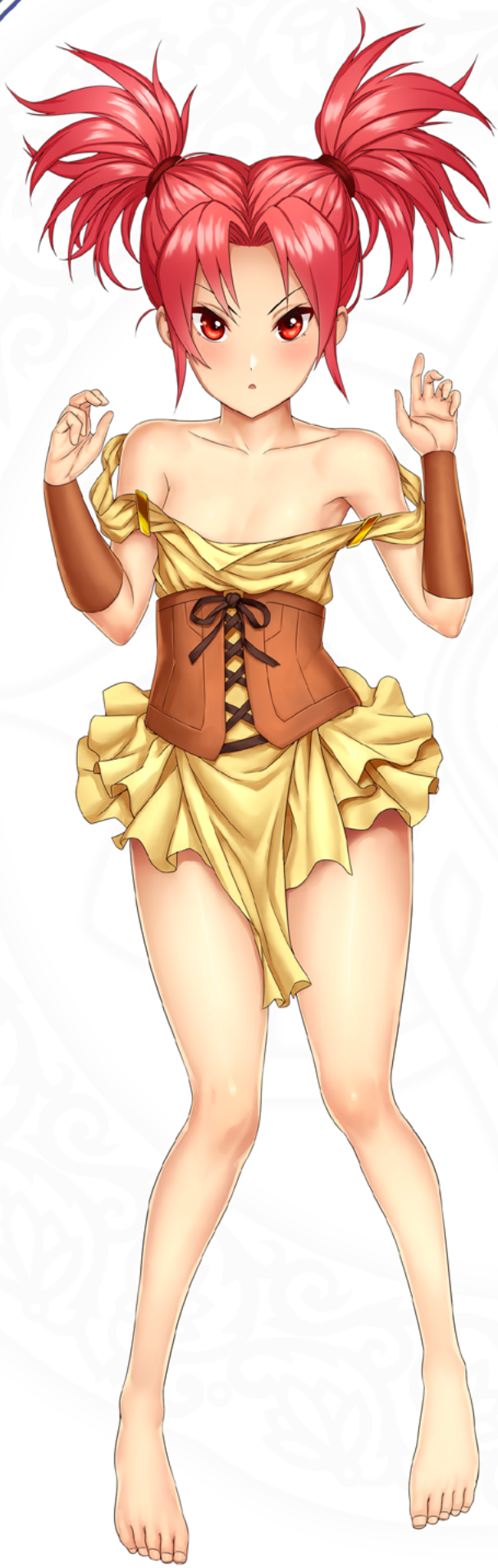


Unused Sprites





Dakimakuras





Dakimakuras

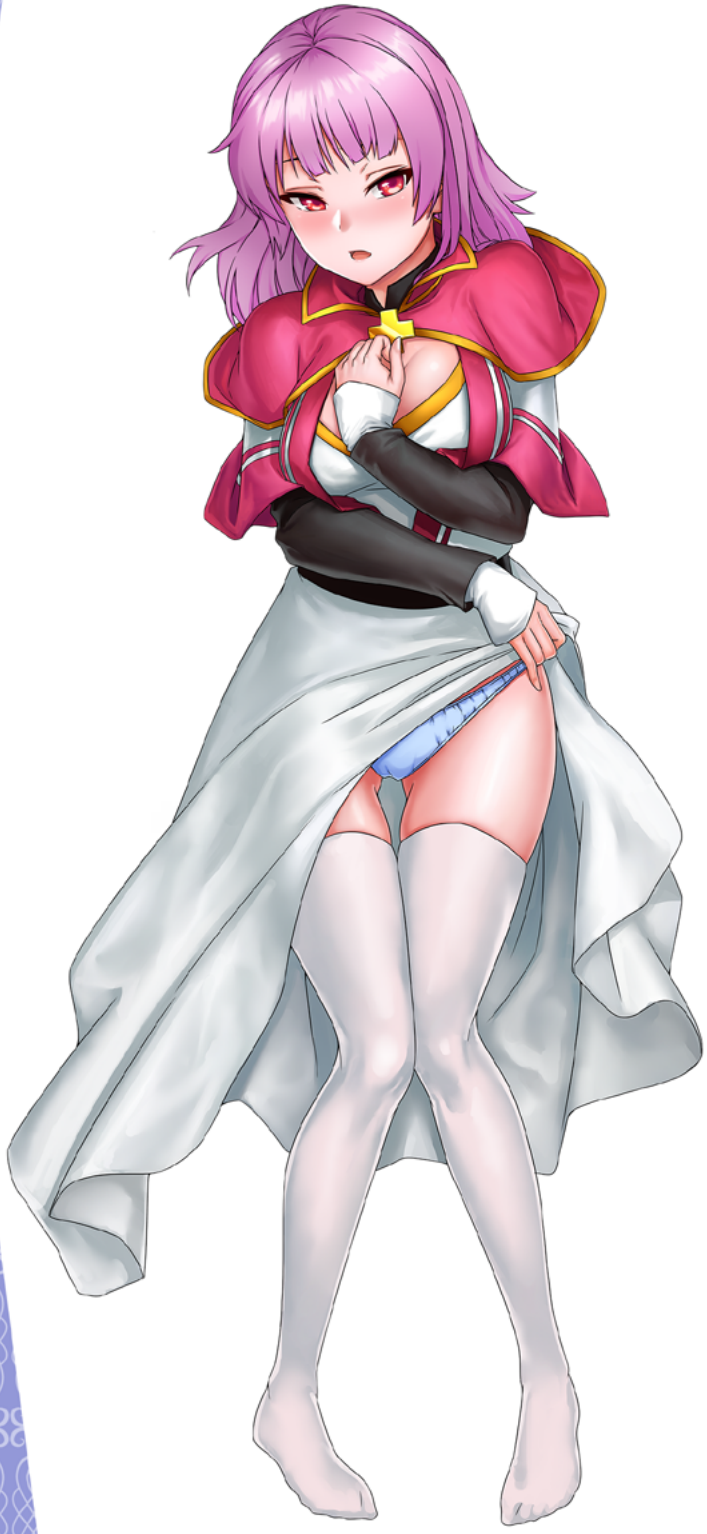








Dakimakuras









Marketing Materials








LOVE ESQUIRE




5
Days to go until
KICKSTARTER
Launch!


4
Days to go until
KICKSTARTER
Launch!


3
Days to go until


2
Days to go until
KICKSTARTER
Launch!


1
Day to go until
KICKSTARTER
Launch!




Happy Halloween!


Happy Holidays!


Happy Valentine's Day!


LOVE ESQUIRE




HOHOHO
HOHO
















@Ryuhin







YANGYANG
mobile

LOVE ESQUIRE

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mobile