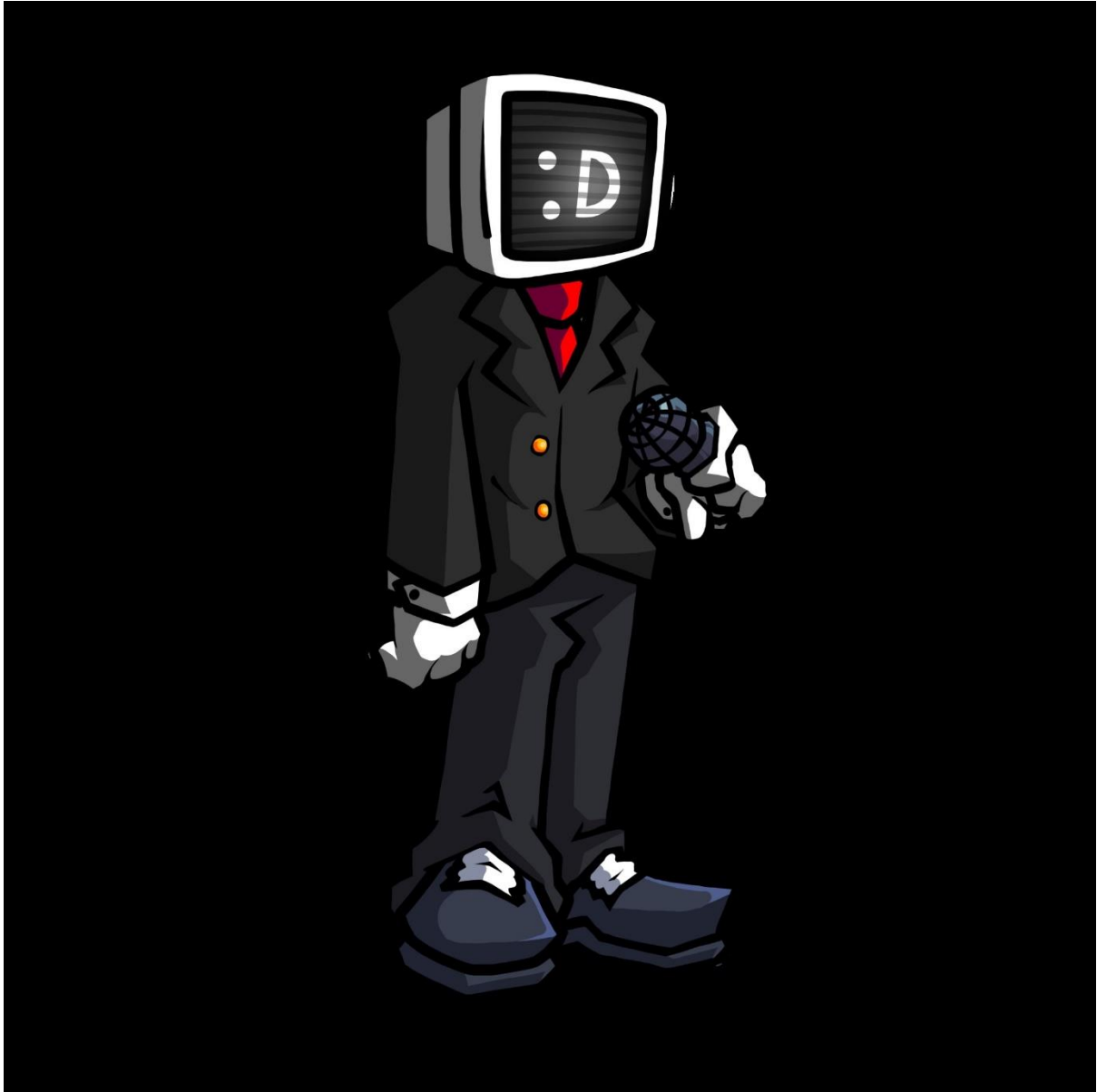


INTEGRITY & ART

JUSTIN ZHANG: All of these pictures are of assets that are coming to upcoming mods relating to the original game called Friday Night Funkin' or better known as fnf for short.

Characters:

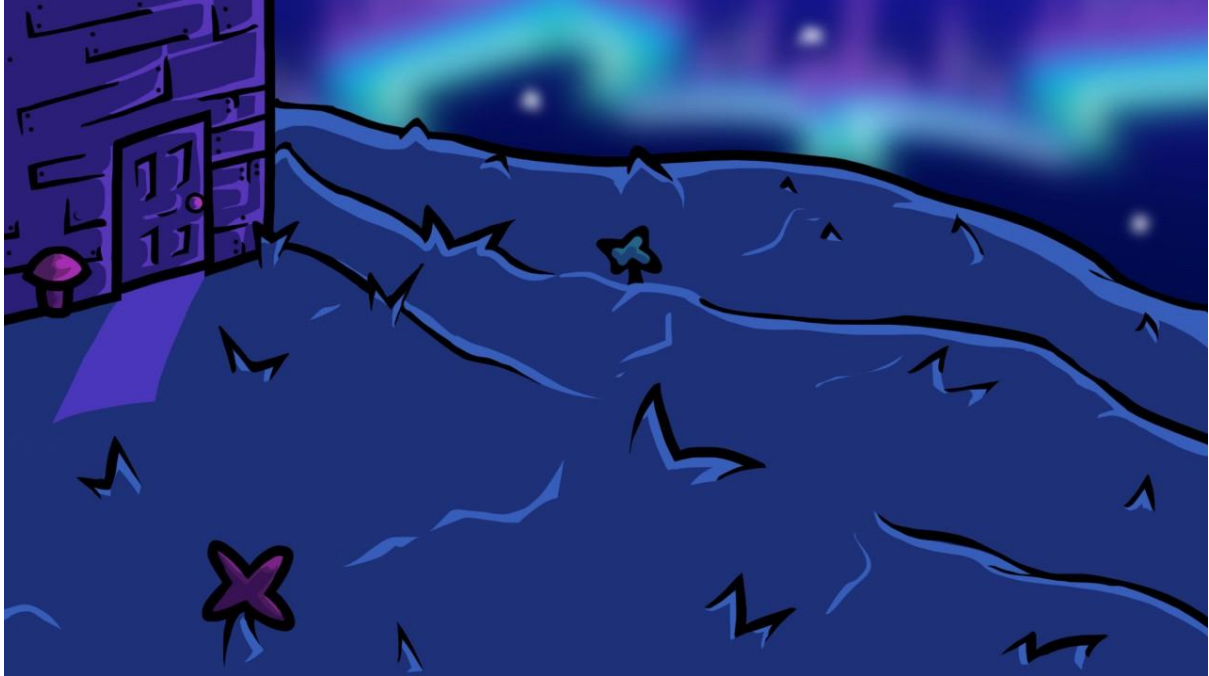


The TV head is called Visby who is a remastered version of its V1 that was originally drawn by the original director of that mod who was then passed down to me and another individual. For the upcoming V2, I have remade & polished the character sprite. The character is one of the developers whose name used to be Vysby but renamed himself to match the city of Visby in Europe due to a joke that every time we search for his channel that the city is listed first on Google. He appears in the song 'Red Bird', versing another developer called 'Masaku' as a part of our joke developer group called Cancer Inc.



The girl is called Janet.flp who is an alternated version of my drawn self. This version of Janet is a mock-up of a sonic creepypasta known to be NeedleMouse in my own character. This character resides in my own mod called CookieCats Funkin' which is a mod that revolves around universes created by me and my developers who works with the mod along with me. This universe being a one-shot (single song but highly detailed, also known to be called hit singles but is not used due to another mod being based on that name) of EXEs created by me and the developers which range from original characters to sonic creepypastas. As well as being a character for this game, It gave me some practice for drawing with only colour which makes me have to manage a multitude of layers which for this character, it hit to a total of 20 layers when a usual character would range from 6-11 layers at highest. She will appear in the upcoming song, 'Carousel' which is referenced to the original NeedleMouse song called 'Round-A-Bout'.

Backgrounds:



The nighttime background was based on a screenshot of the setting sun in a game called Terraria. The director wanted the background's assets to be based in the screenshot but to make it into deep night. Creating the background, a lot of improvising was needed due to the 2D nature of Terraria, and the background being requested to be a perspective shot. With many editing and terraforming on photoshop (my drawing app), I formed a rough sketch of the hill-like ground and building along with various plantation to keep the ground interesting with multiple grass sprouting for terrain depth. Additional note is that the Northern light in the sky was purely from my brain to put something nice in a night sky other than stars which I made so much on other backgrounds for this mod; the fact this small detail happened in Victoria shortly after drawing this background was purely by luck. This background was made for another mod called Paradise Funk v2 who claims themselves to be a very high effort mod.



The cafeteria background was made for the same mod with the relation of another game called Among Us made by Innersloth who was an indie company that helped with the creation of another popular mod's final update called Vs Imposter V4 (an fnf mod of their game). The background is the iteration of Among Us' map called the 'Skeld' and their cafeteria room. The planet in the distance is a reference to Among Us' map called 'Polus' which is an ice planet with its core exposed and I thought it to be a nice addition to the vast, empty space as well as a fun reference to the game.

fun facts:

Visby Picture: Cancer Inc. of Vs Tankfish was made for the joke of all the developers not being commissioned/recruited to be in the mod but fell in together in an idea server made by the original owner (Sonwee) who was just looking for idea but ended up collaborating and contributing to the mod to some extent (because we were mostly his idea group), creating the demo of the mod. After the demo, we created an official server to create the V1 which still mostly consisted of Sonwee's assets and work, but concepts of certain backgrounds and sprites were made by me and chromactics (aka voices) made by Justice who took on as the 2nd director with me.

Janet.flp picture: Janet was originally made by me in an unfinished comic I made back in Grade 5 detailing of what would be my life if I unintentionally went into a clone machine that malfunctions and makes a female version of me (as well as a featuring a self-aware sun that torments people by making the day extra hot). The creation of Janet.flp was due to my obsession with Sonic the Hedgehog creepypastas. This specific one was based on a popular, interesting & unique creepypasta named Needlemouse by ShutupJojo which has an **unlisted** story told in analogue horror form (for more information on the creepypasta, it can be found in its own wiki page upon searching the name).

The surprise is a speedpaint of how I create sprites for games, this being from Vs Tankfish (will be rebranded as Funkin' with Tankfish).

<https://youtu.be/rVhBfs6nVSk?si=zhHf41PZZqggK8HZ>



YouTube



Funkin' With Tankfish Official BF sprite creation

TheCookieCreator

5 views · 23 hours ago

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It's not a step-by-step tutorial but it gives a general idea as well as the background songs coming from the actual V1.5 of the game.