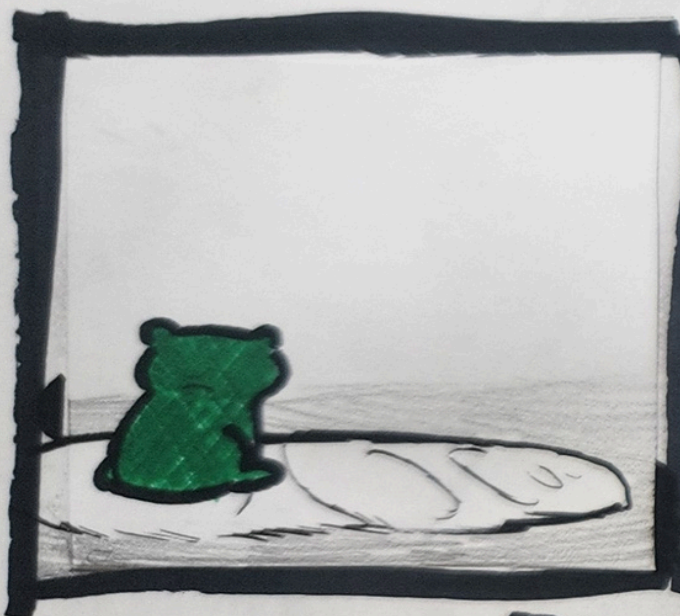
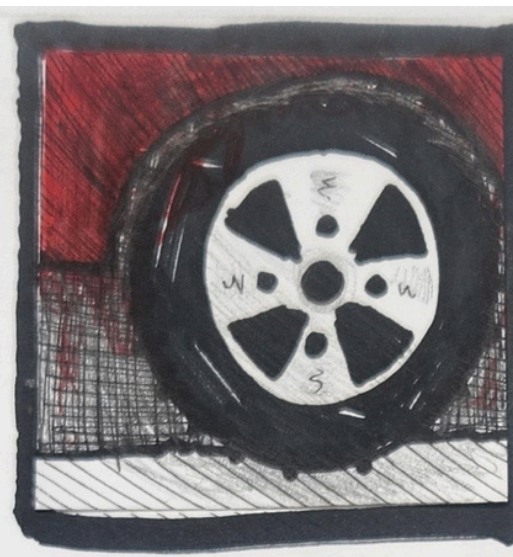
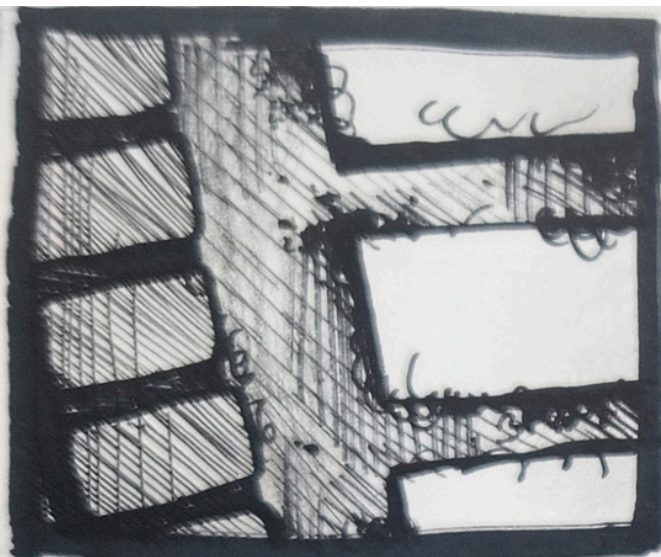
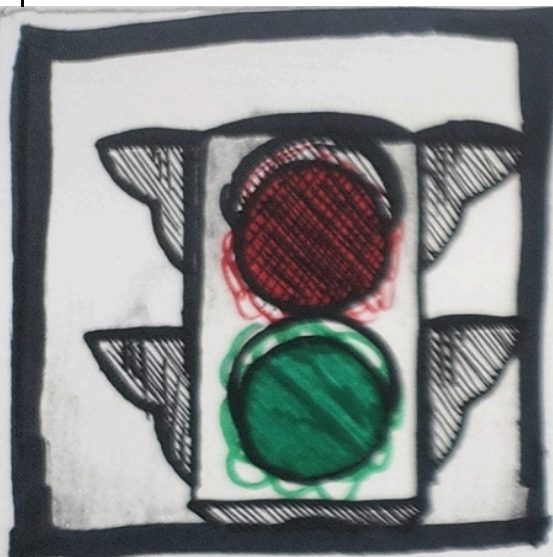
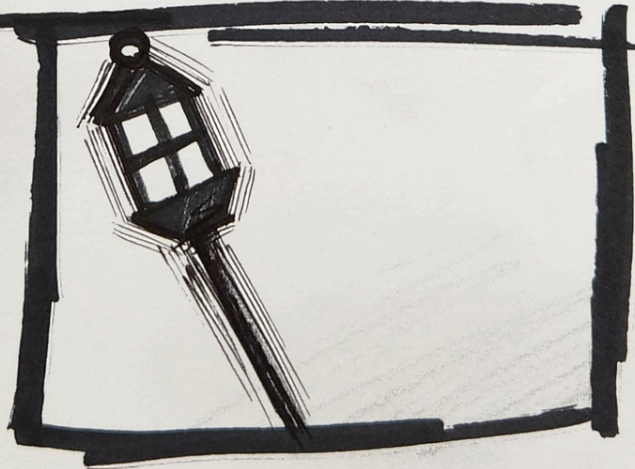
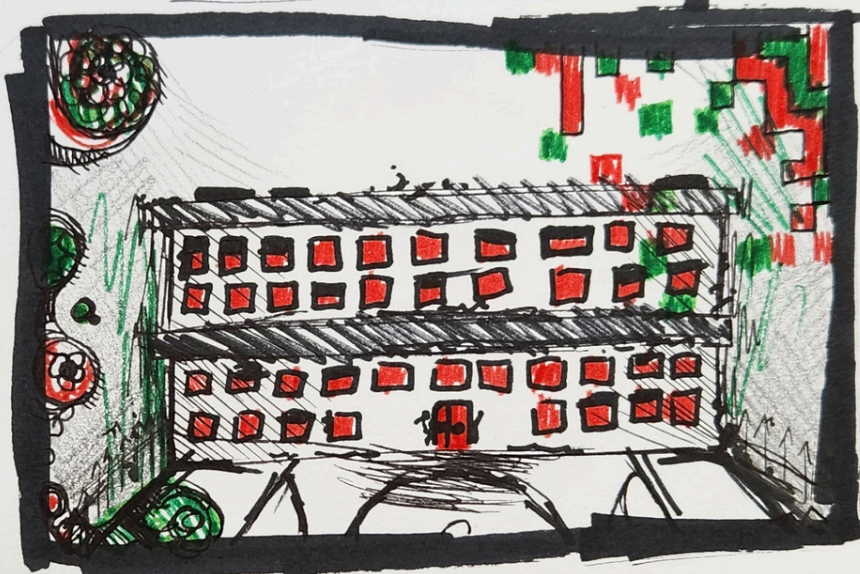
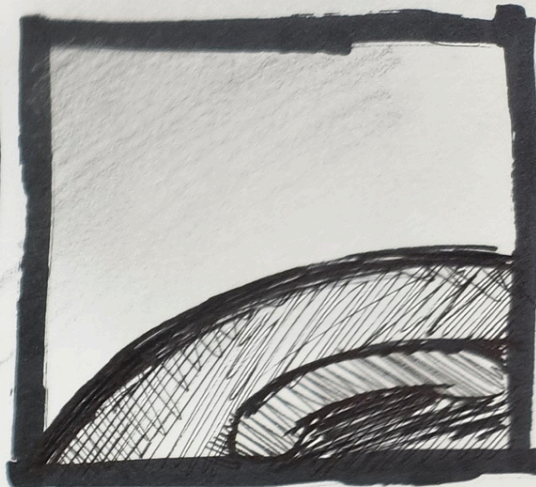
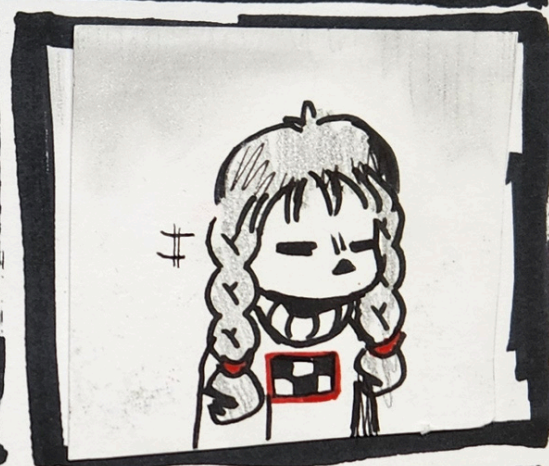
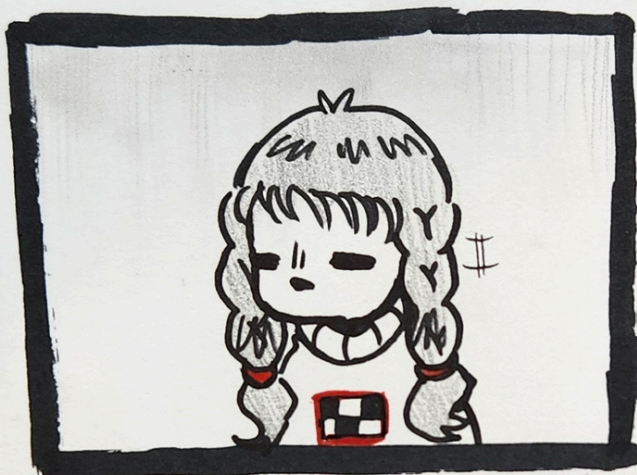
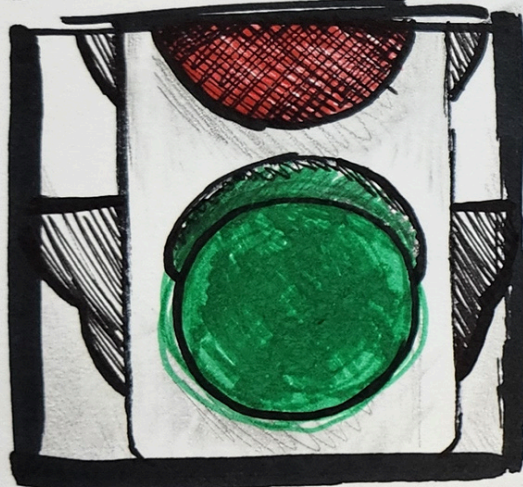
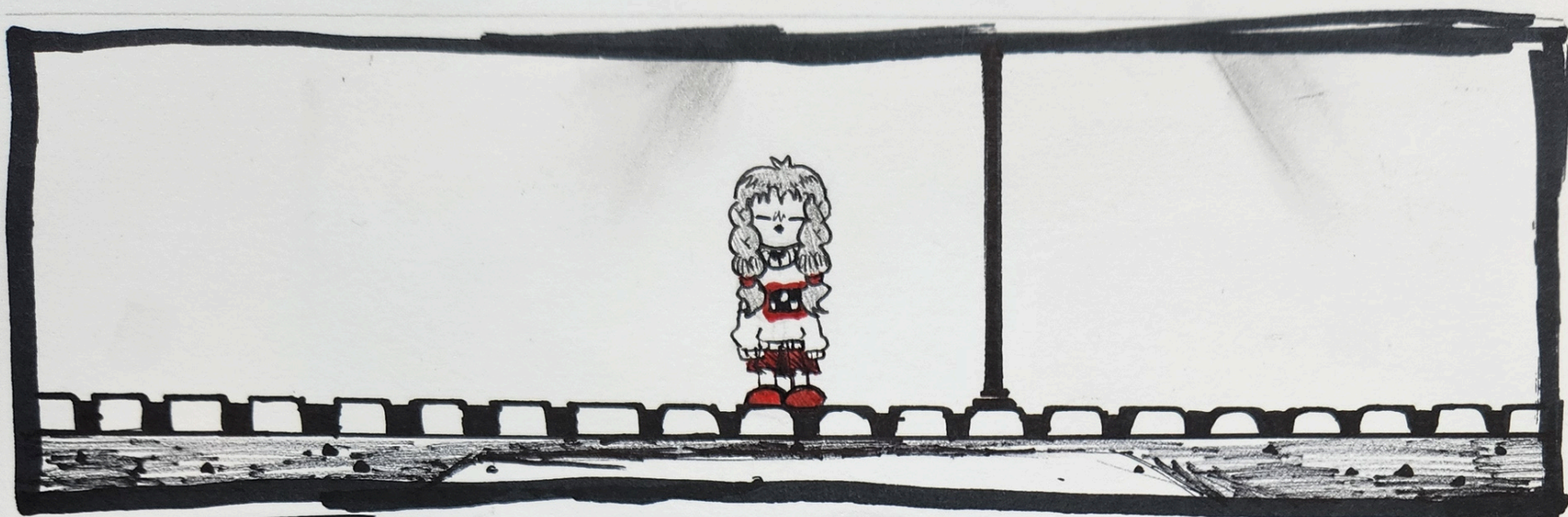
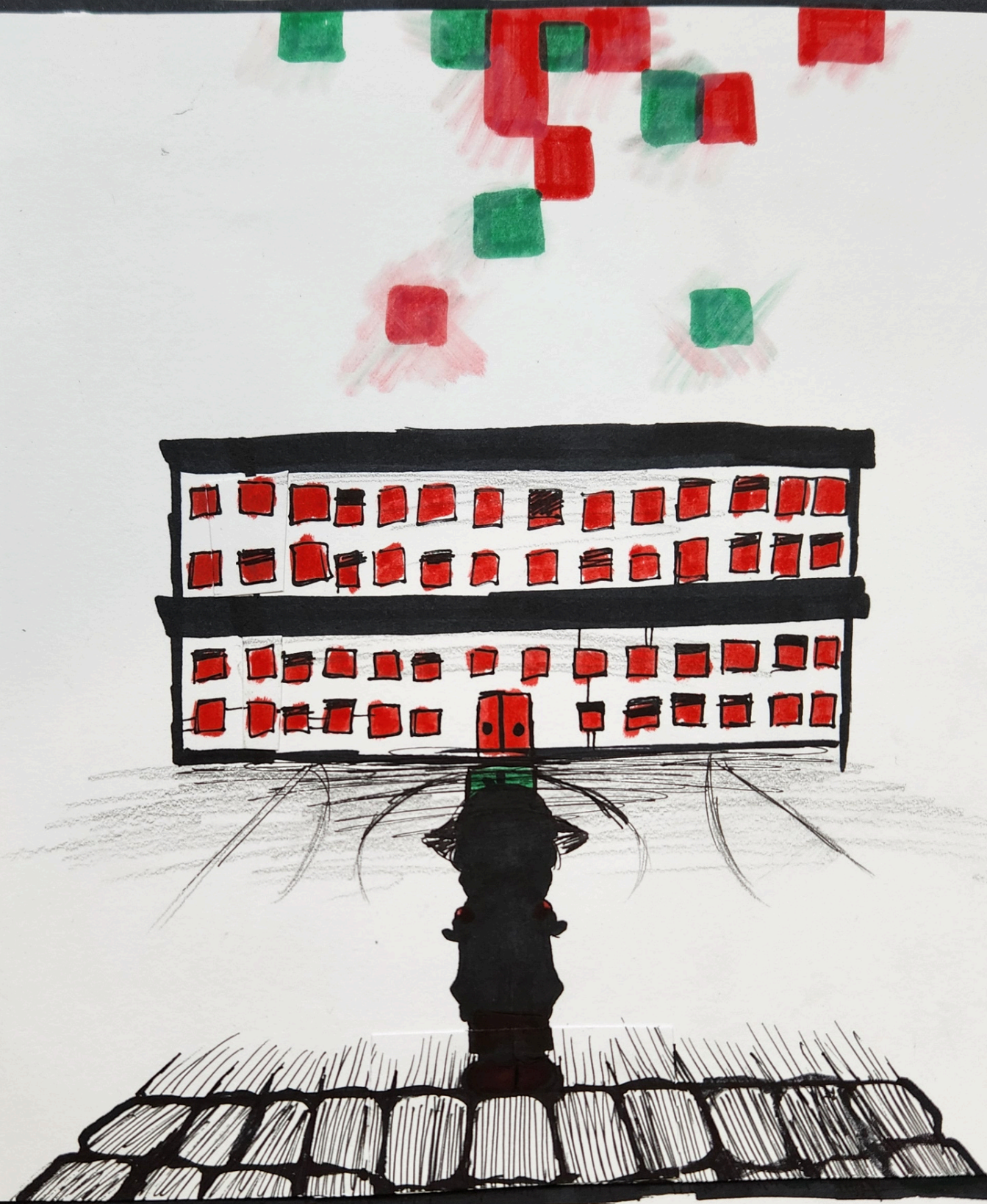


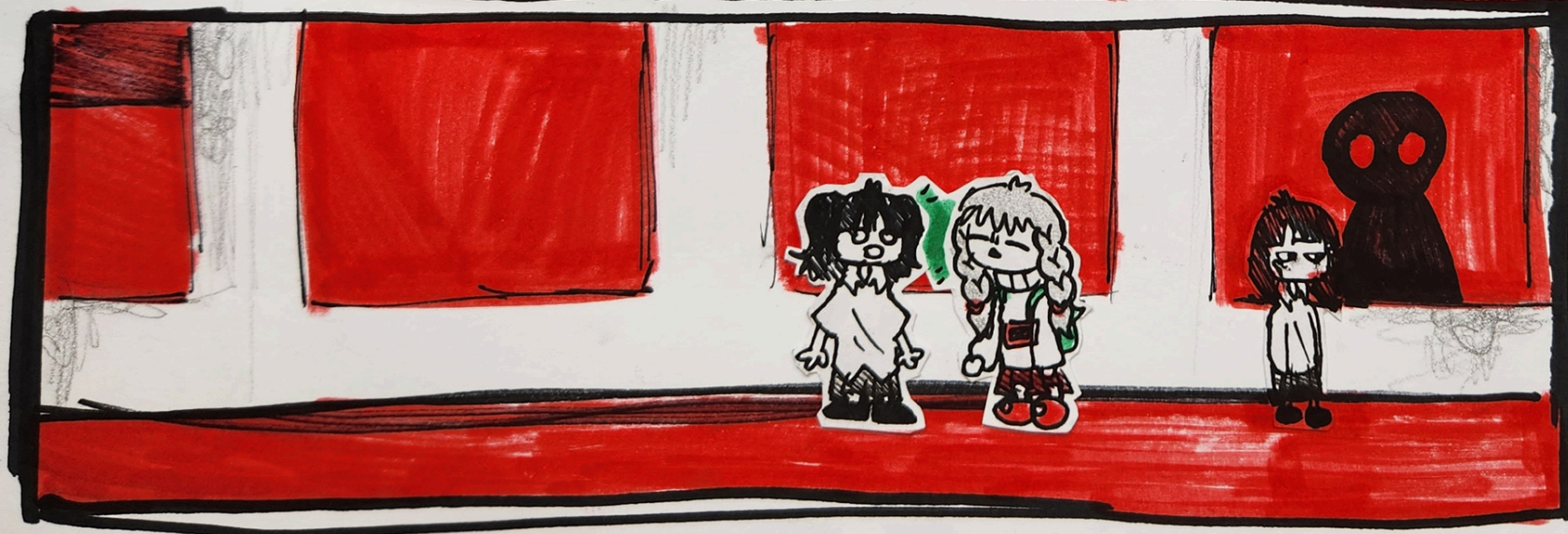
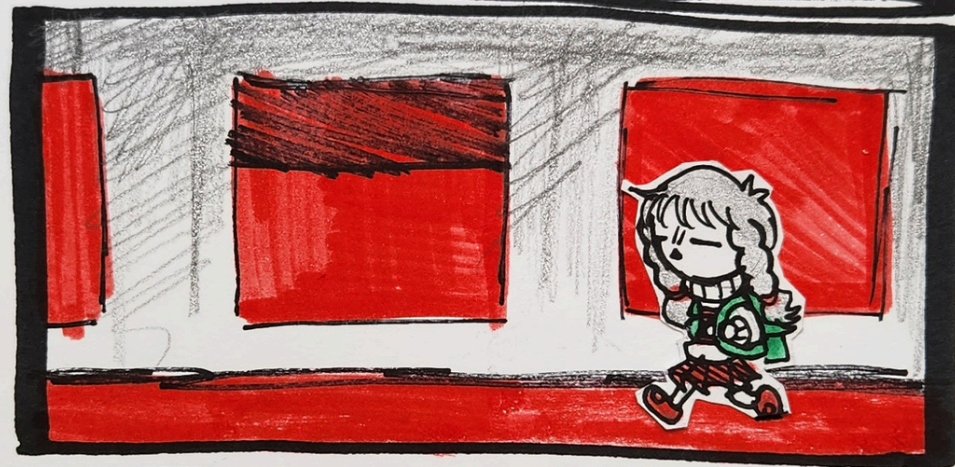
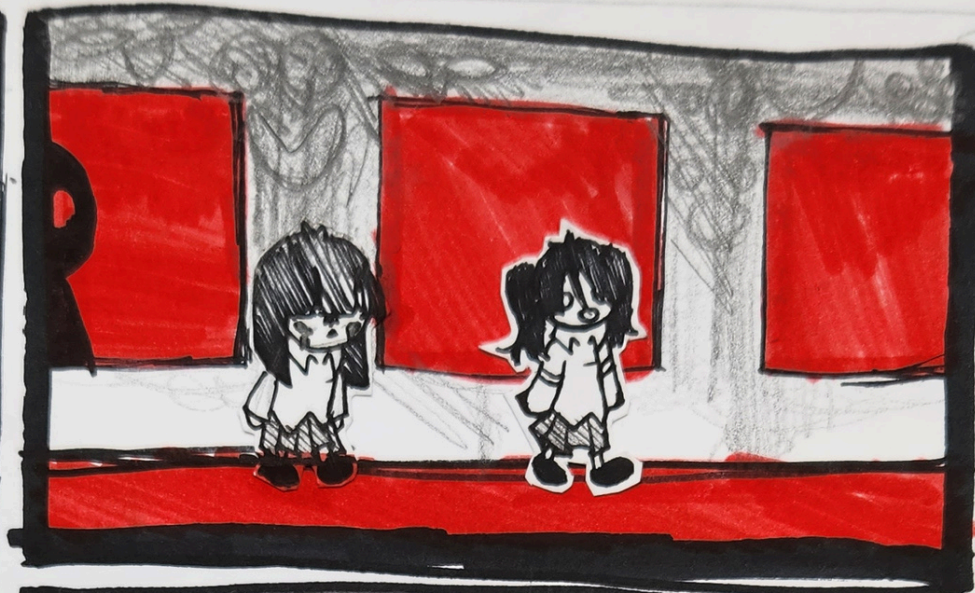
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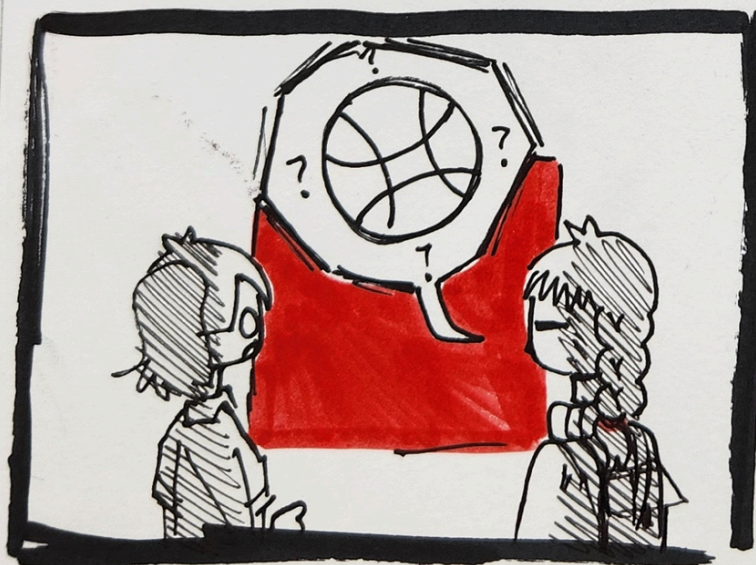
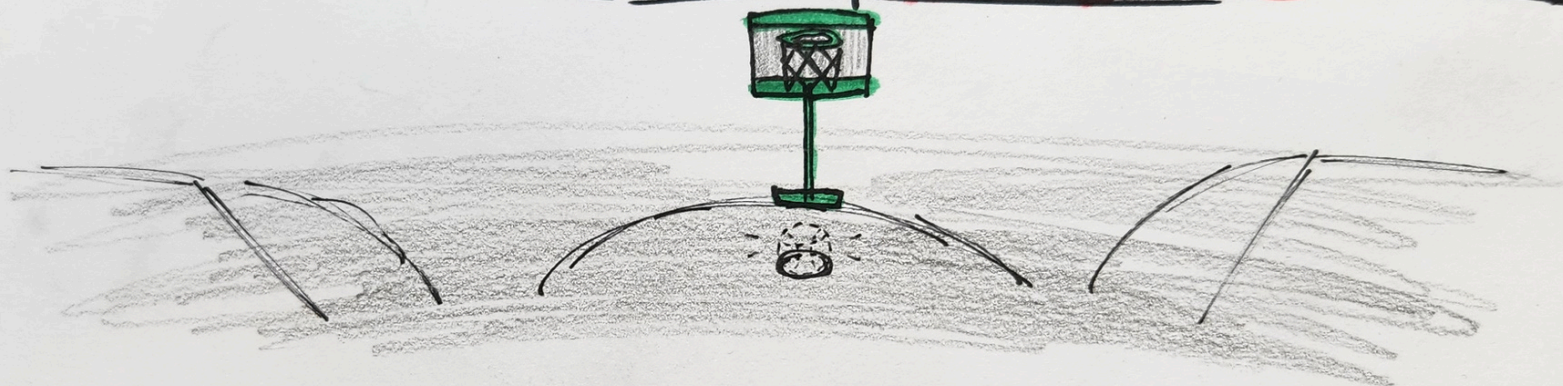






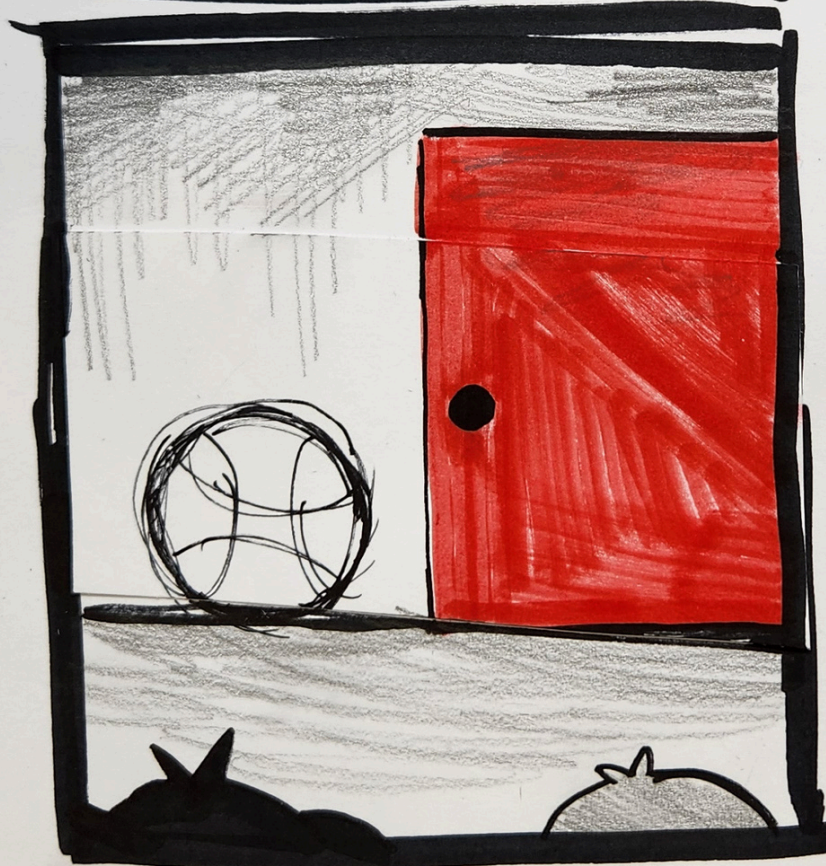
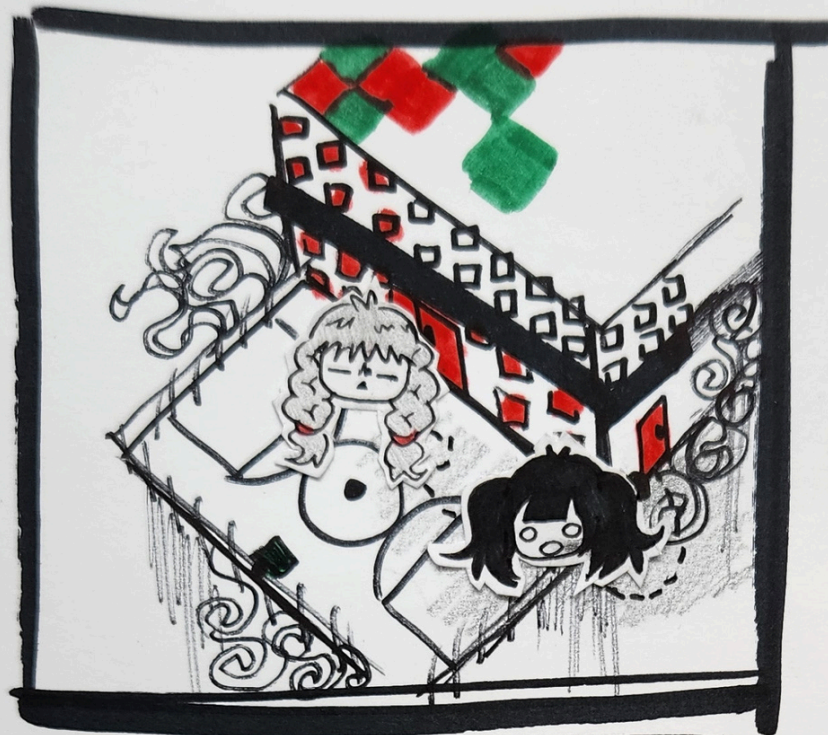


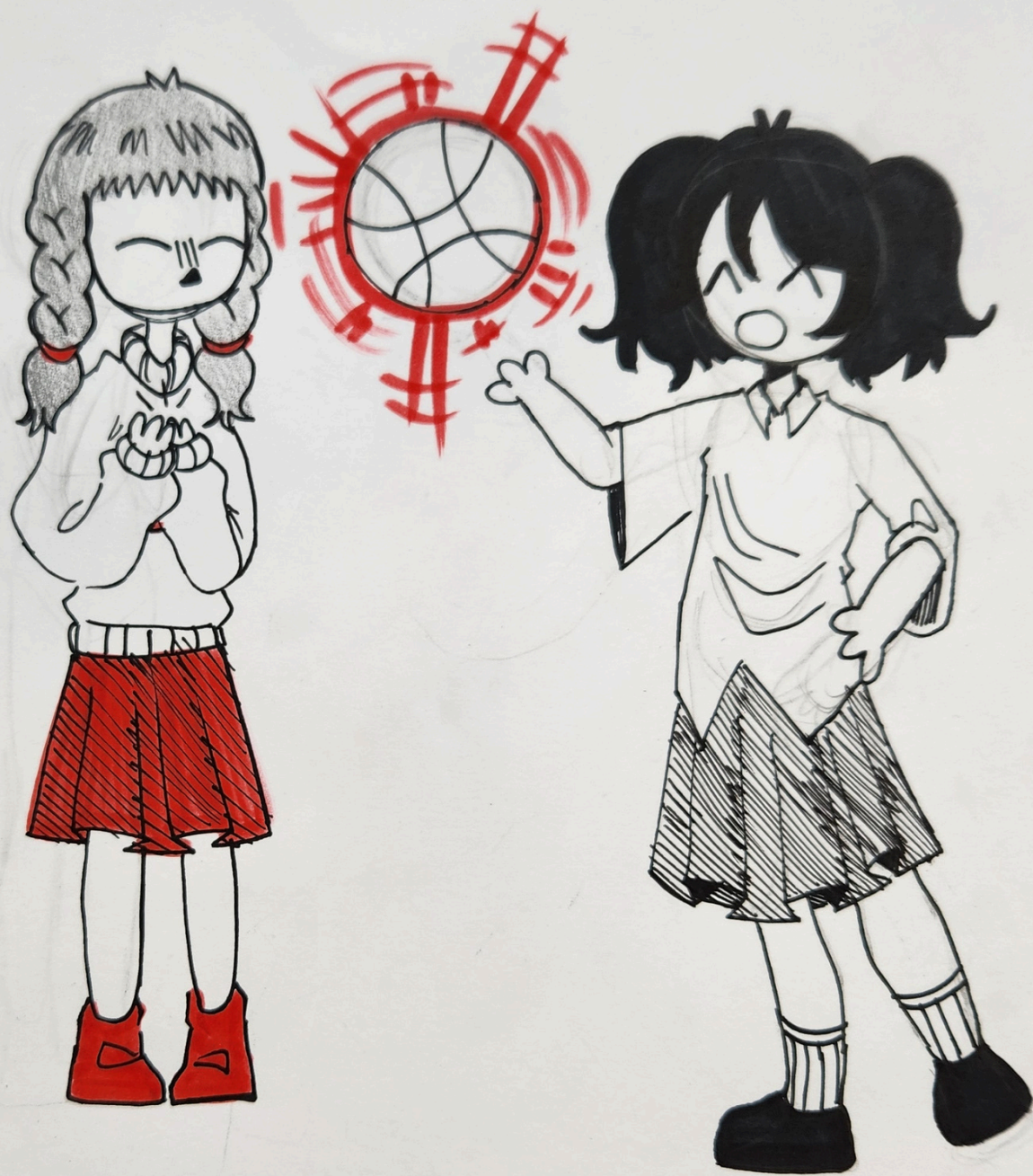


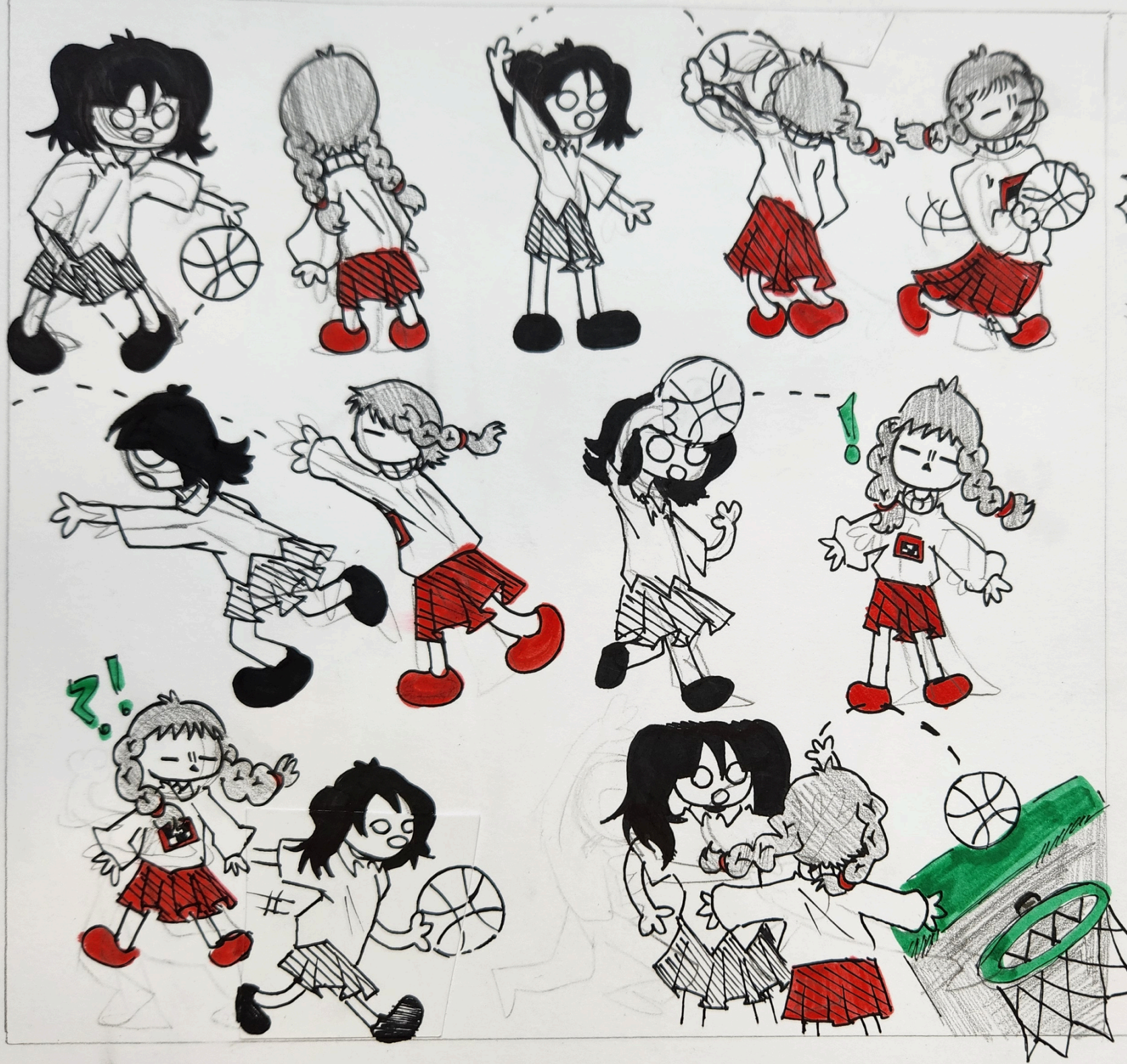


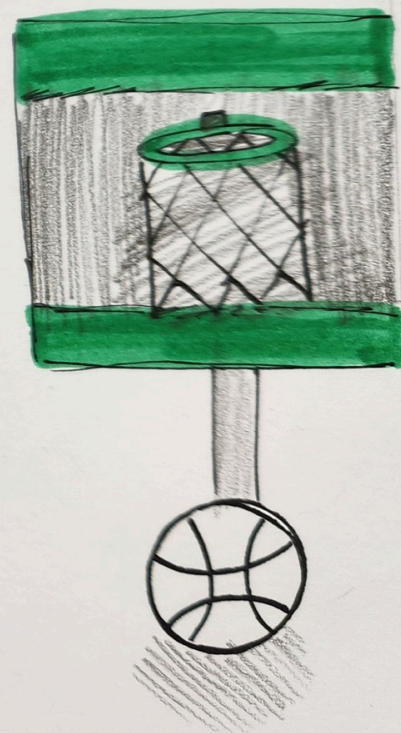






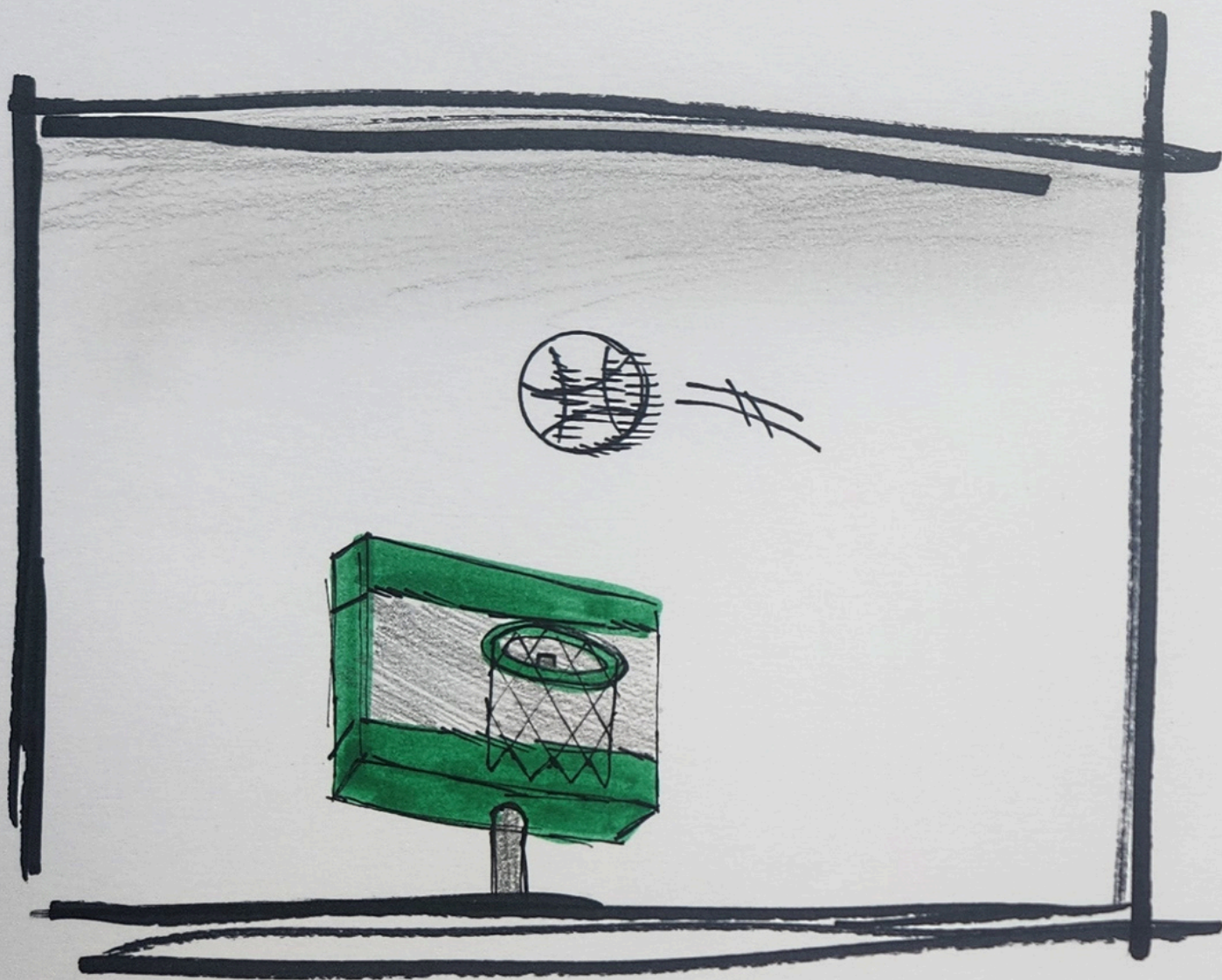


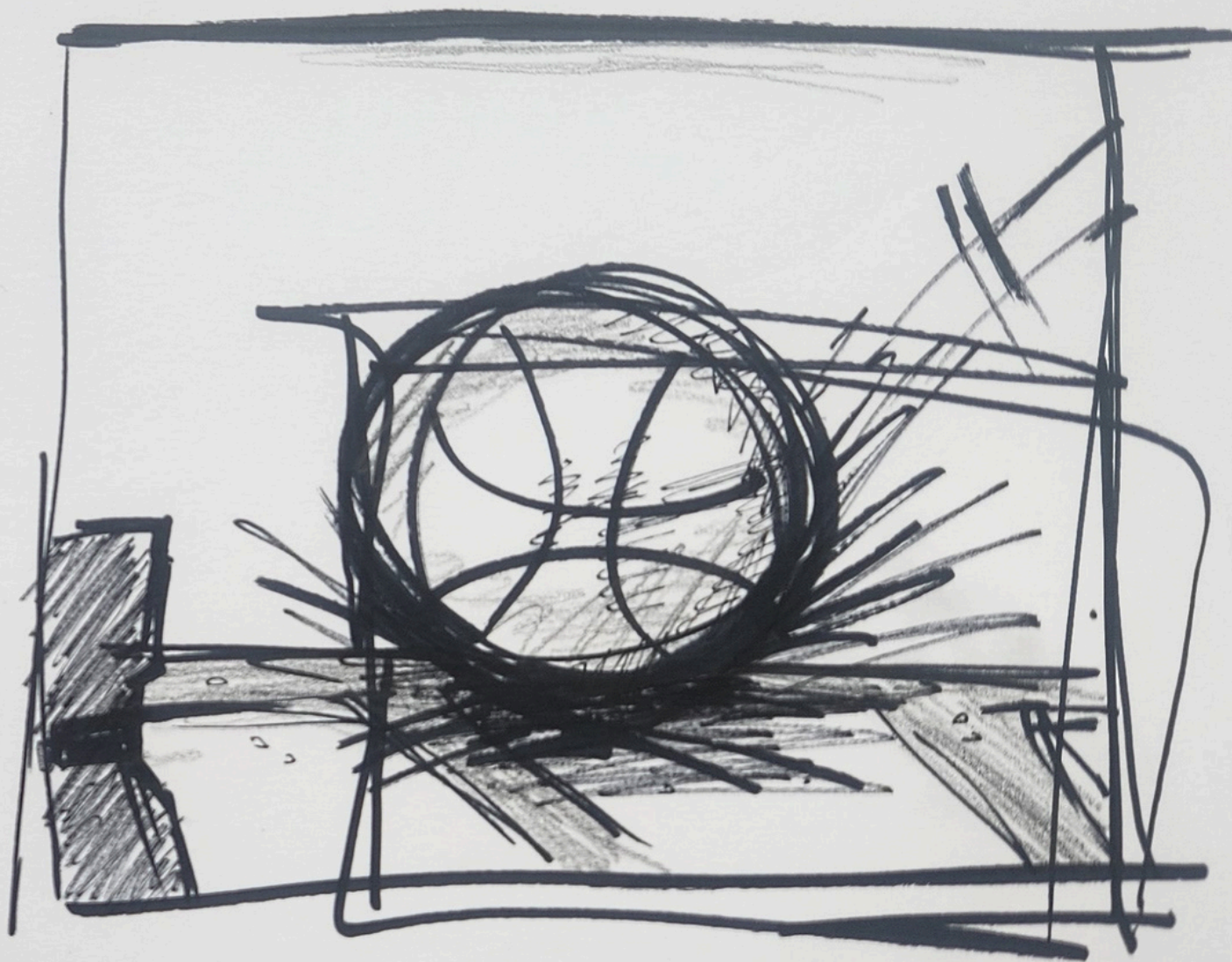




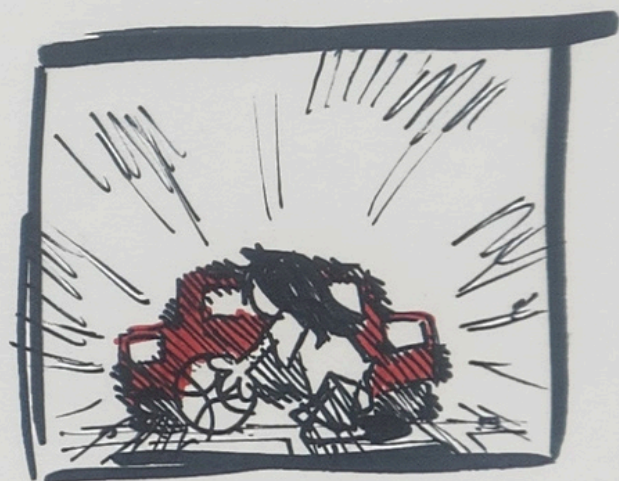
















**יומה ניקי (Yume nikki) הוא משחק מחשב JRPG
(japanese role playing game)
שנוצר בשנת 2004. המשחק הוא סימולטור הליכה.
אומנם אני מוכנה להתווכח שהמשחק עדיין מהנה בגלל
האלמנטים של חקירת העולם ואימה הנמצאים בו.
כאשר הסתובבתי בעולם המוצג ביומה ניקי, נתקלתי בדמות בשם
מונוק (Monoko), ומהר מאוד פיענחתי את רוב הסיפור שלה.
בגלל העיצוב הפשוט אבל אפיקטבי שלה והסיפור הפשוט להבנה
שלה, היא מהר מאוד הפכה לדמות האהובה עליי מהמשחק.
הפרוייקט הזה מתייחס לדמות של מונוקו ויוצר סיפור רקע שאני
חושבת שהגיוני בשבילה.**

Yume nikki is a JRPG (japanese role playing game) created in 2004. the game is a walking simulator. However, i'd argue the game is still enjoyable through the exploration and horror elements of it.

While walking around the world of Yume nikki, I encountered an NPC (non playable character) named "Monoko", and quickly figured out most of her story. Because of her simple yet effective design and easy to understand lore, she quickly became my favorite character from the game.

This project is dedicated to Monoko's character and it focuses on a backstory that I think makes sense for her.

art that i created + art from the game



