



THE ART OF
Moon's Comet





Moon's Comet



art by Sofia Arellano





Foreword

Shortly after joining Freestyle Academy I met , some really good friends who have never failed to inspire and motivate me to tap into my artist side more than I had ever tried in my life, it was thanks to them and to Freestyle that I ventured myself into exploring character and world building, a passtime that has become so deeply personal and important to me.

At first I didn't really think much of these random people I sketched on my notebook, but as I began to develop them I started thinking "well what would they wear" and "why would they wear this specific clothing?", "why does their hair look like this?" and so on and when I finally found the answers to all these questions I had come to the conclusion that I had just made an original character.

By sharing these characters and a little bit of their stories I am truly letting everyone who reads this, know me at a much deeper personal level. These characers contain my fears, my flaws, my strenghts and weaknesses and in a lot of senses, quoting my good friend, "they are me in a different font", but they are also their own entities and I'm very excited for you to join me in their journey and learn about them and their stories.

- Sofia Arellano





Introduction

I've always had a deep love for all types of fantasy stories that were very much like an escape from reality, and though on their own they were very comforting and I dare say healing for me, I wanted to create a story in which the characters undergo incredible challenges that could one way or another mirror today's issues and the people who go through them, not only the challenges but I wanted the characters to be as distinct and different from each other, yes to include as much fantasy-like storytelling but also to try to have at least one character in which the audience can see themselves reflected and represented by.

Hopefully, one day you can look back at this book when these stories are out in the world in the shape of an animated tv show or comic. We'll see where the wind takes these characters...

- *Sofia Arellano*

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*Dedicated to my parents, my mega supportive
friends and all of the Freestyle Staff*

- Sofia Arellano





Nova

Since the very beginning of the brainstorming sessions for characters and the stories they would follow, I was extremely set on making this plot as diverse as it could possibly be, I wanted to incorporate all types of characters whose stories in one way or another audiences could watch and feel represented by. The decision of Nova being latina is largely due to my personal background and wanting my culture to be represented in the media because I didn't get to grow up with a fictional Latina hero and it was about time other people out there have that. I've always felt deeply attracted to the idea of seeing this empowered woman take on the world with all the hardships and challenges she encountered because that really is the story of many many female identifying people out there.

* hair grew when during roman
* suggest to (nova) her old dress



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Nova was born in Oaxaca Mexico. Her name, prior to her major life change, is Zyanya. She was an outsider and her closest confidants at the time were her parents, she lived in a very tight knit family and had a hard time socializing. Zyanya, like other latinxs, grew up being surrounded values such as family, loyalty, love, forgiveness, amongst others, some of the turning points for her occur when these values are abruptly challenged and she begins to lose sight of who she is which gives way to one of the most important arcs she faces (# of when this topic is resumed on 'Cleo's' bit)



art by Sofia Arellano

Abilities and Characteristics

Body Temperature Regulation - Despite being half human, she actually has the ability to warm up or cool her body though this she can't really control.

Her body does it automatically depending on what environment she's in

Derivation of Light/Asterokinesis - she can redirect light and mold it into mostly anything of any temperature

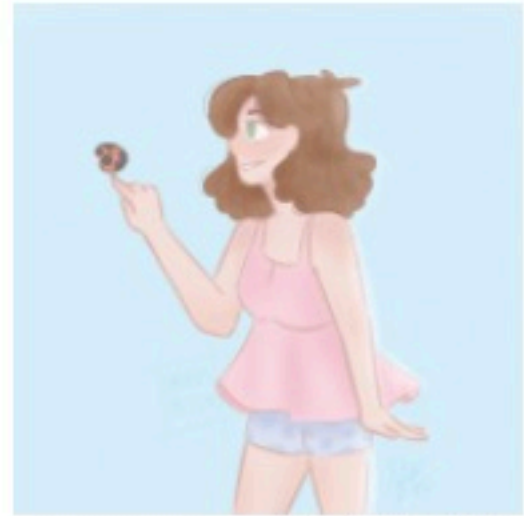
Paused Aging - Following her coma, she stops aging, thus why she looks much younger than she really is





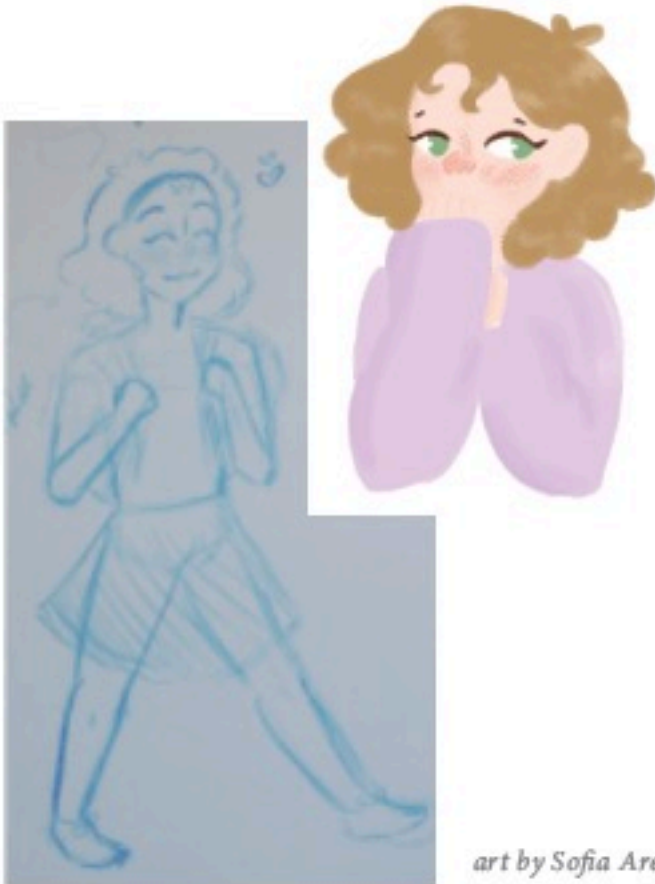
Maggie

Following her first appearance, Maggie quickly becomes the heart of the story. She becomes a flicker of hope and humanity against the rest of the universe that surrounds her. She was the first character to be developed and the story was originally meant to be set around her but upon major workshopping the idea, it didn't really fit at first. Later on, as Nova joined the universe among other characters being developed, the interaction between Maggie and Nova became something that I became invested in really quickly.



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As some of her backstory goes, she unfortunately does not have the happiest childhood. In her early years she lived in a very unsafe home. Her father was not exactly a role model, to say the very least, any interaction she or her mother had was not pleasant which often made her appreciate every single second she had some sort of joy or happiness on her own or oftentimes with her mother, who unlike her father, loved her very much. Nearing her 19th birthday her father goes a little too far and Maggie takes things into her own hands. For lack of better wording, he soon leaves the picture. Unfortunately shortly after, her mother becomes very ill and due to how poorly her body was treated, she passes away and Maggie is left to fend for herself



art by Sofia Arellano

Despite that very heart wrecking chapter in her life, Maggie finds a way to continue with her life. She has a change of heart that follows her cheery personality wanting to enjoy as much of her life with as many joyful moments as she possibly can, this personality change also occurs because she hides a lot of her guilt and trauma and has a hard time sharing this to the world.





Sebastian



art by Sofía Arellano

He also plays a role as Maggie's conscience so the friendship they both share is a very nice way in which they both compliment each other in one way or another. He has a hamster named Oliver. He has a TON of talents that he learns to try to make up for feeling like an outsider in a vast part of his life.

Although a lot of these characters are inspired in some sort of aspect of either my life or something derived from experiences that are personal or from people around me, Sebas is very much a big embodiment of some of my greatest fears. I wanted to toy with the idea of challenging them to things that they would never do, or would not face willingly. For instance, the biggest most evident challenge that they undergo is being friends with Maggie, not because it is a burden but because for this character, like many other introverted individuals, they are not looking so openly to form connections or being as outgoing as

Maggie is.



art by Maya Sullivan



art by Maya Sullivan





Cleo



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Cleo becomes the aftermath of Nova's transformation into a half star. She is the first genuine form we see of a star, according to the laws of Nova's universe, stars in themselves can choose to take a human form in order to understand them better, but it is not that common that stars will choose to do so. Cleo was the exception, she spends the vast majority of her extended life in a human-like form and this is why she is the first being that Nova can communicate with the first instance she leaves her coma. It's subjective whether Nova was lucky to find Cleo as her influence shapes a large part of who Nova becomes. Cleo is an extremely narcissistic being, so when she meets Nova she makes it no secret in how many ways Cleo is better than her and although this does no favors to Nova's self-esteem, it eventually causes her to enter a blind adoration of this being which in turn becomes, what Nova considered, love. The downfall of the relationship occurred as Cleo's time comes to an end and Nova is left watching her first love cease to exist.

I decided not to explore Cleo's background as deeply as the rest of the characters because her character development is almost non-existent. She's pretty much lived on her own her entire life, that is, billions of years. She's had no one to communicate with and knowing she's really gonna live for a very long time she has not a lot to learn from and grow so essentially, she is stuck believing she is the very best of her kind -and any kind- because she knows nothing else up until she meets Nova who, in her point of view, just confirms all her beliefs, at seeing Nova is a hybrid of her being and a human who has little to no control over her powers.





Mikanos

Mikanos, like Nova, is a hybrid of a different fallen star. This character is still in development, what we do know about her is that she is one of the brightest minds of the whole story. Living on a futuristic planet with incredibly advanced technology.



art by Maya Sullivan

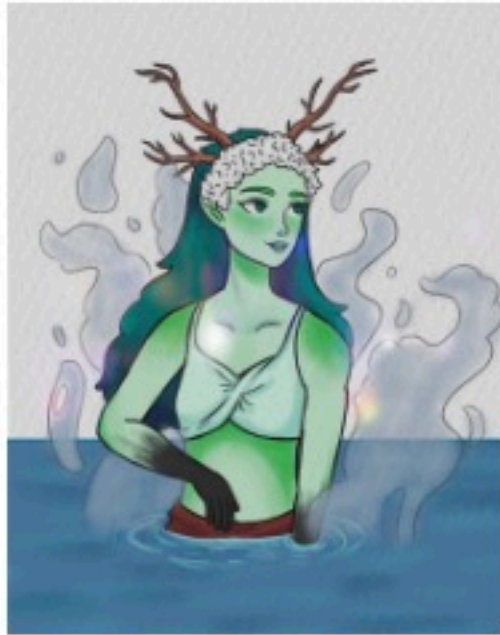
Bruno

Although his origin is unclear, ironically, he is one of the most unique characters of the story as he is the only of his kind. A shapeshifter with an unexplainable obsession with ducks. He will begin to make cameo appearances during the story and we will later on get to know him in his true form, which unsurprisingly, resembles a human... sort of Bruno is also going to play a key role in uncovering the unlikely connection between the multiverses as well as lead Nova to the answer of her anomalies.



art by Sofia Arellano





art by Maya Sullivan



art by Sofia Arellano



Ela

I've been really drawn to greek myths and their respective creatures that are mentioned in one way or another so including a nymph became a given really quickly. Ela was one of the characters I had the most fun with creating because her personality is so far off from what anyone would think at first glance. As a twist to the usual "delicate" nymph we know, Ela's drive is by the most part anger, and it is anger that in one way or another, I relate to. Her damage is born in her childhood as she experiences deep loss and rage towards humans for demolishing her home, either by chopping or causing fires in the forest. Ela is a forest nymph, so it is very easy for her to return all creatures, in said forest that she calls her home, back to health whenever they are hurt in some sort of way.

Knowing that humans are the only creatures who genuinely have ever shown to want to hurt the forest and its inhabitants, she takes the necessary precautions whenever she encounters one of them.





Nox

We had a good amount of characters and their individual stories and, because of Nova, we had an entity that would help to create a crossover between all of them but, we were still missing the point of connection between them all. Heavily inspired by the childlike empress from "The Neverending Story", Nox is the entity that connects every single multiverse and reality that has ever existed. In a way this character is the epicenter symbol of the whole story.

No one ever gets to meet Nox, she is much like a legend, but one that is well known in -almost- every universe. Her design is loosely based on a moth, this is why we can see Nox in our reality/world, in the Moon's Comet universe she manifests her presence in the shape of a moth and she does so in all of the other worlds we see throughout the story. In a way this makes her present in all the chapters of the plot and the rest of the characters slowly become aware of her as she makes some cameos as a moth.



art by Sofia Arellano

As I decided Nox's symbolism to be around a moth this was considering how these creatures then to represent growth and rebirth, a theme that inevitably comes into play with each of the characters in this story, Nox is the embodiment of this inevitable growth and in away the entity that becomes the spectato.





Maggie's dreams

Prior to meeting Nova for the first time, Maggie often has lucid dreams that parallel the places Nova travels to throughout her journey. Since Maggie is only dreaming she doesn't think much of these unique dreams at first but as she grows older she begins to notice that these dreams appear to be more real than she originally imagined.



Oftentimes her dreams become more clear, and they begin to resemble places of her everyday life, such as the park she often walks through, the train she uses to travel, her room, among other places that often share a deep emotional connection to her, but these places become a mild mix of other worlds she has never seen before. At the time Maggie does not know what these unfamiliar settings are from,



art by Sofia Arellano





Starbun



art by Sofia Arellano

Nova is really infatuated with Maggie because her reaction upon their first meeting throws her off and later when they do start getting to know each other nova becomes even more interested in this human and why she's always so cheery, that and unconsciously she really feels drawn to that friendliness and starts getting used to the feeling of being wanted in a place which makes it hard to leave later on



art by Sofia Arellano

As for Maggie, it's a given that's shes friendly to about 85% of the population but she's also drawn to Nova. She really wants to spend the time to get to know her. Nova is really really cautious about sharing more than what's on the surface with other people which does little to stop Maggie from wanting to get to know her but unlike other people, Maggie knows to respect nova's boundaries and be gentle with how she poses her curiosity



art by Sofia Arellano





Later when their relationship starts to become more serious and goes to the depths of the iceberg, they learn that they're alike in more ways than one. They've both been looking for someone that could love them genuinely, they've been through hell and back and when they met there was something different about the both of them being more willing to share who they were with each other than with any other person in the universe.



art by Sofia Arellano

Their dynamic really works for me because these two people, they weren't looking for love, they were yearning it but they weren't actively going out there to find it, ever. Though their reasoning for why they are so frightened to be loved is extremely different, They both, eventually, find each other. And after that the simple thought of not being with one another is terribly sad.



art by Sofia Arellano

So when they finally confess their love for each other, they're pretty much inseparable and it becomes a really big "nobody can hurt you" type of dynamic.



art by Maya Sullivan



art by Sofia Arellano





Concept Art



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art by Maya Sullivan



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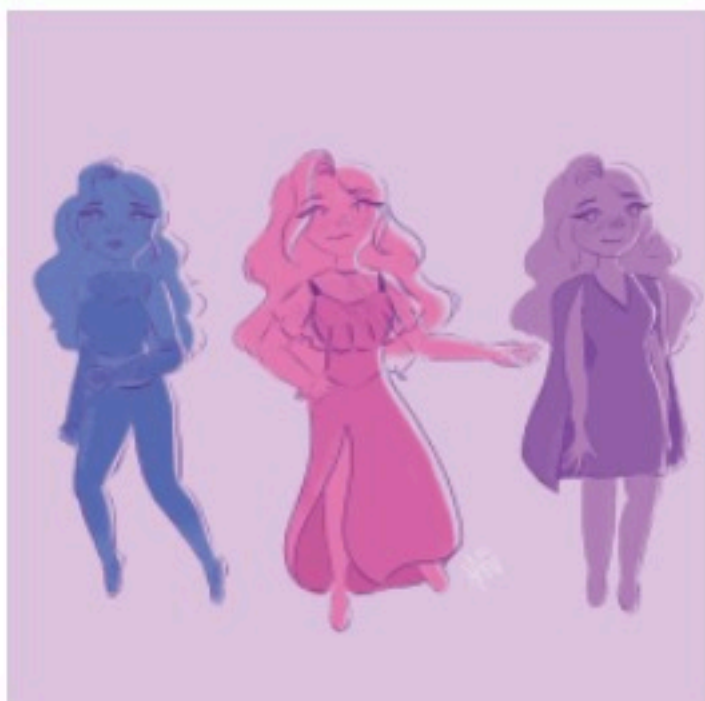


art by Sofia Arellano





art by monste.artev



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art by Maya Sullivan



art by eccles art



art by Sofia Arellano





Conclusion

If you've made it this far into my small fantasy compendium maybe you've gained a better sense of just how much work and developing has gone into creating these characters and their stories and though it's been a long process, every minute of it has been so worth it and this has become one of the projects I'm the most proud of and there's still a lot of work to be done!

Hopefully one day you will see them in your tv screens... until then, thank you for reading!

-Sofia Arellano

