

Designing a Chess Set

(Japanese version)

1. General Description

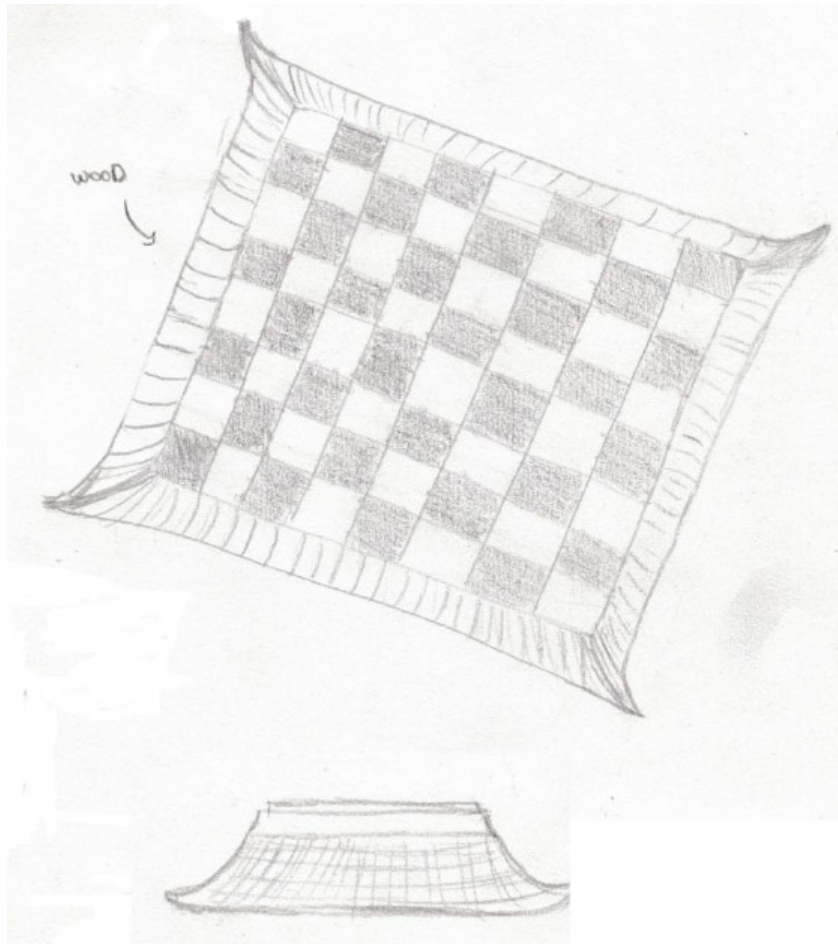
The concept is to design all the components used in a classic game of chess: the chessboard along with its pieces. The whole chess set is based on a theme: Japanese culture. Both players' sides will have the same set of pieces that will differ in color only (black & white). All pieces are designed in a simple abstract way much like kokeshi dolls. In the next part of the current document each piece - including the chessboard - is described in more detail. The images used as reference as well as the designs that derived from them are also included.

2. Analysis

- The Chessboard

The chessboard is designed in a way that gives the impression it "sits" on top of a Japanese/Chinese pagoda's roof.





- *The Pawn* (16 pieces)

The pawn resembles a ninja designed in a simplistic way much like the following doll.



- *The Knight* (4 pieces)

The knight is inspired by the Japanese/Chinese dragon.



- *The Bishop* (4 pieces)

The bishop is a Japanese monk.



- *The Rook* (4 pieces)

The rook is based on a design of a sumo wrestler.



- *The Queen* (2 pieces)

The queen is represented by a geisha.



- *The King* (2 pieces)

The king is a samurai warrior with armor like the one the shogun wore, again simplified. The helmet is rendered with more detail in order to make the piece distinct and unique (he is the king after all!).

