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BACHELOR'S THESIS
on the topic:

Designing a Cyberpunk-style card game featuring traditional Chinese weapons

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ABSTRACT

Against the background of the current global game market's growing thirst for originality and cultural diversity, this paper will start from the culture of domestic card games, analyze the card rule design, combine traditional Chinese weapon culture with Western cyberpunk art presentation forms, and then put forward the corresponding suggestions and countermeasures for card game cultural connotation to promote the development of card game industry with traditional Chinese culture as the main element.

How to effectively integrate Chinese traditional weapons with deep cultural heritage without compromising the unique futuristic aesthetics of cyberpunk, creating a new card game design that is both modern and without losing the traditional flavor. Taking visual communication design as an entry point, this paper discusses in depth the historical significance of traditional Chinese weapons, their stylistic features and their transformation in modern visual culture. By analyzing the core qualities and aesthetic requirements of the cyberpunk style, this study further proposes a set of systematic design frameworks aimed at guiding how to select traditional weapon elements that match the cyberpunk style and integrate them innovatively through modern design means.

To summarize, this study not only successfully solves the problem of integrating traditional Chinese weapons into the design of cyberpunk style game cards, but also provides valuable theoretical support and practical examples of how to integrate traditional culture in modern game design, which is of great significance to the promotion of cultural diversity and the development of innovative design.

Key words : Cyberpunk style; Chinese traditional weapons; Card games; Innovate; Inherit

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INTRODUCTION

Relevance of the study:With the booming development of the entertainment industry, card game, as a popular game type, its design innovation has become the focus of attention in the industry. This paper takes traditional Chinese weapons as the research object, and explores how to design a new card game by integrating traditional elements with deep cultural heritage and modern cyberpunk style. This paper first reviews the historical evolution of Chinese traditional weapons and their symbolism, and analyzes the characteristics of cyberpunk style and its performance in contemporary culture. Subsequently, this paper adopts the case study method to select representative Chinese traditional weapons and combine them with the visual characteristics of cyberpunk style to carry out innovative design. On this basis, this paper discusses in detail the design process of the card game, including the card character setting, skill system construction, and the innovation of the game rules. Through comparative analysis, this paper reveals that this design method can not only enhance the fun and interactivity of the game, but also promote the dissemination and development of traditional Chinese culture. The results of this paper show that card game design that combines traditional Chinese weapons with cyberpunk style not only expands the types of card games, but also provides a new perspective for the modern dissemination of traditional culture.

The purpose of the research:Design a cyberpunk style card game with traditional Chinese weapons as the main element.

Research Objectives:

1. find relevant information text and analyze the research material according to the research topic and direction basis of this paper
2. Analyze the spread of traditional Chinese weapons and the presentation of cyberpunk style
3. Analyze the style, game mechanism and existing card games on the market.
4. Determine the style of presentation and the use of thematic elements in card

games

5. Determine the details of character design, skill design, and card screen design for the card game.

6. Determine the operation mechanism and rules of the “Air” card game

7. Completing the whole set of design for the “Air” card game.

The research subject (theme): Designing a Cyberpunk-style card game featuring traditional Chinese weapons.

The research object (focus) is the design scheme of card character design, skill design, packaging design and overall style unification.

Research methods.The work uses the following theoretical and special research methods:Analyze thesis and literature related to the theme of the work to extract the best parts and apply them to this work. The work uses AI, PS, and Procreate for drawing and designing, and completes the transformation of the work from an idea, a draft, to a finished work.

Practical significance.The significance of this topic is to promote the dissemination and innovation of traditional Chinese culture by designing a card game with cultural heritage, as well as to bring a new direction for card game design.

CHAPTER I.

ANALYSIS OF SELECTED TOPICS

1.1Research Philosophy

Through the combination of cyberpunk style and traditional Chinese weapons design card game as a starting point, to improve the cultural connotation of card games to promote traditional Chinese culture as the main elements of the card game design, for graduation design including card character design, skill card design, poster design, packaging design and so on. It helps to publicize the popularity of Chinese traditional weapons and improve people's understanding and love of traditional weapons.

The carrier of card games provides a broad stage for the innovative dissemination of traditional culture, and the card game field has a unique collection of strategic, interactive and artistic characteristics, making them an ideal choice for the dissemination of culture in the new era.

1.2Research Background

In the wave of globalization, the phenomenon of cultural homogenization is becoming more and more obvious, and the inheritance and development of traditional Chinese culture, as a treasure in the world's cultural treasury, is facing new challenges and opportunities. Cyberpunk, as a popular cultural phenomenon, depicts a future world full of contrasts between high-tech and low-life, reflecting the modern society's profound thinking about the development of technology and unlimited imagination about the future of human beings. Combining cyberpunk style with traditional Chinese culture not only inspires a unique visual style, but also promotes the spread of traditional Chinese weapons culture in a cross-cultural

context.

Designing a card game modeled on traditional Chinese weapons and incorporating cyberpunk style in this context is a bold innovation in the aesthetics of the intersection of tradition and the future.

1.3 Purpose and Significance of the Study

In recent years, card games at home and abroad in the development of the state of affairs is good most of the cards to interesting gameplay, card graphics beautiful design to attract people's attention. Most of the foreign cards to play the game and the national historical background and events combined in the game at the same time to understand the history, etc., the domestic historical card game "kill three kingdoms" using the same model design to kill the game cards, so far updated to the hardcover version, mythical version, etc.. Domestic card game industry is mainly occupied by poker, the Three Kingdoms, werewolf killing and so on, the card game of the lack of cultural content phenomenon still exists. Therefore, this paper will start from the culture of domestic card games, through the deep excavation of the significance of traditional Chinese weapons, give the game a richer cultural level and educational value, analyze the design of card rules, combined with the traditional Chinese weapons culture and western cyberpunk art form based on the presentation, and then put forward the card game cultural connotation of the corresponding suggestions and measures, to promote the development of the card game industry, which has the main element of traditional Chinese culture. In order to promote the development of card game industry with Chinese traditional culture as the main element.

To summarize, the significance of this topic is to promote the dissemination and innovation of Chinese traditional culture through the design of a card game with cultural connotation, and at the same time, to bring a new direction for card game design.

1.4 Research on the subject and the current situation at home and abroad

The development of card games from the traditional table games of innovative design, the game with the development of science and technology is not in a single form, whether in the game play, card design, rules of innovation has a qualitative leap. Take the offline high visibility "German heart disease" card game for example, this card in the rules of the game focus on the addition of human body movements for the cards to add fun to make it interactive, a strong sense of participation in the card game. Nowadays, card games do not just focus on rules and gameplay, but are constantly evolving and integrating. Currently mobile card games are also loved by the majority of players, mobile version of the "Three Kingdoms" in the card game on the basis of upgrading the characters of the generals cards, simple operation, mobile player matchmaking to achieve offline card games outside the function, bringing a new game experience.

Original board games, original board games that completed crowdfunding on major crowdfunding platforms in 2023 have seen explosive growth in terms of number, amount and backers. After Scene of the Crime, the original board game's going overseas also ushered in a long-awaited breakthrough: Dispatch Town landed in KS through the agency of an overseas publisher, and achieved an excellent result of over 4,500 supporters. World Tree, a card game, tries to closely integrate oriental culture with battle gameplay, with a view to passing on the essence of oriental culture in a new game format. Such cases show that it is feasible to incorporate regional characteristics and cultural connotations into game design, and can bring players a brand new experience. The design explores the historical lineage and unique characteristics of traditional Chinese weapons and integrates them into a futuristic and cyberpunk style. Through this innovative approach, the deep heritage and unique charm of classical Chinese culture is felt.

Summary of the chapter I

1. Cultural phenomenon
2. Card Game Cultural Cultivation
3. Cyberpunk style innovation
4. Other card game connotations
5. Industry Development Status

CHAPTER II

SOURCES AND ANALYSIS OF DESIGN

2.1 History and value of Chinese traditional weapons

A rich cultural heritage has been nurtured in the context of China's long history, and traditional weapons carry deep cultural connotations and are symbols of ancient military wisdom. Looking back at history, stone axes were ground in the Stone Age, bronze swords were cast in the Spring and Autumn and Warring States Periods, and superb casting techniques in the Ming and Qing Dynasties, and the evolution of each stage reflected the system and craftsmanship level of the society.

In ancient society, weapons and the status of the king's status and power are closely linked, the king usually has a good society to do a good job of weapons have demonstrated their authority, so in the old social period weapons become a symbol of status, but also a symbol of power. For example, the Yue Wang Goujian sword, it as the end of the Spring and Autumn Period, the king of Yue's sword, followed the king of Yue lying down, the last king of the Spring and Autumn Period. After thousands of years, the sword is still exquisite and sharp, which shows the fine and perfect technology of ancient sword casting. Compared with the present, the sword is not only an ancient weapon, but also a witness of history.

With the rapid development of modern technology, traditional weapons have been given new interpretations and values. With the rise of cyberpunk and other subcultures, the elements of traditional weapons have been redesigned and integrated into a futuristic setting, showing the future of life under technology in the game Cyber 2077. The innovative fusion of elements not only gives new life to traditional weapons, but also makes more young people begin to be interested in traditional culture, realizing the cultural heritage and promoting cultural innovation and development at the same time.

To summarize, Chinese traditional weapons are witnesses of history and

carriers of cultural inheritance. By combining traditional weapons with modern design, it can not only protect and promote cultural heritage, but also show the unique charm of Chinese culture.

2.2 Application of Chinese traditional weapons in modern entertainment products

With the continuous development of digital media, traditional elements in modern entertainment products have become more and more diversified. In the field of games, traditional elements are far-reaching, so traditional weapons are no longer cold historical relics, they have a new life and meaning, and become a bridge connecting players and culture.

Chinese traditional weapons have been skillfully applied to games in the context of modern entertainment products. For example, in the game of Forever, weapons appear as character equipment and are loved by players for their exquisite appearance and cultural connotations. The gorgeous and detailed sword decoration, the dashing and graceful sword blade, every design reflects the profundity of traditional Chinese culture. (fig.2-1)

In addition, the traditional weapons that are integrated into the game with Chinese historical background are given specific attributes and skills, and this design idea enhances the playability of the game, and inadvertently transmits the historical story and cultural significance behind to the players. In other games, traditional Chinese weapons are also used as special elements to increase the cultural diversity of the game.

The game of Three Kingdoms Card Strategy transforms the concept of traditional Chinese weapons into figurative cards, each of which not only carries the image and story of the weapon(fig2-2), but also contains the skills associated with it. This design technique allows players to perceive the rich historical and cultural layers behind the weapons while thinking strategically.

In the process of creating and producing contemporary entertainment products,

traditional Chinese weapons have transcended the constraints of historical documents and have been integrated into the digital realm with a brand new outlook, in which the fusion of cultural essence and contemporary technology highlights the potential for innovation from ancient times to the present.

2.3 Comparative Analysis of Chinese Traditional Weapons and Cyberpunk Elements

Cultural and creative design is a kind of design work based on cultural elements, historical background, artistic style or traditional characteristics. This kind of design work usually combines modern innovative thinking and the essence of traditional culture, aiming to promote and pass on specific cultural heritage, as well as to meet the market demand for products with cultural connotations.

In this cultural and creative design, we chose to promote traditional Chinese culture and weapons as the base, and integrate modern popular elements to create the design. In the process of creation, we deeply researched the historical background, artistic characteristics of traditional Chinese weapons and their symbolism in Chinese traditional culture, and used these unique cultural heritages as the source of inspiration for the design.

Through in-depth research and analysis, we found that traditional Chinese weapons are not only practical, but also contain rich cultural connotations and symbolic meanings. During the design process, we focus on combining traditional culture with modern popular elements, so that the final design has a deep cultural heritage without losing its sense of fashion and market appeal. We utilize modern design techniques and technologies to integrate the elements of traditional weapons into the product design, making it more in line with the aesthetics and usage habits of modern people.

At the same time, we also pay attention to the cultural connotation and symbolism of traditional weapons into the design works, so that people can feel the charm and power of traditional culture in the process of using. For example, we

incorporate the symbolism of the sword's courage, wisdom and justice into our product designs so that people can feel the power and inspiration of these qualities when using the product.

In short, our cultural and creative design is based on promoting traditional Chinese culture and weapons as the base, and integrating modern popular elements to create and design. Through in-depth research and analysis of the historical background, artistic characteristics, and symbolism of traditional weapons, we use these unique cultural heritage as a source of inspiration for our designs, resulting in final designs that have a deep cultural heritage without losing their sense of fashion and market appeal. This design not only meets the market demand for products with cultural connotations, but also promotes and passes on China's traditional culture and weapons heritage.

The two elements look very different on the surface, but they have some connection in cultural connotation and visual characteristics. First of all, both elements reflect people's pursuit of technical science and technology, traditional weapons are the crystallization of the wisdom of the ancients, and cyberpunk elements show the power of modern technology. Secondly, both have certain aesthetic value, Chinese traditional weapons have smooth lines, simple and easy to generalize, which fully reflects the wisdom of ancient people, and the mechanical and futuristic sense of cyberpunk elements is also in line with modern aesthetic needs.

In addition, these two elements have certain similarities in design. The design of traditional weapons focuses on practicality and aesthetics, while cyberpunk elements emphasize functionality and futuristic sense. This similarity makes the two elements visually connected.

From a cultural perspective, traditional weapons represent the martial spirit of traditional Chinese culture, emphasizing loyalty, bravery and justice. Cyberpunk elements, on the other hand, represent the imagination and exploration of the future world in modern society, emphasizing technology, innovation and change. This cultural connection makes the two elements resonate in meaning.

In conclusion, although traditional weapons and cyberpunk elements may seem unrelated on the surface, they are related in terms of cultural connotation and visual characteristics. This connection is not only reflected in people's pursuit of technology and science, but also in aesthetic value, design similarity and cultural connotation. This connection makes the two elements have a broader development space in the field of art creation and design.

Summary of the chapter II

1. History of Traditional Chinese Weapons
2. Social status and power as reflected by weapons
3. The current status of the utilization of the main elements
4. Visual design of the marketing game
5. Innovative Design of Key Elements in Digital Media Games

CHAPTER III

DESIGN CONCEPTUALIZATION AND PROGRAMMING

3.1 Formation of Design Ideas

Card games have an unusual value in the market now, for example, "Wan Zhi" Trading Card Game is a set and card game, in 2019 when card game players are generally focused on handheld and end game, the rarest Black Lotus still card in "Wan Zhi" was sold at a price of \$166,000 dollars. According to the exchange rate at the time to calculate, the equivalent of 800,000 yuan. This is the highest price of cards sold in the history of TCG, which once again proves the value of cards as a track.

The biggest selling point of the cards is: "skin". Relying solely on the rules of the game and innovative gameplay is difficult to get out of the circle, then you can only rely on the face value to win, so the card market in the past few years can be said to be a blossoming of the style of the card market, the card design is more than a beautiful, not only Japan and South Korea, the secondary style (Fig 3-1), and the Oriental style of fairy (Fig 3-2), the style of the European myths, the Warcraft style, the modern style, the style of the historical subject, cartoon style, and so on. The endless of card style also increases the tolerance of the card, according to the research in the card Cyberpunk style card performance is less, end game presents perfect (Fig 3-3). Cyberpunk style design a card game with kill, set as a whole.

Only "skin" without "soul" of the game, it is difficult to have the motivation to play for a long time. King of Games, Manji, Three Kingdoms can stand on the card stage for a long time because in addition to the constantly updated cards and its own rules of playability, it is also important to have a beautifully designed graphics.

While the graphics are beautifully designed, the rules of the game must also be designed to be interesting.

In the game of Cyber 2077, the spirit of rebellion and unrestrained behavior appeared to me in the card game character design to provide creative inspiration, character settings are not limited to the human race, skin color, alien, mechanical image performance. The dark-toned visual design gives people a kind of oppression brought about by the collapse of the social system. Cyberpunk game surreal future technology weapons numerous, western elements spread over the framework of the lack of oriental elements into the design of the traditional Chinese weapons combined with the characteristics of future technology to do creative card design.

3.2 Design program development

Card base setting determines whether the run is successful or not, first of all, first of all, the card setting is formulated, and the three-dimensional device is added to the normal card to increase the fun of the game. The specific settings are as follows:

“QI”

Character deck 18 cards

Distance Cards 12 cards (Mechanical Grappling Hook Distance 1, Electronic Teleporter Distance 2)

60 skill cards: 10 YUE QI skill cards, 10 WU QI cards, 10 ZHEN QI cards.

Cyber skill card 33 cards

Duel Cards 72 cards: 36 SHI, 36 Transportation

DM Shop Cards: 6 auction cards

1 Mallet, 100 Gold Coins, 6 Money Boxes, 1 Hourglass, 1 Game Tablecloth (for 6 players), 7 large pieces of QI (6 pieces of 7 and 1 piece of 14), and 1 Instruction Manual

Characters refer to the relevant game characters (Fig 3-4) according to the card game cyberpunk style innovative design (Fig3-5)

Weapon skill decks are derived from the 18 traditional Chinese weapons (Fig

3-6) Sketch of weapon skill decks (Fig3-7)

Summary of the chapter III

- 1.The Importance of Card Visuals
- 2.Marvel Cards
- 3.The Many Styles of Card Design
- 4.Factors that make a deck last
- 5.Game Mechanics Design

CHAPTER IV

DESIGN PROCESS AND RESULTS

4.1 Rule Setting of the Card Game

The game takes the height of cyberpunk social development as a background and blends it with traditional Chinese culture. A cyberpunk world of future life is created, in which traditional Chinese weapons are used as combat weapons, combining the features and functions of future technology. Traditional elements are retained in the appearance of the weapons, while a surrealistic style is incorporated to honor history and help players understand the characteristics of traditional weapons.

The rules of the card game occupy a central part of the game to ensure the fun and cultural heritage of the game. The game rules are designed to incorporate the concept of ancient Chinese city-states, with defense of the city-state as the main task. In the game mechanism, money trading is added to increase the fun of the game. The specific rules are as follows:

1. Initial Deal: Each player initially gets a piece of QI dough (a piece of QI dough consists of seven small pieces of QI). In order to obtain five skill cards, draw three character cards to choose two to retain the process of playing cards in a round can only choose a character card to buff the next round can be replaced on their own.

2. Every fifteen minutes after the start of the game into the night (hosted by the QIYUANFANG boss) began to auction, buy. Players buy equipment, QI group can also be purchased (can only be purchased to be sold, QIYUANFANG no extra air group selling). The night time is five minutes to turn into daytime.

3. Turn structure:

Draw Phase: draw 2 cards from the deck. Each player can only have five cards in their hand more to discard and less to replace.

Action Phase: Players may play cards, combine weapons, musical instruments, and medicine cards to attack, defend, or heal.

4. Card Combination:

Players make their own character, skill, and equipment combinations.

5. Damage:

Weapon Damage: Successfully attack the opponent

Musical Instrument Effect: Successfully activate the musical instrument combination

Medicine Healing: Successfully heal yourself or your teammates

Equipment cards: according to the different abilities of the equipment, you can choose to use it all the time.

Skill Cards: Use this card to participate in the game round according to the card's description.

Duel Cards: You need to use Vanish to resist the attack.

6. Victory conditions:

The person with the most air groups at the end of two hours wins or the last player left on the field wins.

The rules of the game in the normal card attack at the same time added the auction link, in line with the future world view of the circulation of money, increase the effect of the game. Outside of the specific rules players can play card battles according to their own understanding, reflecting the unconventional style in the future world.

4.2 Card game character design

Character design in card games is the cornerstone of the entire game construction, which not only provides players with a rich visual experience, but also profoundly affects the gameplay and story background. A successful card character design needs to have distinctive personality and unique character traits in order to attract players' attention and increase the appeal of the game.

When designing card characters, we usually dig deep into the inner qualities and character traits of each character, which are not only reflected in the character's appearance, but also through the character's movements, expressions, and equipment and other details. For example, a brave warrior may have broad shoulders and determined eyes, while a beautiful dancer may have a dexterous body and a sweet smile.

In order to enrich the content of the game and increase player choices, the design of the character roles should be diverse. This diversity can be set from different perspectives, including but not limited to gender, profession, and skills. Gender diversity allows players to find more immersion in the game, occupation diversity adds more possibilities to the game's strategy, and skill diversity is the key to balancing the game's challenge and fun.

During the design process, designers will use various means to inspire, such as researching historical figures, myths and folklore, etc., extracting elements from them and incorporating them into the design of card characters. This design not only makes the characters more three-dimensional and vivid, but also allows players to experience the charm of different cultures in the game.

In conclusion, card character design is a comprehensive creative process, which requires designers to have rich imagination and deep cultural heritage. Through well-designed characters, card games can provide players with a challenging and fun virtual world.

4.2.1 Card game character role setting

There is a real need to strike a good balance between creativity and balance when creating character roles. Each character should have unique skills or abilities that are played differently at different stages of the game. The design must ensure that no character is too powerful or too weak to ensure a fair and playable game.

First, we need to give each character a unique skill or ability. This will allow players to experience different ways of playing the game and increase the fun of

the game. The specific characters are listed below:

1. Red Lotus Dancer - HonglianWudao

-Personality: Enthusiastic and cheerful

-Gender: Female

-Skills: Designate a player to have their attack distance reduced by one.

2. Illusionist - Huanying Mofashi

-Personality: Mysterious and indifferent, proficient in illusion and magic.

-Sex: Female

-Skill: Create an illusion to attack any male character when wounded (one player only, can be used once in five rounds)

3. Rose Songstress - MeiguiGeji

-Personality: Warm and affectionate, triggering miracles with her songs.

-Gender: Female

-Skills: 8 QI

4. Snow Eagle - XueYvFeiying

-Character: Independent and open-minded, able to communicate with the Snowy Peak Flying Eagle.

-Gender: Male

-Skills: If you play Feiying against a female character, that female player will have to play two reclamations

5. JingangLishi - Vajra Rex

-Character: Stalwart and unshakable

-Gender: Male

-Skill: Play two cards in a row

6. Azure Siren - Weilan Haiyao

-Character: Mysterious and charming

-Gender: Female

-Skill: Can return one QI every two rounds.

4.2.2 Card game character graphics design

Visual art plays a crucial role in character design, which covers a wide range of aspects such as the character's appearance, clothing, color scheme, and illustration of cards. An excellent character card design can greatly enhance the player's gaming experience and make the character more lifelike.

First of all, the character's appearance design is the foundation of visual art. The designer needs to shape the character's image based on the character's personality traits, backstory and skill set. This includes elements such as the character's body shape, facial features, and hairstyle. A unique character image can make the character stand out among many cards and leave a deep impression on players.

Secondly, costume design is also an important part of visual art. Clothing can not only reflect the identity and status of the character, but also show the character's personality traits. Choose the right style of clothing according to the character's backstory and skill set, so as to make the character more personalized. In addition, the color scheme and detailing of the costume can also affect the overall visual effect of the character, making it more attractive.

Furthermore, color scheme plays a pivotal role in visual art. The right color scheme can highlight the character's features and make the character more recognizable. Choosing the right color according to the character's personality traits and backstory makes the character more eye-catching in the game. At the same time, the use of color can also affect the player's mood, thus affecting the game experience.

Finally, the illustration of cards is a masterpiece of visual art. A beautiful illustration can show the character's image, clothing and color scheme perfectly, making the character more lifelike. Illustrators need to have superior drawing skills and rich imagination to create stunning card illustrations. Excellent illustrations not only attract the attention of players, but also make them feel deeply attached to the characters, thus enhancing the gaming experience.

The Red Lotus Dancer is set to be a passionate and cheerful dancer, and the graphics design follows the character's name by utilizing a large area of red color and lotus flower background. Cyberpunk world of futuristic technology is an important feature, the use of neon lights and other lines in the screen combined with the characters to achieve a surreal feeling. In the Red Lotus Dancer skill set on the attack ability in the middle of the lower, echoing the ability and status of the dancer in the game world. (fig 4-1)

The Phantom Wizard is a half-human, half-mechanical woman who is mysteriously aloof and proficient in illusion and magic. When designing the Phantom Wizard, the focus is on the character's body and clothing, with the main color being fluorescent to emphasize the mechanical effect. The main color is fluorescent to emphasize the mechanical effect. An additional arm is added to the design of the arm to make the character highlight the characteristics of mystery and illusion. The background pattern behind the figure is changed according to traditional Chinese patterns. (fig 4-2)

The character of Rose Songstress is a blend of traditional and futuristic elements, portraying a woman who is both gentle and affectionate, yet full of power. Not only does she have a mesmerizing voice, but she also performs powerful attacks through her voice, making her a presence to be reckoned with on stage.

The background design cleverly adopts the shape of a rose, this unique design not only echoes the name of the Rose Songstress, but also visually creates a romantic and mysterious atmosphere. In the picture, this charming woman stands in the center of the stage, her posture is elegant and her eyes are charming, as if she is a blooming rose, attracting everyone's attention.

The face of the Rose Songstress, on the other hand, wore a holographic projection-like device, a device that was not only decorative, but also a presentation of future technology on a person's body. It was able to show different light and shadow effects along with the Rose Songstress's singing voice and emotional fluctuations, adding more charm and mystery to her performance.

Such a setting makes the Rose Songstress a charismatic character whose songs not only touch people's hearts, but also create amazing effects on stage. Her existence shows people the perfect combination of future technology and human nature, and also fills people with infinite imagination and expectation for the future.(fig 4-3)

Snow Flying Eagle, this character is set to be a male who possesses a pair of mecha arms and a mechanical flying eagle. In terms of the use of colors, the main focus is on black, white and cyan, which are paired with each other to create a unique visual effect. The design of this figure is filled with a lot of mechanical elements, showing the possibility of combining future technology with the human body. His mecha arm and mechanical flying eagle are both products of high technology, demonstrating the power and charm of technology. This design not only makes the character look cooler, but also makes people look forward to the future development of technology. In terms of skills, the Snowy Flying Eagle adds the ability to attack female characters. This setting increases the fun and challenge of the game, allowing players to experience more strategy and skill in the game. At the same time, it also makes the game's character set more rich and diverse, increasing the game's playability. (fig 4-4)

The character of Vajrapani is designed in such a way that he is portrayed as a male with a strong sense of power. In order to highlight this strong quality, the image makes extensive use of two neon colors, black and cyan, which collide and intertwine with each other, creating a strong visual impact, as well as a mysterious and tense atmosphere. Behind Vajra Rex, a shield generated by an ancient mantra has been added. This shield is not just for decoration, it symbolizes the strong protective force behind Vajrapani, as well as the source of his power. In the costume design, neon lines are skillfully incorporated into Vajra's clothing. These lines flow with his movements, as if they are the flow of energy and the passion for battle is burning. This design not only makes Vajra look more dynamic, but also further emphasizes his tough and resolute character traits.(fig4-5.)

The Azure Siren, possesses the magical ability to manipulate wind, rain,

thunder and lightning. Her image design is unique and striking, with obvious differences from normal humans.

The Azure Siren's skin is designed to be blue, a color that not only highlights her differences, but also hints at her close connection to the ocean. Her blue skin is as deep and mysterious as the water in the depths of the ocean, reminding us of the power of wind, rain, lightning and thunder that she wields. In terms of clothing, the Azure Siren's costume is equally unique. Her costume is dominated by golden yellow, a bright color that contrasts sharply with her blue skin, making the whole image more vivid and three-dimensional. The golden color symbolizes wealth and power, which complements the Azure Siren's identity. As a woman who can manipulate the power of nature, she is undoubtedly powerful and wealthy, and the golden color of her costume is a symbol of her status. (fig 4-6.)

4.3 Card Game Skill Setting

Card skills are the core of the game mechanics and the basis for players to formulate strategies and make decisions. Each skill card has a unique effect, providing players with a wealth of strategic options. Players can choose the most suitable skill cards according to the opponent's tactics, the current game situation and their own plans. The specific settings are as follows:

Sword Breath: Designate a player (can be an opposing player), and yourself together in a 2V1 Whoever doesn't SHI whoever loses

knife Flip: Use any card as vanish (equipment)

Rain of Arrows: Choose one, all players lose one QI.

Two: One person loses three QI. Can only be used once.

Chain Lock : Enhance the defense effect of Transported Man (2 cards to hit you) (equipped).

spear Shadow of the Dragon: Draw two cards from the enemy's hand, exchange one and discard one.

Iron Bone Fan: If there is a male character in the place, play one SHI, if not,

reduce one QI

Taiji Bagua: Compel any player to fight against you for two turns.

Bow and Arrow Mastery: Ignore distance and play a SHI (equipped)

Hammer Toughness: Two cards from any hand equal to QI (equipped).

Spear Thrust: All players on the field drop an QI group.

Hide by Numbers: Swap QI with the player with the most QI on the field.

Virtual Jamming: Designate a player to discard a distance card from their hand.

Destructive Program: Designate a player to drop 6 QI.

Virtual Manipulation: Designate a player to duel for you.

Digital Ballistics: The player with the closest QI to you will jointly attack the player with the most QI on the field.

Data Chaos: Exchange all cards in your hand with any player.

Lucky dog: Draw two equipment cards and choose one to keep.

Magnetic Field Interference: Designate a round to play only cards with YUE QI, WU QI, or ZHEN QI.

Wisdom Eye: Choose any player to watch his hand

Electronic Shielding: Shield all YUE QI cards (equipment)

4.3.1 Weapon skill card design

Card game skill design is mainly divided into two parts: weapon skill design and general skill design. In terms of weapon skill design, traditional Chinese weapons are taken as prototypes for design, and these traditional weapons include knives, swords, guns, spears, shields, crossbows, arrows, fans, ziwu yuanyang battle-axes and taiji bagua, etc. The design process of weapon cards retains the original appearance of these traditional weapons, and also adds cyberpunk futuristic appearance on this basis. In the process of designing the weapon cards, the original appearance of these traditional weapons is retained, and cyberpunk future technology elements are added on this basis. This design makes the weapon

cards have both the charm of traditional Chinese culture and the fashion sense of future technology. Through this design, players can feel a unique cultural collision in the game, and at the same time experience a richer gaming experience.

The background of the weapon deck is uniformly black to set off the characteristics of the weapon, and the color of the weapon is chosen to be fluorescent blue. Blue occupies an important position in the art of ancient Chinese porcelain, such as the celestial blue of the Ru kiln in the Song Dynasty and the blue of the blue and white porcelain in the Yuan and Ming Dynasties, these blue-toned porcelain is the essence of Chinese porcelain art, representing the pursuit of the literati for serenity, wisdom, and open-mindedness. Meanwhile, the color blue symbolizes strength and valor in Chinese theater faces. Blue color has expressed various meanings in ancient times, and the use of blue color in the design of weapon cards gives more meaning to the game.

Knife Flip turn the sky card design according to the ancient three Miao nine quinoa tribal alliance leader Chiyou's knife (the ancestors of the Miao knife) to design. The body of the knife itself joined the transparent elements of future technology, in the original Miao knife on the basis of widening the design of the hilt, the use of a large number of neon lines for modification. (fig4-7.)

The Sword Breath Cards are based on the design of the Xuan Yuan Xia Yu Sword, which was cast for the HUANG Emperor by the gods picking the copper of the first mountain, and then passed on to Xia Yu. One side of the sword is engraved with the sun, moon and stars, and the other side is engraved with mountains, rivers, grass and trees. One side of the hilt is engraved with the art of farming and animal husbandry, and the other side is engraved with the policy of unification of the four seas. Design InnovationThe hilt is mechanically replaced by a mechanical guard extending from the body of the sword to both sides, and the center of the hilt is inlaid with a mechanical battery for energy. (fig 4-8.)

The design of the Shadow of the Gun as a Dragon deck is inspired by the bright silver spear used by the famous general Zhao Zilong during the Three Kingdoms period. The design of this card carefully reproduces the unique shape of

the spear, and strives to show its historical and cultural value in the details. The head of the card adopts the shape of a five-pointed star, which not only reflects the uniqueness of the spear, but also gives the card a mysterious and powerful symbolism. In order to increase the visual impact and modernity, the designers added neon lines combining reality and reality on the gun body of the deck. These lines are intertwined in bright colors as if they are the light emanating from the gun body itself, giving a strong sense of dynamism and futuristic technology. (fig4-9)

The Spear Thrust cards is based on the three-pointed and two-bladed sword, which is the weapon of Yang Jian, the god of Erlang, and the design of the weapon separates the sharp edge of the front end from the main body of the spear to form the suspended state of the sharp edge and the main body, and the overall use of a large number of blue fluorescent light. (fig4-10)

Hammer Toughness card according to the set skill attributes selected the shield in the traditional Chinese weapons to design, the screen reference to the effect of holographic projection, the surface of the shield to add the electrode of the representation of the drawing of the traditional Chinese pattern in the form of a two-sided continuous. (fig 4-11)

The Bow and Arrow Mastery Deck is based on an ancient cold weapon, the crossbow, which was an important part of the ancient art of chariot warfare. It was a weapon used by the infantry to effectively restrain the cavalry, and the crossbow was also known as the "nest bow" and "crossbow". The bow itself utilizes modern mechanical elements, with neon lines added to increase the aesthetic appeal of the image. (fig 4-12.)

The design of the Arrow Rain Dense Deck is inspired by the traditional Chinese weapon, the arrow. This weapon played an important role in ancient Chinese wars, it not only has strong killing power, but also flexible in use, it is one of the necessary weapons for ancient warriors. In the picture design of the cards, the designer skillfully combines physical objects with light and shadow, making the whole picture both three-dimensional and full of dynamic beauty. The light and shadow effect rays in the screen shine on the arrow from different angles, forming

the effect of interlacing light and darkness, making the arrow more three-dimensional and enhancing the dynamic sense of the screen. (fig 4-13.)

The Iron Bone Fan Deck is based on the design of the ancient Cold Weapon Fan, the Iron Bone Fan fan is drawn using the holographic projection method of futuristic science and technology, and two short daggers are added to the ends of the fan to combine with the fan, and the color of the fan surface adopts a fluorescent purple color to contrast with the color of the two daggers. (fig4-14)

The Chain Lock Deck is based on the Ziwu Yuanyang battle-axe, which is the exclusive weapon of the "BAGUA Gate". The original material is replaced by a mechanical one, and the whole body of the weapon is designed with holographic light and shadow. (fig 4-15)

The design of the Taiji Bagua deck is inspired by the famous Bagua diagrams in the Book of Changes, which is an important part of ancient Chinese philosophy and cosmology. The visual design of this deck incorporates electrode plates, a modern technological element, making the traditional and modern elements complement each other. At the center of the card's image is the clearly identifiable Bagua pattern, which represents the fundamental forces and patterns of change in the universe. Each trigram is represented by a unique combination of symbols and lines that are not only philosophical but also visually appealing.

To add a modern touch to the deck, the pattern of electrode plates is skillfully embedded around or in the background of the trigrams. Electrode plates are usually used in electronic devices as a key component in the transmission and reception of electrical currents, and their introduction symbolizes the power of technology and the progress of modern civilization.

The Taiji Bagua card deck has not only become a gaming tool, but also a bridge connecting ancient culture and modern life, triggering deep thoughts on how to integrate and coexist between tradition and modernity. (fig4-16)

4.3.2 Common skill card design

Ordinary skill card deck design and weapon card deck cooperate with each other, the results of the card game can not be separated from the basic card deck. Ordinary card design is different from weapon card design, the theme of ordinary card is the performance of skills under the future world, there is no weapon card has based on the source, it is a kind of people's imagination of skills under the surreal. The design of the normal deck follows the weapon deck using a black background with neon lines.

The design concept of the Digital Stealth Cards skillfully blends modern technology and art, creating a visual effect that is both mysterious and appealing through the use of light and shadow lines and digital typography. The design is not only eye-catching, but also stimulates the viewer's imagination and desire to explore. The use of light and shadow lines plays a key role in the design of the digital hidden cards. The use of light changes and shadow casting creates a sense of three-dimensionality and depth. Digital typography also plays an important role in digital hidden card design. The arrangement of numbers is not only visually beautiful, but also has a certain symbolic meaning. By using light and shadow lines and digital layout, Digital Cryptic Cards successfully creates a surreal visual effect. (fig4-17.)

The Virtual Jamming Deck is uniquely designed with striking yellow neon lines to draw the magnetic field pattern. These lines extend outward from the center of the deck, as if an invisible force is spreading. At the center of the deck, we can see a source of electromagnetic waves, which symbolizes powerful energy and influence. From this source, the electromagnetic waves radiate in all directions in the form of yellow neon lines, forming a unique magnetic field pattern. The use of yellow neon lines makes the whole deck full of vigor and dynamism. They are like electric currents, jumping and flowing on the deck, giving people a strong visual impact. (fig4-18.)

A very unique and striking visual effect was used in the graphic design of the

Program Destruction deck. The center point of the screen serves as the starting point of the explosion, and sharp yellow lines are used to depict this dynamic scene. These yellow lines spread outward from the center, creating a strong visual impact, as if a spectacular explosion is taking place. To further enhance the realism and dynamism of this explosion effect, clouds generated by the explosion are drawn below the lines. These clouds are not just simple white or gray shapes, but are made to look more three-dimensional and realistic through fine detailing. Their shapes and sizes have been carefully designed to simulate real explosion clouds. The addition of these clouds not only adds layers to the image, but also makes the whole scene more vivid and dynamic. Their combination with the yellow lines creates a strong contrast that makes the whole picture even more intriguing. (fig 4-19)

The design of the virtual control deck utilizes the gamepad, which is used to control the characters to fight for you in a game. By using the gamepad as the design tool for the virtual control deck, players can more intuitively feel the feeling of substitute control. The screen is designed in such a way as to clarify the intention of the cards and increase the fun of the game. (fig 4-20.)

The Data Chaos deck is set up to exchange base cards with any one player, and the screen design incorporates a two-handed scramble for cards to hold back the theme. (fig 4-21.)

The Lucky dog card design, this card is the only luck-based card in the entire game setting. The card presents a character with the appearance of a western lucky angel, using projected lines to outline the back to add the aura that angels have. (fig4-22.)

The magnetic field jamming deck design utilizes elements such as magnetic fields and electromagnetic waves, and is outlined using the same neon lines as the virtual jamming deck design. (fig 4-23.)

The Eye of Wisdom card image is as the name of the card suggests, a giant eye in which the city is drawn, as if everything in God's presence escapes the scrutiny of the Eye of Wisdom. (fig 4-24.)

The design of the electronic shielding deck was drawn with reference to the stock big data growth chart variations, and the overall color of peach with a black background was used to form the shielding screen. (fig 4-25.)

The digital ballistic deck is designed in a unique way by arranging the numbers in a specific order to form a swirling pattern. This design is not only visually appealing, but also reflects the dynamic and fluid nature of the numbers. The swirling shape is achieved by the gradual increase or decrease of the numbers. Designers will start with a small number and then gradually increase or decrease the size of the number to create a swirl that rotates outward or inward. This design creates a dynamic effect that allows the viewer to feel the change and flow of the numbers.(fig 4-26.)

The design of the card game table mat specifies the position of each card in the game, this is to ensure that the game is played in a smoother and more organized manner. This design not only helps players to quickly find the cards they need, but also prevents confusion and mistakes in the game. In addition to functional design, card game table mats can also add to the aesthetics of the game. Designers may use bright colors, unique patterns or elements related to the theme of the game to decorate the table mats and make them a beautiful sight on the table. Card game table mats are designed to provide players with a convenient and enjoyable gaming experience. By dictating the position of each card in the game, it not only improves the efficiency of the game, but also enhances the interaction and immersion between players. Whether it's a simple family gathering or an intense competitive match, the Card Game Table Mat is an indispensable gaming accessory.(fig 4-27.)

4.4 Game card design

In the design process of card games, the design of card backs and card faces is an important part of the visual design of the game. These designs not only affect the aesthetics of the game, but also have a far-reaching impact on the players' game experience.

The design of card back is the foundation of game visual design. The design of the card backs needs to be consistent with the overall style of the game to enhance the immersion of the game.

The design of the card face is also an important part of the game's visual design. The design of the card face needs to be closely integrated with the rules and gameplay of the game in order to provide the information players need. For example, if the game is a strategy game, the design of the card face may contain some strategic elements, such as the character's skills, equipment or attributes. Such a design not only allows players to better understand the rules and gameplay of the game, but also improves the strategy of the game.

The design of card backs and card faces also needs to take into account the players' visual experience. Designers need to create cards that are both aesthetically pleasing and easily recognizable through visual elements such as colors, shapes, and lines. Use bright colors to attract players' attention or clean lines to improve the readability of the cards.

The design of the card face uses a technological and mechanical style, and the effect of LED lights is drawn on the top of the card face to make the card face rich and interesting. (fig 4-28)

The design of the back of the card continues the style of technological machinery on the basis of the card face while adding the elements of traditional Chinese architecture, the back of the card shows the fusion of cyberpunk style and traditional Chinese architecture. (fig 4-29)

4.5 Packaging design of card game

The packaging design of cards plays an important role in the first impression of games and consumers. It not only affects the marketing of games, but also involves the construction and continuous maintenance of brand influence. Through carefully designed packaging, the overall appeal of the game has been enhanced, thereby improving consumers' purchase intention. In the packaging design of cards, there are not only logo design, but also font design, which are the embodiment of the overall visual effect of the game. The appearance design of the card game skillfully combines cyberpunk elements full of future science and technology. From a visual point of view, the neon lights, lines and mechanical design of cyberpunk bring a unique visual experience to the audience.

The design of the packaging incorporates elements of cyberpunk style, especially the use of neon lights and electrode effects. The addition of these elements adds a futuristic vibe to the packaging, making the product more visually prominent and unique. Neon lights are usually very brightly colored to attract consumers' attention, while the electrode effect gives a high-tech and avant-garde feel, which fits in with the core characteristics of the cyberpunk style. To further enhance the recognizable and thematic nature of the package, the card logo was added to the cover. (fig 4-30)

4.6 Card game poster design

Card game poster design is a form of art, which not only requires designers to have a high level of visual art expression ability, but also a deep understanding of the game culture, gameplay mechanism and the psychology of the target audience. An excellent card game poster can quickly attract the attention of potential players visually, while effectively conveying the basic information and unique style of the game.

In the design of the poster, the choice and layout of patterns are crucial. These

patterns should not only be aesthetically pleasing, but also be able to visually display the core elements of the game, such as the main characters, important props or iconic scenes. In addition, the use of color is a key factor in conveying the atmosphere and emotion of the game. Colors need to be carefully selected and matched to create a visual effect that is both harmonious and attractive.

The choice of fonts and typography should also not be overlooked. They need to be consistent with the overall style of the game and ensure that the message is delivered clearly and easily readable. In this way, players will quickly recognize the features of the game and become interested in it at the first sight of the poster.

In order to keep the design coherent and consistent, the design ideas for the poster usually carry over from the game's packaging and card face design. This means that the designer needs to incorporate the same design elements and style into the poster as the game's packaging and card face, thus reinforcing the player's recognition of the game's brand.

Choosing to incorporate traditional Chinese architectural elements into a punk-inspired formal shift in this card game poster design was a creative design decision. Through this integration, the poster not only showcases the unique style of the game, but also reflects the combination of respect for traditional Chinese culture and modern design aesthetics. Such a design not only attracts the attention of the target audience, but also stimulates their interest in the game, thus increasing the game's appeal and market competitiveness. (fig 4-31)

4.7 Card Game Logo Design

In the game design industry, creating a unique card symbol is not only visually appealing, it also forms the centerpiece of a game's brand identity.

This landmark design can create a profound initial experience for players, ensuring that the game is particularly appealing in a white-hot competitive environment. The concept explored in this paper, "QI - ZHEN QI", is rooted in ancient Chinese Taoist philosophy. In Taoist philosophy, "QI" is used as a symbol

of the most fundamental life force within the human body, and "ZHEN QI" represents the purest and most essential form of energy in the universe, which is of great importance in the process of martial arts acquisition. For those who love martial arts, the immersion of qi in the dantian not only constitutes the basic element for the improvement of martial arts skills, but is also the core link for the cultivation of personality, body and mind. Cultivation methods in martial arts focus on the cultivation and use of internal energy, with the belief that it is the key path to realizing the perfect fusion of body and mind. When such concepts are incorporated into the design of the card game, we believe that "QI" is not only the energy element in the game, but also the foundation for building and advancing the overall world of the game. In this card game, players have to master and apply their own "QI" like a cultivator, and utilize various strategies and methods to transform this invisible power into concrete victories. Just like the traditional martial arts in which the deposition of qi to the dantian is the cornerstone, the in-depth understanding and use of "air" in the game is also a core skill that players should closely master.

The logo design of the "QI - ZHEN QI" cards is drawn with neon lines and combined with Chinese calligraphy, utilizing calligraphy to express the collision between Cyber culture and traditional culture. Chinese calligraphy as an ancient cultural heritage, its strokes, strength and fluency reflect the deep cultural heritage and the artist's emotional expression. In this card design, calligraphy is not only a display of words, but also a cultural transmission and artistic expression. Combining calligraphy with cyberpunk elements creates a unique visual effect that demonstrates the charm of traditional culture and expresses the cutting-edge attitude of cyber culture. (fig4-32)

4.8 Related Cultural and Creative Designs

Cultural and creative design is a kind of design work based on cultural

elements, historical background, artistic style or traditional characteristics. This kind of design work usually combines modern innovative thinking and the essence of traditional culture, aiming to promote and pass on specific cultural heritage, as well as to meet the market demand for products with cultural connotations.

In this cultural and creative design, we chose to promote traditional Chinese culture and weapons as the base, and integrate modern popular elements to create the design. In the process of creation, we deeply researched the historical background, artistic characteristics of traditional Chinese weapons and their symbolism in Chinese traditional culture, and used these unique cultural heritages as the source of inspiration for the design.

Through in-depth research and analysis, we found that traditional Chinese weapons are not only practical, but also contain rich cultural connotations and symbolic meanings. During the design process, we focus on combining traditional culture with modern popular elements, so that the final design has a deep cultural heritage without losing its sense of fashion and market appeal. We utilize modern design techniques and technologies to integrate the elements of traditional weapons into the product design, making it more in line with the aesthetics and usage habits of modern people.

At the same time, we also pay attention to the cultural connotation and symbolism of traditional weapons into the design works, so that people can feel the charm and power of traditional culture in the process of using. For example, we incorporate the symbolism of the sword's courage, wisdom and justice into our product designs so that people can feel the power and inspiration of these qualities when using the product.

In short, our cultural and creative design is based on promoting traditional Chinese culture and weapons as the base, and integrating modern popular elements to create and design. Through in-depth research and analysis of the historical background, artistic characteristics, and symbolism of traditional weapons, we use these unique cultural heritage as a source of inspiration for our designs, resulting in final designs that have a deep cultural heritage without losing their sense of fashion

and market appeal. This design not only meets the market demand for products with cultural connotations, but also promotes and passes on China's traditional culture and weapons heritage. (fig 4-33)

Summary of the chapter IV

- 1.Card Character Setting and Graphic Design
- 2.Skill Cards Setting Content
- 3.Chinese traditional weapon selection and design
- 4.Cards Packaging Design
- 5.Derivatives utilization

CHAPTER V

PROBLEMS AND SOLUTIONS IN THE CREATION PROCESS AND PRESENTATION OF DESIGN RESULT

5.1 Problems

When designing the packaging and posters, we initially could not find a suitable and innovative way to combine traditional Chinese architecture with cyberpunk style.

In the Chinese history of the various dynasties of the building has not a small difference, the reference of the building is slightly doubtful, the traditional architecture does not change its original historical significance and structure to join the future of science and technology has become a difficult point of entry.

5.2 Solution

At the beginning of the design, look for books on traditional Chinese architecture, understand the development history and cultural characteristics of traditional Chinese architecture, and learn the style changes of ancient Chinese architecture in different historical periods, including the evolution of the building layout, roof form, decorative elements, color application and other aspects of the traditional architectural innovation design to make an entry point.

At the same time, I tried to play the cyberpunk style game on the market, and found that various elements in the game are unified style changes in the presentation of the screen, and a large number of fluorescent lighting effects and mechanical devices in the architectural style make the screen very eye-catching, and the overall screen presentation gives people a feeling of spiritual rebellion. Such spiritual and visual impact attracts young people's favorite. Observing the game building, it is not difficult to find that in the specific performance of the

modern skyscrapers are still used to change the style, without the spiritual connotation of the traditional architecture. Adding traditional elements to the picture is a level up.

Summary of the chapterV

- 1.Competency based learning
- 2.Design Reflection

GENERAL CONCLUSIONS

The aim of this research is to design a card game that combines traditional Chinese weapons with cyberpunk style, and to explore the intersection between the classical and the futuristic through this unique intersection of culture and technology. In this section of the thesis, we summarize the main results of this project.

After in-depth market research and literature review, we found that although a large number of card games exist in the market, there are few designs that combine traditional Chinese weapons with cyberpunk elements. This innovation not only attracts players to explore China's rich history and culture, but also fulfills their imagination of a sci-fi future. Based on this, we designed a card game prototype with a unique visual style and game mechanics. The game not only recreates the charm of classical Chinese weapons, but also reinterprets them through a cyberpunk lens to create a new gaming experience.

For the game's art design, we adopted a neon art style, combining traditional elements with modern aesthetics to create a visual representation that is both novel and culturally deep. In addition, we developed a complete set of game rules, including card functions, battle systems and point mechanisms, to ensure the game's balance and playability.

In terms of cultural communication, our games are designed for more than just entertainment. Through the platform of the game, we hope to convey and promote traditional Chinese culture, so that more young people can understand and appreciate the history and cultural value of classical Chinese weapons. At the same time, we also expect that through the lens of cyberpunk, a modern popular culture, players will have a new understanding and experience of traditional culture.

In conclusion, this study successfully designed and realized a card game that integrates traditional Chinese weapons with cyberpunk elements. This innovative design not only enriches the card game genre, but also provides a new perspective for the dissemination of traditional culture and the exploration of modern design.

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APPENDICES



Fig 2-1 Weapon Screenshot of "Forever Undisputed"



Fig 2-2 Screenshot of "Legends of the Three Kingdoms" Cards



Fig 3-1 Screenshot of secondary card game



Fig 3-2 Screenshot of the Oriental Immortal Style Card Game

Appendix C



Fig 3-3 Cyber 2077 Gameplay Screenshots

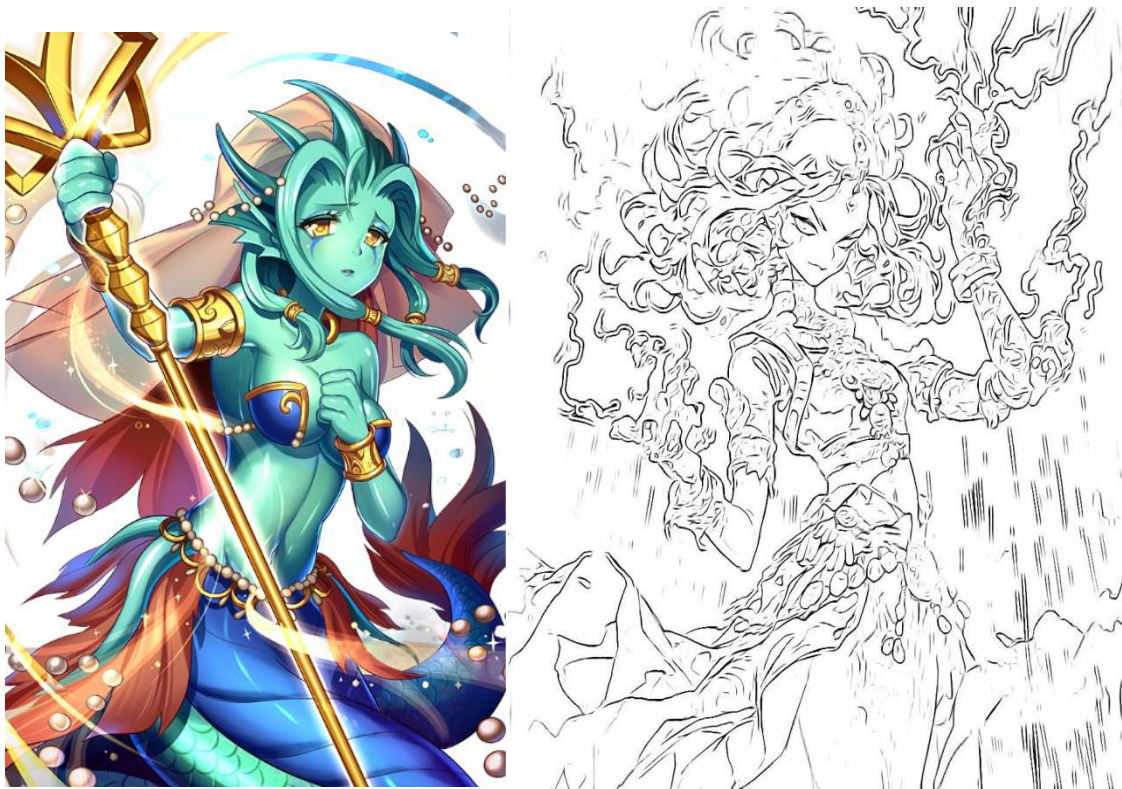


Fig 3-4 Screenshot of Siren from Heroes of the Overworld(left)

Fig 3-5 Azure Siren's first draft design (right)

Appendix D



Fig 3-6 Bright Silver Gun Picture Fig



3-7 Gun Shadow Like a Dragon Draft

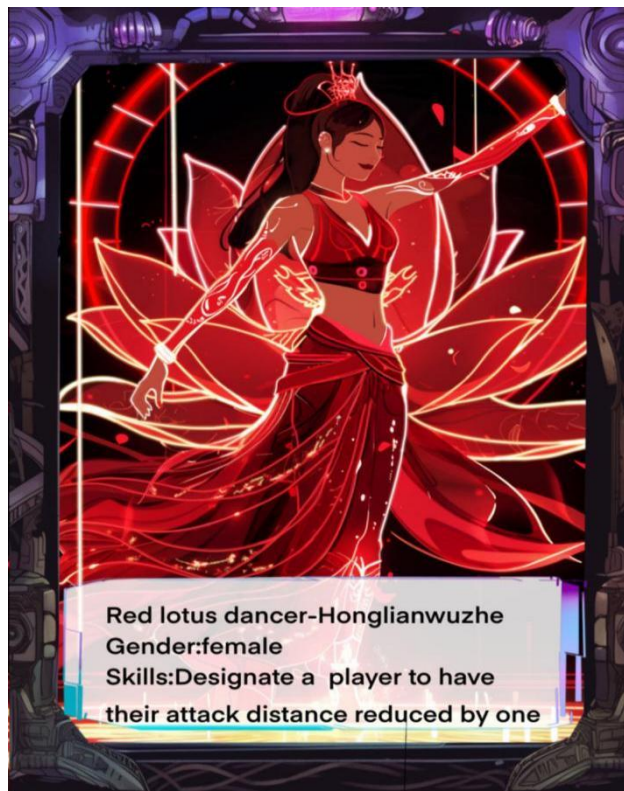


Fig 4-1 Red Lotus Wielder Character Design

Appendix E

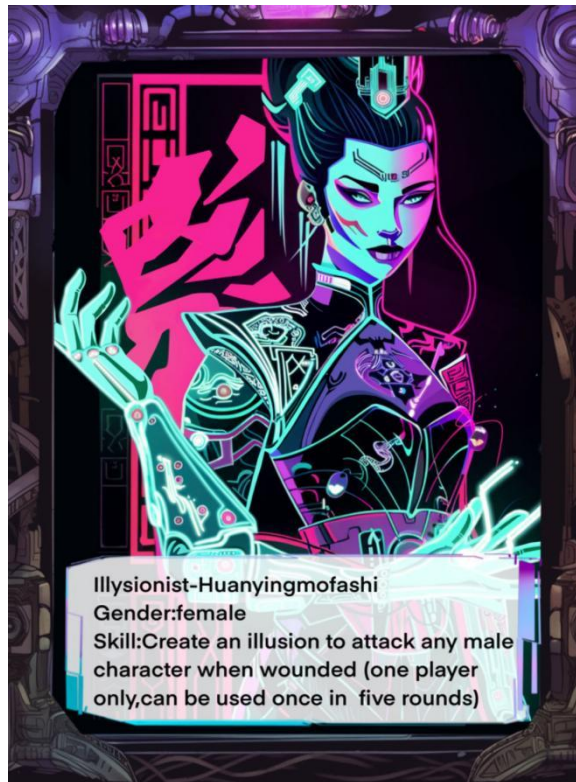


Fig 4-2 Phantom Wizard Character Design



Fig 4-3 Character Design of Rose Songstress



Fig 4-4 Snowy Eagle Character Designs



Fig 4-5 Vajrayogini character design



Fig 4-6 Azure Siren Character Design



Fig 4-7 Knife Flip turn the sky Design Diagram



Fig 4-8 Sword Breath Design Diagram



Fig 4-9 Spear Shadow of the Dragon Design Diagram

Appendix I



Fig 4-10 Spear Thrust Design Diagram



Fig 4-11 Hammer Toughness Design Diagram



Fig 4-12 Bow and Arrow Mastery Deck Design Diagram



Fig 4-13 Arrow Rain Dense Deck Design Diagram



Fig 4-14 Iron Bone Fan Deck Design Diagram



Fig 4-15 Chain Lock deck Design Diagram

Appendix L



Fig 4-16 Taiji Bagua deck Design Diagram

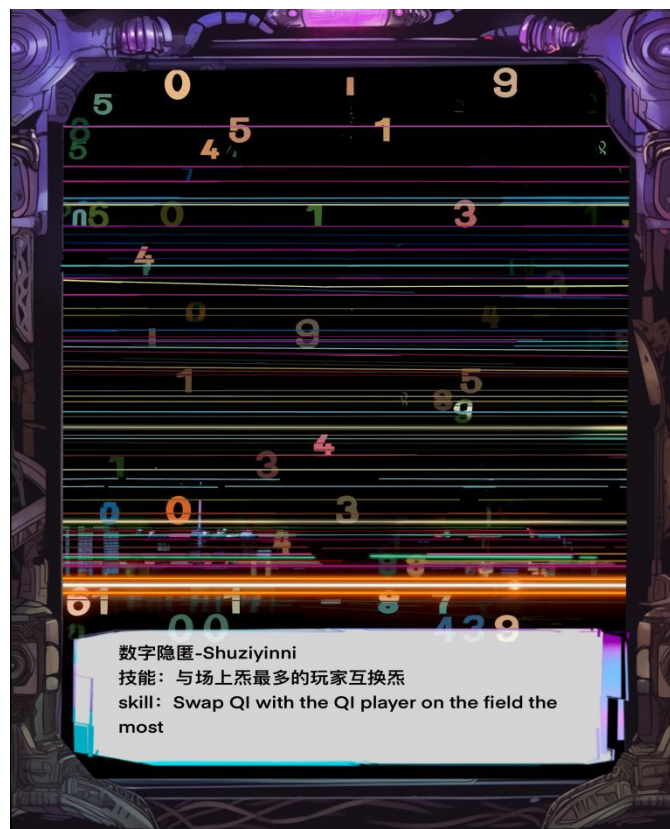


Fig 4-17 Digital Concealment Card Designs



Fig 4-18 Virtual Jamming Card Deck Designs



Fig 4-19 Program Destruction Card Designs



Fig 4-20 Virtual manipulation card deck design diagram

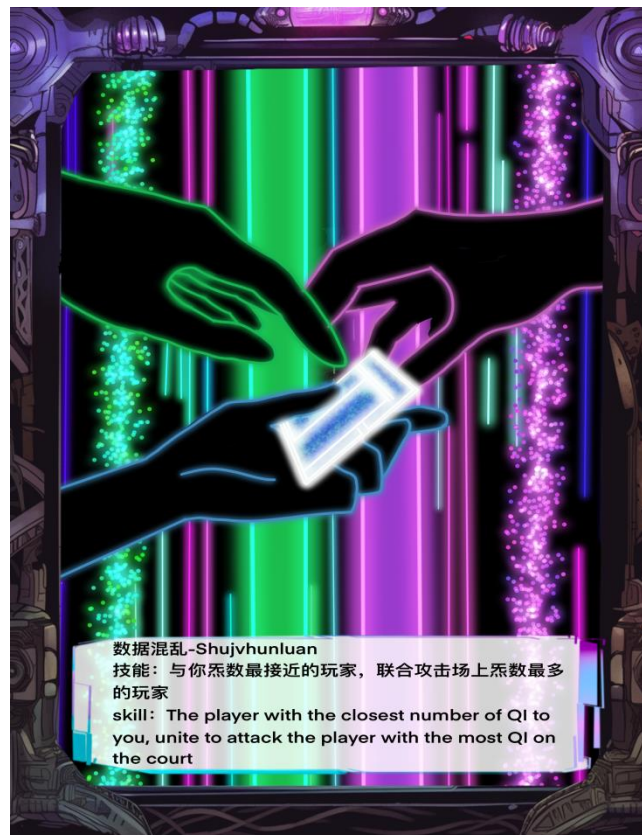


Fig 4-21 Data Confusion Card Designs



Fig 4-22 Lucky Dog Design



Fig 4-23 Magnetic Field Interference Card Designs



Fig 4-24 Eye of Wisdom card design

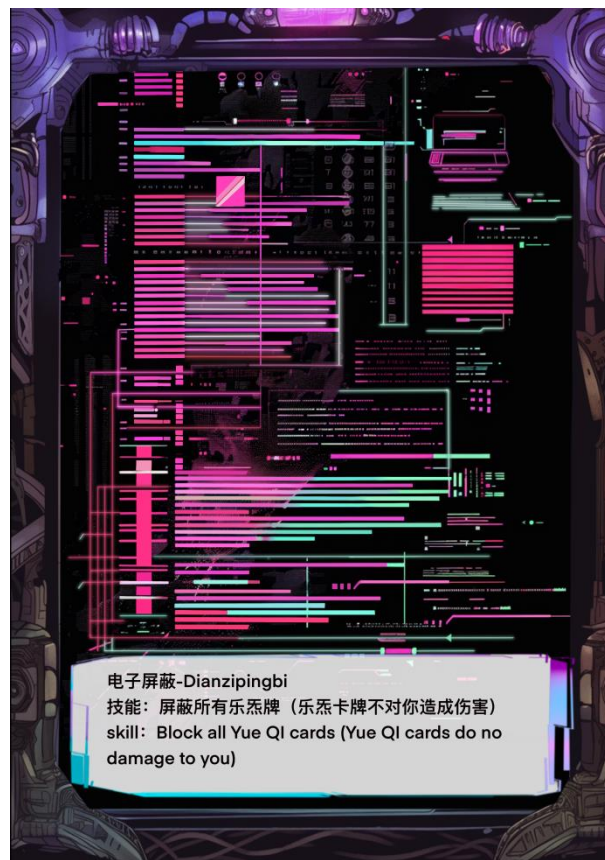


Fig 4-25 Electronically Shielded card design

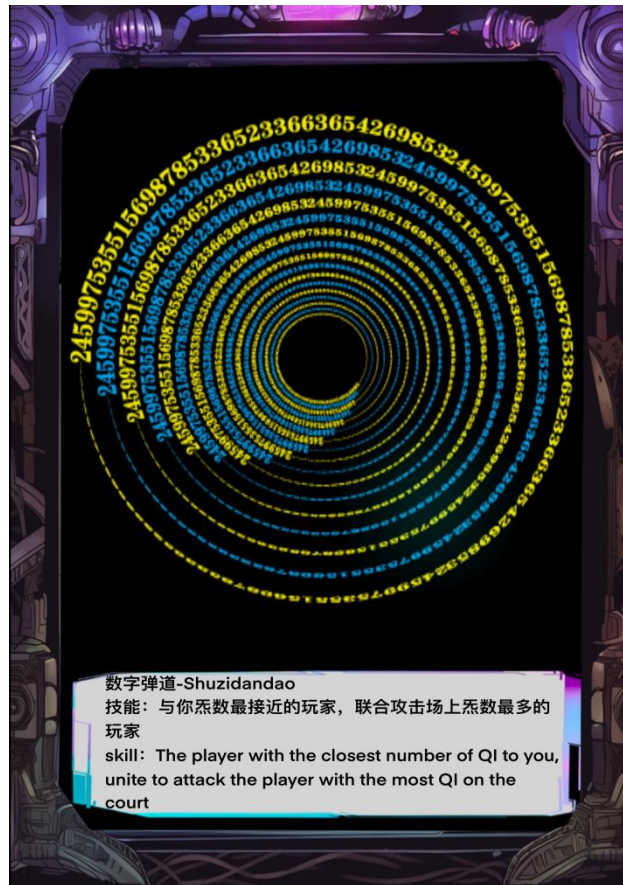


Fig 4-26 Digital ballistic card Design

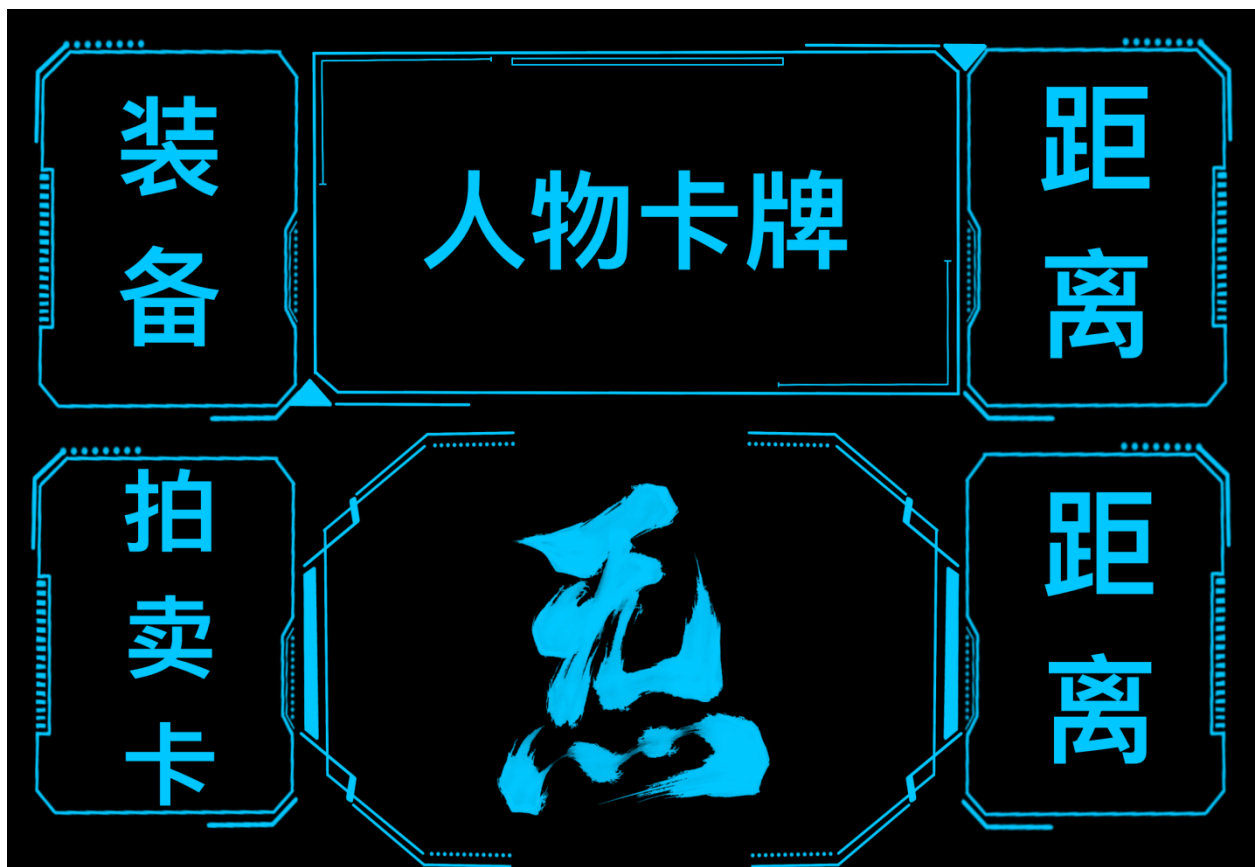


Fig 4-27 Card tablecloth design



Fig 4-28Card face frame design



Fig 4-29Card back design

Appendix S



Fig 4-30package design



Fig 4-31Poster Design

CALL OF CYBER

炁-卡牌游戏设计说明

游戏名字来源

《炁》是根植于中国古代道家哲学。在道家哲学中，“炁”被用作人类体内最基础的生命力量的象征，本卡牌又分为三大部分——真炁、乐炁、五炁，真炁释义为天地之精气，乐炁释义为豁达之意，五炁释义为五行之气，炁通气是游戏的核心所在。

LOGO设计

LOGO的主体采用了我们的游戏名称-炁，后面的装饰用了赛博朋克的装饰元素，中间的字体部分运用了书法，前后相呼应。颜色选用了高饱和的荧光色，体现了赛博朋克独有的霓虹风格。



海报设计



包装设计



卡牌边框及卡背





Fig 4-34display board