

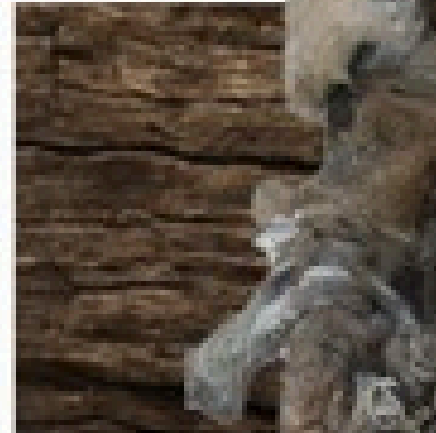
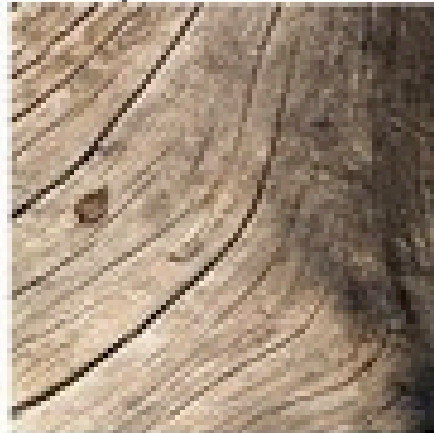
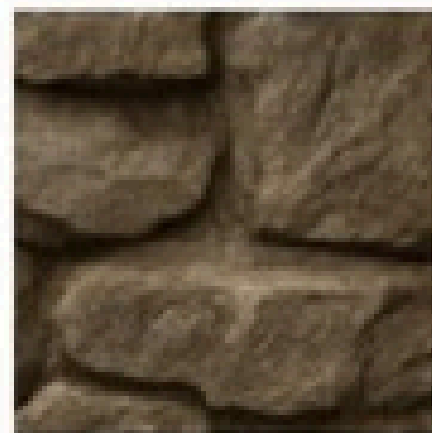
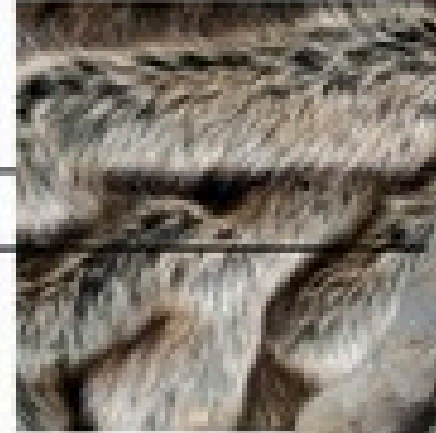
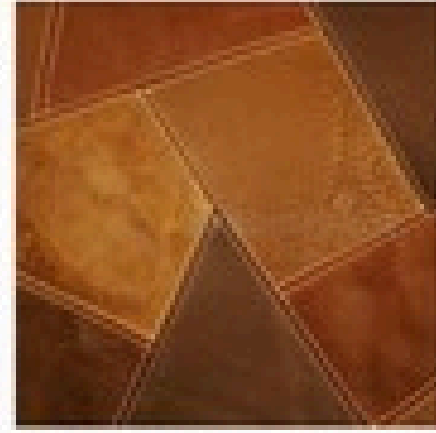
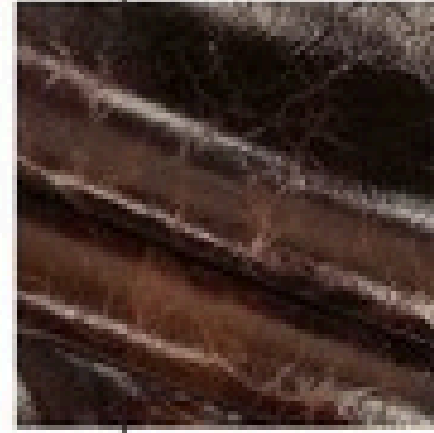


ASHEN

REVIVAL



TUROK A/W 2026



FABRIC & TEXTURE



EQUIPMENT



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APPEAR

MOOL

BOOST

ENHANCE

FAVOR



BASIC ATTRIBUTES





EQUIPMENT



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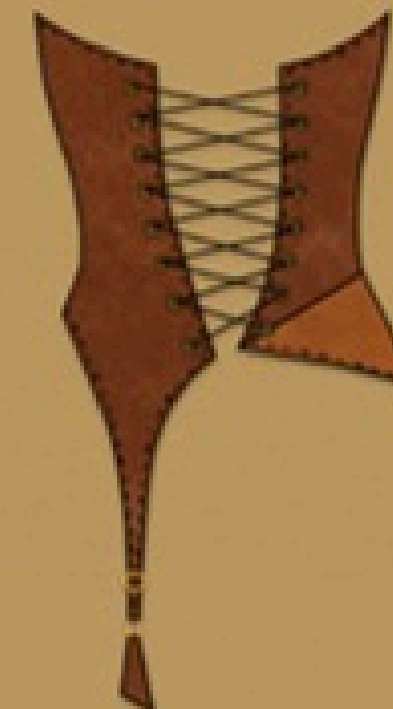
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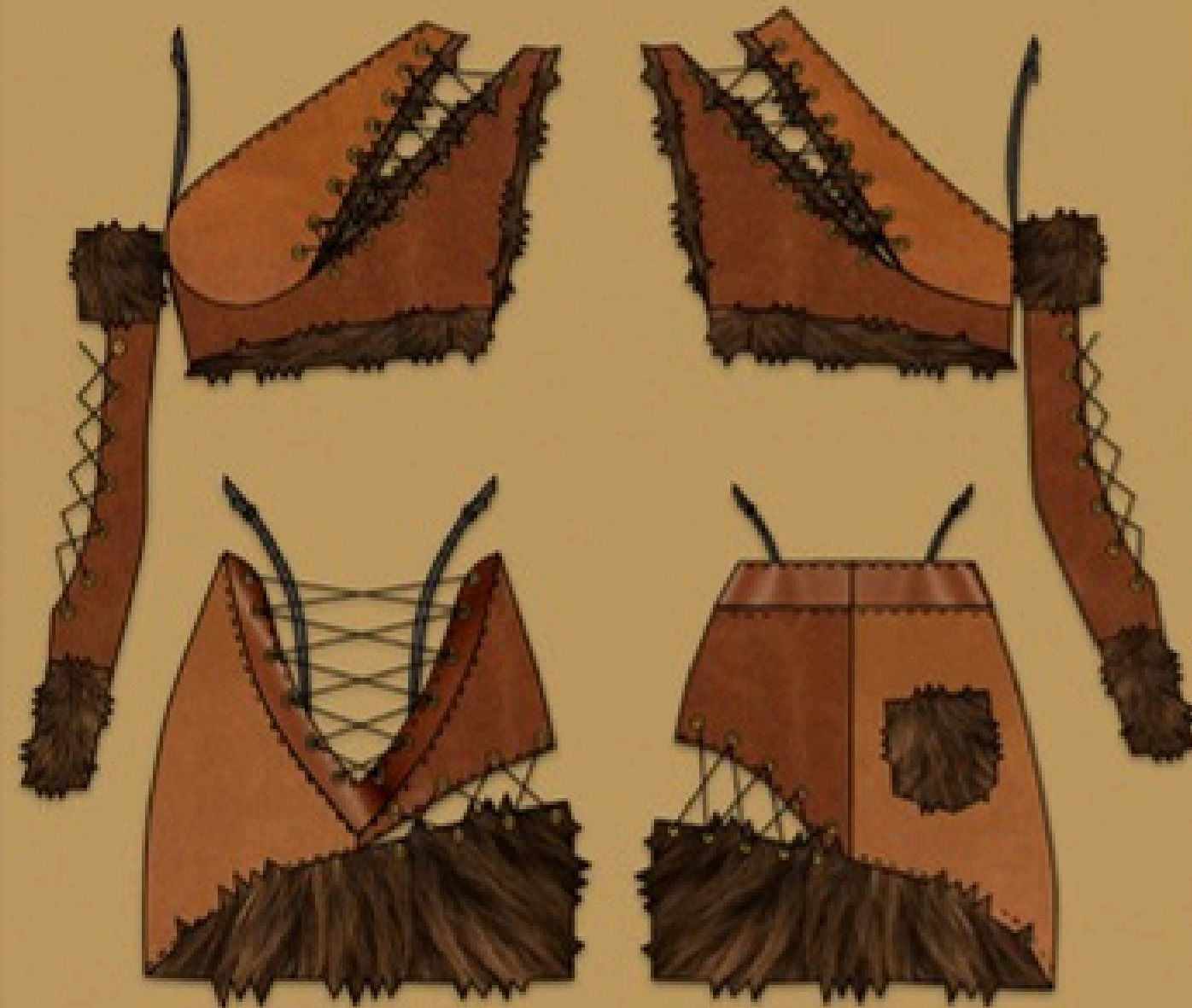
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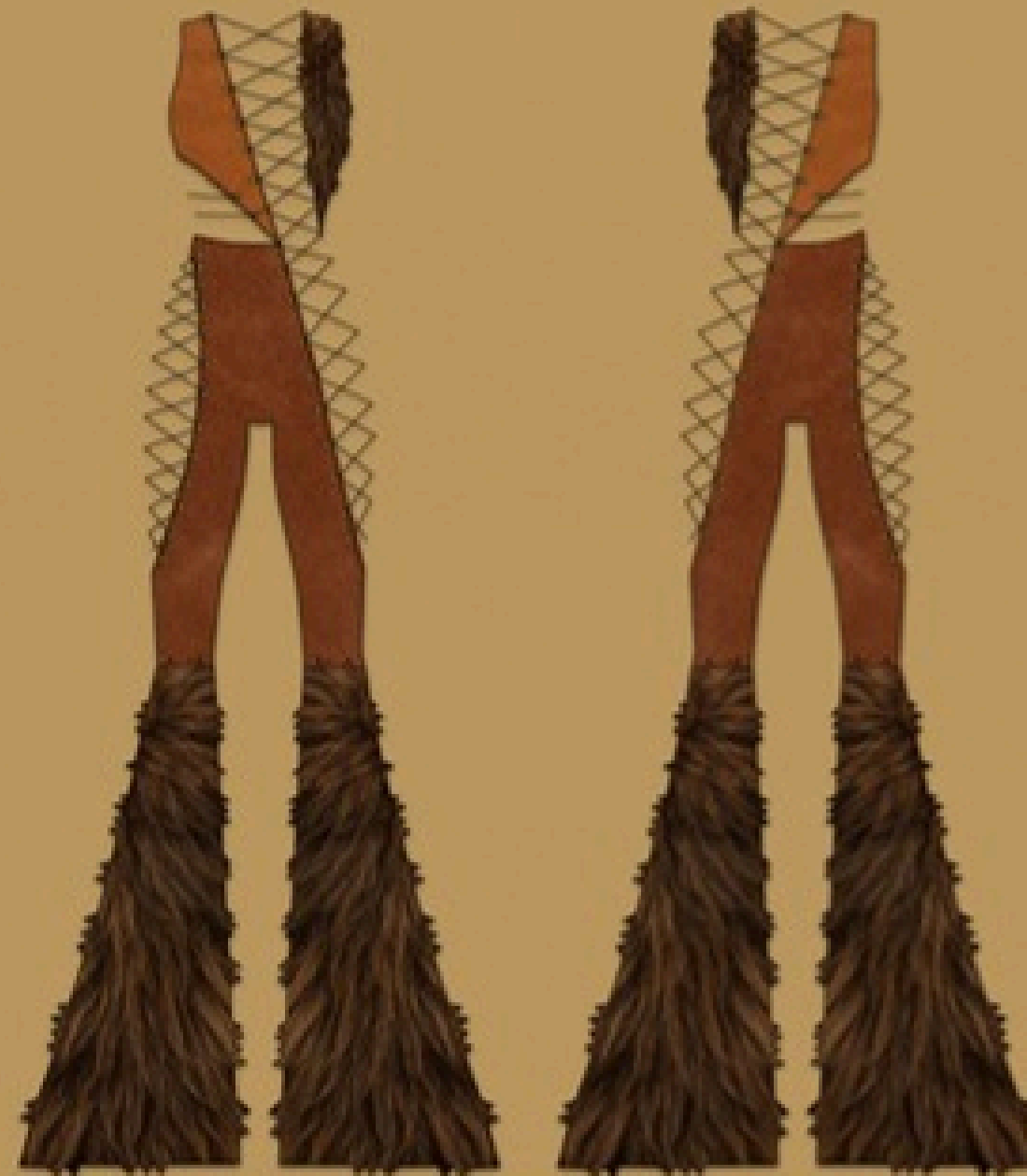
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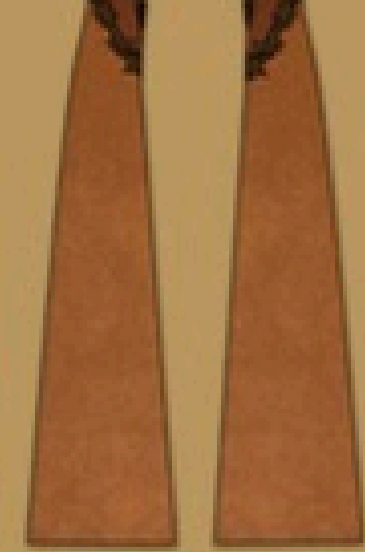
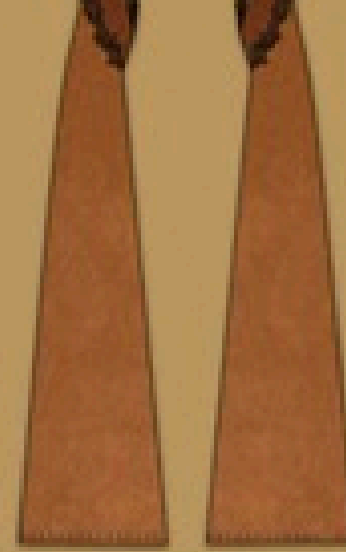
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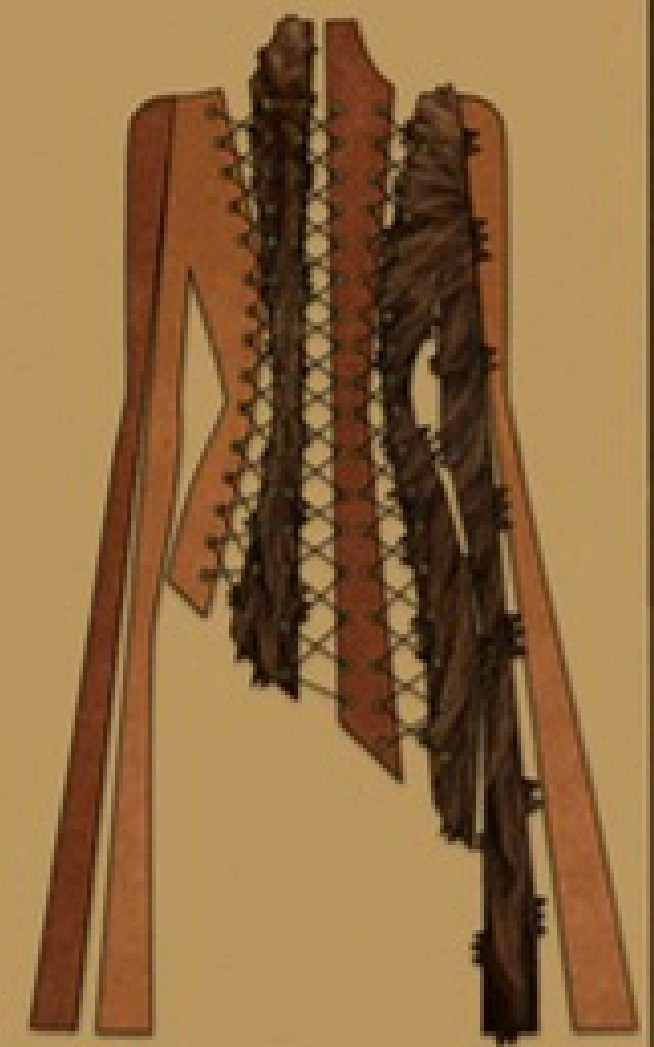
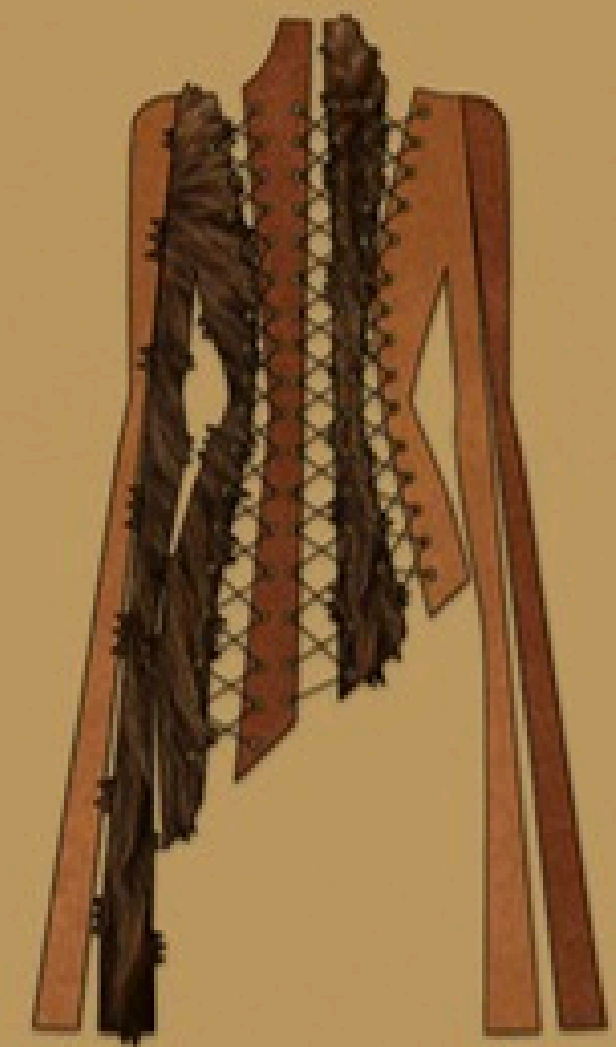
BOOST

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BASIC ATTRIBUTES





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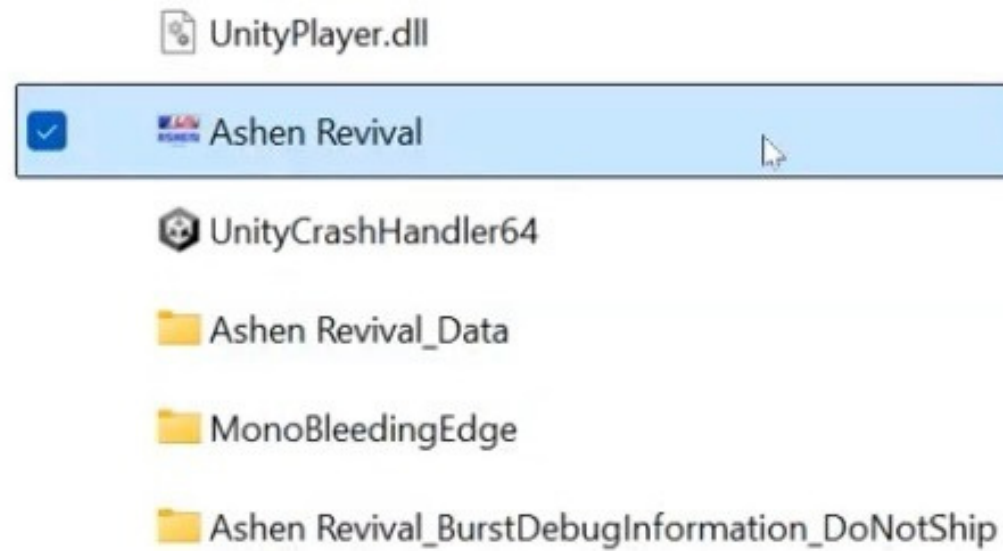
FAVOR



BASIC ATTRIBUTES



ASHEN REVIVAL - 2D VIDEOGAME



Link to the 2D Video game :

<https://www.swisstransfer.com/d/6bb9f756-c82a-4abe-afe6-793680d0cfbc>

WARNING :

It is important to click on the folder titled Ashen Revival (with the logo) and not delete any of the additional files. Without the rest of the content, the game cannot be played. Everything inside this folder is essential for the game to run properly. A video was submitted for this specific outcome.



Base

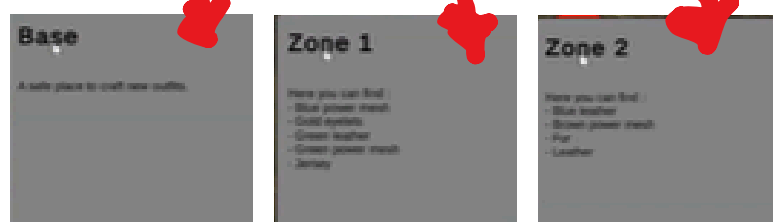
- This is the central hub of the game.
- Here, the player can create outfits out of the items obtained in the remaining zones.
- It's a place of safety where there is no hazard, but just preparation and crafting.



Grey Boxes Explanation

The grey boxes on the map act as information panels. When you hover the mouse over a zone, the box displays exactly which materials and textiles can be found in that specific area. This gives the player a preview of the resources available before entering.

To actually access the zone, it is necessary to click with the mouse on the selected area.



Zone 1 – Summer Area

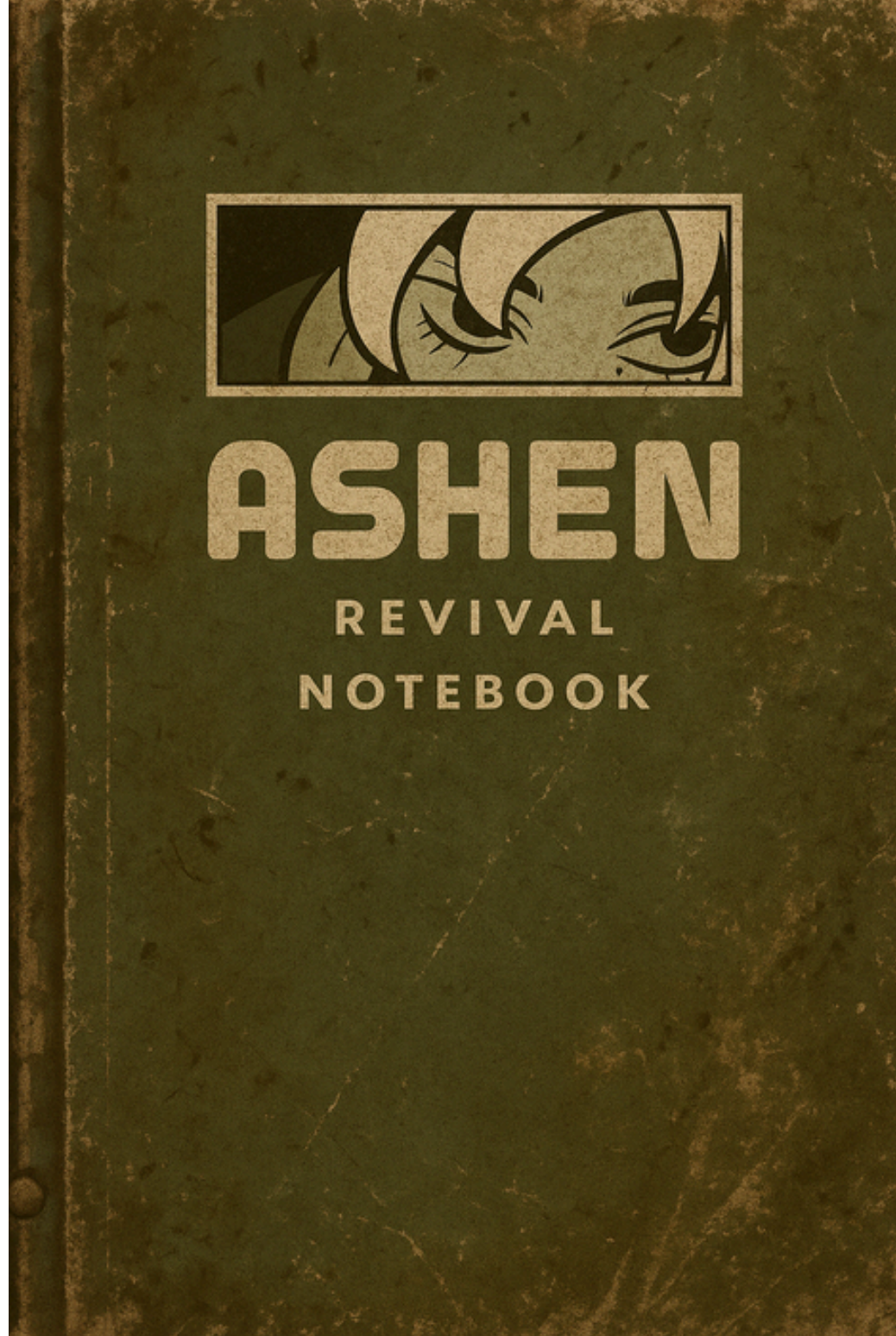
- A post-apocalyptic summer environment, with dry landscapes and warmer temperatures.
- The player will be working with lighter clothing materials and fabrics, breathable fabrics, and heat survival.
- Hovering with the mouse over here shows the description of the textiles offered here.



Zone 2 – Winter Area

- A post-apocalyptic cold environment, with ice, snow, and harsh conditions.
- The character will collect thicker materials, furs, and insulating equipment to create protective gear.
- Just like in the summer zone, the mouse will display information regarding the available fabrics.

Fig. 15, 16, 17, 18, 19, 20 Prenga, S. & Jeremy, V. (2025) Ashen Revival, Video game development.



The Notebook System

The notebook is a worthwhile tool in Ashen Revival.

- The page dedicated to each outfit displays the avatar in it with a description focused on sustainability.
- Each outfit is also assigned a distinctive, original name that enhances its narrative identity.
- Likewise, the same goes for textiles: each cloth collected comes with its designation, symbol, and description of its sustainable aspect.

In order to explore these entries, the player must scroll through the notebook by hand by turning the pages using the mouse. This system turns the notebook into an interactive library, encouraging players to stop, think, and become engaged in the game's sustainability story.

ASHEN REVIVAL - 2D VIDEOGAME



Open here the notebook

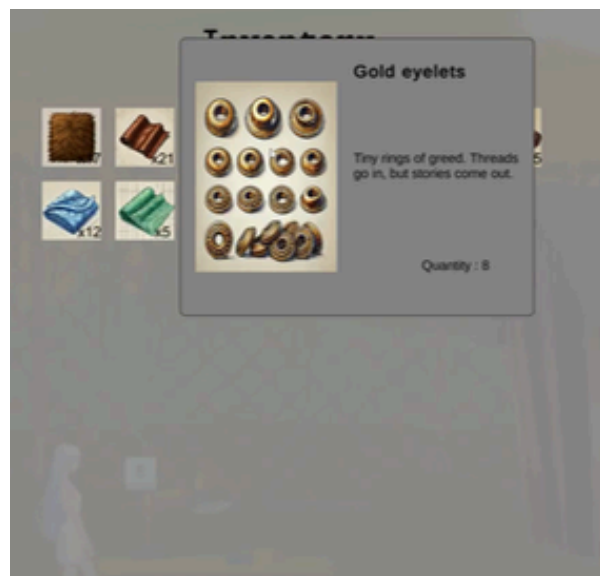
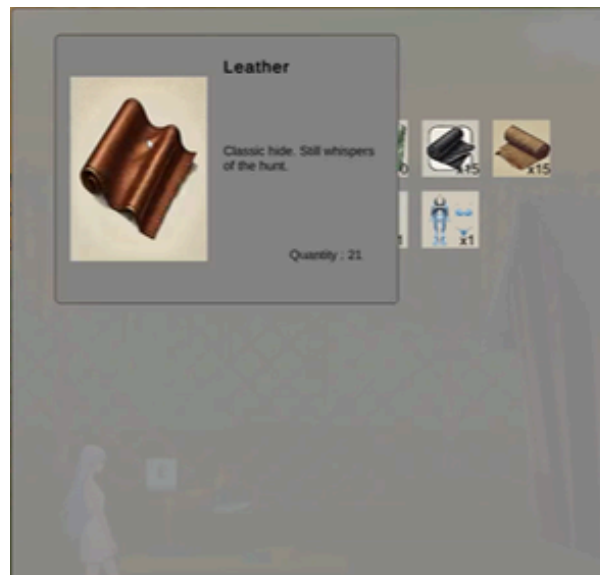


Notebook aesthetic

The notebook itself is a dark green, moss-like color, which complements the overall post-apocalyptic environment and color scheme of the game. It features the stamped logo of the fictional in-game game developer, Ocean Revival, on the cover, reinforcing its position as in-game content.

Fig. 25, 26, 27. Prenga, S. & Jeremy, V. (2025) Ashen Revival, Video game development.





HOW ASHEN REVIVAL ADDRESS THE GAP

Aside from the visual design itself, modular, patchwork-style, and drawn from a post-apocalyptic aesthetic, Ashen Revival also incorporates sustainability into its inventory system.

If the player opens up the inventory, every outfit comes with:

- A visual of the outfit being worn by the avatar.
- A sustainable description, explaining the materials used, where they came from, and their environmental importance.
- A creative title that captures the piece's sustainable narrative.

The same goes for the textiles in the different zones. They are all cataloged in the inventory with their distinctive name, icon, and eco-friendly description.

By this manner, Ashen Revival not only provides functional outfit progression for survival mechanics, but also poses critical thinking about materiality, reuse, and environmental storytelling.



Examples:

Urban Scavenger

Description:

Assembled from pre-apocalypse clothing scraps, this cropped set is ideal for quick movements in urban ruins. Raw seams, strategic straps, and functional patchwork make it optimal for fast resource collection and climbing through wreckage.

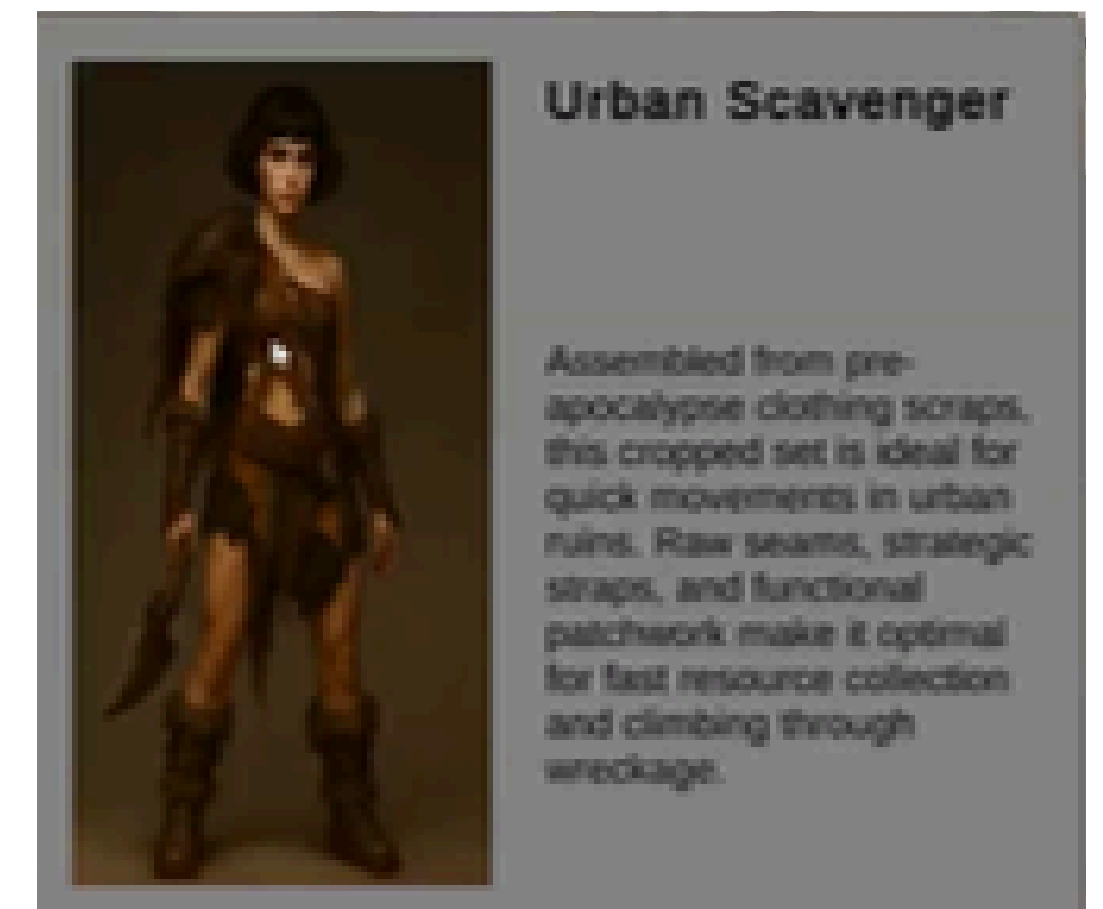


Fig. 28, 29, 30, 31, 32, 33, 34. Prenga, S. & Jeremy, V. (2025) Ashen Revival, Video game development.



