

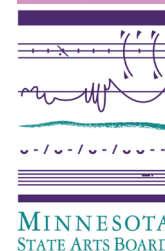
Genderfuck 2077

Aubrey Scott
Founder CEO at Flying Cat Studios

My Expertise



Gender as a Spectrum
Character Creator



Goddess Grotto
Grant Funded Prototype



Queer Trans Woman
with Multiple Personal
Body Experiences

Programming,
Design, and Art
Expertise

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Transgender?

- Girl trapped in boy's body?
- Didn't feel trapped
- Was I a girl?
- Reborn a girl?

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Video Games

- Ultima Online
- Girl character



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Why I Chose a Girl

- Explaining to others
- What to say to my cousins
- “I was curious...”

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Femme Characters

- Single player games
- World of Warcraft
- Explaining to Friends
- “Watch a girl character instead of a guy character for hours...”
- Toxic & buried trans identity

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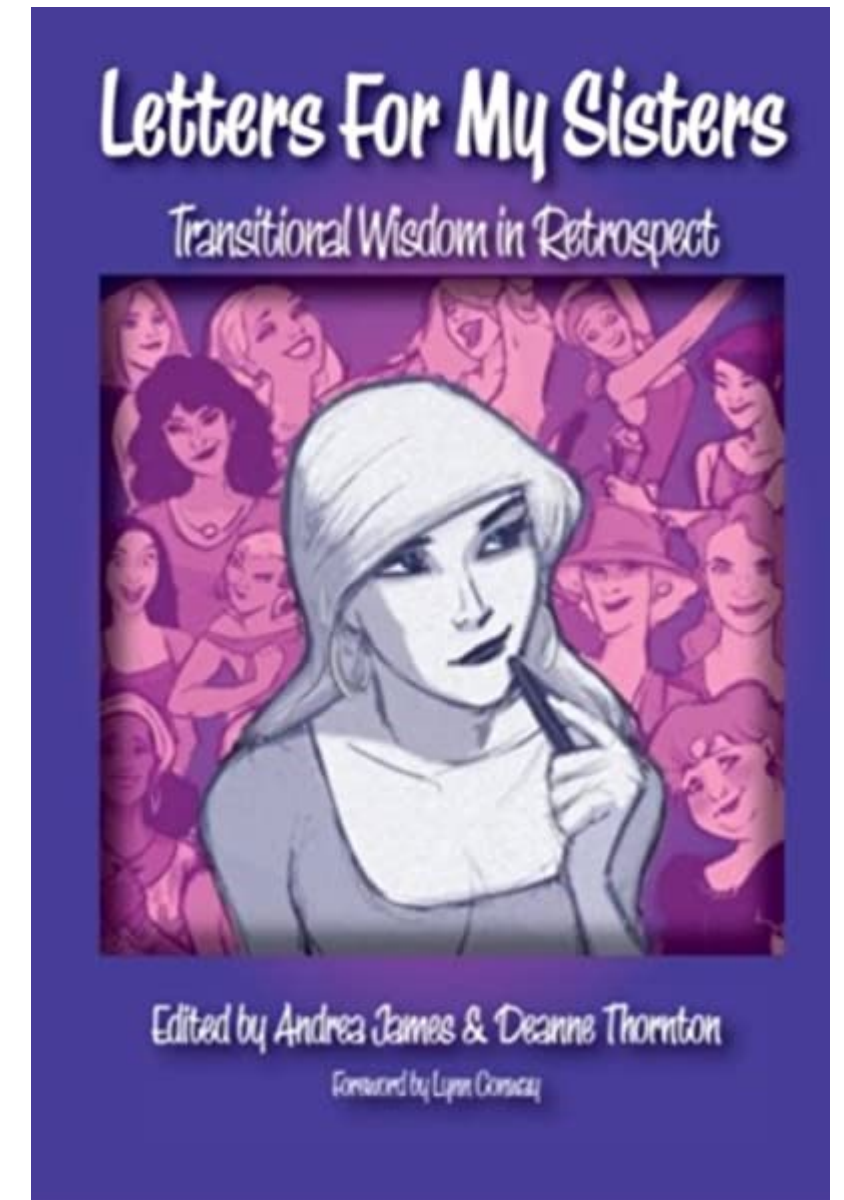
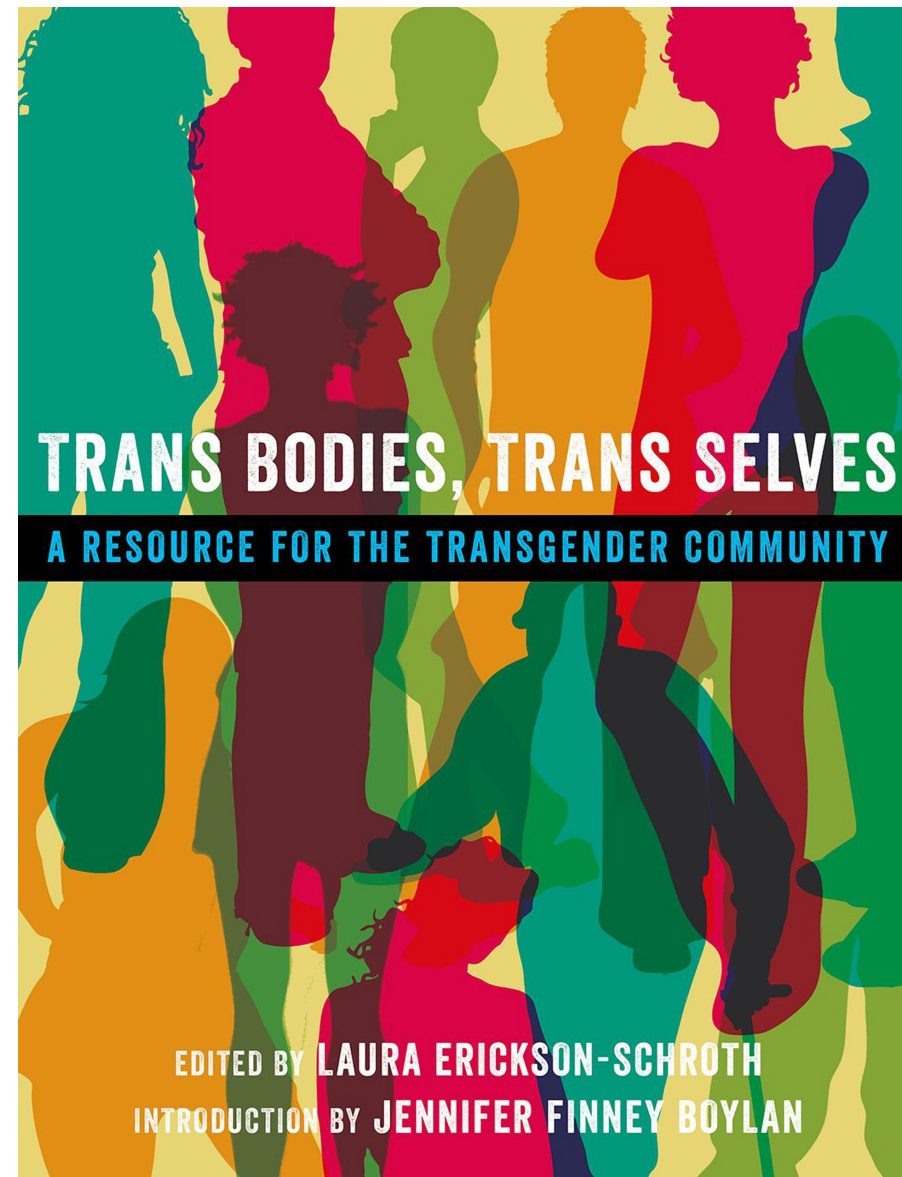
Tabletop Roleplaying

- Be the character
- Play in front of others
- No hiding behind Screens
- Gender Change Belt

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What Did It Really Mean?

- Feels didn't go away
- Hid for a while
- More trans research
- Diff ways to be trans
- Finally clicked!



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Transition

- Self discovery – therapy, journaling, yoga
- Hormones, name change coming out
- Started life as Aubrey
- Trans inclusive character creator



NASCAR - Trans Inclusive Character Creator

- Playing as a girl
- Binary choice lifeline
- Gender as a spectrum
- Help explore identities

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NASCAR Heat 3 Character Creator

- Intentionally trans inclusive
- Rearrange parts we already had
- Androgynous single base model
- Masc/Femme blend shapes
- Allowed sliding from base to full blend shape
- True spectrum

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Need For Accurate Representation

- Sharing with trans folks
- Characters who look like them
- Transcending preference

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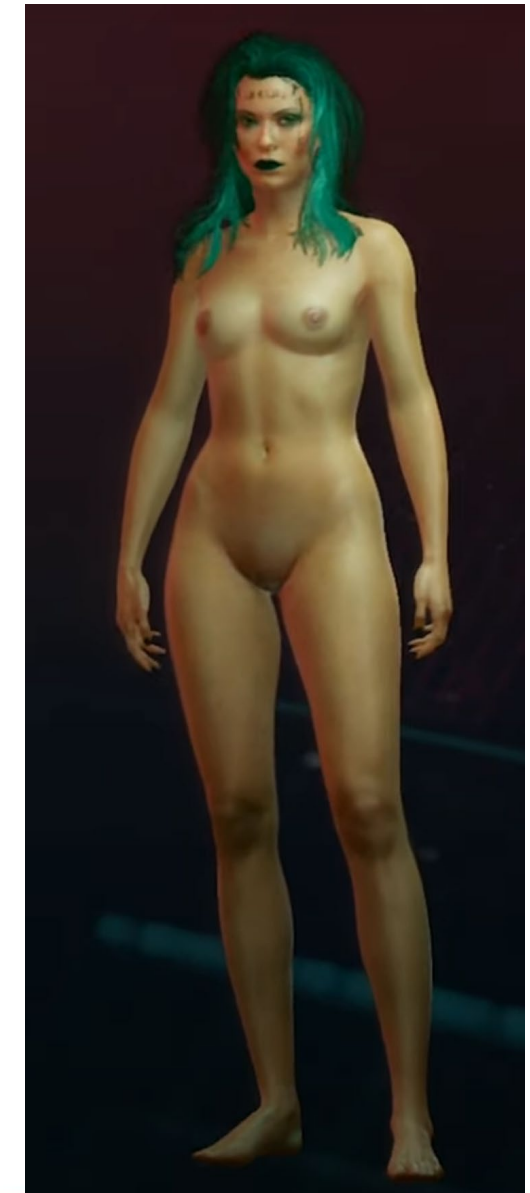
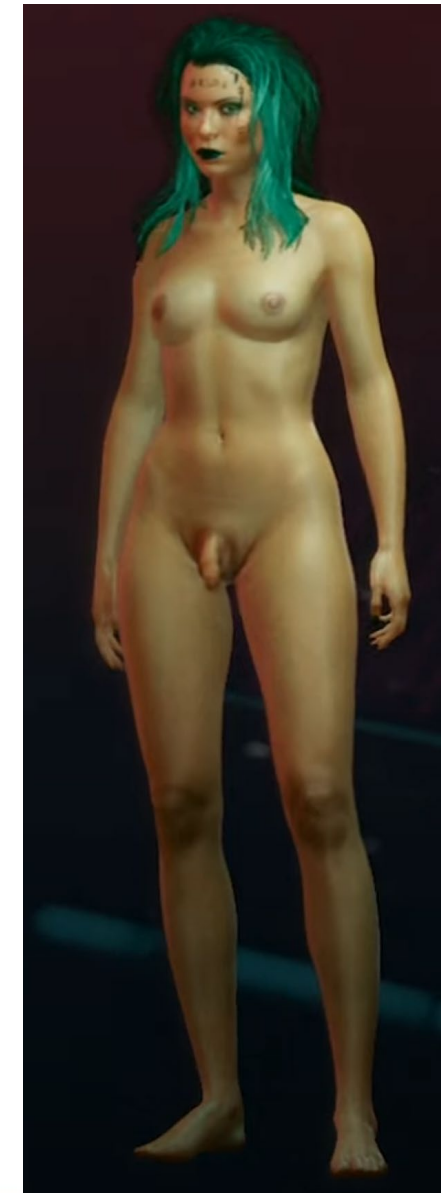
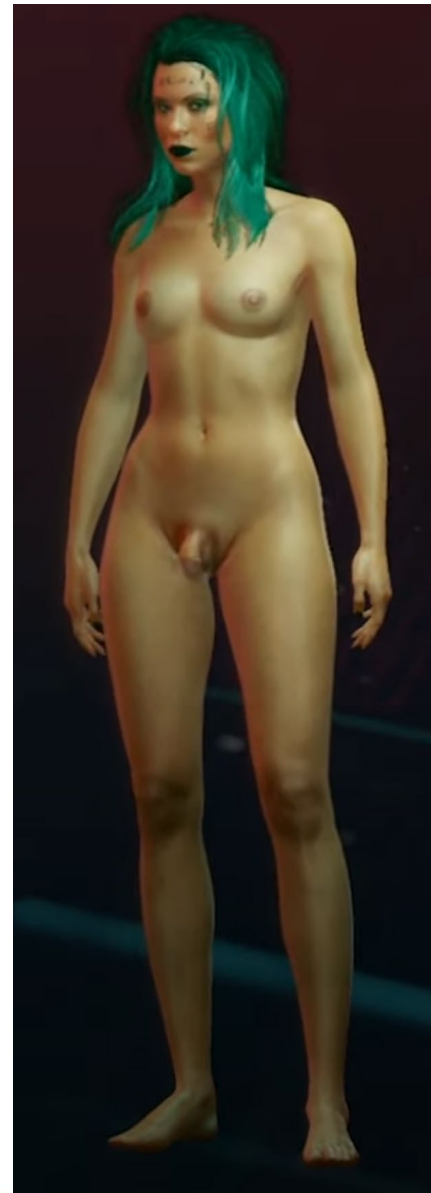
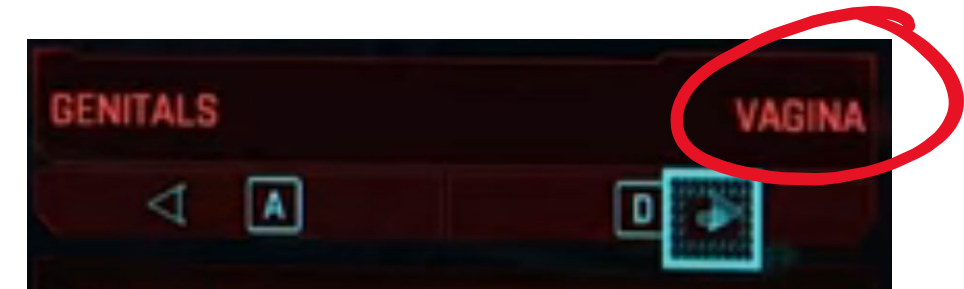
Cyberpunk 2077 Curiosity

- Genital character options
- Refreshing and inclusive?
- Exploration and customization?
- Inhabit space fully?
- Experiment and try things on?

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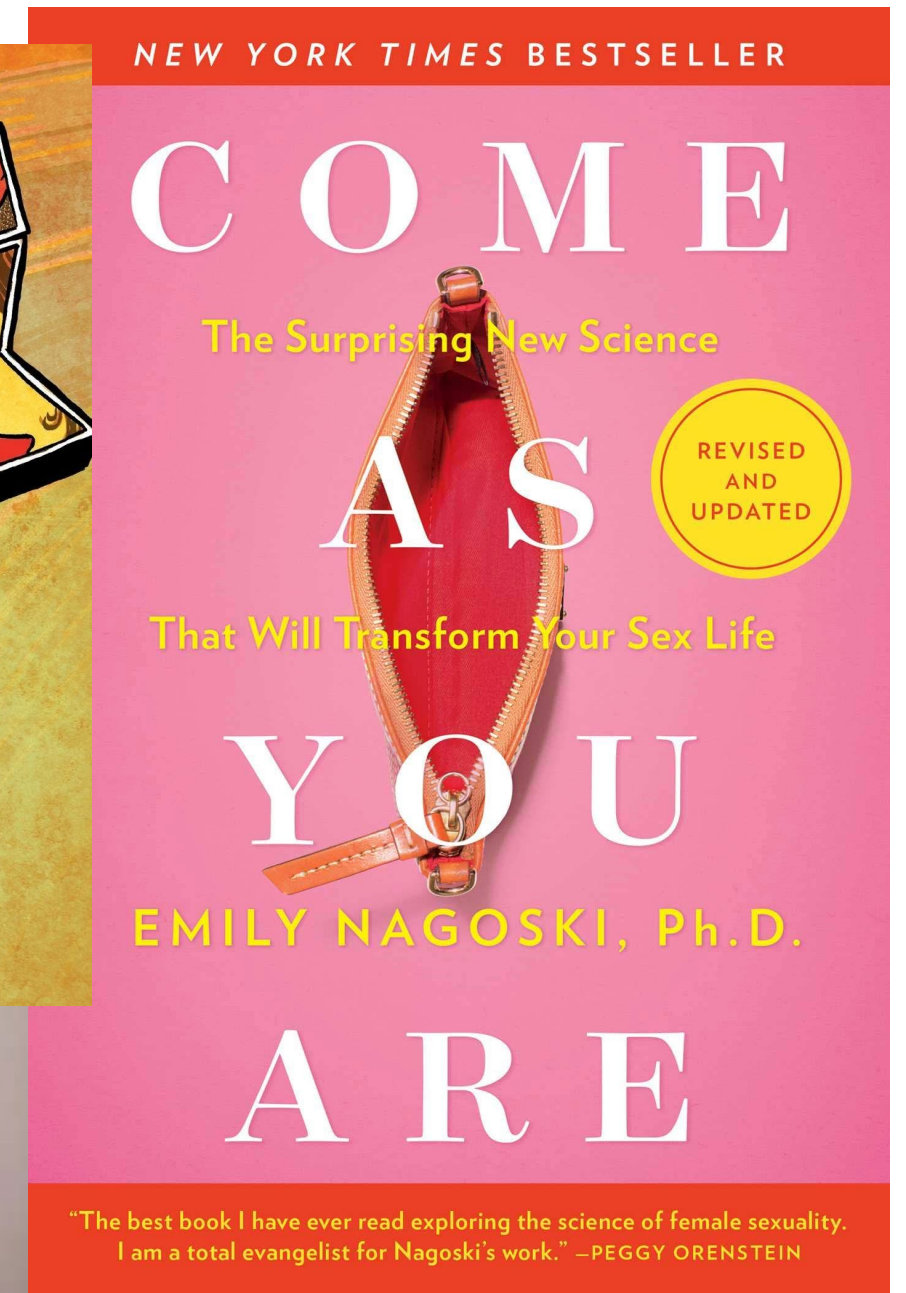
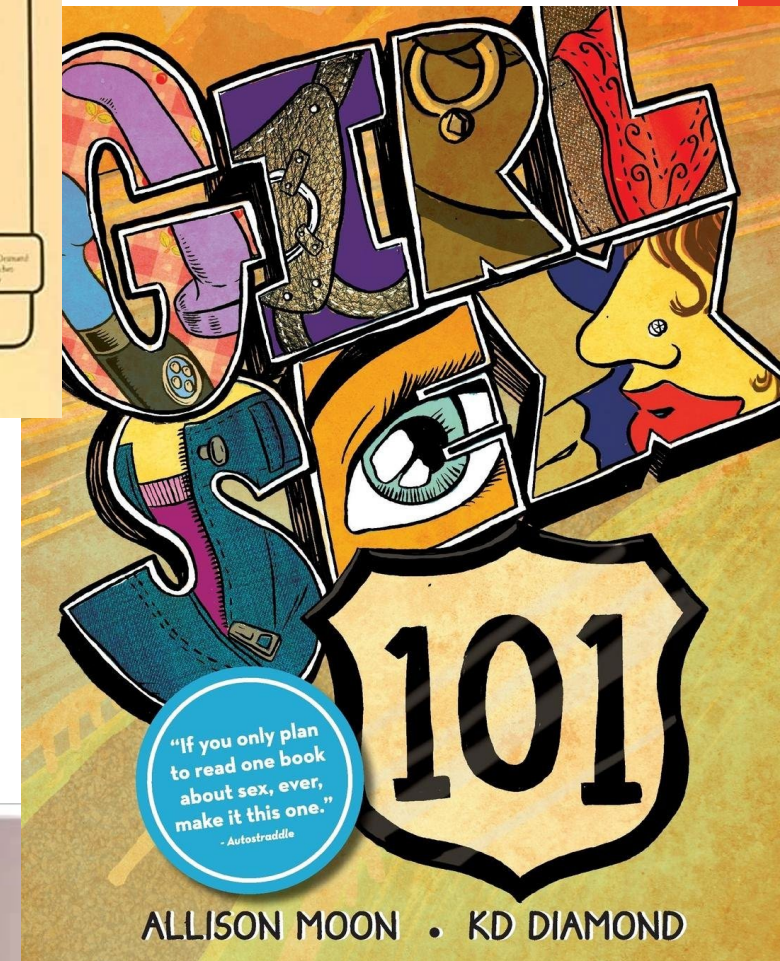
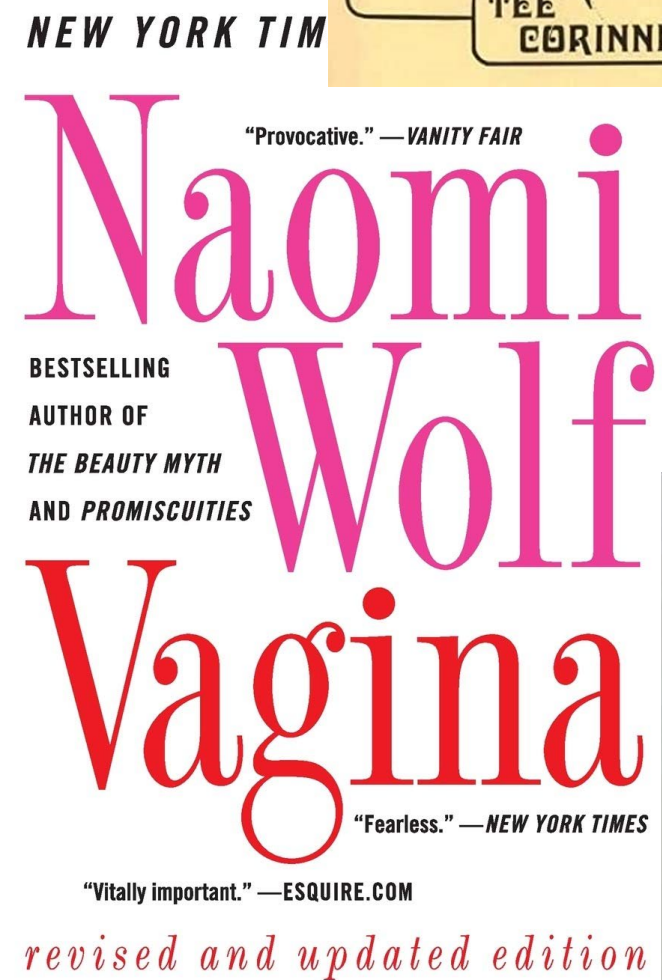
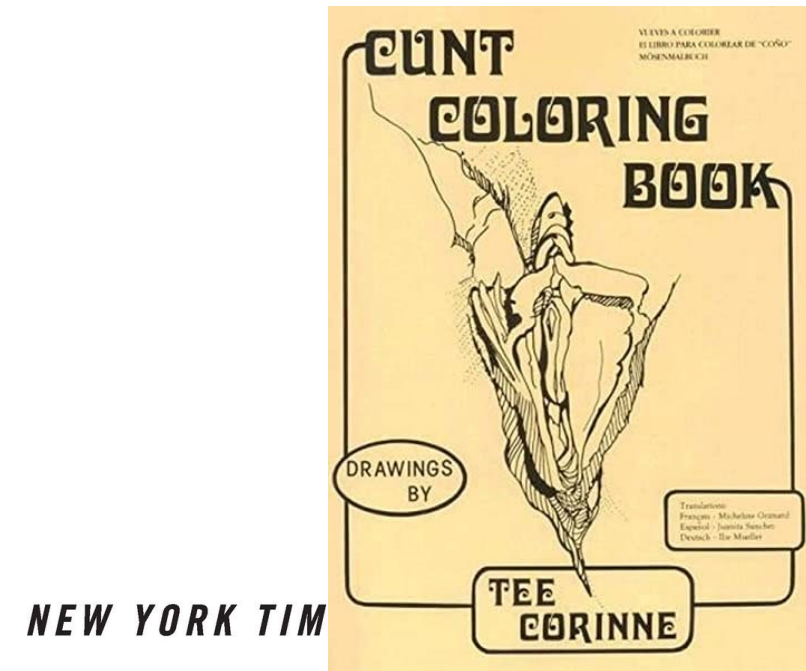
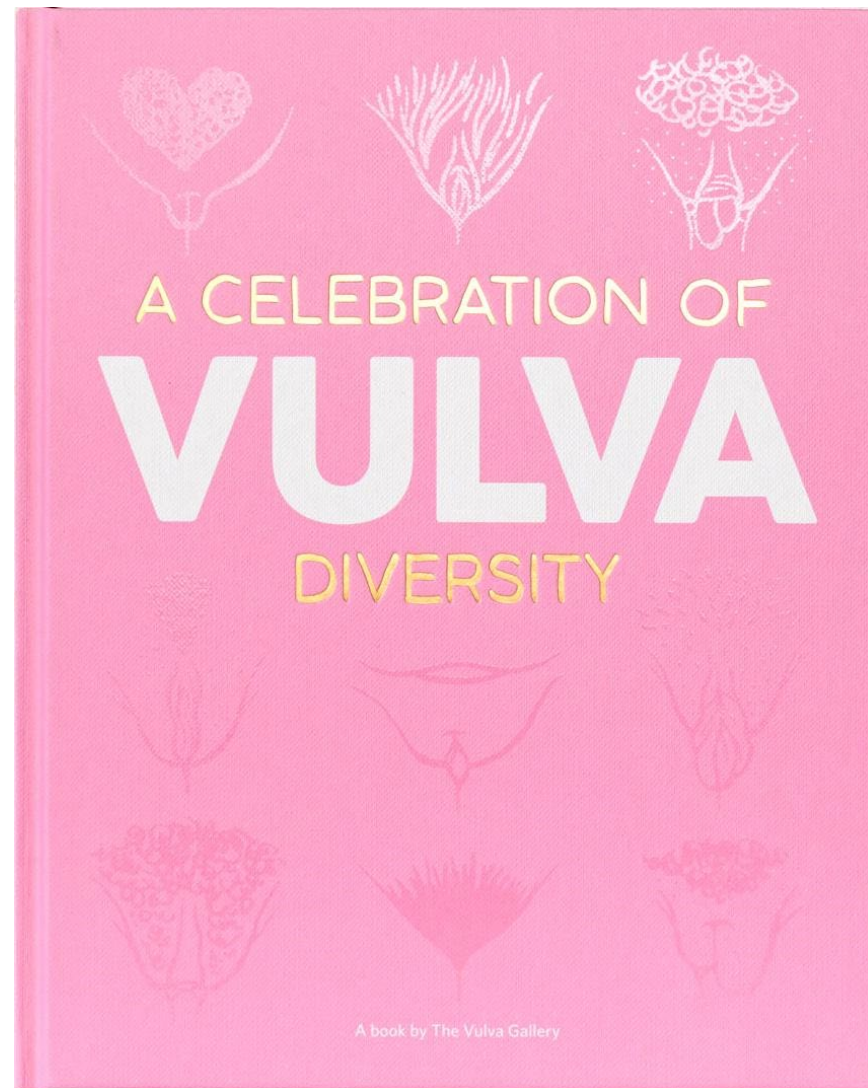
Cyberpunk 2077 Reality

- 1 mislabeled ~~vagina~~ **Vulva** + haircuts
- 2 penises
- Not a bold step
- Message: one way to be
- Ideal beauty standard
- Discouraging exploration
- Suppresses accurate info



Cyberpunk 2077

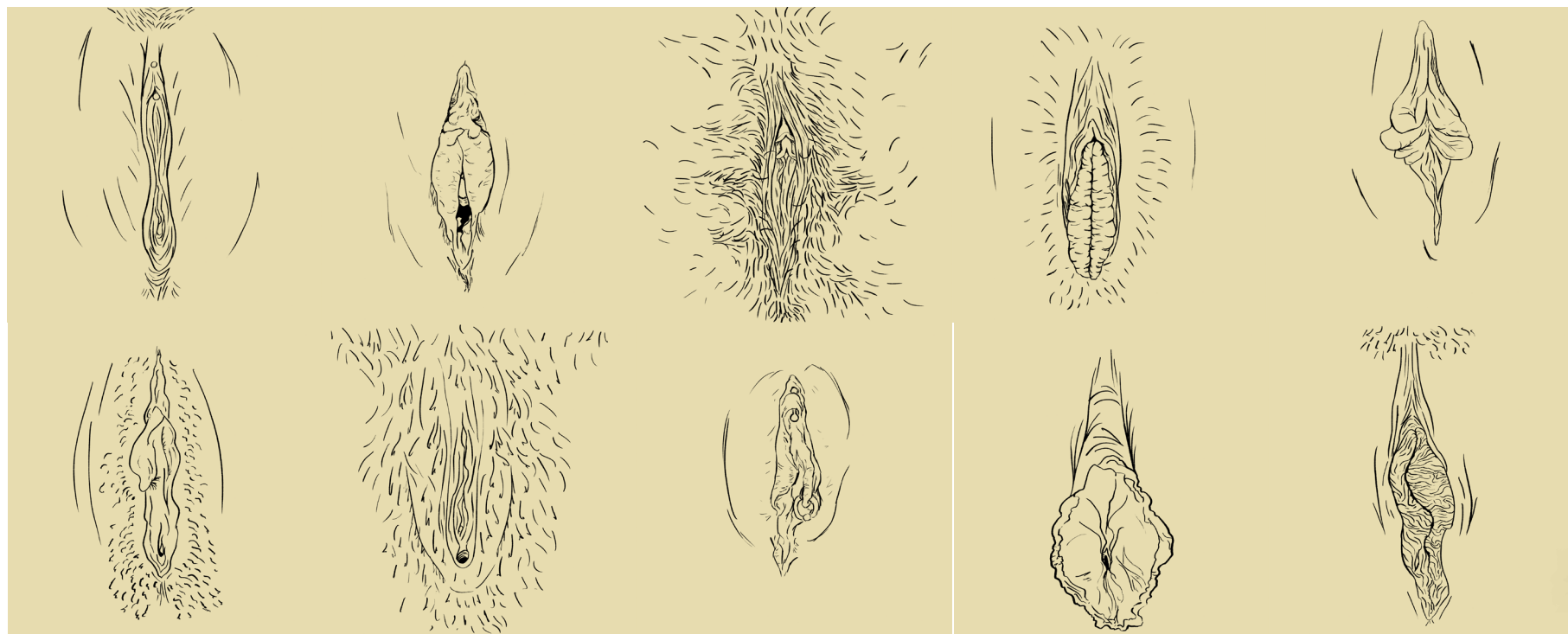
Research



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Goddess Grotto

- Destigmatizing variation
- Safety and exploration
- Heal trauma



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Goddess Grotto Results



Breasts

- Breast Shape Blend Shapes Composite Blend Shapes
- Volume in different parts of the breast as morph targets
- Areola size Blend Shapes
- Nipple size/shape Blend Shapes Textures and Normal Maps
- Number of nipples Blend Shapes
- Positioning of nipples Boned Rigging

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Breasts Cont.

- Positioning of breasts on the chest Boned Rigging
- Rotation/facing of the breast Boned Rigging
- Scars/texture to breasts Textures and Normal Maps
- Independent sizing of breasts Blend Shapes
- Piercings Hats, Costumes and Hair Workflows

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Practical Examples

- Positioning Nipples - Boned Rigging
- Modification and asymmetrical shapes – Blendshapes
- Mix n Match – All shapes on one androgynous model

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Voice and Pronouns

- Independent of body parts
- Cyberpunk 2077 attached voice to base model choice

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Vulvas, Penises, and Between

- It's a vulva not a vagina
- Labia Majora/Scrotum Shapes **Blend Shapes**
- Labia Minora Shapes **Blend Shapes**
- Upper, mid, and lower independent Labia/scrotum shapes **Blend Shapes**
- Labia/Scrotum Lengths **Blend Shapes**
- Vaginal opening shapes **Blend Shapes**
- Asymmetry & Independent part positioning **Androgynous Base Model** **Blend Shapes**

Boned Rigging

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Vulvas, Penises, and Between

- Clitoris/penis shape Androgynous Base Model Blend Shapes
- Clitoris/penis size/length Androgynous Base Model Blend Shapes
- Hooding/foreskin Androgynous Base Model Blend Shapes
- Openness/closed of labia or sealing of scrotum Androgynous Base Model Blend Shapes
- Vulva Pronation Boned Rigging

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Vulvas, Penises, and Between

- Scarring Textures and Normal Maps
- Piercings, Clitoral Hood, Labia, Hats, Costumes and Hair Workflows
- Piercing types rings, bars, etc. Hats, Costumes and Hair Workflows
- Pubic hair shape Hats, Costumes and Hair Workflows Textures, Normal & Alpha Maps
- Pubic hair texture curly, coarse, straight, wavy, long, short (could be as varied as beards) Hats, Costumes and Hair Workflows
- Coloring of parts Textures, Normal & Alpha Maps
- Texture of parts Textures and Normal Maps

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Body Shapes

- Hips Blend Shapes
- Waist Blend Shapes
- Belly Blend Shapes
- Thighs Blend Shapes
- Shoulders Blend Shapes
- Arm and Leg Thickness Blend Shapes
- Butt Blend Shapes

First Class

- Removal of Limbs
- Prosthetics
- Changing Walk Cycles
- Adjust body frames
- Fat and Differently Abled
- Costume and World Supports these choices

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Why doesn't this level of customization exist?

- Maybe not important to gameplay
- Maybe too complicated
- Maybe folks don't know this much about anatomy
- Maybe no template to follow

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Why it Matters

- If it matters what's in your pants, then it matters how we represent it
- Variety matters because world is varied
- Games are reflection world, our inclusions shape what people know about world
- Representation is important
- Because people of all shapes, sizes, gender, and lots in between deserve to be seen, understood, and represented authentically

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Why It's Not Complicated

- We already have tools to solve these problems
- Animation Rigs, Morph Targets, and Base Character Models are what we need
- Just reorganize how we structure them
- Inclusive and better represent reality of world

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Why Anatomy Matters

- What we see shapes what we know
- What we know shapes how we feel
- How we feel shapes what we desire
- What we desire shapes our choices
- Our choices shape systems and the world around us
- So if folks don't see us represented, we may not exist to them, and worse may not exist to ourselves

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Here is a plan to do it!

- We use strategies and tools we already have
- Practical and shipped
- Plan for when body customization important to gameplay
- Please use this as starting point / blueprint

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If you need something more custom...

- Hire experts like me to consult
- Include folks of diverse communities, bodies, genders, etc.
- Bring them in your testing pipeline
- Pay experts to speak to your team before starting

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World of Warcraft

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