



# SEA OF SOLITUDE

Monster Design Based on Human Emotions



## Who am I?

Cornelia Geppert

CEO, Art & Creative  
Director

Studio Jo-Mei (Berlin,  
Germany)

Former Comic Artist

# Jo-Mei Games

Founded in 2009

7 years of mobile  
experience

Leap to narrative  
centric games, PC &  
consoles

Currently working on  
switch port



# SEA OF SOLITUDE

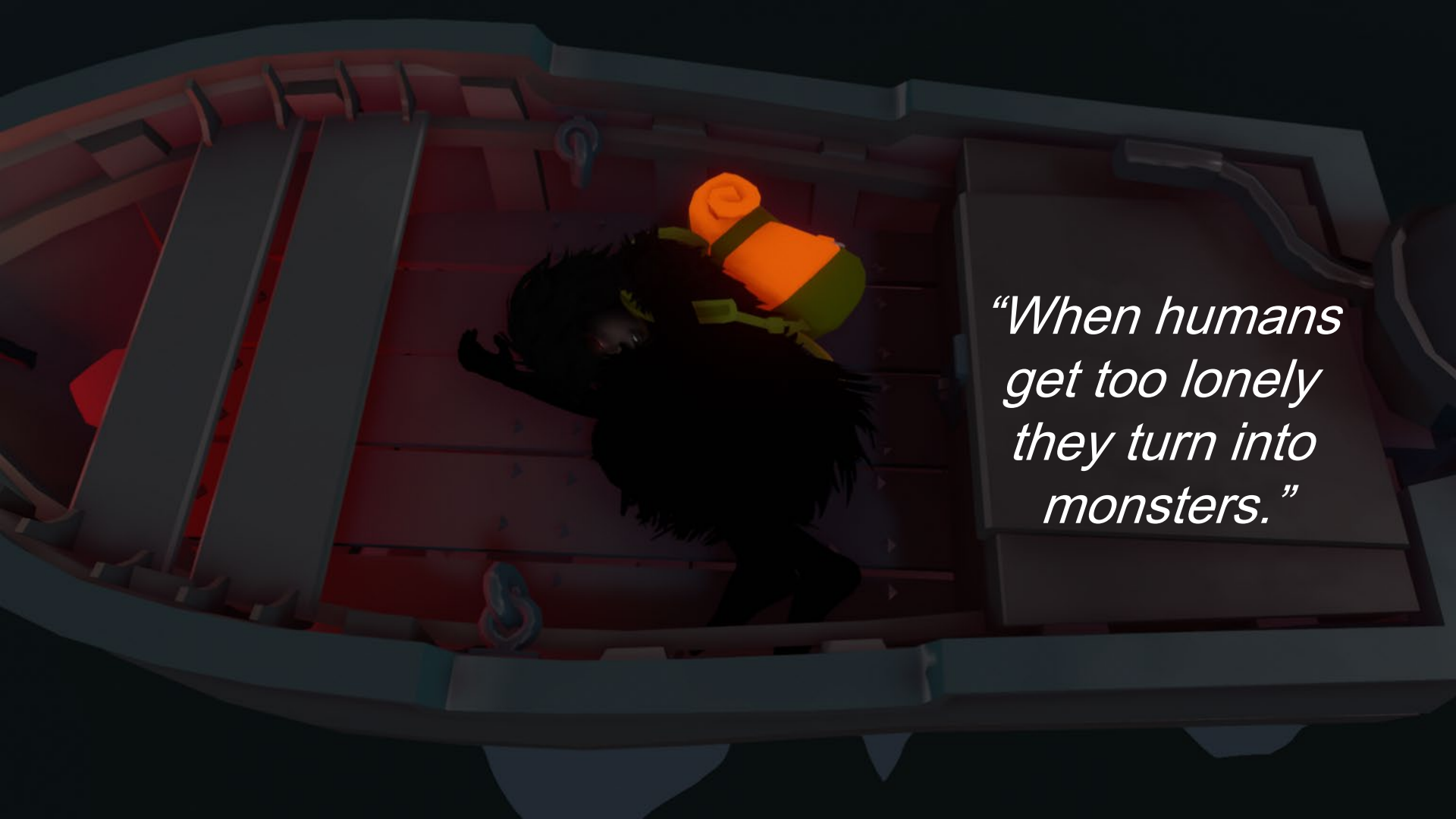




# SEA OF SOLITUDE

Sea of Solitude / 2019 / EA / PC, PS4 and Xbox One

Sea of Solitude: The Director's Cut / 2021 / Q uantic Dream / Switch



*“When humans  
get too lonely  
they turn into  
monsters.”*

# The birth



The pain

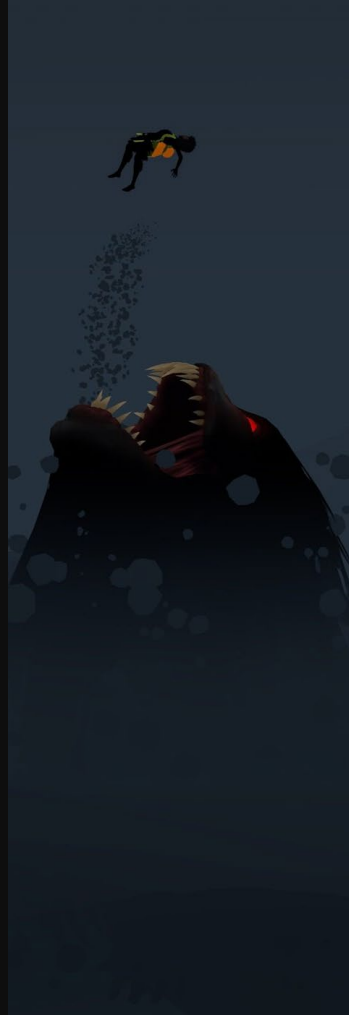
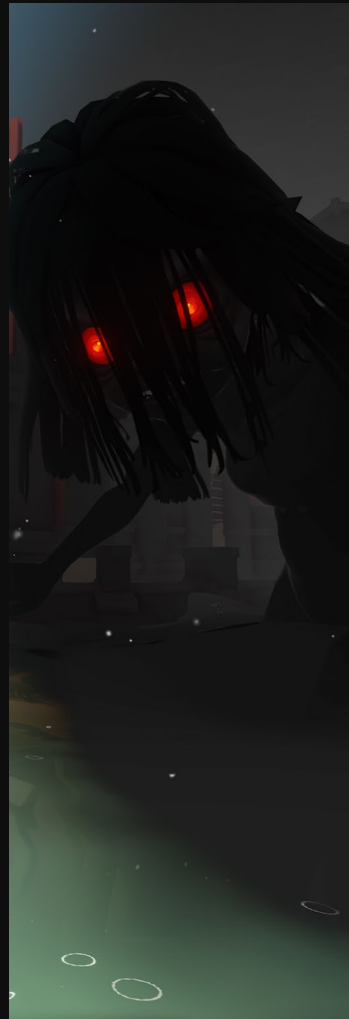


# The journey





Kay





# Self-Destruction









Joy









# Self-Doubt







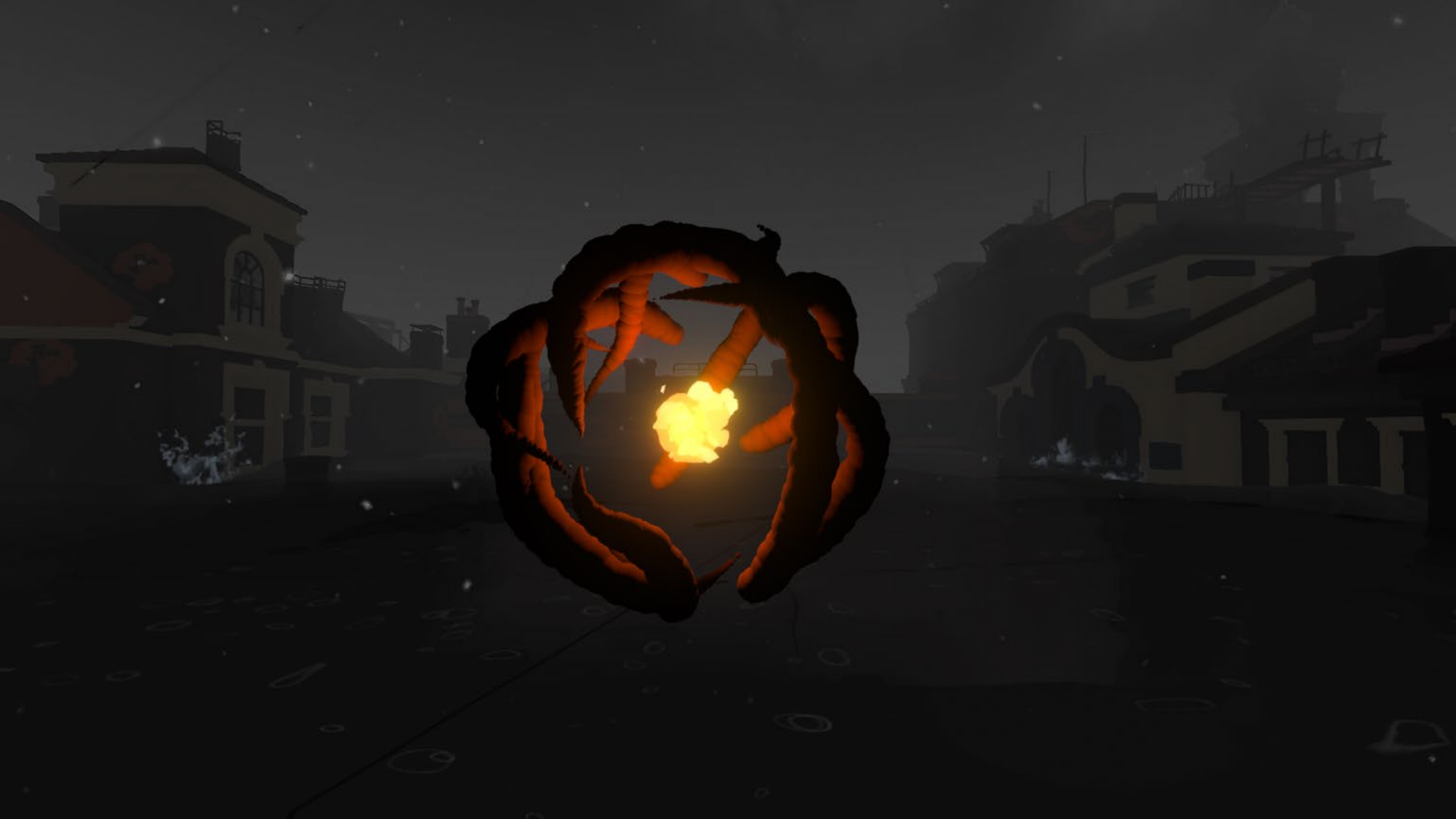
**Willpower**





Hope



















# Sunny

Brother Monster







The background is a full-page illustration. On the right side, a massive, dark, scaly face of a monster dominates the frame. It has several pairs of glowing red eyes and a row of red, circular patterns along its forehead. The monster's head is partially submerged in the water. In the lower-left area, a small boat with two figures is on the water. The sky is a vibrant orange and yellow, suggesting a sunset or sunrise. In the distance, the silhouettes of buildings and a church spire are visible on the horizon.

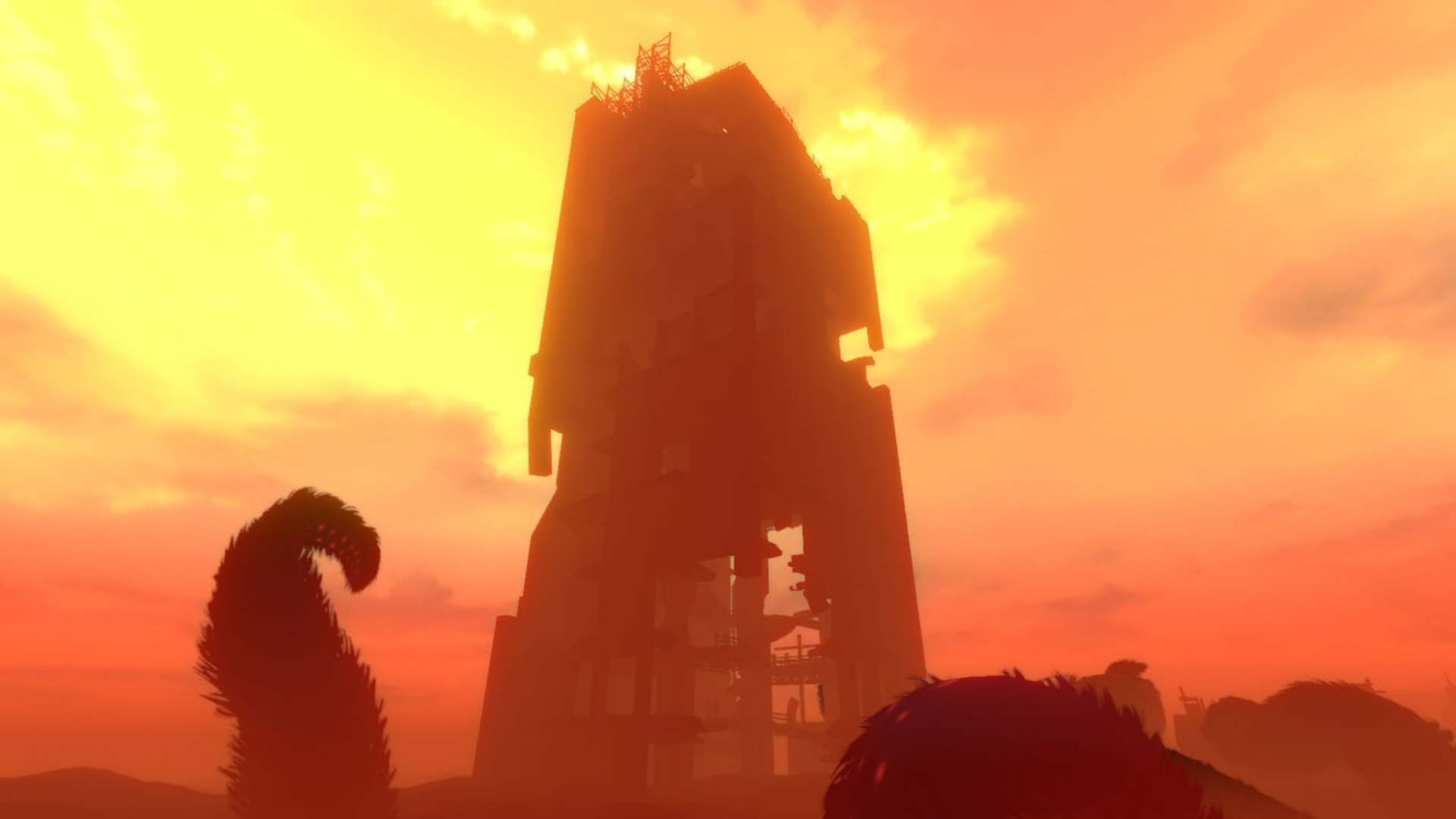
# Vivienne

Mother Monster

A large, dark, and monstrous creature with glowing red eyes and sharp teeth, emerging from a dark, rocky structure. The creature is set against a bright, orange-yellow sunset sky. In the background, there are silhouettes of industrial structures, including scaffolding and a large cylindrical tank. The overall scene is dramatic and ominous.

# Adam

Father Monster







# Jack

Boyfriend Monster





















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