

OT05: The Severen-demo should leave any Deadeus fans excited for that game. How is Severen coming along?

IZMA: Regrettably, Severen is currently deader than Elvis. I'm still incredibly proud of the writing and design on that game and the response to the game jam demo has always been positive but the main premise of the game, swapping out individual body parts, seemed like it was too much for the humble GB and so that left me with a choice. Chop out the whole narrative and gameplay point of the game, or move on, and rather than deliver a half baked and chopped up game I chose the latter. As sad as that decision is though enough of the game worked that I could take those parts and develop that elsewhere and that is what is slowly becoming my current project Ceramika. Its funny in a way, the GBStudio scene has gotten so insane and talented that the other day someone reached out to me with a new trick that potentially COULD allow Severen to work. Im trying to not get my hopes up too much but it could be a fun thing to return to. If that doesnt work out I like the idea of rebuilding it all from scratch with hand drawn illustration in Unreal.

OT05: Did you do anything for the solar eclipse?

IZMA: I didn't unfortunately! Im in the UK and we didn't get any of it. My partner however is American and was in Florida at the time so she sent me plenty of pictures.

OT05: Creaking Guts: The Black and White Art of IZMA - Volume 2 is available at izmaillustration.com. Do you have any other projects, products, or plans that you would like to promote?

IZMA: Its a bit Gauche but I'm trying to get my Patreon off the ground slowly. I think I'm going to put Ceramika's development exclusively over there until reveal. Outside of that im thinking about making a new book but nothing to show just yet! Hopefully by the end of the year ill have more for everyone to see. Until then you can follow my art at <https://www.izmaillustration.com/> and on all my socials under the same name!

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