Environment Art Concept Art Master List

Let’s start with drawing up some scenes, and then we need to make a visual style guide so everything is consistent. You can decide who does what.

Scene 1: Town Overview

A bird’s eye view of the entire town and surrounding landscape. The main feature is a massive cliff face, with a waterfall splitting it down the middle. The waterfall creates a misty pool at the bottom of the cliff, before forming a river that splits into two branches. The town is built primarily around the place where the river branches, and a water wheel is used at this fork to provide energy for a nearby bakery. To the south, east and west of the town are pink and brown clay pits, with some signs of human involvement (areas being dug, various machinery). The town itself consists of 1-2 story buildings seemingly sculpted out of the ground using the same clay. In this way, houses resemble clay igloos, and town blocks are formed by around 6 of these igloos spread in a circular formation, with an open area in the center that acts as a communal backyard. The cliff face is pocketed with what appear to be a series of tumors, but are actually pod-like structures representing houses and shops built onto the cliff directly.

Scene 2: The Town, Outside the Cliff

In this scene we zoom into the town centered around the river. This part of the town is the poorest, and as such the buildings are the least impressive. Most are built in the igloo style I described above, but some buildings integrate wood and brick, especially non-residential buildings. Roads are essentially empty spaces in between blocks of buildings, and shops are spread throughout and integrated into this block structure. Places of interest include: an inn, a tavern, a trading/transportation post on the riverbank, and a touristy pottery shop in the shape of a giant vase.

Scene 3: Clay Catacombs

To the west of the waterfall, dug into the cliff face on ground level, is the place where the dead from the town are buried. The catacombs are encompassed in a cavernous area dominated by giant clay statues depicting the rich and powerful from ages past. In front of these statues and spread throughout the cavern are pools of liquid clay. Recently deceased are dipped into these pools and moulded into the walls in their personal clay coffins. In front of these coffins are pedestals with plaques denoting the names and lives of the occupants.

Scene 4: Lower Cliffs (Inside)

The perspective in this scene is from the inside of the cliff looking out. From here we see a cross section of the homes and shops built onto the Cliffside. These buildings are spherical in shape, and sprout off from a main ascending tunnel area via smaller tunnels. These tunnels are carved out of the rock, and some use wood or other construction equipment to make up the floor/support. The viewer will get the sense that life is cramped in this area, although they are larger and furnished in a way that most of the houses outside are not. Points of interest in this area include: a temple (to an as-yet unknown musical god), a guard tower, a town hall, and a luxury goods store (clothing and jewelry).

Scene 5: Upper Cliffs (Inside)

As in the last scene, except the space in this part of the cliff is much grander, almost luxurious. The main feature in this area is a large concert hall surrounded by a lush garden. Holes are drilled into the cliff to bring light into the garden. Also in this region are fancy houses, no doubt owned by the richest and most powerful of the town. The tunnels are wider and well-kept, and the walls are lined with ornate statues depicted heroic figures, constructed from clay and seemingly moulded out of the cliff itself.

Scene 6: Surrounding Forest

The forest surrounding the town is somewhat dense, comprising temperate foliage and dirt tinged the same color as the clay. A path is visible, cutting through the trees, but it is not well kept, only flattened by the steps of many travellers over the ages. The river that cut through the town meanders through the forest as well. Wolves, bears, or other woodland creatures can be seen prowling in the distance, as can the distant smoke of a bandit camp some distance from the trail.