



"I created this first column canal concept with the arch, but we realized later the arch was not used at this period. So, we had to find another solution. I did a big 3D scene for this location and I took different points of view for my concept art. It is easier when you have arch in your architecture. But I like to paint over the 3D as much as possible to break the rigidity of the 3D and make it more organic." *Martin Deschambault (both pieces)*

CANAL WAYS

Ancient Egyptian ingenuity has few equals, and it is easy to appreciate the people's belief in their leaders' godlike powers when feats like this freshwater canal are considered. The canal, which ran forty-five miles from the Nile to Alexandria, is said to have been built while Ptolemy I (c. 367 BCE - 283/2 BCE) was in power.

For the purposes of *Assassin's Creed Origins*, the canal provides an alternative pathway into areas that would otherwise be off-limits. Its murky waters allow designers to experiment with mood and pacing, catching players off-guard with a different challenge. A journey along the canal can feel almost processional, building up to an important confrontation. Exploration beneath the surface is unnerving, again taking players out of their comfort zone.





SIWA, THE SACRED OASIS

"People might imagine that Egypt is only a hot, arid desert, but it's not true. Egypt contained very diverse landscapes and atmospheres, a richness hidden to the naked eye," explains Brand Art Director Raphael Lacroix. "Our goal was to breathe life into the desert, and reach every corner and crevice of it all. Siwa is the perfect example. It's a mix of a kind traditional town with small mud-brick houses, engaging temples, impetuous caravans and a still lake."

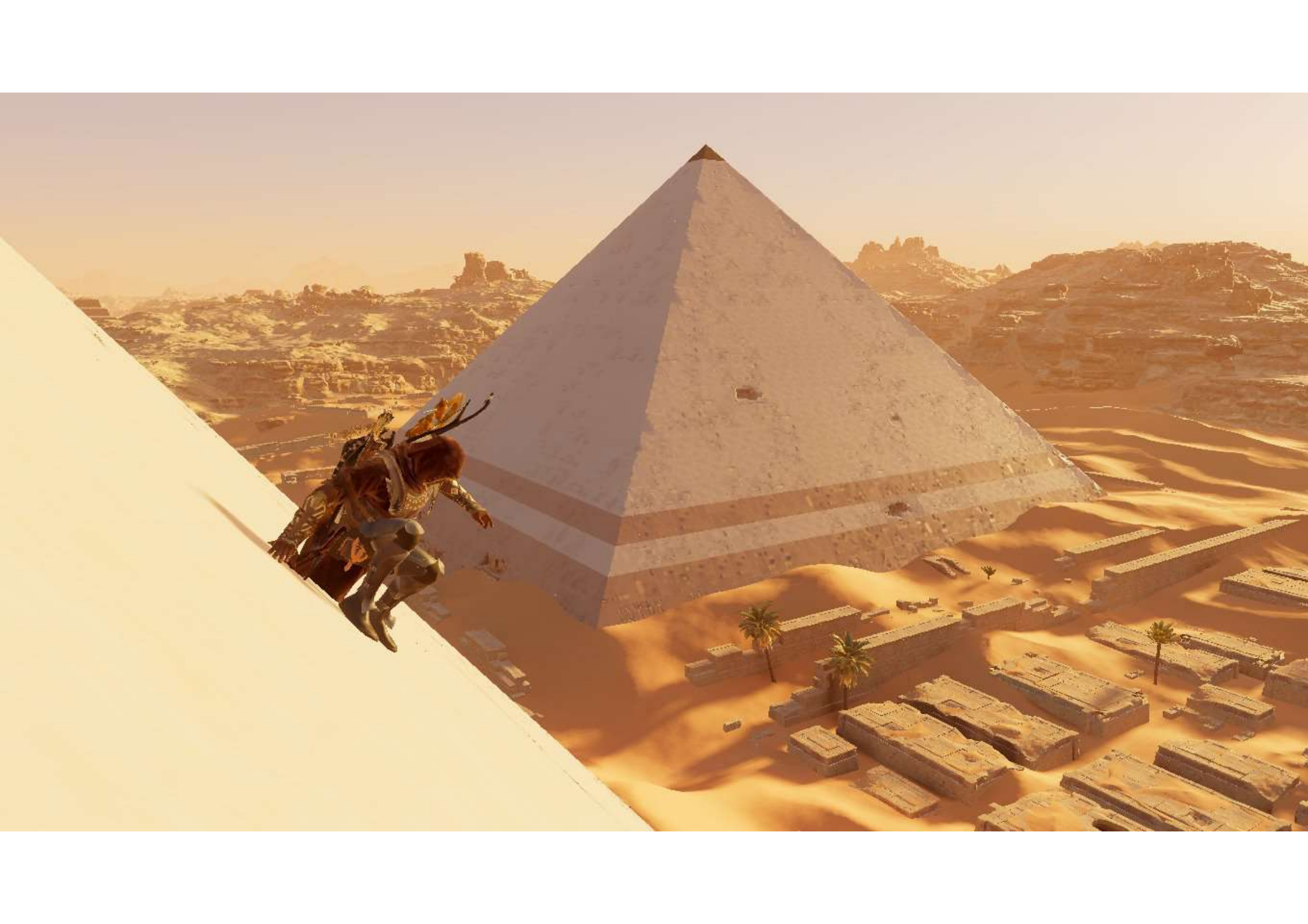
From your typical sitcoms, to 3D art galleries, we found exactly what we wanted," reveals Senior Concept Artist Martin Deschamps. "It is very rare in Assassin's Creed to have a concept exactly like the final game because the locations changed a lot during the production process."

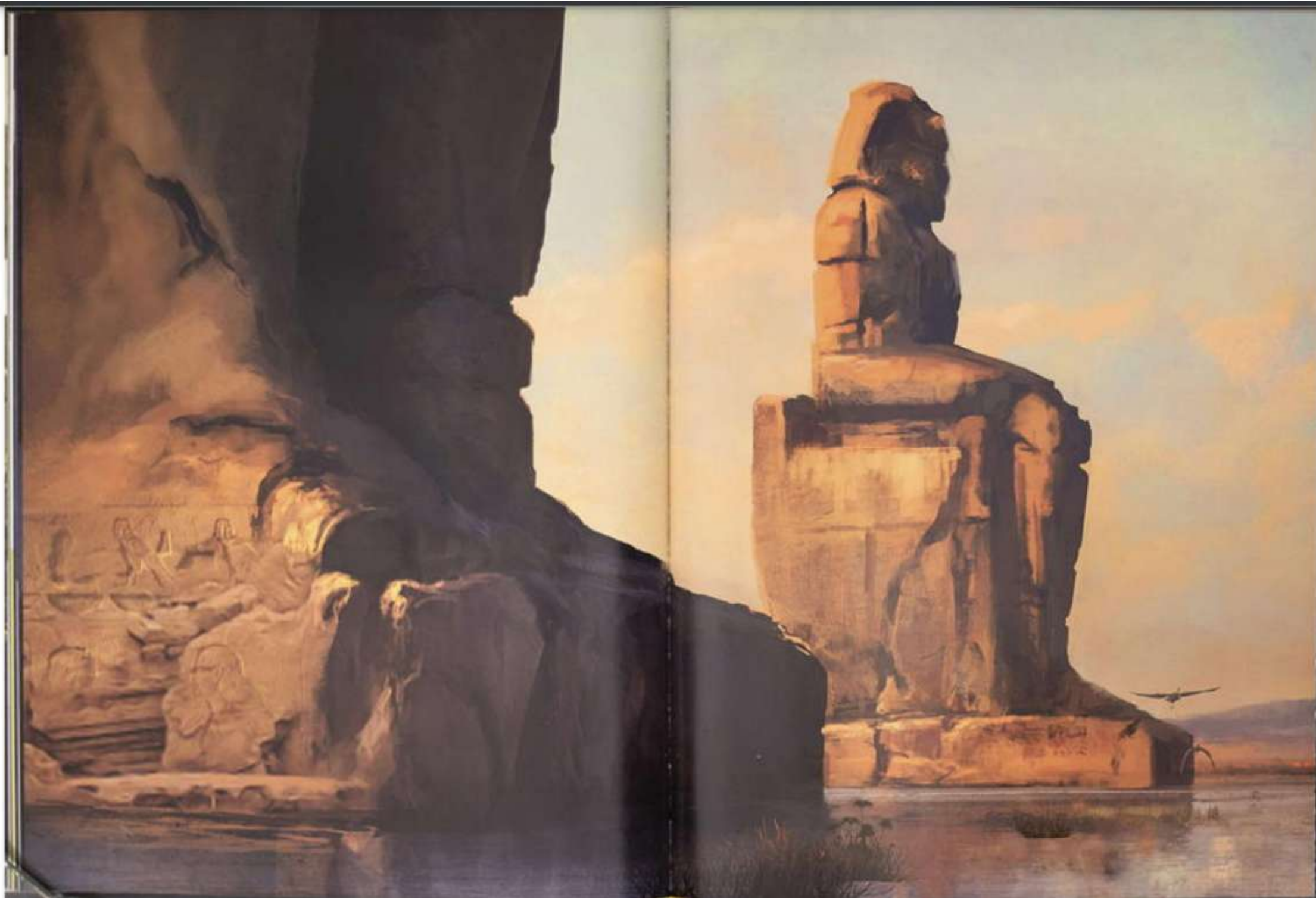
"The spiritual journey of the game is the journey of the player."



ILABASSIN'S CREED ORIGINS

















Left and right artwork by Richard Loeber





#XboxE3



