



## “Dust” - Unfinished / Ongoing project

This is a drawing based on a game I love very much: Counter-Strike: Global Offensive. I've been playing Counter Strike since before it was a standalone game, but rather just a mod of Half-Life. This is a depiction of the “Lower Tunnels” of the map “Dust 2”, which is perhaps the most classic map in Counter Strike history. I decided to go a different path than my previous drawings and draw and paint a full scenario in full color. As I am getting familiar with the software, it's getting easier and easier to color, but it is still an ongoing learning process.

# Methods

So far, the sketch and coloring are in very early stages. I've been experimenting with different tools to get the textures right and it has been very fun to do so, but I want to get it perfect, so it's still very undeveloped.

