

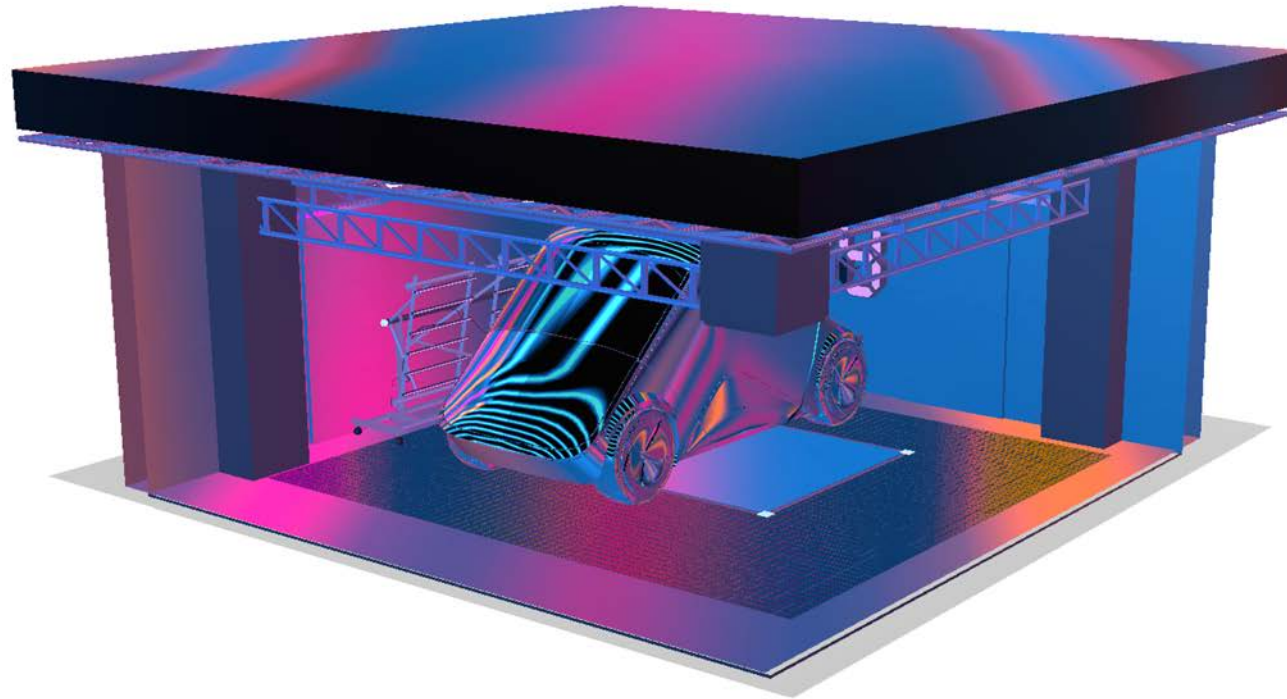


<I, Game & Robot>

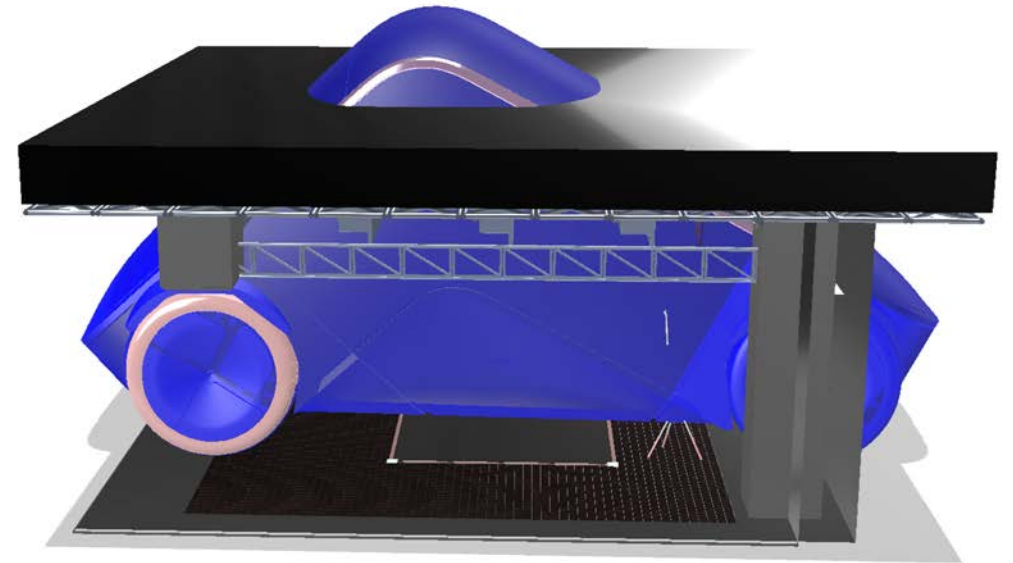
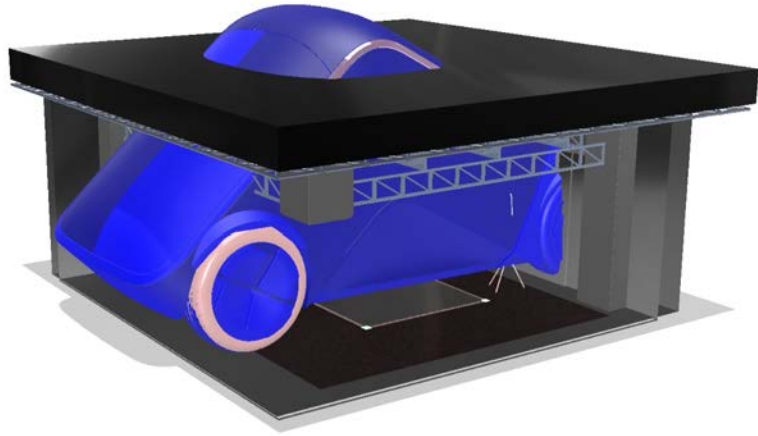
CONCEPT ART DESIGN

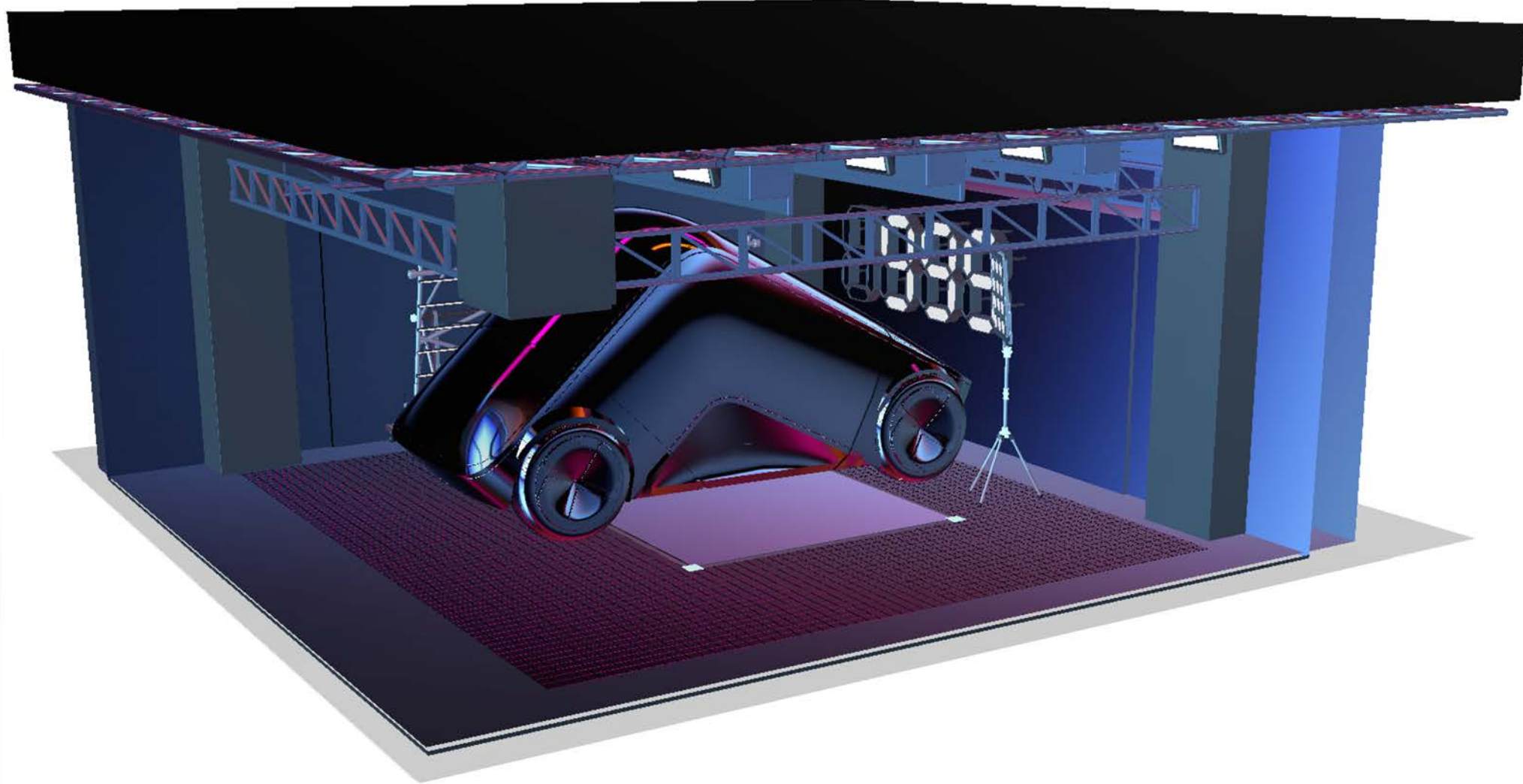
Roos van der Jagt
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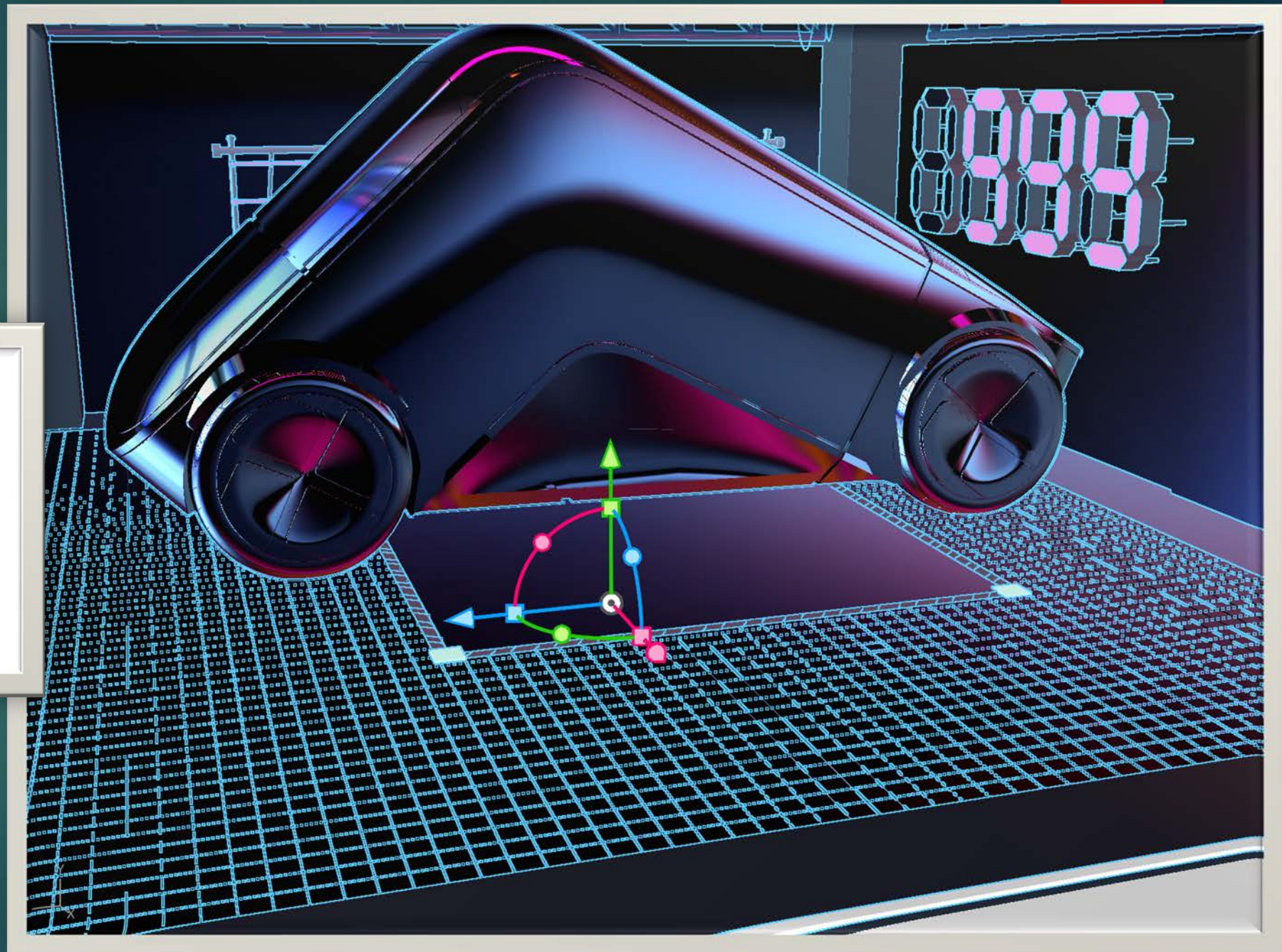
Create two environment designs.

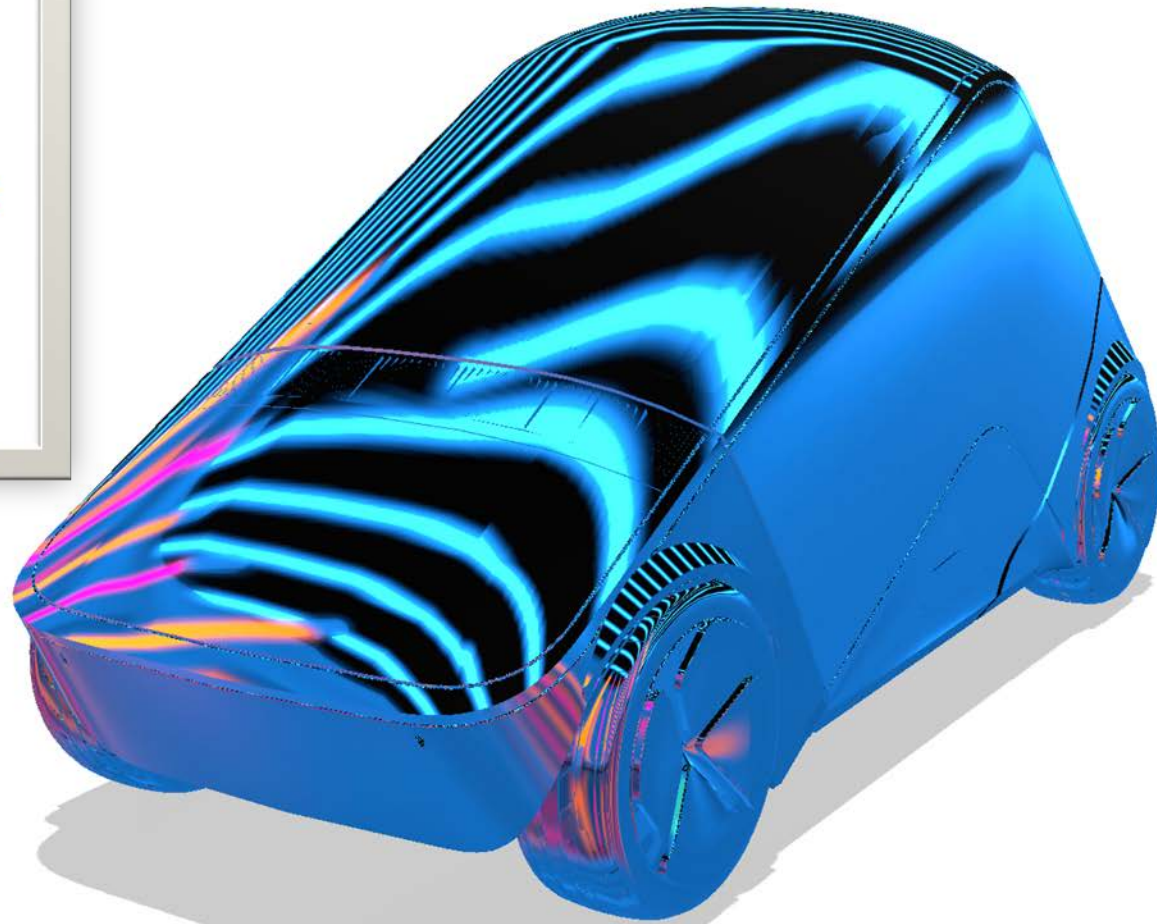
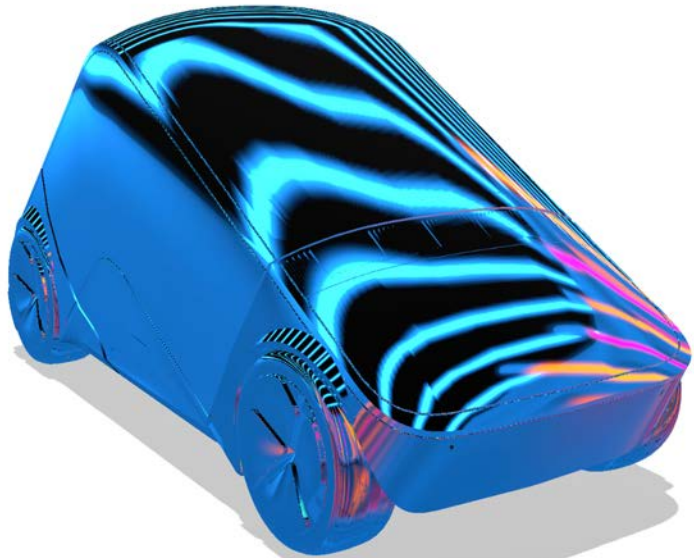


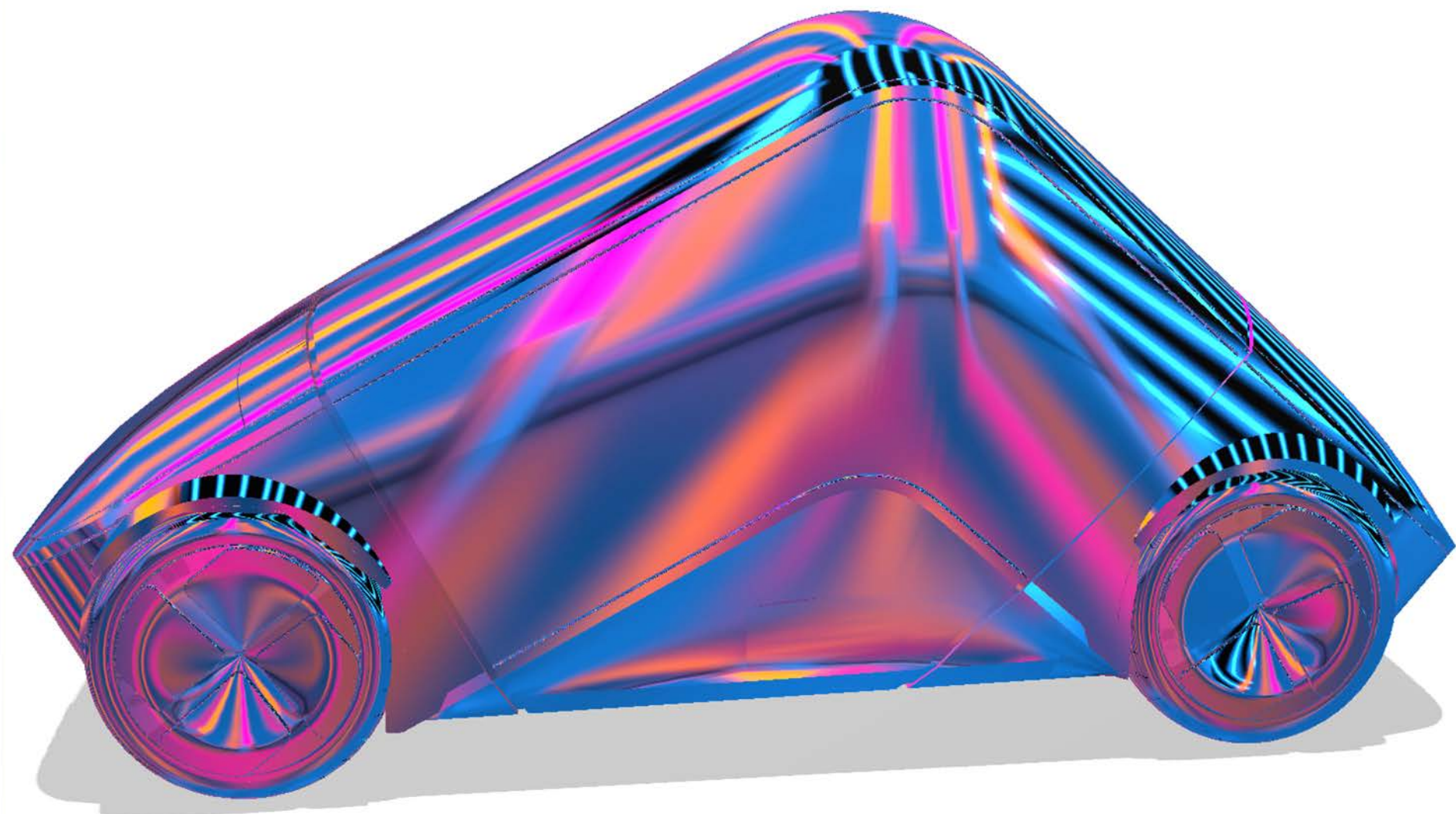
They must contain a garage as its key scenario with robo-vehicle (NEV).

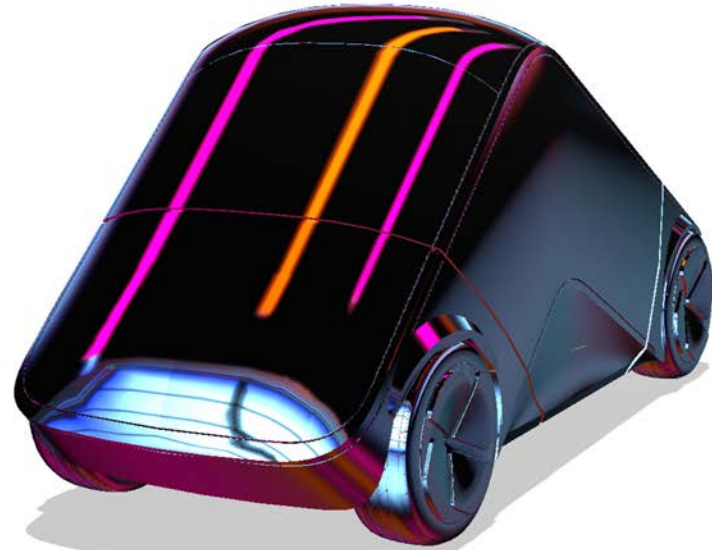
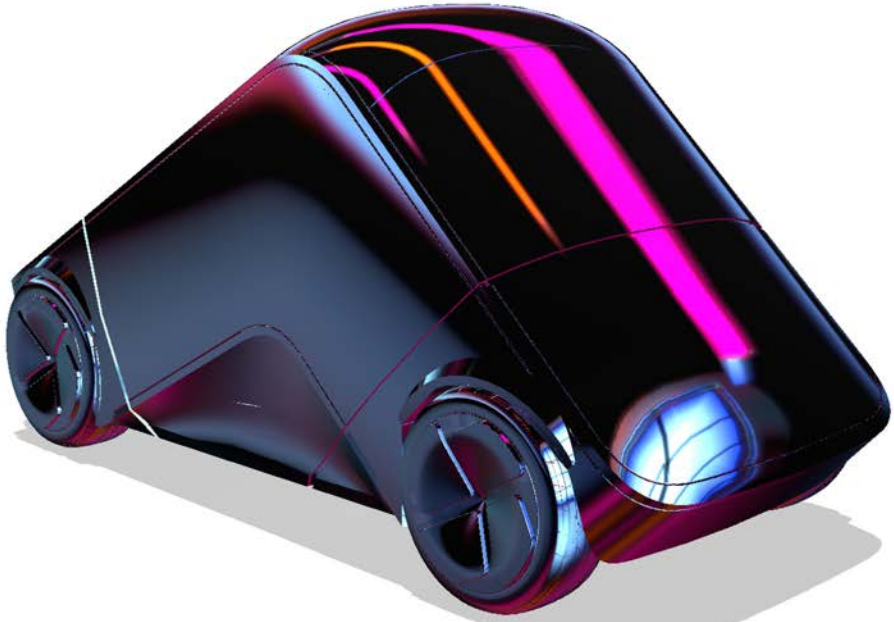




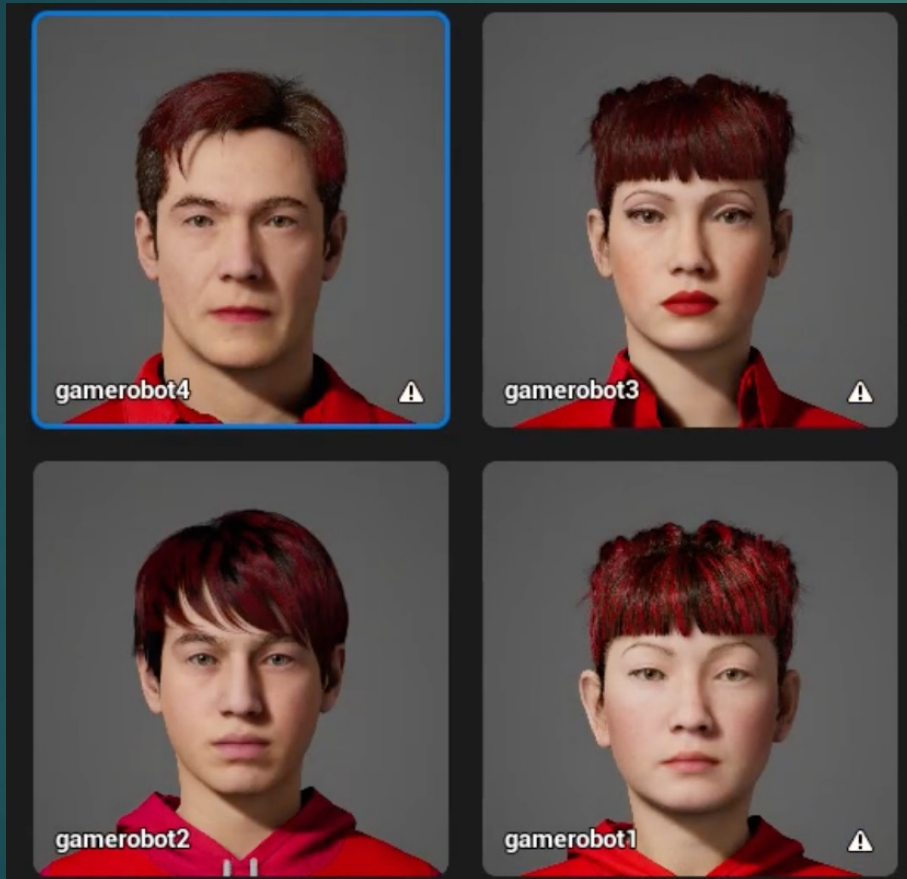






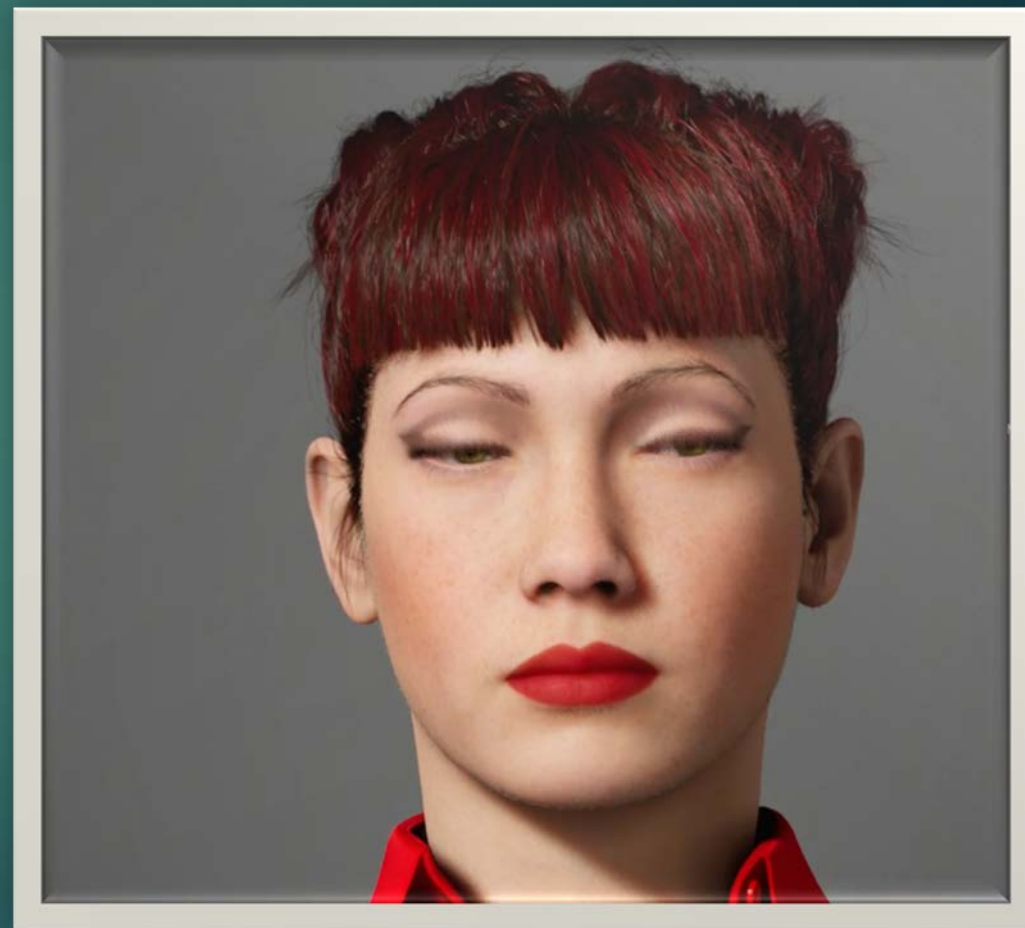
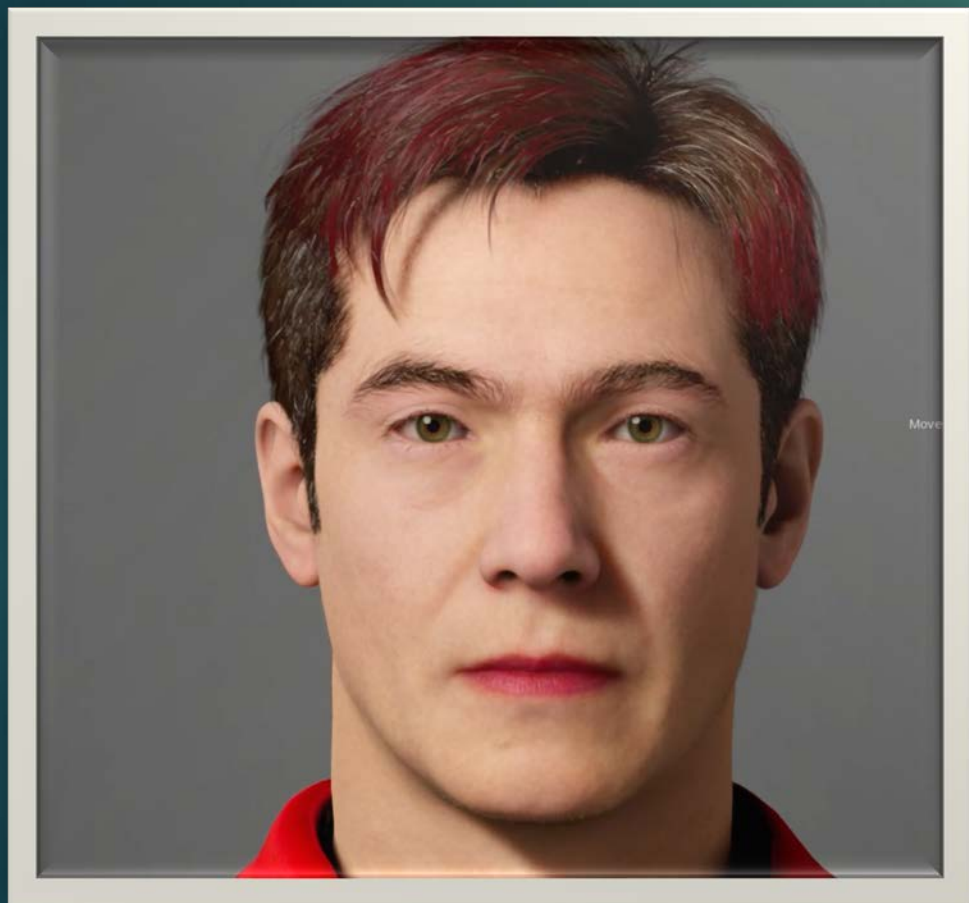


Design and give characters personality.

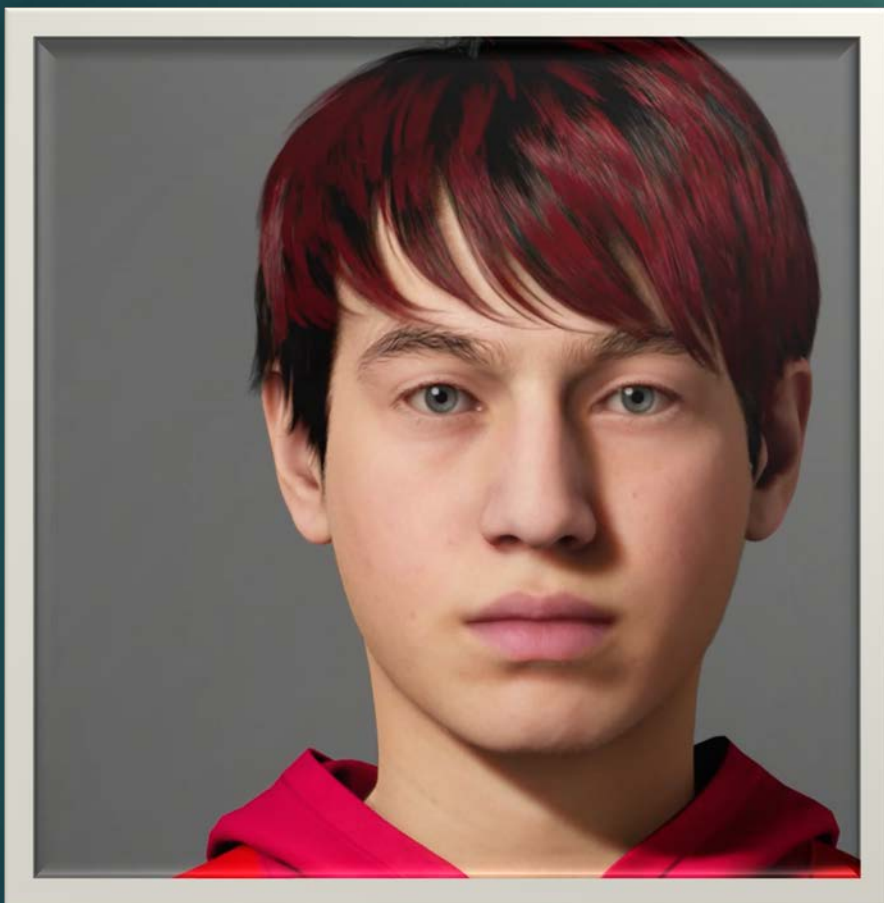


I created a game robot family, they all have colored red hair high lights. They all wear red as an ode to <I, Game & Robot>

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