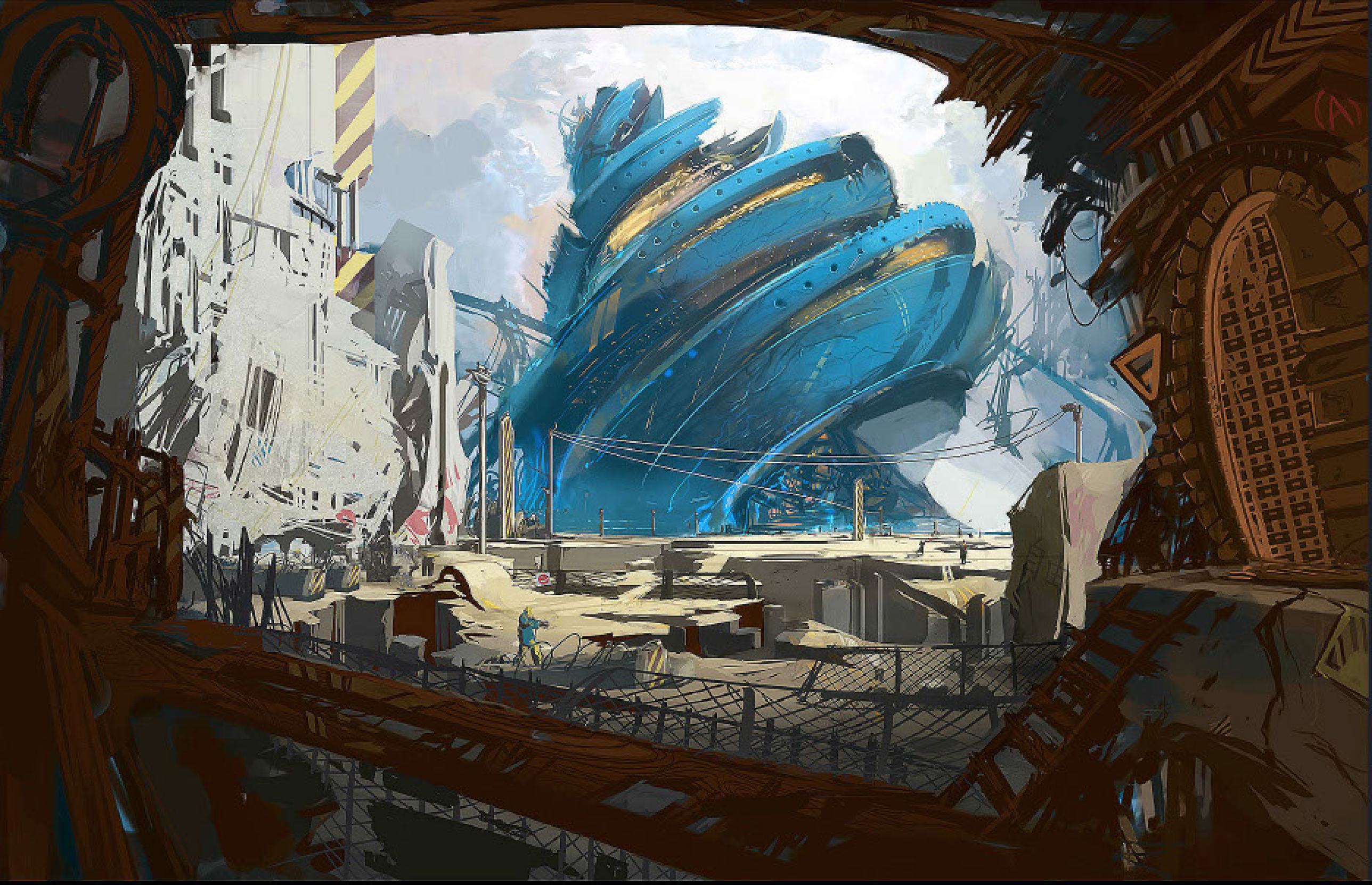
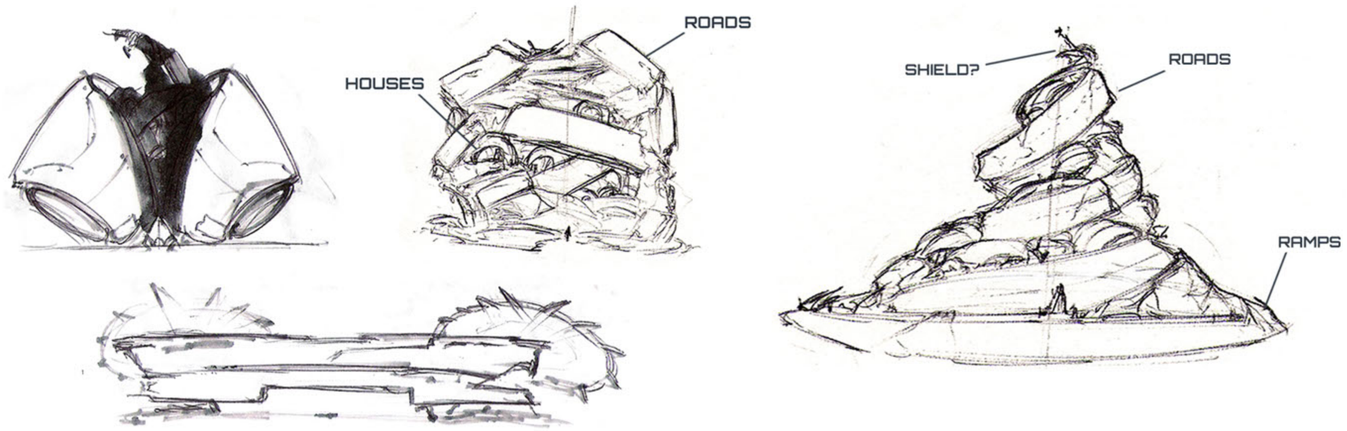


FAULT CITY
Final Render

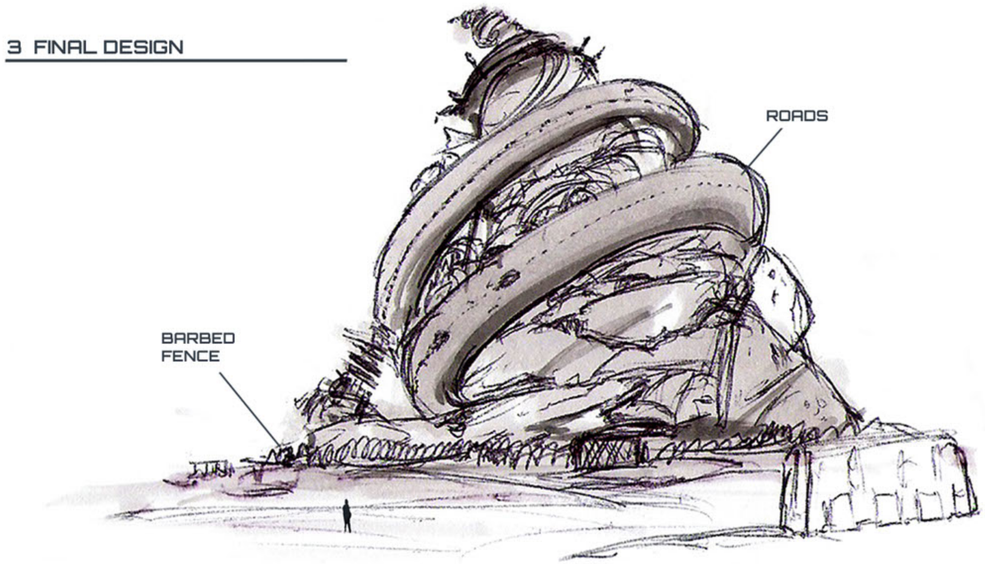
NICOLE ADAMSON

FAULT CITY

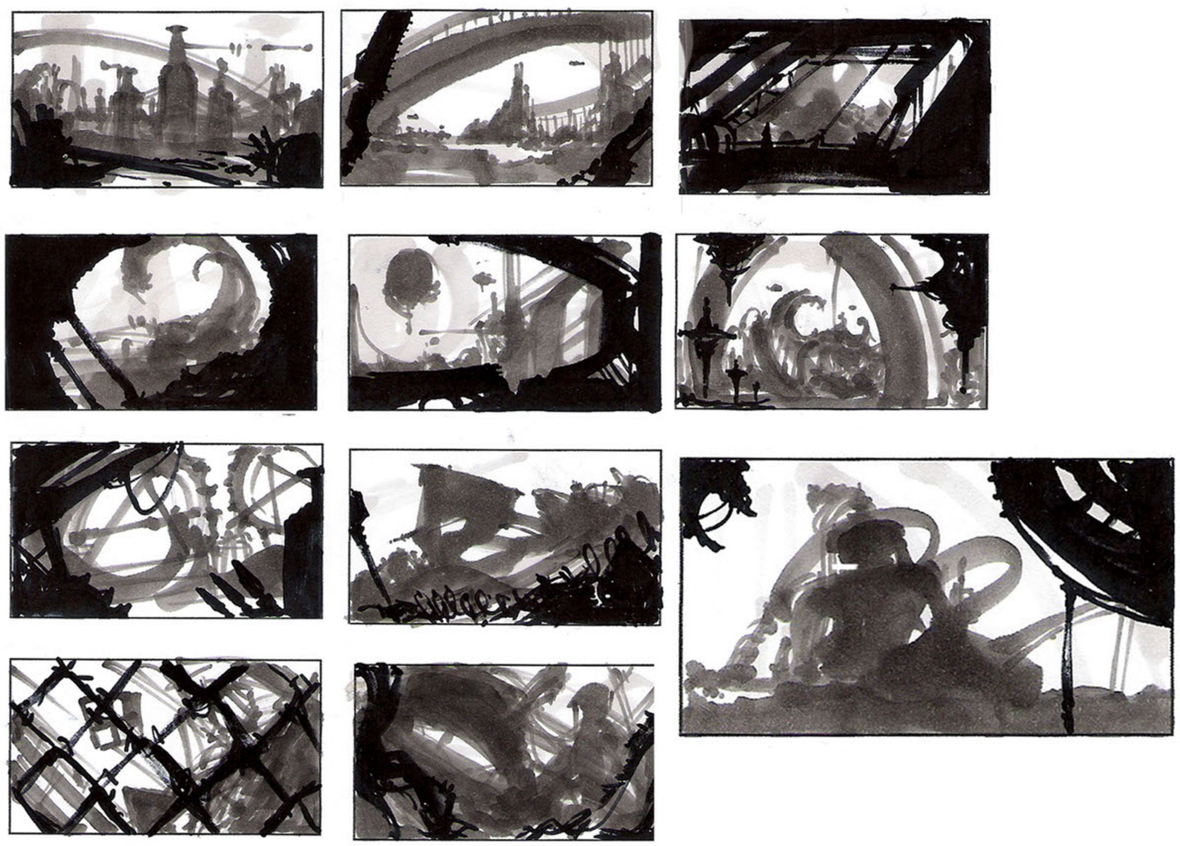
1 INITIAL CONCEPTS



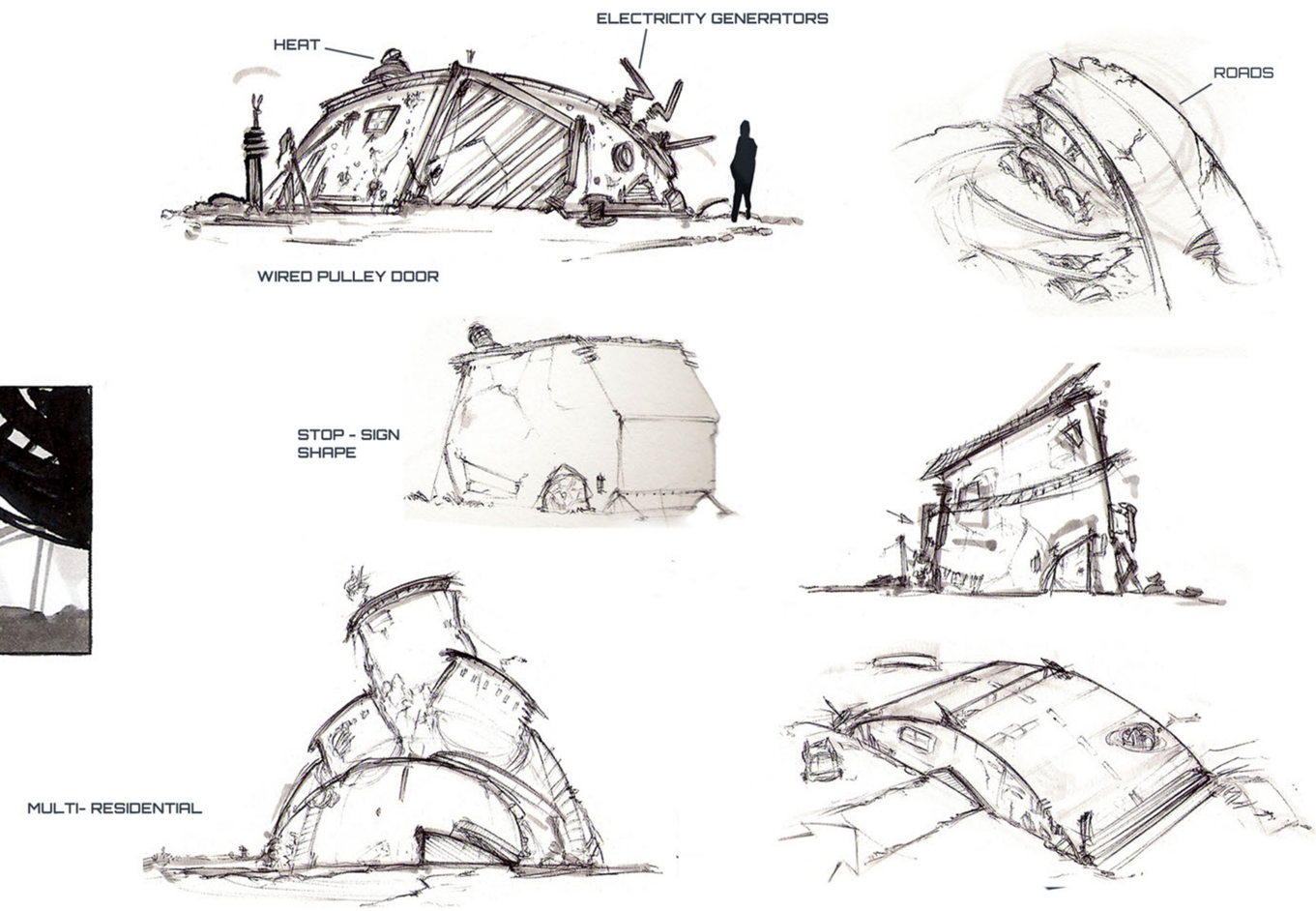
3 FINAL DESIGN



2 SHAPE + COMP. STUDIES



4 INITIAL HOUSING CONCEPTS

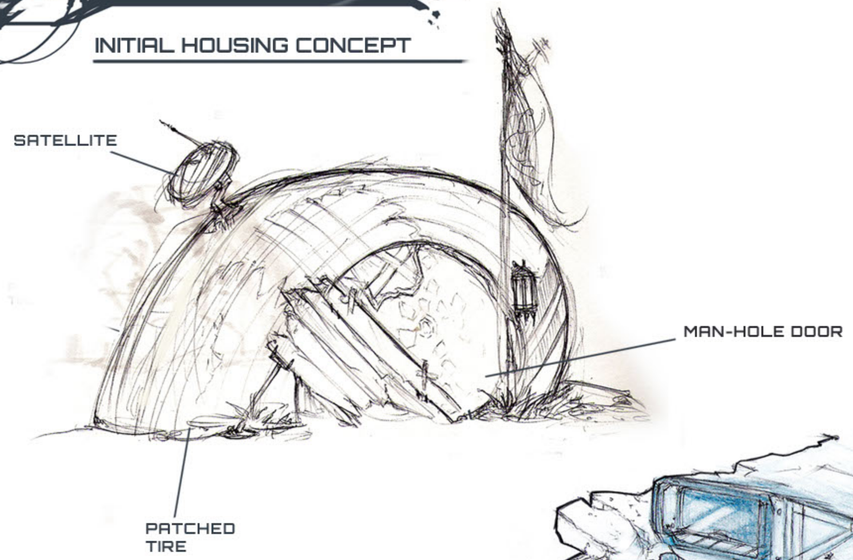


Initial Concept Sketches
Full Exterior and Residential Housing

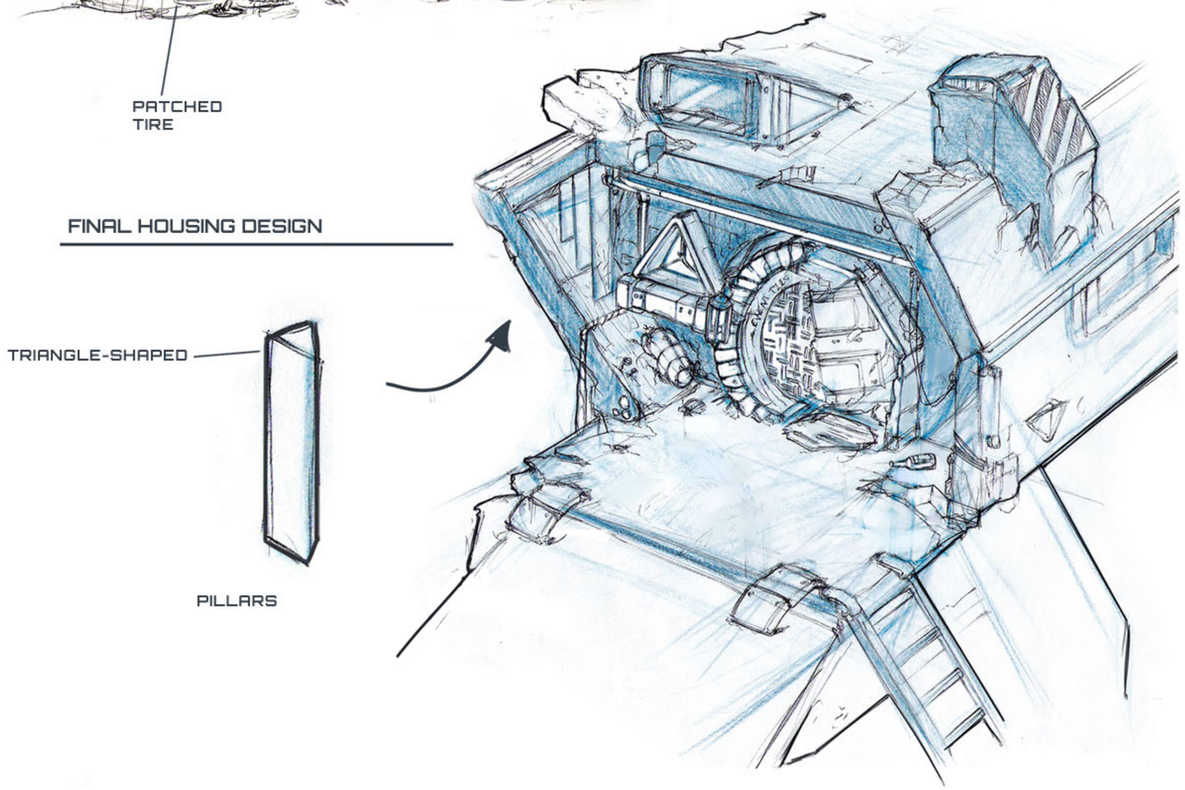
NICOLE ADAMSON

FAULT CITY

INITIAL HOUSING CONCEPT

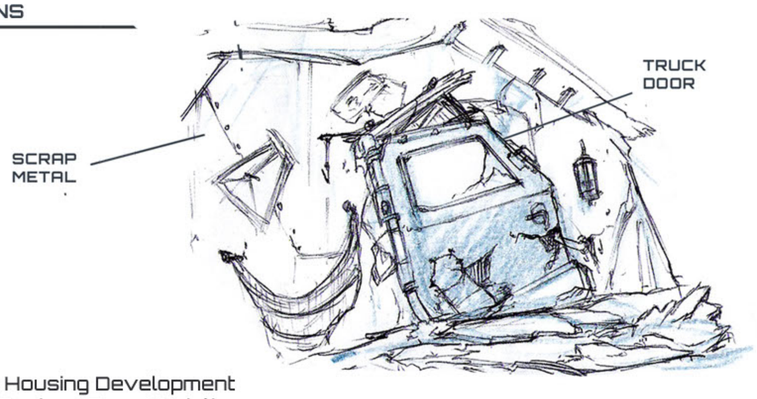


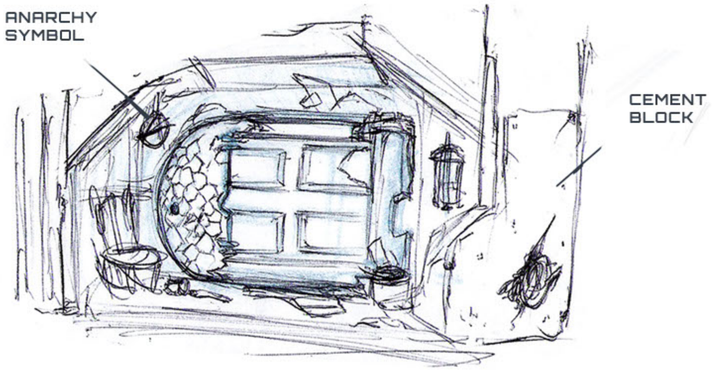
FINAL HOUSING DESIGN

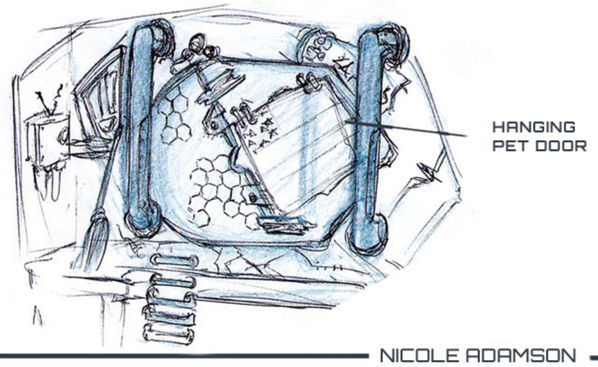


FINAL RENDER

DOOR VARIATIONS



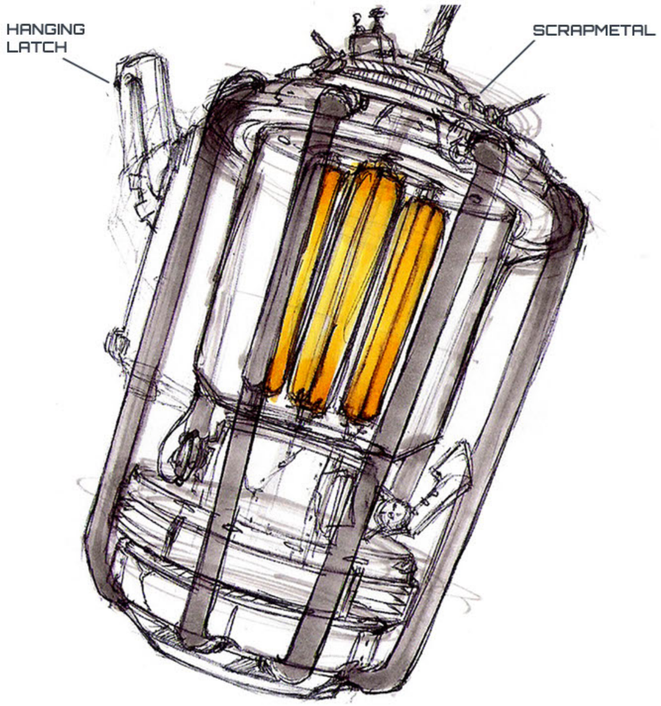


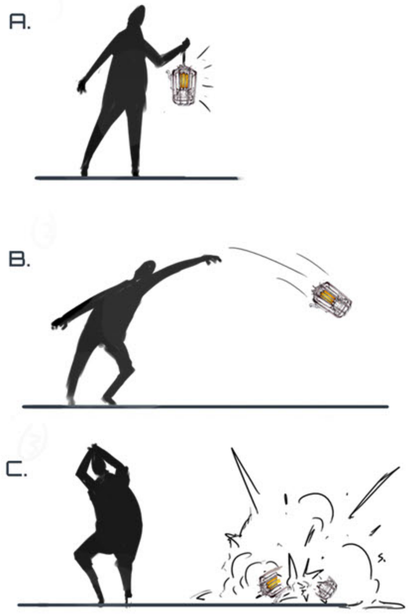


Single- Family Housing Development
Final Housing Design + Door Variations

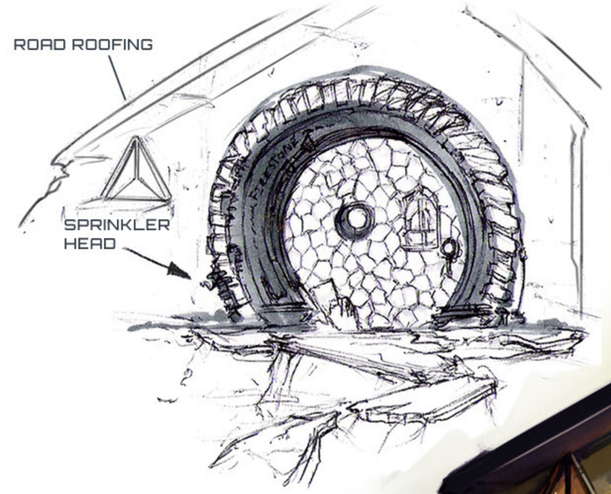
NICOLE ADAMSON

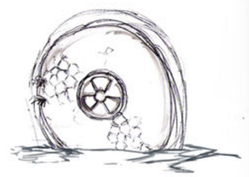
HEAVY-DUTY LANTERN

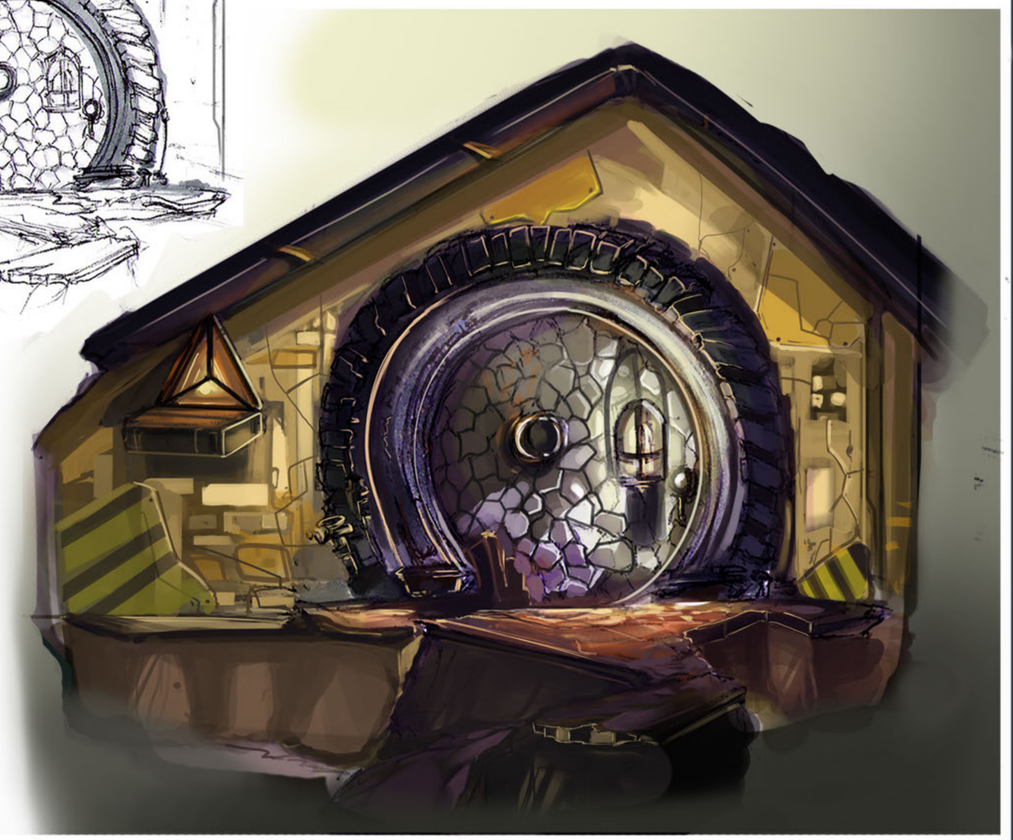




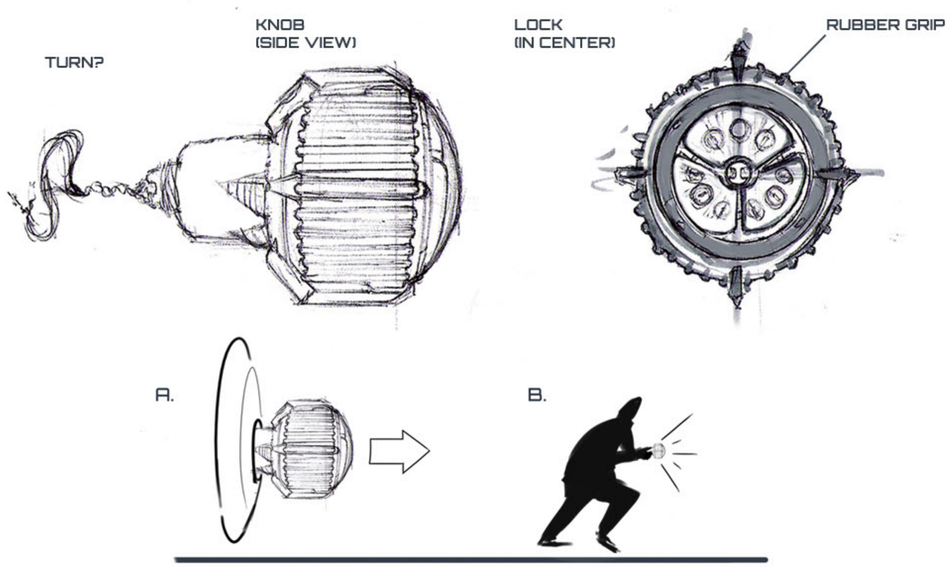
DOOR DETAIL



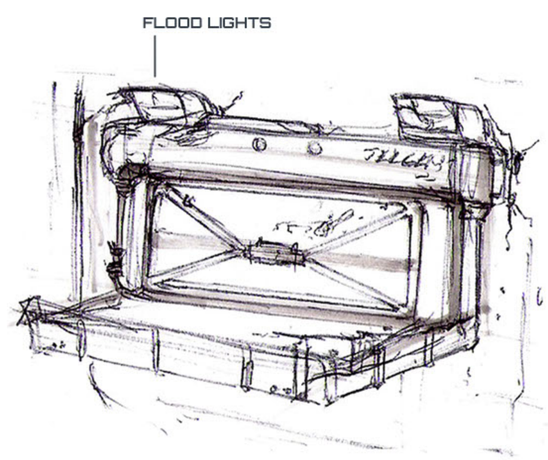


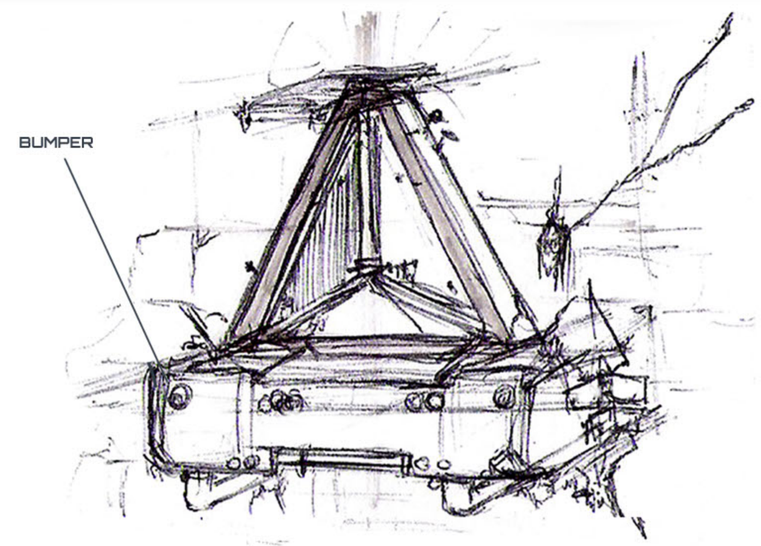


[FLASHLIGHT] DOOR KNOB

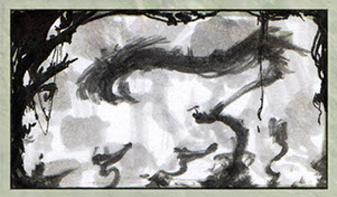


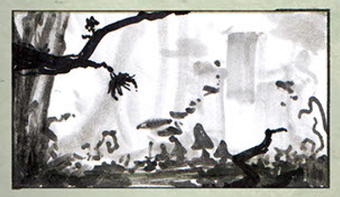
WINDOWS





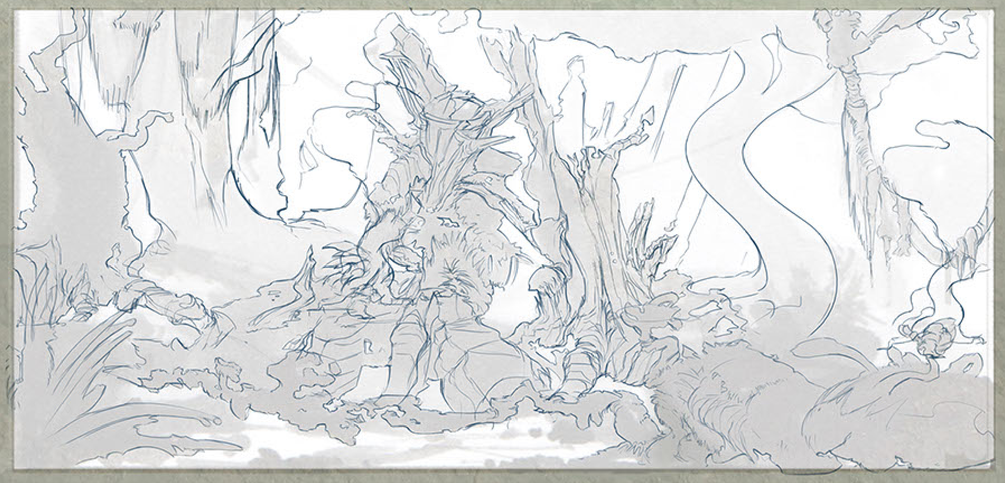
INITIAL COMPOSITIONS

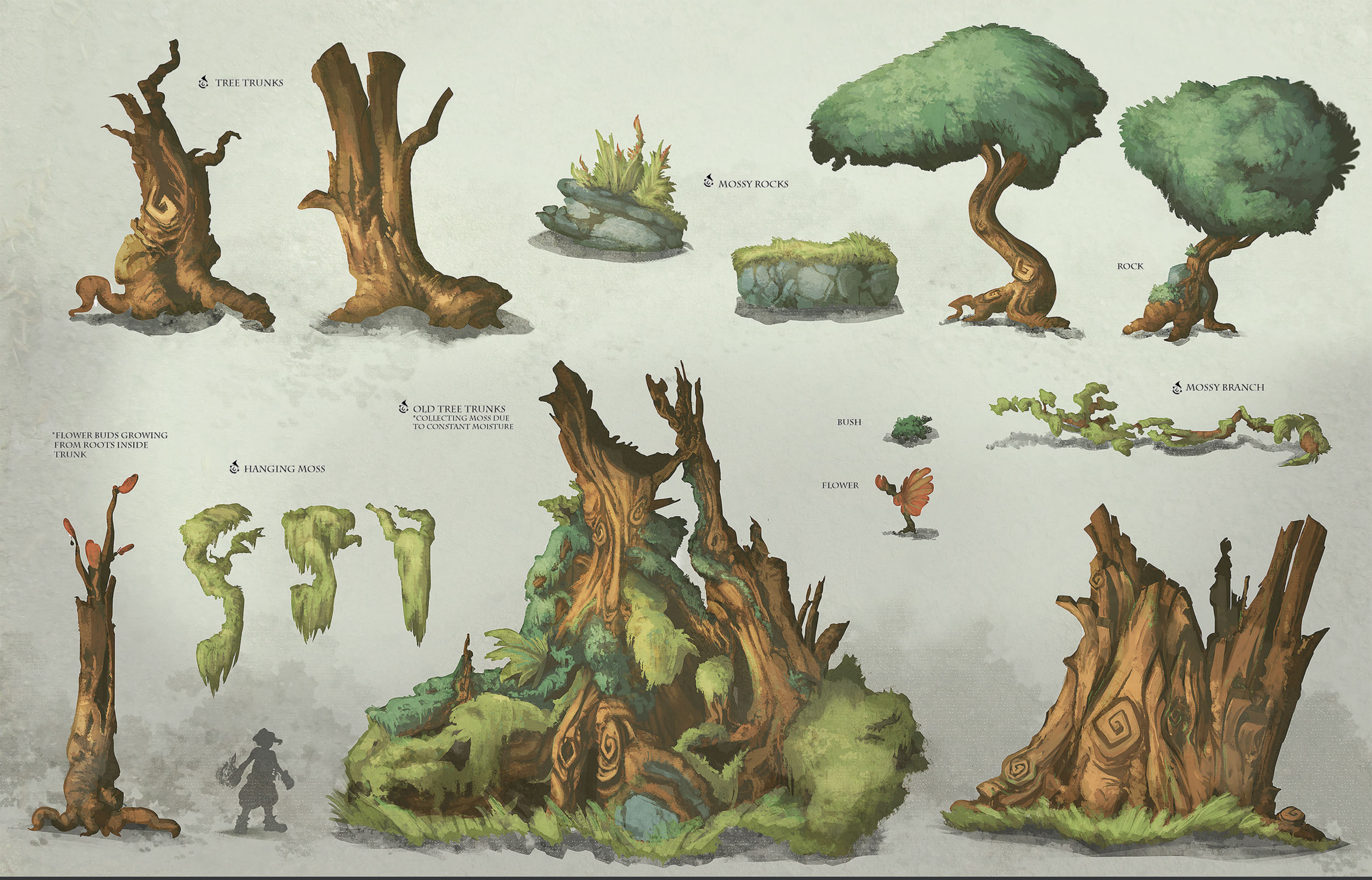




FINAL SCENE

LINEWORK





PROJECT WATER

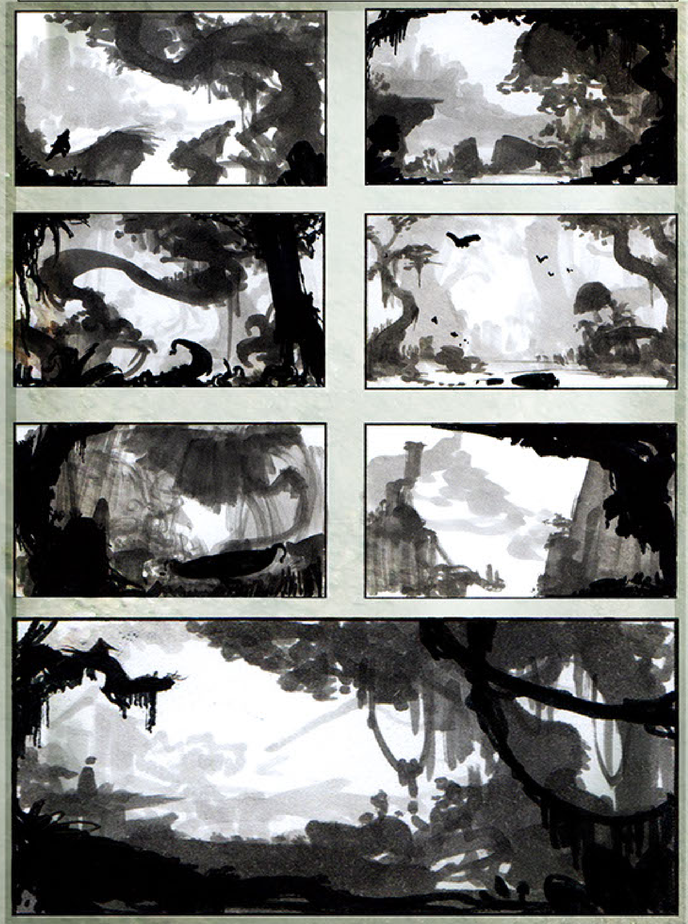
Dense Forest (Level 1) Background Assets

NICOLE ADAMSON

PROJECT WATER
Title Screen + Clean Forest (Level 1) Assets

NICOLE ADAMSON

INITIAL COMPOSITIONS



SKETCH W/MARKER UNDERLAY

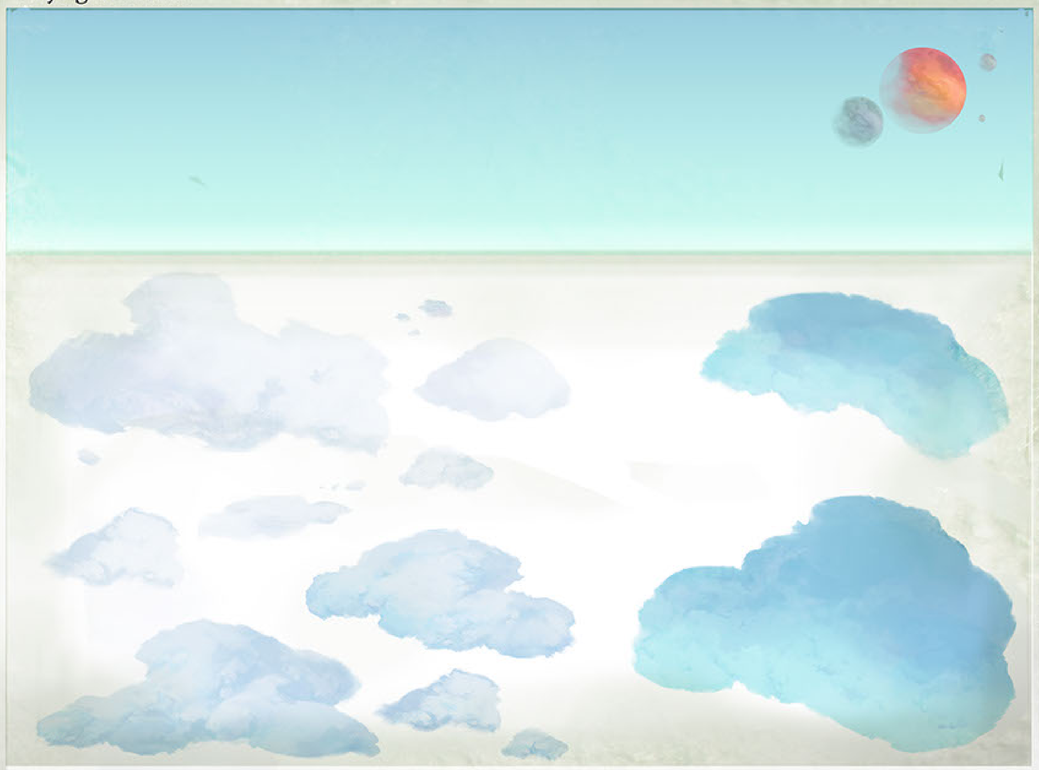
FULL VILLAGE SKETCH

FULL SCENE SKETCH

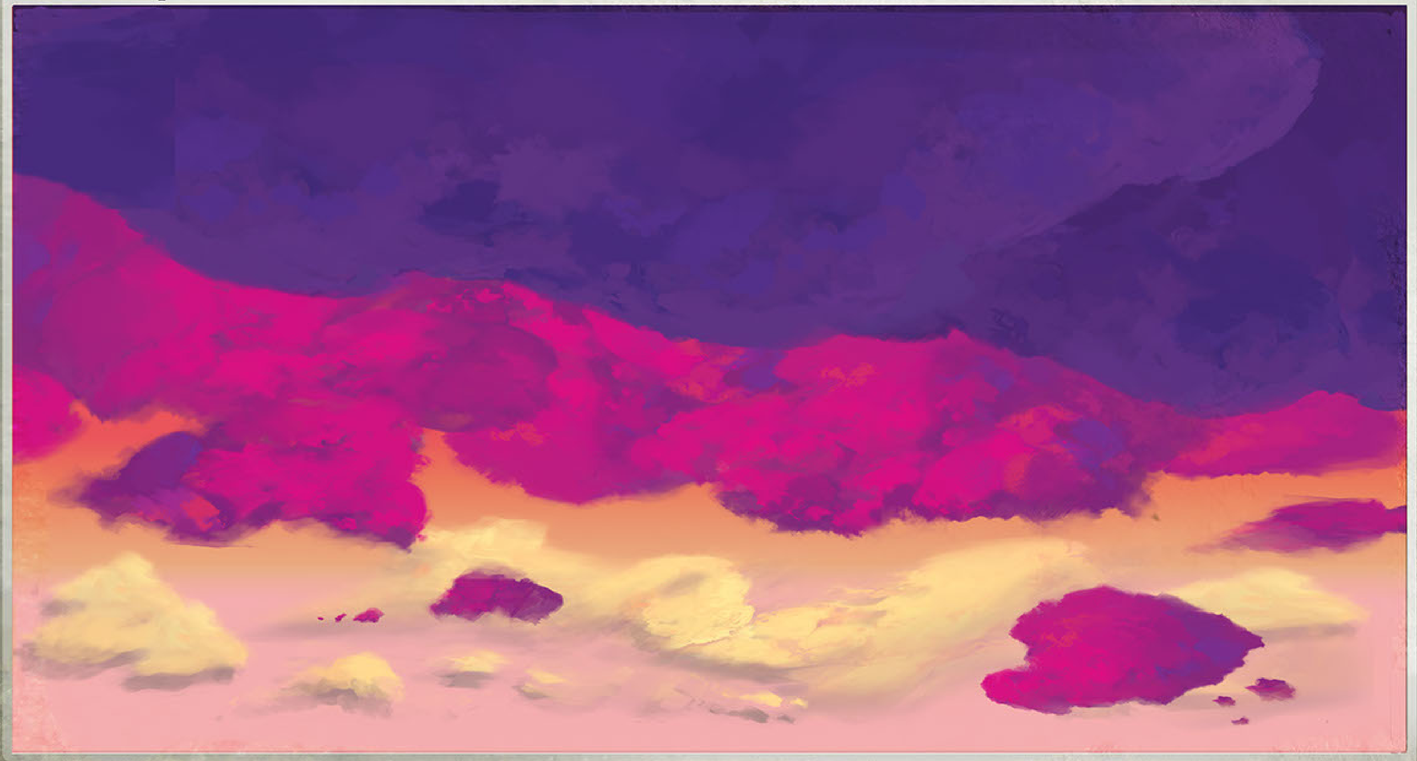
COLOR PALETTE

Daylight Compile

Daylight Assets

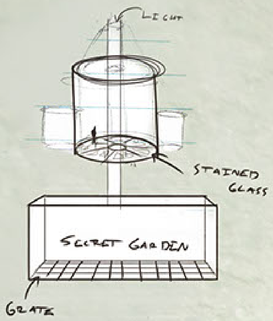


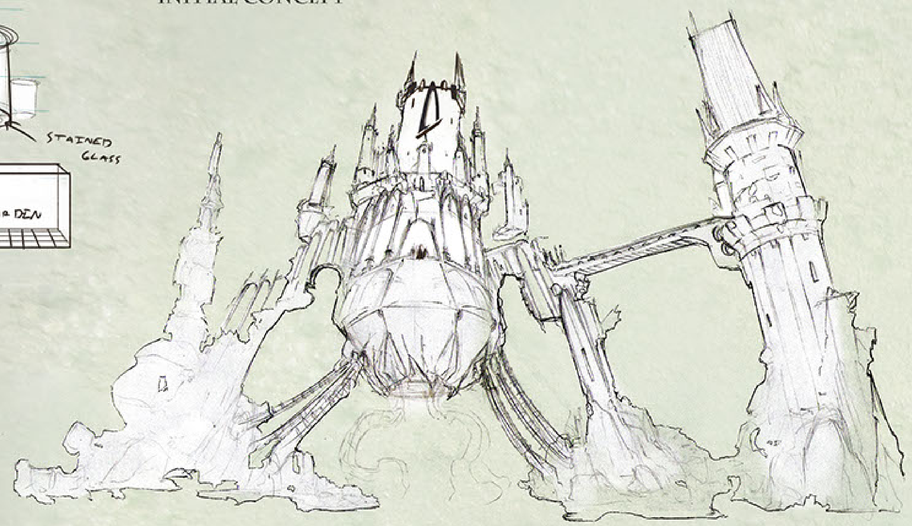
Sunset Compile



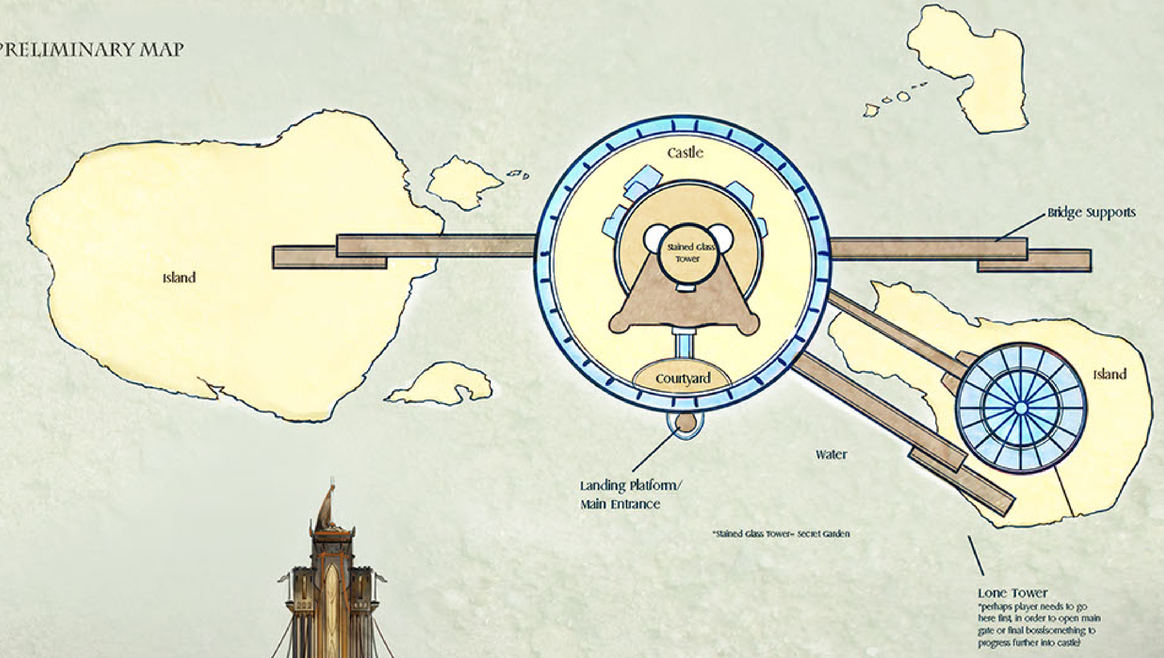
Sunset Assets

INITIAL CONCEPT



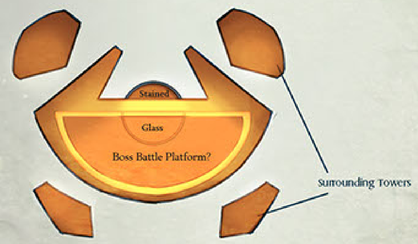


PRELIMINARY MAP



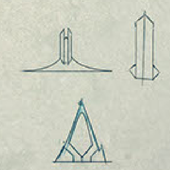
CALL-OUTS

Stained Glass Tower Map close-Up

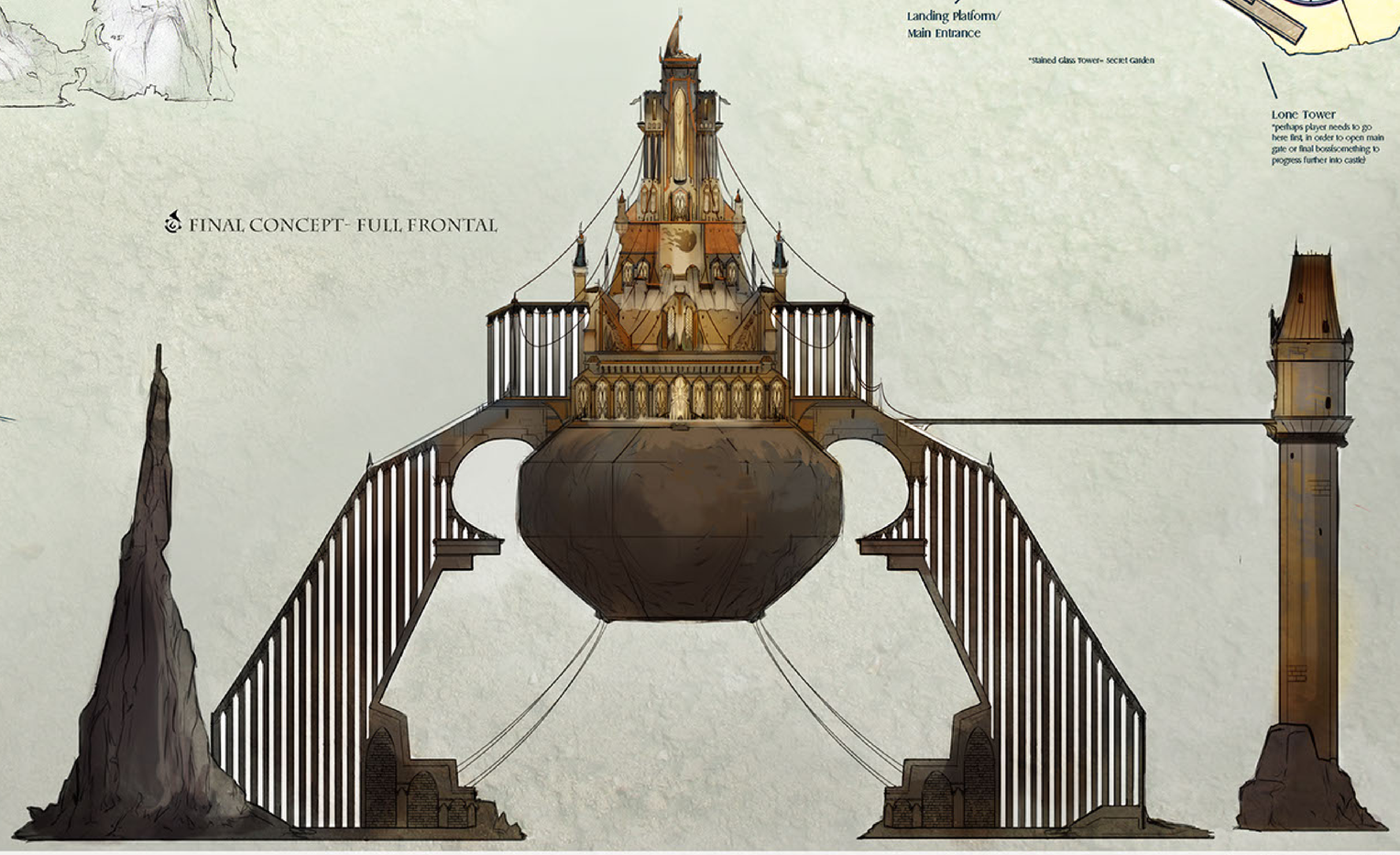


*Central Tower shaped like an eye overhead- window into the soul; it's soul perhaps; why secret garden is at this particular location: heart of the castle

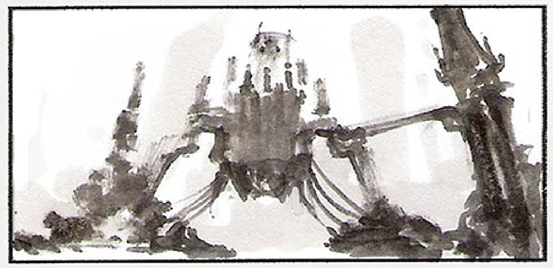
Door Concept

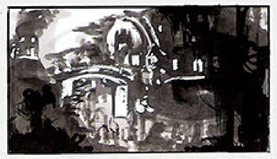


FINAL CONCEPT- FULL FRONTAL

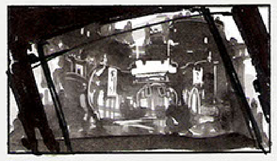


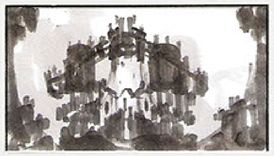
*FLOATING CASTLE? WATER UNDERNEATH, MAYBE HAS VINES/ROOTS GROWING FROM IT; SECRET GARDEN COULD BE AT BOTTOM OF CASTLE





*CATHEDRAL-LIKE, HAS BUTTRESSES





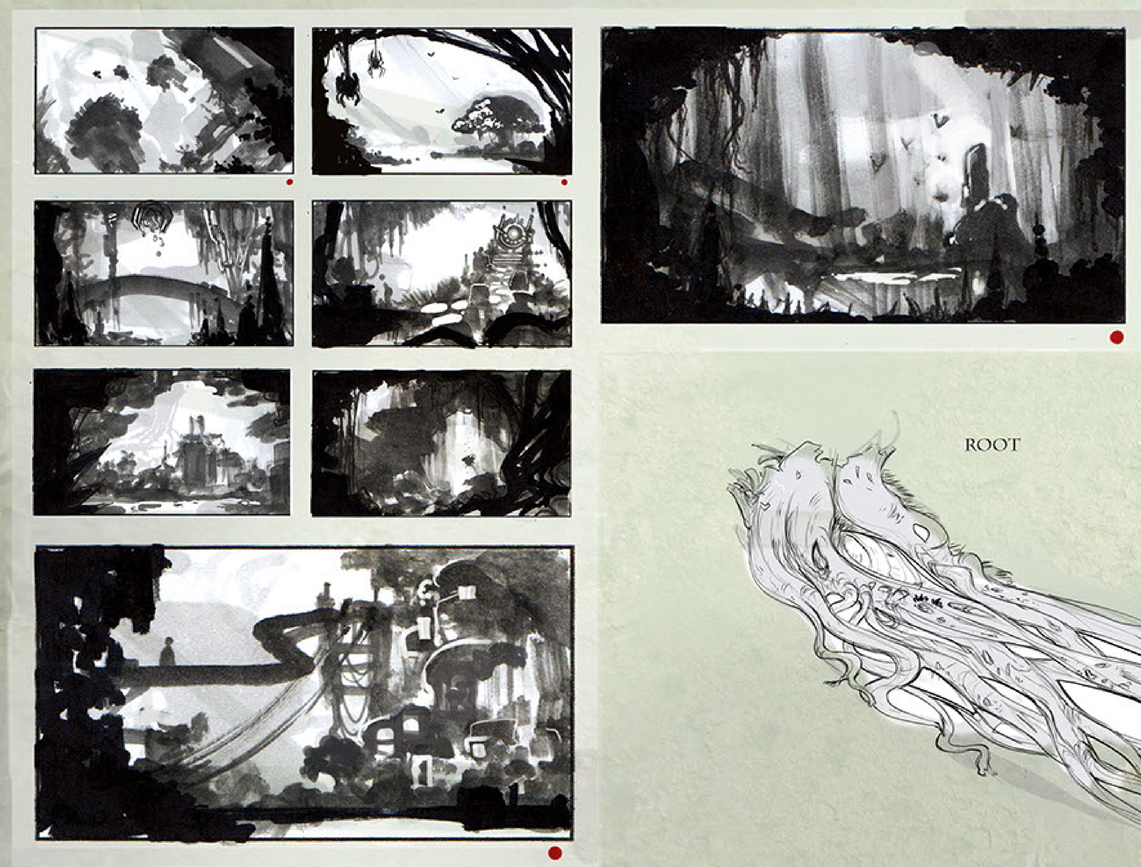
PROJECT WATER

Ominous Castle

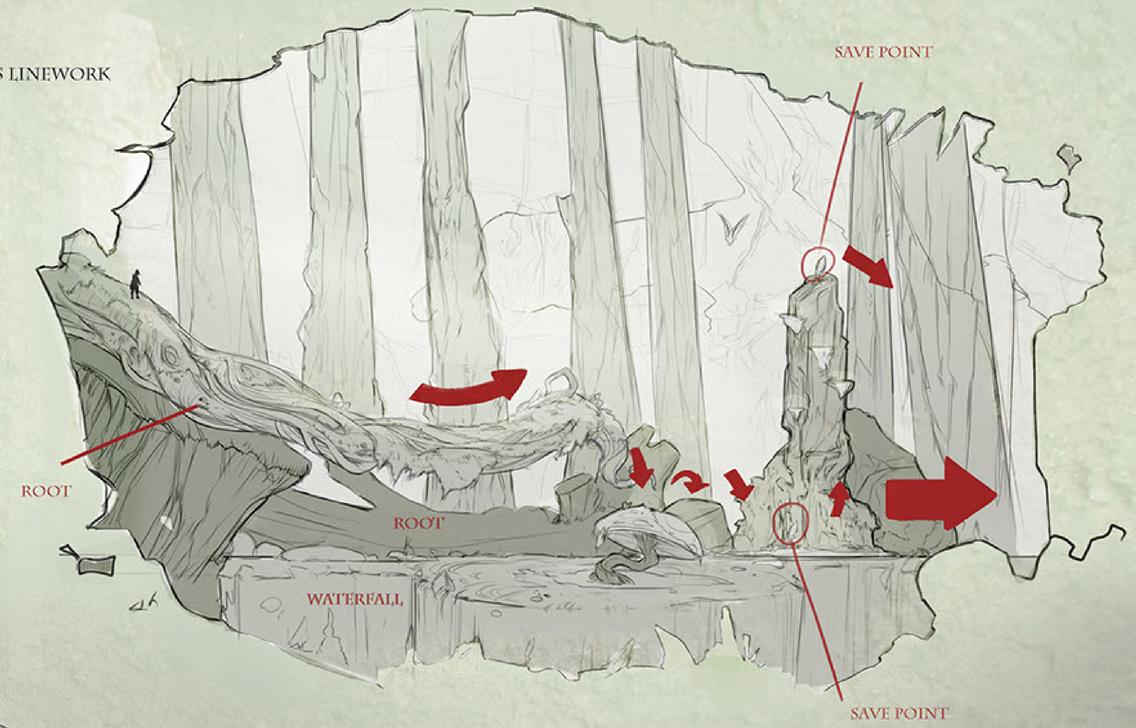
Background Piece + Final Level

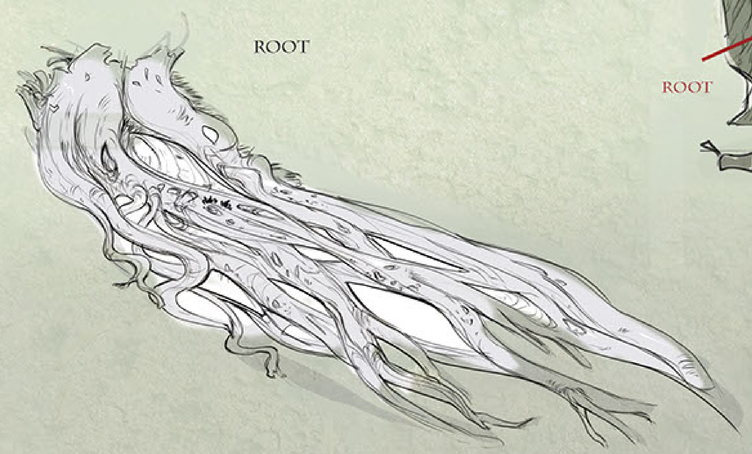
NICOLE ADAMSON

INITIAL COMPOSITIONS

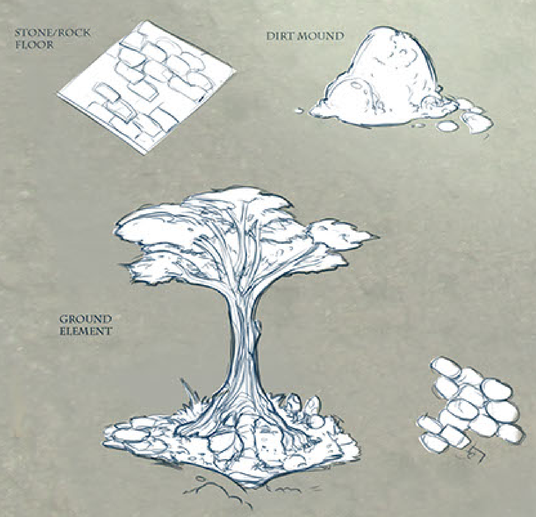


CAVES LINEWORK

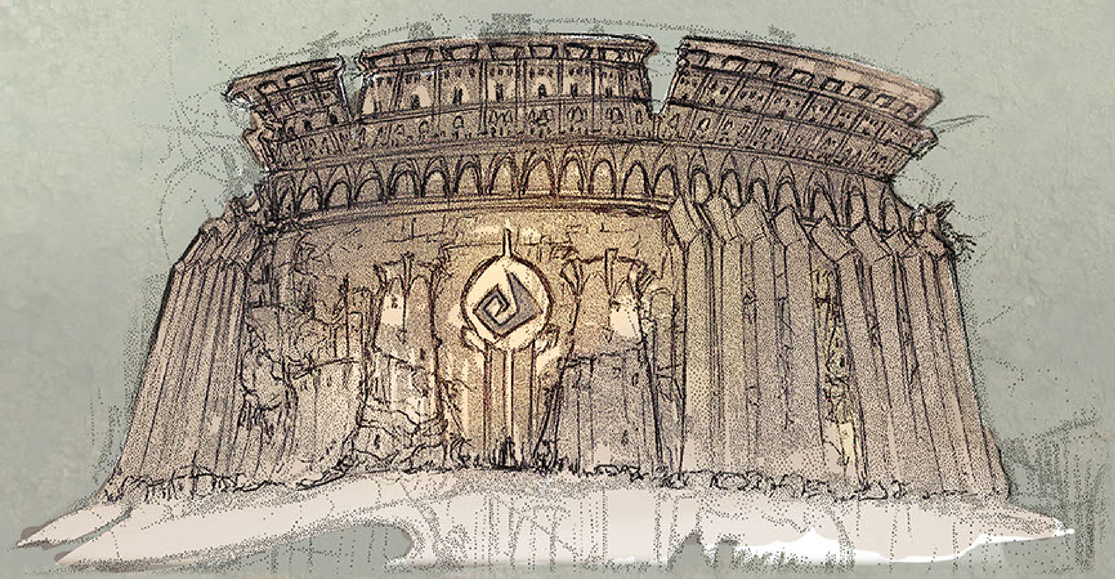




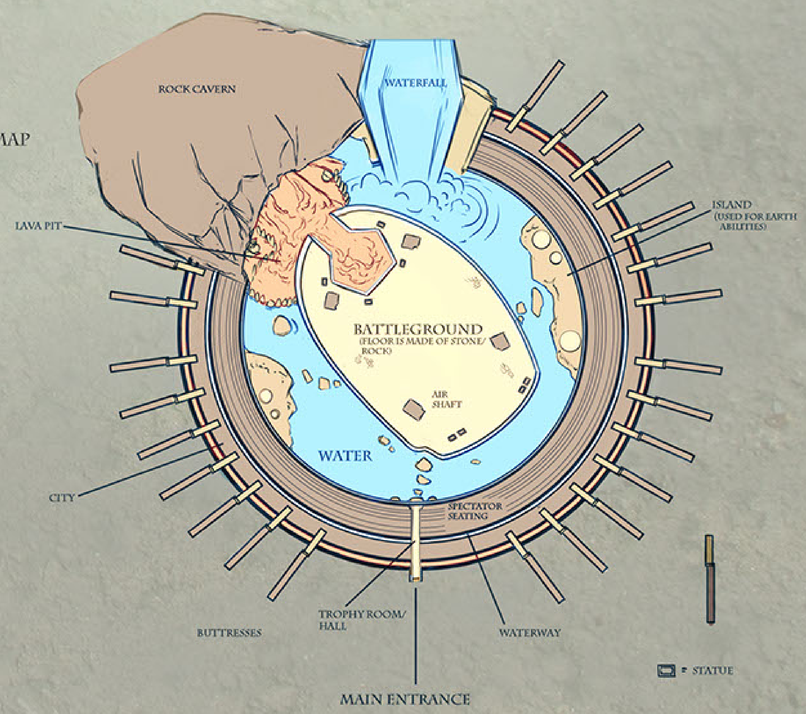
CALL- OUTS



COLOSSEUM LINEWORK

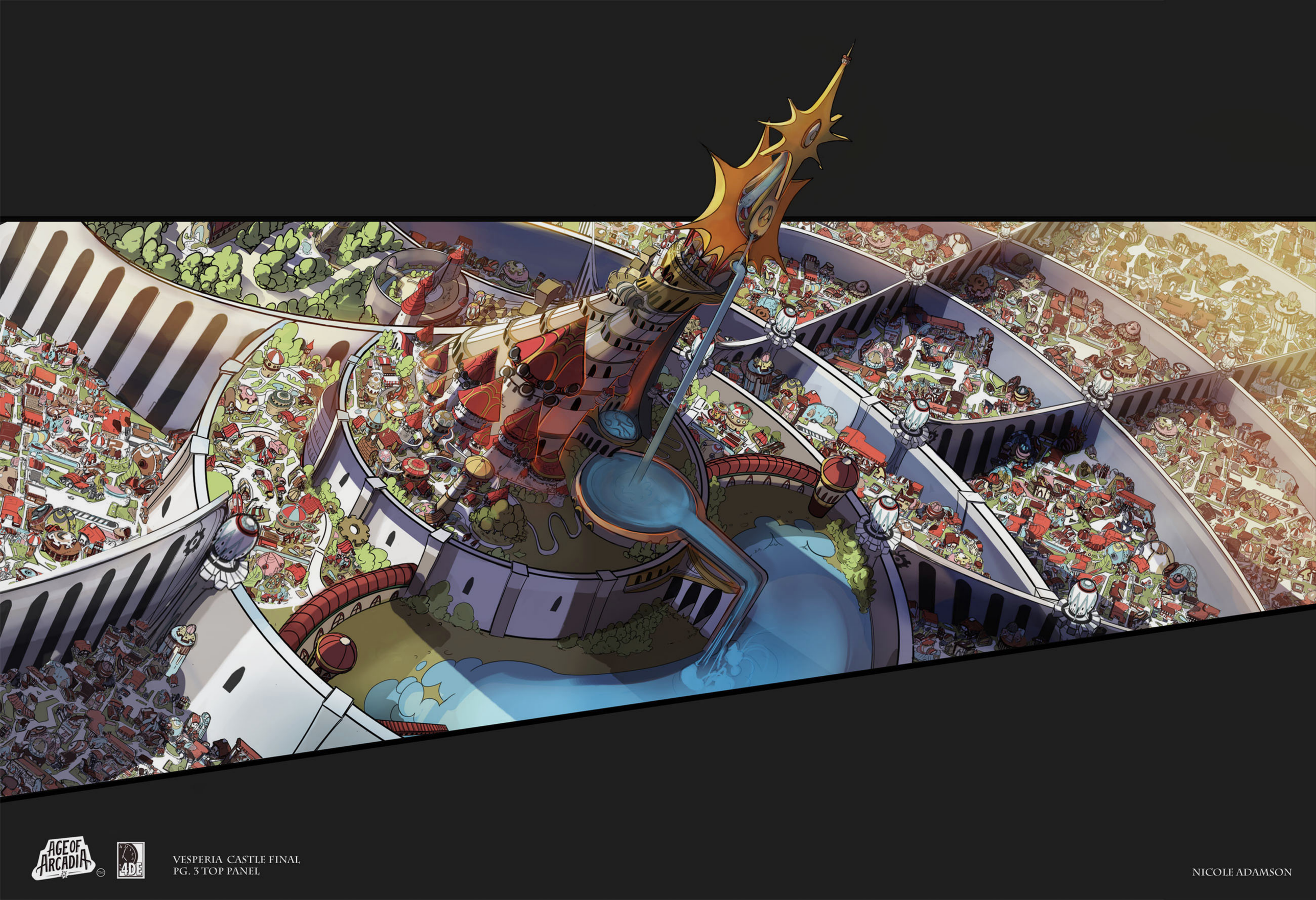


COLOSSEUM MAP



PROJECT WATER
Caves (Level 2) + Colosseum (Fighting Arena)
Initial Composition Sketches + Call-Outs

NICOLE ADAMSON



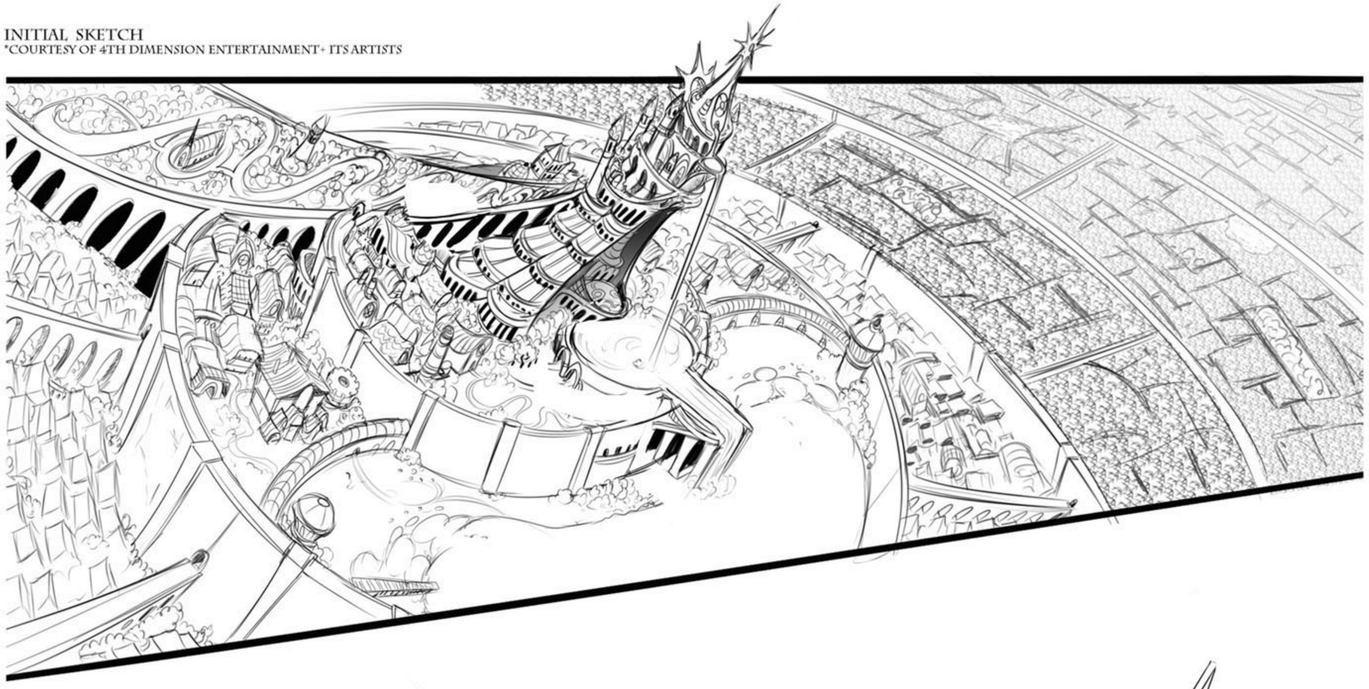
VESPERIA CASTLE FINAL
PG. 3 TOP PANEL

NICOLE ADAMSON

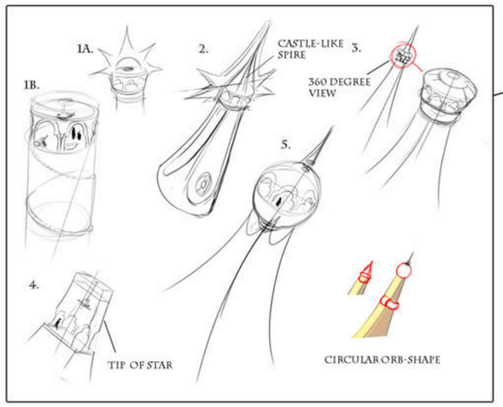
VESPERIA CASTLE CLOSE-UP (PG.3 TOP PANEL)

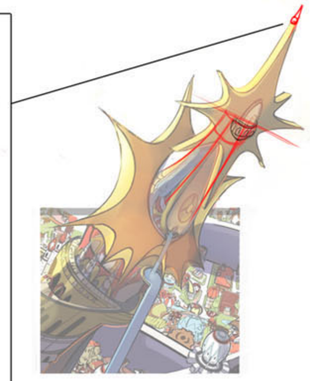
LINEWORK + DEVELOPMENT

INITIAL SKETCH
*COURTESY OF 4TH DIMENSION ENTERTAINMENT+ ITS ARTISTS

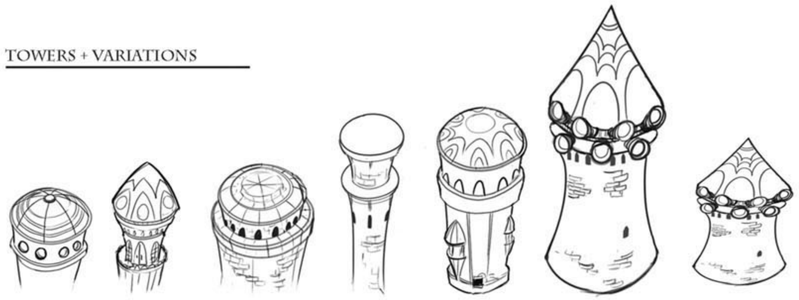


LOOK-OUT SKETCHES + VARIATIONS

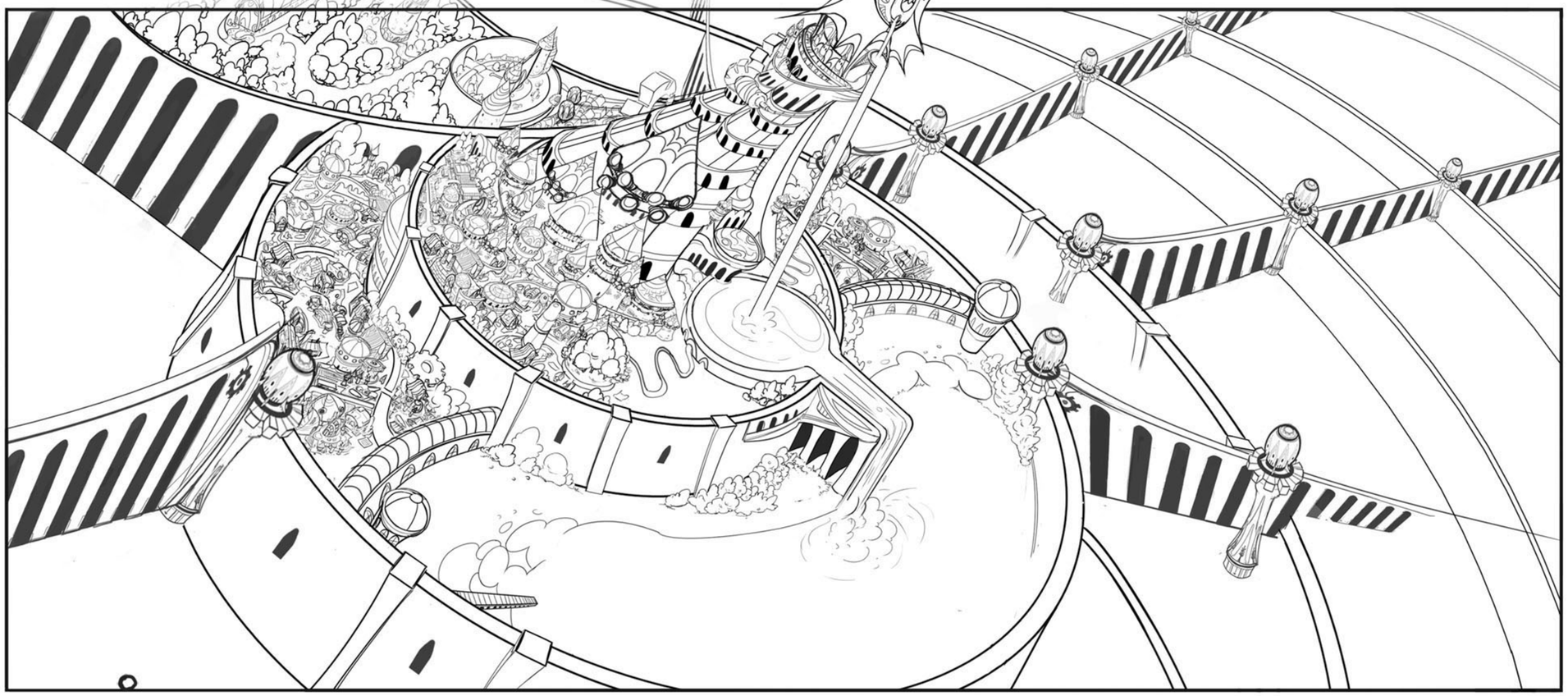




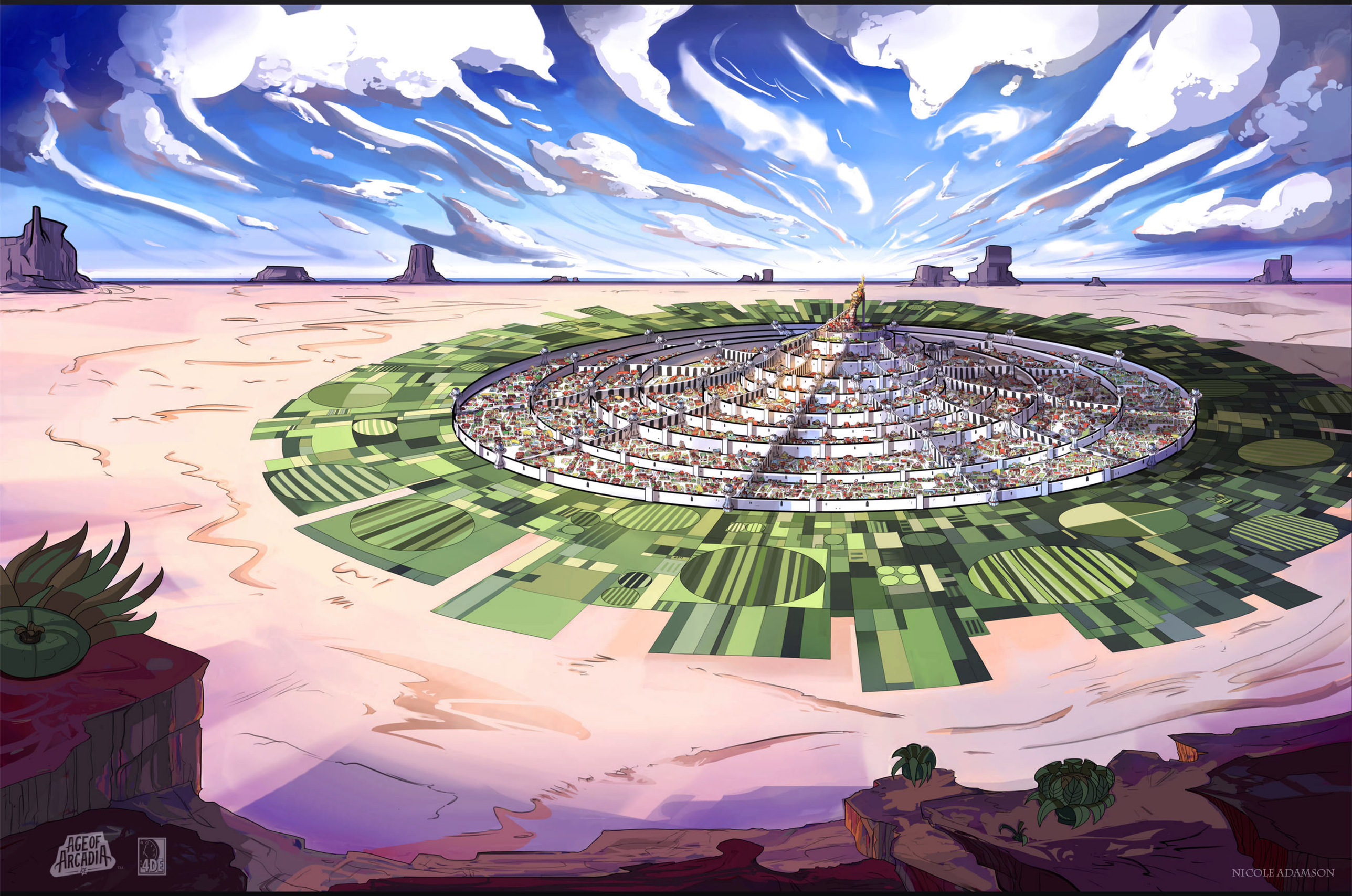
TOWERS + VARIATIONS

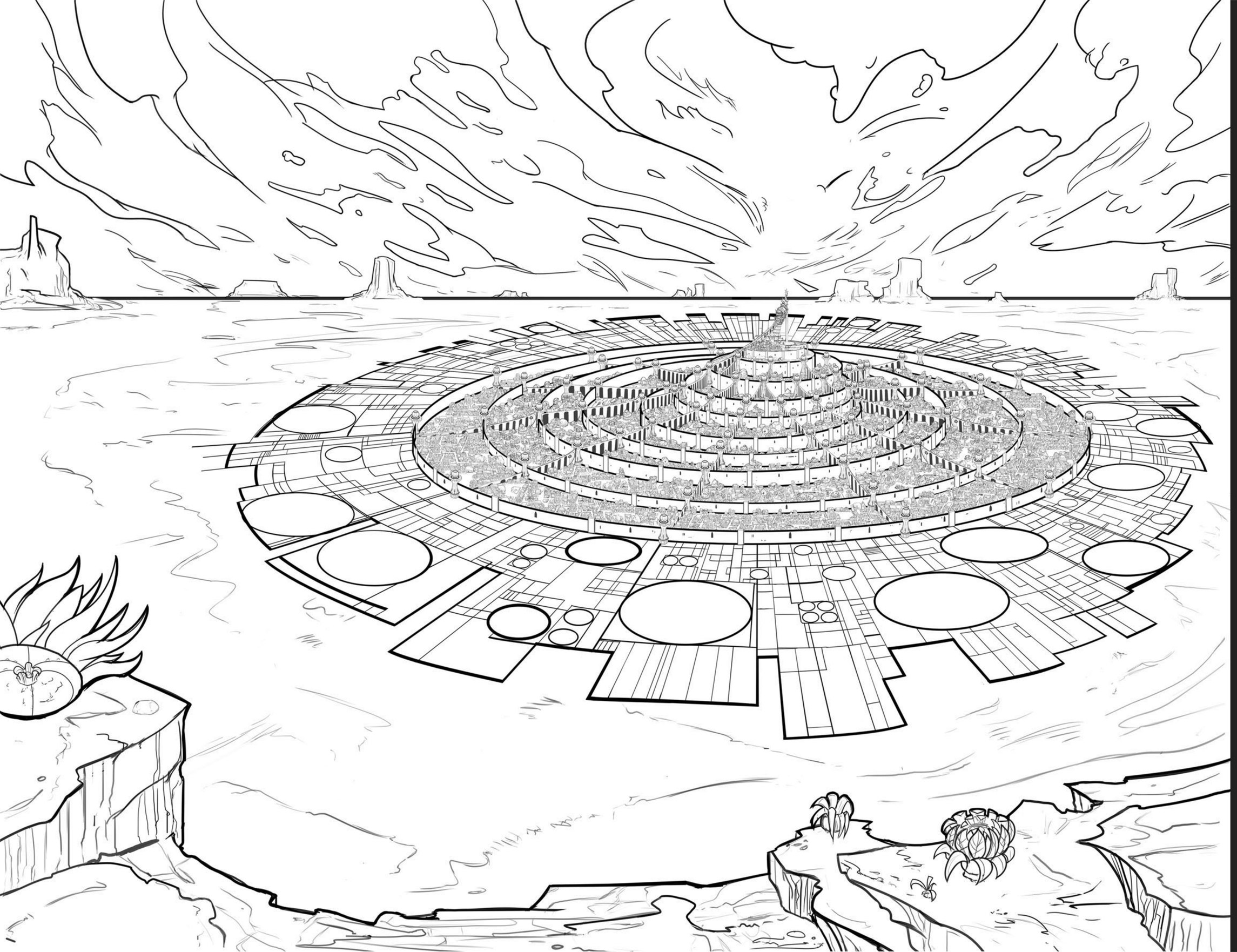


FINAL LINEWORK



NICOLE ADAMSON


AGE OF ARCADIA
4DE
NICOLE ADAMSON



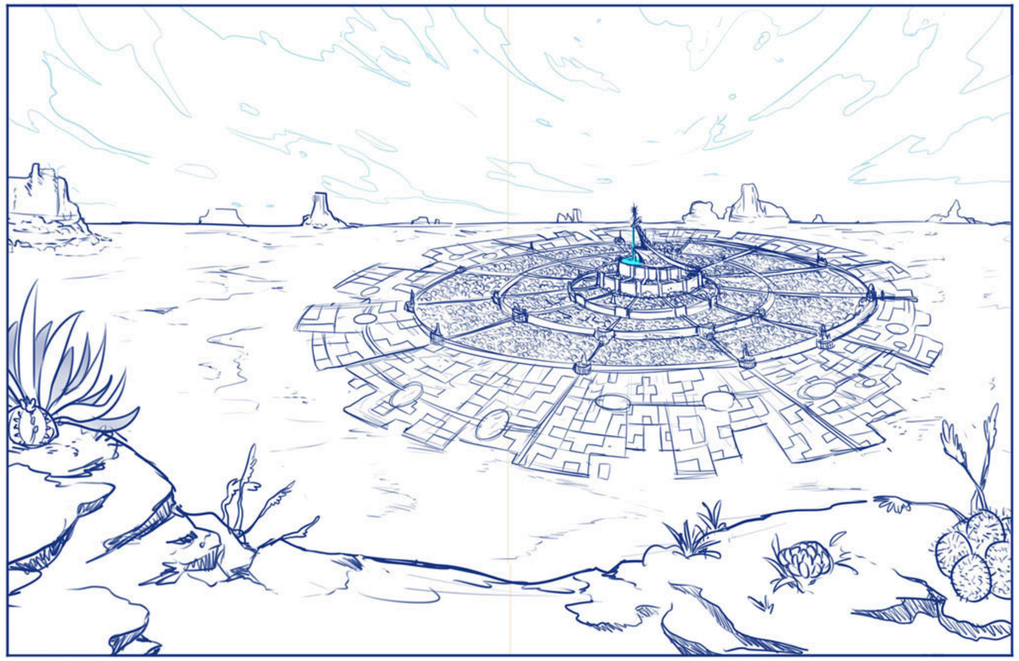
VESPERIA WIDE SHOT
OPENING PAGES (1 +2)

LINEWORK

AGE OF ARCADIA™

NICOLE ADAMSON

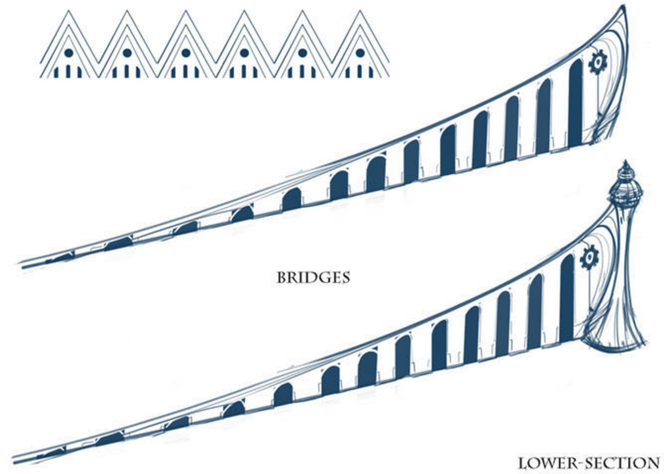
INITIAL COMPOSITION SKETCH
*COURTESY OF 4TH DIMENSION ENTERTAINMENT + ITS ARTISTS



ASSETS

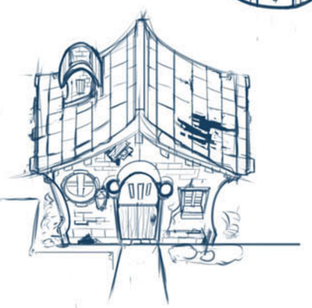
DECORATIVE DESIGN

GEAR PILLAR

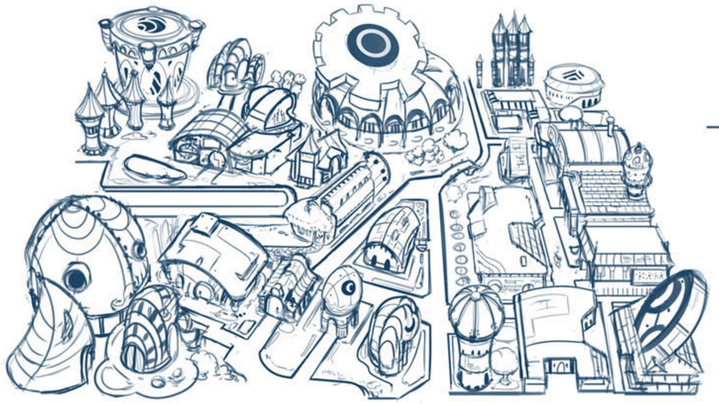


BRIDGES

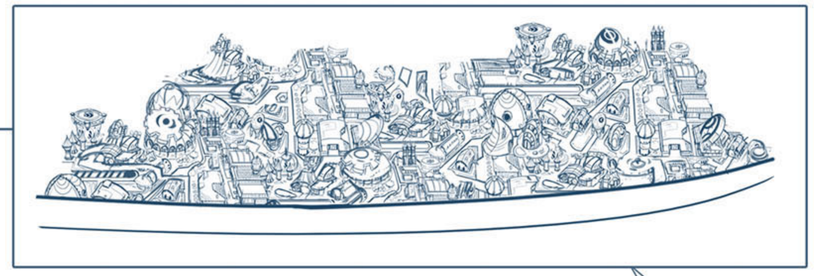
LOWER-SECTION HOUSING

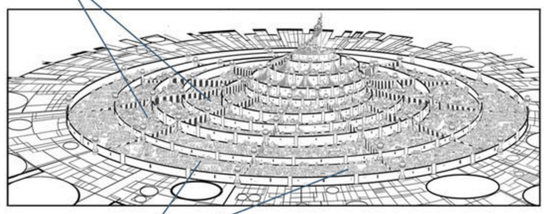


BUSINESS DISTRICT BUILDING PLOT

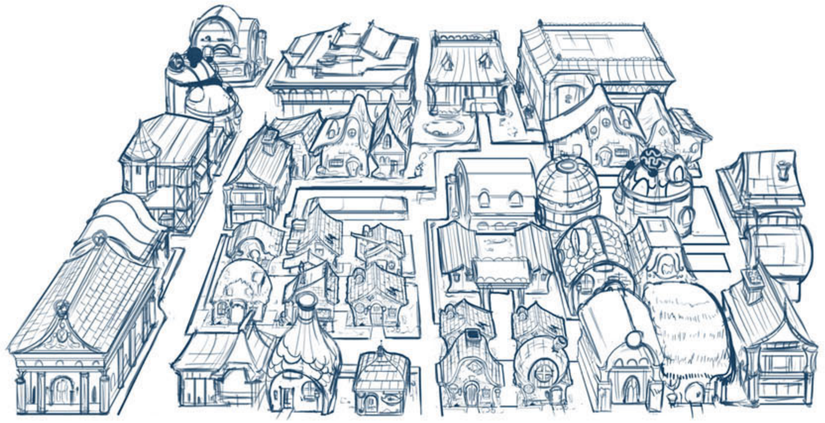


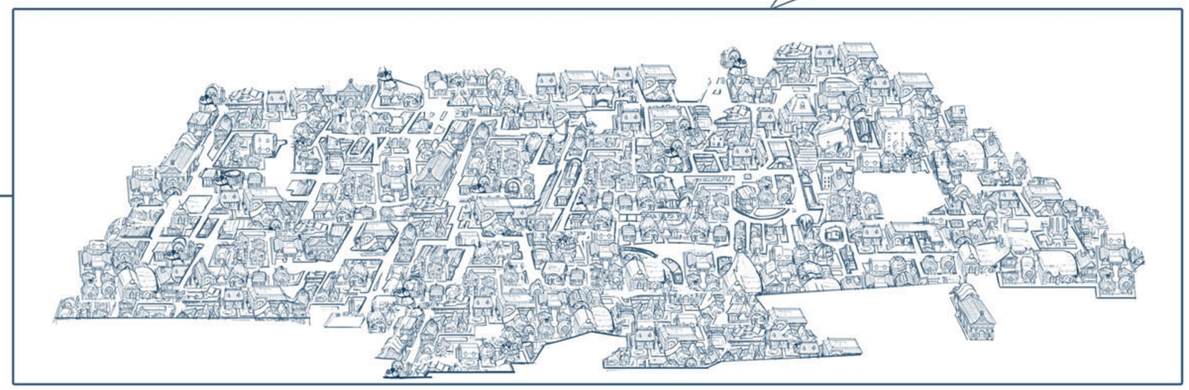
PLOT INSERT SAMPLES





LOWER DISTRICT BUILDING PLOT



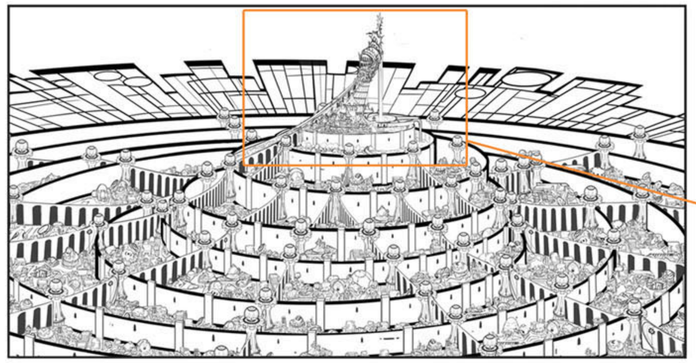


VESPERIA WIDE SHOT OPENING PAGES (1 +2)

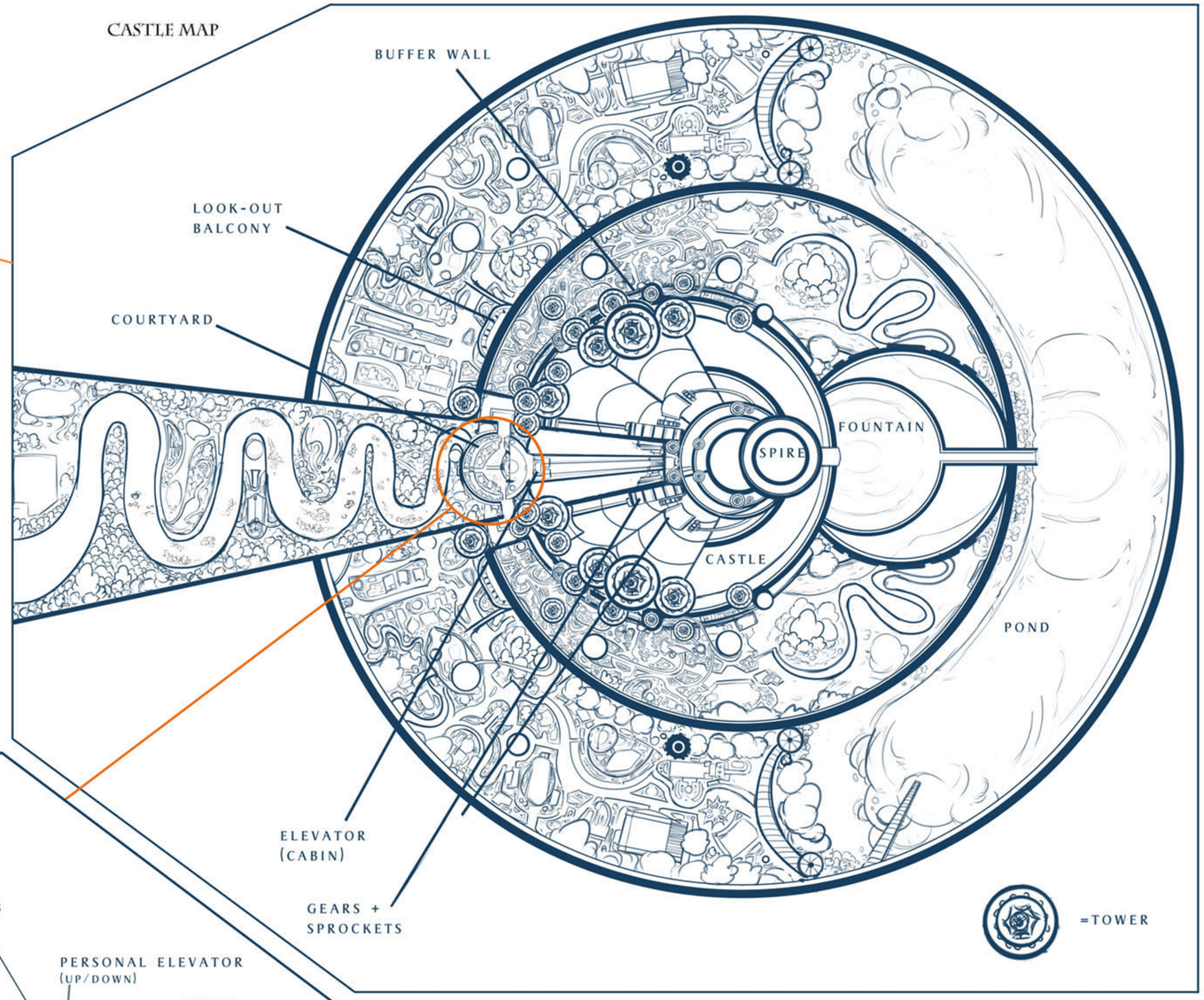
INITIAL COMP. SKETCH + BUILDING DEVELOPMENT

AGE OF ARCADIA™ 4DE

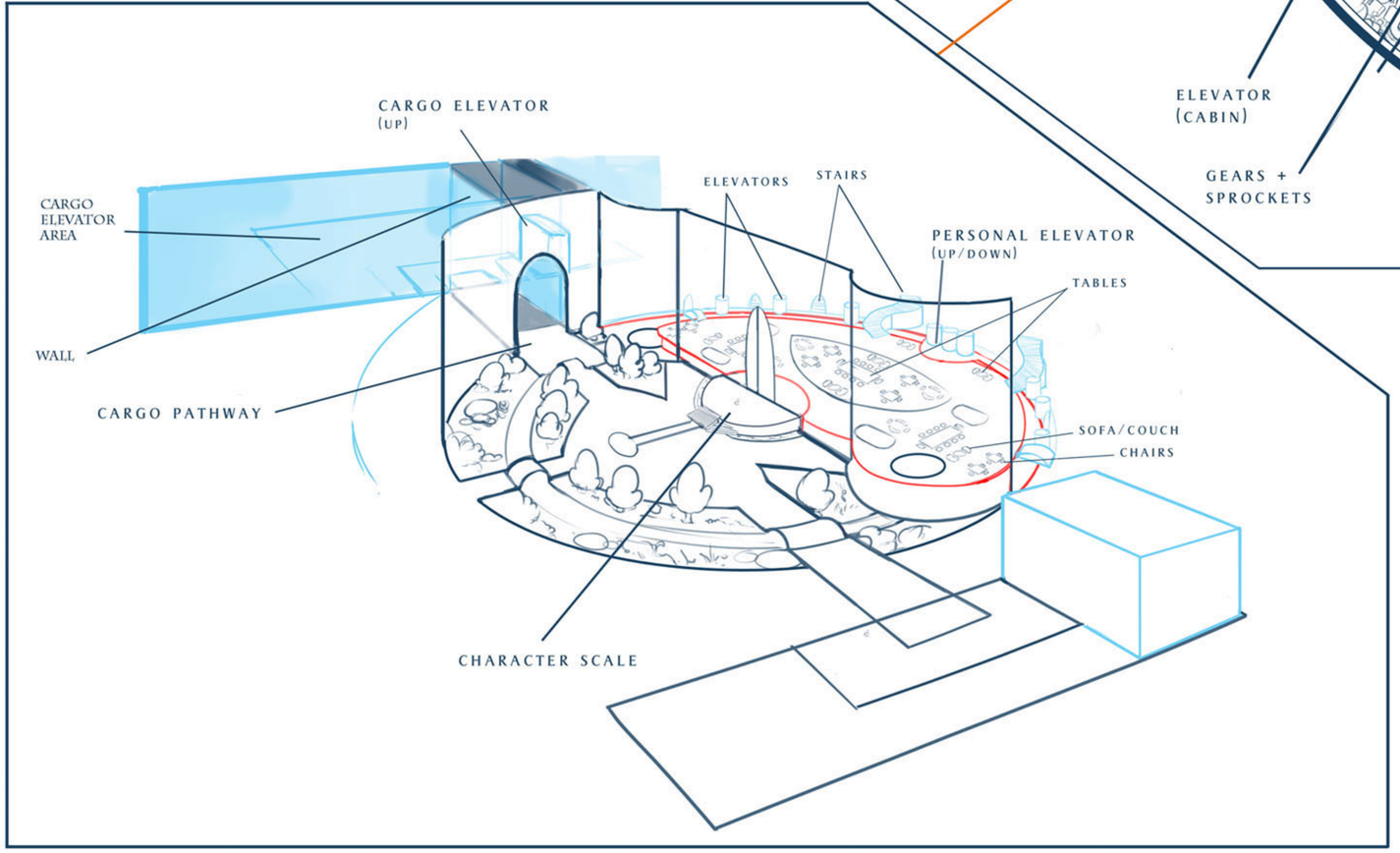
NICOLE ADAMSON



CASTLE MAP

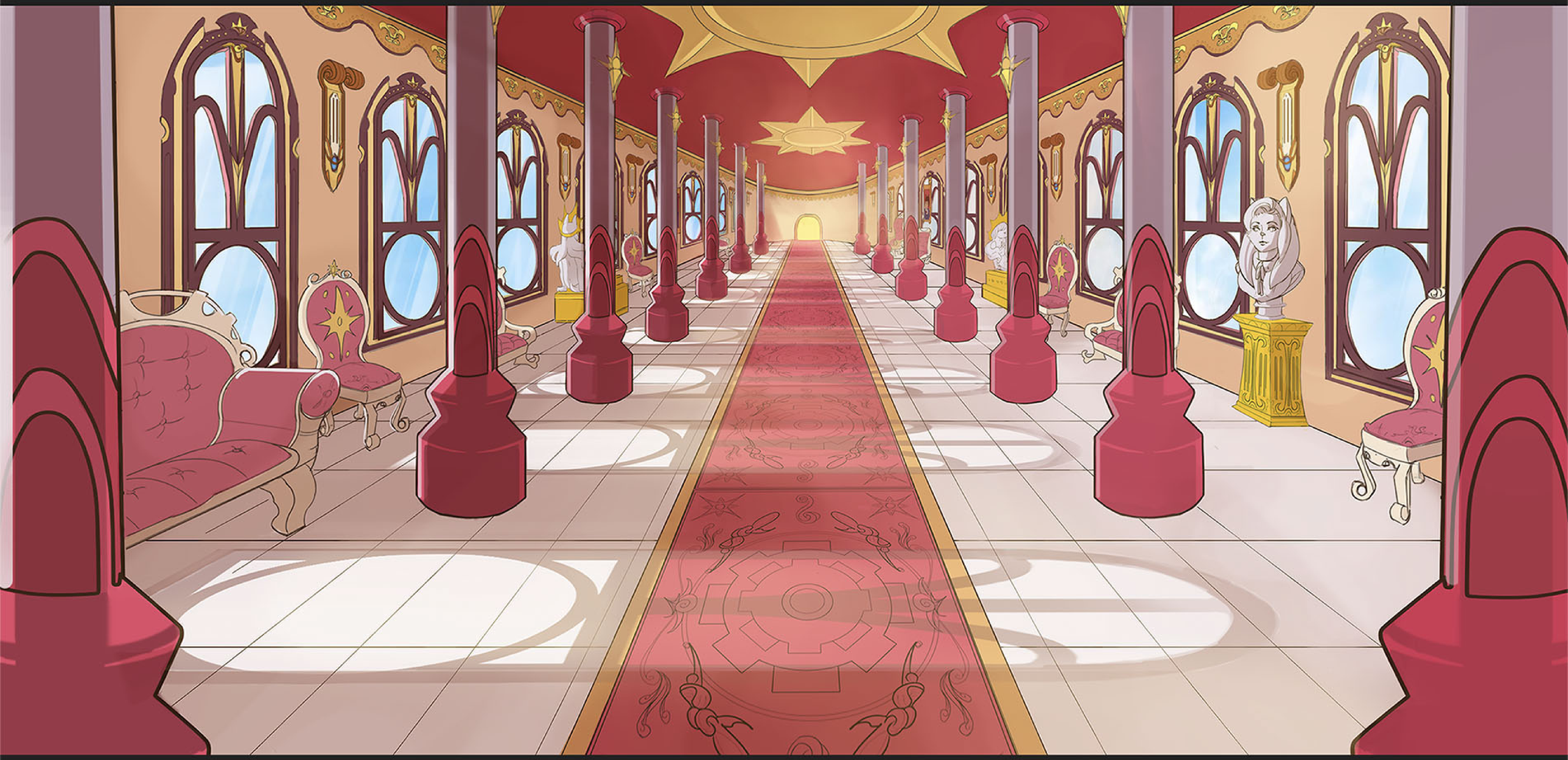


COUTYARD CROSS-SECTION/ MAIN ENTRANCE HALL



CHARCTER STAND-IN

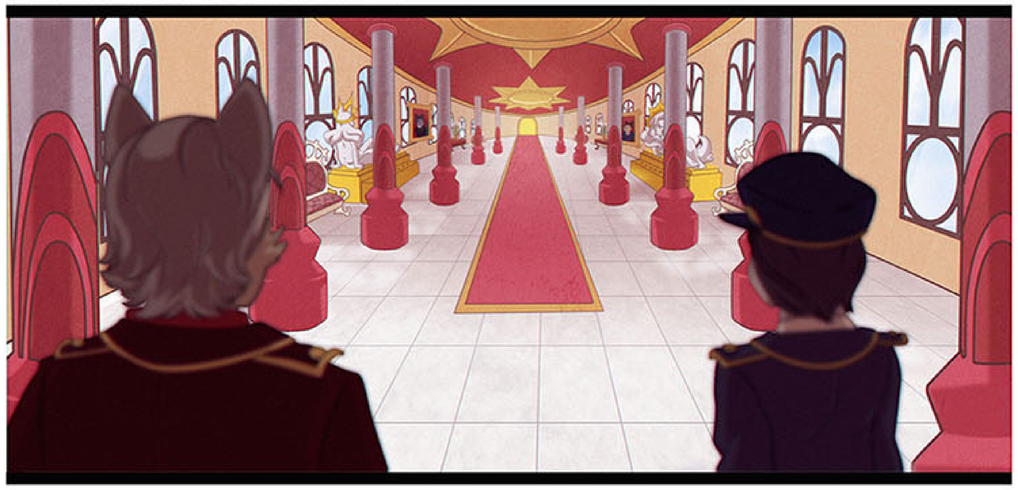
NICOLE ADAMSON



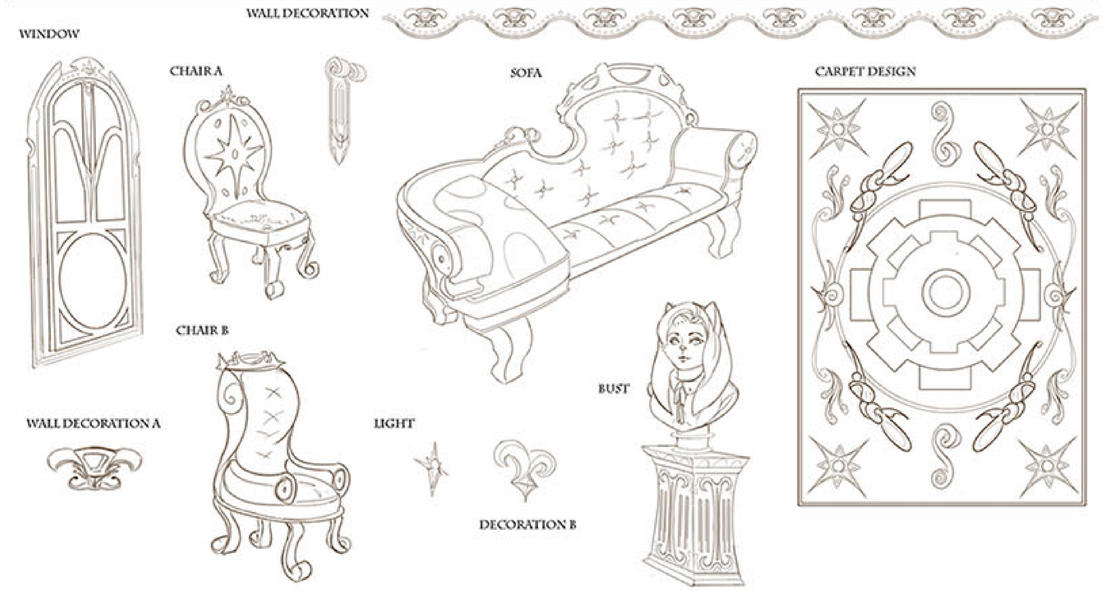
VESPERIA- CASTLE HALLWAY
(PG. 15 TOP PANEL)
FINAL RENDER

NICOLE ADAMSON

INITIAL FINALIZED PANEL
* PROPERTY OF 4TH DIMENSION ENTERTAINMENT + ITS ARTISTS



FURNITURE + DETAIL DESIGNS

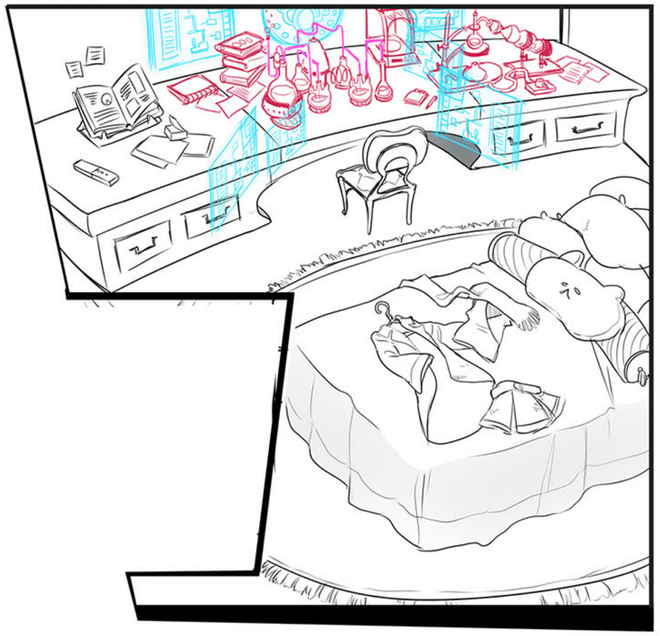


FINAL LINEWORK

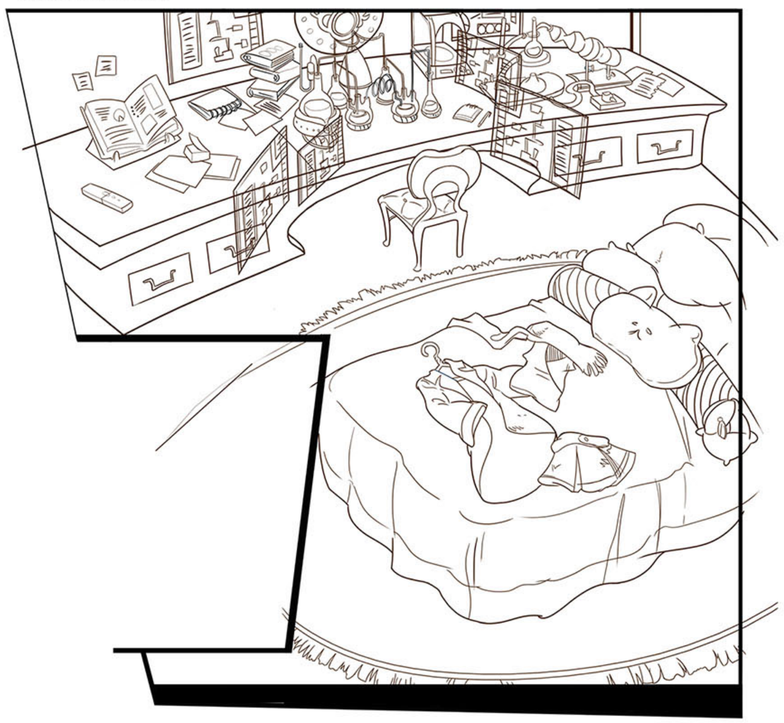
VESPERIA- CASTLE HALLWAY LINEWORK (PG. 15 TOP PANEL)

NICOLE ADAMSON

INITIAL SKETCH
*PROPERTY OF 4TH DIMENSION ENTERTAINMENT AND ITS ARTISTS



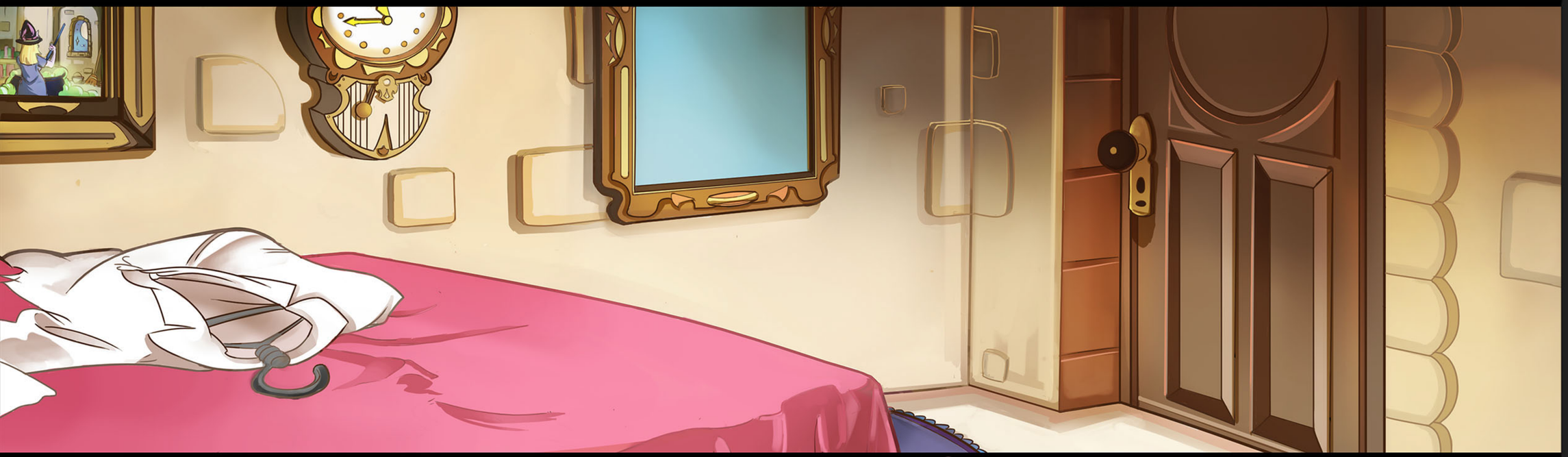
FINAL LINEWORK



VESPERIA- CASSIE'S ROOM: FULL SHOT (PG. 17 TOP RIGHT PANEL)

FINAL +LINEWORK

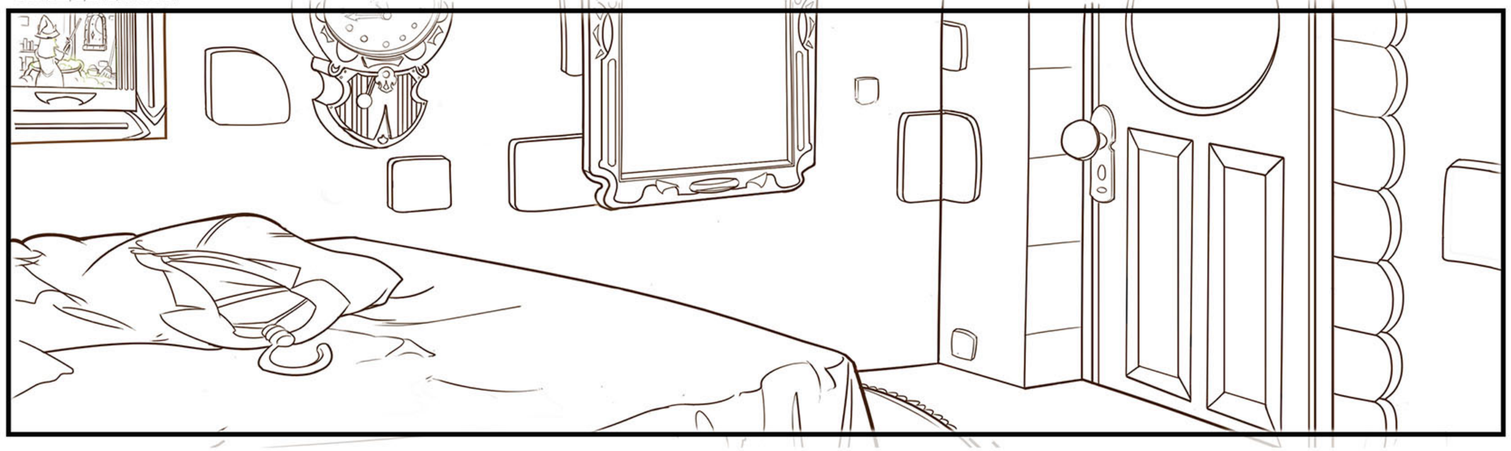
NICOLE ADAMSON



VESPERIA- CASSIE'S ROOM: CLOSE-UP (PG. 17 MIDDLE PANEL)

FINAL +LINEWORK+ PANEL AS IT APPEARS IN COMIC

FINAL LINEWORK

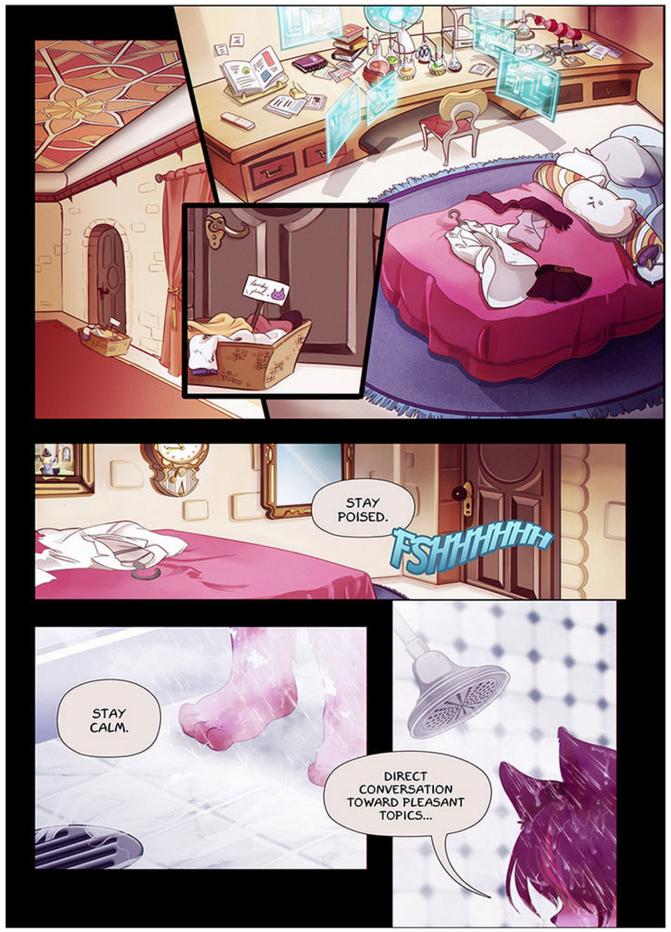


INITIAL SKETCH

* PROPERTY OF 4TH DIMENSION ENTERTAINMENT + ITS ARTISTS

FINAL PAGE

* ALL OTHER PANELS (EXCEPT FOR TOP RIGHT PANEL) ARE DONE BY 4TH DIMENSION ENTERTAINMENT)
*PROPERTY OF 4TH DIMENSION ENTERTAINMENT + ITS ARTISTS



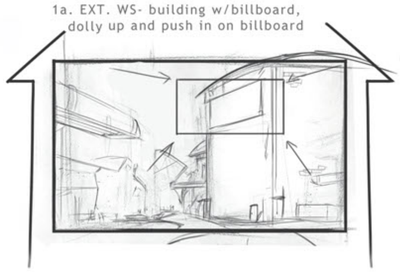
AGE OF ARCADIA ™

4DE

NICOLE ADAMSON

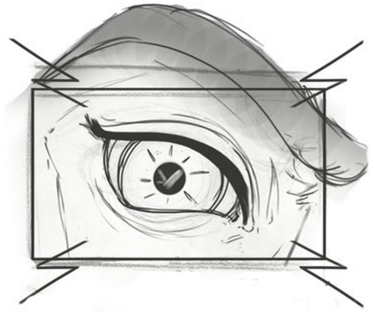
STORYBOARDS

1a. EXT. WS- building w/billboard, dolly up and push in on billboard

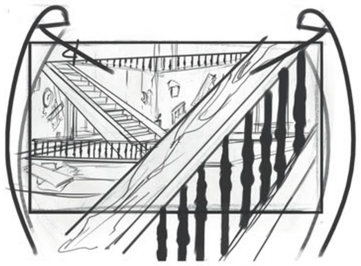


1b. CU- push in on left eye

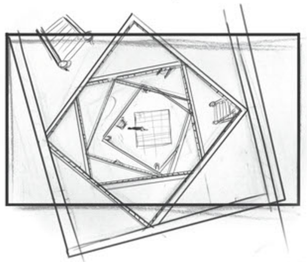
1c. ECU- push into iris



2. WS- raftered room, push in and tilt to staircase

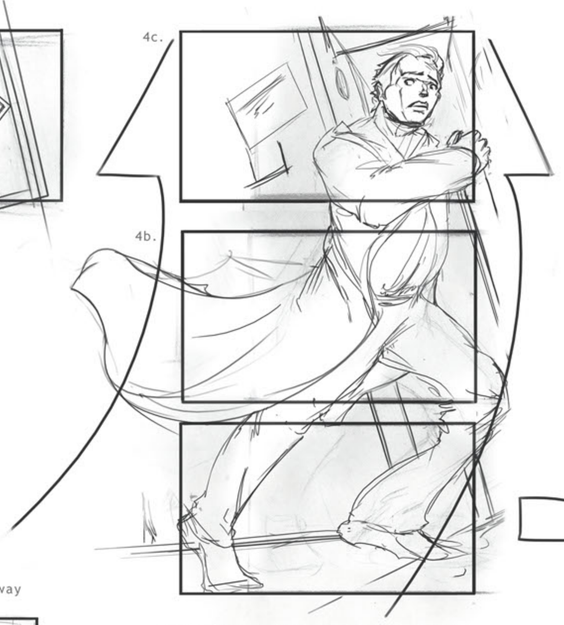


3. WS- staircase showing White's shadow



4c.

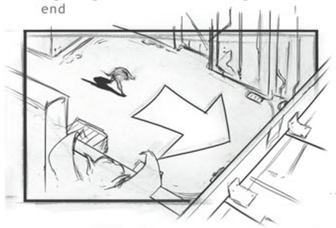
4b.



4a. CU-feet moving, pan right and tilt up to reveal White

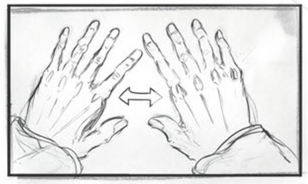
5. WS- White stepping through archway, rounding into alley

6. high angle WS- White running into dead end

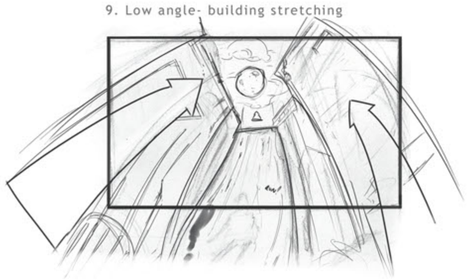


7. MCU- White looking around + up
SFX: heavy breathing

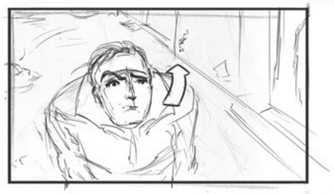
8. CU- hands shaking



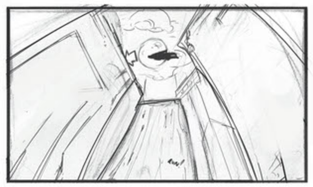
9. Low angle- building stretching



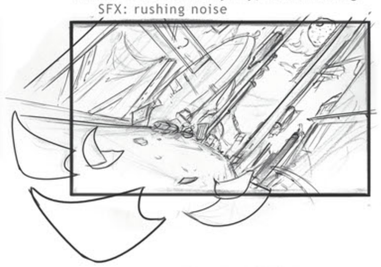
10. High angle MCU- White looking at gap in sky



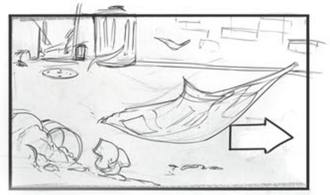
11. Low angle- dark figure crossing sky



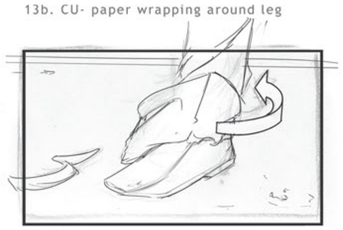
12. FS- Dutch of alleyway, trash moving
SFX: rushing noise



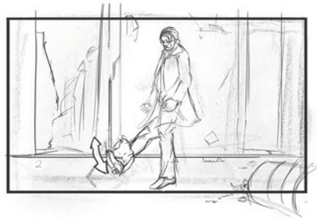
13a. CU- trash moving through alleyway



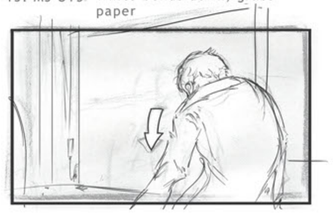
13b. CU- paper wrapping around leg



14. FS- White kicking repeatedly

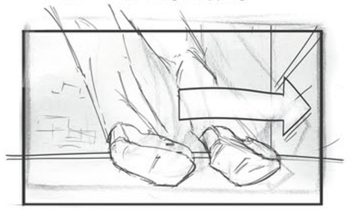


15. MS OTS- White bends down, grabs paper



16. Reverse Shot- White, reading paper

17. CU- White's legs slipping

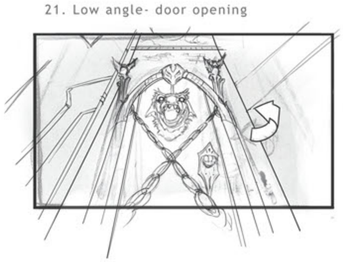


18. MS- White holding head in pain, pan left to paper
SFX: rushing noise

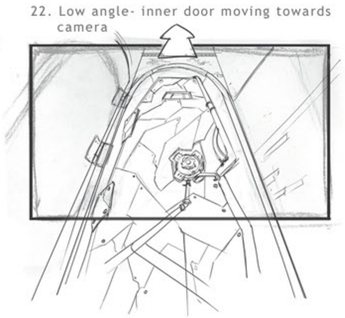
19. ECU- newspaper

20. MS- White looking at wall, terrified

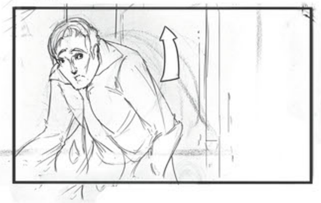
21. Low angle- door opening



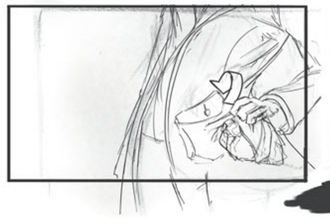
22. Low angle- inner door moving towards camera



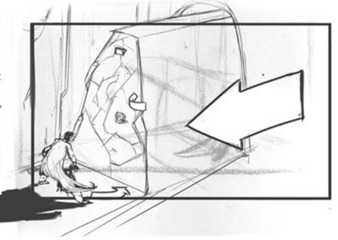
23. MCU- White standing up and out of frame

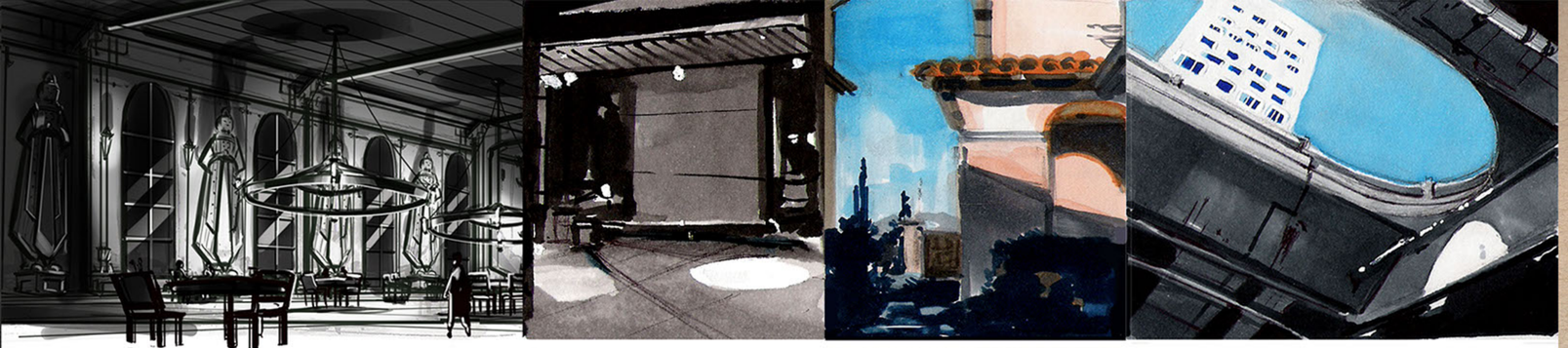


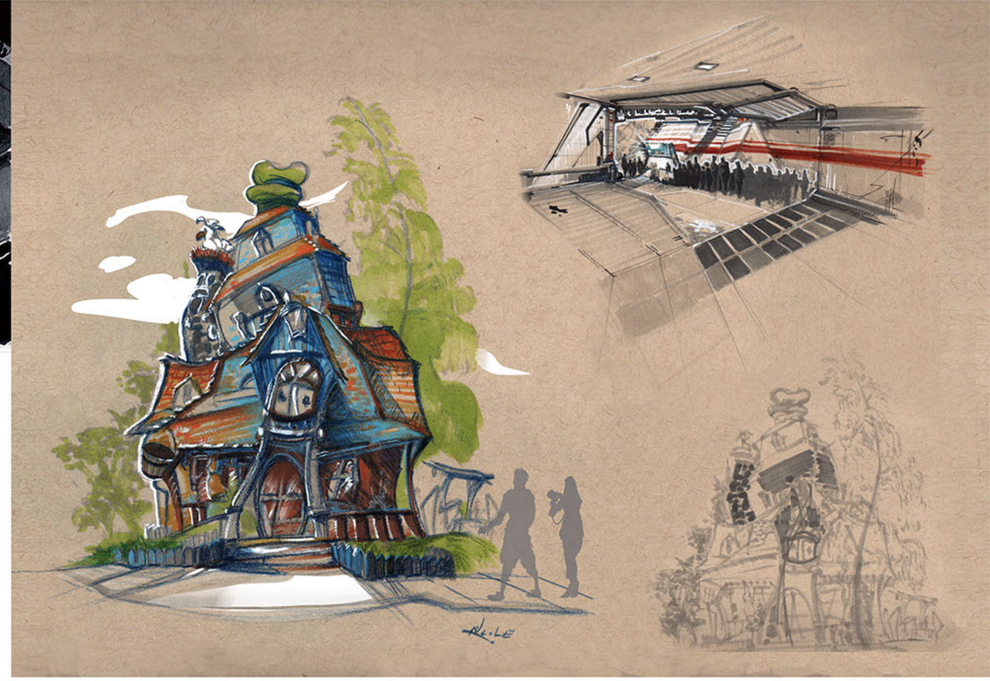
24. MCU- White puts paper into pocket

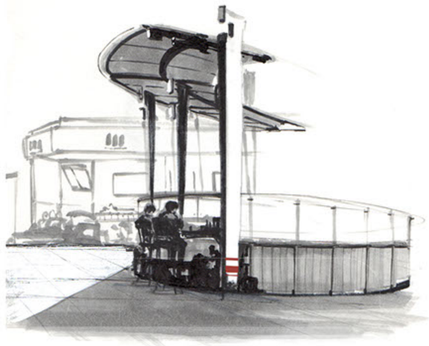


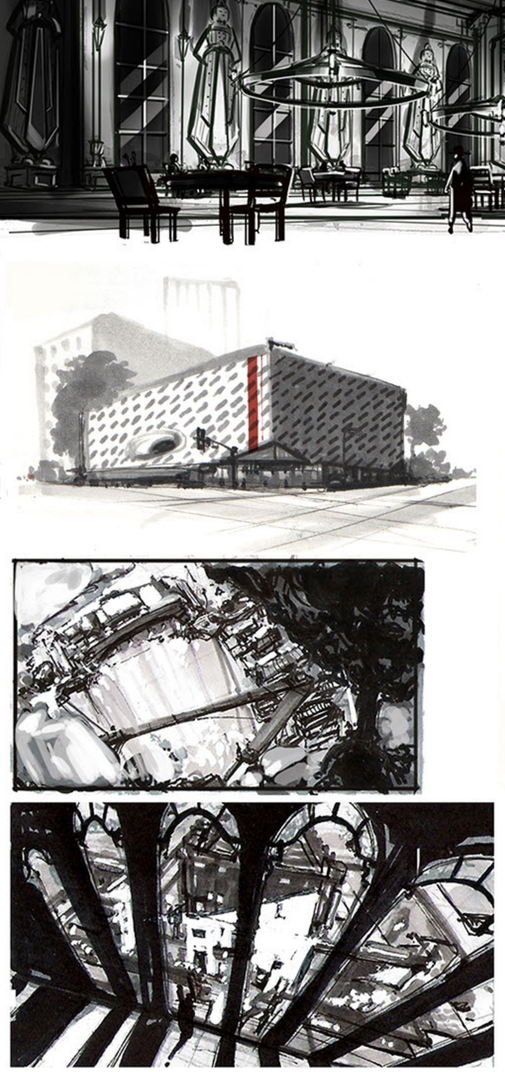
25. FS- White (a)side-steps and (b) opens advancing door

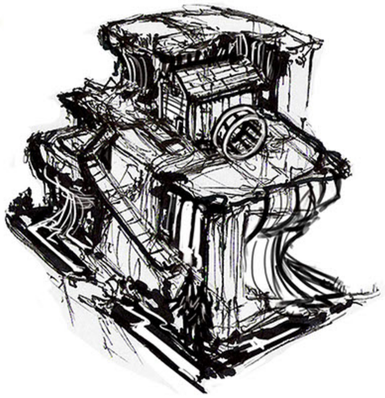


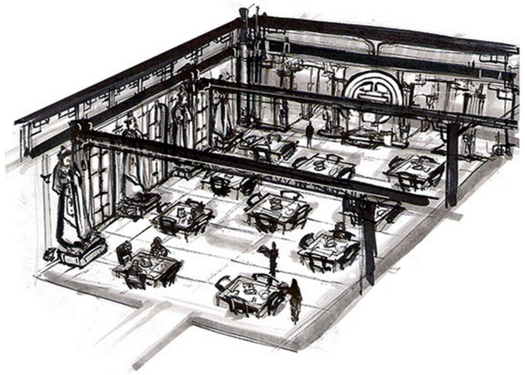


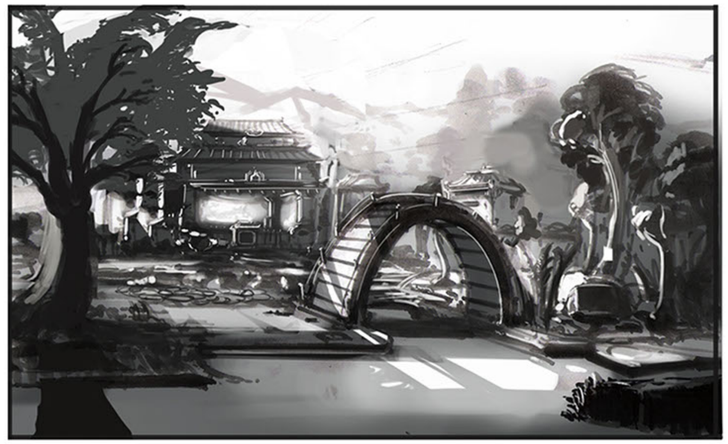


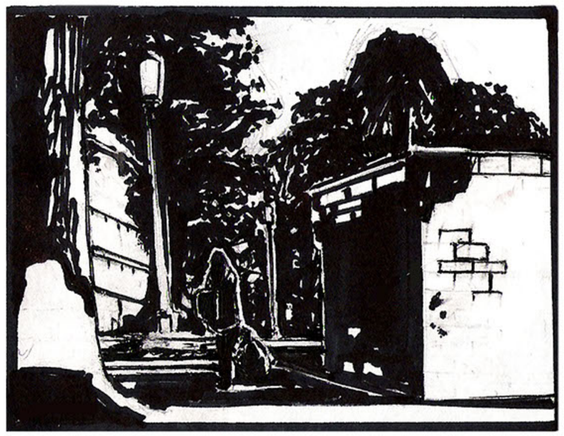


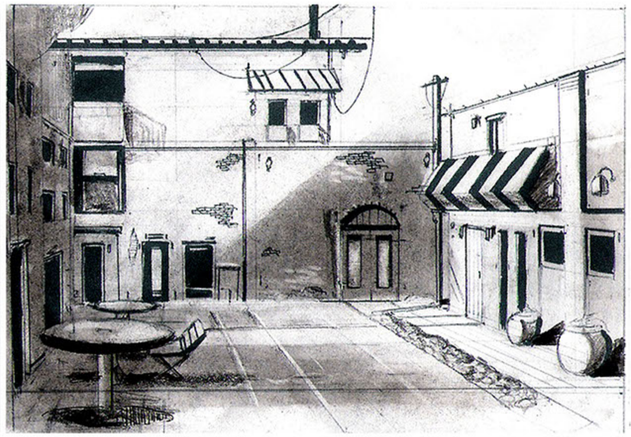


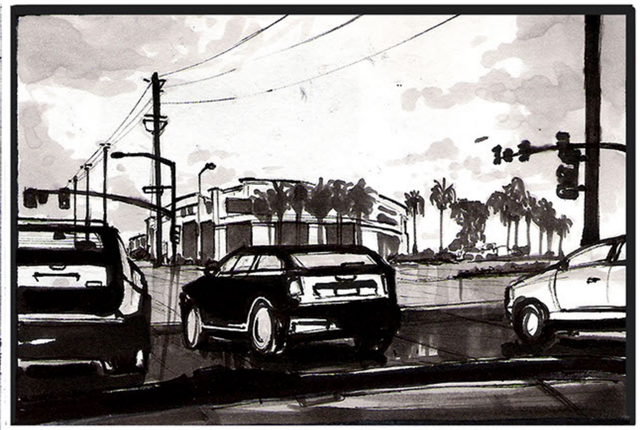












SKETCHES

Observational Drawings

NICOLE ADAMSON