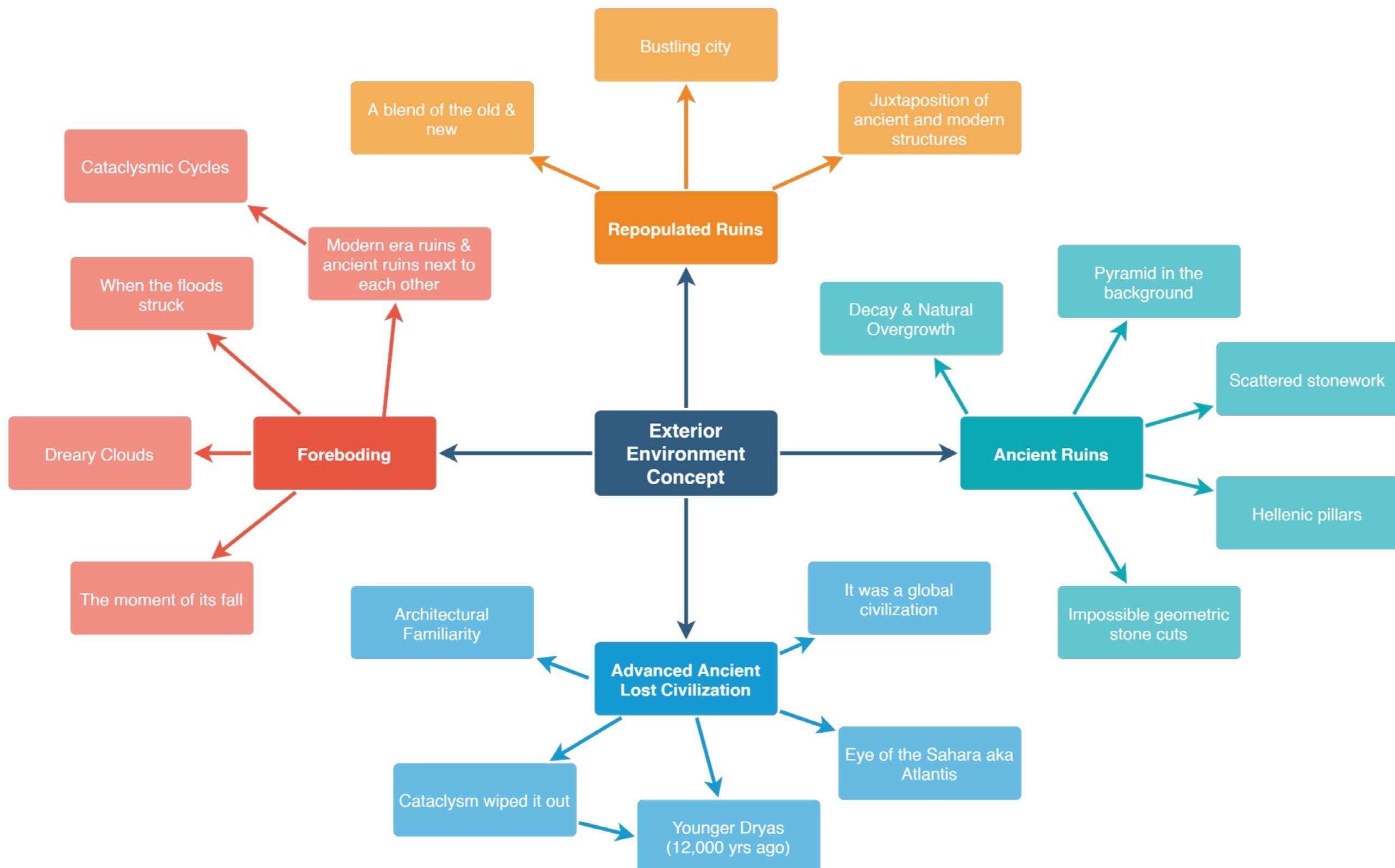


Art After VideoGames | Assignment 2

# **ENVIRONMENT DESIGN**

by Jovan Catamongan | s3715622

# Concept Map & Story Outline



The Northern Ice Shelf was struck by an asteroid 12,000 yrs ago, and sea levels rose to unprecedented heights, submerging large parts of the land. This wiped out an Ancient Global Civilization and reset mankind back to the stone age. Myths and Legends of a Great Flood were ingrained into every culture after thousands of years. Speaking volumes of a destructive scale that struck the world. Eventually, a new civilization arises with the remains of the old world lingering, but in time it decays. As the stagnating modern world lost its roots of the past. Symbolically, this is shown when the cliff bridge is split into ruins. Separating two cities on top of each cliff. Below the cliffs is a grassy plain that was once filled with floodwater during the cataclysm.

# Moodboard & References



References for colour and perspective.

I'm looking at how the archs should look like whether it's natural or architectural.

Planning to draw a broken bridge in the background with cliffs.

I found a few examples where ancient and modern architecture are juxtaposed.



First row are references of ancient architectural oddities and figuring out to apply it to my drawing.

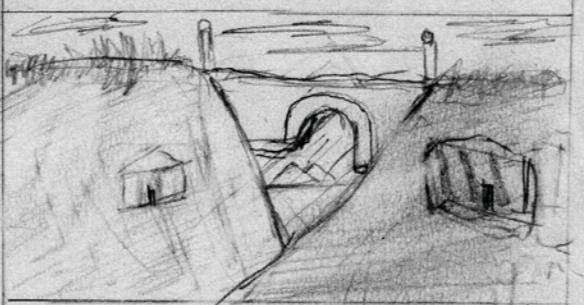
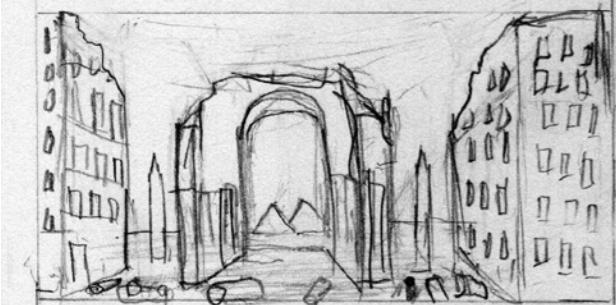
Second row are cities in ruins that would appear in the background of my drawing.

Third row is mostly natural formations of cliffs. The last two images are just references of ruins.

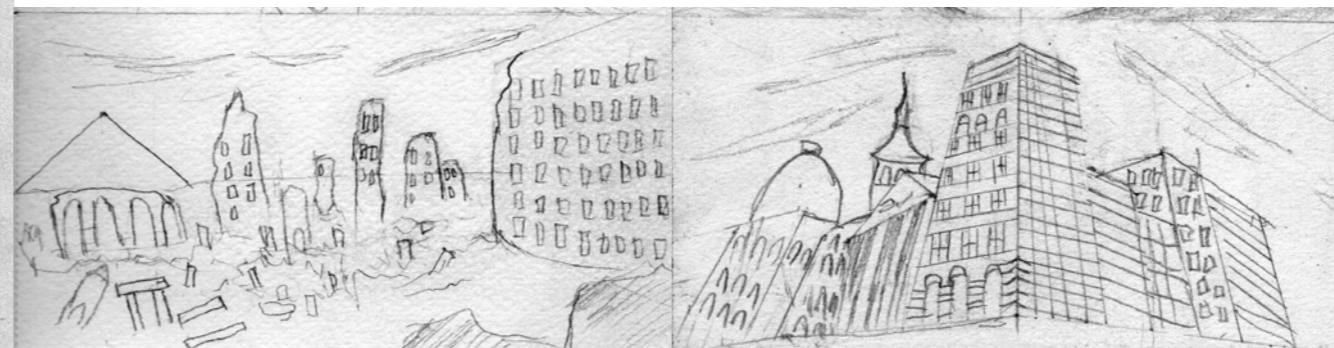
## Brushes:

- <https://evenant.com/concept-art-brush-pack/>
- <https://www.deviantart.com/danarart/art/Danar-Worya-Brushpack-488392168>
- <https://www.brusheezy.com/brushes/1697-famous-city-skylines>
- <https://www.deviantart.com/pixelstains/art/Pixelstains-Perspective-Grid-Brushes-535529322>
- [AAVG\\_Basic\\_PS\\_Brushpack](#)

# Process: Sketching



At first I was sketching ruins that are mostly based in real life but then, I decided to think of a way to juxtapose both the ancient and modern architecture.



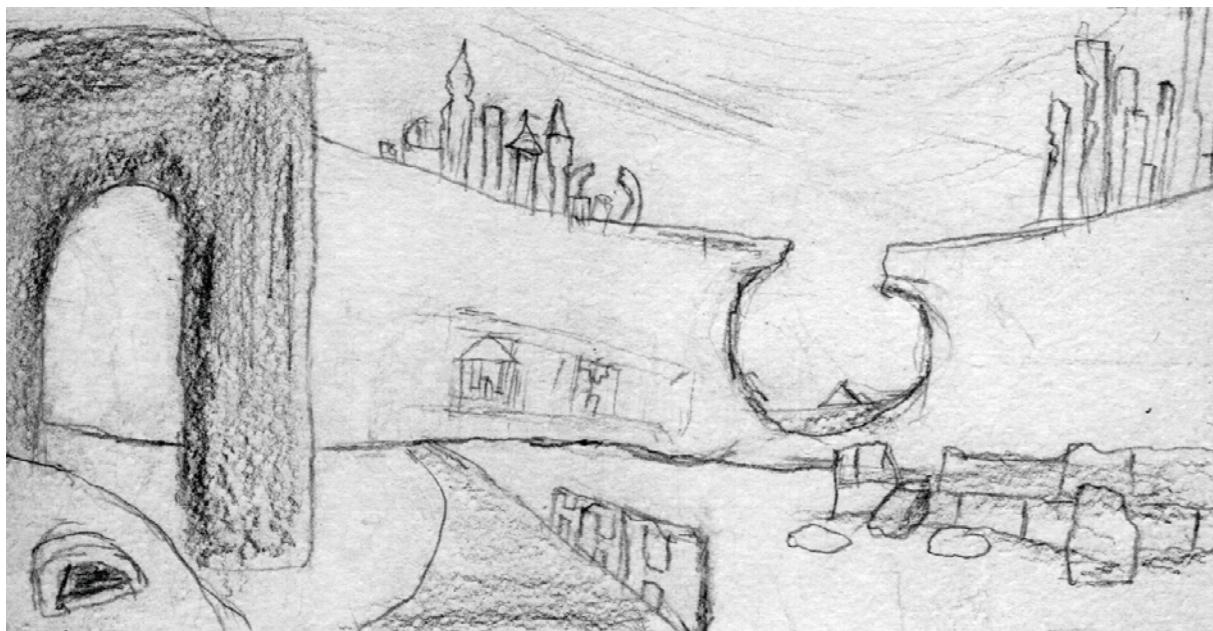
I was thinking of having separate cities in which the modern city is on top while the ancient one is below. I decided not to go with it because the far distance would have too much focus than the foreground and I want to be able to draw structures in foreground in detail.



I pursued the idea of having a broken bridge in the background after I drew this. It has two cities on the opposing side, representing the ancient & modern.



Other perspectives that I explored.



Eventually, I settled with this perspective on the left. I chose this because it allows me to draw more structures in the foreground with a bit more detail.

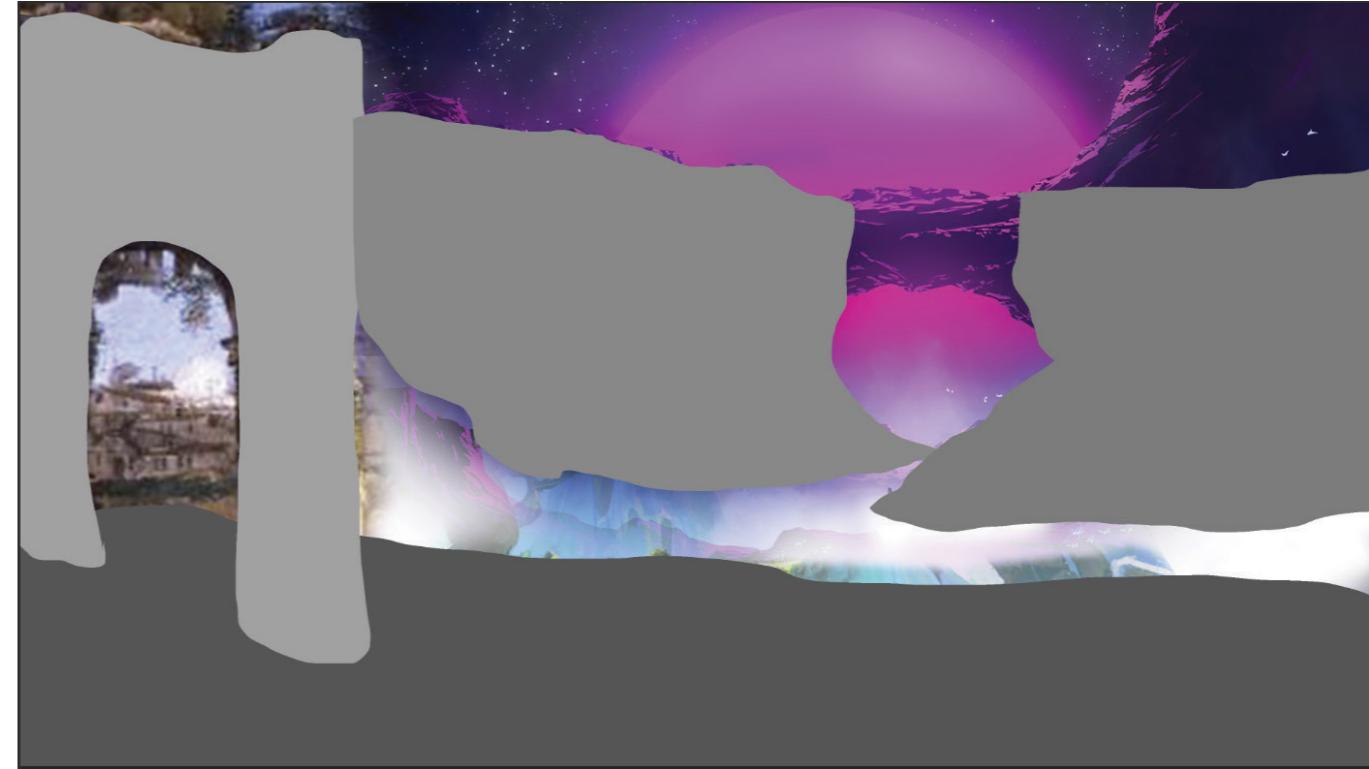
I tried to digitally sketch one of my thumbnails. But I decided to scrap it and draw another one on pencil & paper.



# | Process: Digitally Paint



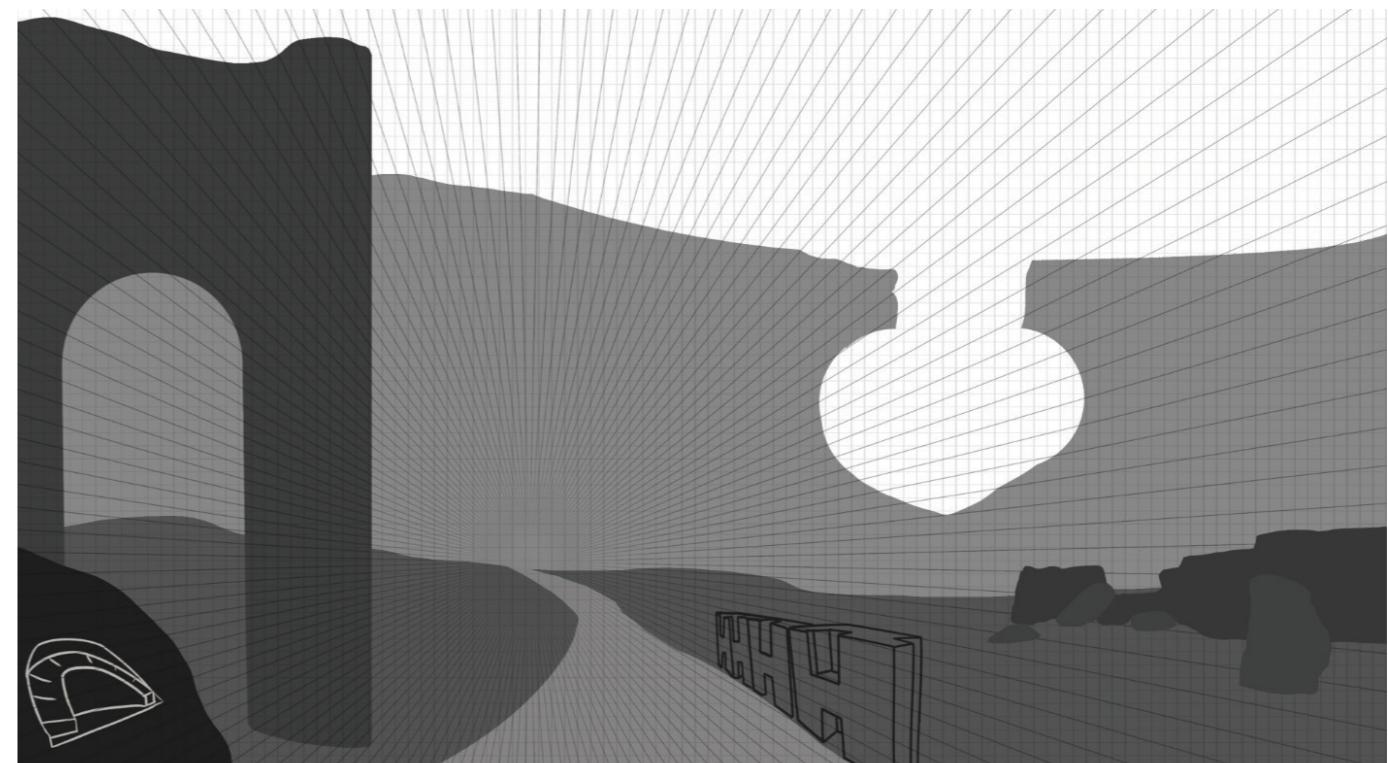
At first, I mixed up a few references to get an idea of the perspective.



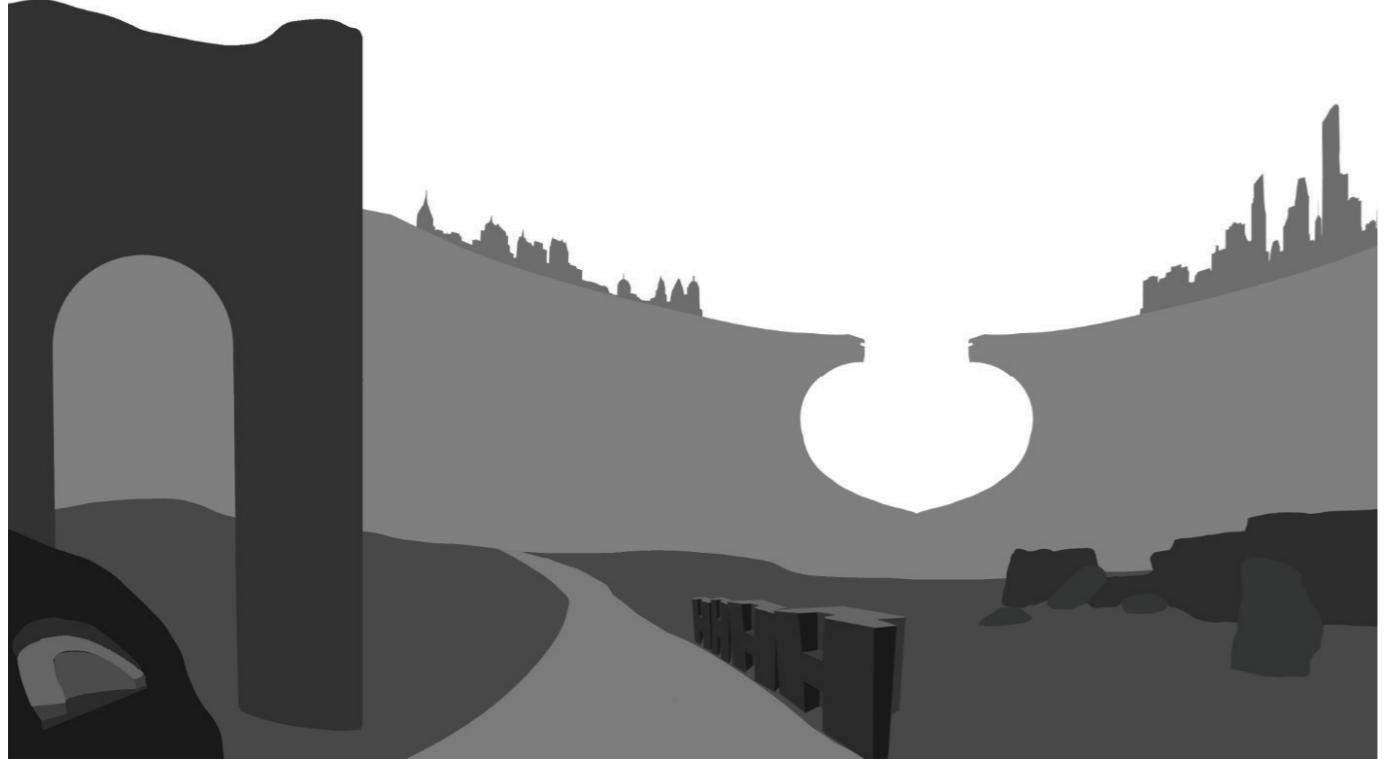
I used a magic wand tool and roughly create the silhouette of the landscape



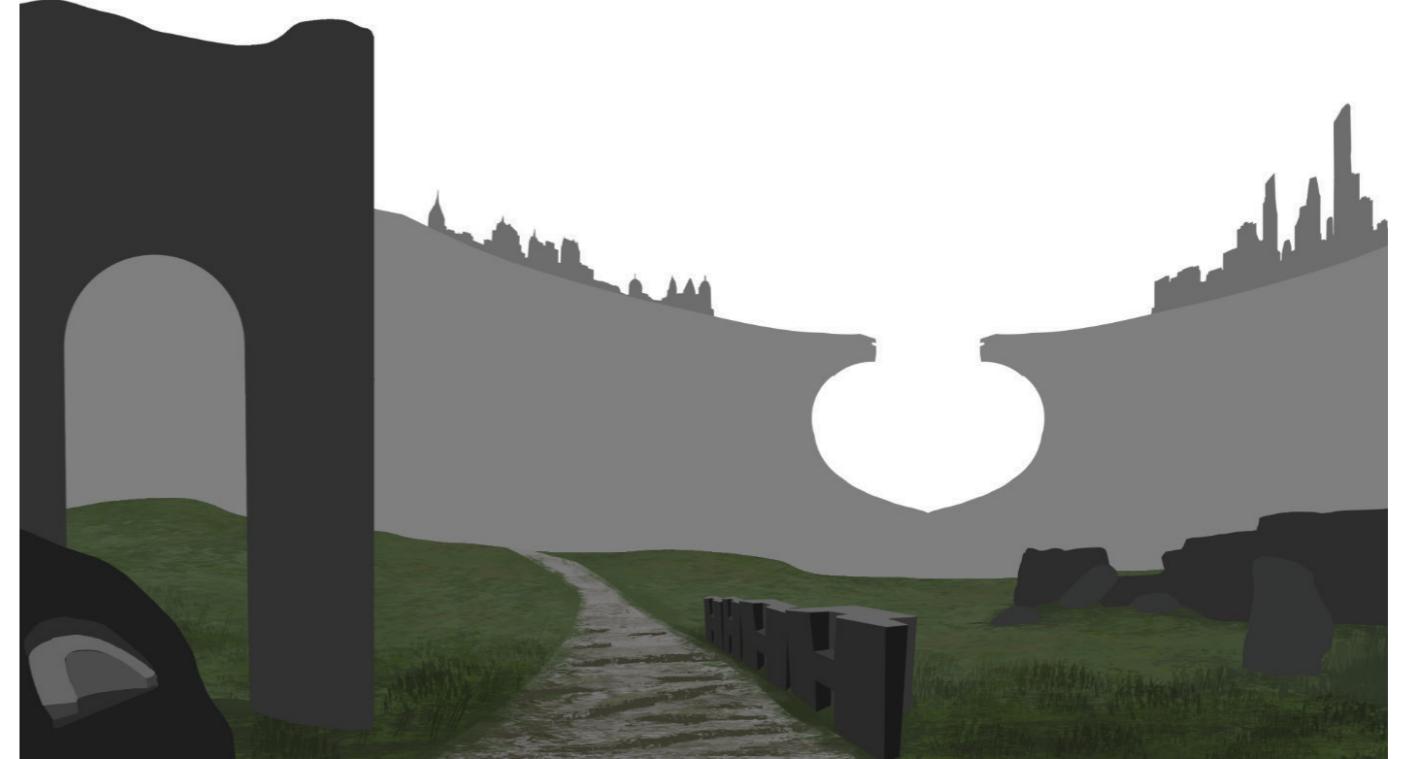
With the magic wand tool, I also brush out the some rough edges and paint bucket fill the rough values.



I used a perspective brush as a compositional guide. I draw other details then use paint bucket fill.



After paint bucket fill the other details, I used a city brush like a cutout then use a brush to add in or remove details.



I select the foreground silhouette using a magic wand tool and brush in the colours and the grass with custom brushes.



I repeatedly select each silhouette and paint each object. For the road, I pick a random image then add a paint filter and other adjustments like using a custom brush to add texture.

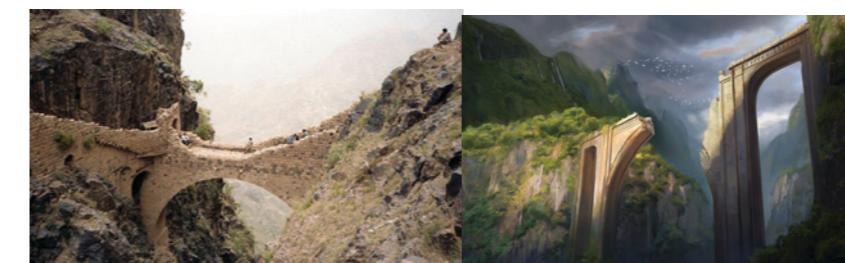


At this stage, I duplicate the layers that I worked on and flatten it. Then, I added non-destructive adjustments like Levels and Brightness/Contrast. I also lowered the cliffs to align with the horizon line.

# Callouts



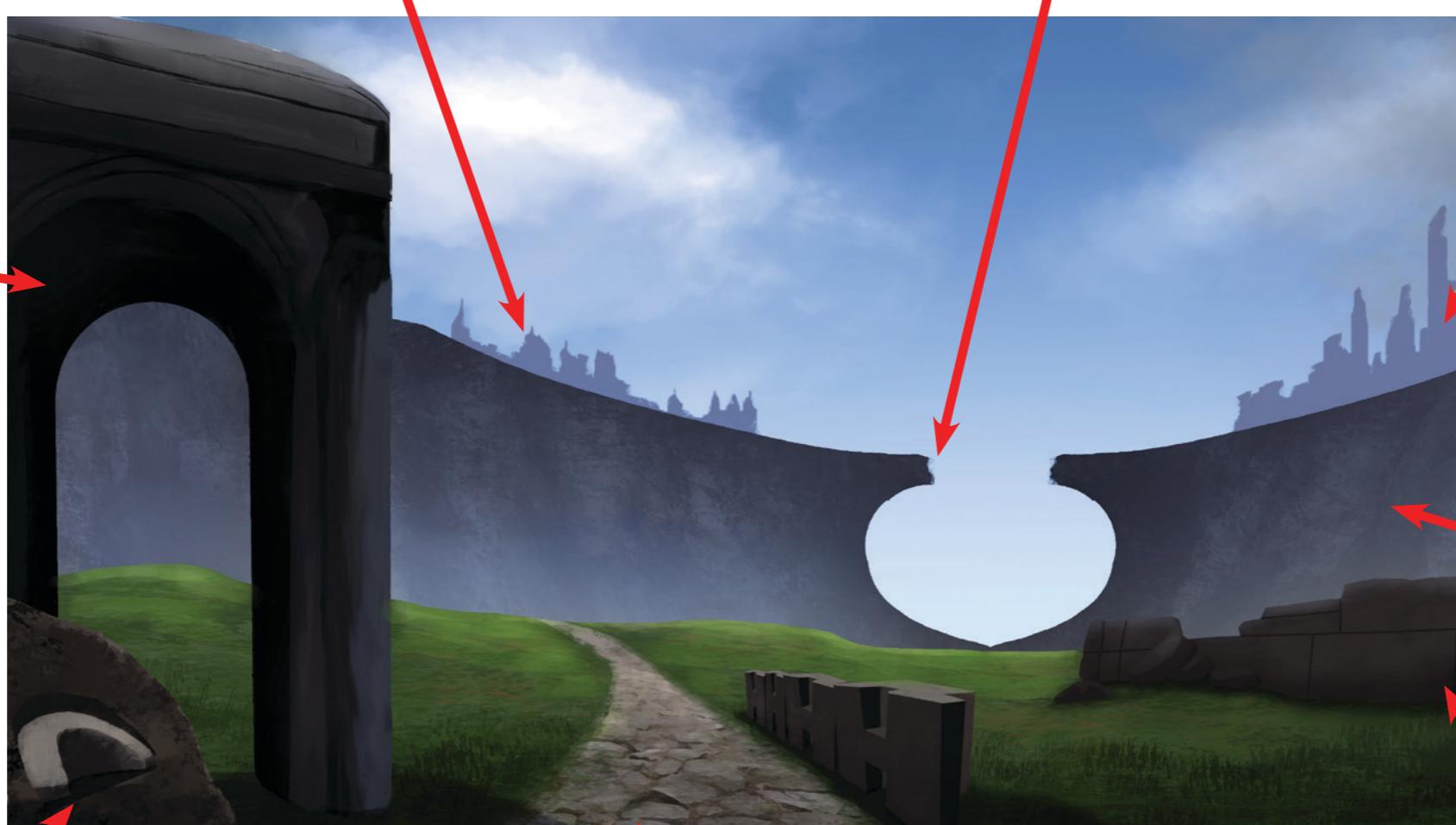
Ancient city in ruins.



A broken, ancient megalithic bridge.



Ruined arch with a darker colour stone.



Machine like stone cut.



Stone road.



Anomalous 'H' stone blocks



Decaying modern city.



Cliffs with cities on top



Ancient Megalithic Stone Walls.  
Remnants of Ancient Global Civilization.

# | Keyframe Variants



DAYTIME



CLOUDY NIGHT



SUNSET