

Surreal World Pitch

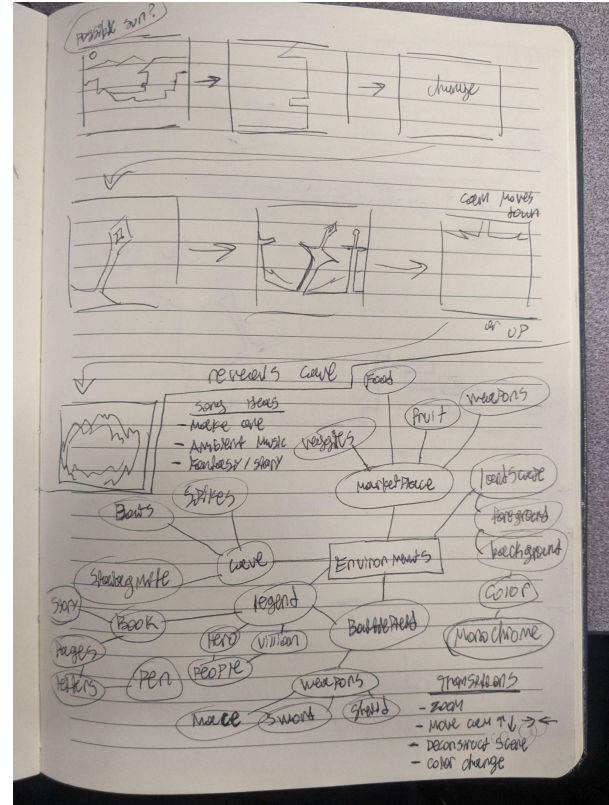
Marc Miango

Sketches and Key Concepts

I've decided to make the project fantasy themed. I want to sort of tell the story of a legendary weapon through changing scenes and music. I'll be using simple vector art for the scenes.

Some key concepts I decided on are:

Legend, cave, battlefield, village, sword,
and landscape



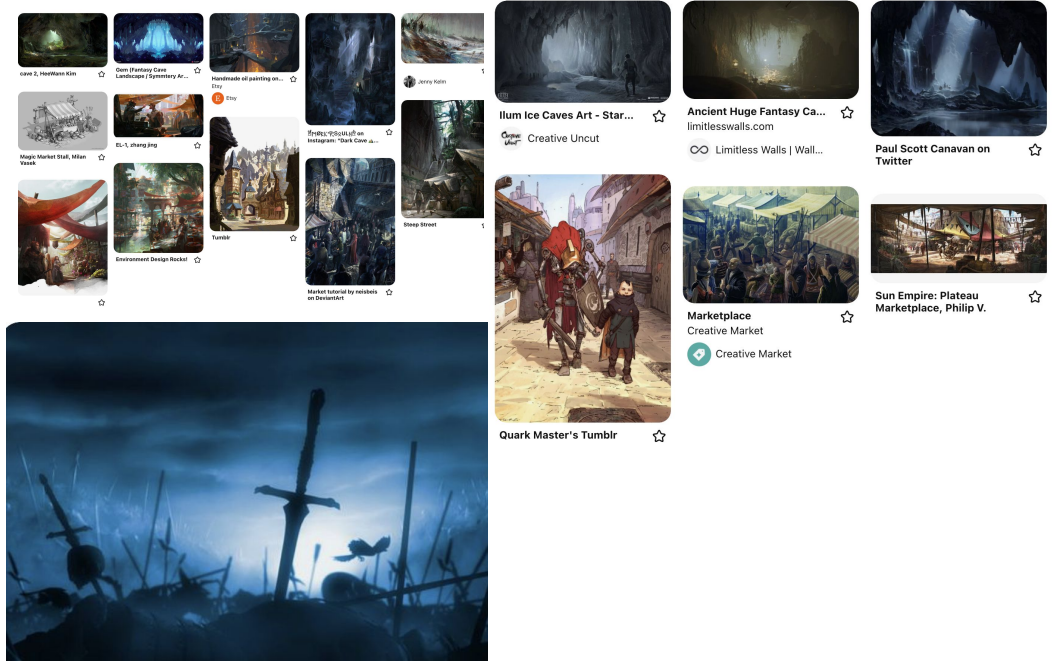
Mood Board

Intended mood:

- Ambient
- Open/free
- Adventurous

Link to board;

<https://www.pinterest.com/jem3929/surreal-worl-concept/>

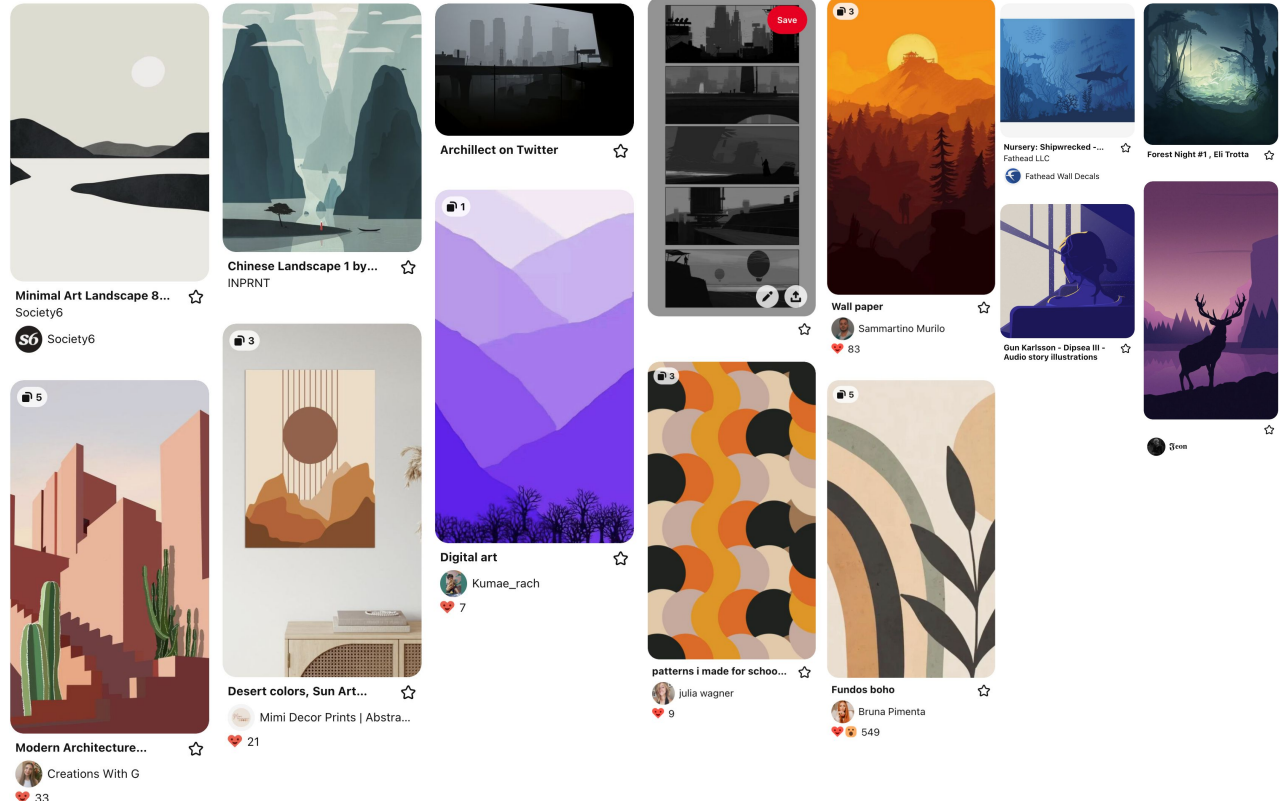


Style Board

- Simple
- Monochromatic
- Fantastical

Link to board:

<https://www.pinterest.com/jem3929/surreal-world-style/>



Extra sketches

