

ZALIBAN

CHARACTER DESIGN
CONCEPT ART

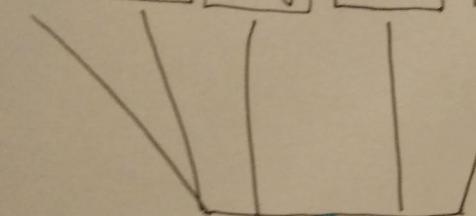


THE PROCESS

to begin:
following steps in mind.

We have an idea of what role the character has.
inside whether its main or not,
main would bear more elaborate details.
Once you know what gender they are
look at the role they are playing.

Who What Why Gender Role



- ① Narrowing Down to Strengths and Weaknesses.
- Background (How evolved the character is)
 - Give your characters something unique/something that they are known for
 - Relationship with other characters
 - Keep the temperament in mind
 - Clothes or accessories
 - Are they strong?
Are they intelligent?

INITIAL SKETCHES

RESEARCH



Historical References.

Afghanistan In 1709 was freed from the Persian Rule By Mirwais Hotak.

Mirwais Built a large fortress for himself

After a long series of war It was overthrown By the Durrani Afghan Empire.

Series of the emperors costume evolution required?
??

Things that need to be streamlined
- The features

Architecture
- Evolution of Building and masonry

needs pin up's and printouts.

Character traits for Saman

b. features

INITIAL SKETCHES

RESEARCH

wrong.
background
jewels
out or social
y or intelligent
tionships with other
racters.
or evolved is it.
he character.

Background:
HERO
Very evolved
(8.5/10)

Uniqueness:

Master of
disguises

Powers:
Creates his
jewels
which are
distractions.

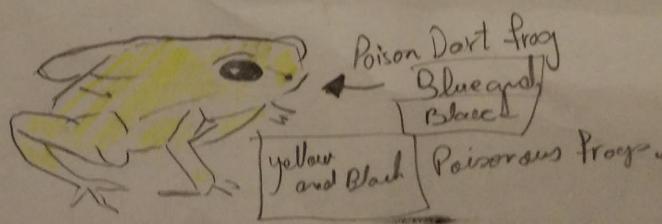
- ① Takes no hits
But harms the
enemy for a
certain period
of time.

Appearance:
Cunningly
smart

is Poisonous
and can bring
sand storms
Sand storms suggest
a sandy landscape

- Chameleon nature:-
- Venomous.
- Very evolved.

Reptile
Reptidian.



Poisonous creatures
in general are
bright in color
as nature
suggests

REAL LIFE REFERENCES:

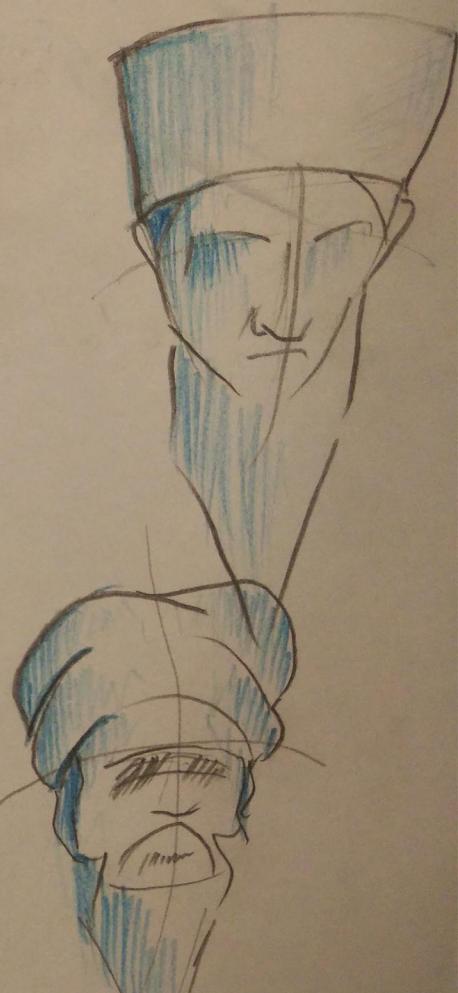
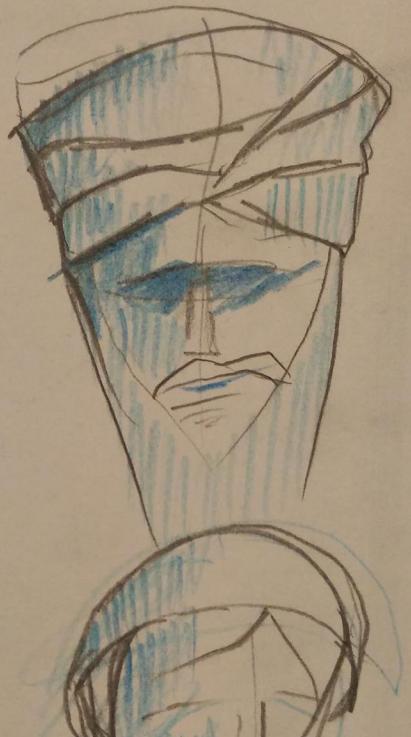


TYPES of TURBANS

SILHOUETTES

MODERN SAMA
(EVOLVED SILHOUETTES)

1. 2. 3. 4. 5.



INITIAL SKETCHES

RESEARCH

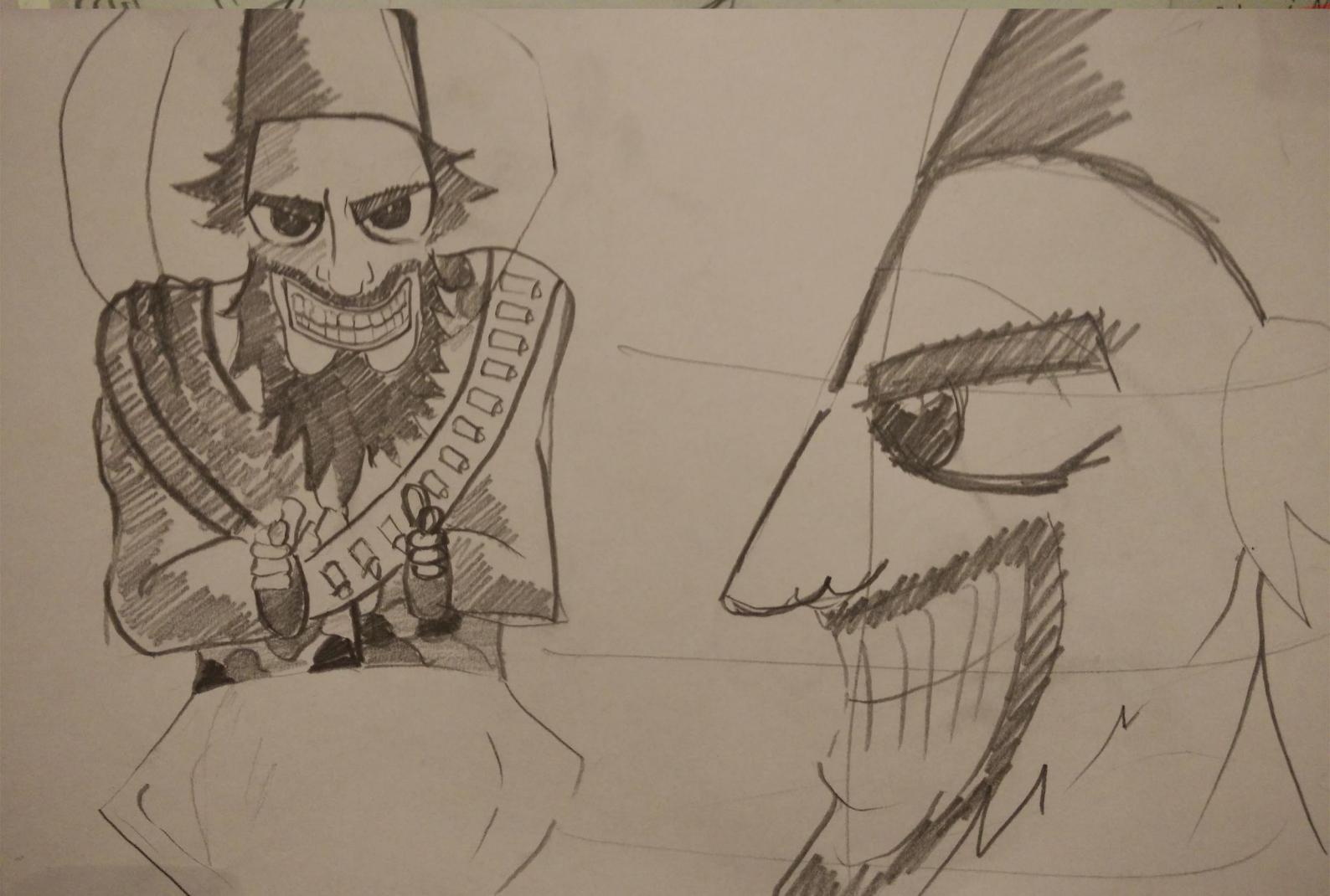


Things

- The pe

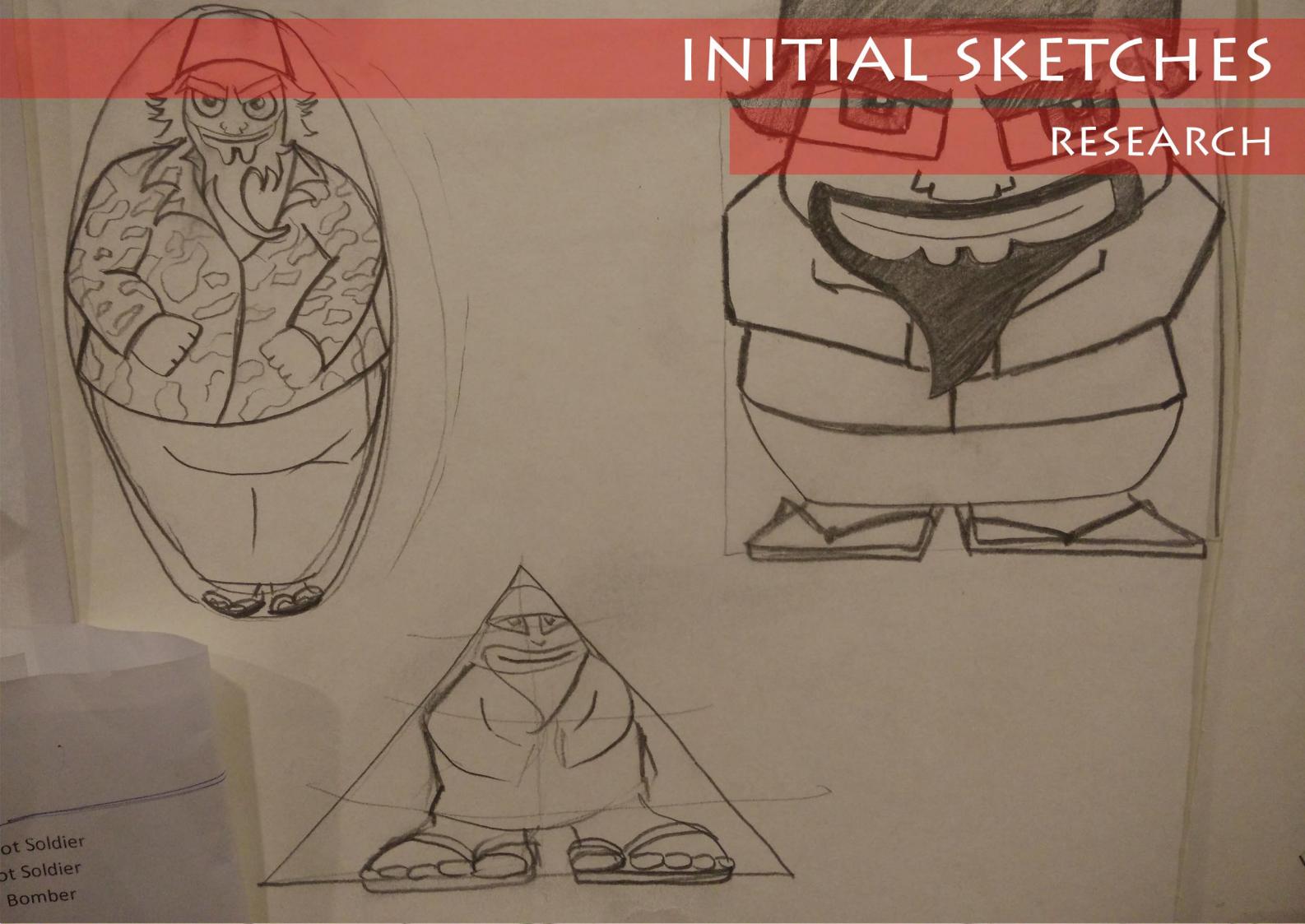
- Costum

- Other a

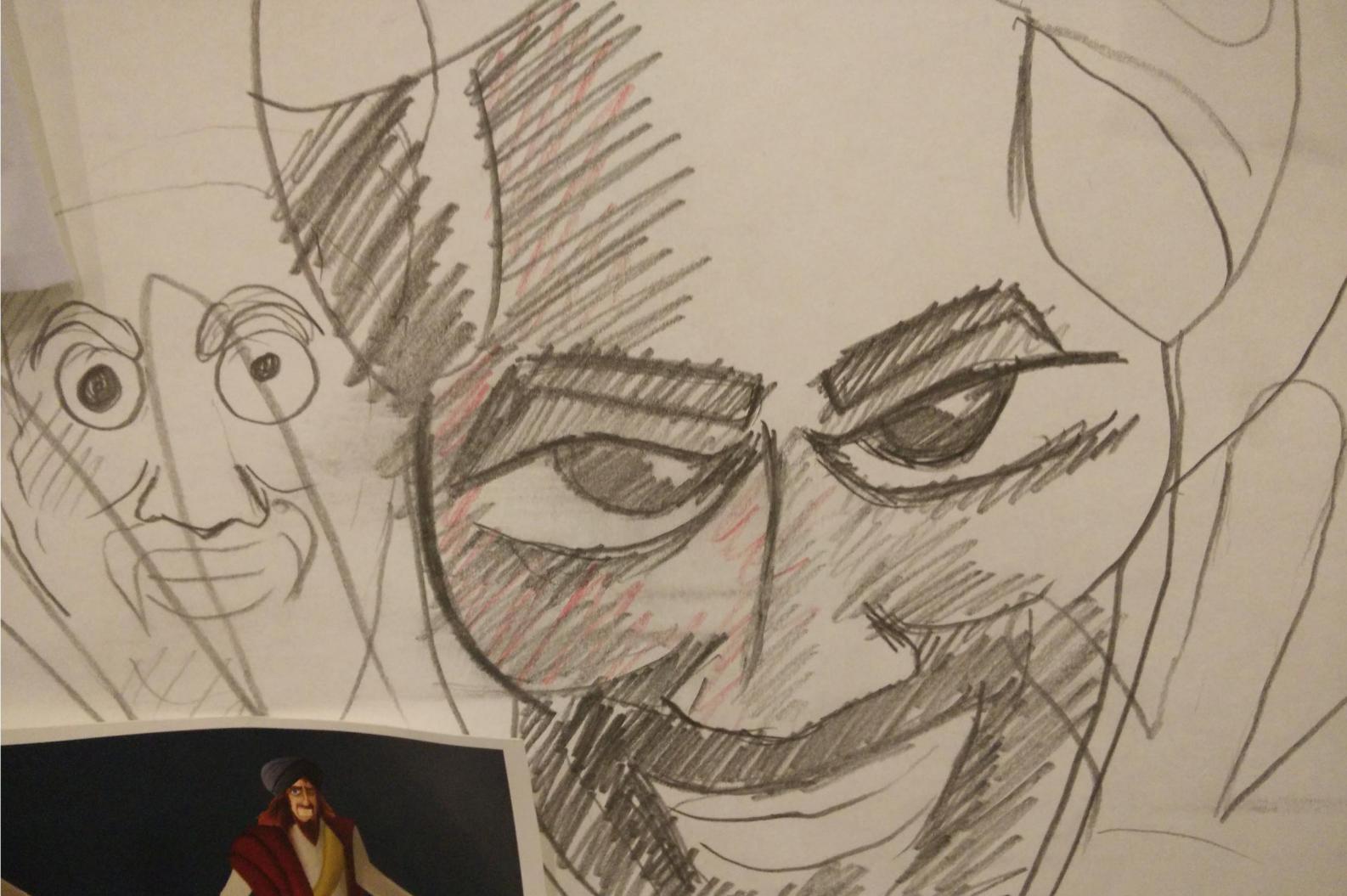


INITIAL SKETCHES

RESEARCH

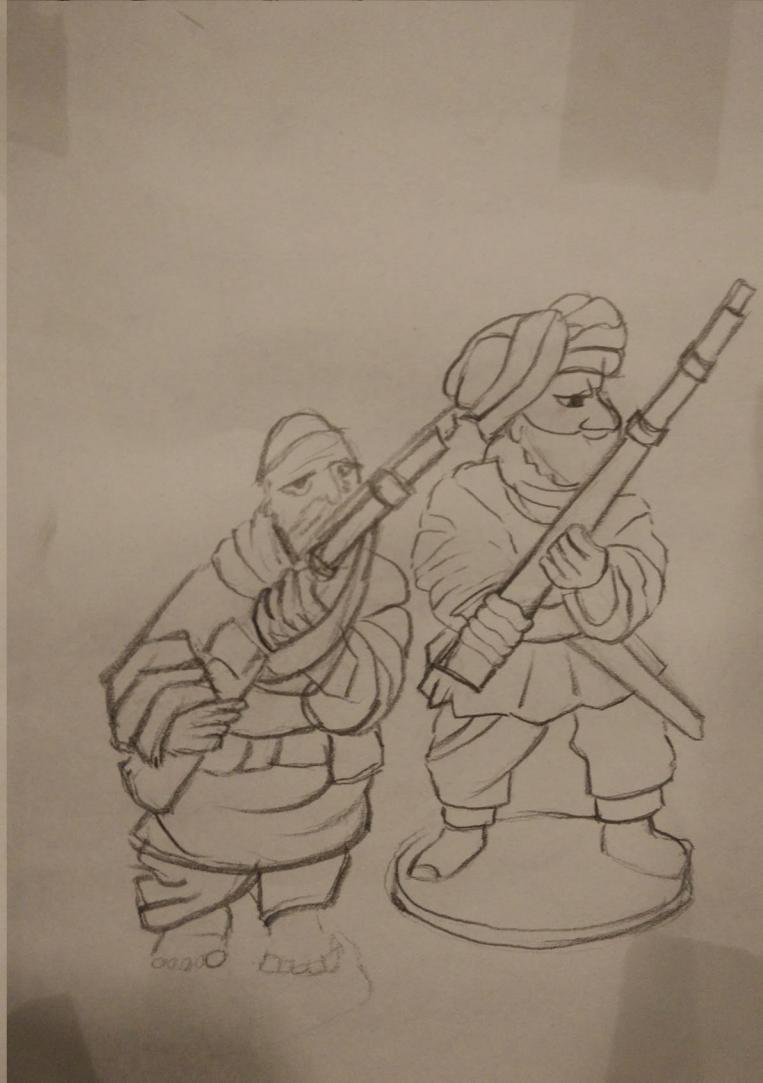
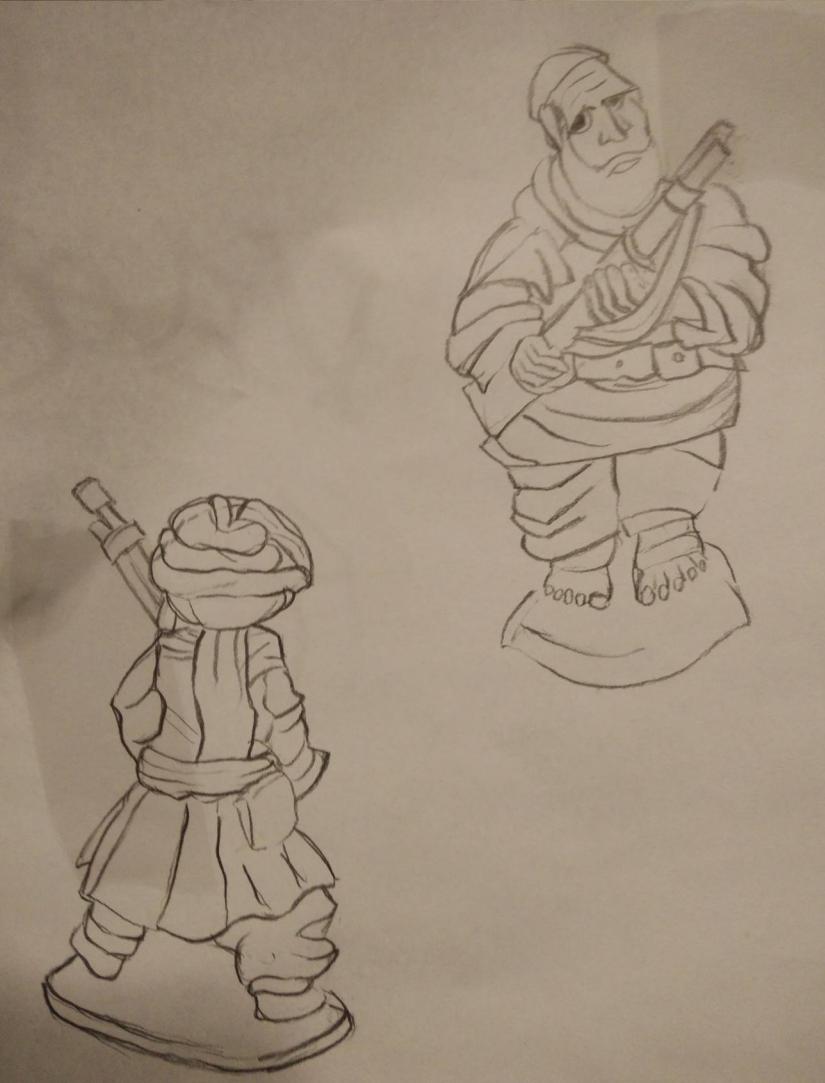


ot Soldier
ot Soldier
Bomber



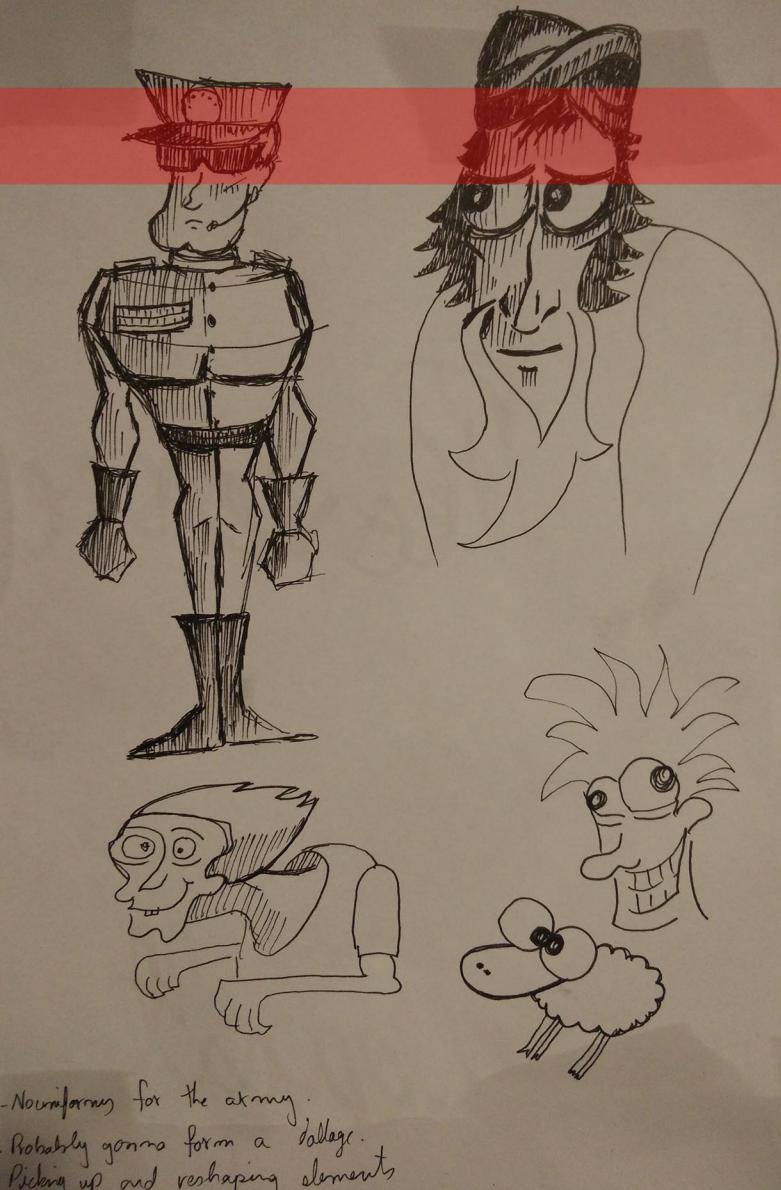
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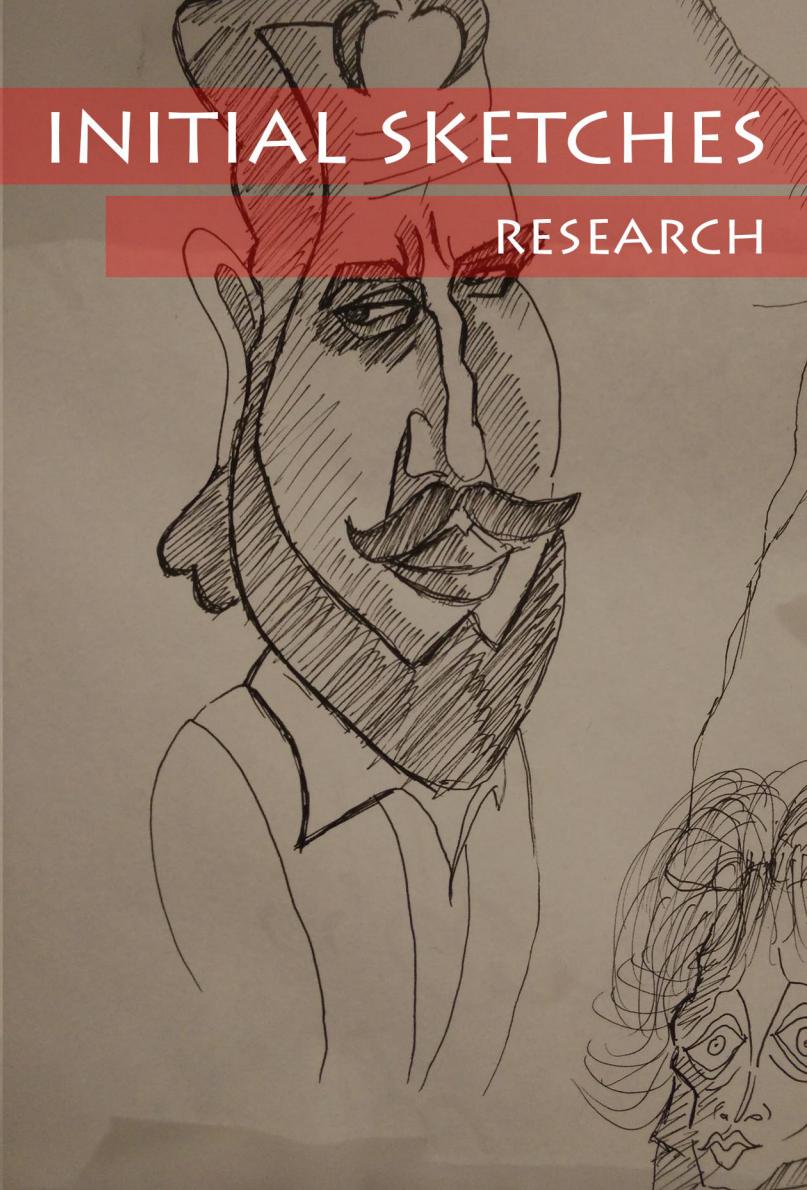


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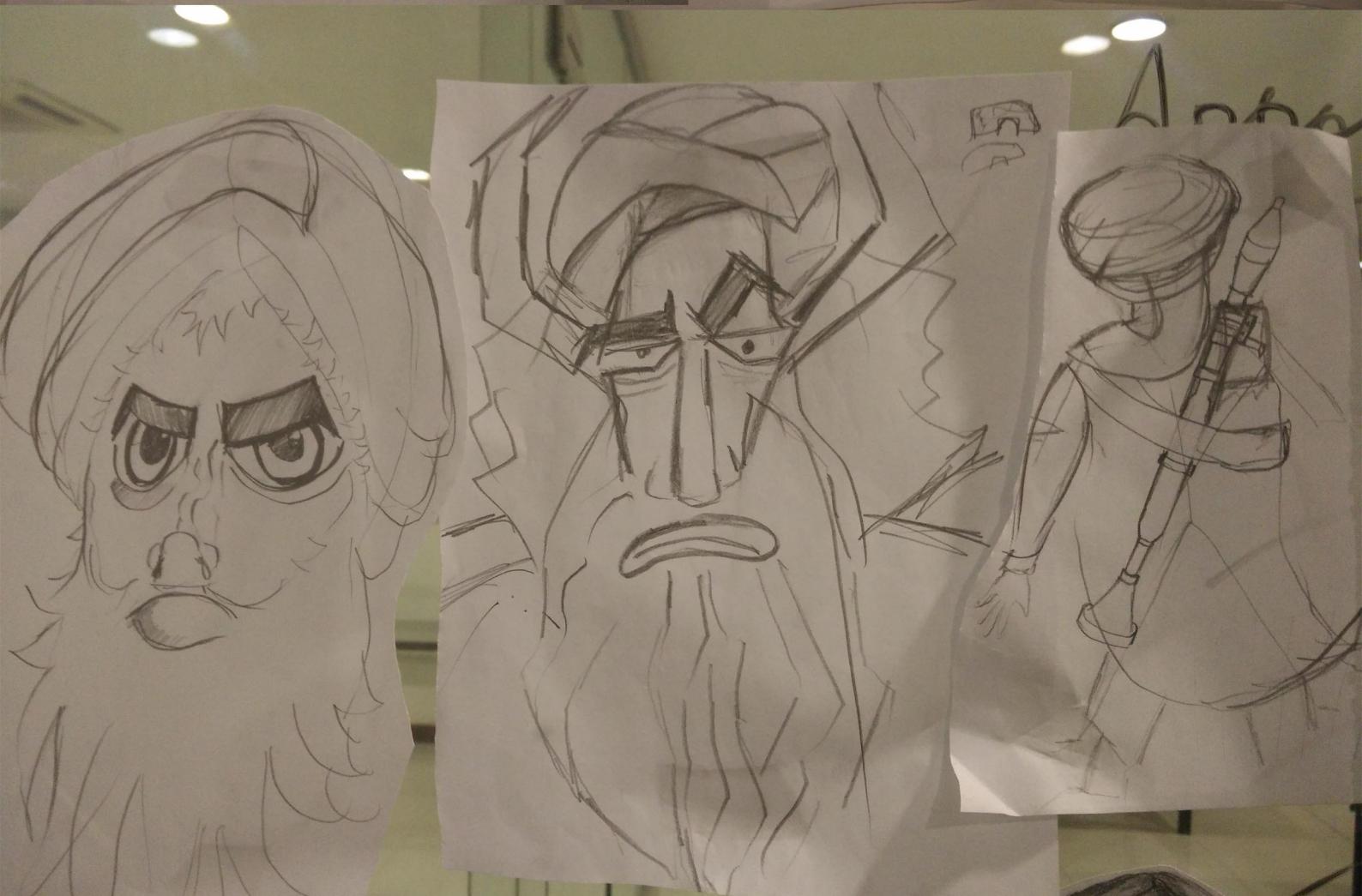
- Nonuniforms for the army.
Probably gonna form a village.
Picking up and reshaping elements



- Reference Images:
- Taliban - afghan []
 - Taliban - Pakistani []
 - Sci-fi images - - - []
 - Existing visual vocab of Taliban caricatures []
 - Afghan motifs []
 - Afghan visual Vocab []

INITIAL SKETCHES

RESEARCH



INITIAL SKETCHES

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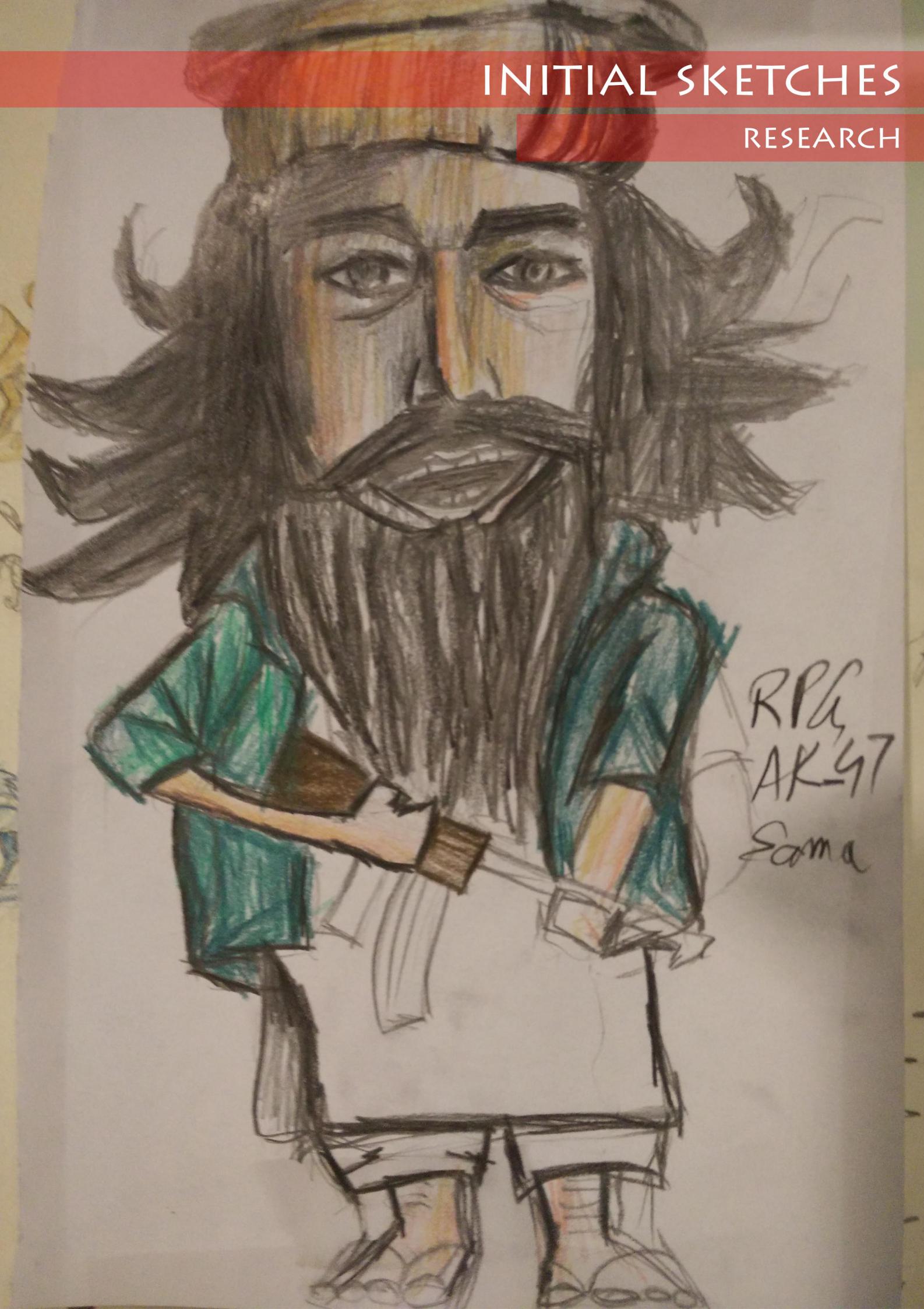
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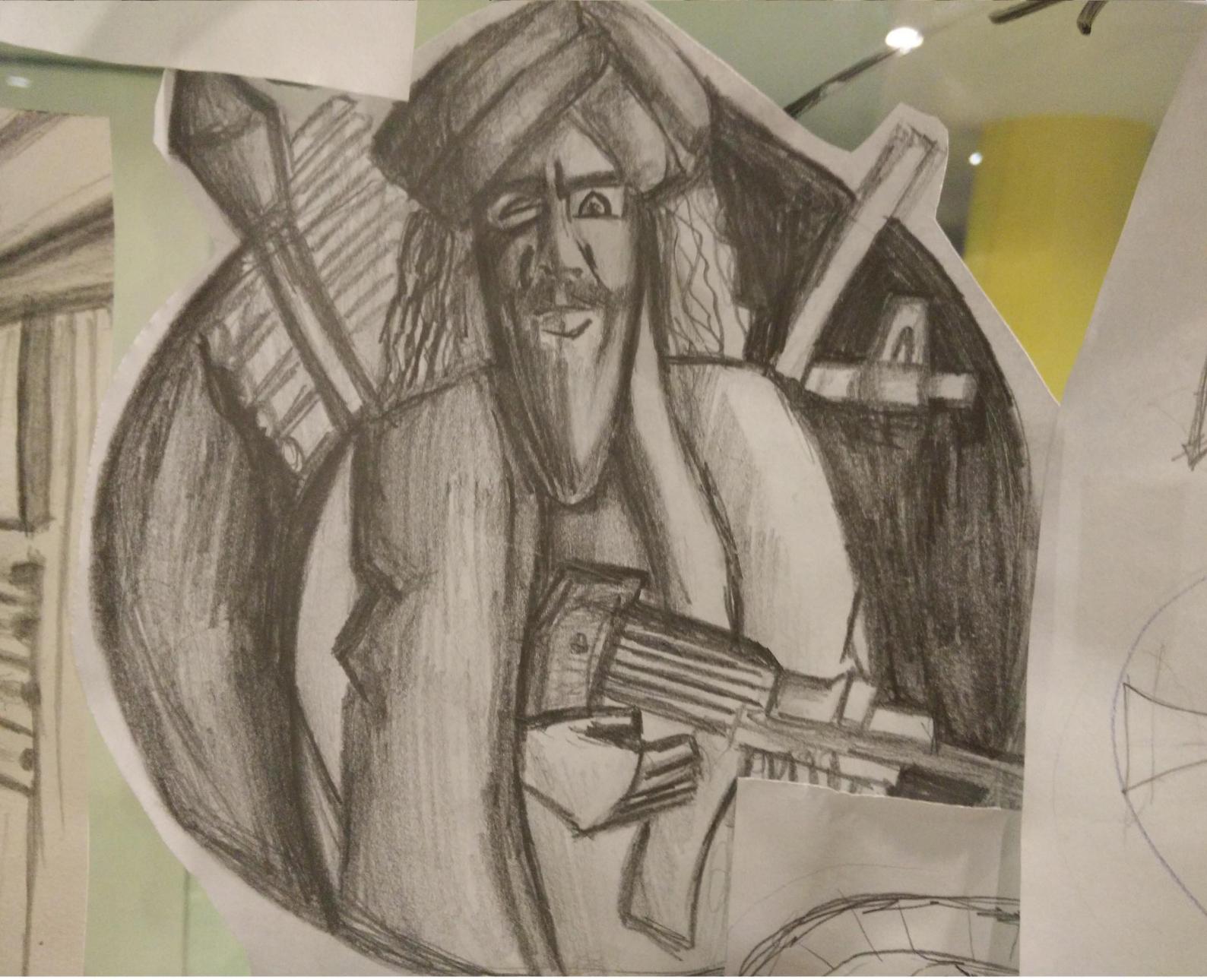
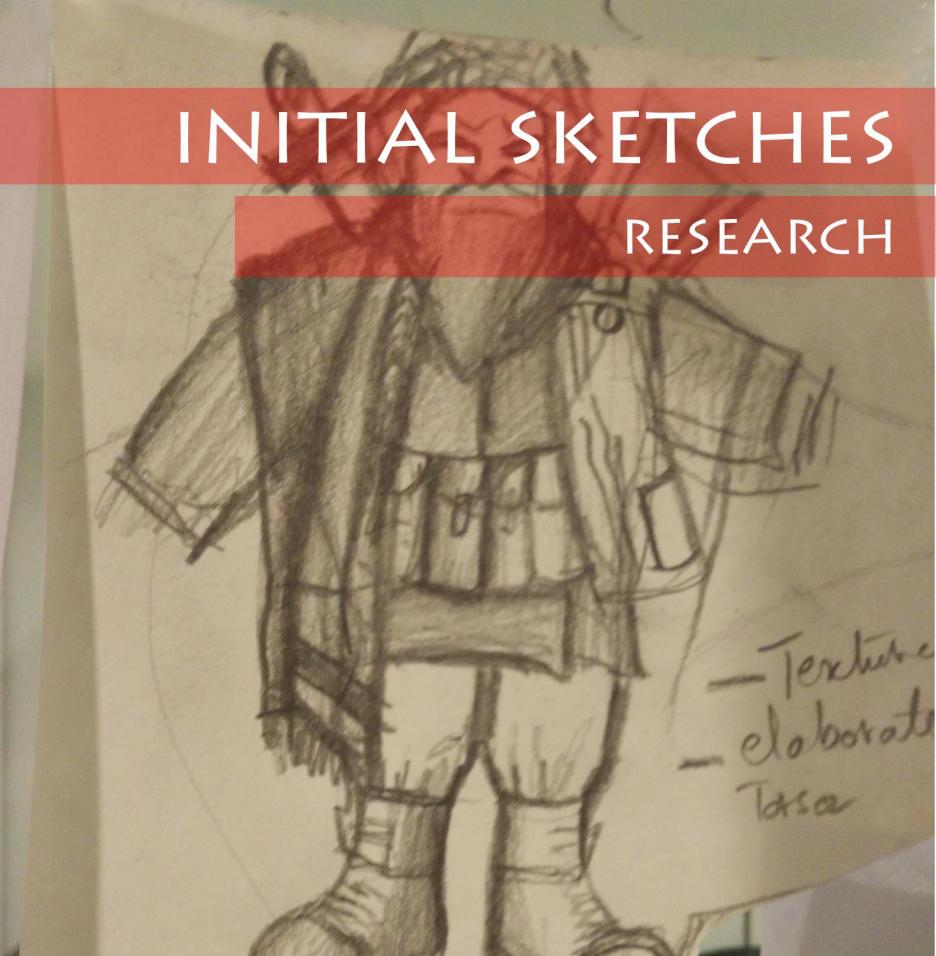
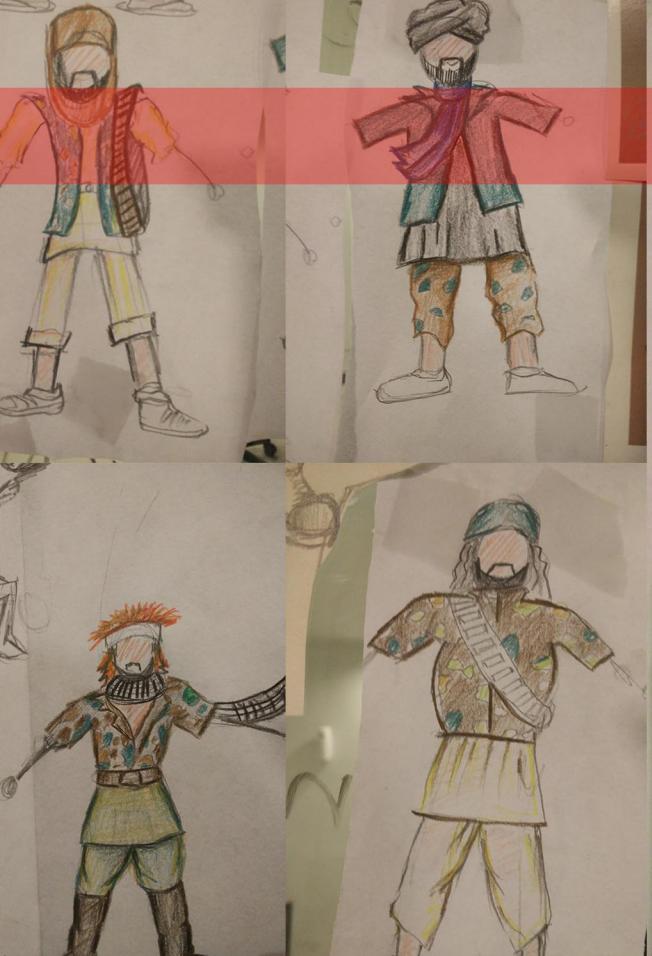
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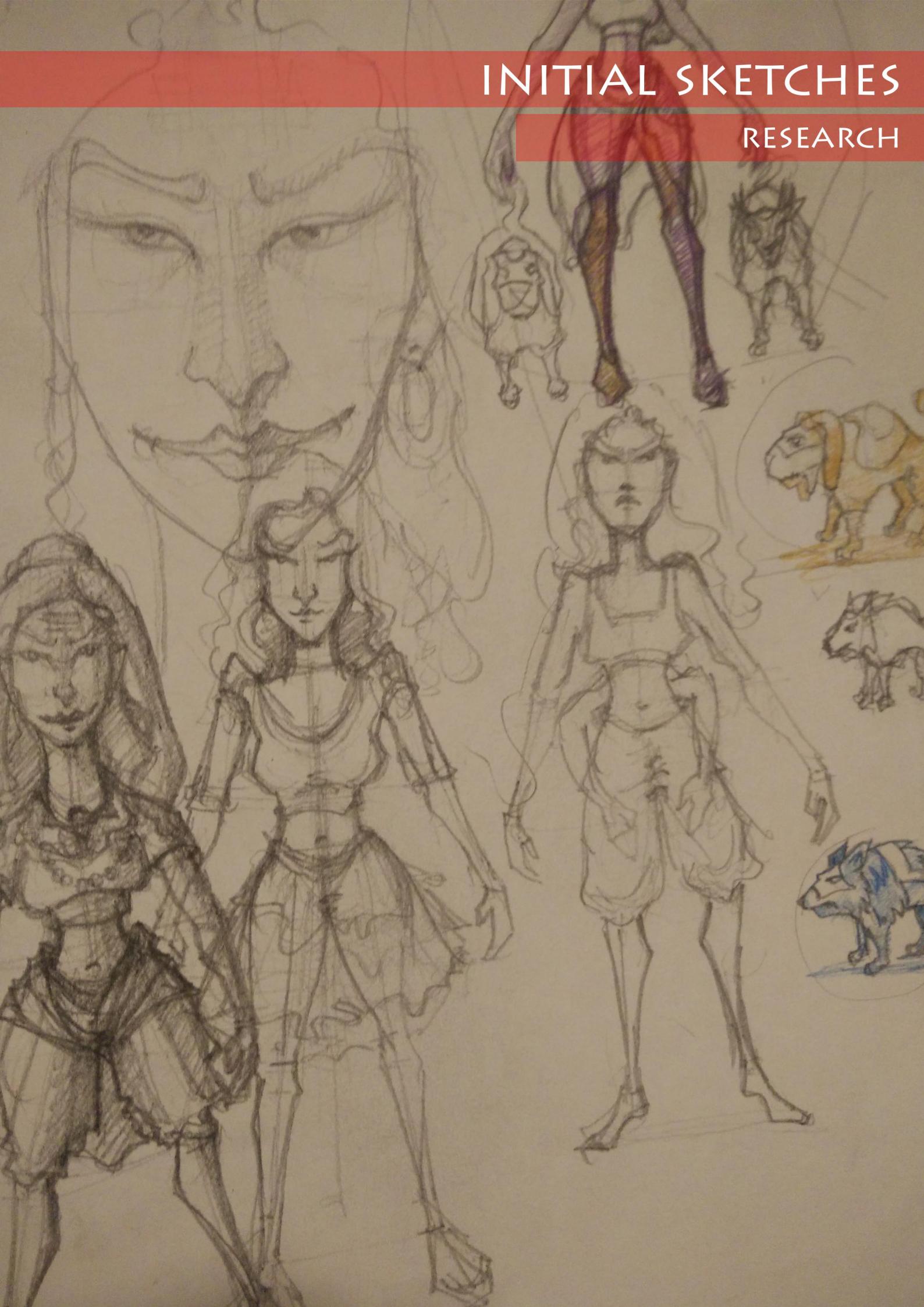
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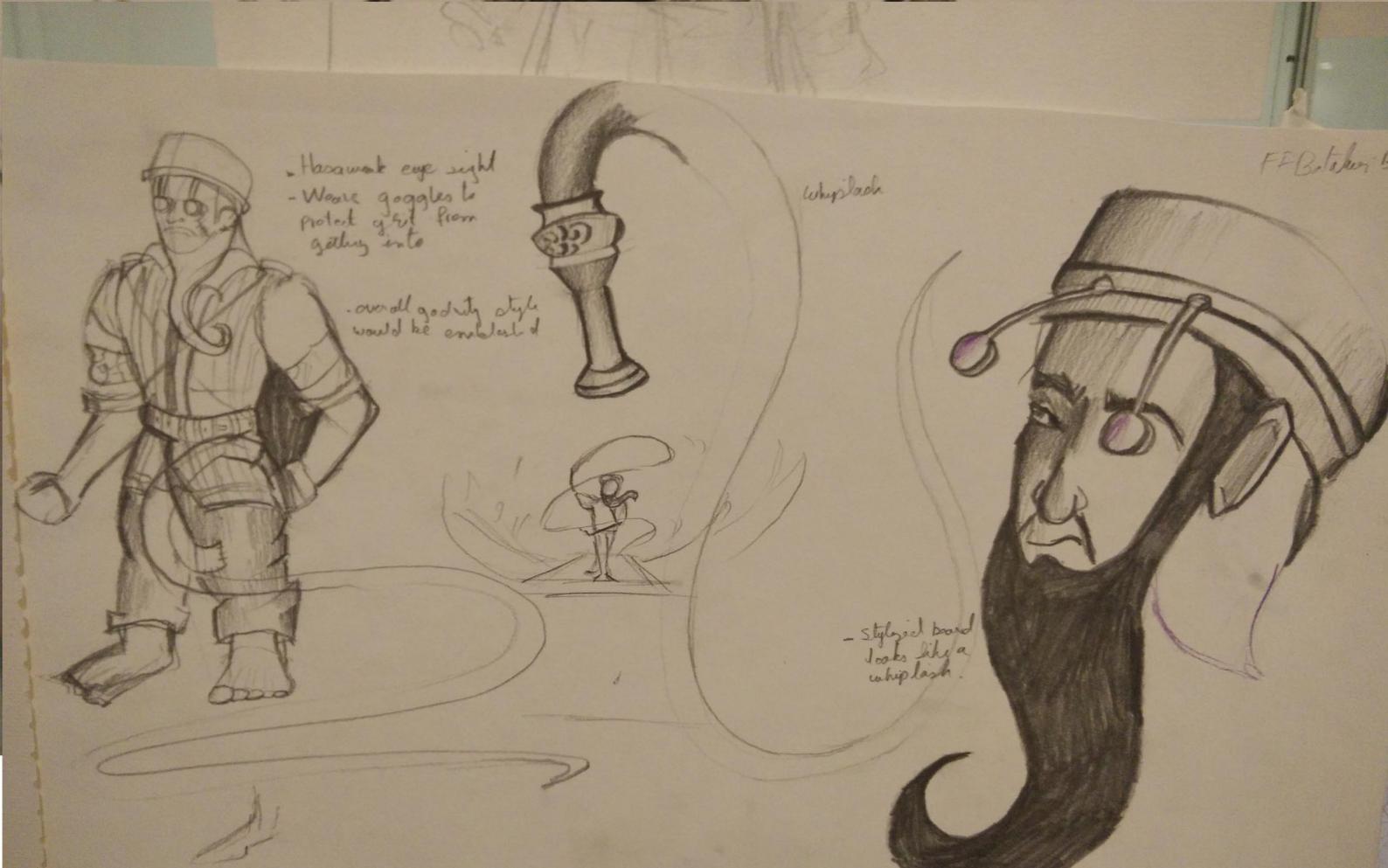
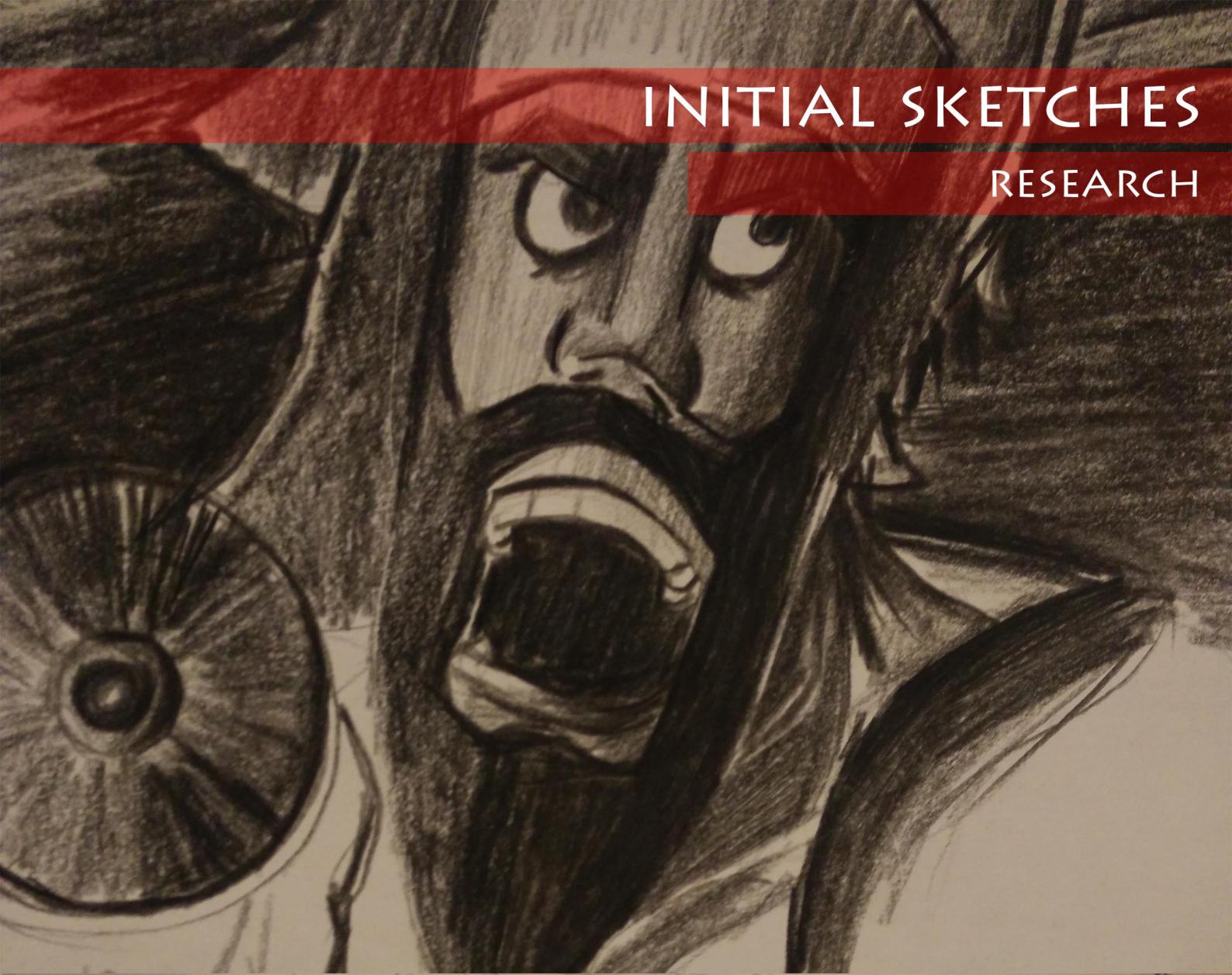
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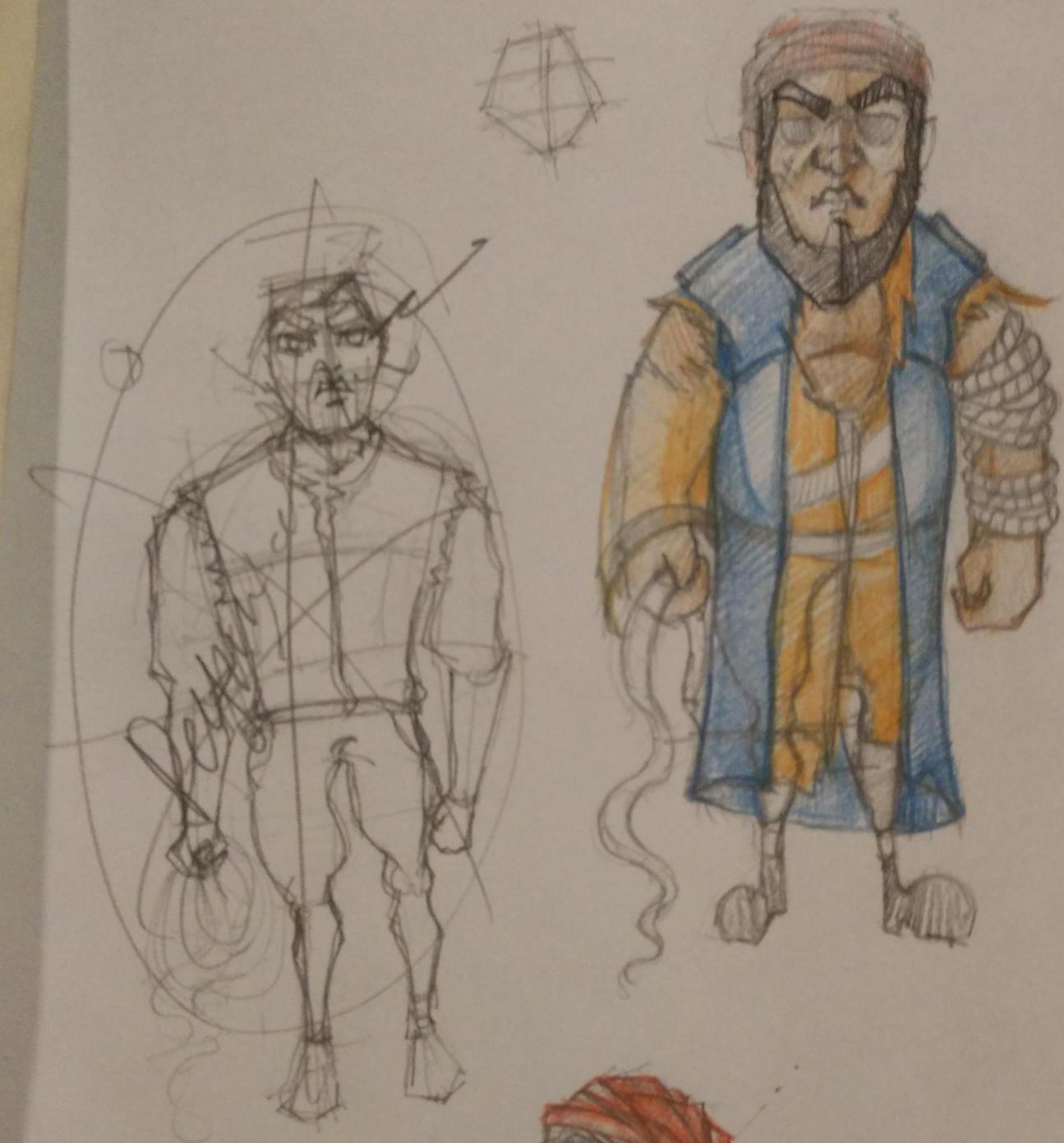
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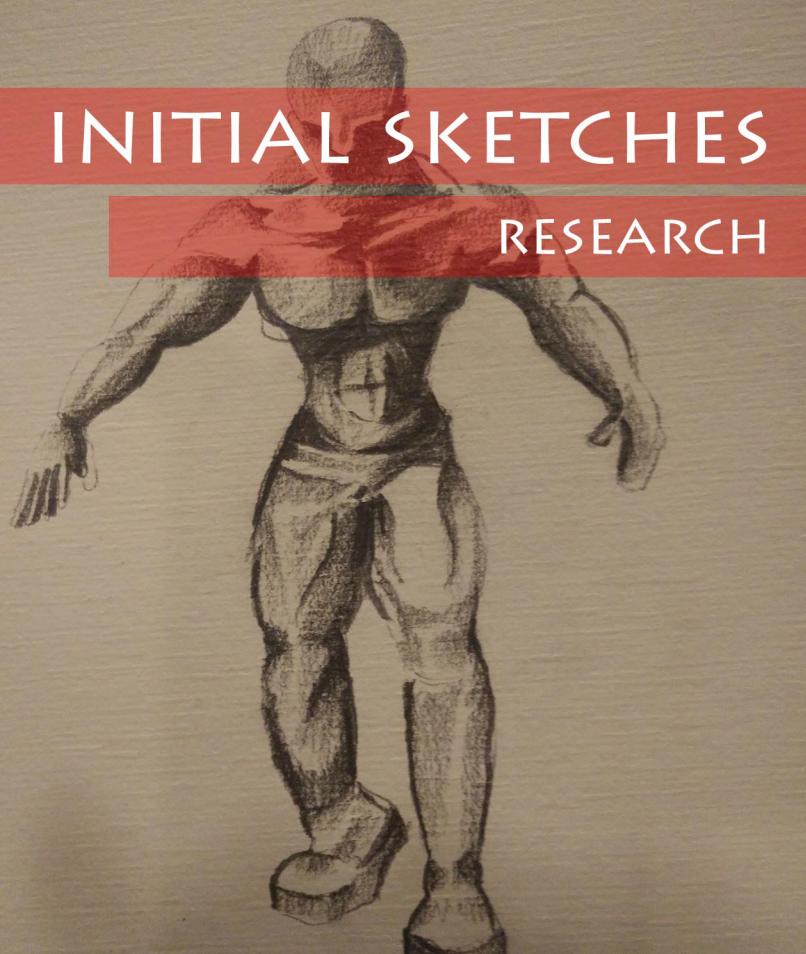
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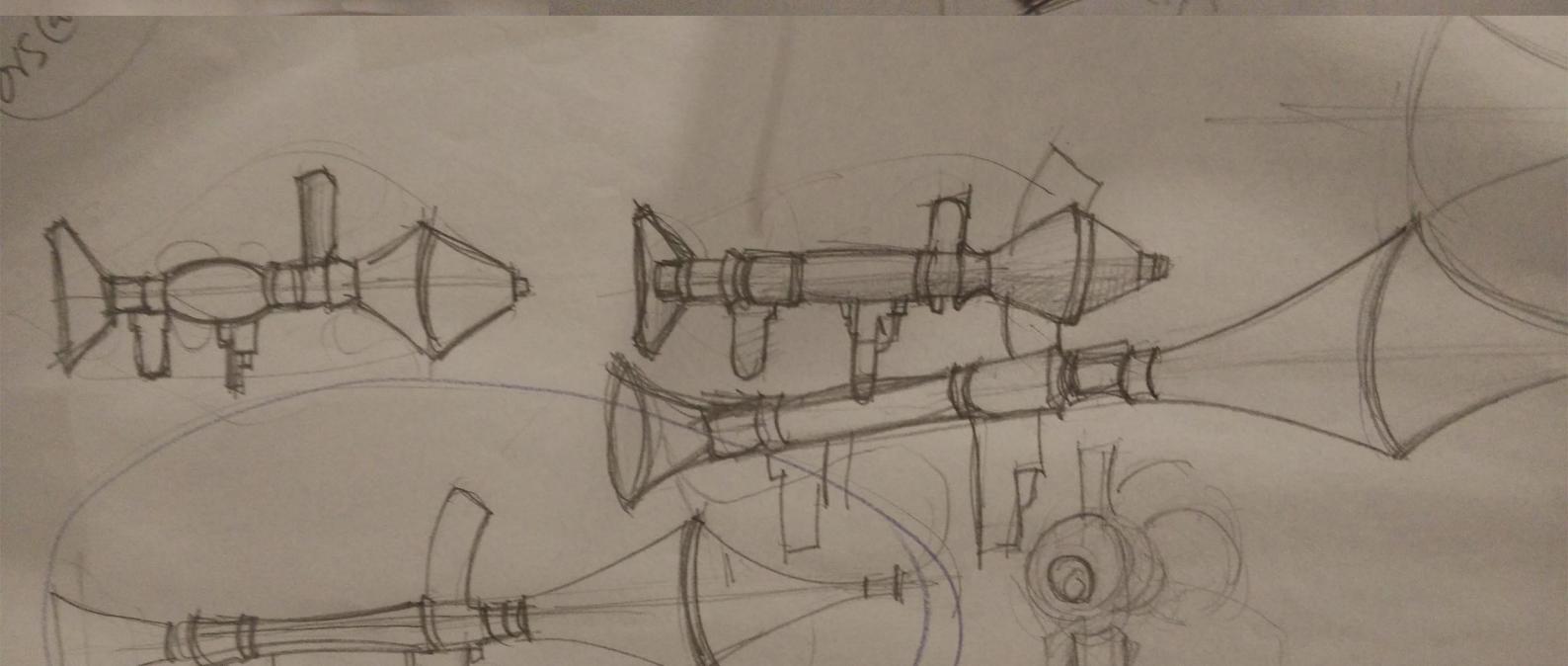
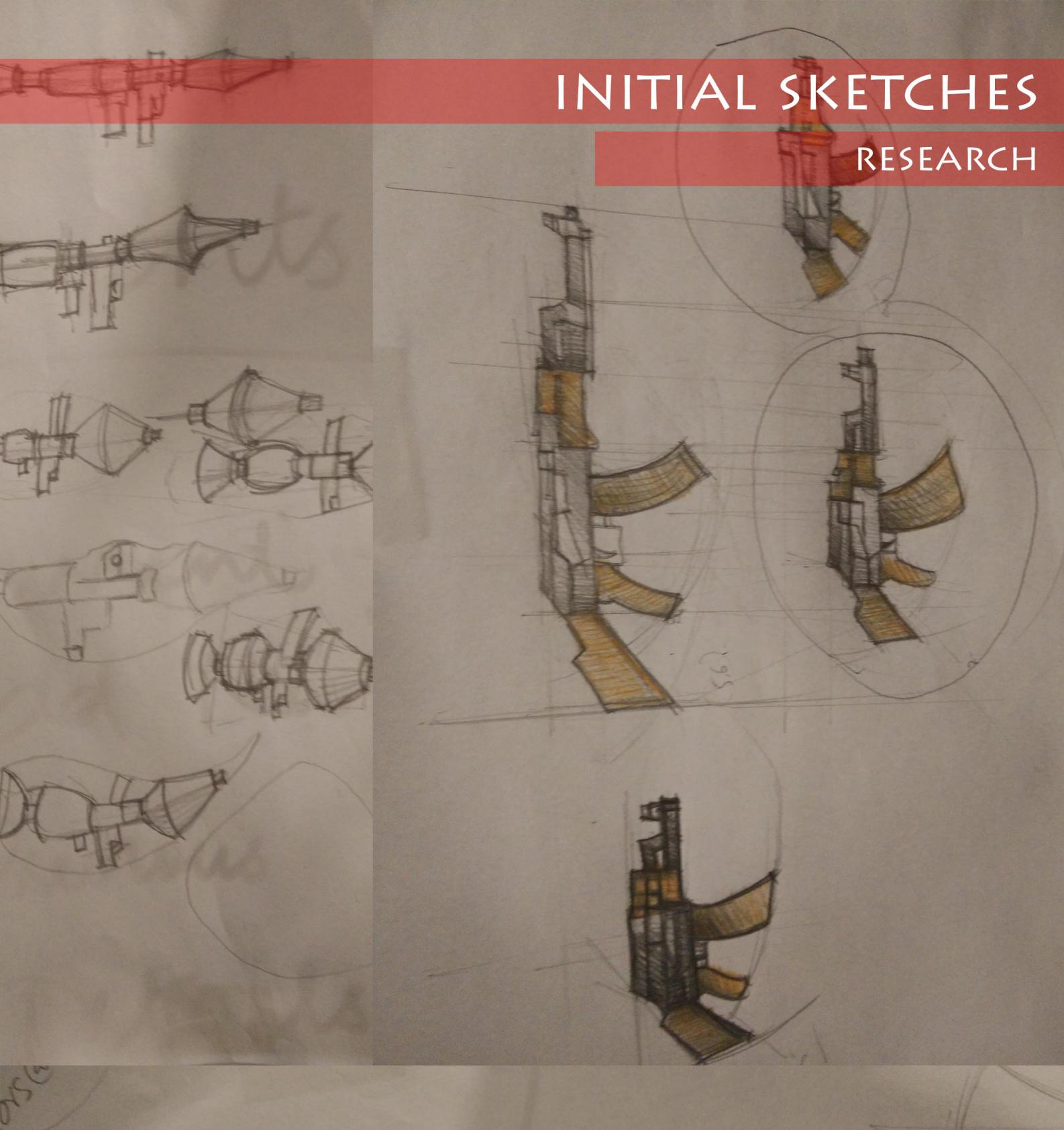
INITIAL SKETCHES

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CHARACTER MOOD BOARDS

RESEARCH



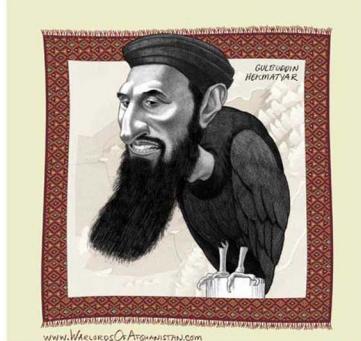
CHARACTER MOOD BOARDS

RESEARCH



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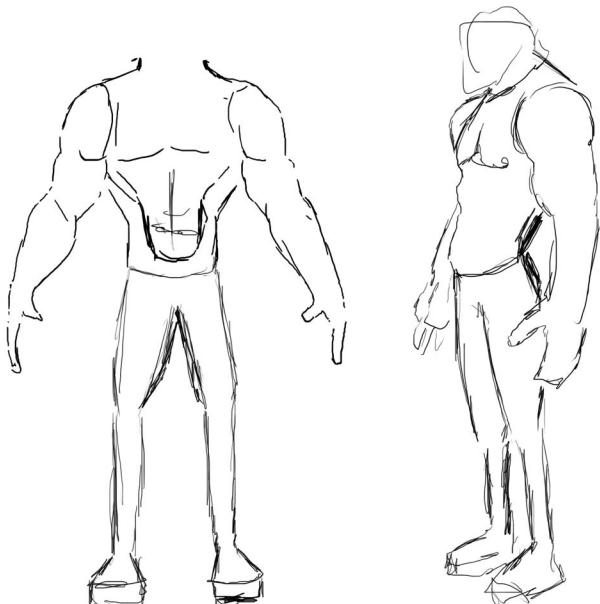


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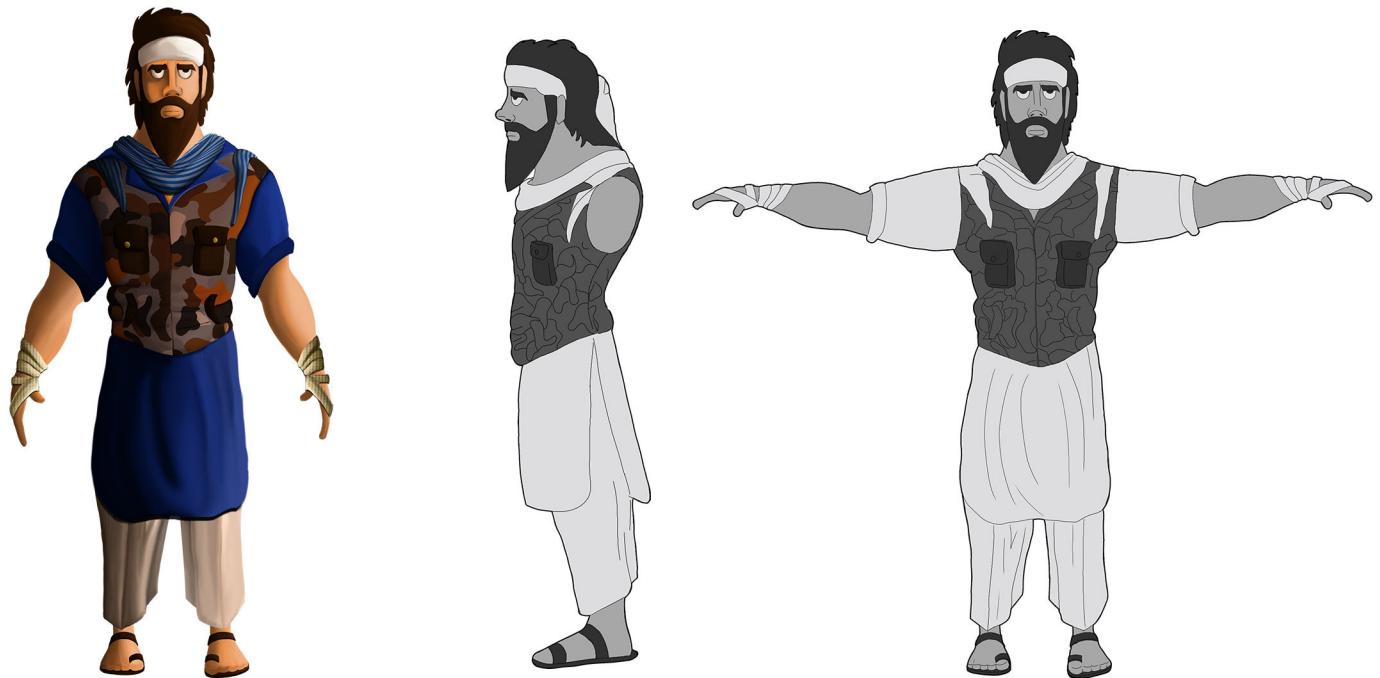
EVOLUTION/PROCESS

ATTACK UNITS

RPG FOOT SOLDIER



RPG FOOT SOLDIER IS THE FRONT MAN OF ZALIBAN ARMY, USES HIS ELABORATE BICIPS TO HOLD THE RPG CAUSING DAMAGE TO THE ENEMY ATTACK UNITS.



ATTACK UNITS

RPG FOOT SOLDIER



RPG Foot Soldier
Zalibani

ATTACK UNITS

AK-47 FOOT SOLDIER



AK-47 FOOT SOLDIER IS THE FRONT MAN ATTACK UNIT OF THE ZALIBAN ARMY. USING ORDINARY AK-47 ATTACKS ENEMY UNITS CAUSING SMALL SCALE DAMAGE.



ATTACK UNITS

AK-47 FOOT SOLDIER



ATTACK UNITS

AK-47 FOOT SOLDIER



ATTACK UNITS

AK-47 FOOT SOLDIER



ATTACK UNITS

AK-47 FOOT SOLDIER



ATTACK UNITS

commando

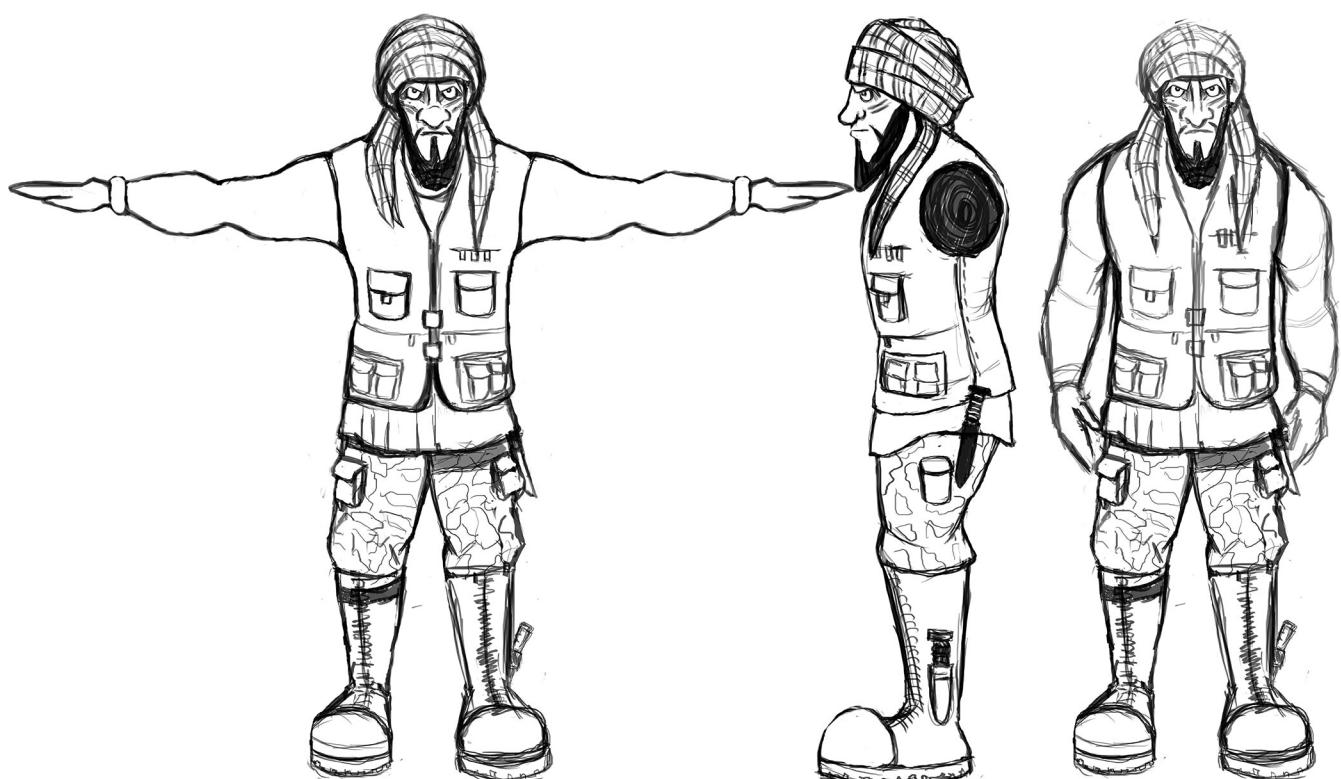


Sneaky and muscular commando uses his knives and force to damage enemy attack units.



ATTACK UNITS

commando



ATTACK UNITS

commando



ATTACK UNITS

commando

