

Art of TUG



Vol: 1

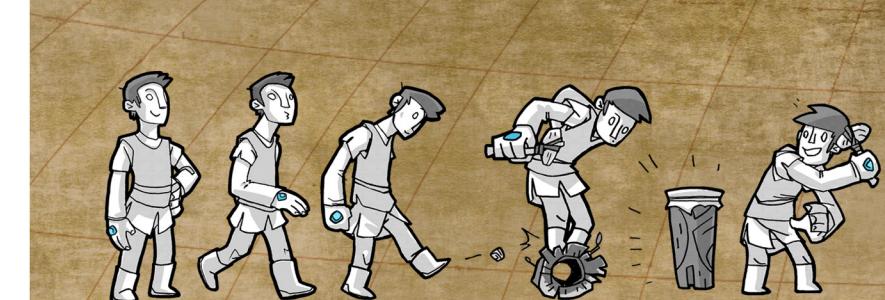
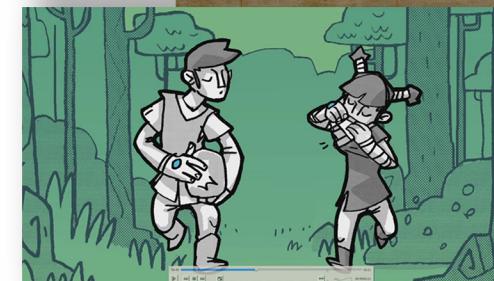
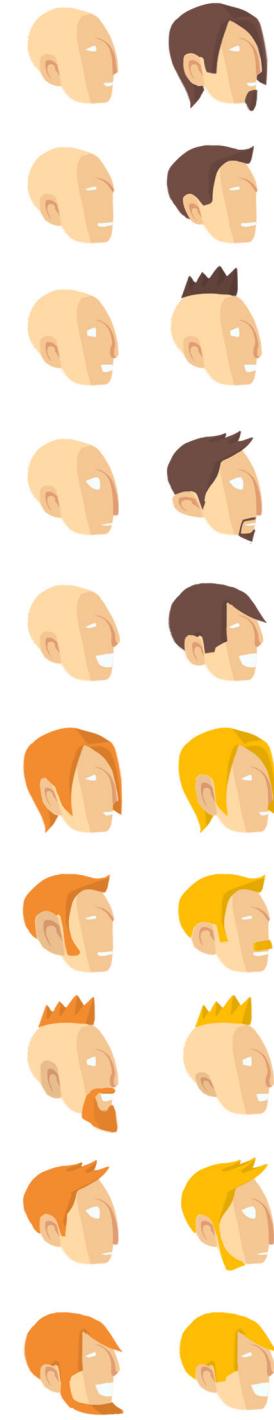


NERD
KINGDOM



All artwork represented here is concept exploration only, and not necessarily final designs

It started with a Seed

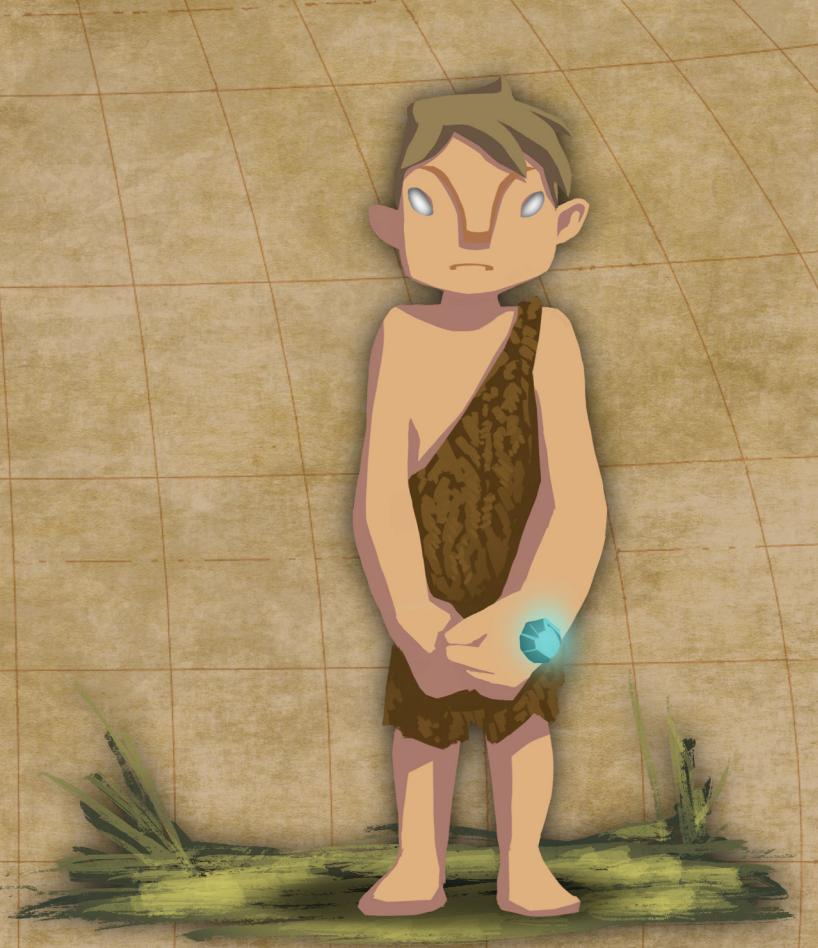


(left)
Early concept for the
teenage Seed

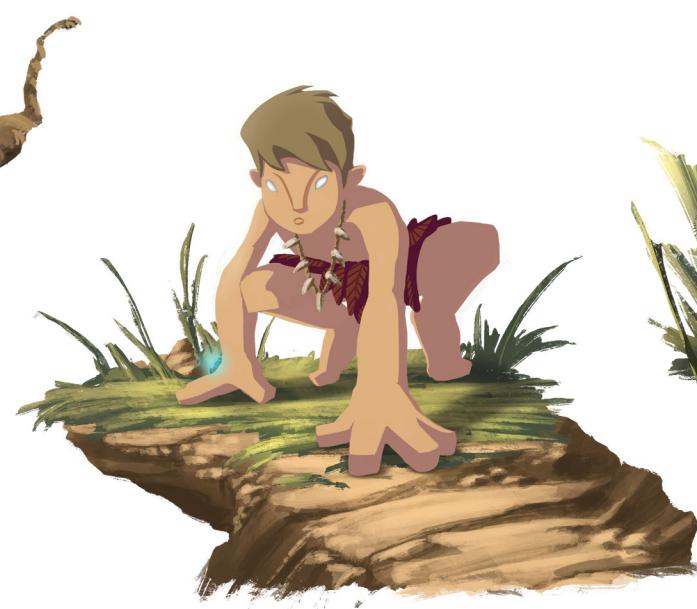
(center)
Facial and hair ideations

(center-right)
Key frames of Kickstarter
animatic

(top-right)
Seed character motions



Level Zero Seed



Interaction with Species

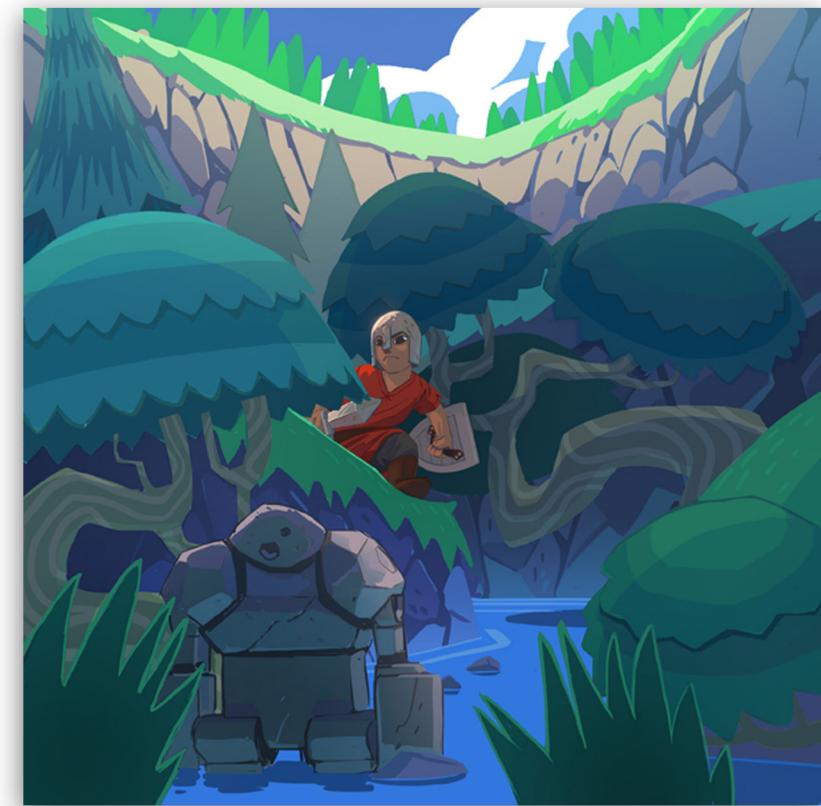
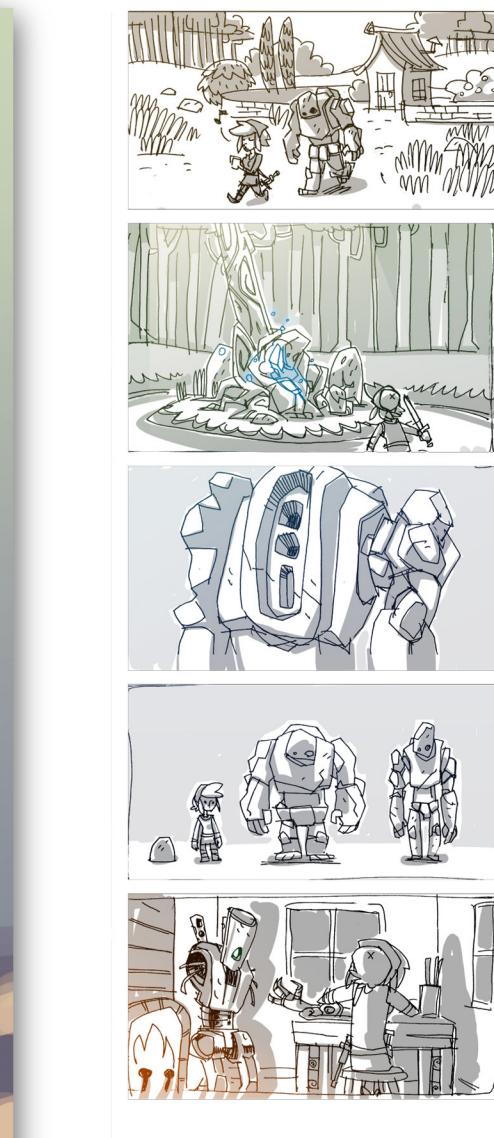


(above)
Seed approaching lifeless Golem
in snowy forest
(top-right)
Tri-pattern of Vulpis
(right)
Seeds stumble onto animal
prints
(far-right)
Various critter species

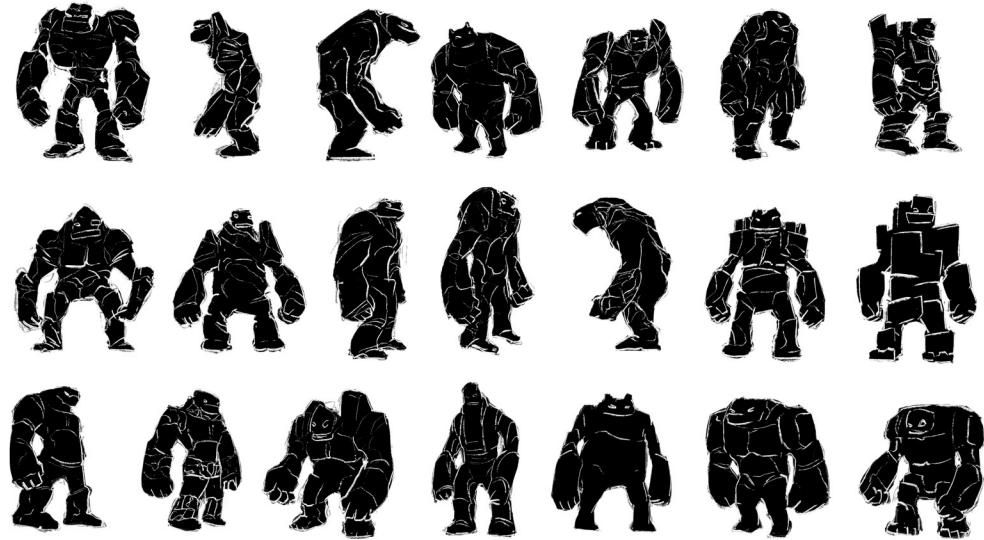




The Golem



(left)
Early golem concept
(center)
Seed and golem beats
(right)
“Golem in the Wild”

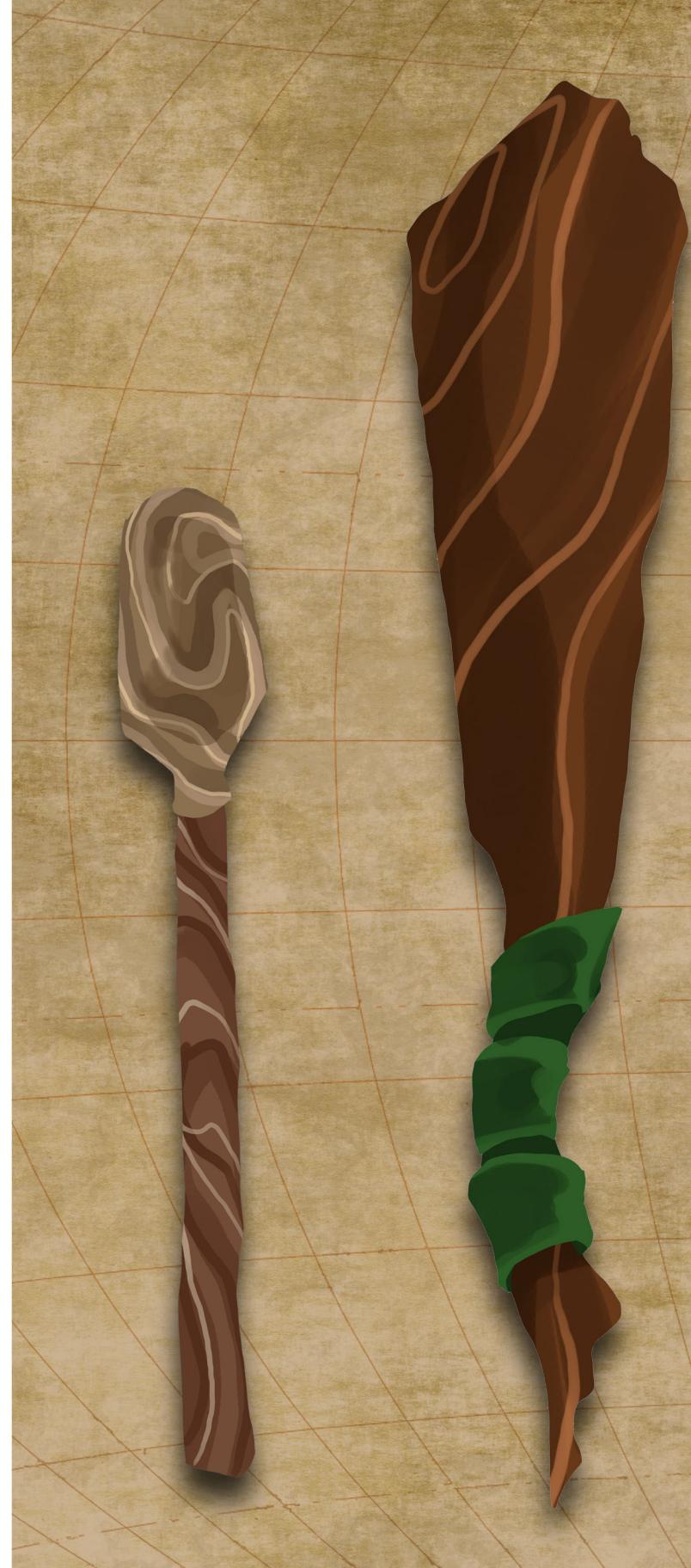


Design

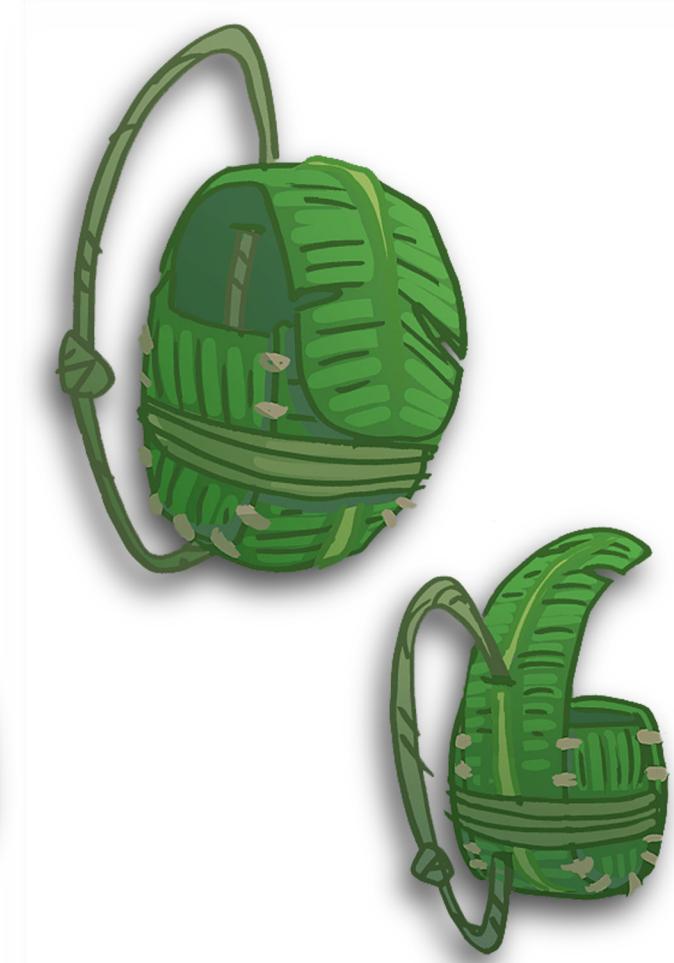




Level Zero Tools



Level Zero Continued





The Nerd Kingdom Team