Concept art

Concept art is a visual representation that tells a story or conveys a certain look. Concept art provides a strong reference point that helps align the creatives working on the project.
Shane is based on a rich club owner characters shown in movies. His nature is villainous and bit mischief. The major role of Shane in the game is to steal the important assets from other and misuse it for own profit.
Shane

Character research and details

References

Color palette
Character Variations

Creation of multiple variations of the characters turns to be a good practice as a client gets a variety of artworks to get on the final conclusion of selecting the best character design.
Before the creation of any character, a good amount of research about the character anatomy, nature and the roles of character in the game is done to get a better perspective overall.
Living Character Concept

The creation of the fantasy or imaginary characters to be turned out as art is the most challenging part of conceptual journey.
Dragon concepts

The dragons concept artworks are the results of a lot of research about the anatomy, behavioral pattern and the clear depiction of the ideas.
Vehicle concepts

The concepts of the vehicles are based on character anatomy covering all aspects according to the game.
Fantasy Concept art

Fantasy concept art based on a particular scene of Ramanaya with a bigger message to portray the artist vision.
Environment Concept Art

Based on a one small yet a strong concept ‘Creation of life’, the artist has converted his vision into the artwork.
Environment Concept Art

The process followed to ensure the details remain prominent conveying the exact message through the props used.
Environment Concept Art

The concept art of showing a fallen empire held by a guardian soldier giving a hope for a new rise.
Environment Props

Multiple props created based on the concept of the game related to the music.
Gambler character

The mischievous gambler character created with the reference attitude of a real gambler.
Fantasy character concept
A Middle-eastern warrior character concept with high details armor and swords.
Fairy Game Concept

A fairy game environment concept with hazy background and vibrant foreground to create a well balanced design.
2D Game background concept

A seamless 2D runner game concept with the separated props used in the overall design.
2D Game background concept
A variety of background based on the portals and mood of the game showing candy land, Christmas and Halloween portals.
2D skull bar concept art

A 2D skull bar concept with skulls and other Halloween elements to make the scene more scary and dramatic.
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