

DOWN A HILL CINEMATIC ILLUSTRATION

Designed by Andrei Skorseze for The Last Child: Valdoria



DOWN A HILL

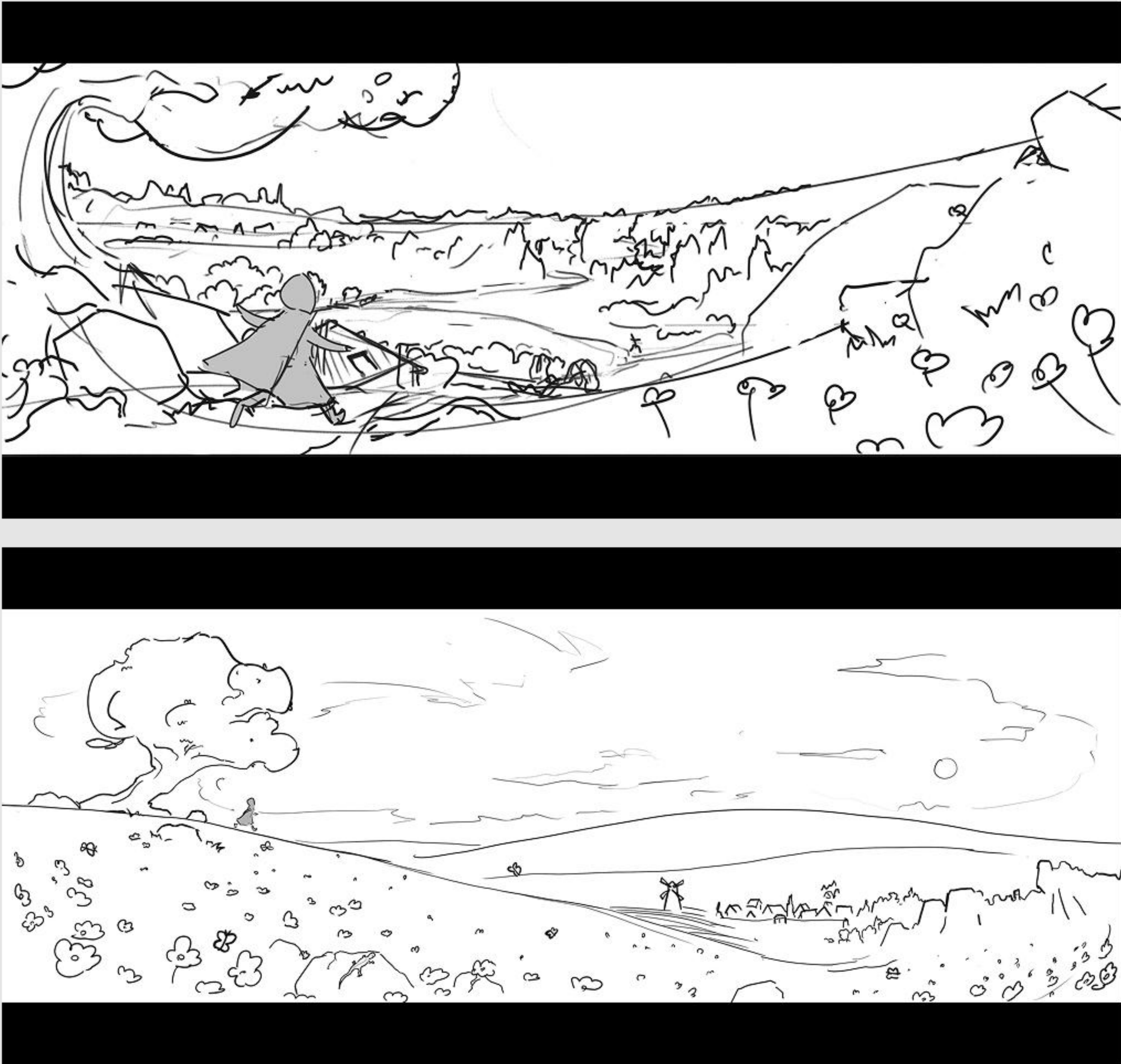
FIRST STEPS

• Inspiration

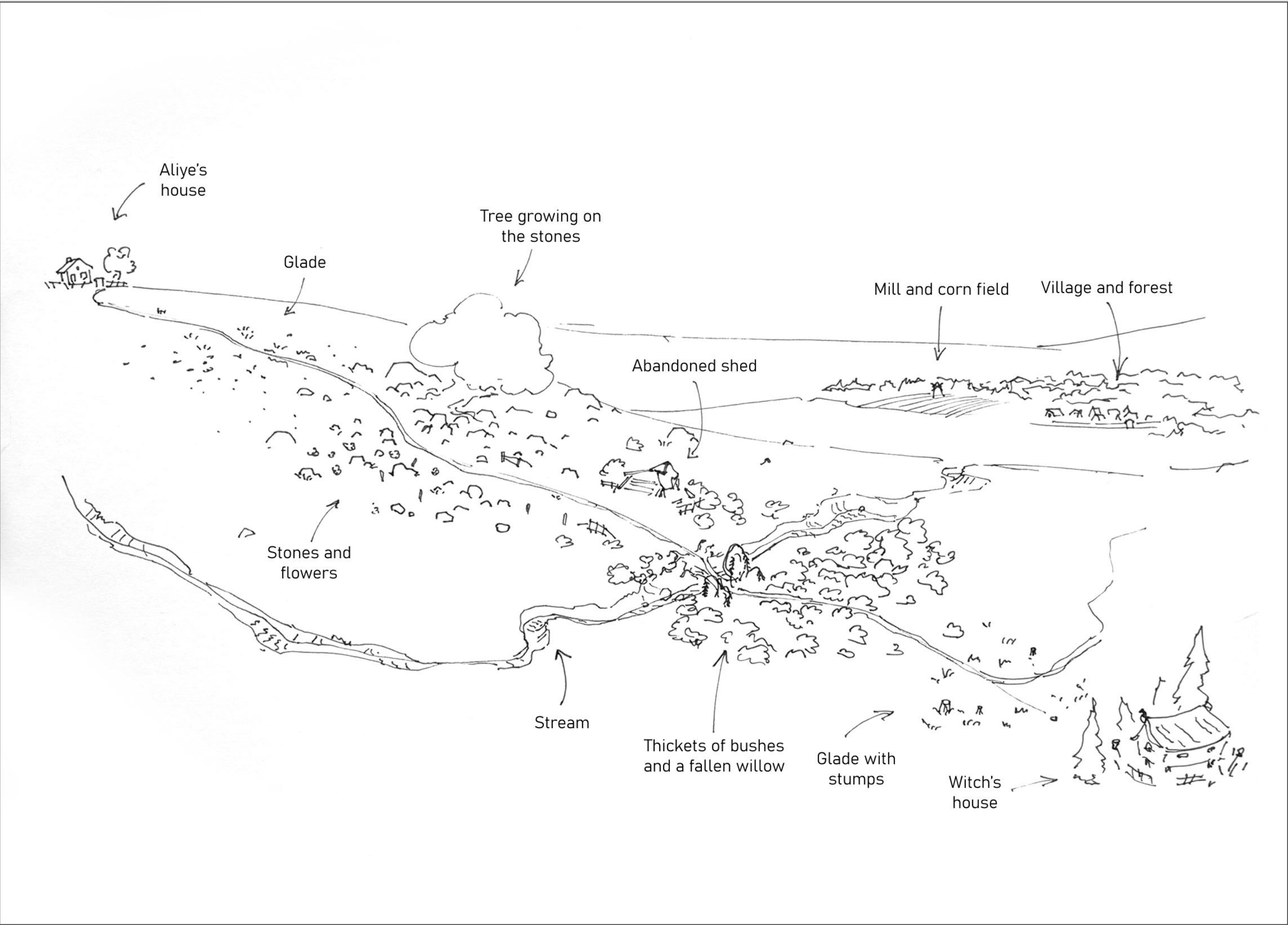


The design of the hill from which the main character descends at the beginning of the game.

• Cinematic sketches



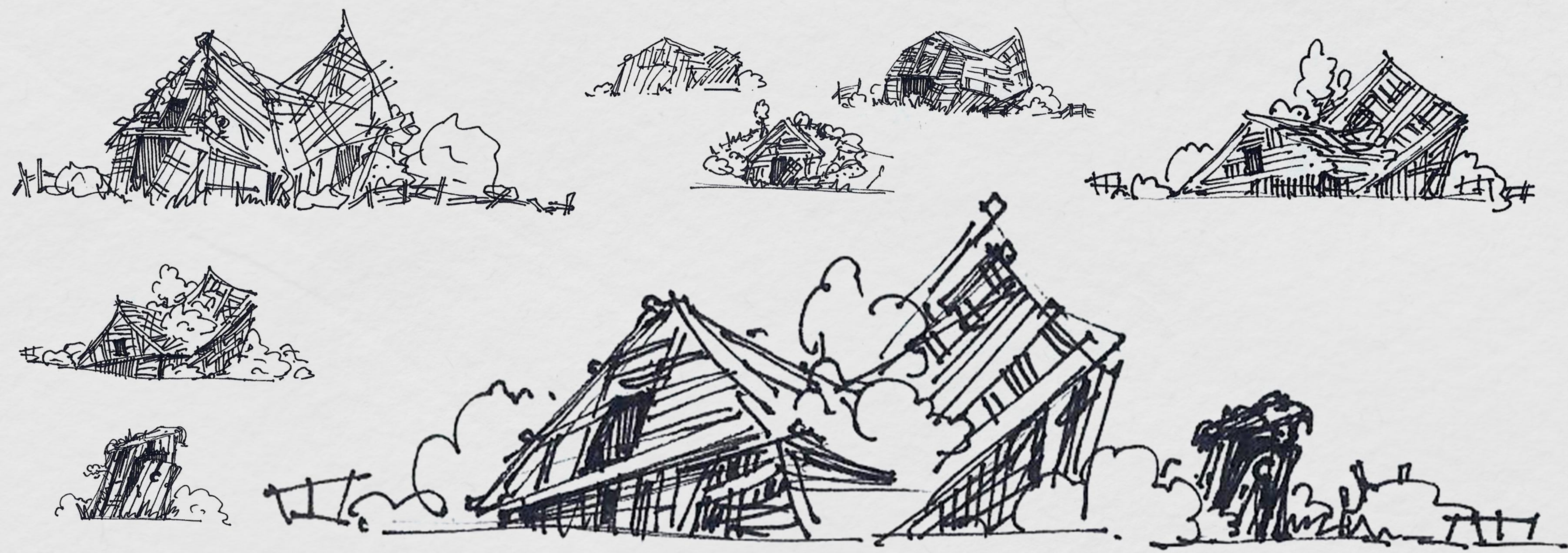
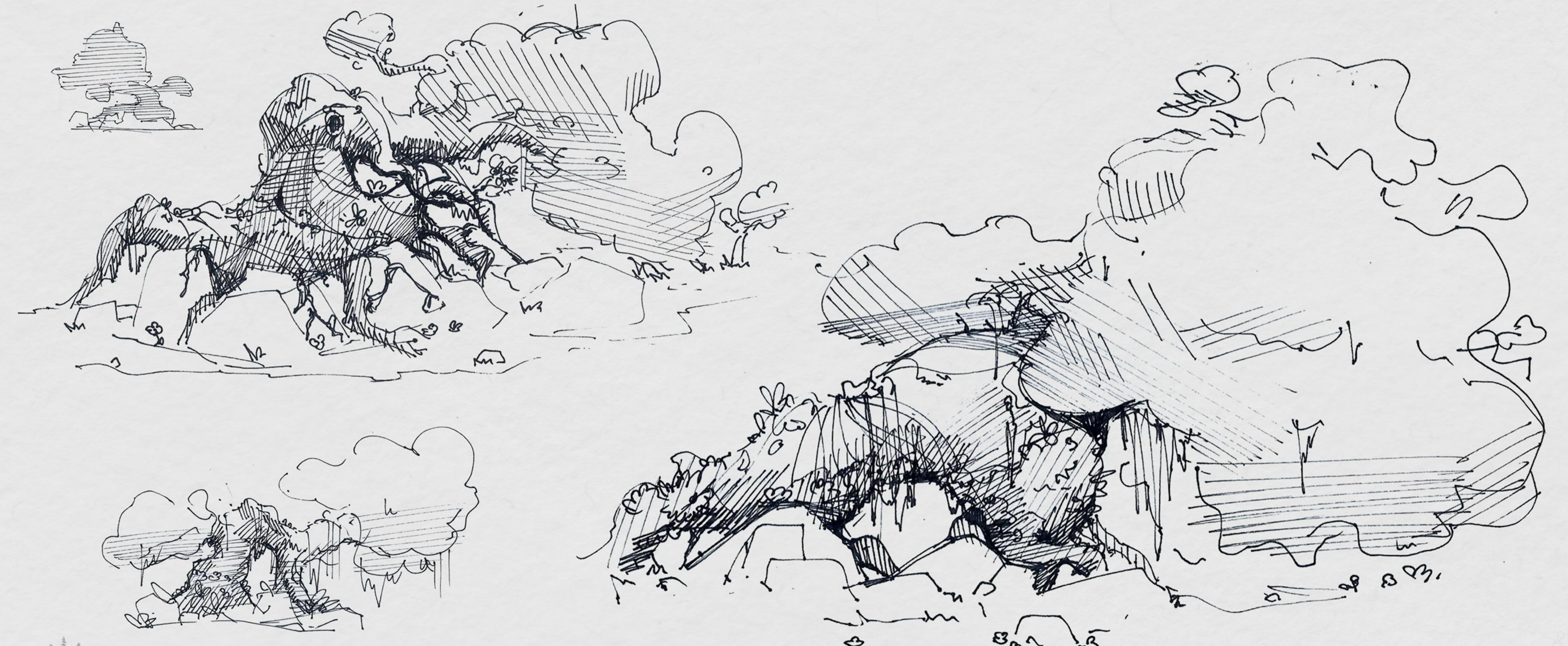
• Scheme



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ENVIRONMENT ART





This artwork combines a level design, concept art and a key frame. Here I designed one of the key locations - a hill. One of the main features of this location is that the titles will be played on the screen when a player moves the main character forward.

I added a bent tree growing on rocks and an abandoned shed with a small "Easter egg" to diversify the location. I found it logical to make the tree bent because it is located on the top of the hill with no other trees around and it might was bent by constant winds.



old wood
+ texture



Thank you for your time!