

A concept art illustration featuring a character with a pale, yellowish face and dark, spiky hair, looking upwards with a somber expression. The character is wearing a red garment. The background is dark and atmospheric, with a large, glowing orange-red sphere on the left and dark, swirling, ethereal forms on the right. The overall mood is mysterious and melancholic.

DEEP

CLAUDIA TORREJON GIL - CONCEPT ART 2021

Contenidos

- ❑ Introducción
- ❑ Briefing
 - ❑ Mapa Conceptual
 - ❑ Documentación
- ❑ Personajes
 - ❑ Ros
 - ❑ Jardinero
 - ❑ ANIMA
- ❑ Props
 - ❑ Cuchillo
 - ❑ Blackbox
- ❑ Entornos
- ❑ Escenas

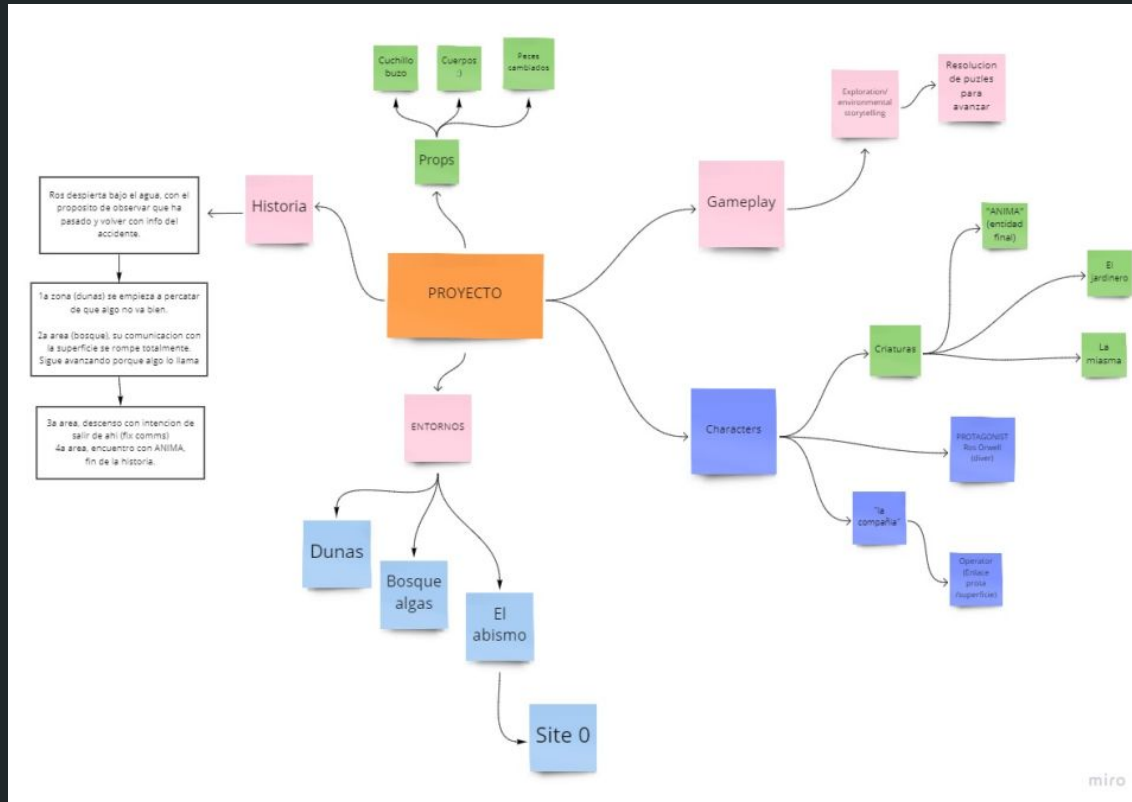


Briefing

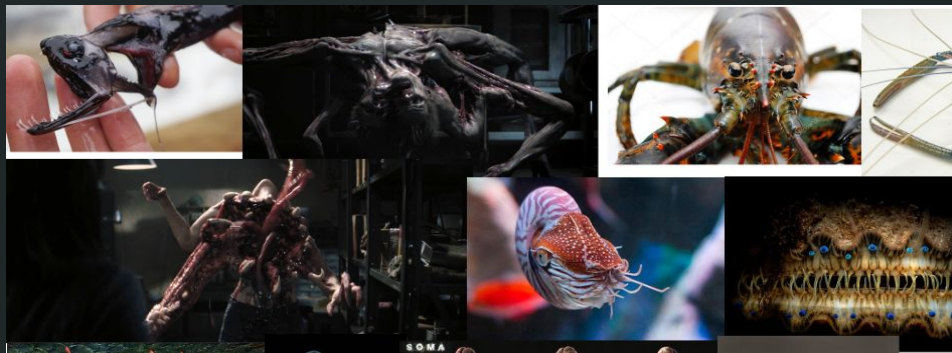
DEEP es un concepto de videojuego linear, que sigue la historia de Ros Orwell, el protagonista, que es enviado al fondo marino a investigar sucesos extraños que están ocurriendo. Una vez abajo, pierde su única arma, y se adentra en olvidados laboratorios donde ha desaparecido todo el staff, y acechan criaturas extrañas. Ros debe utilizar los Blackbox de los científicos parecidos para averiguar qué ha ocurrido, a la vez que huye de El Jardinero, e intenta evitar encontrarse cara a cara con ANIMA, la causa de todo el problema.

Su traje es lo único que lo protege, tanto de la presión aplastante del mar, como de la influencia de ANIMA.

Mapa Conceptual



Documentación



PALETA GENERAL JUEGO.

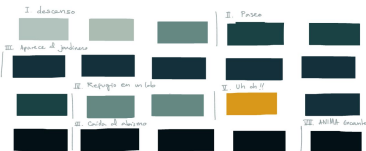


Entorno →

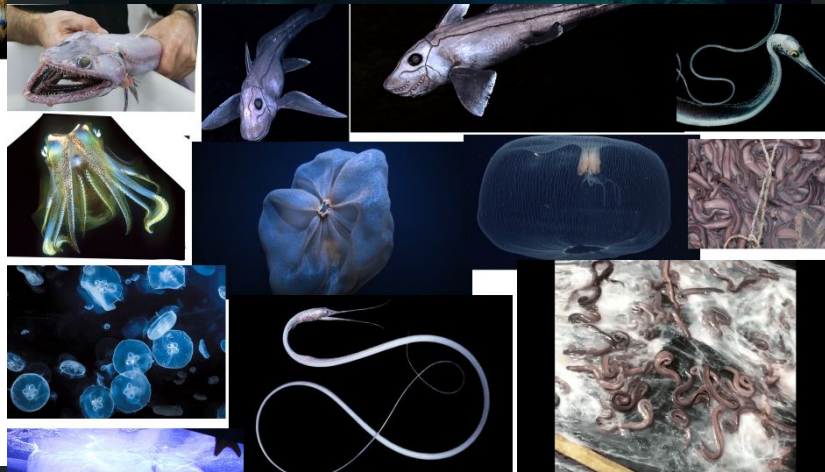


Acentos →

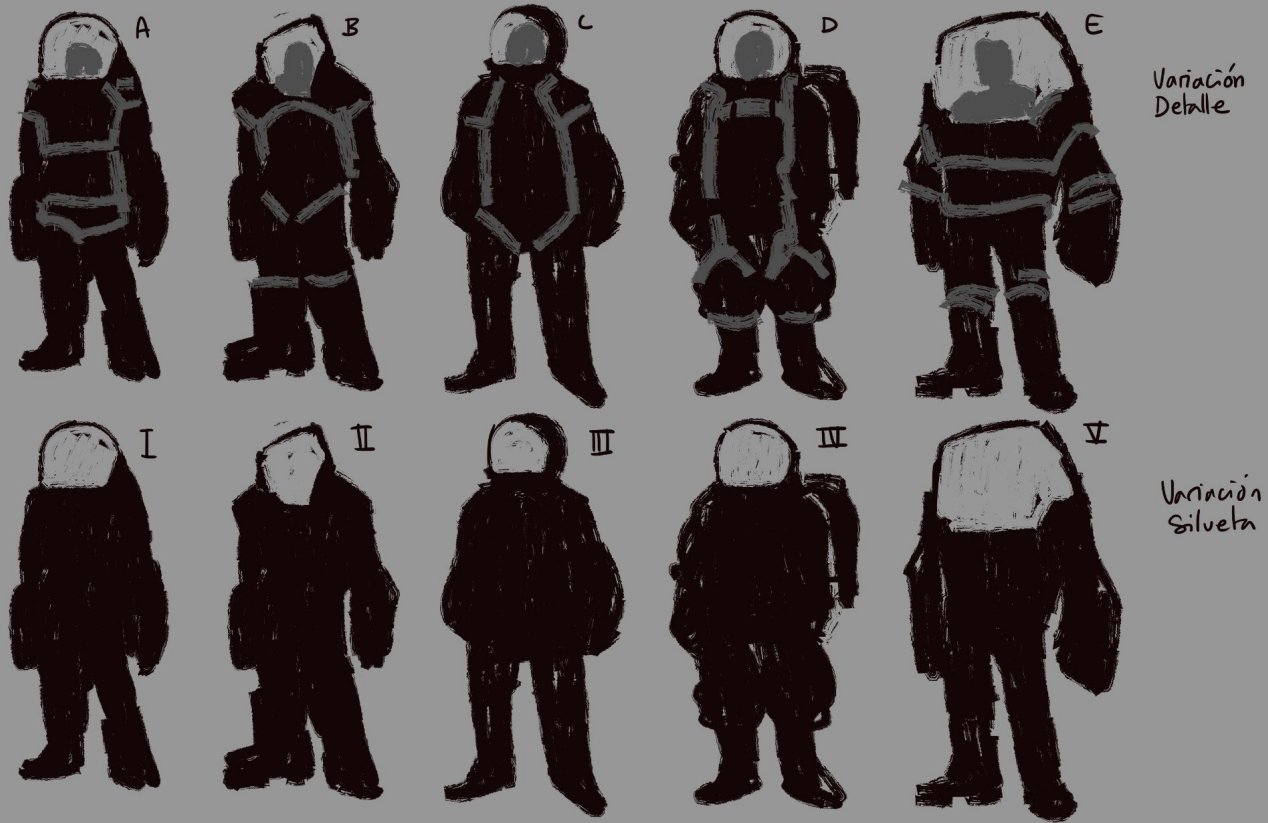
COLOR SCRIPT DRAFT



Paletas personajes (exploración)



Personajes

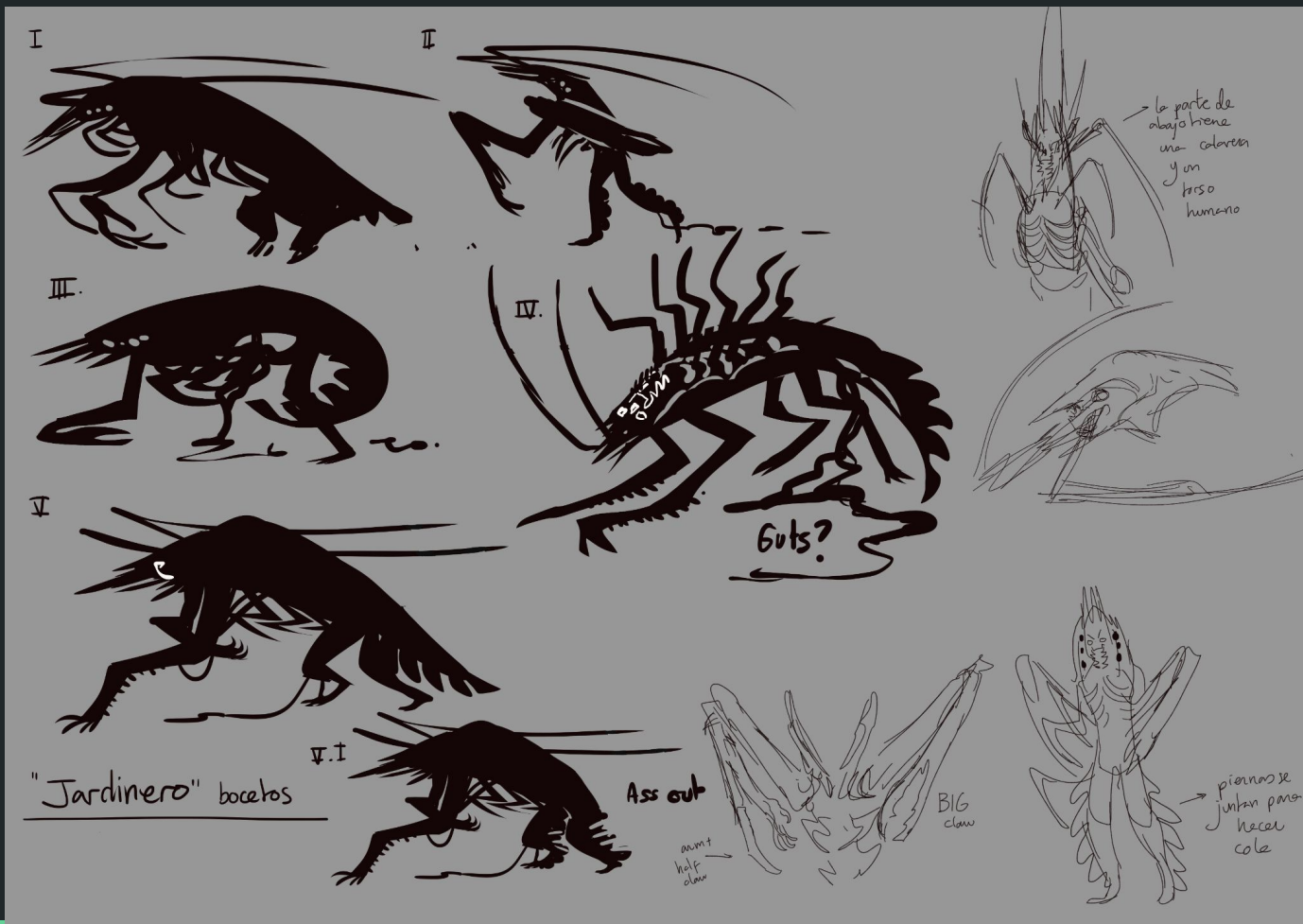


Ros Orwell - bocetos





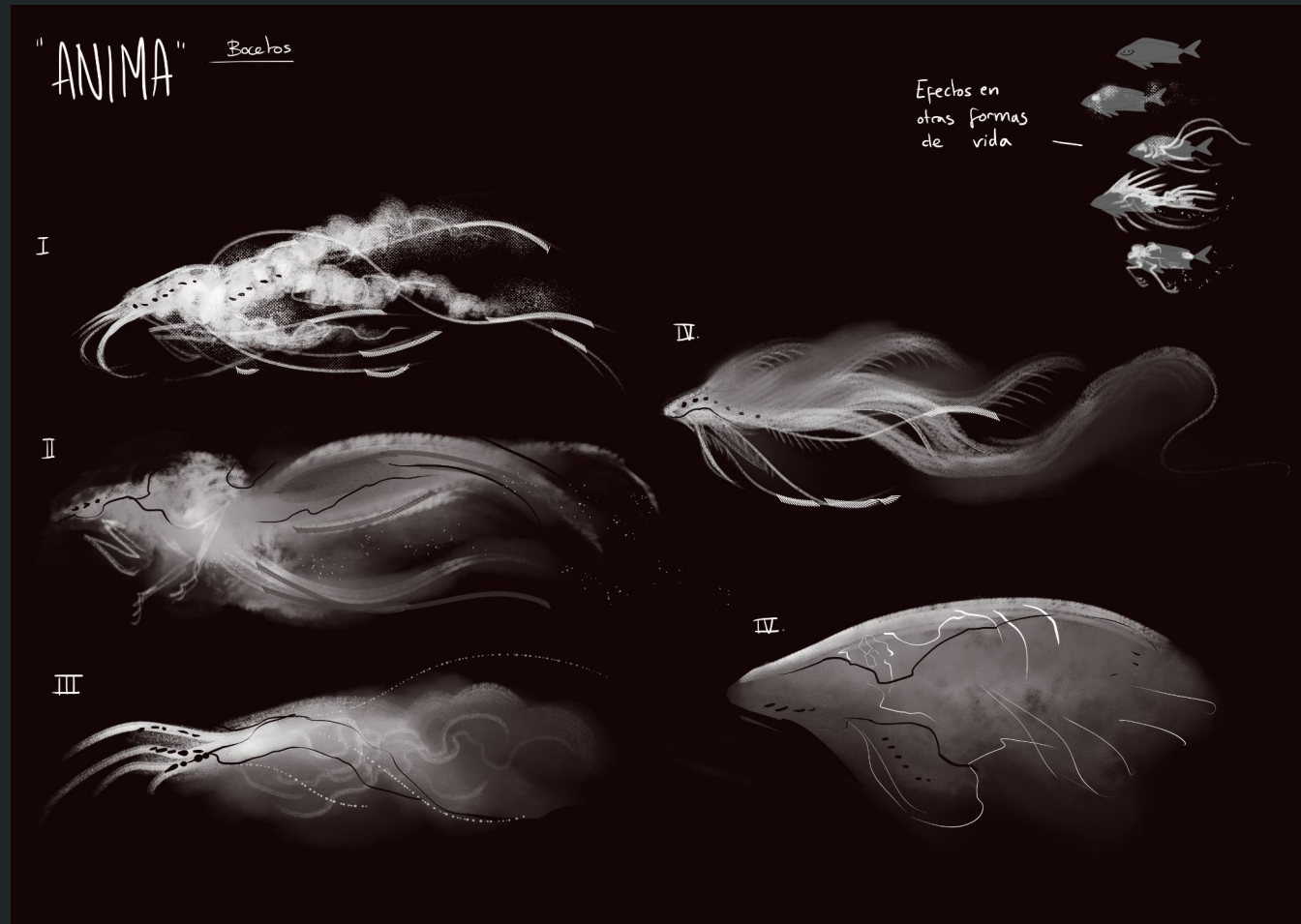


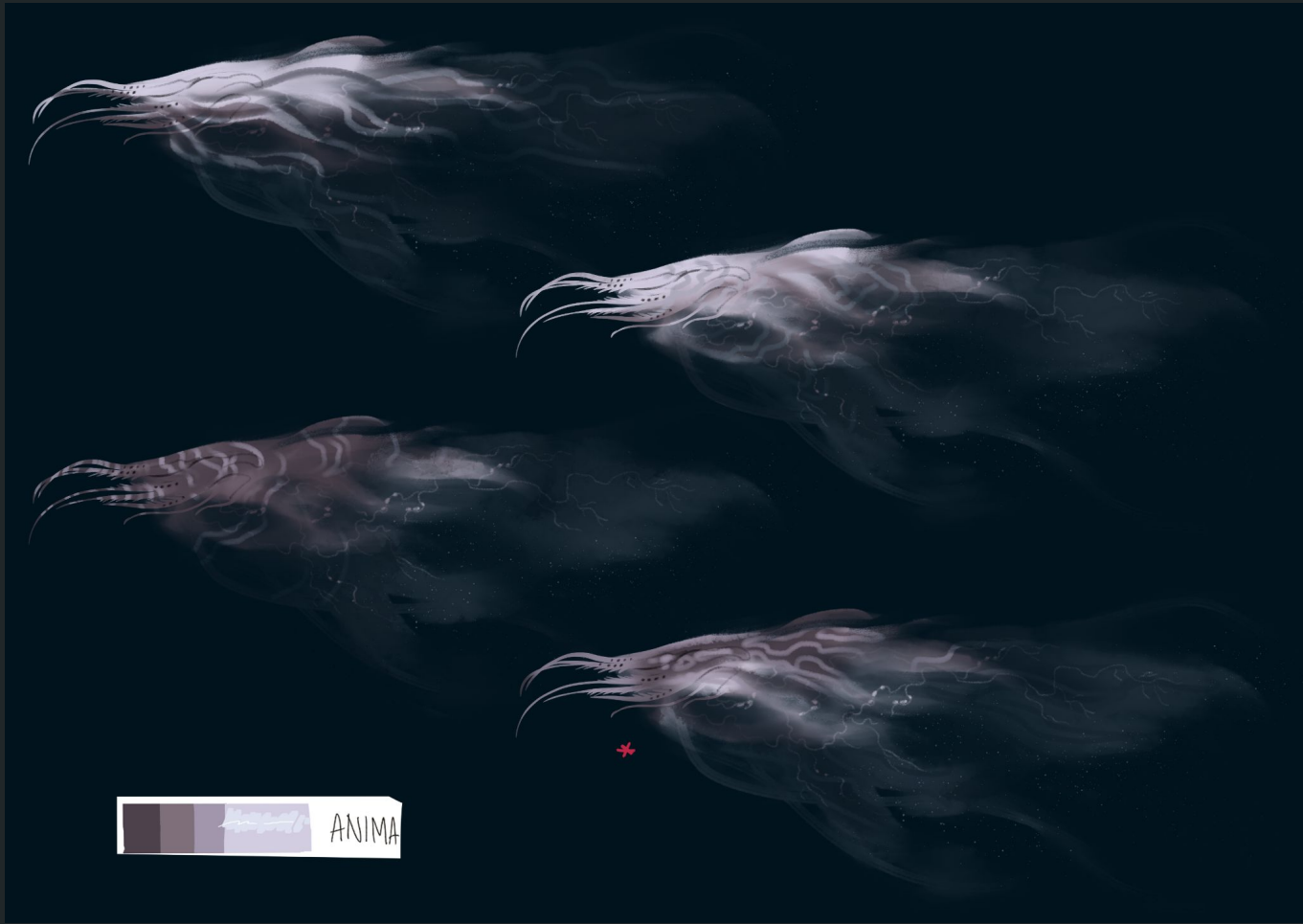


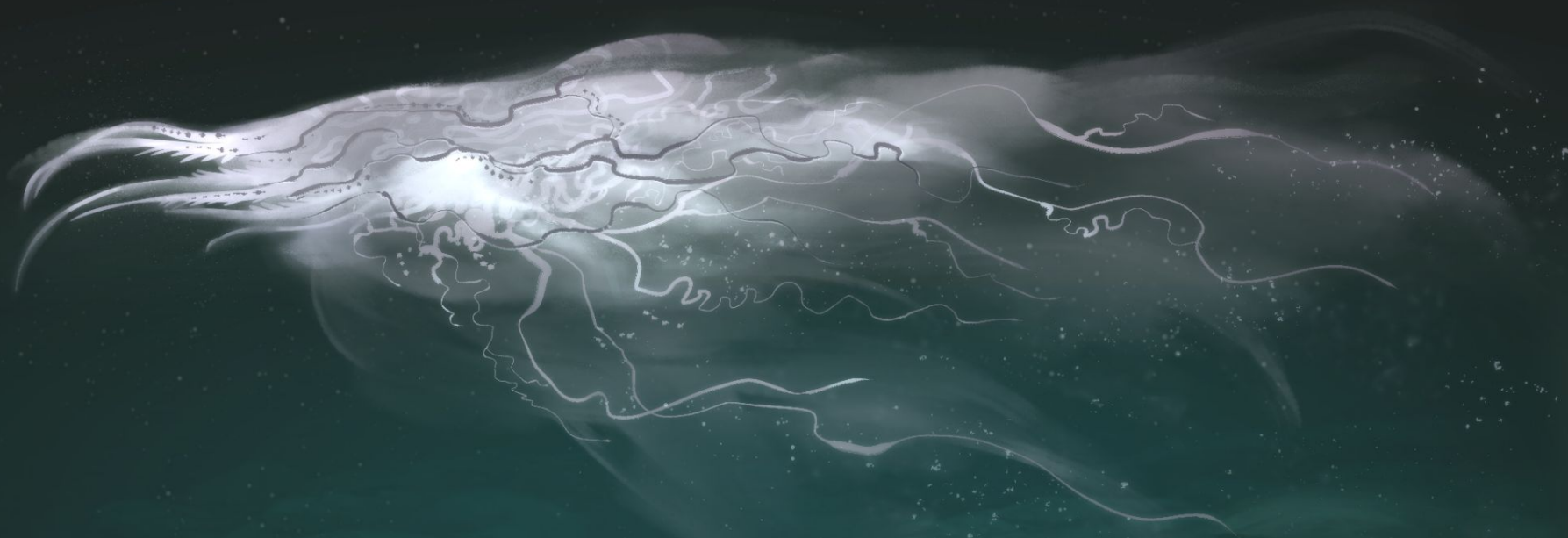




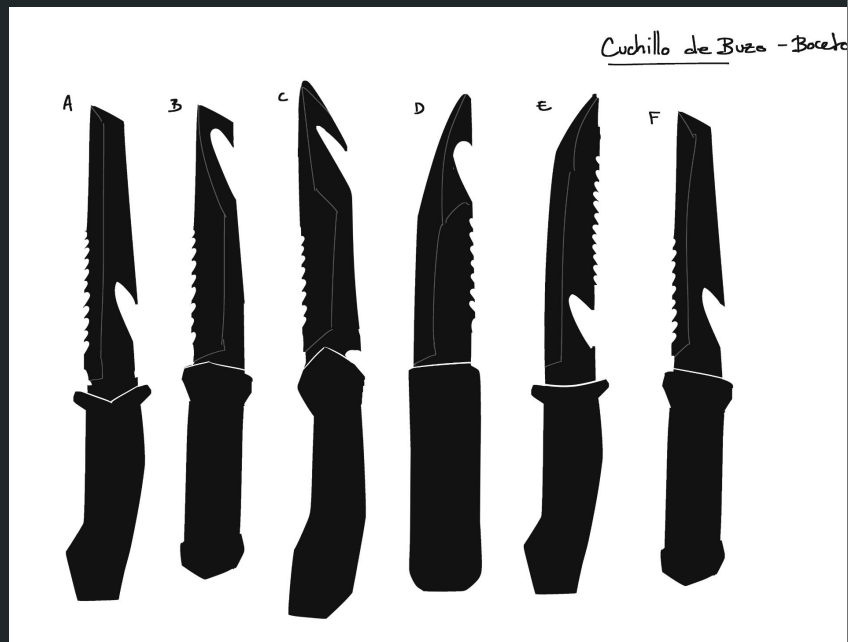




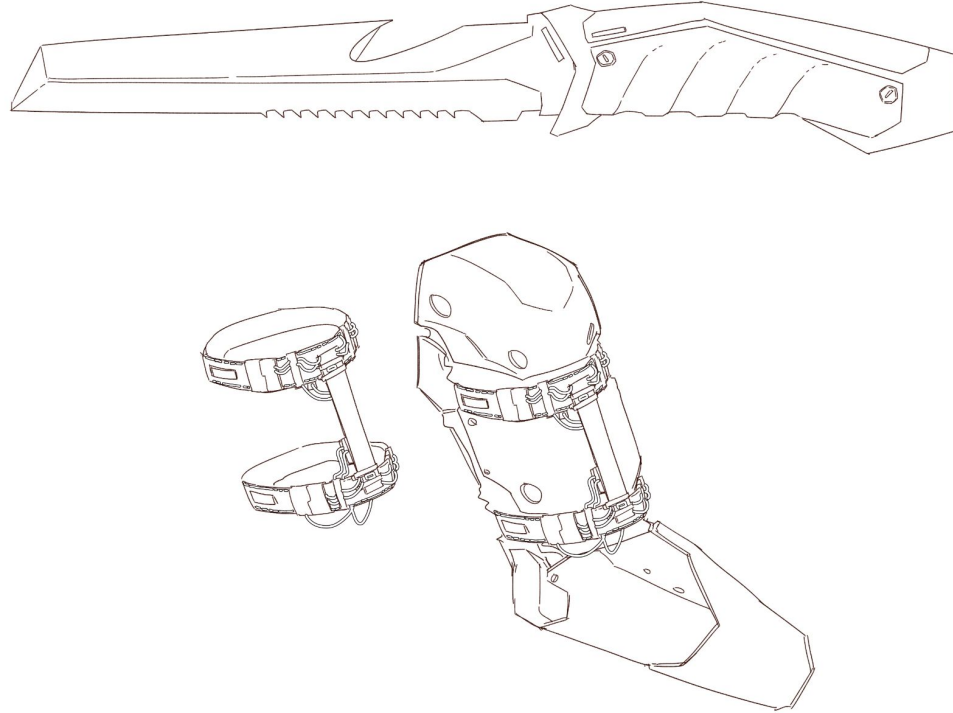


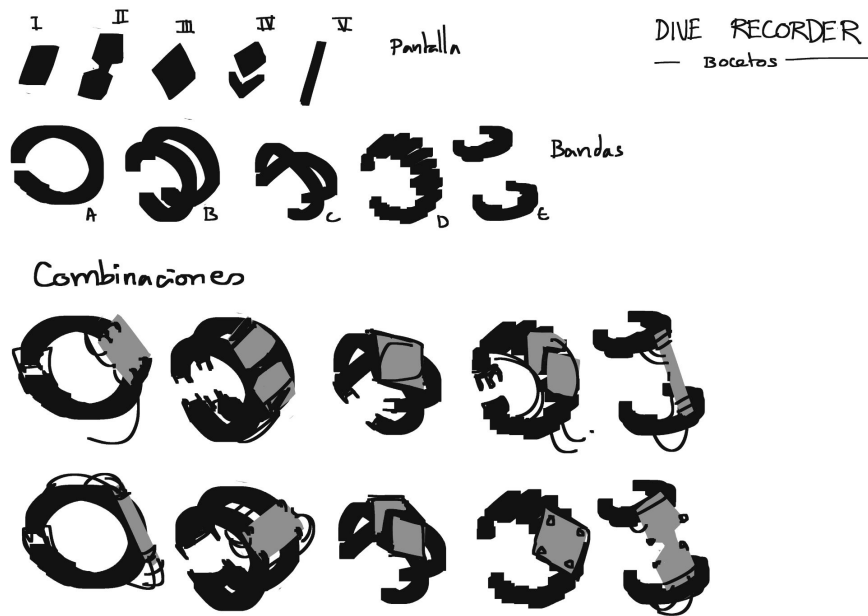


Props



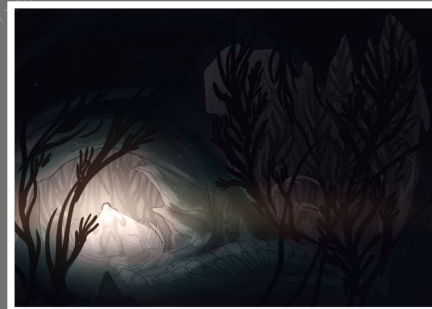
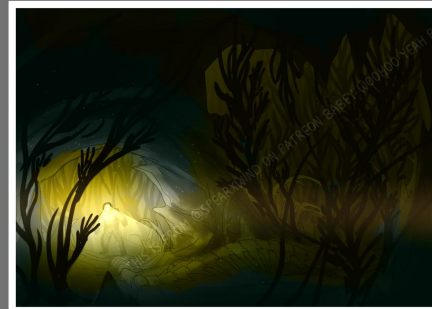
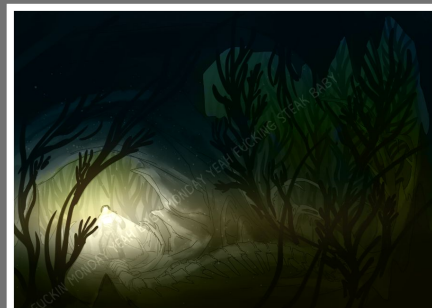
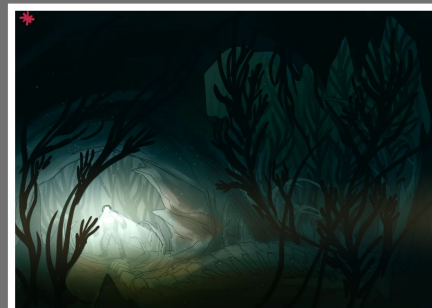
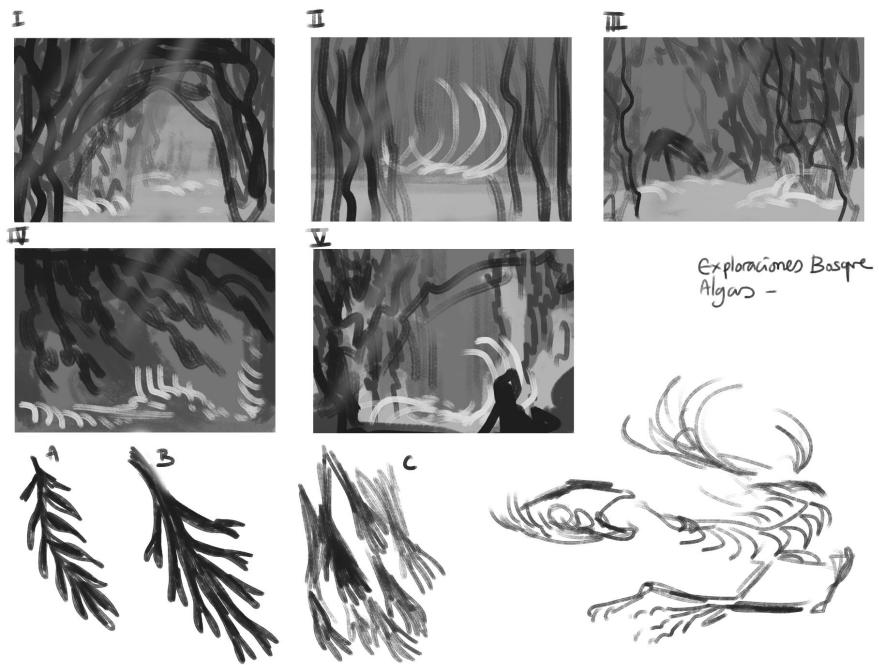




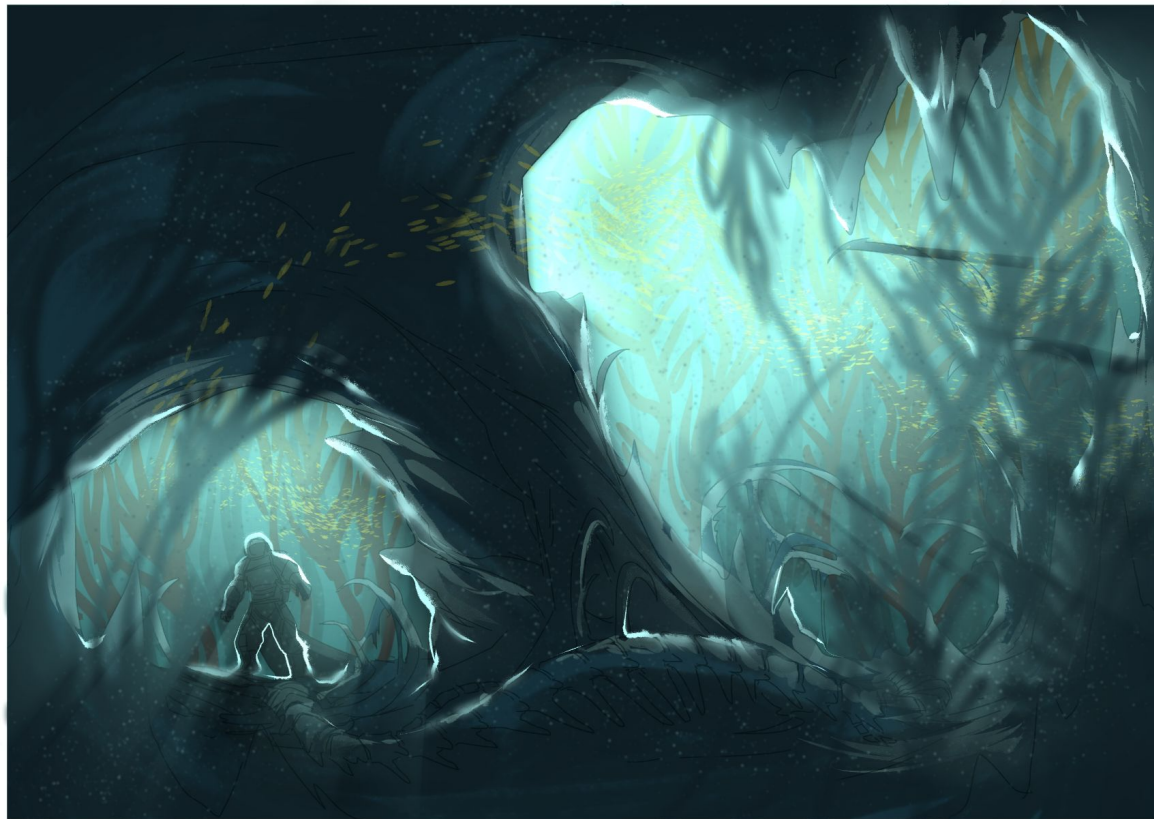




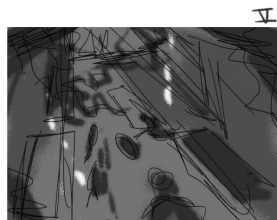
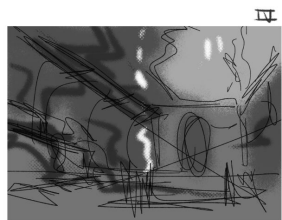
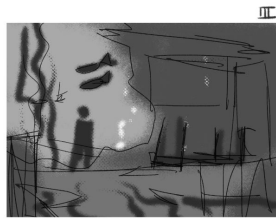
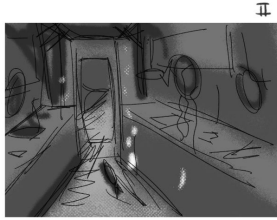
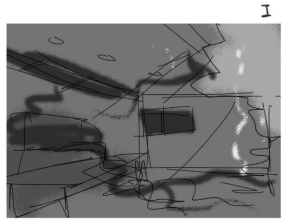
Entornos



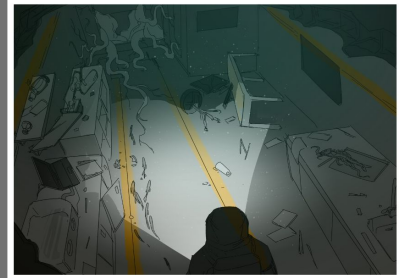








INTERIOR LABORATORIO
Bocetos

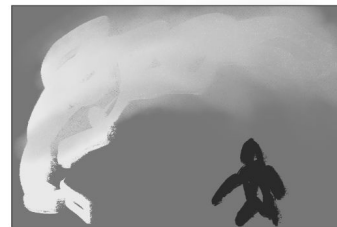
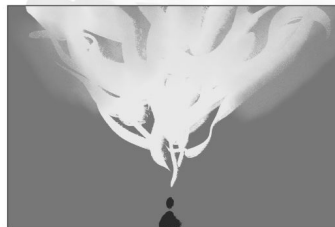


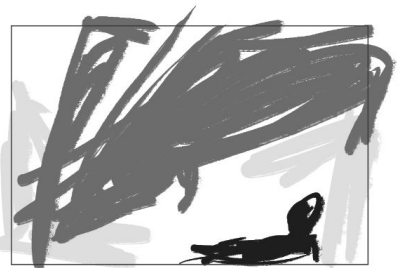
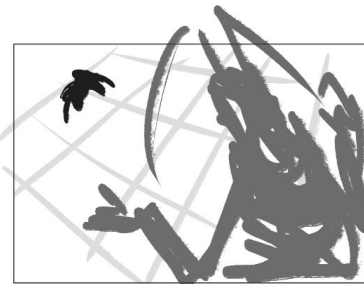
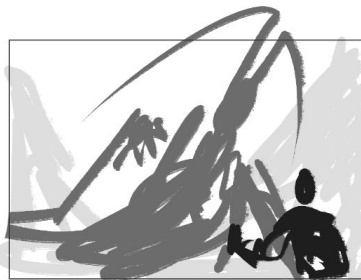
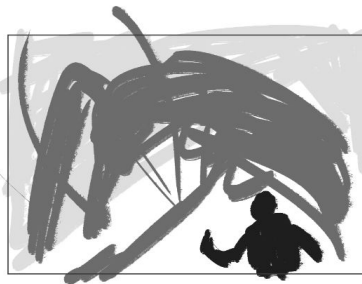


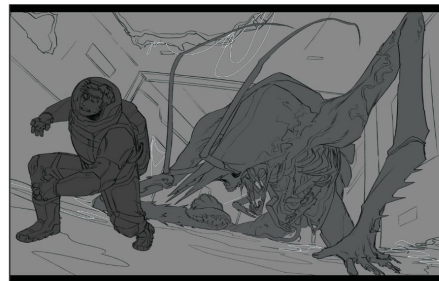
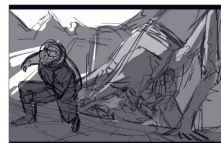
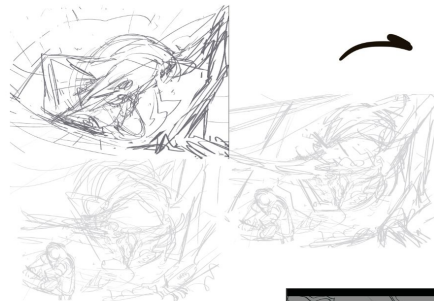


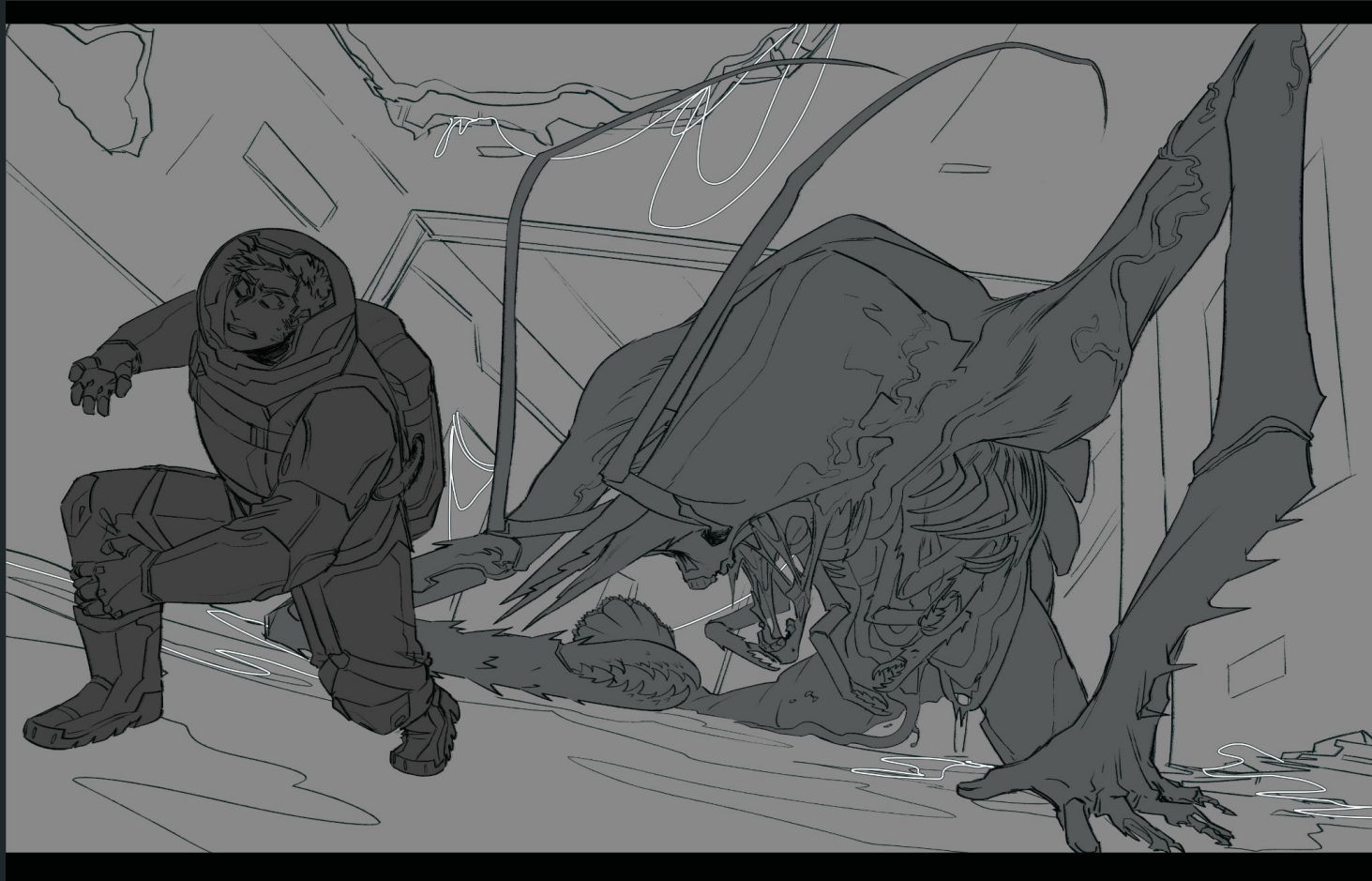


Escenas

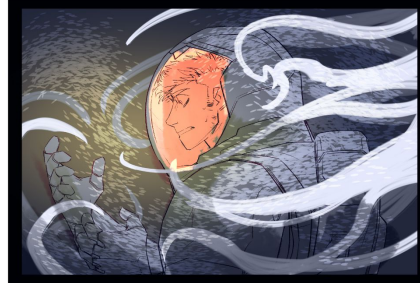
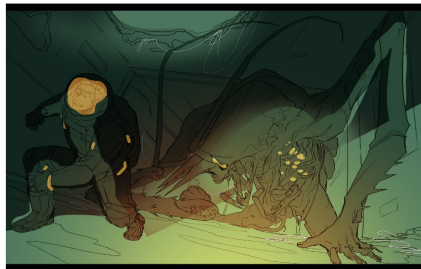
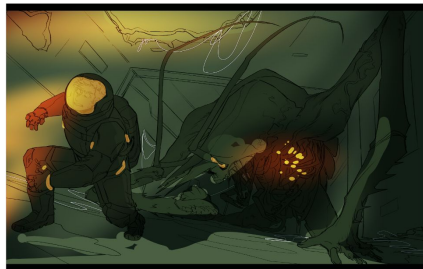
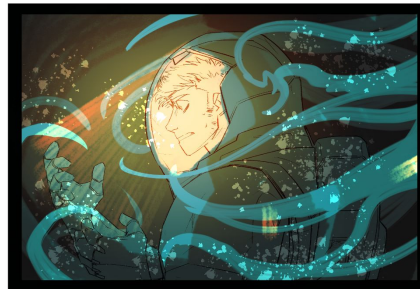
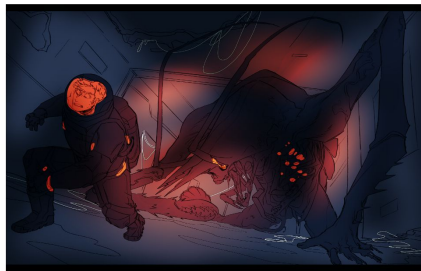
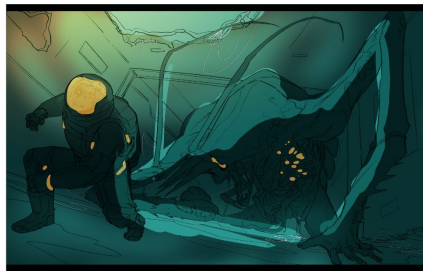
















Fin.