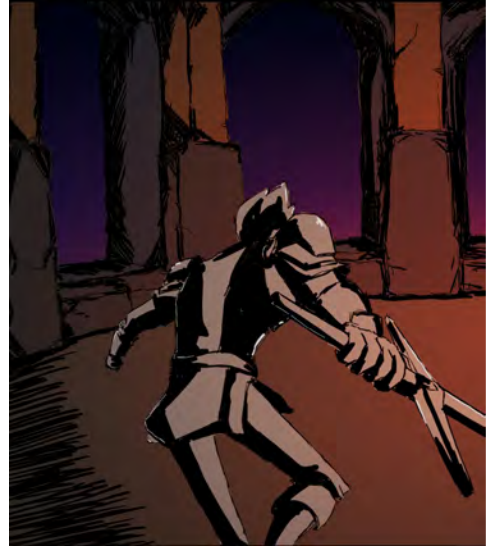
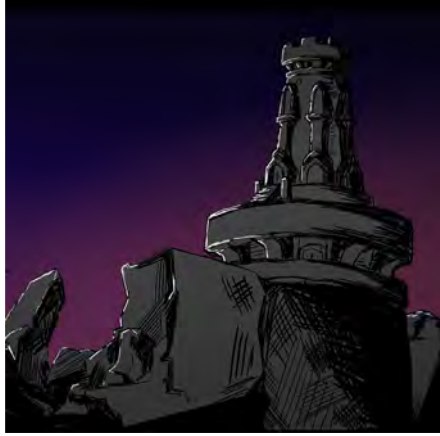


Crossed Project Update



Story

In a city that hunts any magician, witch, wizard, or sorcerer to extinction Calum must hunt down his only friend Dmitri after Dmitri reveals his power attempting to save Calum's life. Despite his inner conflict Calum believes in his duty and the two friends must fight for their lives.

Thematic Elements

Through Calum's internal and external conflict he is forced to confront the system his identity is based upon and expand his understanding. He has been subjected to an authoritarian regime that turns people against each other and can only overcome that oppressive indoctrination through the strength of human relationships. Calum, in his indecision and personal turmoil, still tries to do the "right thing" only to realize his warped perception due to the indoctrination of his own upbringing.

Subject: Conflict

Genre: Action

Theme: Personal relationships and their power against authoritarian indoctrination

Style



The style of the film is currently in a state of flux. After the environmental explorations and the lighting test done for VFX class I'm moving away from the extremely graphic style.

I feel that a style that incorporates more softly painted textures and a blend of toon shading and natural shading will keep the film stylized but give it some visual depth and richness that would be eliminated with a purely toon shaded style.



Previous Style

These images from “The Wolf Among Us 2” show the style im moving away from. There's not enough textural and lighting detail. The composition feels too flat and the rendering has a complete absence of reflective materials.

This would also a difficult style to create in Unreal Engine



New Style Goals

In comparison the these pieces: (*top from the game Lucen*) (*bottom from RISE by Fortiche Studio*) how more realistic lighting, more textural detail, and reflectivity, while maintaining a level of simple painterly stylization I find very appealing.

This change would also make rendering and developing effects in Unreal Engine 4 much easier and it is more akin to the environmental art I've created.



Concept art of the “Wizard Tower”

Environmental Design

Plan To Achieve the proposed style:

- Simplify modeling by exaggerating secondary forms and removing tertiary detail.
- Develop painterly textures that follow a similar mentality, with the added focus of maintaining material characteristics without losing the stylization.
- Approach lighting with a blend of natural lighting and post process toon-shading through Unreal Engine.



Concept Art of “Wizard Tower” and City

Environmental Design

3 Location in the Film:

→ “Wizards Tower”

- ◆ Fantastical, gravity defying design inspired by high-fantasy media
- ◆ Emphasis on the tree and natural elements shows magics strong tie to the natural world

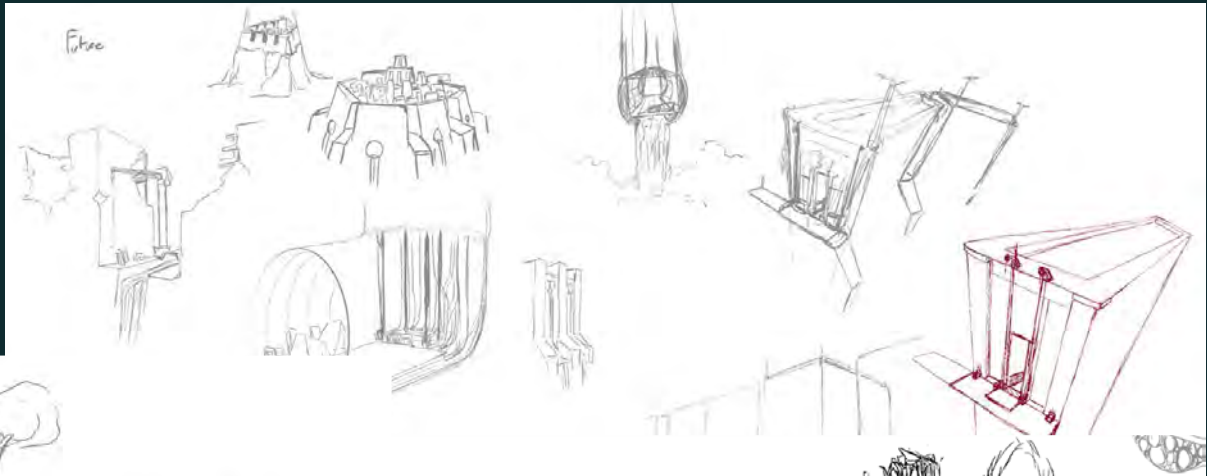
→ Cathedral Fortress

- ◆ Gothic Style, Enhanced with scale and some minor brutalist elements
- ◆ Imposing and dominating the skyline of the city

→ City

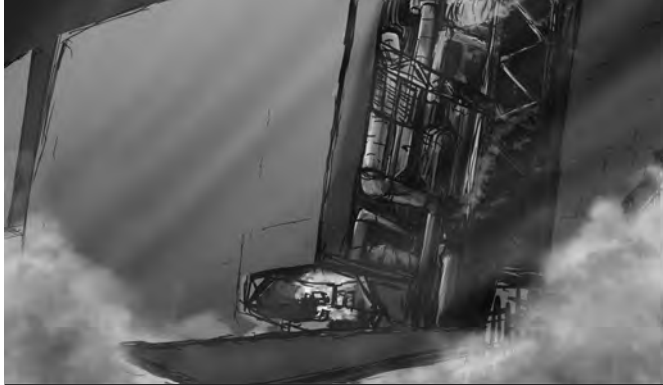
- ◆ Design a mix of 16th - 18th century architecture
- ◆ Developing beyond the medieval gothic style to show the archaic nature of The Order’s beliefs

Environmental Art Development Sketches

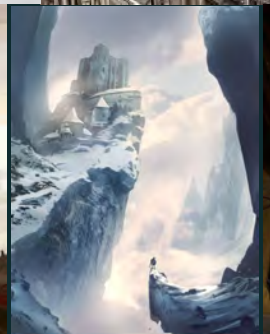
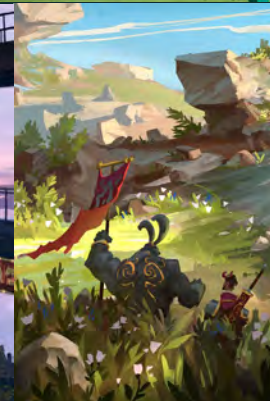


Environmental Art Development

Alternate
Environmental
Design : SciFi



Environmental
Art Development
Reference Art
Fantasy Style



Environmental
Art Development
Reference Art

Sci-Fi Style



Character Design

Calum:

- Calum is shorter than average, but not by much. He is square jawed with close cut blonde hair. Calum's design is meant to exemplify the "ideal soldier" of an authoritarian regime. However a major design choice is to give him larger and softer eyes, this helps him be both more sympathetic and more emotive.
- Calum is dressed in uniform for the duration of the film. The uniform features a high-collared vest, structured pants, heavy utilitarian belts, bracers engraved with symbols of the order, and a chest plate with the sigil of the order emblazoned on the front.



Concept art of
Calum

Character Design

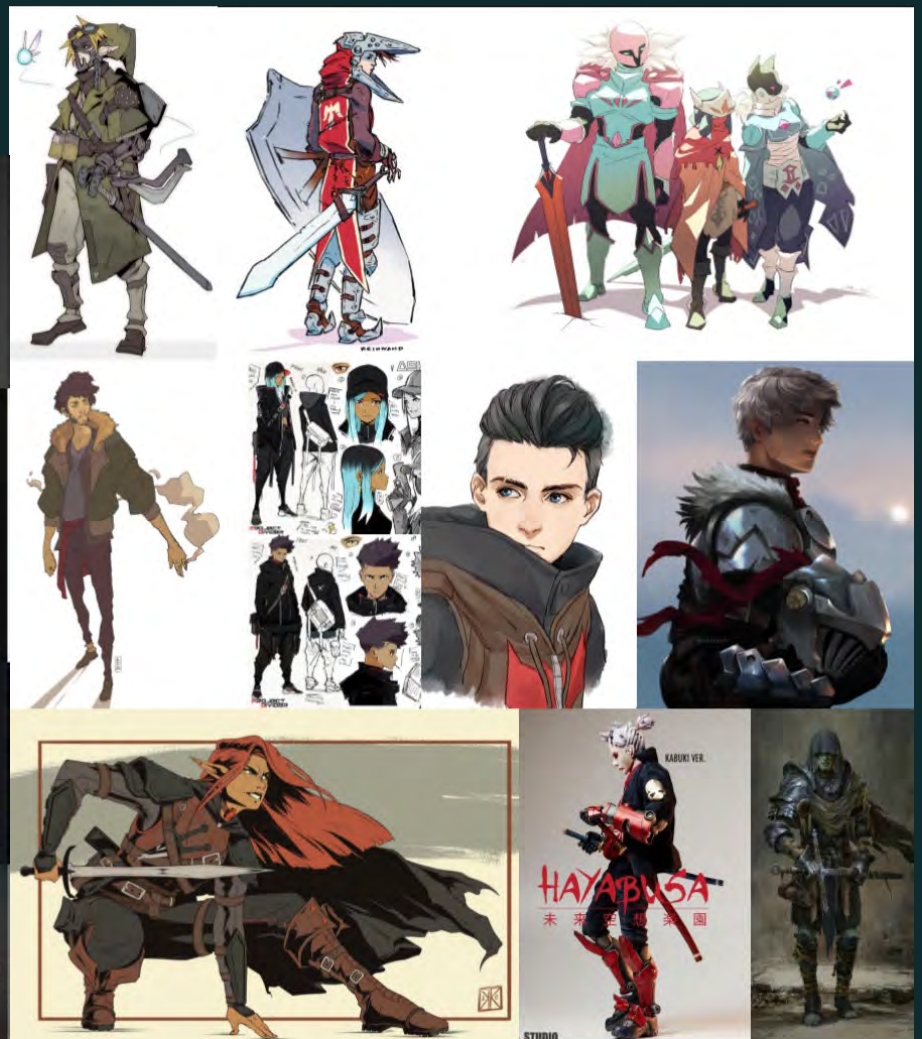
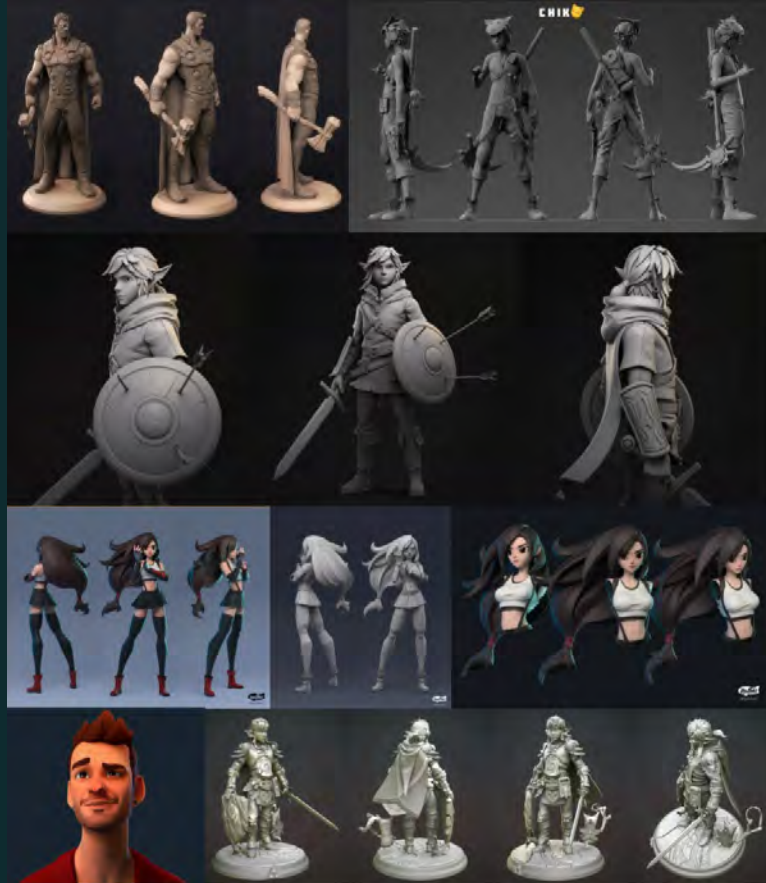
Dmitri

- Dmitri is designed as a contrast to both Calum and the "ideal soldier". He is taller than average with unruly curly hair and tanned skin. He's thinner than Calum is but still well built from his years of training. He has a long face, long nose, and deep set eyes.
- After escaping The Order Dmitri changes out of his uniform for more "incognito" clothes. These clothes are worn and patched up from living out in the wild. He wears a double layered tunic top, two belts, a pair of pants patched up at the knees and boots that are wrapped to his legs. Over all this he wears a sturdy leather jacket and a large neck warmer scarf.

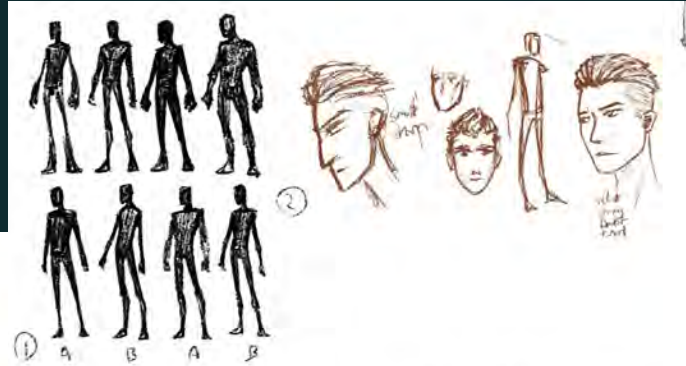


Concept art of Dmitri

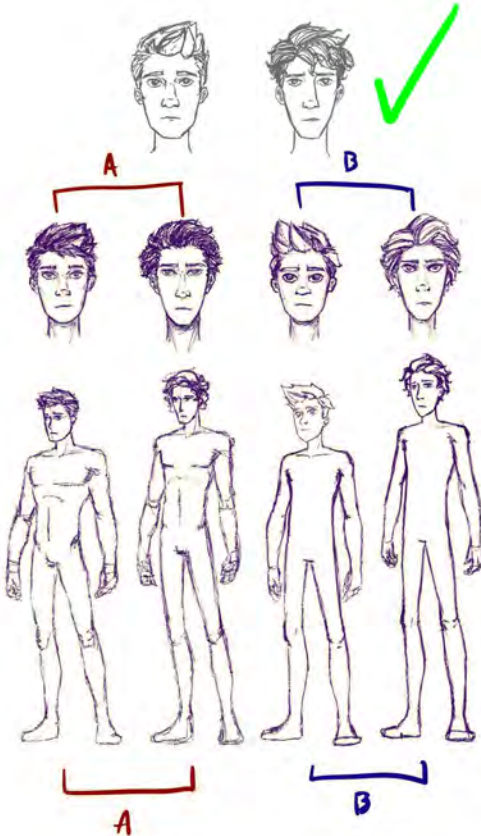
Character Art Development Reference



Character Art Development Sketches



Character Art Development Sketches



What Comes Next



Redo the animatic to be consistent and incorporate the new scenes and smooth out the transitions

Model the characters and begin the rigging process with help

Orthographics and models for props and environment.

Production pipeline for

C R O S S E D

https://www.youtube.com/watch?v=t_qvGhuGLG8