The Art of
Yggdrasil

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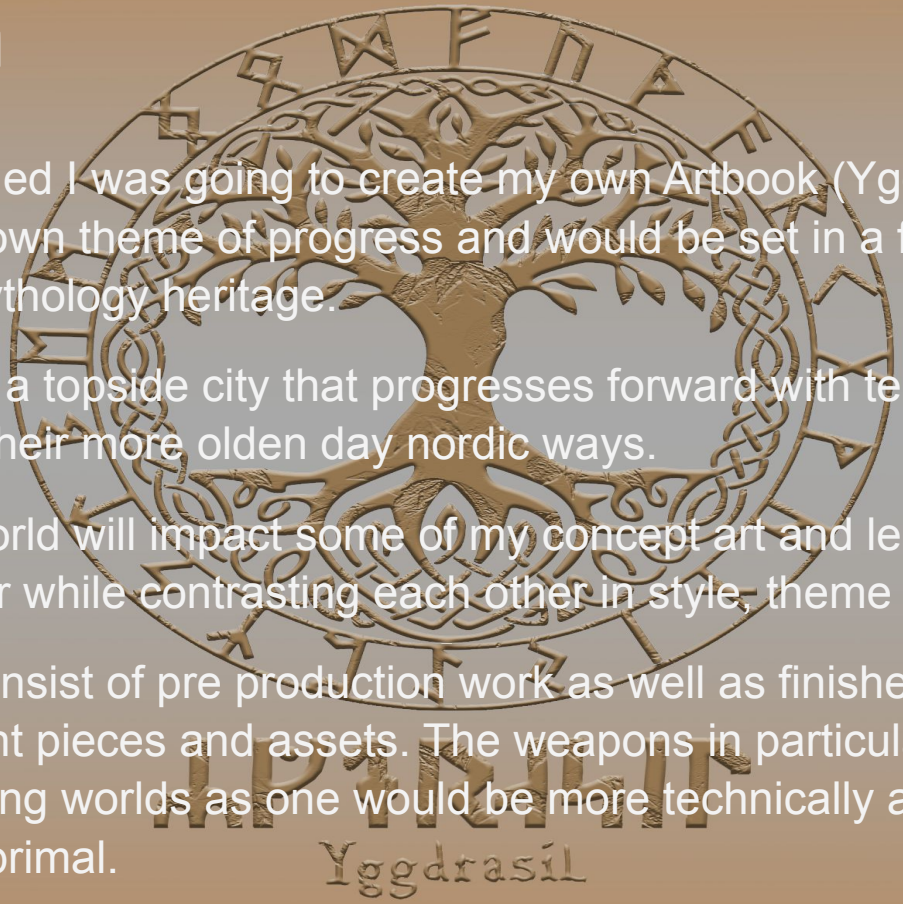
Introduction	3
Thumbnails	4
Material Research	10
Weapons	12
Larger Thumbnails	19
City of Progress	21
City of Regression	24
Afterlife of Misery	26
Different Variations	28

Introduction



For this project I decided I was going to create my own Artbook (Yggdrasil) which would be based around my own theme of progress and would be set in a fantasy steampunk world with a Norse mythology heritage.

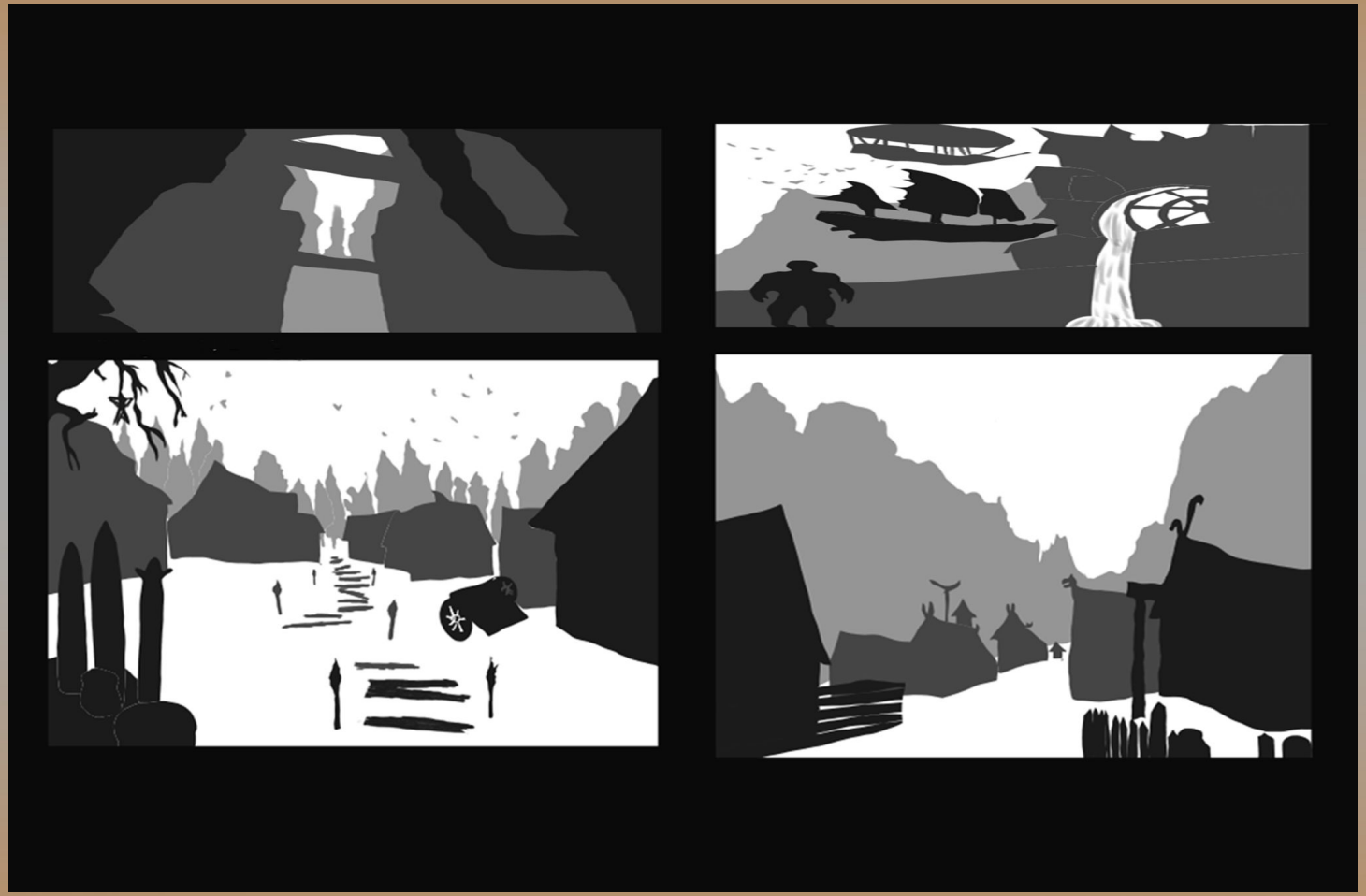
This world will feature a topside city that progresses forward with technology while the underground stick to their more olden day nordic ways.

The contrast in this world will impact some of my concept art and lead to pieces being directly linked together while contrasting each other in style, theme and feel.

This Artbook would consist of pre production work as well as finished rendered concept art of both environment pieces and assets. The weapons in particular would also show this contrast of opposing worlds as one would be more technically advanced while the other would be more primal.

General Environment 1

This first set of thumbnails were used to get some quick rough ideas of a fantasy norse world mixing elements of the two.

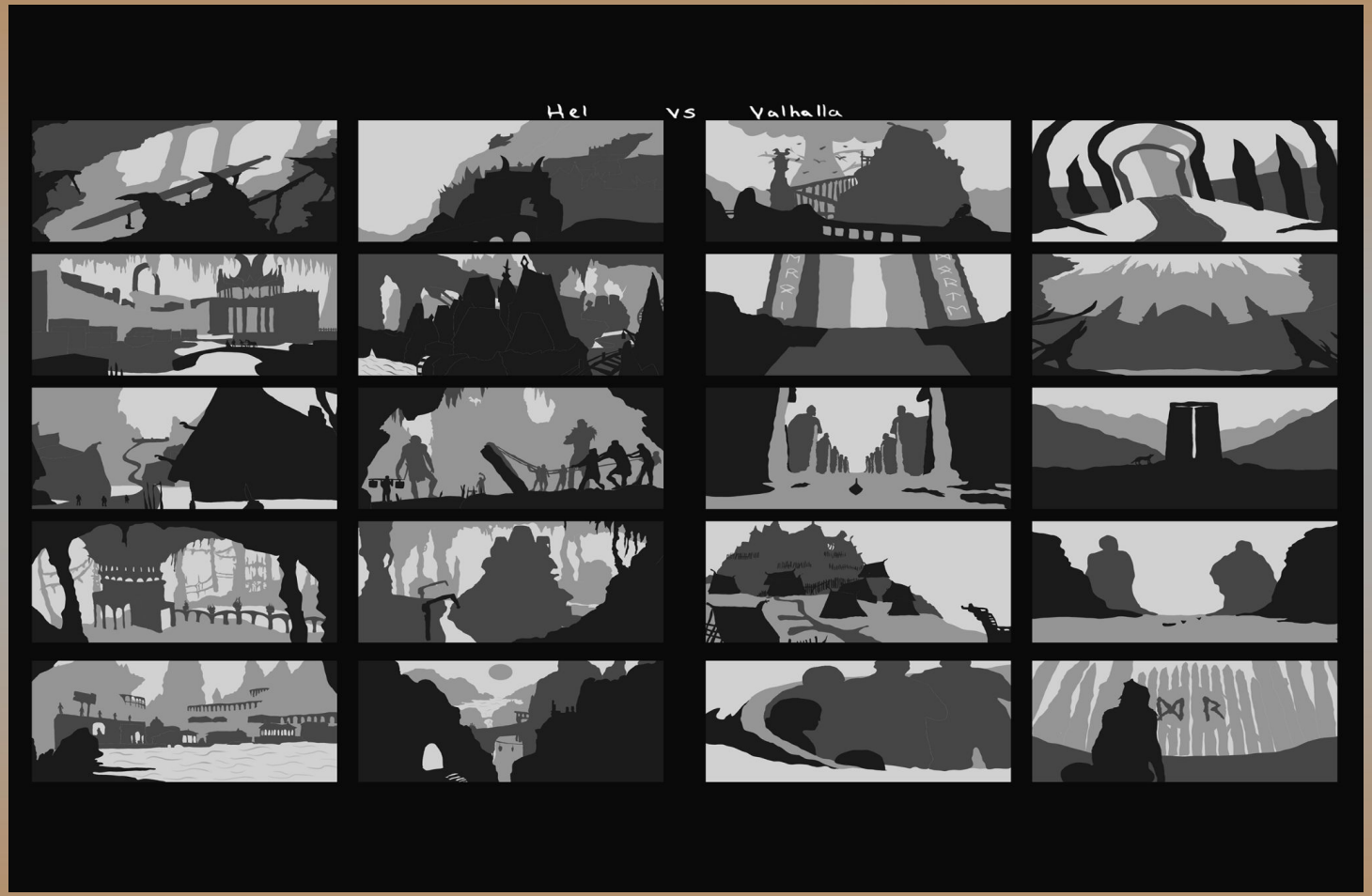


General Environment 2

This second set focused more on what the world outside of the main city could look like.

Hel VS Valhalla

These thumbnails were to show the comparisons between the two main afterlifes in Norse mythology.

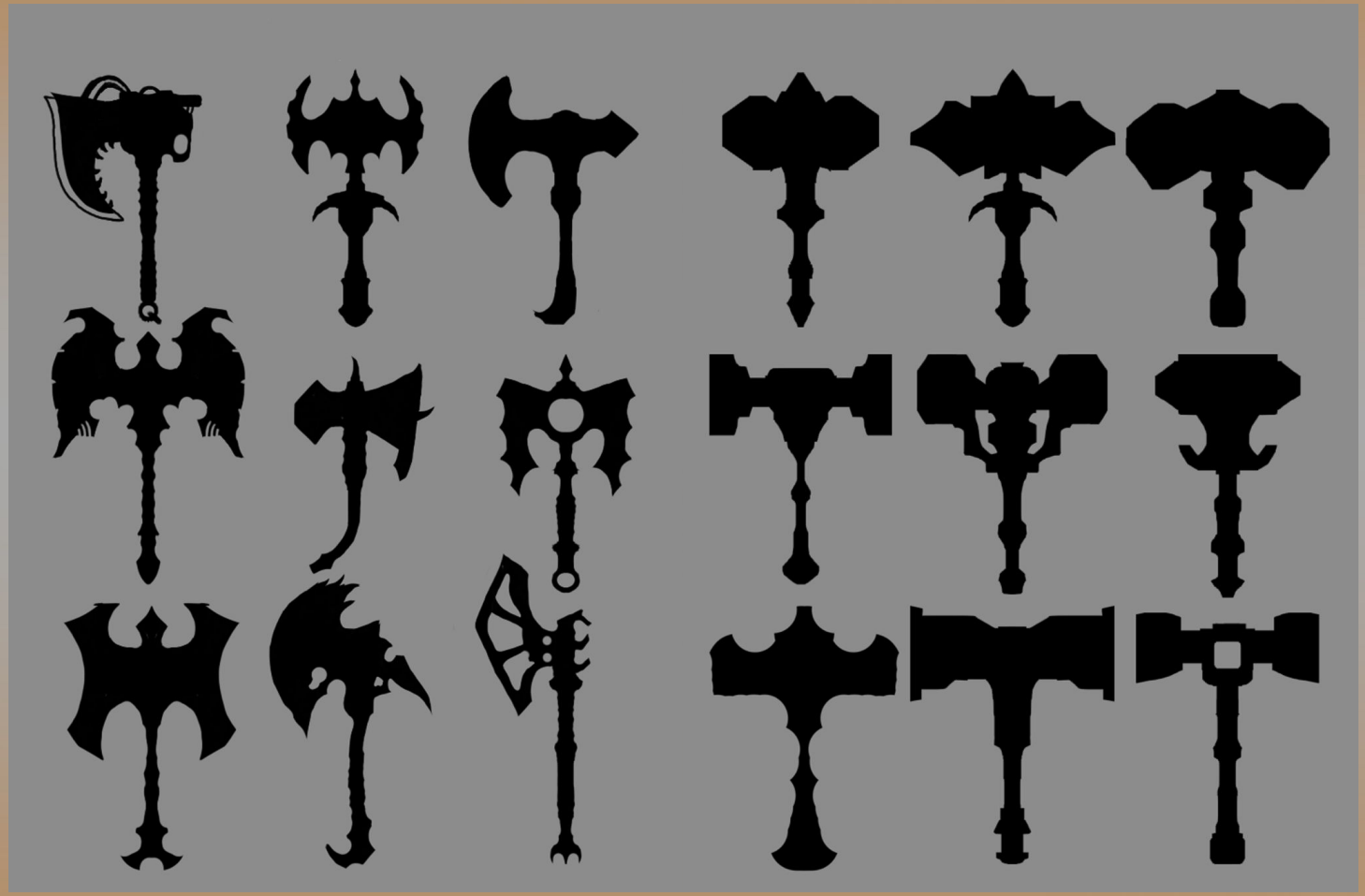


Topside VS Undercity

These final sets of thumbnails were made to directly showcase the two parts of the main city and what differences they may have.

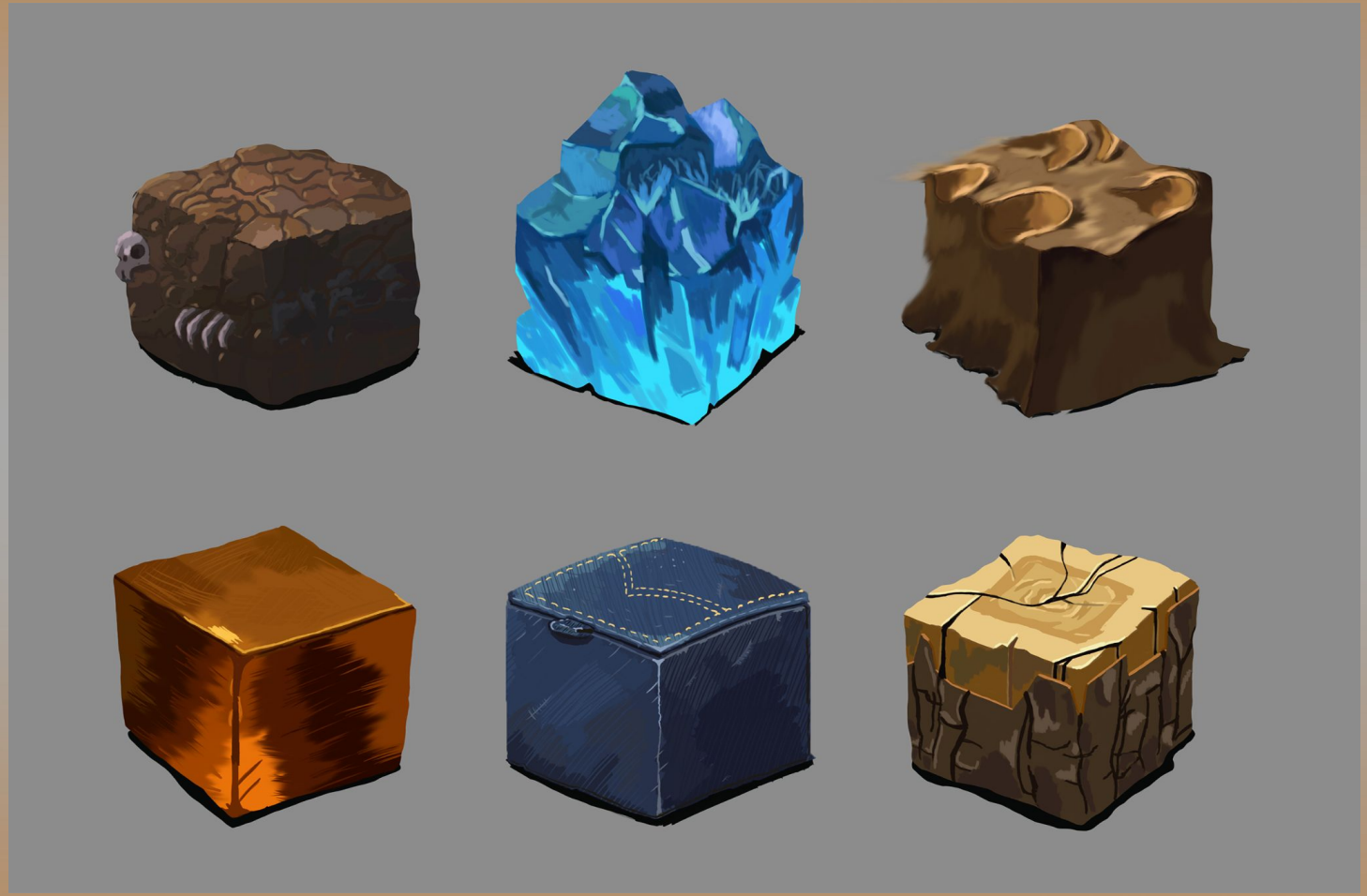
Weapon Thumbnails

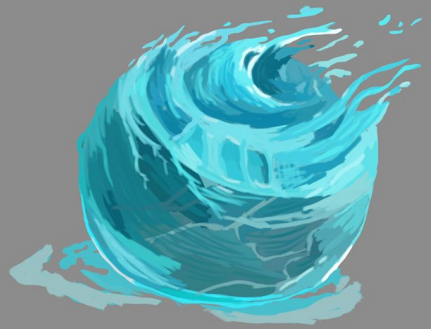
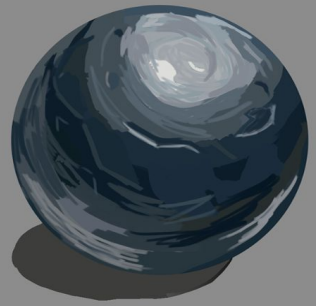
Once the thumbnails were done I narrowed down a list of certain materials I may be using and created a research sheet to practice recreating them.

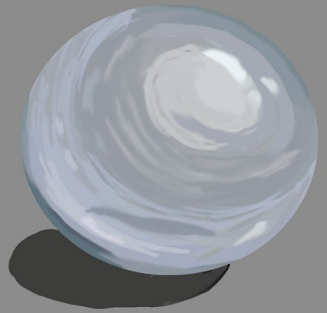


Material Research

Once the thumbnails were done I narrowed down a list of certain materials I may be using and created a research sheet to practice recreating them.

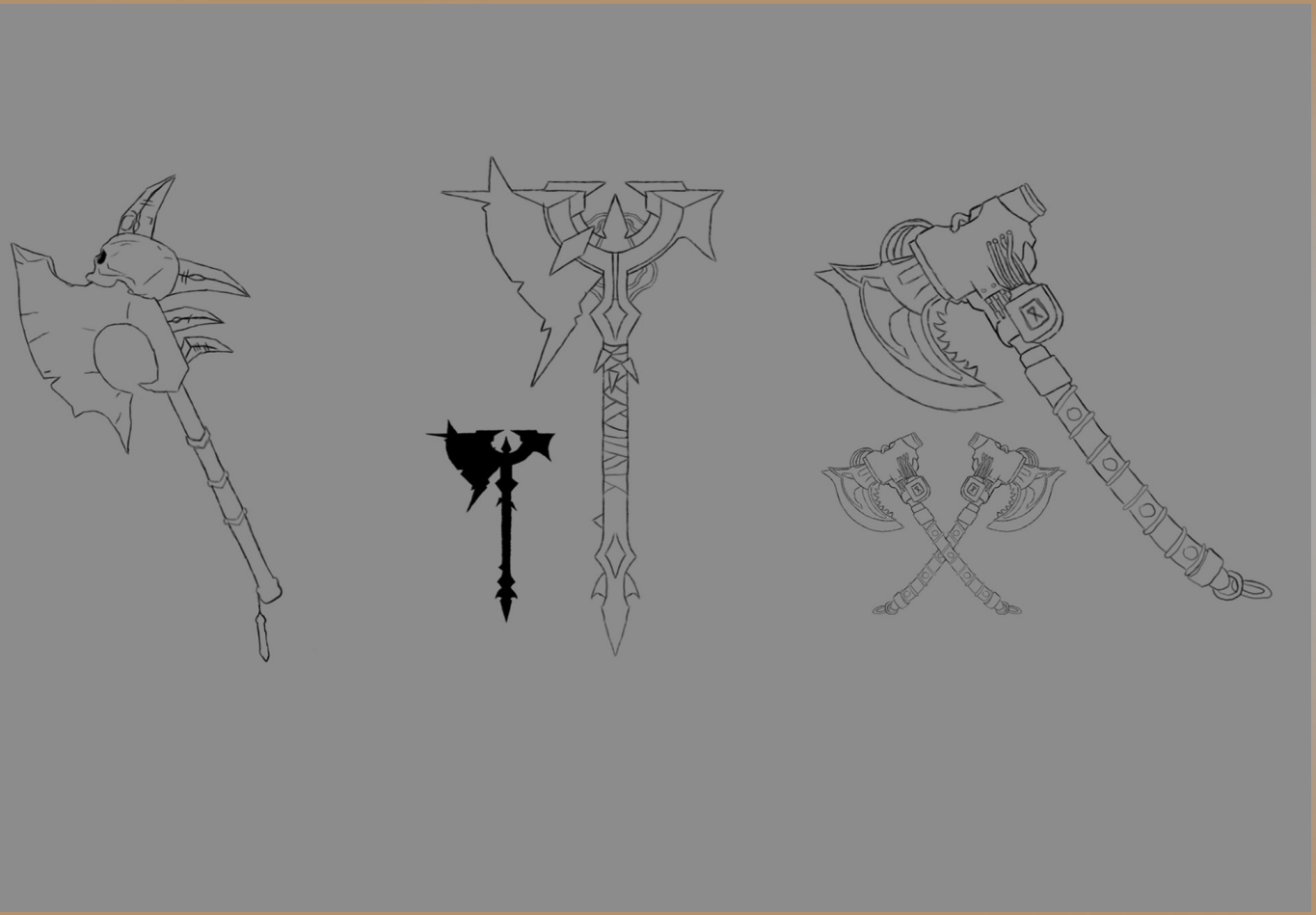


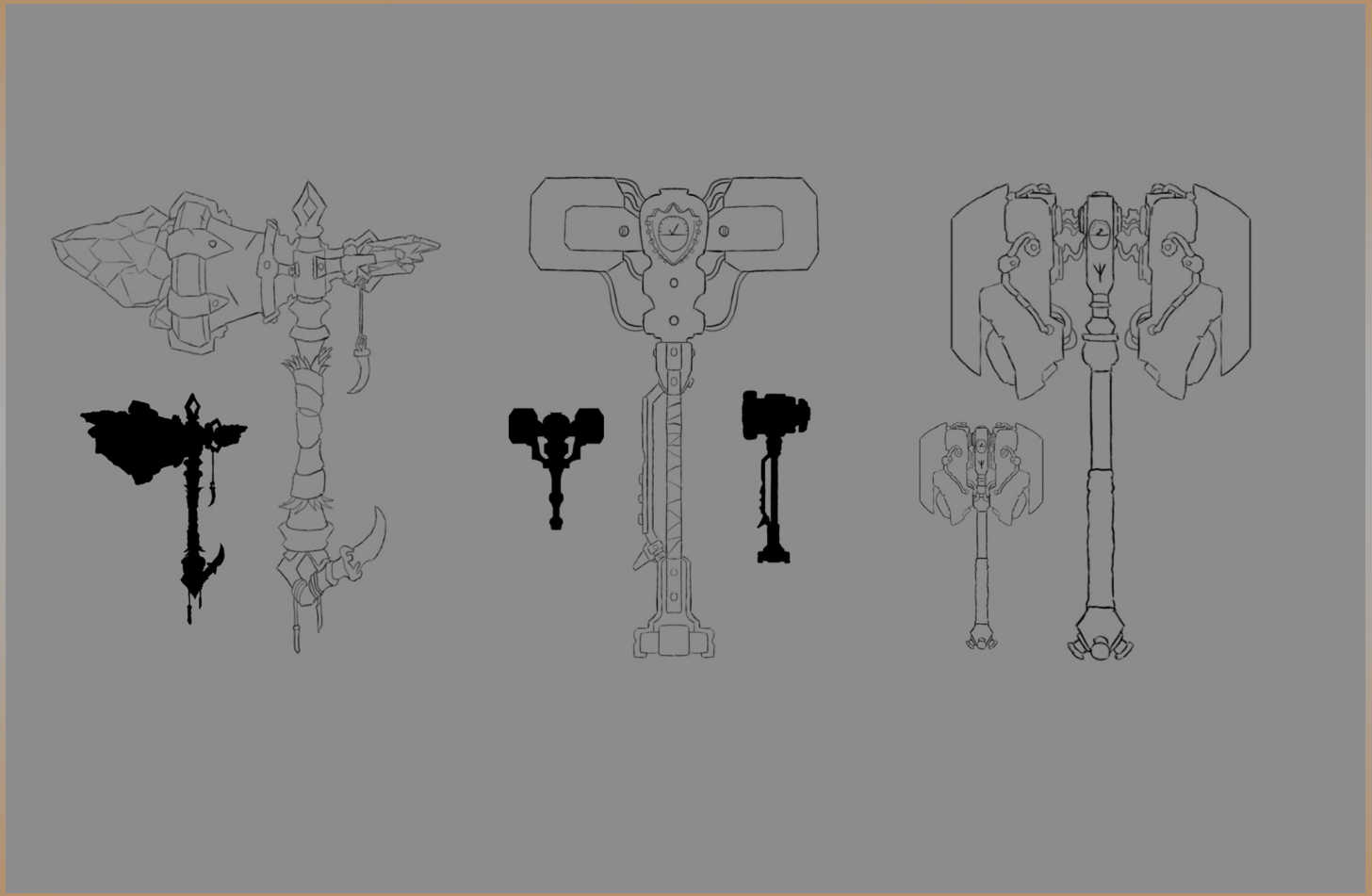





Early Axe Sketches

Three versions of Axes from left to right being the undercity, in between and topside. The idea was that either side shows the type of weaponry that part of the city would use with the middle being based on a scenario around the undercity managing to scavenge technology from topside and how they could try to remanufacture their own weaponry.



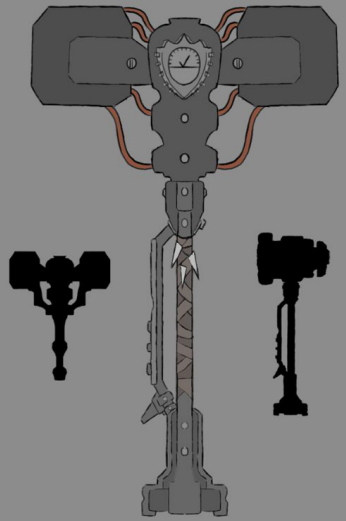


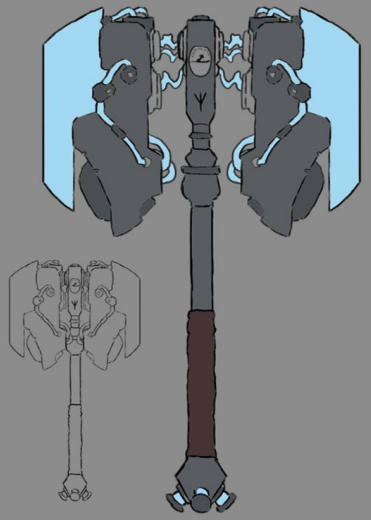
Early Hammer Sketches

The hammers follow suit with the same idea as the axes this time around as hammers instead.

Weapon Early Colour

Once settling on the designs I began to block in some colour for both the axes and the hammers trying to make them look similar but different enough at the same time.





Undercity

Weapons

In Between

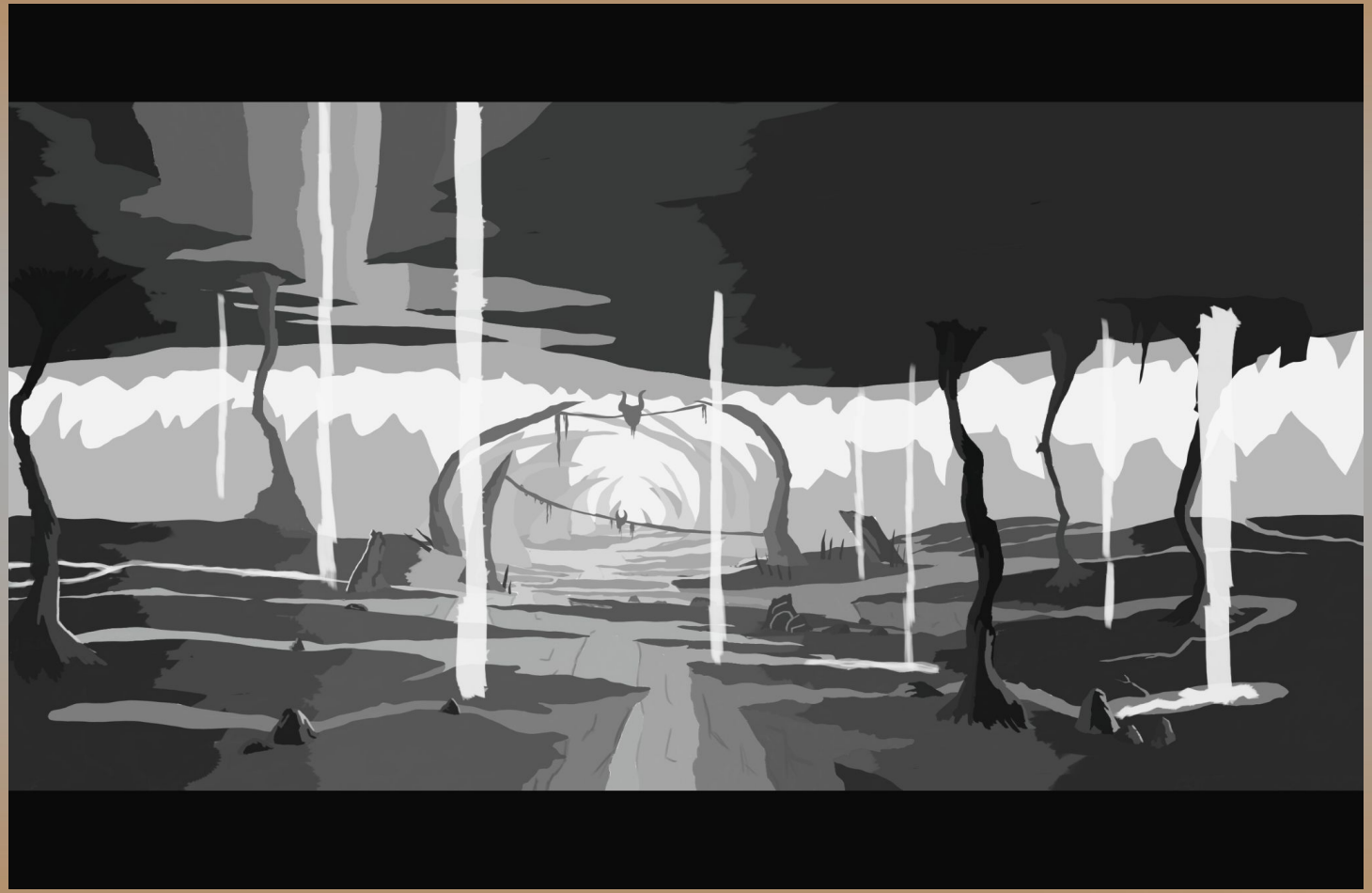
Weapons

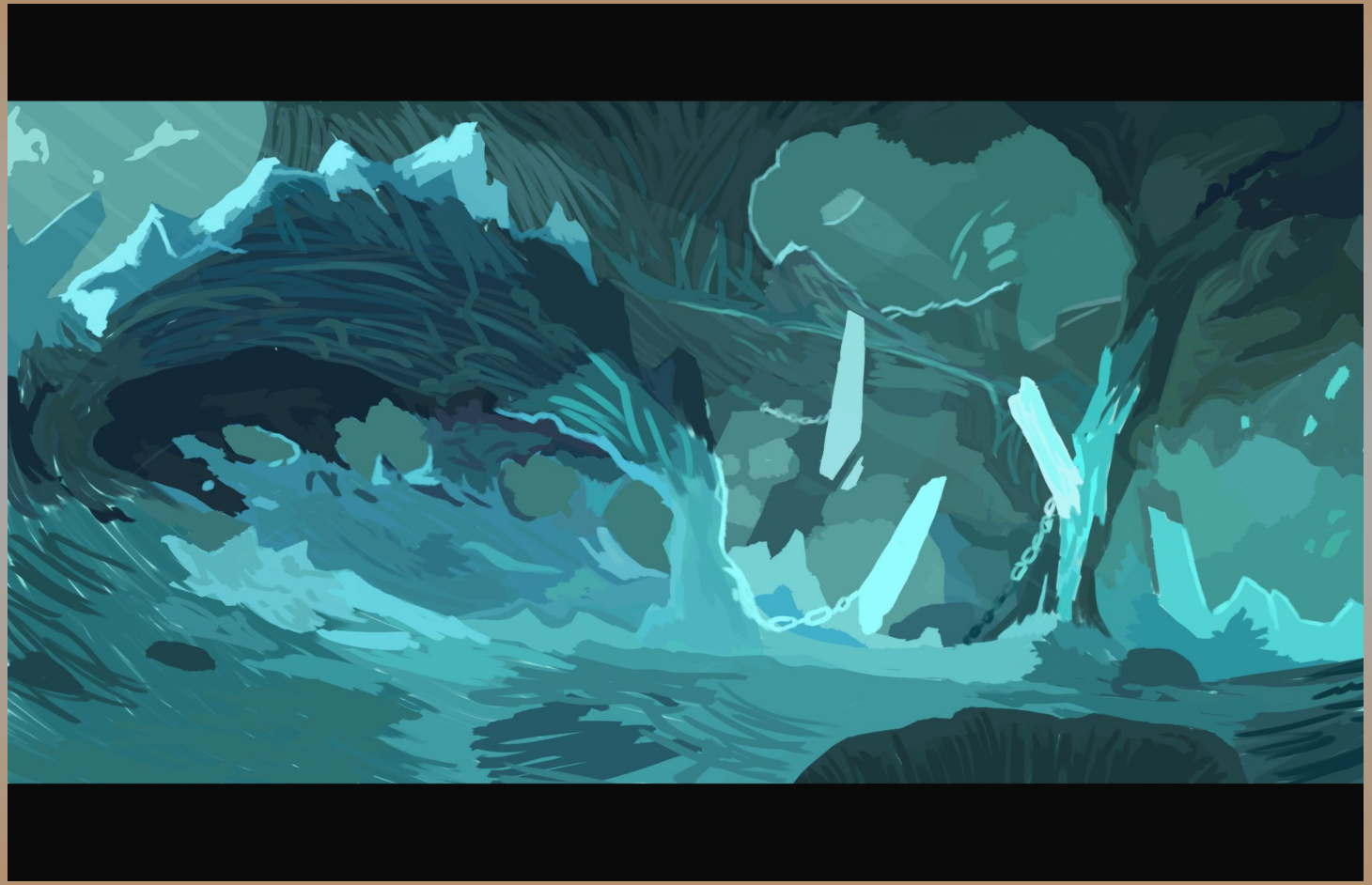
Topside

Weapons

Large Hel Thumbnails

With the weapons done I began to create larger more detailed thumbnails specifically around the Helheim theme in my world.



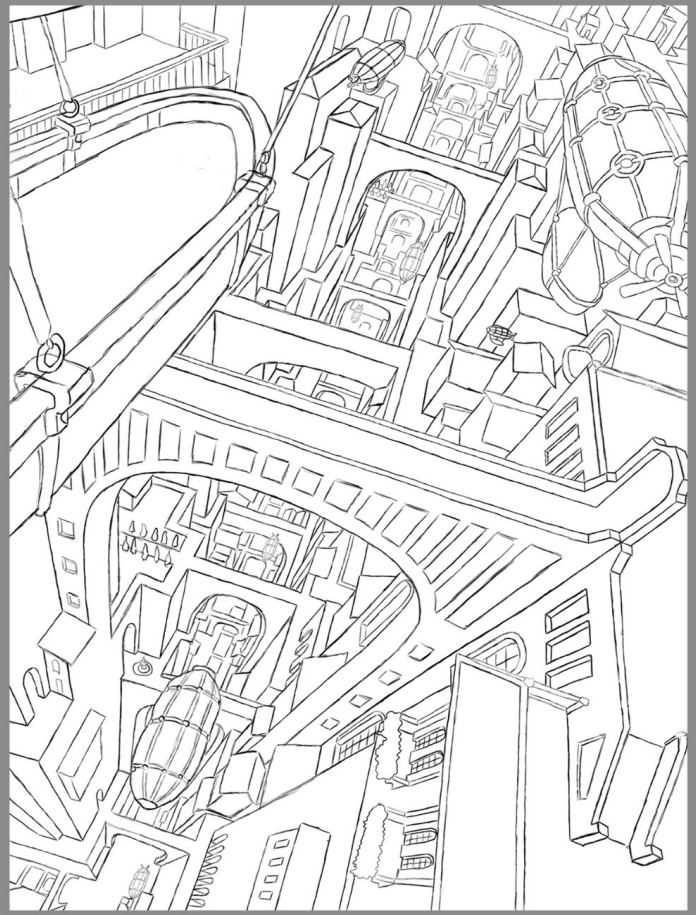


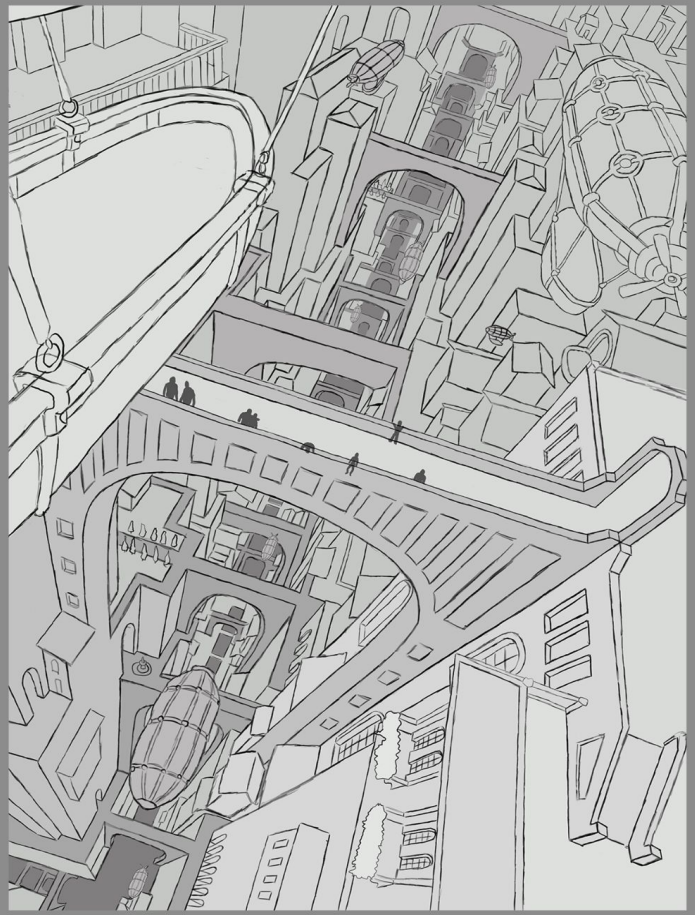
Testing Colour In Hel

Helheim is said to be a freezing cold place which led me to testing out a larger thumbnail with a cold colour scheme rather than greyscale.

City of Progress Sketch

I started on the Topside environment piece which would be this towering steampunk city that would sit above the Undercity blocking resources and even light from hitting the Undercity easily.



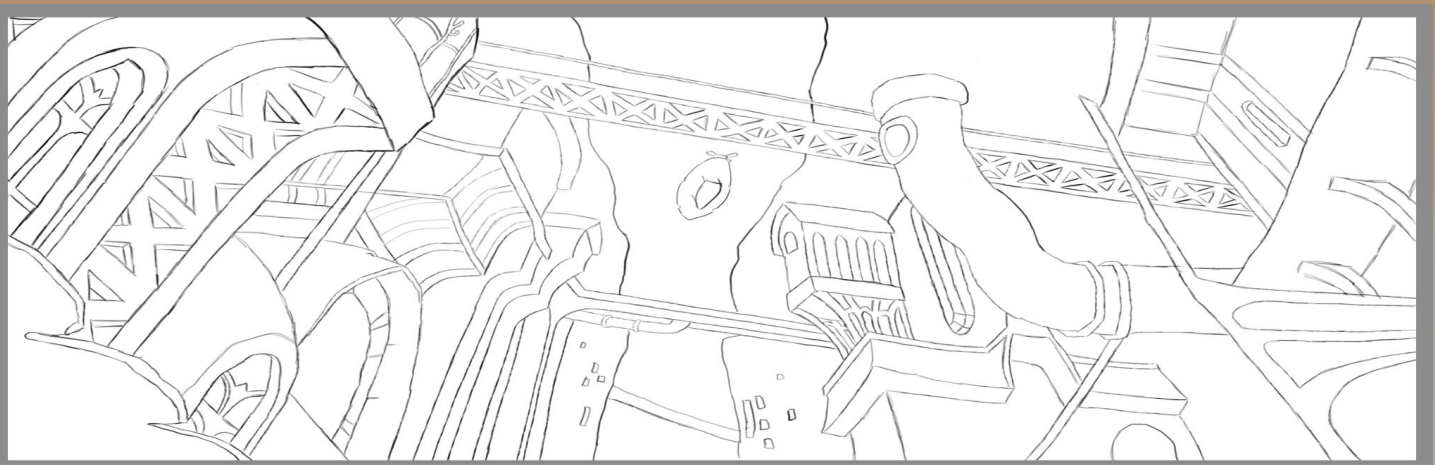


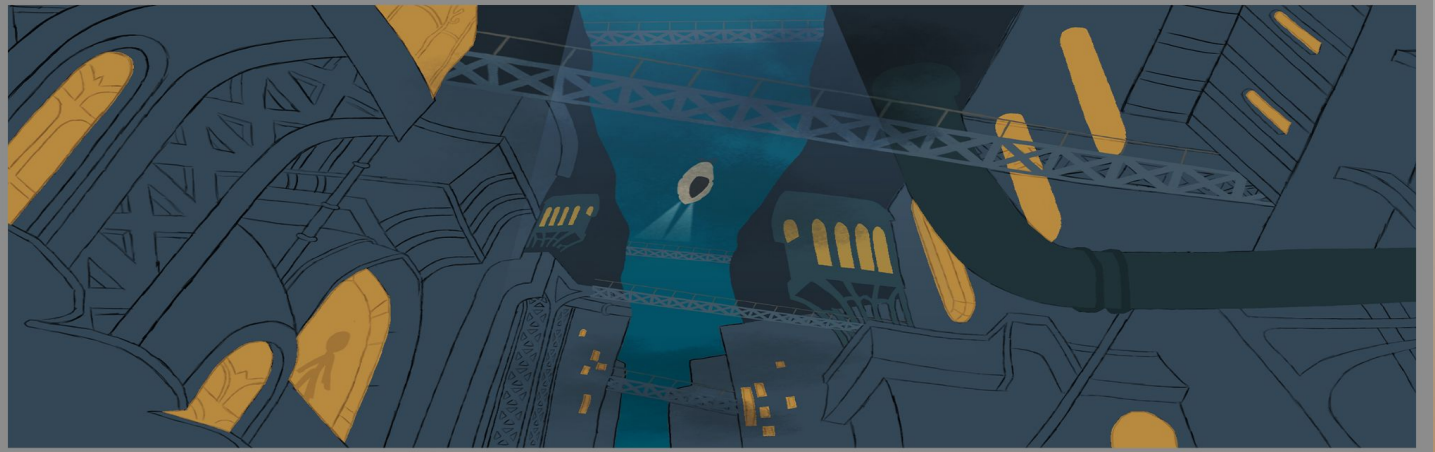
City of Progress

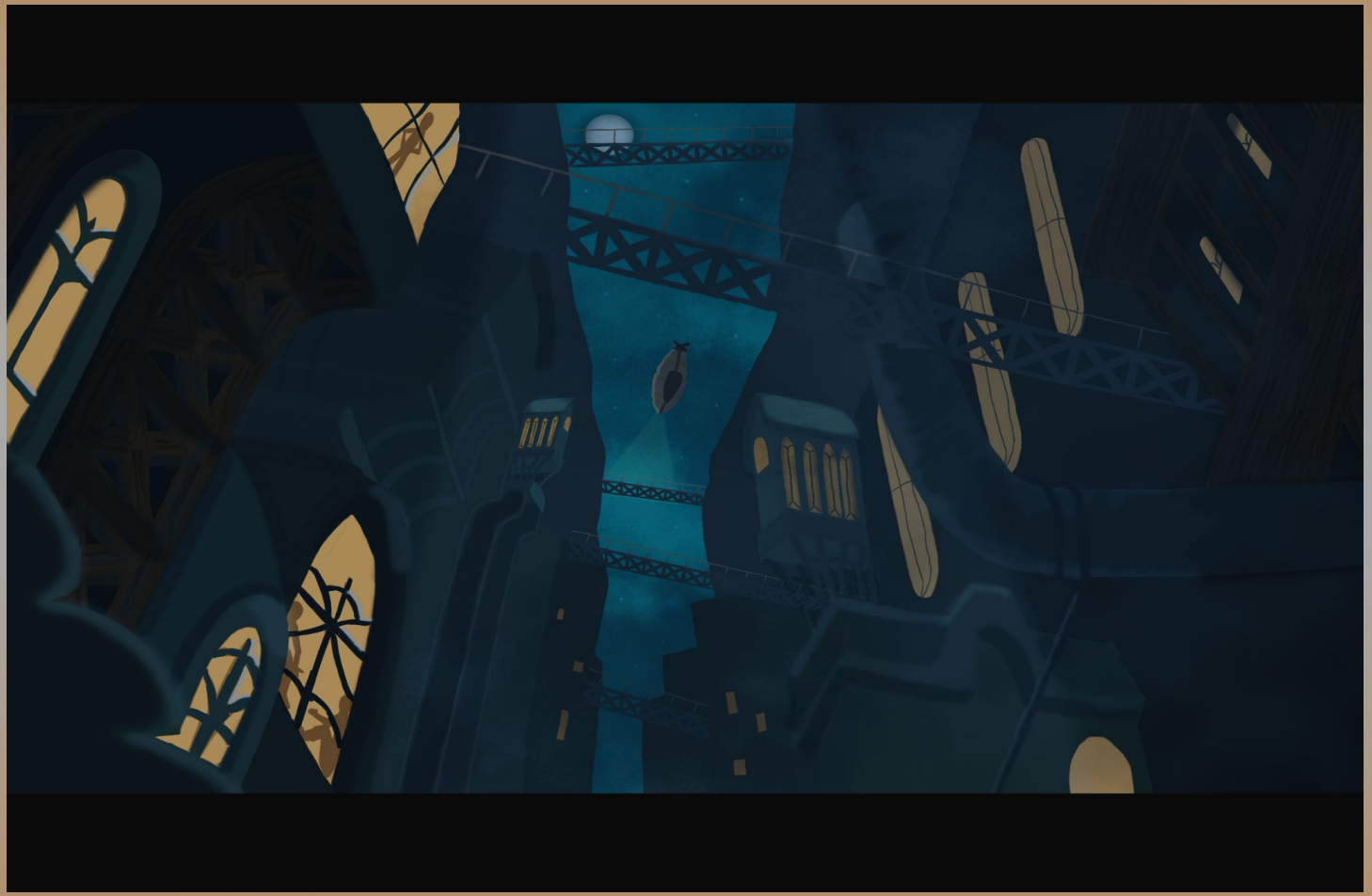
Once the sketch was complete I started to block out the colour later adding Shading and texture, with a heavy focus on atmosphere.

City of Regression Sketch

With the Regression piece I knew I wanted to capture the opposite them to the Progress piece. I did this by doing things like making it night and showing how crowded and unpleasant the Undercity would be.

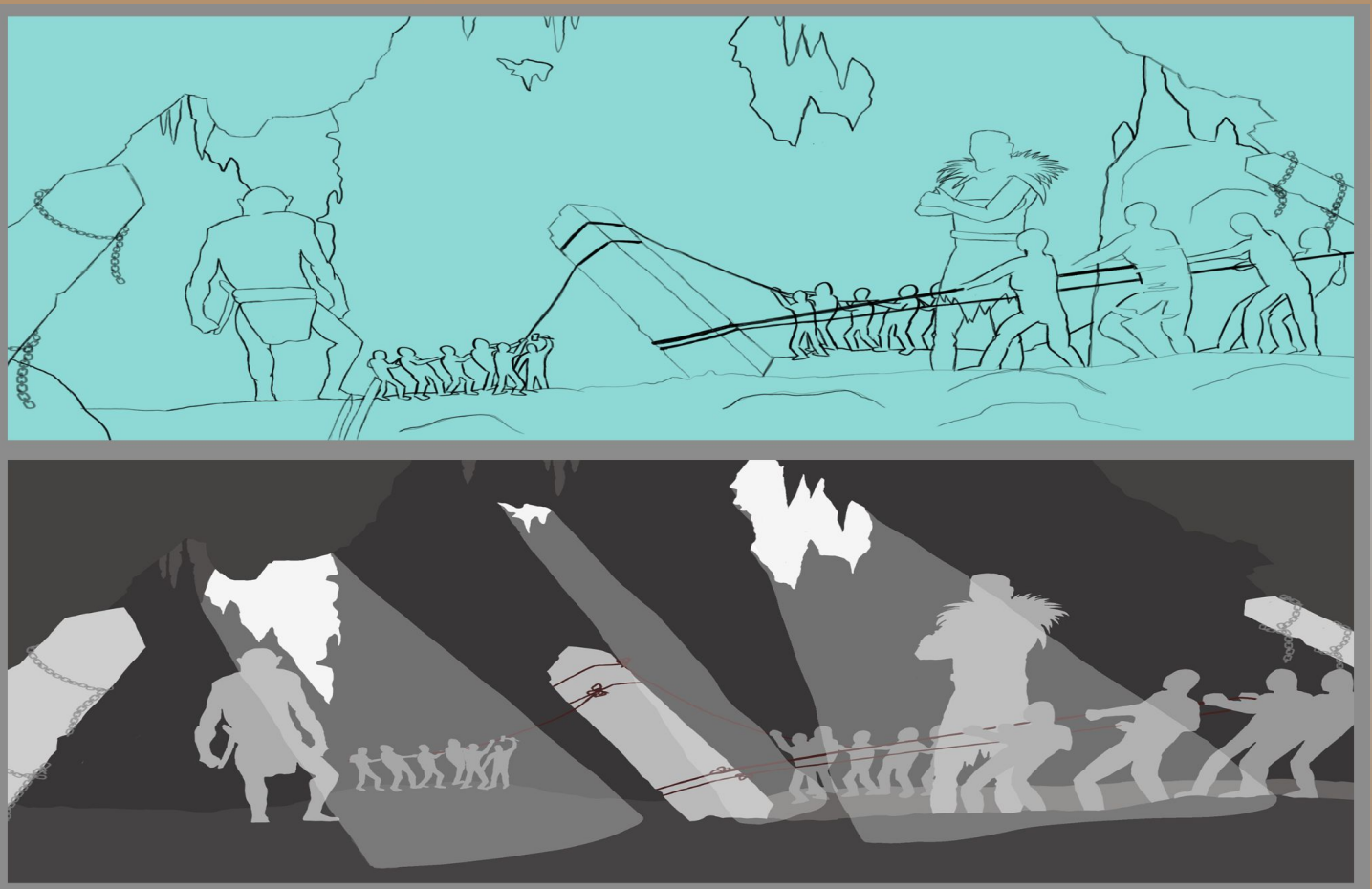






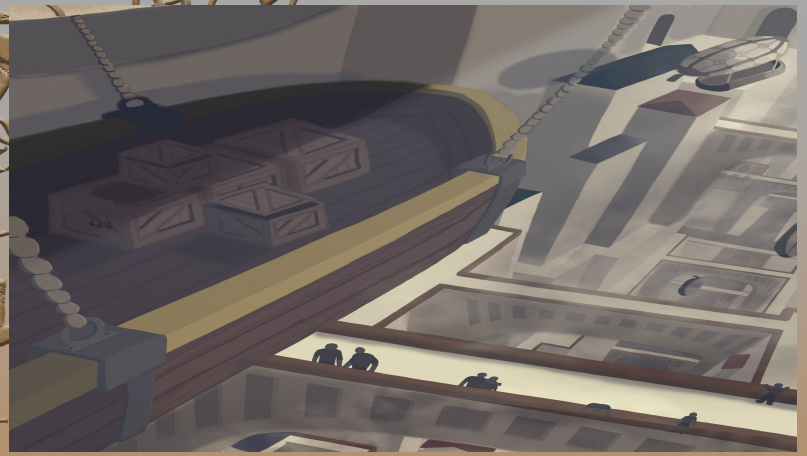
Afterlife of Misery Sketch

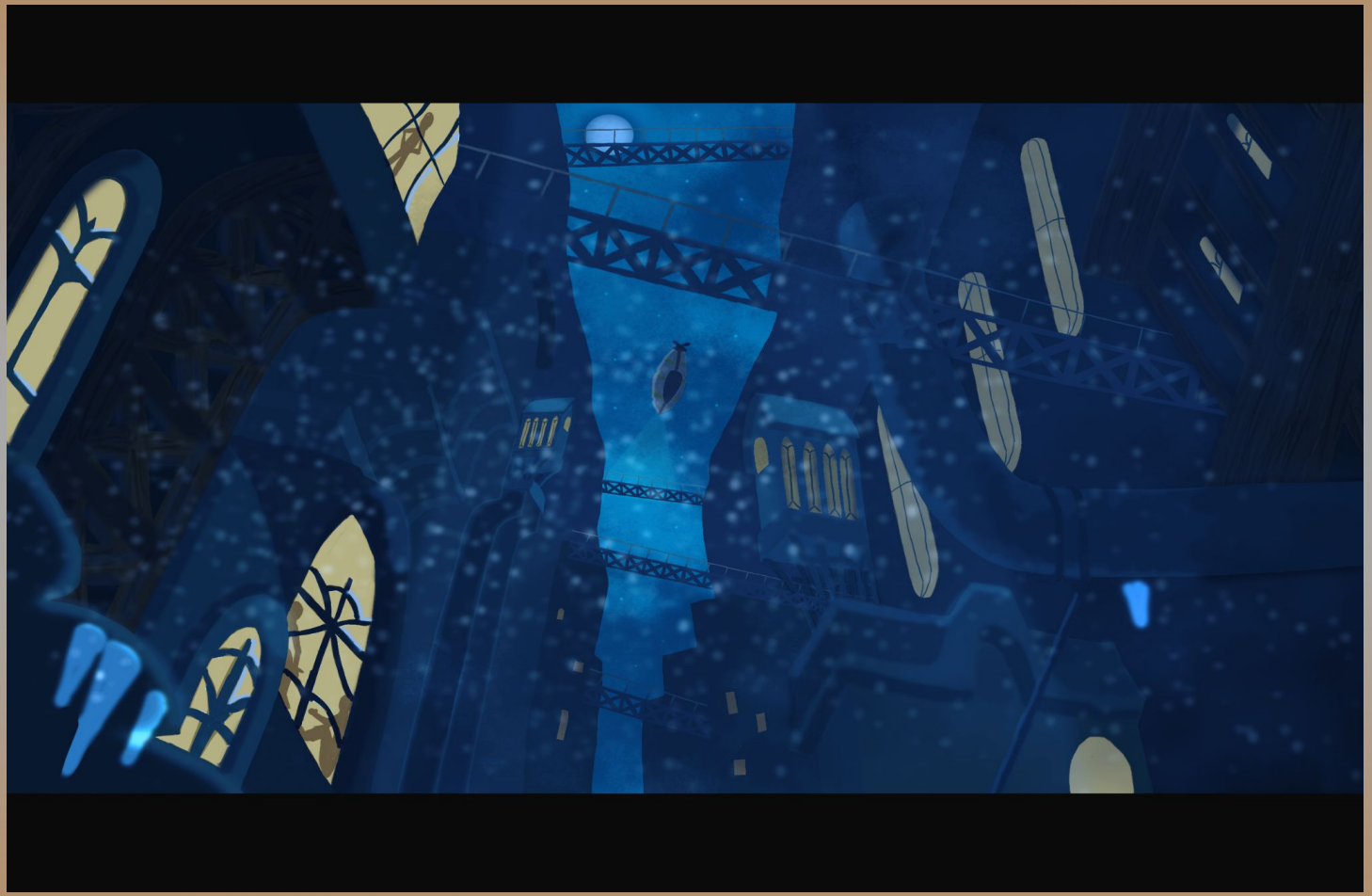
With this piece I wanted to capture the cold feeling and atmosphere of Helheim while combining it with what would be seen as a potentially unpleasant afterlife which would have contrasted the Valhalla piece that would have been more bright and hopeful. This sketch still had a lot to be changed from things like the people to the crystals and giants.



Different variations

With the environments done I decided to try some different colour lookups and crops on them to see what other atmospheres/ weathers and scenarios I could make with them.





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Yggdrasil