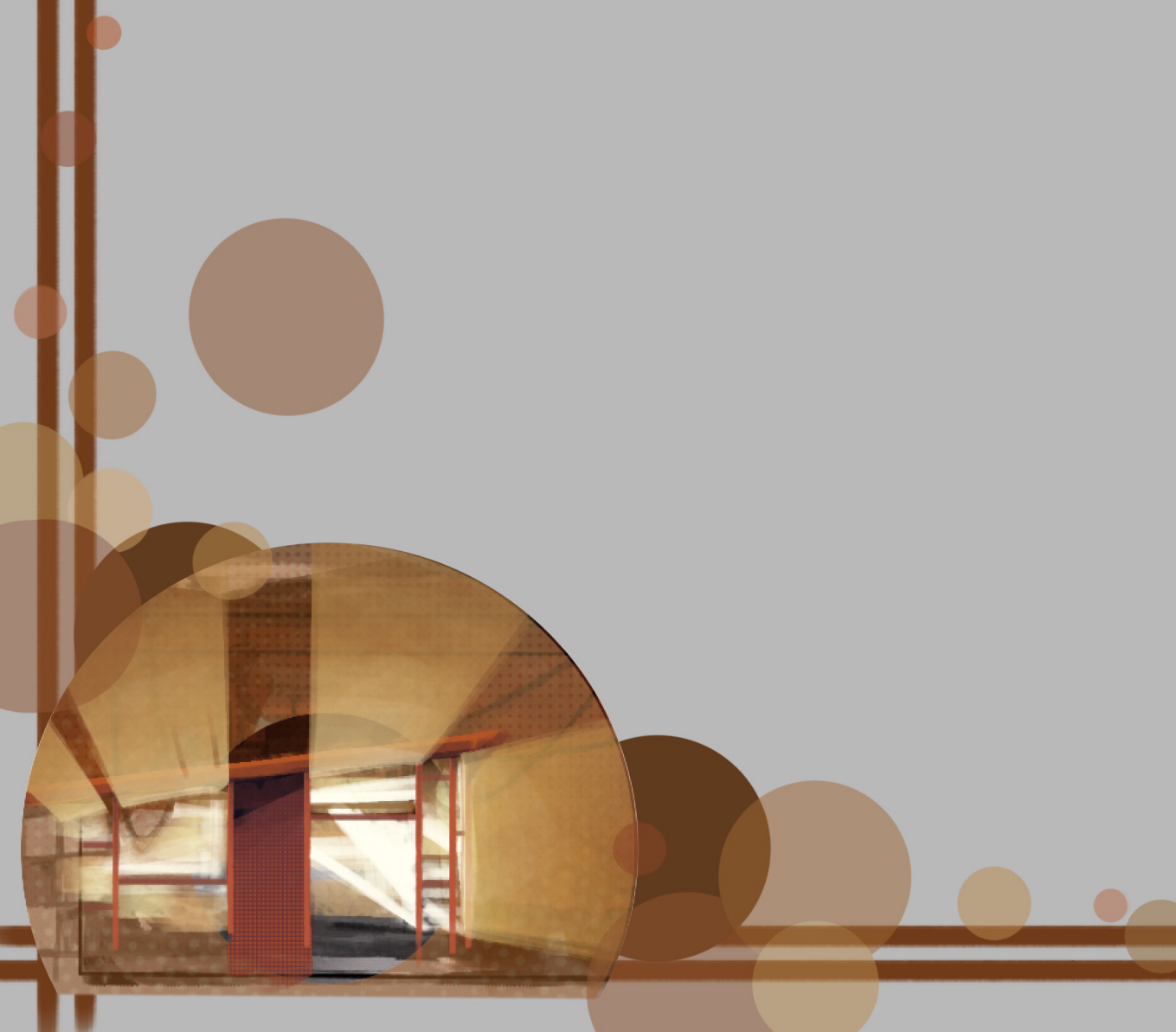


# An Analogue Dream

## A1: Pitch Book

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## Pitch:

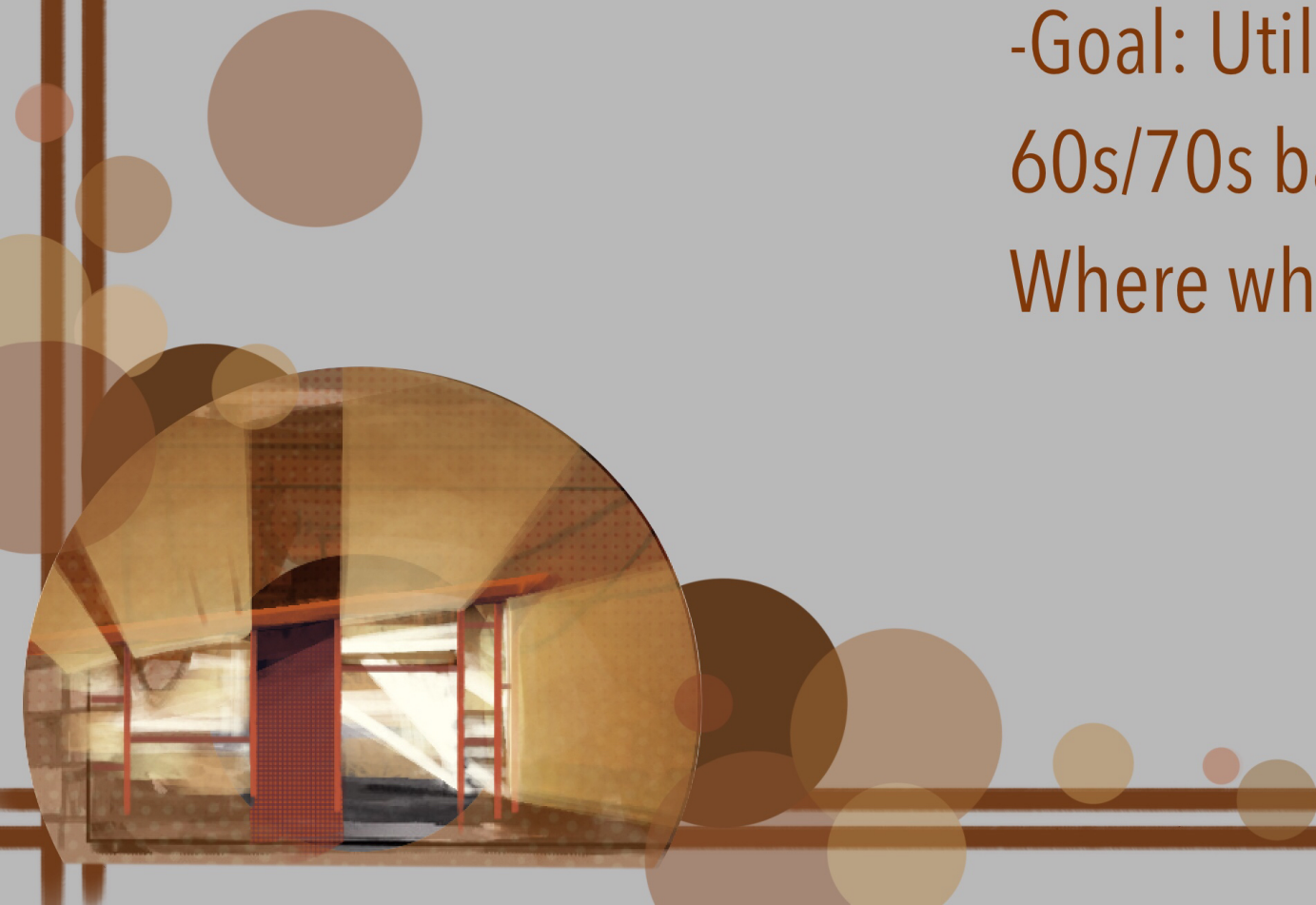
# An Analogue Dream

A world based in tech, set in the 1970s, is slowly being corroded and overrun with mans footprint. Where a tech hoarder is building up a collection of destroyed parts and pieces, creating his own machines.

## Description:

- Goal: To create an Concept Environment and for a AAA type game
- Themes: 1960s/70s Architecture, Analogue technology
- Goal: Utilizing a variety of reference materials and content, I wanted to create a Sci-Fi 60s/70s based world created through colors and themes fitting the era of 1970s Where what we know as analogue tech, was really coming into style.

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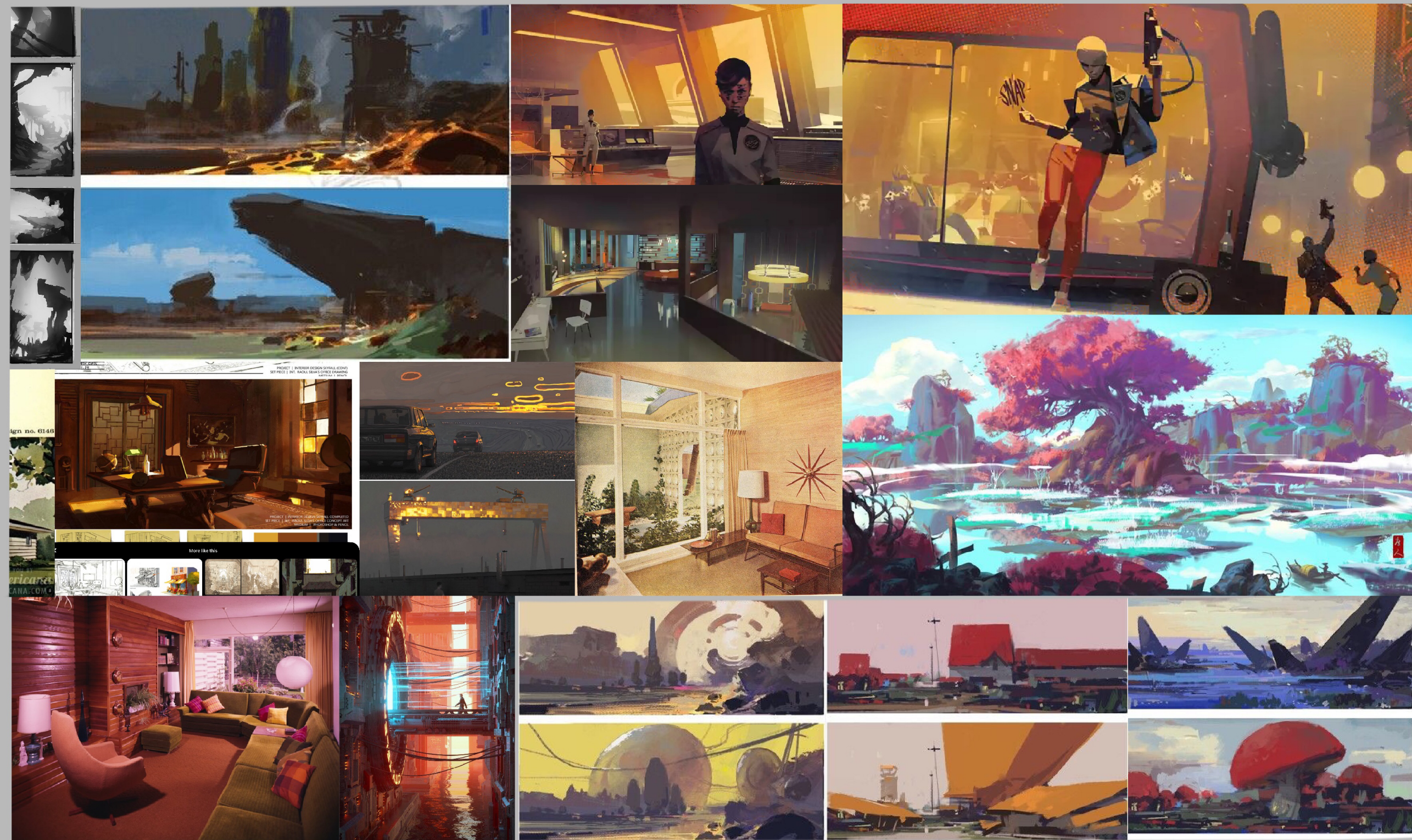


## Mood Board:

## Atmosphere :

-A overflowing city environment –  
focus on architecture and man made  
objects – stylistic shapes and half  
tones of the 60/70s – accented by  
graphic designs

# An Analogue Dream



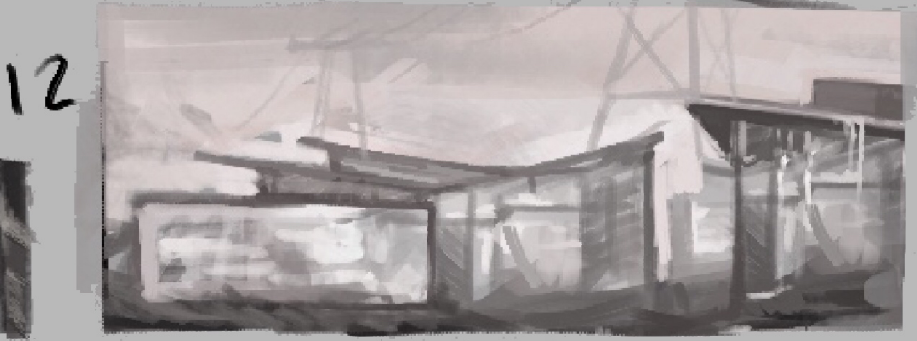
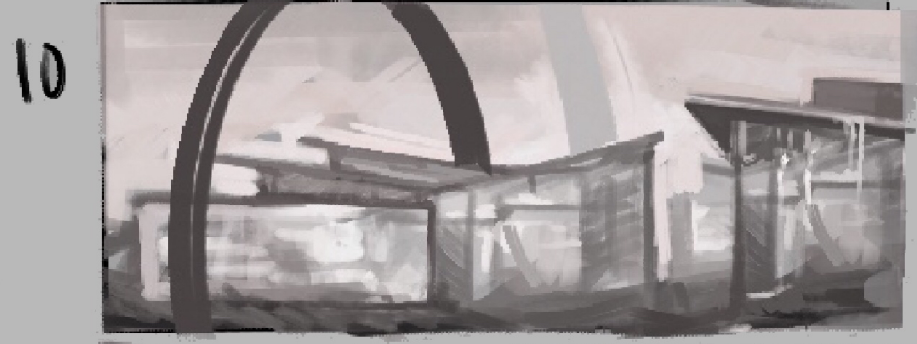
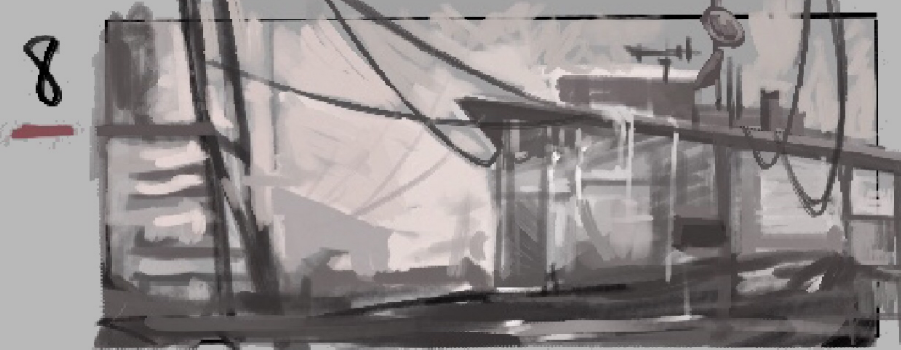
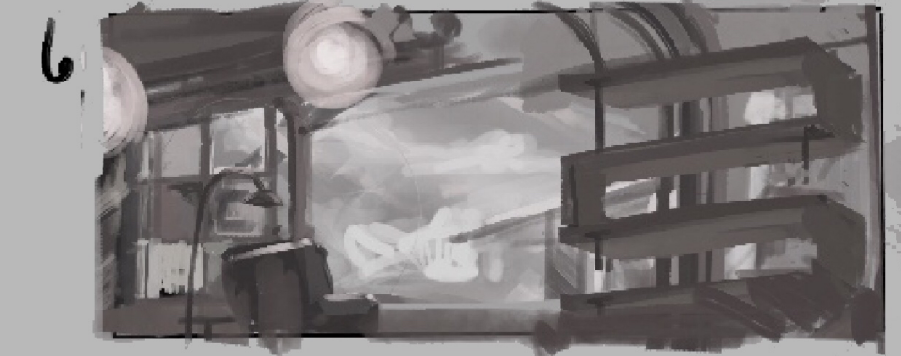
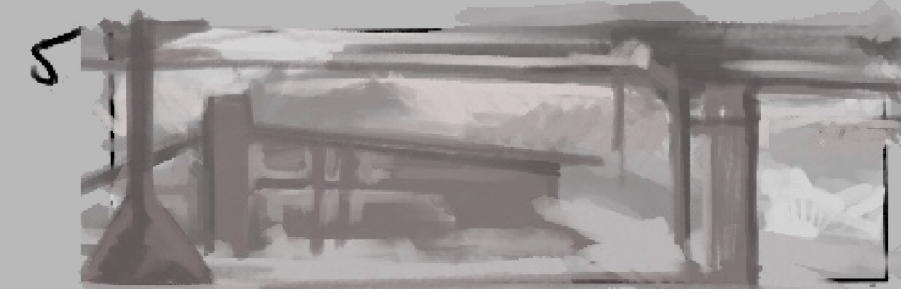
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# Value Comps:

## Atmosphere :

-A overflowing city environment – focus on architecture and man made objects – stylistic shapes and half tones of the 60/70s – accented by graphic designs



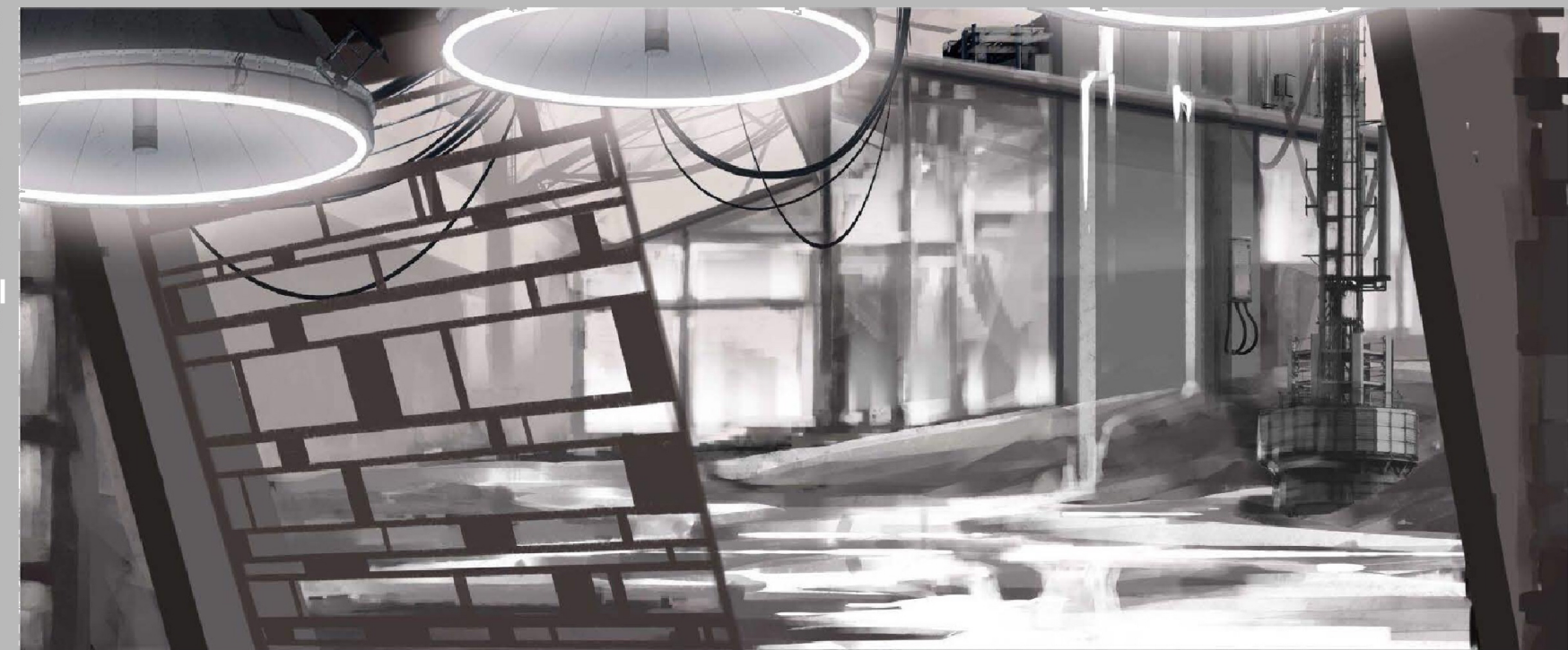
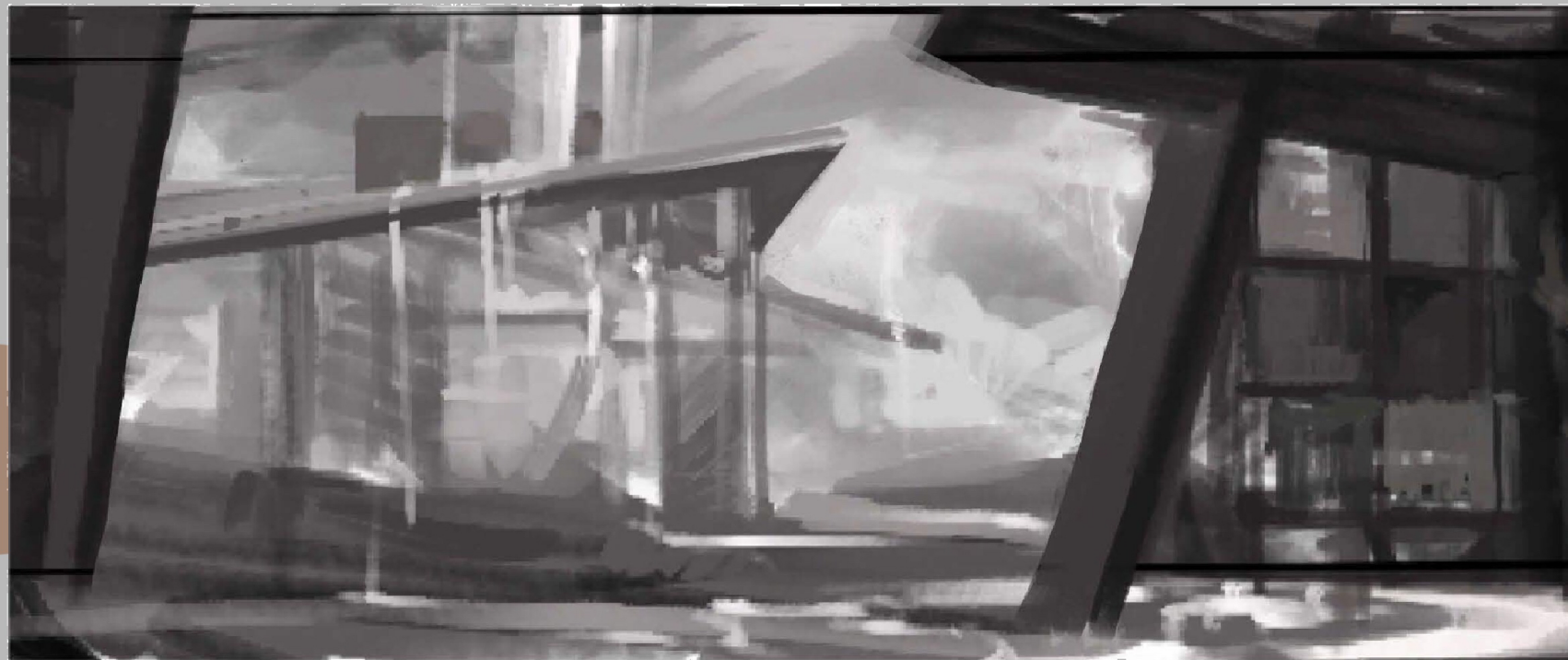
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# Value Comps:

## Goal :

- Wanted to try my hand a a mix of photobashing and and digital painting for these alternate value comps. In later iterations, I plan on either fully committing or working with a 3D environment as a base.



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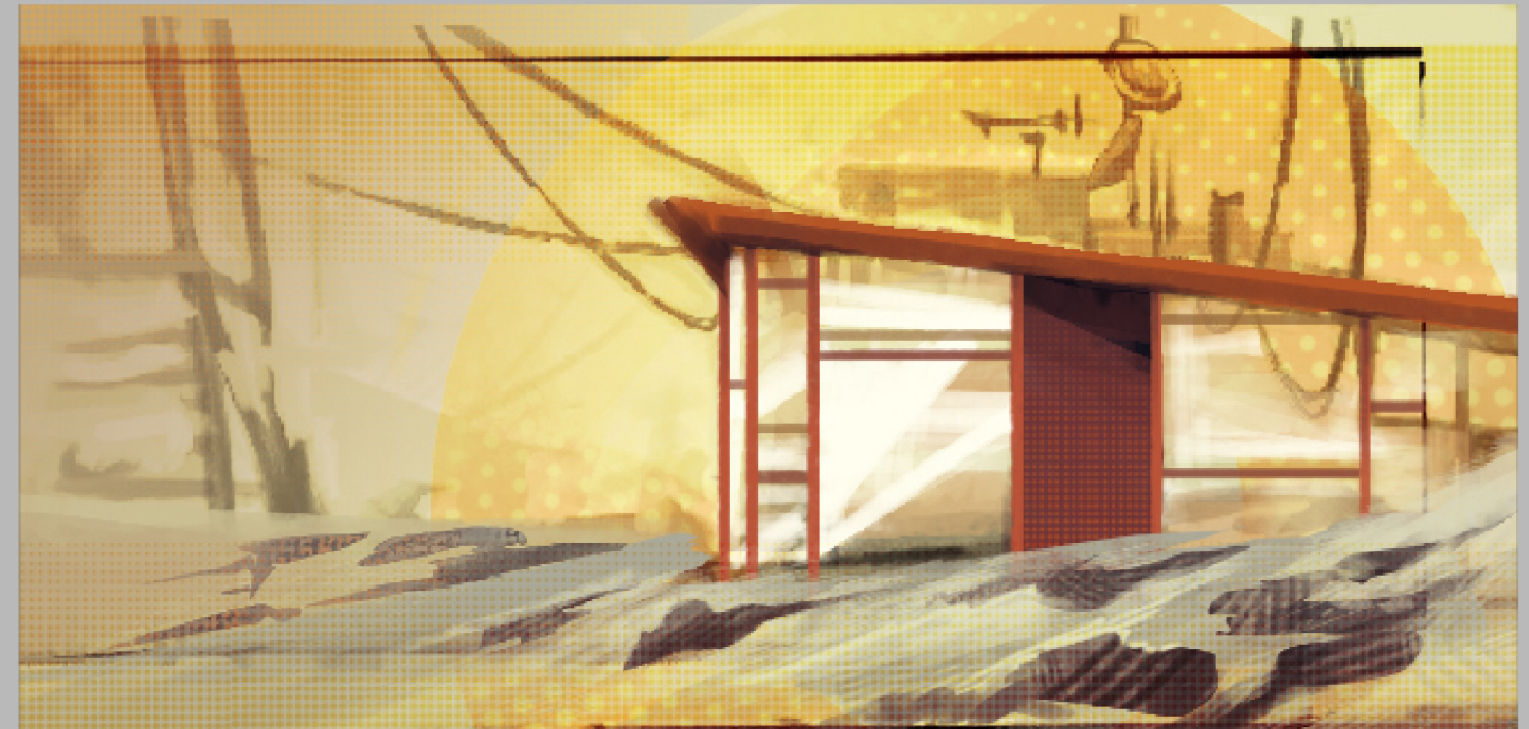
# Color Comps:

## Goal :

- After finally settling on a final composition, I wanted to really focus on a retro/vintage mixed with a cyberpunk/futuristic vibe within the piece. I achieved this by including the oranges, teals, and creams as well as the graphic shapes in the background.



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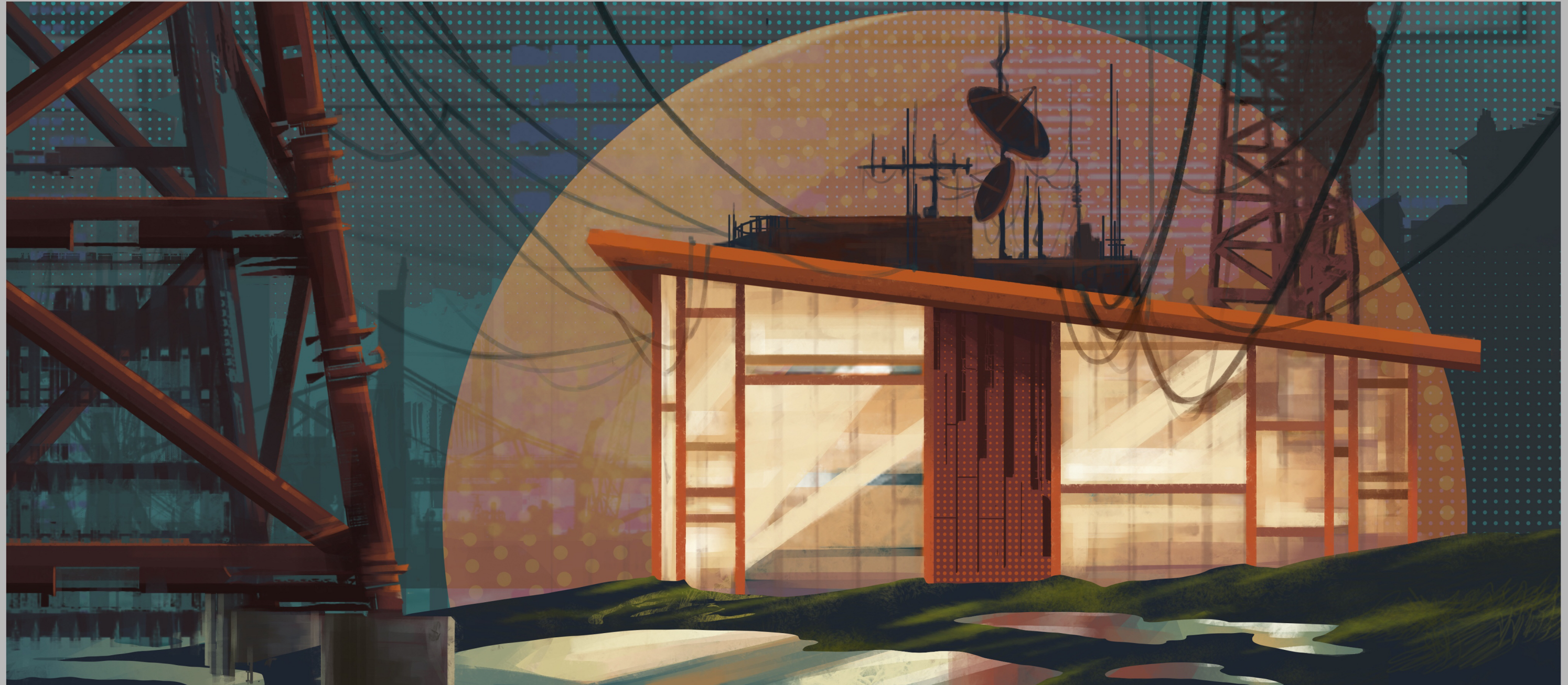


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# Environment Shot: Finalized

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Contact Page:

# An Analogue Dream



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Concept Illustrator

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