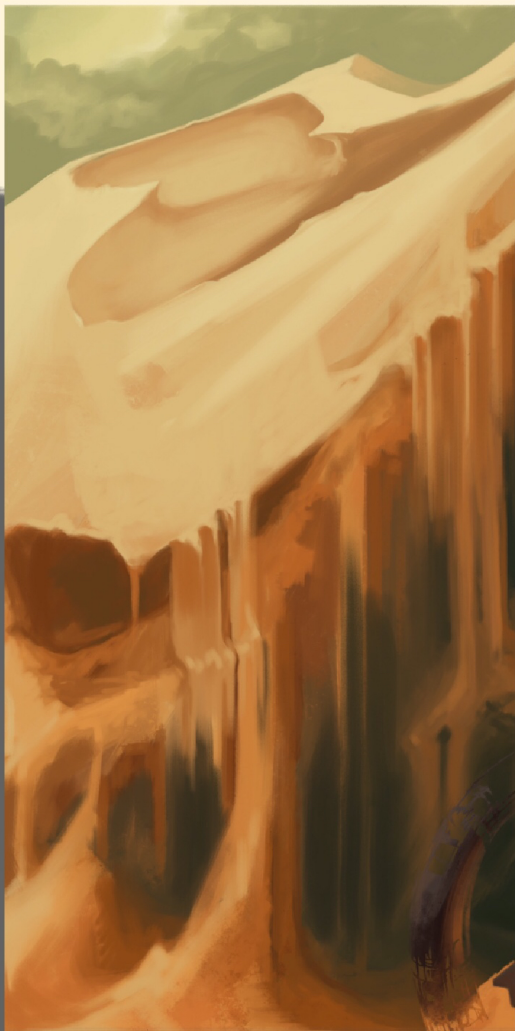




An Astronauts Peril

Kade A. Scoggins

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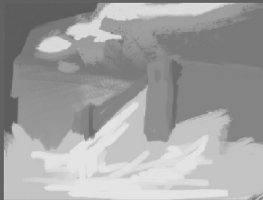
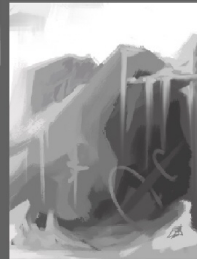


Description

The emphasis here is a desert planet - hot - dry - abandoned civilization - only thing that remains is structures and vehicles - sand - dunes - mirage - void of life - yet mysterious and deathly - atmosphere is sun-like - crematorium - water is hot and toxic
Based on real or imagined - however, imagined worlds should involve reference materials to ensure believability and visual accuracy.

Atmosphere

Hot - arid - dry - toxic - a planet with no life or limited life - celestial bodies in the sky indicate a planet - colors lack life - sky and atmosphere is void of moisture so blue sky is not likely.



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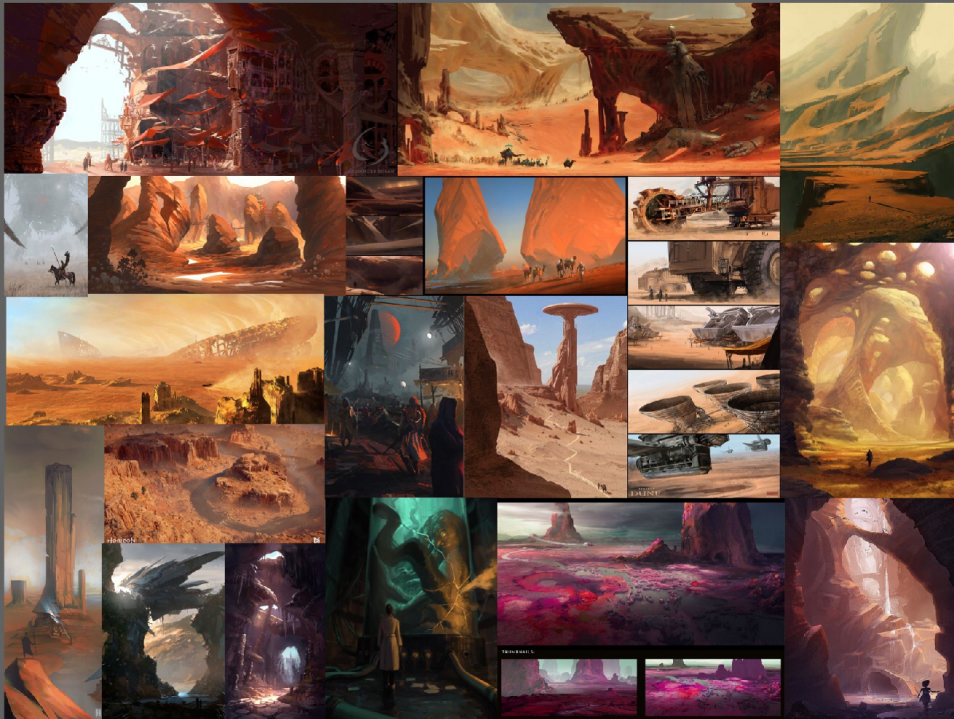
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Mood Board

Atmosphere

Hot – arid – dry – toxic – a planet with no life or limited life – celestial bodies in the sky indicate a planet – colors lack life – sky and atmosphere is void of moisture so blue sky is not likely.



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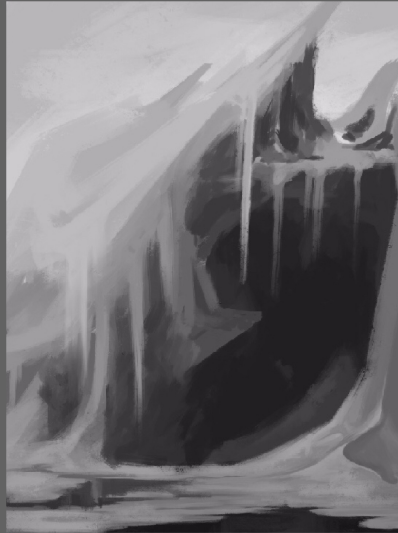
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Value Comps.

Goal

When going into the value comes, I knew the colors could really make or break the mood and the atmosphere of the piece later on. I had the goal in mind with the more alien ideas naturally in space. All of my ideas had some sort of idea of being alone in this vast environment. I planned to create more of a weird and eerie, otherworldly feel. In the more natural piece I wanted an inviting atmosphere that the more you looked the more off it feels. I really wanted to encapsulate, a hot and radiant atmosphere of this piece.



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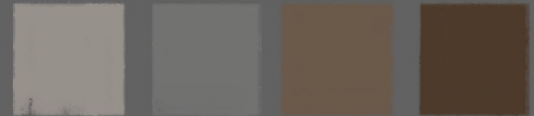
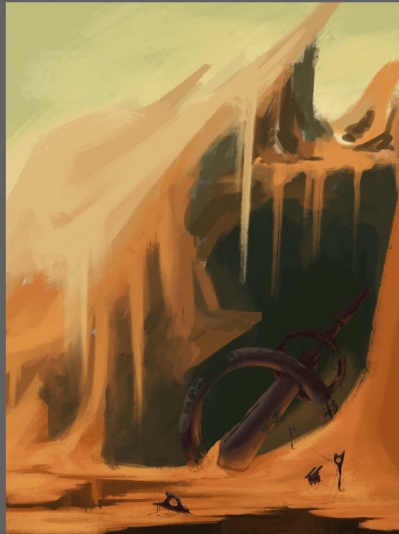
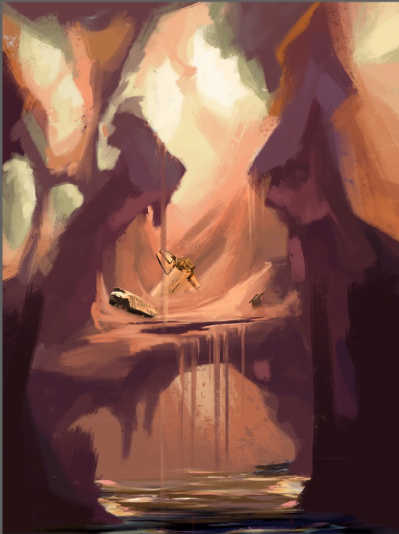
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Color Comps.

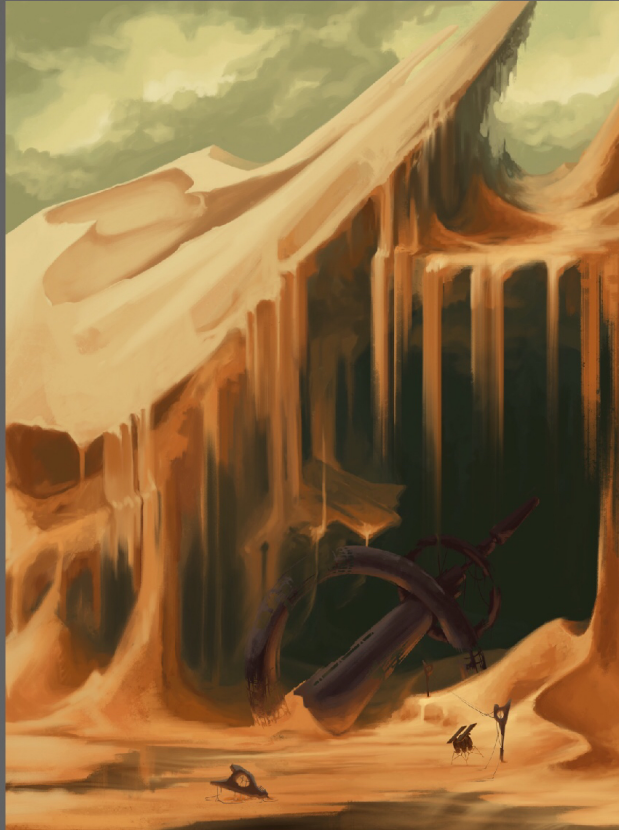
Goal

When going into the color comps, I knew the colors could really make or break the mood and the atmosphere of the piece. My goal with the more alien ideas in 1 & 3 were to create more of a weird and eerie, otherworldly feel. In the more natural piece I wanted an inviting atmosphere that the more you looked the more off it feels. I really wanted to encapsulate, a hot and radiant feel.



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