

THE UNPAINTED MURAL

- AN EXALTED FAN-PROJECT -



TEASER #2

Hello folks and welcome to our second Teaser for the Unpainted Mural!

While we don't have a full-on artwork for today's teaser, we can show you some sweet stuff nonetheless. For our Kickstarter Project we've assembled a few graphical elements, among them a kind of "Artist Sample Box" where you can see some small elements from possible artists for the project. Some of them have already agreed to join, while with others we are still talking.

This doesn't showcase all our possible artists, though we are already very proud to show our (intended) selection.

ARTIST SAMPLES



The astute observer may recognize someone that works directly in the Exalted community already!

And while the final product is certainly the most interesting for you guys, the second part of our teaser will actually delve a bit into the process of one of our artists.

Ryan (our project lead) has recently commissioned a few pieces of artwork. Among them he hired Jack Eaves, environmental artist, to illustrate some more kick-ass imagery. You already know Jack Eaves from the initial announcement PDF, for he is the artist behind the "To Saeralis and Beyond" illustration.

For the currently commissioned piece of art, Jack does some early sketching and then works out the details and options in concert with Ryan. Together they work hand in hand with creating a final sketch that works, before delving into the actual full-on illustration!

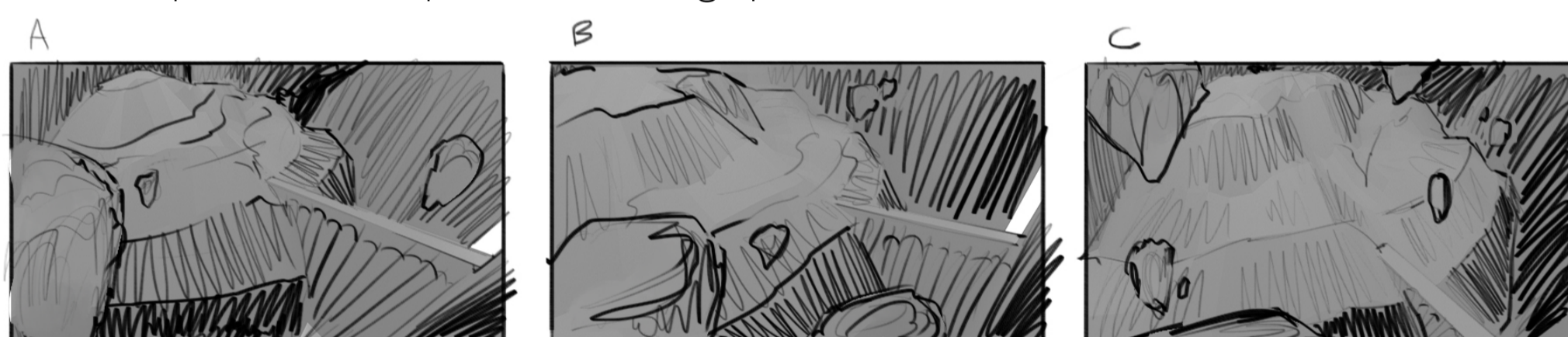
Step 1 - Early Sketching

Jack begins with a few sketches of potential "views" of the subject at hand, this time a group of disjointed islands in the middle of a hole in the ocean.



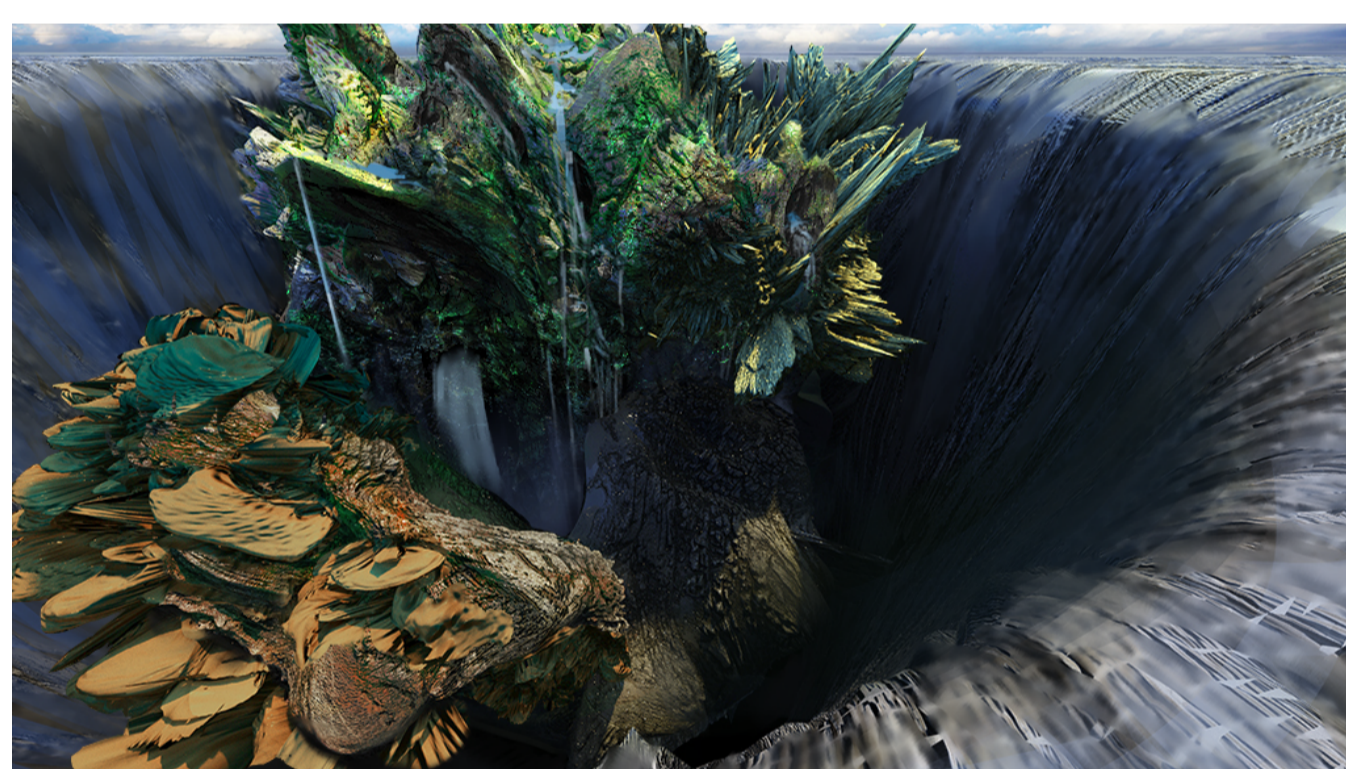
Step 2 - Further Sketching

After selecting a viewpoint but not being fully satisfied with it, Jack Eaves explores a few new options on the possible vantage points.



Step 3 - Basic Render and further work

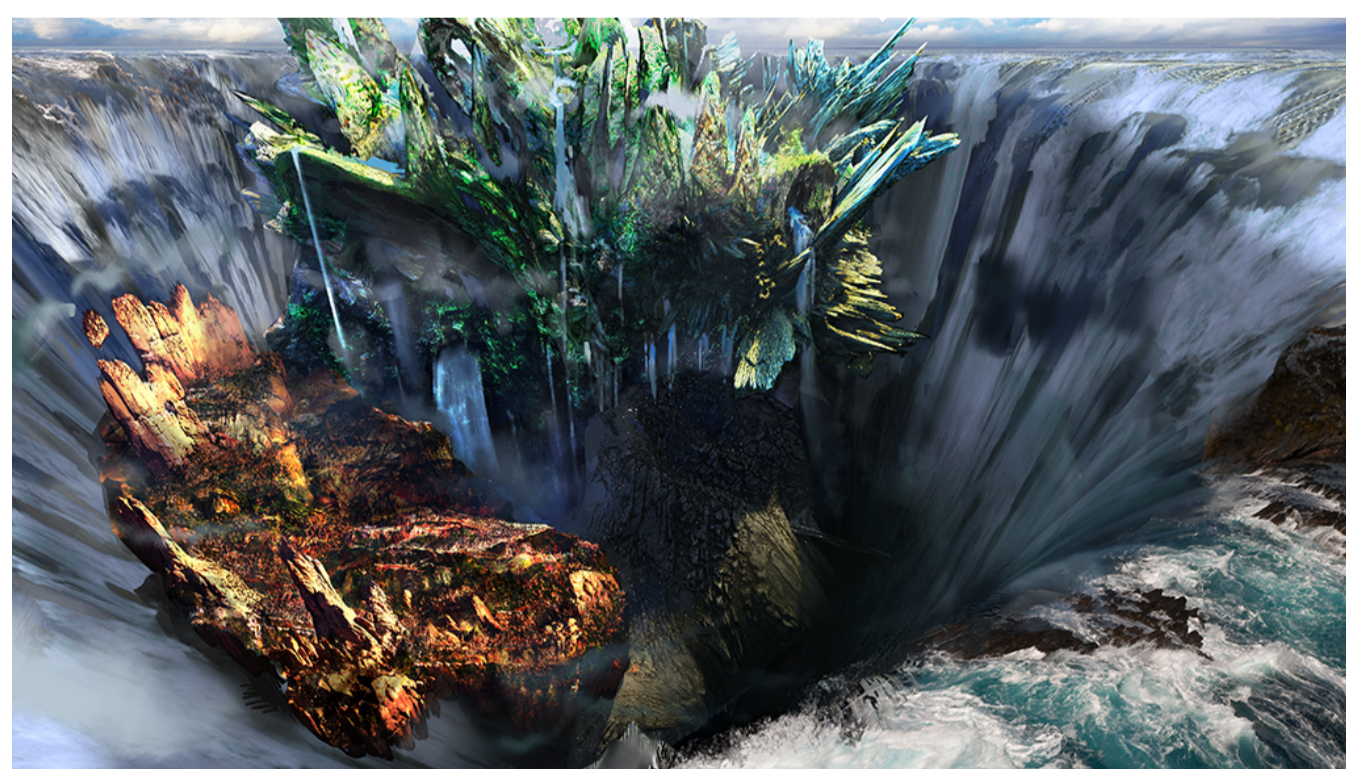
After choosing the vantage point, Jack quickly renders out a rough general first impression to show us some general pieces of information.



Step 4 - Added Detail

Here begins the hard and detailed work. Jack fills in added details and important pieces fleshes out the quick renders into actual proper artwork. This is the current status of the illustration, and it will get a lot more epic before it's done.

We ourselves are eagerly awaiting the finalization of this piece, and thank Jack Eaves for letting us use his piece as an example, especially the Work In Progress parts!



That's it folks. Have a nice day / evening, and look forward to our next Teaser!



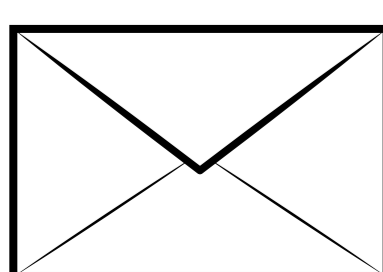
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