
Subject: Sky Temple game concept art
Posted by [Aircraftkiller](#) on Wed, 17 Sep 2008 03:45:50 GMT
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This was a class project for the Art Institute of Tampa, I was on the environmental design team and my job was to produce environment concept art for the game we were creating for rapid prototyping. I'd like to get some feedback on what you think of the piece.

<http://aircraftkiller.deviantart.com/art/Sky-Temple-98007412>

A few details:

Subject: Re: Sky Temple game concept art
Posted by [_SSnipe_](#) on Wed, 17 Sep 2008 03:49:31 GMT
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awesome

Subject: Re: Sky Temple game concept art
Posted by [nikki6ixx](#) on Wed, 17 Sep 2008 04:10:37 GMT
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Those look like you could step right into them! Gorgeous.

Subject: Re: Sky Temple game concept art
Posted by [Goztow](#) on Wed, 17 Sep 2008 06:36:32 GMT
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Inspired by Tiberium! No really, that's some amazing detail .

Subject: Re: Sky Temple game concept art
Posted by [bisen11](#) on Wed, 17 Sep 2008 17:37:03 GMT
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Looks really good. Great job on the water. I think the grass placement looks a little odd on the third picture. But other than that, everything is good.

Subject: Re: Sky Temple game concept art
Posted by [cmatt42](#) on Thu, 18 Sep 2008 01:05:21 GMT
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I was going to say that you went a little happy on the bright green at the bottom (particularly in the reflection in the water), but after viewing the whole piece, it seems to fit in nicely with the rest. Great work.

Subject: Re: Sky Temple game concept art
Posted by [InternetThug](#) on Thu, 18 Sep 2008 02:12:21 GMT
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what are the pictures of, are they leaves?

Subject: Re: Sky Temple game concept art
Posted by [cmatt42](#) on Thu, 18 Sep 2008 02:31:31 GMT
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Click the deviantart link.

Subject: Re: Sky Temple game concept art
Posted by [Rocko](#) on Thu, 18 Sep 2008 04:26:08 GMT
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i drew stuff like this in kindergarden its pretty good tho im an art major i go to the sorbone

Subject: Re: Sky Temple game concept art
Posted by [Aircraftkiller](#) on Fri, 19 Sep 2008 21:12:44 GMT
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I appreciate the responses. This took a long time to paint so it's good to see that people like what I've made

Subject: Re: Sky Temple game concept art
Posted by [GEORGE ZIMMER](#) on Fri, 19 Sep 2008 21:47:12 GMT
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That's awesome. Nice work. I like how it's almost like a post apocalyptic earth with the (The rock formations), yet it's all nice and green. Pretty interesting mix.

Subject: Re: Sky Temple game concept art
Posted by [Veyrdite](#) on Sat, 20 Sep 2008 07:03:53 GMT
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Really nice

Subject: Re: Sky Temple game concept art
Posted by [Aircraftkiller](#) on Sun, 21 Sep 2008 23:18:27 GMT
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I'm not following you with the "post apocalyptic" stuff, but I guess everyone sees everything differently. That's a Mayan rainforest, not a nuclear wasteland, heh.

Subject: Re: Sky Temple game concept art
Posted by [GEORGE ZIMMER](#) on Sun, 21 Sep 2008 23:53:50 GMT
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Aircraftkiller wrote on Sun, 21 September 2008 18:18 I'm not following you with the "post apocalyptic" stuff, but I guess everyone sees everything differently. That's a Mayan rainforest, not a nuclear wasteland, heh.

Yeah, I said it sort of looks like it. Mostly, a "post apocolyptic" landscape has many cracked, rocky formations abound.

Subject: Re: Sky Temple game concept art
Posted by [Rocko](#) on Mon, 22 Sep 2008 03:32:36 GMT
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Aircraftkiller wrote on Sun, 21 September 2008 18:18 I'm not following you with the "post apocalyptic" stuff, but I guess everyone sees everything differently. That's a Mayan rainforest, not a nuclear wasteland, heh.

yea i thought it was a mayan rainforest too i guess cabal is just dumb

Subject: Re: Sky Temple game concept art
Posted by [liquidv2](#) on Mon, 22 Sep 2008 05:01:26 GMT
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it's like one of those ink blot tests where you say what you think it is and cabal has just been proven insane

that looks pretty sweet dude, nice job
no idea how you'd do that either

Subject: Re: Sky Temple game concept art
Posted by [Aircraftkiller](#) on Mon, 22 Sep 2008 07:44:32 GMT
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Well, first, you need a copy of Photoshop or Painter. You could theoretically do this in Paint but it'd take you so long that it'd be pointless. Then you also need to know how to paint and draw, and know how to do that inside the program you're working with.

Then, the most important part, you need this:

I paid \$449 for mine on eBay, brand new. It's definitely one of the best tablet systems out there.

Subject: Re: Sky Temple game concept art
Posted by [Goztow](#) on Mon, 22 Sep 2008 07:59:06 GMT
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Sounds like you got a good deal there then .

Subject: Re: Sky Temple game concept art
Posted by [Aircraftkiller](#) on Mon, 22 Sep 2008 08:29:32 GMT
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Goztow wrote on Mon, 22 September 2008 03:59 Sounds like you got a good deal there then .

Well, sort of. There's two main problems with my Intuos 3 tablet: It's 9x12 (drawing area, not actual physical size) so it's gigantic and won't fit in my laptop backpack... Then there's the vultures at my college that stare at it while I walk in to go to class.
