



Table of Contents

3D Environment Visualisations

Castle Diagram	1
Close-up Renders	3

Character and Prop Concepts

Alador The Usurper	13
Marrion The Empress	19
Marcus The Witch	25

Environment Concepts

Key Art and Development	31
Storyboards	41



Welcome

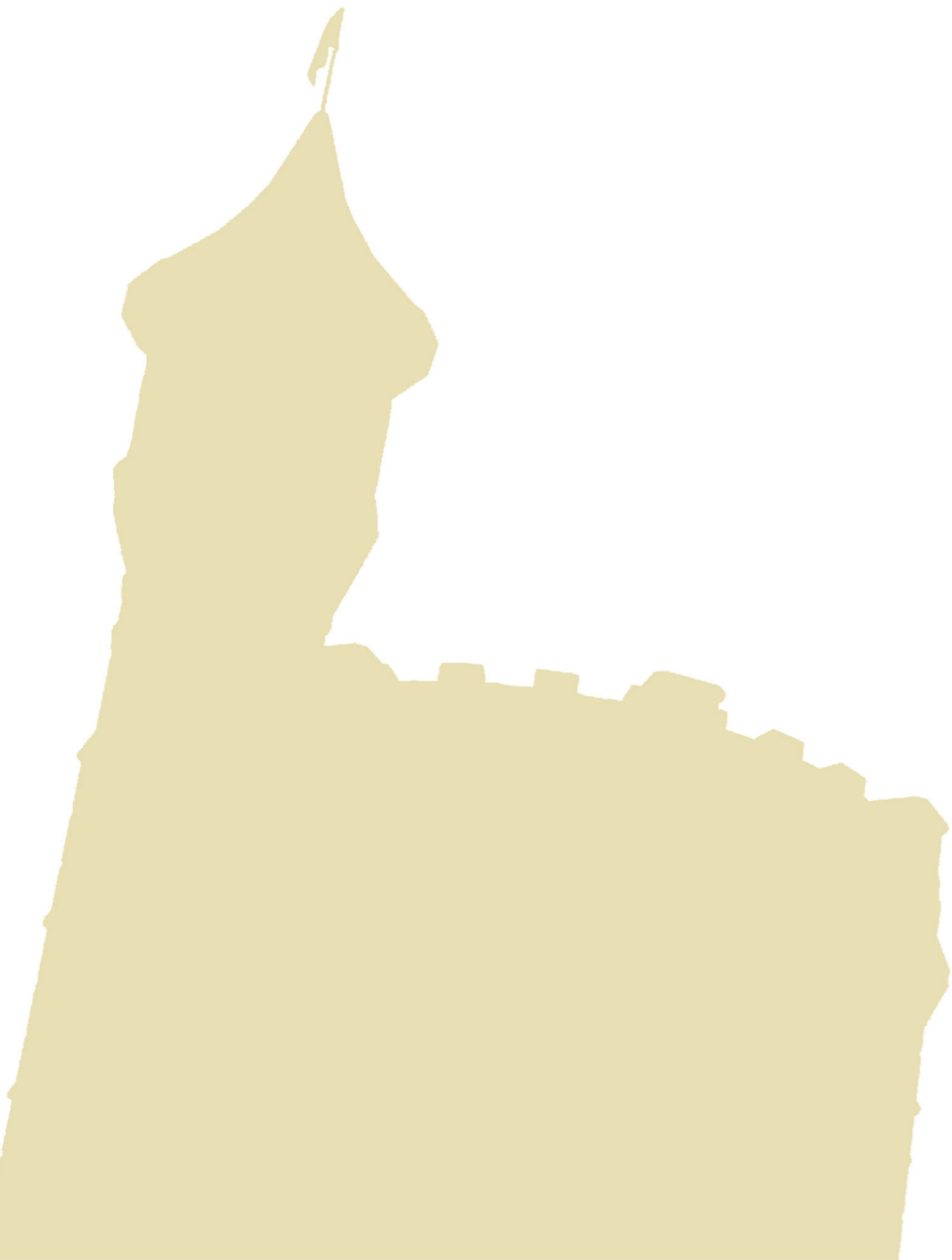
to

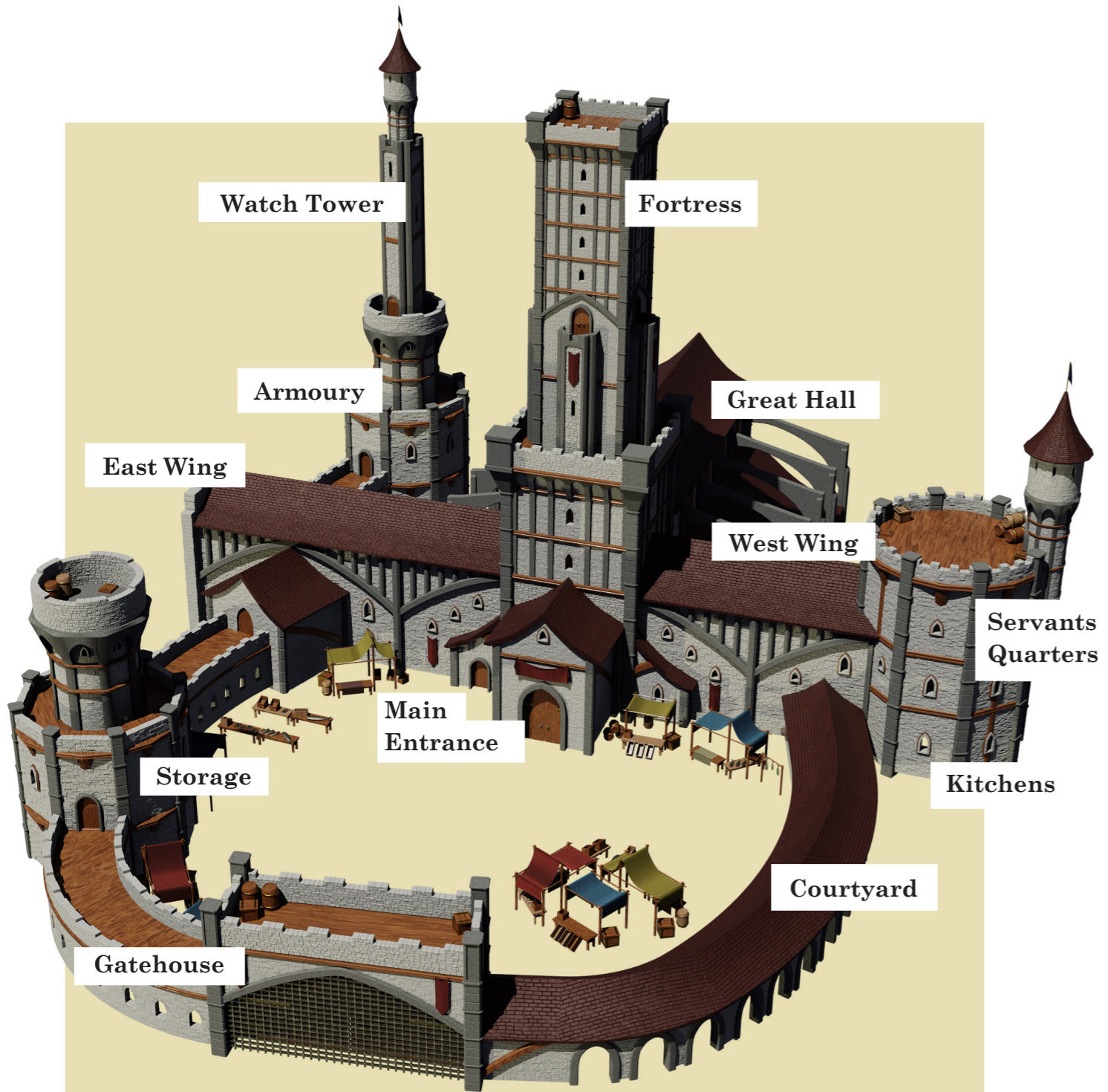
Crooked

Crown

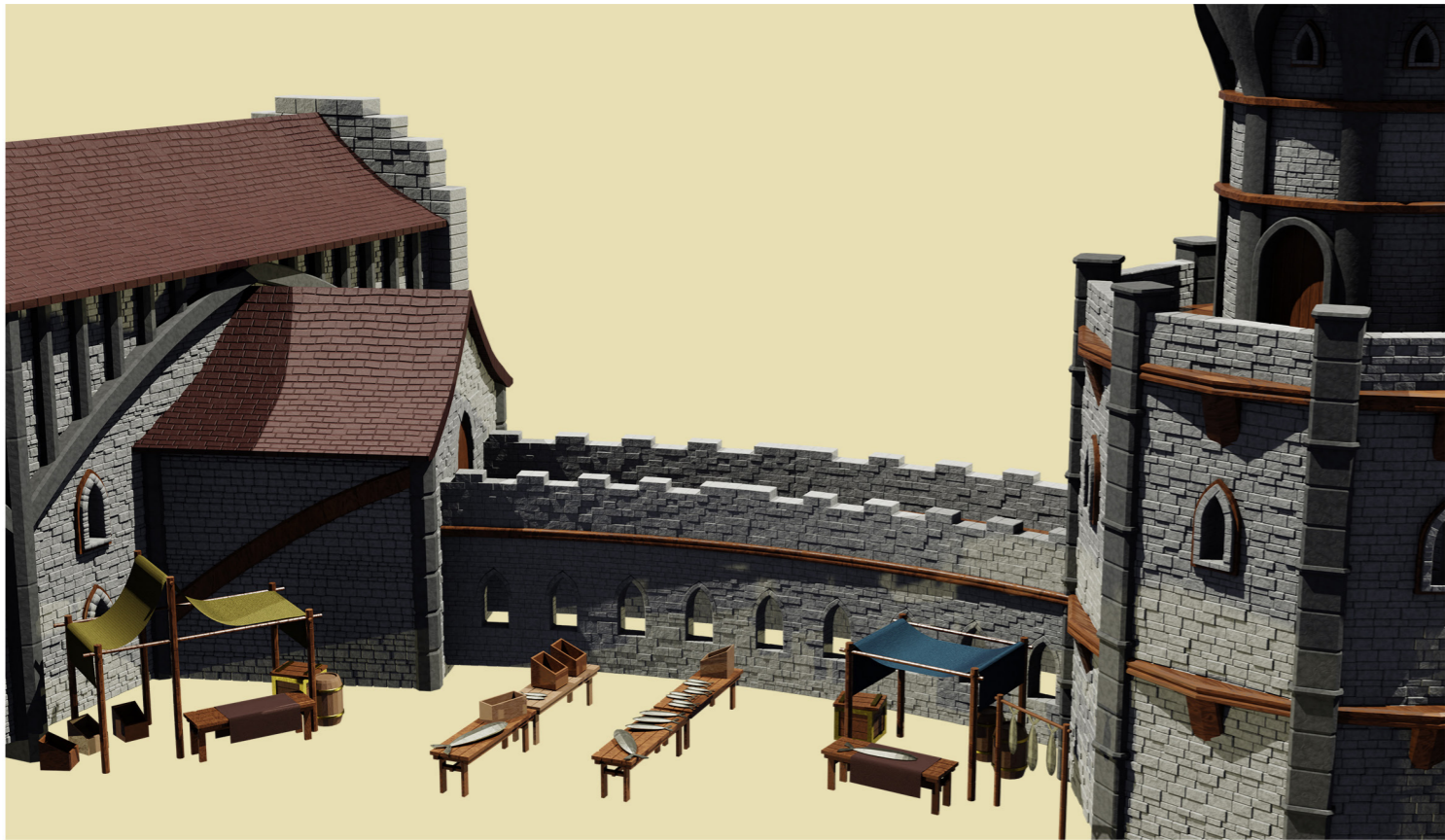
3D

Visualisations





A 3D visualization of the front and back of Kalmoori Castle.

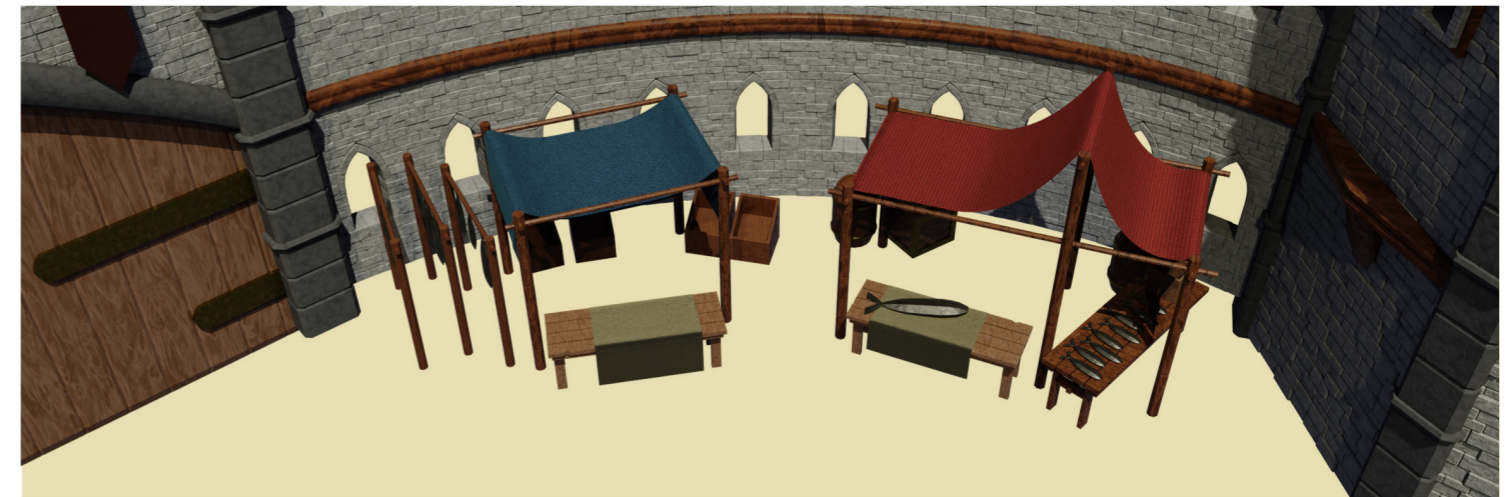
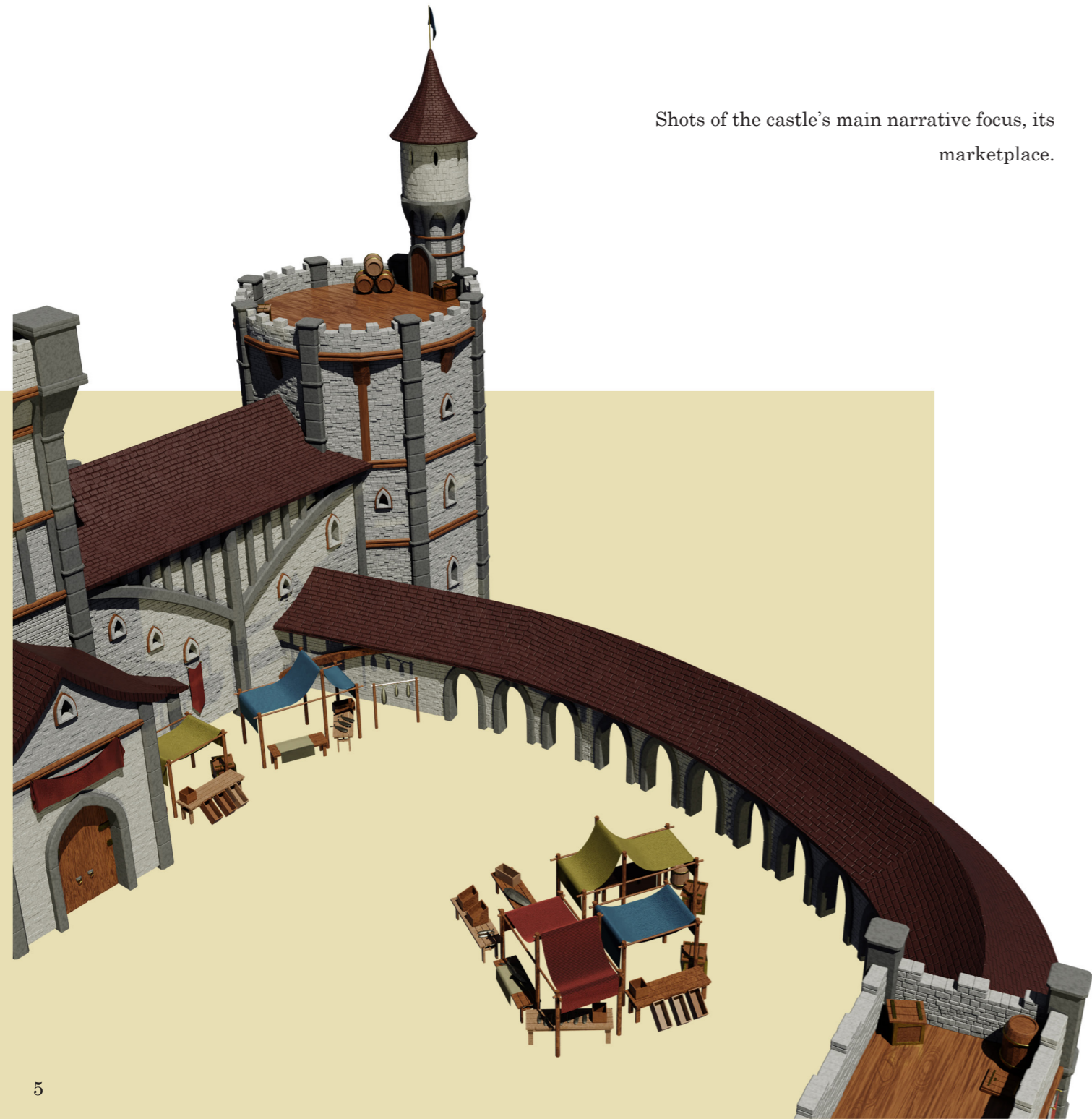


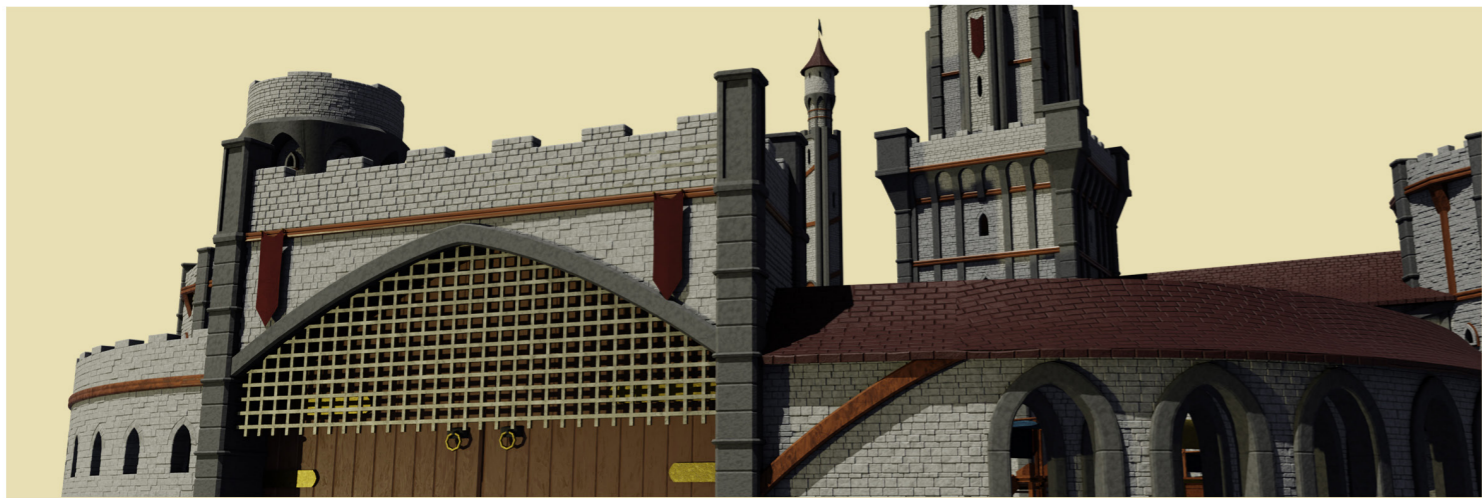
Shots of the Fortress centre and watchtower.

Kalmoori's castle is the main environment in Crooked Crown's narrative as well as the heart of the story. Alador the Usurper and his companion Nora have come to the continent of Kalmoori with the intent of conquering it and the long-standing Linar Dynasty. The Castle sits nestled within a soaring mountain range, home to villages and towns dotted about the landscape. The castle courtyard is home to a market attended by the castle's residents and traders from nearby settlements. The grounds and architecture are very old, but incredibly well-kept. Empress Marrion, and her father before her, and each Linar monarch before him, have worked incredibly hard to preserve the cultural heritage of their capital as well as their country. The Linar line has ruled Kalmoori firmly for hundreds of years, having taken power after a disastrous dragon attack left all other conflicting clans devastated. The Linar family's land remarkably emerged unscathed. The royal family and their devoted subjects are patriotic people, and take great pride in their home. It would be quite a shame to see their beautiful city fall into undeserving hands.

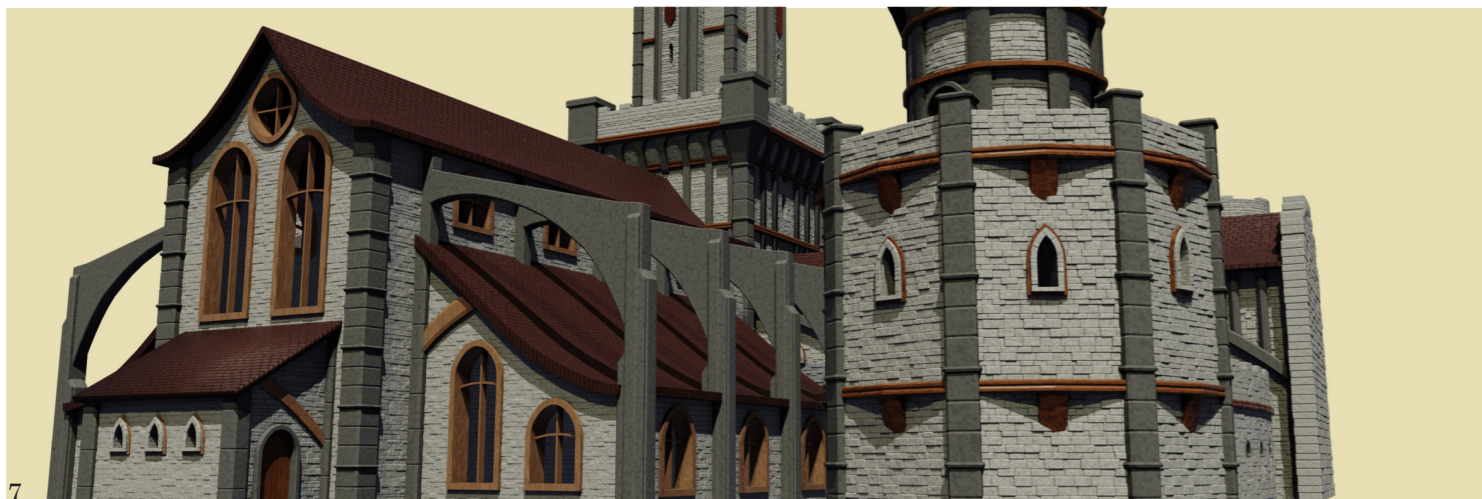


Shots of the castle's main narrative focus, its marketplace.





Shots of some of the castle's main architectural features, such as the cathedral / throne hall, and the portcullis.

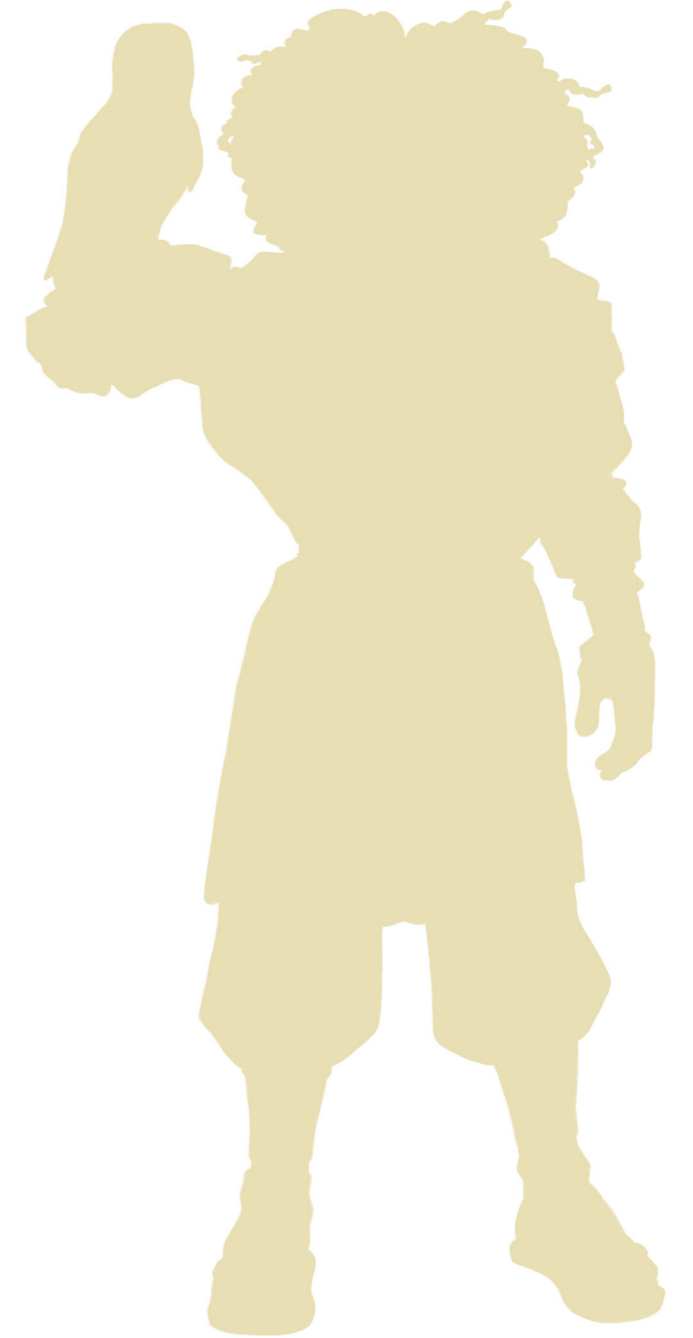




Character

and

Prop Design



Alador: The Usurper

Alador was born the bastard son of a successful military general a long way from the continent of Kalmoori. His city was invaded when he was young and he and his mother retook the throne when he was only 16. A determination and drive was born of his resentment for his squalid teenhood. That drive brought him to Kalmoori with an eye for the crown. Alador travels with his companion Nora, they plan to connive their way to the crown, stopping at nothing to achieve the power they were denied as children.



Walking Stick

Alador's father was a nobody who passed him a chronic illness that Alador has long associated with failure. This illness causes a great pain he struggles to conceal, and has marred his face and body with red marks he detests the sight of. Due to his illness Alador's legs are significantly weaker than he would like, and despite the support he receives from Nora, he fears his illness being discovered. The idea that anyone might feel they could take advantage of him is his worst nightmare.

For this reason he travels with a sturdy staff of his own design, non-descript enough that he could easily explain away its use; it could be a weapon, perhaps even an icon of his leadership.



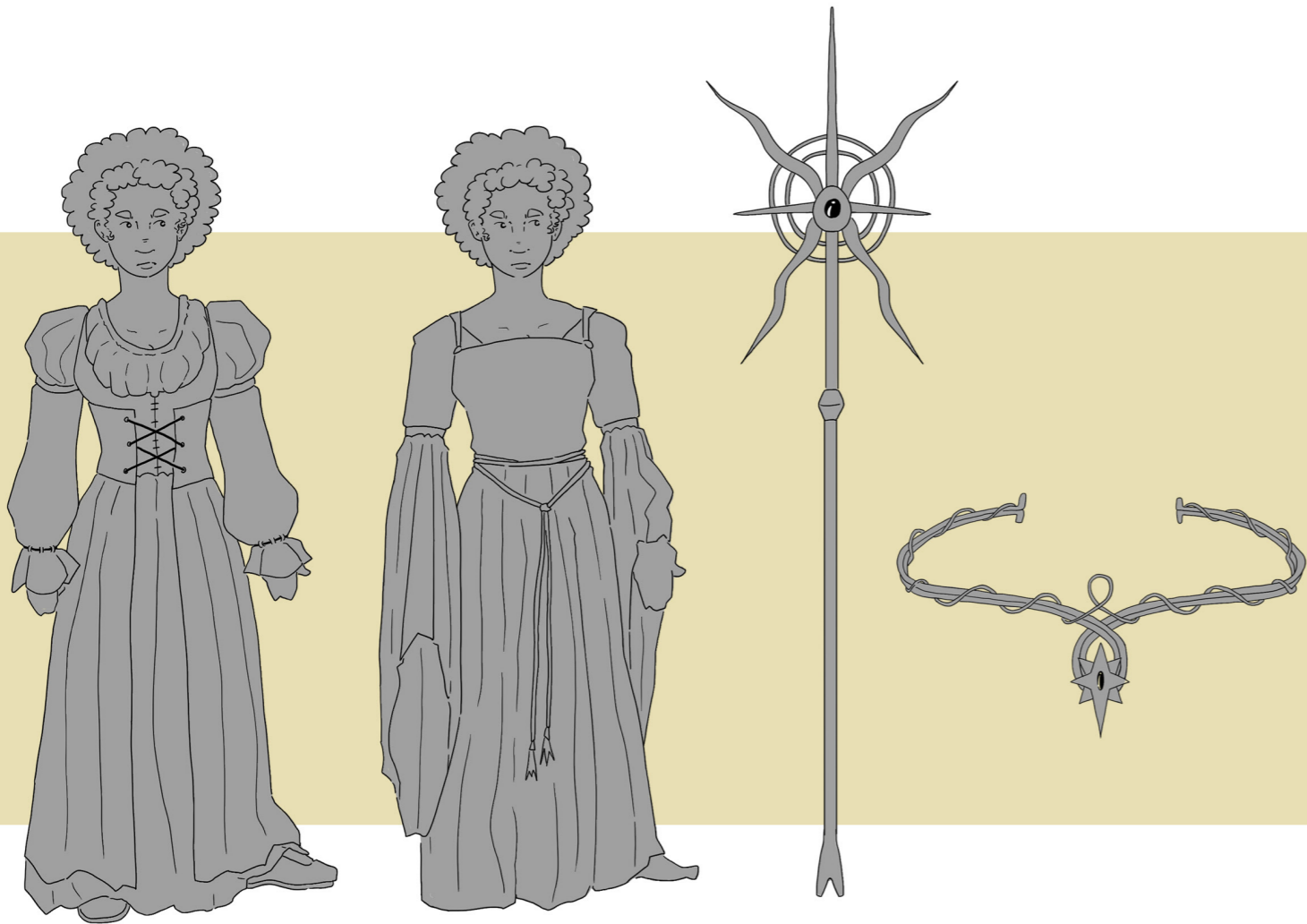
Heirloom Sword

He was given his sword by his mother, a strong general who had a long career defending her country from invaders. She was well-respected by her people and widely known for uniting their nation with a kingdom they had been at war with for many years. Alador believes his mothers blood to be superior to his fathers, and carries his mothers sword into battle in an attempt to emulate her.

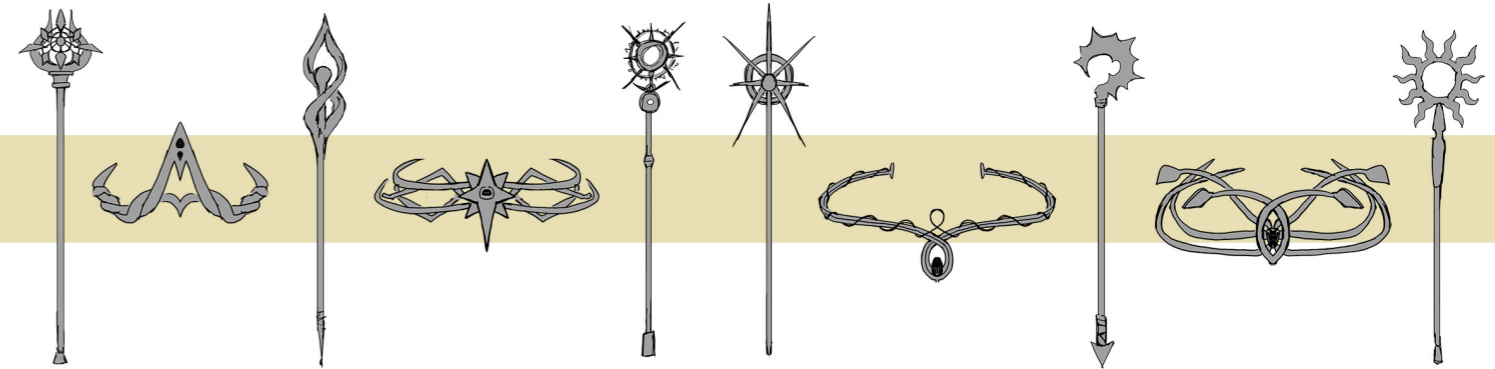


He was trained as a soldier from a young age, preparing himself with his mother's help to take back his kingdom's throne. He has since held the belief that he is owed power, and it is his right to seize it.

The Empress: Development



The iteration and development for The Empress: Marrion. I experimented with a plethora of different extravagant and plain mediaeval style dresses for her character pages, as well as staffs and headpieces for her prop pages.





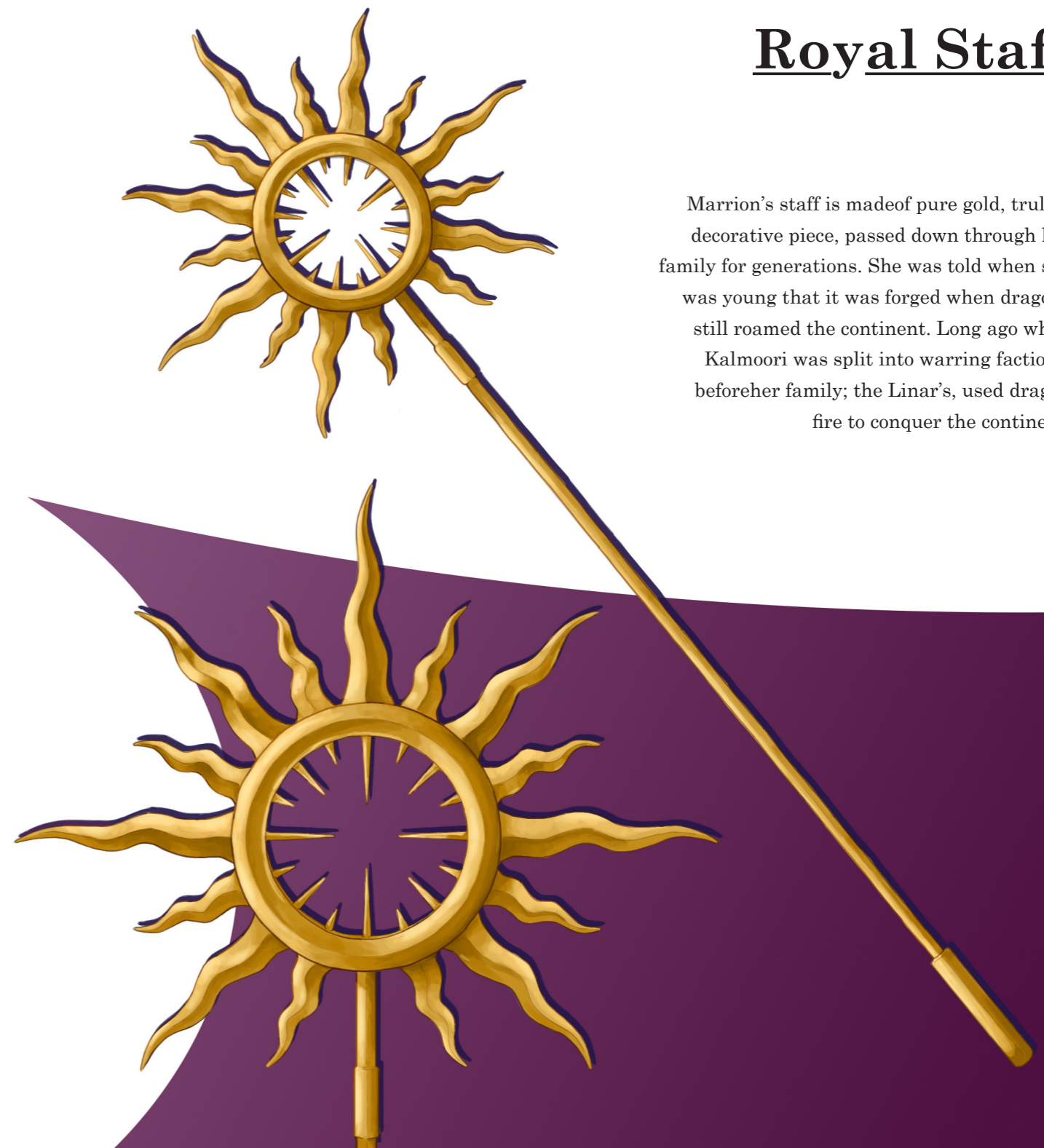
Marrion: The Empress

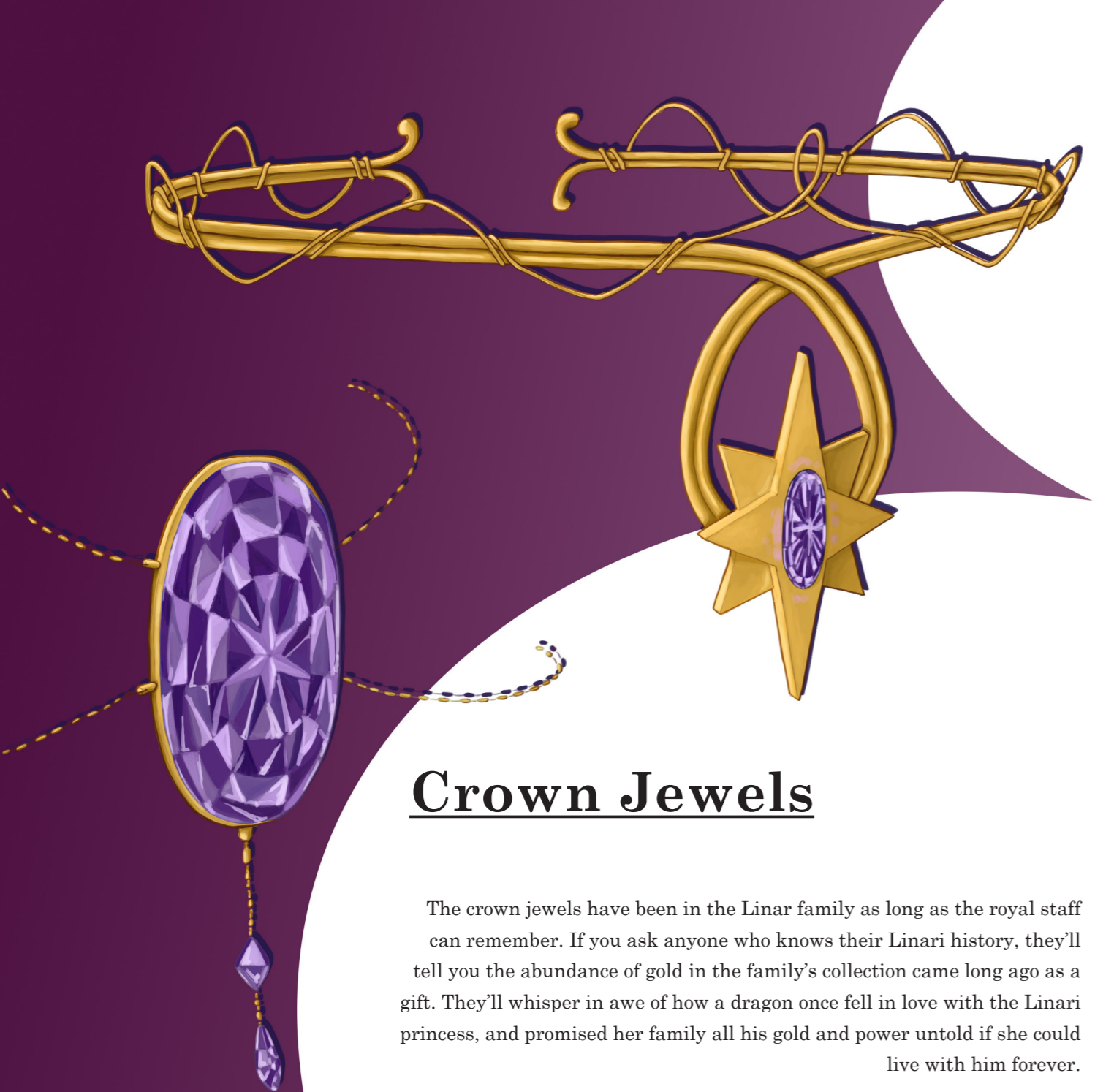
When Marrion was born, she was second in line for the throne of Kalmoori, her brother Marcus was the heir, and she always resented him for that luck. So naturally, when her brother ran away at the age of 19, and she was made heir to the throne, Marrion was more than thrilled. Because of her family's long-lasting unopposed dominion over the continent of Kalmoori, when two strange foreign diplomats entered the capitol city, Marrion expected nothing more than a proposed trade deal or a plea for aid in some silly domestic squabble.



Royal Staff

Marrion's staff is made of pure gold, truly a decorative piece, passed down through her family for generations. She was told when she was young that it was forged when dragons still roamed the continent. Long ago when Kalmoori was split into warring factions, before her family; the Linar's, used dragon fire to conquer the continent.





Crown Jewels

The crown jewels have been in the Linar family as long as the royal staff can remember. If you ask anyone who knows their Linari history, they'll tell you the abundance of gold in the family's collection came long ago as a gift. They'll whisper in awe of how a dragon once fell in love with the Linari princess, and promised her family all his gold and power untold if she could live with him forever.

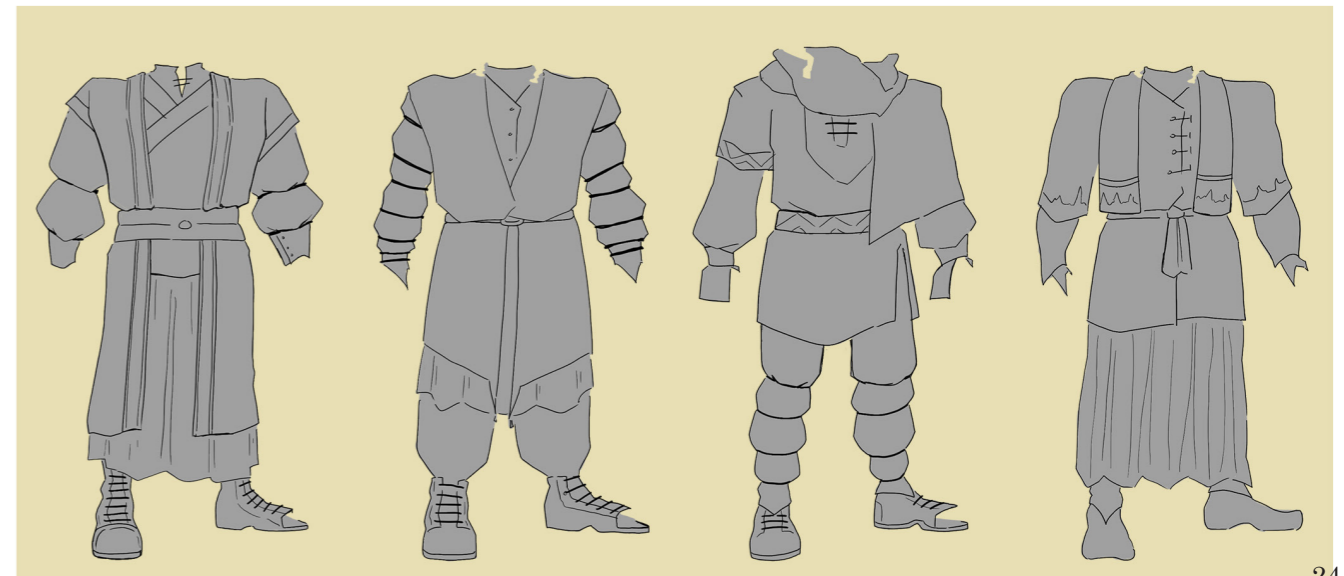
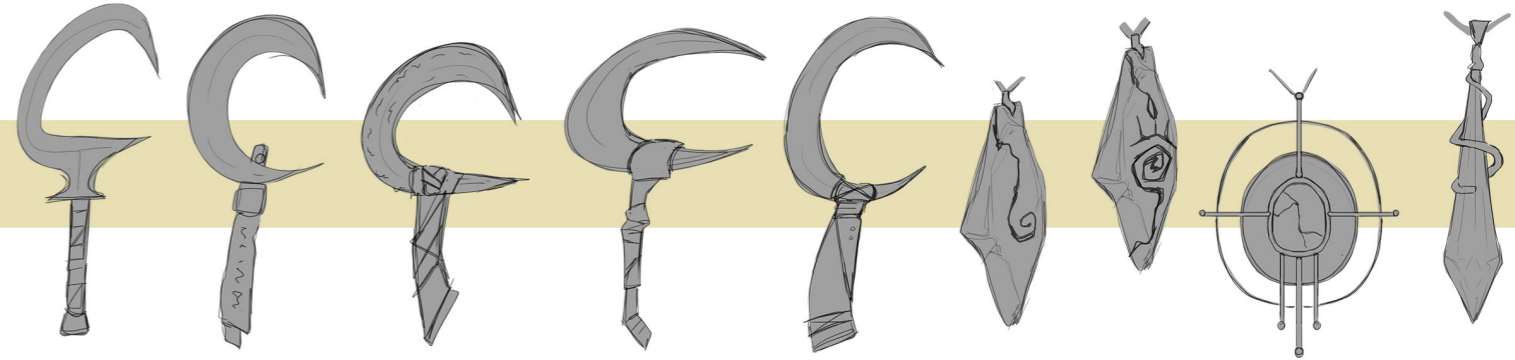
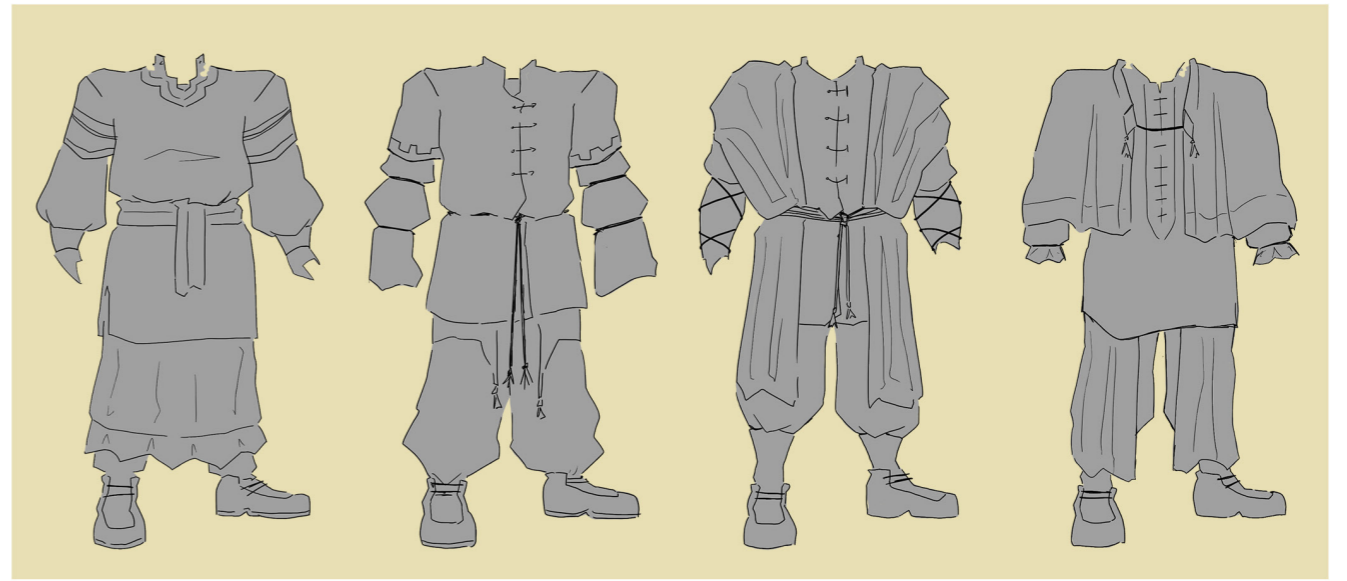


Unfortunately for Marrion, her arrogance and naivety left her all the more vulnerable to Alador and Nora's sly manipulation. If she continues to trust in her strange new confidantes, her and her husband might not be on the throne for very long.

The Witch: Development



The iteration and development for The Witch: Marcus. I experimented with a plethora of different mediaeval tunics and robes for his character pages as well as sickles and amulets for his prop pages.





Marcus: The Witch

Marcus, the runaway brother of Kalmoori's much esteemed empress, has been living a peaceful life near Kalmoori's coast for many years now. He was not one for the royal life, and despite his father's pristine grooming of him, Marcus abandoned his right to the throne when he was young in favour of a small cottage in the woods.



Marcus' Sickles

Marcus' sickles are his livelihood. He gardens and traps, growing and catching everything he eats, and as a devout pacifist, he favours the former. When he is forced to journey to the centre of Kalmoori in hopes of saving his sister and her husband, these sickles are his only hope of defeating the usurper once and for all.

Imbued Amulet

A stone often worn around Marcus' neck. It bears the mark of the name stealer, a creature rumoured to live in the deep woods near the sea. But a whisper of an old god that might be lying dormant in the forest is nothing compared to the very real dragons that roam western mountains. Marcus encountered the name stealer a short while into his time away from the capital, and has not been the same since. Magic follows him wherever he goes. Despite their ephemeral nature, some, like Marcus, still very much hold faith in the old gods, and practice their old magic, in hopes that an age of peace is on the horizon.



Marcus never had any intention of returning to Kalmoori's capitol city, despite his love for his family, but when he hears news of a usurper whispering plots in his sister's ear, he must decide what he values more; his peace. Or the people he once loved.

Environment Concepts

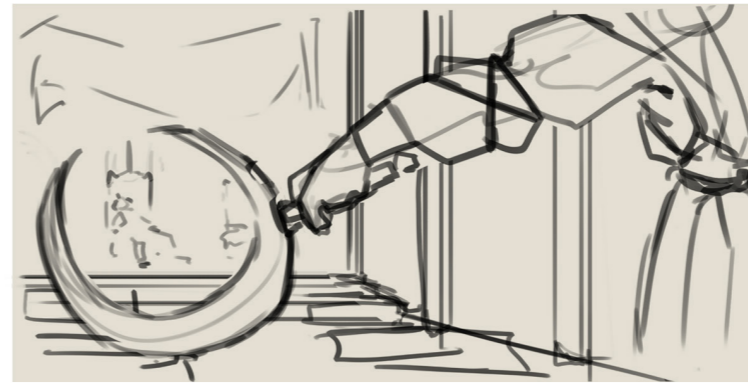
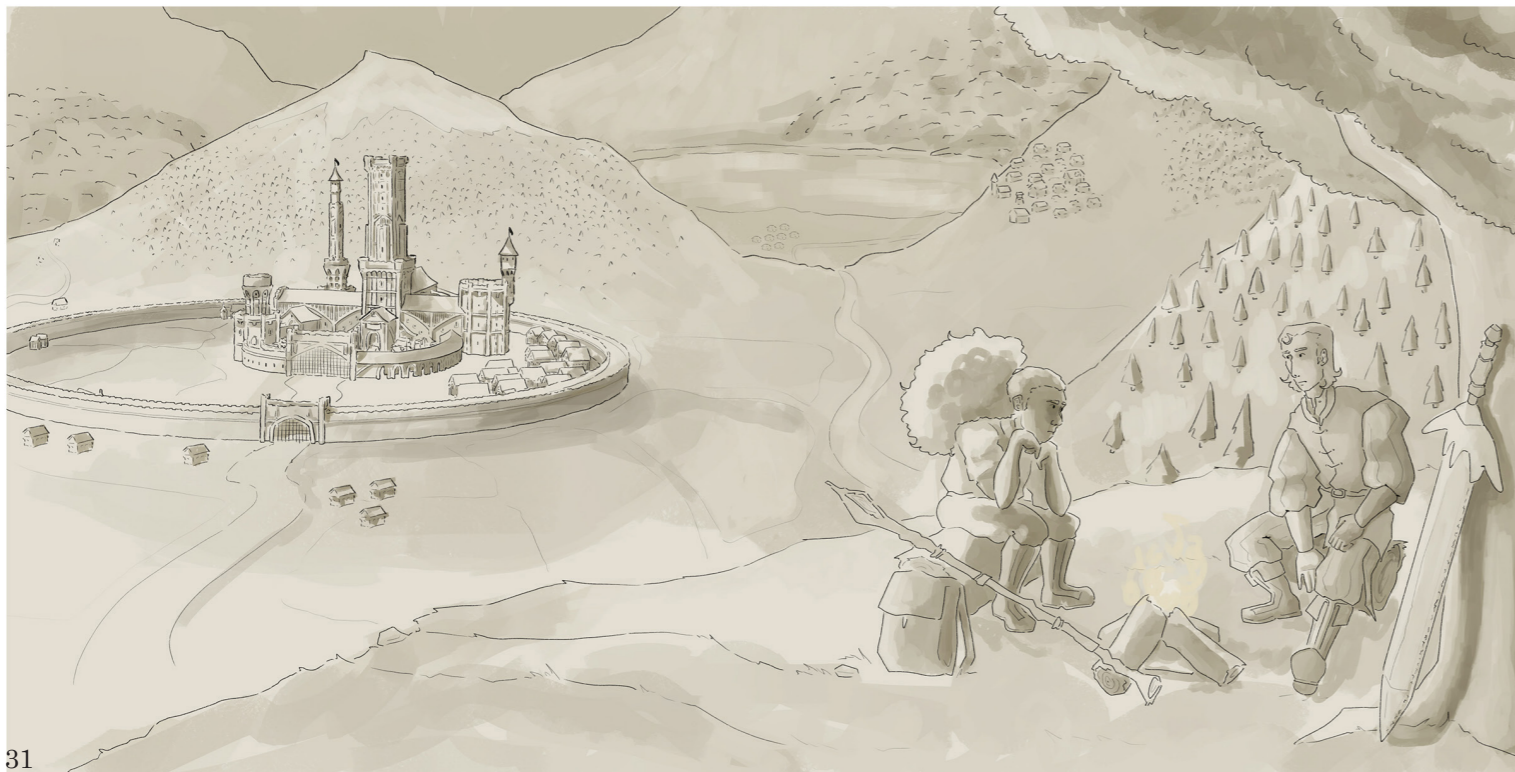
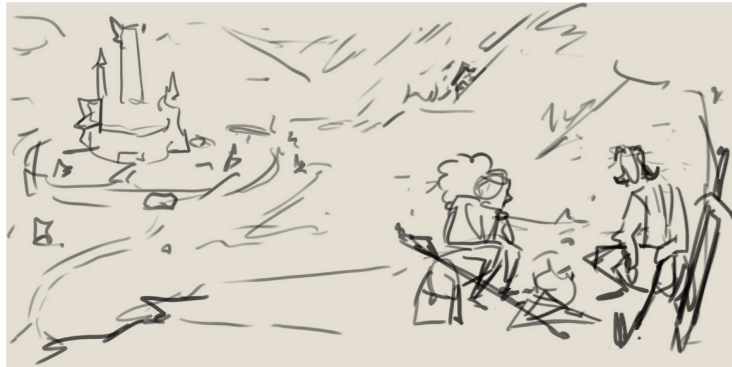
and

Narrative Development

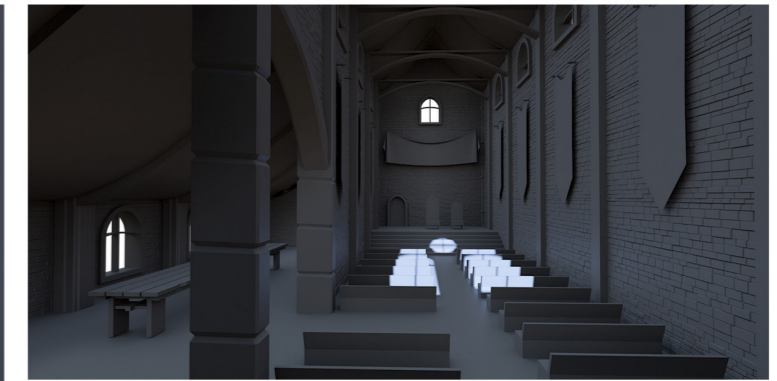
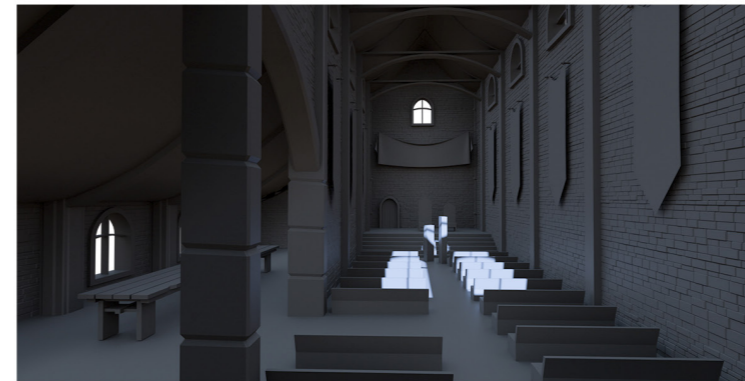


Key Shot Development

My process for each of my key environment shots illustrated.



I used a different workflow in development for each of my paintings. Where my character and prop pieces were an effort to polish and refine my already existing skills in the area, these pieces involved a lot of experimentation. When approaching my first painting; The beginning, I wanted to treat it like a traditional 2D painting, so I started with thumbnailing, moved on to colour blocking and finished the development stage with polished lineart and a value sketch. I used a more 3D focused workflow for The Middle, and did all of my experimenting (especially with lighting) in 3D, by coming up with different thumbnails and compositions and using place-holder cubes to represent the characters. For my final piece; The End, I combined what I had learned for both pieces before and tried to seamlessly blend the 3D workflow with the 2D one, by starting with a thumbnail and using my 3D render to support my work.

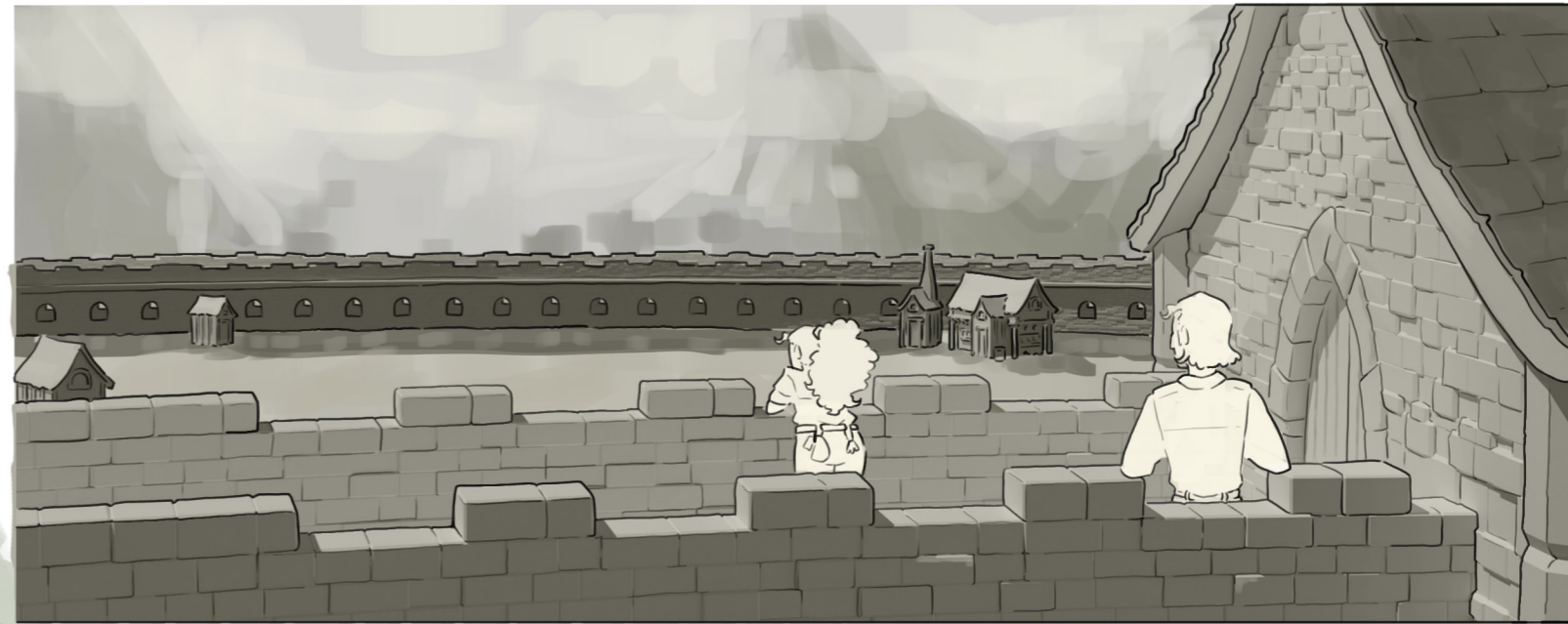




Narrative Development



Many farmers have residences within the castle walls, mostly those who provide food for the royal family.



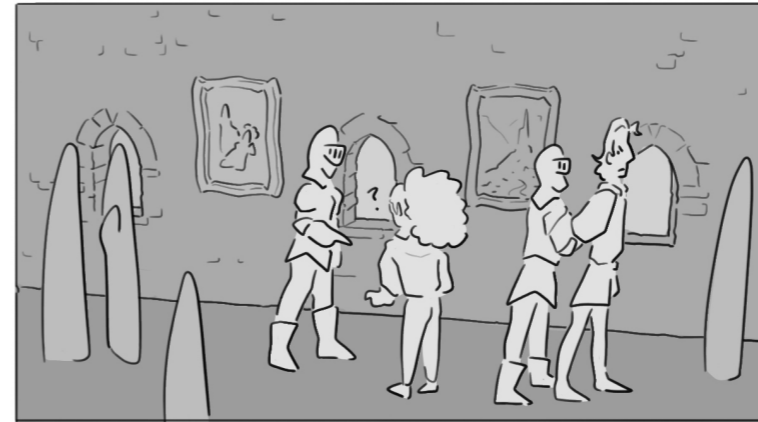
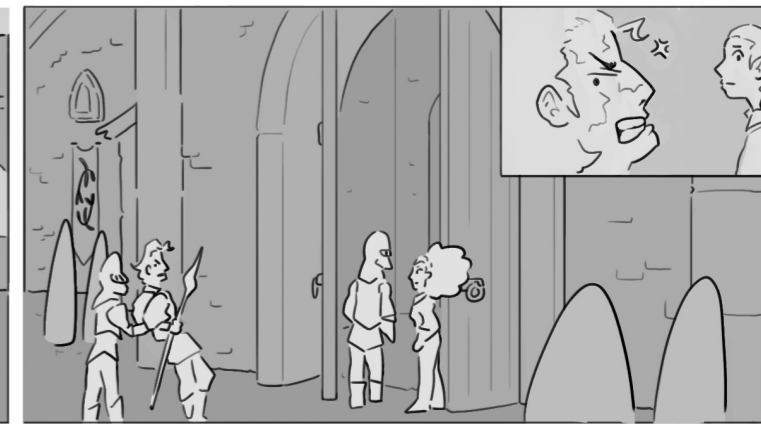
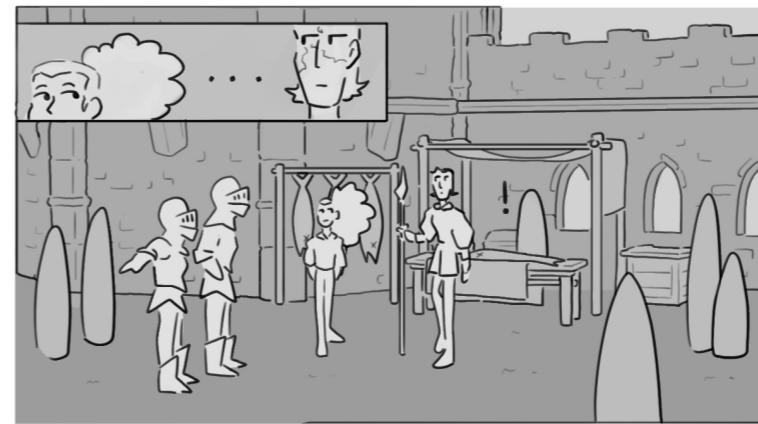
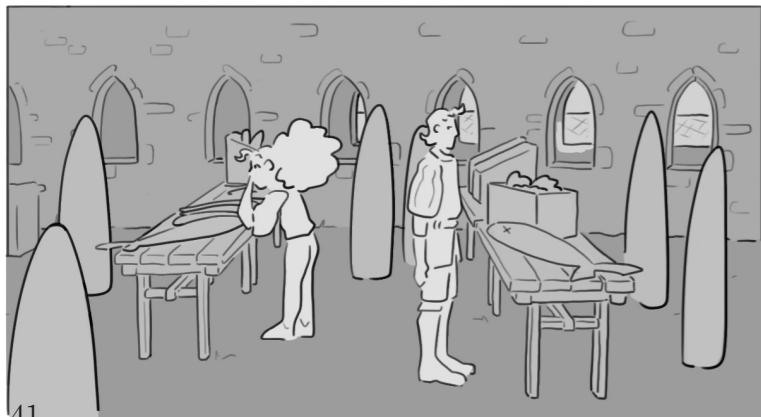
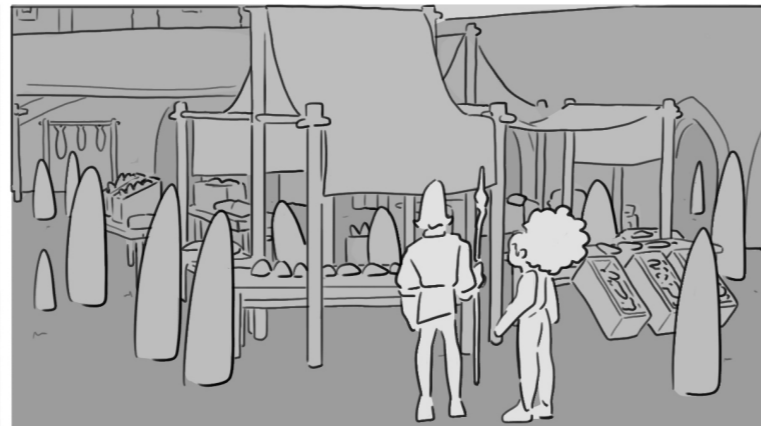
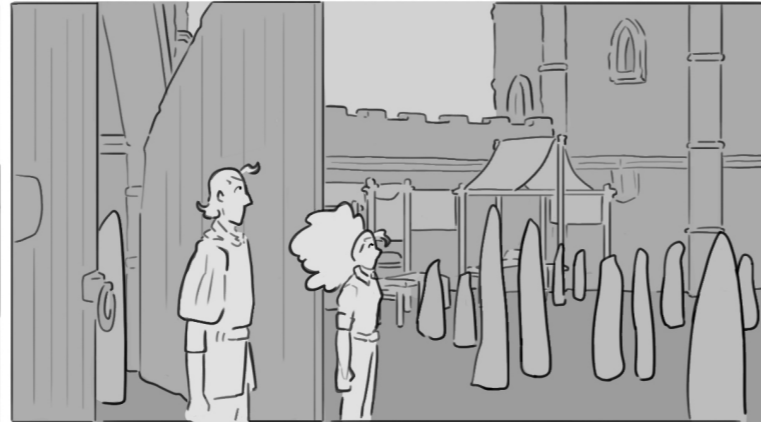
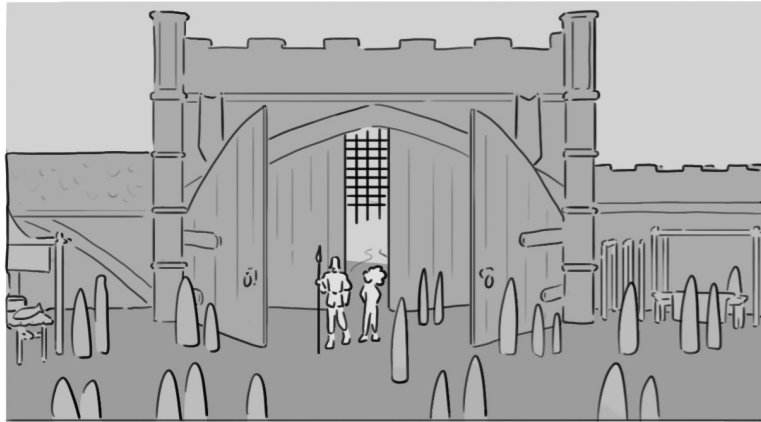
Kalmoori Castle is the royal families place of residence and the continents capitol, but it is also hundreds of peoples place of employment and the centre of thousands of peoples homes. Located in a valley between the mountains, the castle is a secluded stronghold surrounded by a rich agricultural industry. The surrounding farms and lake provide a booming economy in the trade of fish and crops, and the royal gardens, walled within the castle provide food especially for the royal family.





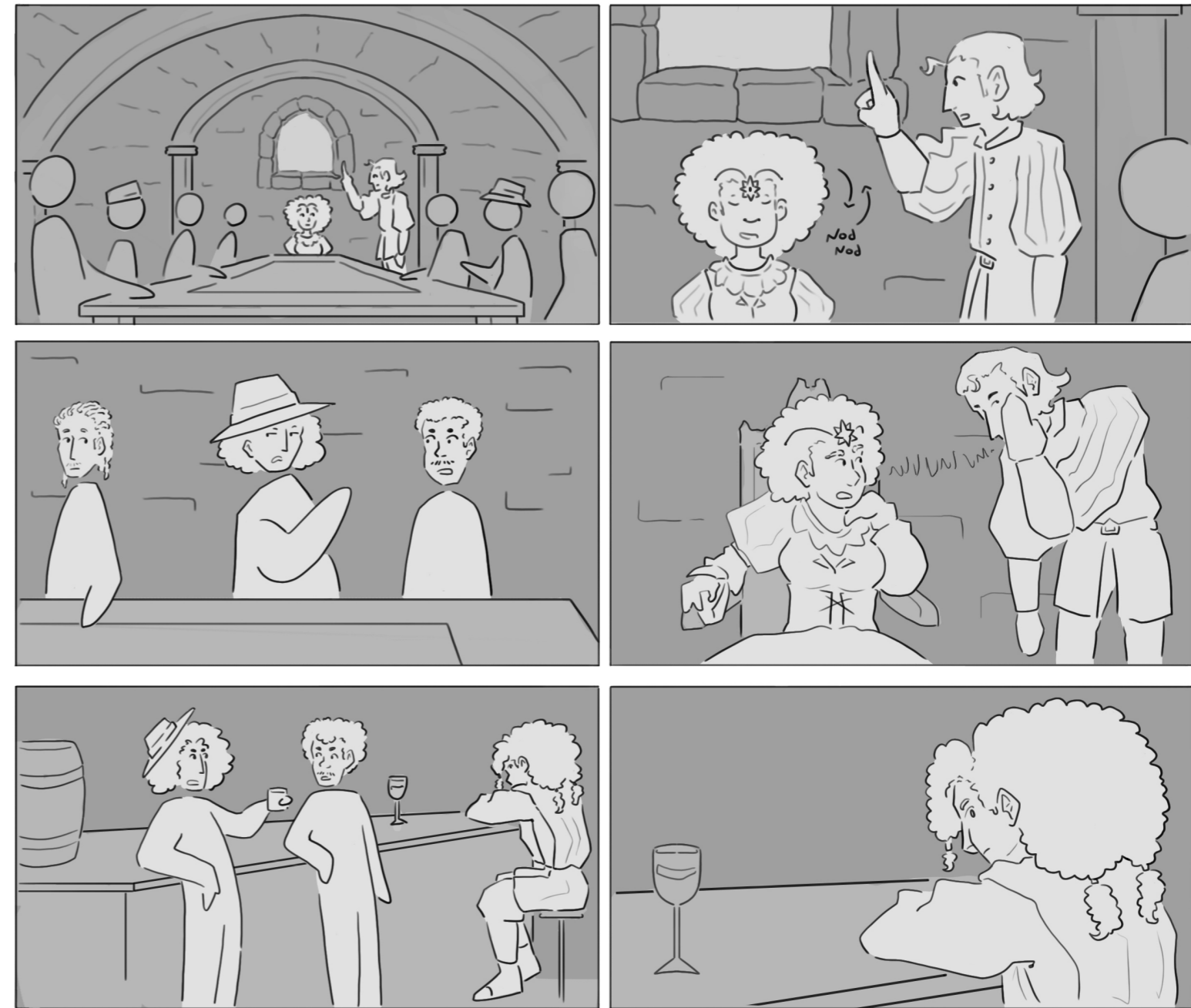
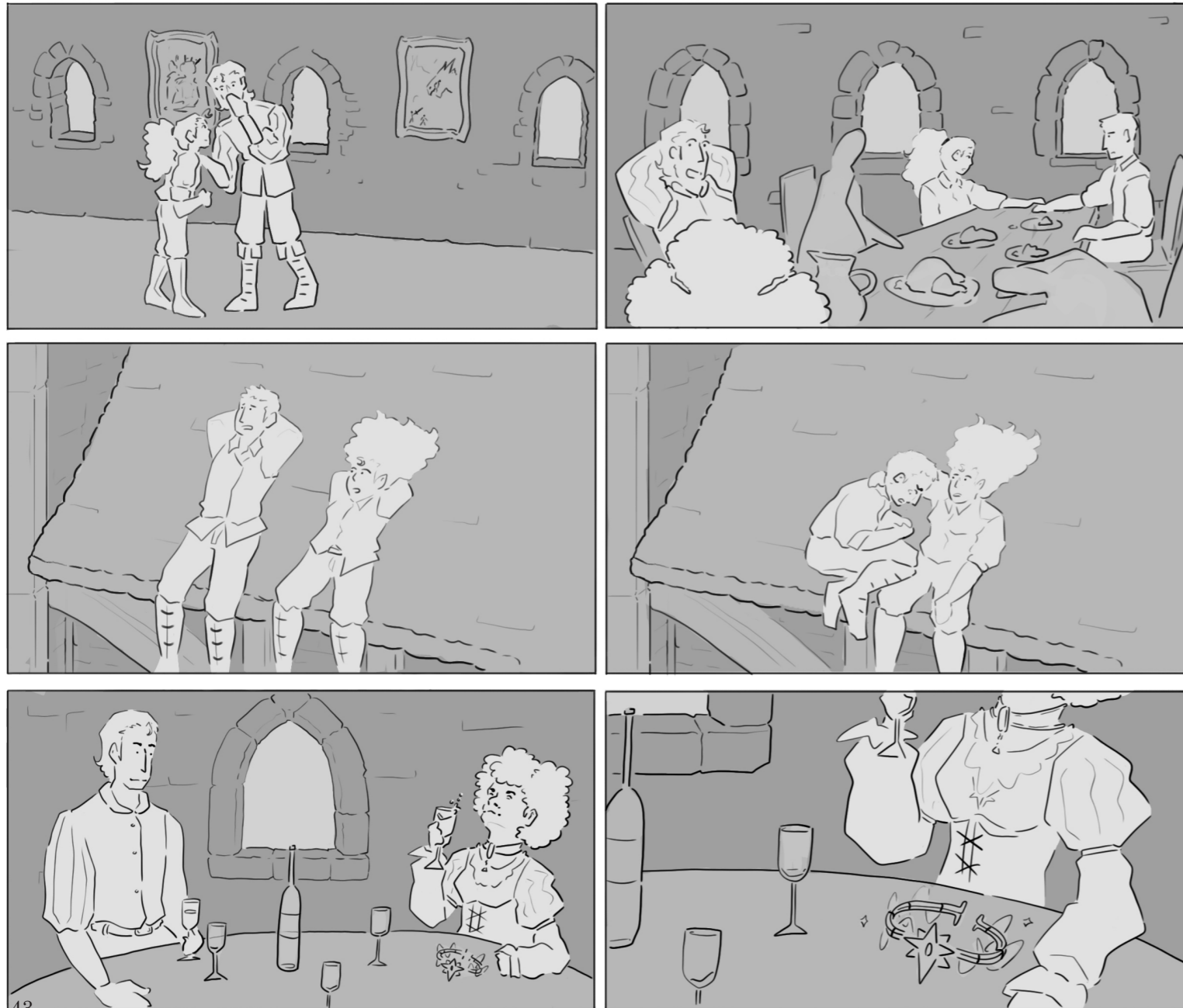


Strangers in a New City



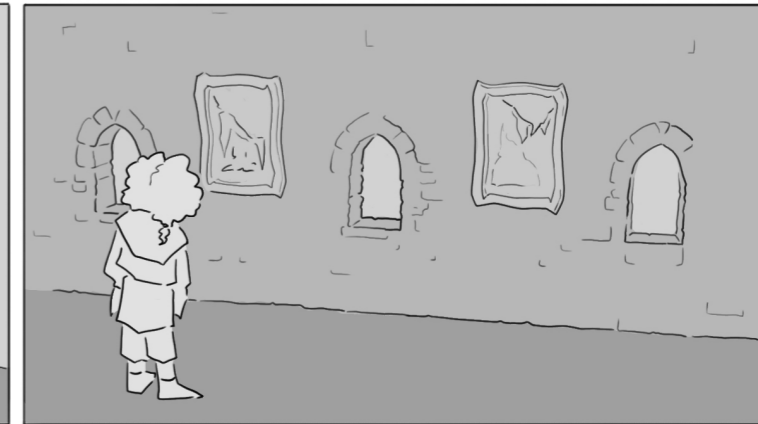
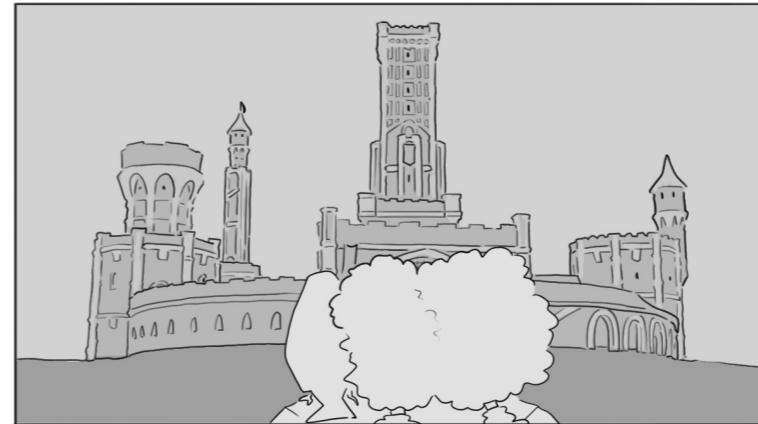
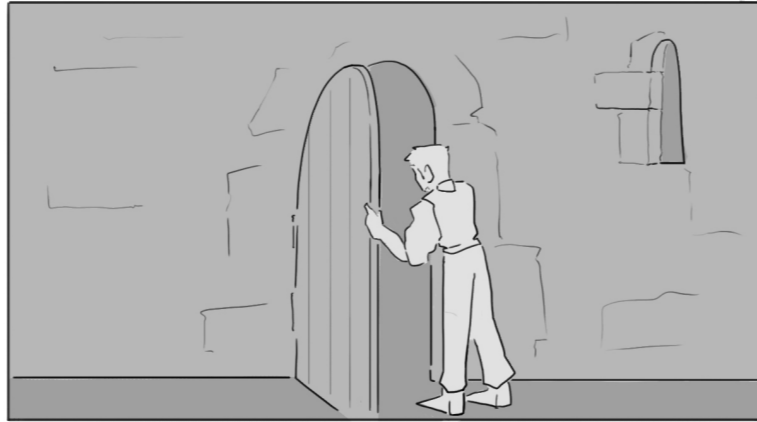
When entering Kalmoori's illustrious capital, even those who come with bad intent can be taken in by the bustling economy and rich culture.

A Newcomer's Influence



In their attempts to take the stronghold from the empress and her royal consort, Alador and especially Nora's first method of destabilisation was psychological; it might not have been obvious to the royal couple, but the royal advisors are beginning to notice.

The Final Confrontation



Eventually through a plethora of sneaky and conniving means, Nora and Alador's plan to destabilise the royal couple was successful, but Marrion and Perry aren't the only people set on defending Kalmoori's cultural heritage.



Thank you to everyone who helped me complete this book,
peers, tutors, and my worried freinds.

I couldn't have done it without you

