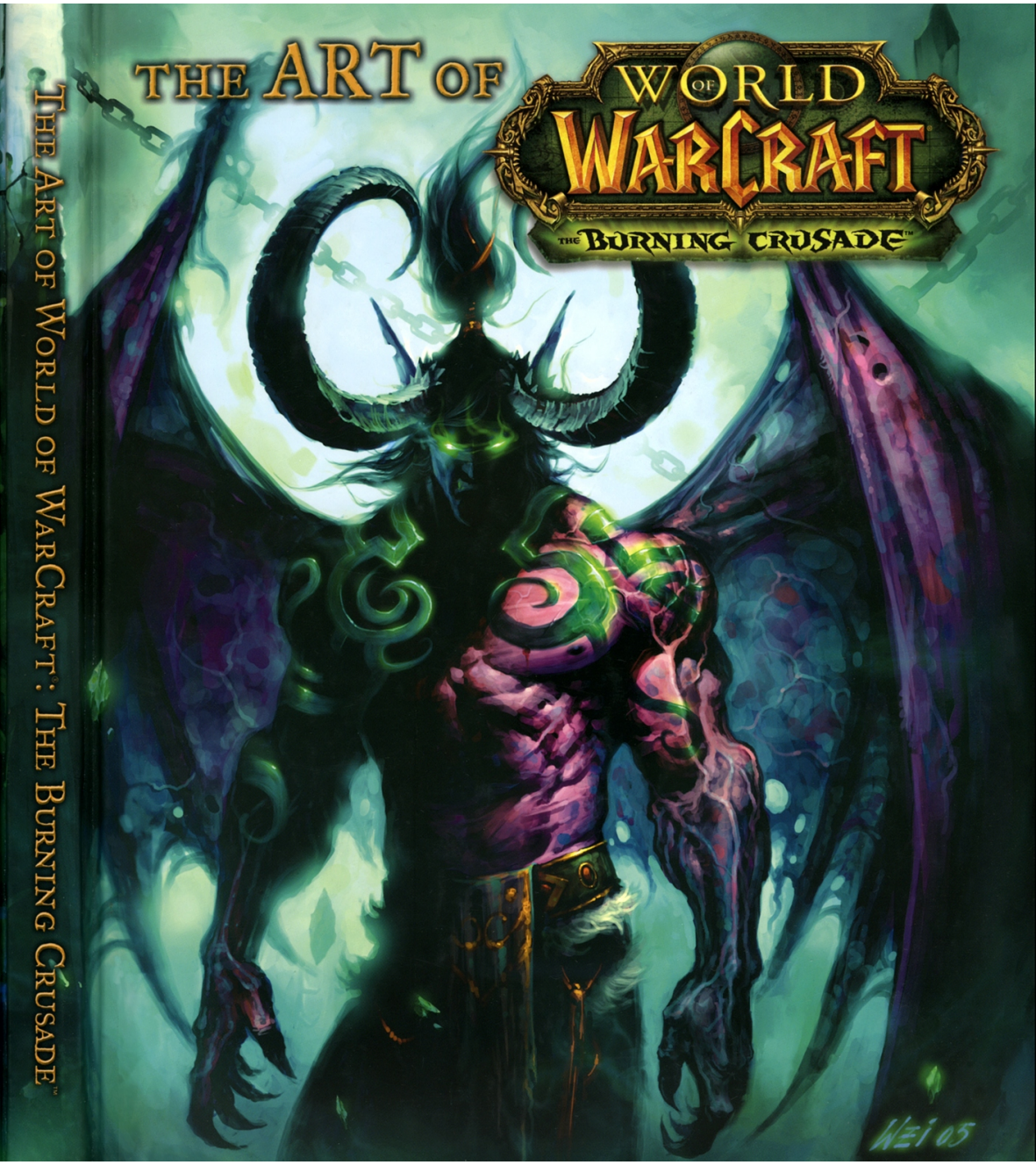

THE ART OF
WORLD OF WARCRAFT
THE BURNING CRUSADE™
Wei 05



The Art of World of WarCraft®: The Burning Crusade™

THE ART OF WORLD OF WARCRAFT®: THE BURNING CRUSADE™







PG. 2 – RACES



PG. 24 – NEW WOW ART



PG. 38 – ENVIRONMENTS



PG. 112 – MONSTERS



PG. 148 – WEAPONS/ARMOR



PG. 184 – CINEMATICS



PG. 198 – CARD ART


RACES





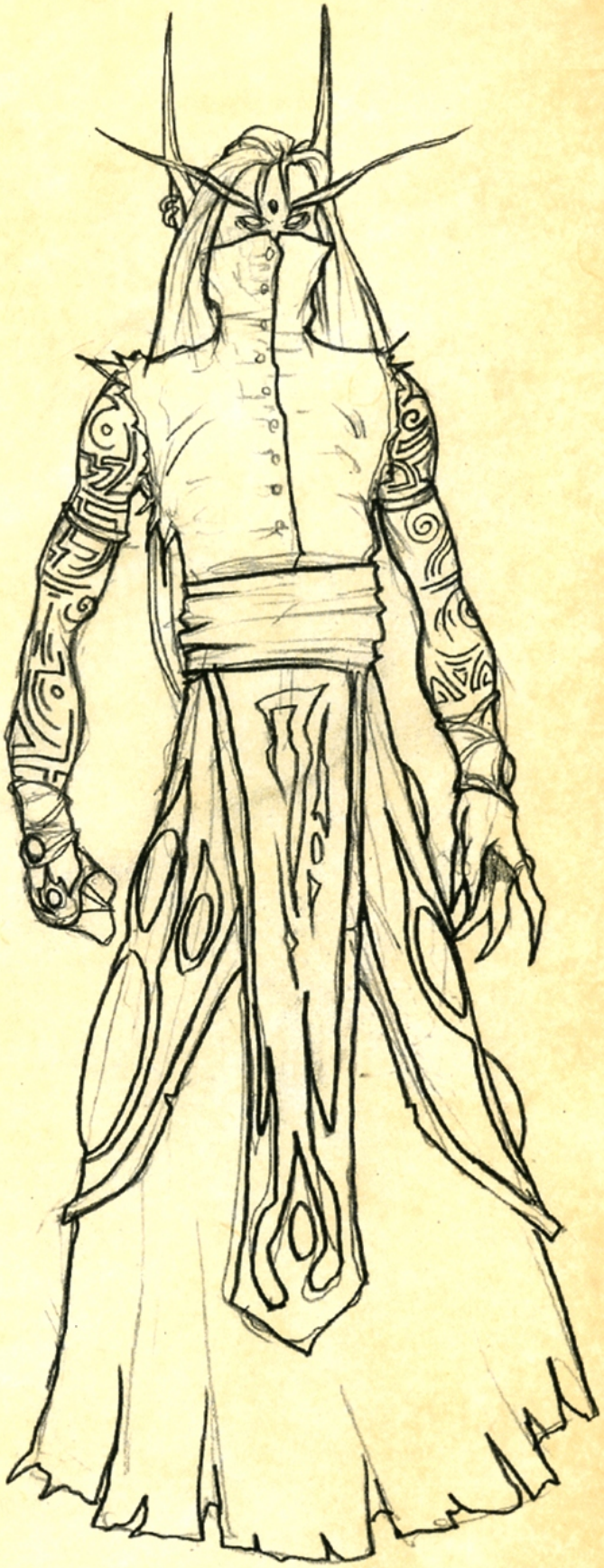
Blood elves



BLOOD ELF GUARD



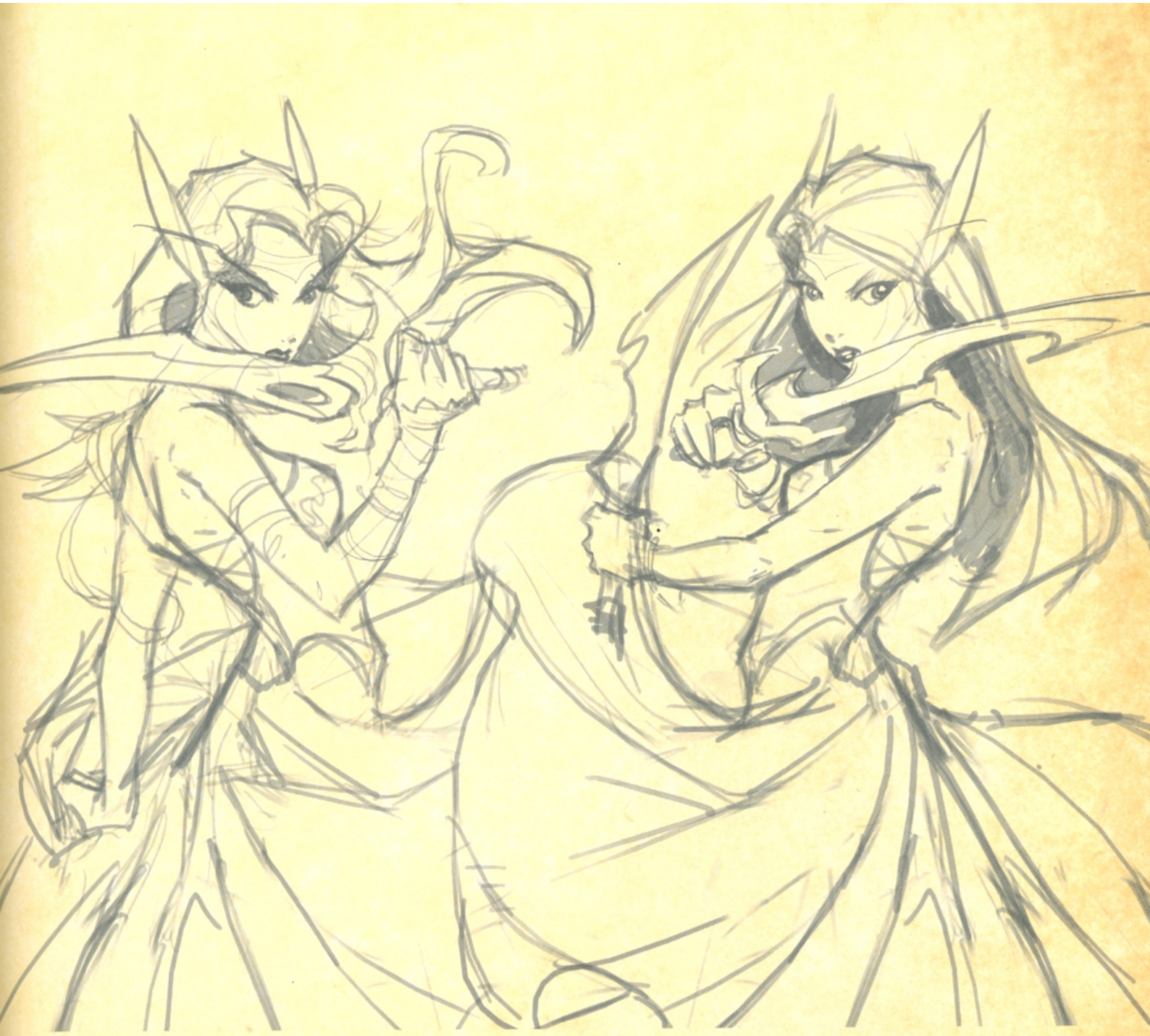















Blood Elf Hairstyle
Hipster
Barbar
Goblin
Rogue!









BLOOD ELF ELITE





DRAENEI



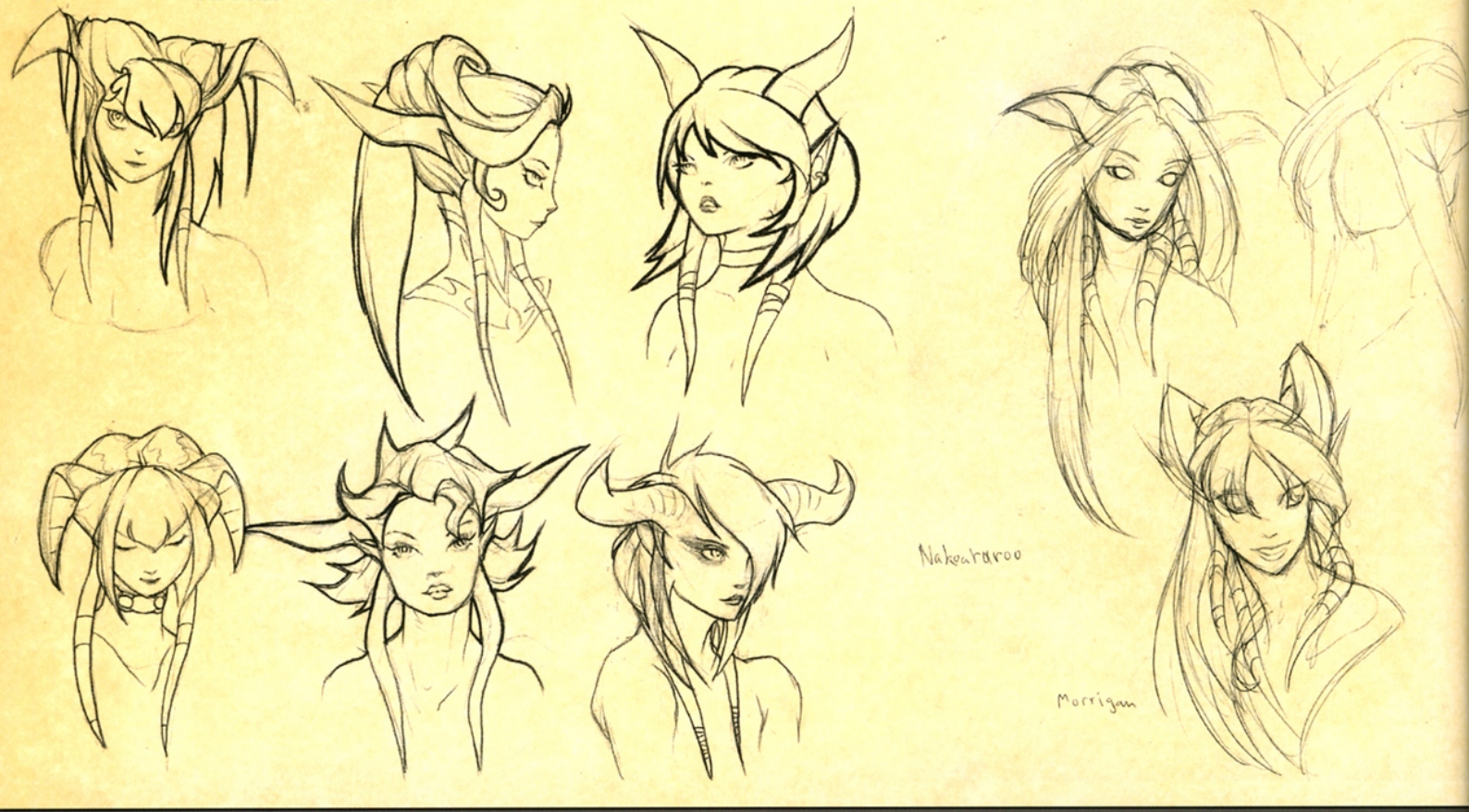




DRAENEI FEMALE



DRAENEI BROKEN


Nakeararoo
Morrigan


DRAENEI DEVOLVE




Punk
Anime


06
RANE














GlennRane'06




2005

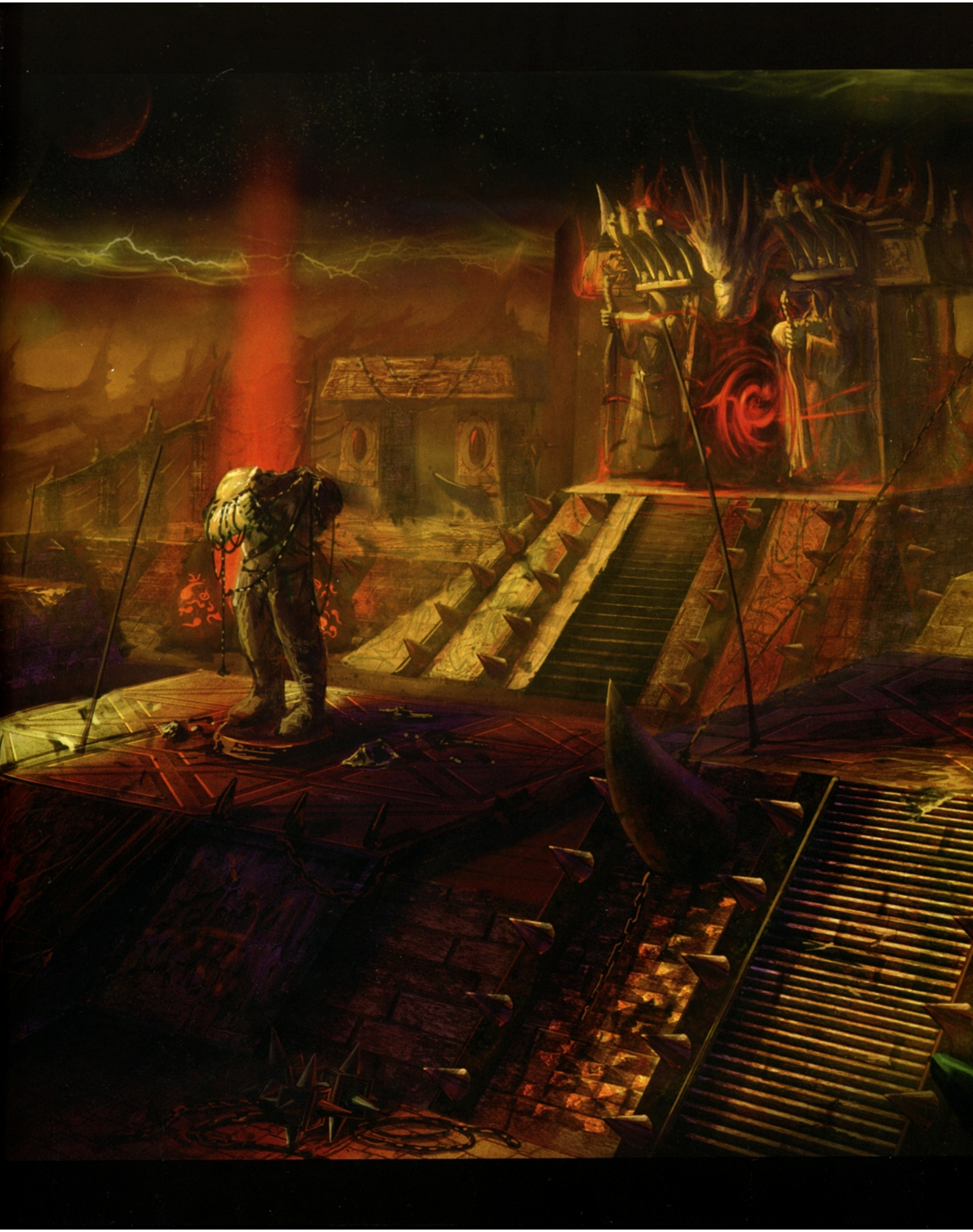

PETER LEE

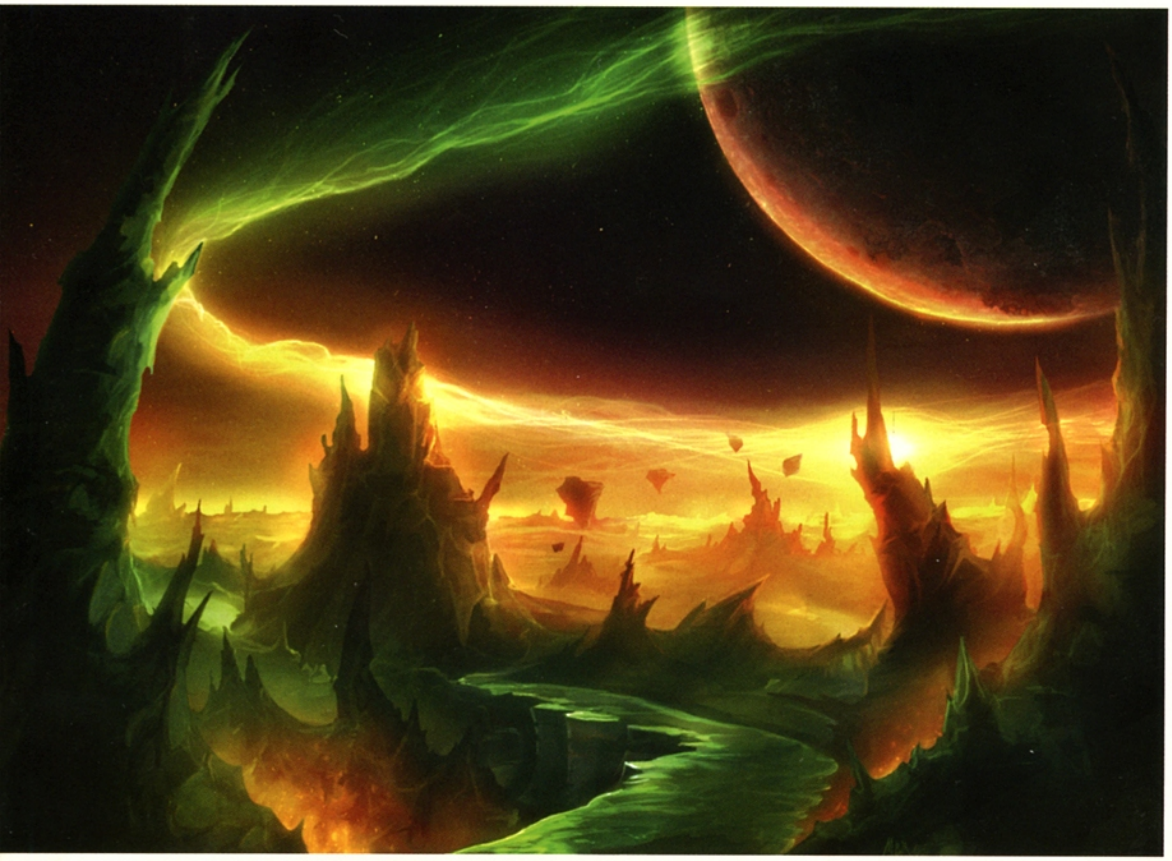

PETER LEE


HENN PAINE 06




GLENN RANE 06





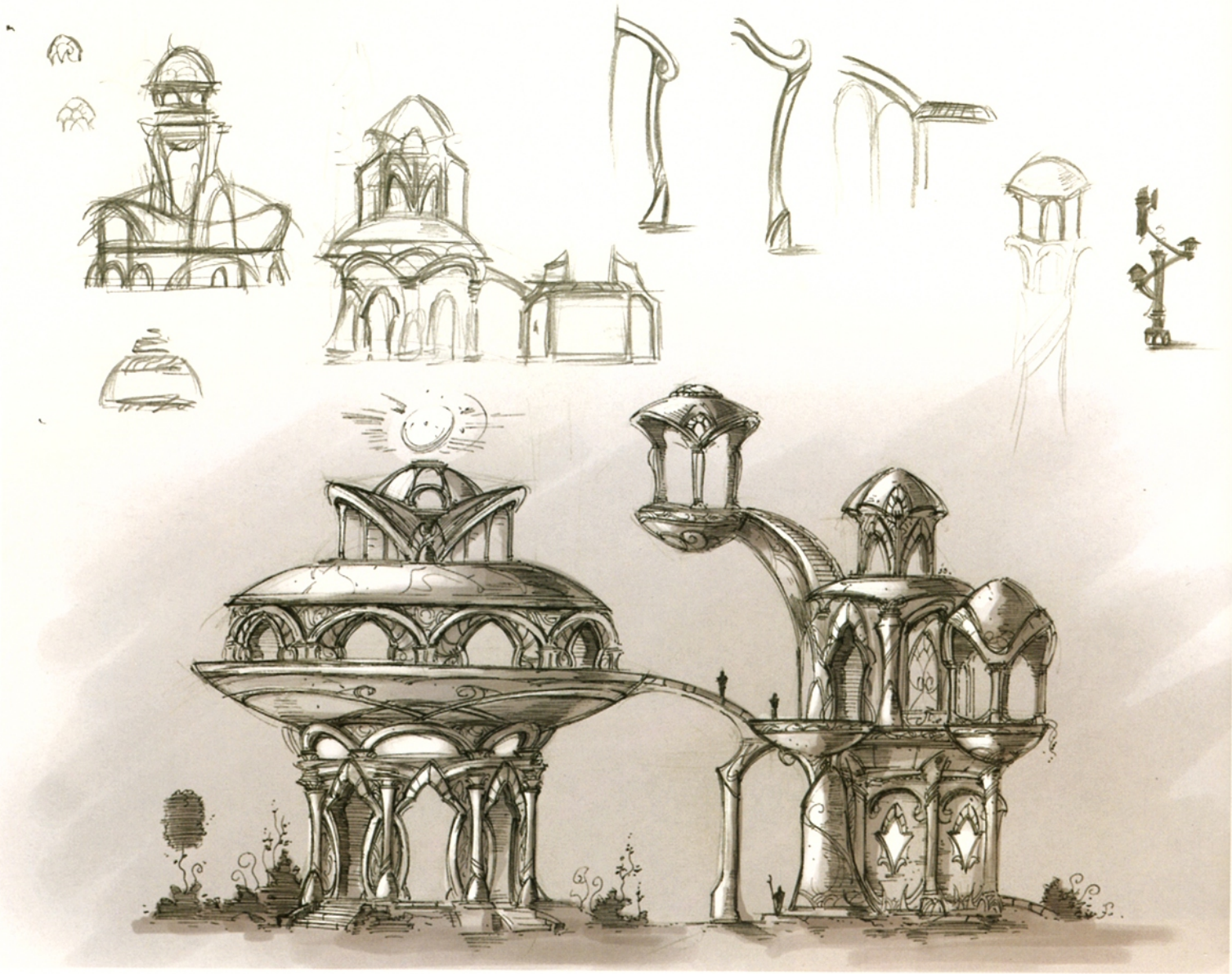


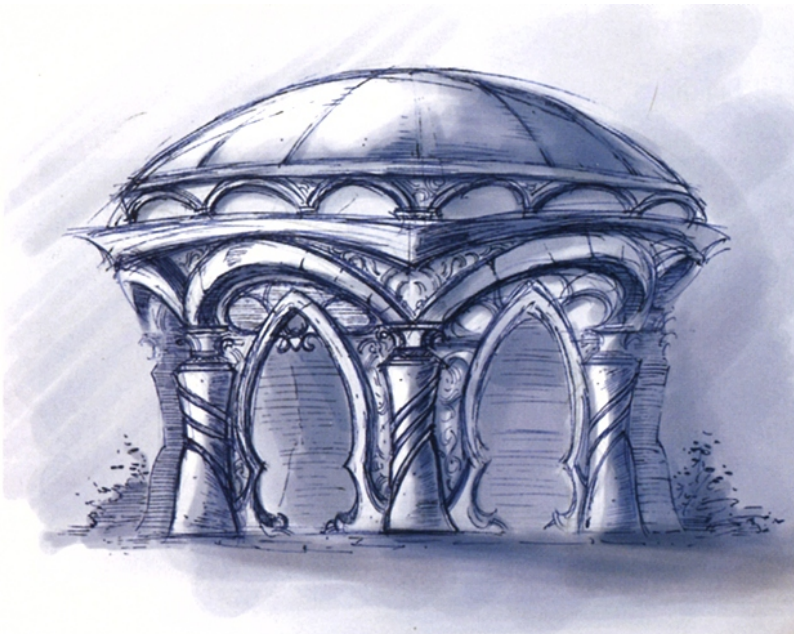






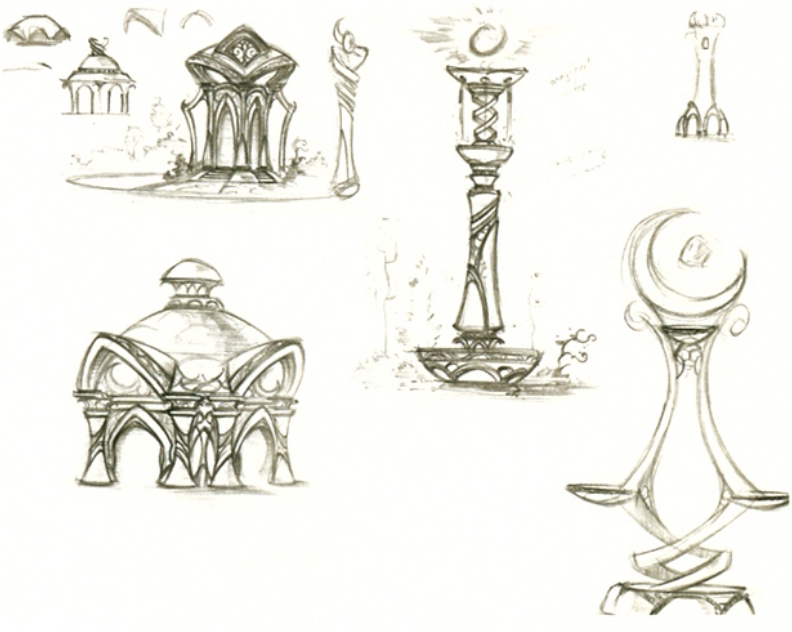




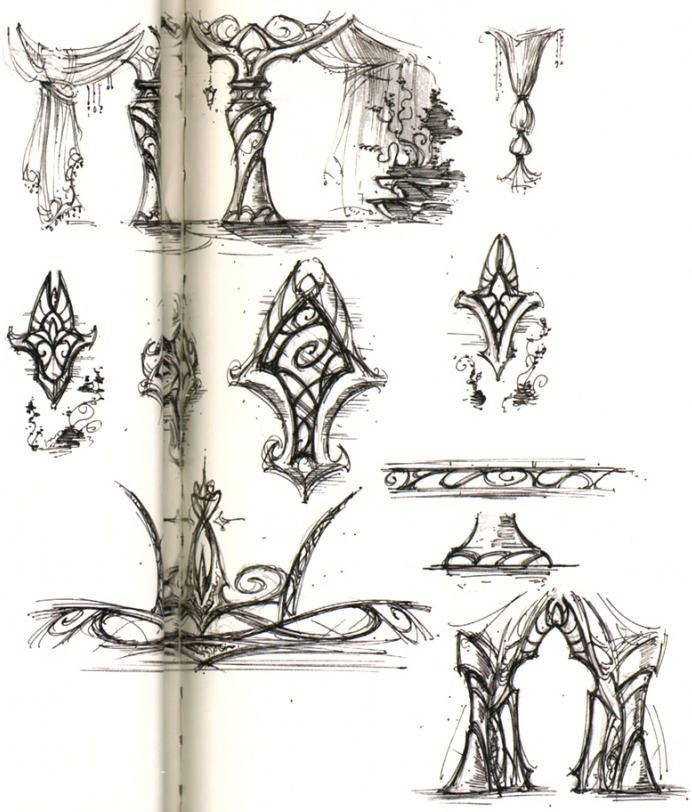






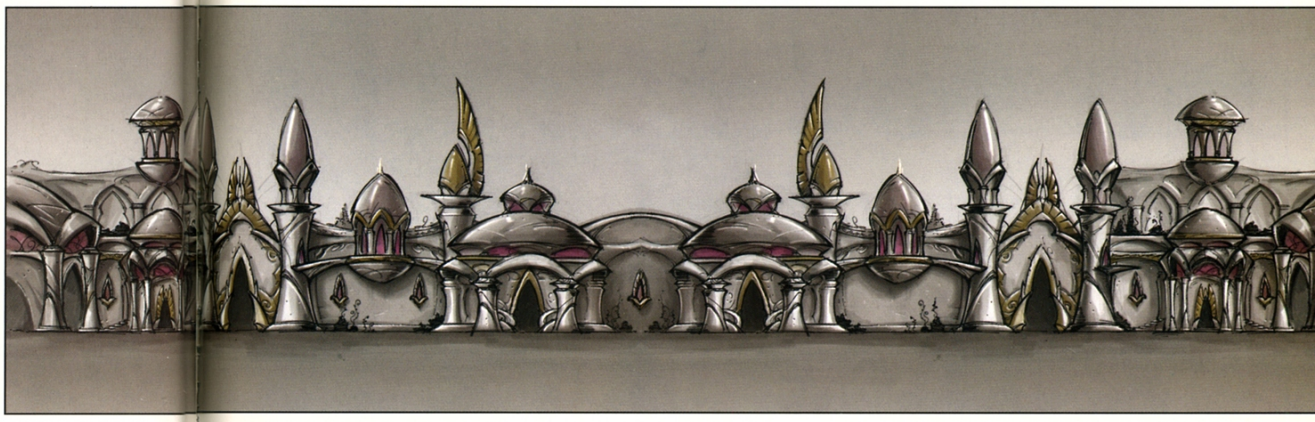




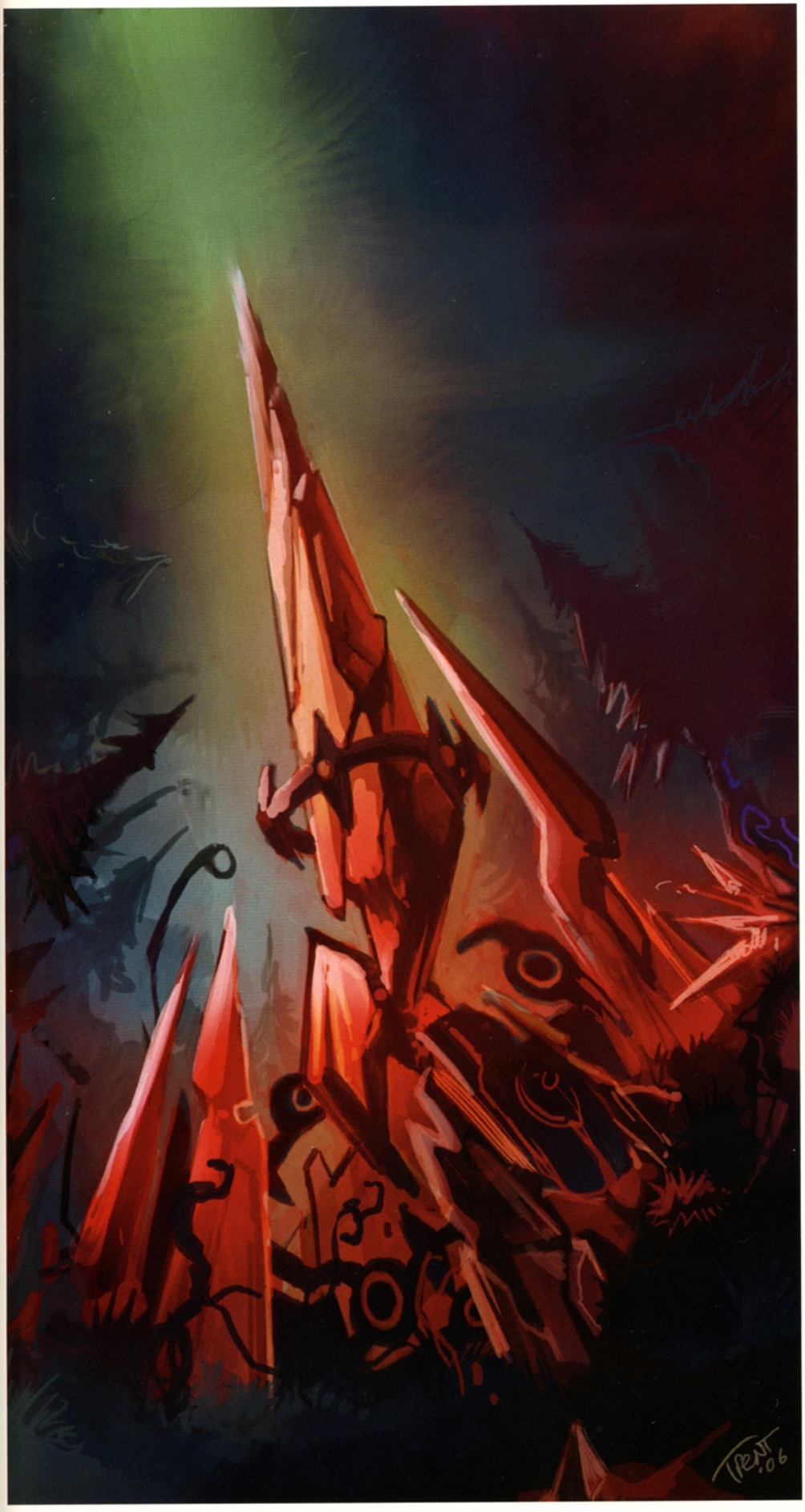


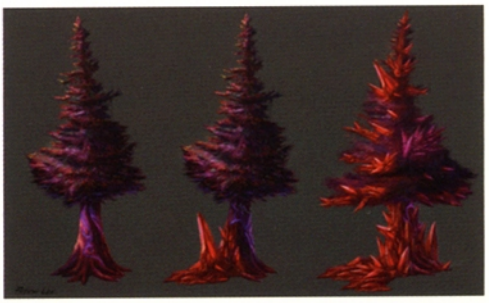




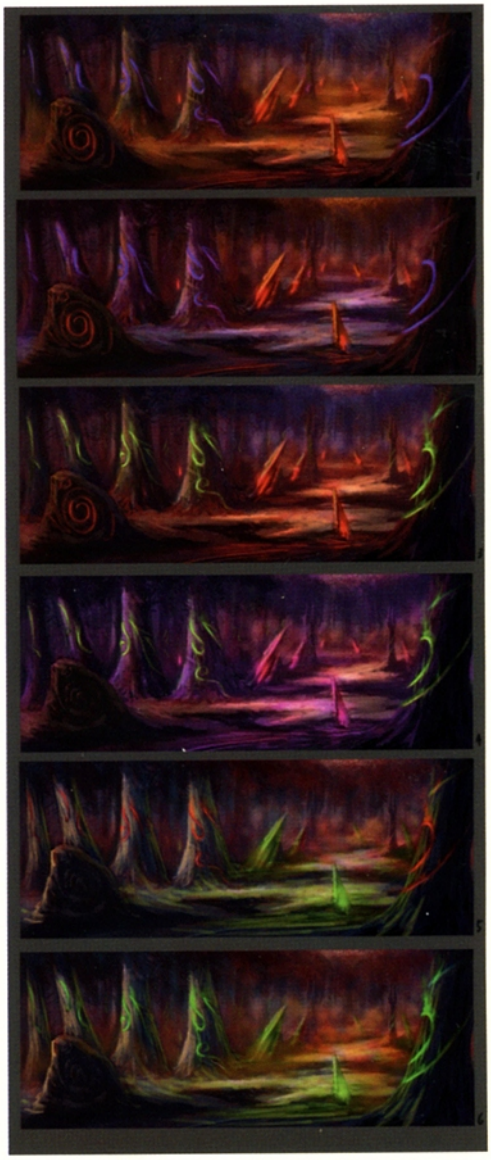



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TRENT
'06







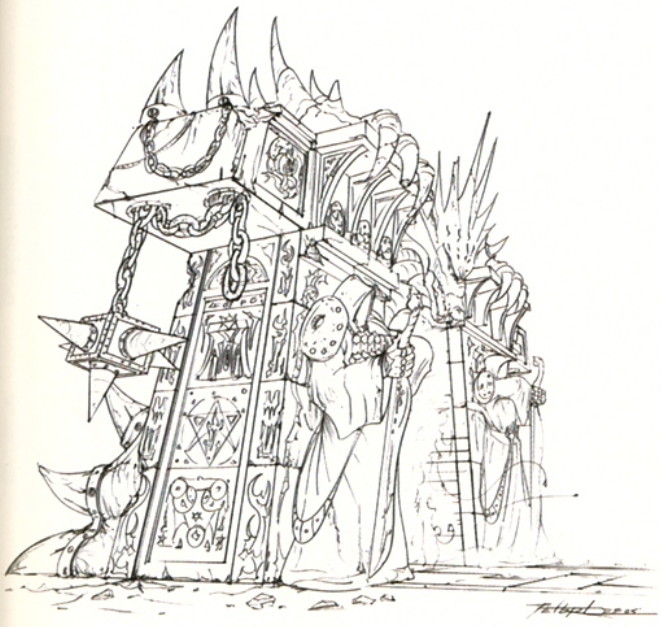


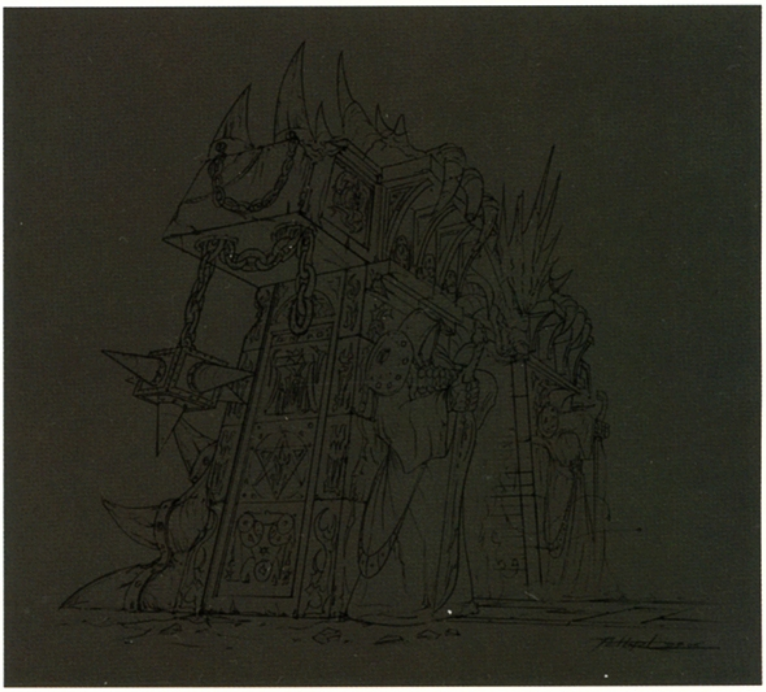




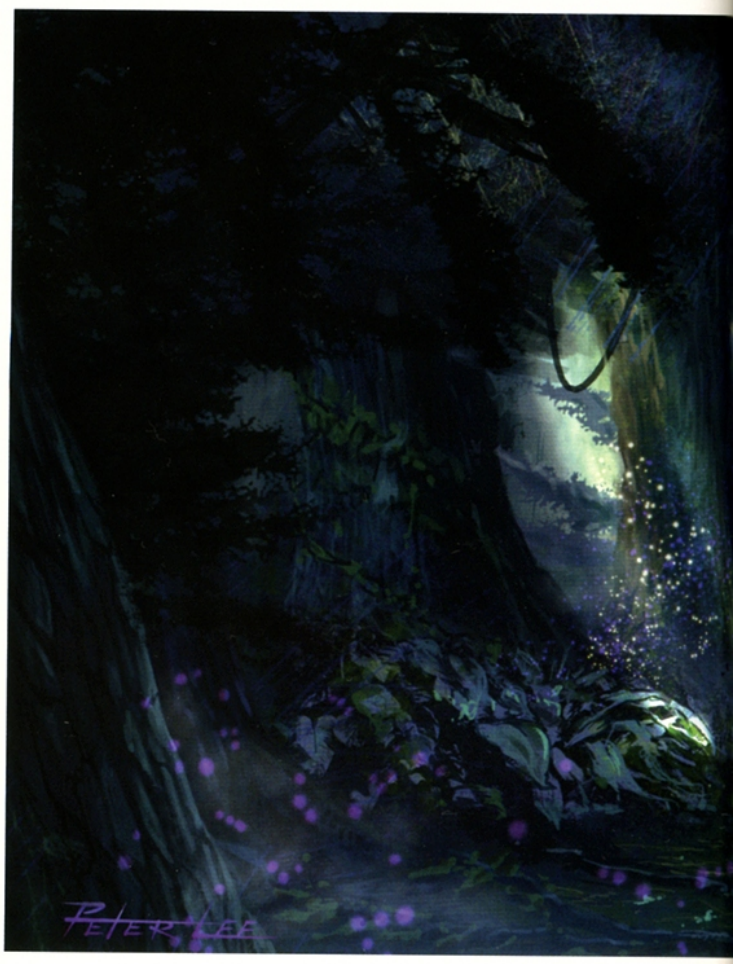




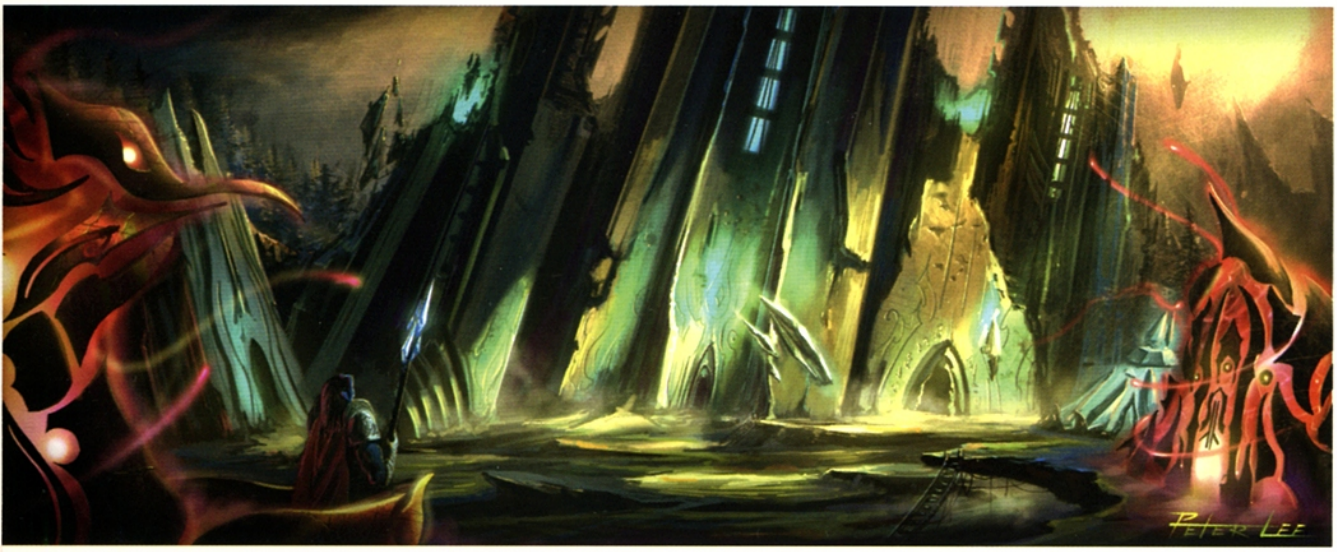





Draenei Core

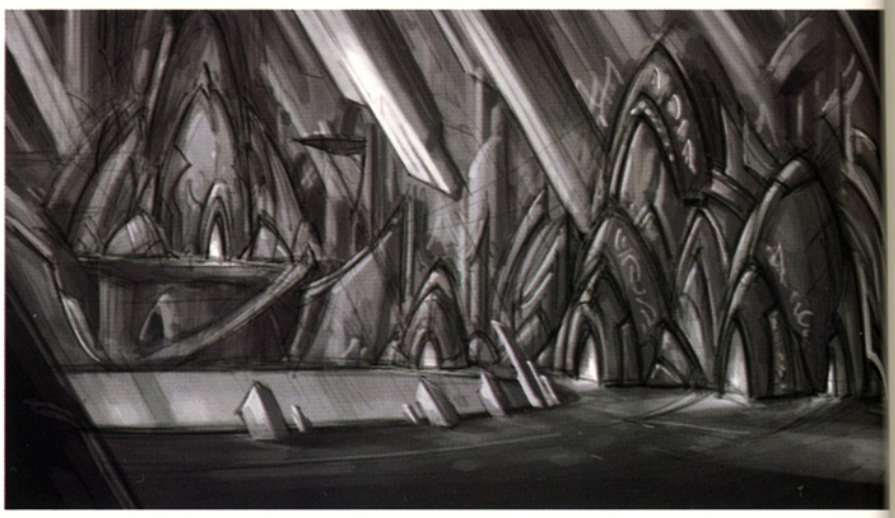


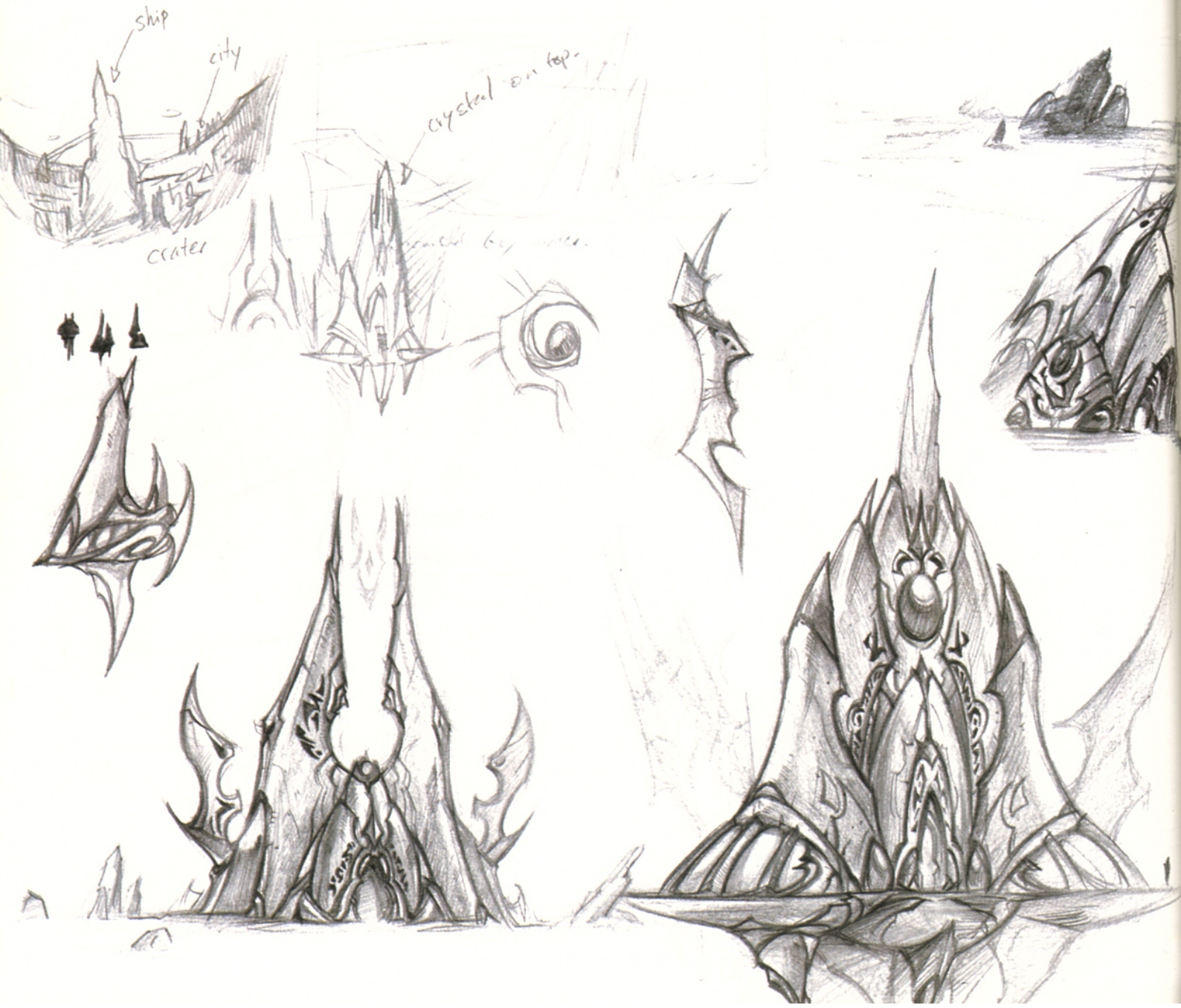


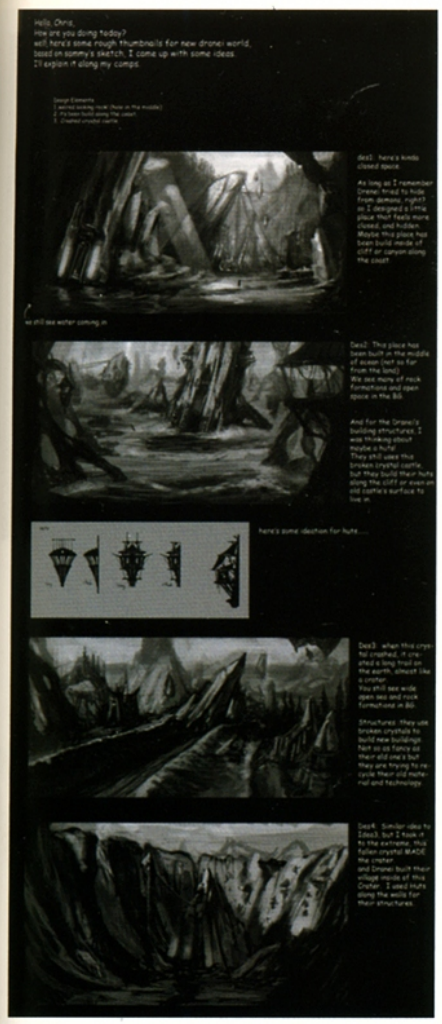

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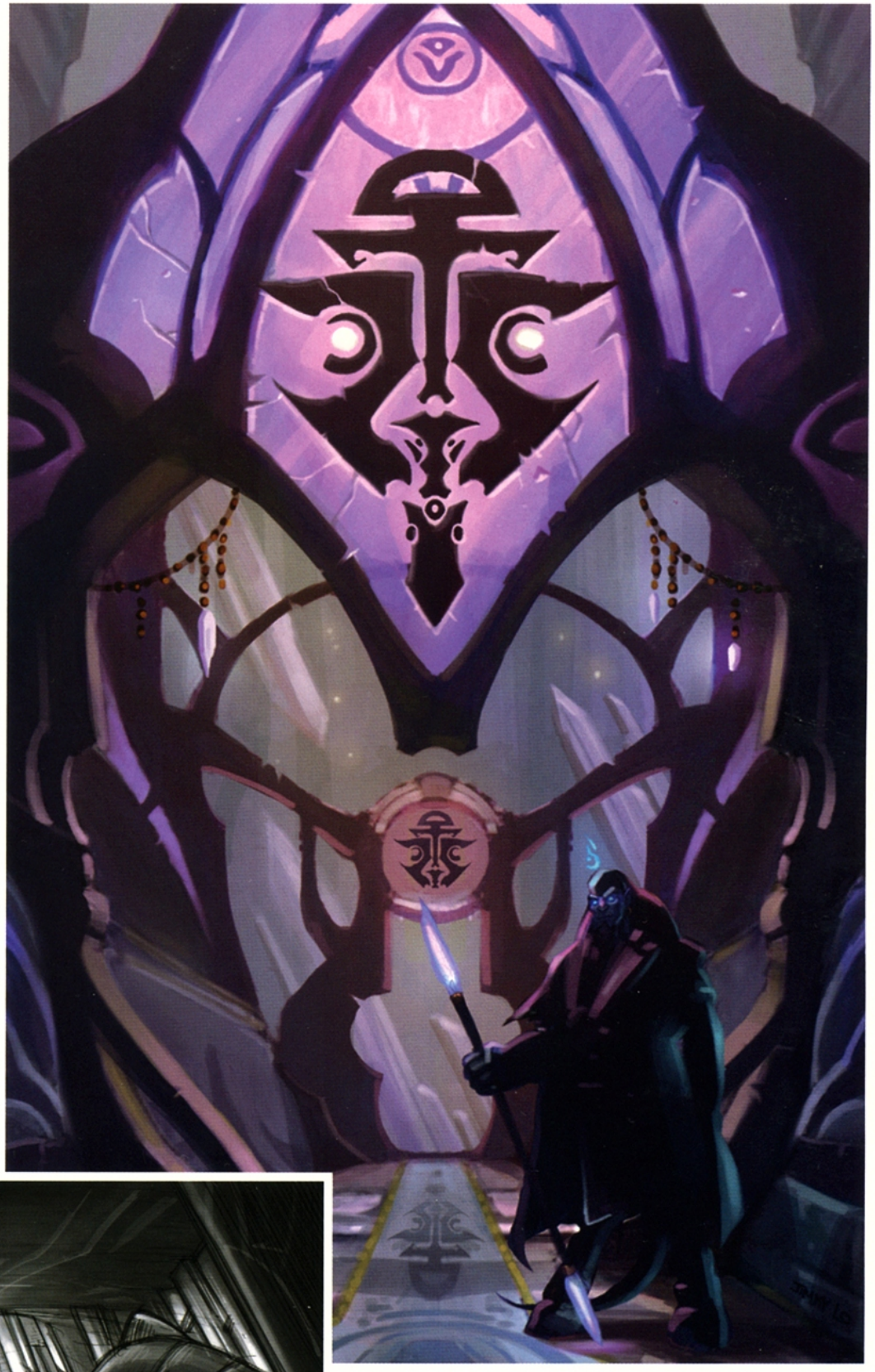


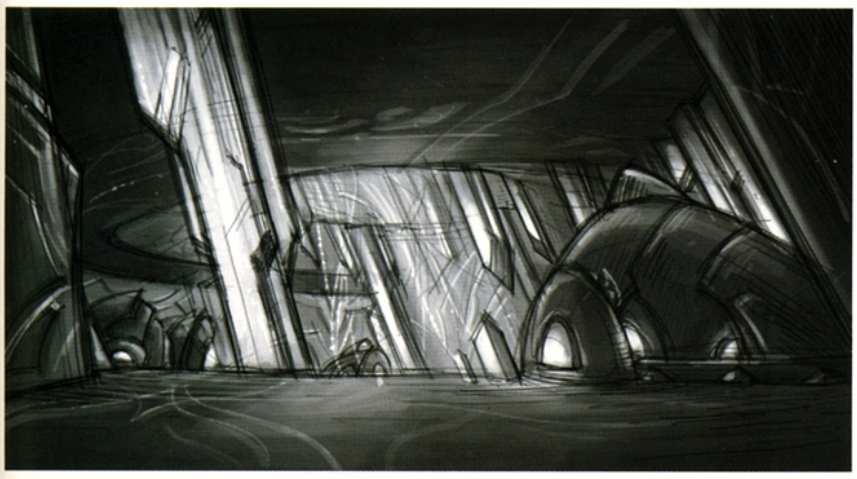


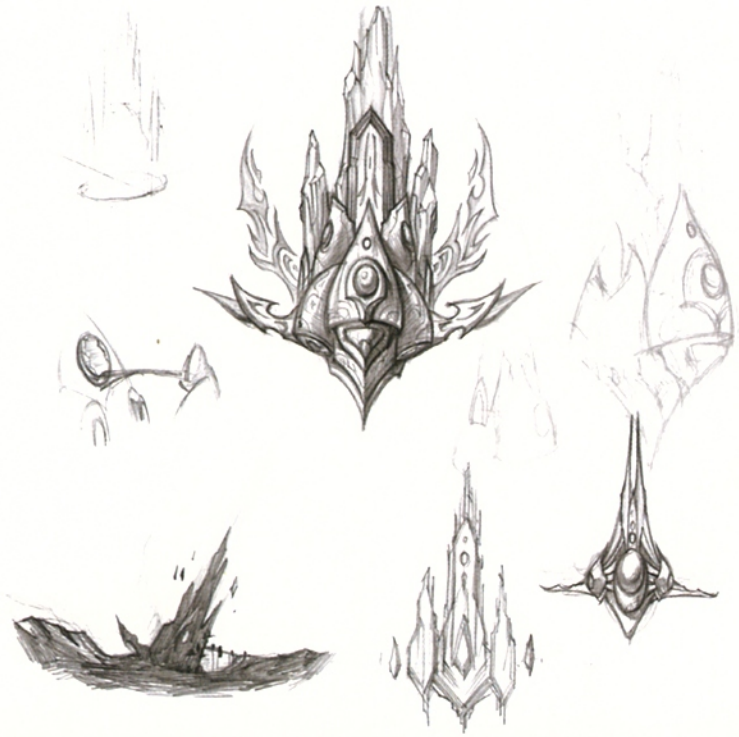



ship
city
crater
crystal on top


Hello, Chris,
How are you doing today?
well here's some rough thumbnails for new drones world,
based on sammy's sketch. I come up with some ideas.
I'll explain it along my comps.
Design Elements
1. weired looking rock (here in the middle)
2. Pit been build along the coast
3. Crashed crystal castle
des1. here's kinda closed space.
As long as I remember Drones tried to hide from demons, right? so I designed a little place that feels more closed, and hidden. Maybe this place has been build inside of cliff or canyon along the coast.
we still see water coming in
Des2. This place has been built in the middle of ocean (not so far from the land) We see many of rock formations and open space in the BG
And for the Drone's building structures, I was thinking about maybe a huts
They still uses this broken crystal castle, but they build their huts along the cliff or even on old castle's surface to live in
here's some ideation for huts....
Des3. when this crystal crashed, it created a long trail on the earth, almost like a crater
You still see wide open sea and rock formations in BG
Structures: they use broken crystals to build new buildings. Not as so fancy as their old one's but they are trying to recycle their old material and technology
Des4. Similar idea to Idea3, but I took it to the extreme, this fallen crystal MADE the crater
and Drones built their village inside of this Crater. I used huts along the walls for their structures.



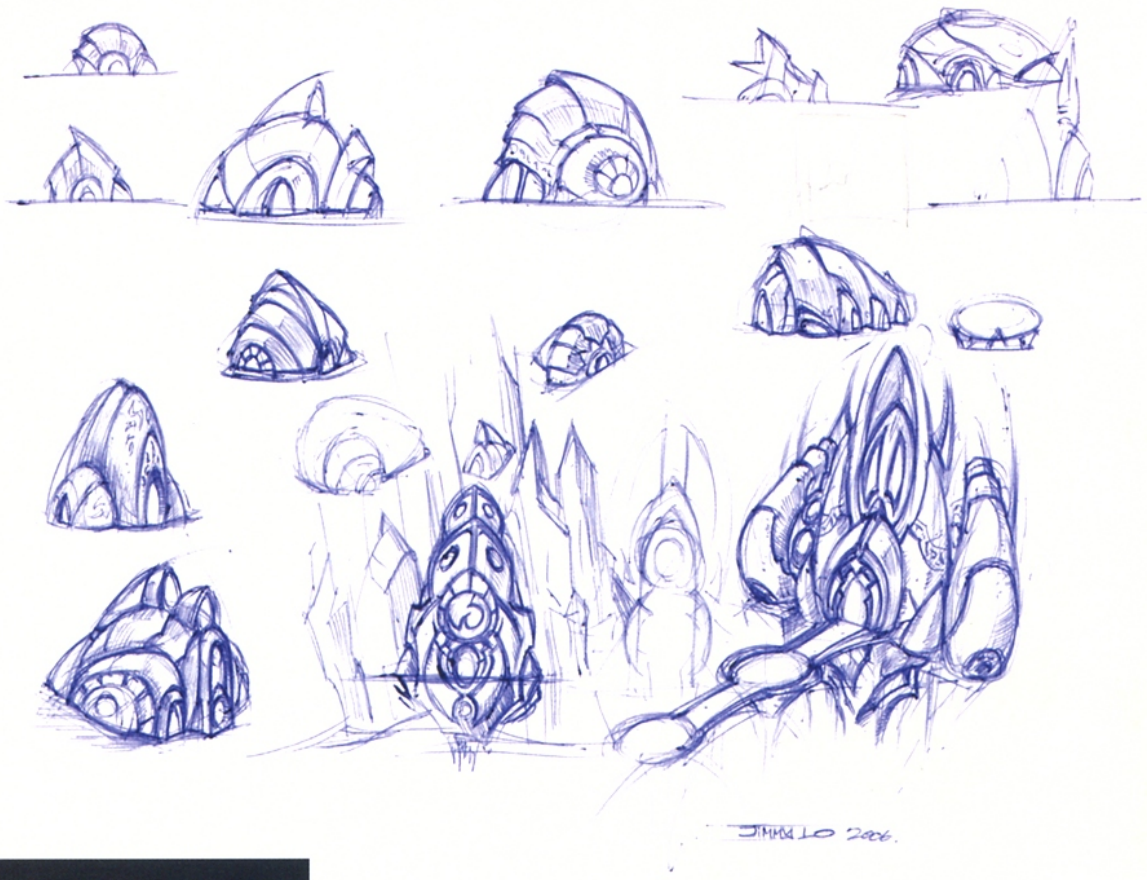




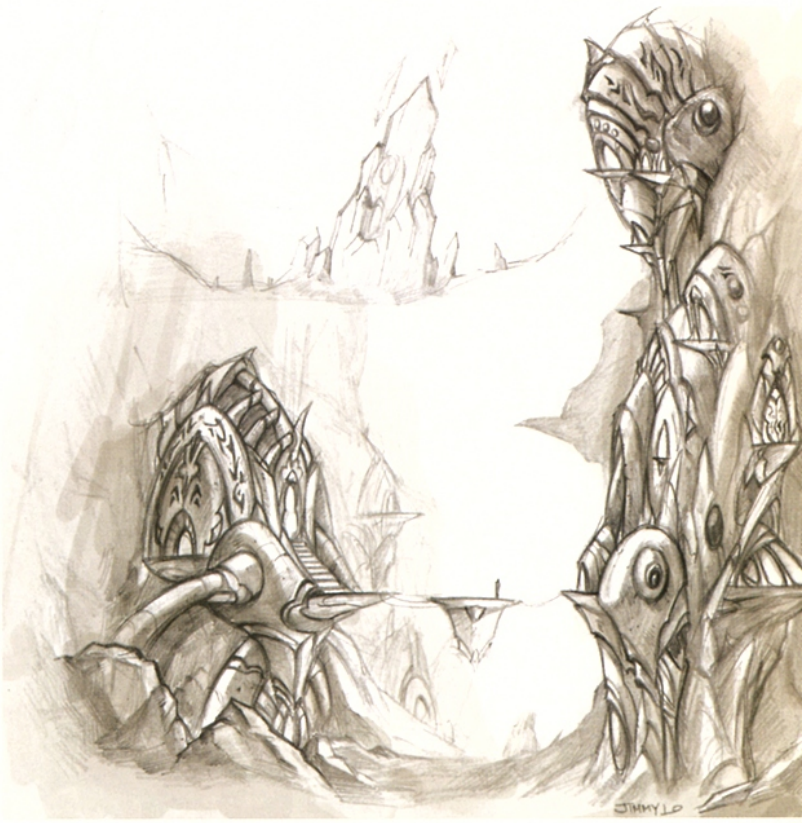






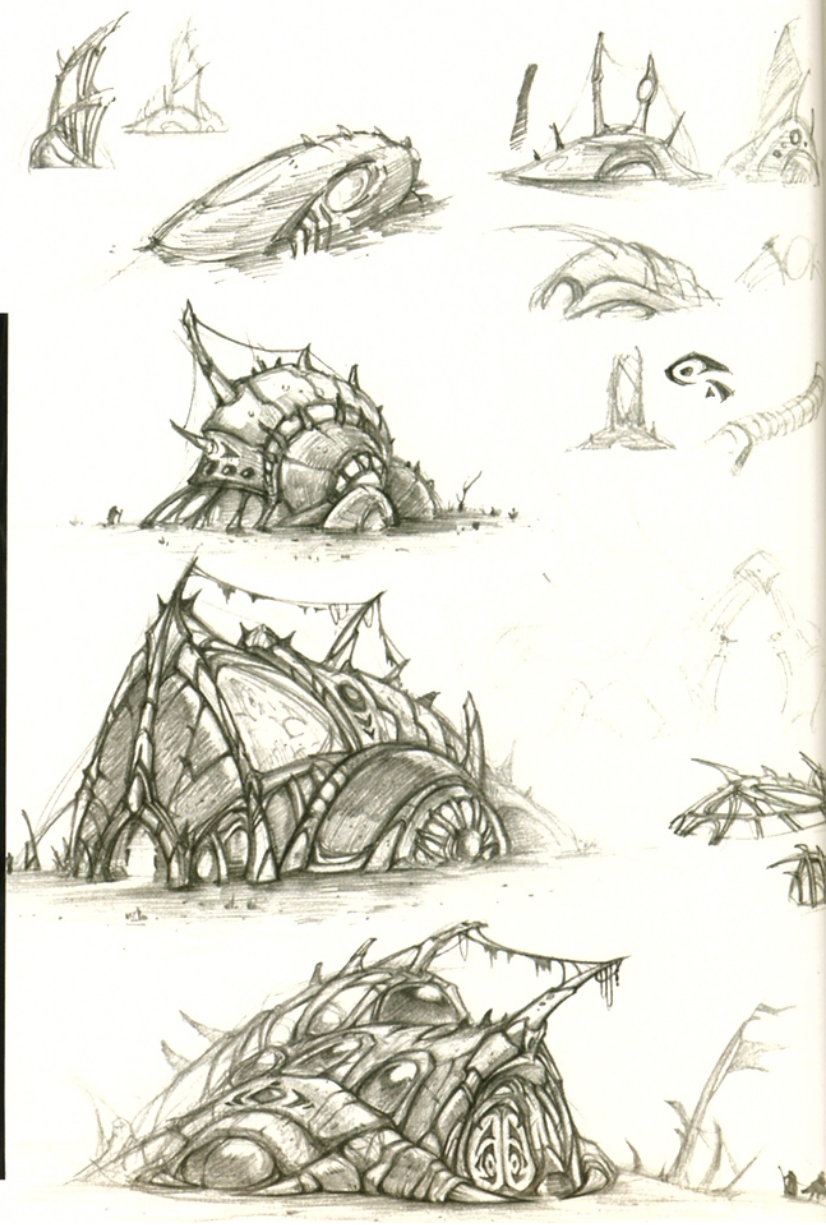

JIMMY LO 2006.

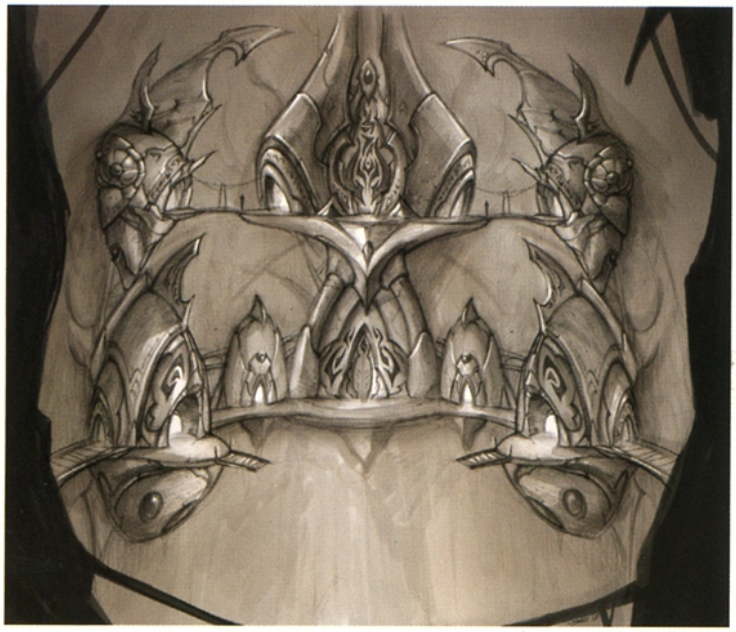

JIMMY LO 2006

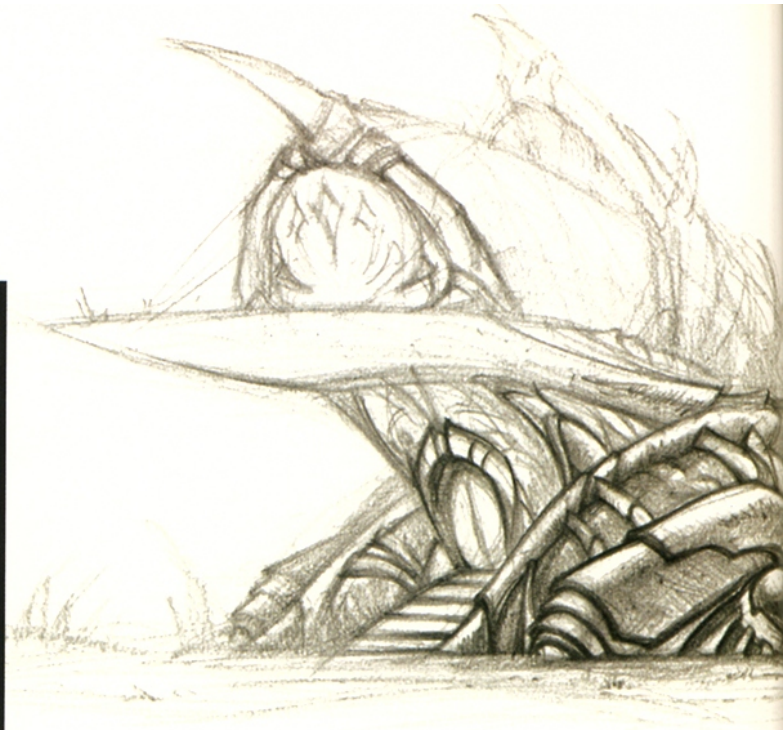

JIMMY LO



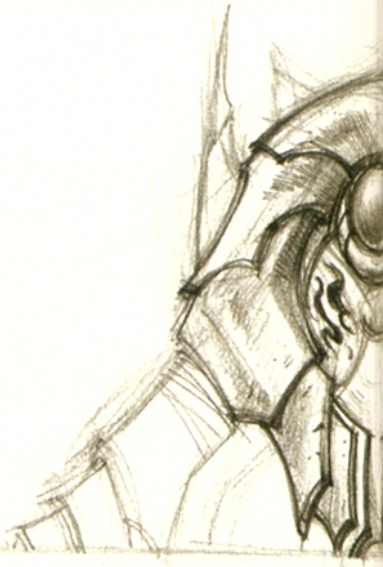








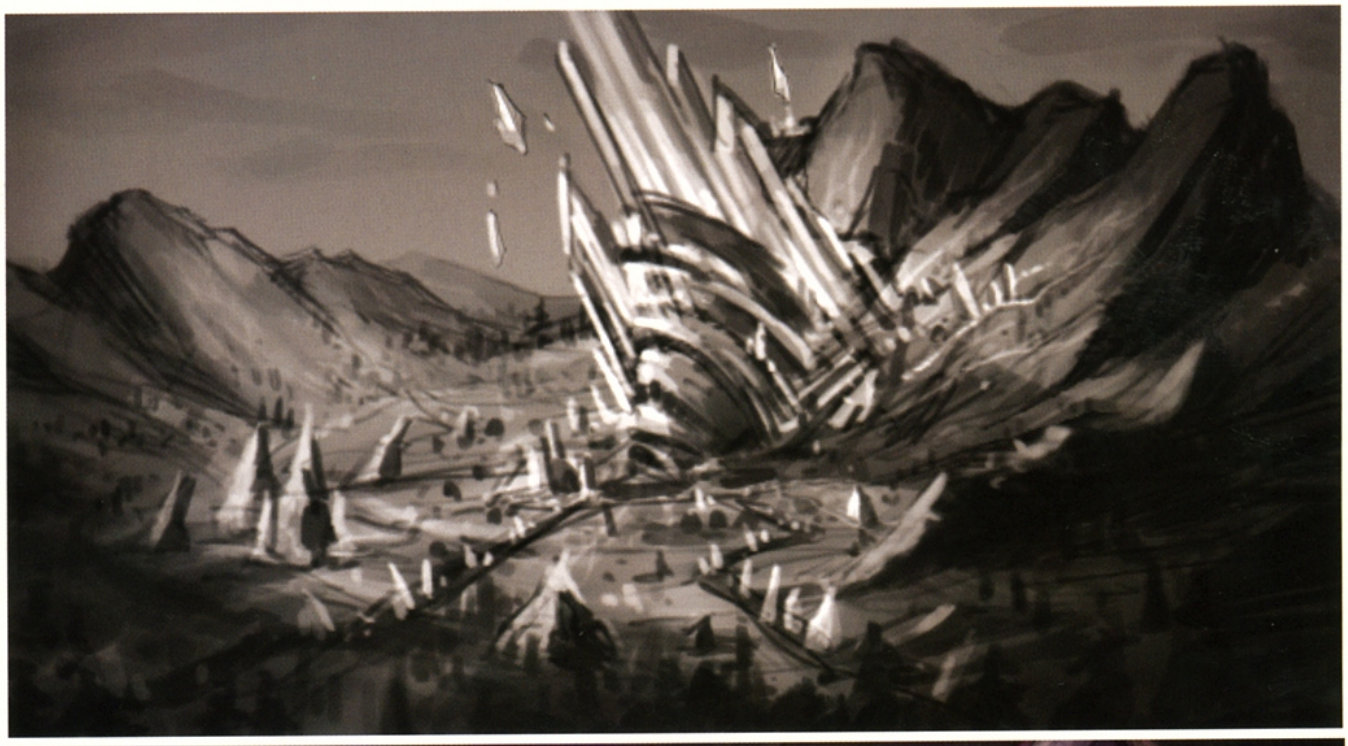


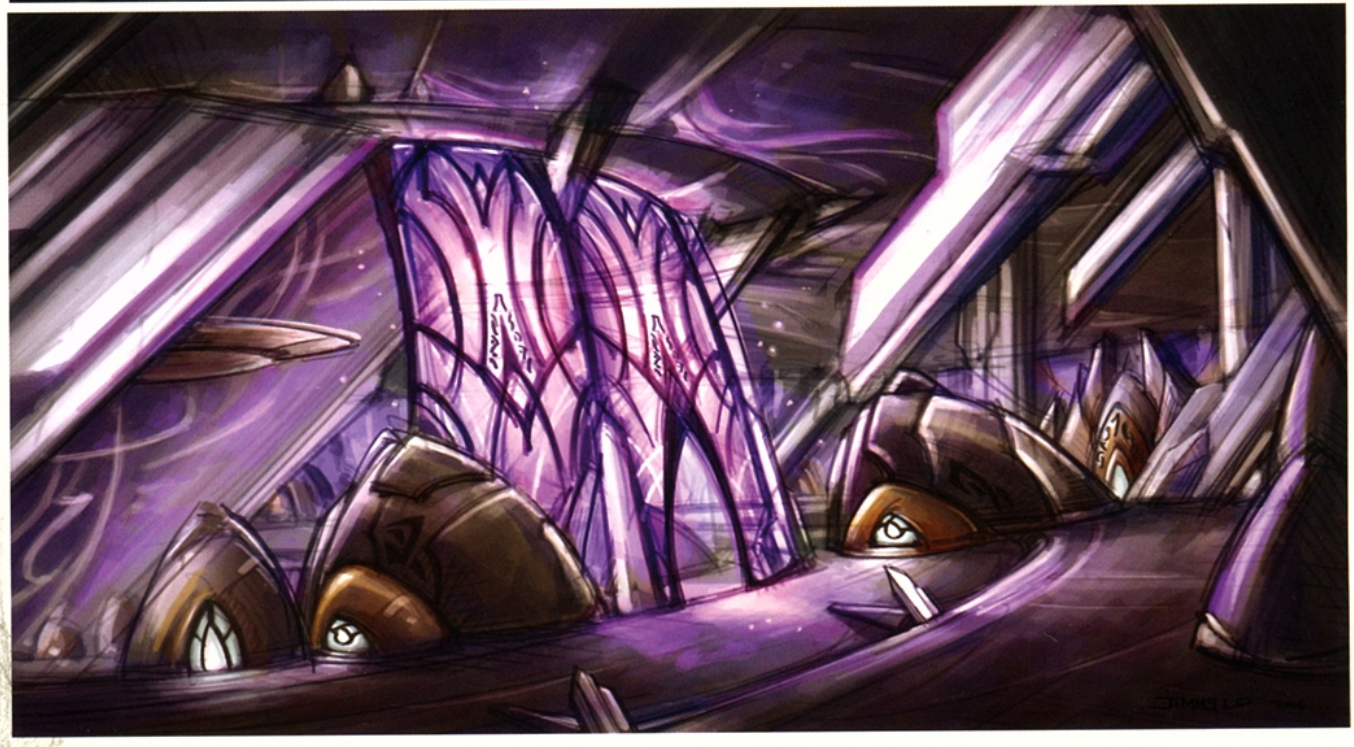


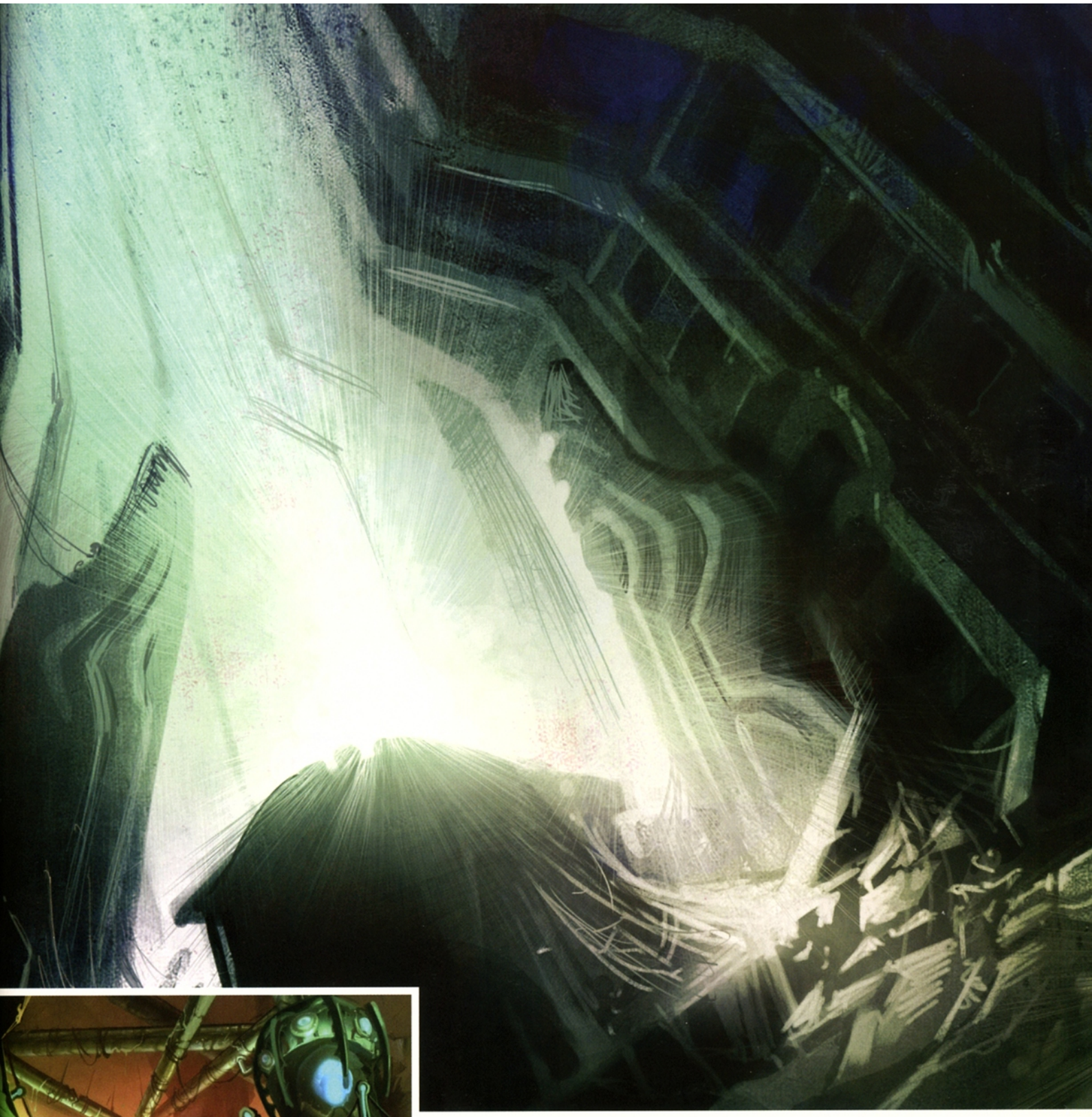


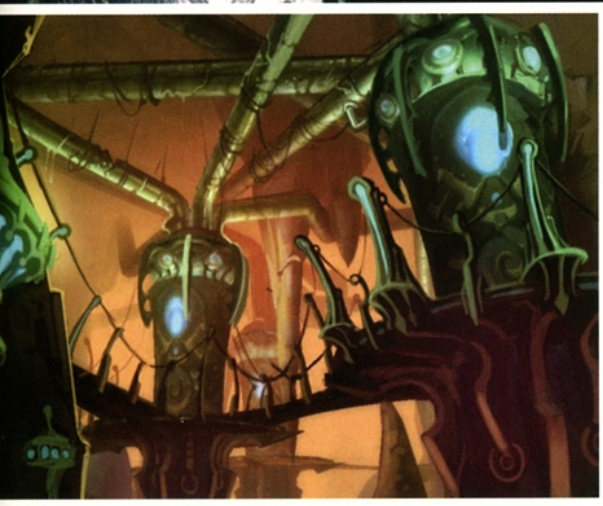



some shells have broken off.
illuminated under "shells"
glass is "layered" along walls to angle light efficiently.
















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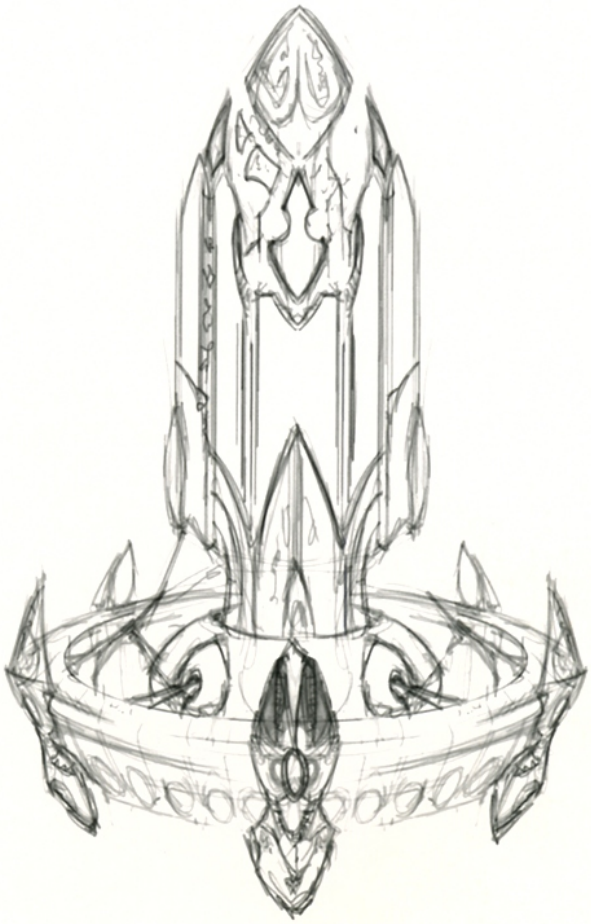

HOLOGRAPHIC CONTRAPTION
4 BUTTONS.

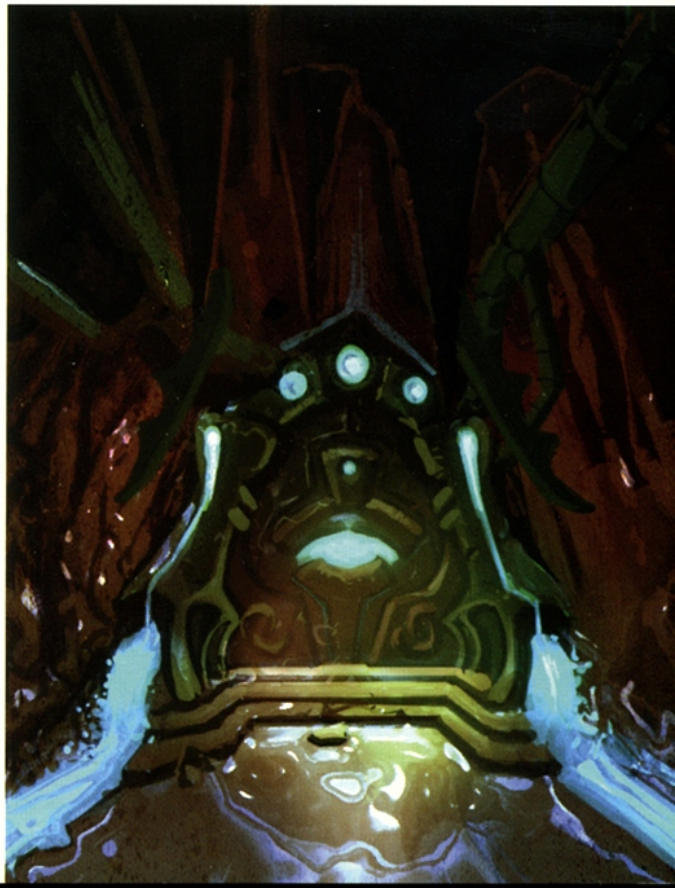






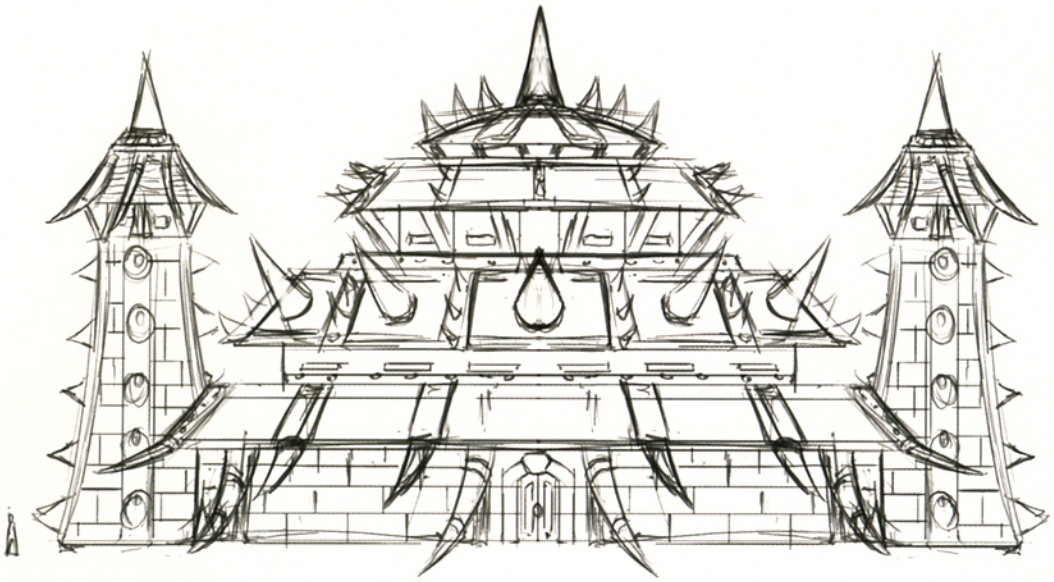


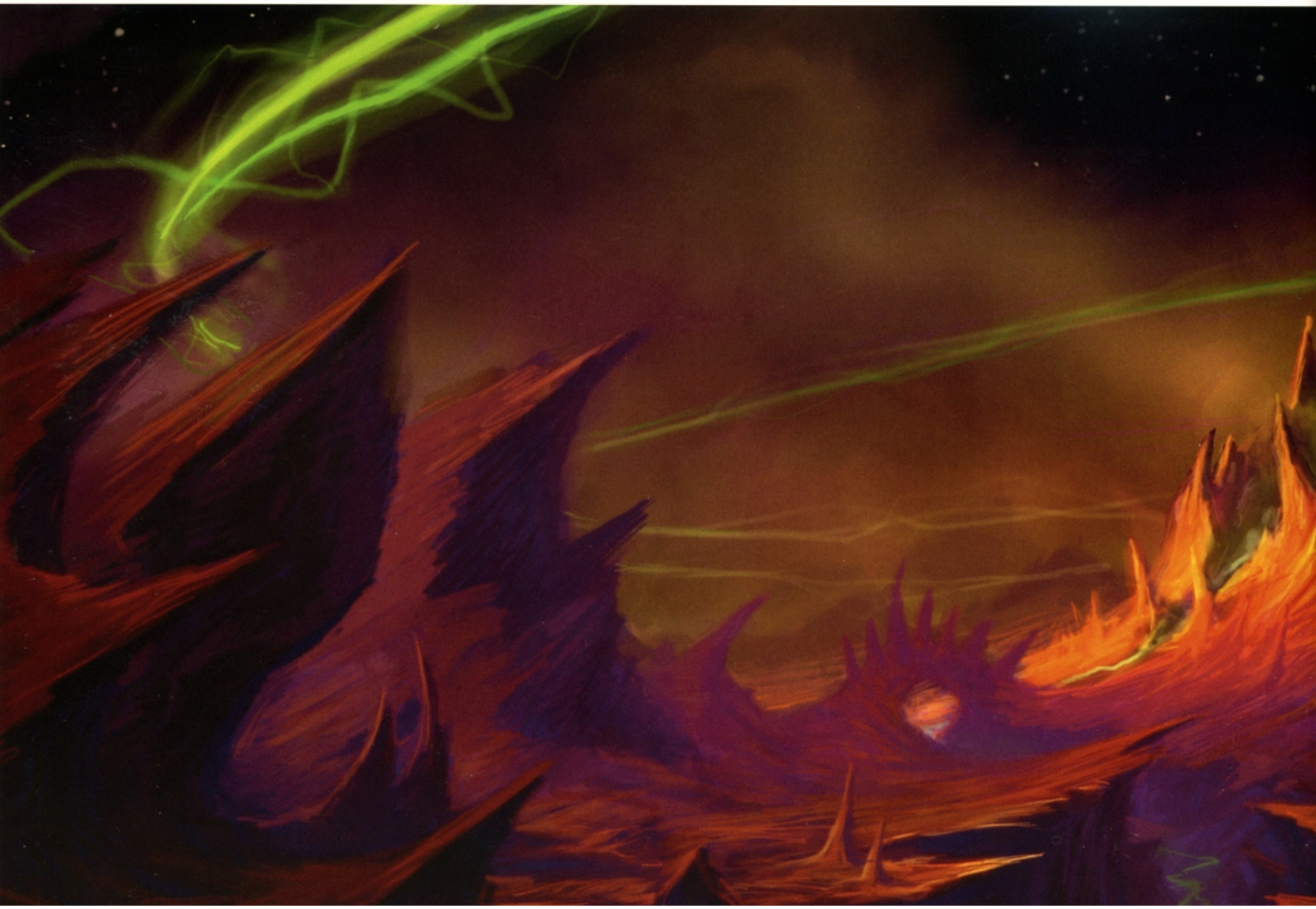




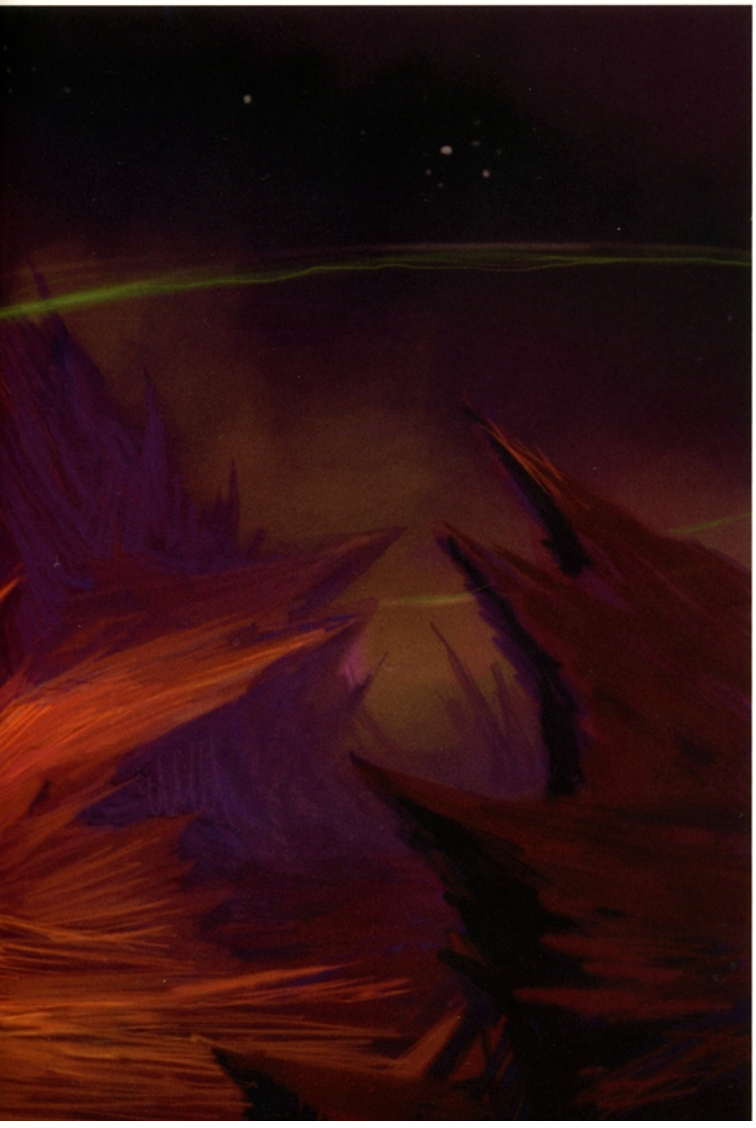








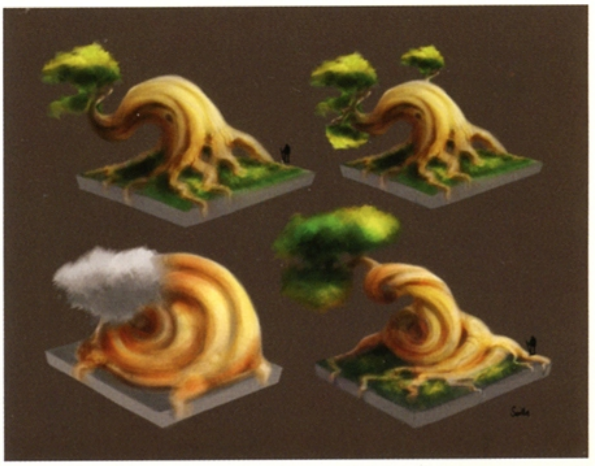

BRAZIERS
OBELISK
TELEPORTER
(SAMS CRYSTAL)
FORGE
GENERATOR
CANNON

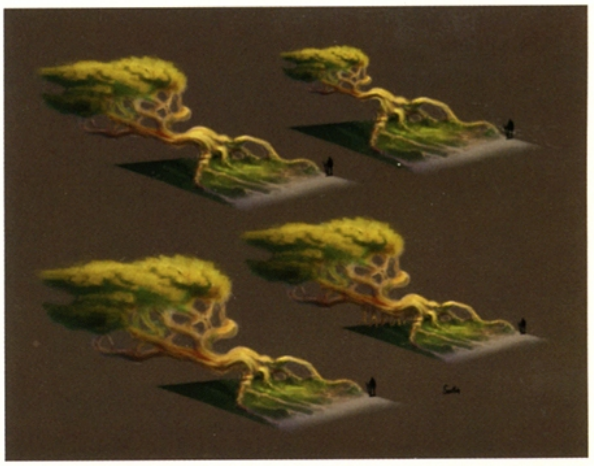





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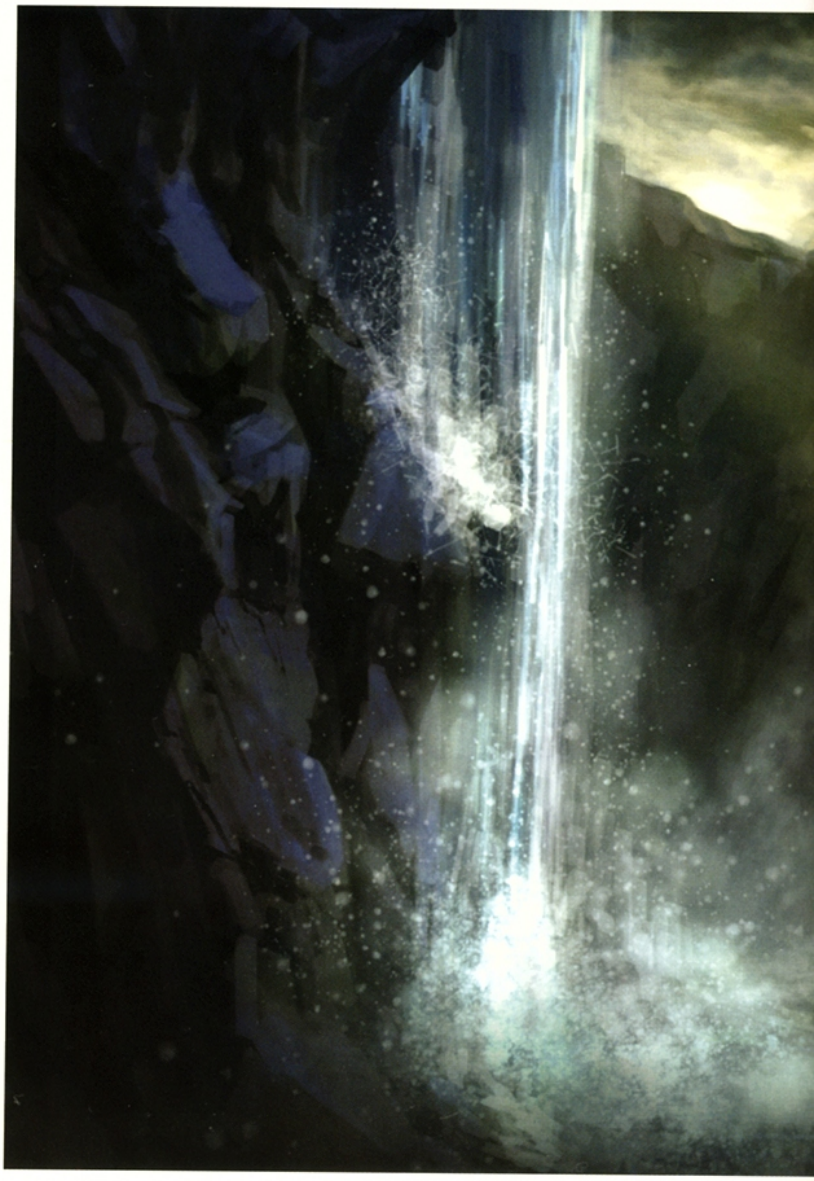



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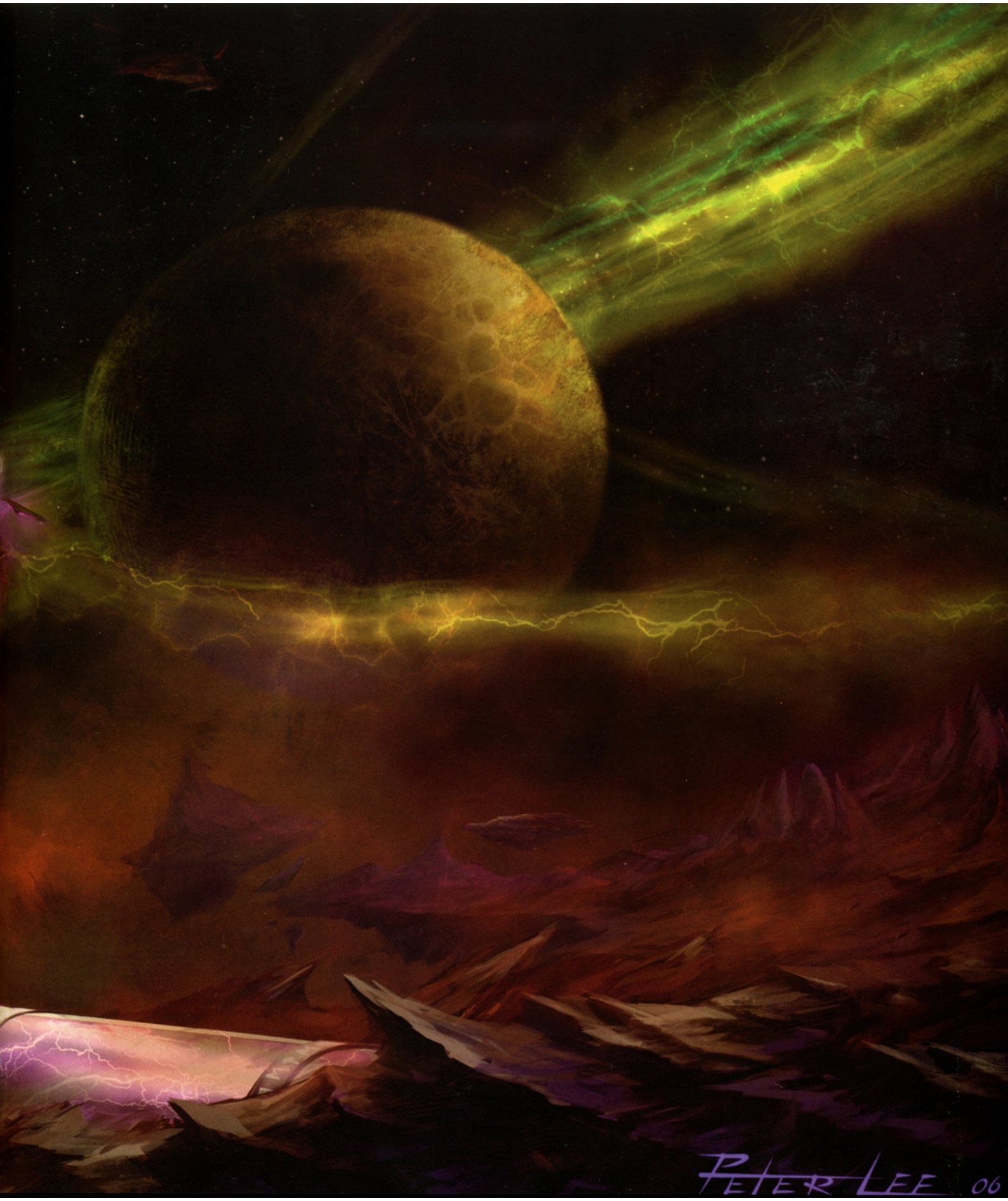

PETER LEE


PETER LEE


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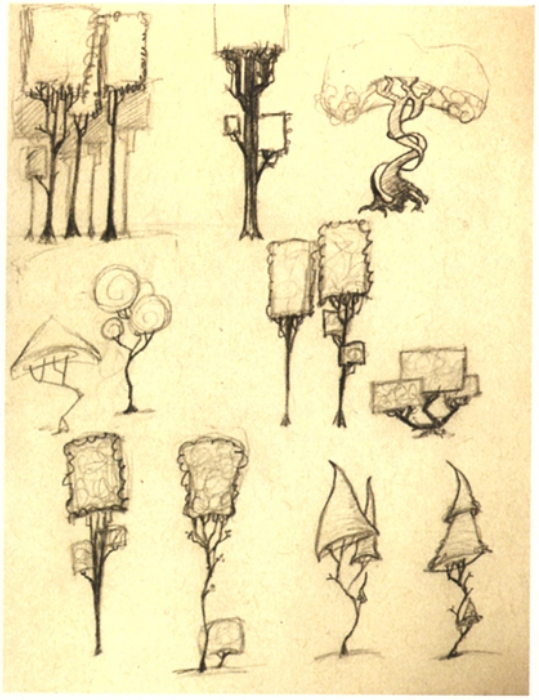





PETER LEE 06

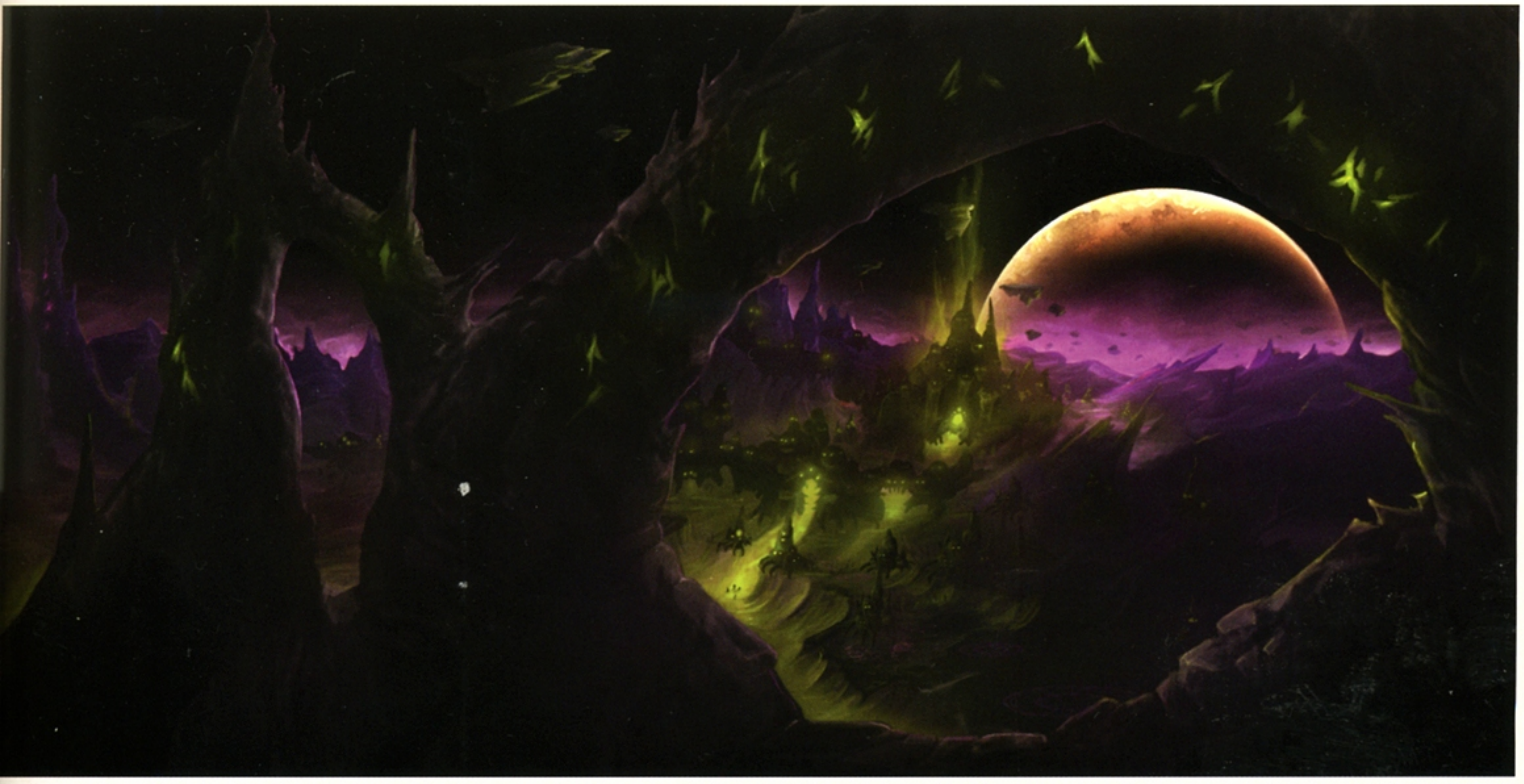

Netherstorm
Blade's Edge Mountains
Zangarmarsh
Hellfire Peninsula
Nagrand
Terokkar Forest
Shadowmoon Valley
Outland

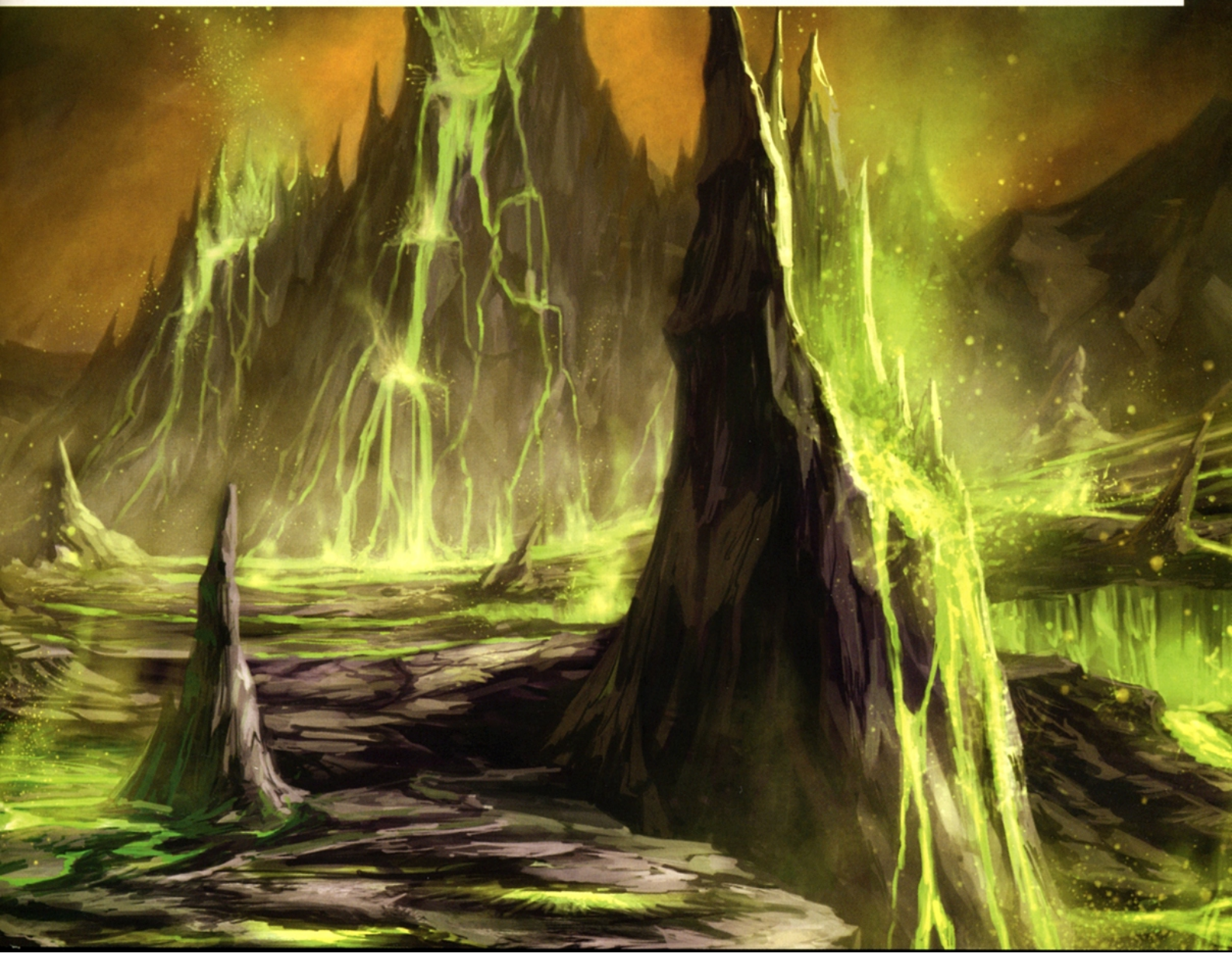


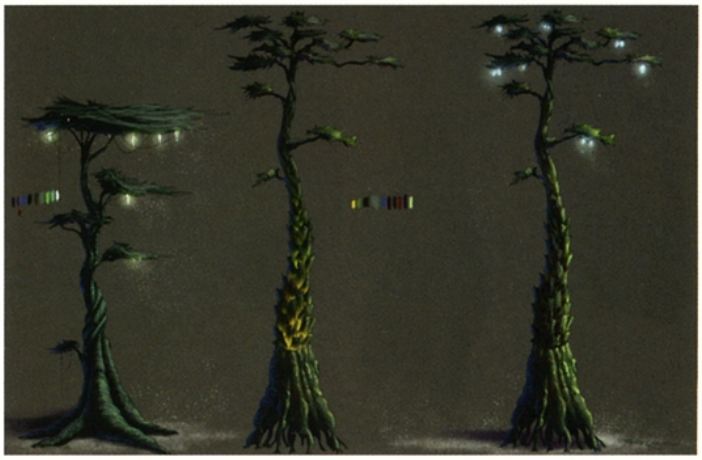










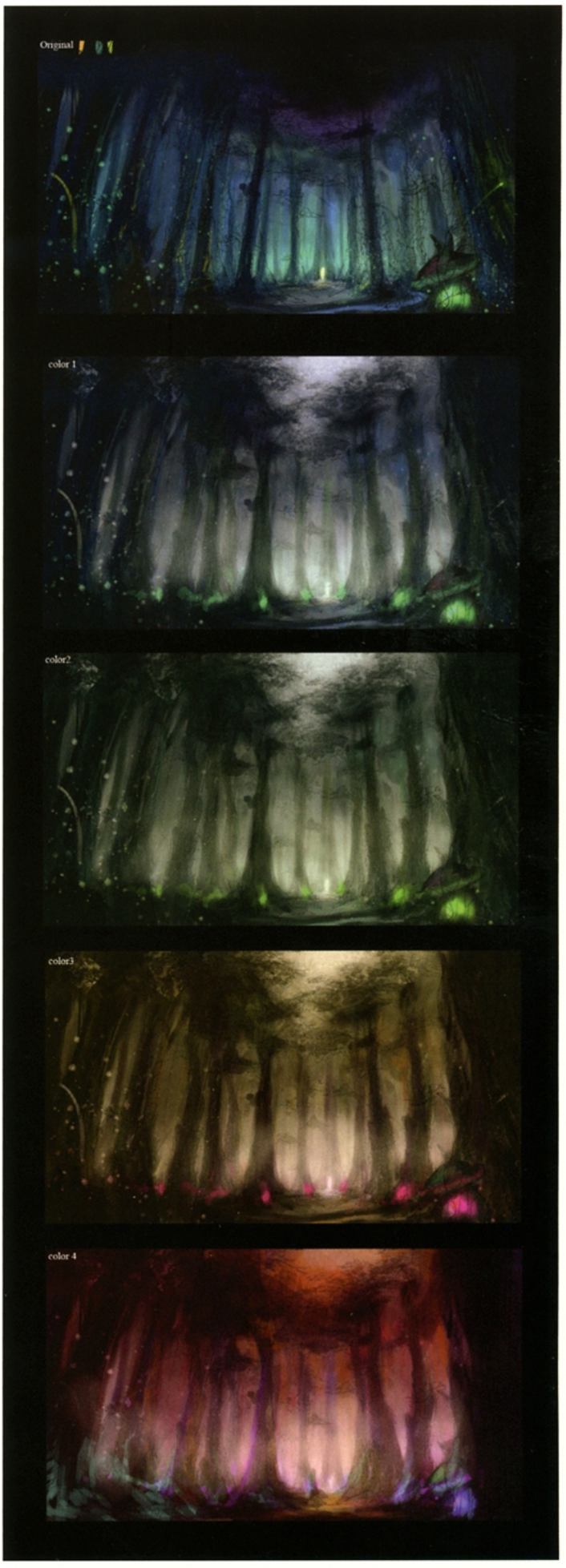


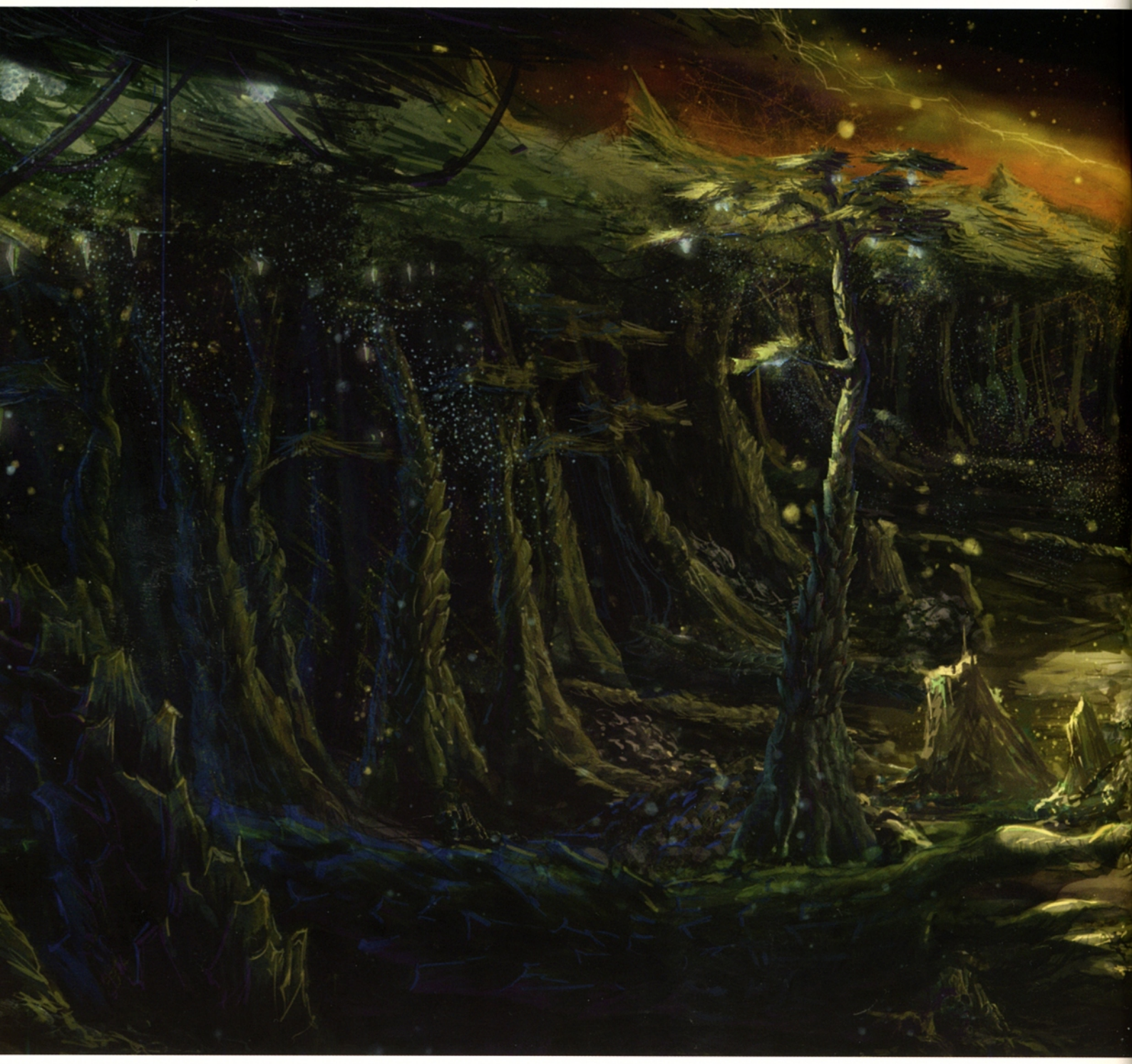

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Original
color 1
color2
color3
color 4






PETER LEE




PETER LEE


PETER LEE

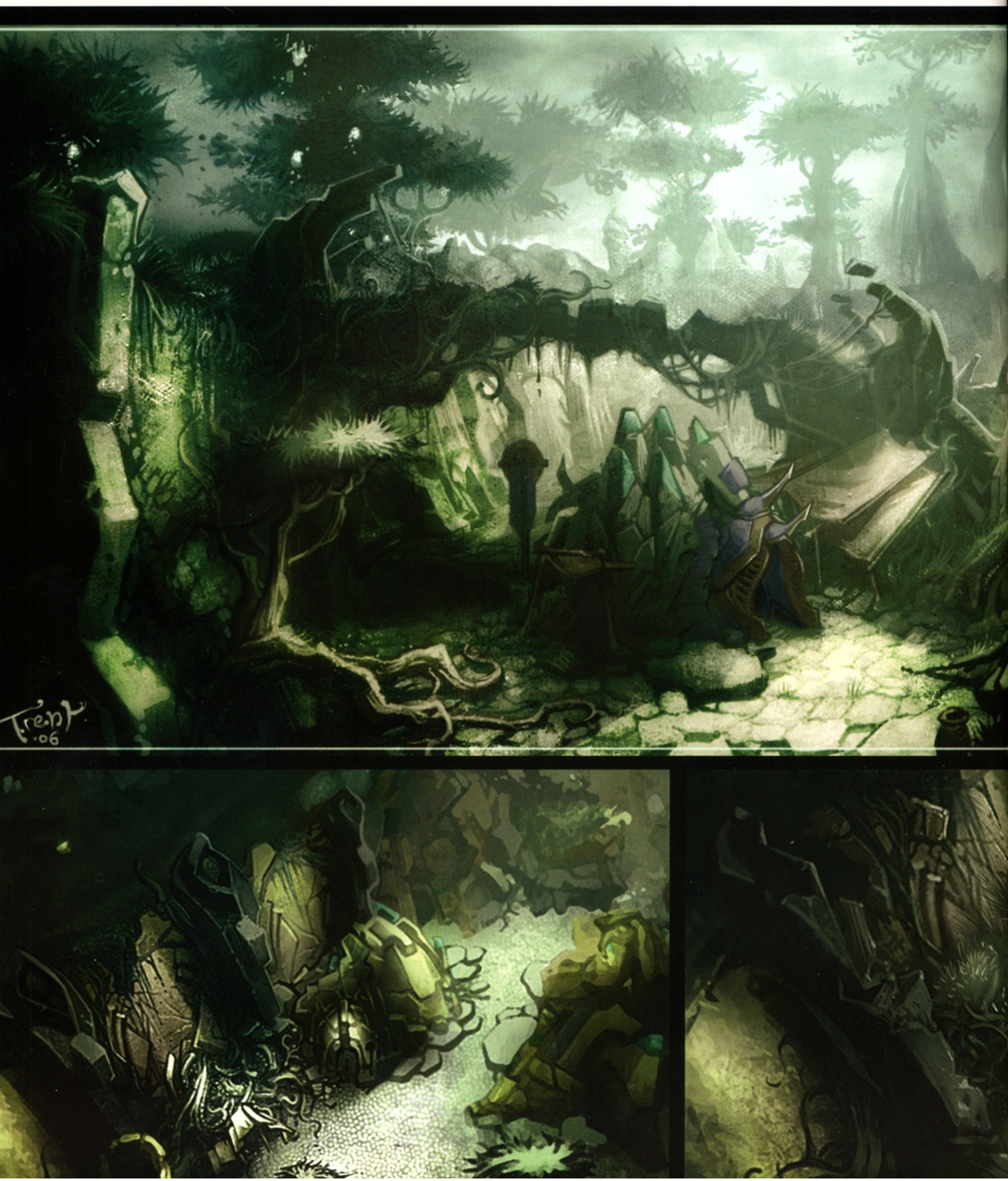


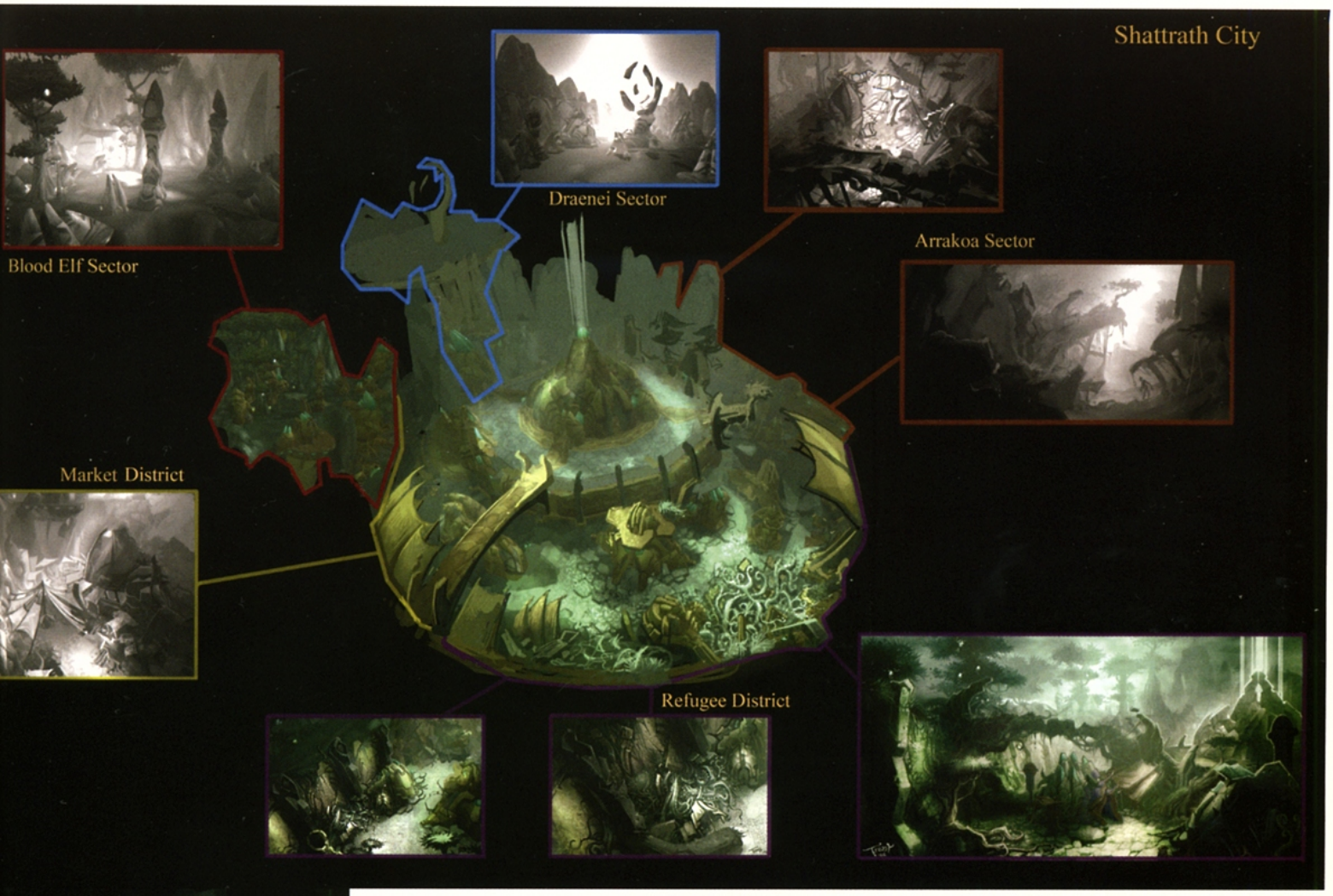







PETER LEE


Trent
'06


Shattrath City
Draenei Sector
Blood Elf Sector
Arrakoa Sector
Market District
Refugee District










MONSTERS




Birdman
Kenku
Kenku
Arakkoa
Arcane Golem


he Broken
ROTATING



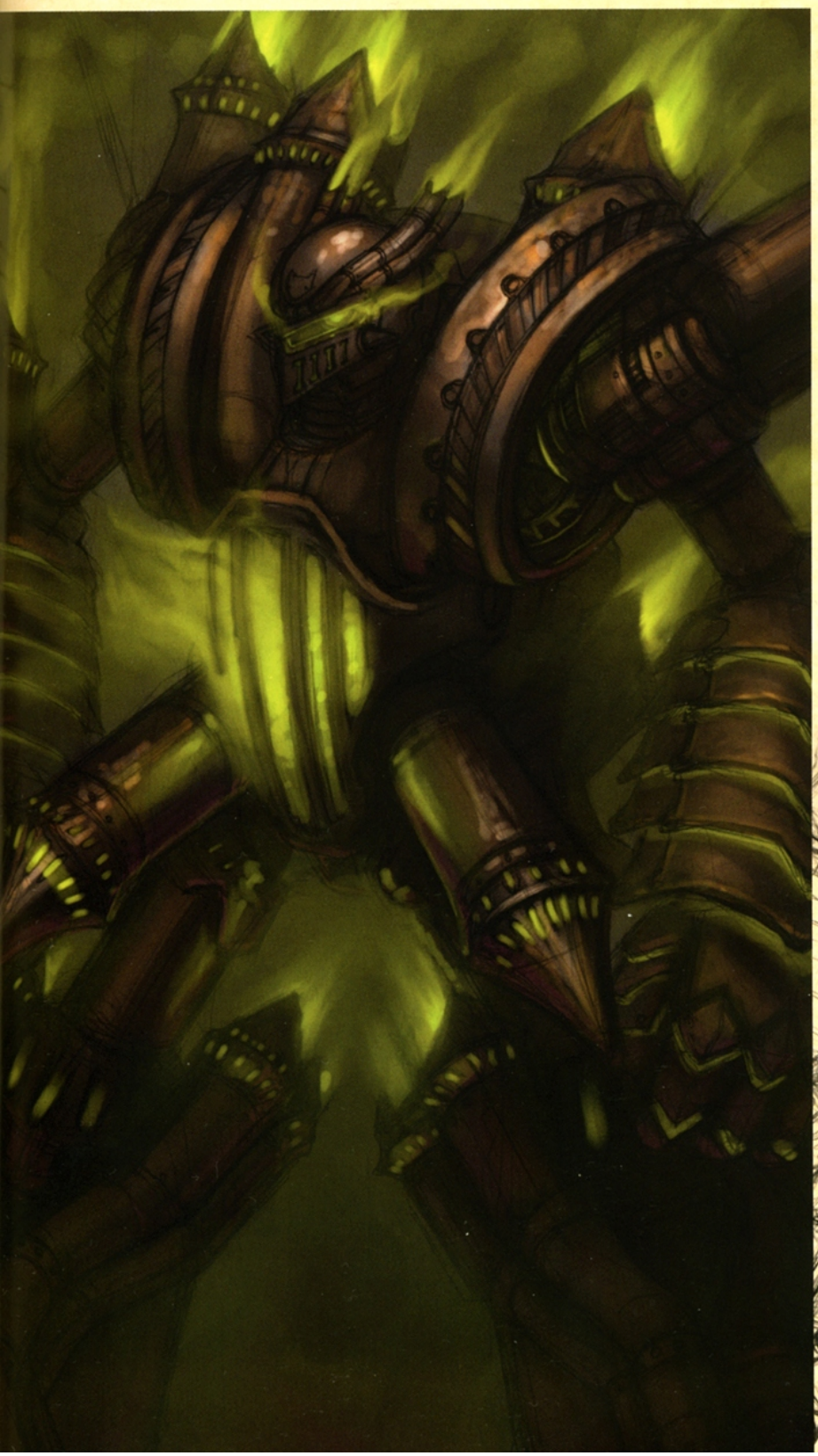
Flesh Beast

Draenei Pack Animal



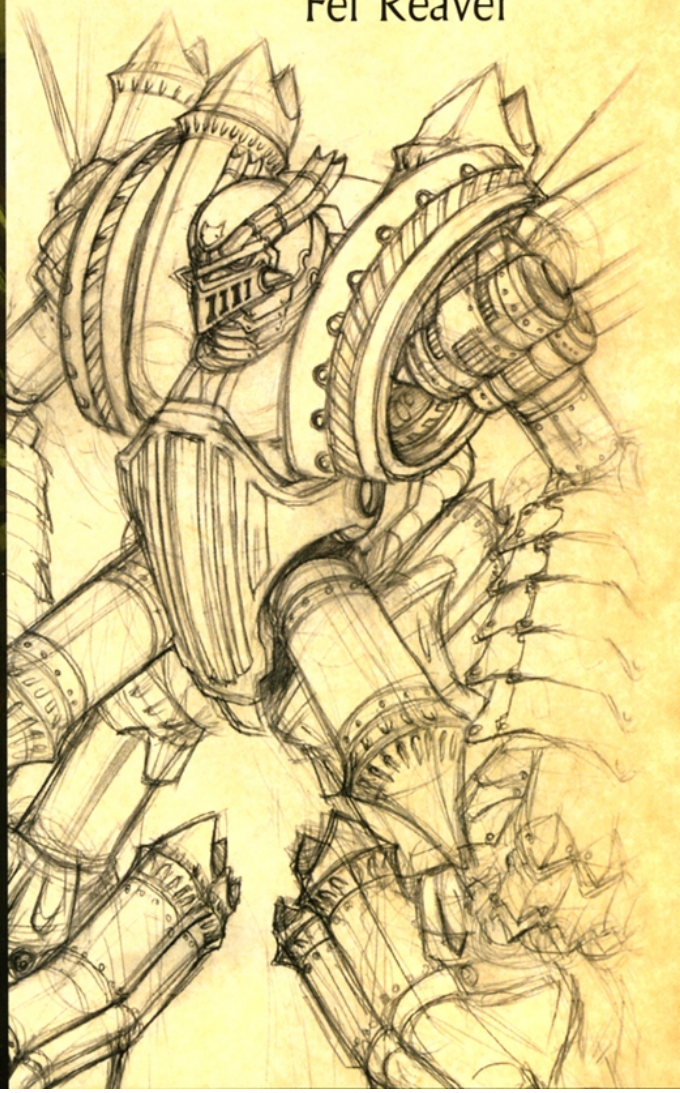
Dragon Hawk

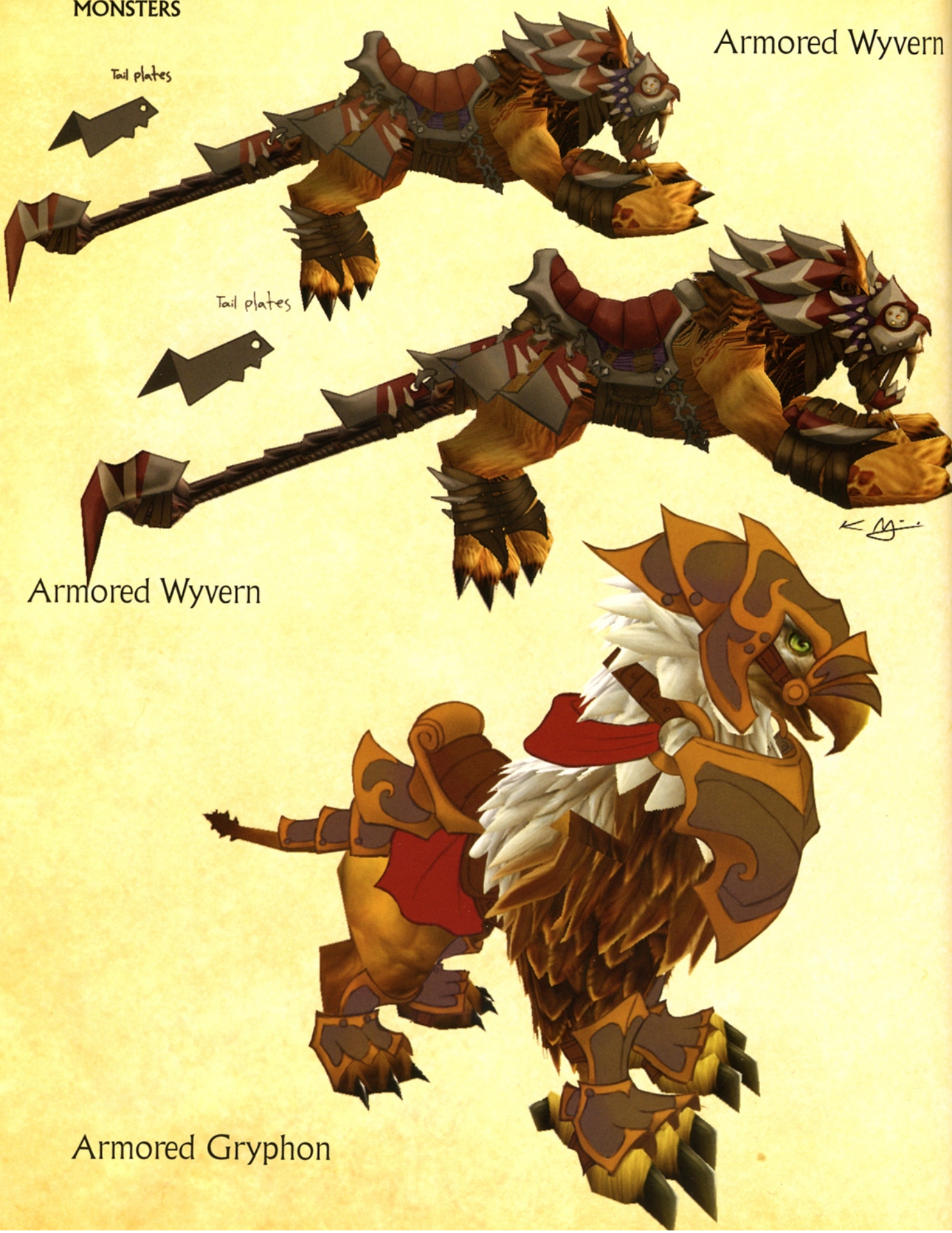
Fel Orc





Fel Reaver

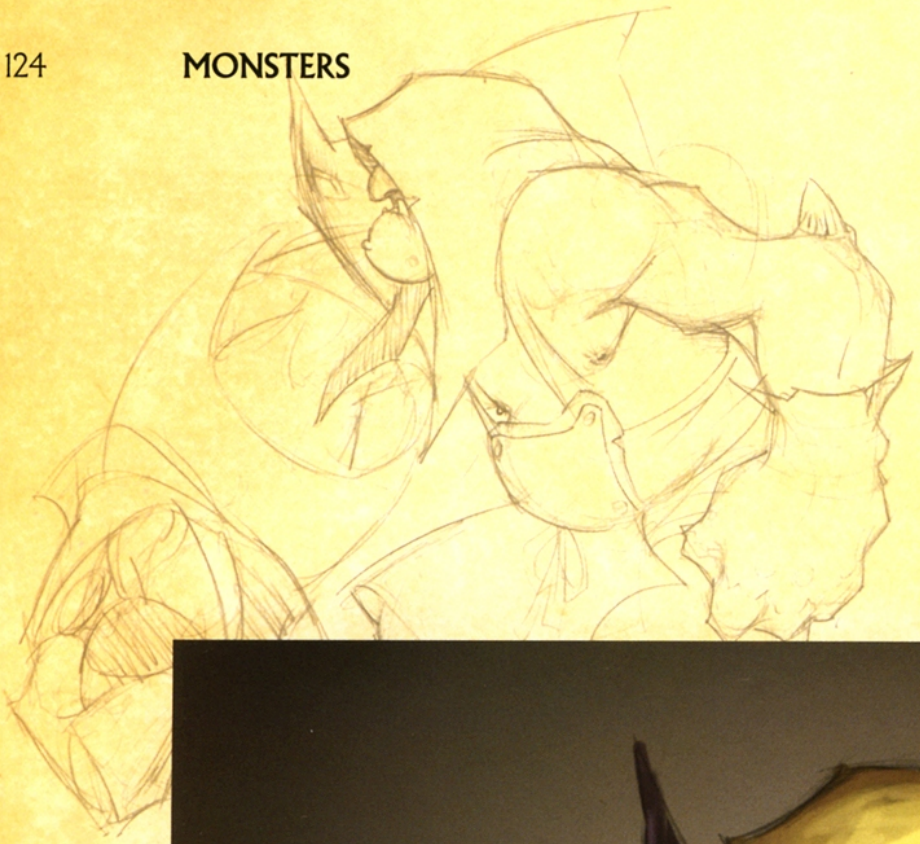



Armored Wyvern
Tail plates
Tail plates
Armored Wyvern
Armored Gryphon


Armored Gryphon
Gryphon



Fungal Giants

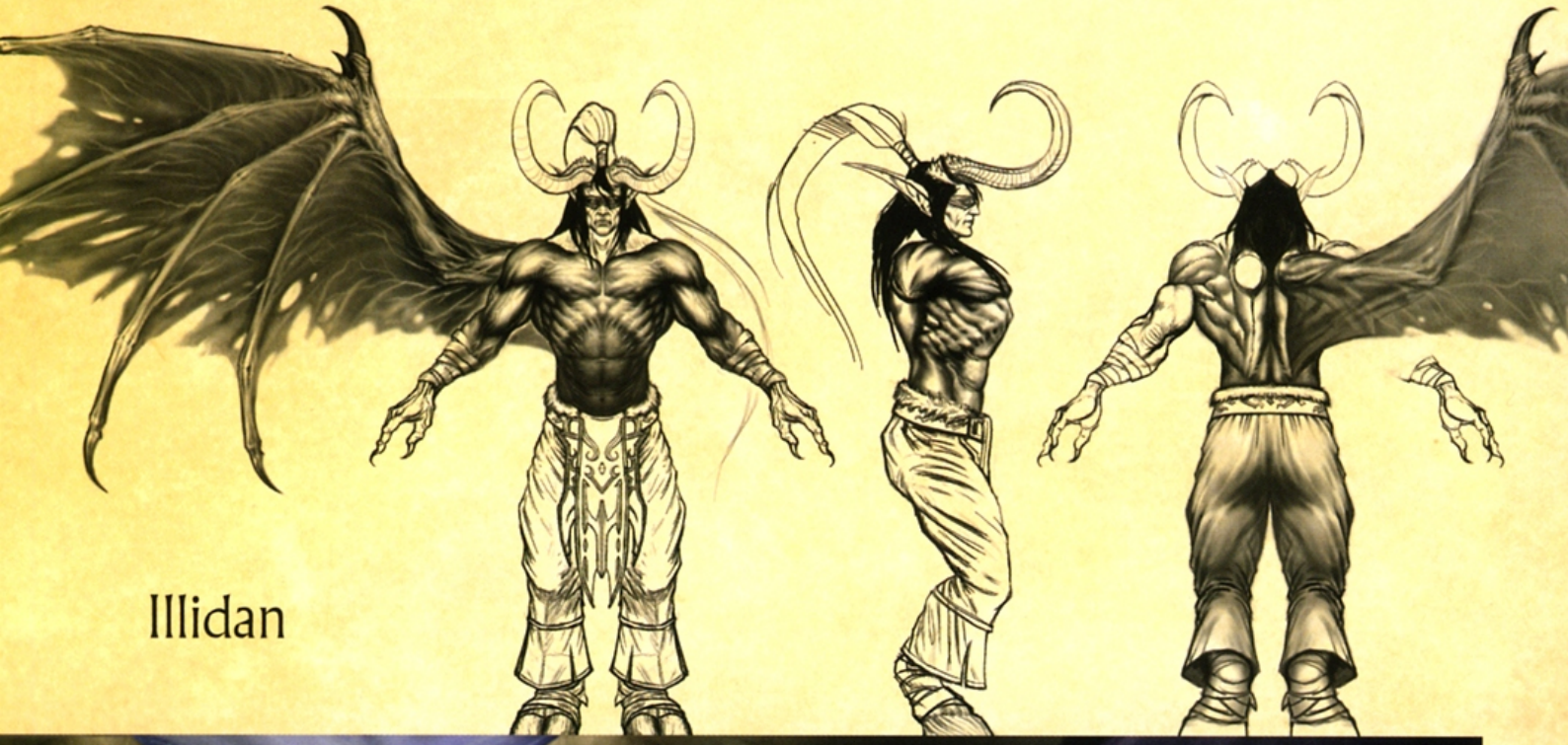




Gan'arg




Gronn

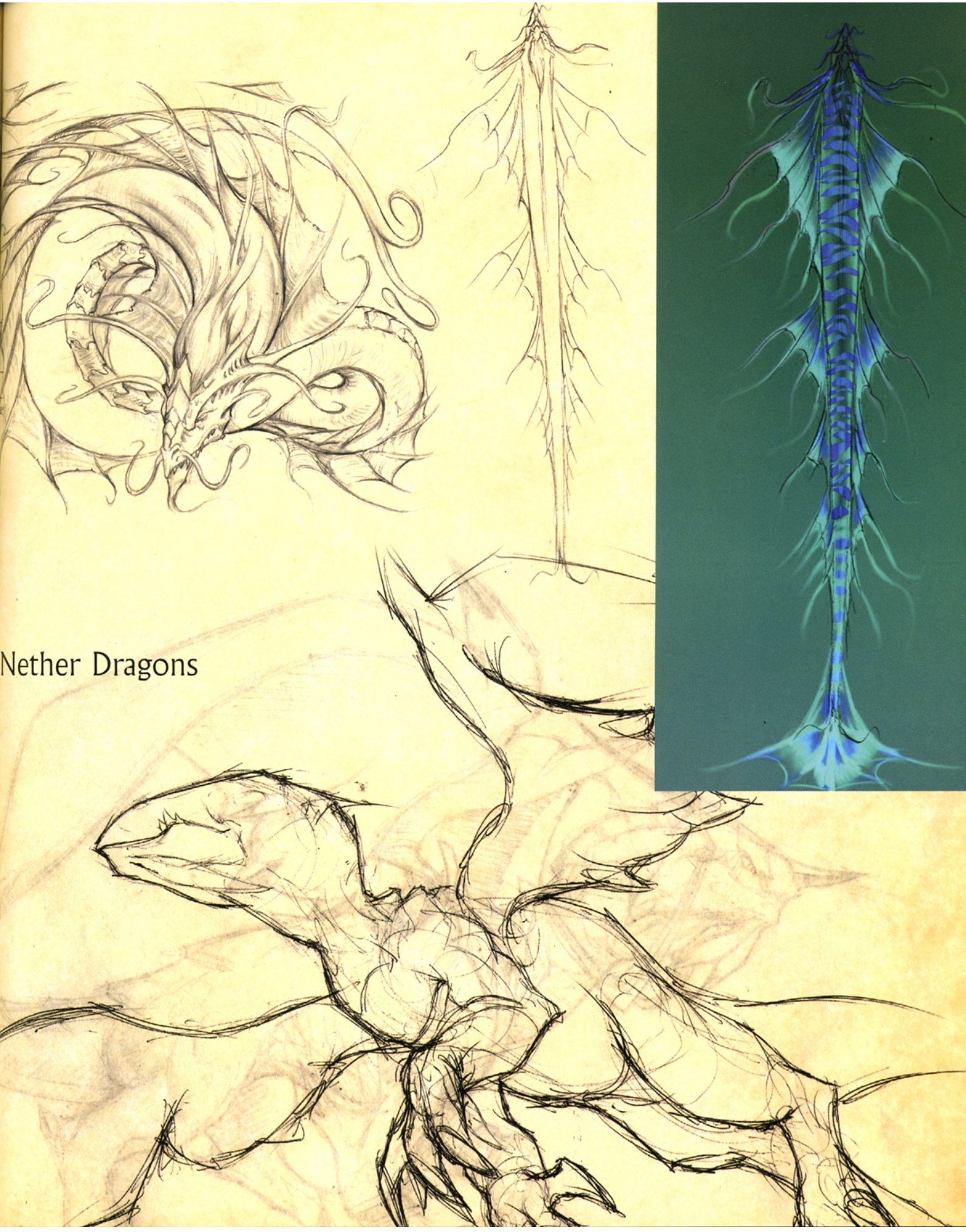


Illidan

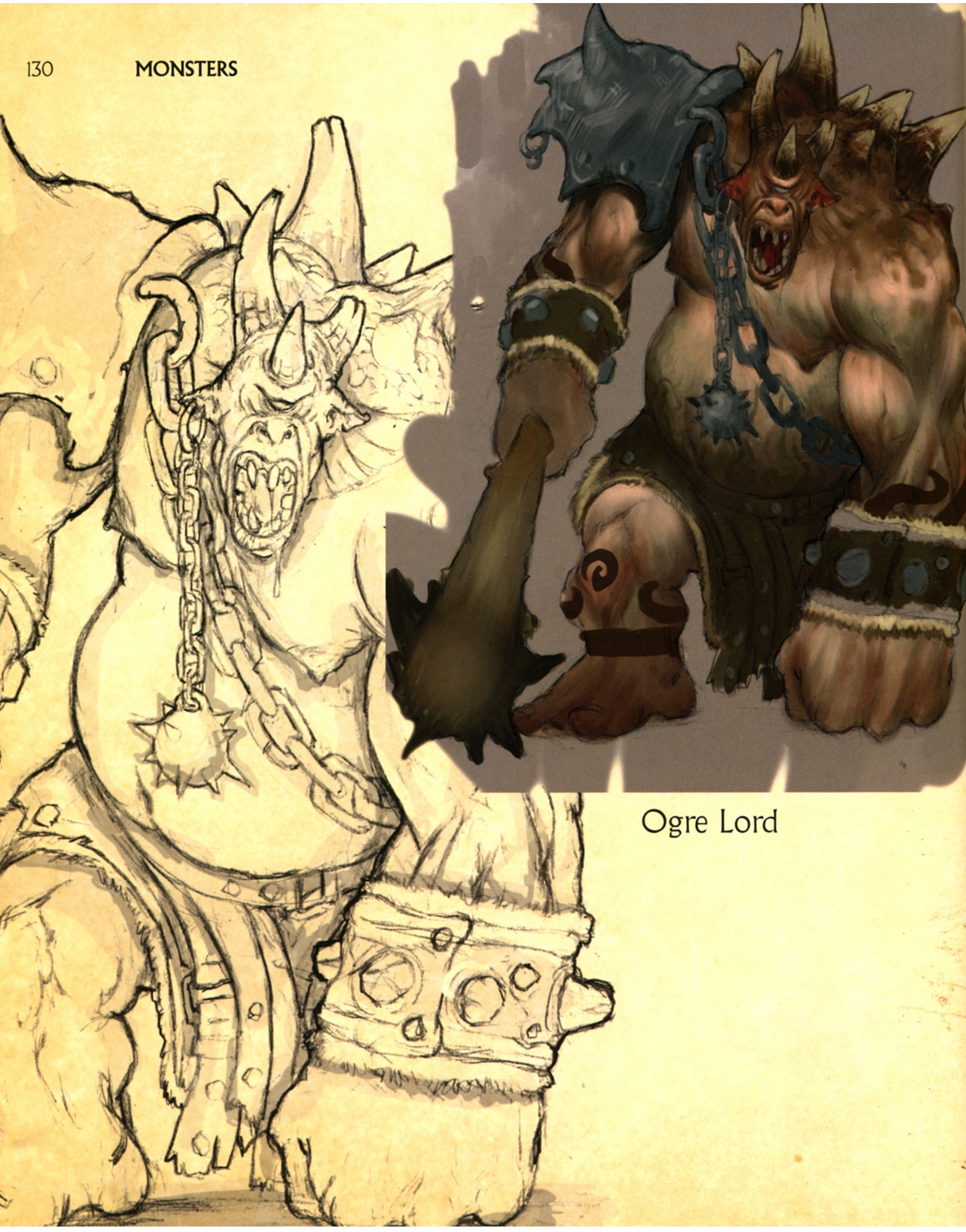





Mo'arg



Nether Dragons



Ogre Lord

Pit Lord



Clefthoof



Rockman



Robits





Ravager

Rock Flayer

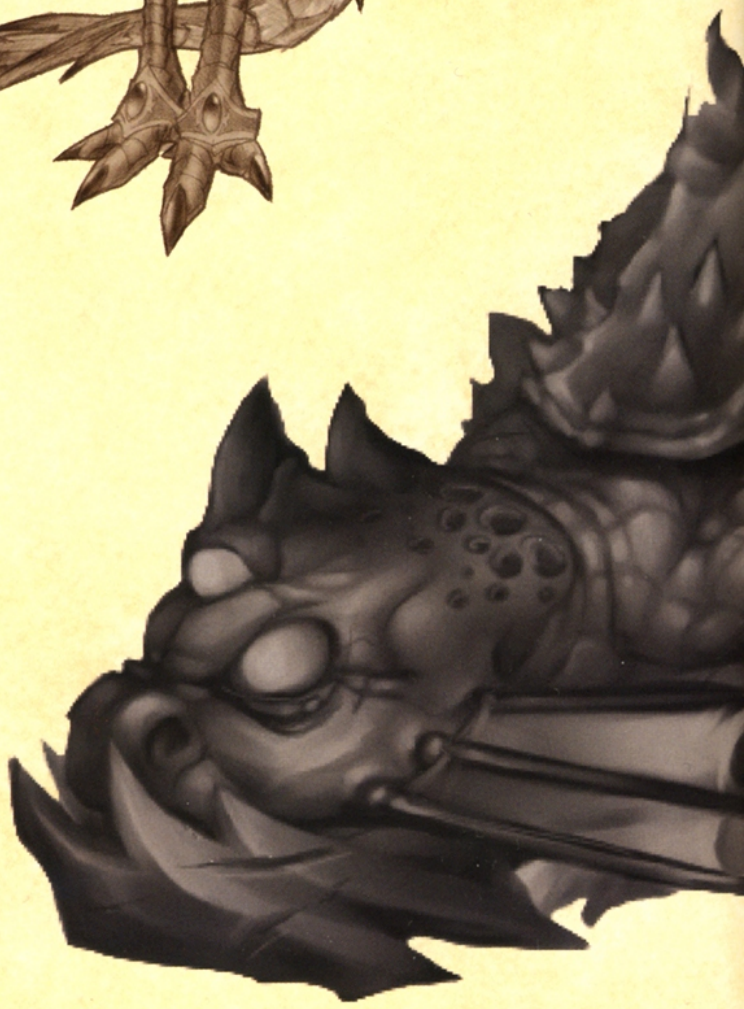


Shivan





Bloodelf Cockatrice Mount

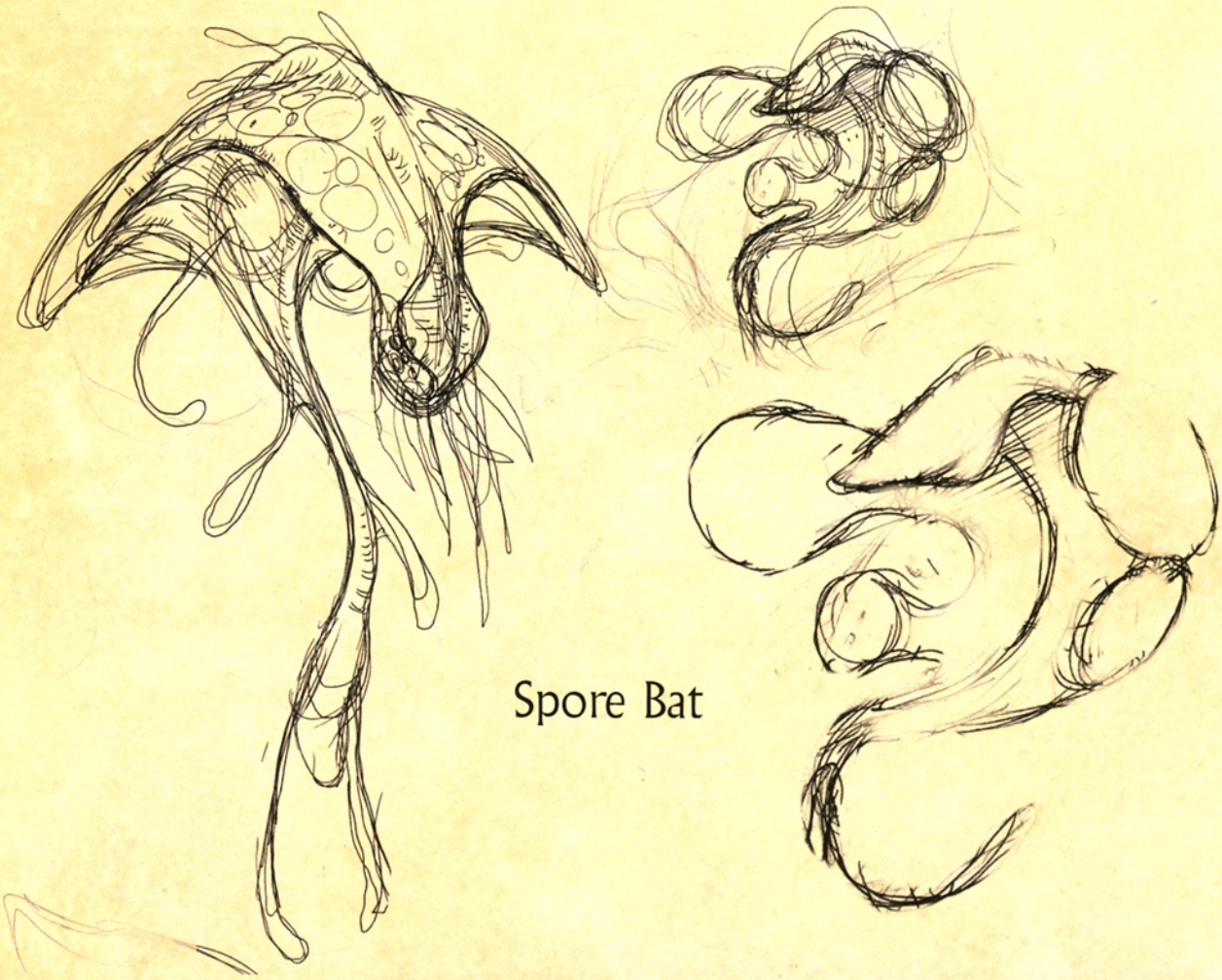


Crow



Basilisk





Spore Bat

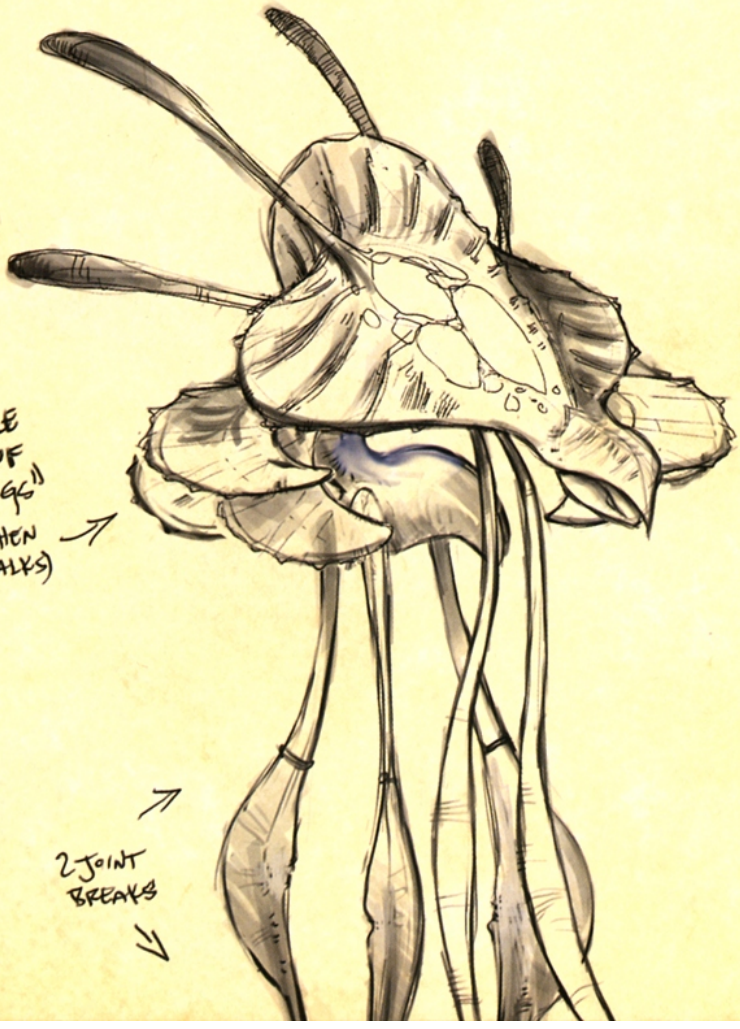




Sporeling









Silithid Wasp Bos





Silithid Tank Boss



Voidcaller

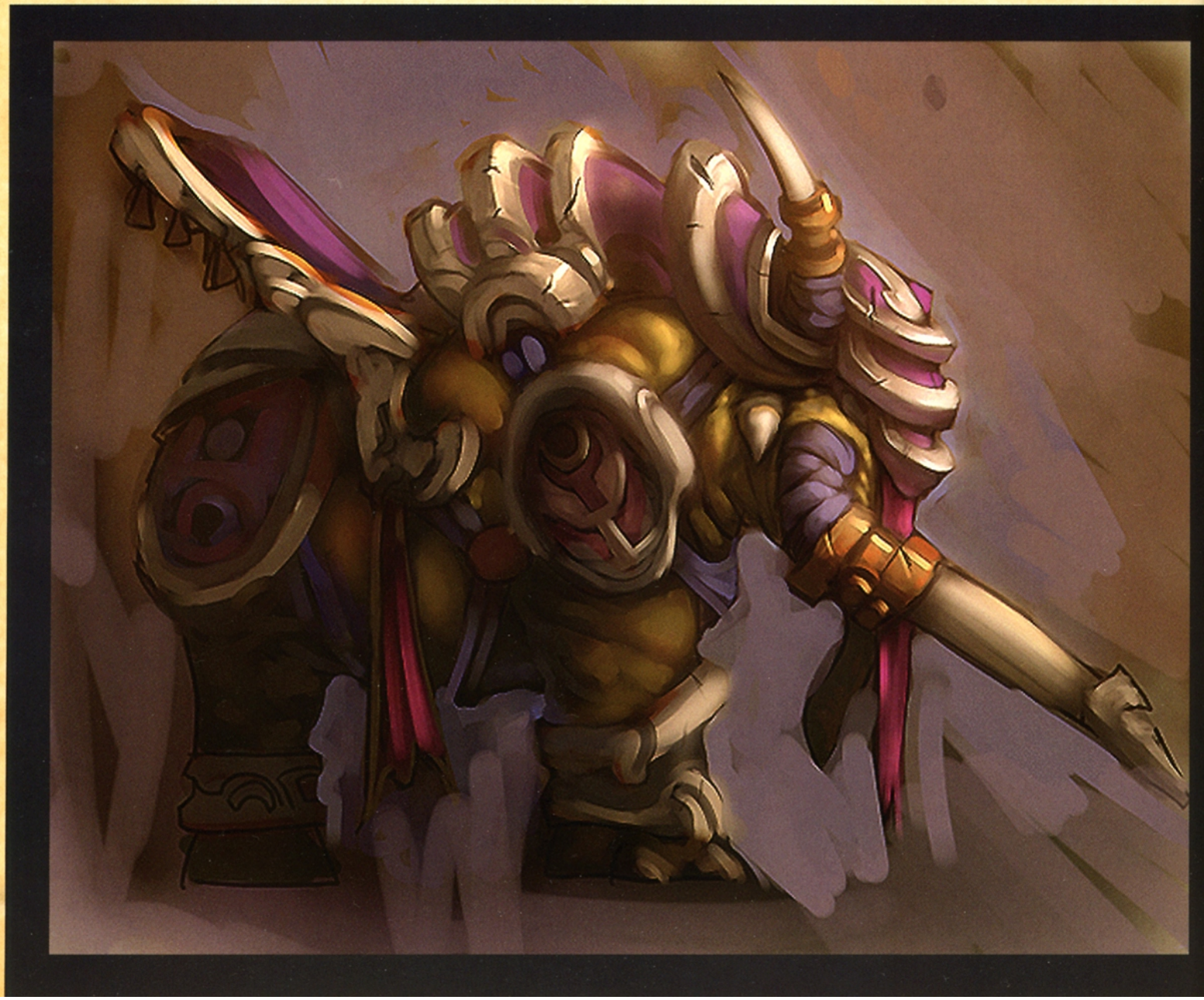


Toad



Elekk





FUNGAL MONSTER





RAINWATER



Imp



Warp Stalker



Wrath Guard



Raptor



Sand Reaver

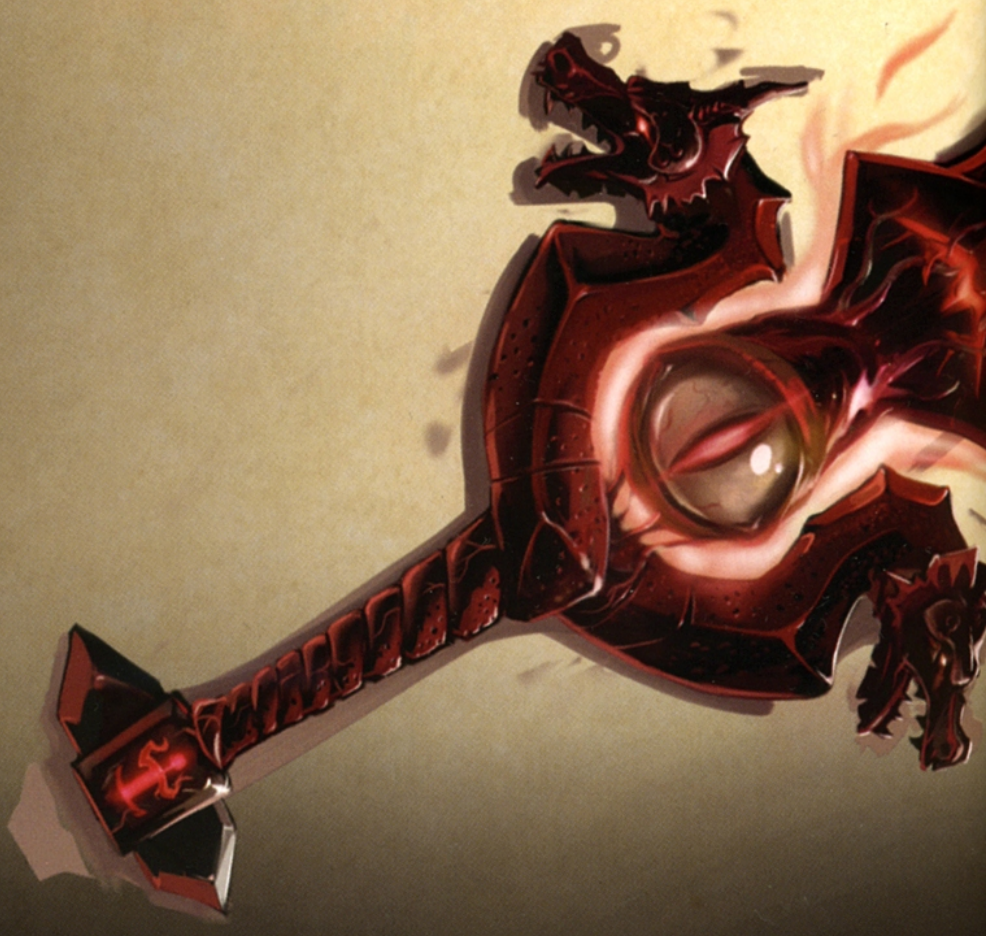


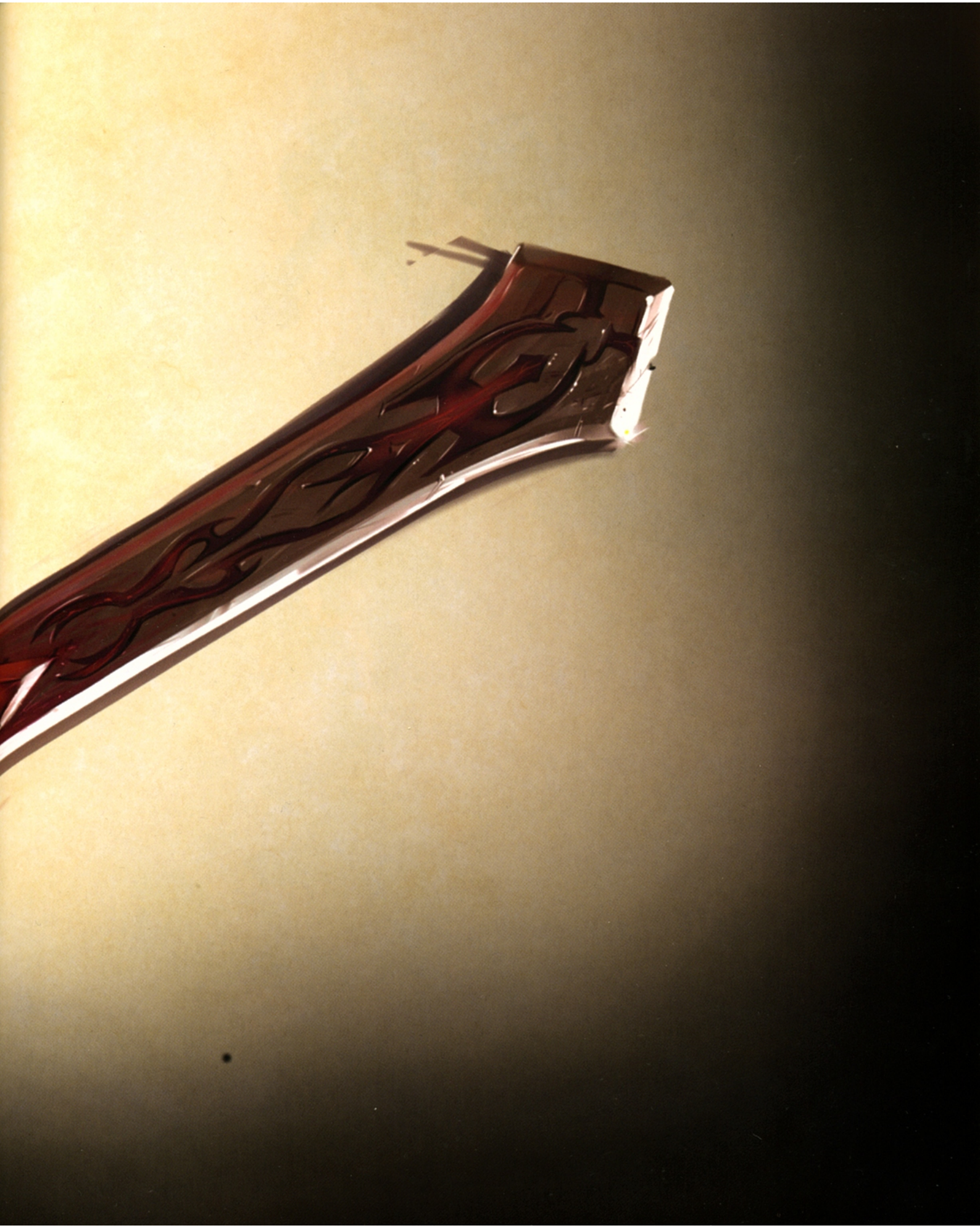


Mantaxx

Nether Drake

Weapons and Armor








2H SWORDS
2H MACES




RAINWATER 2006


RAINWATER 2006



These two weapons look like they've come from different games.

Pattern Reversed.

thicker and chunkier spikes and handle

Details Too small





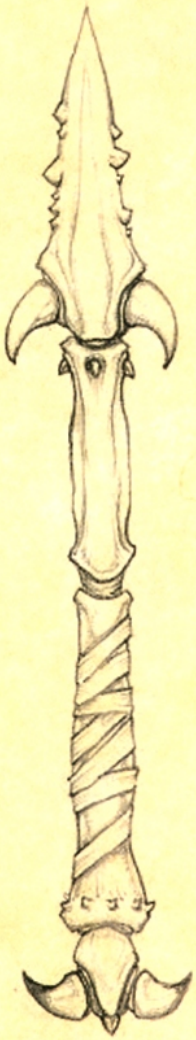





AXEINWATER 2006
AXEINWATER 2006









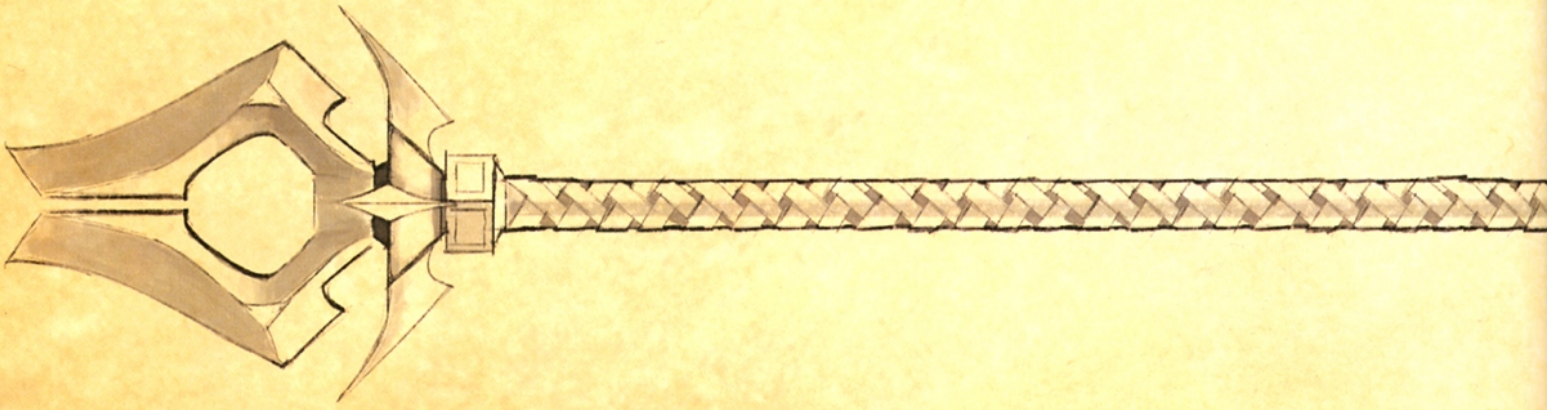
RAINWATER 2006

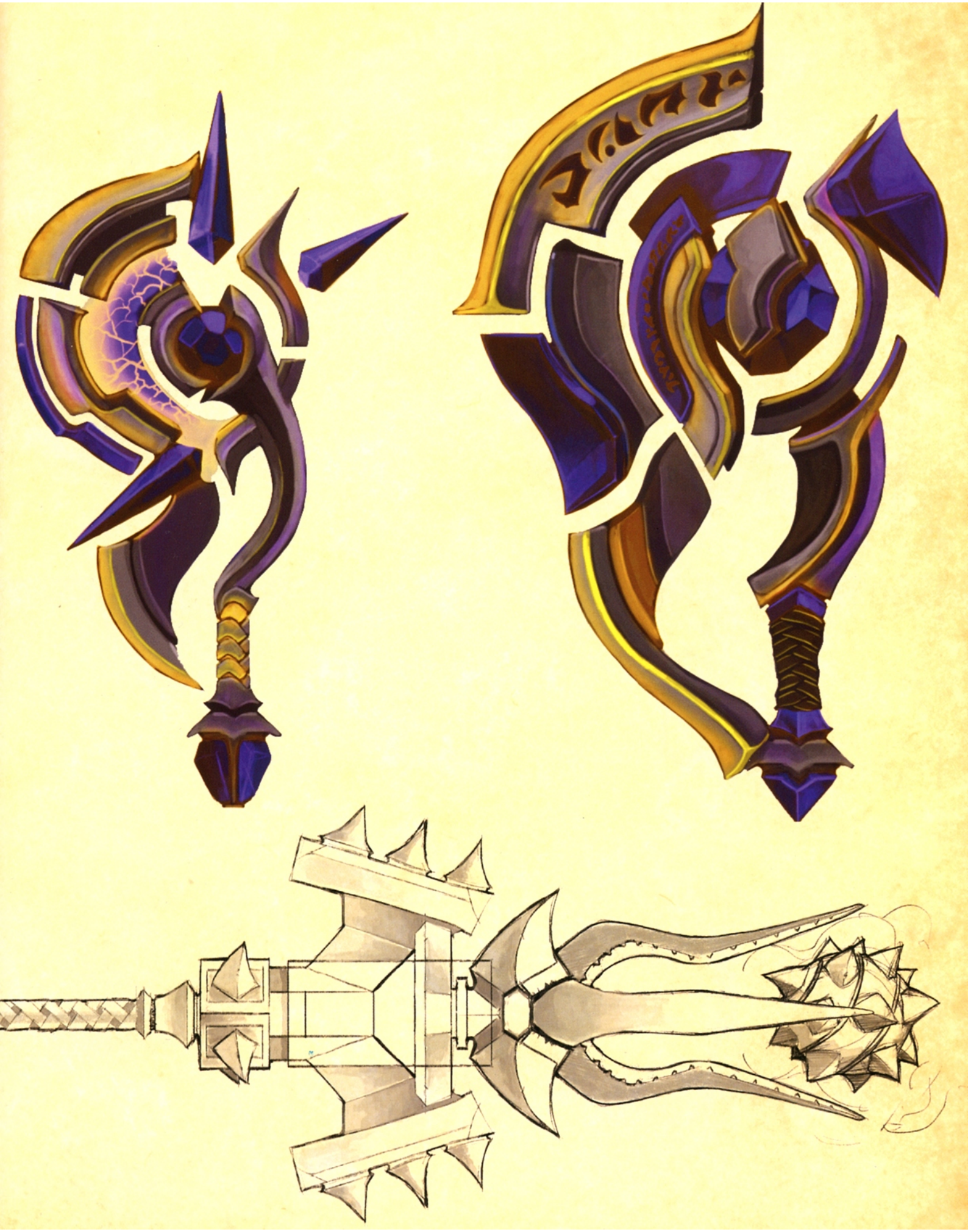

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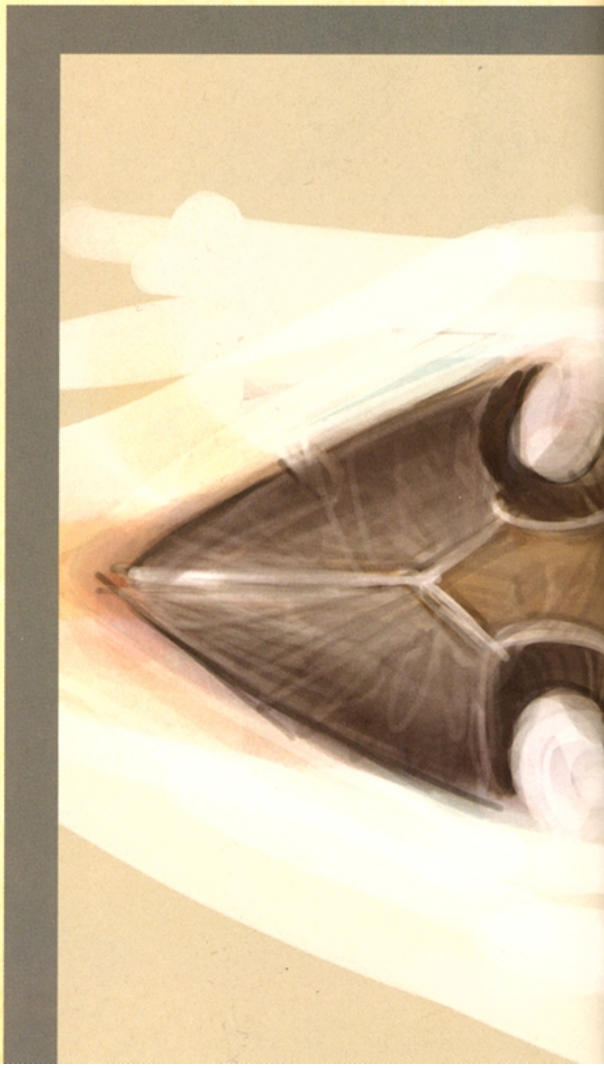

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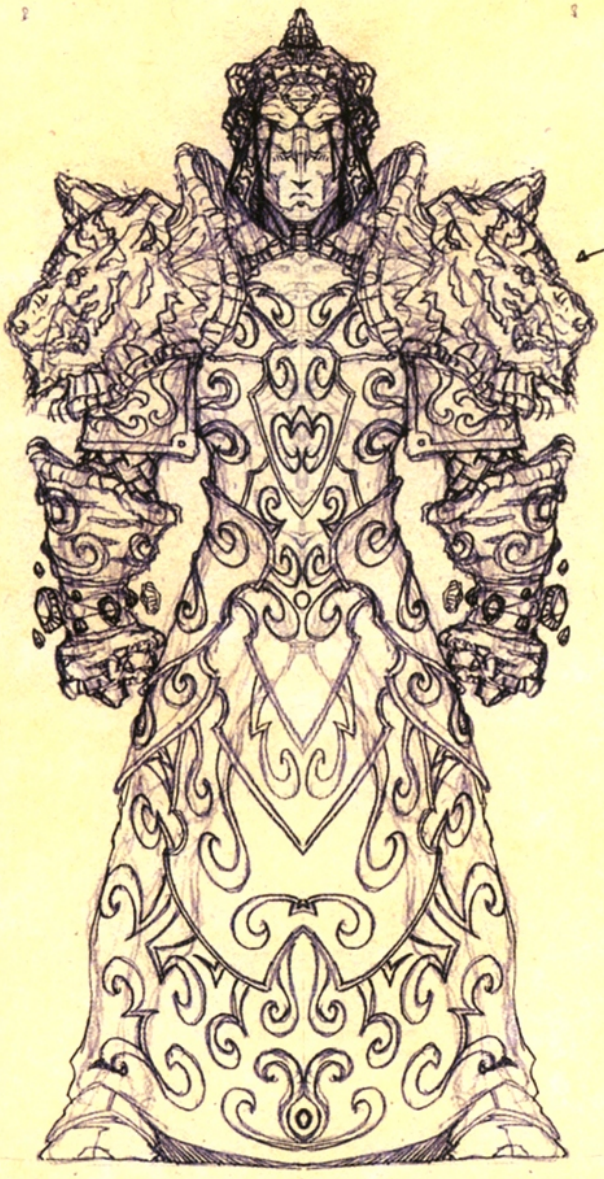

WANDS






AXIN WATER 2006
AXIN WATER 2006
AXIN WATER 2006


HELM-- SIDE
COILED
DRAGON


WHITE TIGER


Sevilla

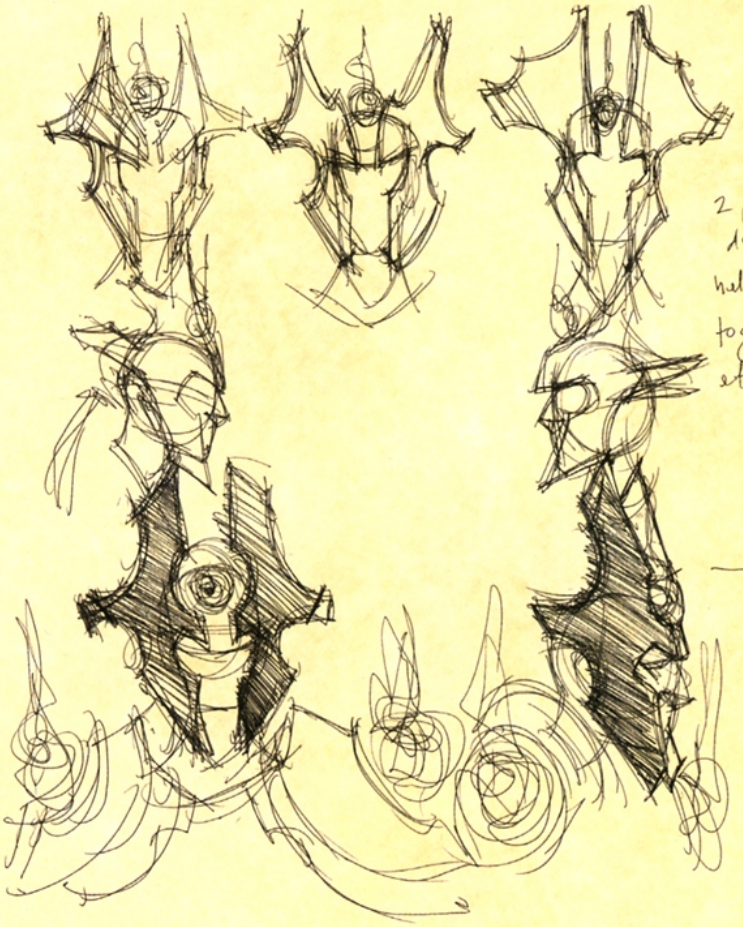







WARLOCK



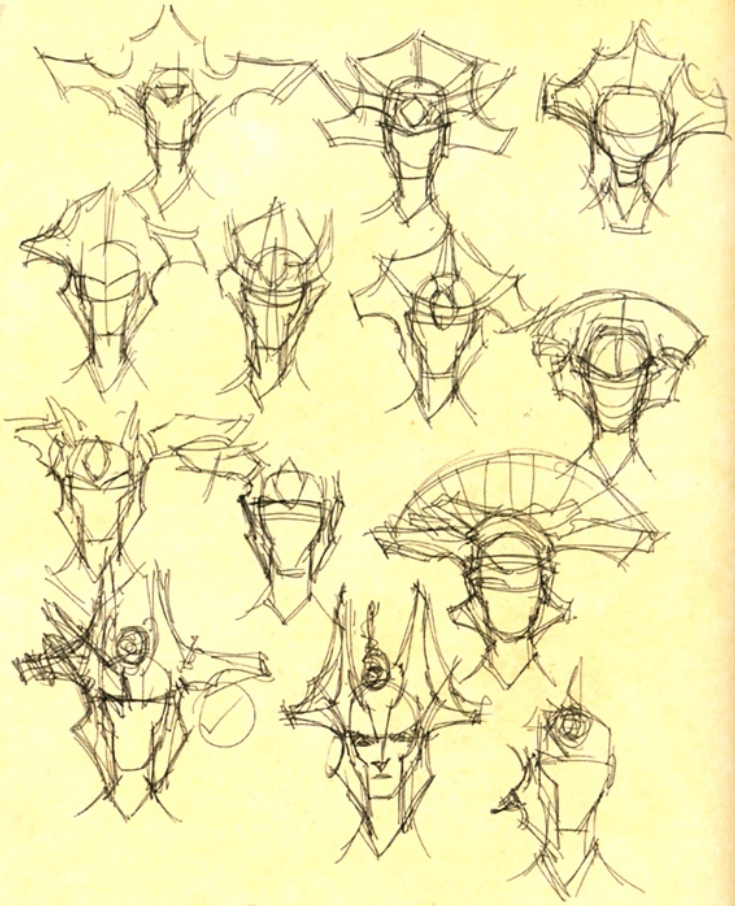


2 piece split design helmet is held together by ether

2 piece helm held together by ether





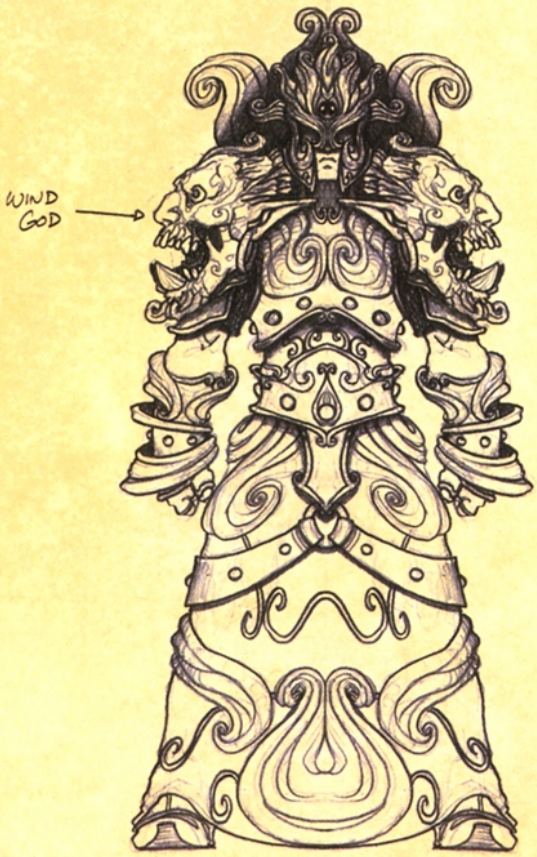






WARLOCK
THE WORLD OF WARCRAFT
"BURNING CRUSADE"




WIND
GOD




Sevilla


Sevilla

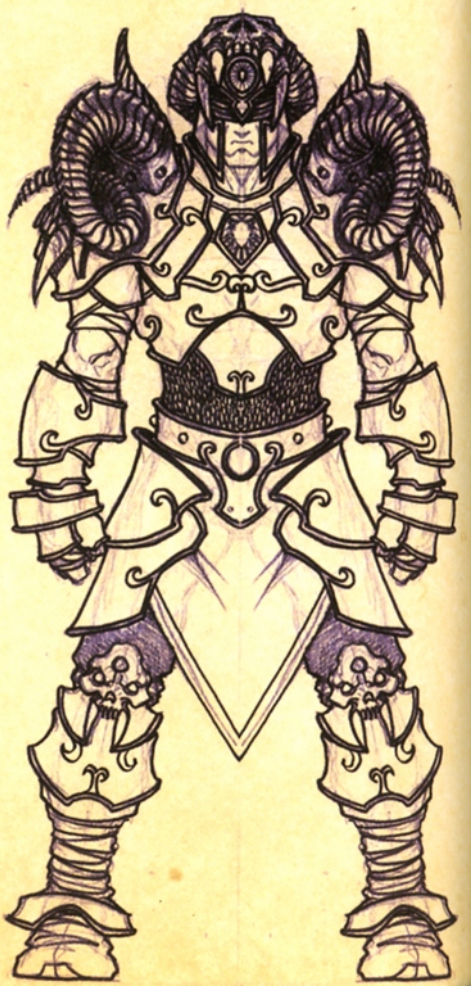


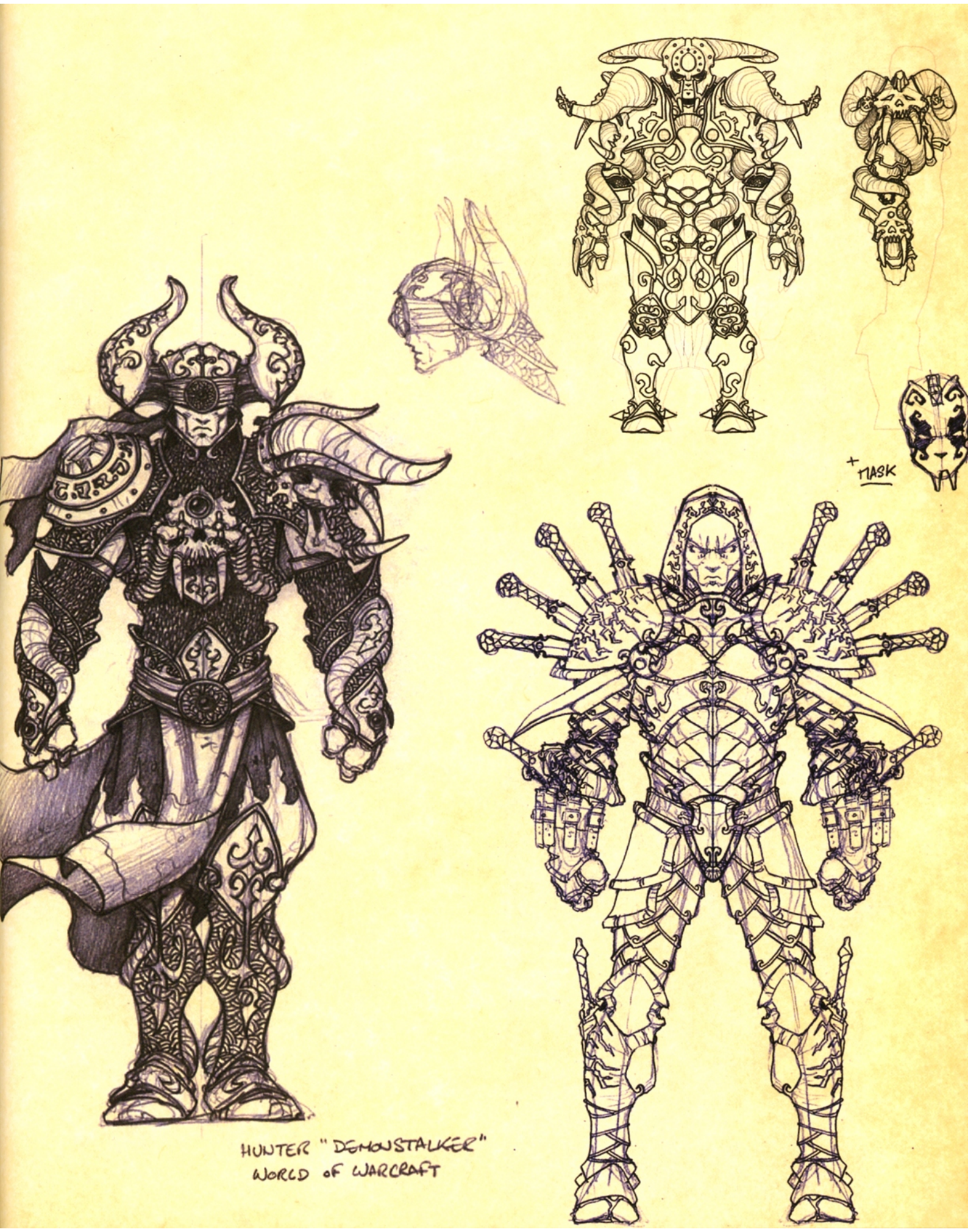




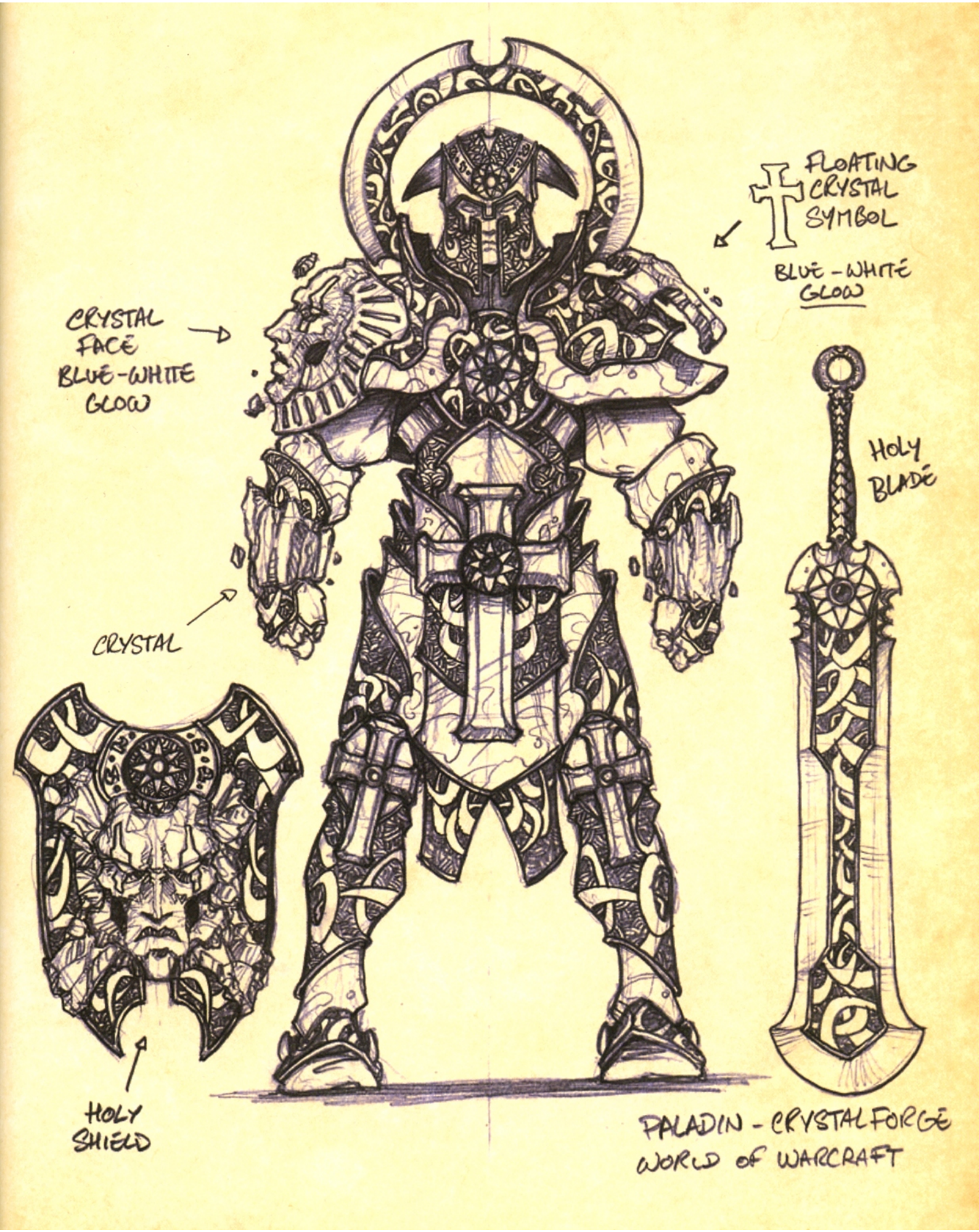








HUNTER "DEMONSTALKER"
WORLD OF WARCRAFT



PALADIN - CRYSTALFORGE
WORLD OF WARCRAFT





CINEMATICS

DRAENEI PALADIN

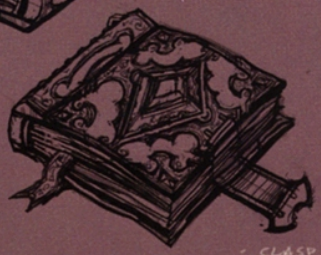
SHOTS WA16, WA78 - FOREST, TEMPLE



TEMPLE CONCEPT



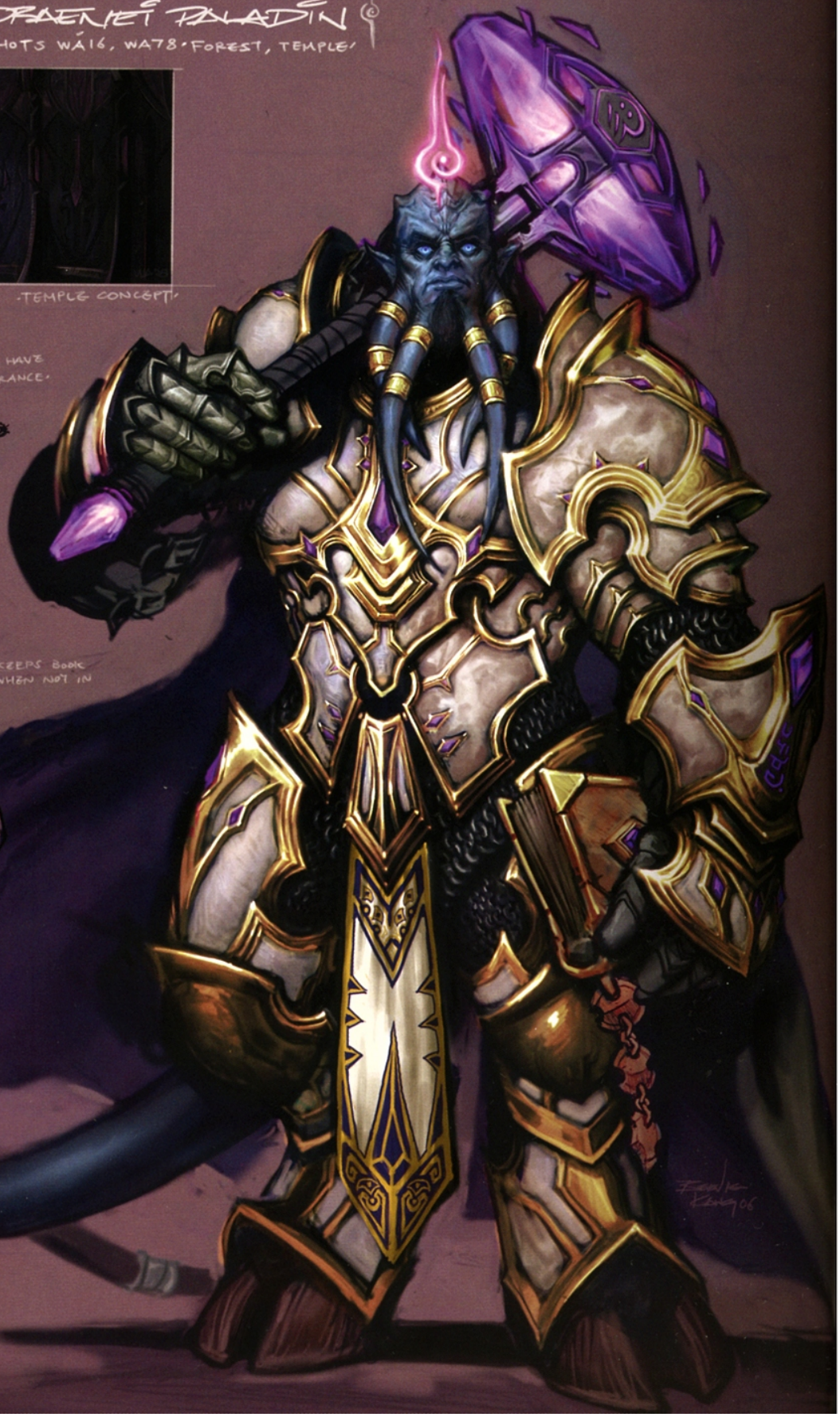
- SPELLBOOK SHOULD HAVE AN AGED APPEARANCE -

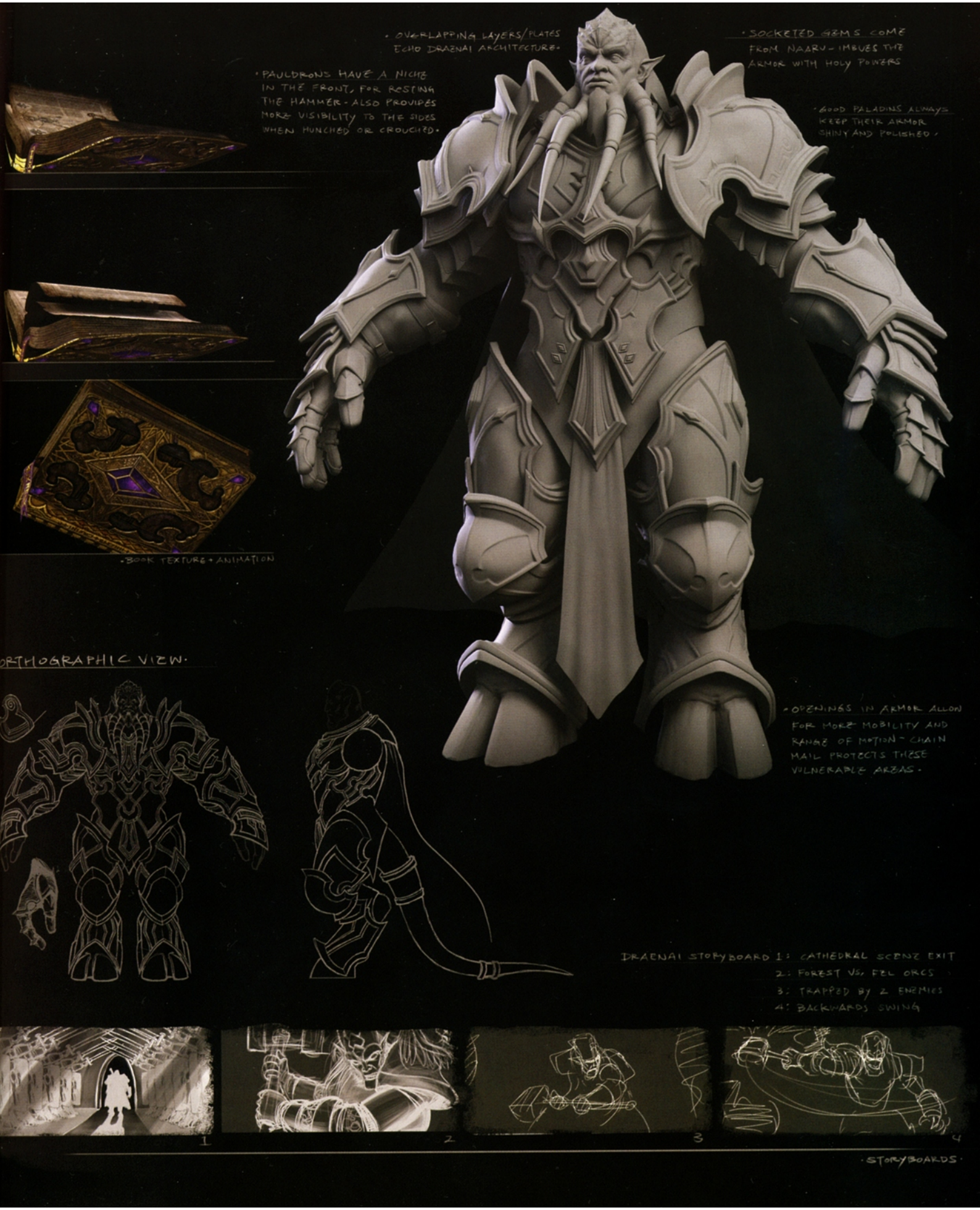


- CLASP KEEPS BOOK CLOSED WHEN NOT IN USE -



- HAMMER FORGED FROM NAARU CRYSTAL -




• OVERLAPPING LAYERS/PLATES ECHO DRAENAI ARCHITECTURE.
• SOCKETED GEMS COME FROM NAARU - IMBUES THE ARMOR WITH HOLY POWERS
• PAULDRONS HAVE A NICHE IN THE FRONT, FOR RESTING THE HAMMER - ALSO PROVIDES MORE VISIBILITY TO THE SIDES WHEN HUNCHED OR CROUCHED.
• GOOD PALADINS ALWAYS KEEP THEIR ARMOR SHINY AND POLISHED.
• BOOK TEXTURE + ANIMATION
ORTHOGRAPHIC VIEW.
• OPENINGS IN ARMOR ALLOW FOR MORE MOBILITY AND RANGE OF MOTION - CHAIN MAIL PROTECTS THESE VULNERABLE AREAS.
DRAENAI STORYBOARD 1: CATHEDRAL SCENE EXIT
2: FOREST VS. FEL ORCS
3: TRAPPED BY 2 ENEMIES
4: BACKWARDS SWING
1
2
3
4
• STORYBOARDS •

DETAIL VIEW



CLOTHING DETAILS.
(FROM LEFT TO RIGHT)

1. FABRIC MOTIF
2. GOLD EMBROIDERY
3. BOOT SIDE VIEW
4. TIARA
5. SHIRT/ARM
6. BACK VIEW

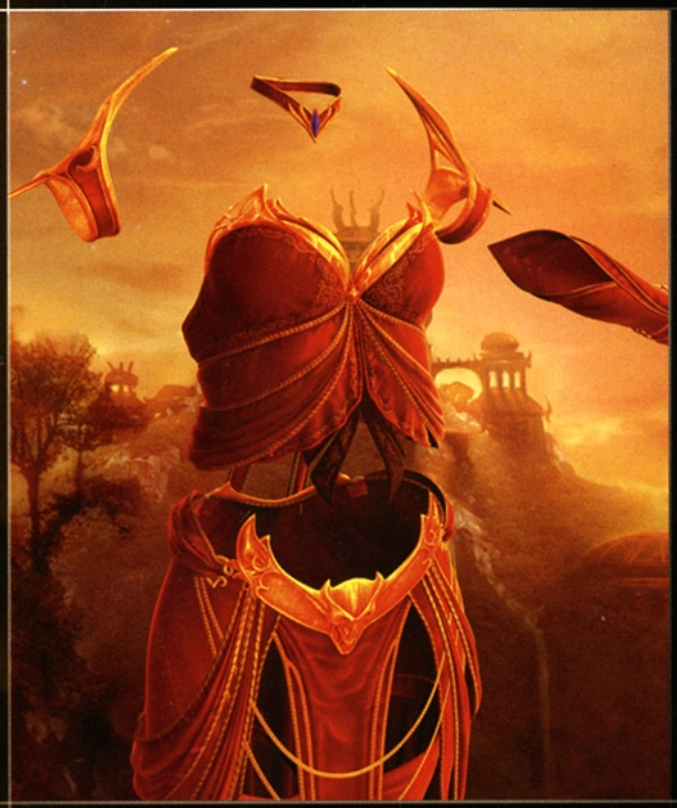
ALTERNATE HEADPIECE DESIGN.



LAYERS OF LOOSE FABRIC BILLOW OUT WHEN MOVING AND TURNING, FOR A MORE DYNAMIC FEEL.

BELT BUCKLE BEARS SLIGHT RESEMBLANCE TO PRINCE KAELTHAS.

CONTRAST BETWEEN SMOOTH AREAS AND DRAPED CLOTH.



3D CLOTH + TEXTURES

NATURAL FOLDING OF FABRIC BREAKS EDGES, FOR A LESS AGGRESSIVE LOOK.

CINEMATICS CONCEPT DRAWINGS



·EASY TO REPLACE SPIKES, IN CASE THEY BREAK·

·ORCISH SHOULDERPADS·
·SHOT WA16 · 2 ORCS VS. DRAENAI·

·THESE ORCS ARE LAZY AND UNSTYLISH, SO THEY OFTEN HAVE MISMATCHED VENDOR TRASH (GRAY) ARMOR·

·GEMS SPLICED INTO FLESH SKIN EVENTUALLY GROWS OVER THE FOREIGN MATTER, CREATING A PROTECTIVE COAT OF ARMOR·

·OLDER FEL ORCS CAN HAVE THOUSANDS OF EMBEDDED PARTICLES·



·ASHKANDI, GREATSWORD OF THE BROTHERHOOD·
"THE INITIALS A.L. ARE ETCHED ON THE HILT"
·SHOT WA29· SHOT WA96·



·SWAMP TREE·



·MURLOC HUT·
·RAISED OFF THE GROUND AS A SAFEGUARD AGAINST PERIODIC FLOODING·



— EXPOSED VERTEBRAE

·HEADMASTER·
·DETAIL OF SKULL·



·UNDEAD WARLOCK·
"THE STENCH OF THE UNDEAD CAN BE DETECTED FROM OVER

CINEMATICS

- RAPTOR/TROLL SEQUENCE -





← TROLL RIDER
STORYBOARD + COLOR CARD

V · MATTE PAINTING

UNDEAD WARLOCK

'SHOT WAS2' MURLOCK SWAMP

Hood hides face - creates more menacing silhouette when backlit

·HEADMASTER'S CHARGE·
EPIC DROP FROM SCHOLOMANCE

·MARSHAL'S DREADWEAVE·
EPIC QUALITY PVP ARMOR SET

Spines should mirror tree shapes in swamp

·Runes should glow when casting spell·

·Wrists should be wrapped with the same material on the staff·

Tattered tabard shows movement of body underneath



·STORYBOARD

·SPINES JIGGLE AND BOUNCE AS MURLOC RUNS



·LIGHTING/COLOR STUDY·

THE UD LOOK STUMBLES THROUGH A MURLOCK VILLAGE... SEEMINGLY OBLIVIOUS TO THE AMBUSH...

·MURLOC COLOR/TEXTURE VARIANT·

MURLOCS WOULD BE BETTER AT AMBUSHES IF THEY DIDN'T SCREAM ALL THE TIME

CINEMATICS

ILLIDAN THE BETRAYER



CONCEPT PAINTING


ILLIDAN
ILLIDAN STORMRAGE RESIDES IN THE BLACK CITADEL, A MASSIVE FORTRESS IN OUTLAND.
AMBIENT OCCLUSION PASS
ILLIDAN'S USE OF DEMONIC MAGIC TRANSFORMED HIM INTO PART DEMON.
AFTER HIS DEFEAT AT THE HANDS OF ARTHAS, ILLIDAN RETREATED TO OUTLAND, WHERE HE BROODS ATOP HIS THRONE.
DEMON HUNTERS CARVE OUT THEIR EYES SO THAT THEY ARE NOT DISTRACTED BY VISION OF THE REAL WORLD, ALLOWING THEM TO SEE DEMON ENERGY.

World of Warcraft®

Trading Card Game







Card art created for the WoW TCG and used with permission from Upper Deck Entertainment.


BEN BROOKS & HOWARD




THAVIRAT 05


PETER LEE 06


THAVIRAT 05




PHROI




berggren


berggren


PHROI






SAMWISE
2005



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