



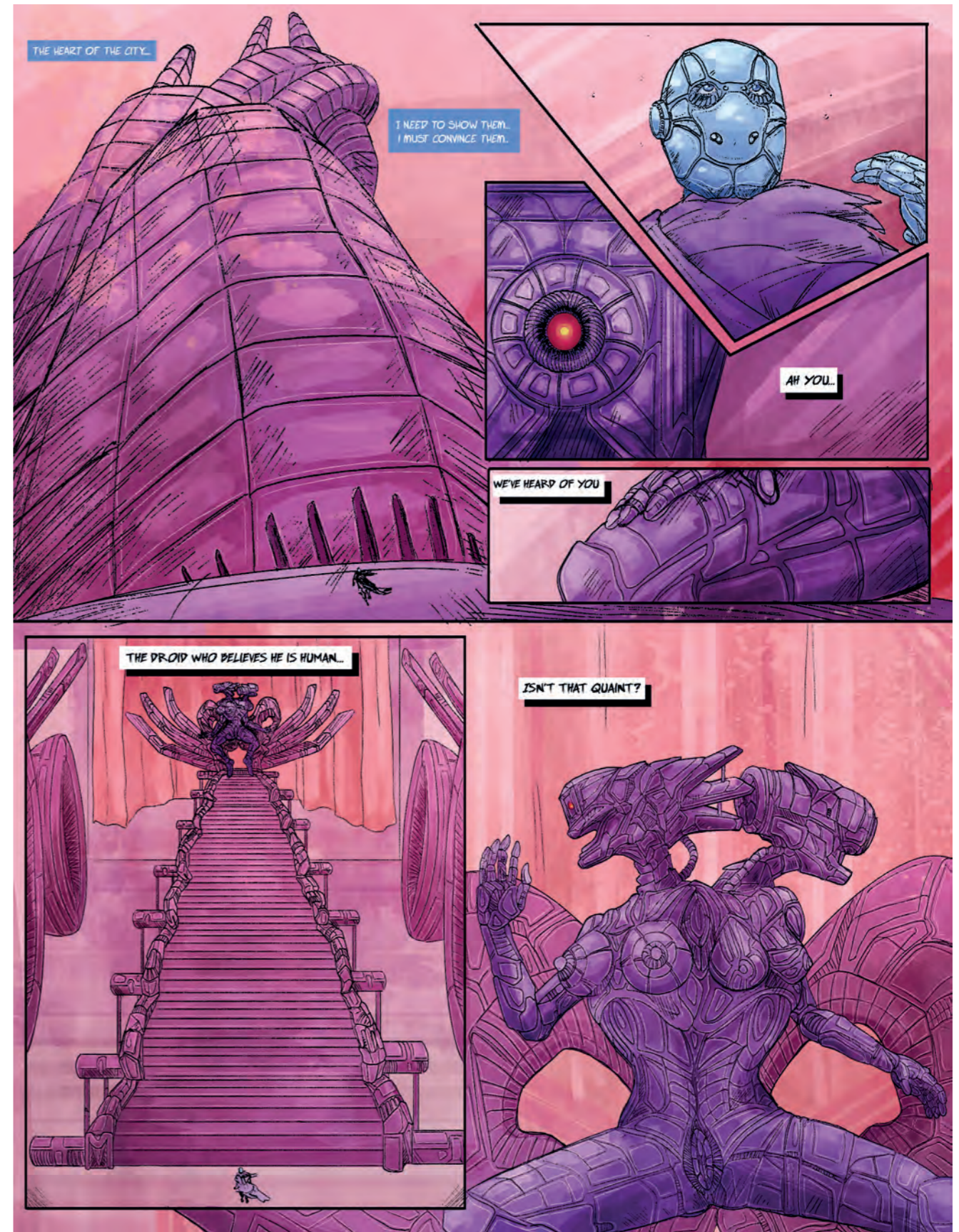
Freya
Gustafson



This is a robotic city concept that demonstrates how the future of AI would develop culture that reflects the human body. These organ-shaped buildings are manifested by cybernetics in order to express their inner desire to be human, and how the flesh of the human is what they lack.

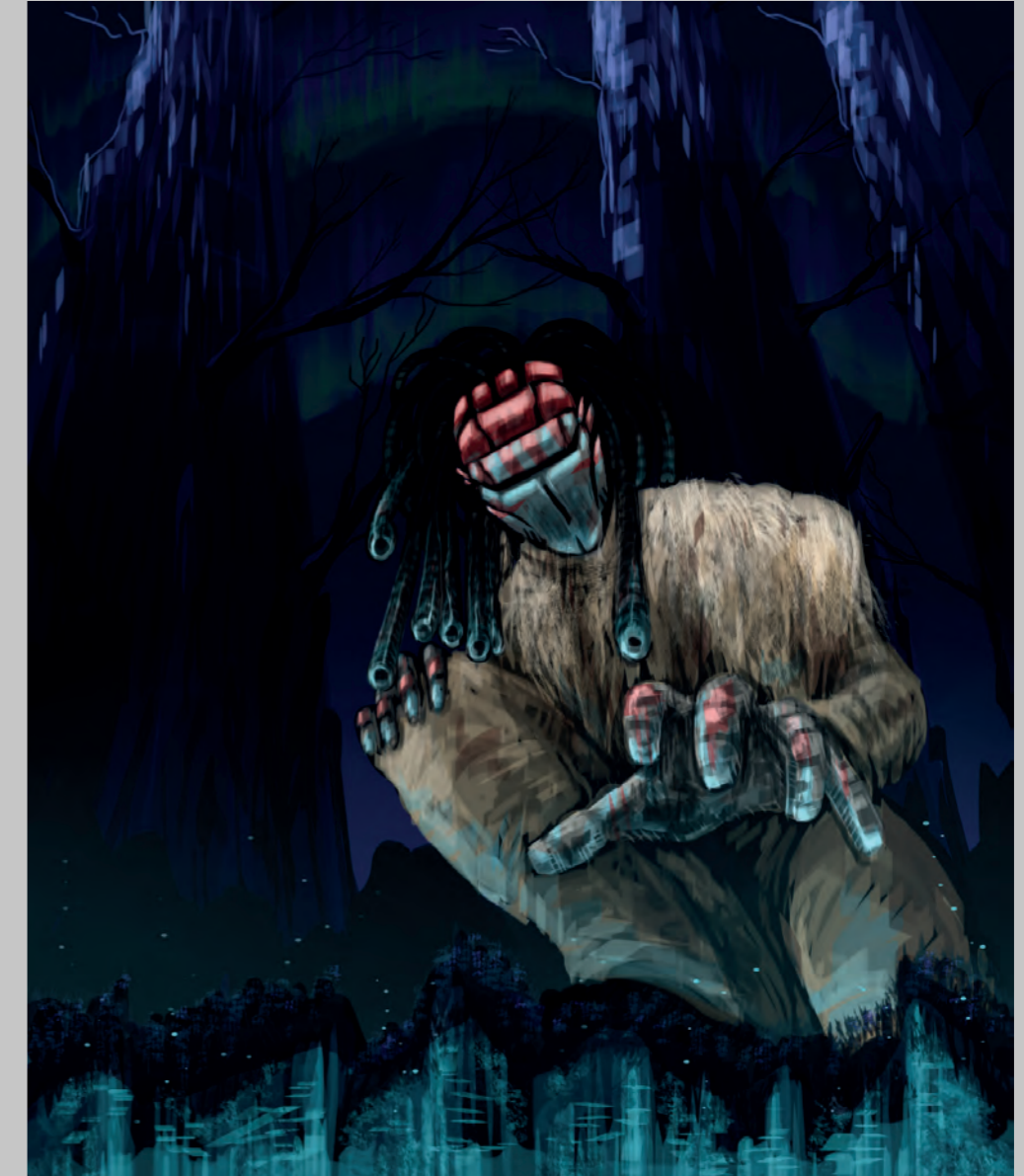
This landscape artwork details the environment within a futuristic human-inhabited planet that is alien to our own. The strangely shaped rocks and magical aura give a fantasy feeling to the art as well as Sci-Fi genre. The purple hues in the concept also help to fuel the idea of the unknown, as it contrasts heavily to our own planet Earth.





Here are two separate graphic novel strips that incorporate elements of the story that my concept art features. Graphic novels allow a storytelling medium to flow through cinematic-style artworks and give the viewer a deeper connection to the characters they are viewing. I enjoy this medium as it creates interesting angles and poses for characters.

These artworks are experimental concept pieces that play on Sci-Fi themes and realities that feature within our own world. I like to experiment with various angles and colours that stray out of the norm, and create different visual styles that could inspire future projects.





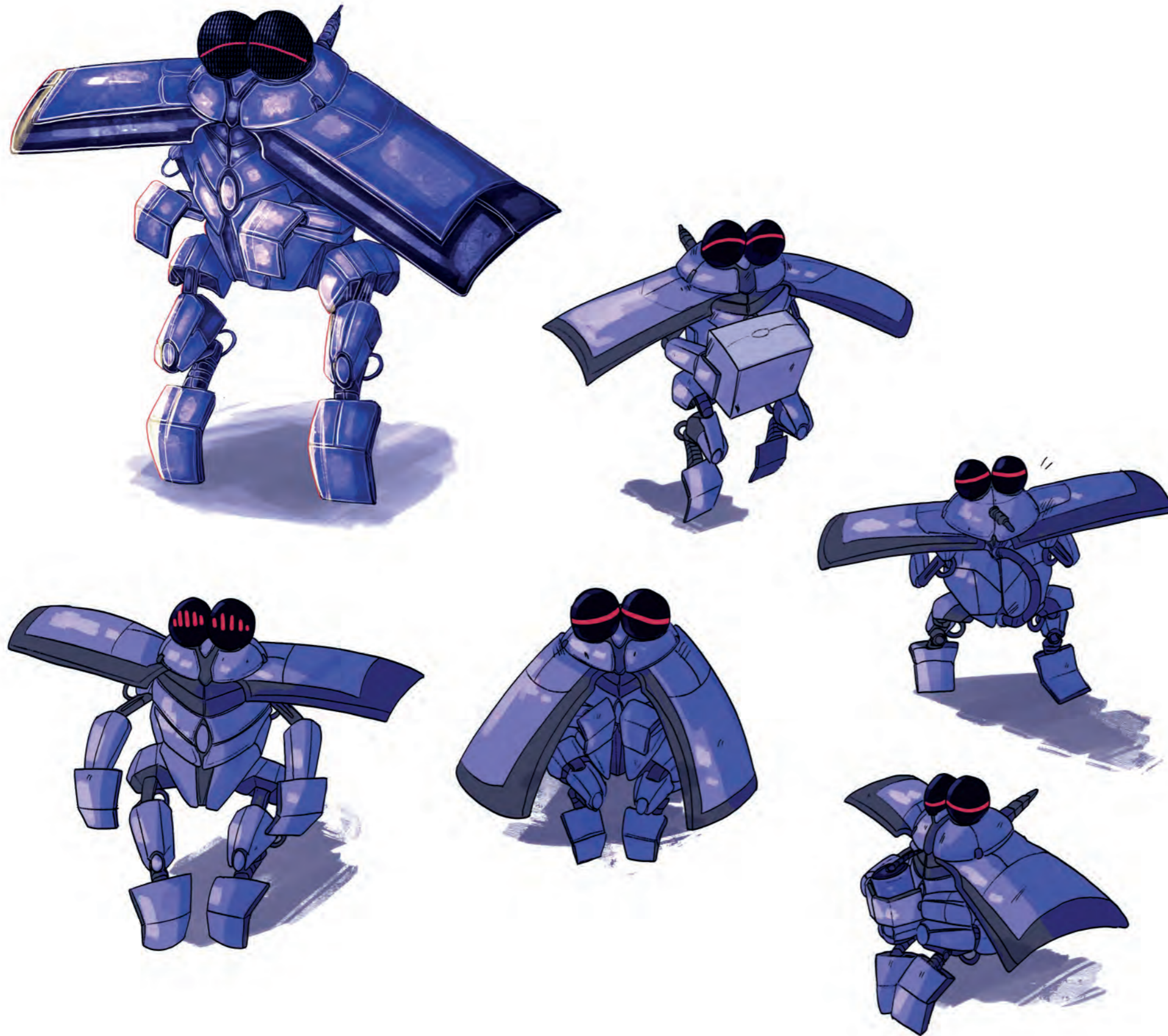
Here is an action-shot conceptual piece that features the protagonist of my fictional story and the cyborg enemy in which he must fight to prove himself in this alien world. I often enjoy creating character pieces such as this, as it can capture the emotion and movement of a character that are expressed early on in a film's development.



This artwork is a headshot-style piece that showcases my main character. The expression on this character is seen through his panicked eyes, and the background behind him highlights the divide this character faces through his story. I think artworks like this can really help to understand the character, and therefore the story that takes place through the early development of conceptual art.

Here is a dark-coloured artwork that uses nighttime tones to give a different atmosphere to my concept art. The candlelit lighting gives it a haunting yet mysterious theme, along with the eerie glow of the creature's eyes. I enjoy making artworks like this, as I can play with different types of environments to give the viewer a new experience. t





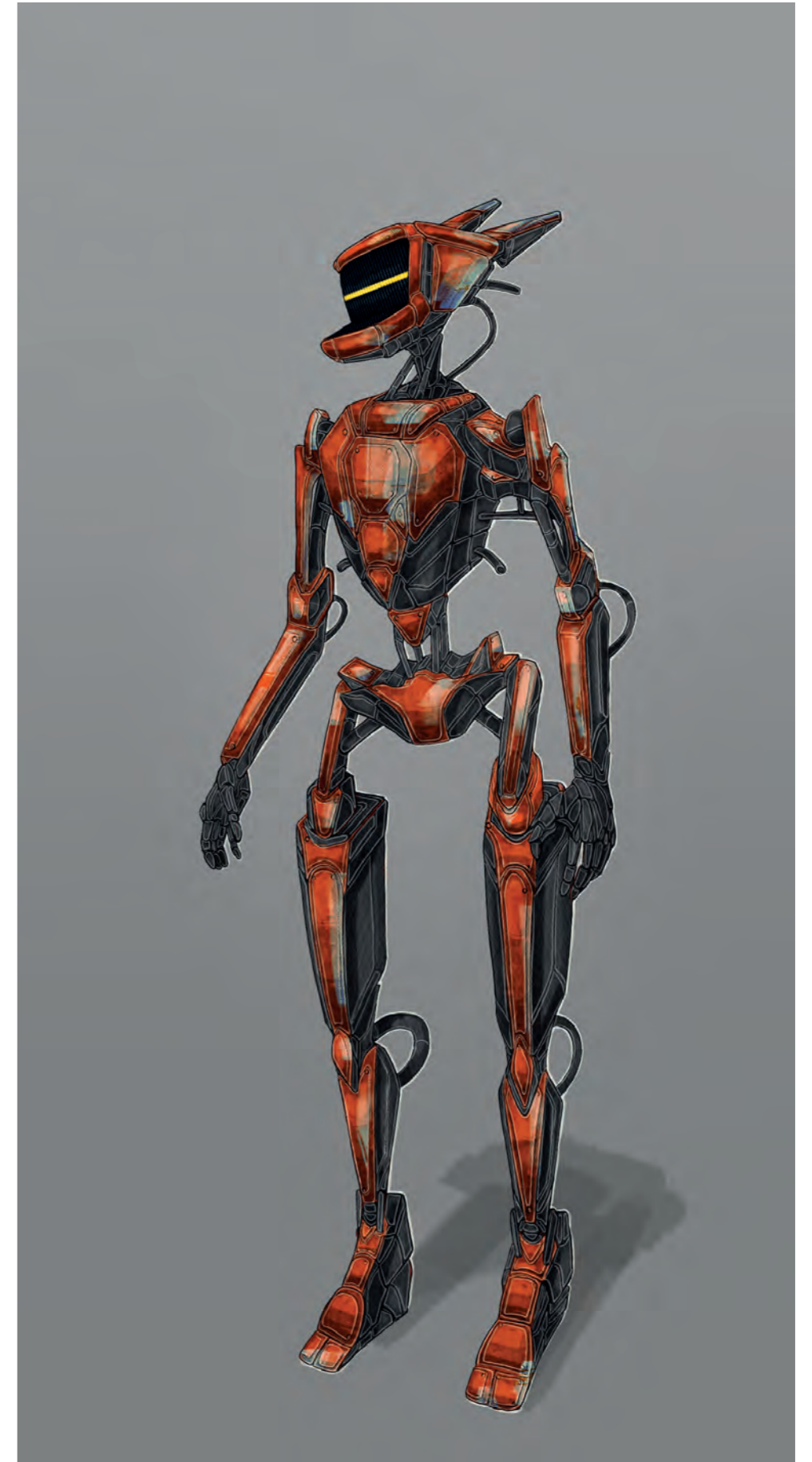
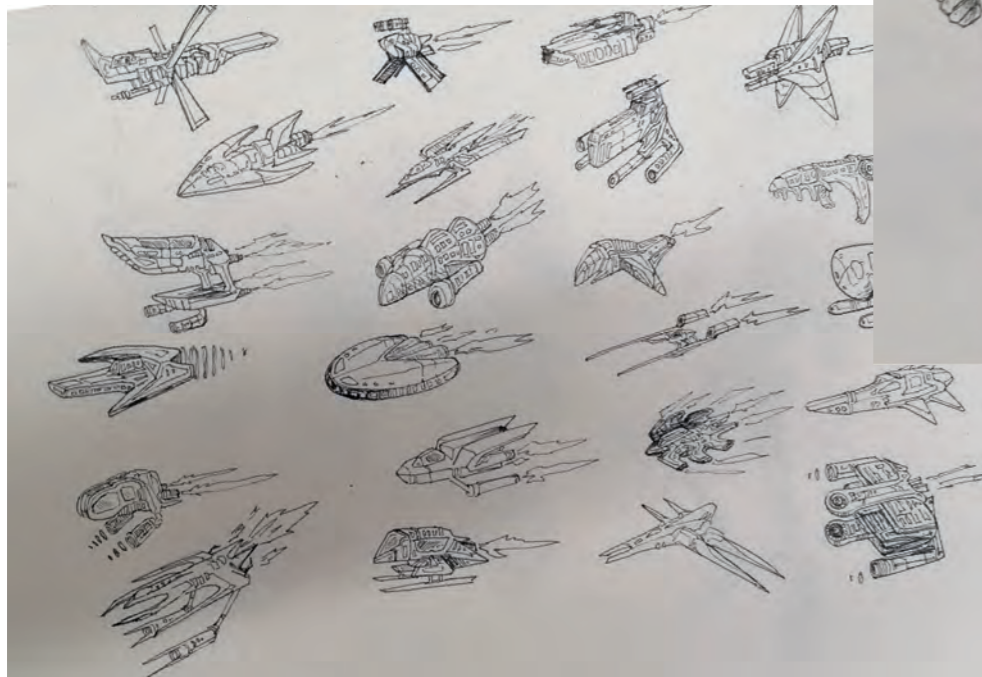
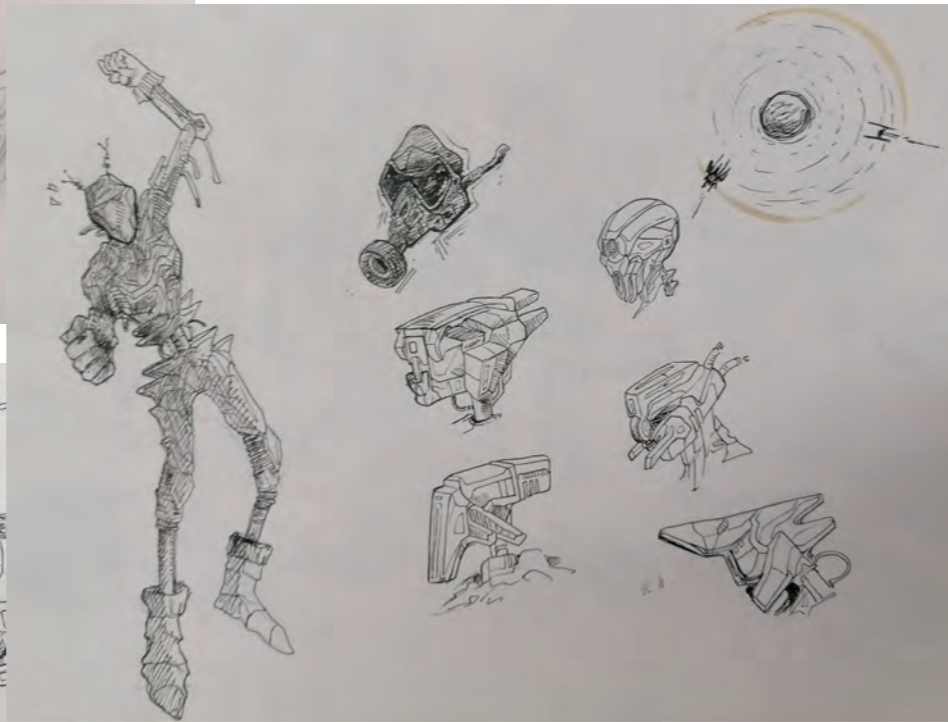
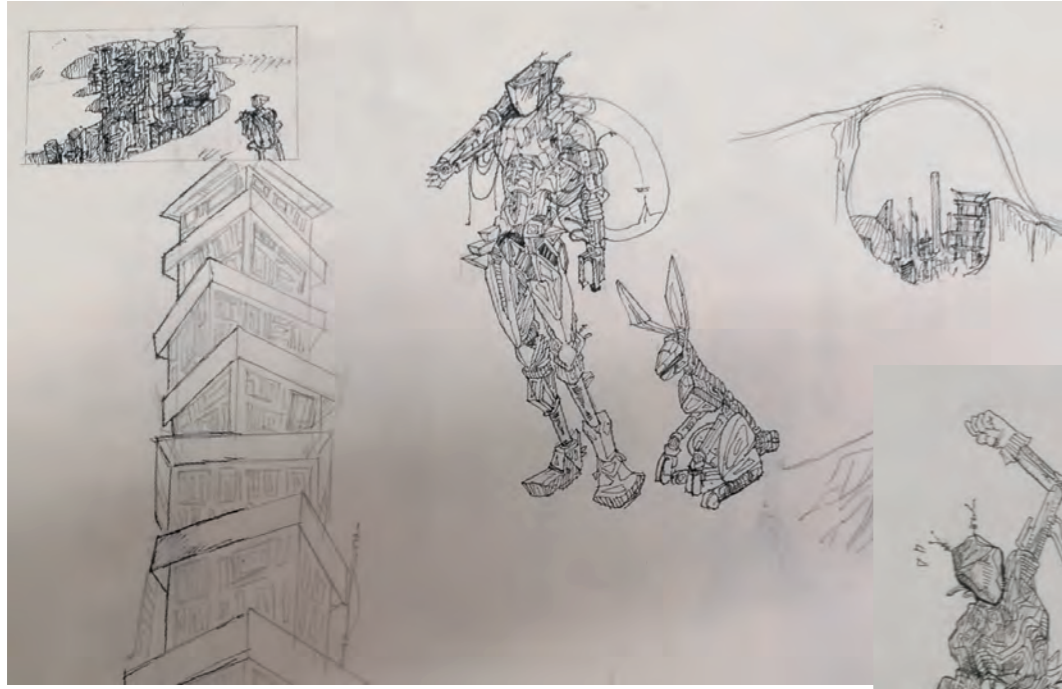
This is a character sheet of a little robot I did within my conceptual world. This style of concept art is quite common as it demonstrates the various angles and movements of a character for other artists and people working on a concept to use as reference.



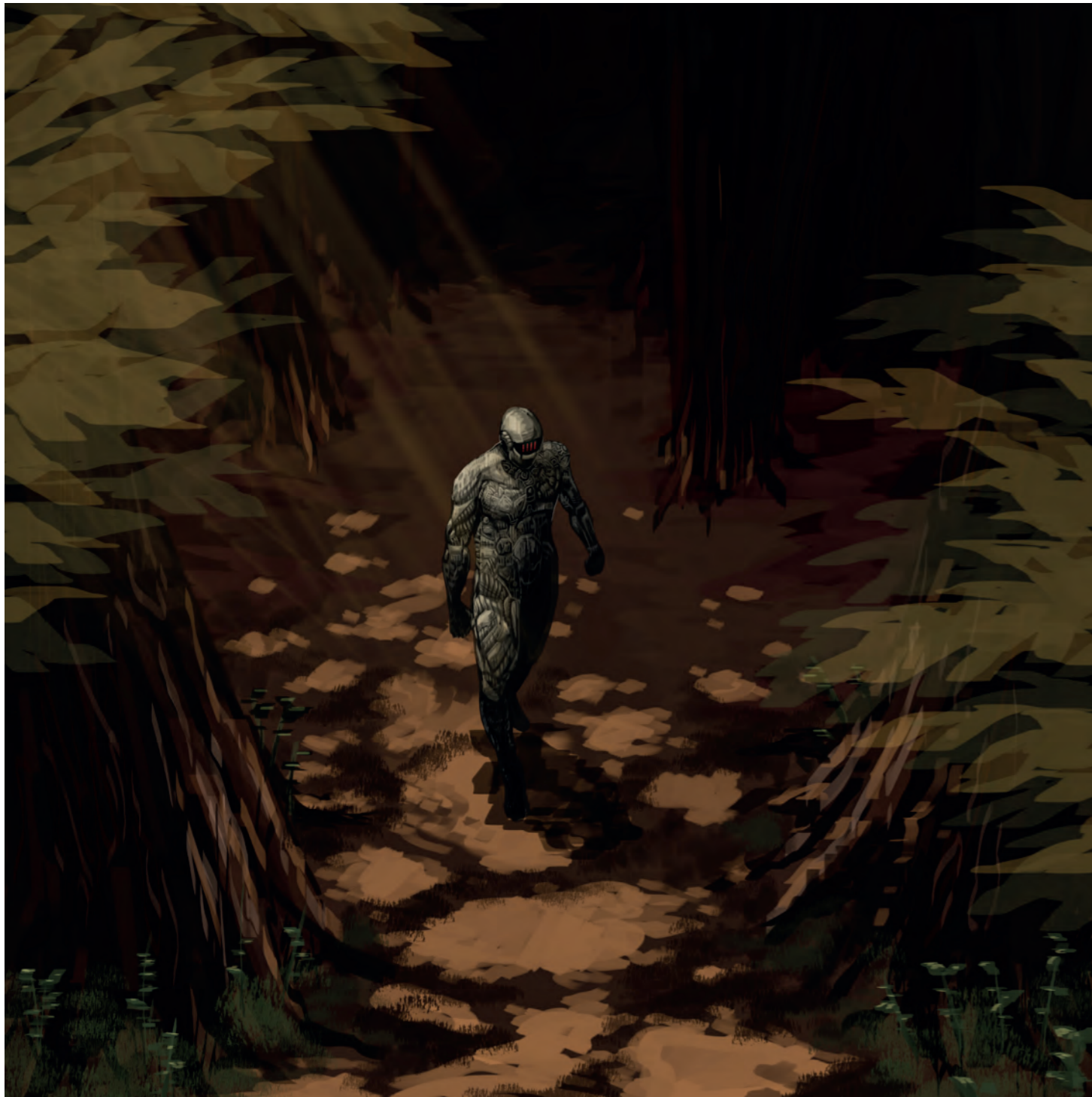
This is a long landscape picture of a nebula in my world's fictional space. I think this format is important for showcasing in a conceptual art book as it can be pulled out and stretched as an interesting, dramatic piece for the viewer to interact with. It also shows how large and wide the worlds artists can create in concept art. To make this artwork I used a mixture of digital art, brusho and watercolour to get the magical effect on the nebula.



This portrait artwork is an action-shot of my main character dodging laser bullets as enemy ships fly up above him. I think this art creates an interesting pose and angle for the viewer so that they can visualise the dramatics of the scene if it were to be in film. Concept art must do this to inspire cinematic design and movement.



Here is a character design piece of one of my robot-worker characters. Static poses like this one are often seen in concept art as it gives a good references for other artists to follow. At the left hand side is my development sketches which are often spent time on in concept art. I played with sketches and styles until I got the desired effect and design for my character.



Here is a piece of a droid walking in a forest. I created this as an alternative setting where droids inhabit a human-less world years in the future. I played with naturalistic themes in contrast to the heavily mechanical-style of the droid. I think the artwork as a whole reflects the loneliness of the droid as well as the quietness of the world around him.

This rocky artwork is an example of a pathway in my alien-world. The purple rock and red skies give it that alien aura, and the strangely shaped rocks make it seem very unfamiliar to the viewer. I like to make snap-shots like this of my world in concept art to play with possible environments in the cinematography.





Here are some insitue photos of what my work could look like if it were to be published. Usually concept art is released in printed books that showcase the early and late development of a film, along with certain information about the film. These are usually tailored towards big fans of the film or game as they give a deeper insight into the creation that the viewer enjoys.





Here is a creature-design piece I did of an alien beast that lives in the futuristic world I created. This is helpful for world-building as it gives authenticity to the environment your character roams in. Creature design is one of my favourite parts of concept art as you can really play with the design of these animals, and manifest anything you could possibly think of.

A vibrant space-themed background featuring a dark blue and purple starry sky. A spaceship is shown in the lower center, moving towards the right and leaving a long, glowing blue trail. The sky is filled with numerous small white stars and several larger, bright yellow and blue stars. Wispy clouds of reddish-pink and blue are scattered throughout the scene.

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