

G96 Countdown Poster Request

Marketing & Channel Center-Overseas Design Group III
August 4, 2021

Countdown to four days - Request

The core content: Uruk-hai's army occupied the Lonely Mountain, Dwalin and Gimli retreated to the cave. The ground is scattered with Lone Mountain treasures. There are fairy's weapons and Palantir in the gold pile. Dwalin blows the horn again to ask for help, and in the distance the fairy army comes to help. The main characters in the screen need to be added to the tension of the battle.



Scene reference

Assets provided: Game character models

Size (16:9): 5500x3094px

Submission date: September 12

Countdown to four days-The latest progress



Countdown to four days-the latest feedback



金雳身体往前倾，做战斗状
另外挡住数字太多了

Gimli leans forward, showing a fighting posture. Besides, the numbers are blocked too much.

这部分的图案歪扭，需再优化，去掉三角形，调整六边形
图案这层整体的立体感要加强塑造

This part of the pattern is a bit crooked and needs to be optimized again. Remove triangles and adjust hexagons.

The three-dimensional sense of the whole pattern should be strengthened.

德瓦林吹号角的手往上抬
激昂一点

Dwalin's horn-blowing hand is lifted up and needs to be more passionate.

精灵这里都去掉马

Here at last, all horses need to be removed.

水晶瓶再压暗点

Dark the crystal bottle.

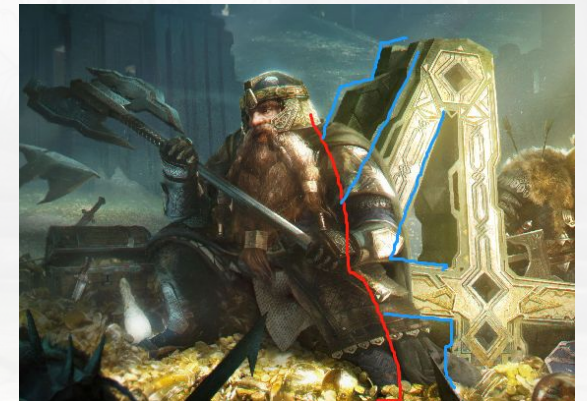
洞的透视不一致?

The perspective of holes is inconsistent?

这块区域太亮，喧宾夺主了

This area is too bright to highlight the key points.

1. Gimli adjustment: body leaning forward, expression doing a roar, about to kill with Uruk-hai.
2. Dwalin adjustment: tilting the head to blow the horn, frowning, blowing hard, face puffed up.
3. The number 4 is too much obscured, the position needs to be shown



Countdown to Four Days — Reference of Completion Degree



Countdown to Four Days — Reference of Atmosphere Color.



Color reference: the combination of warm and cold colors.
The left and right sides of the picture can be compared between warm and cold (the supported position is warmer than the light source, which is more in line with the overall mood).

THANK YOU

網易 NETEASE