Stylized Art Services



WHAT WE DO

Art Services related to stylized character art



We design apppealing characters from scratch



Key Art

3D images for marketing and splash screens



From 3D Sculpting to final in-game model



2D and 3D animation for cinematics and in-game



Character Design

We begin with a careful analysis of the briefing, creating variations of the character to help the director visualize what would work best for the project. We then refine the design with the director's feedback, carefully crafting every element. In the final step, we create a pose sheet that gives the character a sense of life and personality.





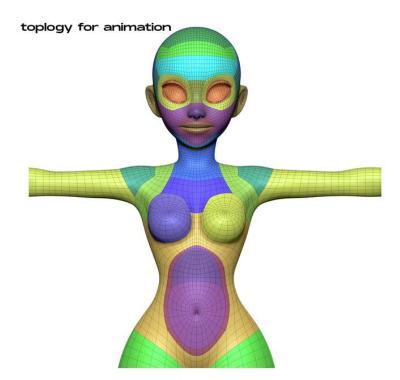
check the gallery at the end for more samples

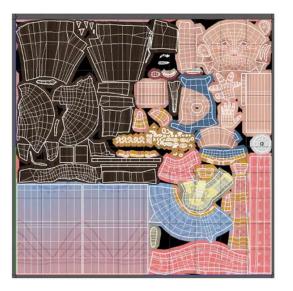
Takeda – Character Design

3D Modeling

With the concept art approved, we begin the sculpting process in Zbrush. We can either exactly match the design sheet or push it further in 3D. Once the look is approved, we move on to topology and UVs. For projects involving offline animation, we ensure that the model has the necessary edge loops and density for maximum deformation and expression. If the project is for real-time, we can optimize the model for the best performance while keeping the original look. We can also do blendshapes for production.

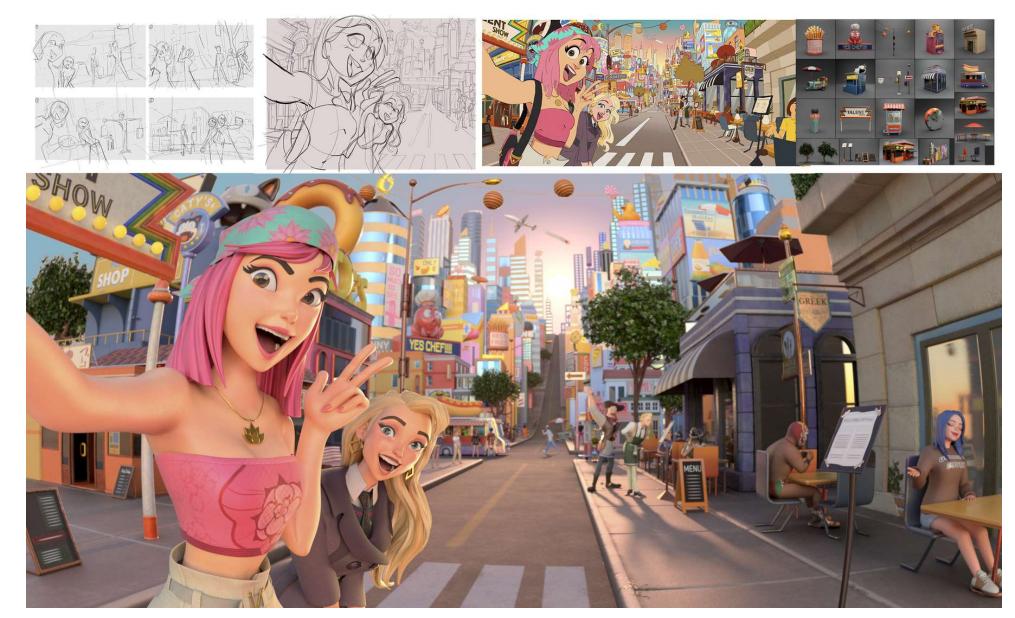






Key Art

The first step is to determine the story that will be conveyed through the image. Next, we create a storyboard of the composition and refine the initial sketch that will serve as a guide for the 3D phase. For the 3D phase, we model each element, prioritizing those that will be closest to the camera. We then pose the characters while working in parallel on the textures. Finally, we set the materials and lighting for the final rendered image.



Illustrations

We also offer 2D illustrations for ingame content or marketing art. From thumbnailing to final render, we build the scene with backgrounds and a beautiful composition to tell the story of your character.









(click on the images to open the video link)

3D Animation

We love stylized animation that is exaggerated and full of emotion. Always striving for the highest quality, we do 3D character animation for in-game, cinematic, and feature animation projects.



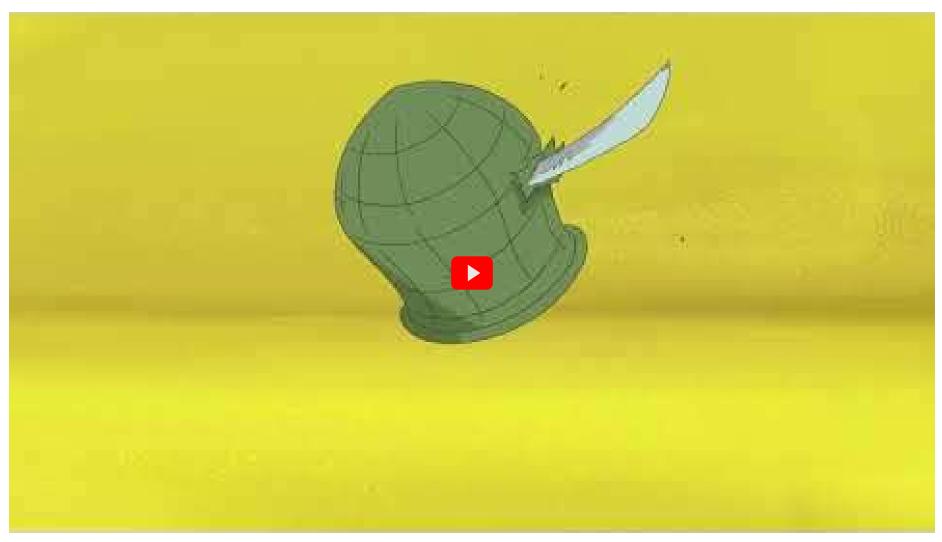






2D Animation

Our 2D full animation team has some of the best artist from the country, with experience working for disney features and ready to work on some sakuga scenes.



(click on the image to open the video link)





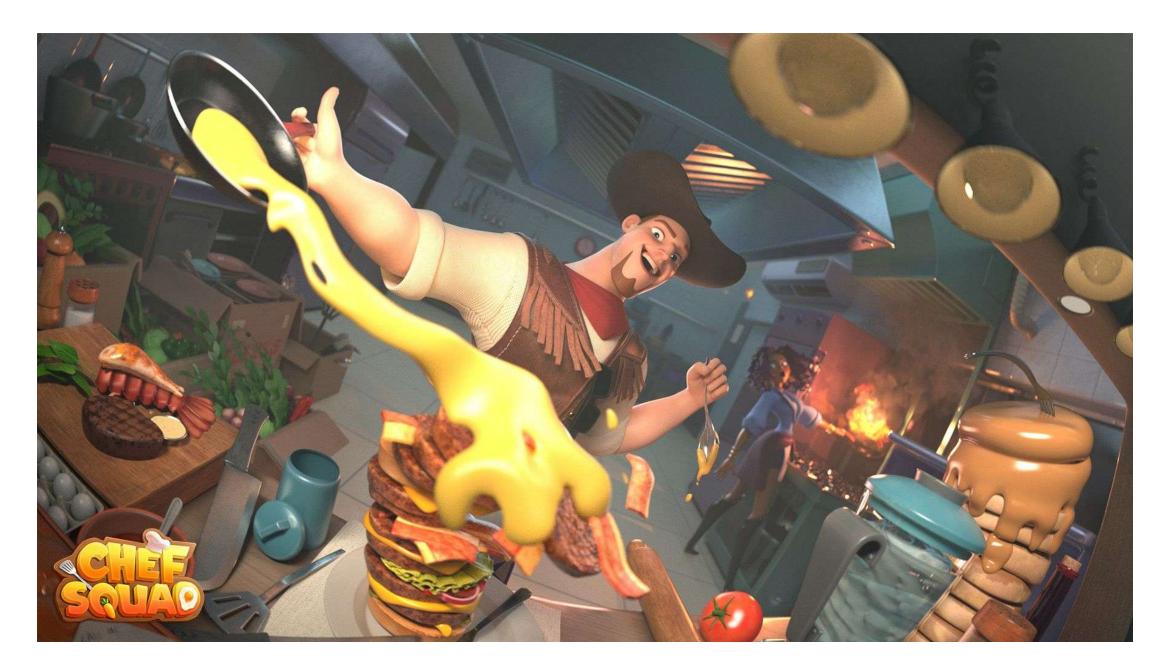




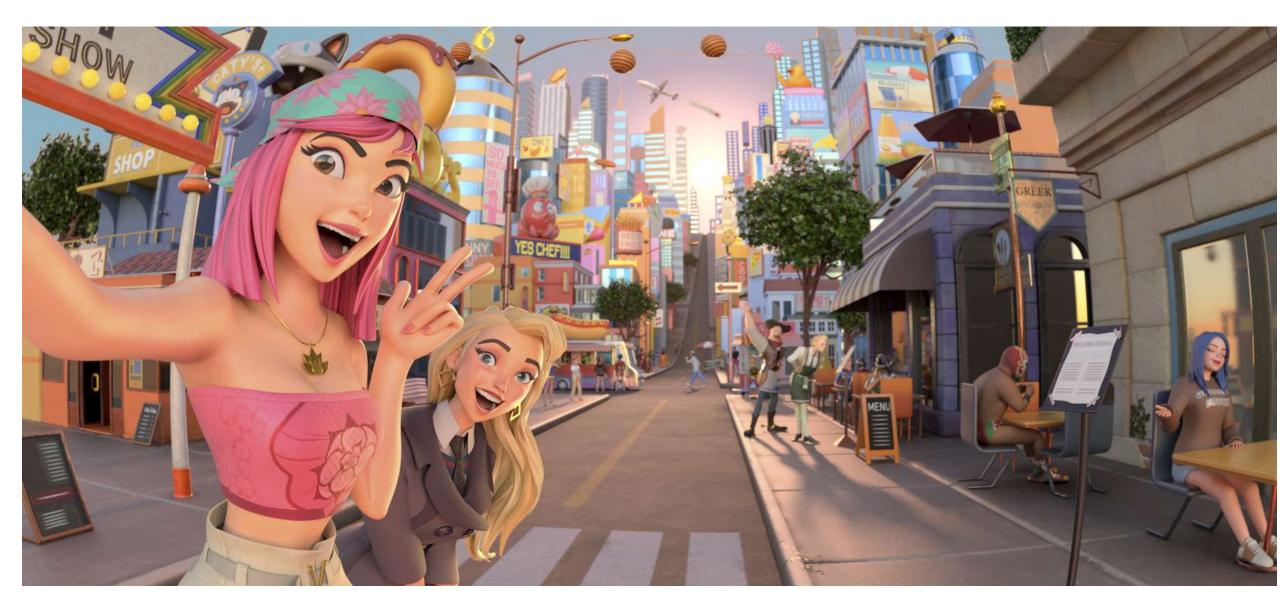










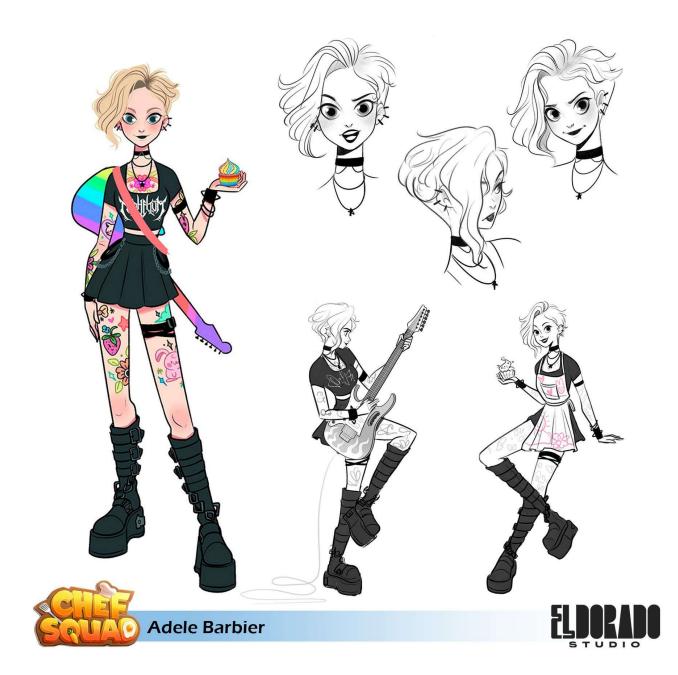




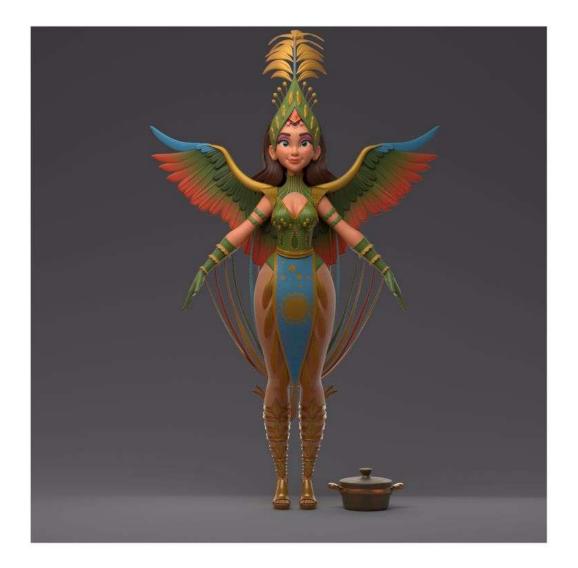




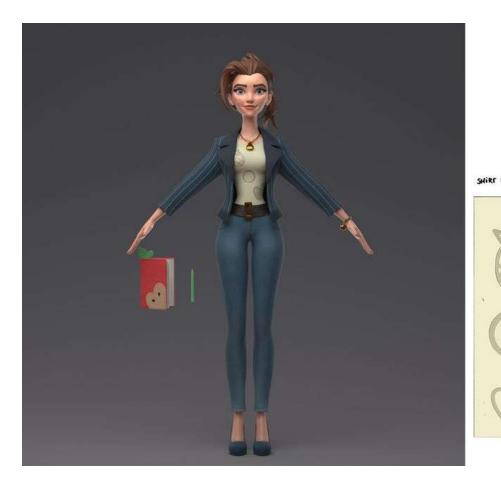








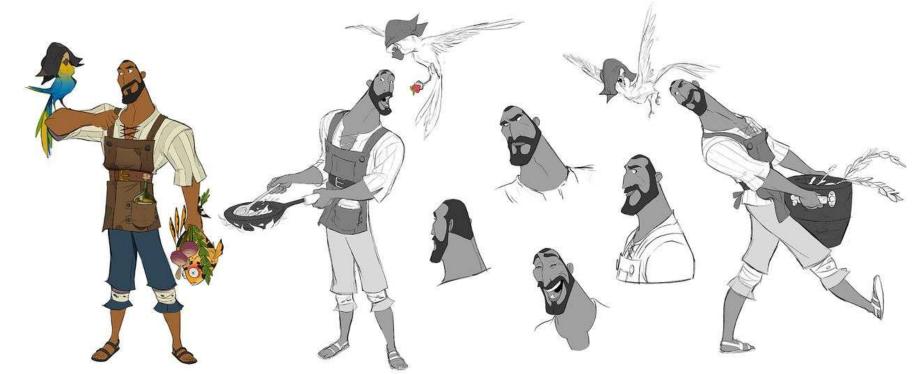
















Krosil - CHARACTER EXPLORATION

















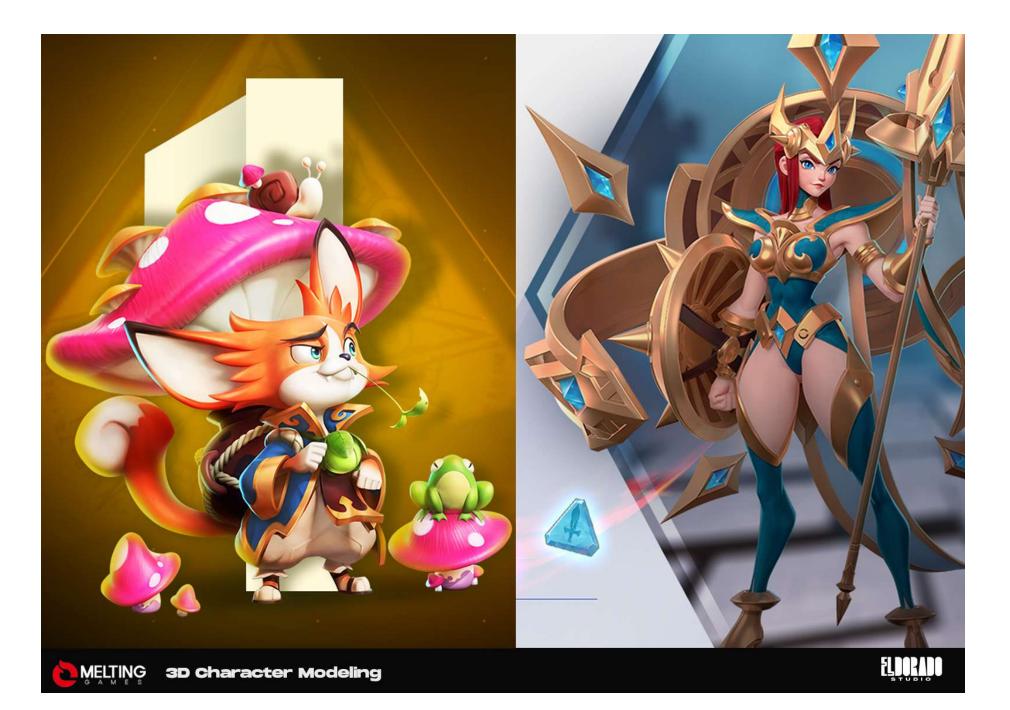




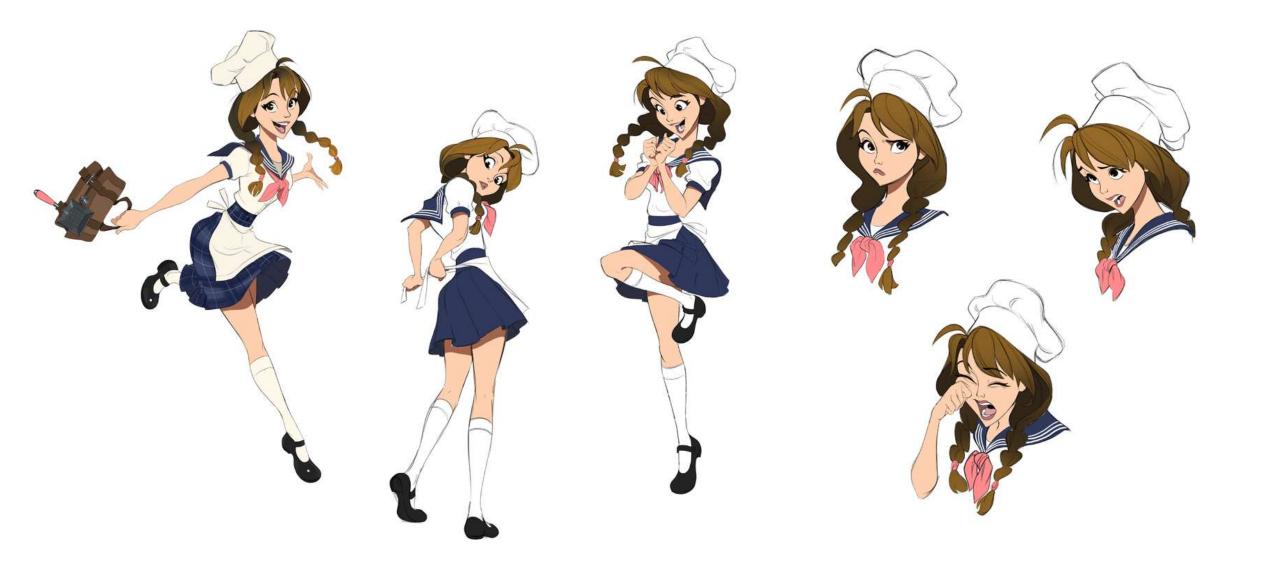
Gallery

3D Modeling





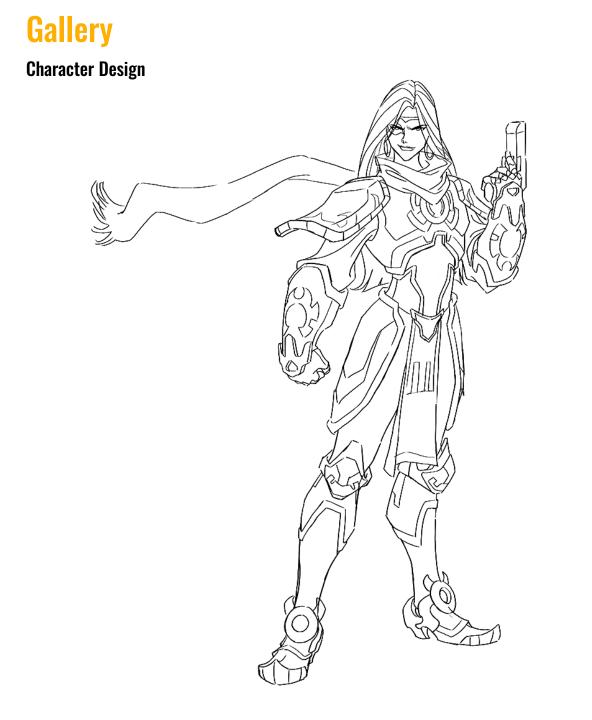


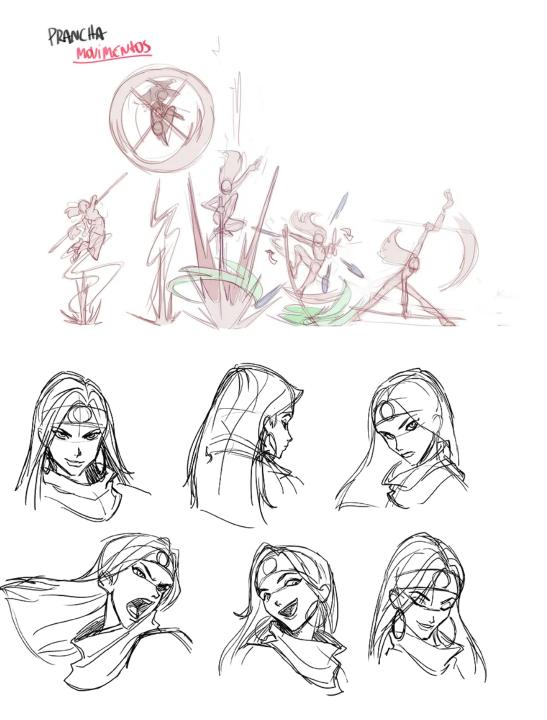












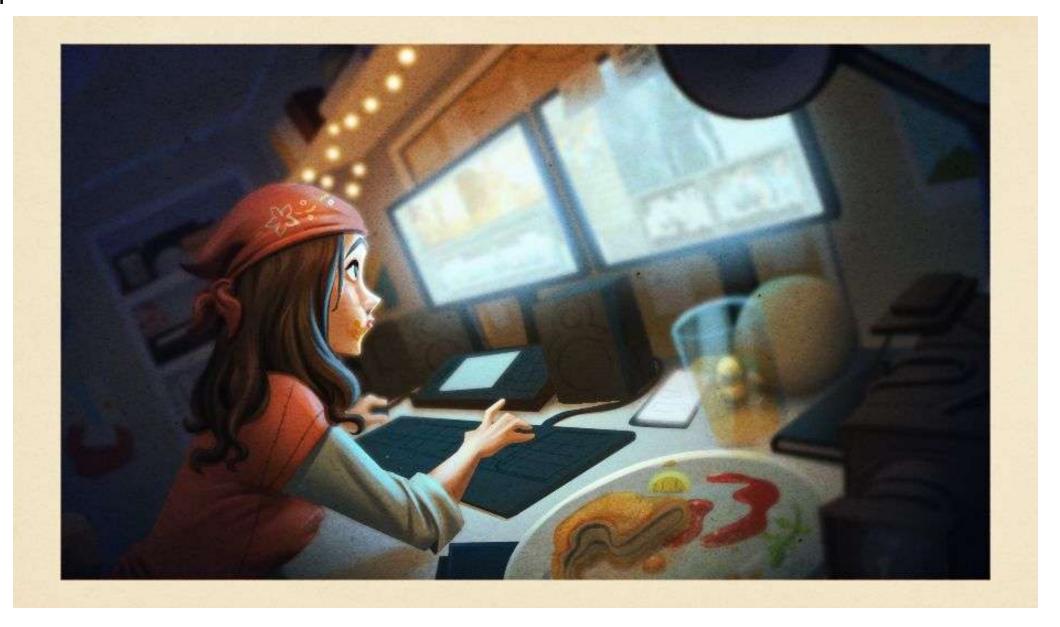
Gallery Character Modeling, Hard Surface Modeling







Gallery













Character Design

Villain



Gallery Character Modeling, Hardsurface Modeling



Testimonials

Our latest title 'Chef Squad' is a SLG Game combined with a restaurant simulation. Eldorado Studios has designed dozens of soulful, vibrant **Characters for us, They created models of the** chefs, animations, as well as posters for promotion and the 2d stickers. Eldorado did a great job for us, they didn't just work as requested, I would call them partners, they are good at creating quality content, they are a great group of people who are passionate and trustworthy!

Acri Pan, Art Director, Hongkong HRG Information Technology Co., Limited

Testimonials

Our experience with Eldorado has been very positive. The communication was fluid, they were always available when needed and always willing to discuss any notes we may have. Their work was excellent and valuable for our production. We hope we can work together again in the future

Betsabé Vera, Producer, B-Water Studios, Spain

Thank You!

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