

THE
ART BOOK
Concept Art and Visual Development OF
GARSHASP
THE MONSTER SLAYER

Dead Mage Game Studio. 2011



DEAD MAGE

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DEAD MAGE

GAME STUDIO PRESENTS

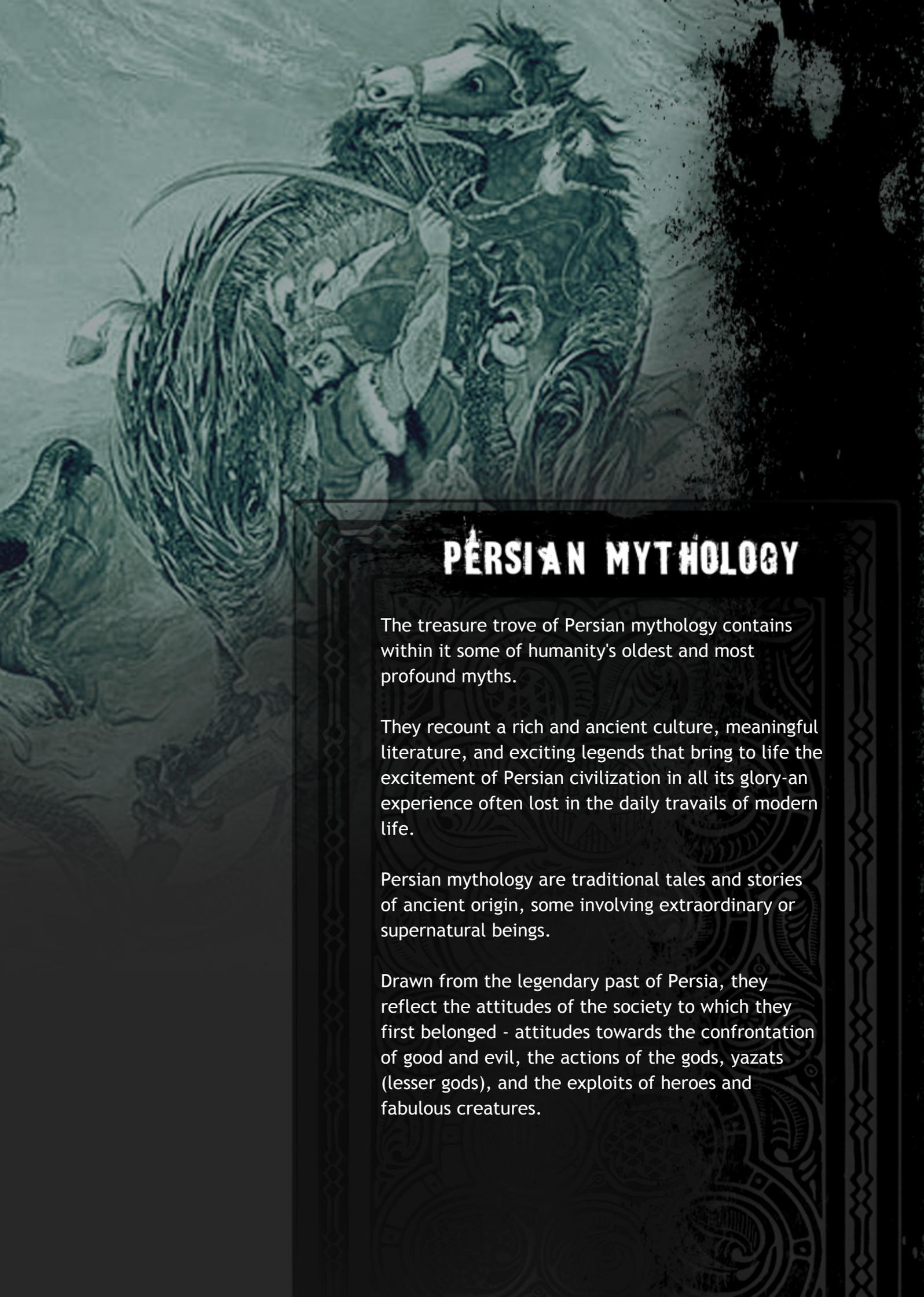


GARSHASP

THE MONSTER SLAYER

Dead Mage Game Studio, 2011

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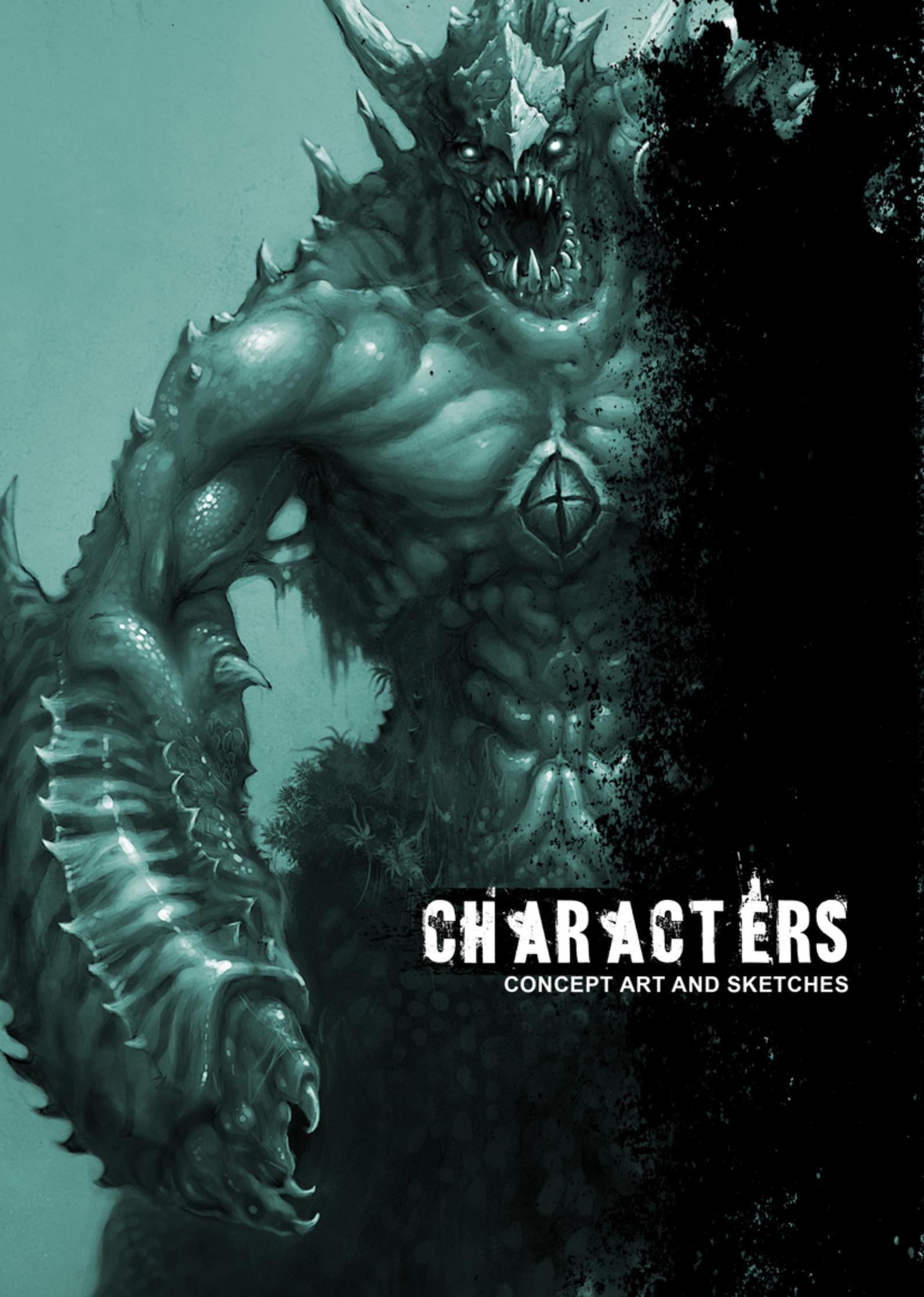
PERSIAN MYTHOLOGY

The treasure trove of Persian mythology contains within it some of humanity's oldest and most profound myths.

They recount a rich and ancient culture, meaningful literature, and exciting legends that bring to life the excitement of Persian civilization in all its glory-an experience often lost in the daily travails of modern life.

Persian mythology are traditional tales and stories of ancient origin, some involving extraordinary or supernatural beings.

Drawn from the legendary past of Persia, they reflect the attitudes of the society to which they first belonged - attitudes towards the confrontation of good and evil, the actions of the gods, yazats (lesser gods), and the exploits of heroes and fabulous creatures.



CHARACTERS

CONCEPT ART AND SKETCHES



GARSHĀSP

Garshāsp is the name of a monster-slaying hero in Persian mythology. The Avestan form of his name is K r sās̄pa and in Middle Persian his name is Kirsāsp.

In the Zoroastrian text of the Avesta, K r sās̄pa appears as the slayer of ferocious monsters, including the Gandar ā and the Aži Sruvara. In later Zoroastrian texts Kirsāsp is revived at the end of the world to defeat the monster Dahāg.

K r sās̄pa is the son of Ōrita and belongs to the Sāma family. Ōrita is originally the name of a deity; cf. the Vedic Trita.

Garshāsp in the Shāhnāma

Garshāsp is only tangentially mentioned in the Shāhnāma. There he appears as a distant ancestor of the hero Rostam, who lived about the same time as King Fereydun.

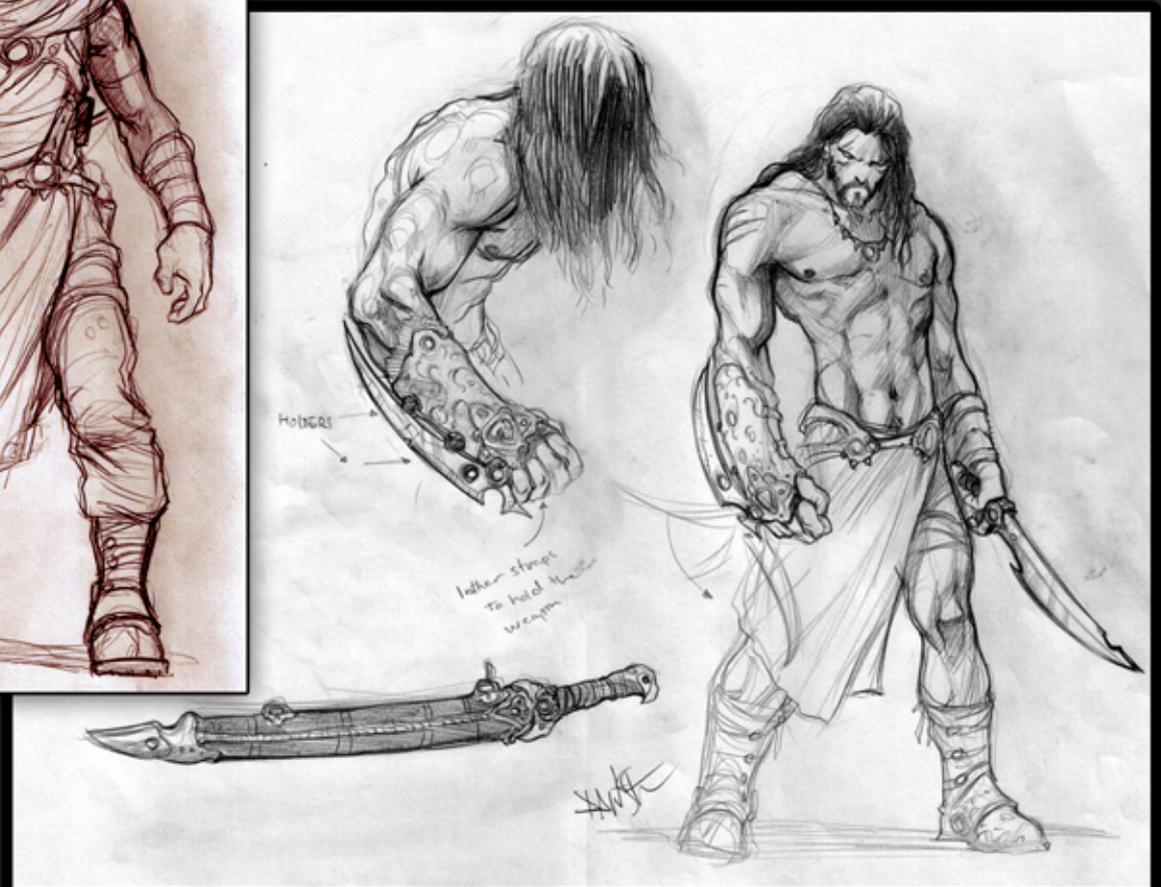
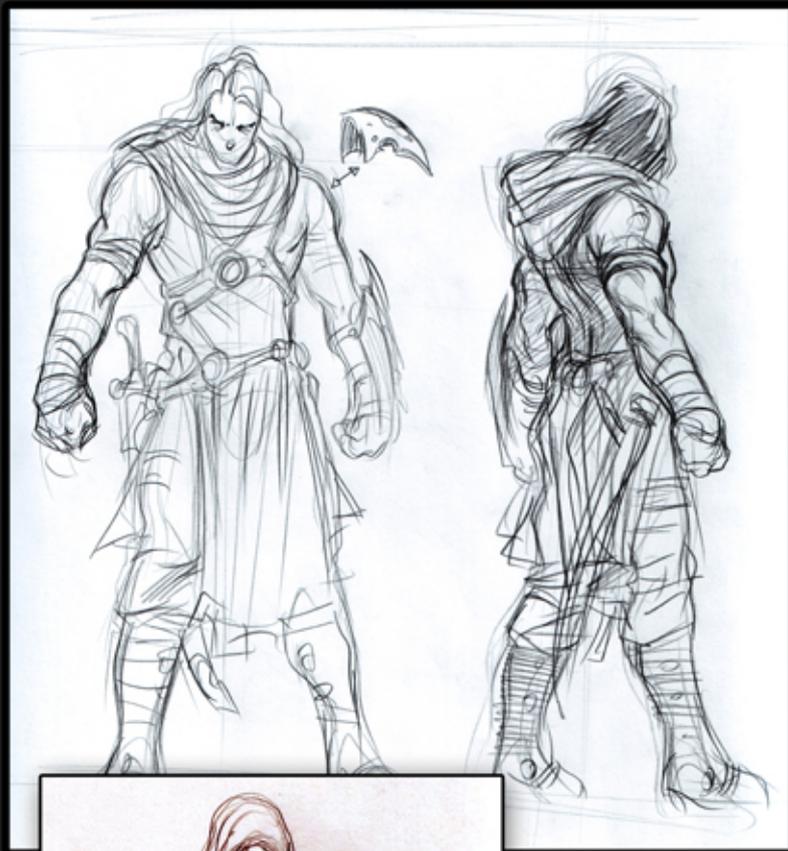
Garshāsp is the father of Narēmān, who is the father of Sām, father of Zāl, who is in turn Rostam's father.

Garshāsp in the Garshāspnāma

Garshāsp received his own poetic treatment at the hands of Asadī Tusi, who wrote a Garshāspnāma about this hero.

In the Garshāspnāma, Garshāsp is the son of Esret, the equivalent of the Avestan Ōrita, and grandson of Sham (Avestan Sāma).

His genealogy goes back through other characters not mentioned in the Avesta: Sham is the son of Tovorg, son of Šēdasp, son of Tur, who was an illegitimate son of Jamshid by the daughter of Kurang, king of Zābolestān, begotten at the time that Jamshid had been deposed was fleeing from the forces of Zāhhāk.

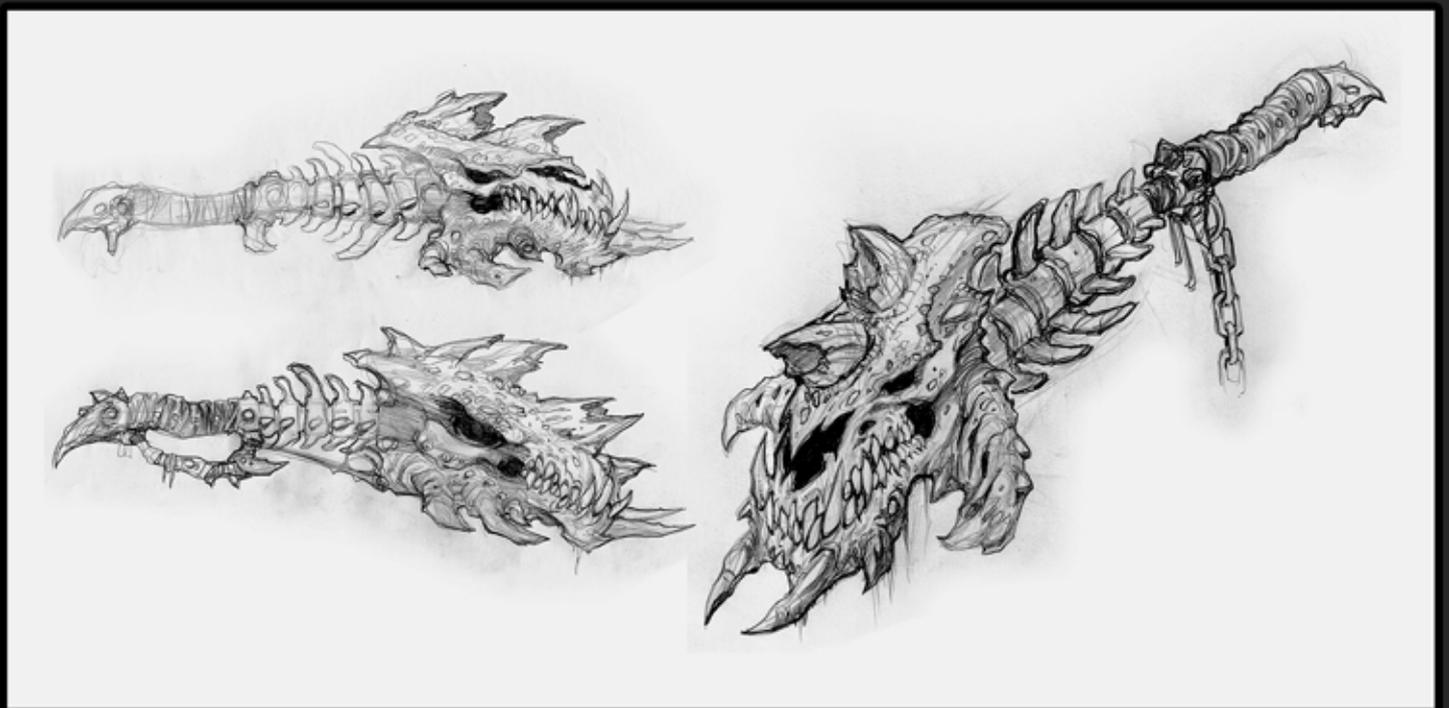
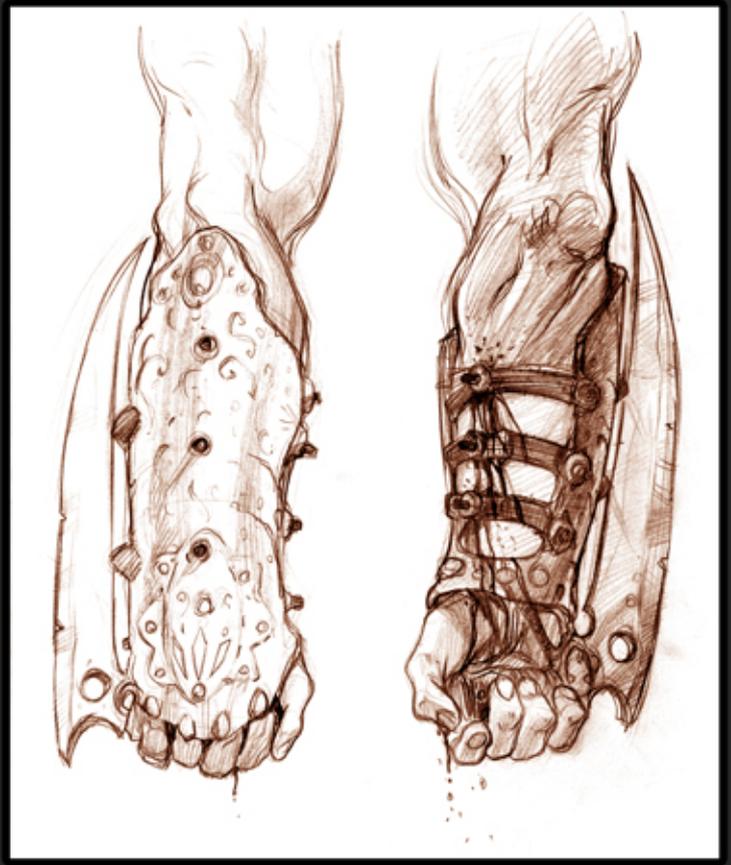
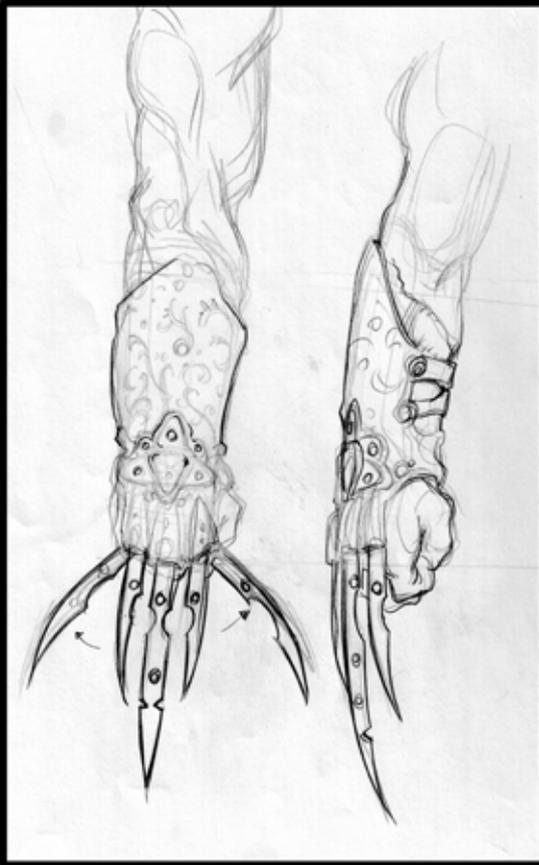


GARSHASP CHARACTER SKETCHES

GARSHASP

THE MONSTER SLAYER

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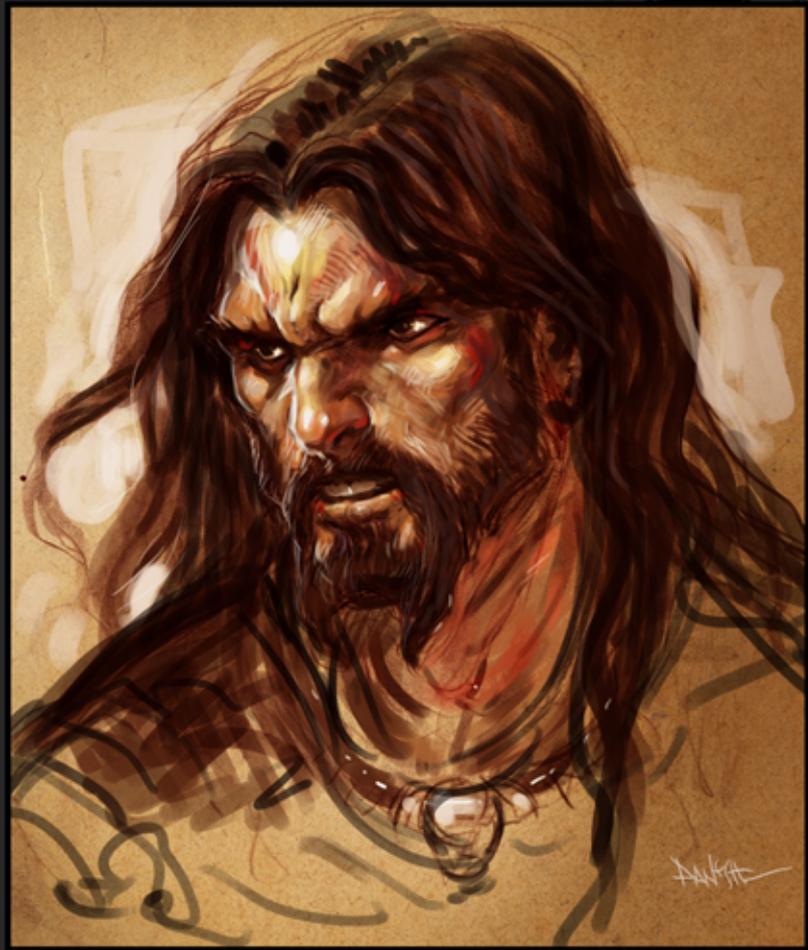


GARSHASP WEAPONS

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GARSHASP CHARACTER SKETCHES

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GARSHASP

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GARSHASP BEGINS

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Ajdar character model sheet



Ajdar concept sketches

ARZOR CHARACTER SKETCHES

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ARZOR



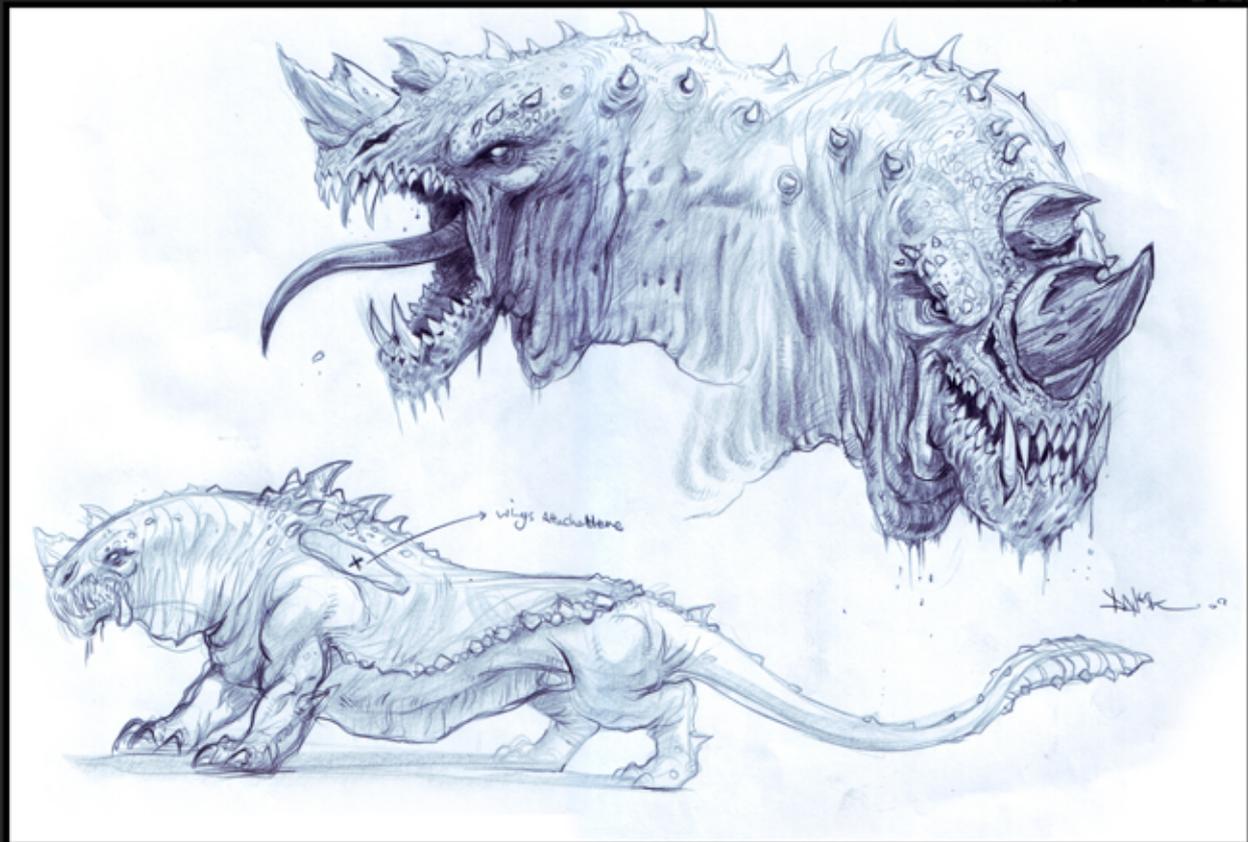
DRAGON - Garshasp Video Game 2009

SARAVARAH

GARSHASP

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SARAVARAH CHARACTER SKETCHES

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DAEVA

Daeva

Daeva (daeua, daua, daeva) is the Avestan language term for a particular sort of supernatural entity with disagreeable characteristics.

In the Gathas, the oldest texts of the Zoroastrian canon, the daevas are 'wrong gods' or 'false gods' or 'gods that are (to be) rejected'.

This meaning is - subject to interpretation - perhaps also evident in the Old Persian 'daiva inscription' of the 5th century BCE. In the Younger Avesta, the daevas are noxious creatures that promote chaos and disorder. In later tradition and folklore, the deus (Zoroastrian Middle Persian; New Persian divs) are personifications of every imaginable evil.



HITASP CHARACTER SKETCHES

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HITASP

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GANDARVAH

Kirsāspa and the Gandarva

A major monster that Kirsāsp fought was the Gandarva, Middle Persian Gandarw. (This name is cognate to the Indic gandharva, but the exact way by which the word attained its specialized meanings in Indic and Iranian cultures is uncertain.) The Gandarw lived in the sea. It was also enormous, big enough to swallow twelve provinces in a single gulp, and tall enough that when it stood up the deep sea only came up to its knee, and its head was as high as the sun. The Gandarw pulled Kirsāsp into the ocean, and they fought for nine days.

At last, Kirsāsp flayed the Gandarw and bound him with his own skin. Kirsāsp, weary from the combat, had his companion Axrūrag guard the Gandarw while he slept, but it proved too much for him - the Gandarw dragged Axrūrag and Kirsāsp's family into the sea.

When Kirsāsp awakened, he rushed to the sea, freed the captives, and killed the Gandarw.



GANDRAVAH CHARACTER SKETCHES

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GANDARAVAH

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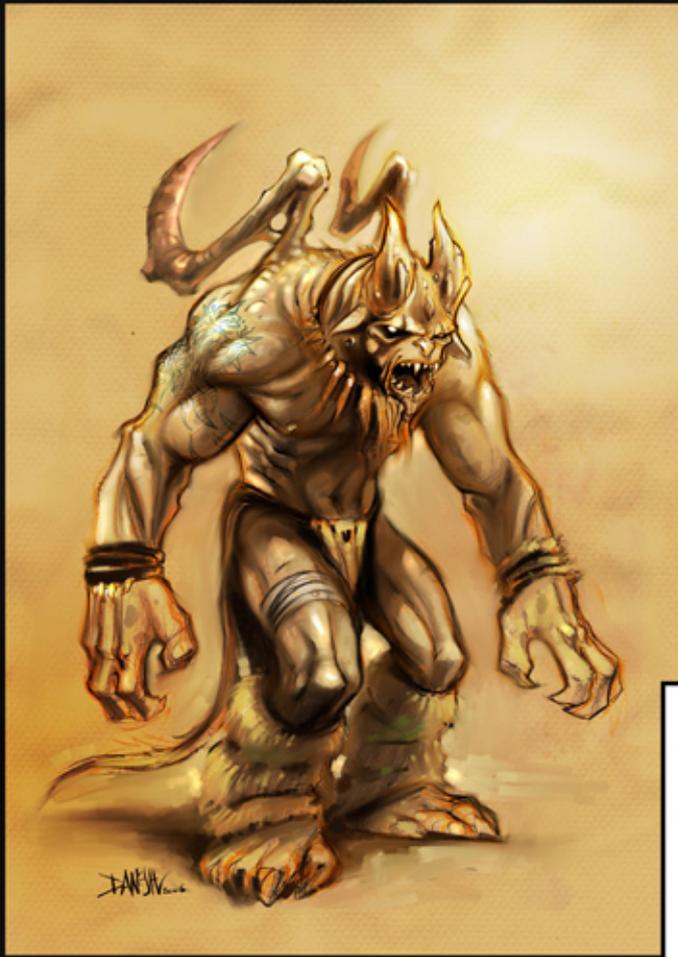


VILLAINS

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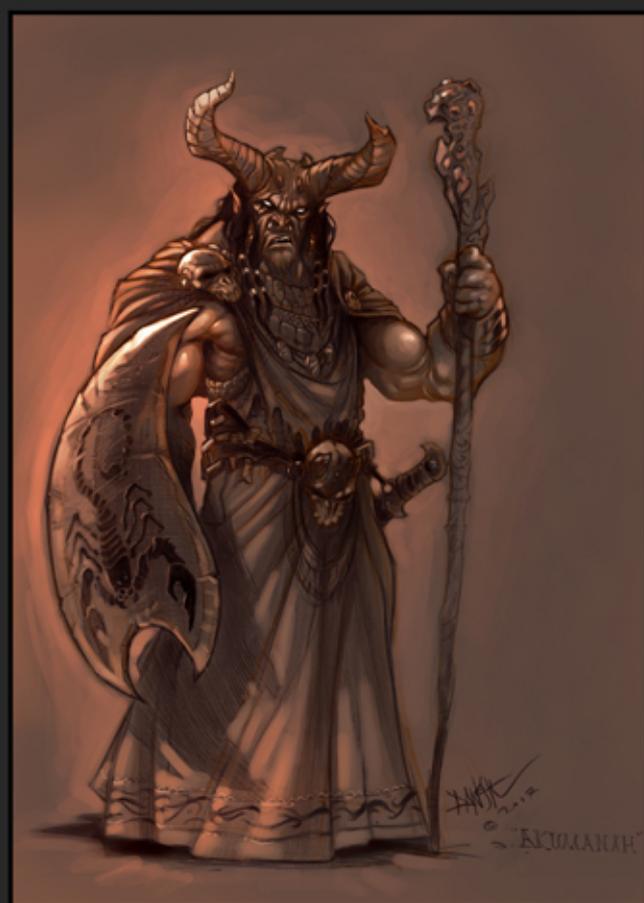


DEEV'S SKETCHES

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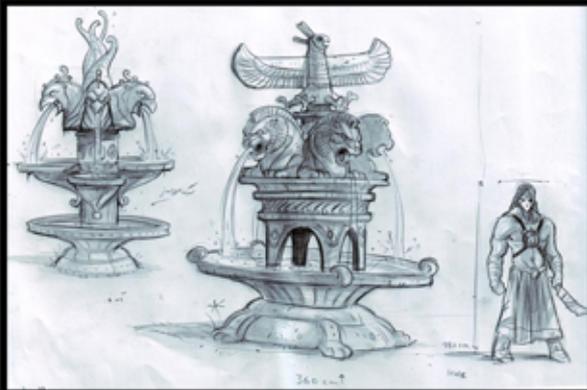
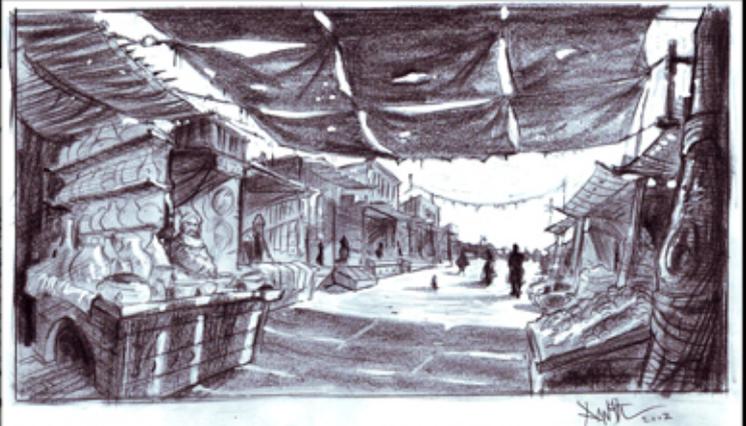
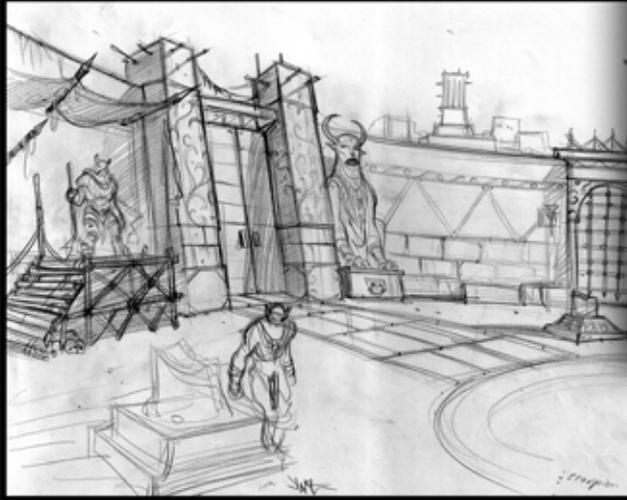
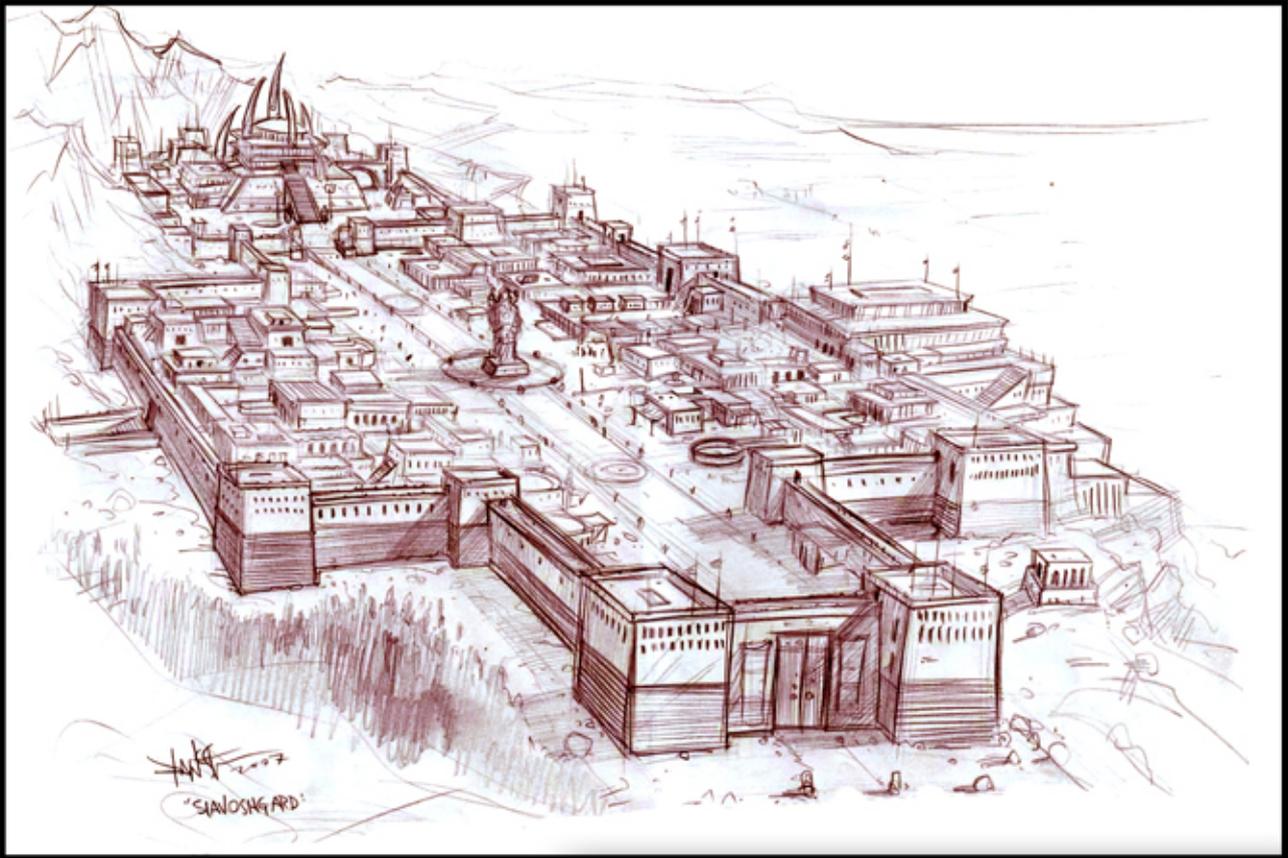
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ENVIRONMENTS

CONCEPT ART AND VISUAL DEVELOPMENT



ARYASP

GARSHASP

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ARYASP

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ARYASP

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„DOWN THE TREES.“



HOUSPA JUNGLE

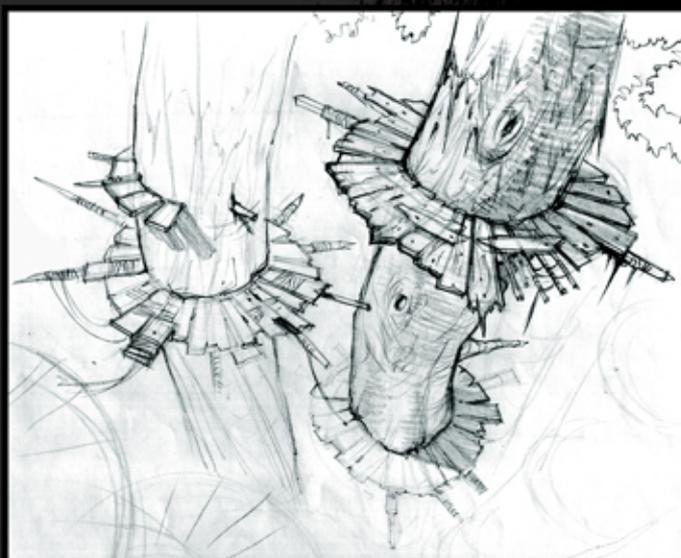
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THE ROAD INSIDE THE LAGOON



HOUSPA JUNGLE

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HOUSPA JUNGLE

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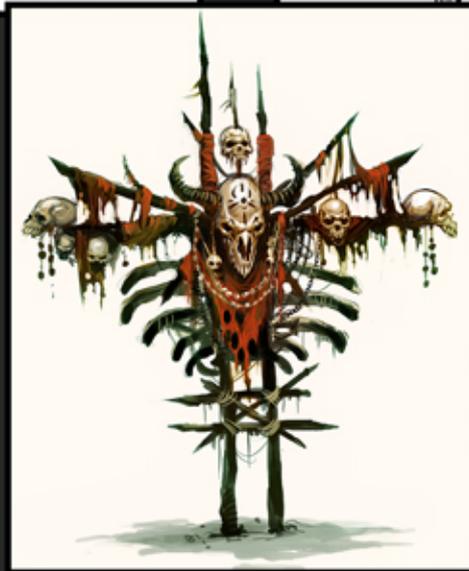


HOUSPA JUNGLE

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HOUSPA JUNGLE

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HOUSPA JUNGLE

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FARANBAGH

GARSHASP

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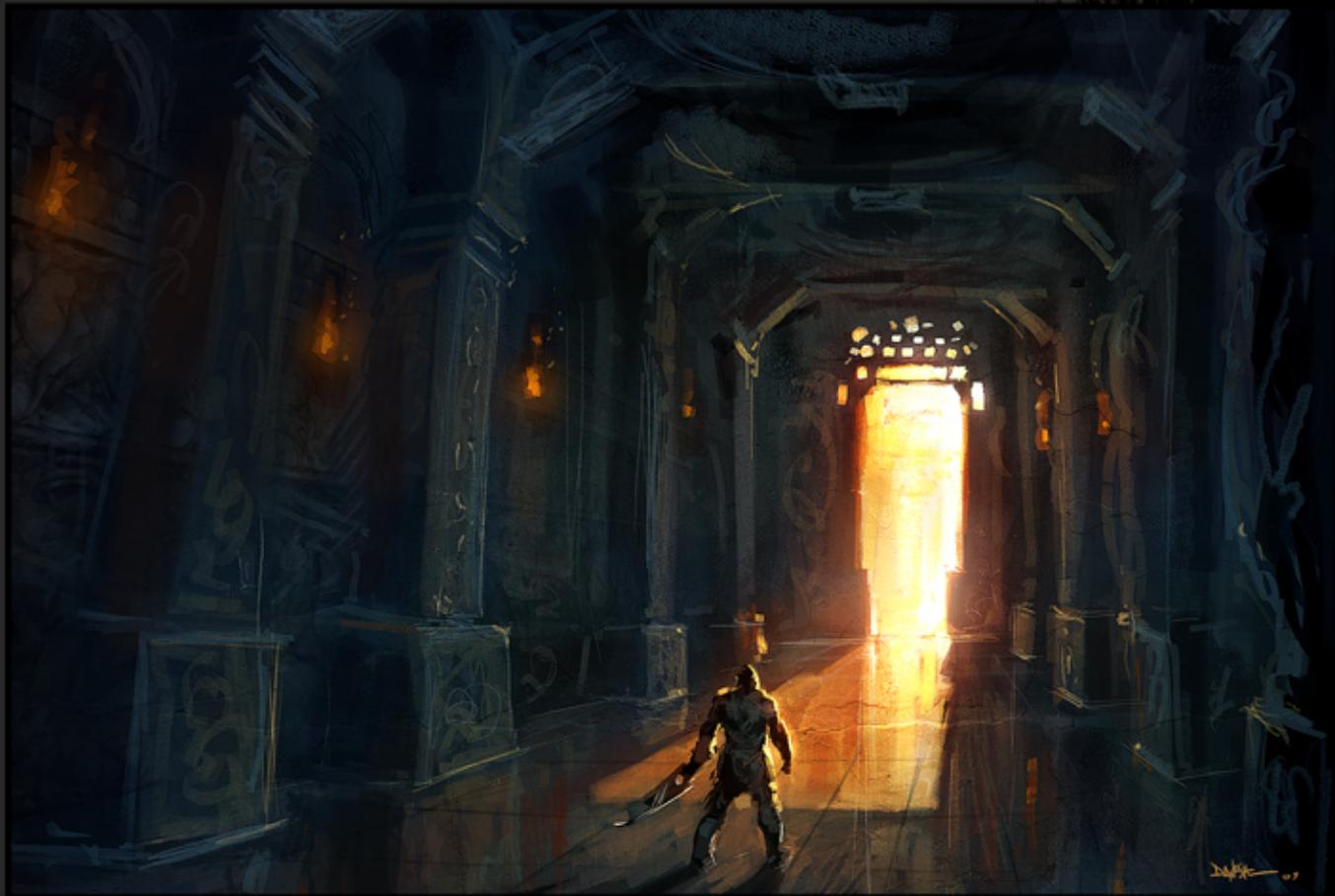
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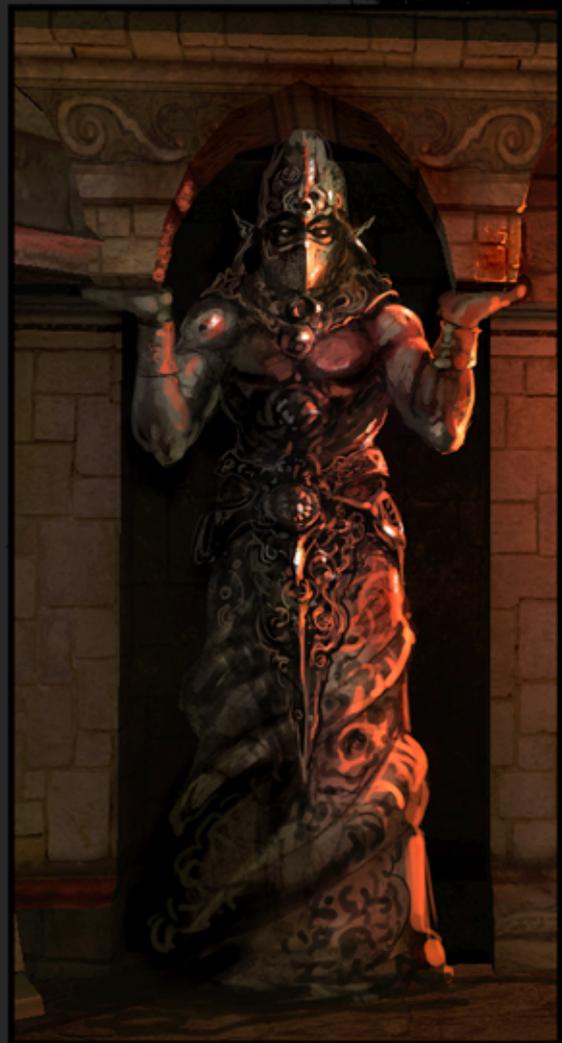
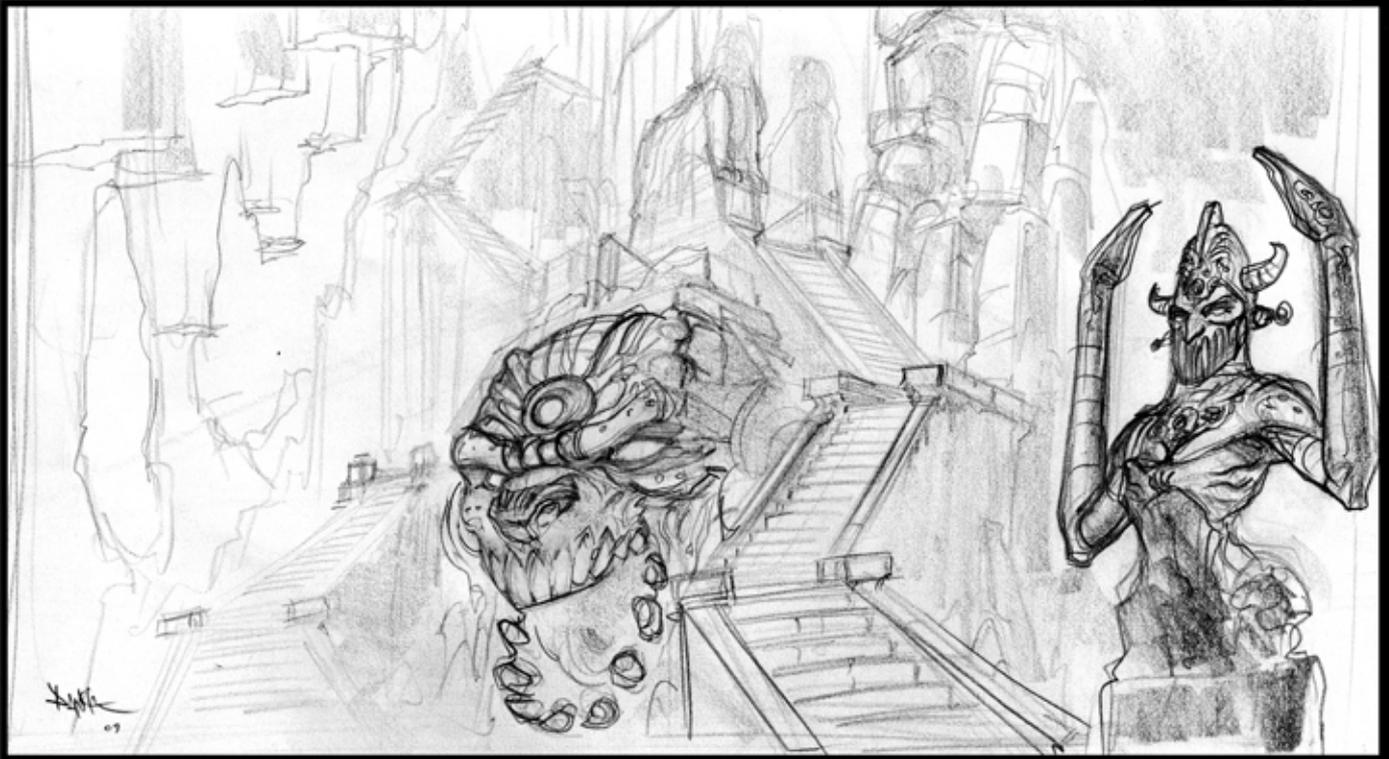


FARANBAGH

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FARANBAGH



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FARANBAGH

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FINAL HIT

GARSHASPE

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3D MODELS

CHARACTERS
ENVIRONMENTS



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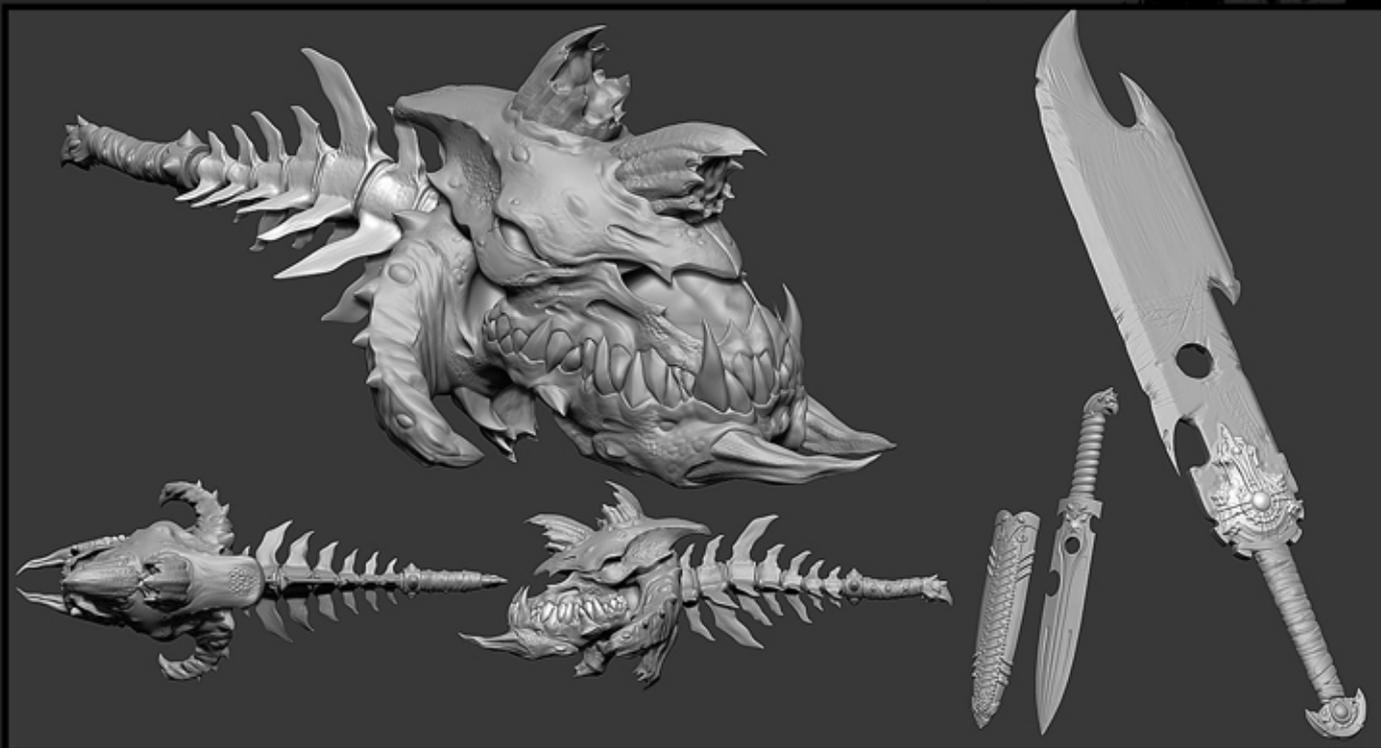


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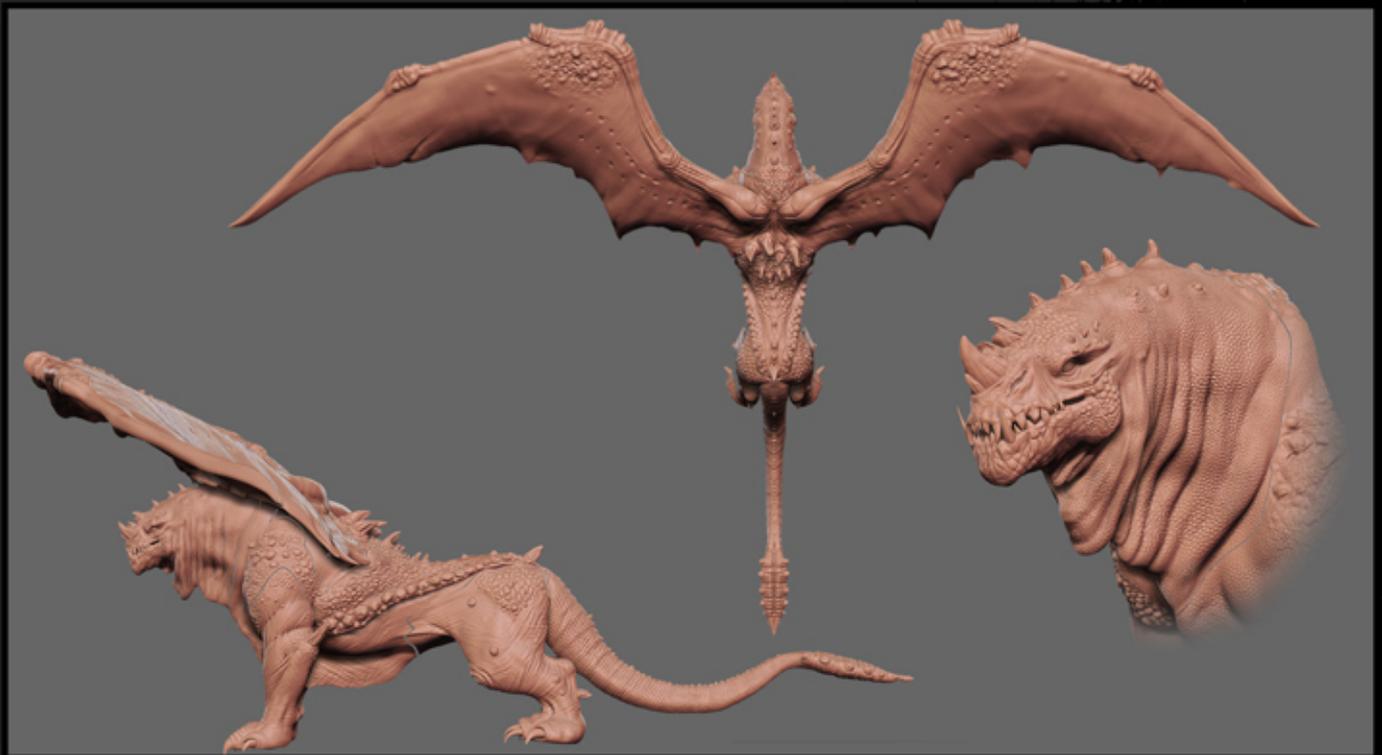


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HITASP



GANDARAVAH



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VILLAINS

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ARYASP
IN-GAME SCREENSHOTS

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HOUSPA JUNGLE
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JUNGLE PROPS
IN-GAME SCREENSHOTS

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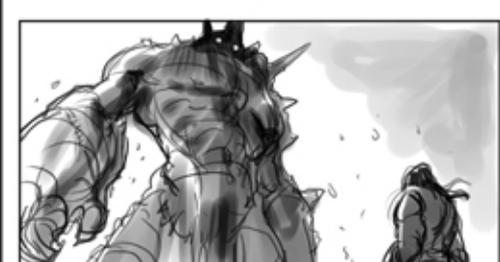
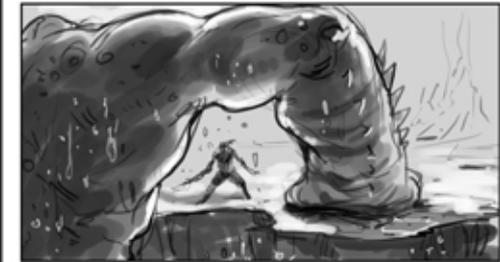
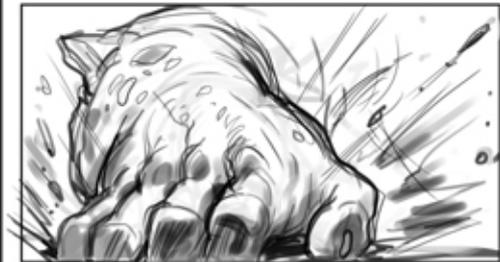
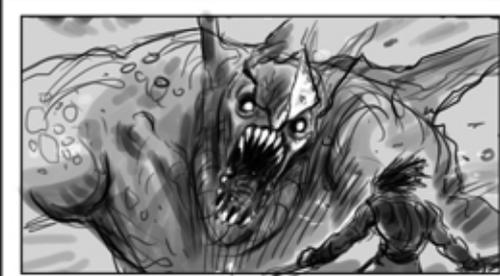
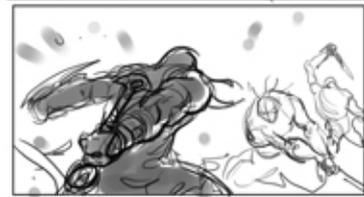
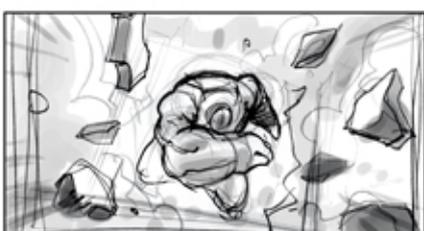
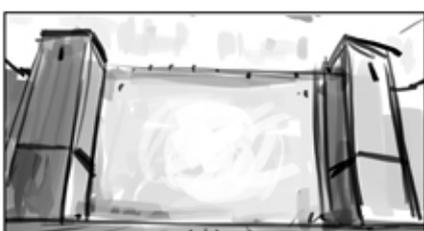
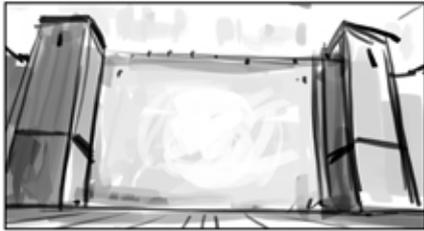
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CINEMATIC

STORYBOARDS
DEVELOPMENT



GANDARAVAH

ARZOR ENTRANCE

GARSHASP

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KILLING ORVAKSH. OPENNING CUT SCENE

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ARZOR ENTRANCE

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HITASP'S RELEASING MONSTERS

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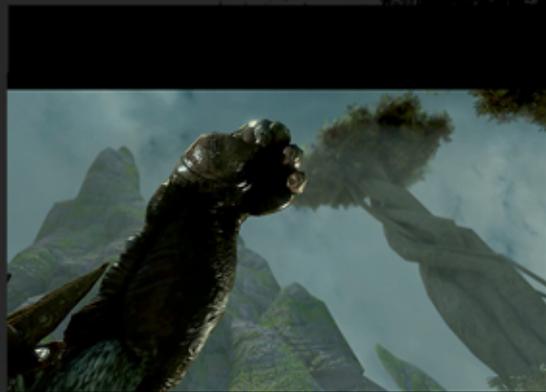


JUNGLE

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GANDARAVAH

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AMISH 10

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