

"Nobody travels through these woods. They are barren. The itinerants, who tell of ancient beings that traverse the upper valleys, prefer to roam the lower meadows, which are greener and more bountiful, and where the trees grow steadily in tufts along the Greatest River, cicadas sing and birds chirrup. These meadows are abuzz with life, for the creatures there are docile. There, they do not fear the Iktha. Unlike the nomads, those innocent pastoral wanderers, who speak of death in dull undertones. They fear this place: they say a long and restless sleep befell it years ago and snuffed the life from everything—earth, trees, rivers. What little life remains is poisoned. Nightmares blossom from each crack and crevice. Shadowland, their name for it, the home of Great Iktha. Others have tried and failed to wring the seed of life from this place. All perished.

But not I.

I will be the first."

"When the nomads first visited, they found a roiling ecosystem. The essence of Iktha was a life-force which one felt in every living being, from the soaring cedars down to the smallest bectale. The vitality was tangible. At times, it is said, one could see the vitality, in the dawn or twilight hours when the walls between worlds was thinnest. The nomads describe it as being lava-like and claim that it caused the earth to open and reveal Iktha. Imagine—mighty Iktha, there in the flesh.

Alas, their forebears lacked fortitude. The face of Iktha proved too great a burden for the nomads and their wild yet prelapsarian sentiments. They fled, leaving Iktha hidden from the world of mortal races."





"From confusion, despair.
From despair, hatred.
From hatred—finally, implacably—rage."

"Had they sensed the scale of destruction that would follow their rejection of the Iktha, the vastness of it, the depravity, the nomads might have acted differently. They might have faced the Iktha, loved it, cherished it. This matter is of little interest. It is not for us modern folk to plumb the minds of our ancestors. How does one judge an entity whom history has deemed mindless? No, let us not ask silly questions. Instead, let us ask of mighty Iktha: to what objective is your rage directed?

Having solved that mystery, then, and only then, shall I say to Iktha:

Let me serve you for eternity."





"Iktha reaches out to me. Its voice is fire in my sinews. I wish to speak—to remonstrate, to bare my sins and beg forgiveness from my god, my saviour and tormentor. I must not hesitate. I affirm my readiness: Here I am, O Ye Abased. Send me hither with your Message. Fear not but I will spread your gospel even to the ends of the universe."

"Suspicion haunts my enemies. The nomads cross themselves. Come midnight, all the world is watching as the Iktha spreads its mighty wings and stakes its claim upon the earth, oozing out and downward. I can hear the nomads screaming. Their cries are silent, pitiful. They are breathless with anticipation, like a wary shepherd who has led his flock into a field of leopards. Suspicious, hateful beings. The Iktha fills them up. Once satisfied, their minds are quiet and their screaming drops to dull and distant murmurs. They are calm and equable. Sleep, I tell them; sleep and let suspicion rest. For I am that which chaos ends and all that ends is my territory.

I am knowledge.
I am Iktha."

~ words by Matthew Winfield







Environment Layout



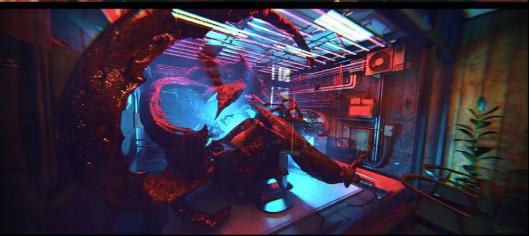
IKTHA METAMORPHOSIS

Project: "Reception"



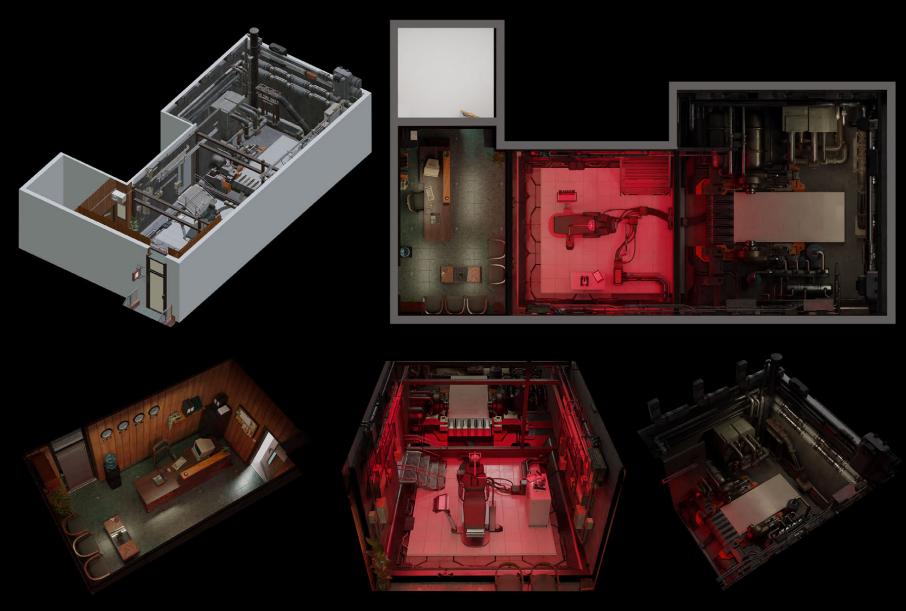








Project: "Reception"

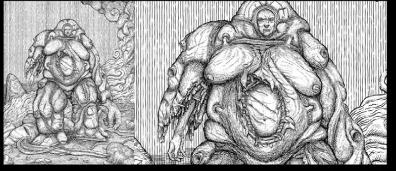


LARD CORP | Modelled in ZBrush and Blender.









Concept Sketch.

SIN MOTHER | Environment modelled and composited in Blender.



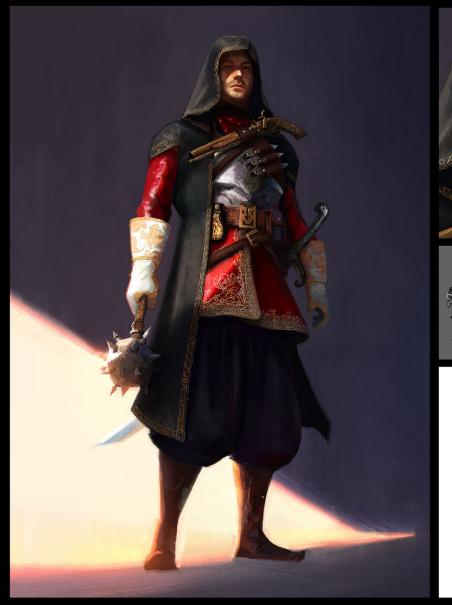








Project: "Dmytro Sokolyuk" | Zmiy Studios





## CREEP FAN ART | Storyboards

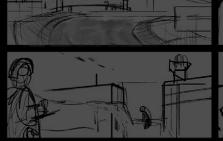


Creep Character Details.















References.



Modelled in Blender with paintover in Photoshop.

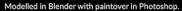








Layout Option 2.







References

Exploration

Personal Project #1 ZBRUSH Character Model

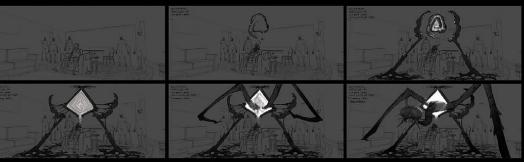












Project: GOOGLE | Heroes of small business















**CONCEPT ARTIST** 

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Project: ITV | Drama vs Reality









