# NEVER ALONE: THE ART AND STORY OF THE PEOPLE



Dima Veryovka Art Director

Sean Vesce Creative Director









#### AGENDA

- Introduce Never Alone
- Visual Style Development
- Cultural Infusion
- Impact



# Sean Vesce Creative Director

Conceptualization, Design and Direction Cultural Ethnography Studio / Project Management























#### <u>Dima Veryovka</u>

Art Director

Concept Art Visual Direction and Design Art production / Management





# Games for Evolving Minds

































# CULTURAL AMBASSADORS







## BACKGROUND









#### KEY VISUAL GOALS

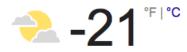


# ...first WHO ..then HOW

# THE INUPLAT



Barrow, AK Wednesday 6:00 PM Partly Cloudy







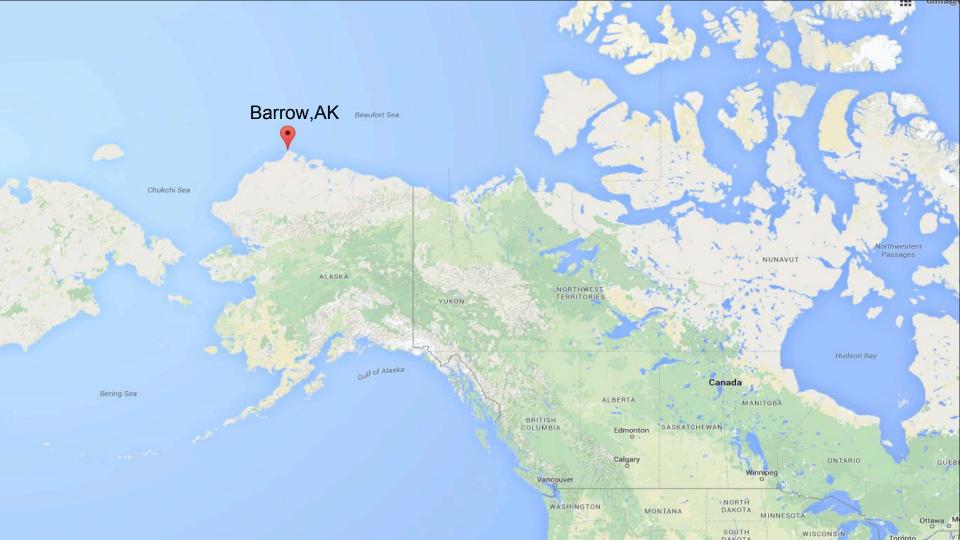














Barrow, Alaska (May 2014, 2pm)



Barrow, Alaska (May 2014, 2am)

















COMMUNITY YOUTH













































# COMMUNITY EVENTS

# ...we got INSPIRED



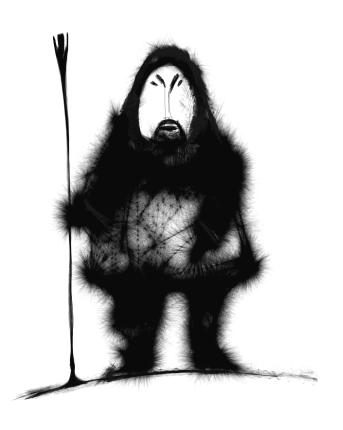








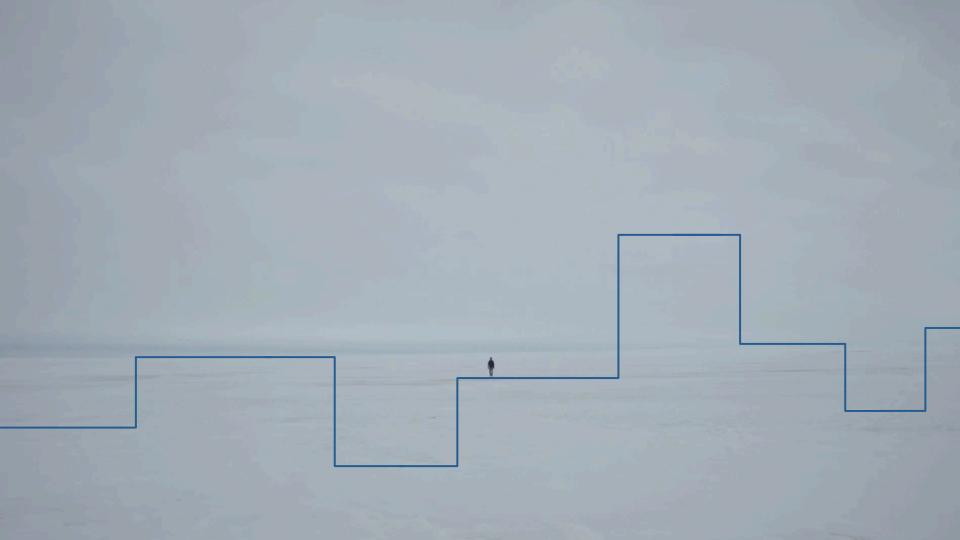


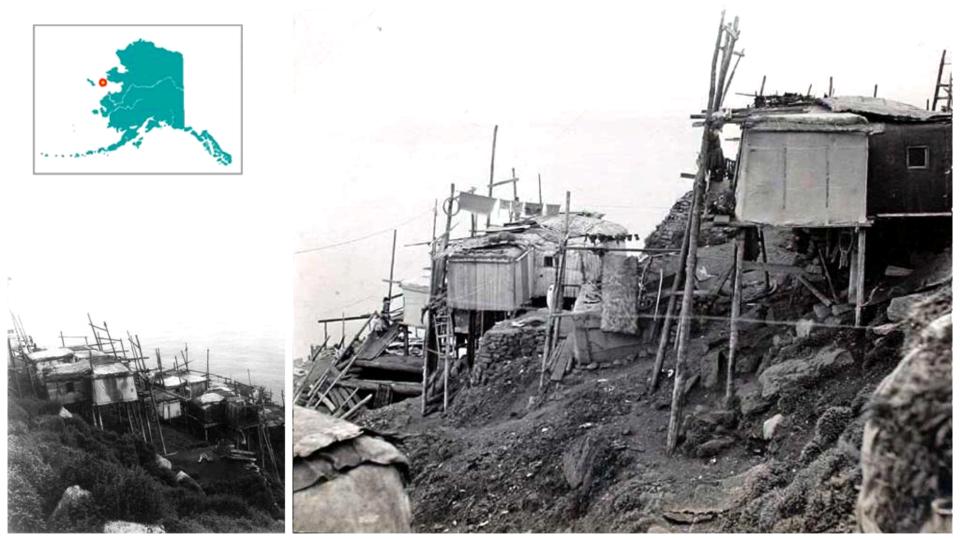


### KEY VISUAL PRINCIPLES

- Atmospheric
- Soft
- Authentic colors
- Handcrafted













## TUNDRA PALETTE

















#### VILLAGE PALETTE











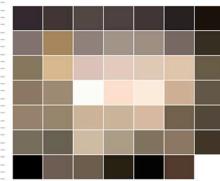
**Medium Color Palette** 



**Dark Color Palette** 



**Complete Color Palette** 





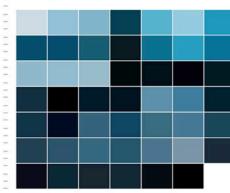
#### ICE CAVES PALETTE







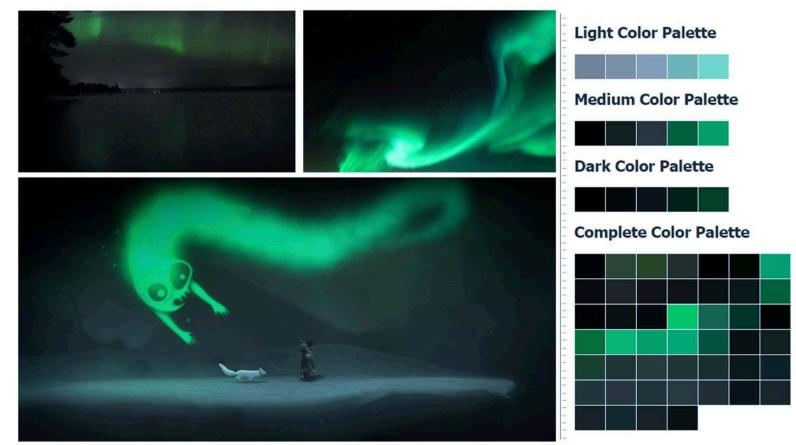








## COASTAL VILLAGE PALETTE







## NORTHERN LIGHTS

## CHARACTER DEVELOPMENT











































## WORLD OF THE SPIRITS



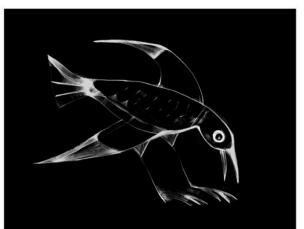




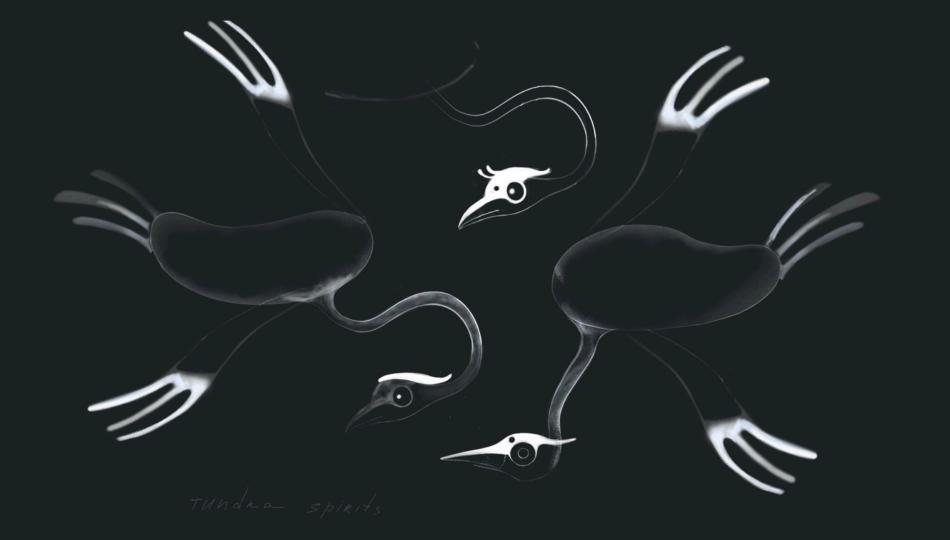














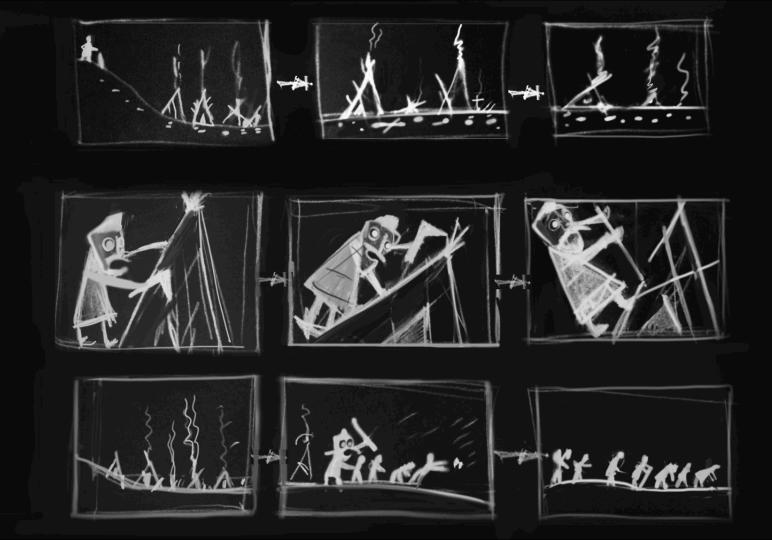














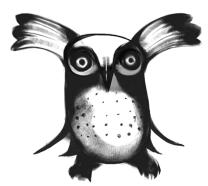


## IMPORTANCE OF INCLUSIVE DEVELOPMENT





# QUAYANA (THANK YOU!)



<u>neveralonegame.com</u>