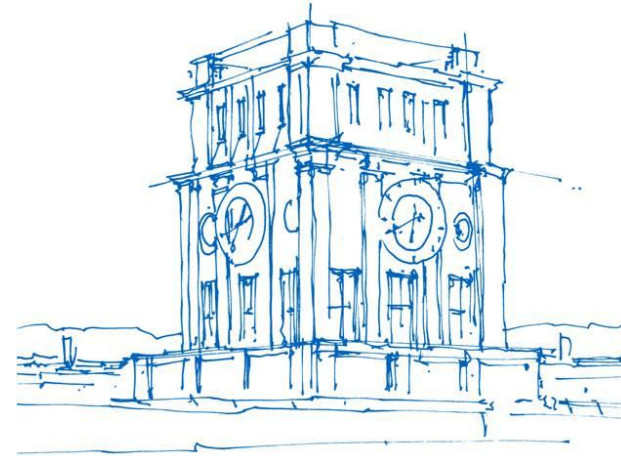


# Concept Art Zwischenstand

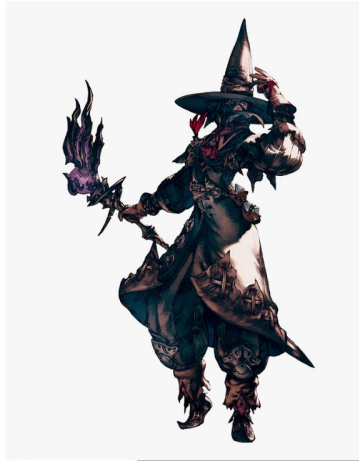
Philipp Havemann

Technische Universität München

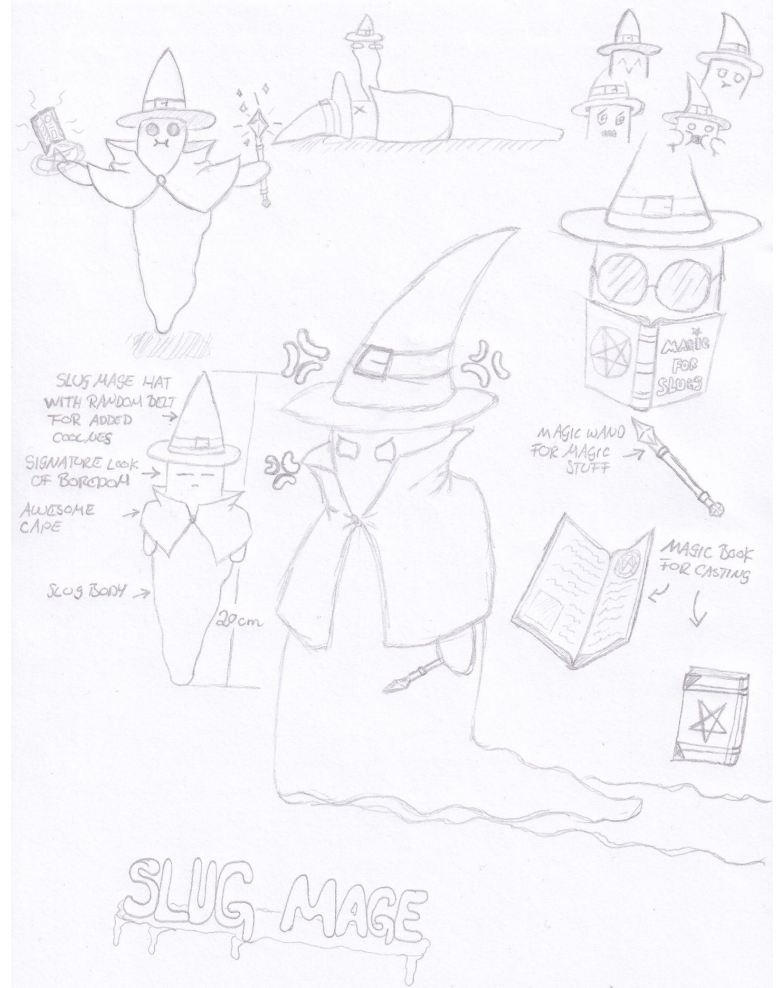
Concept Art und Game Design



*Uhrenturm der TUM*

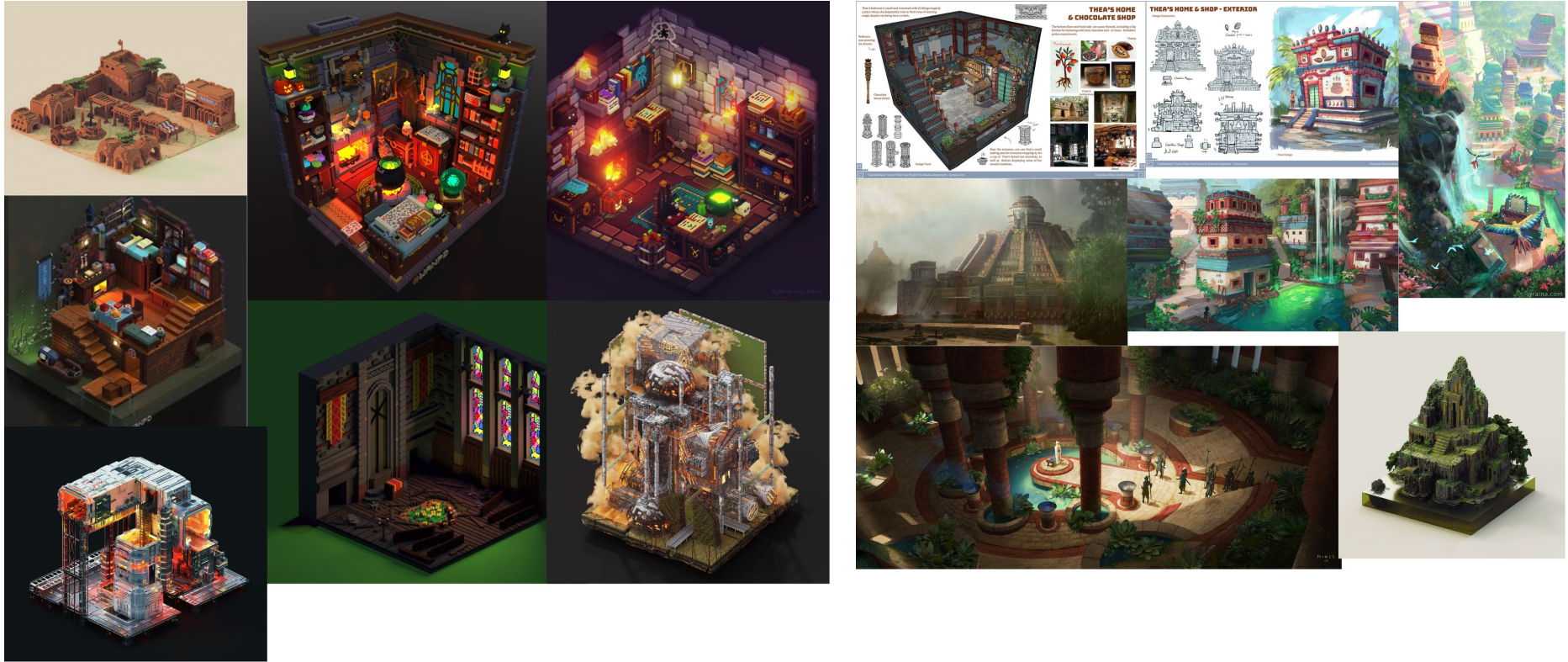


# Character Slug Mage

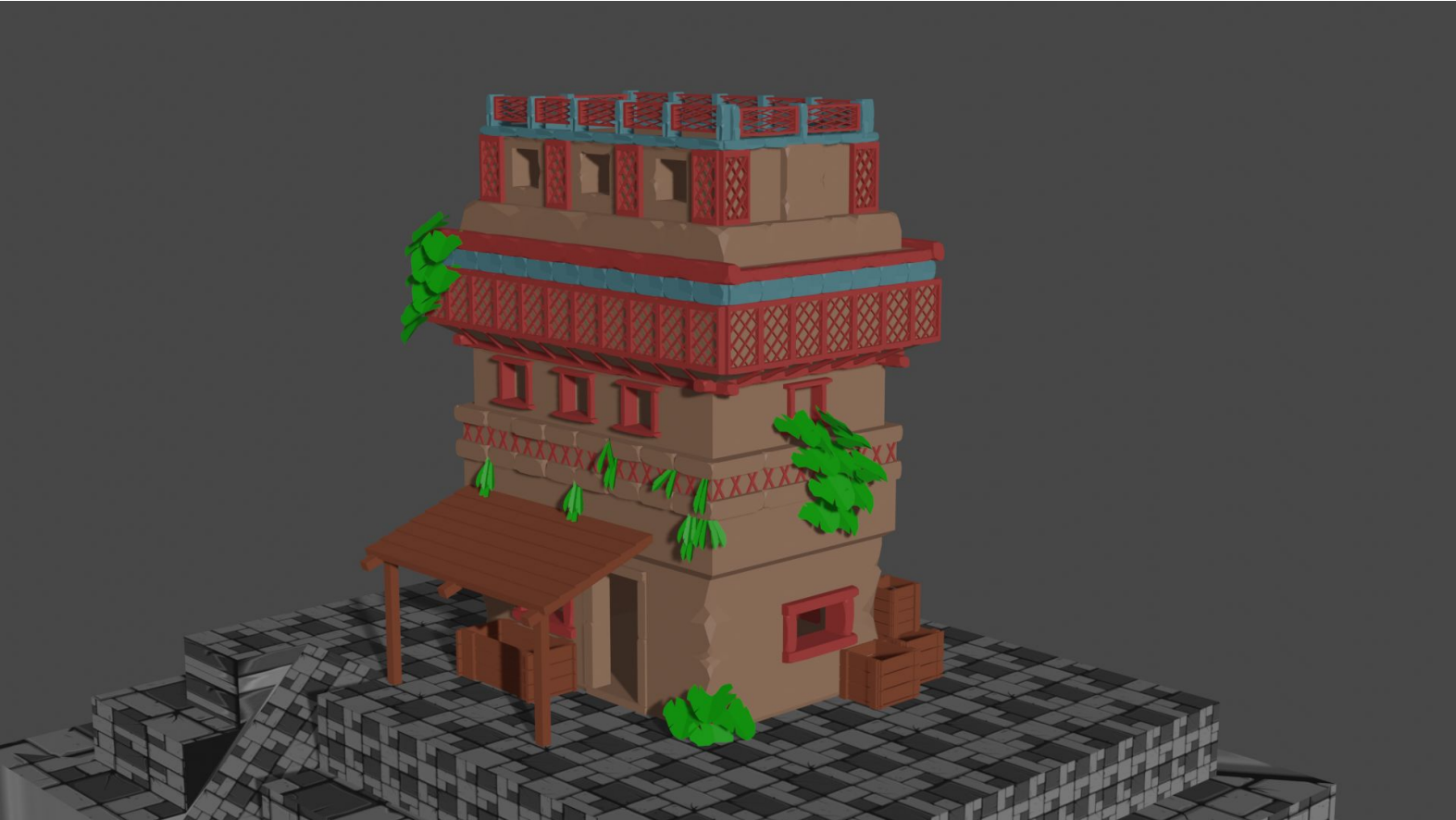




# Moodboard Buildings and rooms



# Stand Zwischenabgabe:



Final:



Final:





Final:



# Assets:

