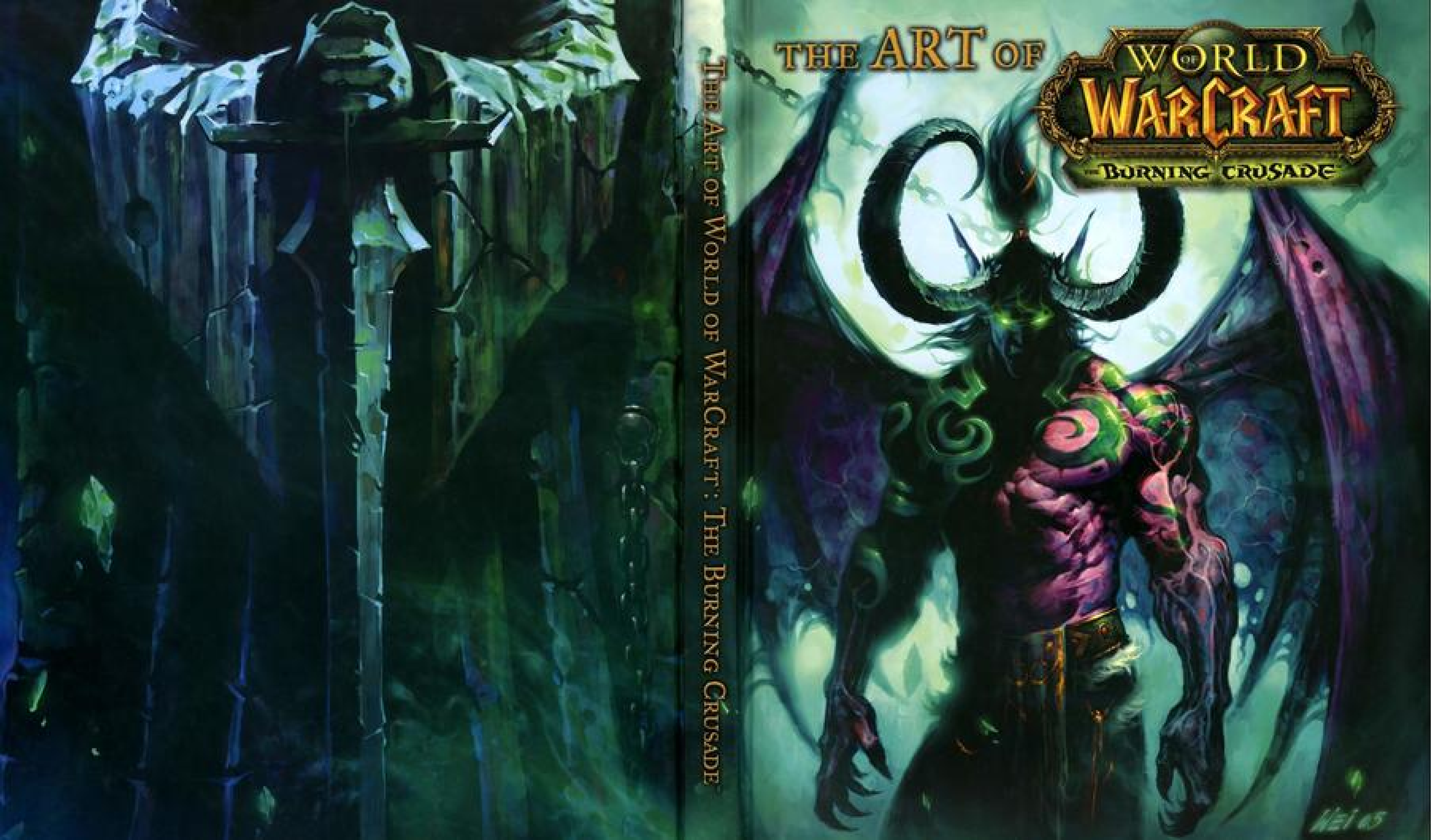

THE ART OF
WORLD OF WARCRAFT
THE BURNING CRUSADE
THE ART OF WORLD OF WARCRAFT: THE BURNING CRUSADE

PG. 2 – RACES

PG. 24 – NEW WOW ART

PG. 38 – ENVIRONMENTS

PG. 112 – MONSTERS

PG. 148 – WEAPONS/ARMOR

PG. 184 – CINEMATICS

PG. 198 – CARD ART

Races

Blood elves

BLOOD ELF GUARD

Blood Elf Hairstyle
Hipster
Barber
Gallic
Tousled Be
Ranger
SAMWISE

BLOOD ELF ELITE
GLENN RANE

Draenei

DRAENEI FEMALE

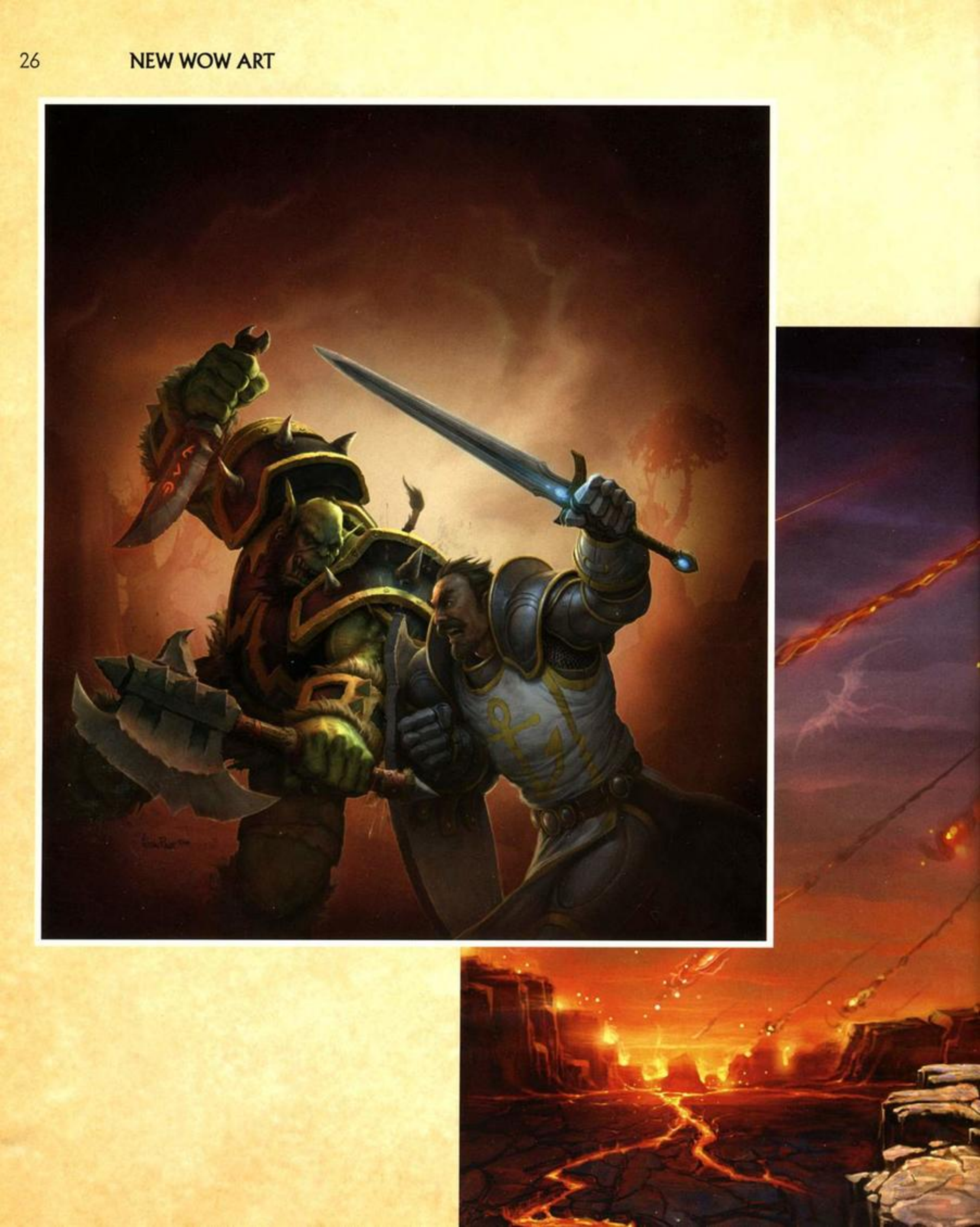
DRAENEI BROKEN

Nakeuraroo
Morrigan
DRAENEI DEVOLVE

Punk
Anime

06
RANE

New WoW Art



2005

GLENN RANE

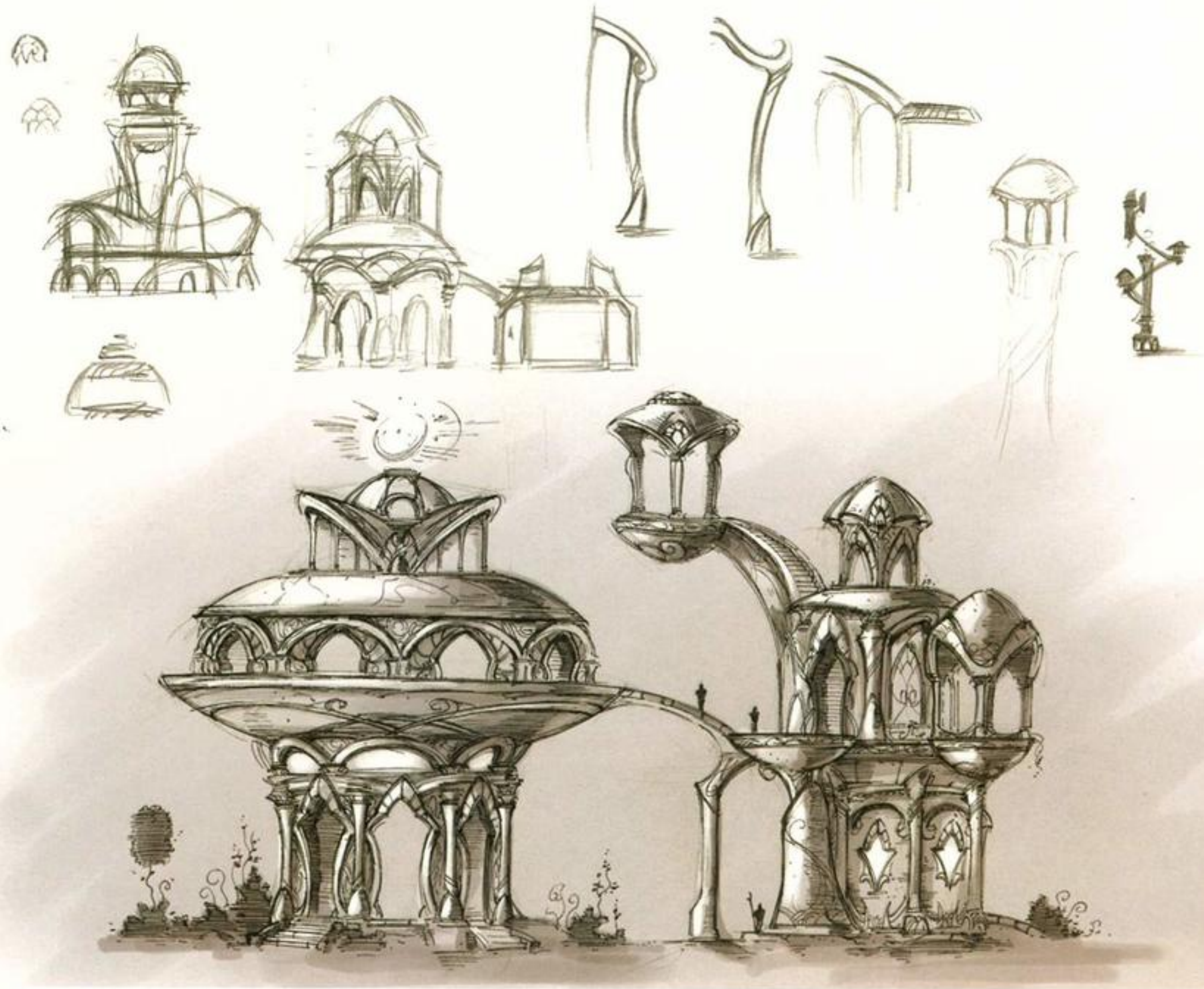
PETER LEE

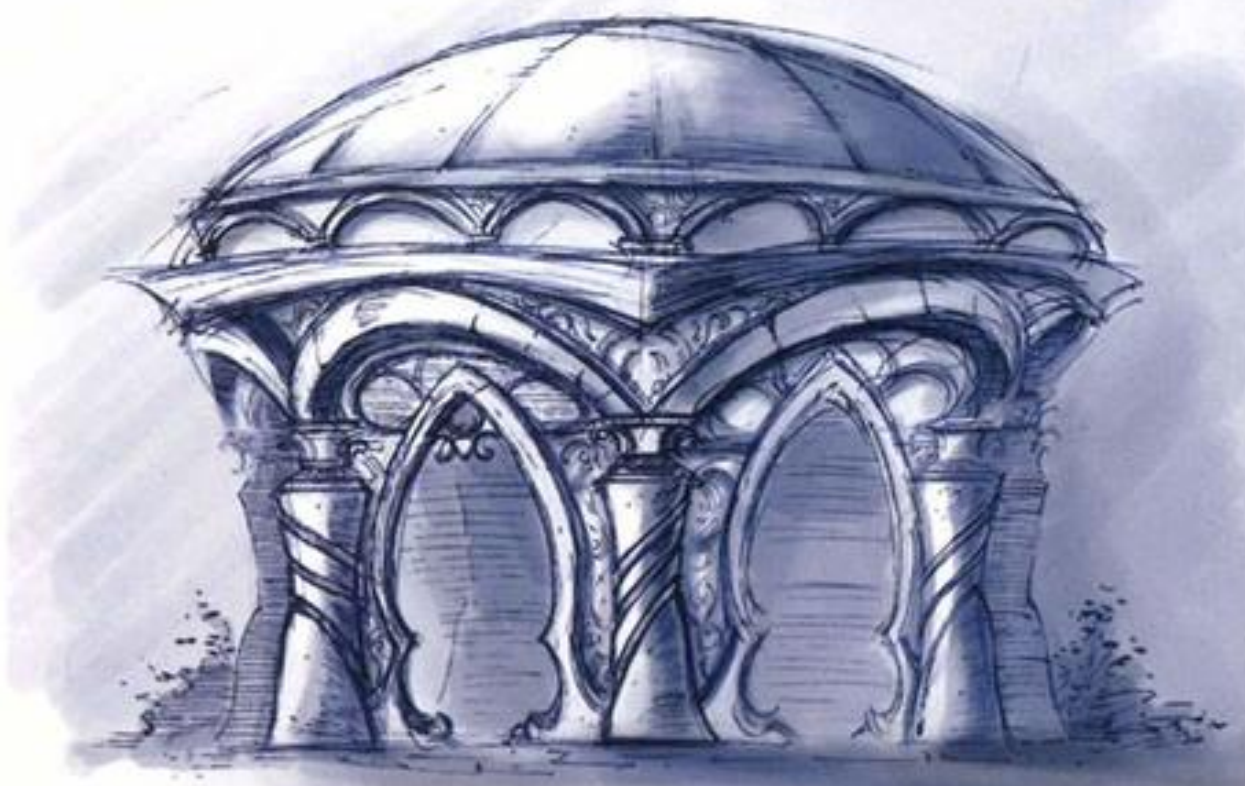
PETER LEE

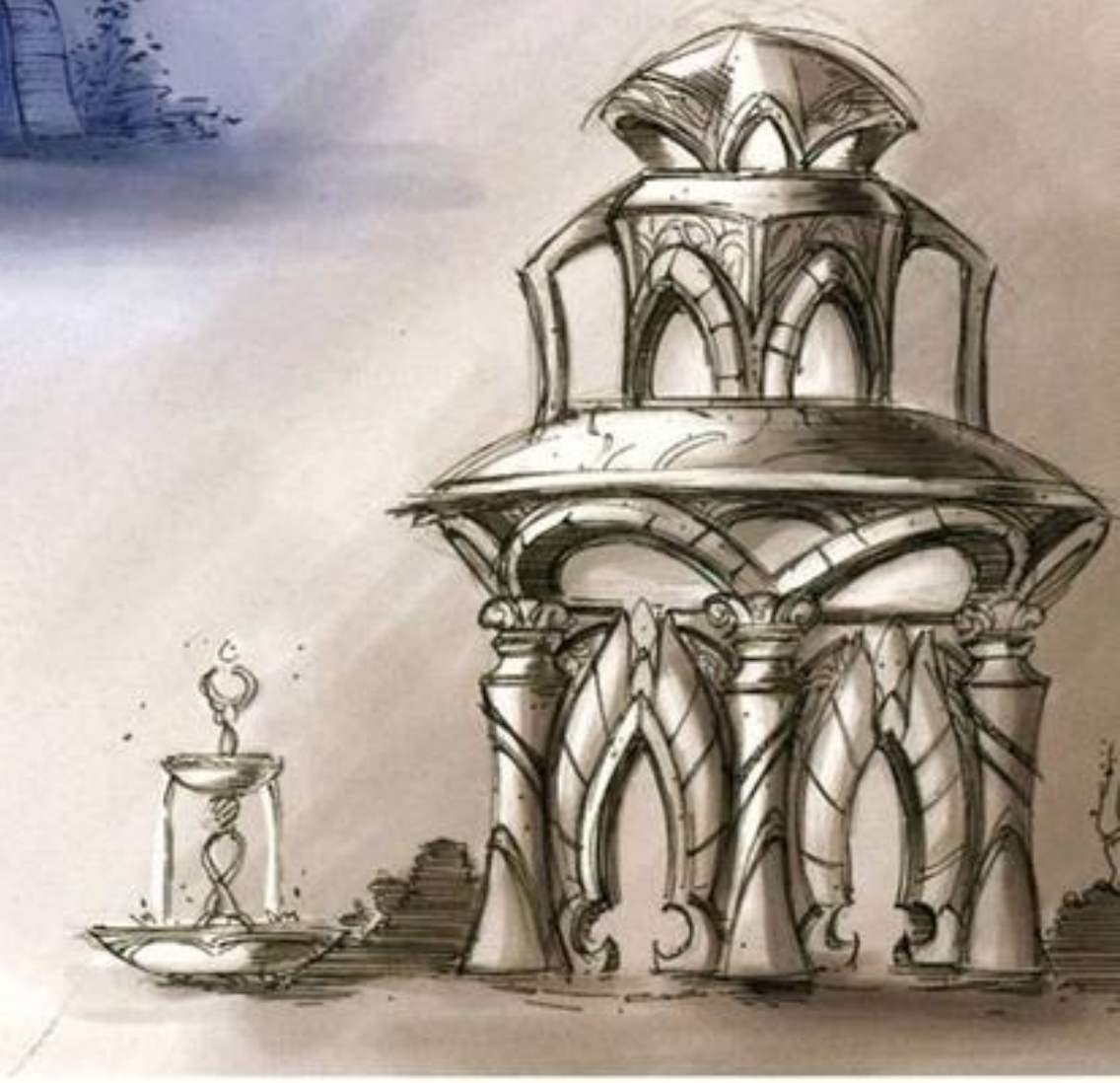
Glenn Rane

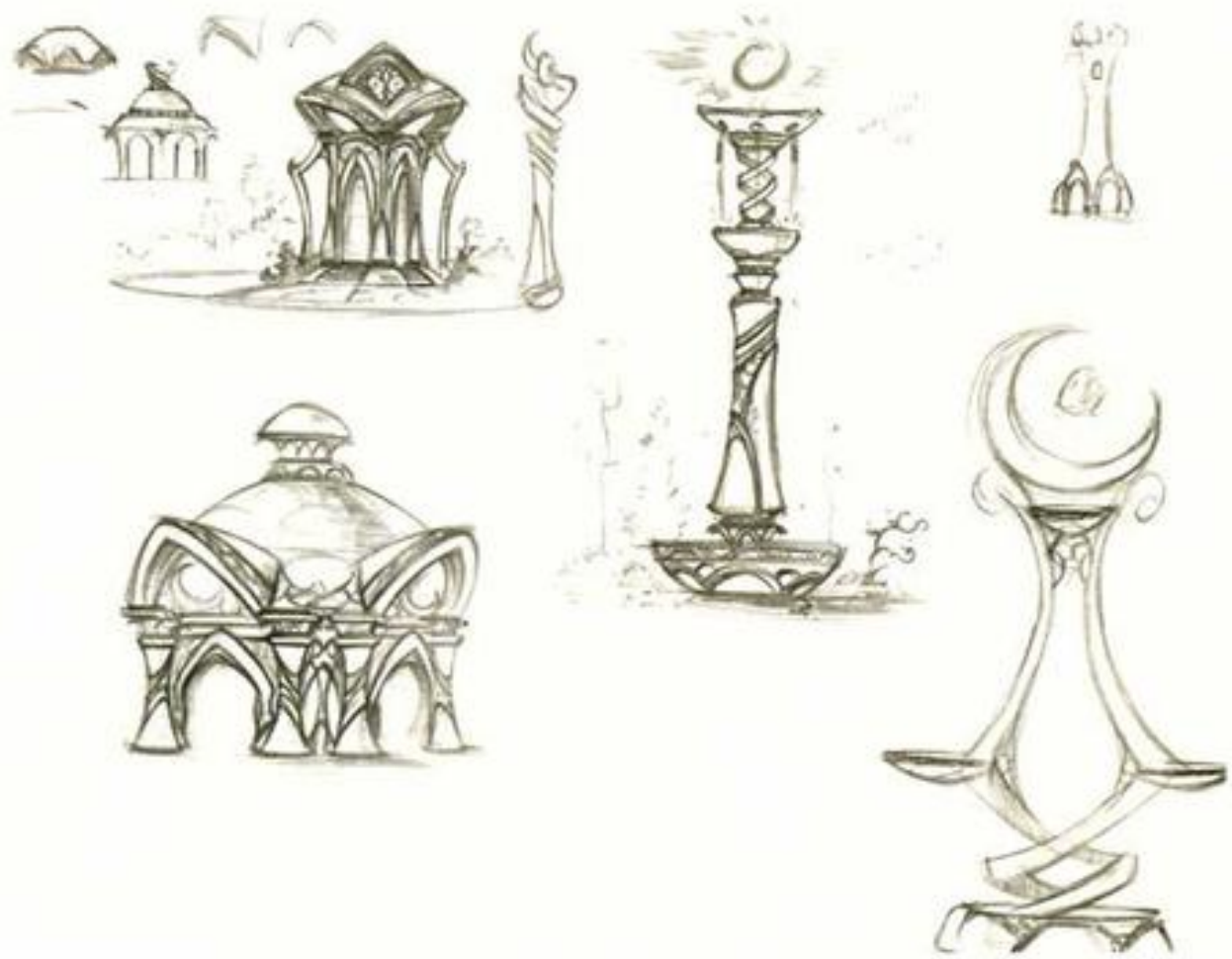
GLENN RANE 06

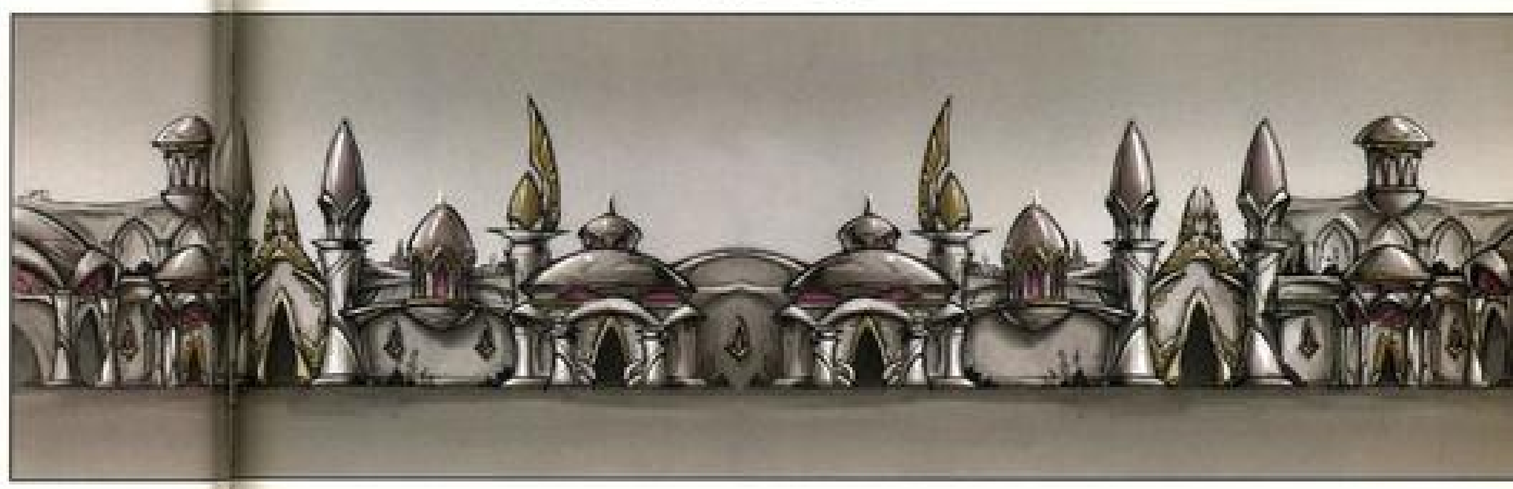
Environments

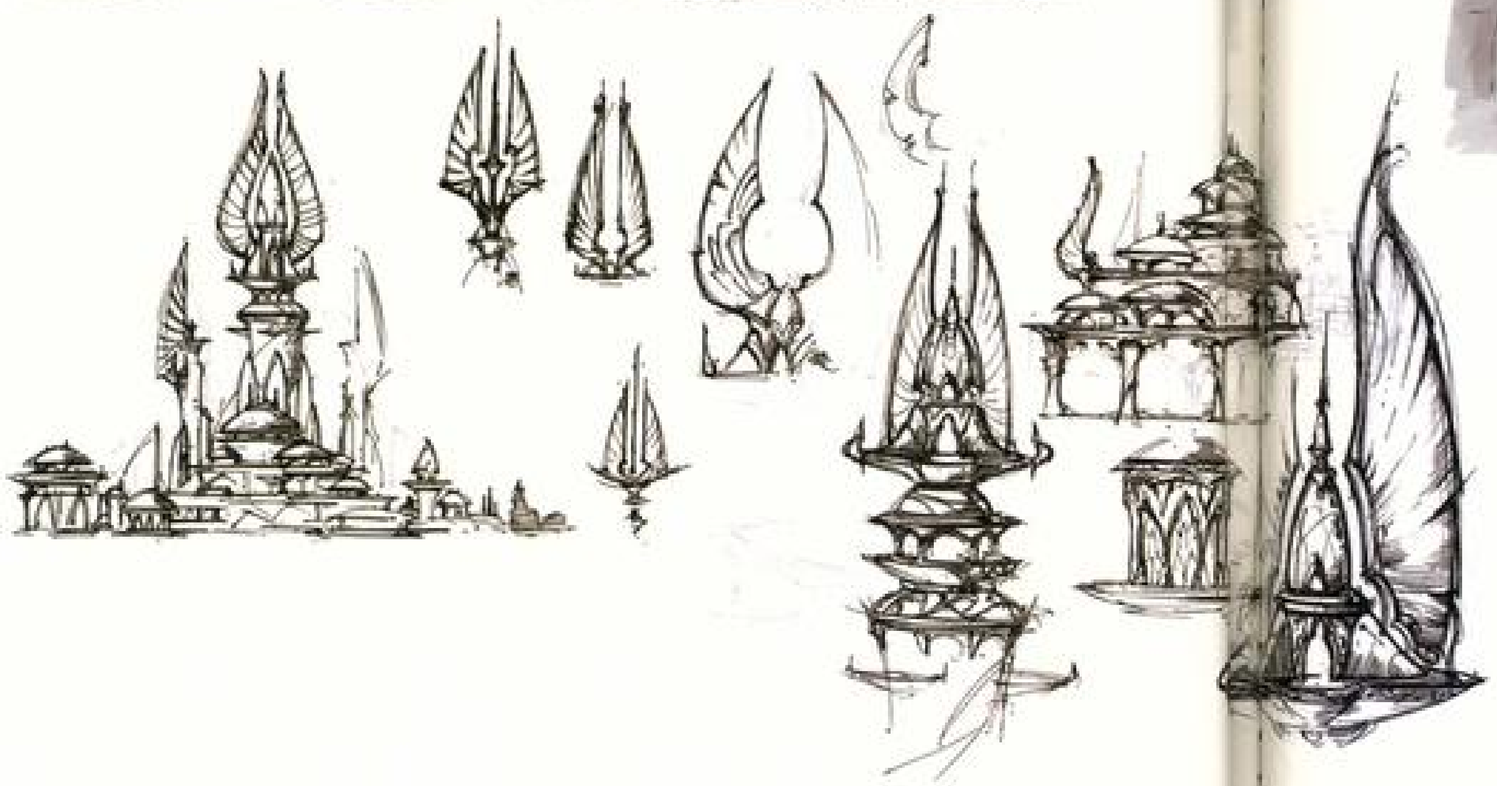












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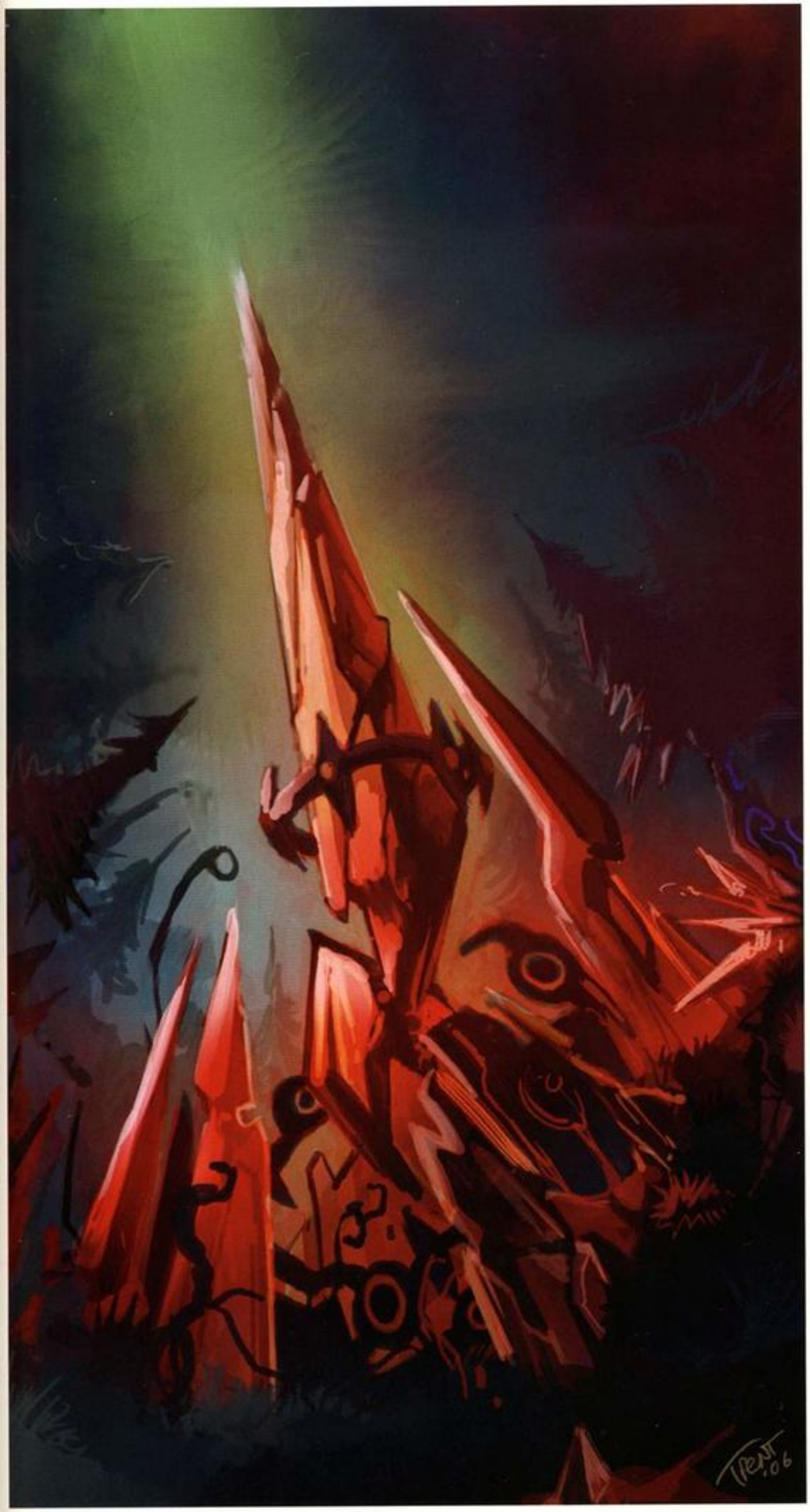
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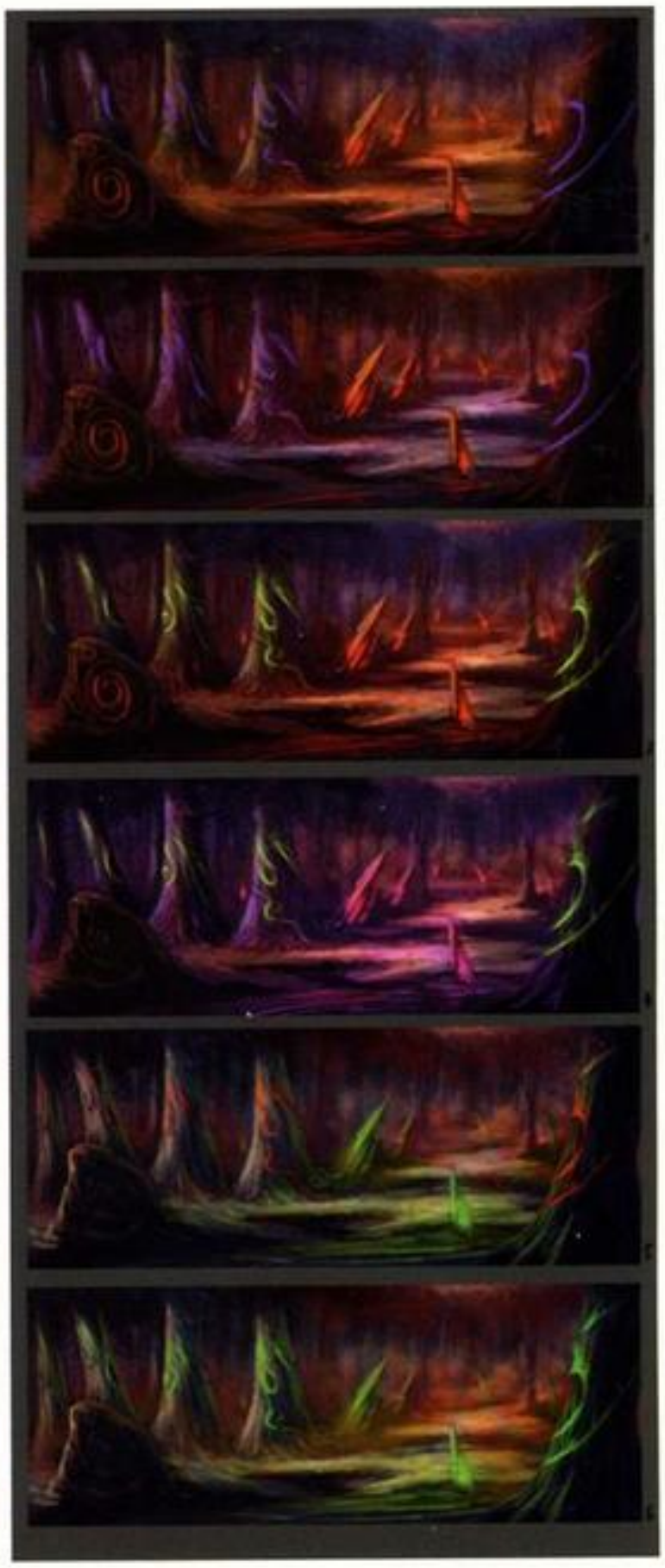
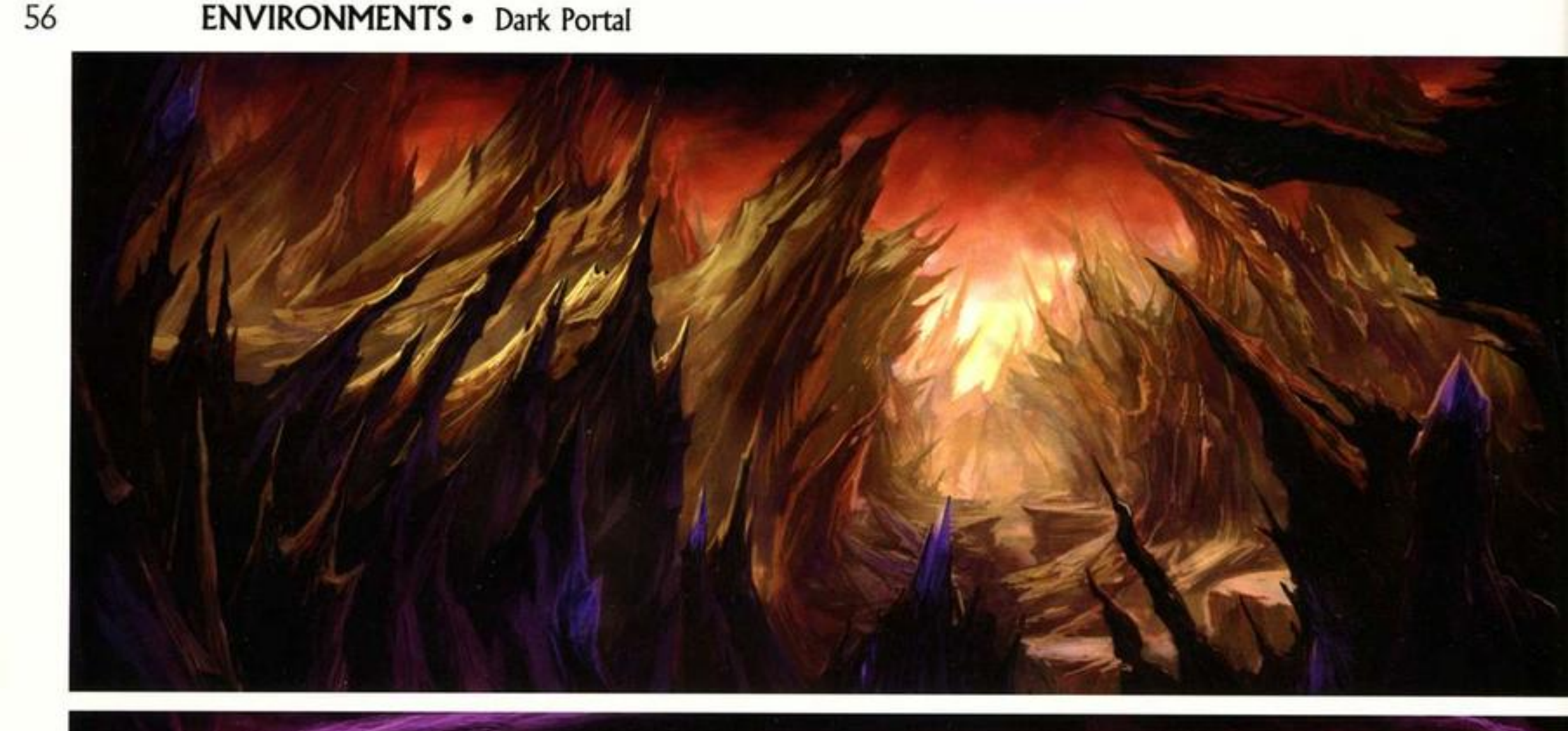
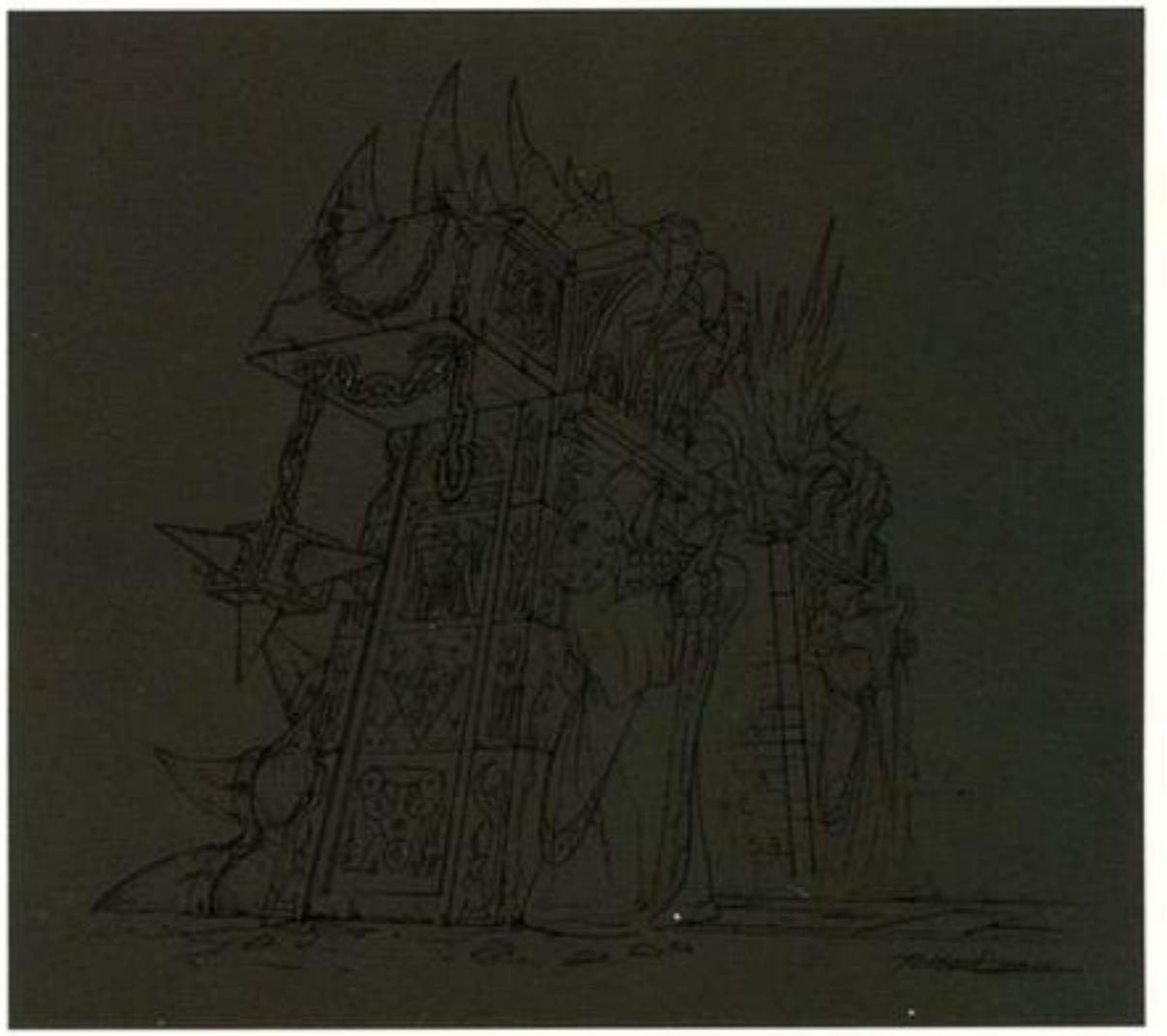
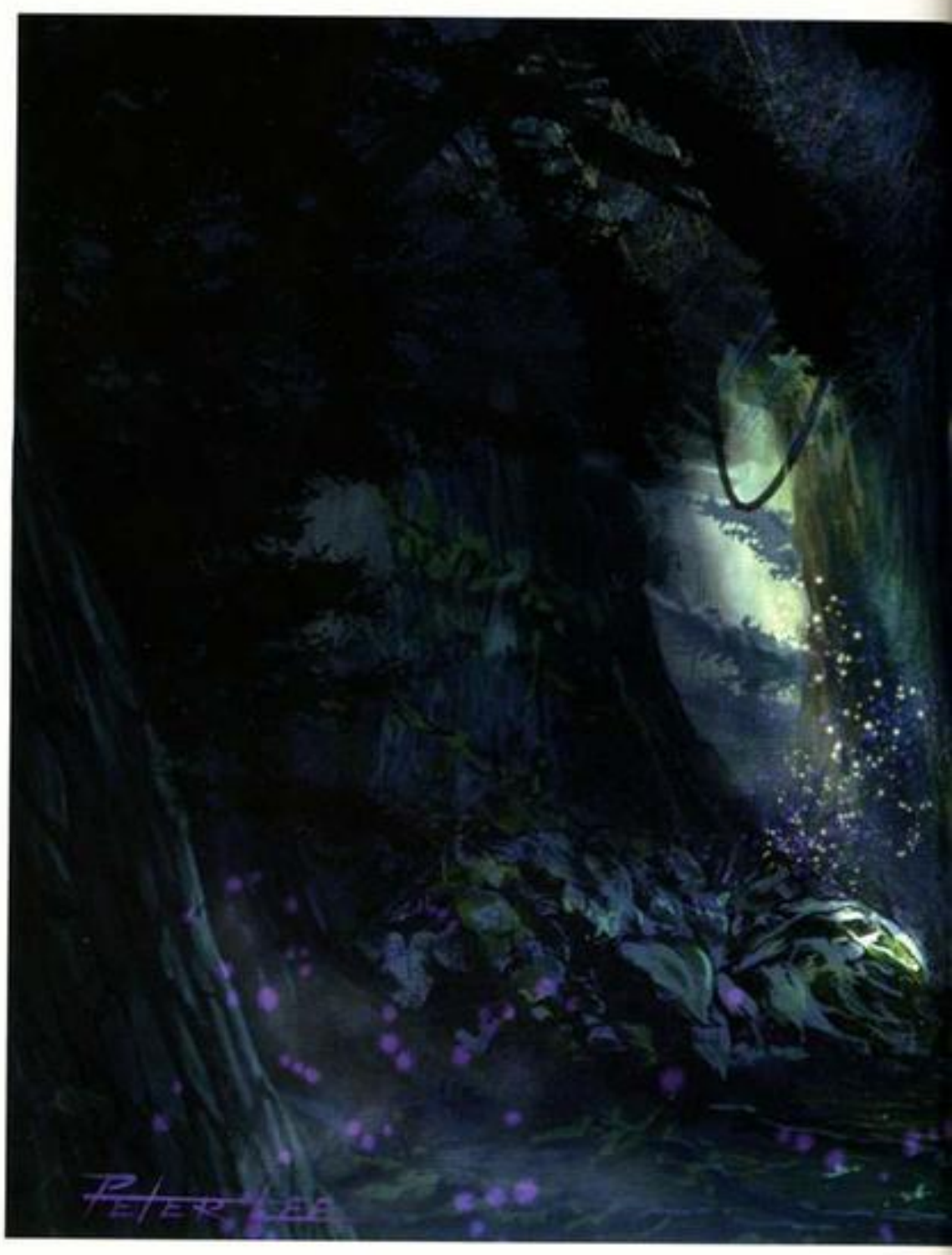
06



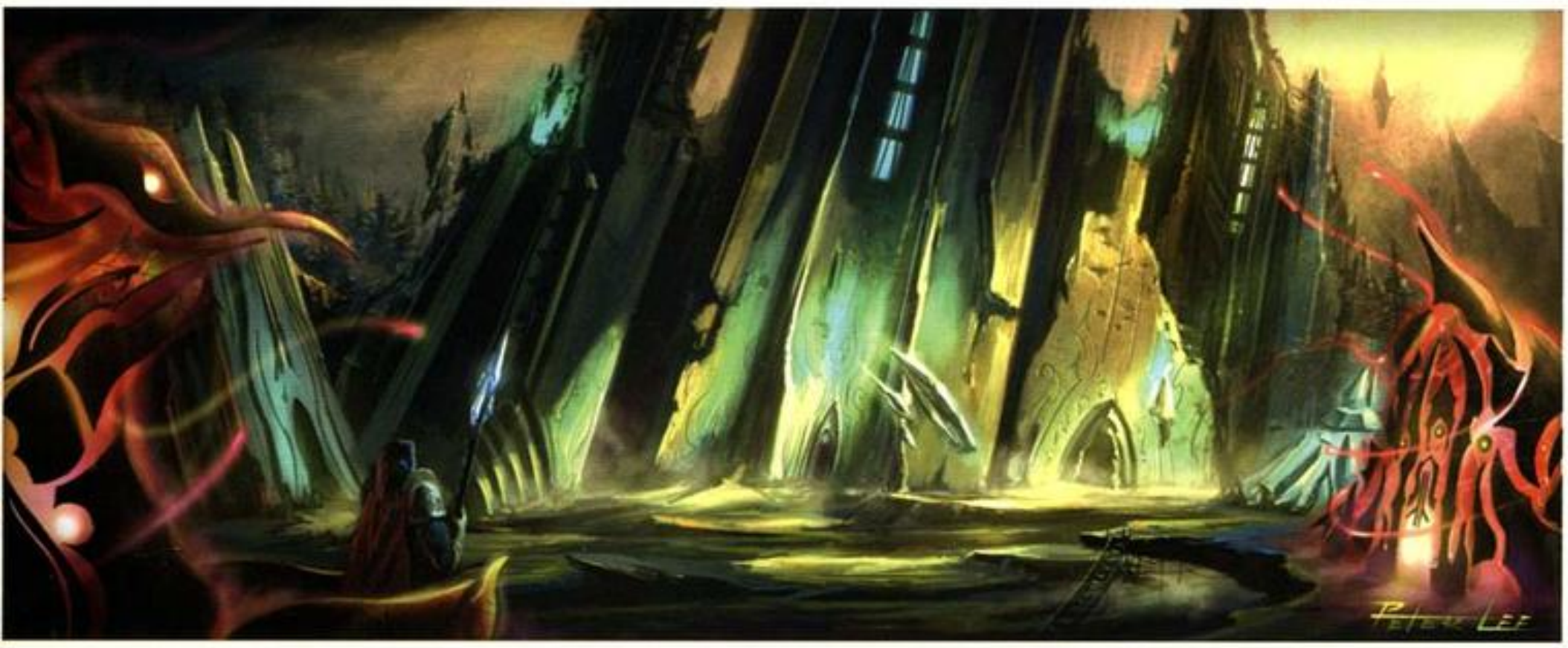


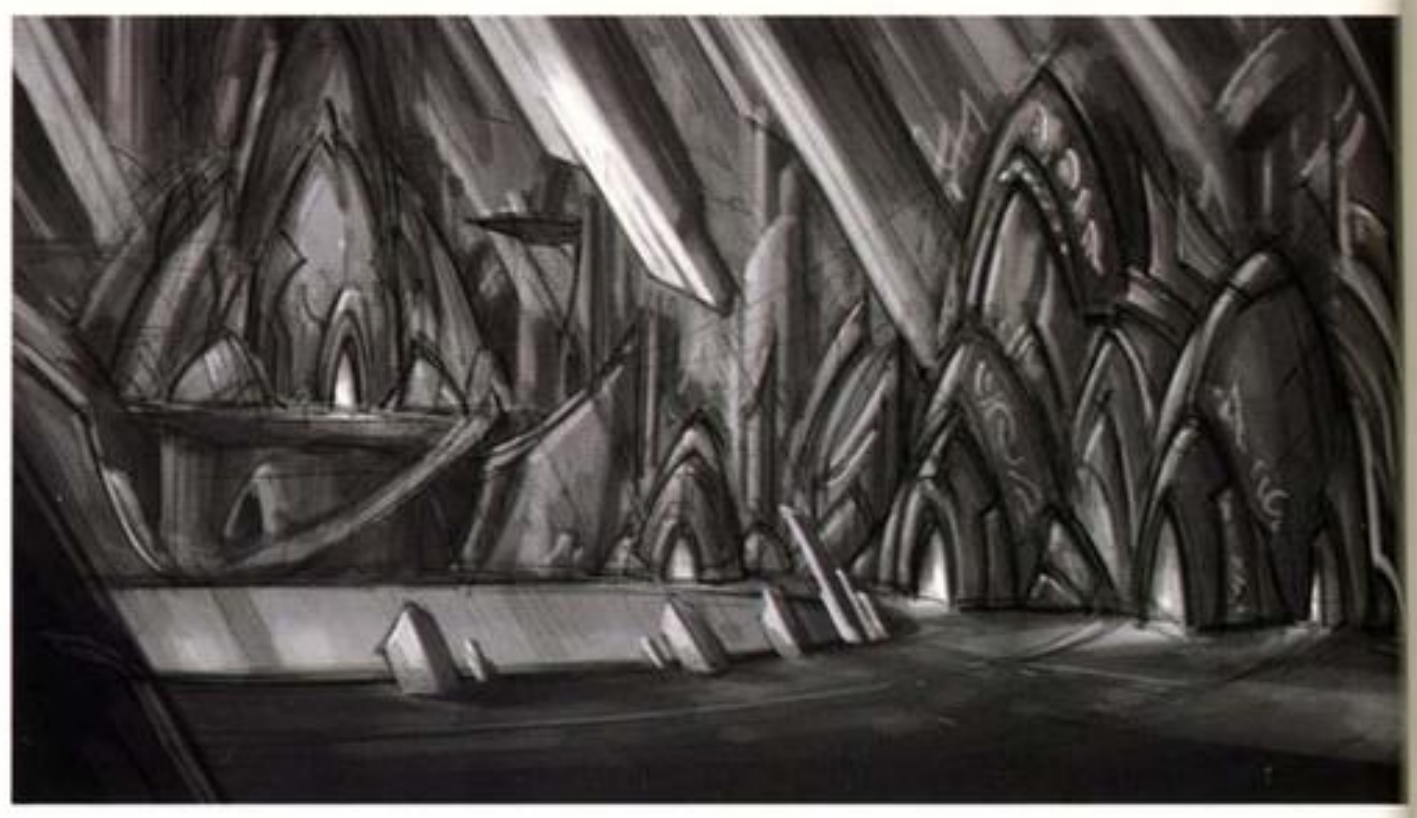


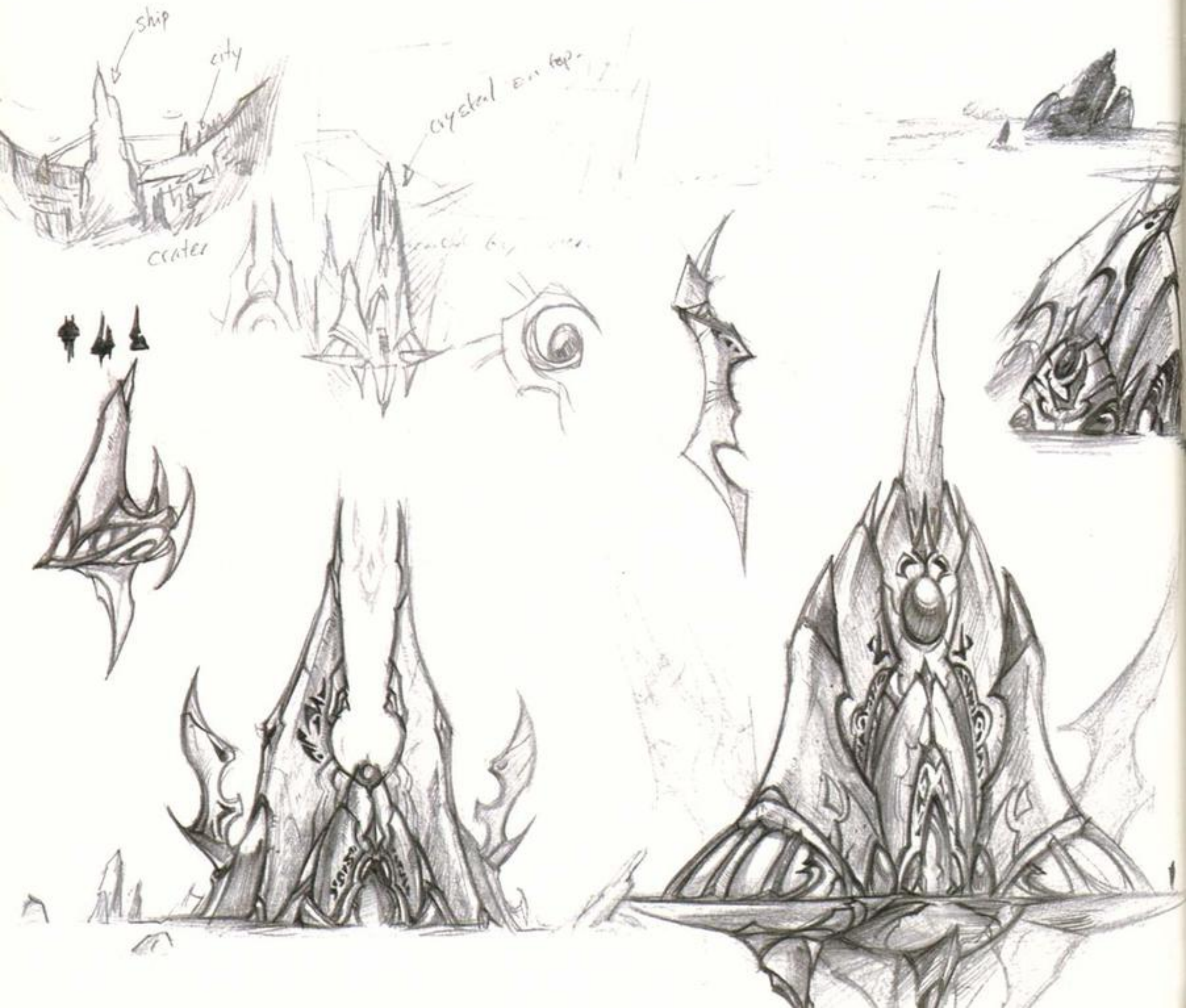
Draenei Core
PETER LEE

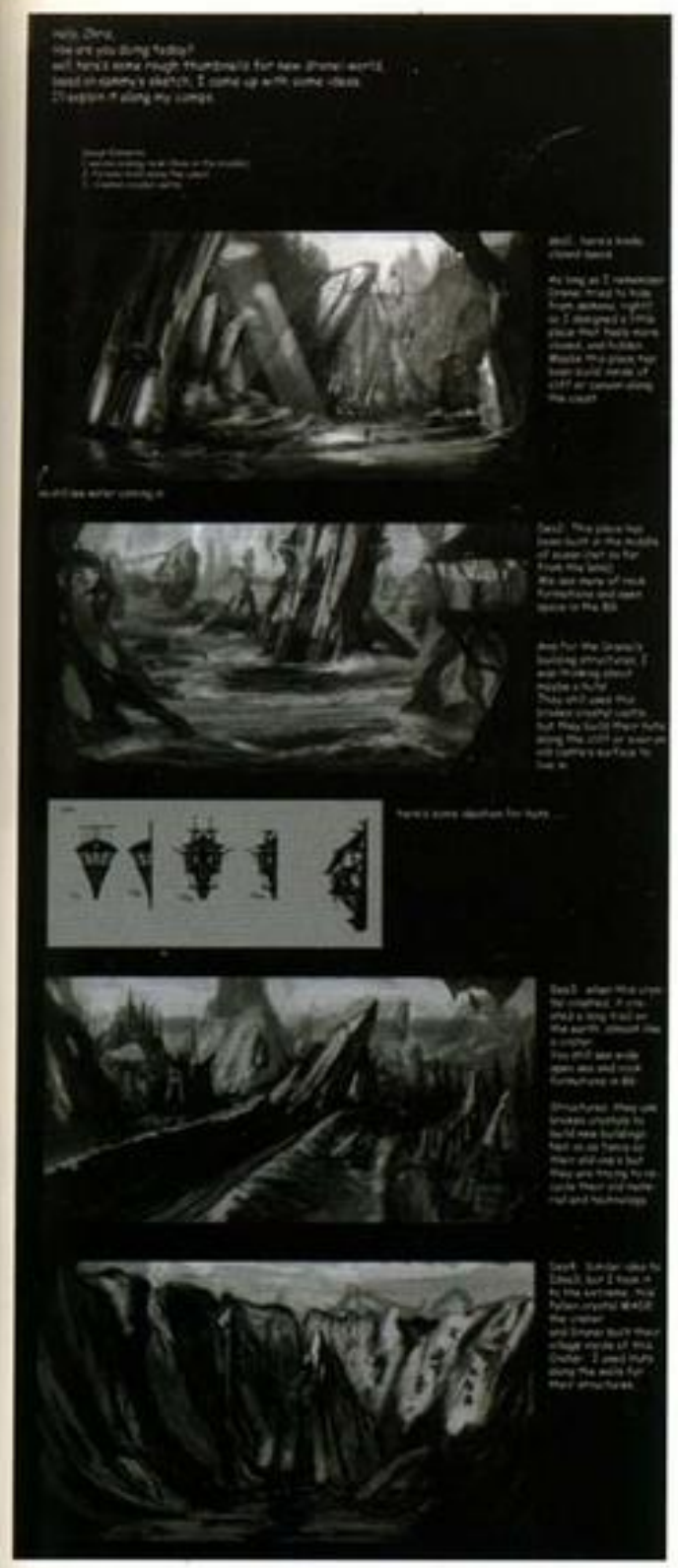

PETER LEE

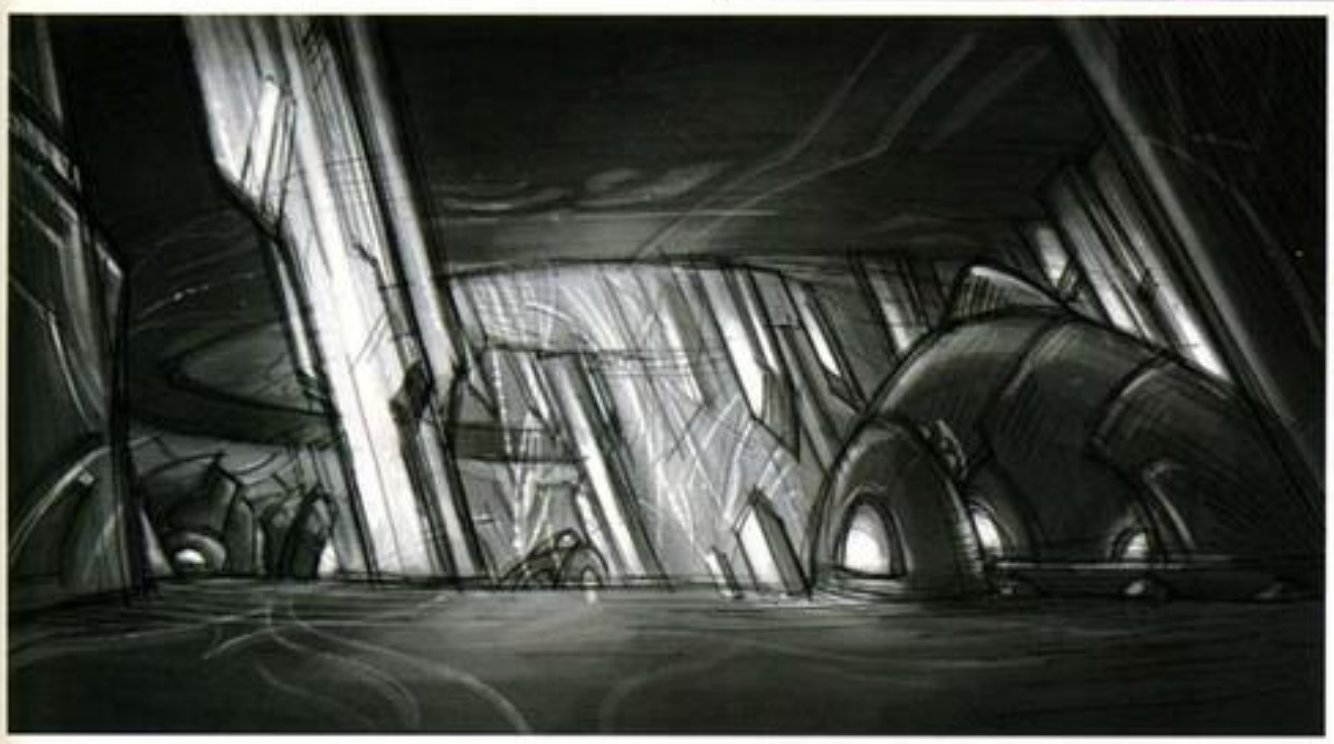
Draenei Lands

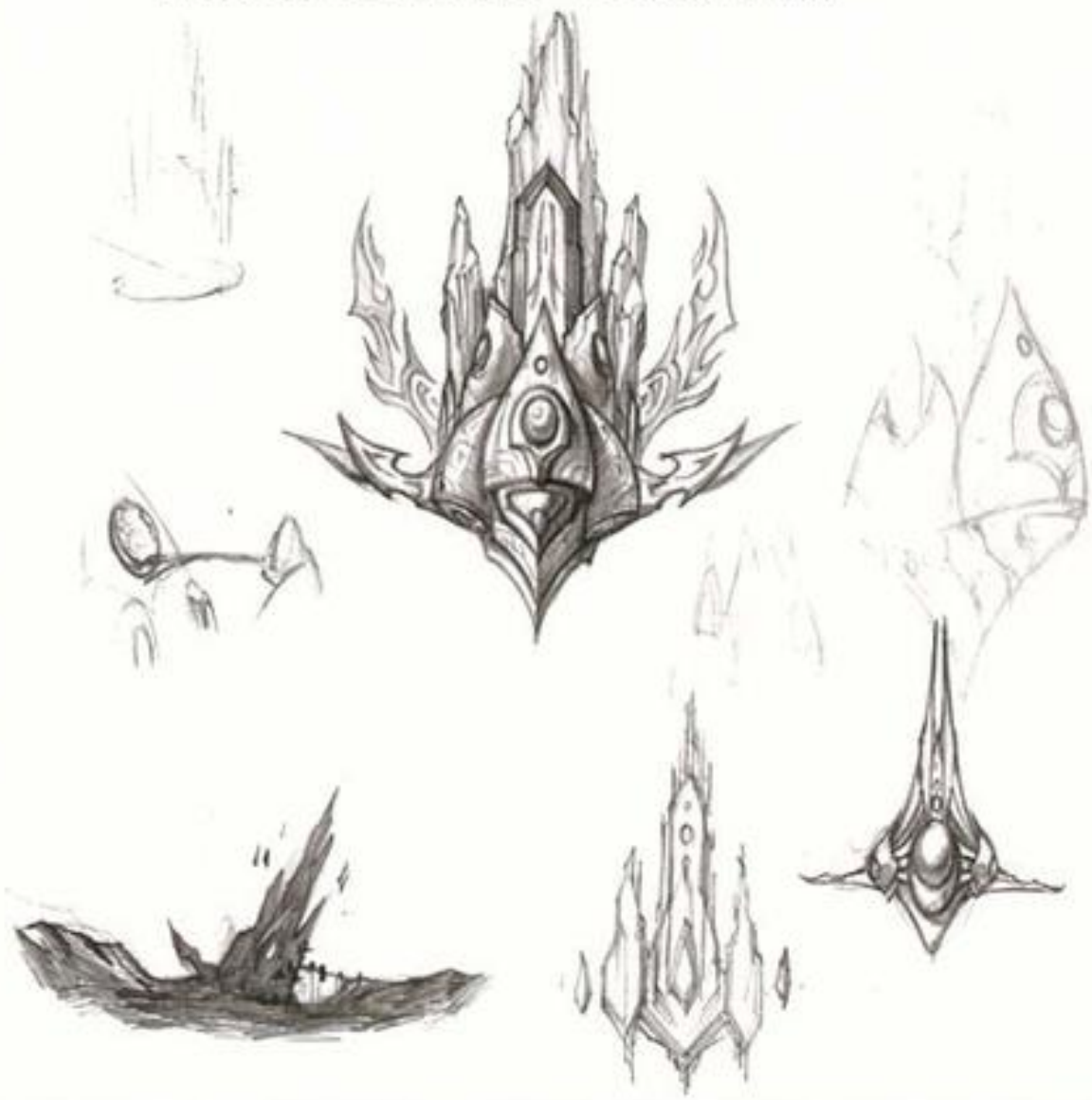

PETER LEE

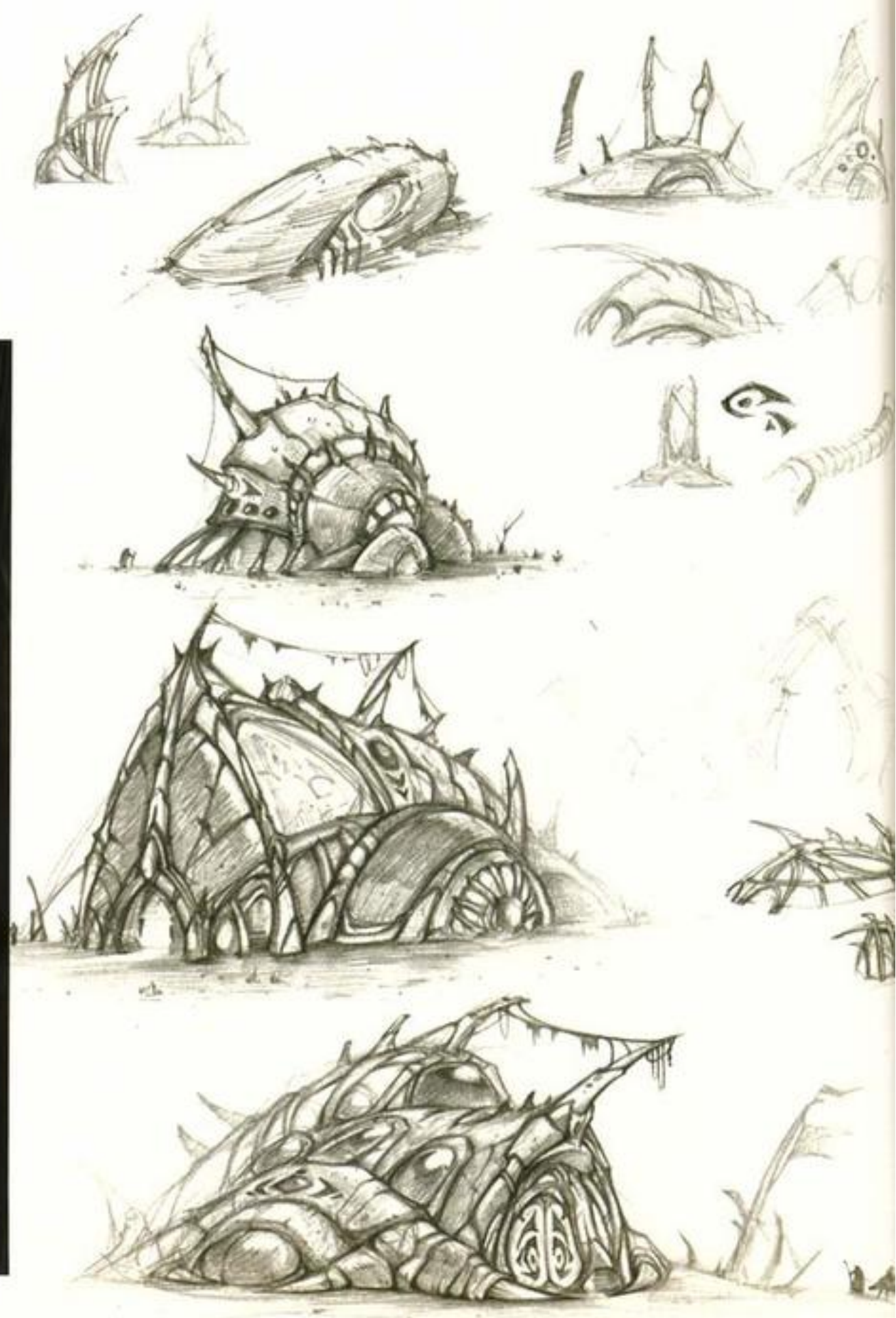


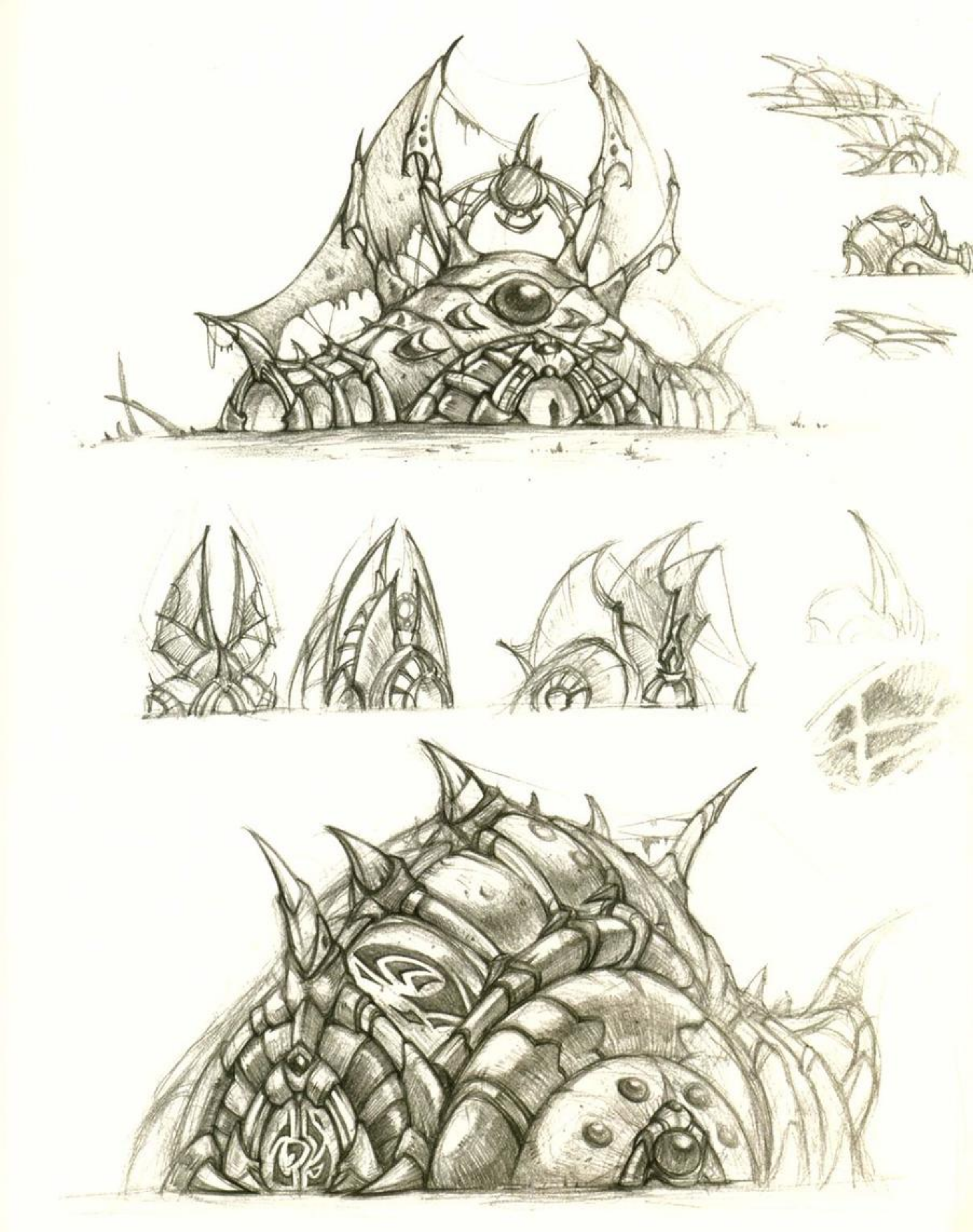

ship
city
crater
crystal on top



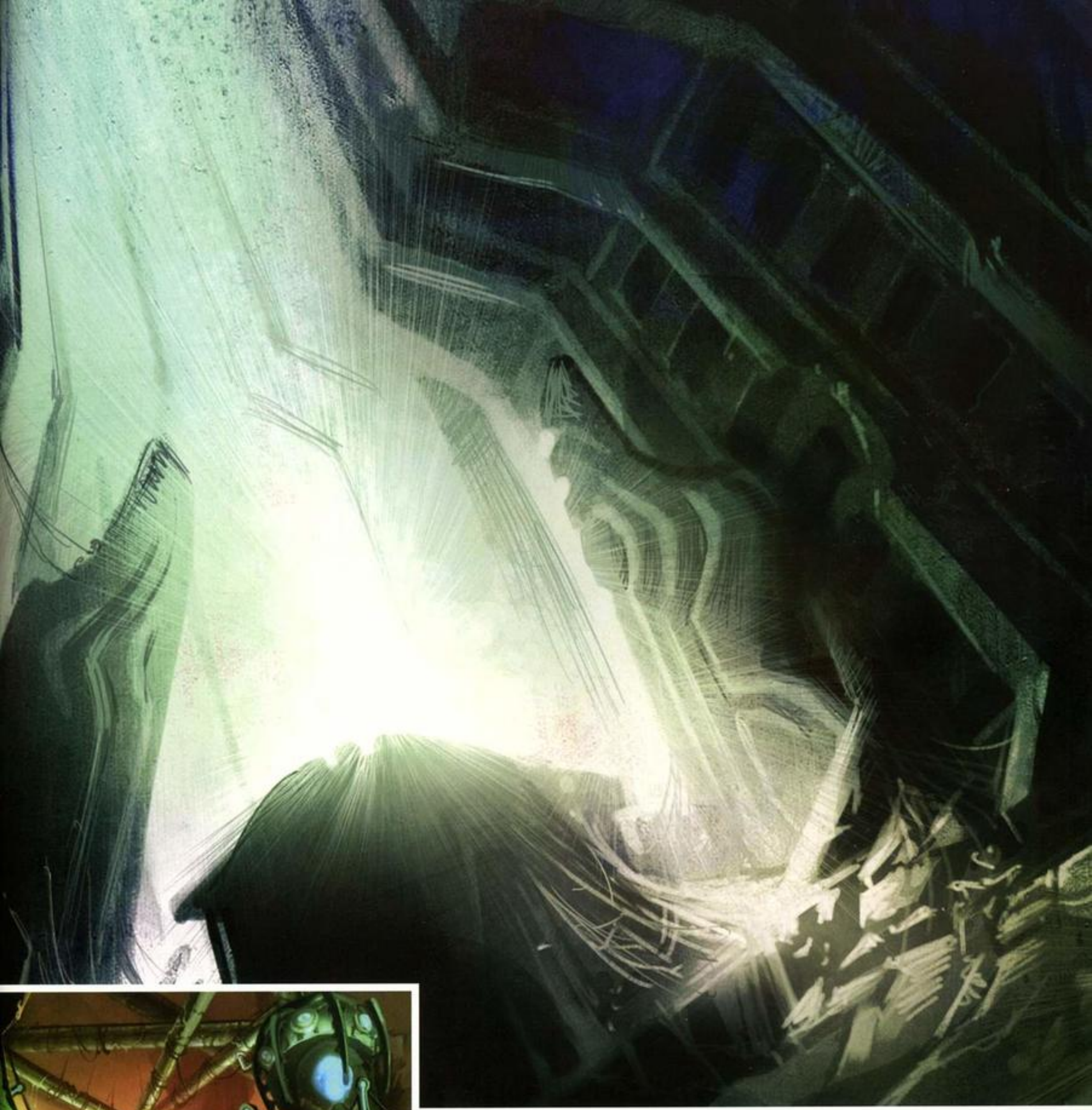


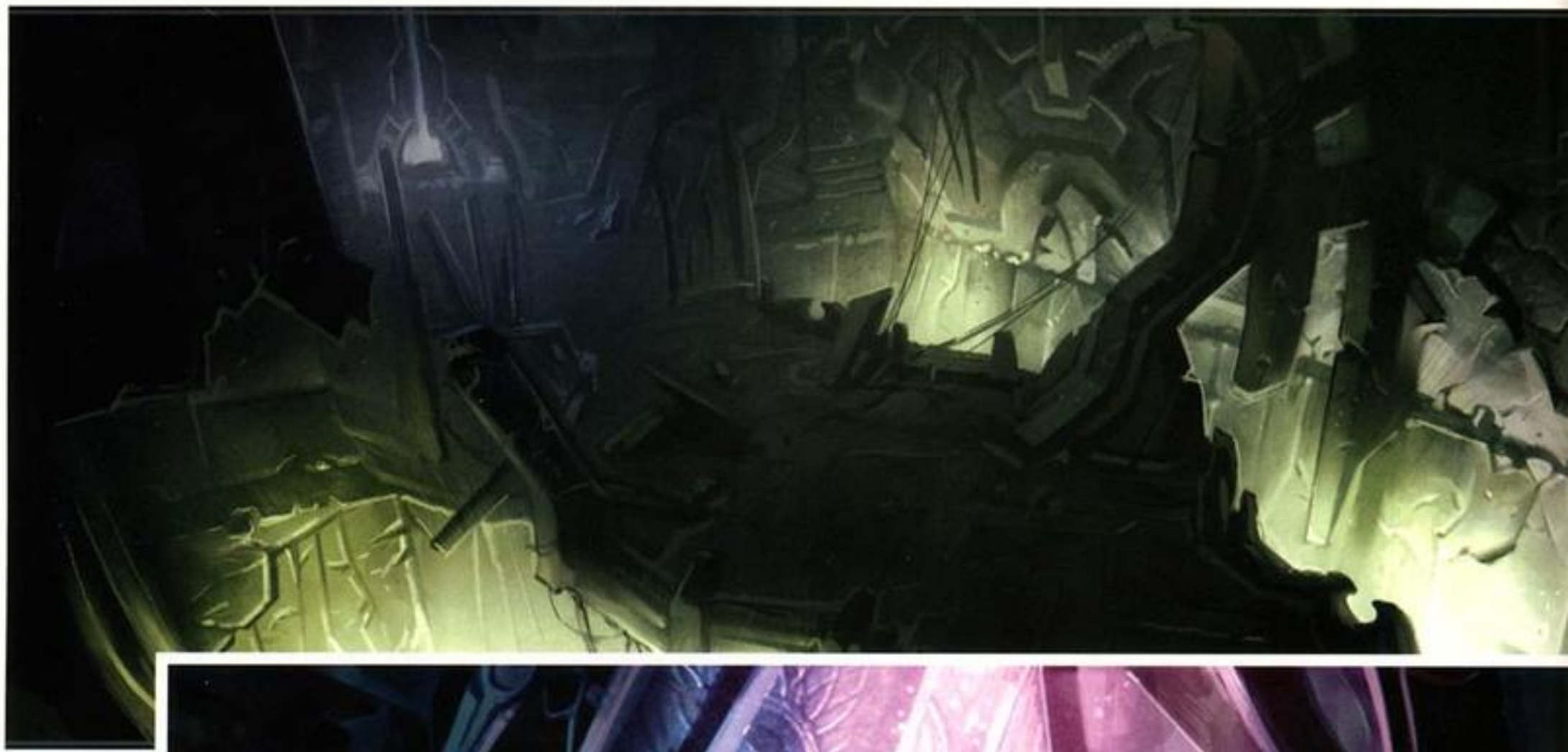


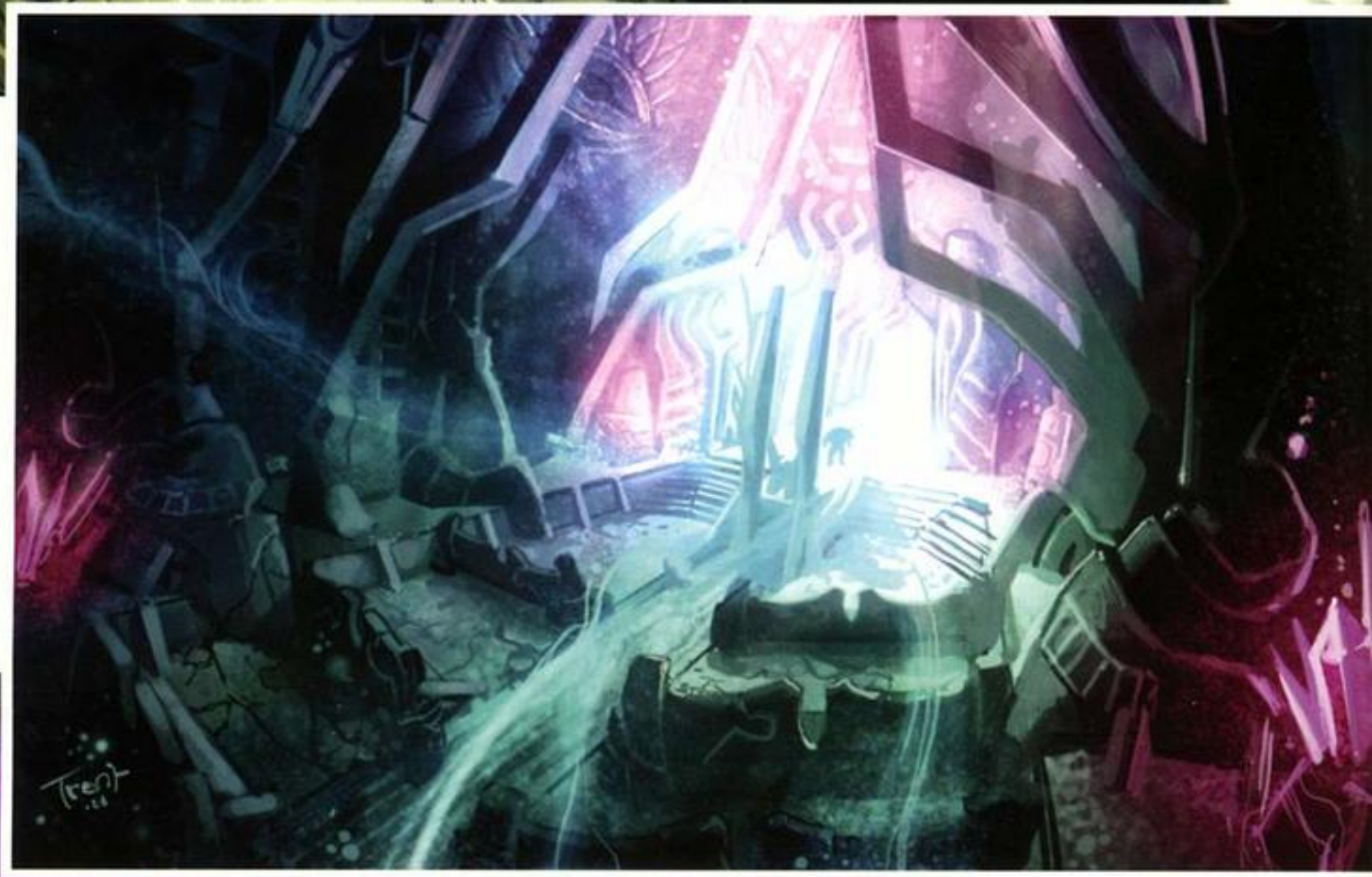




Illuminated under "Arch"



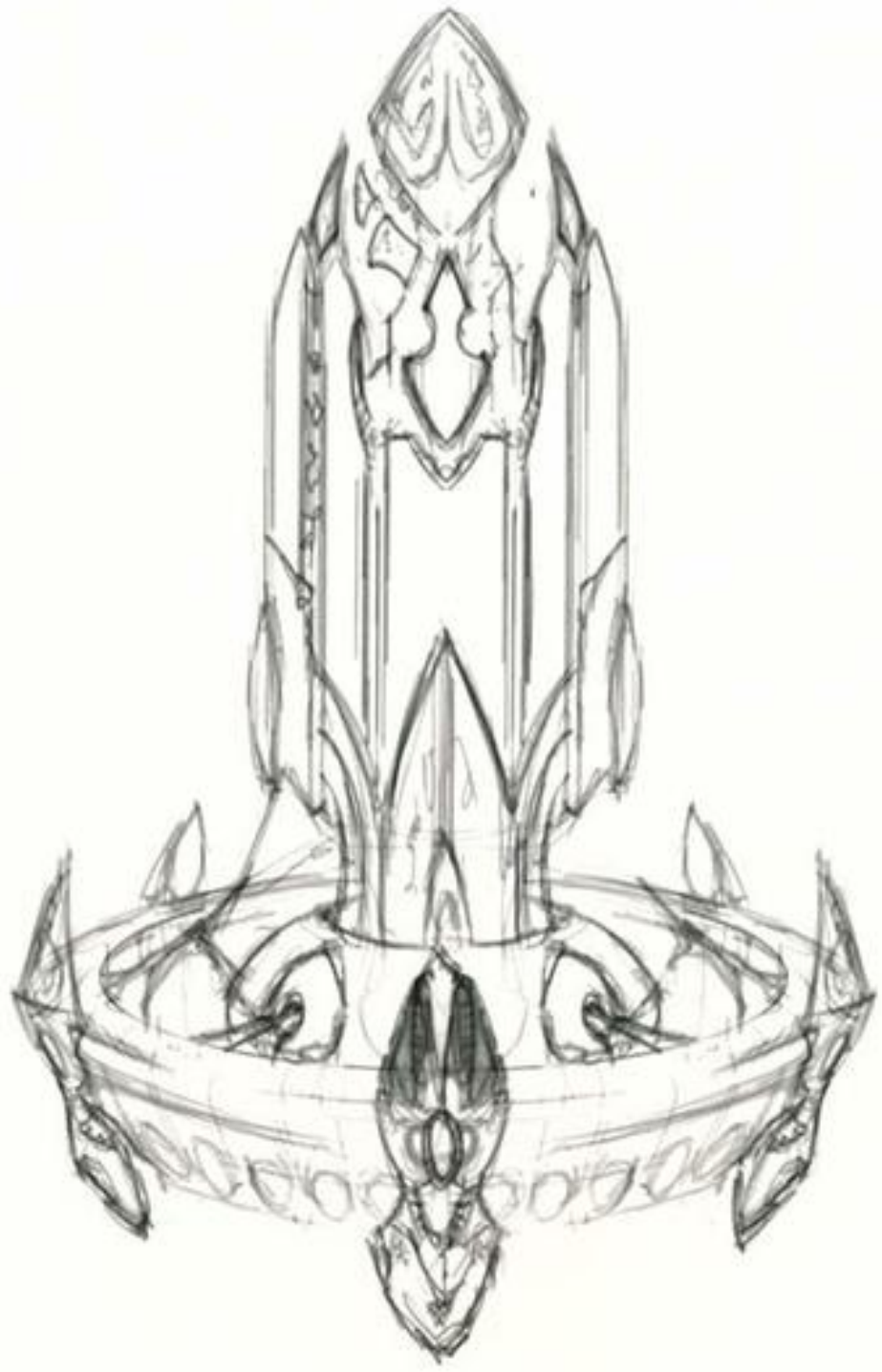


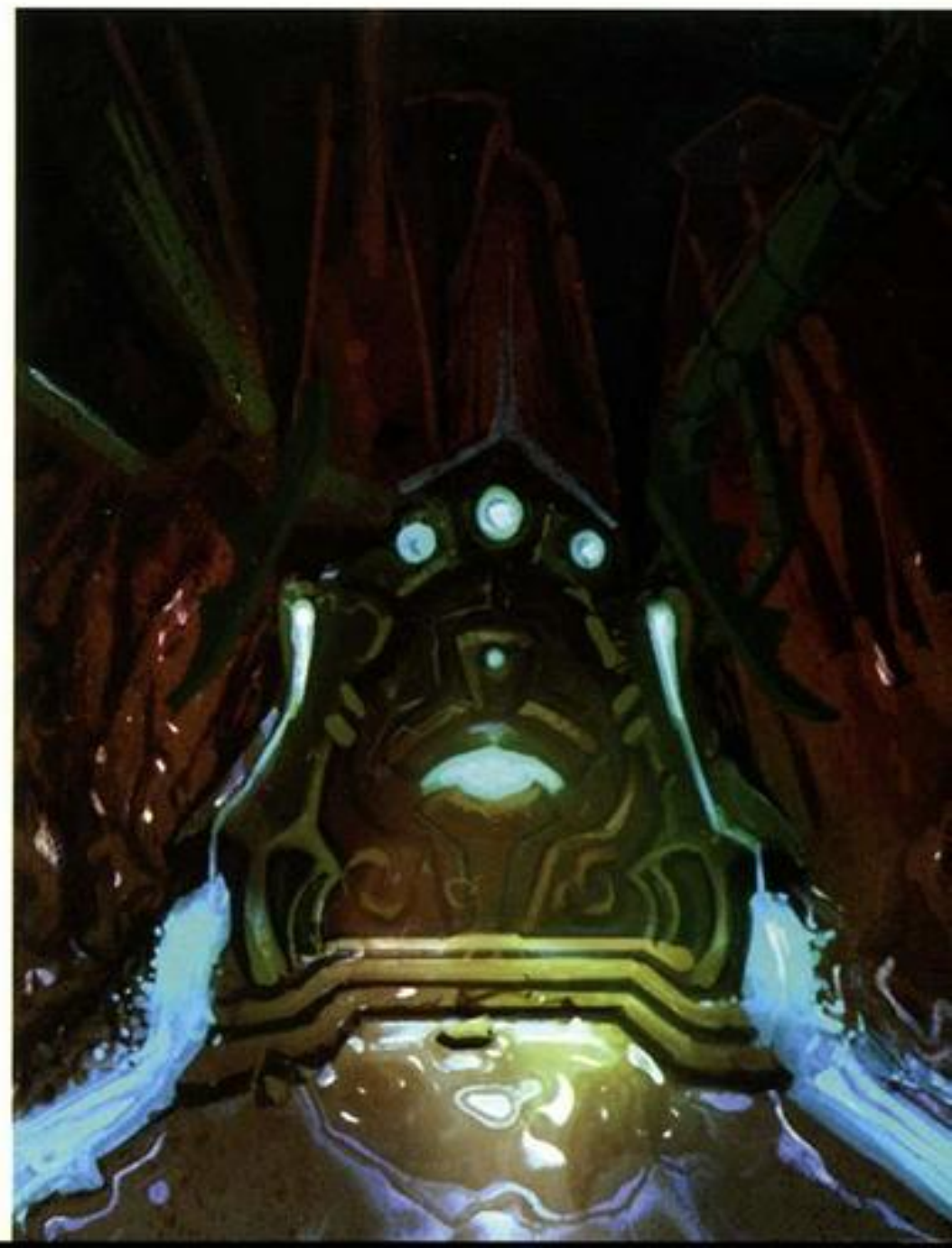

Trent

PETER LEE

HOLOGRAPHIC CONTRAPTION
BUTTONS

Terent





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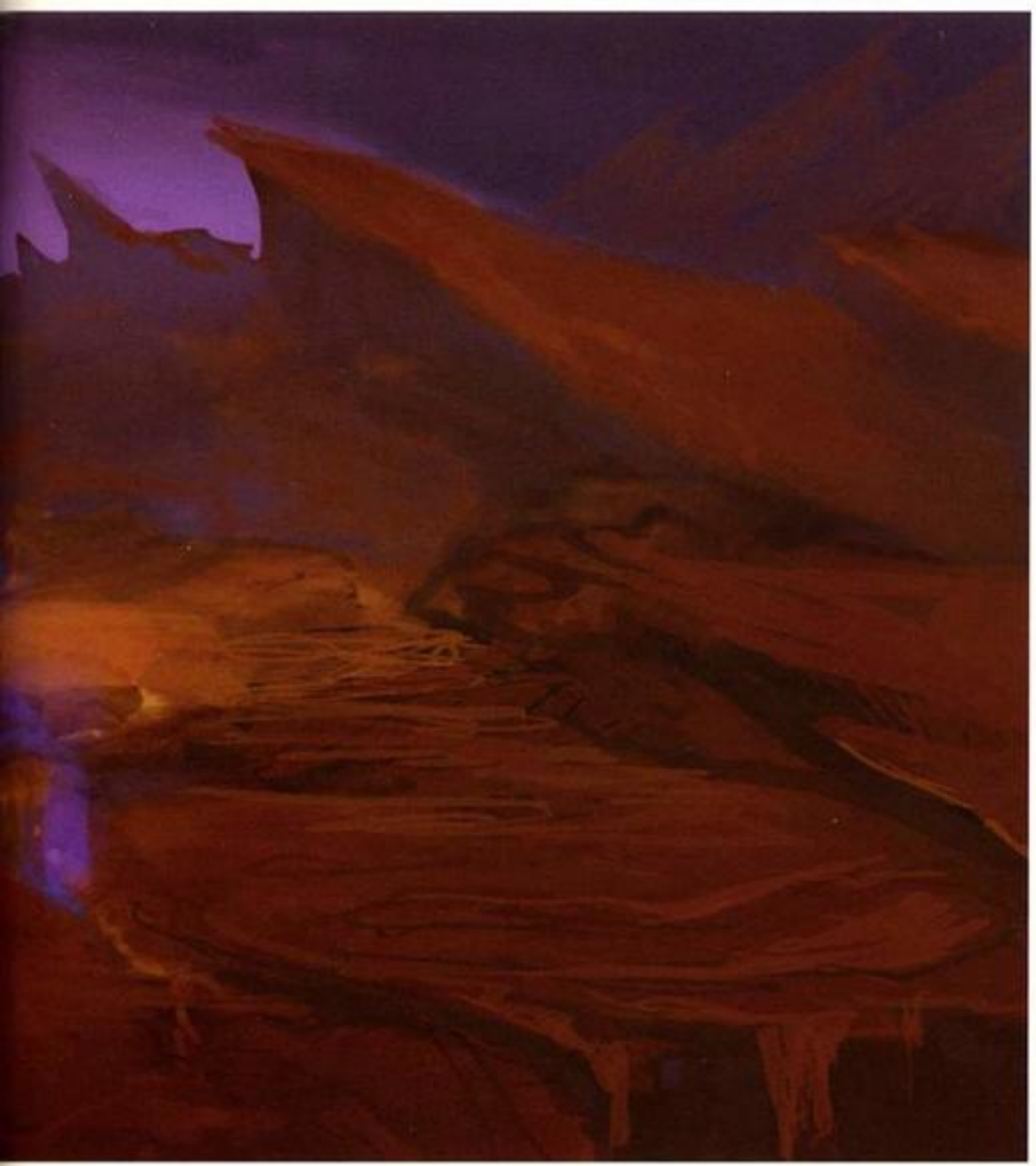
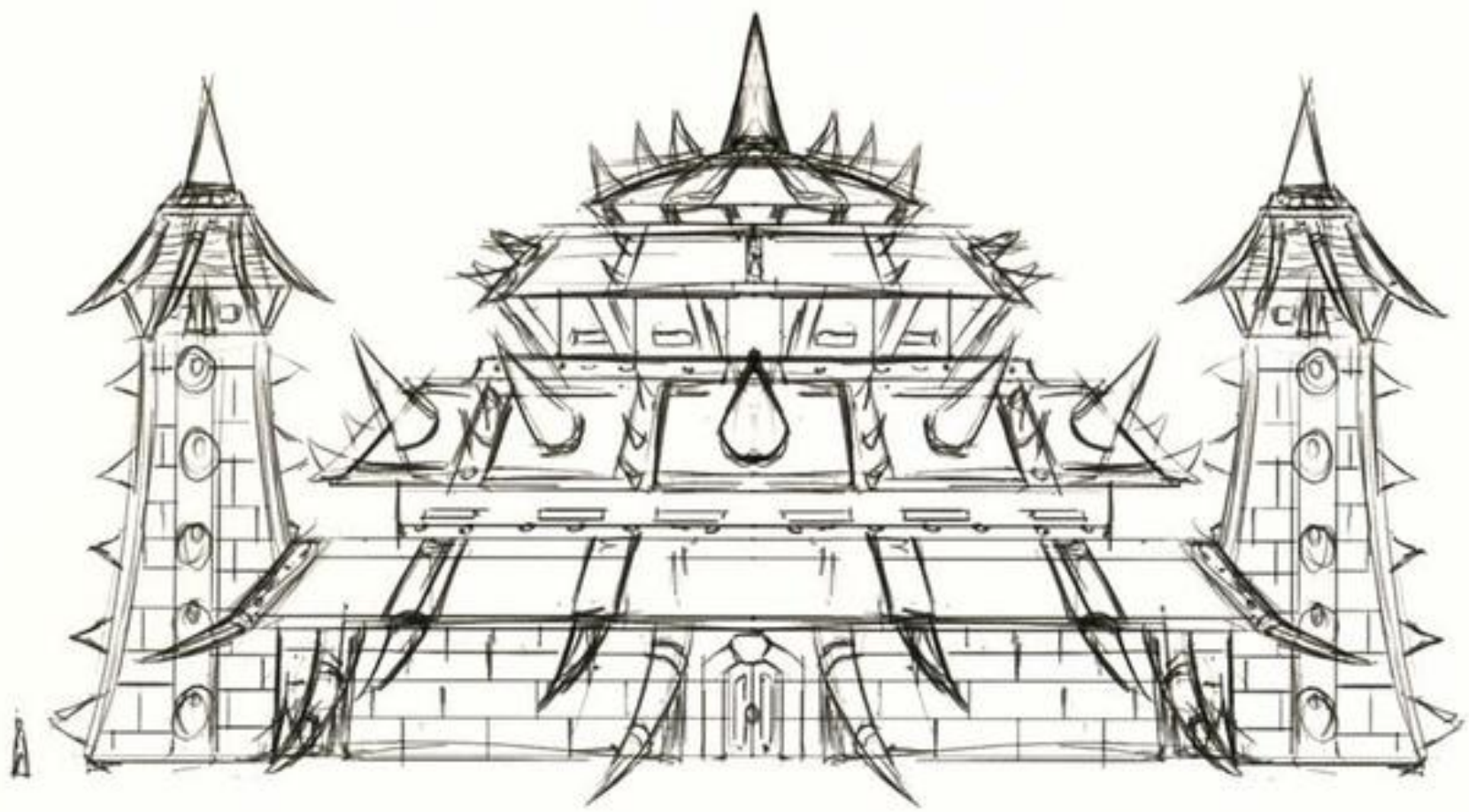
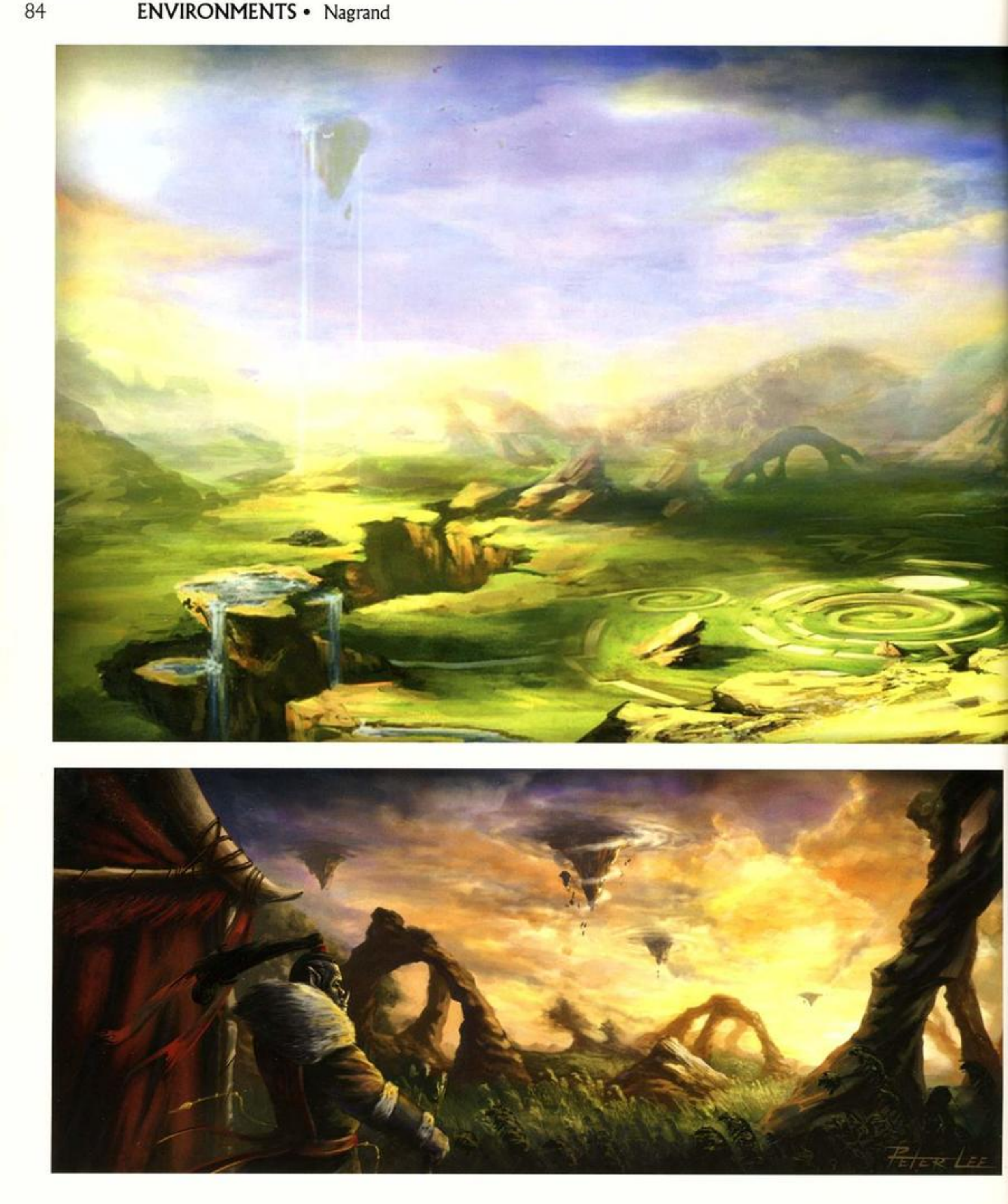




BRAZIERS
OBELISK
TELEPORTER
(SAMS CRYSTAL)
FORGE
CANNON
GENERATOR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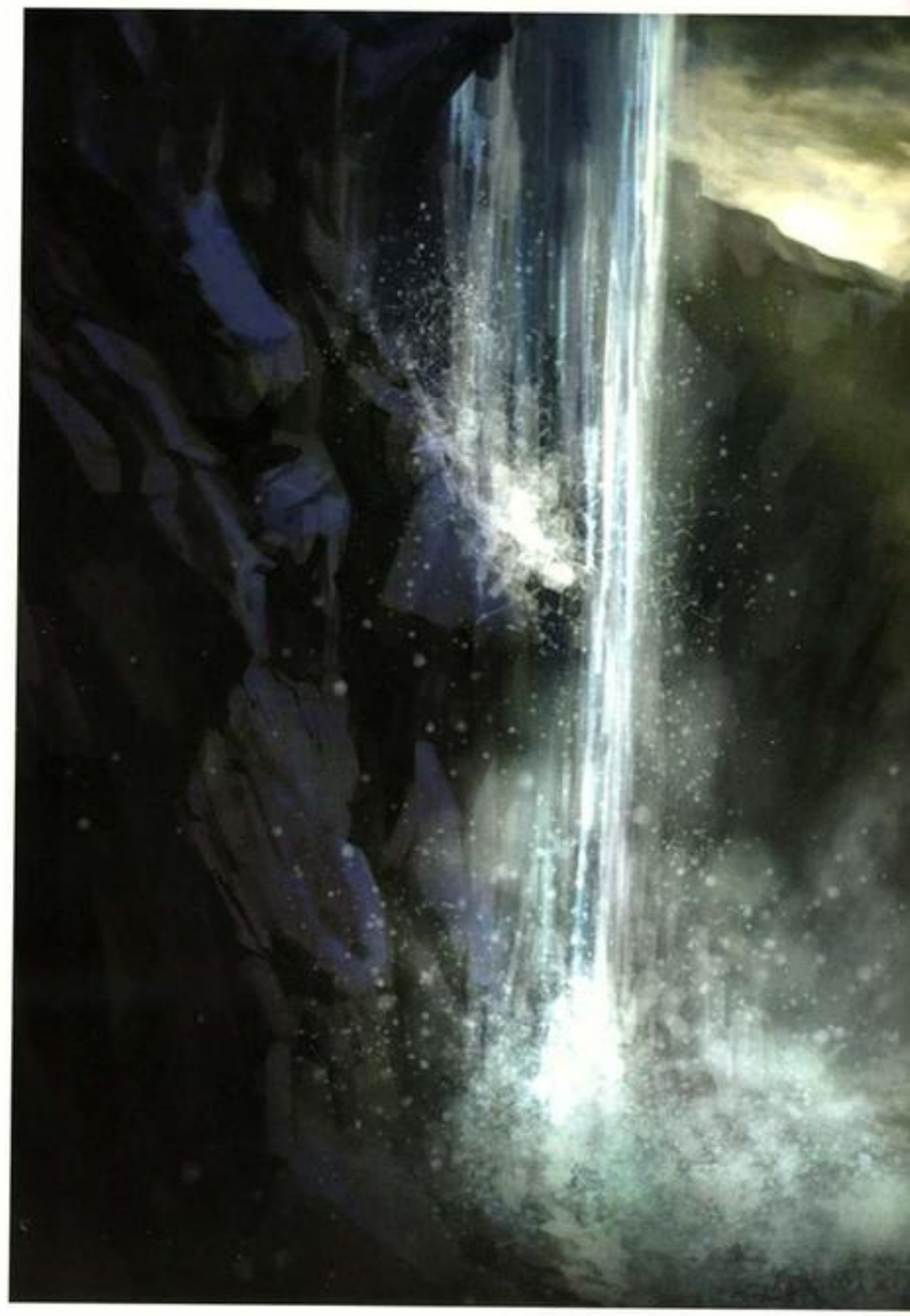

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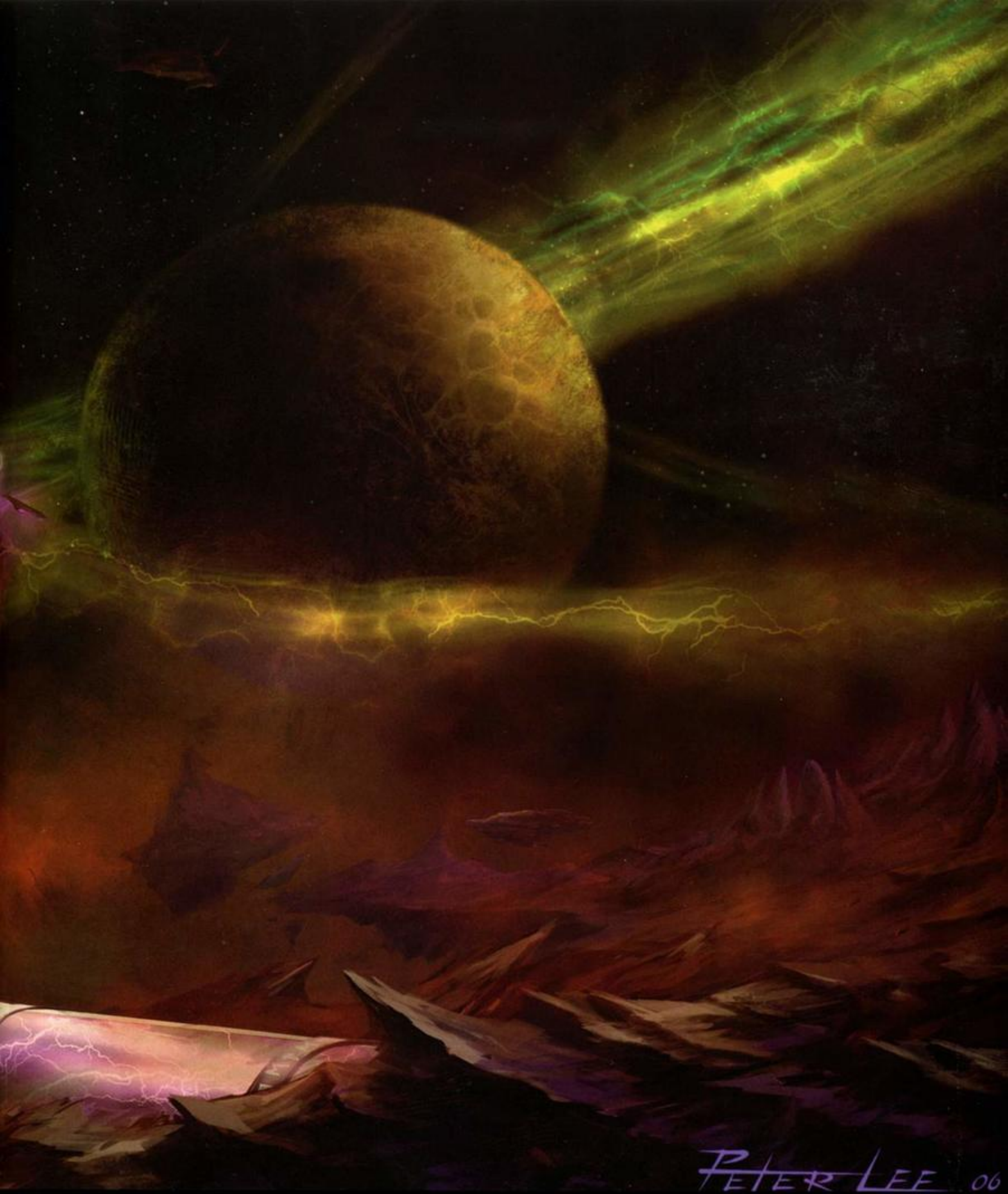
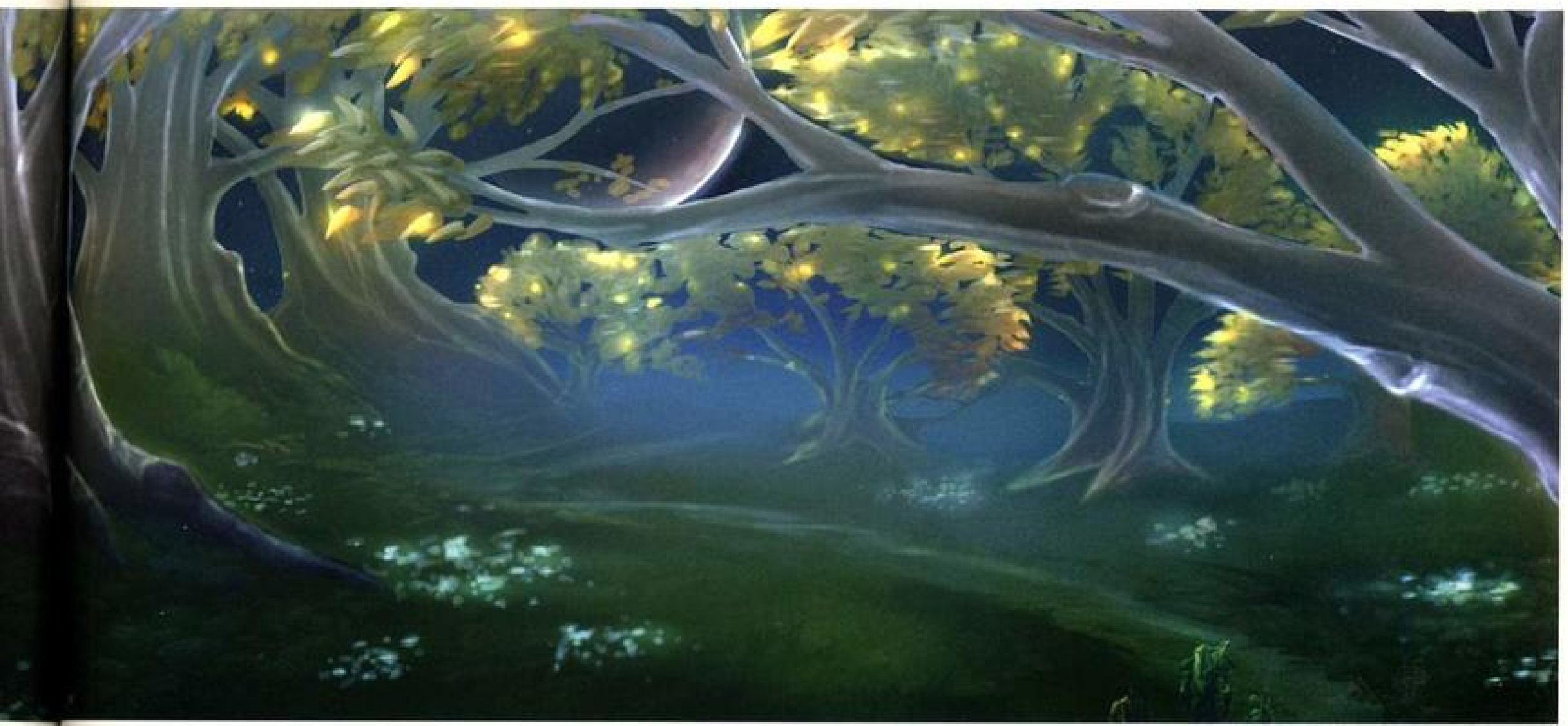
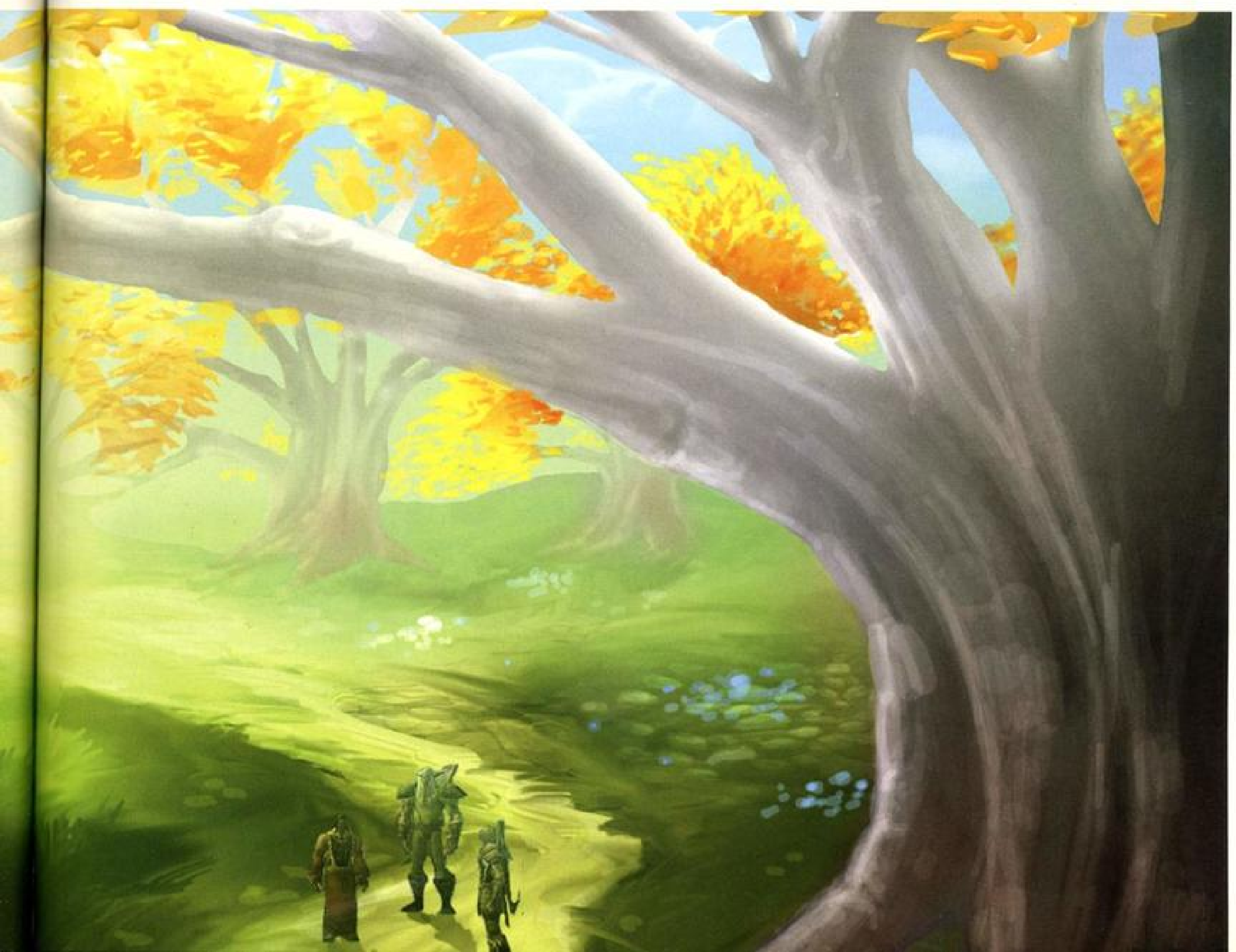
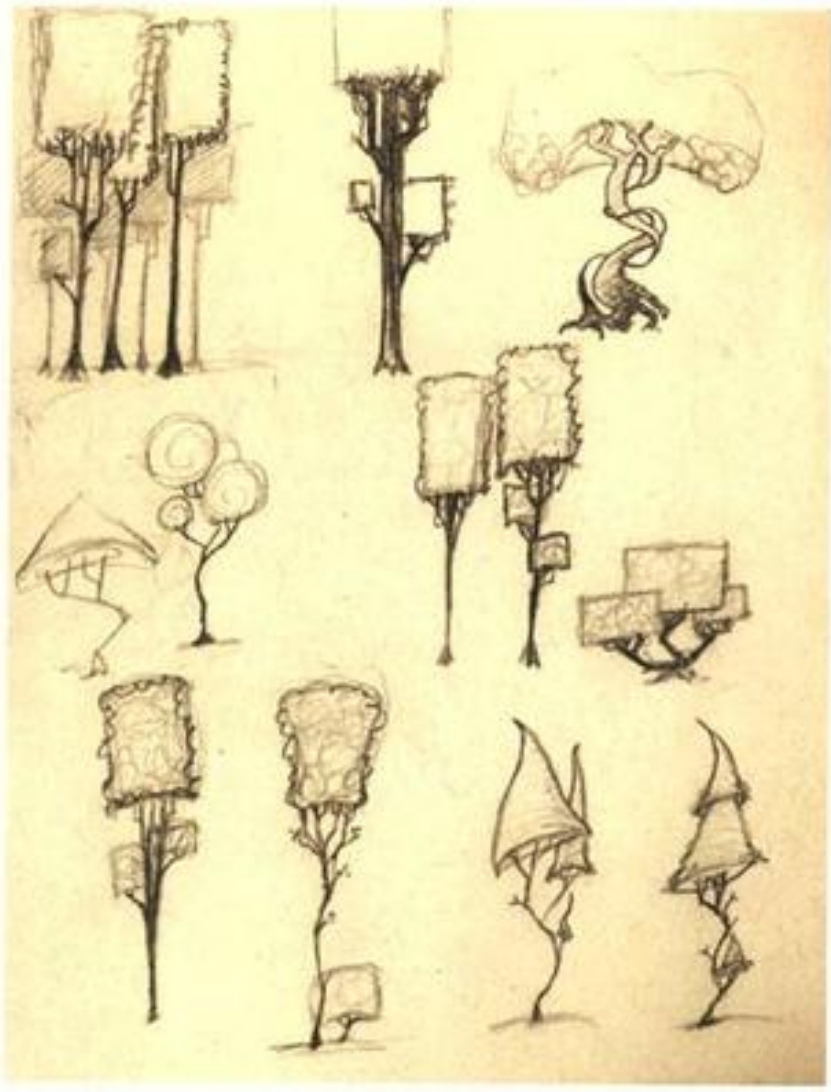
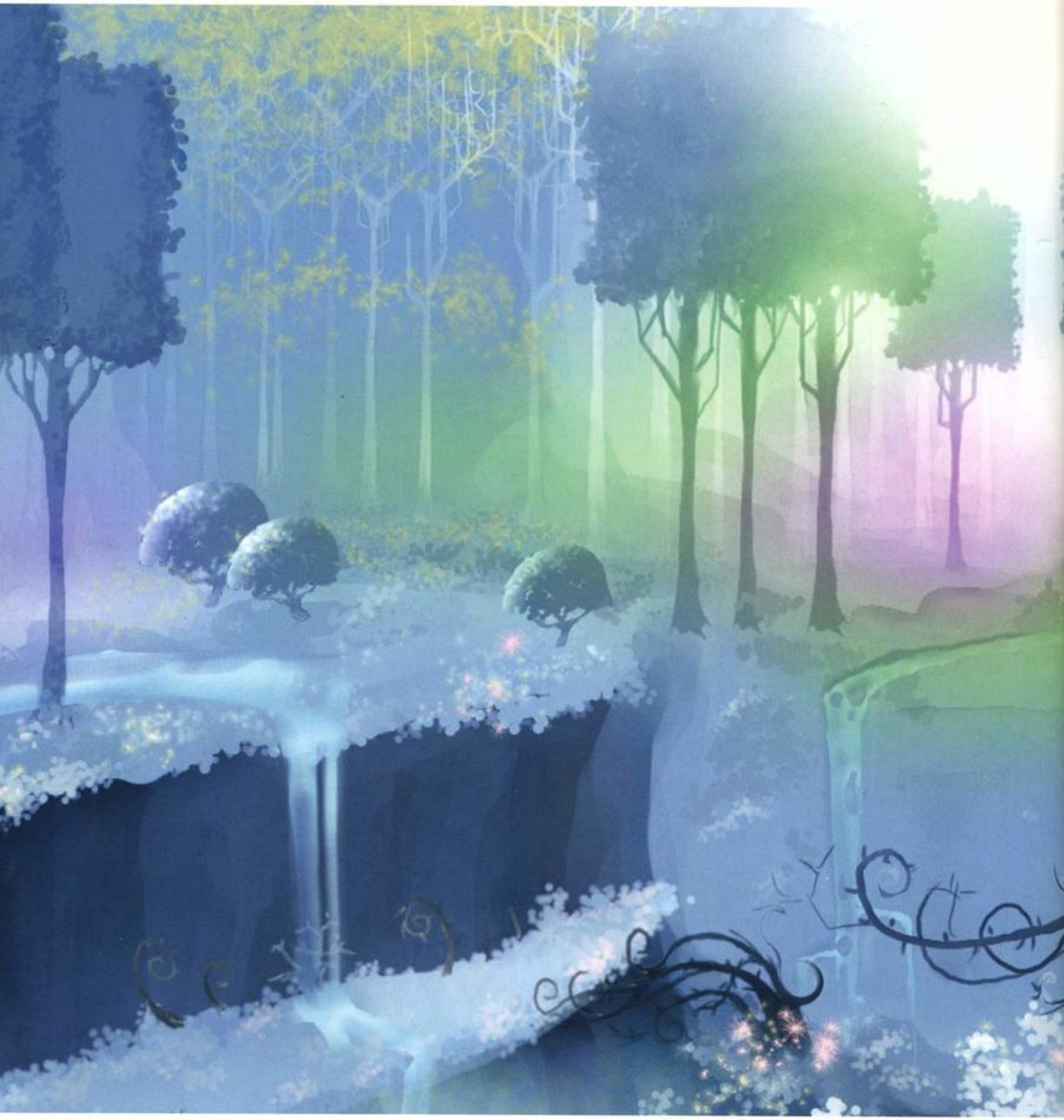

PETER LEE 06

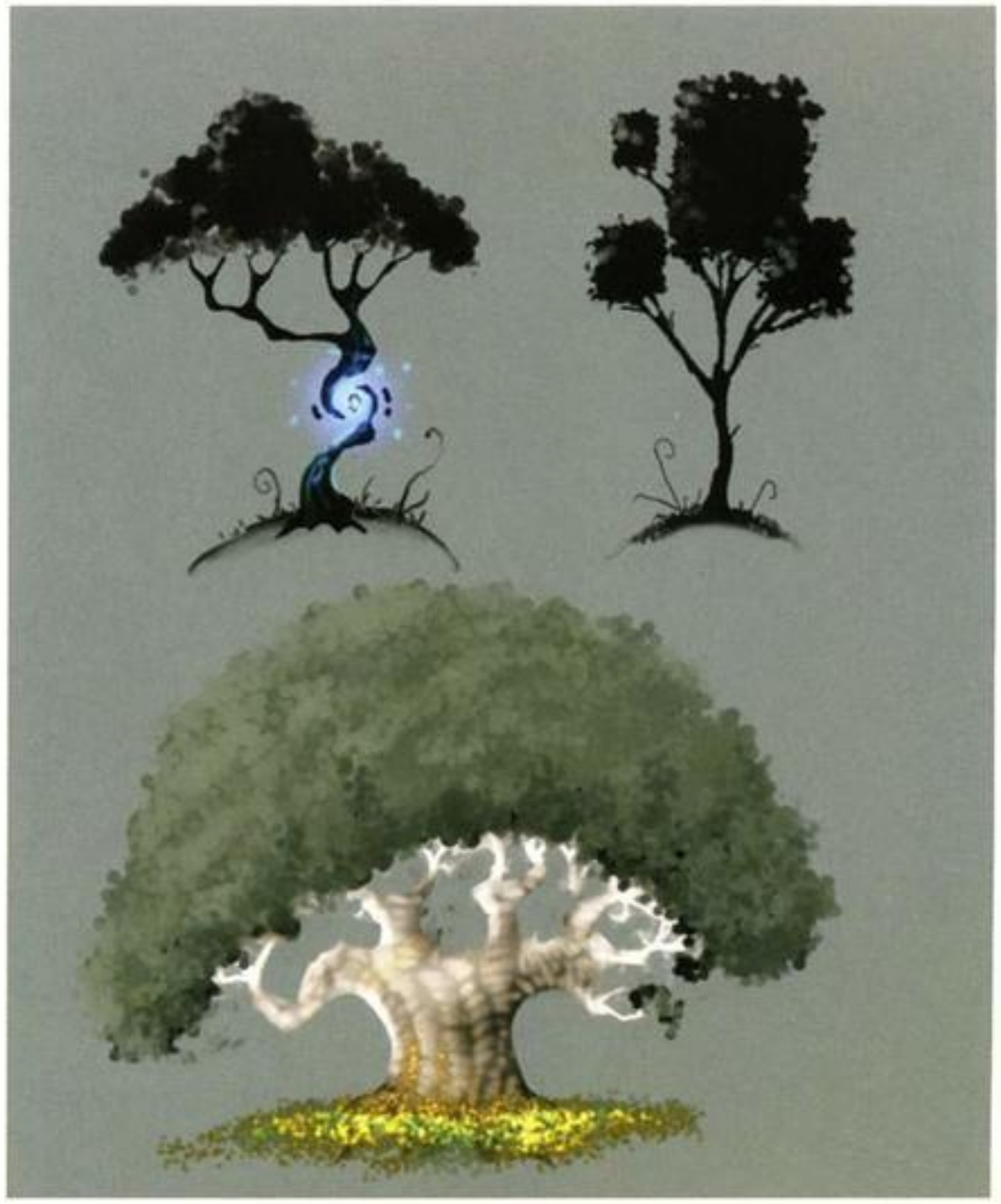
Netherstorm
Blade's Edge Mountains
Zangarmarsh
Hellfire Peninsula
Nagrand
Terokkar Forest
Shadowmoon Valley
Outland

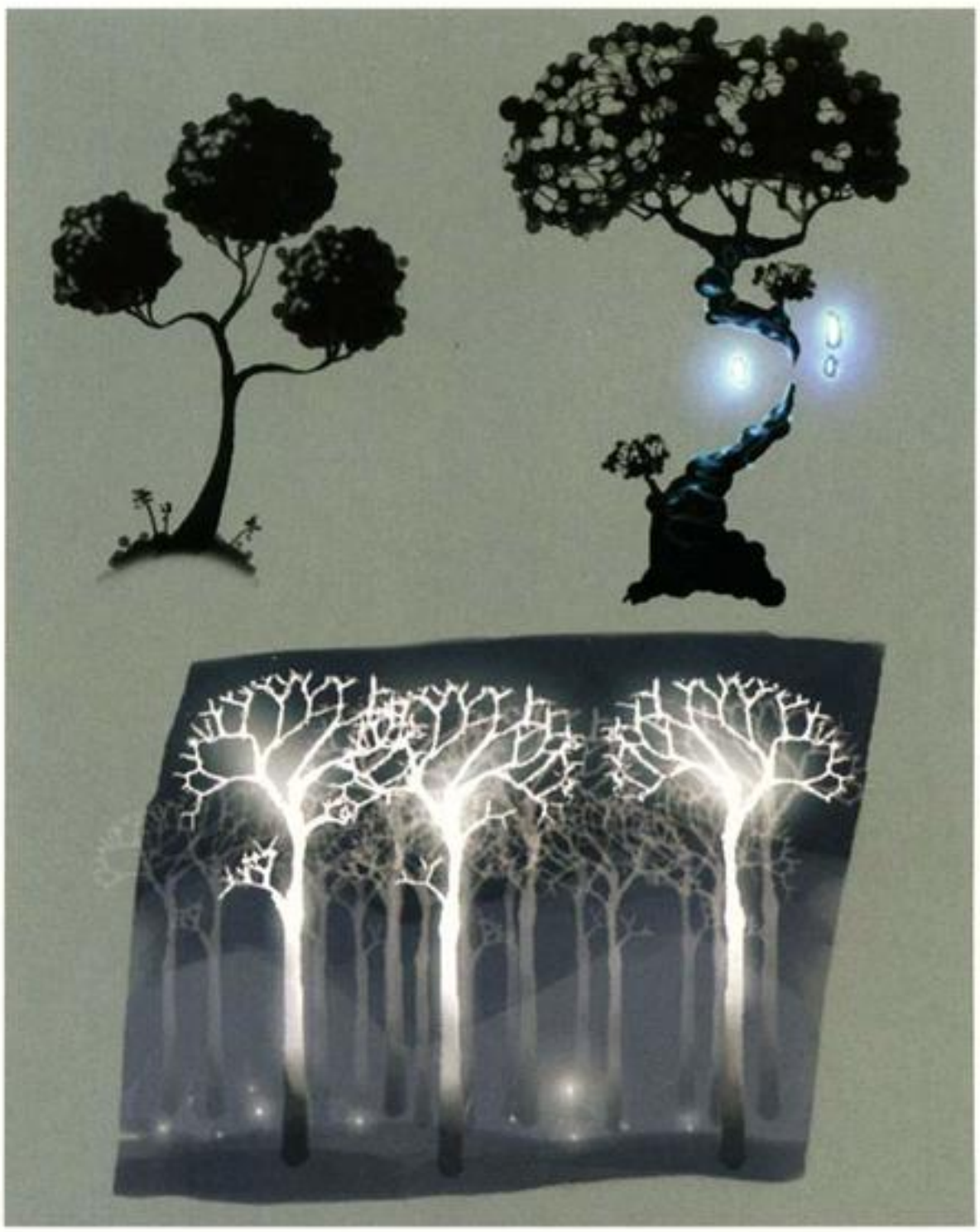


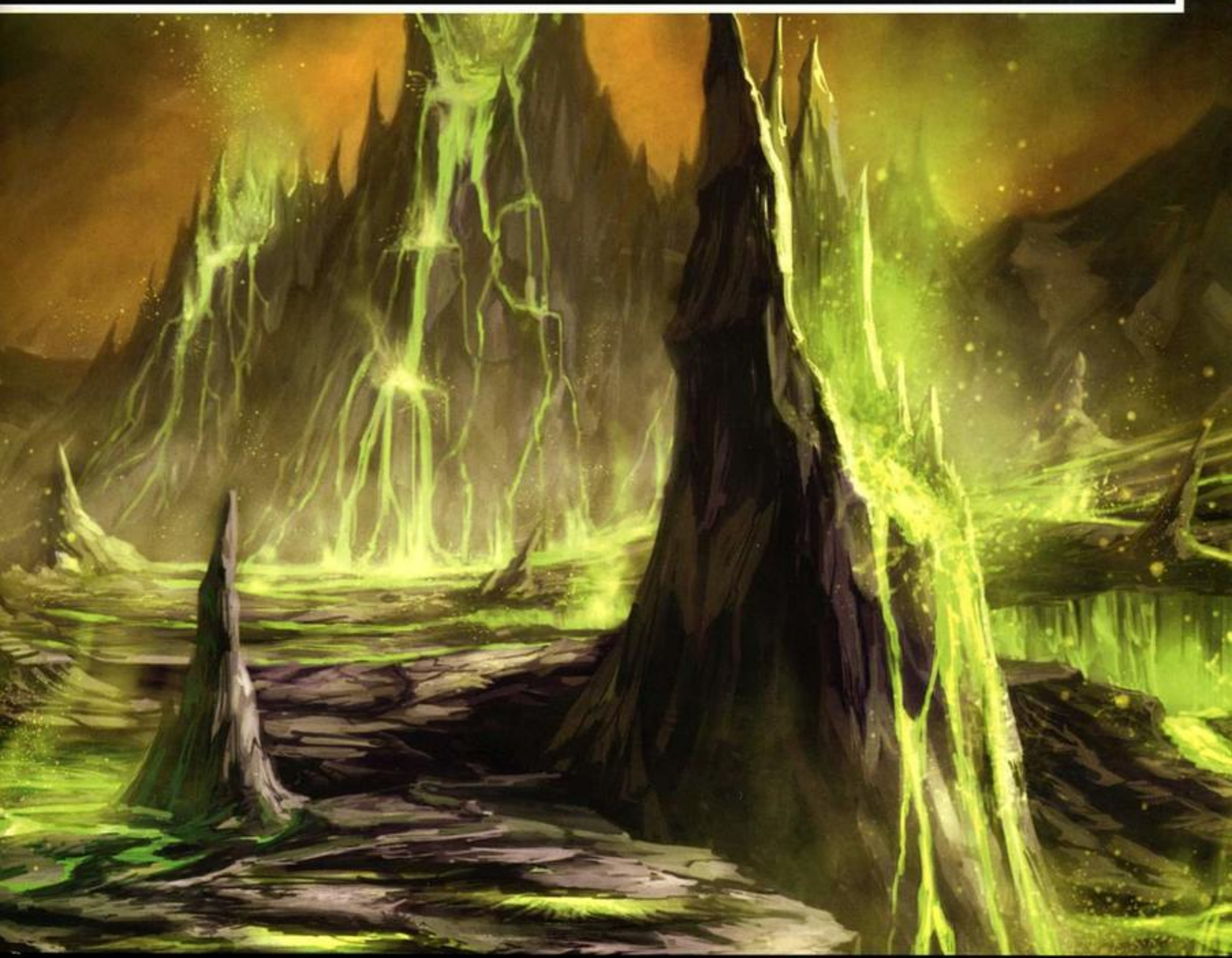












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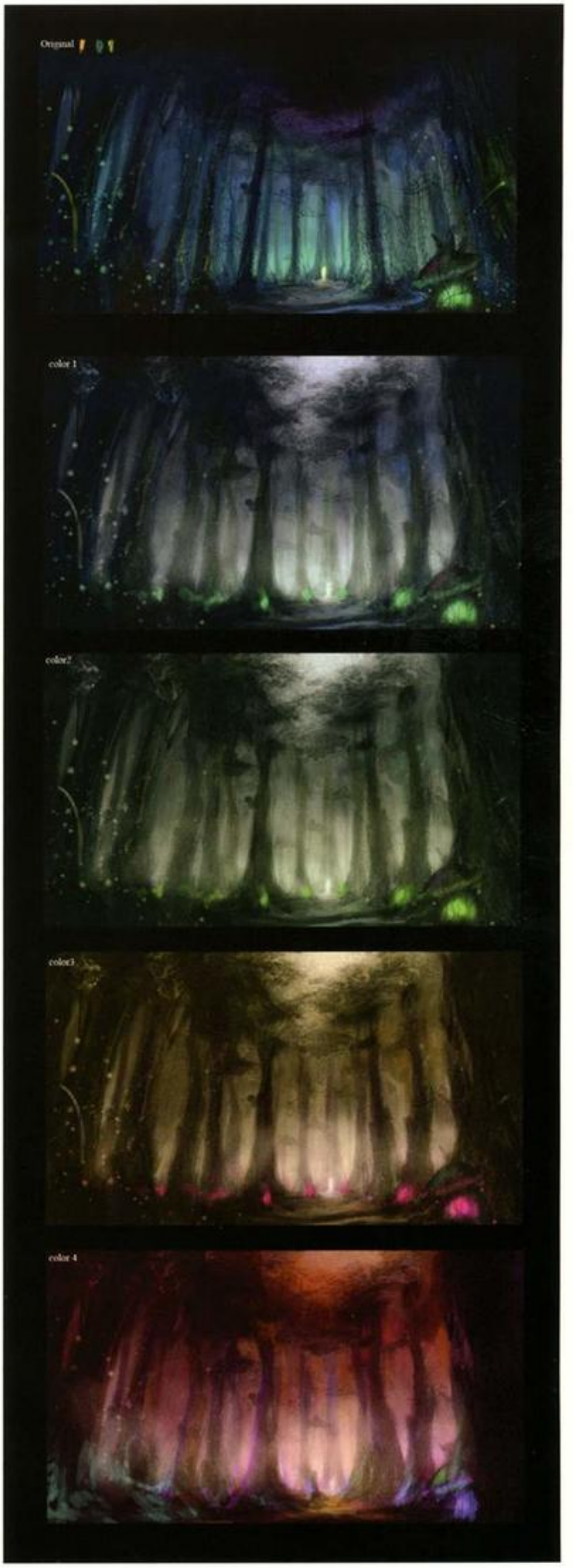
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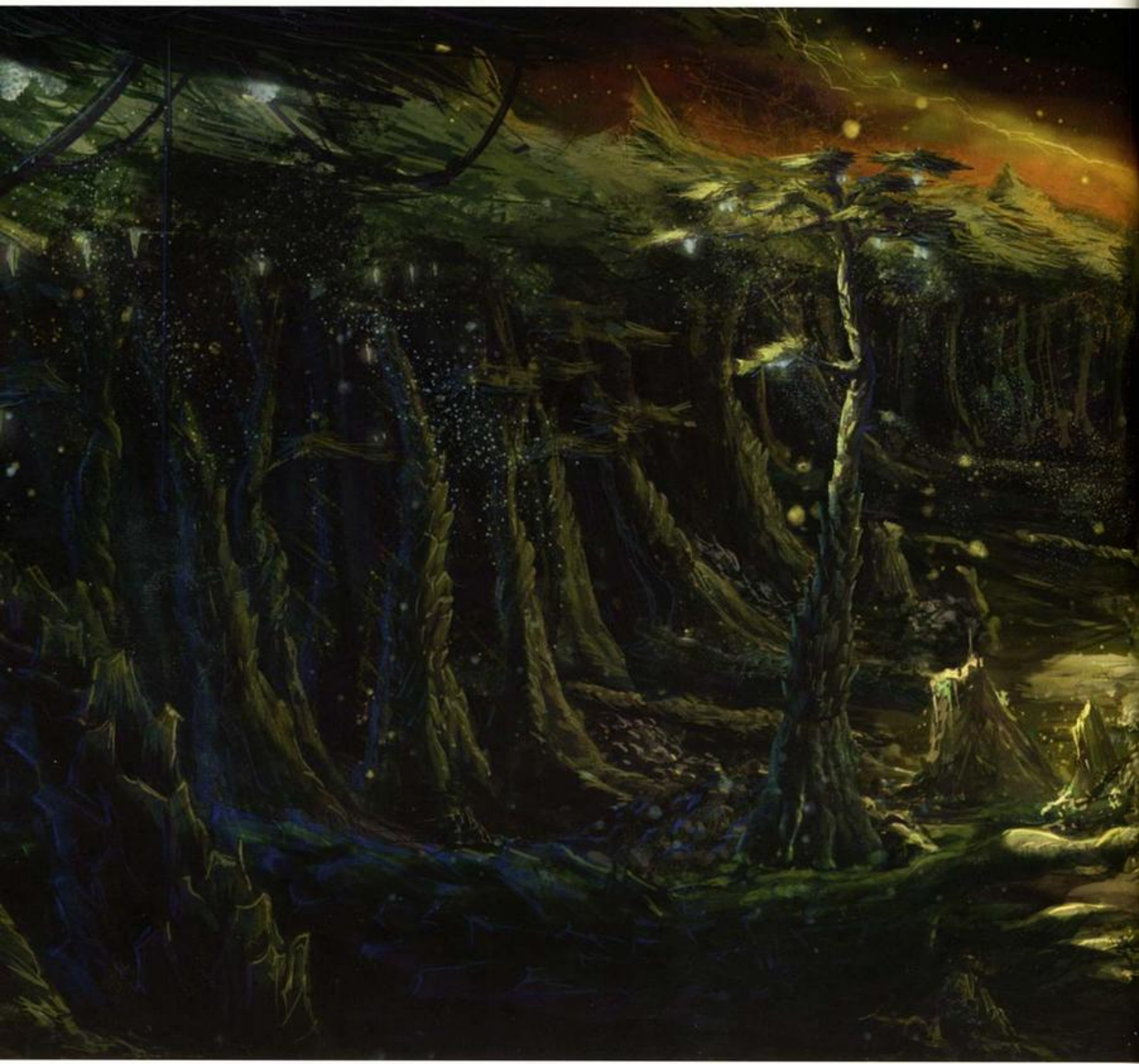
color2
color3
color 4



Trey
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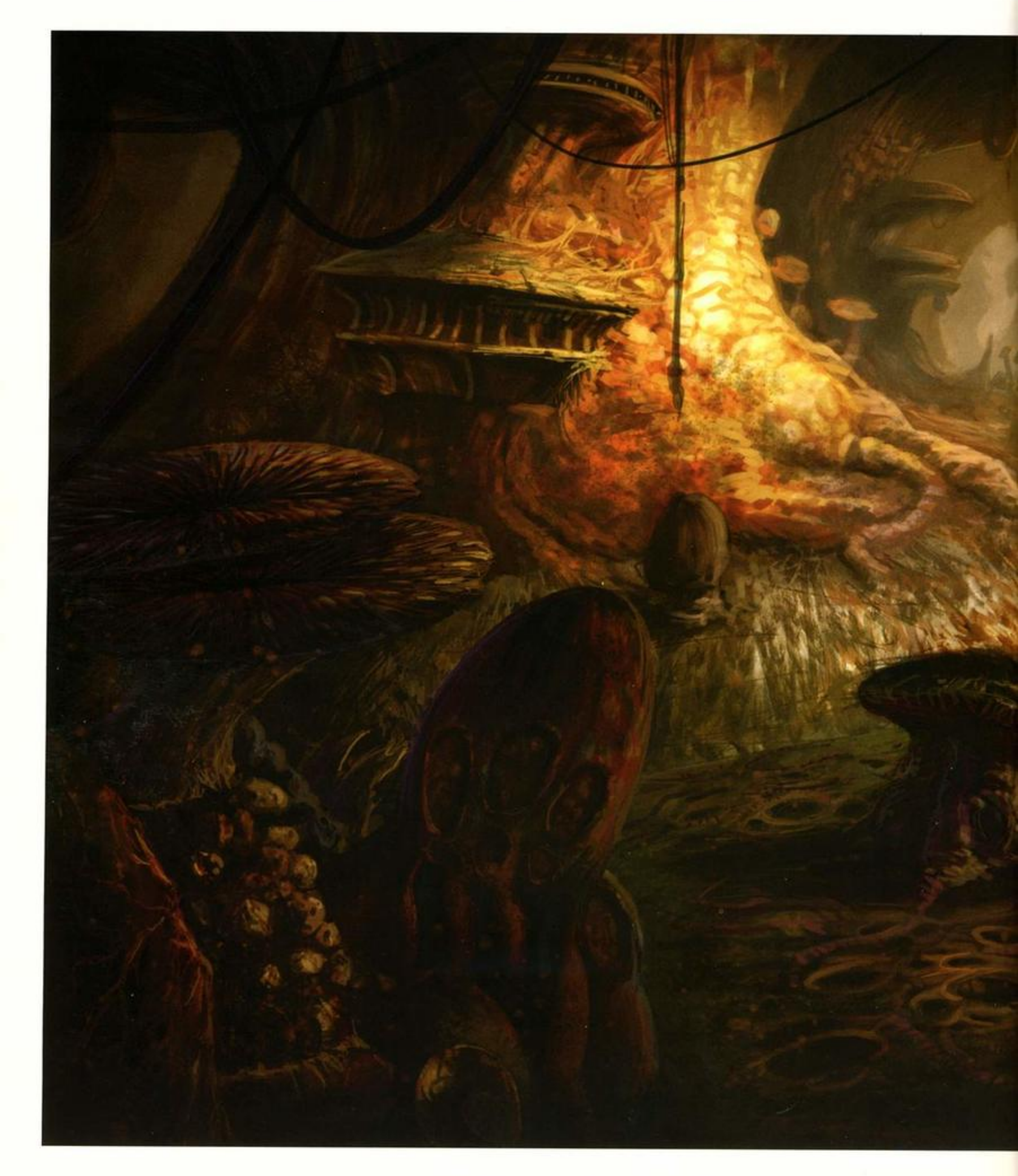
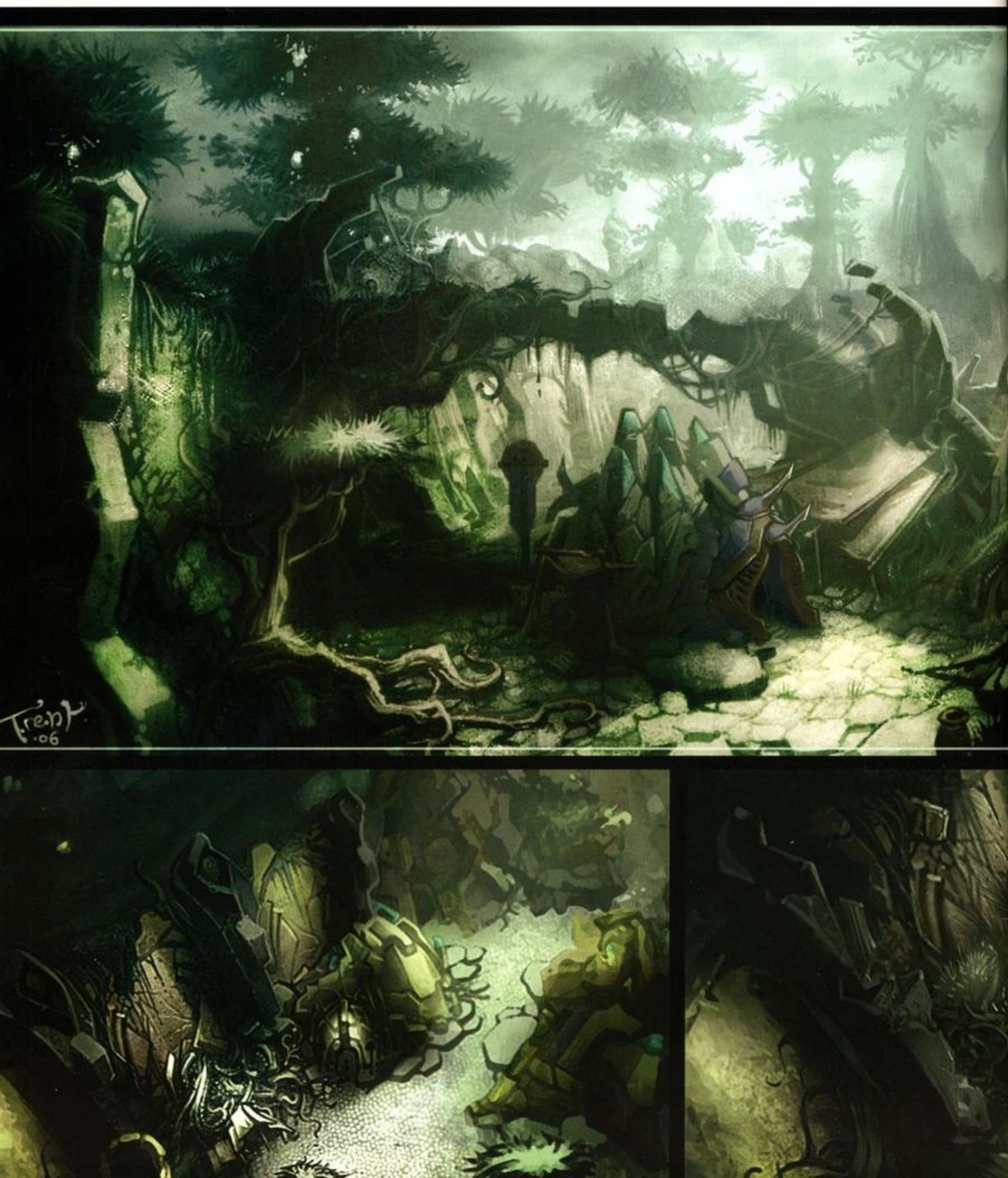
PETER LEE



PETER LEE

PETER LEE

PETER LEE


Trent
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Shattrath City

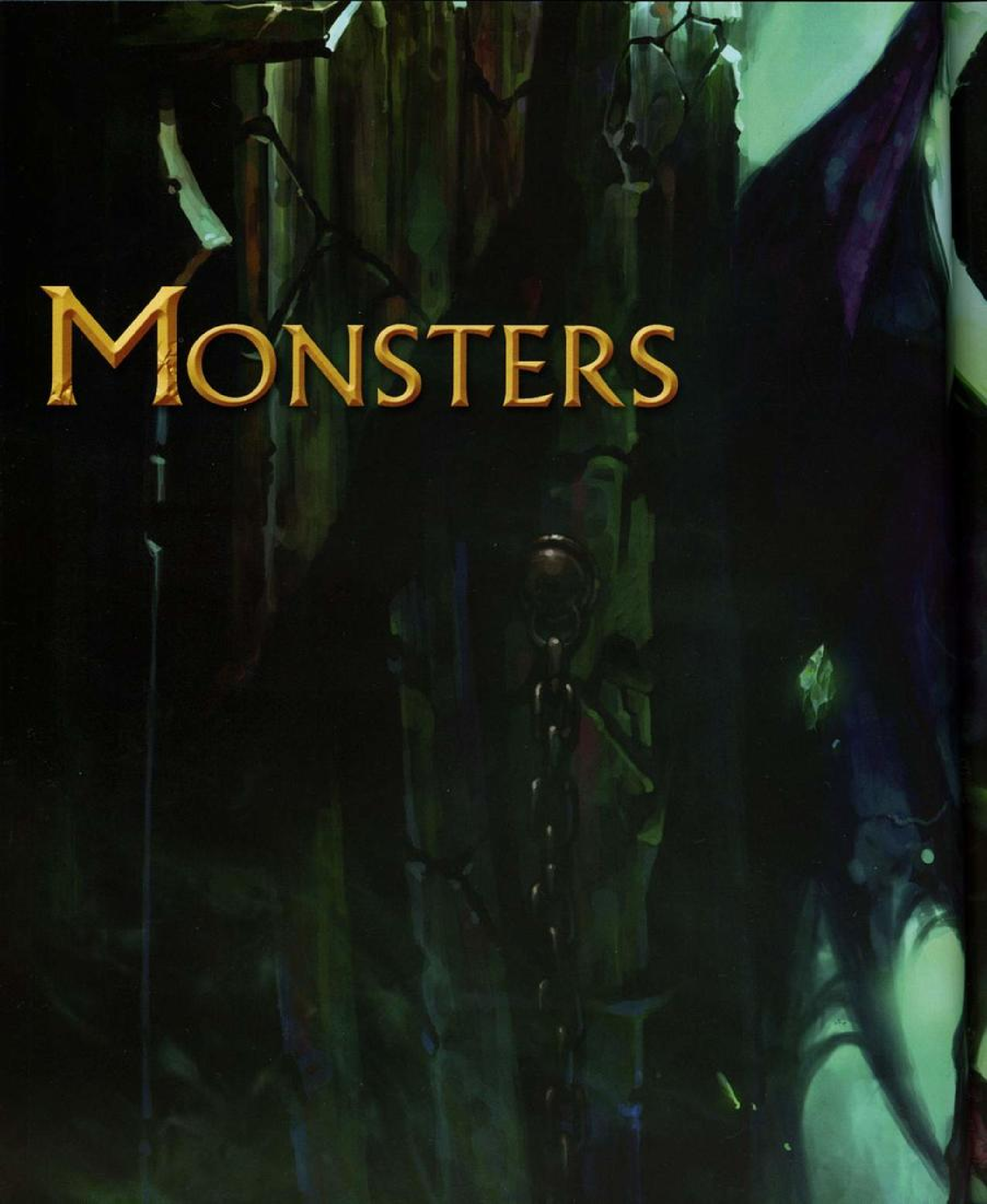
Blood Elf Sector

Draenei Sector

Arrakoa Sector

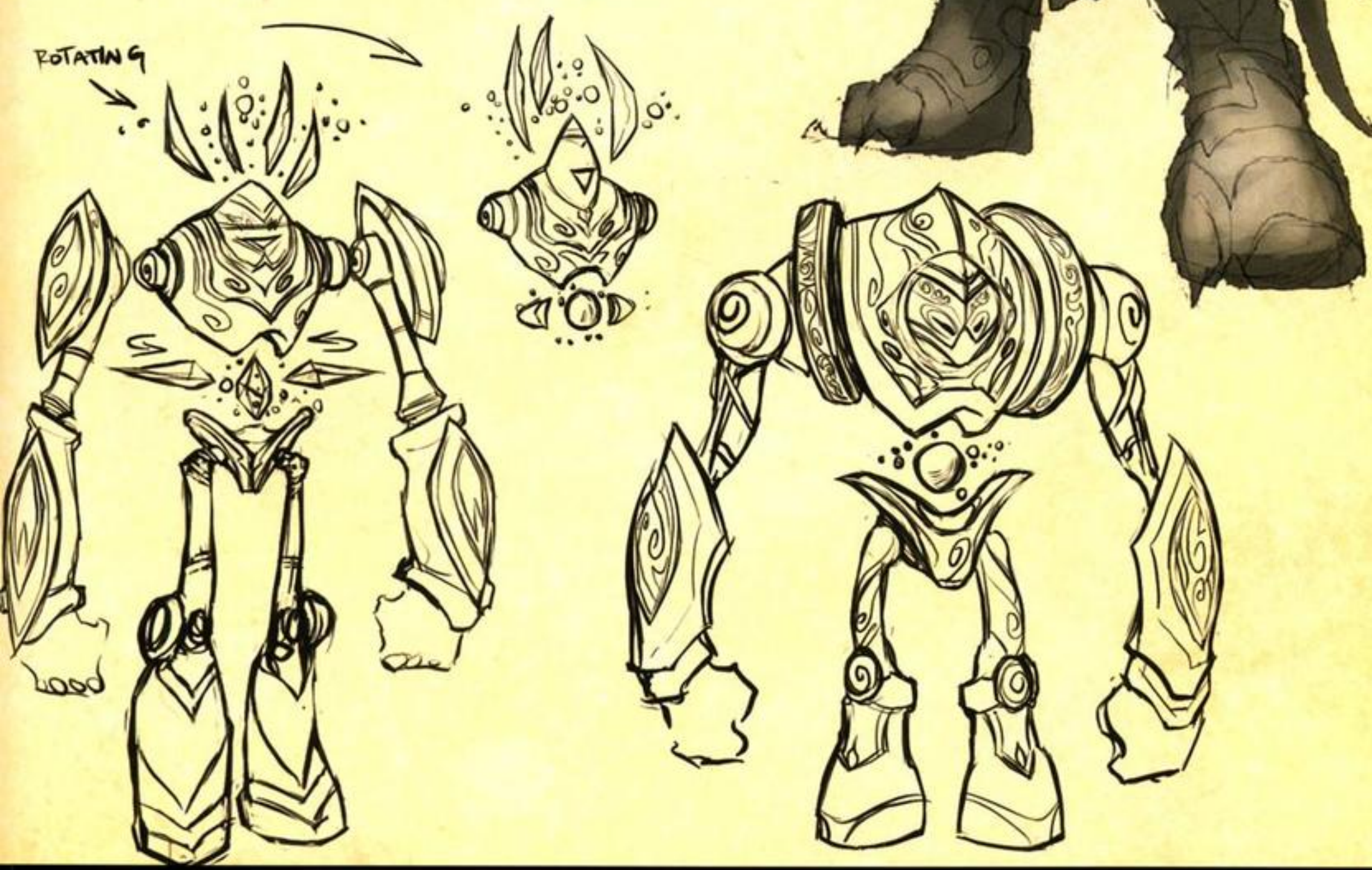
Market District

Refugee District


MONSTERS

Birdman
Kenku
Kenku
Arakkoa
Arcane Golem

he Broken



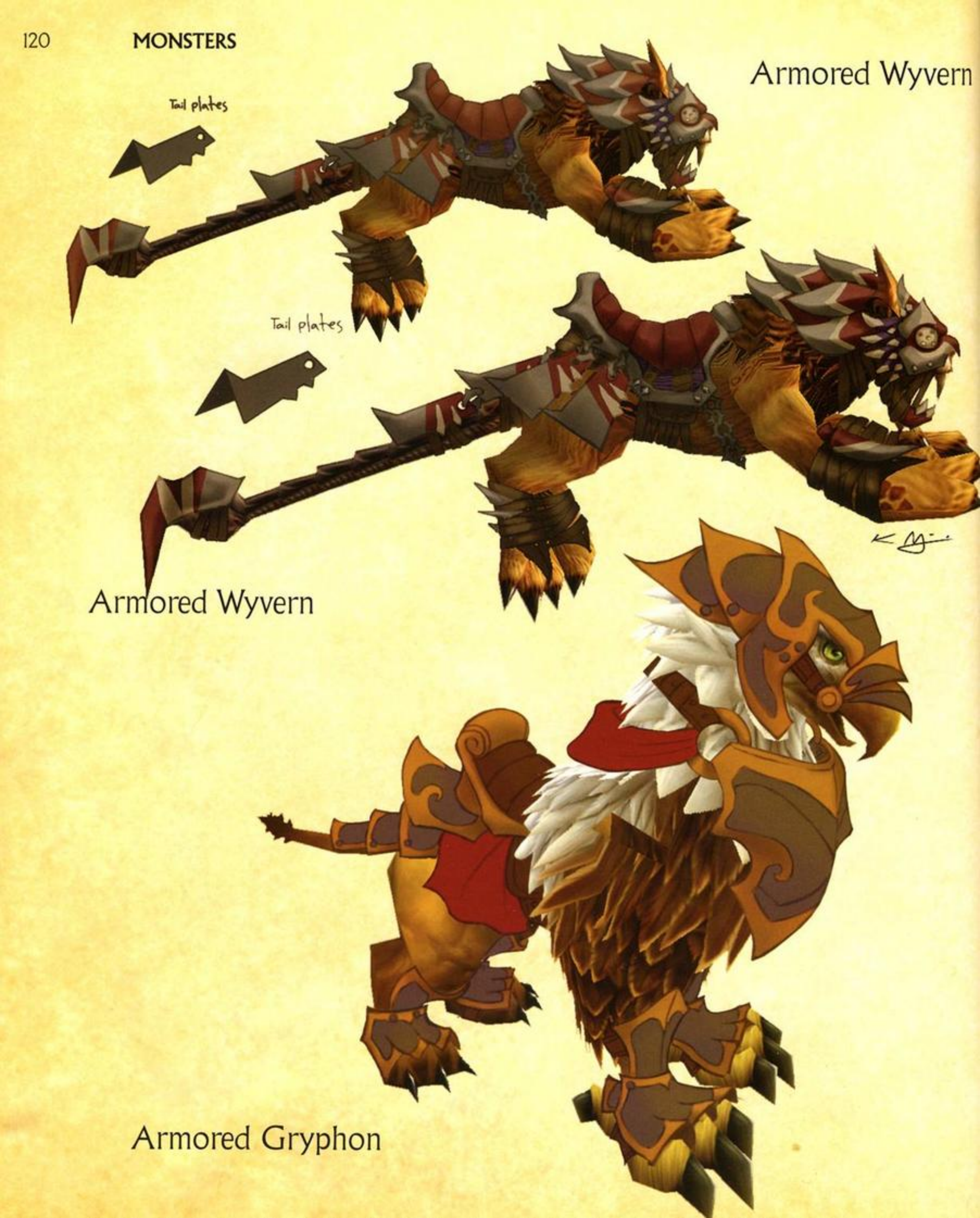
Flesh Beast

Draenei Pack Animal

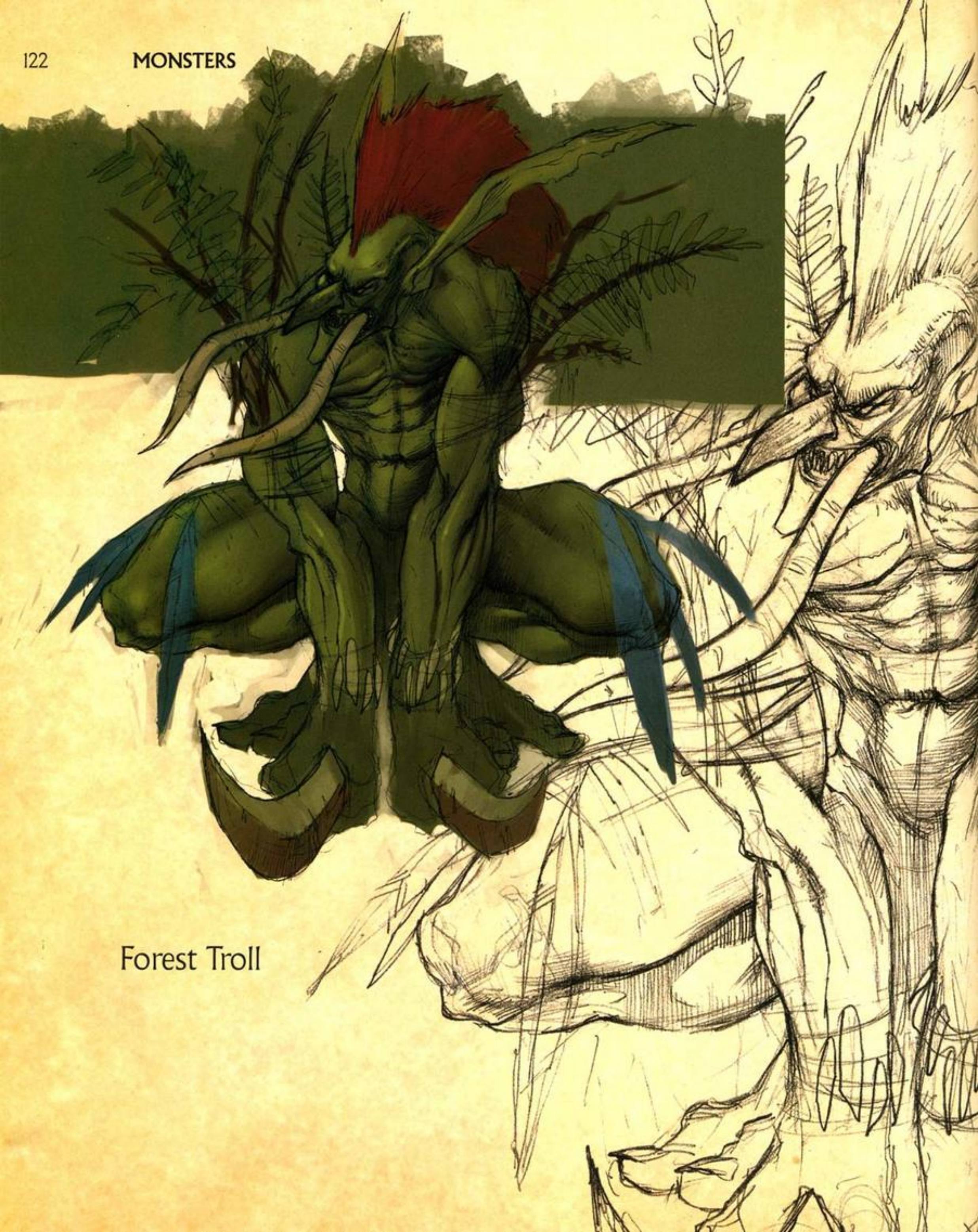
Dragon Hawk

Fel Orc

Fel Reaver


Armored Wyvern
Tail plates
Tail plates
Armored Wyvern
Armored Gryphon

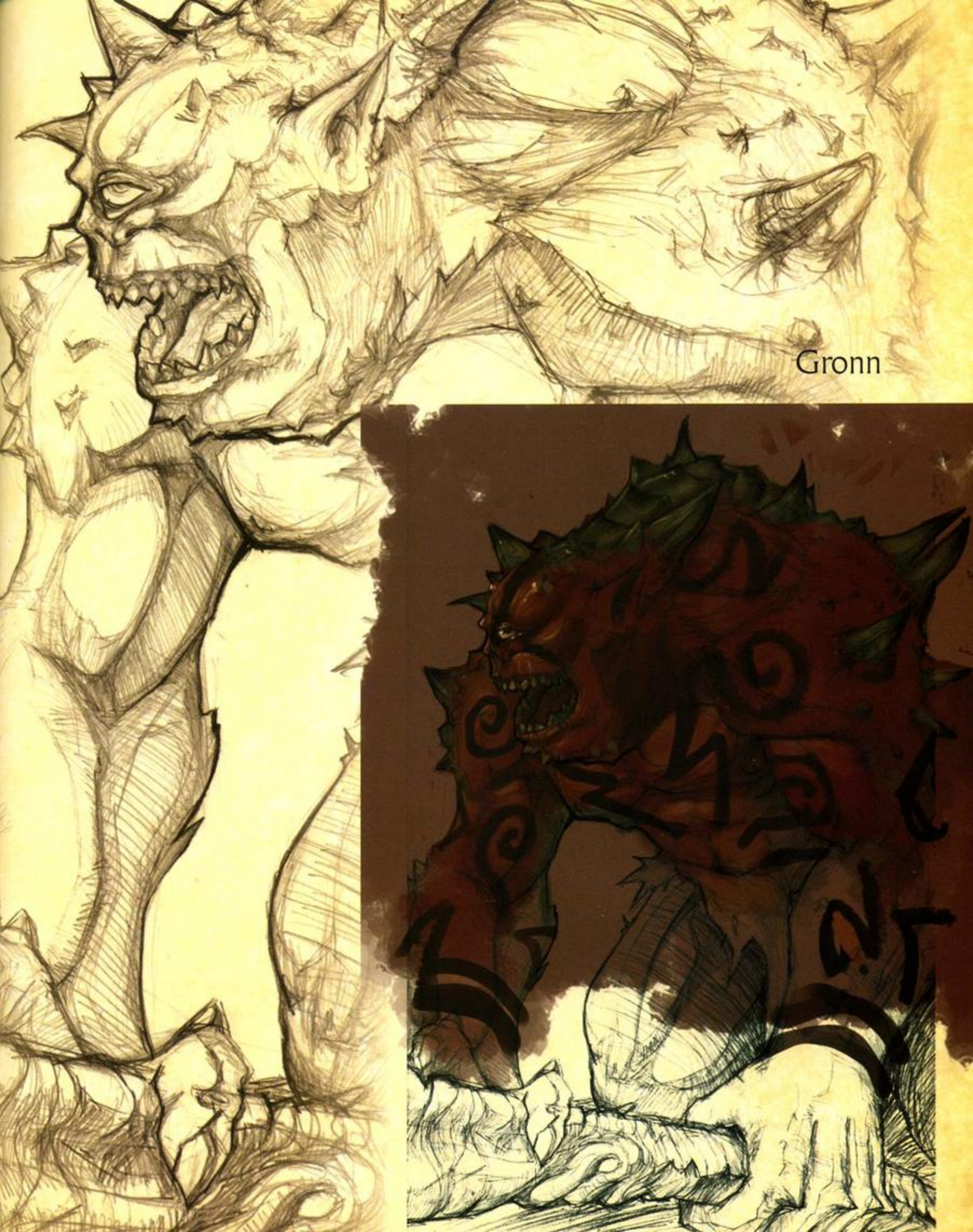
Armored Gryphon
Gryphon



Forest Troll

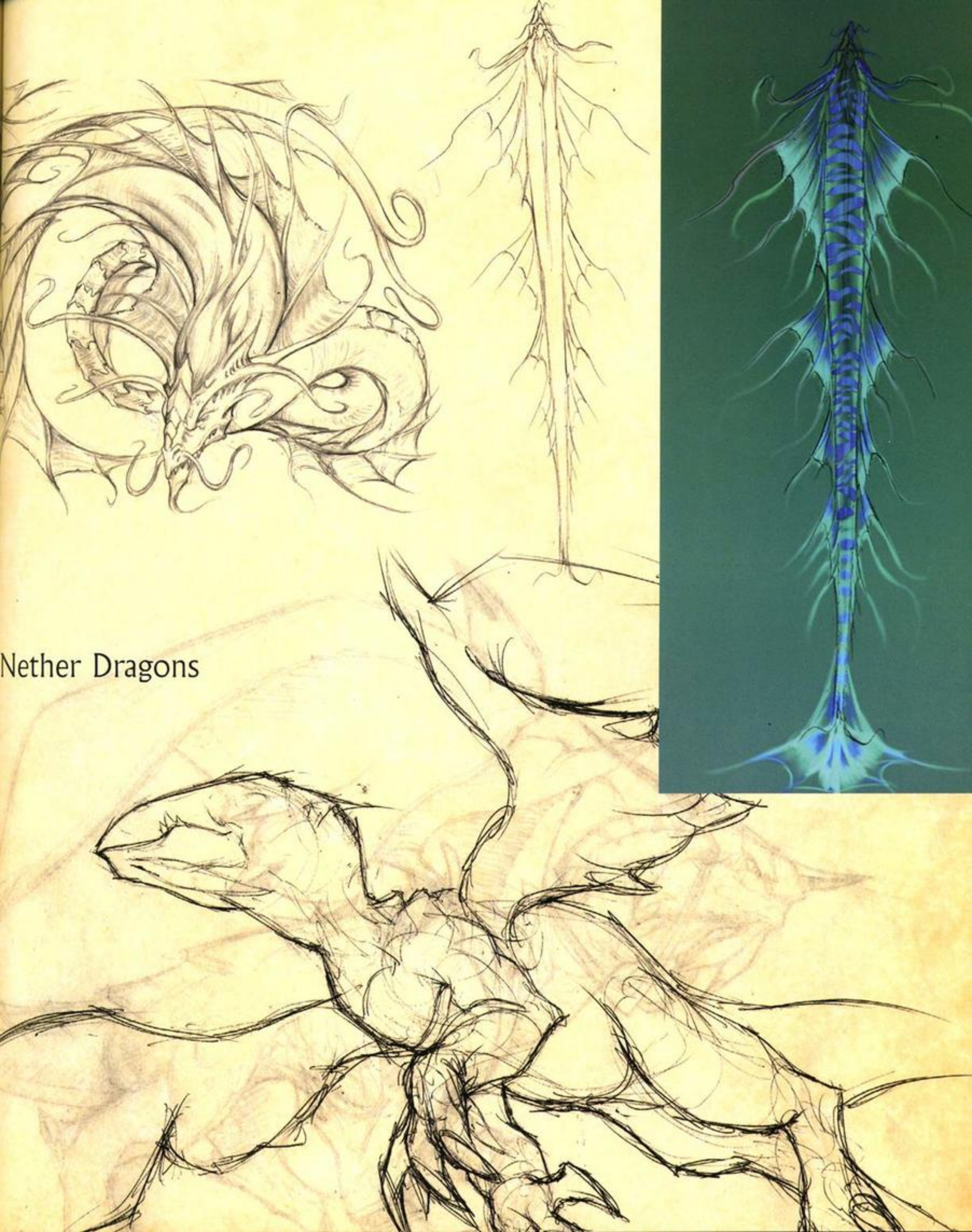
Fungal Giants

Gan'arg


Gronn

Illidan

Mo'arg



Nether Dragons

Ogre Lord

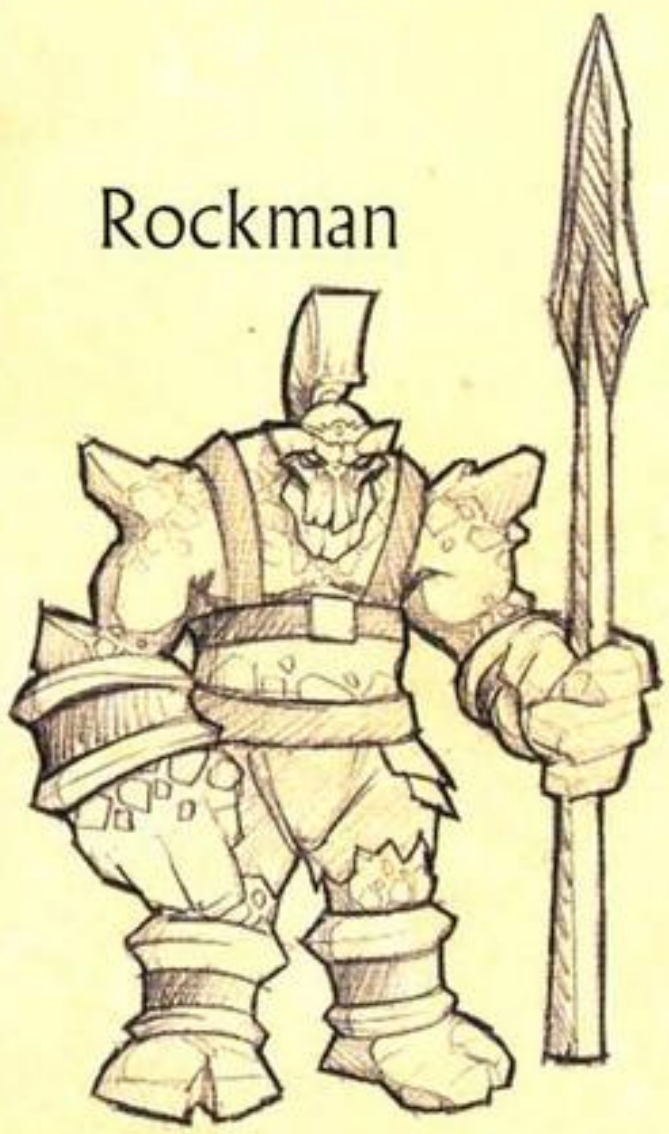
Pit Lord

Outland Abyssal

Gluth

Clefthoof

Rockman



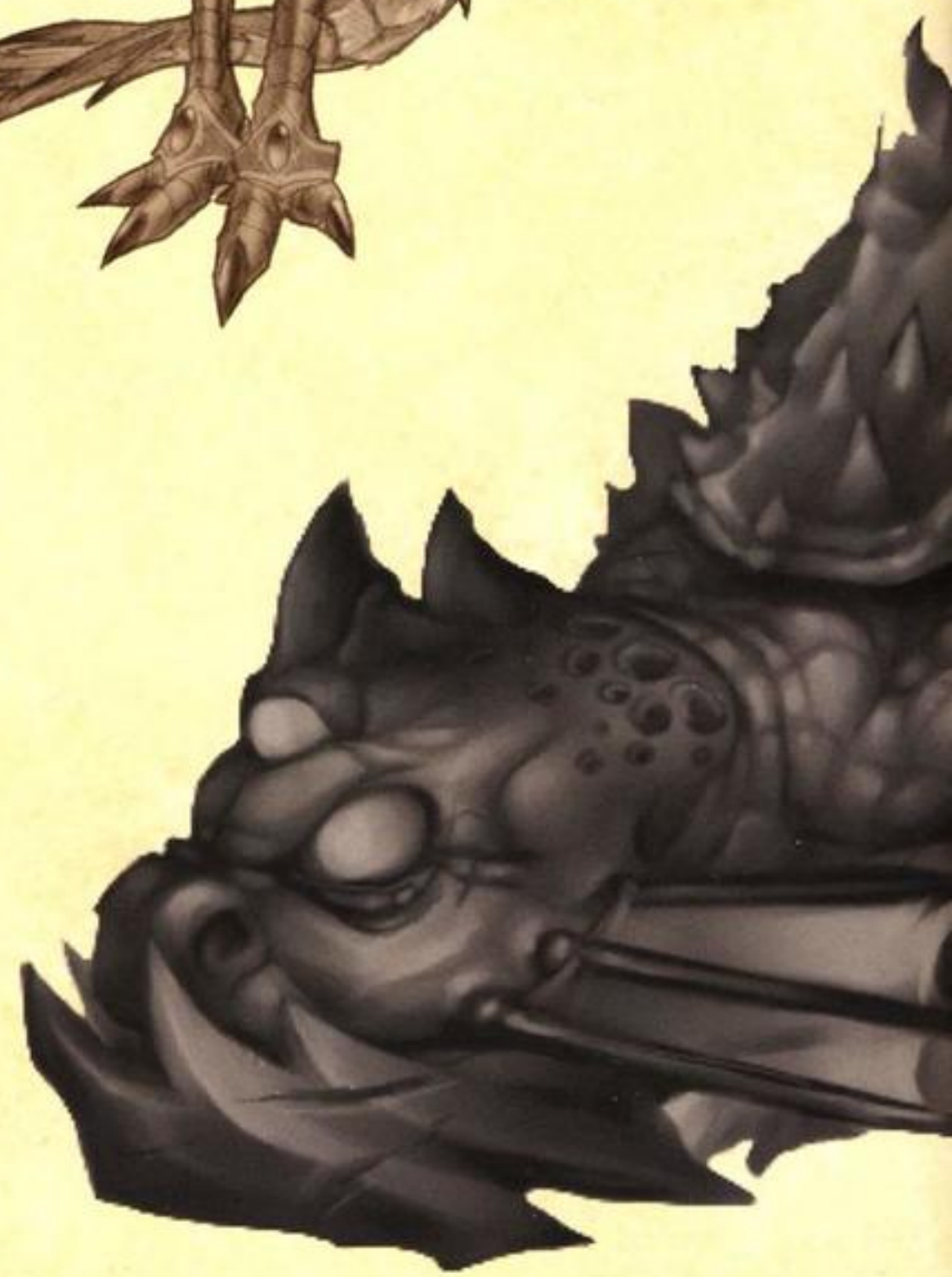
Robits

Ravager

Rock Flayer

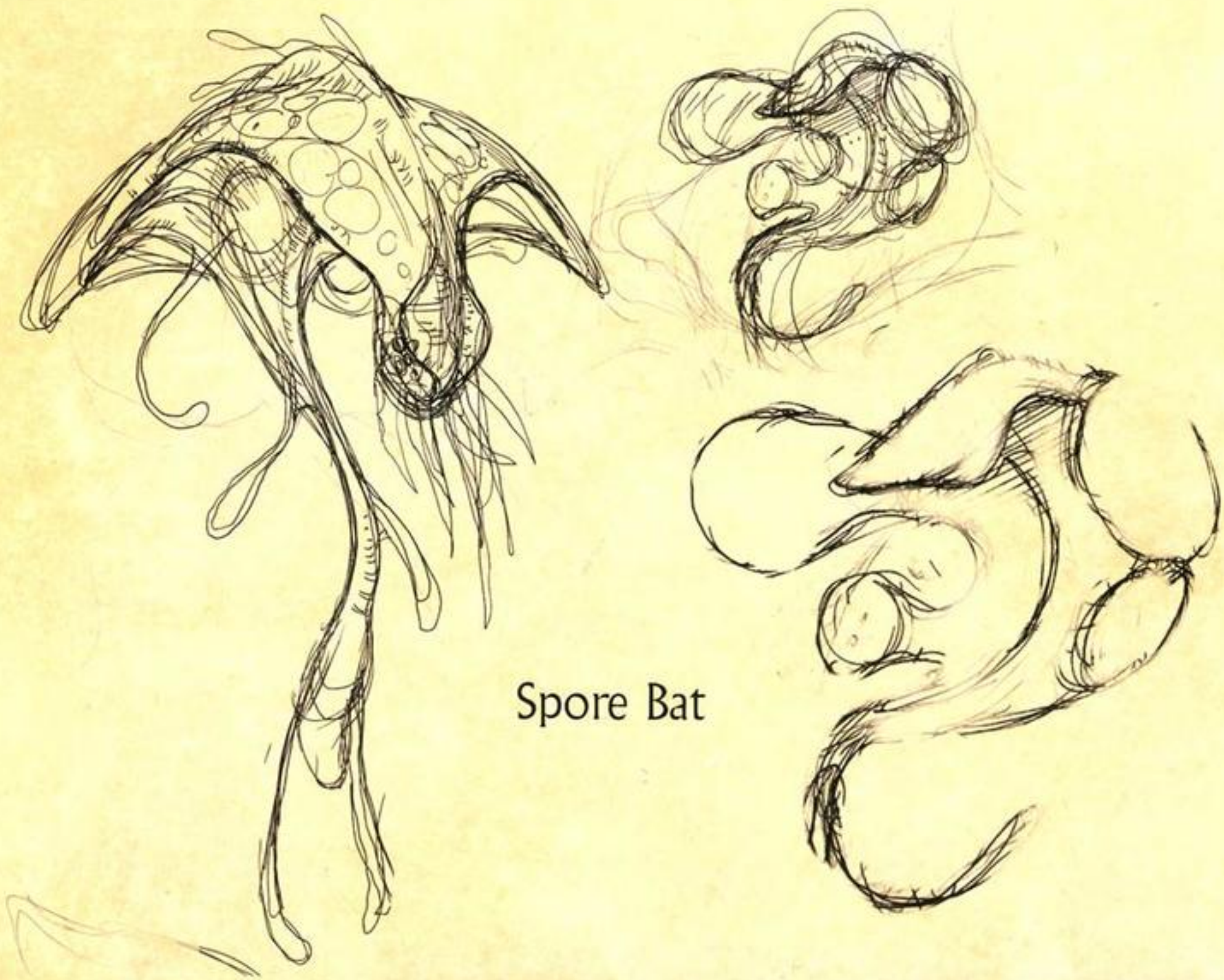
Shivan

Bloodelf Cockatrice Mount



Crow

Basilisk



Spore Bat

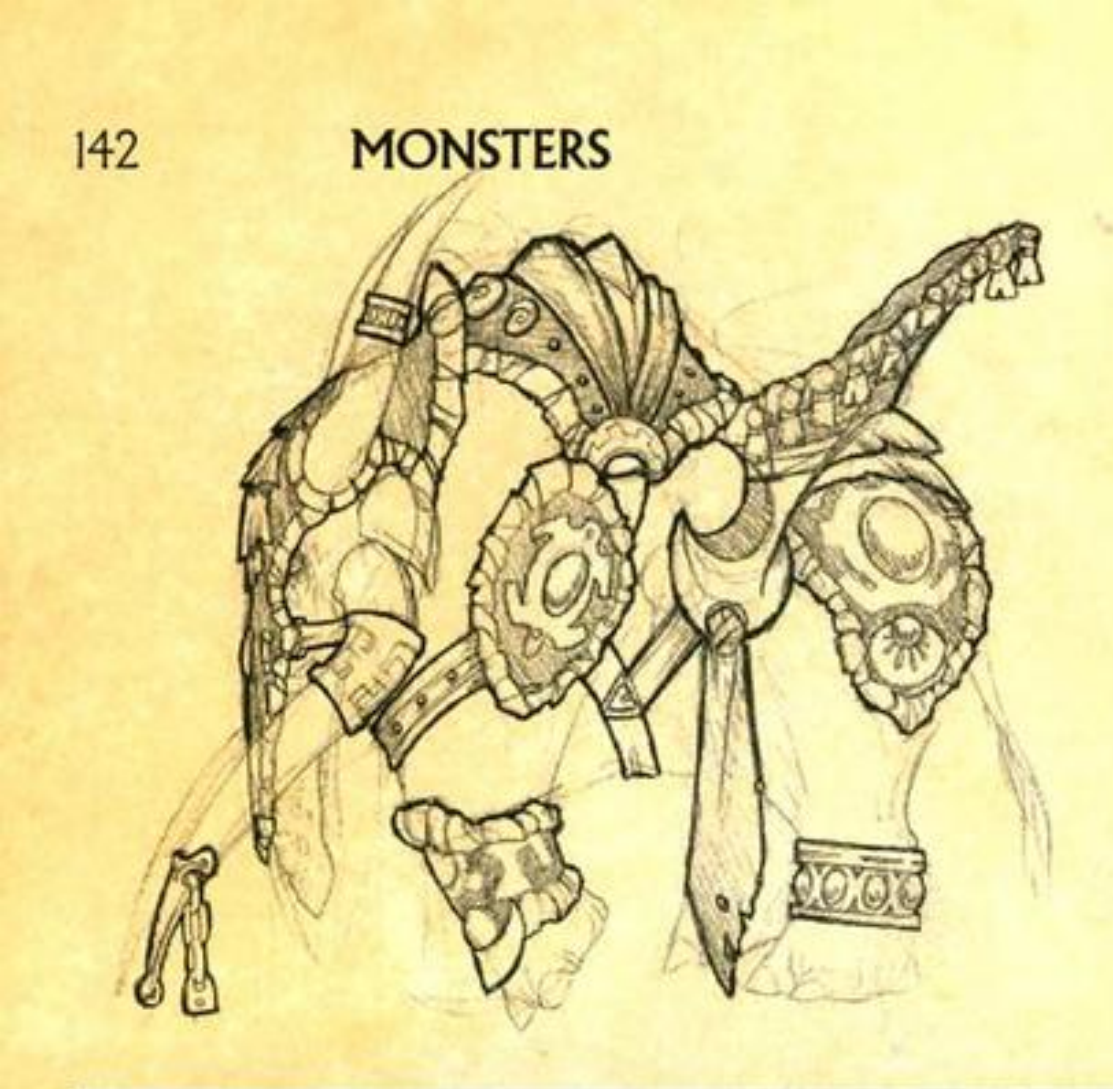
Sporeling

Silithid Wasp Bos

Silithid Tank Boss

Voidcaller

Toad



Elekk

FUNGAL MONSTER

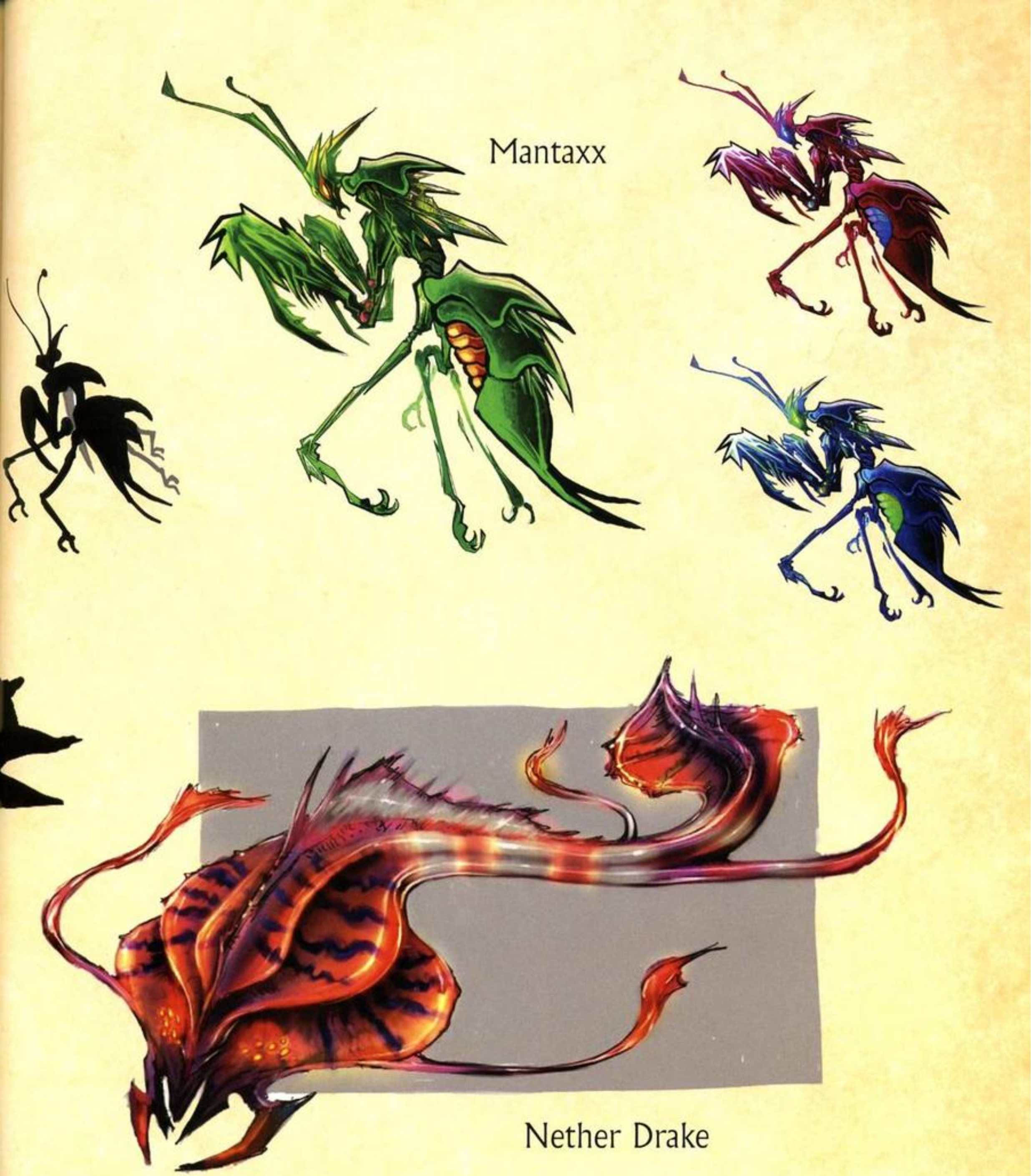
Imp

Warp Stalker

Wrath Guard

Raptor

Sand Reaver


Mantaxx
Nether Drake

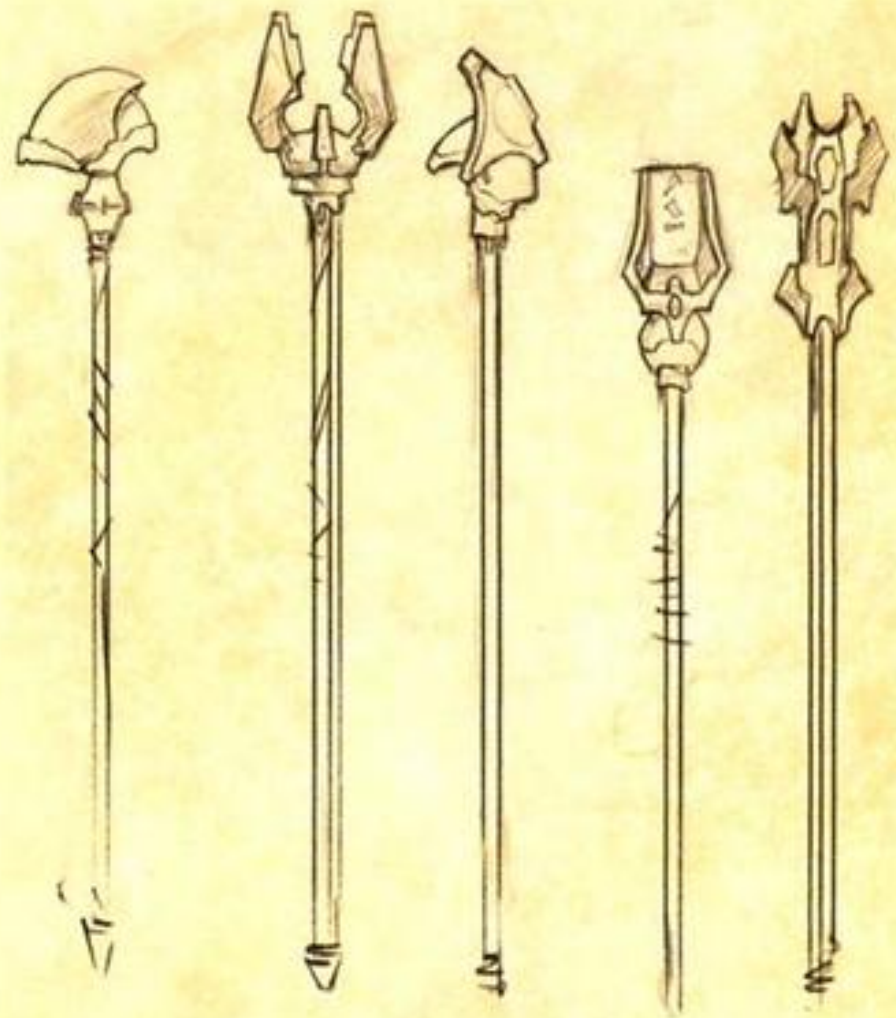
Weapons and Armor

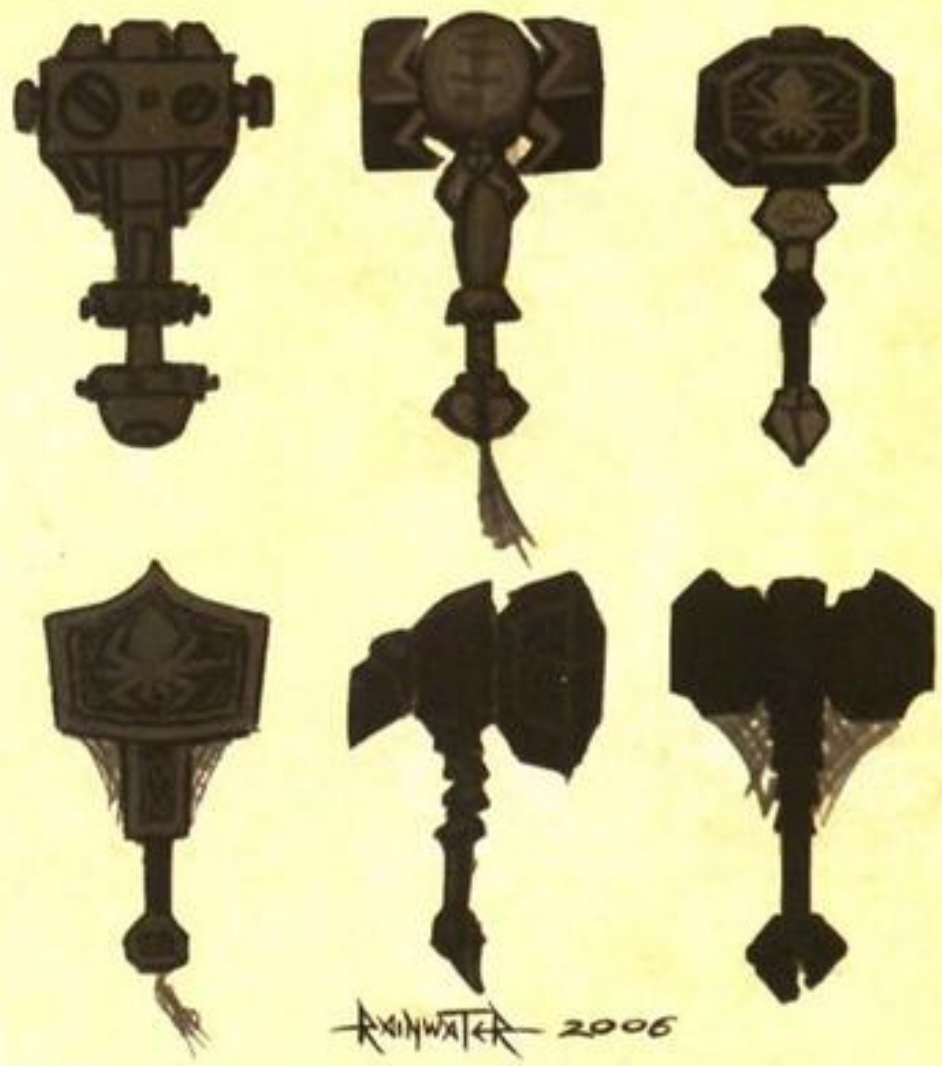
2H SWORDS
2H MACES

RAINWATER 2006
RAINWATER 2006

These two weapons look like they've come from different games.

RAINWATER 2006

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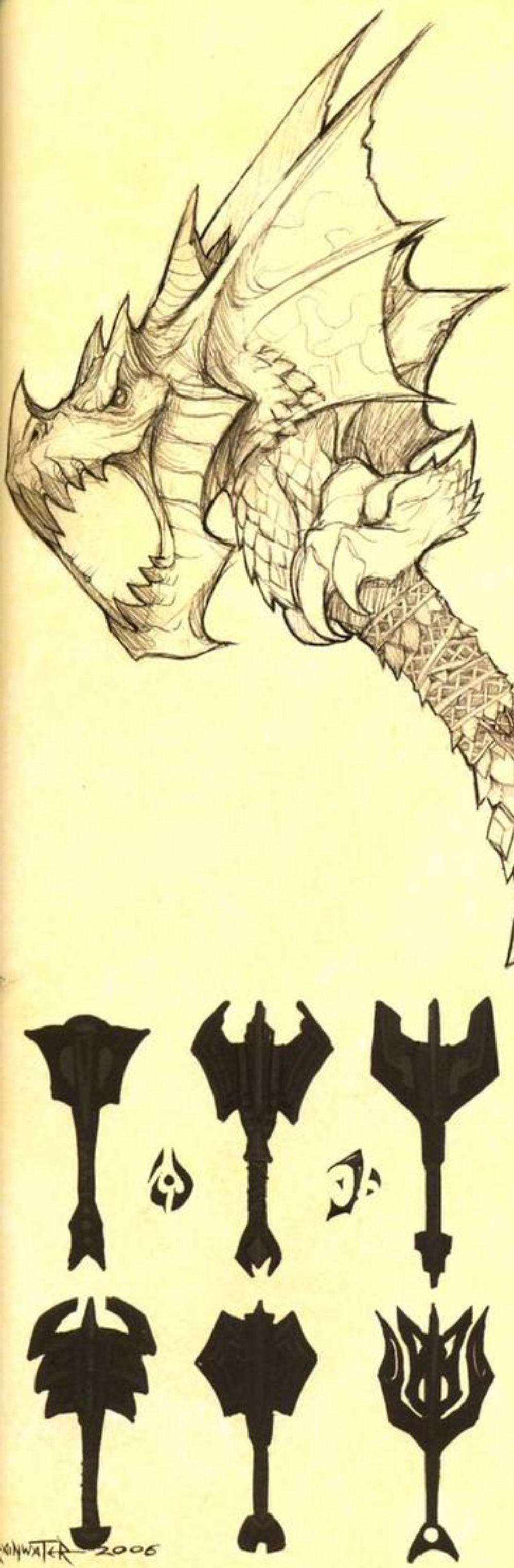
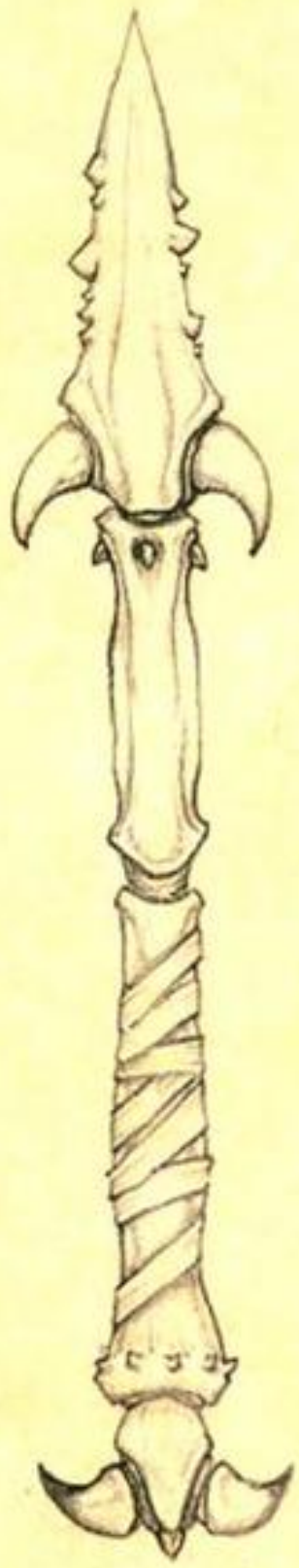
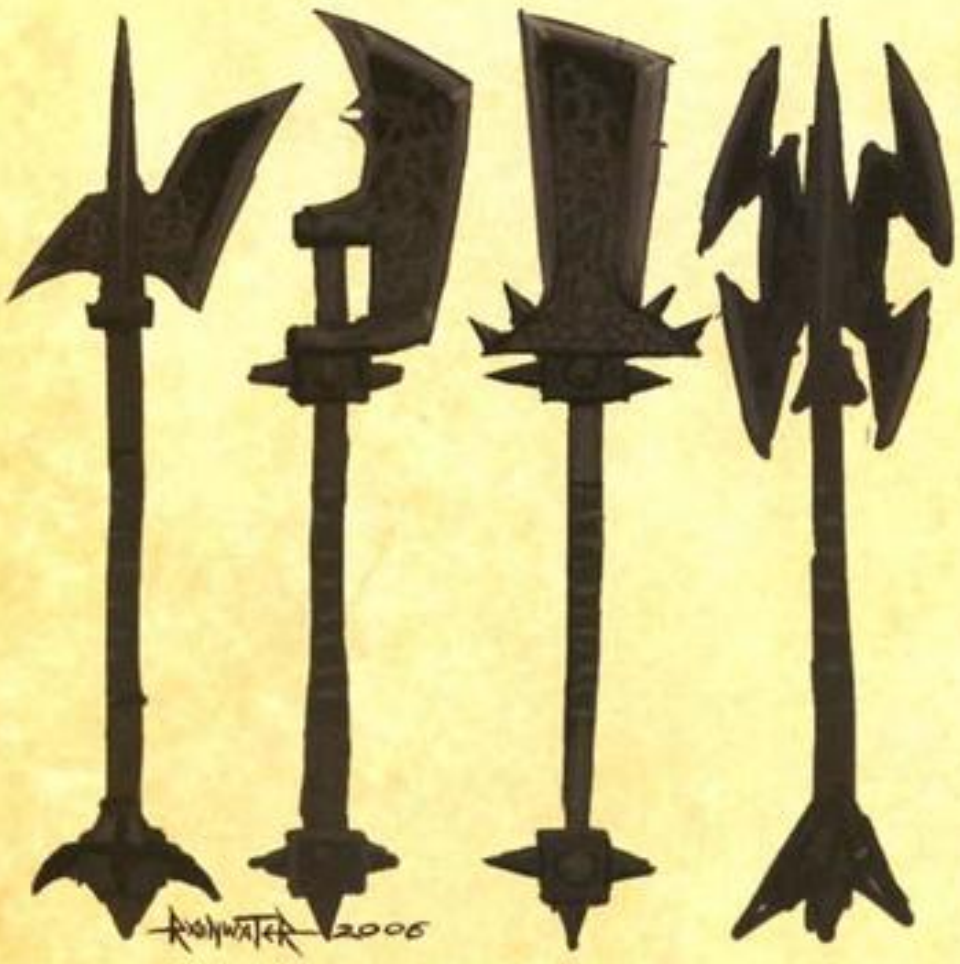

2006

2006



RXINWATER 2006

RGINWATER 2006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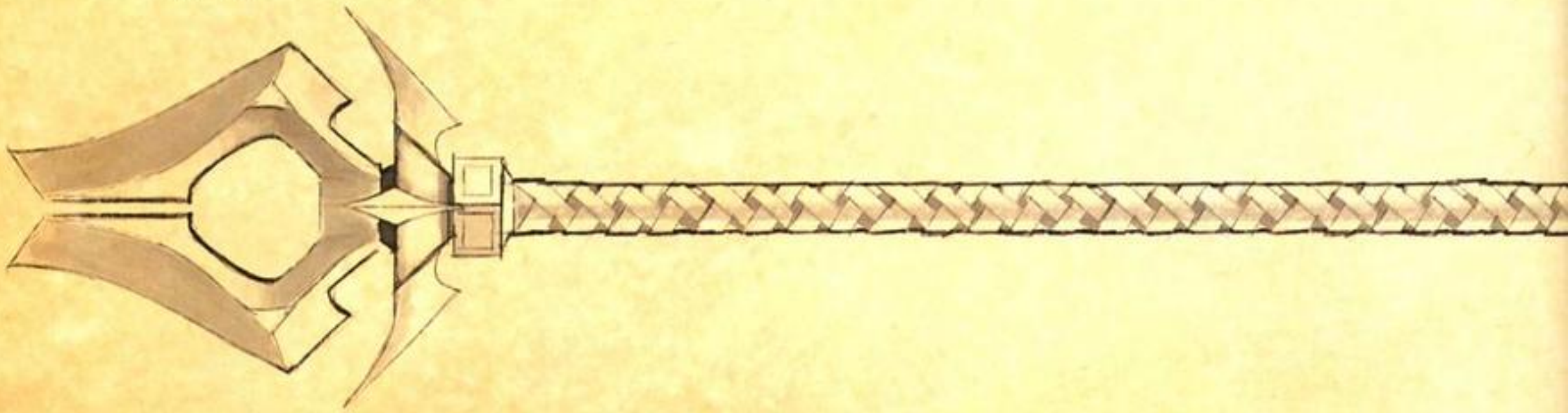
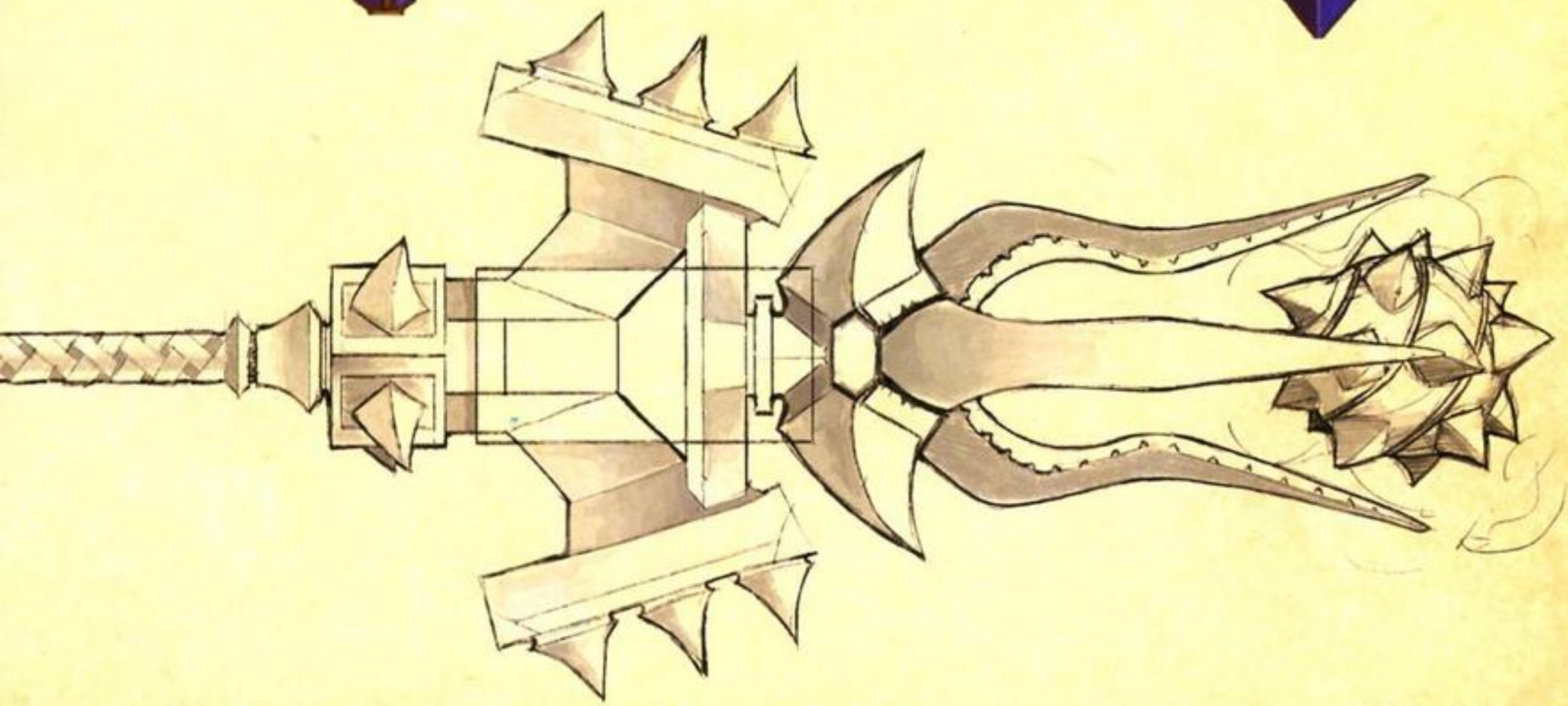




WANDS

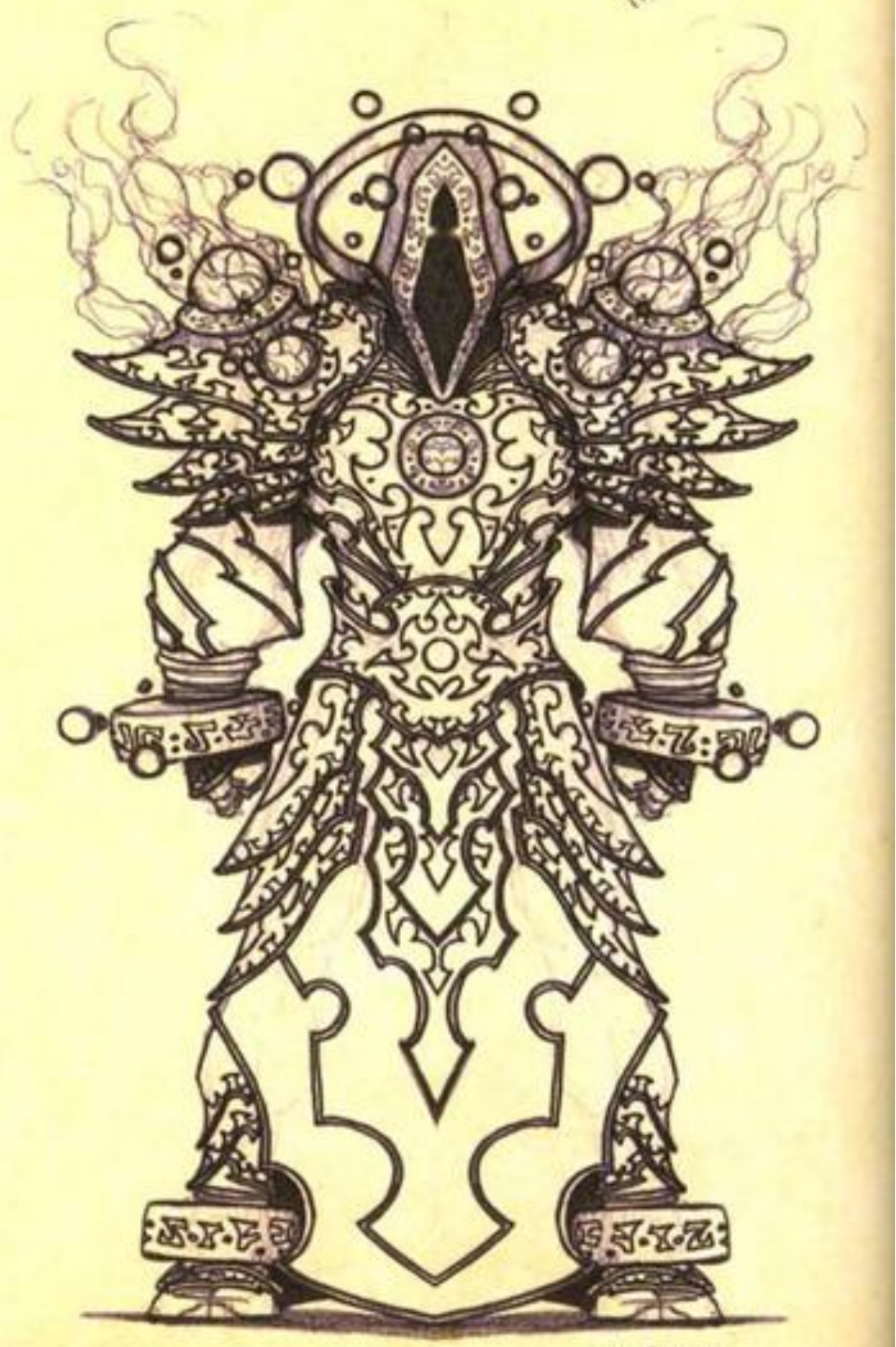
ARGINWATER 2006

WHITE TIGER

Sevilla

WARLOCK

2 piece split design
helmet is held together by ether
2 piece helm held together by ether

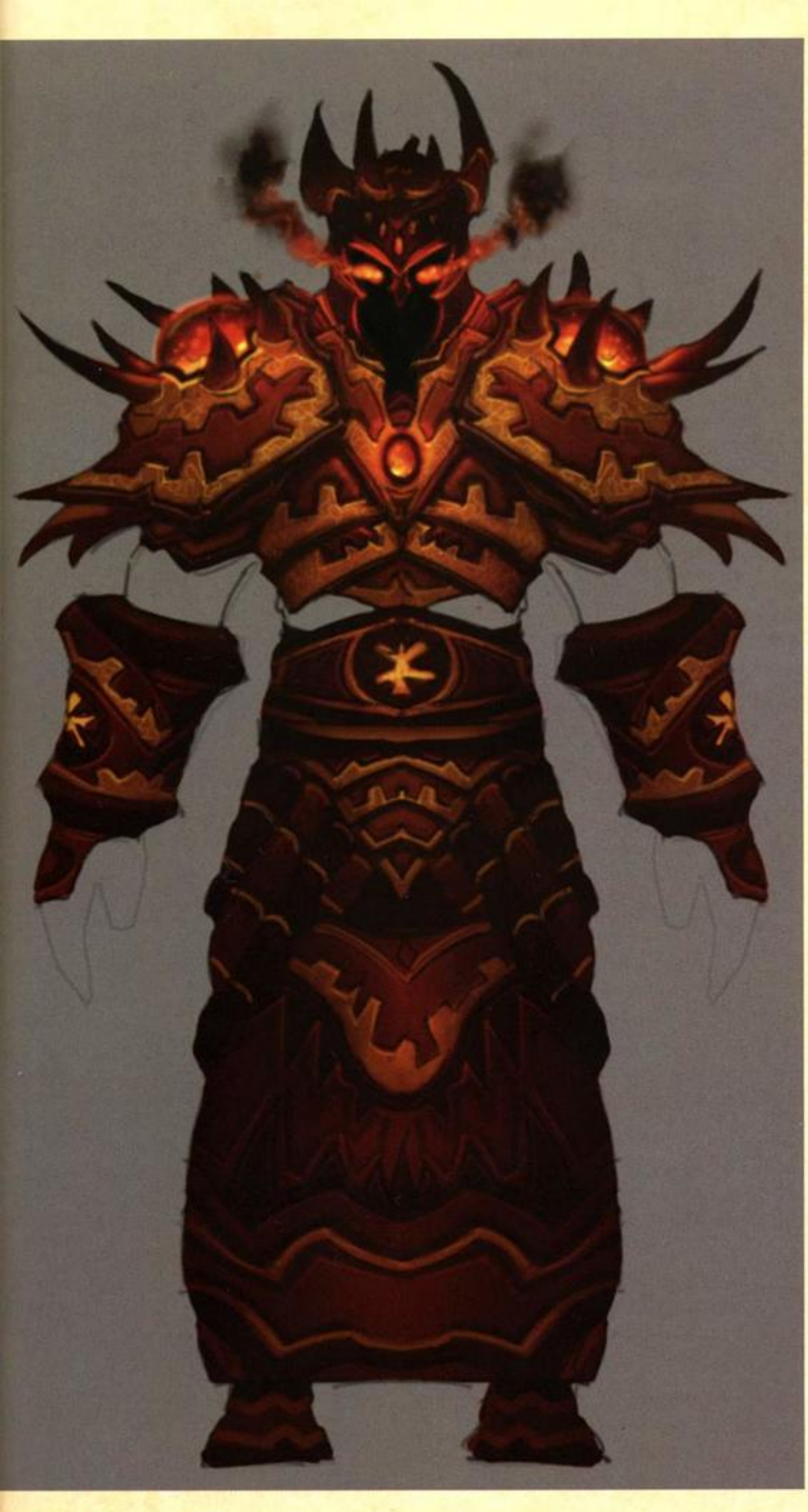


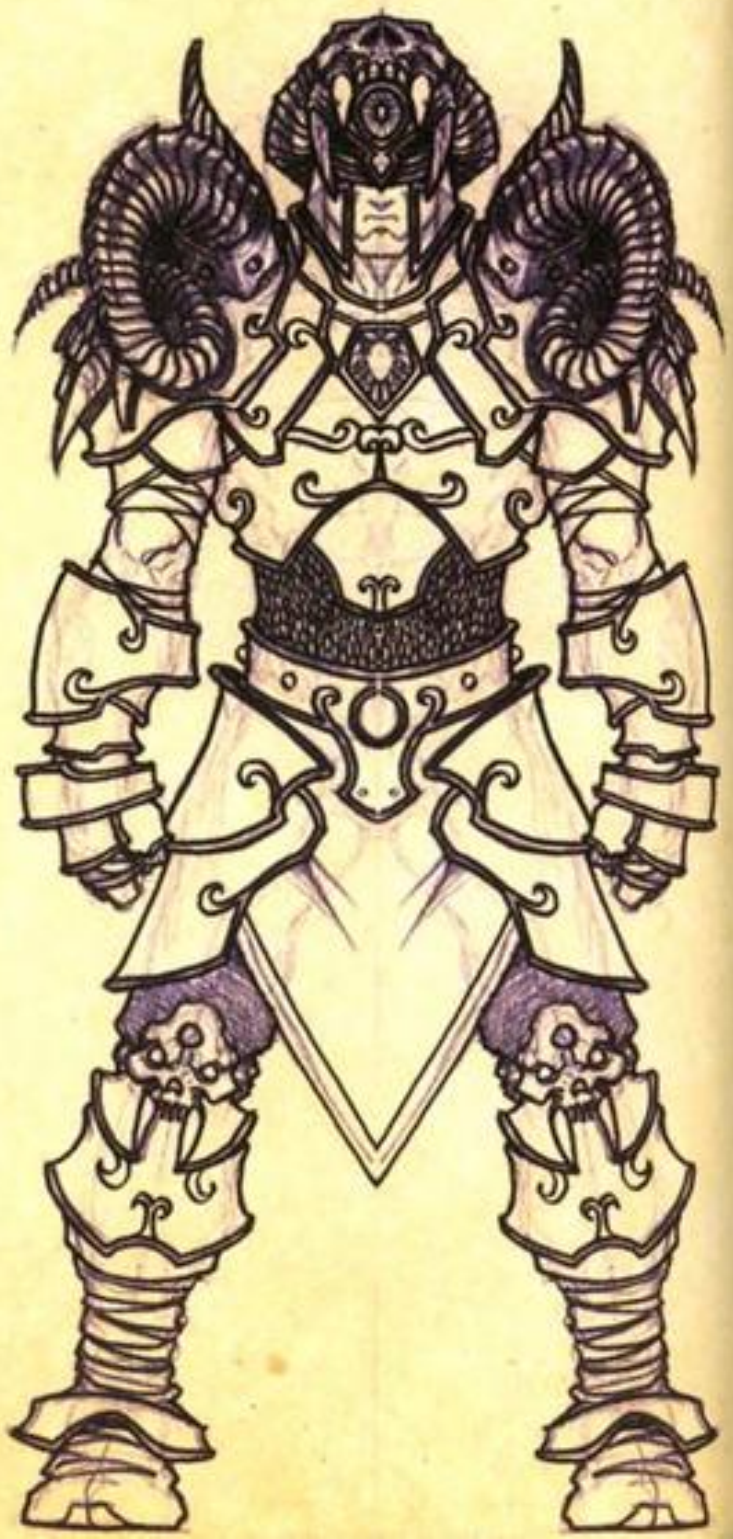
WARLOCK
THE WORLD OF WARCRAFT
"BURNING CRUSADE"

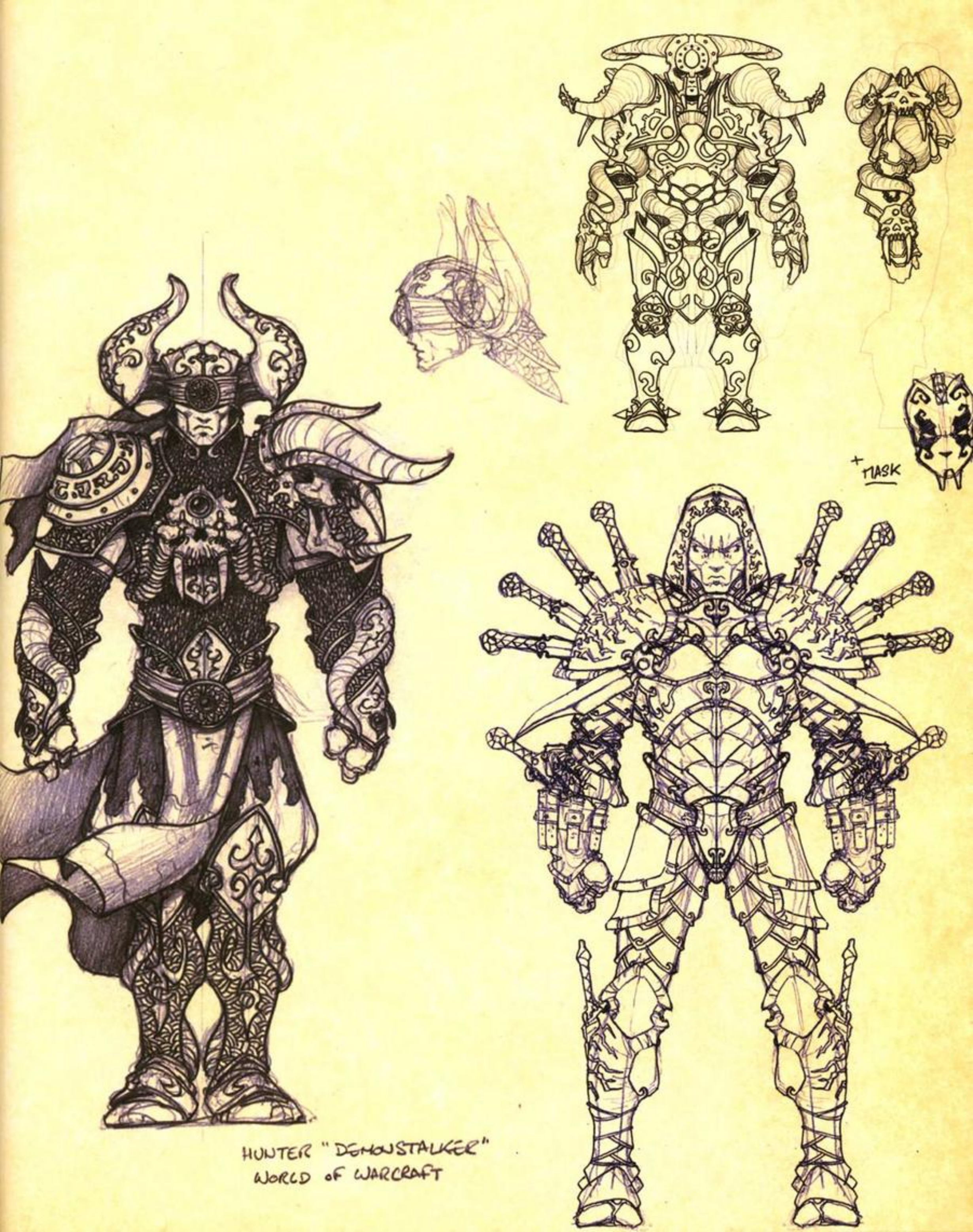
WIND GOD

Sevilla

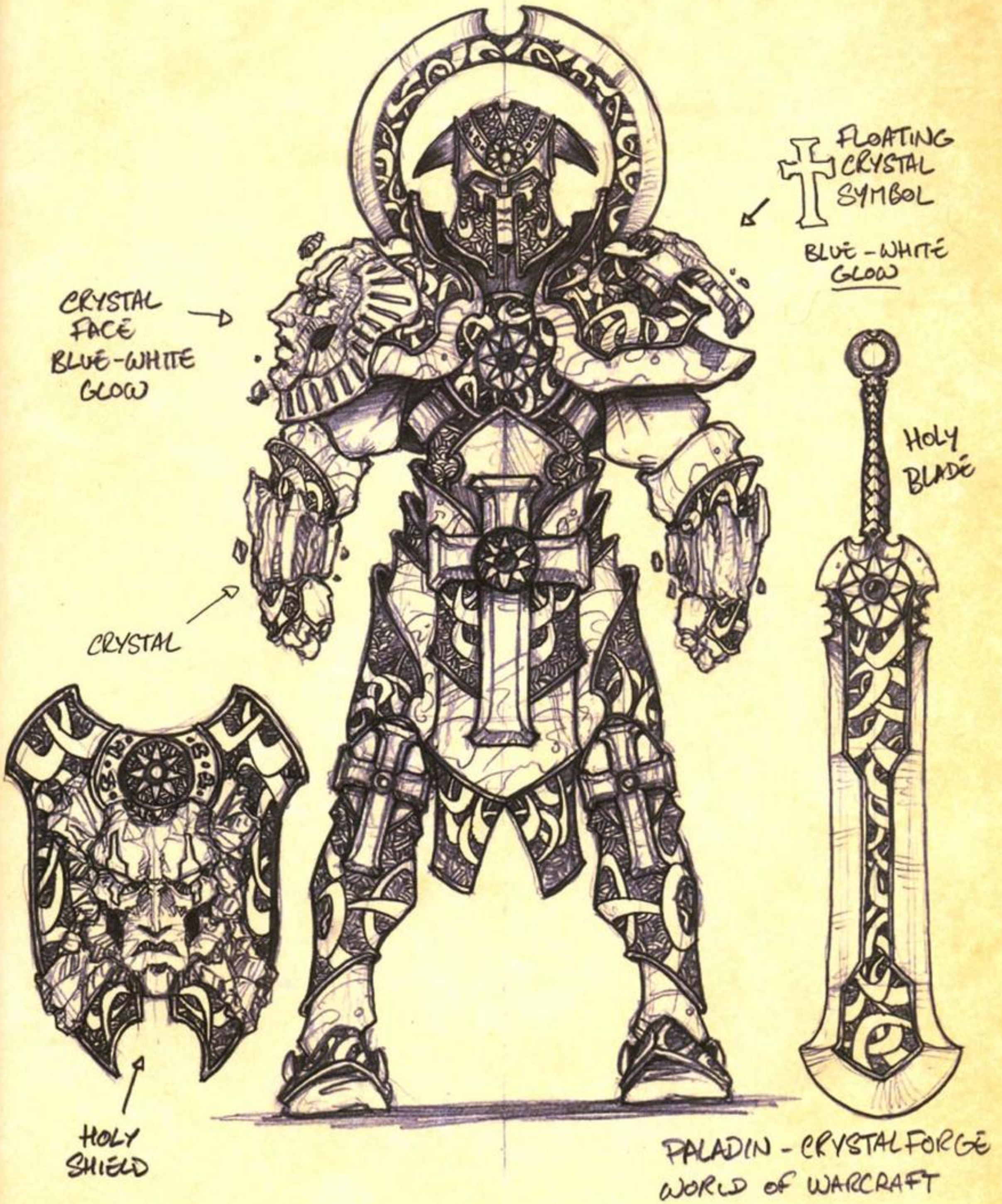
Sevilla

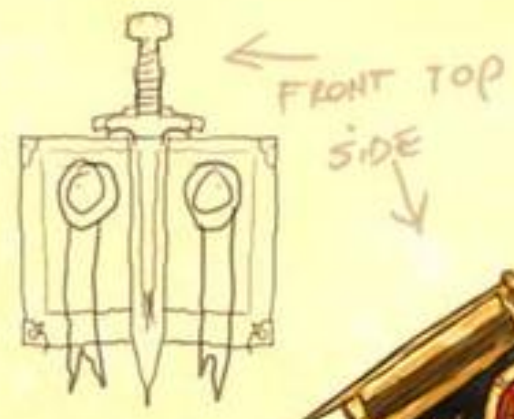






HUNTER "DEMONSTALKER"
WORLD OF WARCRAFT


FLOATING CRYSTAL SYMBOL
BLUE-WHITE GLOW
CRYSTAL FACE BLUE-WHITE GLOW
HOLY BLADE
CRYSTAL
HOLY SHIELD
PALADIN - CRYSTALFORGE
WORLD OF WARCRAFT


FRONT TOP
SIDE

CINEMATICS

CINEMATICS

DRAENEI PALADIN

·SHOTS W016, W078·FOREST, TEMPLE·

·TEMPLE CONCEPT·

· SPELLBOOK SHOULD HAVE AN AGED APPEARANCE·

· CLASP KEEPS BOOK CLOSED WHEN NOT IN USE ·

·HAMMER FORGED FROM NAARU CRYSTAL·

• OVERLAPPING LAYERS/PLATES ECHO DRAENAI ARCHITECTURE •
• SOCKETED GEMS COME FROM NAARU - IMBUES THE ARMOR WITH HOLY POWERS
• PAULDRONS HAVE A NICHE IN THE FRONT, FOR RESTING THE HAMMER - ALSO PROVIDES MORE VISIBILITY TO THE SIDES WHEN HUNCHED OR CROUCHED •
• GOOD PALADINS ALWAYS KEEP THEIR ARMOR SHINY AND POLISHED •
• BOOK TEXTURE + ANIMATION
ORTHOGRAPHIC VIEW •
• OPENINGS IN ARMOR ALLOW FOR MORE MOBILITY AND RANGE OF MOTION - CHAIN MAIL PROTECTS THESE VULNERABLE AREAS •
DRAENAI STORYBOARD 1: CATHEDRAL SCENE EXIT
2: FOREST VS. FEL ORCS
3: TRAPPED BY 2 ENEMIES
4: BACKHANDS SWING
1
2
3
4
• STORYBOARDS •

CINEMATICS

1 WA29 CONCEPT

2 WA69 CONCEPT

1 · WA29 · ORC VS. NAGA · MATTE PAINTING

2 · WA69 · BLOOD ELF GROUND SMASH MATTE PAINTING

3·WA71 CONCEPT

4·WA40 CONCEPT

3·WA71·MAGE VS·TAUREN–BAIN·MATTE PAINTING·

1·WA40·BLOOD ELF·MANA WYRM·MATTE PAINTING·

CINEMATICS

BLOOD ELF PRIESTESS

·SHOTS WA 40 · WA76 · WA29 ·

BLOOD ELF CLOTHING + WEAPON CONCEPT

GLOWING GREEN EYES ARE A SIGN OF ADDICTION TO THE DEMONIC MAGIC THAT THE BLOOD ELVES RELY ON.

· BLOOD ELVES HAVE EARS THAT POINT STRAIGHT UP ·

· DON'T BE FOOLED BY HER INNOCENT APPEARANCE — BLOOD ELVES ARE KNOWN TO BE EXTREMELY VIOLENT AND UNPREDICTABLE, ESPECIALLY WHEN CUT OFF FROM THE SUNWELL'S ARCANE POWERS ·

WA40

WA40

WA29

·SHOT CONCEPTS·

·EARLY CONCEPT DRAWING·

·GLOWING BRIGHTWOOD STAFF·
BINDS WHEN EQUIPPED · SELLS FOR 5 GOLD 70S 18C TO VENDORS

DETAIL VIEW

CLOTHING DETAILS.
(FROM LEFT TO RIGHT)

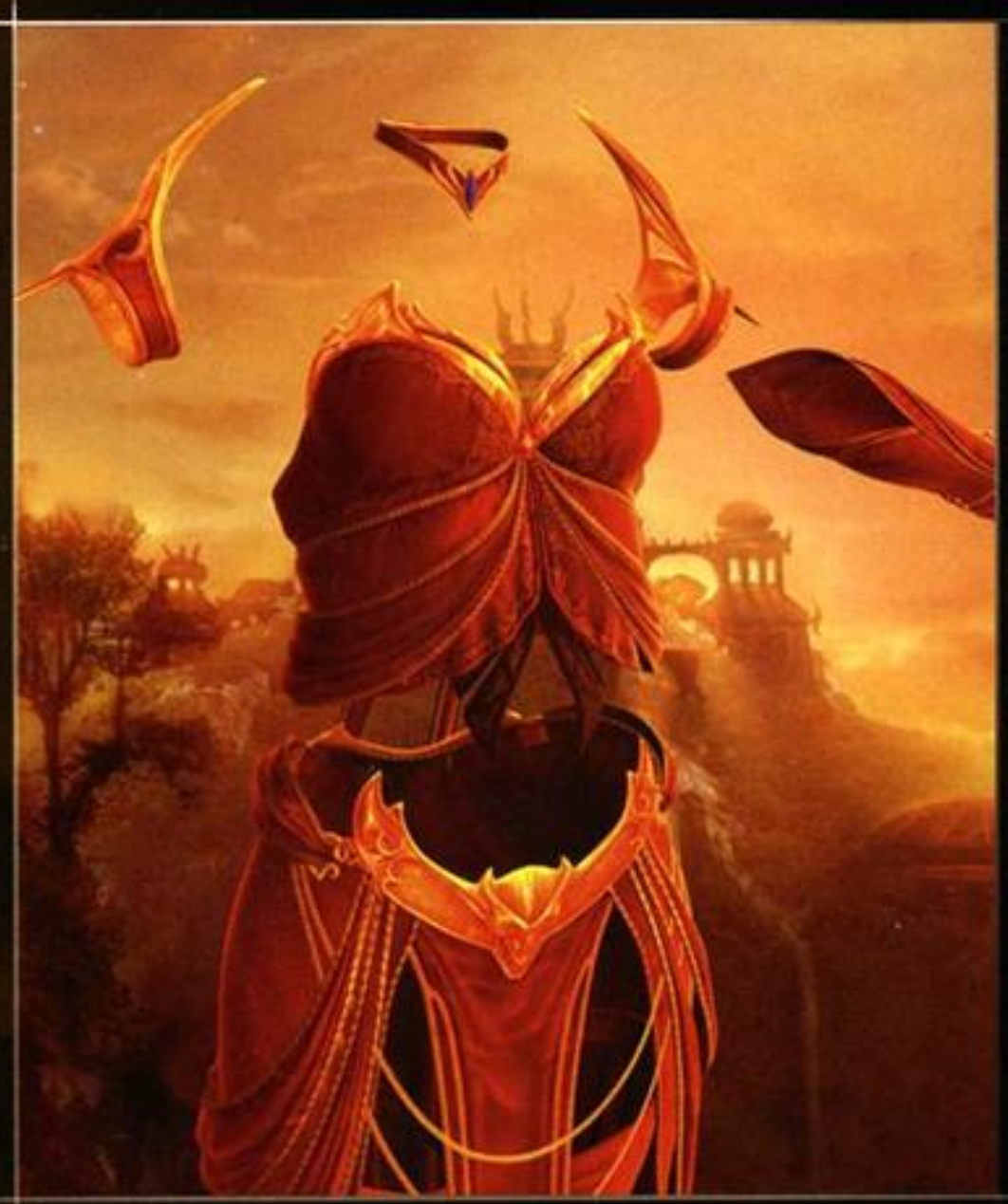
1. FABRIC MOTIF
2. GOLD EMBROIDERY
3. BACK SIDE VIEW
4. TIARA
5. SHINY ARM
6. BACK VIEW

ALTERNATE HEADPIECE DESIGN.

LAYERS OF LOOSE FABRIC BILLOW OUT WHEN MOVING AND TURNING, FOR A MORE DYNAMIC FEEL.

BELT BUCKLE BEARS SLIGHT RESEMBLANCE TO PRINCE KAELTHALAS.

CONTRAST BETWEEN SMOOTH AREAS AND DRAPED CLOTH.



NATURAL FOLDING OF FABRIC BREAKS EDGES, FOR A LESS AGGRESSIVE LOOK.

'3D CLOTH + TEXTURES'

CINEMATICS CONCEPT DRAWINGS

"EASY TO REPLACE SPIKES, IN CASE THEY BREAK"

"ORCISH SHOULDERPADS"
"SHOT WA16 - 2 ORCS VS. DRAENAI"

"THESE ORCS ARE LAZY AND UNSTYLISH, SO THEY OFTEN HAVE MISMATCHED VENDOR TRASH (GRAY) ARMOR"

"GEMS SPLICED INTO FLESH SKIN EVENTUALLY GROWS OVER THE FOREIGN MATTER, CREATING A PROTECTIVE COAT OF ARMOR"

"OLDER FEL ORCS CAN HAVE THOUSANDS OF EMBEDDED PARTICLES"

"ASHKANDI, GREATSWORD OF THE BROTHERHOOD"
"THE INITIALS A.L. ARE ETCHED ON THE HILT"
"SHOT WA29" "SHOT WA96"

"SWAMP TREE"

"MURLOC HUT"
"RAISED OFF THE GROUND AS A SAFEGUARD AGAINST PERIODIC FLOODING"

EXPOSED VERTEBRAE

"HEADMASTER"
"DETAIL OF SKULL"

"UNDEAD WARLOCK"
THE STENCH OF THE UNDEAD CAN BE DETECTED FROM OVER

DARK PORTAL: AZEROTH.

DETAIL VIEWS OF CARVINGS.

· MARCH OF THE HORDE.

· DEFENDERS OF AZEROTH.

· FRIEZES AND GARGOYLES WERE ADDED MUCH LATER, ONLY TO BE DEFACED AND REBUILT BY LATER GENERATIONS.

· THE RAMP TO THE PORTAL USED TO HAVE HUNDREDS OF STEPS CARVED OUT OF IT - IT HAS NOW BEEN NEARLY COMPLETELY WORN AWAY.

· REMNANTS OF PREVIOUS CAMPAIGNS. WAR BANNERS, ARTIFACTS BURIED OVER TIME ARE SOMETIMES REVEALED BY SANDSTORMS.

CINEMATICS

- RAPTOR/TROLL SEQUENCE -

< · TROLL RIDER
STORYBOARD - COLOR

V · MATTE PAINTING

UNDEAD WARLOCK

• SHOT WAS • MURLOCK GAME •

HOOD HIDES FACE – CREATES MORE MENACING SILHOUETTE WHEN BACKLIT

• HEADMASTER'S CHARGE •

EPIC DROP FROM SHADOWMANCE

• MARSHAL'S DREADWEAVE •

EPIC QUALITY PVP ARMOR SET

SPIKES SHOULD MIRROR TREE SHAPES IN SWAMP

• RUNES SHOULD GLOW WHEN CASTING SPELL •

• WRISTS SHOULD BE WRAPPED WITH THE SAME MATERIAL ON THE STAFF •

TATTERED TABARD SHOWS MOVEMENT OF BODY UNDERNEATH

• SPINES SHAKE AND BOUNCE AS MURLOC RUNS

• STORYBOARD

• LIGHTING/COLOR STUDY •

THE LOCKJAW STUMBLES THROUGH A MURLOCK VILLAGE... SEEMINGLY RETURNING TO THE AMBUSH...

• MURLOC COLOR/TEXTURE VARIANT •

MURLOCS WOULD BE BETTER AT AMBUSHES IF THEY DIDN'T SCREAM ALL THE TIME

CINEMATICS

JULIAN THE BETRAYER

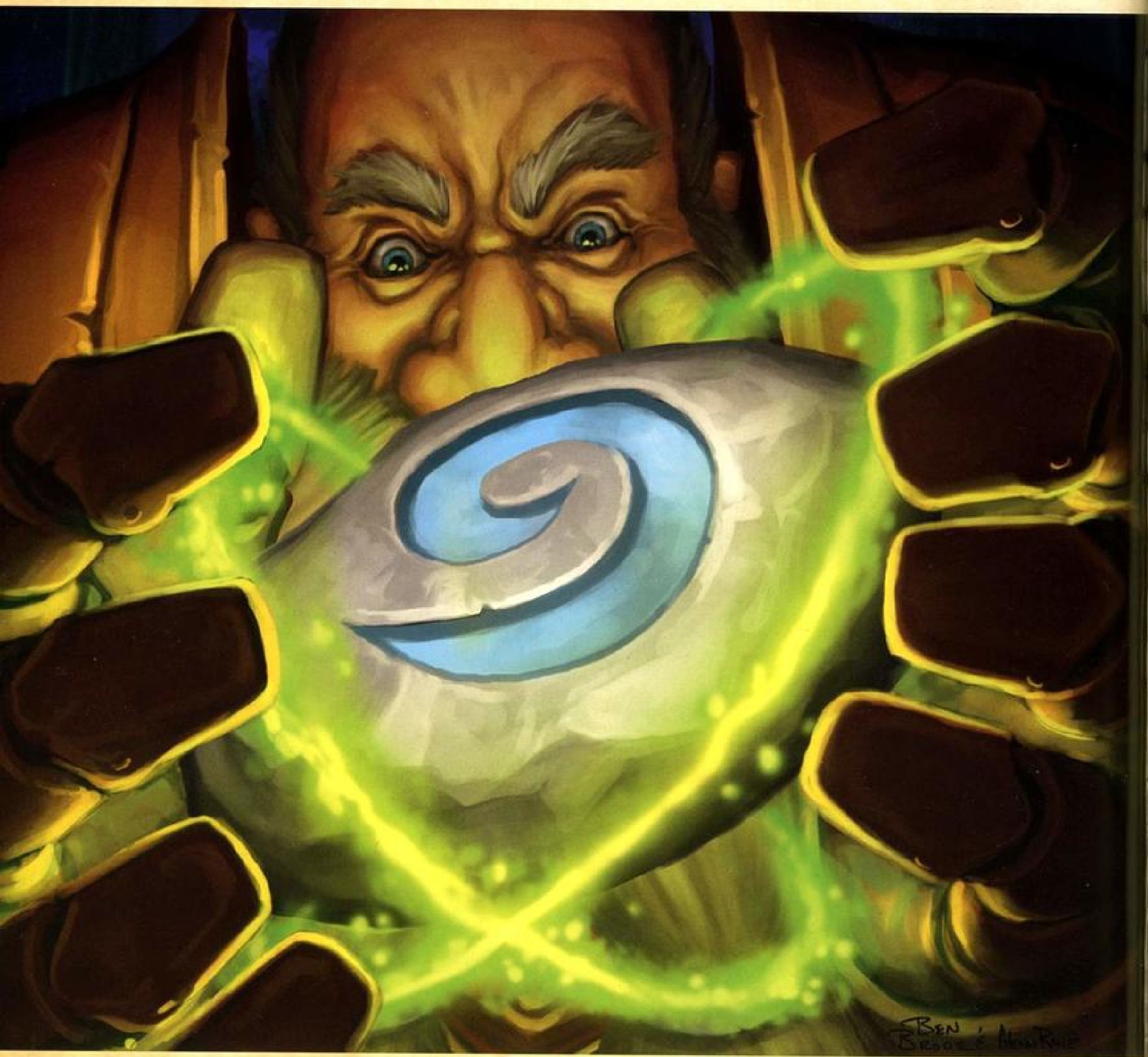
CONCEPT PAINTING

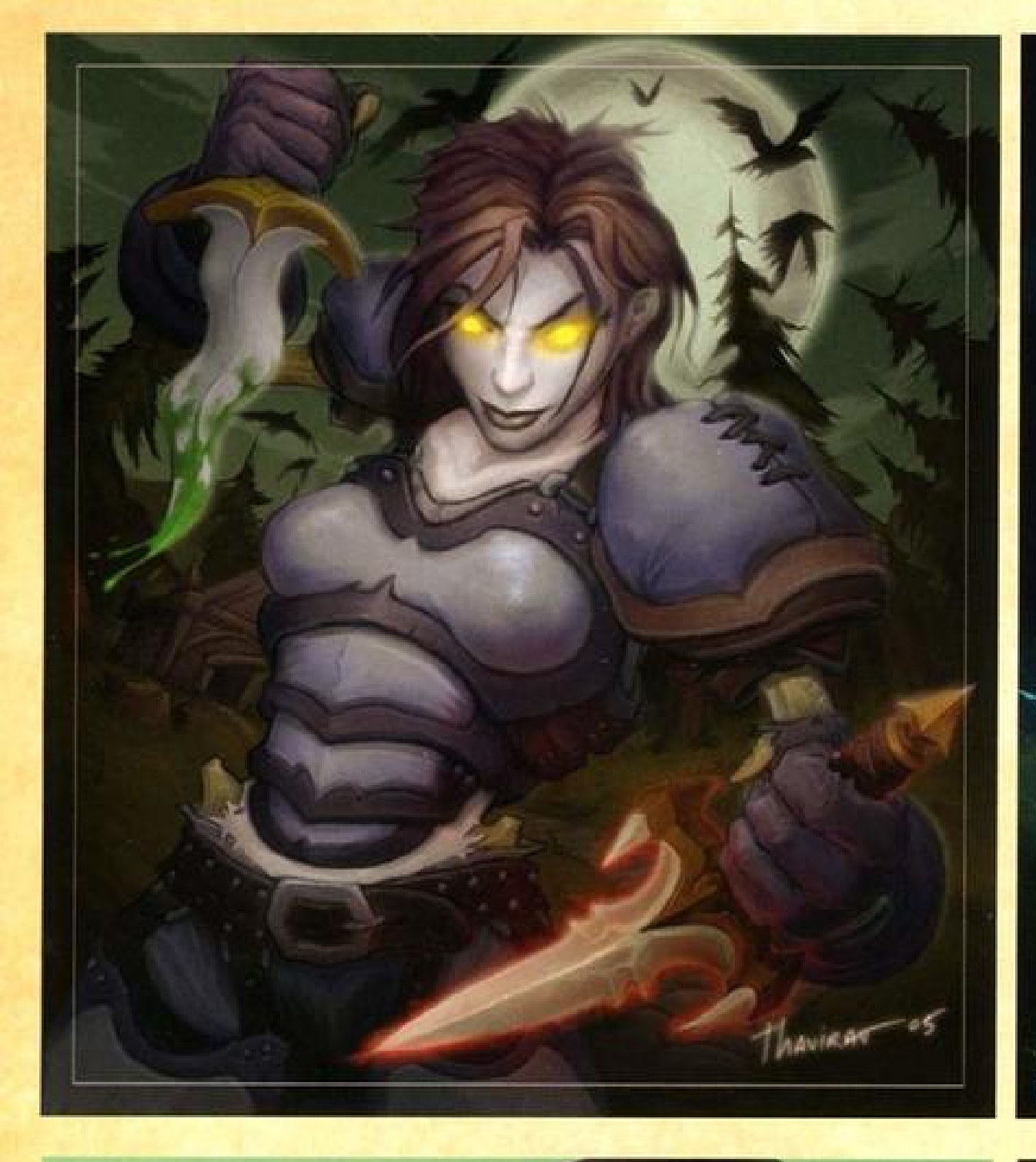
ILLIDAN
· ILLIDAN STORMRAGE RESIDES IN THE BLACK CITADEL, A MASSIVE FORTRESS IN OUTLAND ·
· AMBIENT OCCLUSION PASS ·
· ILLIDAN'S USE OF DEMONIC MAGIC TRANSFORMED HIM INTO PART DEMON ·
· AFTER HIS DEFEAT AT THE HANDS OF ARTHAS, ILLIDAN RETREATED TO OUTLAND, WHERE HE BROODS ATOP HIS THRONE ·
· DEMON HUNTERS CARVE OUT THEIR EYES SO THAT THEY ARE NOT DISTRACTED BY VISION OF THE REAL WORLD, ALLOWING THEM TO SEE DEMON ENERGY ·

World of Warcraft®

Trading Card Game

Card art created for the WoW TCG and used with permission from Upper Deck Entertainment.


BEN BROOKS

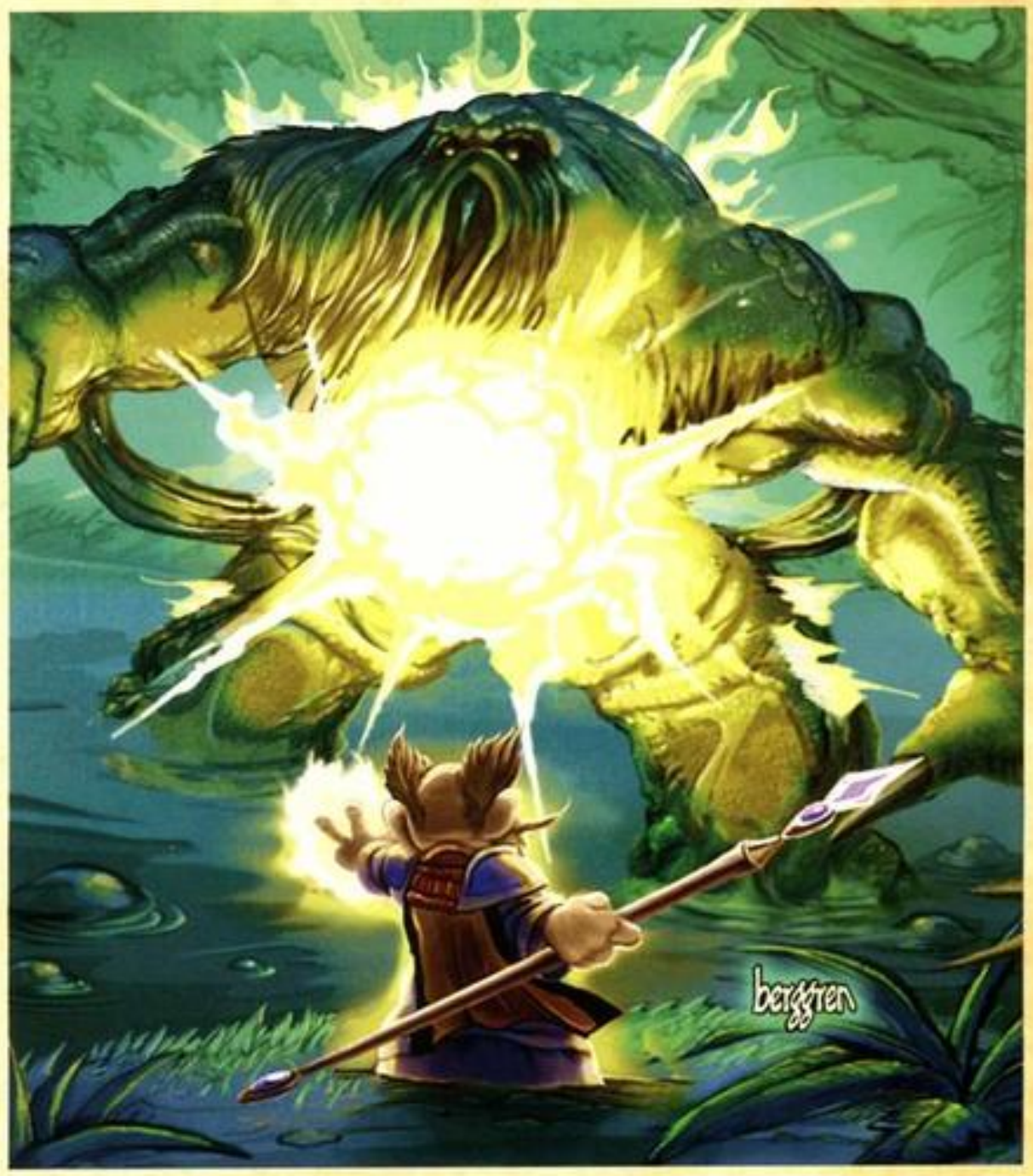

Thavirat 05

Peter Lee 06

Thavirat 05

PHROI

berggren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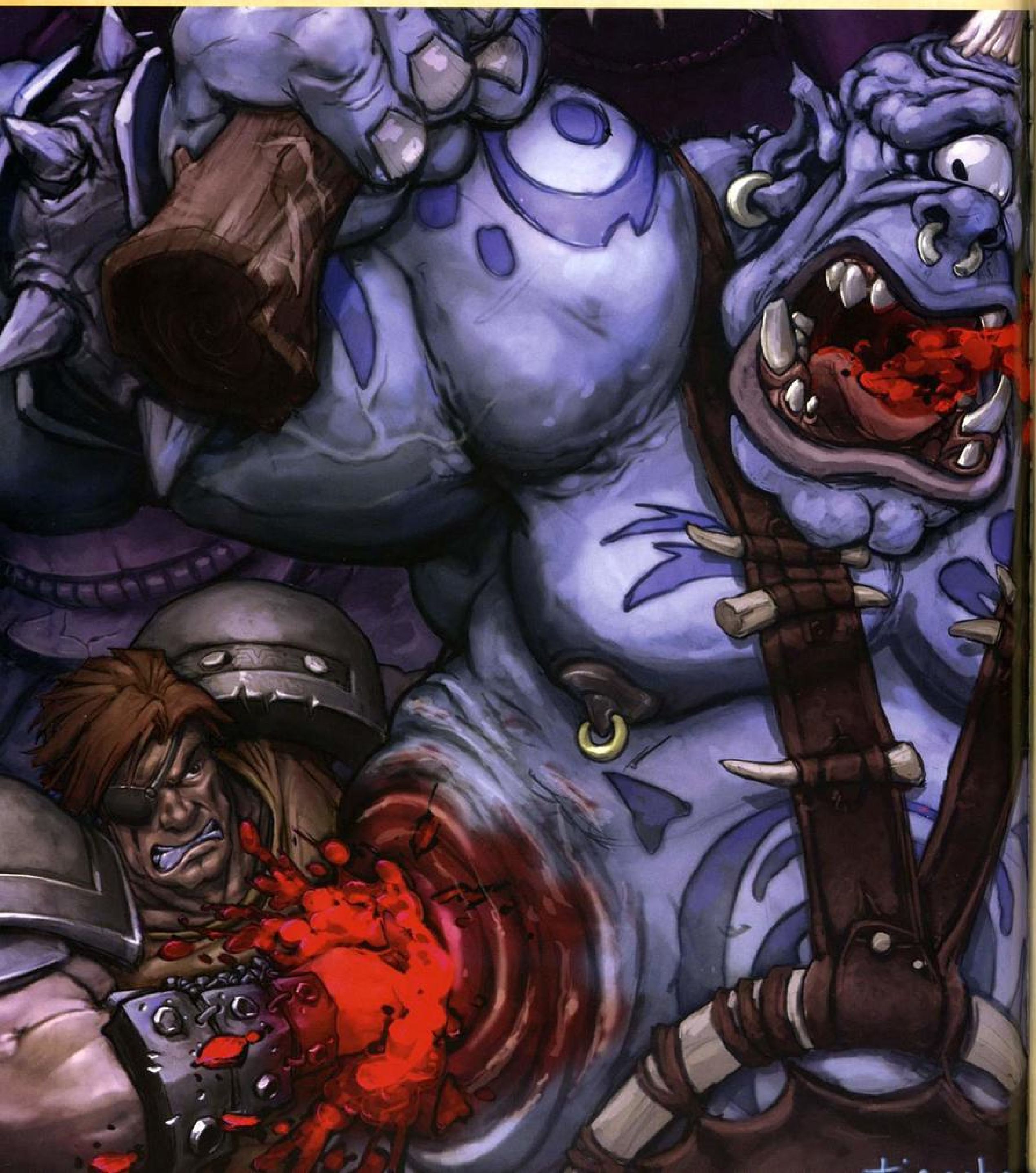
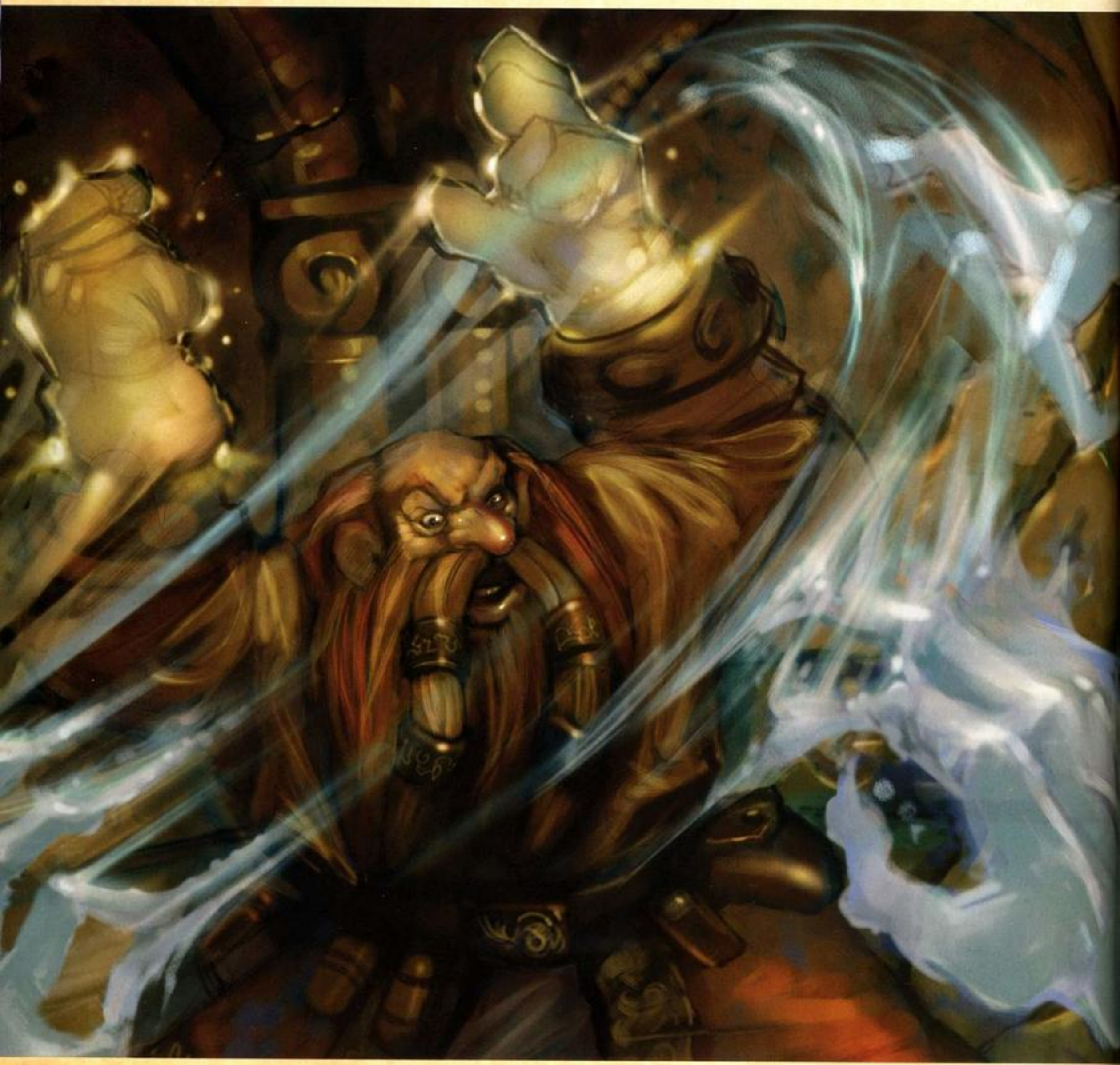


SAMWISE
2005



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