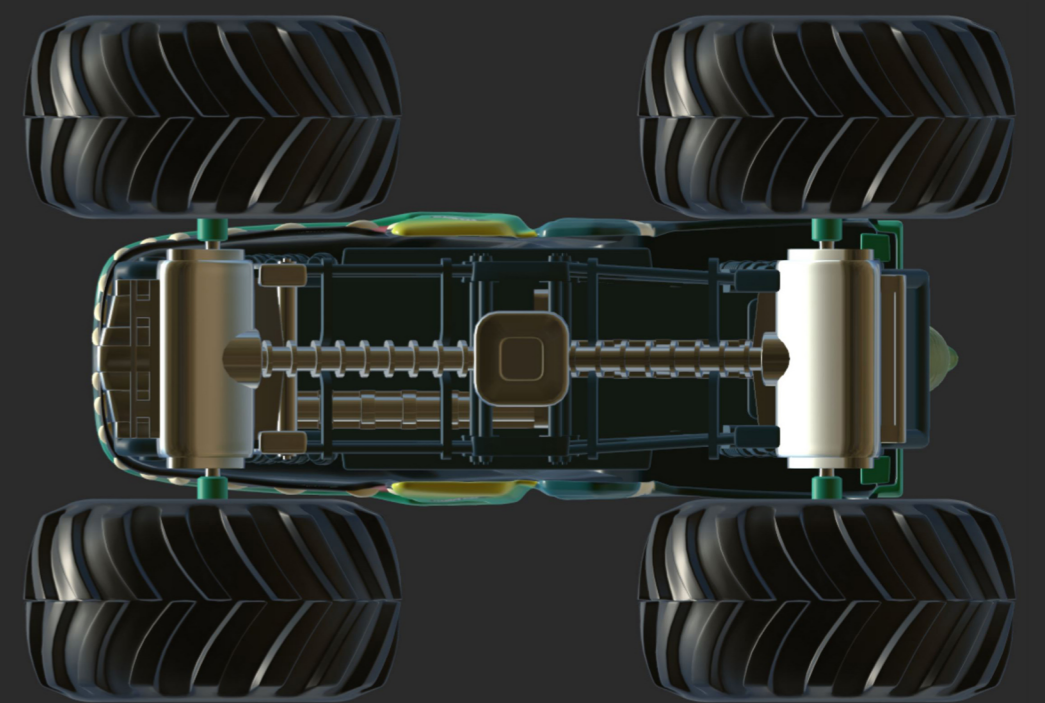
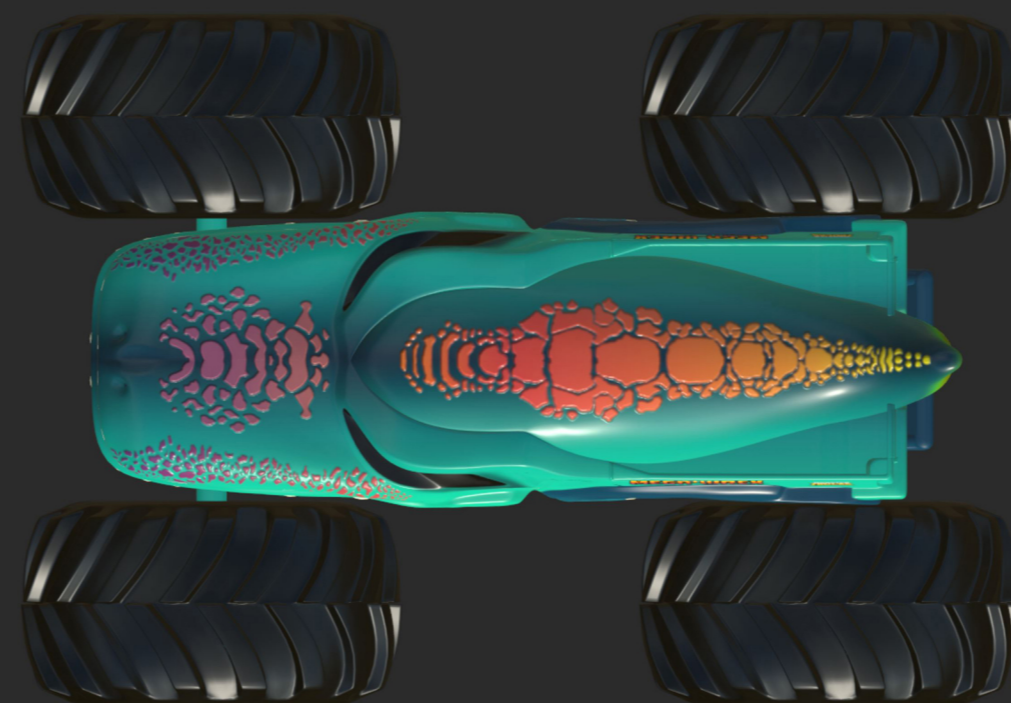






MTI_Textures_TigerShark_V01
Jan 23 2021





MTI 2 - KEY SETS

The Mud Bog key set will be the base for the other episodic sets. The textures and palettes used here are what the 3D artists will use as reference for the episodic sets, like the Green Glowing Mud and Mighty Mud Mound.



MTI_Concept_MudBog_V07
Dec 15, 2020



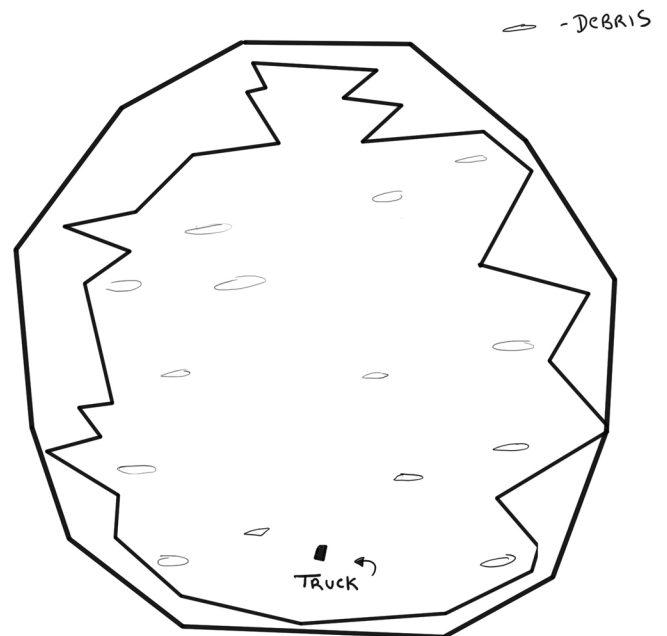
This is scale reference to show how big the truck will be in the Mud Bog set.



MTI_Concept_MudBog_V07
Dec 15, 2020



MTI_Concept_MudBog_V07
Dec 15, 2020



MTI_Concept_Mudbog_Map
Dec 17, 2020



Mighty Mud Mound

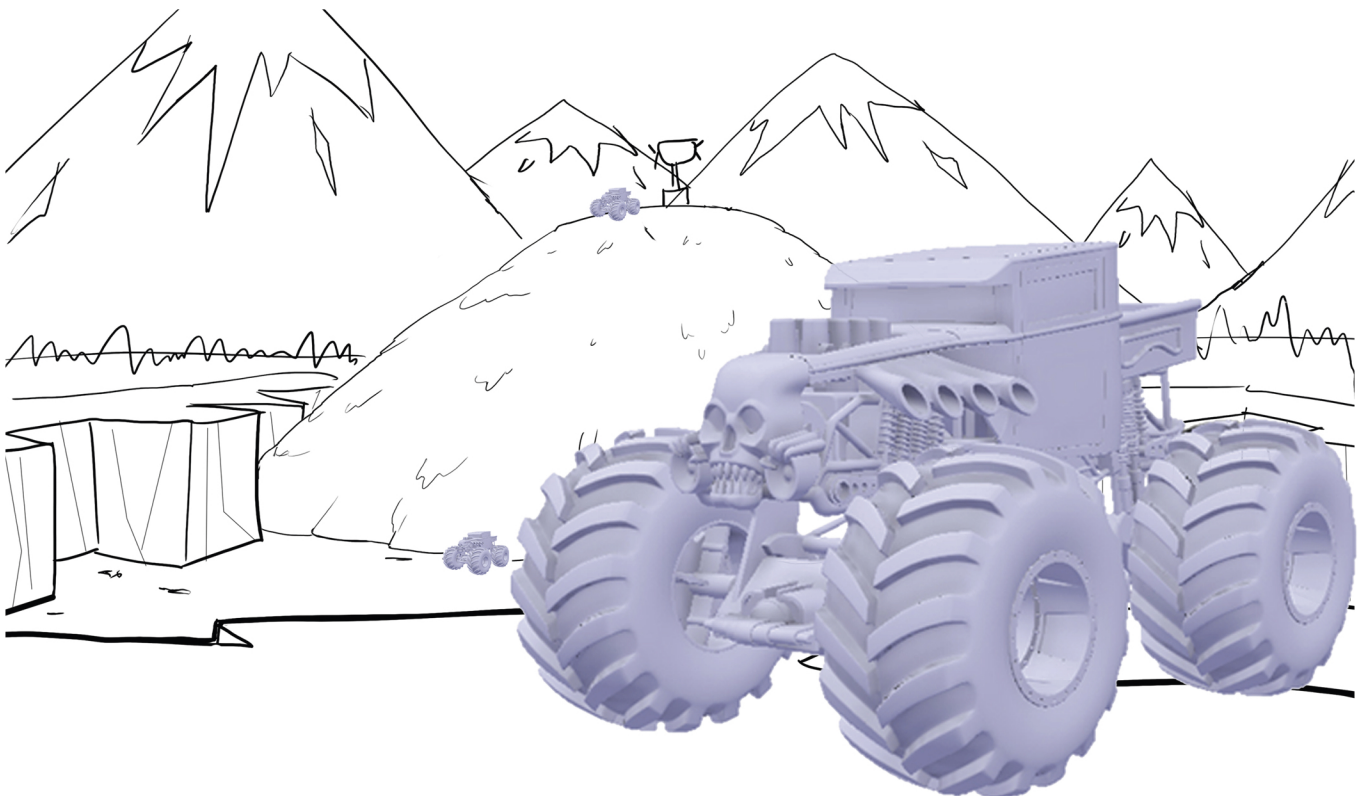
Mighty Mud Mound is the hill the trucks climb at the end of the episode to get to the Champions Cup. The design isn't coloured because the artists will use the Mud Bog Keys set for colour and texture reference. The trees and mountains in the horizon are just sketched in because we already have the design of those in the Mud Bog key set.



MTI_Concept_EP2SetDesigns_MightMudMound_V04
Jan 12, 2021



Trucks for scale

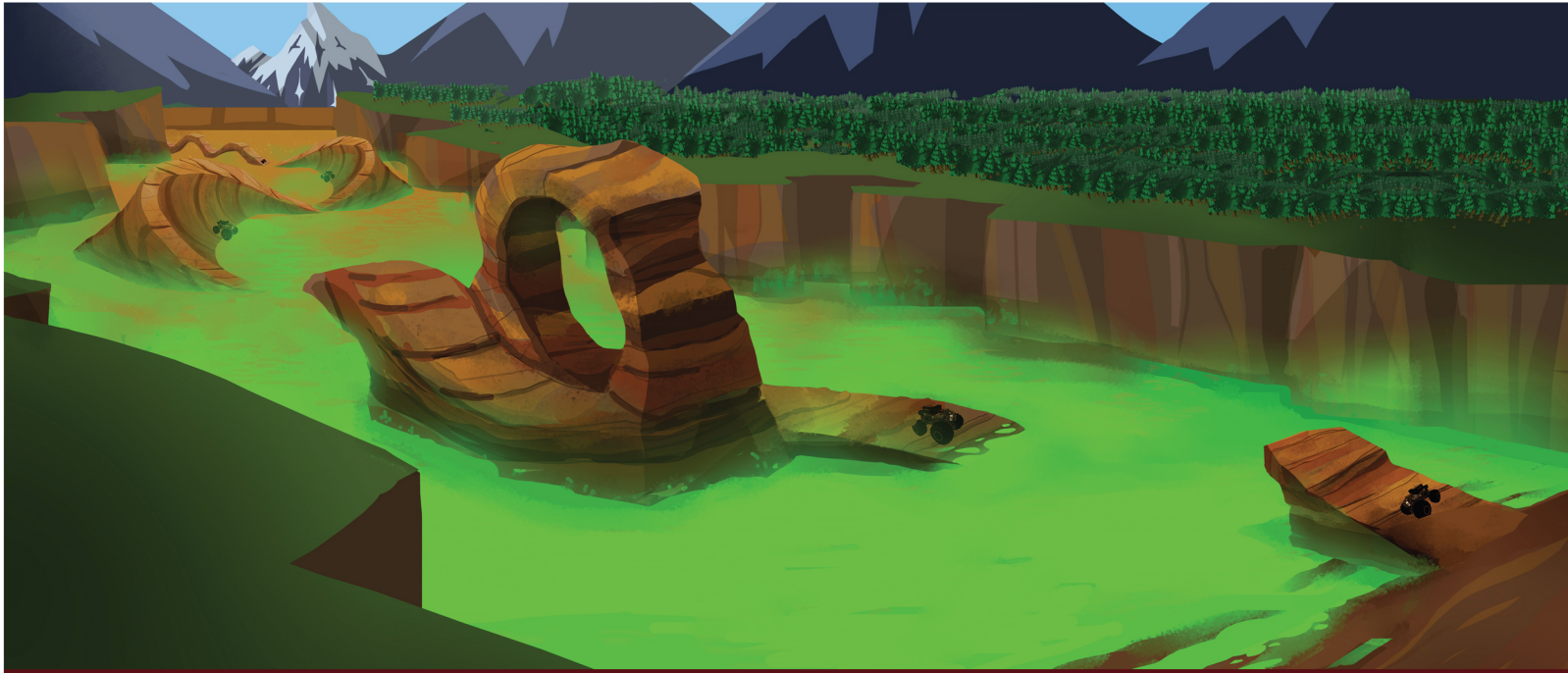


MTI_Concept_EP2SetDesigns_MightMudMound_V04
Jan 12, 2021



GREEN GLOWING MUD

Green glowing mud set including the ramps the trucks will use to get across the toxic slime. Trucks are included for scale.



HWC_Concept_GreenGlowingMud_V05
Jan 12th, 2021



CHAMPIONS CUP



• BEVEL LOGO
AS PER LOGO DESIGN

MTL_Concept_Ep1Prop_ChampionsCup_V07
Jan 5, 2021

