

Issue #1



ARTBOOK

VIZOR

Intro:



Hello!

Welcome to the first issue of the VIZOR artbook! Our company boasts a team of talented artists who create 2D art every day that is enjoyed by millions of players of Klondike: The Lost Expedition, Klondike Adventures, Knights & Brides, and Atlantis Odyssey. This artbook features the best art created in the past few months. Some pieces include comments from the artists themselves. Open it and immerse yourself in the world of VIZOR art!



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Klondike: The Lost Expedition



Klondike: The Lost Expedition

Igor
LOZICKIY





Spring Loading Screen

The theme of the loading screen is the arrival of spring, we decided to place our heroes in a natural setting: spring always brings to mind melted snow, streams, and the first flowers.

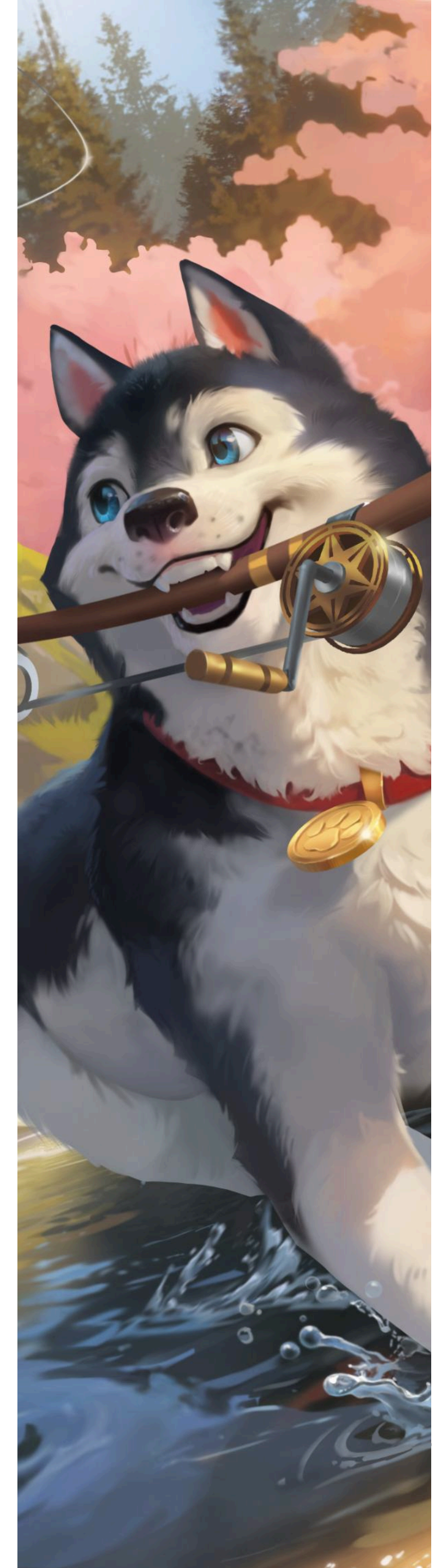
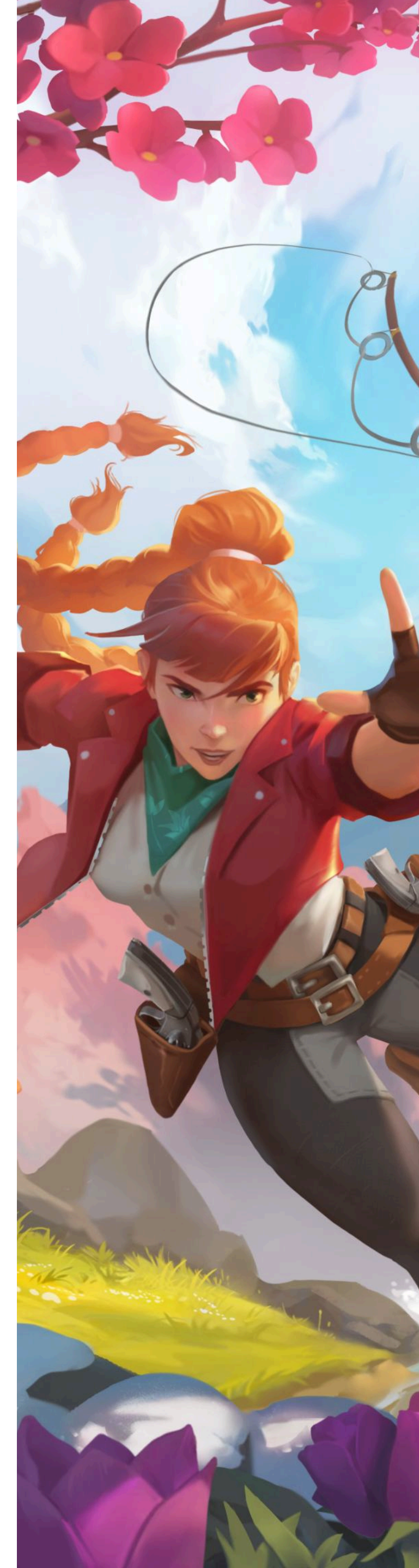
A husky is a kind of Klondike mascot, so we wanted to create a fun and dynamic scene involving the dog. For example, the husky could be shown stealing a fishing rod from one of our main characters.

The characters in the loading screen are arranged in such a way that the viewer's eye

wanders across the entire image, and to give a sense of depth, all the characters are positioned at varying distances from each other.

To guide the viewer's eye, we used lines. For example, the placement and shape of the clouds and the husky's fishing rod, the direction of the characters' gaze, the braids of the main heroine, the tree branches, etc.

I used a wide range of colors and their combinations (yellow and blue, red and green, etc.) to make the picture bright and vibrant.





Raud

Raud is a villain, so I wanted him to resemble his nephew Ragnar but with a more cunning and sinister appearance.

Since he is an assimilated Scandinavian, my idea was to make him less rugged and stern than Ragnar, with a slightly more refined look (think of Ragnar as Thor and Raud as Loki).

Scar from *The Lion King* was a perfect reference for this character. I used him as inspiration for Raud's facial features and expressions.

For his outfit, I used the in-game 3D model as a base and then spiced it up with some additional details.







Reimagining Veguetta

I gave Veguetta a makeover because her previous version, though cute, didn't quite match her in-game appearance (3D model).

The old Veguetta — with her round shape, simple silhouette, and static pose — looked like a kind, calm, homely grandma. For the new version, I aimed to

make Veguetta more lively and dynamic through her gaze, pose, and a more interesting silhouette.

The main challenge was to make her thinner and more hunched, like in the game, without making her look like a mean old witch or losing that sweet grandma vibe. I hope I succeeded.





Redesigning the Main Characters

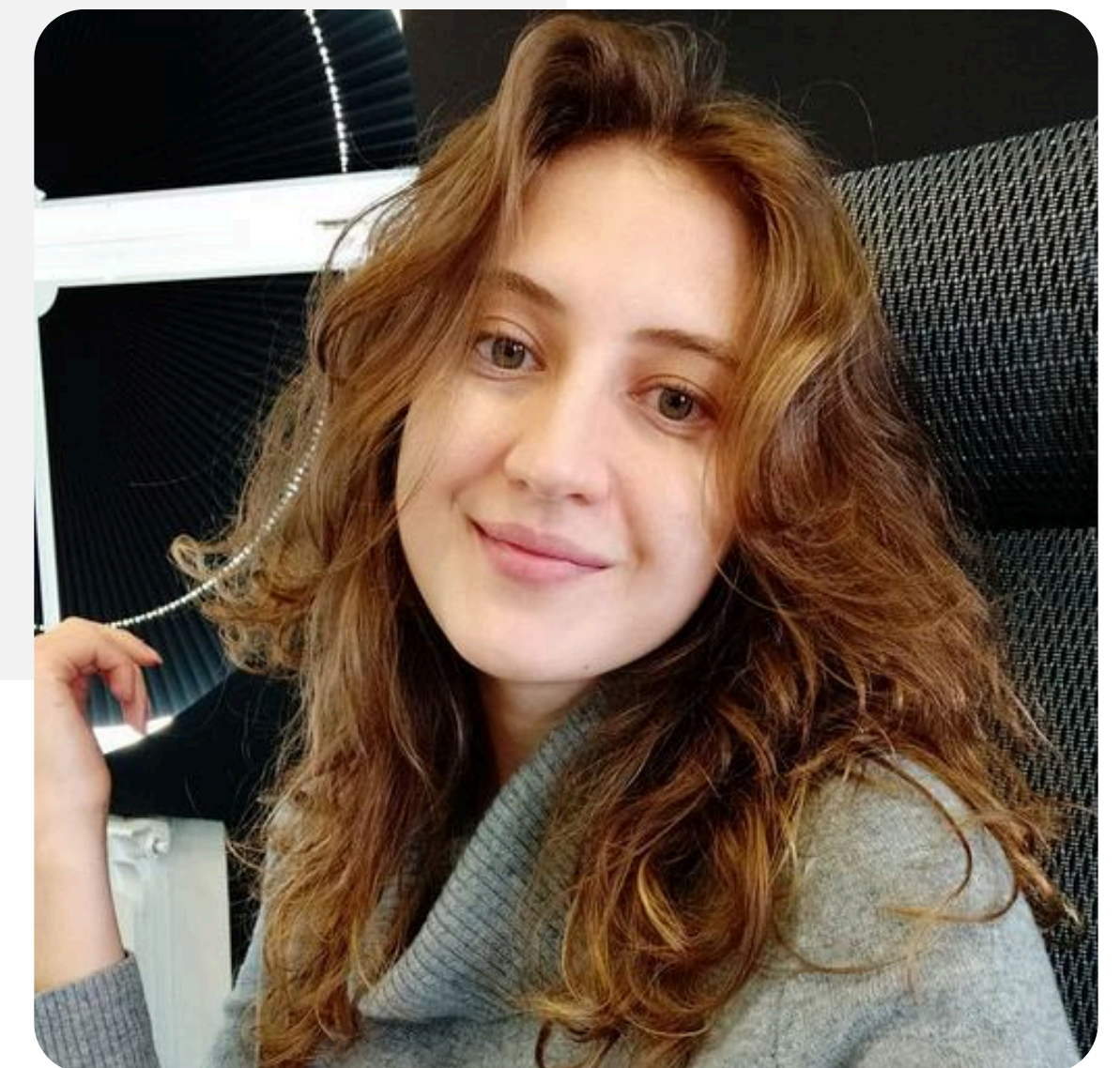
Our main characters — a brother and sister — also underwent a redesign. But, unlike Veguetta, we started by making their 2D images from scratch, which then served as the basis for their 3D models for the game.

The goal was to make the characters distinct in both personality and appearance. The sister is more active and feisty, you could say "fiery," while the brother is calm and level-headed, or "cool." That's why the sister's dominant colors are reds and oranges, while the brother's is a cool blue.



Klondike: The Lost Expedition

Ekaterina **VOROCHKOVA**





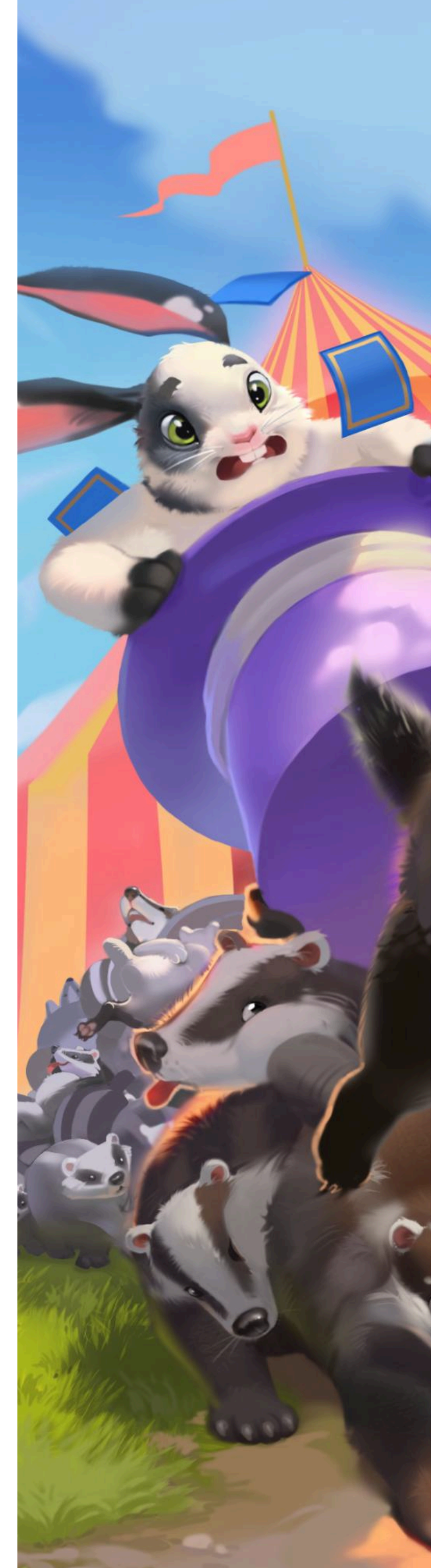
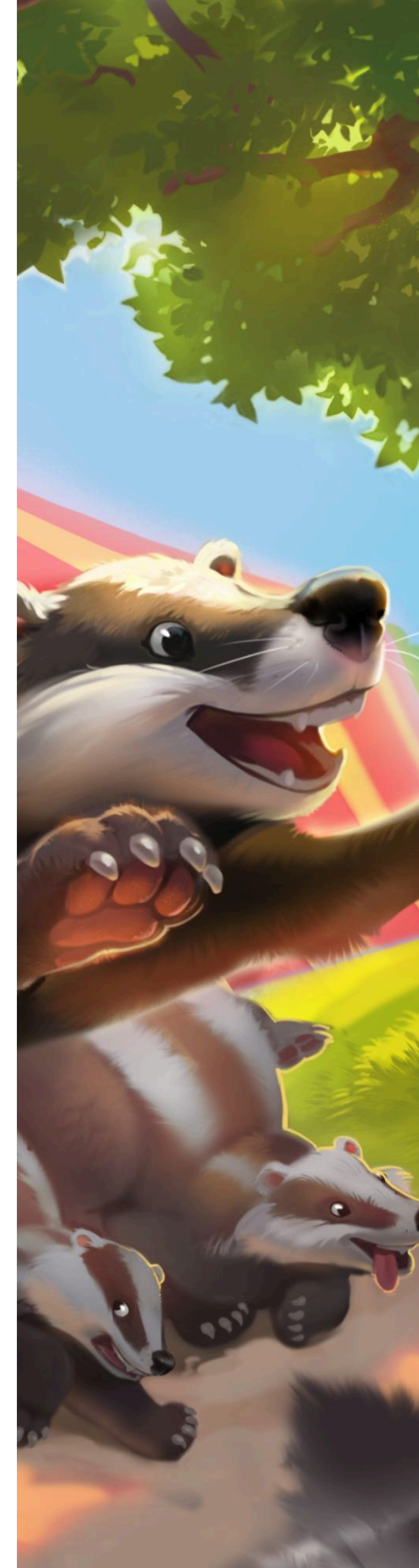
Loading Screen

From the very start, we were faced with quite a difficult task: there's a person in motion, a moving "blob" of badgers with a rabbit in a hat, complex emotions, and a tricky angle. Needless to say, the process was anything but boring.

It was crucial to showcase the complexity of the badger blob, full of dynamism and life. After all, each badger isn't just marching out of the tent with a stone-cold

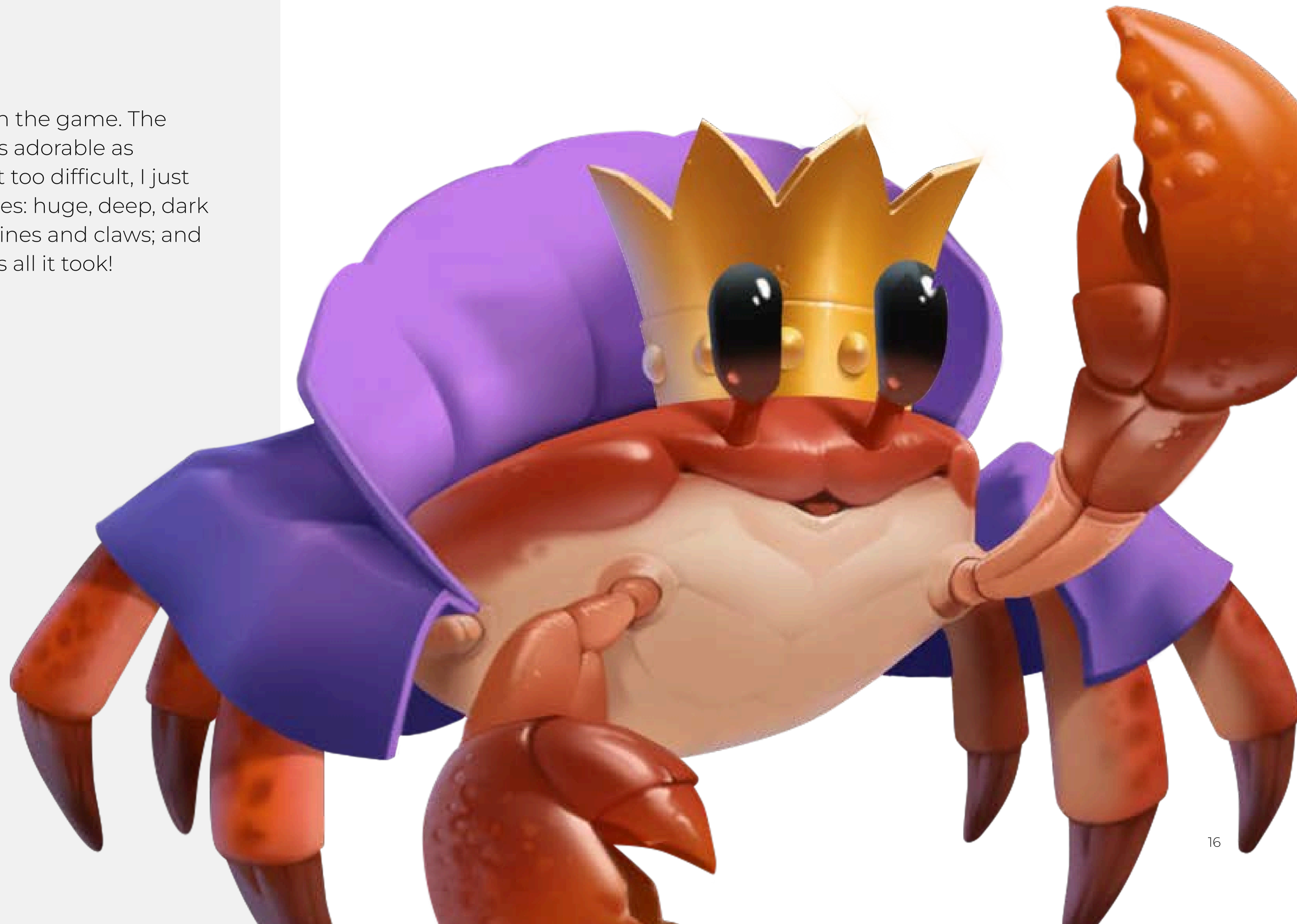
face: some are bouncing with enthusiasm, eyes gleaming with ideas; others are grumpy and tired; and some are in such a rush they're practically running over their friends... Our guru lead puts a strong emphasis on emotions and dynamics.

The rabbit and Bartolomeo were equally important characters. They share a similar emotional range, more on the negative side.



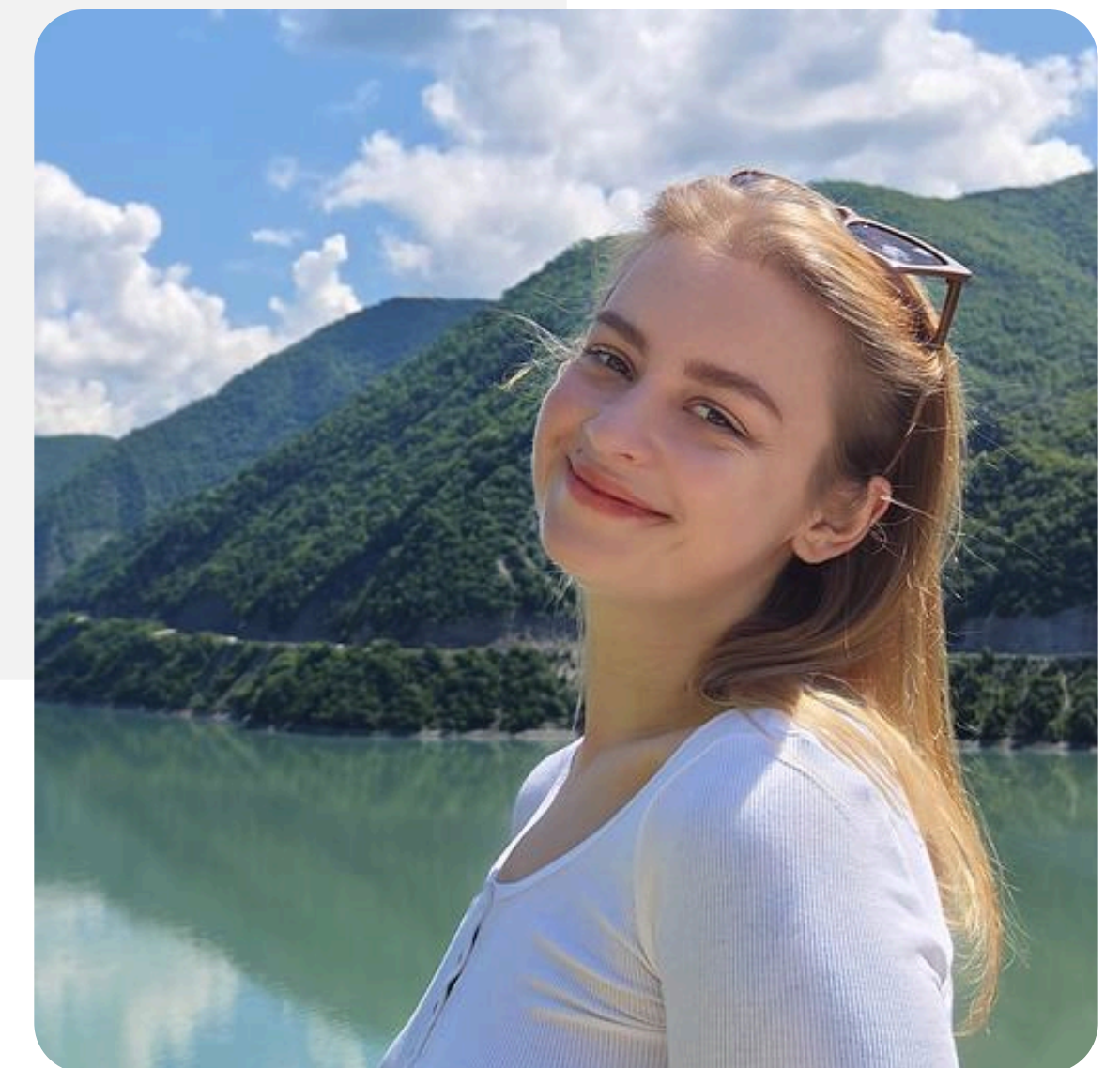
Crabby

Crabby is my favorite animal in the game. The main goal was to make him as adorable as possible. Achieving this wasn't too difficult, I just needed to keep certain features: huge, deep, dark eyes; a plump body with soft lines and claws; and a hint of a cat-like smile. That's all it took!



Klondike: The Lost Expedition

Viktoriya **LIPSKAYA**









Klondike: The Lost Expedition

Nastia **KRATOVICH**



Easter Bunny

This little guy caused quite a stir: players had to complete tons of quests and solve all sorts of puzzles just to get to him. So, this bunny popping out of a festive box had to look like the ultimate joyful surprise — a symbol that happiness exists and that the player is finally being rewarded for all their struggles in obtaining this bunny.





Foxes

The backstory: In some Inuit cultures, Sirius is called the Red and White Fox. The Inuit believe that the foxes are fighting because Sirius flickers with red and white colors.

My task was to depict something like a dance battle between two foxes while avoiding any sense of malicious aggression: our game is friendly, and hostility might not be well received by players.

Klondike: The Lost Expedition

Sergei **KNISH**







Klondike: The Lost Expedition



Rabbit

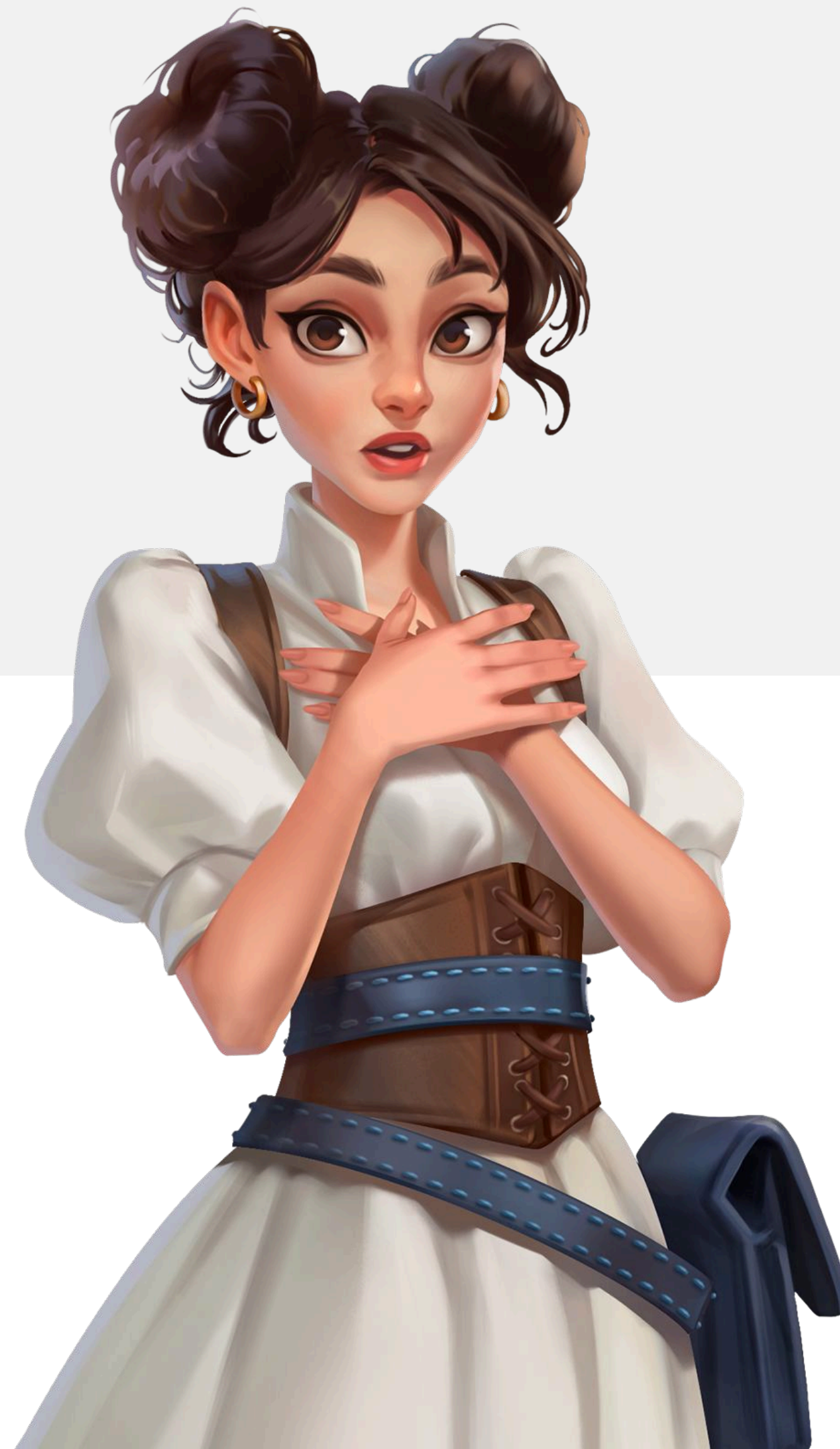
I'm not particularly great at drawing cute, cuddly things—that's something I'm still learning. Plus, a rabbit with red eyes looks pretty weird, so I didn't want to go with the typical cute animal style.

Instead, I went with a Tim Curry-inspired look, which I'm happy about. It's always fun to add something quirky to a fairly polished casual game project.

Klondike: The Lost Expedition

Nadezhda **SHONINA**







Klondike: The Lost Expedition

Elizaveta **FURSOVA**







Klondike Adventures



Klondike Adventures

Tamara **GALICKAYA**





Pug

The task was to draw a pug for our game's latest update. I decided to keep its silhouette and shape as simple as possible, without unnecessary details, to achieve a cute and soft rendering.

While sketching, I realized that making the paws small relative to the body and head would add to its cuteness. I also wanted to show all those characteristic wrinkles but in a subtle way. In the process, we decided to ditch the initial idea of a face with a tongue sticking out in favor of a neutral expression with a smile. I think it all worked out well, and he's a real cutie!

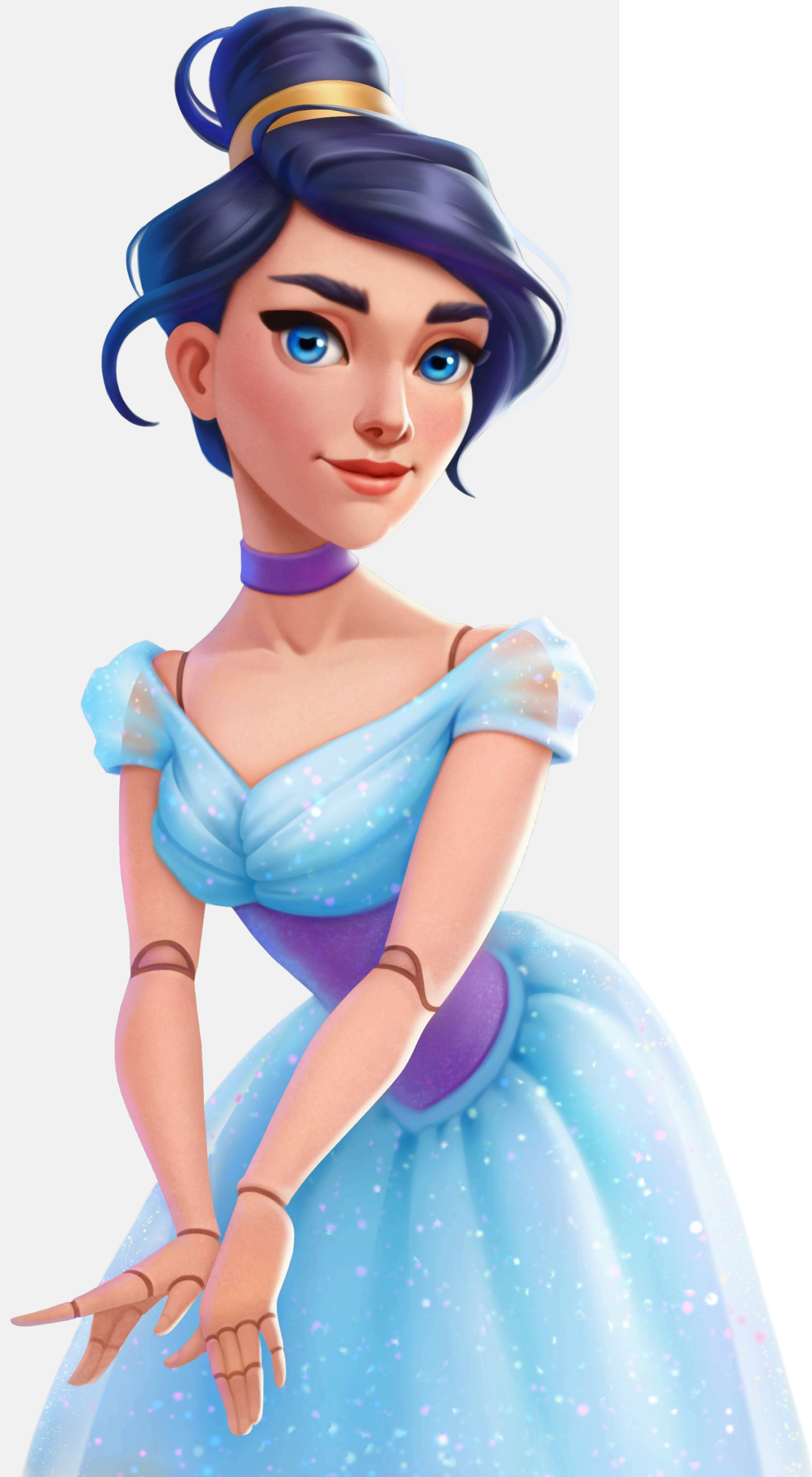
Swimmer

Here we see an athlete, most likely a swimmer, either professional or amateur. The initial task was to create a colorful male character with an interesting silhouette and some backstory. I went with a broad-shouldered man with a mustache, possibly from Italy or Spain.

It wasn't clear what the final result would be. As I sketched, I wanted to highlight the texture of the body, muscles,

and the difference in volume between the upper and lower body. Gradually, an image emerged of either an athlete or a circus performer wearing minimal clothing, which later became a swimsuit. I decided he would be a swimmer, ambitious and self-confident. This is clear from the number 1 on his suit and his deadpan expression.





Ballerina Doll

The task was to create a ballerina doll. She's meant to be charming, a favorite of many characters in the game's latest update, with a personality and look reminiscent of actress Audrey Hepburn.

At first, I had several sketch options with different poses and angles for the character. We chose one, which I then refined to give her a lifelike appearance. She's still a doll, though, so I kept her joints visible and dressed her in a sparkly tulle dress.

Klondike Adventures

Angela **PASECHNAYA**







Klondike Adventures

Egor PROSHIN







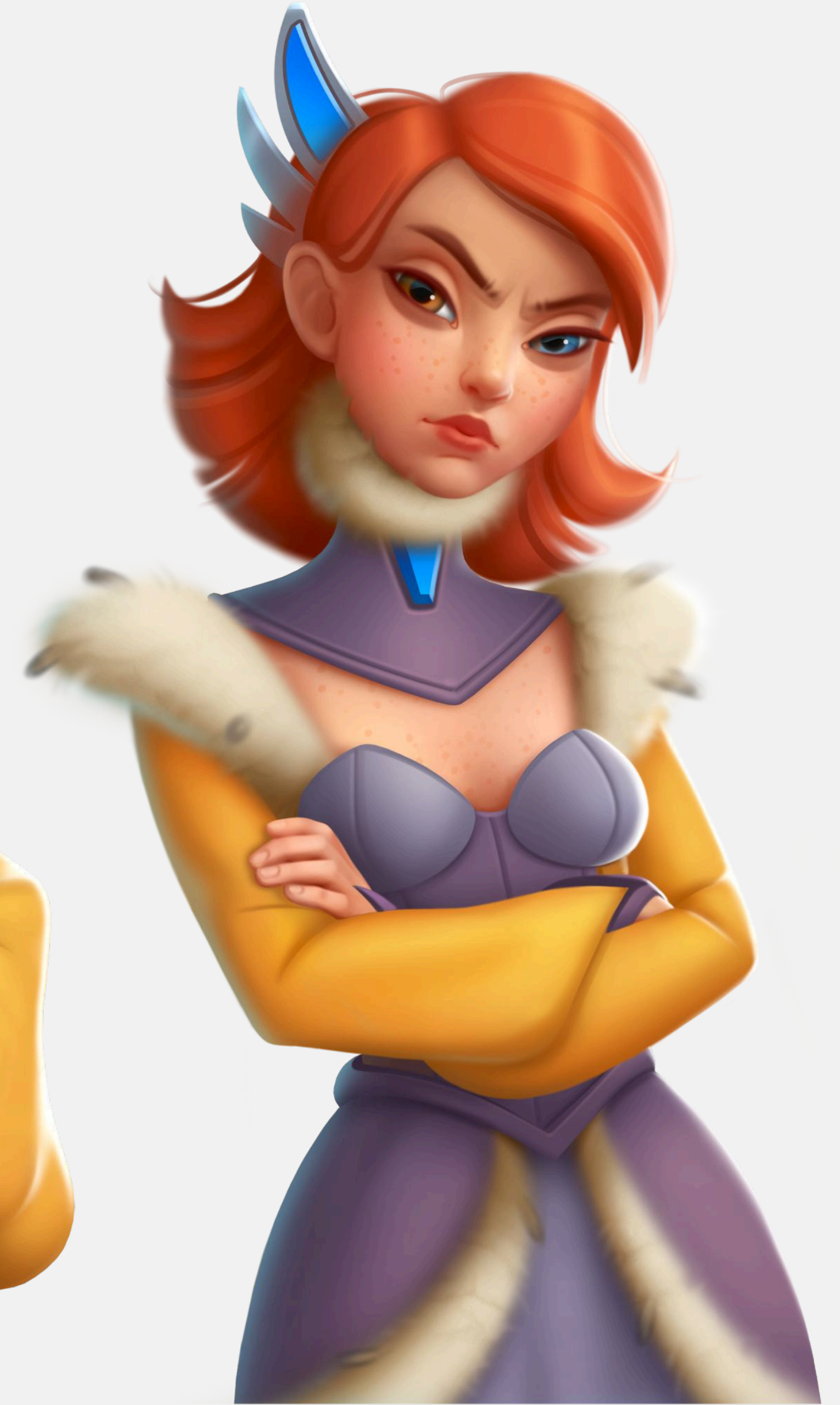
Klondike Adventures

Kate Fler

LUKASHEVICH















VIZOR



Klondike Adventures

Hanna **HALOUSKAYA**





Knights & Brides



Knights & Brides

Darya **VOLODKO**

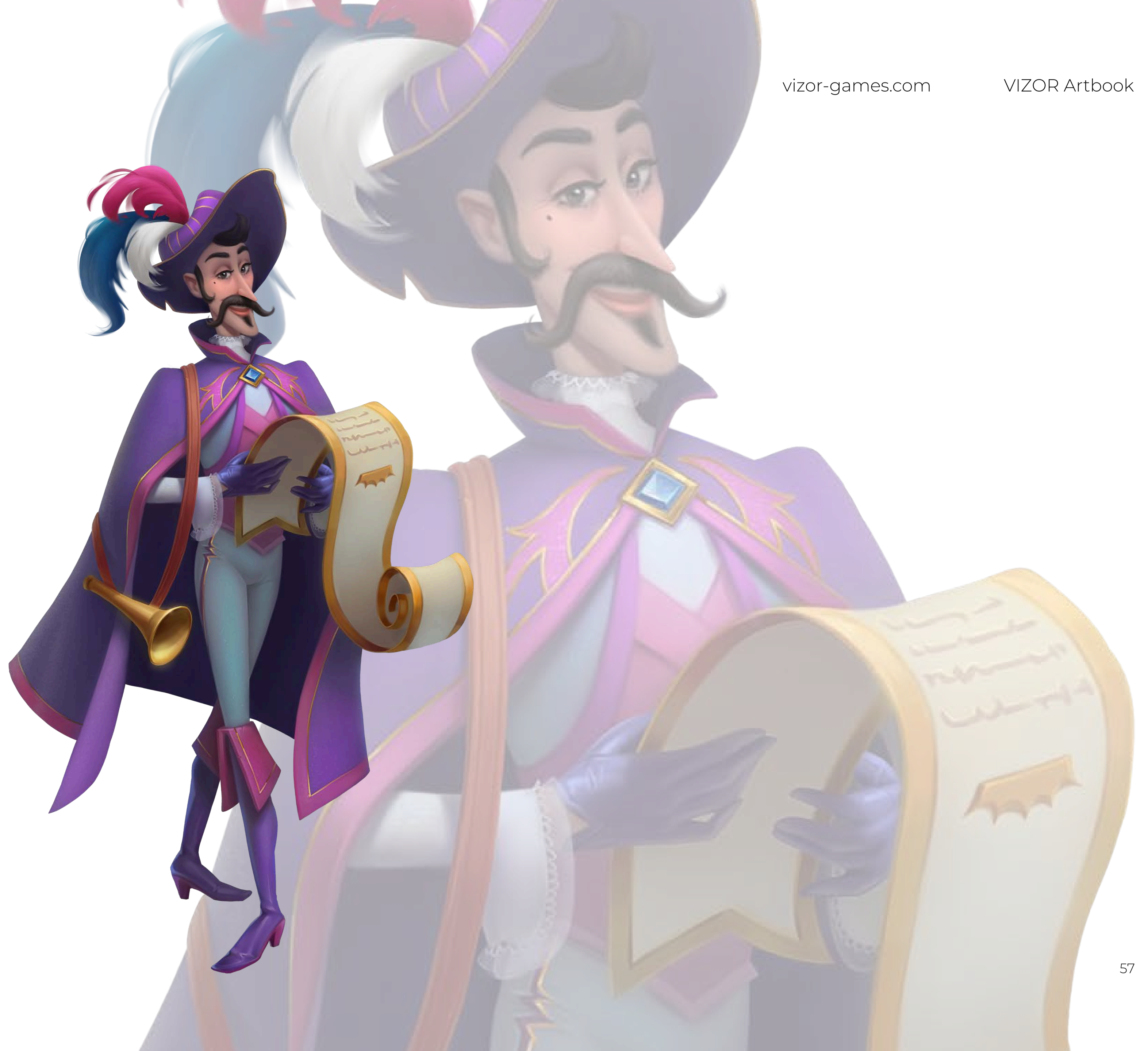




Herold

In the redesigned version, I wanted to preserve the spirit of *Knights & Brides* that we all love so much — a bit dark and mysterious — while also bringing a fresh perspective to the character.

Every character carries a secret, their own story. I tried to express that in all the details, from the pose to the color palette and emotions, all of which align with the updated graphics.





Knights & Brides

Alina **KIRIENKO**



Easter Loading Screen

The idea was to create a warm, homey feeling that would evoke memories of spending the Easter holidays with family. We tried to infuse the loading screen with a sense of comfort and nostalgia, reflecting the gentle, welcoming environment you might find at your grandmother's house during the spring season.





Oscar

This was a redesign task for everyone's favorite Oscar. The challenge was to keep his playful character while giving his form and rendering a fresh look.

Marianne

Redesigning the witch Marianne was one of my favorite tasks. She's a villainous pirate magician but with a good heart and a complex backstory. I hope I managed to convey all of this.



Knights & Brides

Olga LADYGA



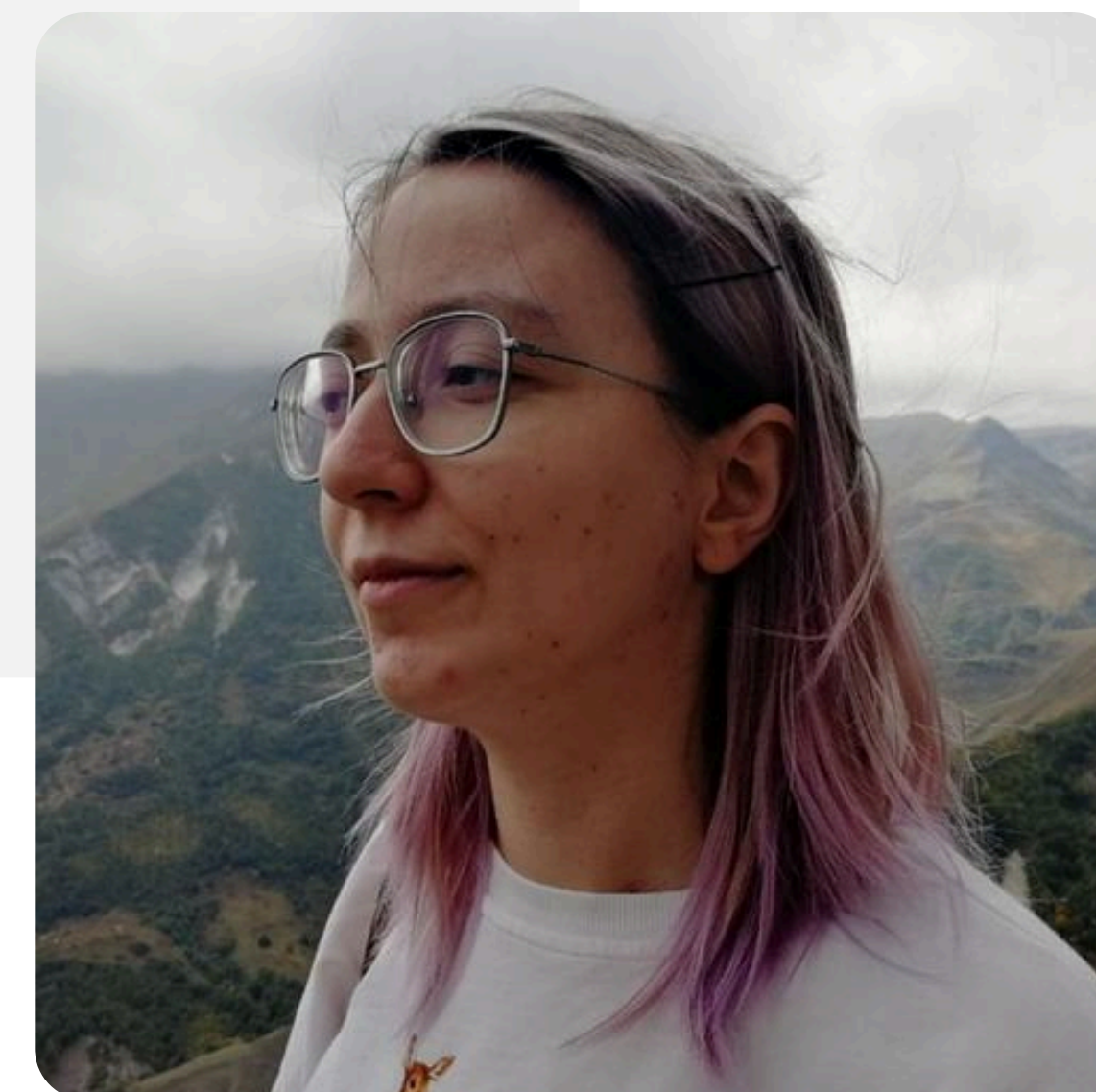
Peacock

The peacock is a character for the Knights & Brides project, symbolizing beauty, elegance, and pride. I decided to depict him as slightly haughty to emphasize his status as the master of the Royal Garden.



Knights & Brides

Natalya **BURSHTYN**





Knights & Brides

Darya **MALAKHAVA**



Characters: Prince and Princess

The main goal was to redesign these characters so they'd look harmonious together — after all, they're the game's main couple!



Princess Rose

She's lively, energetic, and kind-hearted. To be honest, the color of her dress was a happy accident. We needed to draw the couple together for the game portal, and I had the freedom to choose Rose's outfit from a vast wardrobe. That's how the new 3D model with Rose in a pink dress came to be. We were worried that the pink might make her look too delicate and fail to reveal her slightly rebellious nature, but surprisingly, it showcases her personality perfectly.

The Prince

I feel a bit sorry for our prince: he still doesn't have a name. We call him Prince Daring. He's a bit of a rascal by nature, noisy, and fervent — traits he's had since childhood. He seems carefree, but when it comes down to business, he always gets serious.

The character brief was pretty extensive, covering his backstory and personality, but we didn't aim for a complete overhaul. Our goal was to refresh his image and make him a bit more composed.





Gingerlocks

As soon as I got this character assignment, the image of Cerys an Craite from The Witcher popped into my head. I had to draw a character based on the existing 3D model, but I wanted to depict her as relaxed and confident. This lady knows her stuff.

What do I think about while drawing?

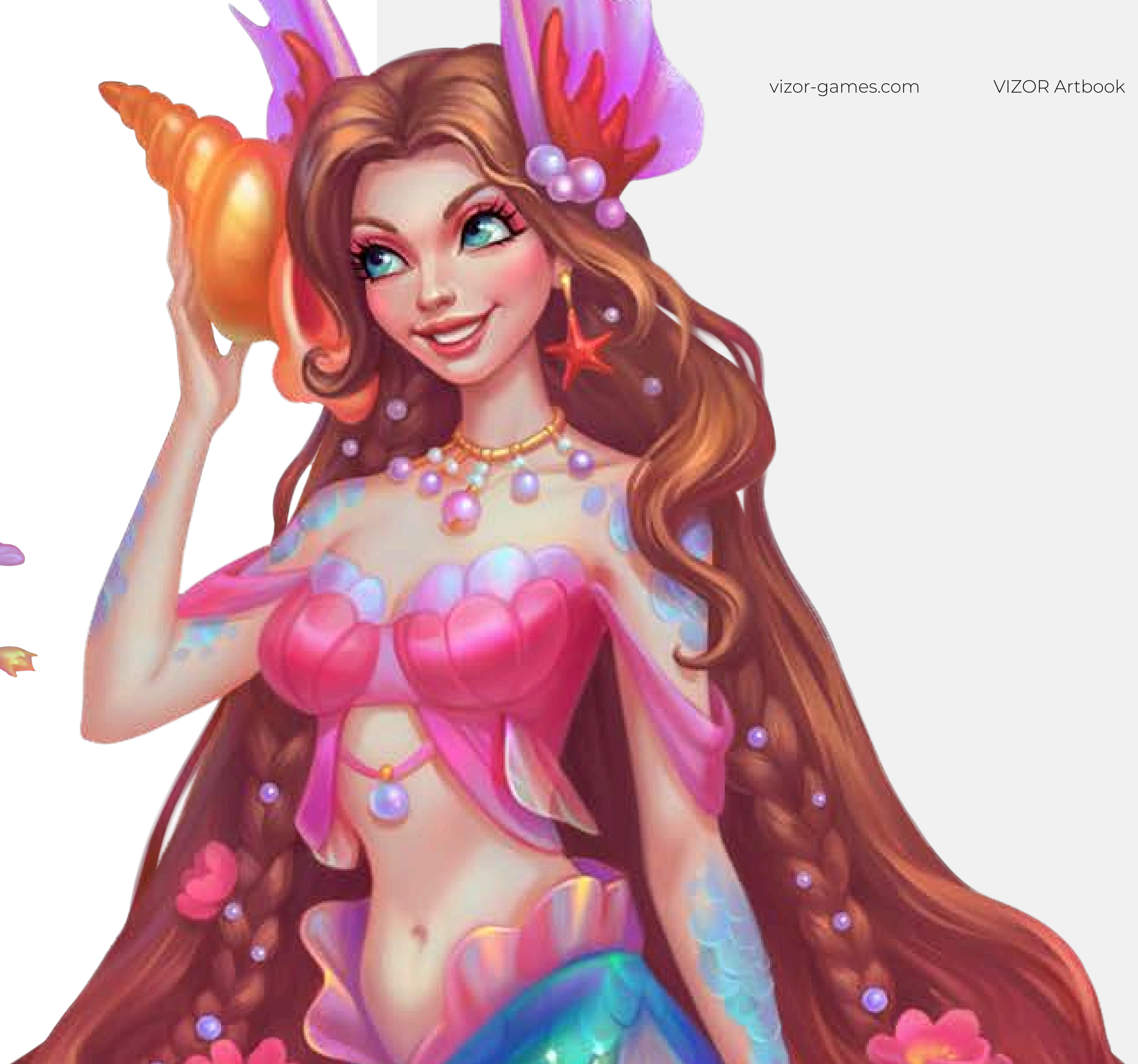
When the sketch work is done and it's time to make everything look pretty, I usually listen to true crime podcasts. They help me focus.

Knights & Brides

Aliona

SHTANHEYEVA





Atlantis Odyssey



Atlantis Odyssey

Valeriya

KULAKOVA





ATLANTIS ODYSSEY





Out of all my work, I really like three pieces in particular: the Halloween loading screen, the Halloween in-game news image, and the in-game news image with lemurs.

I love horror and enjoy creating art with a mysterious and dark atmosphere. I'm especially proud of the Halloween loading screen because I managed to achieve all the goals for that task: creating an interesting plot and composition while also incorporating quite a few characters.

A quick note about the gargoyle harnessed to the carriage: they even created a 3D model of it as a gift object, which made me feel pretty proud of myself.





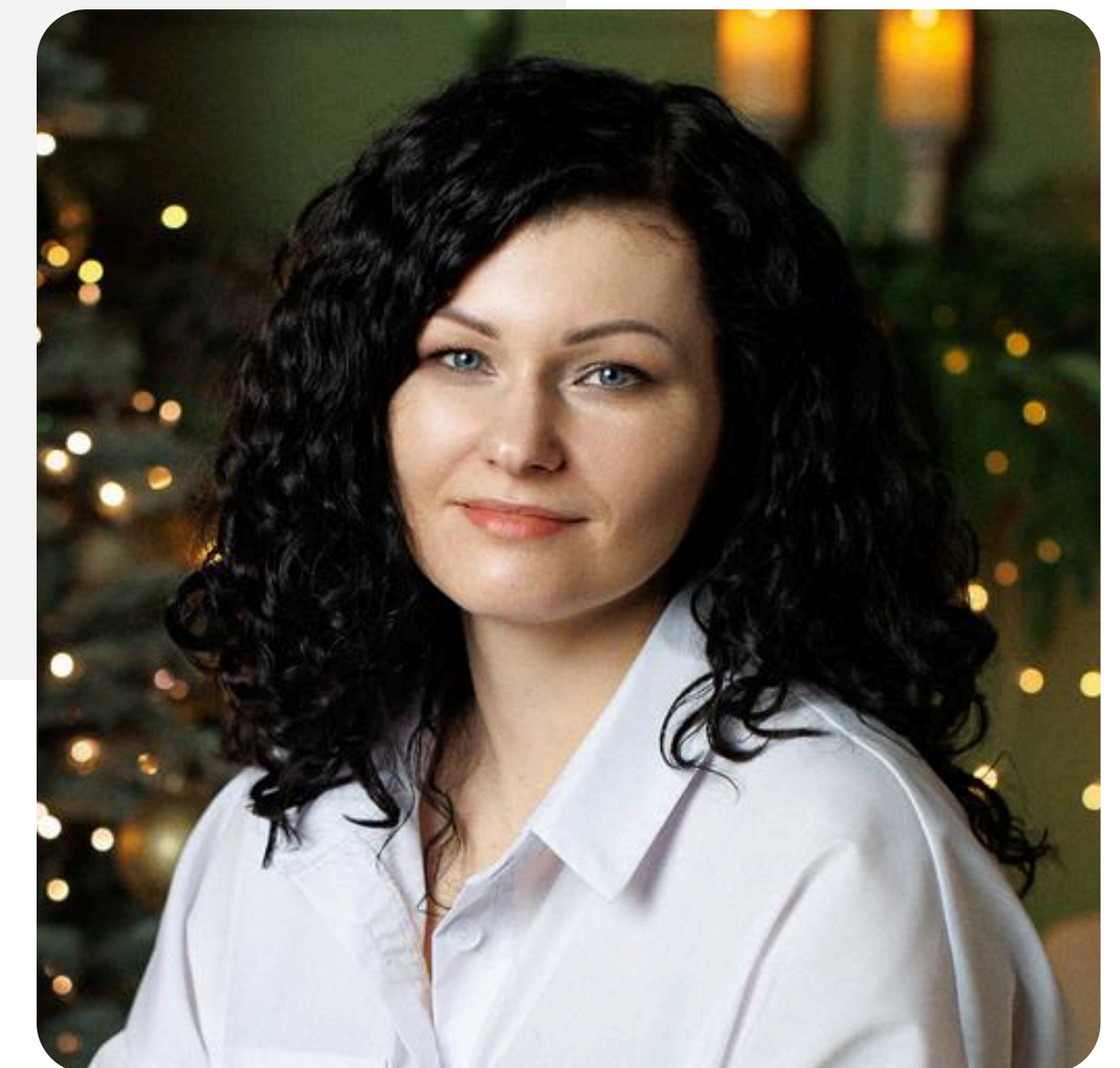


VIZOR



Atlantis Odyssey

Kseniya **KUDRYASHOVA**





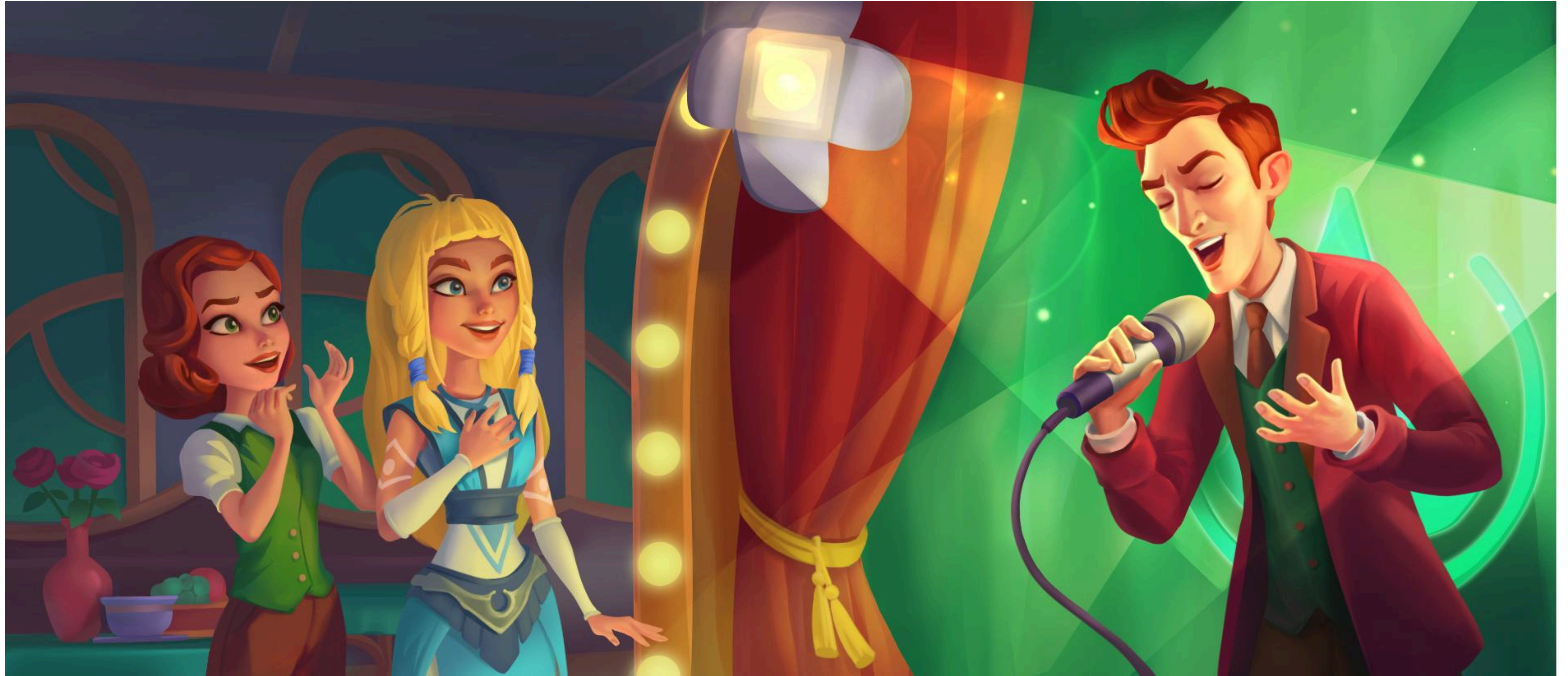
I created this illustration based on my impressions of the sea. I love everything related to it because it brings back childhood memories.

The first sea I ever saw was in Italy. We'd drive there every day in a huge jeep, singing songs from Italian cartoons (I didn't know Italian, but I learned the words from local kids without understanding their

meaning). In the sea, I saw starfish, a giant crab, and lots of jellyfish.

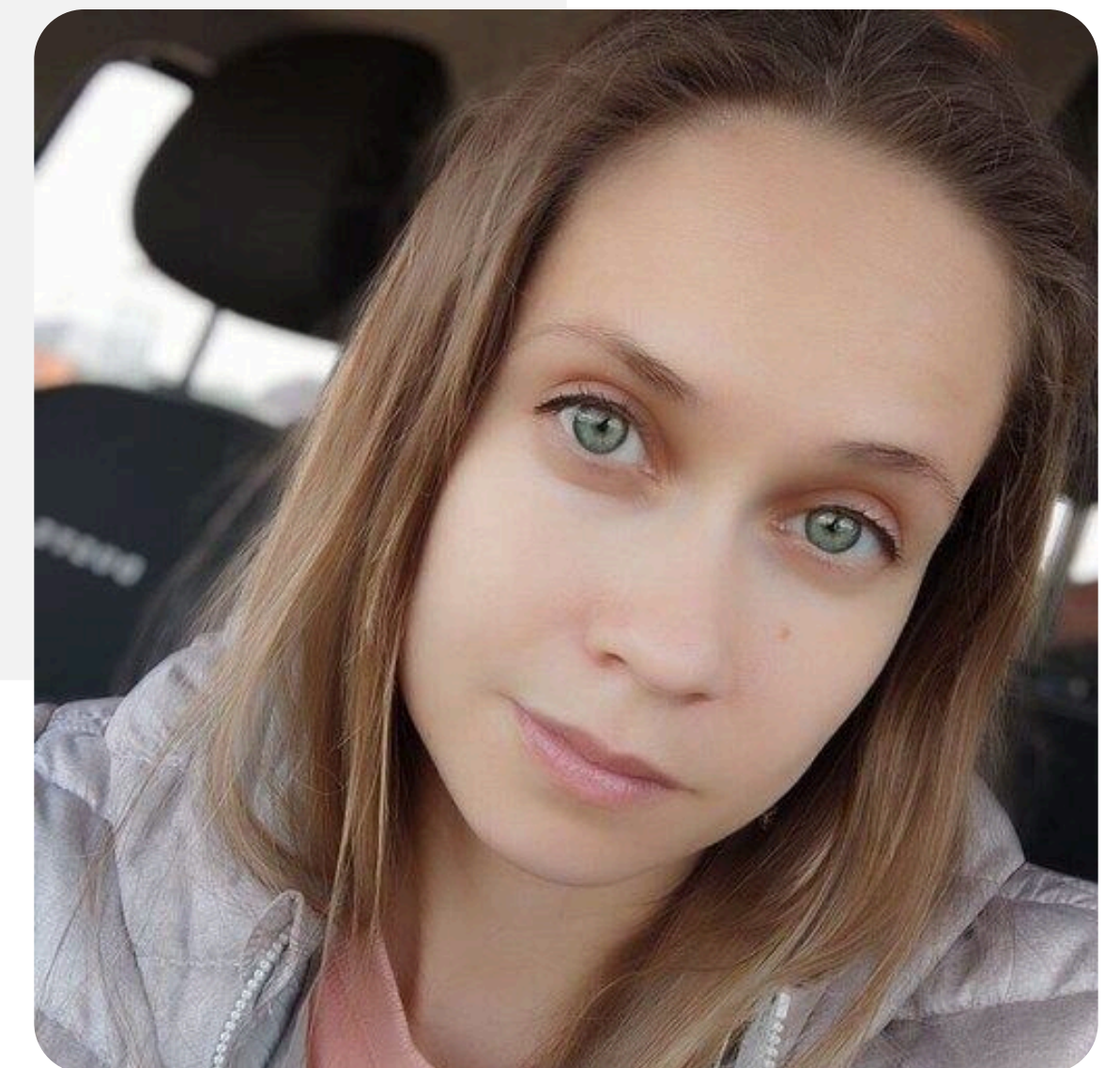
In this illustration, I wanted to convey a sense of being carefree, openness to new vibrant experiences, and the feeling that many unforgettable adventures and discoveries lie ahead.





Atlantis Odyssey

Alexandra **BOIKO**

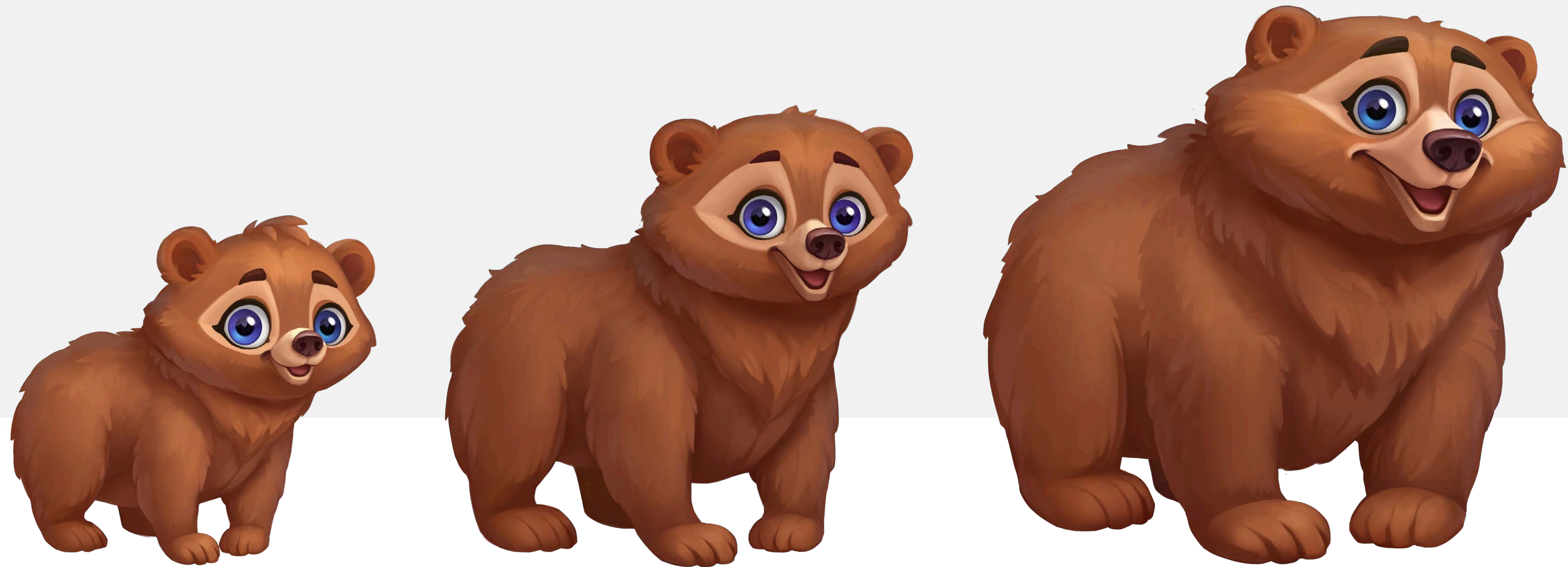




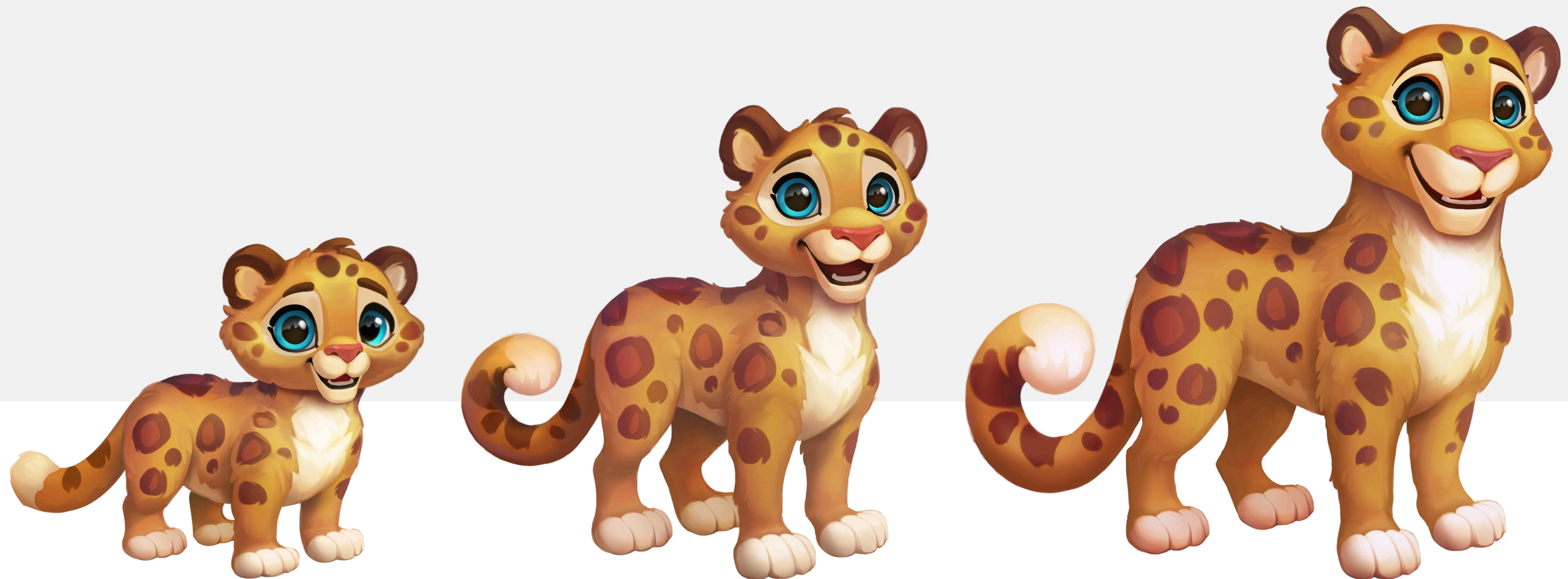
ATLANTIS ODYSSEY











Atlantis Odyssey

Maria **KRAVCHENINA**



Pierre

In this illustration, we see one of our main characters, Pierre, as a child with his favorite toy: a metal wind-up crab.

While working on this piece, I found myself wondering about Pierre's childhood: what he wore, the environment he grew up in, his toys, and his interests.

This task allowed me to dive into the character's backstory and flesh it out, adding new details to our hero's life.

I wanted to create a cozy, light-hearted atmosphere in this illustration, capturing warm childhood memories, joy, and a touch of nostalgia — those genuine, cherished moments from our early years.



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Atlantis Odyssey

Yustina **SARGAN**





Work #1

The illustration shows one of the game's main heroines next to a couple of tired Yetis. According to the plot, our heroine needs to solve the mystery of why everyone in the settlement has stopped sleeping.

It was quite interesting to work on this image, trying to depict both the characters' confusion and suspicion as they get closer to solving the mystery. While drawing, I found myself slipping into a detective mood, which I hope our players experienced as well.



Work #2

In this image, our heroes set out on a journey through a ravine to the edge of the island in the cold winter to help and free some trapped engineers. With their friend's support, they find one of many clues: a hologram with guardians, but silhouettes appear on only two of the three pedestals.

The plot immediately caught my interest. Working on this image was a great experience. It was exciting to try and hint to the players that the heroes' friend would soon sacrifice himself, as suggested by the empty pedestal.



Atlantis Odyssey

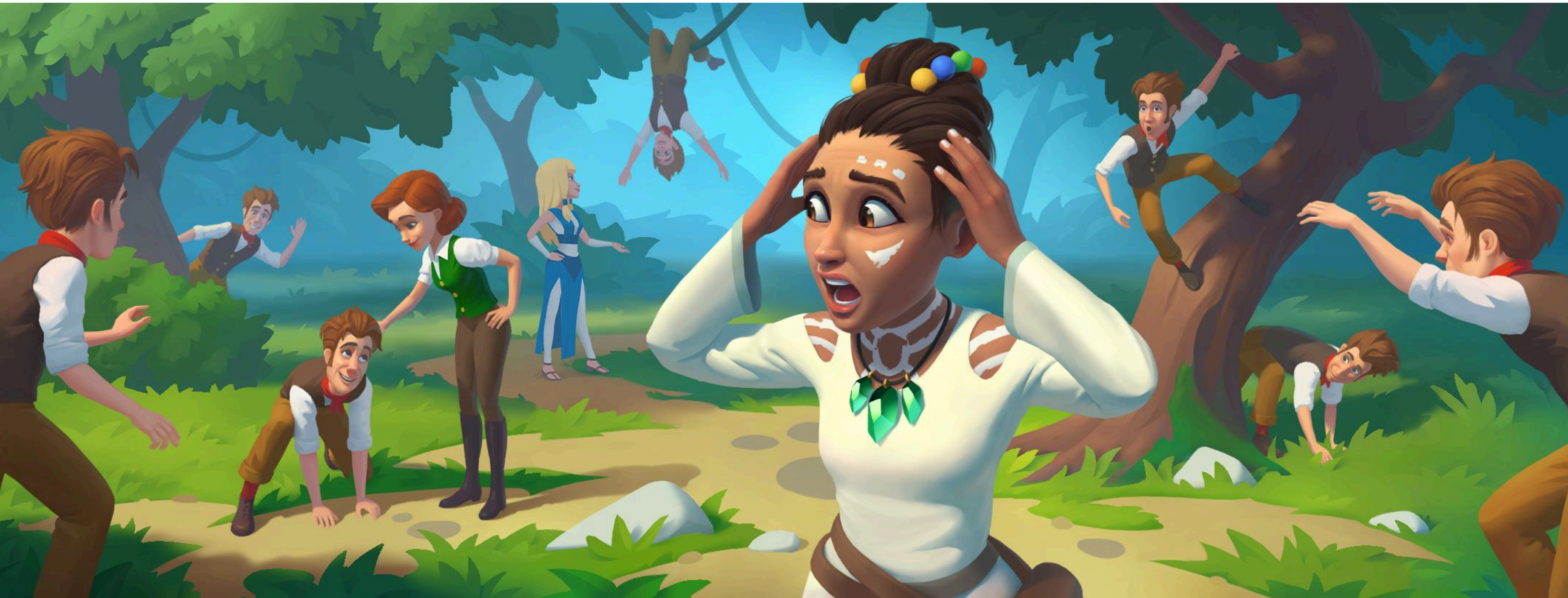
Pavel

PAULOUSKI









Atlantis Odyssey

Inna

GRIGORYEVA







Atlantis Odyssey

Maria LOKTEVA





Issue #1

