

# WELCOME TO REVACHOL

A DIGITAL ART BOOKLET FOR DISCO ELYSIUM



# WELCOME TO REVACHOL

*A digital art booklet for Disco Elysium*

**ARTWORK** *by:*

Aleksander Rostov  
Kaspar Tamsalu  
Rauno Somelar  
Markus Härma  
Siim Raidma

**ADDITIONAL ARTWORK** *by:*

Mikk Metsniit  
Anton Vill  
Jüri Saks  
Pavlo Guba  
Mehdi Annassi





# day one

**From:** Robert Kurvitz

**Subject:** First day one-pager + costs

**Date:** 16. November 2014 at 19:26:29 GMT

**To:** Kaur Kender

Initial working title: "Torson & McLaine"

Being a video game for PC, Mac and tablet computers.

AD&D meets 70s cop-show, in an original "fantastic realist" setting, with swords, guns and motor-cars. Realized as an isometric CRPG – a modern advancement on the legendary "Planescape: Torment" and "Baldur's Gate". Massive, reactive story. Exploring a vast, poverty-stricken ghetto. Deep, strategic combat.

Be a cop. (You're a cop, Harry!) Choose what kind of cop you are – good cop, bad cop, lady cop, man cop, a socialist revolutionary disguised as a cop. A criminal mastermind disguised as a cop. You can even be a real lazy cop, who doesn't wanna be a cop. Solve cases however you see fit. Uncover an over-arching mystery; shoot gang-bangers in the face.

"How many people have you killed, John?"

"Fifty four."

"!!!"

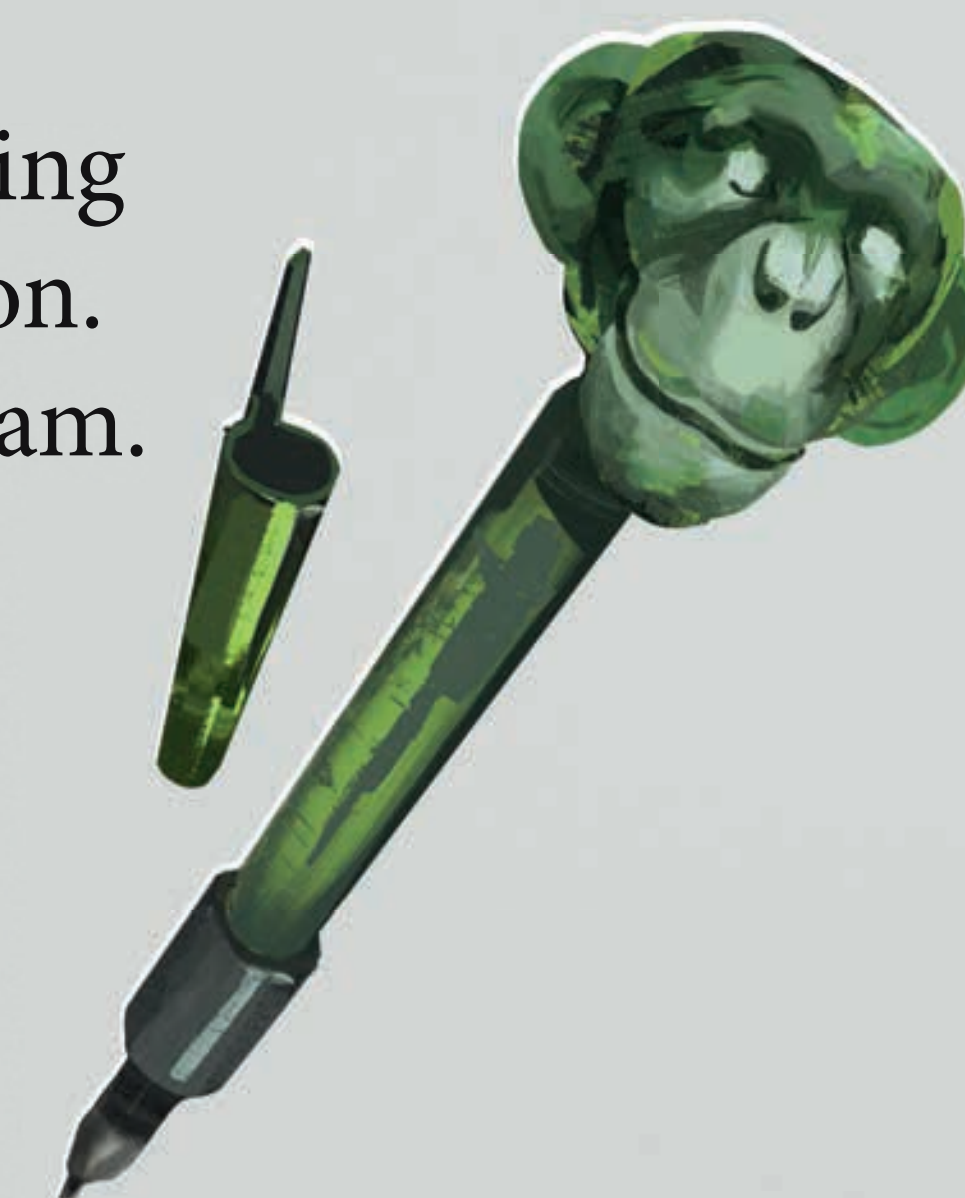
"Yes, but they were all bad."

Fail at human relationships.

Featuring: serious moral themes; socio-economic depth; the greatest fantasy setting ever conceived. Beautiful, hand-drawn graphics - a never-before seen art direction. Blood-pumping, toe-curling, skull-crushing combat. Level up your ability to dream. See in the dark.

Torson & McLaine.

The Role-Playing Game.



CONTINUE ►







**FISHING VILLAGE**

*by Aleksander Rostov*



# EXPLORE THE NEIGHBOURHOOD

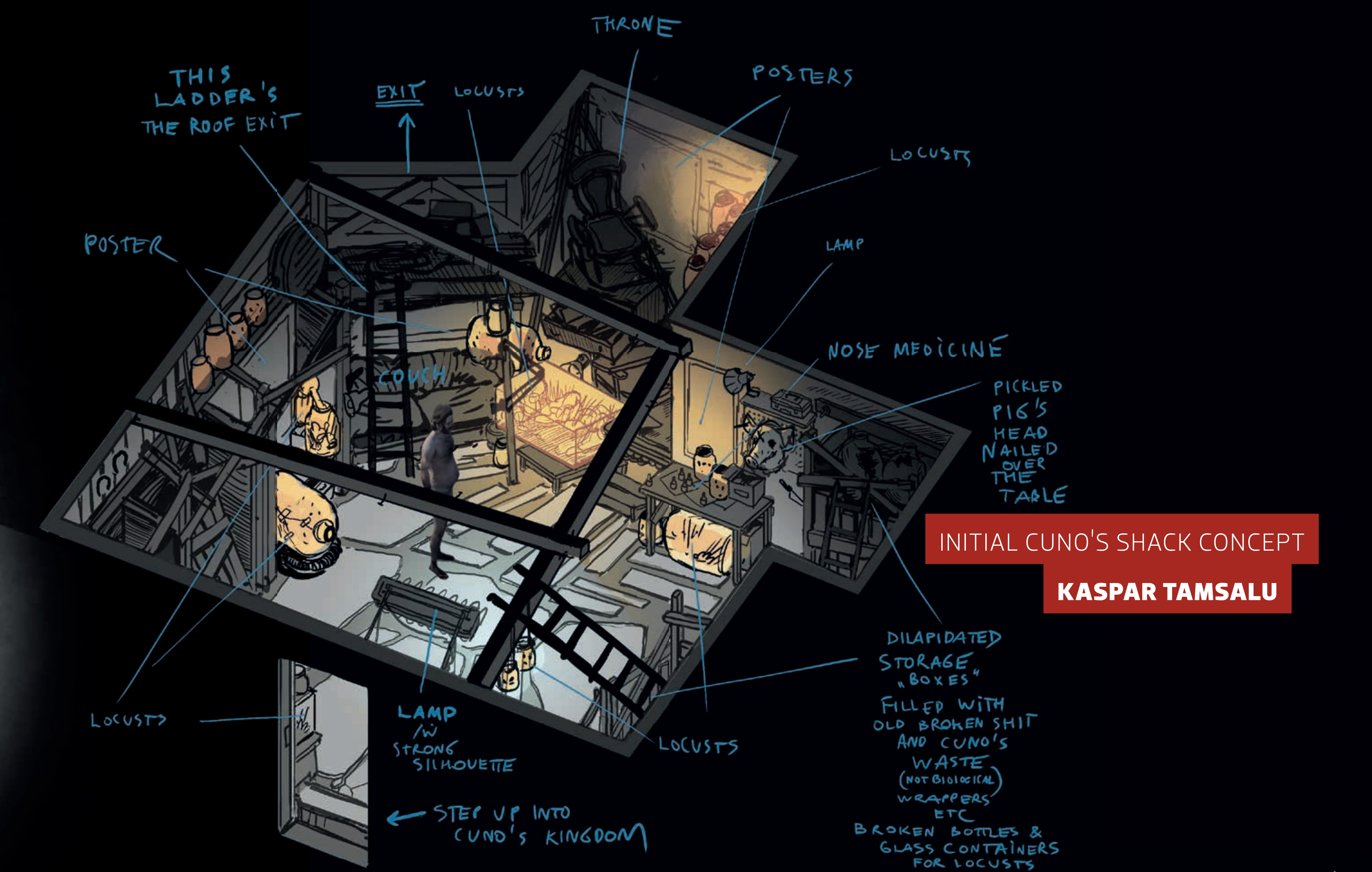
initial sketches before modelling



Distant city streets; traffic sparse this time of day.

THE VERY FIRST COURTYARD CONCEPT

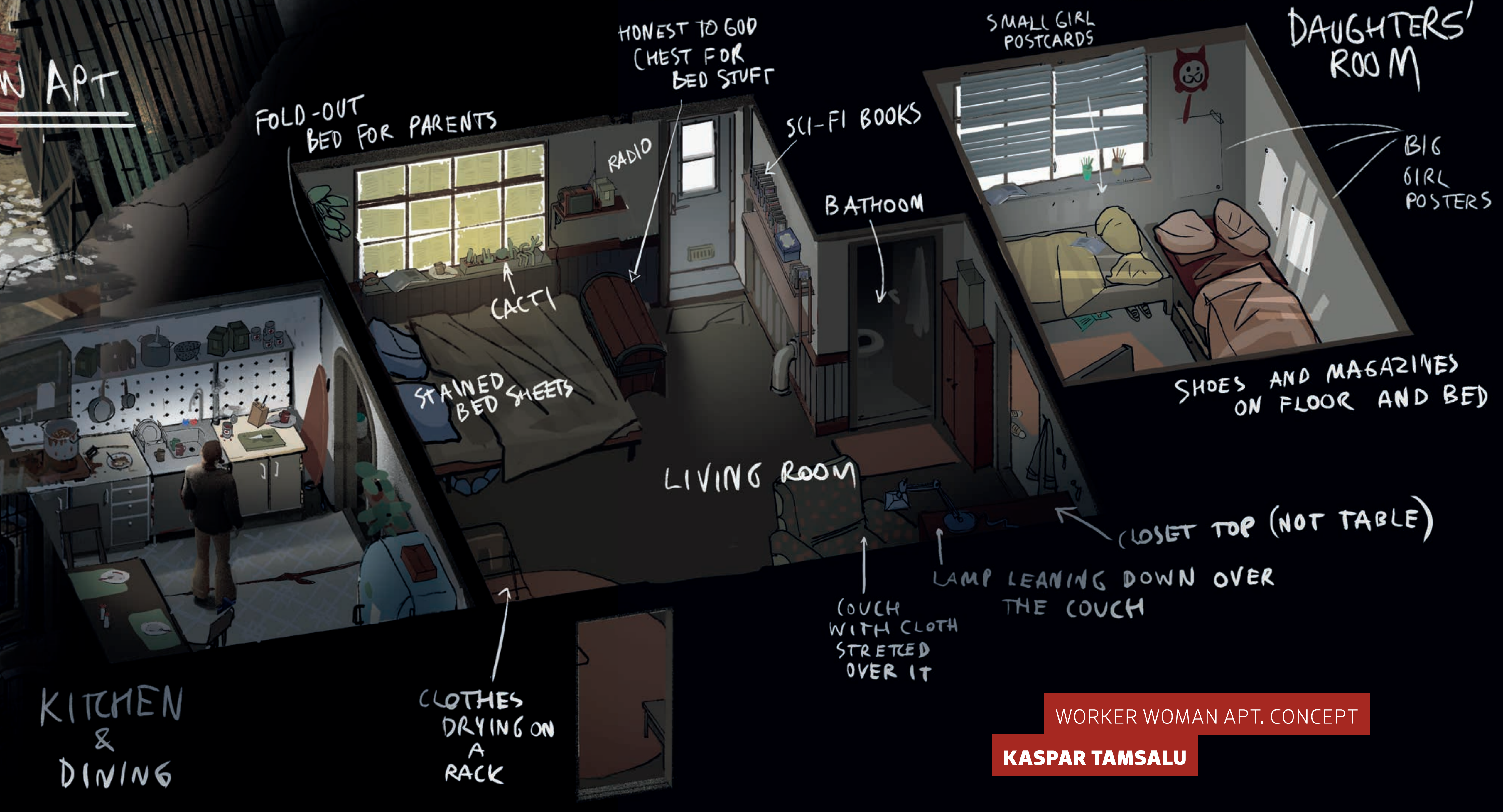
**ALEKSANDER ROSTOV**



INITIAL CUNO'S SHACK CONCEPT

**KASPAR TAMASLU**

WCW APT



WORKER WOMAN APT. CONCEPT

**KASPAR TAMASLU**

THIS LADDER'S THE ROOF EXIT

EXIT

THRONE

POSTERS

LOCUSTS

LAMP

NOSE MEDICINE

PICKLED PIG'S HEAD NAILED OVER THE TABLE

DILAPIDATED STORAGE "BOXES" FILLED WITH OLD BROKEN SHIT AND CUNO'S WASTE (NOT BIOLOGICAL WRAPPERS BFC) BROKEN BOTTLES & GLASS CONTAINERS FOR LOCUSTS

← STEP UP INTO CUNO'S KINGDOM

FOLD-OUT BED FOR PARENTS

HONEST TO GOD CHEST FOR BED STUFF

SMALL GIRL POSTCARDS

DAUGHTERS' ROOM

BIG GIRL POSTERS

SCI-FI BOOKS

BATHROOM

SHOES AND MAGAZINES ON FLOOR AND BED

← CLOSET TOP (NOT TABLE)

LAMP LEANING DOWN OVER THE COUCH

← COUCH WITH CLOTH STRETCHED OVER IT

STAINED BED SHEETS

CACTI

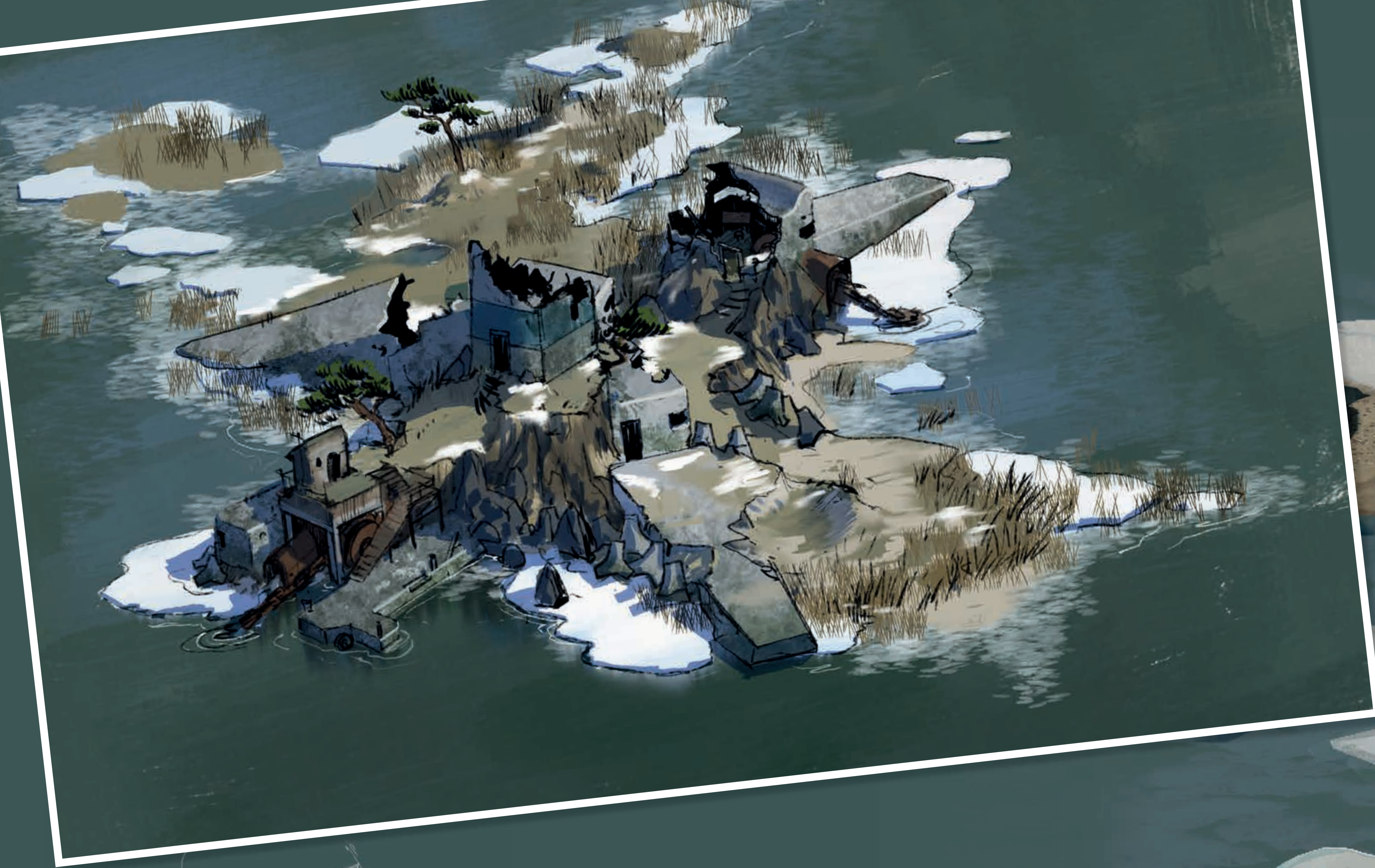
RADIO

KITCHEN & DINING

CLOTHES DRYING ON A RACK

WHIRLING-IT-RAGS





**THE SEAFORT**

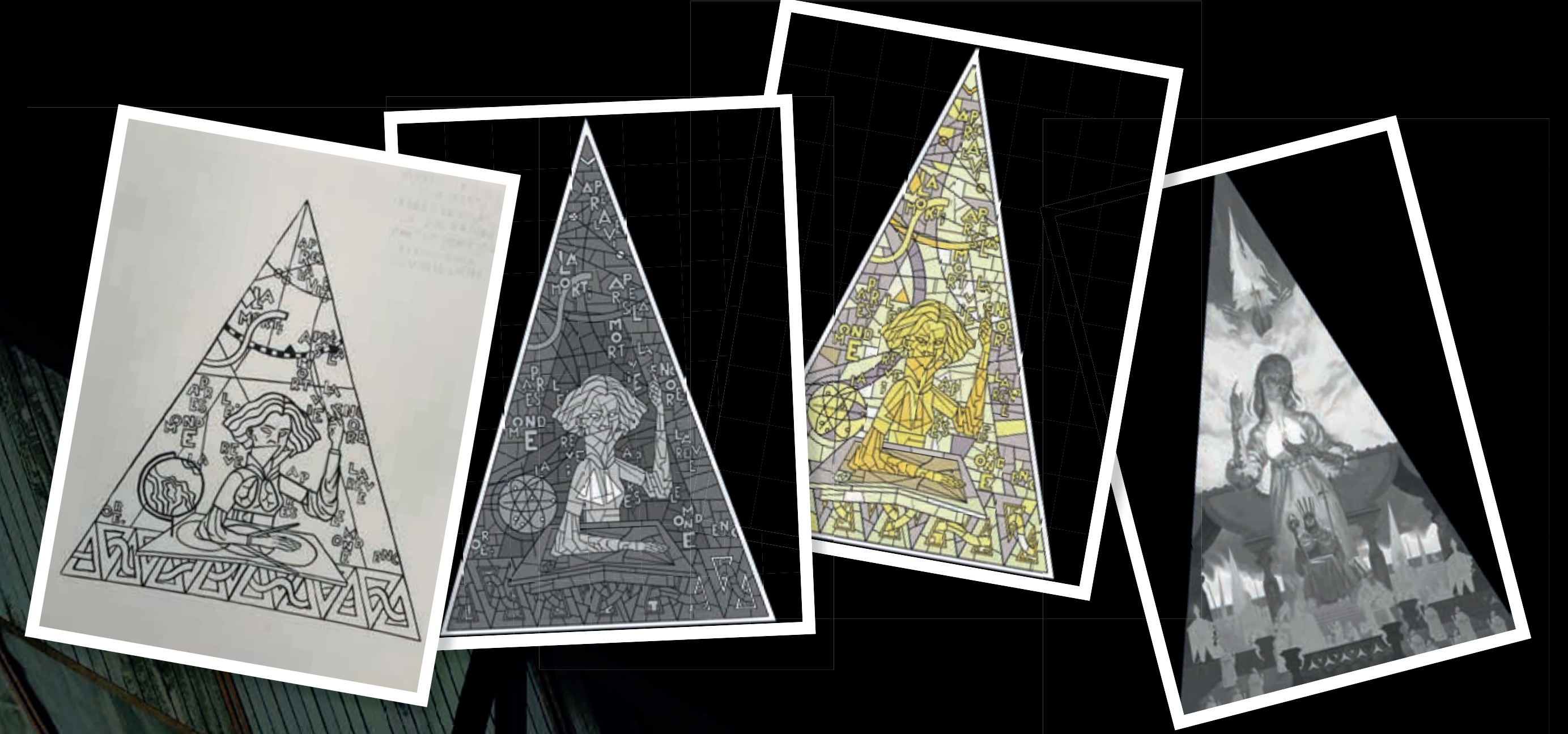
*thumbnail and paintover by Aleksander Rostov*

*model by Markus Härma*



CHURCH INITIAL THUMBNAILS

KASPAR TAMSALU

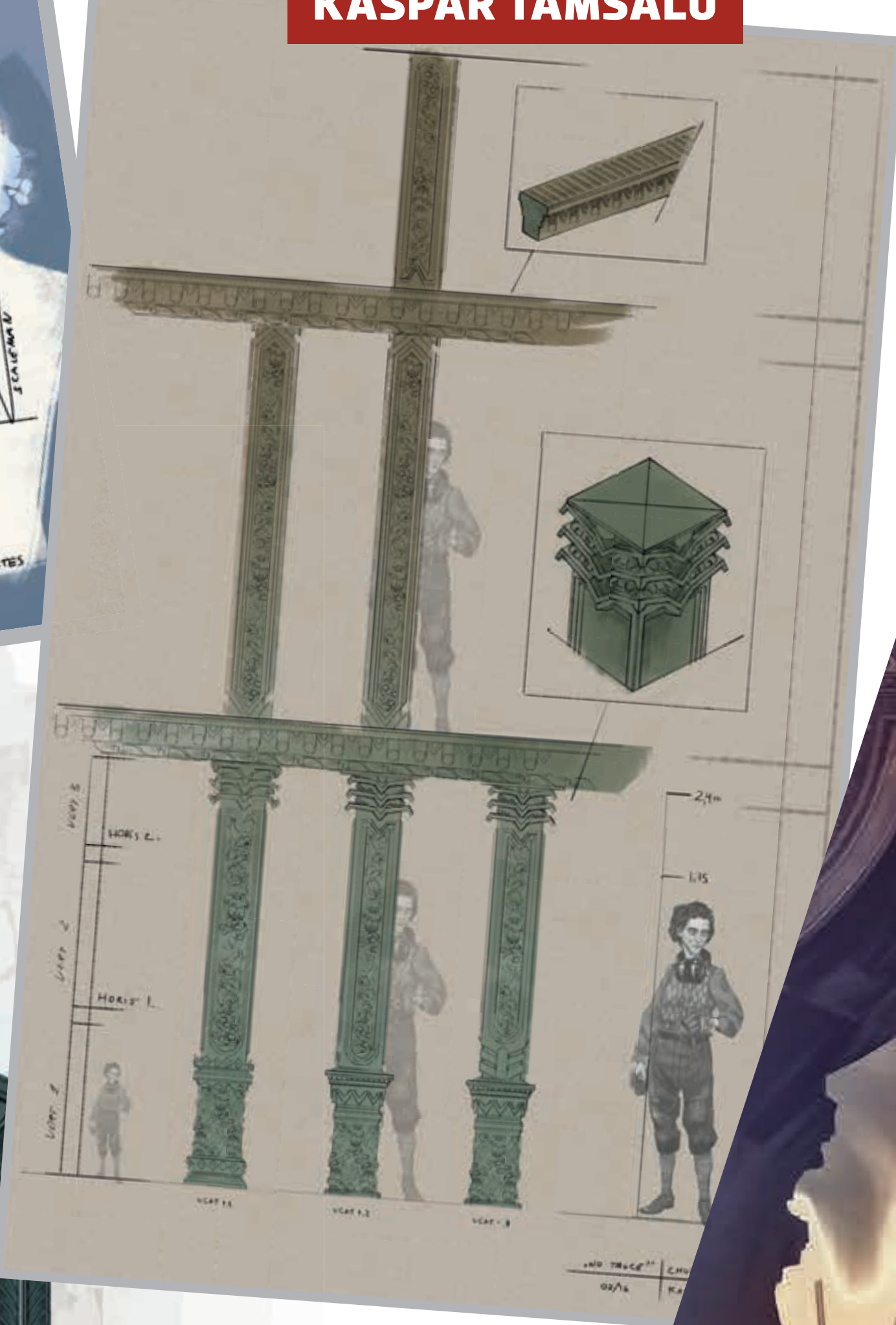


WINDOW EXPLORATORY SKETCHES

KASPAR TAMSALU

SURROUNDING AREA AND PILLARS

KASPAR TAMSALU



THE CHURCH

heavy sketching and idea phase



DOLORES DEI STAINED GLASS WINDOW

KASPAR TAMSALU

\*IN GAME BEAUTY RENDER OF THE CHURCH



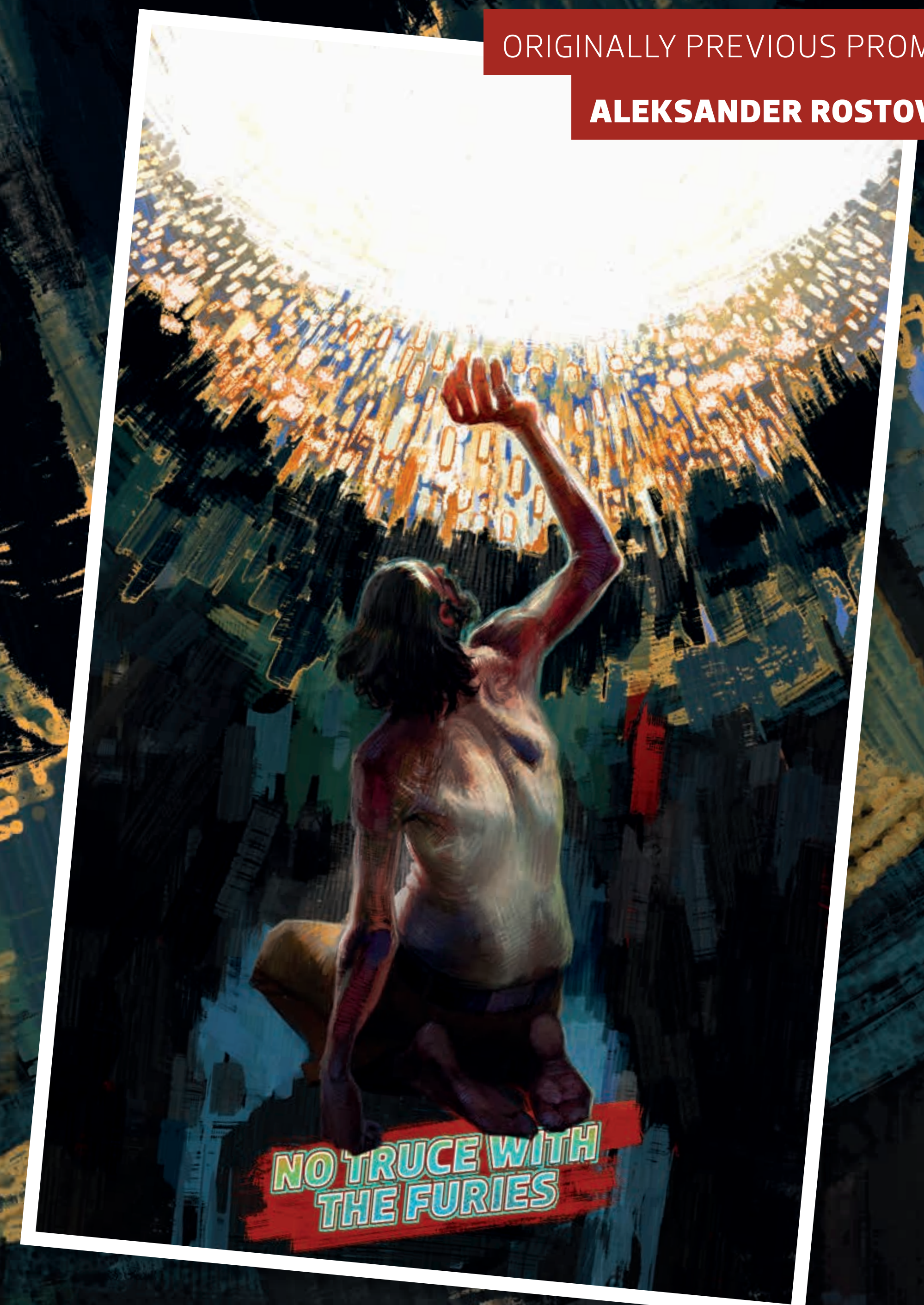


# THE SUN

*by Aleksander Rostov*

ORIGINALLY PREVIOUS PROMO ART

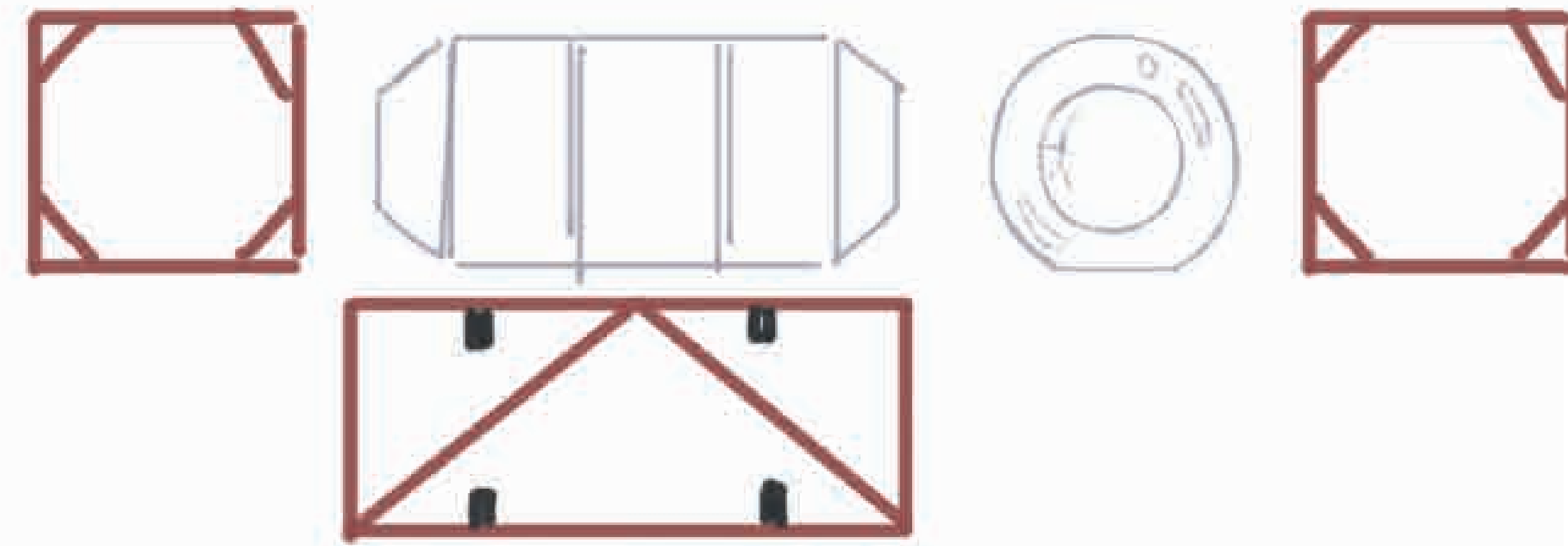
**ALEKSANDER ROSTOV**



**NO TRUCE WITH THE FURIES**

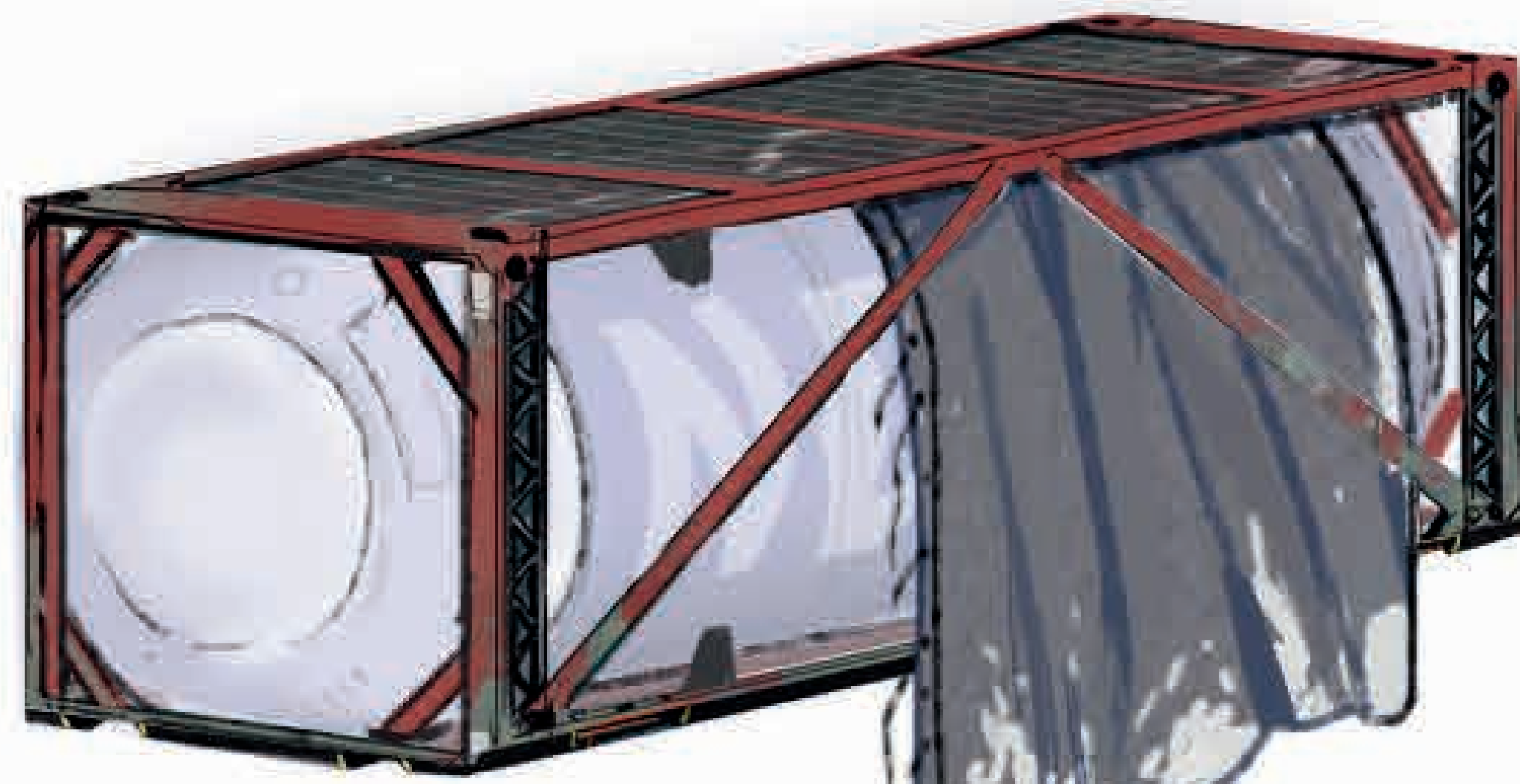


Chemical container mod

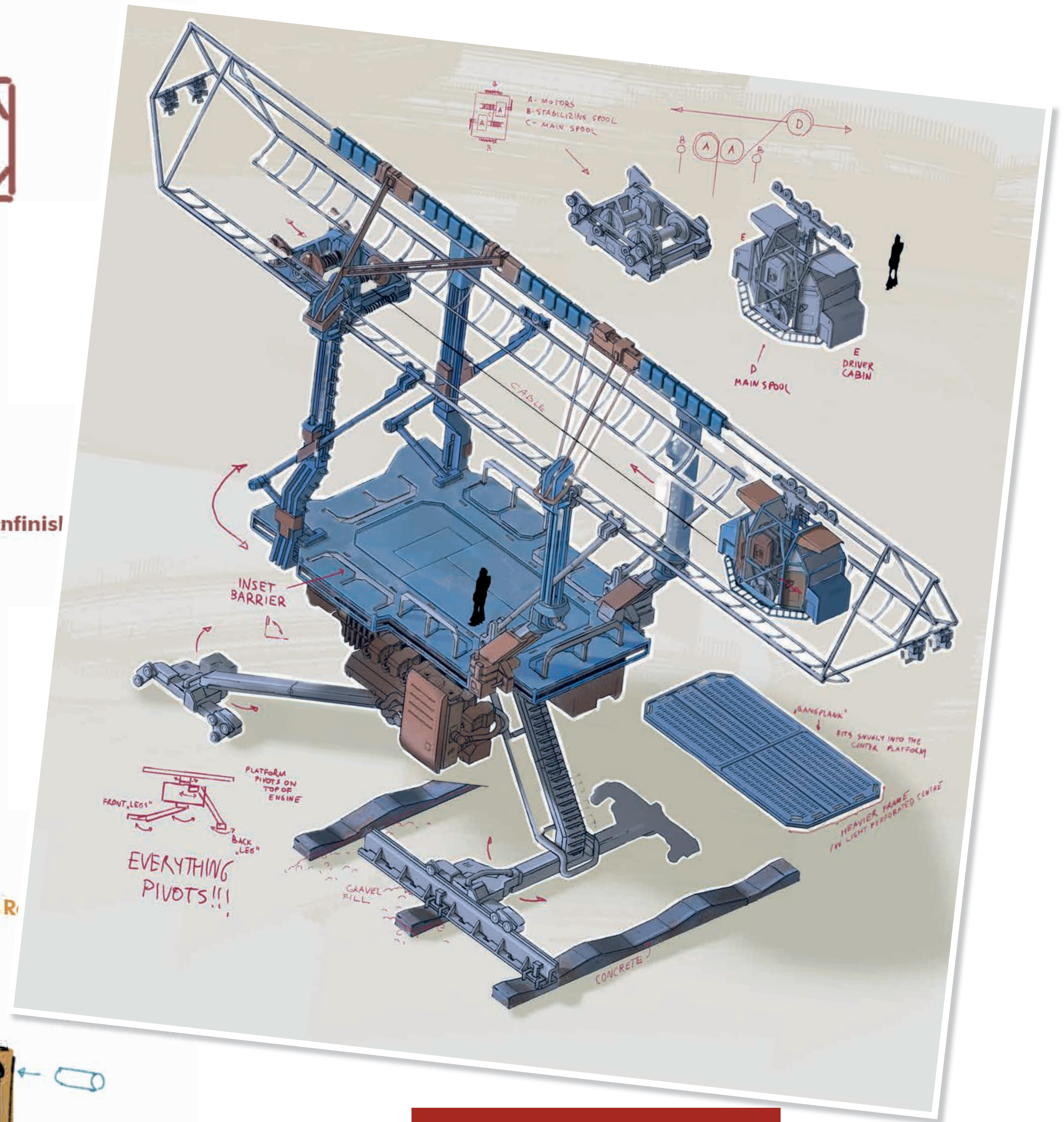


CONTAINER CONCEPTS

ALEKSANDER ROSTOV



The unfinis!

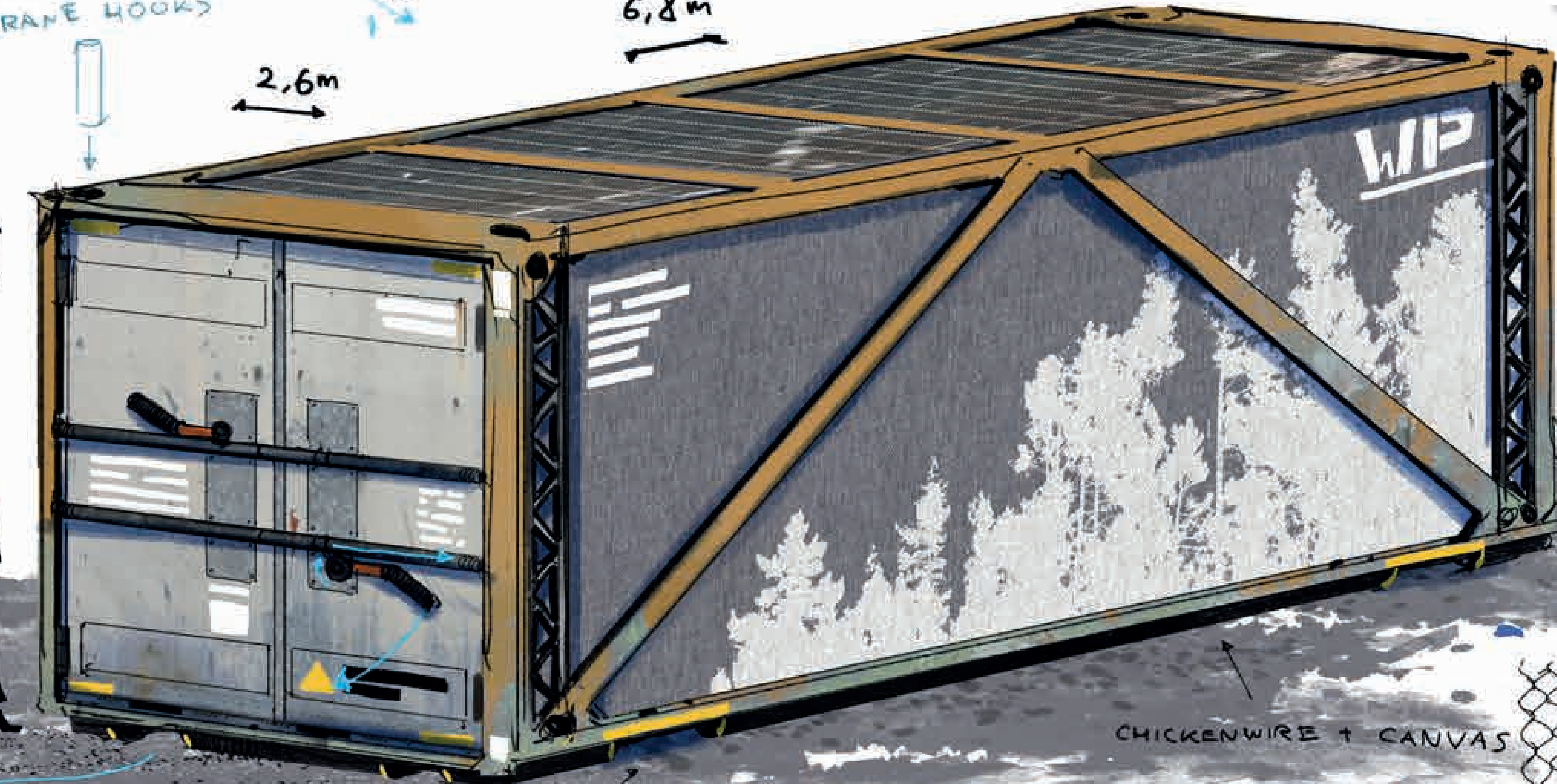


CRANE HOOKS

2,45m

2,6m

6,8m



CHICKENWIRE + CANVAS

# CONTAINERTOWN

heavy sketching and idea phase

CONTAINER TOWN CRANE CONCEPT

KASPAR TAMSALU







**HARRIER DU BOIS**

*by Aleksander Rostov*



# MEN OF THE HOUR

initial sketches before modelling

HUNTER GARB

ALEKSANDER ROSTOV



DETECTIVE COSTEAU

ALEKSANDER ROSTOV



MIC REVOLUTIONARY

ALEKSANDER ROSTOV

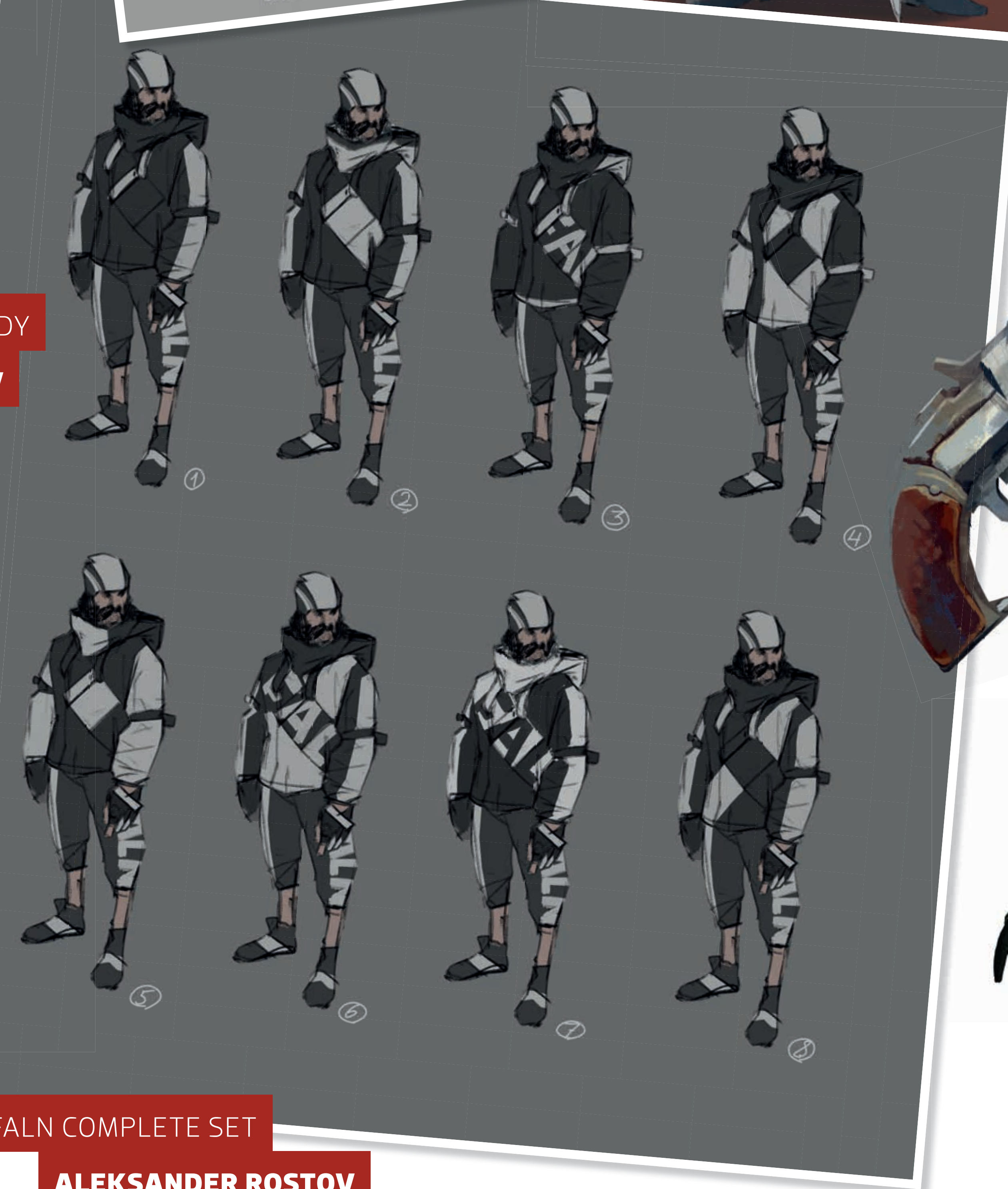


PEAK PERFORMANCE BODY

ALEKSANDER ROSTOV



PARTY DRAGON  
DISCO ELYSIUM / ROSTOV



FALN COMPLETE SET

ALEKSANDER ROSTOV



MODELS FROM CONCEPTS

PASHA GUBA



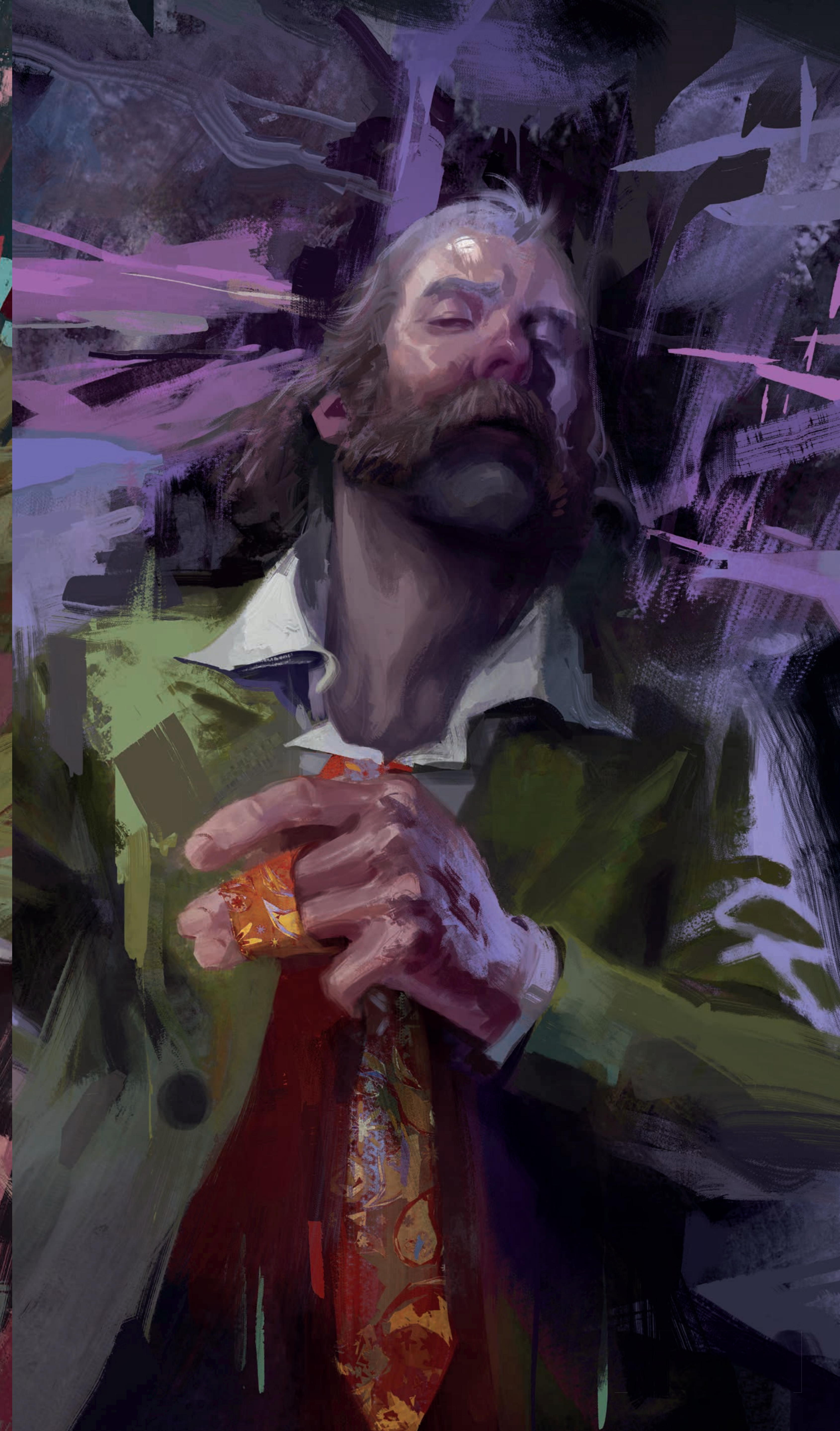
THE PHILIPPIN RESTAURATION

PAINTED DURING PAX EAST 17!

ALEKSANDER ROSTOV







**THE ARCHETYPES**

*by Aleksander Rostov*





**INSULINDIAN PHASMID SIGHTING**

*by Aleksander Rostov*



# MEET THE LOCALS

initial sketches before modelling



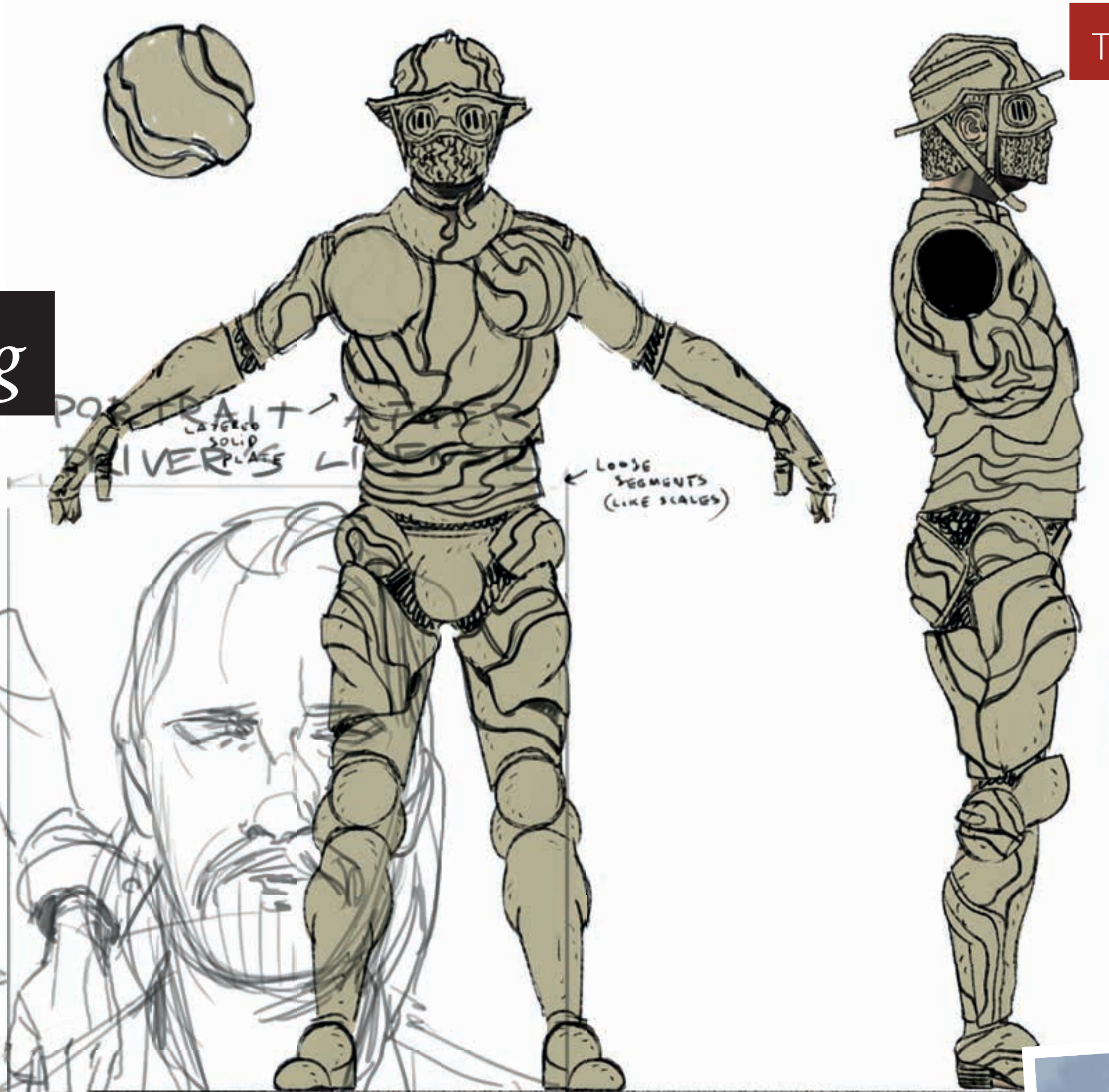
**TOMMY**  
ALEKSANDER ROSTOV



**MANANA AND FRITTE**  
ALEKSANDER ROSTOV



**DOCKWORKER**  
ALEKSANDER ROSTOV



**T-500 CERAMIC ARMOR**  
ALEKSANDER ROSTOV & KASPAR TAMSALU



**NOID**  
ALEKSANDER ROSTOV



**JOYCE AND SCAB LEADER**  
KASPAR TAMSALU



**PISSF\*\*\*T AND FTW**  
ALEKSANDER ROSTOV



**MORELL AND LENA**  
ALEKSANDER ROSTOV



**DESERTER AND GARDENER**  
ALEKSANDER ROSTOV



**PISSF\*\*\*T AND FTW**  
KASPAR TAMSALU





# MEET THE LOCALS

initial sketches before modelling



MERC IN ARMOR  
KASPAR TAMSALU



SMOKER ON THE BALCONY  
KASPAR TAMSALU



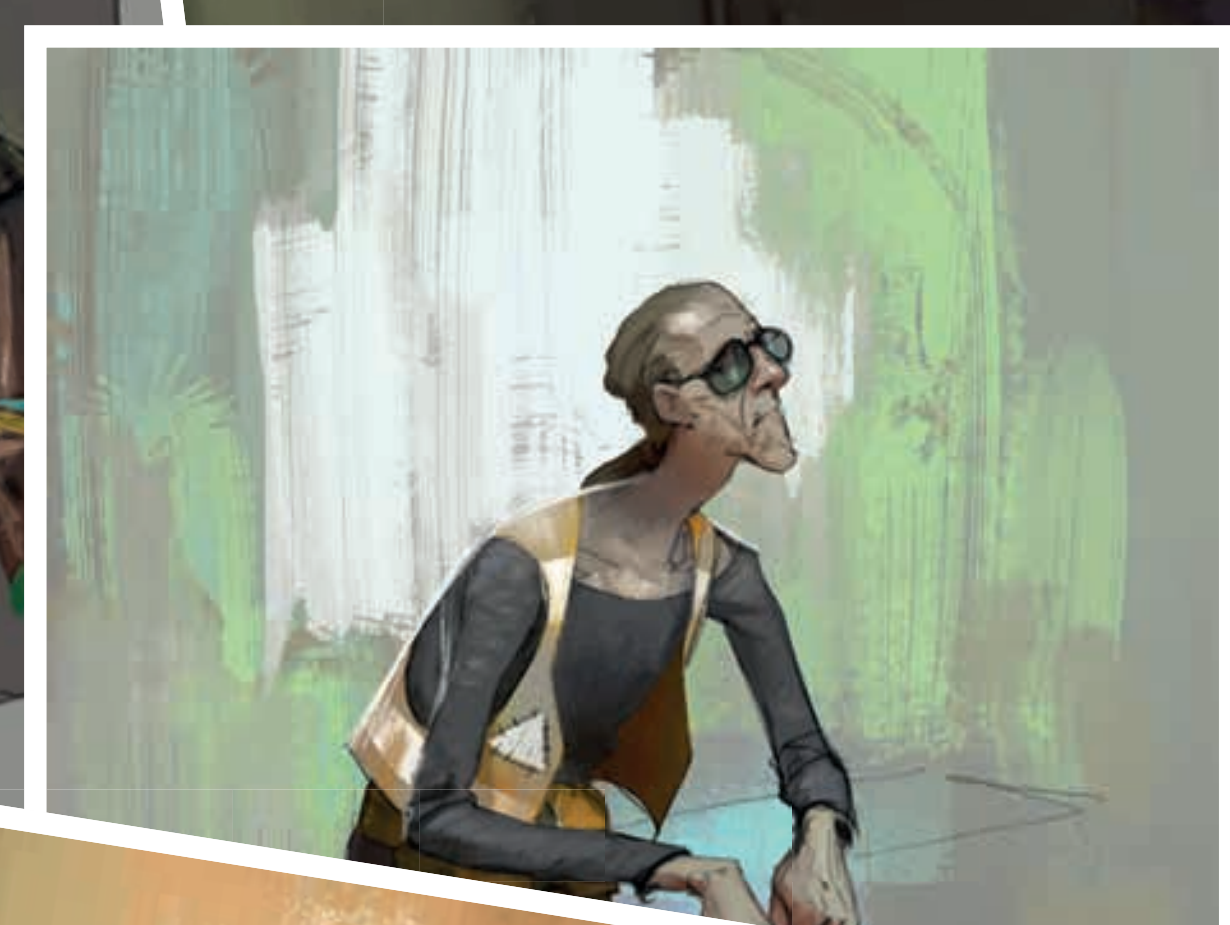
BABE

ALEKSANDER ROSTOV

NETPICKER  
KASPAR TAMSALU



RENE AND GASTON  
KASPAR TAMSALU



INSTIGATOR, PAEDRIVER, ROY, IDIOT DOOM SPIRAL  
ALEKSANDER ROSTOV & KASPAR TAMSALU



THE PIGS  
ALEKSANDER ROSTOV



THE WITHERING AWAY OF THE STATE



VARIATIONS OF CINDY  
ALEKSANDER ROSTOV







**CHURCH AND MARKET**

*initial 3d model test with paintover*





WALLPAPER IN THE DLC FOLDER

# THOUGHT CABINET

*by Anton Vill*





**FISHING VILLAGE**

*by Markus Härma*



# DOOMED COMMERCIAL AREA

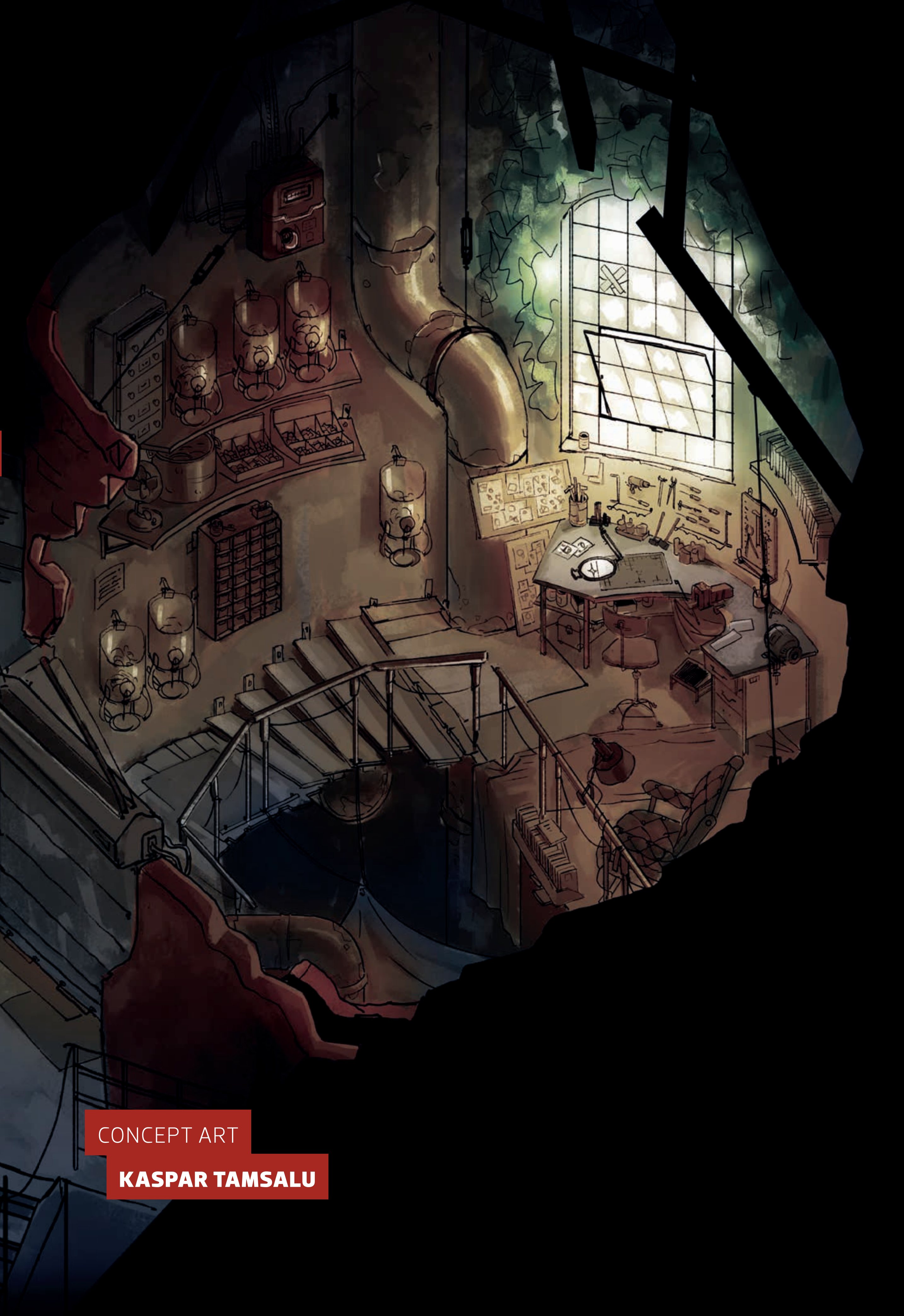
*from sketch to 3d model to paintover*



MODELING  
**RAUNO SOMELAR**



THUMBNAIL AND PAINTOVER  
**ALEKSANDER ROSTOV**



CONCEPT ART  
**KASPAR TAMSALU**





**CUNO**

*by Pasha Guba and Aleksander Rostov*





**DESERTER AND EVRART**

*models by Pasha Guba*

*concept by Aleksander Rostov*





**MORELL AND RUUD**

*models by Pasha Guba*

*concept by Aleksander Rostov*





**THE ISLAND**

*by Markus Härma*

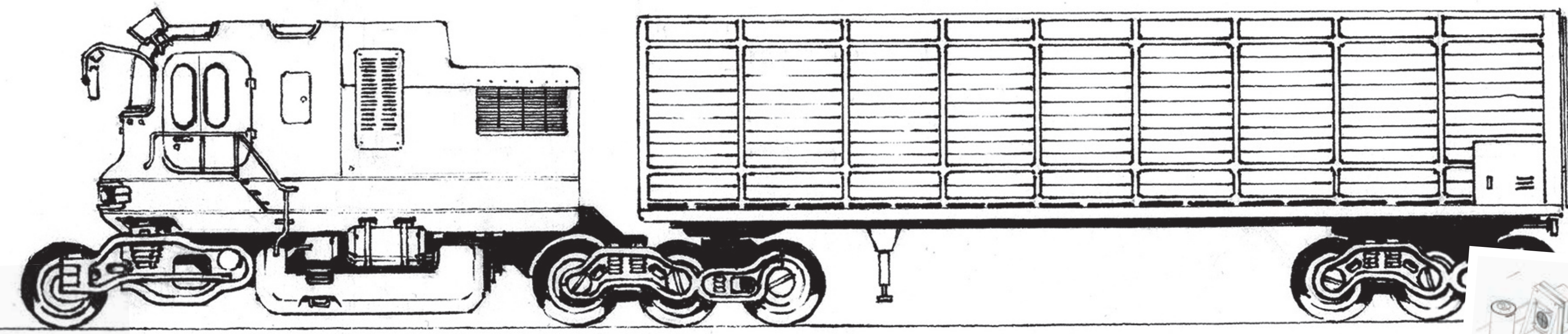




**MARTINAISE SKYLINE**

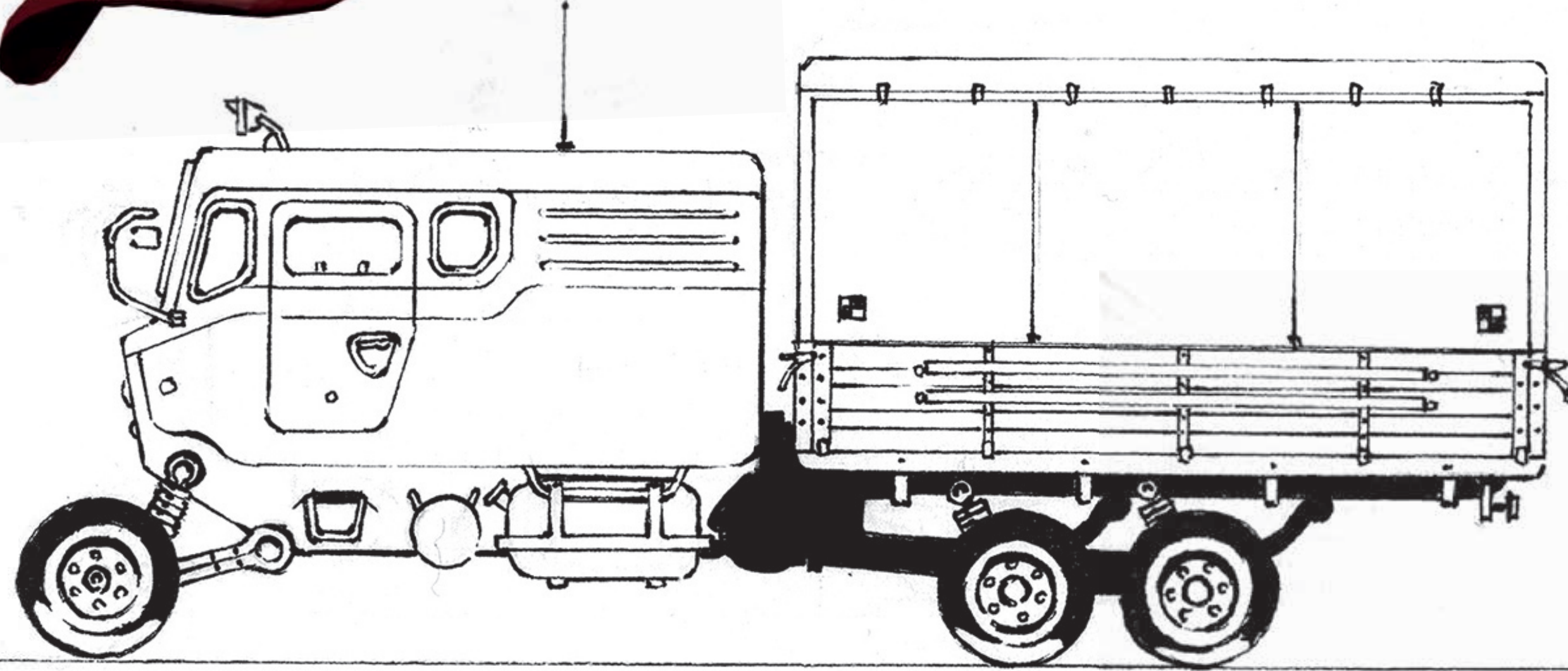
*by Aleksander Rostov*





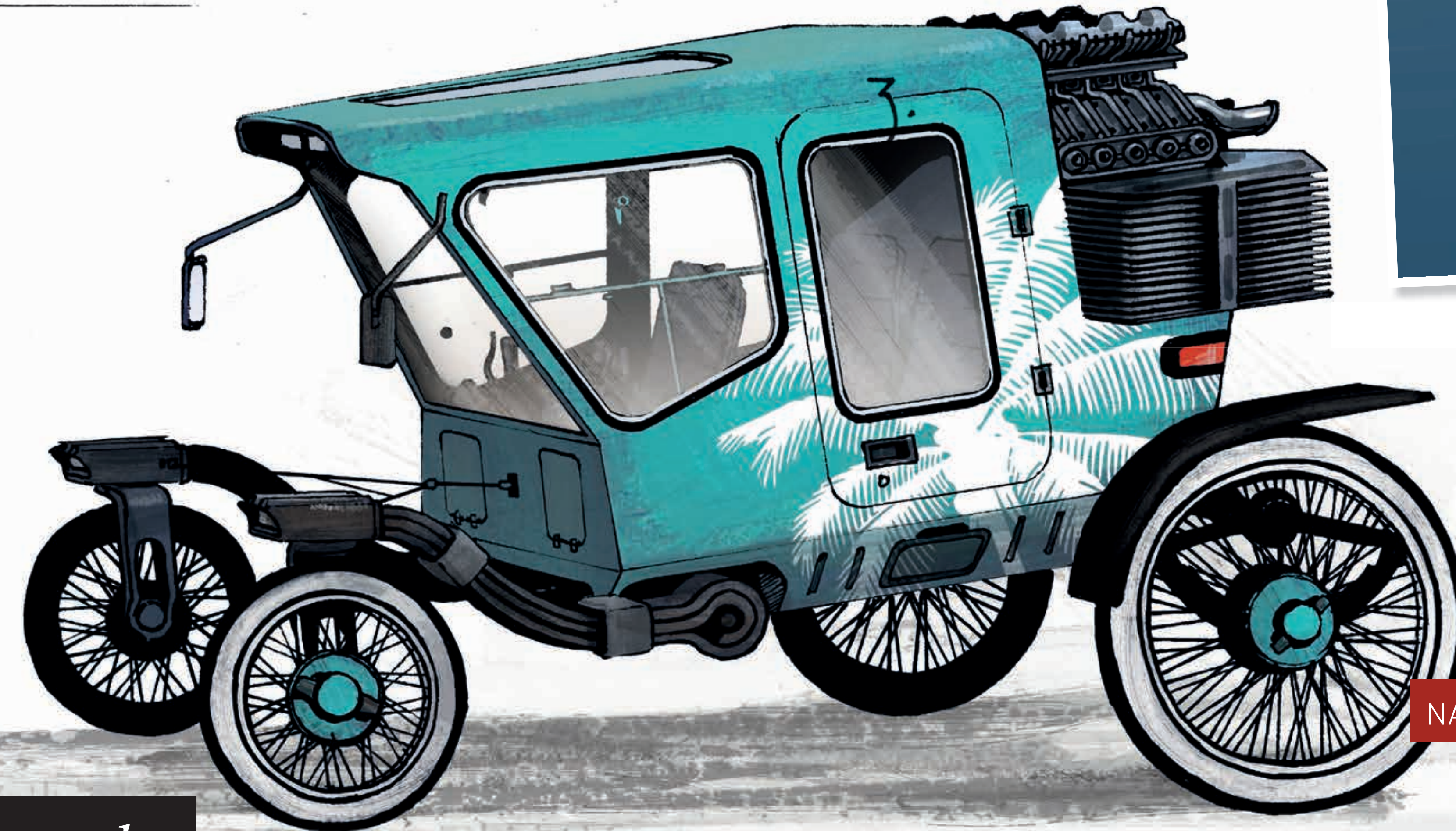
7.

MOTOR CARRIAGE LORRIES  
JÜRI SAKS



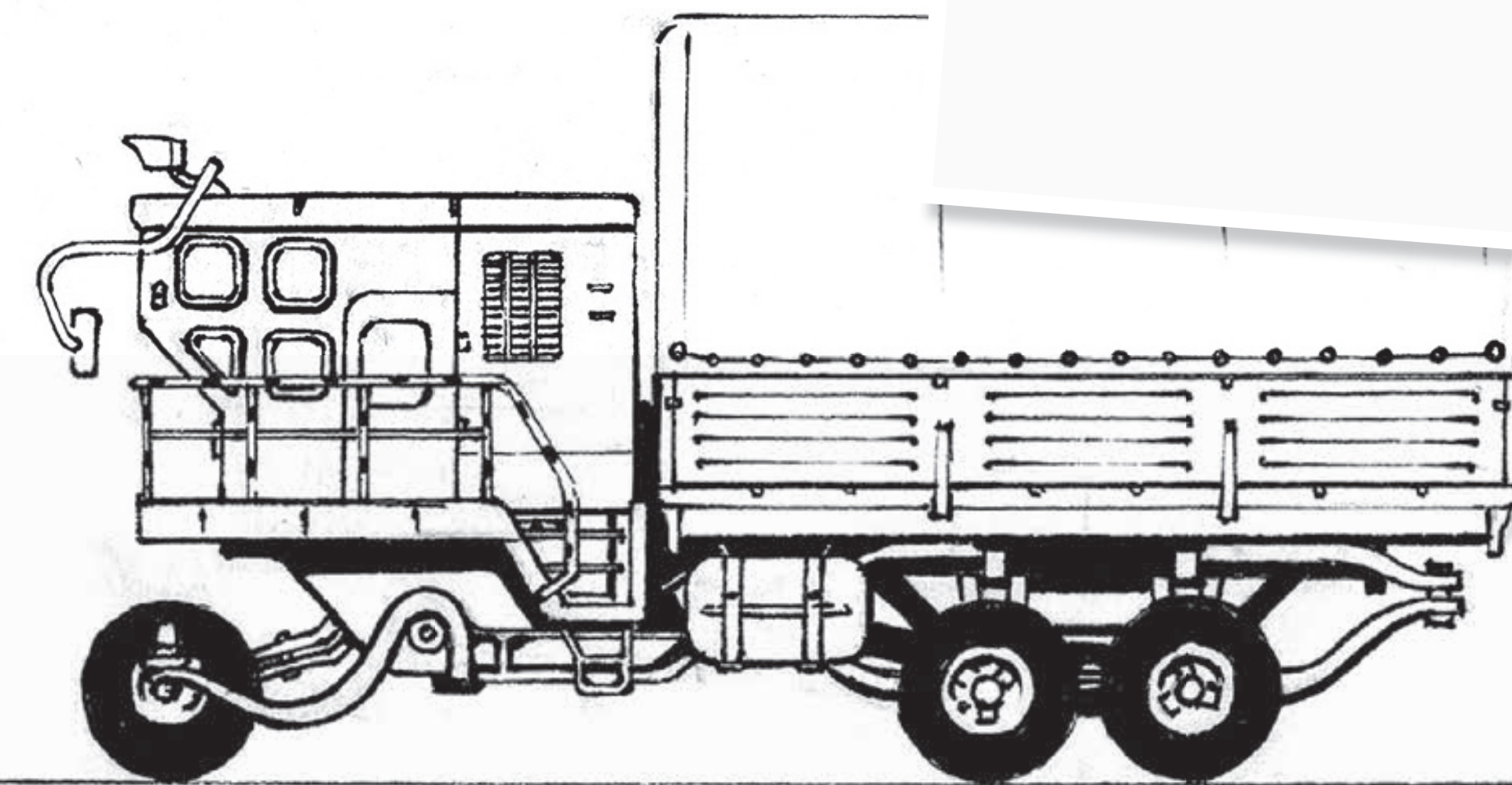
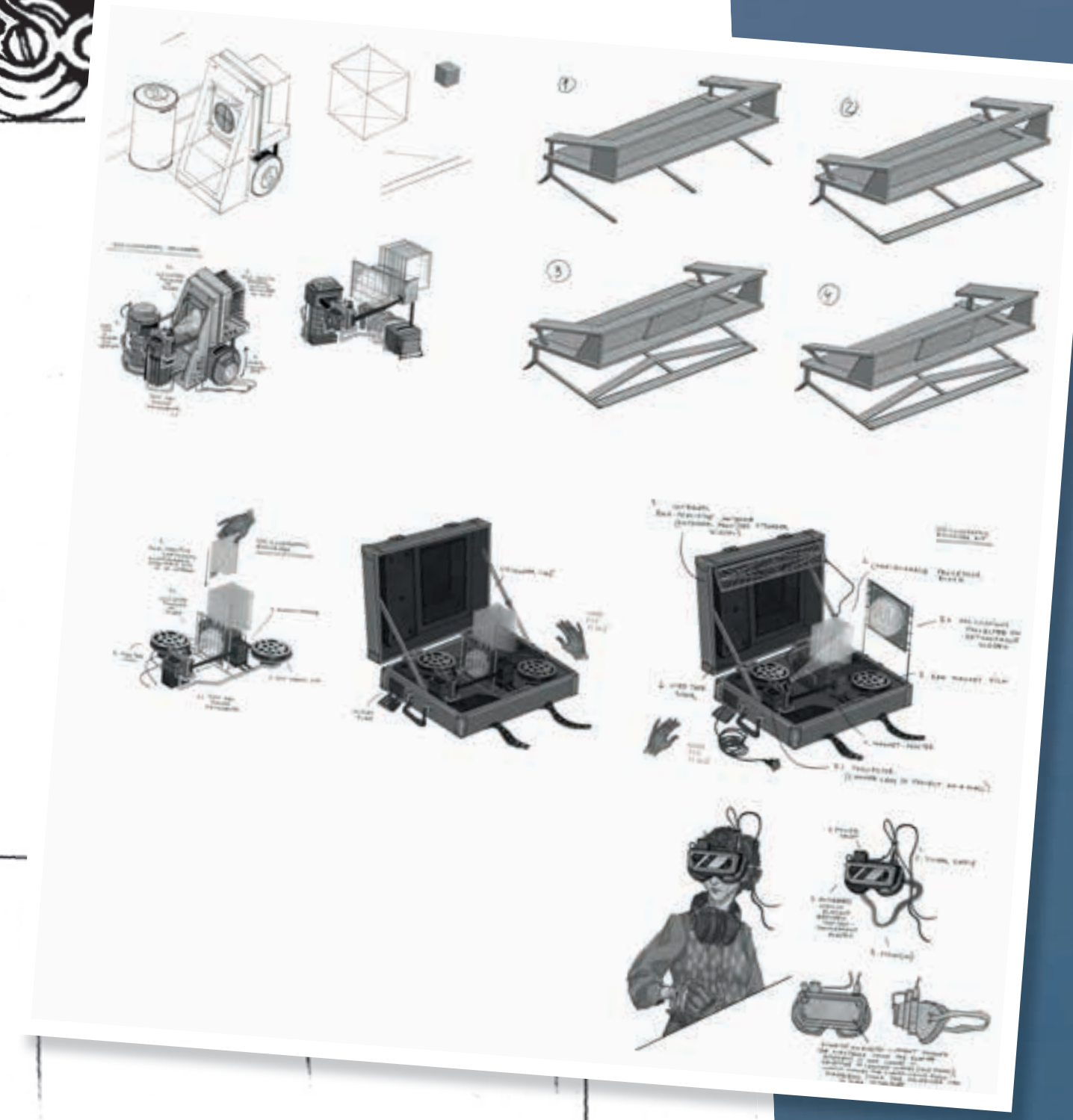
2.

TROPICAL KINEEMA TUNING  
JÜRI SAKS AND ALEKSANDER ROSTOV



VEHICLES AND PROPS

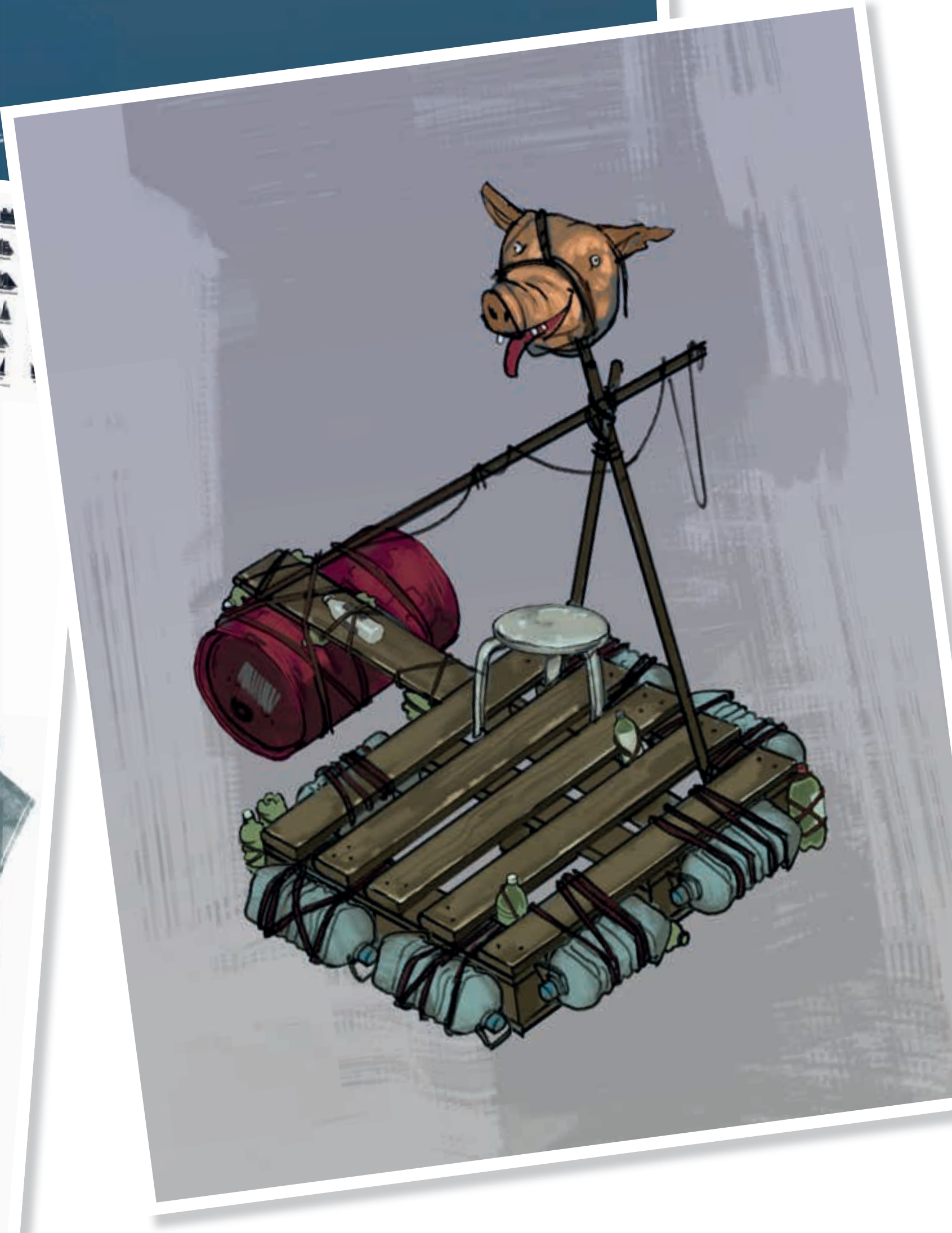
by Jüri Saks and Kaspar Tamsalu



THE SLOOP  
KASPAR TAMSALU



NAUTICAL TRANSPORTATION  
KASPAR TAMSALU



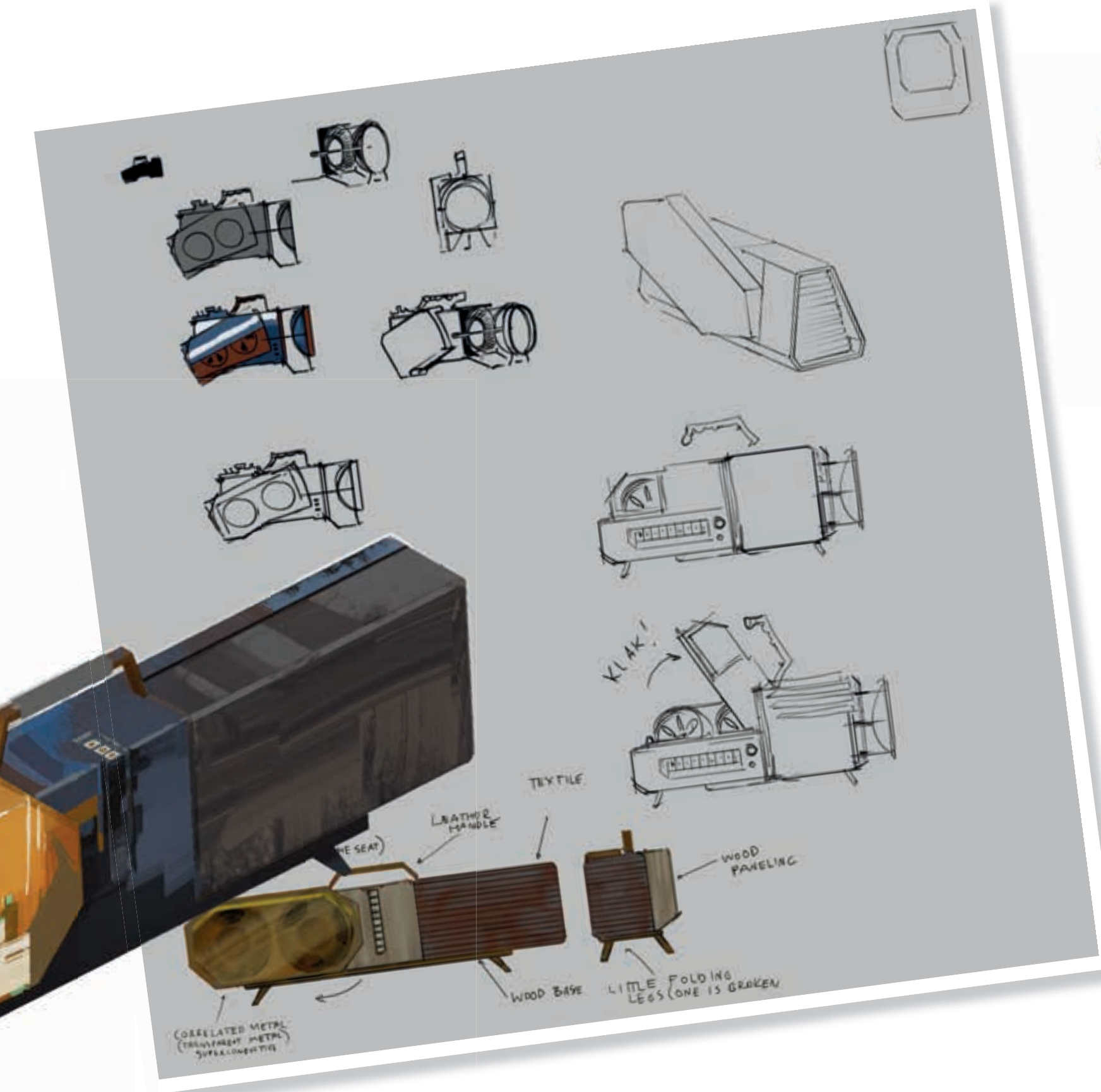




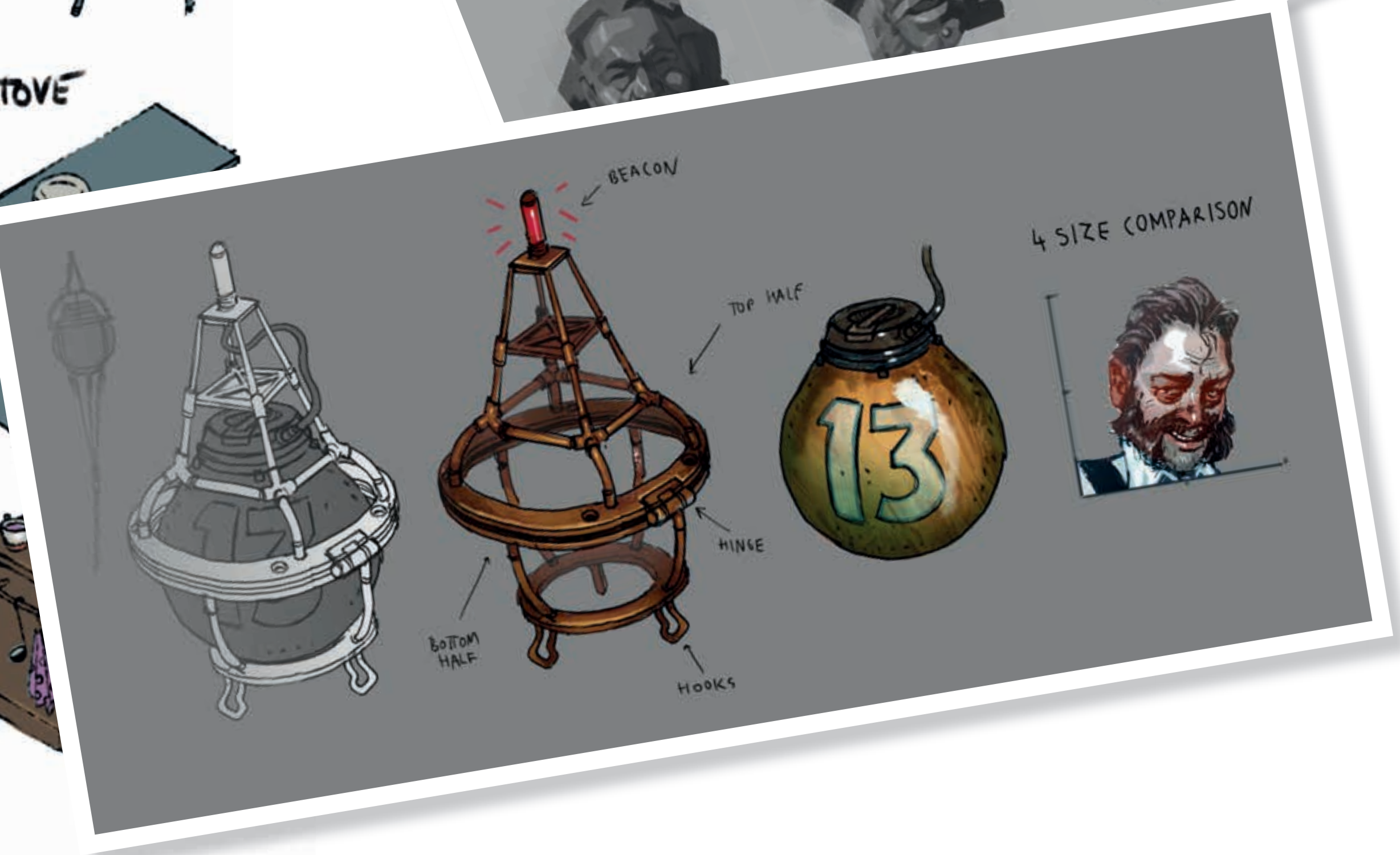
KVALSUND POWERWRENCH  
KASPAR TAMSALU



BUST OF KRAS MAZOV  
KASPAR TAMSALU



INITIAL BOOMBOX CONCEPTS  
KASPAR TAMSALU

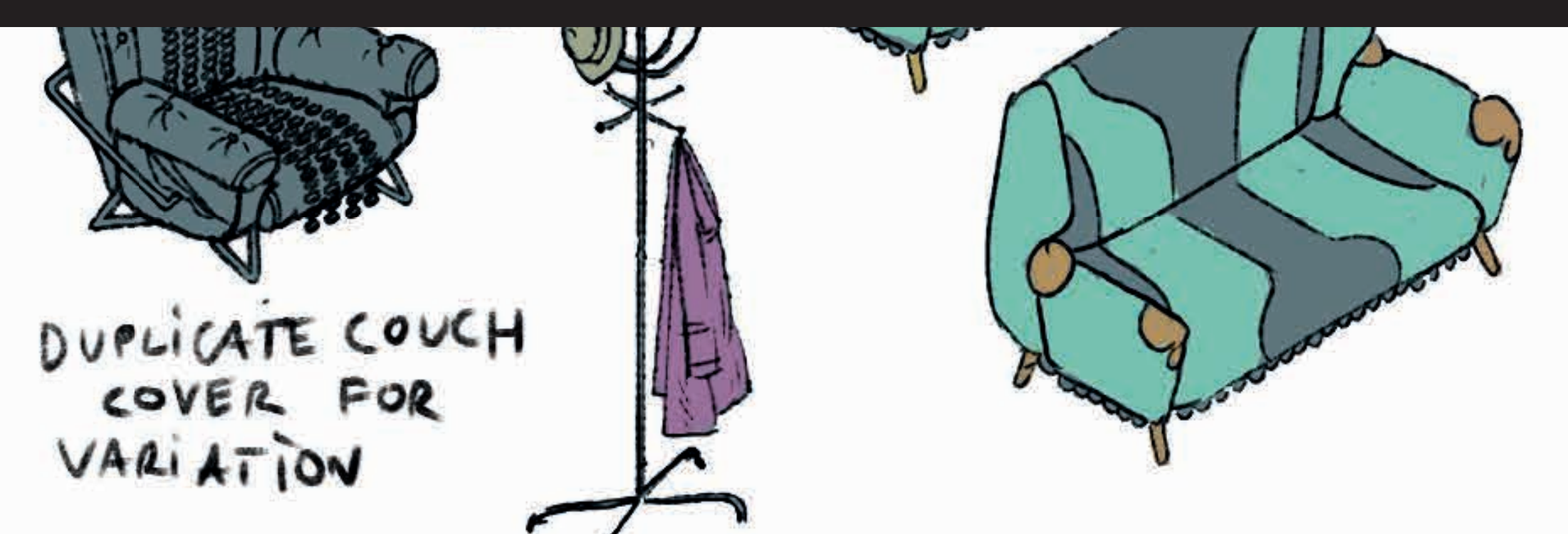


INITIAL DINGHY CONCEPT  
KASPAR TAMSALU



# ENDLESS AMOUNTS OF KNICK-KNACKS AND DOODADS

by Kaspar Tamsalu



DUPLICATE COUCH COVER FOR VARIATION

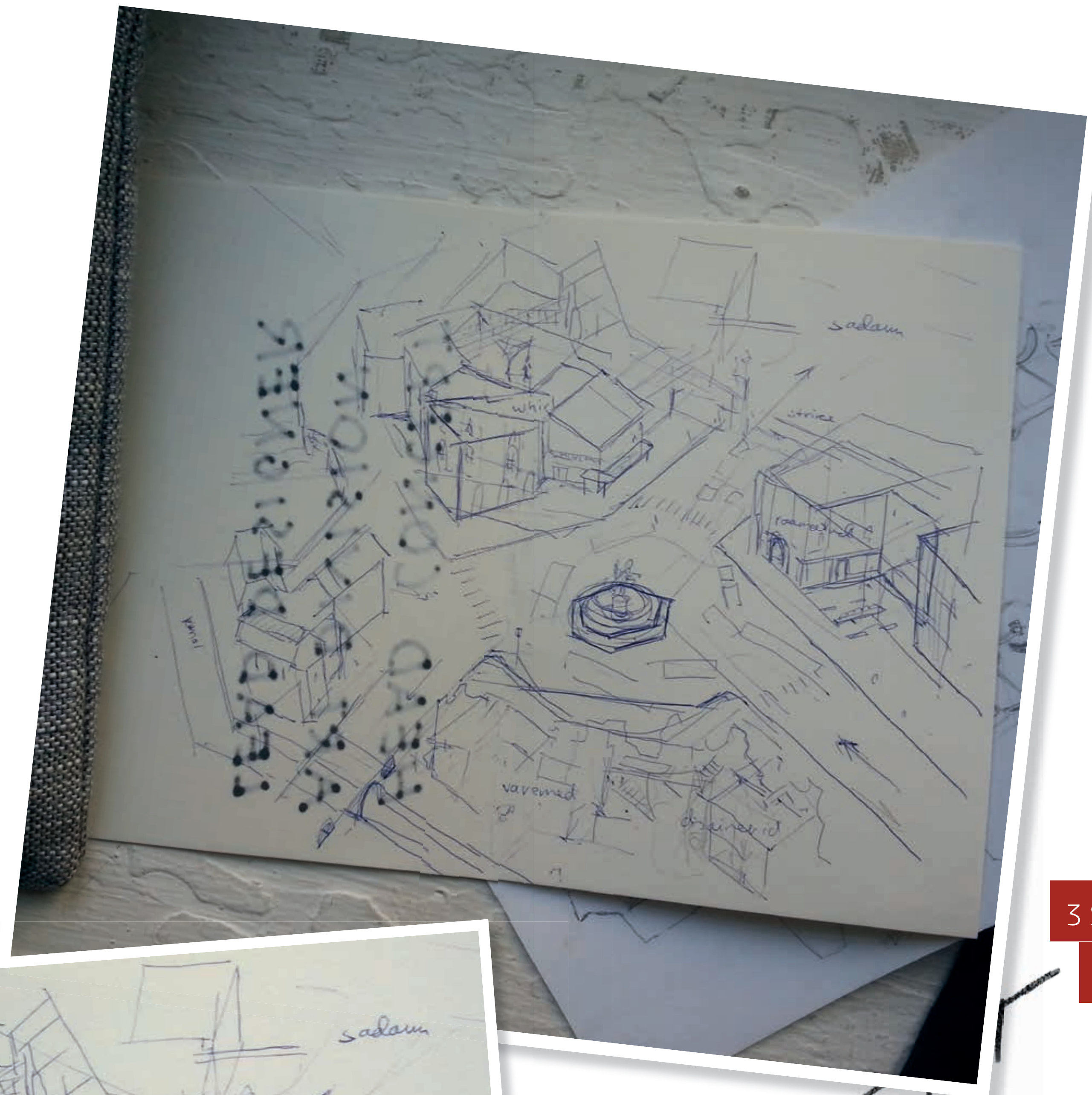




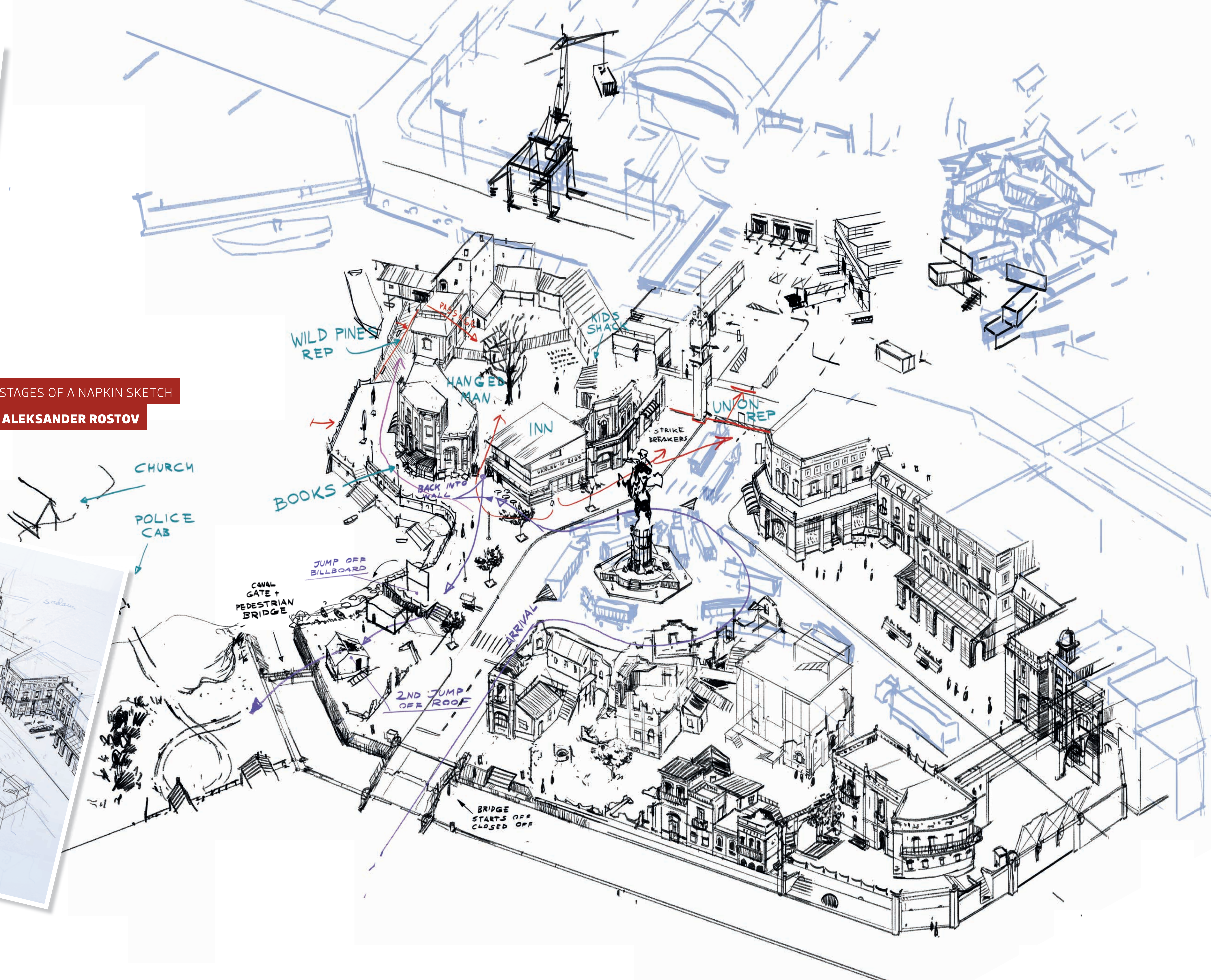
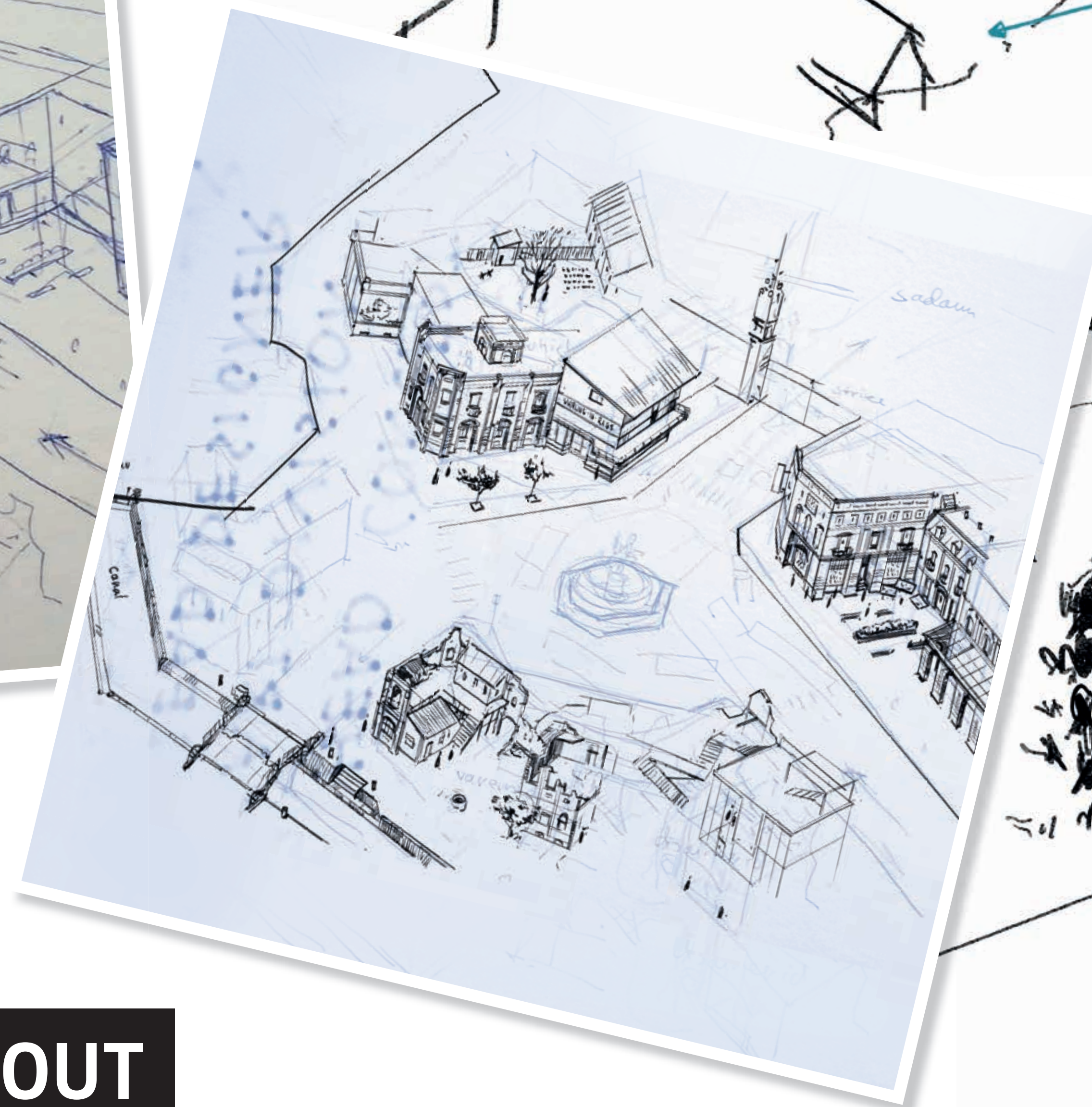
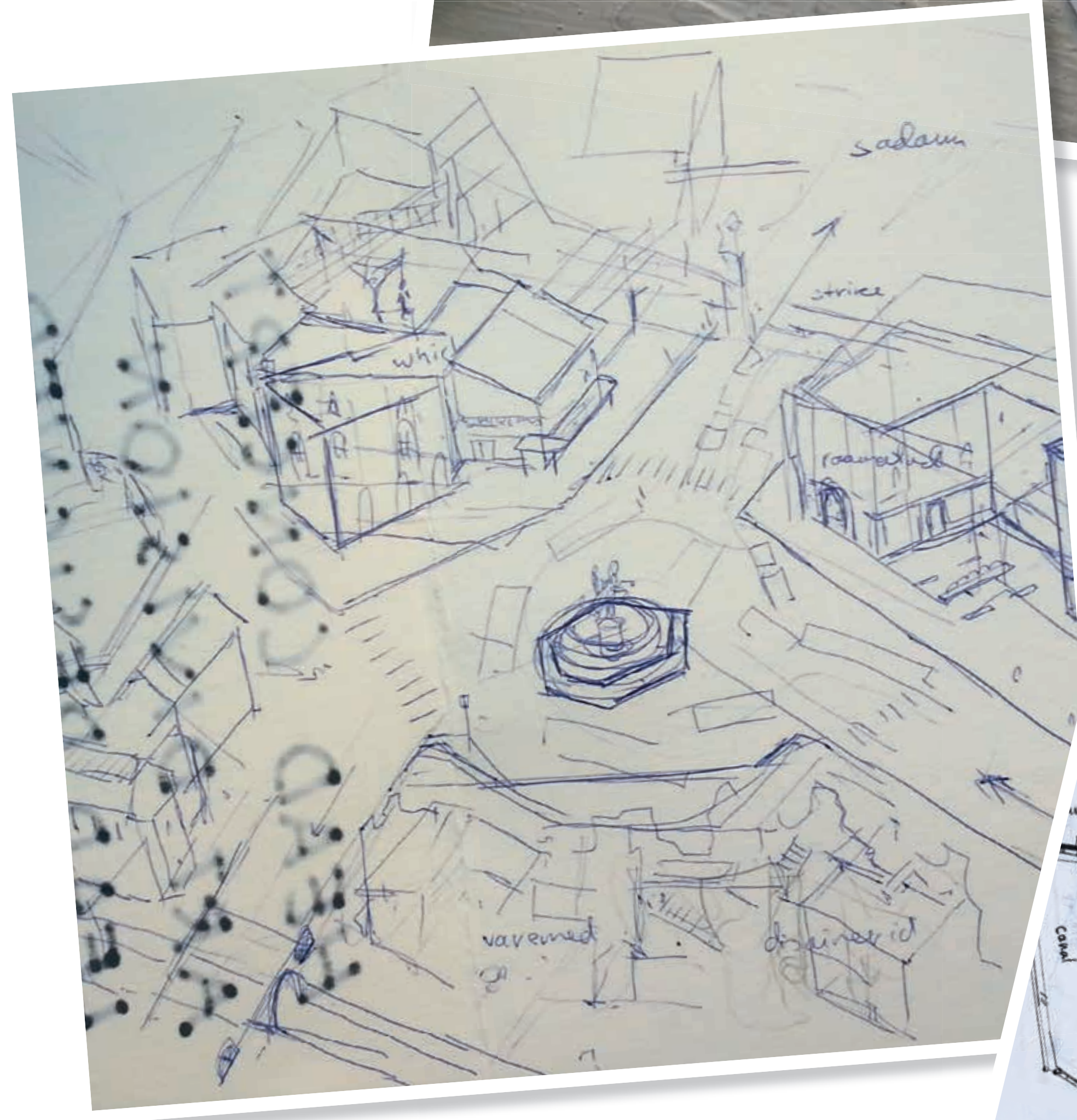
**CONQUEST OF REVACHOL**

*by Aleksander Rostov*





3 STAGES OF A NAPKIN SKETCH  
ALEKSANDER ROSTOV



# REVACHOL ROUNDABOUT

by Aleksander Rostov





*This was Revachol at a glance*

*Thank you for supporting the game and the studio*

*We couldn't have done it without you*

END ■





# DISCO ELYSIUM

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