

PROJECT SCATTER STUDIO

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THE GAME COLLECTION

Twelve original slot-game worlds — from a molten obsidian forge to a botanical ark beyond Earth — each with its own art direction, characters and signature feature design.

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ORIGINAL CONCEPT ART & GAME DESIGN

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01 Crucible of the Obsidian

DARK FANTASY



Enter an ancient volcanic kingdom where elemental gems feed a living forge. Every feature builds toward a monumental eruption.

Gameplay established · Android development

PORTRAIT & LANDSCAPE · IN-DEVELOPMENT UI

Molten forge, obsidian and king motifs anchor a “fifty years in the future” presentation language across the collection. All imagery is watermarked in-development capture.

02 Aetherfall: Realms Beyond

CELESTIAL FANTASY



Travel between floating kingdoms, luminous waterfalls and ancient portals. A world of celestial creatures and enchanted discoveries.

Visual development · Concept stage

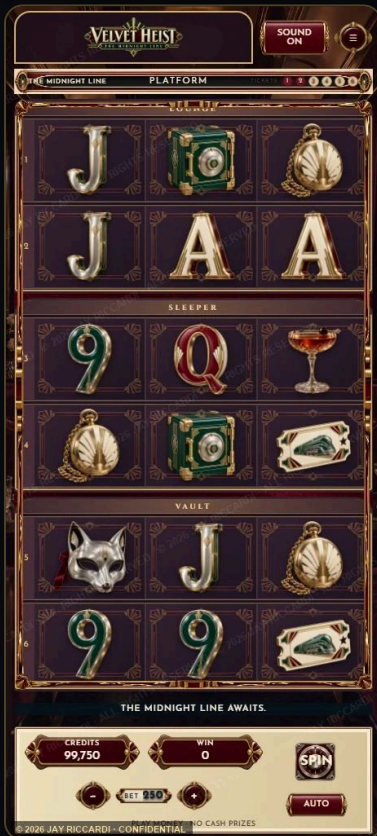
PORTRAIT & LANDSCAPE · IN-DEVELOPMENT UI

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03

Velvet Heist: The Midnight Line

CINEMATIC HEIST



Board a midnight luxury train with a master thief. Burgundy velvet, polished brass and a vault carriage turn every reveal into a stylish act of suspense.

Visual development · Concept stage

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04

Cosmic Diner: Last Stop Anywhere

RETRO SCIENCE FICTION



Take a seat at the diner at the edge of everywhere. Chrome, neon and extraordinary comfort food give this cosmic stop a warm, playful personality.

Visual development · Concept stage

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05 Wildline: Dust & Thunder

DESERT MOTORSPORT



Chase the horizon through sun-baked rally country. Dust, precision machinery and a fearless champion bring grit and energy to every stage.

Visual development · Concept stage

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06

Chronochrome: City Outside Time

TIME-BENDING SCIENCE FICTION



Discover a city that exists across three eras at once. Copper mechanisms, glass and organic detail transform familiar streets into something extraordinary.

Visual development · Concept stage

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07

Abyssal: The Living Deep

DEEP-OCEAN DISCOVERY



Descend into an ocean alive with unfamiliar light. Biological forms and precise research equipment give this expedition a quietly powerful atmosphere.

Visual development · Concept stage

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08 Eden After Earth

BOTANICAL SCIENCE FICTION



Explore a botanical ark where nature has found another beginning. Sculptural seedpods, copper leaves and luminous fruit celebrate a world growing beyond Earth.

Visual development · Concept stage

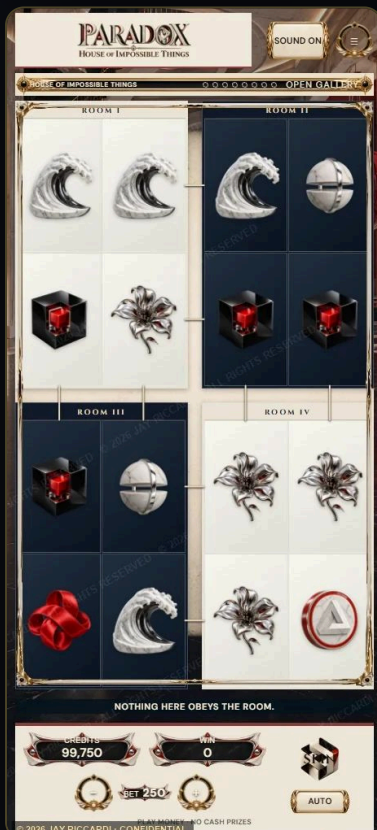
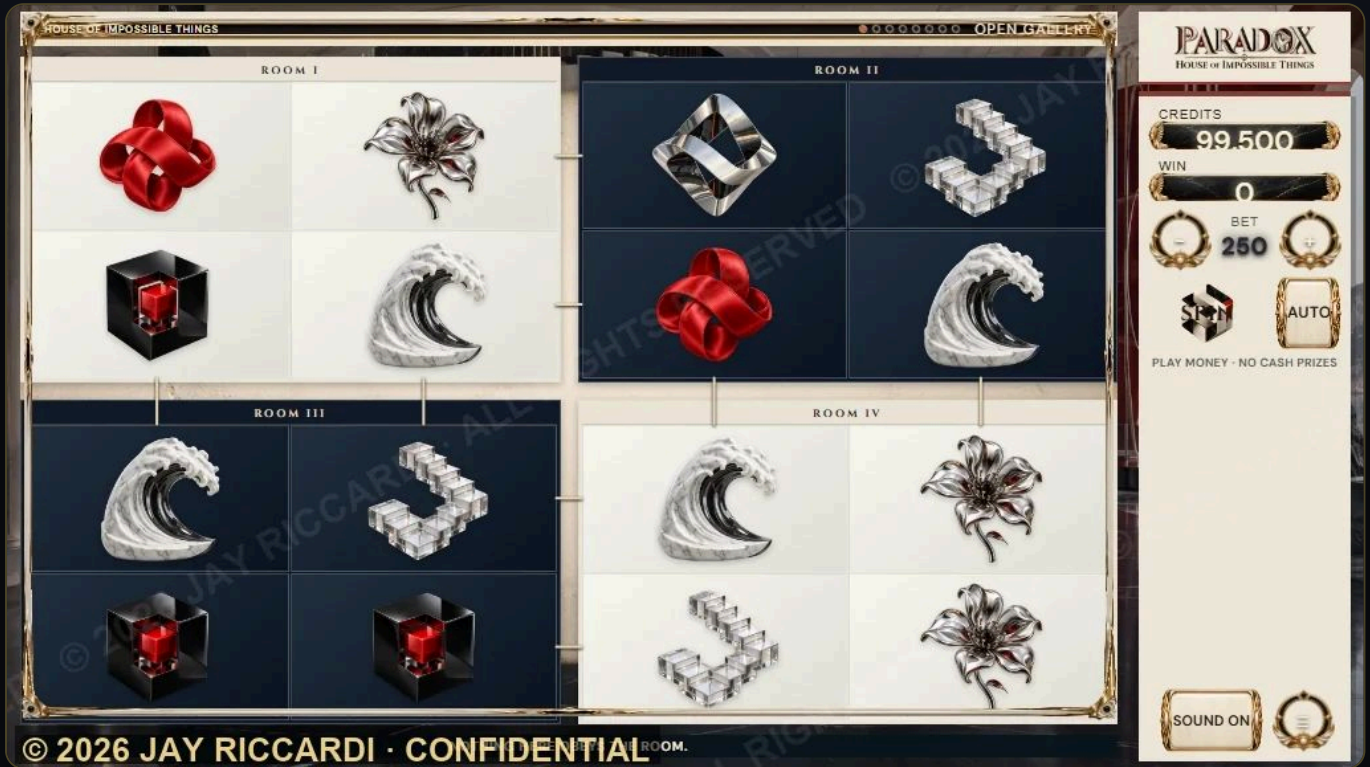
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Paradox: House of Impossible Things

09

SURREAL LUXURY



Step inside a museum where marble flows, stairs loop and walls fold. Convincing materials make impossible objects feel almost within reach.

Visual development · Concept stage

PORTRAIT & LANDSCAPE · IN-DEVELOPMENT UI

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10 Ion: Riders of the Storm

FUTURE AVIATION



Fly above towering cloud walls with the storm riders. Carbon fibre, cobalt and orange create a sharp visual identity for an aerial adventure.

Visual development · Concept stage

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11 Emberwing: The Sky Vaults

DRAGON ADVENTURE



Meet the copper-horned guardian of the sky vaults. Sail between airborne harbours and discover a treasure world of ivory, teal and burnished copper.

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12 Dragon Lantern Dynasty

EAST ASIAN FANTASY



Enter an enchanted palace where crimson silk lanterns guard the path to the jade dragon. Collect golden ingots and moon pearls as six mystical gates reveal the dynasty's hidden chambers.

Visual development · Concept stage

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