



ART BOOK

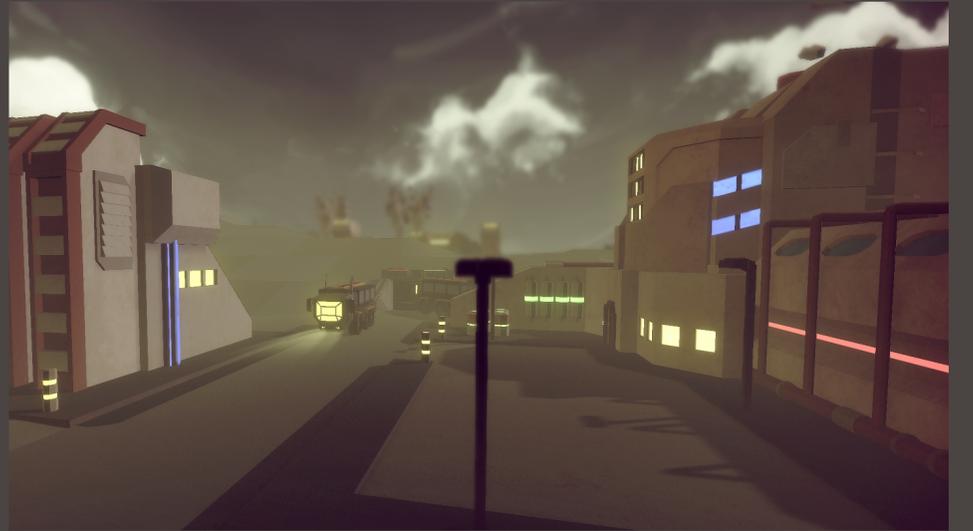


Earth 2130: the battle against pollution & shortages

Earth has exhausted most of its resources, and the human race is on the brink of extinction.

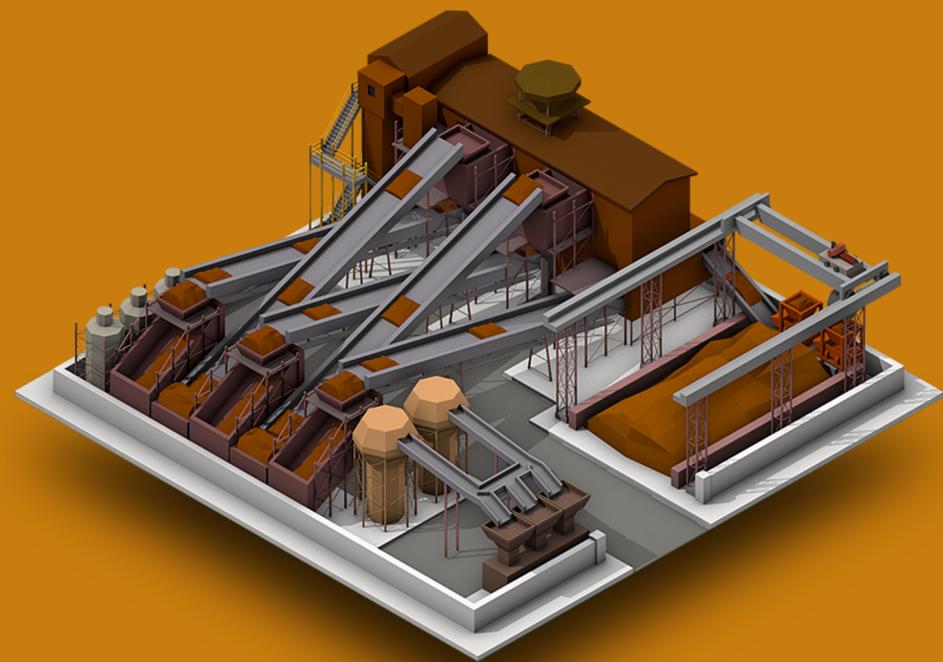
The art style needed to convey this. Heavy pollution, low sunlight, vast empty landscapes, and toxic water.





To tie into the Rise of Industry base game, we provided players ruins of 20th century towns to scavenge for steel.





Rise of Industry base game miner

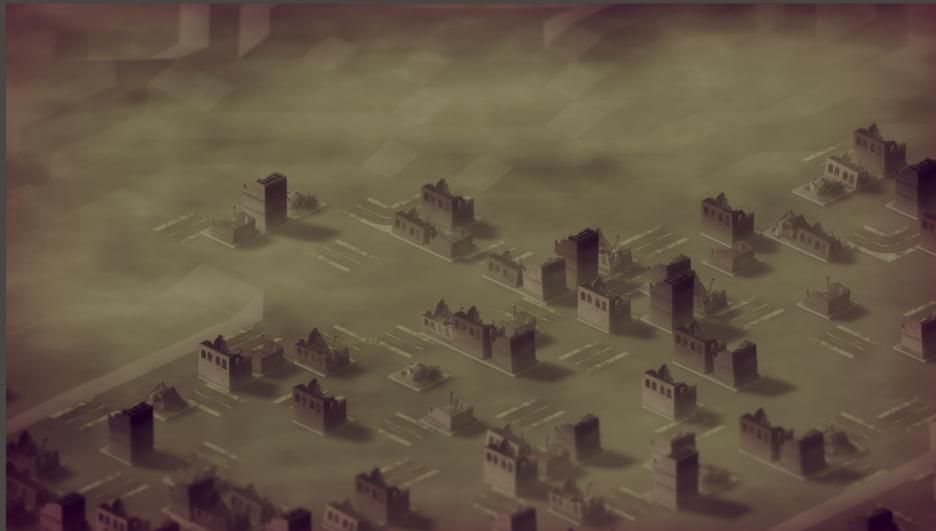
2130 needed a more sci-fi, futuristic look, without going too "advanced." It was important to show that humanity has been scraping by until now, and has finally gained a foothold against Earth's tough conditions.



2130 miner







COLORS

Colors were chosen to compliment the atmosphere 2130 needed to achieve. Dark, monotone colors enhance the feel of pollution that envelope the buildings and terrain.





PANELLING

CONCRETE

STEEL

LIGHTS

WATER



THANK YOU FOR THE SUPPORT!

RISE OF INDUSTRY

2 1 3 0