Subject: Atomhawk Newsletter - November 2013

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ATOMHAWK™ DESIGN

NOVEMBER 2013

2013 has definitely been a year to remember for Atomhawk, and what better way to end it than with our third award of the year, and the announcement of a project that we have been itching to talk about since January.

The Atomhawk team often enjoy a trip to the pictures, but there was something different about our most recent visit, and it wasn't just that some of us were dressed in Halloween costume. It was the first time we had seen our very own work on the big screen. We were delighted and brimming with pride to see our concepts for *Marvel's Thor: The Dark World™* brought to life in a blockbuster movie, and we look forward to announcing more film projects in 2014.

We were equally delighted to receive the TIGA award for *Best Art Supplier* this month, and the trophy is now making itself at home on our awards shelf, alongside those for North East Business Awards *Best Creative Company 2013* and the Chamber of Commerce's award for *Excellence in Innovation*.

Best Art Supplier
TIGA Awards 2013

Best Creative Company
NE Business Awards 2013

Excellence in Innovation
Chamber of Commerce Awards 2013

THOR: THE DARK WORLD™

Marvel's latest film, *Thor: The Dark World™*, features key scenes, locations and space craft developed by the Atomhawk concept team.

As well as creating concepts for the awesome Dark Elf and the Asguardian spacecraft, we also designed many of the key action frames, including the epic moment when the Dark Elf ship crashes in to Odin's throne room.

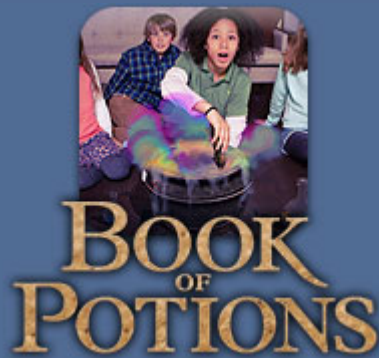Learn more about the movie here: http://marvel.com/thor

RYSE: SON OF ROME™

We began working with Microsoft and Crytek in the pre-production stage of their epic new title, creating key images to communicate the overall vibe of the game, in particular the heat of the battle and the power of the main character, Marius Titus.

We also created player character concepts and armour designs which add to the game's detailed cinematic recreation of the Roman Empire.

Learn more about *Ryse: Son of Rome*™ here:
http://www.xbox.com/en-US/xbox-one/games/ryse

http://www.crytek.com/games/ryse/overview
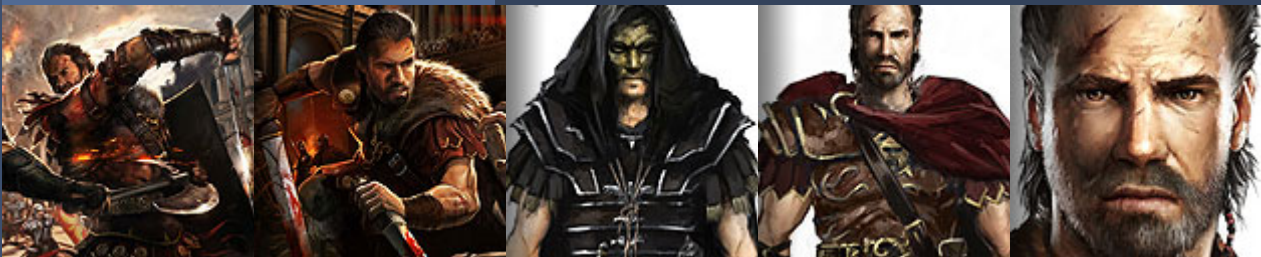
WONDERBOOK™ BOOK OF POTIONS

Following our work on Wonderbook™: Book of Spells in 2012, we have once again worked with Sony's London studio on the all new *Book of Potions*.

Atomhawk produced character designs and environment illustrations for the augmented reality experience which allows users to create potions using the PlayStation™ Move motion controller and to link to their Pottermore account (where, by the way, they can also see more great Atomhawk illustration!).

Learn more about *Book of Potions* here:
http://us.playstation.com/games/wonderbook-book-of-potions-ps3.html

COSTA EXPRESS CEM200

Costa approached Atomhawk to create a unique user experience for their new self-service coffee machine.

We designed and implemented an elegant and intuitive user interface and created captivating animated branding to attract customers to the machine, which also boasts a body designed by Ferrari designers, Pininfarina, and cutting-edge technology from Intel.

Watch more about the *CEM200* here:
http://youtu.be/Ye6A6EieQGo

NEW STARTERS

Joe Ward

He only joined the team in October, but Joe is already producing some first class concept art for our clients.

Joe began his career as a freelance illustrator, having gained a BA Honours Degree in Illustration from Falmouth College of Art. He joins Atomhawk following his time at Creative Assembly where he brought his extensive UI and 2D talents to the *Total War* and *Shogun* strategy franchises.

Welcome to the team Joe!

Viktoria Gavrilenko

Since joining the concept art team in October, Viktoria has been putting her outstanding creative skills to a diverse range of projects.

As a freelance illustrator she has previously worked with a number of games companies, including providing card game illustrations for Fantasy Flight Games, and has also illustrated a series of book covers.

We look forward to seeing her continue to prove her abilities on a selection of current and up-coming Atomhawk projects.

Michael Howie

Our most recent recruit, Michael is a new star asset to our growing design team.

Following his BA Honours degree in Computer Arts at the University of Abertay in Dundee, Michael went on to develop his considerable art and design skills as a Game Artist at Binary Pumpkin in Dundee, where his projects included a number of mobile and Facebook games, including Game Artist on *Giv Galaxy*, 2D/Flash Artist on *Pumpkin Bingo* and *Stars and Stripes Bingo* and UI Artist on *Wild Wordsearch*.

Watch this space for more brilliant stuff from Michael!

We are very aware that the world already contains too much e-mail.