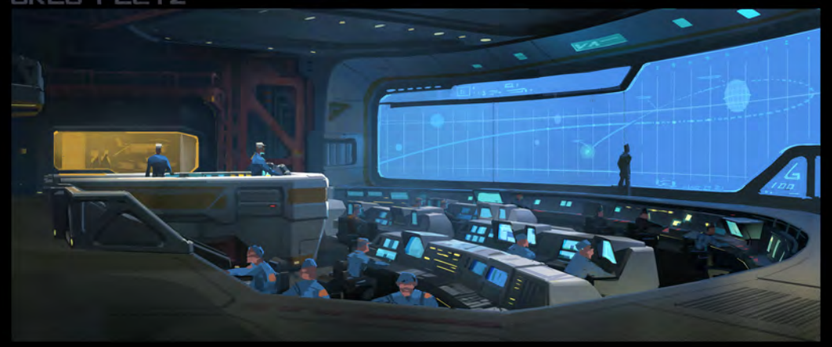
Disney · PIXAR
LIGHTYEAR

GREG PELTZ

GREG PELTZ

TIM EVATT



TIM EVATT

GREG PELTZ

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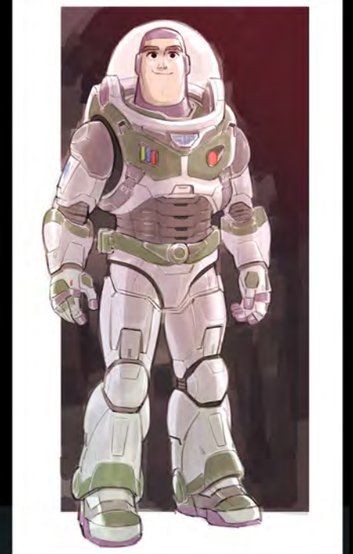
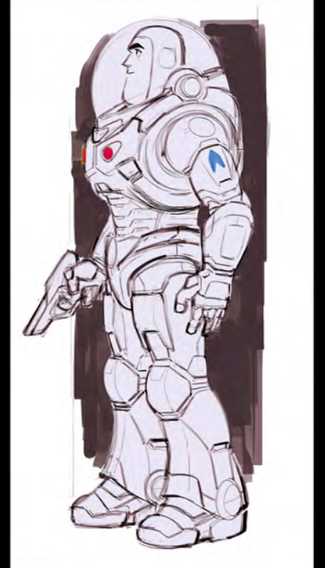
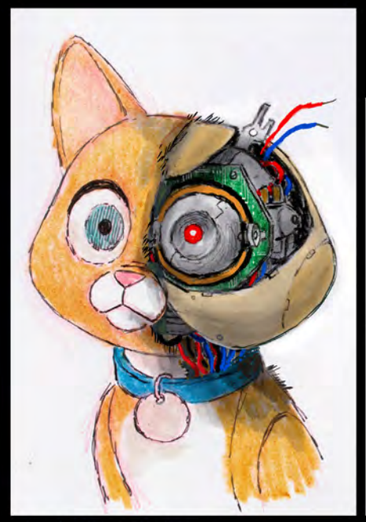
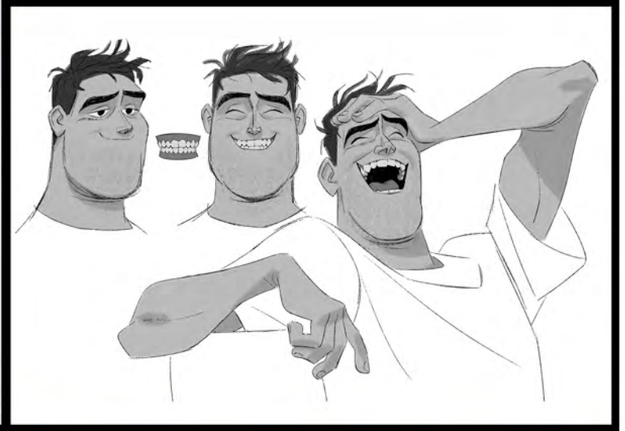




BILL ZAHN



MATT NOLTE



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BUZZ

MATT NOLTE

MATT NOLTE

MATT NOLTE

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MATT NOLTE

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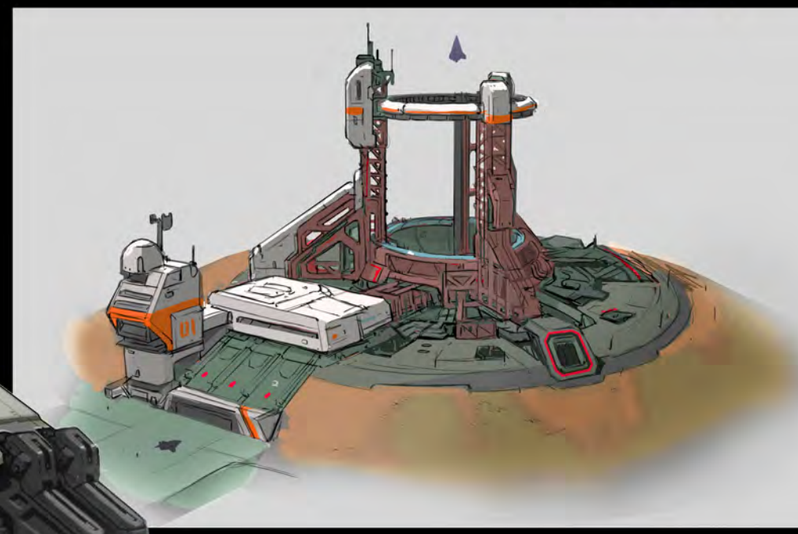

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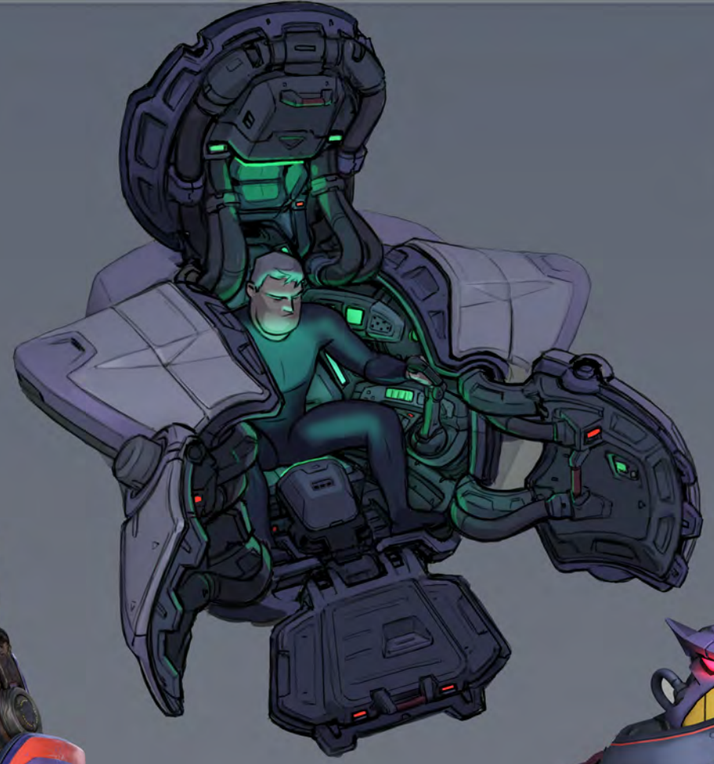
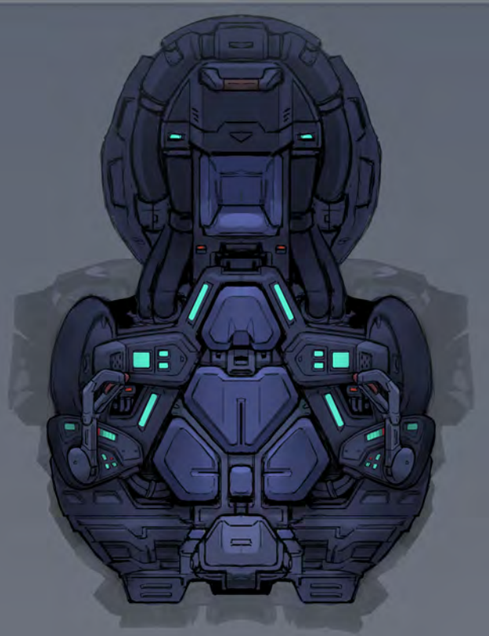
ZURG

DESIGNED AND FINAL MODEL BY
GREG PELTZ

BILL ZAHN
SHADING





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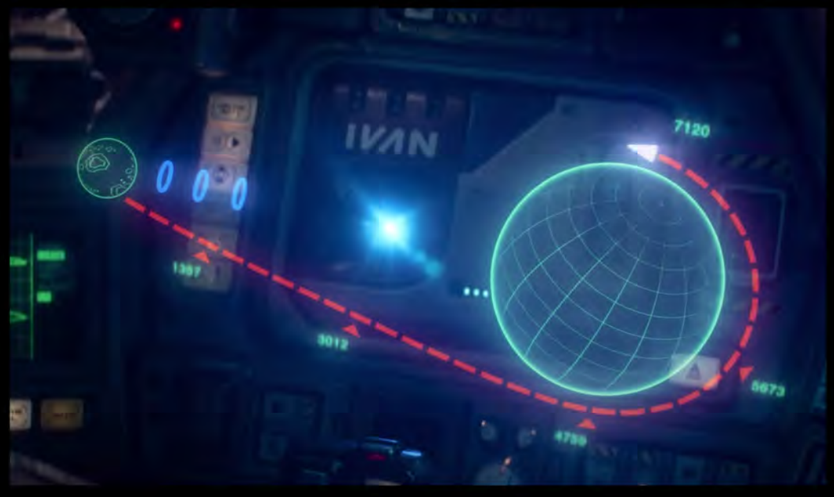

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PAUL CONRAD

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LIGHTYEAR

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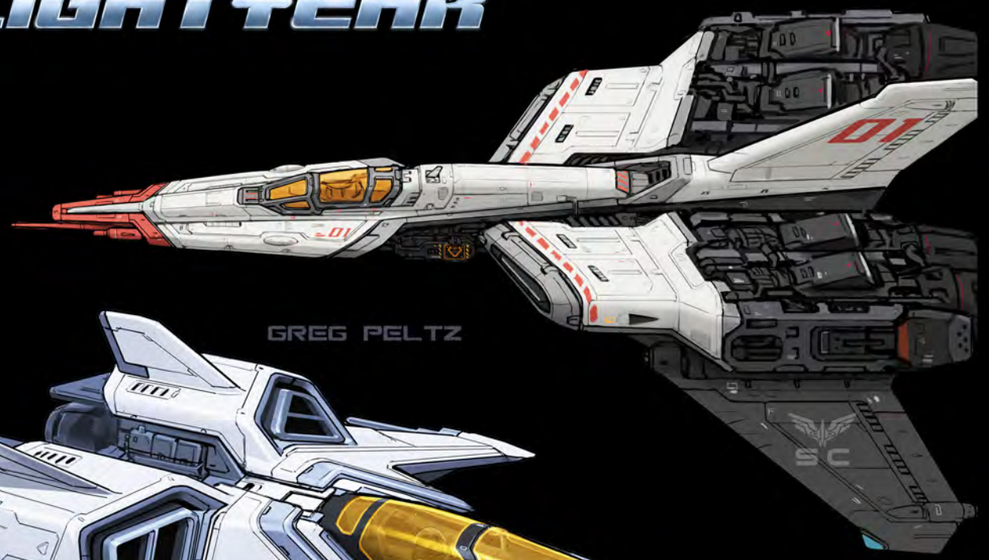

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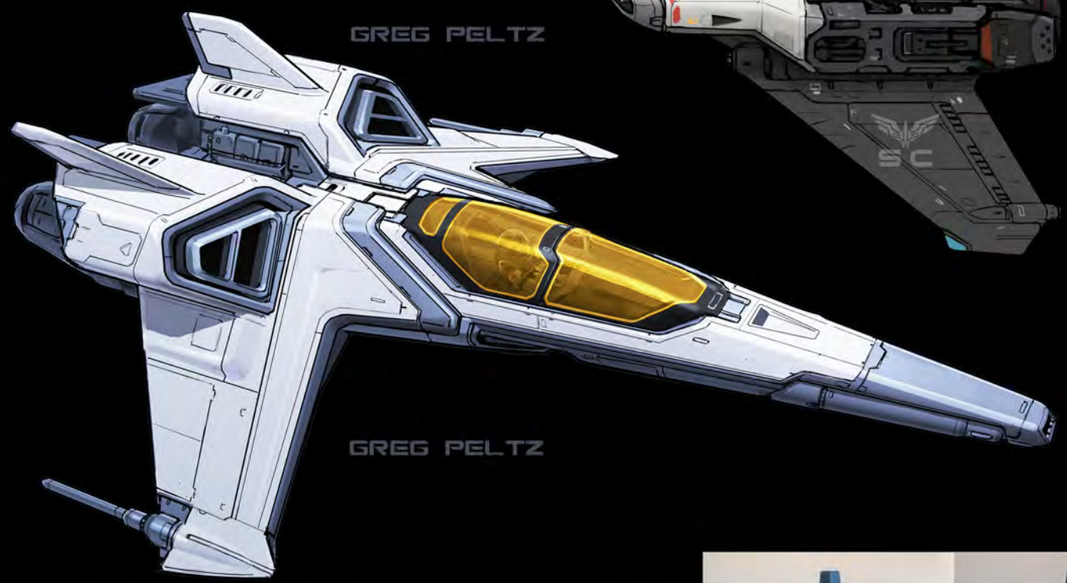

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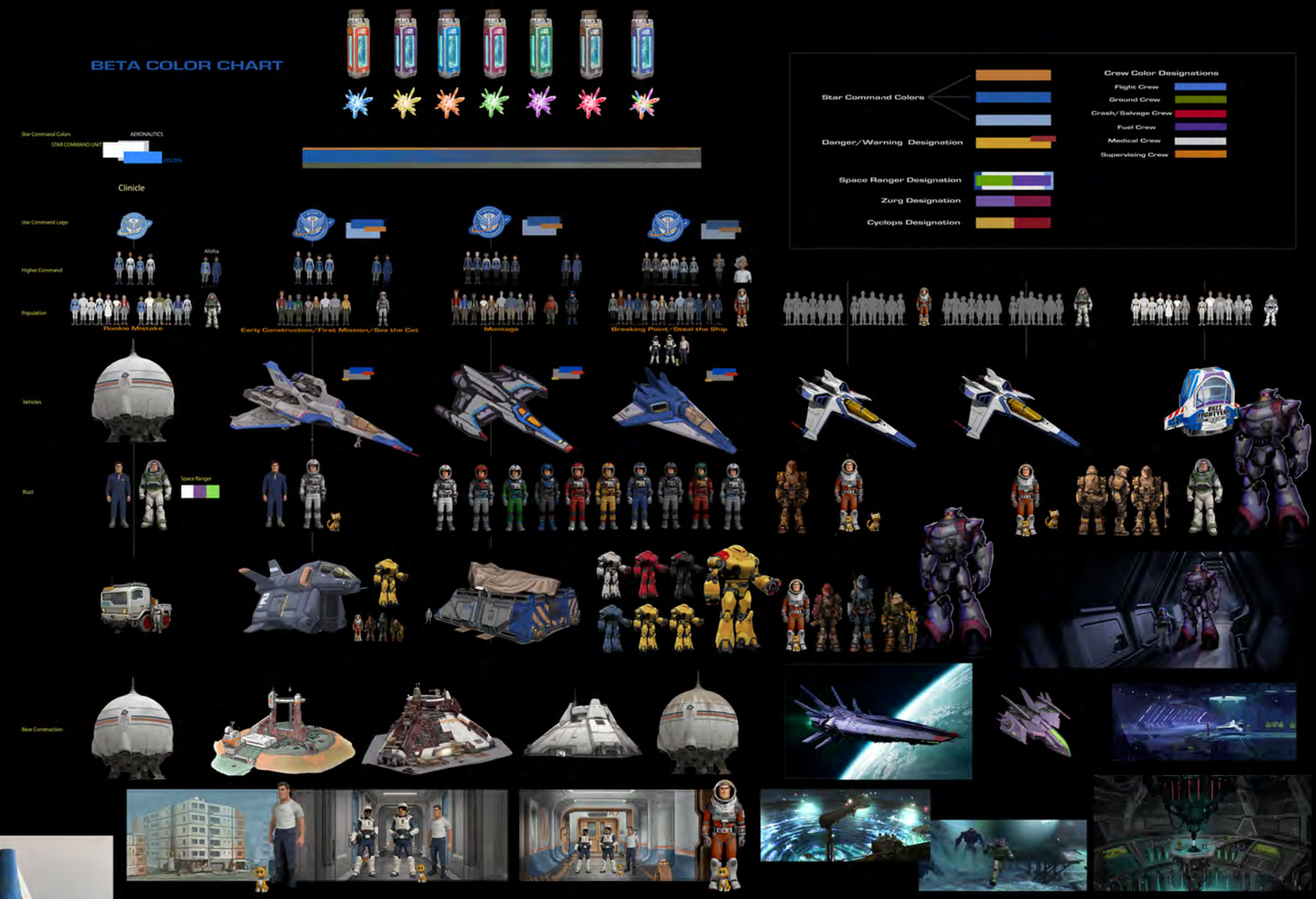
BETA COLOR CHART



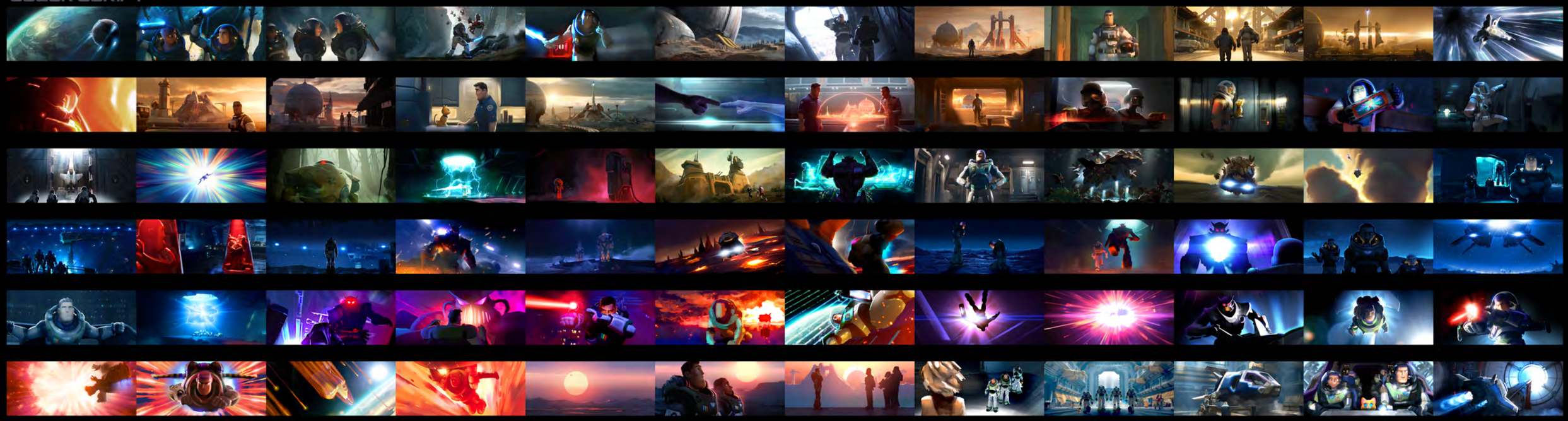
GREG PELTZ

BILL ZAHN SHADING CHART

TIM EVATT

TIM EVATT

COLOR SCRIPT



STYLE GUIDE

TIM EVATT

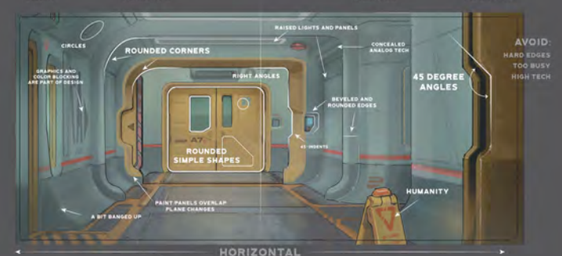
Shape Language Through Disney · PIXAR LIGHTYEAR

TIM EVATT

BUZZ ENVIRONMENT STYLE NOTES

THIS IS A SET OF NOTES FOR THE ART DIRECTION OF ALL STAR COMMAND RELATED ENVIRONMENTS.
IT IS A SET OF DESIGN RULES - WE WILL WANT TO BREAK THESE RULES AS NECESSARY TO SUPPORT THE STORY WITH PURPOSEFUL DESIGN DECISIONS. BUT THE ARTISTS SHOULD AT LEAST HAVE THESE IN MIND.

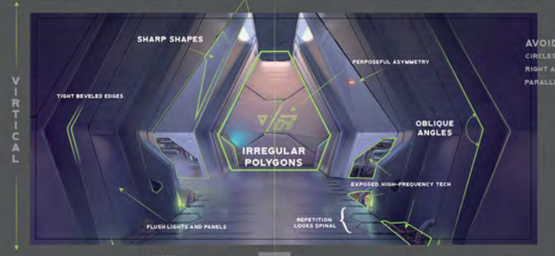
USED | CEMENT | ASYMMETRICAL DESIGN | HUMAN | ANALOG



ZURG ENVIRONMENT STYLE NOTES

THIS IS A SET OF NOTES FOR THE ART DIRECTION OF ALL ZURG RELATED ENVIRONMENTS.
IT IS A SET OF DESIGN RULES - WE WILL WANT TO BREAK THESE RULES AS NECESSARY TO SUPPORT THE STORY WITH PURPOSEFUL DESIGN DECISIONS. BUT THE ARTISTS SHOULD AT LEAST HAVE THESE IN MIND.

CLEAN | METAL | SYMMETRICAL DESIGN | ROBOTIC | DIGITAL



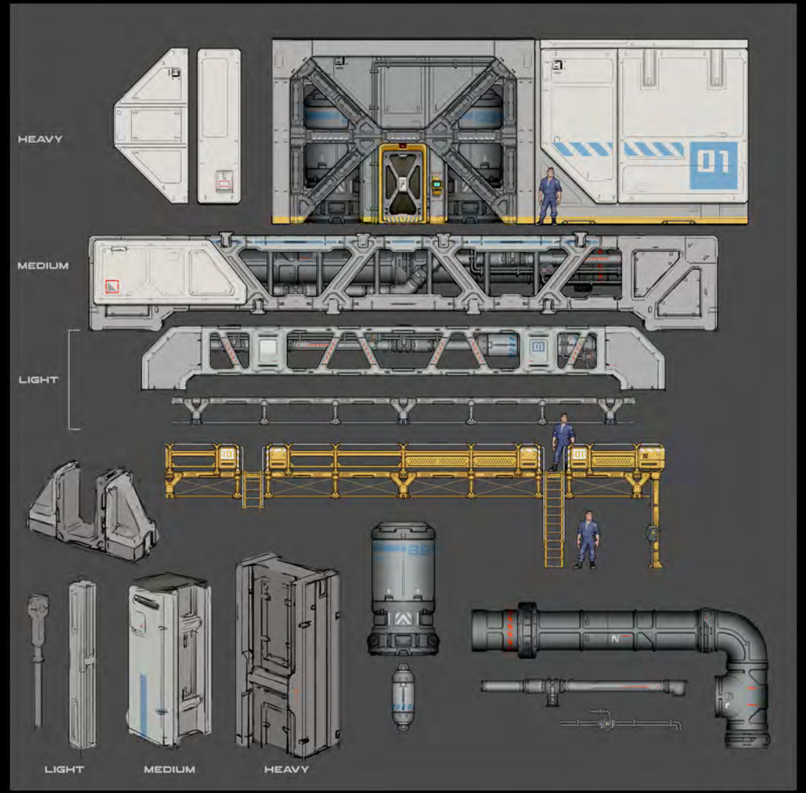
WORK BOOK

TIM EVATT

NEEDS TO WORK IN BLACK AND WHITE

TIM EVATT

KIT OF PARTS



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