



THE ART OF
OVERWATCH

• **CHARACTER CONCEPTS** — An early concept of Lúcio featured turntables on his hips and equalizer pants that would light up as he played music. The developers toned down parts of his outfit in later versions because they felt the visuals would be too distracting during gameplay.



BRAZIL



ATTITUDE

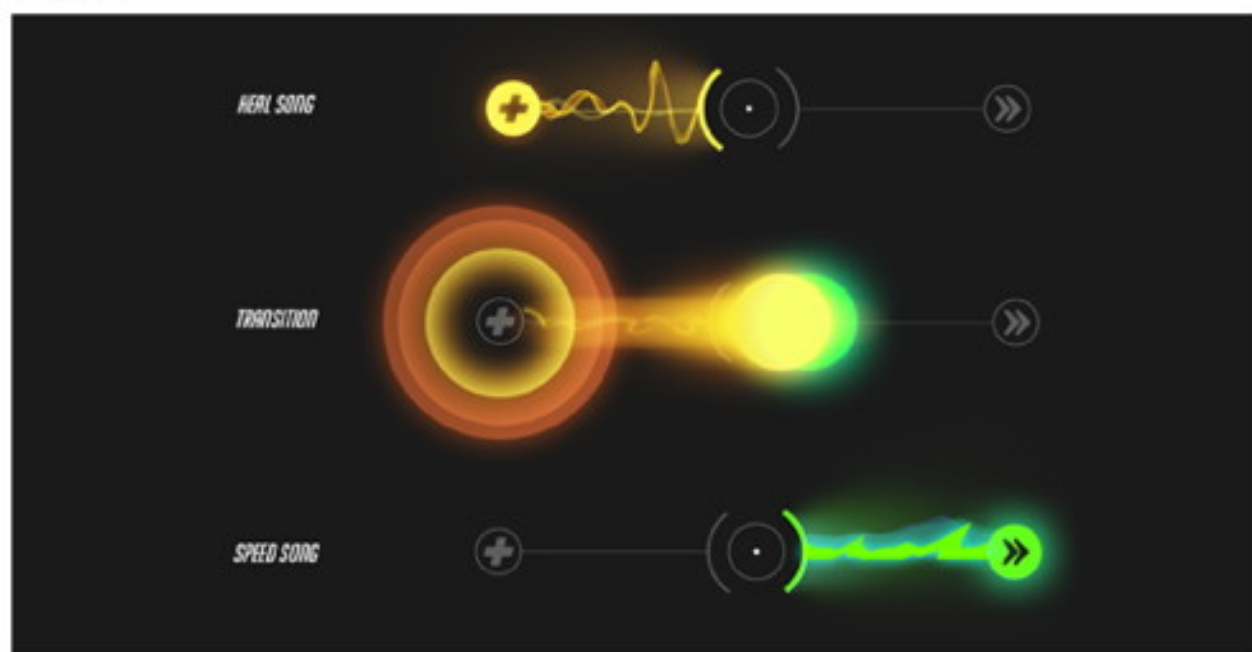
ALL IMAGES: ARNOLD TSANG



LUCIO PRESS KIT KEY ART



SONGSWITCH VFX



RETICLE

TOP: BEN ZHANG, MIDDLE: ARNOLD TSANG, BOTTOM: RANDAL DURROST

SKINS

ANA

Among the influences for Ana were post-apocalyptic themes and imagery. The designers wanted her to feel rugged and resourceful, like someone who lives on the outskirts of society. The team took this core inspiration and crafted an entire skin—Wasteland (below, left)—around the idea. Strap, pipe, and canister designs were used to emphasize that the character had been scrounging up whatever materials she could find to survive.



TOP LEFT: ARI, TOP RIGHT: BEN SHANG, LOWER LEFT: ARI, LOWER RIGHT: DAVID KANG

SKINS

BASTION

For Bastion's skins, the developers created concept art for each of the robot's configurations: recon, sentry, and tank. It was crucial that each mode felt not only unique, but also consistent with the skin's overall theme. These designs also had to fit Bastion's existing animations so the new skins would flow seamlessly during transformation.

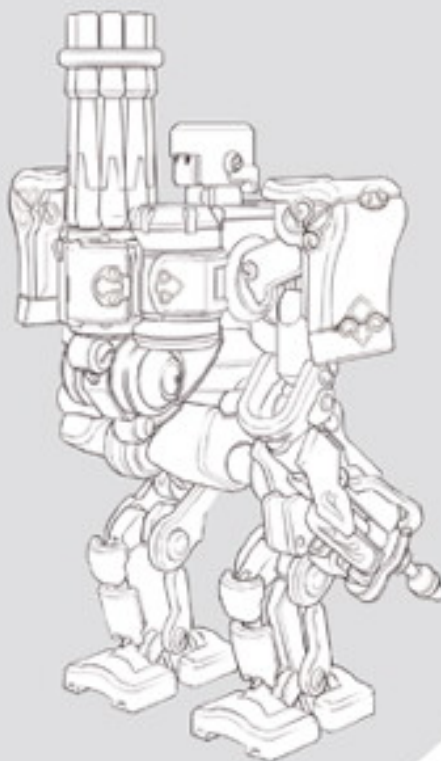
Another factor to consider when creating Bastion's skins was adjusting the look of the robot's feathered companion, Ganymede. Changes to the bird were usually made after the hero's concepts were finalized. This way, the team could tie Ganymede's appearance into Bastion's design, such as with the woodpecker and the Antique skin (bottom).



STEAMBOT



ANTIQUE



TOP: BEN ZHANG, LOWER LEFT: BEN ZHANG & DAVID KANG, LOWER RIGHT: DAVID KANG

SPRAYS

D.VA

Cute But Deadly art (top right) is a spray style that's used for all heroes. The game team liked these illustrations because they portrayed Overwatch's characters in a lighthearted way while still preserving the essence of their unique personalities.



SPRAYS

GENJI

CIVIL SPRAY ARTISTS: ARNOLD TSANG, JOHN POUDORA,
DAVID KANG, ANH DANG, SARANTHA RUSSO

GENJI SPRAY ARTISTS: ARNOLD TSANG, BEN ZHANG, JOHN
POUDORA, PAUL WARZICHA, BLACK ZEBRA, ANDREW ESKOON



SHORTS

RECALL

The illustrations below show young Winston's range of facial expressions. Making these was an important step for the film's creators because it established the hero's personality and set general guidelines for how he should be animated.



SKETCHES: WAYNE HERRICK, LOWER RIGHT: JUSTIN THAKRAL, ROMAN KENNEY, SEAN MCNALLY, MATTHEW VERHASSET

