



THE ART OF CHERNOBYLITE



ALL IN!
GAMES

THE ART OF CHERNOBYLITE FINAL EDITION

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FOREWORD

DEAR STALKER,

Thank you for being a part of our passion project if only by taking interest in it or playing the game. Because of you and other members of our community Chernobylite could finally have come to fruition. As a token of our gratitude, we present you with a special gift - **The Art of Chernobylite Final Edition**.

The art book is divided into three sections. The first one contains artworks, concepts and 3D models from the game created during the development process.

The second part contains the best virtual photographs taken by the members of our community. These are fantastic examples of our game's concepts and models brought to life and captured by keen eyes of our virtual photographers.

The final section of this art book is filled with our own conceptual photographs snapped in the Chernobyl Exclusion Zone. They will take you on a small trip to the post-apocalyptic scenery of Pripyat. Chernobyl has been inspiring us for years and still galvanizes us with every trip we make to this astonishing place.

That's why we decided to share with you not only the game art but also our personal view of the haunted city expressed in photographs. We hope you like the artworks presented in this book as much as we enjoyed creating them. Enjoy your trip to the world of Chernobylite and the Exclusion Zone. We promise it's going to be an unforgettable adventure.

- **Chernobylite Team**

The background image is a dark, atmospheric scene with a teal and black color palette. It features a large, gnarled tree with thick branches and some hanging vines. In the foreground, a lone figure in a dark suit stands on a rocky, uneven surface. To the left, there are jagged, dark rock formations. The background is filled with floating, dark rock formations and a hazy, ethereal light source, creating a sense of depth and mystery.

GATES TO OTHER WORLDS

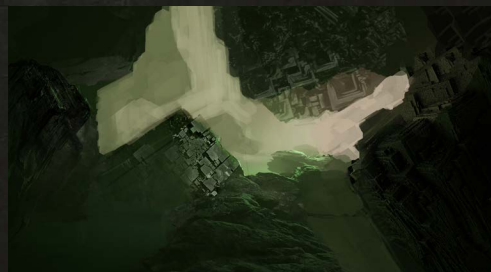
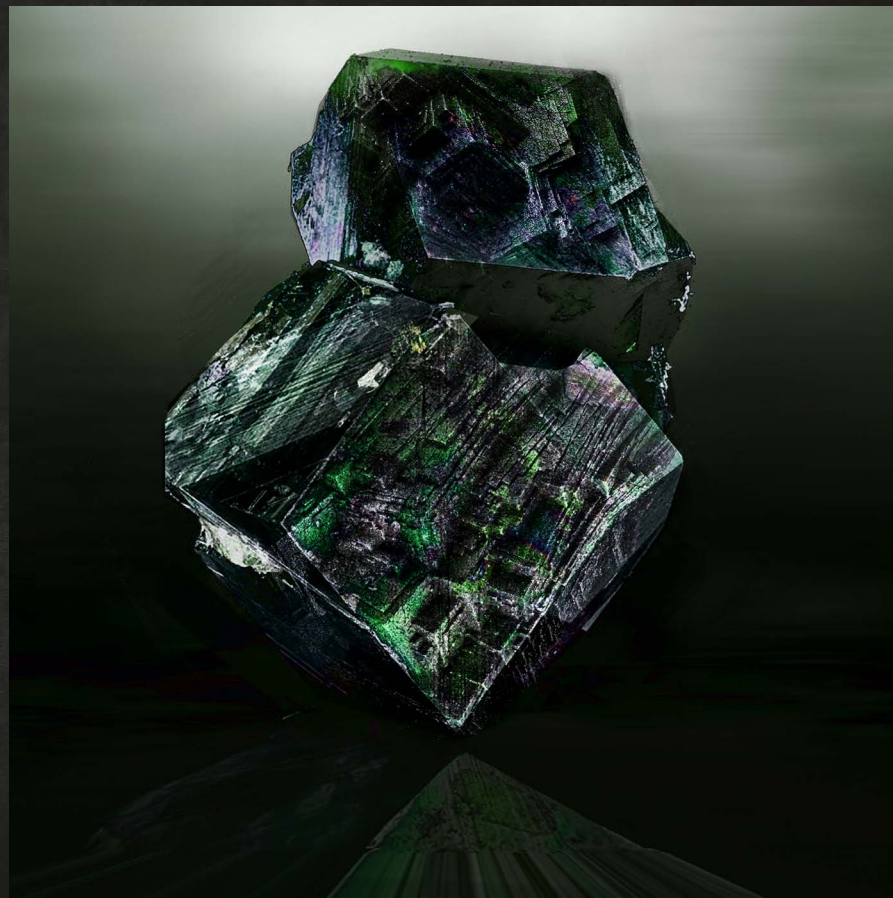
The chernobylite wormholes are piercing right through the multiverse fabric, making travels between dimensions a realistic, although daunting prospect. Powered by the exotic energy that usually only exists near black holes, these tunnels are running between singularities creating a network of interdimensional passages. Once you master their energy source, they will take you wherever you need to go, but beware: they can also spell your doom if you get lost in their vast crystalline inner labyrinth.

THE WORLD OF CHERNOBYLITE
CHERNOBYLITE WORMHOLES

CHERNOBYLITE WORMHOLES - CONCEPTS



CHERNOBYLITE WORMHOLES - CONCEPTS



A person stands in a shallow stream, surrounded by dense forest. Sunlight filters through the trees, creating a hazy, atmospheric scene. The person is silhouetted against the bright light coming from the end of the stream. The water reflects the surrounding greenery and the person's figure.

THE SECRETS OF THE ZONE

Chernobylite's world is both beautiful and dangerous. Radiation, pollution, belligerent soldiers aren't the most terrible things one can meet. There are rumors amongst stalkers, odd stories about creatures beyond our world, lurking in the shadow of abandoned Prypyat' town. Most of the stalkers only heard strange whispers or saw some ghostly figures, but few experienced something beyond comprehension, something, that burned their minds and twisted their souls. The true nature of The Zone.

THE WORLD OF CHERNOBYLITE
ENVIRONMENTS

LEVEL MOODS - EYE OF MOSCOW



[12] THE WORLD OF CHERNOBYLITE



ENVIRONMENTS [13]

LEVEL MOODS - PRIPYAT PORT



[14] THE WORLD OF CHERNOBYLITE



ENVIRONMENTS [15]

LEVEL MOODS - KOPACHI



LEVEL MOODS - KOPACHI



LEVEL MOODS - EYE OF MOSCOW



LEVEL CONCEPT - THE BASE



The background image is a screenshot from the video game S.T.A.L.K.E.R. It depicts a dark, industrial interior, possibly a warehouse or a bunker. In the foreground, there are several large, rusted metal barrels and a pile of debris, including what looks like a broken piece of machinery or a dead animal. A Stalker, a character from the game, is visible in the background, standing near a window that lets in some light. The overall atmosphere is dark and mysterious, with a strong sense of danger and the unknown.

SHADOWS OF THE ZONE

They started appearing not long after the Chernobyl disaster – ghastly creatures coming in different shapes and sizes. Always lurking, always watching, ready to pounce at a moment's notice – these things are every Stalker's ultimate nightmare. Their characteristics and special abilities seem to be connected to chernobylite and reflect its multi-dimensional qualities in many different ways. No one really knows WHAT they are. These entities might be a product of scientific experiments with chernobylite or arrivals from another dimension. These vile creatures personify both the terror of the unknown and the unspeakable chaos seeking to tear our human reality apart.

THE WORLD OF CHERNOBYLITE
MONSTERS

THE BORDERER



THE BORDERER



CHERNOHOST



DUSTER

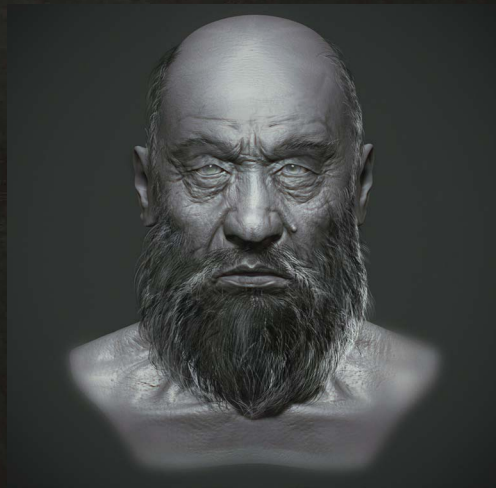


THOSE LEFT BEHIND

Some of the characters are inspired by real people, scientists, who worked in Chernobyl's power plant or were involved in one of many USSR's secret projects, while others are work of pure imagination. In Chernobylite, all persons have their secrets and are troubled by their past and their own, dark desires. But their most thrilling stories are waiting to be told - tales of despair, redemption and lost love.

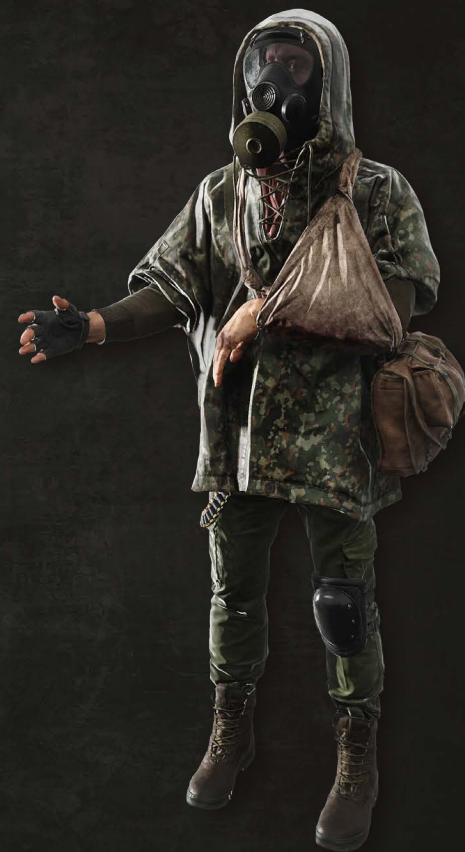
THE WORLD OF CHERNOBYLITE
CHARACTERS

TARAKAN



TARAKAN







BLACK STALKER



[34] THE WORLD OF CHERNOBYLITE



SASHKO

CHARACTERS [35]

HIDDEN MEMORIES

April 26th, 1:23 AM Ukrainian time, 1986. The day when the Chernobyl nuclear catastrophe happened and the life of 50,000 people changed forever. They left everything they had during evacuation and many of these remnants of the past are still here, in the Zone, hiding many memories inside them for over 30 years. Waiting to be discovered.

THE WORLD OF CHERNOBYLITE
3D SCANNING

3D SCANNING - OBJECTS



Real photo from the Zone - Resort Emerald



Final 3D-scanned model

3D SCANNING - BUILDINGS



Real photo from the Zone - Kopachi kindergarden



Final 3D-scanned model





Real photo from the Zone - Pripyat Amusement Park



Final 3D-scanned model



Real photo from the Zone - Pripyat Kindergarden



Final 3D-scanned model

3D SCANNING - OBJECTS



Real photo from the Zone - Chernobyl NPP



Final 3D-scanned model



Real photo from the Zone - Pripyat Kindergarden



3D SCANNING - OBJECTS



Final 3D-scanned model



Real photo



Final 3D-scanned model



Real photo



Final 3D-scanned model

3D OBJECTS - PORTAL GENERATOR



Concept art of the Portal Generator



Final 3D model



THROUGH THE VIRTUAL LENS
COMMUNITY VIRTUAL PHOTOGRAPHY





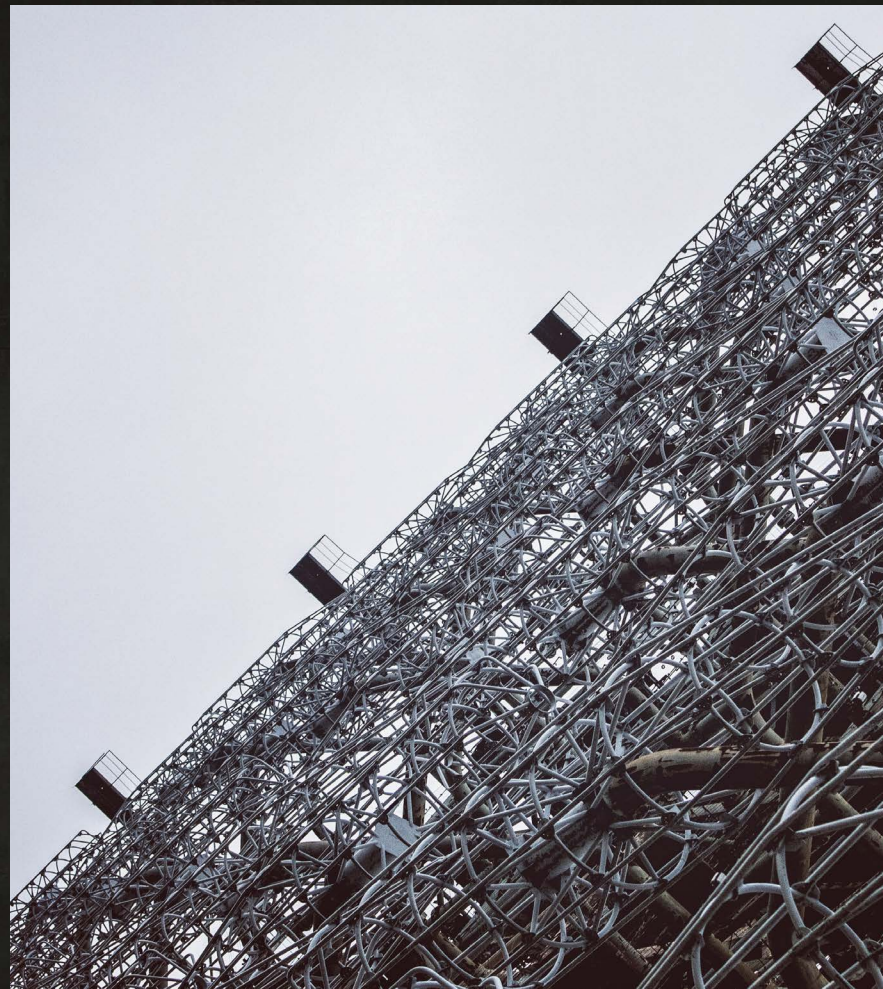






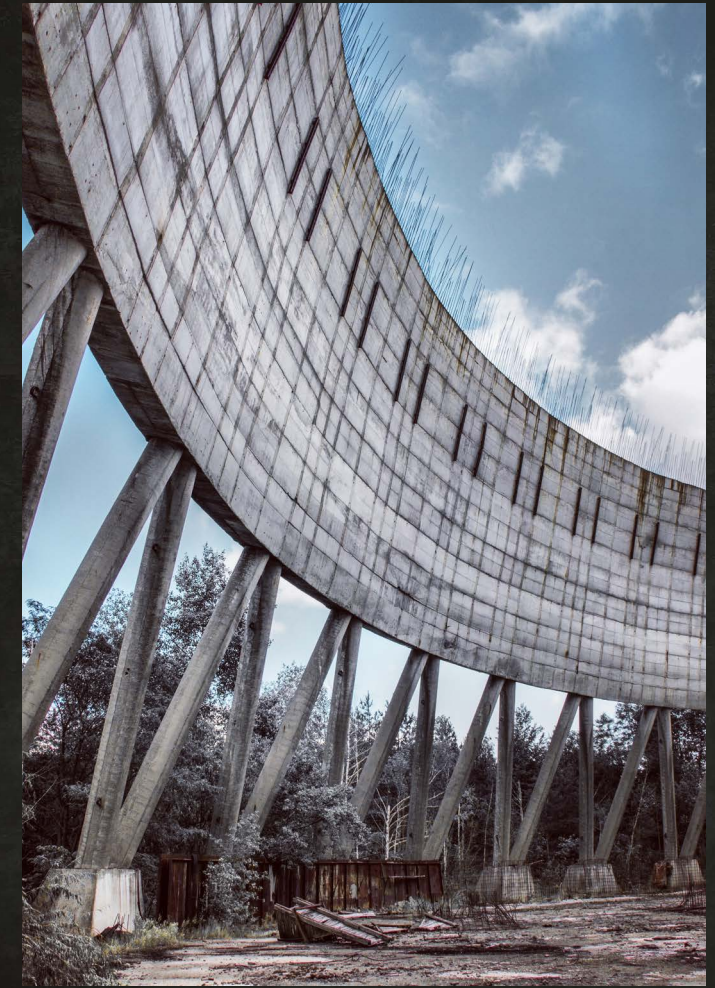
WHISPERS FROM CHERNOBYL
THE HAUNTED ZONE



























THE ART OF CHERNOBYLITE

LAYOUT AND DESIGN

Barbara Szymańska

ARTWORKS BY:

Anna Krzemień | Concept Arts
Piotr Goryczka | 3D Characters, Concept Arts
Artur Mosionek | 3D Characters
Michał Mierzejewski | 3D Art, 3D Scans, Photography
Łukasz Brożek | 3D Art, 3D Scans, Photography
Katarzyna Pazdur | 3D Scans, Photography, Costumes
Angelika Hryciuk | 3D Art
Sebastian Tworek | 3D Art
Konstanty Kulik | Photography
Wojciech Pazdur | Photography
Artur Chochowski | Concept Arts
Grzegorz Przybyś | Concept Arts
Bartosz Miha | Screenshots
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Tomasz Sokołowski | Photography
Erika Tschinkel | Virtual Photography
BFG-12000 | Virtual Photography
Jack1_Hammer | Virtual Photography

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Barbara Szymańska
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Joanna Tarasek
Michał Mierzejewski
Krzysztof Kajura

CHERNOBYLITE TEAM

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Wojciech Rutkowski | Producer

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Łukasz Brożek | 3D Artist
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Sławomir Rudzki | Level Designer
Rafał Ściblak | FX Artist

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Alexey Sityanov | Narrative Designer

SOUND DESIGN AND MUSIC

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Krzysztof Chalusiak | Sound Designer
Mikołaj Stroński | Music Composer

QUALITY ASSURANCE

Sebastian Rojek | Senior Quality Assurance
Dawid Spasowski | Quality Assurance
Sebastian Michta | Junior Quality Assurance

MARKETING

Barbara Szymańska | Marketing & Asset Manager
Andrzej Mazuruk | PR & Community Manager
Paweł Dembowski | Community Manager

FORMER EMPLOYEES - WE MISS YOU ALL!

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Katarzyna Stanis	Maja Skutnik
Mateusz Sroka	Michał Gawron
Evgehiy Shevelev	Katarzyna
Karol Wróbel	Kozaczekiewicz
Sebastian Gola	Joanna Pantoła
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Krzysztof Kowalczyk	Zbigniew Pamuła
Łukasz Lipski	Przemysław Pomorski
Roch Karwacki	

This is just a section of the art we created for Chernobylite. Follow our social media for more art and photos!

 **CHERNOBYLITEGAME**  **CHERNOBYLITE**  **CHERNOBYLITE**  **CHERNOBYLGAME**