

ABSTRACT

Concept art environment has an important role in the process of making animation, game, and movie. Concept art will help the creator and the stakeholder to visualize the idea or script. In the process of making a concept art environment, it often takes the surrounding existing environment as benchmark or reference in creating a new concept art environment. Concept art environment of the ““Litre”” movie is the visualization of the ““Litre”” movie script. As Bandung city becomes the main setting of the story, the concept art environment will use it as the main benchmark. Based on the story, the world is splitted into two realities. They are the real world and the other one is the subconscious world of the hero. In this concept art environment, Bandung has two different visualizations from the main characters’ perspective.

Keyword : Concept art environment, Fantasy, and Bandung.