BOX SIGNAL

INDEPENDENT ART - ANIMATION - IDEAS

ISSUE FOUR



LIGHT
BUILDS WORLDS

THE INSTALLATION
LIGHT, SCALE AND ATMOSPHERE

MAKING OF
BOOKS, FILM AND PROCESS

IDEAS IN MOTION
PIXELS / MACHINES / PLAY

ISSUE 4

A visual mixtape of installations, pixels, books, film and play.

03 INSTALLATIONS

12 COLOUR / POP / PIXEL

16 FROM THE BOOKSHELF

20 TEN SECONDS OF DRACULA

26 DOODLE / BLUE SHOES

28 MAZE LAB

ART. IMAGE. FILM. PLAY.



INSTALLATIONS

Light, scale, reflection and impossible architecture.



CRIMSON BEAM



FLOWING LIGHT



BRUTALIST SPIRAL



THE OVERGROWN LIBRARY



CLOUDSCAPE



PRISMATIC CUBE



GOLDEN WAVEFORM



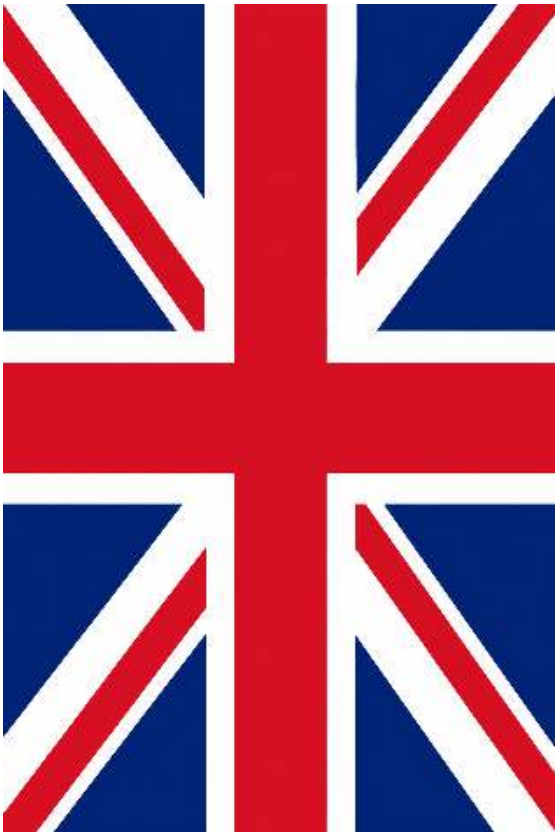
METALLIC WATERFALL

COLOUR / POP / PIXEL

Brand studies, graphic objects and the joy of a loud image.










kittl


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7



THE MAKING OF THE TINY ASTRONAUT

A SMALL BOOK WITH A BIG SKY

The Tiny Astronaut started as a simple idea: a small character, a big imagination and a world full of discovery. This illustrated book is about curiosity, friendship and finding wonder in everyday places.

Here are a few pages from the finished book, along with some early ideas and development work.

"Big adventures can start in small places."





PIXEL ART DREAMS

SIXTEEN IMPOSSIBLE PLACES FROM ONE TINY BLUEPRINT

Pixel Art Dreams started with a single small image — a rough blueprint filled with tiny thumbnails. From that one sketch came a full 16-page A4 book, with each page a detailed 32-bit pixel world. Here's the story of how it all came together.



The original Pixel Art Dreams blueprint — 16 tiny thumbnails, one for each world in the book.

INSIDE THE BOOK



MORE FROM THE WORLD



FROM IDEA TO ADVENTURE

IDEA → SKETCH → 3D/EXPLORATION → COLOUR & LIGHT → FINAL IMAGE



1. EARLY SKETCH
2. 3D EXPLORATION
3. COLOUR & LIGHT
4. FINAL IMAGE

SAME CHARACTER. BIGGER POSSIBILITIES.

From a sketch to a fully illustrated book, The Tiny Astronaut is a mix of drawing, 3D and digital painting — all brought together to create a story that feels both playful and cinematic.

Small character. Big universe.





TEN SECONDS OF DRACULA



THE VAMPIRE



THE CAVE



INTO DARKNESS



THE BAT



MOON OVER THE ABBEY

DOODLE

BLUE SHOES.



CHARACTER STUDY



One line, one attitude, one pair of ridiculous blue shoes.

MAKING OF: TEN SECONDS OF DRACULA

ONE SHORT FILM. SIX MOMENTS. A WHOLE GOTHIC WORLD.













Brief -> 10-second generation -> frame selection -> magazine sequence.

RALLY MACHINE

2000 FORD FOCUS WRC - SIDE PROFILE



ANALOGUE SIGNAL

KNOBS, KEYS AND VOLTAGE



PAPA CINO'S PIZZA

PENGU!N SERVES A BRIGHTER SLICE



PREHISTORY IN PIXELS

A VERY LARGE T-REX



THE MANSION

A PIXEL WORLD AFTER DARK



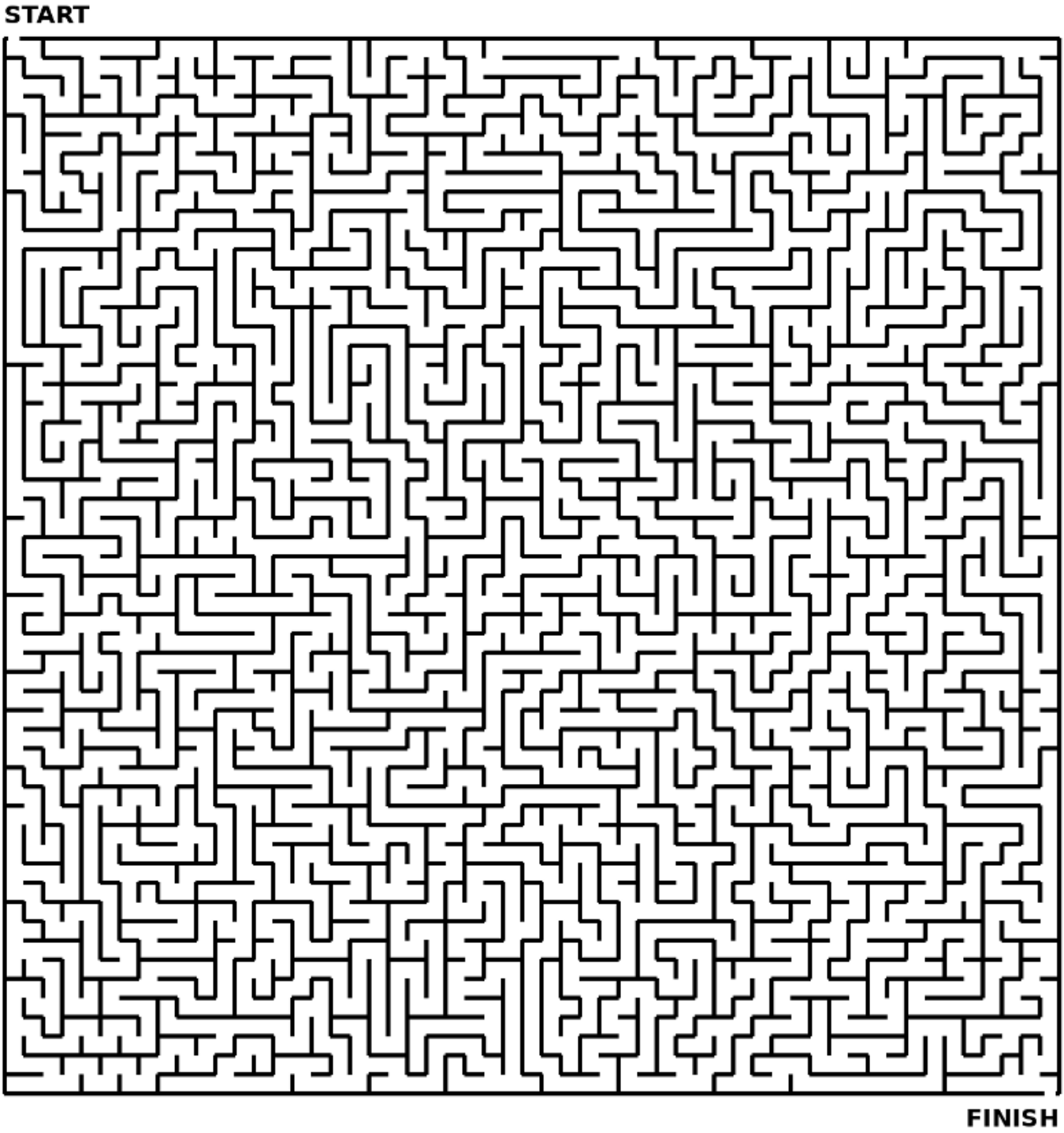
SAWTOOTH SIGNAL

MULTICOLOURED WAVES / NEON SPIRAL



MAZE LAB

A VERIFIED 55 x 55 MAZE - START REALLY DOES CONNECT TO FINISH.



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SMALL SIGNALS. BIG WORLDS.

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