

CIVILISATION 6 Launch Trailer

Title

CIVILISATION 6

Client

Plastic Wax / Firaxis Games

Artist

Klaus Scherwinski

Visual Development Art

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Scene # 00 Description: EARLY ROMAN SHIP



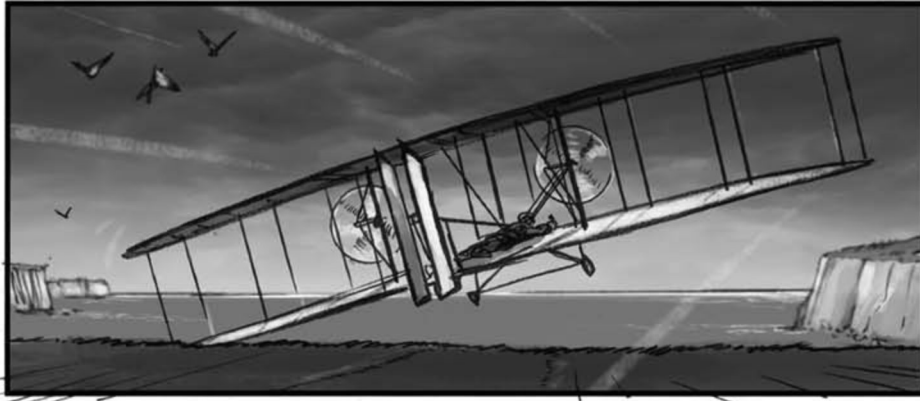
Scene # 01 Description: COLLASSUS OF RHODES



Scene # 02 Description: CHINGSE WALL / CARAVAN



Scene # 03 Description: POLAND



Scene # 04 Description: DOVER



Scene # 05 Description: WWII BATTLE OF BRITAIN



Scene # 06 Description: PRIVATE SPACE CRAFT



WWW.KLAUSSCHERWINSKI.DE

Scene # 01

Description: COLLASSUS OF RHODES



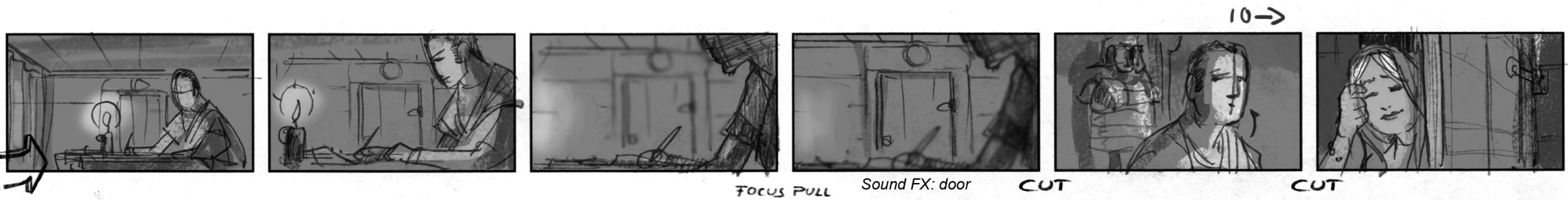


WWW.KLAUSSCHERWINSKI.DE

Scene # 05

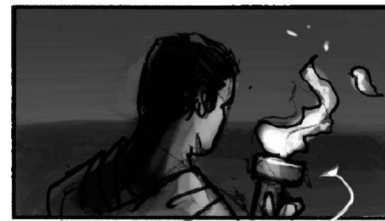
Description: WWII BATTLE OF BRITAIN







→ TRANSITION



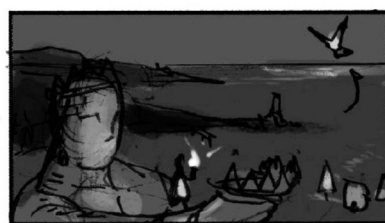
birds resting on "stair arm" take flight



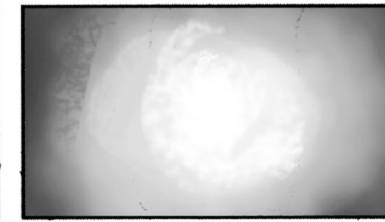
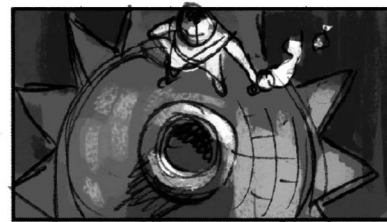
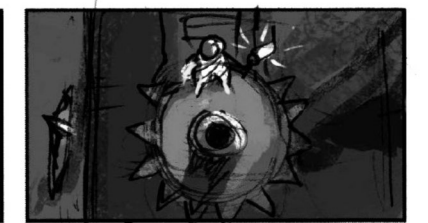
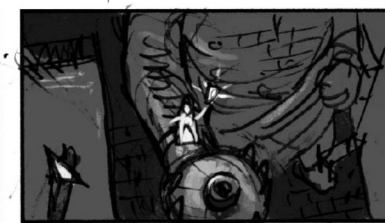
start CAM movement



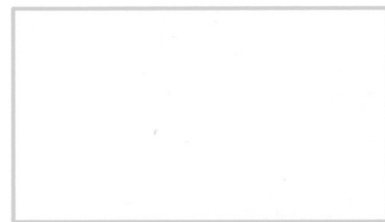
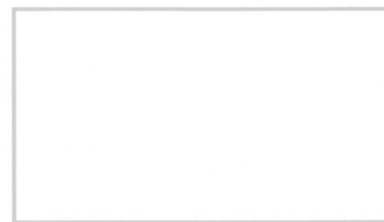
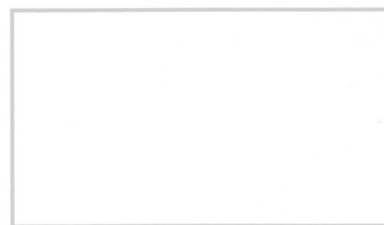
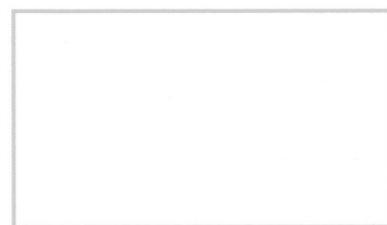
CAM moves up with birds
always favouring FATHER walking up the Colossos's arm

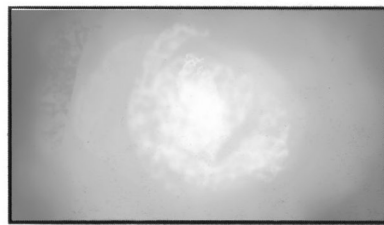


CAM moving out in big arch
to show sea and Rhodos harbor

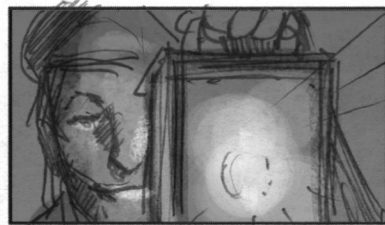
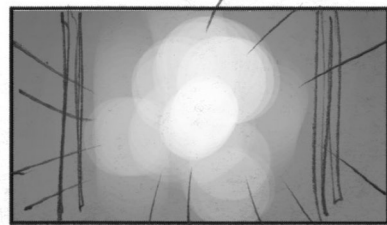


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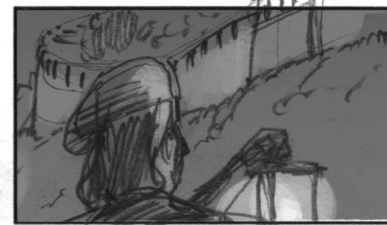




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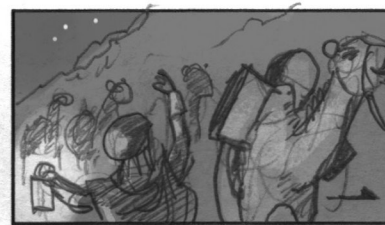
FATHER turns away from CAM and looks up the Chinese Wall...



He turns around fully to signal his camel caravan

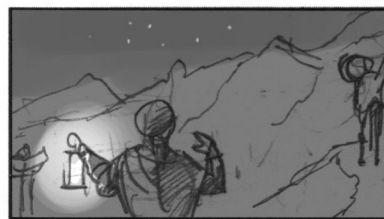


FATHER signals a change of direction away from Wall in the mountains



← CAM

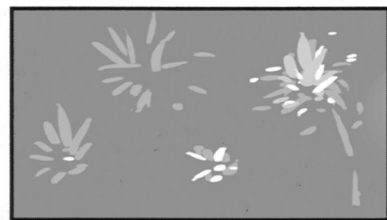
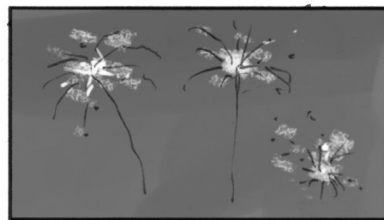
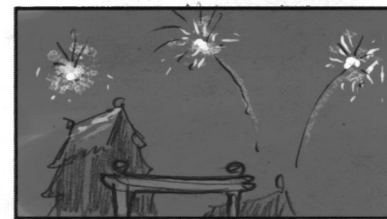
14 →



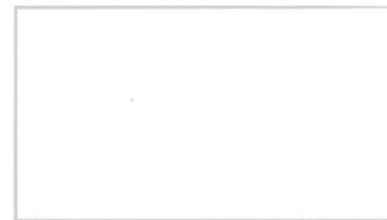
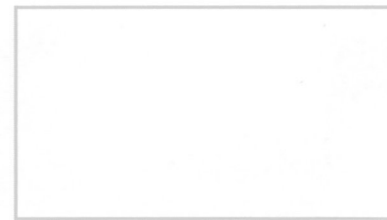
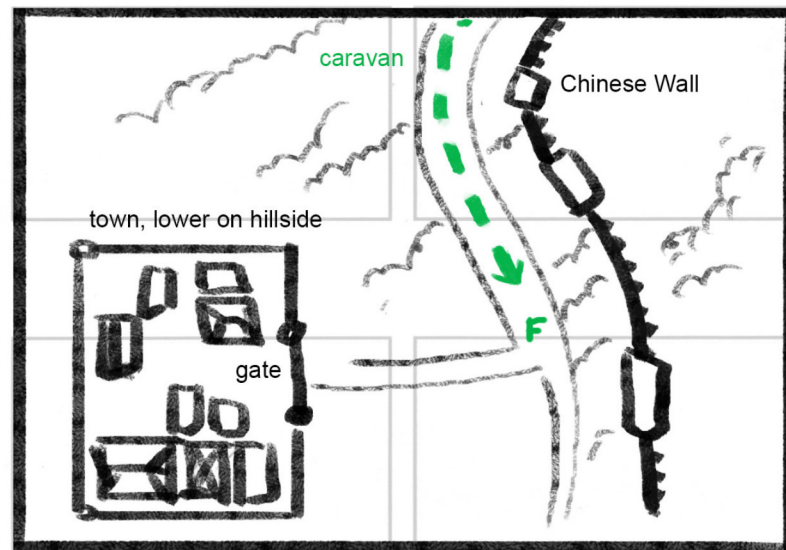
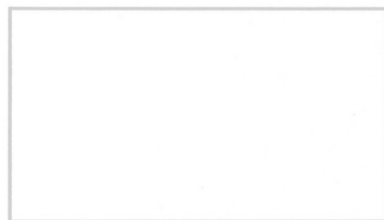
← CAM turns after FATHER as he goes ahead toward the nearby town gate

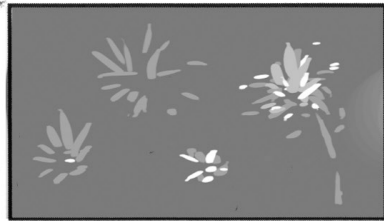


closing in on the gate celebrations in the town are heard and fireworks shoot into the sky

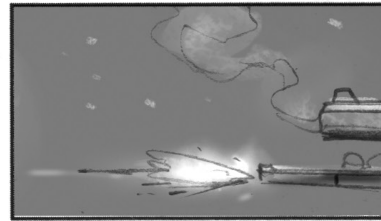


→ TRANSITION





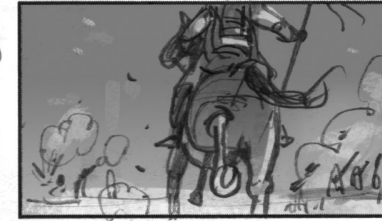
→ TRANSITION



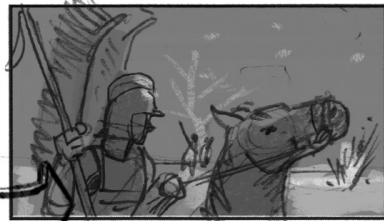
lines of muskets firing



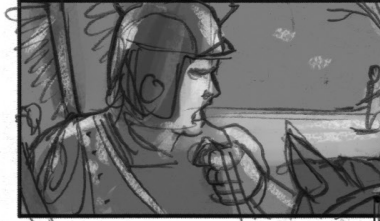
horseman dashes past



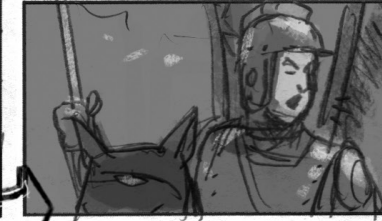
CAM follows rider and catches up with him as he stops



CAM moves around rider and we see he notices musketeers wavering



rider addresses soldiers



It's FATHER who rallies the men and in dramatic fashion lowers lance and...



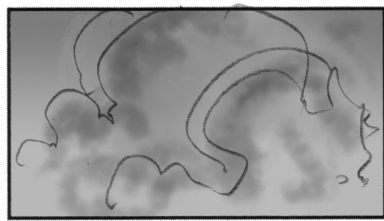
charges forward against enemy lines



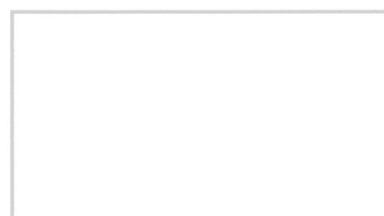
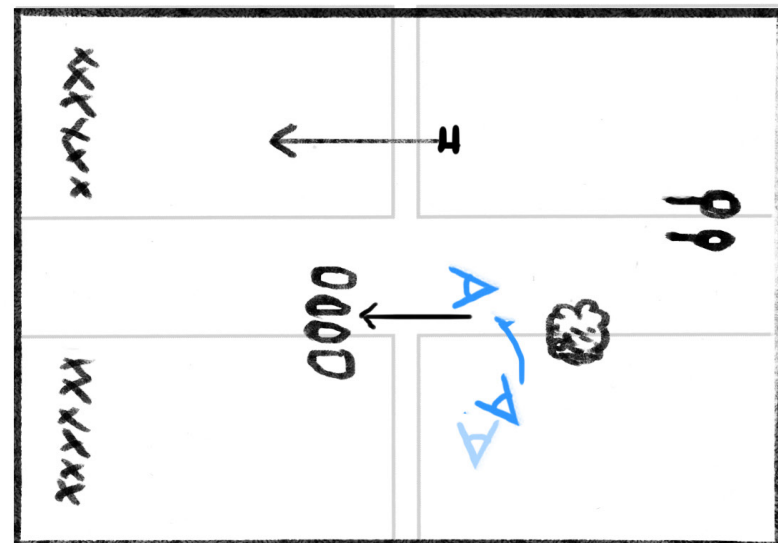
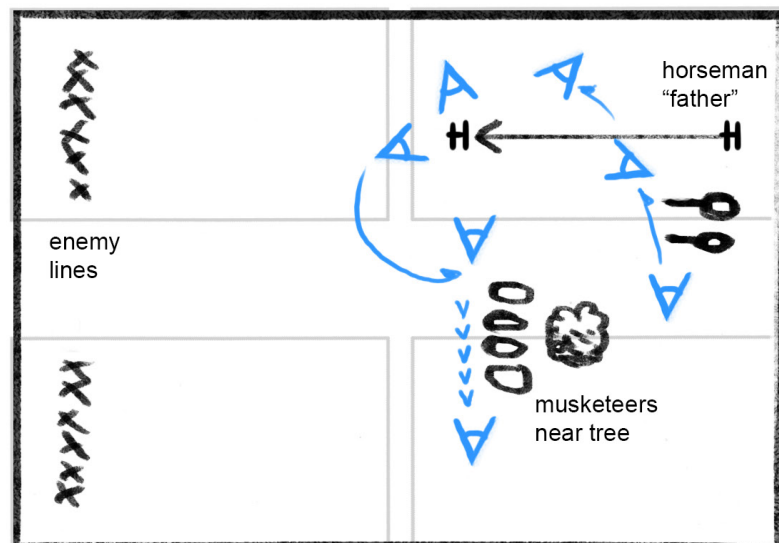
the musketeers react and follow him into battle



more and more soldiers follow them until they come under cannon fire...

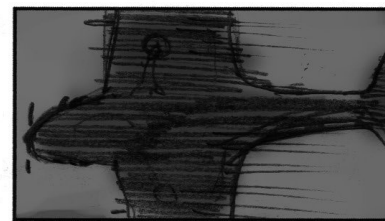
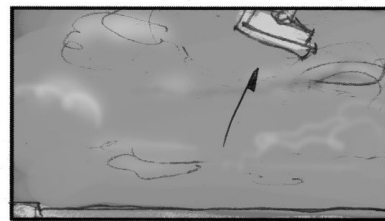
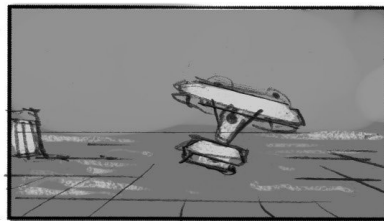
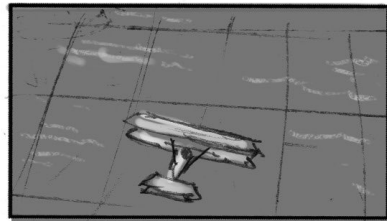
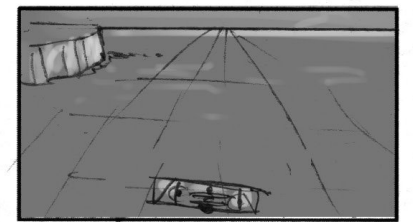
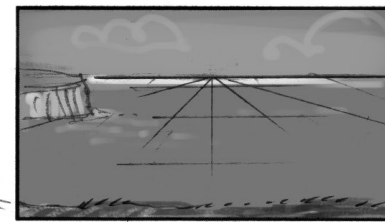
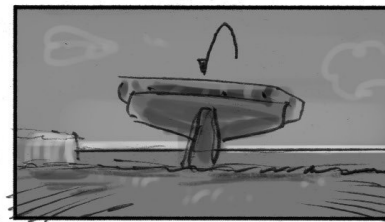
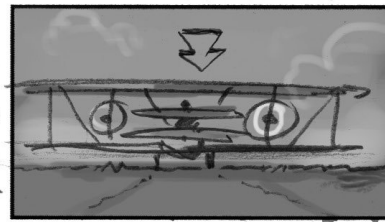
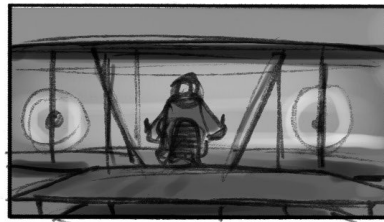
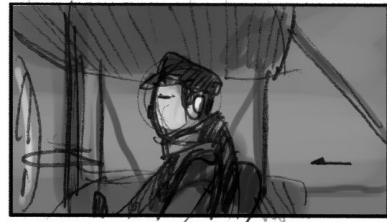
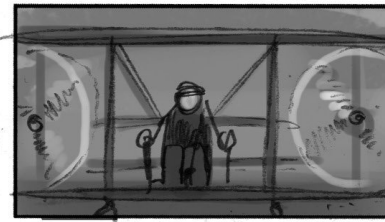
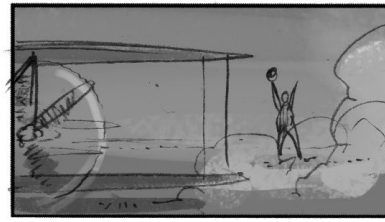
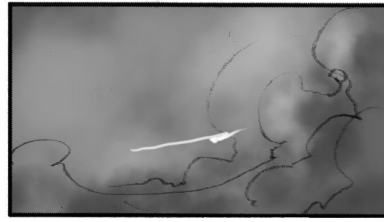


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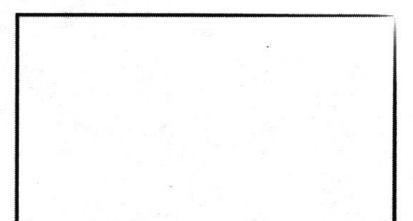
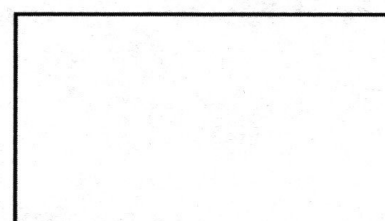
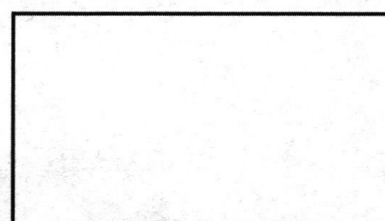
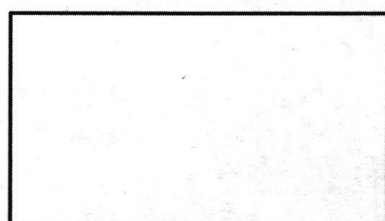
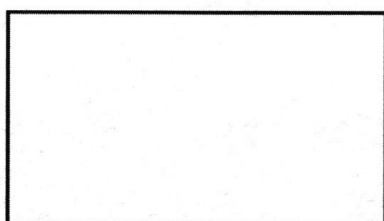
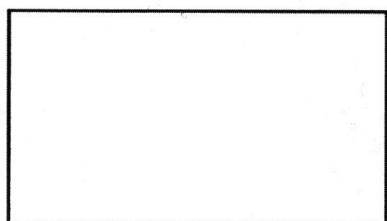
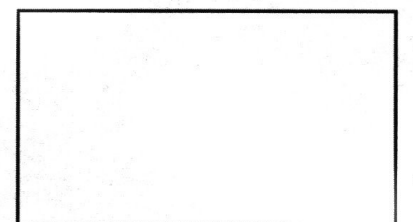
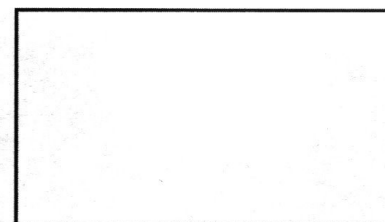
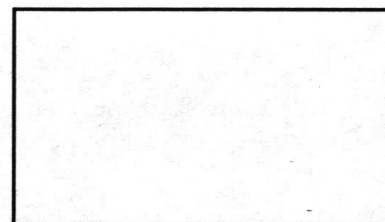
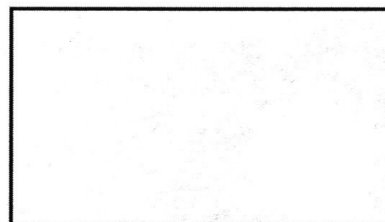
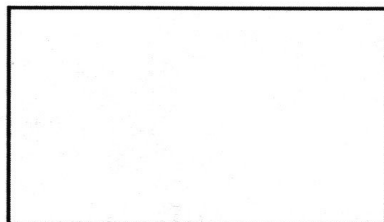
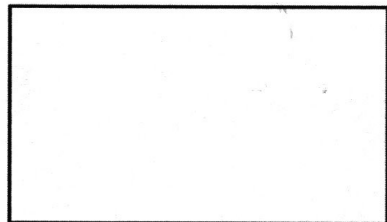
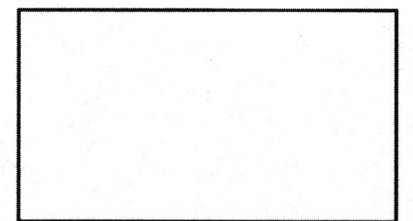
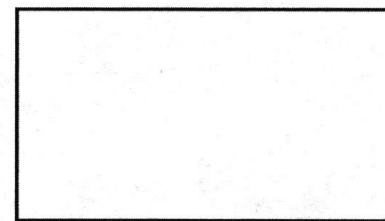


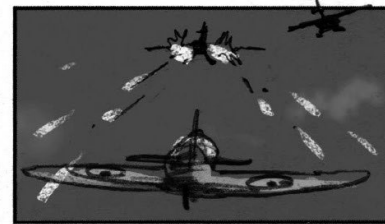
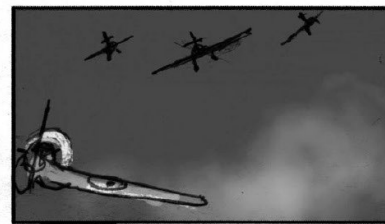
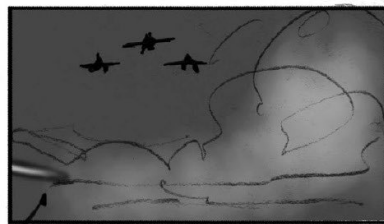
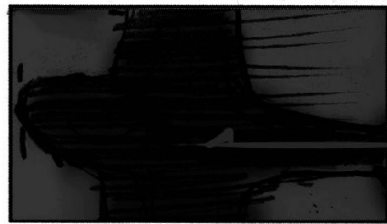


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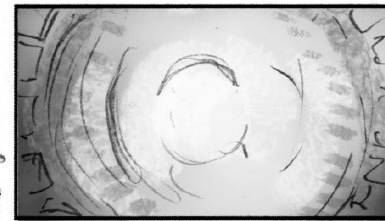
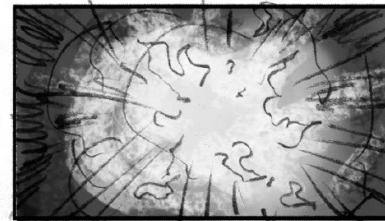
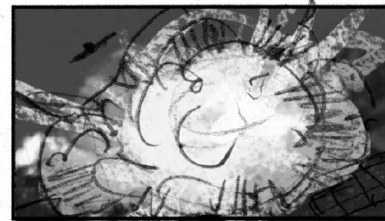
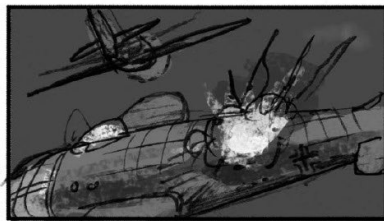
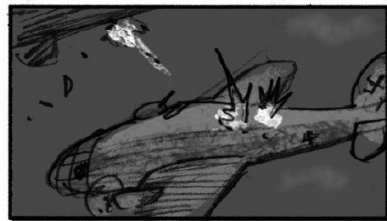
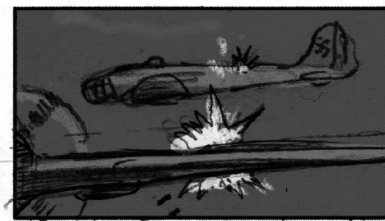
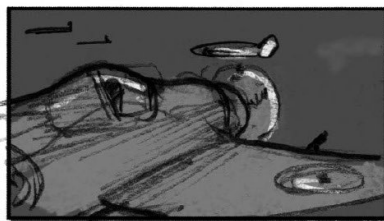
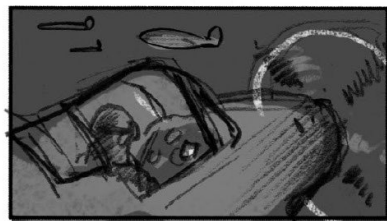
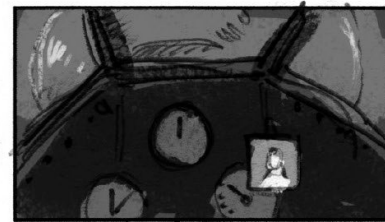
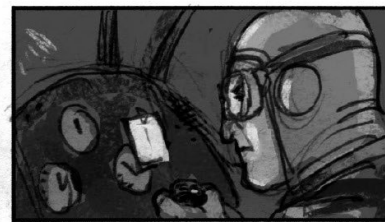
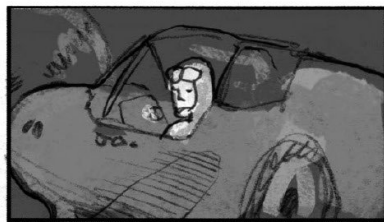


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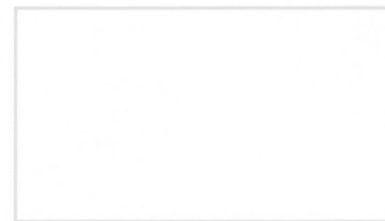
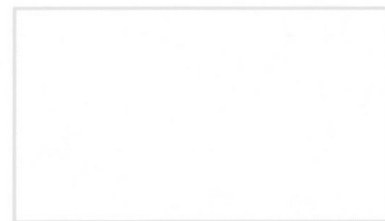
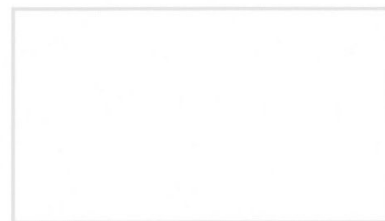
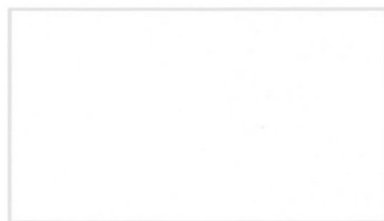
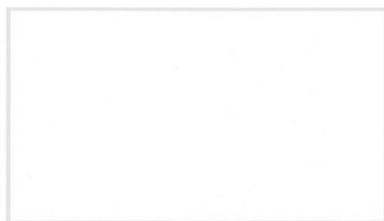
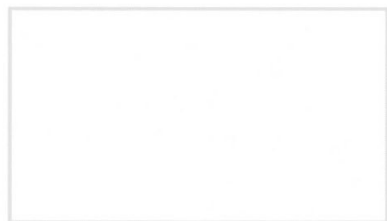


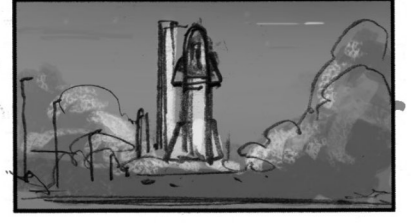
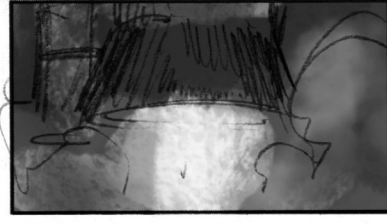
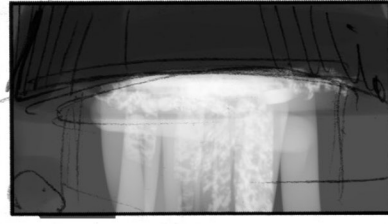
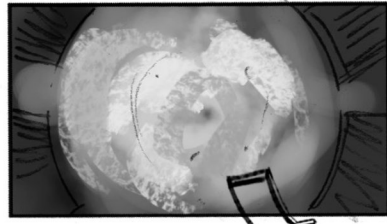
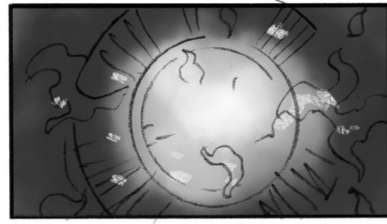


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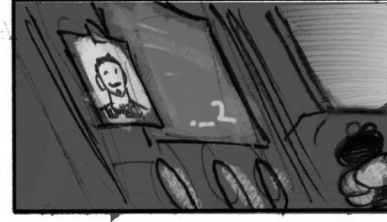
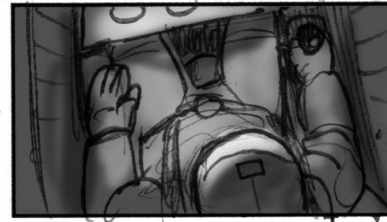
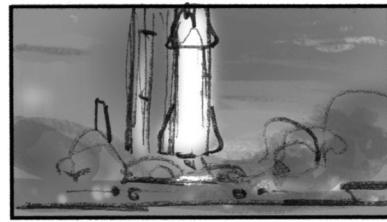


→ TRANSITION





CUT

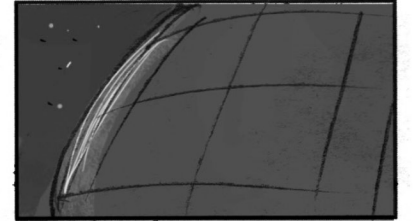
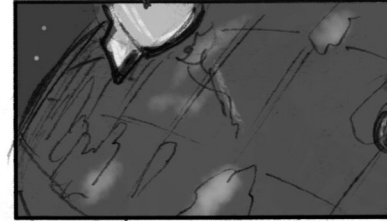
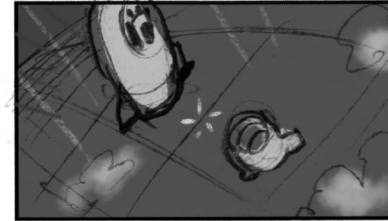
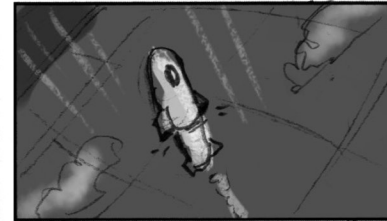


CUT

CUT

close up to dashboard reveals photo of FATHER

CUT



DAUGHTER's head is pushed back by launch

CUT

CUT

