Behind the scenes

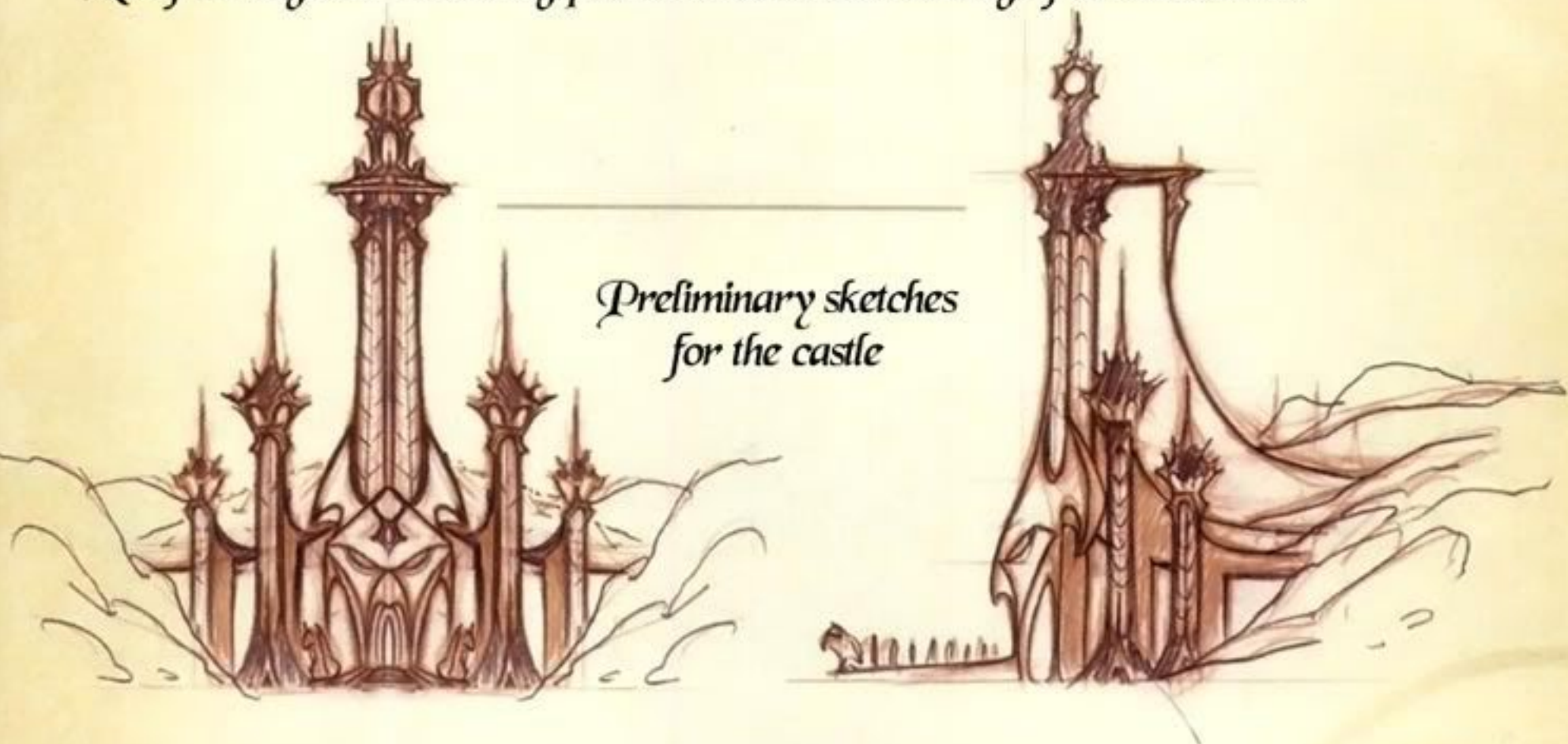MAKING OF

Now you'll get to know everything! On these pages you'll take part of the material that has been used to give life to this story. You'll see sketches, drawings and samples of how to draw the characters. All of this together with a big passion is behind the making of this adventure.

Preliminary sketches for the castle

Somewhere in an endless universe with several parallel worlds, the Secret Architects have created the Valley of Shadows. What was their purposes? How many other forgotten realities did they create? We asked the creators of this adventure to tell and anecdote exciting things about it.

Samples of colors and atmospheres

Study of the face

Anatomical positions

Final outfit

Gianluca: (artist):
"I've always liked Caleb.
I wanted him to express what
he still hasn't been able to say
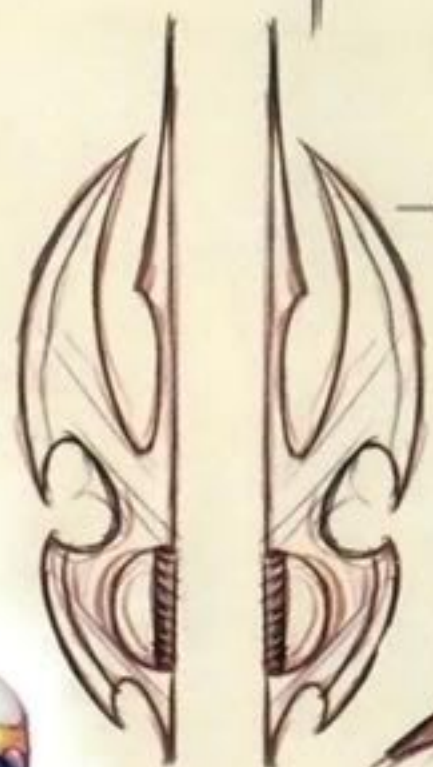in the W.I.T.C.H. comic."

Caleb

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Minor characters

The Guard

Gianluca: (artist):
"The guard is a person who was fun to draw, because when I draw the evil guys it feels like I can make up things freely."

The Guard's weapon

The Guard's bracelet

Caleb as a guard
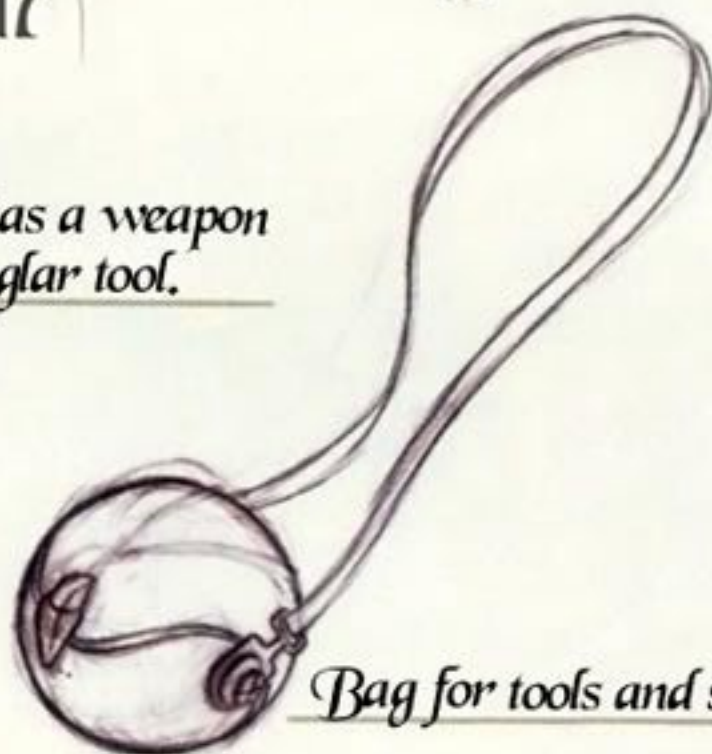
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Wali

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Gianluca (artist): "Giving life to Wali wasn't easy! I had to mix a strong personality with sharp irony."

Knife used as a weapon and burglar tool.

Bag for tools and stolen goods.

Shadiga

Gianluca: "I wanted to draw a character that gives the feeling of a warrior's strength and at the same time a primitive creature's femininity."

Magical necklace For travelling between different dimensions.

When you create the characters, you have to be able to think like a designer too. Just like in real life, the clothes tell something about the one who wears them. It's the first thing our eyes notice.

Elyon

Miriadel

Gianluca (artist):
" I like the fact that the clothes on the people, who belong to the same world have a common, basic style. The costume I like the most in this story is Elyon's. "

Alborn

Royal Guard

How a scene is created . . .

Phase 1
concept

Paola (scripwriter):
"In the script I try creating a unique atmosphere for each scene . . ."

Gianluca (artist):
"After reading the script I do a quick scetch to find the right composition for the scene, the shape and size of the speach bubbles, the positions of the characters and the framework."

Phase 2
layout

Gianluca: "It's the final sketch where I bring out the details."

Phase 3
pen and ink drawing

Gianluca: "The final version of the scene that has been drawn is now edited with indian ink . . ."

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Phase 4
basic colors

Paolo (colorist) :
" After scanning the scene,
I add colors to the characters
and the background. The colors
have been selected in advance in
consultation with the artist.
Especially the color of the sky,
since that's what's affecting
the entire scene's atmosphere
and main coloration. "

Phase 5
finishing colors

Paolo: " The following steps are based on adding shadows to the characters
and the background, and right after that comes the light effects, which make it possible
for me to get the characters three dimensional. Everything is in different layers so that
it will be easy to change and correct things if needed. To finish things off,
I create the dominant atmospheres and special effects like flashes, brightness, energy
and light effects which are supposed to bring out and complement the page's 'magic'. "

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