
MUTANT
YEAR ZERO
ROAD TO EDEN
THE ART OF
MUTANT YEAR ZERO
ROAD TO EDEN

A few words from the Bearded Ladies.
Firstly, thank you so much for supporting us by playing our game or by simply rooting for us somewhere out there on the internet! The Bearded Ladies Consulting is a small but passionate group of game developers based in Malmö.

We aimed to create characters that were interesting to look at and also presented a visual history of the journey and the difficulties they faced within the hostile environment of the 'Zone'. Our goal was to create a post-apocalyptic world that felt a little bit different to the others that came before, and with the rich foundation laid out by the Mutant roleplaying games, we feel that we really made something quirky and interesting for you to enjoy.

The Mutant roleplaying game invited the players to use their hometown as the 'map' for their adventures within the Zone, so (perhaps unsurprisingly), our 'map' is based somewhere in the wooded, rocky country of Sweden, as to the whereabouts, it's up to you to figure out!

Much Love. TBLC



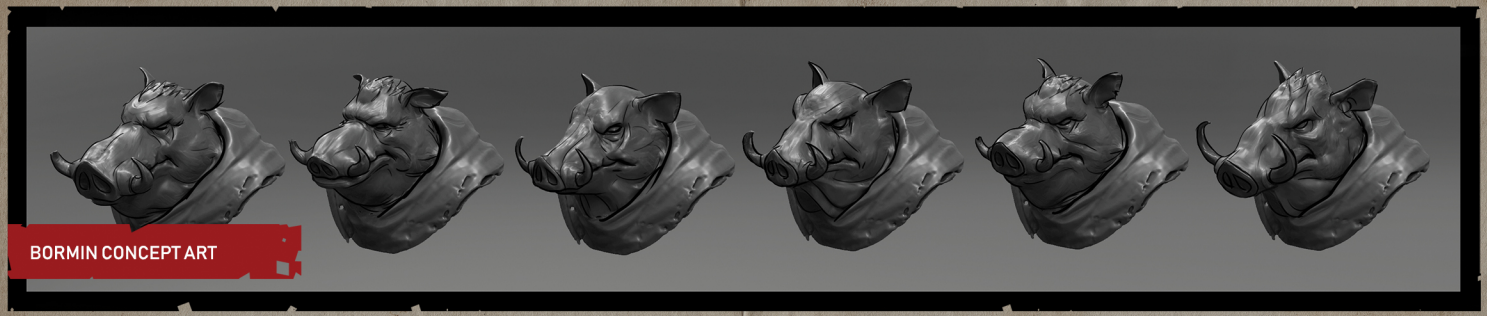

MUTANT
YEAR ZERO
ROAD TO EDEN



BORMIN



HOG RUSH



BORMIN CONCEPT ART

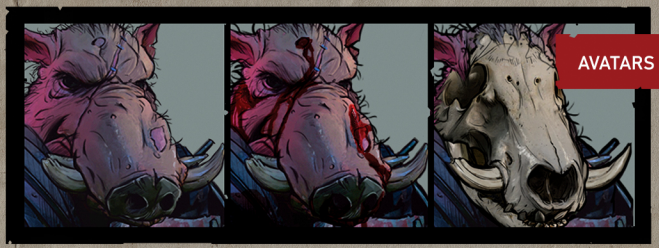




HEAD HIGHPOLY



BORMIN'S DEFAULT OUTFIT



AVATARS



FINAL 3D MODEL





OUTFIT

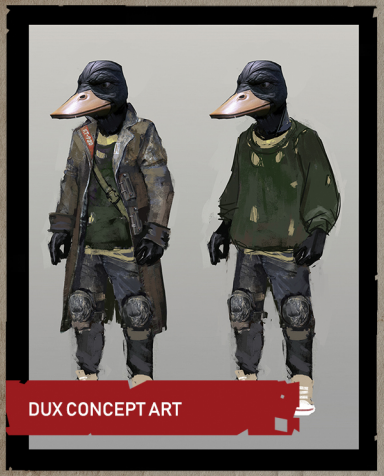




DUX



CHAMELEON

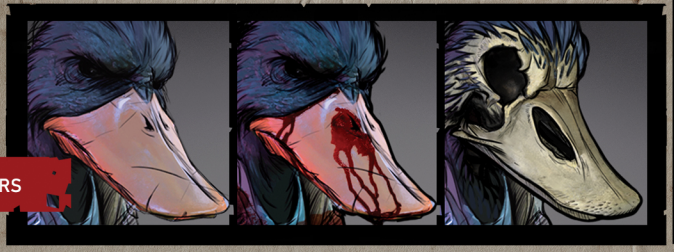


DUX CONCEPT ART





HEAD HIGHPOLY



AVATARS



FINAL 3D MODEL







DEFAULT OUTFIT




MUTANT
YEAR ZERO
ROAD TO EDEN



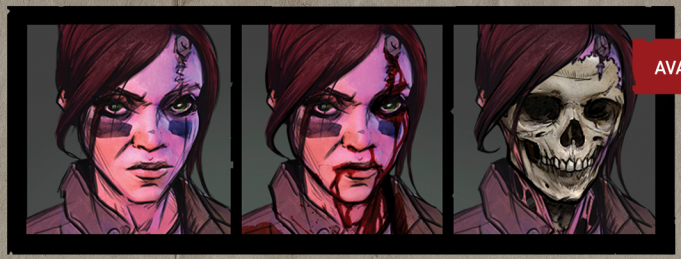
SELMA



TREE HUGGER



SELMA CONCEPT ART



AVATARS






FINAL 3D MODEL




DEFAULT OUTFIT




MUTANT
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ROAD TO EDEN



MAGNUS



CHAIN LIGHTNING



MAGNUS CONCEPT ART





AVATARS





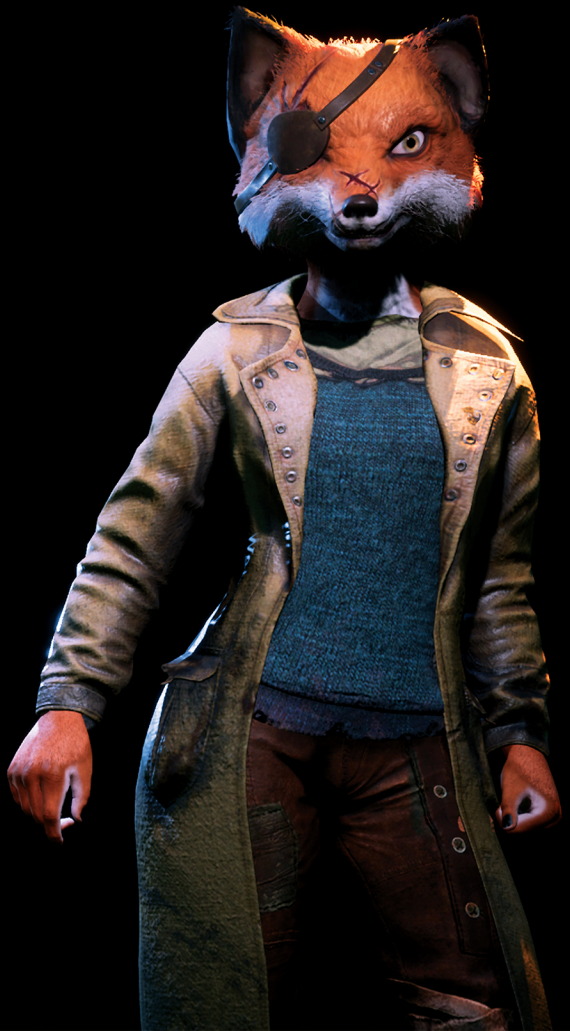
GAME MODEL





DEFAULT OUTFIT

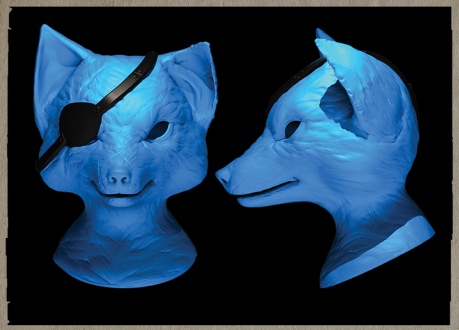

MUTANT
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ROAD TO EDEN



FARROW



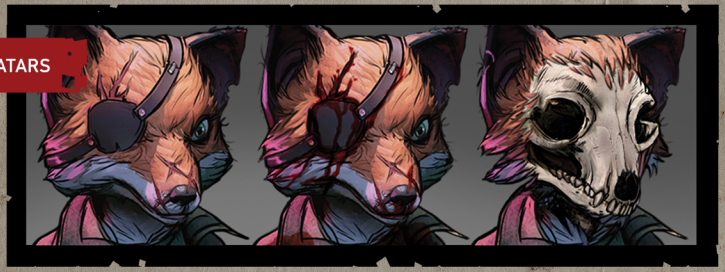
CRIT CHANCE







AVATARS





FARROW CONCEPT ART

GAME MODEL

NPCS





DELTA CONCEPT ART



DELTA OUTFIT HIGHPOLY



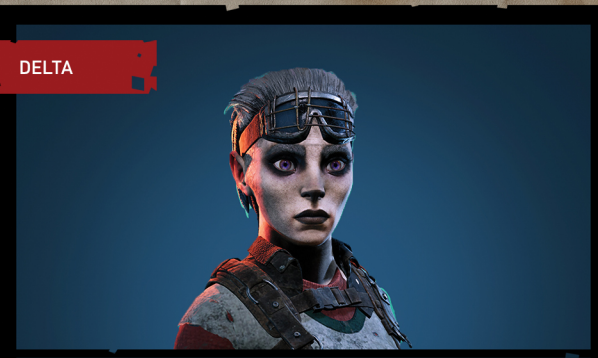
HAMMON CONCEPT ART



OUTFIT SKETCHES


ELDER
PRIPP
DELTA
FACE VARIATIONS


ELDER


DELTA


PRIPP


HAMMON


IRIDIA

OUTFITS



GLADIATOR ARMOR CONCEPT





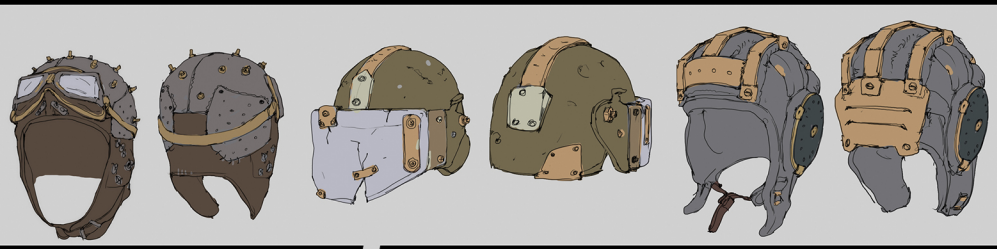




AXE WARRIOR ARMOR CONCEPT

MIMIR ZERO G-08 ARMOR CONCEPT





HEADGEAR



GLASSES



HATS AND HELMETS







OUTFIT VARIATIONS





AXE WARRIOR ARMOR



GLADIATOR ARMOR



MIMIR ZERO G-08 ARMOR


DELTA'S OUTFIT




FEMALE OUTFIT


MUTANT
YEAR ZERO
ROAD TO EDEN


ENEMIES



MARAUDER AND HUNTER GHOUL CONCEPT



HOWLER GHOUL CONCEPT



PYRO GHOUL CONCEPT



TANK GHOUL CONCEPT



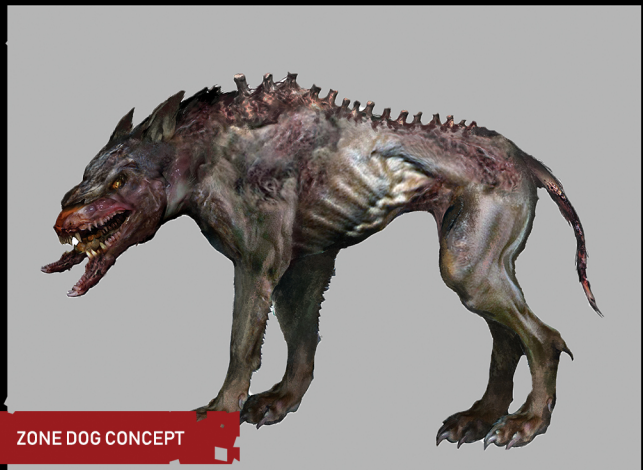
GREY ONE CONCEPT



NOVA SECT FANATICS EARLY CONCEPT



NOVA SECT FANATICS CONCEPT



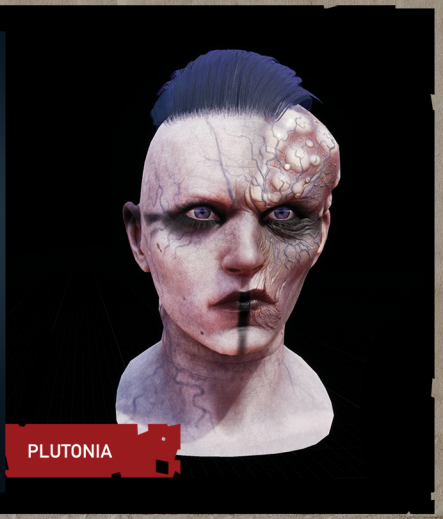
ZONE DOG CONCEPT


MUTANT
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“The Ancients sure knew how to waste a ton of paper making these silly picture books. Let’s burn this shit and get warmed up, its freezing in here!”



NOVA SECT FANATIC



PLUTONIA



GREY ONE



BUTCHER & MARAUDER GHOUL


HUNTER GHOUL


PYRO GHOUL


TANK GHOUL



NOVA SECT FANATIC


MUTANT
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“Resources are hard to find in the Zone; luckily the Ancients were a wasteful species and useful things can still be found if you know where to look for them and have the ability to defend yourself against other scavengers.”


NOVA SECT PSI LORD



MIMIR Z800





MIMIR Z200


GREY ONE


LUX
PLUTONIA
SHAMAN



BOT



ZONE DOG

WEAPONS























SCRAP WEAPON EARLY CONCEPTS



SCRAP WEAPON EARLY CONCEPTS



BOOMSTICK CONCEPT



RAMBINO CONCEPT



PIPEGUN CONCEPT





GAPER CONCEPT

STINGER CONCEPT





GJR-666 CONCEPT


ANCIENT PISTOL CONCEPT
SCATTERGUN CONCEPT
GJR-666 FINAL CONCEPT

STATE SWITCHER CONCEPT









EMP GRENADE CONCEPT







NEEDLE PISTOL CONCEPT


SLINGER CONCEPT


PC98 CONCEPT


LR678 CONCEPT




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“There are plenty more adventures waiting out there in the Zone. ”

CROSSBOW 3D CONCEPT LV I







CROSSBOW 3D CONCEPT LV II







CROSSBOW 3D CONCEPT LV III







PIPEGUN











STINGER





DAMAGE MODULES

GAPER













ANCIENT PISTOL

CROSSBOW

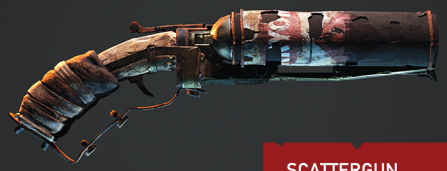












SCATTERGUN


SLINGER


RAMBINO

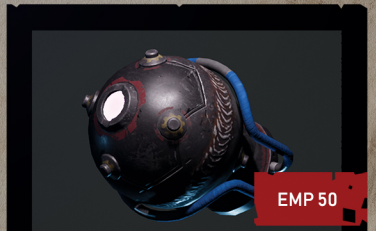

STATE SWITCHER


BOOMSTICK


LR678
PC98


GJR-666


NEEDLE PISTOL


EMP 50


ARK


THE ELDER
DELTA'S FIX PIT
PRIPP'S PLACE


THE ZONE
IRIDIA'S SHOP


MUTANT
YEAR ZERO
ROAD TO EDEN
GUNDESS



MUTANT YEAR ZERO

ROAD TO EDEN

TO BE CONTINUED...