



P A R A G O N

The Unofficial Art Book

2018

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 P A R A G O N



PARAGON

Introduction and Notes

Editor's Note.

This is an unofficial Art Book of the Multiplayer-Online-Battle-Arena game Paragon. As the game was shutting down, many people looking back deeply appreciated the game's impressive art directions and graphics. Since the developers Epic Games weren't working on the project anymore, I have taken it upon myself to edit this book out of pure love and adoration for the art design of the game.

This book will include in-game renders, concept arts, sketches, and 3d meshes from the artists working on Paragon.

About inconsistency in skins and heroes images.

This book will include inconsistent images of character skins, as the main website for Paragon was inaccessible due to the game closing. Some characters will lack a number of skins, but will still be providing content in terms of design sketches and development info instead.



The Legacy of Paragon as an intellectual property remained undetermined at the time of this writing, as Epic Games decided to close down Paragon on 26th of April, 2018.



Work-In-Progress Guide

DEKKER

ROLE
SUPPORT/CASTER

AFFINITIES

- ◆ ORDER
- ◆ GROWTH

PRIMARY SCALING

- ◆ ENERGY DAMAGE



STATS



ABILITIES

<p>POWER SHARE</p> <p>Whenever Dekker casts an ability, she shares some of the Energy used to cast the ability with nearby allies.</p>	PASSIVE
<p>◆ ENERGY ORB</p> <p>Medium range energy blast.</p>	
<p>ROCKET BOOTS</p> <p>Dekker ignites her rocket boots, launching her into the air and giving nearby allies a small movement speed boost.</p>	
<p>◆ STASIS BOMB</p> <p>Dekker throws out a projectile that bounces along the ground and explodes after a short time. If the projectile hits an enemy Hero, they are stunned based on how long the projectile traveled before hitting.</p>	
<p>◆ SLOW FIELD</p> <p>Dekker creates a bubble at target location. Enemies within the bubble take damage and are slowed. After a short time the bubble will pop, dealing extra damage to enemies. The ability can be detonated early by re-activating the ability.</p>	
<p>CONTAINMENT FIELD</p> <p>Dekker erects a Containment Zone at target location, trapping both allies and enemies within the zone. Allies can shoot into the zone but enemies cannot.</p>	



Work-In-Progress Guide

MURDOCK

ROLE

RANGER

AFFINITIES

- ◆ FURY
- ◆ INTELLECT

PRIMARY SCALING

- ◆ ENERGY DAMAGE



STATS

BASIC ATTACK POWER	_____
ABILITY ATTACK POWER	_____
DURABILITY	_____
MOBILITY	_____
DIFFICULTY	_____

ABILITIES

HOT PURSUIT If Murdock does not take damage for a set amount of time, he receives a boost to his normal run speed.	PASSIVE
◆ PLASMA BOLT Longer range, high damage, low speed attack.	
◆ SHIELDING SHOT Murdock projects an energy shield from his arm, mitigating damage in front of him. The shield can be fired out to knock away enemies.	
◆ BUCKSHOT Murdock fires a shotgun shell from the pistol on his back, dealing damage in a cone. Enemies hit have their energy resistance reduced for a short time.	
◆ STATIC LOCK Murdock throws out a trap to target location. If an enemy touches the trap they are slowed for a short duration.	
◆ DEVASTATING BLAST Murdock takes a knee and zooms in on a distant target. Upon confirming, Murdock fires a long range laser from his gun that passes through geometry.	



P A R A G O N

Work-In-Progress Guide

KALLARI

ROLE

ASSASSIN

AFFINITIES

◆ CORRUPTION

PRIMARY SCALING

◆ PHYSICAL DAMAGE



STATS

BASIC ATTACK POWER	_____
ABILITY ATTACK POWER	_____
DURABILITY	_____
MOBILITY	_____
DIFFICULTY	_____

ABILITIES

STALKER Kallari and her teammates gain vision of any enemy Hero that is Critically Wounded (below 25% of their Max Health), regardless of where they are on the map.	PASSIVE
◆ SLASH Medium damage quick melee attack.	
EVADE Kallari flips once in the air. The ability can be reactivated before landing to do an additional flip.	
PHASE SHIFT Kallari enters the Shadow Plane becoming invisible for a brief time. She also has increased movement speed while stealthed. If Kallari gets a kill it will reset Phase Shift's cooldown.	
◆ DAGGERFALL Kallari enters a targeting mode, and upon pressing LMB throws a dagger toward her reticle. The dagger applies a bleed on enemies that it hits, doing damage over time.	
◆ DEATH SENTENCE Kallari dashes in a line (on ground or through the air), dealing massive damage to any enemies she passes through.	



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Work-In-Progress Guide

GIDEON

ROLE

CASTER

AFFINITIES

- ◆ INTELLECT
- ◆ CORRUPTION

PRIMARY SCALING

- ◆ ENERGY DAMAGE



STATS

BASIC ATTACK POWER	_____
ABILITY ATTACK POWER	_____
DURABILITY	_____
MOBILITY	_____
DIFFICULTY	_____

ABILITIES

INFINITY Gideon has bonus Energy Penetration.	PASSIVE
◆ PORTAL BLAST Low damage, medium-range attack.	
◆ BURDEN Gideon fires a projectile that links him to an enemy hero. As long as the two are linked, the enemy is slowed and takes damage over time.	
◆ COSMIC RIFT Gideon opens a rift in the sky dropping meteors at target location.	
TORN SPACE Gideon opens a portal at a targeted area, allowing him to quickly teleport somewhere else. Friendly Heroes can follow him through the portal for a short period of time.	
◆ BLACK HOLE Gideon opens his rift device, summoning a black hole overhead. Enemies within the area are pulled toward Gideon and take damage over time.	



P A R A G O N

Work-In-Progress Guide

TWINBLAST

CLASS
RANGER

RECOMMENDED ROLE
CARRY

AFFINITIES
FURY

PRIMARY SCALING
PHYSICAL DAMAGE



STATS

BASIC ATTACK POWER	_____
ABILITY ATTACK POWER	_____
DURABILITY	_____
MOBILITY	_____
DIFFICULTY	_____

ABILITIES

<p>ON A ROLL</p> <p>Whenever Twinblast hits an enemy with an ability, they are marked with crosshair. Hitting the marked enemy with LMB will cause bonus damage to the enemy.</p>	PASSIVE
<p>DOUBLESHOT</p> <p>Twinblast fires his blasters, alternating hands with each shot when the button is held.</p>	
<p>TUMBLE</p> <p>A quick directional dive used to reposition.</p>	
<p>NITRO</p> <p>Passive: Twinblast passively enjoys increased attack speed.</p> <p>Active: Activating this ability boosts his attack speed bonus, and marks any enemy target that is shot during this timeframe. Twinblast loses his passive boost while the ability is on cooldown.</p> <p>Leveling this ability increases the passive attack speed boost.</p>	
<p>VORTEX GRENADE</p> <p>Twinblast fires a Vortex Grenade to target location. After a short delay the grenade explodes dealing damage in the AoE and slowing enemies. Enemies hit are marked.</p>	
<p>BARRAGE</p> <p>Twinblast's guns transform into giant cannons, which fire rocket salvos for a short time causing bonus damage & pierce through minions for as many shots you can get off during the duration.</p>	



P A R A G O N

Work-In-Progress Guide

GADGET

ROLE
CASTER

AFFINITIES
◆ INTELLECT

PRIMARY SCALING
◆ ENERGY DAMAGE



STATS



ABILITIES

HAYWIRE Gadget deals increased damage to minions.	PASSIVE
◆ PLASMA BLAST Medium damage ranged attack.	
◆ VISION BOT Gadget fires a Vision Bot that moves slowly in a straight line, giving vision within a cylinder surrounding it. Reactivating the ability halts the bot and begins dealing damage in an area and slowing enemies within that area.	
◆ STICKY BOT Gadget fires a Sticky Bot to target location. After a half second the Bot will attempt to stick to a target. After a short delay the bomb explodes dealing damage.	
◆ GATE BOT Gadget fires out a Gate Bot. Enemies that touch the gate take damage every second. Allies that pass through the gate gain a small burst of movespeed.	
◆ TESLA BOT Gadget places her Tesla Bot at target location. After a short delay the Bot expands dealing damage in a large AoE every second.	



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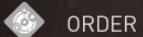
Work-In-Progress Guide

MURIEL

CLASS
CASTER

RECOMMENDED ROLE
SUPPORT

AFFINITIES



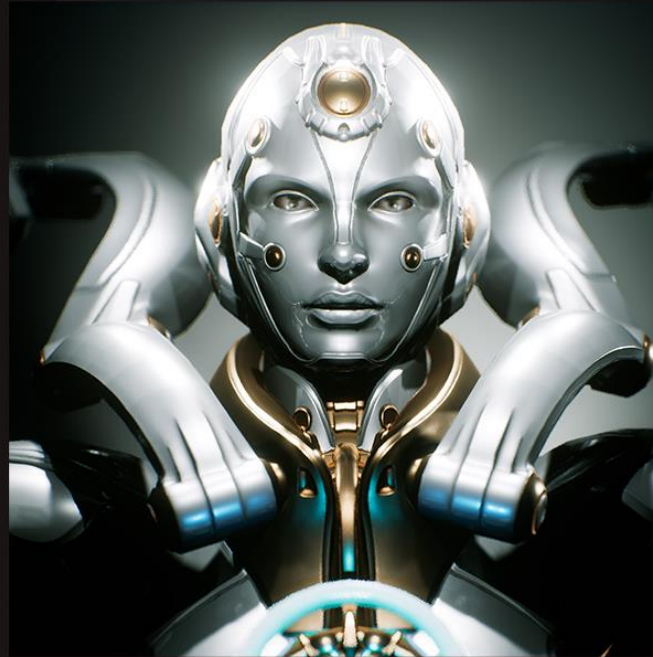
ORDER



GROWTH

PRIMARY SCALING

◆ ENERGY DAMAGE



STATS

BASIC ATTACK POWER	_____
ABILITY ATTACK POWER	_____
DURABILITY	_____
MOBILITY	_____
DIFFICULTY	_____

ABILITIES

CLUTCH SAVE

Muriel grants bonus health regen aura to nearby shielded allies. The health regen aura applies to any ally with a shield from any source.

PASSIVE

ORB

Long range, low damage attack.



BOOTS

Muriel fires an orb that lands on the ground. If Muriel or an ally touches up the orb, they are shielded and gain a burst of movespeed.



LOCKDOWN

Muriel fires a ball of energy that passes through minions damaging them, and slows and damages any enemy hero it hits. The projectile stops if it hits an enemy hero.



CONSECRATED GROUND

Muriel creates an AoE bubble that applies a shield to friendly heroes. At the end of the ability, the bubble collapses, damaging enemy heroes in it.



REVERSAL OF FORTUNE

Muriel targets an ally anywhere on the map. After a short delay she grants the ally a shield and will fly across the map to their location.



Once Muriel arrives she shields all close by allies and knocks up all close by enemy heroes.



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Work-In-Progress Guide

GRUX

ROLE
FIGHTER/TANK

AFFINITIES
◆ CORRUPTION
◆ FURY

PRIMARY SCALING
◆ PHYSICAL DAMAGE



STATS

BASIC ATTACK POWER _____
ABILITY ATTACK POWER _____
DURABILITY _____
MOBILITY _____
DIFFICULTY _____

ABILITIES

ONLY THE STRONG SURVIVE Grux permanently gains a small amount of health whenever he kills a unit.	PASSIVE
◆ CHOP High damage, chopping melee attack.	
◆ DOUBLE PAIN Grux performs a high damage double bladed attack that applies Bleed to any enemies hit.	
◆ RIPPLING SMASH Grux leaps up and then smashes the ground with both hammer blades, dealing such a powerful blow that any targets in a large area in front of the smash are launched towards Grux.	Q
◆ STAMPEDE Grux charges forward, damaging any enemies he runs through.	E
◆ RESONATING BLOW Grux clangs his hammers together with such force that it briefly grants [Stun] to all nearby enemies. While the hammers are ringing Grux has increased Physical Damage and movement speed.	R



HOWITZER

ROLE
CASTER

AFFINITIES

- ◆ FURY
- ◆ INTELLECT

PRIMARY SCALING

- ◆ ENERGY DAMAGE



STATS



ABILITIES

<p>FAST RELOAD</p> <p>If Howitzer gets a kill or assist, his active cooldowns are reduced.</p>	PASSIVE
<p>◆ CANNON</p> <p>Medium-range explosive projectile.</p>	
<p>◆ SLOW GRENADES</p> <p>Howitzer fires out 3 grenades in a triangle that explode after a short time. Any enemies hit are slowed.</p>	
<p>◆ ROCKET</p> <p>Howitzer fires a Rocket to target location. Rocket explodes dealing damage in an AoE.</p>	
<p>◆ DETONATOR</p> <p>Howitzer throws a Detonator to target location. After a short delay, or after Howitzer re-triggers the ability, the detonator explodes dealing damage and knocking all enemies away. Howitzer can also use the Detonator defensively and knock himself back.</p>	
<p>◆ MAKE IT RAIN</p> <p>Howitzer launches into the air and makes it rain bombs in a large AoE. The bombs are fired off in a massive volley and do damage one after another as they land. The last shell that lands does extra damage.</p>	



Work-In-Progress Guide

STEEL

ROLE
TANK/FIGHTER

AFFINITIES
◆ ORDER
◆ INTELLECT

PRIMARY SCALING
◆ PHYSICAL DAMAGE



STATS



ABILITIES

UNSTOPPABLE FORCE Steel's resistance to Crowd Control effects increases with each nearby friendly Hero.	PASSIVE
◆ PUNCH Medium damage melee attack	
SHIELD BLOCK Steel blocks a percentage of incoming damage with his shield in front of him.	
◆ CHARGE Steel charges forward in a straight line, knocking enemy Heroes and minions up in the air that he passes through.	
FORCE SHIELD Steel creates an energy wall at target location. Friendlies are shielded as they pass through it. If an enemy passes through, they are slowed. Also blocks enemy projectiles.	
◆ SHIELD SLAM Steel launches into the air, slamming down at a targeted area with his shield and stunning enemies in the area.	



Work-In-Progress Guide

FENG MAO

ROLE
FIGHTER

AFFINITIES
◆ ORDER
◆ FURY

PRIMARY SCALING
◆ PHYSICAL DAMAGE



STATS



ABILITIES

THE BALANCE Feng Mao builds stacks of offensive and defensive power through the use of his LMB and RMB. Blocking with RMB will add charges to LMB and vice versa. Stacks will discharge after a few seconds.	PASSIVE
SWEEP Feng Mao makes a wide sweep with his staff. Damage increases based on the number of offensive stacks Feng Mao has. Feng Mao generates 1 Defensive Stack for each hit he lands with LMB.	
BLOCK/ABSORB Feng Mao generates a shield that blocks incoming damage. This shield is increased based on the number of defensive stacks Feng Mao has. Feng Mao generates 1 Offensive Stack for each hit he takes with RMB active.	
MAD DASH Feng Mao throws out an image of himself and after a short delay teleports to the image. If Feng Mao hits a target directly with the image they will take damage. Feng Mao will also be granted 1 offensive stack.	
BRAKE CHECK Slows enemies within a radius of Feng Mao. Feng Mao generates 1 defensive stack upon use.	
CRUSHING SHIELD Feng Mao leaps into the air and slams his polearm on the ground dealing damage in a line in front of him. Feng Mao generates a protective shield when using the ability.	



Work-In-Progress Guide

SPARROW

ROLE
RANGER

AFFINITIES
◆ GROWTH
◆ ORDER

PRIMARY SCALING
◆ ENERGY DAMAGE



STATS



ABILITIES

DEAD EYE Sparrow's attack against the same target deals stacking bonus damage on hit.	PASSIVE
◆ BOW SHOT High damage ranged attack.	
◆ DRAW A BEAD While RMB is held down, Sparrow slows her movement and charges a powerful arrow. When RMB is released Sparrow looses an arrow that pierces all enemies. The damage is increased the longer RMB is held.	
◆ HAIL OF ARROWS Sparrow rains arrows down at the target location for several seconds, dealing damage to enemies within the AoE.	
INVIGORATE Sparrow focuses allowing her to fire arrows very quickly for the next several shots. The higher the level of the ability, the more shots Sparrow will be able to fire. While Invigorate is active Sparrow does not reduce her movement speed to attack.	
◆ INNER FIRE Sparrow glows with a magical light, allowing her to split her basic attacks into 3 shots. These arrows can pierce through units and apply on hit effects.	



Work-In-Progress Guide

RAMPAGE

ROLE
TANK/FIGHTER

AFFINITIES

- ◆ GROWTH
- ◆ FURY

PRIMARY SCALING

- ◆ PHYSICAL DAMAGE



STATS



ABILITIES

REGENERATE Rampage's Health regen goes up based on a percentage of his missing health. This effect and all healing is increased by 20% when in the Jungle.	PASSIVE
◆ PUNCH Medium damage melee attack	
◆ POUNCE Rampage leaps forward in an arc and deals damage when he lands. If Rampage leaps while Roar is active, he will leap farther.	
◆ BOULDER Pick up and throw a hunk of earth that stuns opponents on hit.	
ROAR Let out a bestial howl that increases his movement speed. While Roar is active, Rampage can leap farther with RMB.	
ENRAGE Rampage goes berserk, growing in size and gaining damage based on missing health. While berserk, Rampage only has access to his LMB & RMB abilities. RMB will automatically be reset when his Ultimate is triggered.	



Promo photos







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Cinematic Render

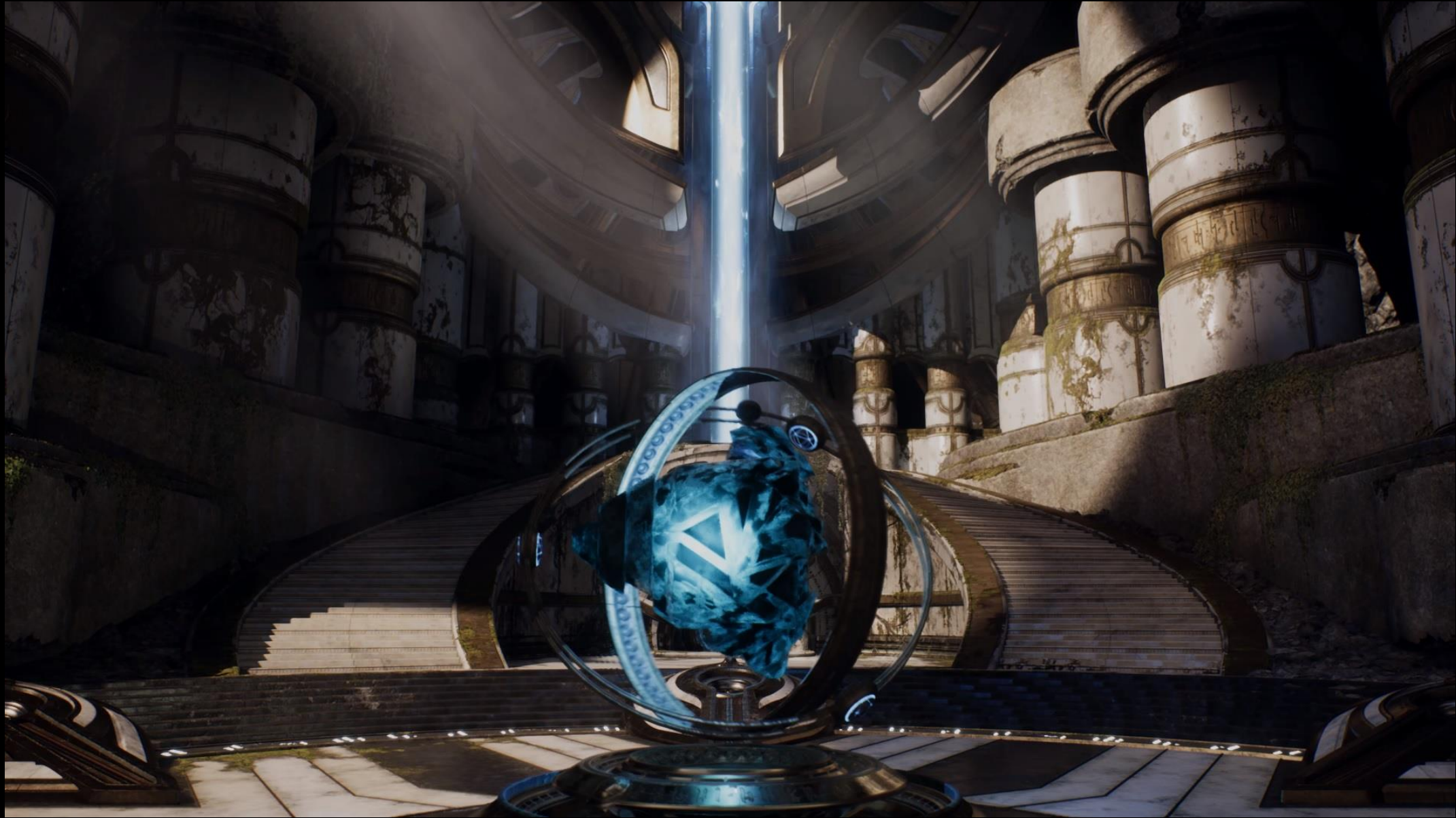














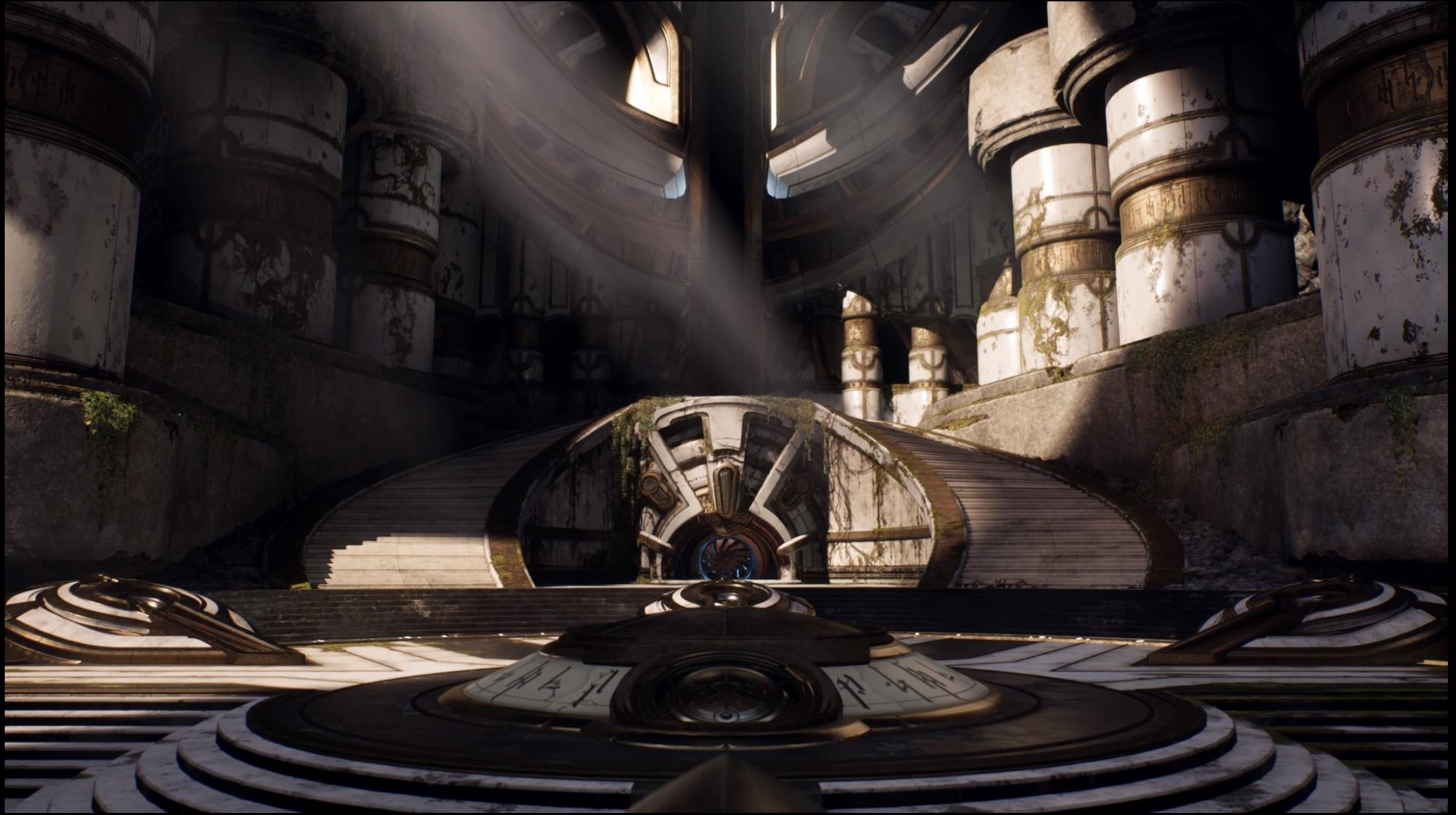






 P A R A G O N











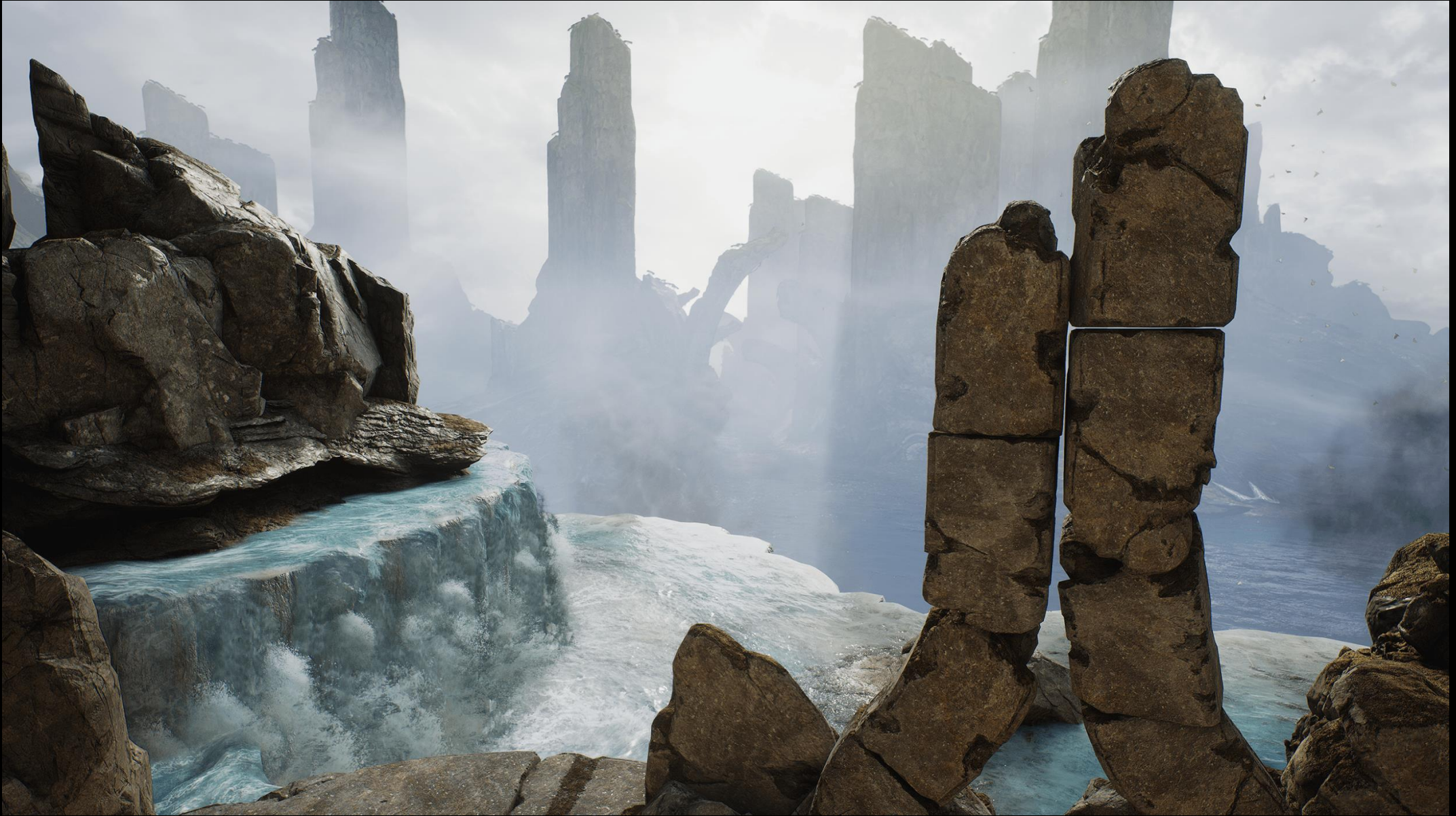
In-game Render






















P A R A G O N




P A R A G O N

Environmental Assets

Over the past 2 years I had the fantastic opportunity of working in a small team of immensely talented artists here at Epic Games to put together a few levels for the MOBO 'Paragon'.

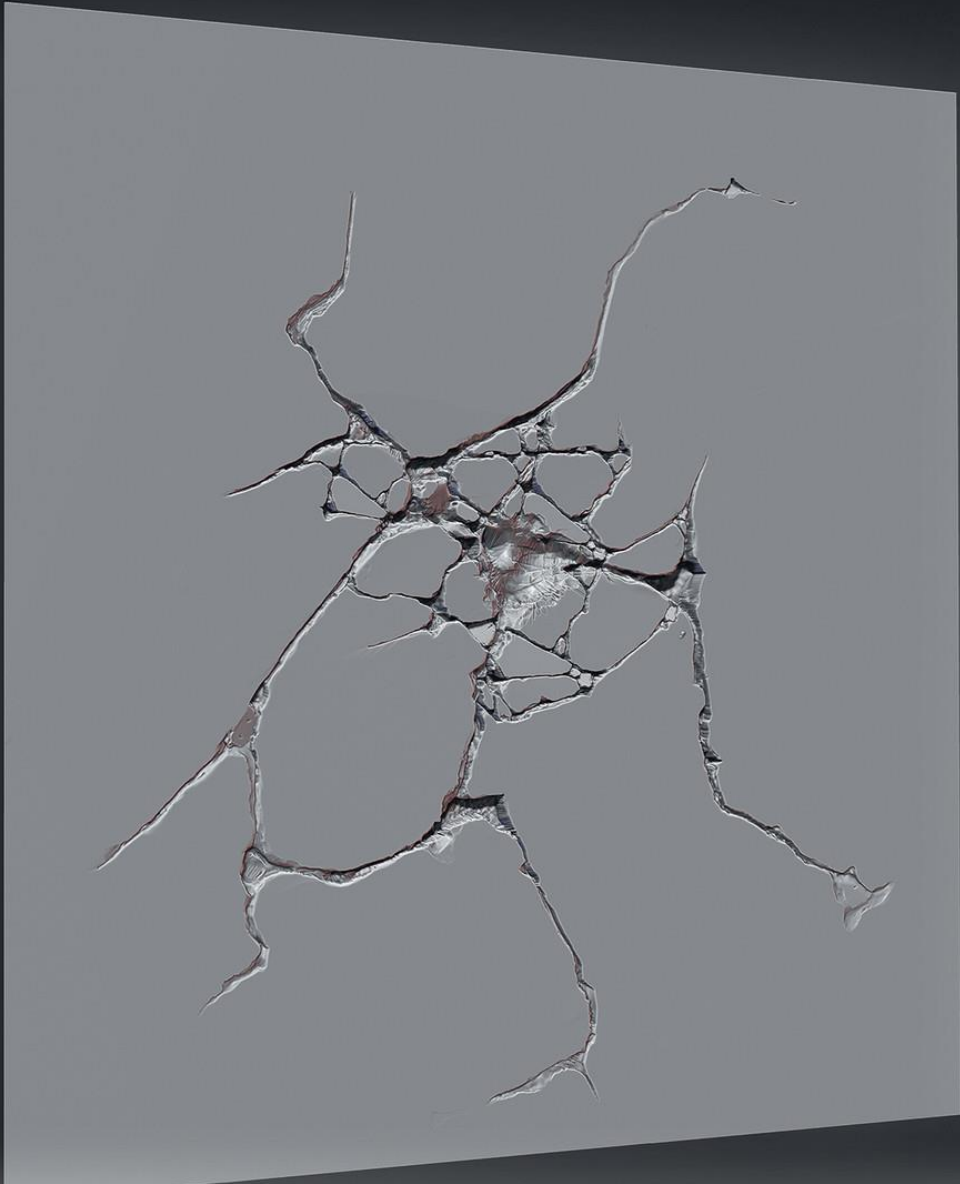
-Scott Homer Senior Environment Artist @Epic Games inc-



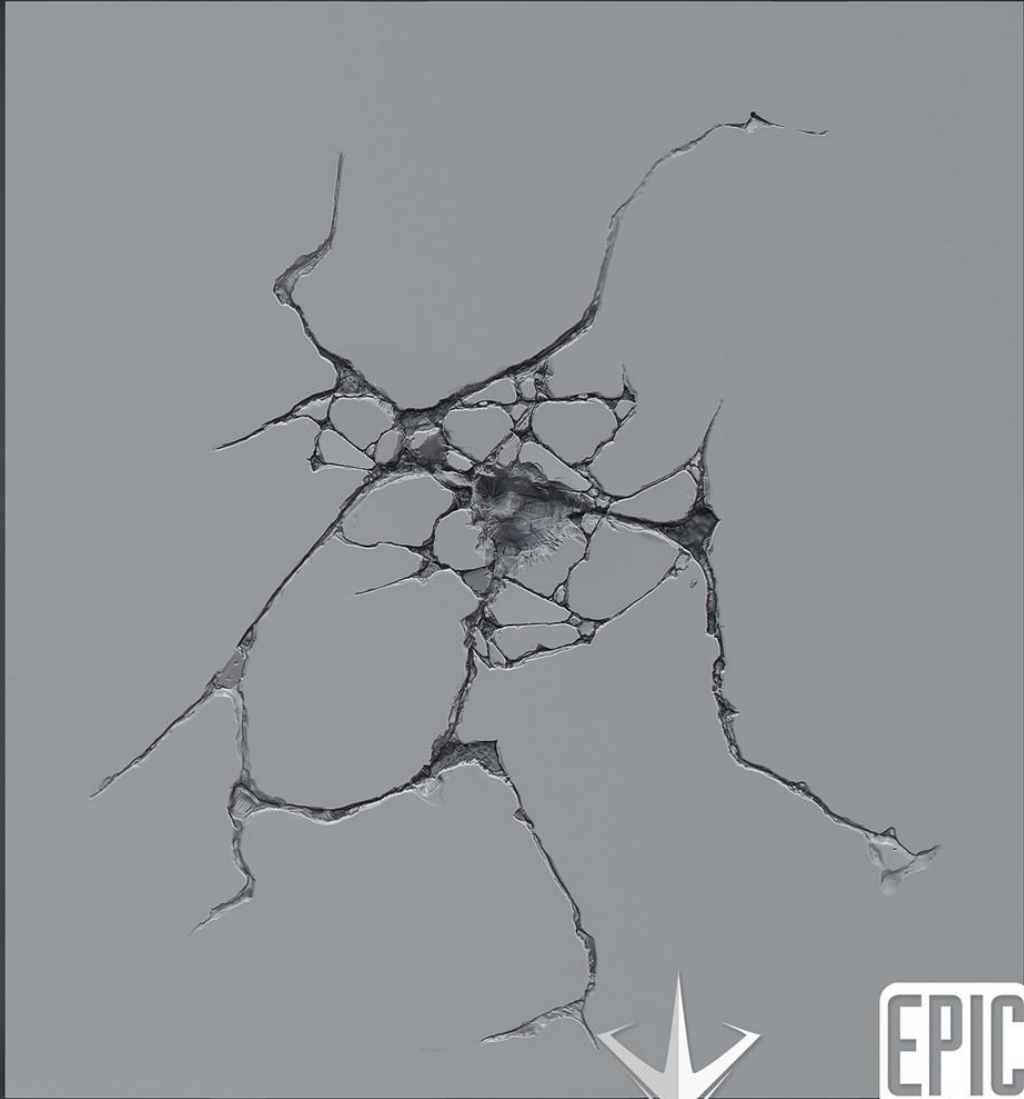
Scott Homer **PRO**
Senior Environment Artist @ Epic Games inc
Raleigh, United States of America
scotthomer.artstation.com
4,240 Followers 8,584 Likes 152,409 Views

- Other Map Credits (In no order)
- Kevin Johnstone - Environment Art
 - Paul Mader - Environment Art/Meshing
 - Pat Jones - Level Design/Meshing/Lead Environment Artist
 - Jordan Walker - Lead Artist
 - Chris Perna - Art Director
 - Adam Wood - Concept Art
 - Zak Foreman - Concept Art
 - Shane Pierce - Concept Art
 - Ryan Brucks - Shaders/Technical Art
 - Eric Terry - Texture Art
 - Kim Libreri - Technical Director





SCOTTHOMER.CO.UK // GROUND IMPACT DECAL

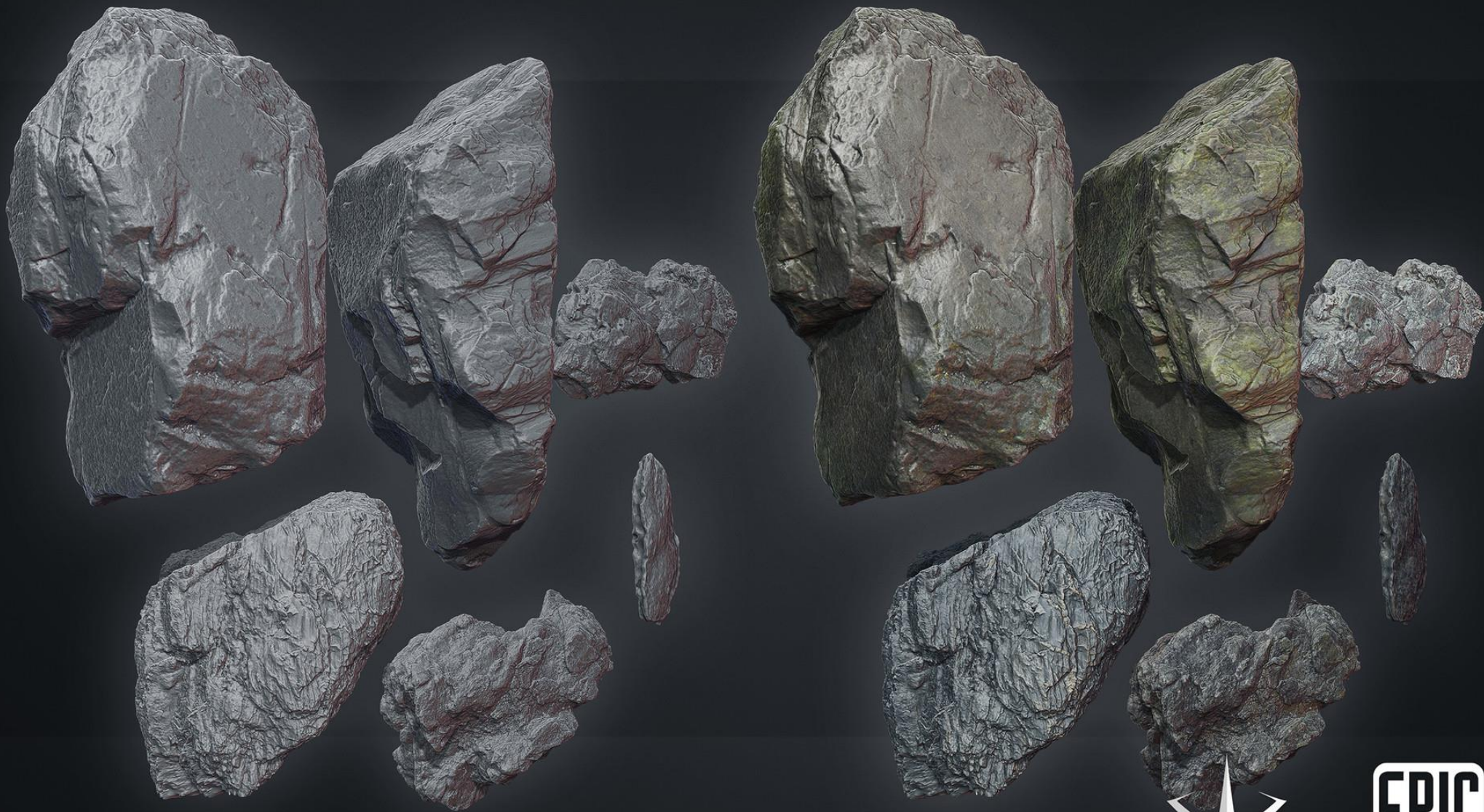


ART DIRECTOR // CHRIS PERNA



P A R A G O N





SCOTTHOMER.CO.UK // ROCK MESHES (BASED ON SCAN DATA)

ORIGINAL SCANS // FRANCOIS ANTOINE ART DIRECTOR // CHRIS PERNA

P A R A G O N

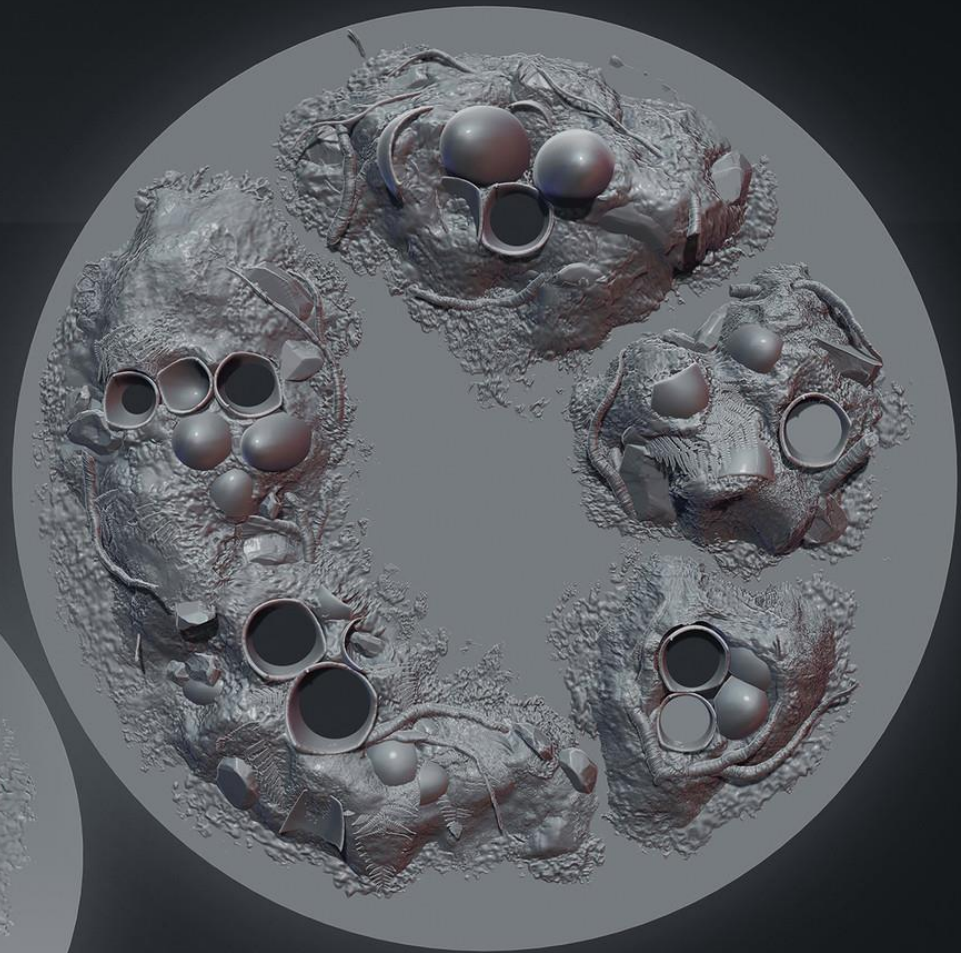




SCOTTHOMER.CO.UK // ROCK MESHES (BASED ON SCAN DATA) LOWPOLY

ORIGINAL SCANS // FRANCOIS ANTOINE ART DIRECTOR // CHRIS PERNA

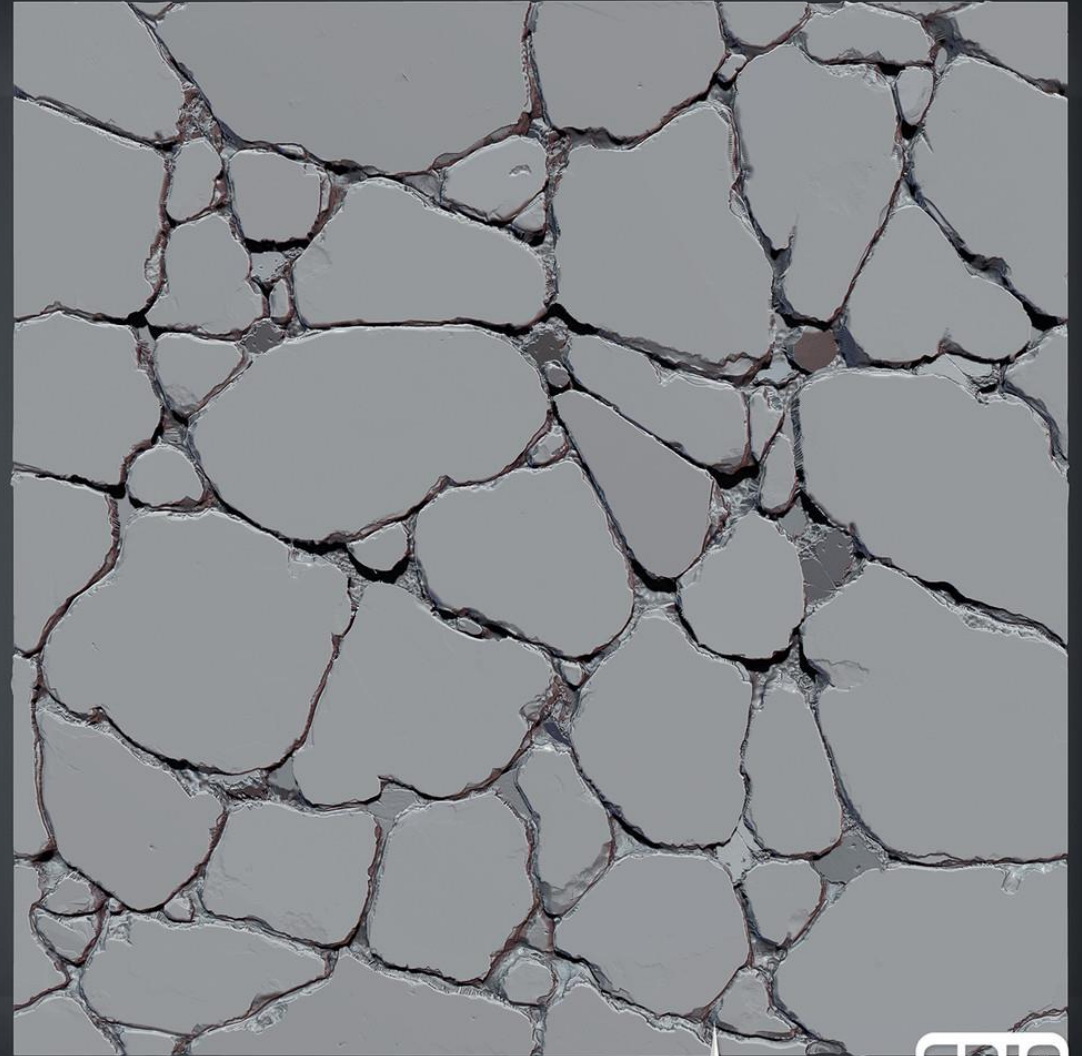
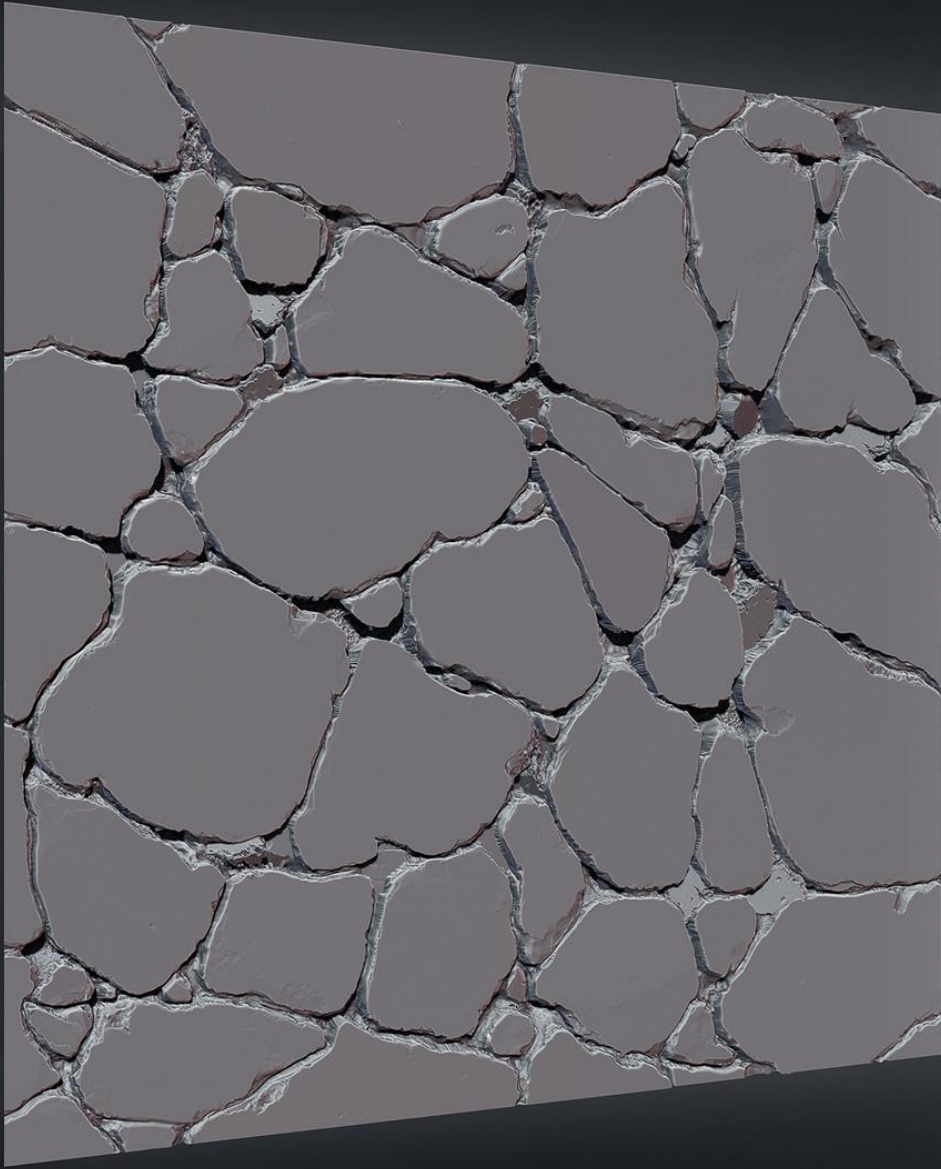




SCOTTHOMER.CO.UK // AGORA BUFF NEST HIGHPOLY

TWIGS + FERNS // PAUL MADER ART DIRECTOR // CHRIS PERNA





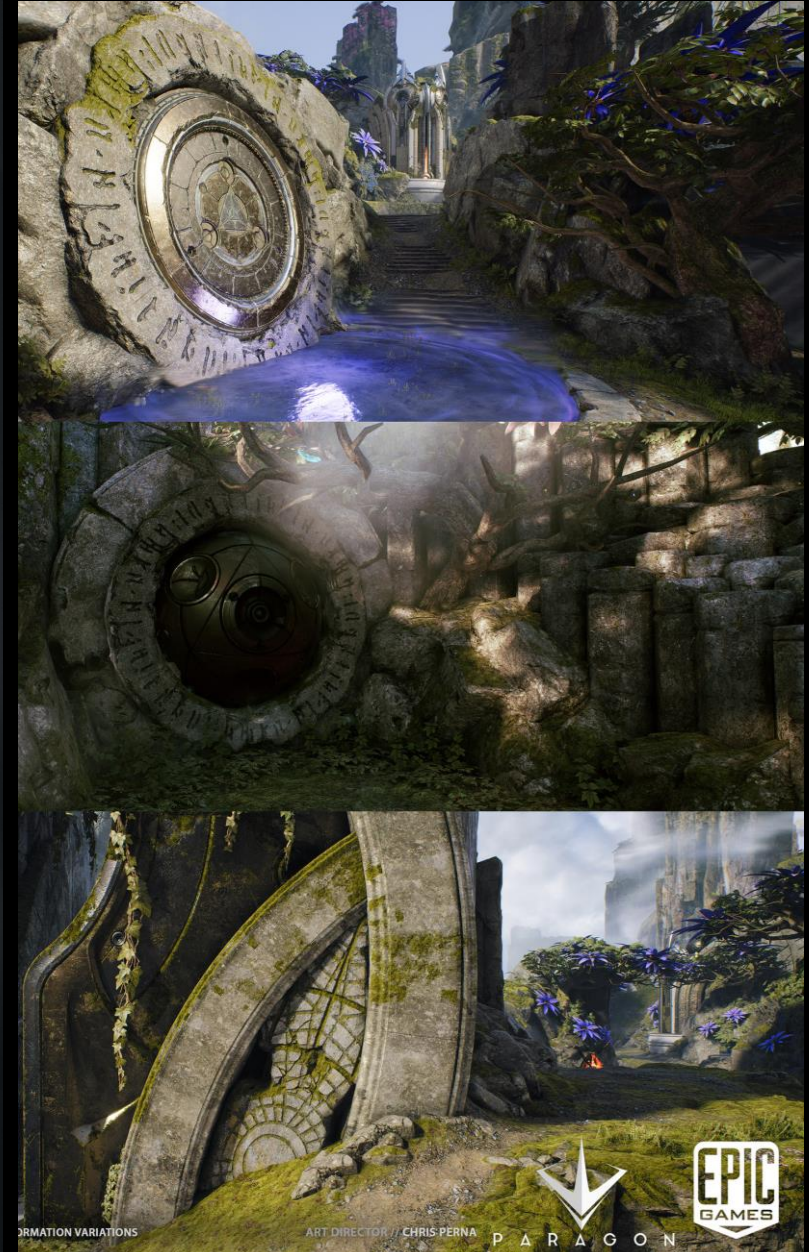
SCOTTOMER.CO.UK // TILING BROKEN MARBLE

ART DIRECTOR // CHRIS PERNA

P A R A G O N



Some of the organic rock elements created for these levels, most were built with 60fps and modularity/reuse in mind. Rocks originally created by Rick Kohler for use in Unreal Tournament.





SCOTTHOMER.CO.UK // AGORA CORE BASE HIGHPOLY

PYRAMID // STEVE DIETZ CONCEPT ART // SHANE PIERCE ART DIRECTOR // CHRIS PERNA

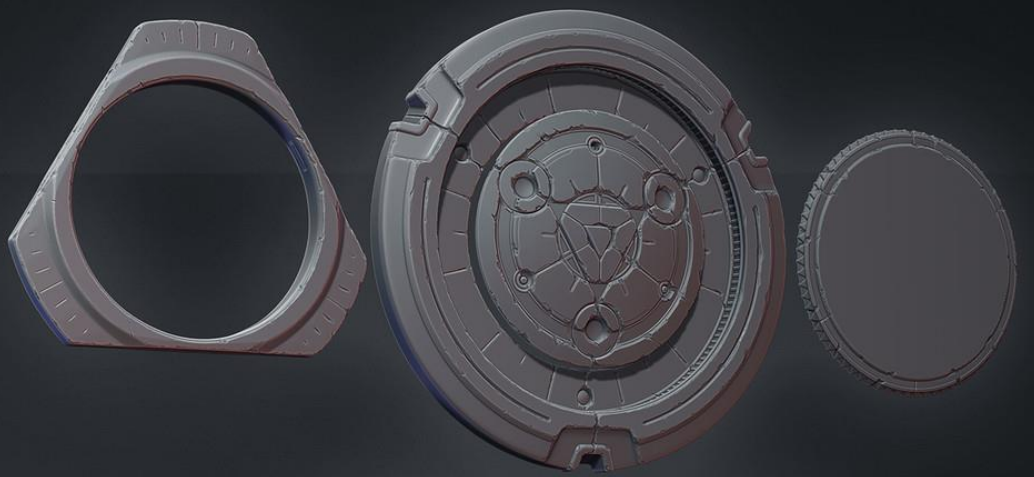




SCOTTHOMER.CO.UK // AGORA CORE BASE LOWPOLY

CONCEPT ART // SHANE PIERCE ART DIRECTOR // CHRIS PERNA P A R A G O N





SCOTTHOMER.CO.UK // MODULAR STRIPS HIGHPOLY (METAL)

CONCEPT // SHANE PIERCE ART DIRECTOR // CHRIS PERNA

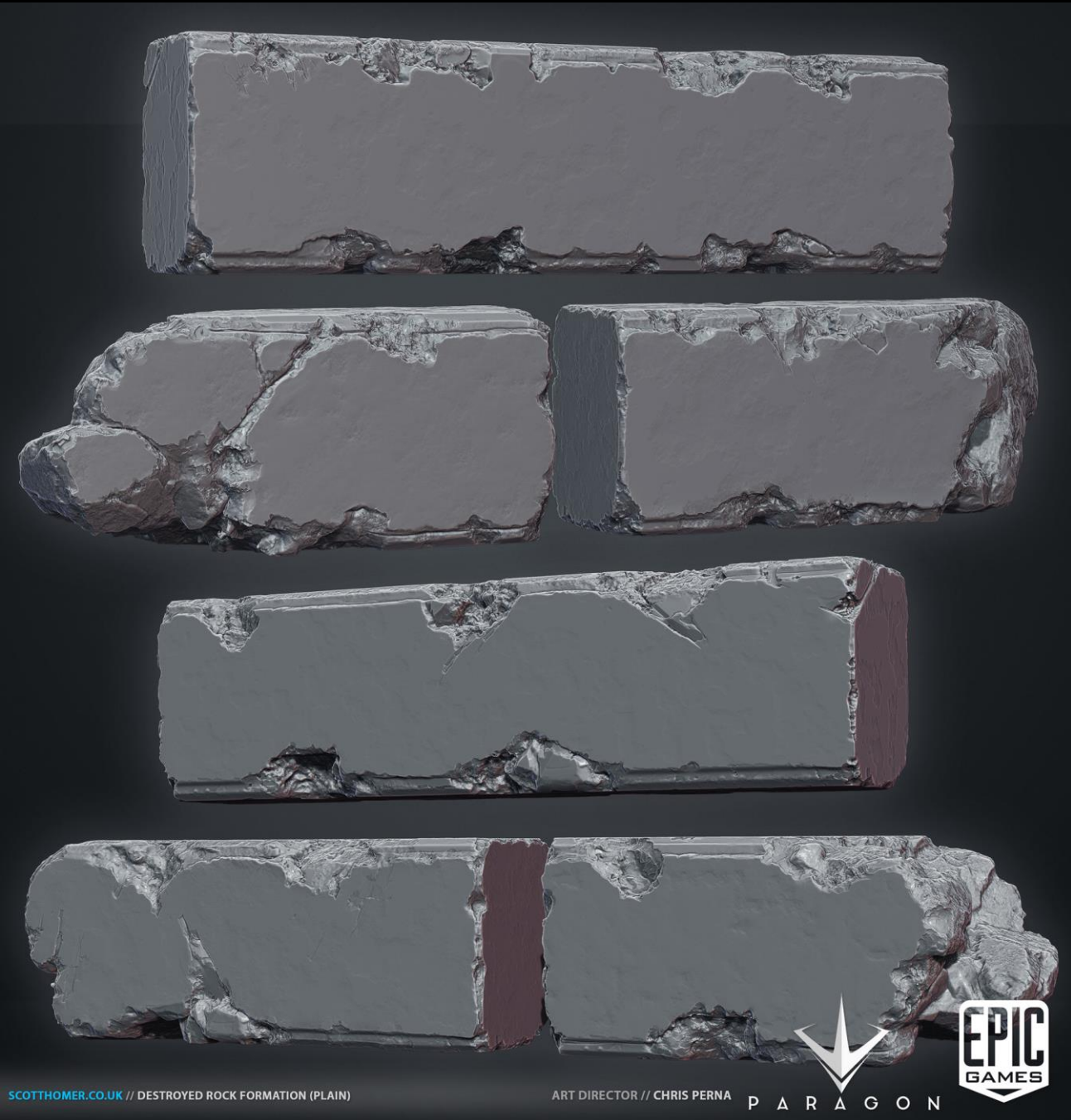




SCOTTHOMER.CO.UK // DESTROYED RUNIC ROCK FORMATION

ART DIRECTOR // CHRIS PERNA





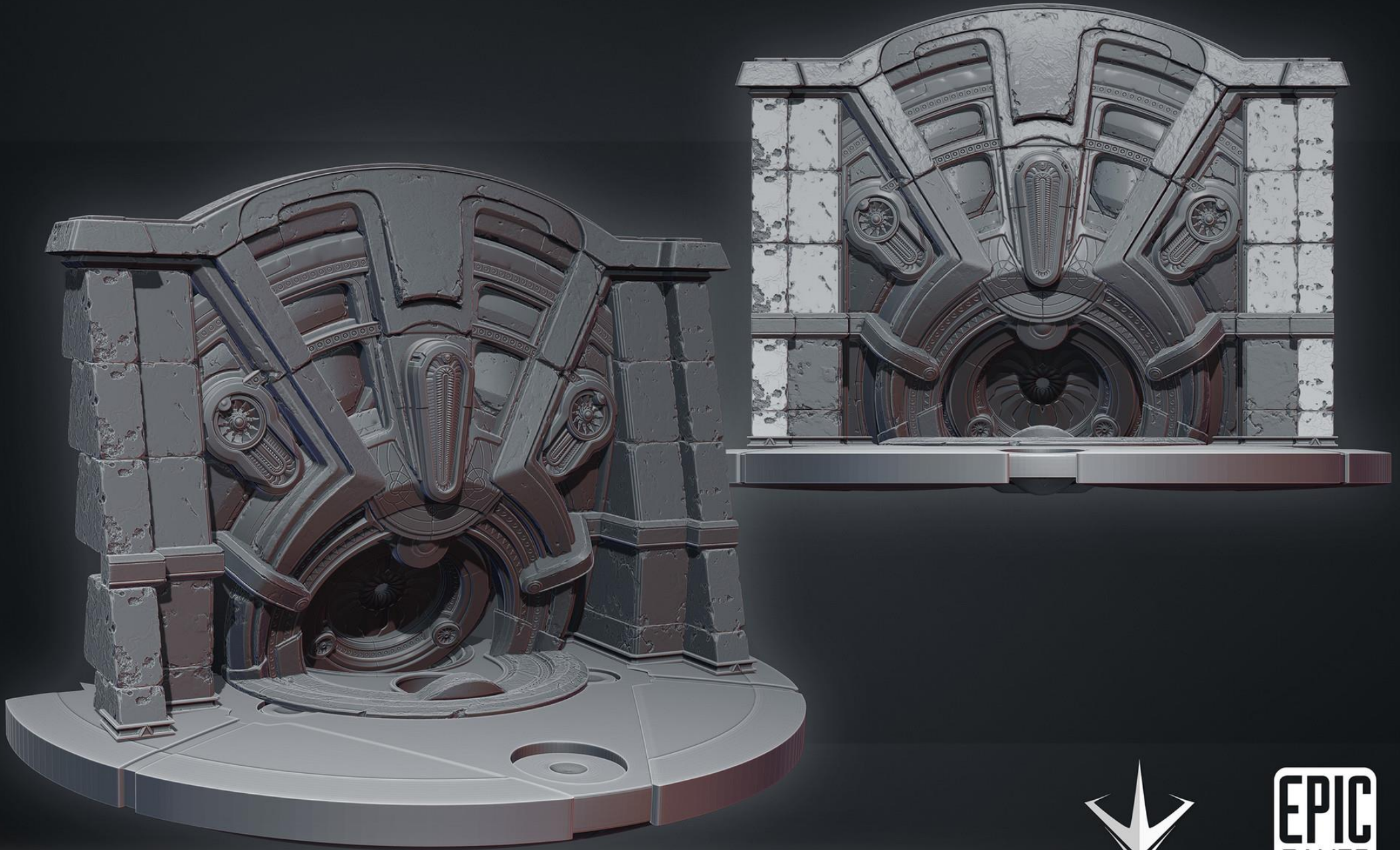
Some of the Hard Surface gameplay elements created for these levels.



SCOTTHOMER.CO.UK // AGORA SPAWN LOWPOLY

CONCEPT ART // SHANE PIERCE ART DIRECTOR // CHRIS PERNA P A R A G O N





SCOTTHOMER.CO.UK // AGORA SPAWN PORTAL HIGHPOLY

CONCEPT ART // ZAK FOREMAN ART DIRECTOR // CHRIS PERNA



P A R A G O N



SCOTTHOMER.CO.UK // AGORA TURRET/INHIBITOR LOWPOLY

CONCEPT ART // SHANE PIERCE ART DIRECTOR // CHRIS PERNA P A R A G O N

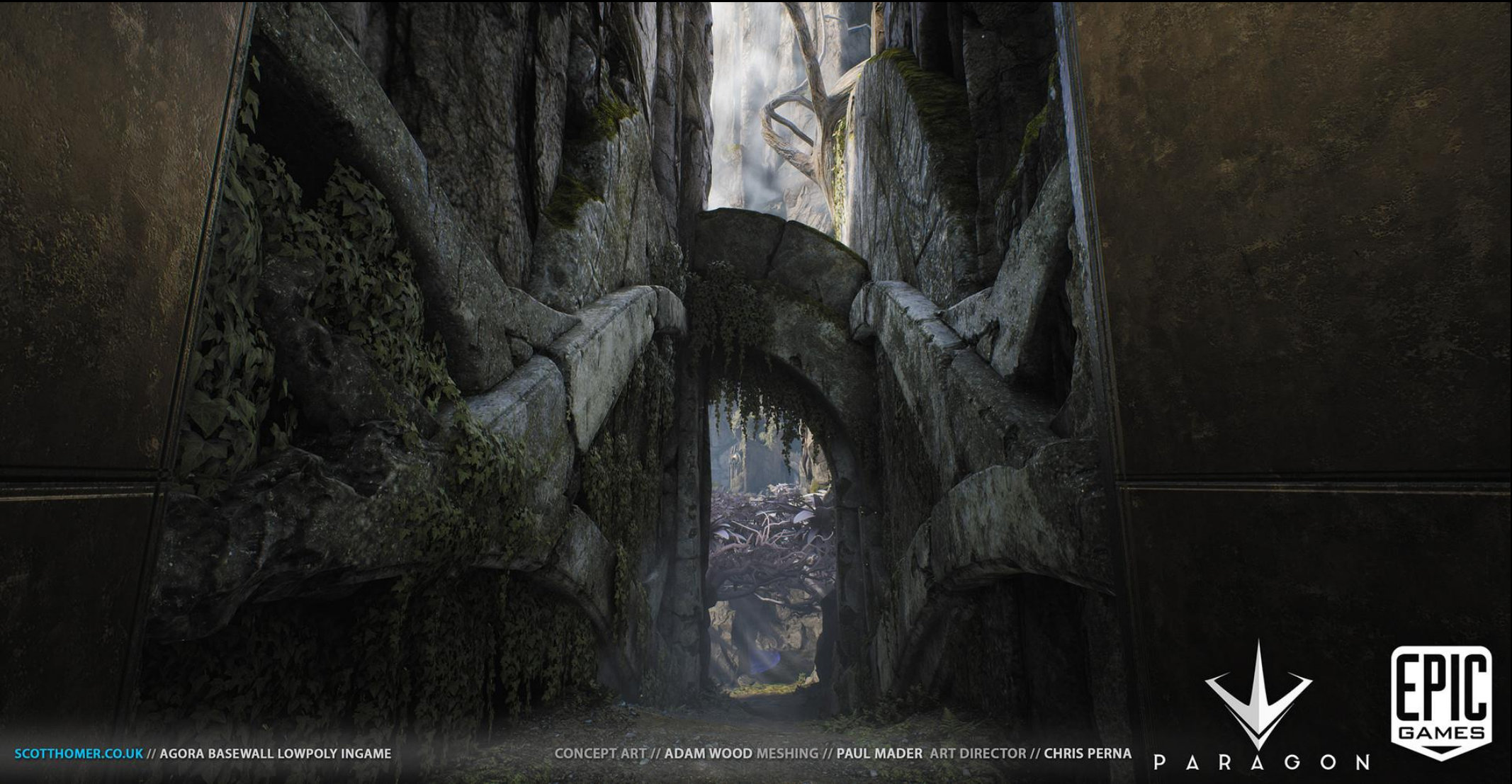




SCOTTHOMER.CO.UK // AGORA BASEWALL LOWPOLY INGAME

CONCEPT ART // ADAM WOOD ART DIRECTOR // CHRIS PERNA





SCOTTHOMER.CO.UK // AGORA BASEWALL LOWPOLY INGAME

CONCEPT ART // ADAM WOOD MESHING // PAUL MADER ART DIRECTOR // CHRIS PERNA



P A R A G O N





SCOTTTHOMER.CO.UK // AGORA BASEWALL LOWPOLY INGAME

TEXTURING/RELIEF-DETAILS // ERIC TERRY ART DIRECTOR // CHRIS PERNA
CONCEPT-ART // ADAM WOOD P A R A G O N





For the Scan based assets, Scott reused elements from the 'Unreal Engine Kite' demo that had been originally captured by Francois Antoine and his team, modifying them to use in Paragon.

In a number of these pieces Scott included 'kitbashed' highpoly elements created and shared by both Scott and his teammate Kevin Johnstone, this helped ensure that their work looked and felt very similar.

Monolith

Tutorial Map

Heroes

UI Design

Special Events

Tales of Agora

-Work in Progress-