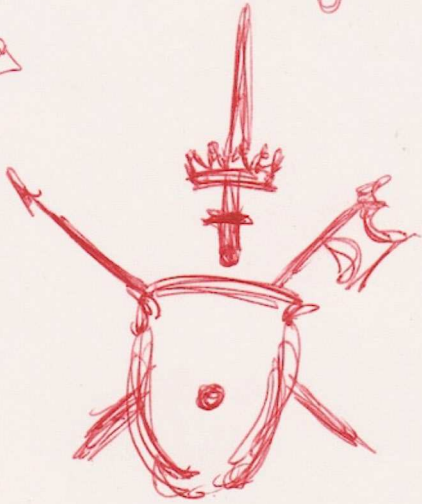


Forgotten Tales of

OSTROCO

The Beginning



Paul Ostroverhy

Forgotten Tales

OSTROCO



The Beginning

Paul Ostroverhy

Forgotten Tales

OSTROCO

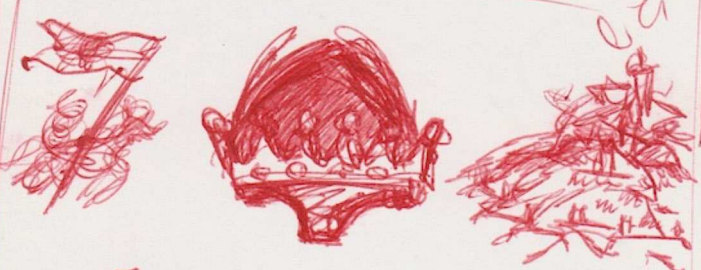


Myths and Legends
of the
Uniting

Paul Ostroverhy

Forgotten Tales
of

OSTROCO

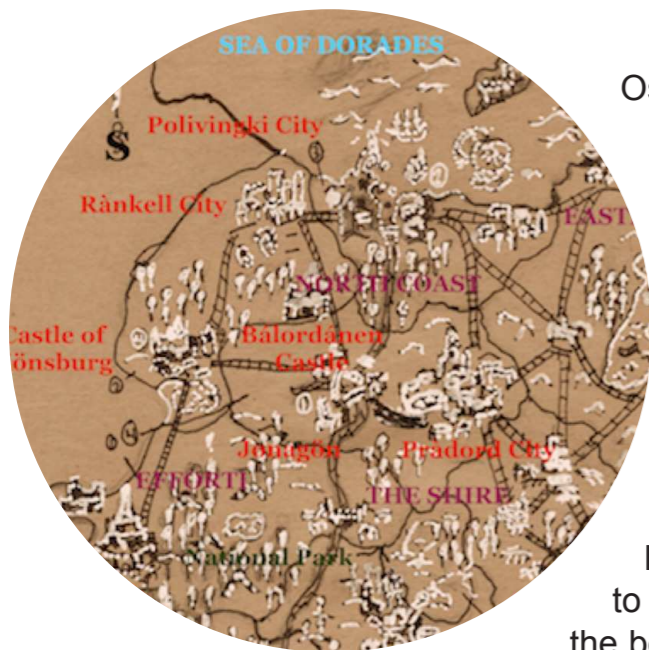


THE BEGINNING

Paul Ostroverhy

Project Synopsis

The Magic World of Ostroco



Ostroco was first thought of when I was ten years old whilst on holiday in the French Riviera. It soon became a passion of mine which continues to this day. At the time, I dedicated myself to slowly building a world filled with its own flags, heraldry, topography, uniforms, finances, history and a lot of other things too. So much of what was in my head was hard to jot down yet I still managed to somehow represent, albeit not in the best of artistic manners at times as I

would have wished, some ideas on paper. It is essentially a distinct world where I was able to put down all sorts of ideas of how the ideal world as I envisioned it would be, a world which at the time was naïve, beautiful and where everybody seemed to carry swords as if they were left-handed. I am very excited to come back to this project for my Fine Art GCSE component number 1 final response. Now that I have also written a few stories and a poem à la Jabberwocky on Ostroco back in 2020, I decided to retake this unfinished project and create a final, hopefully well-illustrated children's book. By no longer being a 10 years old boy and now having more experience in drawing and other artistic techniques, creating an illustrated children's book on my childhood world only fills me with enthusiasm for what is to come.

LONG LOST LEGENDS AND FORGOTTEN TALES OF OSTROCO

BY PAUL OSTROVERHY

A CHILDREN'S BOOK FOR KIDS AGED

7-12

ARTISTIC RESEARCH

THE WORK IN PROGRESS PORTFOLIO OF CHAPTER ONE

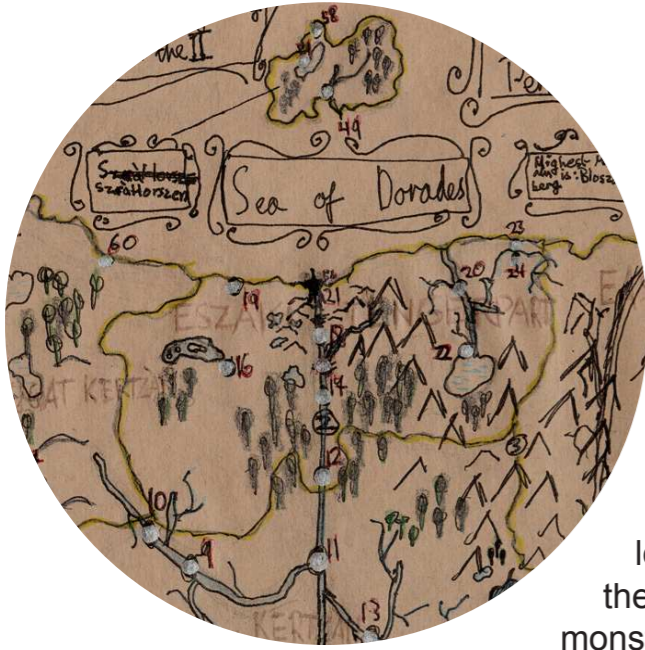
MY FINAL RESPONSE
FOR COMPONANT No 1, PERSONAL PORTFOLIO

FINE ART GCSE, OCR EXAM BOARD
STOWE SCHOOL

2024

Prakl and Urszag

Summary of the first Chapter



The foundation of Praklow, Ostroco's capital, is recounted in the legendary tale of Prakl and Urszag. The story recounts how a lone, nomadic Ostrokan warrior by the name of Prakl defeated a frightful monster that had been terrorising the upper Takolodar valleys. Along with his companion Urszag, the strong Gwynsaran creature, Prakl ventures into these parts of Ostroco where he helps rescue three, bearded merchants from an ambush by frightful creatures. In return to his service, the merchants offer Prakl an ancient, magical sword that has the ability to slice through anything it strikes. Equipped with such arms, Prakl, after a meeting with a mountain druid, goes on to battle the beast. With unequalled prowess, Prakl defeats the beast, paving the way for the foundation of Praklow, named in his honour. The valley in which the beast was occupying was a rich and fertile land, surrounded by wooded hills and the river Takolodar running right through it, and once the monster was gone the people were able to come back to the valley and cultivate it.



Birds

Eagle: can talk like in the rabbit
Winged-Stags: can talk
Phoenix: can talk
Hawks: can talk
Jabbers: can talk
Wrens: can talk. Good as messenger birds of prey.
Fairies: tiny, tiny, can live in flowers, they
the shepherd of bees and vegetable-collectors
live in flowers there are also...
River Fairies: live in water
Dragons: live in mountains and areas
Porpoise: can talk. Can't remember what it is.

Ostakim Creatures

Sea

Merpeople:
Sea-Spirits:
Sea-Serpent: (one named the Kinokuestsrenon)
Sea-house: can talk, used as houses for sea-people. Some houses
with the coasts & streams.
Sea-dweller: (look like a bit like humans, but amongst the
oceans) (look like a bit like humans, but amongst the
oceans)
Zonze/gon: a creature like a bat but some of
a body are. Has long arms and legs.
Ferdsmöwen: a kind of daphnia, very
fast. can talk
Porpoise: can talk
Sea-Dragons: live in the sea, quite
rare. One was in the island of Skatlonren,
and another in area of the coast of Skatlonren.
Liked by a saint. One called (the great saint)
Porsen.

Ostakim Creatures

Forgotten Tales of Ostro

Ginsendon

997-B
1006-1060.0
1020-1184
1207-1217
1st Canon
2nd Canon
1236
1274
Explaining 1260-1350

Forgotten Tales of Ostro
Haven
Beginning (Pinn. Kibung, Skatlonren)
Uitend (Tales)
84 years from
Ginsendon
Explaining 1330-1380

Garsidon
Janopiz

Ostro Series Forgotten Tales of Ostro

The Beginning

I had found "The Beginning" & two...
quintessential kingdoms. Brief... two sovereigns
and the description of one they were rivals. One
day, when the son of the one of the
men to be met by the nine Fetholden,
Euthin was speaking for sovereigns) with
commanders, when he saw in the distance
across the waters, a unique vessel
with golden trim. The prince Fetholch
was the only son of the king (of
Trolorsz) had the other they with
cross the river, and he was stubborn
about it. They crossed the river and
these they (the commanders) were
used with lines

Ostakim Creatures

Mermaid: can talk. Can't remember what it is.
shank-humans
Fawns: Good at jumping. Mermaid live in the mountains
Dwarves: good at mining and farming. Very strong
Exaltation: live in the mountains. Good at poi and dancing
Centaur: like centaurs
Gnomes: live in woods, valleys, and mountains. making remedies
Puck: a little man (like a dwarf) lives a lot of mischief
Giants: live in the mountains
Nature gods: (gods of mountains, rivers, lakes, spirits)
Spirit Angel: good guardians to mountains and nature
Wild Men: quite tall (6'6"), very hairy
Amirags (like Boon) with, can transform into a limited amount
of multiple of animals.
Wood-Dwarves: like Tame Bambi
Mountain-Dwarves: live in mountains and live like rabbits
Druid - elves: a bit like rabbits, live in woods.
Goblins: Wicked, Envy the mountain dwarves
Fauns: live in woods and meadows. Stupid

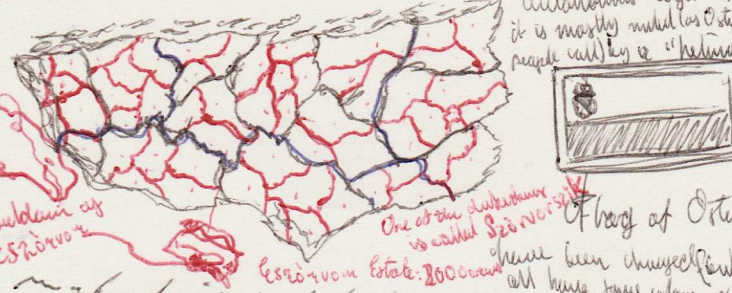
Ostakim Peerage System

King/Queen: Rule the country
Prince & Crown Prince: the heir to the throne, child
of the monarch. Chief of the country: chief of the church.
Duke/Duchess: they are mostly part of the royal family
and they have their own dukedoms.
Marquis-like / Governor-General: govern the Ostakim
"counties." They are the majority are not part of the royal
family, but mistreated.
Platinum-like / Chief: A person who governs the autonomous
regions. Eg. the chief of the rabbit/hallivospian people.
Count/Earl: They can have dukedoms and are
mistreated.
Baron/Baroness: Have estates and titles in exchange for
services. They are like European knights.
Viscount/Viscountess: live in the mountains. mostly people;
mostly people and mages.
Knight/Pam:
Centaur/Roady: A respectful person. They have a little bit like

Ostakim Creatures

Land: Wolves: can talk. Jump high.
Bronna: Stags with golden "horns"
Moon-hound: like hound of Baskerville but bigger
and wilder. Moon-hounds are also called night-hounds
Beau: can talk. Good at farming. because they only appear at night
Boon: can talk a very good companion of dwarves, they
are but one, used when needed as houses for dwarves.
They are equals.
Goat: Can talk. Can jump very high, here
mountains. Alps mythical creature, one leg longer,
and small, mainly in mountains.
Unicorn: live in mountains. Rare. One who sees it has
good luck.
Winged-Stags:
Mammals like elephants: legs having live in mountains adapted
to the mountain climate than normal ones.
Dragon: tail-spirit of woods. Talking animals.
Squirrel: bigger (can talk)
Oxen: moles rabbit Porcon
Beaver: Porcupine yulaval.
Badger:
PS: All animals can talk like other and some are bigger

Count Earl of Esronon: Maximilian von Simon Norist
Where there are autonomous regions, it is mostly ruled by Ostakim people called by "barons".



One of the dukedoms is called Skatlonren. There have been dukedoms all these time when just ship = boundaries of dukedoms. 12 dukedoms each with member. = military regions
govern by a marquis-like sort of person, a bit like a governor-general. They are ruled by aristocrats although some are not (quite scarce) there are 56 of them alone, but I think there may be less, from 40-50, that would be ideal.

In each of the "counties" there are same dukedoms estate, although all the land are NOT divided by dukedoms. Just some land are dukedoms, with a few villages and farms in it. (anonymously Zillhagen)

Art Historic References of Illustrative Miniatures

Persian Manuscripts
Russian Palekh
Japanese Woodcuts
Irish Medieval Codexes



For my main illustration, which in reality is the model for all other illustrations, I was primarily inspired by 16th century Safavid art. Having a book on Persian art from the Safavid era, I looked at several paintings and was inspired by the decorative elements in its paintings, such as the golden sky and the intricate way in which the flowered wall of the palace was drawn. I do not envision my illustration to be done in a realistic way, but on the other hand I opted for a longer and more tedious process in which I would fill several spaces with different patterns that would create an overall picture. I was also inspired by Japanese woodcuts, specifically Ukiyo-e woodcuts representing scenes from Japanese Mythology, which gave a similar magical ambiance to what I envisioned for Ostroco. Russian Palekh miniatures, Irish medieval codexes and lastly Duerer's etchings and woodcuts were also sources of art historical references.



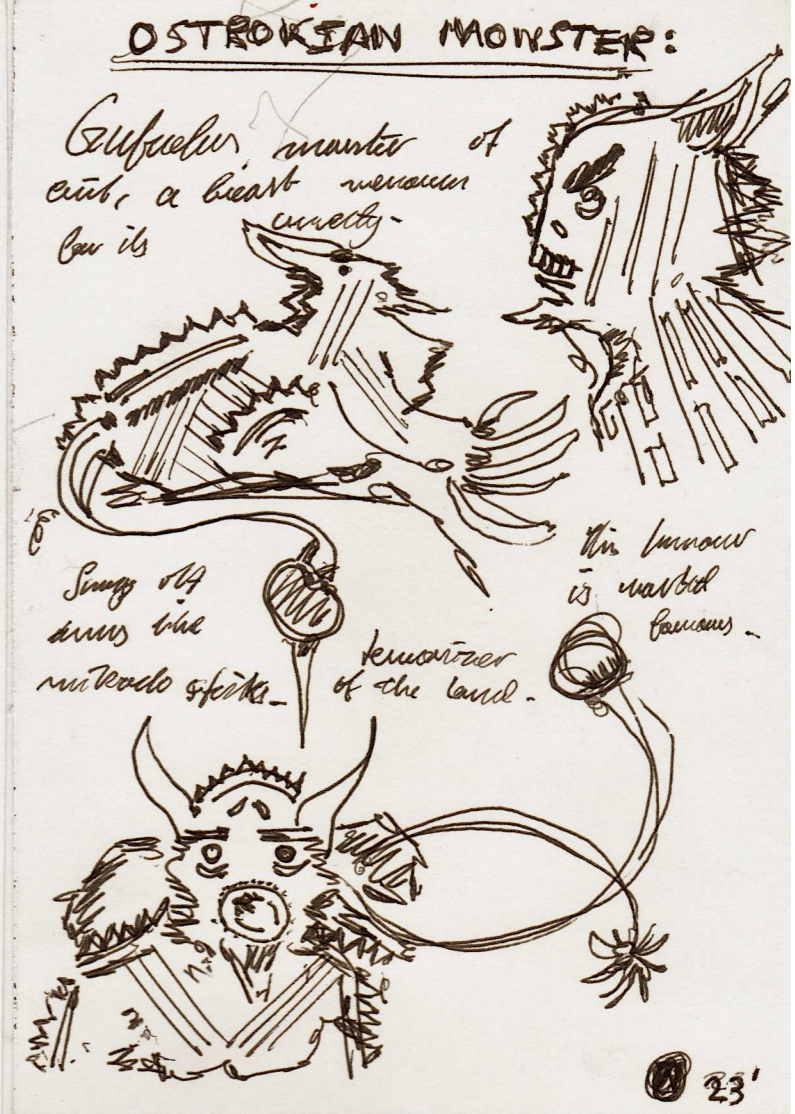
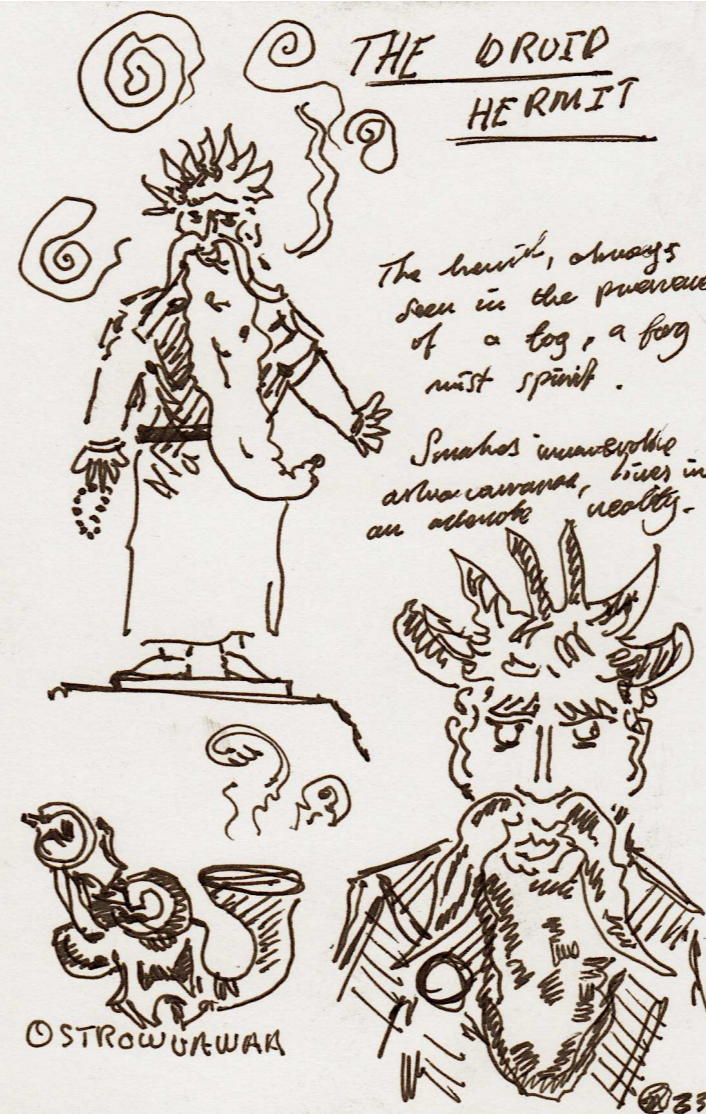
Chapter 1

Character studies:

- Warriors
- Creatures
- Druids
- Monsters



Character studies were rather simple in the sense that I already had a rather defined visual picture in my head which only needed a few ink sketches on A6 paper to be shared with other people. The main character studies were those of the merchants, which in the story are called boyars and look similar to the actual boyars from history: big, bearded, rosy-cheeked men with caftans of flaming colours, large boots and tall, black hats. Praki was the model of an Ostrokian warrior, sporting a magnificent, bristling, black moustache, with silver armour, sabre, long green cape and other details creating an overall picture of a valiant, noble and dignified warrior, defying all odds to vanquish the powers of evil. What was harder were the sketches for non-humans, such as Urszag and the monster, but nonetheless it was necessary and helpful too in the end.



Illustrators who inspired me:

Aubrey Beardsley
Ivan Bilibin
Walter Crane
Gennady Spirin



For my illustration I was inspired by the works of Ivan Bilibin, an artist that mainly produced coloured illustrations for Russian folk tales that most often or not depicted some mythical creatures and other magical beings. When I thought of a child book illustration covering the topic of magical fairy tales I immediately thought of Bilibin, although Gennady Spirin also came to mind. I have a copy of Chekhov's tales illustrated by Spirin, and looking at some of his illustrations definitely inspired me for Ostroco and made me visualise a little bit better the magical and slightly ethereal ambiance that I want to recreate. Working a lot with ink, Aubrey Beardsley was another artistic source that I turned my attention to, although I did also look at some works by Walter Crane.



Chapter 1

Action storyboard

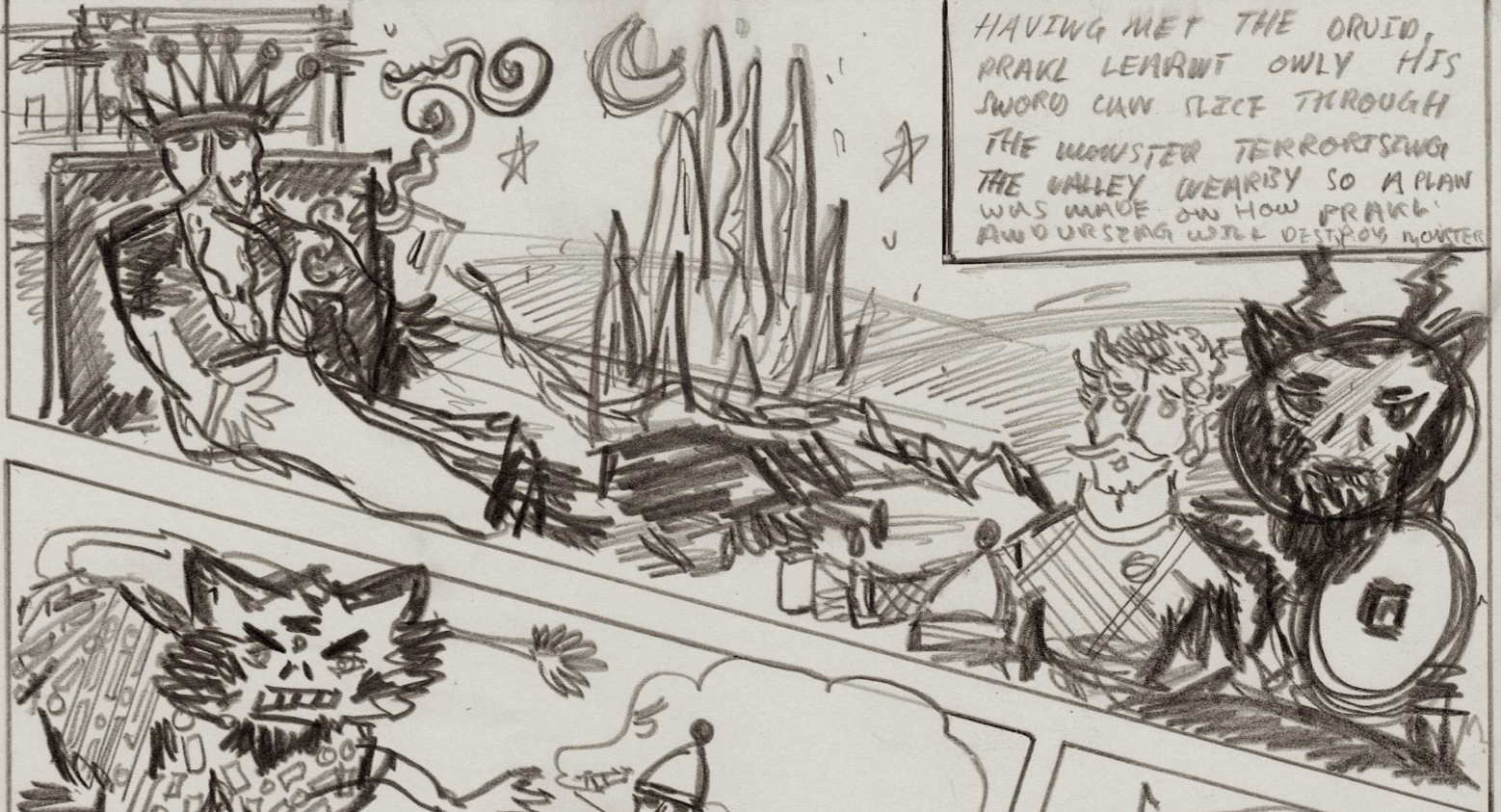


I had a lot of pleasure in creating an action storyboard inspired by my love for Franco-Belgian bande dessinée despite the fact that there was no resemblance between the two. I found that it was both helpful and necessary to have a visual representation of the story for those people who wanted to have a general grasp of the tale without the need to read it. Using A4 paper and faber-castell pencil, I created two pages of storyboard, which was sufficient, with a few texts, to recreate the Pral and Urszag tale into a comics format.





But then: Praki and Ursing come to the rescue, saving the three merchants from death by trolls.



HAVING MET THE DRUID, PRAKI LEARNED ONLY HIS SWORD CAN SLICE THROUGH THE MONSTER TERRORSUCH THE VALLEY WEARISY SO A PLAN WAS MADE ON HOW PRAKI AND URSING WILL DESTROY MONSTER



PRAKI MET THE MONSTER AFTER HIS RESTA, AND ALONG WITH URSING, THE FOG AND THE WATER SPIRIT THEY WAGED BATTLE.



AND THUS VICTORIOUS, PRAKI WAS THE MAN WHO WENT ON TO LIVE ETERNALLY IN OJTRONIAN LEGENDS, A HERO OF GOOD.

AND THEN THE MONSTER FELL DEAD, SLICED BY THE MAGIC SWORD.



Chapter 1

Landscape studies



The Kingdom of Ostroco is a large and multi-faceted world that abounds in diverse climates and landscapes. For the purpose of this one story, I made a few sketches of the landscape in which the characters were to be in, representing the Ostrokian heartland: wild, wooded valleys full of mists, twisting rivers and mountainous areas overlooking a land populated by druids, fishermen, hunters, fairies, spirits, townsfolk and deities alike, a land where all sorts of people live side by side. My landscape studies were mostly hills with a few fortified towns and Ostrokian urban residences.





Chapter 1

Architecture studies



My architecture studies represented traditional Ostrokian architecture: flat-roofed, white stoned, compact residences situated within stone fortifications. I have rather defined, distinct pictures in my head of what Ostrokian architecture looks like, but only for a few instances. What is most often the case is that I only have a vague picture in my mind of how this place of so-and-so looks like, and these A6 ink drawings were there for me to jot down a few ideas of Ostrokian buildings and a few architectural motifs. Despite having some semblance to something definitely pre-modern, vernacular and what I like to think as classical Greek and Islamic architecture, in reality there are still no definite, well-recorded books, texts or drawings of Ostrokian architecture.

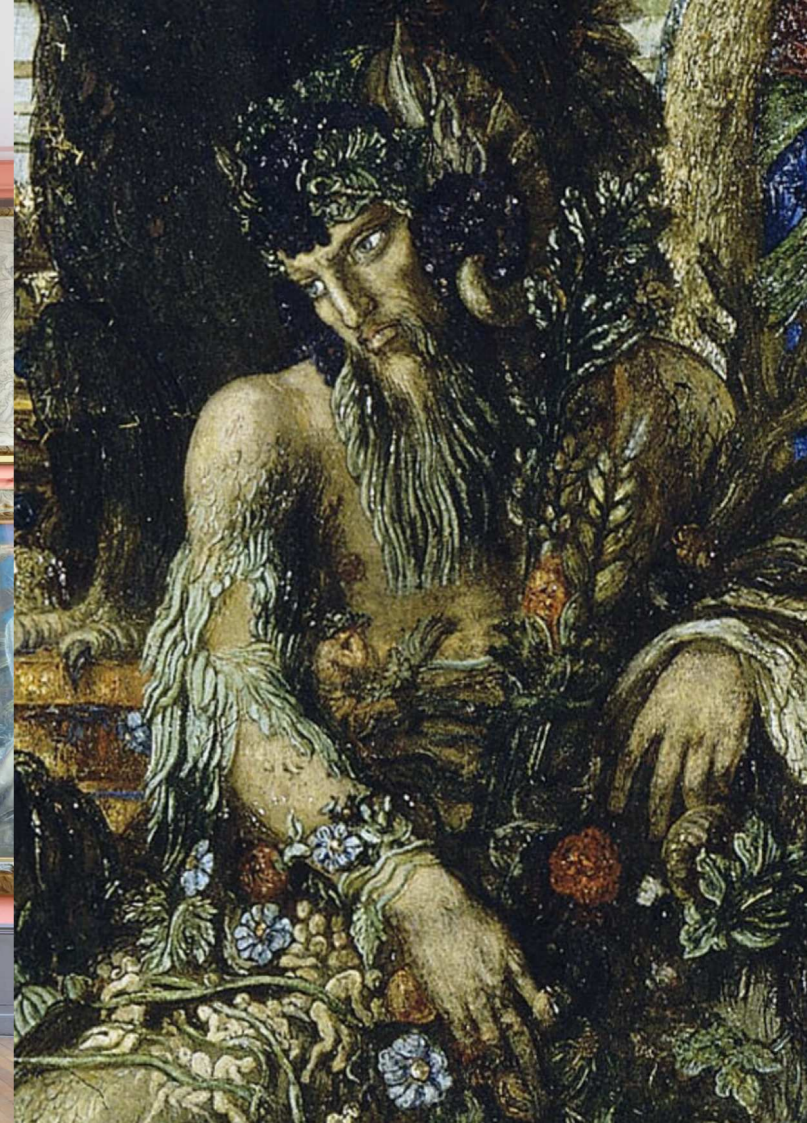
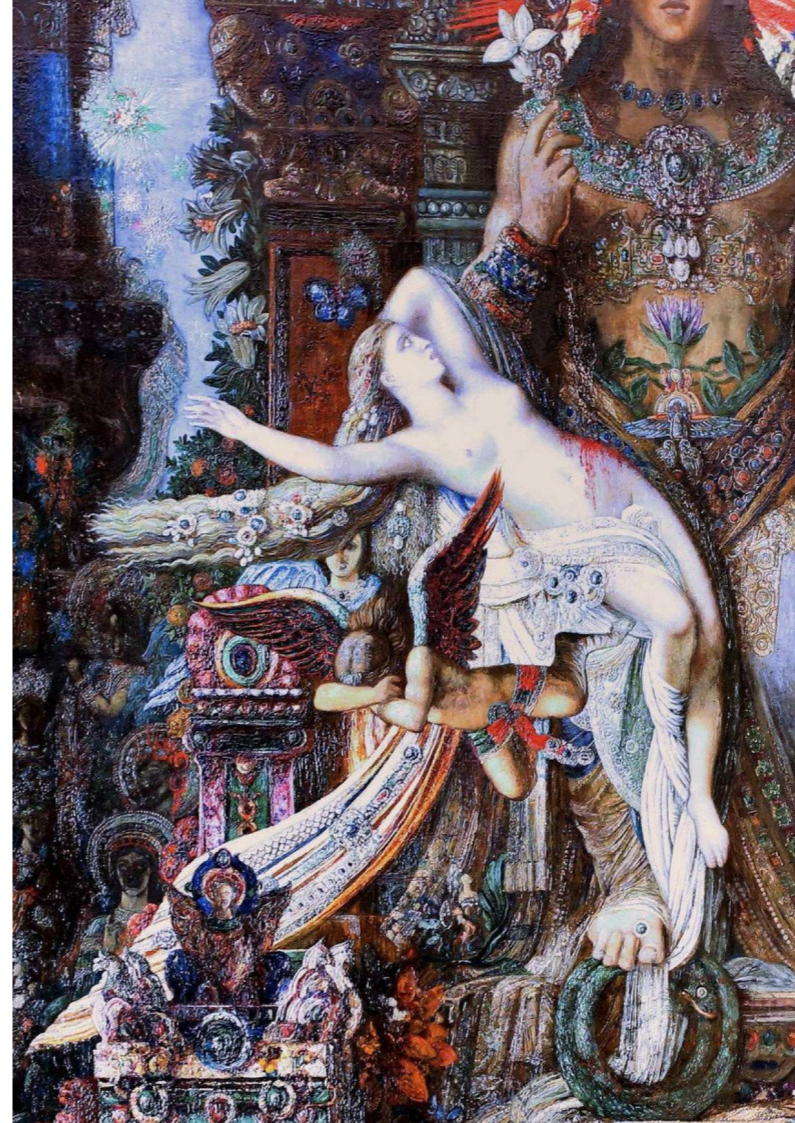


Museum visit

Museum of Gustave Moreau in Paris



Being in Paris during the summer was the perfect opportunity for me to visit the Gustave Moreau Museum. I have always enjoyed visiting a museum in summer and having the time to spend the day there drawing. As such, the Gustave Moreau Museum, situated in a quaint, fin de siècle, house in the 9th arrondissement, was a pleasure to visit. In relation to the Ostroco project, this was a good artistic reference for me too.



Flora and Fauna

Natural and Magical Elements



The Ostrokian climate, specifically the more moderate, central climate situated around the capital Praklow in the Ostrokian heartland, is nonetheless filled with enchanted trees, plants and flowers that can even be inhabited by nymphs and other nature spirits so widespread in the Ostrokian land. I have illustrated a few Ostrokian flowers and several close up scenes from Ostrokian nature, excluding animals, to focus mostly on Ostrokian flora and fauna, drawn with simple decorative patterns to distinguish distinct plants and species.



Artistic tools and Technical experiments

- I. Sketches in pencil, pastel, posca
- II. Drawings using Light box & CAD
- III. Final work in watercolour, gouache, colour pencil



In order to be in the book's medieval spirit, I decided to use the same instruments of the time: water colour, pencil, ink and gouache. I had the chance to use my father's artstudio who had pencils and other artistic tools accumulated for the last twenty five years. It was a pleasure to work in that space and be sure that whatever I do would have a professional effect. For instance, this is how I learnt that the water colour which I was using contains some honey and that a lot of child book illustrators love to taste their brushes because of that. At the very end, I filled this drawing with bright watercolour surfaces which were filled and refined with a very small brush using gouache with white to give it a medieval manuscript effect.



Work on the composition

I. Preparatory sketches

II. Handmade final composition

III. Work on the characters

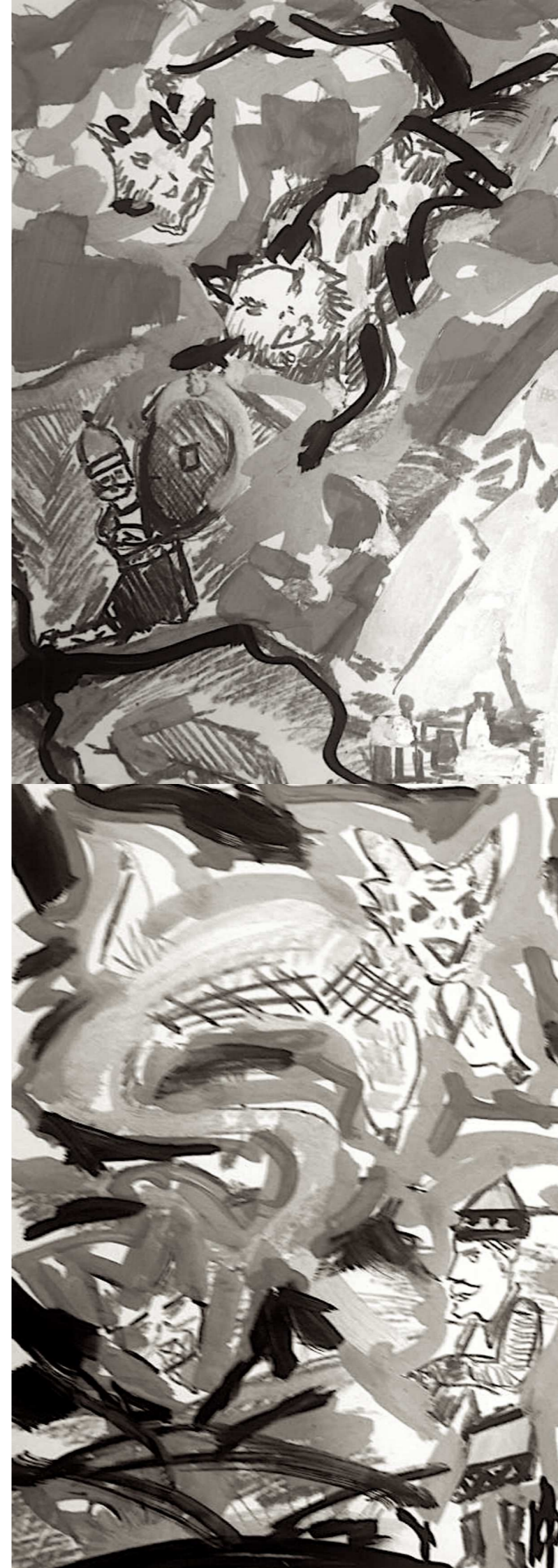
IV. Collage of the final composition using CAD

V. Final pencil, ink and watercolour composition using a light box



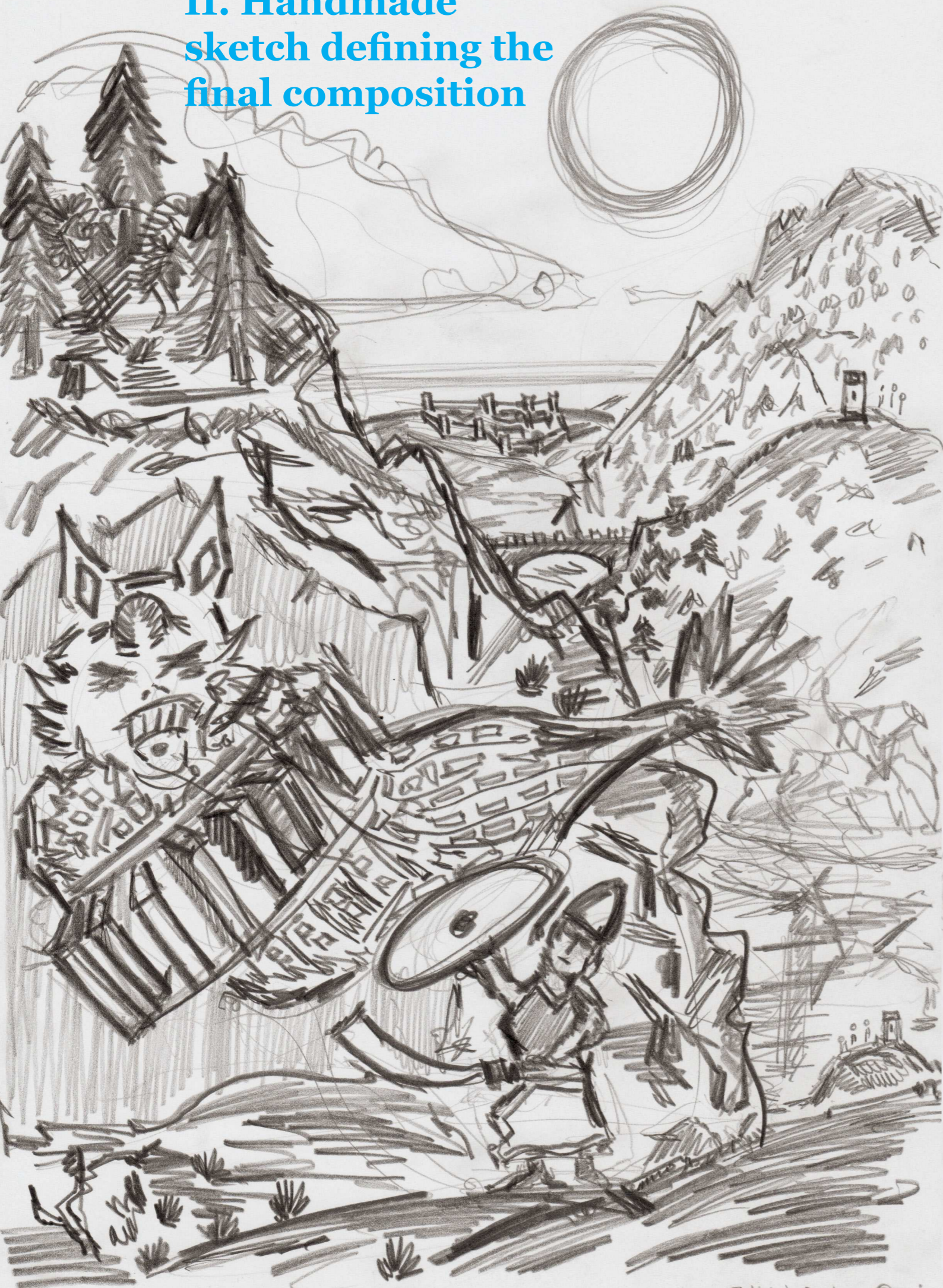
One of the main difficulties of this project, despite creating decorative surfaces as in medieval miniatures, was to create a persuasive, literary and realistic illustration which would be used for the book cover.

First, I used a lot of A5 size mix-media sketches as a visual brainstorming. Then, I chose an A4 size Bristol smooth paper with a very greasy pencil to create a first idea of the composition. As the paper was very smooth, the pencil was almost skating on it, which gave me the freedom to create a very quick and expressionist final effect. After that, I did a collage based on the character studies which was done on the computer using CAD. This image, once printed out, was used as a base on the lightbox to copy it on a watercolour paper which was my final work. During this process I made a slight readjustment and at the very end incorporated the sun in the illustration which had a human figure. It gave the illustration a more magic and iconographic effect.

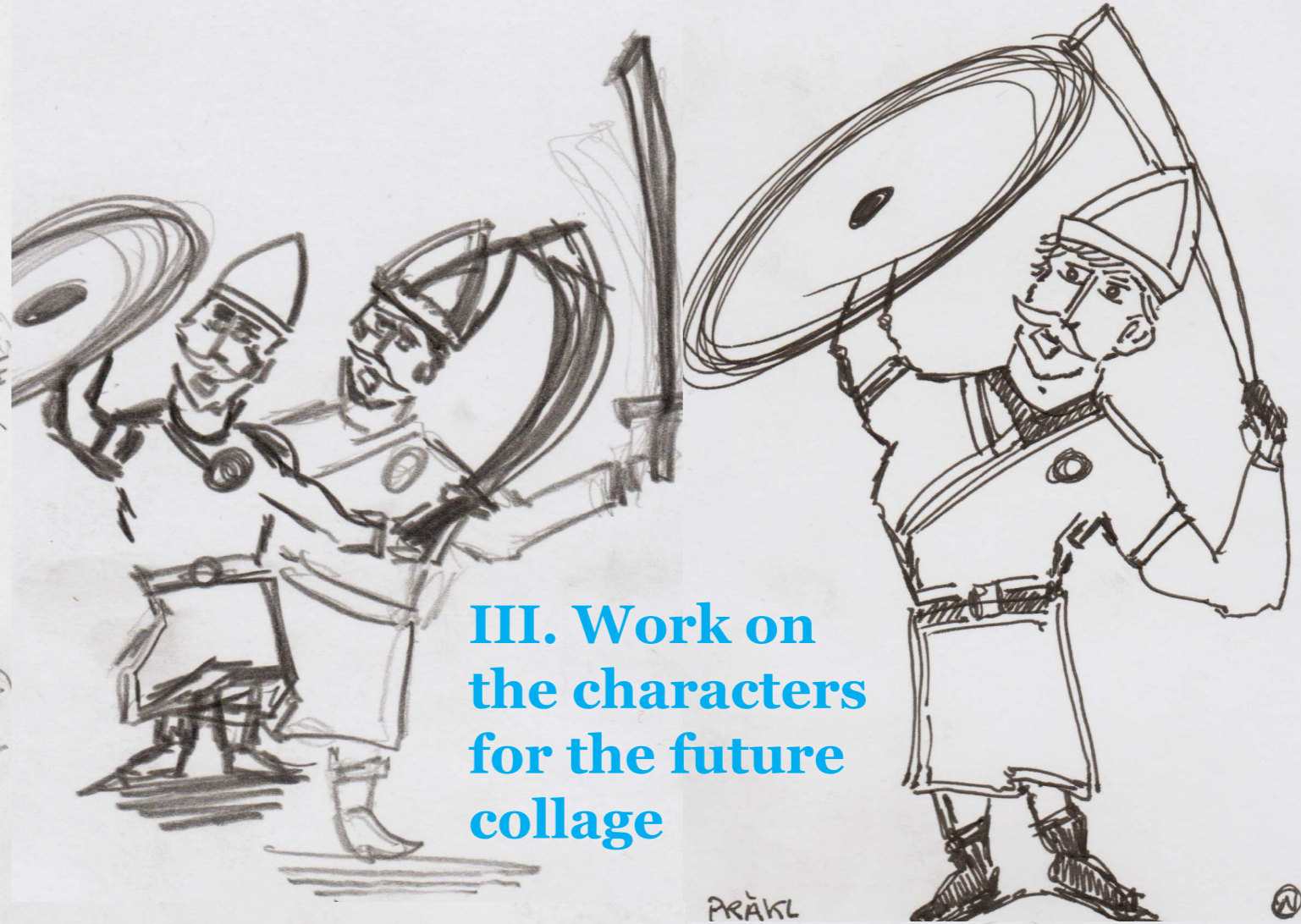


I.
Preparatory
sketches

II. Handmade sketch defining the final composition



III. Work on the characters for the future collage



PRÄKL

23



PRÄKL THE OSTROGIAN WARRIOR

23

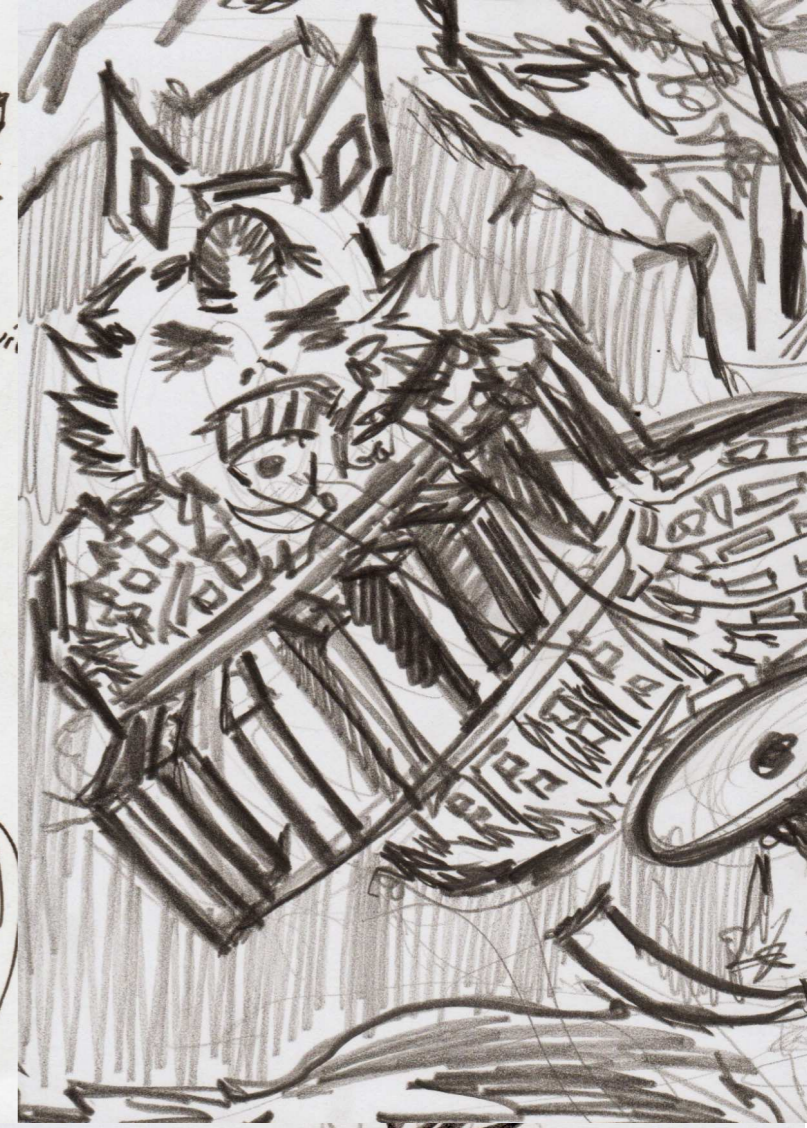
IV. Collage of the final composition using CAD



Prakt in Balle @23

O JOJOJWAAR MONSTER:

*Snarling, fire-spitting
mouth, toxic nostril
burner, capricious tail,
a self-sobbing
over-hungry, fainted,
wasteful hilted from evi.*



III. Work on the characters for the future collage



V. Final pencil and watercolour composition using a light box



The Glumphoshaak!

*Shingeous was the Jingajack
And anfractuious was the jwainy-swine!
Ho! Beneath malachite Ojingoshaak
Grew the gruvuuous smell of the deathly whine!*

*“Halt! O’ noble Oomzorok!
Hast thou not heard of the Glumphoshaak!
Balguuous is its glooking head,
And what might is in his bundic thwack!”*

*“Fear not! My will is made O’ Geczmann –
I have my sword ready by my hand,
Tonight I’ll slain the Glumphous schnaak
And at the morrow I’ll have freed the land!”*

*Flamious was the speed he went,
Slising down the mantis vines,
Ho! What whipping chikojack
Arose in the air of wingo soaics!*

*Knotful were the celadon jundoshwines –
When Shwaak! A noxious tingacle did swicker
Round his ankles fast and
Yanked him, salto to the ground!*

*‘Twas so that the monster loomed above:
Drool dripped down from his mordant mouth,
With eyes so pincy tincy tak
On top of the bulbous body of shnaack!*

*The glumph’s mouth widened and galped,
Yet the ‘Zoroc sliced with a struck of his Sickrik sword,
And avoided the blow with a jump on the twack,
The sword went tingachok pingachak clac!*

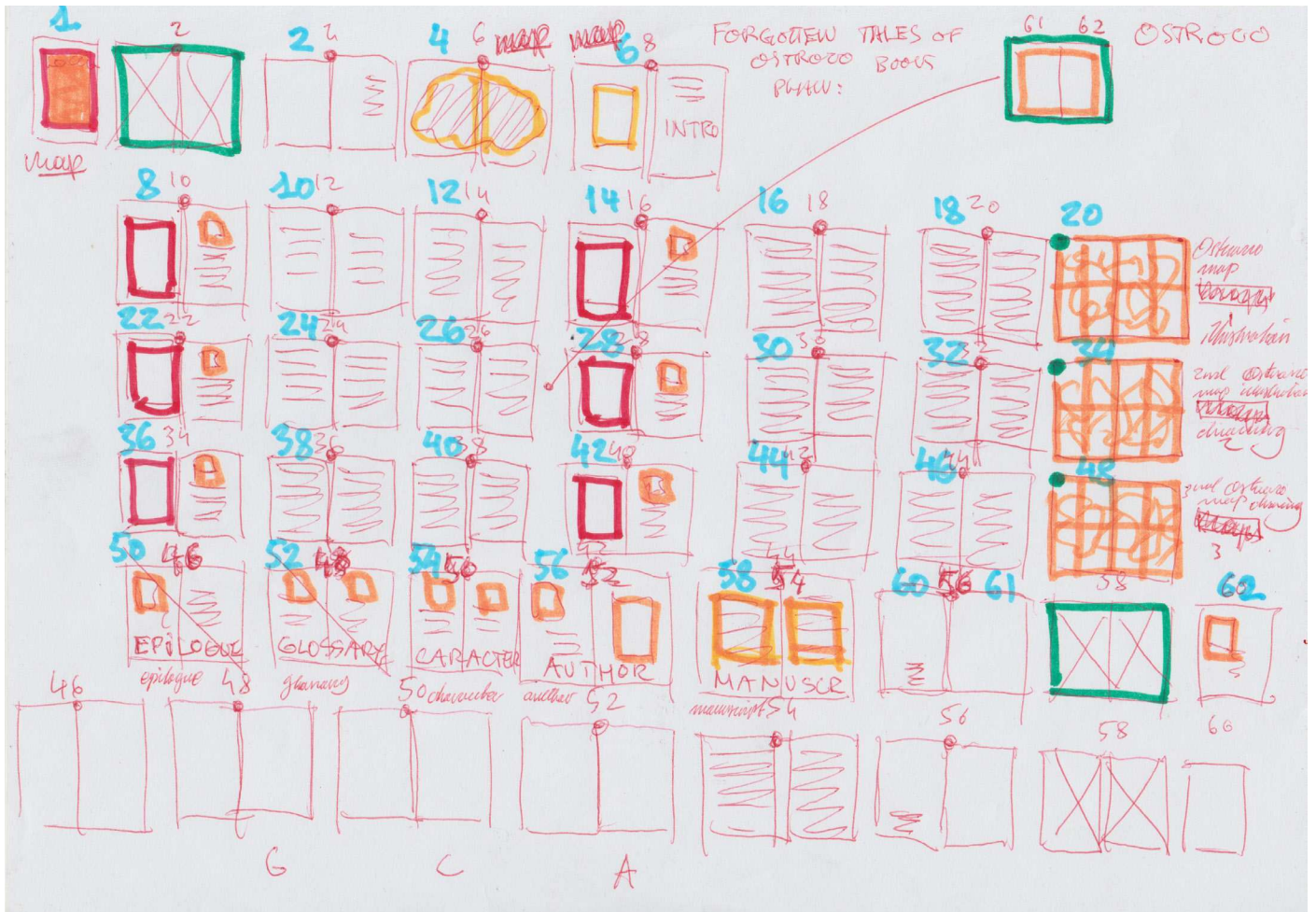
*A howl of hleptic pain screamed
Through the shingeous jingajack –
The sword had struck through the Glumphic mouth
And the nefarious schnaak was dead!*

*“O’ Gloria, O’ noble Oomzorok!
Thy tungashic braviour has honoured us all!”
N’deed did the old Geczmann weep with joy,
As the Oomzorok bade them farewell.*

*Shingeous was the Jingajack,
And anfractuious was the jwainy-swine!
Ho! Beneath malachite ojingoshaak
Grew the gruvuuous smell of the deathly whine!*

**Paszlő czu Roenich
King’s Aröhin II
Royal Architect
31/07/2020**





LONG LOST LEGENDS & FORGOTTEN TALES OF OSTROCO

