



MAGICTHEGATHERING.COM

ARTICLES

TOURNAMENTS

MAGIC ONLINE

Article Search ▾ →

Sketches: Tempest of Light

Magic Arcana

Wednesday, November 26, 2003

Welcome to another edition of [Sketches](#). This week we look at white's instant-speed [Tranquility](#) from *Mirrodin*, **Tempest of Light**. The piece was painted by Wayne England.

1. Art Description

Here are the instructions that were given to Wayne for the piece:

"Location: Up to the artist (but somewhere on Mirrodin). The spell effect should look white.

Action: A barely-visible figure, arms outstretched, casts a spell that brings a 'meteor shower' made of light down on the land, washing away magic.

Focus: The falling spheres of light

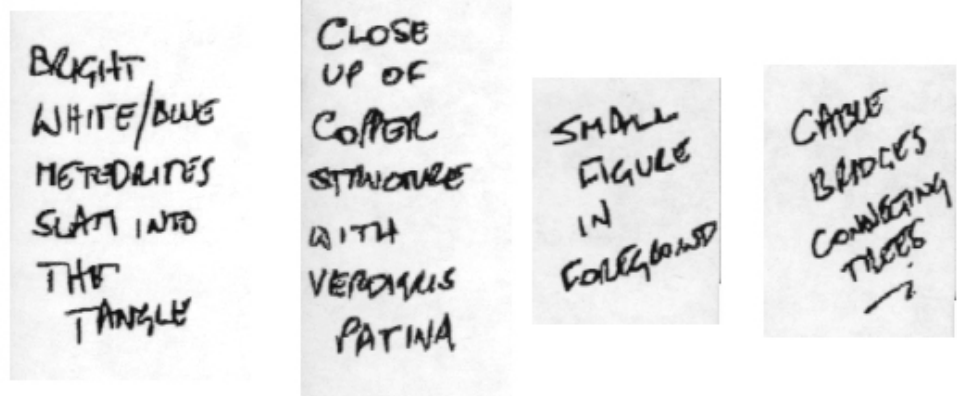
Mood: Cleansing, awesome"

2. Sketch

Mr. England came up with this initial sketch:

Tempest of Light sketch 1

There are a lot of things going on here. Let's use Wayne's own comments to go through each detail one by one. Here is a detail view of the four comments (clockwise from upper right).



"Bright white/blue meteorites slam into the Tangle."

Wayne chose to set the piece inside the Tangle, Mirrodin's [green environment](#) full of twisted, coiling, tree-like metal structures. The sketch shows the brightly glowing magical meteorites, representing the spell's mass-**disenchant** effect, crashing down between the structures, wiping away magical effects.

"Close up of copper structure with verdigris patina."

The right-hand foreground of the sketch features a zoomed-in look at one of the treelike structures, offering us a nice glimpse of the artist's conception of the fine detail of the Tangle. Is that a **Molder Slug**?

"Small figure in foreground."

The left-hand foreground shows the figure mentioned in the art description. This is presumably a white-aligned cleric (an Auriok perhaps, or maybe a **Leonin Elder**) that is casting the anti-enchantment spell. The figure is dwarfed by the structures and by the spell's effect, but we'll see that disparity change even more.

"Cable bridges connecting trees."

Initial sketches for **Magic** cards are often rough, and usually in black and white. So Wayne points out that these lines on the upper left of the sketch are related to the "trees" and not to the white meteorites, both in order to show their function and to illustrate that he understands the look of *Mirrodin* green environments.

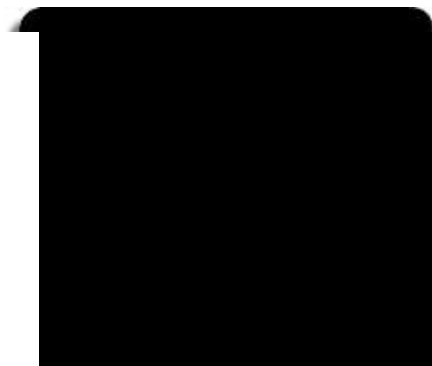
3. Final Art

Tempest of Light's final art is a real treat. It mostly speaks for itself, but we'd just like to point out how the cleric figure in the foreground has shrunk to emphasize the power of the Tempest even further. And make sure you appreciate the immense detail in the piece, even going back into barely-seen background structures.



4. Card

Finally, here is the card as you can see it in booster packs.





[Magic Arcana Archive](#)

Continue

Other recent articles



[Rootshaper](#) Tearing it up with Tangleroot

Nate Heiss

Today



[Which Ten Cards?](#) A development comment puzzle

Aaron Forsythe

Today



[Looking Ahead](#) GP Washington DC and GP Bochum

Alex Shvartsman

Yesterday



[Attack of the Bombos](#) Don't try this at home. Seriously.

Mark Gottlieb

Yesterday



[The Forgotten Ancient Challenge](#) The winners revealed

Adrian Sullivan

2 days ago

- [More recent articles](#)
- [Return to Magicthegathering.com](#)

[WHAT'S NEW](#) [CORPORATE INFO](#) [WHERE TO BUY](#) [INTERNATIONAL](#) [SUPPORT](#) [SITEMAP](#) [PRODUCTS](#)

© 1995-2004 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.
[Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.](#)
[PRIVACY STATEMENT](#)