

FRANK MILLER'S

SIN CITY

Character and mood concepts for the Transmission video game.

Art - Simon Lissaman and Datsun Tran



FRANK MILLER'S

SIN CITY

BROTHER MERCY

Character concepts
Art - Simon Lissaman









THE TONG

Character concepts
Art - Simon Lissaman



Tong Boss and henchmen.



Tong Heavy.



Tong hatchet-man.

MARV

Character and mood concepts
Art - Datsun Tran











