

TOKYO DRIFT 3D

HAKONE / ARTBOOK

箱根

AFTER MIDNIGHT

Mountain roads. Cars. Light.



17 ILLUSTRATIONS / 24 PAGES

A road drawn by light

This book follows Hakone through the night: a descent of repeated hairpins, forest closing across the horizon, and a valley opening beyond the guardrail.

The drawings retain the game's familiar motifs: a yellow centreline, damp asphalt, cedars, steel barriers and three cars. Sweeping landscapes give way to field sketches, vehicle studies and sequences of two cars drifting together.

Every illustration was generated specifically for this edition as a concept inspired by the current project. The route diagram on page 6 uses actual game data; the landscapes and tandem compositions freely interpret its world.



IN THIS BOOK

03 The language of drawing

04-06 Mountain and route

07-10 Hairpin, forest and road

11-12 Light and motion

13-16 Three automotive characters

17-19 Two cars, one arc

20-22 Summit, surfaces, valley

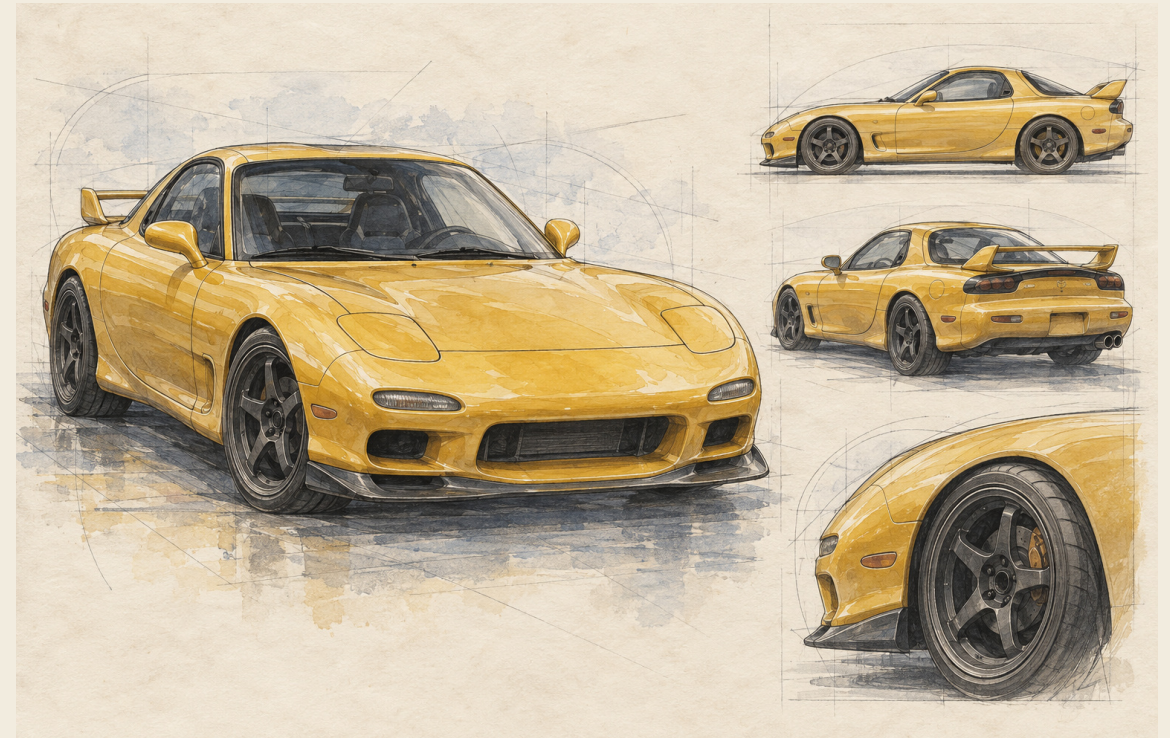
23 About this edition

Graphite, air, a warm glint



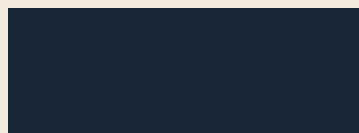
FROM MASS TO DETAIL

Begin with broad shapes: the slope, the sky, the body of a car. Pencil finds the edges, a few strokes establish texture, and watercolour gathers the light. Visible construction lines preserve the search for form.



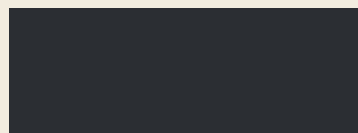
THREE LEVELS OF CONTRAST

Sharp black lines anchor the foreground. Cool masses of colour hold the middle distance. Far ridges lose their detail and dissolve into the air. The brightest points belong to headlights and reflectors.



NIGHT

#172536



ASPHALT

#2B2E33



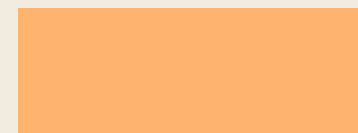
MOONLIGHT

#B8C8FF



CENTRELINE

#F5D657



VALLEY

#FFB46E



SAKURA

#C5AFAD

A ribbon of light

Panoramic concept / graphite and watercolour



The serpentine road begins with the silhouette of the slope. Long ledges let the eye rest; tight switchbacks gather it again. Soft ridgelines recede behind a rough, weighty foreground. The road feels carved into the mountain, while the tiny lights of passing cars reveal the true scale of the landscape.

Six views of the mountain road

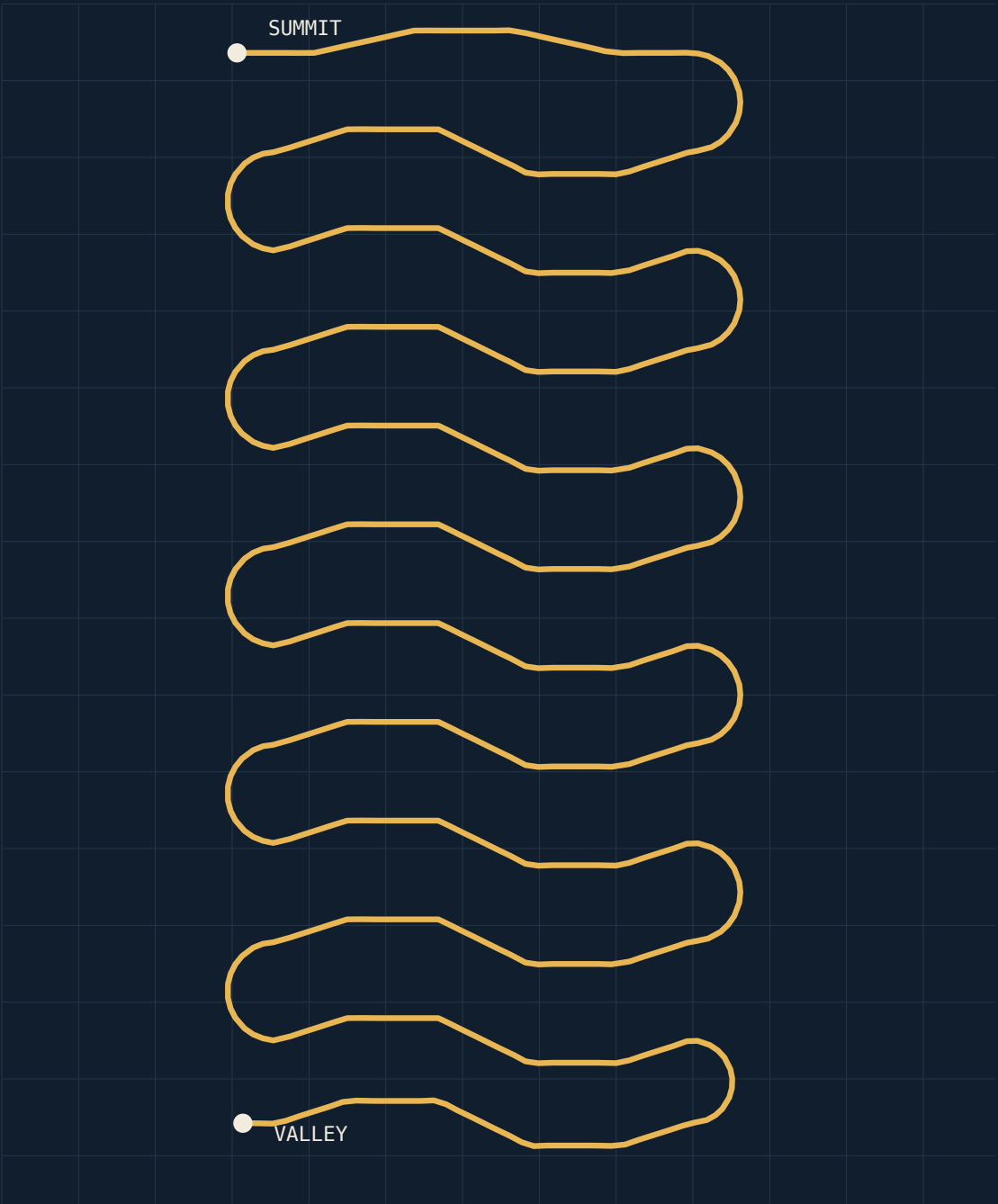
6 composition studies



Left to right: a summit pause, a forest hairpin, folds of the slope; a wet road edge, an opening to the valley, a lower traverse. Each study explores a different distance, from grass beside a wheel to mountains filling the view. Lighter treatments reveal the underlying forms.

Eleven hairpins

Diagram drawn from current project data



2.4 km 12 tiers

The descent links long traverses with tight turns at the edges of the slope. Between hairpins, the road changes direction gently, carrying its rhythm through the quieter stretches.

DESCENT PROFILE



Distance is rounded and includes the run-off beyond the finish. Elevation is shown on a relative scale. The profile describes the geometry of the game world, not a survey of the real mountain pass.

Road centreline / plan view / game coordinates

A moment before the apex

Hairpin / environment concept



Treat the hairpin as a scene of its own. Light catches the outer guardrail; the yellow centreline curls around a dark interior. The approach stays open while trees partly conceal the exit. A few phone screens beyond the barrier suggest witnesses to this brief encounter between car and road.

Carved into the mountainside

Illustrative cutaway / not to engineering scale



The cutaway reveals the relationship between the main masses: rock, asphalt, retaining wall, and the forest below. One small car establishes the road's width. Set mesh, drainage, and guardrail posts apart as detail studies, keeping the main drawing light and clear. This is an artist's account of a place glimpsed during the night run.

Silence between the trunks

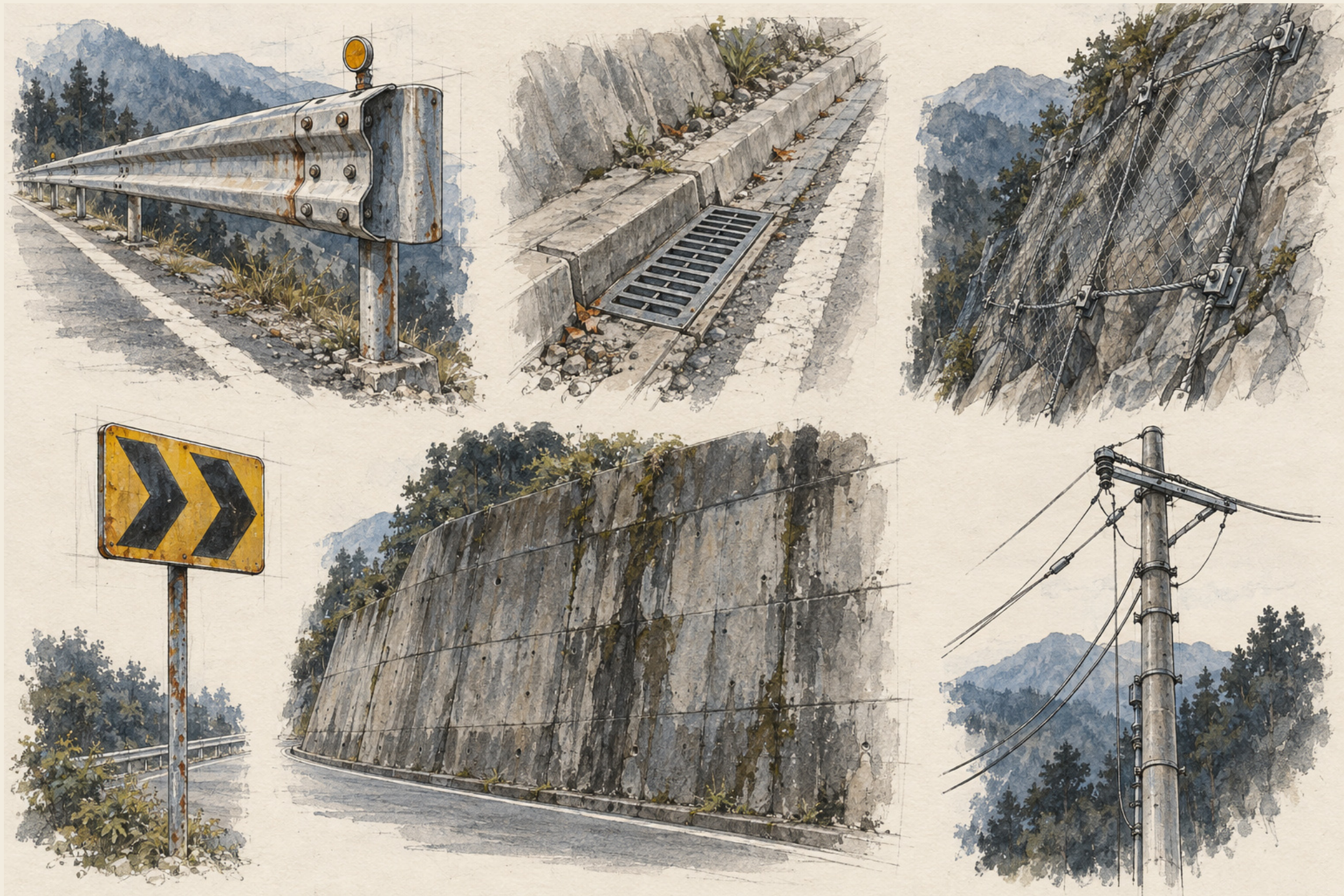
Cedar / broadleaf canopy / sakura / rock / undergrowth / clearing



Build the forest from broad masses. Pointed cedars establish verticals; spreading deciduous crowns soften their repetition. Individual branches and warm glints on bark emerge beside the road. Keep the occasional cherry blossom a dusty pink, its colour slowly appearing as the eye adjusts to the darkness and begins to sense depth.

Traces of human hands

Guardrail / drain / mesh / chevron / concrete / cable



A drainage grate, a sagging cable, and an old asphalt patch make the road feel lived in. These details appear in brief fragments around the frame. Close studies reveal corrugated metal and mesh over a rock cutting; in the wider landscape, a few assured marks are enough to hold that sense of place.

One corner, three moods

Twilight / midnight / low mist - colour studies



Build the night from a small reserve of light. Cool haze holds the mountains; warm headlights reveal the nearest stretch of asphalt. Save the brightest notes for reflectors and brake lights. Keep the moon small and scatter the valley lights in loose clusters: a promise of the city waiting at the foot of the descent.

The line a drift leaves behind

Approach / initiation / slide / exit



Choose the direction of the eye before turning the car sharply across the road. Tyre marks draw the composition together; smoke opens into several unequal clouds. Its edges stay dense near the car, then turn transparent farther away, taking on the colour of the night air with clear gaps between the layers.

Three characters, one night



MAZDA RX-7

A stroke of yellow

Flowing wings, a long highlight, warm colour against a cool landscape.

NISSAN GT-R

Sculpted planes

Blue bodywork, solid volumes and a bright edge against the night forest.

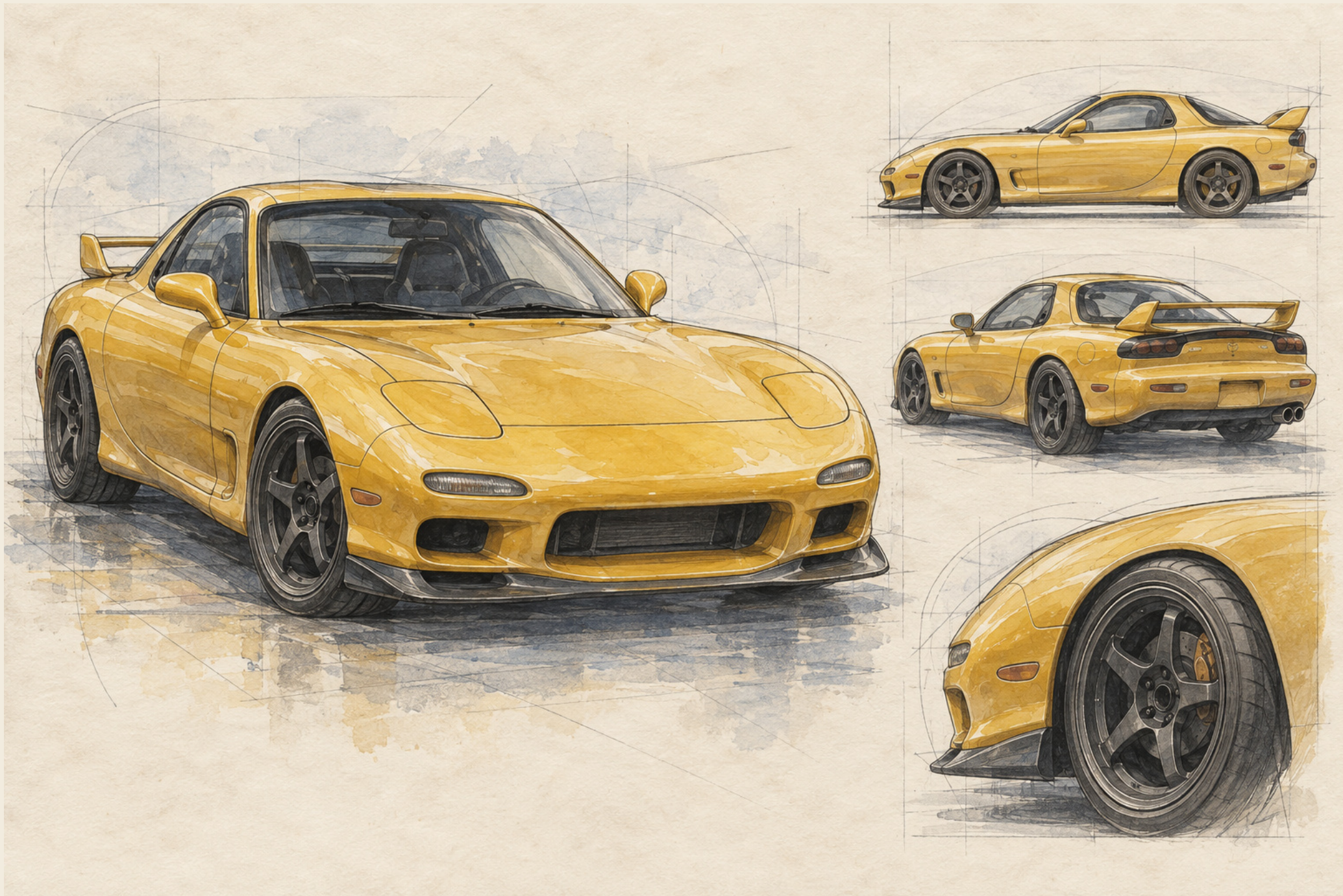
TOYOTA AE86

A clear silhouette

A white upper body, a dark beltline and simple geometry that reads at a distance.

Mazda RX-7

Main view / profile / rear / wheel



The yellow RX-7 gathers the mountain's dark palette around it. Preserve the flowing transition from bonnet to front wings and carry a few long highlights across the body. Keep the shadows deep and cool. A small reflection of yellow on wet asphalt connects the car to the scene around it.

Nissan GT-R

Main view / profile / rear / wing



Begin the blue GT-R with its broad planes: bonnet, roof, dark glass, and the volume of its flank. Its cool colour brings it close to the landscape, so thin bright edges reveal the silhouette. From the rear, red taillights become visual anchors, holding the car within the dense blue air.

Toyota AE86

ハチロク

Main view / profile / rear / pop-up headlight



The AE86 depends on simple, carefully balanced shapes of light and dark. Small shifts in light temperature show clearly on its white body, so keep the hatching restrained. Straight edges and a compact stance remain expressive even when the car is small among tall grass, tree trunks, and the road's intricate curves.

Two cars. One arc.

RX-7 + GT-R / drifting together



Two cars enter the same bend, extending the road's sweeping gesture. Place the lead car slightly inward from the page edge and give the second its own opening. Keep a strip of asphalt between their bodies. Each car leaves a separate tyre trail and cloud of smoke, preserving both silhouettes in the deep night.

One corner in four beats

Approach / initiation / shared apex / exit



The sequence opens with two small silhouettes approaching the hairpin. In the middle frames, both cars rotate along the same arc; the final frame opens the distance between them on the exit. Keep their body colours and running order consistent throughout. Separate tyre trails connect the four frames into one continuous movement.

Through the forest corridor

AE86 + RX-7 / an elevated view



Dark trunks frame the bend, leaving a bright opening in the road. Both cars read clearly within it, aiming toward the same exit. Warm headlights reveal the asphalt, while separate translucent smoke trails unwind behind the bodies. Each car keeps its own tyre marks, visible through the shadows of branches.

Before the first corner

A pause before the descent / landscape study



At the summit, the road still feels quiet. Three cars occupy a small part of the wide frame, with cedars rising behind them and the valley opening ahead. A yellow line leads toward the first bend. Low clouds and the distant silhouette of Mount Fuji lend depth; nearby reflectors mark the beginning of the journey.

Surfaces remember light



ASPHALT

A broken reflection

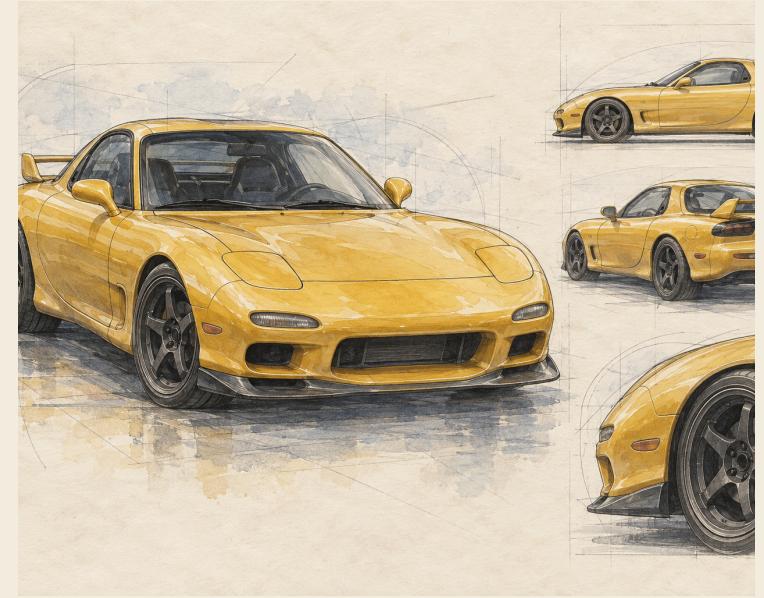
Reflected light breaks into short strokes. Matte patches remain between the wet areas.



METAL

A fine bright edge

The sharpest light catches the top of the guardrail. Rust and bolts add a few warm accents.



PAINT

A flowing highlight

A smooth band of light follows the wing. Cool shadow holds the volume beneath the saturated colour.

Materials reveal themselves through edges and reflections. Asphalt breaks up light; painted bodywork stretches it; glass holds a calm, dark plane. Concrete takes a broad, soft shadow, while metal answers with a short, sharp glint. Place dry and wet samples together to show how the same surface changes when it catches the light.

- 01 Break asphalt reflections with short gaps, keeping the overall patch rough at its edges.
- 02 Carry a highlight continuously across paint, then let it dissolve around the body curve.

The lights draw closer

Closing landscape concept



Beyond the dense forest, the landscape opens. The car stays small, its red tail lights lending a human presence to the road as the eye moves towards the layered ridges. The descent closes on a quiet frame: the trail fades, and the road continues beyond the page.

From game to drawing

This artbook draws on the local Tokyo Drift 3D project. It focuses on the Hakone mountain route, its surroundings and the three selectable cars. The illustrations were created with the built-in image_gen tool; the writing, diagrams and layout were prepared specifically for this edition.

PROJECT SOURCES

Cars and route selection: src/intro.js. Mountain-road geometry: src/track.js. Forest, roadside elements and distant mountains: src/mountain.js, src/mountainDetails.js and src/mountainBackdrop.js. Vehicle colours and selection: src/carModels.js. Project snapshot: 16 October 2026.

ARTISTIC INTERPRETATION

The panoramas, road cutaway, viewpoints and lighting variations are visual studies. Tandem drifting is a scene concept, not a claim about new game mechanics. Vehicle forms are interpreted freely; these plates are not exact drawings of the in-game models.

SOURCE FILES AND REBUILDING

The source package includes 17 original PNGs, generation prompts, route data, English editorial text and the layout script. The PDF contains embedded fonts, selectable text and a vector route diagram.

PLATE INDEX

04	A ribbon of light
05	Six views of the mountain road
07	A moment before the apex
08	Carved into the mountainside
09	Silence between the trunks
10	Traces of human hands
11	One corner, three moods
12	The line a drift leaves behind
13	Three characters, one night
14 - 16	RX-7 / GT-R / AE86
17	Two cars. One arc.
18	One corner in four beats
19	Through the forest corridor
20	Before the first corner
22	The lights draw closer

The game uses 3D models by David Sirera (GT-R) and IvOfficial (RX-7, AE86), under CC BY 3.0, as listed in public/models/CREDITS.txt. This book contains newly generated concept illustrations, rather than renders of those models or reproductions of the film poster.



One more corner.

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