



Less Reality, More Neon: Designing Forever Drive

Dave Ferner

Art Director, Supermono Studios

GAME DEVELOPERS CONFERENCE

SAN FRANCISCO, CA
MARCH 5-9, 2012
EXPO DATES: MARCH 7-9

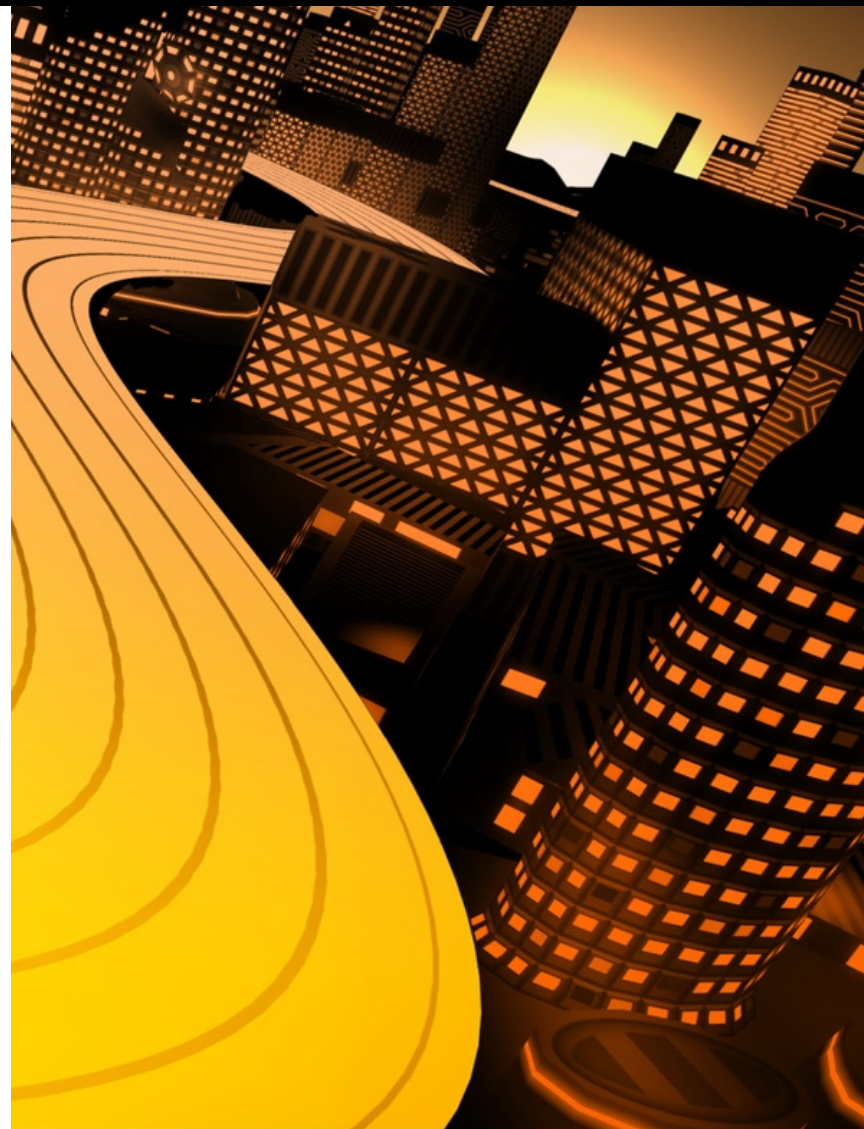
2012

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Designing Forever Drive

1.

Who are Supermono?



The Forever Drive Team

- Alex Dowdeswell (Game Coding)
- Tak Fung (Game/Graphics Coding)
- Shu Yan Chan (Network Coding)
- Dave Ferner (Art)

Additional Forever Drive Staff

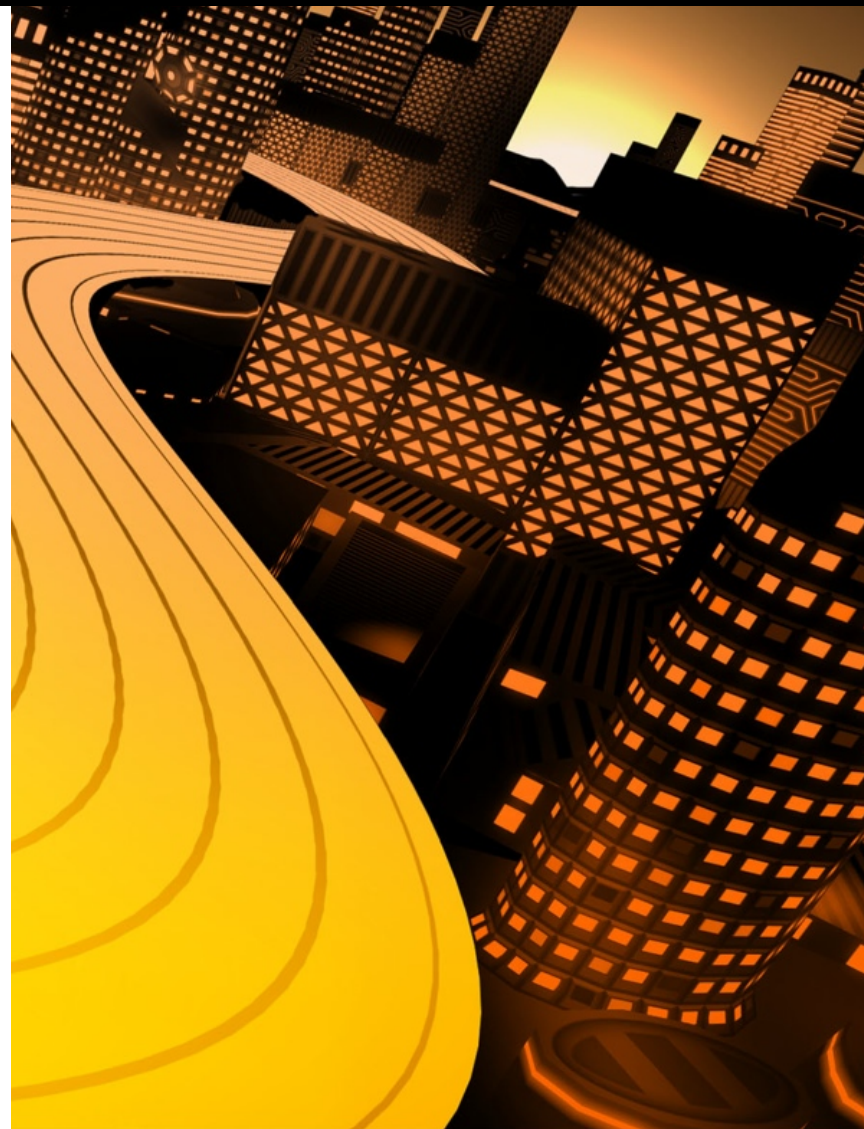
- Ed Lim (additional car modelling)
- Yingshun Wong (additional car textures)
- Matthias Kispert (sound/music)
- Ian Hannent (music)
- Adam Ferner (text descriptions)
- Lots of testers

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2.

WTF is Forever Drive?



The Idea

- It's a racing game
- You can build your own track
- Everybody's tracks connect to form one long one
- You can drive forever along that track

Design Goals

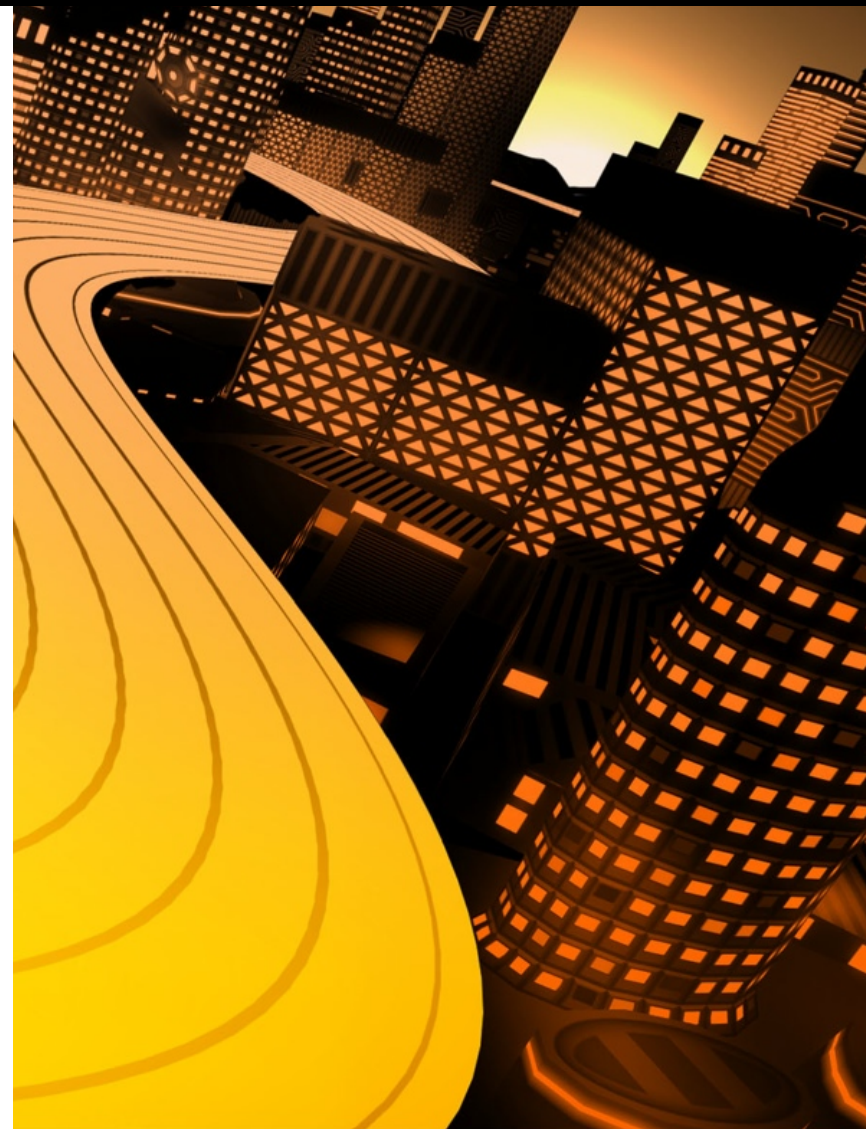
- Needs to be appealing
- Needs to be doable with available resources
- Needs to run on an iPhone
- One more...

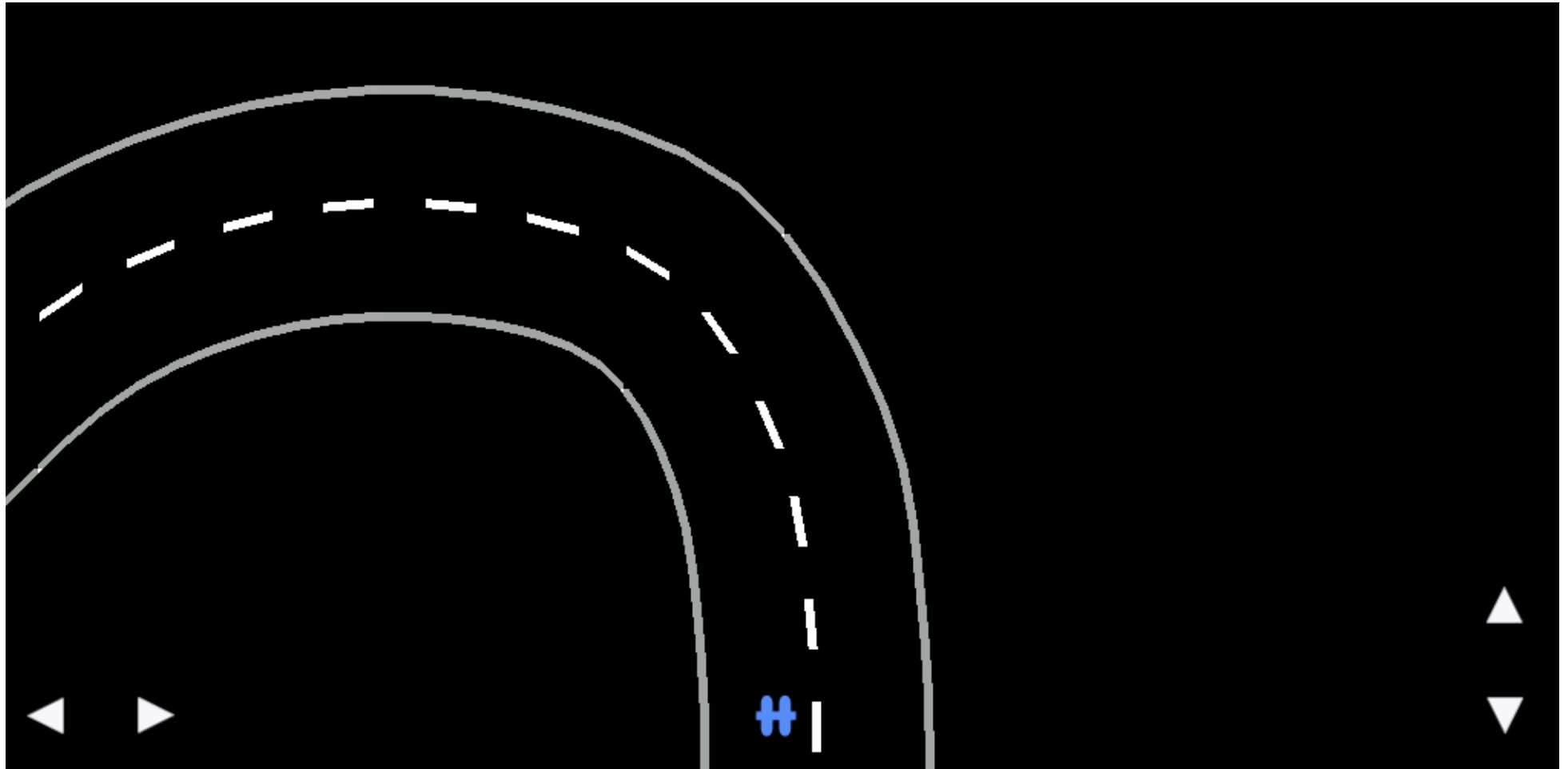
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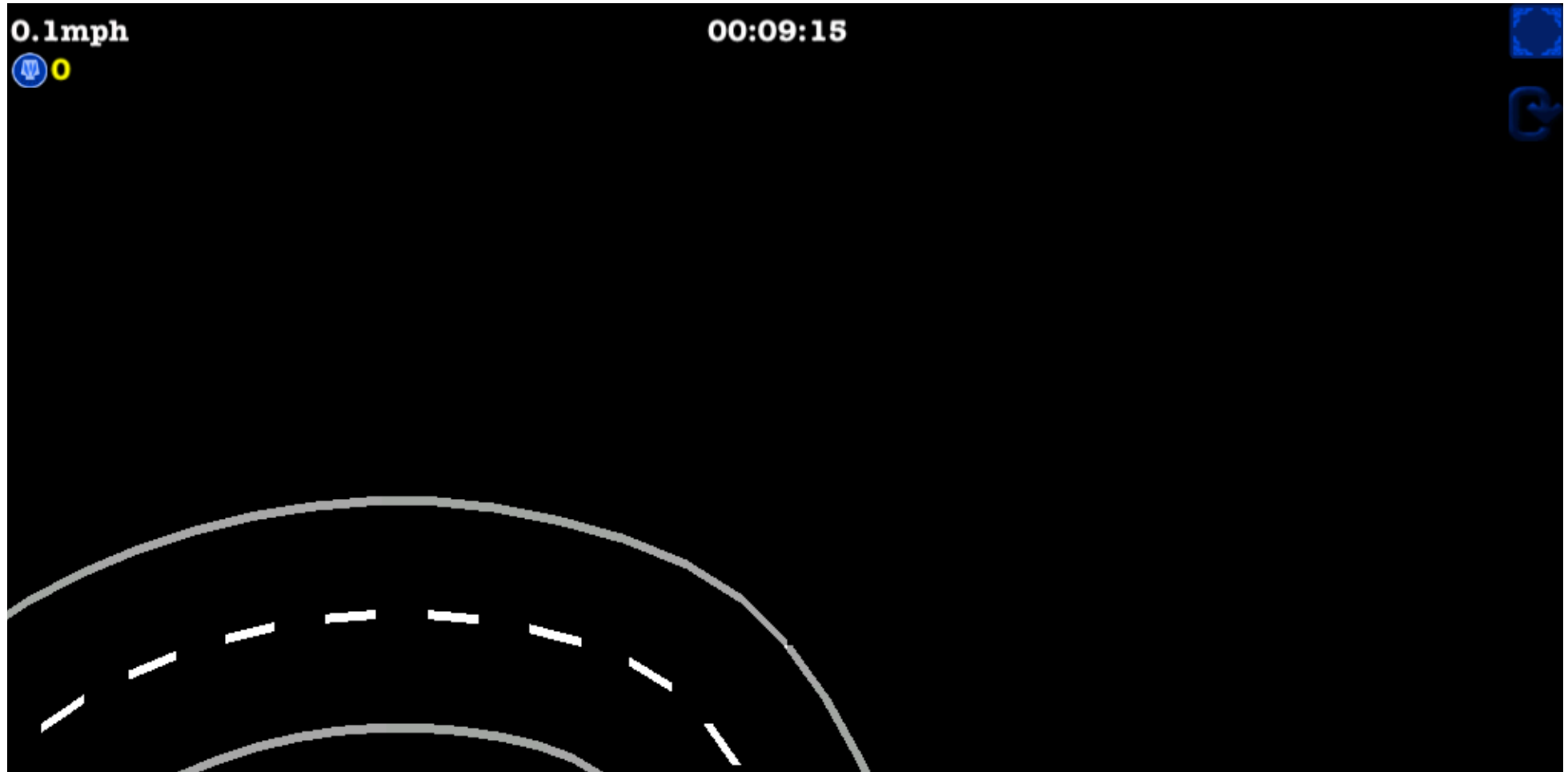
3.

Forever Drive, Version Zero

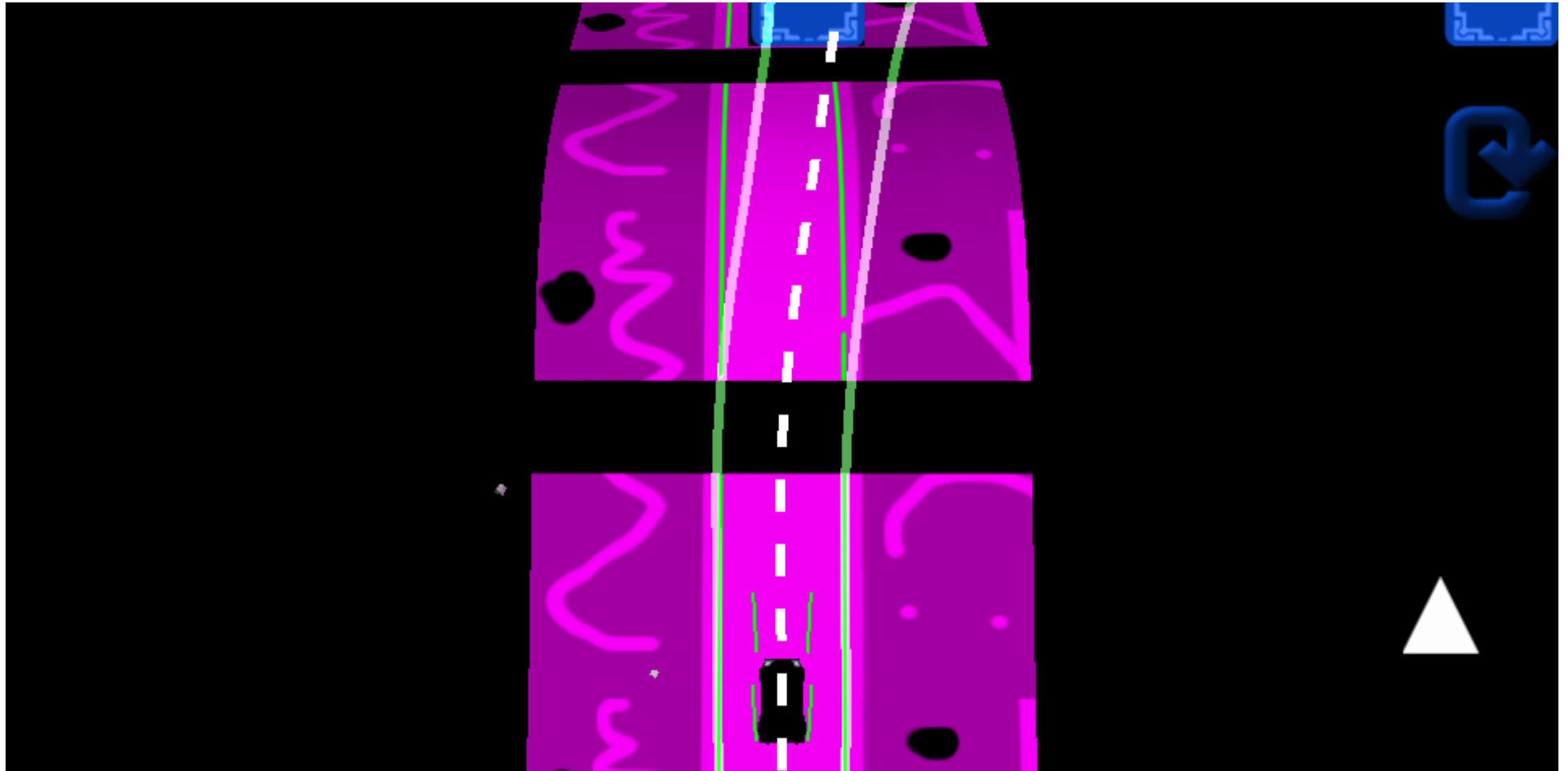




Early test version of "Drive Forever"...



Early test version of "Drive Forever"...



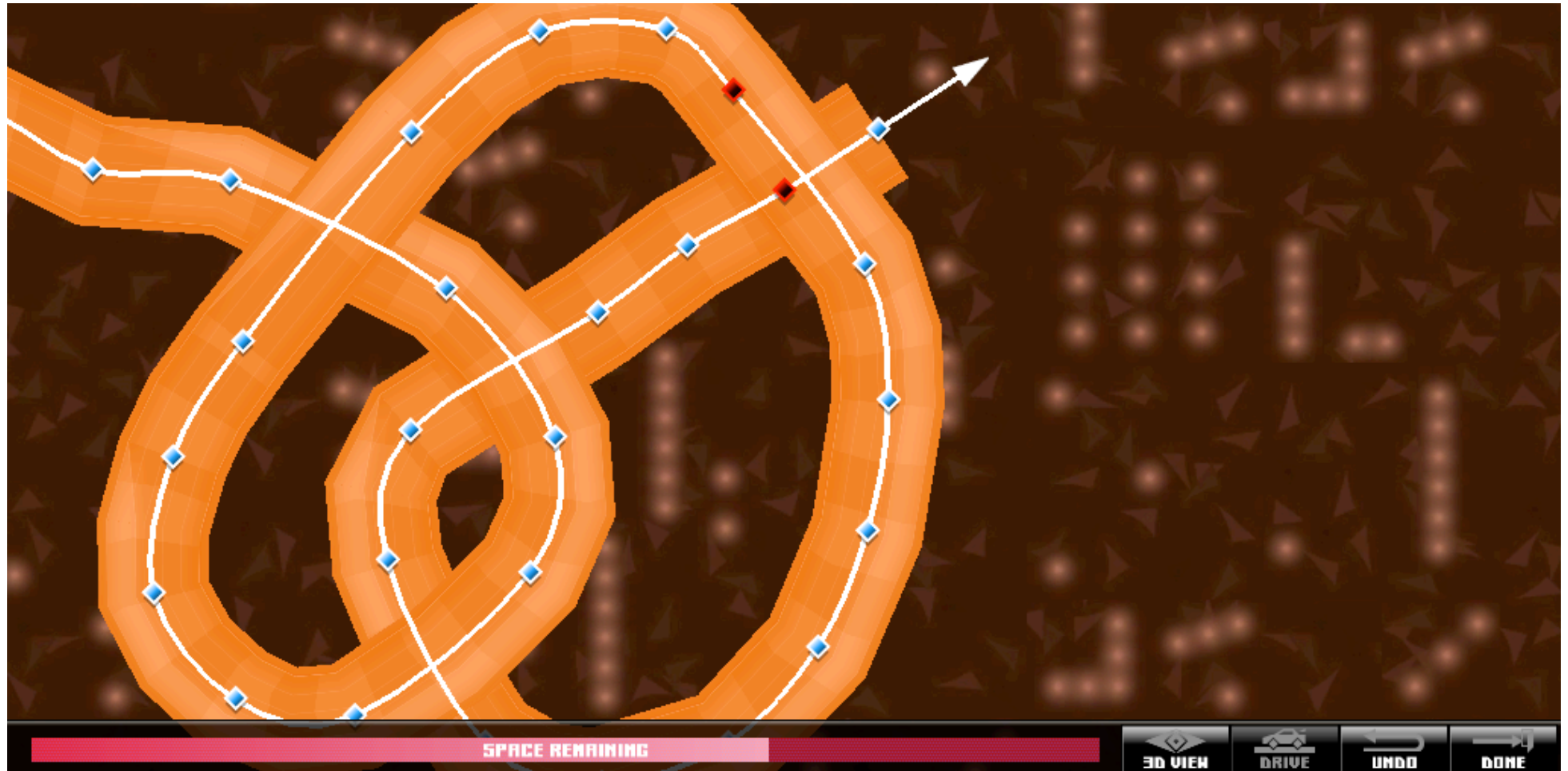
Early test version of "Drive Forever"...



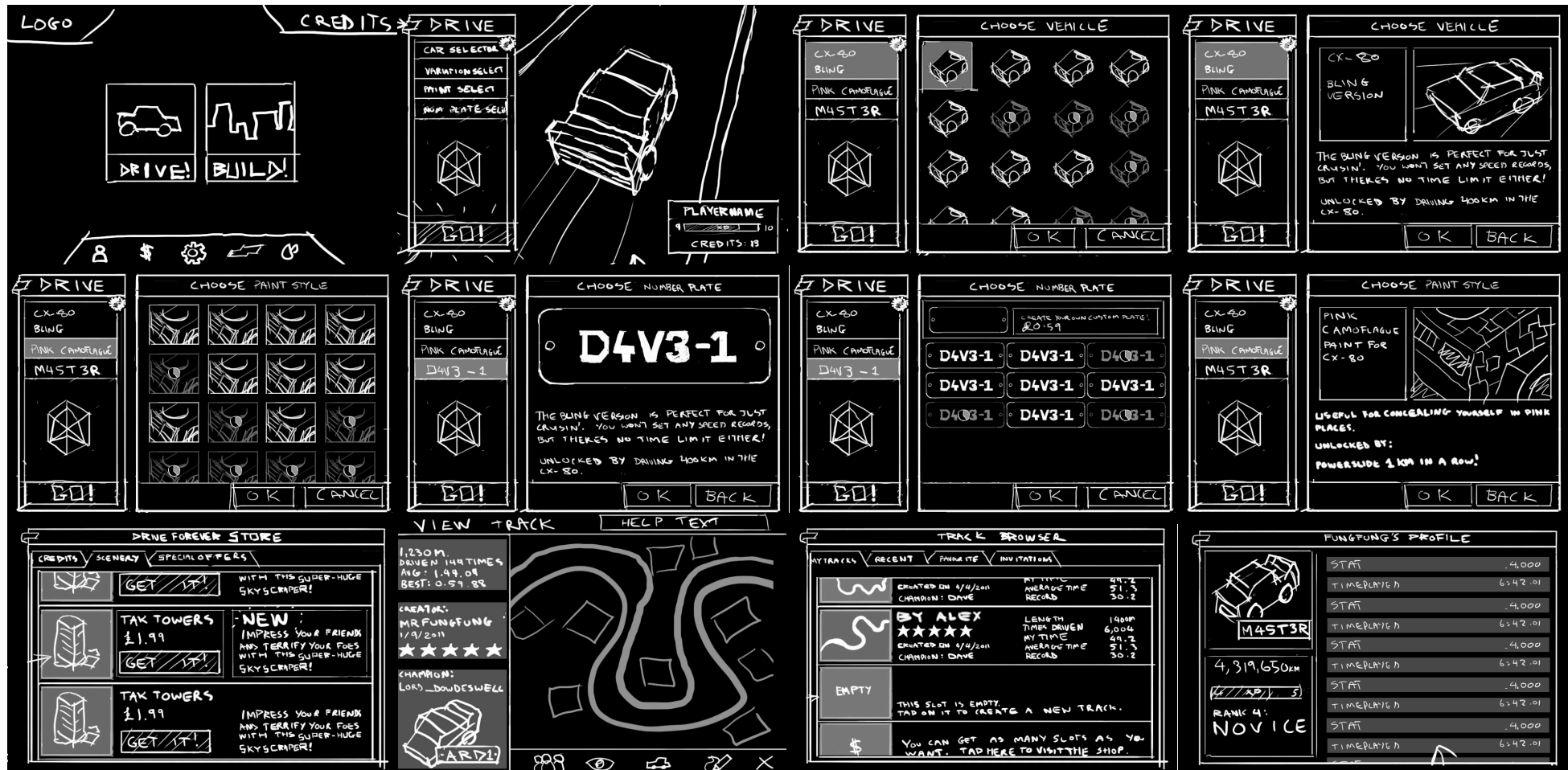
Early test version of "Drive Forever"...



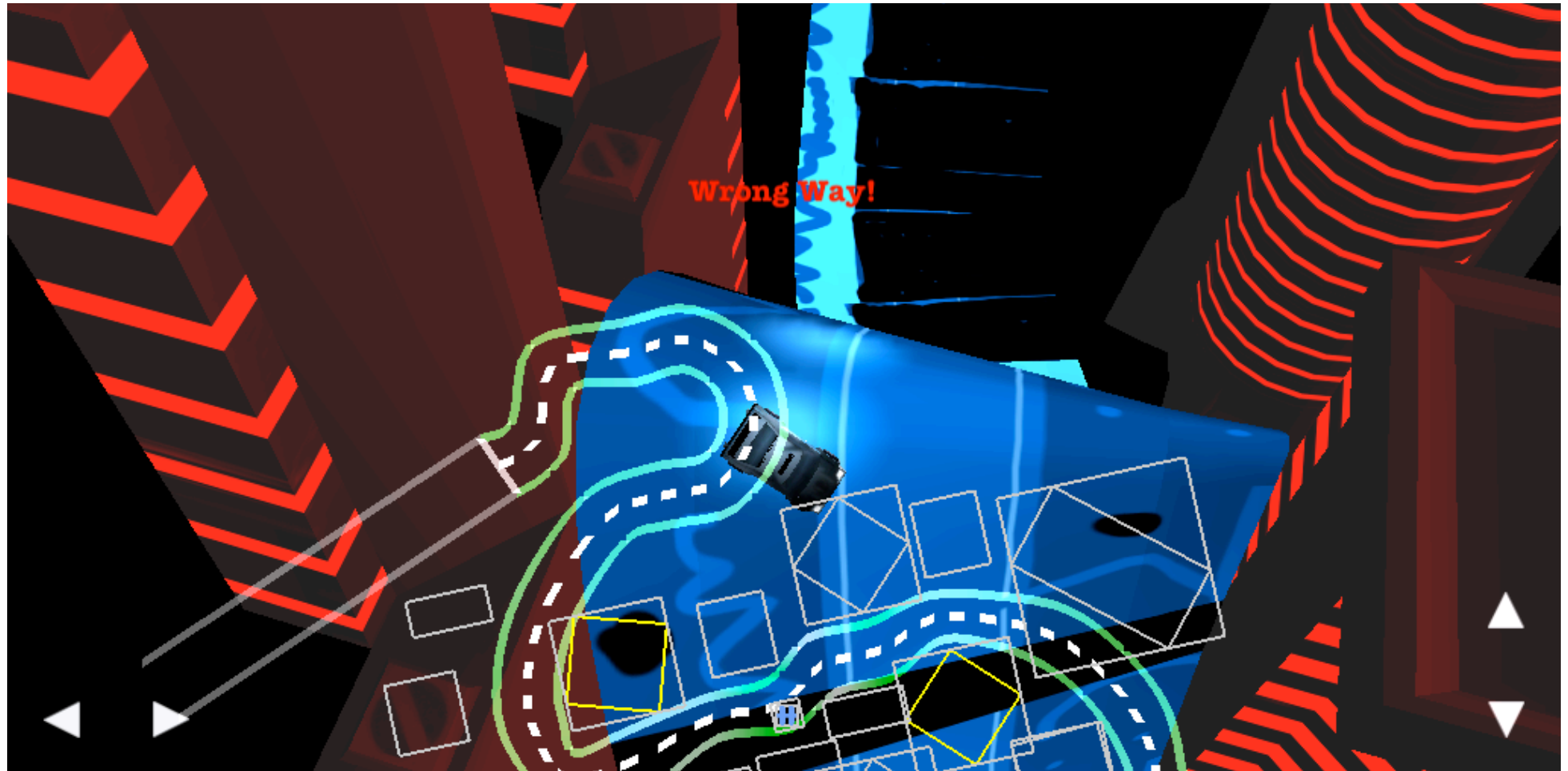
Early test version of map editor. Programmer art FTW!



Map editors: a world of pain



UI design - everybody's favourite part of making a game...



Looks done. Ship it!

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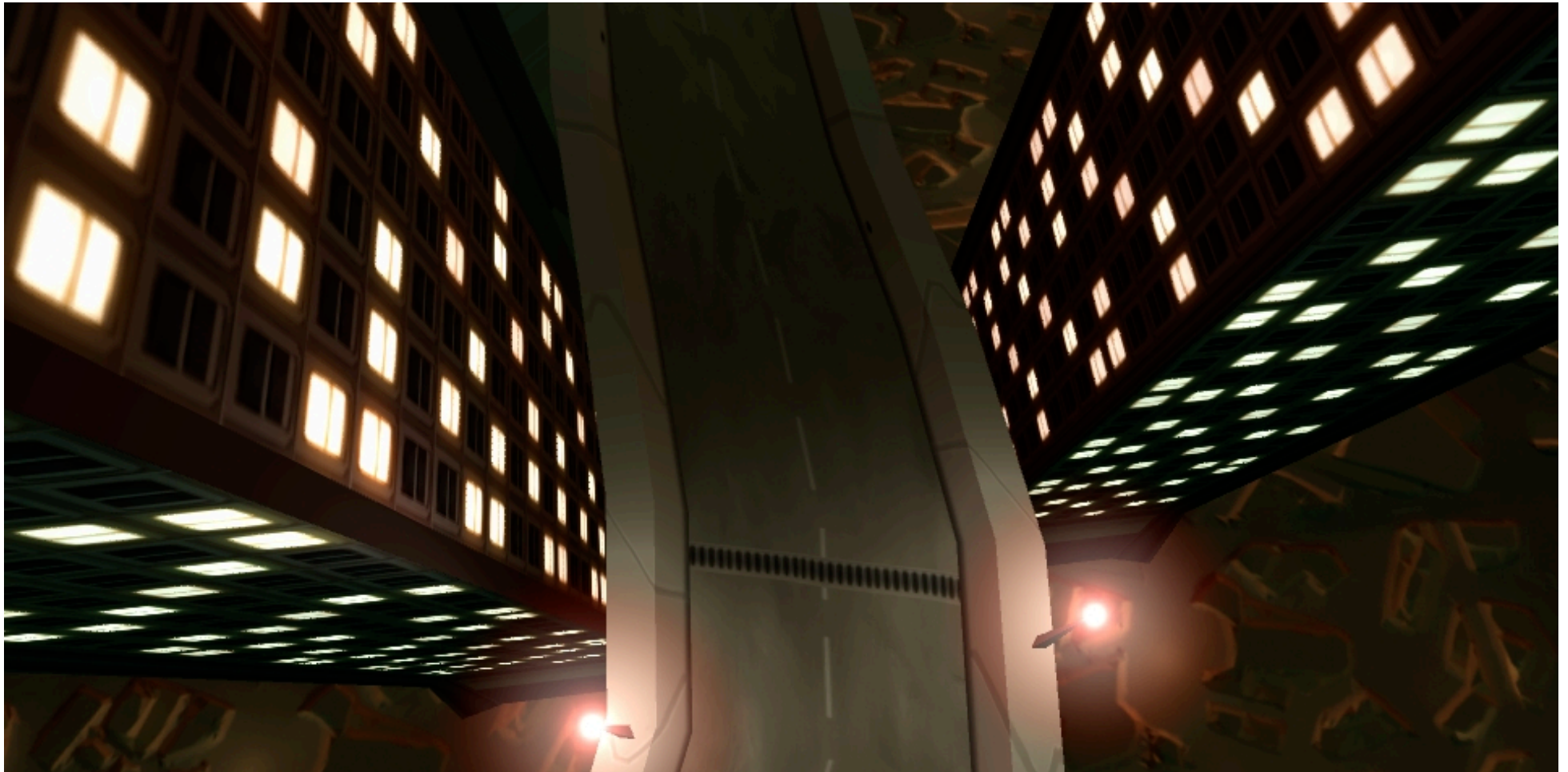
4.

Forever Drive, Version 0.1





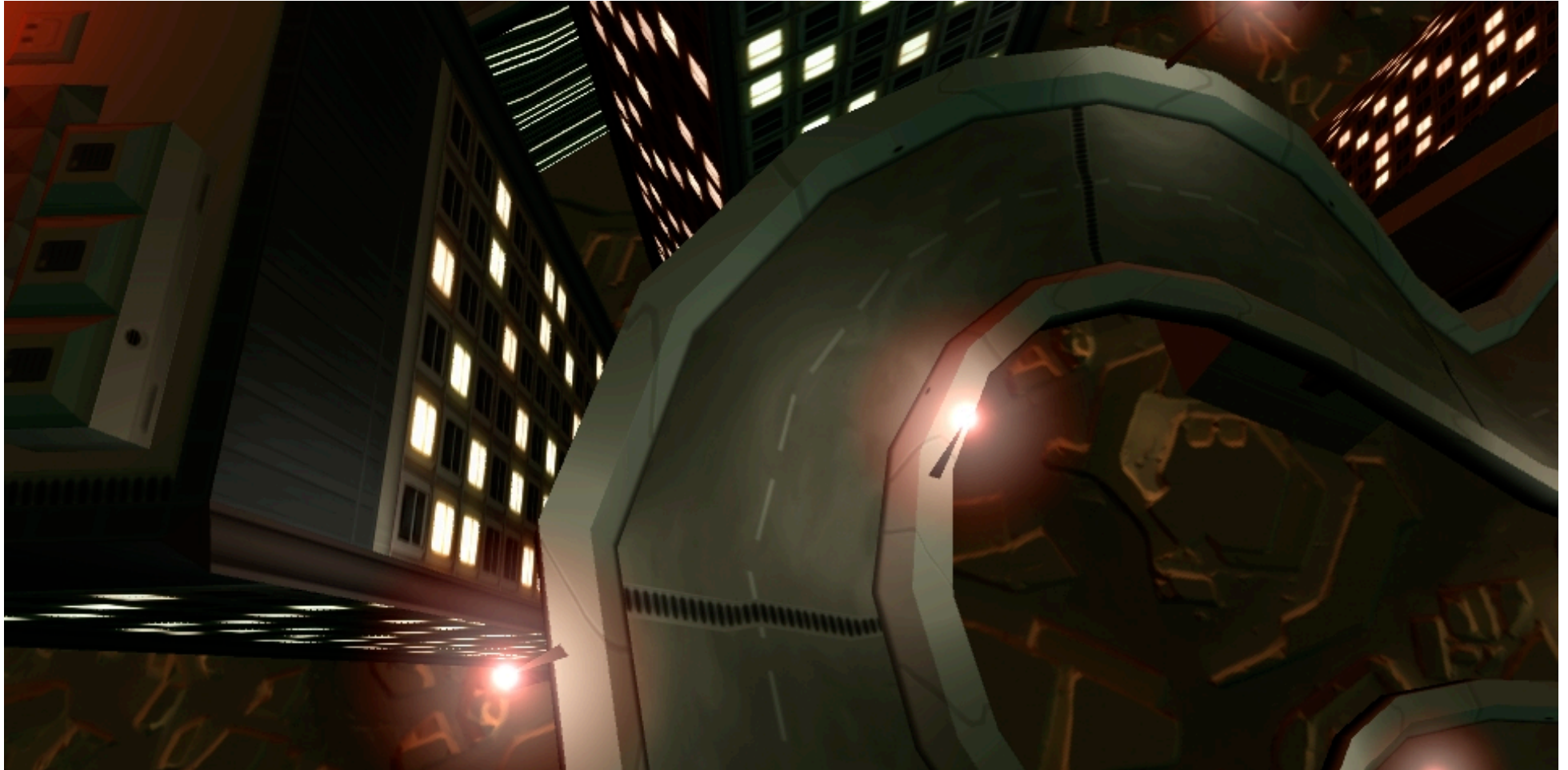
Original design document!



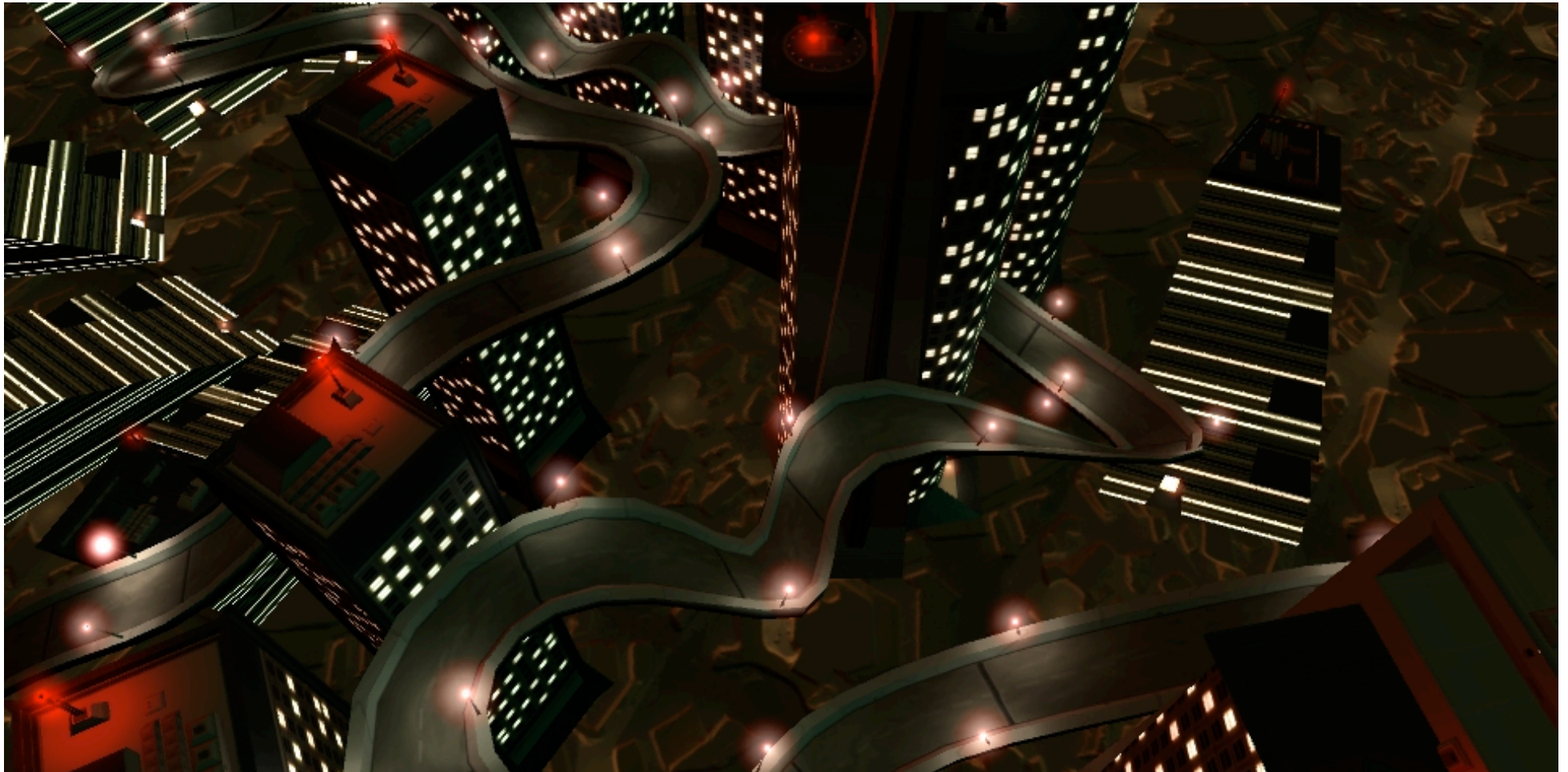
Forever Drive v0.1



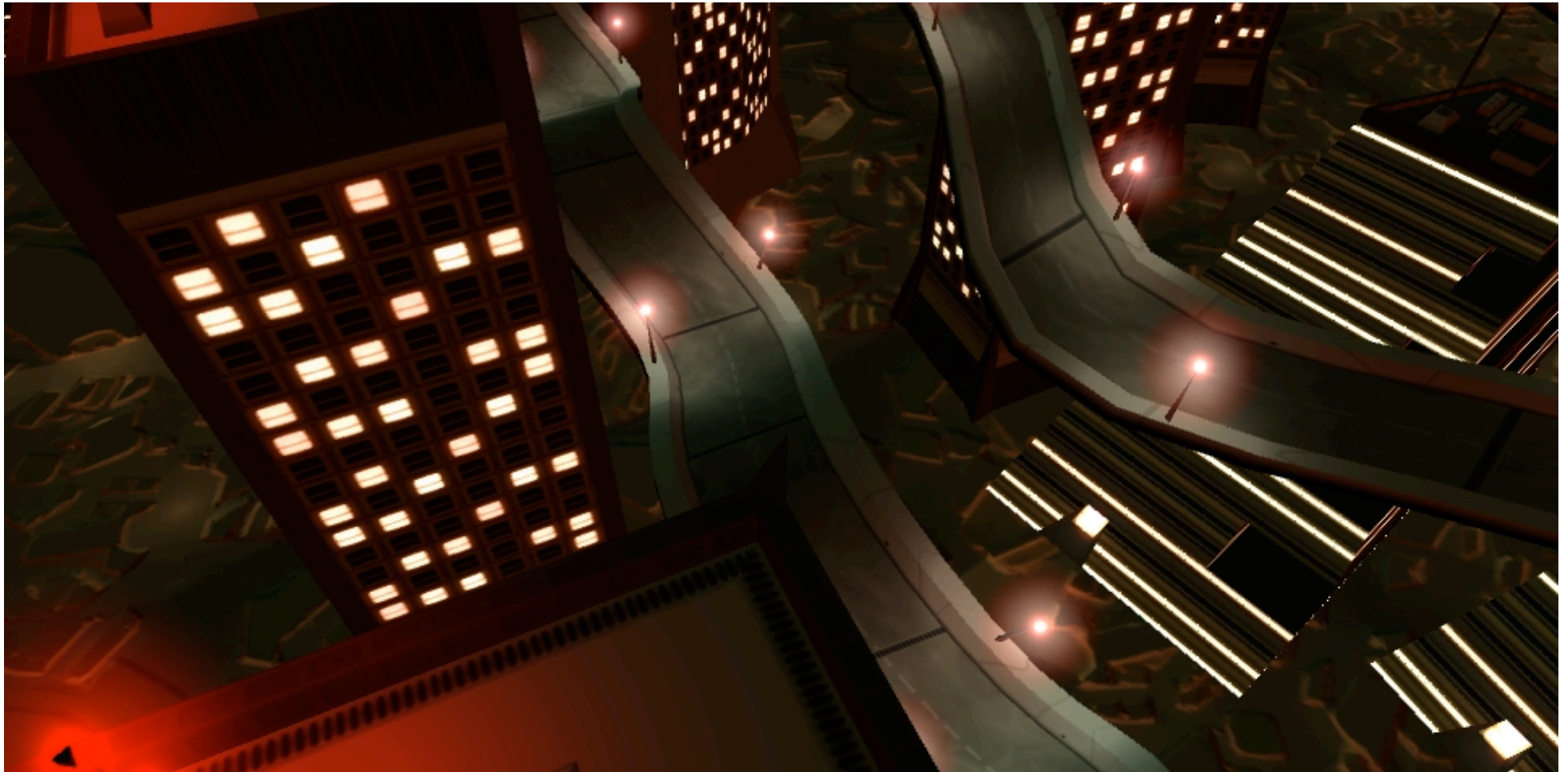
Forever Drive v0.1



Forever Drive v0.1



Forever Drive v0.1



Forever Drive v0.1



The problem...doesn't really stand out, does it?

Design Goals

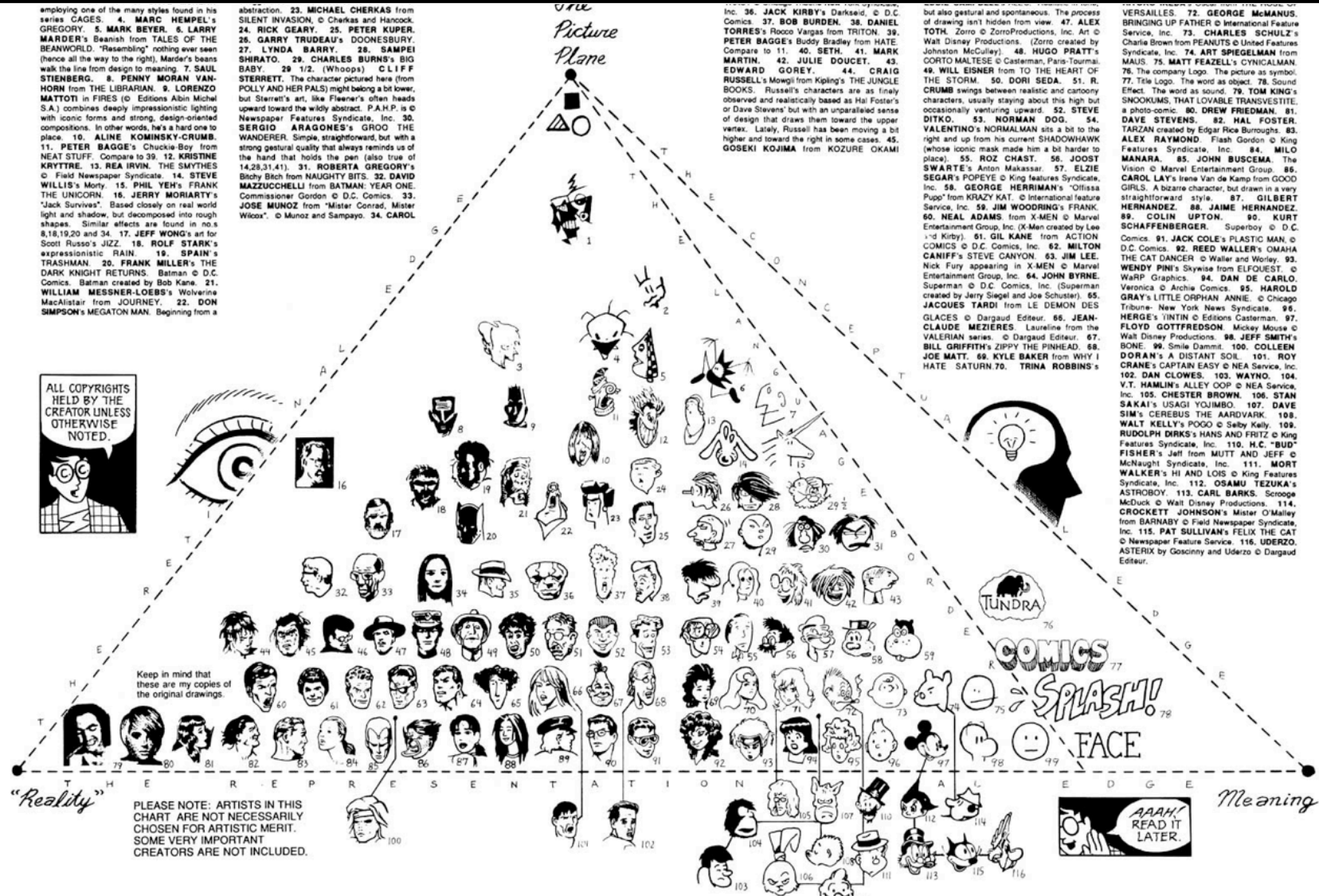
- Needs to be appealing
- Needs to be doable with available resources
- Needs to run on an iPhone
- One more...

Design Goals

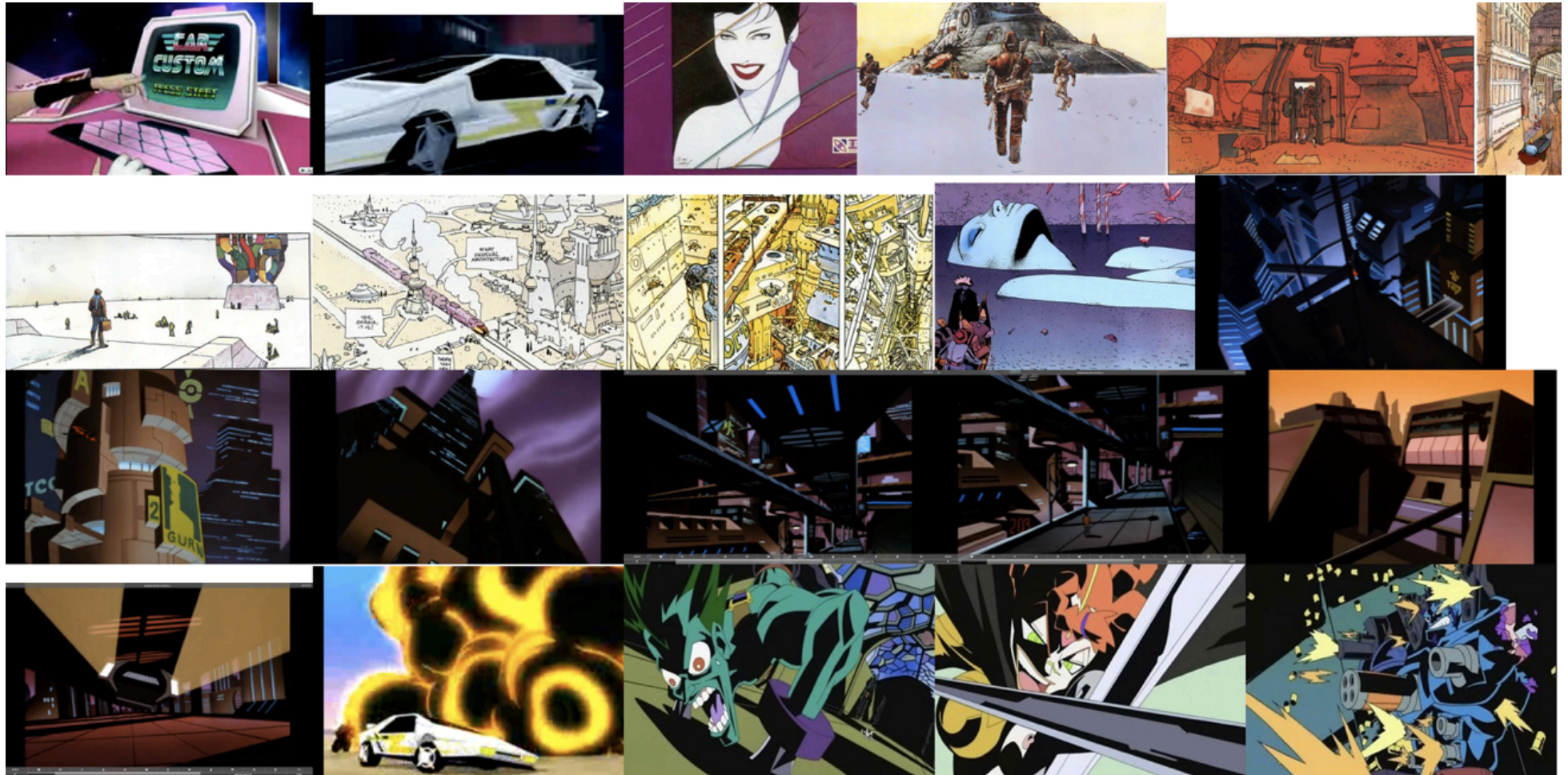
- Needs to be appealing
- Needs to be doable with available resources
- Needs to run on an iPhone
- **Needs to look distinctive**



Keeping it real







What if it was more like...?

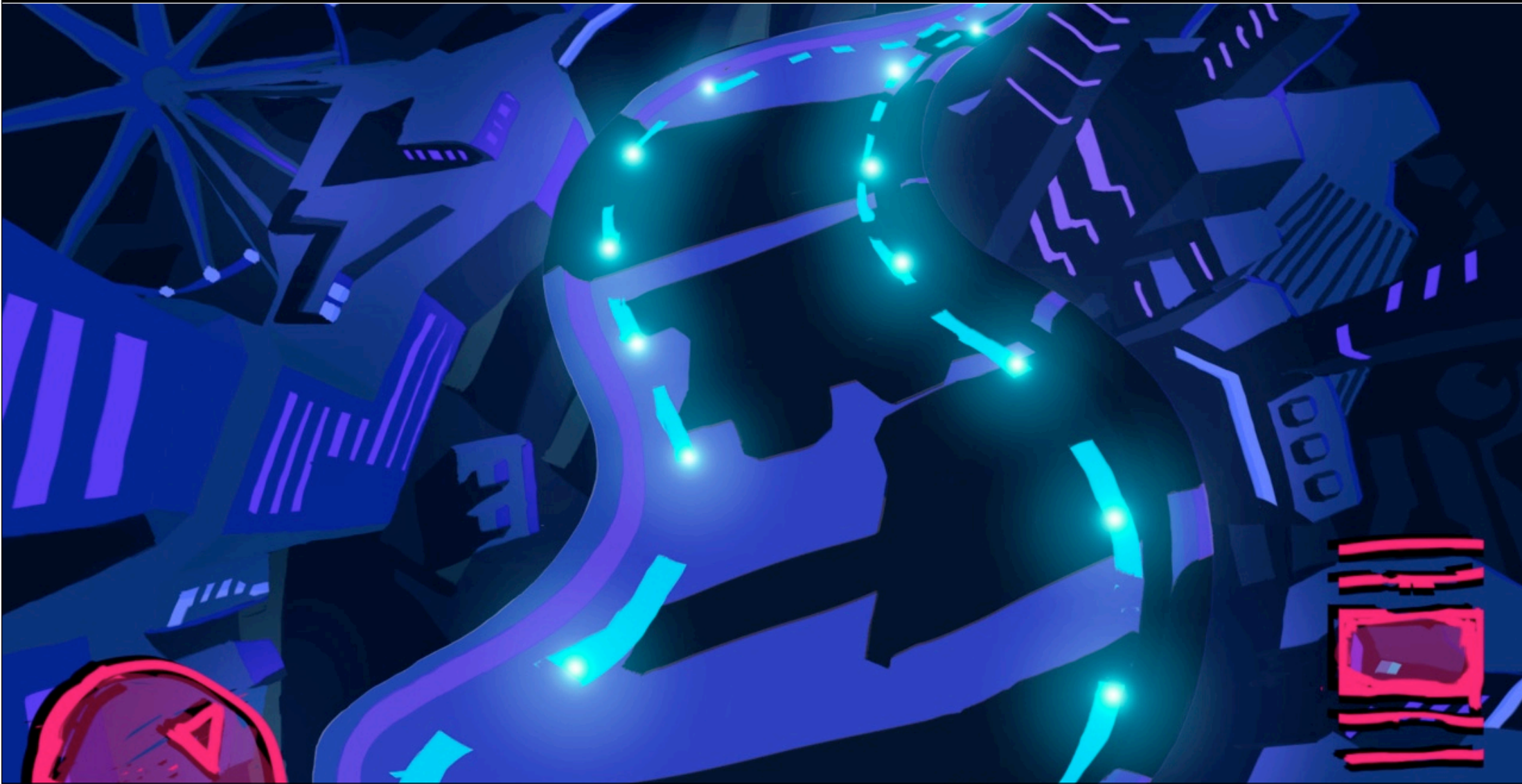
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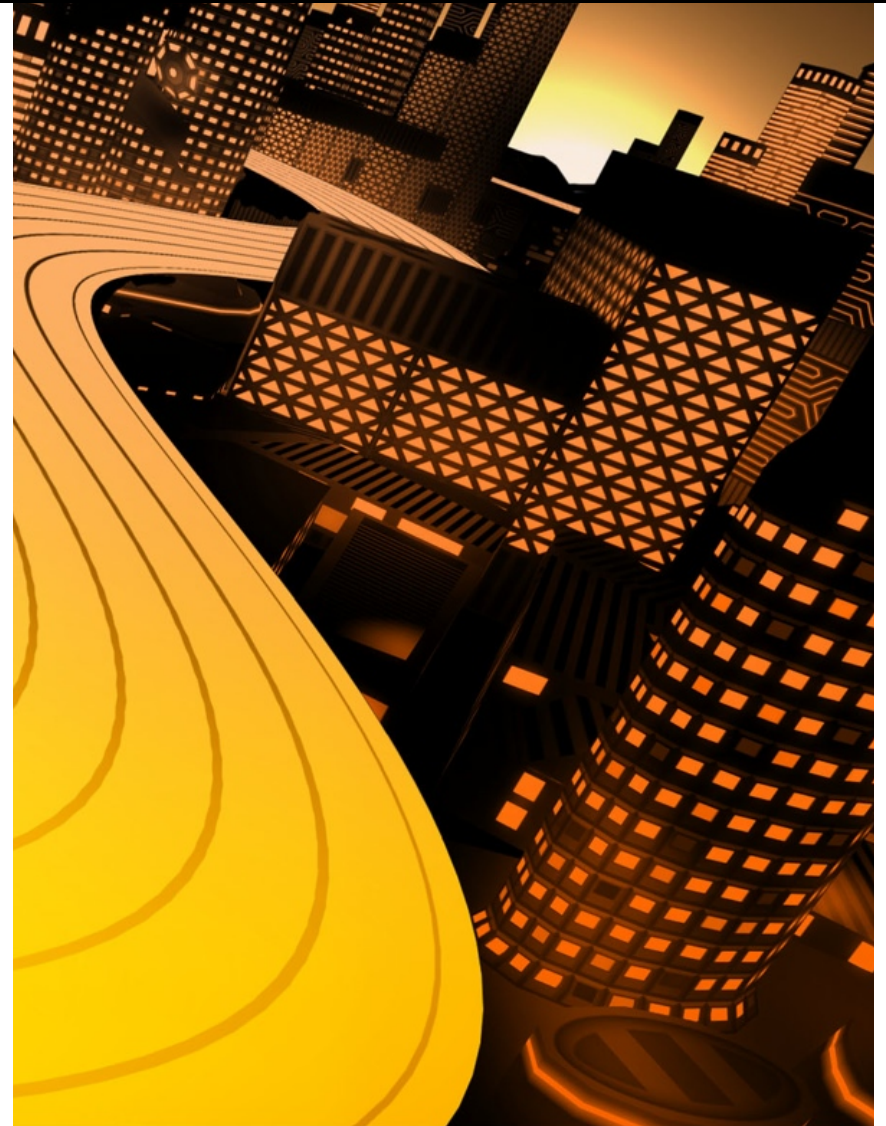
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5.
Ok, let's just make it then!



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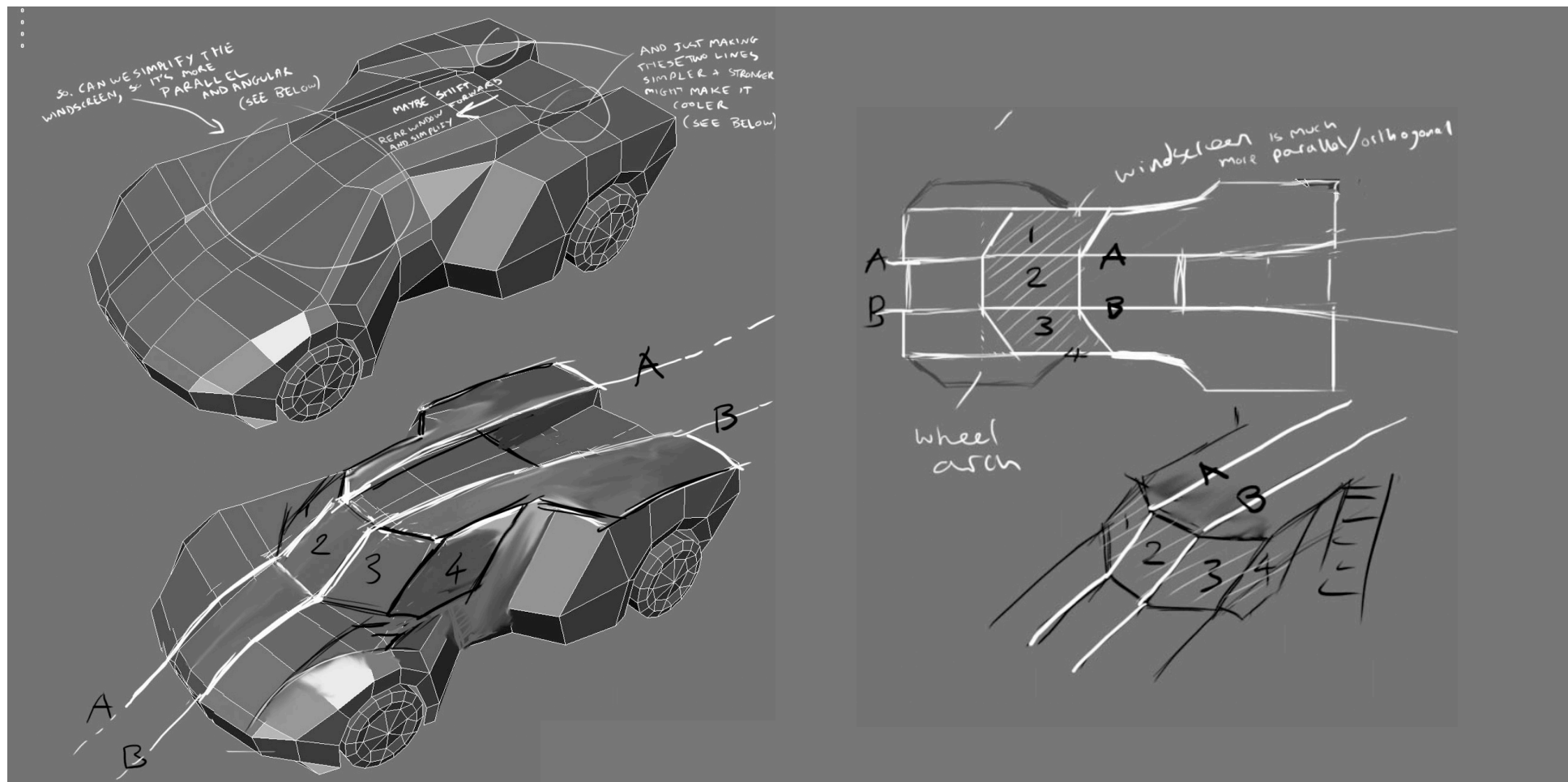
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5a.
Car design is hard

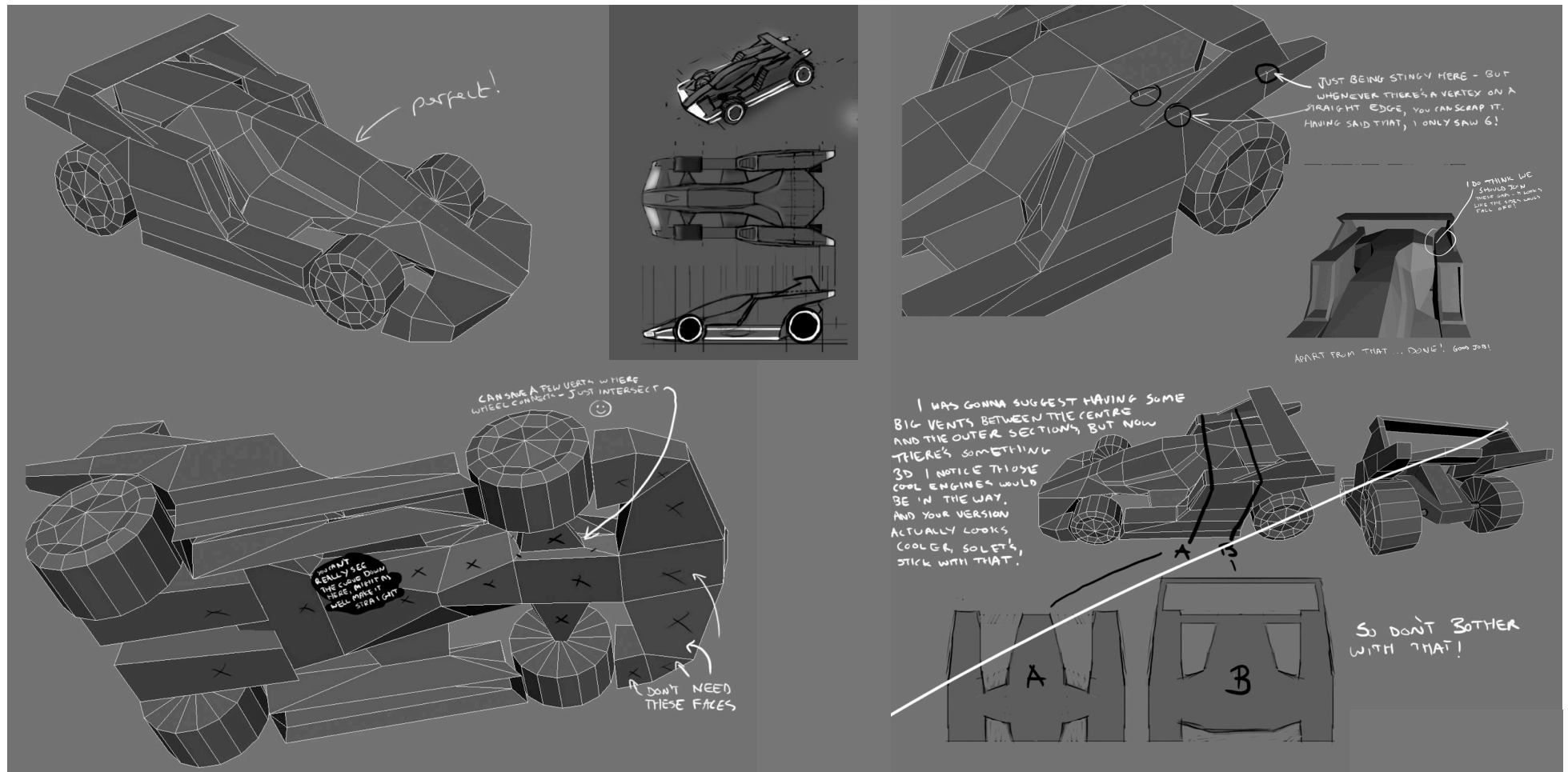




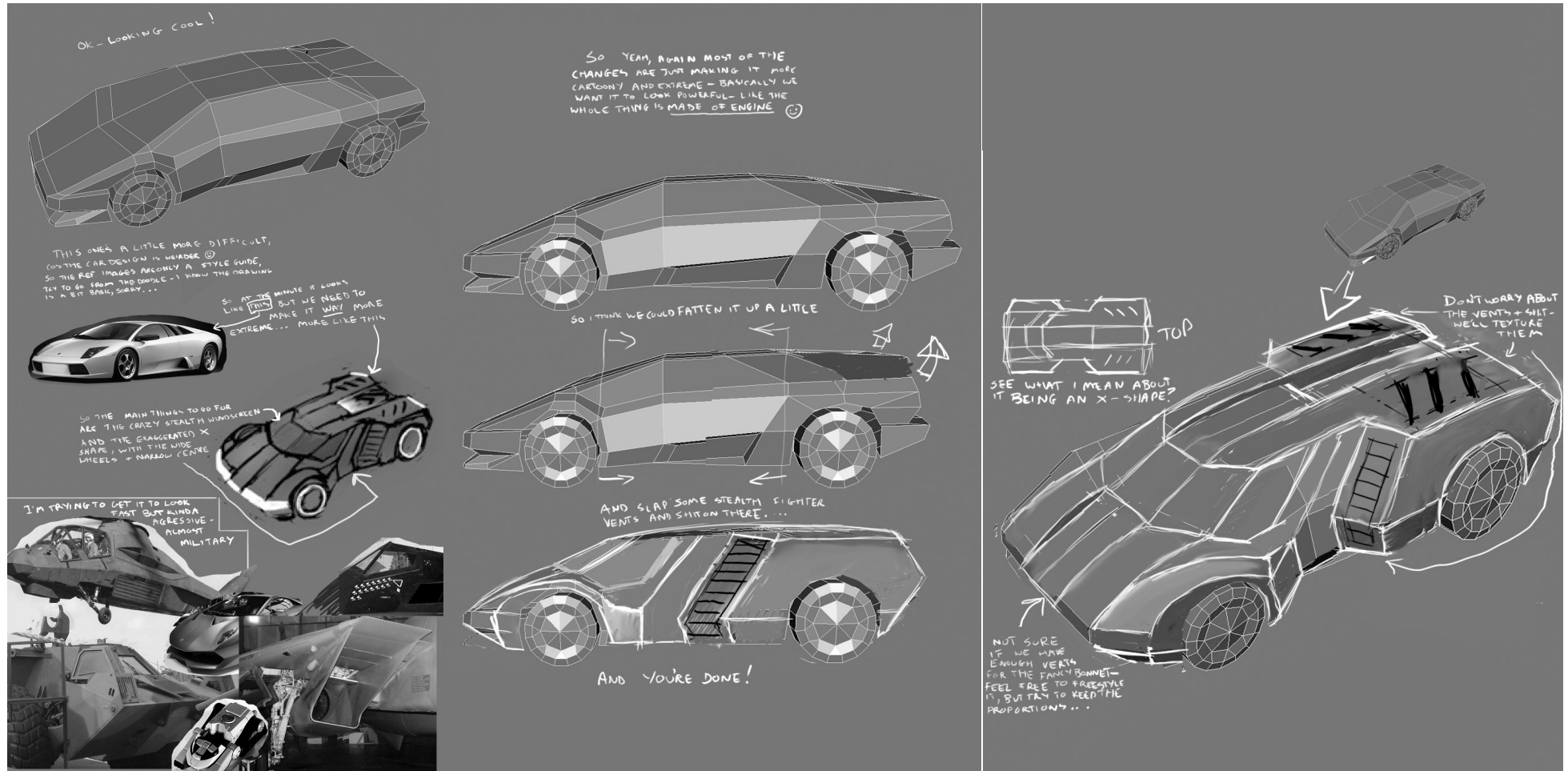
Car design is...surprisingly hard



More like..this?



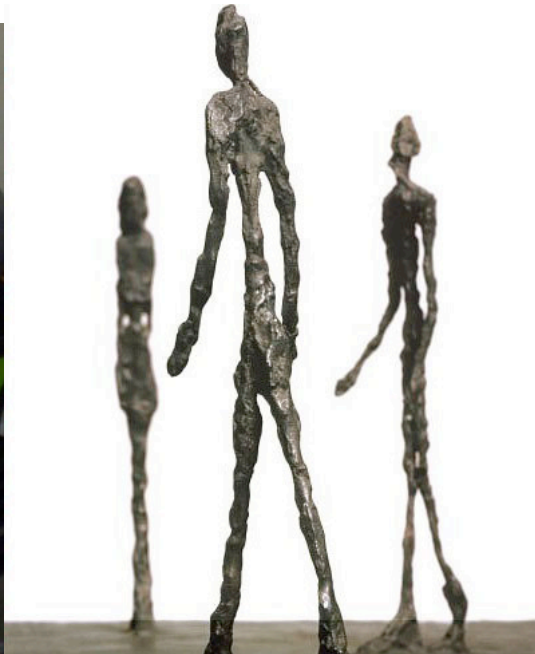
More like..this?



More like..this?



Reality



Alberto
Giacometti



Lucian
Freud

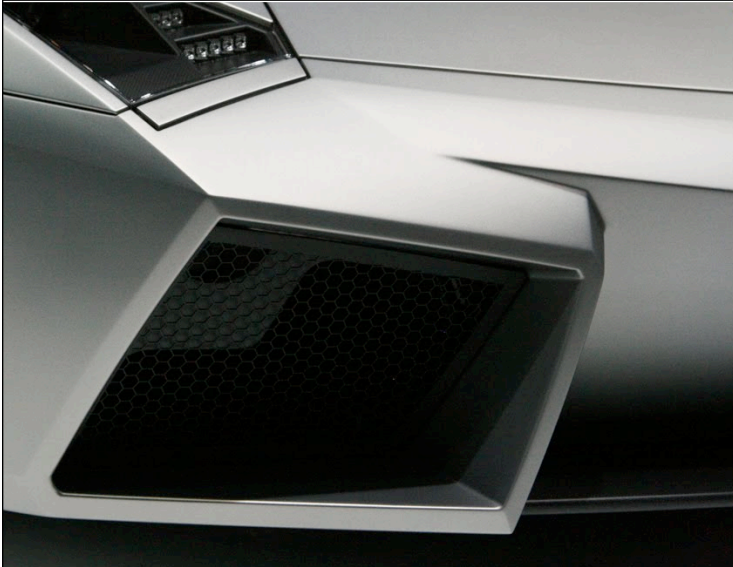


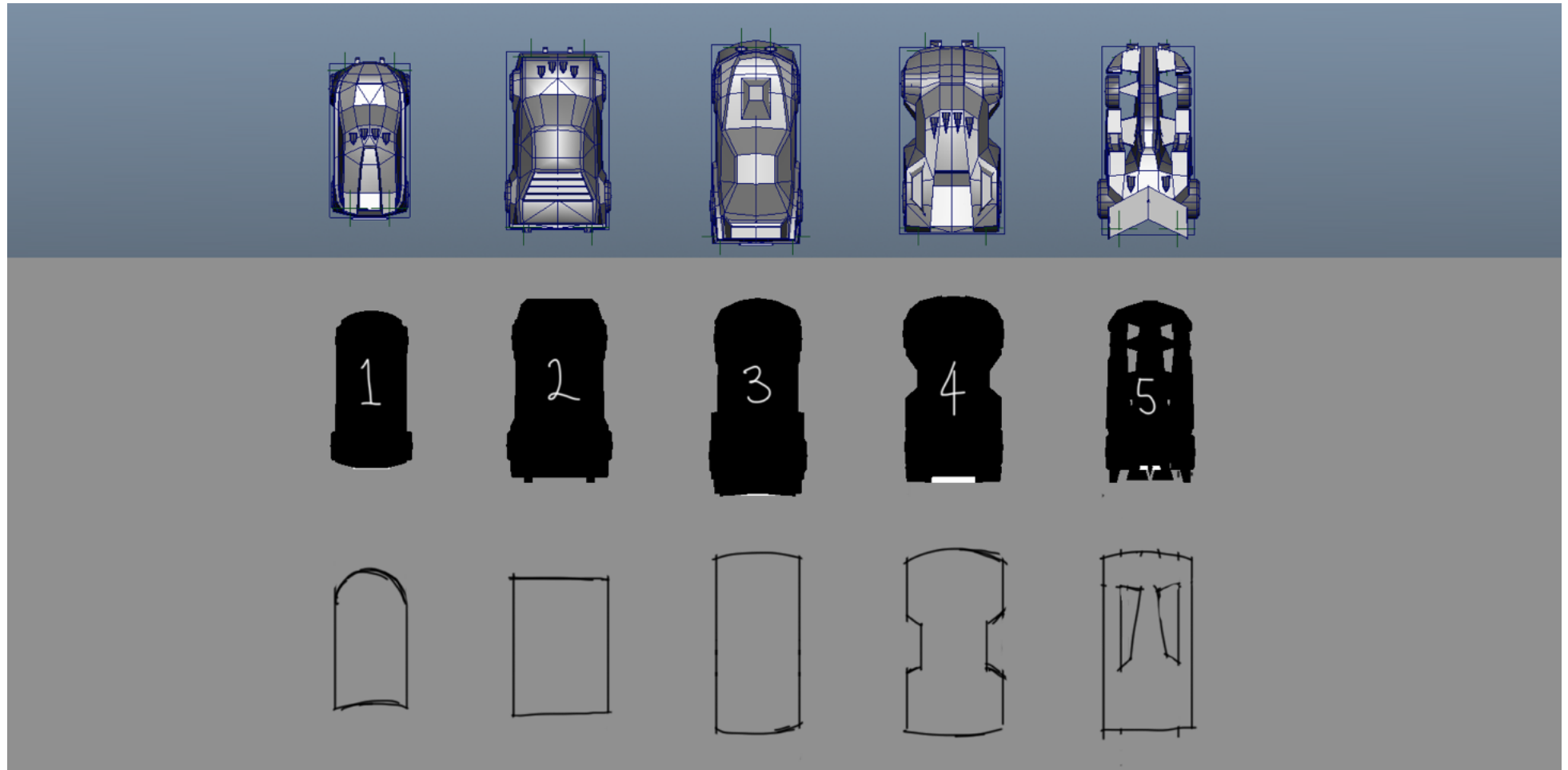
Michael
Bay

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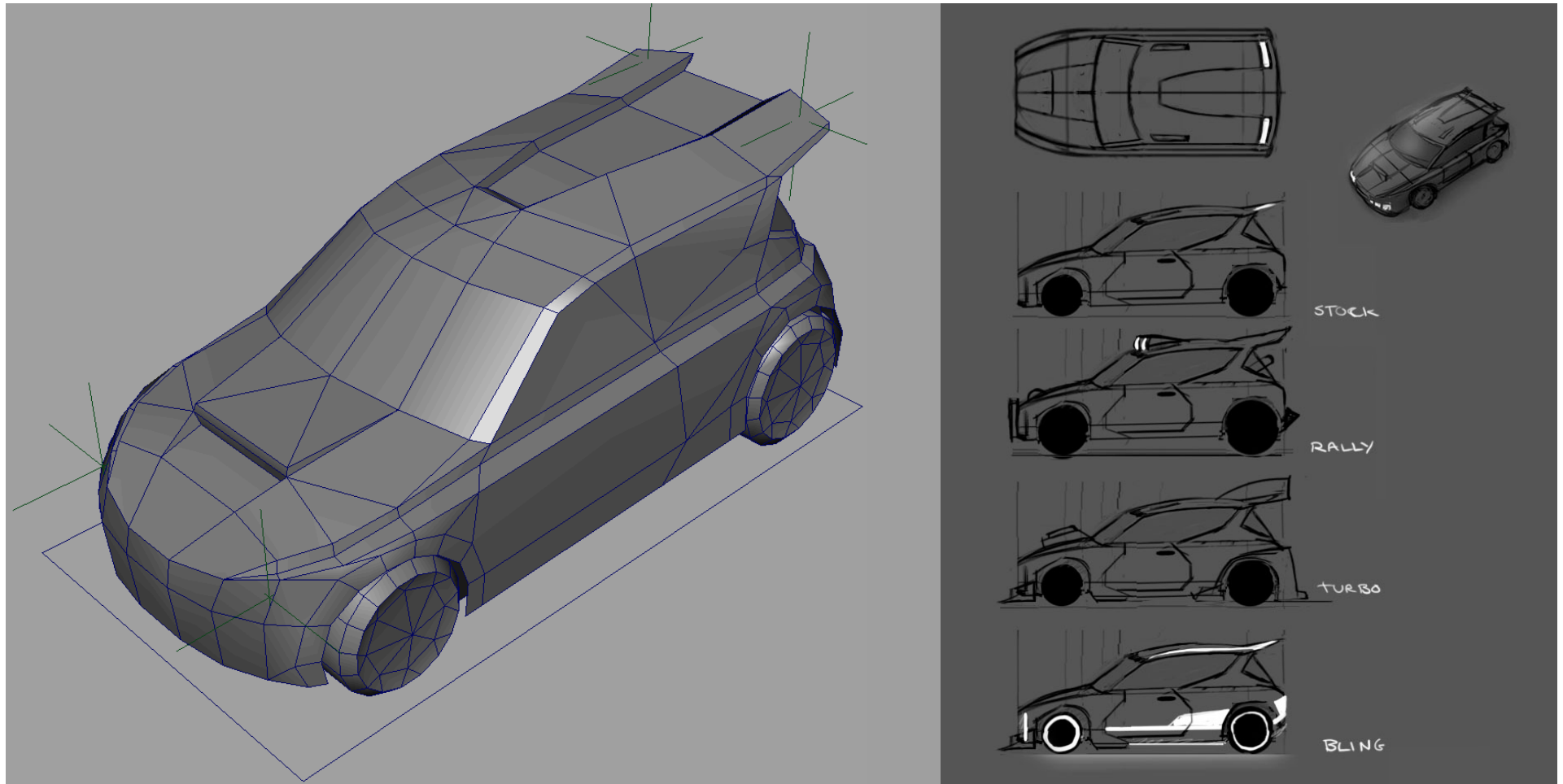
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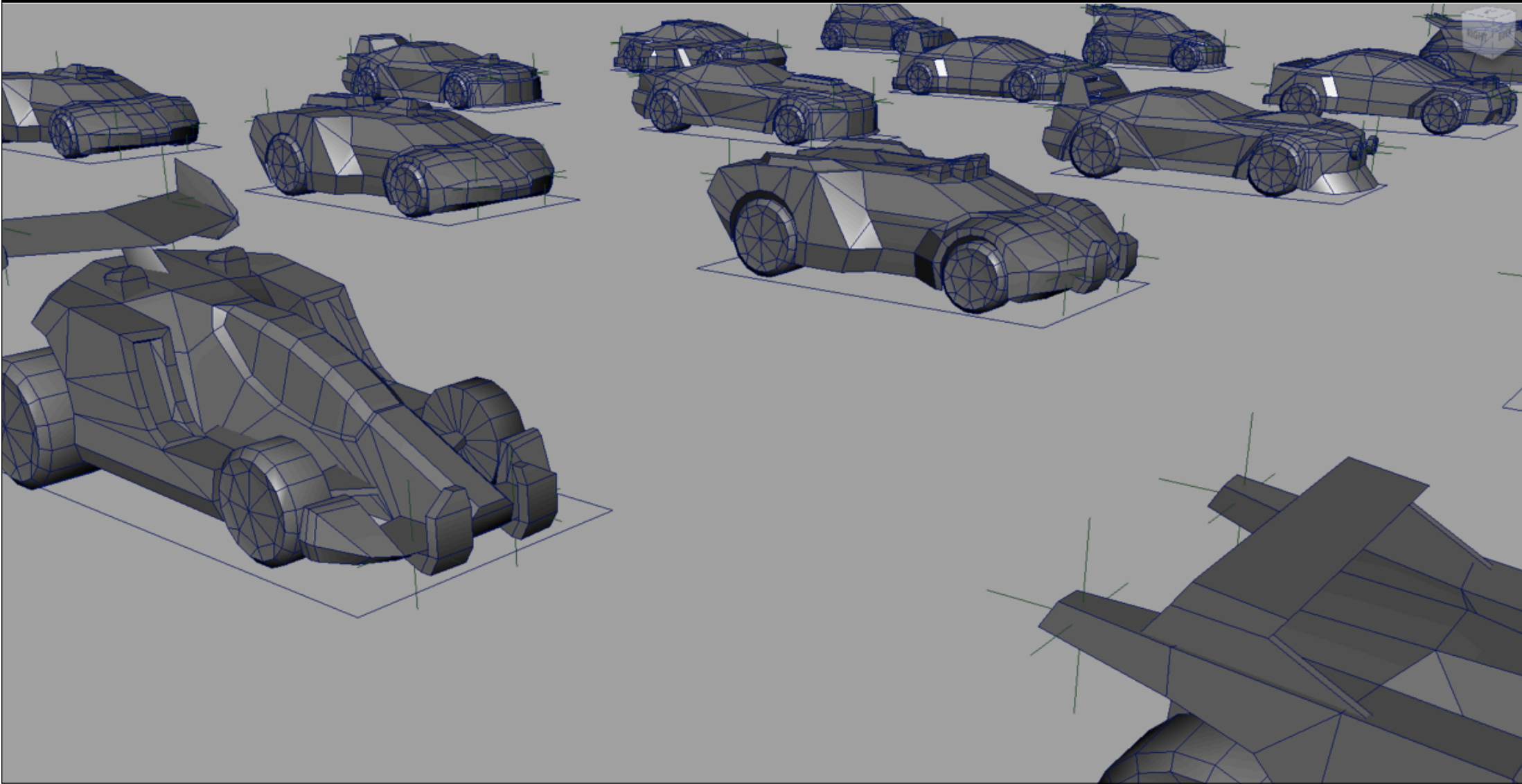


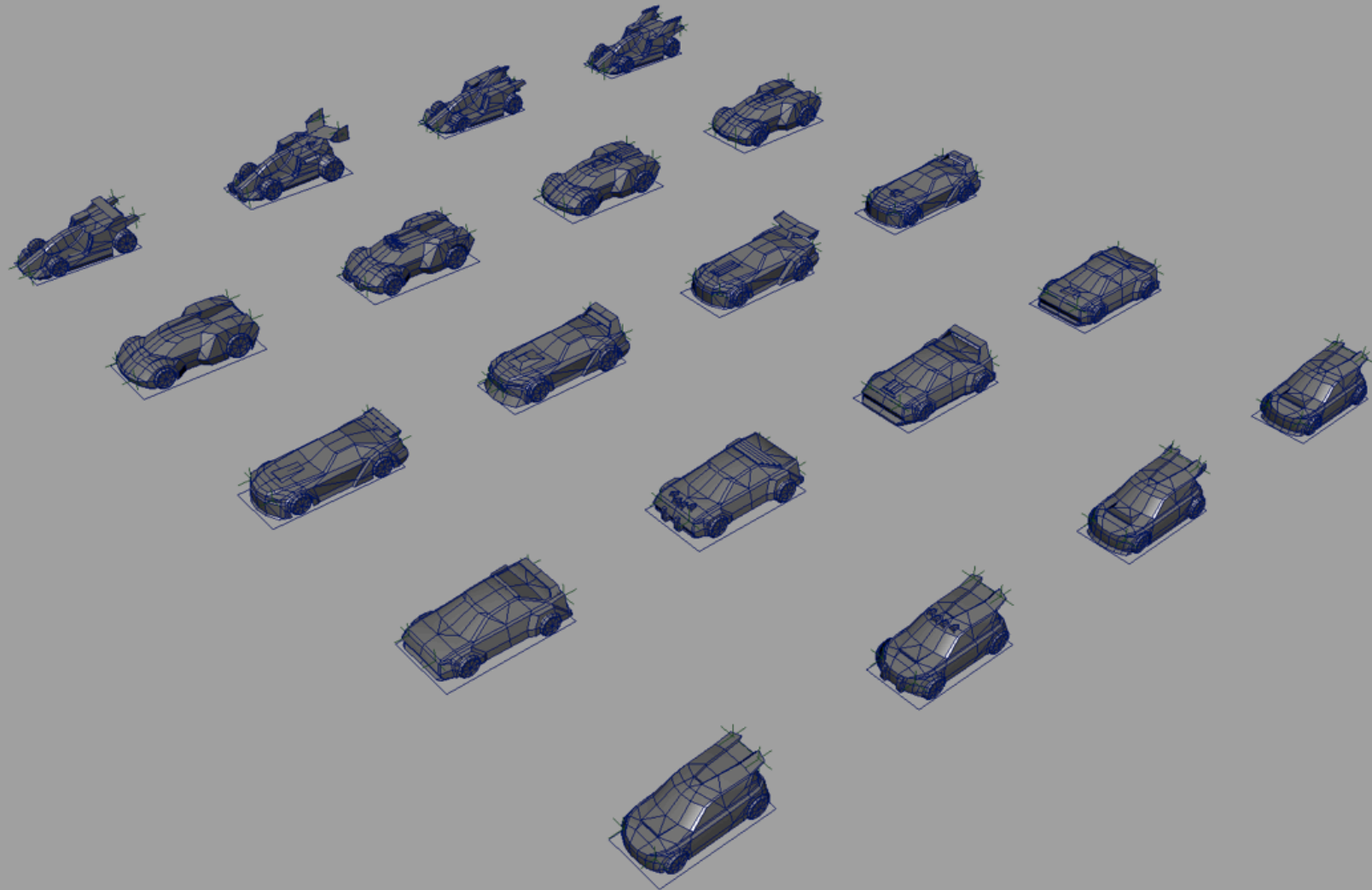


Silhouettes are important when the car is tiny!



Variations on a theme...



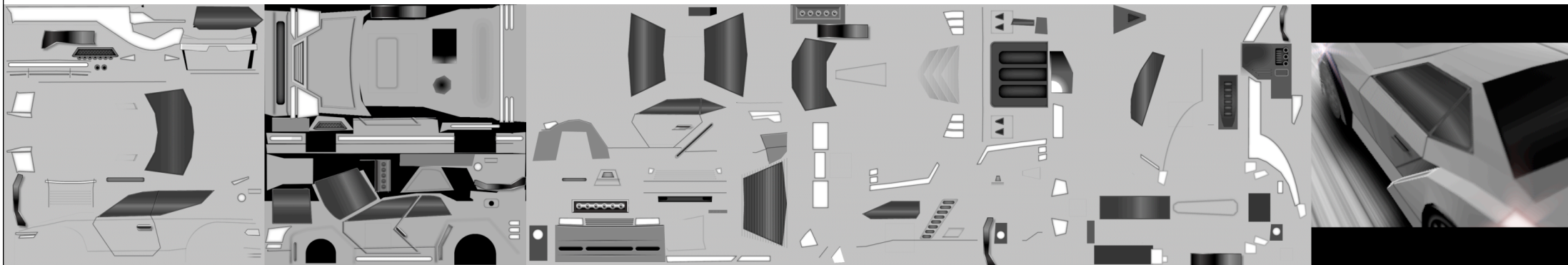


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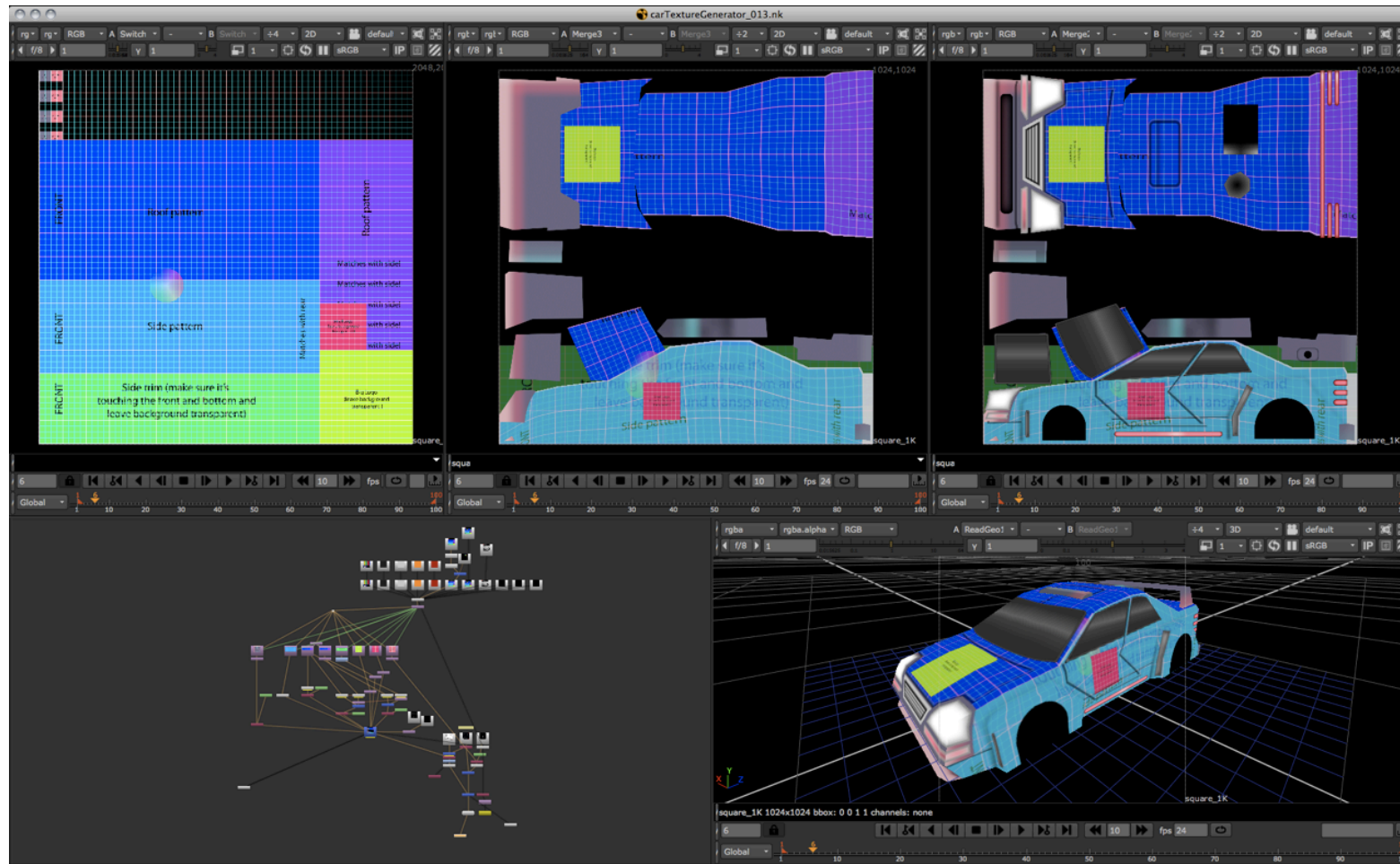
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5b.
Pretty colours

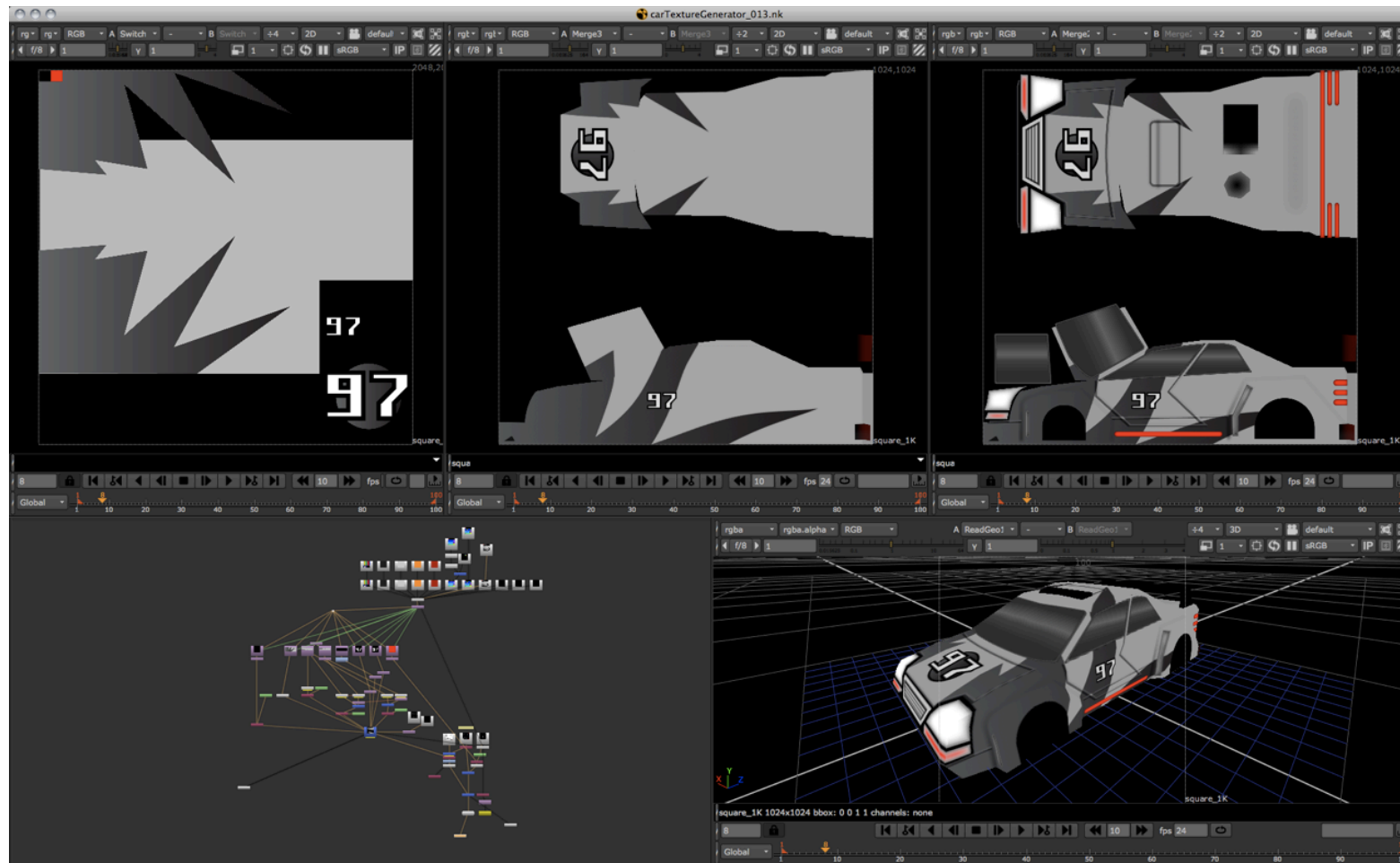




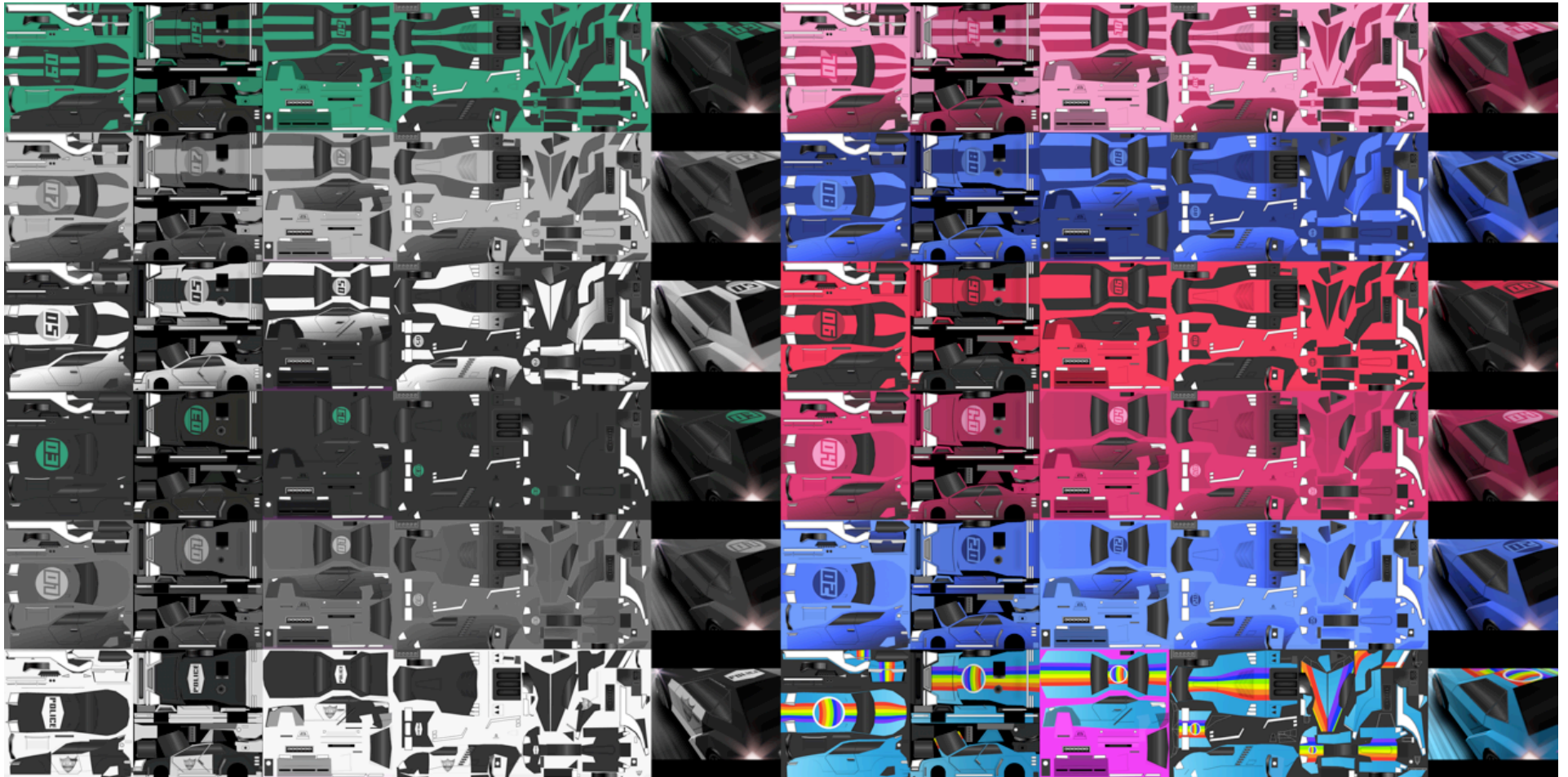
Texture pages for cars 1-5, and thumbnail



Efficient pipeline AKA "cheating"



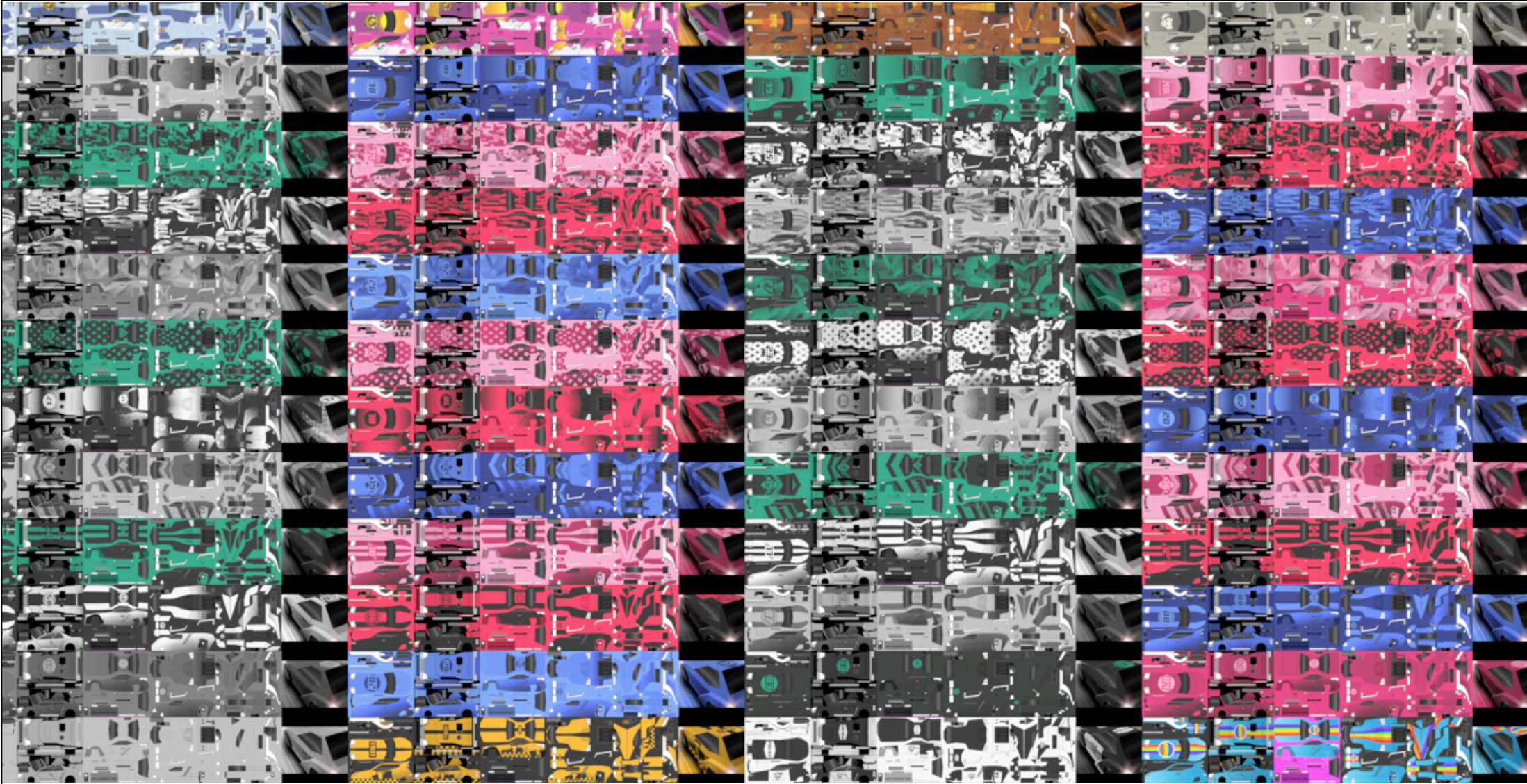
Efficient pipeline AKA "cheating"



So many colours!

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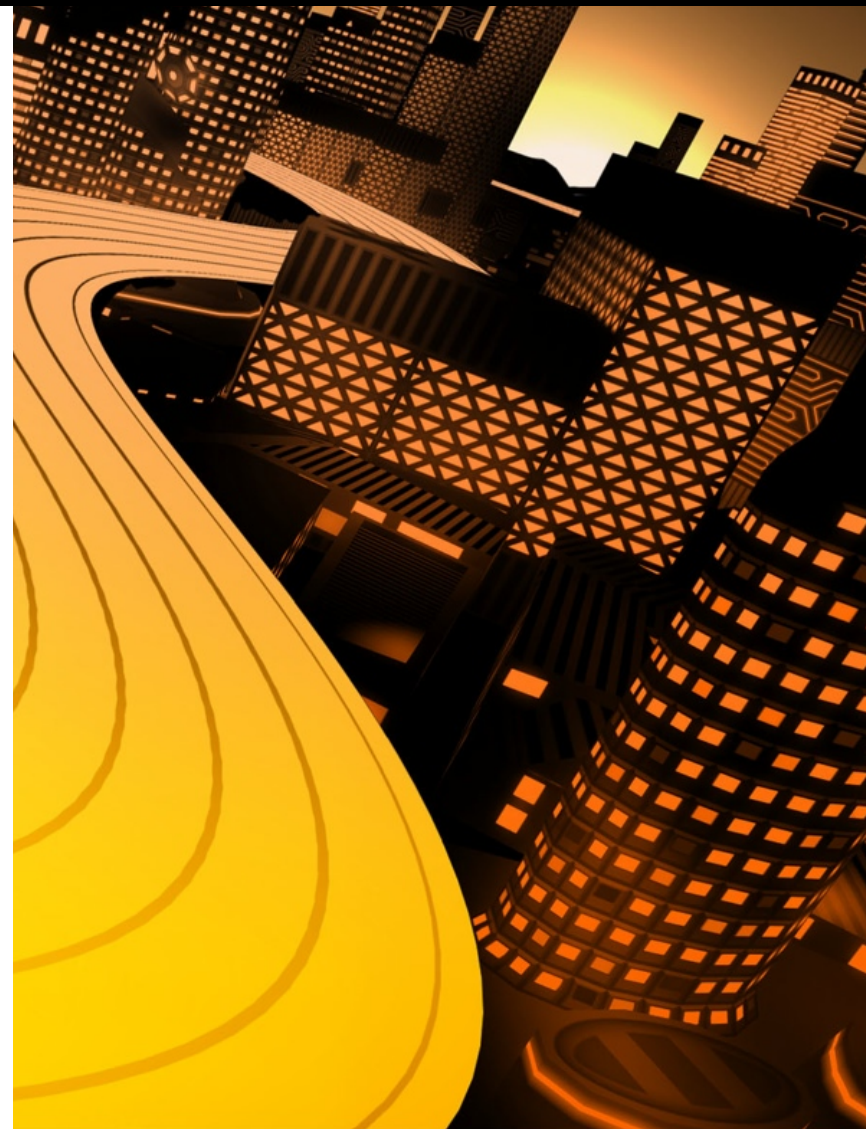
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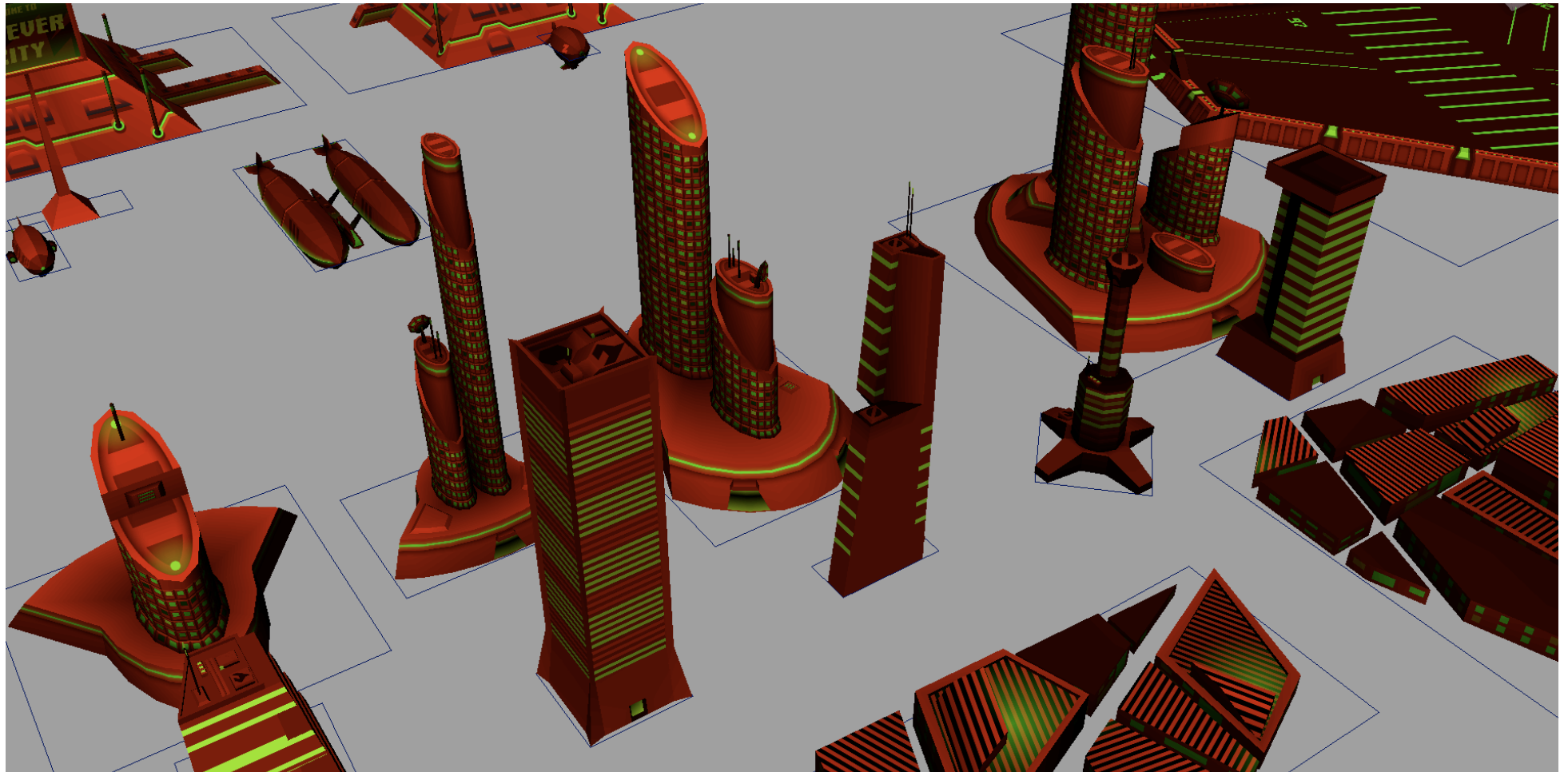


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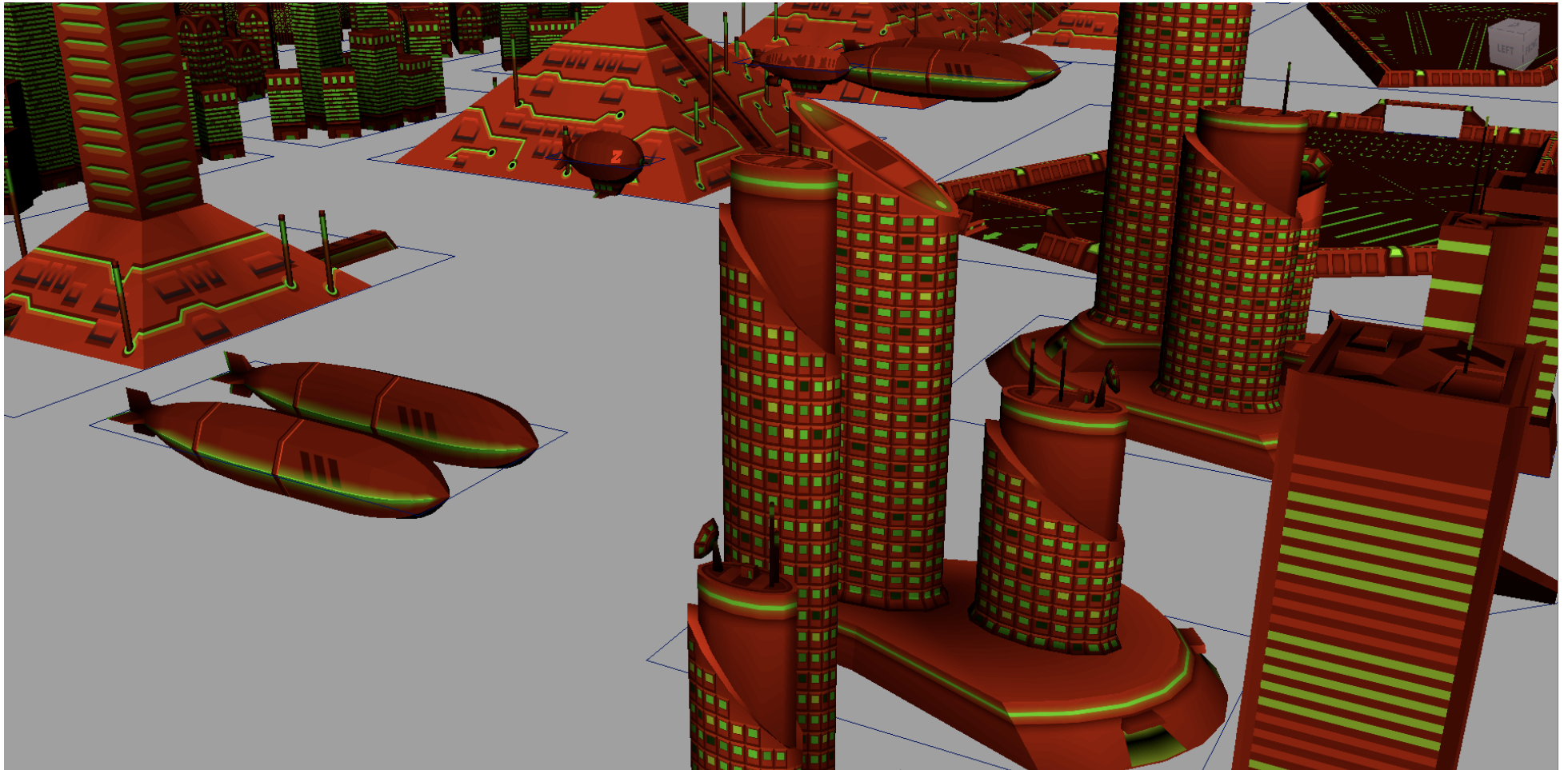
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5c.
The world

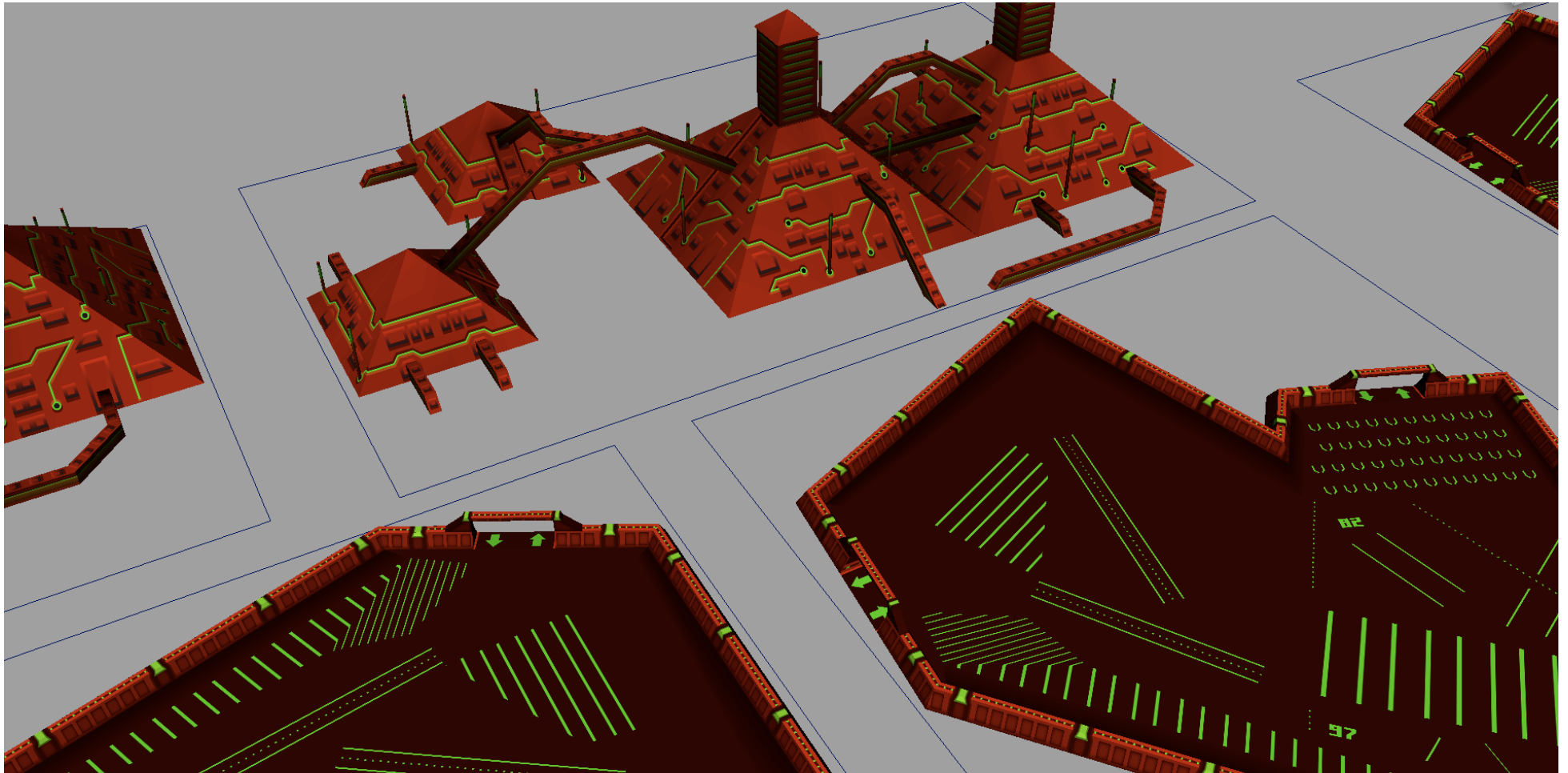




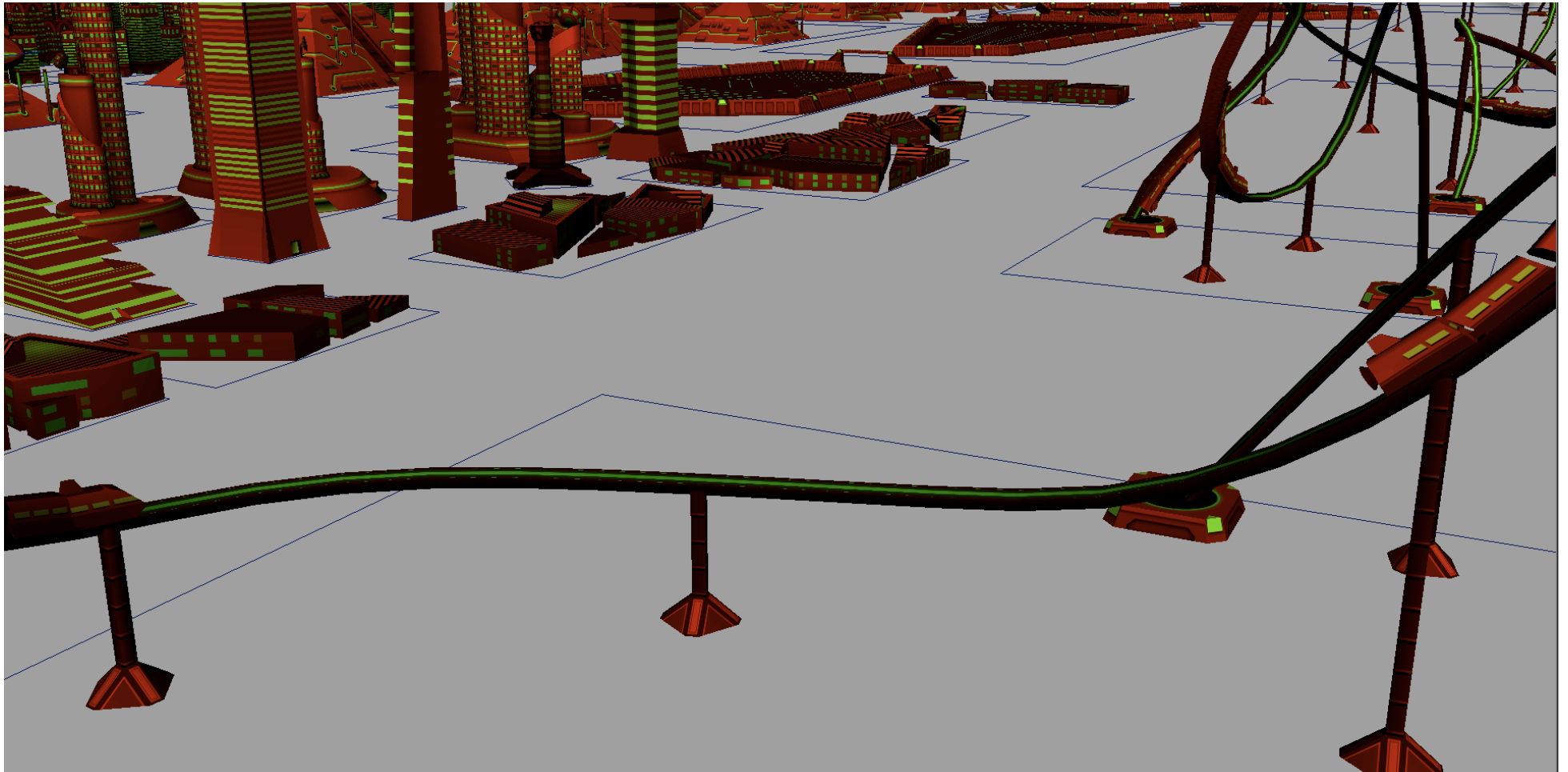
Forever Drive - scenery assets



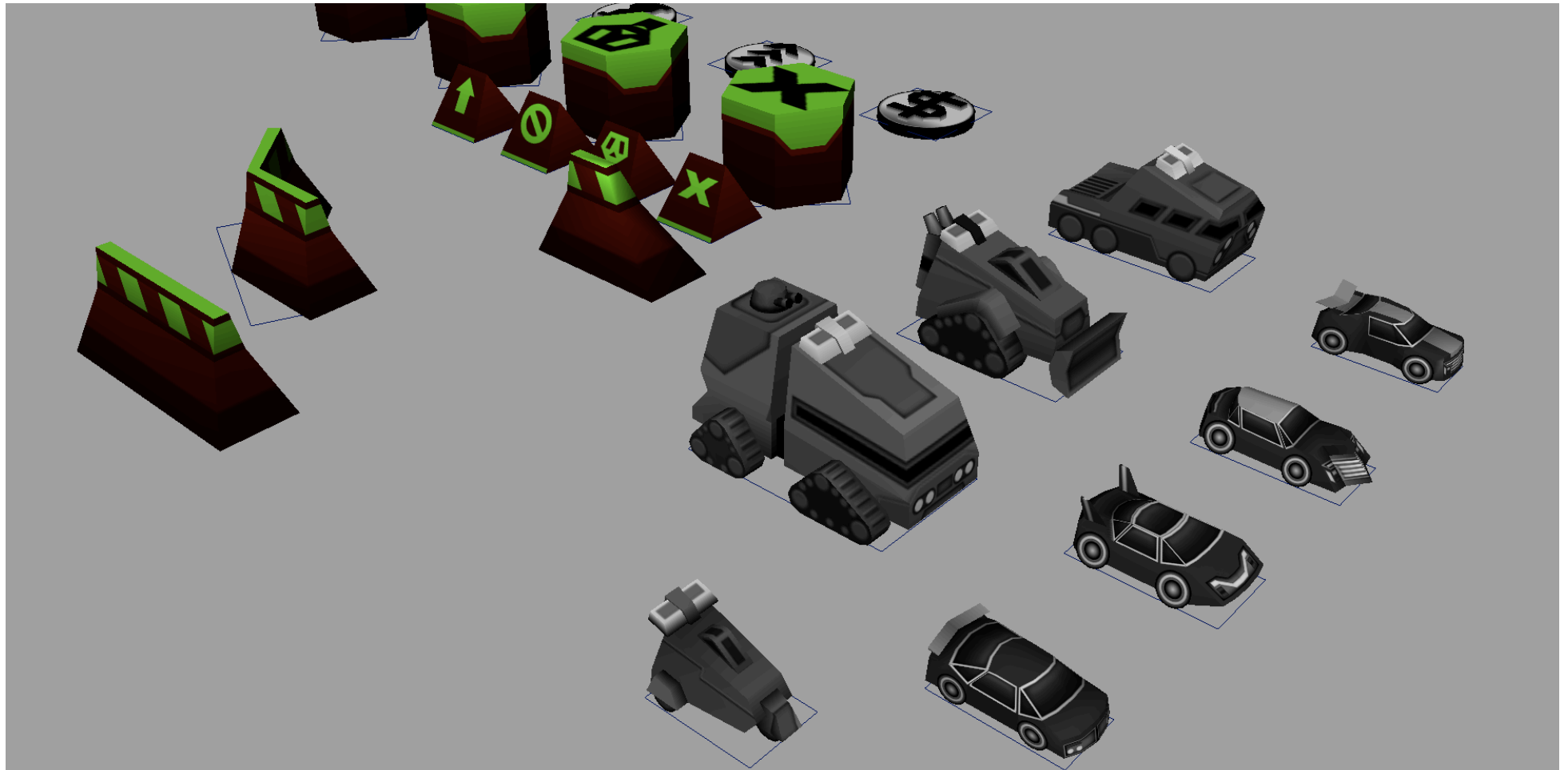
Forever Drive - scenery assets



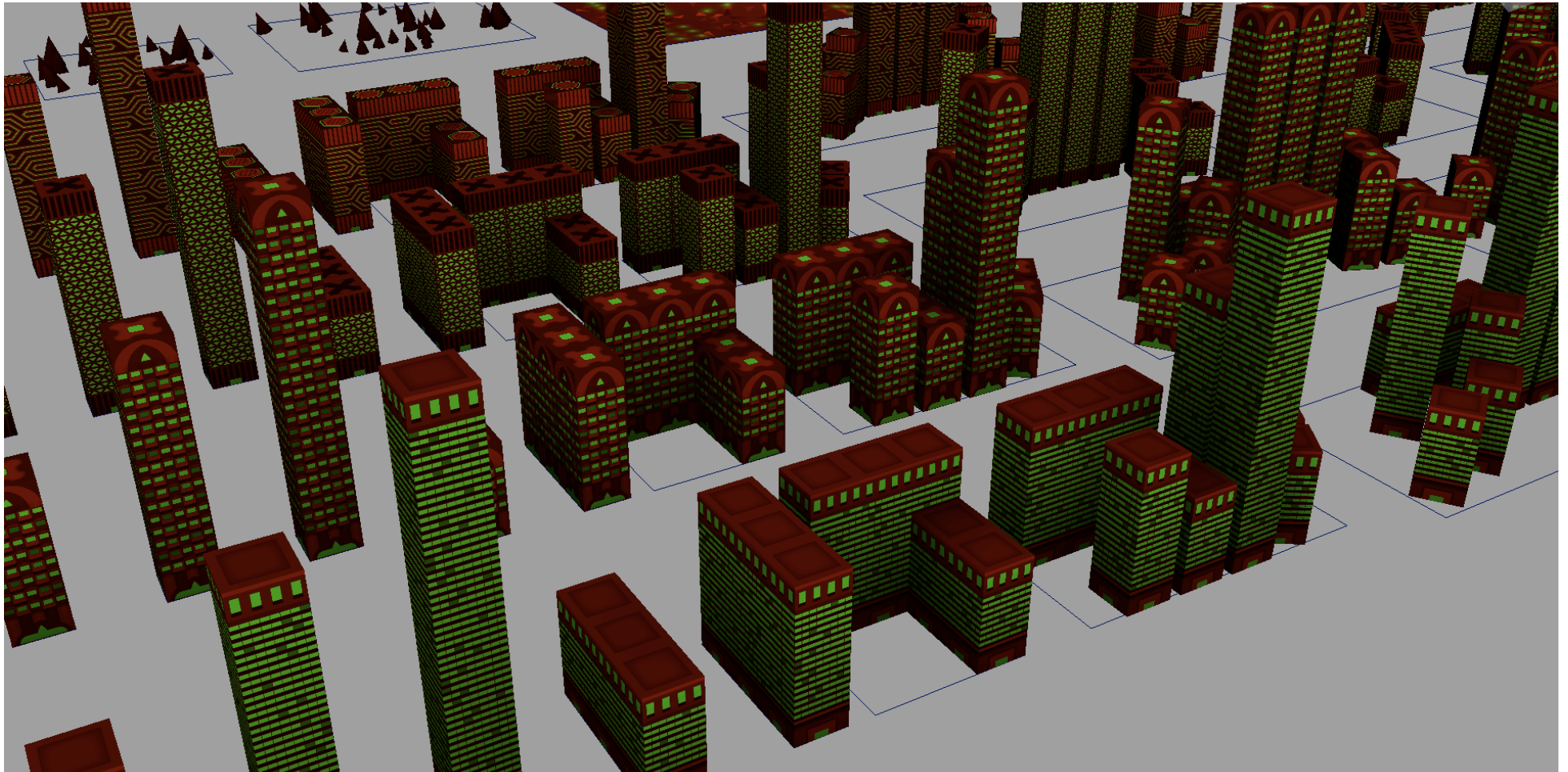
Forever Drive - scenery assets



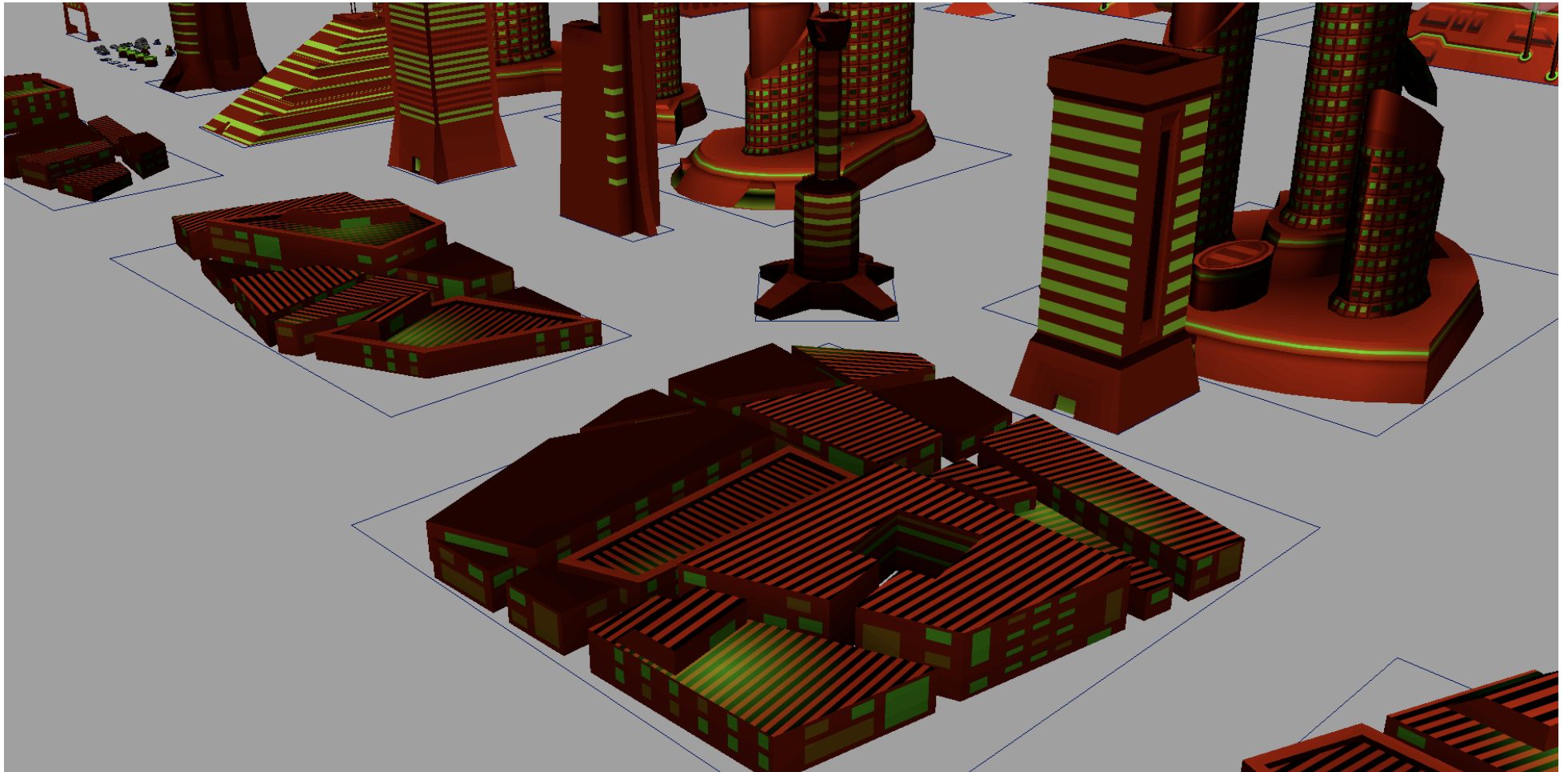
Forever Drive - scenery assets



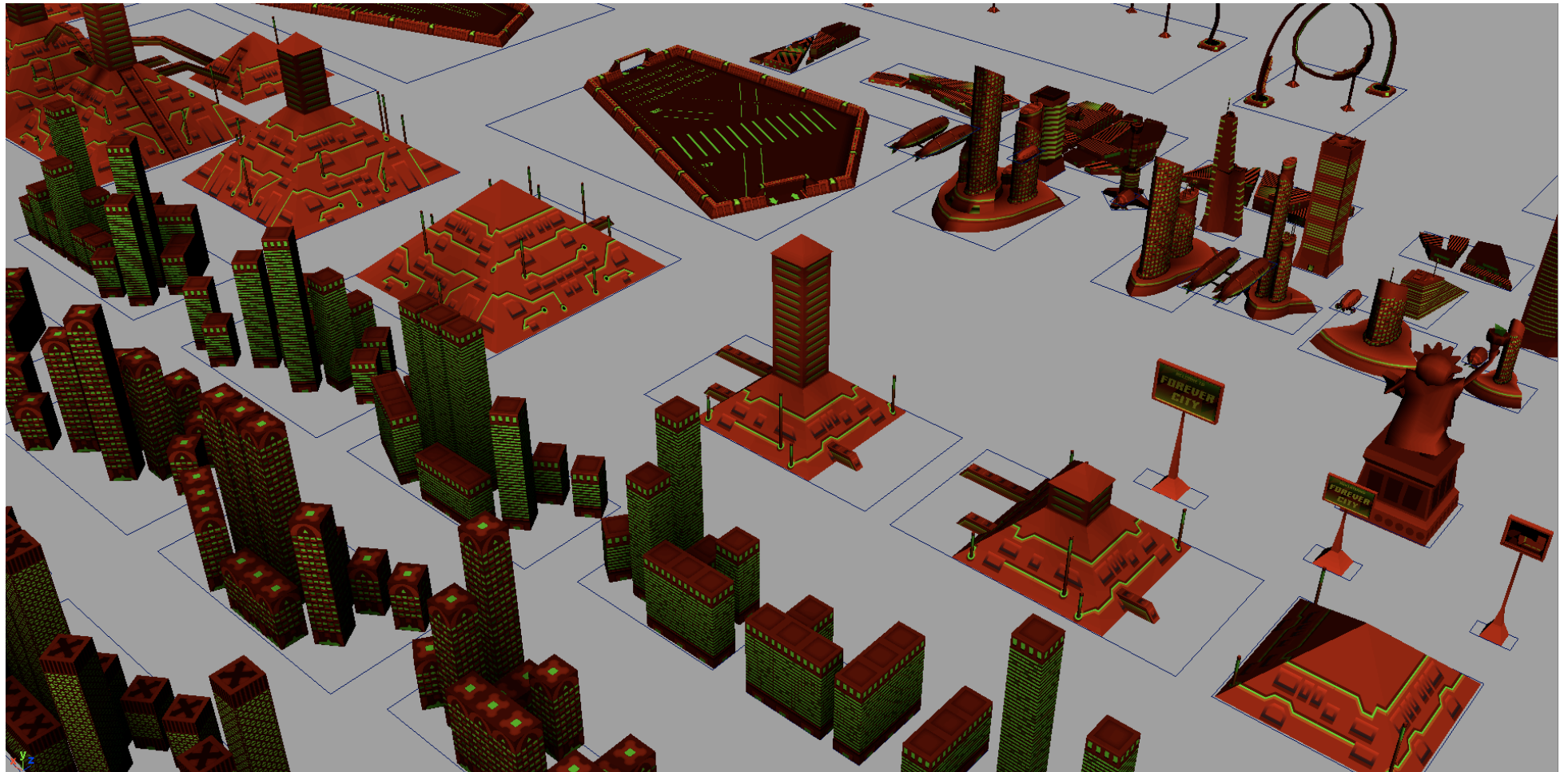
Forever Drive - scenery assets



Forever Drive - scenery assets



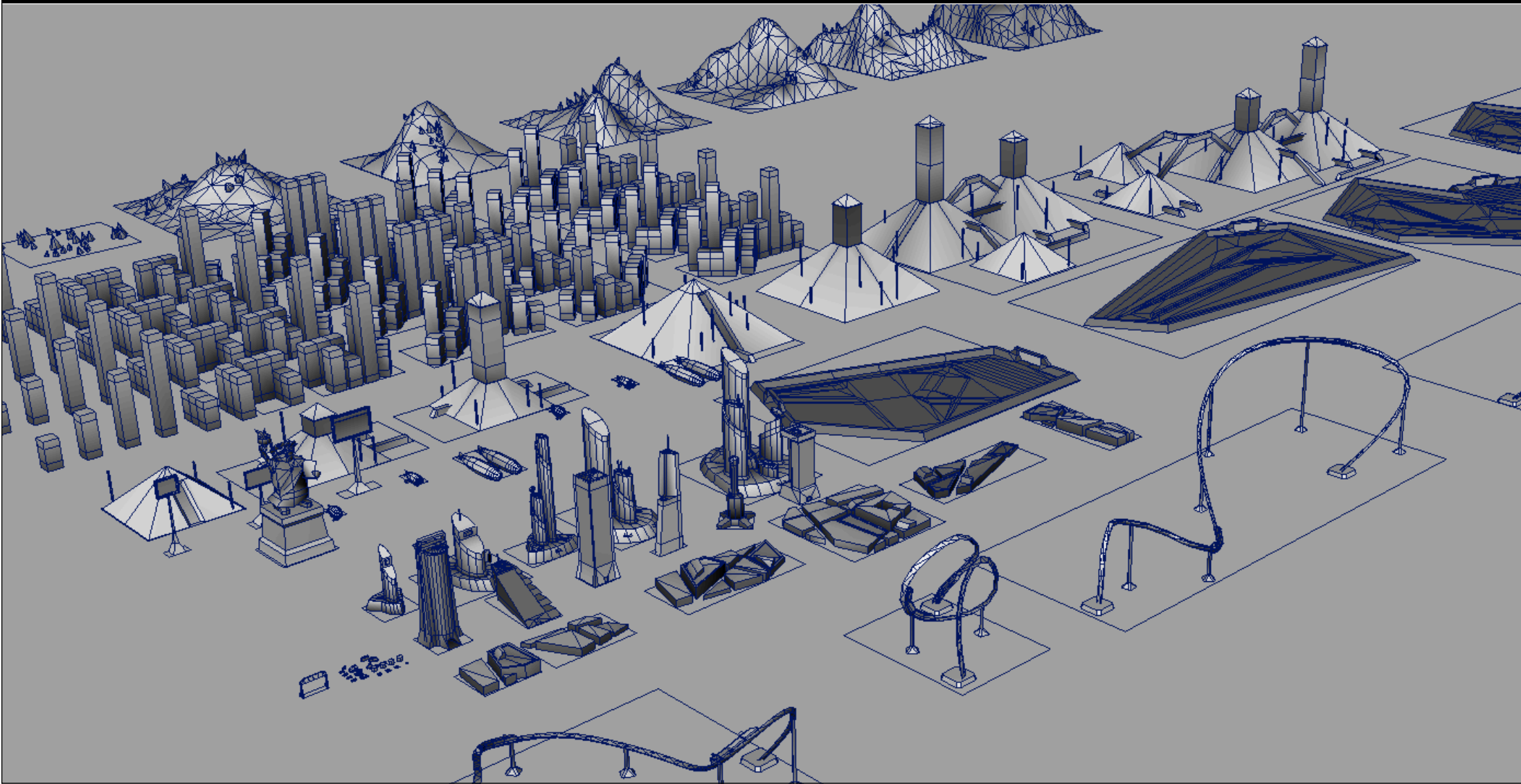
Forever Drive - scenery assets



Forever Drive - scenery assets

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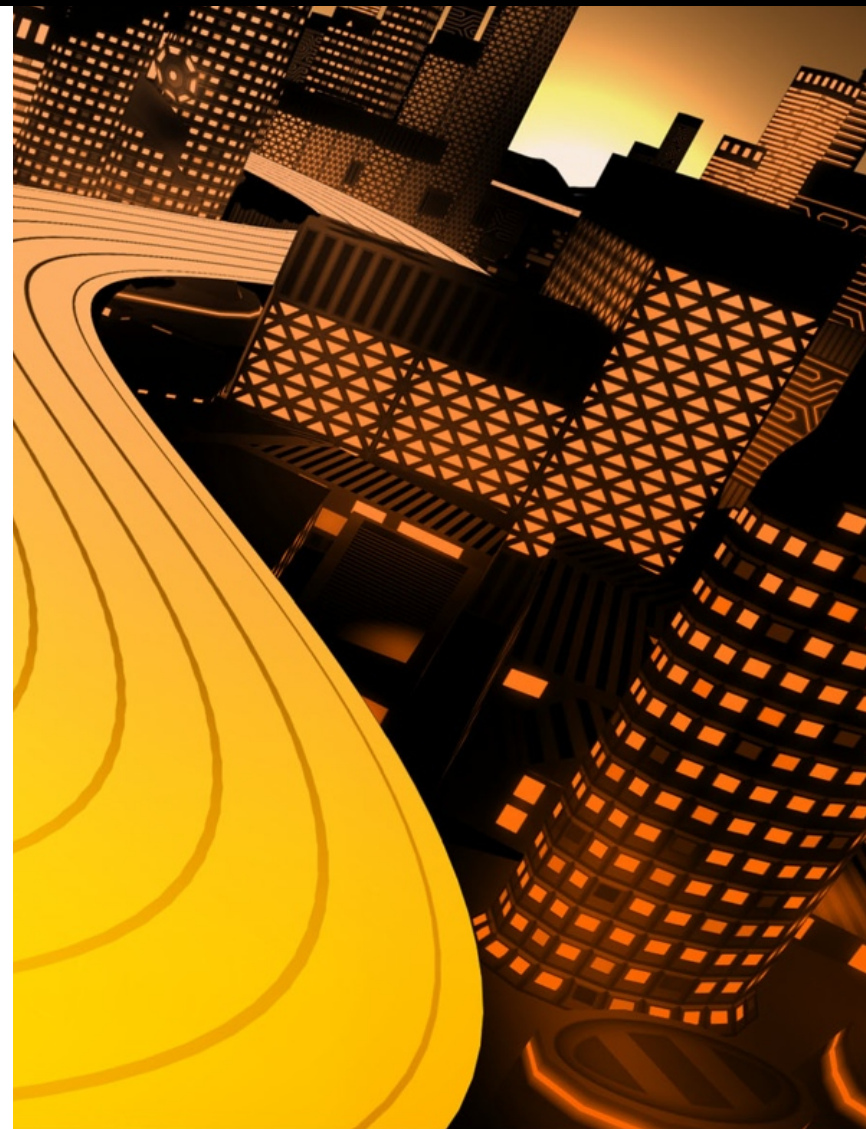
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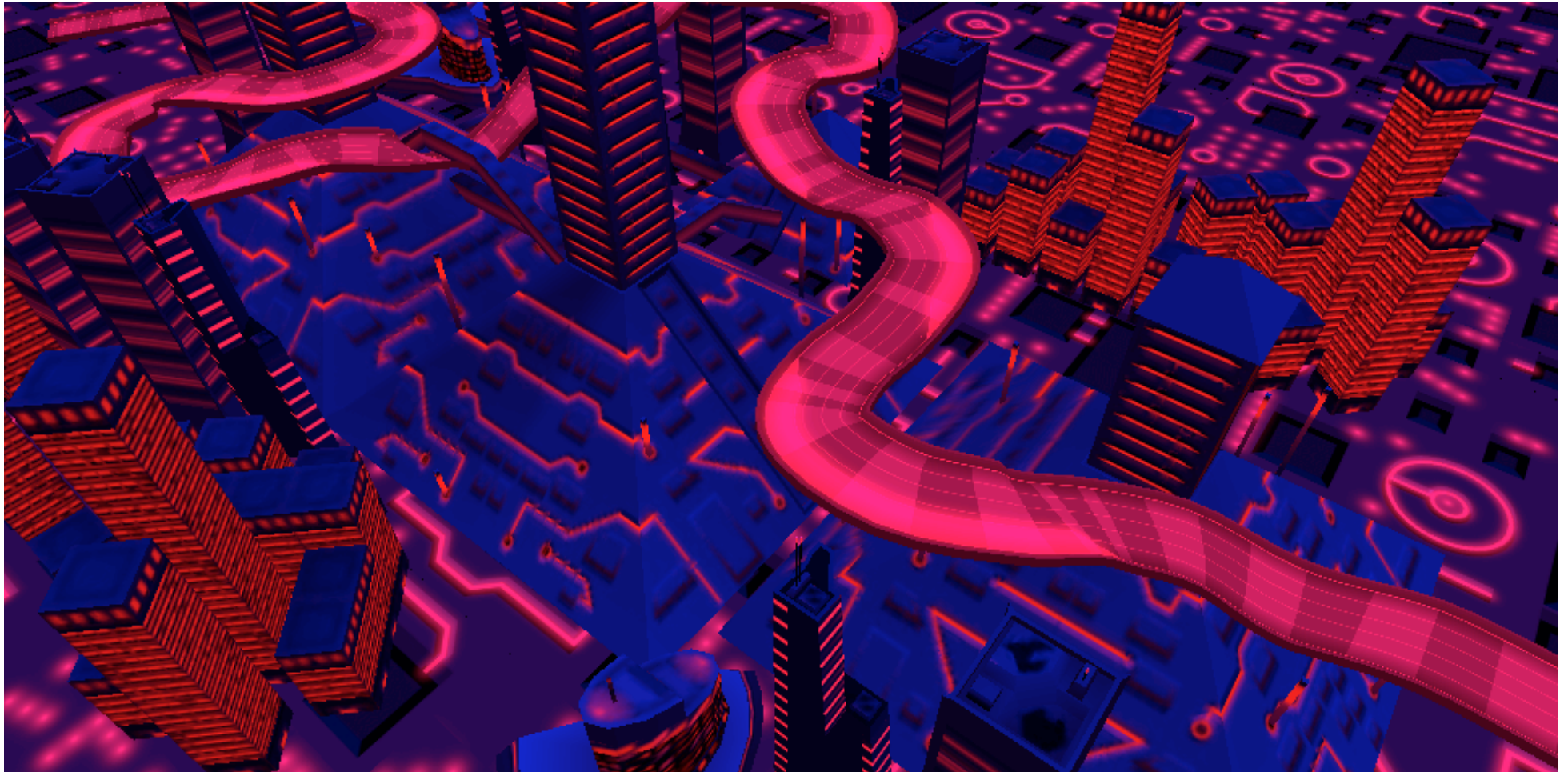
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6.
Done!

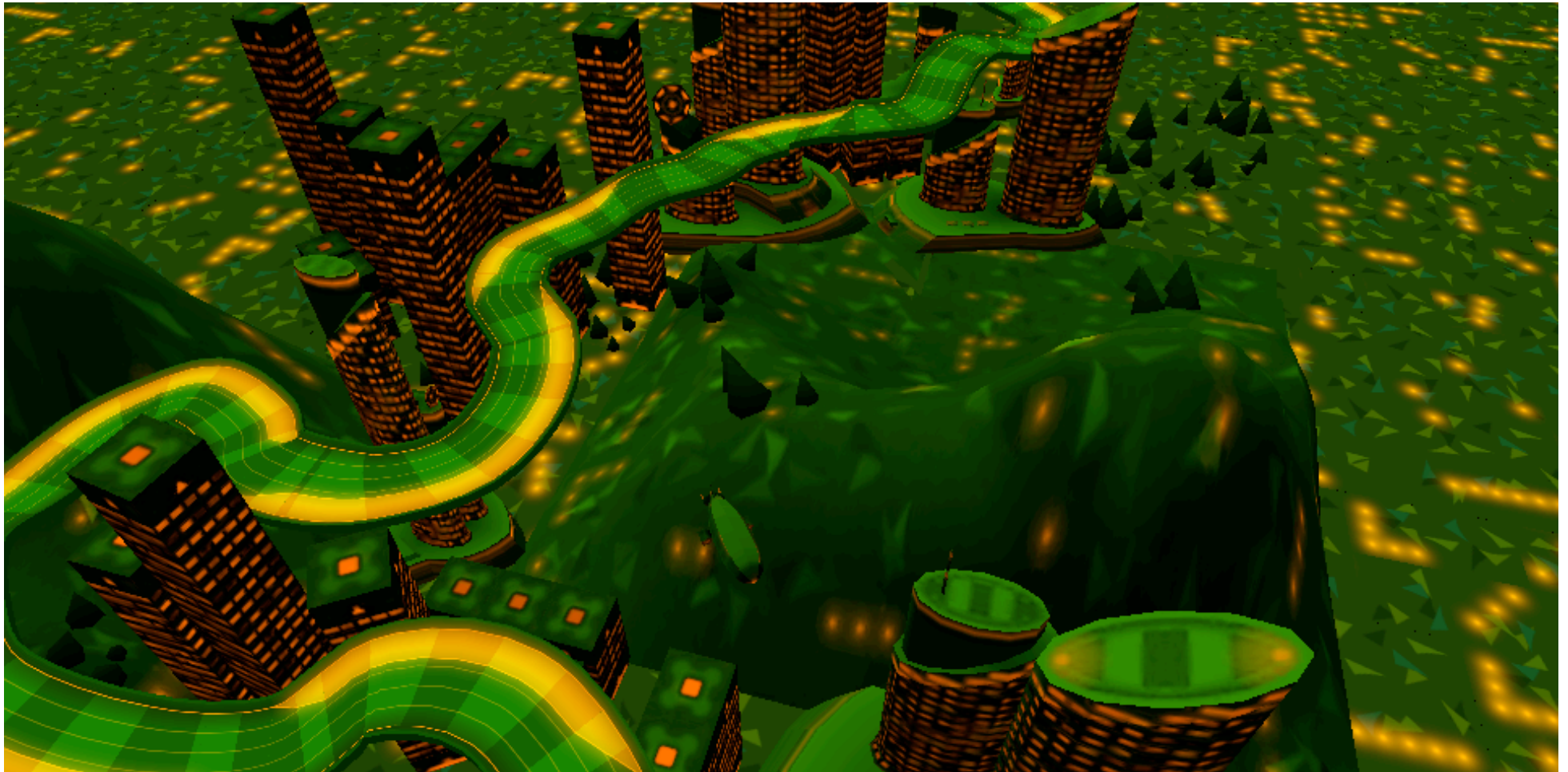




iPad screenshots



iPad screenshots



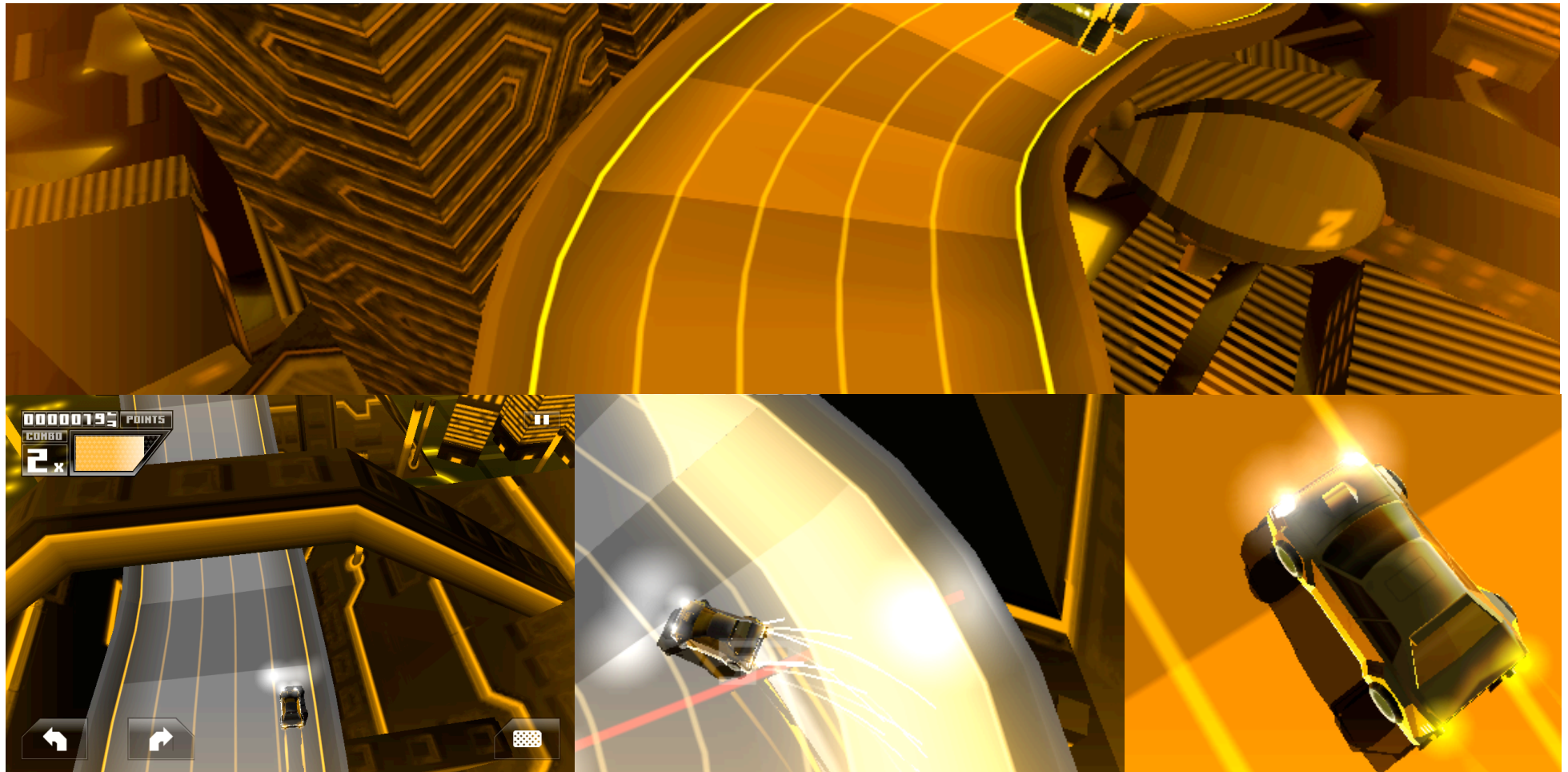
iPad screenshots



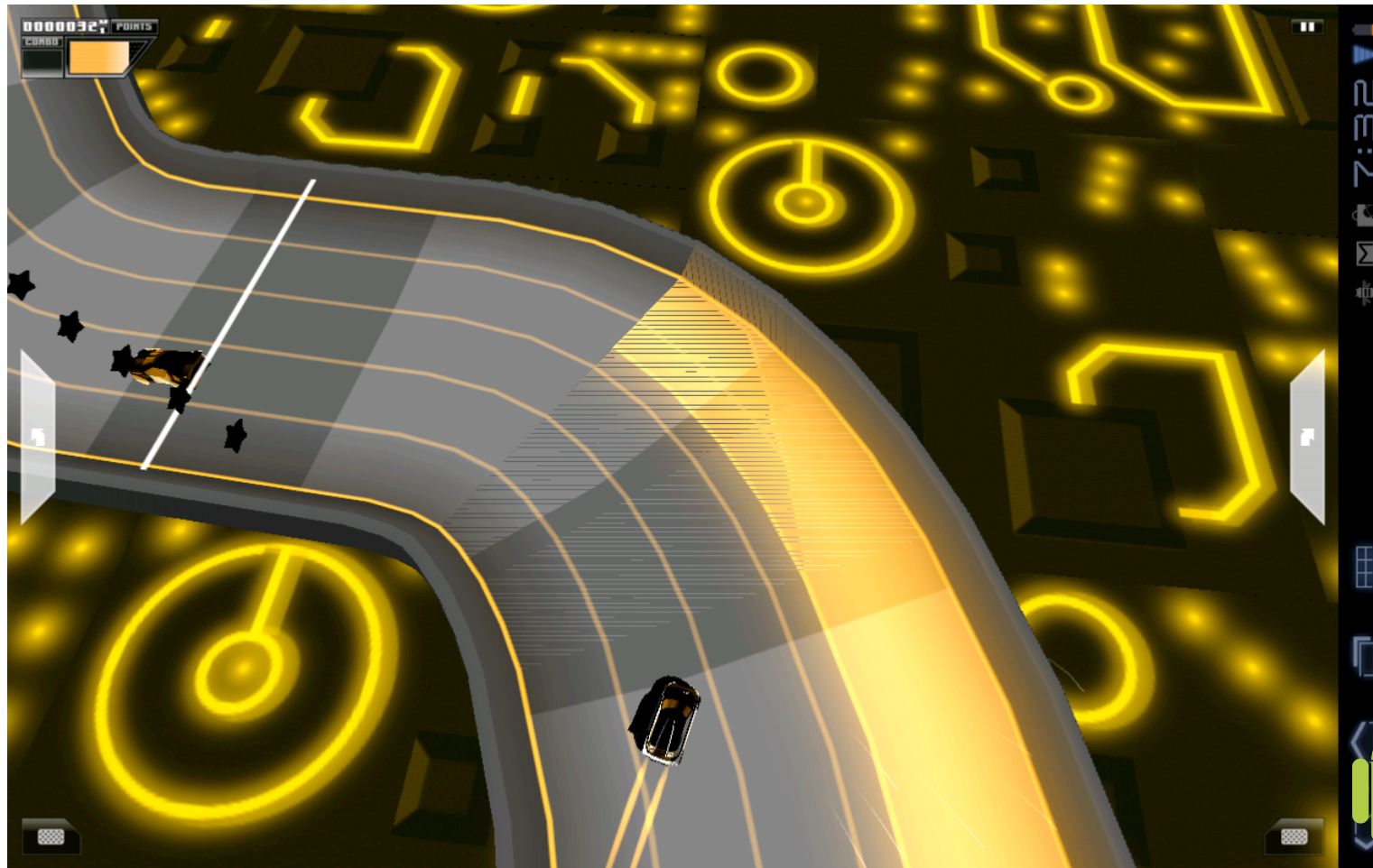
Here's one we made earlier...



The end result...



Here's one we made earlier...

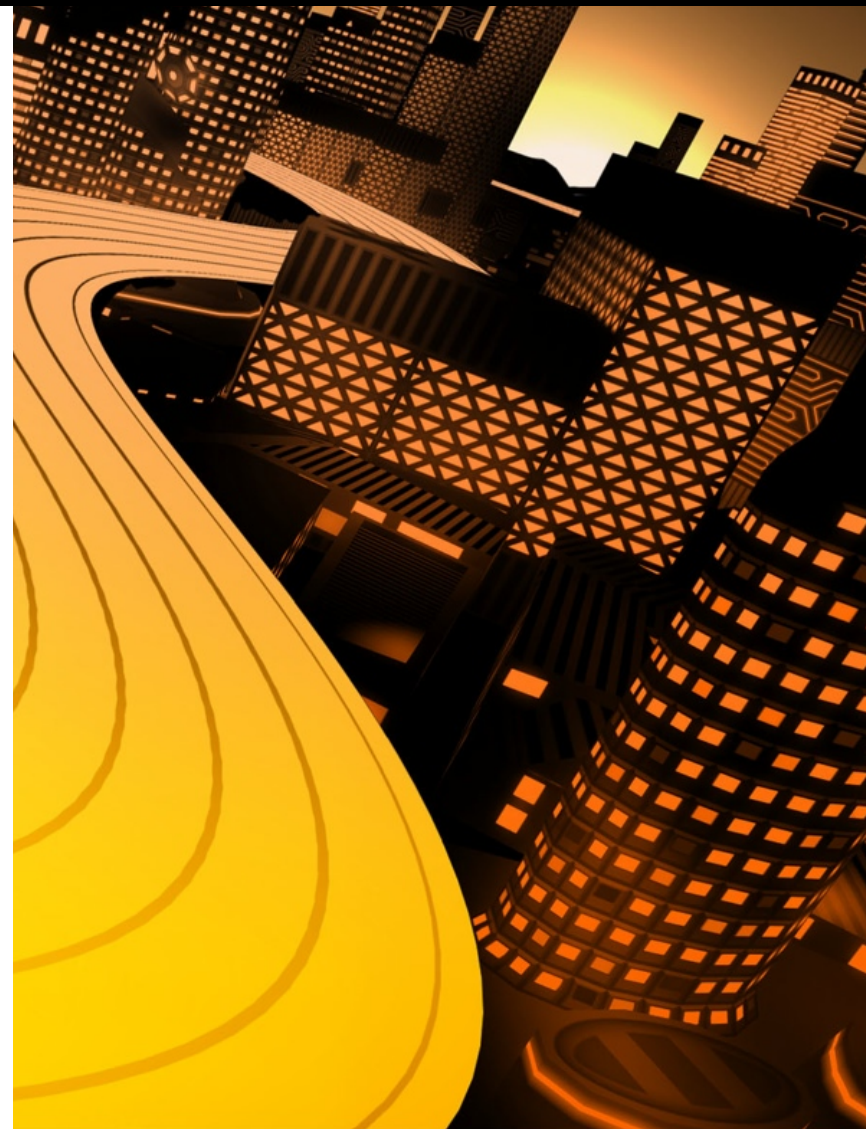


Work-in-progress...a little something for you Android kids :-)

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Designing Forever Drive

7.
So...what did we learn?





So...what did we learn?



Mugara cave painting, Bulgaria



Unknown - Old St Paul's Cathedral, 1614



Canaletto - "Il canal Grande verso Rialto", 1723



Now what?

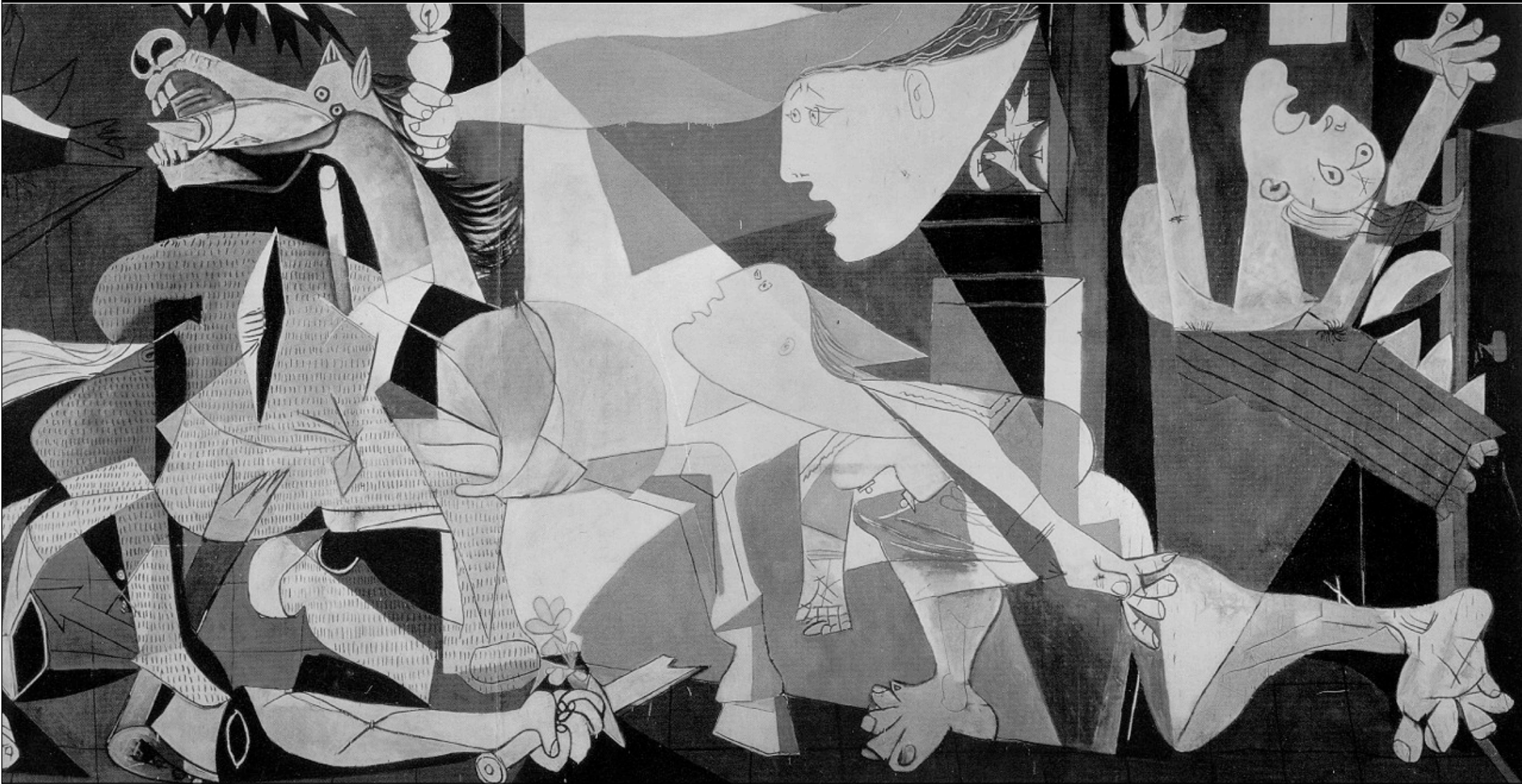
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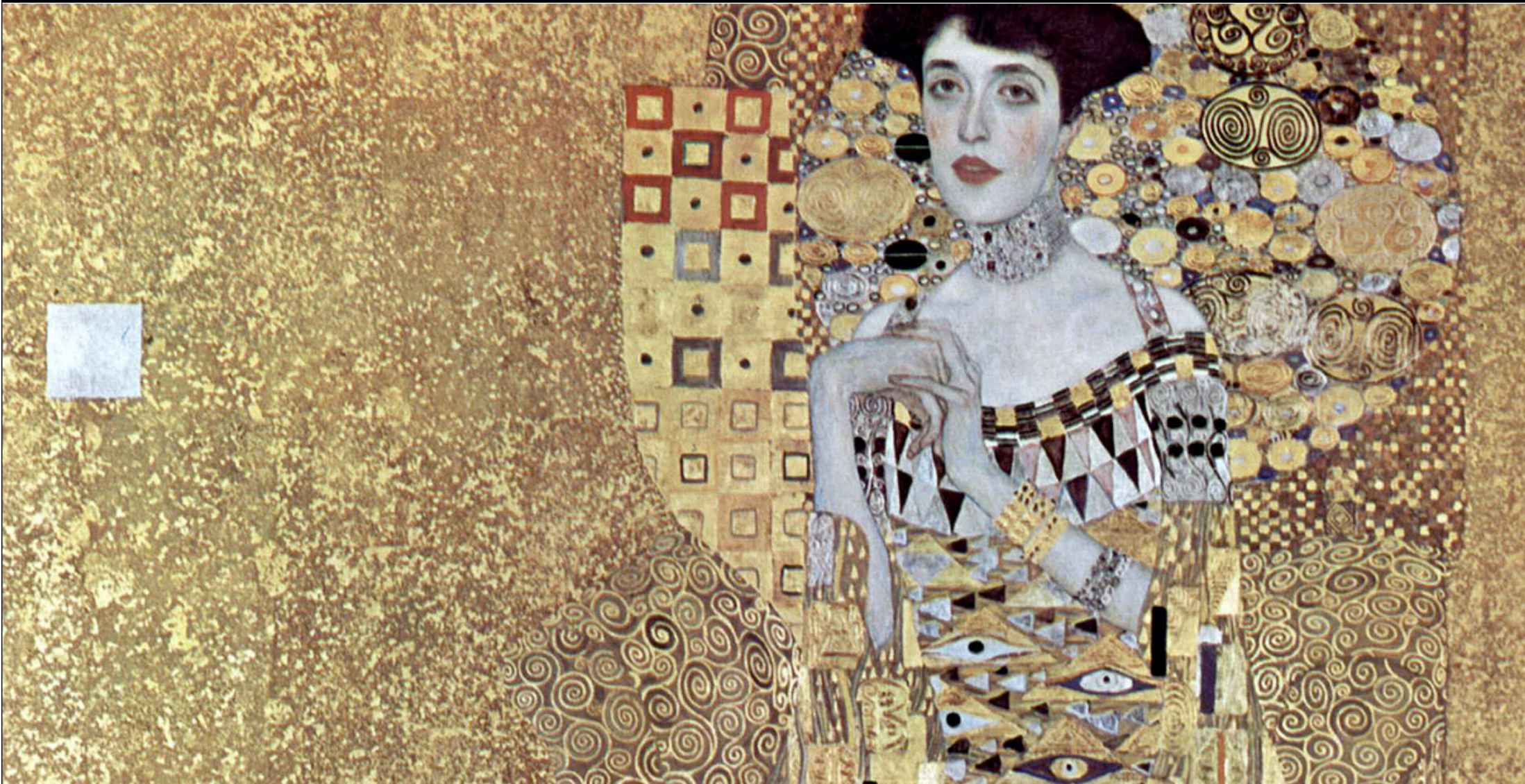
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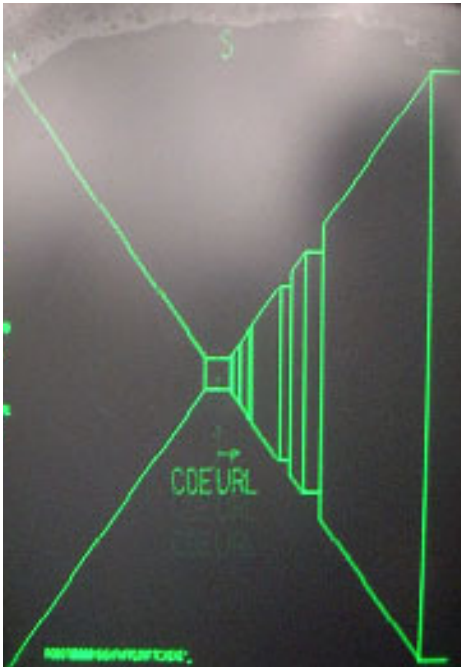


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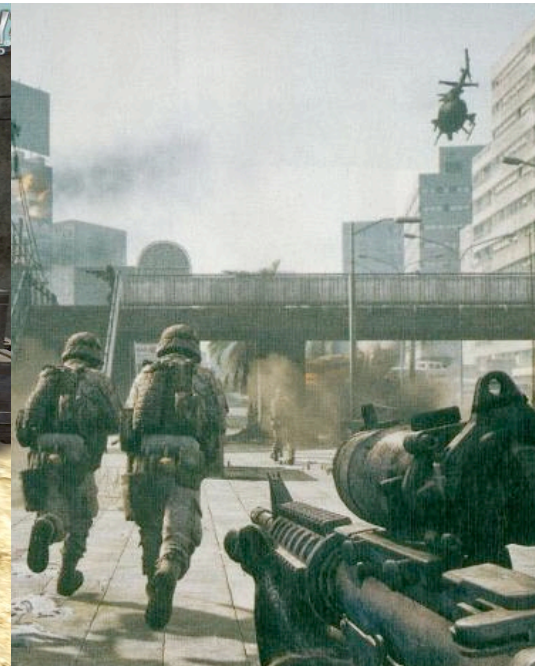
1972



1991



2005



2011

?

2012

RATING PERFECT
HI SCORE 2,344
CHAMPION FERNINATOR

FINISH!





Thanks!

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mail@supermono-studios.com

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