



BATTLEFIELD 4

Creating a more Dynamic Battlefield

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OUTLINE

- ▶ Goals with BF4
- ▶ Art
 - ▶ Storytelling
 - ▶ Infrastructure
 - ▶ Believability
- ▶ Tech
 - ▶ Destruction
 - ▶ Levolution
 - ▶ Weather
- ▶ Levels
 - ▶ Finding the Fun



CHALLENGES

- ▶ 14th Battlefield
- ▶ Flooded FPS market
- ▶ Changing Audience
- ▶ New Console Generation



- ▶ BF1942 (PC)
- ▶ BF: Vietnam (PC)
- ▶ BF2 (PC)
- ▶ BF2: MC (Xbox, PS2, Xbox 360)
- ▶ BF2142 (PC)
- ▶ BF: BC (Xbox 360, PS3)
- ▶ BF: Heroes (PC)
- ▶ BF1943 (Xbox 360, **PS3**)
- ▶ BF: BC2 (Xbox 360, PS3, PC)
- ▶ BF: Online (PC, Korea only, remake of bf2 in 2142 engine, 100 players)
- ▶ BF Play4Free (PC, remake of BF2)
- ▶ BF3 (PC, Xbox 360, PS3)
- ▶ BF4 (Xbox 360, PS3, PC, Xbox one, PS4)

GOALS

- ▶ More Destruction
- ▶ Listen to our Players
- ▶ Quality and Innovation

GOALS

- ▶ Smarter Destruction
- ▶ Listen to our Players – Core and New
- ▶ Quality or Innovation – Became a balance

ENVIRONMENTAL STORYTELLING



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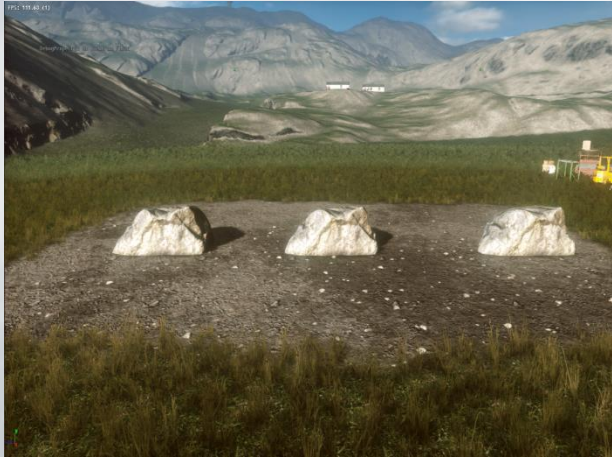
BELIEVABLE INFRASTRUCTURE



BELIEVABLE SPACES



BELIEVABLE SPACES



DYNAMIC TECH

- ▶ Lots of new updates from Frostbite 3
 - ▶ Mandated Flexible Content Creation
- ▶ Improvement in key areas:
 - ▶ Destruction
 - ▶ Dynamic Map Elements (levolution)
 - ▶ Wind and Water System



FROSTBITE 3

DYNAMIC TECH

► Rebuilding Content ☹️



DESTRUCTION!

- ▶ Crystal clear visual language



TYPES OF DESTRUCTION

► Micro Destruction



TYPES OF DESTRUCTION

► Macro Destruction



TYPES OF DESTRUCTION

► Building Destruction



TYPES OF DESTRUCTION

► Cinematic Destruction

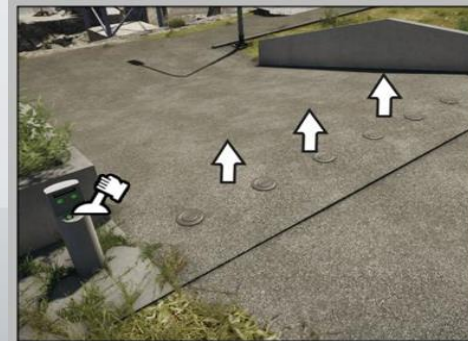
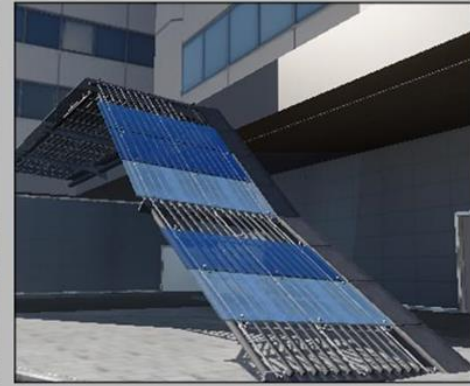
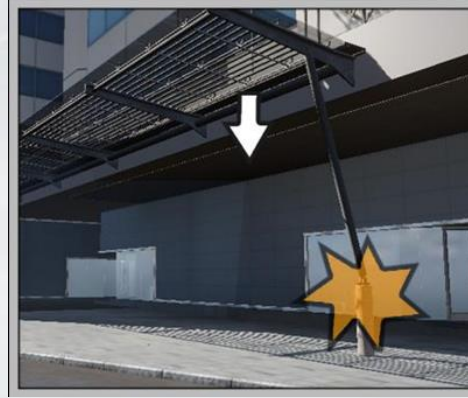


LEVOLUTION

- ▶ Approach
 - ▶ Inform
 - ▶ Crank it to 11
 - ▶ Add a Bang



REVOLUTION



LEVOLUTION



WATER AND WEATHER

▶ Breath of life

- ▶ Emitter system (particles)
- ▶ Vegetation Entities (trees)
- ▶ Terrain Mesh Scattering (Grass)



WATER AND WEATHER

► Flexible Content

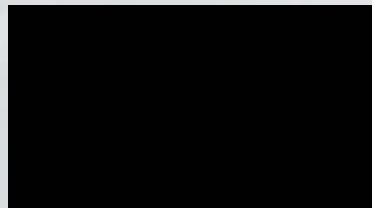


PRINCIPLES

- ▶ Start with big brushstrokes
 - ▶ what will affect the most pixels?
 - ▶ Most bang for your buck (time)
- ▶ Contrast of detail and space



- ▶ Lay good groundwork – Visual Target



PITCH

Do the Dishes



Tagline:

Air and land warfare with focus on fast agile vehicles in the surroundings of lush forests.

Keypoints:

Huge parabole dish, lush forest, modern structures/ buildings, circular base pattern, large scale, vertical and circular gameplay, variety of sniper spots, both vehicle & infantry encouraging terrain, fights above & under dish.

Levolution:

Collapsing parabole reciever, forest fires, landslides.

STOCKHOLM ARCHIPELAGO



Theme (one line):

Strong focus on water/ATV/Jeep and Infantry gameplay only.

Keypoints:

Invasion feeling with resources(defend points) spread over a series of tiny islands. RU invasion generating D-day like scenarios on taking islands. Main focus is ocean battles where the teams have to use water vehicles(approx 15 - 20/team) to move inbetween the islands. Each island should have something of value to the battle(Artillery access, guard tower for snipers, hidden bunker(usable for Mcom in rush)), Lighthouse to argue it's worth of defending. Prop keypoints = Saunas, Fishing docks for sneaky entrance in 'hidden' areas, Cabins.

Event Ideas:

Swedish and russian fleet exchanging canon fire, one ship catching on fire, showing burning soldiers jumping into the ocean and jets taking off while the winning fleet travels slowly towards the main land

AVALANCHE TOWN



Theme (one line):

Fighting commends when two forces meet at a mountain village

Keypoints:

Ski resort, ski lift, quickly barricaded, Ski mobiles, isickles, cold breath, blood on snow, Low visibility below, good visibility higher up, snow tracks

Event Ideas:

An avalanche comes in making visibility low and possible to get caught in the ravine. Reinforcements parachuting into snow cloud. Use of heat instruments, counter heat.

PRISON BREAK



Theme:

Frantic indoors infantry combat in re-purposed prison.

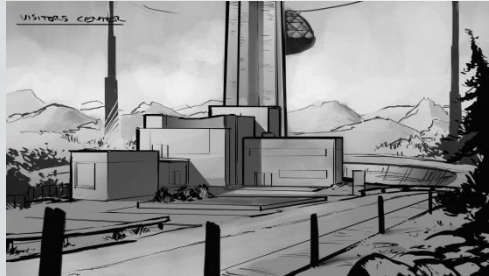
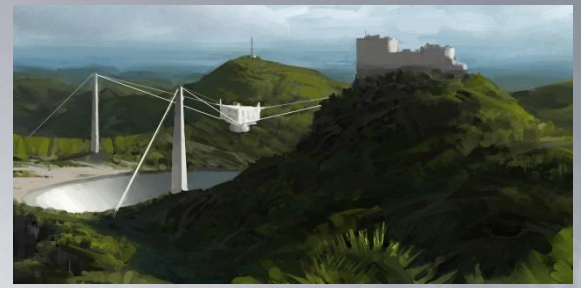
Keypoints:

Spooky dungeon meets hi-tech security: thousand year old walls -- motion sensor sentry guns, magnetically activated locks, flickering fluorescent lights, rusty cell bars, dripping water along walls. Blinding searchlight -- low visibility areas. Echoing audio (lots of reverb). Scary interrogation rooms with nasty old torture devices.

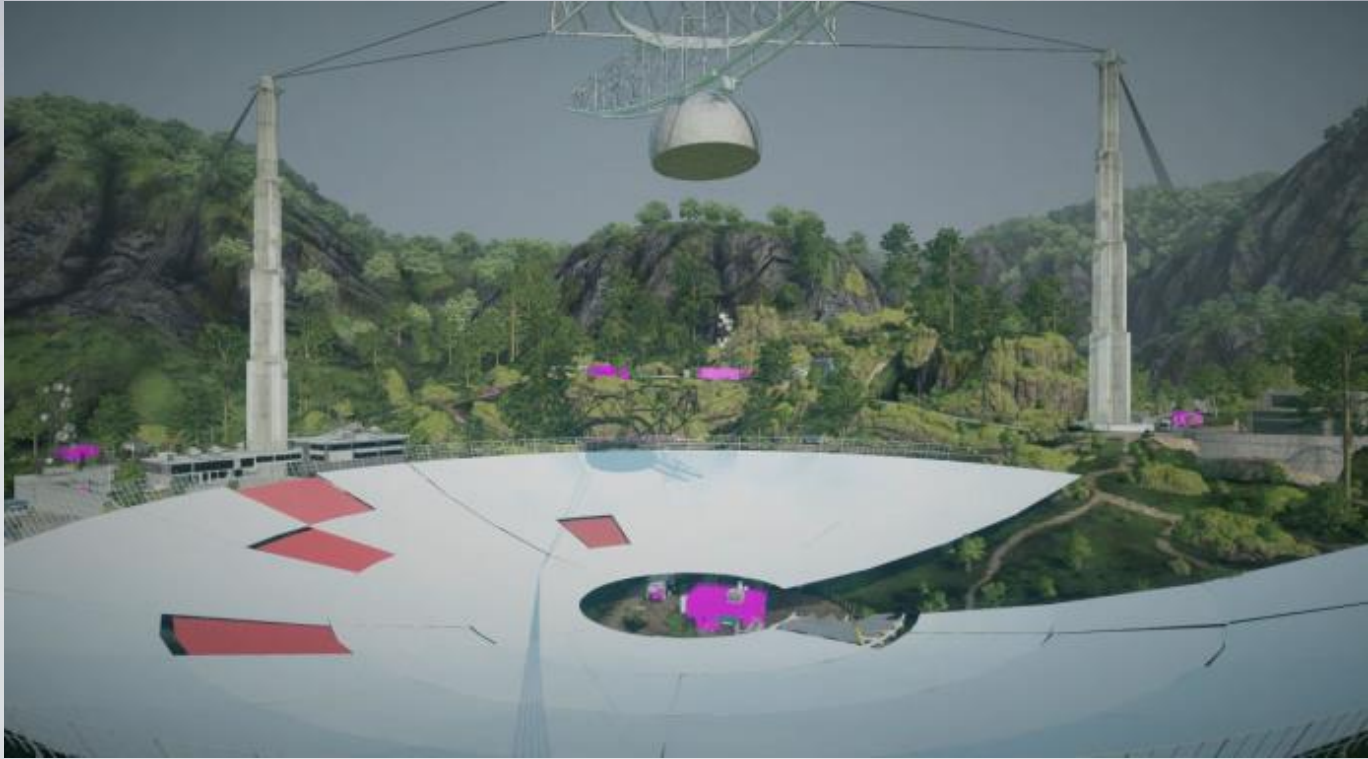
Event Ideas:

Defenders are dug in and have access to sentry guns they can deploy. Interrogations rooms that you can look into but not out of (one way windows). Alarms going off when players cross laser tripwires. Shiny hi tech control rooms where you can access security cameras to watch enemy movements. Sweeping searchlights. Crumbling walls. Attackers deploy from rubber boats outside the prison.

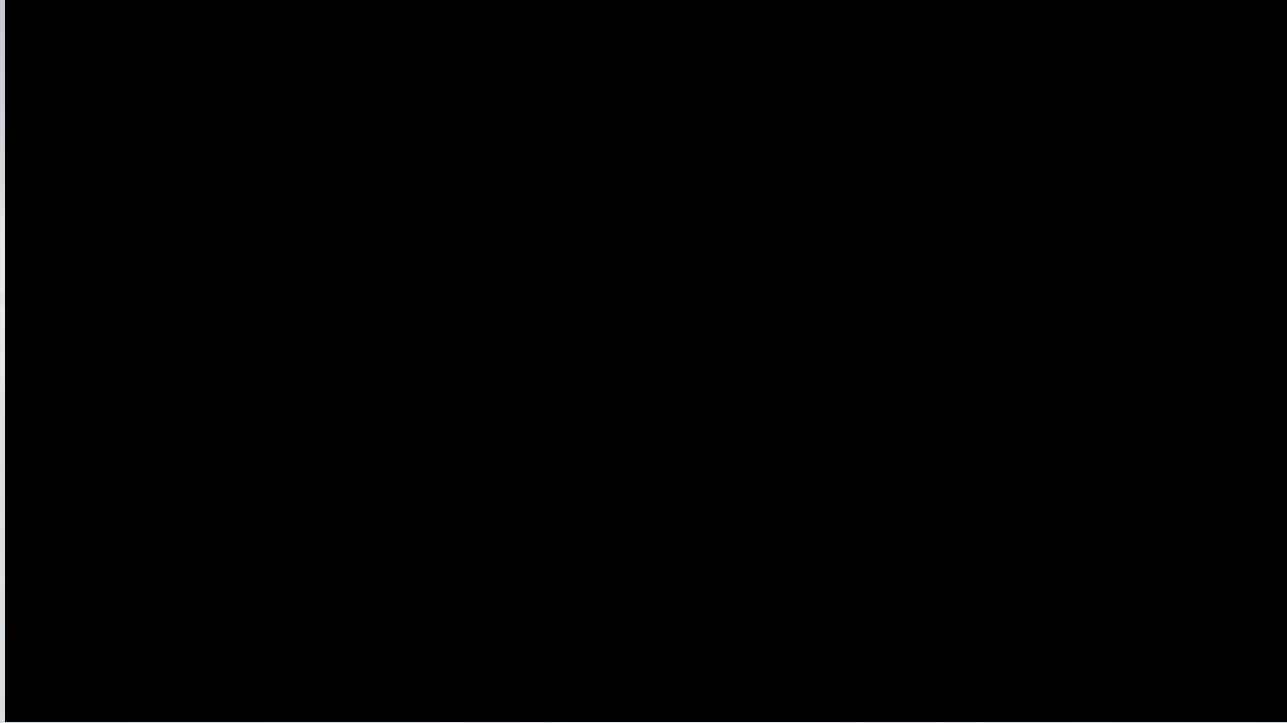
CONCEPT



PROTOTYPE



5 DAY SPRINT



BEFORE AND AFTER



PRODUCTION



THANK YOU! - THE BF4 MP TEAM

► And thank you from the rest of the BF4 dev team!



QUESTIONS?

- ▶ Or feel free to email me: Linnea.Harrison@dice.se