

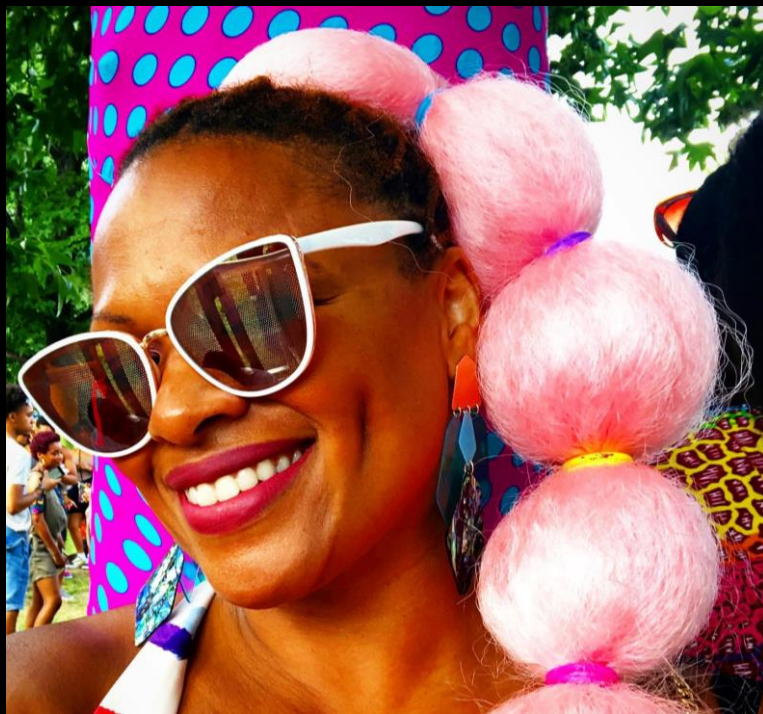
MENTAL HEALTH ADVISORY

Psychonauts 2 contains artistic interpretations of serious mental conditions including addiction, PTSD, panic attacks, anxiety, and delusions. There are also images that may be upsetting to people with a fear of dentistry, tight spaces, or vomit. These conditions are usually presented in a light-hearted or even comical manner, but might still be distressing to some players.

Ultimately, Psychonauts 2 is a game about empathy and healing. If you find yourself experiencing a negative reaction to this content, or if you need mental health resources, please visit [TakeThis.org/mental-health-resources](https://www.take-this.org/).

The Art Direction Of





Lisette Titre-Montgomery Art Director



Psychonauts 2



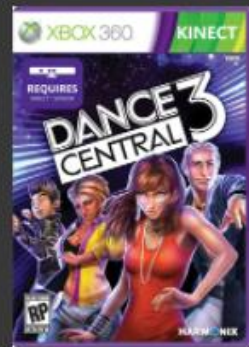
South Park



Transformers Extinction



SIMS 4



Dance Central 3



Dante's Inferno



The Simpsons Game



Tiger Woods PGA Tour



Godfather 2



Freekstyle

Shipped Games





Loboto:

Why are you taking so... long?

Why Are You Taking So Long? Process Fixes



Why Are You Taking So Long? Process Fixes

- Fig campaign in 2015
- Joined Double Fine in 2017
- No Art Director for first 2 years
- 1st Playable Level Test < Psychonautical
- Big studio structure v.s. small studio culture



LD



Directors



PA



PP



ND



AD

Art Leads



SCM



SAnm



SEA



UI



VFX

Support



CA

Implementers



SD



LD



LD



Anm



EA

2

LVL

TEXTURE STREAMING POOL OVER 307.56 MB



Vent the psychoseismometers
Vent Psychoseismometer 8
Vent Psychoseismometer 9
Collect the Psi Challenge
2/12



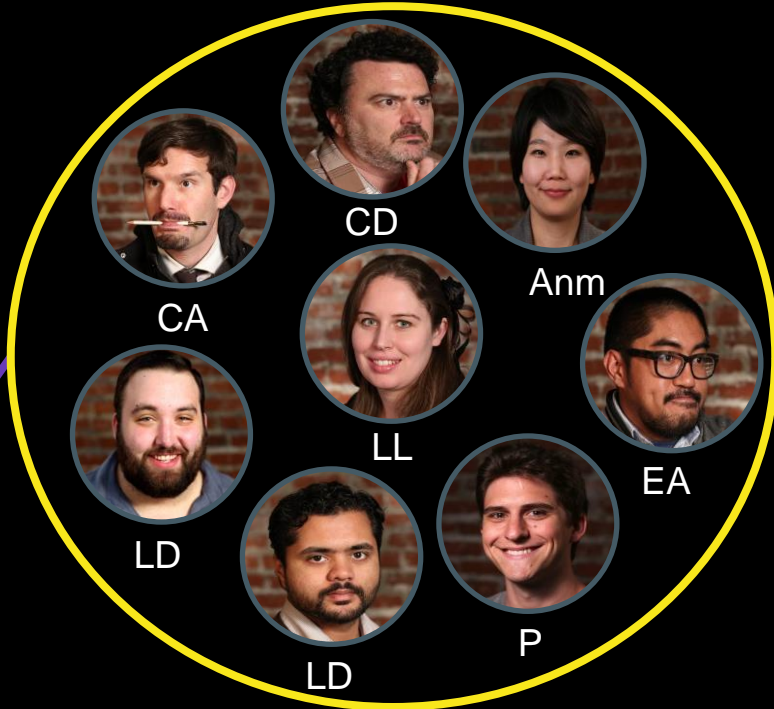
Why Are You Taking So Long? Process Fixes



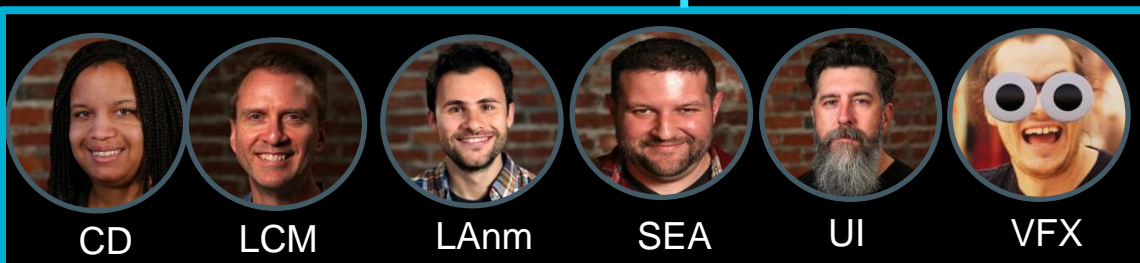
First Playable Quarry Test



New Level Team



Features



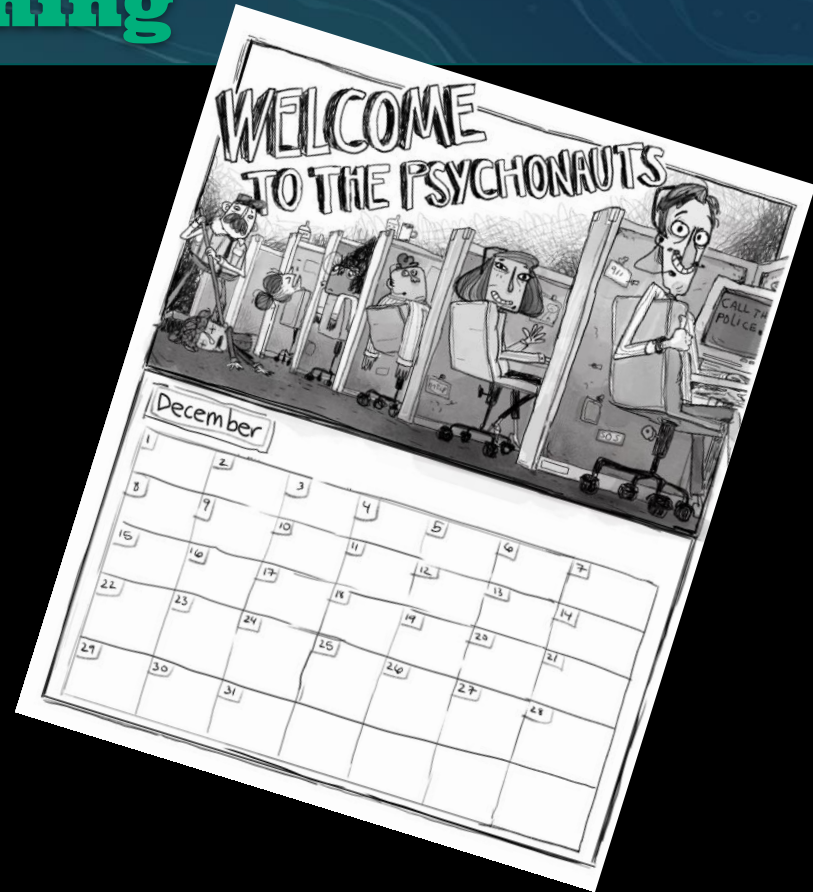
Support

IDEO Rules for Brainstorming

- Defer Judgment
- Encourage Wild Ideas
- Build on the Idea - "Yes, And!"
- Stay Focused on the Topic
- One Conversation at a Time
- Be Visual
- Go for Quantity

<https://www.ideo.com/blogs/inspiration/7-simple-rules-of-brainstorming>

<https://www.ideo.com/products/leading-for-creativity>



Why Are You Taking So Long? Process Fixes



Quarry - Geoff Soulis, Jeremy Natividad, Jeremy French, Ebbe Lonborg, Will Koehler, Tristan Gallagher,
Moirá Mar, Janice Bell





Loboto's Labyrinth

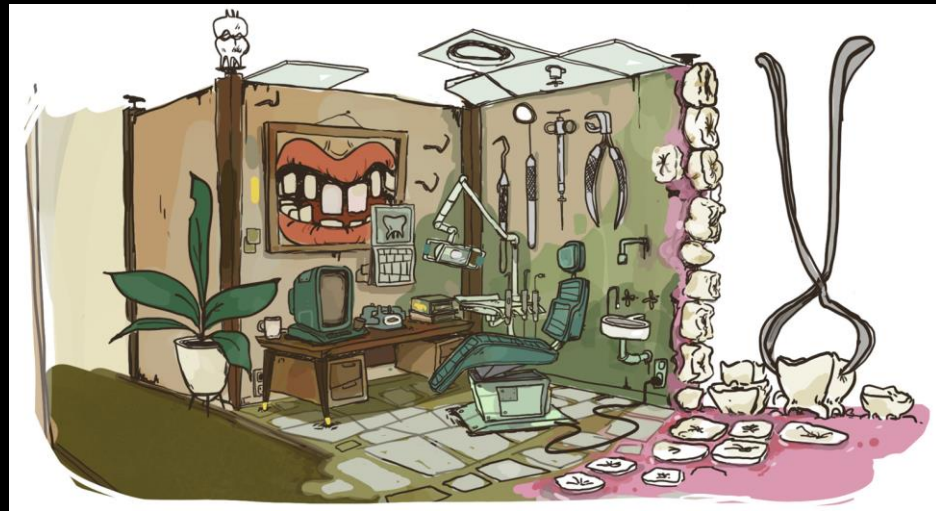
Concept by Gianna Ruggiero



EMPLOYEE

of the YEAR!





Loboto Concept Target Art concepts by Gianna Ruggiero



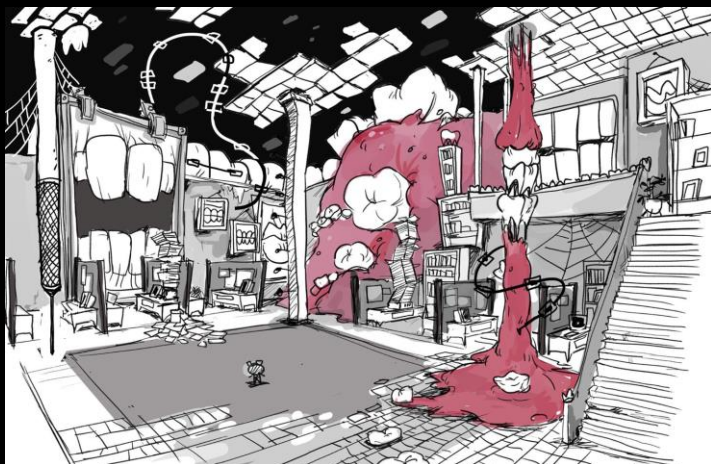
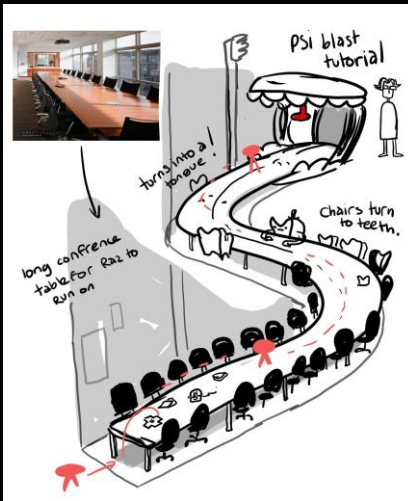
Tk. Room idea.

office
junk!



Loboto trashing Sasha's office construct.

1. Tk tooth off coach, throw it @ the stitches.
2. jump on the tooth you Tk'ed, jump upwards to the hole you fell through. TK another tooth into a gun to jump to the playground.



Pyro hallway? Psi blast hallway



Loboto Concept

TK, Pyro, and Psi-Blast power playgrounds by Gianna Ruggiero

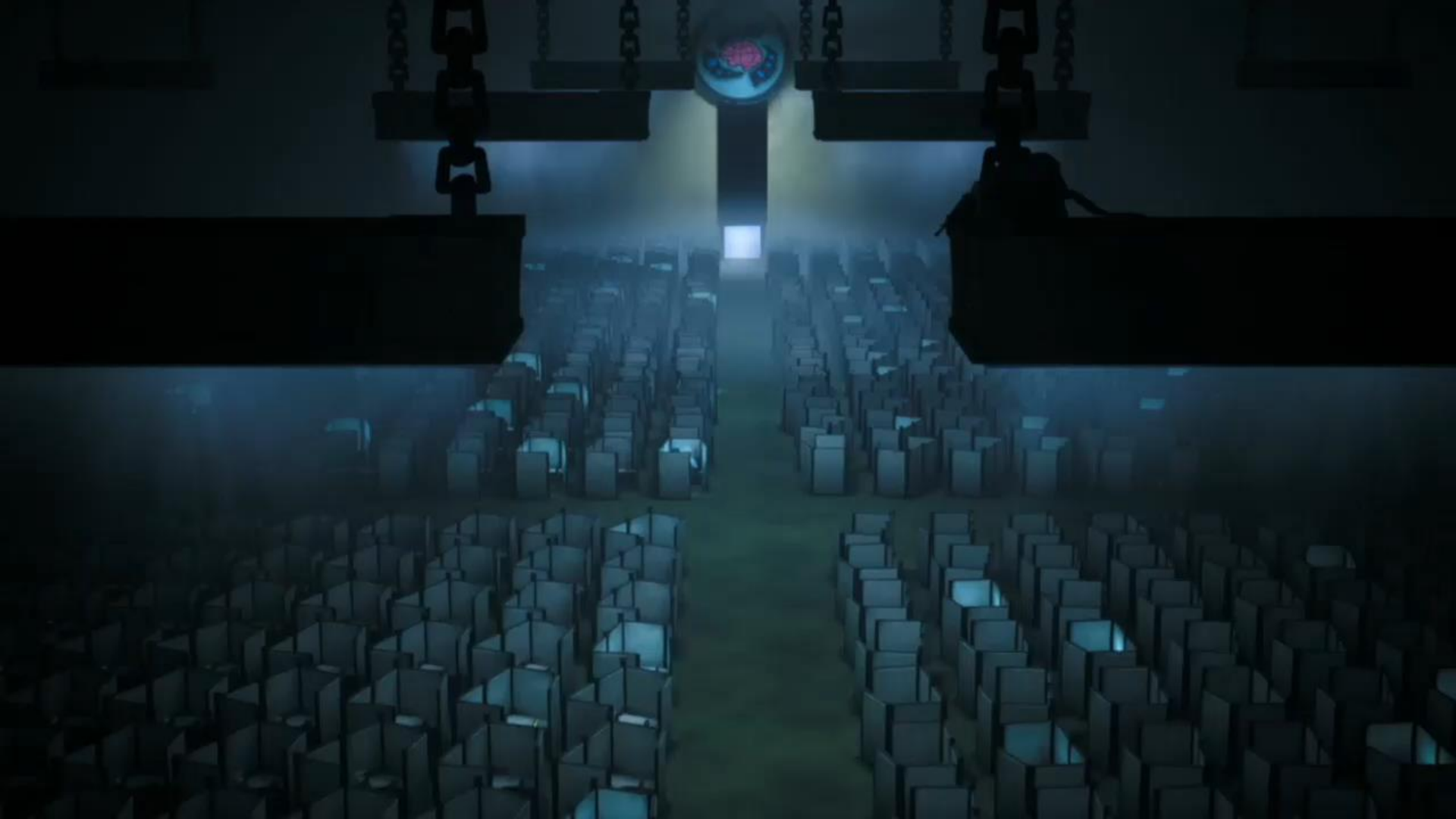


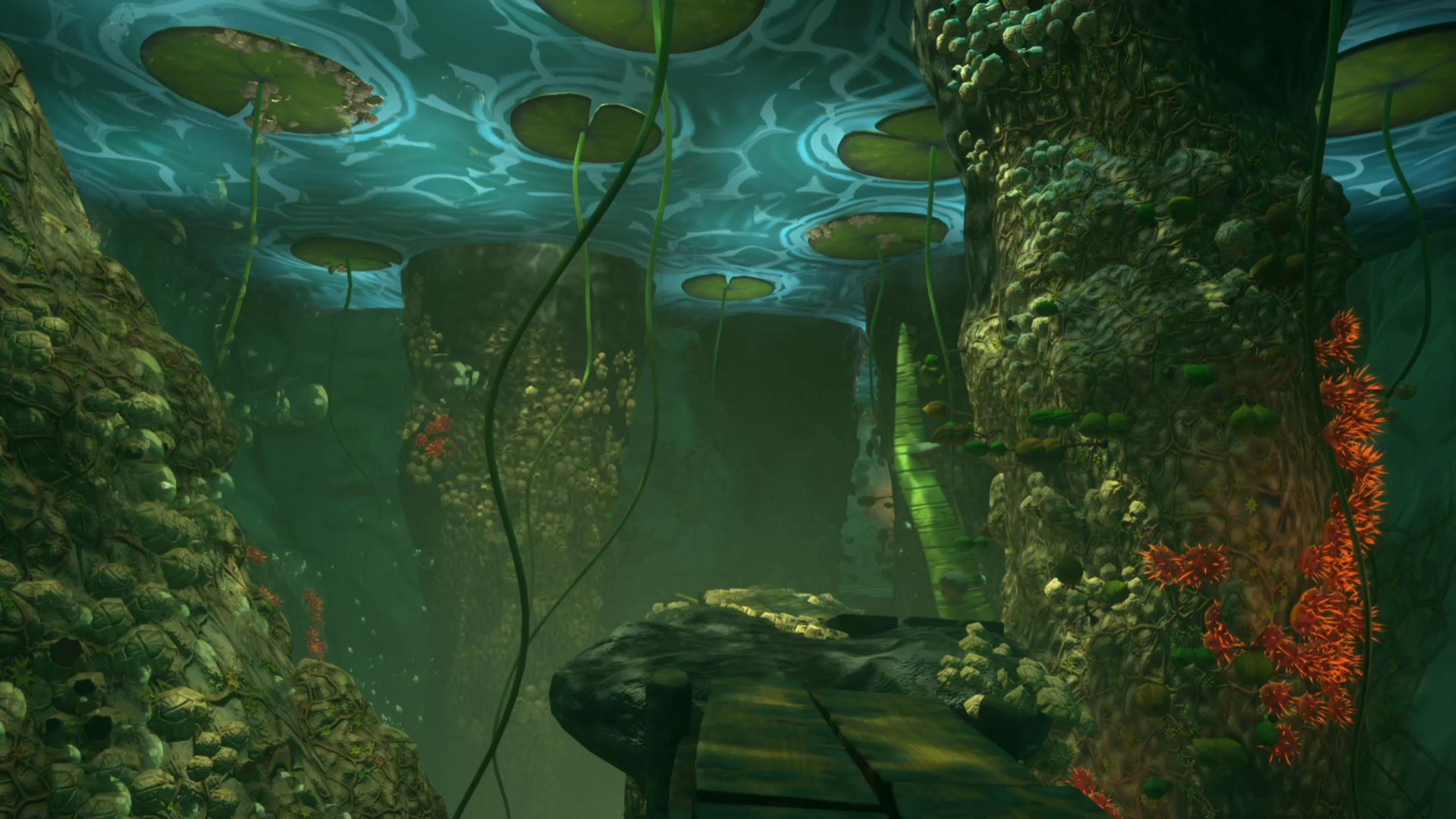


Loboto Concept Tooth Puzzle Concept by Lisette Titre-Montgomery











A Life In Bottles Tias Bottle Concept By Gianna Ruggiero





A Life In Bottles

Bobs Bottle's – Early Concept By Gianna Ruggiero

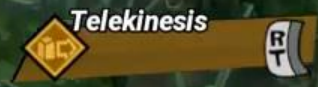




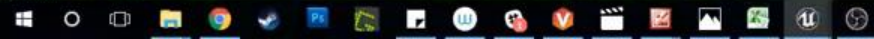
0/63

Search the room

Moth



953943



1:00 PM
11/21/2011





A Life In Bottles

Tias Bottle Kitchen Concept By Gianna Ruggiero





A Life In Bottles

Tia's Bottle Concept By Gianna Ruggiero





1018531



A Life In Bottles

Depicting Addiction with Empathy



Bob Left at the Alter By Gianna Ruggiero



A Life In Bottles

Depicting Addiction with Empathy



Helmut Cake Topper Whitebox Paintover by Nathan "Bagel" Stapley



A Life In Bottles

Depicting Addiction with Empathy

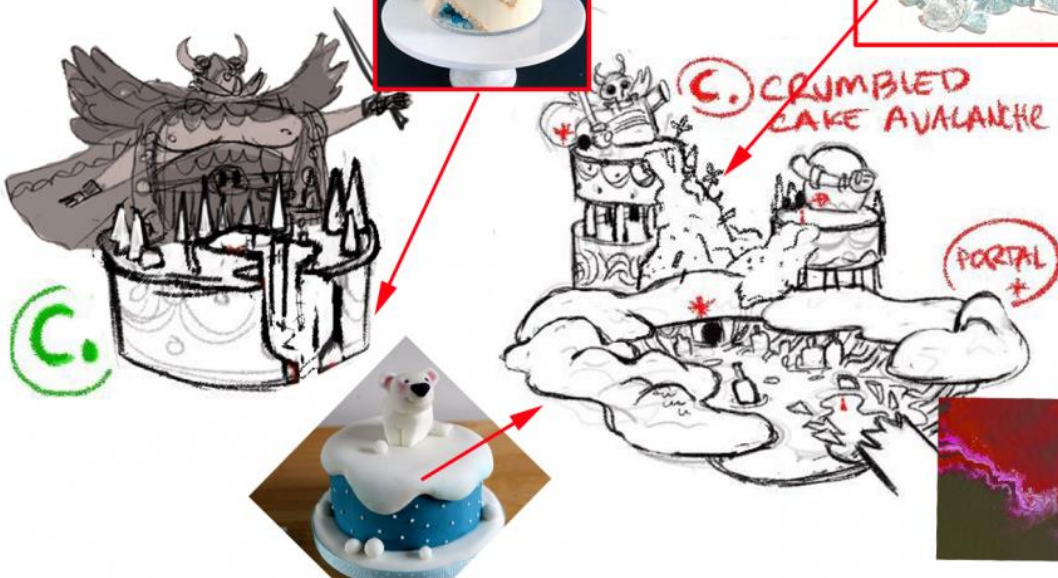
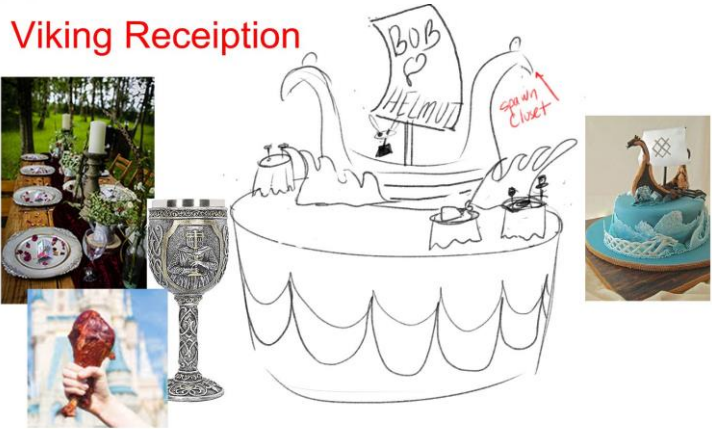
Geode Cake



Rock Candy



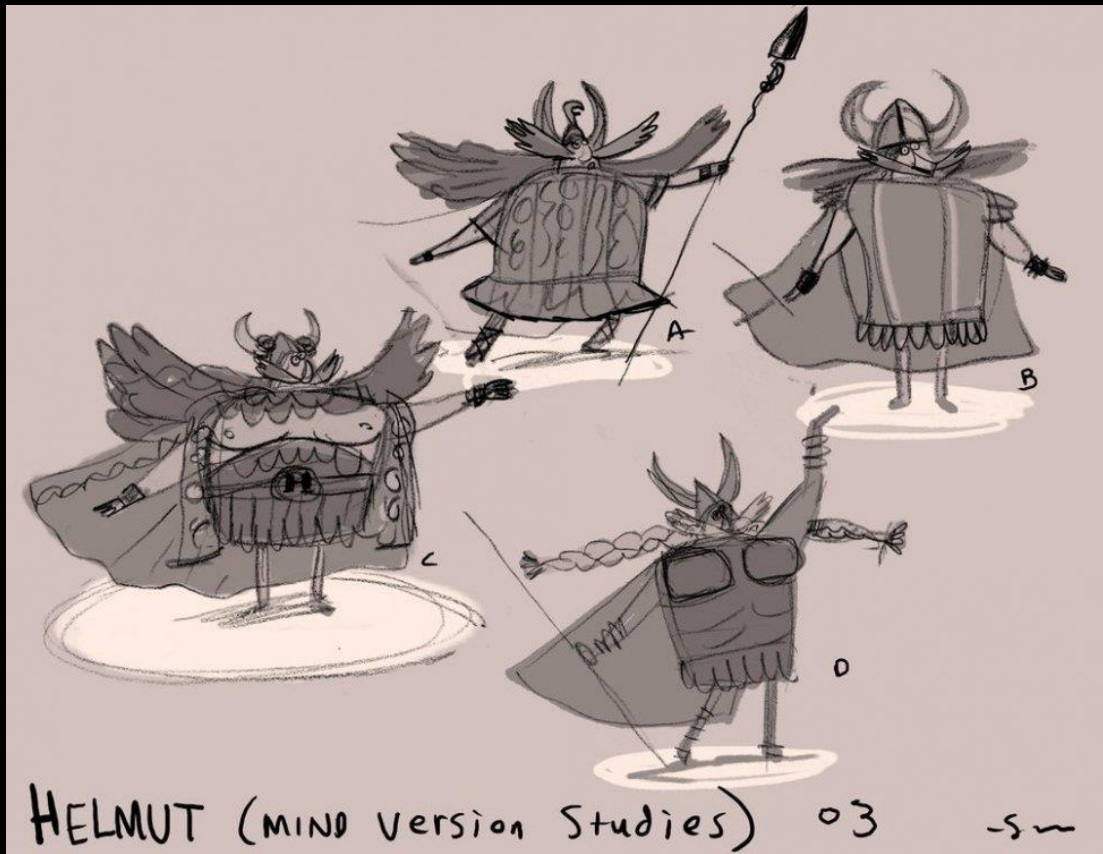
Viking Reception



PSYCHONAUTS 2

A Life In Bottles

Depicting Addiction with Empathy



Bob Cake Topper Concepts by Scott C



A Life In Bottles

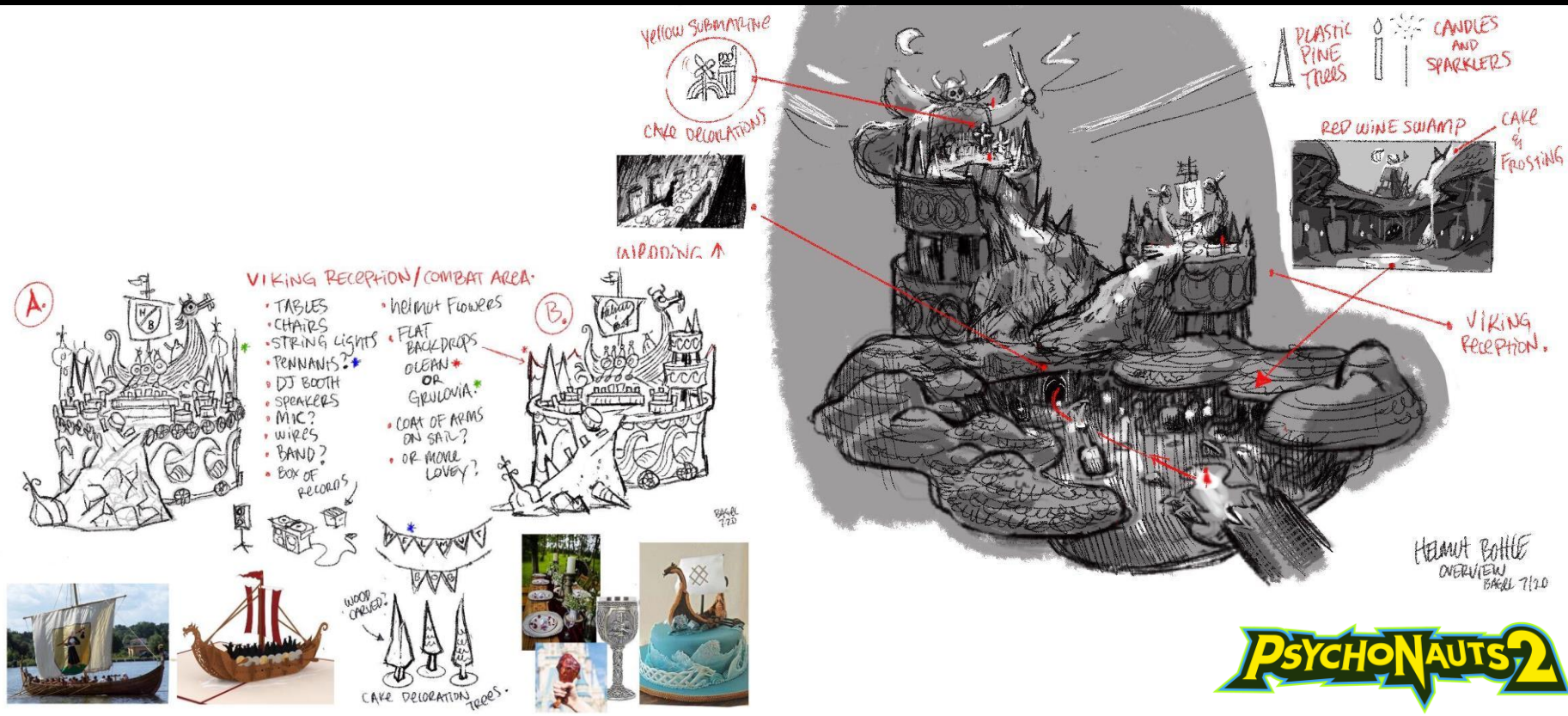
Depicting Addiction with Empathy



PSYCHONAUTS 2

A Life In Bottles

Depicting Addiction with Empathy



Bob's Bottle Cake Level Concepts by Nathan Bagel Stapley



A Life In Bottles

Depicting Addiction with Empathy



Bob Cake wall jump concepts By Lisette Titre-Montgomery



LIGHTING NEEDS TO BE REBUILT (776 unbuilt objects)
REFLECTION CAPTURES NEED TO BE REBUILT (4 unbuilt)





387/5,000  107/165 







Psychonauts 2 Boss Blitz

Hollis Boss Art Jam



A. Cute octo with dealer hat



B. Brain & Nervous System Lady



C. Octoheart



D. Inverted Queen



E. Skull Octopus with Risk/Reward eyes



Concepts by Emily Johnstone, Levi Ryken, Gianna Ruggiero



Hollis Hot Streak

Overview

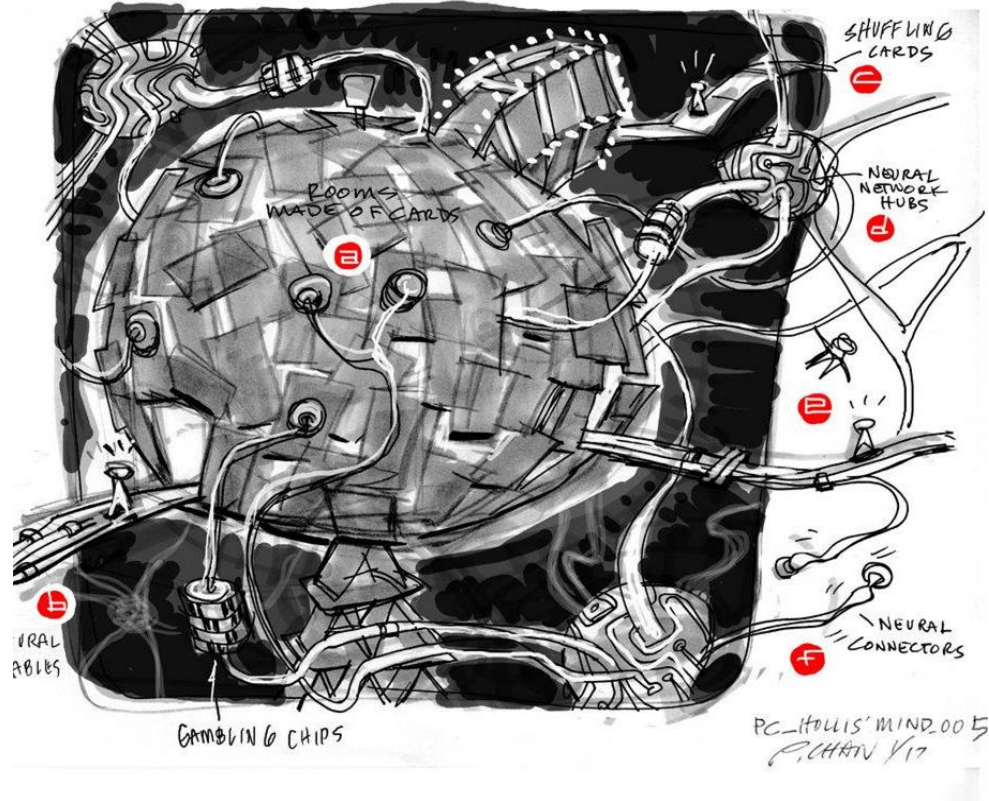
Raz breaks through Hollis' mental classroom and rewires her brain so she will take him and the other interns on their first spy mission! Things start to go horribly wrong when they reach the Luctopus Casino. Raz's little trick has caused Hollis mind to be overcome by a gambling addiction. Her memories of the past turn her mind into a Casino themed nightmare. Raz must fight the dangerous gambling addiction he created to save them all.



Concepts by Emily Johnstone

The High Roller Room

Where you must “gamble” on yourself and save your friends to fix Hollis



High Roller Room by Peter Chan

The Interns The boss has trapped your friends in paying cards. Free them from Lucky's grasp to you can help Hollis escape the casino.



Intern Boss Fight by Gianna Ruggerio

Mental Connection

Use to connect 2 big ideas to bust thru a mental block!





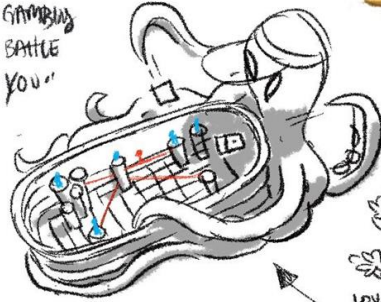
Psychonauts 2 Boss Blitz

Hollis Boss Art Jam Results

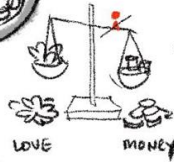
Hollis Hot Streak

Boss Jam Results

MEDICAL, HOSPITAL, OCTO
RISK/REWARD, PILLS,
PAIN/GAIN ADDICTION/GAMBLING
RESCUE INTERNS IN BOSS BATTLE
"ODDS ARE STACKED AGAINST YOU"



GOLDEN
CADUCEUS



LOVE

MONEY

TIP
THE
SCALES?



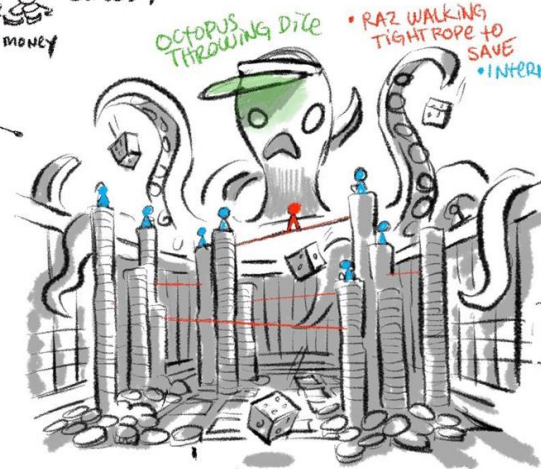
HELP
THE
OCTO-
PUSS



FLYING OCTO-CADUCEUS WITH
MONKEY ON BACK (GET MONKEY OFF)



FREE THE
OCTO PUSS



OCTOPUS
THROWING DICE

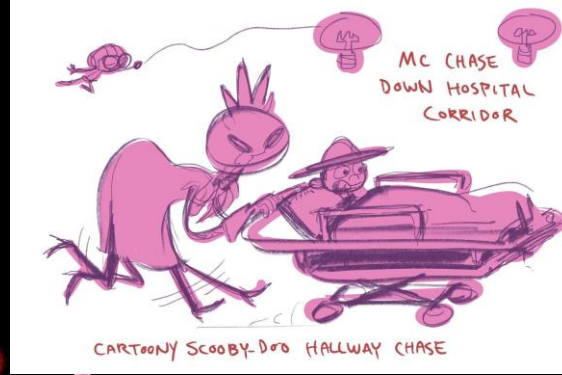
• RAZ WALKING
TIGHT ROPE TO
SAVE
• INTERNS

Hollis Attack Concepts By Nathan Bagel Stapley



Hollis Hot Streak

Boss Jam Results

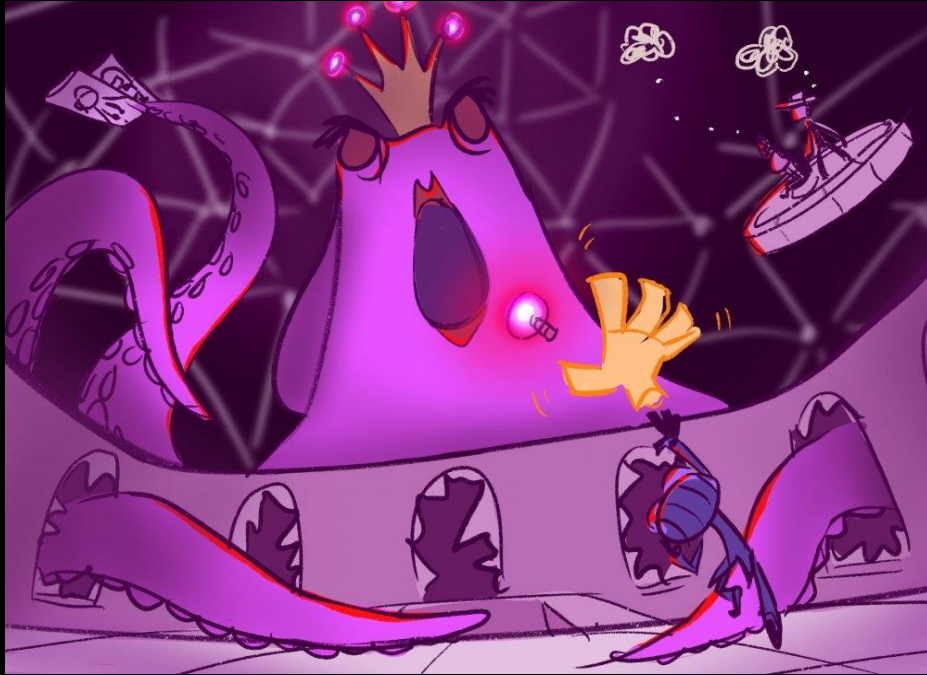


Concepts By Chris Clam

PSYCHONAUTS 2

Hollis Hot Streak

Boss Jam Round 2

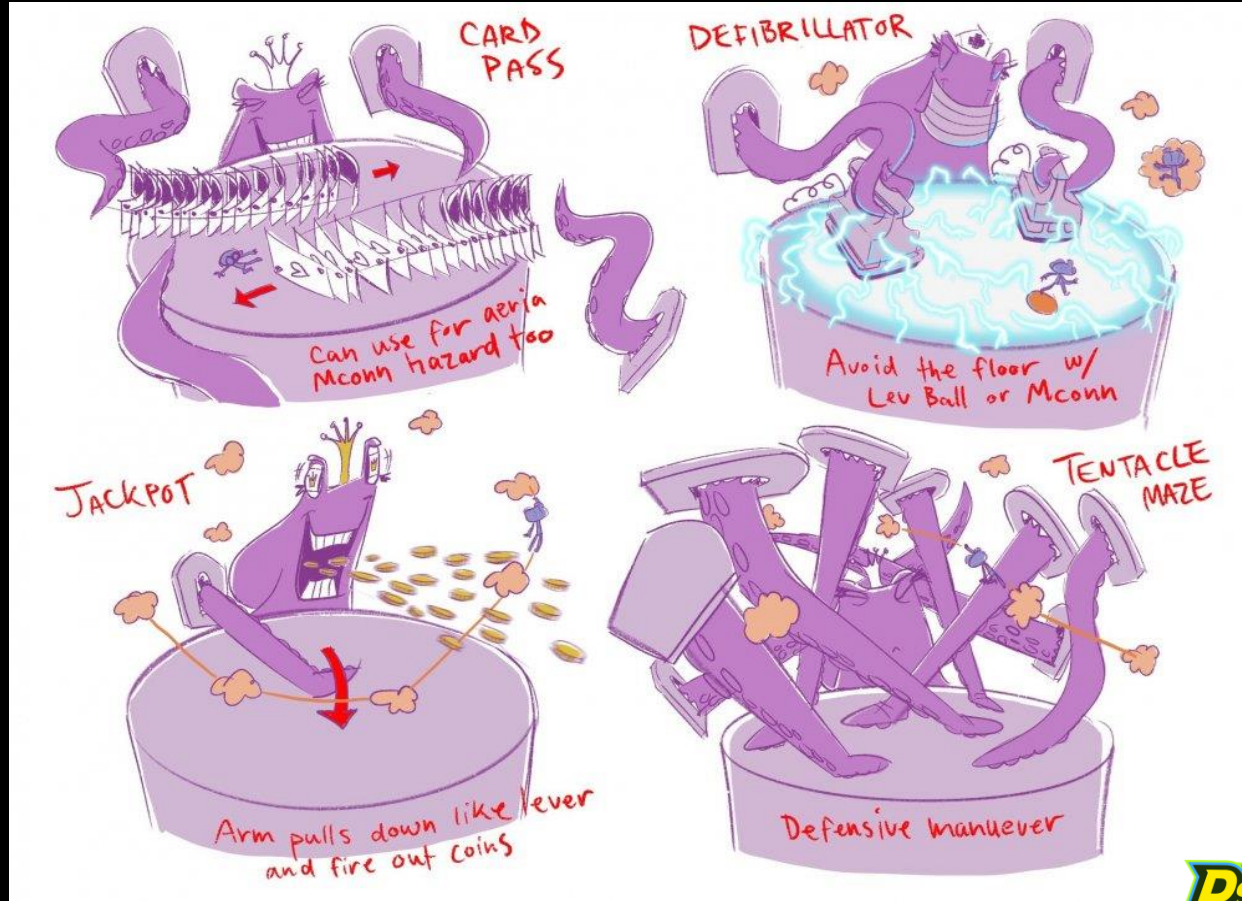


Concepts By Chris Clam



Hollis Hot Streak

Boss Jam Round 2



Concepts By Chris Clam



Hollis Hot Streak

Boss Jam Round 2

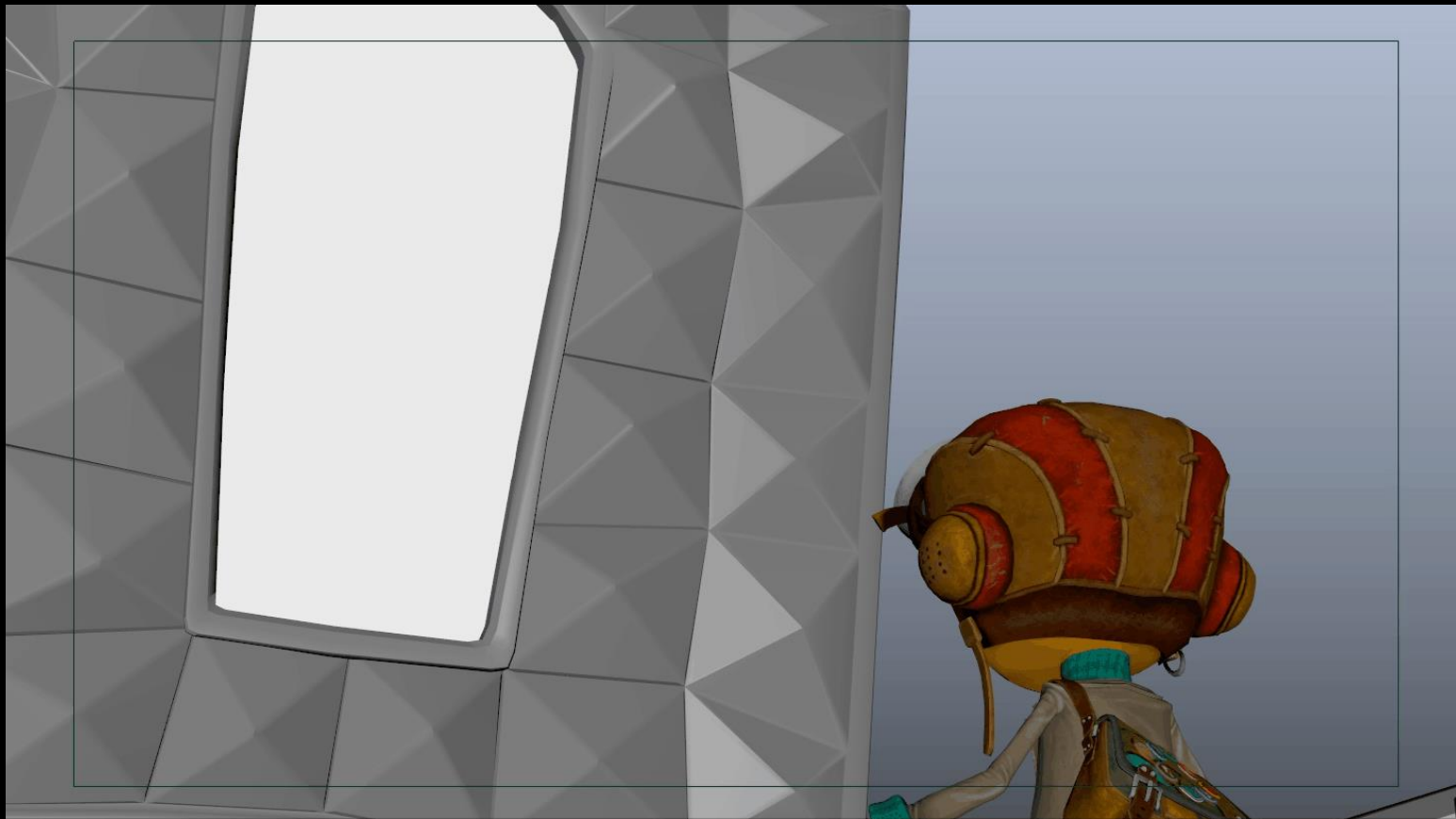


Concepts By Scott C



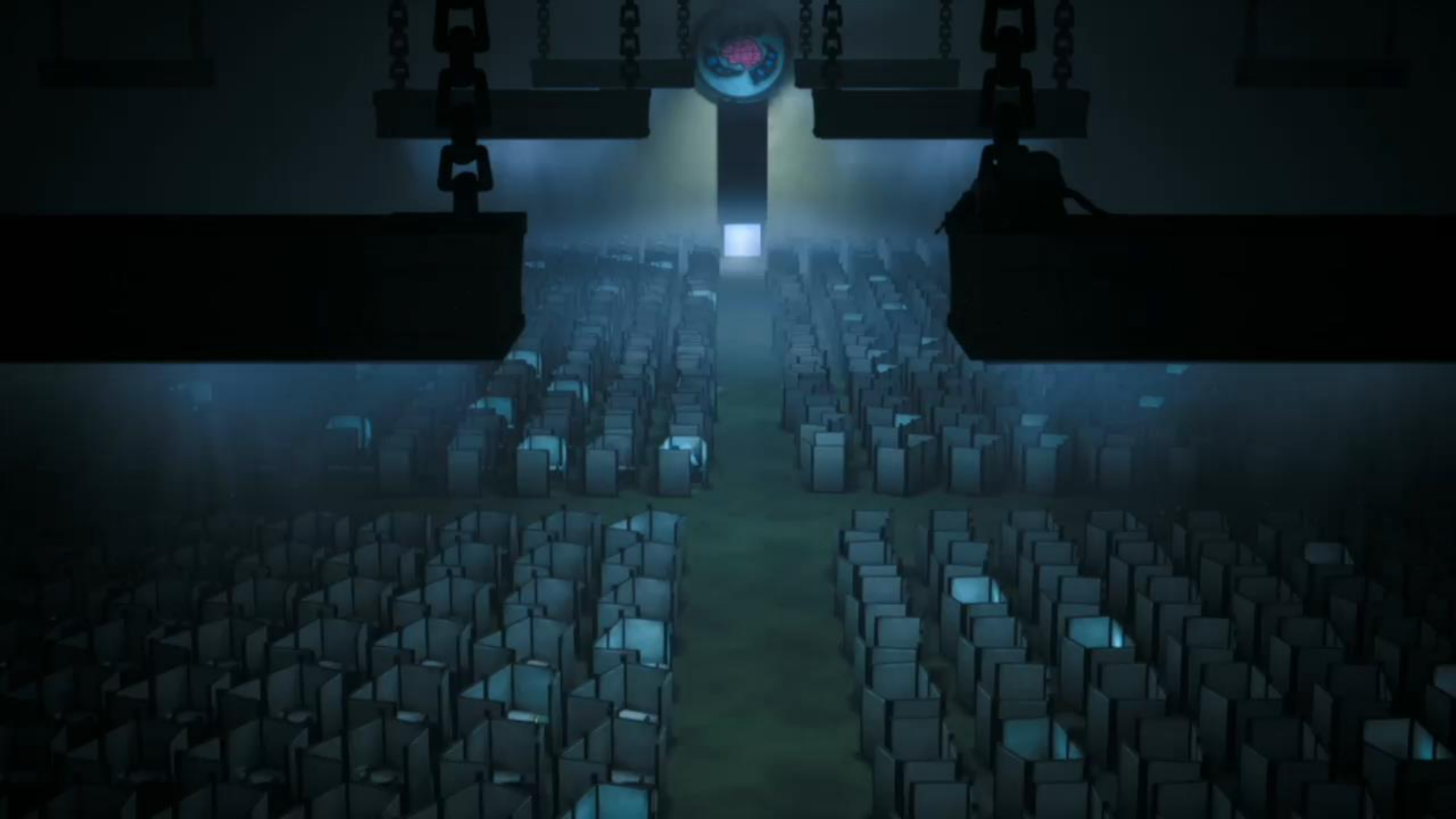
Hollis Hot Streak

Boss Jam Round 2



Animation Tests By Chris Clam







Thank You!

