

GDC

March 20-24, 2023
San Francisco, CA

Shotguns and Sorcery

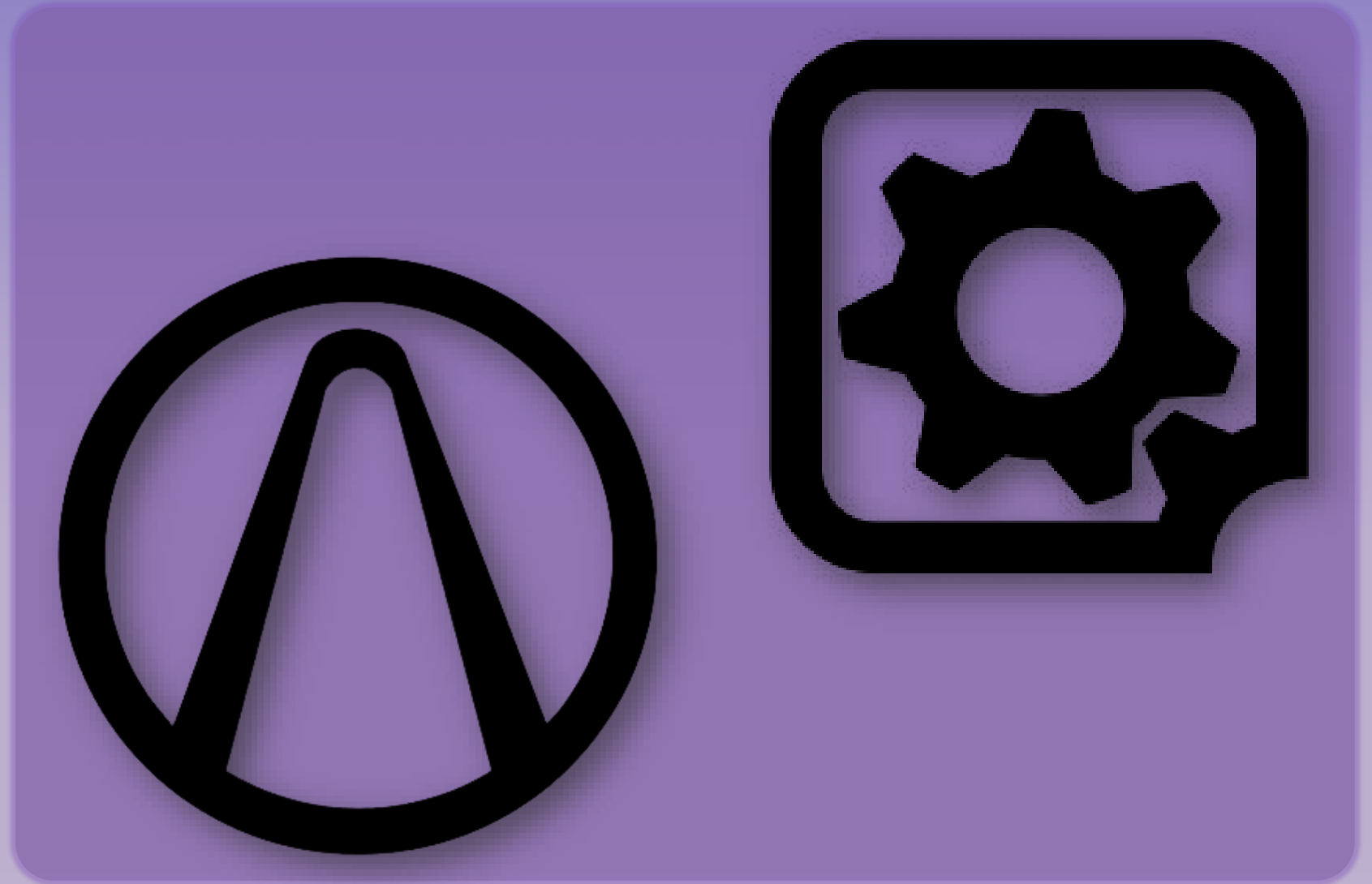
A Deep Dive Into Developing The Magic Effects of Tiny Tina's
Wonderlands

#GDC23

A Brief Introduction

Who am I?

- Ashley Lyons
- VFX Lead at Gearbox Software
- Developer on Borderlands franchise for over 8 years





Concept and Development



Borderlands 3



Tiny Tina's Wonderlands

Concept and Development

Where To Start?

- A Borderlands spinoff
- A different style to our vfx
- A welcomed challenge

Development Begins

- A team working remote
- Daily standups
- Bi-weekly team critiques



Concept and Development

Critiques Were Key

- Kept a remote team working together
- Ideas were able to flow and build
- Open invites for feedback

Our “Ah ha!” Moment

- A magic missile spell
- Exaggerated silhouettes with realistic materials
- Bright, colorful, and dynamic in shape



Concept and Development

The VFX Style Guide

- Maintained consistency
- Established guidelines

Creation & Destruction

The following systems are each tied visually to one of the three following effects.

Creation Magic



Void Magic



Soul Energy



Magistruct (Digistruct aka Bamfing): Creation or Void Magic

- Bamfing in a mission item or NPC: Creation Magic
- Enemy Spawn in: Void Magic

Player Character Death: Soul Energy

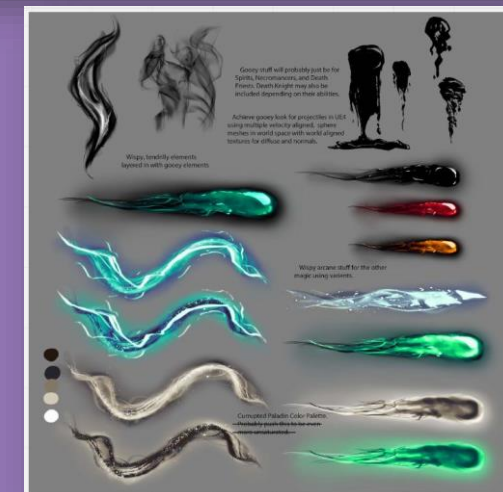
- Player Character dies and “disintegrates”
- The Respawn tunnel
- Player Character respawns back into level

Enemy Death: Soul Energy

- Enemy character disintegrates on death.
- Same effect as player death

Level Transitions: *This is an unrelated effect. Non-magical*

- Force field used to allow travel between FPS maps
- FPS-to-Overworld travel



Creation and Destruction



Creation and Destruction



Creation Magic



Void Magic



Soul Energy

Creation and Destruction

Tiny Tina's Magic

- Used only by Bunkermaster, Tiny Tina
- Reserved for enemies, NPCs, game objects
- “Bamfing” or portaling



In-World Magic

- More fantasy based
- Used by players, NPC's, and enemies
- Not controlled by Tina



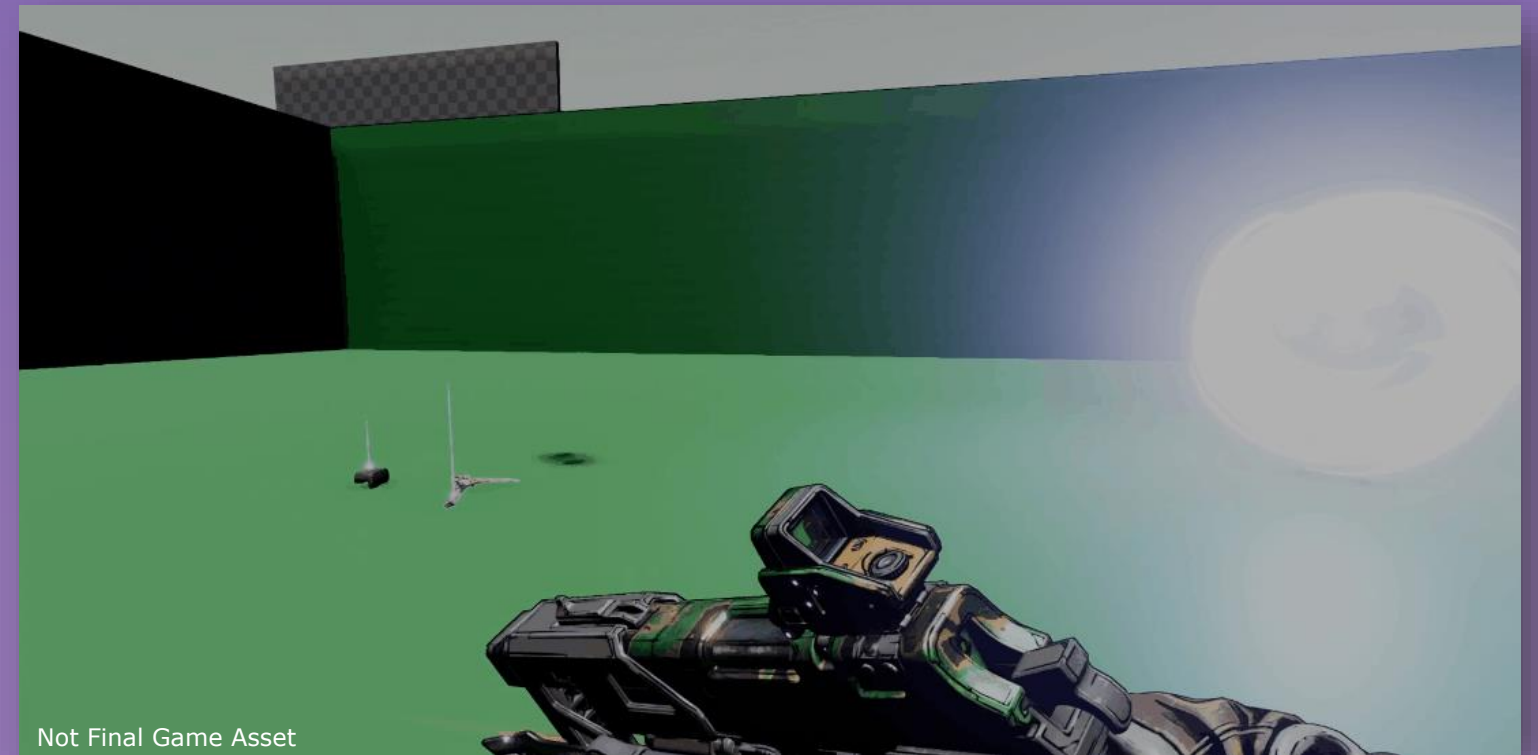
Creation and Destruction

Creation Magic

- Magistruct, replaced digistruct
- Used for spawning or teleporting objects
- Good magic, pearlescent hue



Creation and Destruction



Creation and Destruction

Void Magic

- Evil magic
- Used by enemies
- Purple color value



Creation and Destruction



Creation and Destruction



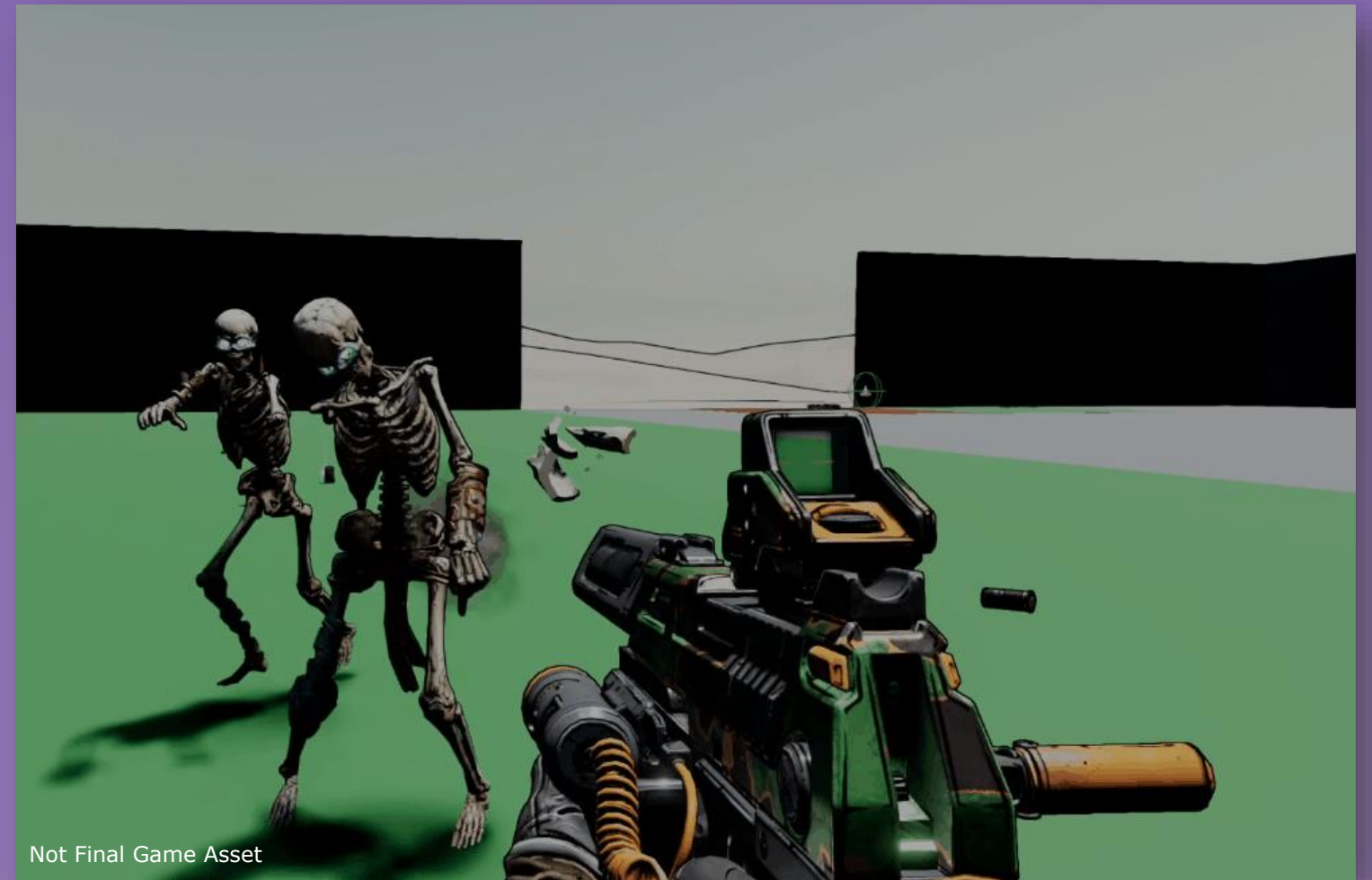
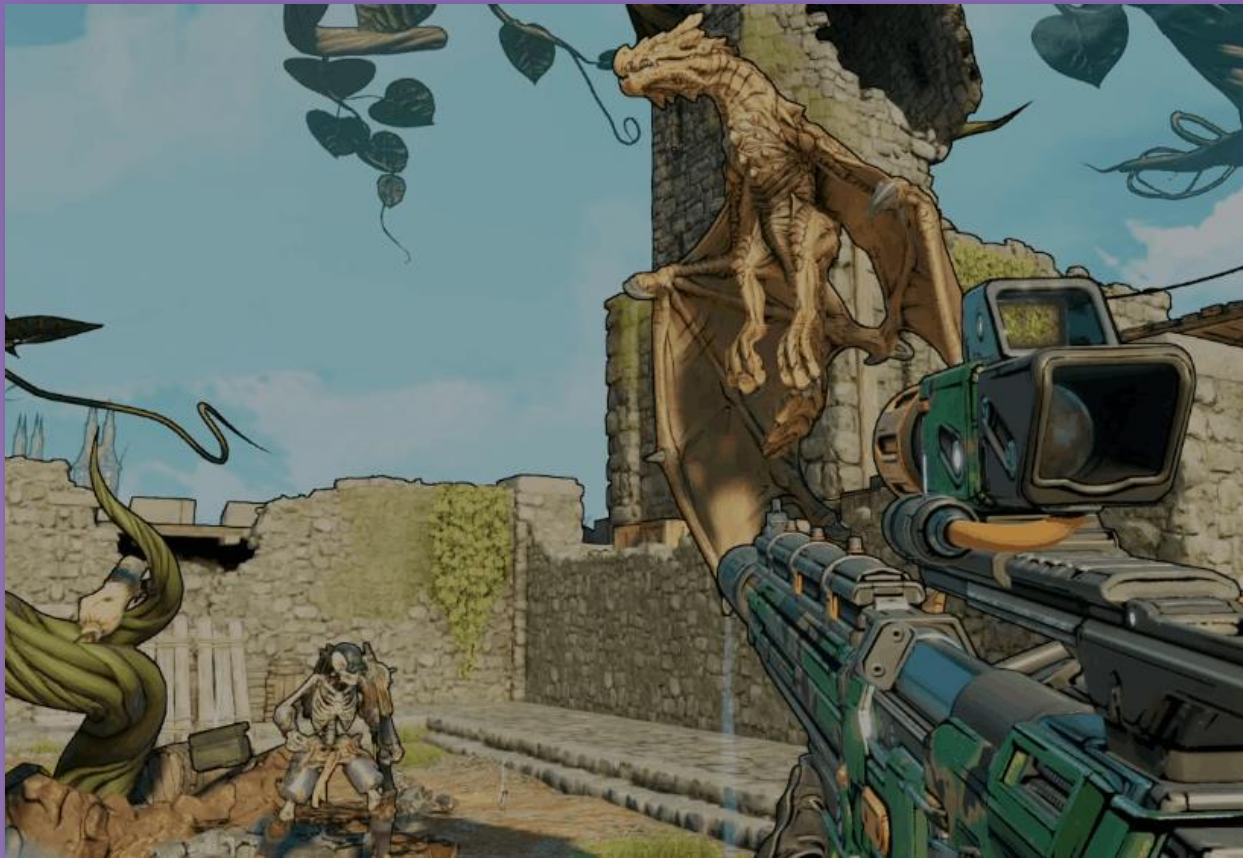
Creation and Destruction

Soul Energy

- Death and resurrection
- Undead enemies
- Replaced previous gore system



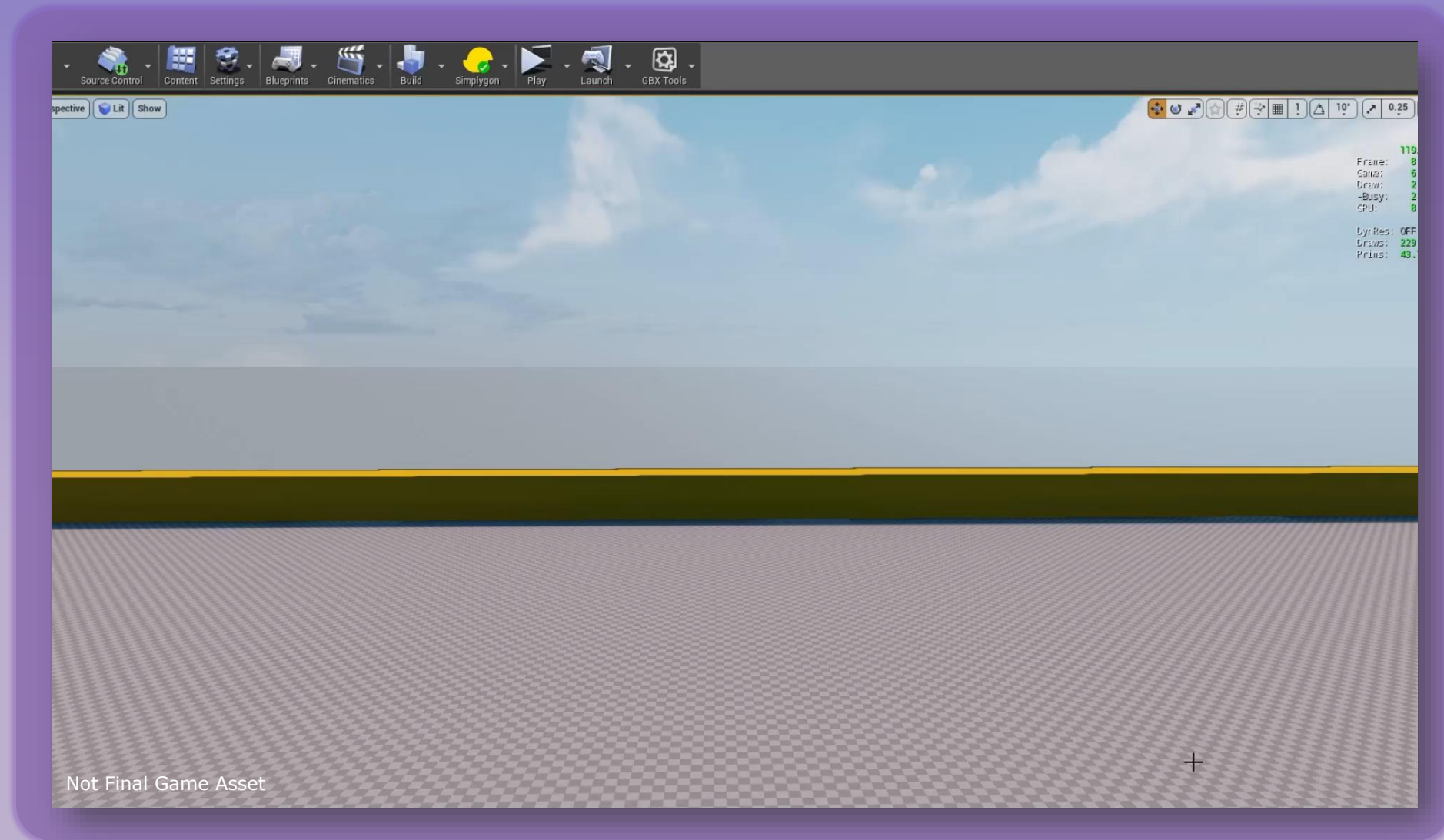
Creation and Destruction



Creation and Destruction



Creation and Destruction



Concepting Spells



Concepting Spells

Spells

- Took the place of grenades
- Contained sigil “muzzles”
- Great opportunity to experiment and have fun



Concepting Spells



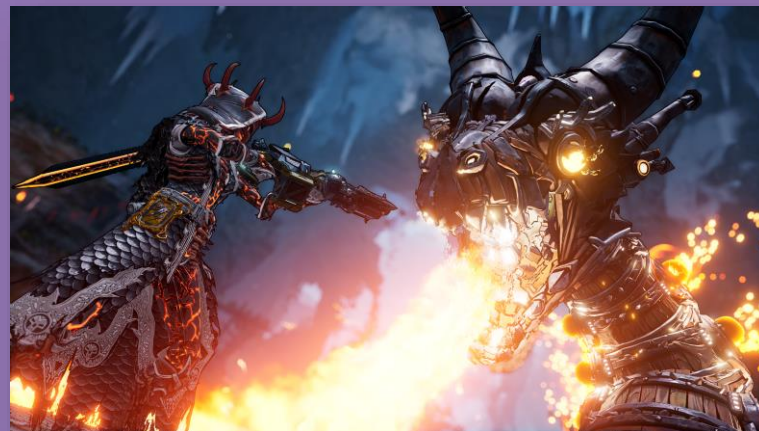
Poison



Dark Magic



Shock



Fire



Void



Cryo

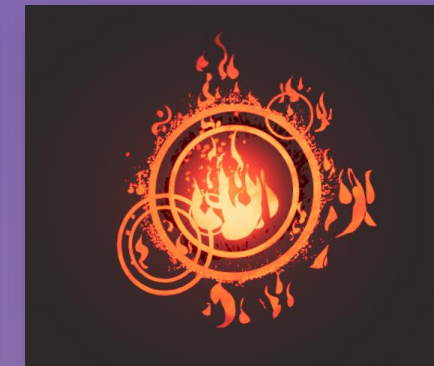
Concepting Spells



Concepting Spells

Anatomy Of A Spell

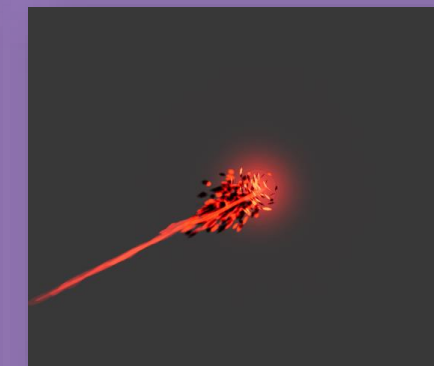
- Hand animation
- Sigil for type of spell
- Distinct color for element



Sigil presentation



Fireball Sigil

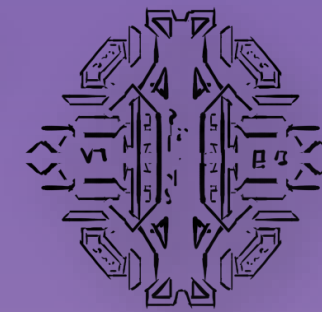


Muzzle flash

Concepting Spells



Elemental Hawk Sigil

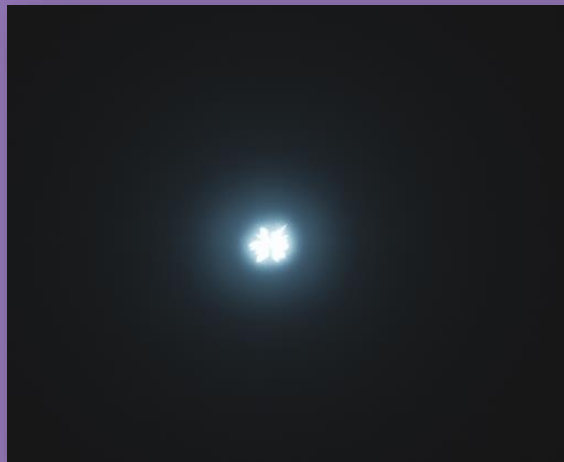
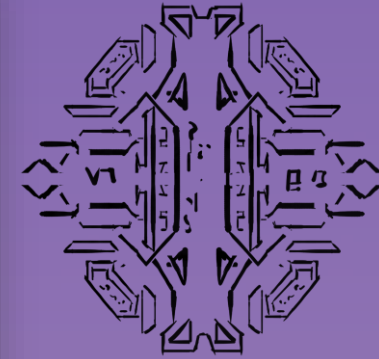
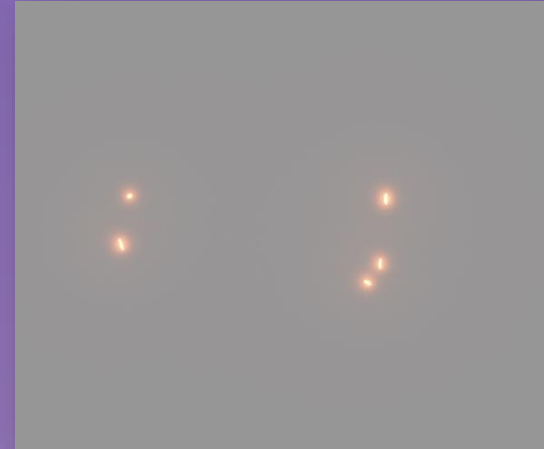
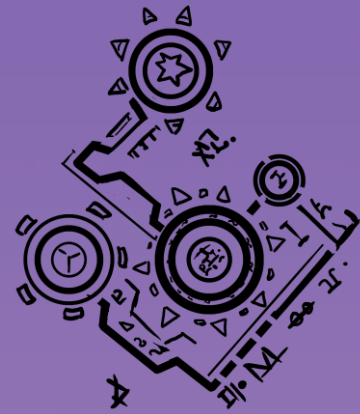


Fissure Sigil



Sigil presentation

Concepting Spells



Conclusion



Questions?



@fxbl4ckout

Thank You