



# Establishing An Ecology for NPCs

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@lightbombmike



TM

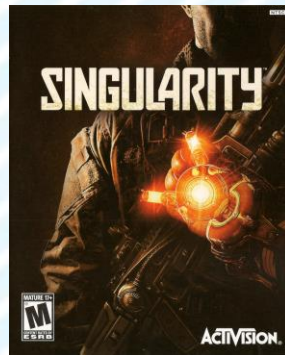
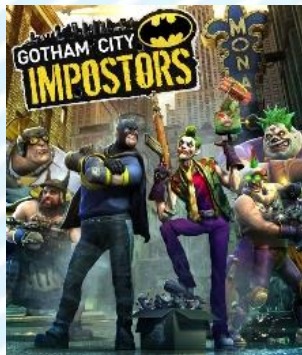
MONOLITH



snowblind  
studios



COLLISION  
STUDIOS







# Defining An Ecology





# Finding the Personality



# The Need for Objectives



# The Need for Objectives



# The Need for Objectives

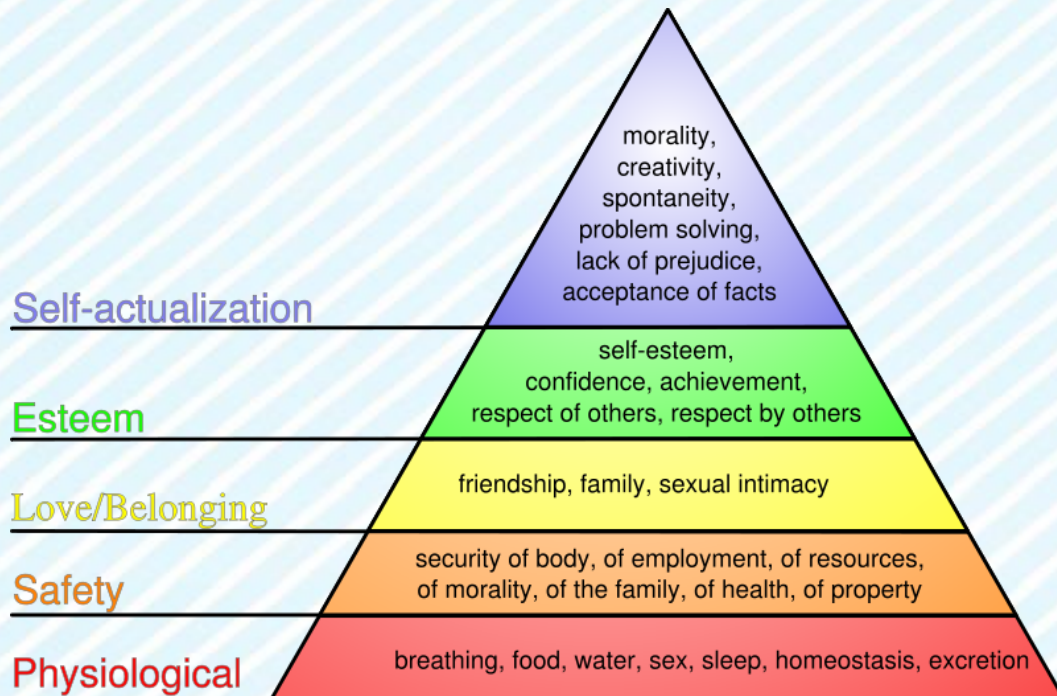




# The Need for Objectives



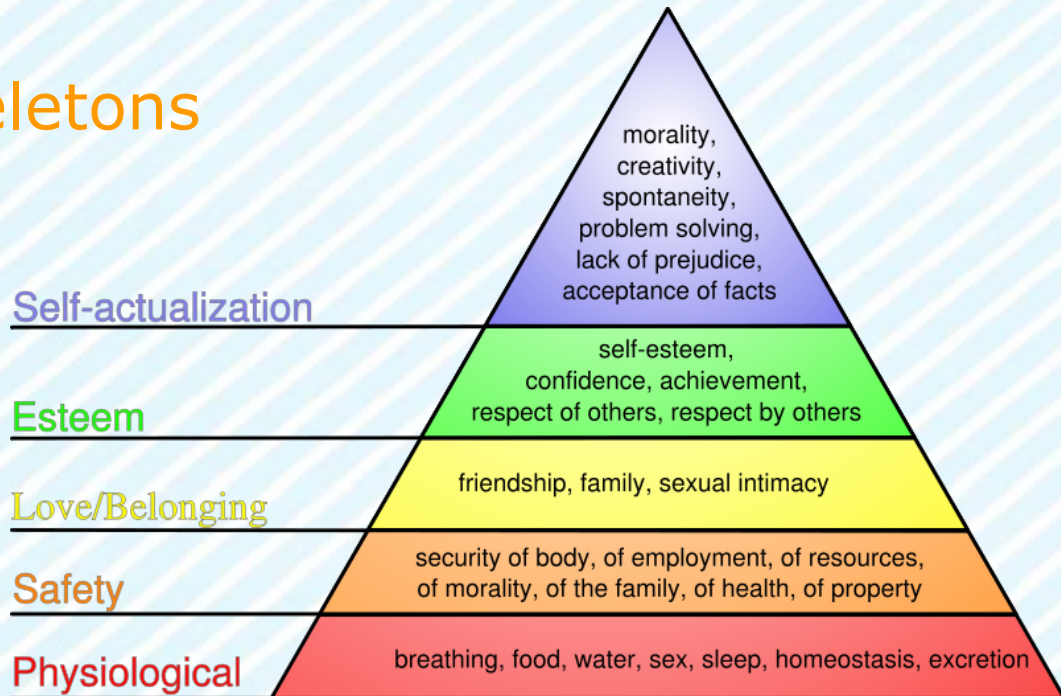
# Maslow's Hierarchy of Needs





# Maslow's Hierarchy of Needs

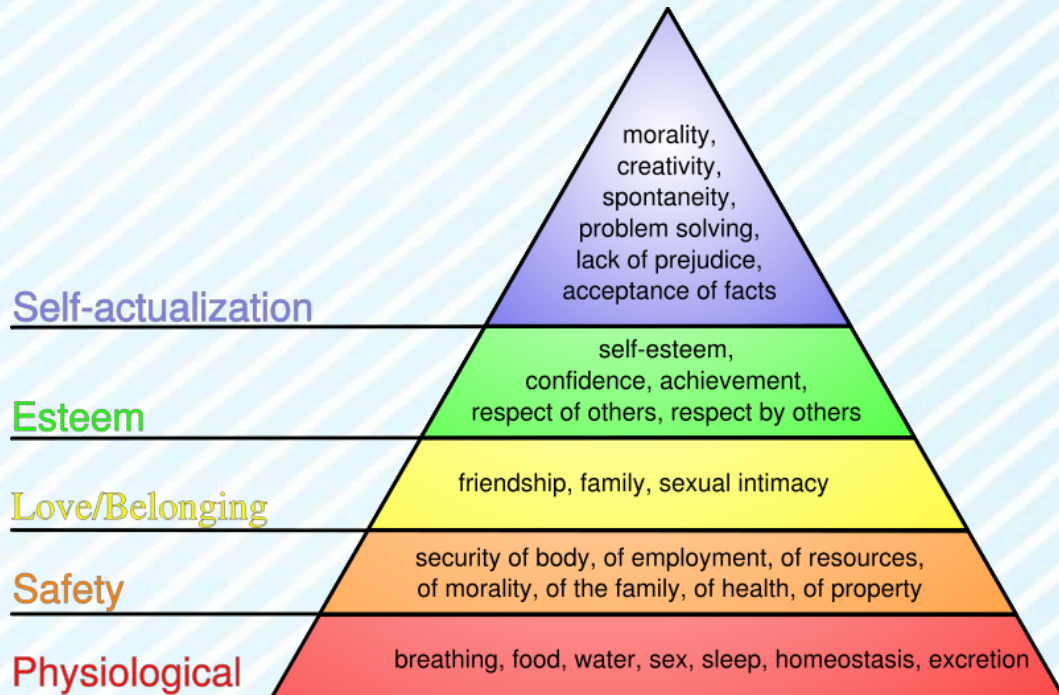
## •Skeletons



# Maslow's Hierarchy of Needs

- Skeletons

- Zombies



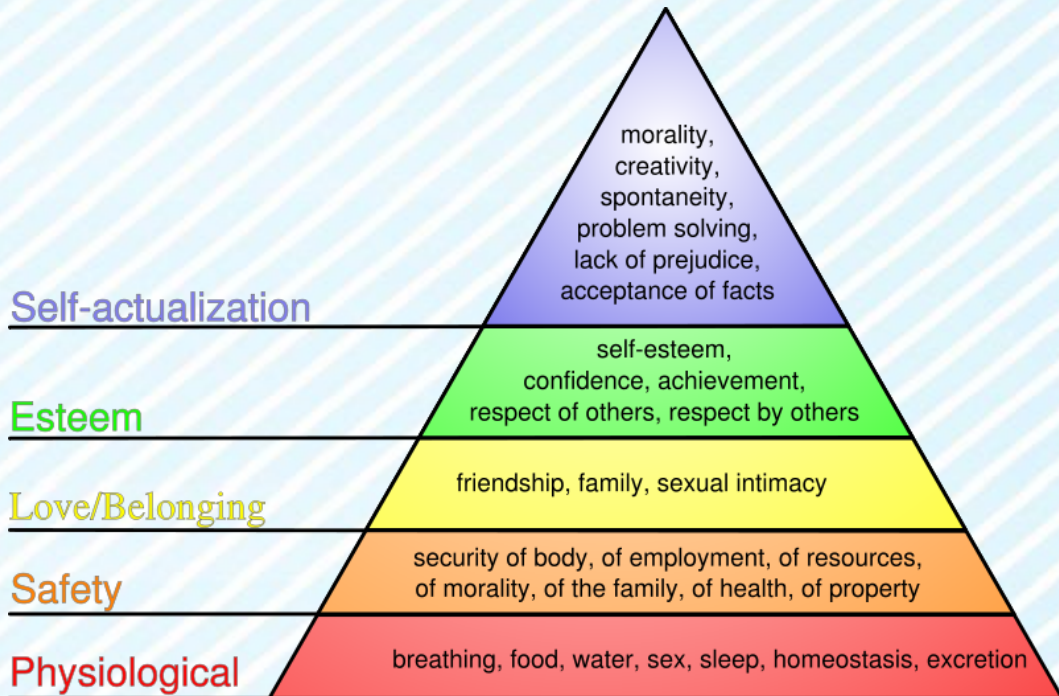


# Maslow's Hierarchy of Needs

- Skeletons

- Zombies

- Ghosts



# Grouped Lineups



# Grouped Lineups



# Grouped Lineups

Groups of Enemy Intelligence



# Grouped Lineups

Groups of Enemy Intelligence

Spider

Animals

Warg

# Grouped Lineups

Groups of Enemy Intelligence

Spider

Animals

Warg

Cave

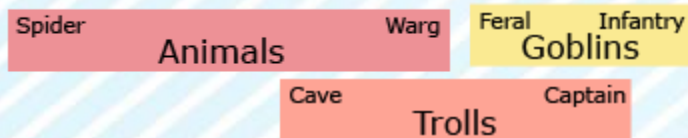
Trolls

Captain



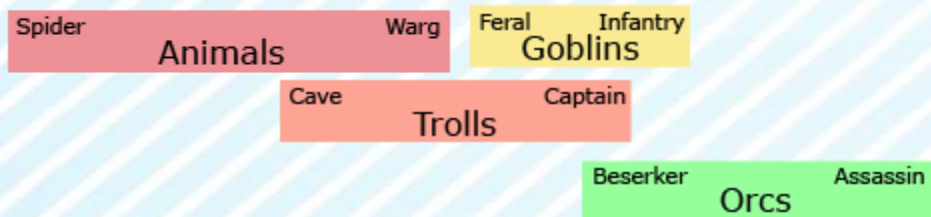
# Grouped Lineups

Groups of Enemy Intelligence



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# Grouped Lineups

Groups of Enemy Intelligence

Spider  
Animals  
Warg

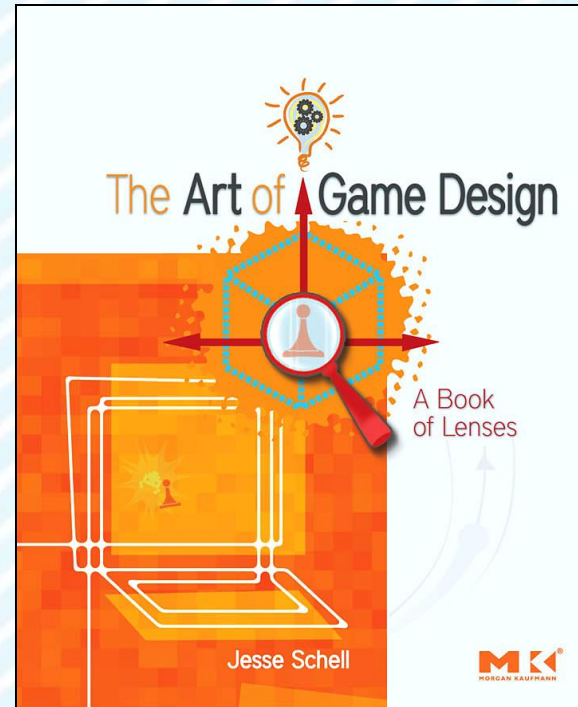
Feral  
Goblins  
Infantry

Infantry  
Elves  
Priestess

Cave  
Trolls  
Captain

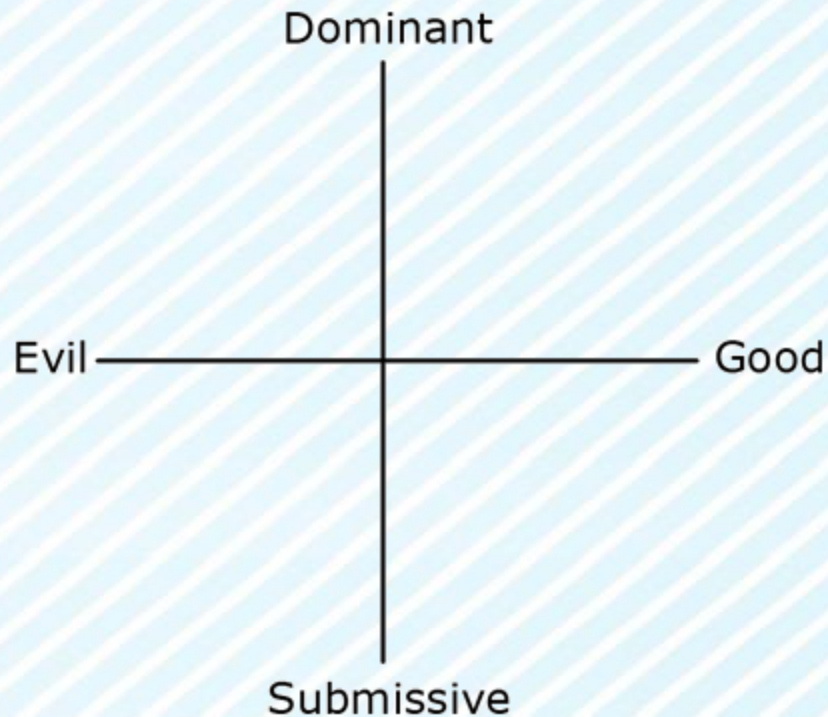
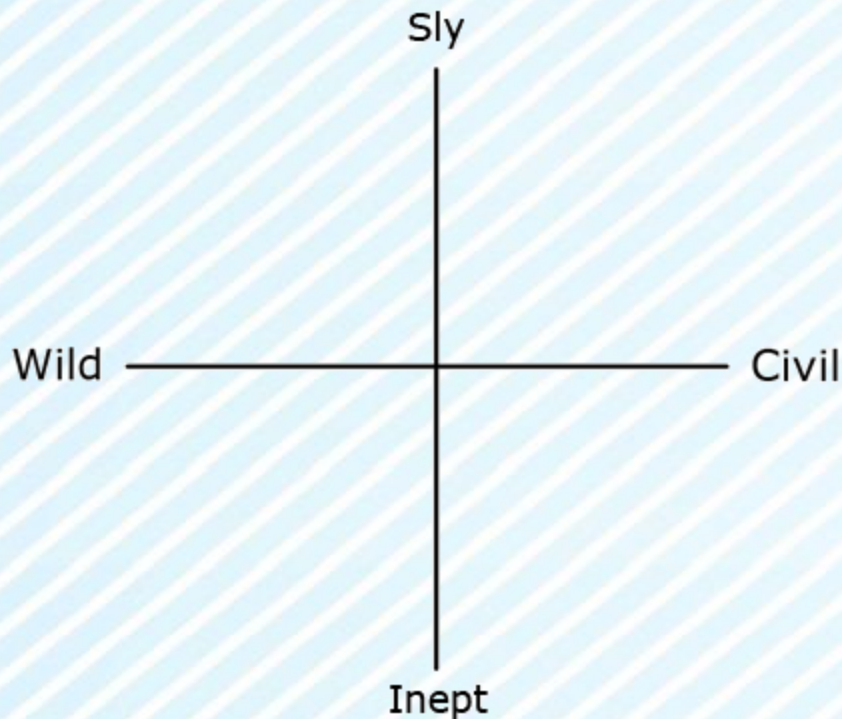
Beserker  
Orcs  
Assassin

# Coordinate Graphs





# Coordinate Graphs



# Coordinate Graphs

Dwarf Player



Goblin Infantry



Warg



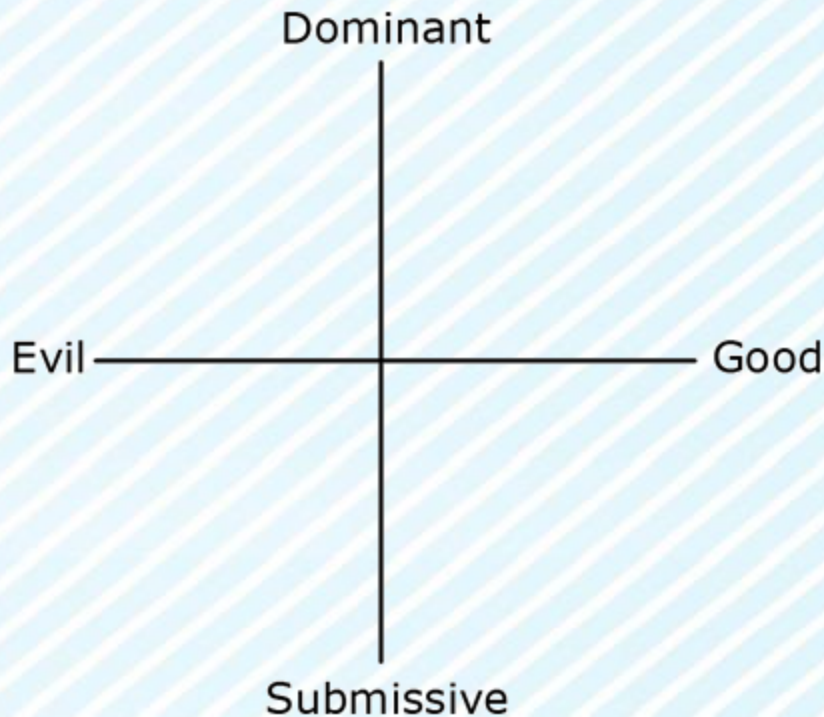
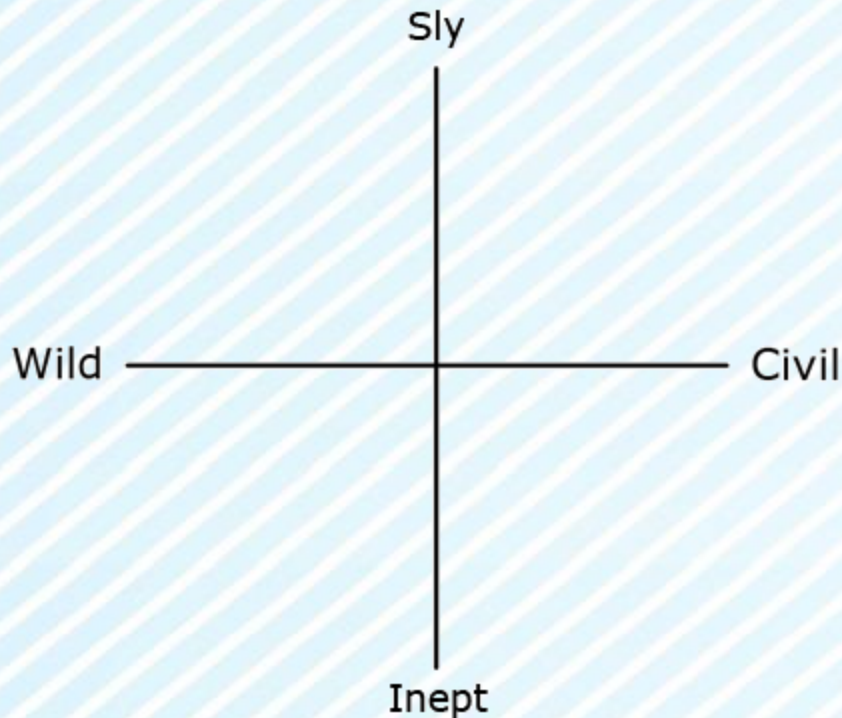
Orc Infantry



Troll Captain



Elf Infantry





# Coordinate Graphs

Dwarf Player ●

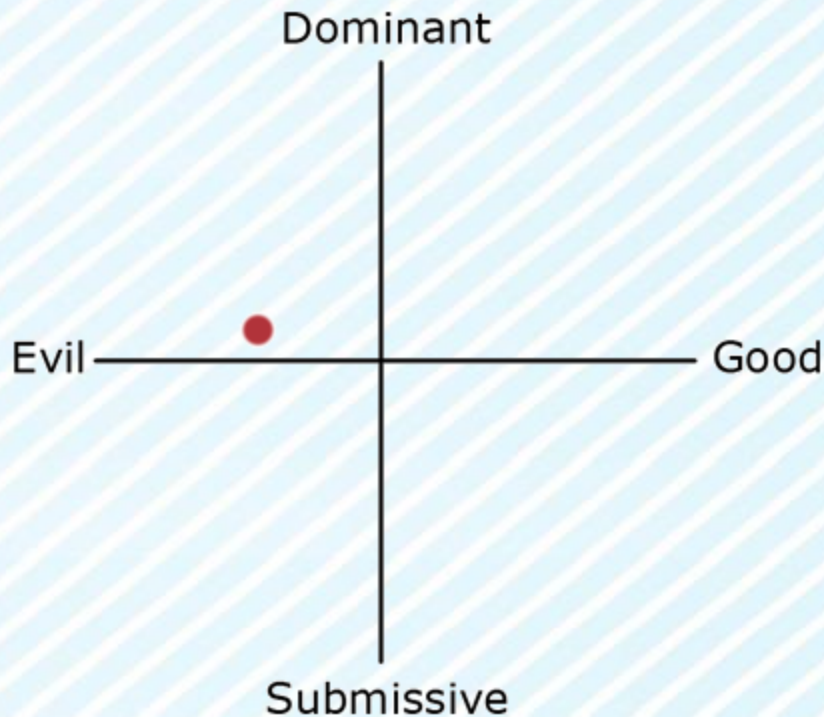
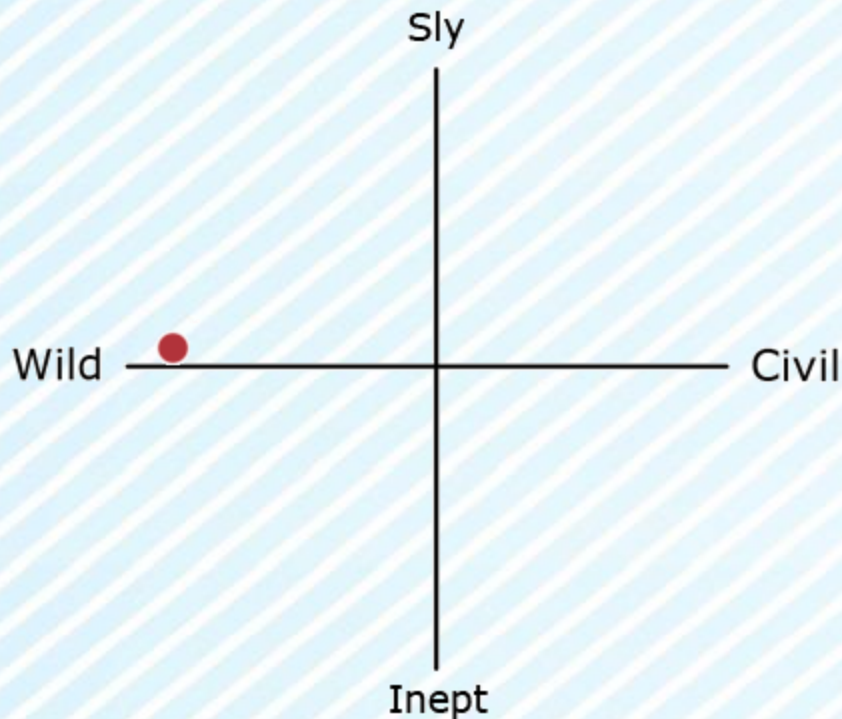
Goblin Infantry ●

Warg ●

Orc Infantry ●

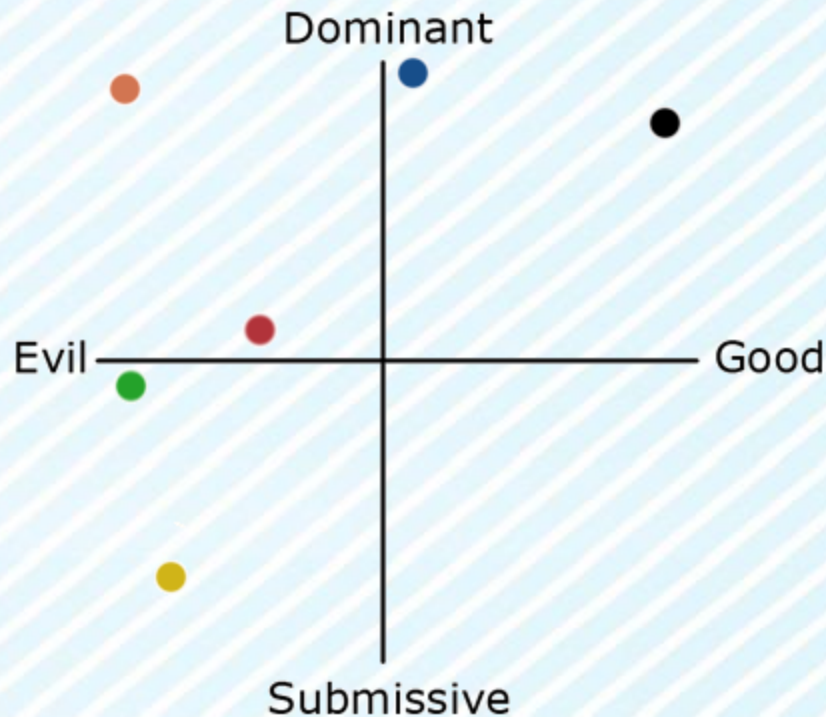
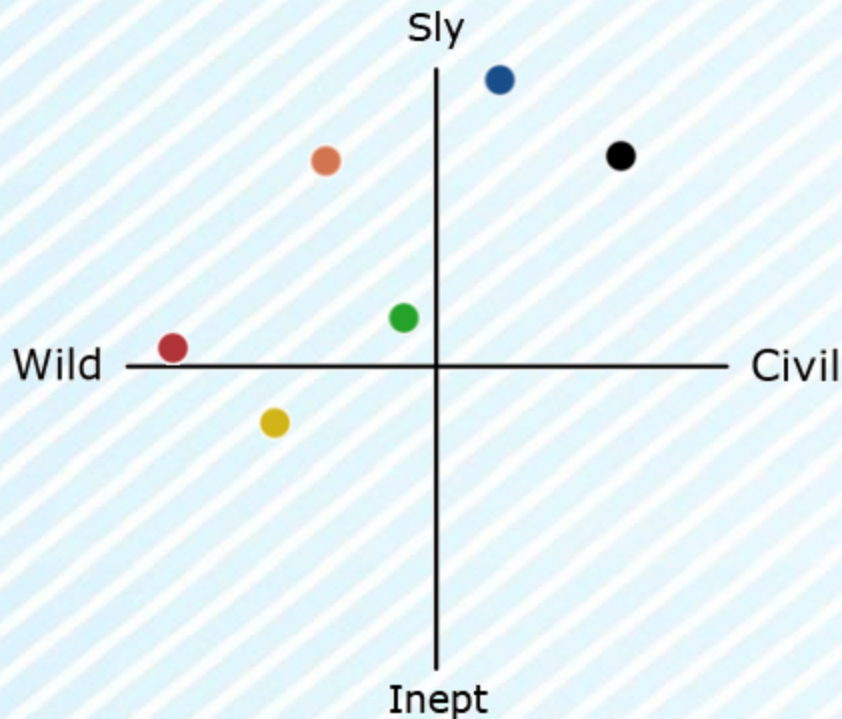
Troll Captain ●

Elf Infantry ●



# Coordinate Graphs

Dwarf Player ● Goblin Infantry ●  
Warg ● Orc Infantry ●  
Troll Captain ● Elf Infantry ●





# Coordinate Graphs

Dwarf Player ●

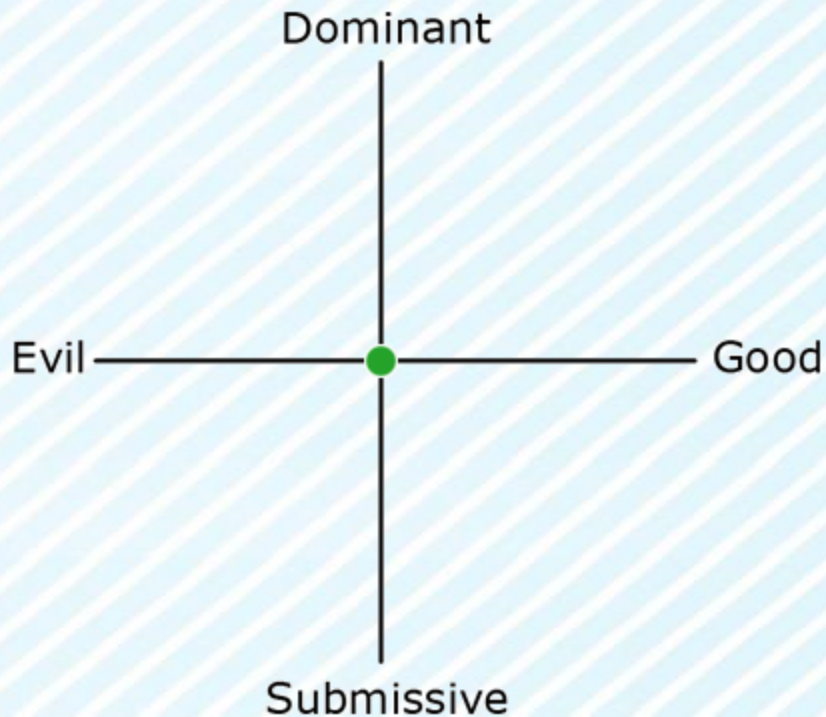
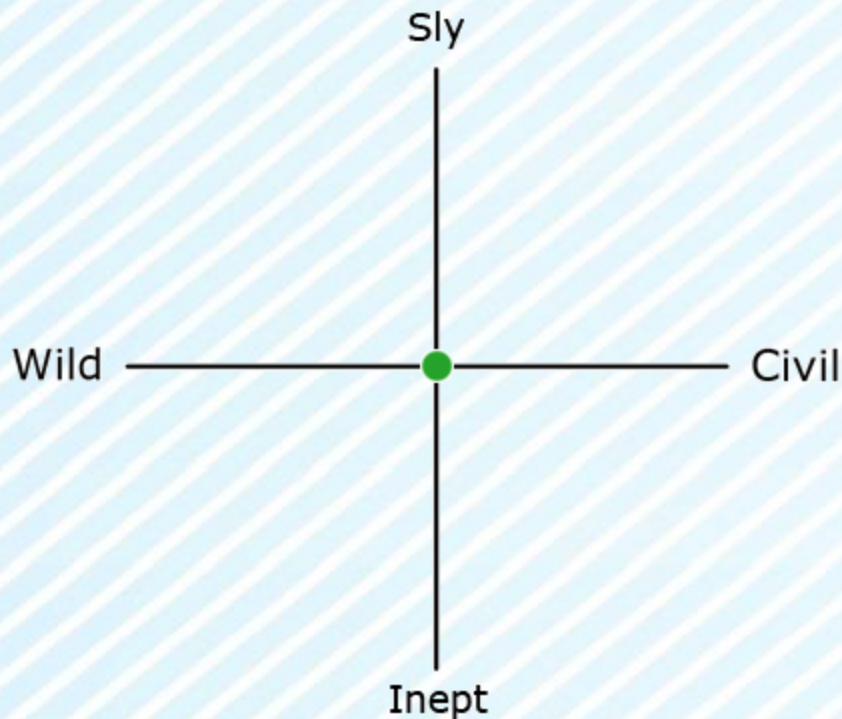
Goblin Infantry ●

Warg ●

Orc Infantry ●

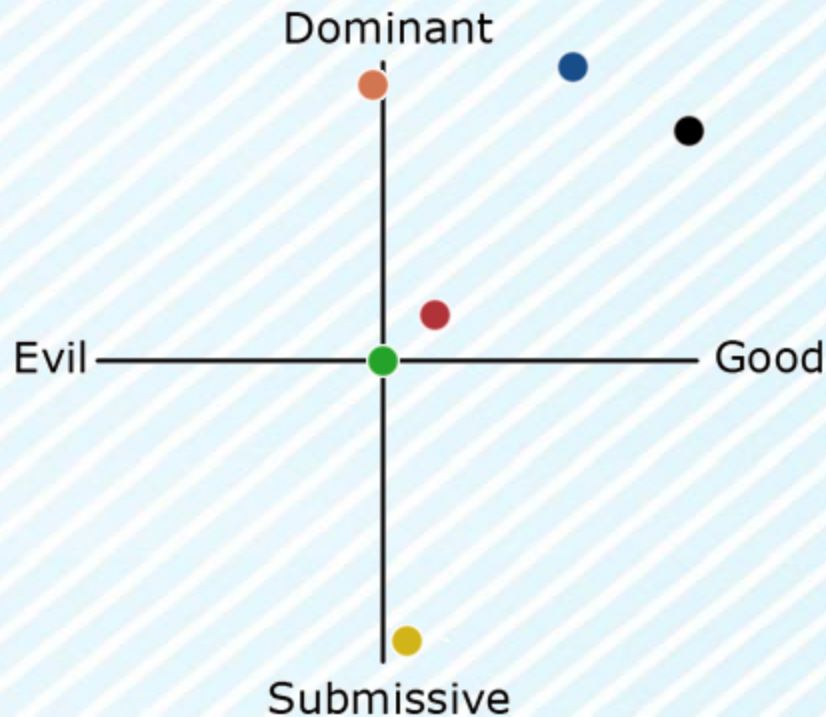
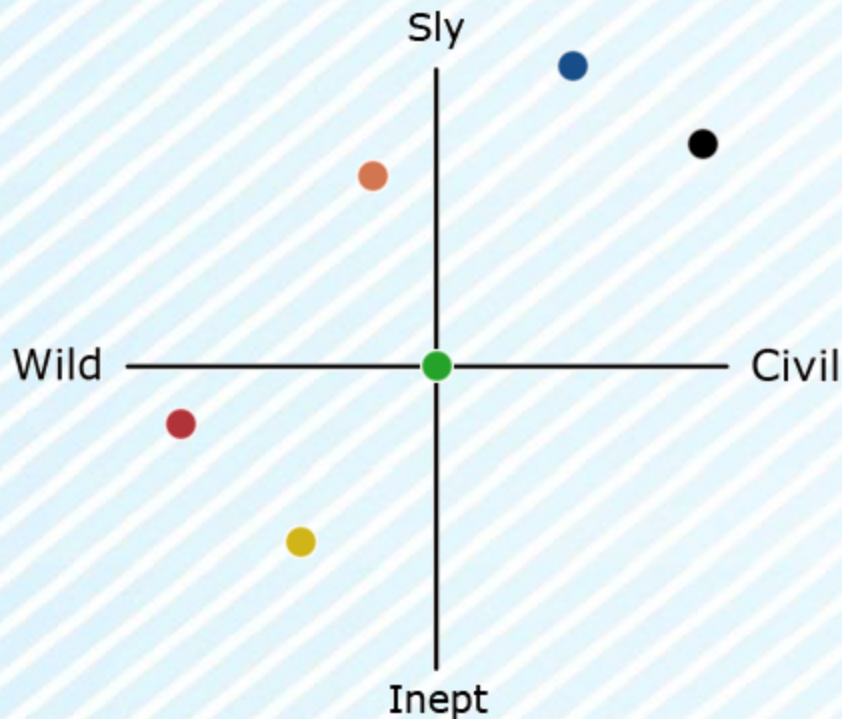
Troll Captain ●

Elf Infantry ●



# Coordinate Graphs

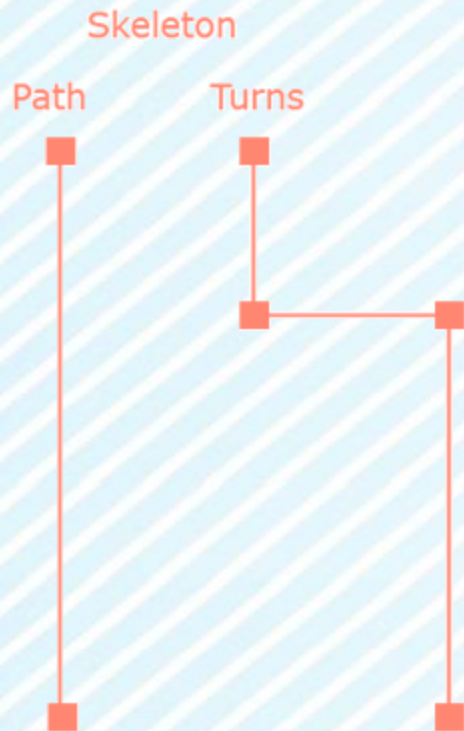
Dwarf Player ● Goblin Infantry ●  
Warg ● Orc Infantry ●  
Troll Captain ● Elf Infantry ●





# Path Chart

# Path Chart





# Path Chart

Skeleton

Path



Turns



Zombie

Path



Turns

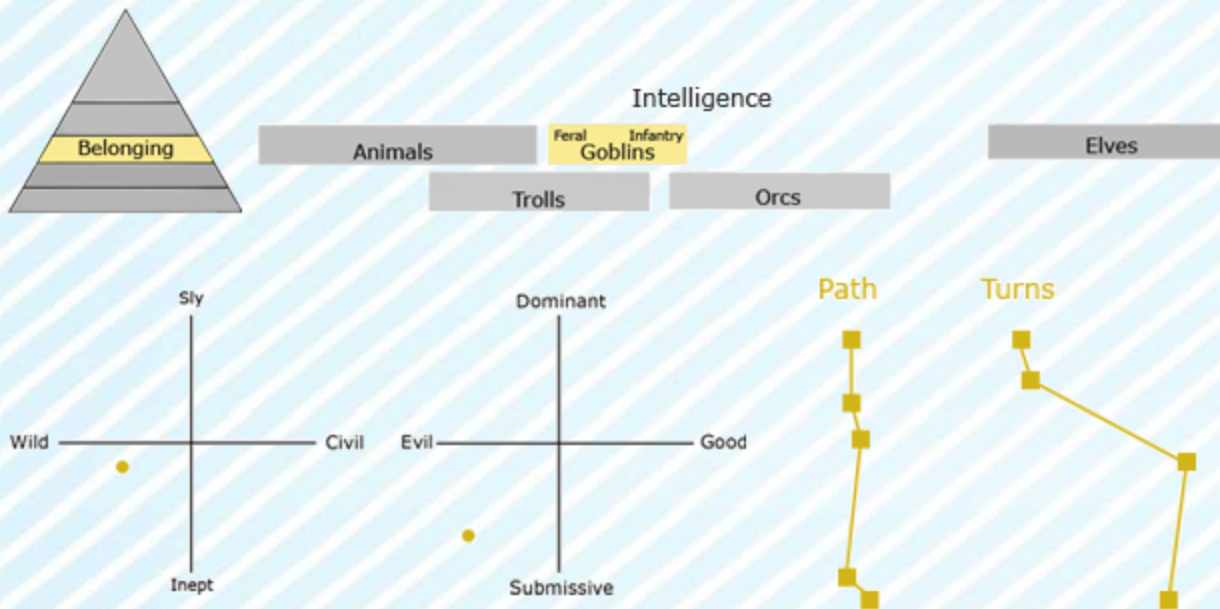


# Communicating the Personality





# Character One Sheet



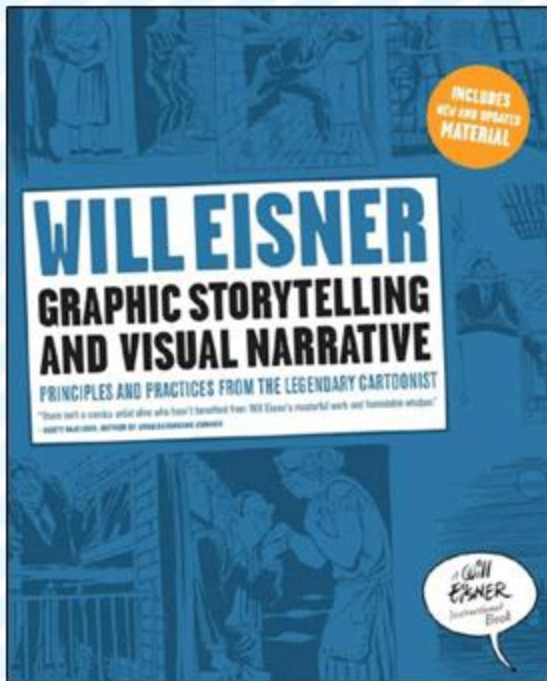
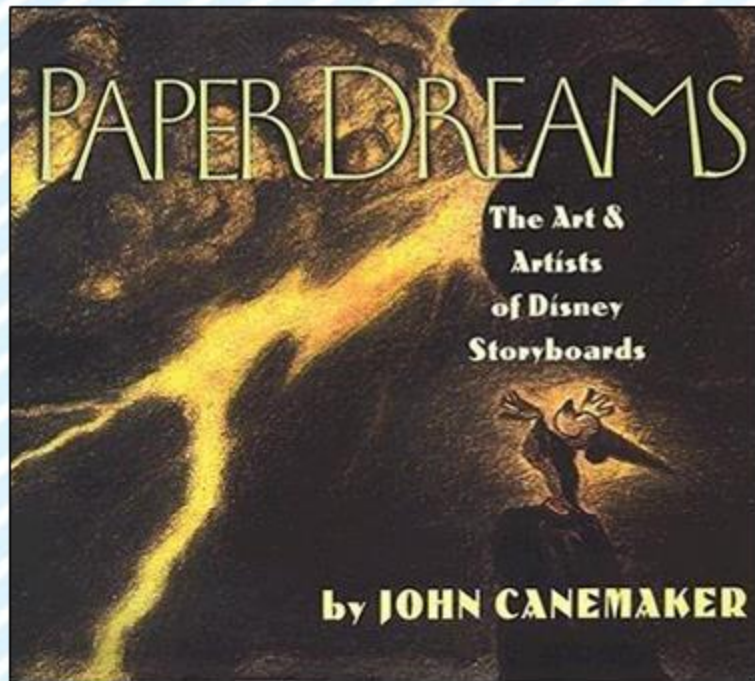
# Their Environment





# Staging

# Staging Long Form

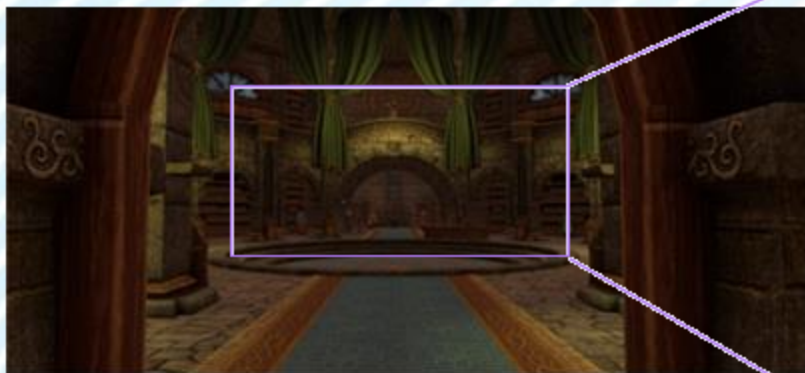




# Re-Staging a Scene



# Re-Staging a Scene





# Re-Staging a Scene



# Staging Short Form



# Staging Short Form

## Character's Objective

- What does the character want?
- What actions will reflect that desire?
- Which emotions are they feeling?

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## The 7 Universal Emotions



Sadness



Anger



Surprise



Fear



Disgust



Contempt



Happiness



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- Define relationships/hierarchies
- Who is the star of the scene?
- Where do they expect help/danger to come from?

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## Reaction to Player

- Are they expecting the player?
- What were they doing before the player arrives?
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## Staging the Shot

- Where is the primary entry/exit?
- Define fore, mid, and background
- Use environmentally framed spaces

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When in doubt...

**ACT IT OUT!**



# Continuing The Conversation



# Informing the Gameplay





# The Mechanics of Personality



# Playing the Character





# The Revert



# The Revert





# Ecology Established





# Ecology Established







# Questions?

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