The Art of the Witness

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GAME DEVELOPERS CONFERENCE
SAN FRANCISCO, CA
MARCH 17–21, 2014
EXPO DATES: MARCH 19–21
2014

About r

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design studio

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fletcherstudio.com

THE WITNESS

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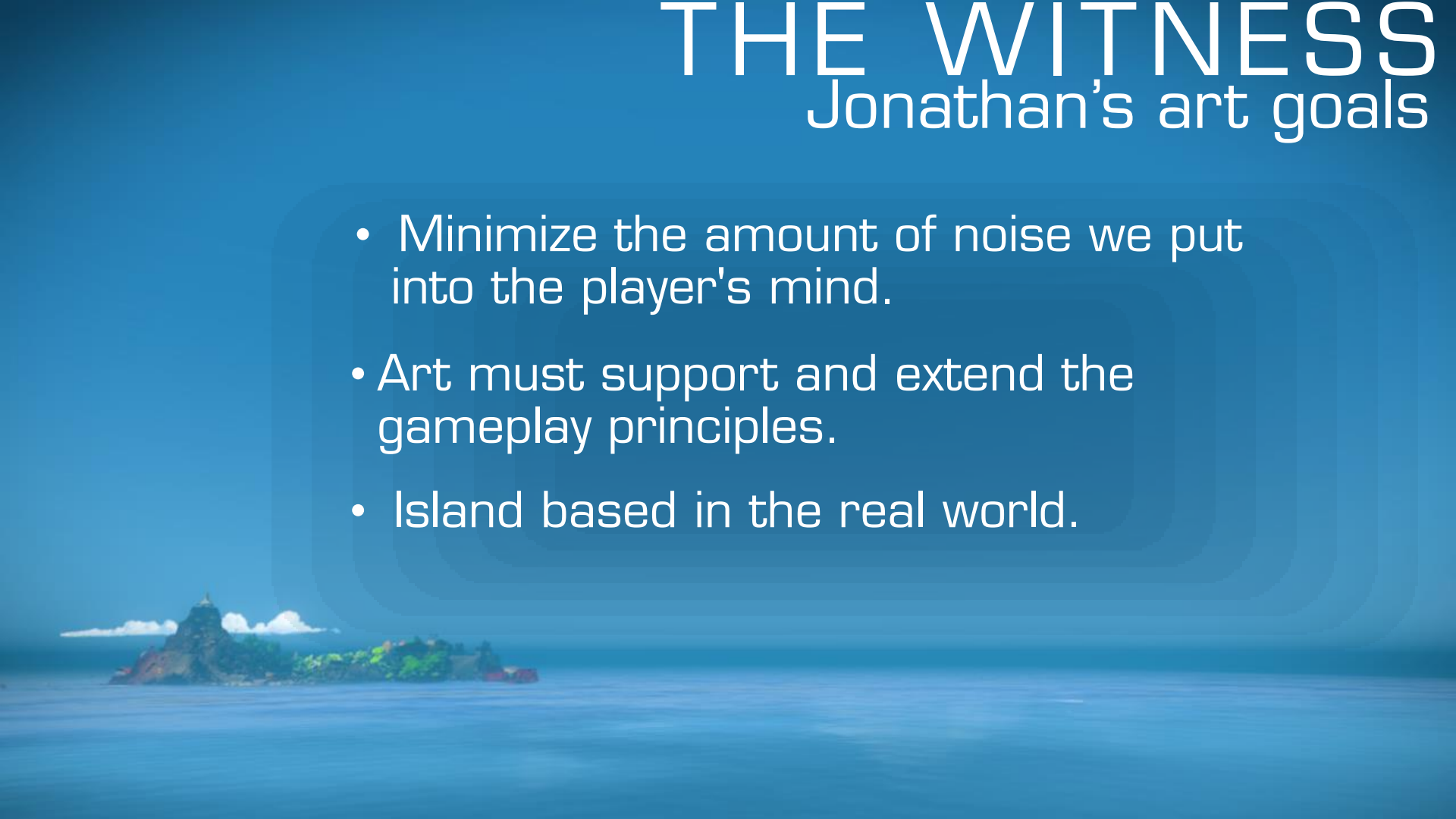
Jonathan's art goals

- Minimize the amount of noise we put into the player's mind.
- Art must support and extend the gameplay principles.
- Island based in the real world.



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Original island visuals

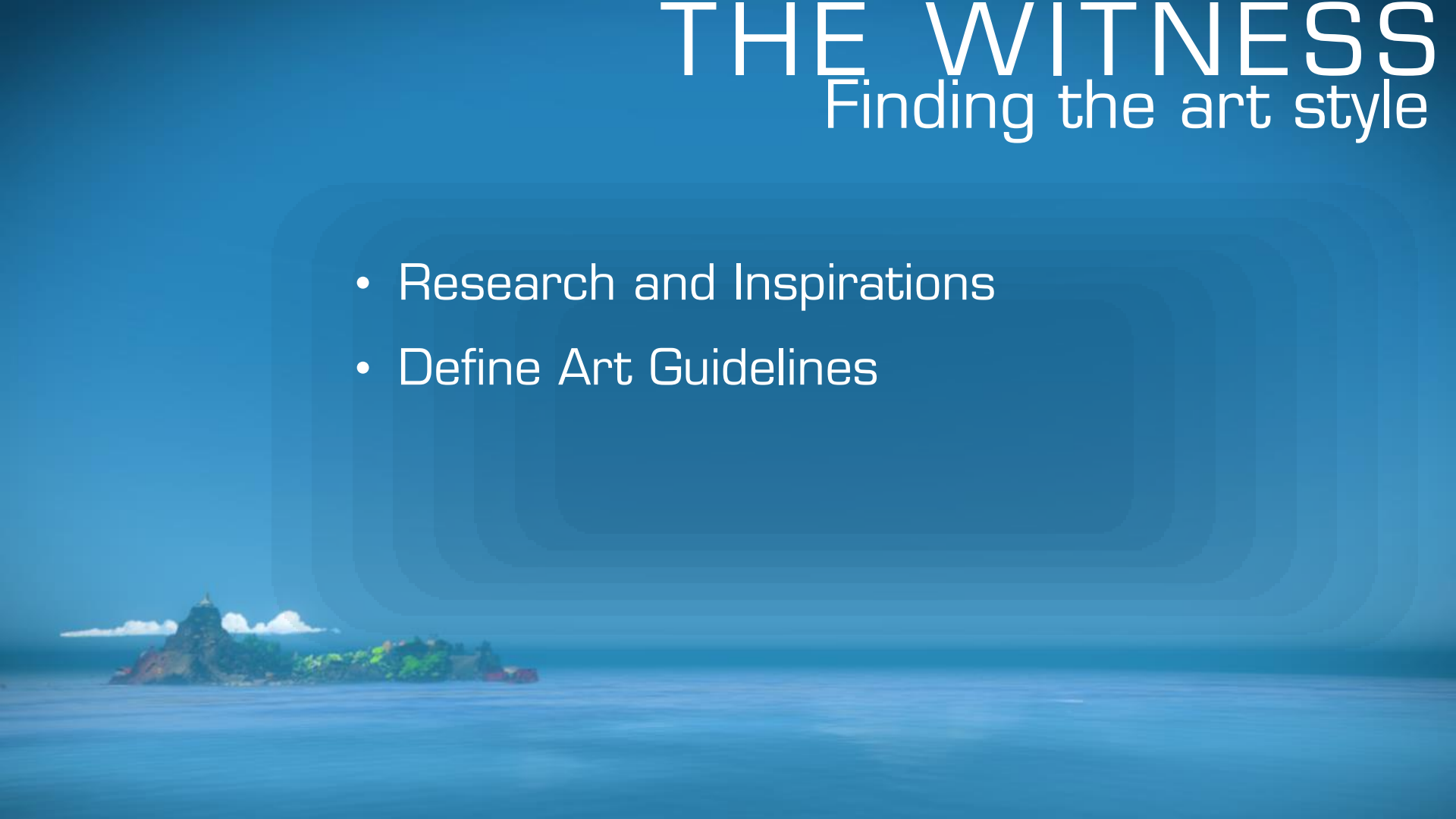
THE WITNESS
Finding the art style

- Research and Inspirations

THE WITNESS

Finding the art style

- Research and Inspirations
- Define Art Guidelines



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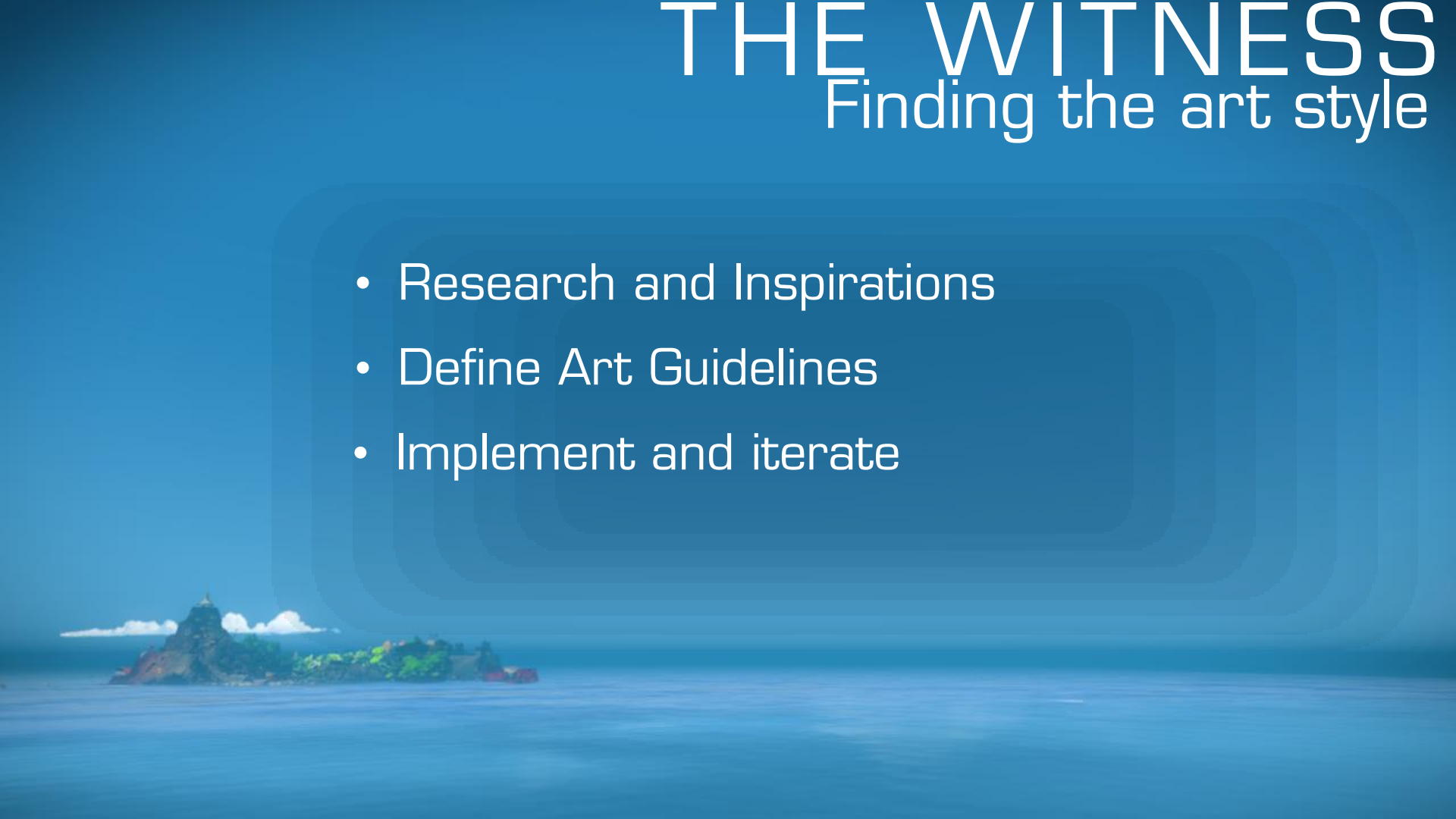
Finding the art style

- Research and Inspirations
- Define Art Guidelines
- Implement and iterate



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Research – Simplification

THE WITNESS

Research – Simplification

Aleksandar Jovanovic / Makkon (Ben)

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Research – Simplification

Alex Roman - The Third & The Seventh

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Research

Mirror's Edge – EA DICE

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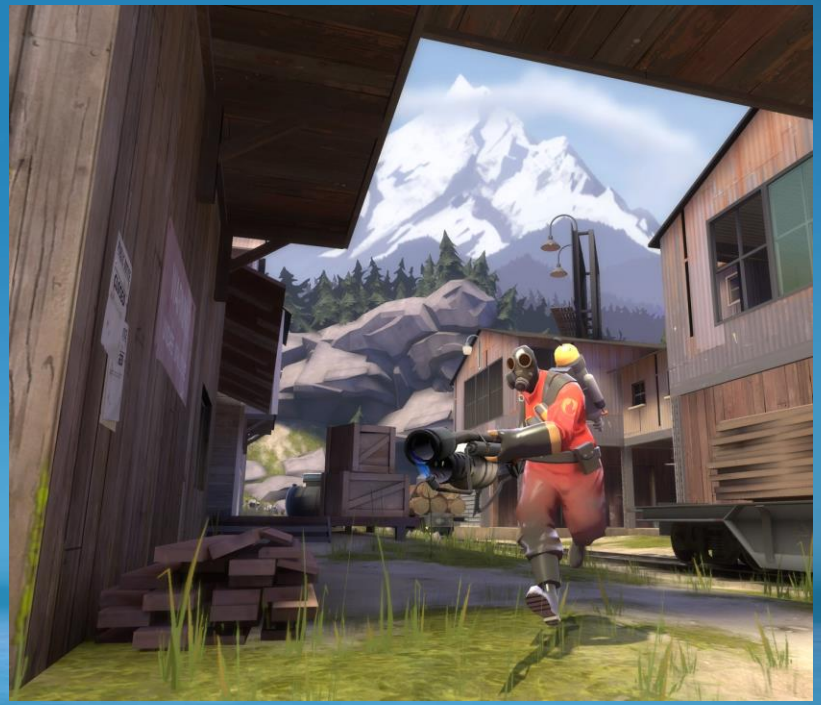
Research



Journey – thatgamecompany / TF2 - Valve

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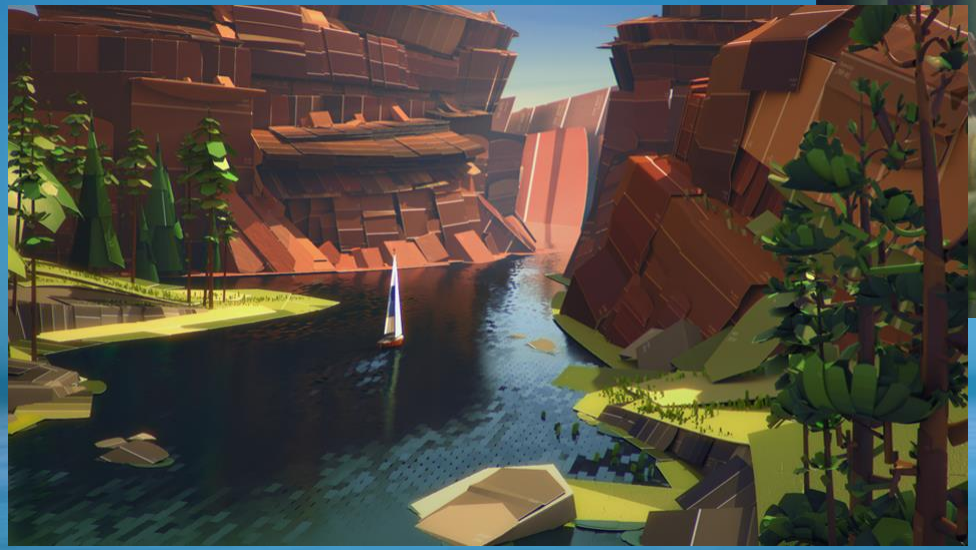
Research - Stylization



Buck.tv - Sherwin Williams

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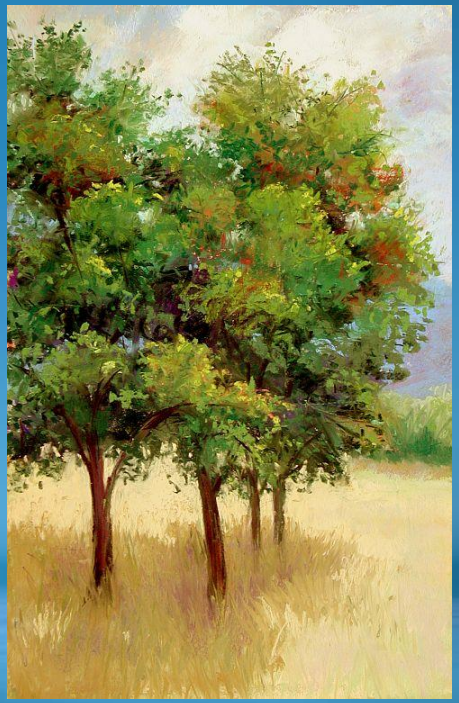
Research - Expression



Tom Brown / Deborah Secor

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Research - Expression

Tom Brown

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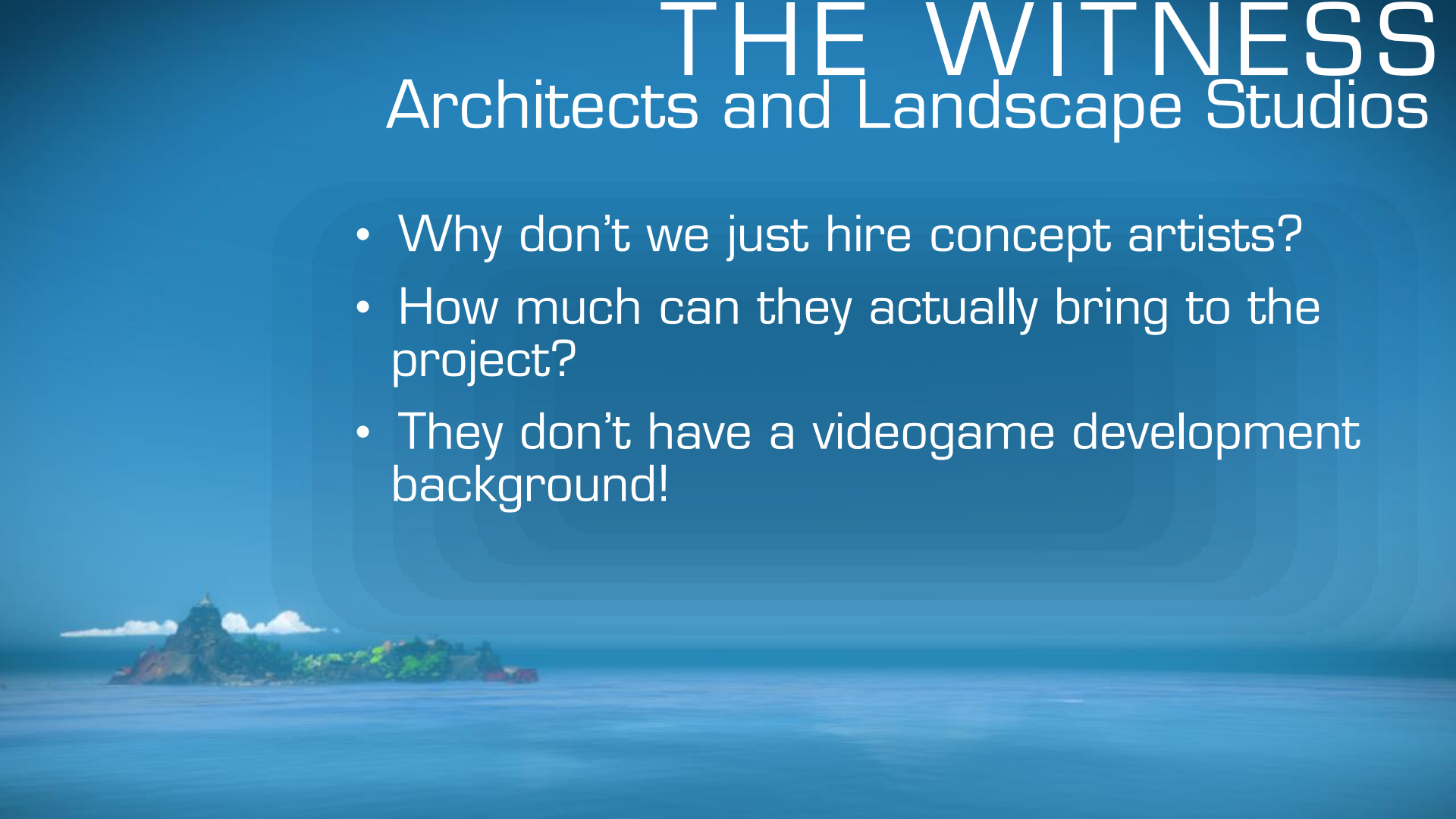
Architects and Landscape Studios

- Why don't we just hire concept artists?
- How much can they actually bring to the project?
- They don't have a videogame development background!



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Architects and Landscape Studios

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Architects and Landscape Studios

	CIVILIZATION I 2500 - 0	CIVILIZATION II 0 - 1800	CIVILIZATION III 1800 - 2500
pyschological	Toddler, Rapprochement, Maiden, Birth	Young Adult, Oedipal stage, Mother, Marriage	Adulthood, Crone, Death
spiritual	- Pagan/Polytheism, Buildings for Burial + Dieties - Worship of Nature, Animism	- Monotheism: Buddhist, Christian, Islam, Judiasm - Separation from Nature	- Age of Reason: Idividualistic, Self Determinant - Atheism, Rationalism
economy	- Pagan/Polytheism, Buildings for Burial + Dieties - Worship of Nature, Animism		
narrative	1. The Death of Thomas's father while fishing. Thomas blames hiself for not being able to help him. 2. The loss of Thomas's Christian faith at 14 or 15. The ruin? Ecclesiastical item there? Piece of broken stained glass? 3. Thomas's frustration with "rationalism" in college. He burned his books.	4. Thomas's first break with Maggie, his sister. Expressed in creating a girl's bedroom in a house? 5. Thomas's meeting with friend Justin (helped him create the project). Expressed in a work space with side by side computers? 6. Thomas's Buddhist pilgrimage walk around Japan searching for "Eastern" answers, greatly dissapointed him. Create a Japanese garden-like space. 7. Thomas's idea for the project. Express with single chair, desk and sketch of something on it?	8. Team comes together. Express by creating a space with party favors, celebration. 9. Thomas's thorny relationship with sick mother. Express by creating sublte hospital room or use beach scene. Thomas and mother have irreparable emotional break. 10. Maggies comes to live with Thomas. 11. "Intervention" scene. The team, Maggie and Justing confront Thomas for being a bullheaded perfectionist. He kicks them all out. Need some object to express scene and location.

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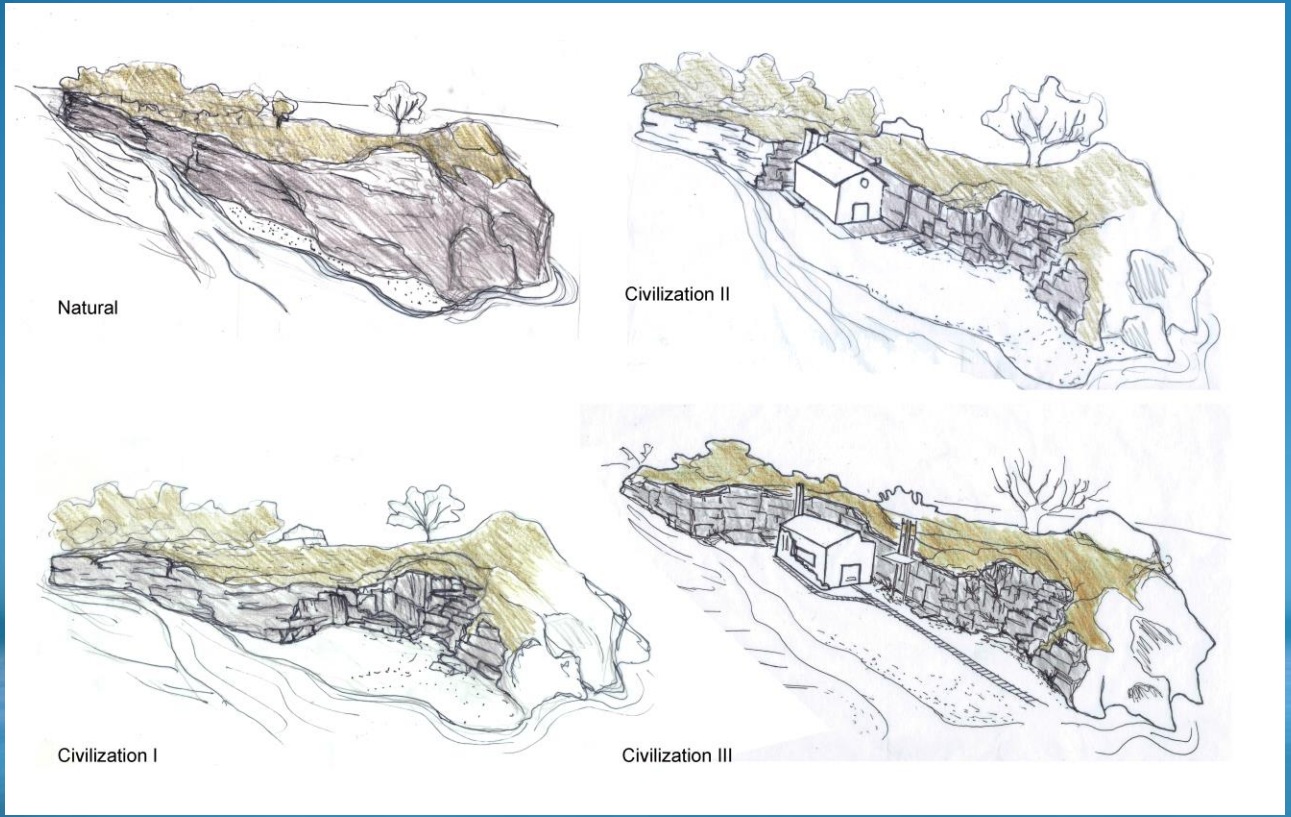
Architects and Landscape Studios



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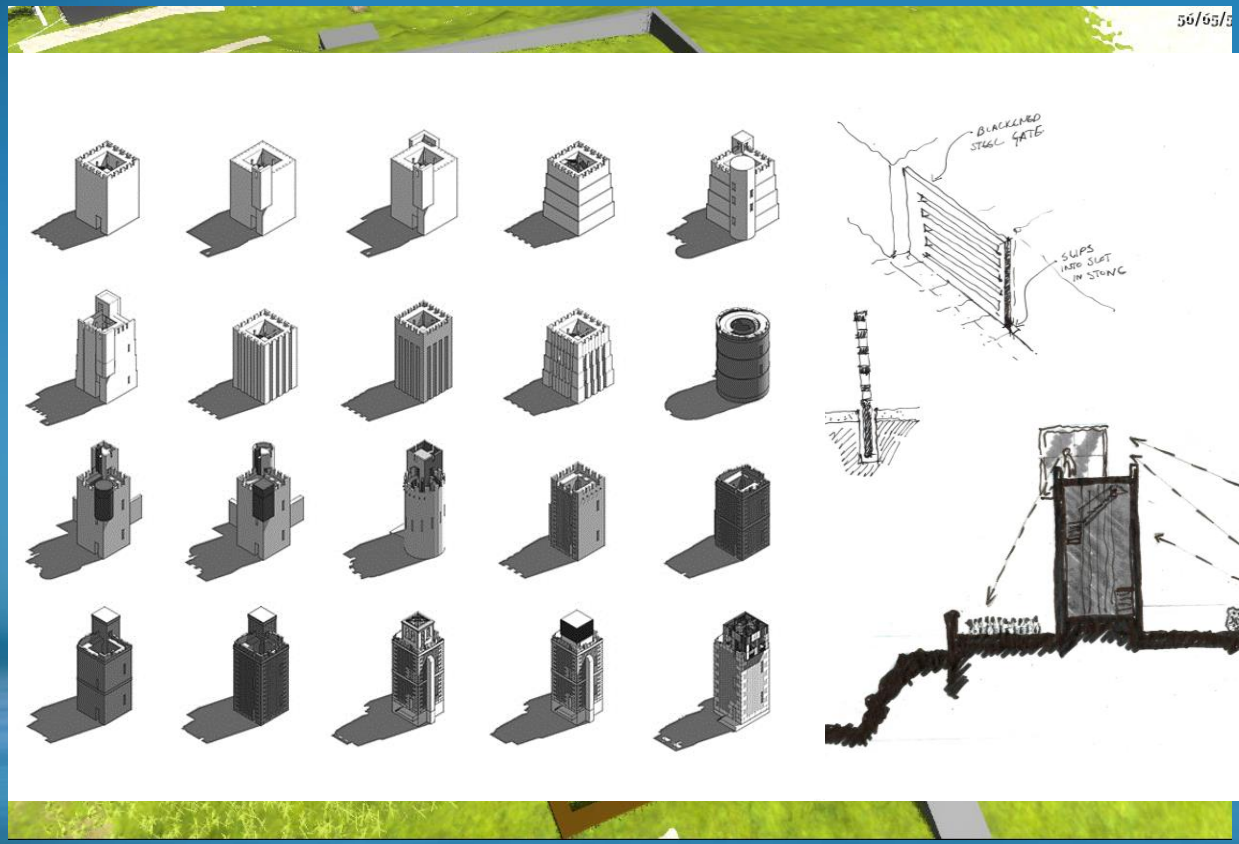

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Art Guidelines

- Simplified reality
- Pleasant and harmonious
- Extension of the gameplay and core game design

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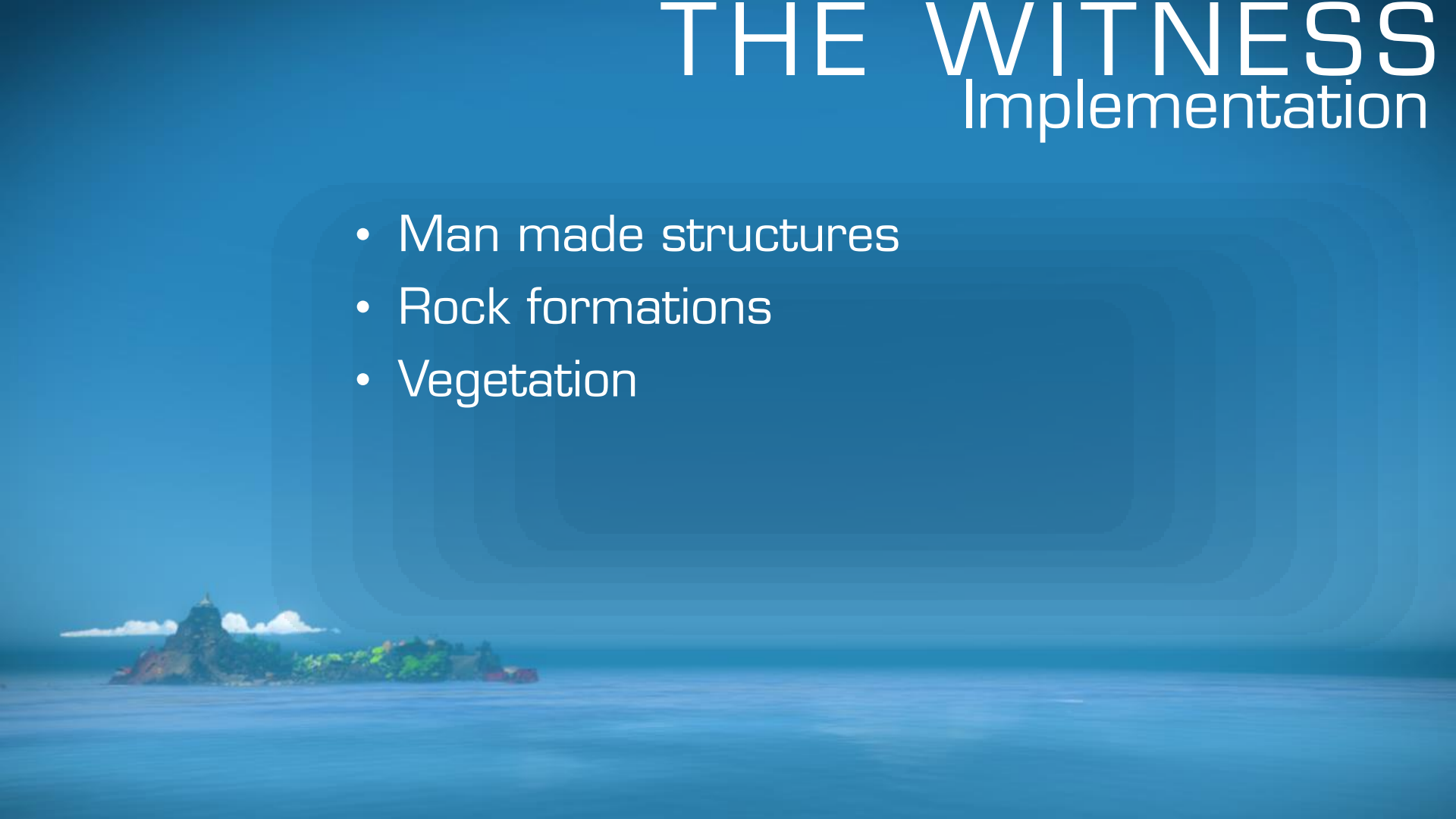
Implementation

- Man made structures
- Rock formations
- Vegetation



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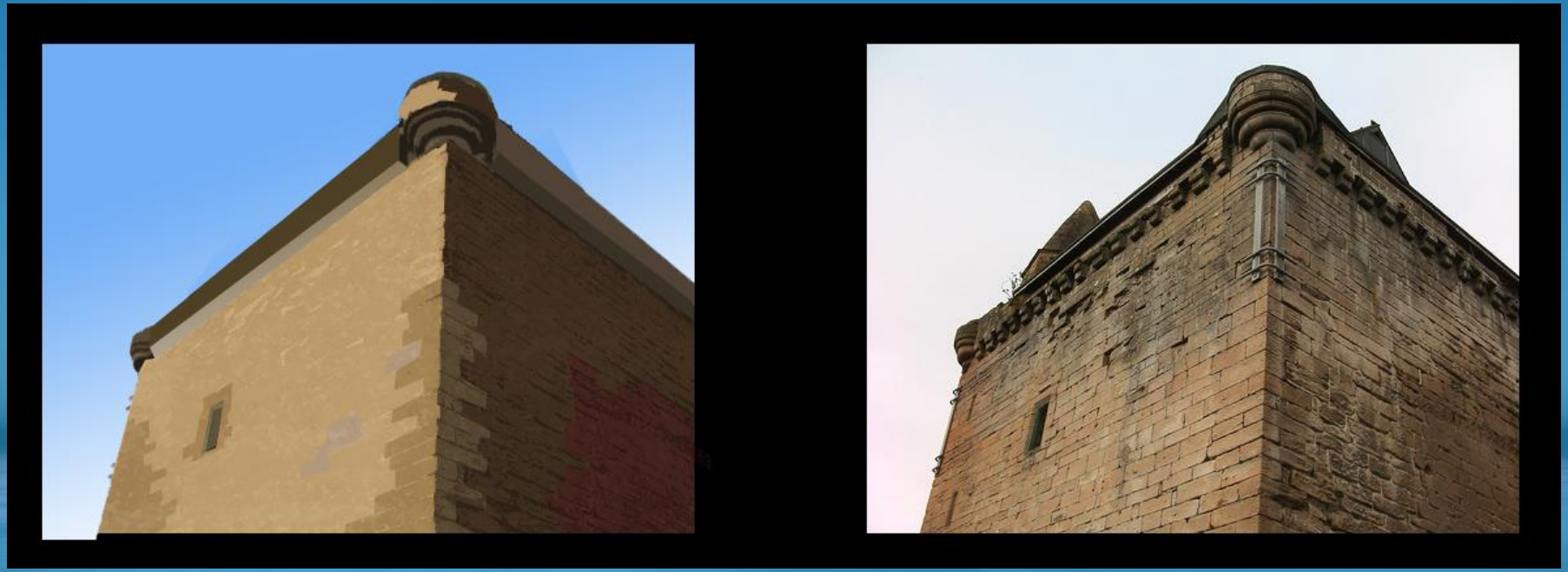
Implementation– Stone walls



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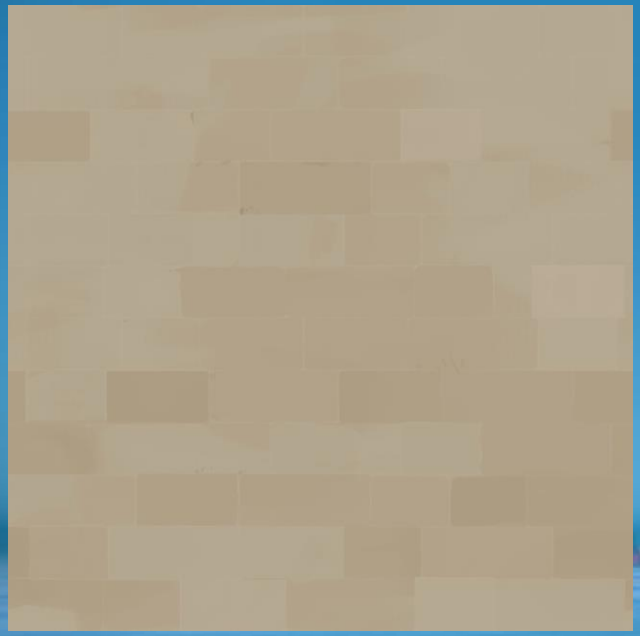

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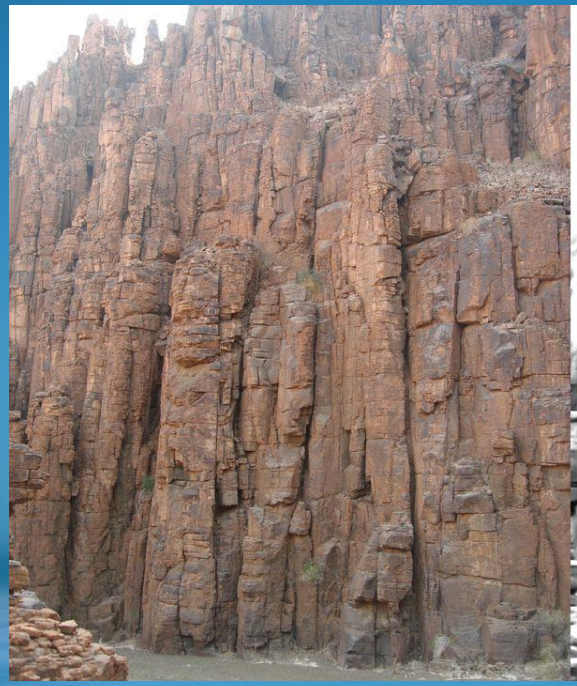
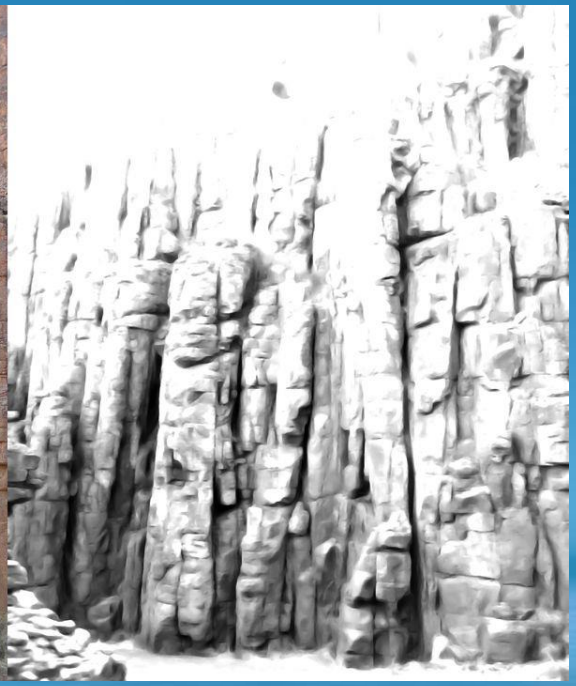
Implementation– Rock formations





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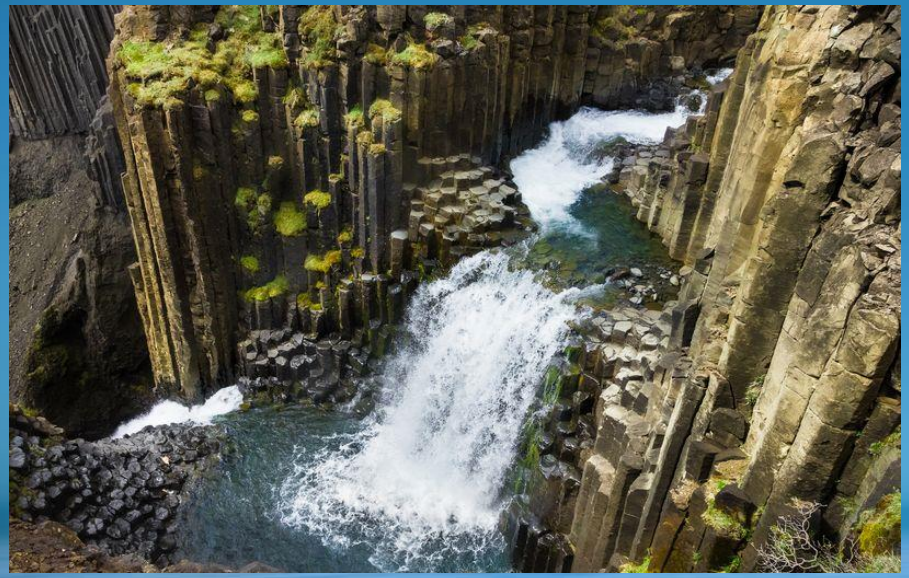

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Implementation– Rock formations

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Implementation– Rock formations

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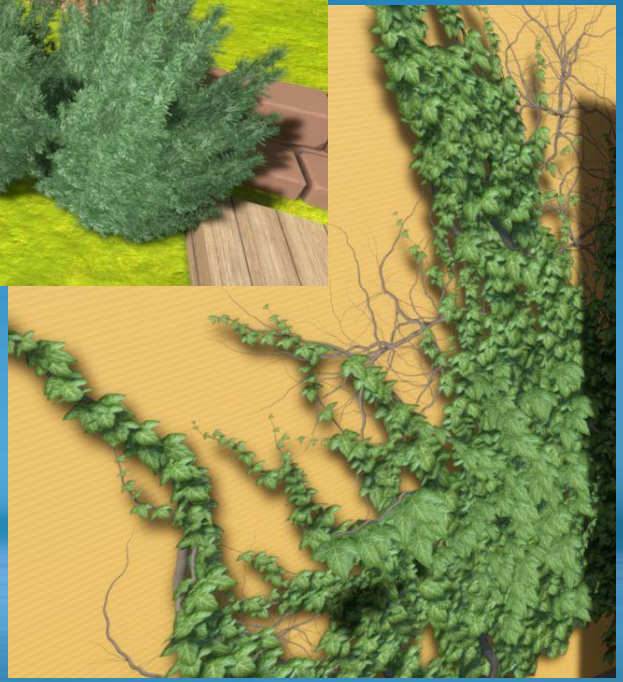
Implementation– Vegetation



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Implementation– Vegetation

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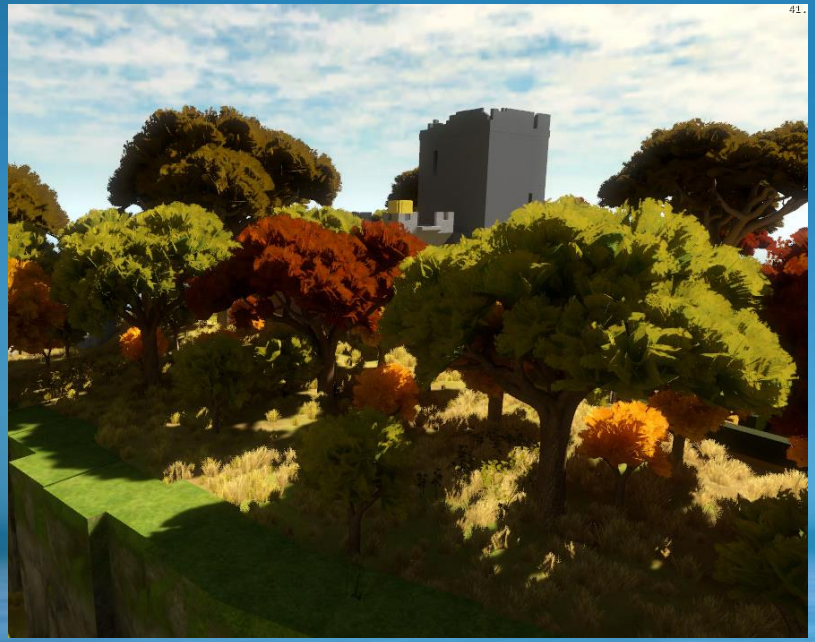

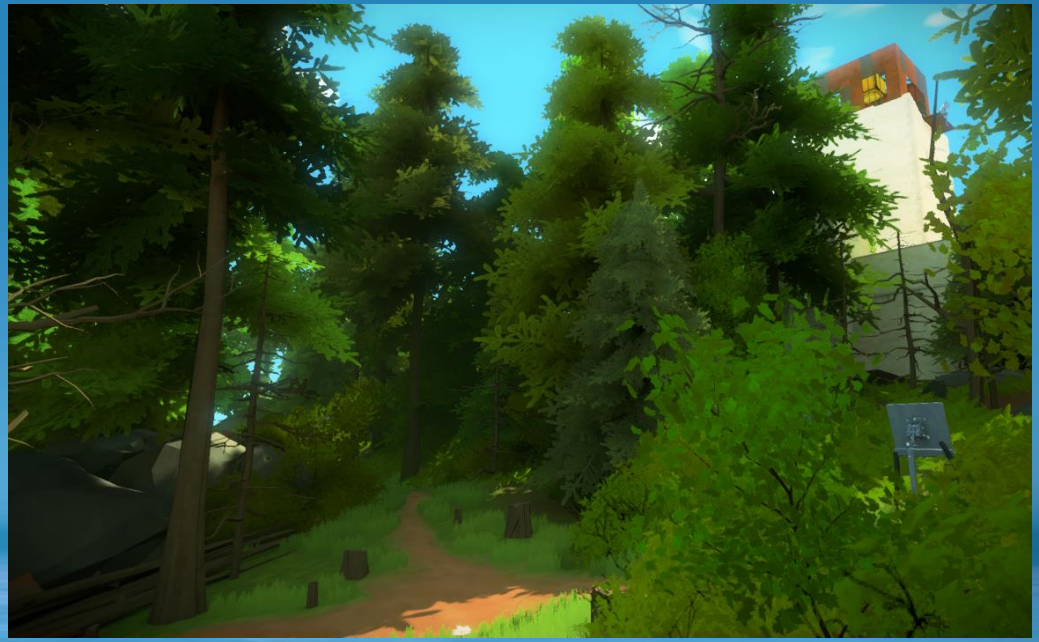

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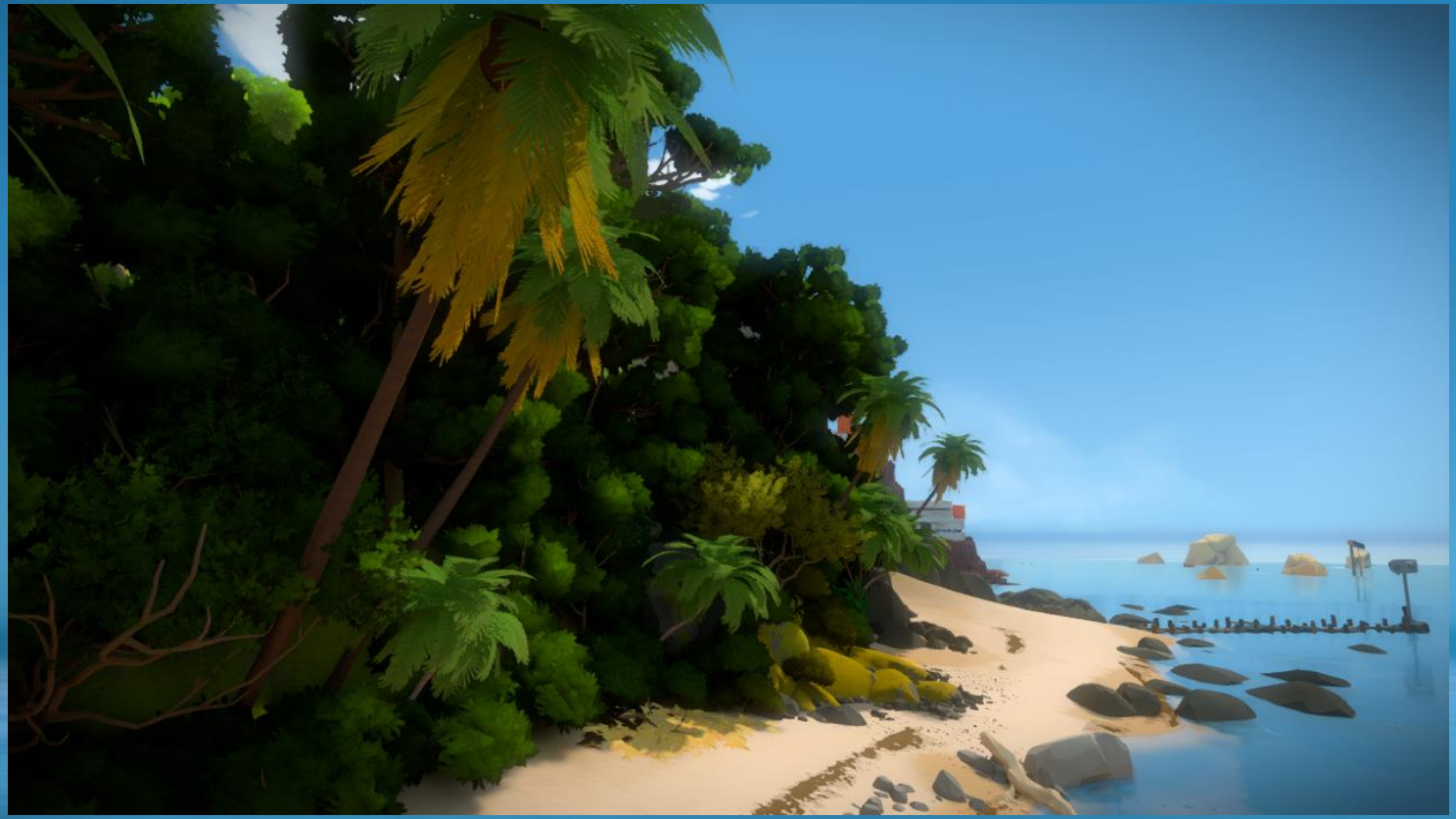
Implementation– Vegetation



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Bringing it all together

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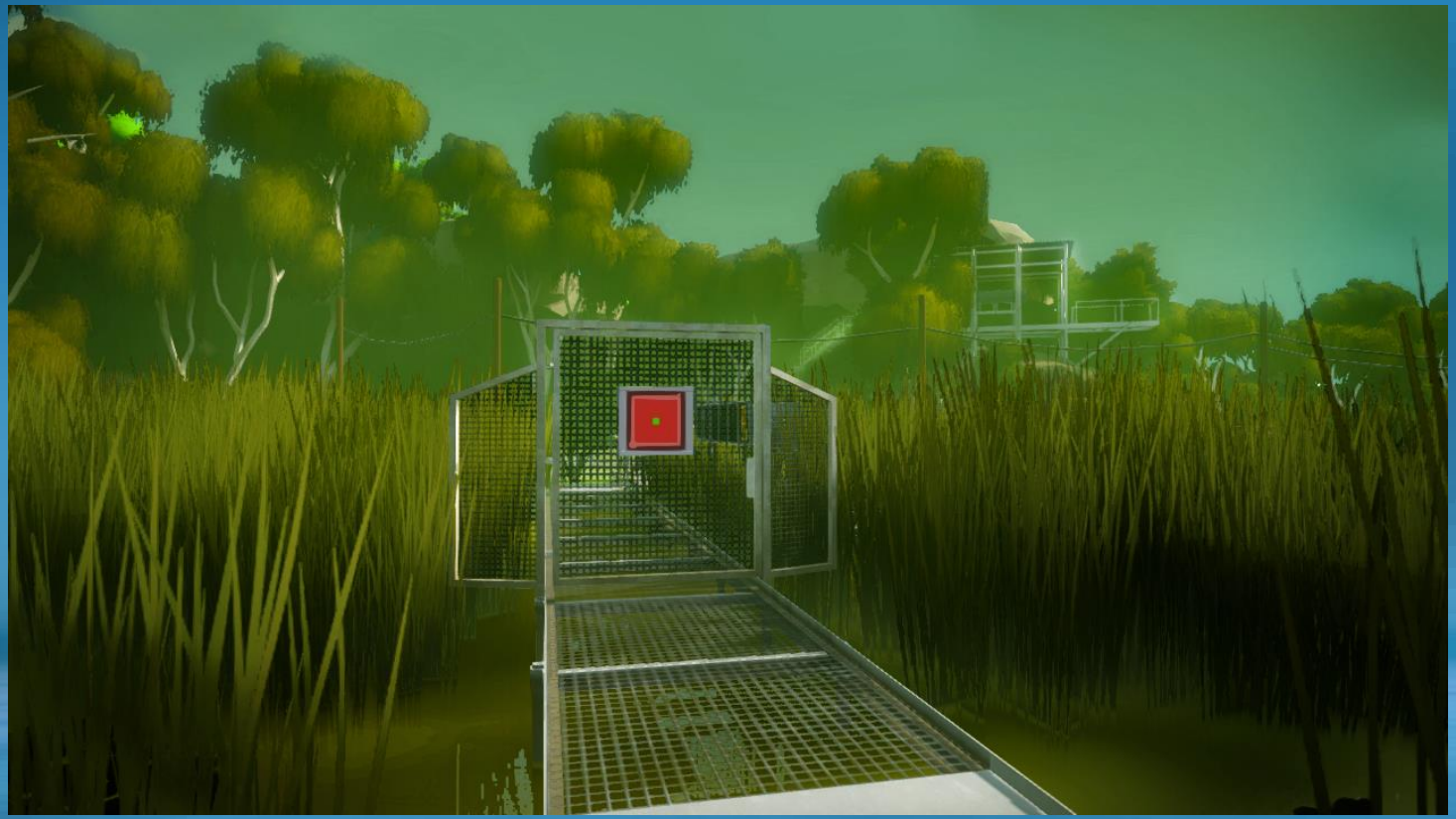

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Bringing it all together

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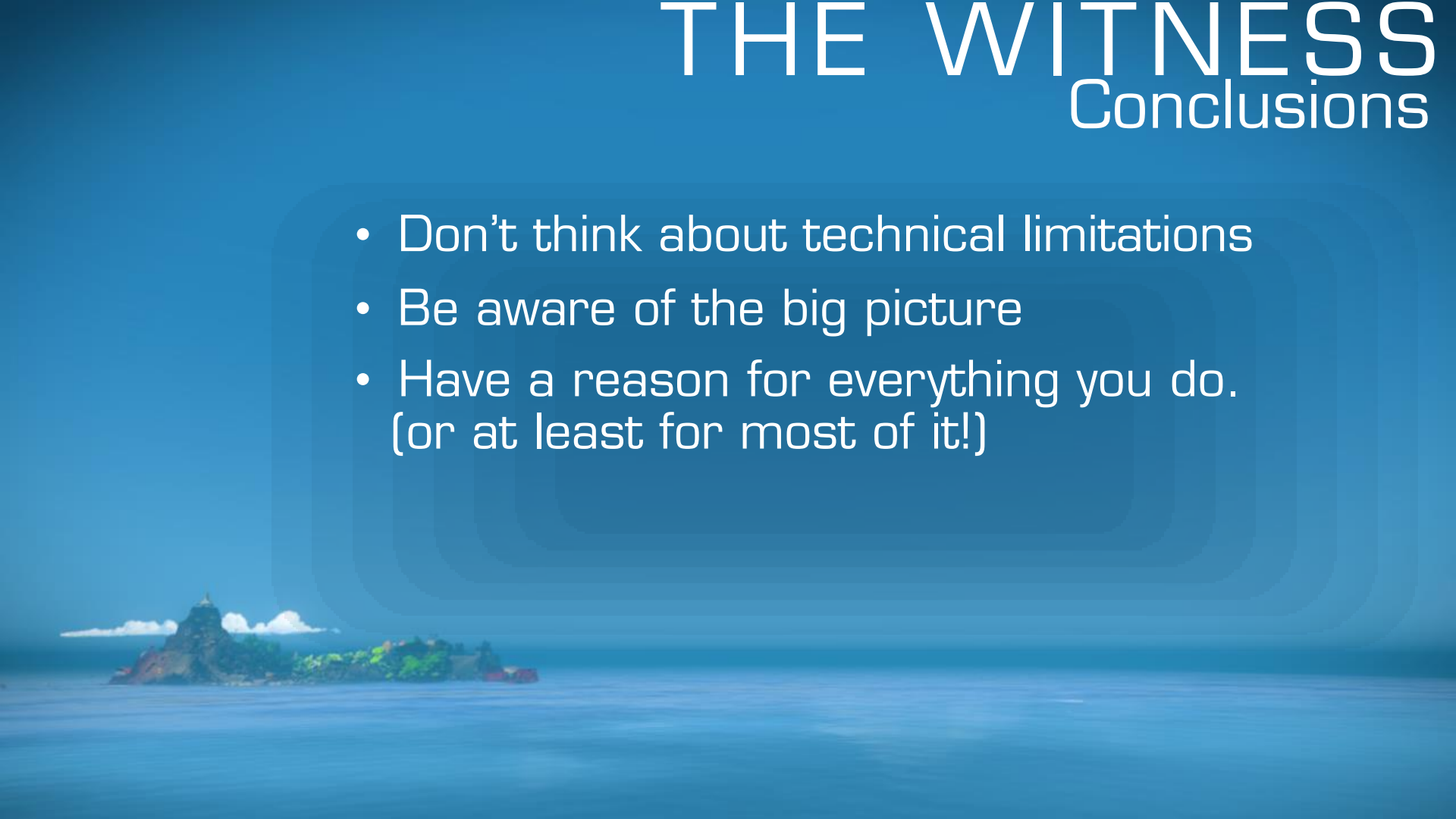
Conclusions

- Don’t think about technical limitations
- Be aware of the big picture
- Have a reason for everything you do.
  (or at least for most of it!)



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Thank you!

Questions?

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