the level design of

GONE HOME

Hi

Steve Gaynor

Writer & Designer of Gone Home

Kate Craig

Environment Artist of Gone Home



• The experiential aims of Gone Home's level design and architecture

• The experiential aims of Gone Home's level design and architecture

The intended FEELINGS of inhabiting the space and story

The experiential aims of Gone Home's level design and architecture

The intended FEELINGS of inhabiting the space and story

• The constraints (and lack thereof) of literalism/realism toward these aims

• The experiential aims of Gone Home's level design and architecture

The intended FEELINGS of inhabiting the space and story

• The constraints (and lack thereof) of literalism/realism toward these aims

The methods we used to get there



Gone Home: Linear Story, Nonlinear Space

• Goal: Make the house & story feel non-linear

Goal: Make the house & story feel non-linear

• "Gone Home is largely non-linear and you explore the roughly 25-room house at your own pace, deciding which rooms to enter, which lights to turn on, which drawers to open..." – from AdventureGamers' review

- Goal: Make the house & story feel non-linear
 - "Gone Home is largely non-linear and you explore the roughly 25-room house at your own pace, deciding which rooms to enter, which lights to turn on, which drawers to open..." from AdventureGamers' review
- Goal: Make the house "feel real"/"lived-in"

Goal: Make the house & story feel non-linear

• "Gone Home is largely non-linear and you explore the roughly 25-room house at your own pace, deciding which rooms to enter, which lights to turn on, which drawers to open..." – from AdventureGamers' review

Goal: Make the house "feel real"/"lived-in"

• "...Everywhere you look the house Gone Home has a warm, lived-in feel... Games like The Last of Us and BioShock Infinite allow us to explore exceptionally realized worlds, but Gone Home's world just feels straight-up real." - from IGN's review

Goal: Make the house & story feel non-linear

• "Gone Home is largely non-linear and you explore the roughly 25-room house at your own pace, deciding which rooms to enter, which lights to turn on, which drawers to open..." – from AdventureGamers' review

Goal: Make the house "feel real"/"lived-in"

• "...Everywhere you look the house Gone Home has a warm, lived-in feel... Games like The Last of Us and BioShock Infinite allow us to explore exceptionally realized worlds, but Gone Home's world just feels straight-up real." - from IGN's review

Success! But...



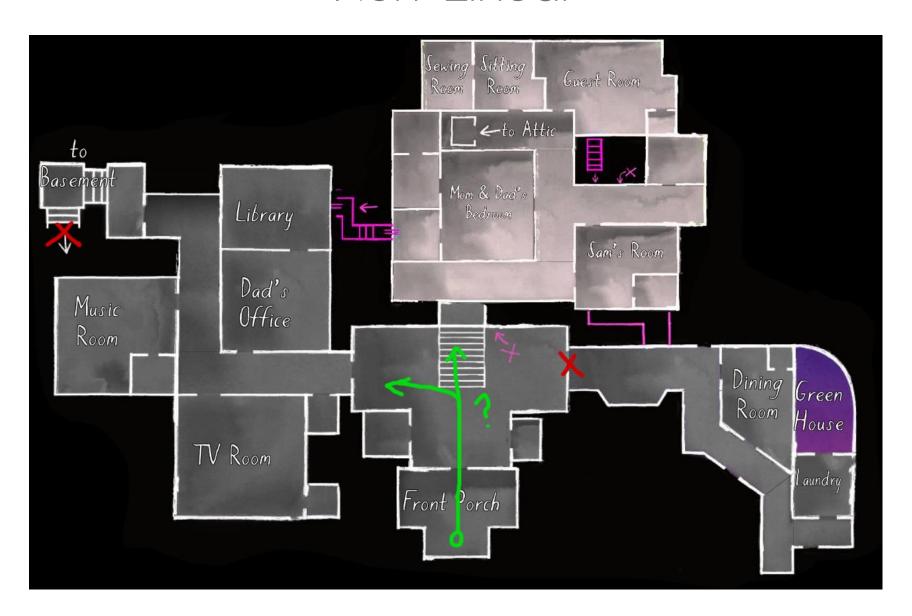


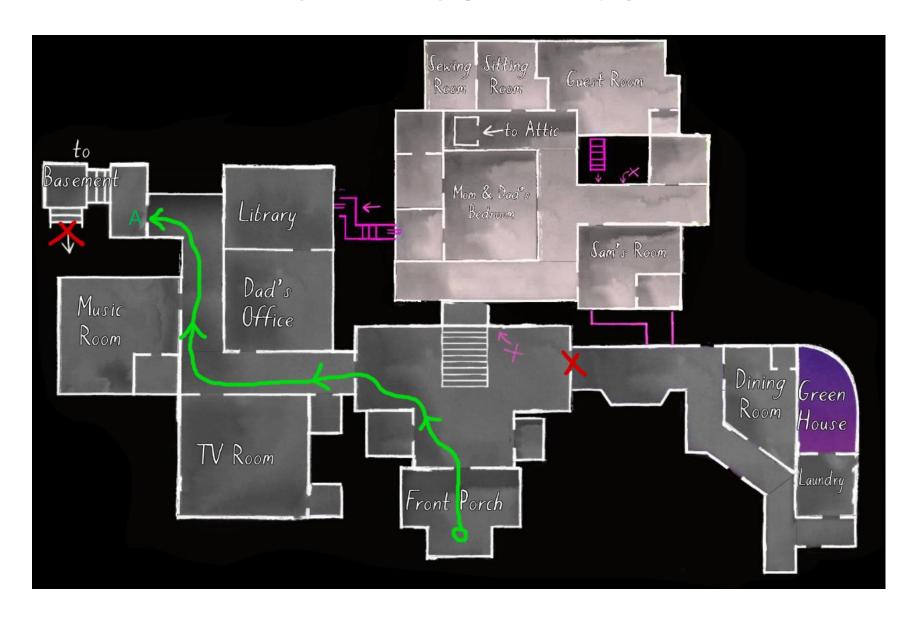
It's an Illusion

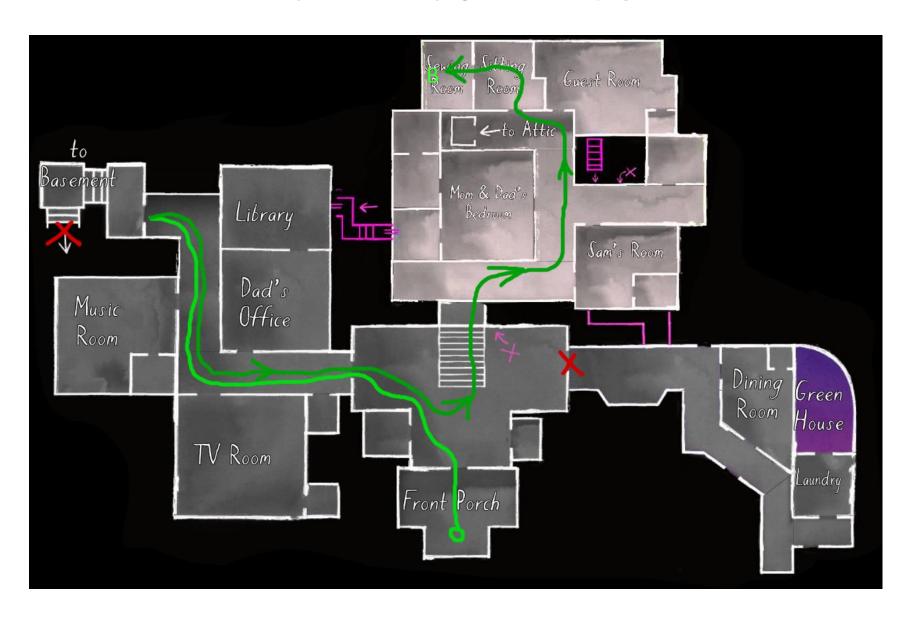
Non-Linear

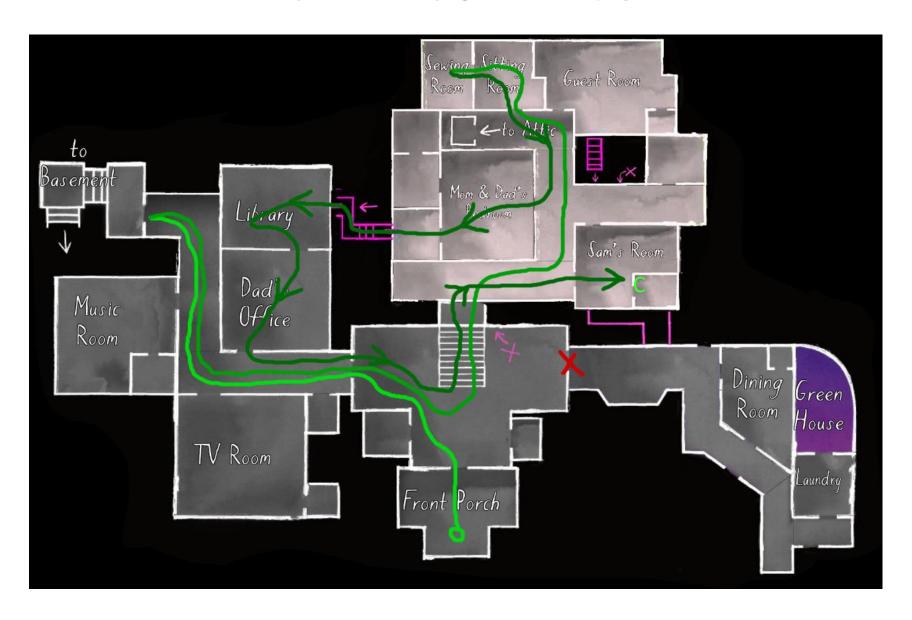


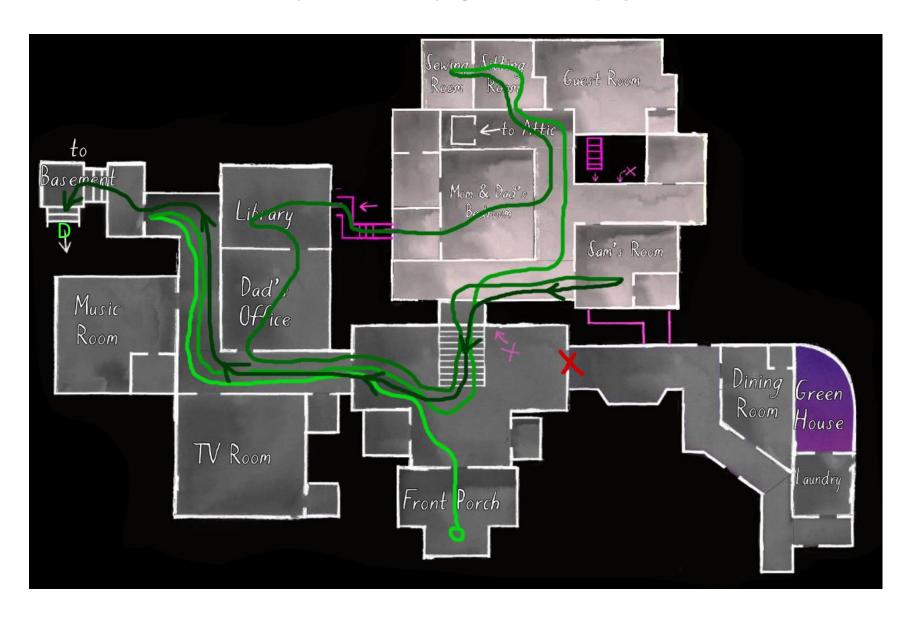
Non-Linear











Real



Real Unreal

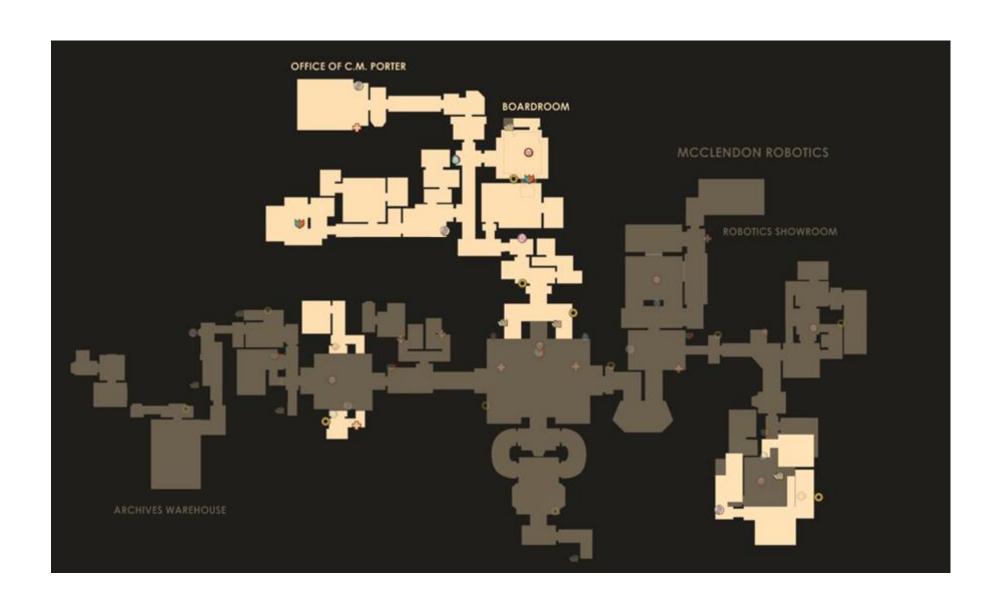


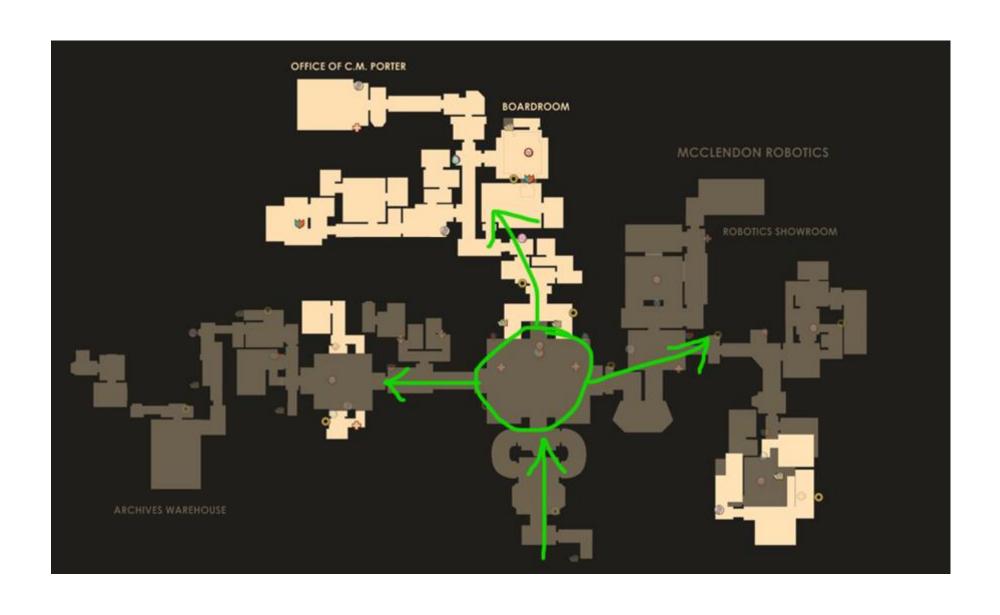
Making the linear FEEL nonlinear

Making the unreal FEEL real

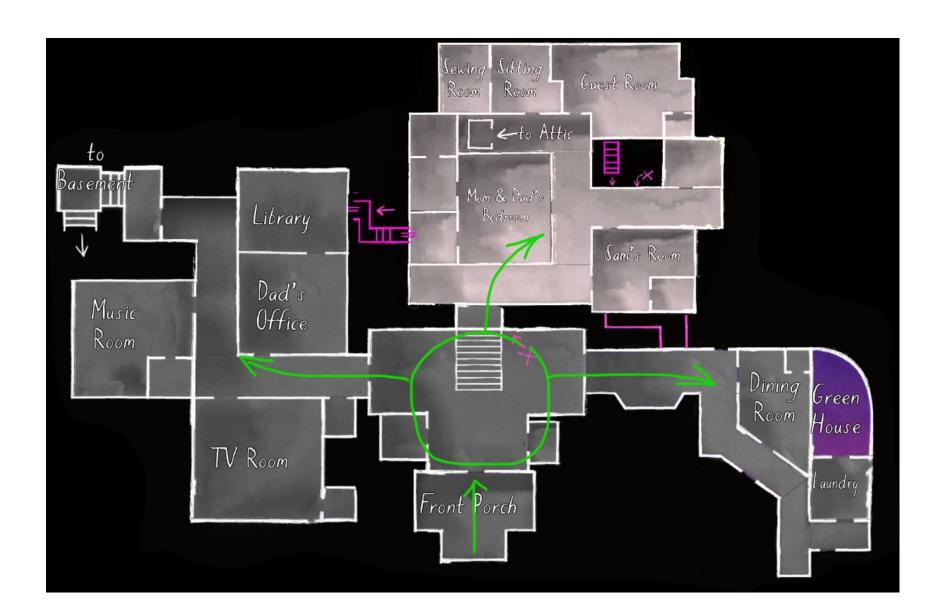






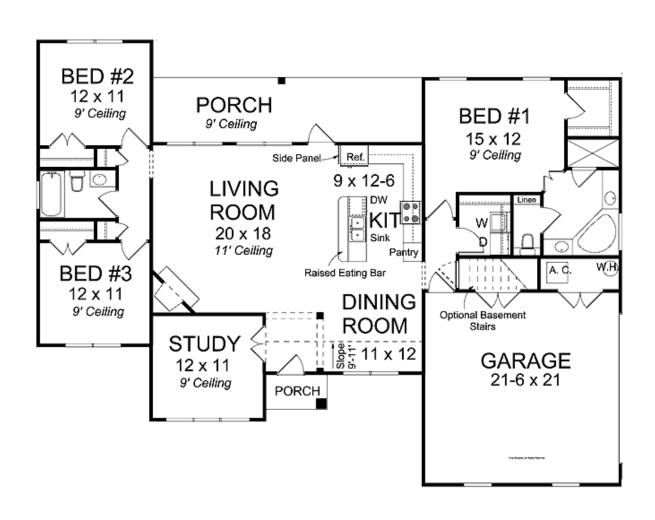


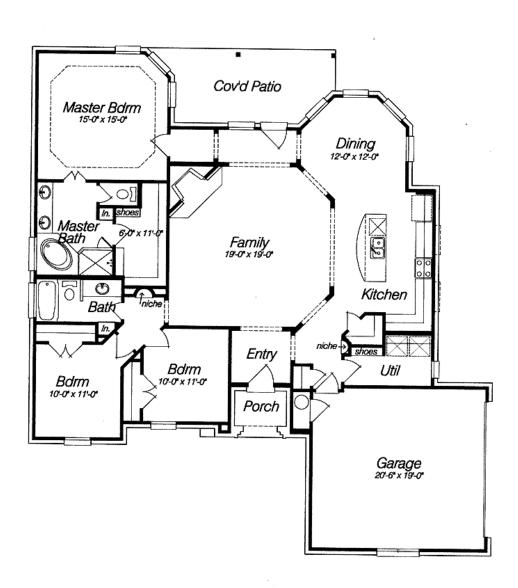


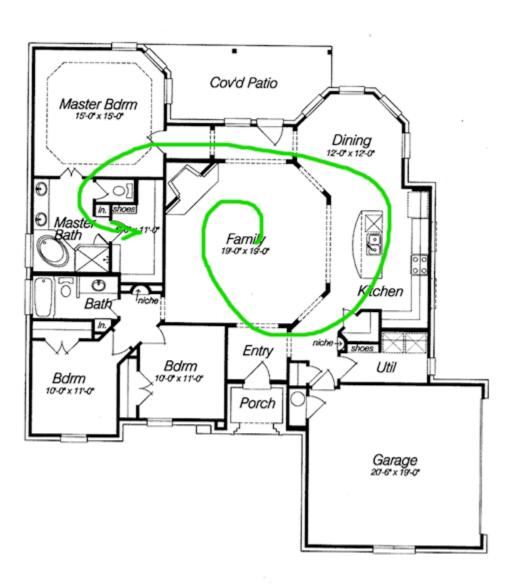


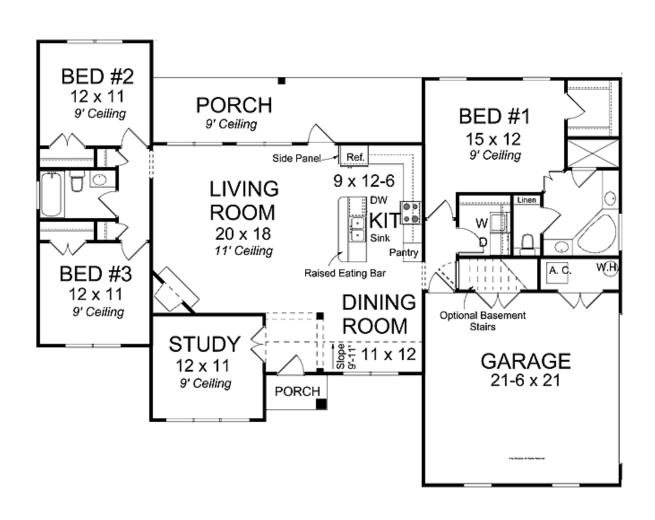
Shape of a House/Shape of a Story

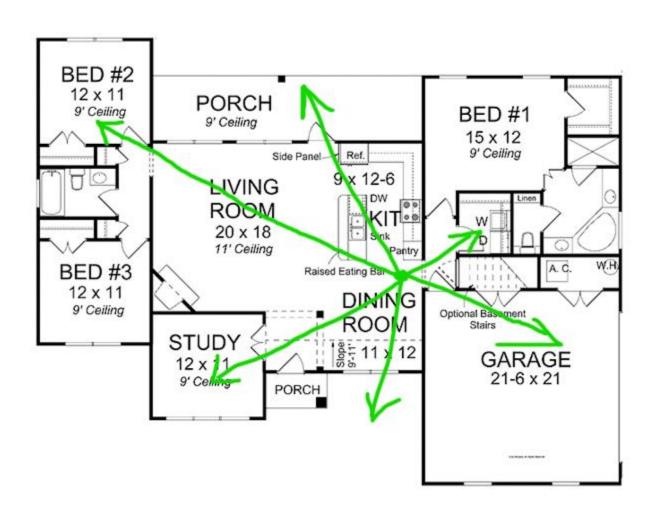


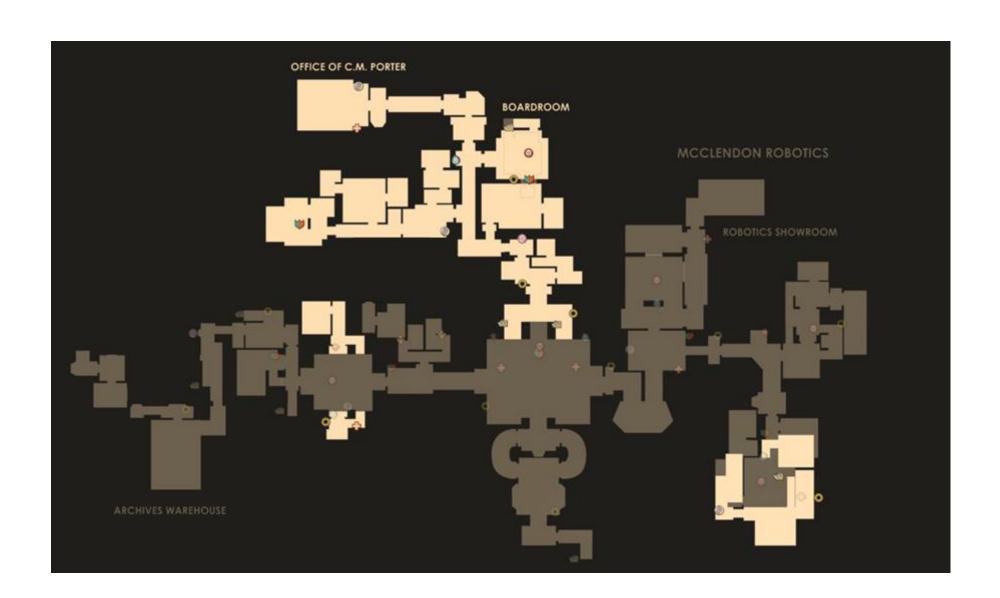


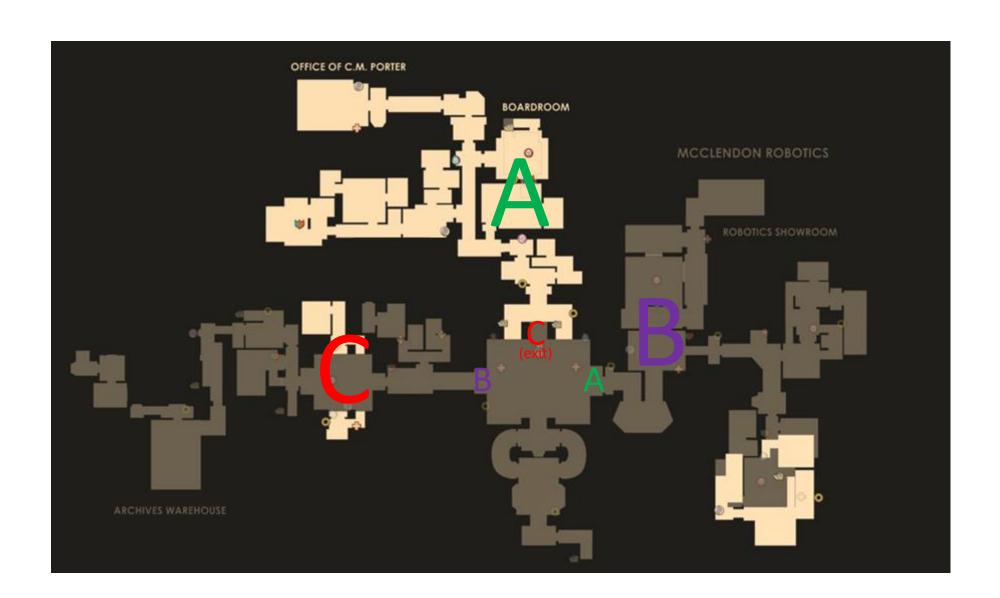










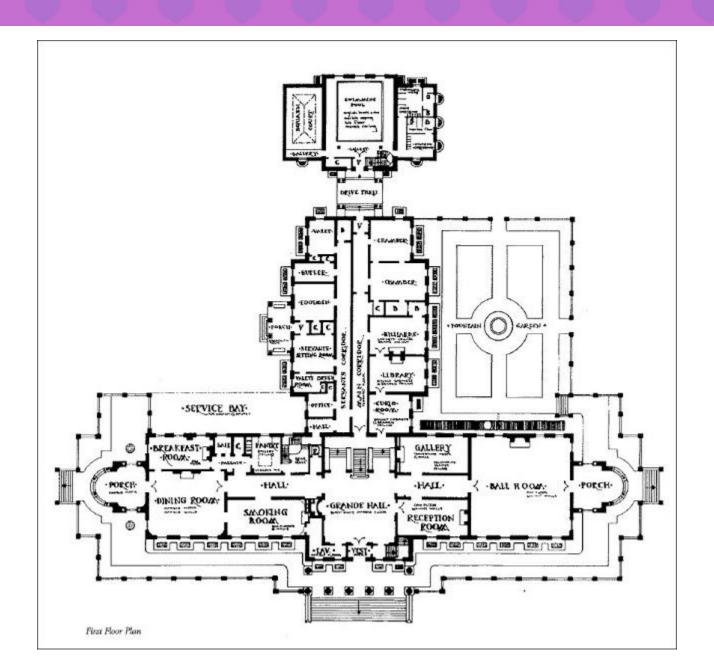


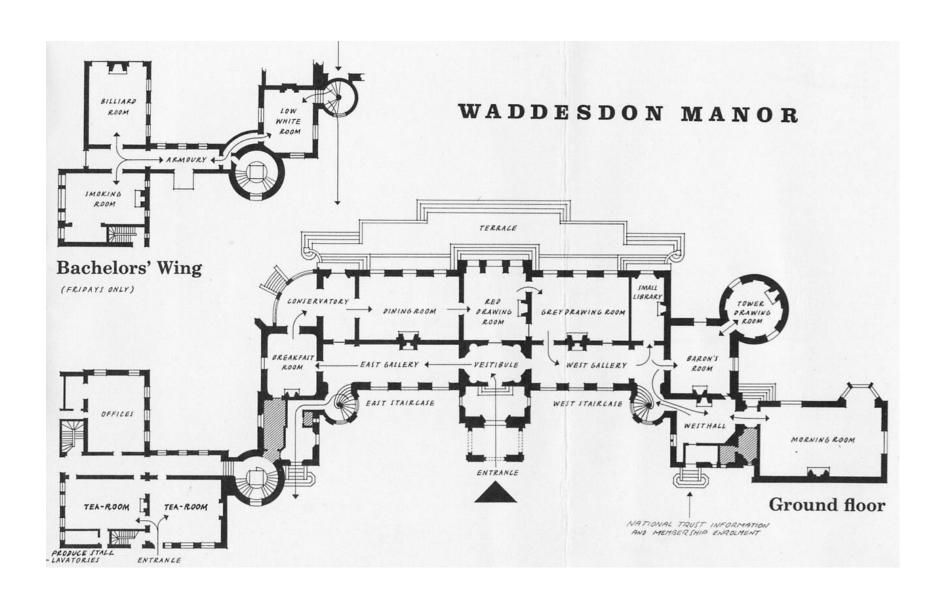


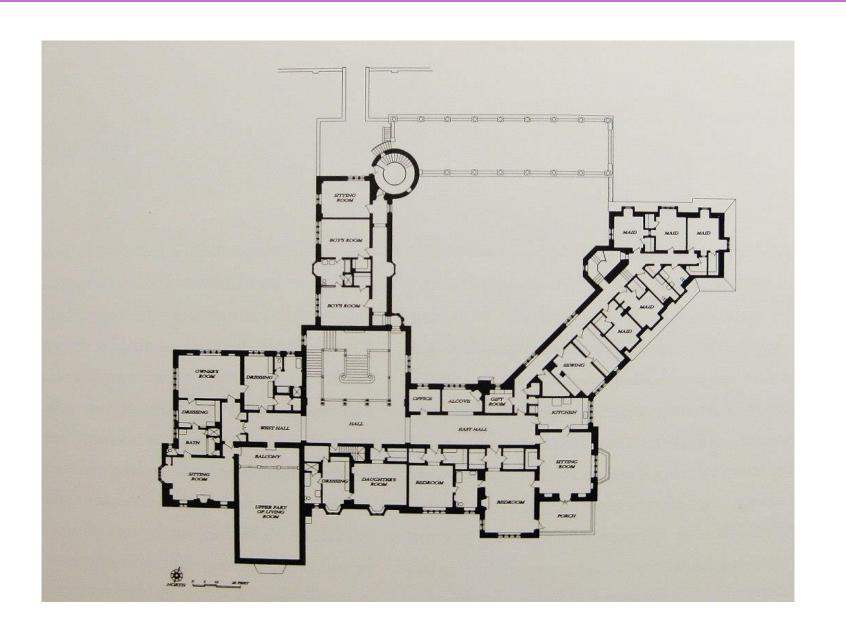
Shape of a House/Shape of a Story

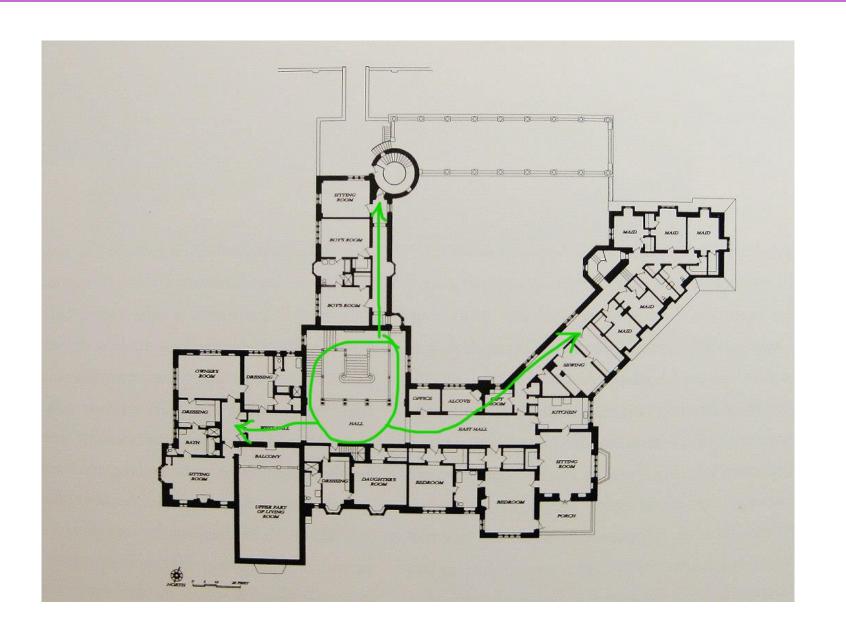


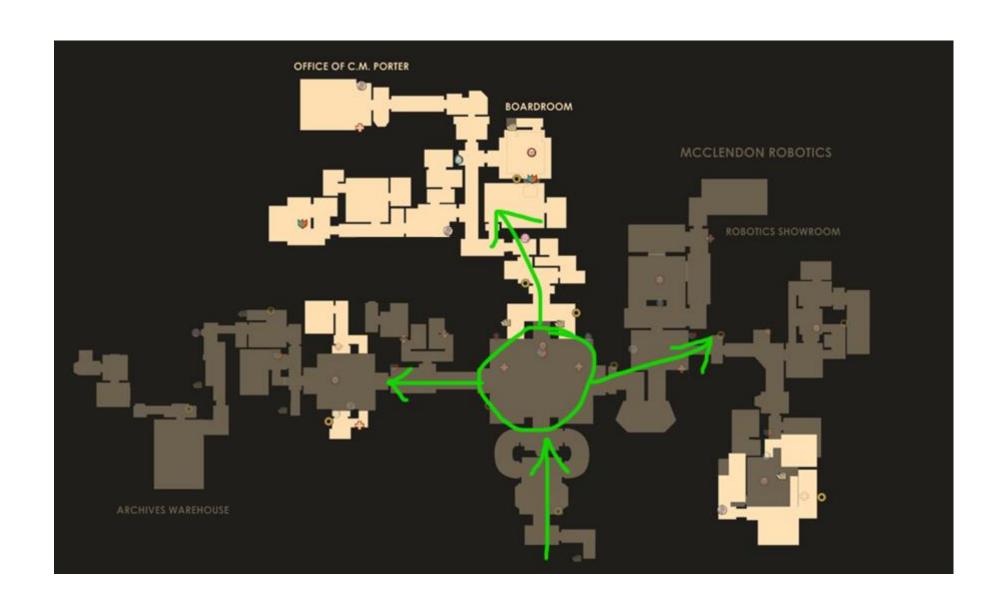


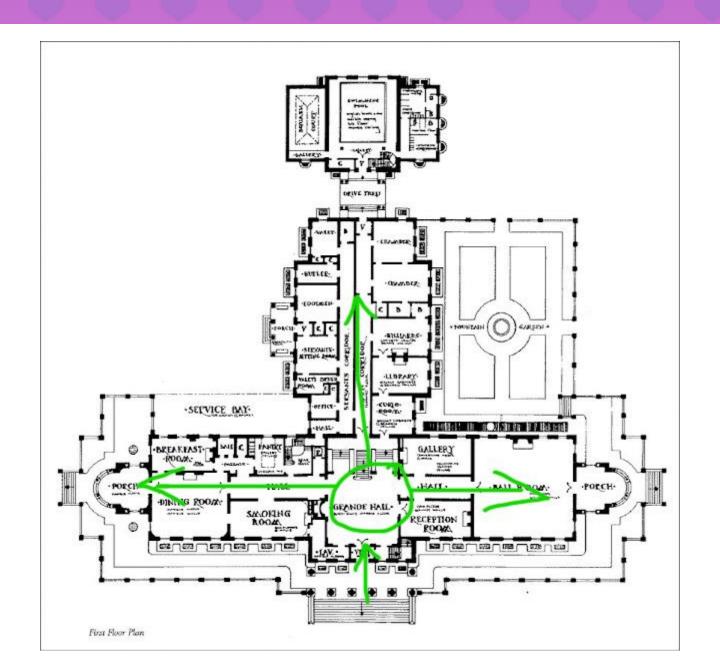


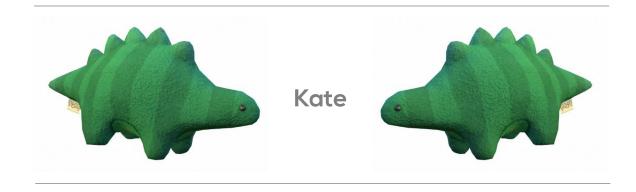














Arbor Hill, 2012

Building Arbor Hill



Building Arbor Hill





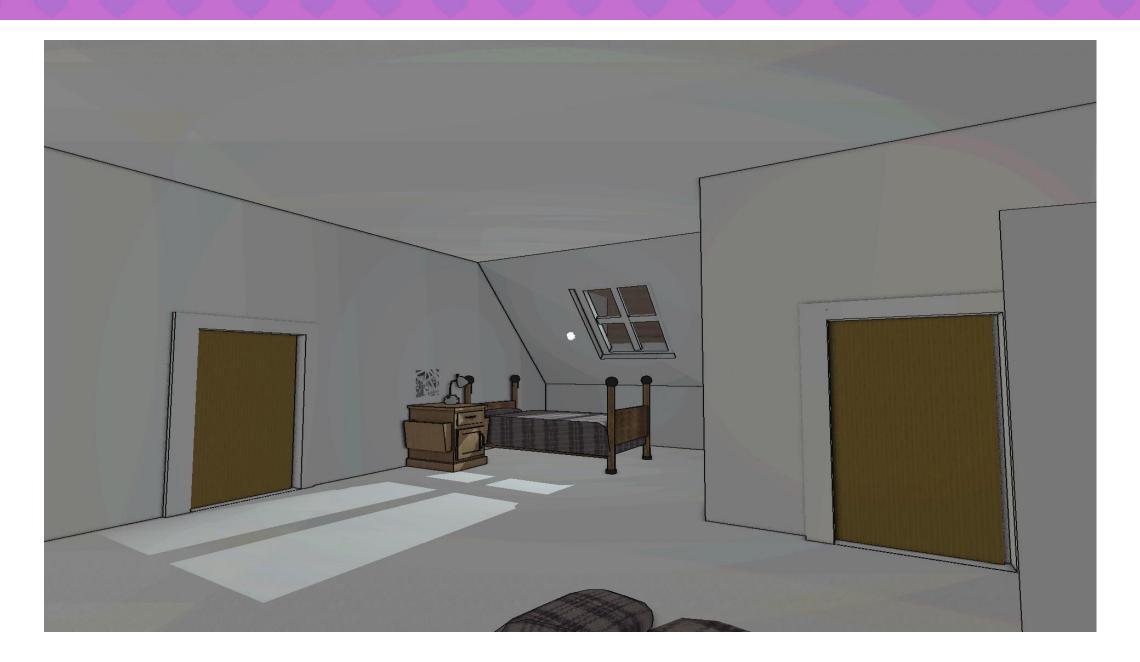






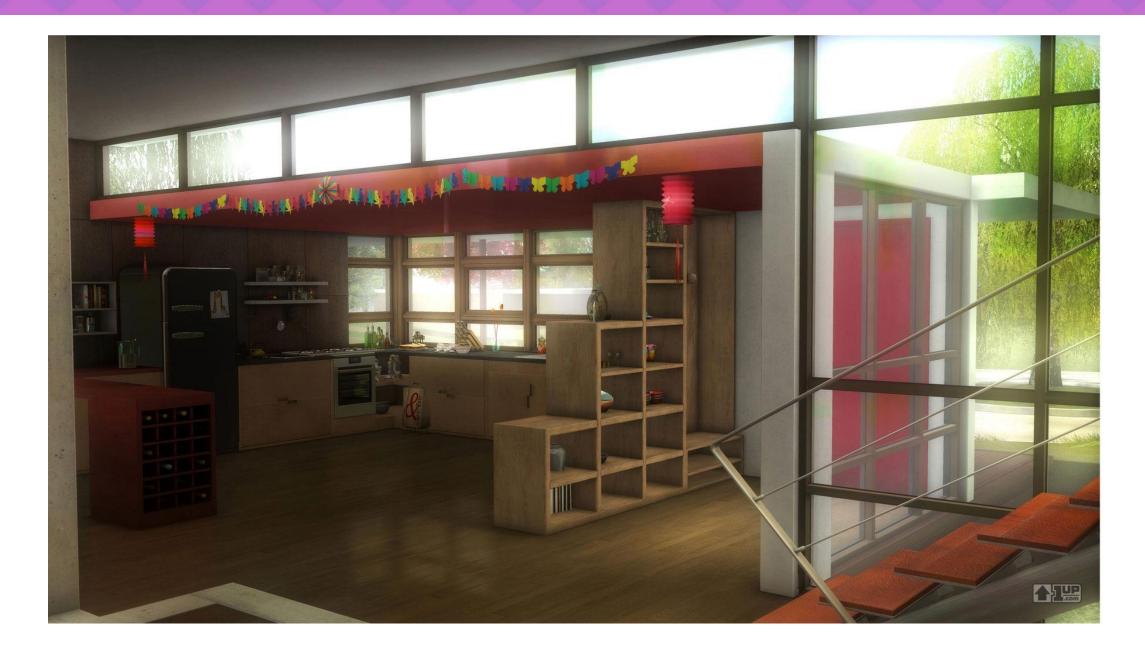












- Grand front rooms set a tone



PLATE 11. The coffered ceiling, honey-colored oak paneling, and floor-to-ceiling door frames of the great hall offered a foretaste of the Knapp house's grandeur.

- Grand front rooms set a tone
- High ceilings with visually interesting detail

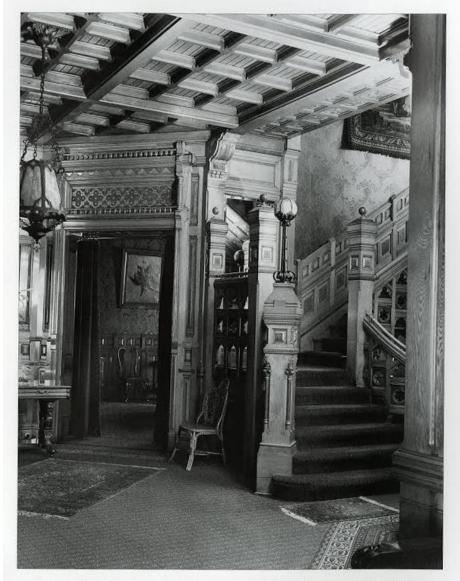


PLATE 28. Two carved oak newel posts with uniquely fashioned iron lamp standards flanked the base of the staircase in the great hall. A tapestry was hung above the carved oak paneling on the stairway.

- Grand front rooms set a tone
- High ceilings with visually interesting detail
- Pocket doors resolve some player collision issues



- Grand front rooms set a tone
- High ceilings with visually interesting detail
- Pocket doors resolve many player collision issues
- Symbolism and allegory in décor for ambient storytelling



PLATE 76. The wall treatments glimpsed in the previous two photographs are shown in an image that highlights the architect's complex vision.

- Wide main hallways and grand front rooms feel natural
- High ceilings with visually interesting detail
- Pocket doors resolve many player collision issues
- Symbolism and allegory in décor for ambient storytelling
- Closed concept, rooms aren't viewable at once



PLATE 42. The magnificent doorways on either side of the small heat register dominated one end of the room.

- Time consuming to create decorative elements

- Time consuming to create decorative elements

- Narrow, dark service passages and had to be pushed towards modern proportions

- Time consuming to create decorative elements

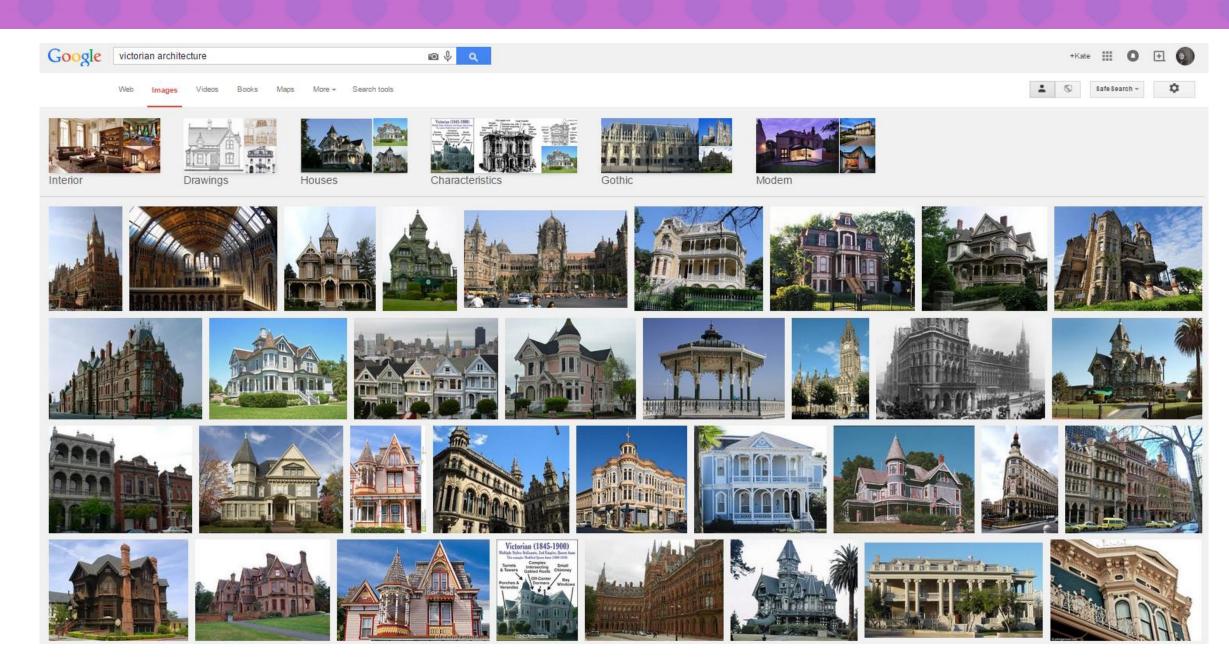
- Narrow, dark service passages and had to be pushed towards modern proportions

- Time consuming to create decorative elements

- Narrow, dark service passages and had to be pushed towards modern proportions

- Required visual research of old technology

Research



- Newel posts
- Gingerbreading
- Frieze
- Mullions
- Octopus furnace
- Picture moulding

- Cornice moulding
- Crenulation
- **E**astlake style
- Hemacite
- Grille
- Pediment

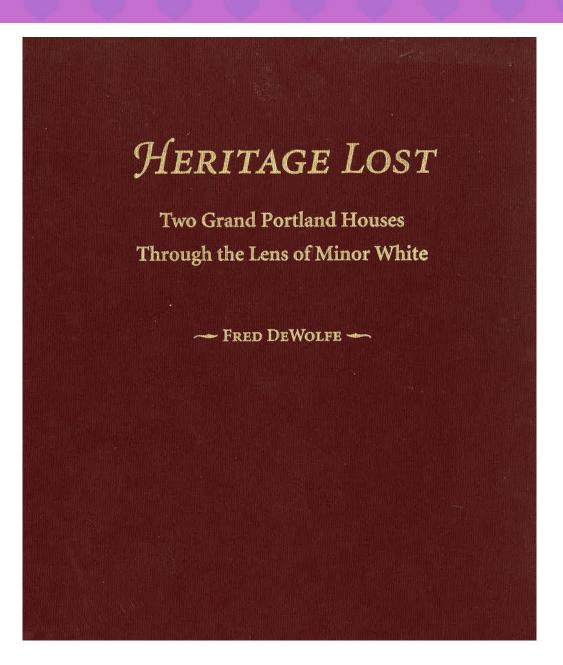




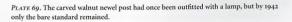
PLATE 22. Some of the ornate old fireplaces were converted to gas. The ornamental facings of this hearth complemented the iron insert with its molded scrollwork and partially concealed animal head.



PLATE 58. The camera lingers on a pocket door and elaborate embossed wain

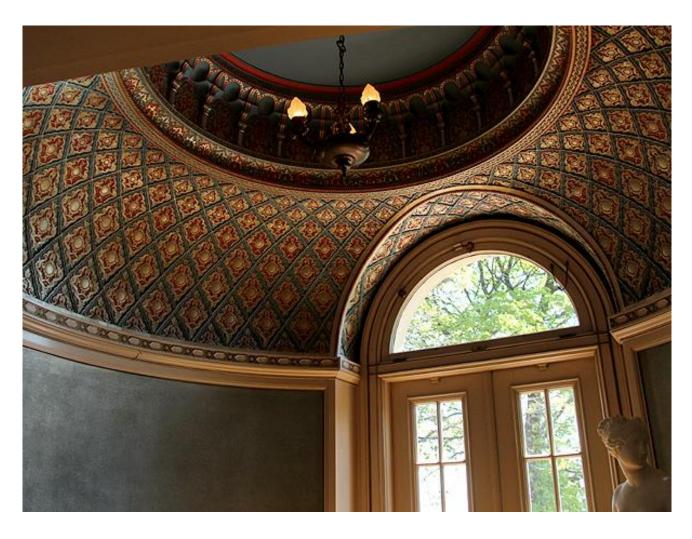


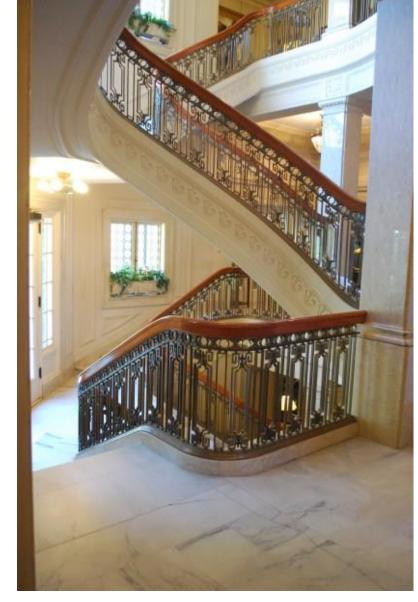
 $\label{plane} PLATE \, 54. \ \ Before entering the house, White trains his camera on the bracketed cornice and pediment—Williams' architectural signature.$

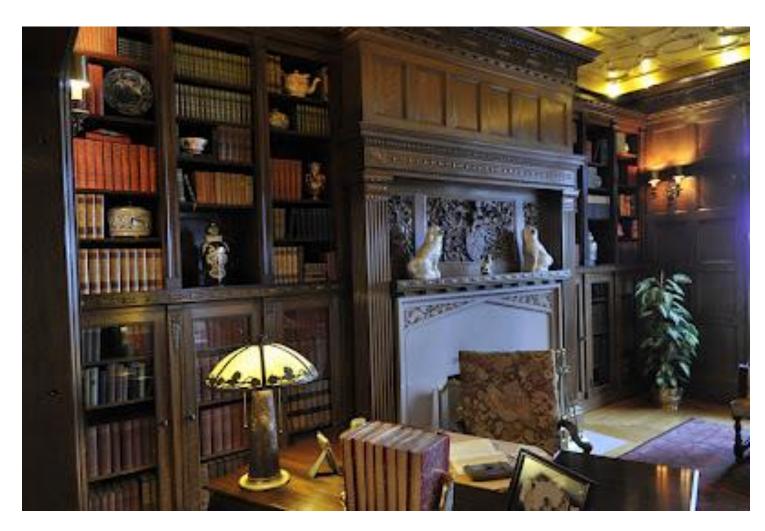


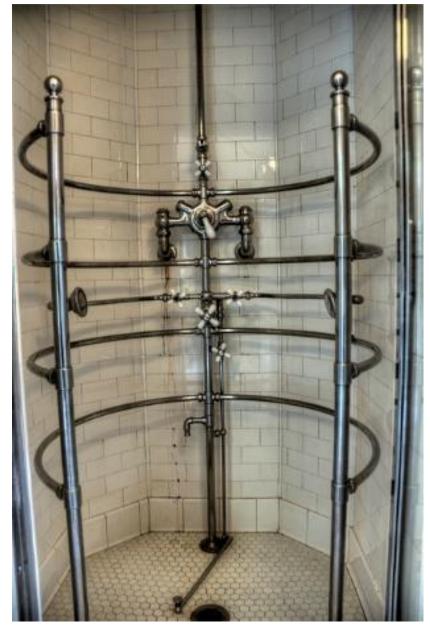








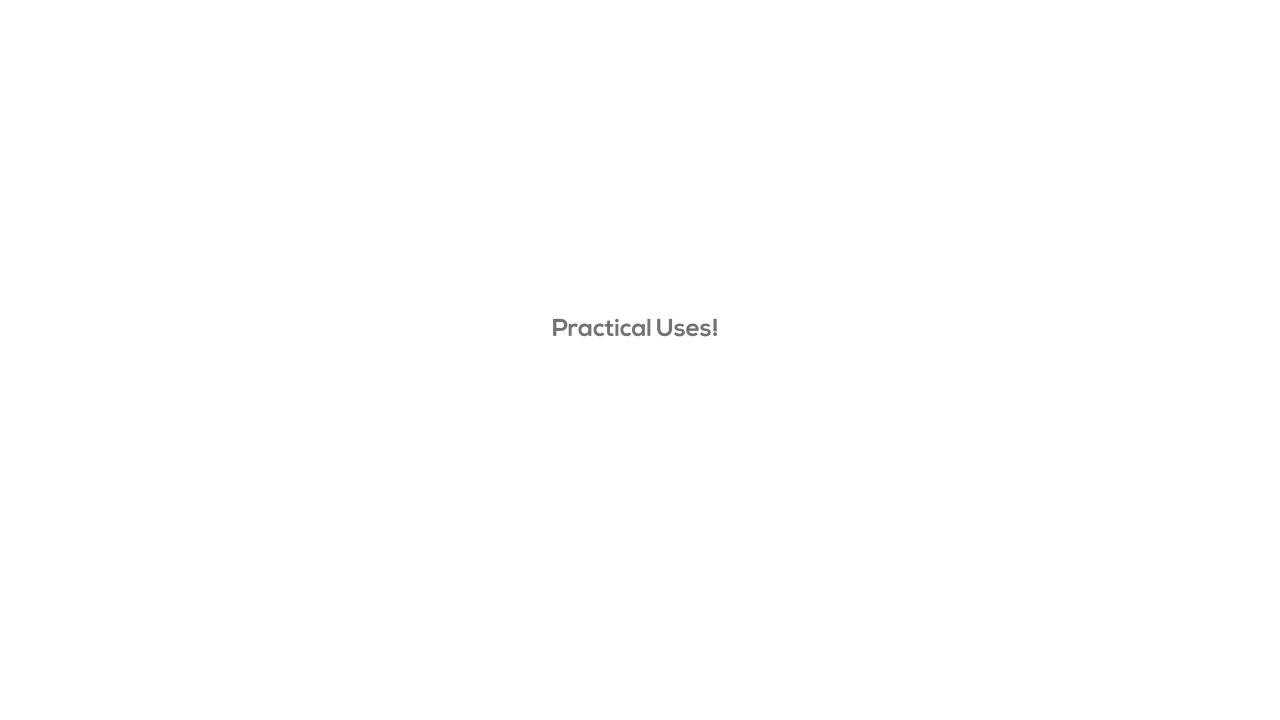




Research

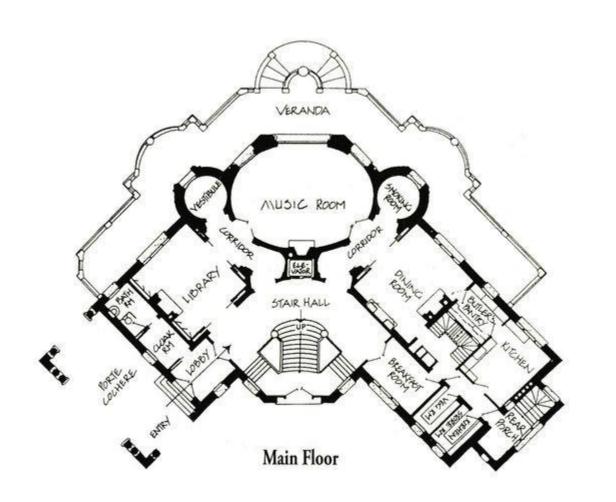


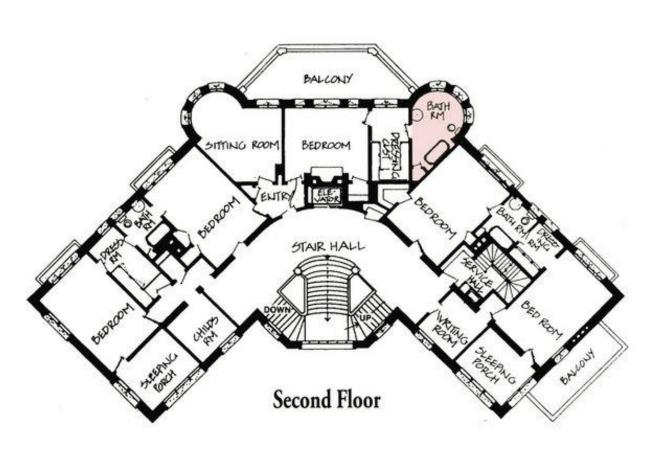


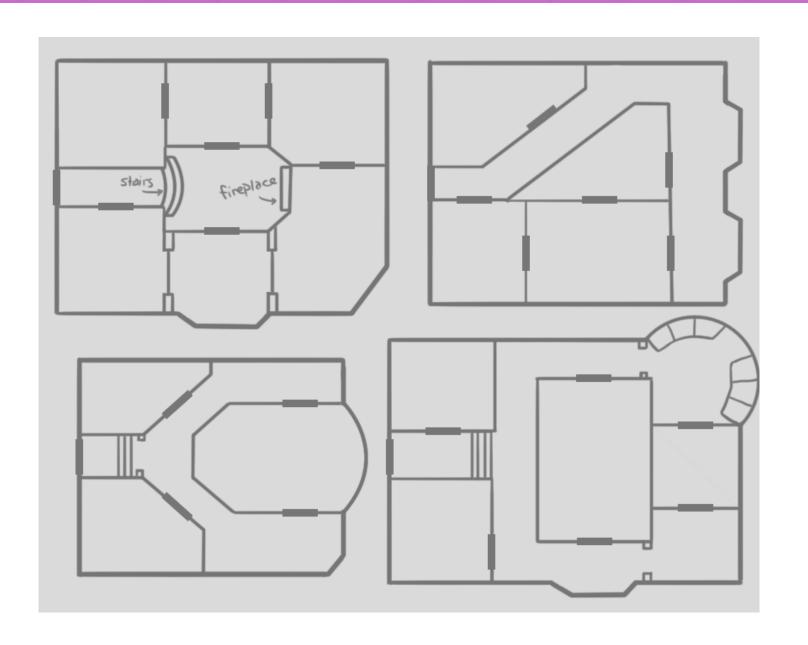


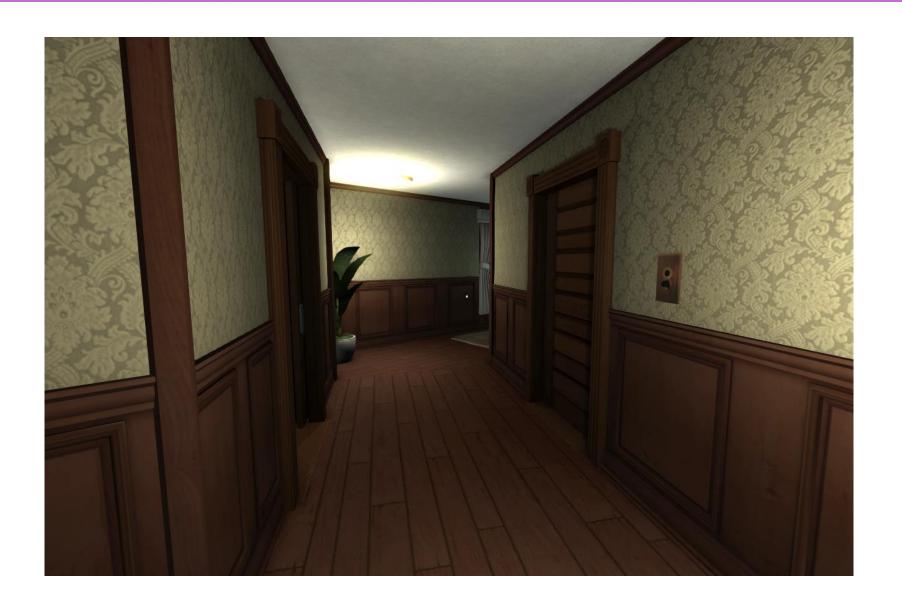
















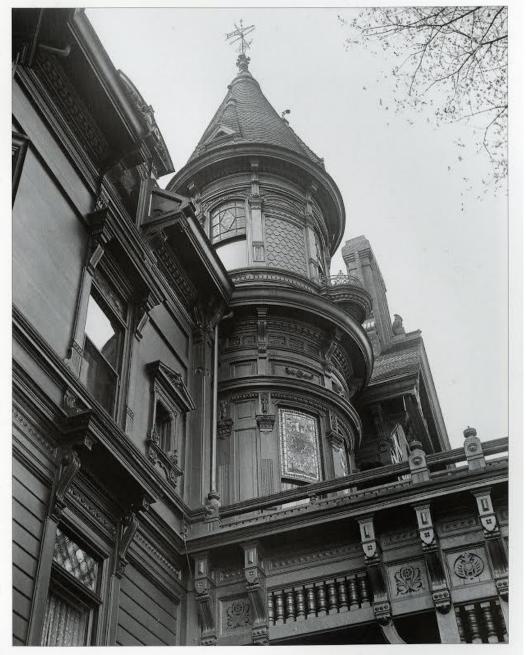


PLATE 6. The camera lingers on the romantic tower—embellished with decorative shingles, stained-glass windows, and elaborate iron cresting and watched over by a whimsical owl (middle right).

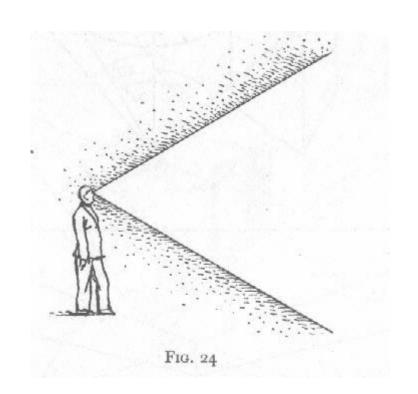


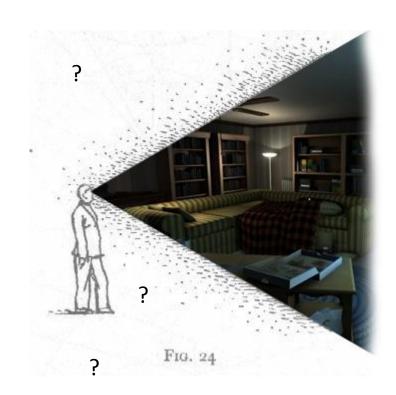


• AUTHENTICITY

















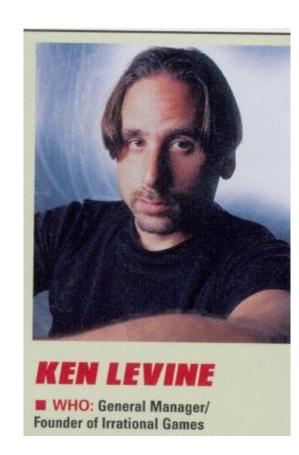














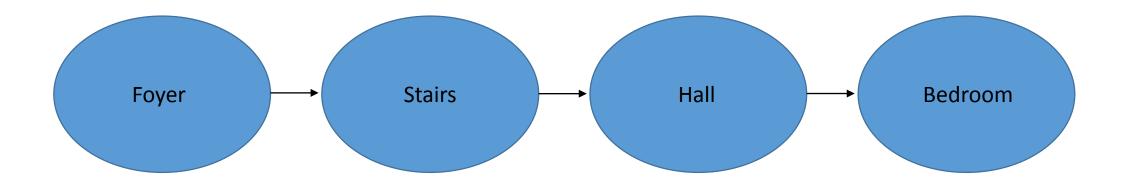


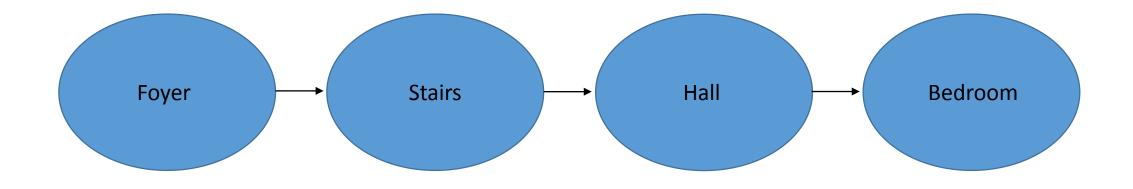




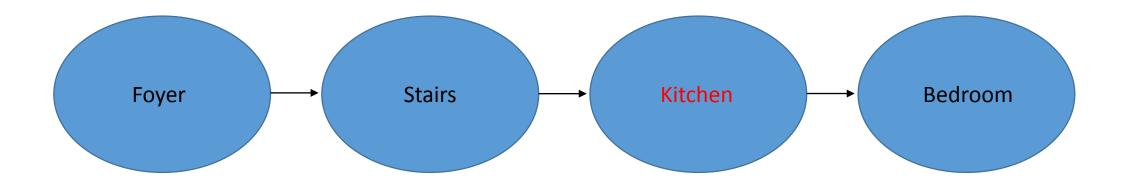


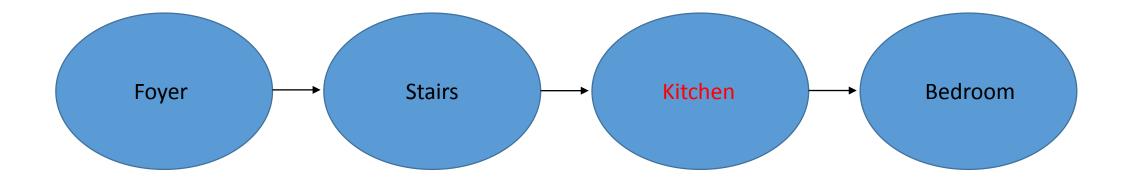






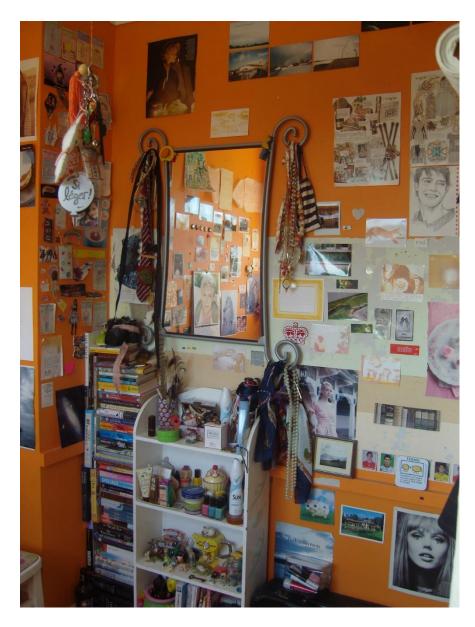
OK!



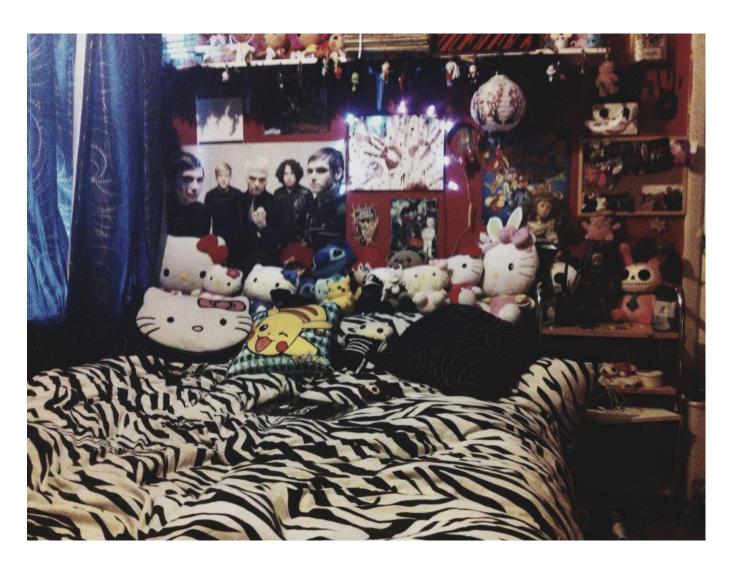


NO







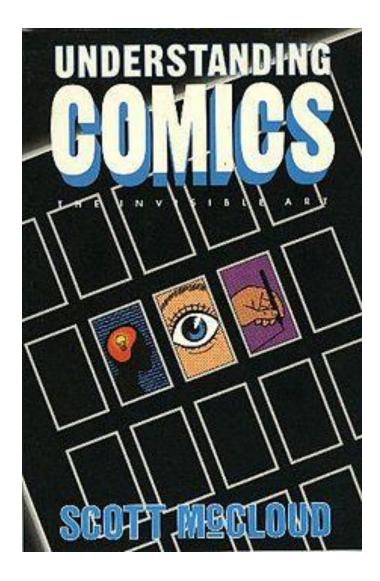


teenagebedroom.tumblr.com



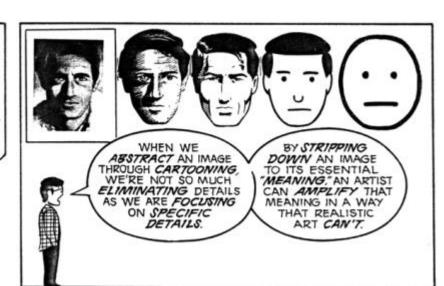
• "The bedroom of an angsty teenager feels like the bedroom of an angsty teenager... Gone Home's world just feels straight-up real." -IGN

• "The bedroom of an angsty teenager *feels* like the bedroom of an angsty teenager... Gone Home's world just *feels* straight-up real." -IGN



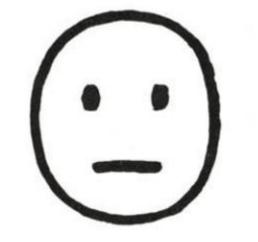
DEFINING THE CARTOON WOULD TAKE UP AS MUCH SPACE AS DEFINING COMICS, BUT FOR NOW, I'M GOING TO EXAMINE CARTOONING AS A FORM OF AMPLIFICATION THROUGH SIMPLIFICATION.





TWO DOTS + A LINE IN A CIRCLE

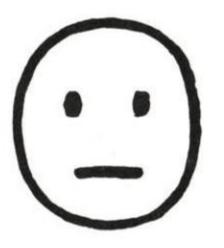
A FACE

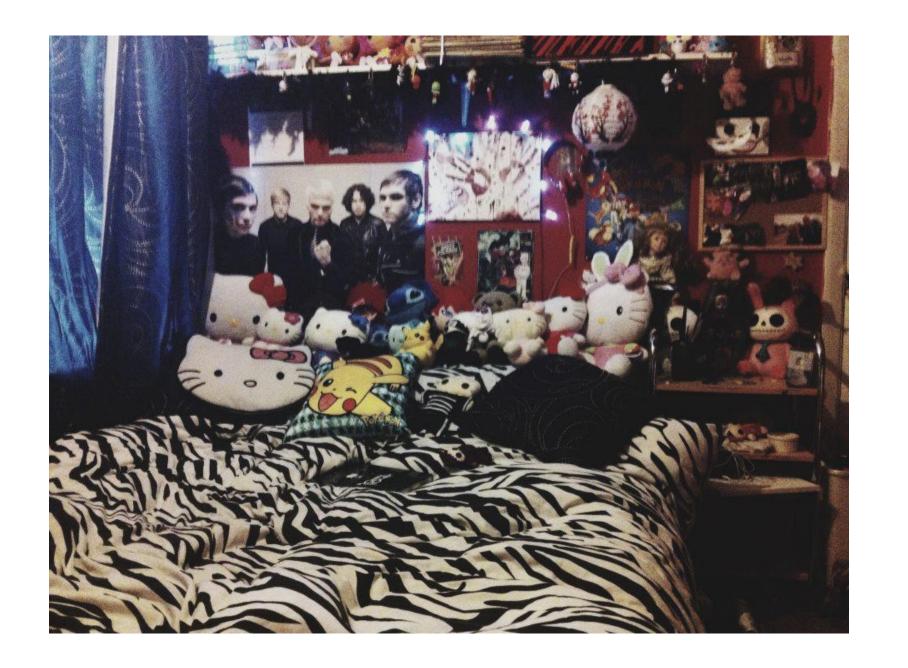


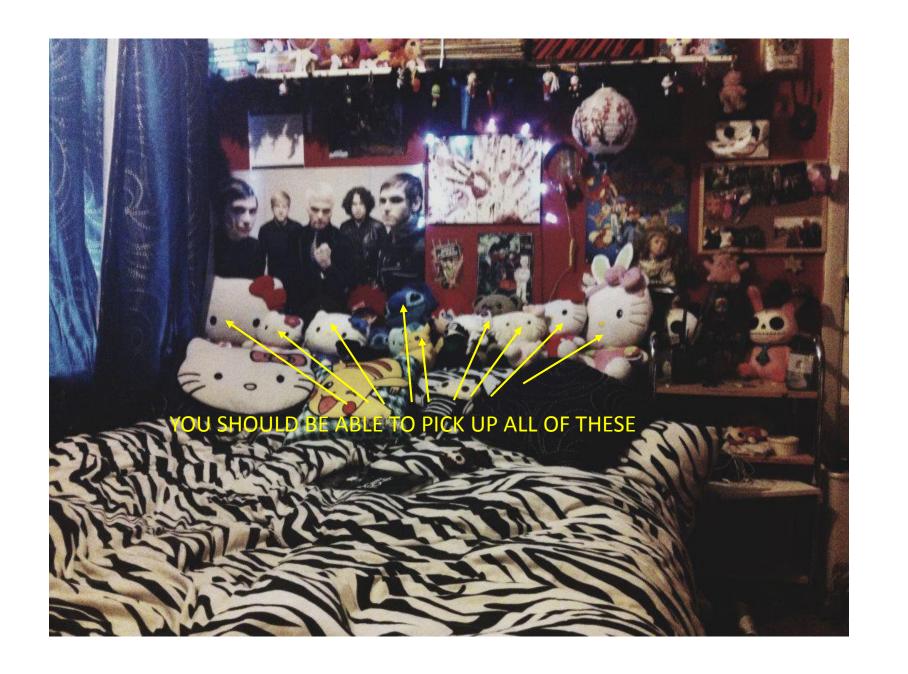
BED + POSTERS + HOMEWORK + CELEBRITY PHOTOS + STUFFED ANIMALS

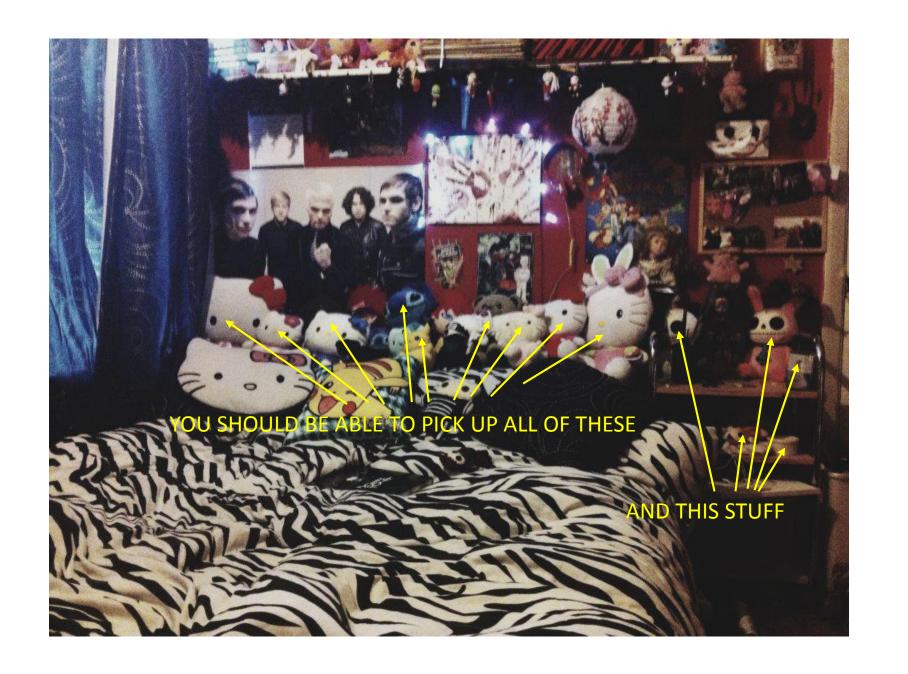
BED + POSTERS + HOMEWORK + CELEBRITY PHOTOS + STUFFED ANIMALS =TEEN GIRL'S ROOM

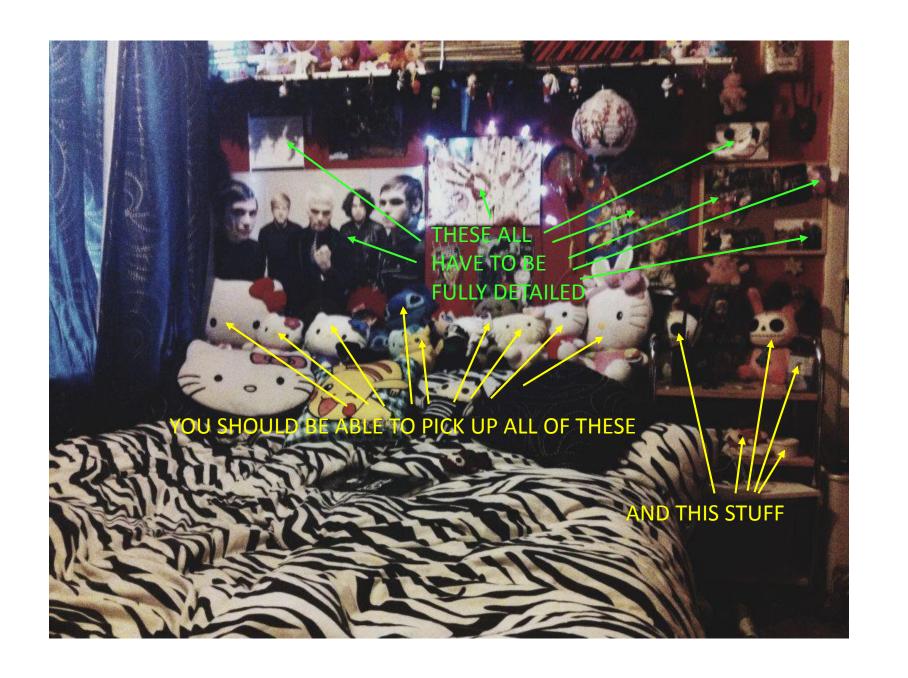
THERE IS NO LIFE HERE EXCEPT THAT WHICH YOU GIVE TO IT.

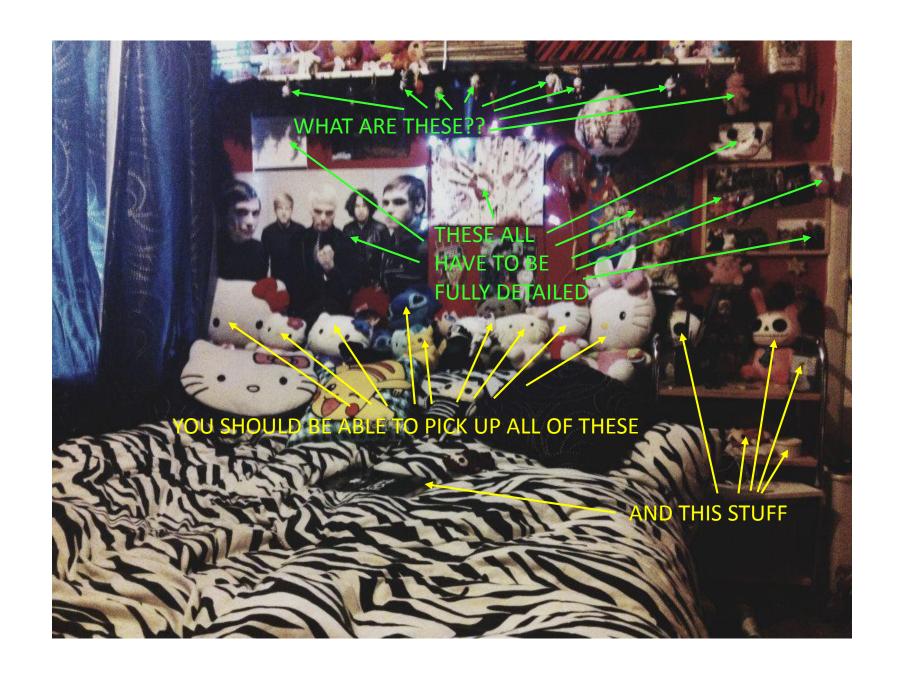


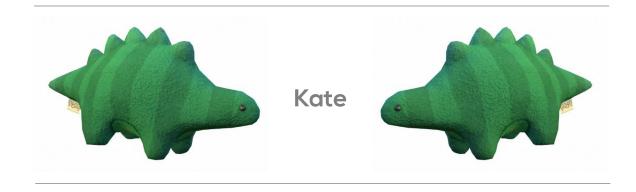












The House With No Text or Audio Clues



The House With No Text or Audio Clues

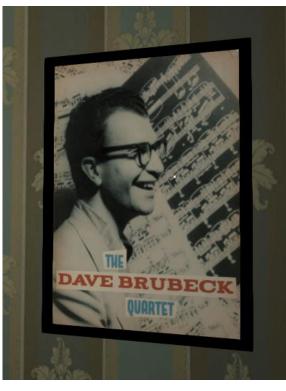




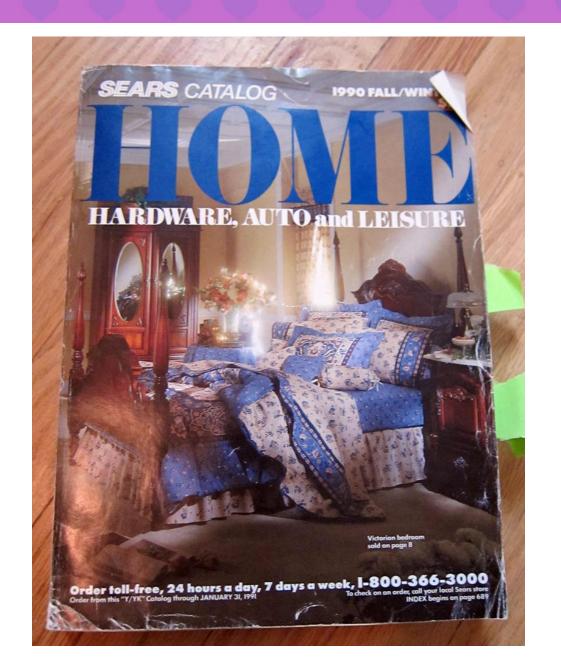
The House With No Text or Audio Clues























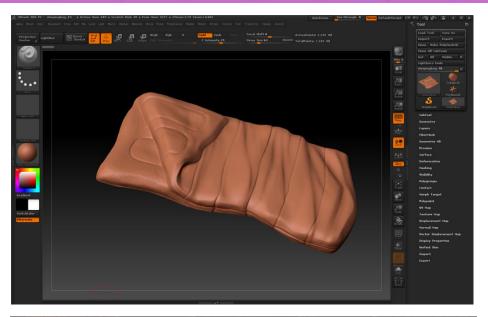






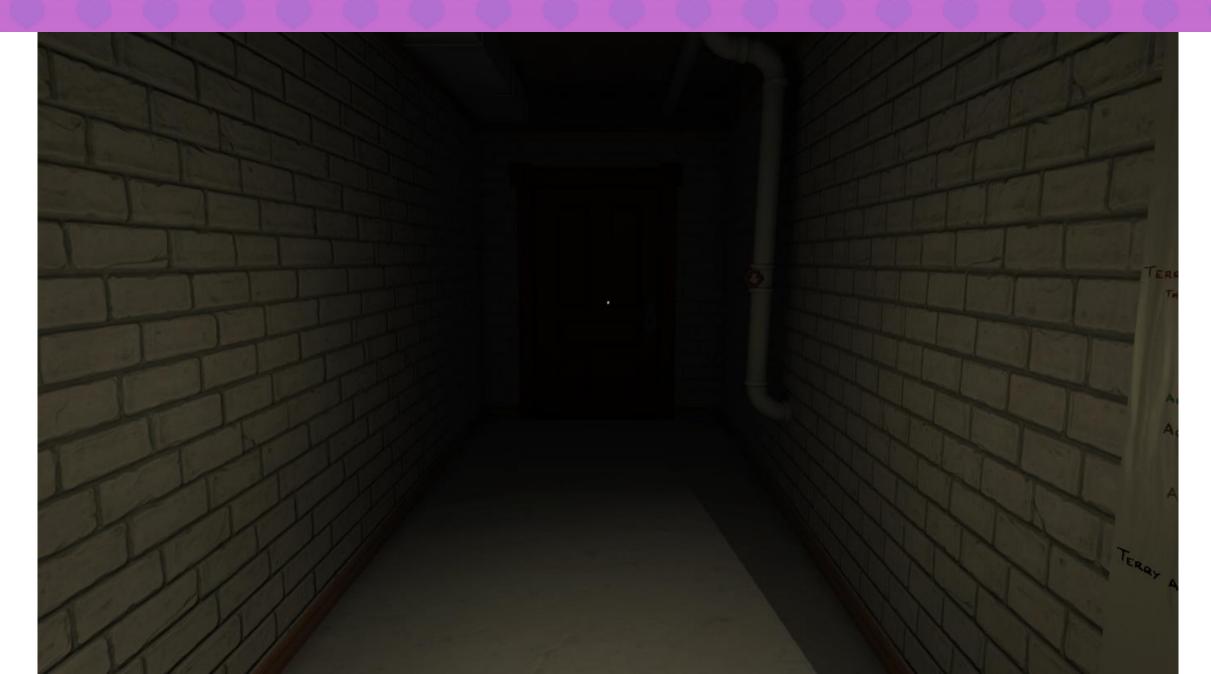








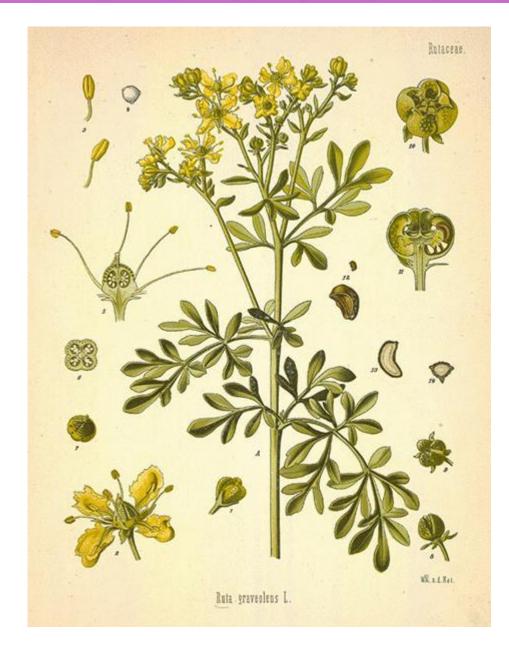
Order Stois month: . 2 cares brandy 2 cares rum I barrel whisky Governor remains Very foliased with Inforcement in Bon County. Believe this arrangement shall hold for some line.







Too Subtle?

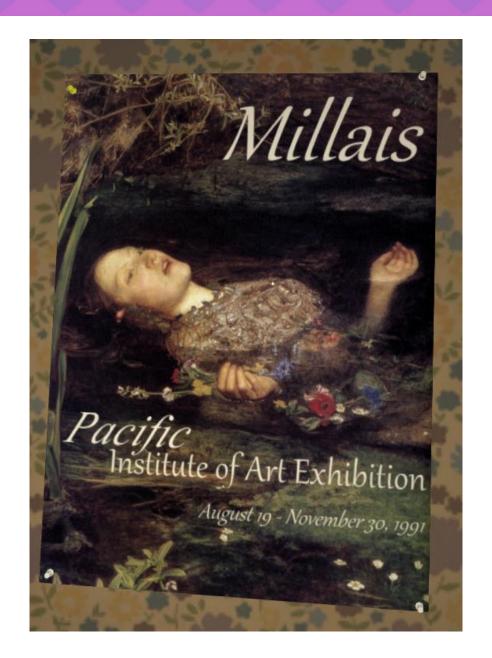














Spaces Support Gameplay

Gameplay Supports Spaces



• The form of the fiction and setting serve the gameplay's requirements

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art
 - Reinforce the environment's presentation with the fiction

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art
 - Reinforce the environment's presentation with the fiction
- Go to ORIGINAL SOURCES for environment art research

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art
 - Reinforce the environment's presentation with the fiction
- Go to ORIGINAL SOURCES for environment art research
- Arrange spaces to read as rational & believable at "arm's length"

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art
 - Reinforce the environment's presentation with the fiction
- Go to ORIGINAL SOURCES for environment art research
- Arrange spaces to read as rational & believable at "arm's length"
- Tune the density of environment decoration to read as authentic

- The form of the fiction and setting serve the gameplay's requirements
- Reinforce setting & story with level layout and environment art
 - Reinforce the environment's presentation with the fiction
- Go to ORIGINAL SOURCES for environment art research
- Arrange spaces to read as rational & believable at "arm's length"
- Tune the density of environment decoration to read as authentic, without overloading the scene with a "realistic" amount of visual noise

Environment — Story Player

Thank you!

Steve Gaynor steve@fullbrig.ht



Kate Craig kate@fullbrig.ht