

Firewatch的美工

Jane Ng 吴婉淇
Campo Santo首席美工设计师

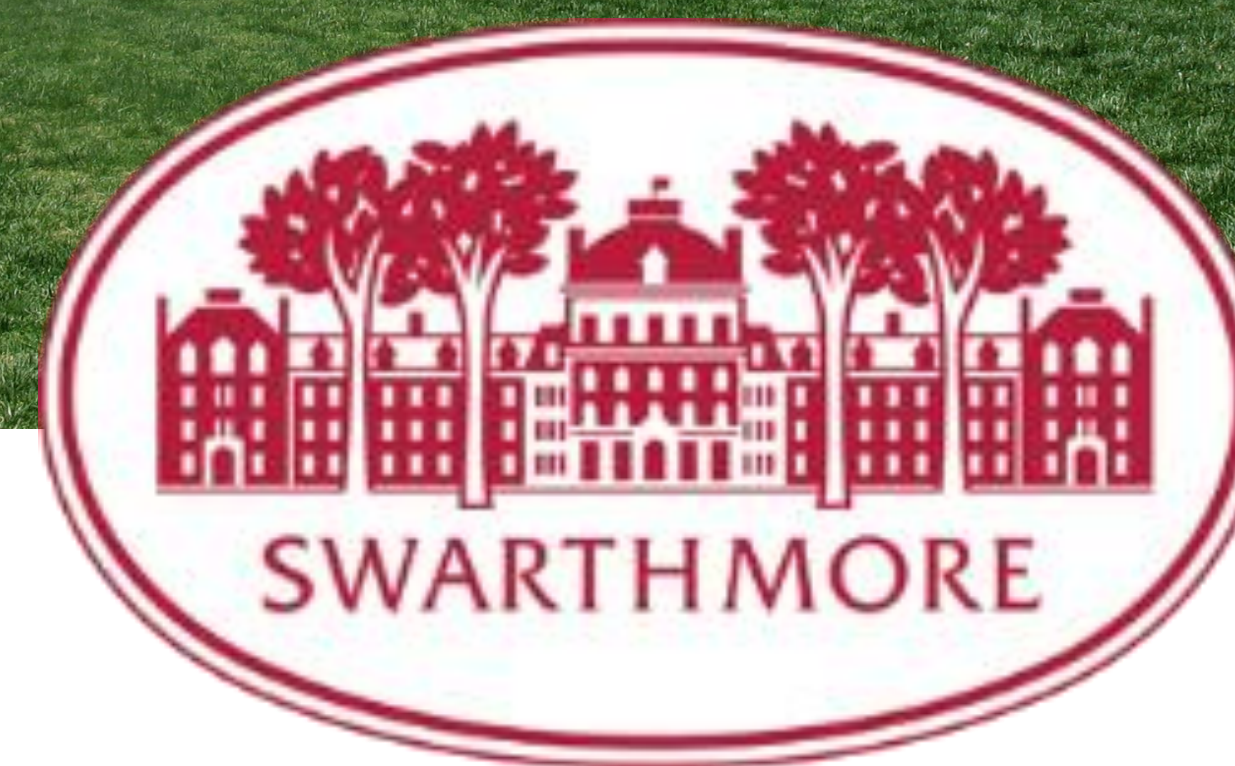


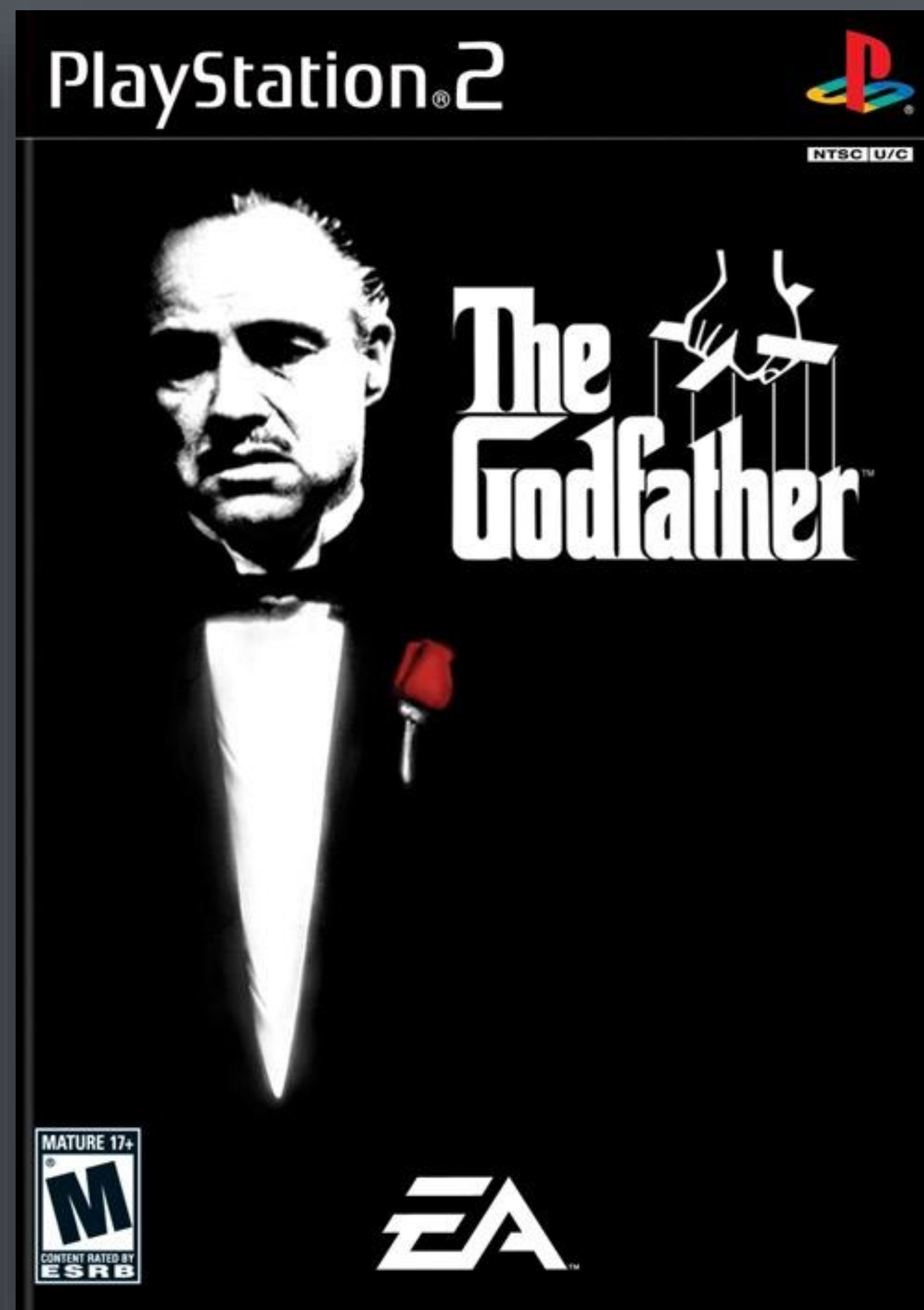
游戏开发者大会·中国

GAME DEVELOPERS CONFERENCE CHINA

SHANGHAI INTERNATIONAL CONVENTION CENTER

SHANGHAI, CHINA · OCTOBER 25-27, 2015





THE CAVE



THE ART OF
FIREWATCH

• PEACE • SOLITUDE •
THE GREAT OUTDOORS



VOLUNTEER

— AS A LOOKOUT —





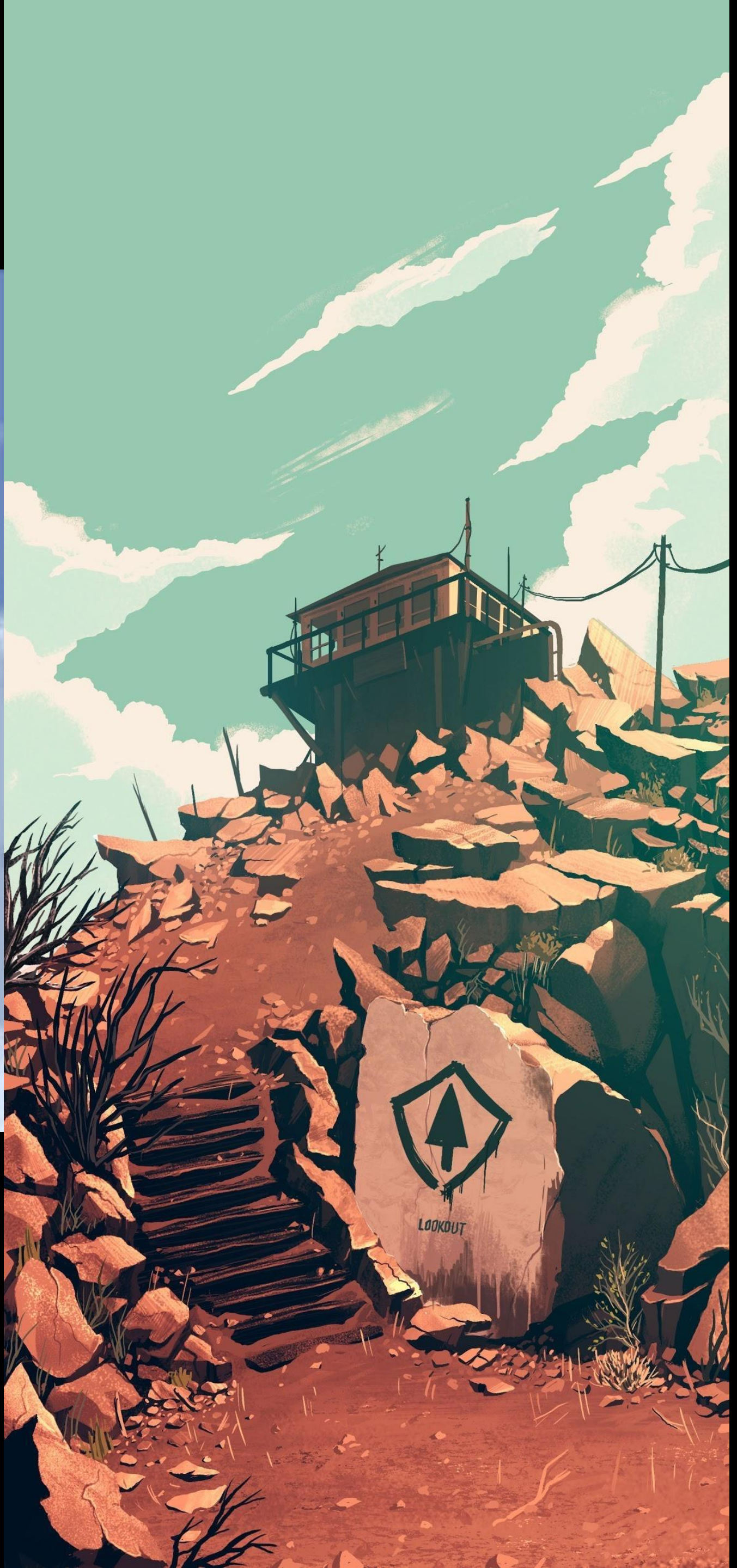








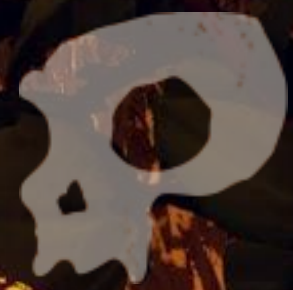












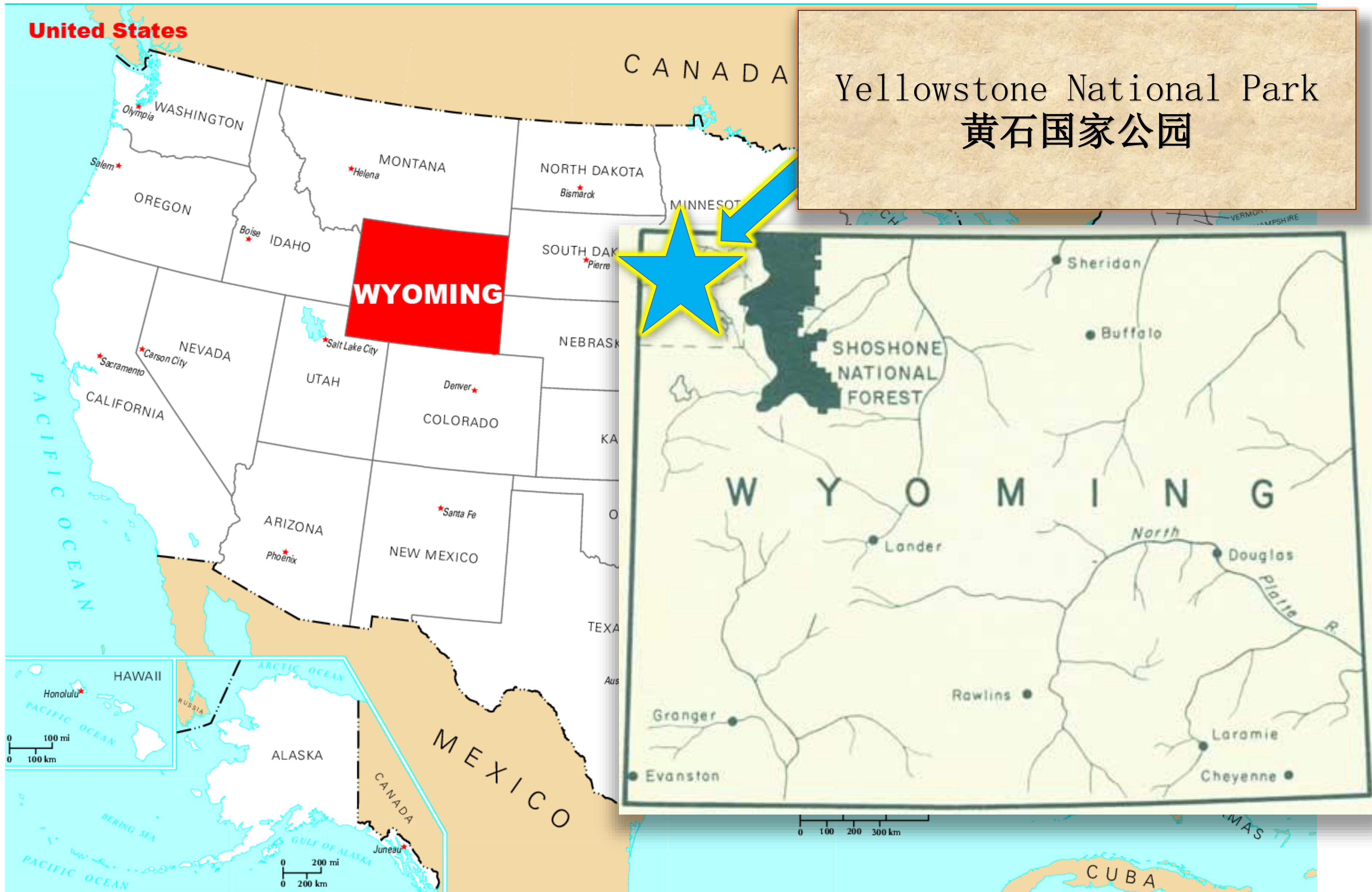
什么是Firewatch?

Firewatch 是怀俄明州的旷野一处神秘场景，在那里，你唯一的情感生命线就是无线电另一端手持对讲机的那个人。







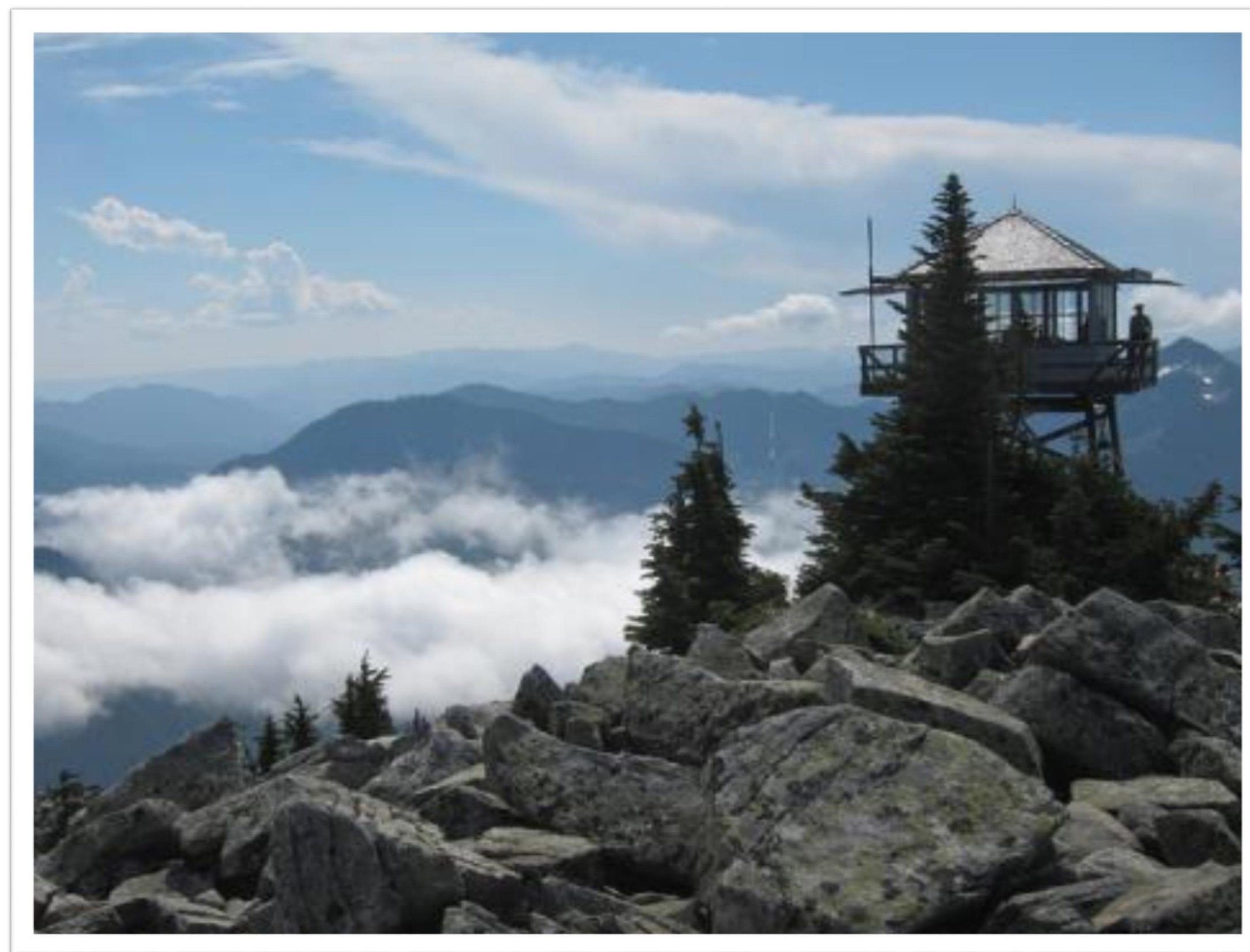
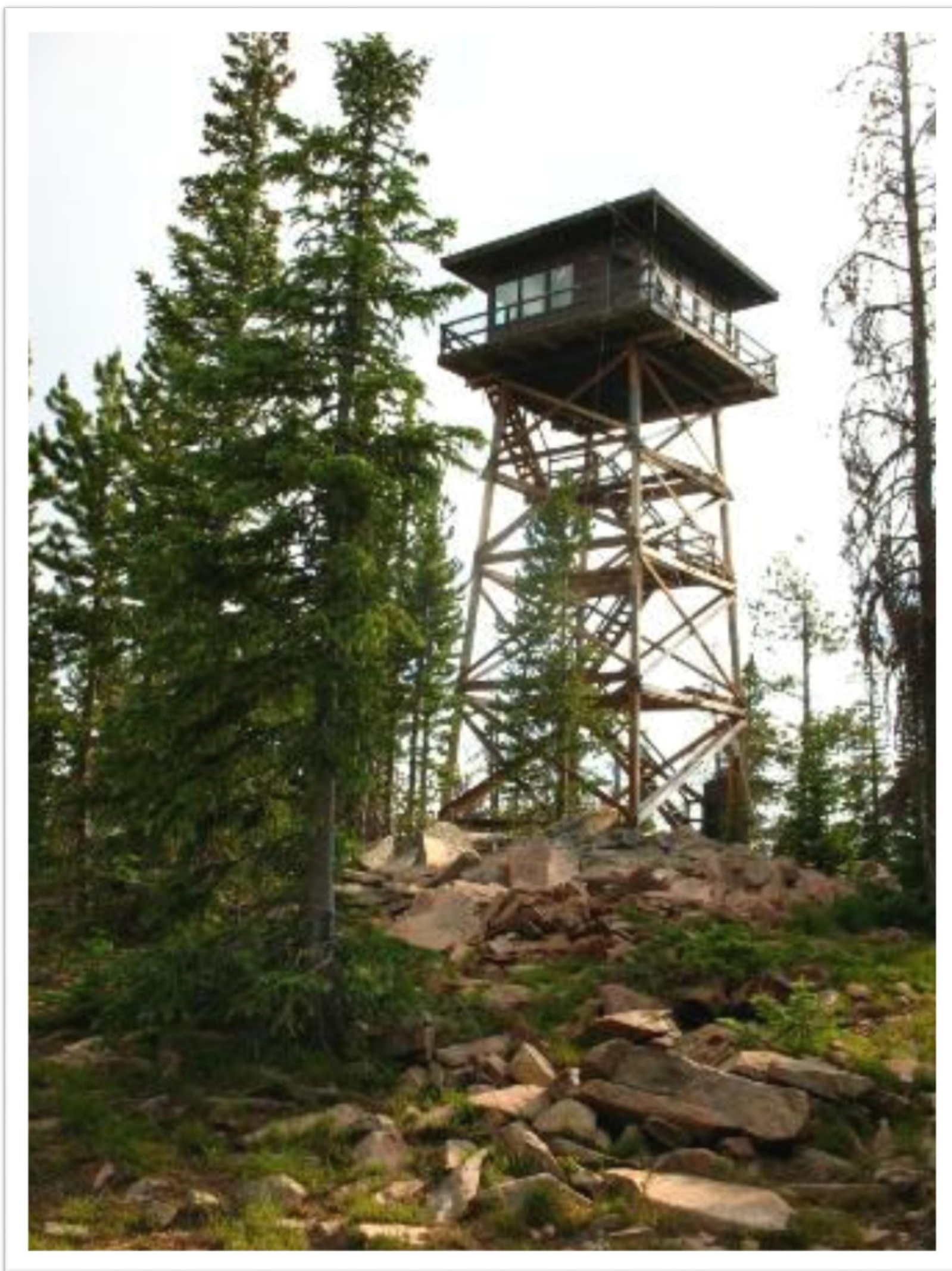














场景可以是程式化的，但一定要让人感觉真实





身临其境的空间支持身临其境的叙事



CAMPO SANTO

Jake Rodkin

用户界面, Greybox

James Benson

动画 Nels Anderson

Jane Ng (我!)

3D 环境美工 Patrick Ewing

Olly Moss

2D 概念, 产品设计 Scott Varian

Paolo Surricchio

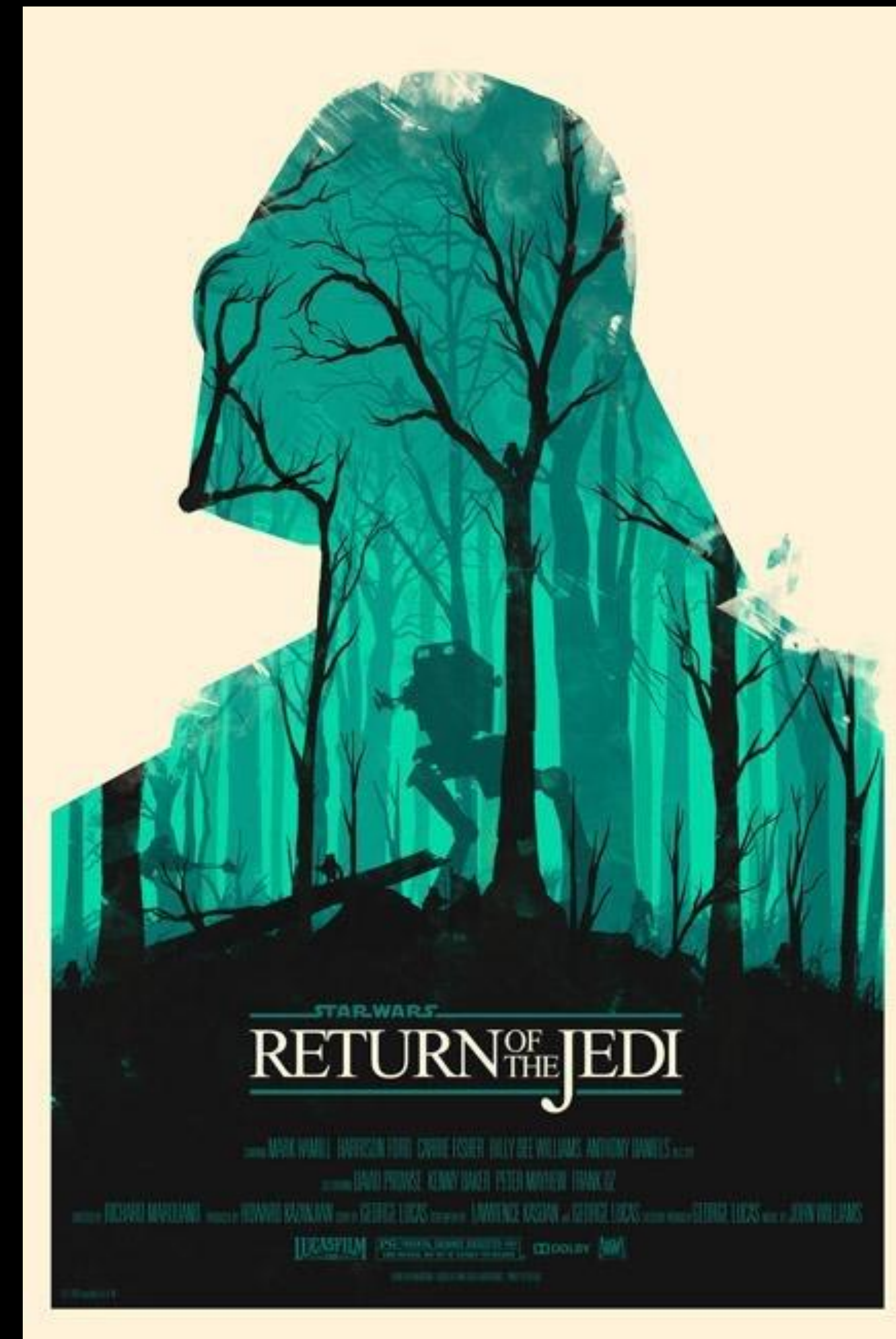
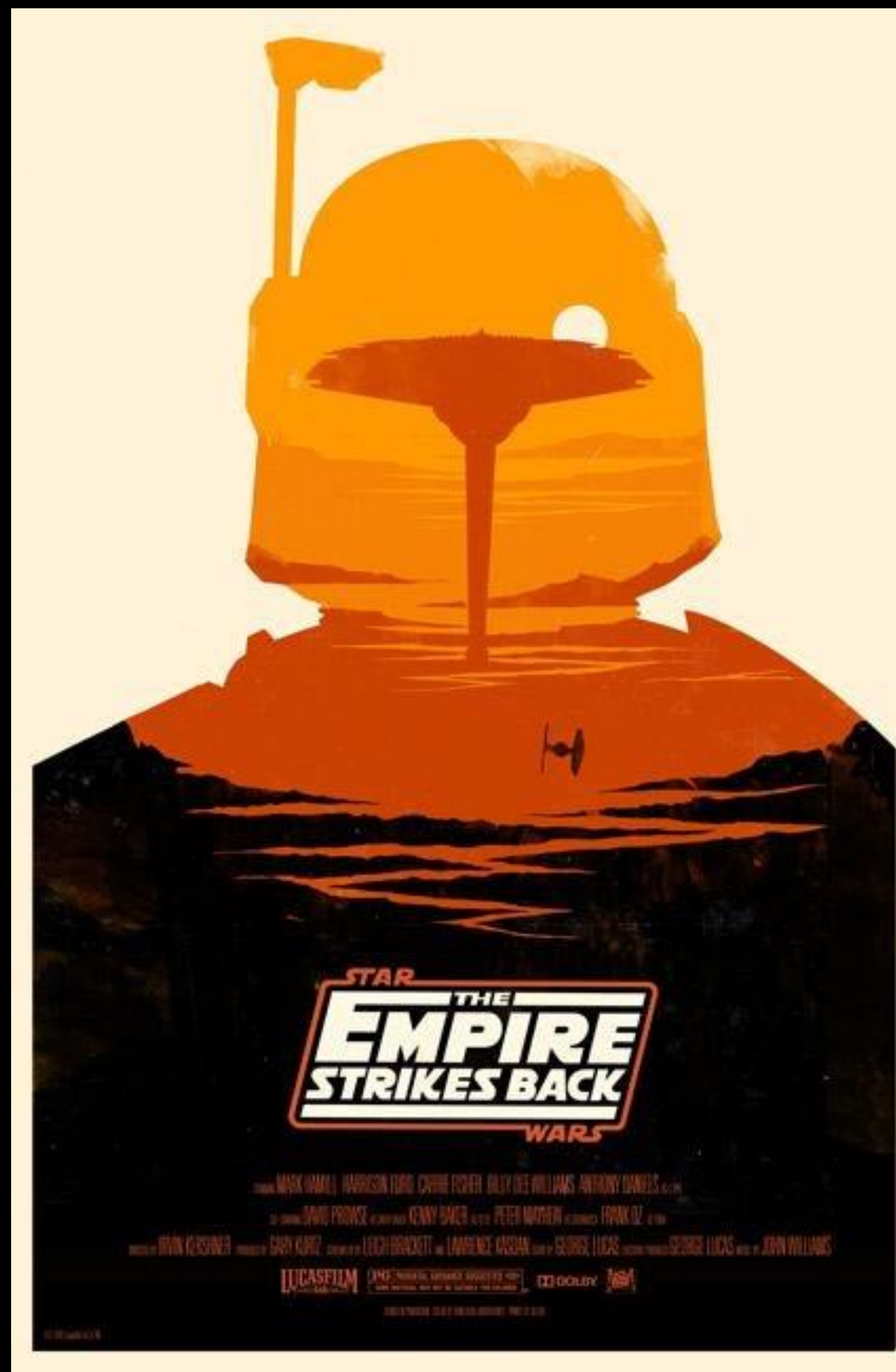
图形程序员 Neil Armstrong

FIREWATCH



Olly Moss





From **John Landis**
director of **Animal House**
... a different kind of animal



FANTASTIC FEST
AND MONDO PRESENT

AN AMERICAN WEREWOLF IN LONDON

POLYGRAM PICTURES PRESENTS A LYCANTHROPE FILMS LIMITED PRODUCTION "AN AMERICAN WEREWOLF IN LONDON"
STARRING DAVID NAUGHTON JENNY AGUTTER GRIFFIN DUNNE & JOHN WOODYNE
ORIGINAL MUSIC BY ELMER BERNSTEIN EDITOR PETER GUBER & JON PETERS PRODUCED BY GEORGE FOLSEY JR.
DIRECTED BY JOHN LANDIS

PolyGram Pictures



UNIVERSAL



The LAST of US

Directed by **Bruce Straley** and **Neil Druckmann**
Written by **Neil Druckmann** Original Score by **Gustavo Santaolalla**
Created and Developed by **Naughty Dog**



NAUGHTY DOG

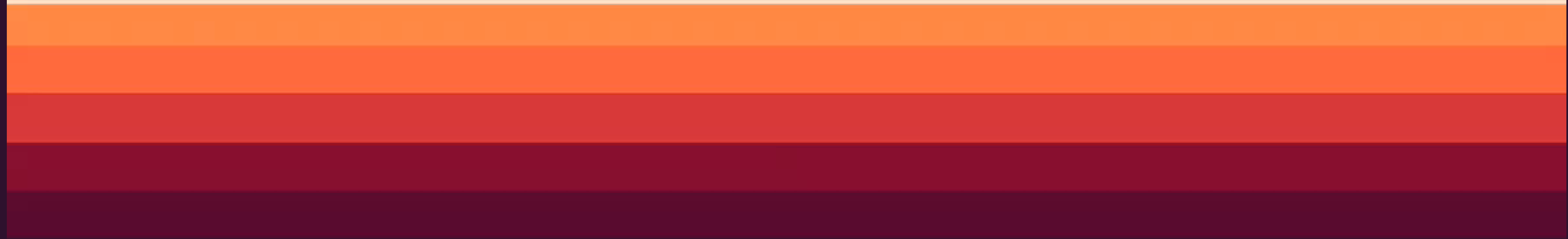


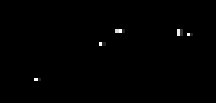
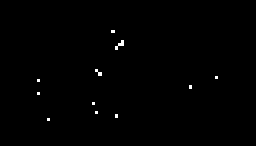
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这个画面有什么吸引人之处？



LAYERS OF COLORS





STRONG SHAPES

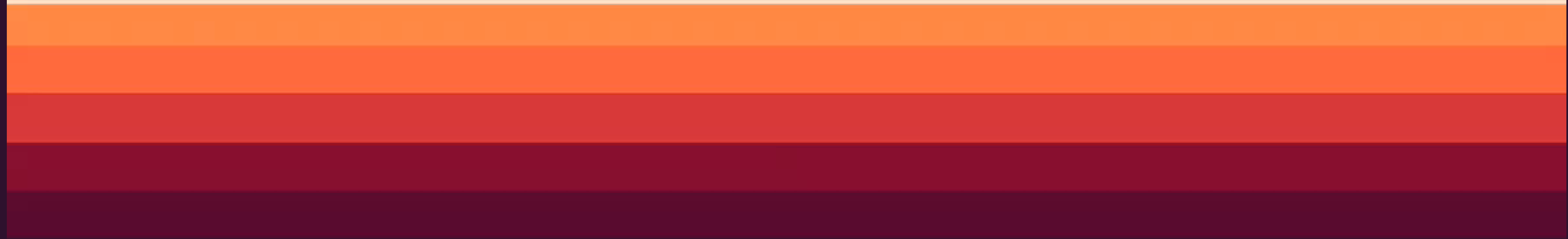




NARRATIVE DETAILS



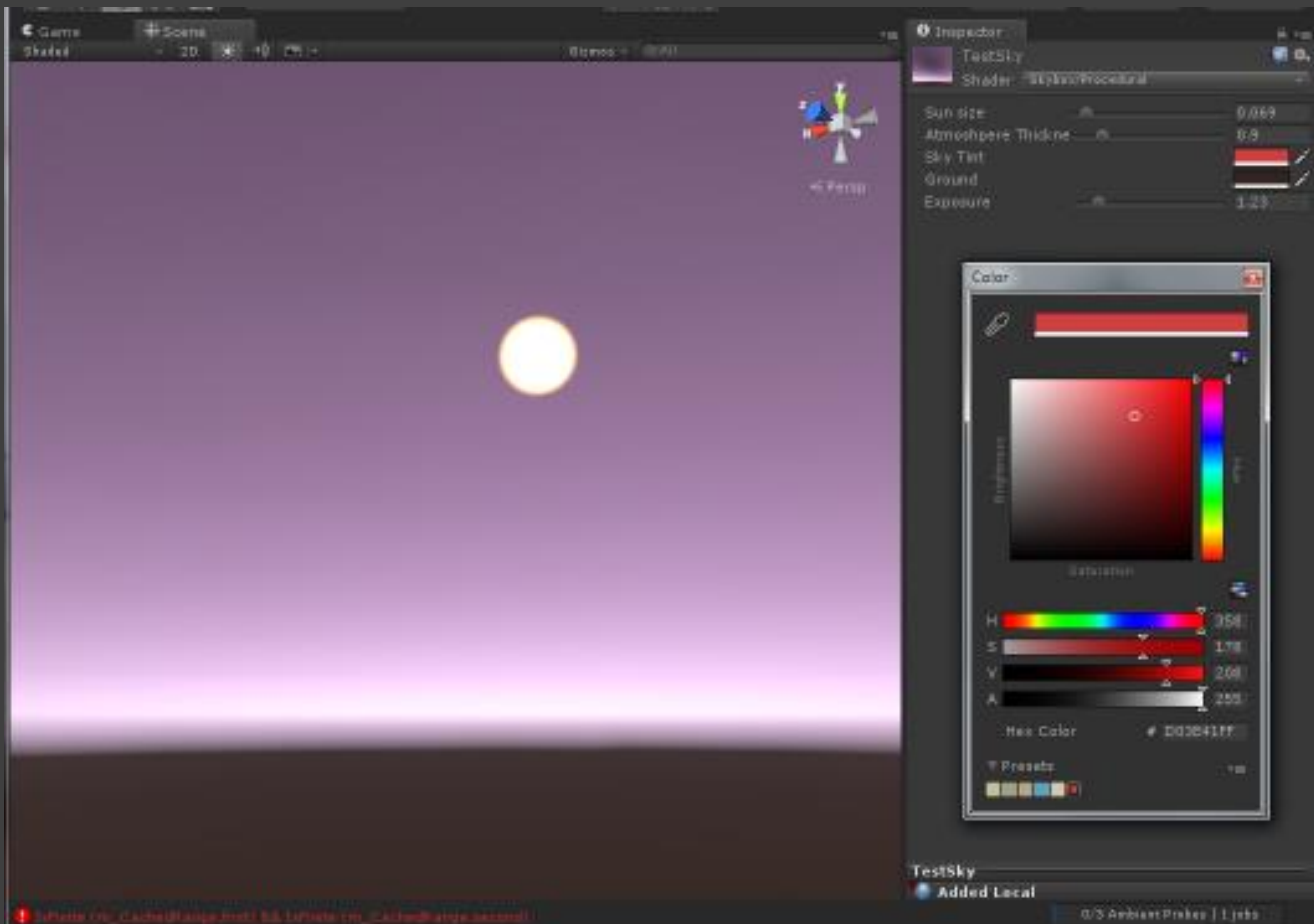
LAYERS OF COLORS

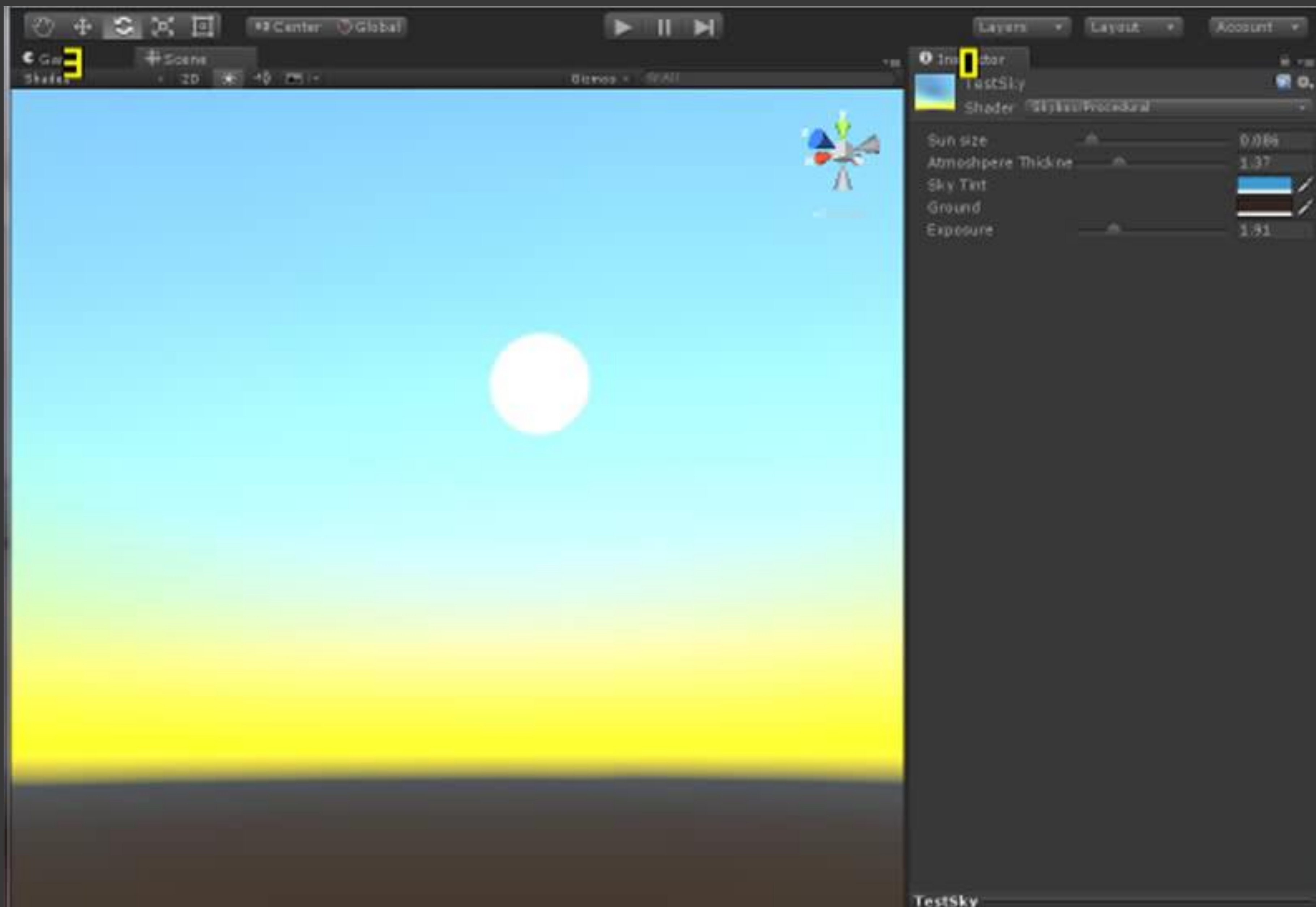


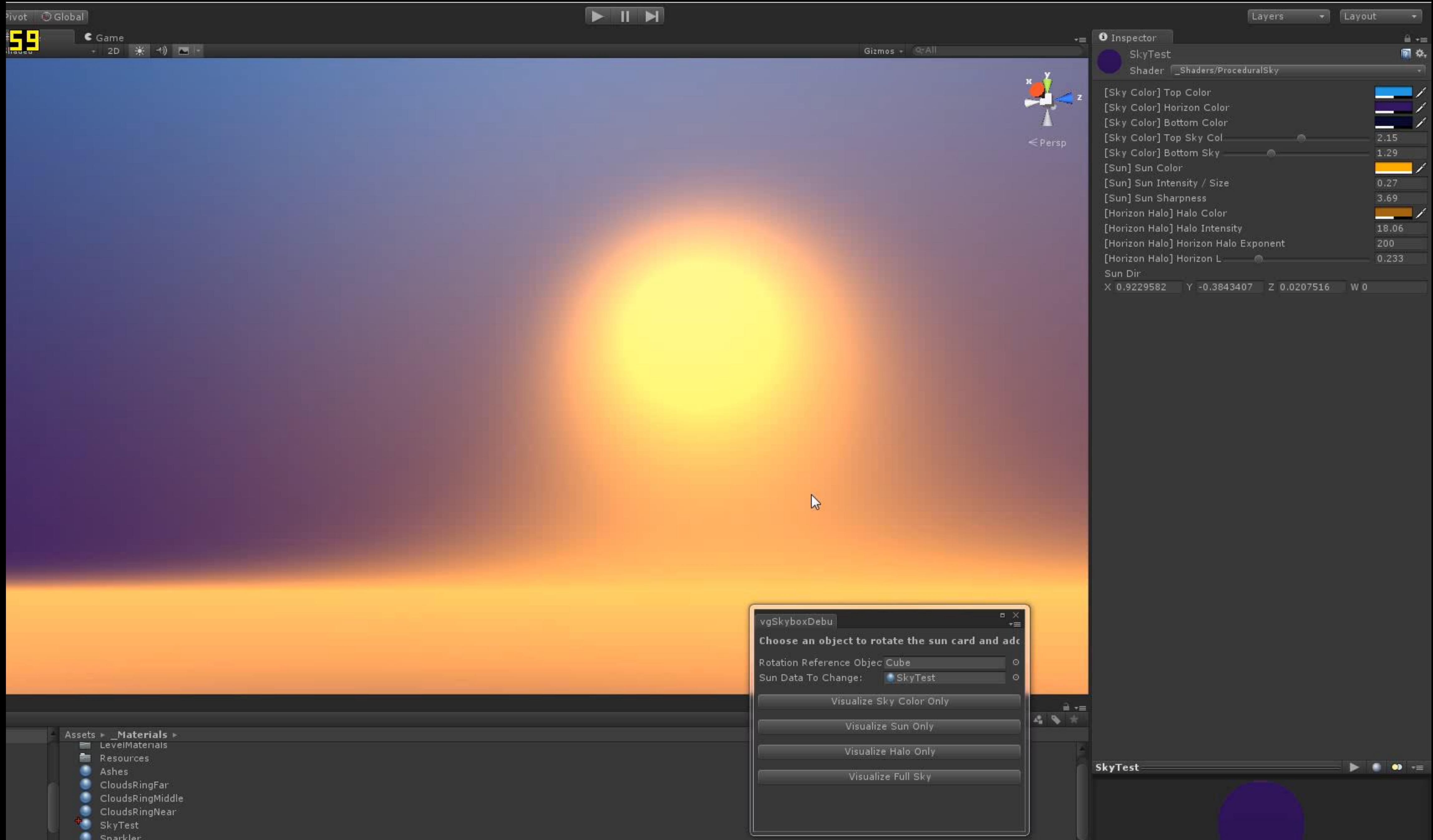
FIREWATCH











Pivot Global



Layers

Layout

59

Game

2D



Gizmos All

Inspector

SkyTest

Shader: _Shaders/ProceduralSky

[Sky Color] Top Color

[Sky Color] Horizon Color

[Sky Color] Bottom Color

[Sky Color] Top Sky Col 2.15

[Sky Color] Bottom Sky 1.29

[Sun] Sun Color

[Sun] Sun Intensity / Size 0.27

[Sun] Sun Sharpness 3.69

[Horizon Halo] Halo Color

[Horizon Halo] Halo Intensity 18.06

[Horizon Halo] Horizon Halo Exponent 200

[Horizon Halo] Horizon L 0.233

Sun Dir

X 0.9229582 Y -0.3843407 Z 0.0207516 W 0

vgSkyboxDebu

Choose an object to rotate the sun card and add

Rotation Reference Object: Cube

Sun Data To Change: SkyTest

Visualize Sky Color Only

Visualize Sun Only

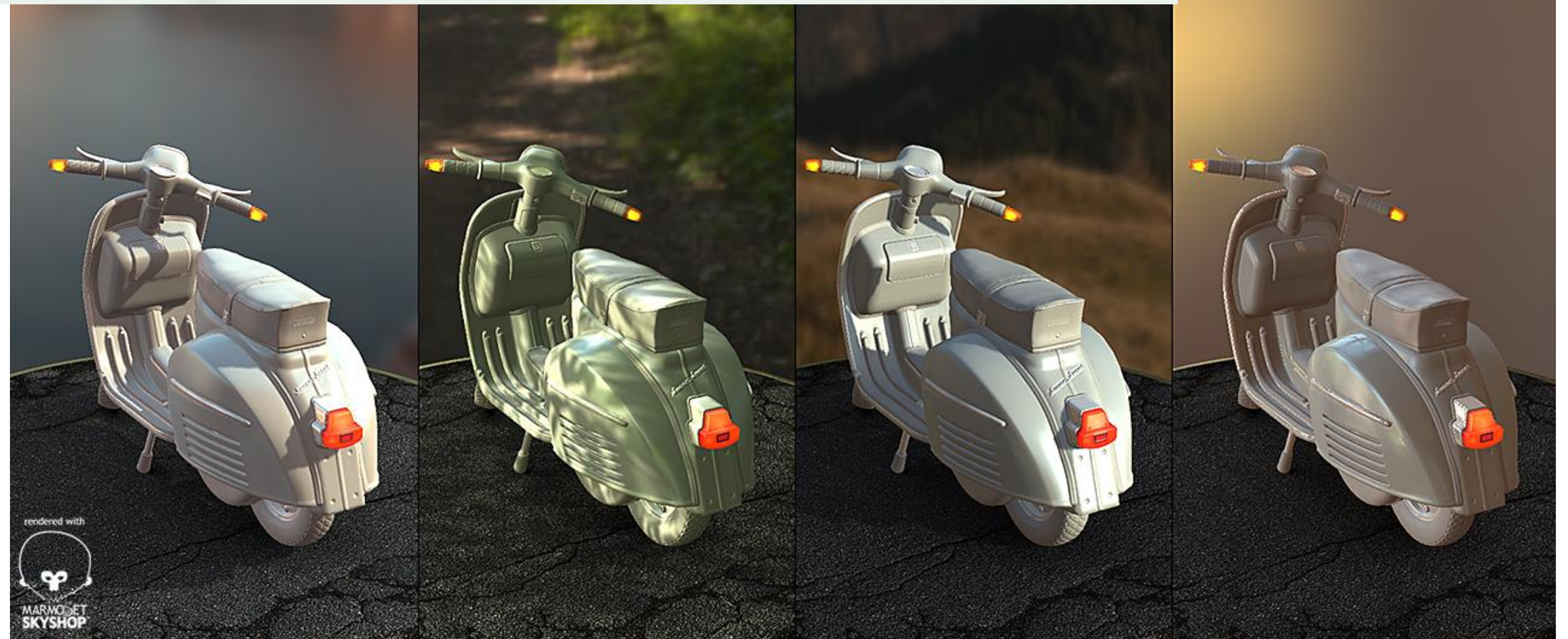
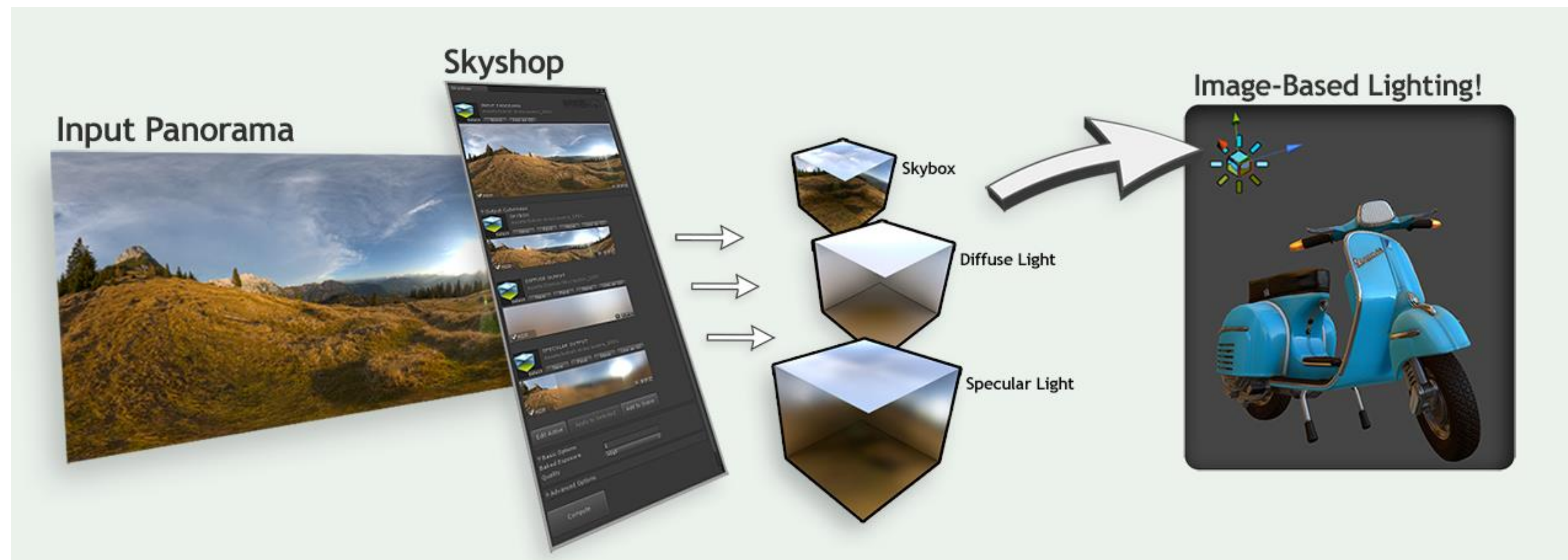
Visualize Halo Only

Visualize Full Sky

SkyTest

MARMOSET
Skyshop[™]
image based lighting for unity







动态照明解决方案让你能随心所欲变换颜色



HOT TIP #1

点子1



我们设计好了天空的色彩。那些色彩层次的情况如何呢？



气氛雾

FOG = 0



风格雾

添加混合后处理图像 fx

512 px



1 px



最接近于玩家

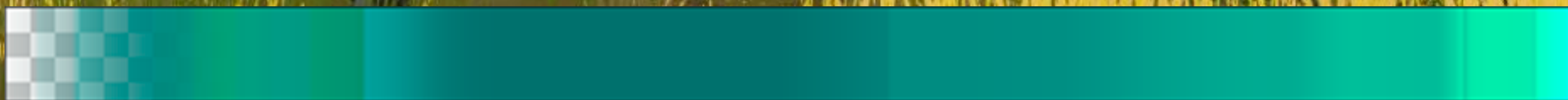
远离

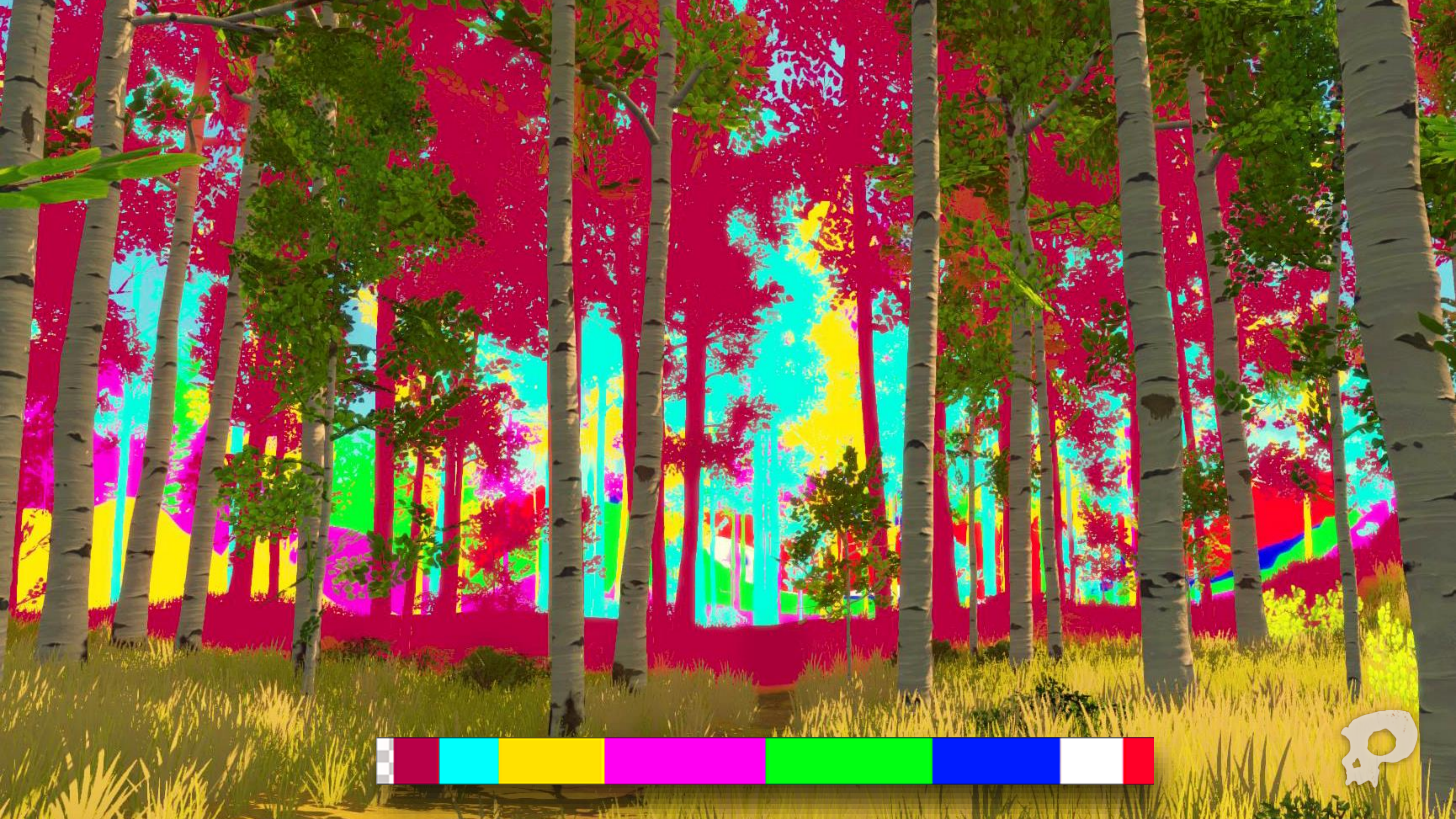


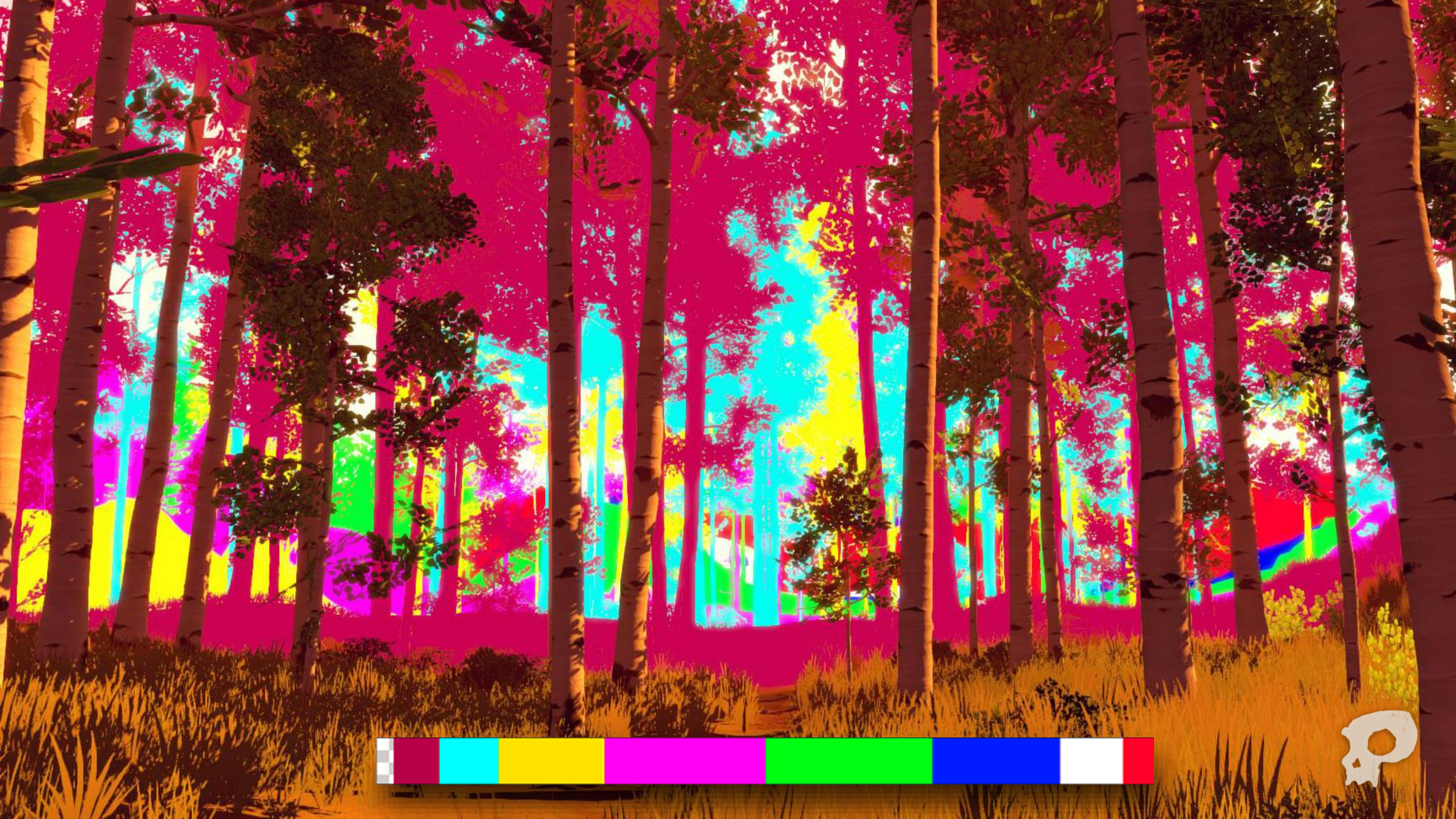


无雾





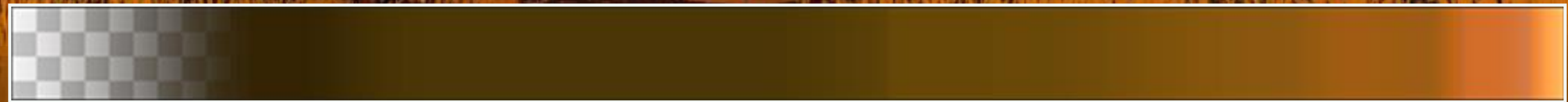
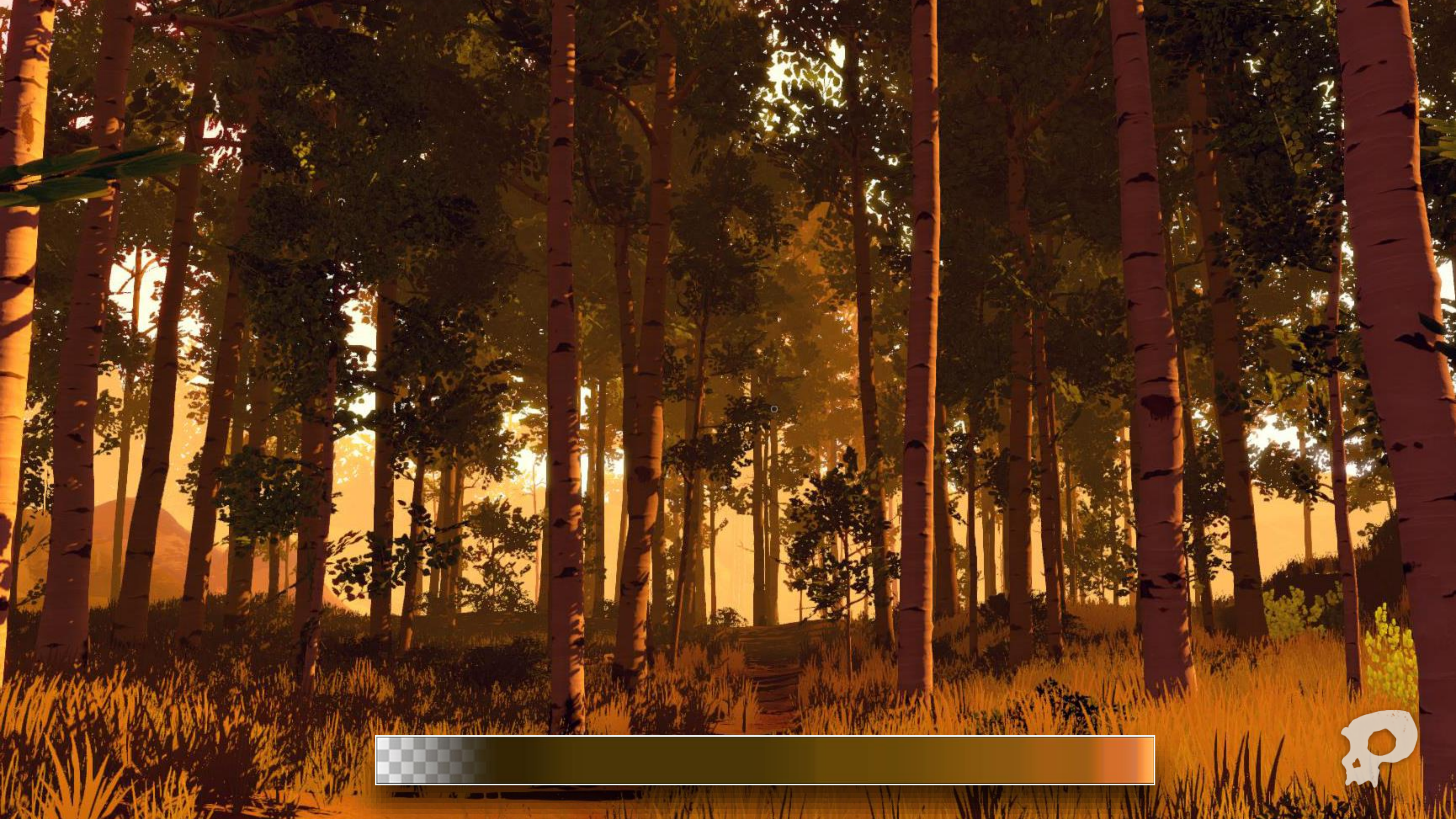


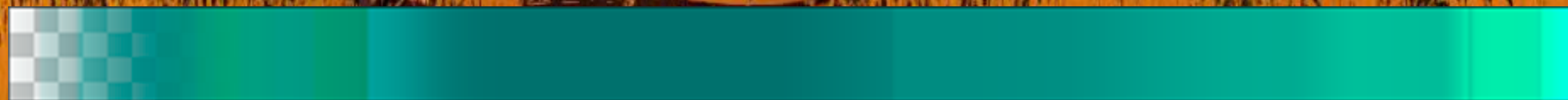


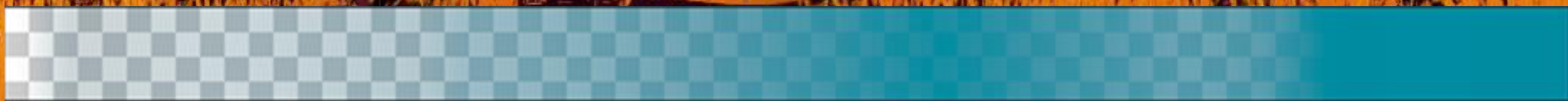
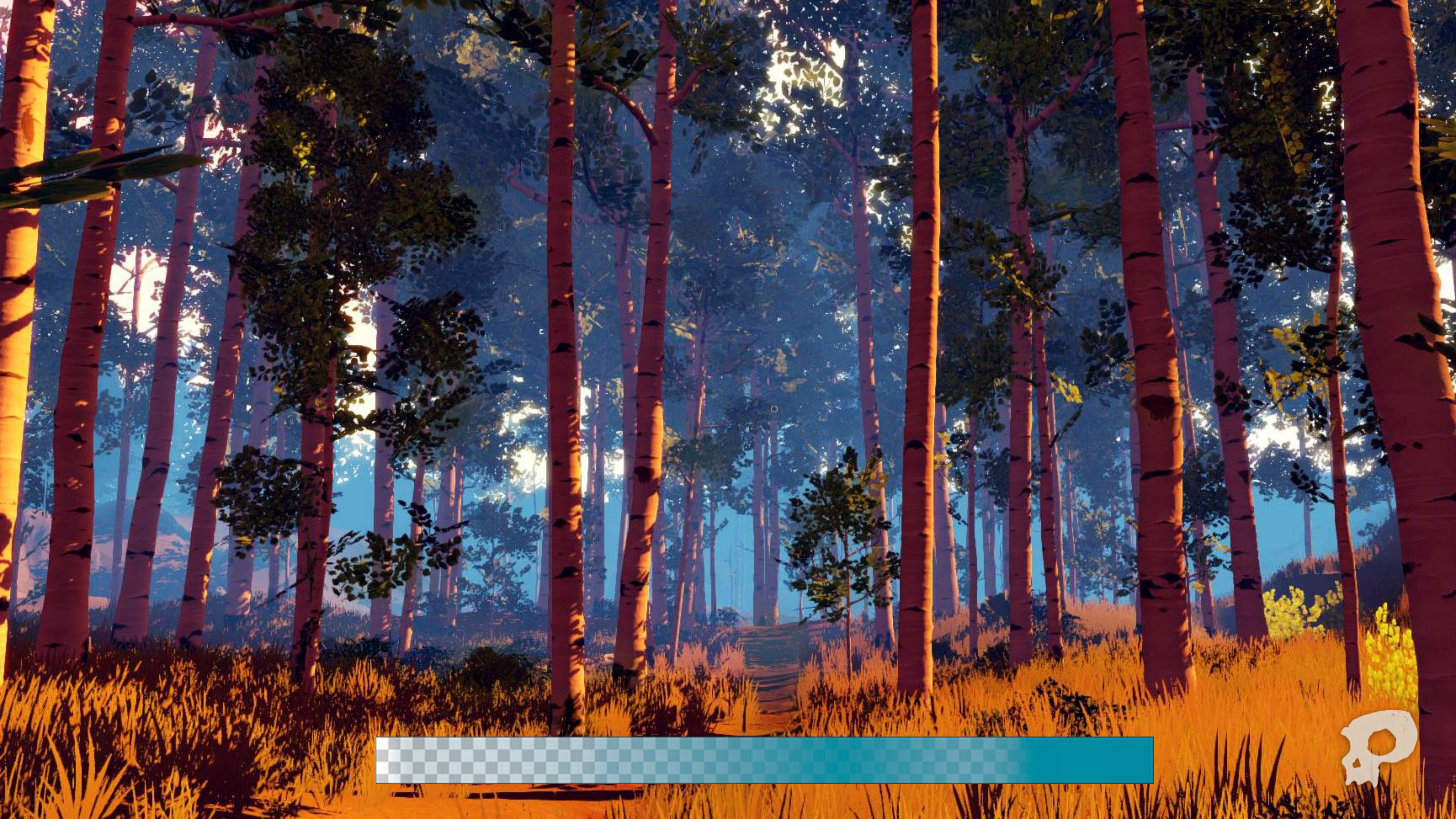


无雾











HOT TIP #2

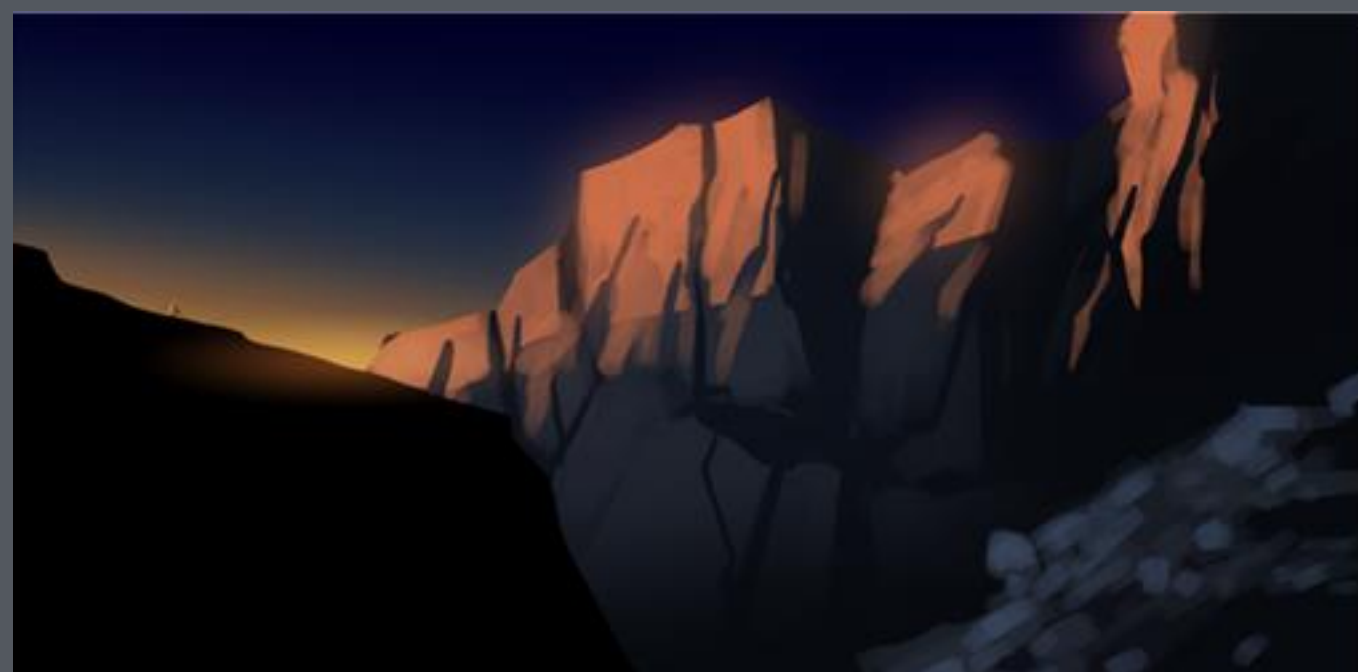
点子2









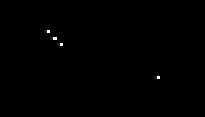
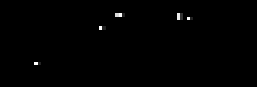
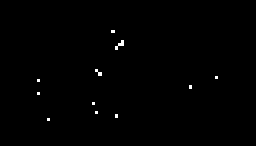






HOT TIP #3 点子3





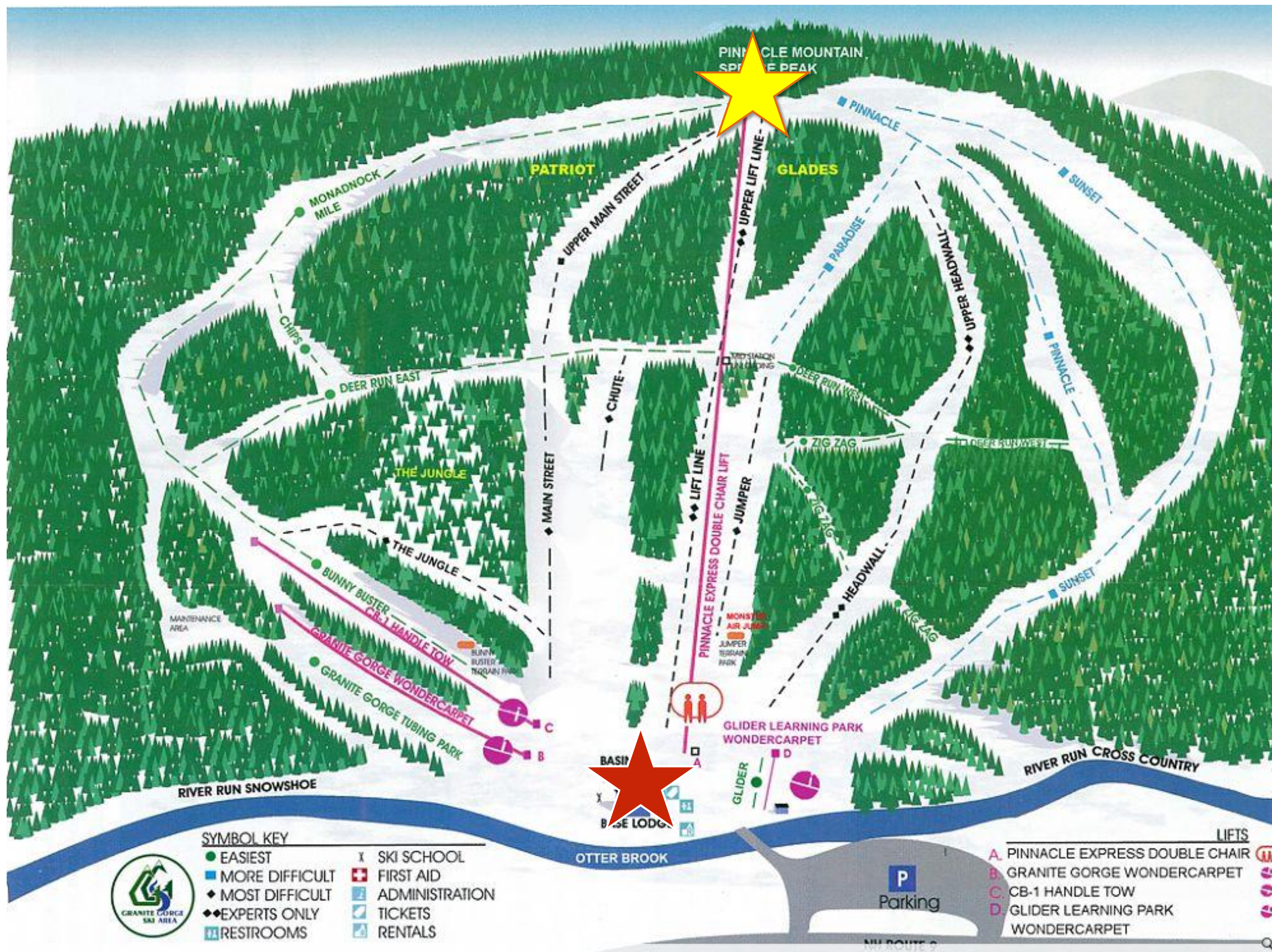
STRONG SHAPES

TWO FORKS
REGIONAL OVERVIEW



Source: USGS
Map by: J. H. S.
Map scale: 1:50,000



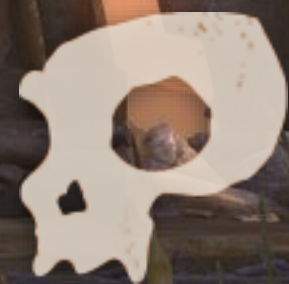




疯眼塔!



怪诞的金属塑像!







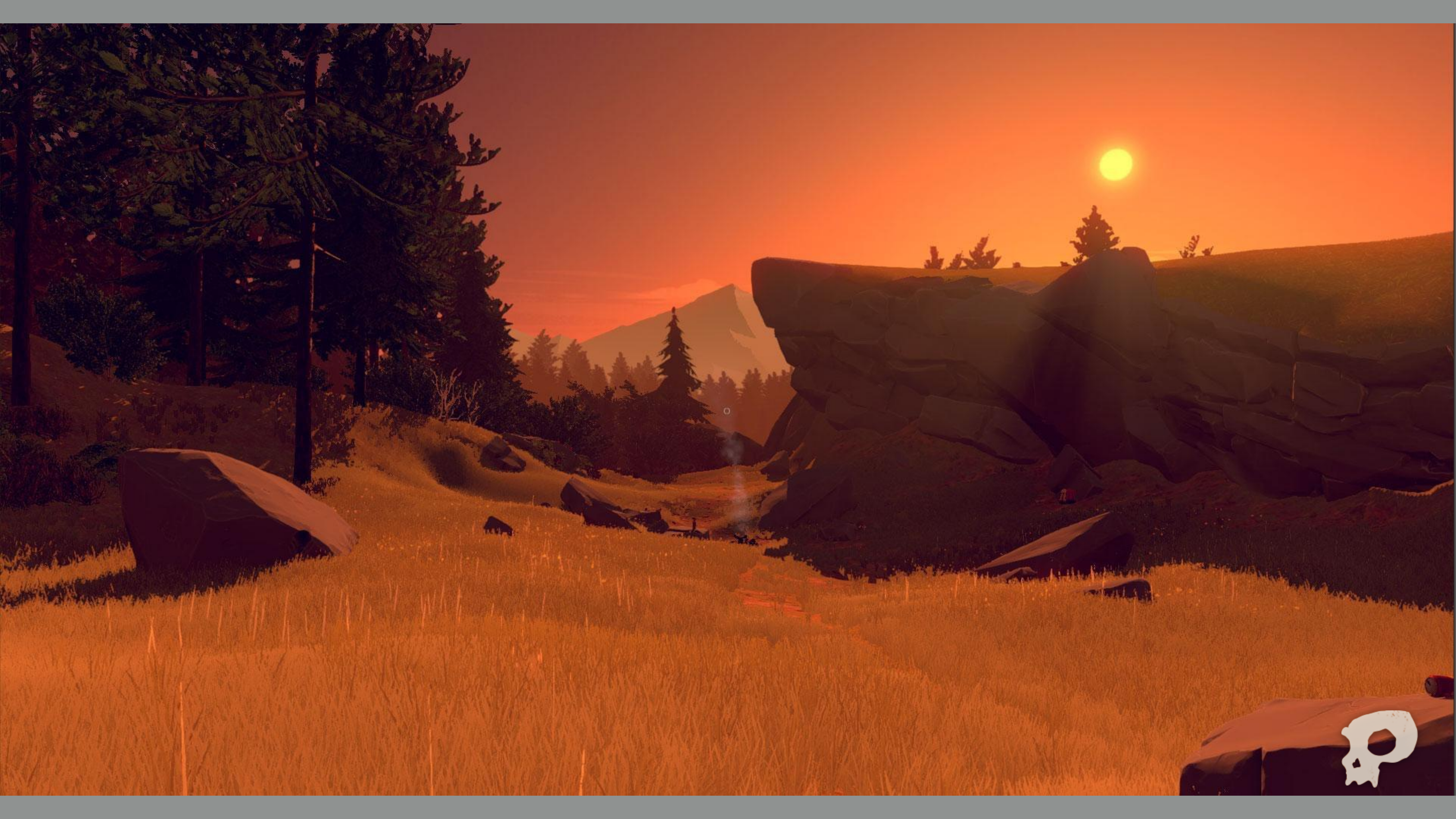


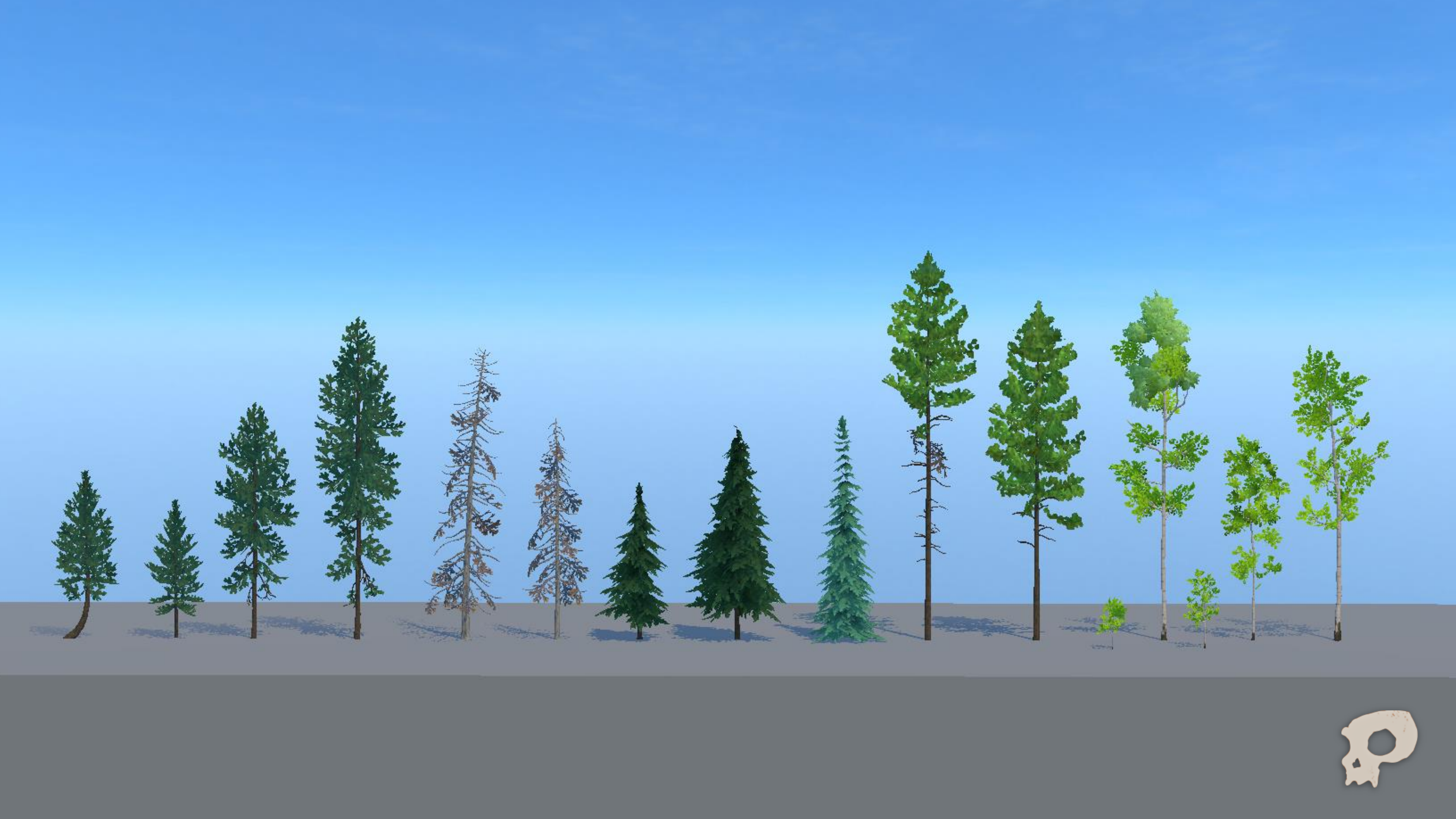
Land shape











SPRUCE!

- + Generally uniform shapes. Conical.
- + Younger smaller trees branches start closer to ground.

Higher, less needled
branches point upward.

Small patches
of brown,
dead branches

More needled
branches droop
downward



Actual Silhouette



Reduced Detail LOD
Stylisation





Alpha cutoff **0.75**

Alpha cutoff **0.5**

Alpha cutoff **0.15**





Alpha cutoff **0.75**



Alpha cutoff **0.5**



Alpha cutoff **0.15**







**Medium-Sized
Normal Rocks**



**Layered
Flat Rocks**



Large Boulders



**Grouped
Slanted Rocks**

All rocks slanted at
same angle
Large, smooth planes



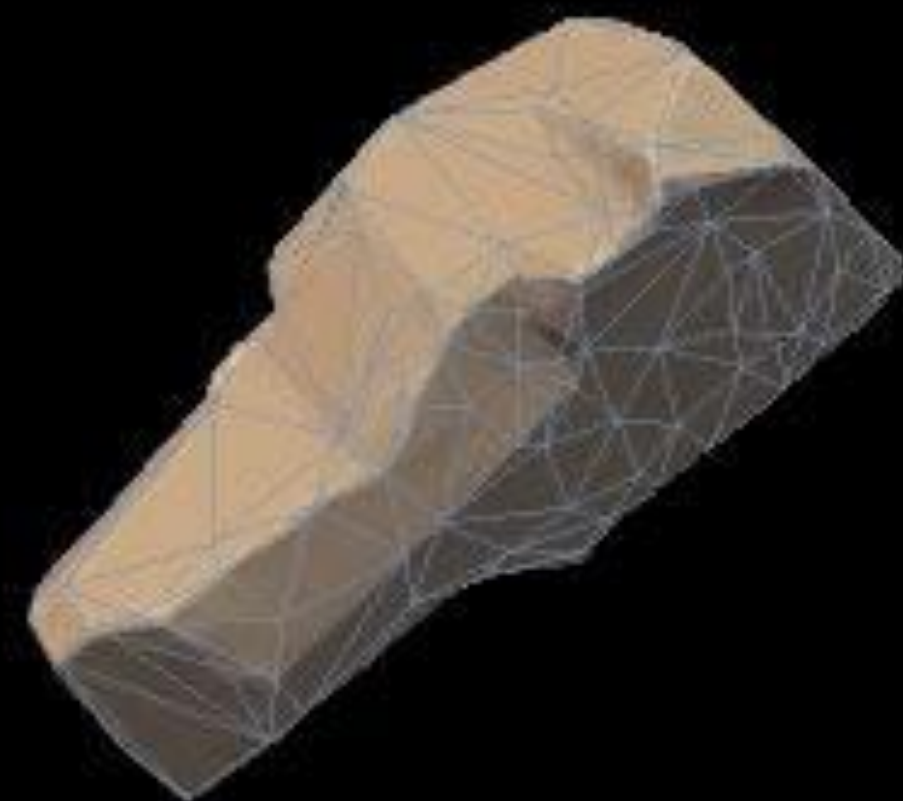
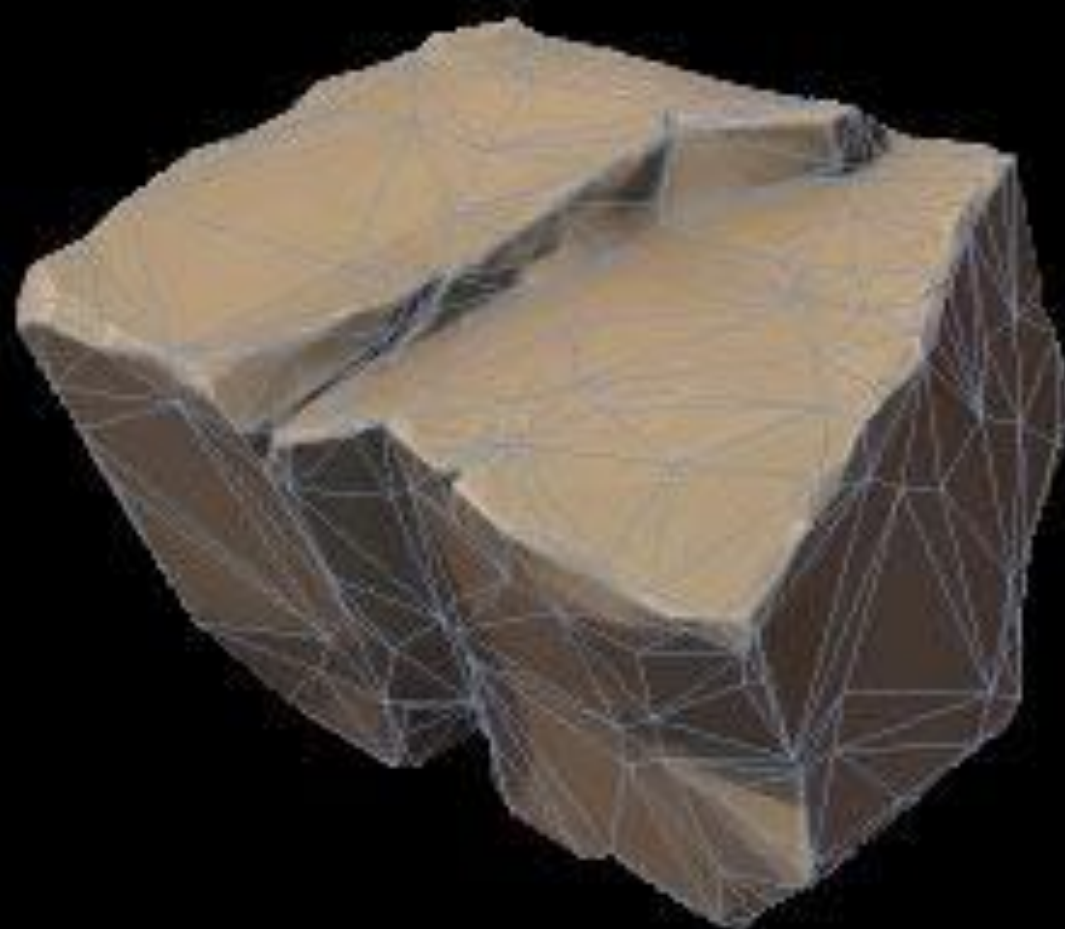
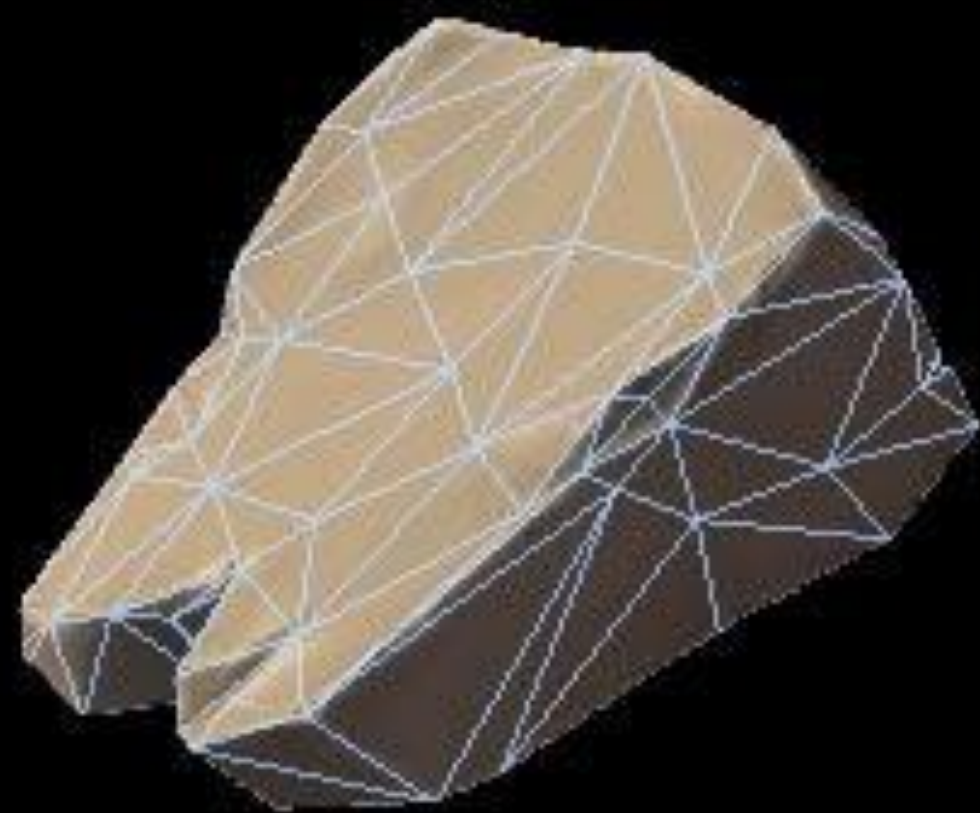
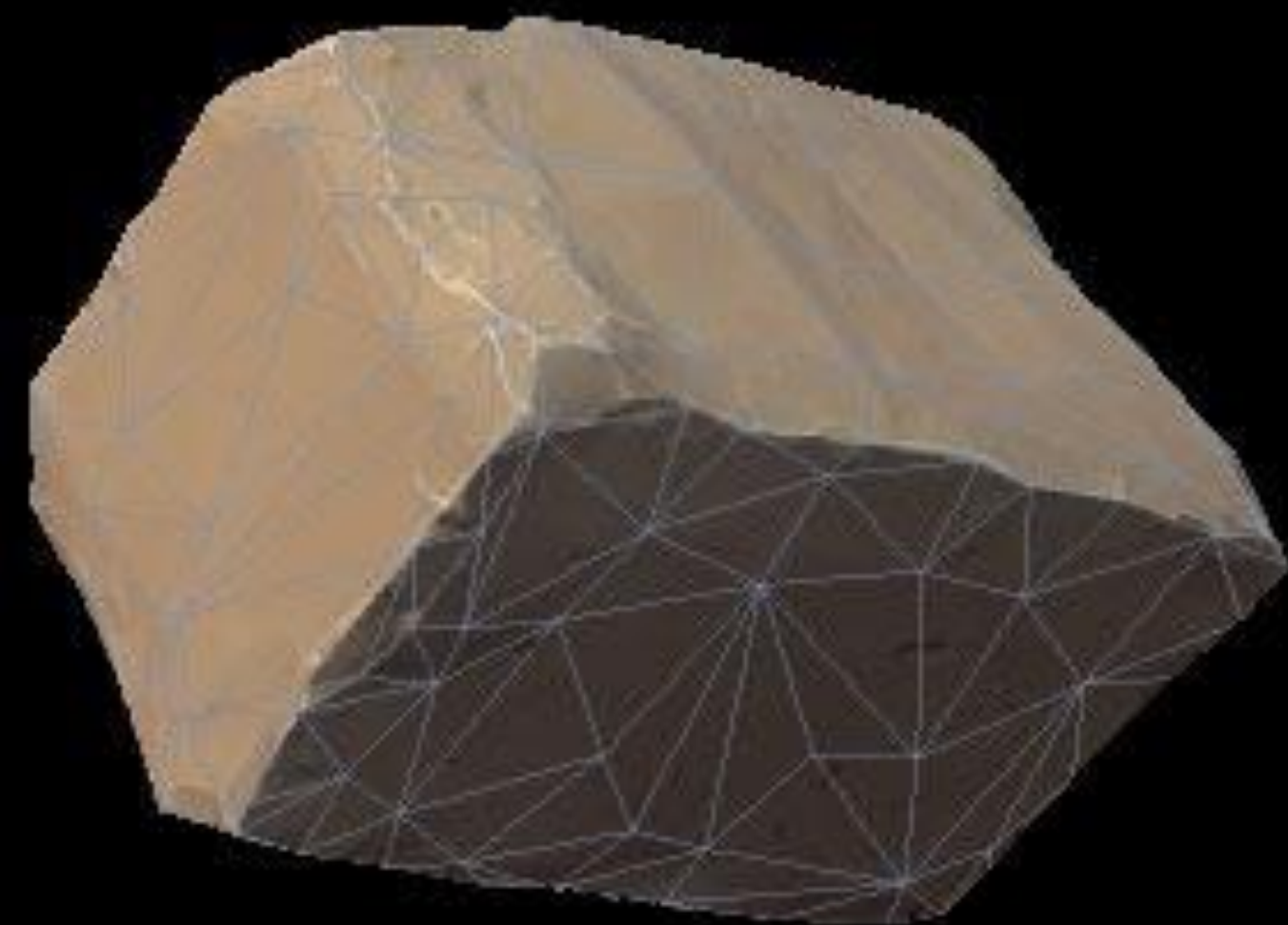
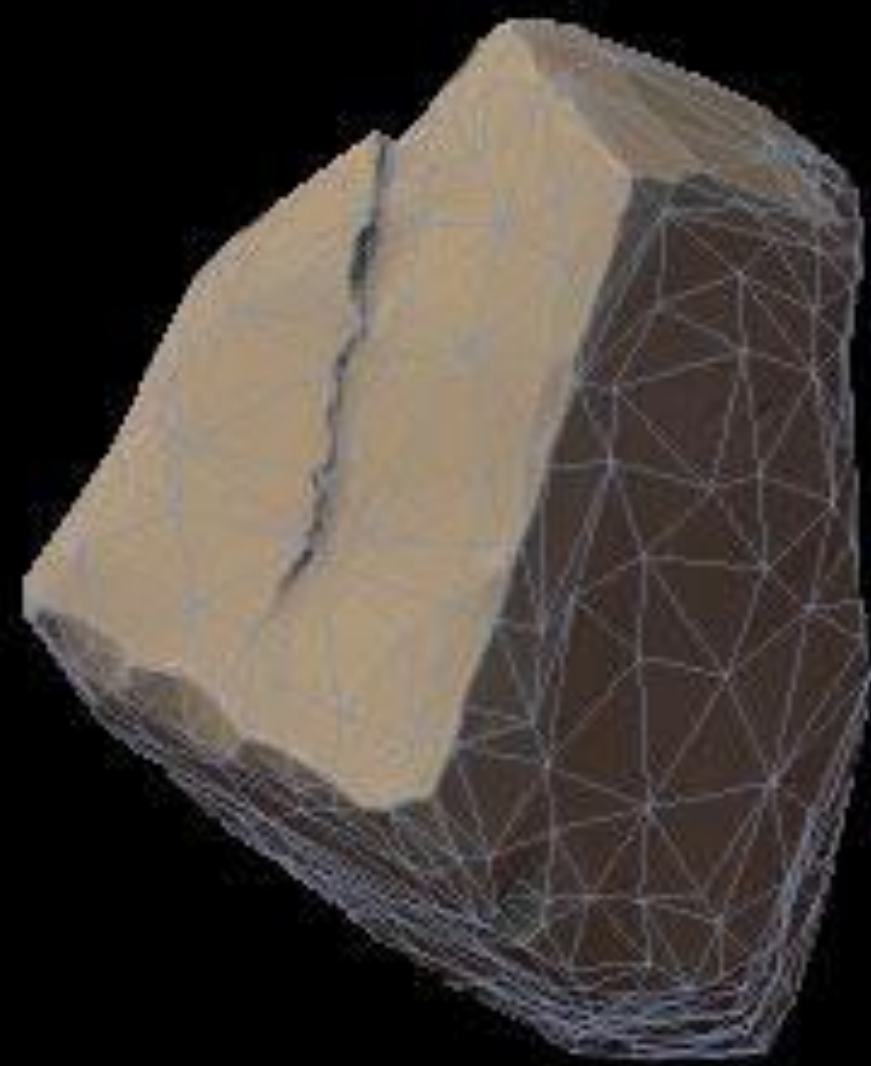
**Small
Slanted Rocks**

All rocks slanted at
same angle
Large, smooth planes



Pebbles





Shapes Poking into negative space should be simple/sharp.



Dry
Grass

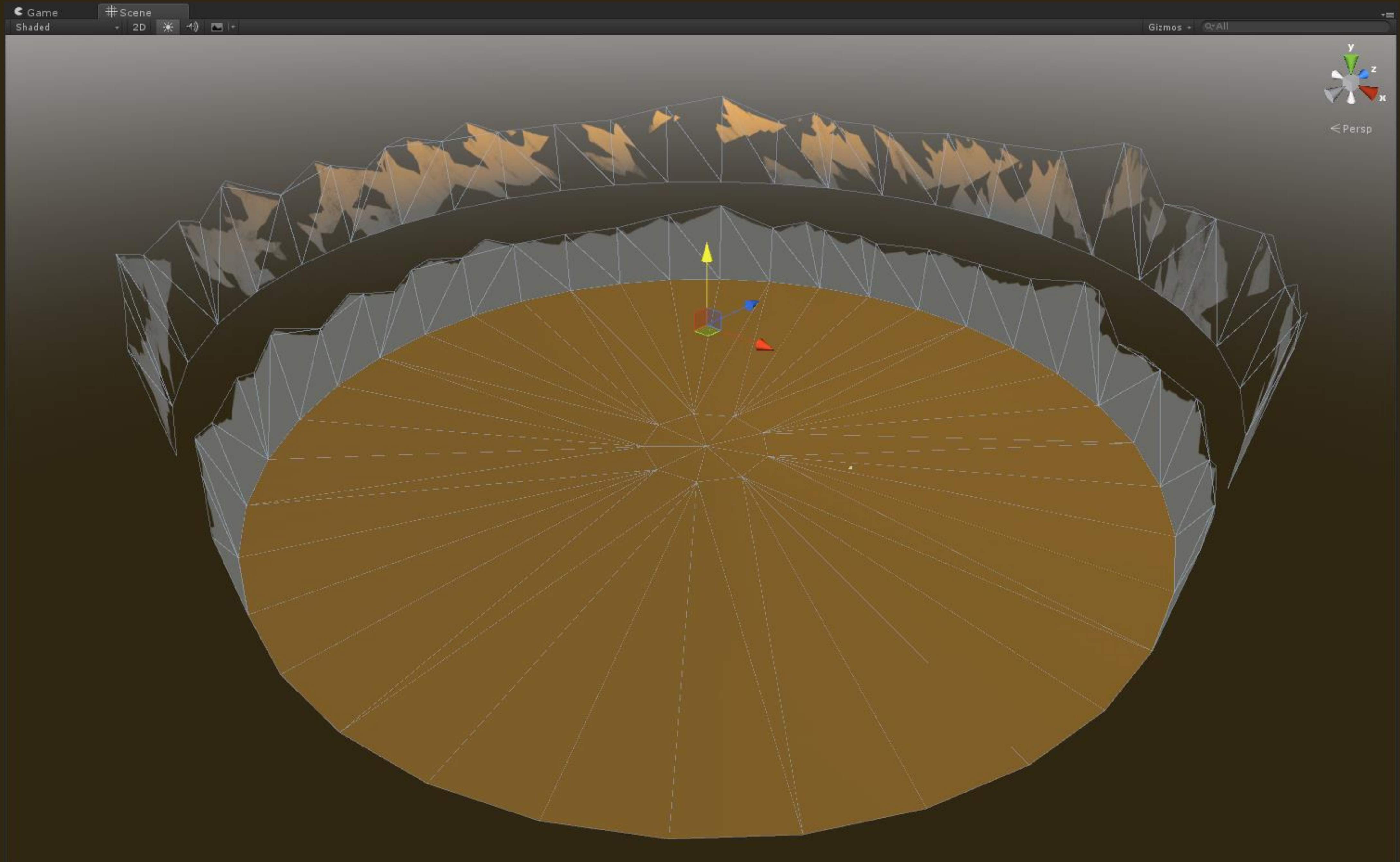
Imagine parallel diagonal lines that the rocks/basic shape conform to

Tree
Stump















HOT TIP #4

点子4





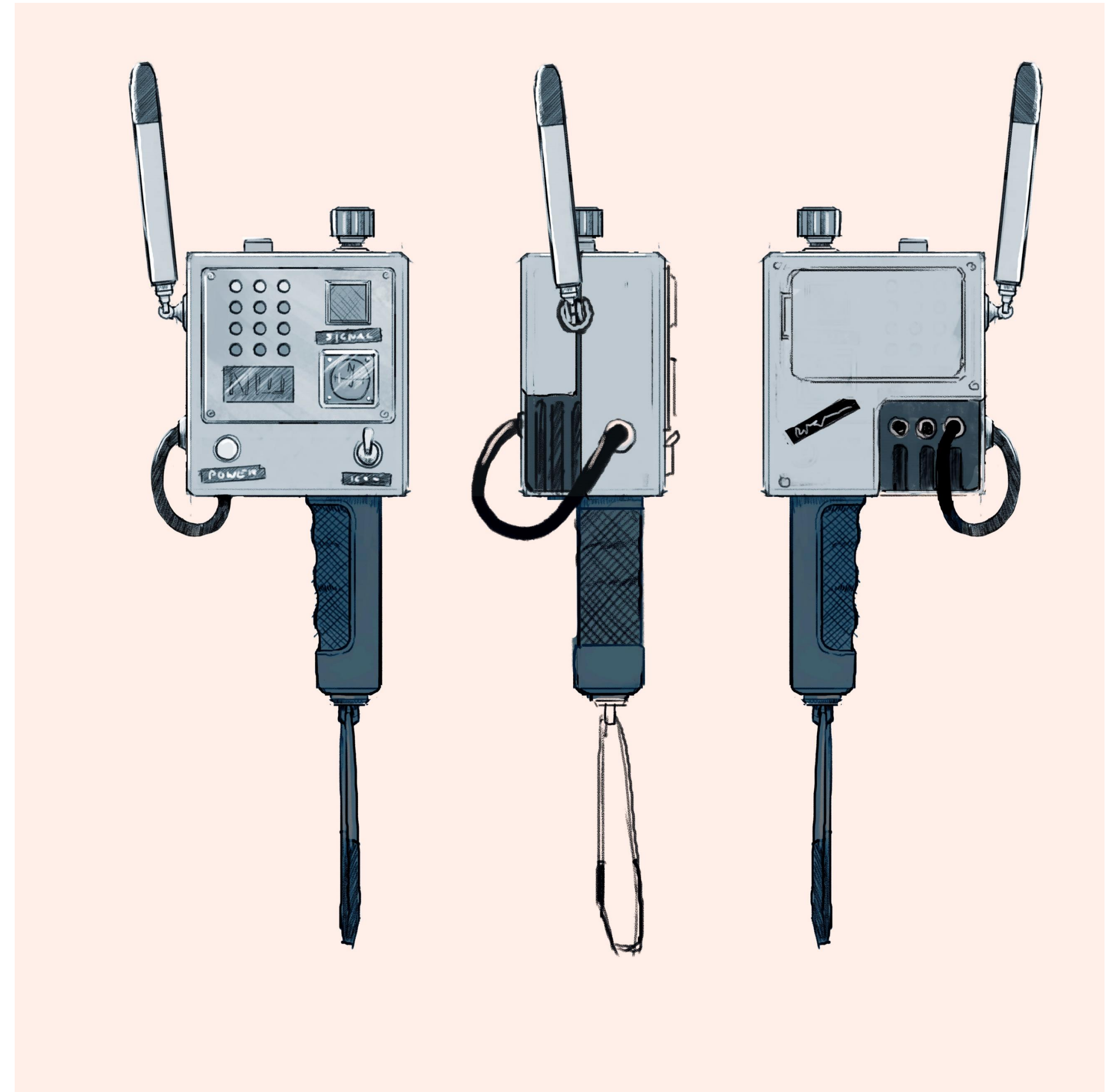
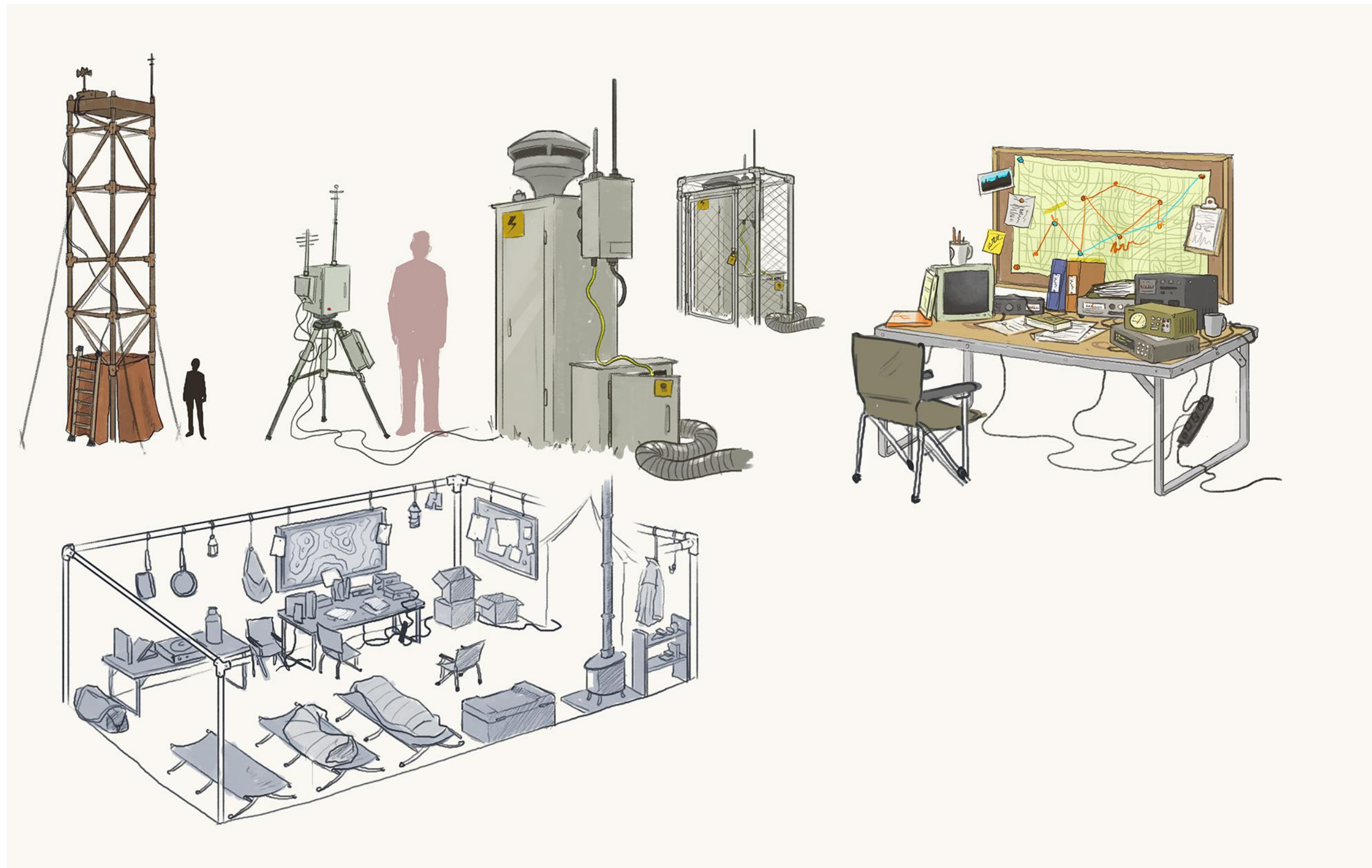
NARRATIVE DETAILS

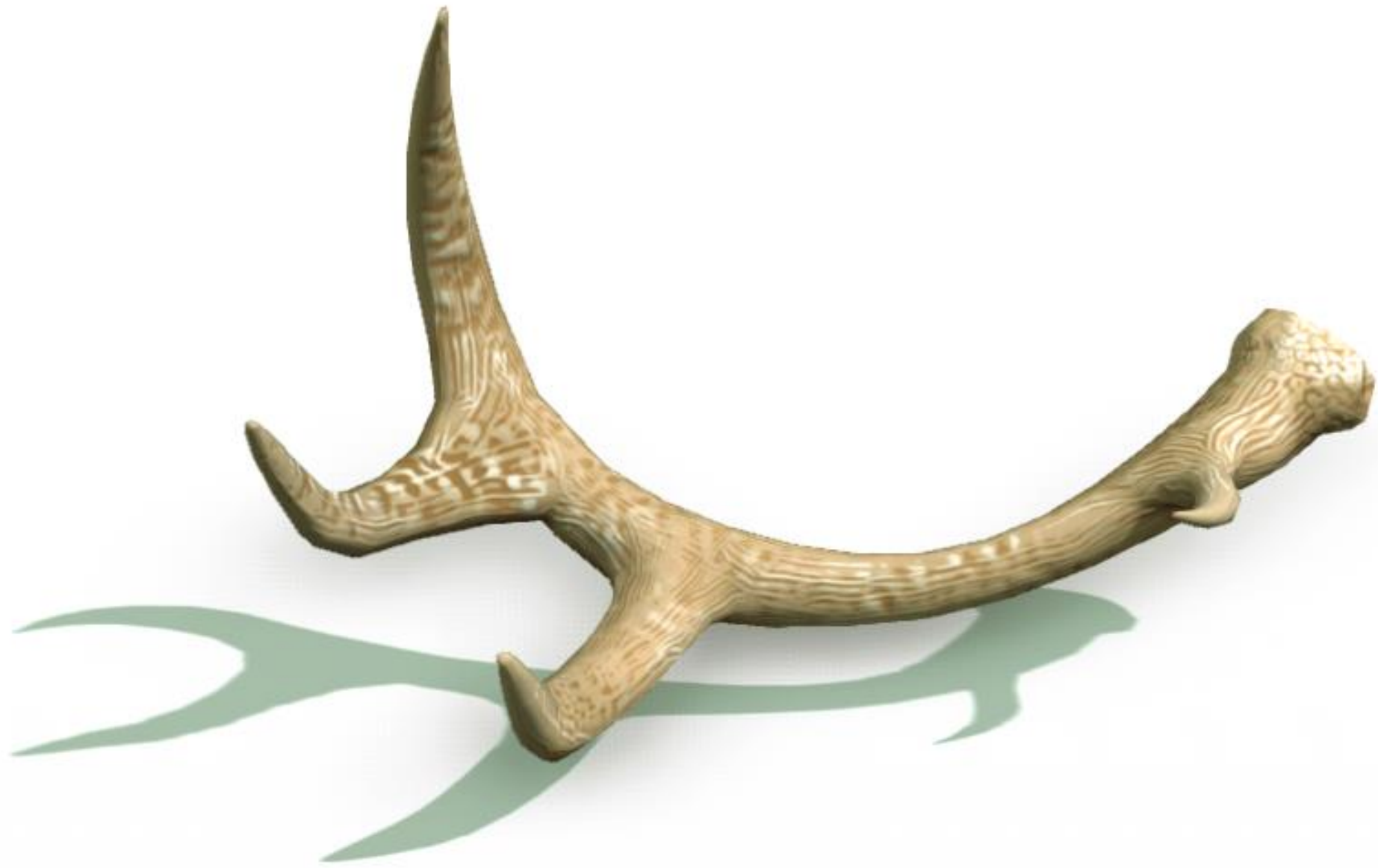


RIGHTSTICK to rotate objects

TRIANGLE Keep Whiskey













HOT TIP #5

点子5





接受你的不足！发挥你长处！



**是否有疑问？
请提问！**

<http://www.firewatchgame.com/>

Our development blog:

<http://blog.camposanto.com/>

@thatjaneng

jane@camposanto.com