



# Storytelling is a Team Sport

**Rayna Anderson**

Senior Narrative Designer @ Eidos Montreal

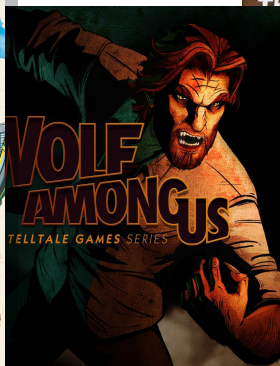
**Ryan Benno**

Environment Artist @ Insomniac Games



# Ryan!

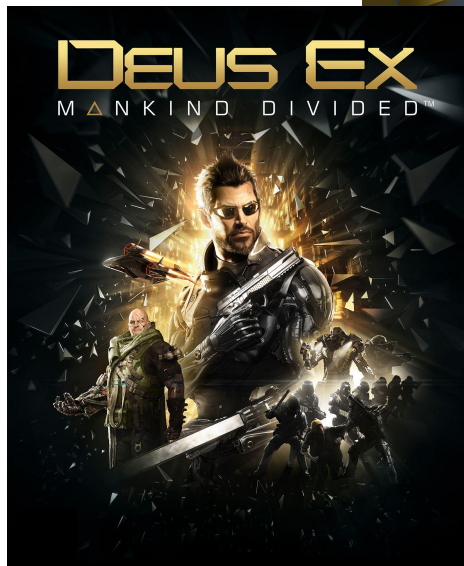
@BryanRenno





# Rayna!

@And\_Rayna





# Framing the problem

- Our artform influences the way we approach problems
- Each artform has its own language
- We are all artists







## Overview of the solution

- Create and maintain a singular, cohesive vision
- Establish pipelines allowing all departments to collaborate on the narrative
- Have an open and empowering environment for discussing story elements





# Problem 1

## Different Interpretations





## Problem 1

### Different Interpretations

#### Immediate Solutions:

- Check writing for clarity



“Non-native speakers generally use more limited vocabulary and simpler expressions, without flowery language or slang.

Because of that, they understand one another at face value.”

*Jennifer Jenkins, professor of global Englishes  
at the UK's University of Southampton*



## Hemingway Editor

### Readability

Grade 6

Good

Words: 133

Show More ▼

2 adverbs, meeting the goal of 2 or fewer.

1 use of passive voice, meeting the goal of 2 or fewer.

1 phrase has a simpler alternative.

1 of 11 sentences is hard to read.

1 of 11 sentences is very hard to read.

## Hemingway App makes your writing bold and clear.

The app highlights lengthy, complex sentences and common errors; if you see a yellow sentence, shorten or split it. If you see a red highlight, your sentence is so dense and complicated that your readers will get lost trying to follow its meandering, splitting logic — try editing this sentence to remove the red.

You can utilize a shorter word in place of a purple one. Mouse over them for hints.

Adverbs and weakening phrases are helpfully shown in blue. Get rid of them and pick words with force, perhaps.

Phrases in green have been marked to show passive voice.

You can format your text with the toolbar.

Paste in something you're working on and edit away. Or, click the Write button and compose something new.



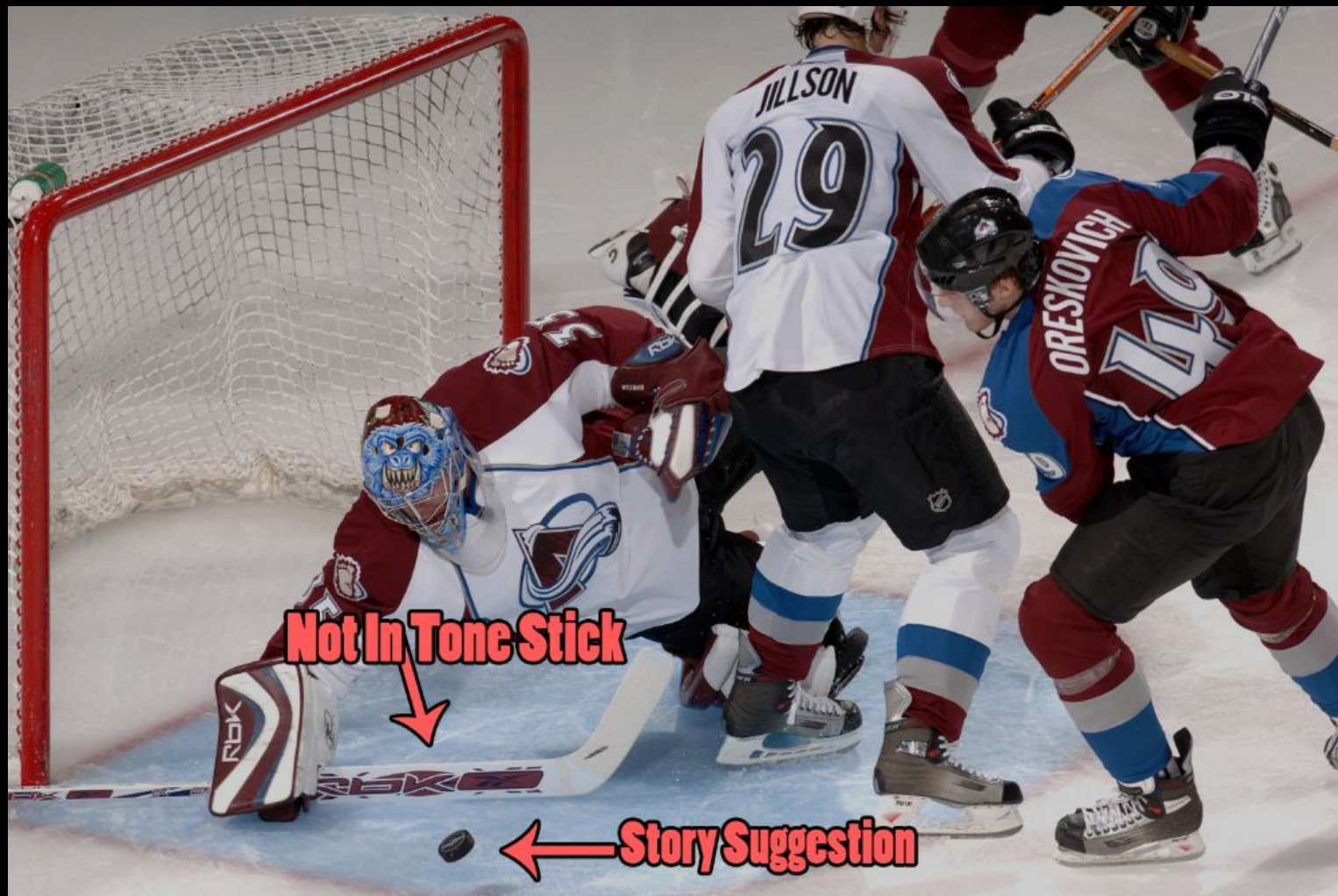
## Problem 1

### Different Interpretations

#### Immediate Solutions:

- Check writing for clarity
- Have gatekeepers







## Problem 1

### Different Interpretations

#### Prevention:

- Have a vision holder

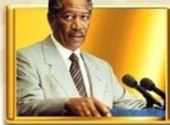




# CHAIN OF COMMAND



**GOD**  
(BRUCE ALMIGHTY)



**U.S. PRESIDENT**  
(DEEP IMPACT)



**SOUTH AFRICAN PRESIDENT**  
(INVICTUS)



**COLONEL**  
(DREAMCATCHER)



**BRIGADIER GENERAL**  
(OUTBREAK)



**CIA DIRECTOR**  
(THE SUM OF ALL FEARS)



**SERGEANT MAJOR**  
(GLORY)



**JUDGE**  
(THE BONFIRE OF THE VANITIES)



**POLICE DETECTIVE**  
(SE7EN)



**ROBIN HOOD'S SIDEKICK**  
(RH: PRINCE OF THIEVES)



**PIMP**  
(STREET SMART)



**HIGH SCHOOL PRINCIPAL**  
(LEAN ON ME)

# CHAIN OF COMMAND



# CHAIN OF COMMAND



**VISION HOLDER**

GOD  
(BRUCE ALMIGHTY)



**GATEKEEPER**

U.S. PRESIDENT  
(DEEP IMPACT)



**GATEKEEPER**

SOUTH AFRICAN  
PRESIDENT

**THE REST OF THE TEAM**



COLONEL  
(DREAMCATCHER)



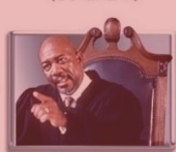
BRIGADIER  
GENERAL  
(OUTBREAK)



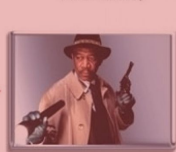
CIA DIRECTOR  
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SERGEANT MAJOR  
(GLORY)



JUDGE  
(THE BONFIRE OF  
THE VANITIES)



POLICE DETECTIVE  
(SE7EN)



ROBIN HOOD'S  
SIDEKICK  
(RH: PRINCE OF  
THIEVES)



PIMP  
(STREET SMART)



HIGH SCHOOL  
PRINCIPAL  
(LEAN ON ME)









## Problem 1

### Different Interpretations

#### Prevention:

- Have a vision holder
- Make documentation accessible



Nunc semper felis sem, sed tincidunt enim finibus quis. Quisque sollicitudin ultricies neque, sagittis tempor  
metus vestibulum a. Vestibulum sodales nulla a malesuada congue. Praesent laoreet dui non fringilla mollis  
Vivamus eu mi viverra ligula placerat euismod in et neque. Ut tempus nunc sed luctus cursus. Vestibulum ante  
ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Morbi vehicula porttitor felis vel ultrices  
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scelerisque justo. Aliquam erat volutpat. Donec ornare lacus in imperdiet maximus.

Donec consequat eros elit, id viverra felis interdum at. Sed orci turpis, scelerisque sit amet nunc sit amet  
pulvinar placerat ligula. Morbi id dapibus dui. Nulla fringilla eleifend enim. Maecenas luctus tellus non tellus  
pharetra pretium. Cras suscipit vehicula odio, quis pharetra arcu auctor non. Fusce a erat at nibh tristique  
rhoncus. Etiam tempor leo et risus dictum dictum. Orci varius natoque penatibus et magnis dis parturient montes  
nascetur ridiculus mus. Quisque iaculis accumsan semper. Ut pretium dui quam, ut finibus magna luctus sit amet  
Ut commodo facilisis felis at congue.

Phasellus viverra eu tortor sed porta. Integer sit amet consectetur neque. Curabitur luctus nibh sit amet augue  
ultricies semper. Vestibulum ante ipsum primis in faucibus orci luctus et ultrices posuere cubilia Curae; Nunc  
acinia, lectus at euismod faucibus, risus leo congue nibh, lobortis consectetur justo mi vel massa. Morbi tempus  
fermentum ultrices. Vestibulum at euismod eros, quis ornare eros. Maecenas interdum enim eget mauris  
vulputate gravida. Quisque fringilla, ante in malesuada imperdiet, erat nisl tristique velit, elementum viverra ex  
purus non leo. Nunc semper dolor et sapien maximus hendrerit. Maecenas id eleifend lectus. Phasellus auctor

## Prague City Streets – VISIT 1 (D)



## The Goals

- Jensen, a "stranger in a strange land" — part I:
  - Jensen is augmented in a city where they subjected to discrimination like any other
    - People looking at him when he
    - Police telling you that you should get a ticket for Golem city where you
- Establish the vote camps ("YES" to more res
- Establish the vote camps ("YES" to more res camps should be reflected).
- Establish Brown and his mega-corporation
- Make the player feel he's really in Europe
  - Make the player feel like he does
  - Make the player feel like he does freak that should be in Golem
- Establish the various gangs/factions
- Establish the paranoia resulting from (a few months).
  - Show that ARC & Golem have prejudice.

**OLD DISTRICT**

The old district is the most cultural & shopping oriented district. The light district is located. However, it is closed during the day.

The old district has a higher concentration of tourists and...

The old district has a higher concentration of tourists and tourists and their money away. Police will be more tolerant.

NPCs

- Tourists with camera or back pack
- Prague citizens
- Police
- Shop owners
- Few hobos

In the list above, very few are augmented.

## Occupations/SE

- Some people taking pictures
- Some sightseeing.
- People shopping & window shopping
- Some on the terraces having a drink o
- Activist enticing people to sign petitio
- patrolling police
- Some beggars asking for spare chan
- When we are near the train track, v
- Etc.

Level Art

- Bars should be closed since it's d
- Pubs & cafes that we can visit n
  - player can buy (i.e. drinks)
  - They should also have
- now, every place is ve
- Easter egg – would be nice to
- We should see more installa
- The Pills installation art should fo
- too clean, it is

## The Setting

**Scene Setting**

"Laws are chains to the many, and whips to the few,"

heavy rain. A city under curfew. Empty streets. A man ventures into streets that are once the domain of the dissident.

Indeed, the heat is on in Golem. After learning that the police are patrolling the streets, the message is clear: stay inside! The message is clear: stay inside!

Basically, Prague streets become an enormous kind of night where it is better to stay at home and do they?

## Show Don't Tell

**How Don't Tell**  
It's night and pouring, and if it wasn't for the general feel for all of the city's

**NPCs**

- Jensen
- Dvali gang:
  - Otar (conditional briefer in the city)
- Vega
- Chikane
- Jim
- Police:
  - Drones.
  - Basic version.
  - Ogres.
  - Choppers.
- Citizens:
  - Few lost souls on the streets
  - The type of people
    - Since it's rare



## Problem 1

### Different Interpretations

#### Prevention:

- Have a vision holder
- Make documentation accessible
- Host kickoff meetings





ESPN

DET  
IND

0  
0

3rd & 4

IND 33

1st  
4:27

:29



SPLIT SPREAD

FLIP

Smith 42

James 32

Wayne 87



PA Y Wheel



Weak Outside Zone



RO X Post-Corner



# Problem 2

## When Arts Collide





## Problem 2

# When Arts Collide

### Immediate Solutions:

- Ask lots of questions



ORIGINAL



PS4





## Problem 2

# When Arts Collide

### Immediate Solutions:

- Ask lots of questions
- Get to the core value of the content









## Problem 2

# When Arts Collide

### Prevention:

- Find some common ground





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# Marey : l'Art et la Science du mouvement

Thematics

Santé

Sciences humaines et sociales

Création, art



## À propos du cours

L'objectif du MOOC est de vous faire découvrir l'œuvre d'Étienne Marey, inventeur de la méthode chronophotographique au XIX<sup>ème</sup> siècle. Marey montre les premières images d'événements de la vie humaine et des animaux.

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of design. Together they do, and how c

Each week, a short the opportunity to

This is an essential more about visual

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Created by: Ca



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## The Architectural Imagination

Learn fundamental principles of architecture — as an academic subject or a professional career — from a study of history's important buildings.



HARVARD UNIVERSITY

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0 Reviews 0/5 ★★★★★

Architecture engages a culture's deepest social values and expresses them in material, aesthetic form. In this course, you will learn how to "read" architecture as a cultural expression as well as a technical achievement. Vivid analyses of exemplary buildings from a wide range of historical contexts, coupled with hands-on exercises in drawing

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- Pertinent content for academic study or a professional career as an architect

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Simple And Powerful Animation Compression



12/15/2016 8:22 PM | [Comments \(0\)](#) | [Stream](#) |

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Matériel relié à la présentation - Linked Presentation Materials:

- [GDC17\\_animation\\_compression3.pptx](#)

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**Improving geometry culling in Deus Ex: Mankind Divided**



Square U spécial GDC 2016 - Amélioration du rendu sélectif de géométrie dans Deus Ex: Mankind Divided / Improving geometry culling in Deus Ex: Mankind Divided - Nicolas Trudel

Category: | [Comments \(0\)](#) | [Stream](#) |

**G2 Scripting par Jean-François Kenney (French)**



Formation : Scripting dans G2 Par Jean-François Kenney G2 Scripting training by Jean-François Kenney in French

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**Resource Server - Olivier Pomerleau**



Matériel relié à la présentation - Linked Presentation Materials:

- [Resource Server - Olivier Pomerleau - 28 November 2013.pptx](#)

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## Problem 2

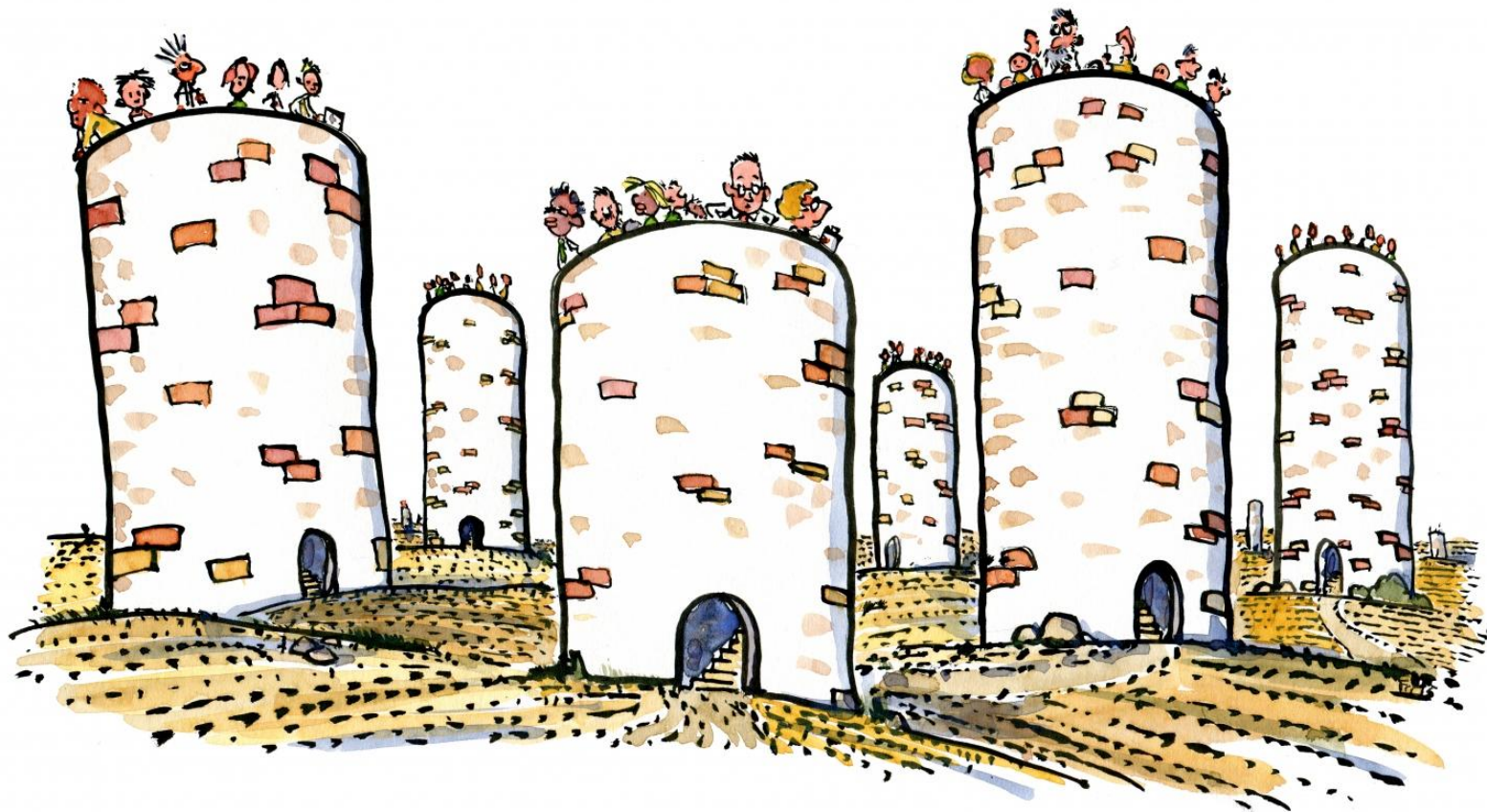
# When Arts Collide

### Prevention:

- Take a class
- Know your tools









SILENCER

Silencer 1



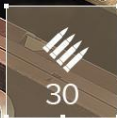
LASER SIGHT

Laser 1



SCOPE

Scope 1



AMMO TYPE

Combat Rifle Ammo

30



FIRING PATTERN

.FULL\_AUTO





# Problem 3

## I Am My Ideas







## Problem 3

### I Am My Ideas

#### Immediate Solutions:

- Present problems to the team



WE WELCOME  
YOUR PROBLEMS  
WITH

ENTHUSIASM







## Problem 3

### I Am My Ideas

#### Immediate Solutions:

- Present problems to the team
- Give reasons







## Problem 3

# I Am My Ideas

### Prevention:

- Build stronger bonds with co-workers







“As the men became more open with their feelings, other communication was starting to flow more freely. “Part of safety in an environment like that is being able to admit mistakes and being open to learning.”

That helped contribute to an 84% decline in Shell's accident rate companywide. “In that same period, the company's level of productivity in terms of numbers of barrels and efficiency and reliability exceeded the industry's previous benchmark.””

*Robin Ely, Harvard business school professor*





## Key Takeaways

- Communicate your vision clearly with the team
- Encourage and empower your teammates to use their discipline to enhance your narrative
- Be open and honest when solving issues with your team











## References and Resources

- Hemingway app - <http://www.hemingwayapp.com/desktop.html>
- Native English speakers are the world's worst communicators - <http://www.bbc.com/capital/story/20161028-native-english-speakers-are-the-worlds-worst-communicators>
- How Learning To Be Vulnerable Can Make Life Safer - <http://www.npr.org/sections/health-shots/2016/06/17/482203447/invisibilia-how-learning-to-be-vulnerable-can-make-life-safer>
- Positive Affect and the Complex Dynamics of Human Flourishing - <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3126111/>





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Eidos Montreal

[@And\\_Rayna](#)

# Thank you!



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