



Resurrecting Dan: The Art of MediEvil PS4

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GAME DEVELOPERS CONFERENCE
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MEDIEvil

Resurrecting Dan: The Art of MediEvil PS4

OTHER
OCEAN
EMERYVILLE



SECRET 6



MediEvil (2019)

Medieval was originally a beloved classic from the PlayStation 1 era from 1998.

The teams at Other Ocean Emeryville and S6, partnered with Sony rebuilt the game from the ground up in the Unreal Engine while still obtaining the feel of the original.

MediEvil for PS4 is by-design authentic to the PS1 Classic, with updated graphics and gameplay to capture both the nostalgic crowd and those brand new to the franchise.



Who we are...

OTHER
OCEAN
EMERYVILLE



SECRET 6

Team Structure



Publishing

Original IP
Free-to-play on Mobile

Development

85+ staff across 3 Studios
8 Year Track Record
High Profile Clients and Games
Small to Mid-Sized Projects
Cross-platform Technology

Quality Assurance

Mobile
Social
Console

Live Teams

Post launch development
Community management
Customer Service

Team Structure



Secret 6 is a veteran game development studio based in **San Francisco, Madrid, and Manila**. The studio specializes in **3D art for AAA titles, 2D art, and full game production** across all platforms.



Secret 6 LLC
San Francisco, USA

Secret 6 Madrid SL
Madrid, Spain

The Studio of Secret6, Inc.
Aphondo, Inc.
Manila, Philippines

198 artists and game developers

The combined, engaged, and skilled workforce of Madrid and Manila.

International Effort! One Team.



Emeryville, CA USA



Manila, Phillipines



Madrid, Spain

Work Flow





Figuring out a style...



CHARACTER CONCEPT: [ZOMBIE 02]
DATE: [01/25/2018]

CONCEPT SUBMISSION
STATUS: [WIP - VARIATIONS]



DESIGN REFERENCE / BASE





Thumbnail 1
Glibette



BASE ANATOMY

- TO ADD
- * ROT / DECAY VARIANTS
 - * DETACHED HEAD

CLOTHING STUDIES



LEATHER MASK



dropped head



NAILS / NEEDLES



PICK SACK





DESIGN REFERENCE / BASE

color swatch



CONCEPT SUBMISSION
STATUS: [FOR APPROVAL]



Headless Zombie Final Game Res



Headless Zombie Final Game Res



Previewing Animation Headless_Zombie_Run
LOD: 0
Current Screen Size: 1.811564
Triangles: 14530
Vertices: 10451
UV Channels: 1
Approx Size: 510x324x389
Framerate: 24





CONCEPT SUBMISSION
STATUS: [EXPLORATION SKETCHES]





PS1 / DESIGN REFERENCE



FINAL CONCEPT

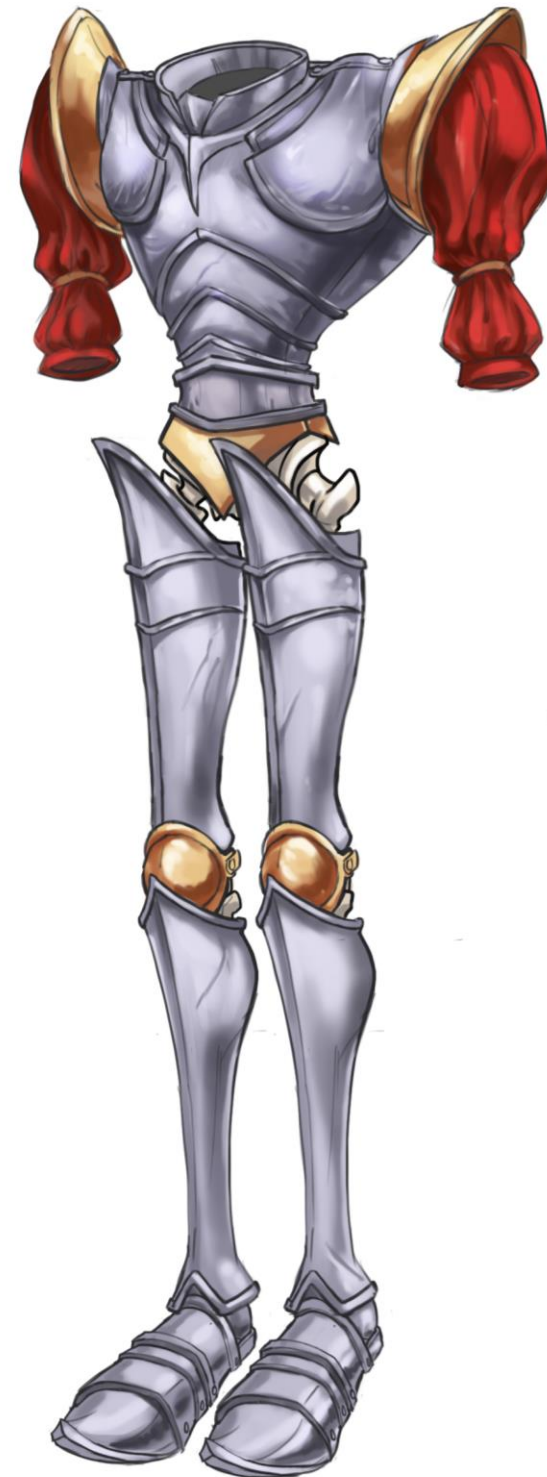
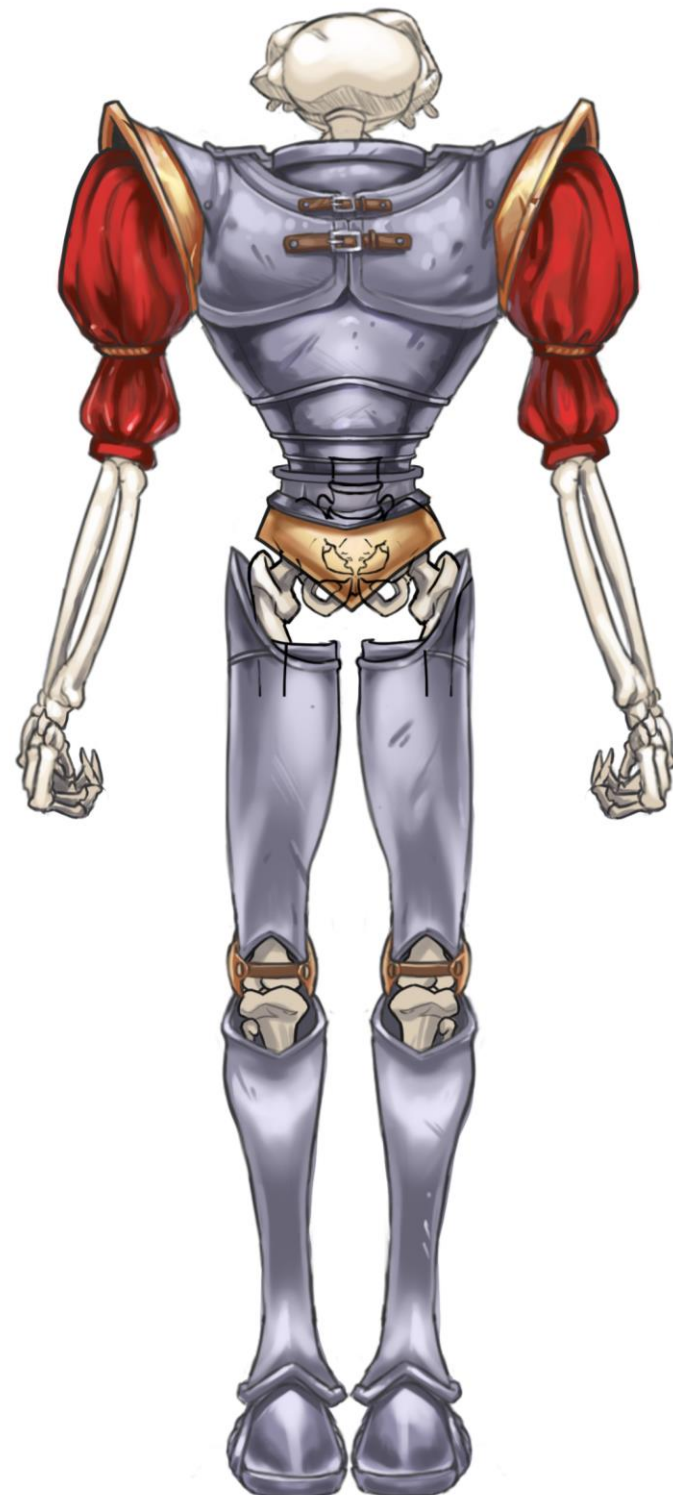
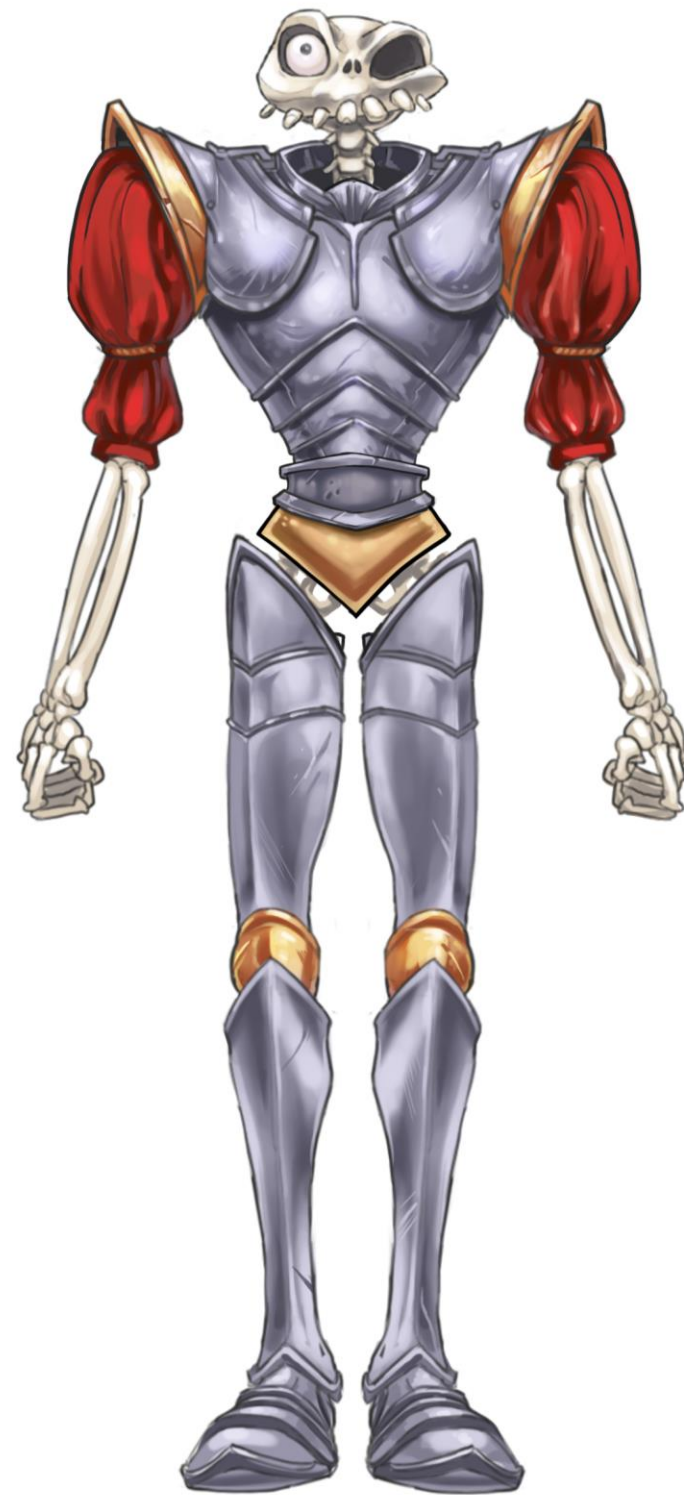
Back to Basics

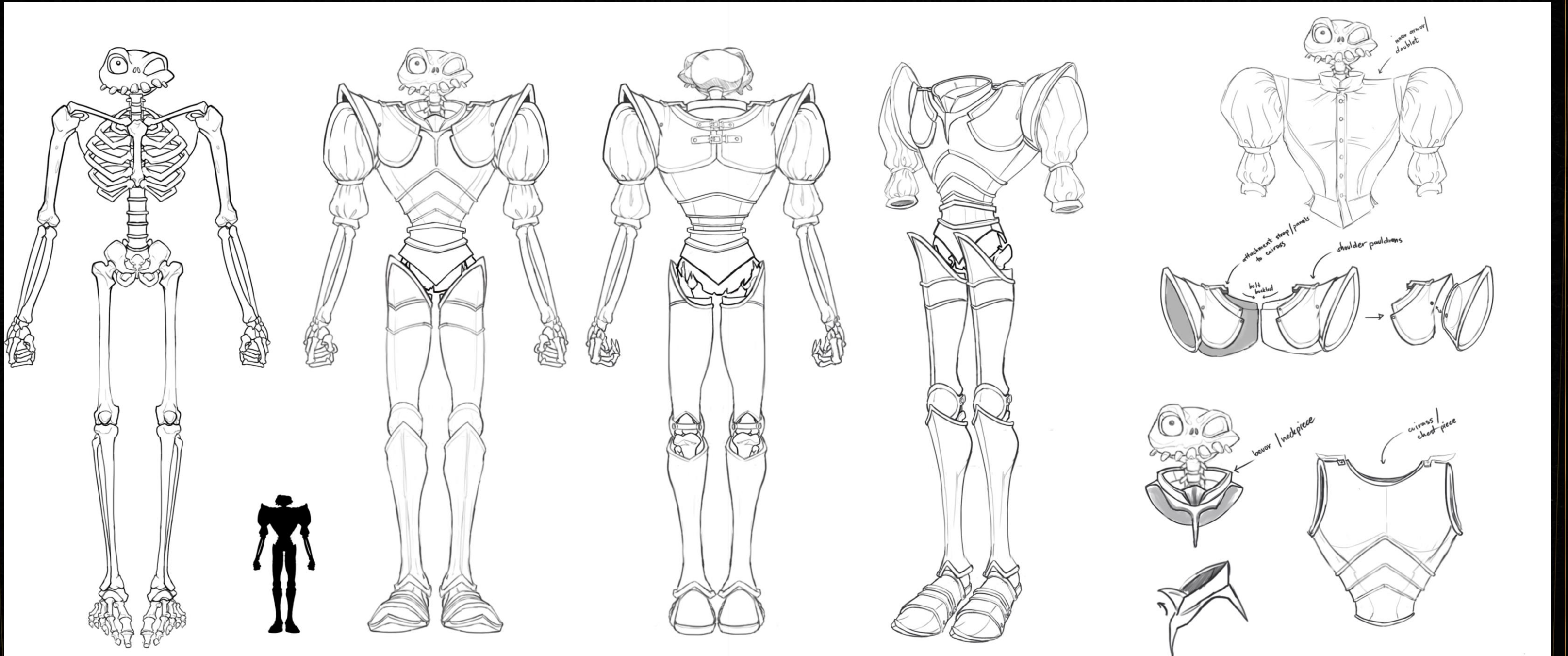
- Circled back to the Playstation One version after initial prototypes.
- Goal – Make a true remaster.
- Evaluate the Playstation One again.





PS1 / DESIGN REFERENCE





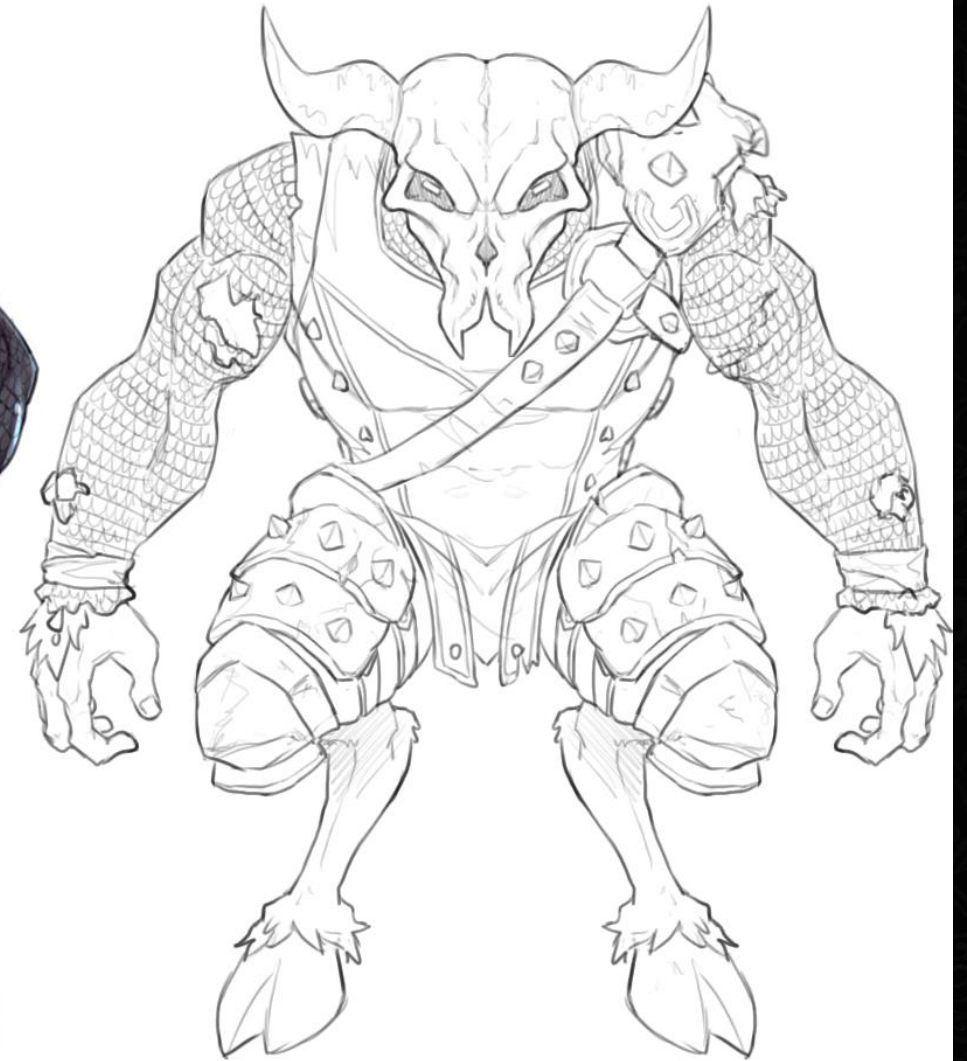




PS1 / DESIGN REFERENCE



PS1 / DESIGN REFERENCE





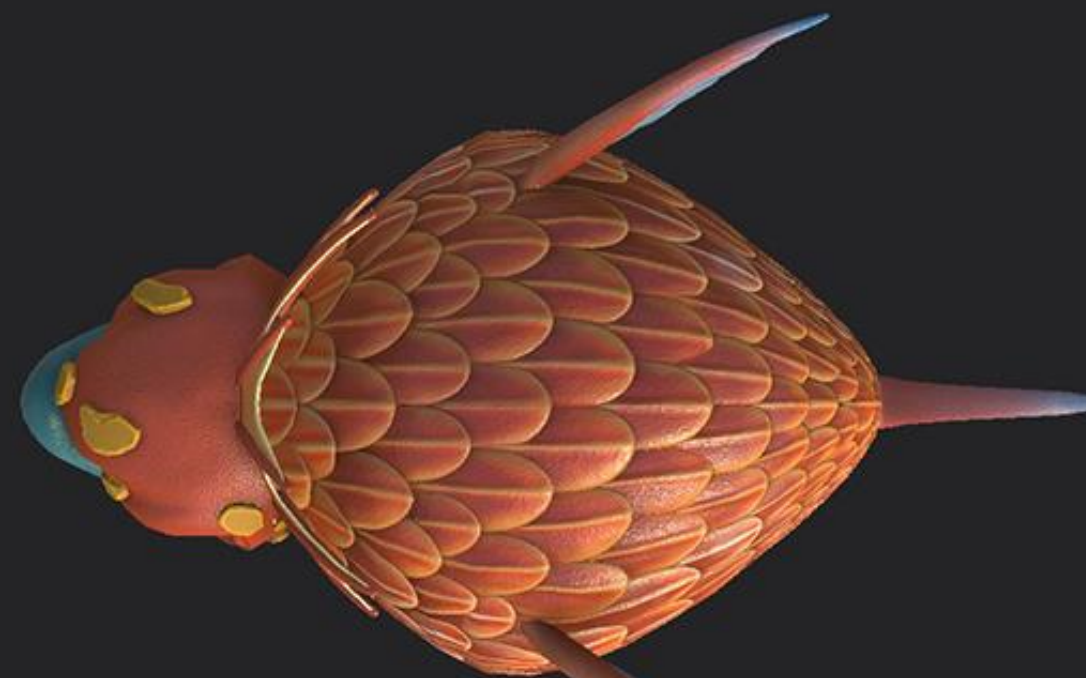
PS1 / DESIGN REFERENCE



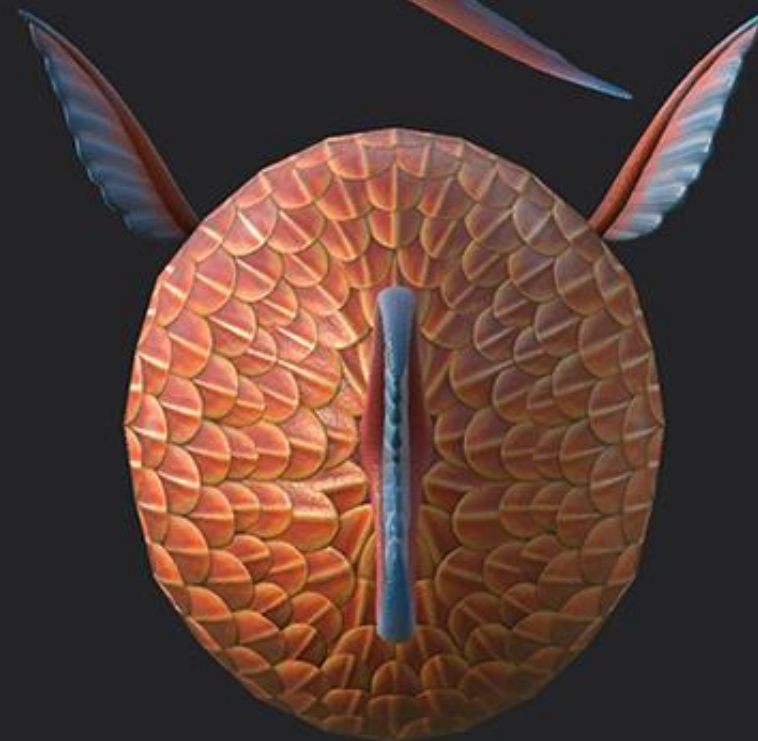


PS1 / DESIGN REFERENCE

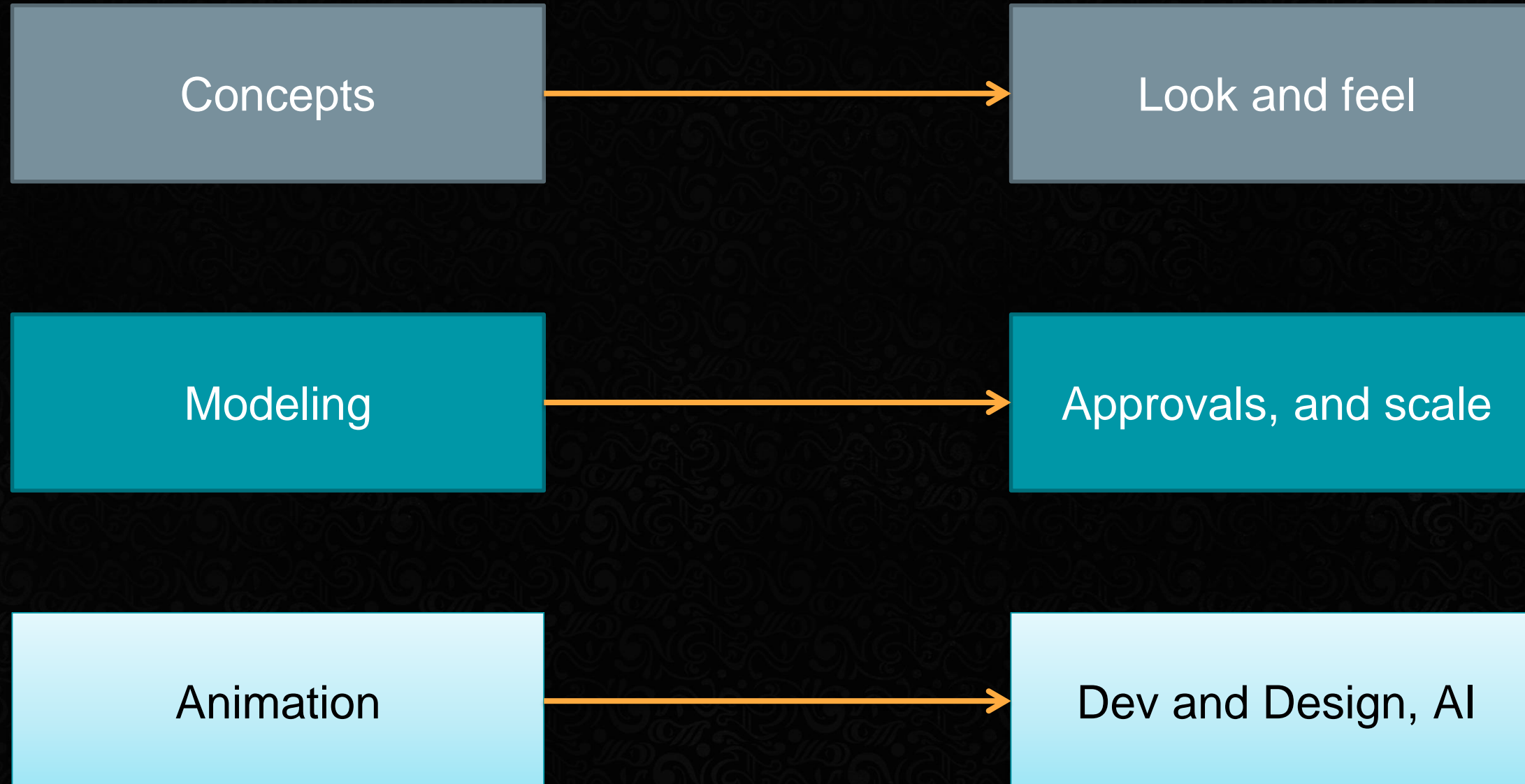




PS1 / DESIGN REFERENCE



Team coordination



Character Model Room





MediEvil Game Preview Standalone (64-bit/PCD3D_SM5)



REFLECTION CAPTURES NEED TO BE REBUILT (2 unbuilt)



50



Mannequin Room

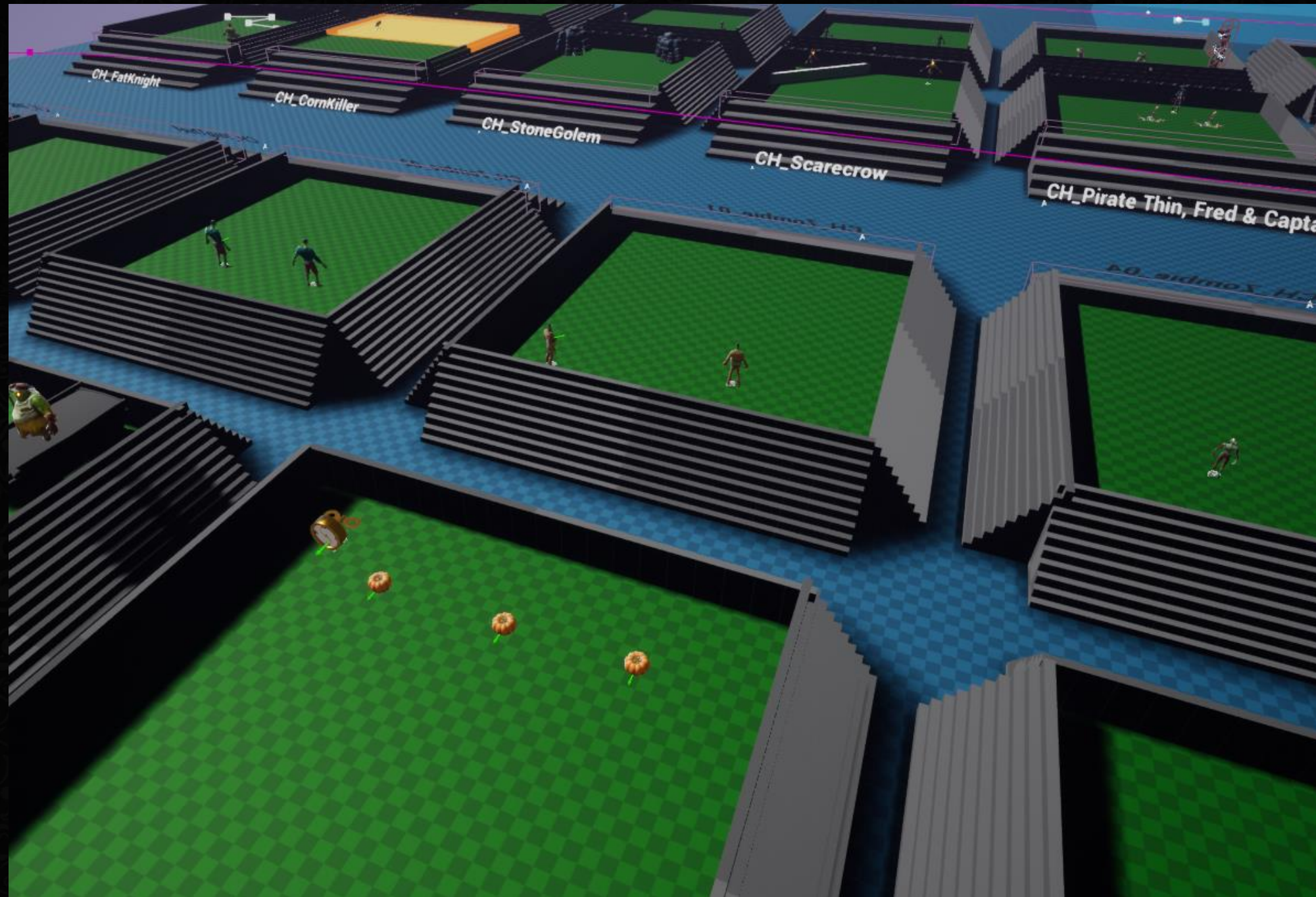


Animation Room





AI Room



AI Room

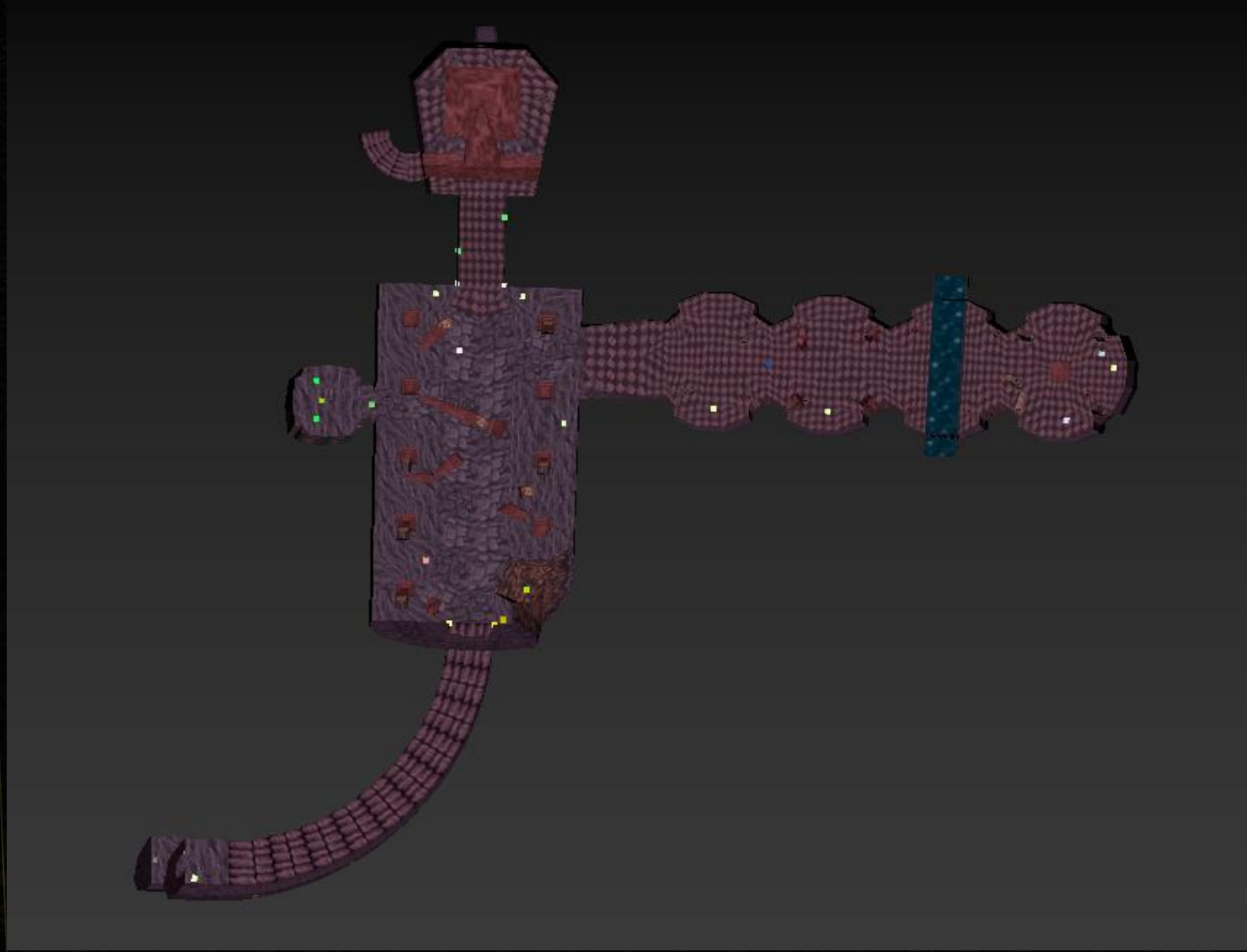


Environments

- Relied heavily on Playstation One for starting points
- Imported PS assets into the game for reference
- Postcards for every key moment in the level
- Concepted every asset/prop in the game
- Replaced the PS assets with rebuilt assets.



PSX References – Dan's Crypt









Pulling it all together

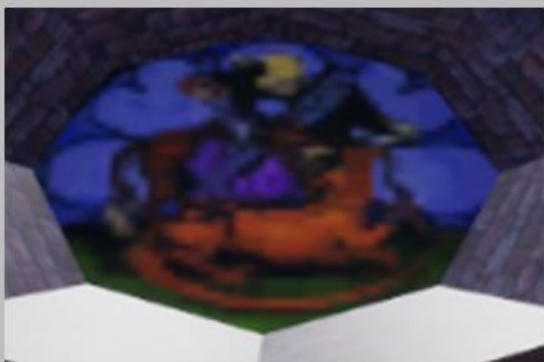




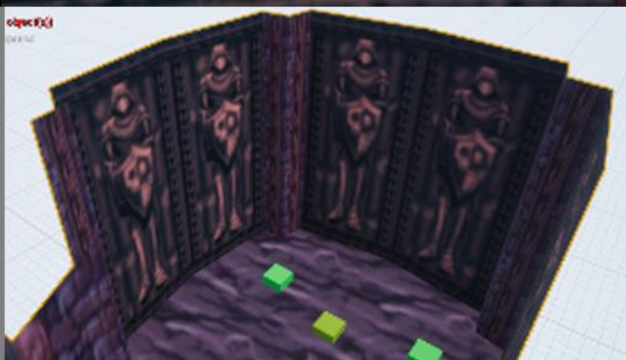
Pulling it all together







CONCEPT SUBMISSION



PS1 / DESIGN REFERENCE







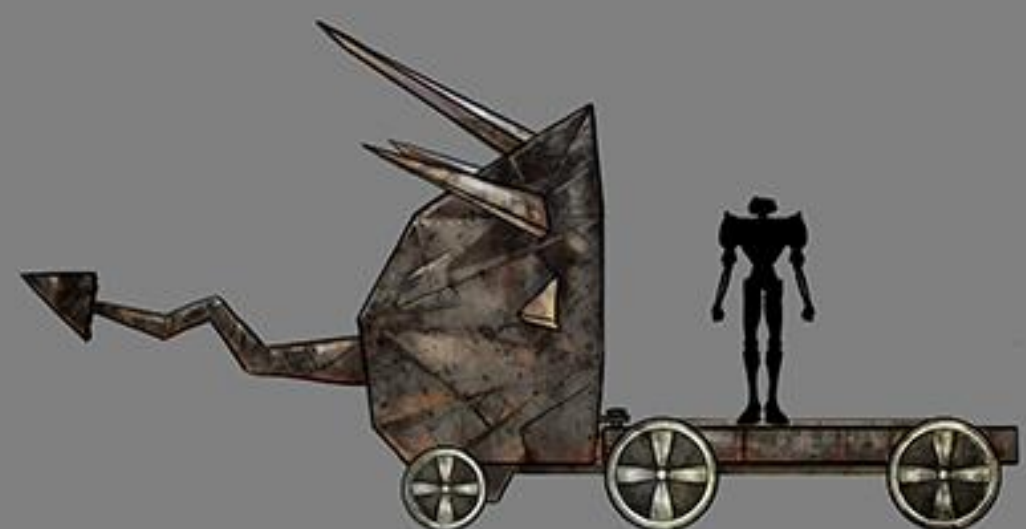
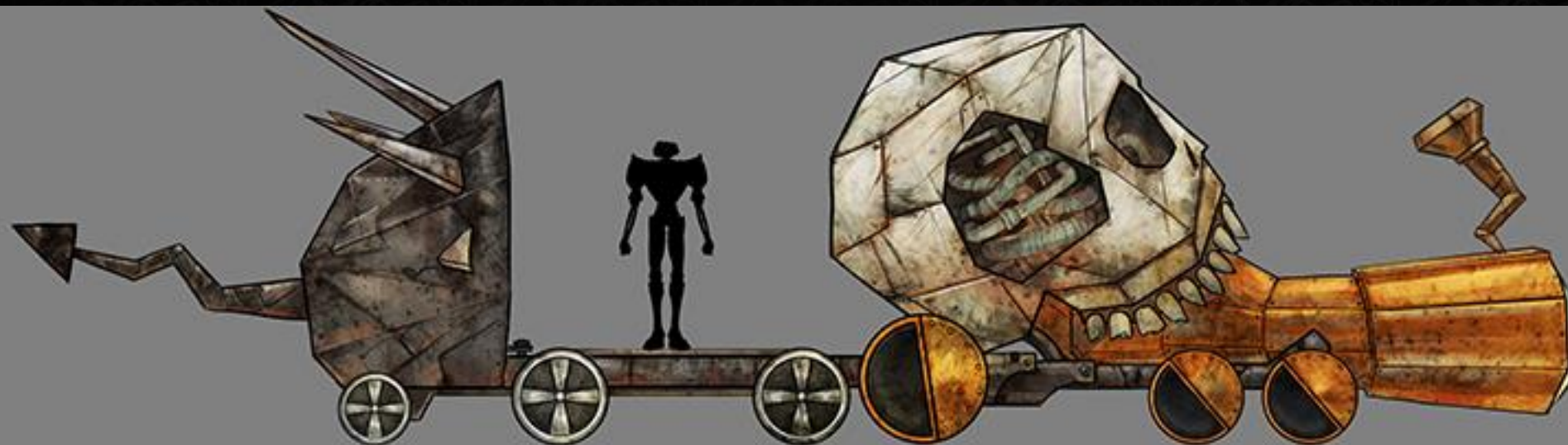


PS1 / DESIGN REFERENCE





PS1 / DESIGN REFERENCE











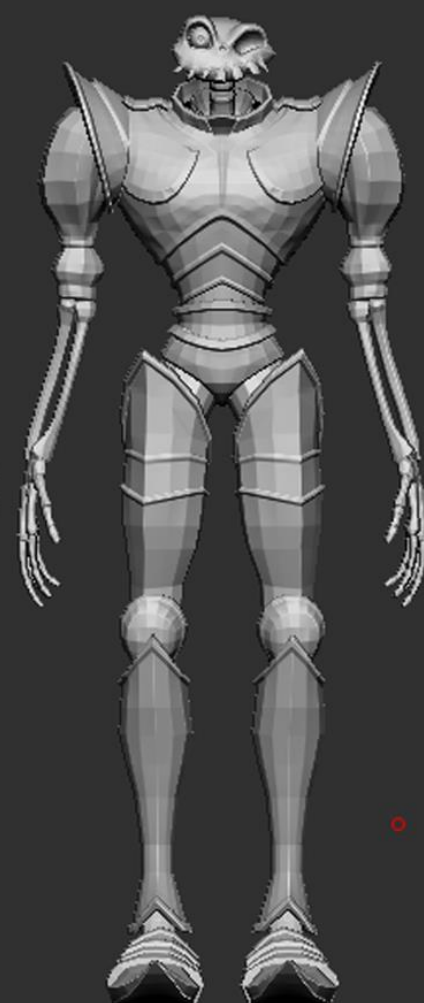
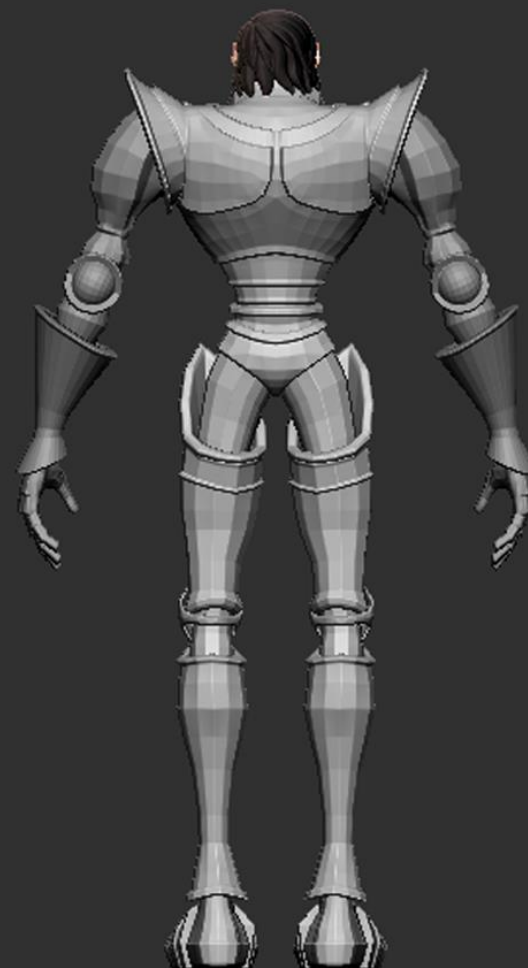
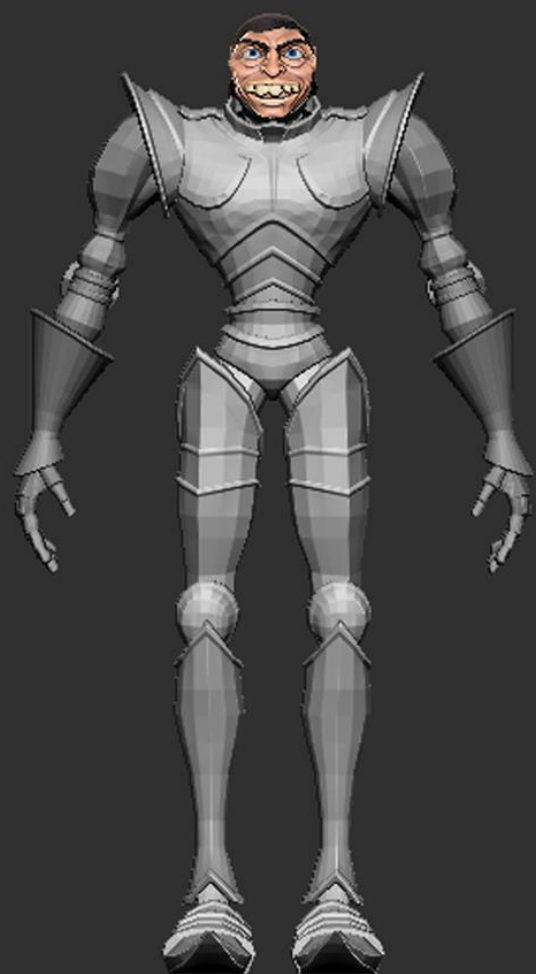




Dan is alive!







Emily Chen - It was a pleasure to throw Mochi my cat in there as a cameo in the Asylum Grounds



Jemuel T. Bernaldez - Working on Character Textures with the team was great.

Joel Codorniz - I enjoyed making remaster of MediEvil, because of nostalgia brings to the gamers.

Thank you!
Stay Safe!

