



# Lost in Random™



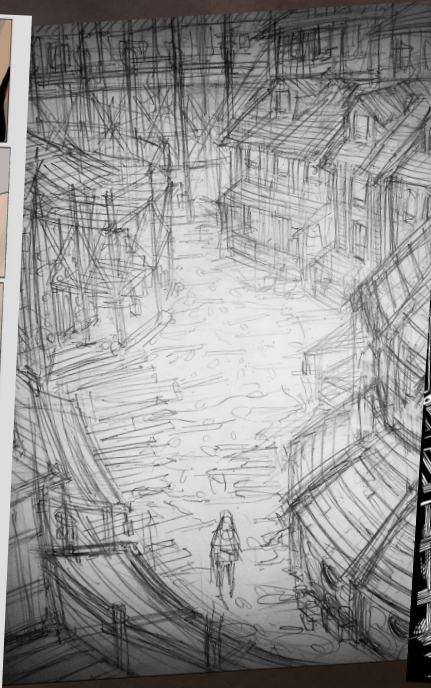
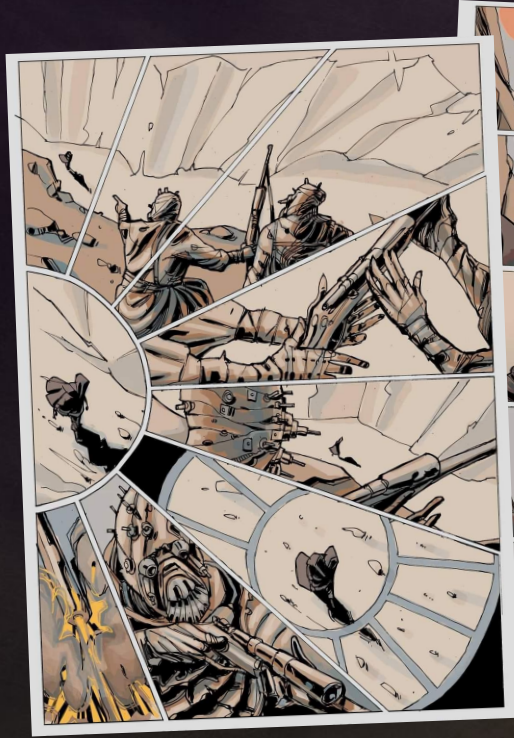
# The Art and Worldbuilding of Lost in Random

- ◆ A Blank Canvas
  - ◇ Coming up with the world
  - ◇ Creating a pitch
- ◆ The World of Random
  - ◇ Process from story to final art
- ◆ The Characters of Random
  - ◇ Process from story to final art
- ◆ Lessons Learned
- ◆ Questions!





◆ Short introduction!



◆ Olov Redmalm

◆ Game Director

◆ Comic Artist & Writer

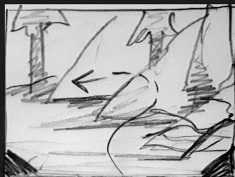




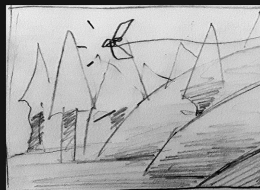




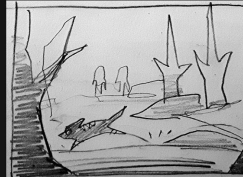
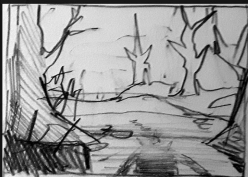
You find yourself in a forest glade. The forest is dense in all directions around you except straight forward.



You start walking. It's very foggy and trees to the sides create a pathway. The forest becomes more torn and polluted. Soot whirling in the air.



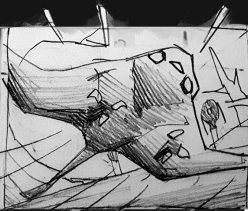
First one bird flies past you...



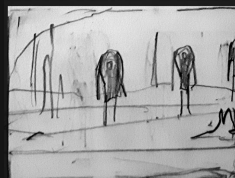
... and then a lizard runs past.



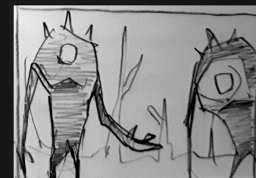
You walk some more and see silhouettes of other seekers waiting.



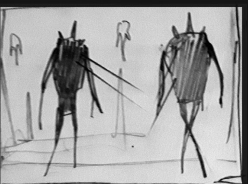
Suddenly a mania owl flies straight towards you but gain height just before it hits you.



You walk towards the seekers.



When you are 10m away they look at you...



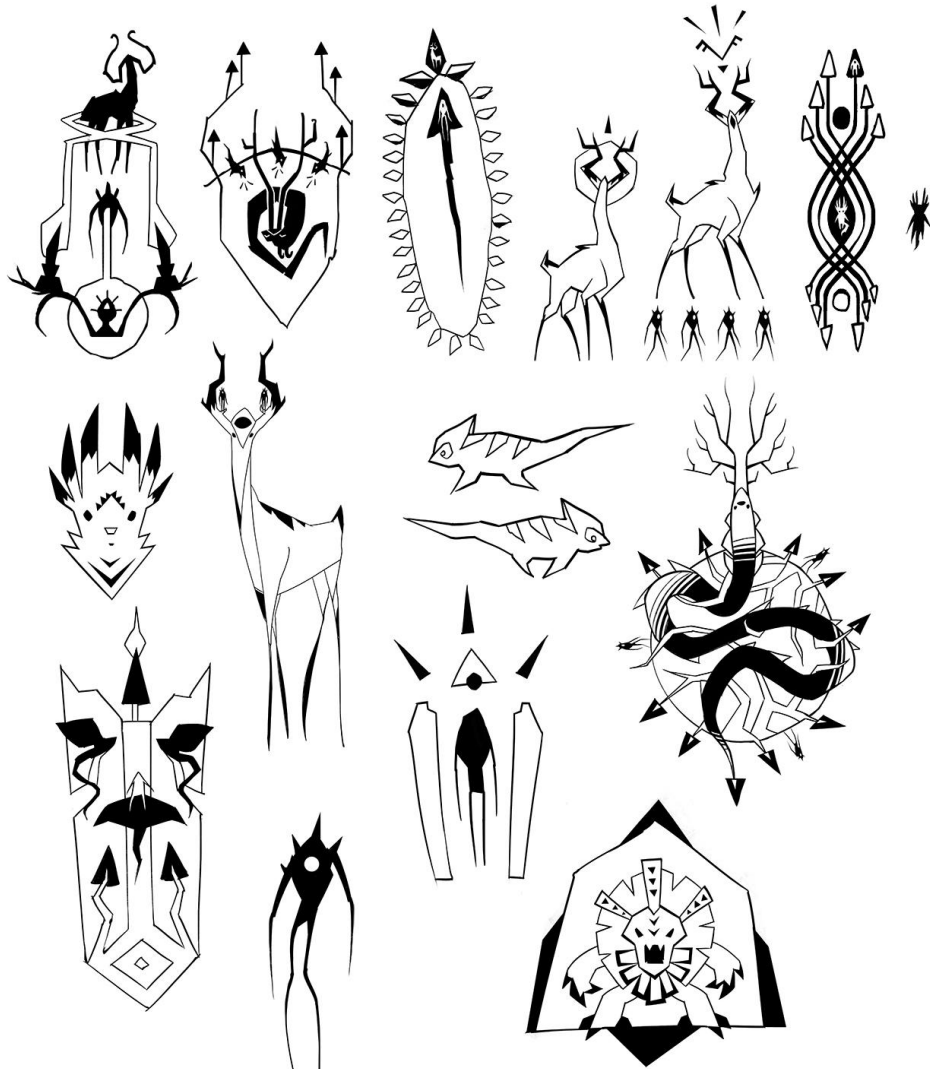
... and then turn around and start walking (in the same direction you are already in).



The fog becomes more and more dense until all is engulfed in the mist.



Fade to white. Helmet off.





# GHOST GIANT





# Lost in Random

## Official Story Trailer



Originals Zoiink!





# A Blank Canvas



◆ The first idea









# ◆ First sketches of Even & Dicey



## ◆ Themes

◆ Dark fairytale

◆ Board game world

◆ Dice!



# The Pitch



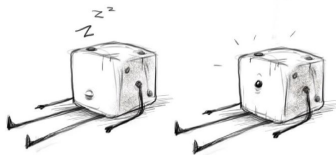
# Roll them Bones



A NEW ADVENTURE FROM

Zoink!

When she came closer, she realized it wasn't just a cube. Walking around it, she had carved out big circular chunks of stones on each side. On one, there were the middle, on another she found four of them, one in each corner. It didn't take long to figure out. This was a dice.



She reached out to sweep off some of the grains of sand that covered the surface something hoarse - rugged and cold - but instead she felt a warm, throbbing ball at first, but slowly finding a pulse that matched her own. The dice felt... far more friendly than the harsh environment surrounding them. For that sole reason, she didn't even get scared when it slowly started to move. shaking at first, then thumpingly rolling around her before climbing up her back place there.

With the dice out of her sight, she noticed something else. Among all the shadows a sharp red colour grabbed her attention. It was a thread. A single thread starting in the shallow lowering where the dice

## Dicey

The dice accompanying the player through the game isn't just a dead object. It's actually a living being with its own personality and own way to see the world. It will be your sidekick through the story, at times riding on your back, at times being used as a tool and other times yet running beside you. No one really knows where Dicey originated from, and being made of stone it can't tell you itself. Maybe it's more to it than meets the eye?



## The Storyteller

In Roll Them Bones, it's not only the people and creatures you meet that shapes the story. When entering the dream world, the player will be met by the voice of a narrator, talking about what is happening in a third person point of view. The narrator might give clues on what to come, telling the player things like "Jeane could feel the vibration of their feet against the



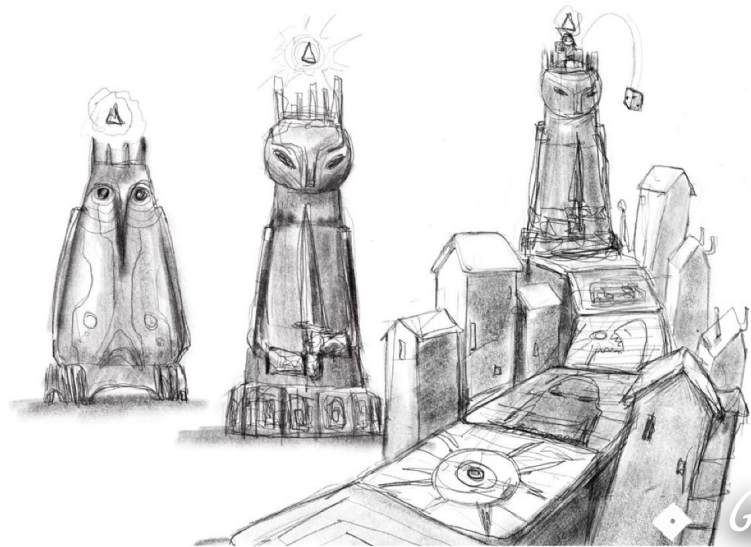
## Overview

Roll Them Bones is a full 3D adventure game borrowing inspiration from board games. In the game, you follow Jeane, who when being put into coma after a car accident ends up in an off-beat world created by her own thoughts, fears and dreams.

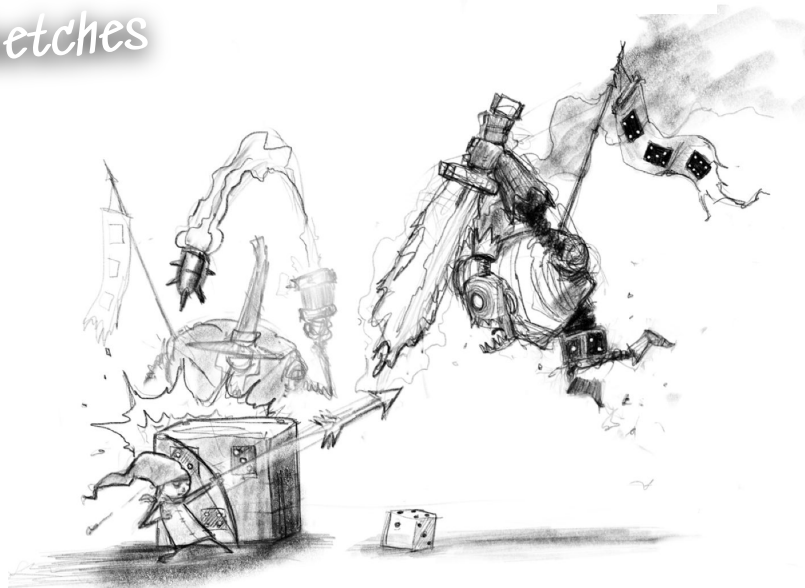
Luckily, she quickly finds an odd companion in an old stone dice suddenly coming to life. Together they start following a mysterious red thread dwindling through the world, hoping it will lead Jeane home. There are many obstacles to overcome on the way though, and Jeane must meet and defeat monsters of the past, as well as get to know the odd creatures inhabiting the world.

The dice that Jeane befriends will act both as a companion and as a gameplay mechanic. By throwing it and having it show different numbers, she will be able to activate enemies, doors and objects. By finding special playing cards across the levels, she will also be able to boost the dice to affect the outcome.





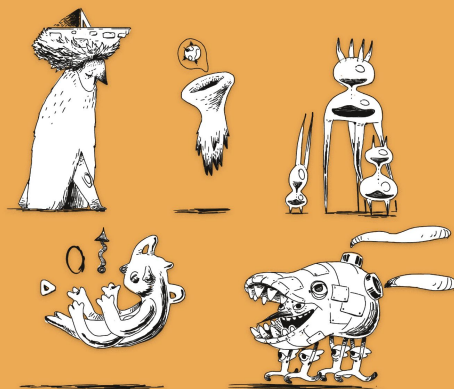
Gameplay sketches







# ◆ Victor Becker's work test



## Soluret

En ledsen varrelse som under sin livstid  
väntat ett solur från lifvisean.

Dagen påverkas beroende på vilket klockslag  
visarens skugga pekar på.



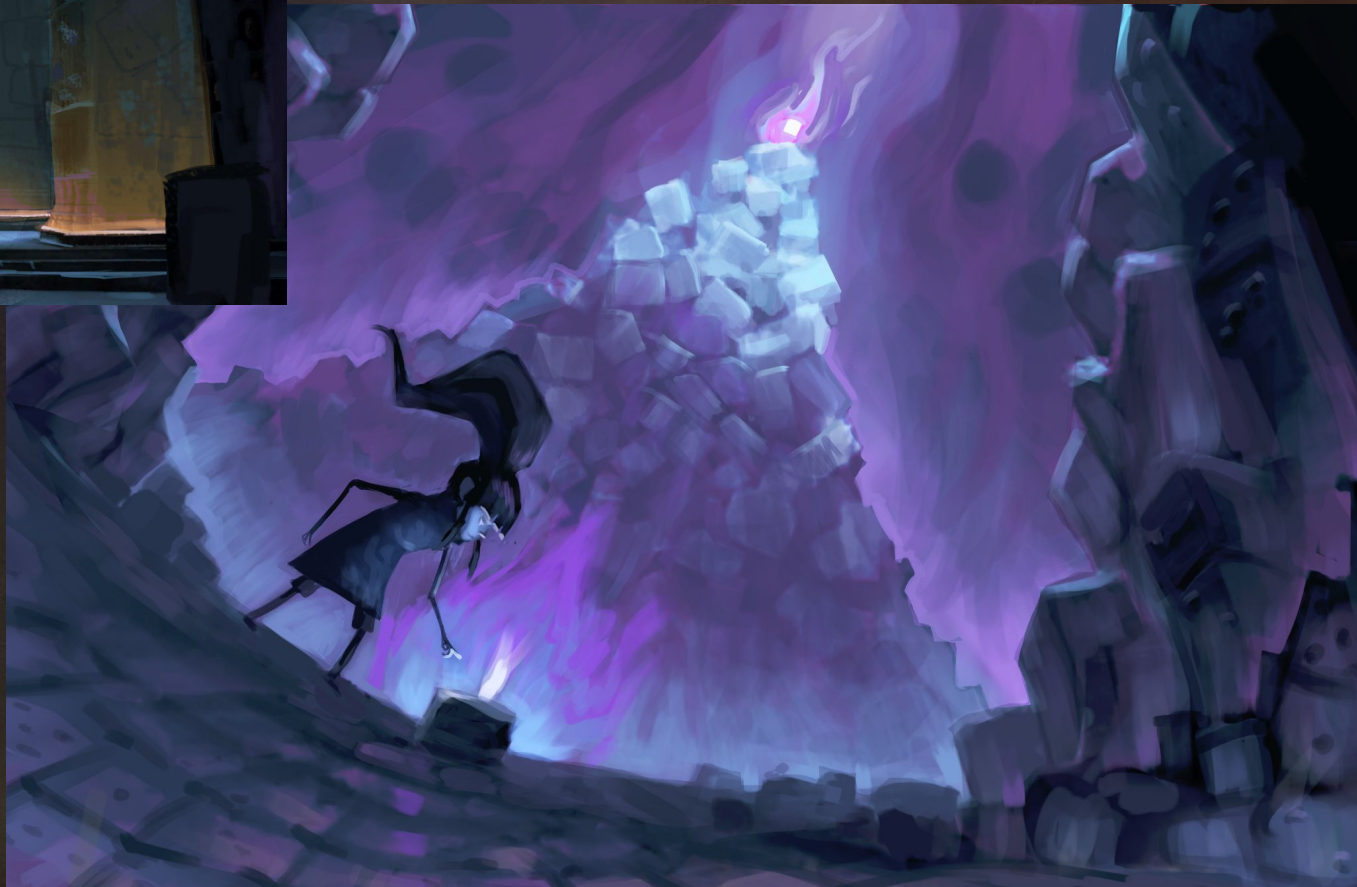
◆ Now we're getting somewhere...







## ◆ The Valley of Dice





## Lost in Random

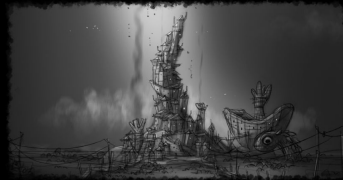
"Welcome, dear traveller. Do make yourself comfortable. This story I'm about to tell you is from a strange, out-of-the-way place; one you might have seen in your dreams. There, lived a mad Emperor who was obsessed with games ... and a girl who befriended a Dice. And their story, starts here. In the world of Random, and the Town of the Oners.

The people of Random were once the biggest lovers of games the world had ever seen. In fact, to them, life itself was a game. Their magic dice turned dull tasks into exciting surprises and were used in fantastical game arenas built for the entertainment and enjoyment of the people.

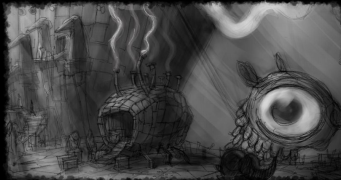
But all of that changed the Empress' daughter took her mother's place. Her first action was to forbid all dice in the land, stating that they were the tools of chaos. A Chaos that the citizens had indulged in for far too long...

Many didn't take kindly to losing their dice. To many the dice were like family or even a part of one's soul. And so a great civil war broke out - that plunged the land into darkness.

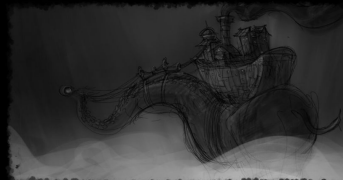
When the smoke had settled the new Empress emerged victorious. All dice



"You get to explore a small area of the town"



"The ghost leads you onward to a cargo ship"



"It's mounted on top of a giant larvae-like animal"



"You soar with the others"



"You get to explore a small area of the town"



"It's all very rough, and a lot of things are repaired in insufficient ways"



"Your sister and parents are all sitting around a small round table"



"The hand opens to reveal a black dice"

all-mighty dice has made it so!" He pretends to shoot lightning bolts from the dice, and the rest of the kids throw themselves to the sides to avoid them.

"Even, don't you want to play? You can be the Empress!" You shake your head. Instead you look nervously at the clock tower above you.

Play is eventually interrupted by a work leader who looks shocked and stomps the "dice" to pieces. "You should know better than to play a game like this! What if someone sees you? Run home before I report you to the Sixers myself". At that moment, the clock finally tolls. The work leader gives you a pat on the head. "Good luck today kiddo. I know it's a big day for your sister." You nod, and starts running home.

You get to explore a small area of the town. It's all very rough, and a lot of things are repaired in insufficient ways.

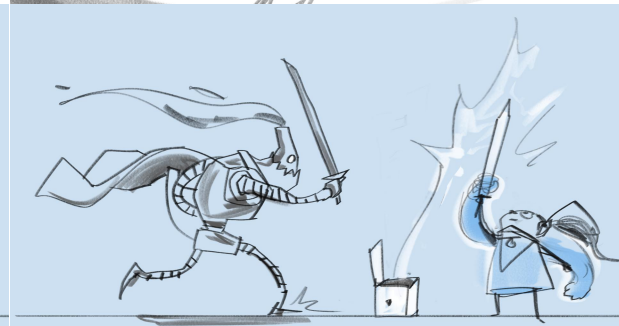
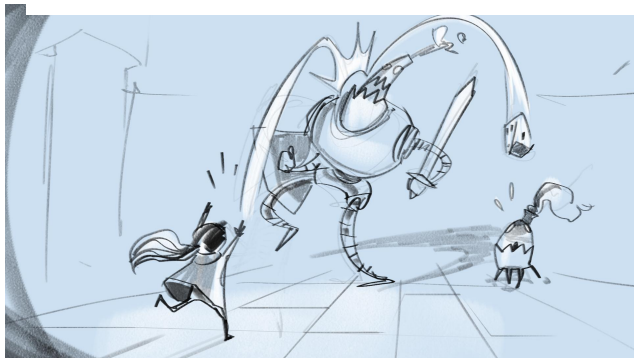
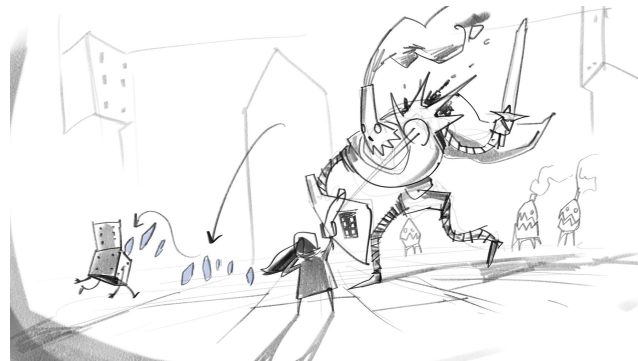
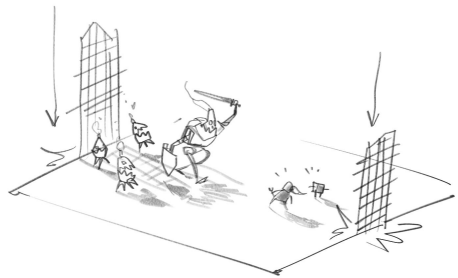
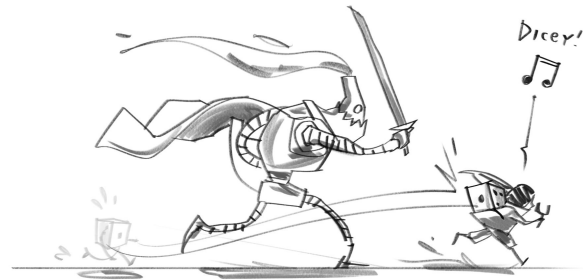
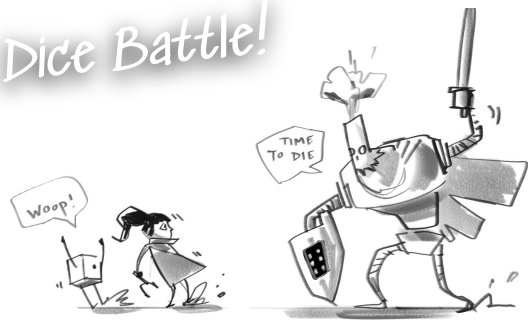
parents look worried.

Shortly thereafter there is a knock on the door, and outside of the house. A ornate carriage walking on black standing outside, accompanied by a troupe of robots and a lady. The lady rolls out a long parchment with a list sharply to your sister to step forward. As a long scrawny hand extends from its opens to reveal a black dice. It's all to hold, but she eventually manages a six. Odd turns around to look can say anything, the Empress' square shaped headdress on her arm and throw her into the back. They disappear down the street his arms around you. "At least she will live a rich life





# Dice Battle!



- ◆ (Our first logo)
- ◆ Signed the project!







# The World of Random



## ◆ The Six Realms




Lost in  
Random

EA Originals Zoink!







- 
- ◆ Two-Town
  - ◆ Two sides to every person

Lost in  
Random

EA Originals Zoink!



◆ Threedom  
◆ Triplets waging war





◆ Fourburg  
◆ Casino world run by "Fourman"





◆ Fivetropolis  
◆ Home to the Five Cardmakers



Lost in  
Random





- ◆ Sixtopia
- ◆ Home to the Queen
- ◆ It's perfect

Originals Zoink!

Lost in  
Random

- ◆ Absolutely fine
- ◆ It's fiiiiiiiiiiiiiiiiine
- ◆ Don't be a ~~traitor~~ silly!
- ◆ What do you mean there's b





# A World of Clay



- ◆ Miniature / claymation set
- ◆ Core Materials







◆ Art direction pillars

- ◆ No straight lines
- ◆ Wonky
- ◆ Flowy





- ◆ Versatile props
- ◆ Kitbash
- ◆ Handcrafted feel





# Fourburg

## From Story to Final Art



lost in  
Random™

- ◆ Thumbnails
- ◆ Story beats
- ◆ Points of interest



◆ Final key concept art



- ◆ Art slice
- ◆ Shape language
- ◆ Simple blockout assets
- ◆ Paintovers





◆ Final 3D art slice



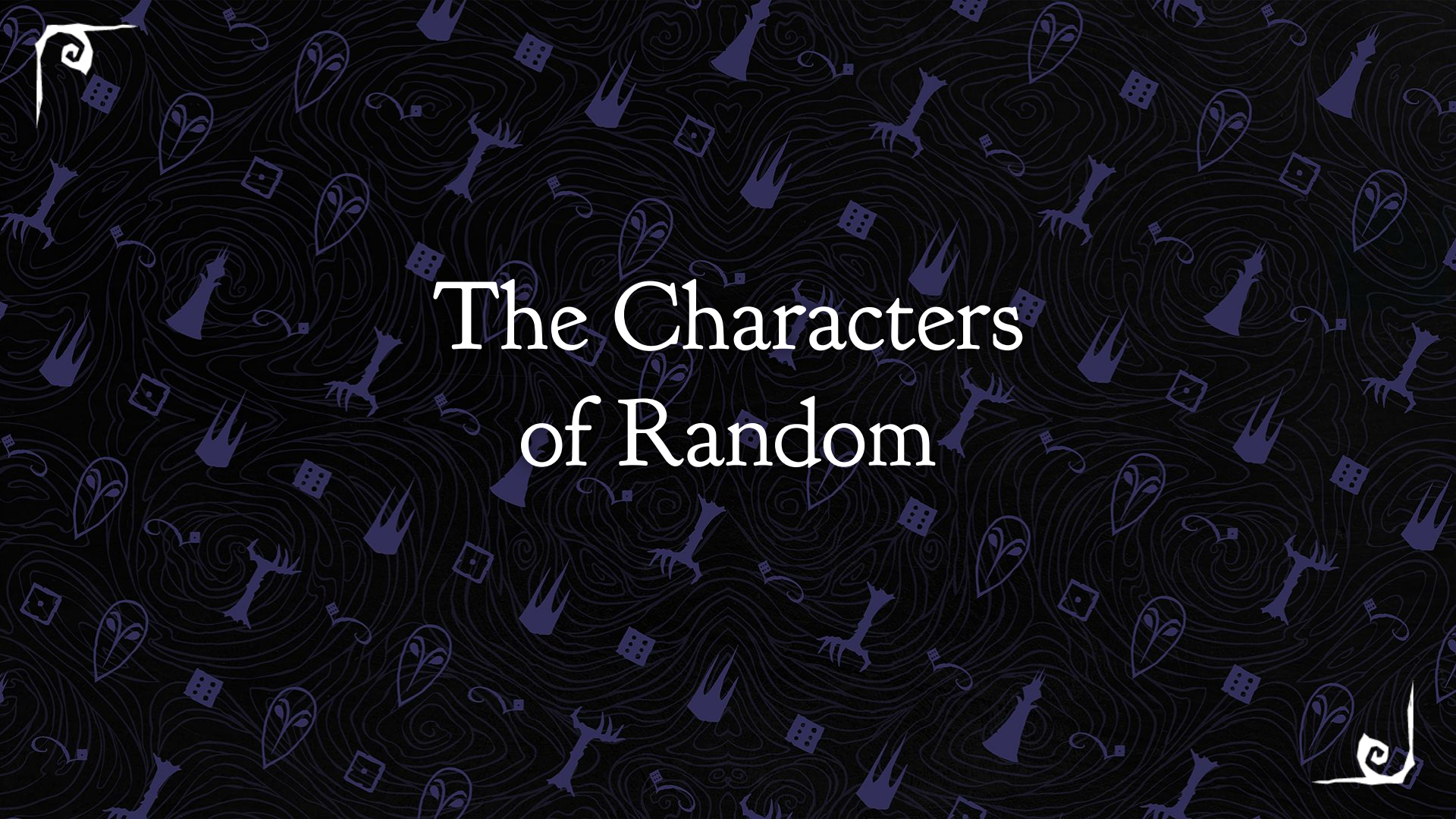


# The World of Random

- ◆ Themes
- ◆ Art direction pillars
- ◆ Story beats
- ◆ Thumbnails
- ◆ Final key concept art
- ◆ 3D art slice
- ◆ Shape language
- ◆ Paintovers
- ◆ Final 3D art slice







# The Characters of Random



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- ◆ Studying clay
- ◆ Fun for the whole family
- ◆ Great way to concept

EA Originals Zoink!



- ◆ Theme & Story
- ◆ The crazy world of adults
- ◆ Random - a character

◆ The crazy world of adults

◆ Random - a character

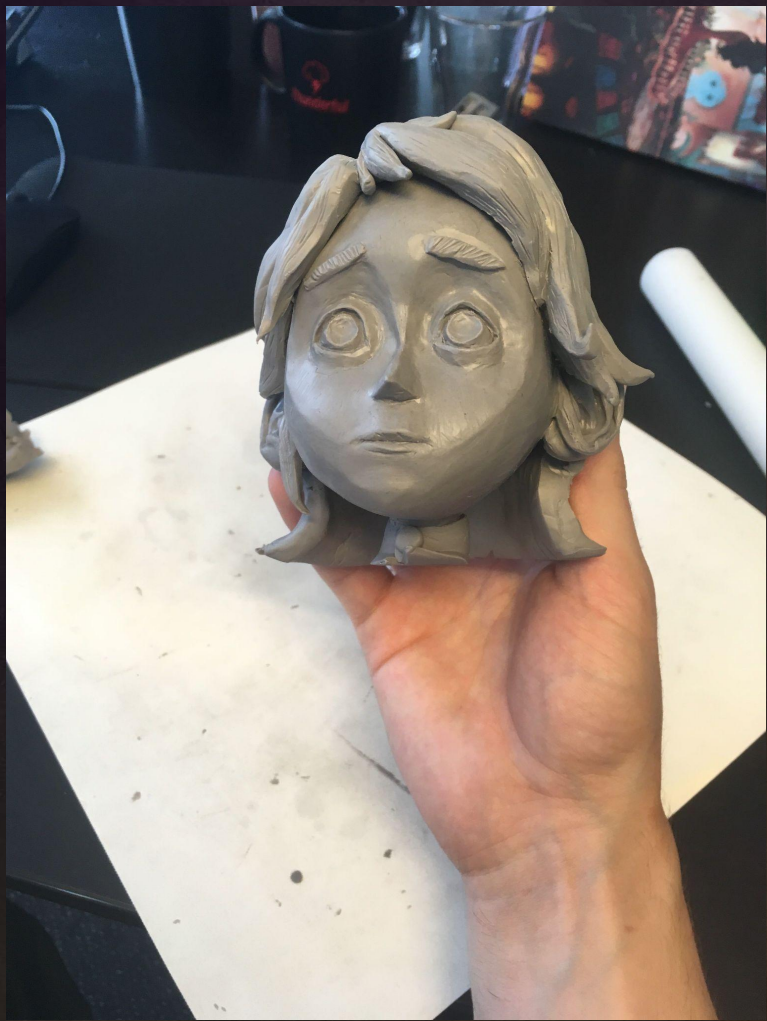




# Creating Even



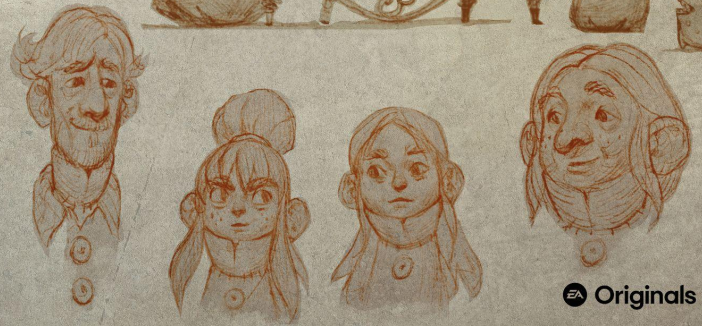




- ◆ A tale of two sisters
  - ◆ Torn apart
    - ◆ Older / younger sibling dynamic
- ◆ Writers' room
  - ◆ Our experiences
    - ◆ Experimenting with clay

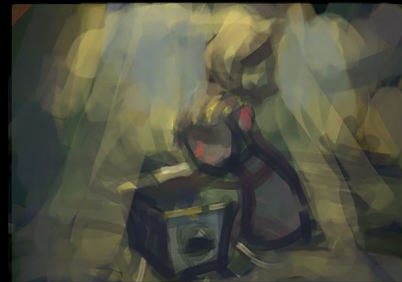
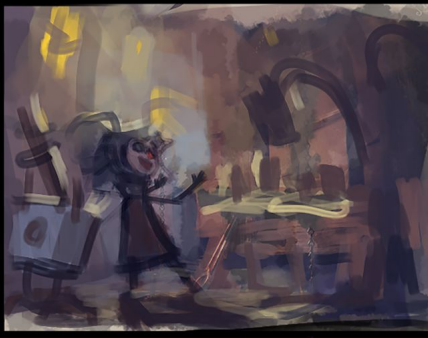
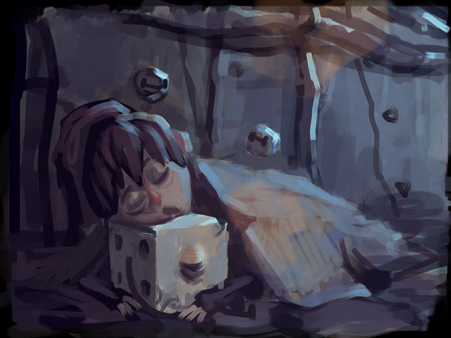
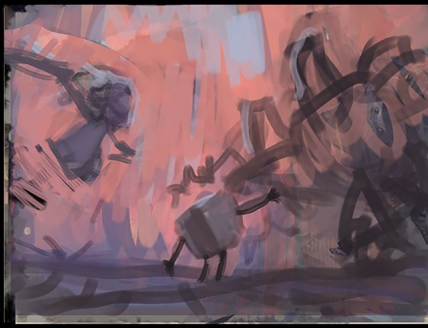
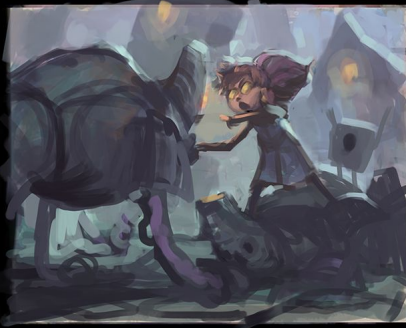


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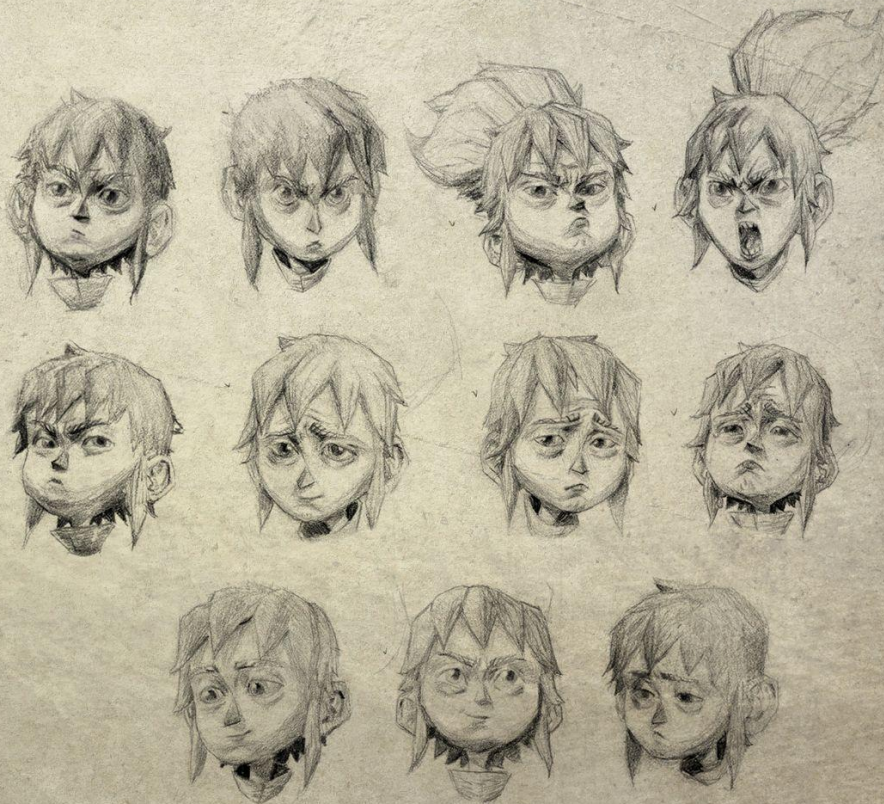
- ◆ Even & Dacey!
- ◆ Scenarios
- ◆ Moods
- ◆ Quirks







◆ Final concept





◆ Final 3D sculpt



# Evolution of the Queen





# ◆ Initial concepts

Lost in  
Random



Originals Zink!





◆ Getting somewhere...





Lost in  
Random



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Random







I'm sorry.



# Lessons Learned

- ◆ Work closely with artists
- ◆ Let the artists artist
- ◆ Technical limitations? Use them!
- ◆ Roleplay your worlds
- ◆ Keep an open mind
- ◆ Push your ideas
- ◆ Take the line for a walk





# The Art and Worldbuilding of Lost in Random

- ◆ Olov Redmalm
  - ◆ Instagram/Twitter: OlovR
  - ◆ Email: olov.redmalm@gmail.com
- ◆ Victor Becker
  - ◆ ArtStation: Victorbecker
- ◆ Klaus Lynged
  - ◆ Instagram: Zoinkling
  - ◆ Twitter: Klauzilla
- ◆ Leo Brynielsson
  - ◆ Instagram: Leo.brynielsson.art
- ◆ Alfredo Cáceres
  - ◆ Instagram/Twitter: Redolaf
- ◆ Borislav Kechashki
  - ◆ Instagram: bob\_kechashki



Questions?



*Thank you!*

