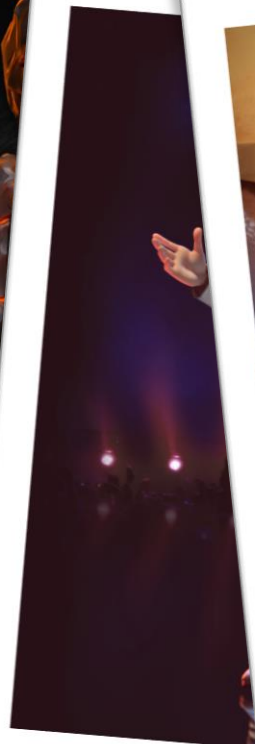


The Art of the Witness

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Thekla Inc.

About r



DIRECTION

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ART

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Alex Haworth

PROGRAMMING

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David Hellman

Andrew Burlinson

FOURM
design studio

fourm-designbuild.com

FLETCHER
STUDIO
LANDSCAPE
ARCHITECTURE

fletcherstudio.com

THE WITNESS



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Jonathan's art goals

- Minimize the amount of noise we put into the player's mind.
- Art must support and extend the gameplay principles.
- Island based in the real world.



THE WITNESS

Original island visuals



THE WITNESS

Finding the art style

- Research and Inspirations



THE WITNESS

Finding the art style

- Research and Inspirations
- Define Art Guidelines



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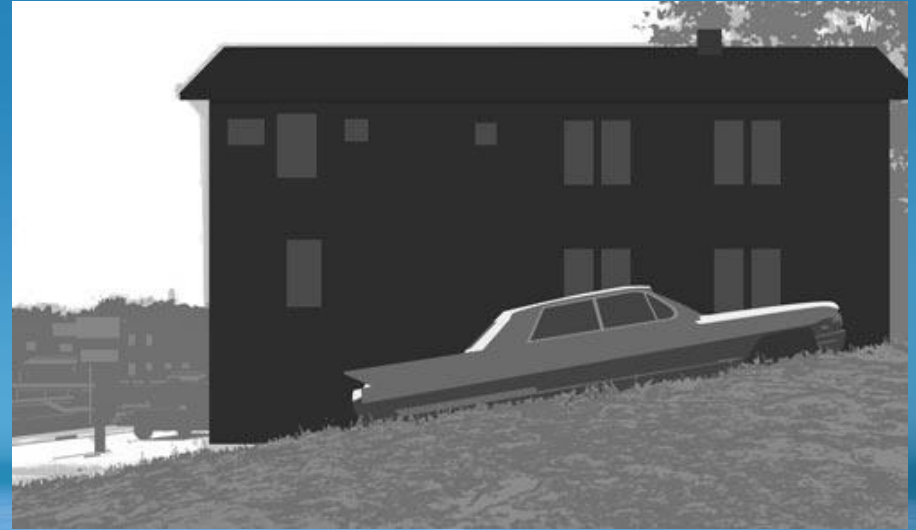
Finding the art style

- Research and Inspirations
- Define Art Guidelines
- Implement and iterate



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Research - Simplification



THE WITNESS

Research - Simplification



THE WITNESS

Research - Simplification



Alex Roman - The Third & The Seventh

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Research



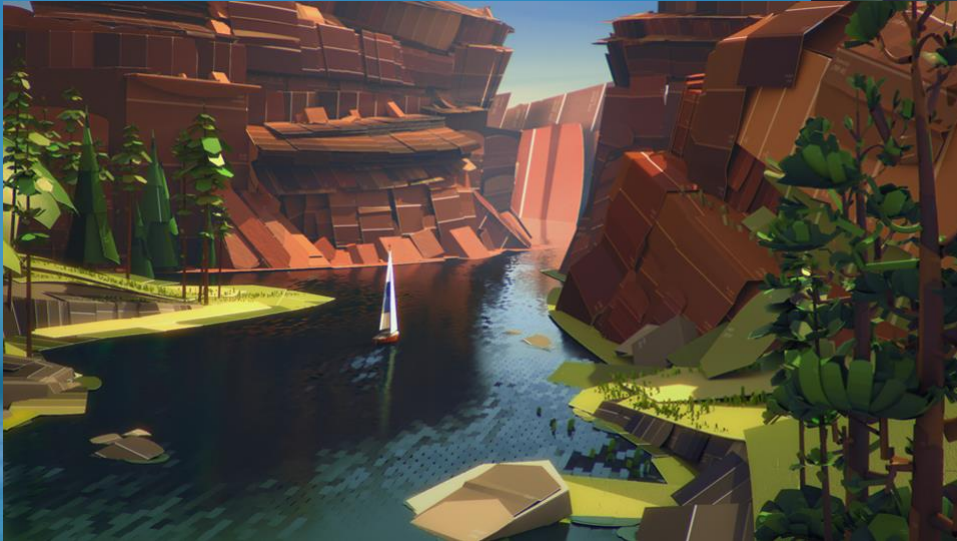
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Research



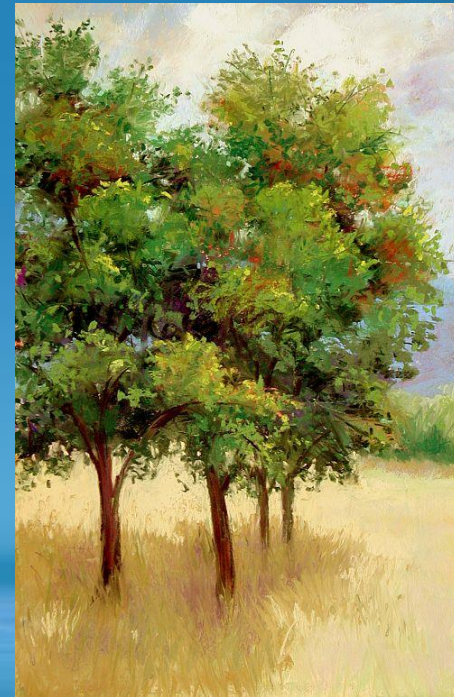
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Research - Stylization



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Research - Expression



THE WITNESS

Research - Expression



Tom Brown

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Architects and Landscape Studios

- Why don't we just hire concept artists?
- How much can they actually bring to the project?
- They don't have a videogame development background!



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CIVILIZATION I

2500 - 0

psychological

Toddler, Rapprochement, Maiden, Birth

spiritual

- Pagan/Polytheism, Buildings for Burial + Diets
- Worship of Nature, Animism

economy

- Pagan/Polytheism, Buildings for Burial + Diets
- Worship of Nature, Animism

narrative

1. The Death of Thomas's father while fishing. Thomas blames himself for not being able to help him.
2. The loss of Thomas's Christian faith at 14 or 15. The ruin? Ecclesiastical item there? Piece of broken stained glass?
3. Thomas's frustration with "rationalism" in college. He burned his books.



CIVILIZATION II

0 - 1800

Young Adult, Oedipal stage, Mother, Marriage

- Monotheism: Buddhist, Christian, Islam, Judaism
- Separation from Nature

4. Thomas's first break with Maggie, his sister. Expressed in creating a girl's bedroom in a house?
5. Thomas's meeting with friend Justin (helped him create the project). Expressed in a work space with side by side computers?
6. Thomas's Buddhist pilgrimage walk around Japan searching for "Eastern" answers, greatly disappointed him. Create a Japanese garden-like space.
7. Thomas's idea for the project. Express with single chair, desk and sketch of something on it?



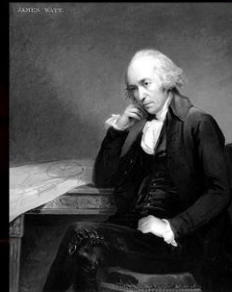
CIVILIZATION III

1800 - 2500

Adulthood, Crone, Death

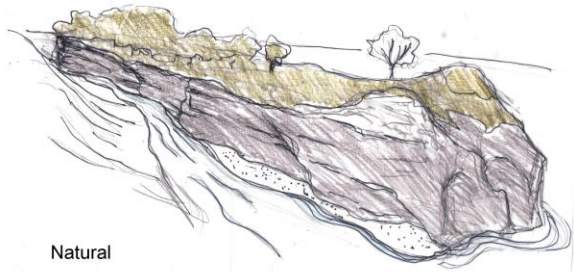
- Age of Reason: Individualistic, Self Determinant
- Atheism, Rationalism

8. Team comes together. Express by creating a space with party favors, celebration.
9. Thomas's thorny relationship with sick mother. Express by creating subtle hospital room or use beach scene. Thomas and mother have irreparable emotional break.
10. Maggie's comes to live with Thomas.
11. "Intervention" scene. The team, Maggie and Justin confront Thomas for being a bullheaded perfectionist. He kicks them all out. Need some object to express scene and location.



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Natural



Civilization II



Civilization I



Civilization III

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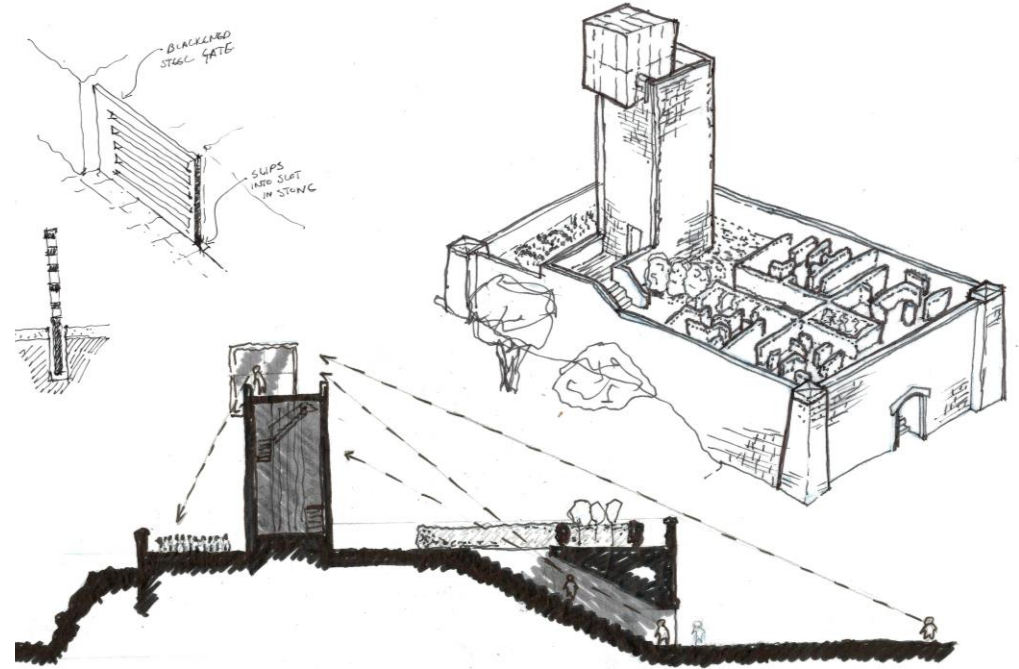
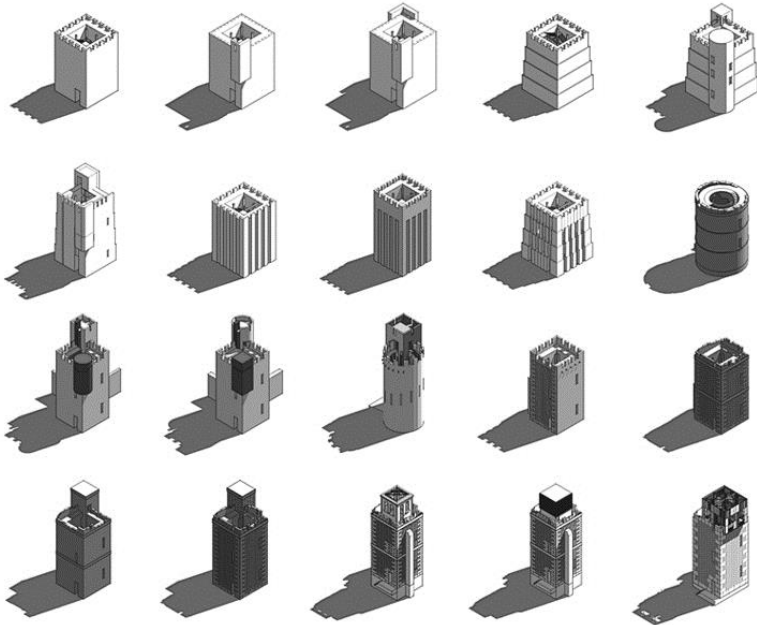
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Art Guidelines

- Simplified reality
- Pleasant and harmonious
- Extension of the gameplay and core game design



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Implementation

- Man made structures
- Rock formations
- Vegetation



THE WITNESS

Implementation- Stone walls



THE WITNESS

Implementation- Stone walls



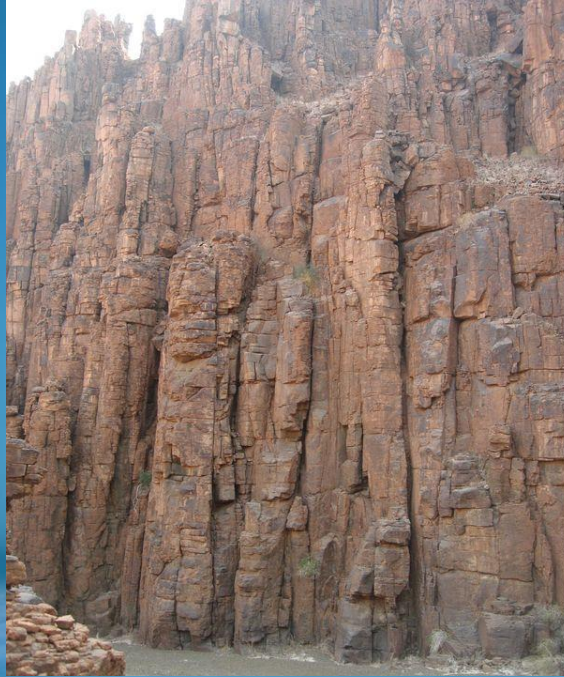
THE WITNESS

Implementation- Stone walls



THE WITNESS

Implementation- Rock formations



THE WITNESS

Implementation- Rock formations



THE WITNESS

Implementation- Rock formations



THE WITNESS

Implementation- Rock formations



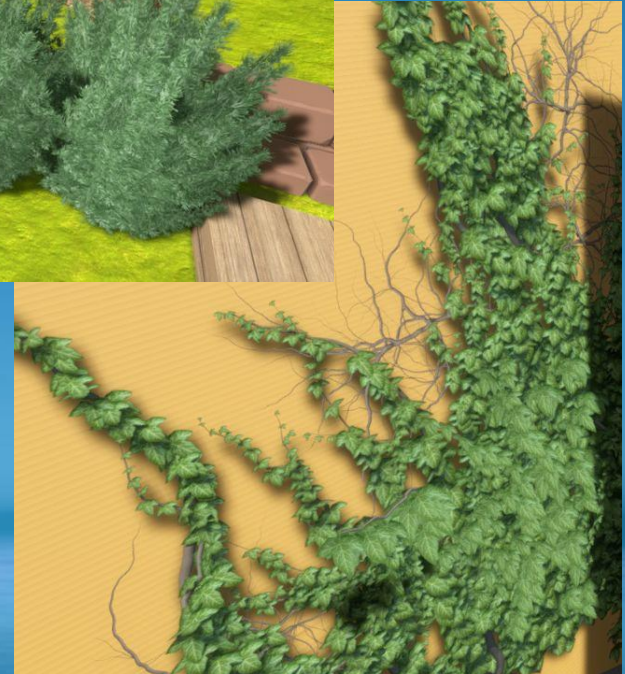
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Implementation- Rock formations



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Implementation- Vegetation



THE WITNESS

Implementation- Vegetation



THE WITNESS

Implementation- Vegetation



THE WITNESS

Implementation- Vegetation



THE WITNESS

Implementation- Vegetation



THE WITNESS

Bringing it all together



THE WITNESS

Bringing it all together



THE WITNESS

Bringing it all together



THE WITNESS

Bringing it all together



THE WITNESS

Conclusions

- Don't think about technical limitations
- Be aware of the big picture
- Have a reason for everything you do.
(or at least for most of it!)



THE WITNESS

Thank you!

Questions?