The Art of the Witness

Luis Antonio
Thekla Inc.
About me
DIRECTION
Jonathan Blow

ART
Eric A. Anderson
   Luis Antonio
   Orsi Spanyol
   Alex Haworth

PROGRAMMING
Ignacio Castaño
   Andrew Smith
   Salvador Bel

COLLABORATORS
Casey Muratori
   Jonathan Beilin
   Eric Urquhart
   Shannon Galvin
   Andrew Hynek
   Nicholas “Indy” Ray
   David Hellman
   Andrew Burlinson

THEKLA INC.
THE WITNESS
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
THE WITNESS
Finding the art style

- Research and Inspirations
- Define Art Guidelines
- Implement and iterate
THE WITNESS
Research – Simplification

robh - broadviewgraphics.blogspot.com
THE WITNESS
Research – Simplification

Aleksandar Jovanovic / Makkon (Ben)
THE WITNESS
Research - Simplification

Alex Roman - The Third & The Seventh
THE WITNESS
Research

Journey - thatgamecompany / TF2 - Valve
THE WITNESS
Research - Stylization

Buck.tv - Sherwin Williams
THE WITNESS
Research - Expression

Tom Brown / Deborah Secor
• 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!
THE WITNESS
Architects and Landscape Studios
THE WITNESS
Architects and Landscape Studios
# THE WITNESS

## Architects and Landscape Studios

<table>
<thead>
<tr>
<th>CIVILIZATION I</th>
<th>CIVILIZATION II</th>
<th>CIVILIZATION III</th>
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<tbody>
<tr>
<td>2560 - 0</td>
<td>0 - 1800</td>
<td>1800 - 2500</td>
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<tr>
<td>psychological</td>
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<td>Toddlers, Rapprochement, Maiden, Birth</td>
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<td>Separation of Nature</td>
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<td>economy</td>
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<td>narrative</td>
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<td>1. The Death of Thomas's father while fishing. Thomas blames himself for not being able to help him.</td>
<td>4. Thomas's first break with Maggie, his sister. Expressed in creating a girl's bedroom in a house?</td>
<td>8. Team comes together. Express by creating a space with party favors, celebration.</td>
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<td>7. Thomas's idea for the project. Express with single chair, desk and sketch of something on it?</td>
<td>11. &quot;Intervention&quot; scene. The team, Maggie and Justin confront Thomas for being a buffooned perfectionist. He kicks them all out. Need some object to express some and location.</td>
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THE WITNESS
Architects and Landscape Studios

Natural

Civilization II

Civilization I

Civilization III
THE WITNESS
 Architects and Landscape Studios
THE WITNESS
Architects and Landscape Studios
THE WITNESS
Art Guidelines

- Simplified reality
- Pleasant and harmonious
- Extension of the gameplay and core game design
• Man made structures
• Rock formations
• Vegetation
THE WITNESS
Implementation - Stone walls

[Images of stone walls]
THE WITNESS
Implementation- Stone walls
THE WITNESS
Implementation– Stone walls
THE WITNESS
Implementation - Rock formations
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Implementation - Rock formations
THE WITNESS
Implementation – Rock formations
THE WITNESS
Implementation - Vegetation
THE WITNESS
Implementation - Vegetation
THE WITNESS
Implementation - Vegetation
THE WITNESS
Bringing it all together
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!)
Questions?