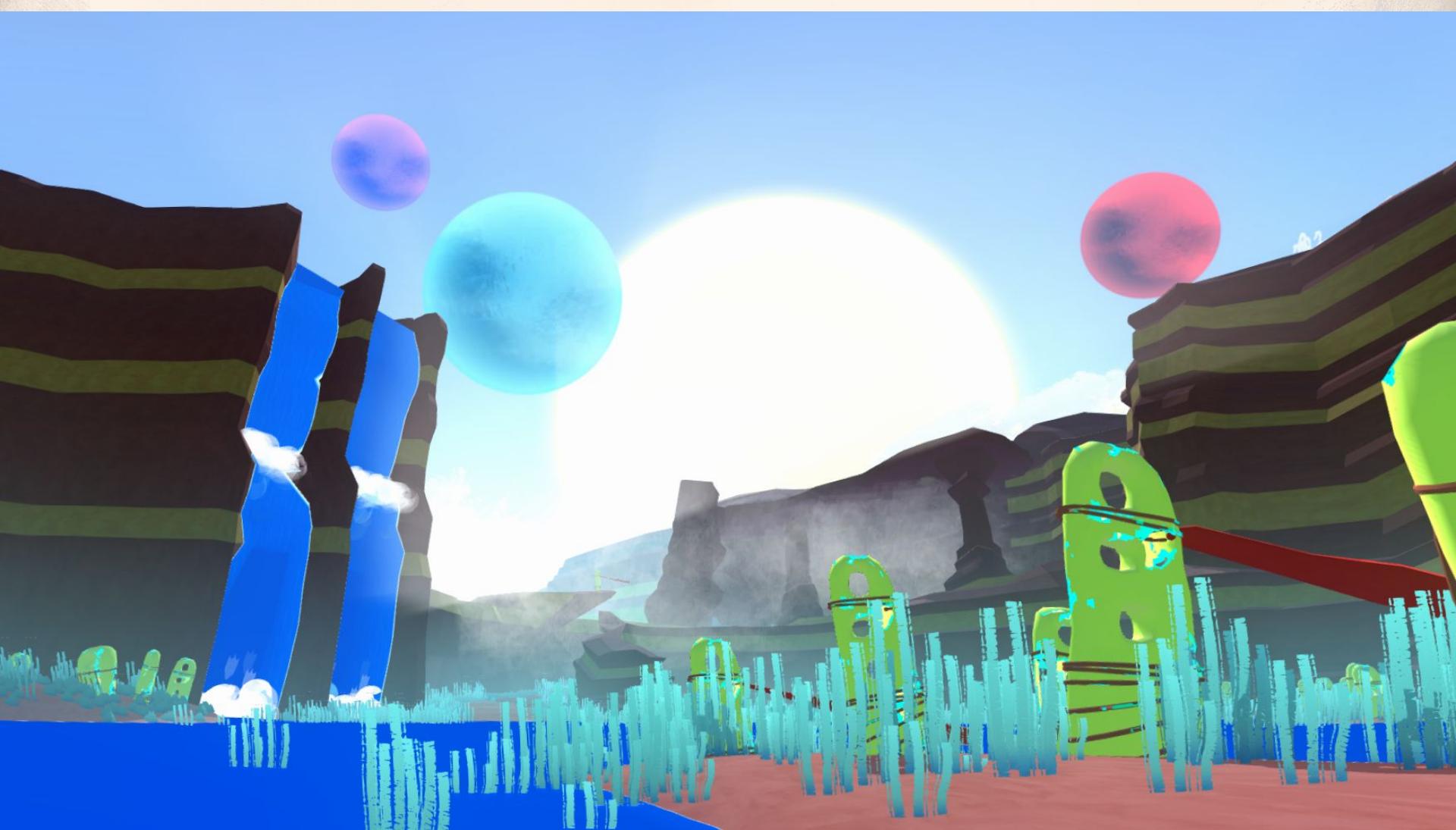




THE ART OF
RESEARCH



IMAGE OF RESEARCH



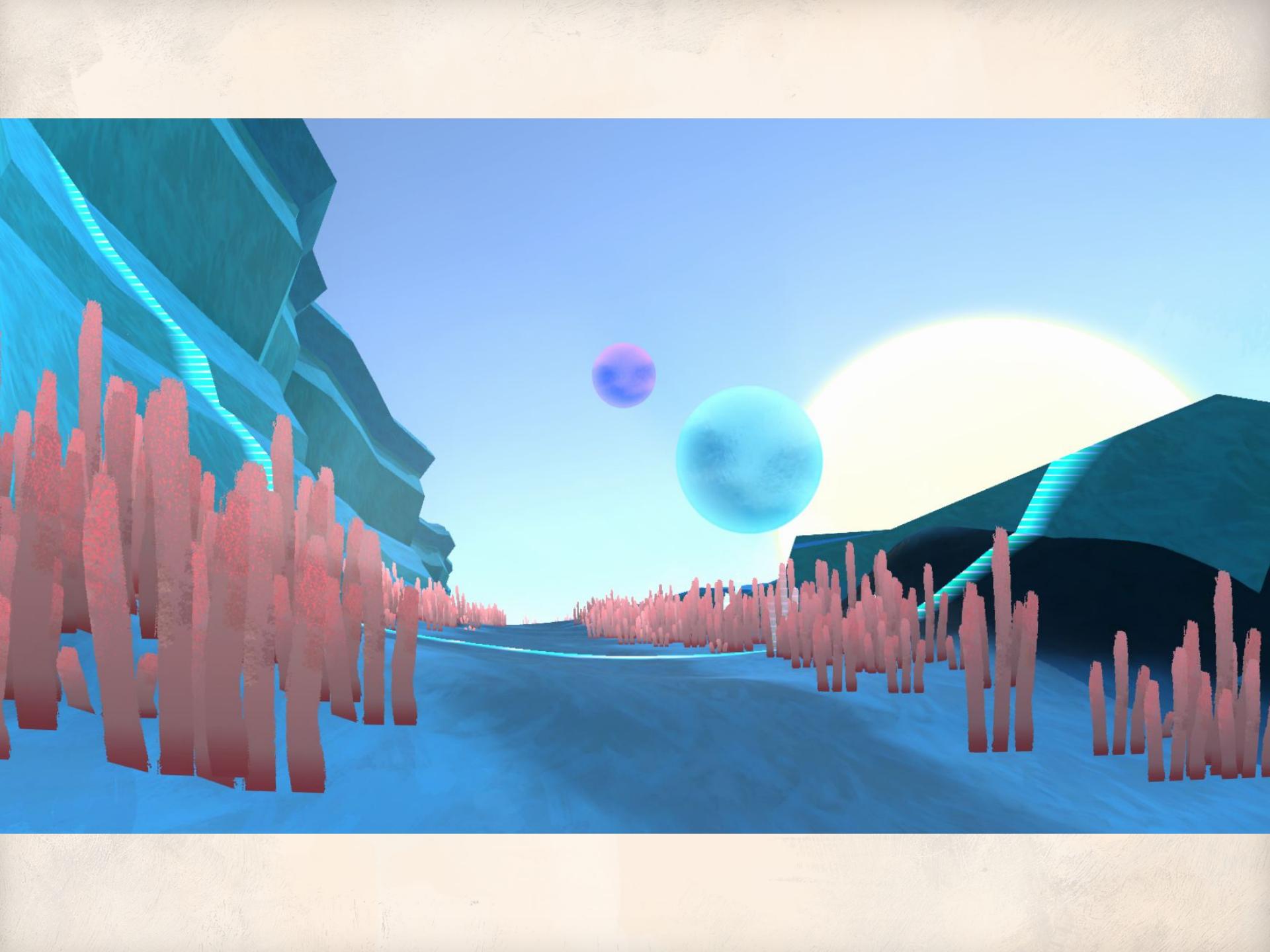


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CHAPTER 1 : THE CONCEPT

Pitch :

You play as an galactic archaeologist who's trying to break free from a curse that links him to an artefact. You are returning to the planet where the artefact come from. To look for informations about the planet and the artefact.

Synopsis :

A galactic archaeologist just landed on a planet of what seems to be the origin of the artefact he's holding.

He's link to this artefact and when he's trying to get away from it, he starts to see hallucinations.

He's walking around and with his tools he start to make things happen around him. A whole civilisation that seems to be extinguish appear around him as a hologram.

At first it was a small area but very quickly it start to transform into a town, then another one, and so forth.

From town to town, the hero seems to learn more about the environment and the civilisation that has been buried since thousand of thousand of years, he start to know that they are praying different planets and that they were trading between each others, they seems to have their own specialities of goods to trade with the others.

He reaches a big temple where it seems that they were praying all together, united by one big star and finally give back to the civilisation the artefact where it belong.

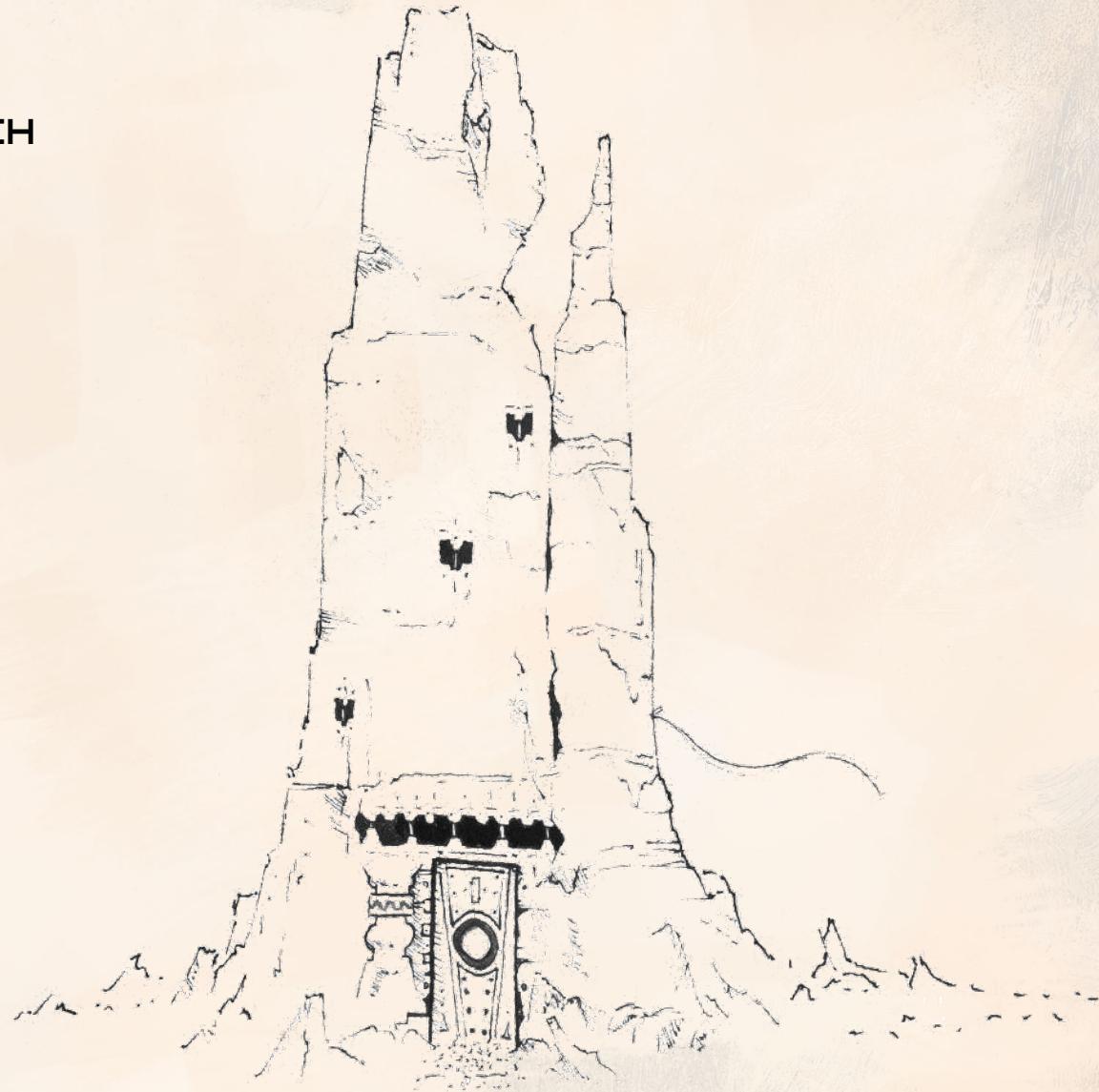
That breaks free him from the curse. Or does it ?

RESEARCH

PLAY

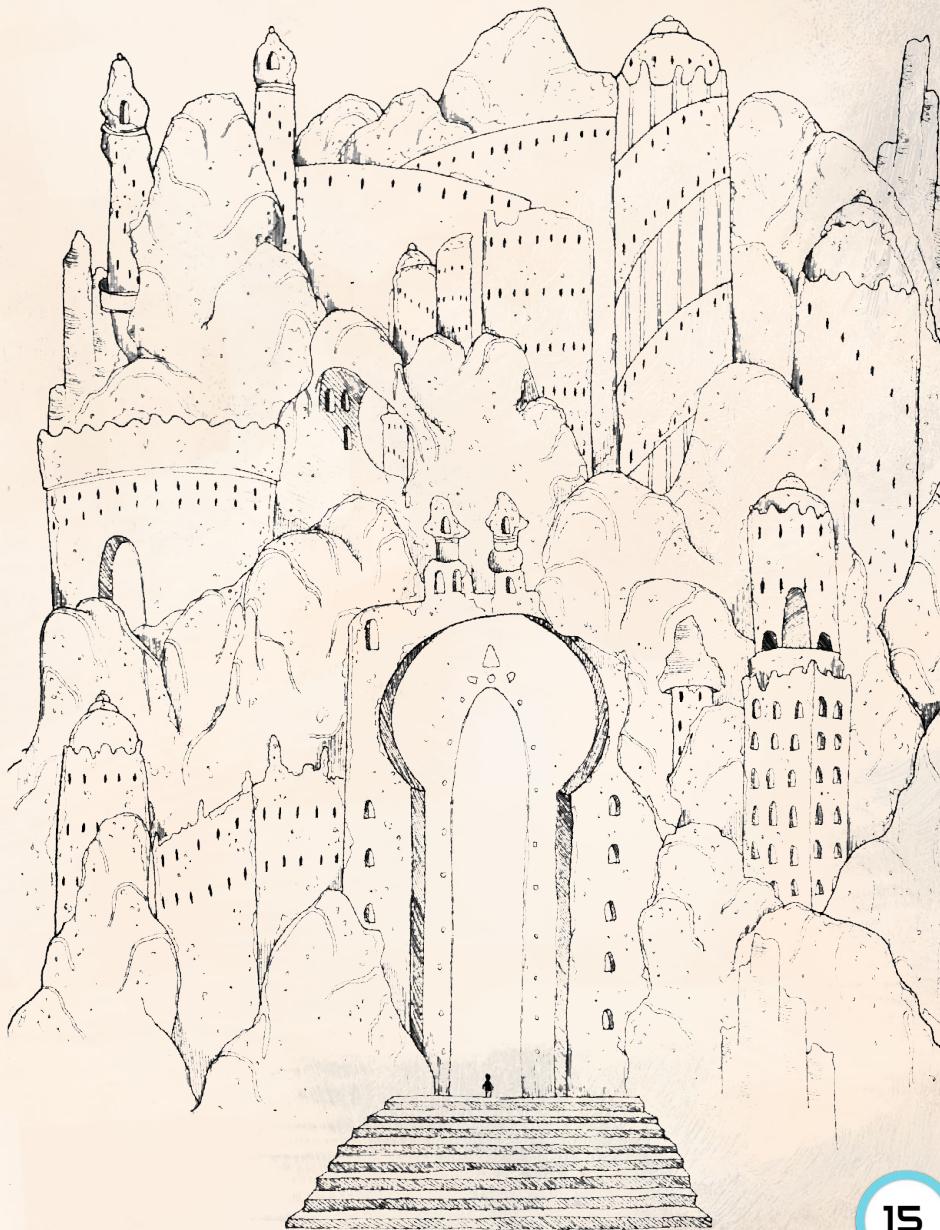
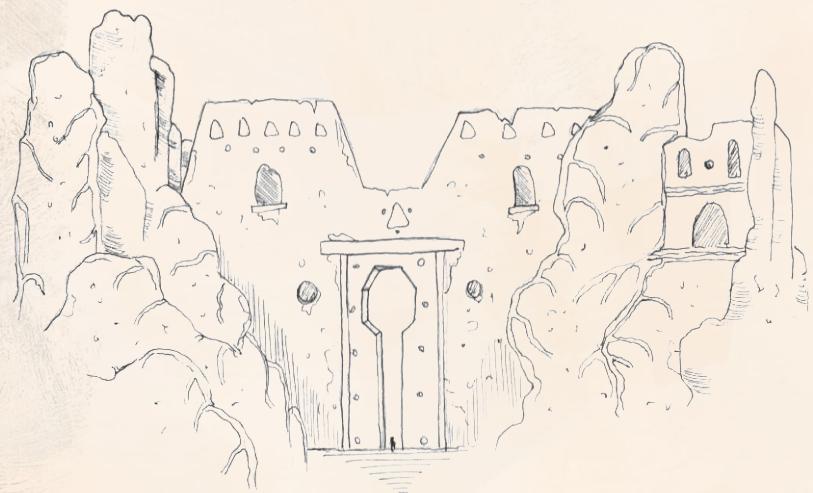
QUIT

CHAPTER 2 : RESEARCH



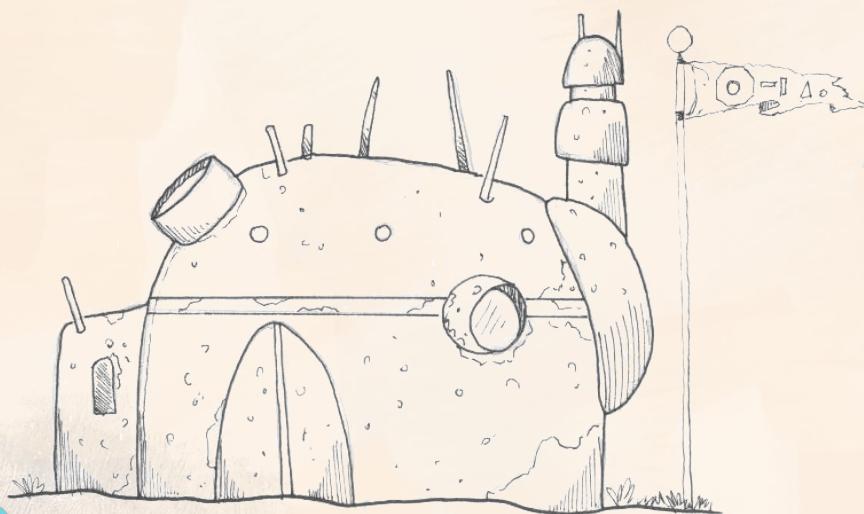
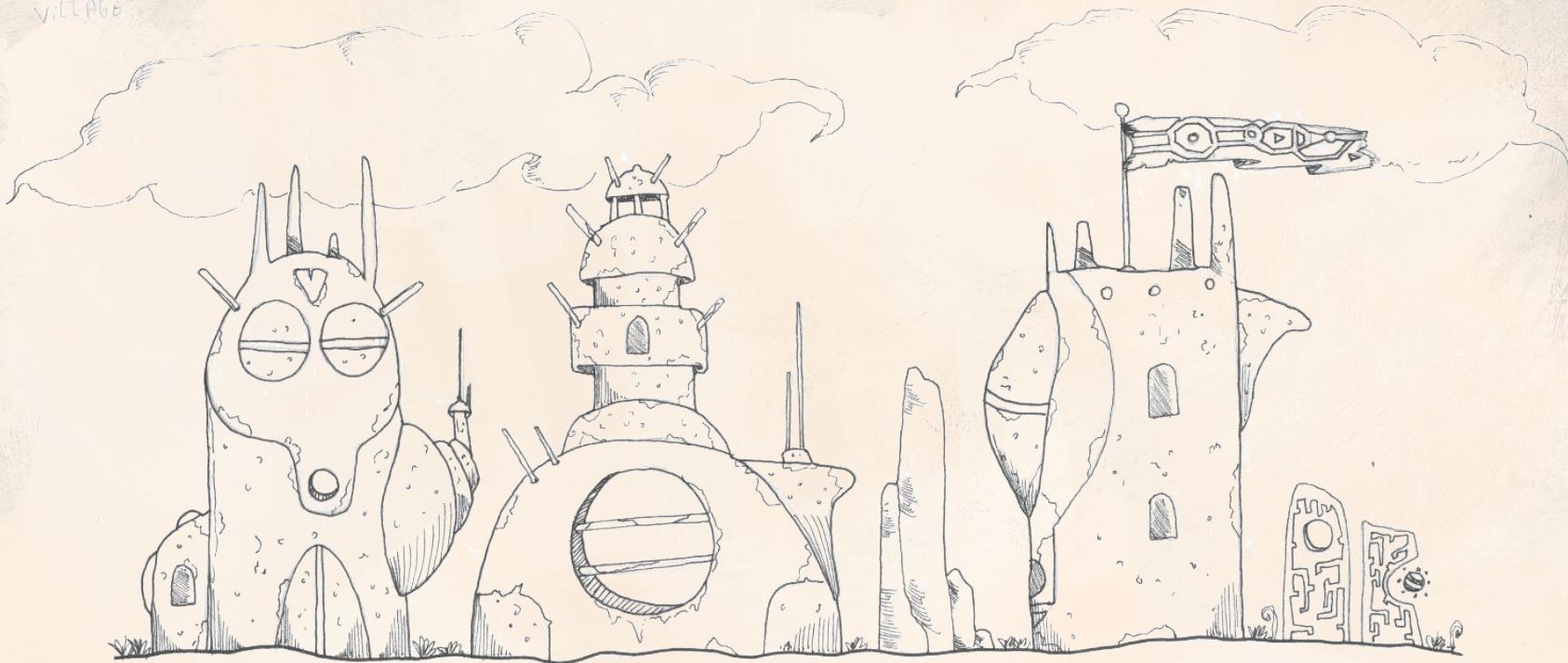
Temple design for the original last area of the game



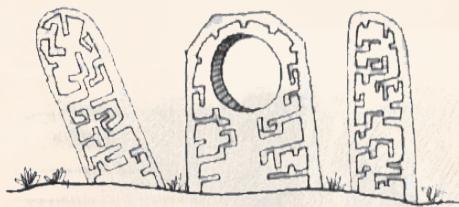
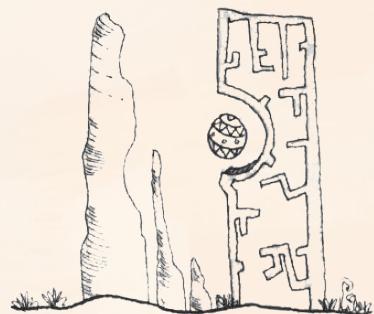
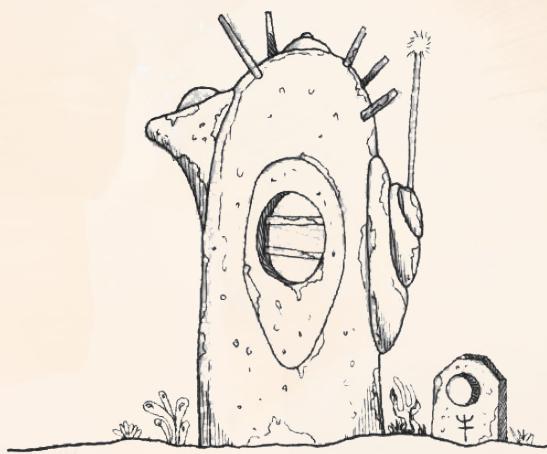
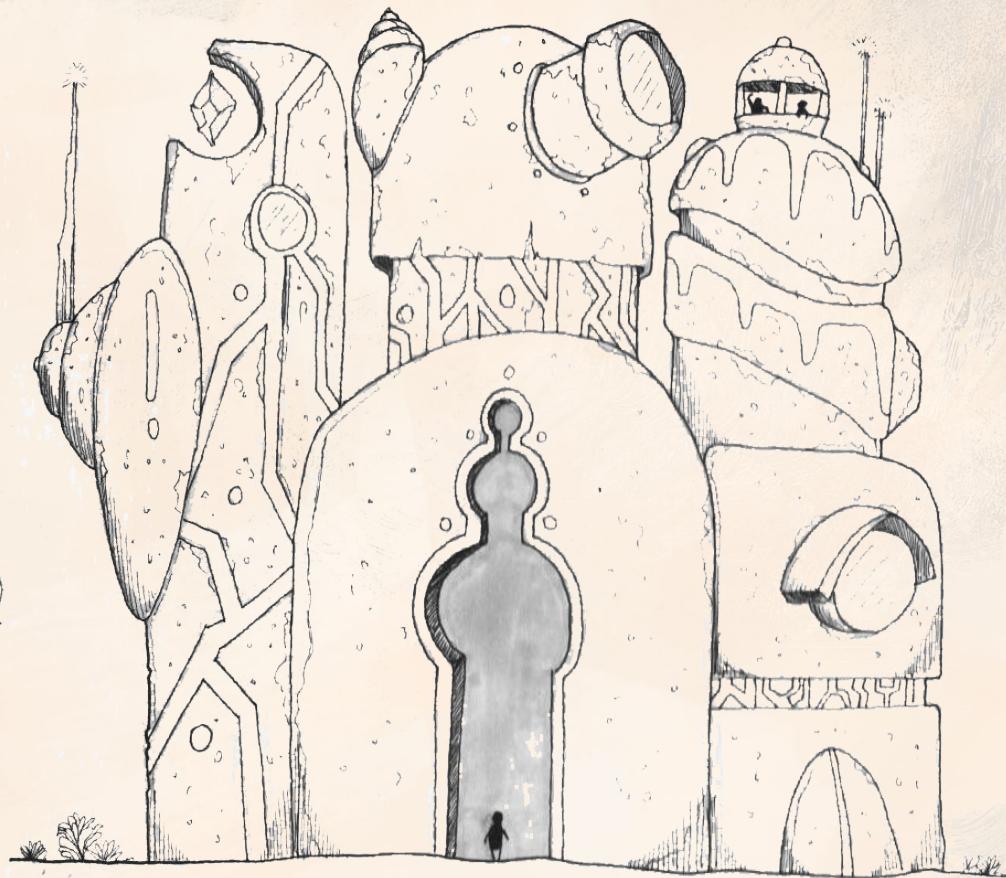
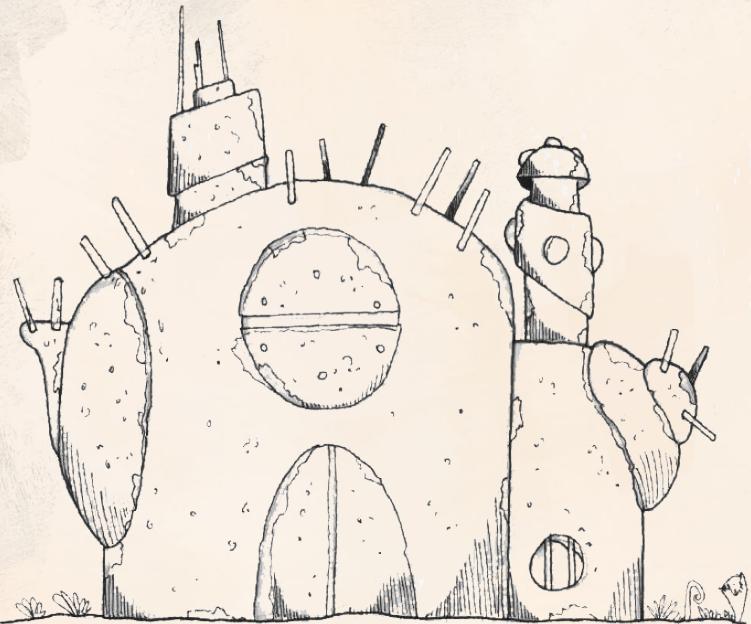


Design For the last temple

VILLAGE

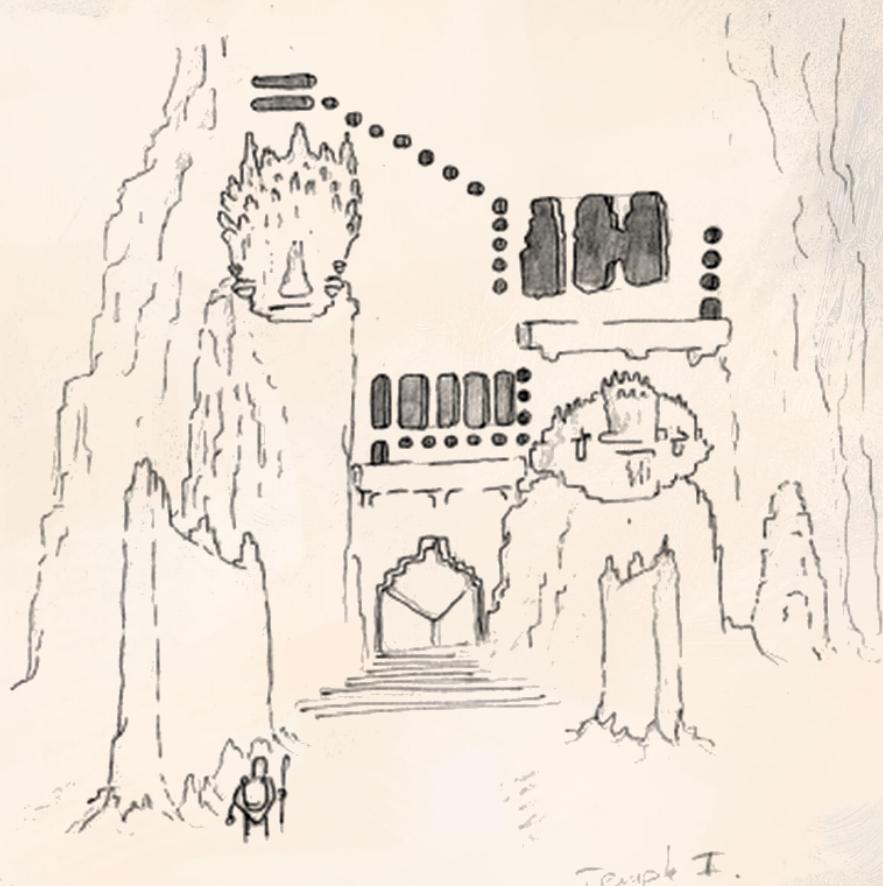
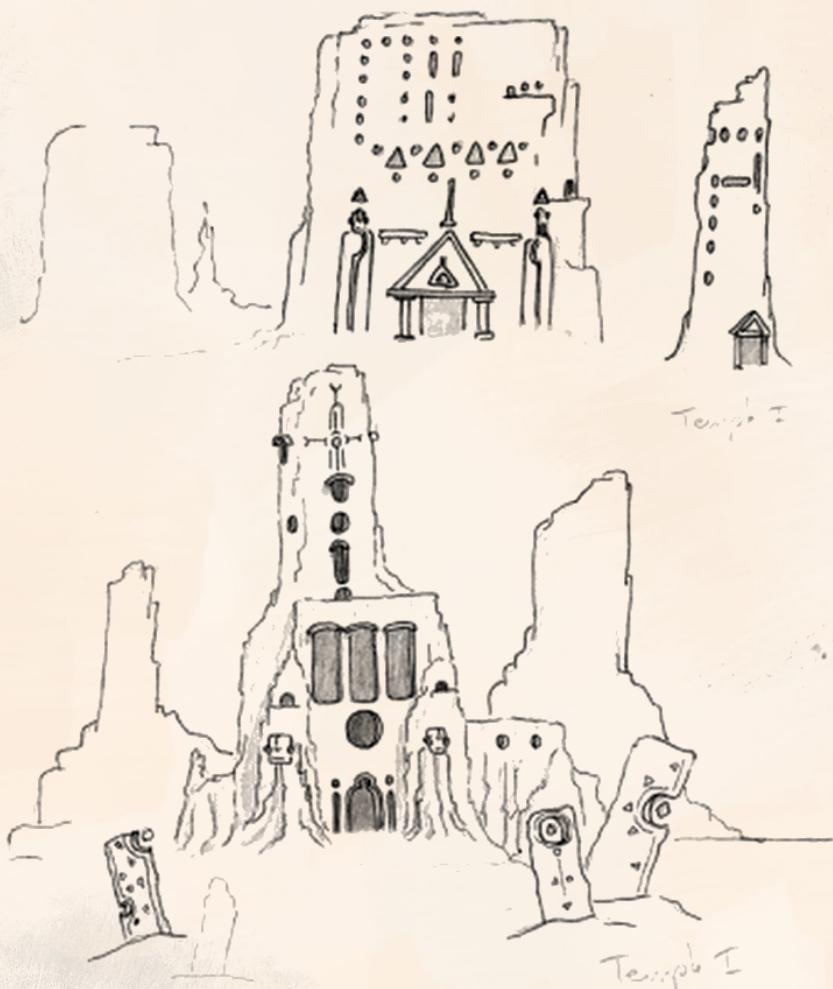


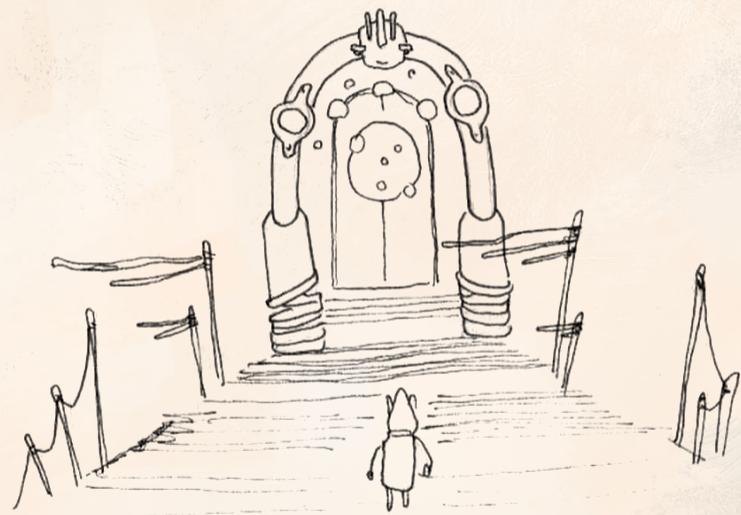
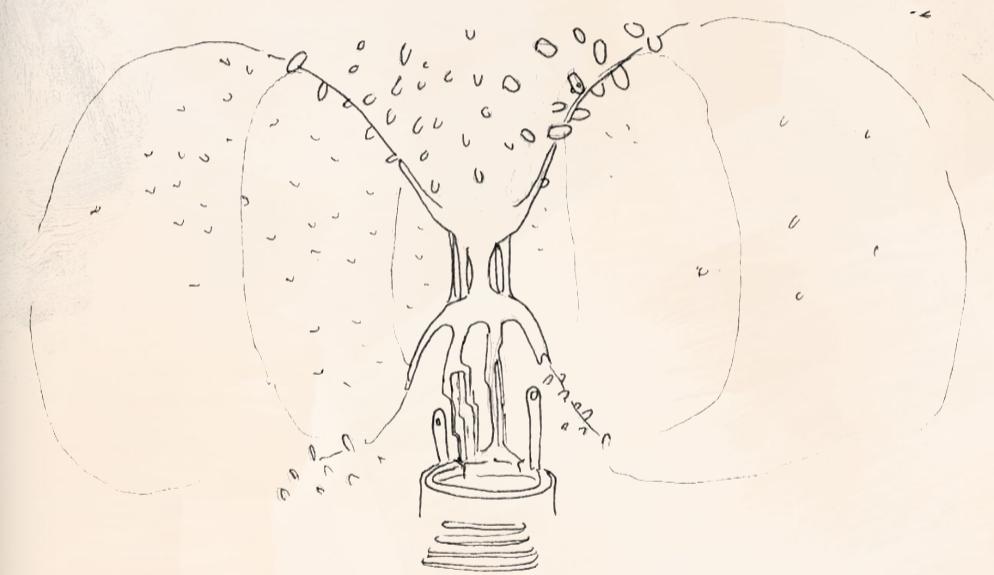
Houses and few small autel





Dream





More precise research about the world, the left one is in the game,
it's an enigma that lead to the last temple



First image of the lake area



The alignment of the stars is very important in their religion, all the design forms were created around those stars

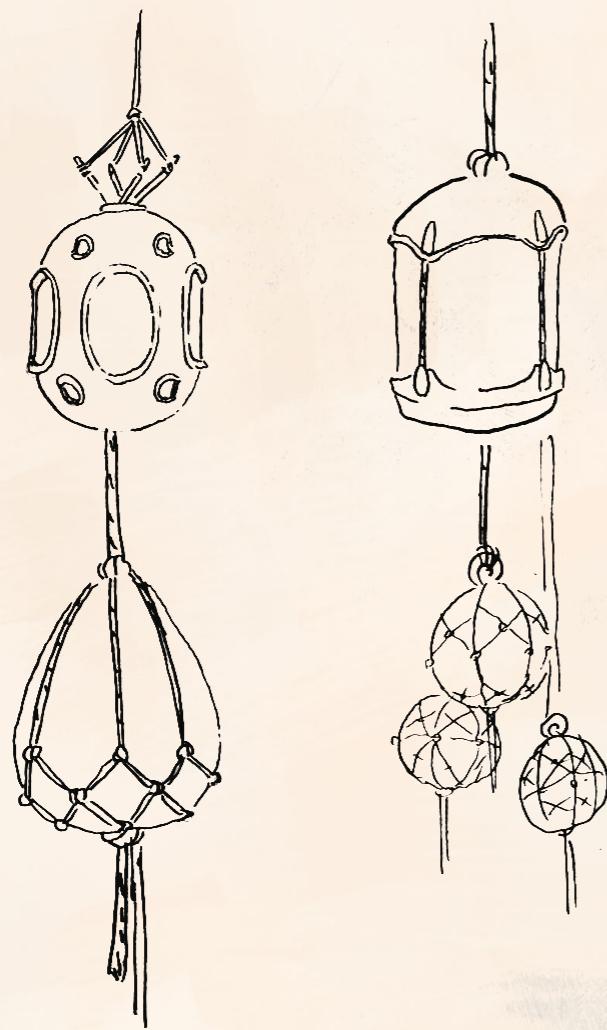


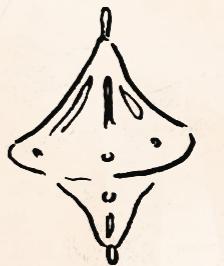
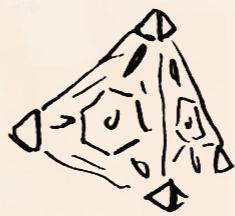
Houses for the First town



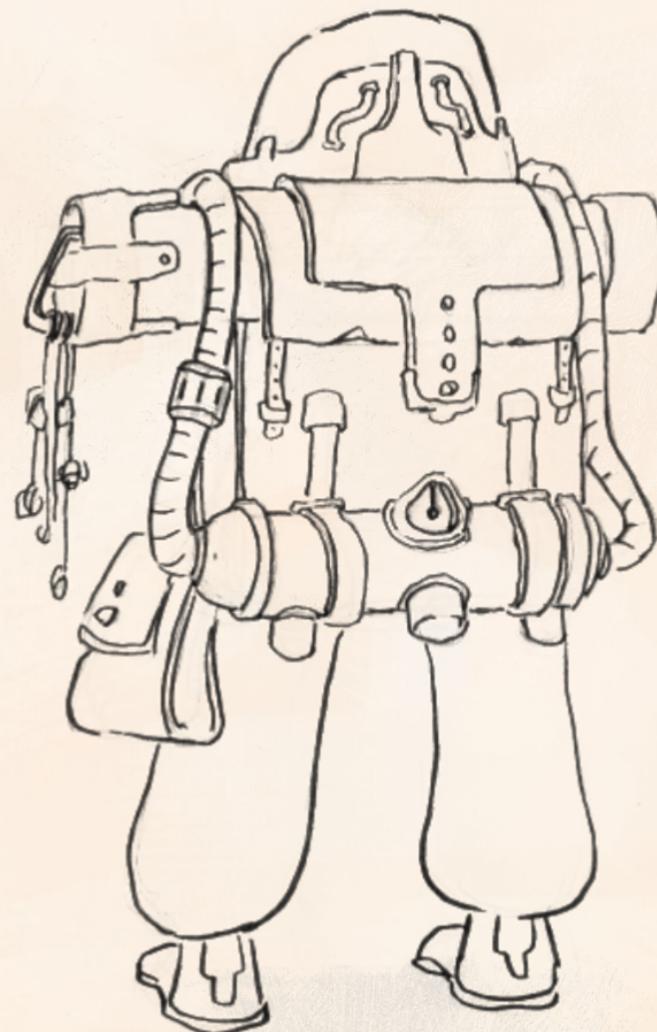


First concept where we feel the ambiance of the First town





Some props and decorations

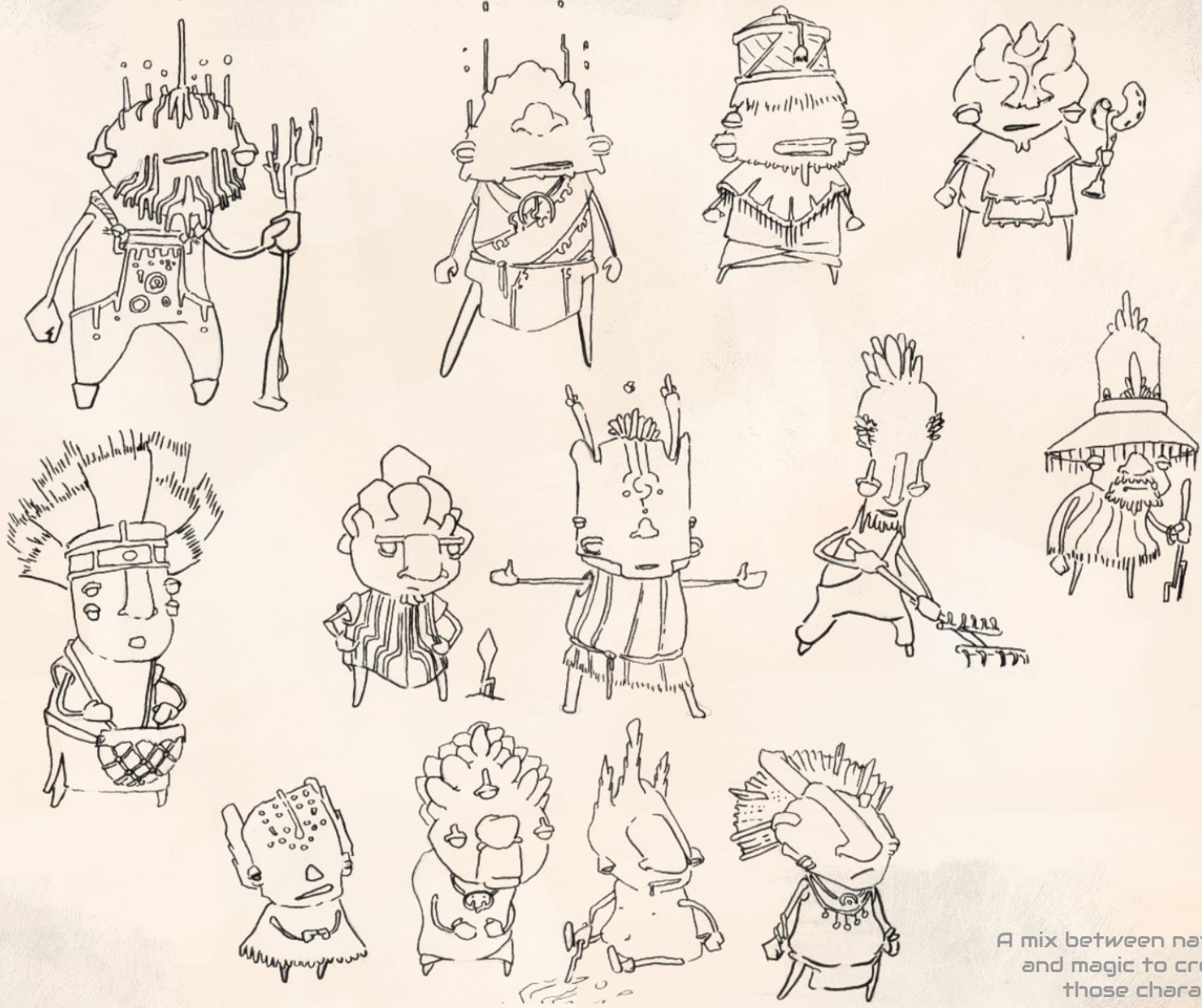


Original design for the third person character but we decided later on to switch to first person view instead

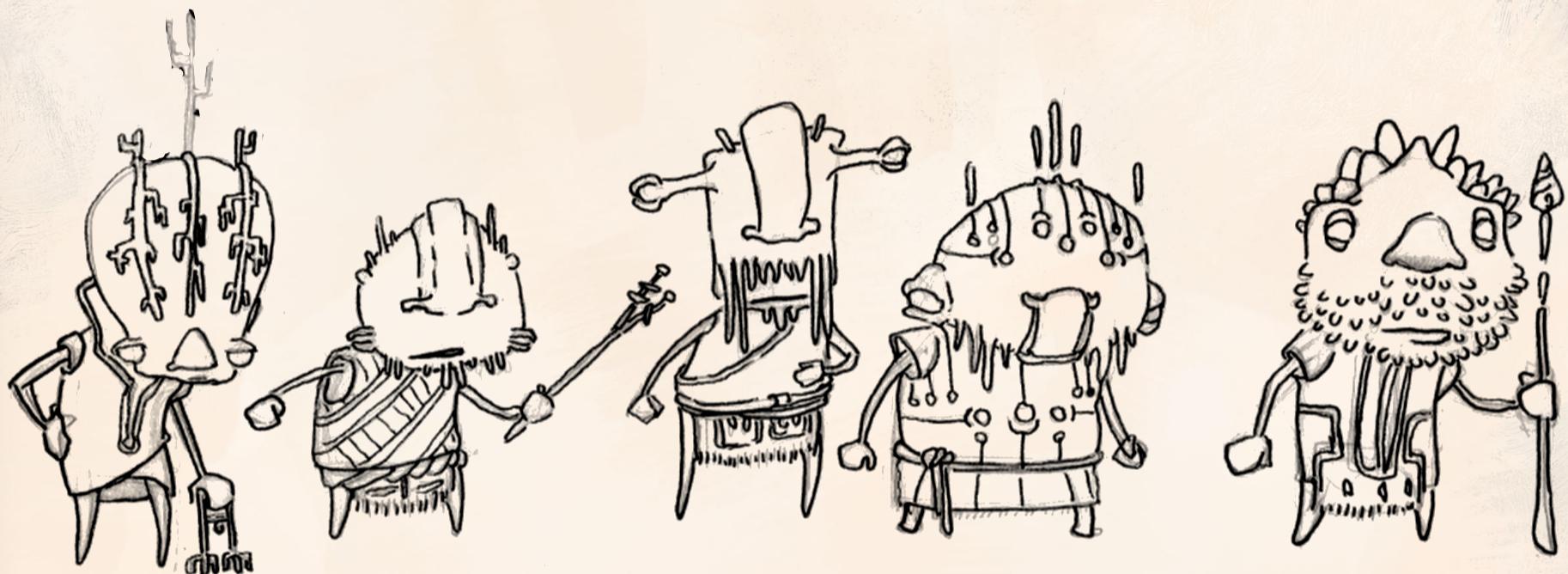
CHAPTER 3 : CHARACTER DESIGN

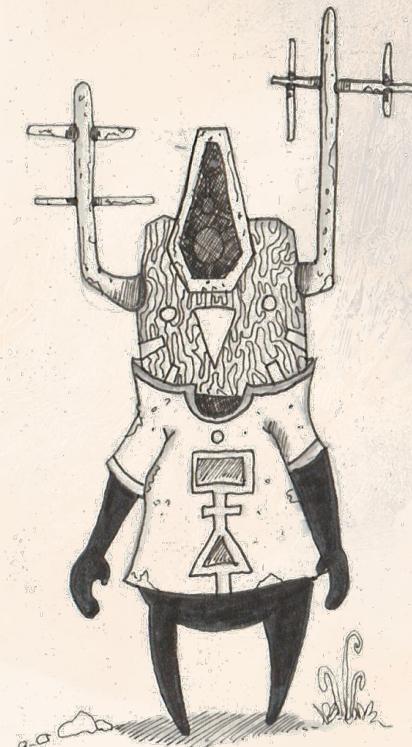
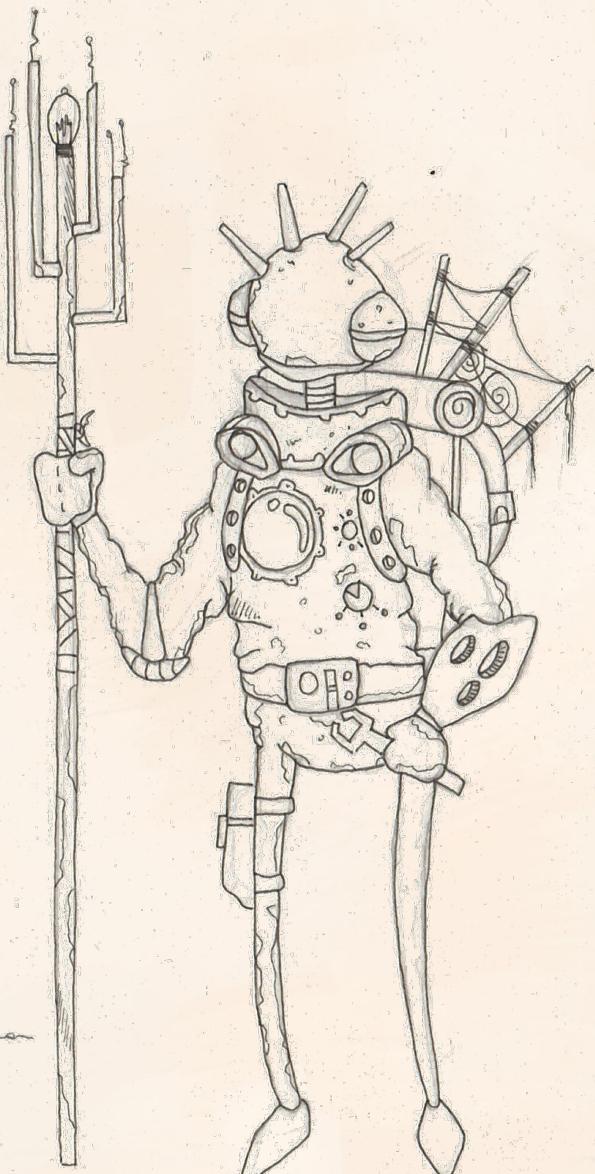
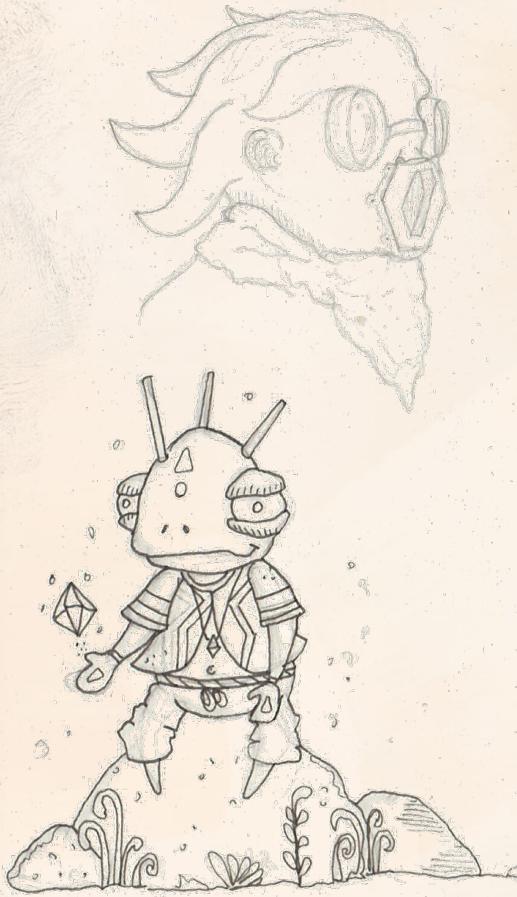


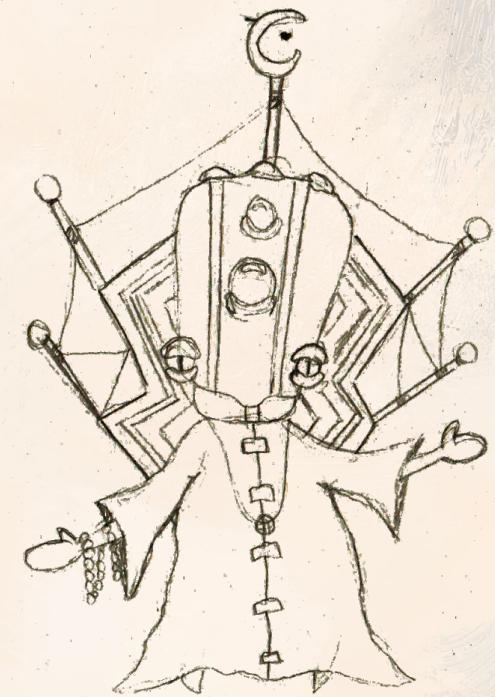
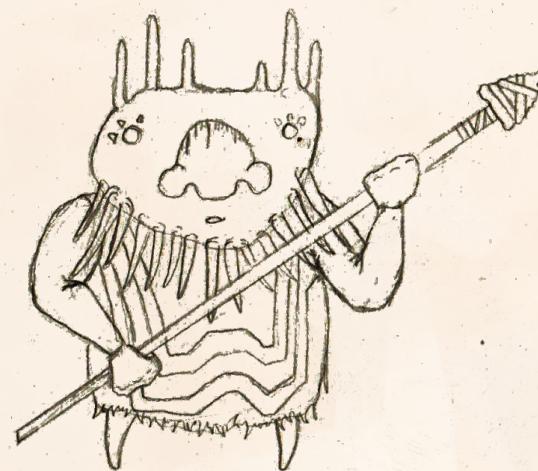
Main character design

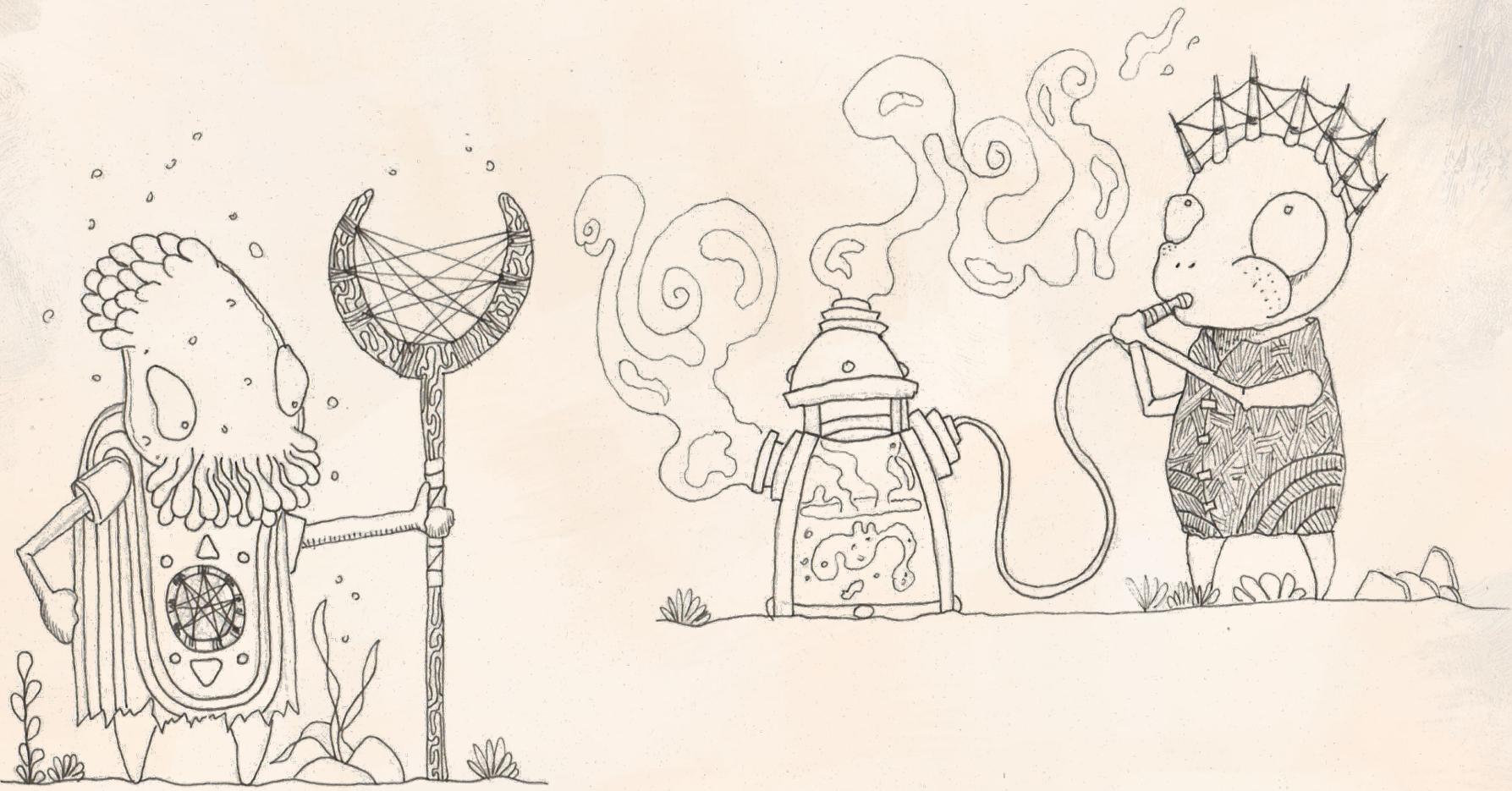


A mix between nature
and magic to create
those character

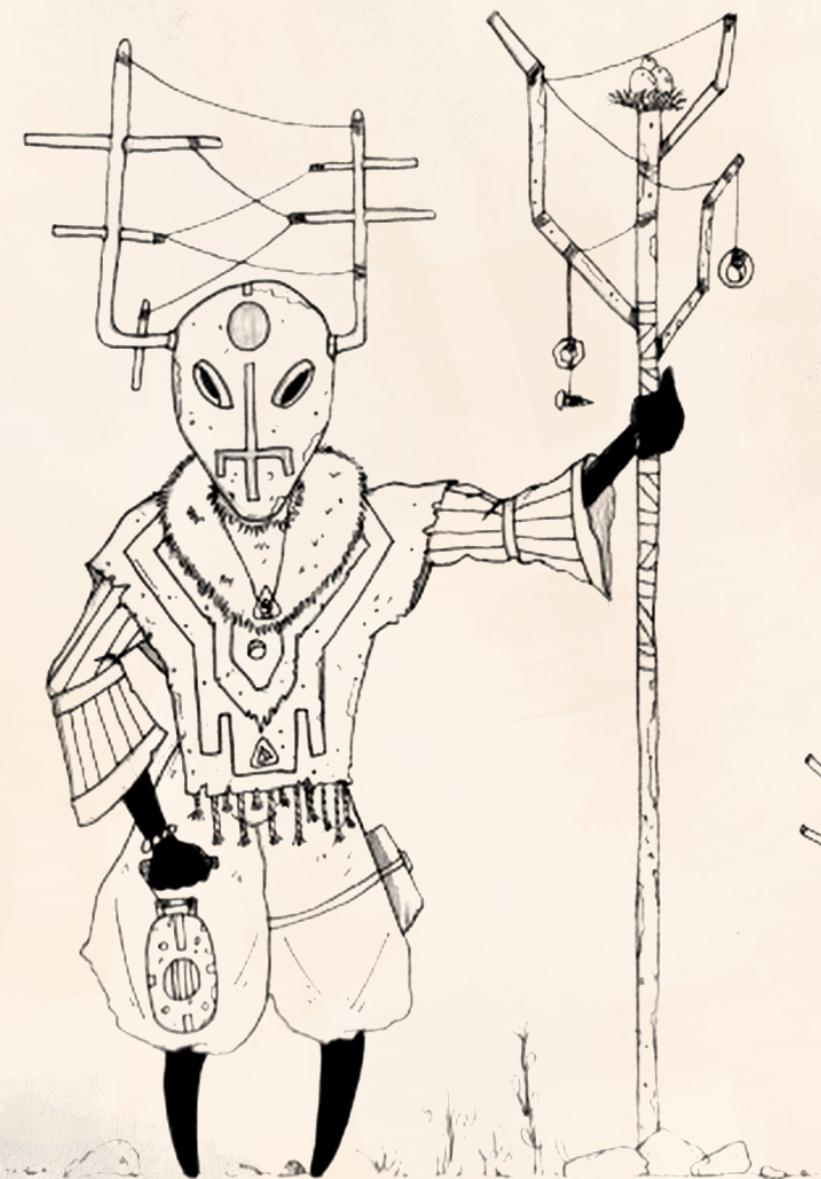


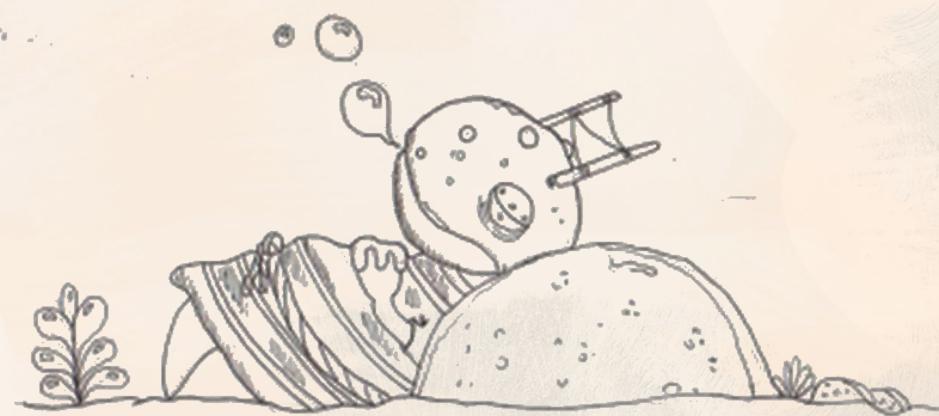


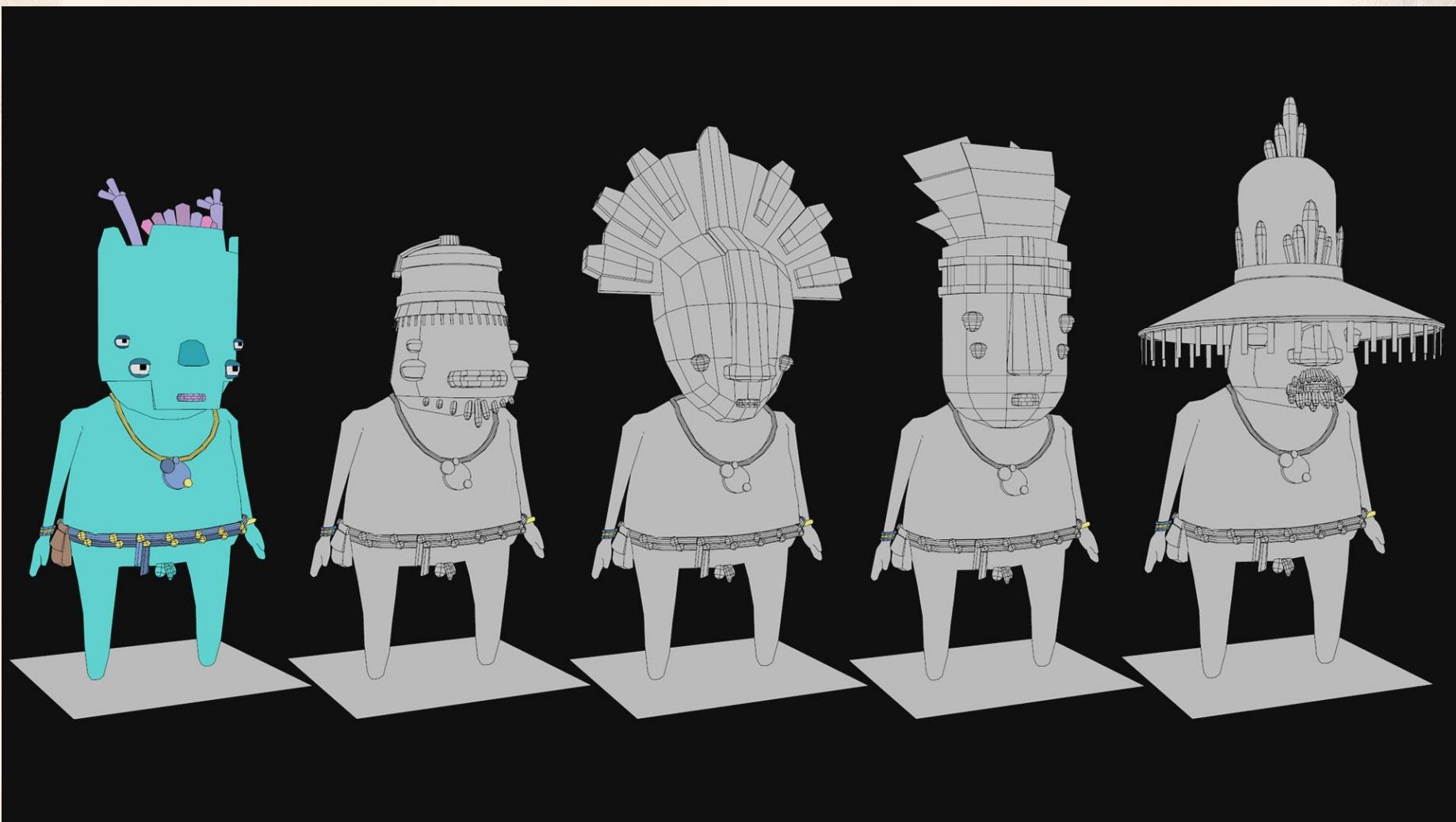




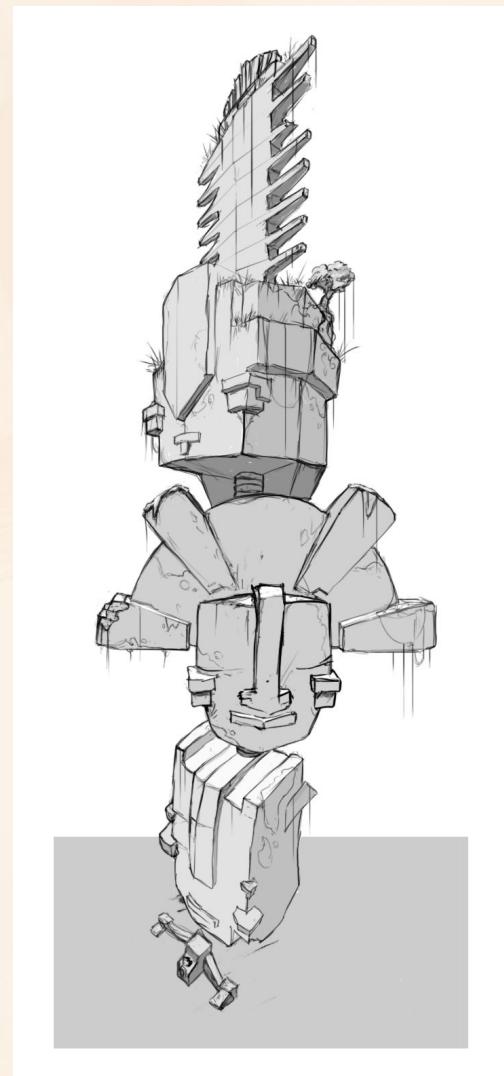
Yep, they were really high at that time,



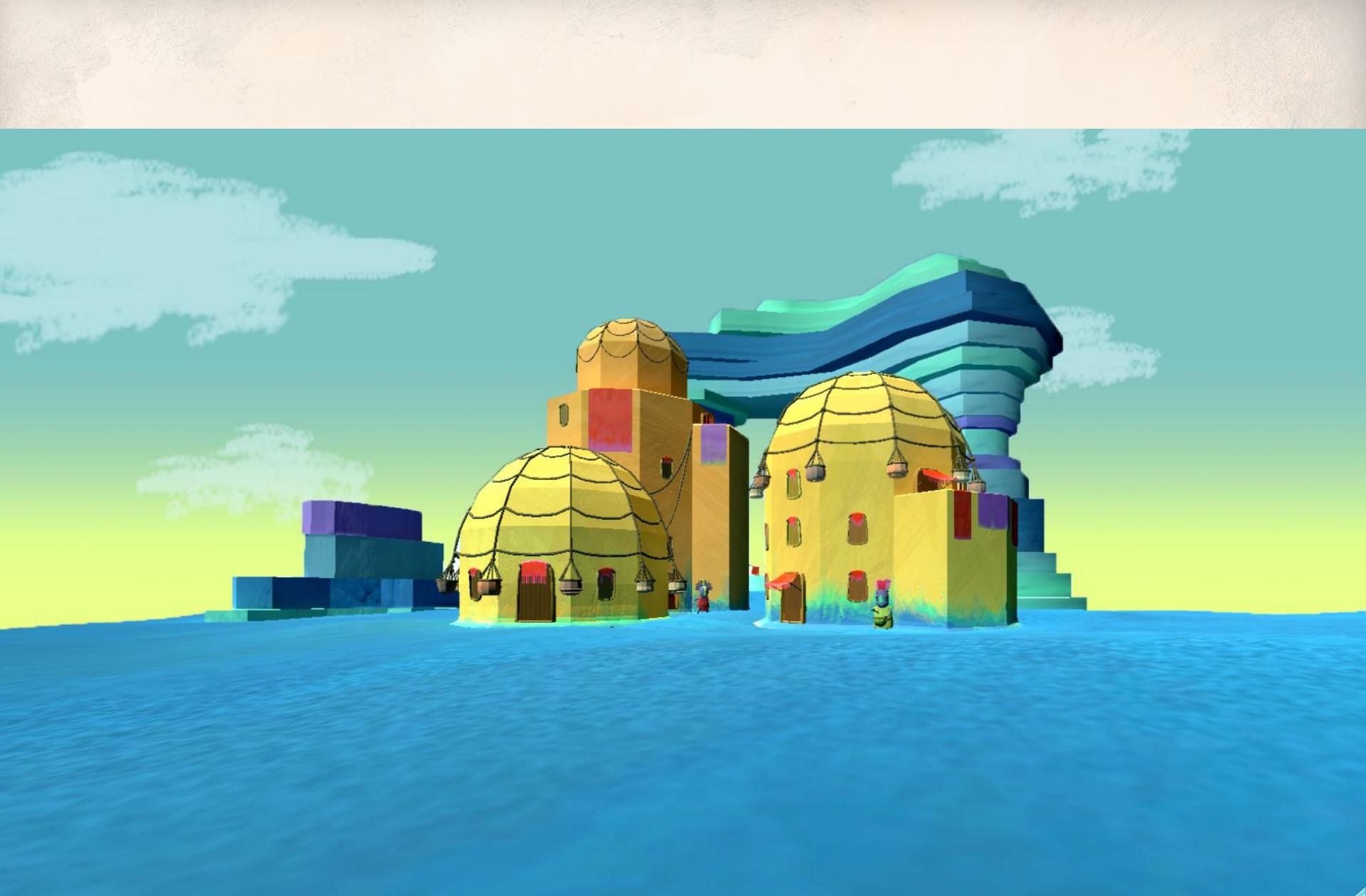




CHAPTER 4 : DIGITAL RESEARCH

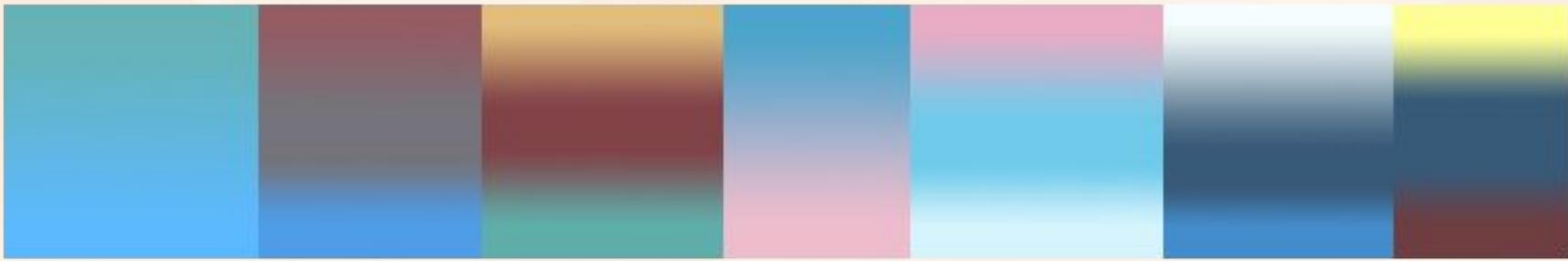
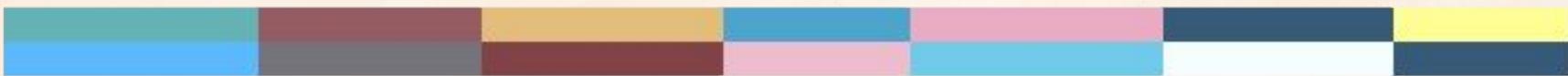




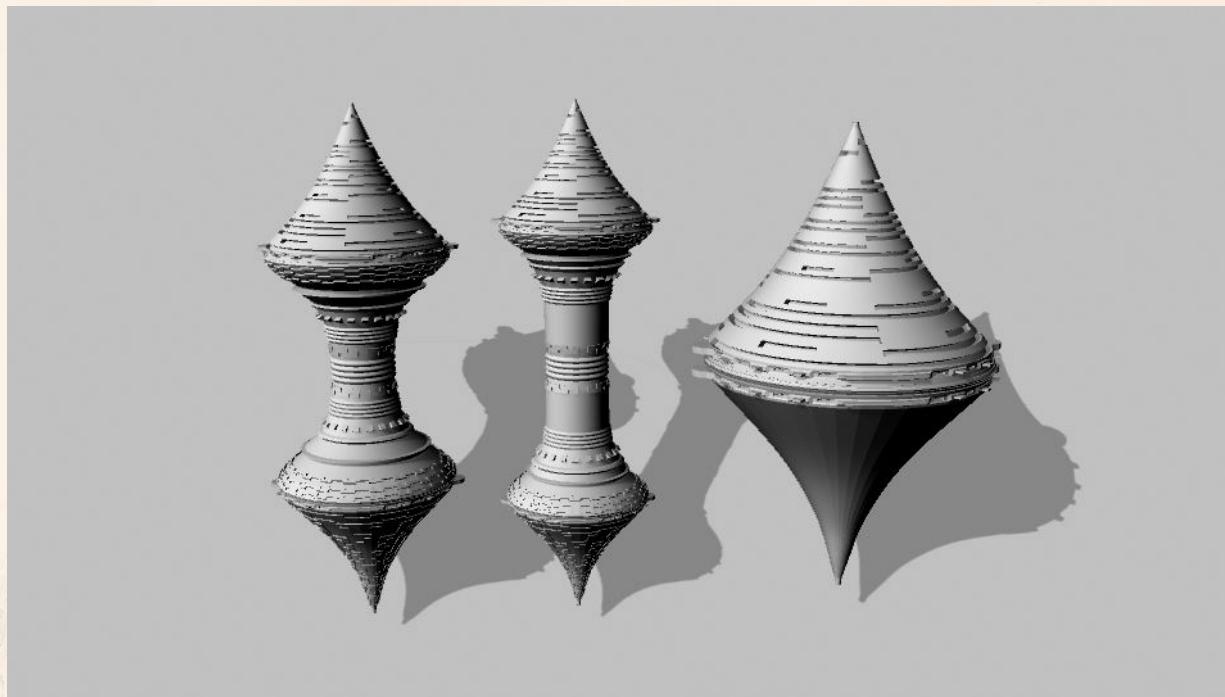
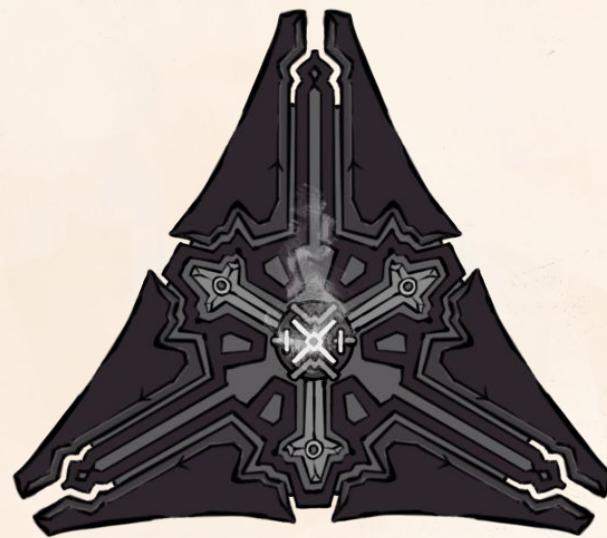


Small artistic diorama we made to see where we were going

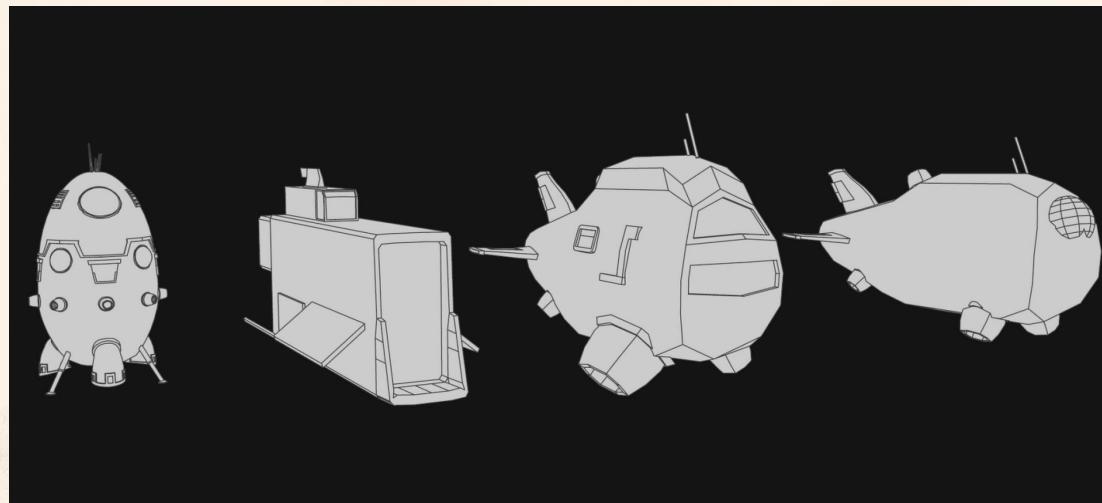
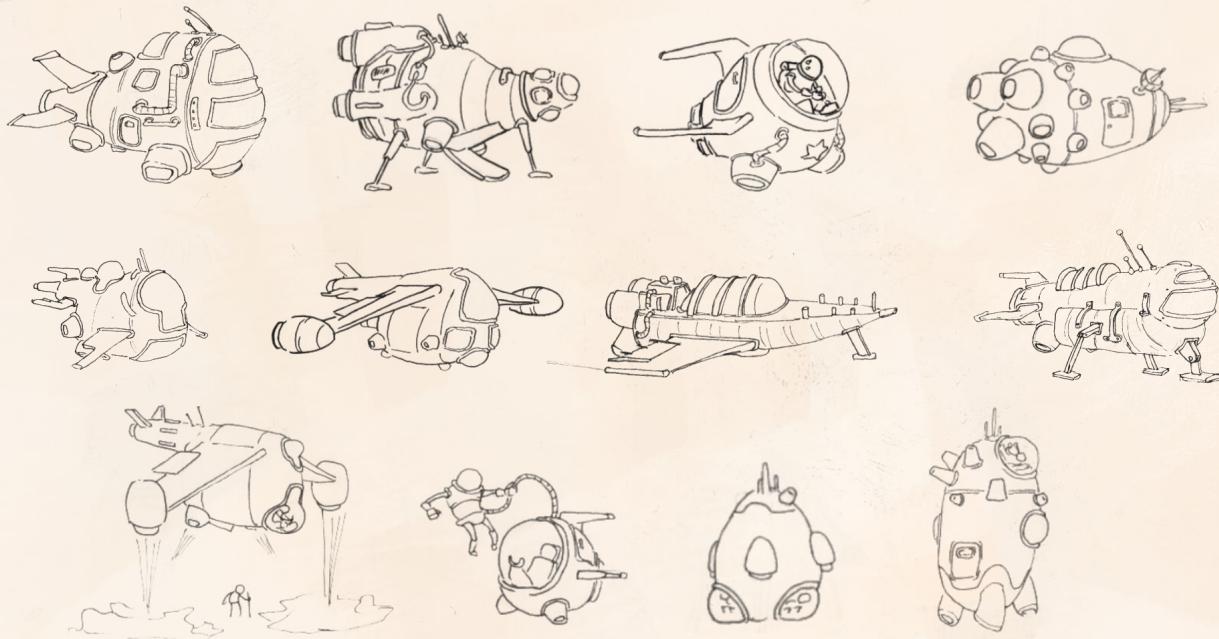
Color pallet



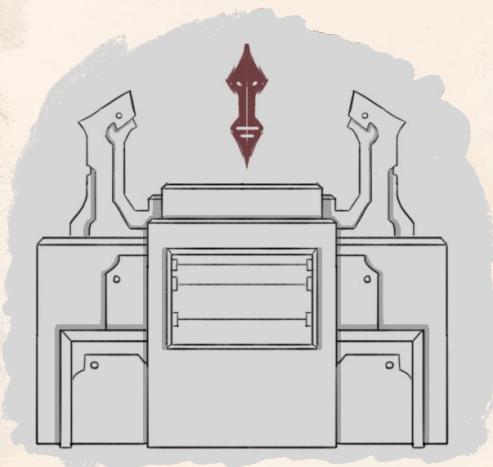
The artefact



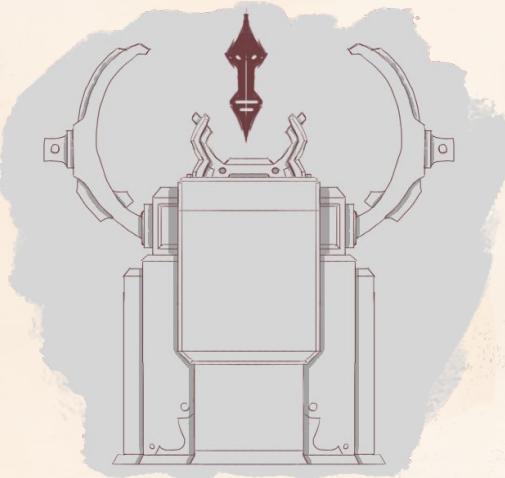
The ship



Altars



Enigma altar

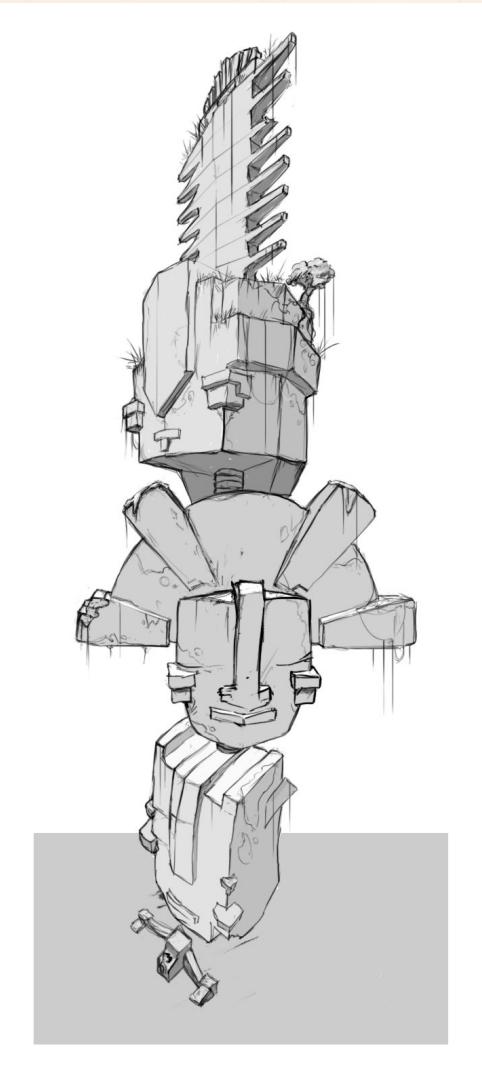


Story based altar

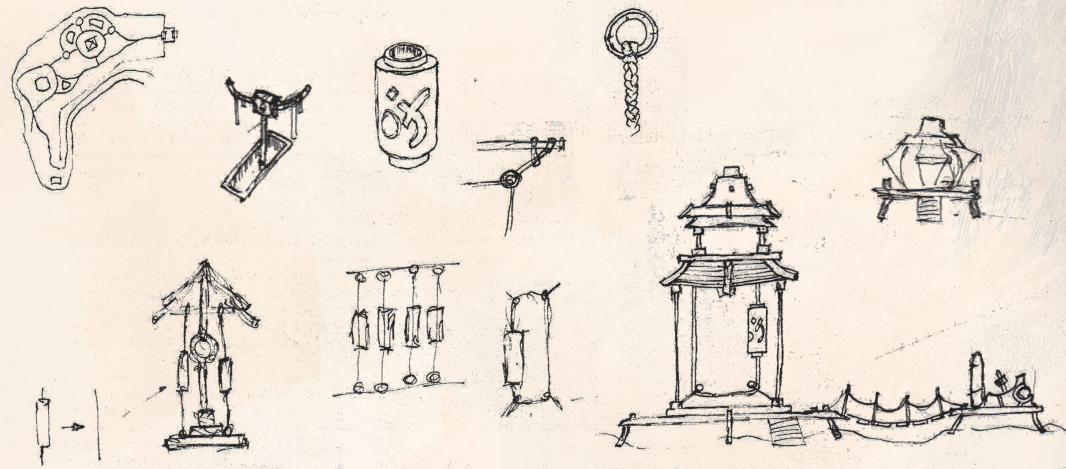
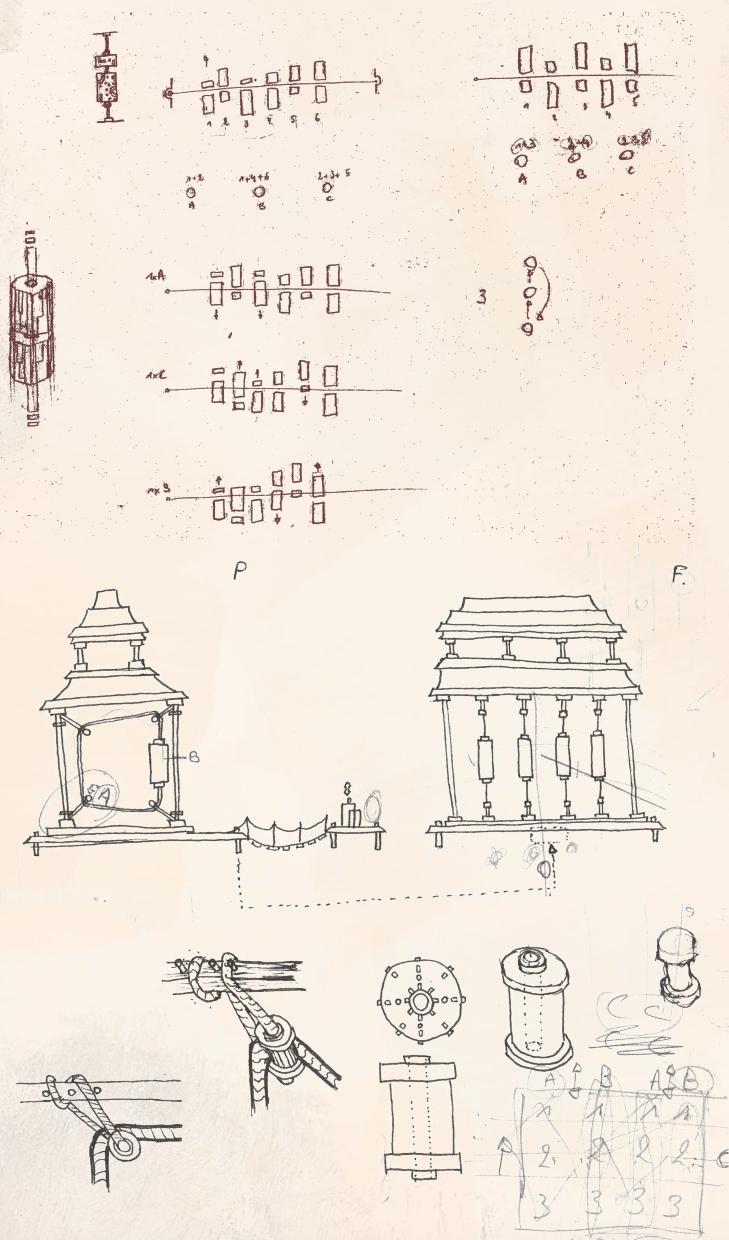


It needed to be energetic

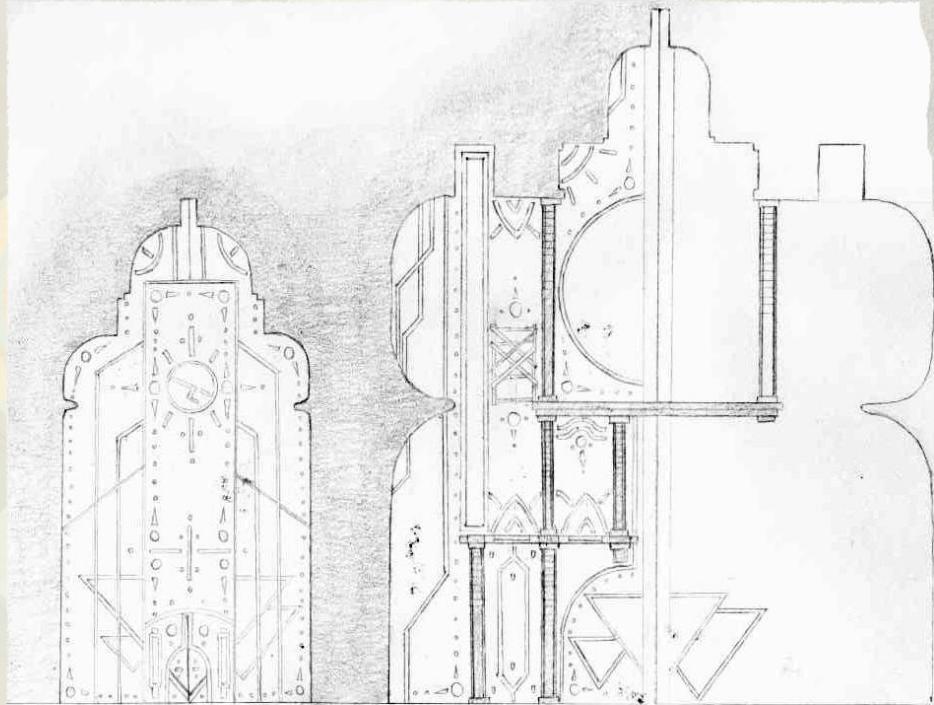
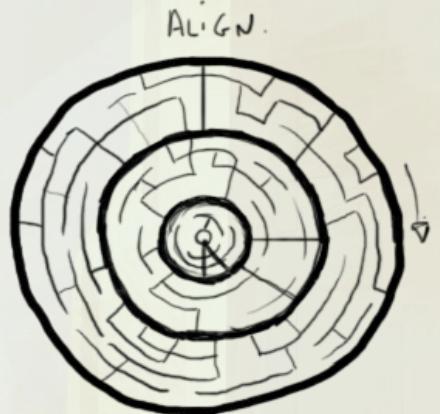
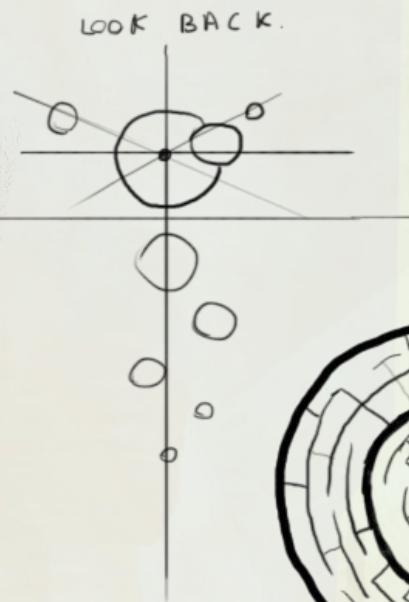
The totem enigma



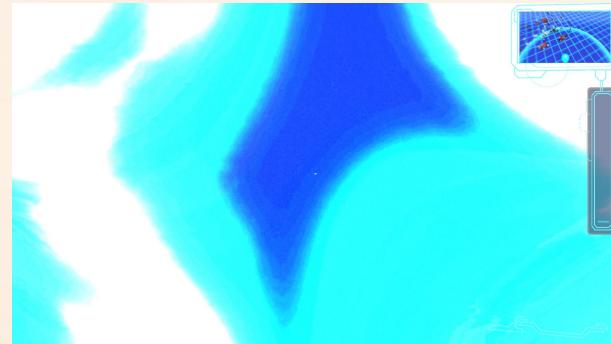
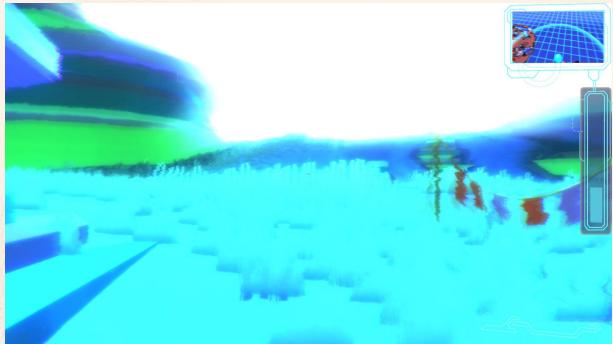
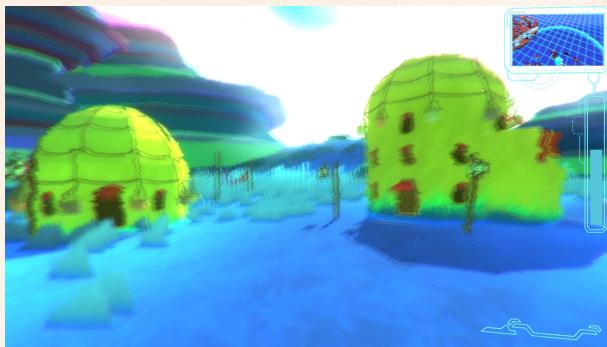
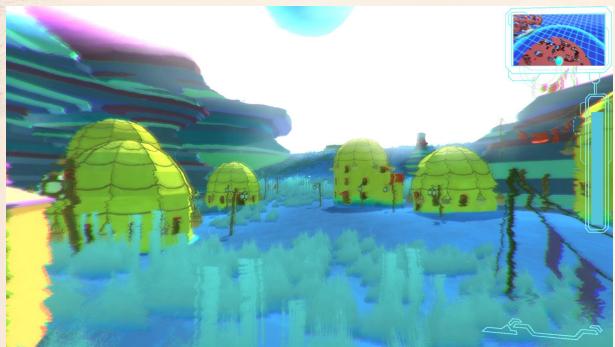
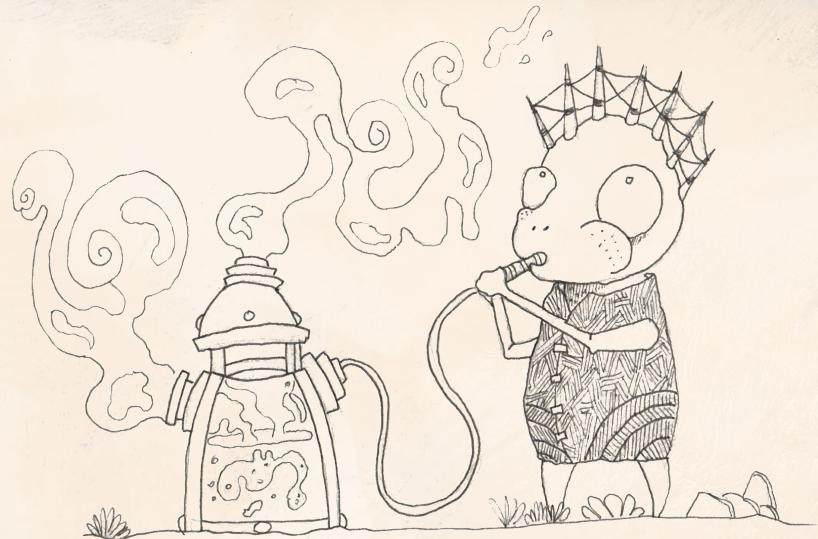
Temple enigma



Door enigma



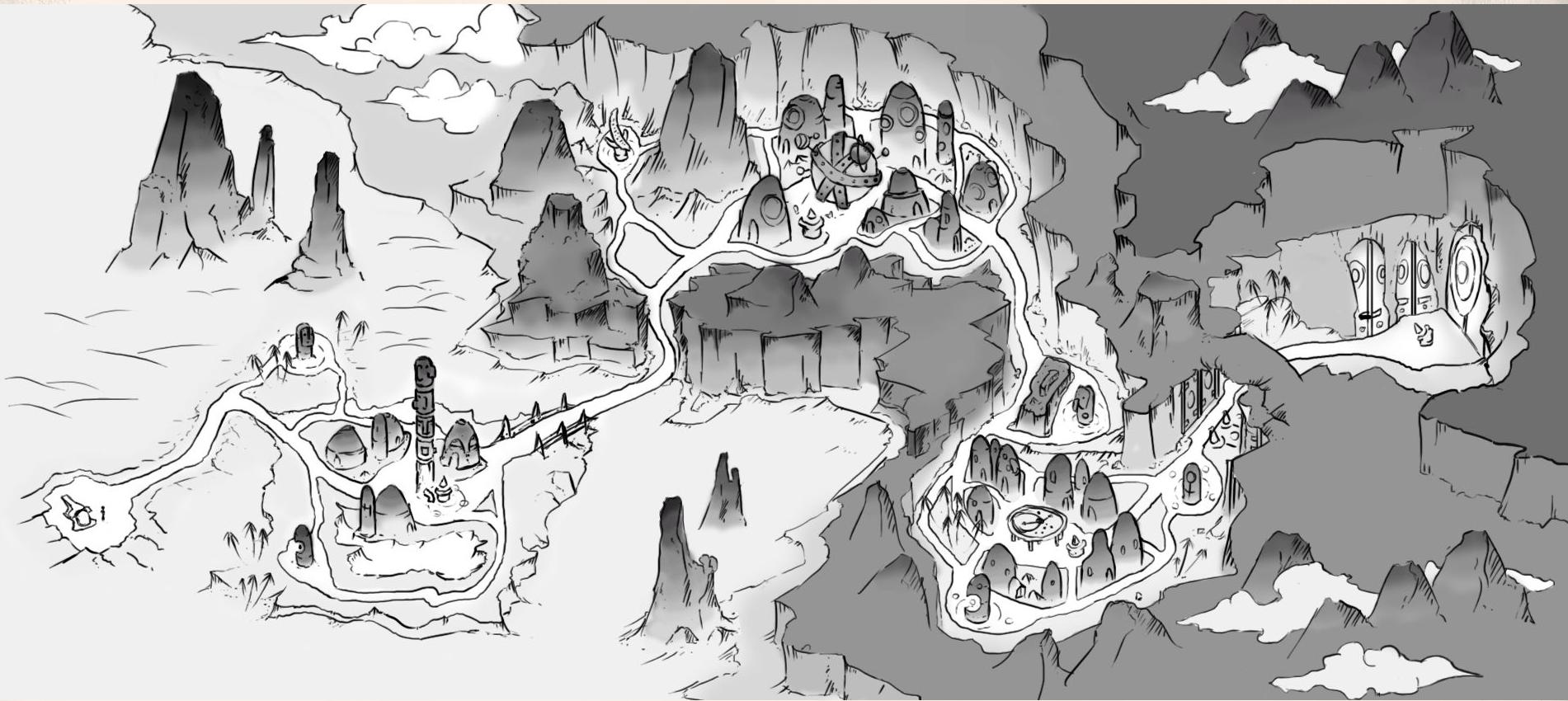
Hallucinations



Step of
hallucinations



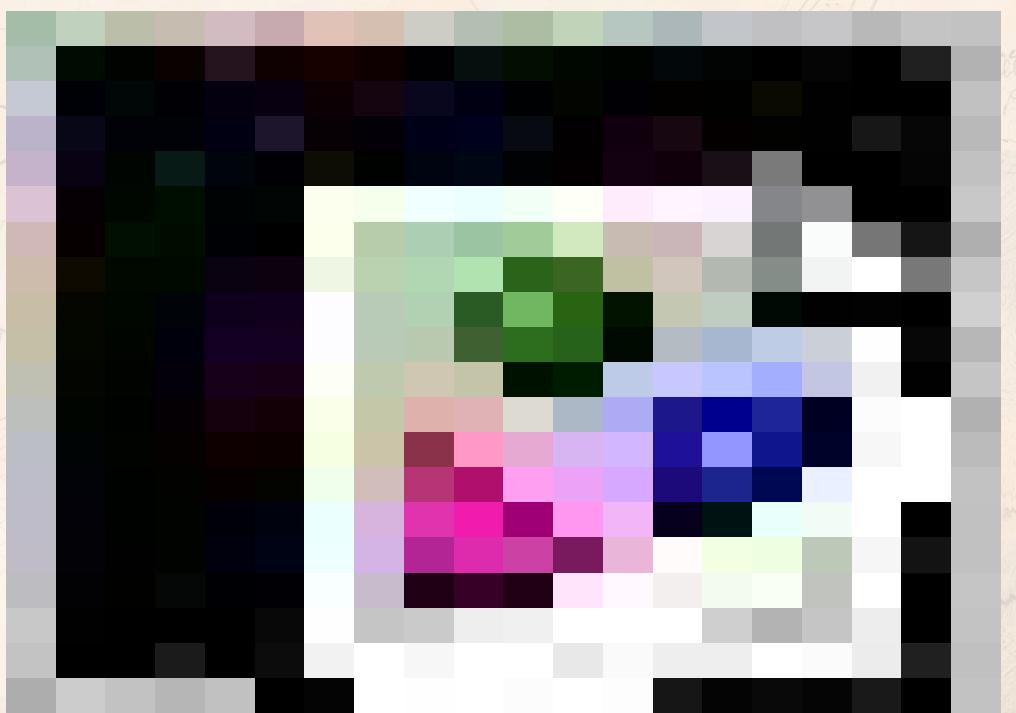
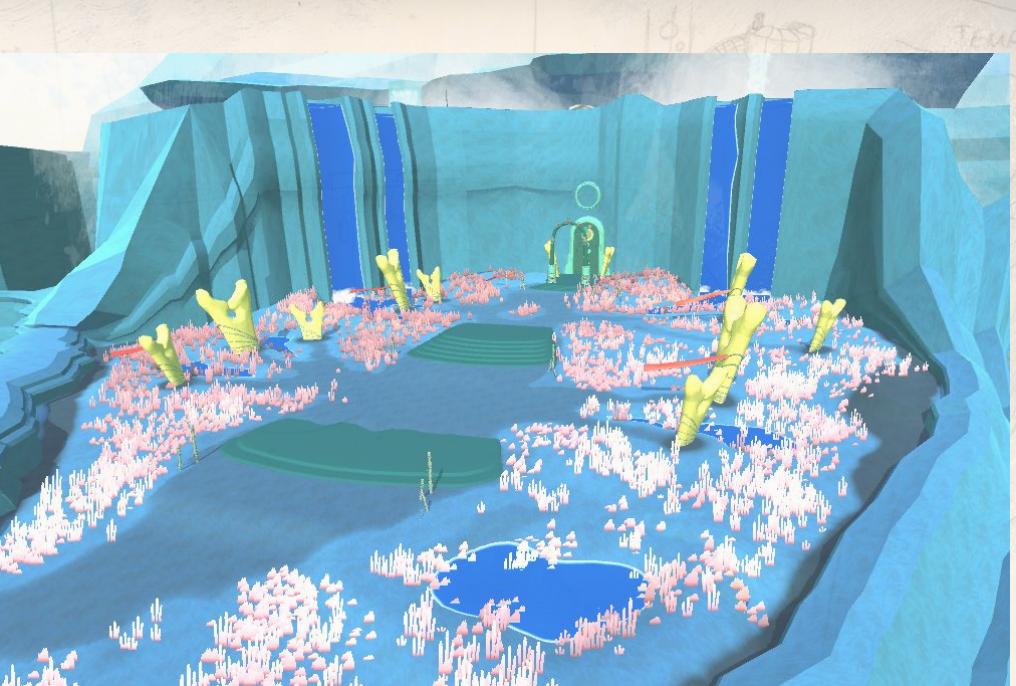
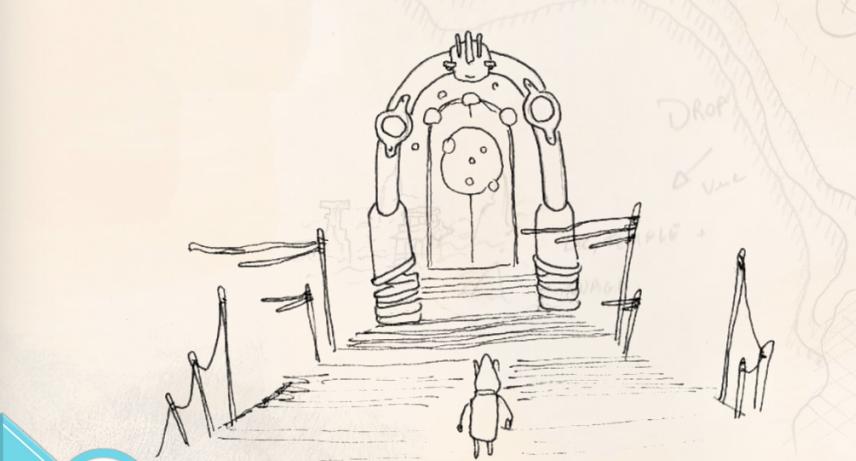
CHAPTER 5 : DESIGN LOCATION

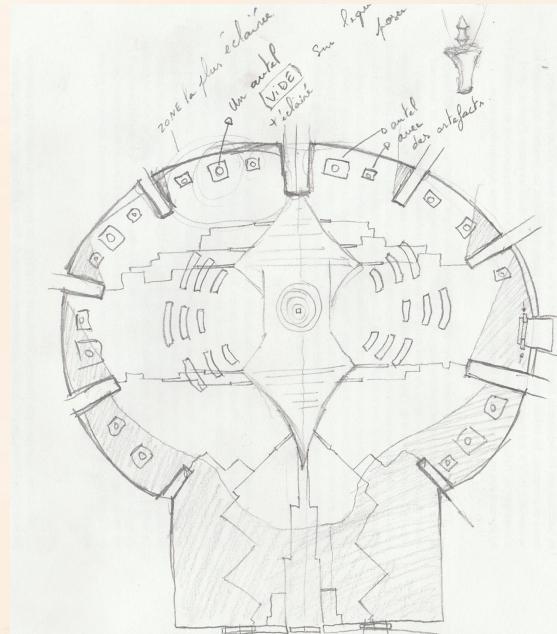
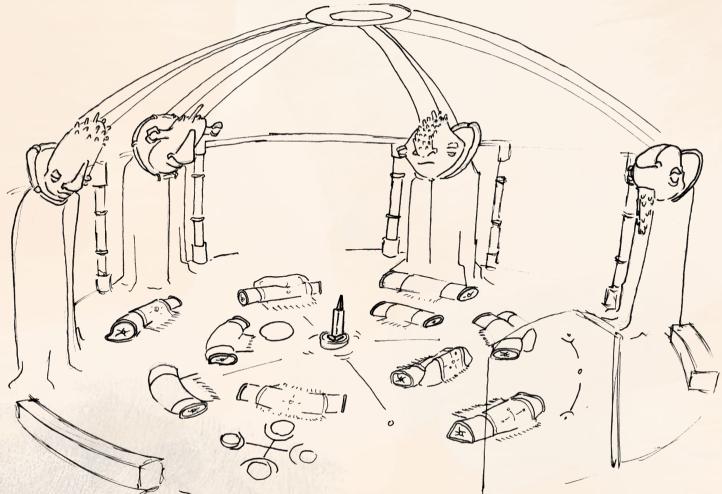
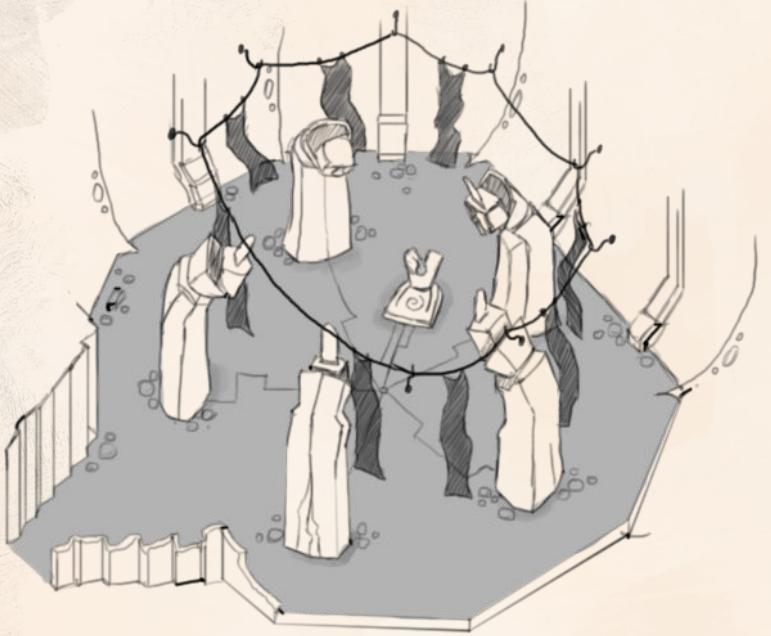


Initial map of the game



Entrance of the Final area and the door enigma





Last area, the Final temple

△ Small item.

○ Objet de chaque lieu.

Lo Housse -> détourne 2 (x)

Faire la 3

Ch. (o) -> celle qu'on
garde.

1. ACTIVATION
1. DEBLOCAGE
DE LA ROUTE.

ROCHER
BLOQUANT
LA ROUTE

VILLE

ENIGME

ACTIVITE
#2

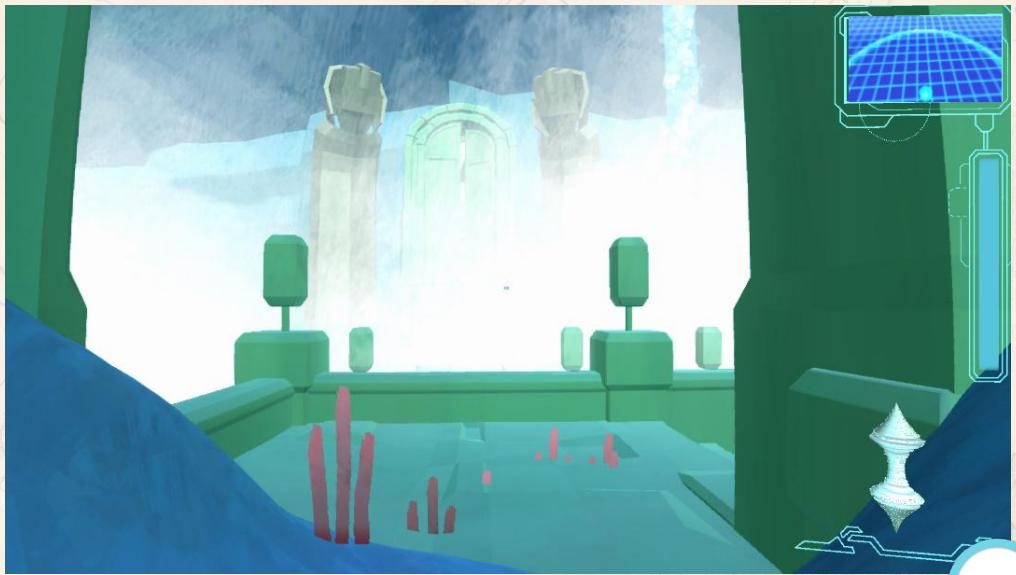
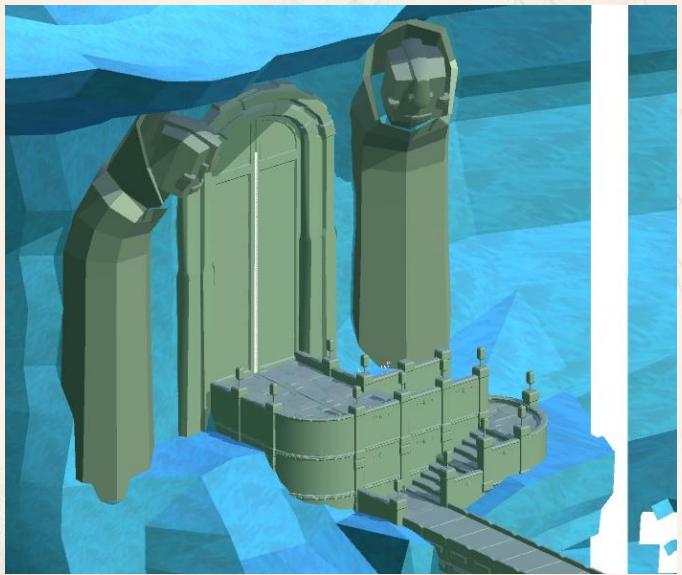
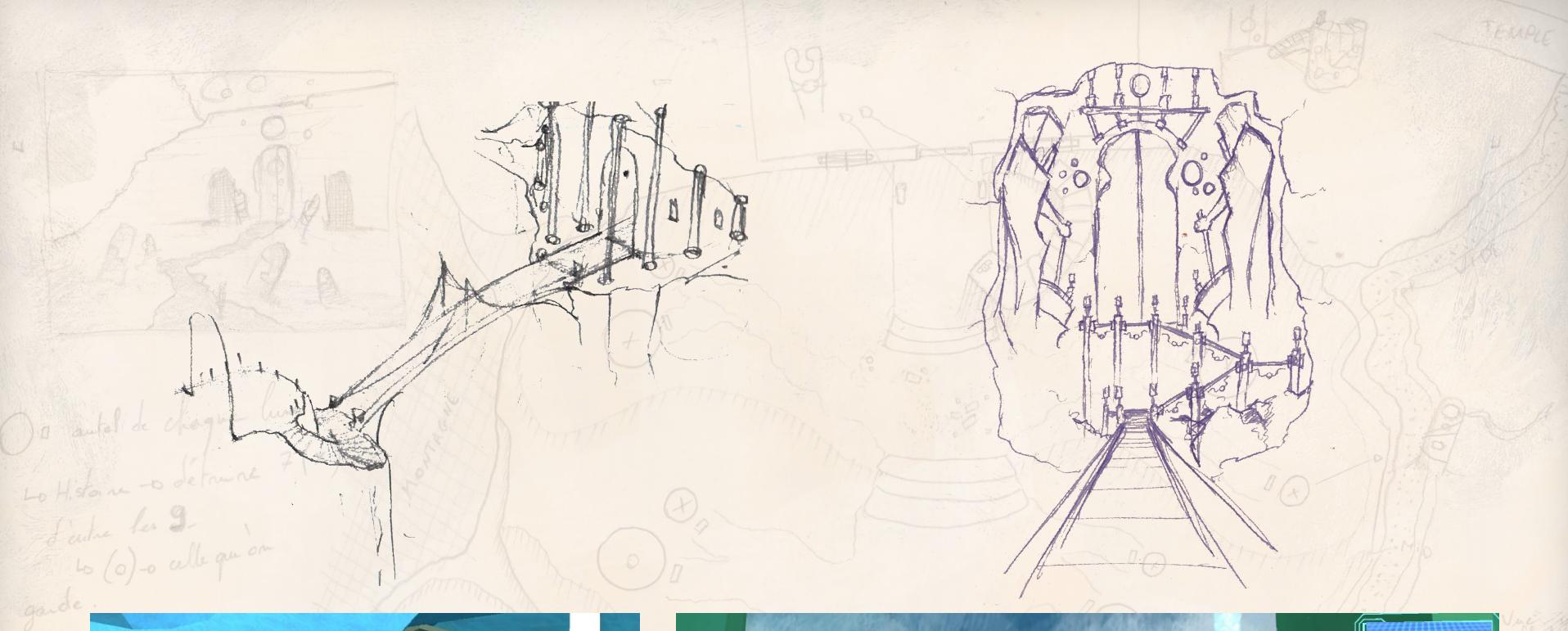
△ PORTE.
TEMPEL.

ACTIVATION
#1

MAUVE

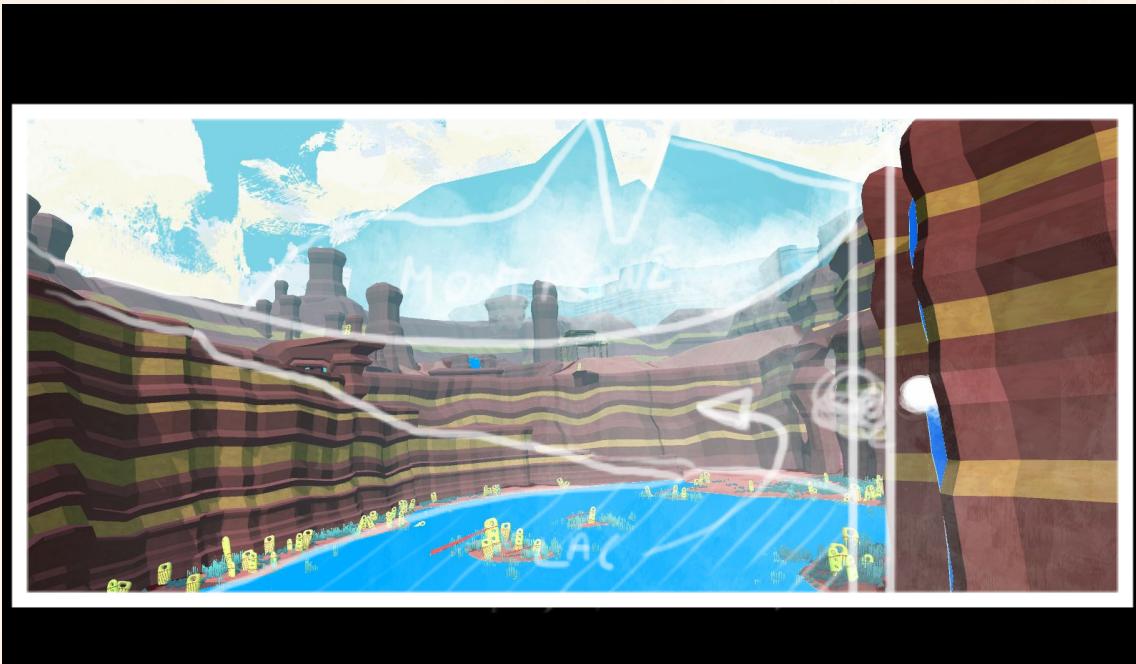
Cimetière.
Apparaît en marchant

BLEU

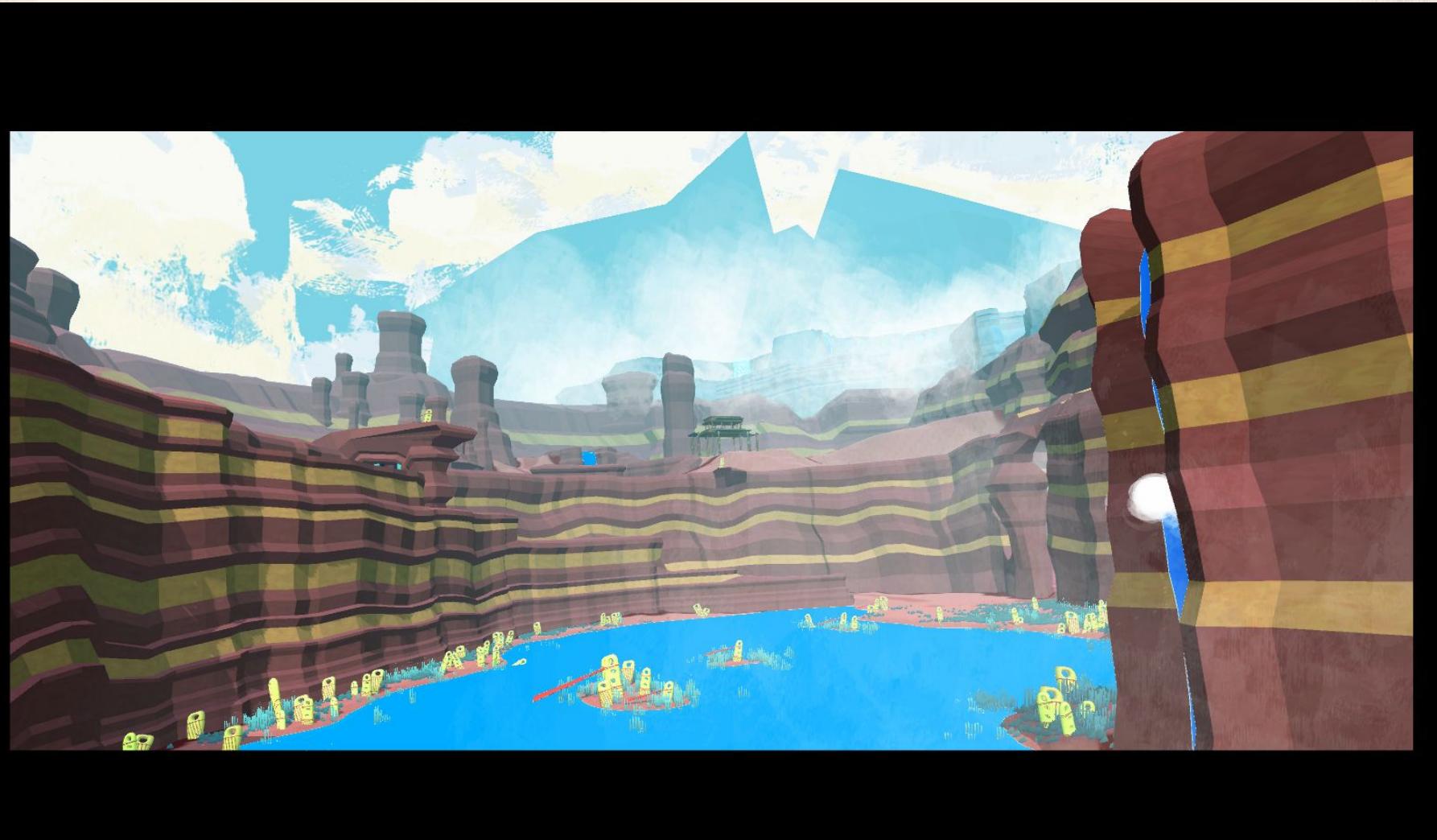


Bridge and giant door leading to the last area



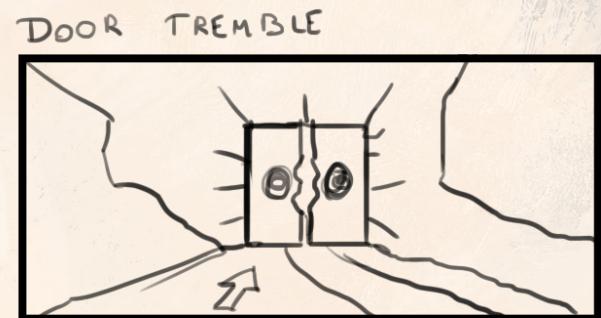
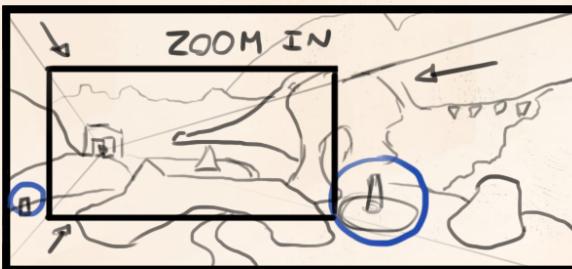
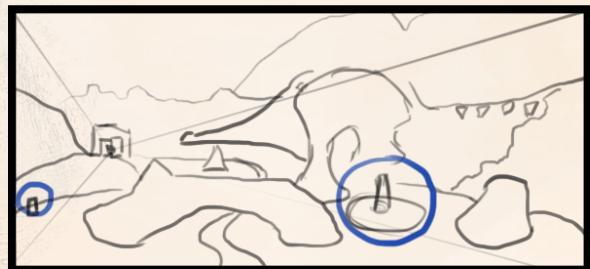


CHAPTER 6 : STORYBOARD

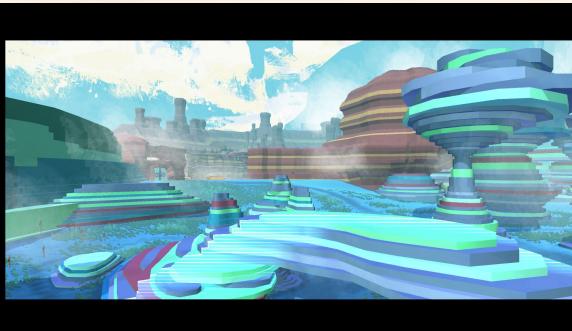
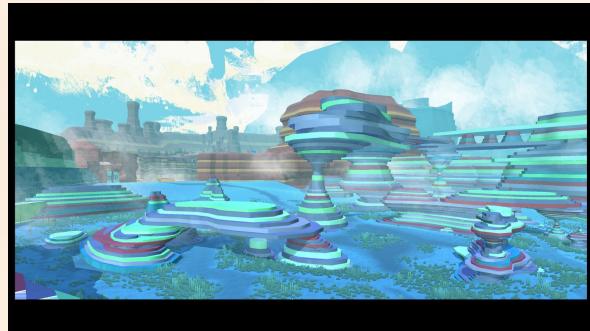


Cut scene #1

Showing to the player the area that he can explore is very important, that gives him an objective.



Drawing on the top of screenshots



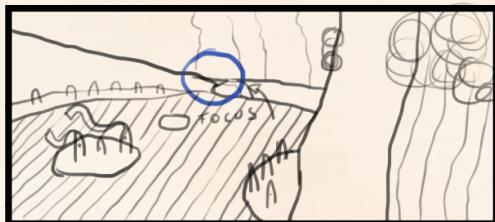
Final result in game

Cut scene #2

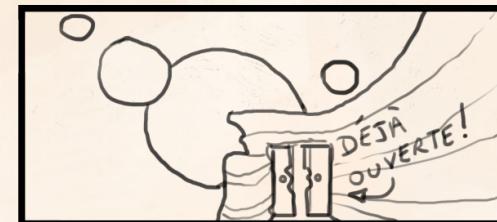
Presenting the area number two without this time giving an objective, showing important narrative environmental details was important here.



FOCUS CHEMIN



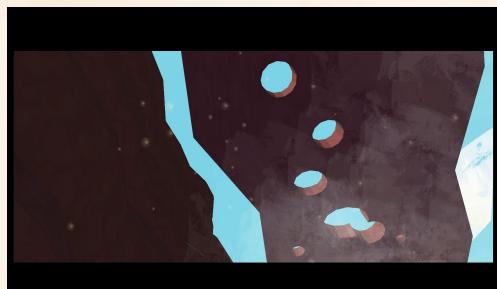
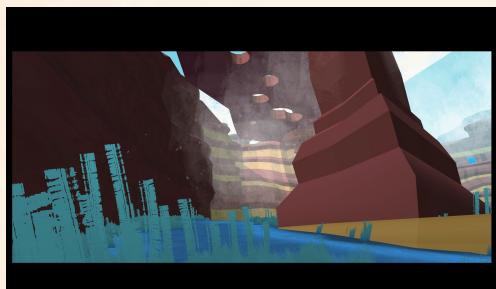
5



Mountains
Lake

Already opened

Drawing on top of screenshots

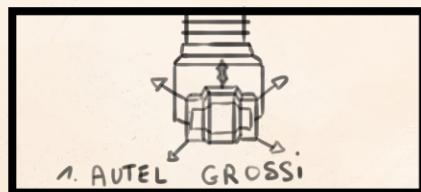


Final result in game



Cut scene #3

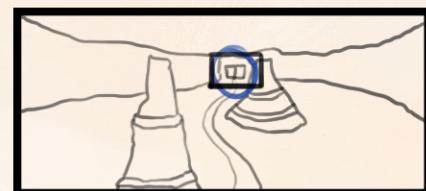
This is the end of the first enigma, the artefact lost a bit of his power, then it shows the access to the next area.



← ZOOM OUT →

Altar getting bigger

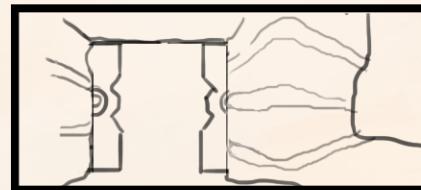
Artefact explosion



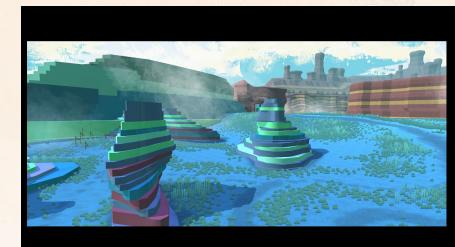
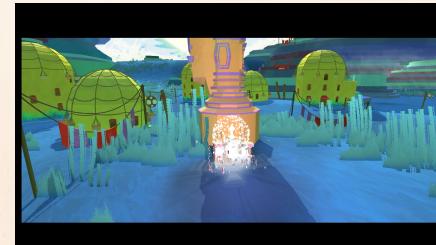
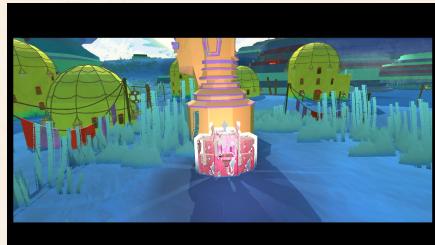
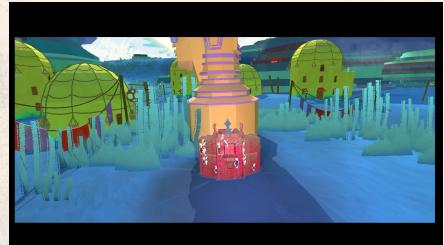
← Decomposition / camera align with the door

↑ CAMERA TOURNE ET S'ALIGNE VERS LA PORTE.

→ ZOOM IN ↘



Drawing on top of the screen



Final result in game

Storyboard of the animatic



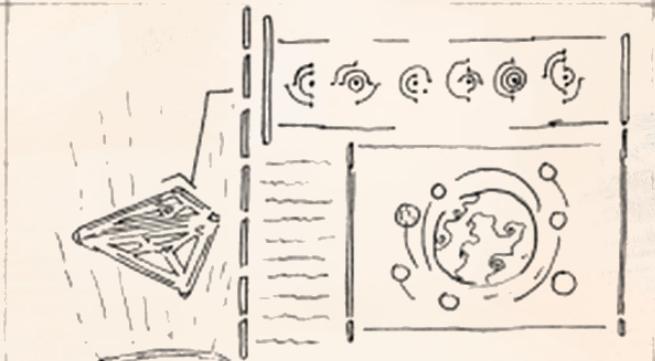
SEQUENCE 01
PLAN 01
PLAN D'ENSEMBLE



SEQUENCE 01
PLAN 02
TRAVELLING AVANT.



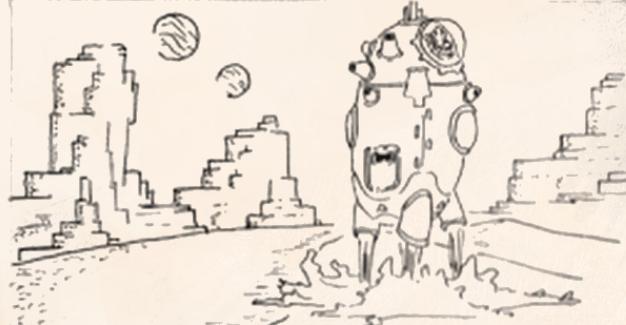
SEQUENCE 01
PLAN 03
PLAN LARGE



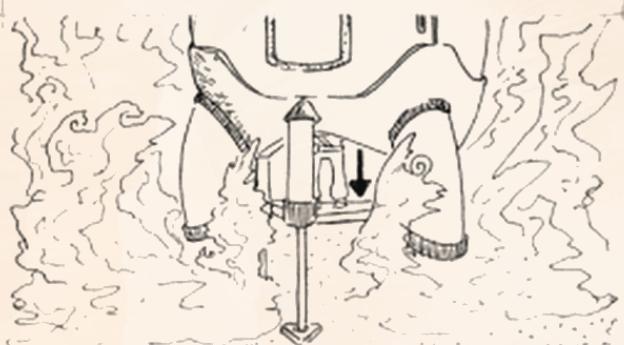
SEQUENCE 01
PLAN 04
GROS PLAN



SEQUENCE 02
PLAN 05
PLAN LARGE



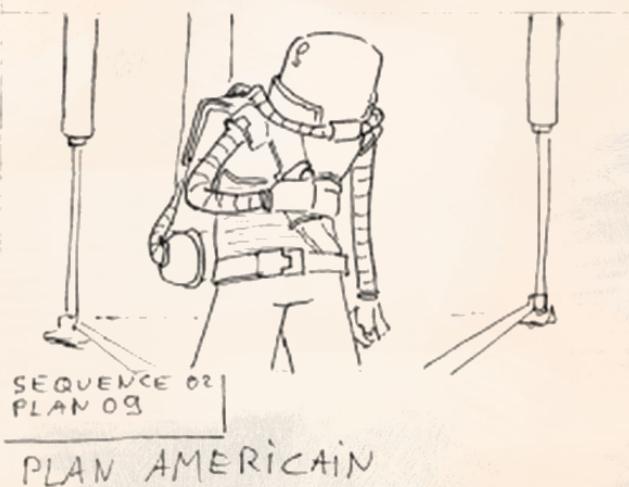
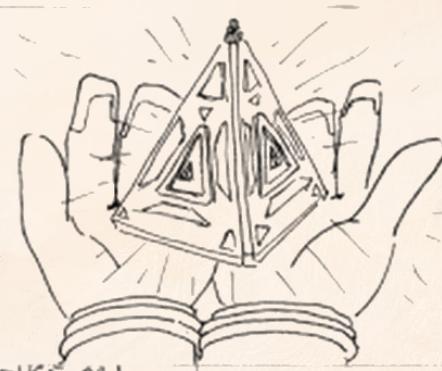
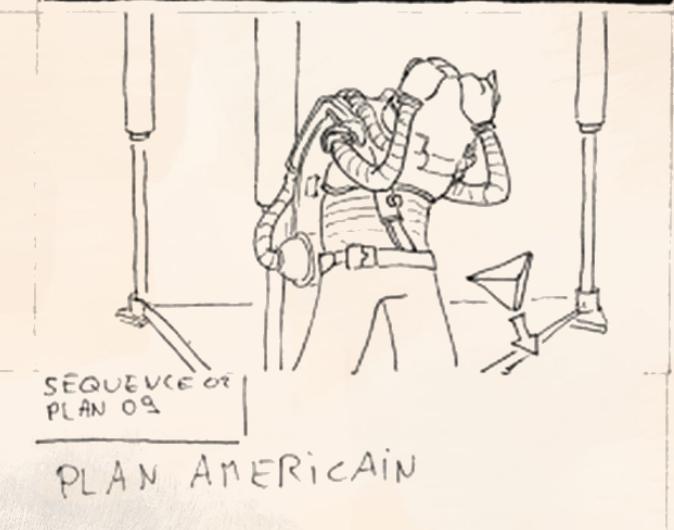
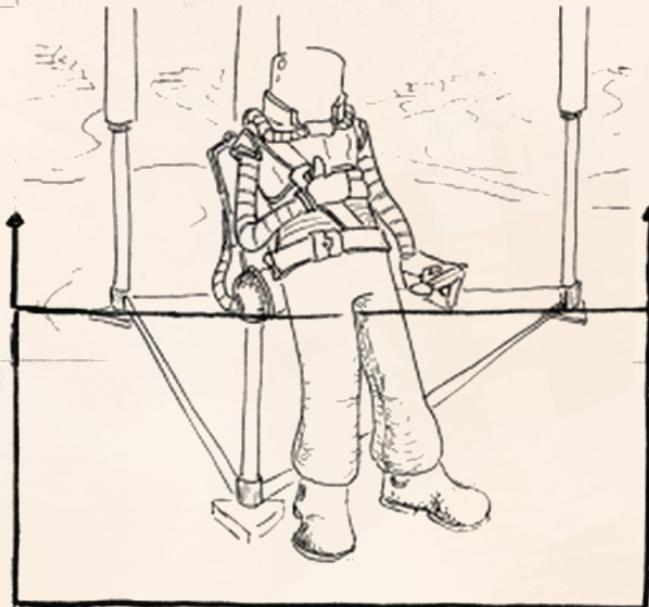
SEQUENCE 02
PLAN 06
PLAN LARGE



SEQUENCE
PLAN 07
PLAN RAPPROCHÉ



SEQUENCE 02
NOIR





SEQUENCE 02
PLAN 10

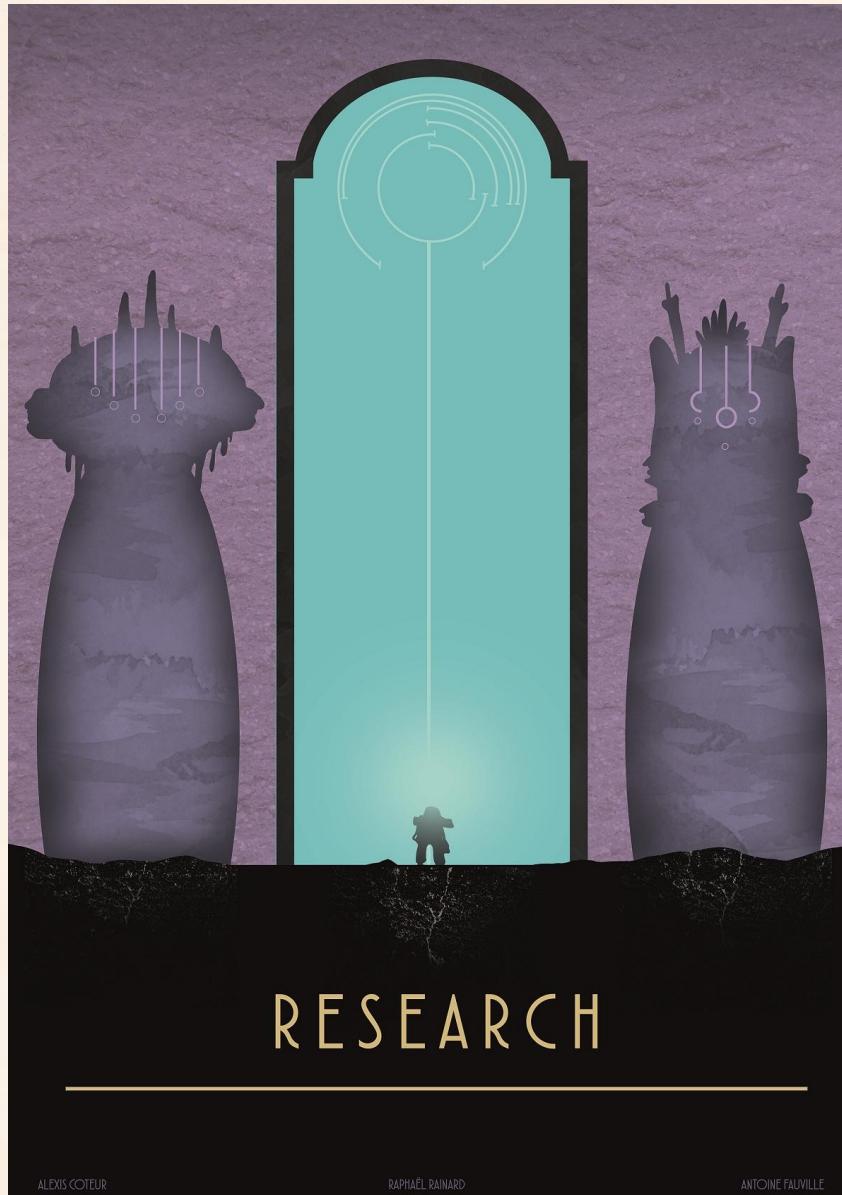
PLAN RAPPROCHE EPAULE

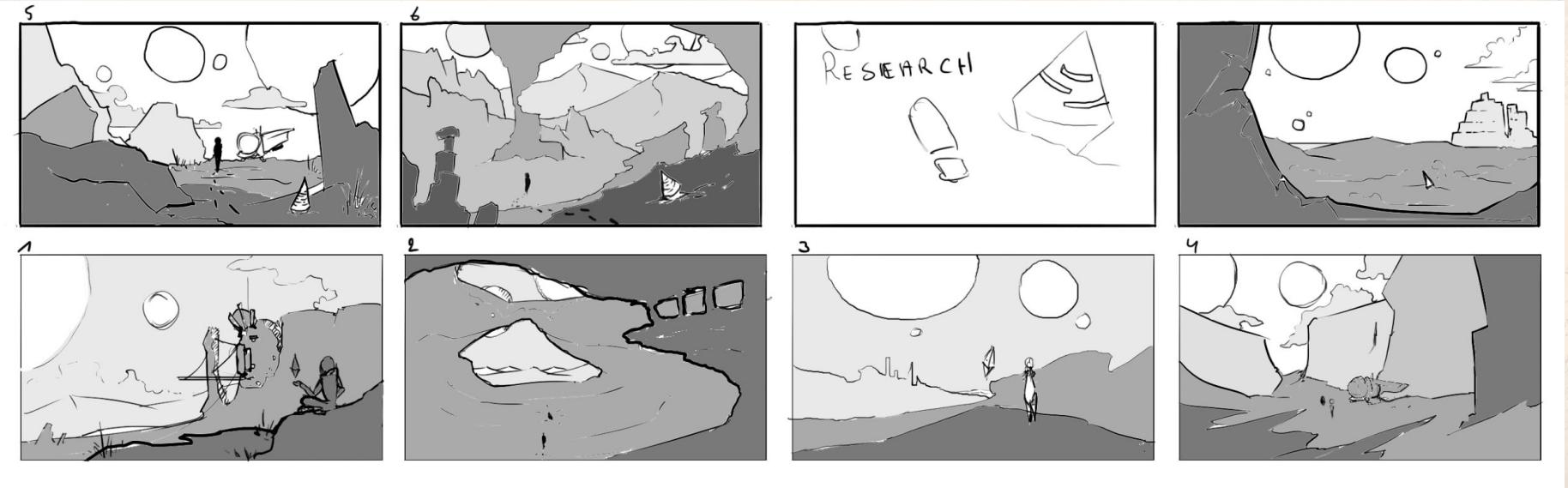


SEQUENCE 02
PLAN 11

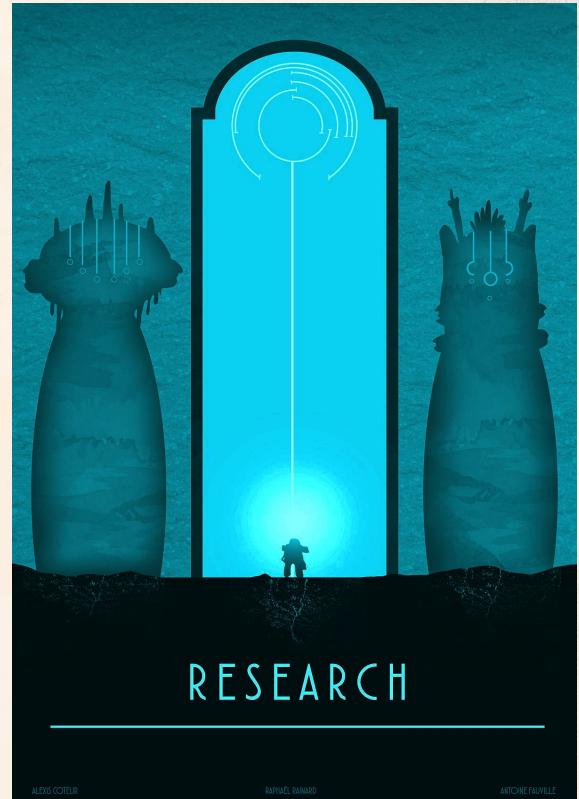
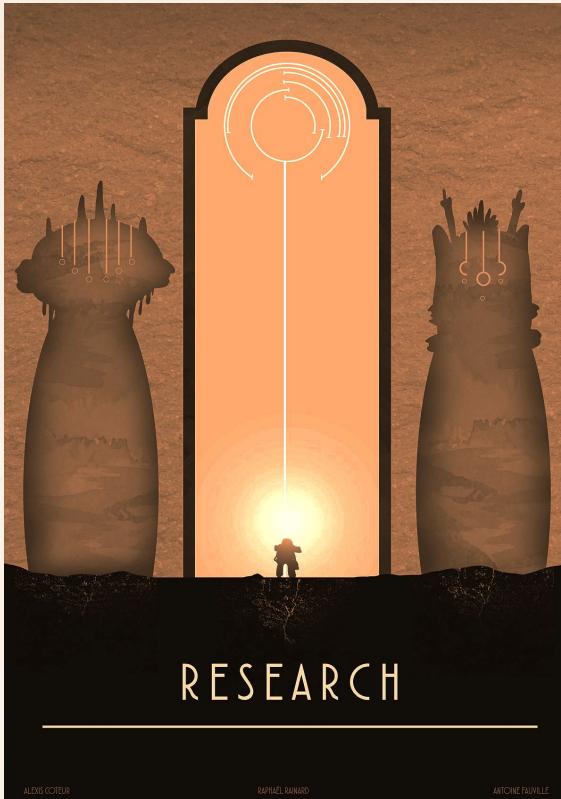
PLAN D'ENSEMBLE

CHAPTER 7 : GAME POSTER



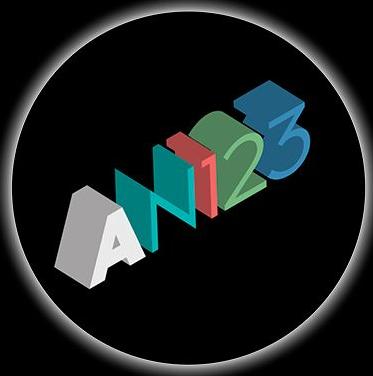


Initial design for the game poster, we later on decided on something more simple



Color variant for the game poster

Find the game on <https://antoinefauville.itch.io/research>



<http://arts-numeriques-esa-stluc-bxl.be>



<http://www.stluc-bruxelles-esa.be/Arts-numeriques-1690>

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CREDITS



RAPHAËL RAINARD

Project author, scenario, character design, animation, 3D modeling, texturing.



ALEXIS COTEUR

3D modeling, concept, texturing, environment design, props design.

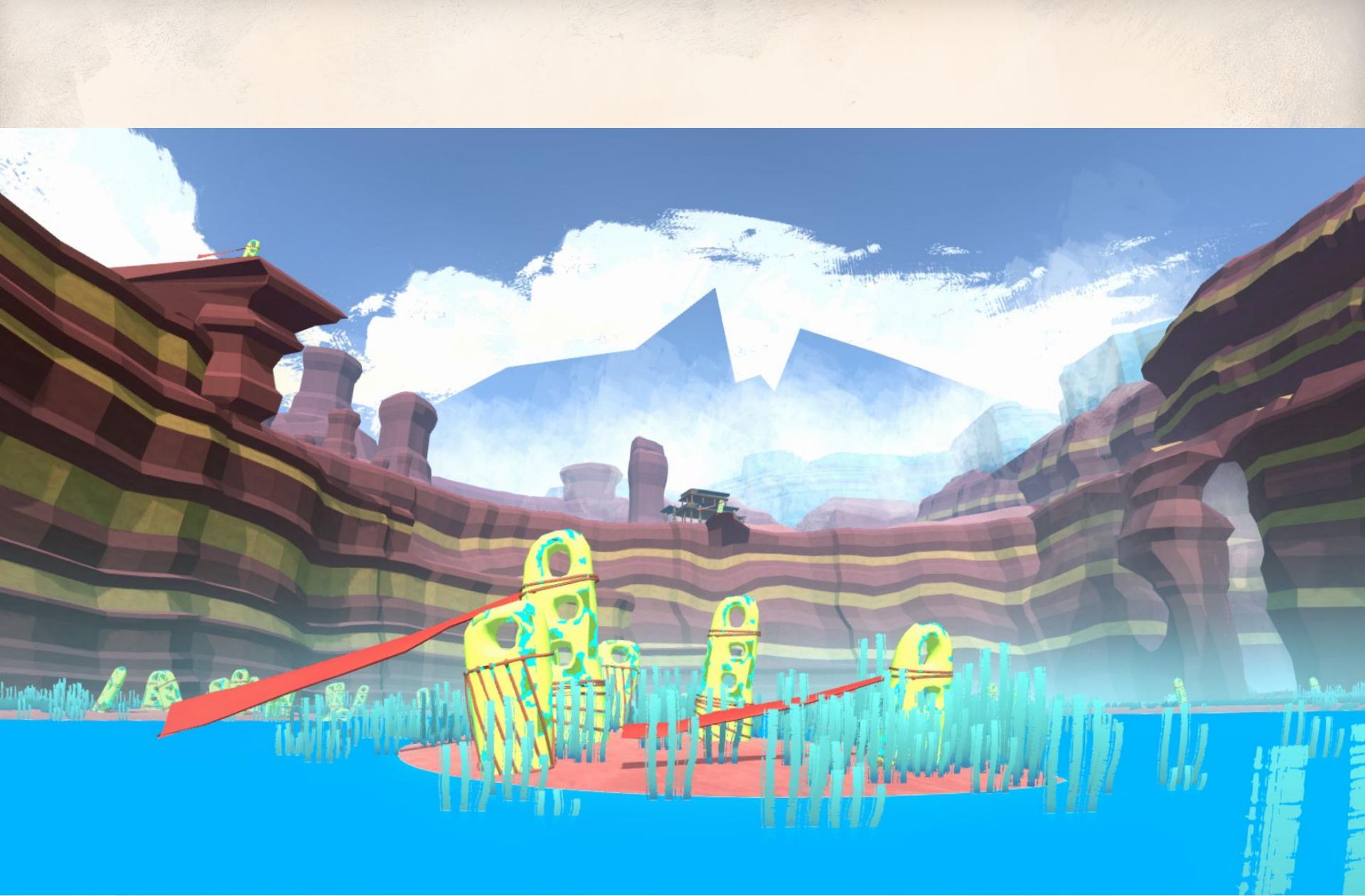


ANTOINE FAUVILLE

Programming, game design, level design, Unity integration, 3D modeling, concept, environment design, environmental animation.

MUSIC

Simon Vanneste & Elliott Delafosse





RESEARCH

Find the game on <https://antoinefauville.itch.io/research>