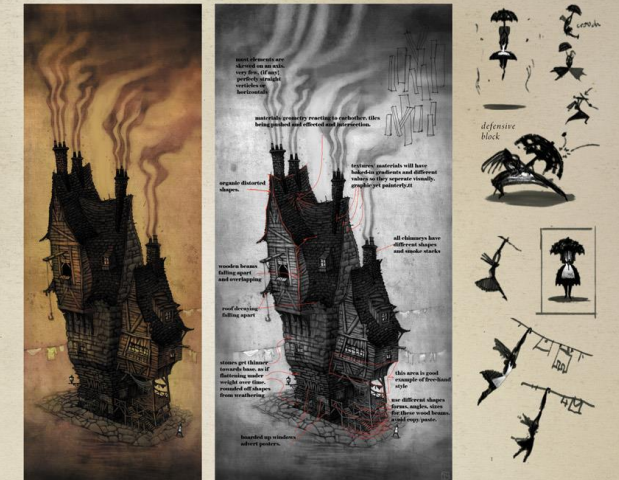


Концепт-арт



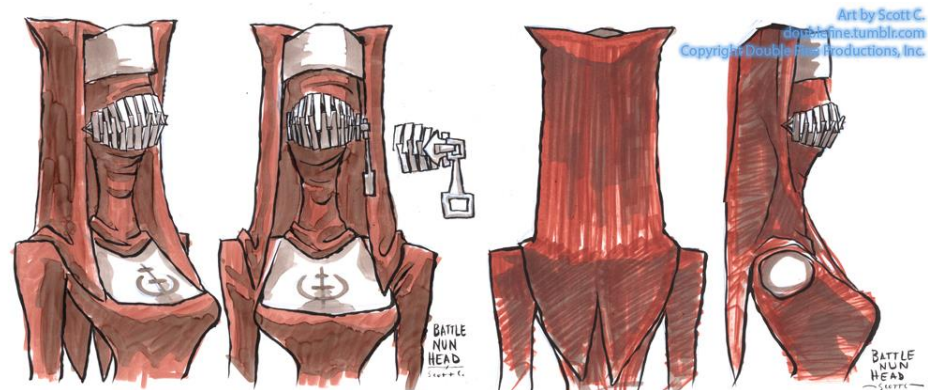
Tyler Lockett. This idea came from a desire to see Alice running on the walls and ceiling. KW: An M. C. Escher-inspired environment, which we tried to get into the game, but which ultimately posed too many technical problems.



Tyler Lockett. A sagging and warped Victorian slum house. I was looking closely at the brilliant set designs in Carol Reed's *Oliver!* KW: One of our first test assets. When you outsource 3-D art, you need to add as many notes and instructions as possible for the artist.

Tyler Lockett. KW: In our initial designs, Alice was armed with an umbrella in London, which she could use as a tool or weapon.

Тим Шафер и студия "Double Fine"



David Firth

