

THE ART OF

SILENCE





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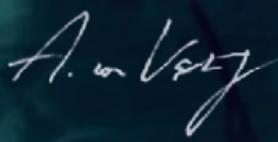


INTRODUCTION

Back in the fantastic dreamscapes of Silence: Noah never expected to see it again. Seven years ago, he was trapped here, in between worlds. Back then, he was in a coma and dreamed of Sadwick, the sad clown who was doomed to destroy his own world. As unfortunate as that was for him, it was a boon for Noah, as it meant he'd recover and wake up. A lot of time has passed since then. Noah is a young man now who looks after his beloved little sister, Renie. Sadly, the world they live in is everything but peaceful: during an air raid, they have to seek shelter in a bunker and shortly after, both end up in Silence. This is the beginning of a new

journey through a dangerous world between life and death, and a story of love, family bonds and survival in the direst of times.

Silence is a place Noah never wanted to go back to, not only because it's a world closer to death than to life, but above all else, Noah despises his alter ego, Sadwick, the depressive clown who ruined everything he ever touched. Oh yes, this world is anything but a fond memory. Renie, however, really enjoys the stories of Sadwick and Silence and doesn't grow tired of Noah telling her about the clown's adventures.







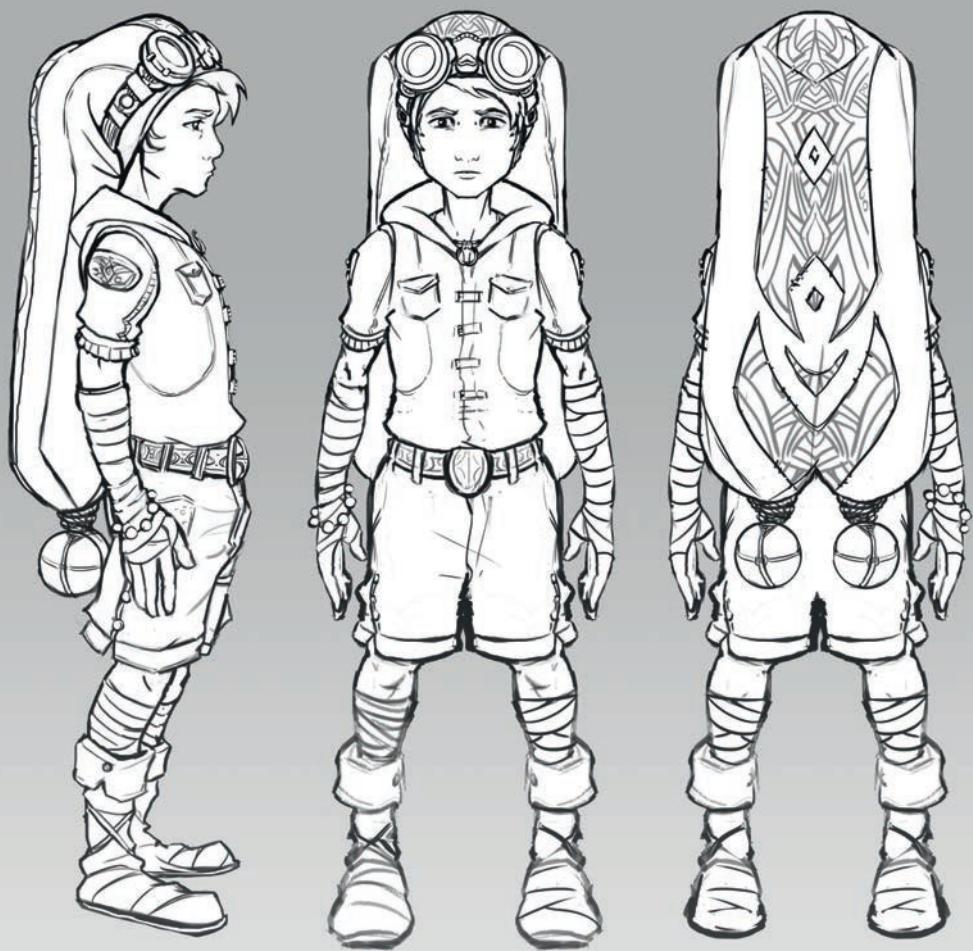
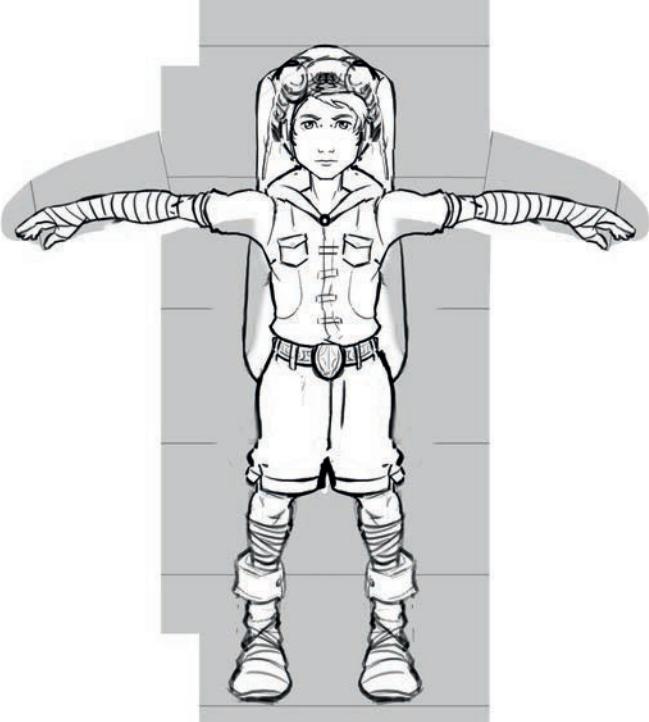
CHARACTER ART

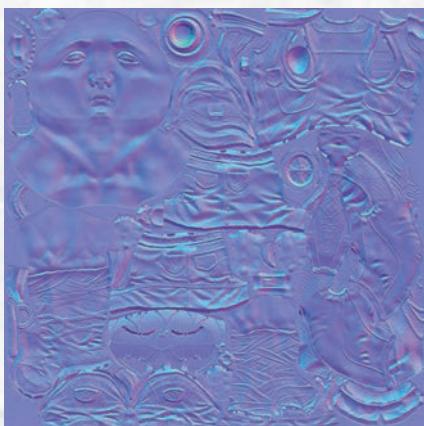
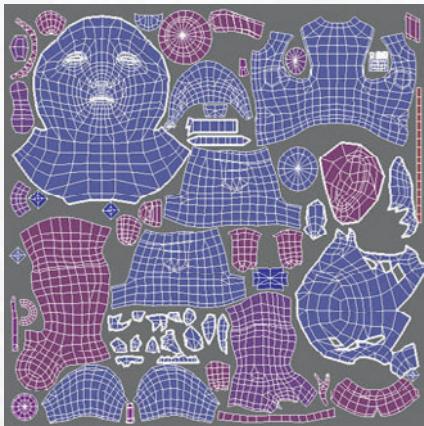
NOAH / SADWICK



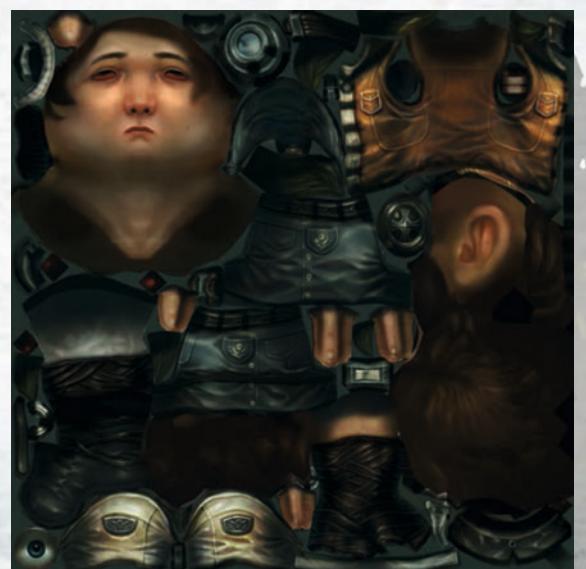
Time has passed since Noah's awakening. Back then, he was nine years old; now he's 16. And there is still some of Sadwick left in him. Worries, fears, phobias and his distinct fatalistic tendencies surface time and again. But Noah has found a way to deal with these deeply rooted sorrows, thanks to his little sister, Renie. He loves her wholeheartedly and doesn't want to spoil her positive outlook on life. For her, he finds color in bleak places. If life gave him lemons, he'd make lemonade for her.



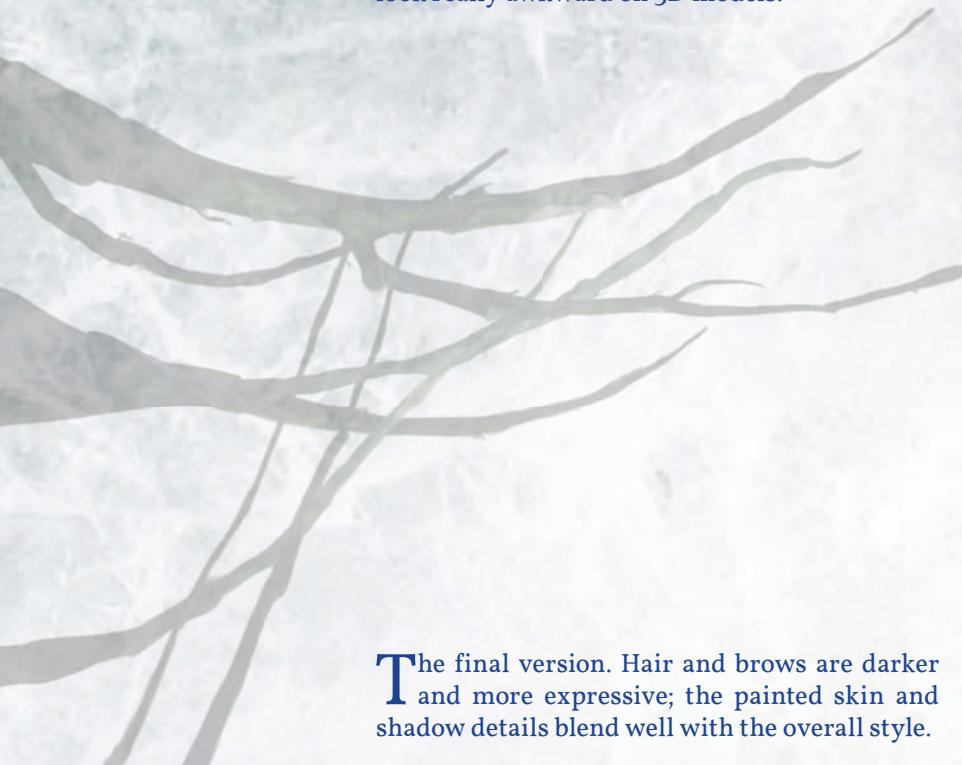




A particularly special challenge was the combination of 3D characters with painted and projected backgrounds. Thanks to different texture maps, which contain depth and light formations, Sadwick's pretty edgy model looks really organic and smooth.



During style finalization, there are often details which look great on paper, but stick out like sore thumbs in the final development steps. A blond Noah and Sadwick's green hair look really awkward on 3D models.



The final version. Hair and brows are darker and more expressive; the painted skin and shadow details blend well with the overall style.







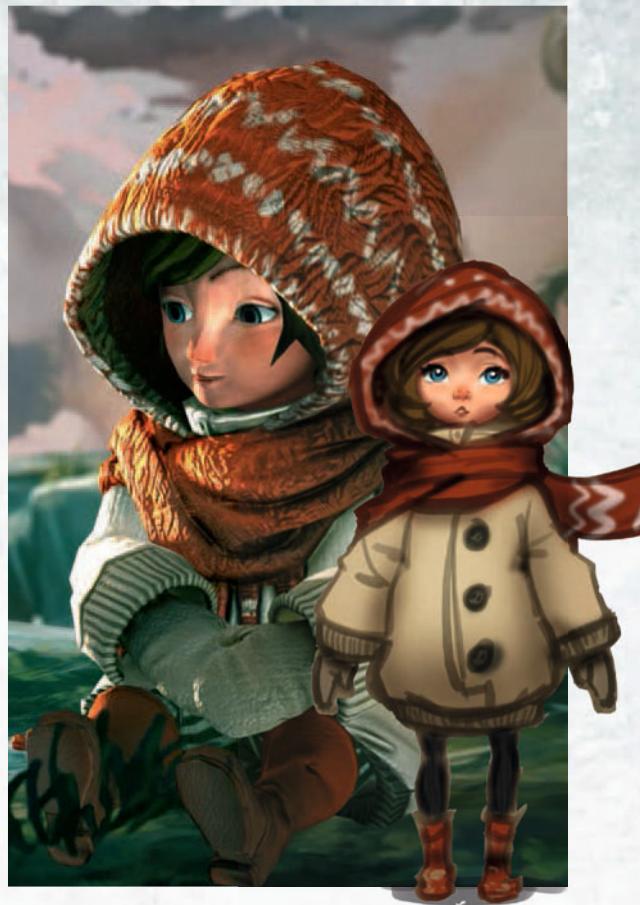


RENIE

Renie has seen a lot in her short life. Her parents died when she was young and she's been living with her big brother in an orphanage ever since. But there's no quit in this girl. Her joyful and curious nature helps her find friends in all possible places. As much as she loves her brother, she's often puzzled by his constant worrying and fears. Where Noah has a lack of courage, Renie certainly has a surplus, and there's hardly anything she's afraid of.

Well, one thing: flowers. They may look nice, but they bob their little heads and lure little girls away from safe paths. Despicable deceivers...

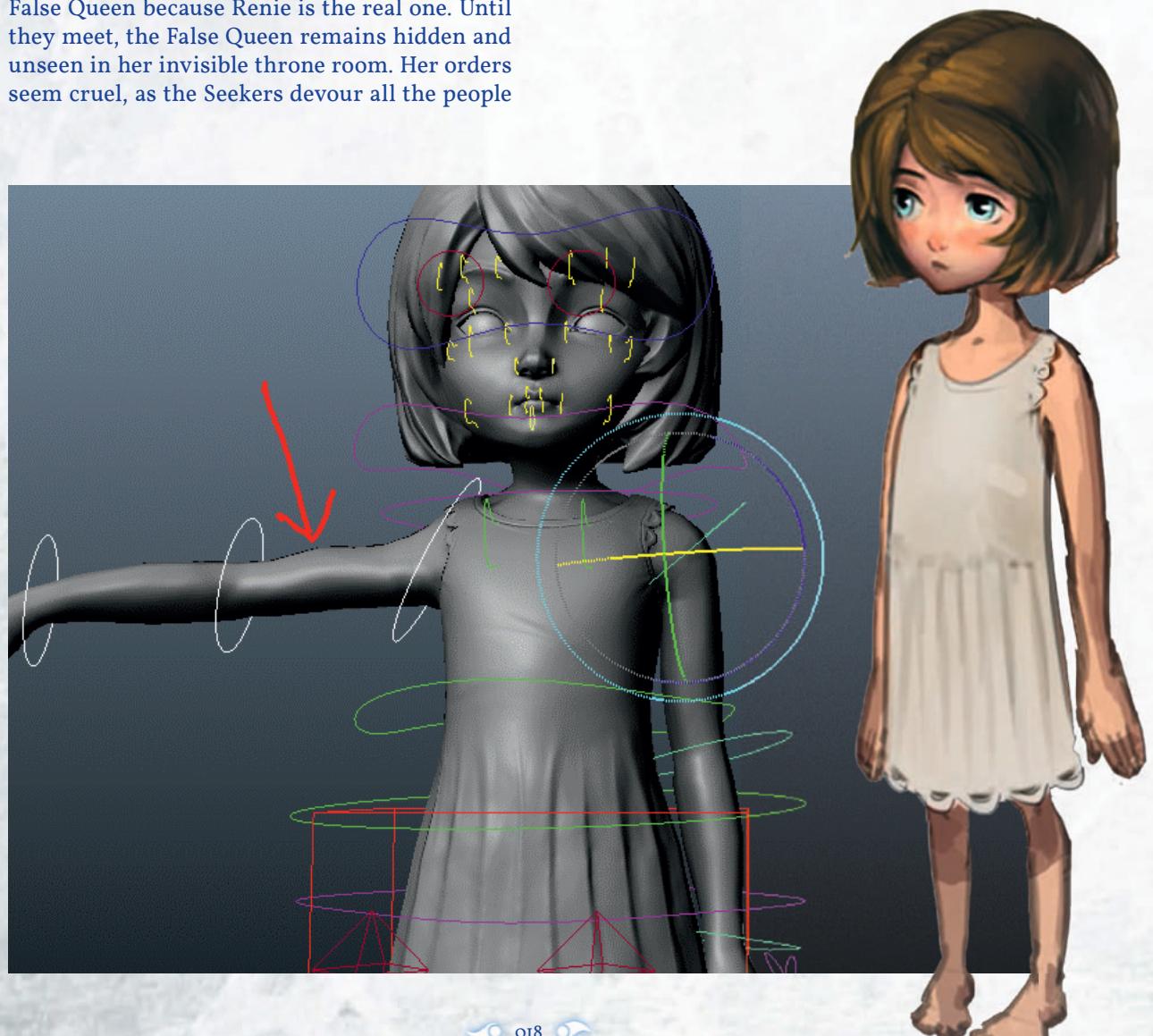






Renie is the first to actually see the False Queen face-to-face – and this encounter becomes like looking into a mirror. She is the False Queen because Renie is the real one. Until they meet, the False Queen remains hidden and unseen in her invisible throne room. Her orders seem cruel, as the Seekers devour all the people

of Silence. Nobody knows what she looks like and thus rumors and myths spread. In the rebels' fliers she is depicted as a silhouette clad in black.





Renie's hood and scarf went through several iterations before we were happy with them. Considering playability and aesthetics, the hood had to be small enough so it wouldn't cover her face at certain camera angles, and the scarf had to be manually animated for each of her movements.



SPOT

He's a very special caterpillar and a shape-shifter. Spot's a loyal companion and sidekick. He doesn't talk much, but makes up for that with his many shapes and the many tones he puts into his whispered, joyful, acknowledging, scared and compassionate "Hu!" He was Sadwick's companion once, but now he's even closer to Renie, who really loves him to pieces. In Spot's company, Renie can just be what she in fact is: a kid. She can play with him and always count on him. Spot symbolizes the lighthearted and childlike nature Renie can enjoy through him.

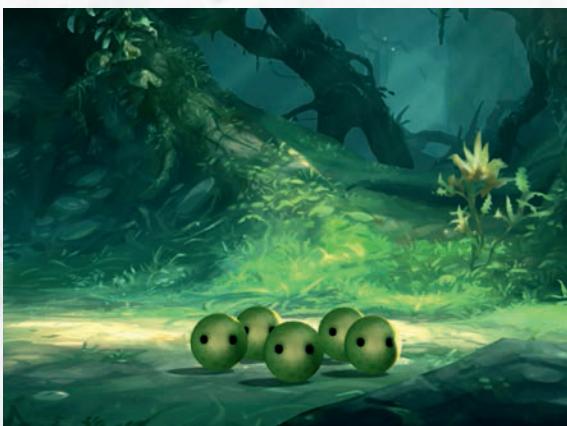
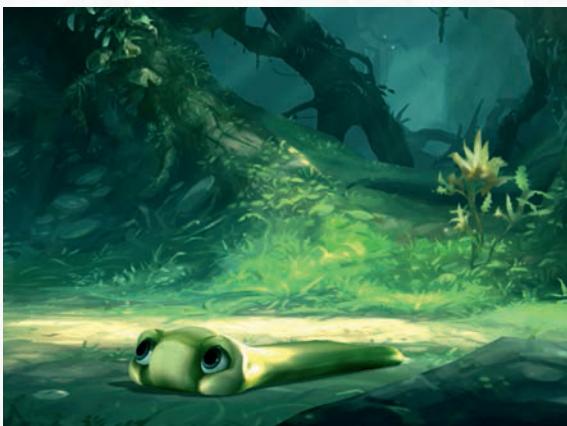
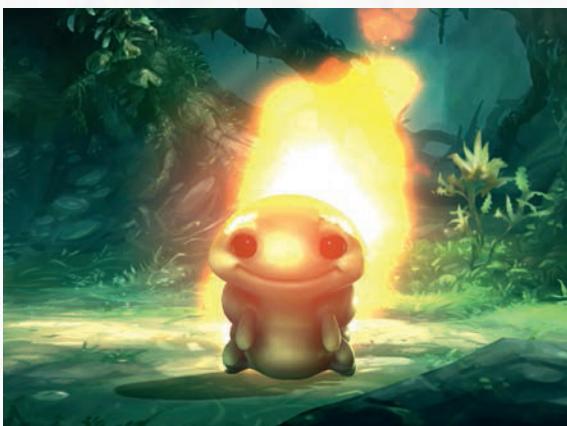
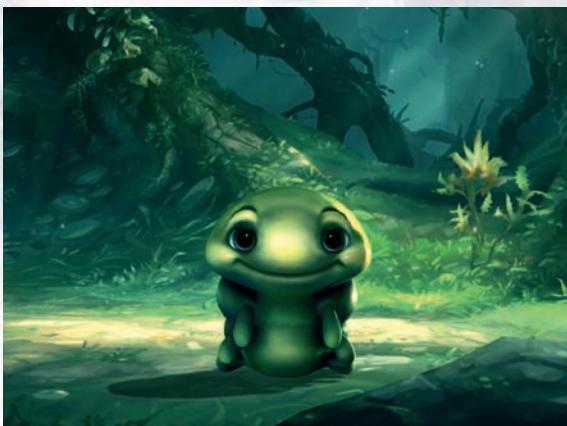




If a design works in 2D, that doesn't necessarily mean it translates perfectly well to 3D. Until our little star Spot finally had his unbreakable smile and round face, we tried a lot of different body and face shapes.



Though the familiar Spotforms from the first installment were already versatile, Spot's bag of tricks definitely got an upgrade. The classic Fire-Spot now also has a lava variant, then there's Acid-Spot who was heavily inspired by poison dart frogs - and last but not least, the mysteriously glowing Honey-Spot.



Spot's final transformation, something reminiscent of a poodlemoth, joins Renie in a dream sequence right before the final showdown. Matching the mood of that scene, this form looks quite mystical and impressive.



KYRA



The rebels' leader, motivated by the loss of her loved ones. She's hell-bent on putting an end to the False Queen's reign. She's even more audacious than Renie, perhaps to a self-destructive and reckless degree.

She's battle-hardened, athletic, energetic and dynamic but also very impulsive. Kyra and the False Queen have a personal score to settle: the rebel blames her for the Seeker scourge and the loss of her loved ones. She defies any form of authority and rejects gods and royalty alike. She's a woman without beliefs. All that drives her is her desire for retribution







The rebels lost everything in their desperate fight against the queen and her minions: their land, their families, their home. They want to dethrone her, but that's easier said than done. The

seat of the queen's power is invisible and no one knows where to find it. That the queen only sends her creatures to ravage the land and never shows up herself doesn't make this task any easier.



MARIE & SARAH



Marie and Sarah are good friends of Renie who live in an orphanage with her. If Miss Klock hasn't assigned them to cleaning duties, they're probably outside, playing.

YNGO & RALF



What can you say...? They're talking stones. Despite their longevity, it's still unclear how or when they developed a conscious mind. Even the best masons couldn't figure that out. Seems like this will stay their well-guarded secret.

SAMUEL

Sam's a loyal companion of Kyra and Janus. He's very literate and theoretically knows what's practically the best thing to do. He leads Renie to the rebel camp and proves to be good company, even if he's not really a fighter. Samuel has a good heart and believes in the power of science and knowledge, which is how he tends to deal with problems.





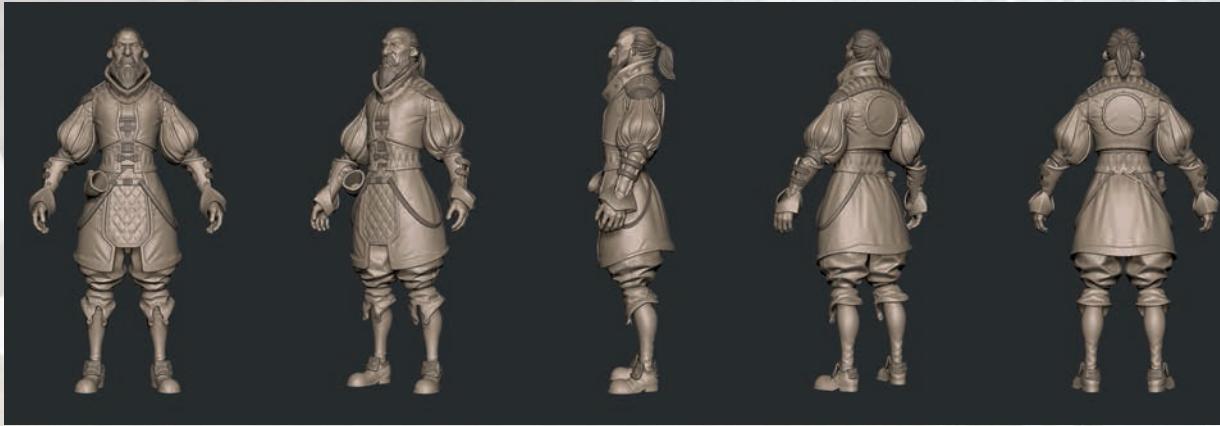
JANUS



Kyra's mentor and a former tailor who made Kyra's wedding dress in less troubled days. He's also the rebels' spiritual leader, with a tendency to shadow his words in cryptic metaphors to a point where it's nearly impossible to follow their meaning. He knows a lot about religion and believes that the gods are testing his people and are actually walking amongst them in disguise. His messenger bird even carries the name of the god of light, who prefers the shape of a falcon. He is a man lead and driven by unwavering faith.

The rebels are symbols for the will to survive and the struggle that comes with it. Every one of them represents a different aspect of and approach to dealing with dire situations and loss.



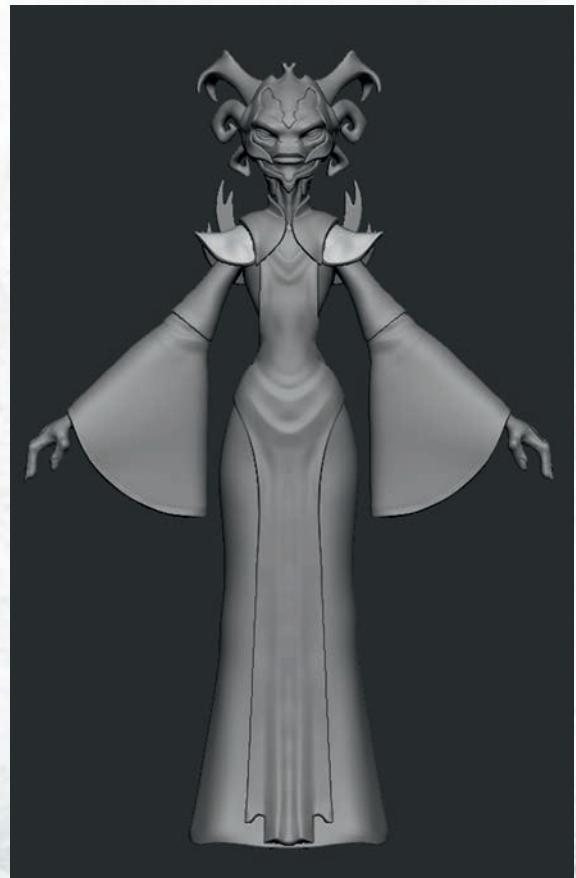


SHANA



The wise oracle already met Noah when he was Sadwick. Back then, he dismissed her prophecy and thought he could fight and cheat fate. He didn't succeed. Shana knows that and won't forget it, either.

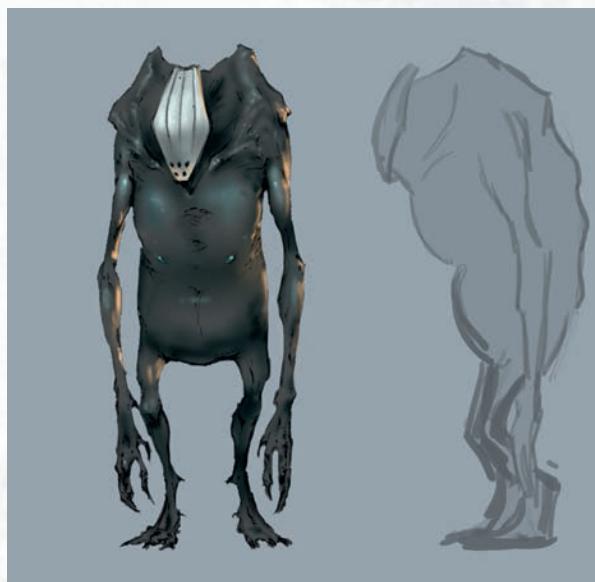
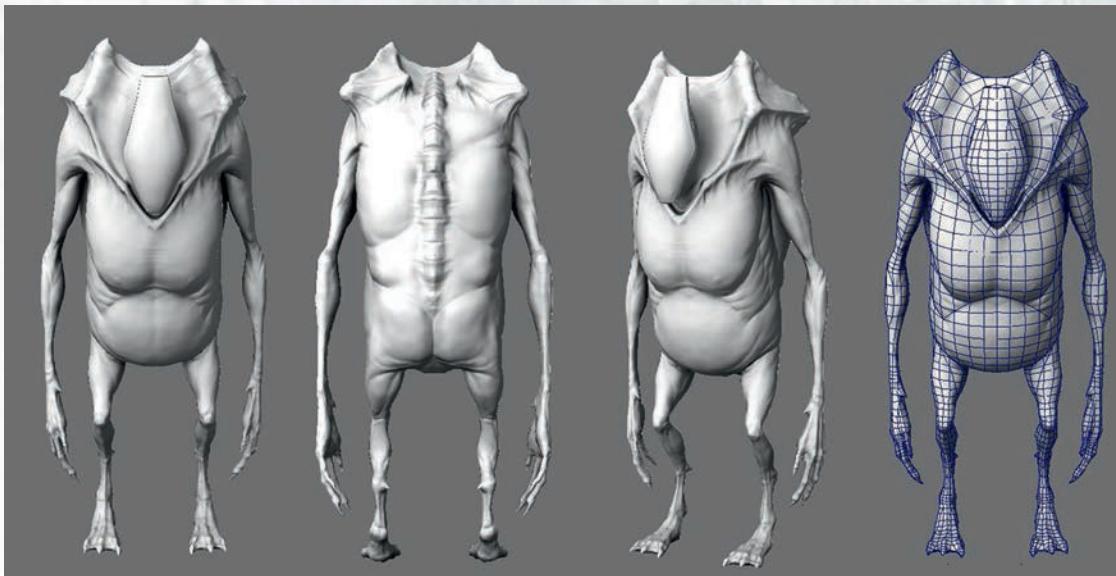




SEEKER

They are the False Queen's mindless puppets; creatures whose only purpose is to find the last shard of the mirror. It's the very mirror Sadwick once smashed and the shard is the last missing piece. The rebels believe that the Seekers are nothing more than raving beasts. The truth is, however, that they were once humans, turned into this grotesque shape by the power of the mask. The Seekers are the inhabitants of Silence, twisted and forced into the queen's service. They will obey her will until the mirror is whole again. They have a keen sense of smell, hearing and touch. Probably because they don't have eyes.













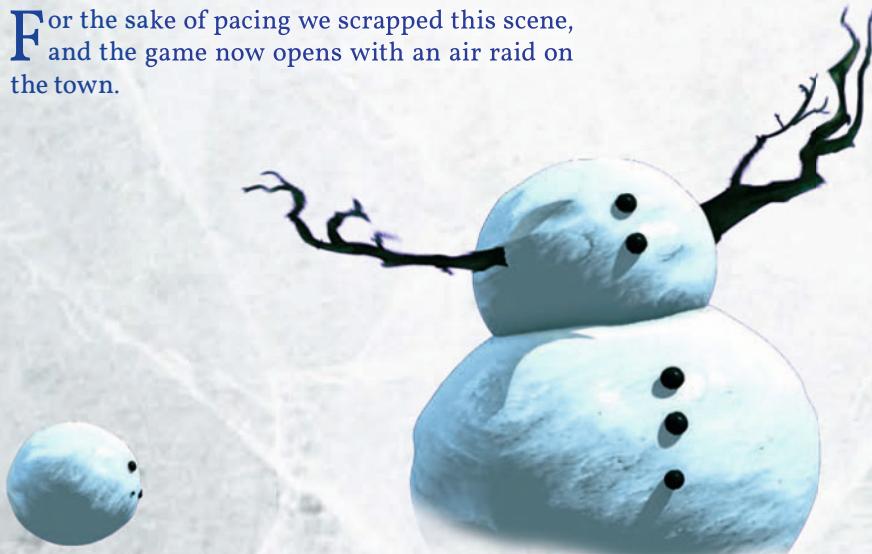
ENVIRONMENTS

TUTORIAL



The idyllic winter landscape of Noah's hometown was the core concept of the game's tutorial. In a snowball fight, Renie and her friends Sarah and Marie are re-enacting the war which sadly became an aspect of their everyday life.

For the sake of pacing we scrapped this scene, and the game now opens with an air raid on the town.



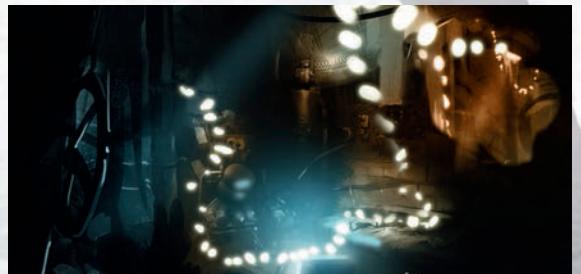
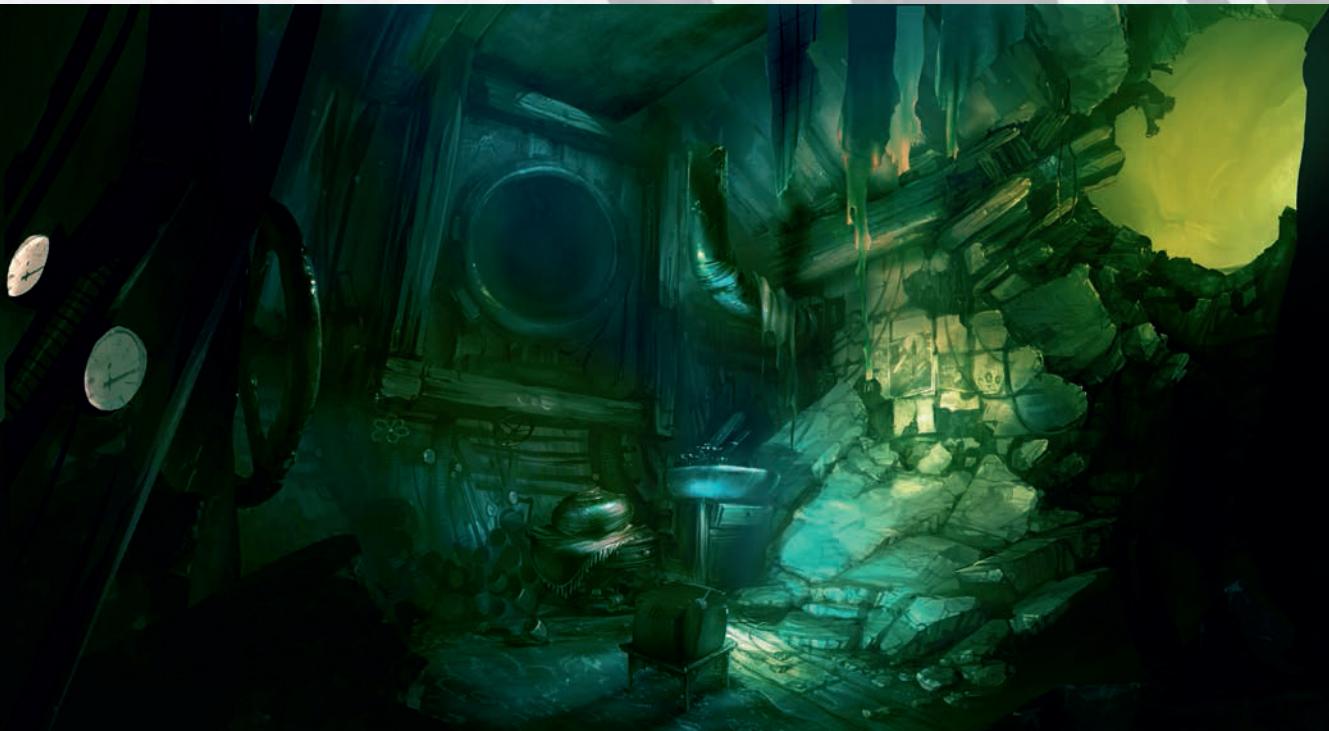


BUNKER



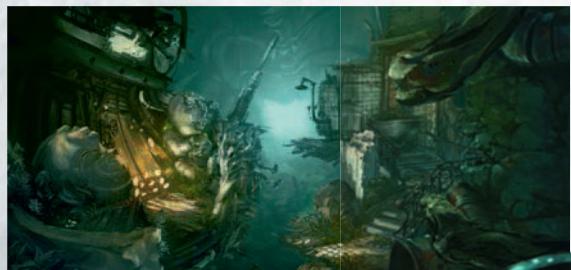
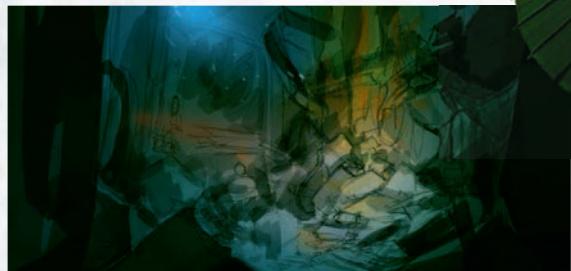
The bunker becomes a sanctuary for the siblings and is also the starting point of their adventure. After many concepts we developed a deceptively warm scene, contrasting the cold, debris-littered world surrounding them. Noah and Renie get a short moment of respite from the falling bombs and the war.

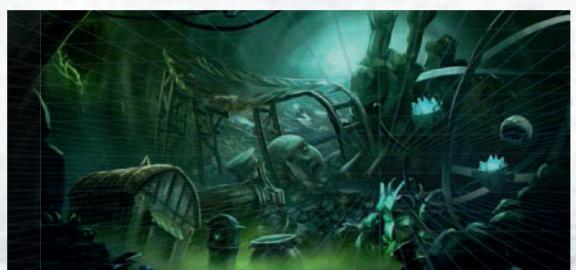




TUNNEL

The tunnel leads Noah from the bunker in the real world to Silence. On his way, he needs to struggle through remnants of his memories of Silence which slowly dissolve in corrosive fluids. In here, it smells worse than grandpa's pants. As it turns out, the tunnel is a part of a ravenous world-worm's digestive system. And if Renie hadn't come through here first and killed the beast, the worm would've probably eaten Silence and the story of this world would have ended pretty abruptly.





WORM



The worm's maw was among the first concepts for a portal leading to Silence. It evolved into the world-worm which became too gluttonous for its own good. It's one of the many symbols for

death you can find throughout Silence. They are a stark contrast to the symbols of birth and life, like the stone heads.







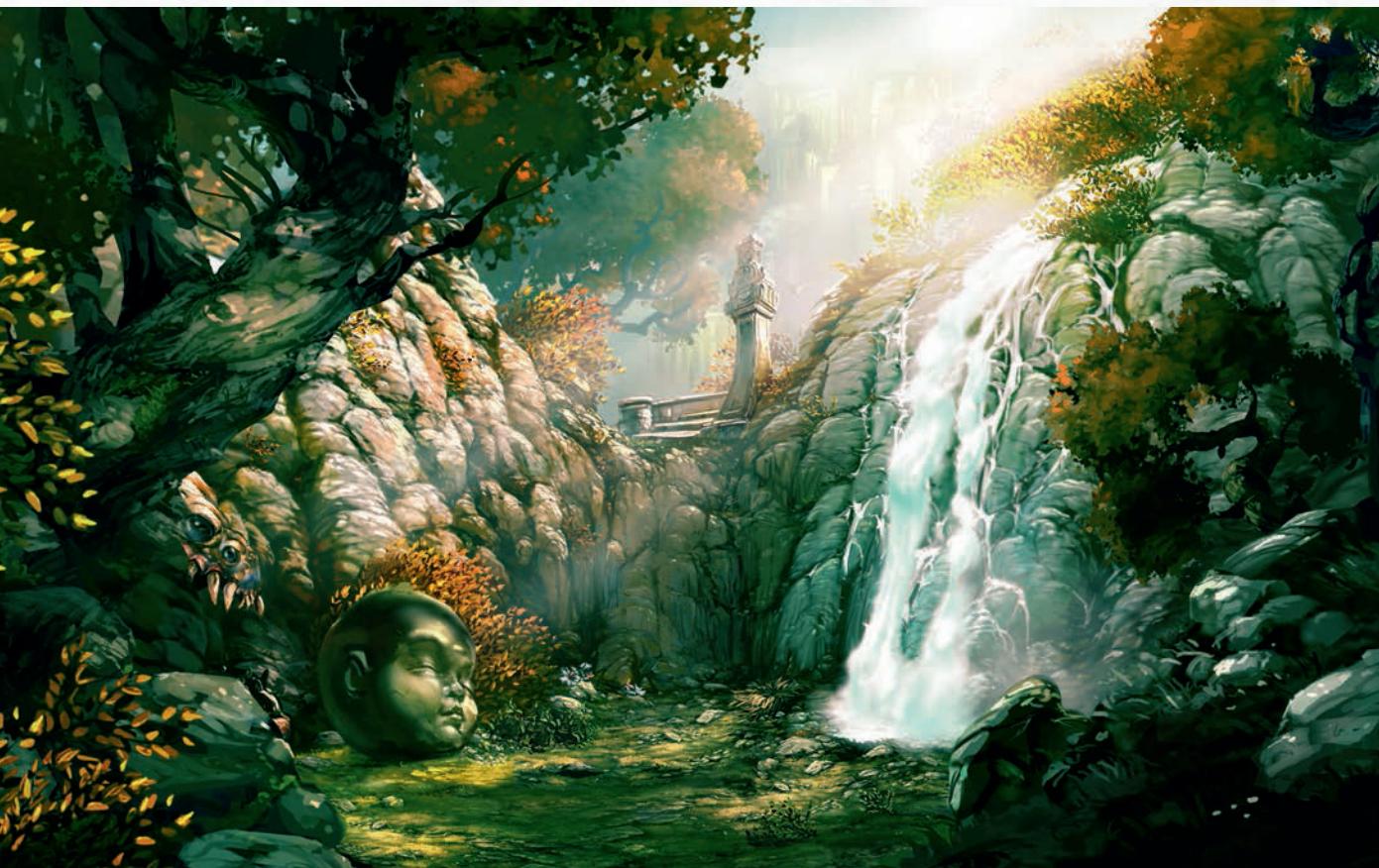
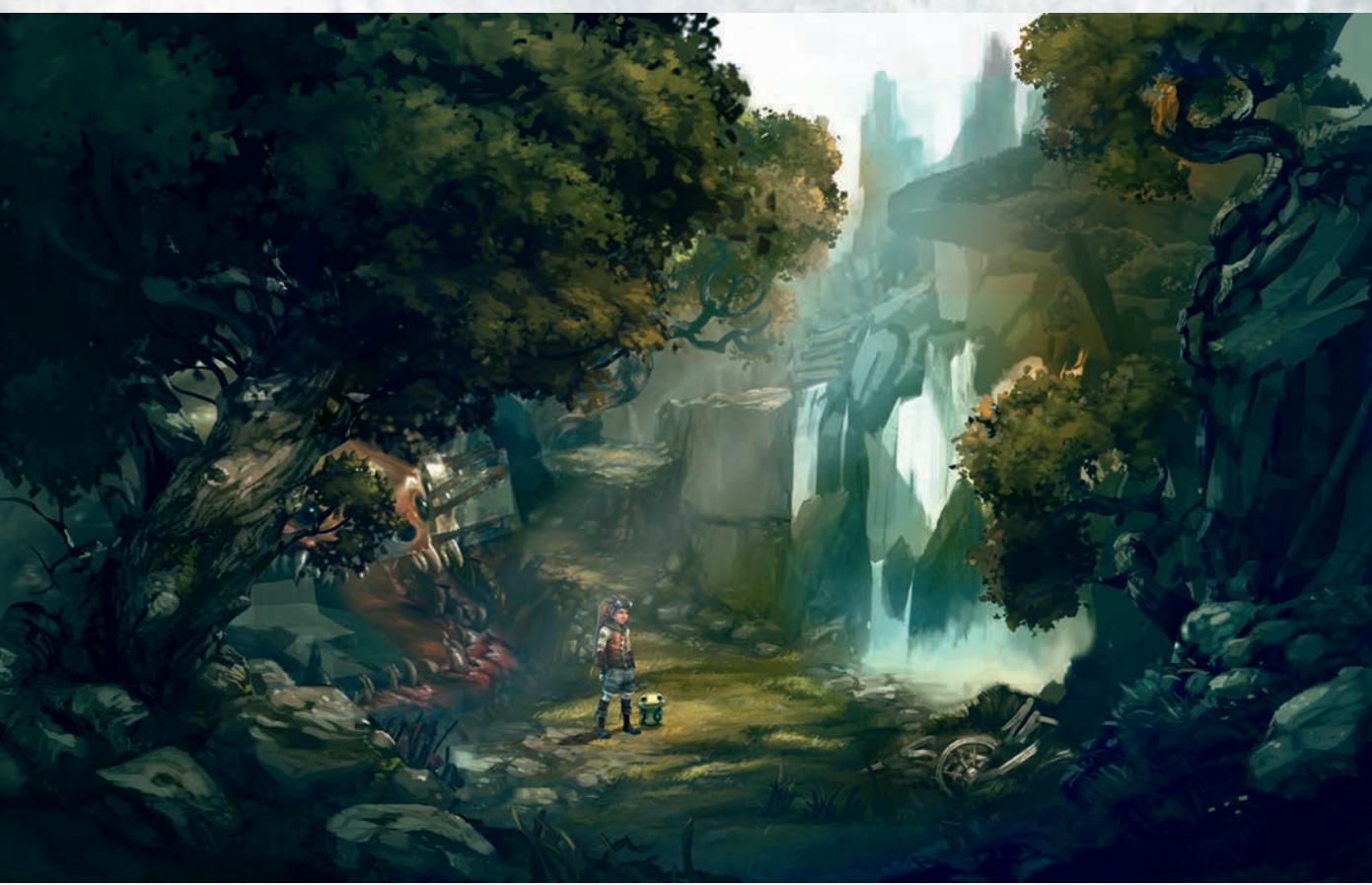


BRIDGE



Each background is based on complex gameplay and puzzles. A lot of quick sketches, black and white as well as color, made it possible to frame the dimension, mood and composition of a scene before the long process of painting even began.









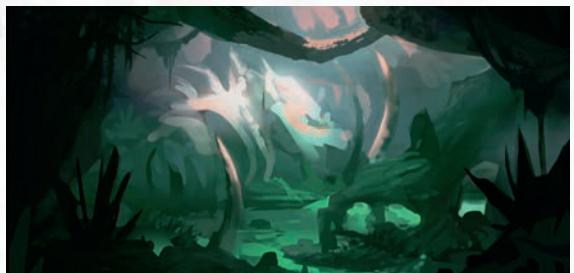
SWAMP

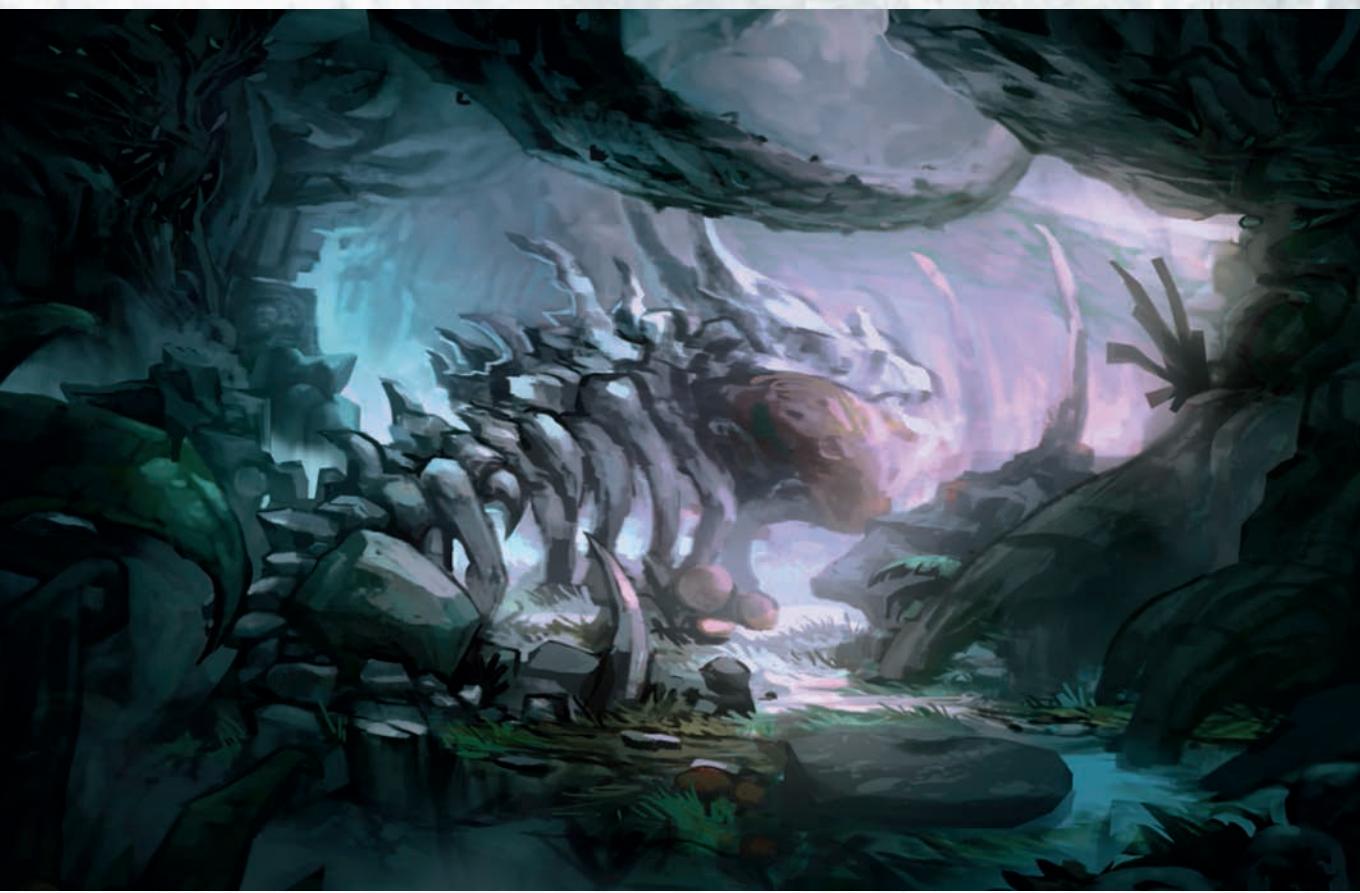


The swamp complements Renie's fearless curiosity and makes it an entertaining playground in her eyes. Her orange woolen hat is a sprinkle of color in the eerie, coldly colored landscape.



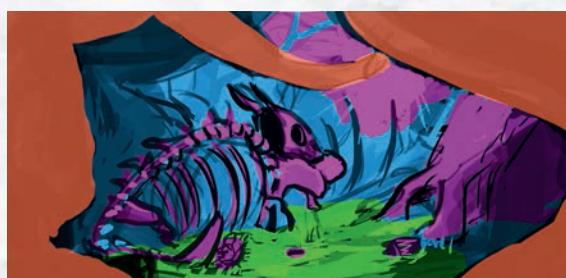
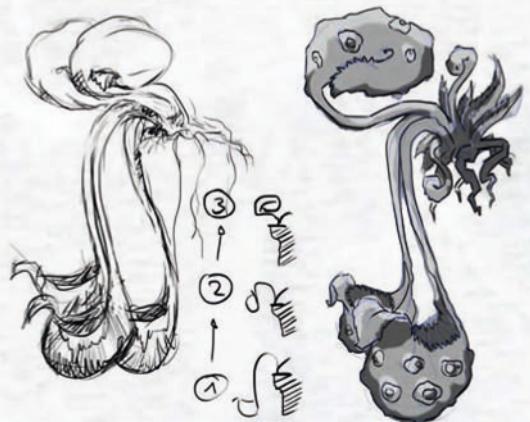
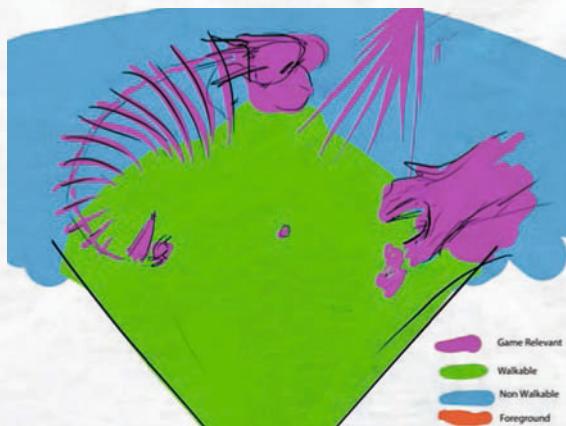
The important task of the 3D artists was to add depth to a detailed scene like this. To create three-dimensional paintings, they used a technique called "projection mapping".





A scene usually comprises a foreground, floor and objects in the middle ground and a background.

For single objects, like this flesheating plant, additional drawings were made to better explain its functionality to the animators.



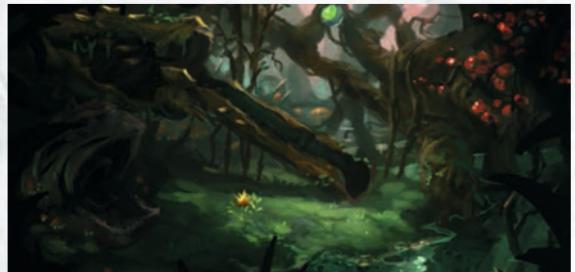
Many scenes were tweaked or had many iterations before the threedimensional scene, gameplay, lighting, details, animation and special effects all came together nicely.

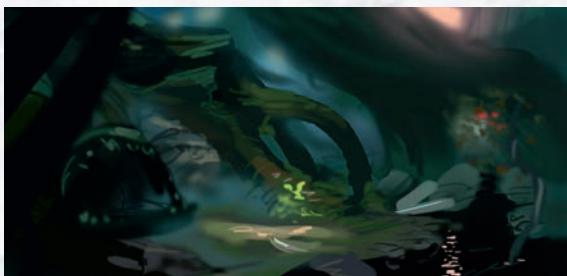






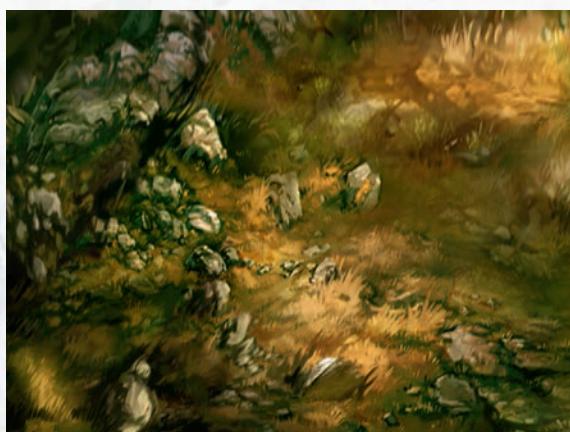
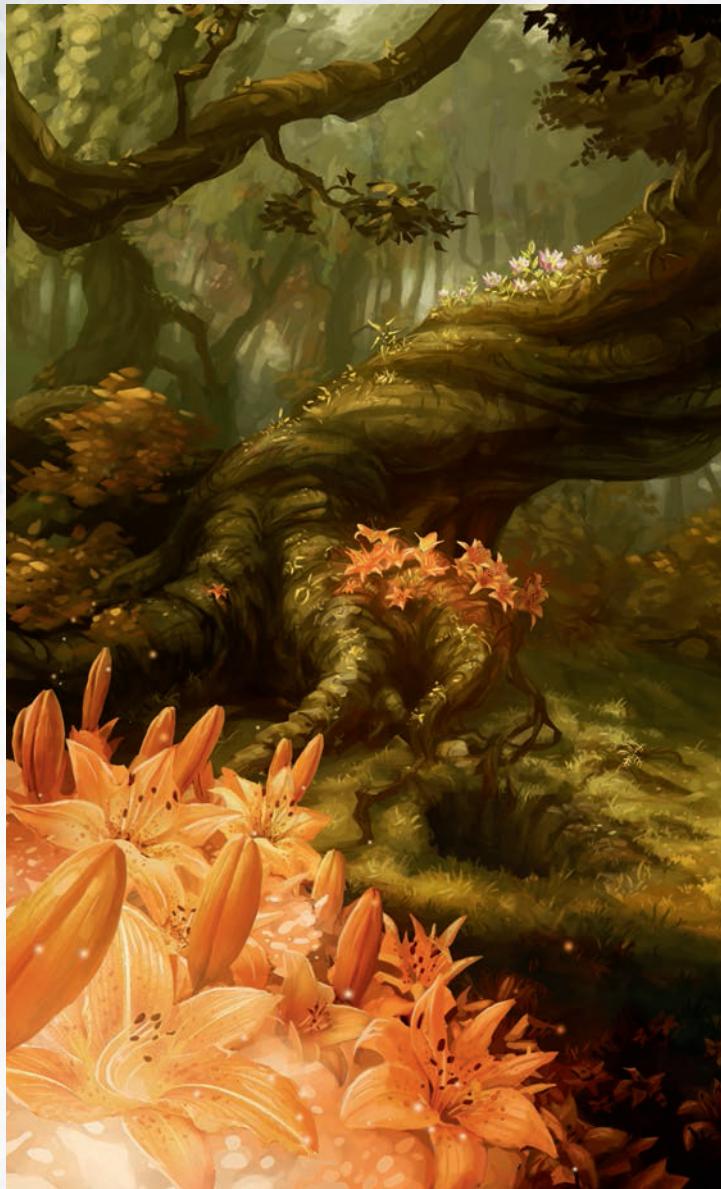
In this part of the swamp, Renie's playful nature can potentially set the whole area on fire. A change in color mood like this is a huge challenge.

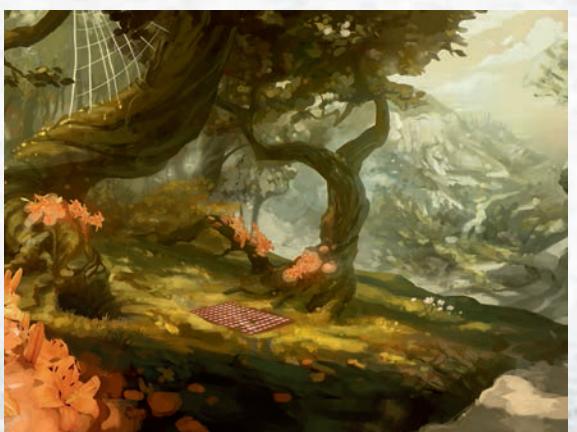




HONEY TREE

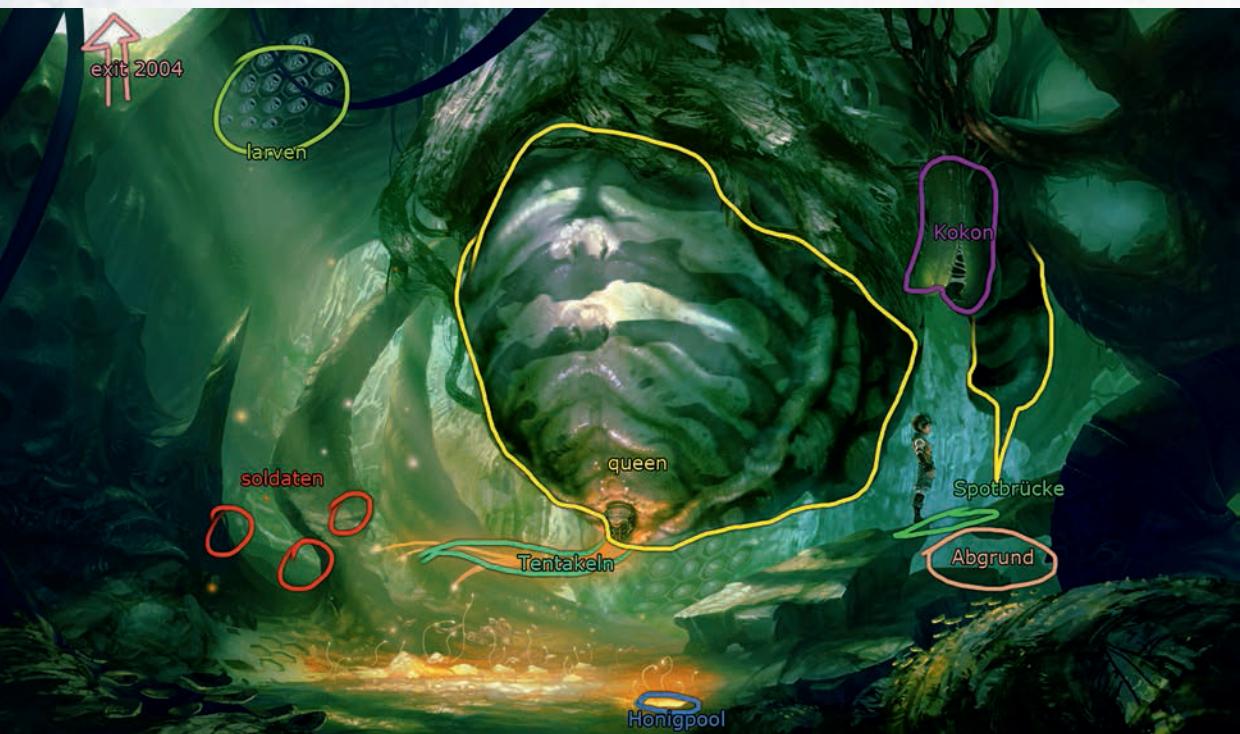
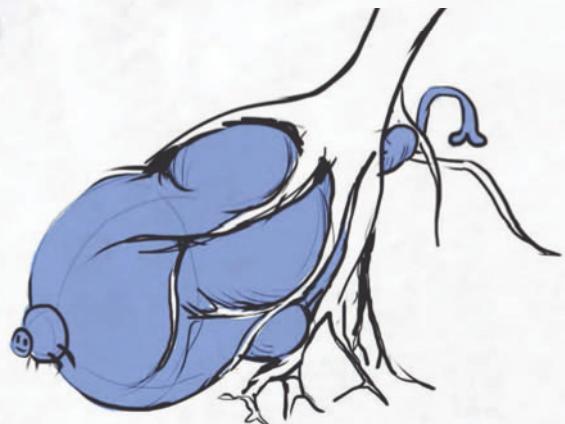
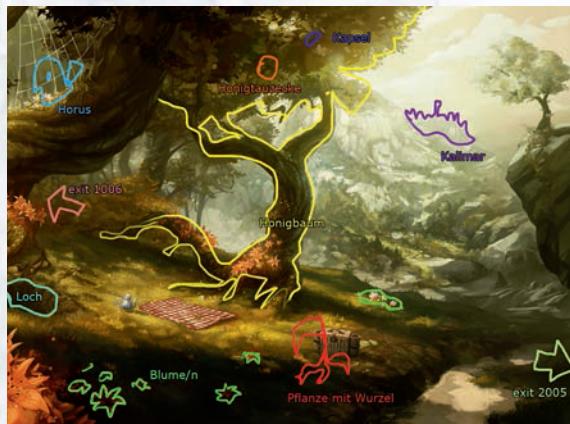
This is a special place for Kyra. Here, under the honey tree and in its sweet scent, she and her love shared their first kiss. Here, against the silhouette of their home, Kalimar, they got engaged and pledged their eternal love for each other. That was before the False Queen sent her Seekers and turned Kalimar into a ghost town. With each breath, Kyra's hatred is fueled by the ruined world around her. It's only overshadowed by her urge for vengeance and determination to take down the False Queen.

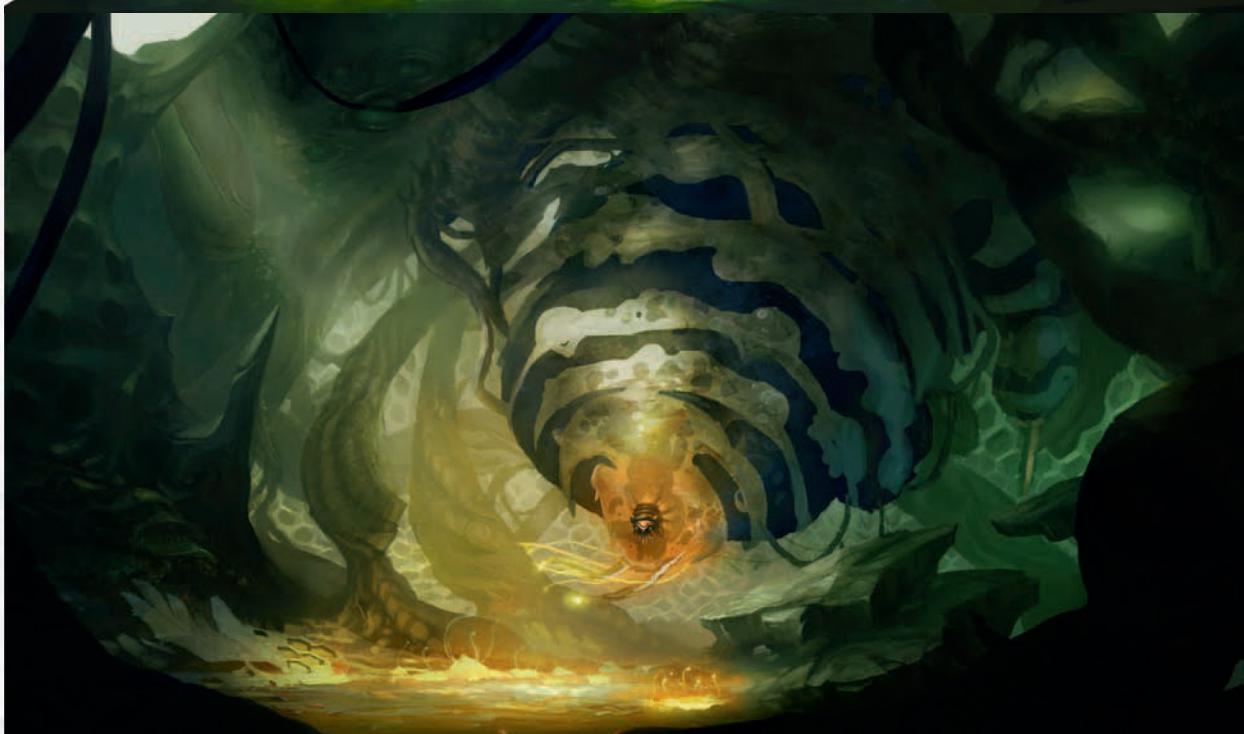




HIVE

Deep between the honey tree's roots lives a true queen. The queen of the honeydew ticks. She rules her domain with humming noises and electric tentacles. Unfortunately, Kyra picked a fight with her! Now the rebel is dangling from the ceiling in a cocoon and Noah has to bail her out, since only she knows the way to the rebels' camp. Good thing Spot is with him. With some royal jelly he can turn into Honeydew-Spot and thus understand the ticks' strange language.

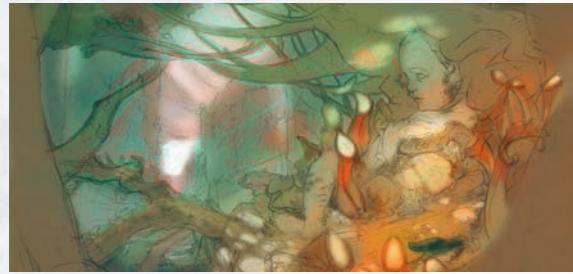






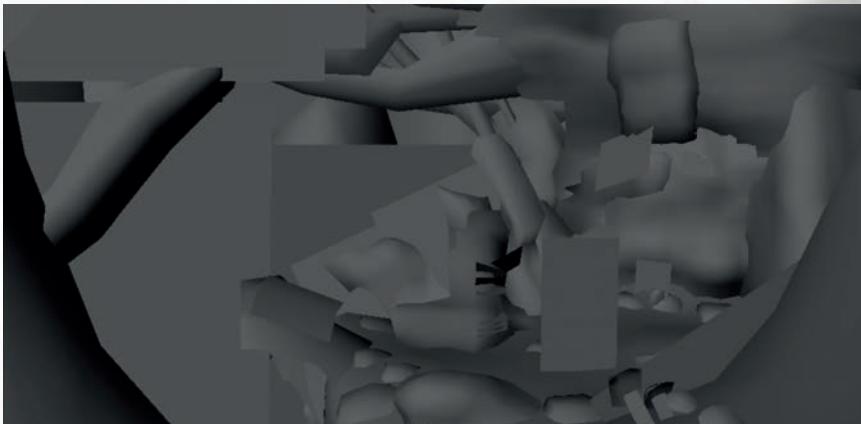


CAMP



The mountains are a safe haven for the rebels. No Seekers followed them up here. For Noah and Renie it's a place of reunion. From here, they will make their way to the mirror in the throne room together. The way that leads back to life.





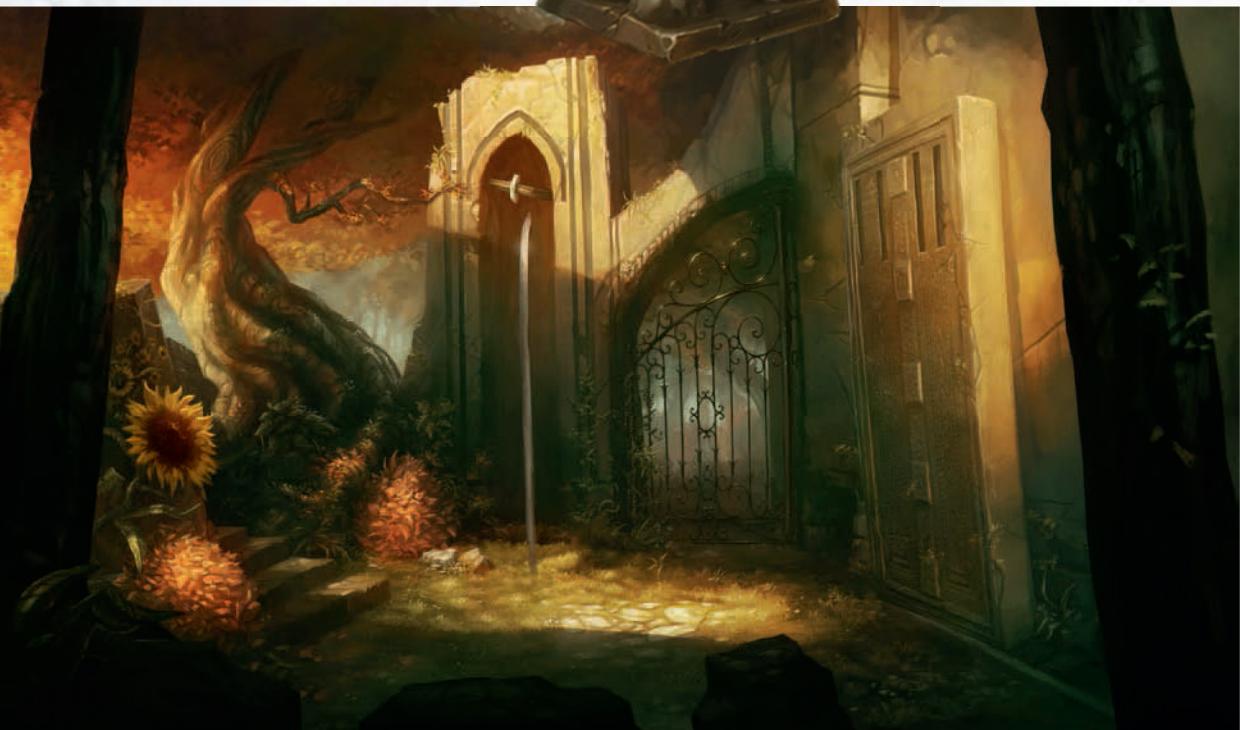
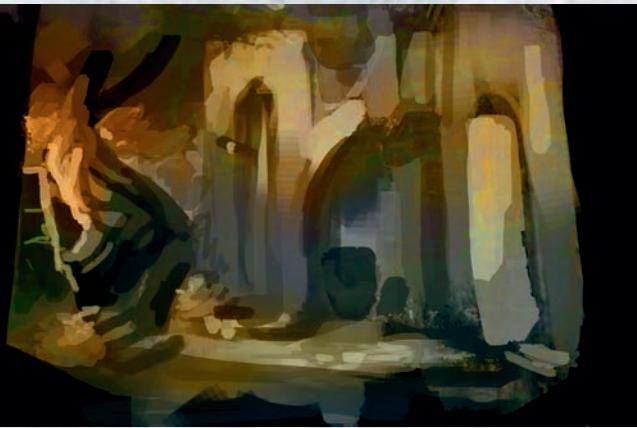
The camp was the very first scene. As a prototype for projection mapping, its task was to impress those interested and doubtful alike with the new technique. As a bonus, it was a rich pool of experience gathered for further development. This scene can rightfully be seen as the birthplace of Silence as a project.







MOUNTAIN KEEP



Deep in Autumn Forest, there's this ruined keep. Renie and Noah visit it during their adventure. Stuffing all the interactive objects into this scene was a tough challenge for the artists.

Long-lost places, reclaimed by nature, were a great source of inspiration for this. As was the art director's pug.





The instruments depicted in this scene are just one of the many details highlighting how different Noah's and Renie's outlooks are at times: Noah knows all of them but his insecurity shows when it comes to playing them; Renie is straightforward and confident, getting the names of every single instrument wrong, but she starts playing them right away.

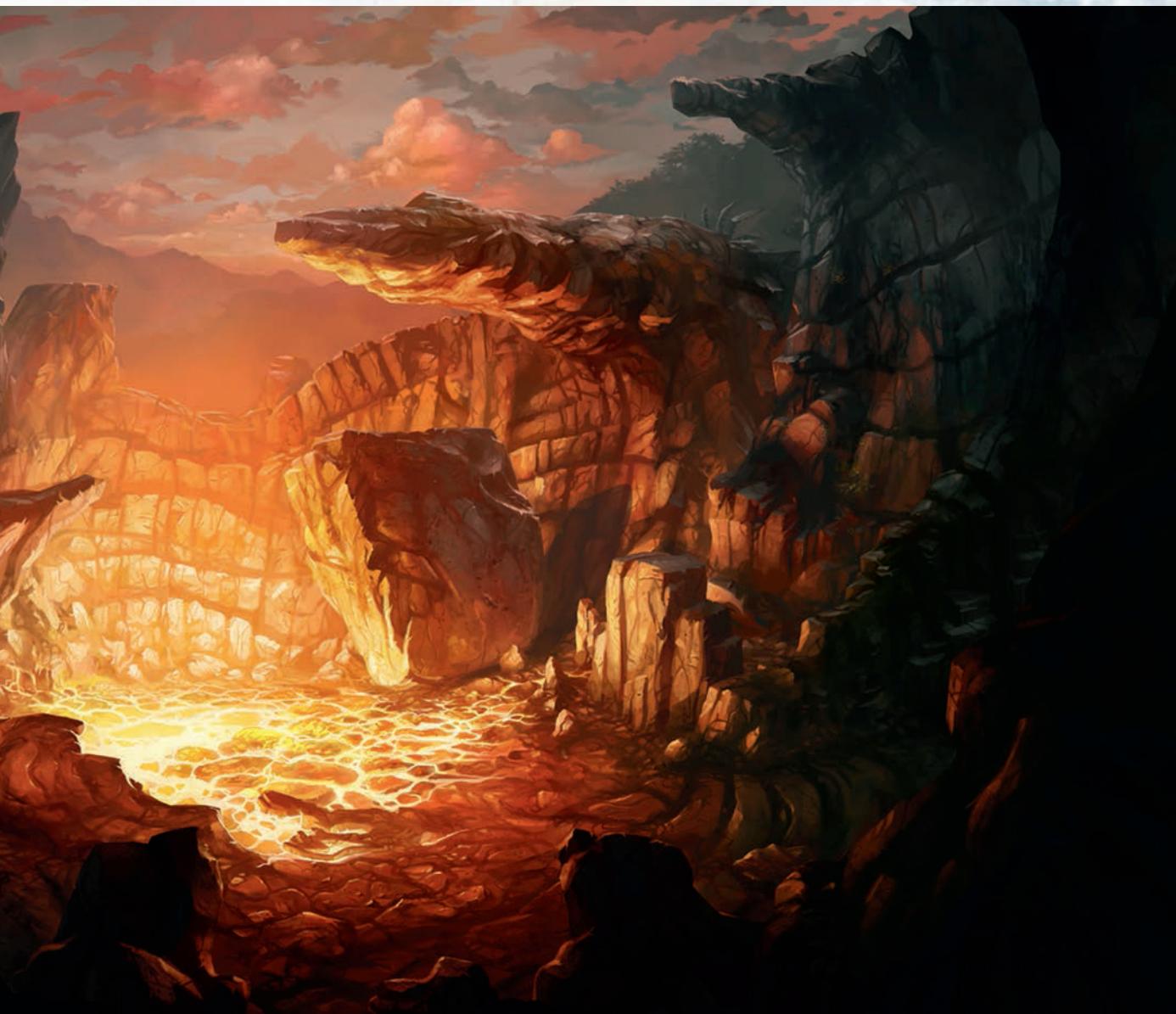
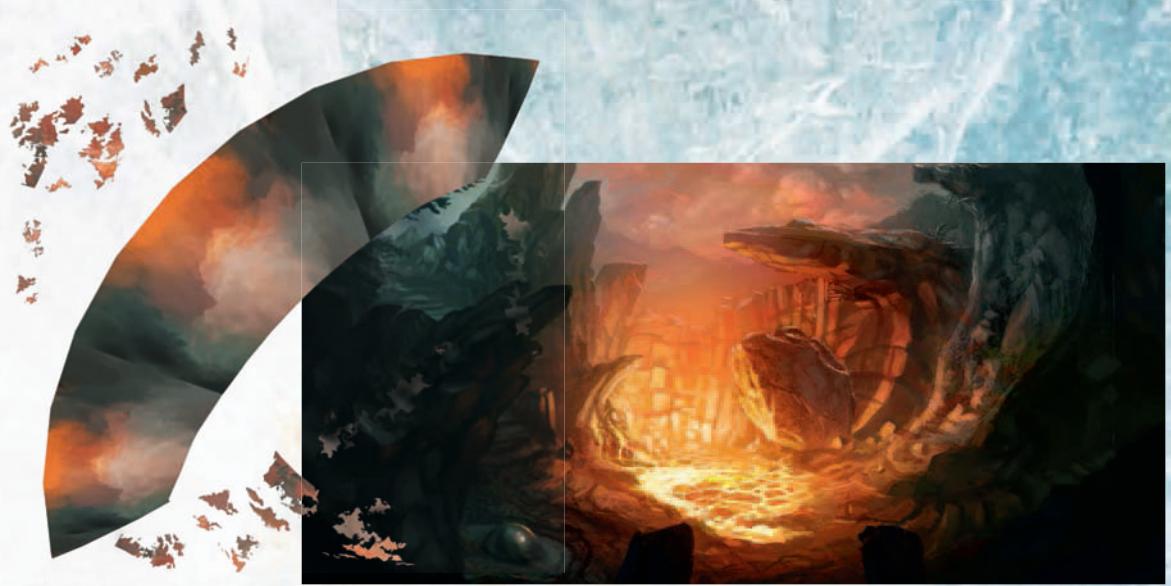


CRATER



The shard fell from the skies and left this crater after the impact. It's a gash in reality. At least Noah thinks he's back in the real world for a second, as the crater reminds him of those the bombs tore into the earth during the ongoing war. Even the howling of a creature in the mountains seems like the screaming of sirens before an air raid. Quit dreaming Noah. You won't get out of Silence that easily!



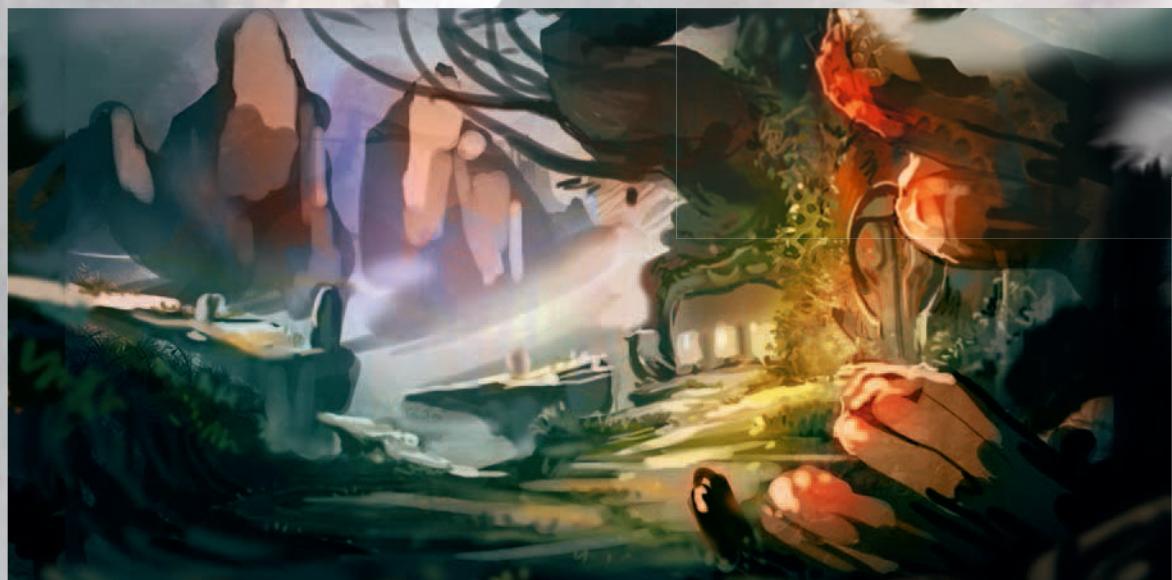






STONE GATE

In majestic heights, the mountains tower over the stone gate. Even here, one can find traces of civilization. The archaic architectural design hints at master craftsmen who built this structure hundreds of years ago. In this way, we hinted at a very old cultural history with just one landmark.



DRAGON

One highlight in The Whispered World was the Spot parkour. Players got to control Spot directly. The intriguing thing about this was that all the puzzles and tasks had to be completed while Spot was on the back of a living monster. A little green caterpillar riding a huge beast. The living, moving environment had to be planned thoroughly and ate through a lot of creature concepts until we found a definitive design.

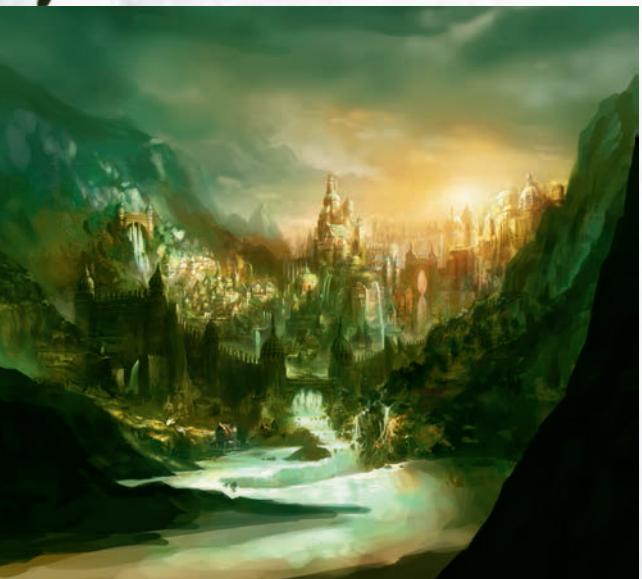






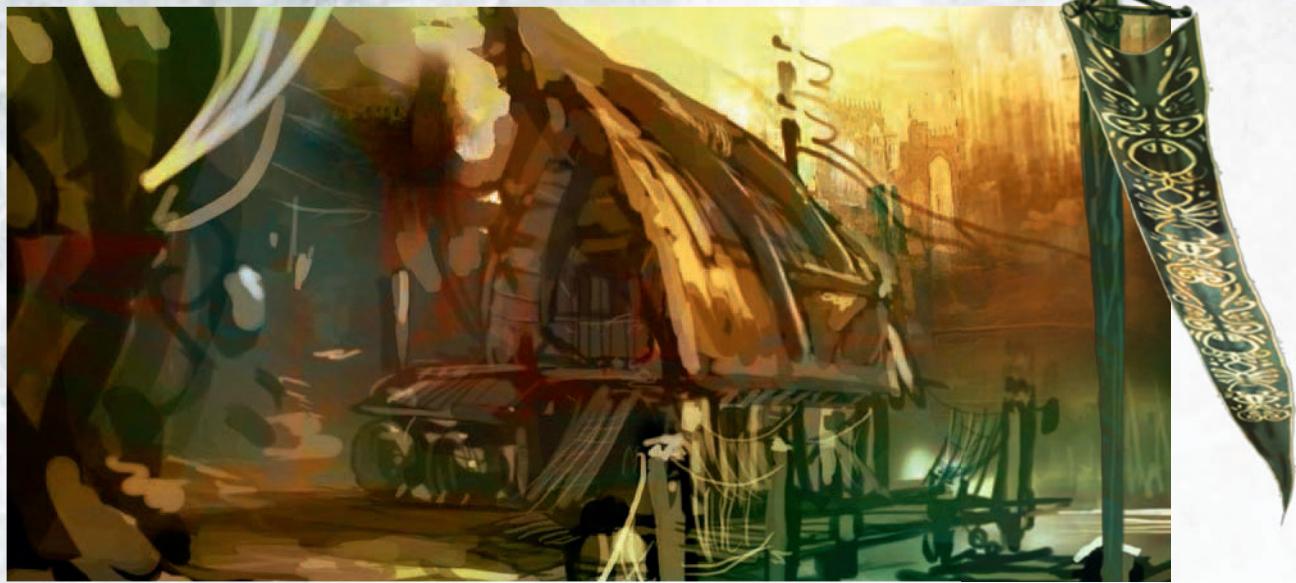
KALIMAR

Kalimar is a majestic coastal trade hub, bordered by vast mountains. It's the home of Kyra, Janus and Samuel. They are the city's last survivors. If only things were like they used to be. Samuel could lose himself in good books and Janus would do an honest tailor's work, preparing Kyra's dress for her wedding day. Down with the False Queen!





FISHER'S CABIN



The abandoned home of a nameless fisher with a taste for rum. Coincidentally, this is also where a direct confrontation between Renie and one of the False Queen's Seekers takes place.





GATES



One of the many entrances into Kalimar, classically secured with a drawbridge, a moat and a portcullis. Again, water plays an important architectural role.

VALLEY OF FALLEN GODS

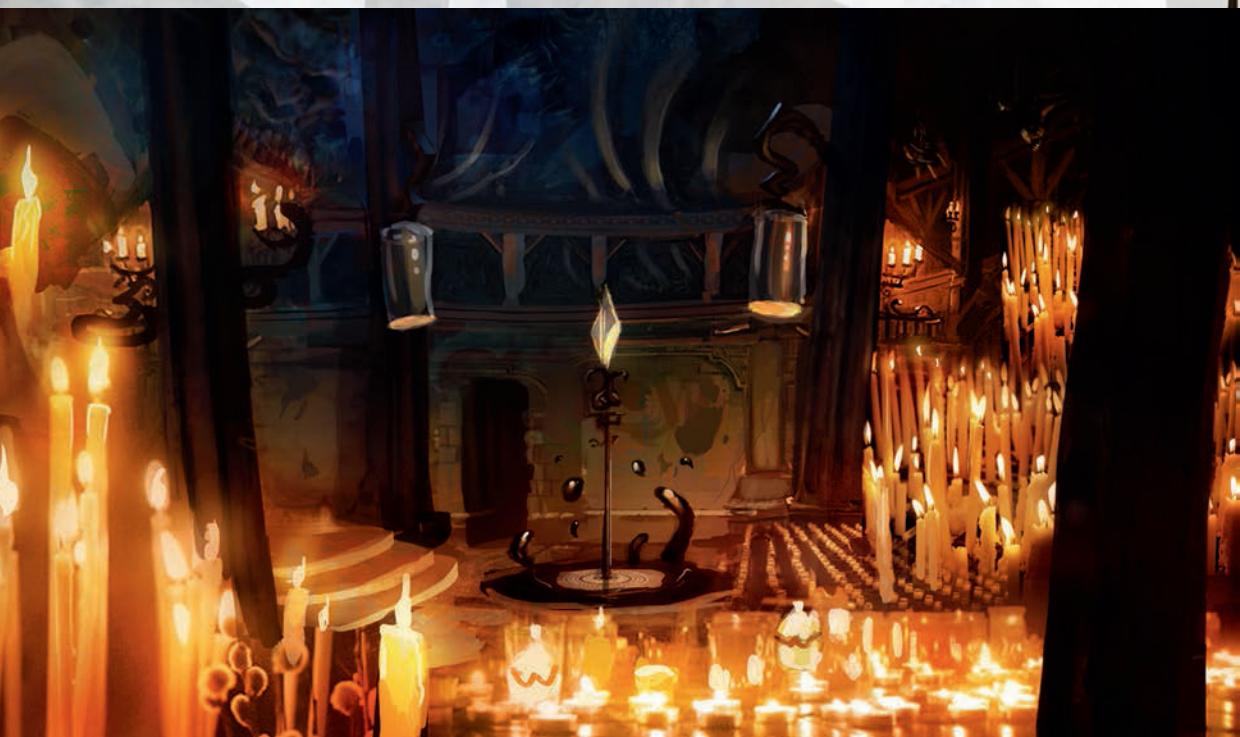


This valley leads to Shana. Here, the heads of Kalimar's god statues lie scattered. The people of the city decapitated the statues when they realized the Seekers would overwhelm them and no deity was going to save them. Samuel thinks that all of these gods are in fact only different images of the same god: the Great Gambler. But who or what he is... That's something only Janus knows.





LIFELIGHTS



Every candle symbolizes a life in Silence. Since they haven't been snuffed out, the people seem to be still alive... as Seekers. Which candle could be Renie's?







CITY

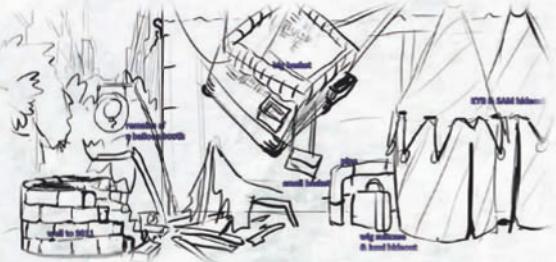


In the city, Noah (who had to accept that he's Sadwick in this reality), Renie and Spot can be played on different layers of the location: Sadwick is on the rooftops, Renie ended up in the marketplace and Spot crawls through the Lumi caves. By interacting with different birds, you can switch characters so they can work together and ultimately find the shard and make their way to the port. Kalimar is a mountainside city with very elaborate ropeways. Too bad they lack proper maintenance.



Sometimes, the images for a scene were roughly pre-built in 3D, so the artist could get all the focal points down precisely. Even the slightest inaccuracy could be a major pain during projection mapping. With 3D scenes, a few production novelties emerged. Choosing fresh camera angles, such as a strong plan view, no longer required completely new animations. This would've been impossible in a 2D production.





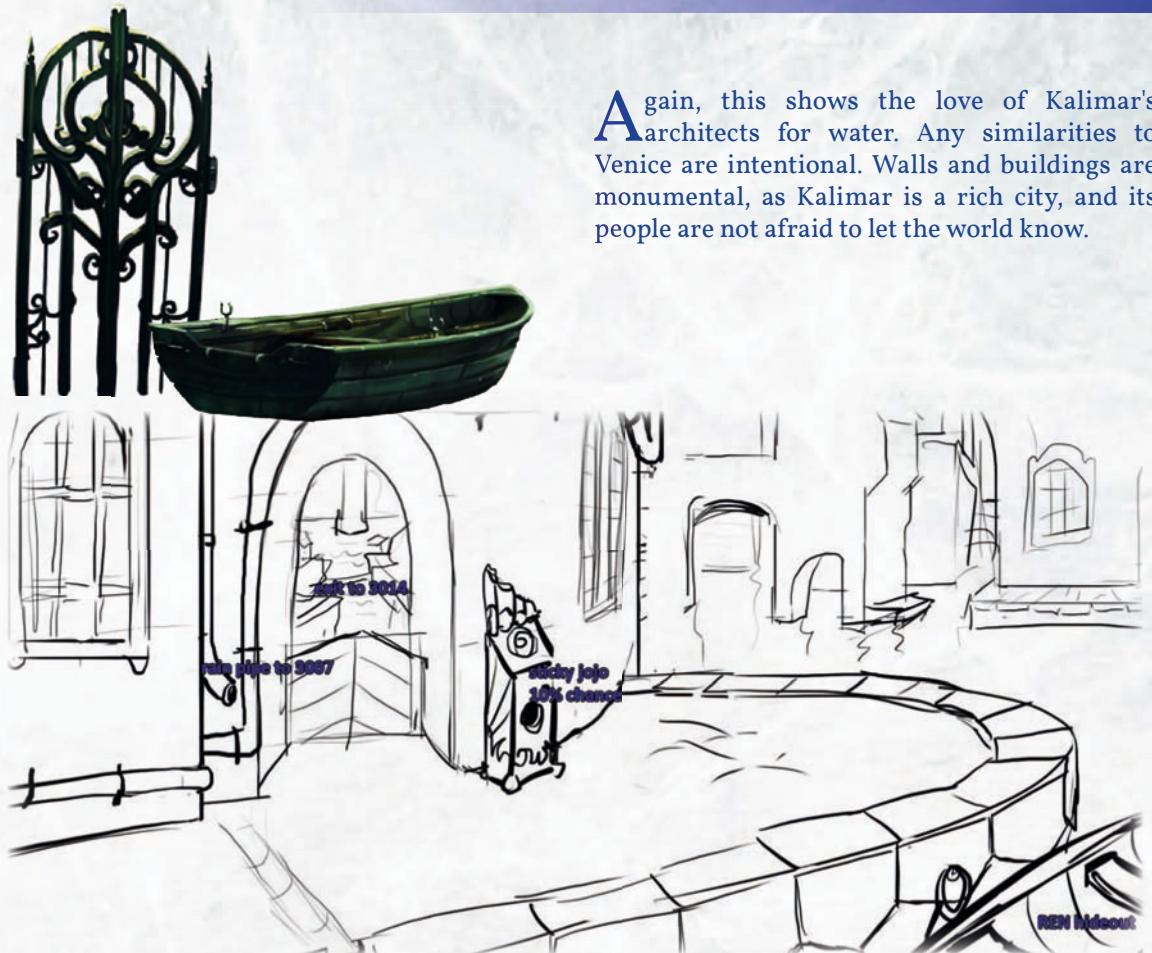


LUMIS

While the city above the sewers is haunted by Seekers, a bunch of small furry critters called Lumis have built quite the party den for themselves with the things they've plundered. They live the colorful lives of scoundrels, enjoy dancing and music even as, just above their heads, death lurks on the streets.



CANALS



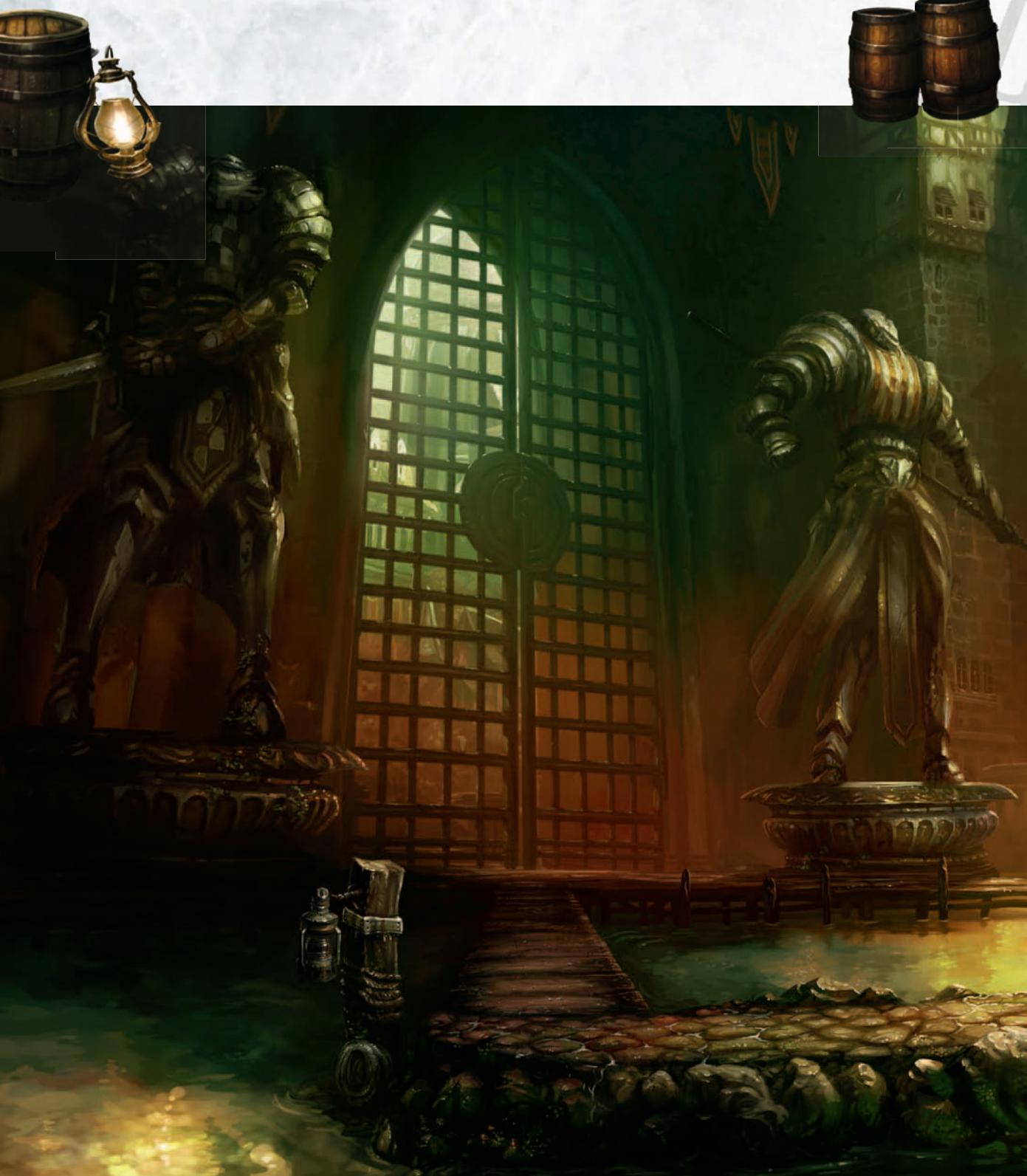




PORT

While Sadwick is determined to destroy the mirror, to wake Renie and let her return to the world of the living, Kyra wants to take down the False Queen and seal the mirror to save Silence. There is no middle ground between

these two agendas. Now it's all a race for the throne room and there is only one ship and one shard pointing the way. Who will press on and who will be left behind? The rebels or Renie? Showdown!









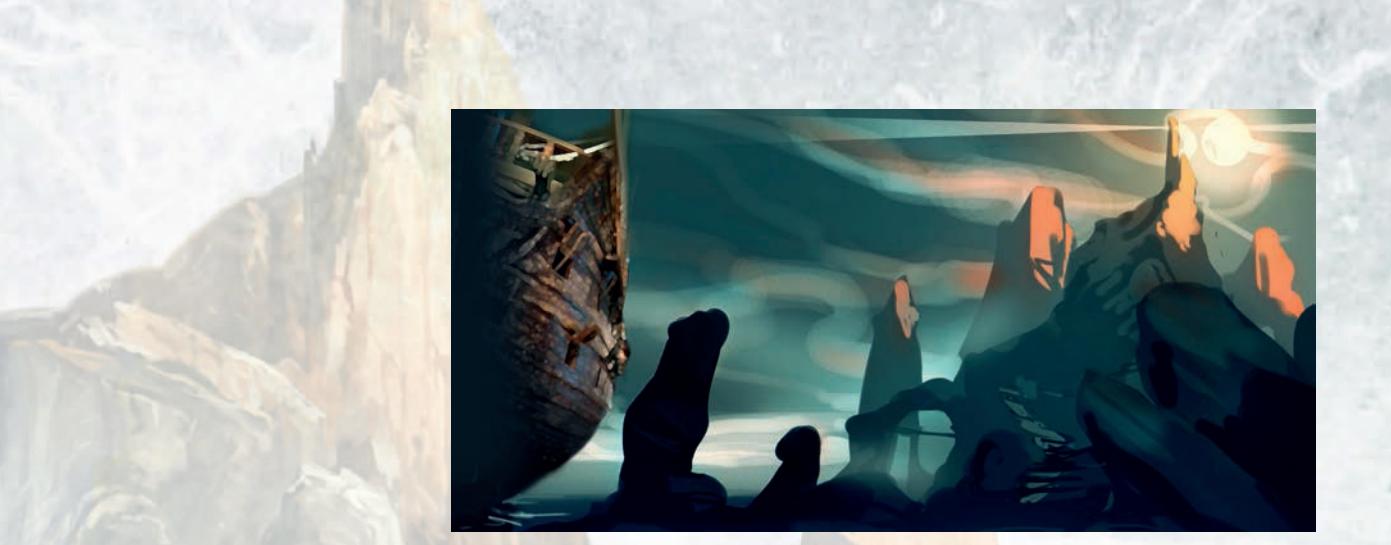




COAST

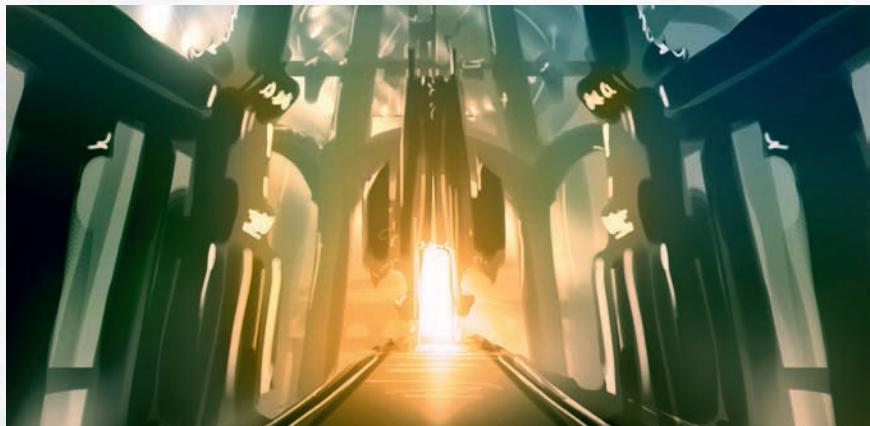
Fully aware and on purpose, the wild, rocky coast pays homage to Arnold Böcklin's Isle of the Dead: when the siblings are shipwrecked and get swarmed by the Seekers, Renie has to leave Noah behind. Pitchblack water, edgy, rough rocks, the path to the lighthouse, leading into the endless sky and into the light. This painting, like no other, grasps the essence of Silence.





CASTLE

The Castle of Light, seat of the False Queen. Here, the final confrontation between her and Renie will take place. The only purpose of this cathedral-like building is seemingly to provide a shell for the mirror, the way out of Silence. Now, Renie has to decide if she wants to stay in this warm, golden world of death, or if she wants to return to the harsher, colder reality called life.



Renie's whole world shrinks down to a small ring without a chance for escape on the lighthouse. Her way appears to end here; she's

running in circles. The lighthouse is a good example of how images can sum up problems at hand through the power of the visual medium.

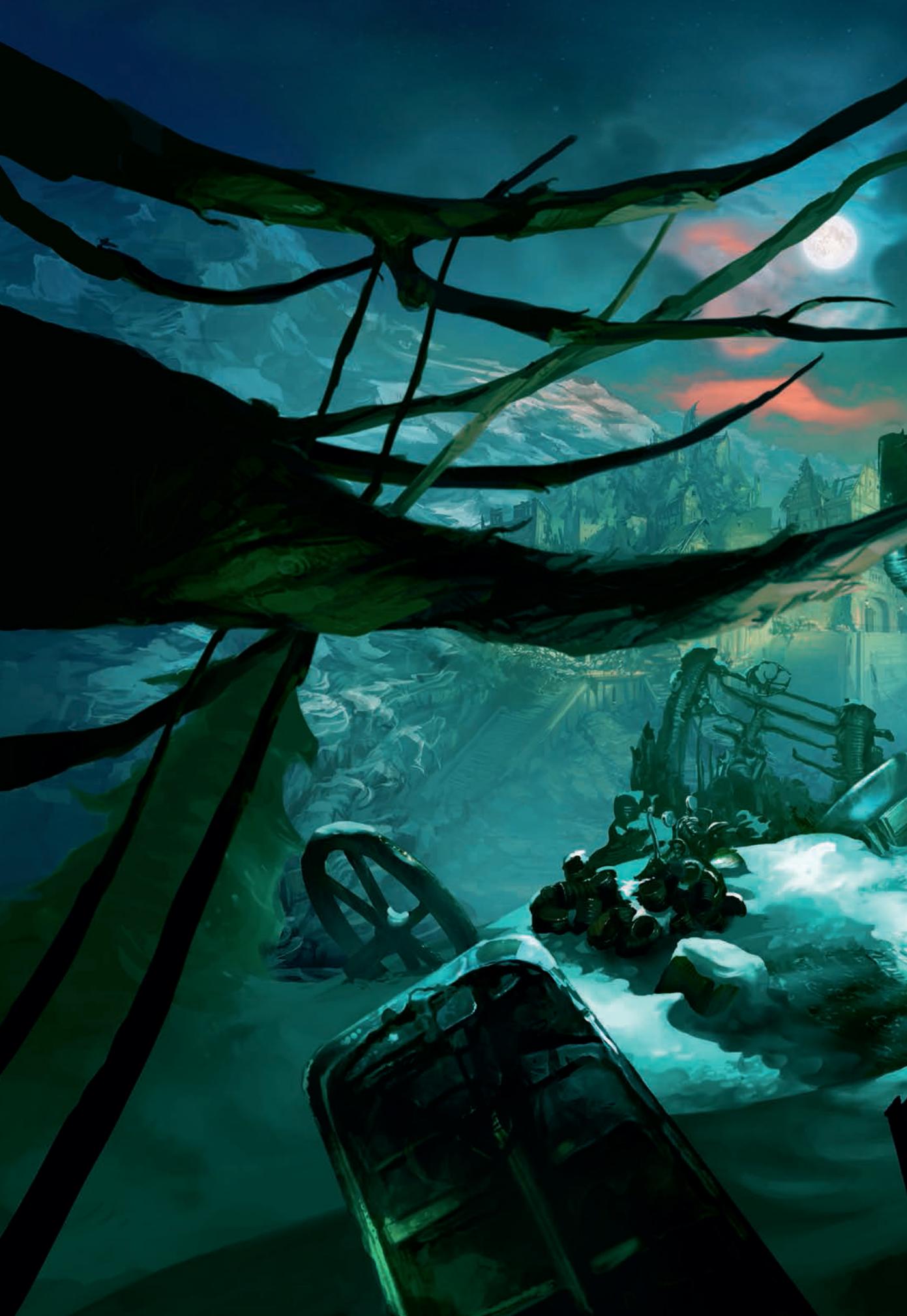


















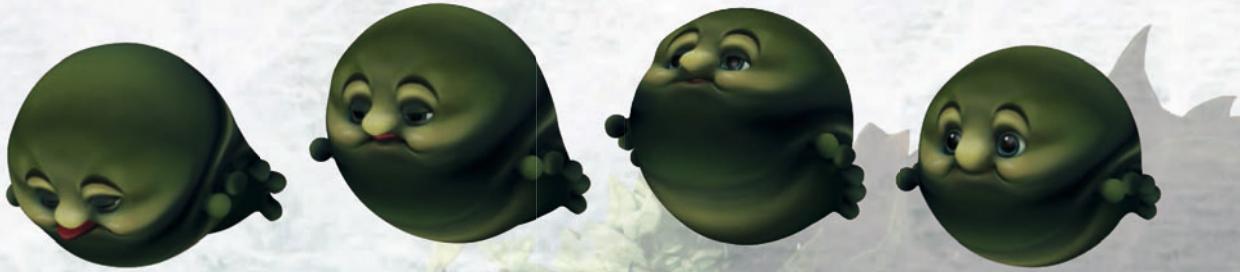
ANIMATIONS

3D ANIMATION

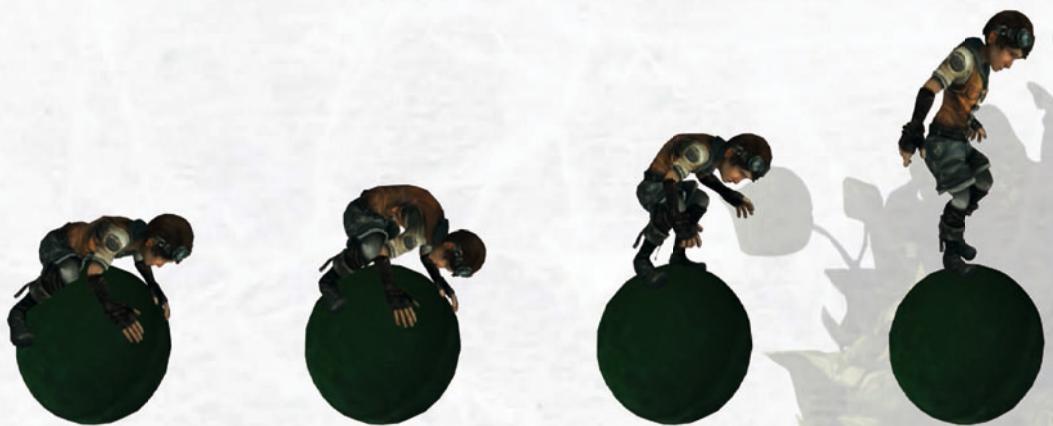
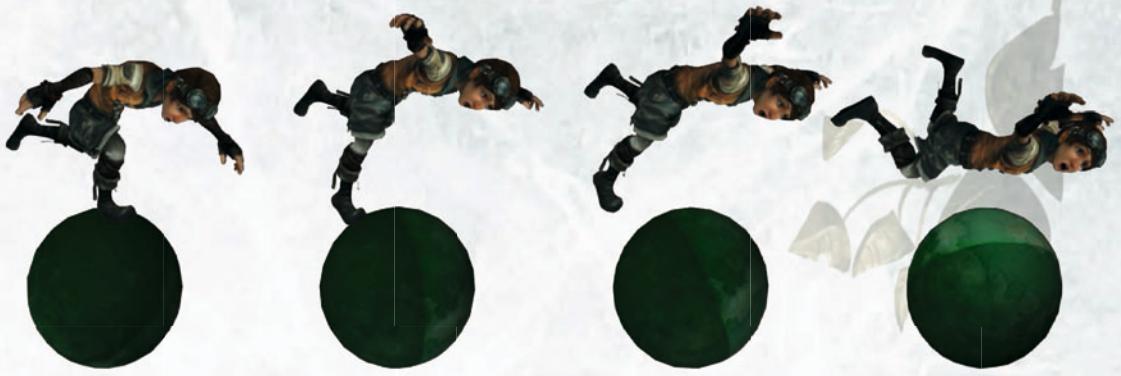
As the old animation credo goes: use clearcut and expressive poses. If you can tell a character's mood by seeing only their silhouette, you're on the right path. Just by the flow of their

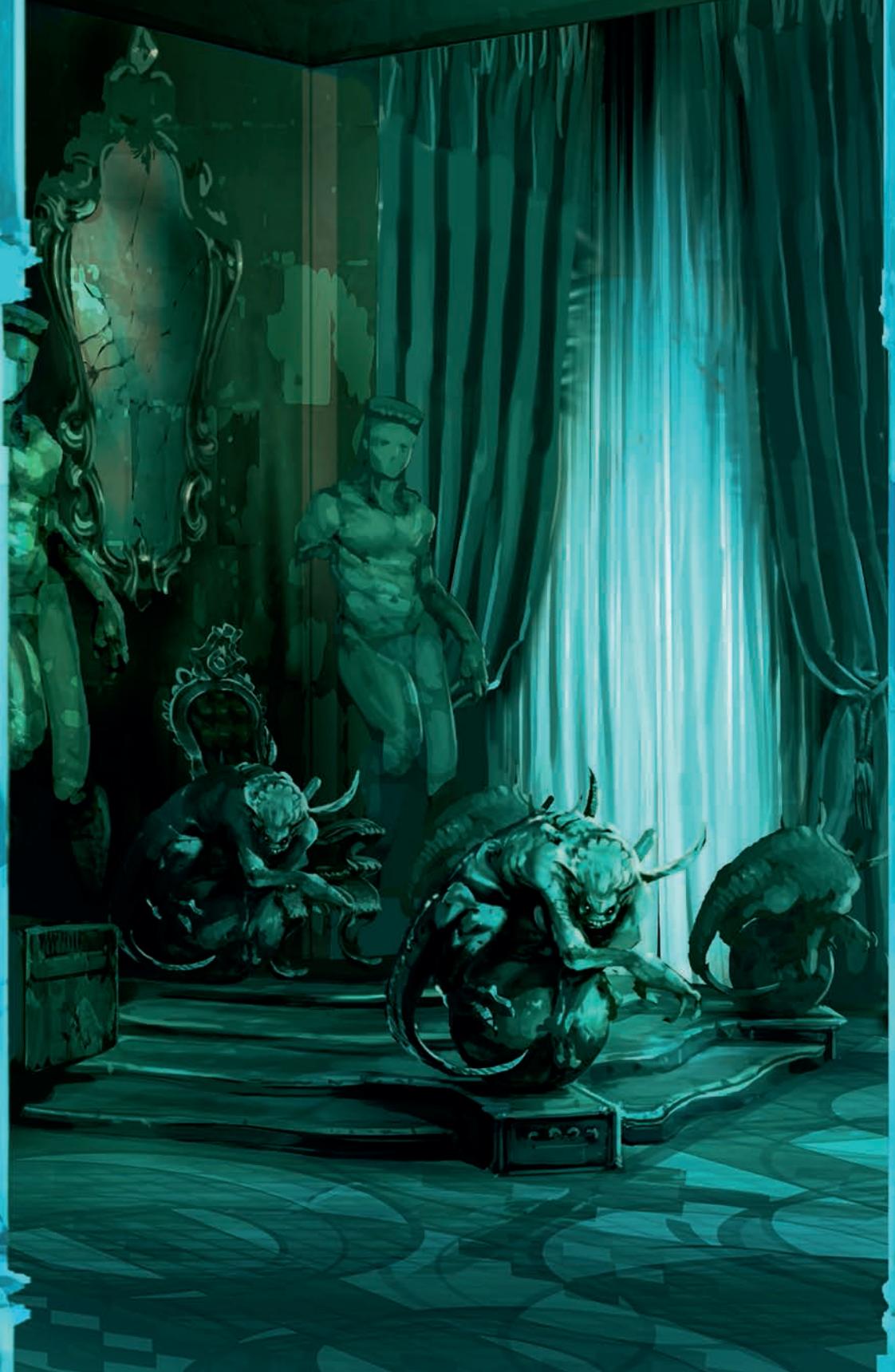
animations you can clearly distinguish Noah's careful movement, Renie's energetic stride and the creepy, skulking Seeker.











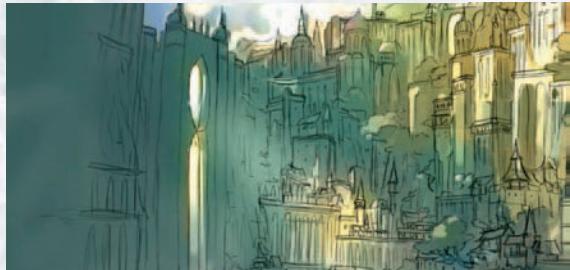


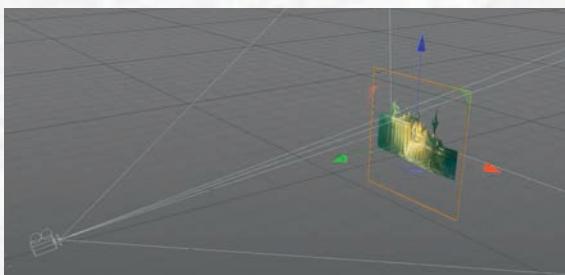
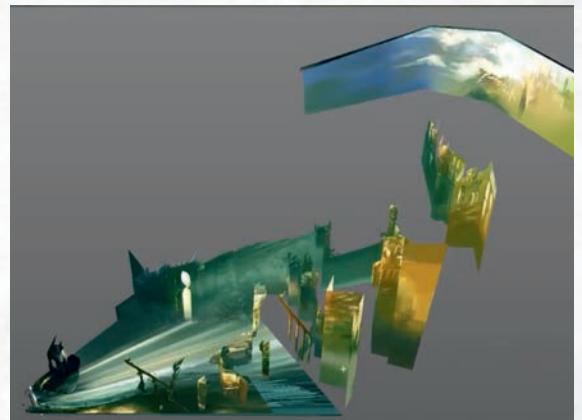
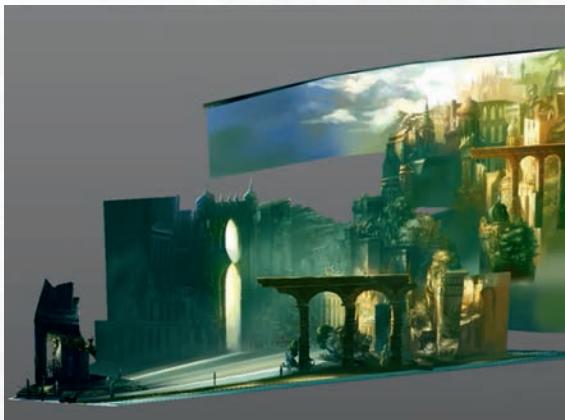
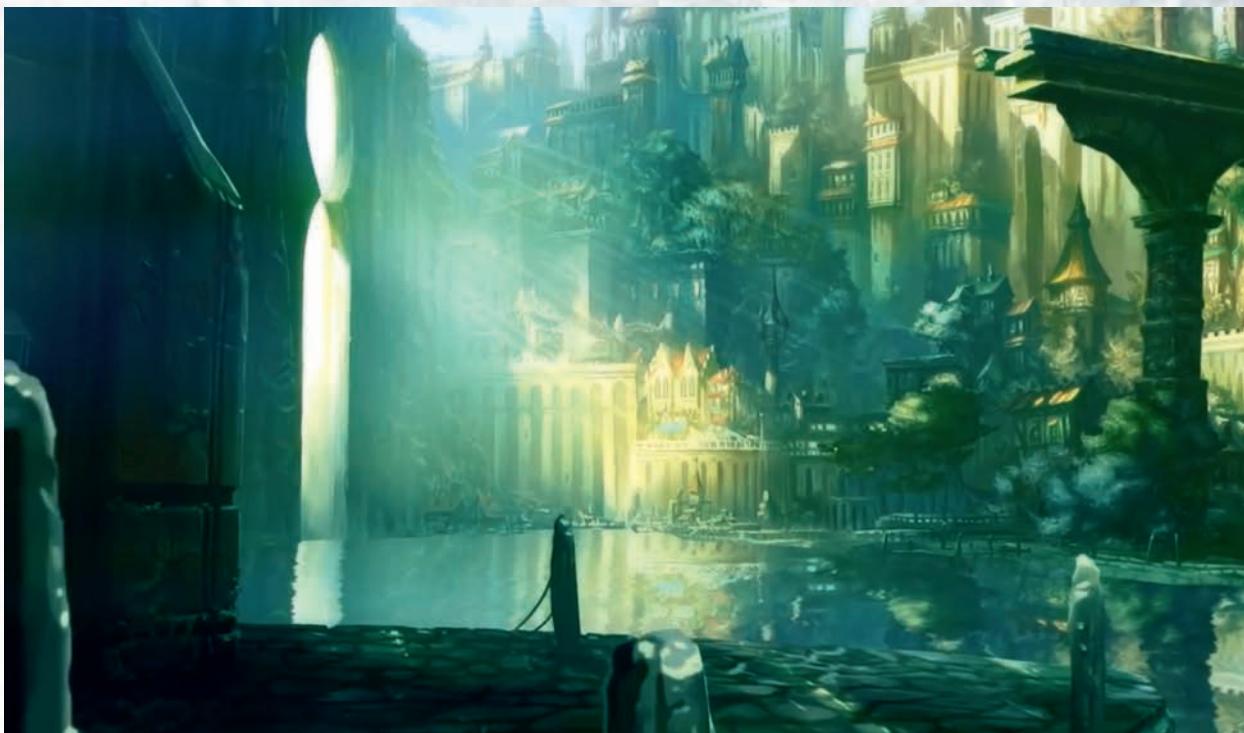
TECHNOLOGY

CAMERA PROJECTION



To create an atmospheric world, we decided to use a technique called camera projection. The hand-drawn 2D backgrounds are positioned in a 3D environment and then extended by effects like water, dust and light. When the image is fully composed, characters can move within the scene like in a 3D environment.





Each new camera angle requires manual adjustments to the relevant backgrounds. This means each scene may contain up to 200 different hand-drawn images.



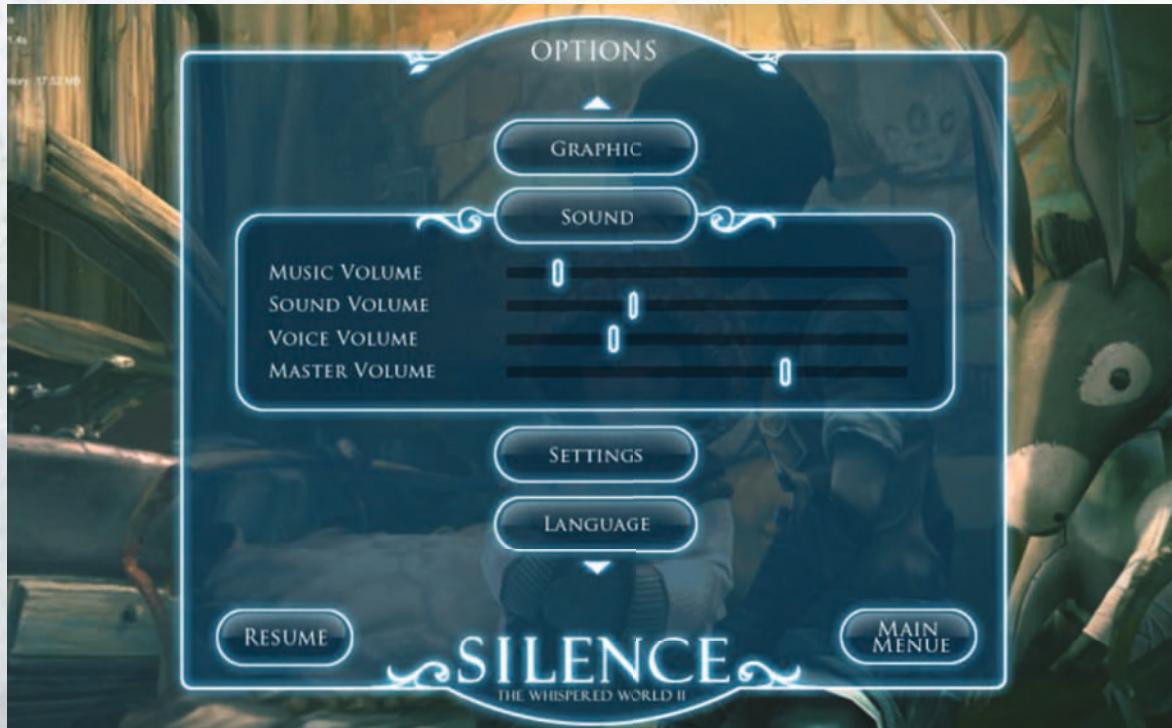


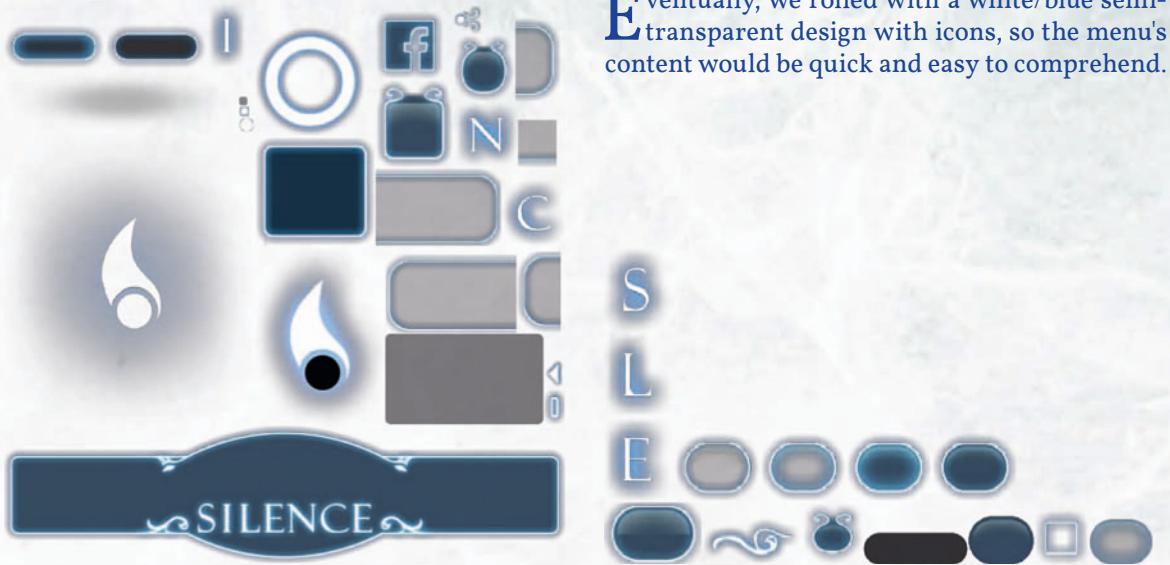


INTERFACE

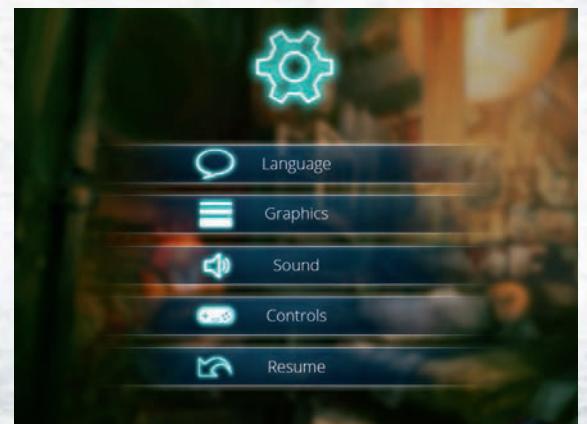
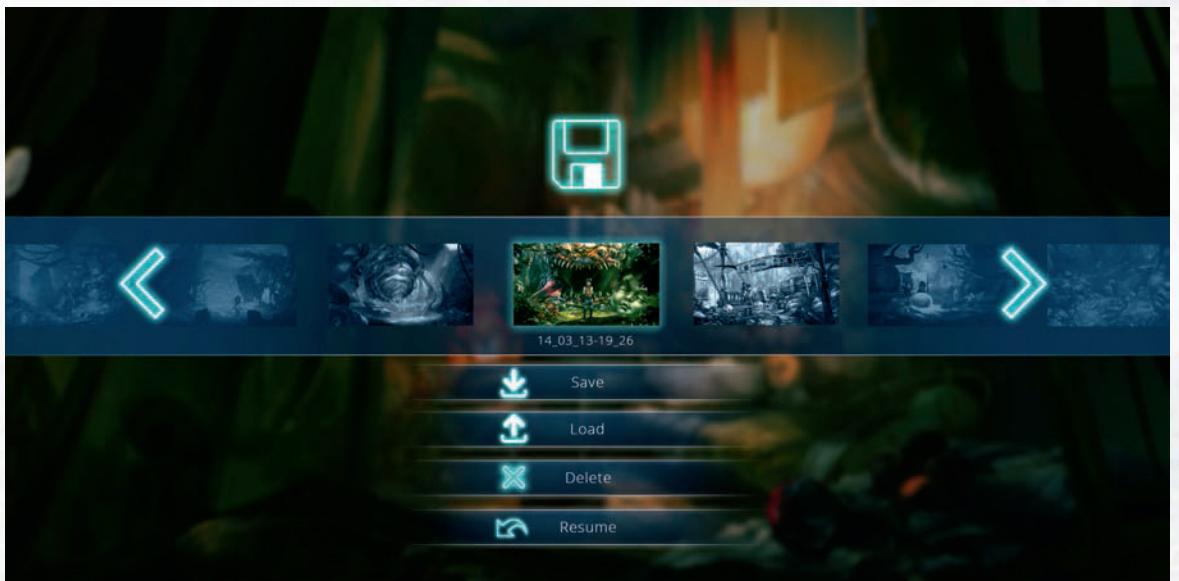
GENERAL USER INTERFACE

The graphic interface of Silence went through several iterations. The design had to match the game's style, but it also needed a seamless and intuitive usability.





Eventually, we rolled with a white/blue semi-transparent design with icons, so the menu's content would be quick and easy to comprehend.



CURSORS

A point-and-click adventure without a cursor would be like Sadwick without chronic sentimental pessimism. Most interactive items have their own icon in order to make puzzles more accessible. Experienced players can disable this feature.





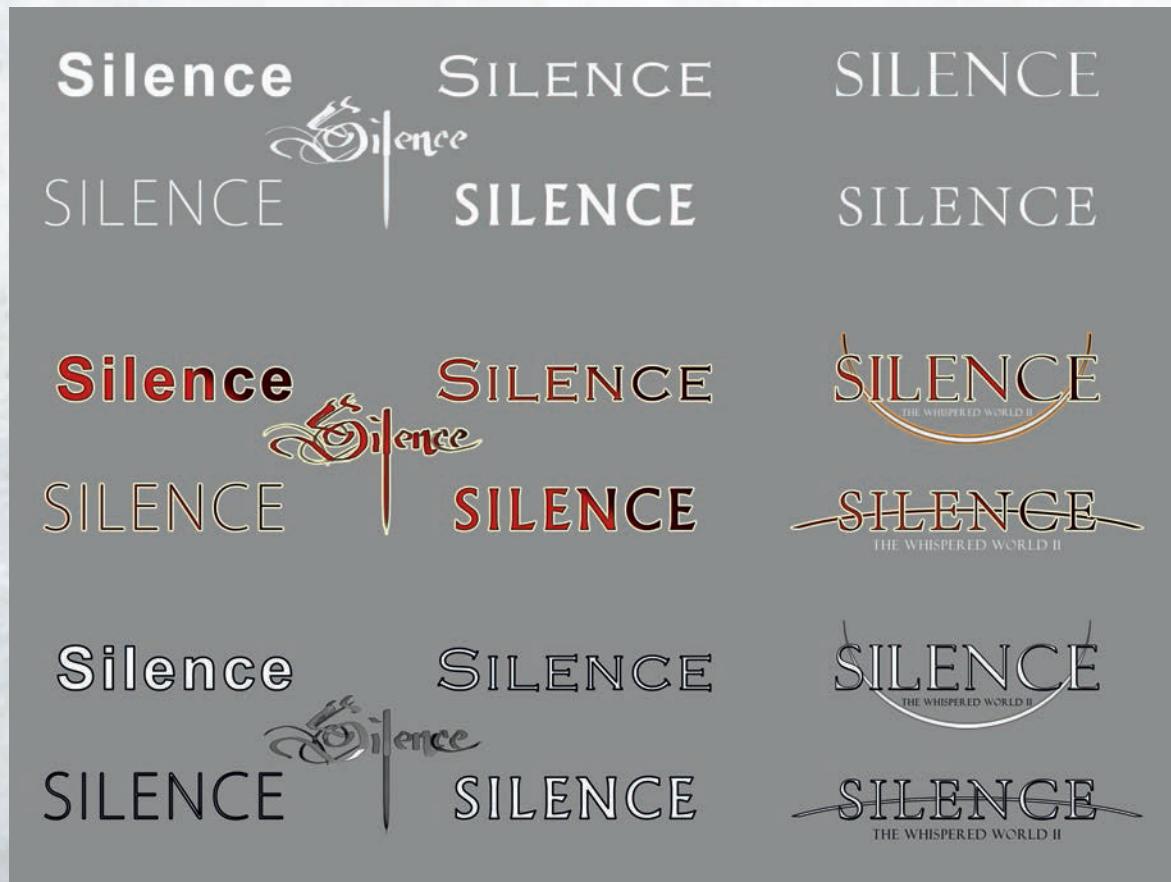




MARKETING

LOGO

The logo for Silence represents the game in a unique way. For a long time, it had been complemented by The Whispered World II, but we decided that the game could pull its own weight and didn't necessarily need to be seen as a sequel.





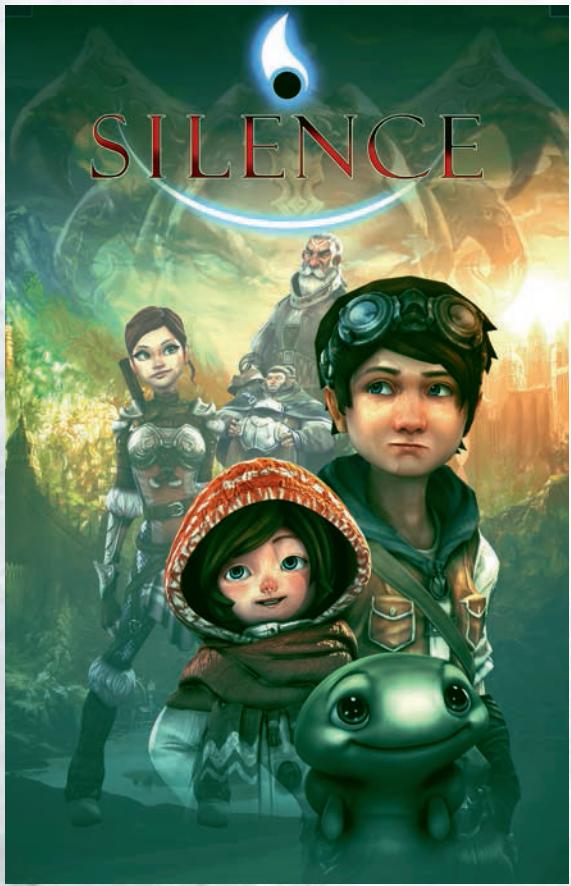
The flaming orb symbolizes Renie's soul, specifically the part of her that creates Silence. The letters rest on a semicircle representing limbo, the space between life and death. This composition is supported by the red and black coloring, hinting at the fact that Silence can be a dangerous place. In the logo's animation, the soul drifts into the bowl of souls and shows the transition to Silence.



KEY ARTWORK



The game's characters are the story's focus. Their adventures and tales breathe life into Silence. We wanted the key artwork to reflect this.



SILENCE



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JANIN JUHNLA
FLORIAN KELLNER
DANIEL KLAUS
PASCAL KNODT
LISA MALLORY
SABRINA NUSSBAUM
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PHILIPP SCHREIBER
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The Whispered WORLD

INTRODUCTION

Before Daedalic Entertainment's release of The Whispered World in 2009, the game had already taken quite a journey. It started as a diploma thesis for Marco Hüllen and was first developed by Bad Brain Entertainment, and that didn't end too well. As Bad Brain went bankrupt only shortly after acquiring the game, Marco joined Daedalic Entertainment as lead artist, bringing along his early concepts of The Whispered World.

At this point, the game was a lot less extensive, but with the help of creative director Jan Müller-Michaelis, who was responsible for the game's story and voice direction, and game designer Sebastian Schmidt, Marco eventually finished his story – the story about the sad clown Sadwick who ventures forth, ridden by nightmares, to save his world from impending doom.

But not only story and game design had a major overhaul: during development the Visionaire Studio engine had been designated as the game's foundation. The engine was a former hobby project of siteface UG for the fan adventure Zak McKraken: Between Time and Space and still needed some technical wrinkles ironed out. It was, for example, impossible to work with more than one scripter at a time on the project. To avoid an unnecessarily long development time, the scripters worked in shifts toward the end of development. One scripter would work during the day, while another took over at night. Also, all voice and sound files had to be linked manually, one at a time. This took several weeks of hard work: we're talking about a game with 70,000 words in about 11,000 files.



The visuals also needed a few tweaks. Marco's first backgrounds done for his thesis were no problem. Those remained almost identical in the final version of the game. But the extended story and improved puzzle design developed by Daedalic Entertainment needed a lot of new backgrounds and animations to make things more vivid. In terms of character design, almost everything was revamped. Apart from some exceptions, like Spot, Sadwick's father and a couple of creatures, a great deal of the characters were rebuilt from scratch to give the game a more mature style.

From there, it was all traditional work: pencil drawings, layout table animations and then all the characters were scanned, colored and finished digitally.

After Edna & Harvey: The Breakout and the commissionned 1½ Ritter, The Whispered World became Daedalic Entertainment's third adventure and hit the shelves with classic dice-based copy protection and boardgame poster in August 2009. A slightly revised Special Edition was released in 2014, featuring a very elaborate developer's commentary. The studio has since released an iOS version for tablets in November 2015.

We hope you enjoy this art book and the look behind the scenes at the long history of The Whispered World.





The Whispered WORLD

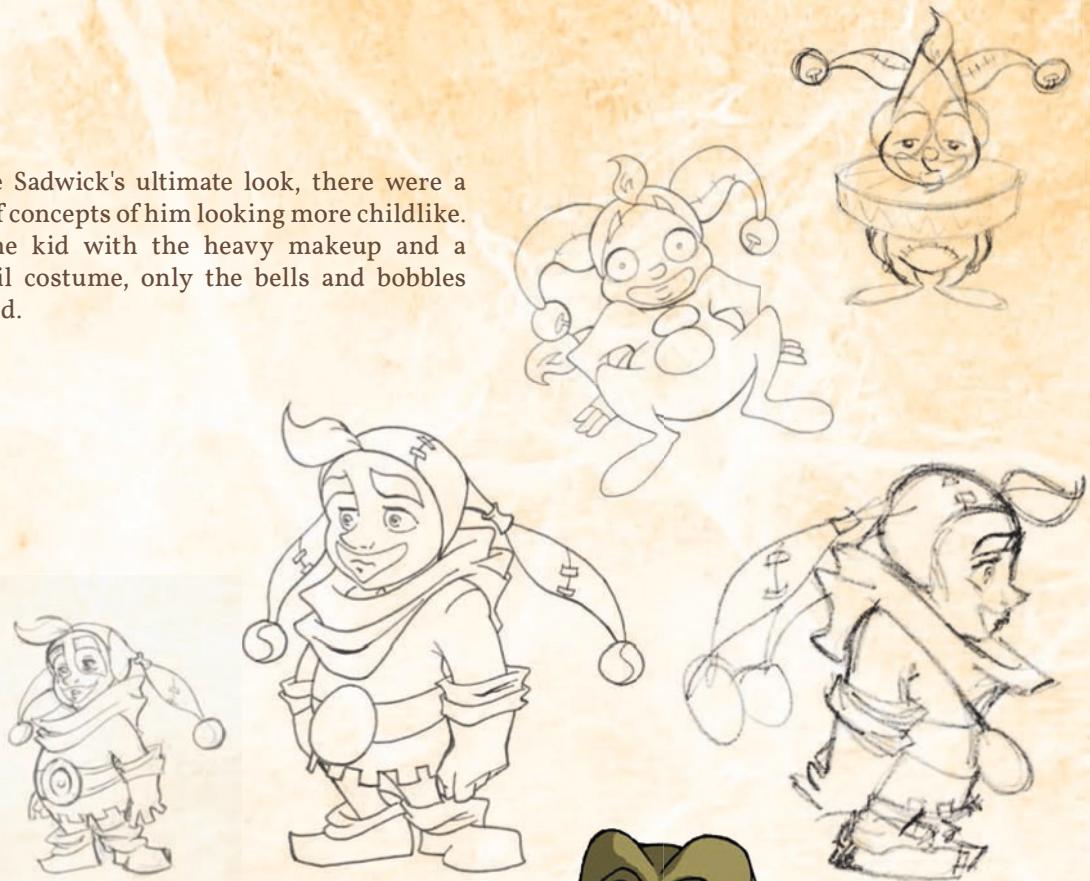
CHARACTER ART

SADWICK

Sadwick is the youngest son of a circus family. Together with his brother Ben and his grandfather, he travels across the land, from audience to audience. Recently, he is haunted by terrible nightmares, but his family doesn't care. Since no one takes him seriously, Sadwick and his pet Spot now make their own way, trying to find out what's behind these sinister dreams.



Before Sadwick's ultimate look, there were a lot of concepts of him looking more childlike. From the kid with the heavy makeup and a red devil costume, only the bells and bobbles remained.



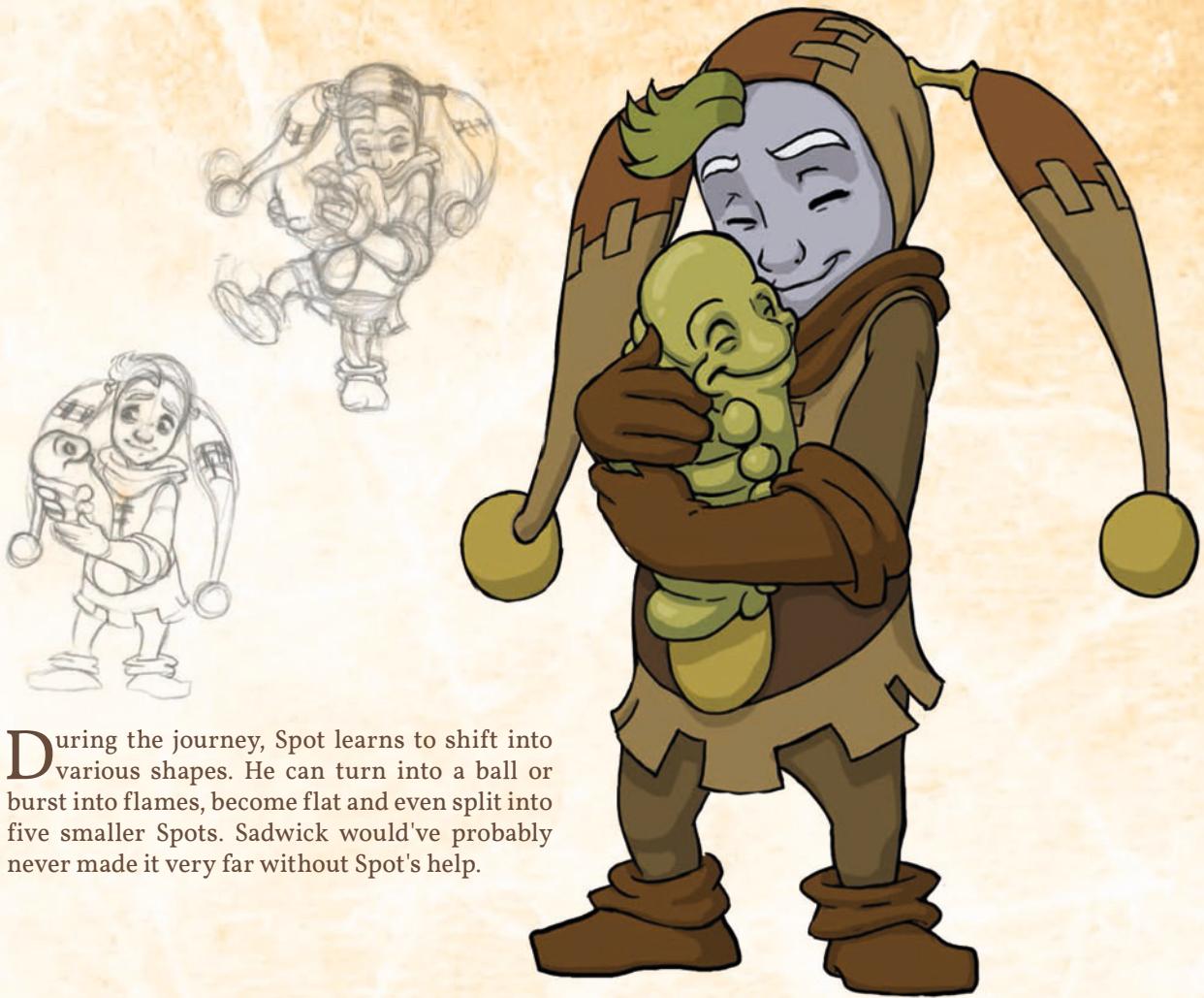
The concept of Sadwick as the king of Silence didn't make it into the game at first. The game's special edition features a secret additional ending where you can learn more about Sadwick's fate in a ruined world.



SPOT

Spot, the little caterpillar, is not just Sadwick's pet, but also his best friend. They walk fire and brimstone together, even though Spot has to suffer a considerable amount of sulking and nagging. Sadwick might not be the most pleasant company, but Spot is his loyal friend nonetheless and aids him with his incredible abilities on their adventures.





During the journey, Spot learns to shift into various shapes. He can turn into a ball or burst into flames, become flat and even split into five smaller Spots. Sadwick would've probably never made it very far without Spot's help.



BEN



Ben is Sadwick's big brother. And let's say, they have a very complicated relationship. Ben is a talented clown and takes the family business seriously. He has little to no understanding for Sadwick's adventurous spirit and pipedreams. He'd rather have him focus on his duties and circus tricks.



GRANDPA



Sadwick's oddball grandpa has quite the circus career under his belt, but his tumbling days are over. He can seem pretty weird and awkward at times, as his memory isn't what it used to be. He still has good advice and a helping hand for his grandson, however.



BOBBY

The Chaskis are the king's messengers - bold, daring and helpful. Bobby seems to be none of the above, but he was still tasked with bringing the Whispering Stone to Shana, the oracle.



MAURICE

Maurice is a station master, but since his train line has been shut down, he doesn't have that much to do. His biggest worry is scaring away the birds in his garden.



SHANA



Shana, the oracle, is the only one who can help Sadwick bring the Whispering Stone to Corona and thus to become the king. Only she may unveil what's behind Sadwick's dreams and show him his true destiny.



RUBEN & BANDO



Ruben is the owner of a closed down pearl manufacturer and thinks his ridiculous wealth makes him the rightful ruler of a small island. He'd love to slack the days away surrounded by his riches. But that factory worker, Bando, just won't stay quiet.



MULACHEI

There's no balance without motion – that's the motto of Mulachei. And that's why he won't let the candles on the island go out. He will always light them anew.

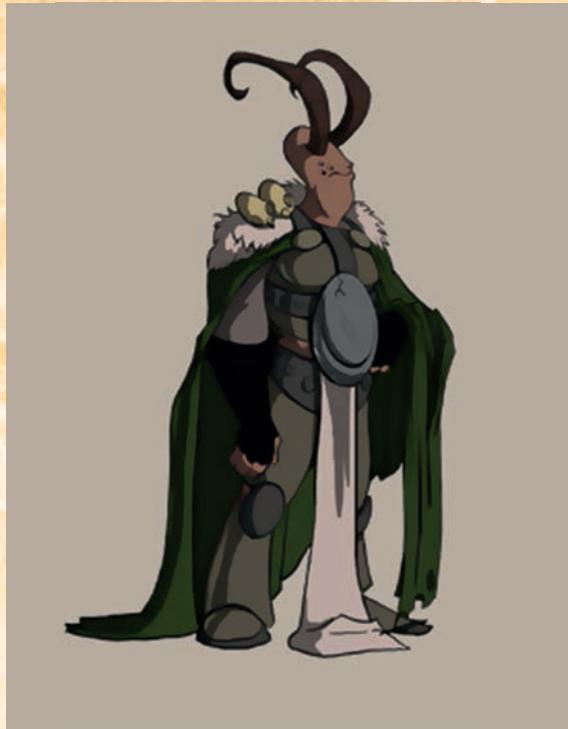


ASTRONOMER

The royal astronomer is the last servant of the king in the ruined city of Corona. If the world ends, it doesn't matter where you stay anyway, right?



LOUCAUX



The leader of the Asgil wants to get rid of the old king and stop the fabric of time and space itself. If he succeeds, he could rule eternally.



GOURNEY



A villain needs a henchman if he wants to be taken seriously. Gourney does everything he can to fulfill all tasks Loucaux assigns to him. The results are mediocre.



CRITTERS

The Whispered World is full of mysterious critters and animals. On his journeys, Sadwick comes across the skittish Yakis, giant birds, fiery dragons, nine-eyed fish and many other strange creatures.

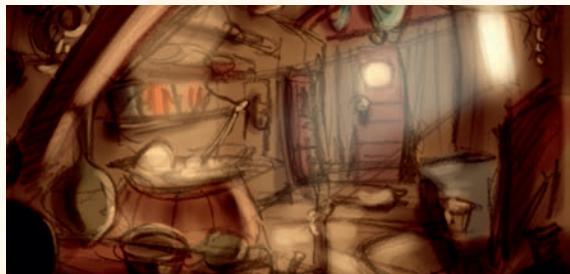




The Whispered WORLD

ENVIRONMENTS

CIRCUS



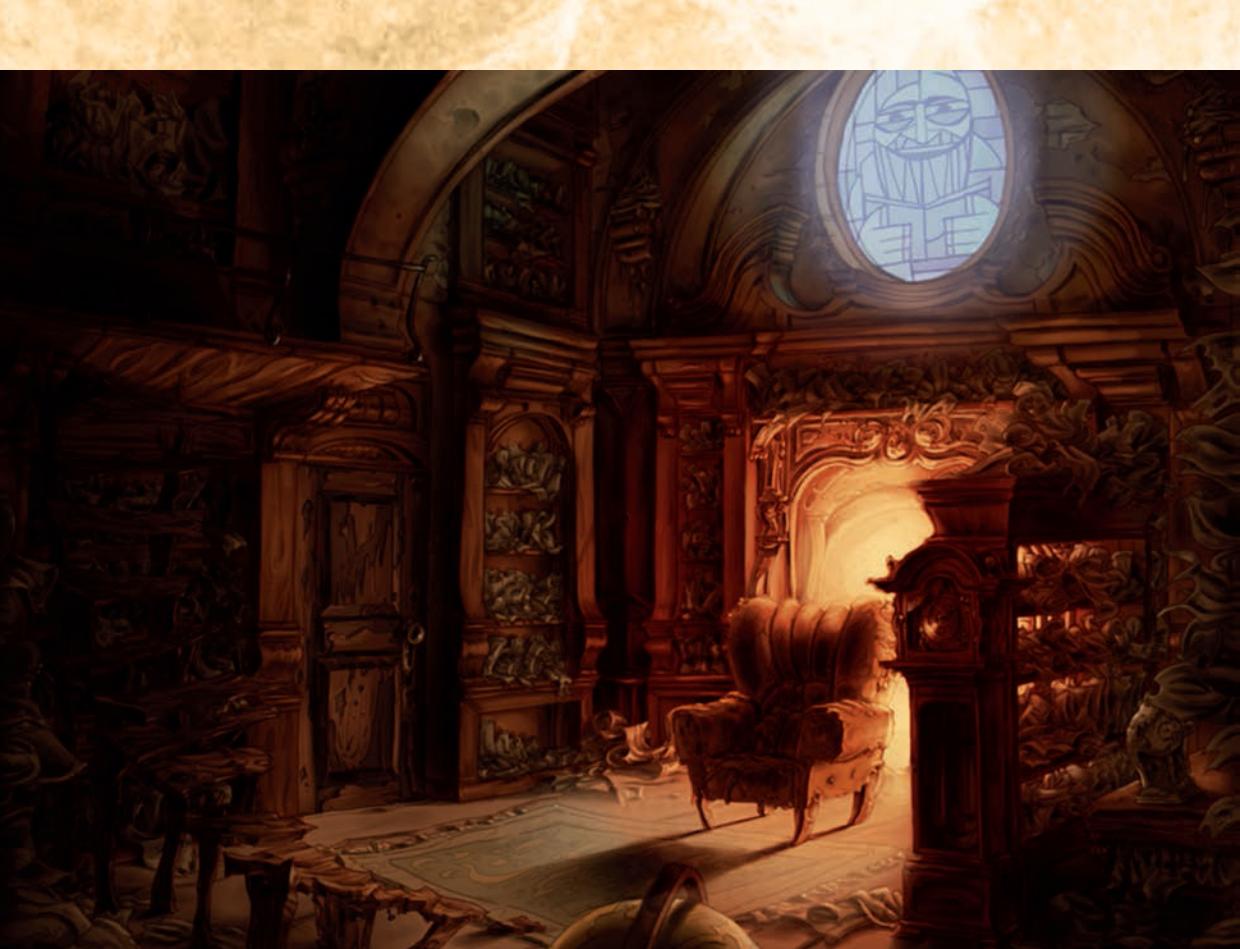


AUTUMN FOREST





SHANA'S CABIN





CAVE

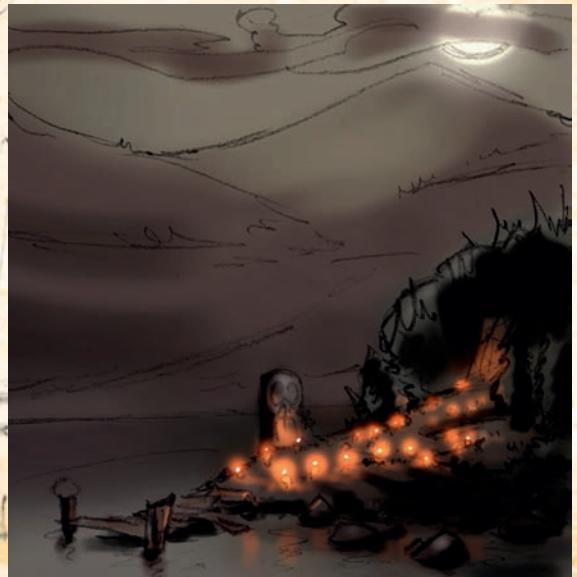
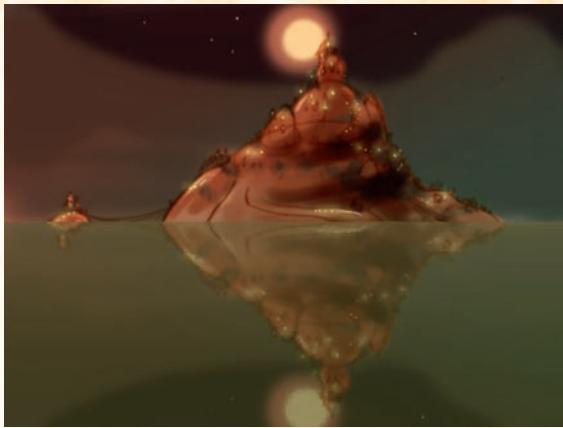




ISLAND SHORE

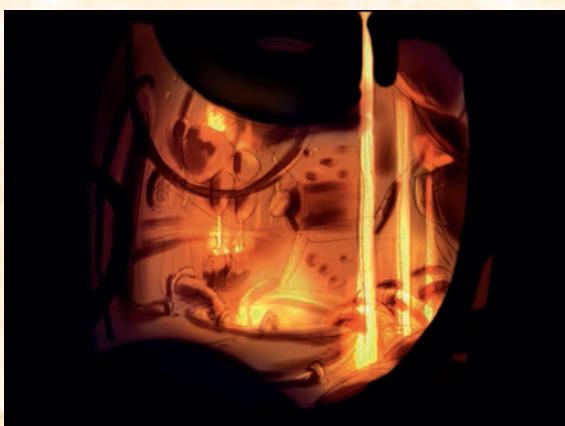


VILLAGE PATH



VILLAGE

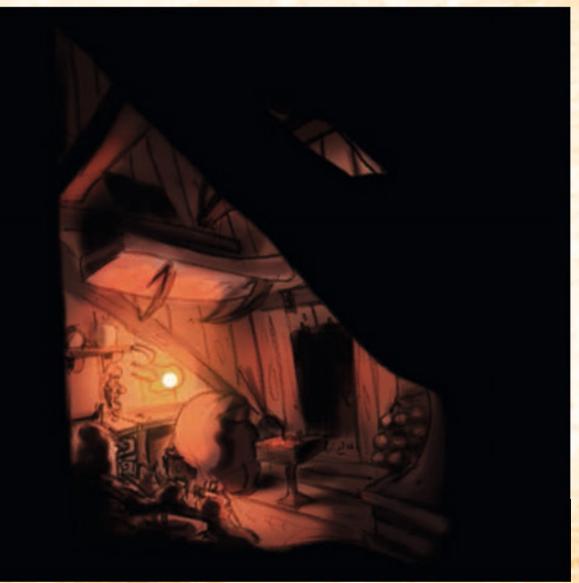
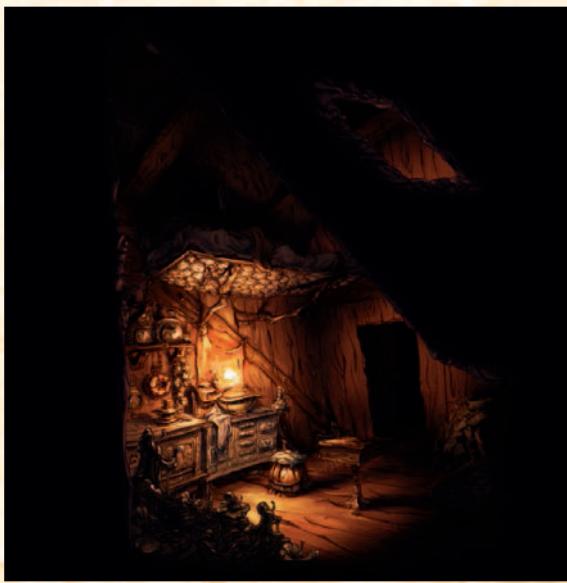


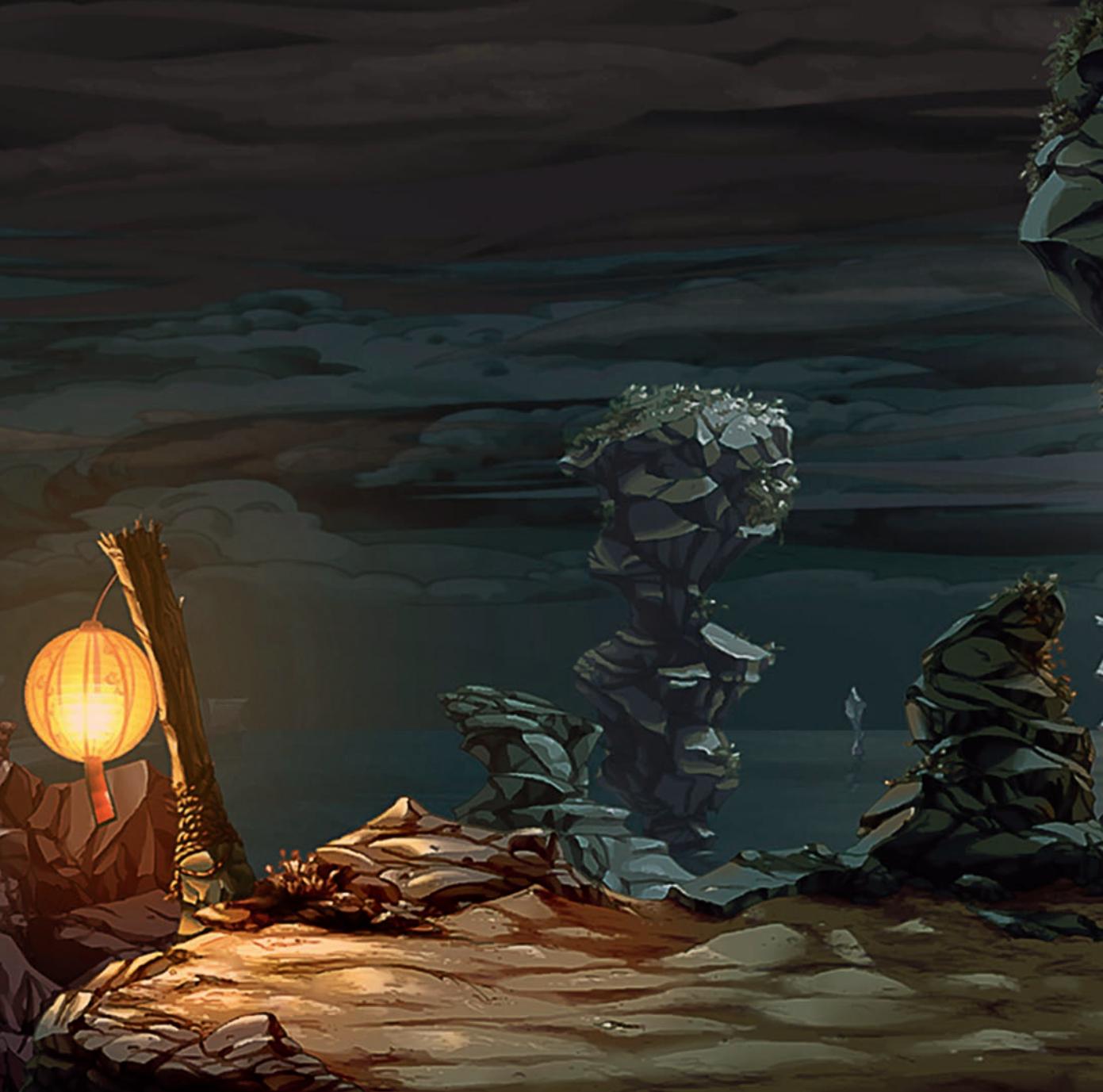


RUBEN'S HOUSE



MULACHEI'S HUT



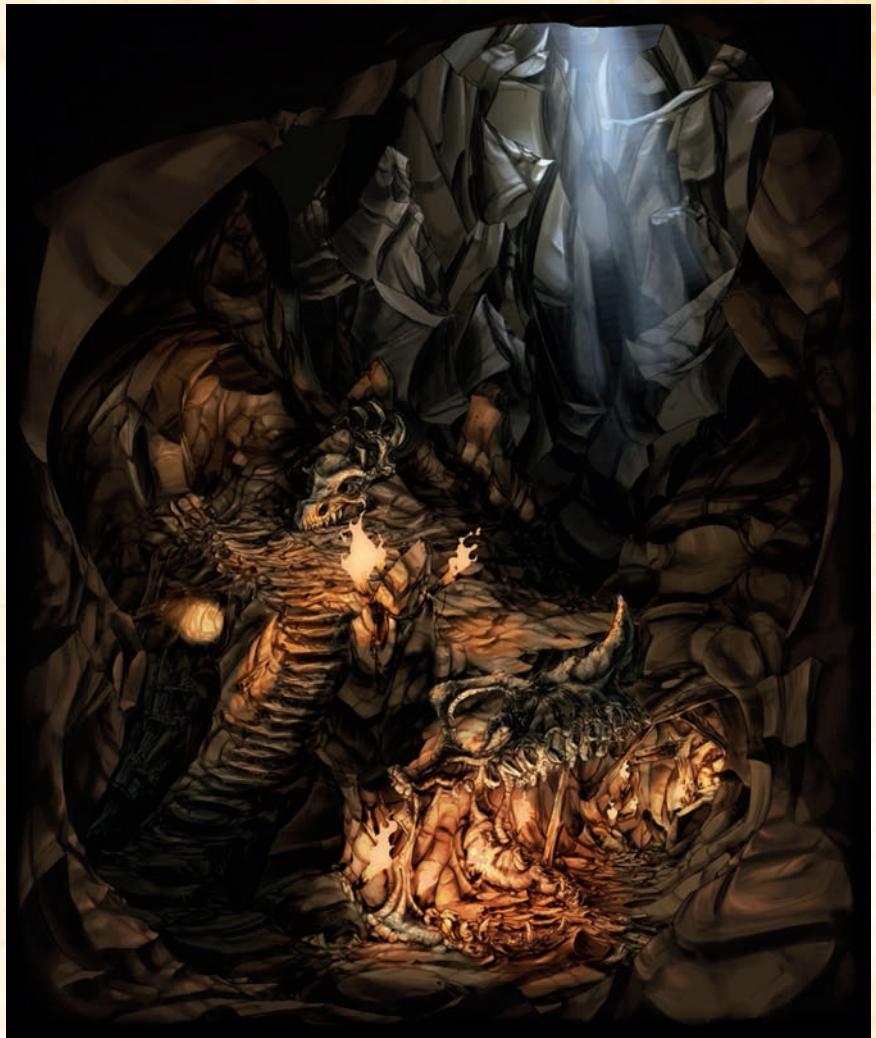




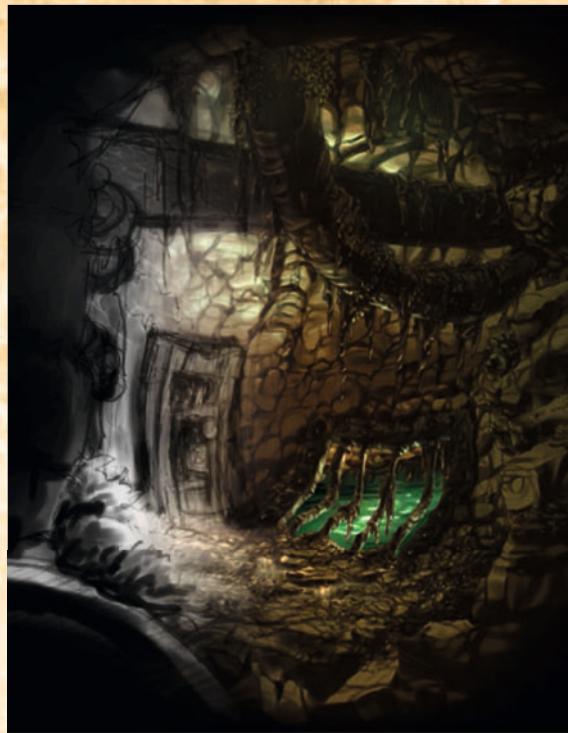
CLIFF VILLAGE



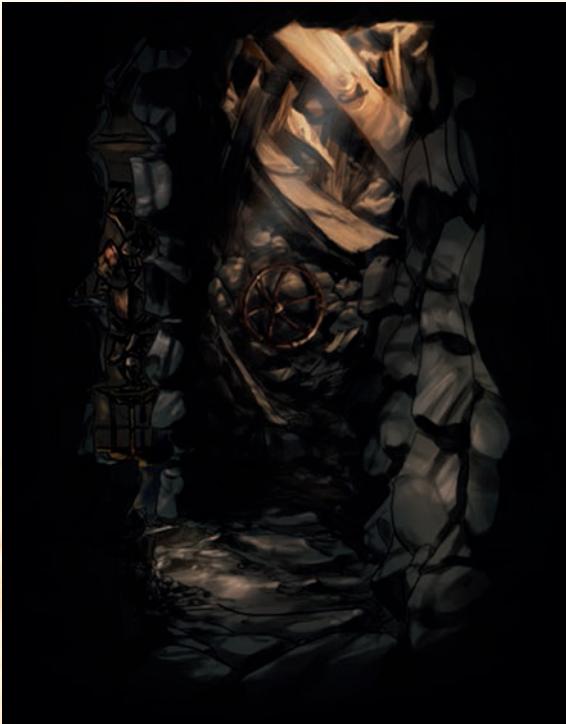
CAVERN



PRISON



WEAPONS ROOM



KITCHEN



SECRET ROOM



TRAIN STATION



CORONA

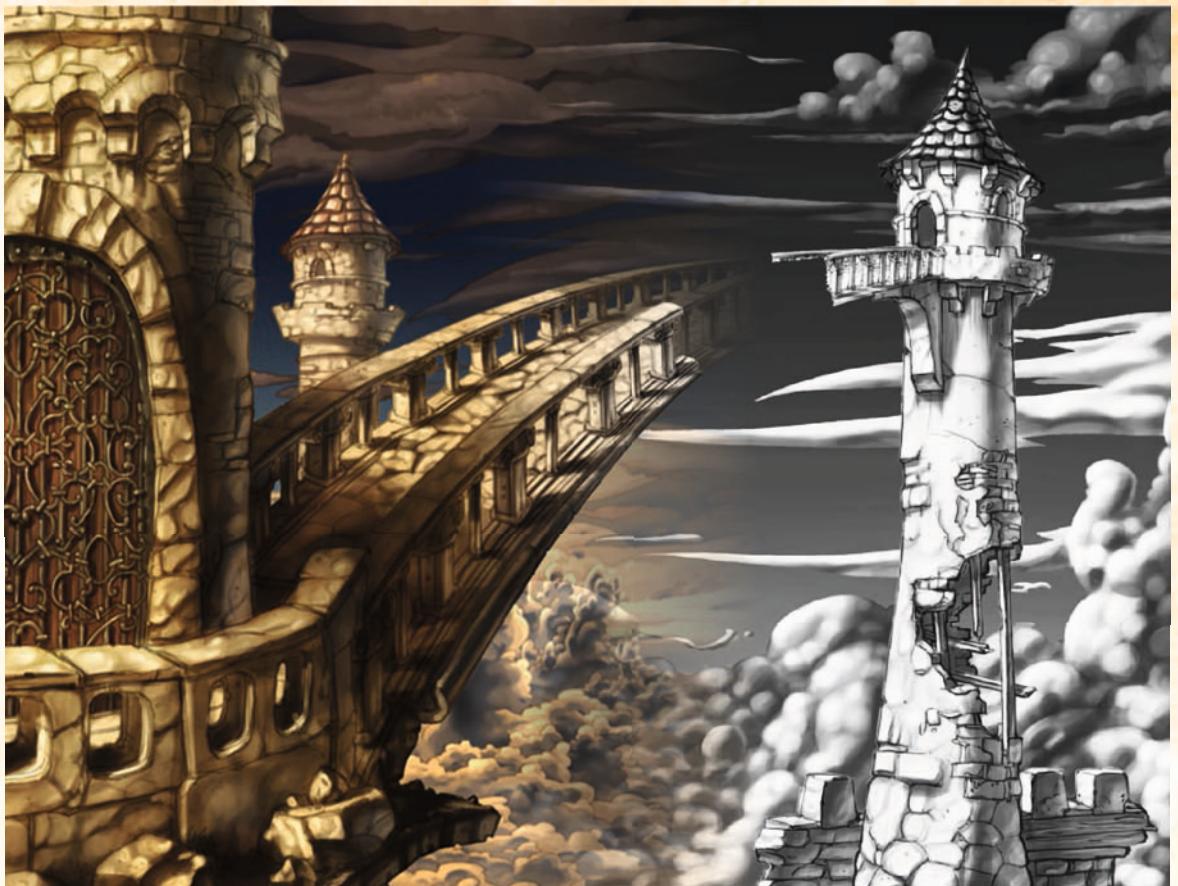




CASTLE



MIRROR ROOM





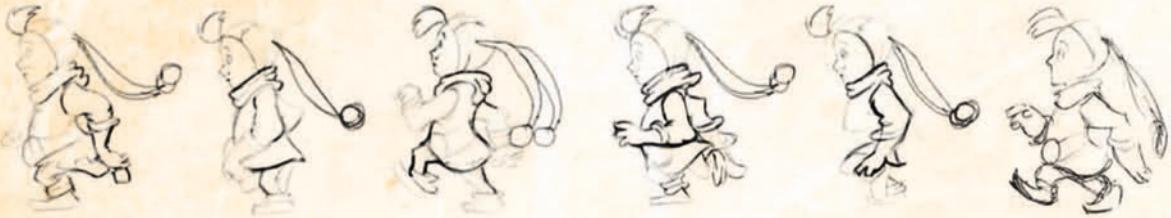
The Whispered WORLD

ANIMATIONS
&
CUTSCENES

2D ANIMATION

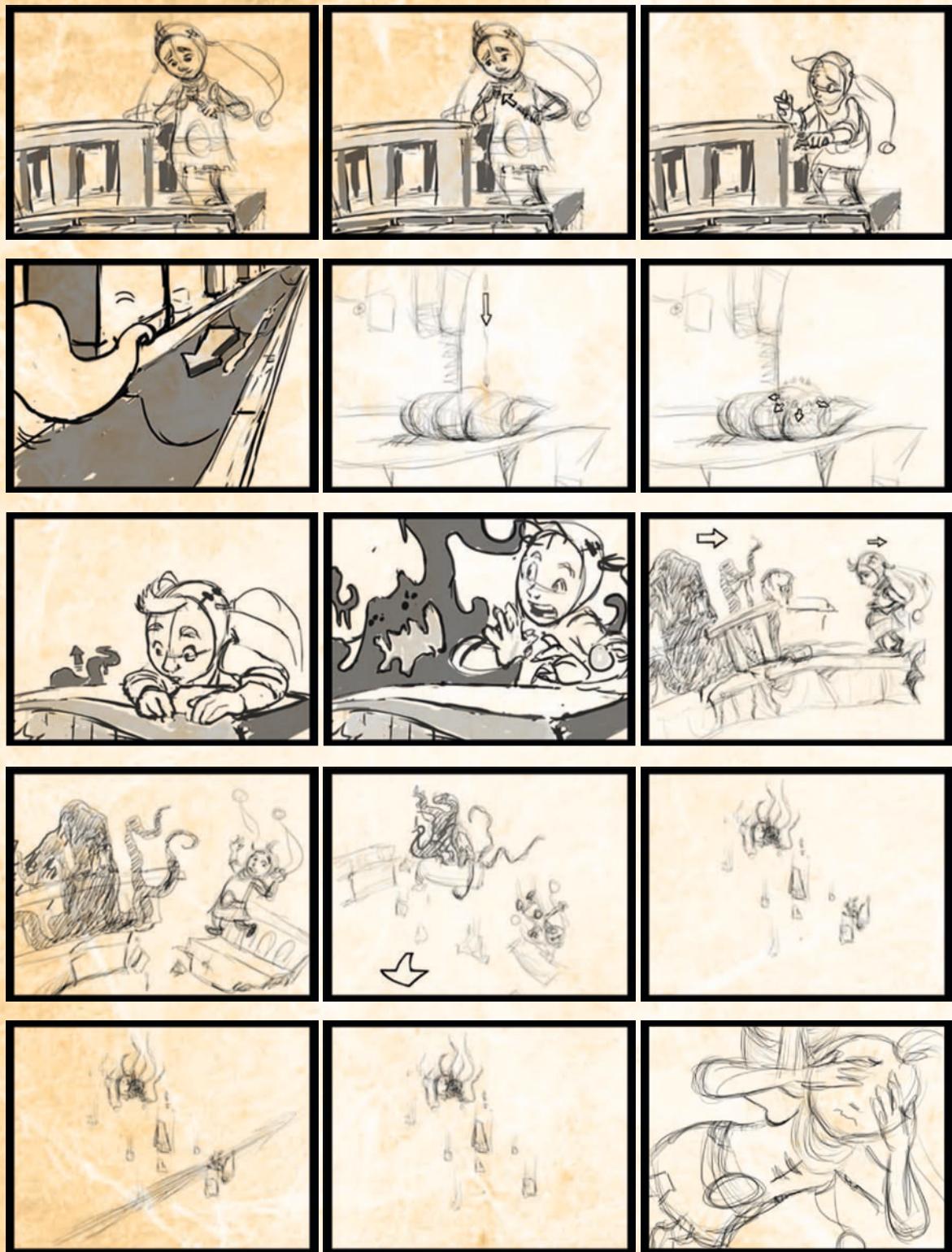


Each animation in *The Whispered World* is made of a multitude of individual images. During production, these were drawn traditionally, then scanned and finished and eventually colored and implemented into the game.





CUTSCENES





Cutscenes in *The Whispered World* were created in co-operation with the Philippine animation studio Holy Cow. Storyboards and key frames are Daedalic Entertainment originals, while Holy Cow took care of cleanups, in-betweens and coloring.



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MARCO HÜLLEN

Cutscenes Executive Producer
CARSTEN FICHTELMANN

Cutscenes Producer
SIMONE GRÜNEWALD

Cutscenes Project Leader
DOMINIK HEINECCIUS

Cutscenes Storyboards
LISE-LOTTE TJERNSTROM

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MARCO HÜLLEN

Executive Producer
CARSTEN FICHTELMANN

Producer
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Producer for Animation
PORTIA RIVERA

Creative Director for Animation
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LORNA SUN
RICKY ESCUTIN

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IRENE NACARIO
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VINGGOY DE SANTOS
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