



The Valley

The Team



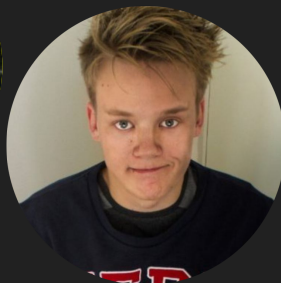
Mike
Tech



Maria
Art



Mads
3D art / Design



Jonas
3D art / Design



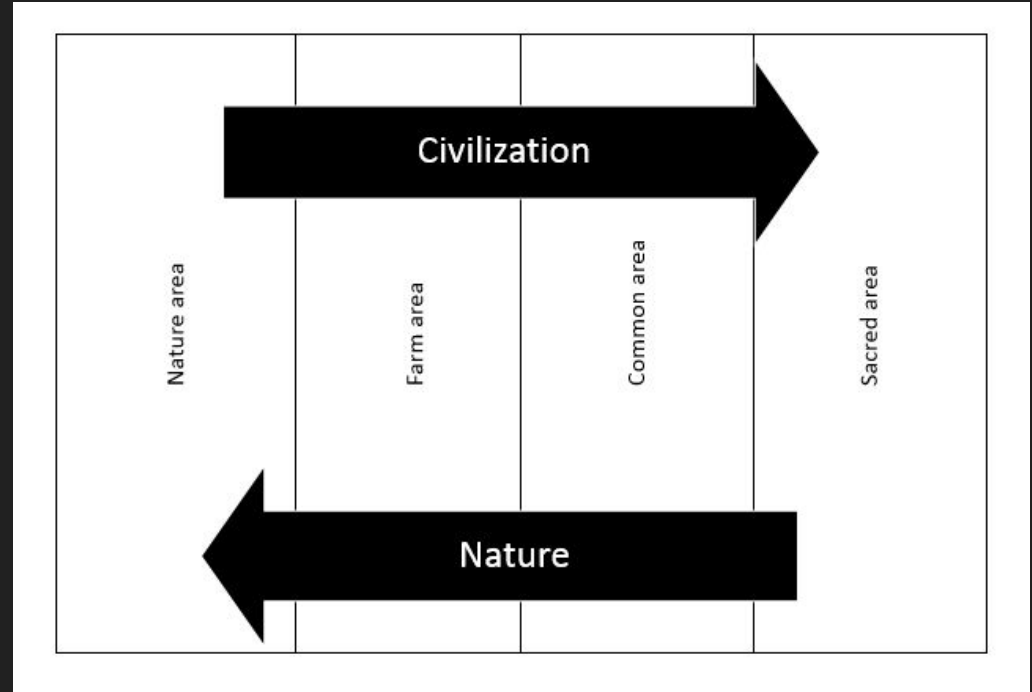
Alvaro
3D art / Design



Emil
Audio / Lore

Concept

- A hidden valley
- Nature <-> Civilization
- Flow of water
- Framing



Lore as reference



Design through culture

How we went about creating a big world, without it feeling empty

- Coherent design throughout the valley
- Things shaped to accommodate flow
- Redirection rather than disruption
- Areas built around water



Designing by constraints

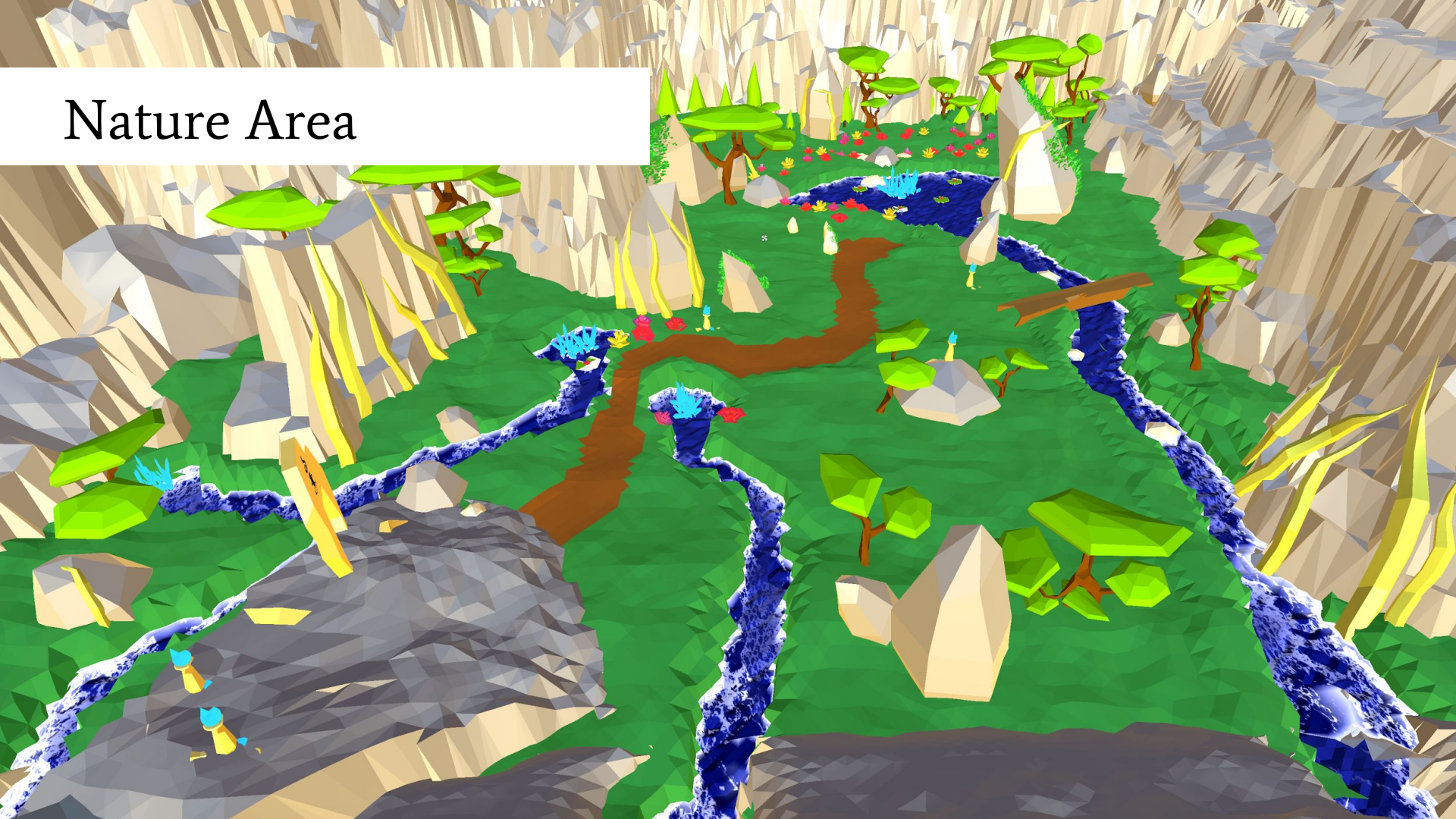
How we went about creating a big world, without it feeling empty

- Low poly
- Six-sided
- Color scheme as reference
- Mediterranean culture



Gameplay

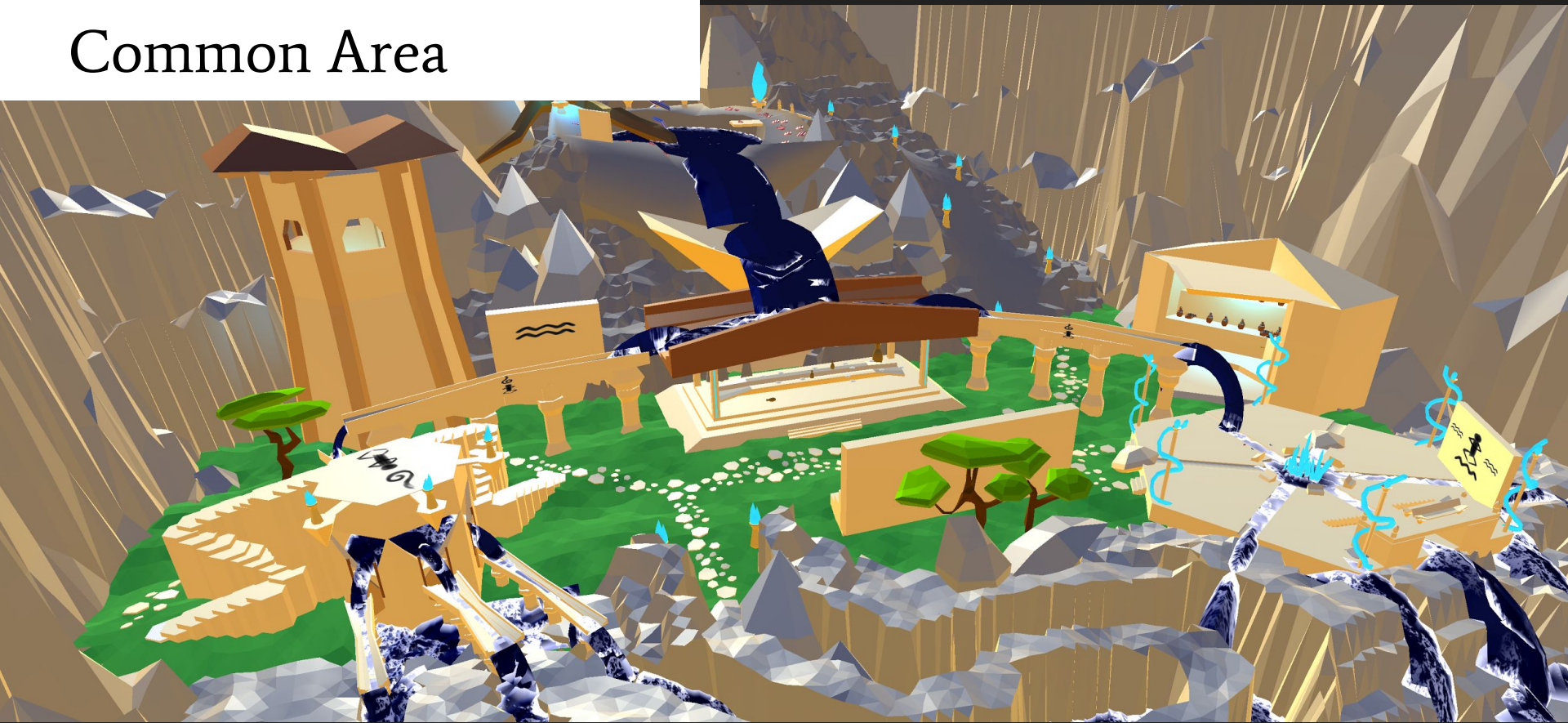
Nature Area



Farm Area



Common Area

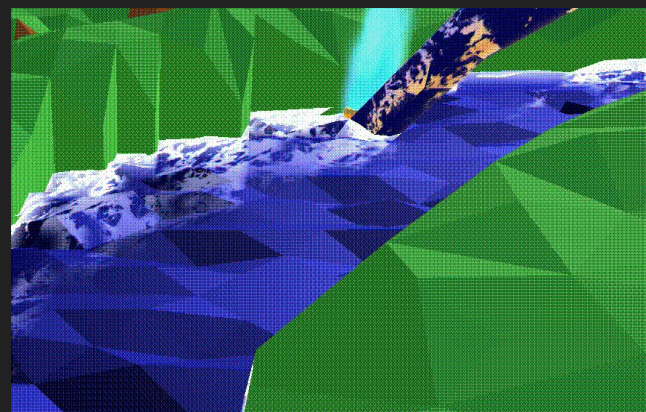
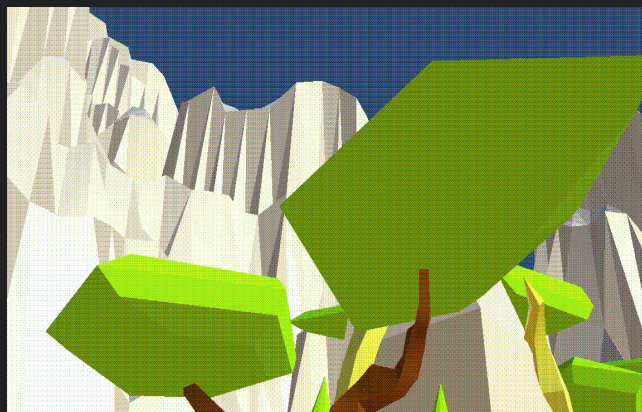


Sacred Area



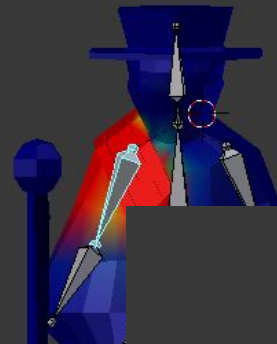
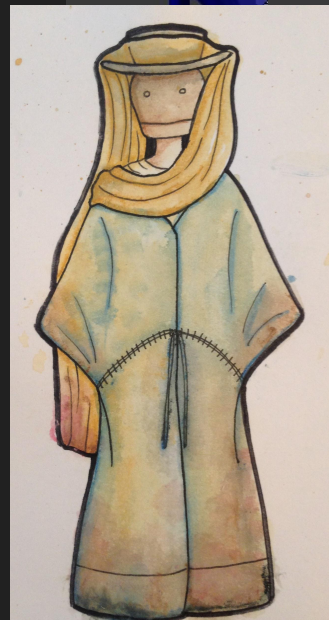
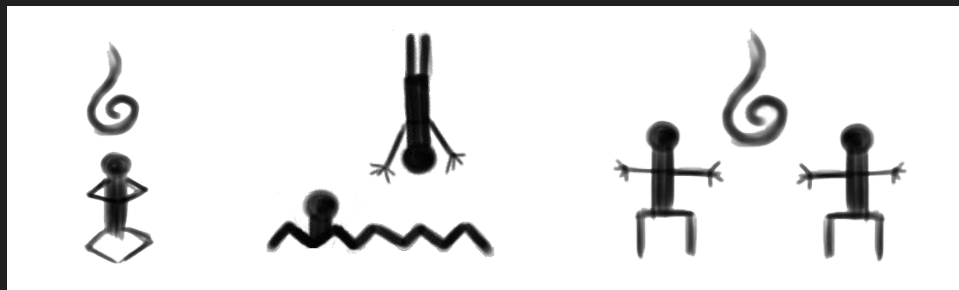
Mike Karstensen

- Making a big world
- Water
- Shaders



Maria Mille Holst

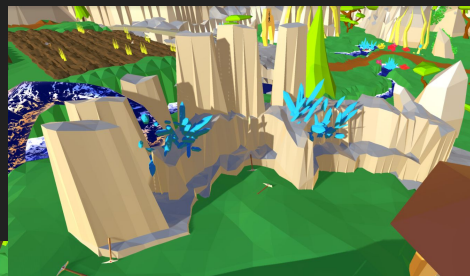
- Playable character
 - Opposite to the valley
 - Genderless
- 2D art
 - Inscriptions
 - Symbolizing water
 - Concept art

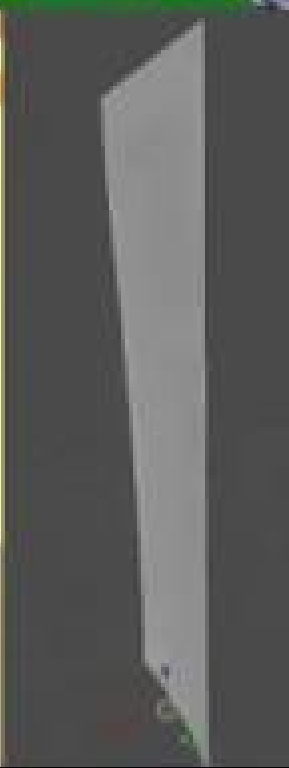
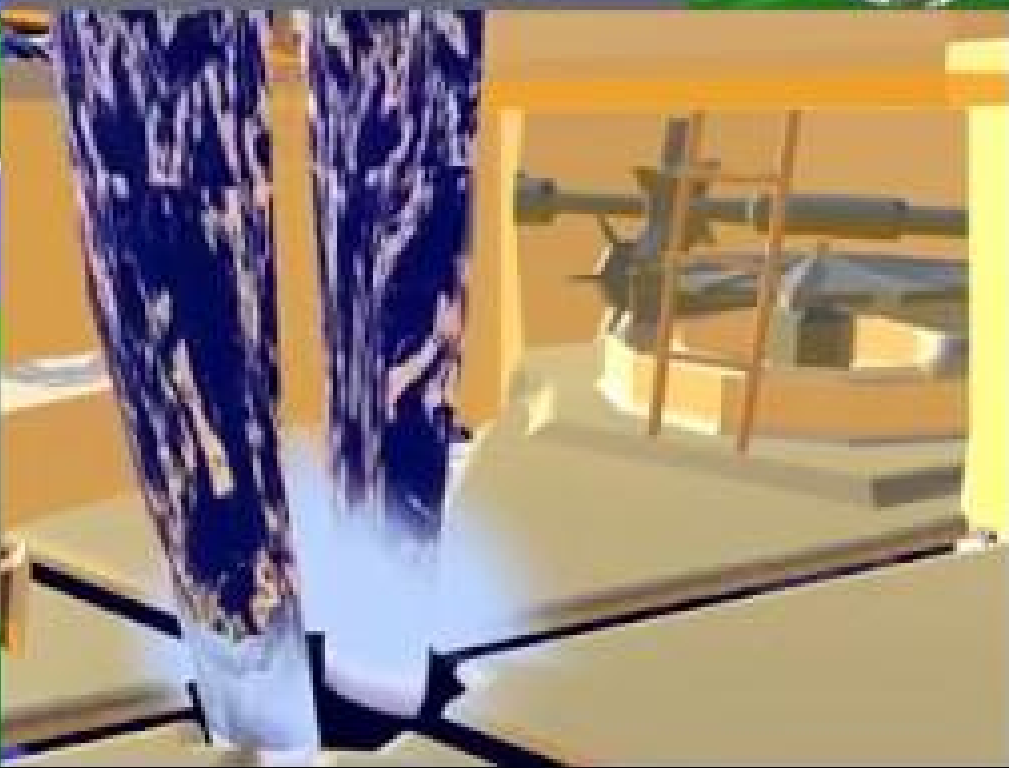


Mads Frost

Sacred constructions and flavour

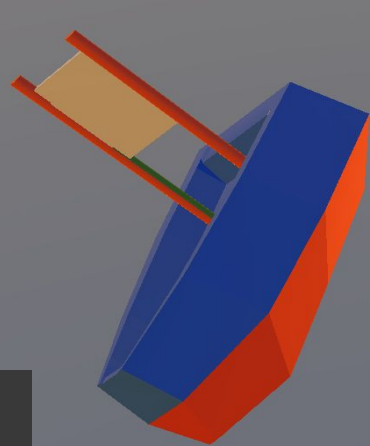
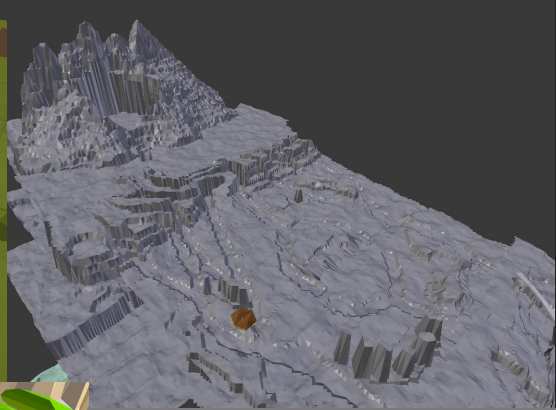
- Creating “natural” nature
 - Emphasizing certain elements on as signifiers
 - Crystals
 - Flowers
 - Top tree
- Creating drama with architecture
 - Spacing
 - Telling stories with objects
 - Rhythm
- Foreshadowing
 - Monuments
 - Inscriptions
 - Glow consistency





Álvaro Camacho

- Terrain
 - Scale problems
 - Modularity
 - Transition terrain
- Enviromental Gameplay
 - Water Puzzle building
- Small elements: Culture coherence vs. communication to the player
 - Boat
- Ruins: Discarded elements
 - Gap of time



Emil Elsberg

Lore

- Connecting the concept to a context
- A Frame of reference
- Minimum Departure

Audio

- Music
 - Made to support lore and areas
 - Wind incorporated
- SFX
 - On demand
 - Creation > finding.



Thanks!