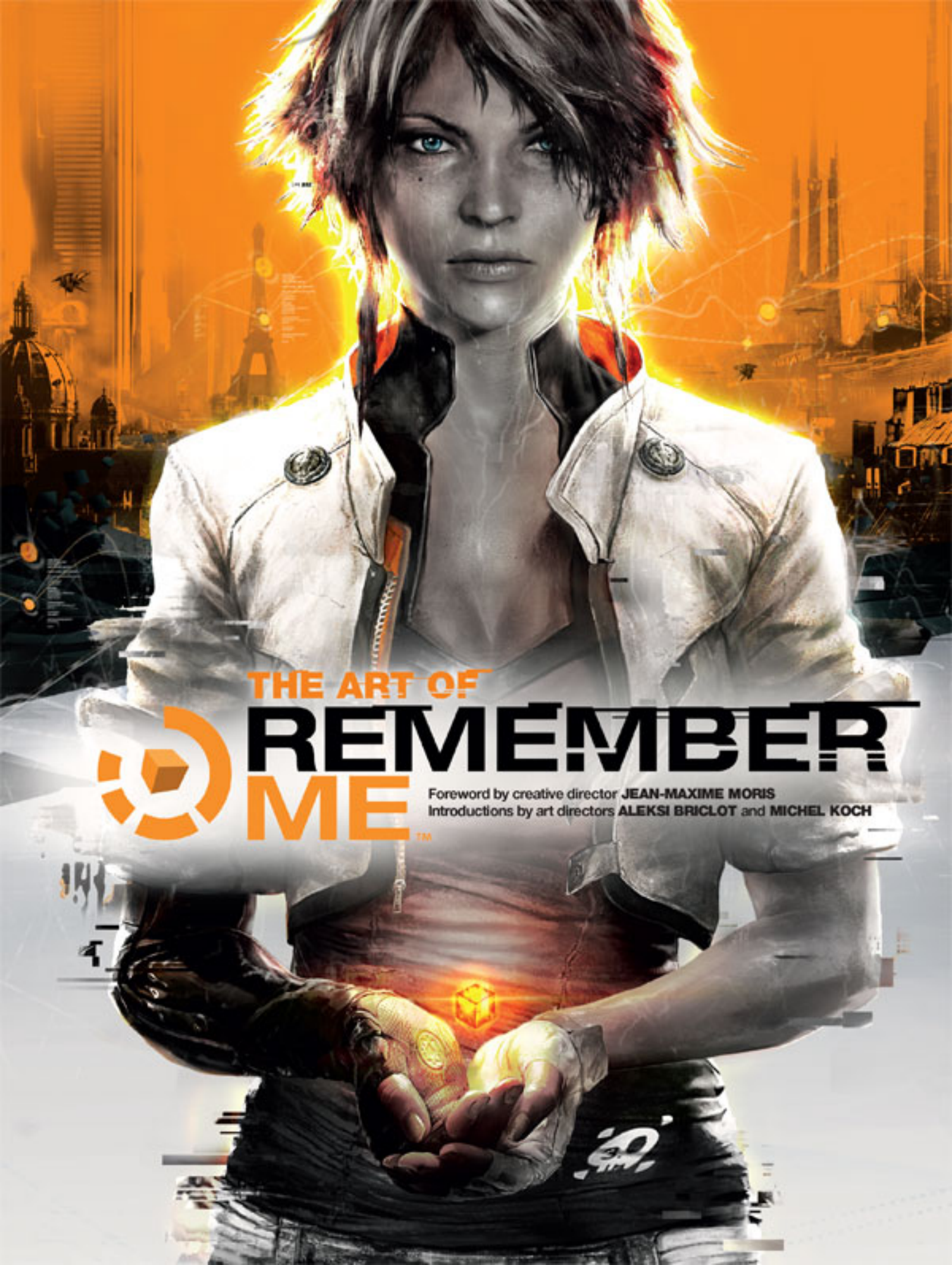


The background of the cover is a detailed illustration of the character Aki Kauramaaki. She is a woman with short, dark hair with red highlights, looking directly at the viewer with a serious expression. She wears a white leather jacket with black accents and a red collar. Her hands are positioned in front of her, holding a glowing orange cube. The background is a stylized, orange-tinted cityscape with various architectural elements and a sense of depth.

THE ART OF **REMEMBER** ME

Foreword by creative director **JEAN-MAXIME MORIS**
Introductions by art directors **ALEKSI BRICLOT** and **MICHEL KOCH**



THE SETTING IS NEO-PARIS in 2064, a clear reference to the George Orwell classic. A great deal of brainstorming went into deciding which city would best depict an interesting near future, incorporating geopolitical and climatic changes, as well as the rise of the oceans due to global warming . . . San Francisco and Sydney were considered, and Neo-Tokyo was already taken . . .

The team ultimately decided on Paris. As home to Dornod's studio, Paris provided the team with the ability to more accurately convey the proper mood, atmosphere, and cultural references, with easy access to real-world inspirations for concept art. The team went on several trips into the city to take photographs and think about different level paths onsite.

Despite its place as one of the world's most-visited cities, Paris hasn't previously been the setting of many sci-fi stories, except as a money shot in several films in which the Eiffel Tower is destroyed . . .



All art this page | MKO |







NEO-PARIS WAS DESIGNED with an eye toward offering strong, recognizable entry points for players through contemporary references in the environments, characters, vehicles, and graphic design. . . . Anything too fancy runs the risk of losing the audience. Once recognizable elements were established, then the "larger than life" elements could be layered on top. The greatest difficulty was finding the right balance.



IN THIS BRAVE NEW WORLD of knowledge and emotion sharing, a group of activists called the Erronists fights against the domination of this technology. Their most gifted member, Nili, is the most-wanted Memory Hunter in Neo-Paris, a modern female hero.



AS THE GAME BEGINS, Nihilah's memory has been wiped clean, and she embarks on a quest to get it back. She soon learns that she is an Elite Memory Hunter, with the power to break into people's minds and steal or remix their memories.

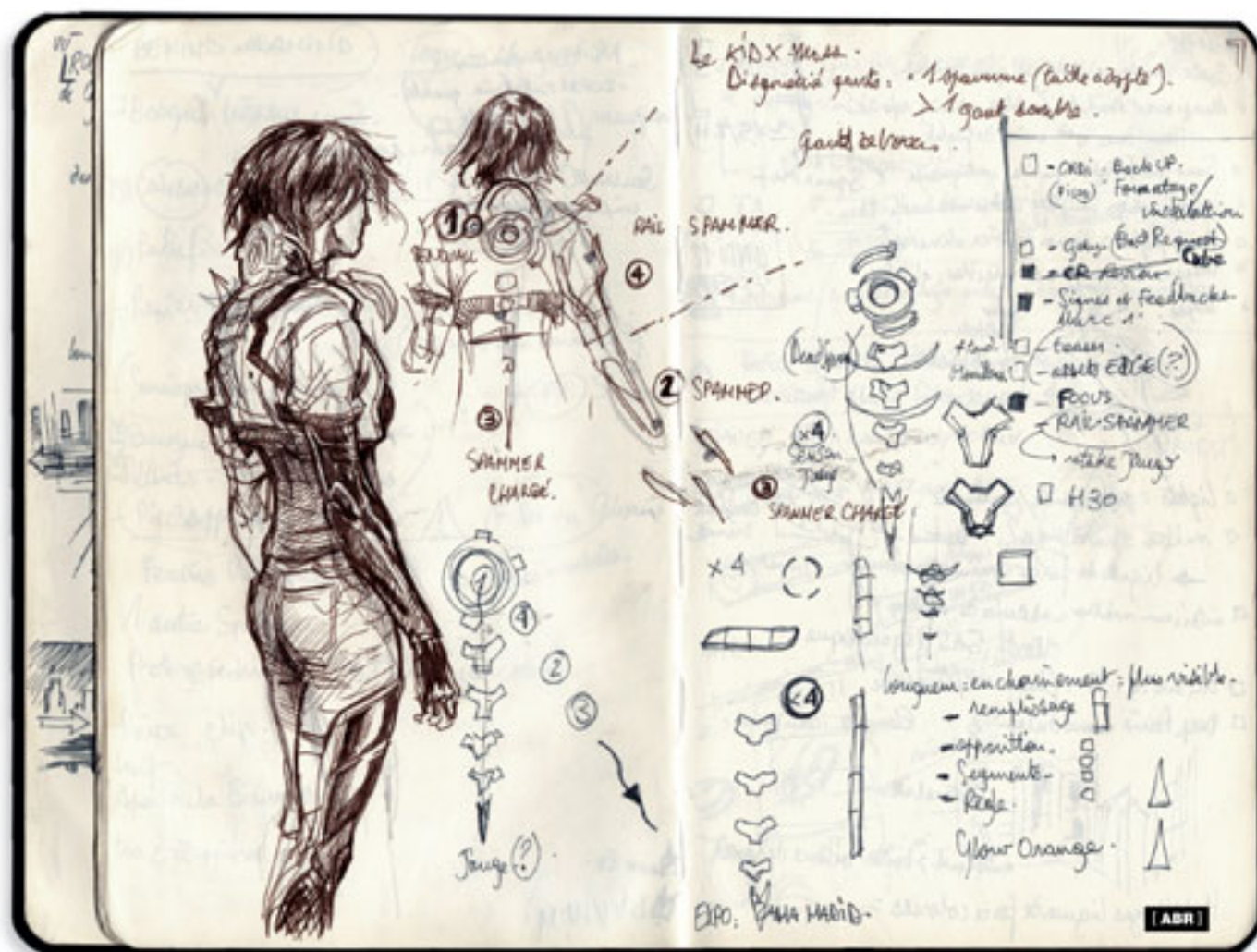
The team decided early on that the main character needed to be a woman. In developing a believable near future, it was felt that character designs should emphasize mixed ethnicities. Thinking about Nihilah as a mixed-race woman became part of creating a hopeful vision and reinforcing some of the inherent messages of the game.



WHILE DEVELOPING NILIHA'S APPEARANCE, the team searched for the best combination of attractive looks and resonant character traits.



NILIN'S DESIGN went through many different iterations. She has to move throughout the city and fit in as well in Deep-Paris as she does in High-Paris, in sewers, and in prison, so her look has to be suitable in each of these environments.





[FAU-MKO]

NILIN HAS A CASUAL LOOK with a feminine silhouette, combining recognizable elements like her leather jacket, jeans, and T-shirt with futuristic gloves and boots.



AS IN THE DESIGN OF NEO-PARIS, Nilin's clothes use familiar elements to keep the science-fiction world believable. Denim, created in the nineteenth century, is still worn today, so giving Nilin jeans helps anchor her in our world.