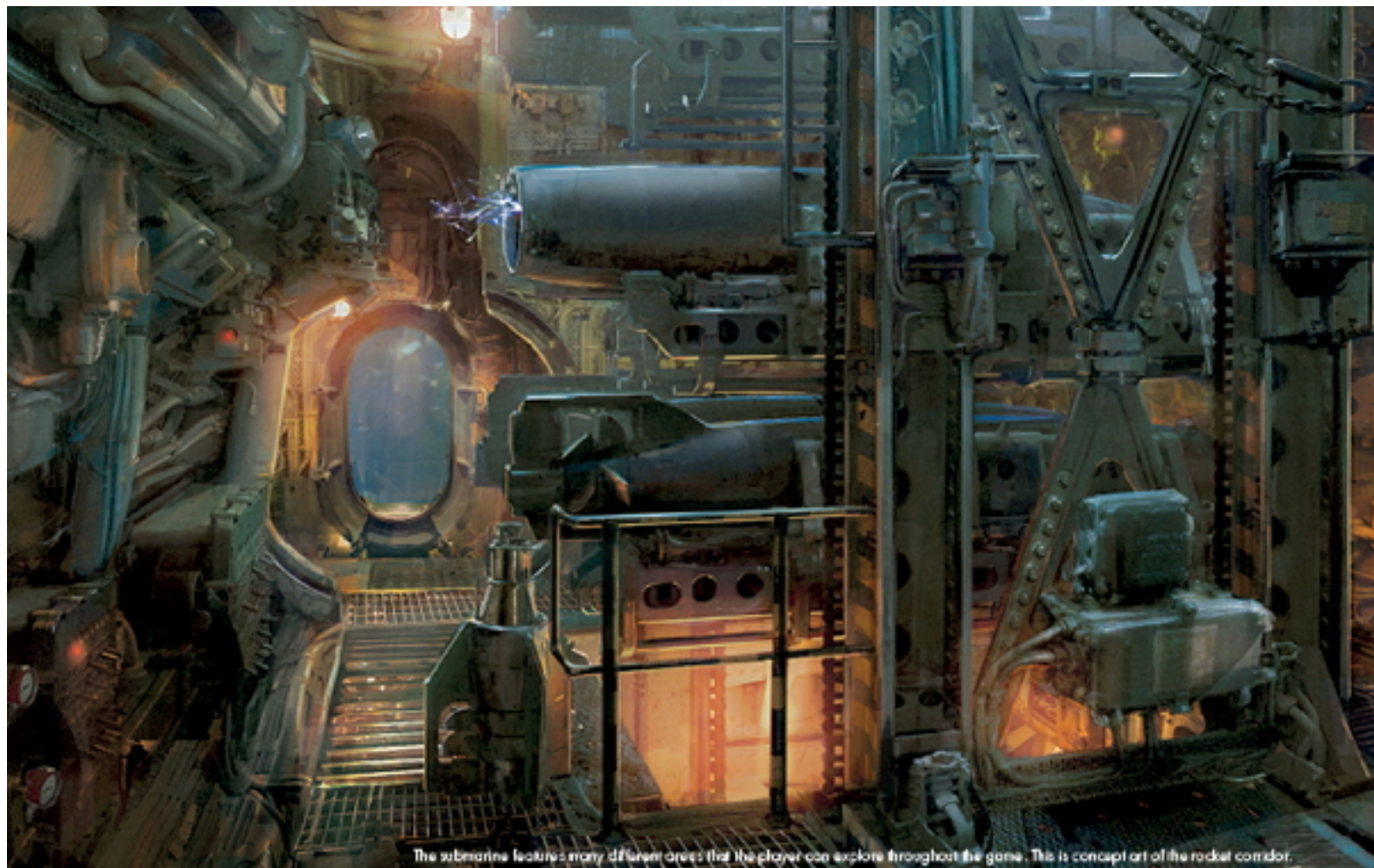


THE ART OF
wolfenstein II
THE NEW COLOSSUS™





The submarine features many different areas that the player can explore throughout the game. This is concept art of the rocket corridor.



Concept art of the sickbay where the player finds themselves waking up.



Concept art of the ammo depot, an area where the resistance stores a lot of their ammunition. Fighting a world-destroying Nazi regime demands a constant flow of bullets.



At the very bottom of the shaft there is something referred to as the "moon pool," where the player will find the mini-submarine called the Silverfish.



The player enters the level through a rusted and half-sunken ferry.

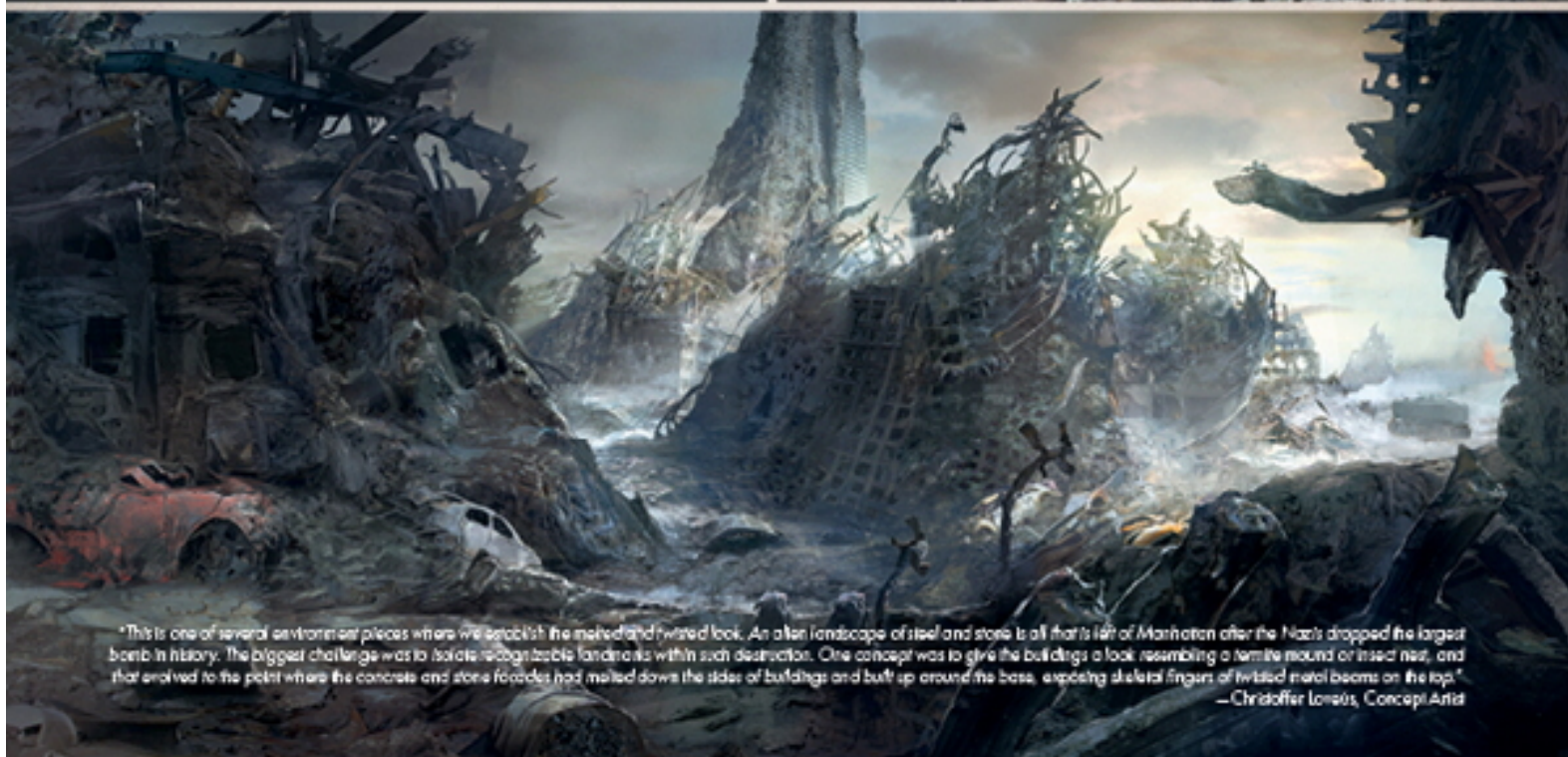
MANHATTAN

In creating a level that takes place in the remains of a nuked city, our ambition was to capture something truly terrifying and weird. Deserted post-apocalyptic cities have been done many times, so the idea was to give the player a more surreal experience. It's not only a terrible and very broken place, but also something almost otherworldly.

Previous spread: The nuked remains of Manhattan lie in ruins in front of the player. Melted, distorted by fire tomados, corroded, and deformed by the nuclear blast, it serves as horrible proof of the Nazi war machine's capability.



Concept art of the rusted ferry's interior, overgrown by white crabs that have survived the toxic and nuclear environment.



"This is one of several environment pieces where we establish the melted and twisted look. An alien landscape of steel and stone is all that's left of Manhattan after the Nazis dropped the largest bomb in history. The biggest challenge was to isolate recognizable landmarks within such destruction. One concept was to give the buildings a look resembling a famished mound or insect nest, and that evolved to the point where the concrete and stone facades had melted down the sides of buildings and built up around the base, exposing skeletal fingers of twisted metal beams on the top."

—Christopher Lonsky, Concept Artist





BJ needs to progress through the sound house garage. Once a lively workplace where the city's streetcars were maintained and serviced, it's now dead and deserted.

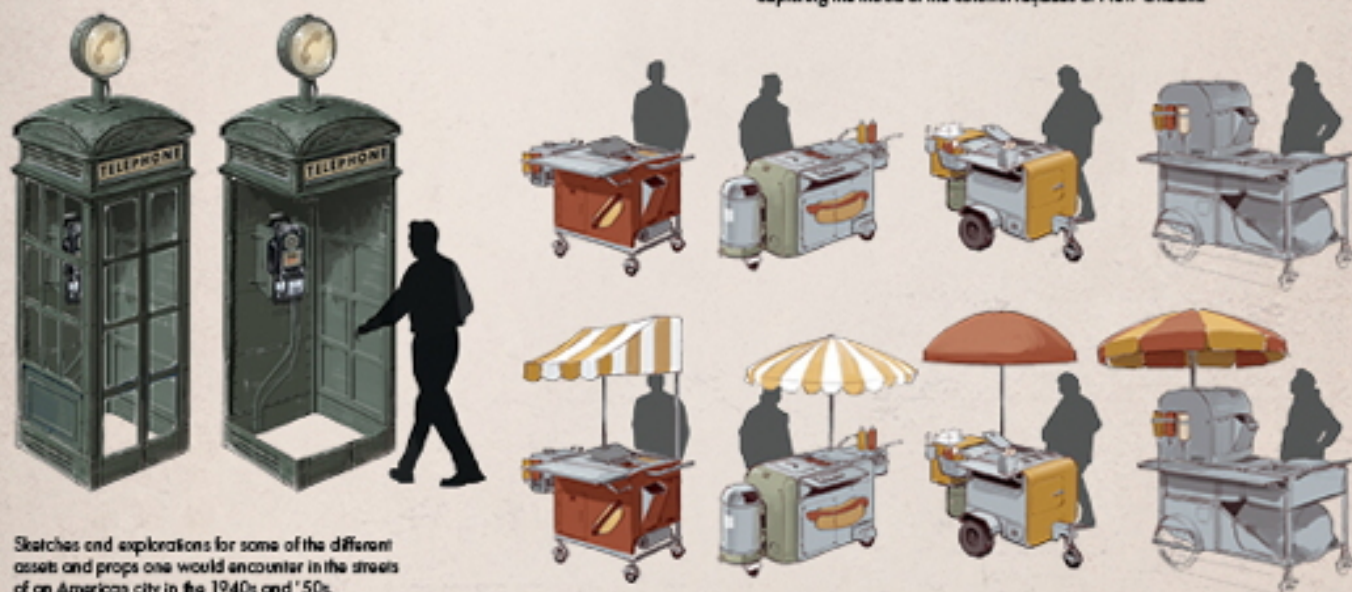


Inside the control hut for the maintenance crane.





Setting up the vibe of a city that was frozen in time in the late 1940s proved a challenge, and a lot of time went into creating and capturing the mood of the colorful façades of New Orleans.



Sketches and explorations for some of the different assets and props one would encounter in the streets of an American city in the 1940s and '50s.





A shot from the final game showing the nighttime part of the level.



A shot portraying the burning streets of New Orleans.



The eerie marshlands and the overgrown parts of New Orleans.