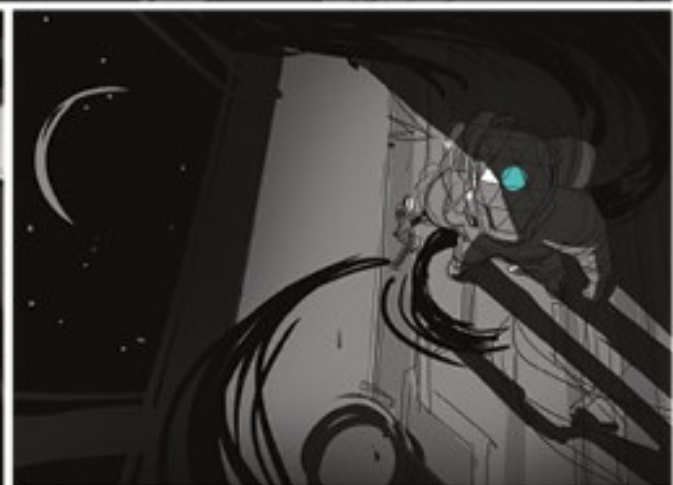
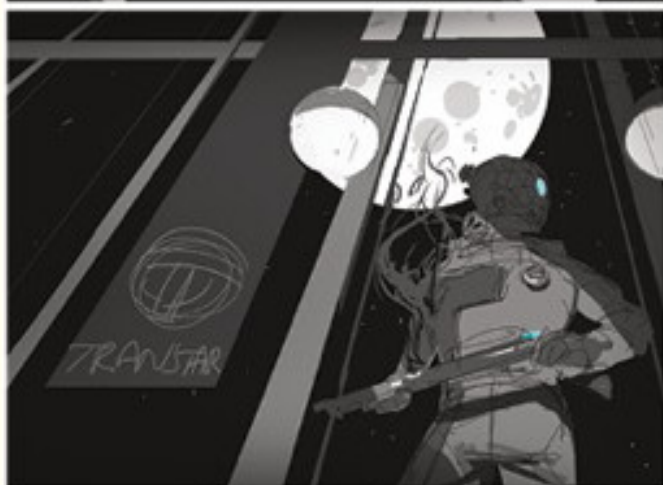


THE ART OF
PREY[®]





Researching composition is key. Different compositions tell different stories. It's important that you tell the right story with your key art.





When looked at globally, each level needs to contribute to the bigger picture with its own distinct mood. Color scripts are useful for not only informing lighting possibilities, but also ensuring that the mood of the levels corresponds to the beats of the story narrative. It also helps to see where a level's identity can be pushed in a particular direction.

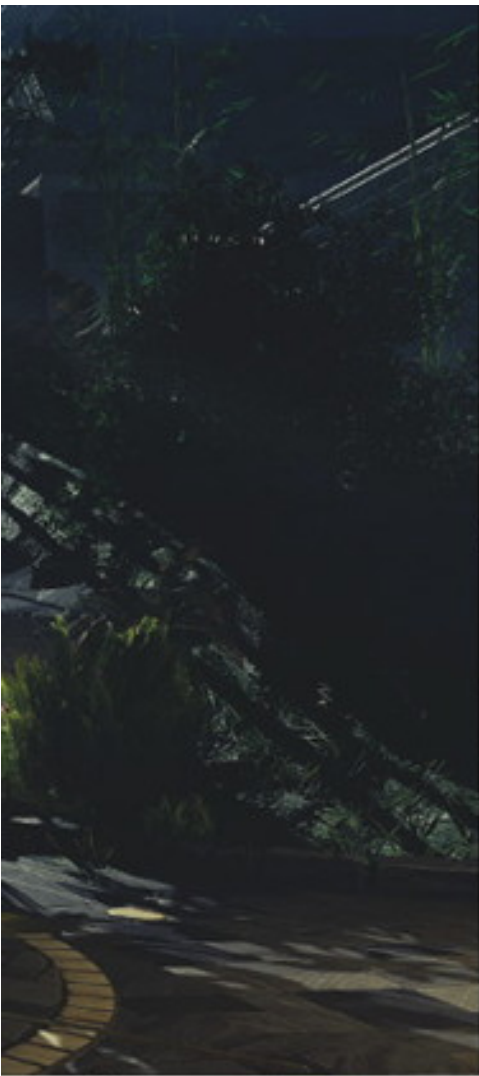
 LEVEL

ARBORETUM

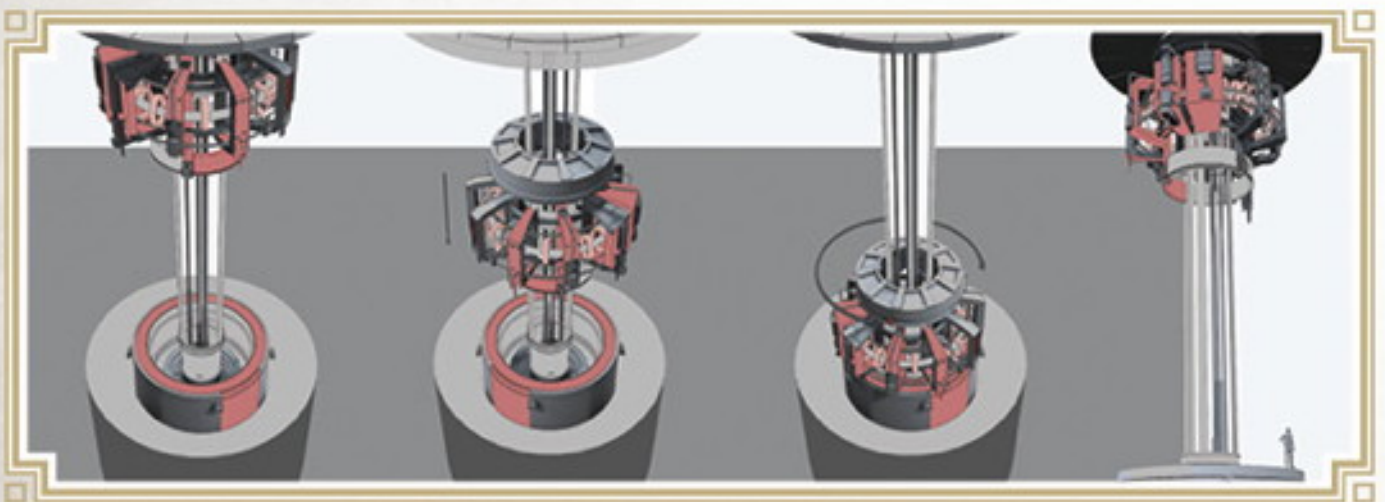
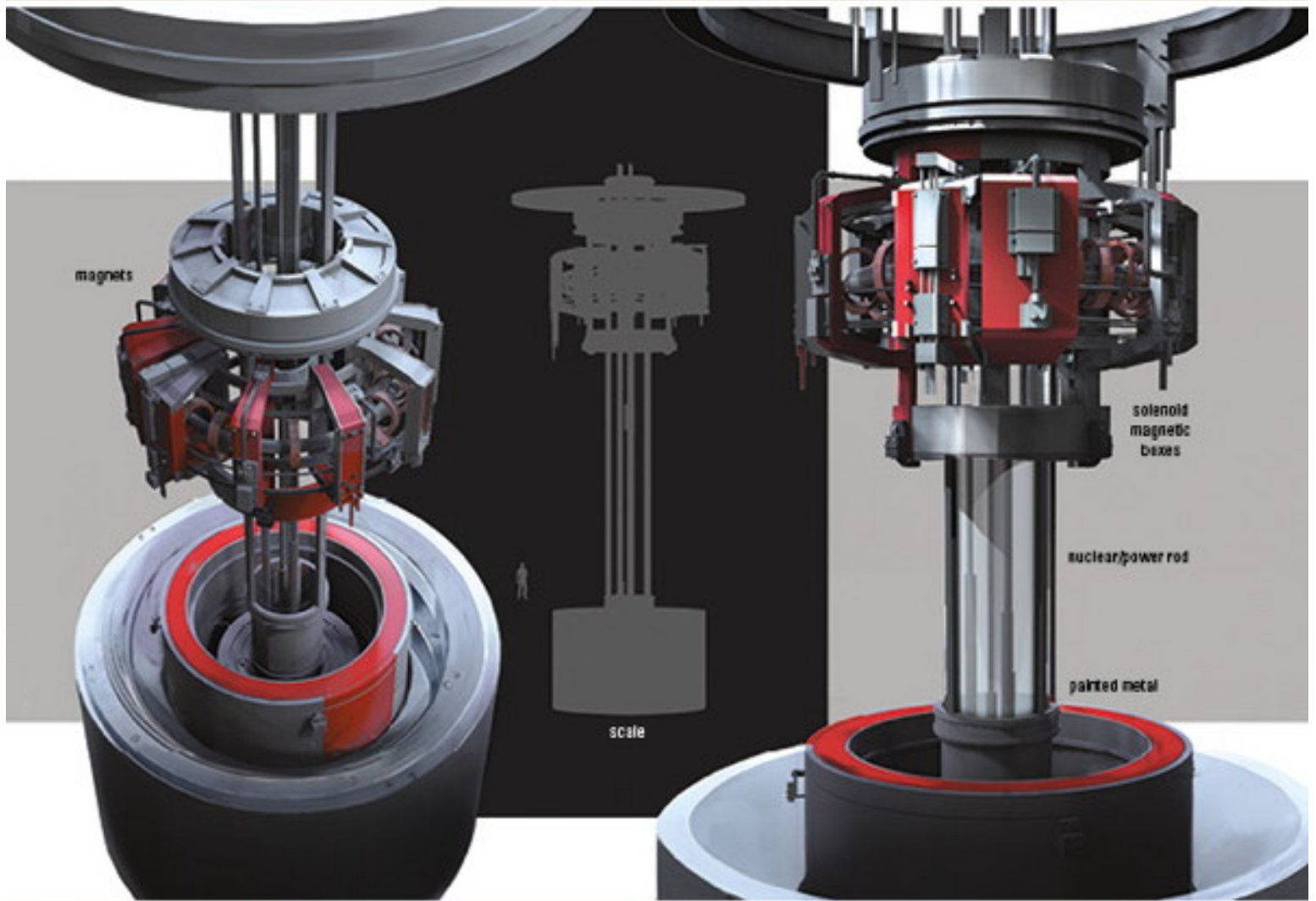
The Arboretum, which is artificial yet natural, exhibits a beautiful duality—a common theme on the station. Geographically it is located at the top of the station, much like a jewel on a crown, and functions as a hub that connects many executive areas of the station. It is also both an experimental and recreational space.



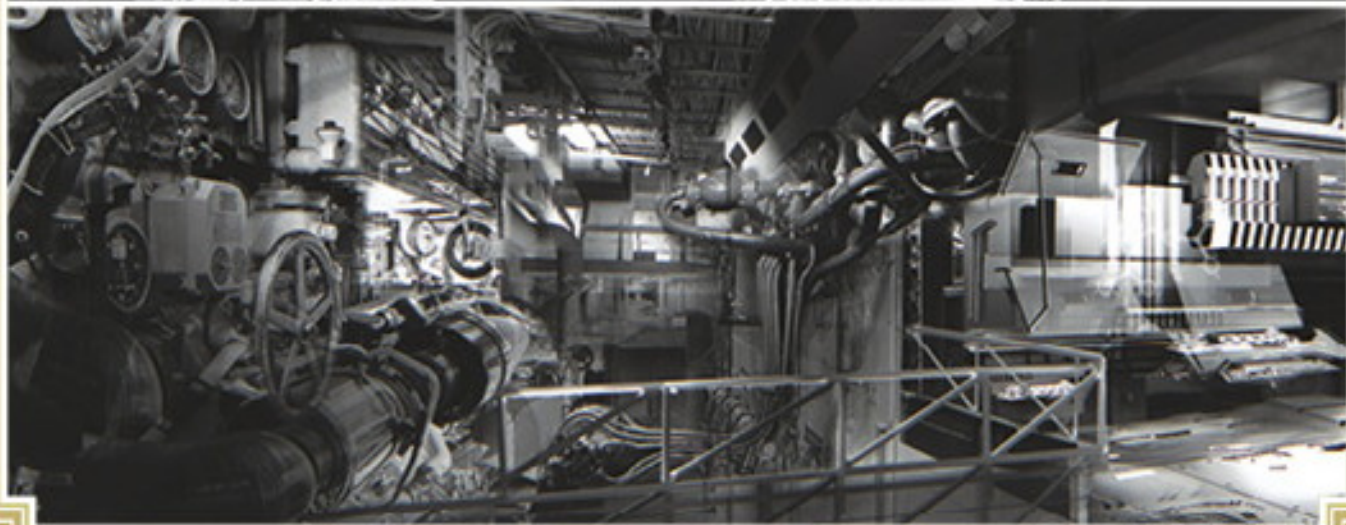
Not just a green space, the Arboretum features strong Neo Deco elements, such as the greenhouse, which hosts many botanical experiments.

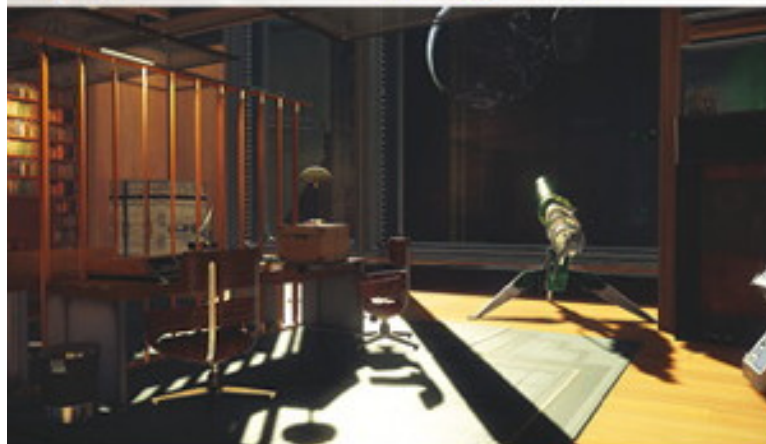
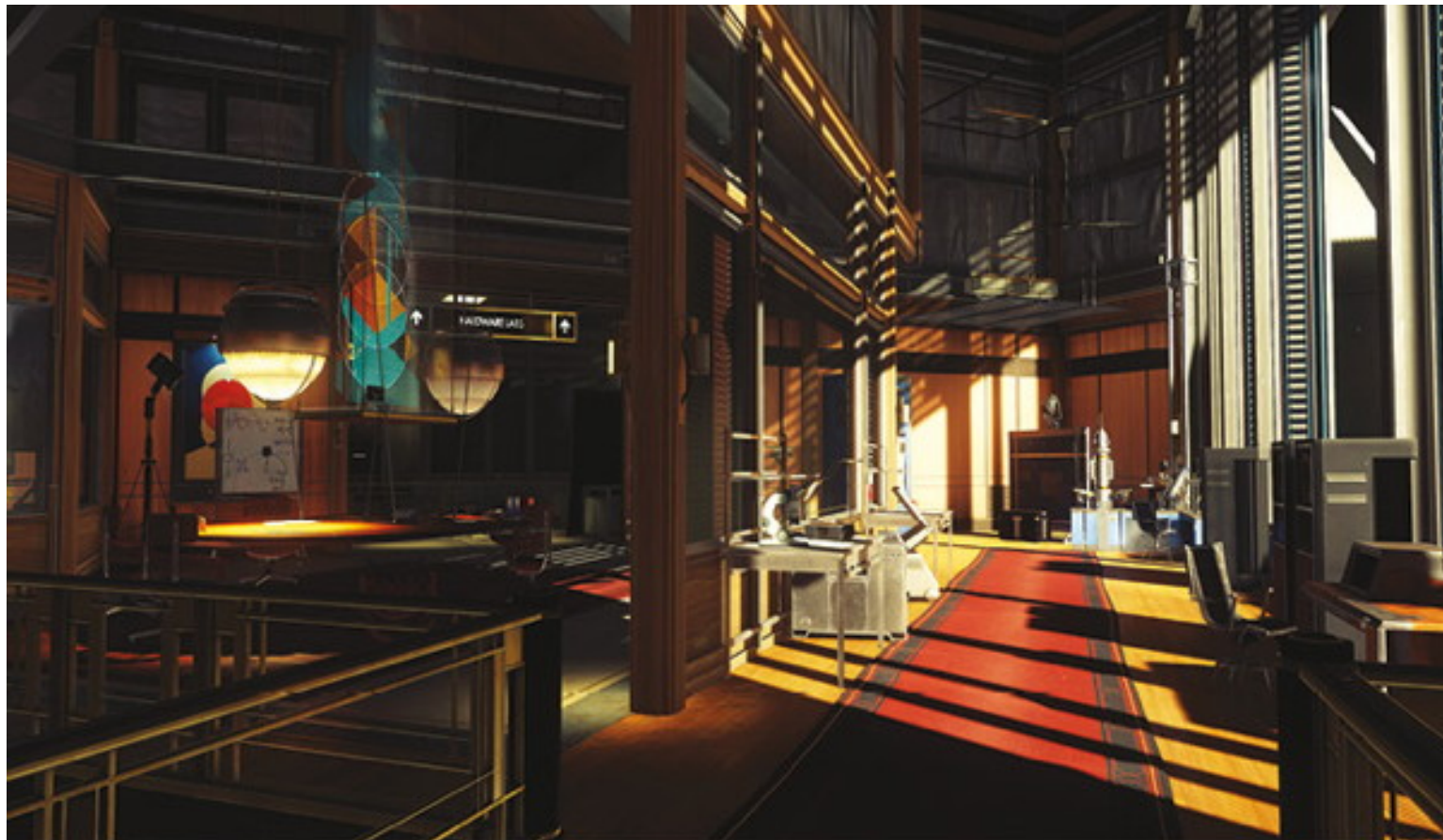


For the mood, we aimed for an eerie ambience. To achieve this we tried to emphasize contrasts: the Deco versus the organic, the luxury versus the utility, the sunlight filtered through the bizarre trees found all around. All of the contrasts play against each other for an unserving and unique mood.



A major feature of this level is the Magnetosphere room. The station generates its own magnetosphere to protect inhabitants from cosmic radiation. The need for this imposing machine to be part of an explorable puzzle allowed us to design it down to the smallest detail.

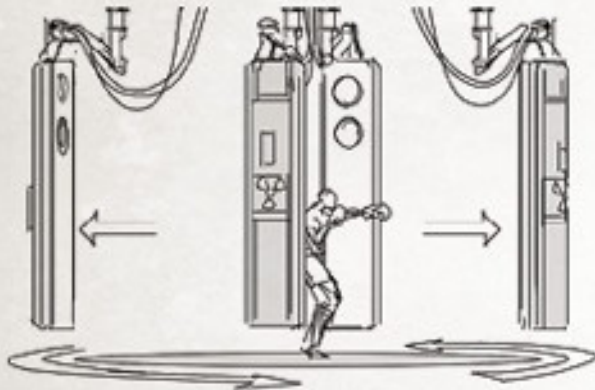




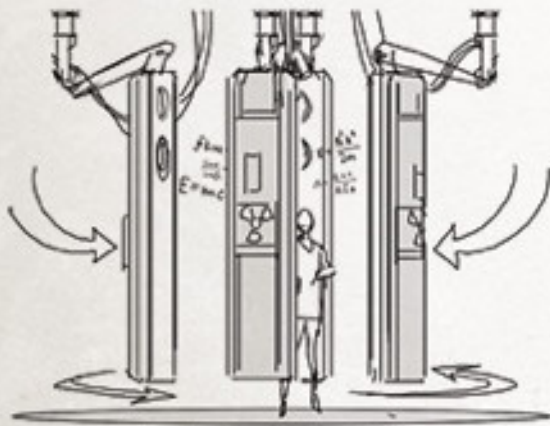
Hardware is the site of a major explosion witnessed at the beginning of the game. The explosion presented some fun storytelling possibilities that we discovered as we iterated on the level.



This place is a secured research space, but it's also public facing. An array of human activity and storytelling occurs here, which helps us show a lot of contrast in our themes—ultra-sterilized labs next to warm human spaces.



wide position for physical skill

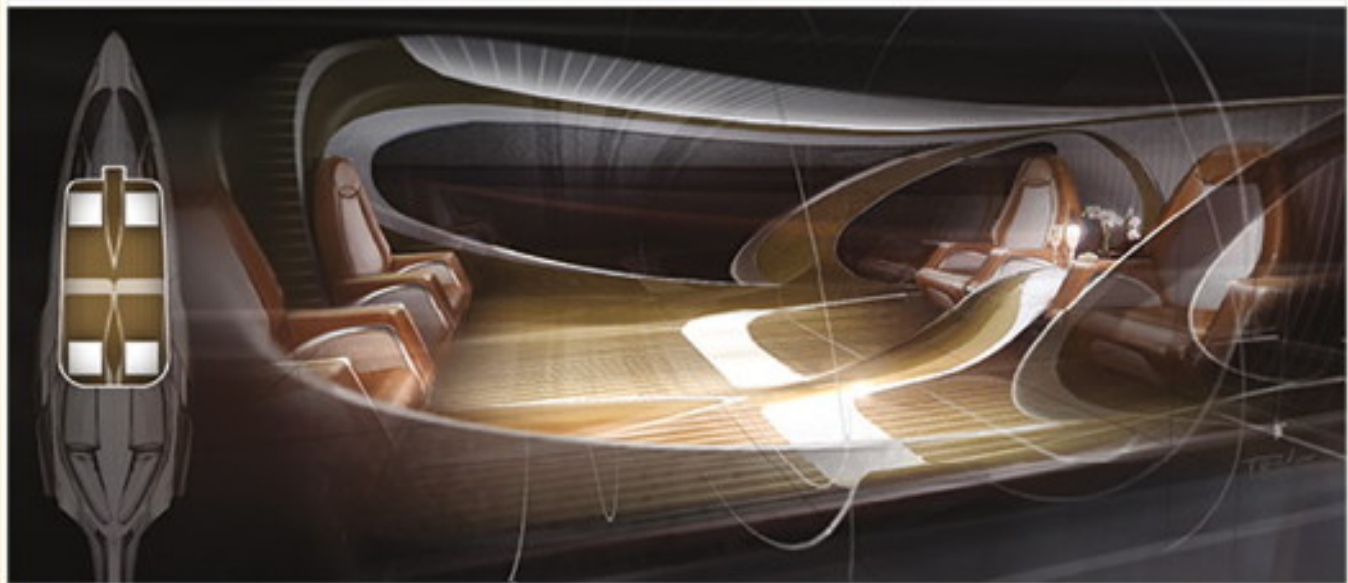
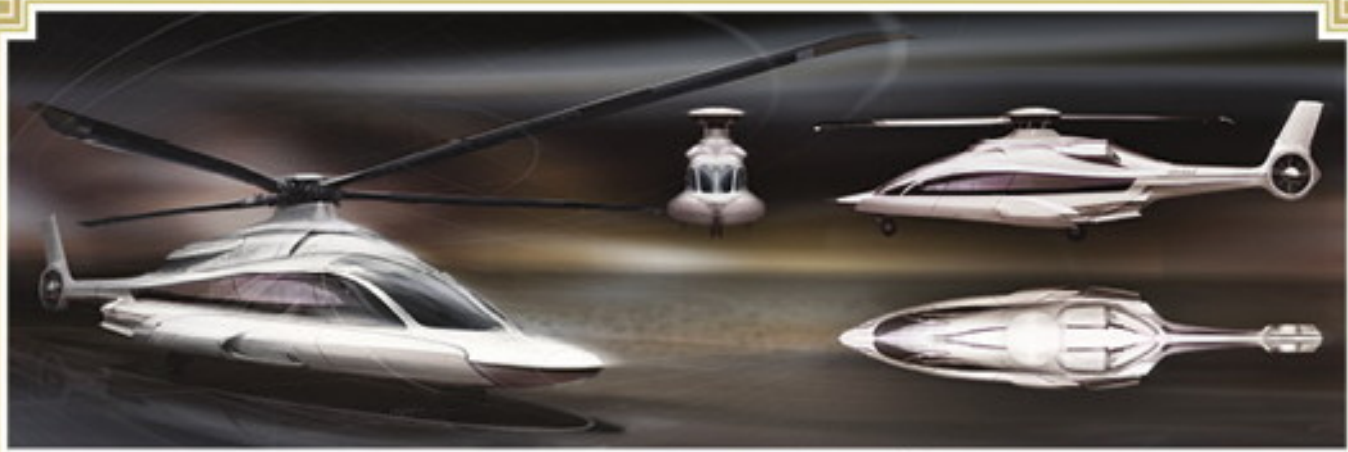


closed position for intellectual skill

SKILL SCANNER

The skill scanner is a device used to record the exceptional talents of individuals, which would later be encoded into marketable neuromods. We wasted the motion and function to be clearly implied in its design.





One of the first hero props the player encounters is the helicopter. The windows were made purposefully large to enjoy the view over the city, reinforcing a connection with Earth. The helicopter and its arm both had to be high-end and high-tech, symbolic of the fact that this simulation is so cheap production. TranStar has deep pockets and spares no expenses.



Even in large maps it's important for us to constantly have humanizing elements. These are great for helping the player not only identify the human purposes of these large spaces, but also helps to establish scale through level of detail.



Security booths are a recognizable feature in many levels. Security is a recurring secondary theme that is evident in a variety of props, weapons, and environment art. This provides a constant reminder that TronStar keeps a close eye on its employees.