SEGA®

SONIC BOOM

ADD: Style Guide

Milestone 21

February 1, 2014

BIGREDBUTTON ENTERTAINMENT

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CHARACTERS

Design Explorations

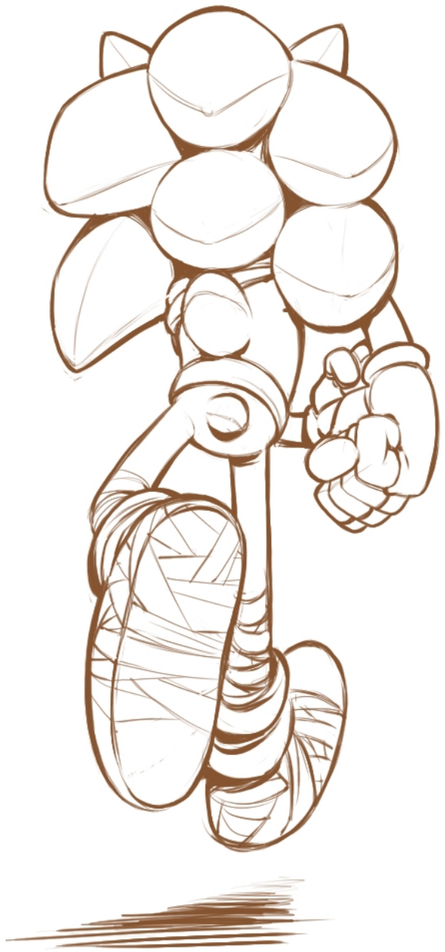
BIGREDBUTTON ENTERTAINMENT

SONIC

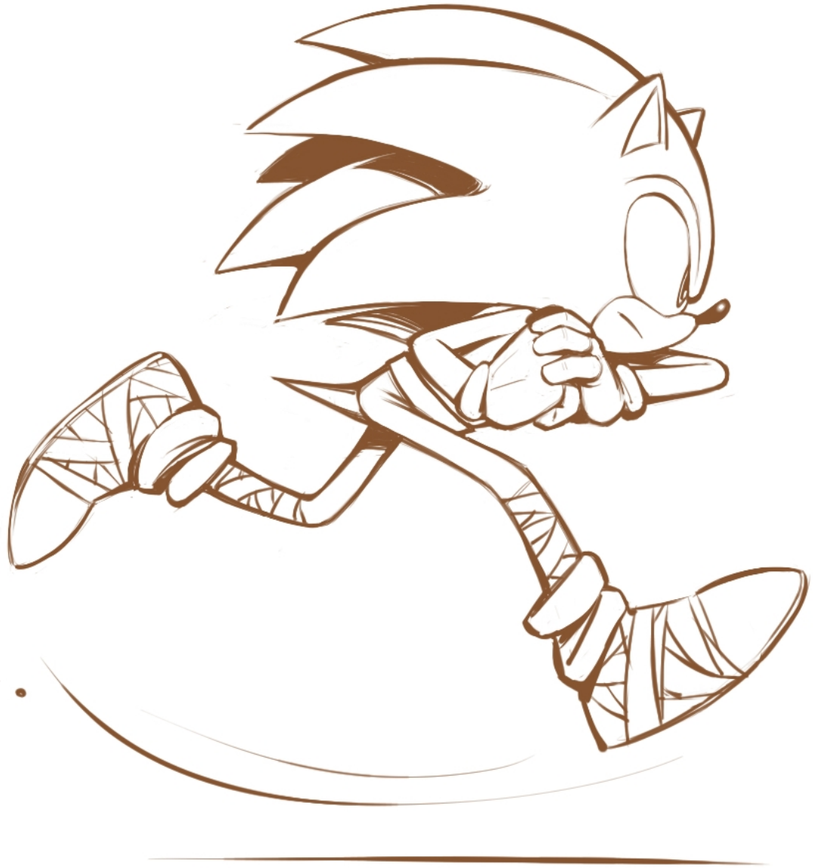
The Hedgehog

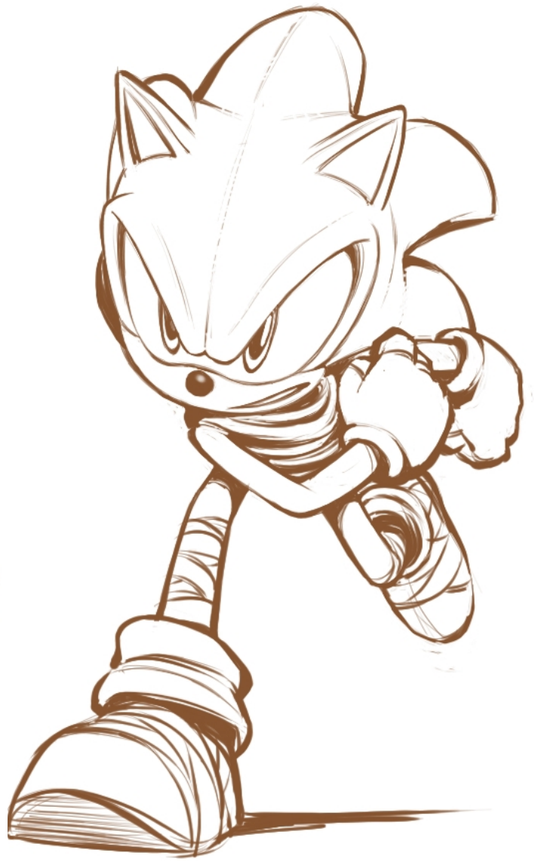
BIGREDBUTTON ENTERTAINMENT

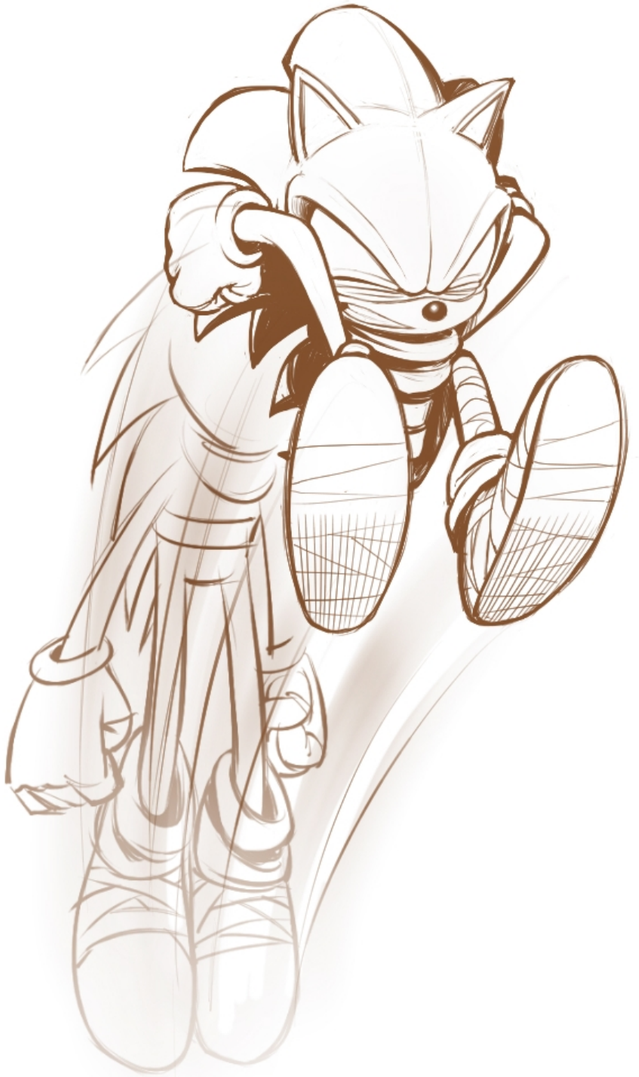
Artist: *Sylvain Deboissy*



Charge Attack







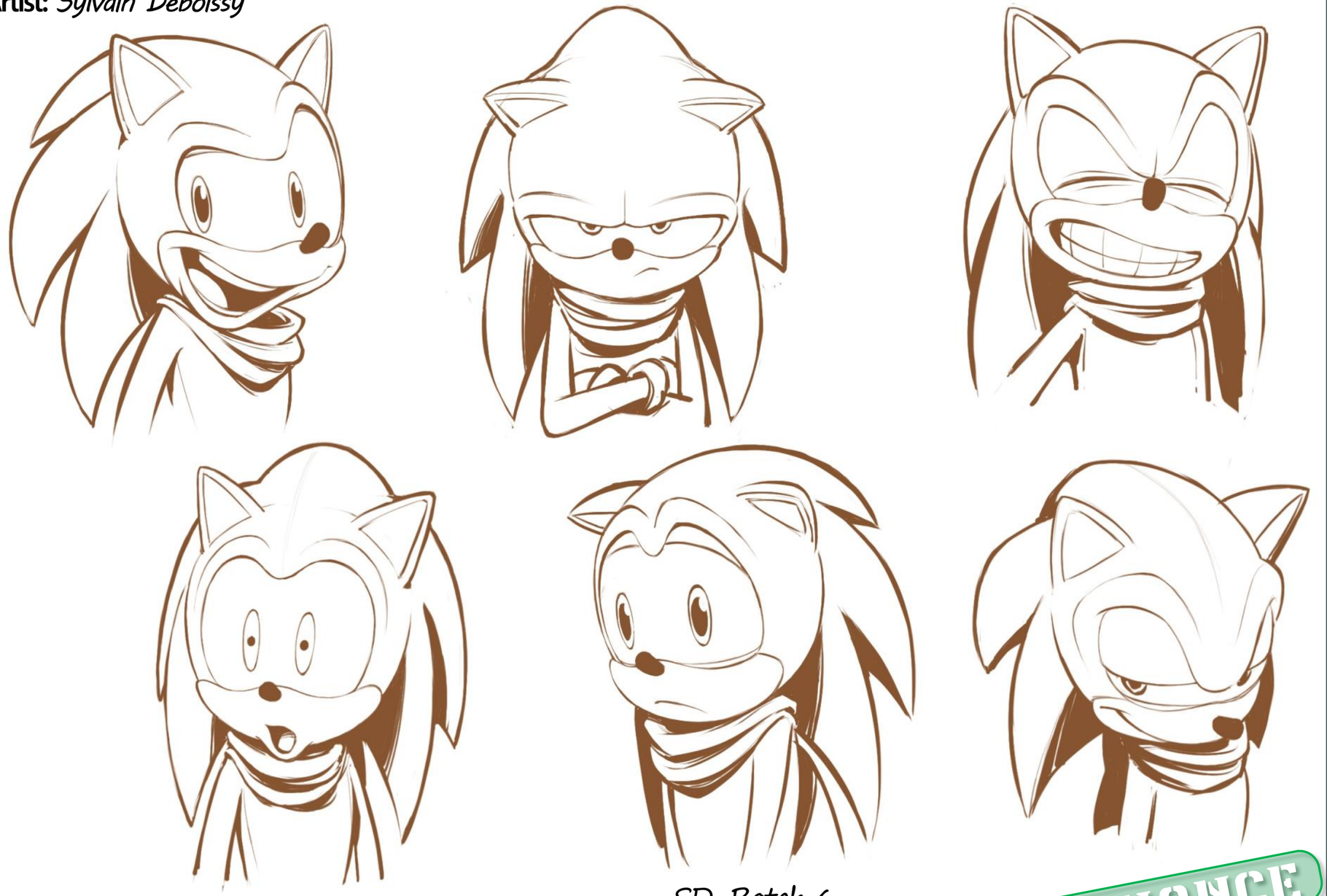
Jump Stomp Attack

SD, Batch 5

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*



SD, Batch 6

ADVANCE

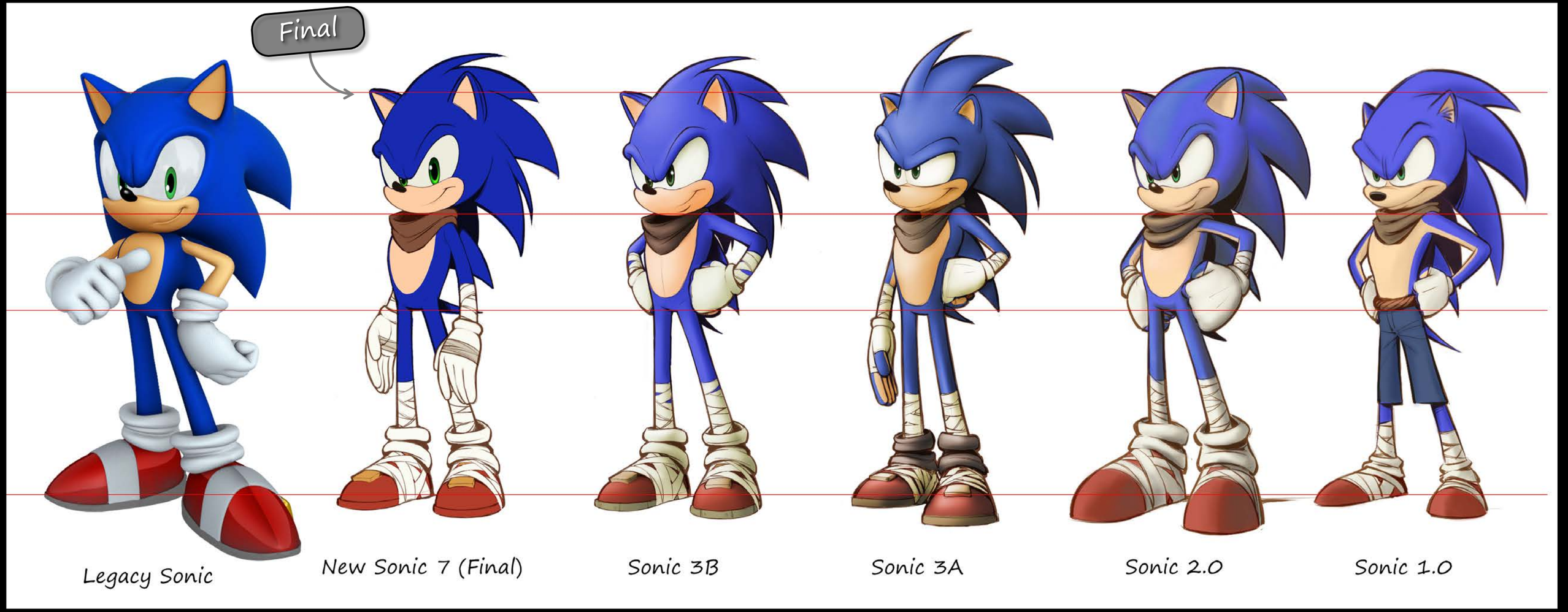
Facial Expressions

The goal is to explore how to break up his baked-in, down browed expression into fuller range of emotions. As with full body expressions starting with a few heroic and masculine expressions (determined, angry, skeptical) to cover his legacy expressions, then explore the wider ranges (concerned, scared, melancholy) as well some fun ones (wtf expression, laughing, smiling, sly, etc).

As for his uni-eye approach, let's treat them like Pixar's Cars for brow expressions in the way of letting the eye lid shapes and where it pinches at center meridian do the job.

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

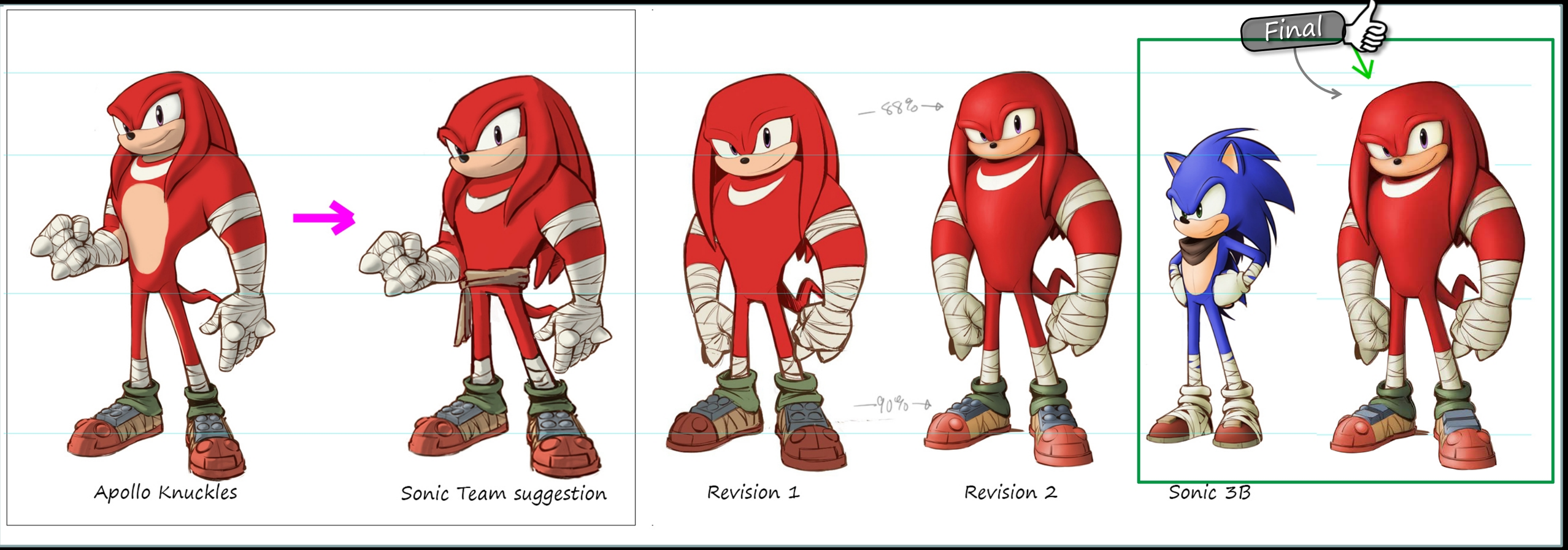


KNUCKLES

The Echidna

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

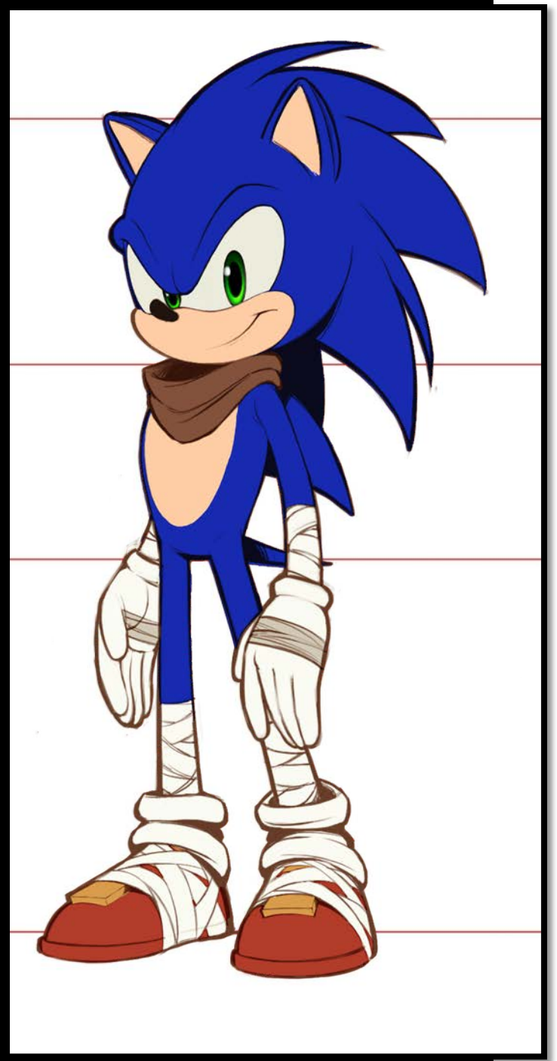


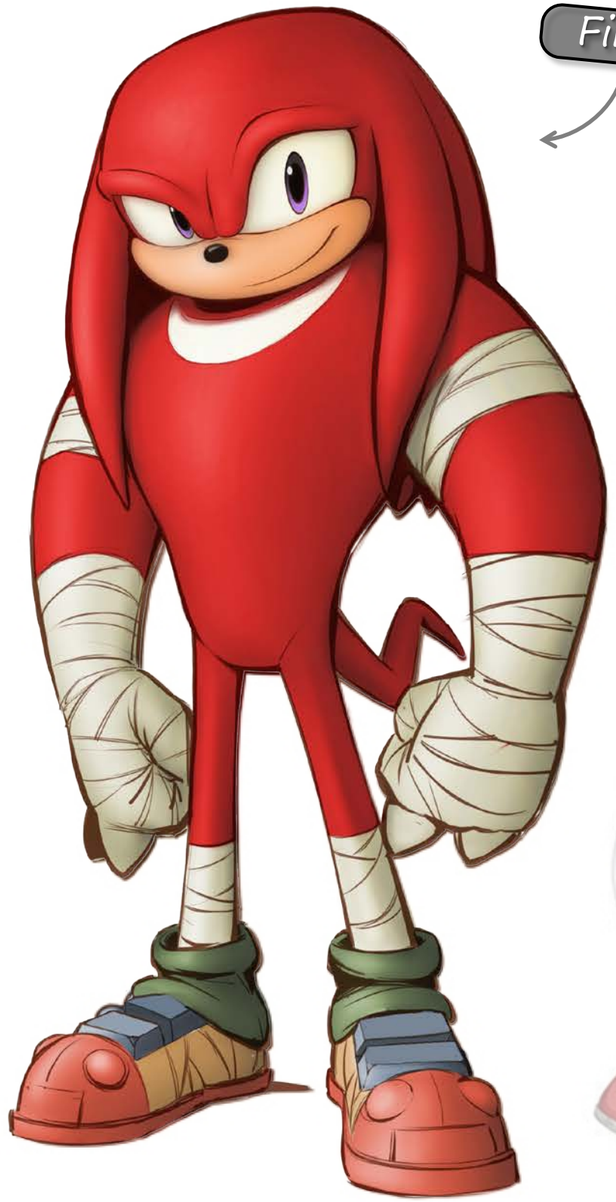
Revised Knuckles based on Iizuka-san's Sonic Team suggested proportions. The main difference is less humanoid waist and less defined lats. **Revision 1** is an attempt to match these proportions in the Apollo style. The proportions on this feel scaled up rather than brawnier anatomy fixed with reduced head and feet sizes, resulting in **Revision 2**. Sonic Team then made subtle adjustment to reduce size, far left.

- Larger proportions ok, request to make less humanoid looking
- Sketch is suggestion for more preferred proportions
- Head size can be reduced further than in this sketch. Head size should remain the same proportion as current design; about 4 or 4.5 head high.
- Ignore waist sash in design

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*





Final

Revision 3

Legacy Knuckles

BIGREDBUTTON ENTERTAINMENT

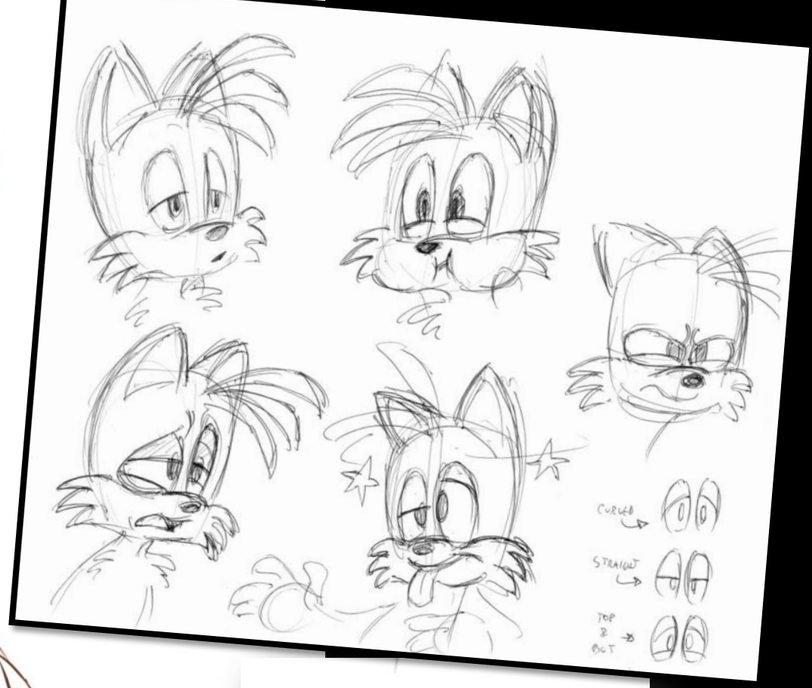
TAILS

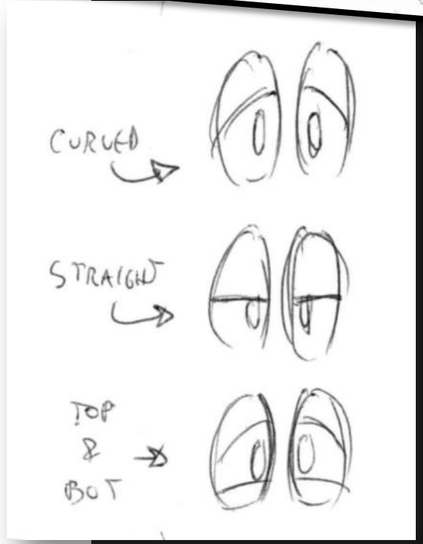
The Flying Fox

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Facial Expressions





ADVANCE

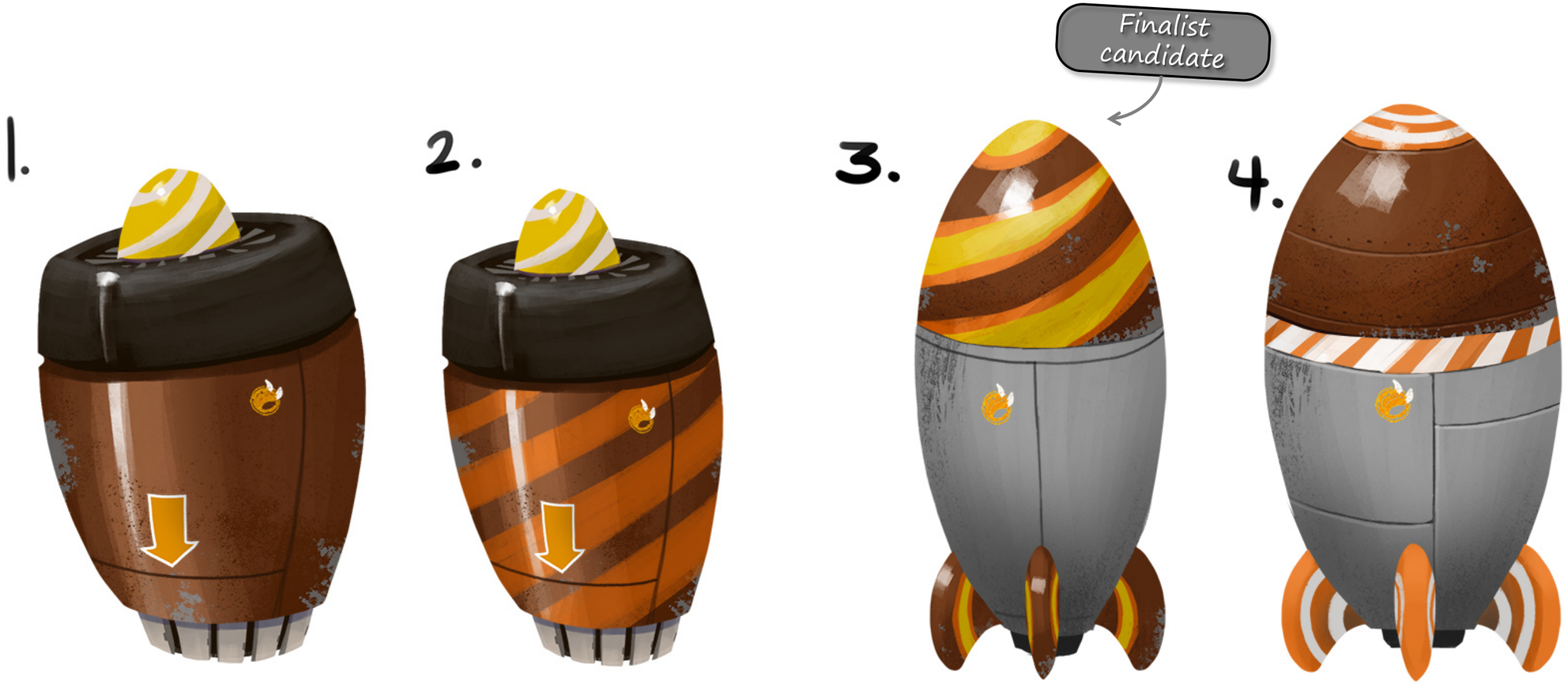
BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

BRB Tails

Legacy Tails

Artist: *Yuhki Demers*



Tails' Jetpack Roughs 01a

BIGREDBUTTON ENTERTAINMENT

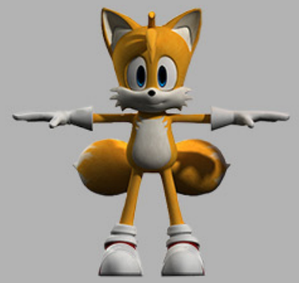
Artist: *Yuhki Demers*

1

2

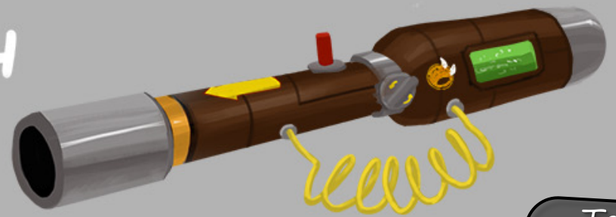
Finalist candidate

3



Orange Brown Green Grey White

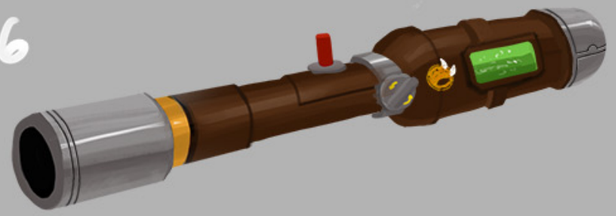
4



5

Too much like weapons

6



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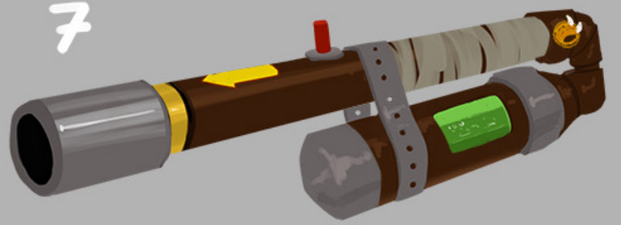


TAILS' ROMAN CANDLE ROUGHS 02

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

PELLETS

BASIC

SKIP

DUD

GRINDER

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

Buddy Bot

Attack Cloud

BIGREDBUTTON ENTERTAINMENT

AMY
The Hedgehog

BIGREDBUTTON ENTERTAINMENT

Artist:
Sylvain Deboissy

Shader Target

Artist: *Sylvain Deboissy*

Finalist candidate

Legacy Amy

BRB Amy

SHADOW

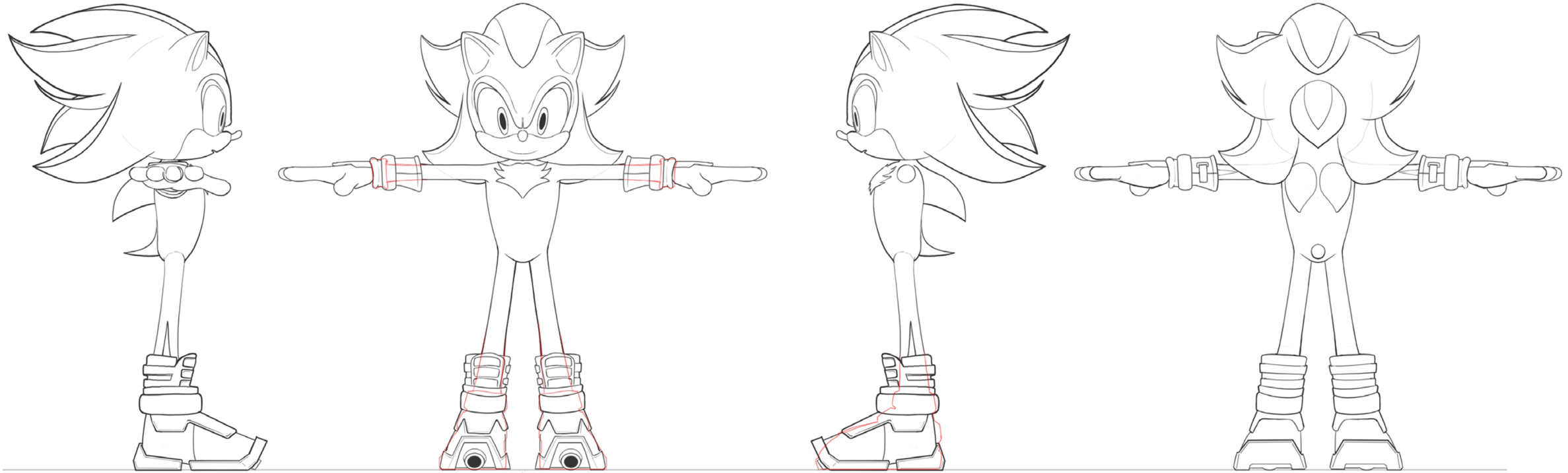
BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

SD, Shadow 2D

ADVANCE BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



SHADOW02D ORTHO 01A

SD, Shadow 2D

BIGREDBUTTON ENTERTAINMENT

STICKS

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

M

N

Final

Sonic Team revisions with better shaped pony tail and smaller mouth

Lemonade feedback

- We agree about going back to the two-tone approach on ponytails from 5A.
- It's feeling a little too asymmetrical... There's so much going on with her visually that she pops a little too much in the lineup. I
- love the purse! It makes her look like she's crazy.... which she sort of is, at least fashion-wise. It makes her seem less like a warrior and more like a weirdo who just doesn't get it.
- Could we remove the metal in her left shoe and have it be fully made out of the beige buckskin that's already there, wrapped in some leather strips?
- The amount of color variation is contributing to her popping a little too much in the lineup. We know we don't want to drop the two-tone approach.... but we can reduce the color variation by simplifying the variety of materials in her outfit? Maybe removing the metal from left shoe will help.

SD, Sticks 5

ADVANCE

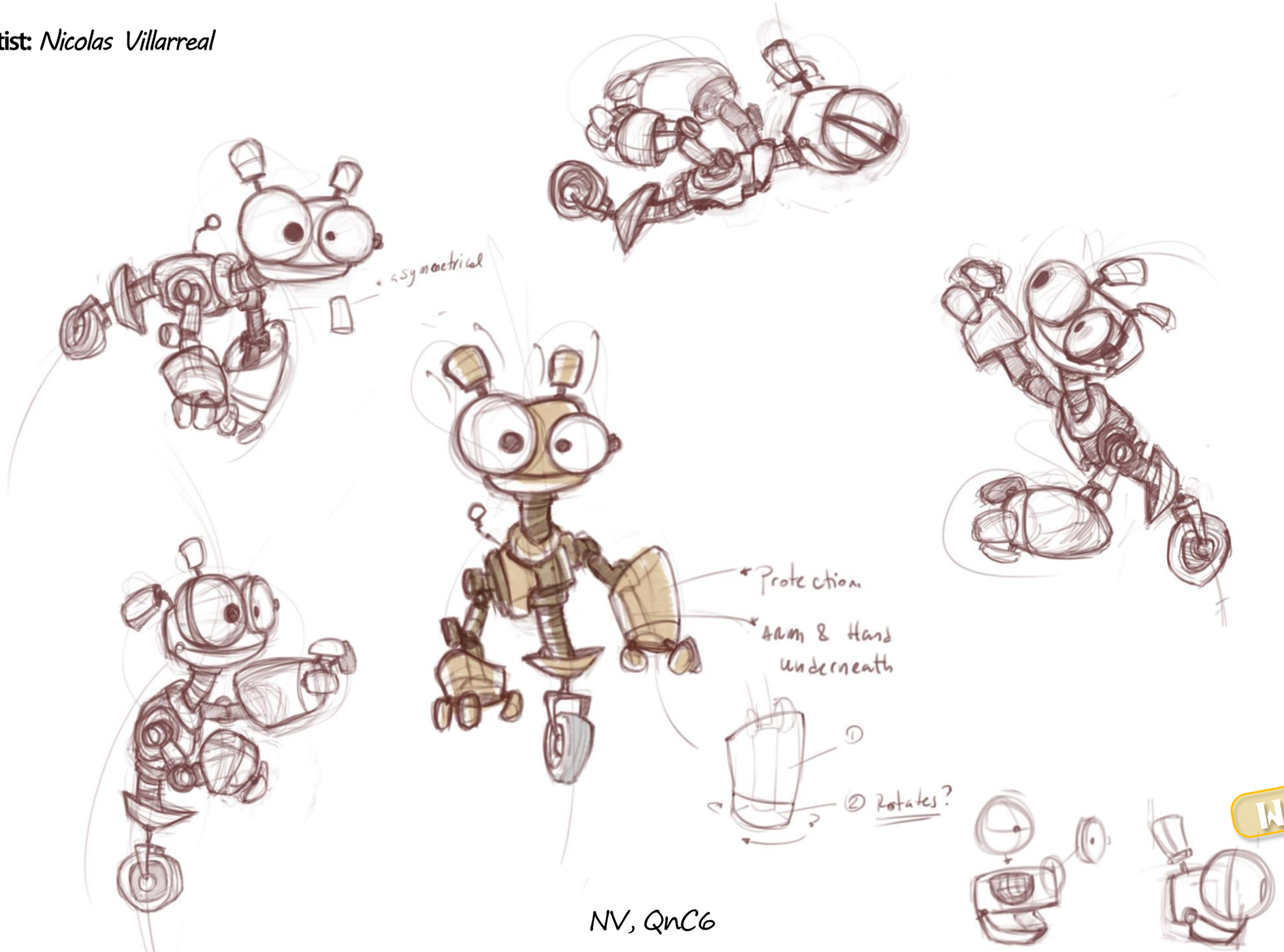
BIGREDBUTTON ENTERTAINMENT

Q-N-C

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Villarreal*

Cuter QnC
Pose Studies



Expression and pose studies to ensure simplified shapes can work in 3D.

WARMER

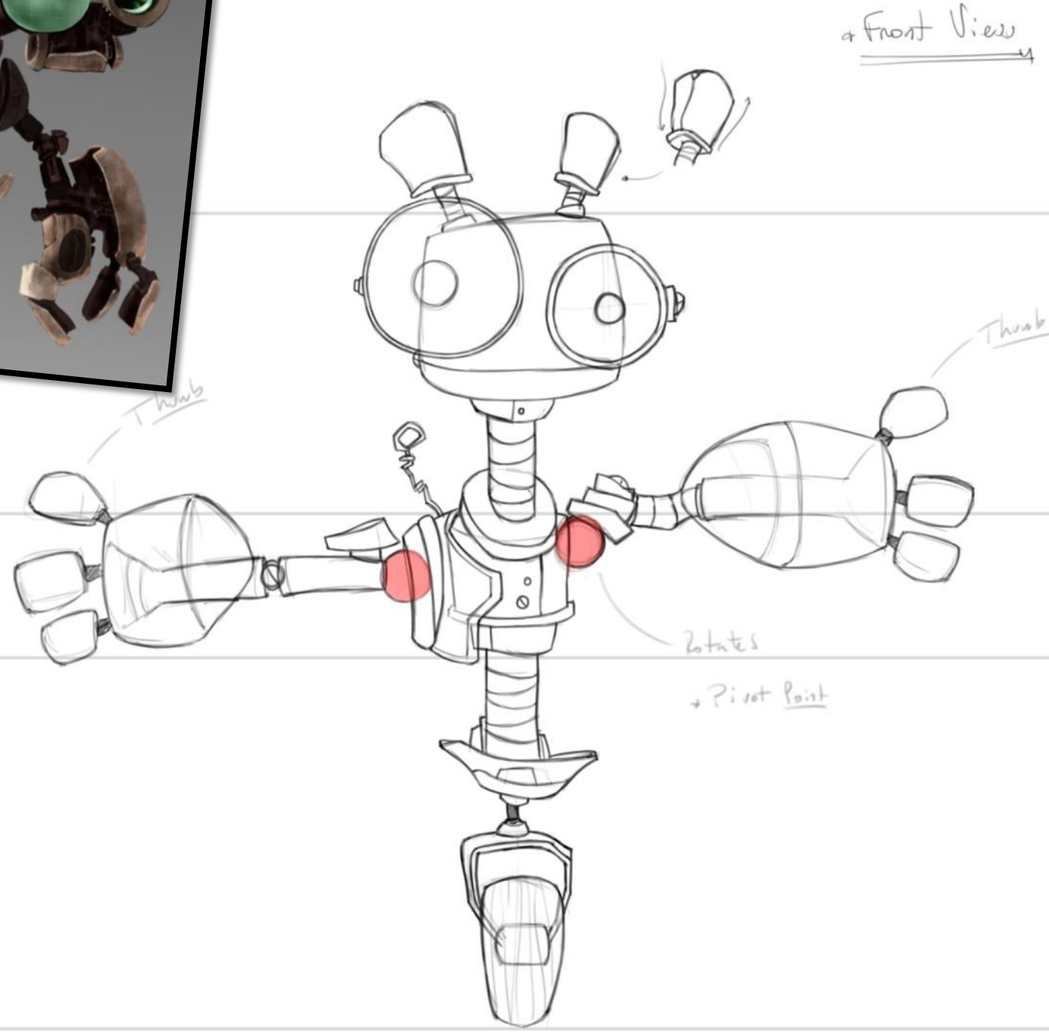
NV, QnC6

REDBUTTON ENTERTAINMENT

Artist: *Nicolas Villarreal*

Previous design prior to new "cuter" approach

Cuter QnC
Final



ADVANCE

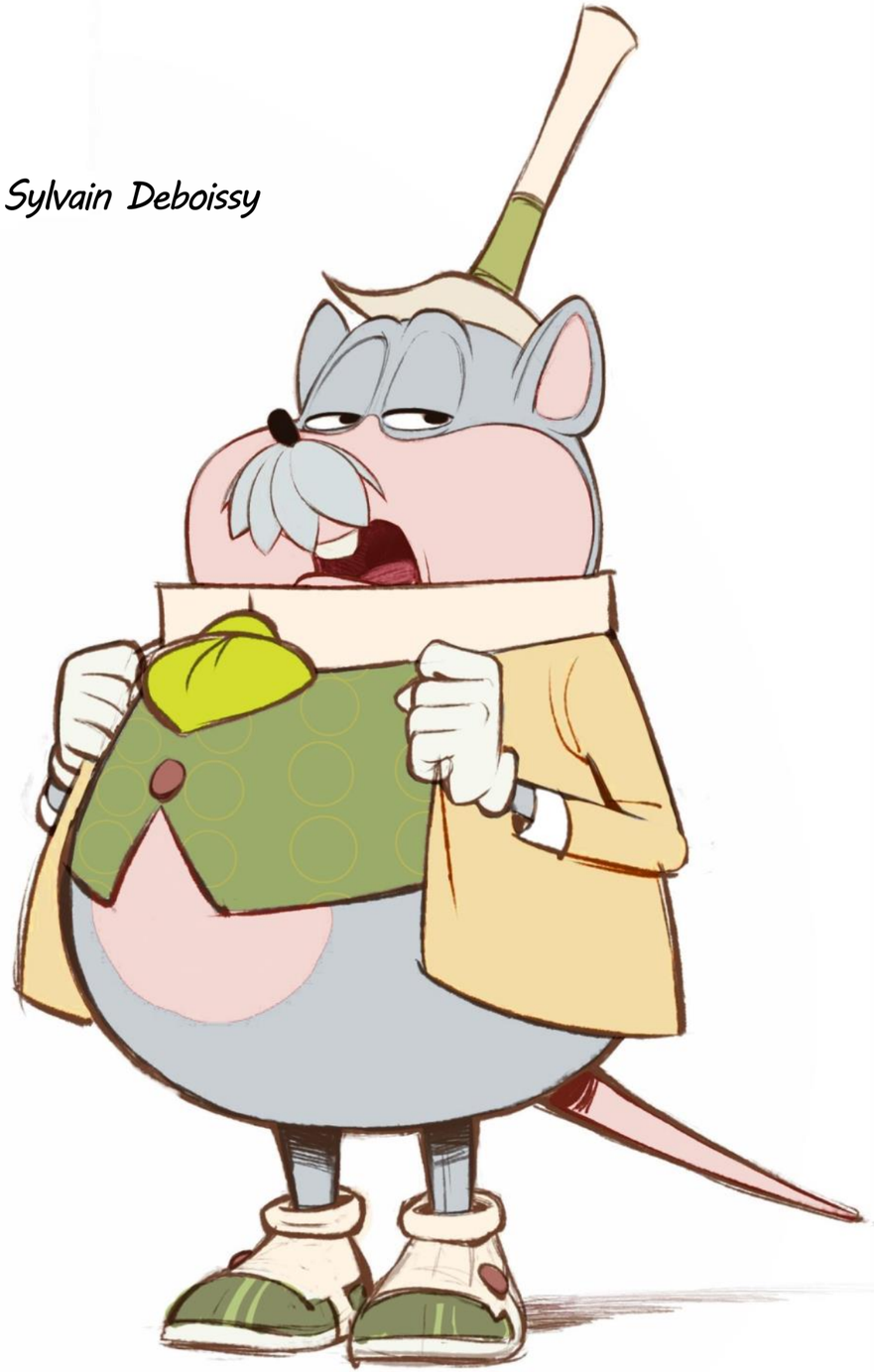
NV, QnC7

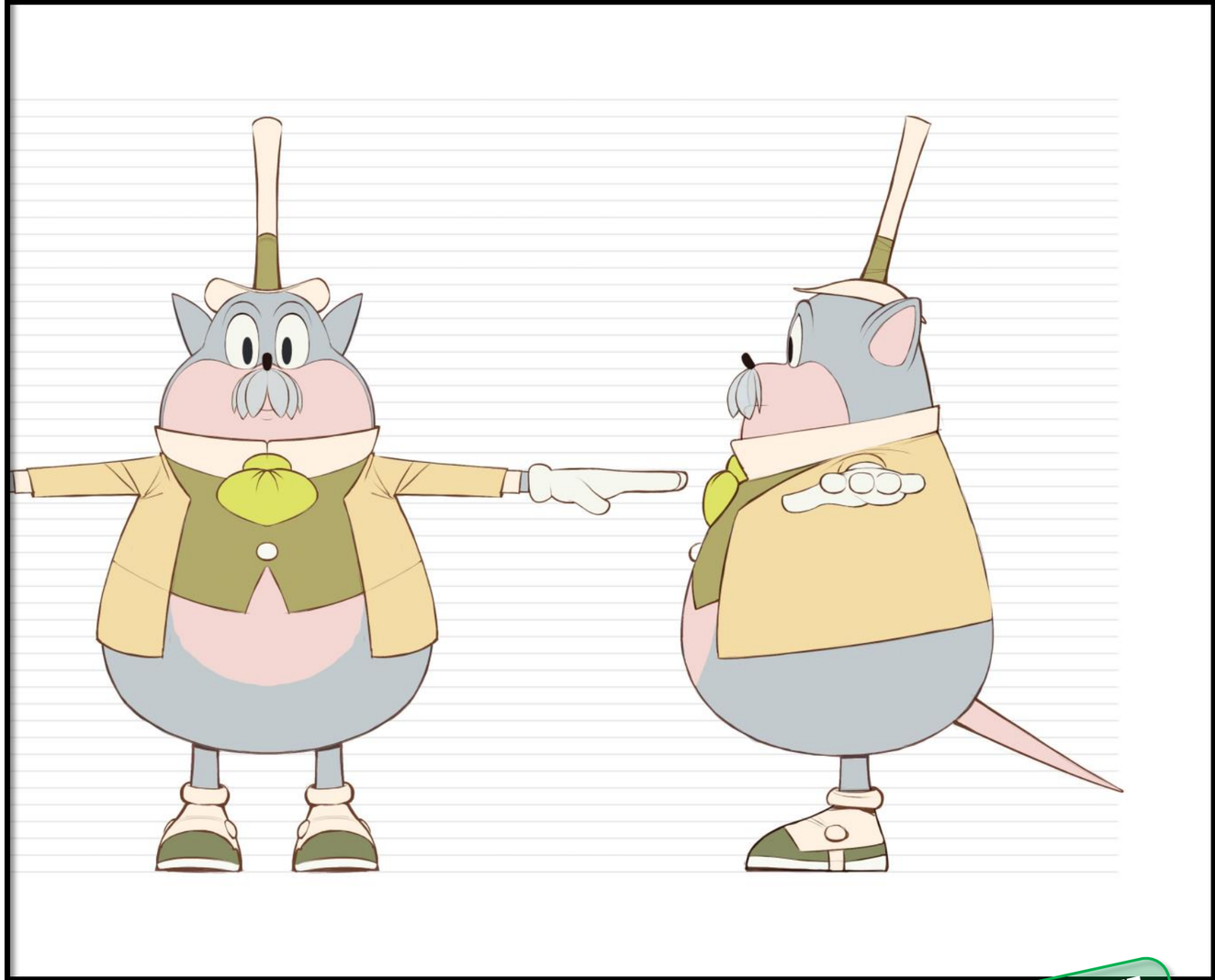
BIGREDBUTTON ENTERTAINMENT

MAYOR FINK

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*





SD, MF-ortho

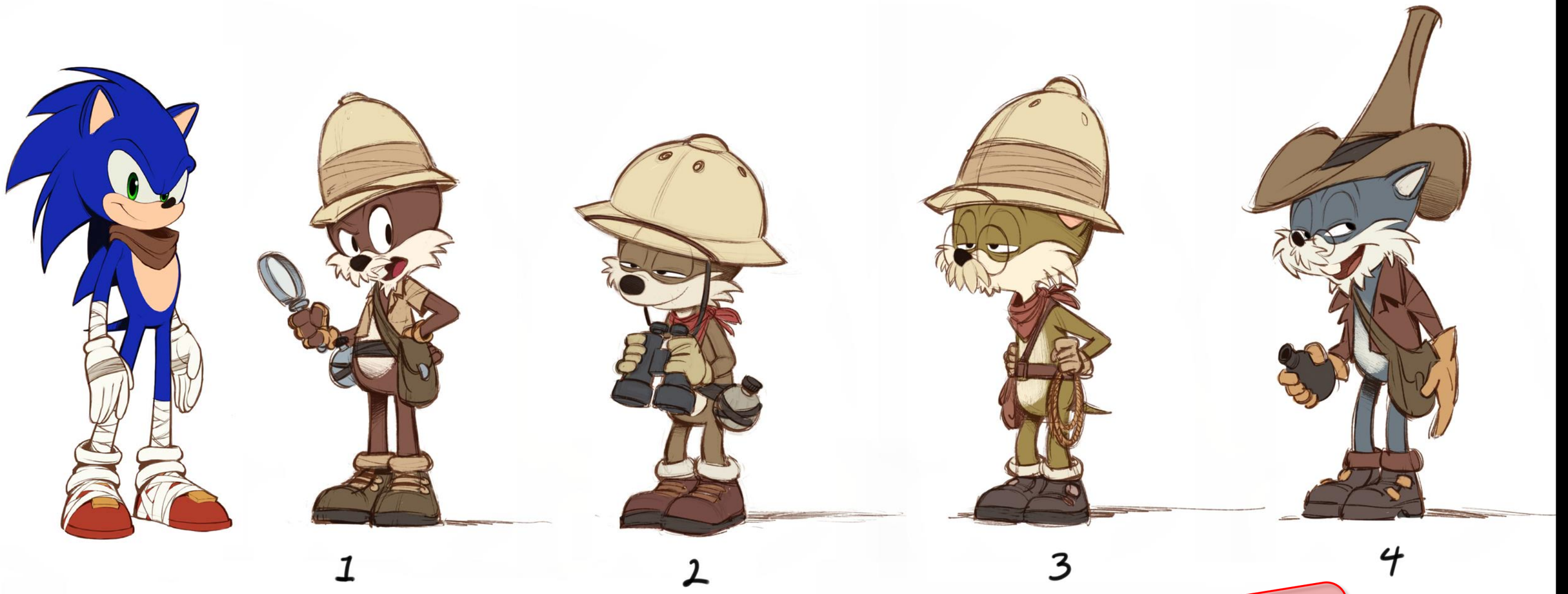
ADVANCE

BIGREDBUTTON ENTERTAINMENT

CLIFF

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*



Initial pass focused more on "explorer" personality. These are too close to Tails in look (now we know what Tails' relatives look like!)

SD, Cliff 1

WIP

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

6

7

8

9

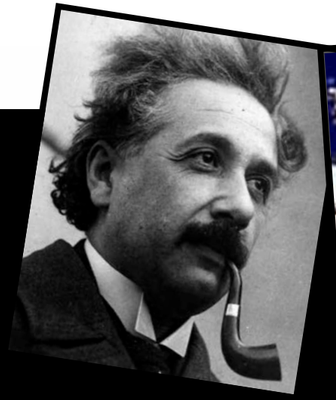
10

SD, Cliff 2

Focused more on his inventor side. Shape is taller and thinner than Sonic to better play the "grown up" in the group.

UPDATE: Iizuka-san feedback: The only inventors in this world should be Tails and Eggman. Character approach ok, needs to be an alternate occupation.

Inspiration!



WIP

IGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

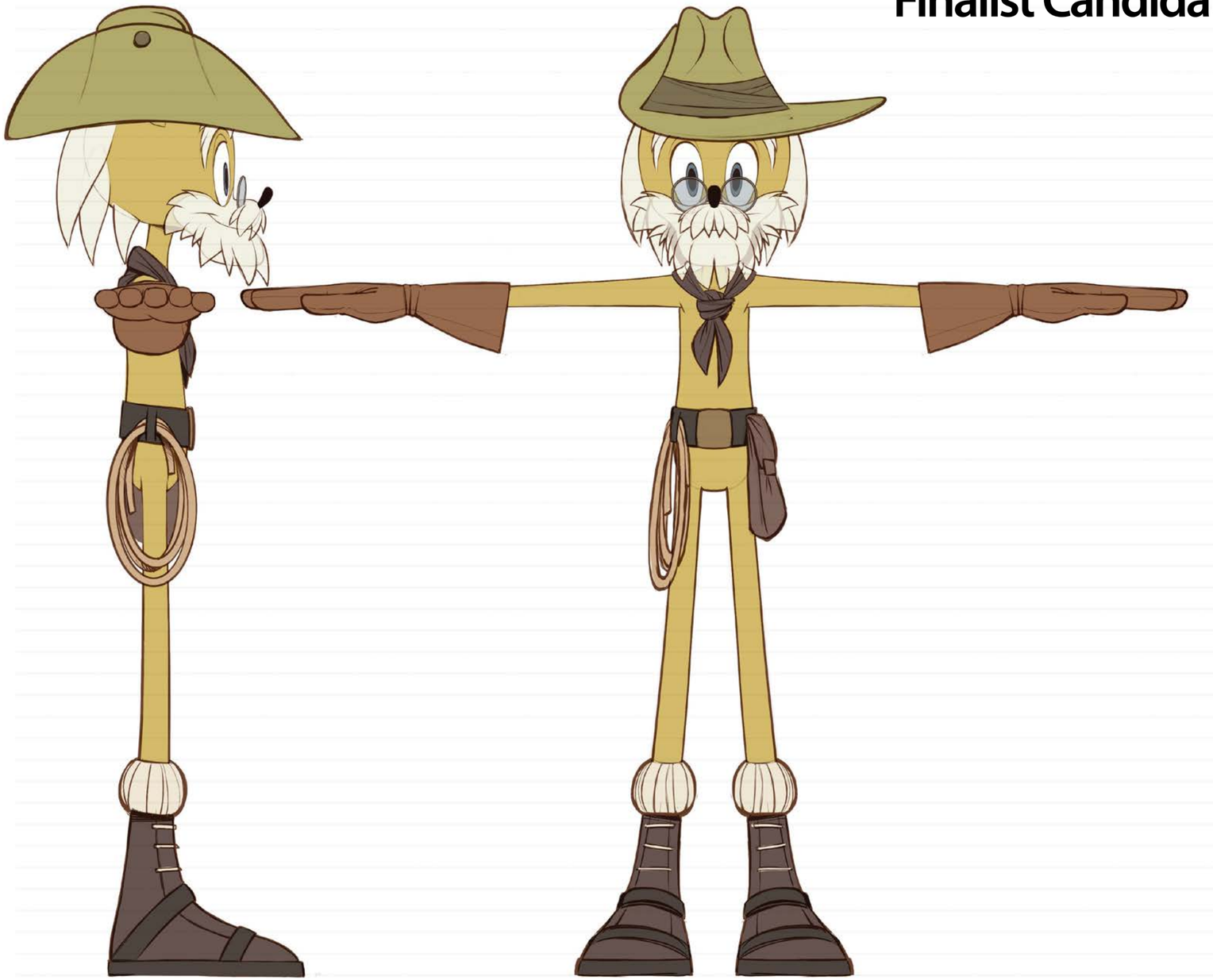
Finalist Candidate

SD, Cliff 3

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Finalist Candidate



Artist: *Sylvain Deboissy*

SD, Cliff ortho

ADVANCE

BIGREDBUTTON ENTERTAINMENT

HOKEY AND POKEY

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

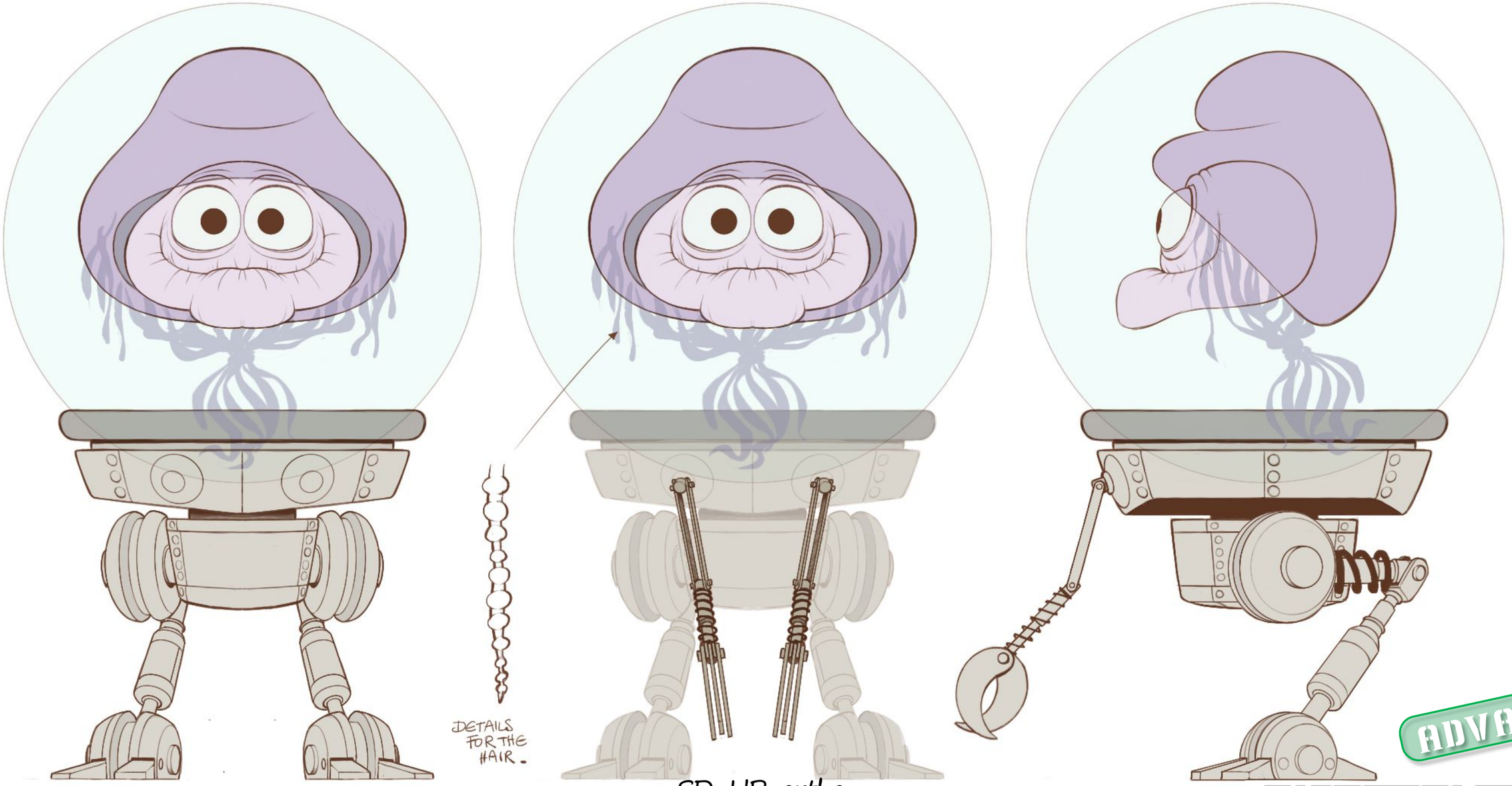
Finalist Candidate

ADVANCE

SD, HP7

Artist: *Sylvain Deboissy*

Finalist Candidate



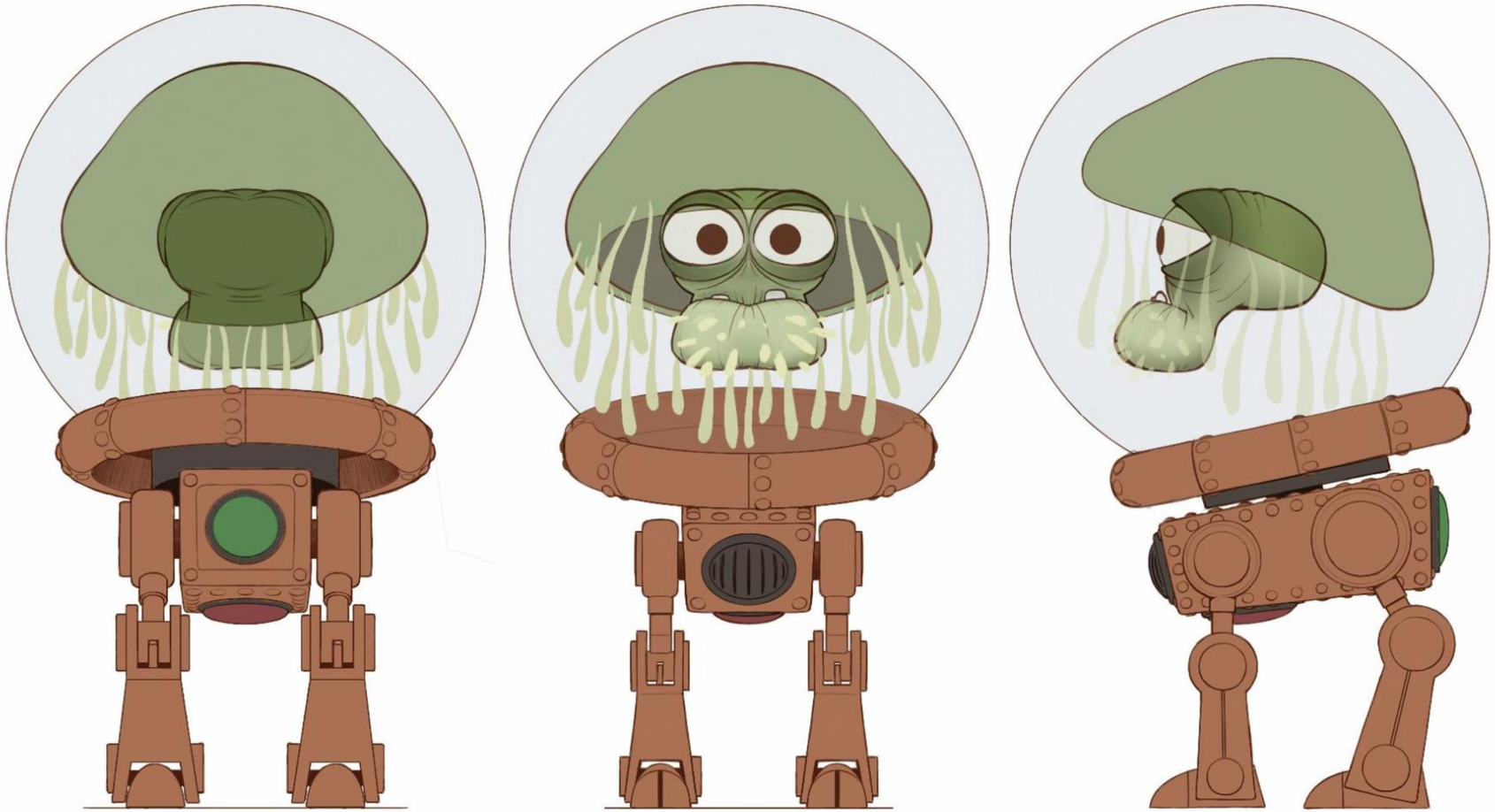
SD, HP-ortho

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Finalist Candidate



SD, HP-ortho

ADVANCE

BIGREDBUTTON ENTERTAINMENT

SALTY & PEPPER

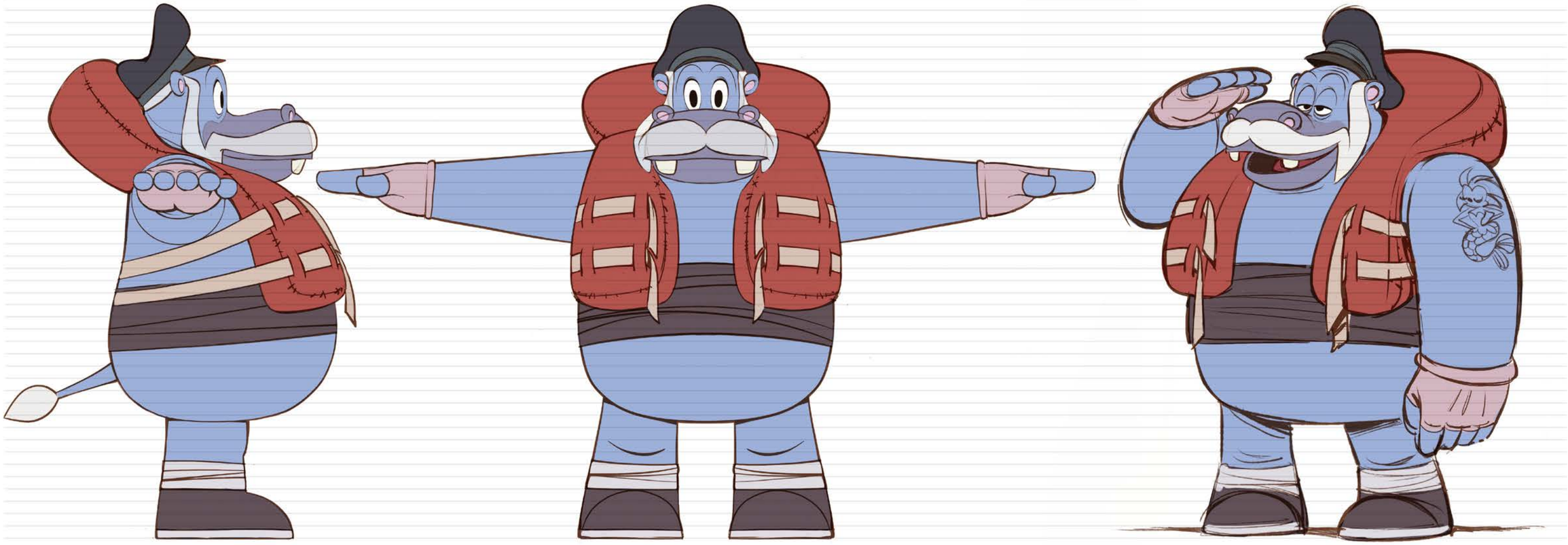
BIGREDBUTTON
ENTERTAINMENT

Artist: *Sylvain Deboissy*

Salty

BIGREDBUTTON ENTERTAINMENT

Captain Hippo Orthos



Artist: *Sylvain Deboissy*

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Captain Hippo

BIGREDBUTTON ENTERTAINMENT

Pepper Orthos

Artist: *Sylvain Deboissy*

BIGREDBUTTON ENTERTAINMENT

CHEF

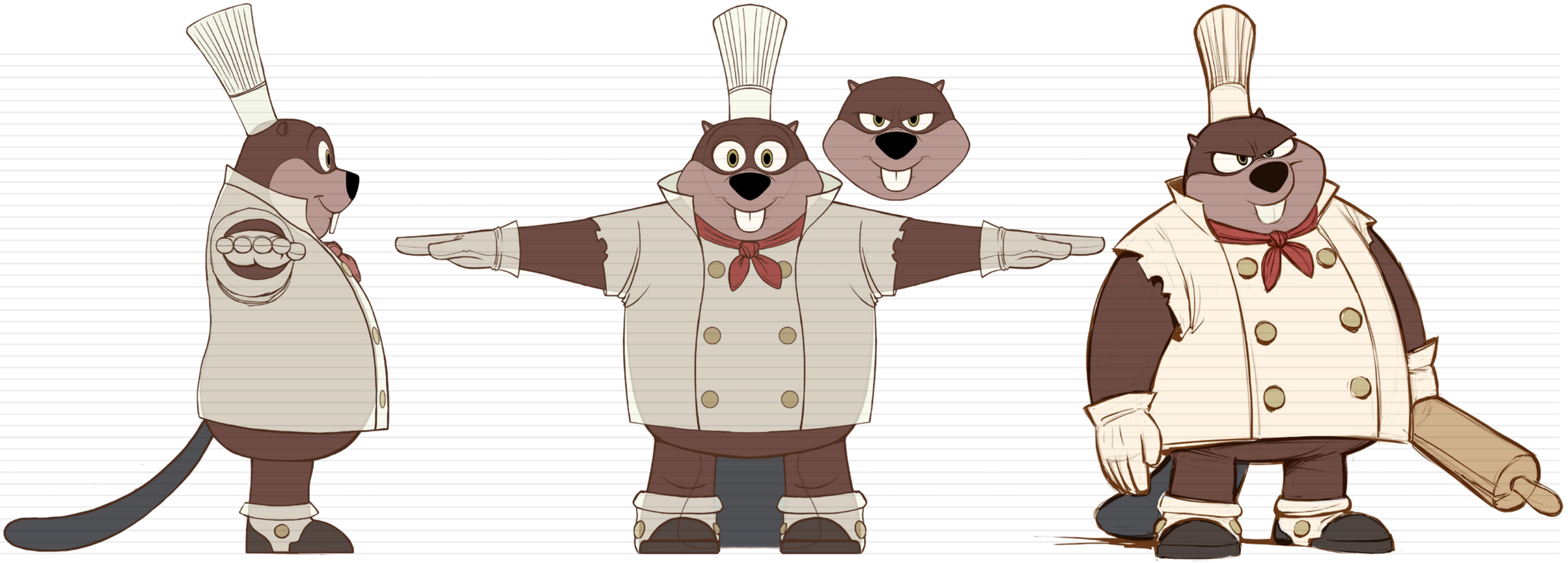
BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Captain Hippo

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



CHEF ORTHO 01

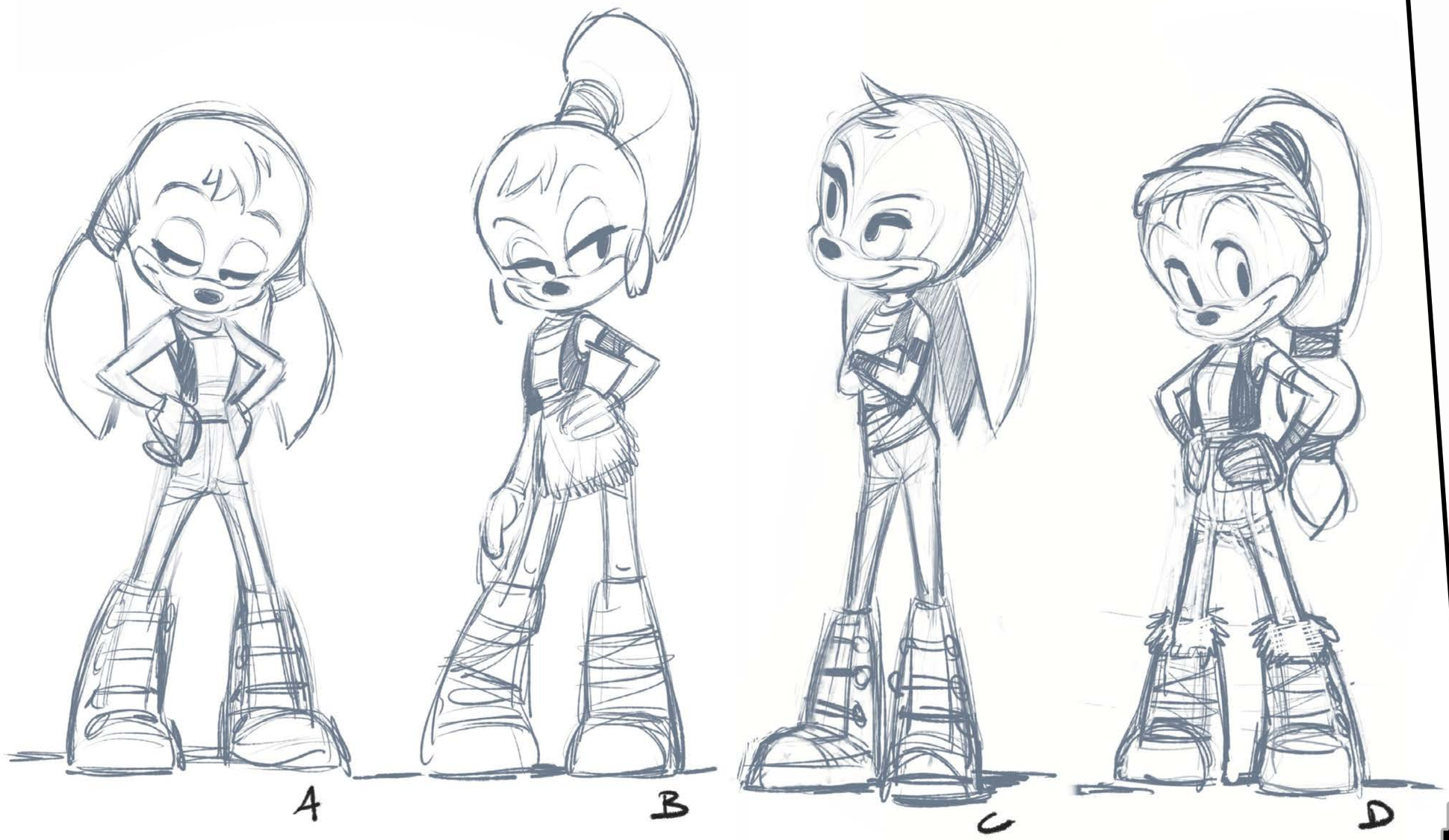
BIGREDBUTTON ENTERTAINMENT

PERCI

BIGREDBUTTON ENTERTAINMENT

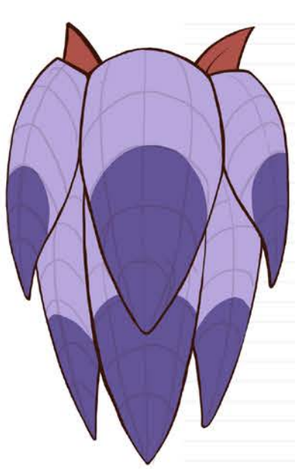
Artist: *Sylvain Deboissy*

Perci

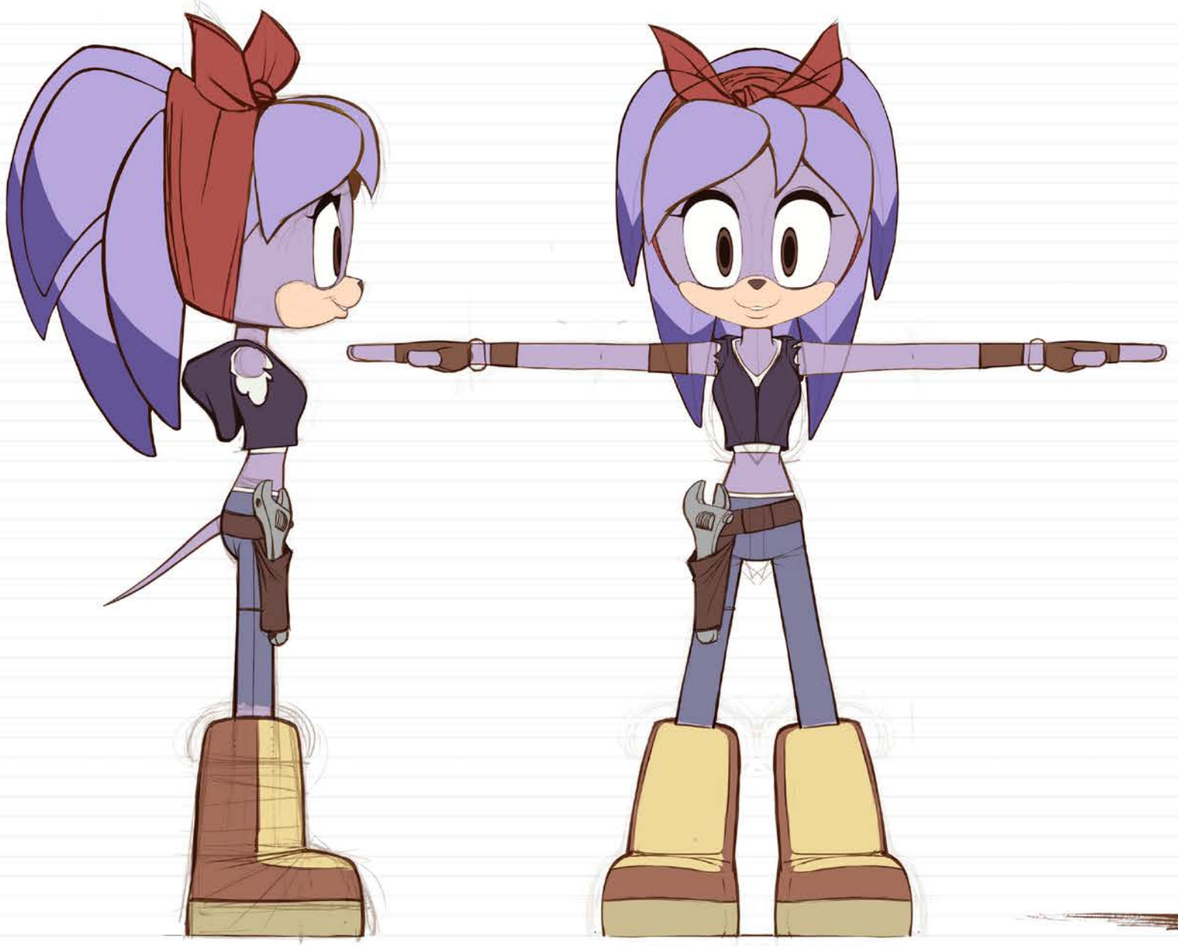


BIGREDBUTTON ENTERTAINMENT

Perci Orthos



Back of Head



Perci v3 Ortho

Artist: *Sylvain Deboissy*

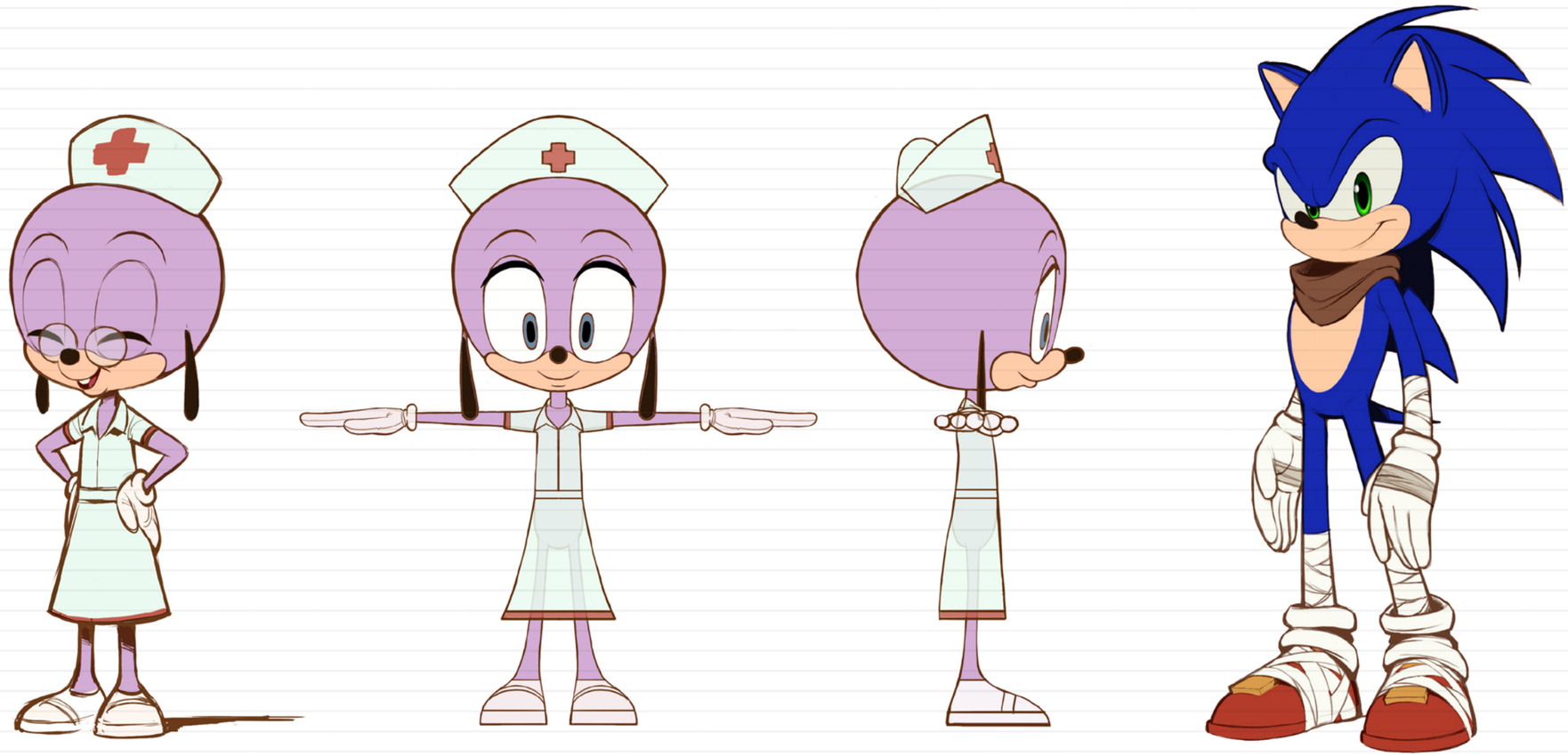
BIGREDBUTTON ENTERTAINMENT

MEDIC

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Medic



Artist: *Yuhki Demers*

Medic Orthos 01

BIGREDBUTTON ENTERTAINMENT

TROUBLED TURTLE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Troubled Turtle -old

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

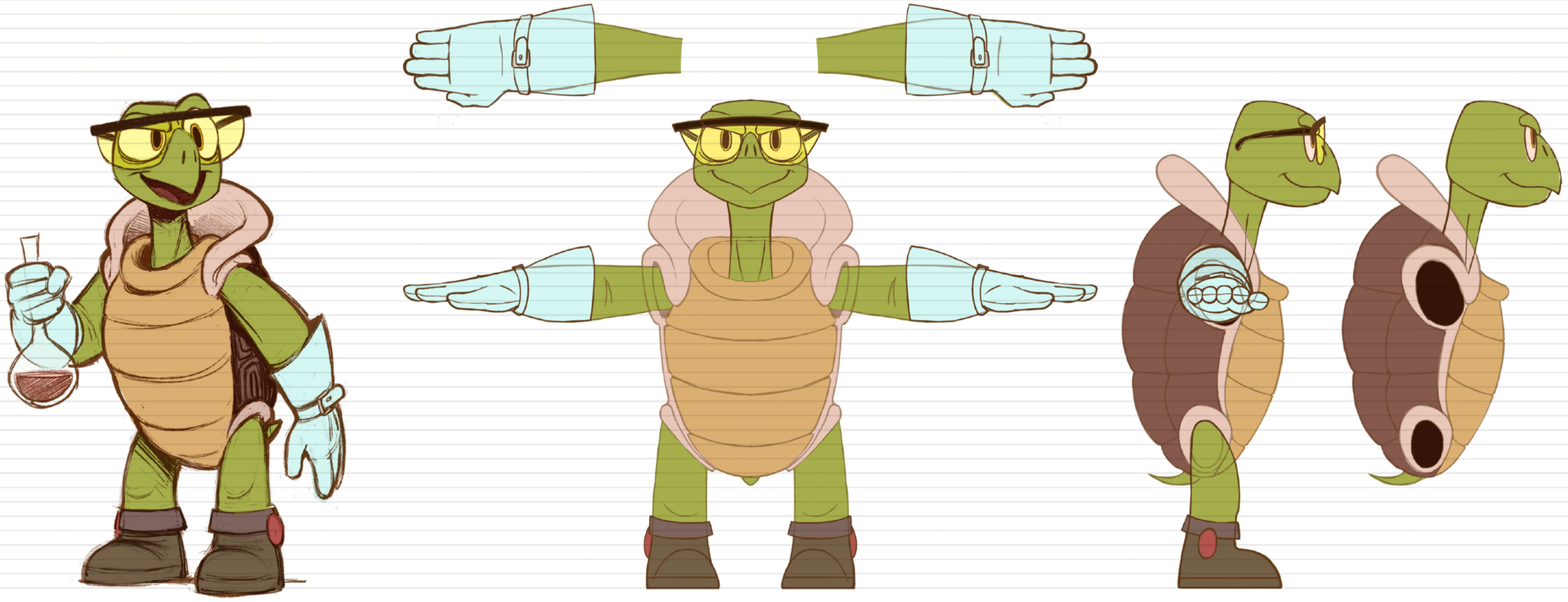
TROUBLED TURTLE ORTHOS 01

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Young Turtle - Young

BIGREDBUTTON ENTERTAINMENT



Young Turtle Orthos 03

Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

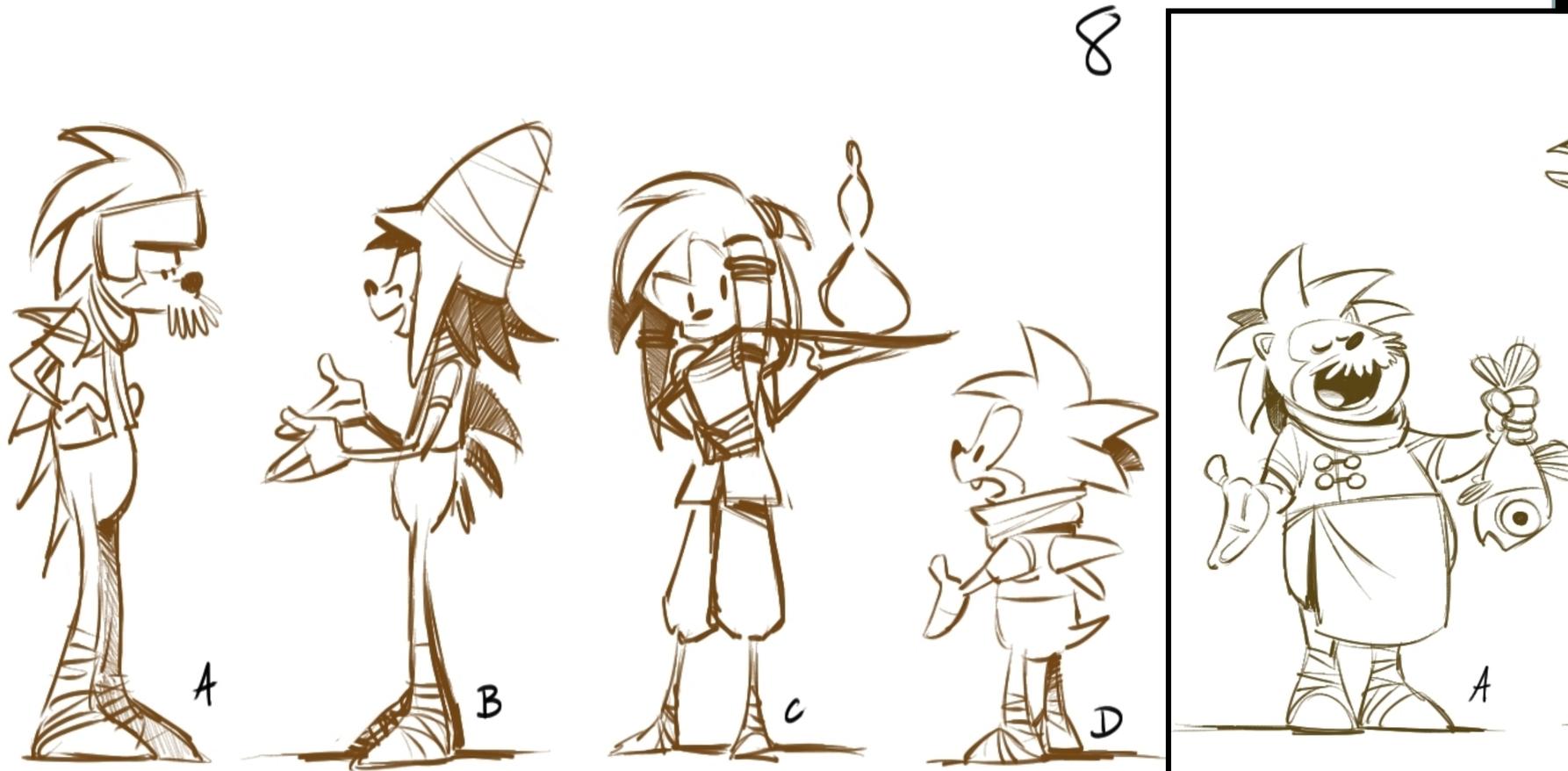
VILLAGERS

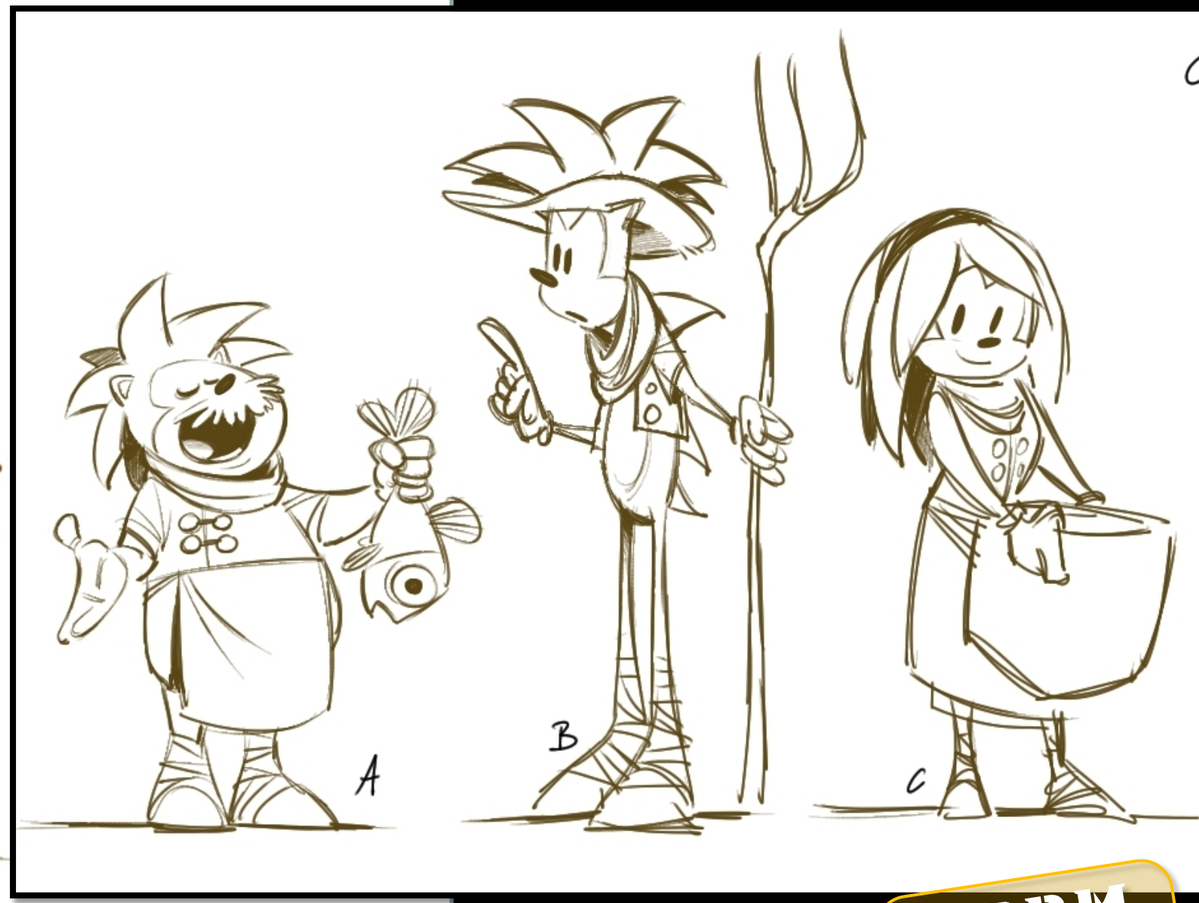
Ambient Character Studies

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Ambient Creatures - *Villagers*





WARM

Exploring other genders, ages and various laborers, classes and artisans whom inhabit Apollo villages. Females have full outfits.

SD, AV- Batch4

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

SD, AV- Batch5

Ambient Creatures
Villagers

Villager guidelines- In order to make team feel more special unique the following is needed for villagers;

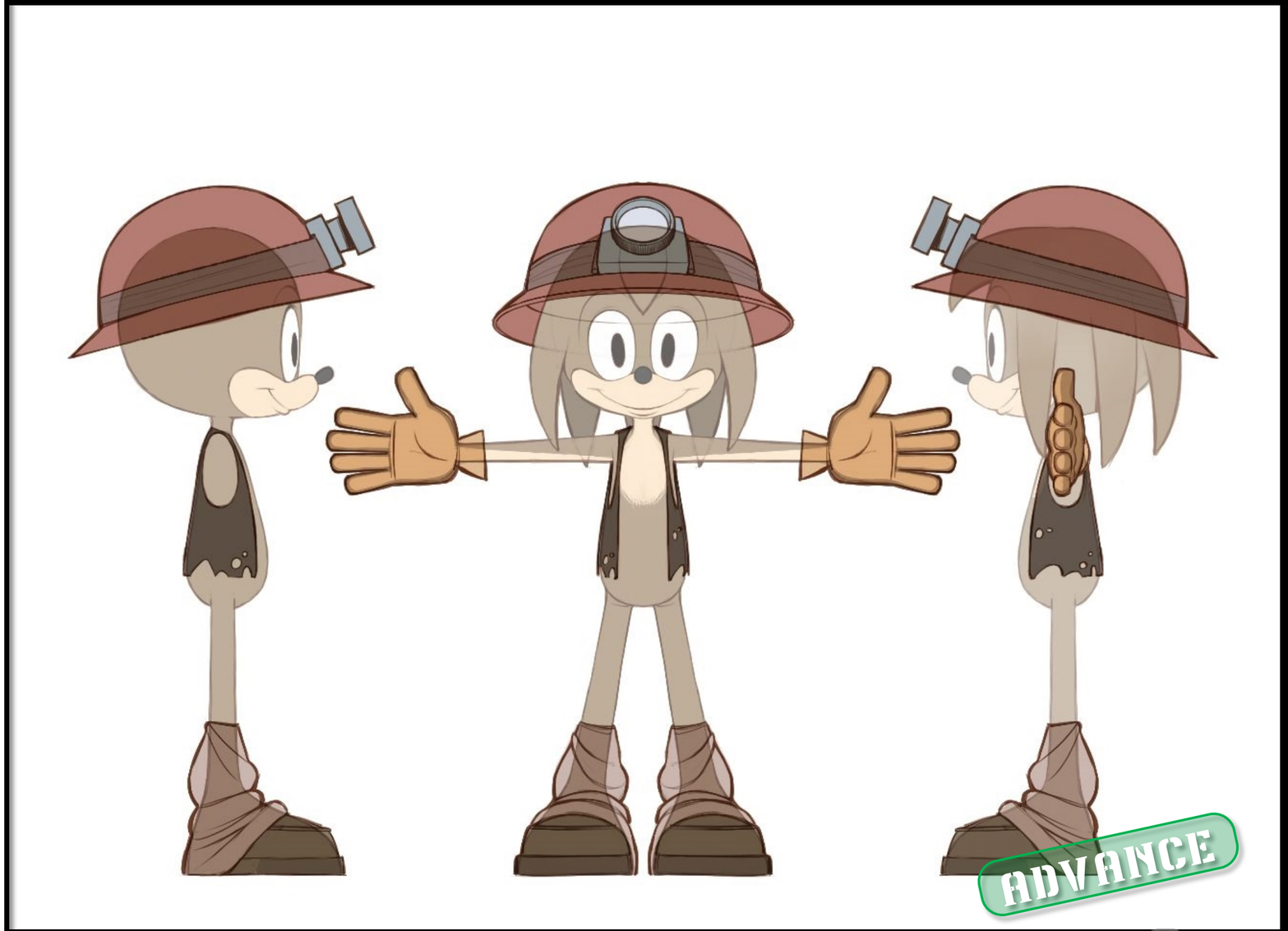
- No Hedgehogs or Echidnas
- Must have split eyes
- No primary colors, preferred more earth tones or desaturated secondary colors.
- Follow Sonic style of large head, hands and feet, plus stilt-like legs
- Males will avoid having clothing around stomach to lower tight regions
- Will not have wrappings, reserved only for main team to make

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Ambient Creatures - *Villagers*

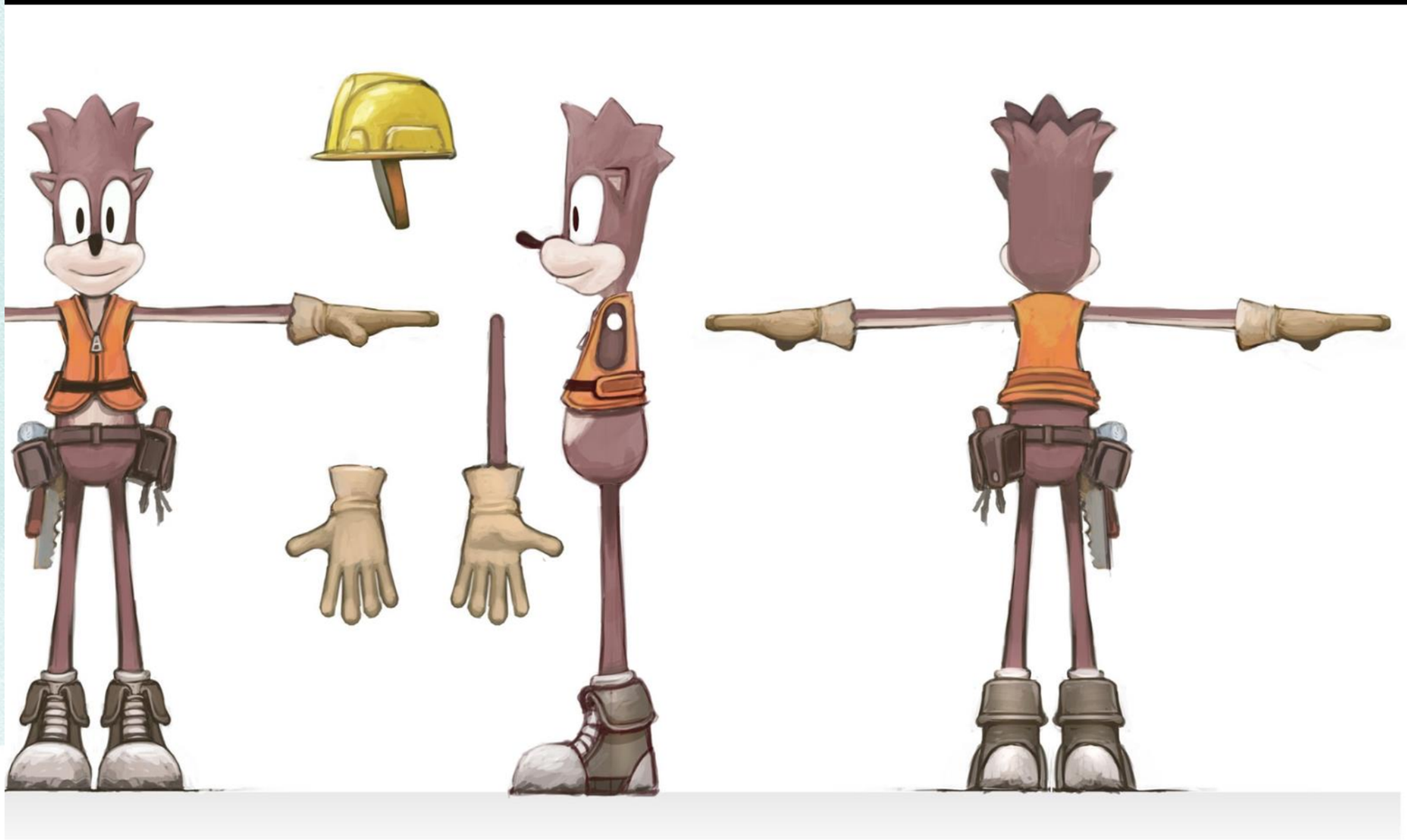


SD, AV- orthos

BIGREDBUTTON ENTERTAINMENT

Artist: *Lemon Sky*

Ambient Creatures - *Villagers*



ADVANCE

BIGREDBUTTON ENTERTAINMENT

LS, V1

Artist: *Lemon Sky*

Ambient Creatures - *Villagers*

Sketch

A

B

Reference

Grocer Concept

ADVANCE

Final color options.

LS, V1

BIGREDBUTTON ENTERTAINMENT

Artist: *Lemon Sky*

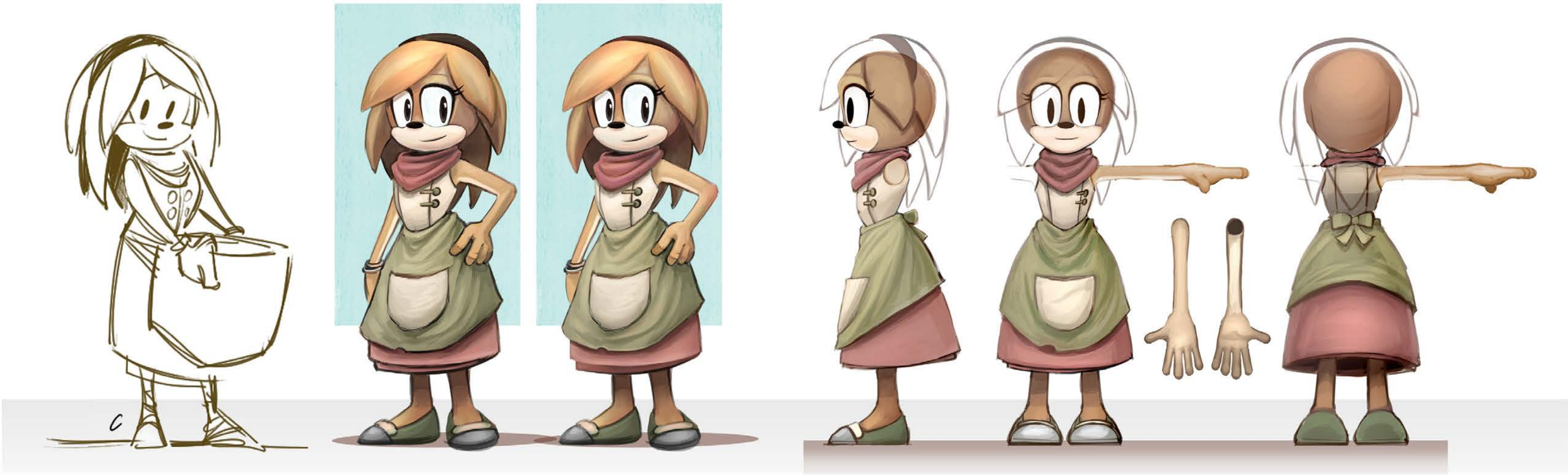
Ambient Creatures - *Villagers*

Sketch

Squared eyes

Fixed version

Orthographic



Villager Female Concept refine 2

ADVANCE

BIGREDBUTTON ENTERTAINMENT

LS, V1

Artist: *Sylvain Deboissy*

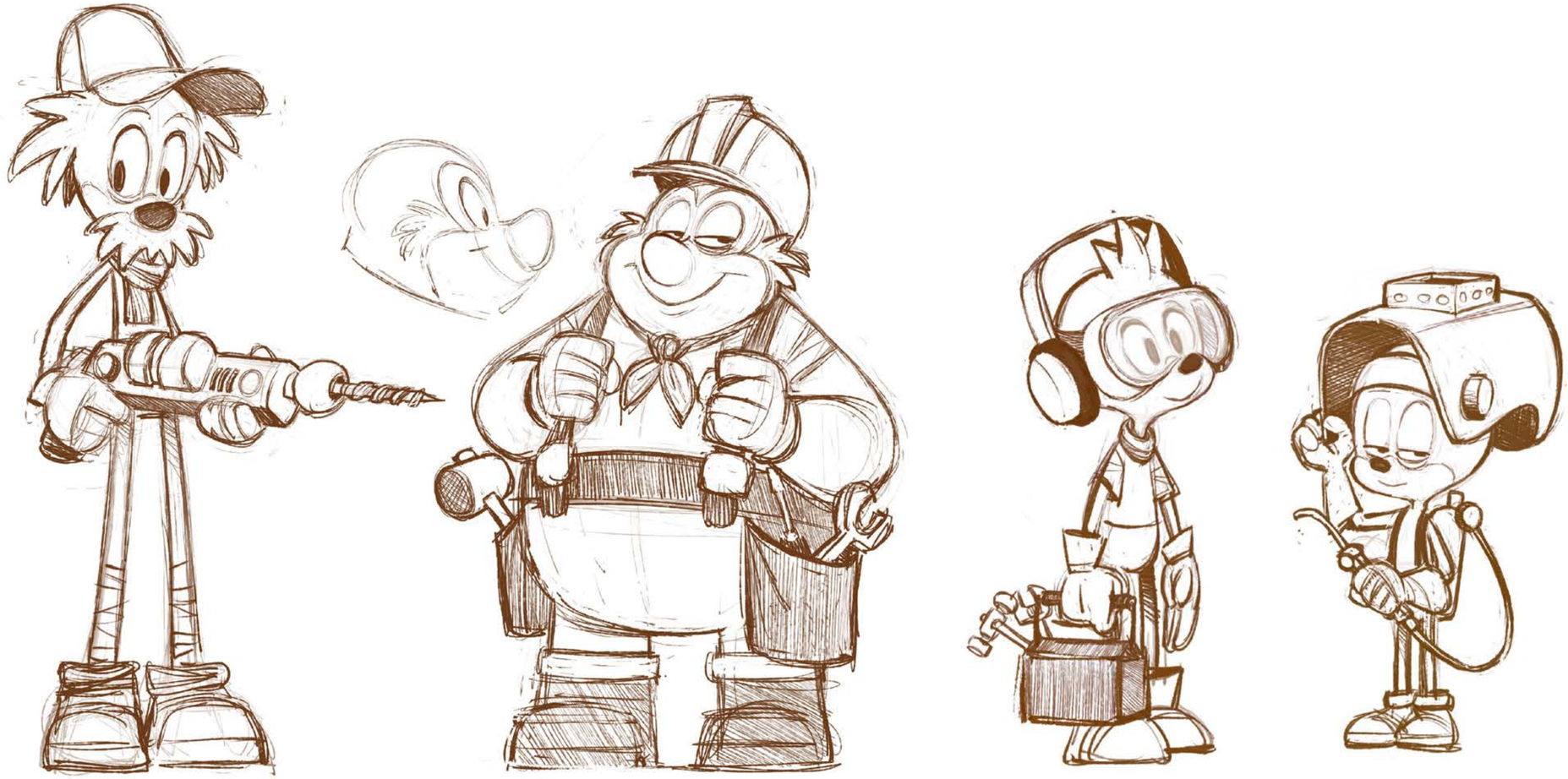
Hub 01 - *Archaeologists*

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Hub 01 – *Construction Workers*

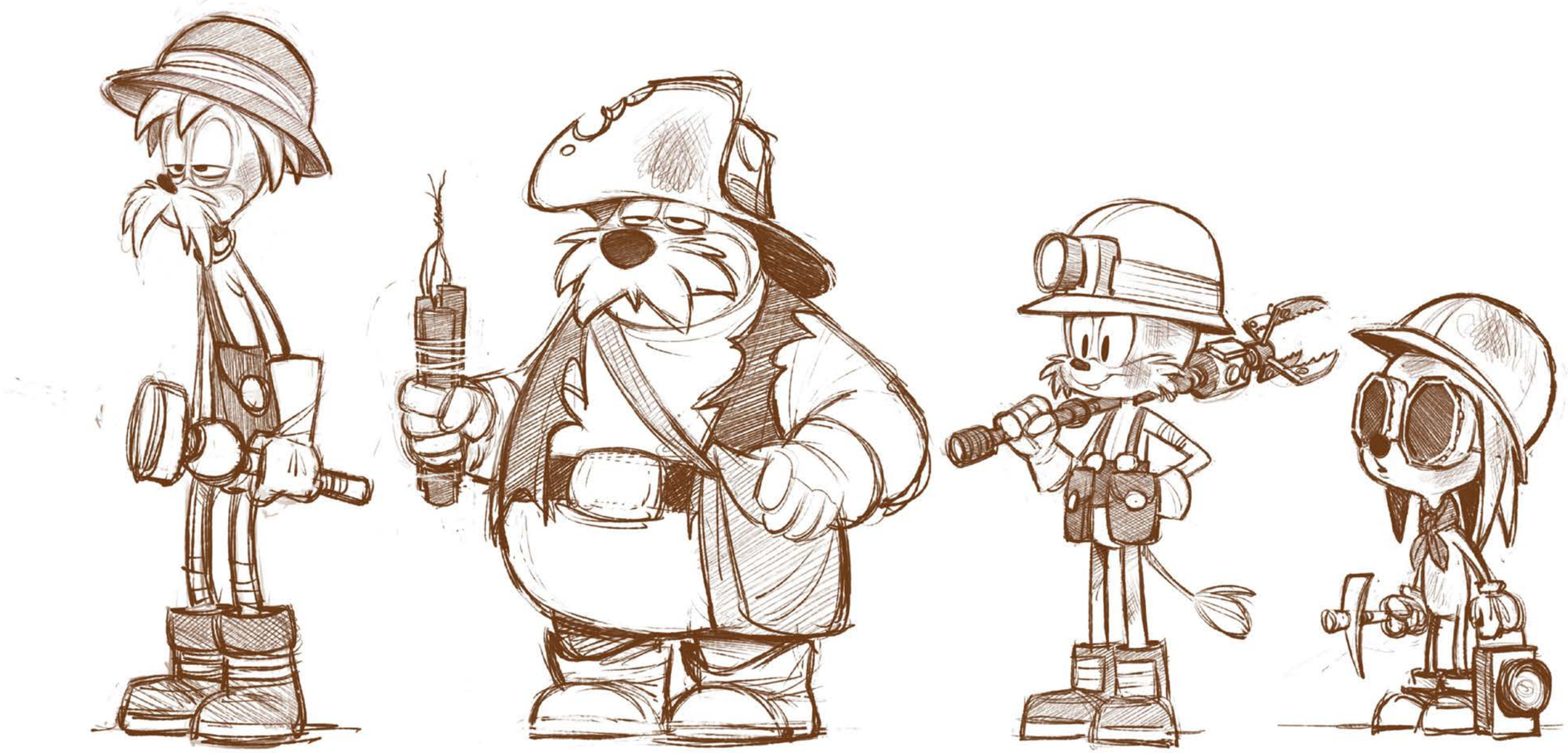


ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Hub 01 – *Miners 01*

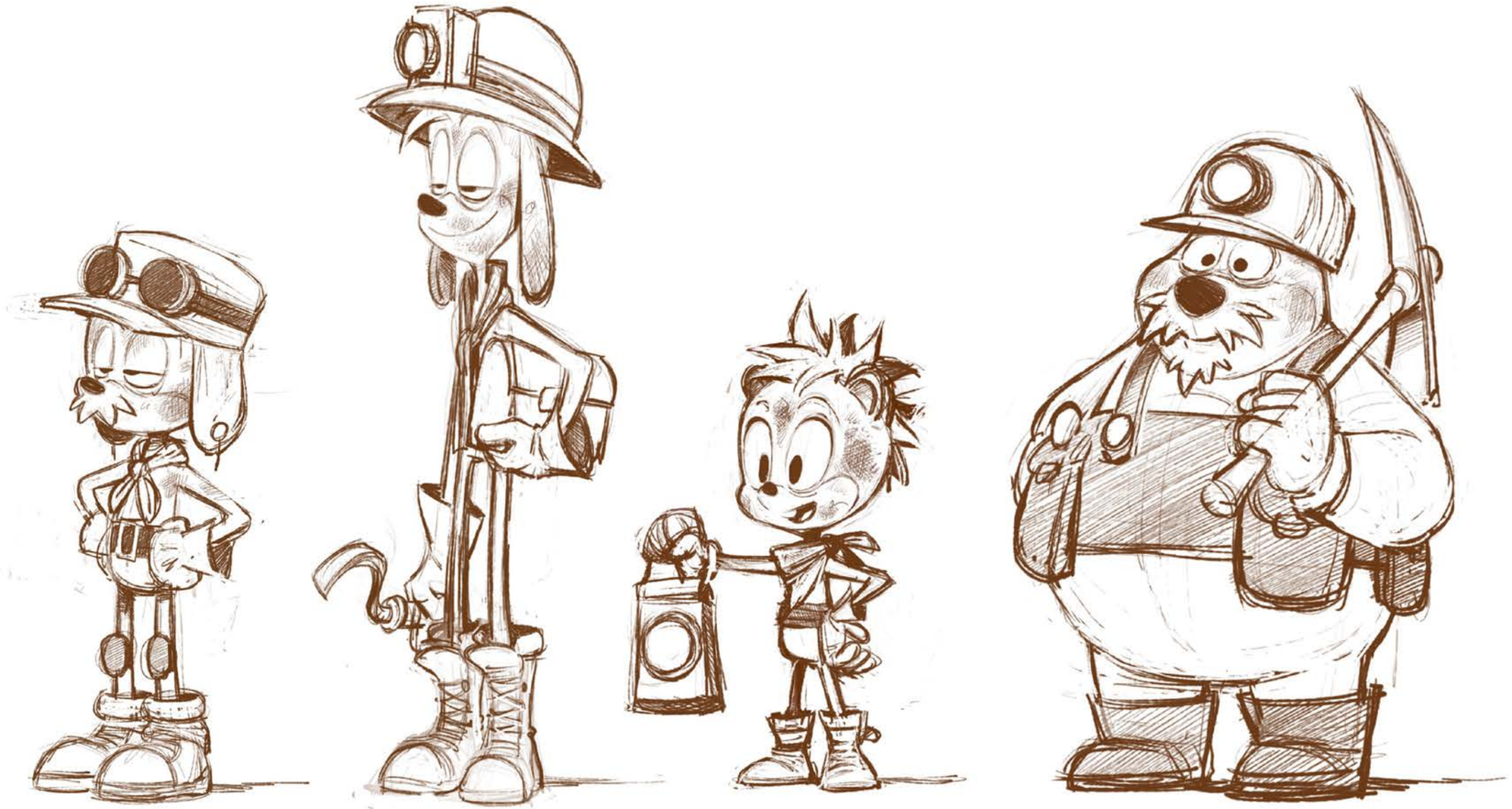


ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Hub 01 – *Miners 02*



ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Hub 01 - *Scientists*

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

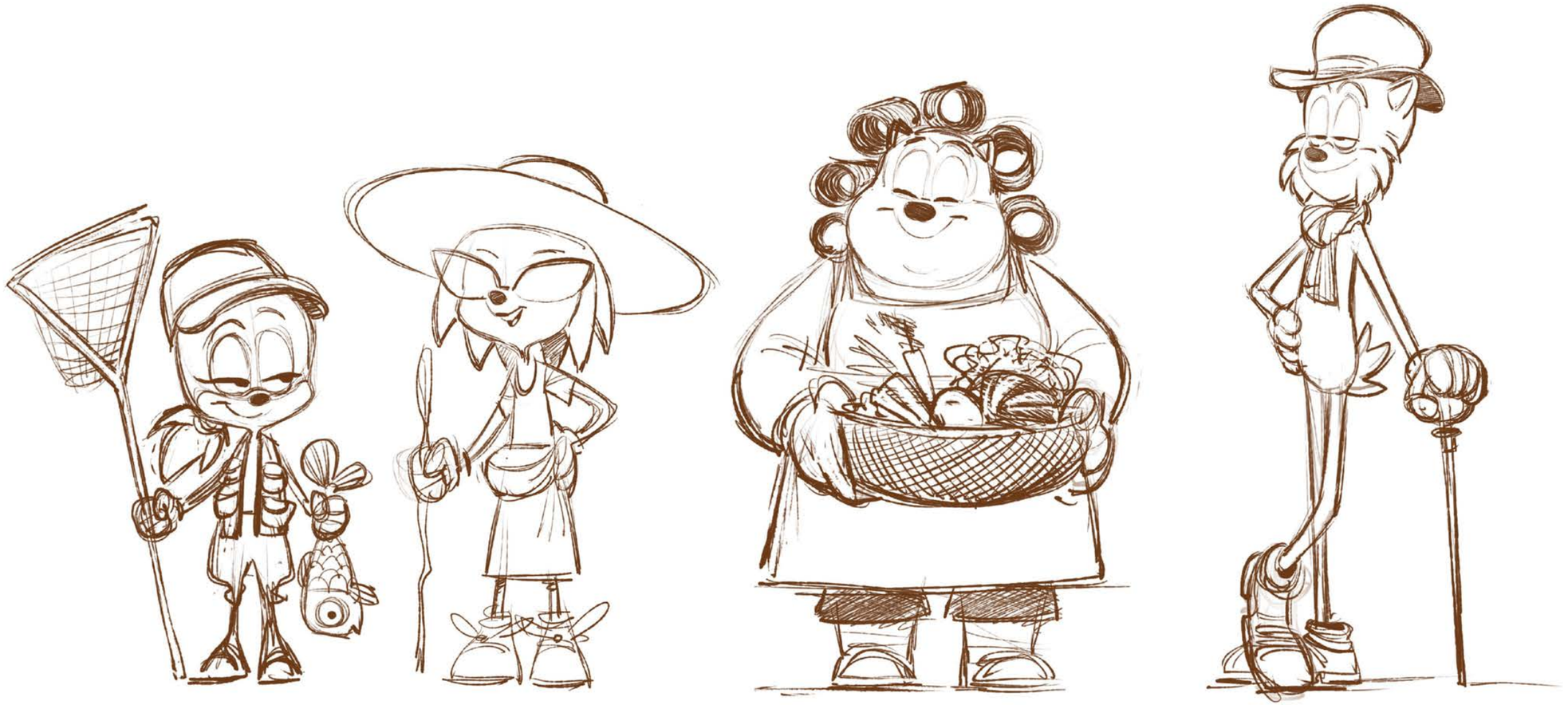
Hub 02 – *Villagers*

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Hub 02 – *Villagers*



ADVANCE

BIGREDBUTTON ENTERTAINMENT

EGGMAN

BIGREDBUTTON ENTERTAINMENT

Eggman Explorations

Artist:
Sylvain Deboissy

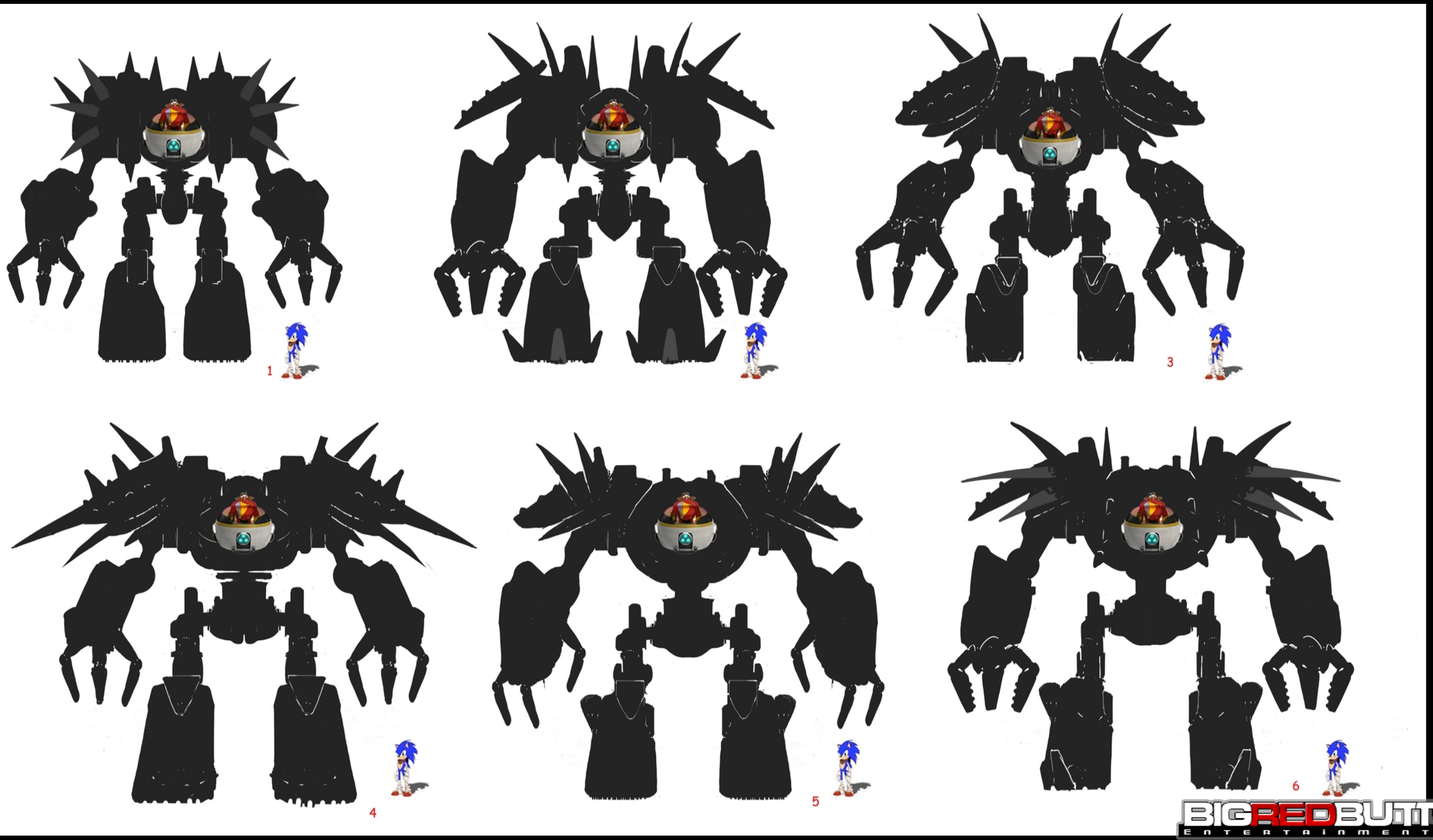
Sonic Team requests wider design (above)

- Reduce neck, push head down a bit into collar. Head becomes like a ball and socket set up
- Removal of goatee and hair (however, SOW liked)
- Keep wider Napoleon/Equestrian pants
- Add grey line or stripe somewhere in the pants
- Continue arm gadget exploration. Iizuka-san ok with keeping on all the time

BIGREDBUTTON ENTERTAINMENT

Artist: *Mack Sztaba*

Eggman Mech Explorations



BIG RED BUTTON ENTERTAINMENT

Eggman Mech

Artist:
Jason Norton

BIGREDBUTTON ENTERTAINMENT

Artist:
Jason Norton

EGGMAN MECH MISSILE V2

METAL SONIC

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

4

Too skeletal, looks weak.

3B

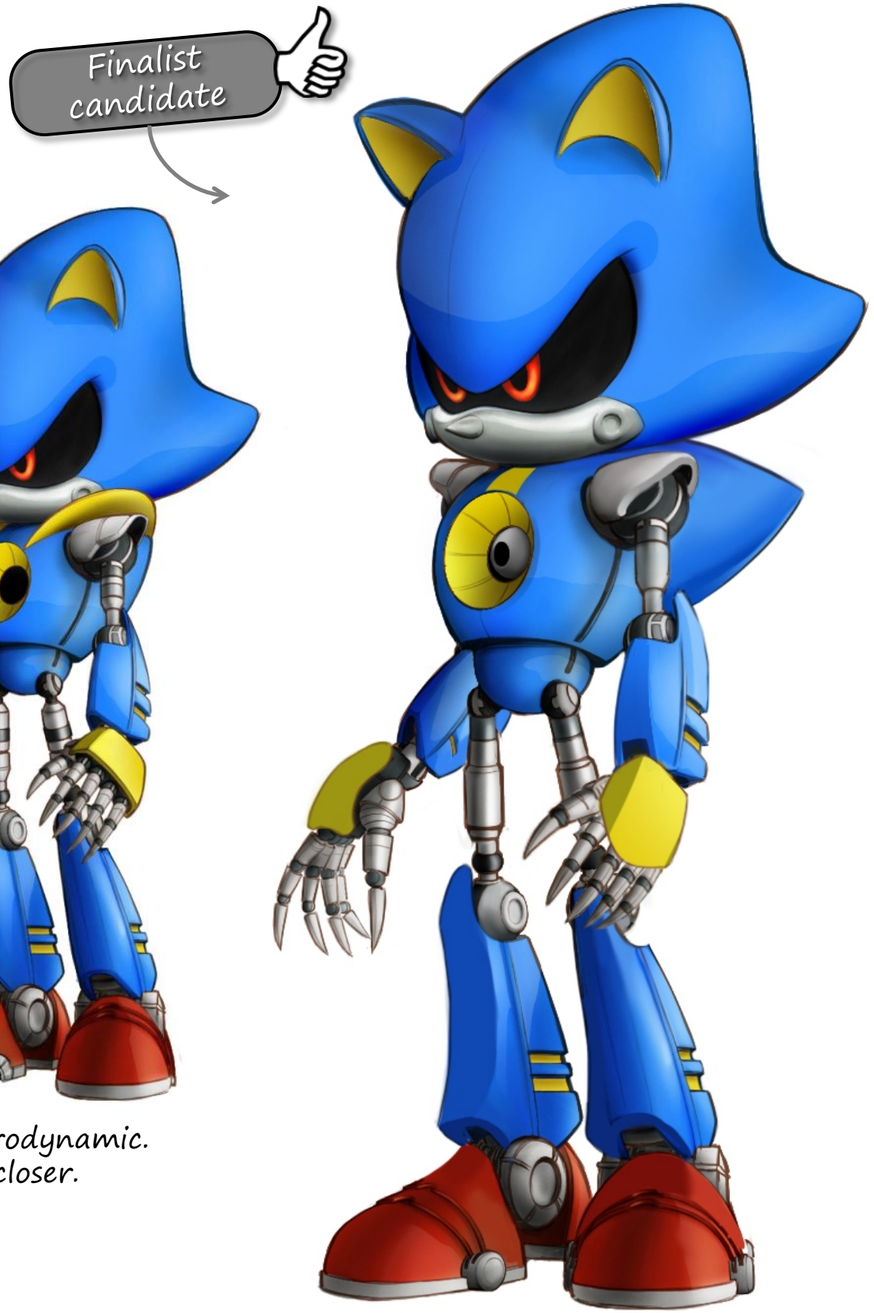
Thicker lower legs.

3

Too similar to knee pads.

5

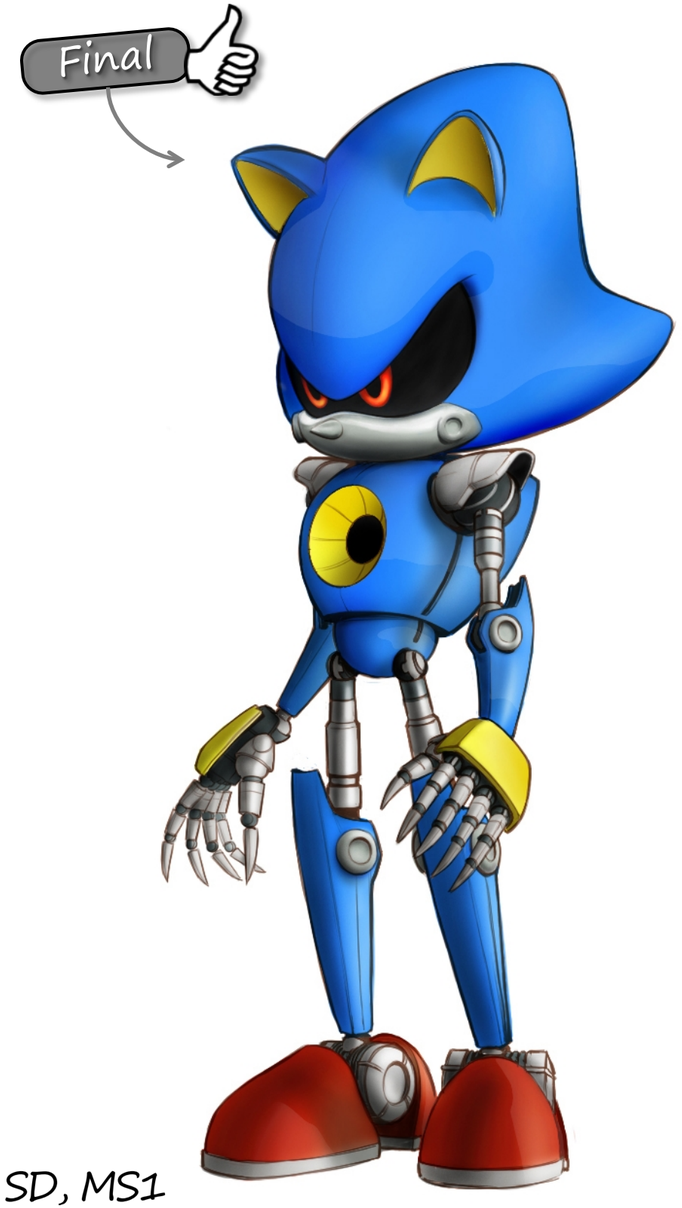
More aerodynamic.
Getting closer.



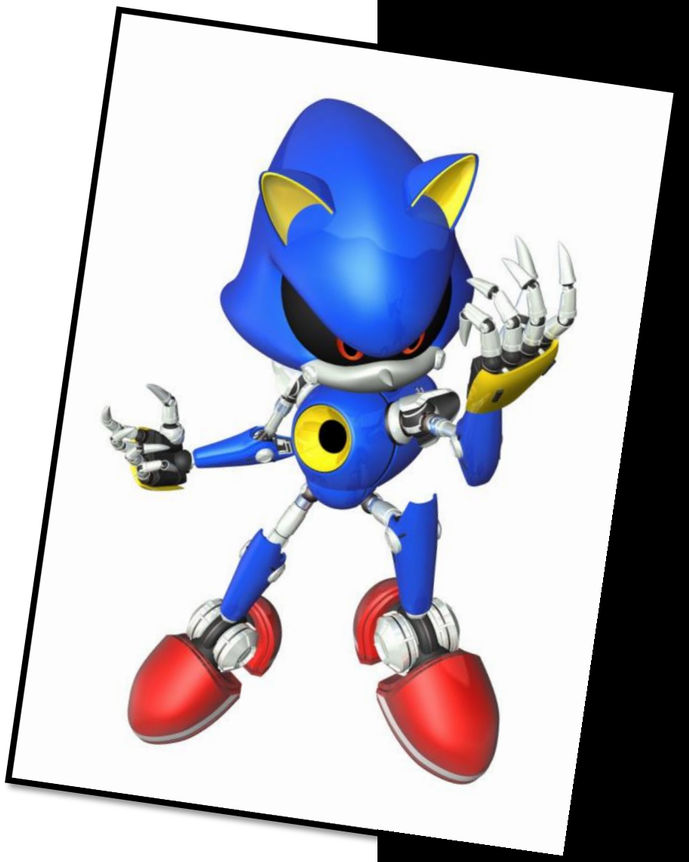
SD, MS2

Artist:
Sylvain Deboissy

Metal Sonic



SD, MS1



BIGREDBUTTON ENTERTAINMENT

LYRIC

BIGREDBUTTON ENTERTAINMENT

Artist: Hugo Martin
Finalist Candidate
HM, L8
Scale comparison
ADVANCE
BIGREDBUTTON
ENTERTAINMENT

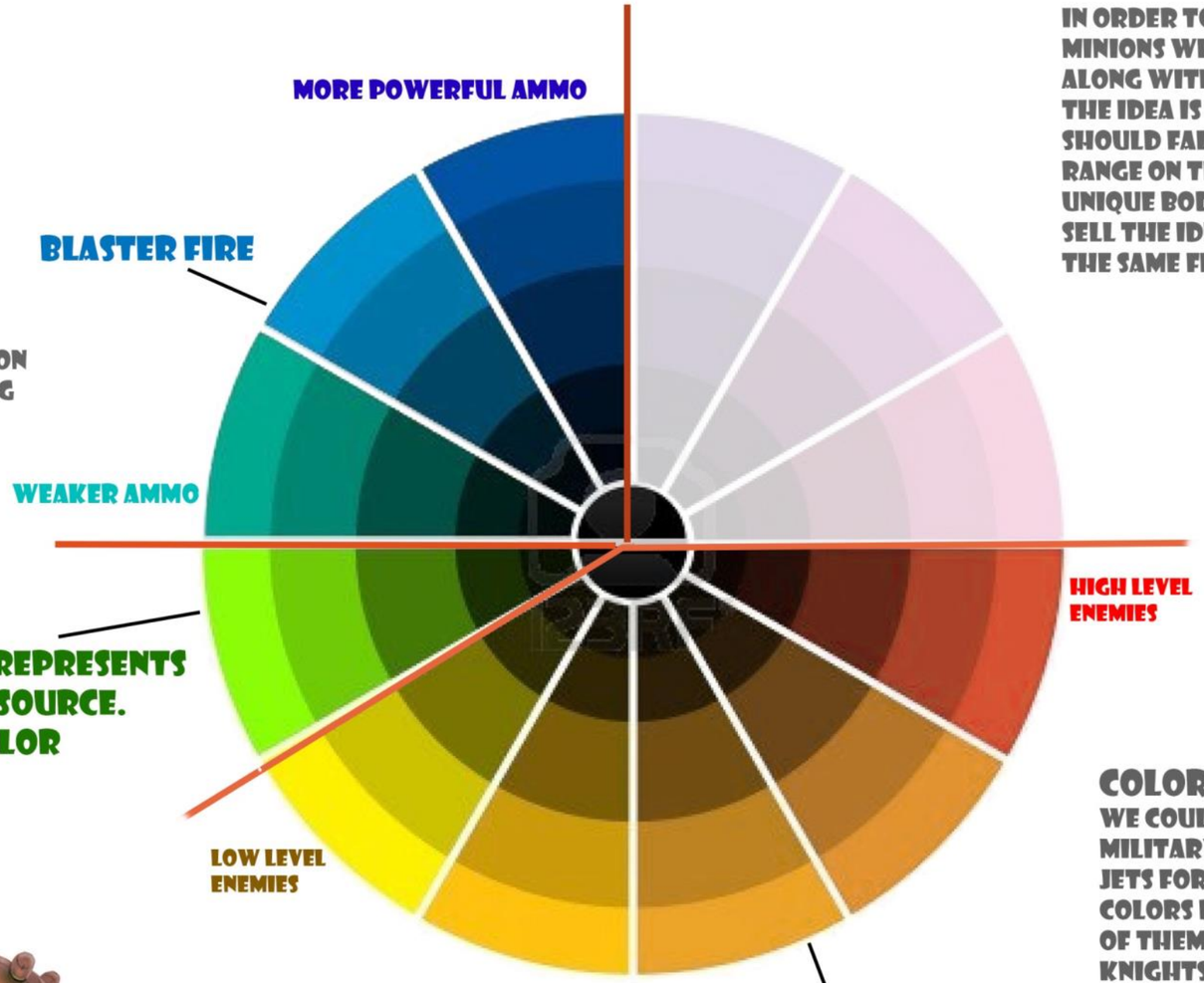
ENEMIES

Enemy Color Styling

BIGREDBUTTON ENTERTAINMENT

ENEMY ARMOR COLOR STYLING CONCEPT

Artist:
Hugo Martin



WE COULD USE SATURATION TO INDICATE HOW STRONG THE ENERGY SOURCE IS

THIS COLOR REPRESENTS THE POWER SOURCE.
-EYE/CPU COLOR

THE ENEMIES ARMOR WILL FALL INTO THIS COLOR RANGE.

IN ORDER TO CREATE A VISUAL COHESION AMONGST LYRICS MINIONS WE NEED TO HAVE A COLOR STYLE IN PLACE TO GO ALONG WITH THE FORM LANGUAGE WE'VE ESTABLISHED. THE IDEA IS THAT ALL OF HIS ROBOTS AND VEHICLES ARMOR SHOULD FALL WITHIN THE"WARM" COLOR TEMPERATURE RANGE ON THE COLOR WHEEL. THE ROBOTS WILL HAVE UNIQUE BODY TYPES BUT THE WARM COLOR SCHEME WILL SELL THE IDEA VISUALLY THAT THEY ALL FIGHT UNDER THE SAME FLAG.

NOT ALL ARMOR NEEDS TO BE RED, JUST WARM

COLOR/TEXTURE-ENEMY CLASSES:

WE COULD USE THE SAME LOGIC FOUND IN AMERICAN MILITARY VEHICLES. THE NEWER MORE EXPENSIVE JETS FOR EXAMPLE HAVE CLEANER MORE SATURATED COLORS BECAUSE THEY GET USED LESS, THERE IS FEWER OF THEM IN SERVICE, MORE VALUABLE. THEY ARE THE KNIGHTS OF THE CHESS BOARD. HIGH LEVEL ENEMIES IN OUR GAME WOULD BE MORE SATURATED.

THE LOWER LEVEL VEHICLES(CHEAPER) TEND TO BE MORE DESATURATED, LOW SPECULARITY, WORN AND WEATHERED, EXPENDABLE. THEY ARE THE PAWNS. LOW LEVEL PESTS AND GRUNT ENEMIES WOULD BE MORE DESATURATED AND WEATHERED.

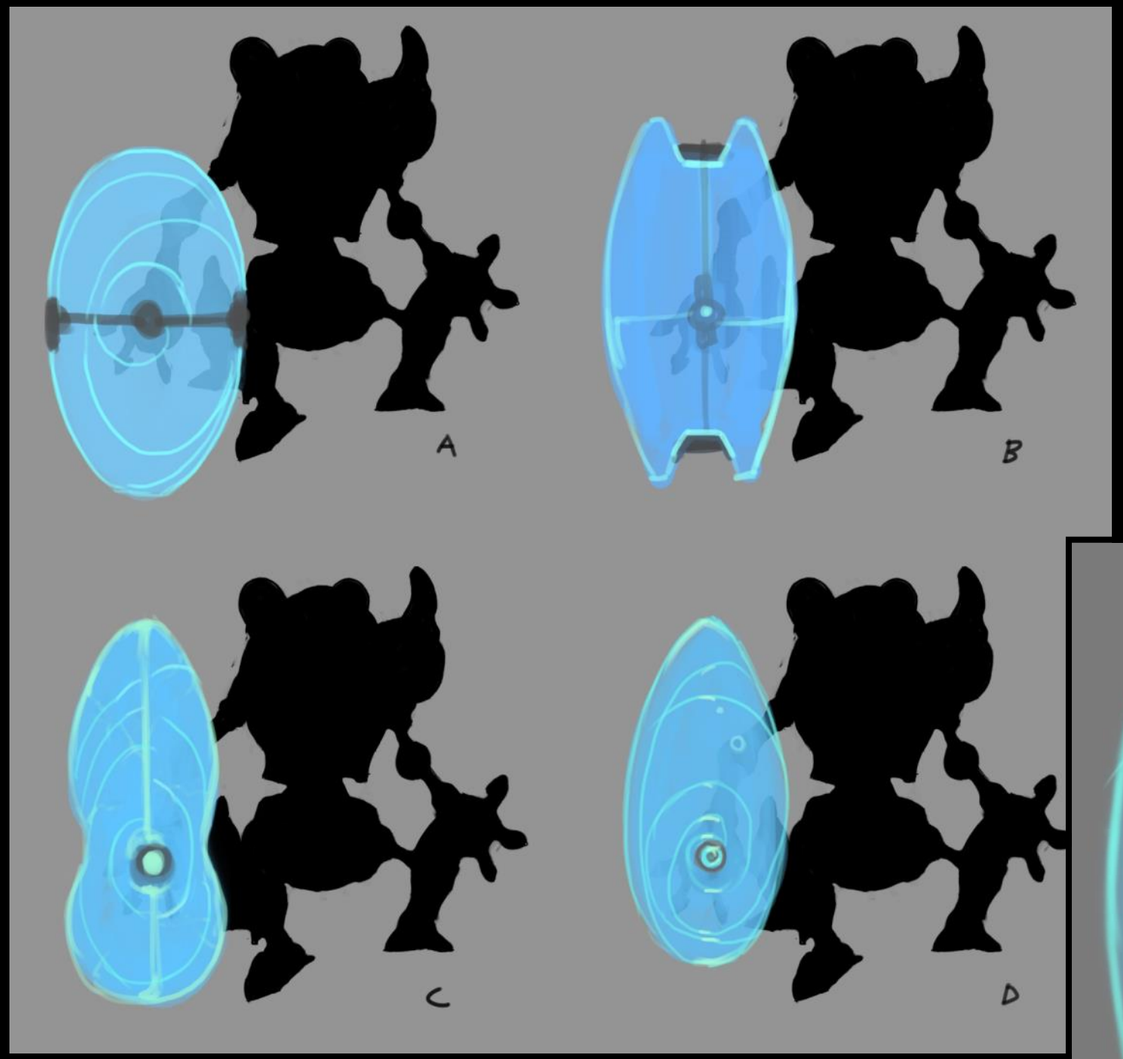
LYRIC IS THE KING OF THE BOARD

ADVANCE

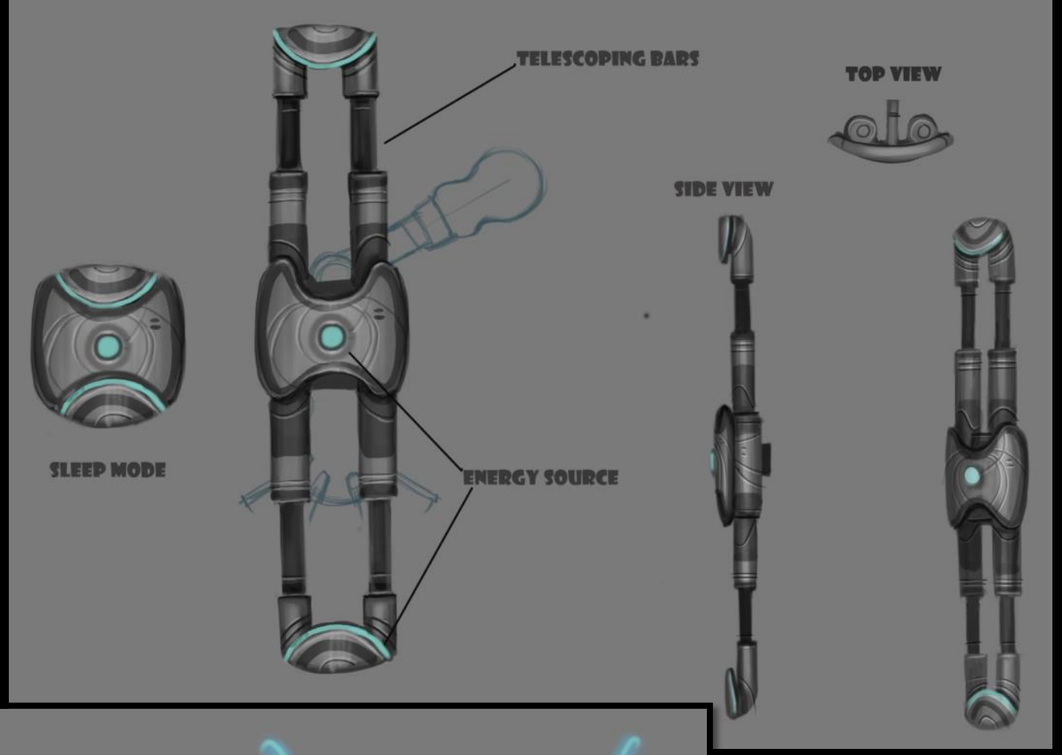
BIGREDBUTTON ENTERTAINMENT

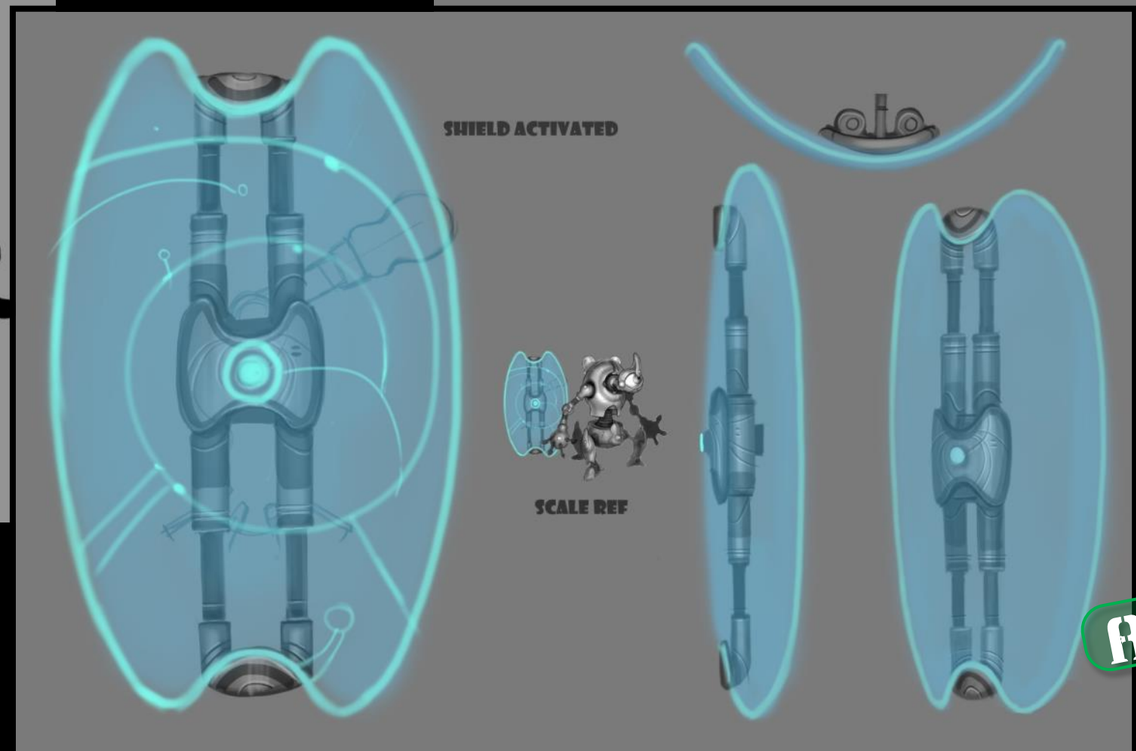
Artist: *Hugo Martin*

Ancient Robot Army - Shield Grunt



Energy shield variant

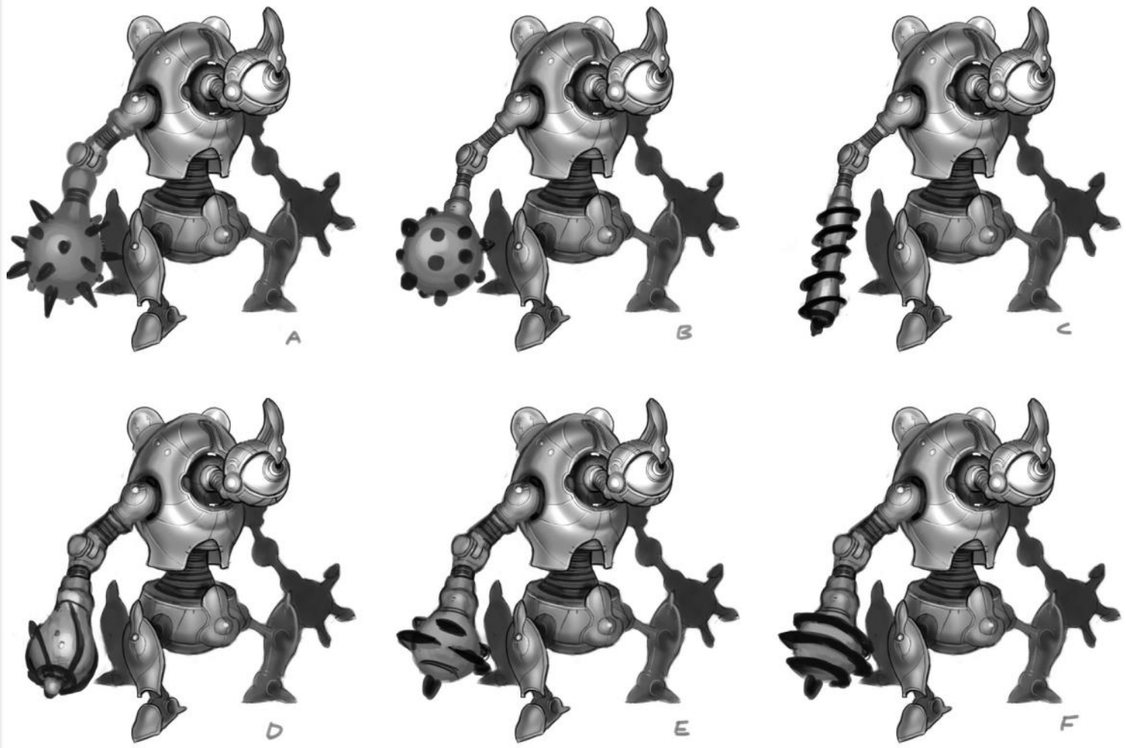




ADVANCE
DBUTTON

Artist: *Hugo Martin*

Ancient Robot Army – Mace Grunt



Modular arms suited for melee, with variations above, final left.

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ENEMIES

Troopers Furnace/Fridge

BIGREDBUTTON ENTERTAINMENT

Trooper - Furnace

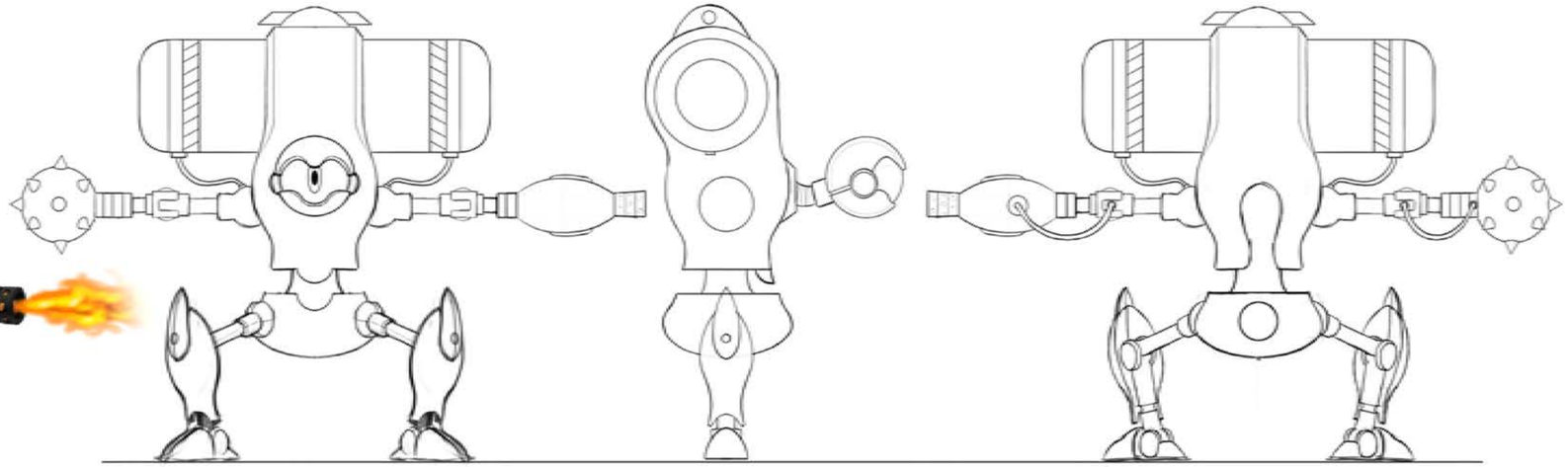
Artist: *Yuhki Demers*

Trooper - Fridge

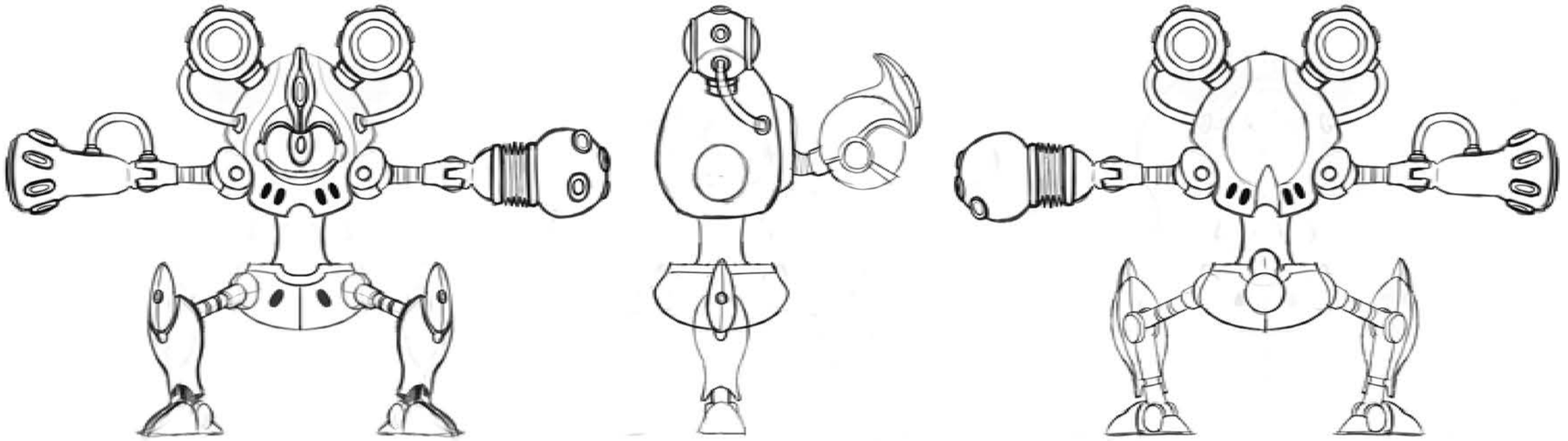
Artist: *Travis Ruiz*

BIGREDBUTTON ENTERTAINMENT

Trooper Orthos



TROOPER FURNACE 01B FINAL ORTHO



Artists: Travis Ruiz/*Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

ENEMIES

Enemy #7- Ranged Grunt

BIGREDBUTTON ENTERTAINMENT

Ancient Robotic Army - Ranged Grunt

Artist: *Hugo Martin*

Exploring underbody construction when team removes outer sections in combat.

HM, RG3

WARNER BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin/Yuhki Demers*

Ancient Robotic Army - Ranged Grunt Bomber

WARNER BIGREDBUTTON ENTERTAINMENT

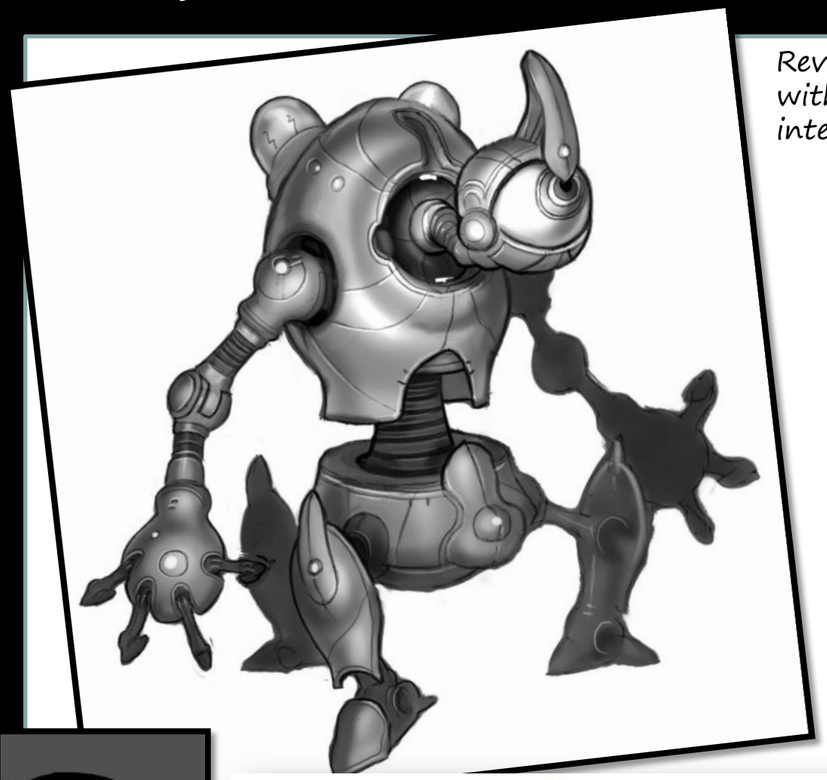
ENEMIES

Enemy #5- Flyer Searcher Bot

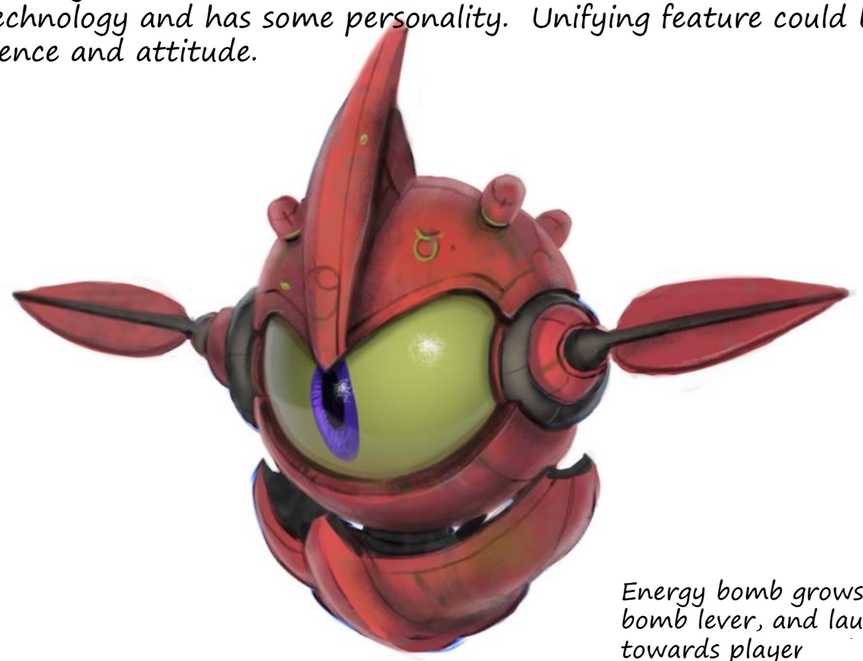
BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin*

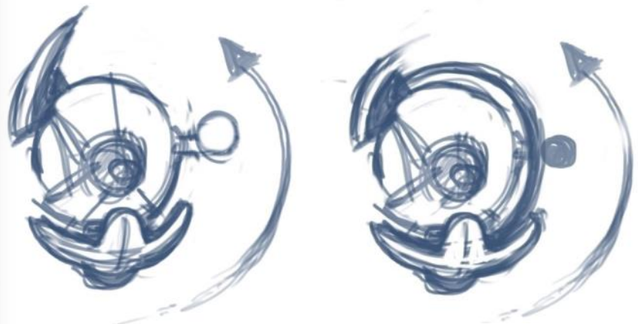
Ancient Robot Army - Flyer

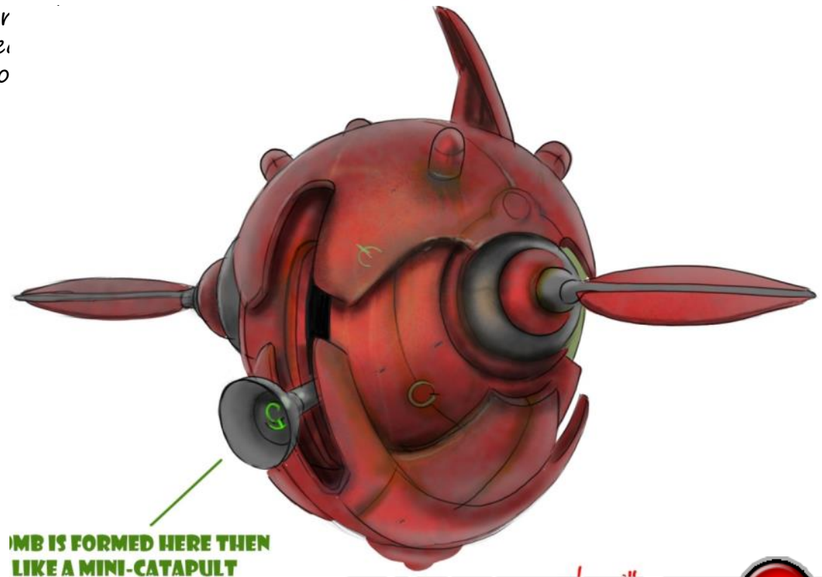


Revised design consistent with new direction which better reflects Sonic's graphic shapes, yet still plausibly built with technology and has some personality. Unifying feature could be similar built eye and the center of its intelligence and attitude.



Energy bomb grows on bomb lever, and launches towards player design was me evocative of slo levers.





ADVANCE

HM, FB-Batch 2

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

Flyer – Ring Thief

HM, RG3

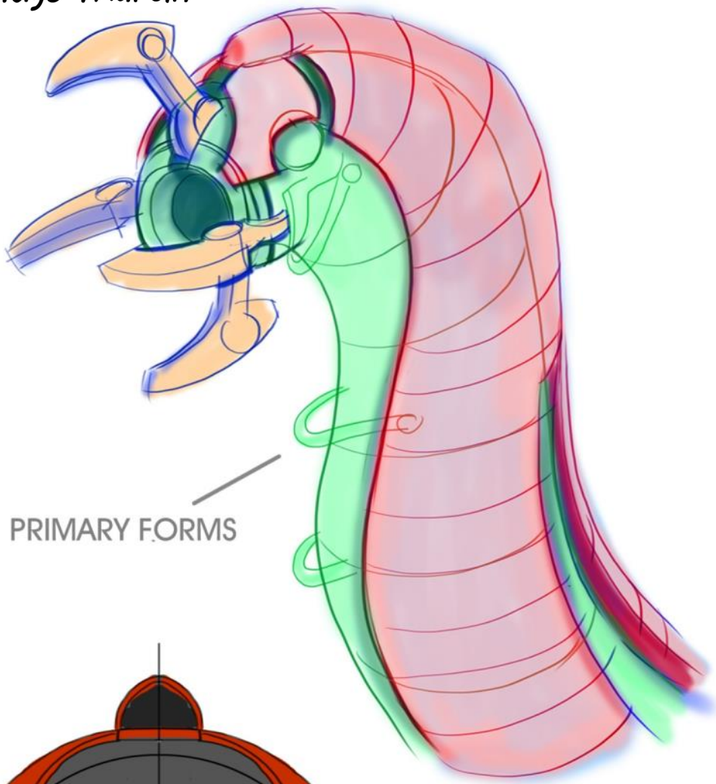
BIGREDBUTTON ENTERTAINMENT

ENEMIES

Enemy #4- Sand Worm
(Mini-Boss)

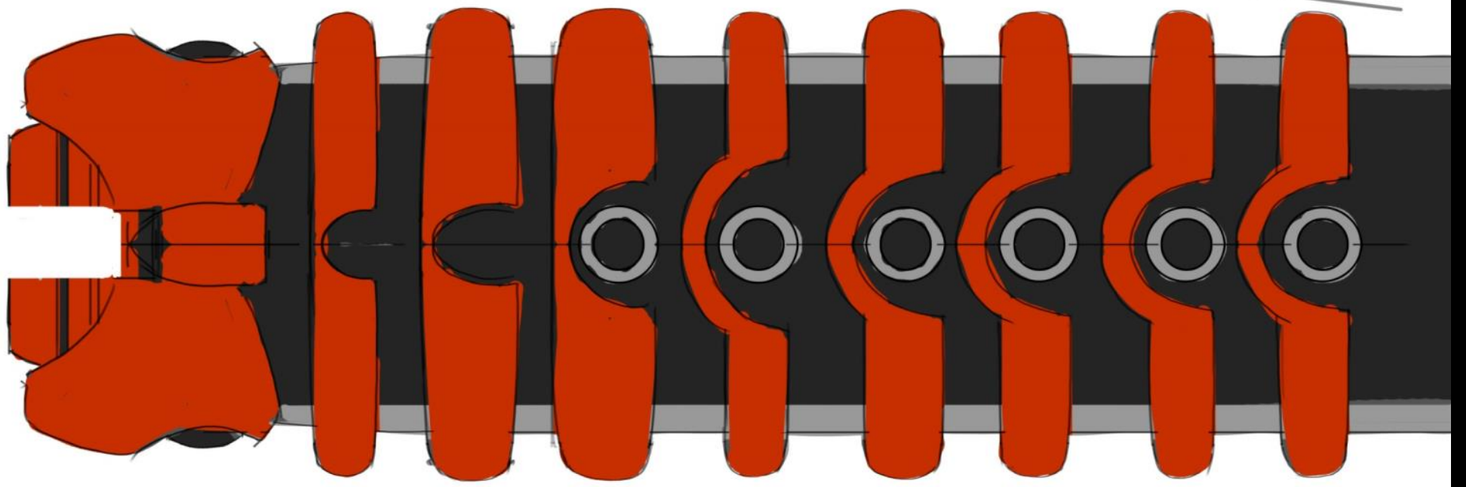
BIGREDBUTTON ENTERTAINMENT

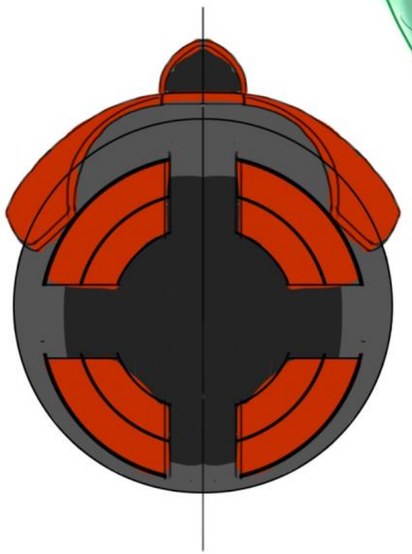
Artist: *Hugo Martin*



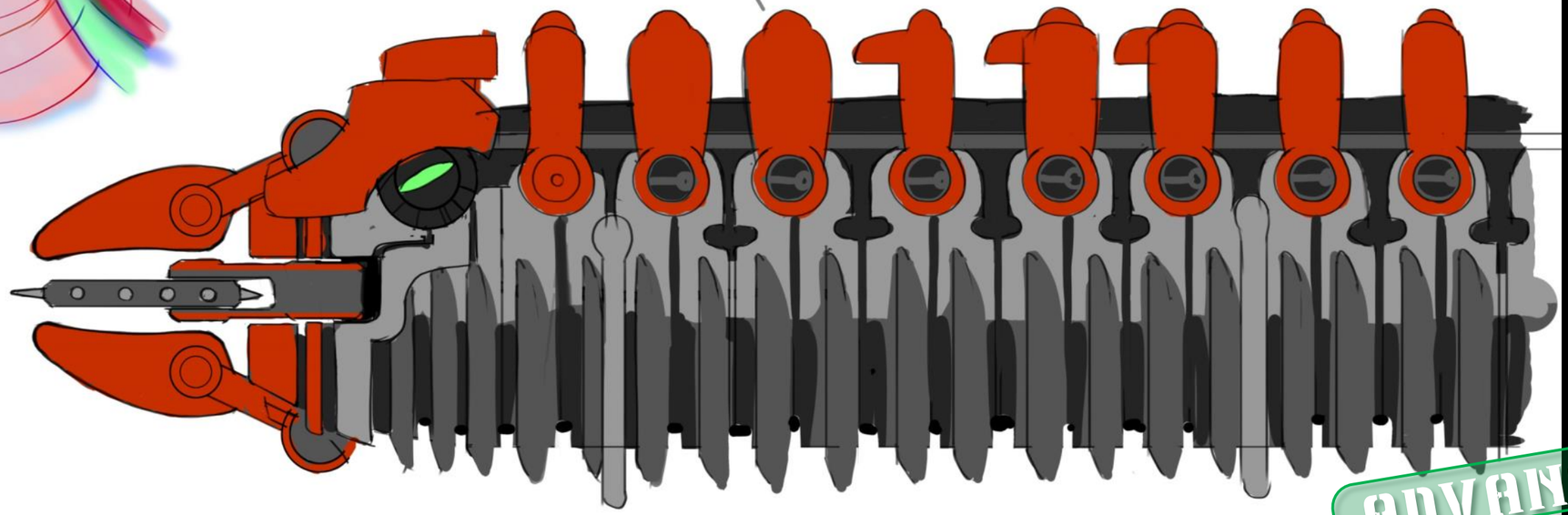
PRIMARY FORMS

REPEAT AS NEEDED TO COMPLETE THE WORMS BODY. LENGTH TBD





MAKE 4 DIFFERENT SIZED ARMORED RIBS AND PLACE ALONG THE SPINE IN A RANDOM ORDER.

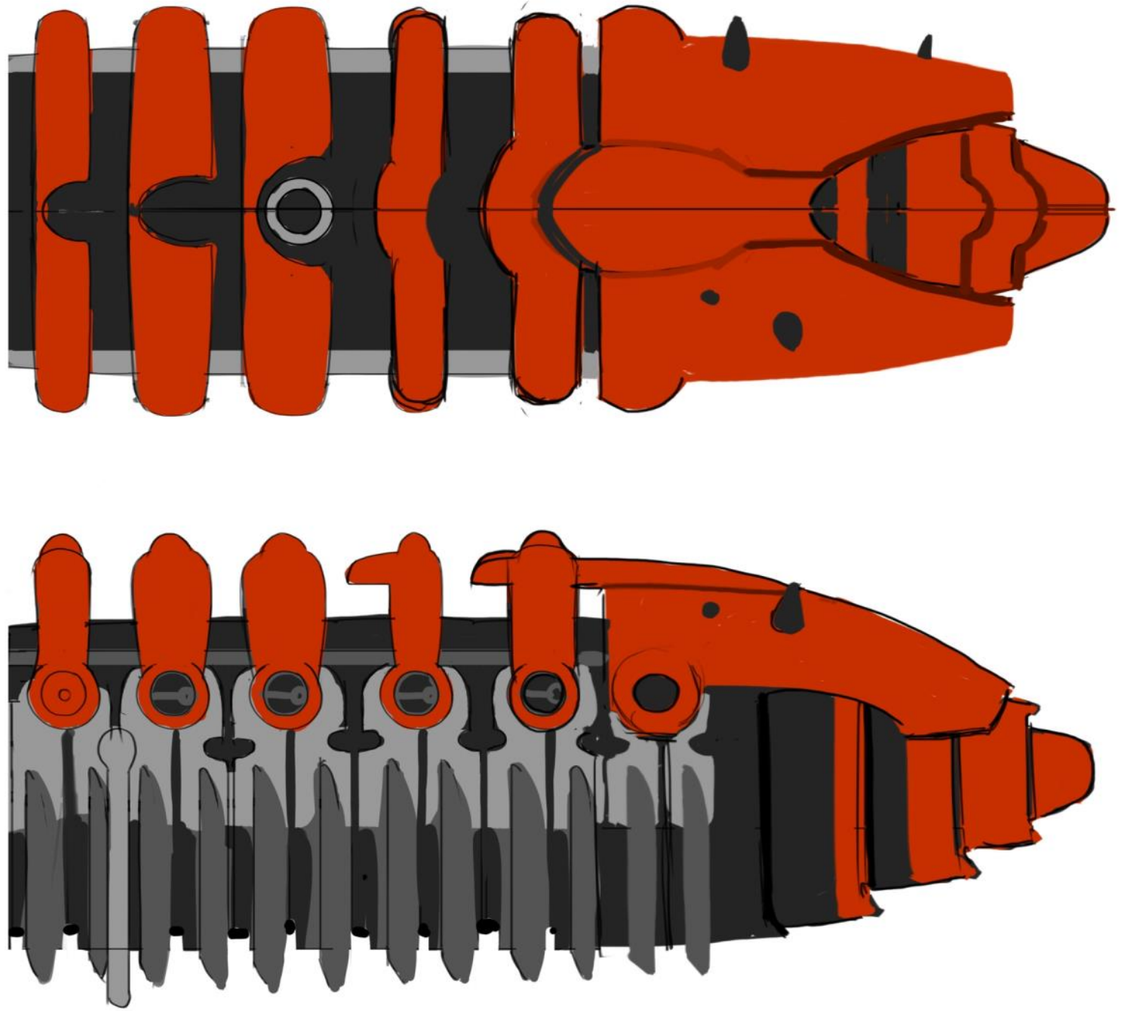


D R I L L E R B O S S F I N A L O R T H O

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin*

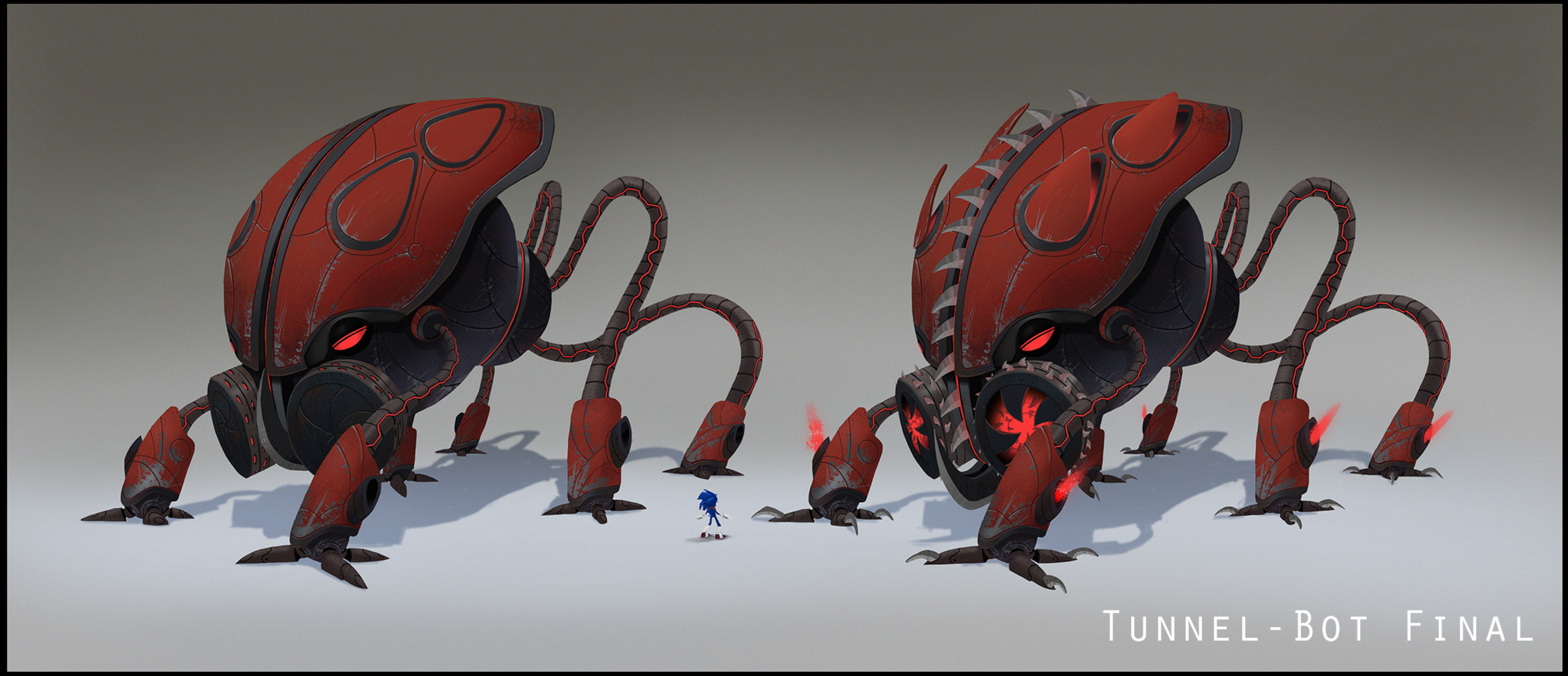


ENEMIES

Tunnel Bot
(Mini-Boss)

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



BIGREDBUTTON ENTERTAINMENT

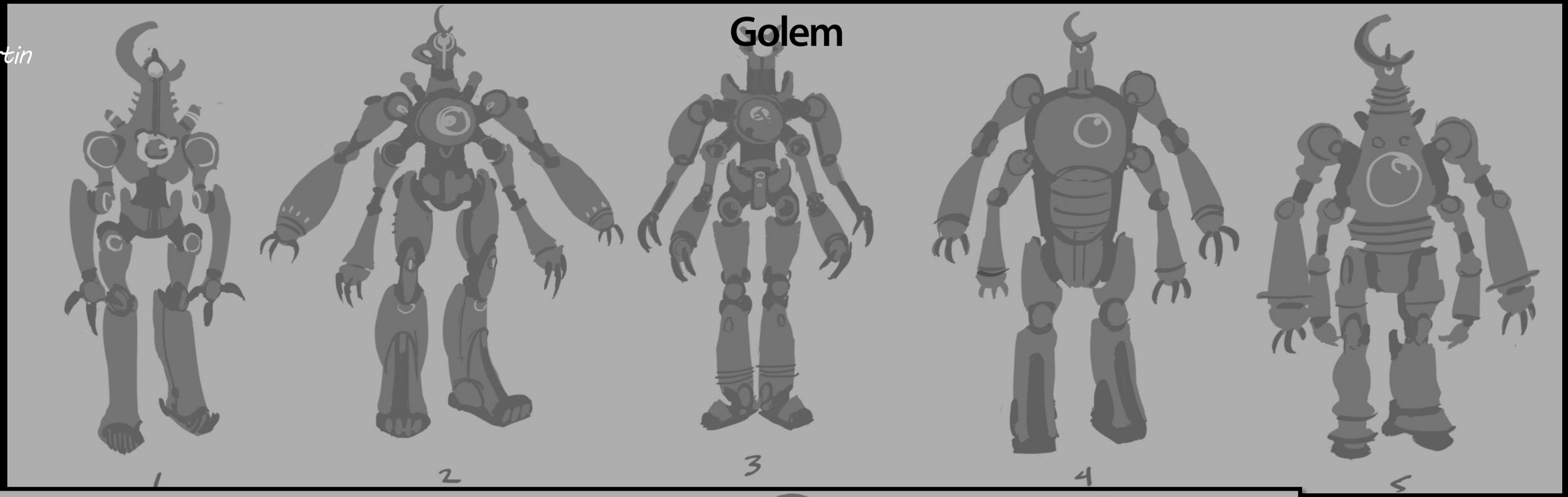
ENEMIES

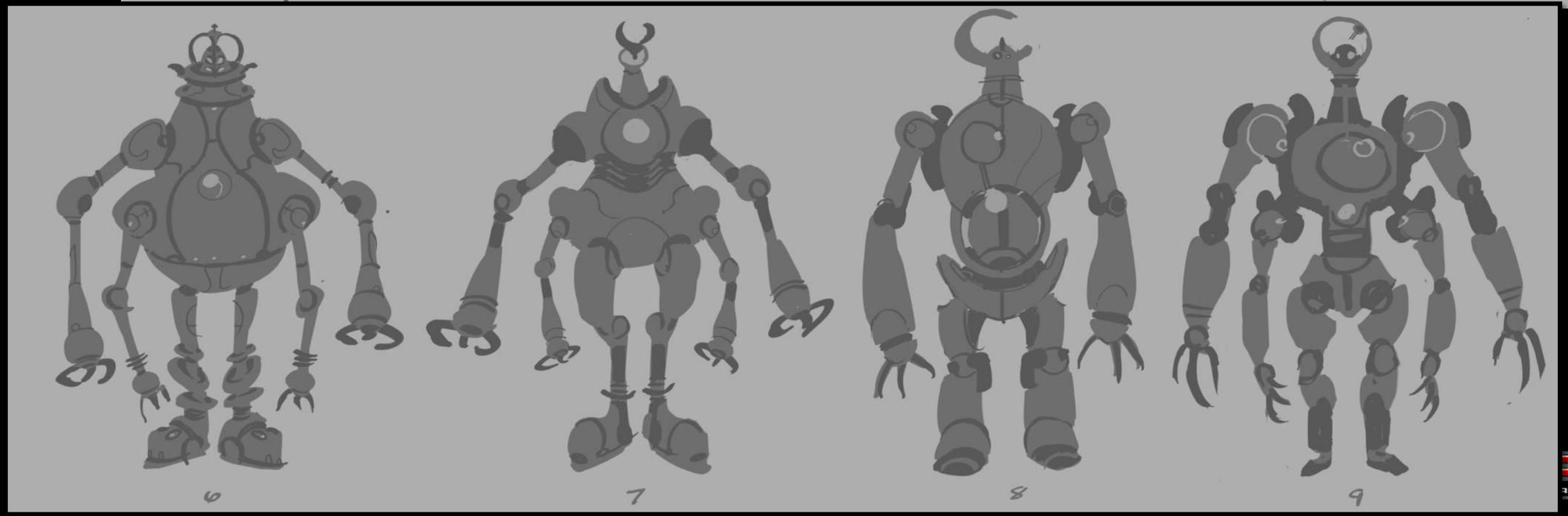
Golem
(Mini-Boss)

BIGREDBUTTON ENTERTAINMENT

Artist:
Hugo Martin

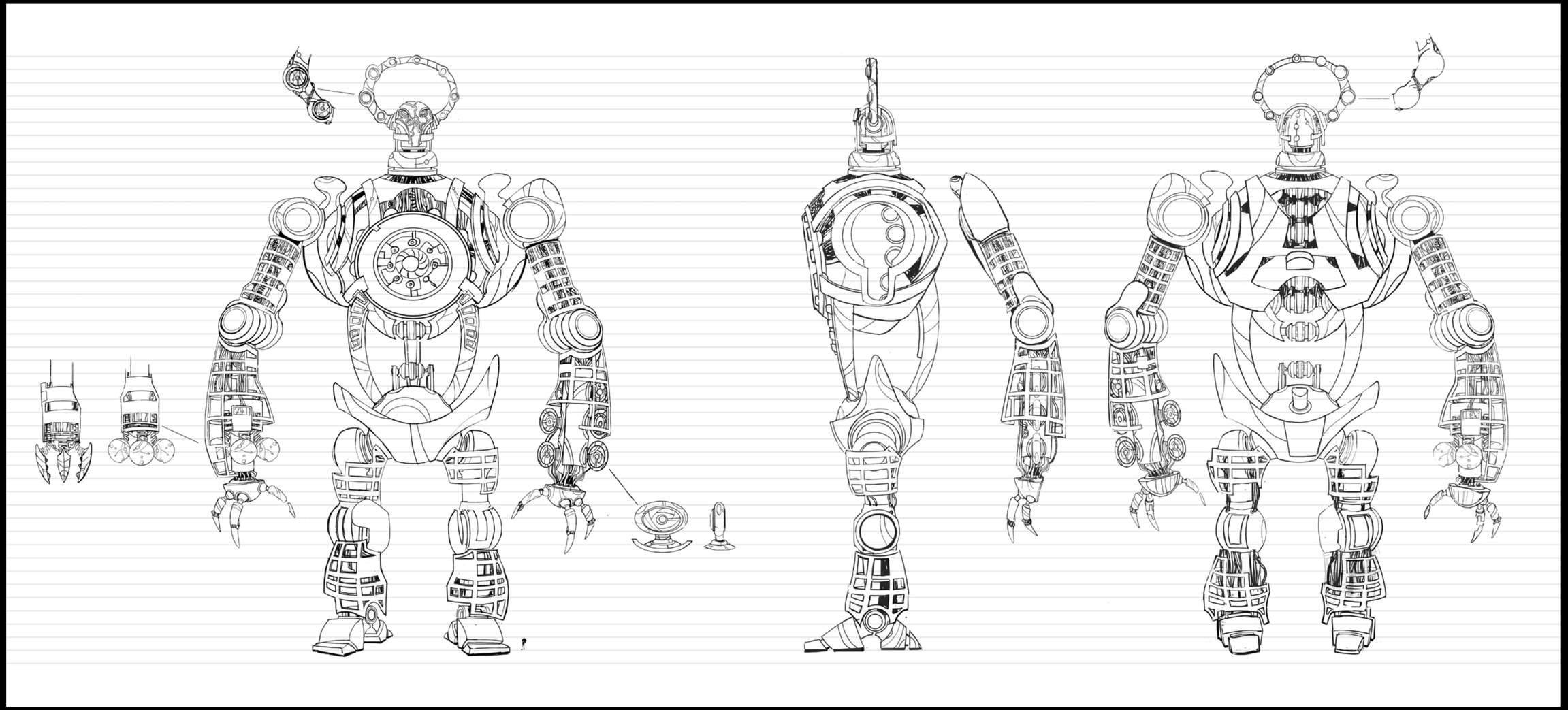
Golem





WARMER
REDBUTTON

Artist: *Jason Norton*

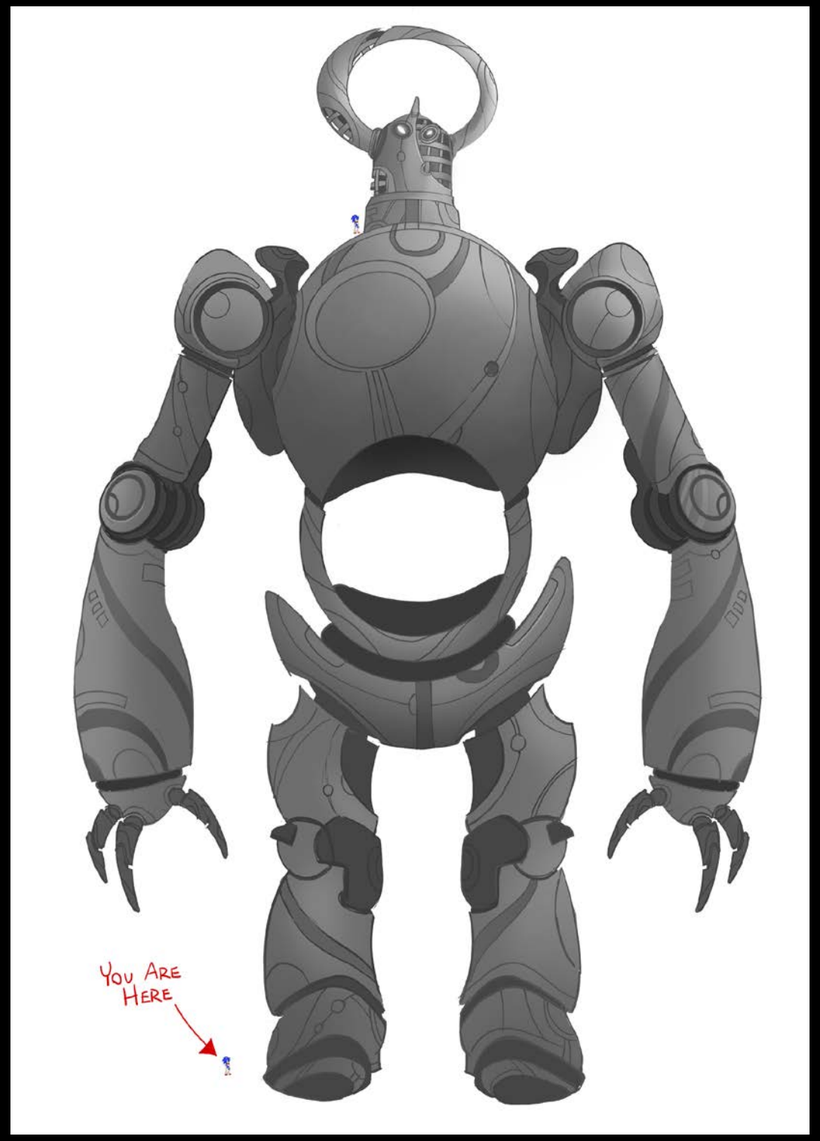


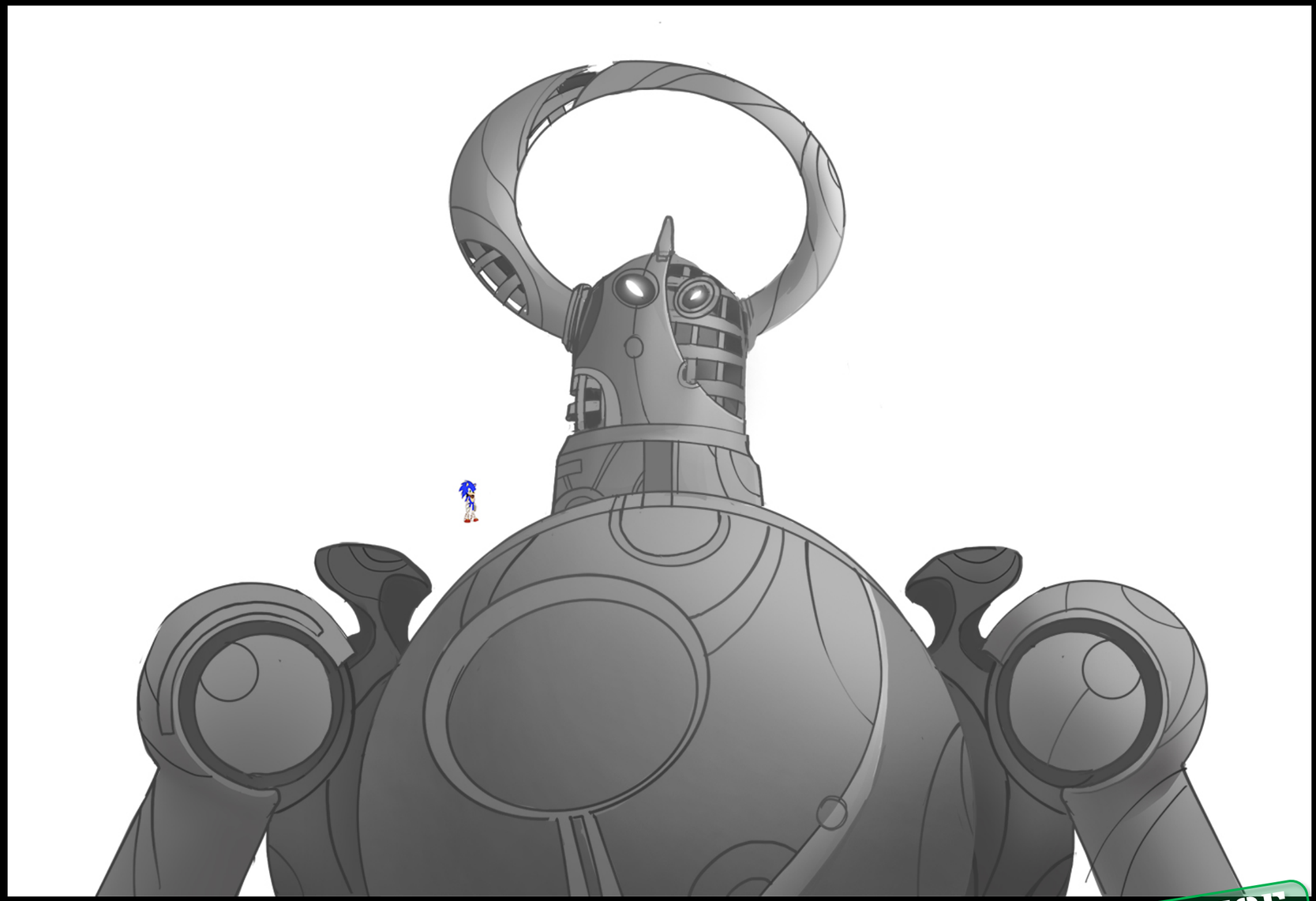
Golem No Armor Orthos

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

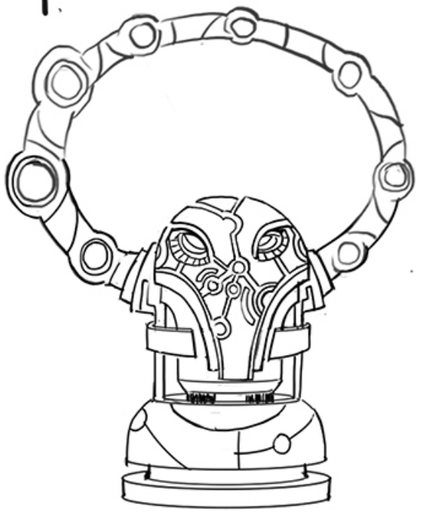




ADVANCE

BIGREDBUTTON ENTERTAINMENT

ORIGINAL



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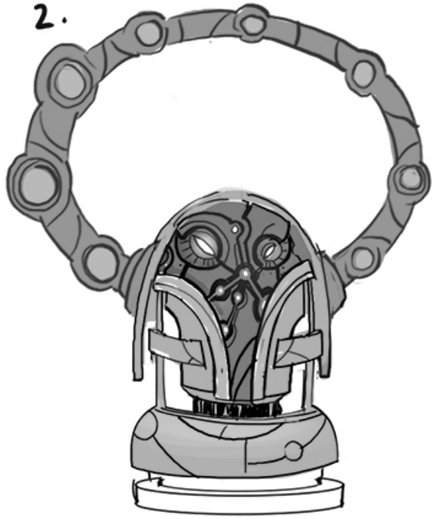

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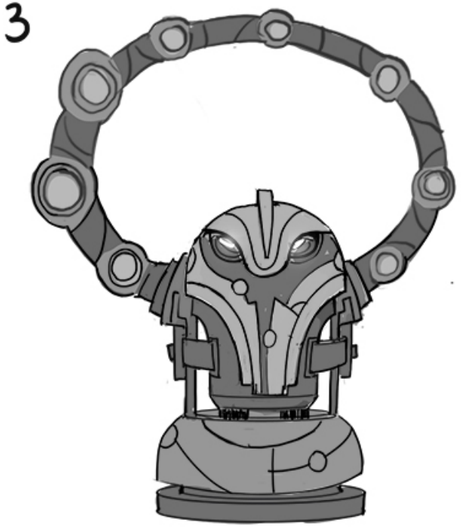

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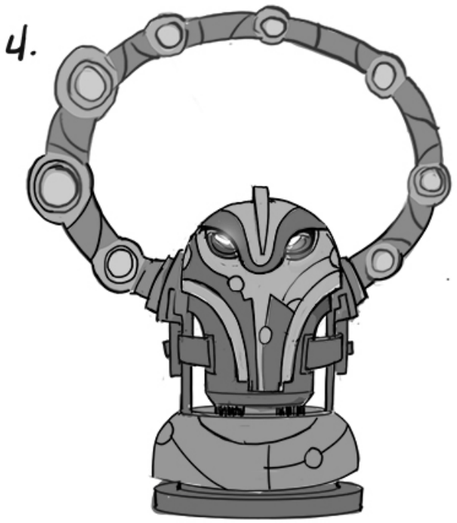

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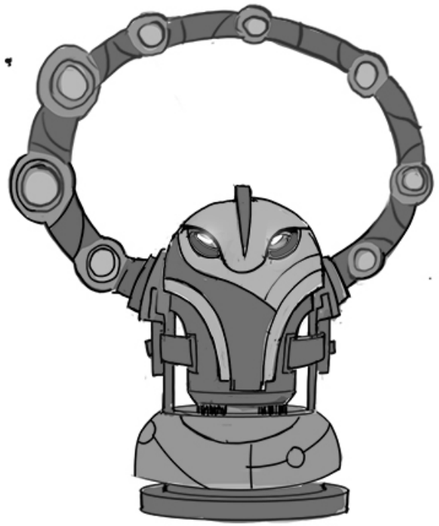

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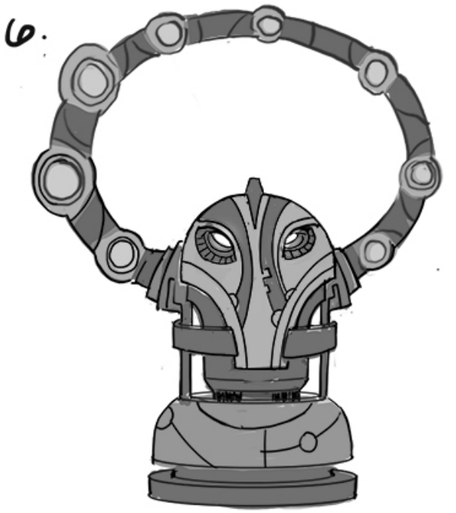


6.

Golem Head Variations

VARIATIONS

Artist: *Jason Norton*

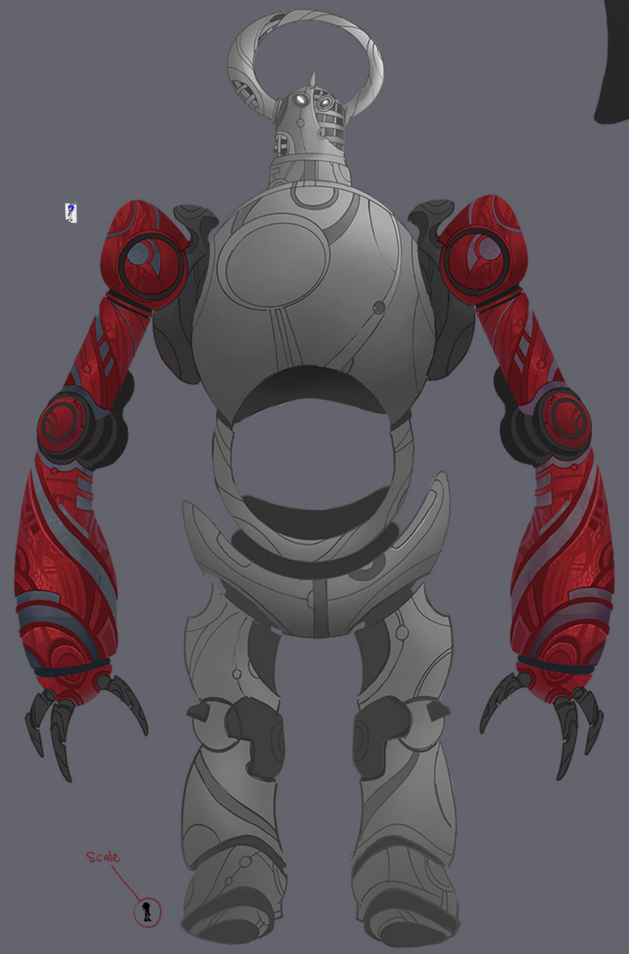
ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Jason Norton*

Golem

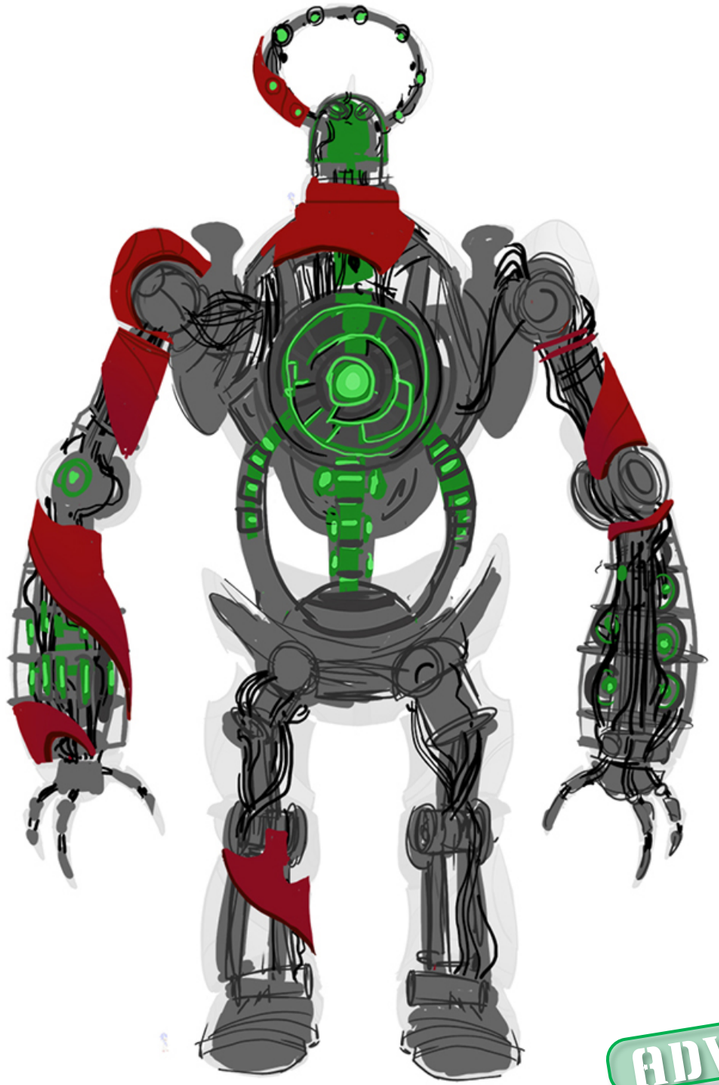
Arm detail and pattern studies



Sheet metal

Polished lava rock

Construction phase Rough Sketch



ADVANCE

BIGREDBUTTON ENTERTAINMENT

ENEMIES

Enemy #2 - Rolling State Enemy

BIGREDBUTTON ENTERTAINMENT

ROLLER CONCEPT and BUILD NOTES

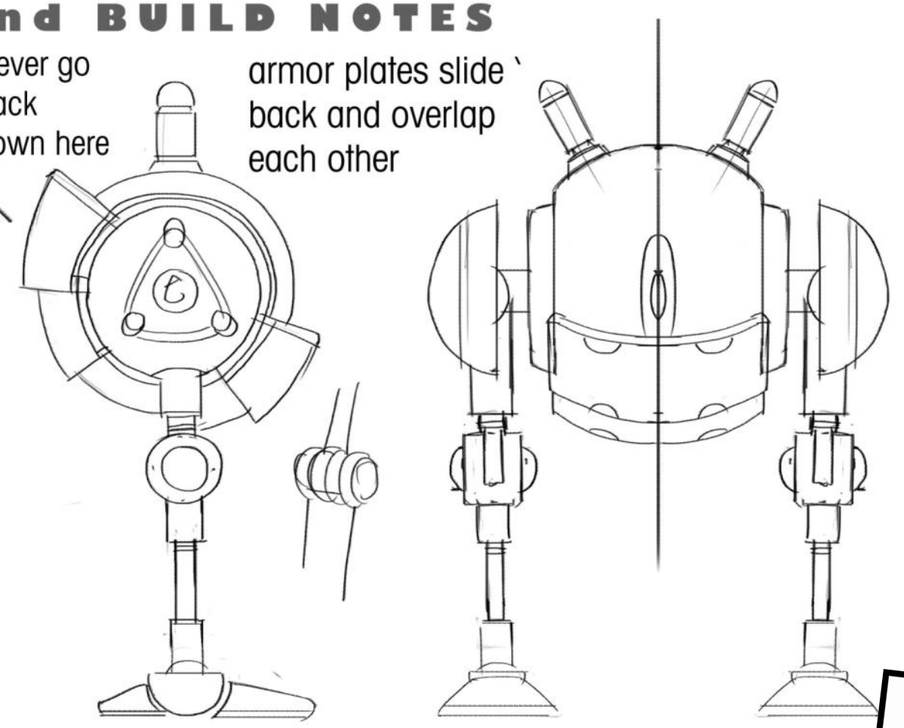
Roller Grunt
Redesign

legs telescope out

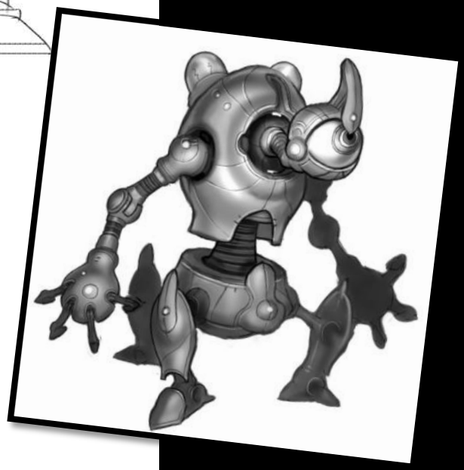
these holes open up and light energy shoots out of them, locking on to enemies

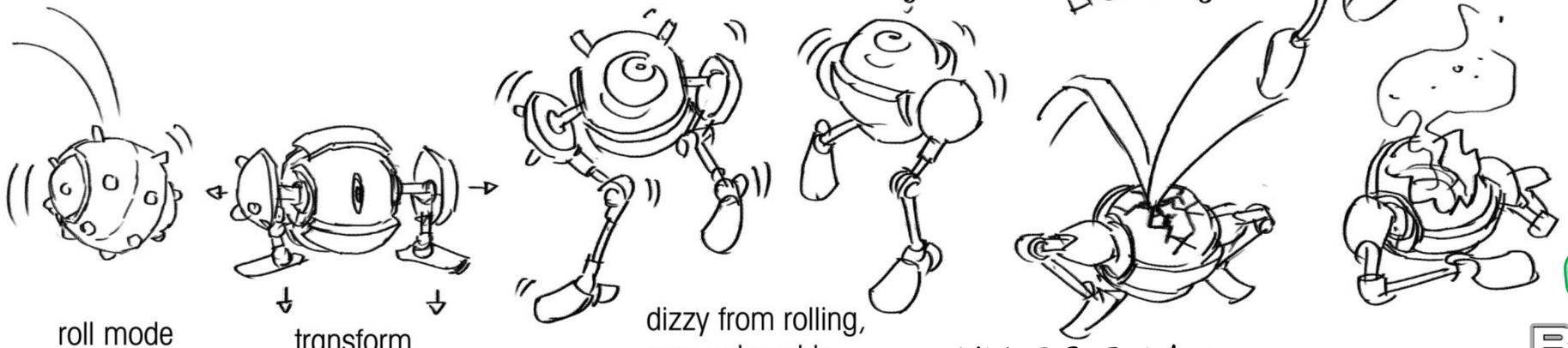
plates never go father back than shown here

armor plates slide back and overlap each other



Artist: *Hugo Martin*





roll mode

transform

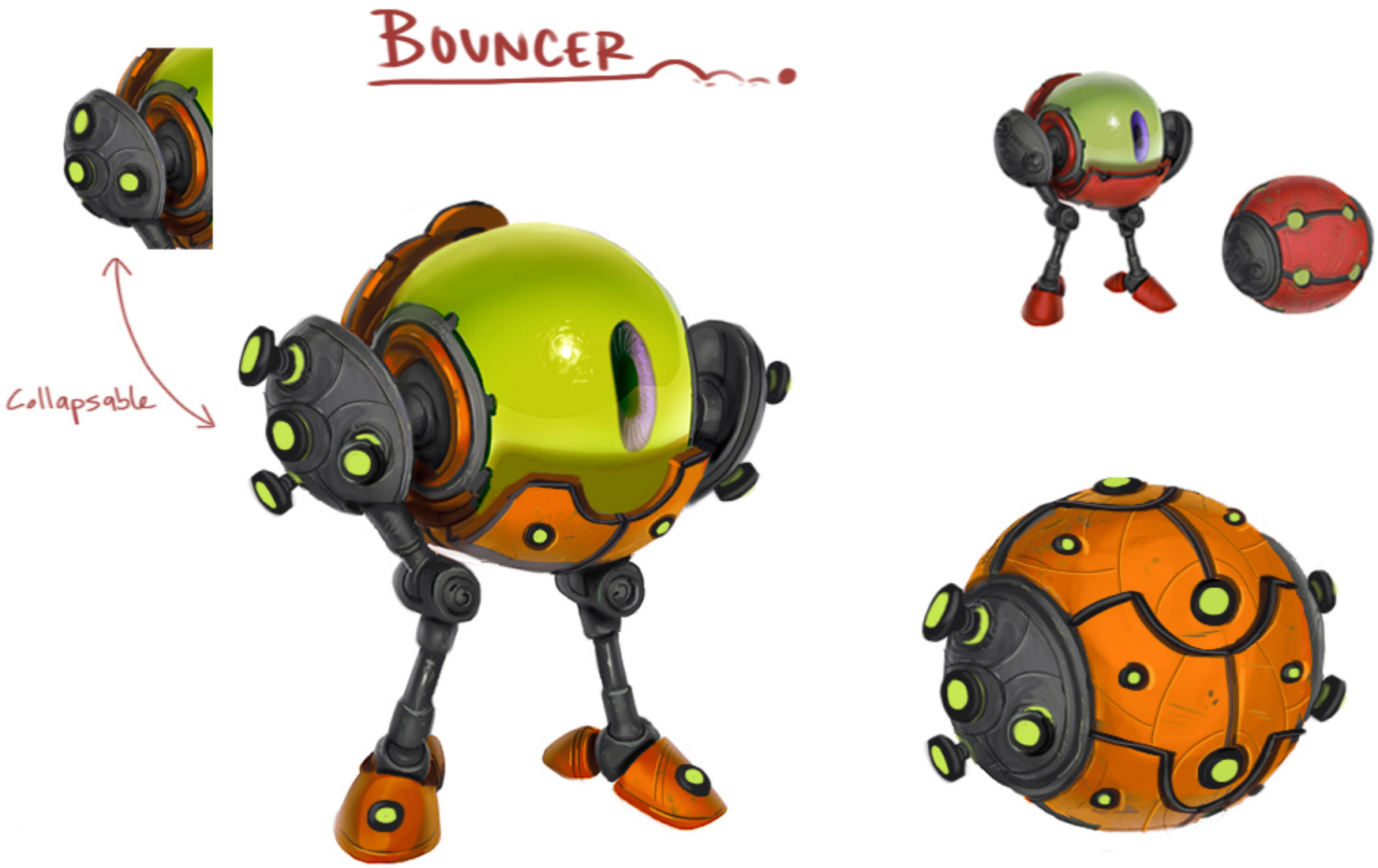
dizzy from rolling, now vulnerable

HM, RG-Batch 2

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Roller Grunt
Bouncer Variant



Artist: *Hugo Martin / Travis Ruiz*

BIGREDBUTTON ENTERTAINMENT

Roller Grunt
Shocker Variant

Artist: *Hugo Martin/Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

ENEMIES

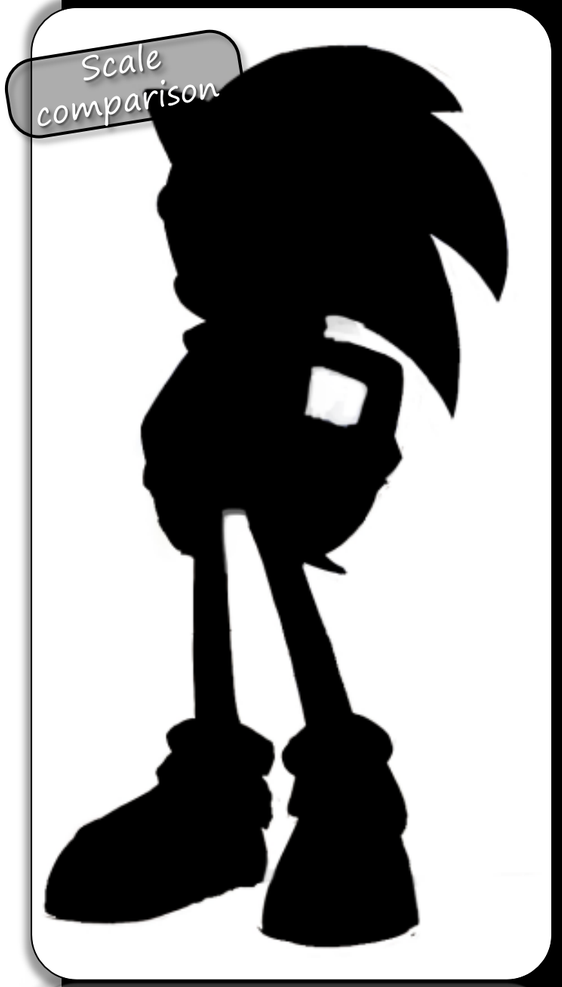
Commando

BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin*

Commando:
Gunslinger

The Gunslinger is the fastest gunner robot in the roster. He will dual wield his guns and be able to fire in a multitude of patterns and arrays to keep the player dodging and running for their life.
Visual language will be mid level size and bulk a bit taller than Sonic. He will have similar simplified curve language- the staple among Lyric's forces.



ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin*

Variations

Commando:
Shotgunner

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ENEMIES

Snakes

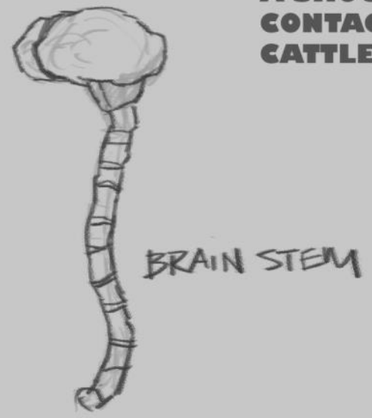
BIGREDBUTTON ENTERTAINMENT

Artist: *Hugo Martin*

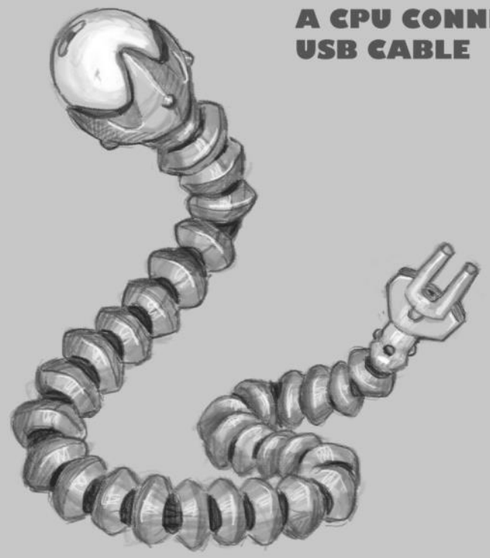
SNAKE CONCEPT

IN THIS CONCEPT THE TAIL IS LIKE A JACK THAT RATTLES LIKE A RATTLESNAKES TAIL

THE HEAD OF THE SNAKE IS ELECTRIFIED, DELIVERS A SHOCK TO PLAYERS WHEN CONTACT IS MADE LIKE A CATTLEPROD



THE SNAKE IS BASICALLY A CPU CONNECTED TO A USB CABLE



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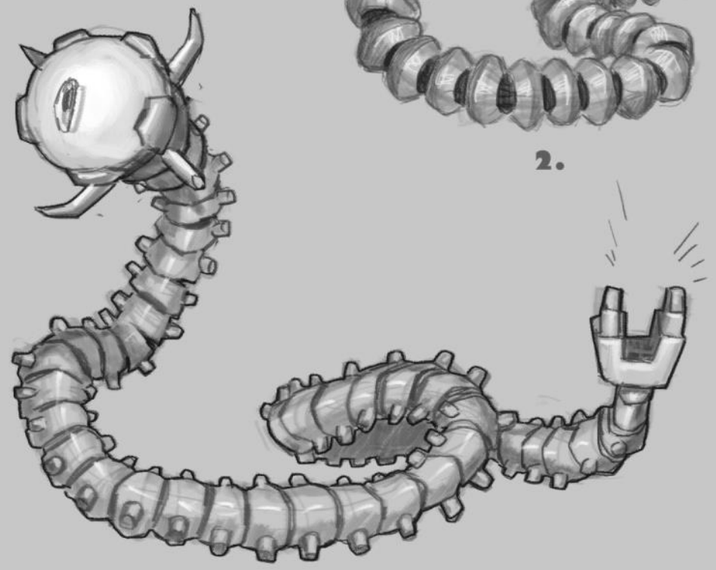
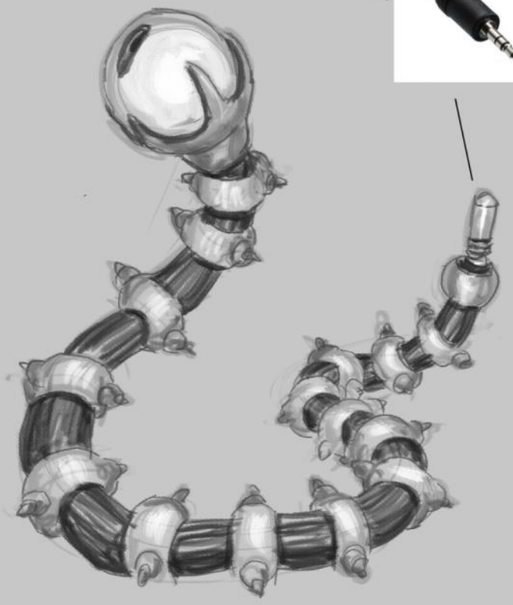


1.

3.

POWER PLUG



4.

LIKE A VENEMOUS SNAKE, ITS MORE ABOUT THE STING HE DELIVERS THEN THE FORCE OF THE HIT.

HM, SE2

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Villarreal*

Snake Parasite

Final

NV, SE4

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Snake Driller

Final

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ENEMIES

Charger

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

02c

Charger Ram

Charger Dart

ADVANCE

BIGREDBUTTON ENTERTAINMENT

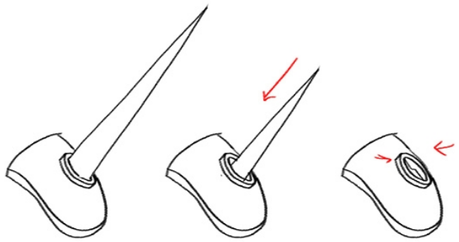
ENEMIES

Puck

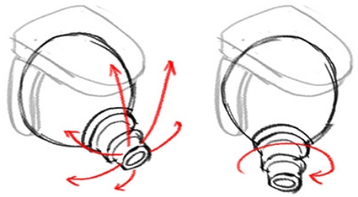
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

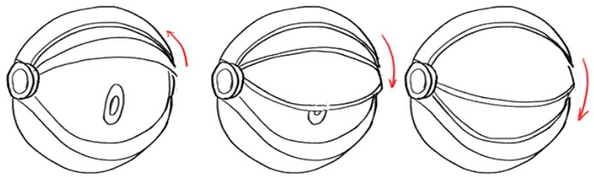
Puck
Final



RETRACTABLE SPIKES



BALL JOINTS



EYE LID

ADVANCE
BIGREDBUTTON ENTERTAINMENT

ENEMIES

Swarm Bot

BIGREDBUTTON ENTERTAINMENT

Artist: *Mike Bear*

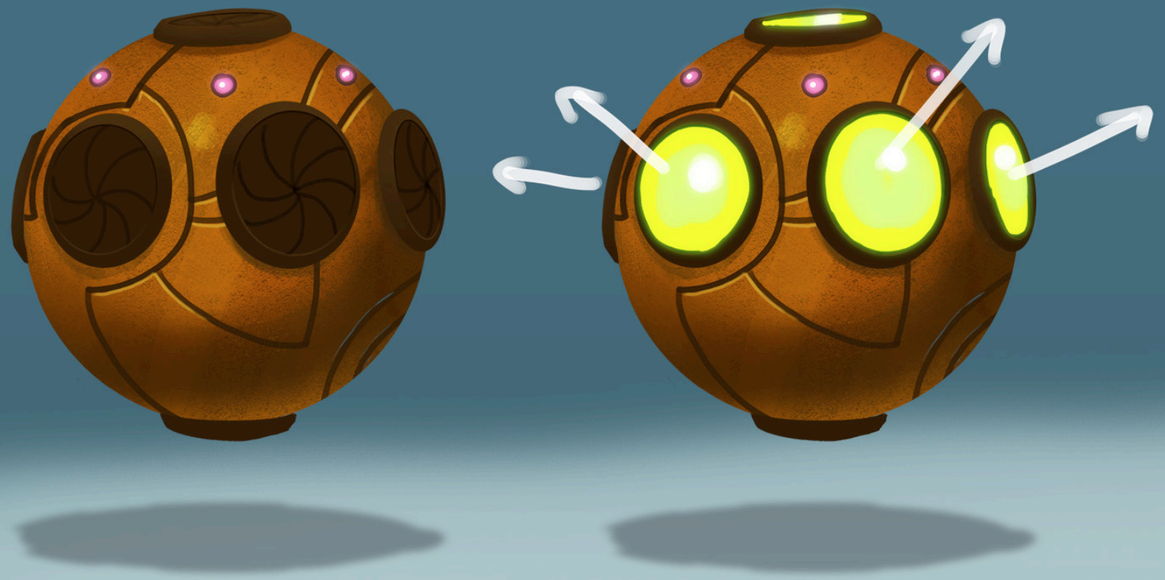
Swarm Bot

Color Rough

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Swarm Bots exit openings



Chain Option

Swarm Bot Hive 01a

Floats a little over half way out.

BIGREDBUTTON Entertainment

MINIONS

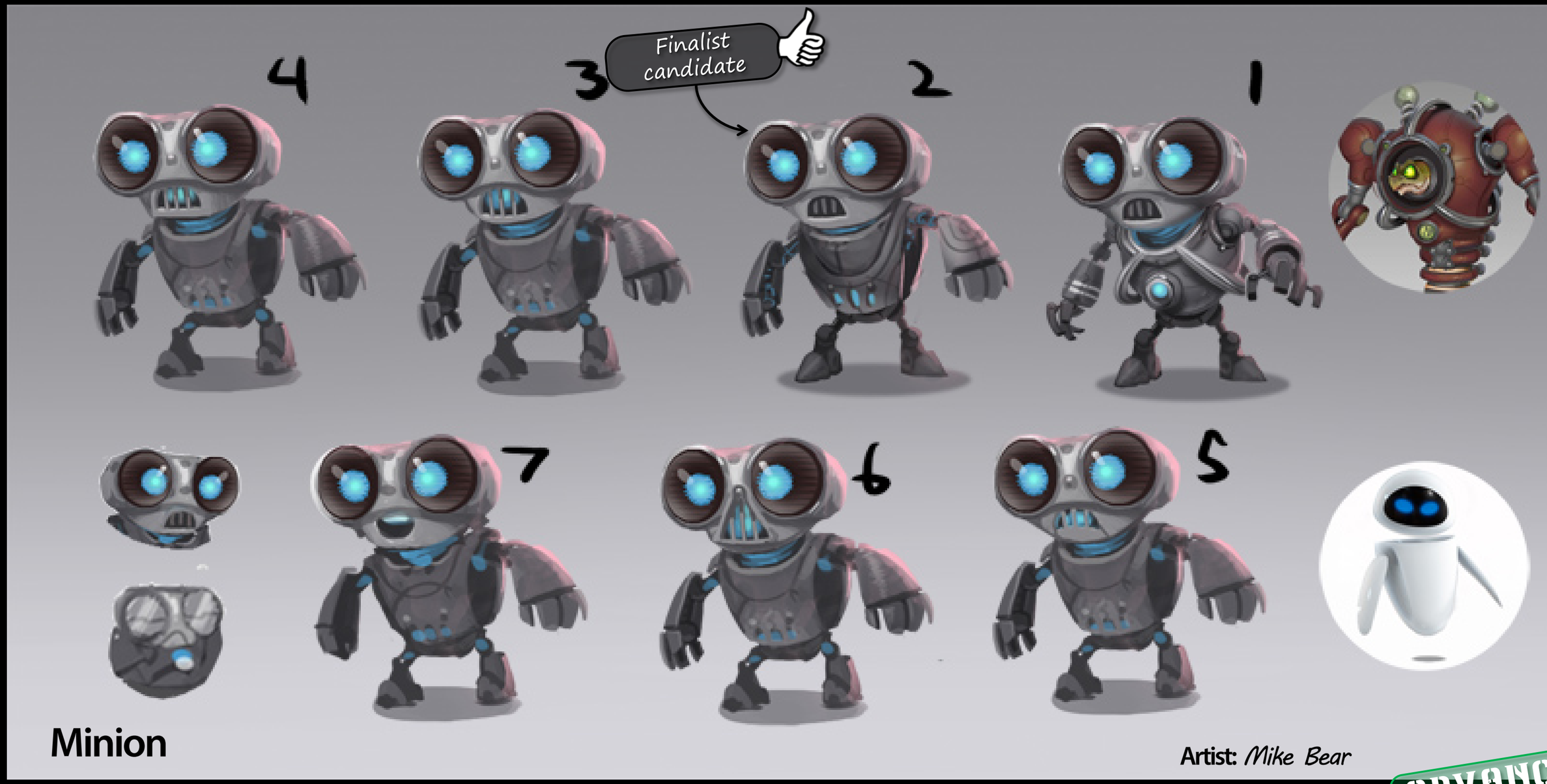
BIGREDBUTTON ENTERTAINMENT

Minion

Roughs

Artist: *Mike Bear*

ADVANCE
BIGREDBUTTON ENTERTAINMENT

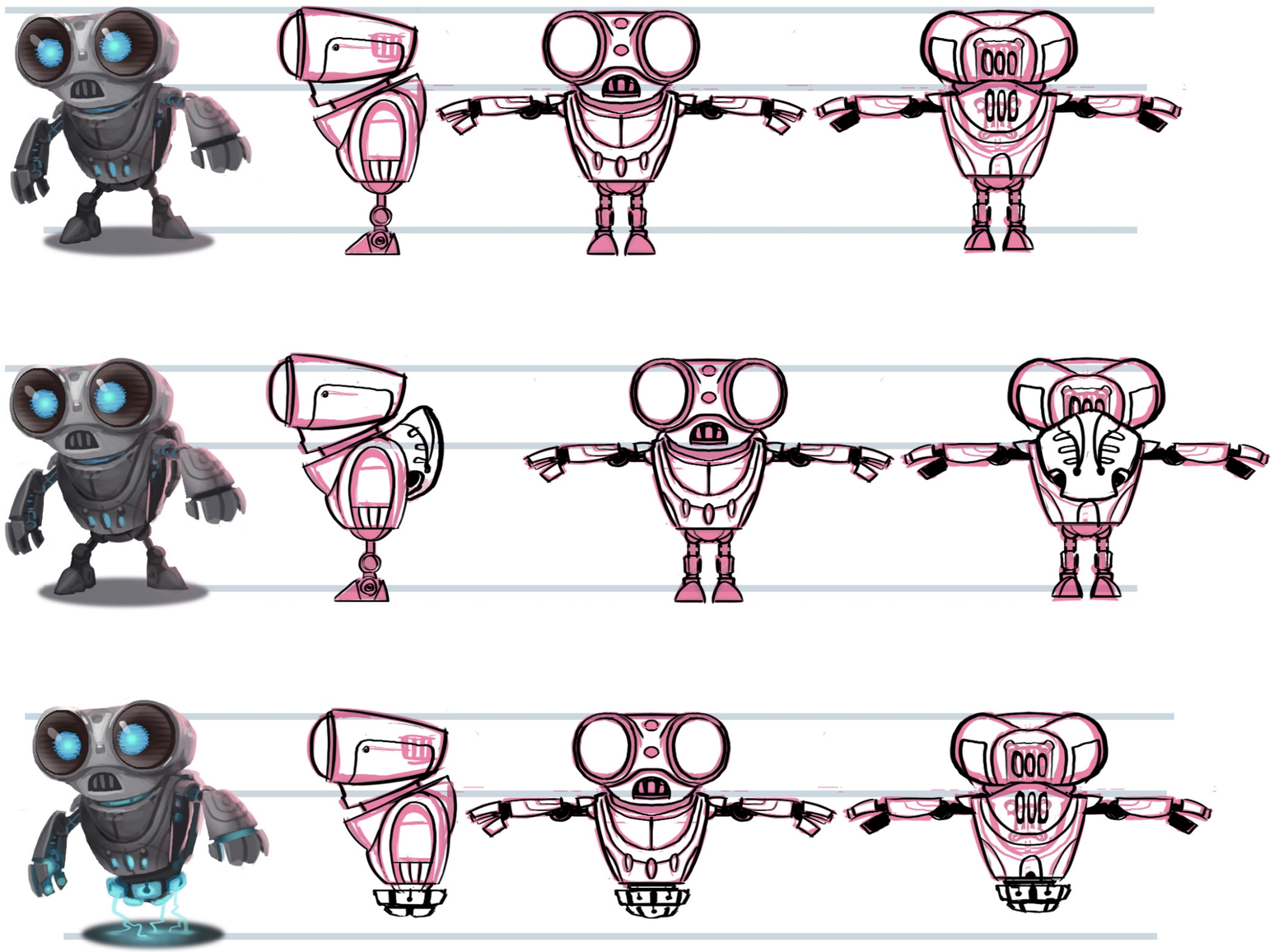


Minion

Artist: *Mike Bear*

ADVANCE

BIGREDBUTTON ENTERTAINMENT



Minion Orthos

Artist: *Mike Bear*

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ORIGINAL SKETCH

1

2

Minion Pack

Artist: *Mike Bear*

ADVANCE

BIGREDBUTTON ENTERTAINMENT

INDIGENOUS CREATURES

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Villarreal*

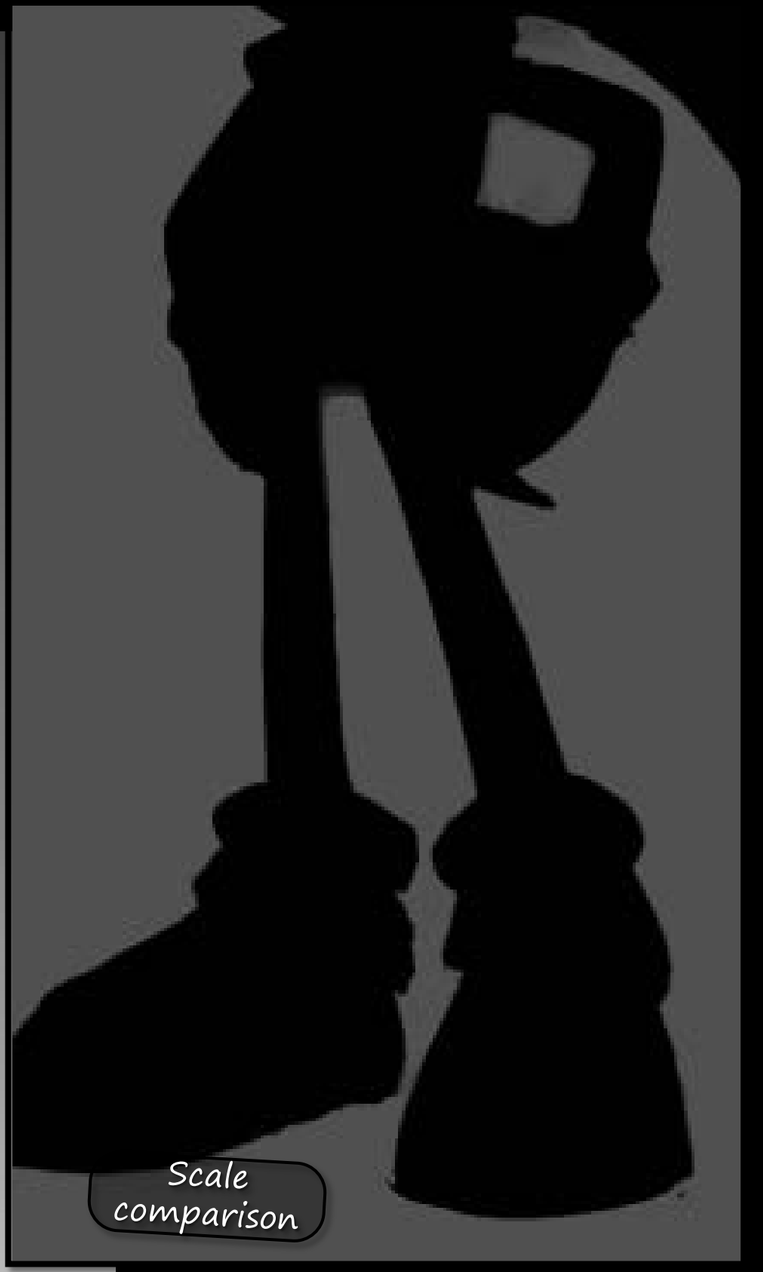
WIP

Field Mouse

03.16.12

Nicolás P. Villarreal

Final design.



ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Villarreal*

Hyena

Final design.

ADVANCE

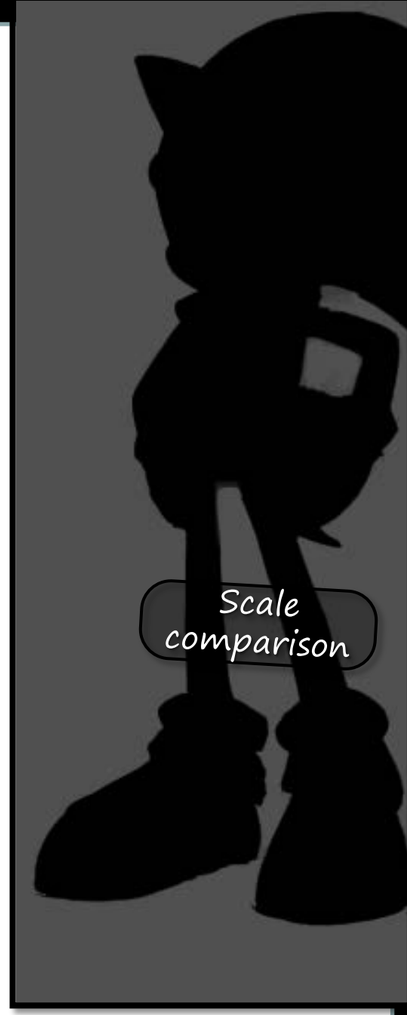
NV, Hyena-Batch 2

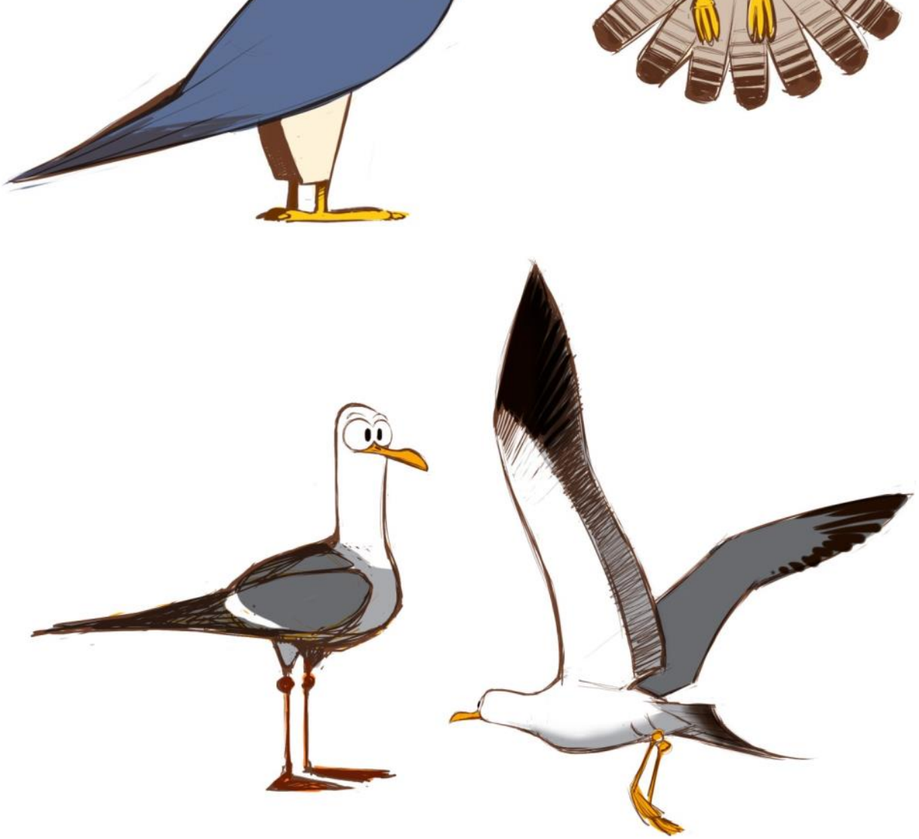
Scale comparison

BIGREDBUTTON ENTERTAINMENT

Artist: *Sylvain Deboissy*

Birds





BIGREEL ANIMATION
ENTERTAINMENT
ADVANCE

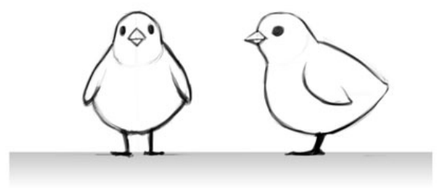
Artist: *Lemon Sky*

Chicken

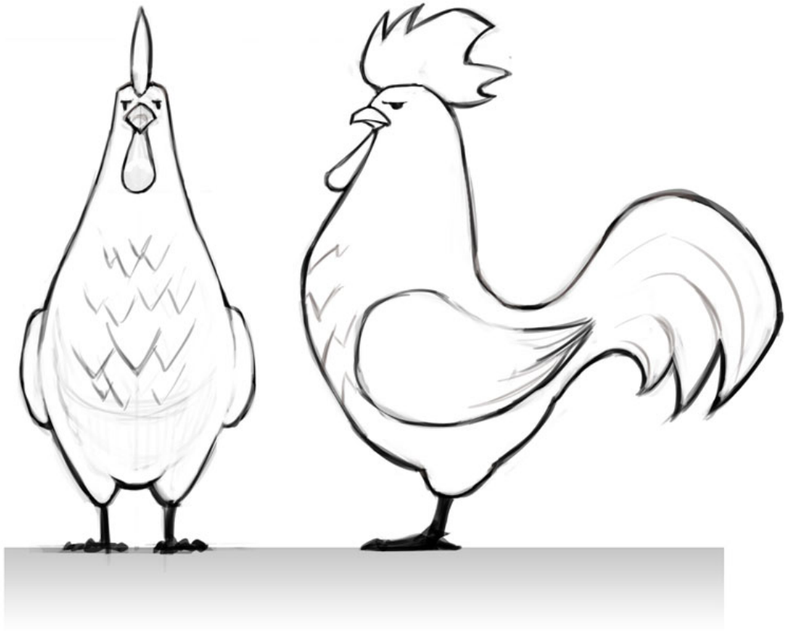
Reference

Target

Chick

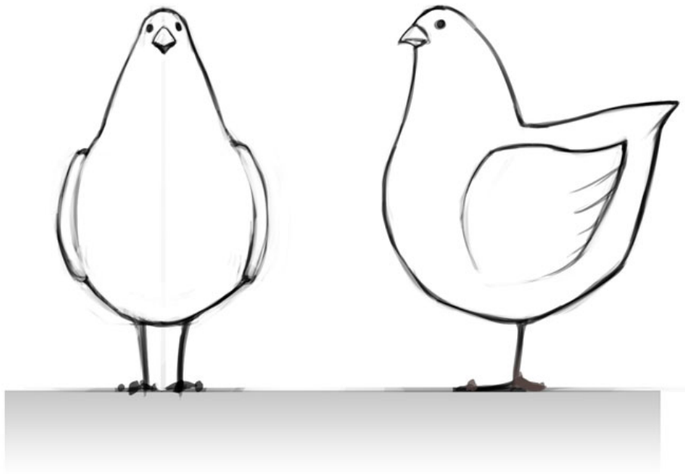


Rooster



Hen

Final design.



BRB - Ambient Critters - Chicken Refine V2.5

ADVANCE

NV, Hyena-Batch 2

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Village

BIGREDBUTTON ENTERTAINMENT

Initial Explorations

Sonics Village

Structure Exploration

- -Shape
- -Texture
- -Functionality
- -Character

Spring board for the village architectural design is Sonic's basic shape language: Organic, graphic round shapes on stilts.

Like Sonic, structures are precarious but sturdy, rough but elegant. Silhouette readability is very important.

WARMER

Village Architecture Concepts
Sonic: Origins

Village Structures are low tech and made out of wood, metal and other elements that grow from the ground. Nausicaa feel. Stay away from anything Star Wars.

Flags or even balloons with different patterns could be a way of clan identification.

Artist: *Armand Serrano*

BIGREDBUTTON Entertainment

Artist:
Eytan Zana

More "building variation of huts on stilts exploration.

◀ *Feedback to Eytan:*
Nice! How would you incorporate high-techy, unexplained ring structures on them? Either from Ancients time or villagers added them. With villagers, they would be found tech, not made in same crude style.

▼ *Exploring Ring themes as visual contrast to favela structures.*

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Better blend of structures which are unique and distinctive for Guardians and Villagers.

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Volcano Crater

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Volcano Crater

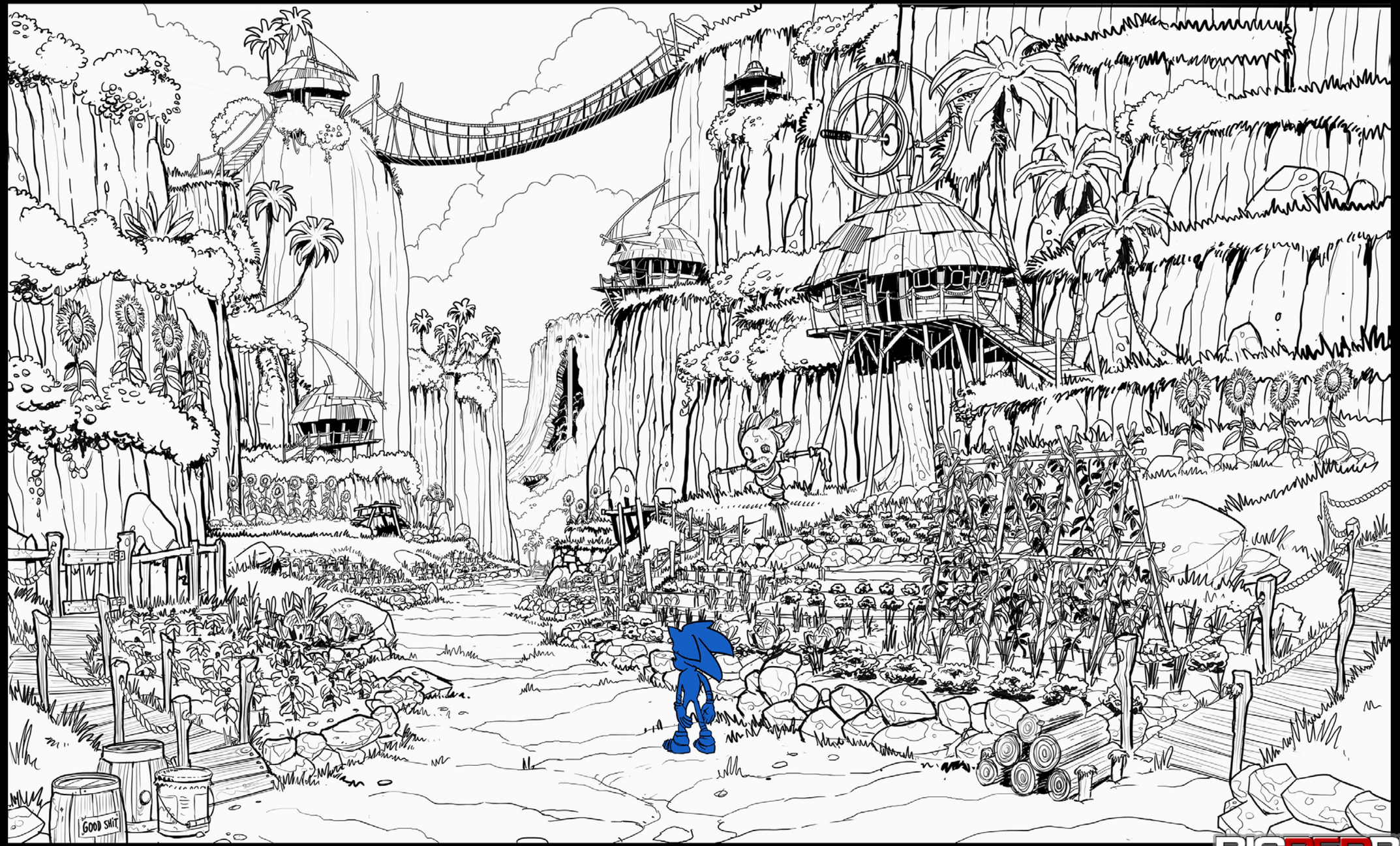
BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Main Street Concept

BIGREDBUTTON ENTERTAINMENT

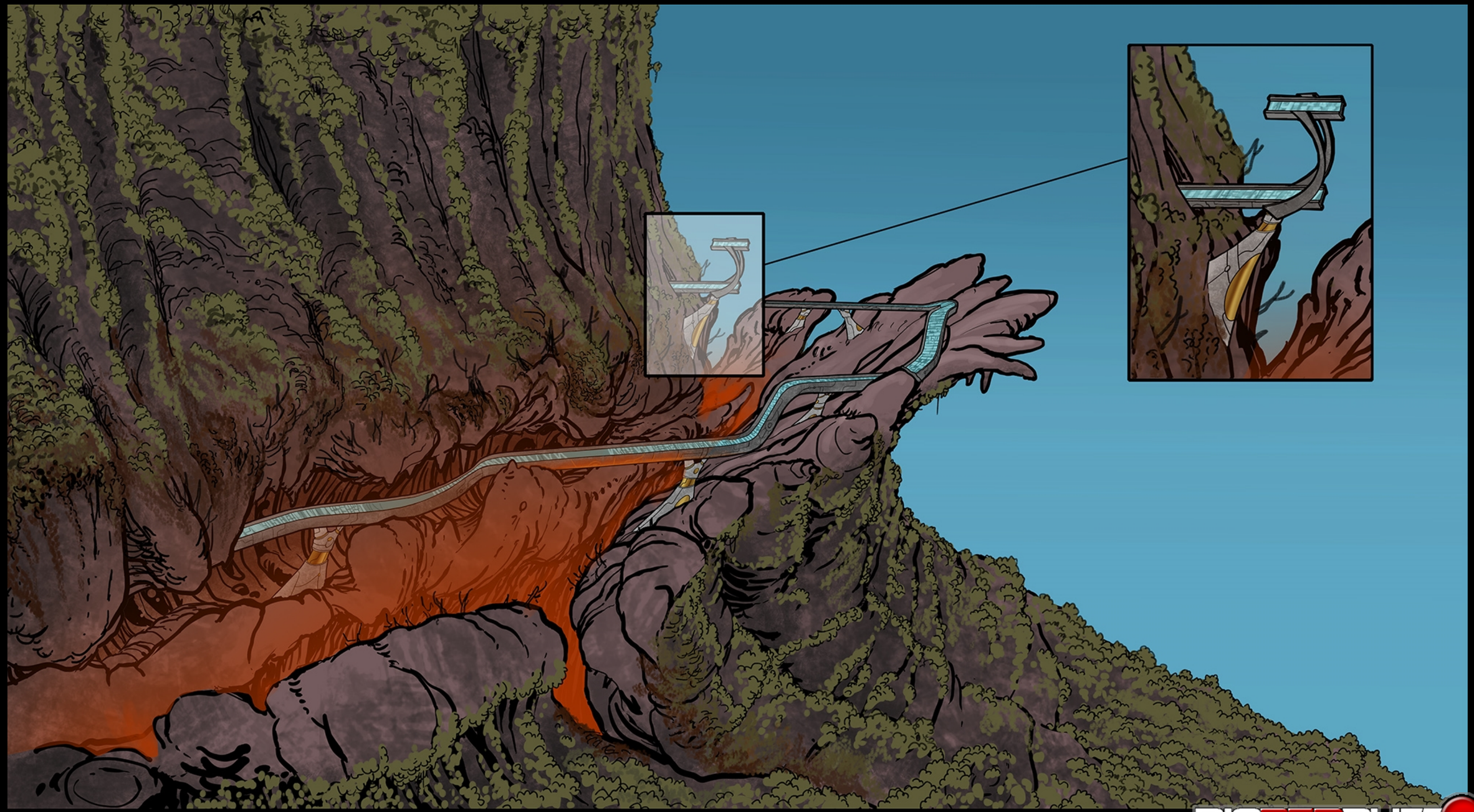
Artist: Nicolas Weis



Hub 02 – Green Vale Farms

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis



Hub 02 – Volcano Crater Speed Track

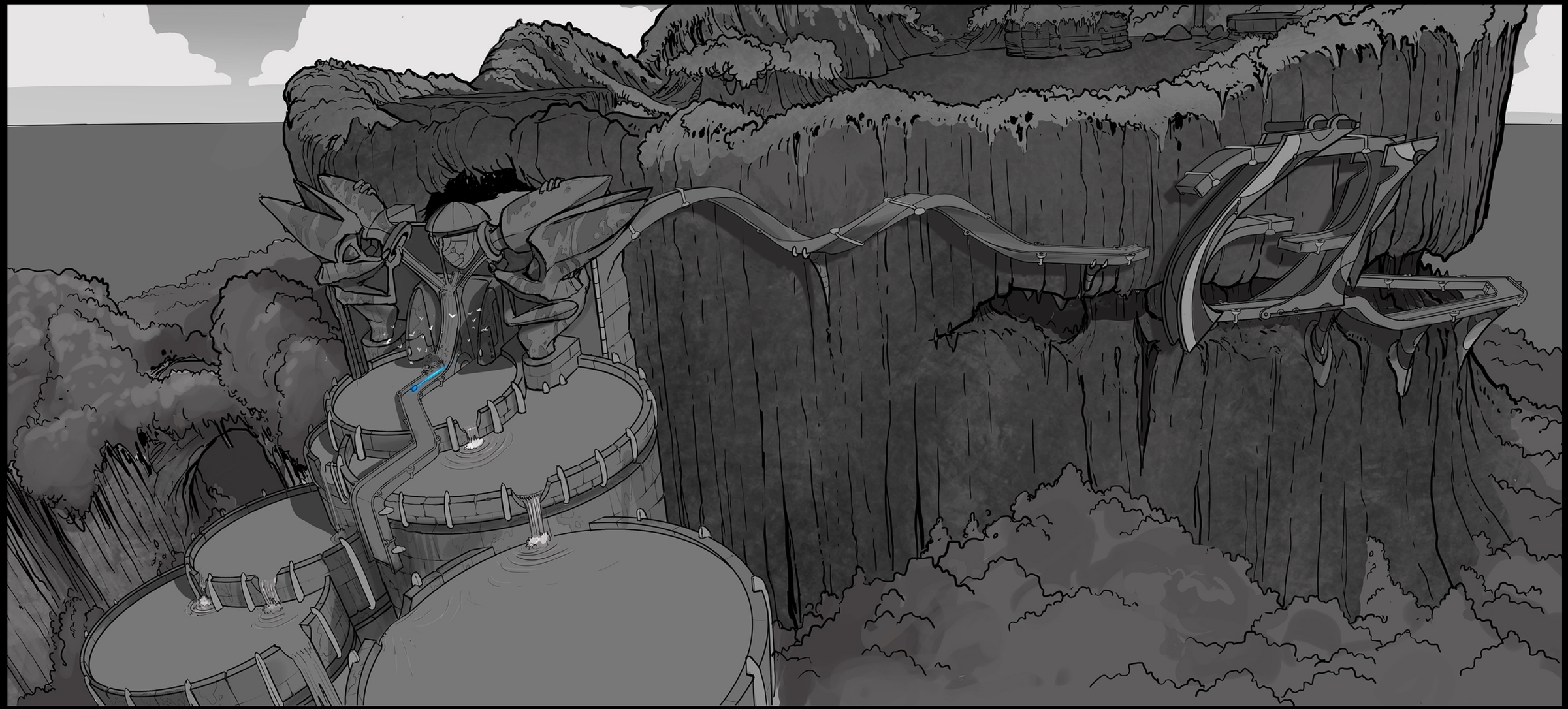
BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Loop Exploratoins

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis



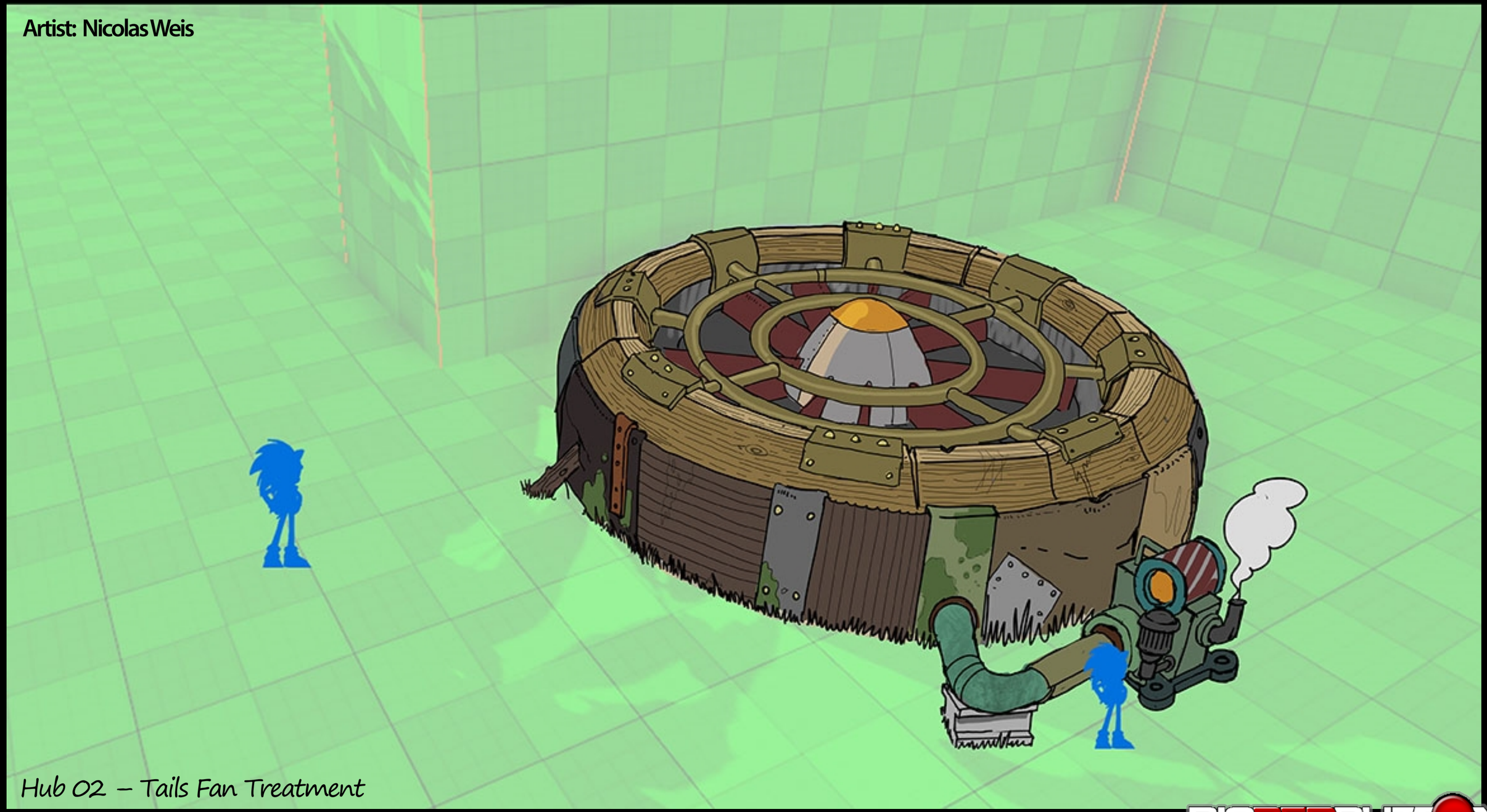
Hub 02 – Speed Track Exploratoins

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Modular Hut System

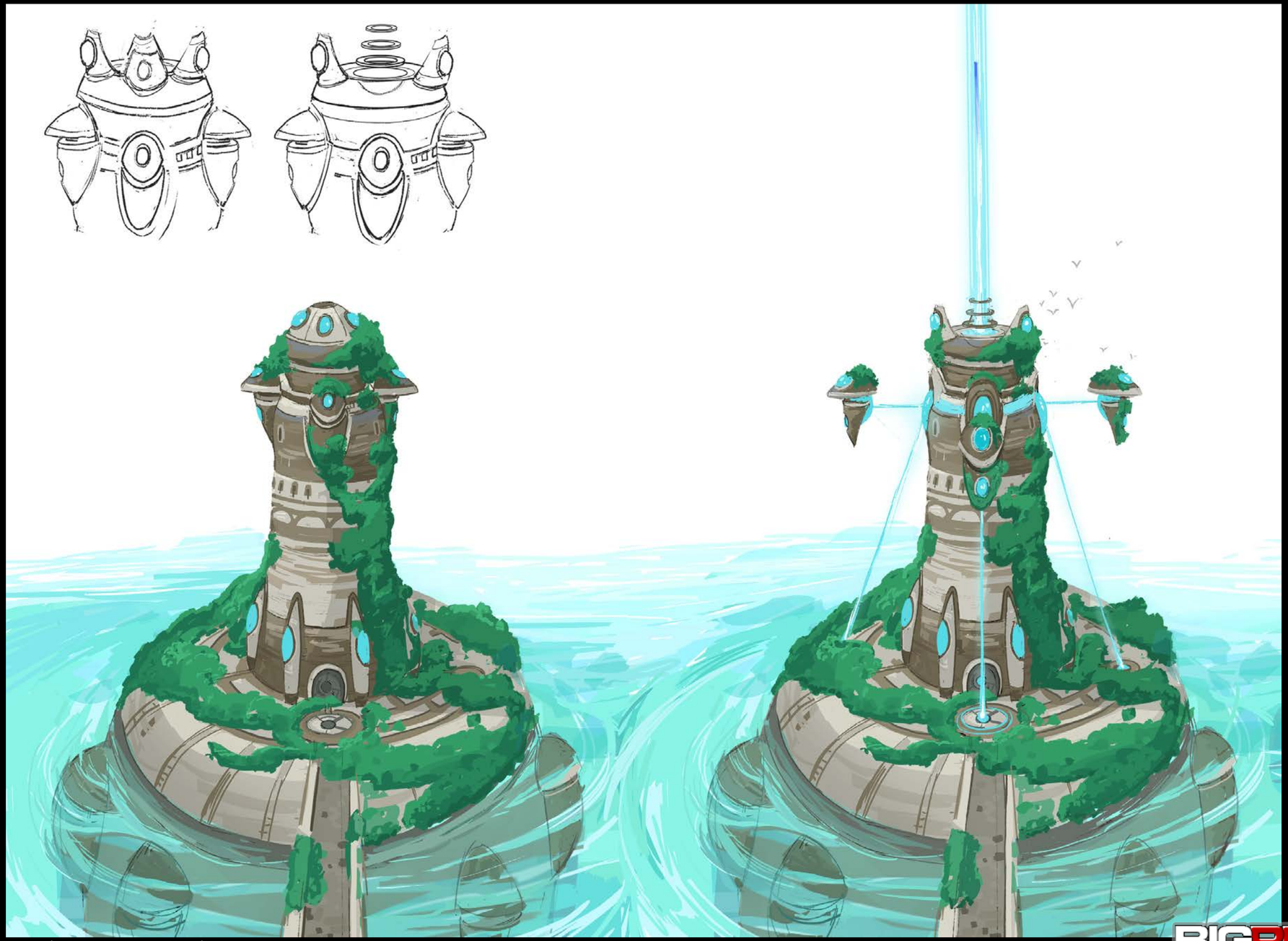
Artist: Nicolas Weis



Hub 02 – Tails Fan Treatment

BIGREDBUTTON ENTERTAINMENT

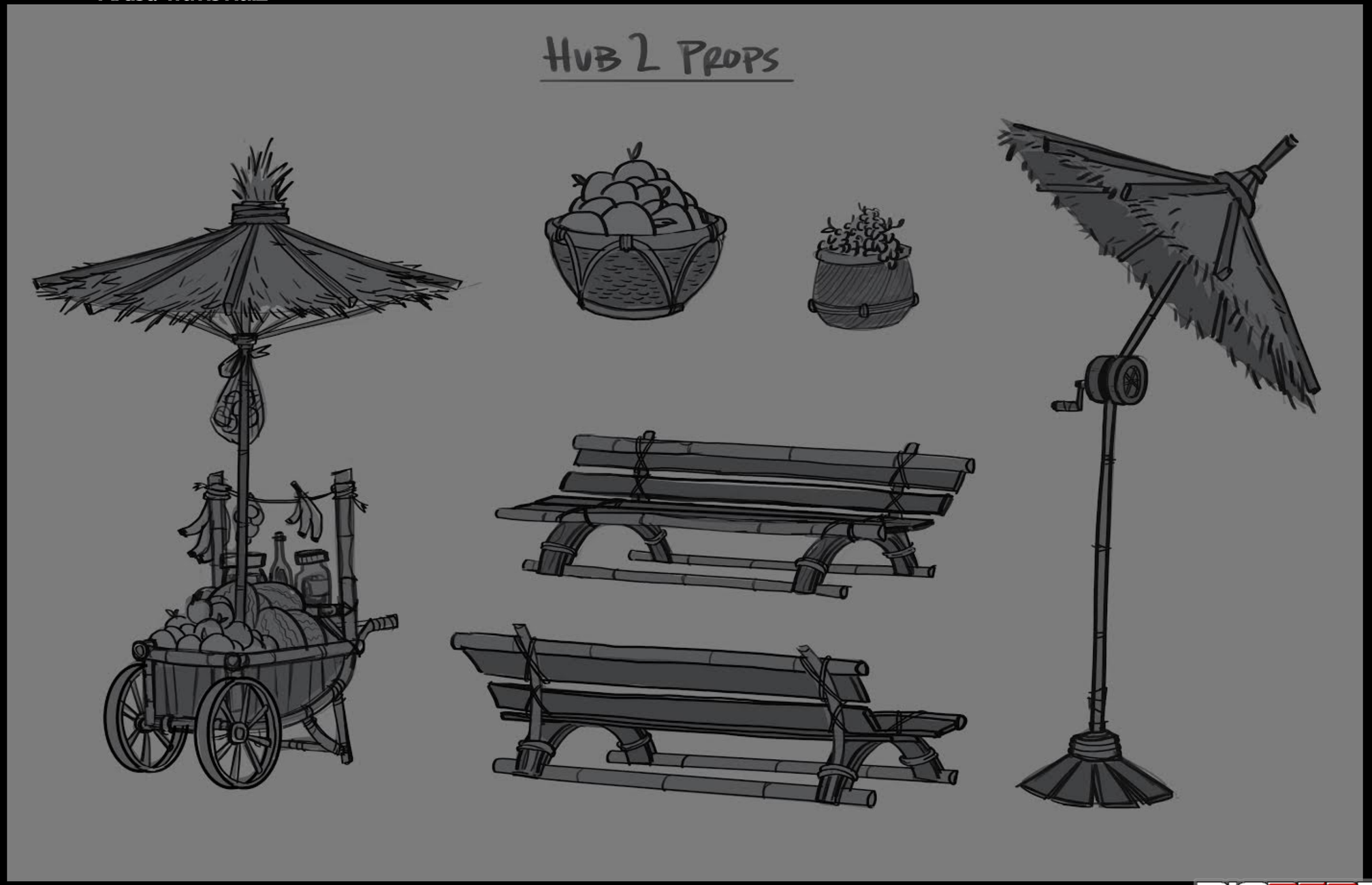
Artist: Jason Norton



Hub 02 – Skybeam Structure

BIGREDBUTTON ENTERTAINMENT

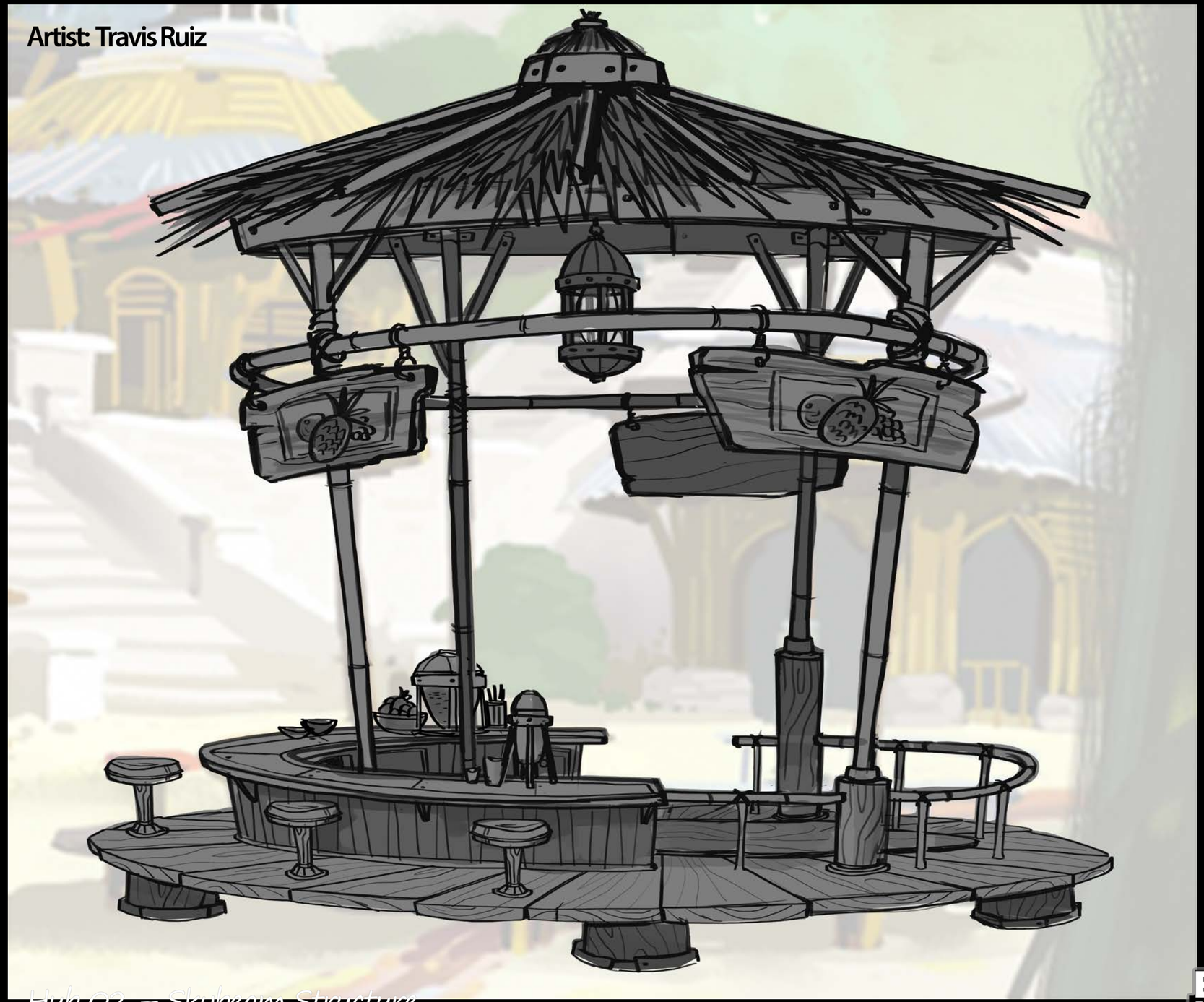
Artist: Travis Ruiz



Hub 02 – Main Street Props

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz



Hub 02 – Skybeam Structure

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 02 – Main Street Props

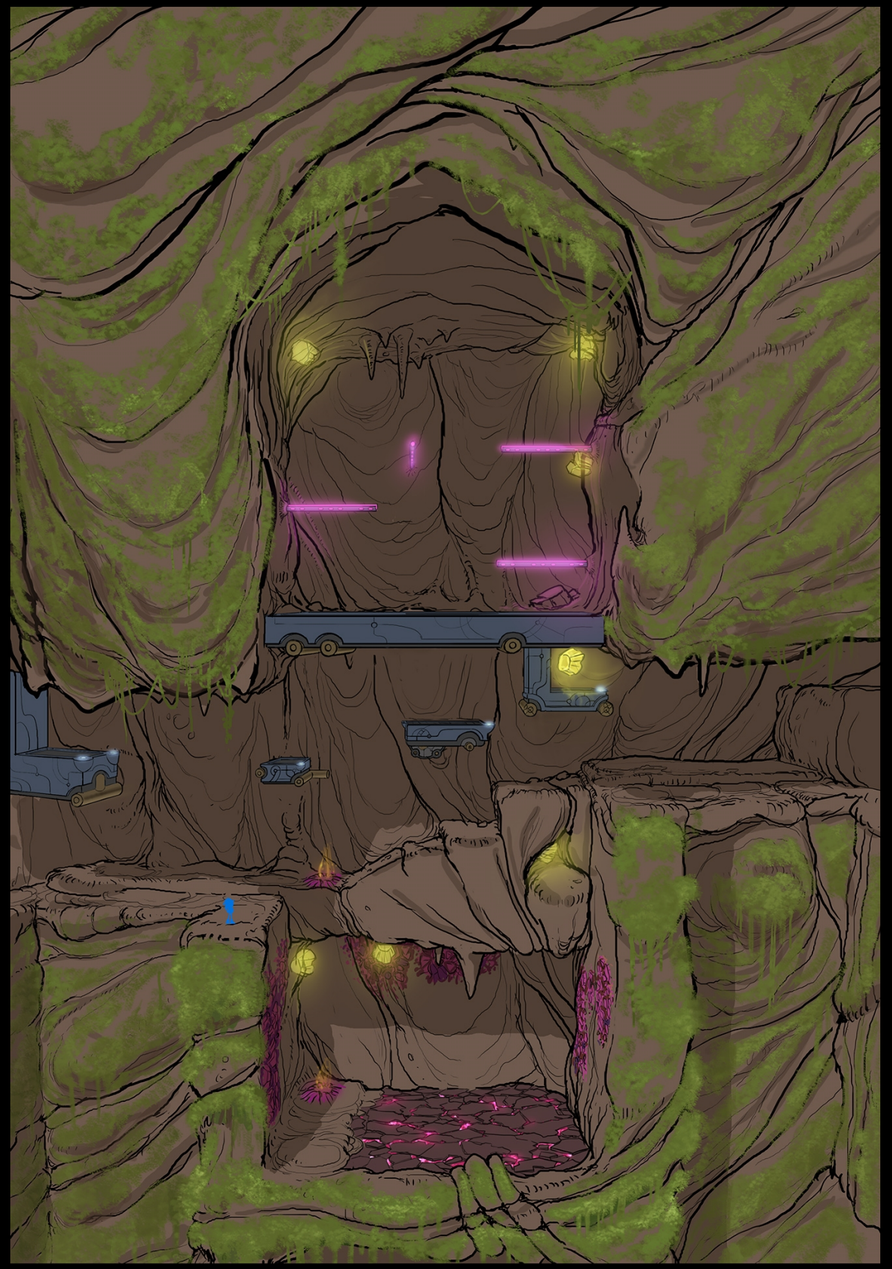
BIGREDBUTTON ENTERTAINMENT

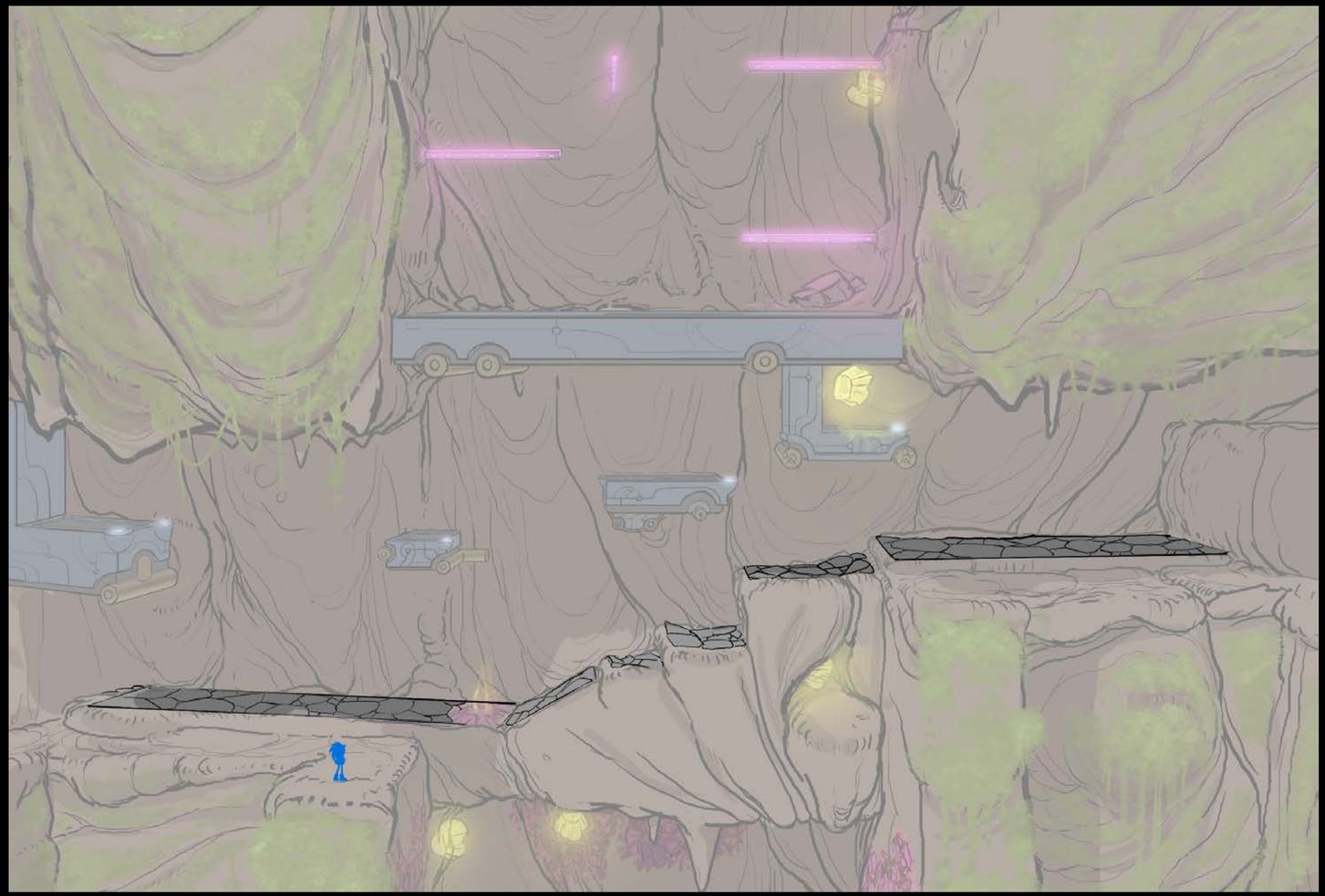
Artist: Nicolas Weis

Hub 02 – Crater Lake 2D Section

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis





Hub 02 – 2D Section Detail

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 02 – Coral Bay

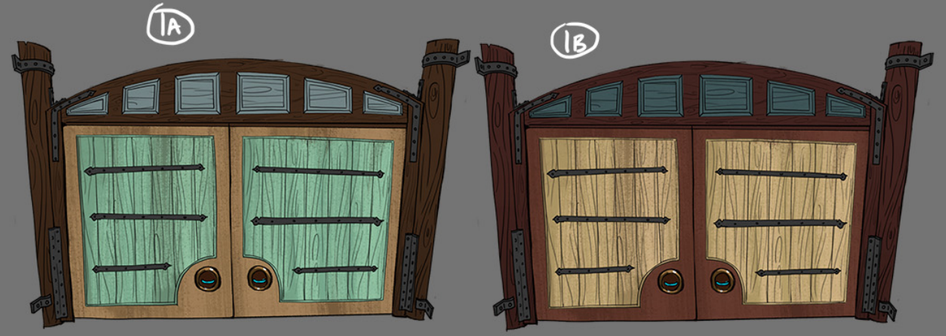
BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

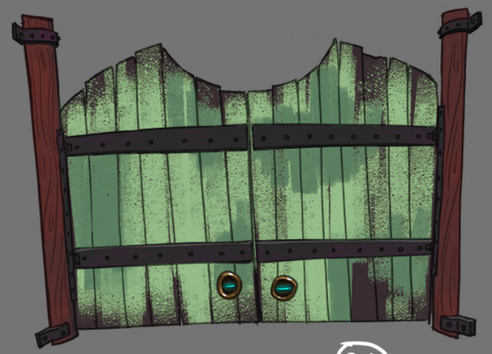
Hub 02 – Mystery Island Bay

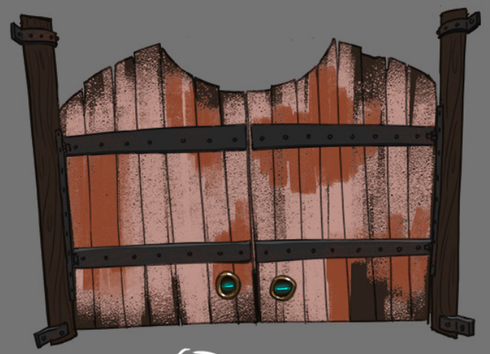
BIG RED BUTTON ENTERTAINMENT

Artist: Yuhki Demers



HUB 02 BUNGEE GATES





Hub 02 – Bungee Gates

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Hub 01: Cliff's Excavation Site

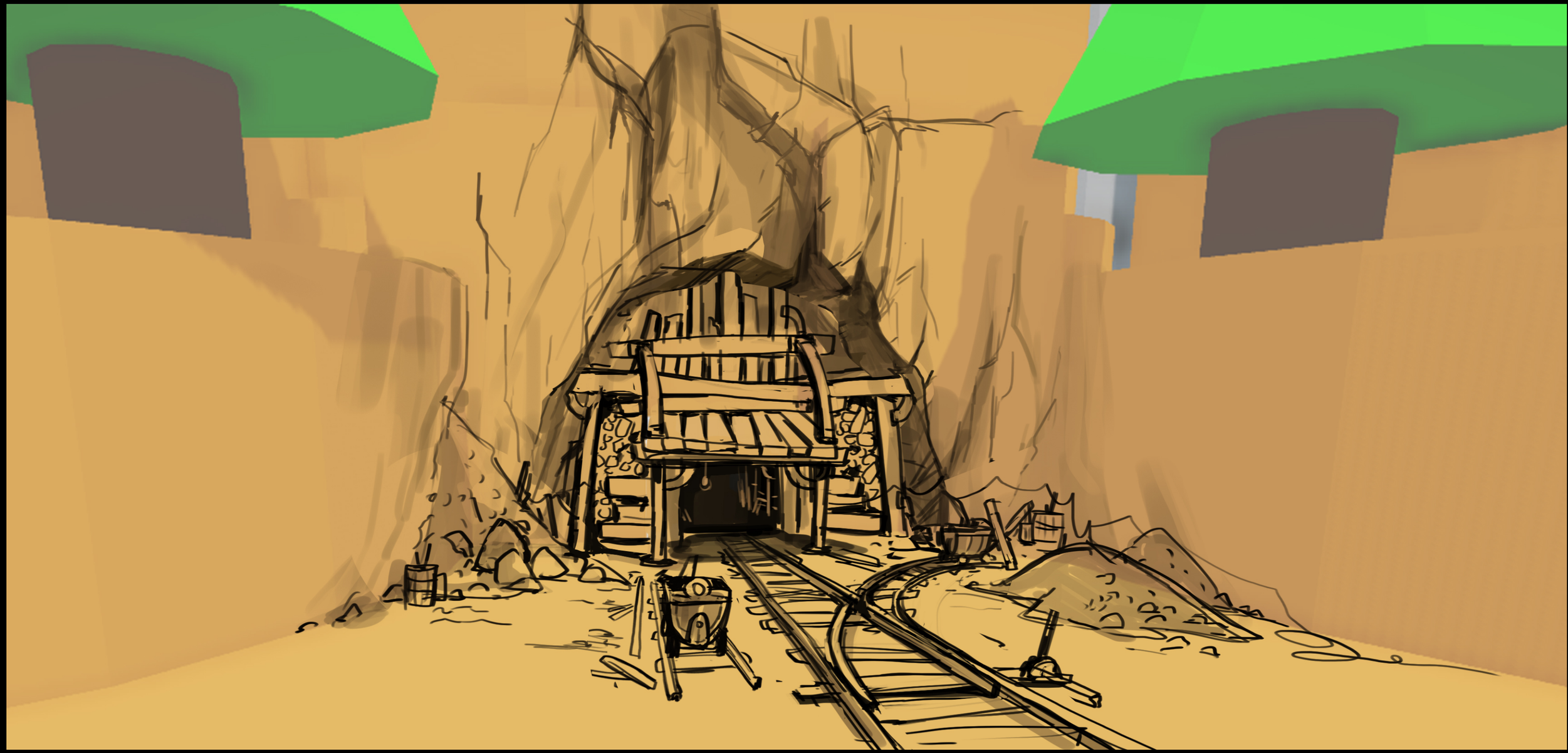
BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 01 – Cliff's Excavation Site

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz



Hub 01 – Mine Door

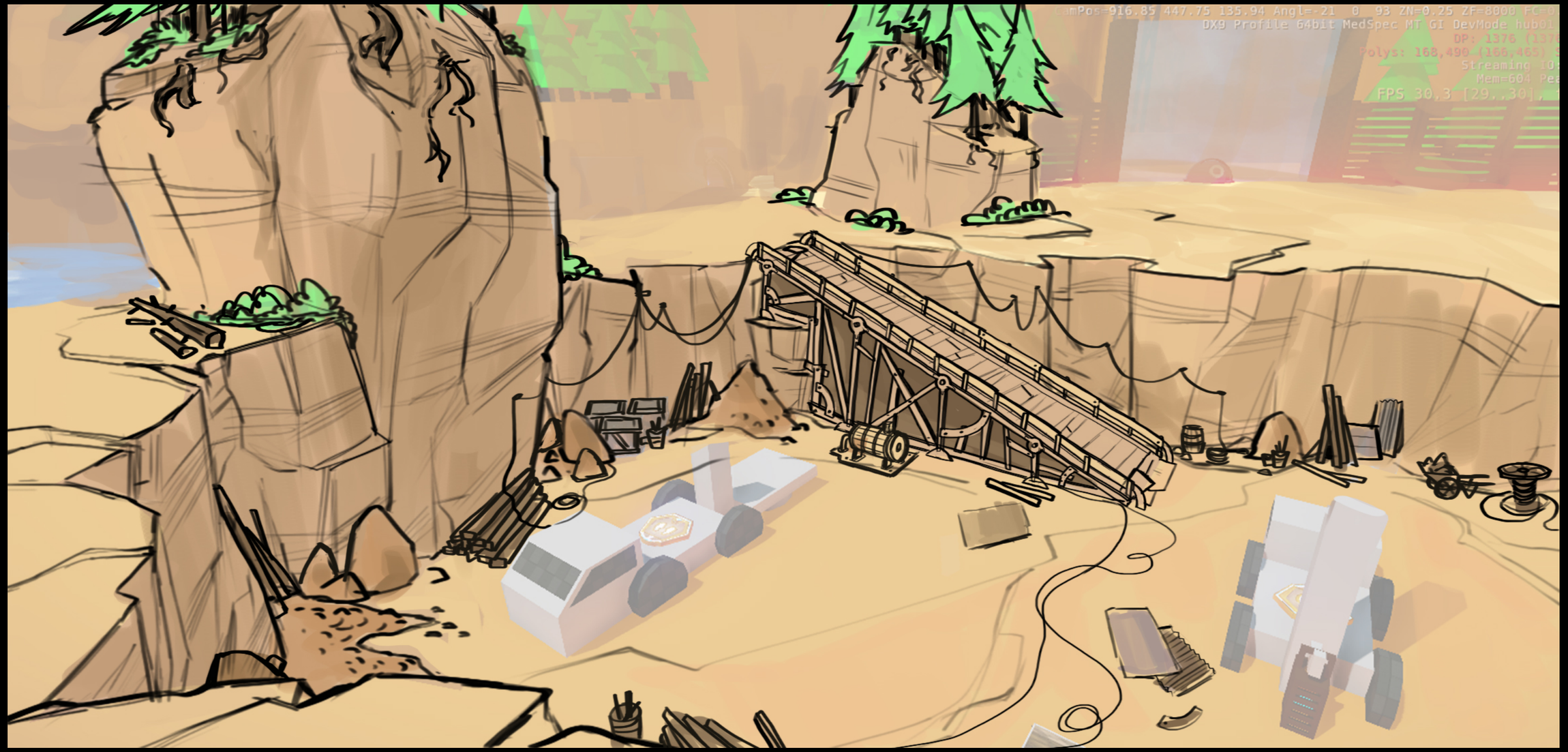
BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 01 – Mine Cart Area

BIGREDBUTTON ENTERTAINMENT

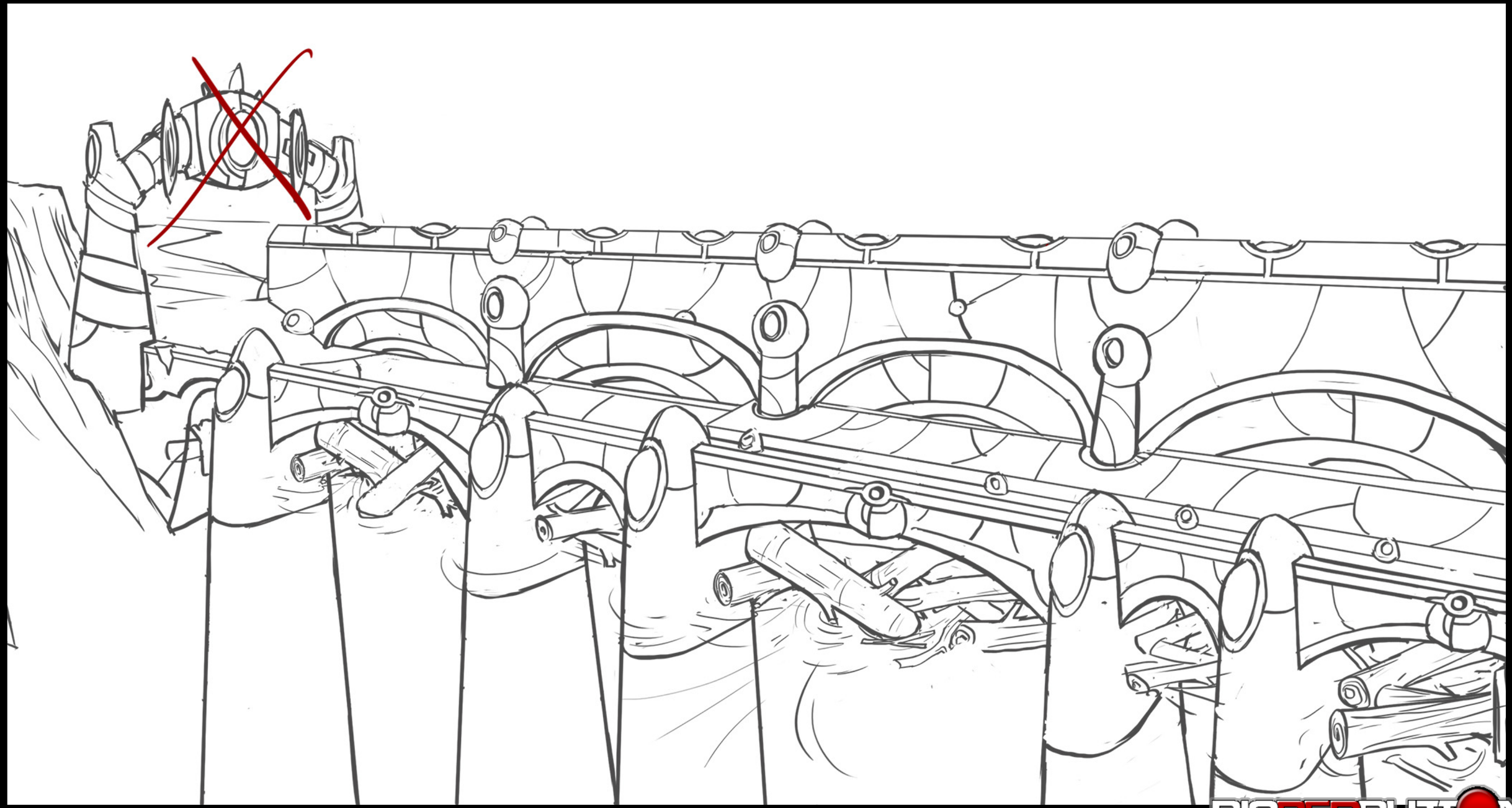
Artist: Travis Ruiz



Hub 01 – Truck Ramp Concept

BIGREDBUTTON ENTERTAINMENT

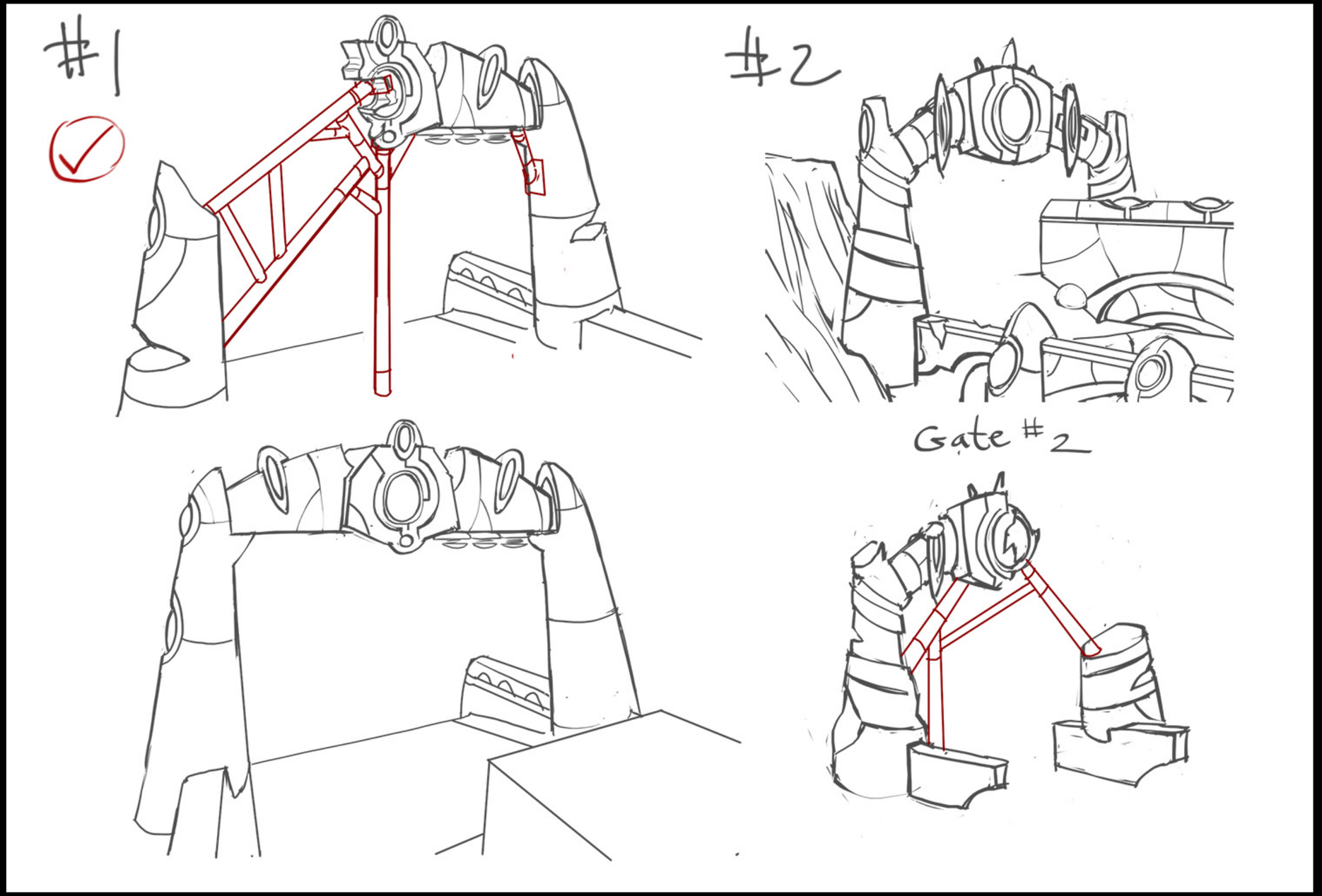
Artist: Jason Norton



Hub 01 – Bridge Concept

BIGREDBUTTON ENTERTAINMENT

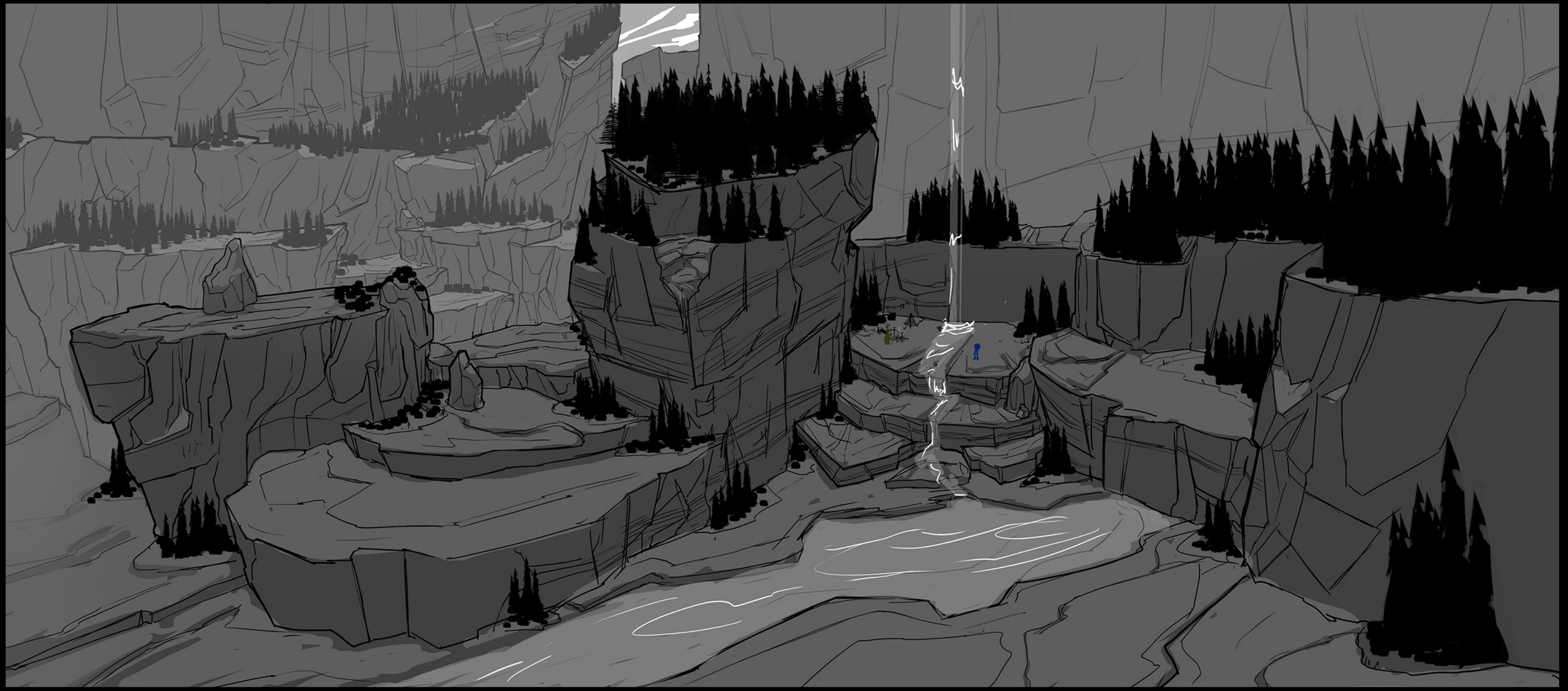
Artist: Jason Norton



Hub 01 – Bridge Exploration

BIGREDBUTTON ENTERTAINMENT

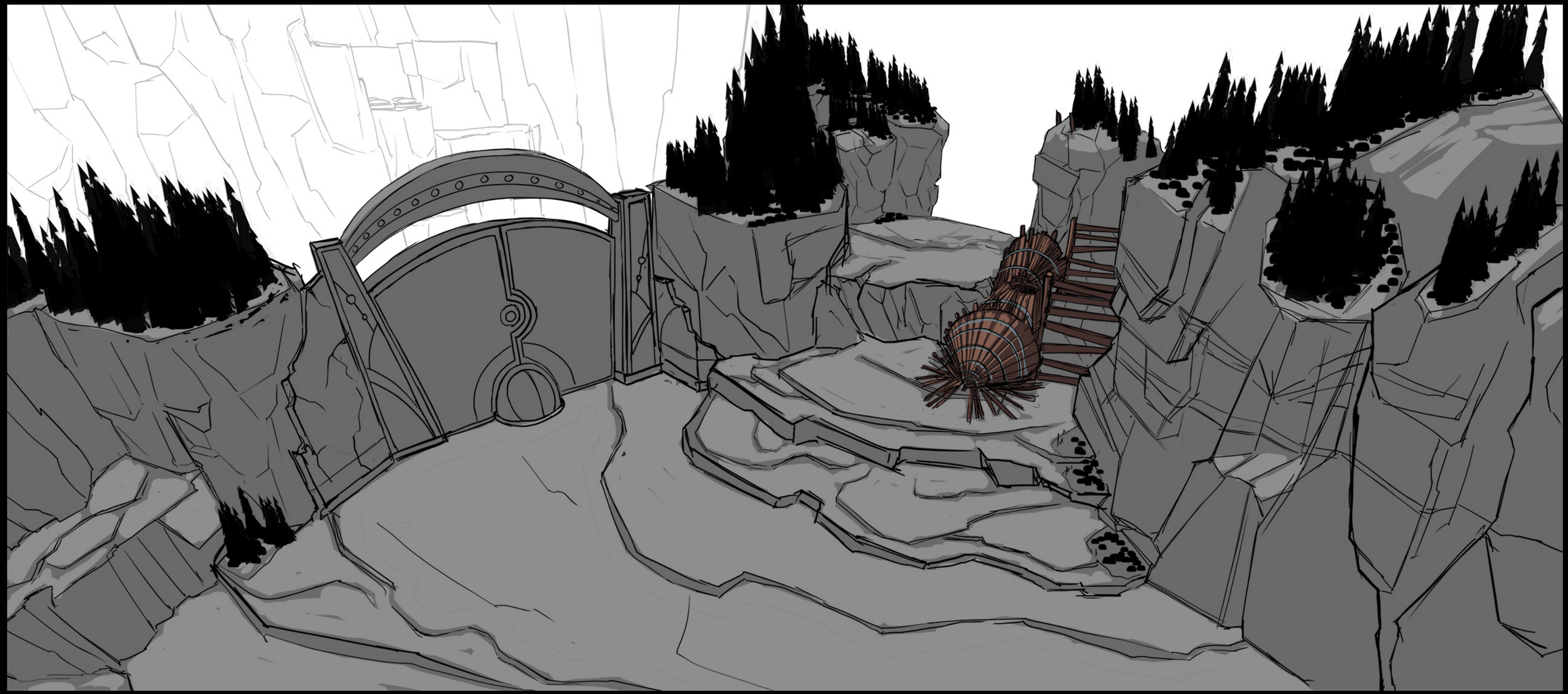
Artist: Yuhki Demers



Hub 01 – Troubled Turtle Area

BIGREDBUTTON ENTERTAINMENT

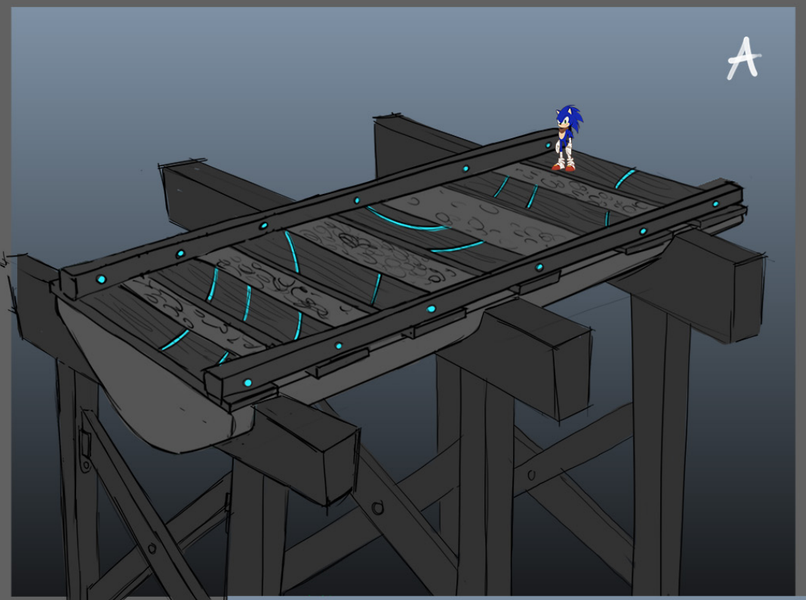
Artist: Yuhki Demers

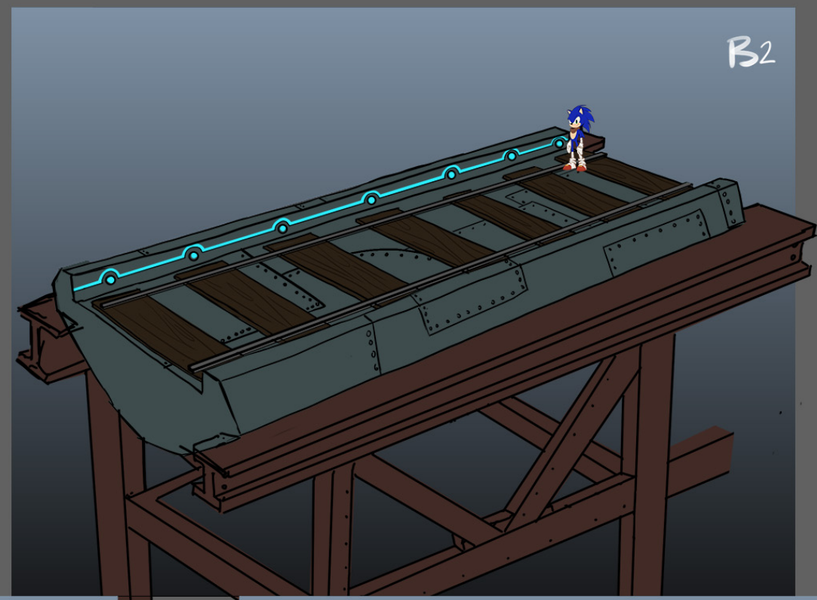


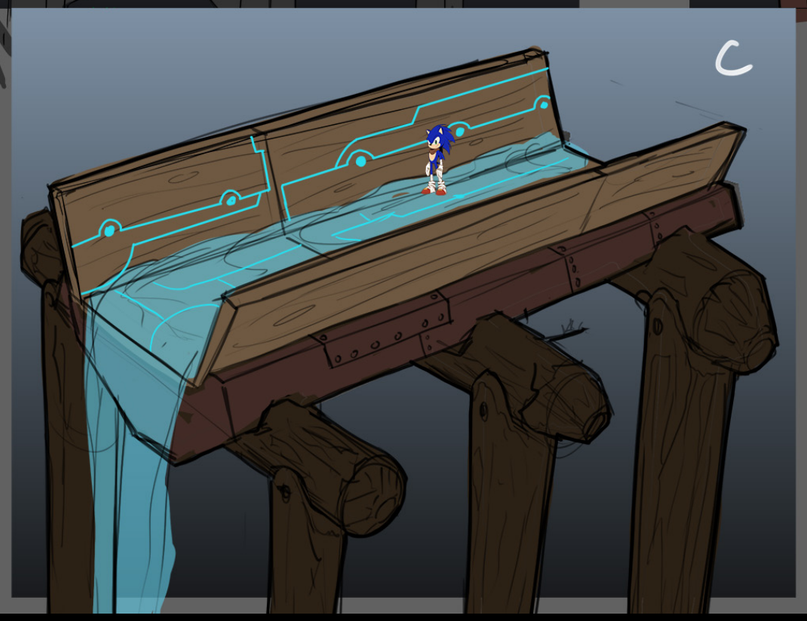
Hub 01 – Troubled Turtle Area Back Side

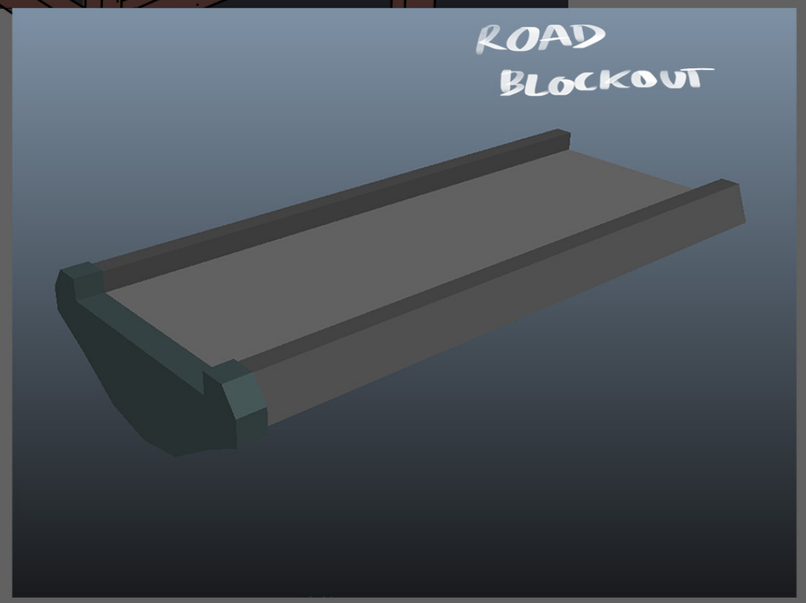
BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers





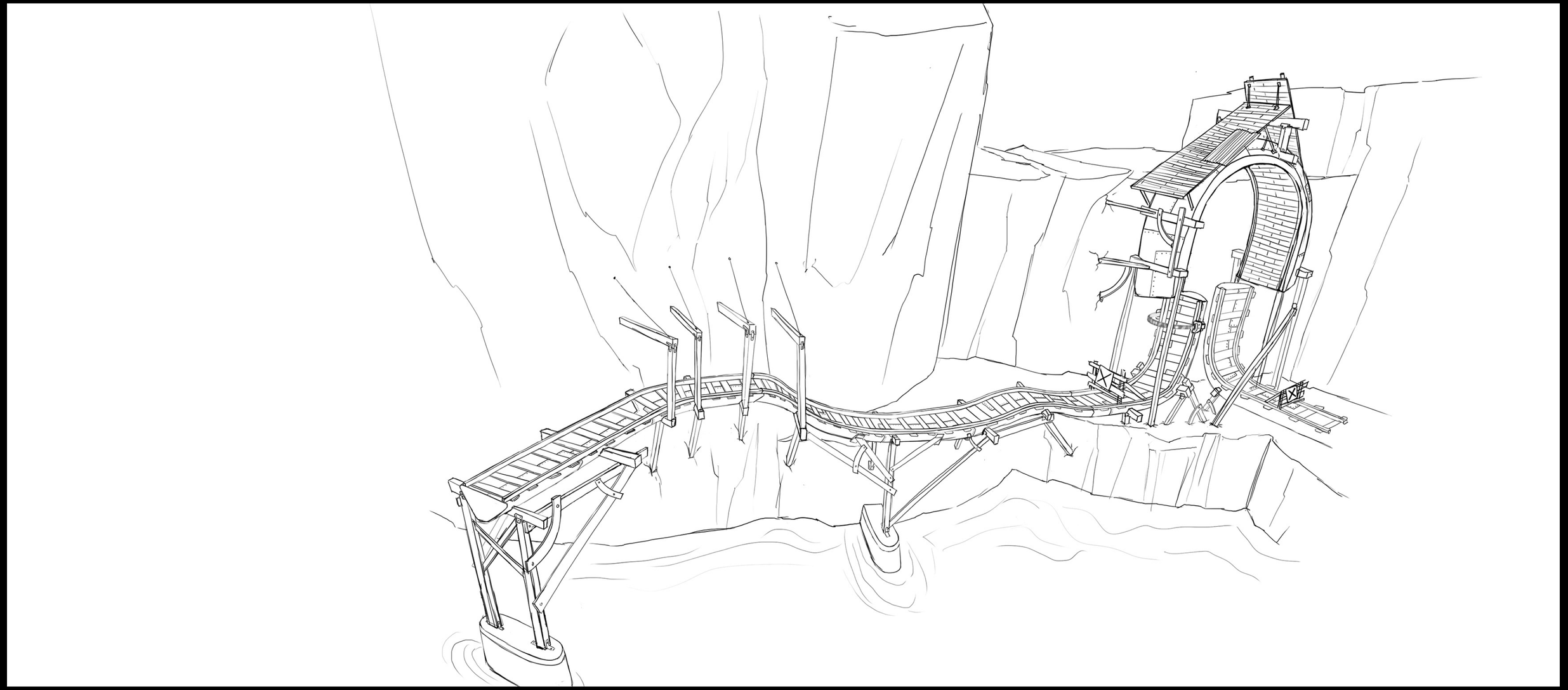




Hub 01 – Troubled Turtle Area Back Side

BIGREDBUTTON ENTERTAINMENT

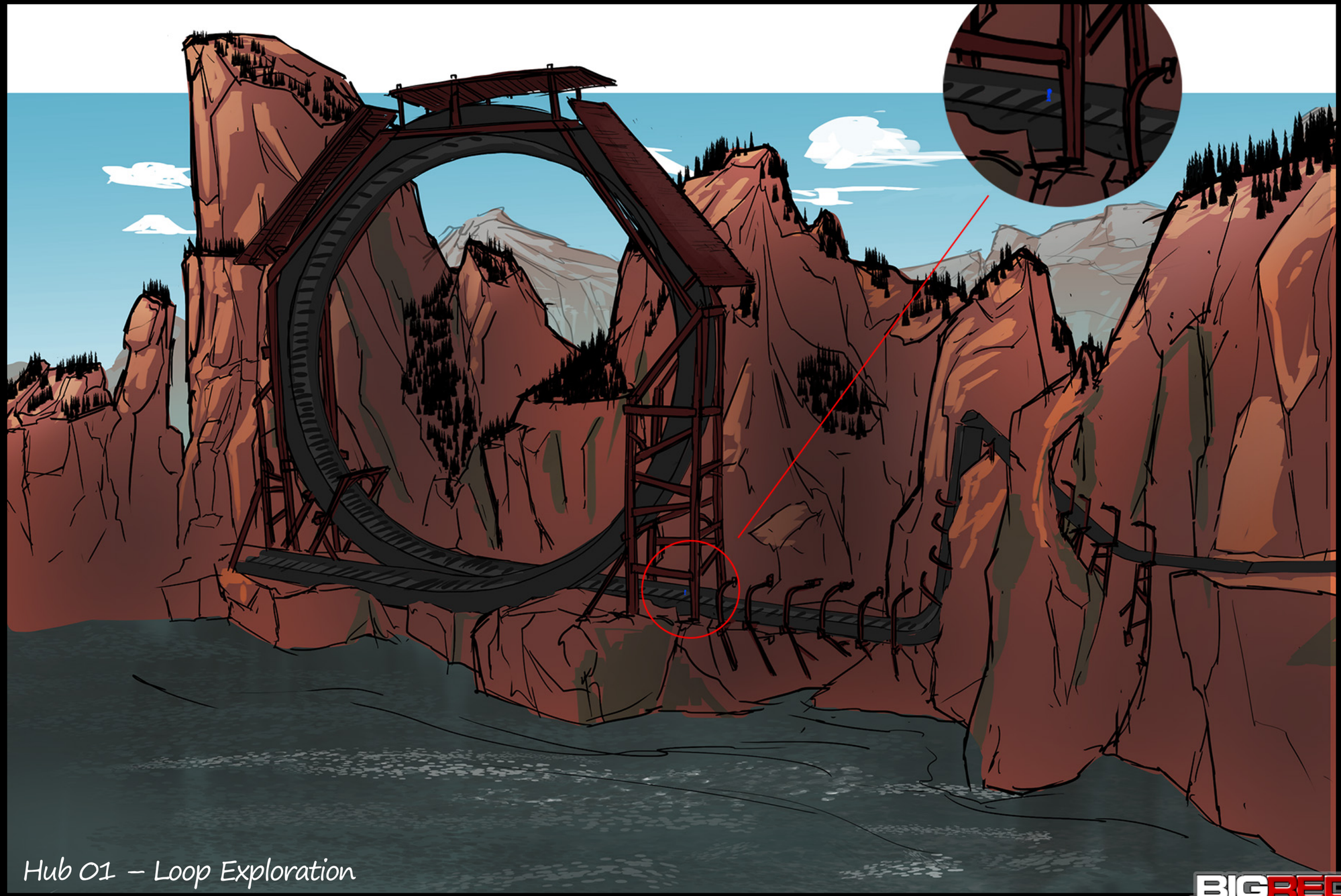
Artist: Yuhki Demers



Hub 01 – Road Concepts

BIGREDBUTTON ENTERTAINMENT

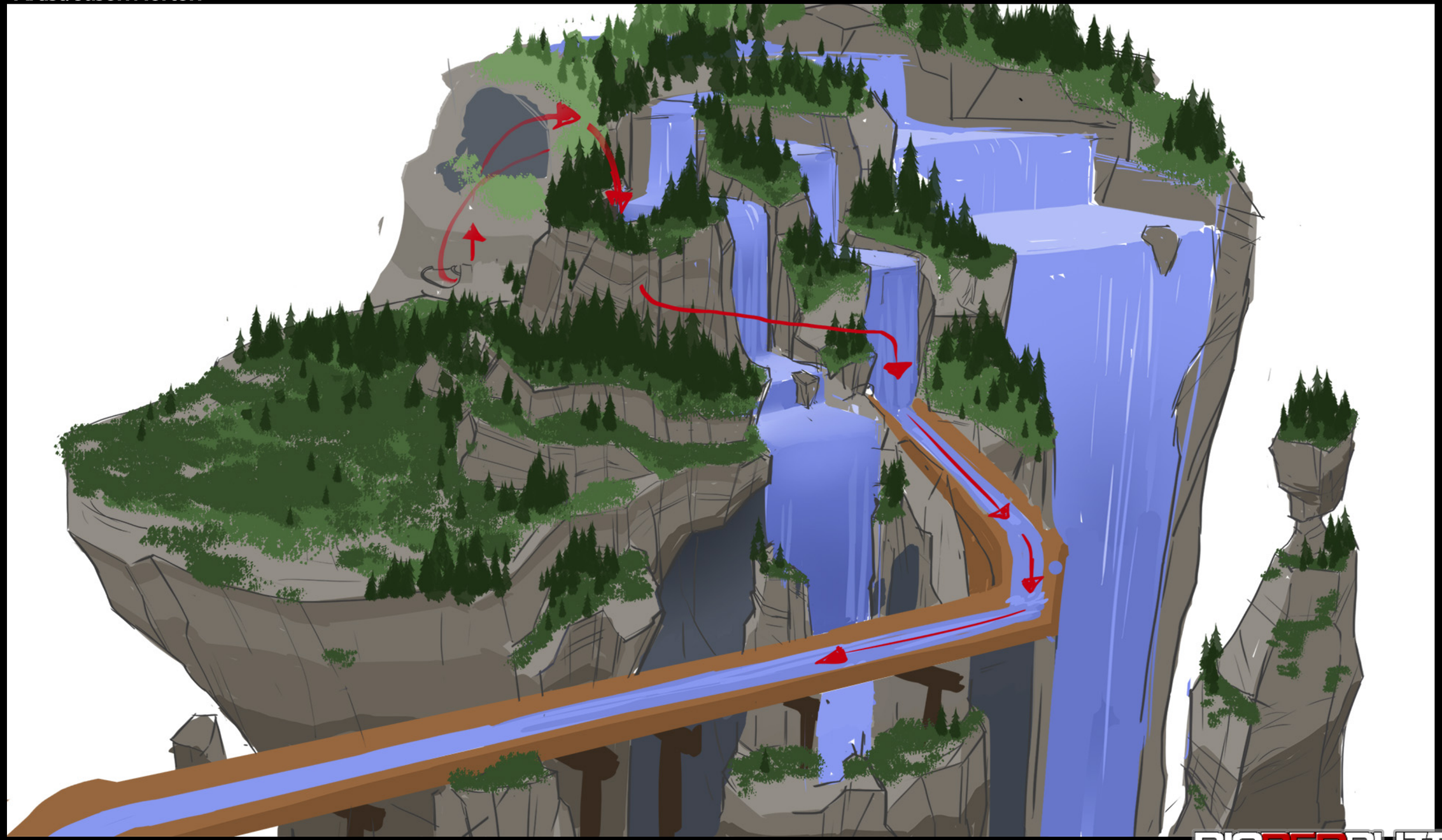
Artist: Yuhki Demers



Hub 01 – Loop Exploration

BIGREDBUTTON ENTERTAINMENT

Artist: Jason Norton



Hub 01 – Water Slide Road Concepts

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

Hub 01 – Troubled Turtle Shack Explorations

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 01 – Chef's Tent

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

Hub 01 – Mine Exploration

BIGREDBUTTON ENTERTAINMENT

Artist: Jason Norton

Hub 01 – Elevator Concept

BIGREDBUTTON ENTERTAINMENT

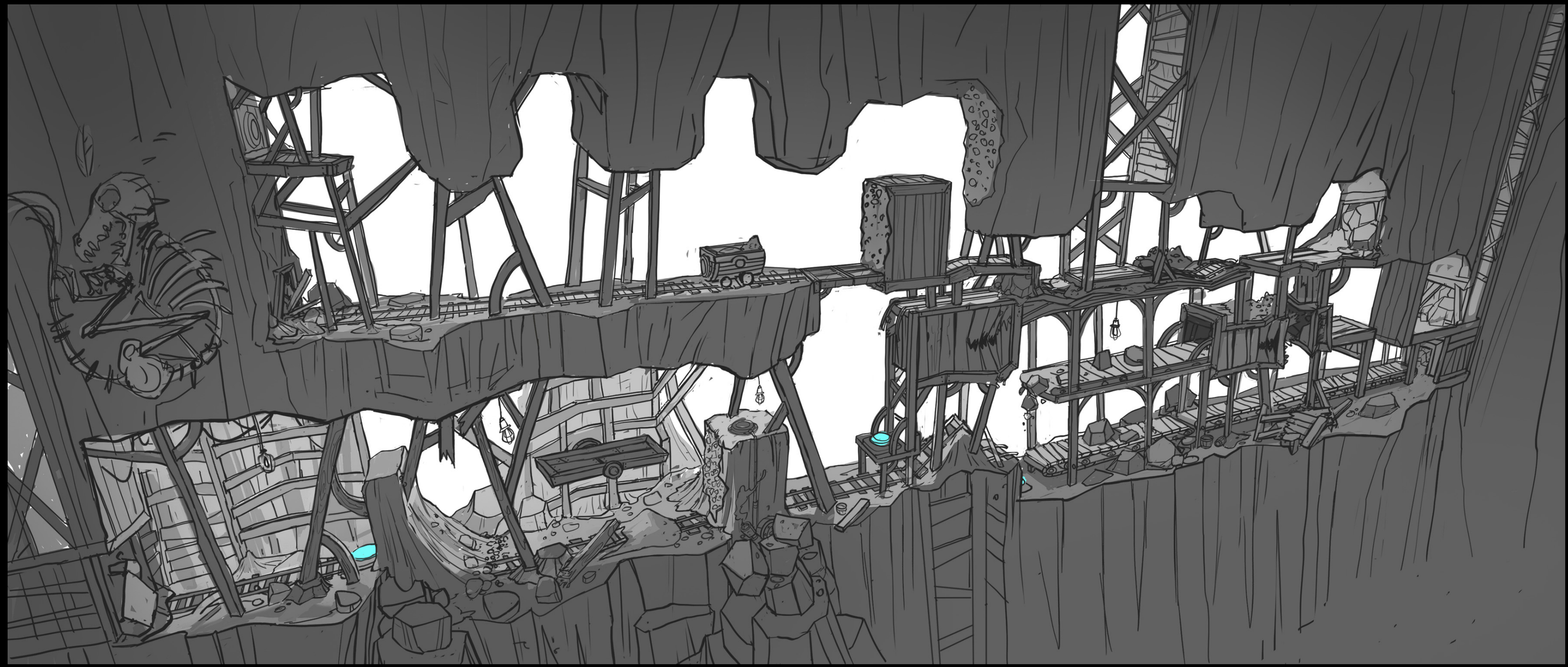
Artist: Yuhki Demers

Hub 01 – Golem Hand Room

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Artist: Jason Norton



Hub 01 – 2D Section

BIGREDBUTTON ENTERTAINMENT

Artist: Jason Norton

Hub 01 – Waterfall Area

BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 01 – Warthog Area Concept

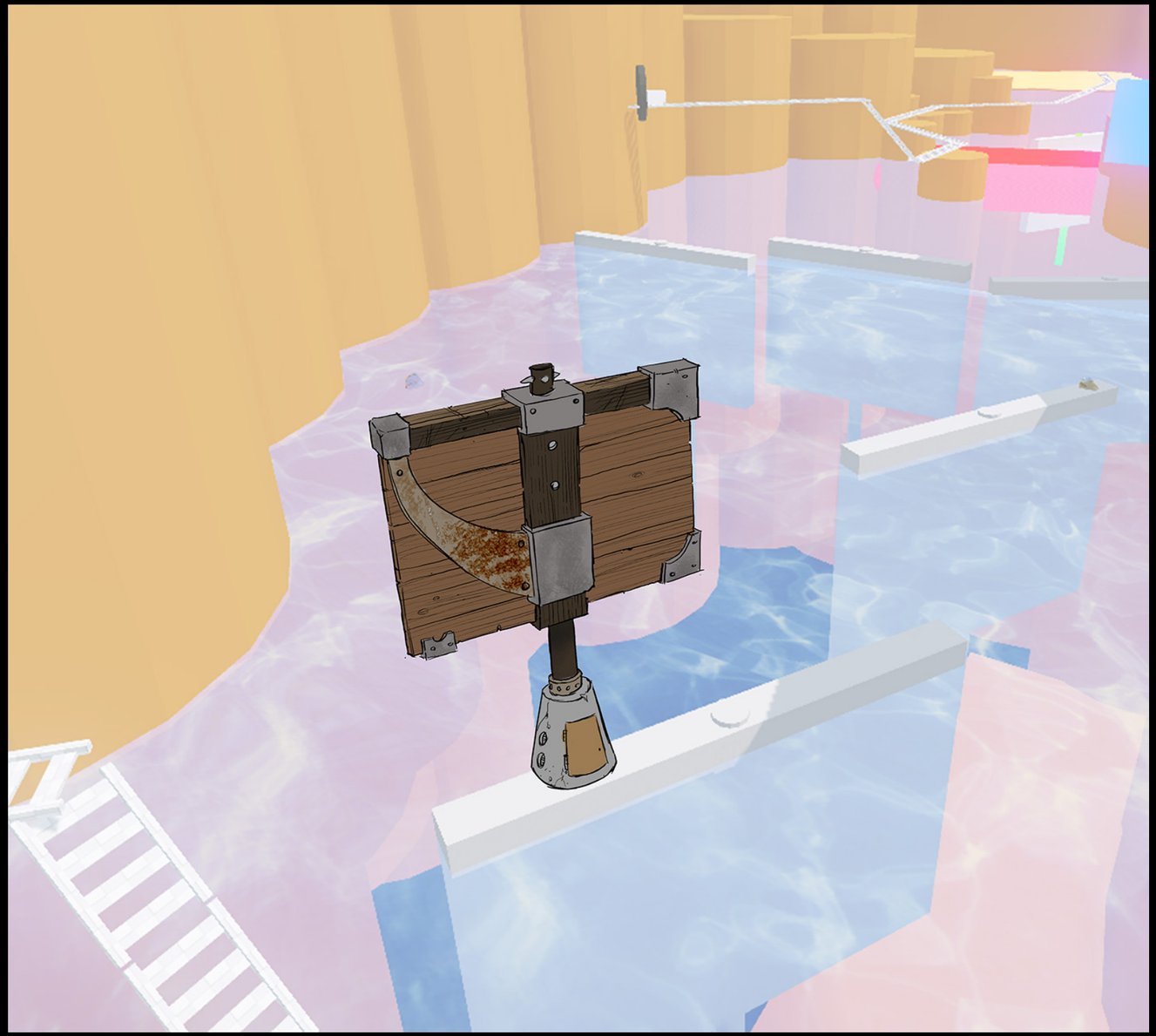
BIGREDBUTTON ENTERTAINMENT

Artist: Nicolas Weis

Hub 01 – Warthog Area Hazards

BIGREDBUTTON ENTERTAINMENT

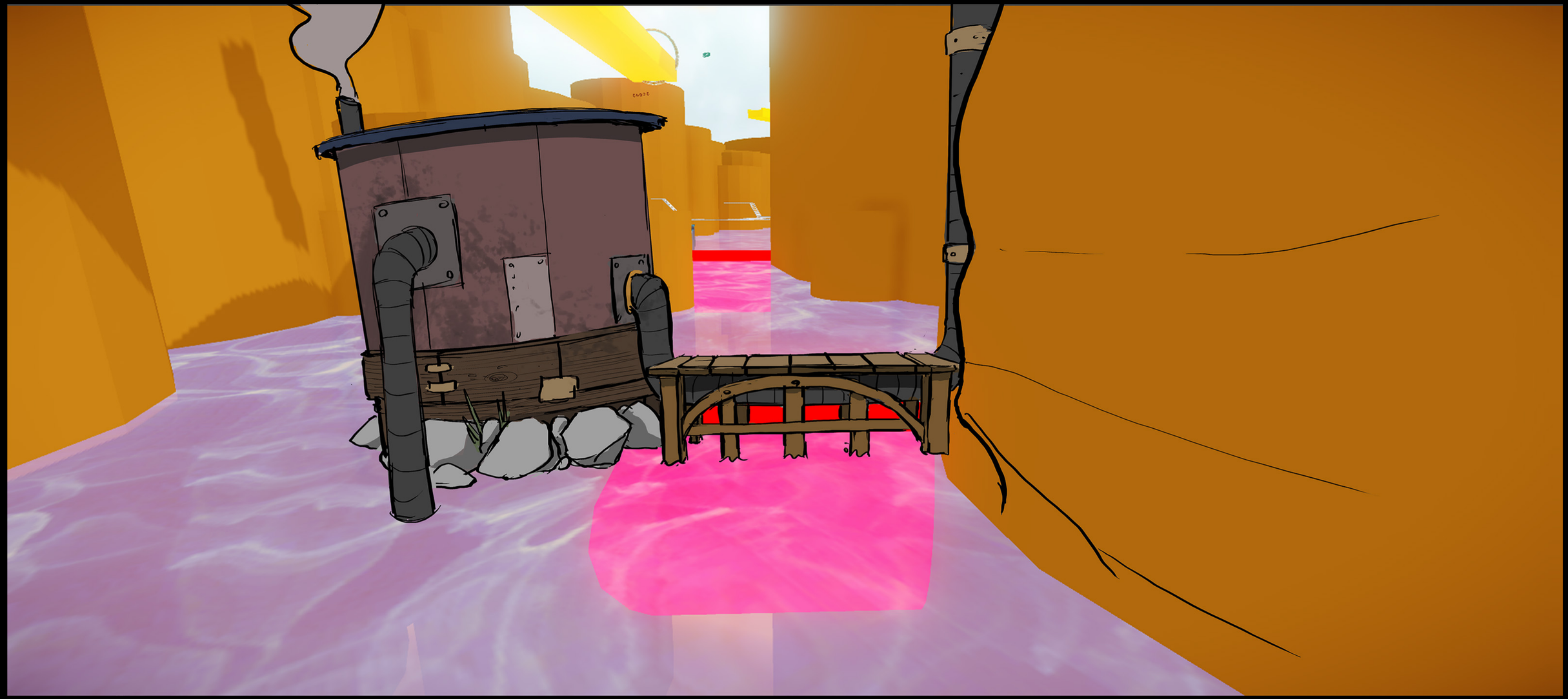
Artist: Nicolas Weis



Hub 01 – Warthog Area Hazards

BIGREDBUTTON ENTERTAINMENT

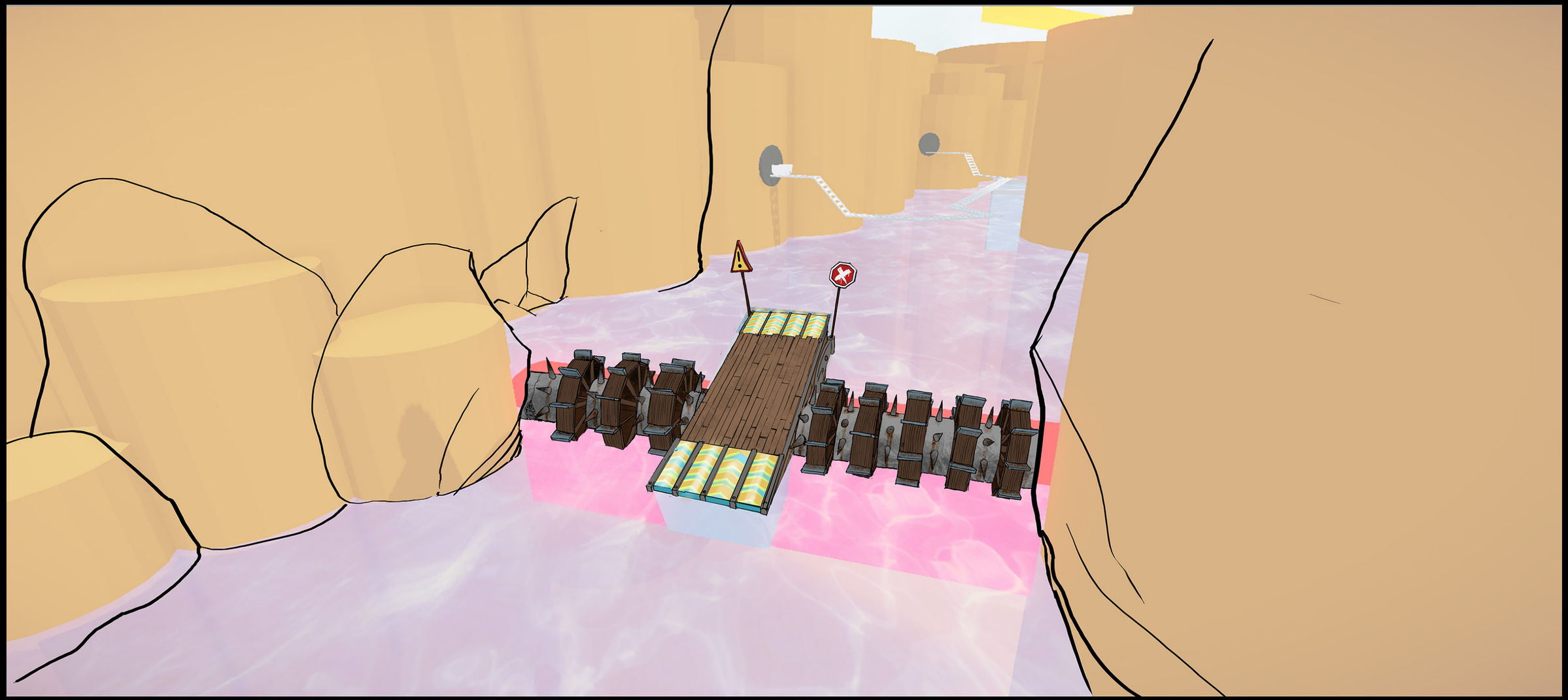
Artist: Nicolas Weis



Hub 01 – Warthog Area Hazards

BIGREDBUTTON ENTERTAINMENT

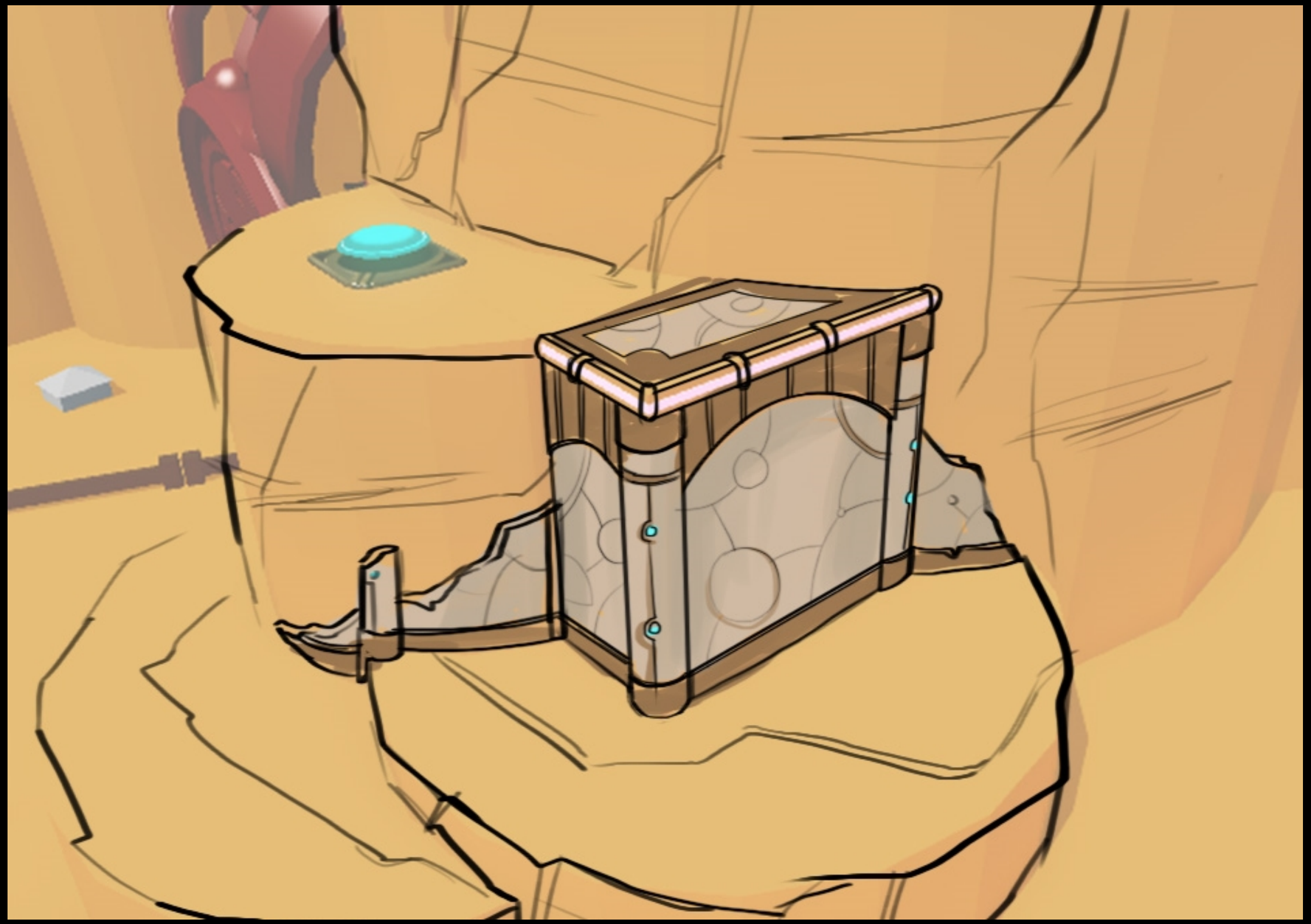
Artist: Nicolas Weis



Hub 01 – Warthog Area Hazards

BIGREDBUTTON ENTERTAINMENT

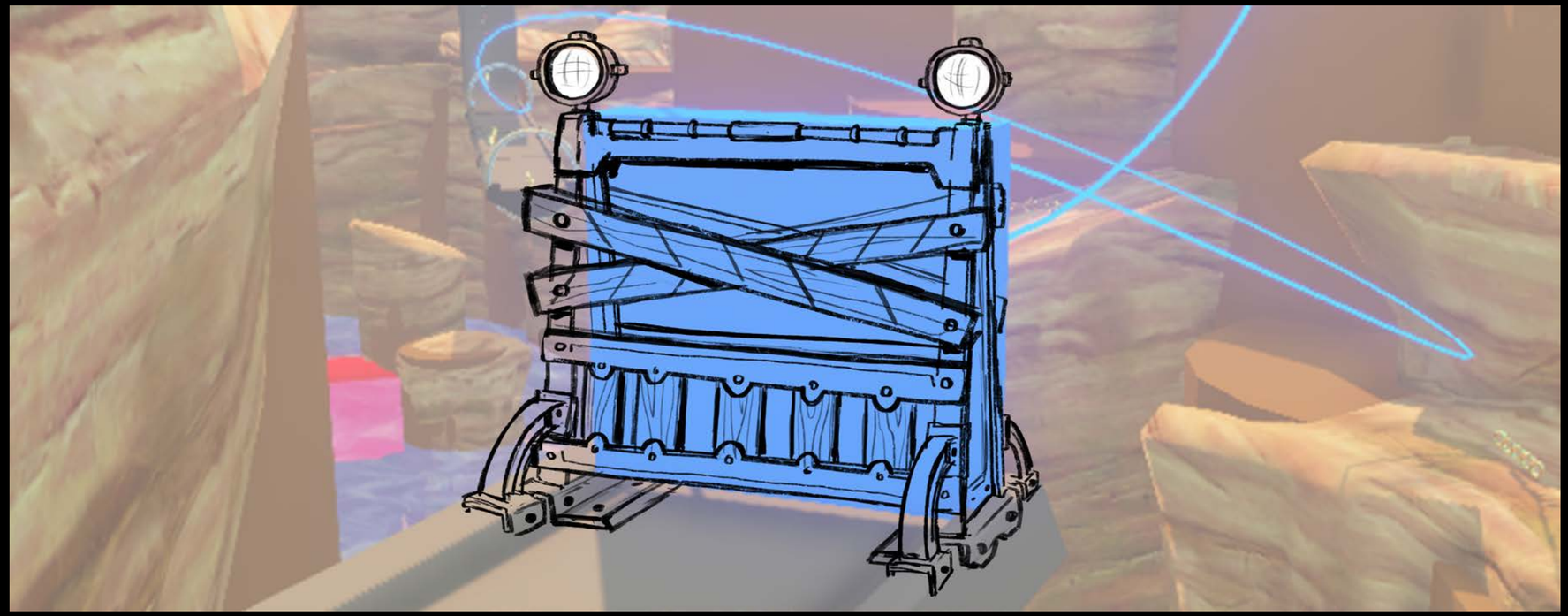
Artist: Travis Ruiz

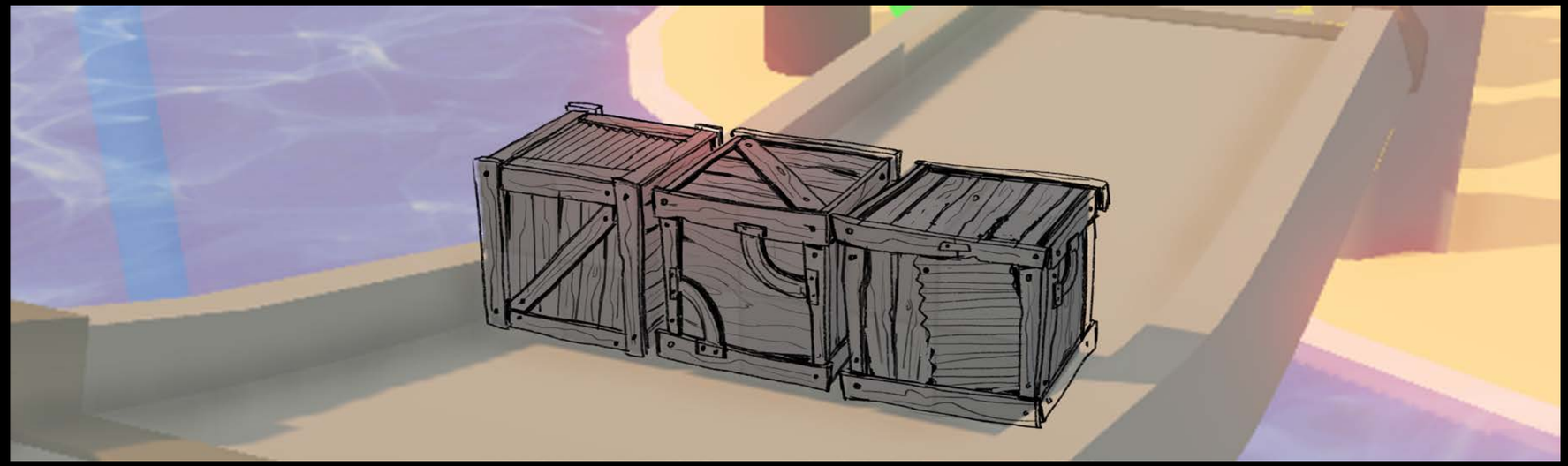


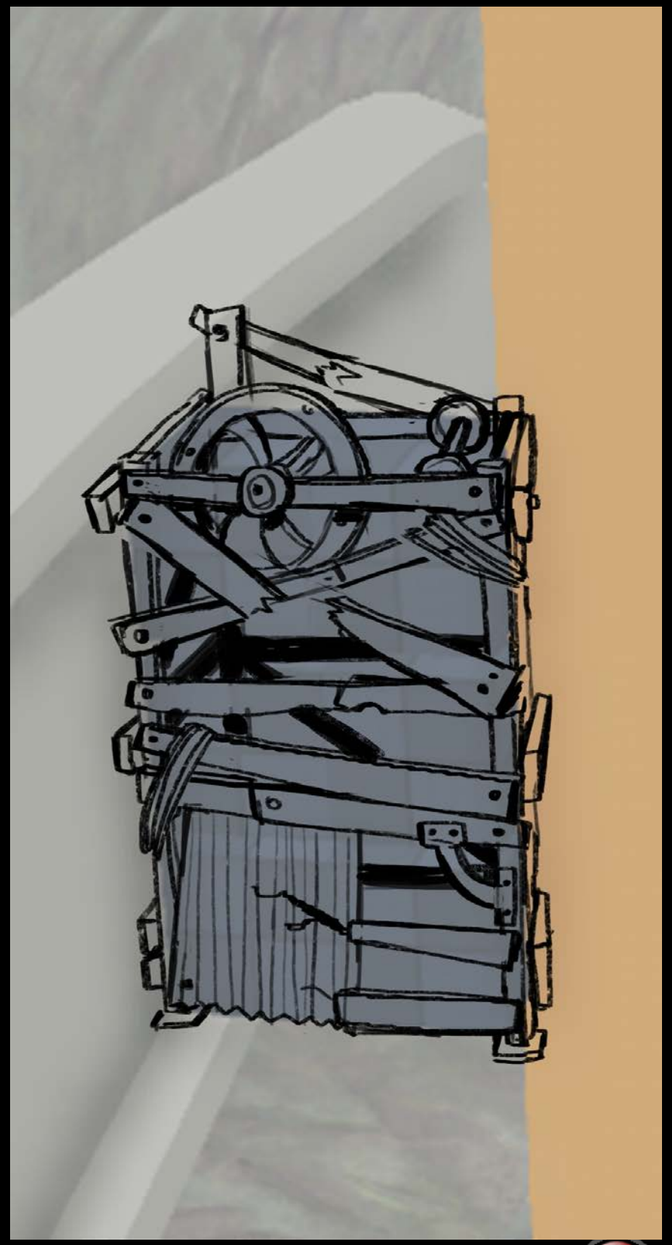
Hub 01 – Mine Track Area Concept

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz



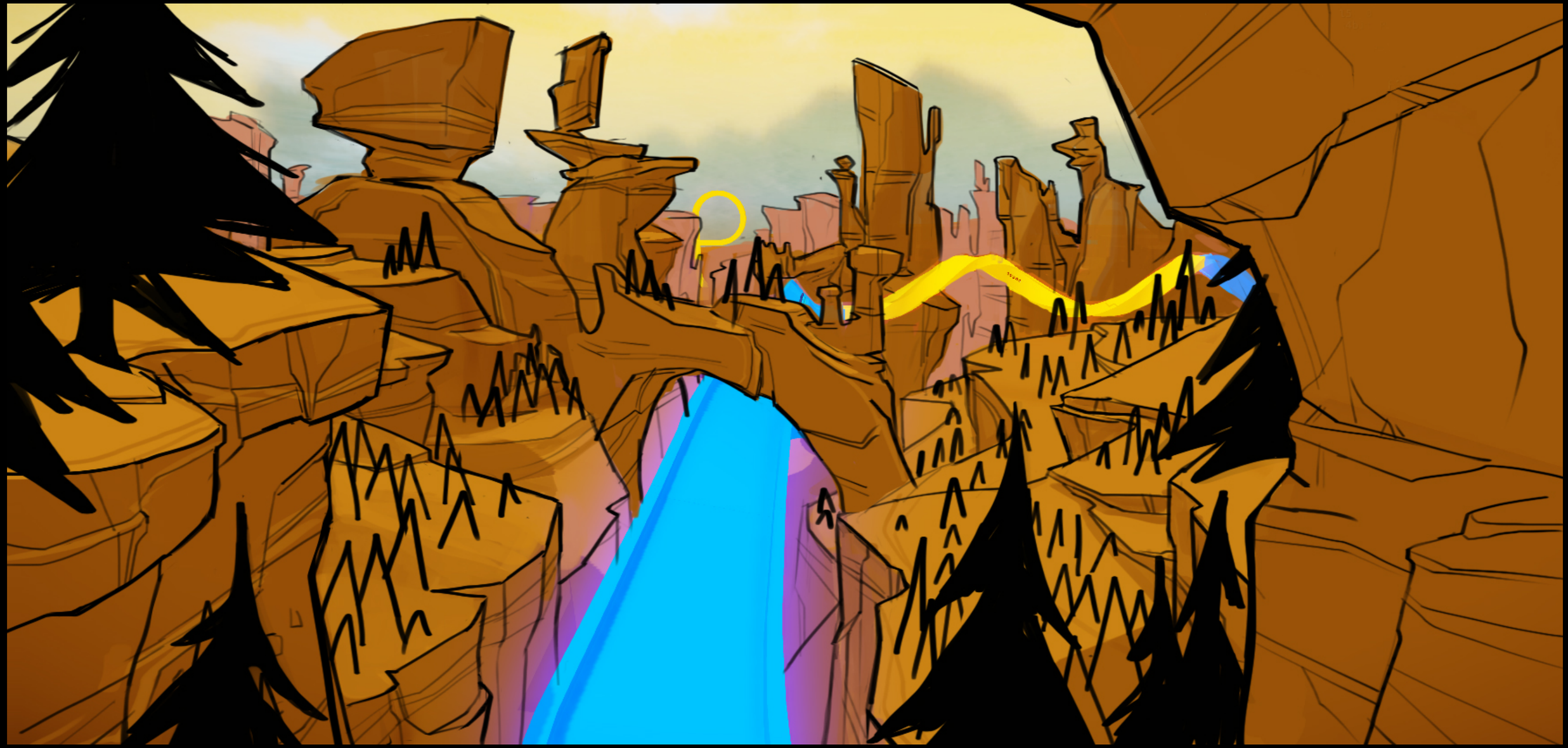




Hub 01 – Speed Track Hazards

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz



Hub 01 – Hoodoo Area Roads

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 01 – Hoodoo Area Roads

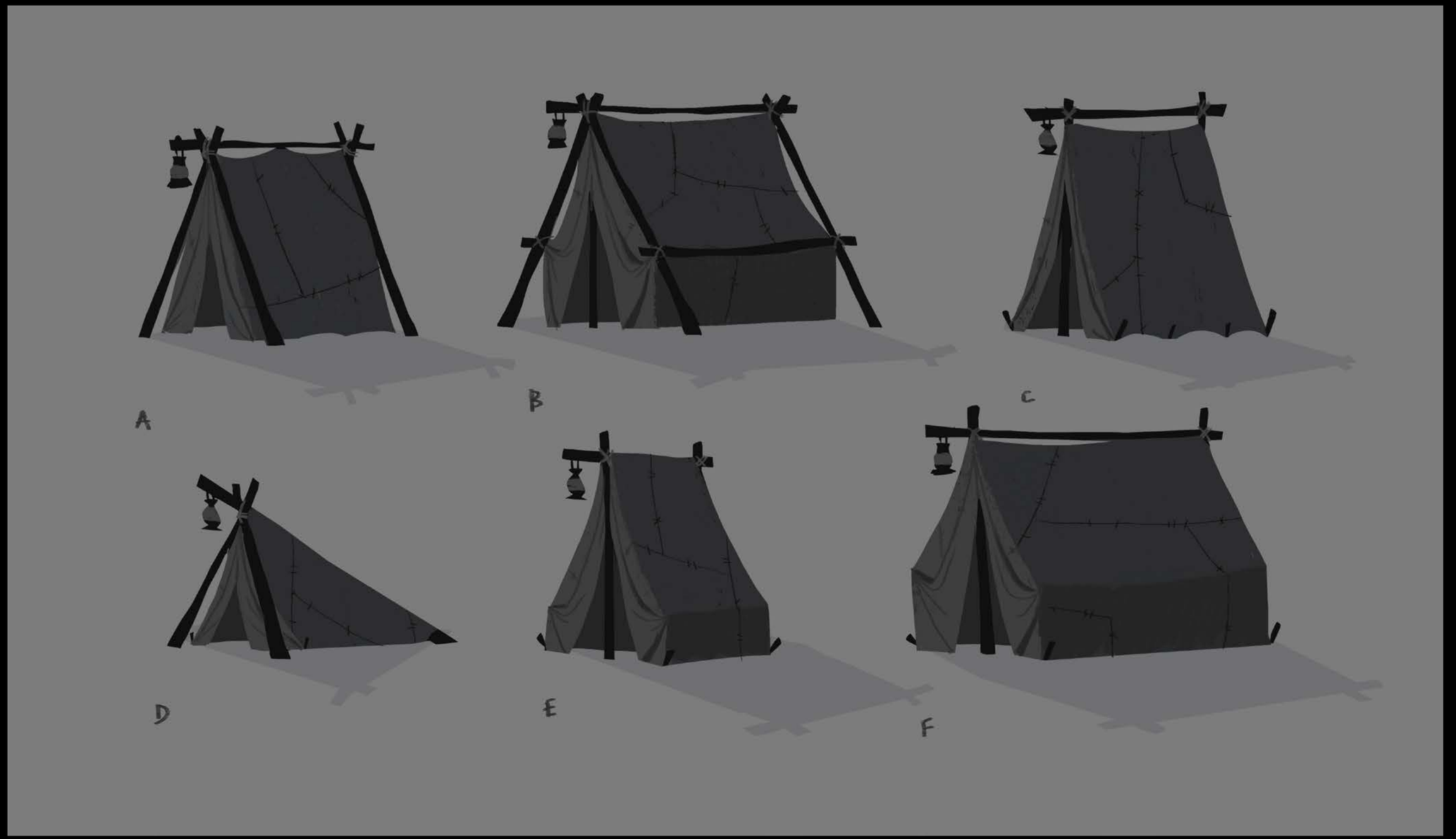
BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz

Hub 01 – Cliff's Tent

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Ruiz



Hub 01 – Cliff's Camp Tents

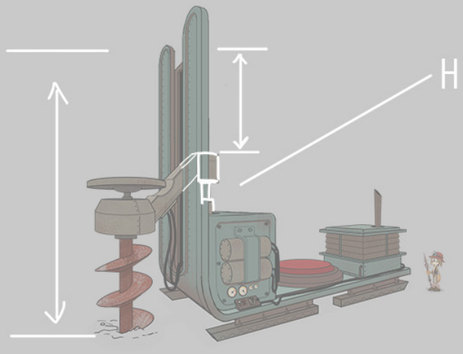
BIGREDBUTTON ENTERTAINMENT

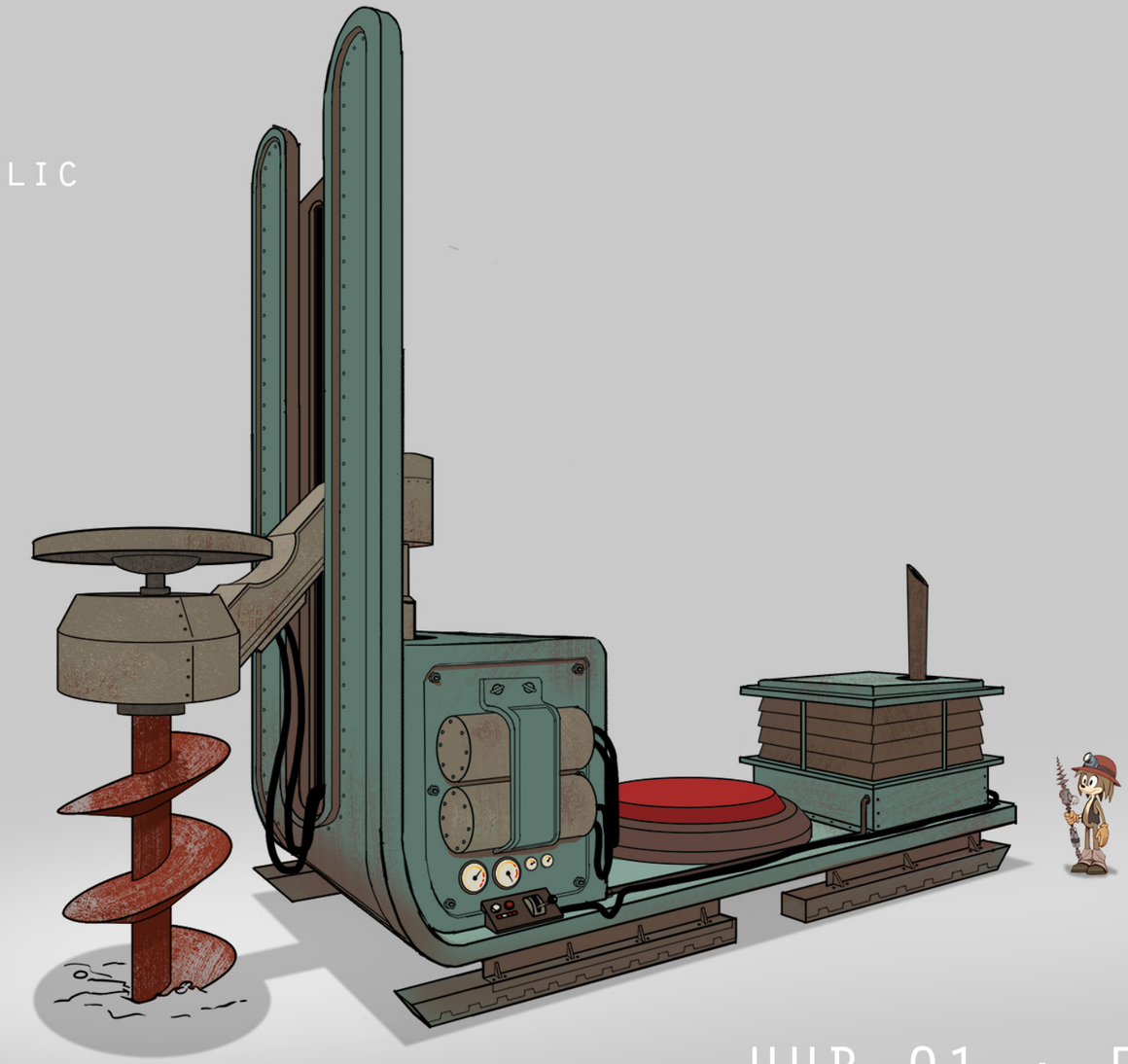
Artist: Yuhki Demers

Hub 01 – Breakthrough Entrance Wall

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers



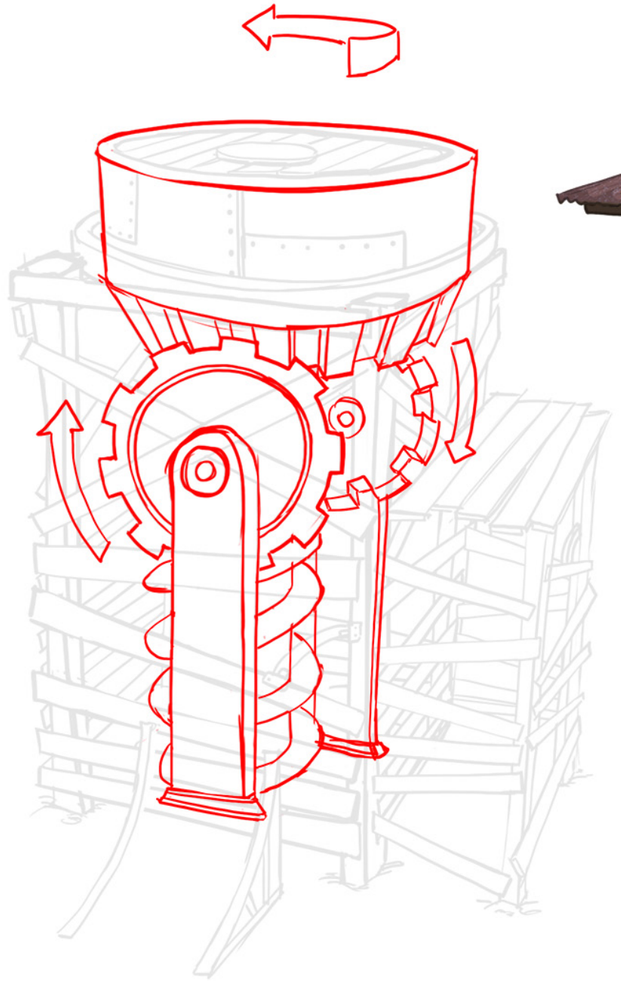


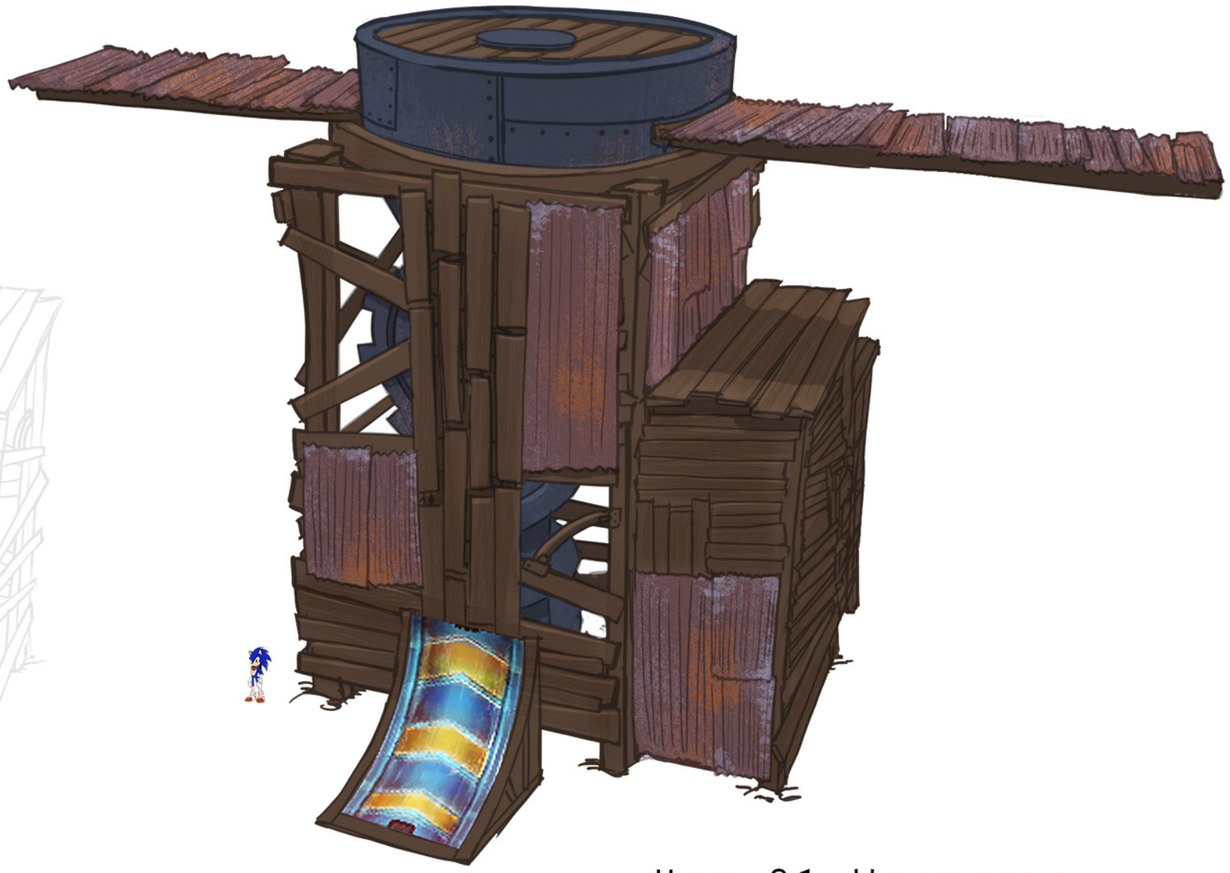
HUB 01 : FORKDRILL

Hub 01 – ForkDrill concept

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers





HUB 01 WINDRILL

Hub 01 – Windrill Concept

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

Hub 01 – Crystal Chamber hall DRC Entrance

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

Hub 01 – Crystal Chamber Hall

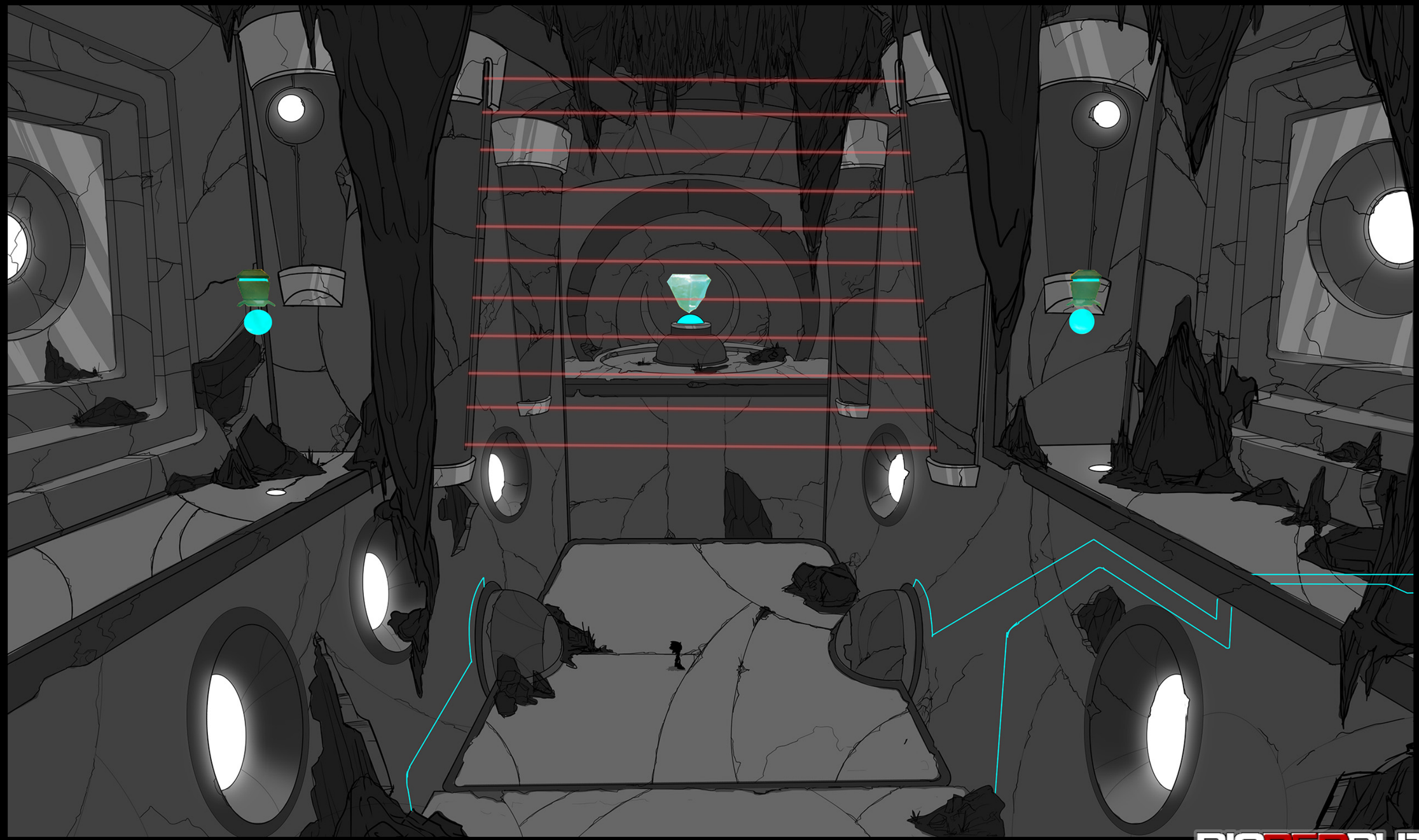
BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers

Hub 01 – Crystal Ante Chamber

BIGREDBUTTON ENTERTAINMENT

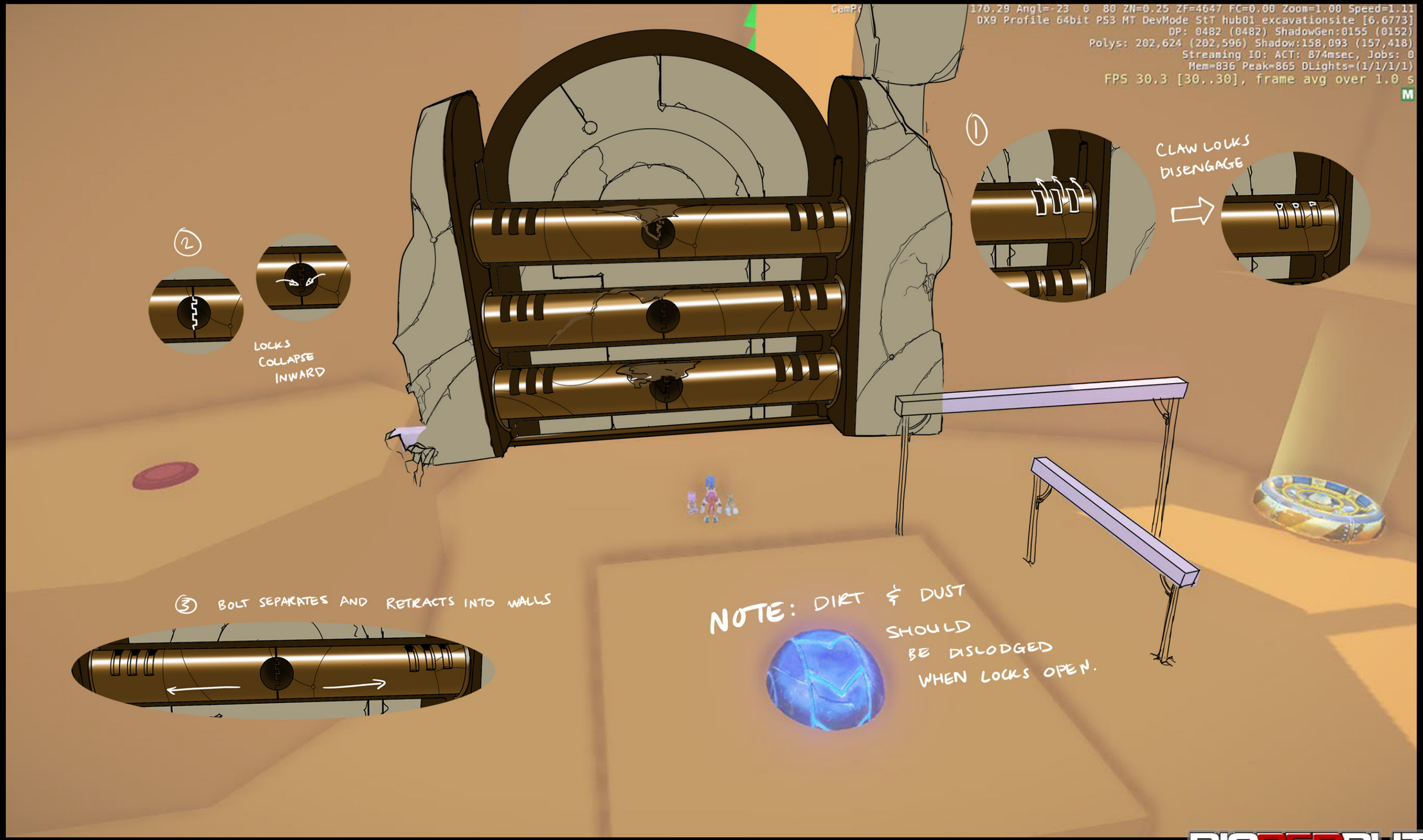
Artist: Yuhki Demers



Hub 01 – Crystal Chamber

BIGREDBUTTON ENTERTAINMENT

Artist: Yuhki Demers



Hub 01 – Tri-Lock Door Concept

BIGREDBUTTON ENTERTAINMENT

VISUAL BENCHMARK

("Static Demo")

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

VBM render targets

Artist: *Armand Serrano*

VBM render targets. Will explore how organically apply iconic checker pattern in this more sophisticated setting.

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Paintover look target for farm area near huts.

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Tropical Beach

BIGREDBUTTON ENTERTAINMENT

Artist: *Craig Harris*

Exploration of iconic tropical beach setting as it could work in Apollo

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT *Speed Loop Exploration*

Artist: *Craig Harris*

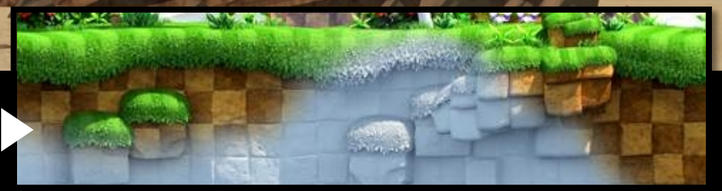
"Familiar, but New"

WIP

Project: Apollo

These work well for suggesting loop shapes, but the patters is too simplistic as checker board and looks too deliberate. Having ***non-repeating*** *patterns like this will make it feel like an aesthetic art direction choice rather than a natural bi-product of the Ancients' ability to mold rock.*

Our goal is to develop an pattern that could roughly pass for squares or checker board pattern in order to achieve our "familiar but new" objectives. Generations did a good to push this, but remained much closer to legacy than we need to;



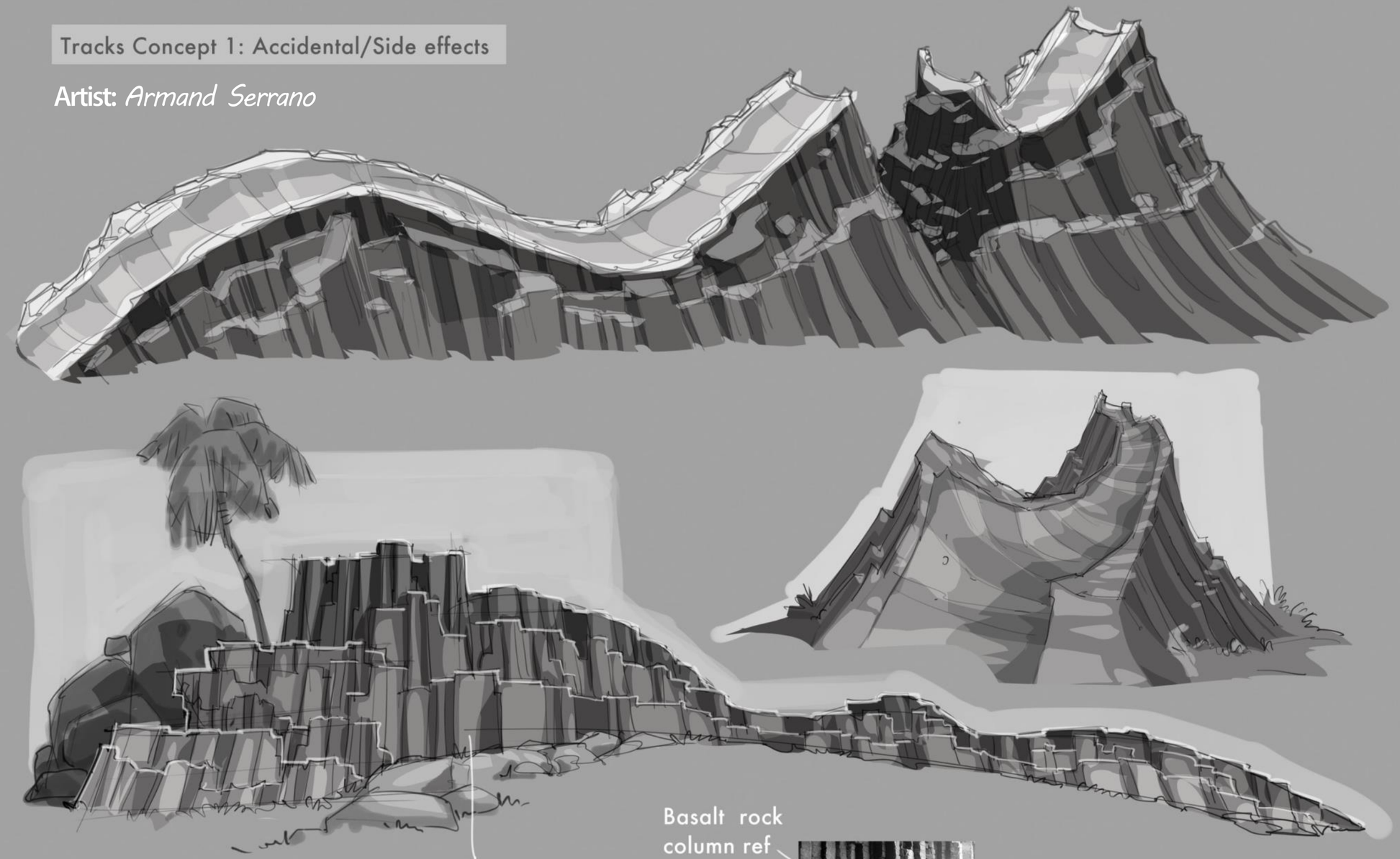
We need to push this further in Apollo in order to fit into our more complex organic settings and art direction. Basalt columns are the best example of naturally developed patterns

Combine that with a Mayan or Islamic like pattern, or anything that is more square patterned than curved, and I think we'll have Apollo's unique signature.

BIGREDBUTTON ENTERTAINMENT

Tracks Concept 1: Accidental/Side effects

Artist: *Armand Serrano*



Rock columns formed by the tectonic plates pushing them up creating speed tracks and organic "new" ckecker pattern.

Basalt rock column ref

S 2012 Speed Tracks Concepts Project Apollo

"Familiar, but New"

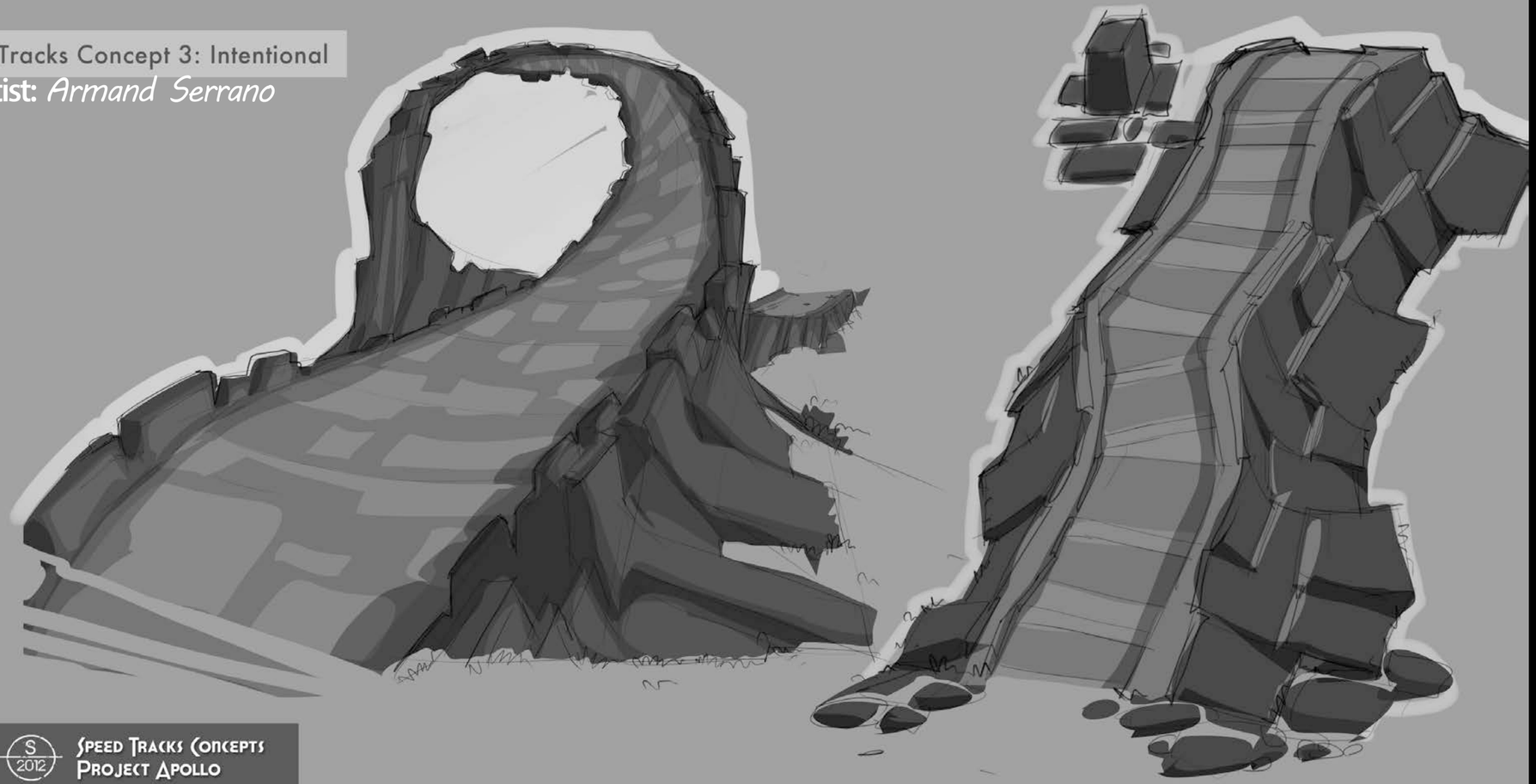
Apollo treatment for Sonic's iconic checker board visual treatment around tracks and loops. Addresses the following;

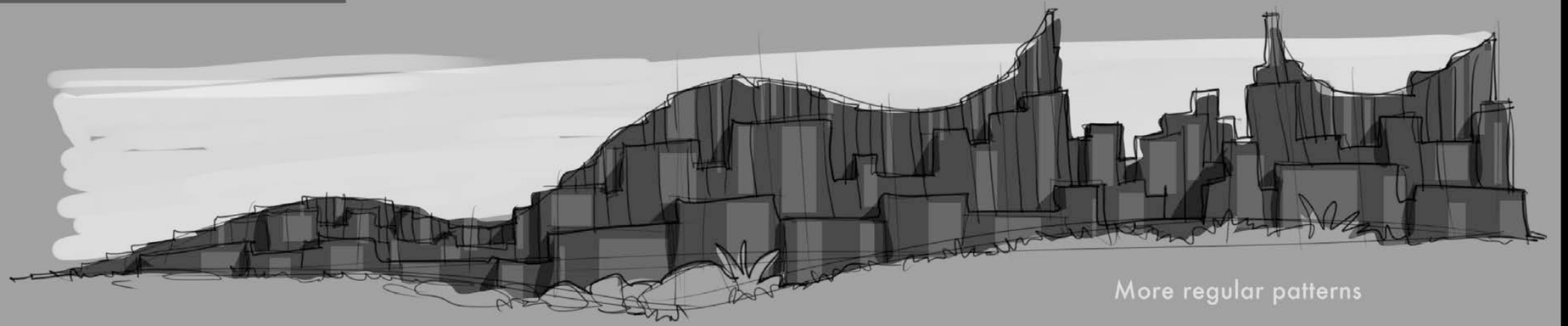
- *Track treatment as you've explored*
- *Integration into surrounding rocks*
- *Suggestion of beach elements like; sand, palms, grasses, burms, sand dunes, etc.*
- *Incorporate some form Ancients structures to the scene ideally of two scales (massive and small enough to be viewable by scene camera); towers, pillars, walls, Guardian statues (fallen?)*

BIGREDBUTTON ENTERTAINMENT

Tracks Concept 3: Intentional

Artist: *Armand Serrano*





S 2012 Speed Tracks Concepts
Project Apollo

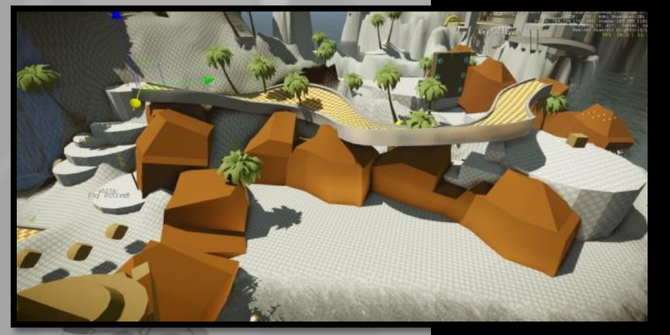
"Familiar, but New"

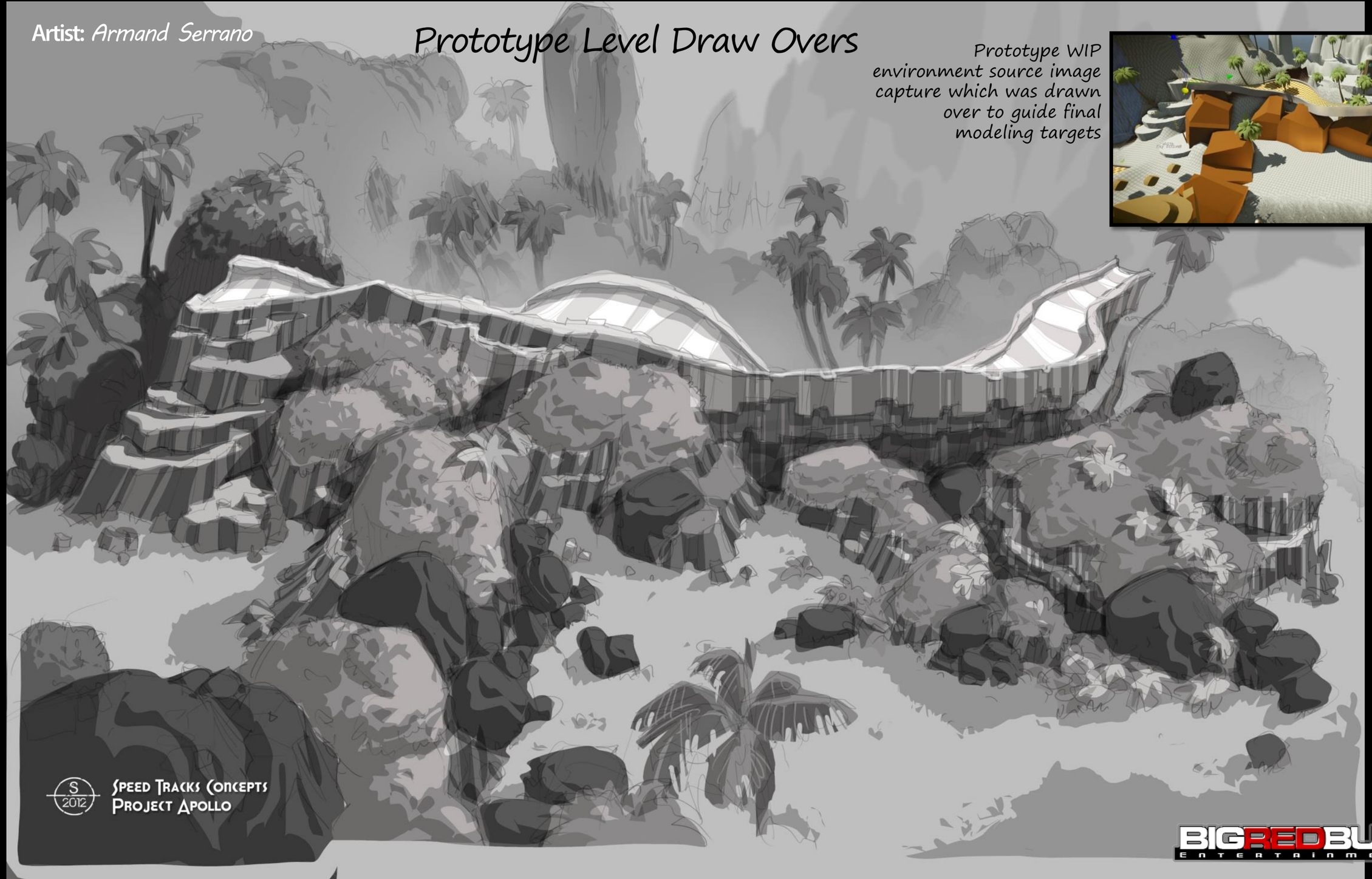
BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Prototype Level Draw Overs

Prototype WIP environment source image capture which was drawn over to guide final modeling targets





"Familiar, but New"

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Koller*

Prototype Level Draw Overs

BIGREDBUTTON ENTERTAINMENT

Artist: Travis Koller

Prototype Level Draw Overs

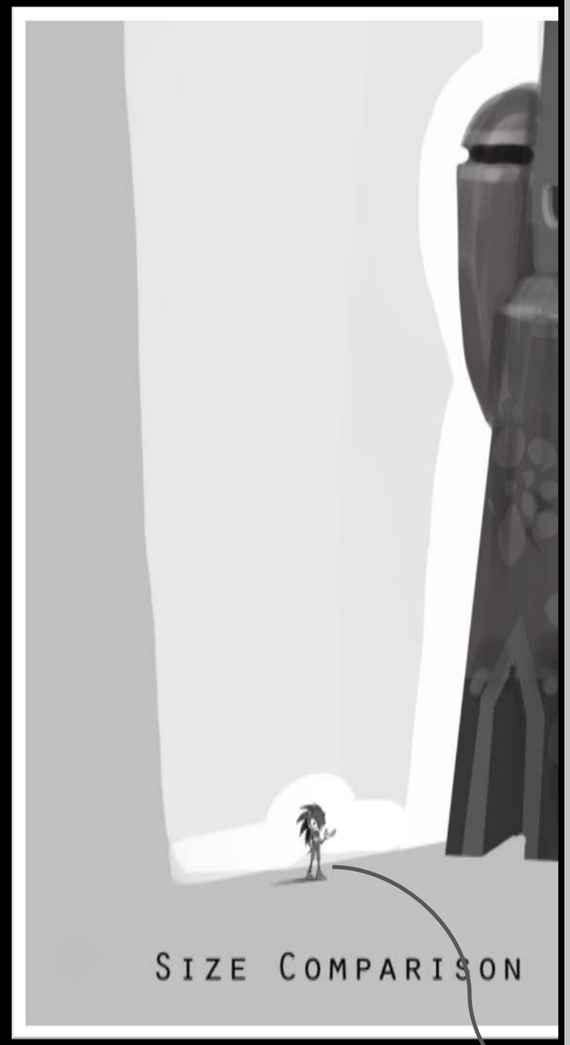
BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Ancients Structures

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*



ANCIENTS STRUCTURE - WATCH TOWER
PROJECT APOLLO

ADVANCE

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Art Brief:
Exploring Ancients' structures, temples, subterranean sections like tunnels, mines, networks, etc. Our goal here is to find an interesting blend of "alien", ancient technology supported and not at odds with nature, without getting too medieval or sci-fi. I think focusing on large scales and masses is the key.

Object is to define;

- Generic Ancients' structures, shapes and surface properties of piping, and technical components. This pickups prior work on towers influenced by German bunkers.
- Ancients iconography of guardians in wall and pillar reliefs. How is technology blended, how is it presented?
- With above language better defined, bring it together in set layout exploration.

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

H

I

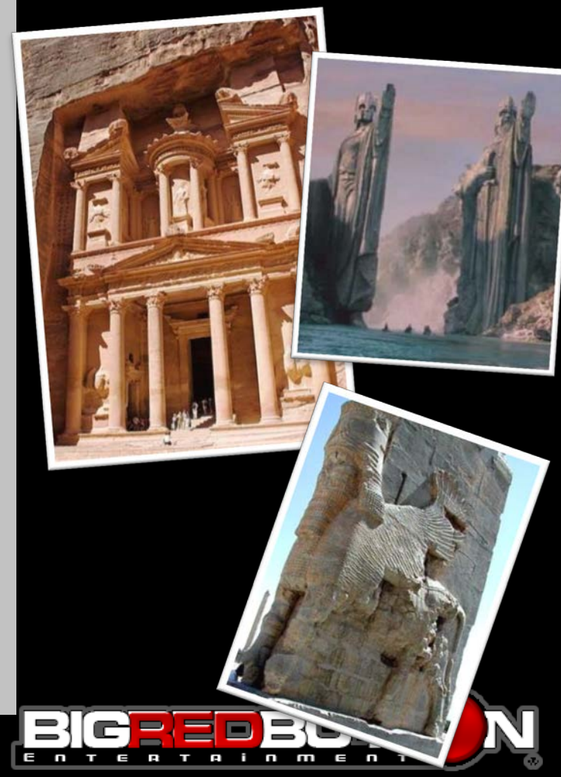
J

WARMER

Art Brief:
Exploring massive weathered Guardian statues built from rock. Guardians are anthropomorphic with the same language as our team as Hedgehogs.

Appropriate Influences could be

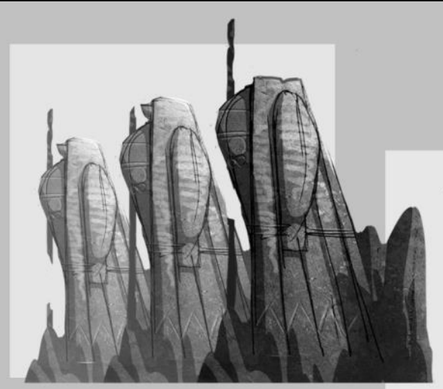
- Argonath Statues in Lord of the Rings
- as combination of grand structure in natural setting
- Gates of Xerxes of Persepolis or wise and calm face of Buddha statues for the Guardians.



BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

K

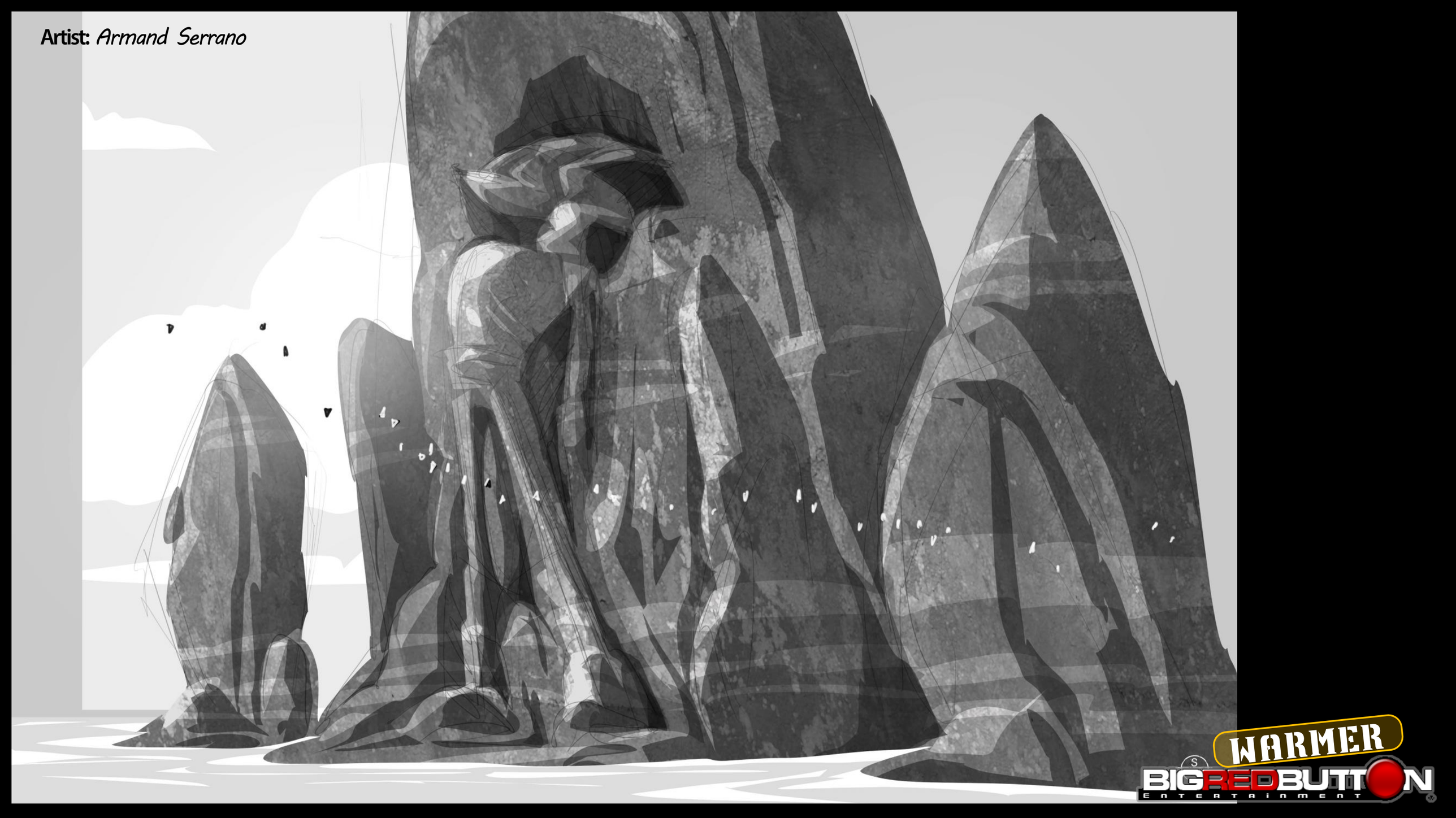


L

S 2012

WARMER
BIGREDBUTTON
ENTERTAINMENT

Artist: *Armand Serrano*



Artist: *Travis Ruiz*

Hub 01 – Statue Studies

Artist: *Armand Serrano*

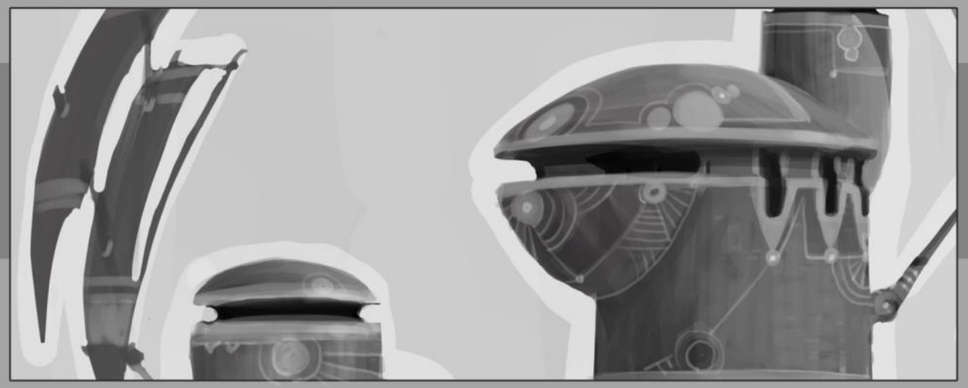
These shapes work better to capture Ancients' benevolent technology.

Good look to further advance.

WARMER

BIGREDBUTTON
ENTERTAINMENT

Artist: *Armand Serrano*



WARNER
BIGREDBUTTON
ENTERTAINMENT

Artist: *Armand Serrano*

Ancients Iconography Concepts
Project Apollo

Ideal use of scale, use of circles as main Ancients' shape. Feel unique but still archetypal of cathedral or places of wisdom.

WARMER
BIGREDBUTTON
ENTERTAINMENT

Artist: Armand Serrano
S 2012
Ancients Iconography Concepts
Project Apollo
WARMER
BIGREDBUTTON
ENTERTAINMENT

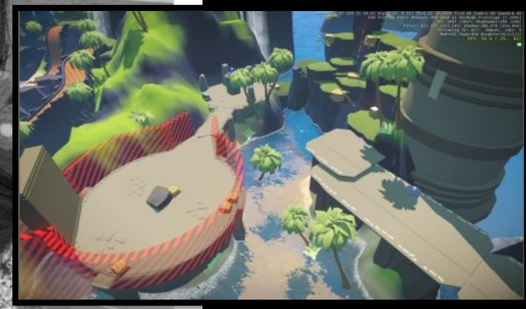
Artist: *Erwin Madrid*

Prototype Level Draw Overs

Prototype WIP environment source image capture which was drawn over to guide final modeling targets

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

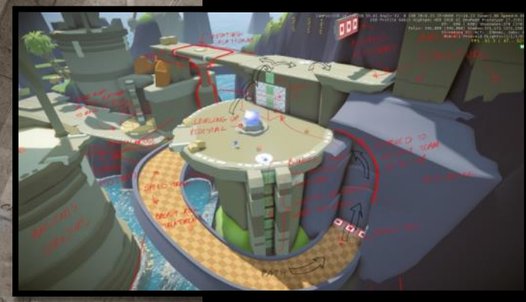


Pedestals Layout

Project

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*



S 2012

Pedestals/Speed track Layout
Project Apollo

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

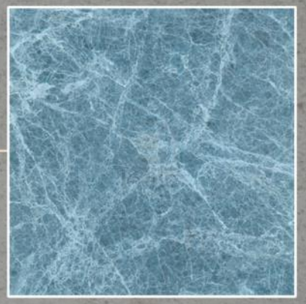
Prototype Level Draw Overs

Artist: *Armand Serrano*

Celestial
Interior
Design

Concrete

Marble



Metal trimming

S 2012

Interior Pillar Design
Project Apollo

ADVANCE

BIGREDBUTTON ENTERTAINMENT

First Playable Draw Overs

Artist: *Travis Koller*

Full structure

BIGREDBUTTON ENTERTAINMENT

First Playable Draw Overs

Central courtyard

Artist: Armand Serrano

S 2012 COURTYARD

BIGREDBUTTON ENTERTAINMENT

First Playable Draw Overs

Artist: Armand Serrano

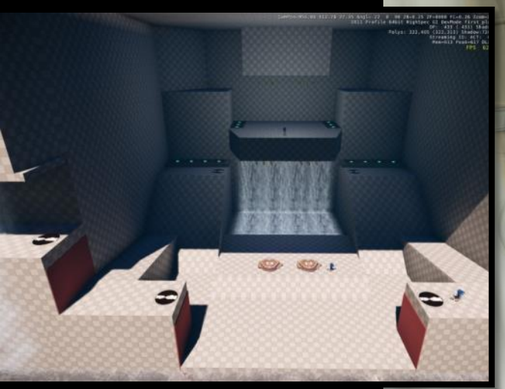
S 2012

CHAMBER - 2

Right chamber, bungee sling shot game play.

BIGREDBUTTON ENTERTAINMENT

First Playable Draw Overs



Left chamber, bungee drop game play.

Artist: Armand Serrano

Artist: *Travis Koller*

First Playable Draw Overs

Speed track, pre assembly.

BIGREDBUTTON ENTERTAINMENT

ANCIENT CLIFF STATUES

clean rock

Jungle trees

Artist: *Travis Koller*

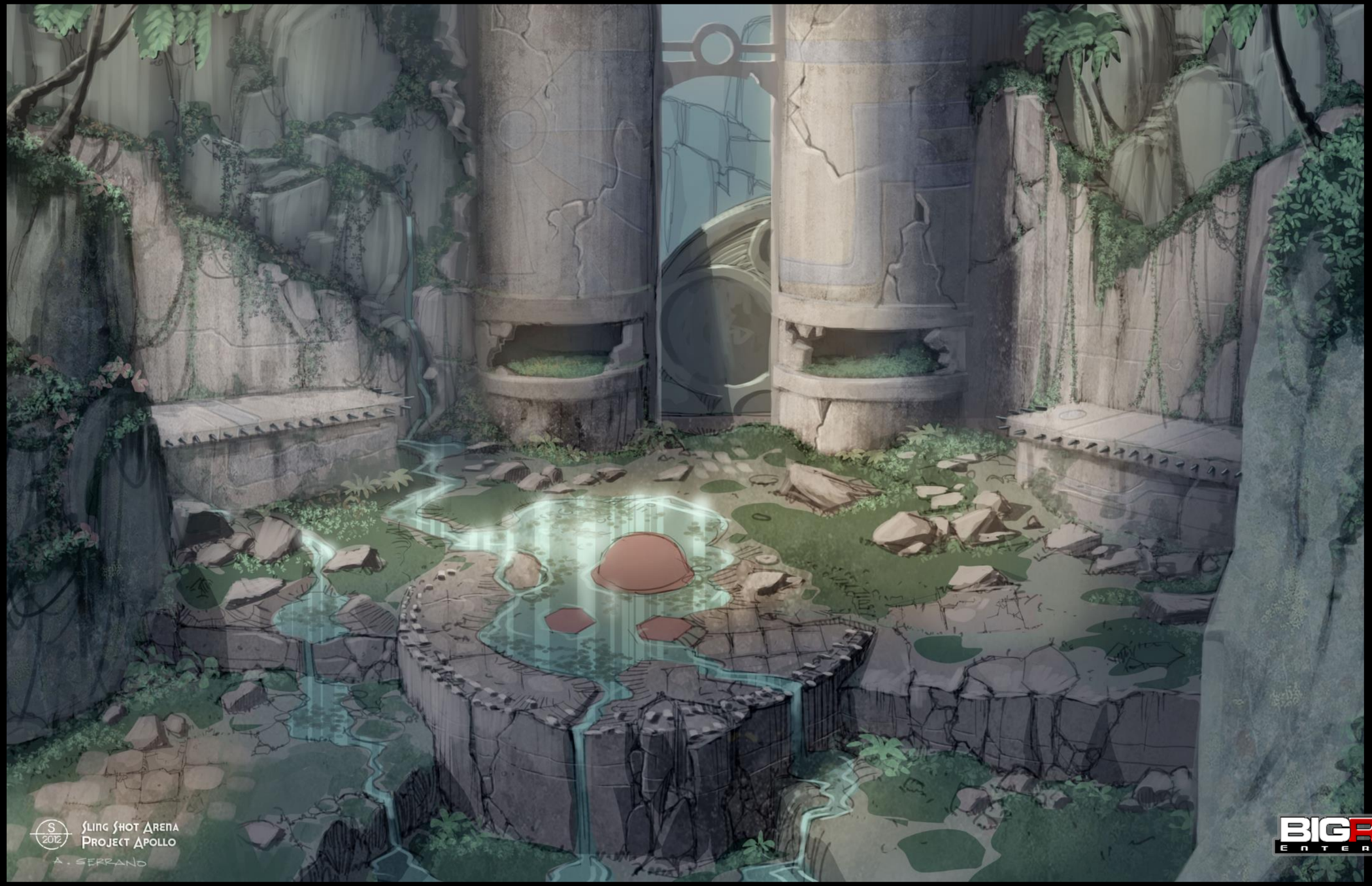
First Playable
Draw Overs

Speed track, pre assembly.

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Vertical Slice Level Draw Overs



First Pedestal of the Ancients peaceful glade where team is bestowed bungee slingshot mechanic.

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

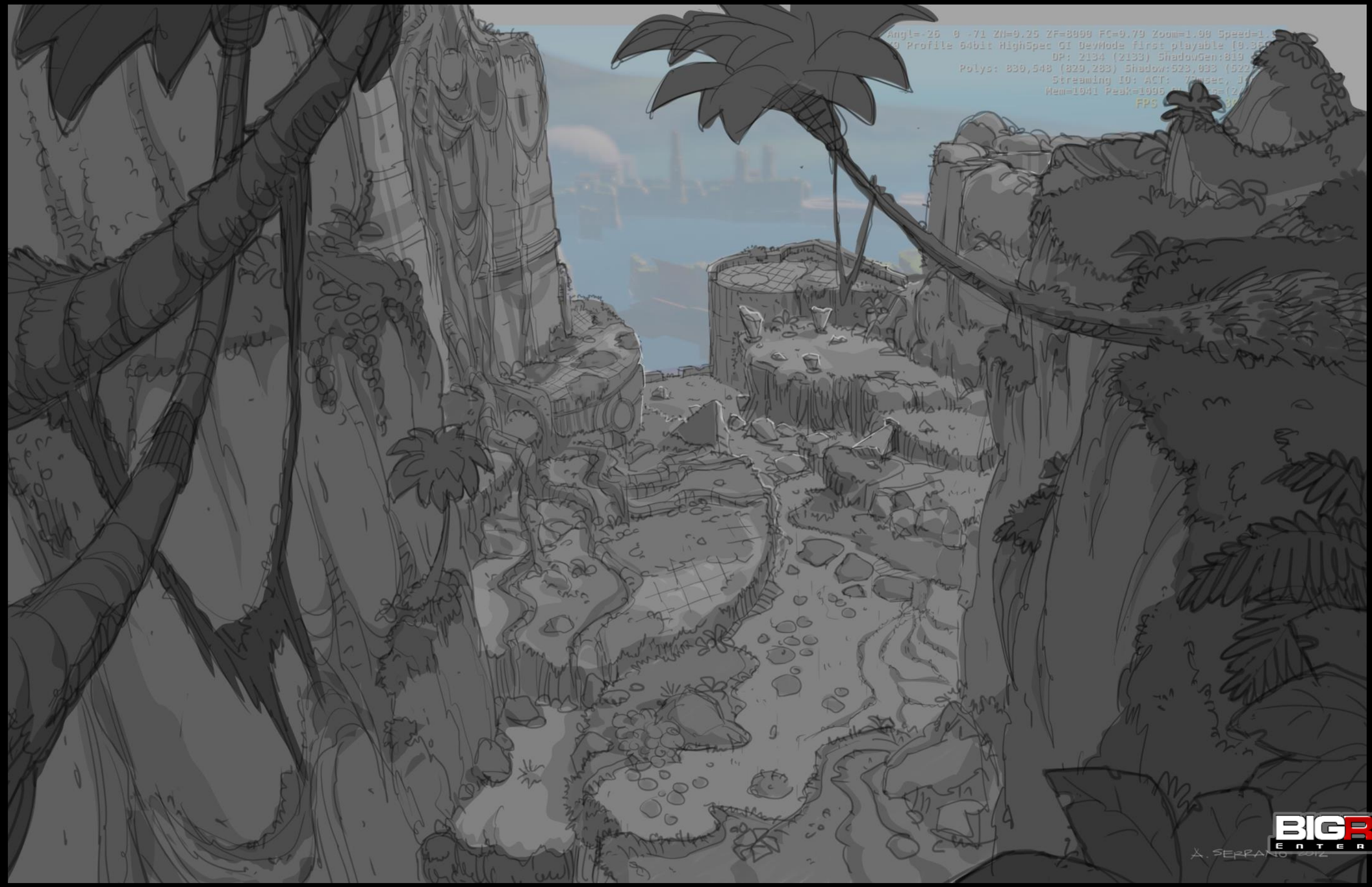
Vertical Slice Level Draw Overs

Ranger Grunt introduction valley.

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Vertical Slice Level Draw Overs



Second Pedestal of the Ancients glade where team is granted bungee yank ability.

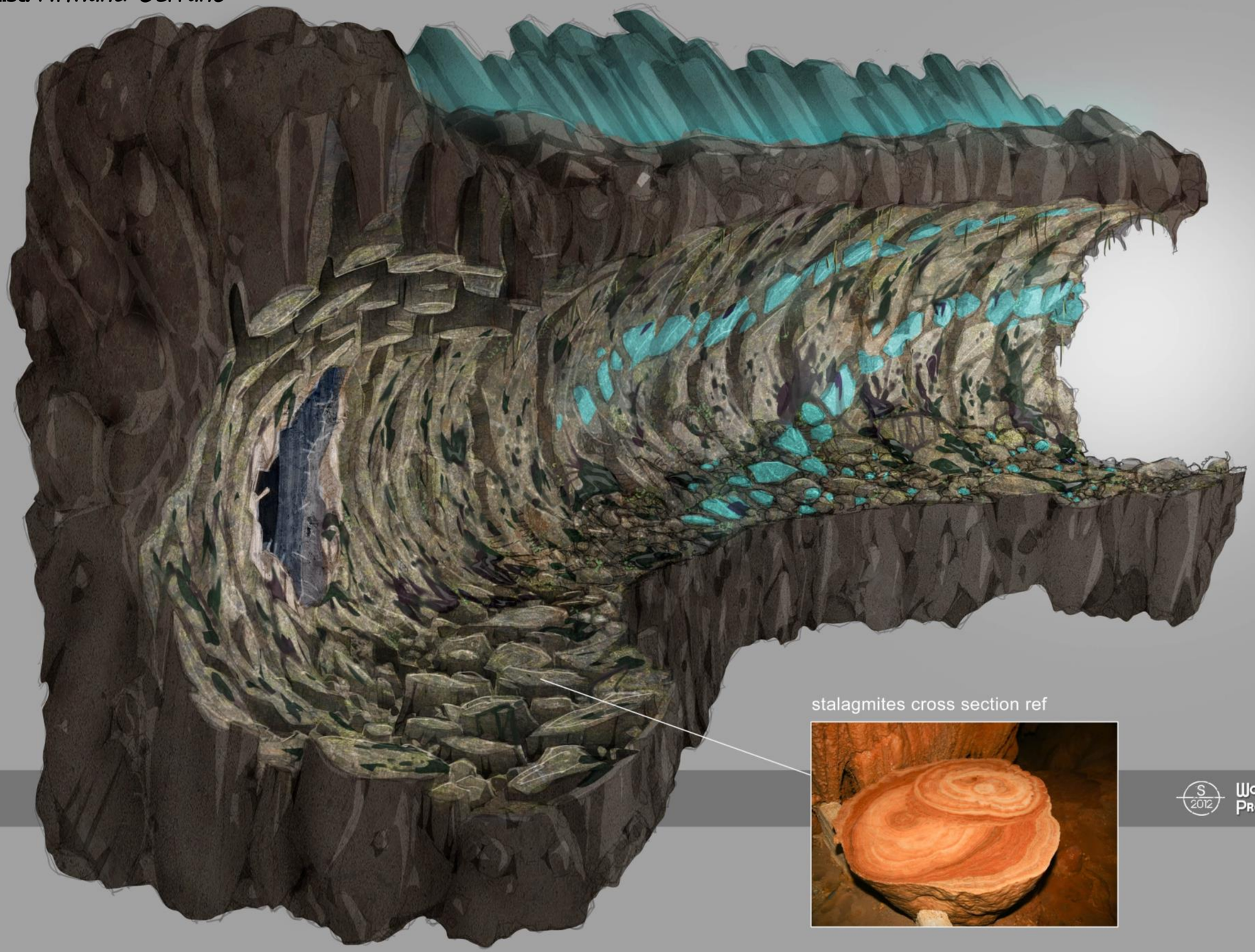
Artist: *Armand Serrano*

Vertical Slice Level Draw Overs

Secret entrance into underground chamber requiring coop bungee yank to open.

Artist: *Armand Serrano*

Vertical Slice Level Draw Overs



stalagmites cross section ref

S 2012 Worm Hole Project Apollo

Further developed color key, with exploration of a signature bi-product for the worm such as dark oil or green slime.

Blue gemstone path is a concept for naturally occurring speed track path.

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Koller*

Vertical Slice Level Draw Overs

BIGREDBUTTON ENTERTAINMENT

Team then proceeds to fallen bridge section where they have to use bungee slingshot to traverse

ENVIRONMENT EXPLORATIONS

Warthog Ruins

BIGREDBUTTON ENTERTAINMENT

Towers that light up with each shard collected necessary to open gate and advance.

SIZE COMPARISON W/ GIANT GATE.

Artist: *Armand Serrano*

S 2012

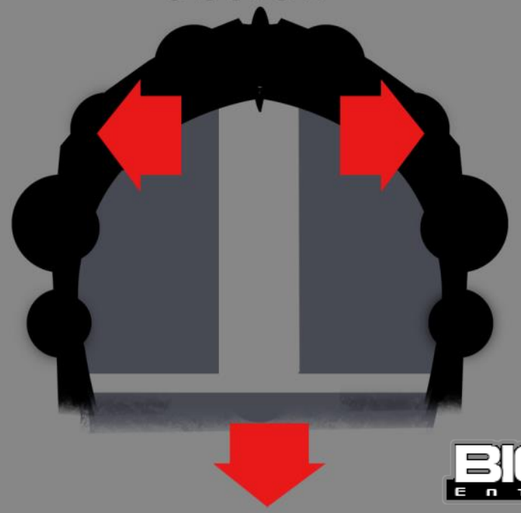
WARTHOG LIGHT TOWERS
PROJECT APOLLO

BIGREDBUTTON ENTERTAINMENT

WARTHOG DOOR

scale

door openning action



Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

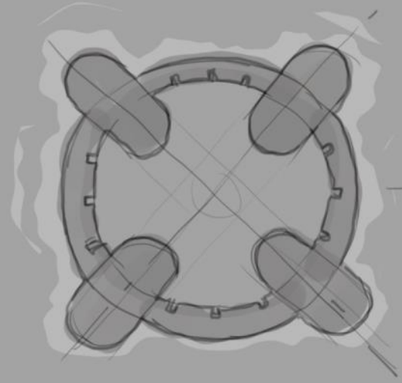
Warthog Giant Gate
Project Apollo

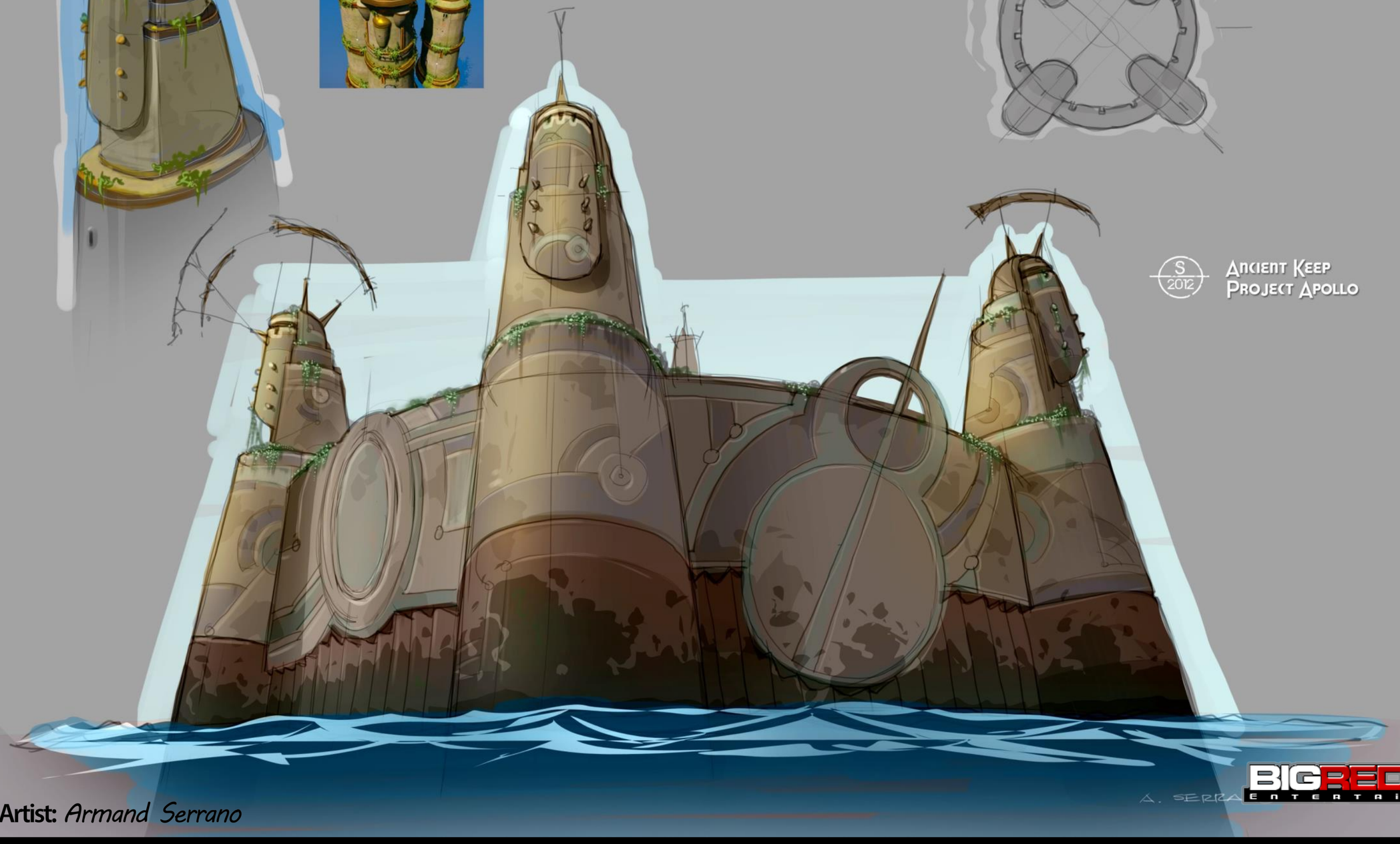
SIZE
COMPARISON

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Top Elevation





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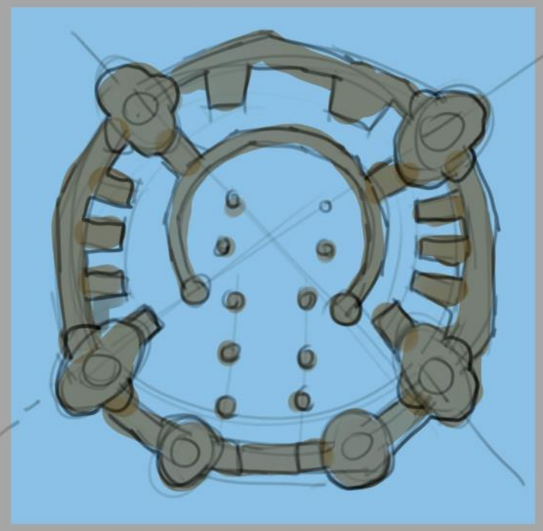
Ancient Keep
Project Apollo

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

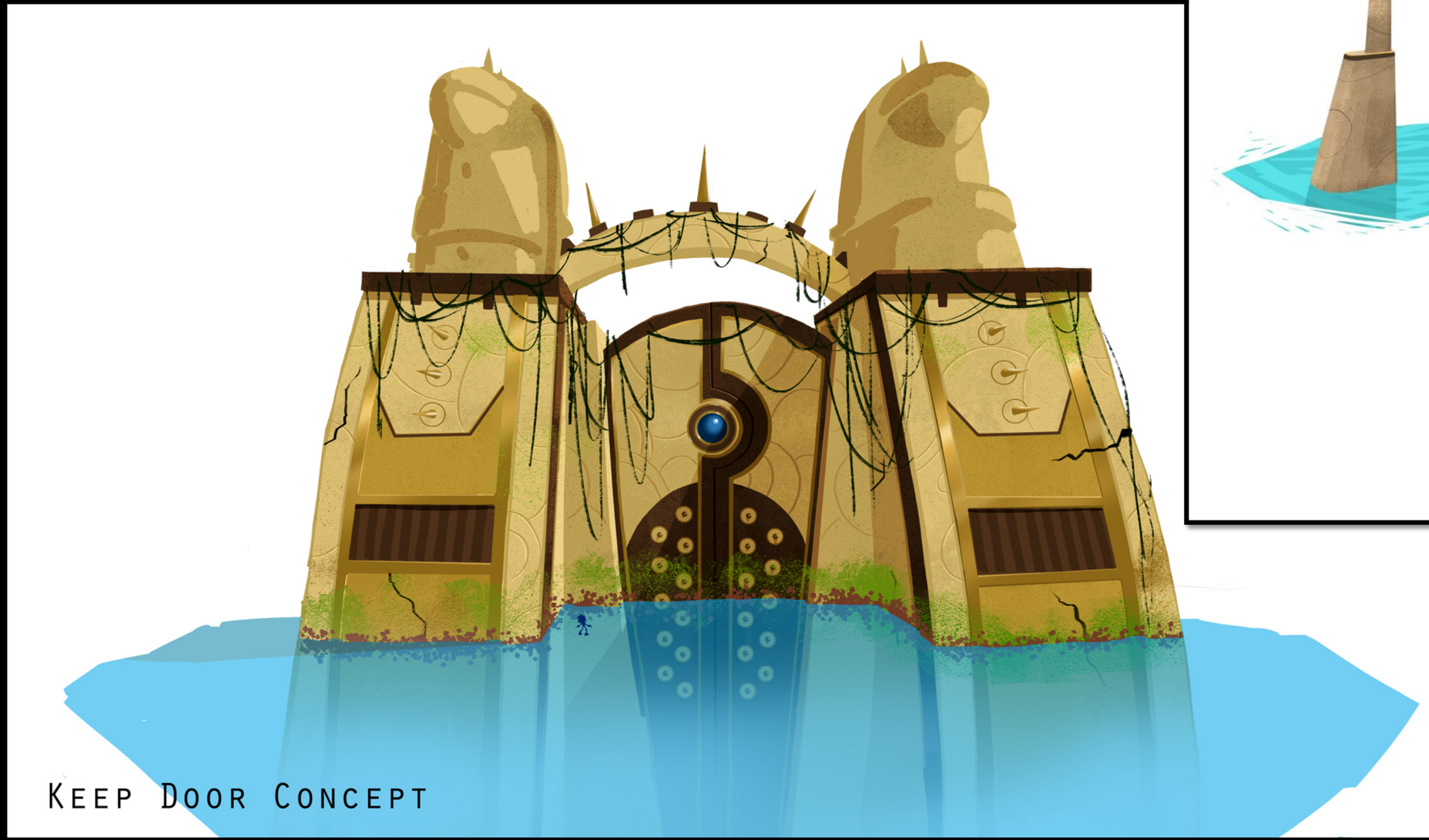


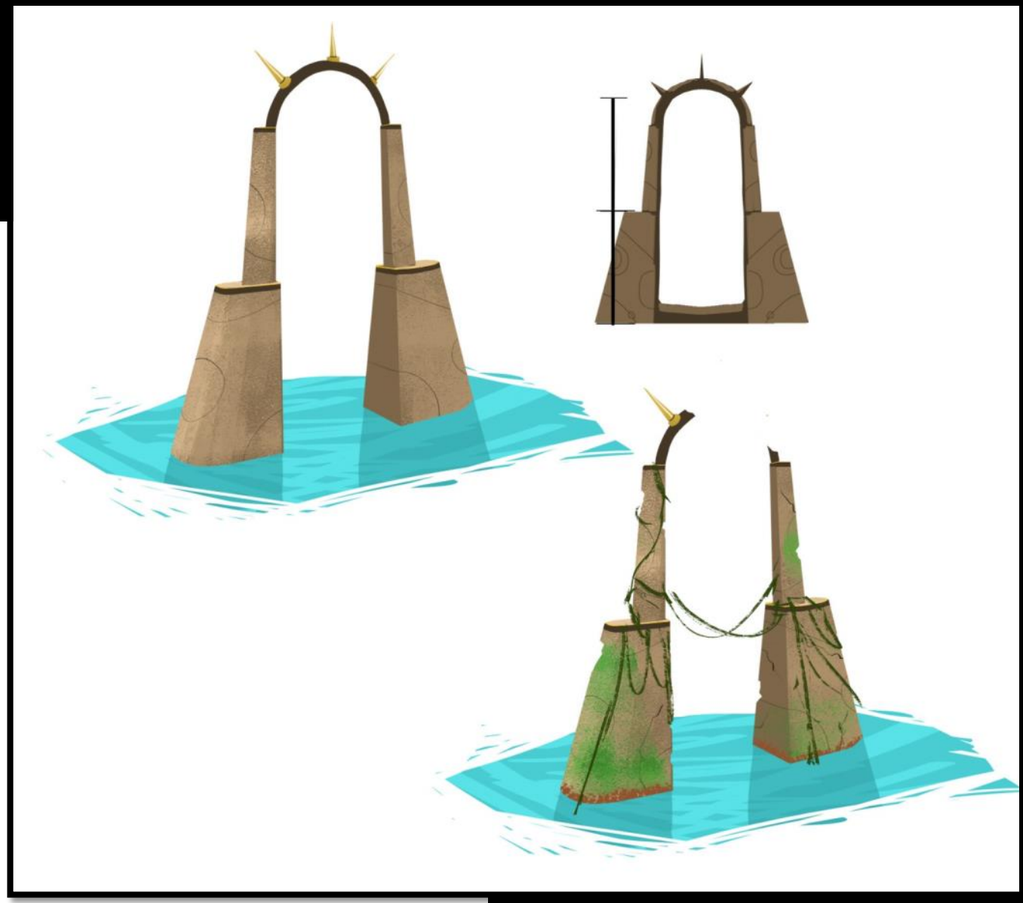
Ancient Keep Courtyard
Project Apollo

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

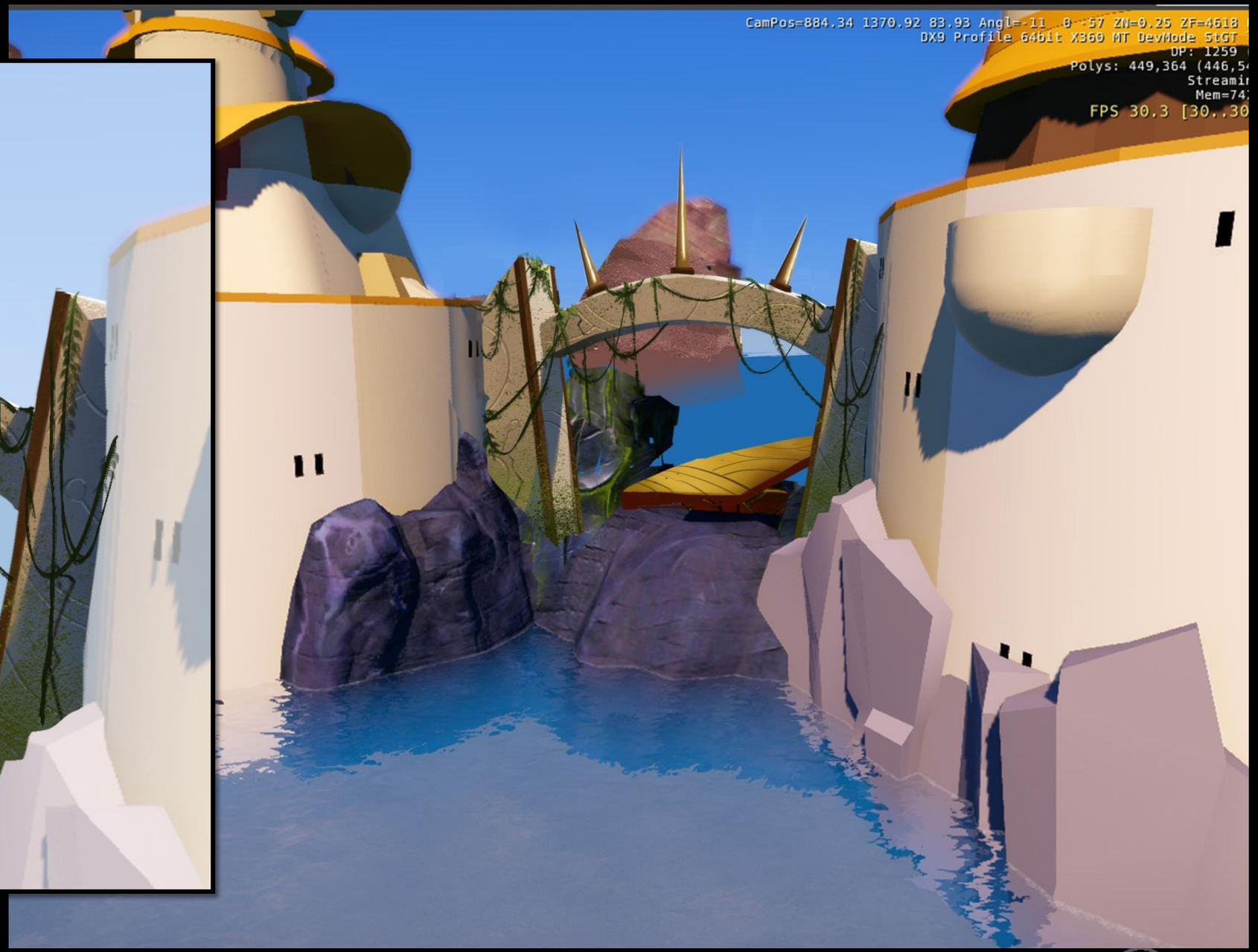




KEEP DOOR CONCEPT

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

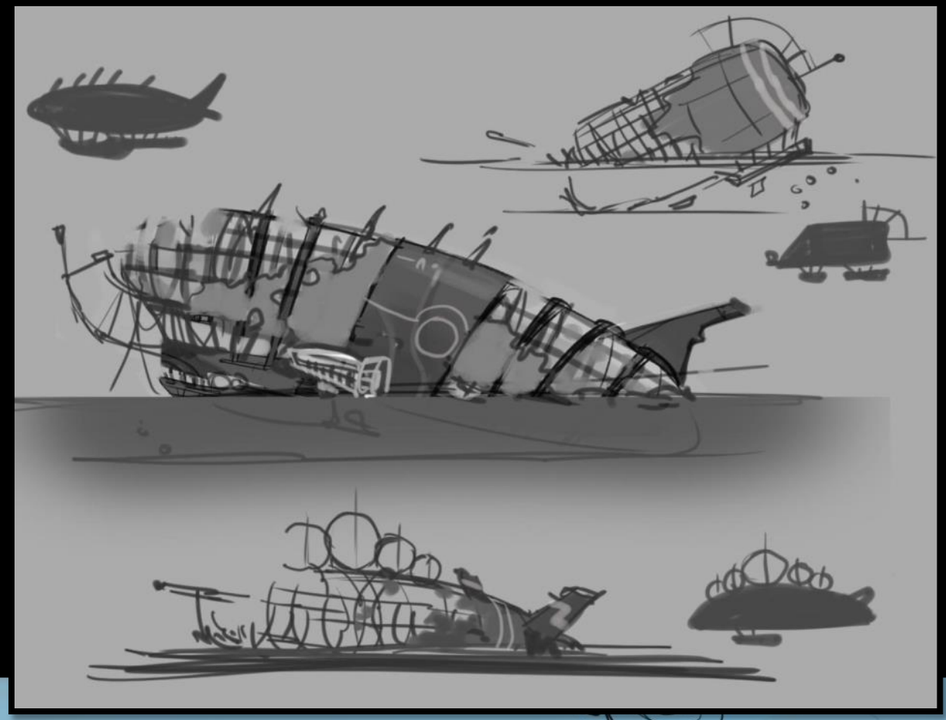


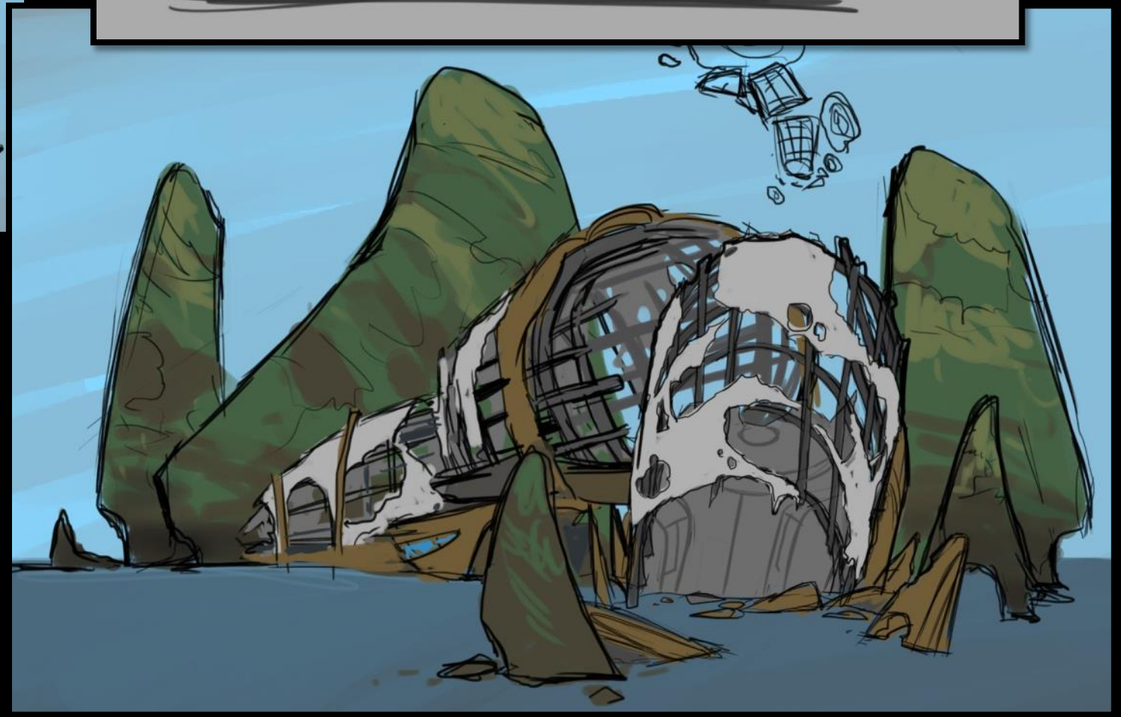
Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

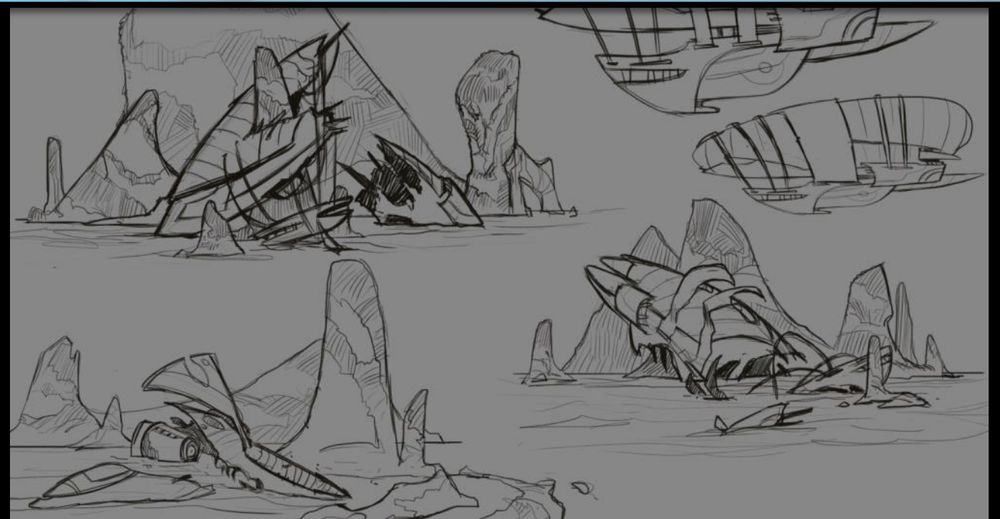
SHIPWRECK/DIRIGIBLE RUINS SKETCHES

Artist: *Travis Koller*





Relicts of Ancient dirigibles from an old battle scatter across the Warthog level with hints of air battle and floating fortress to come later in act2.



SHIPWRECK/DIRIGIBLE RUINS SKETCHES

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

Giant Loop Concept
Project Apollo

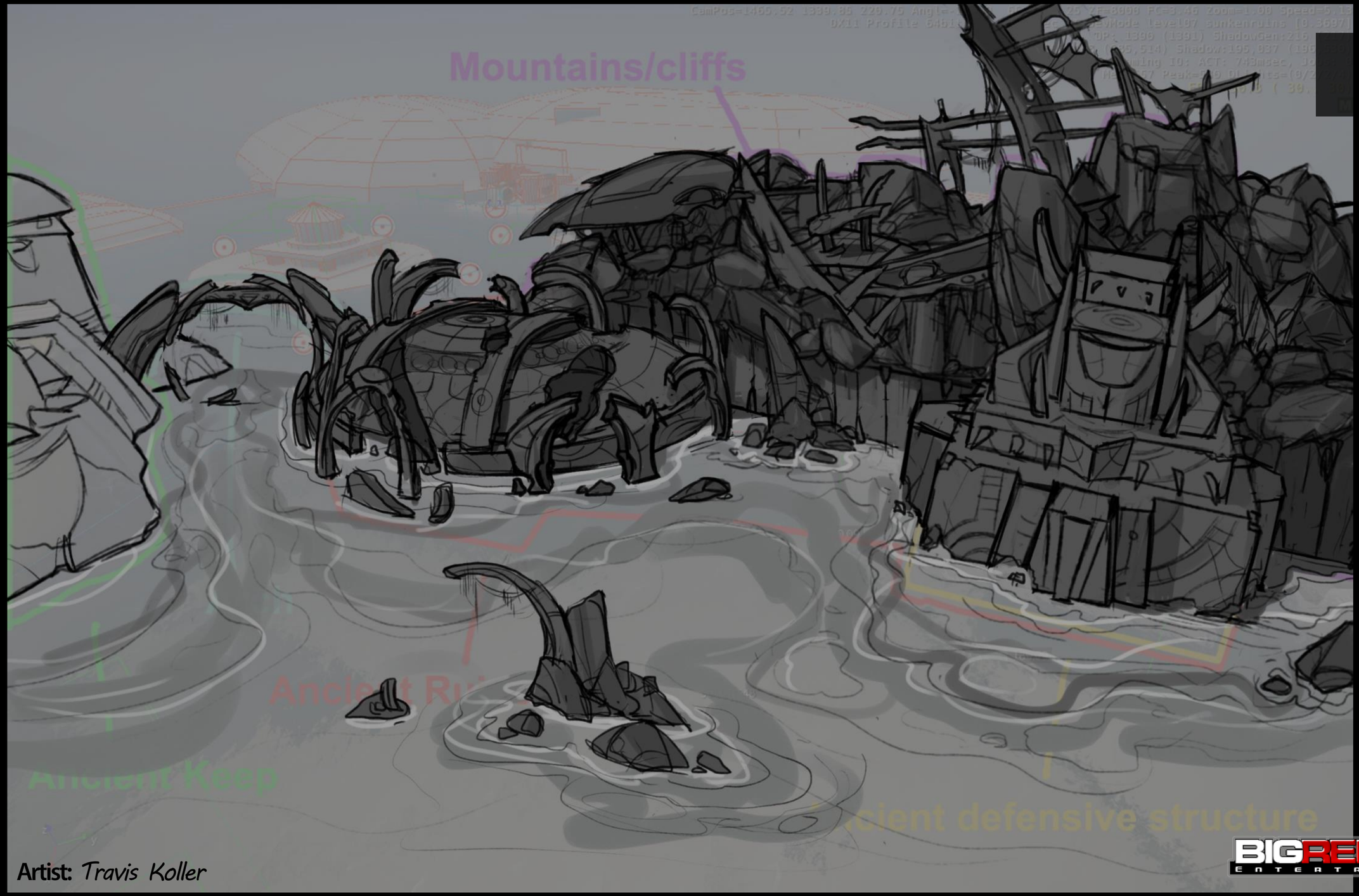
Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Giant Loop Concept
Project Apollo

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT



War Ruins
Draw Overs

Artist: *Travis Koller*

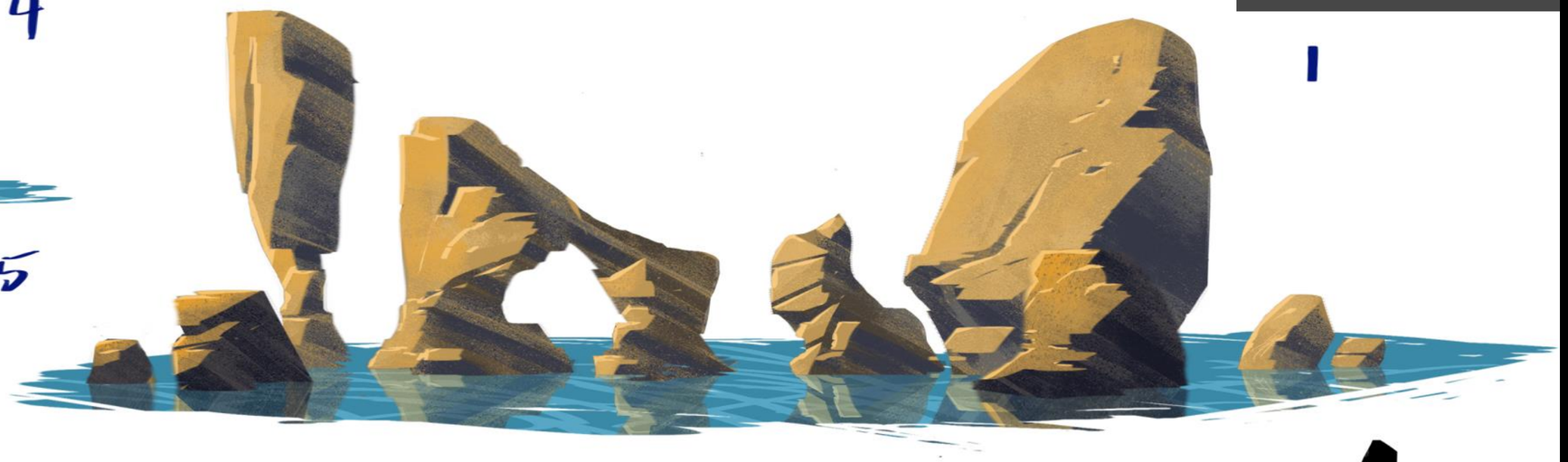
BIGREDBUTTON ENTERTAINMENT

War Ruins Draw Overs

Under water Orb housing towers, lifted out of the water with player success.

Artist: *Travis Koller*

Cliff Studies



Exploring geological shapes in Warthog and how they would differ from adjoining Mystery Island

Artist: Yuhki Demers

BIGREDBUTTON ENTERTAINMENT

Cliff Paint-Overs

Exploring geological shapes in Warthog and how they would differ from adjoining Mystery Island

Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Warthog Ruins - Hokey And Pokey Dwelling

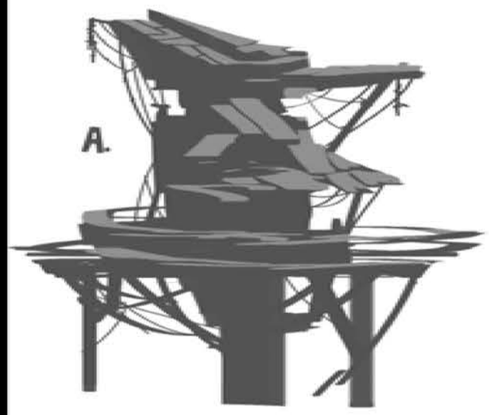
BIGREDBUTTON ENTERTAINMENT

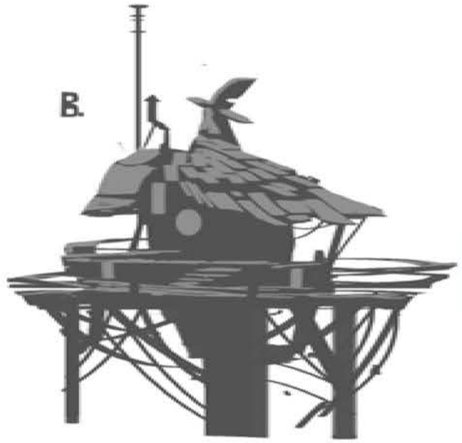
Warthog Ruins - Hokey & Pokey Dwelling

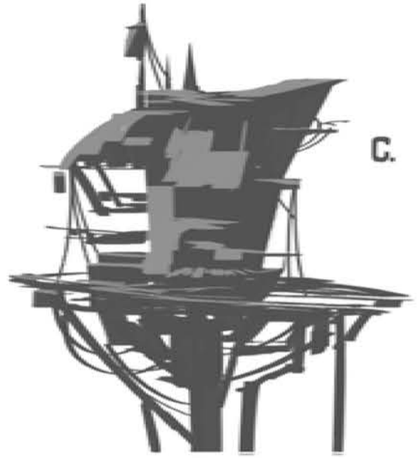
Artist: Travis Koller

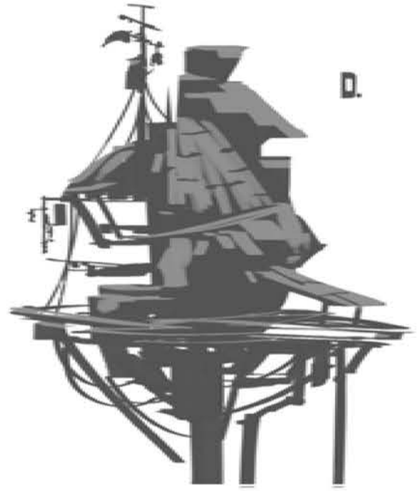
BIGREDBUTTON ENTERTAINMENT

Warthog Ruins – Pokey's House Concept





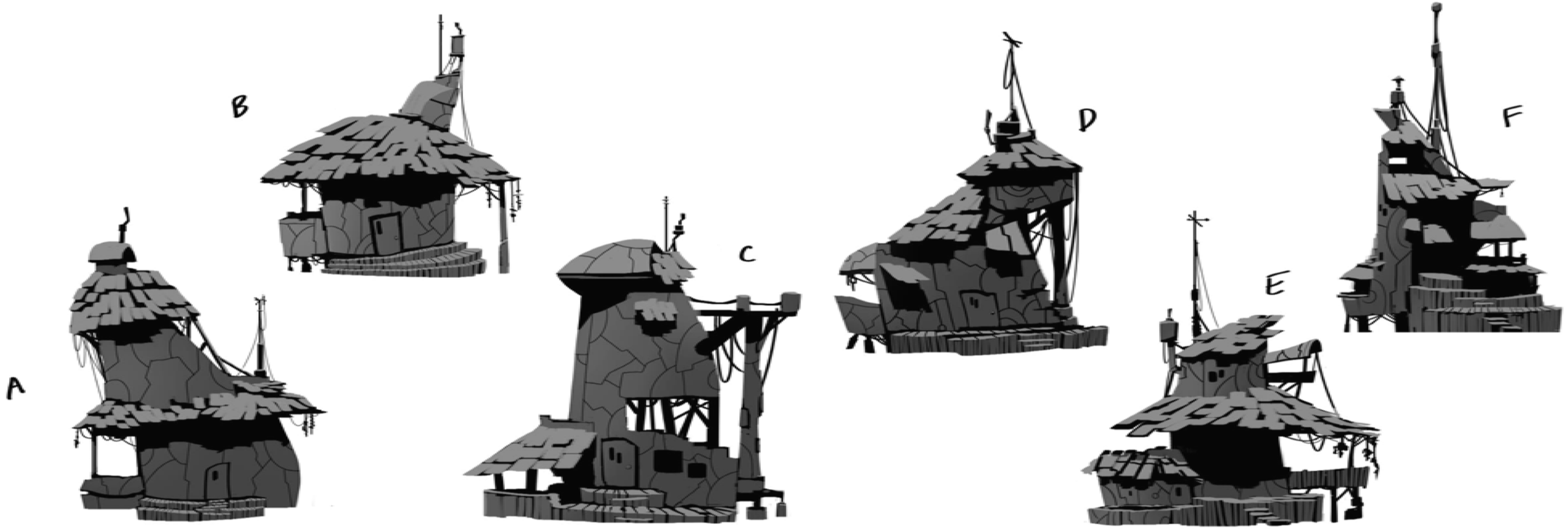




Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

Warthog Ruins – Hokey's House Ideation



Artist: Yuhki Demers

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Hokey's House

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Warthog Ruins – Blimp Zone Challenge

BIGREDBUTTON ENTERTAINMENT

WALL: TOP VIEW

WARTHHOG RUINS:
BLIMP ZONE CHALLENGE 02

Artist: *Yuhki Demers*

Warthog Ruins – Security Blade Tunnel Concept

Artist: Yuhki Demers

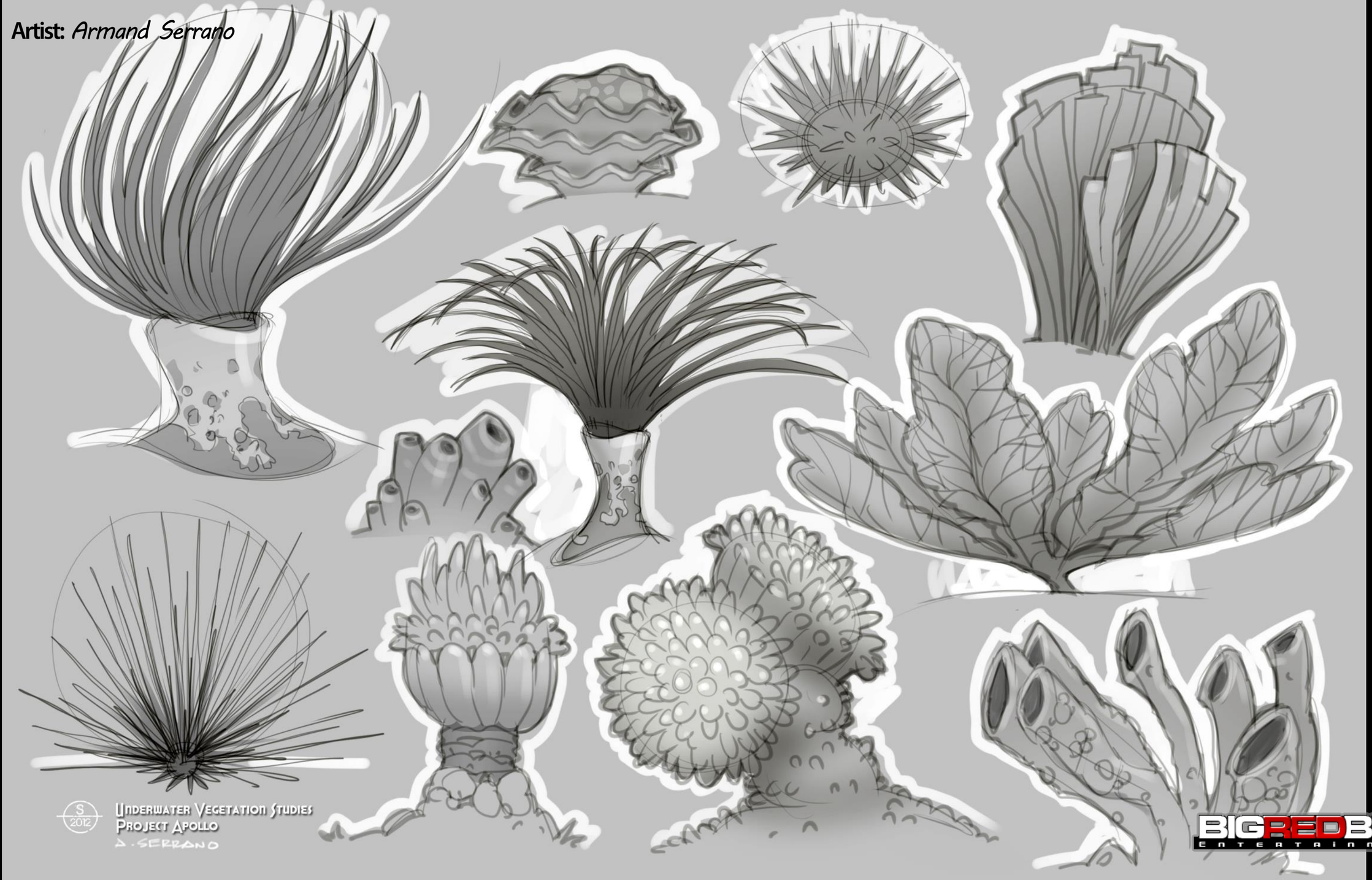
BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Warthog Ruins - Underwater

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*



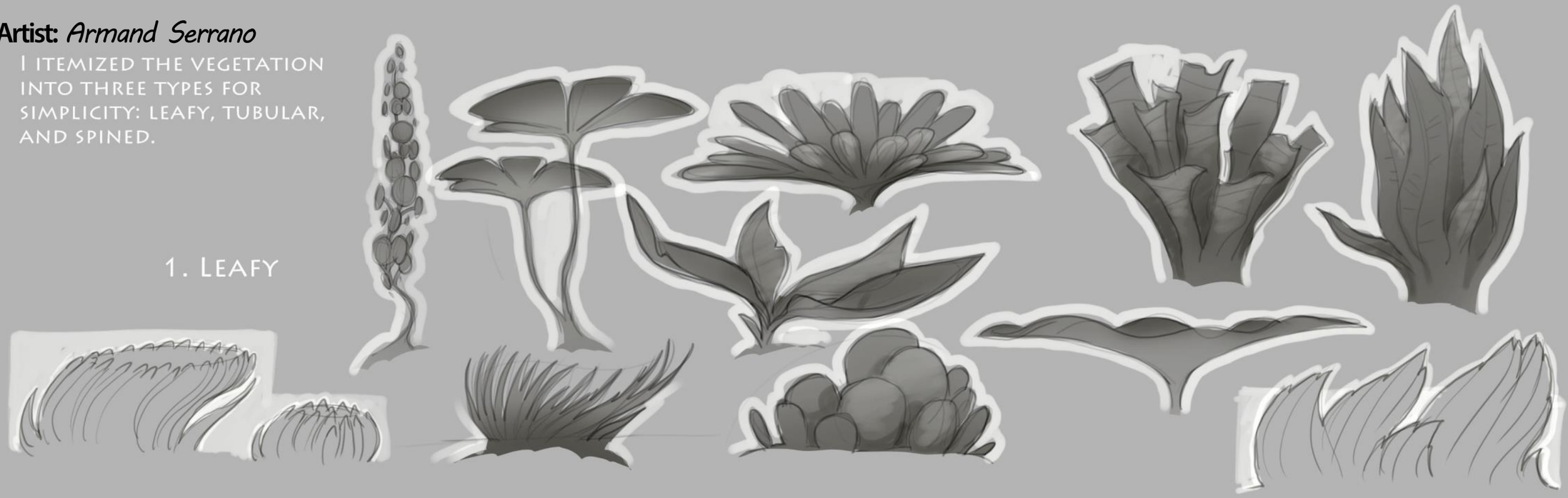
Underwater Sections

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

I itemized the vegetation into three types for simplicity: leafy, tubular, and spined.

1. Leafy



Underwater Vegetation Studies
Project Apollo

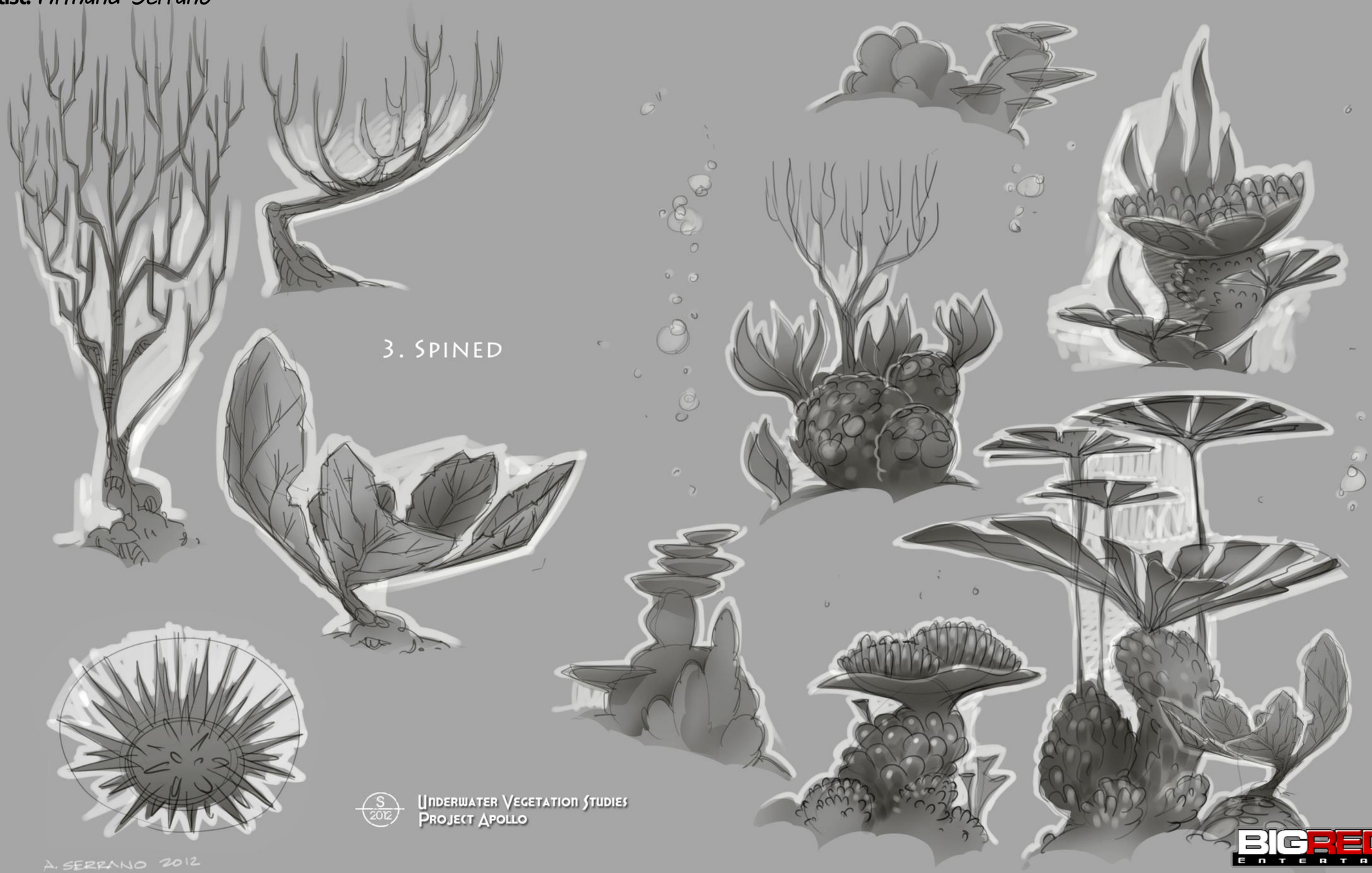
2. Tubular

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

COMBINATION OF DIFFERENT TYPES LANDSCAPED ON GEOMETRIC VOLUMES

Underwater Sections



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UNDERWATER VEGETATION STUDIES
PROJECT APOLLO

A. SERRANO 2012

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano & Travis Koller*

Underwater Sections

BIGREDBUTTON ENTERTAINMENT

LARGE CORAL STRUCTURE

Artist: *Travis Koller*

Structure with "fogging"

Reference

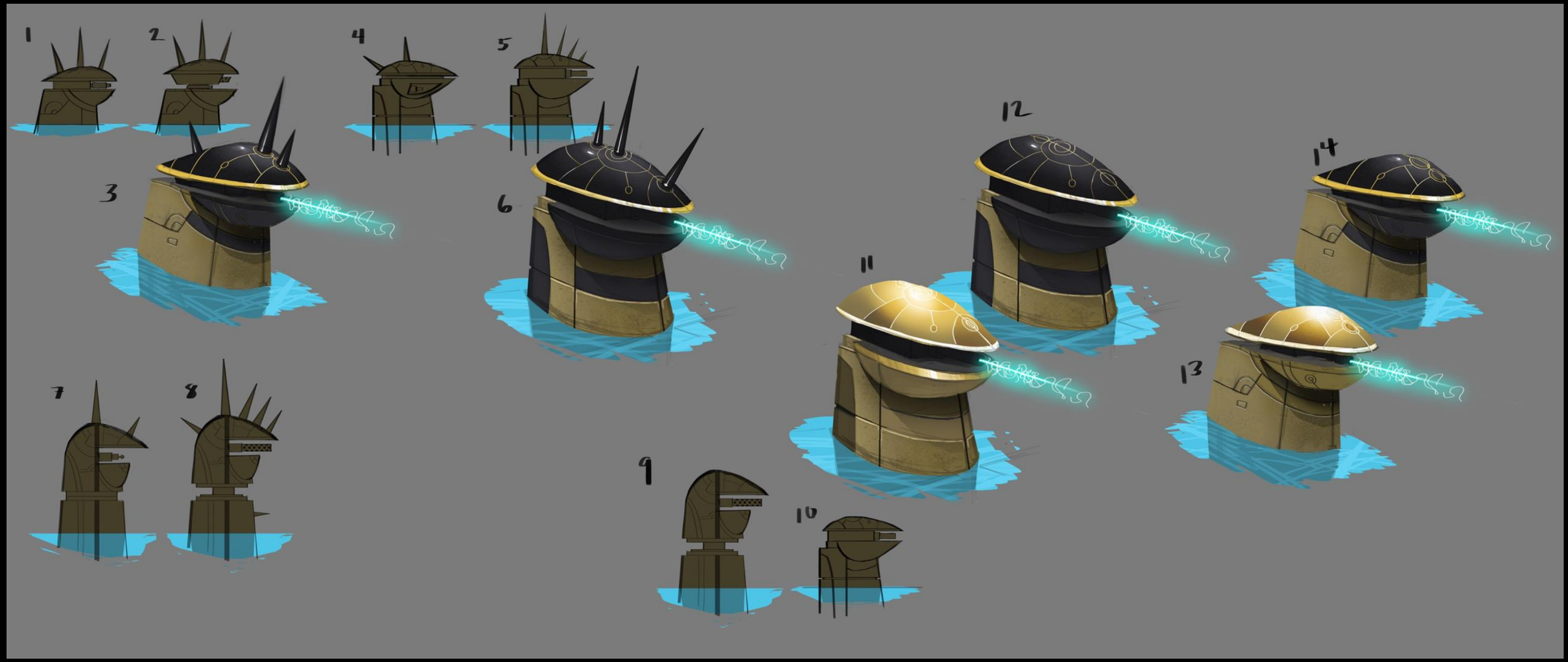
BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Warthog Ruins – Laser Challenge

BIGREDBUTTON ENTERTAINMENT

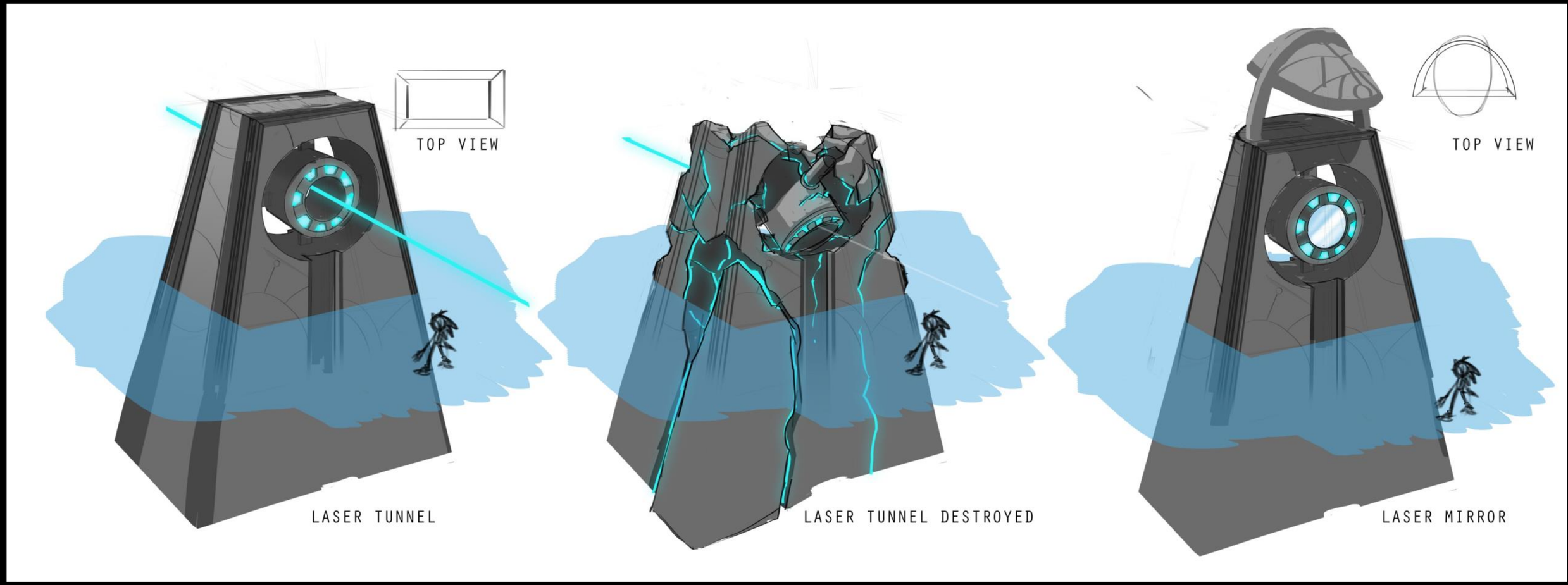
Laser Challenge – Laser Turret Ideation



Artist: Yuhki Demers

BIGREDBUTTON ENTERTAINMENT

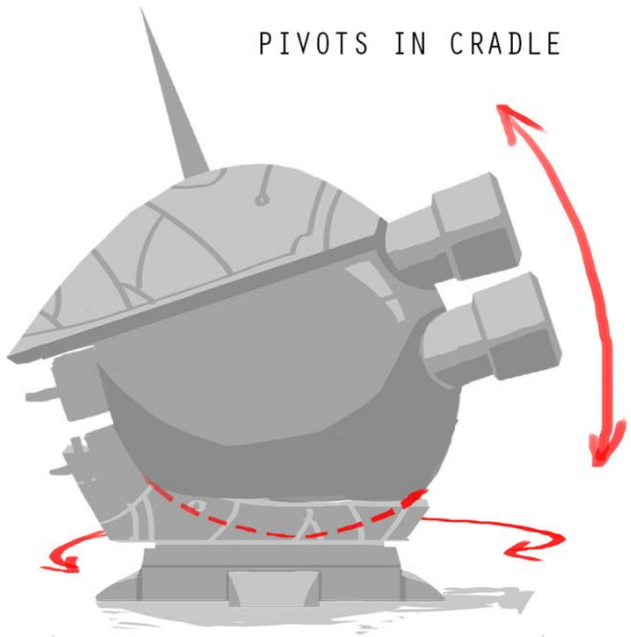
Laser Challenge – Laser Miiror/Tunnel

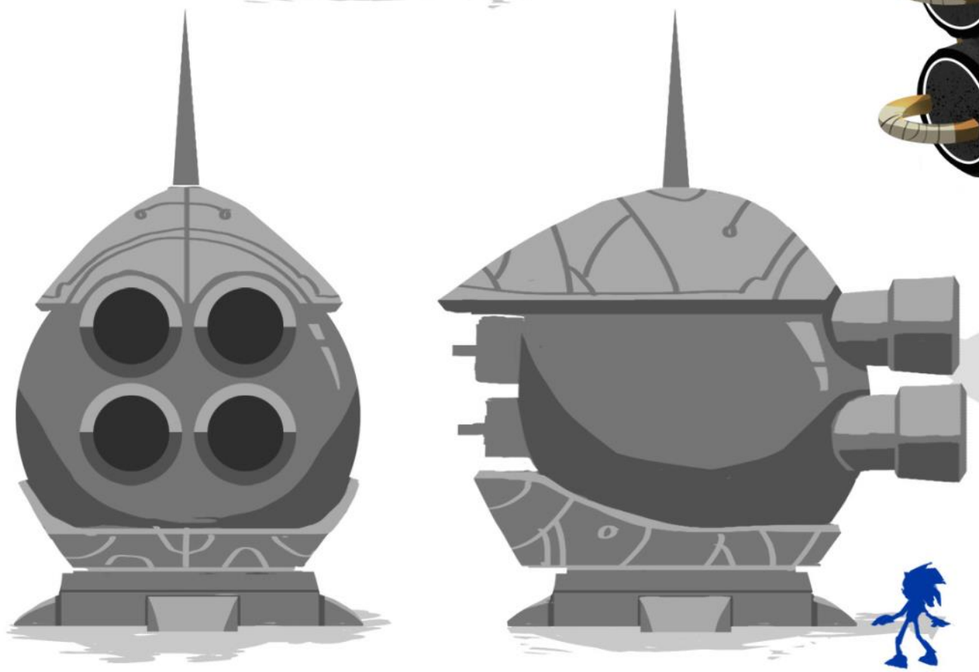


Artist: Yuhki Demers

Artist: *Yuhki Demers*

Laser Challenge – Cannon





OPEN WATER/SUNKEN WATERFALL:
CANNON

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Lyric's Dig Site

BIGREDBUTTON ENTERTAINMENT

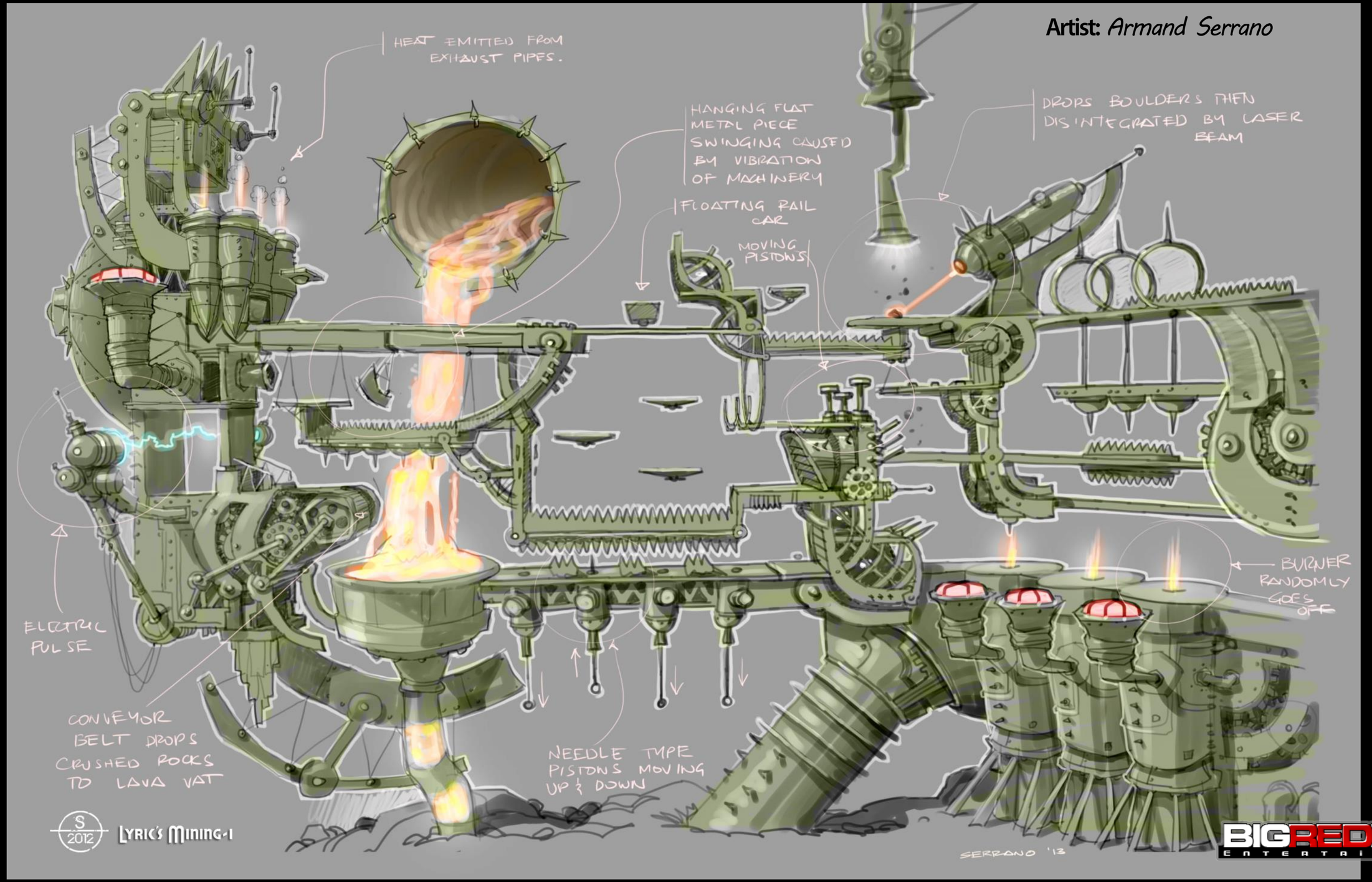
Dig Site
Draw overs

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

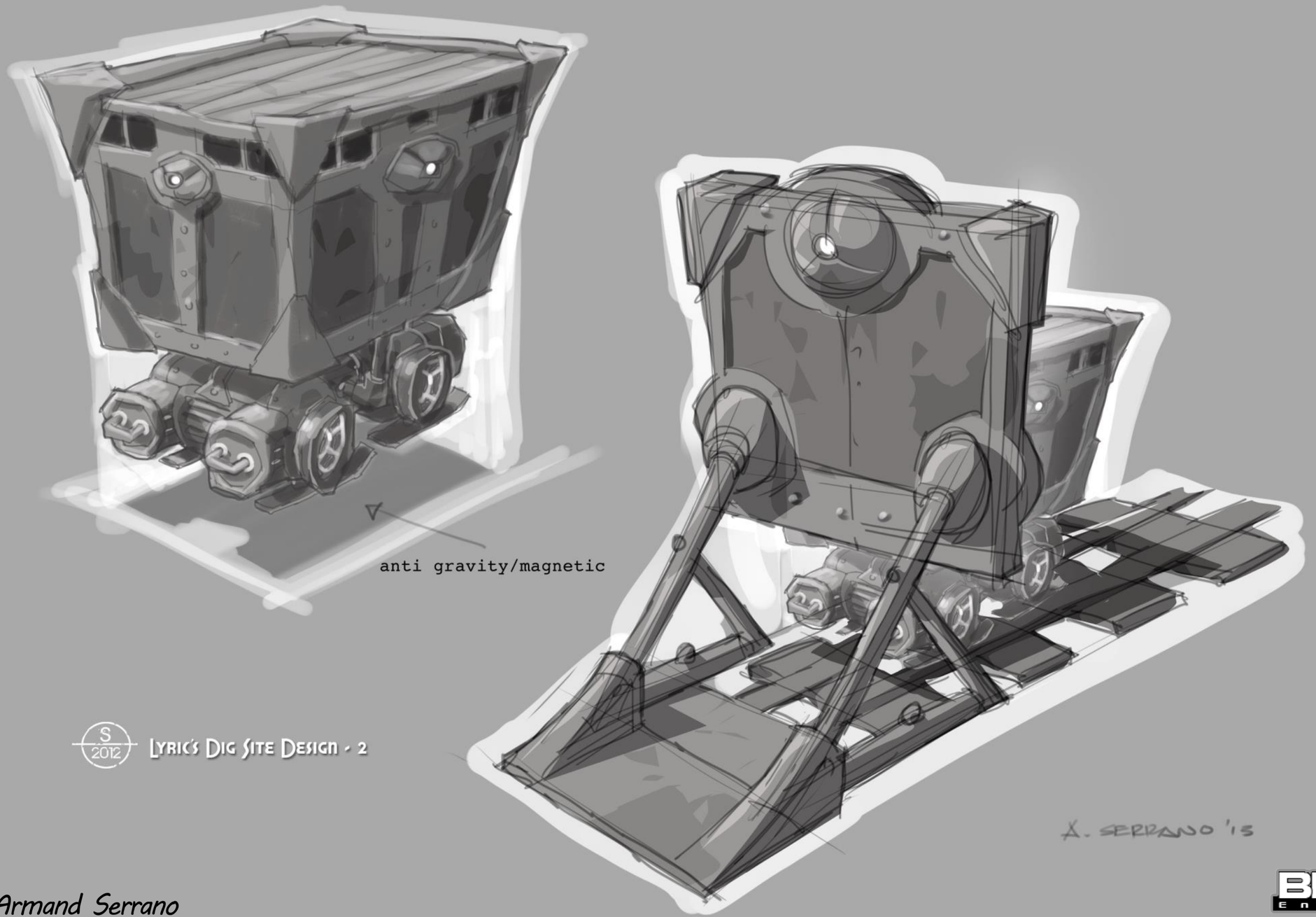
Artist: *Armand Serrano*

Dig Site
Draw overs



BIGREDBUTTON ENTERTAINMENT

Dig Site
Draw overs



S 2012 Lyric's Dig Site Design - 2

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Dig Site
Draw overs

Artist: *Armand Serrano*

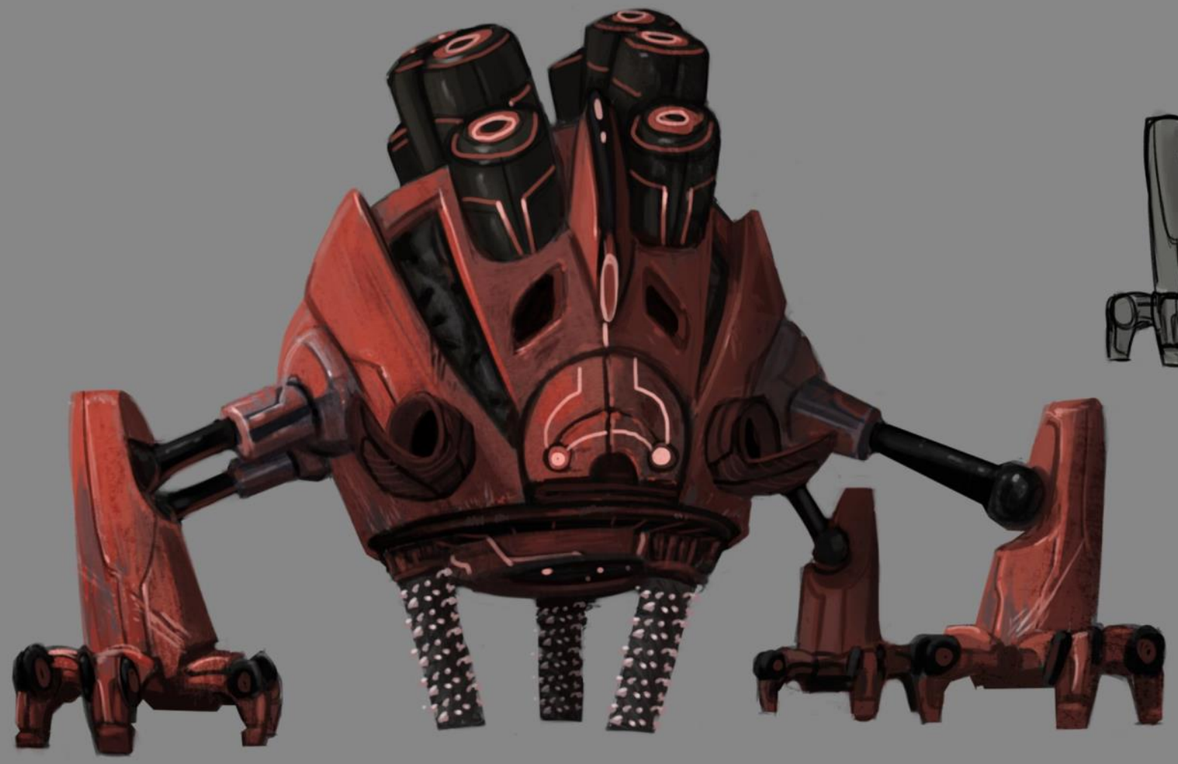
BIGREDBUTTON ENTERTAINMENT

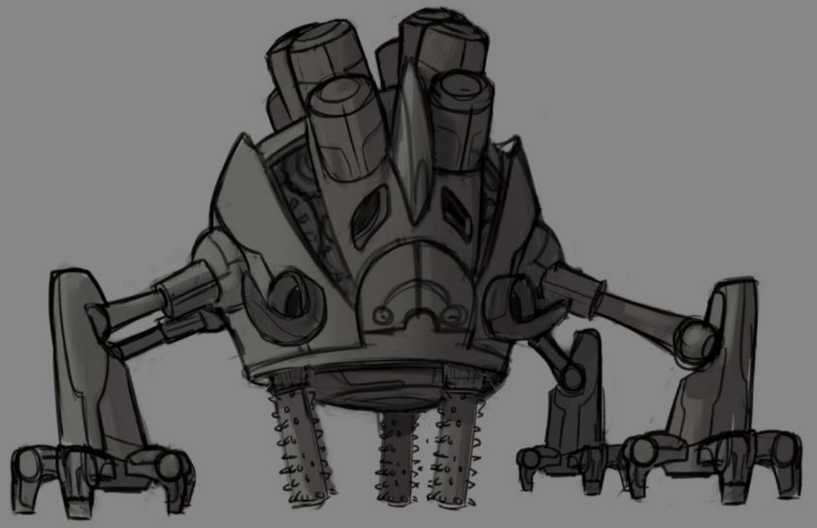
Dig Site
Draw overs

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

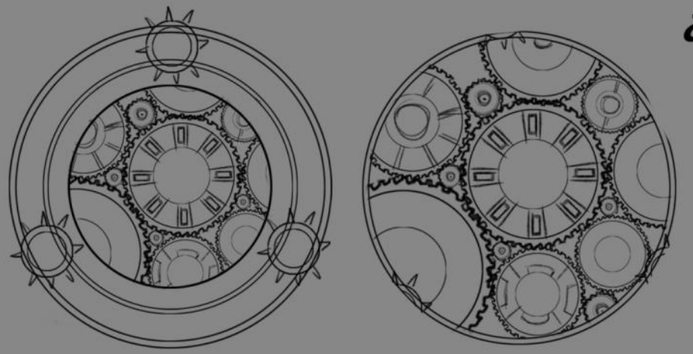
CRAB EXCAVATOR FINAL





side

clock mechanism

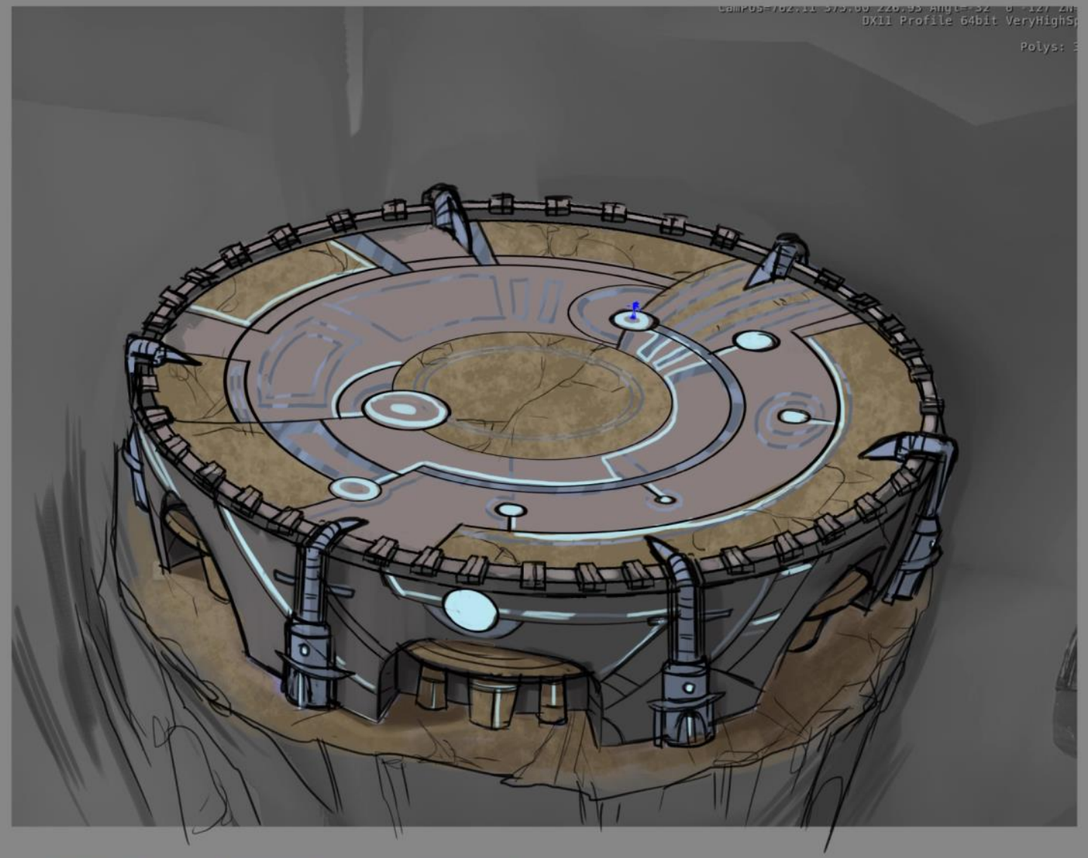


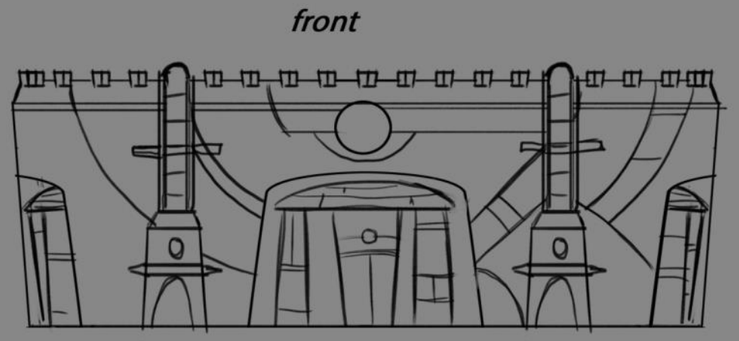
drill can swivel
as well as roatate

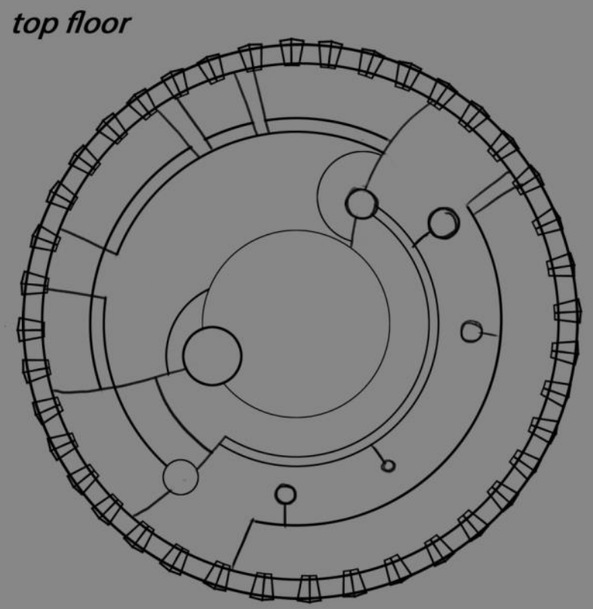
Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

LYRIC DIG SITE ARENA SKETCH





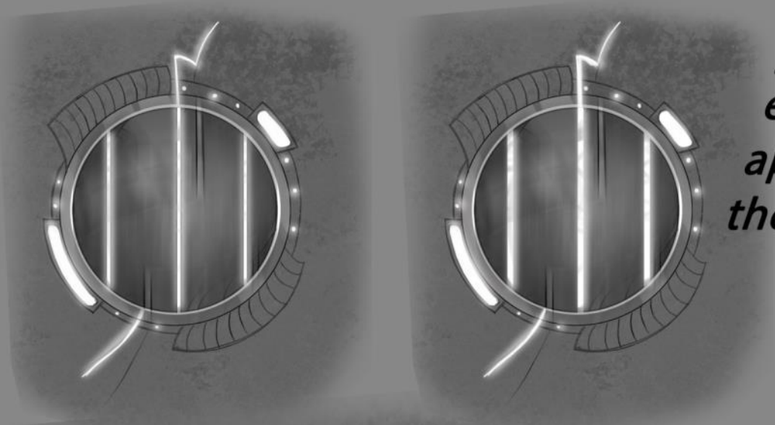


Artist: Travis Koller

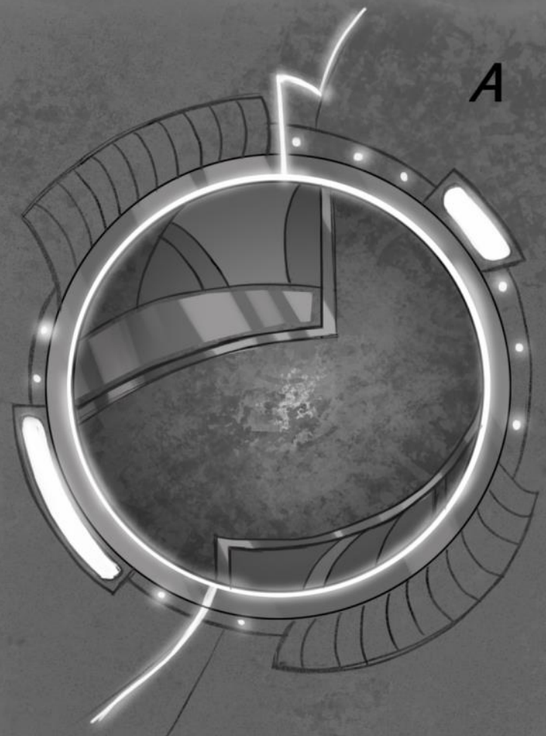
Dig Site
Draw overs

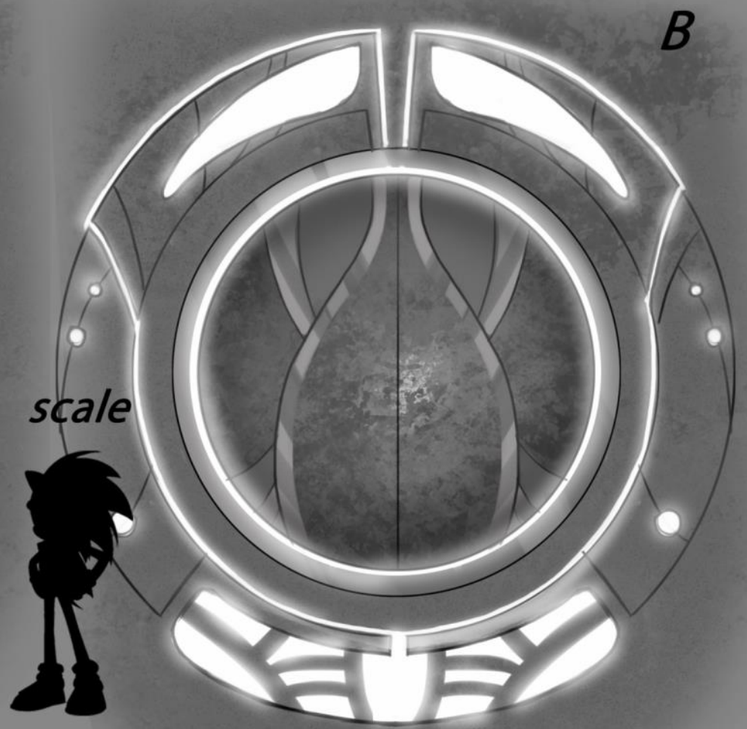
BIGREDBUTTON ENTERTAINMENT

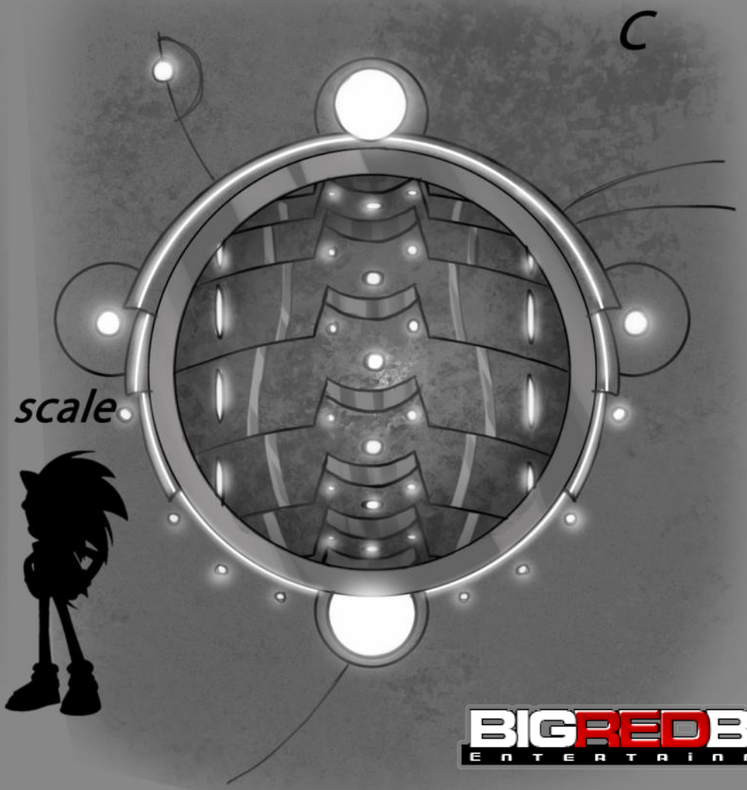
TRACK BALL SKETCHES



Options for energy using the first as an example. The energy could just apear as the sphere starts to speed up. You could also have energy grooves or "spots" that when spinning on the circle make what appears to be a line of energy. These bioth can appear off or dim and then start to glow as the sphere speeds up.







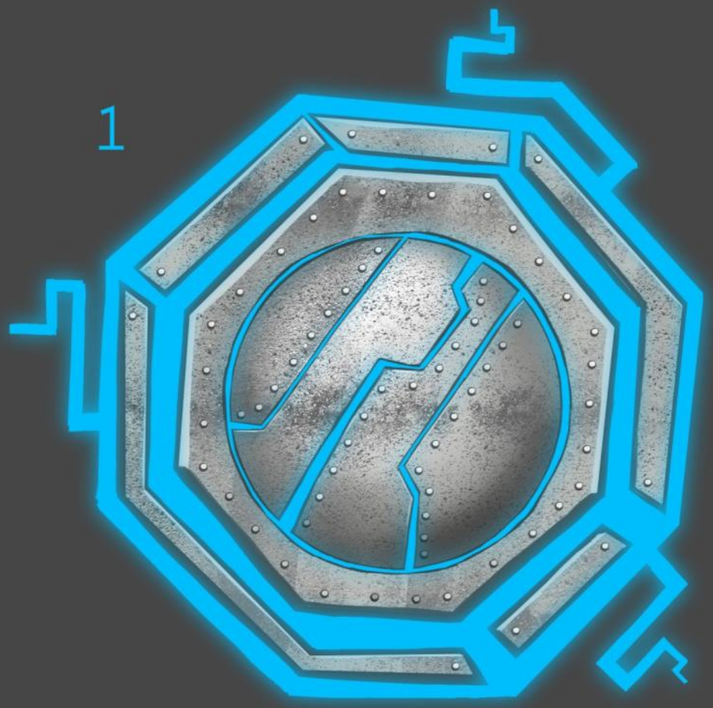
Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

Lryic Track Ball Exploration

Track Ball

1



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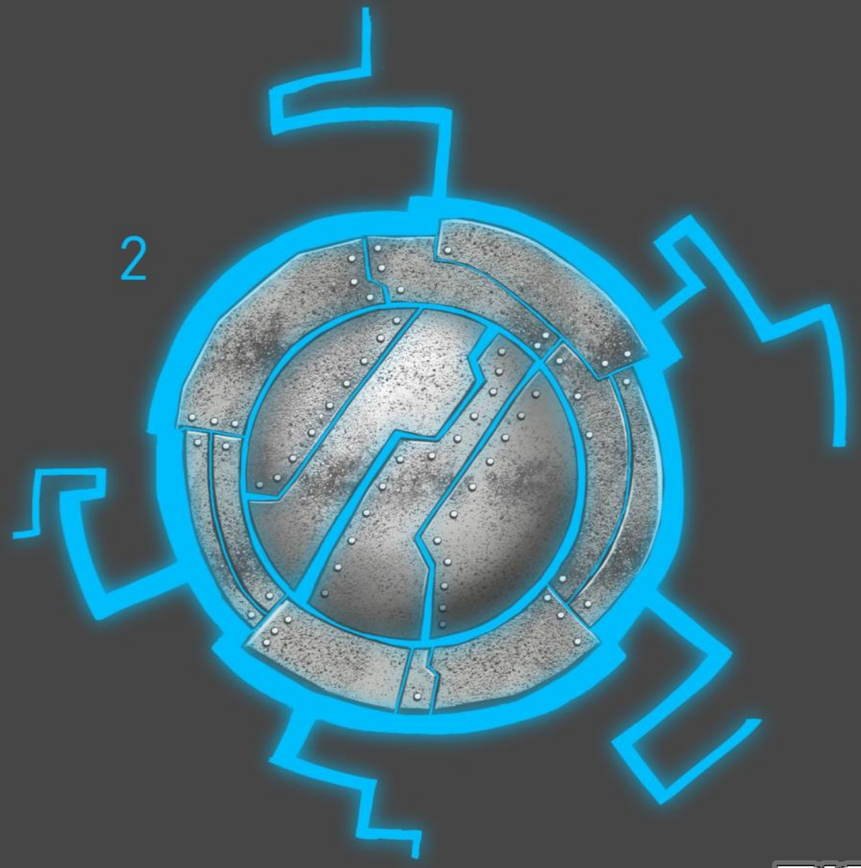
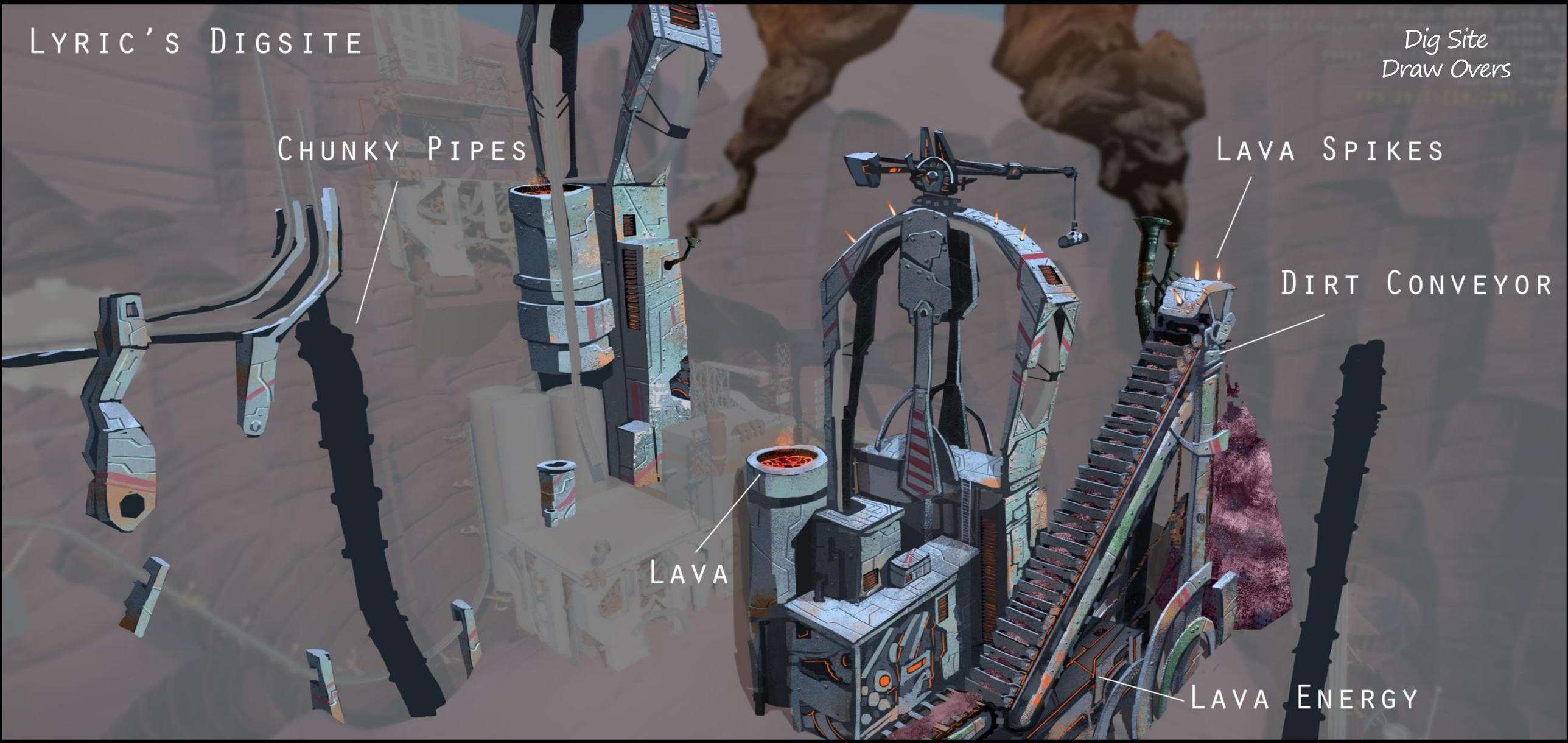


Artist: *Yuhki Demers*

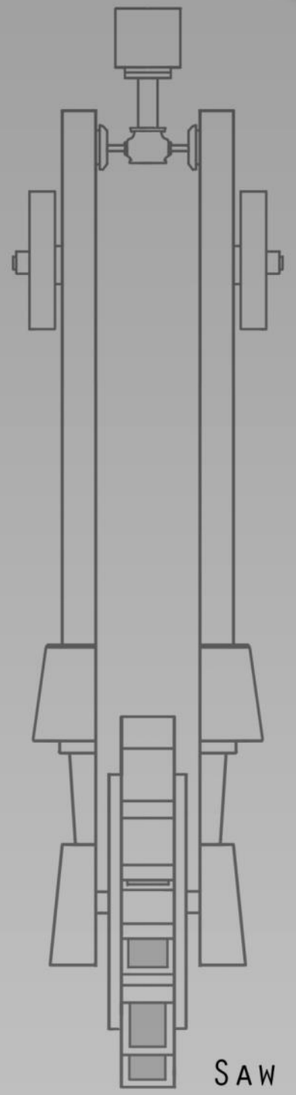
BIGREDBUTTON ENTERTAINMENT



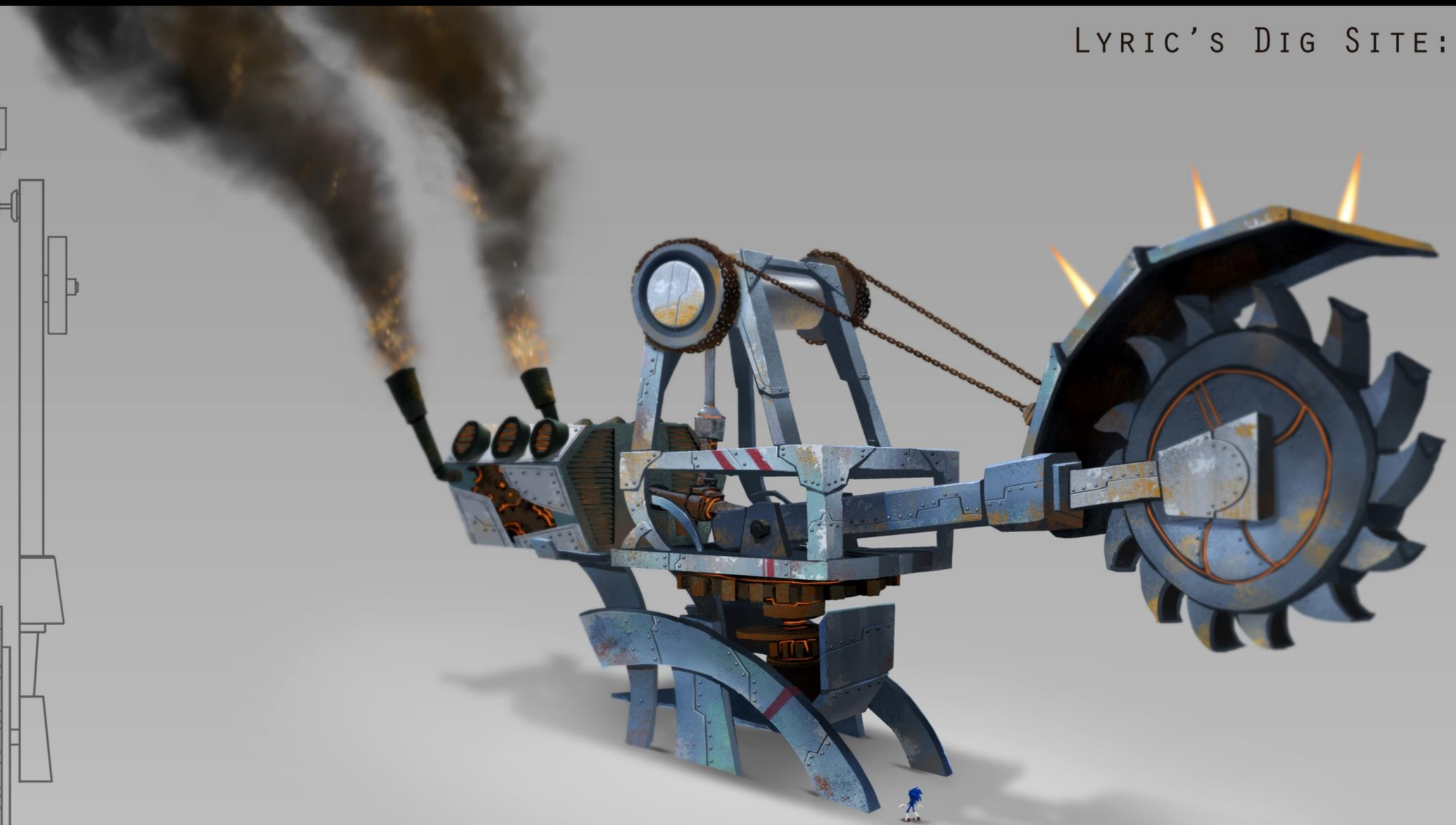
Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

Lyric's Dig Site: Saw



Saw Arm Top View



Artist: *Yuhki Demers*

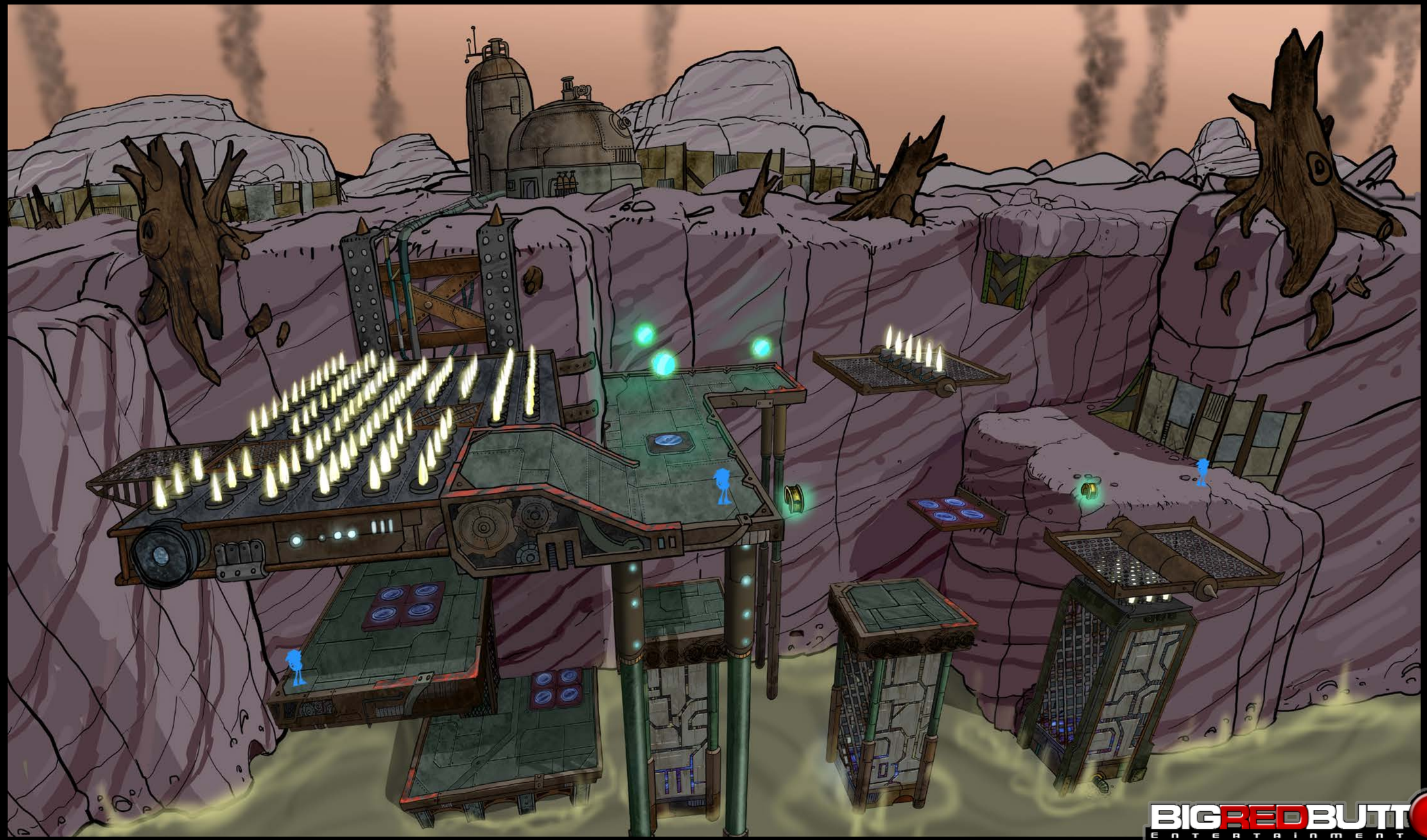
BIGREDBUTTON ENTERTAINMENT

Lryic's Digsite – Section 2 Speed Track Structure

Dig Site
Draw overs

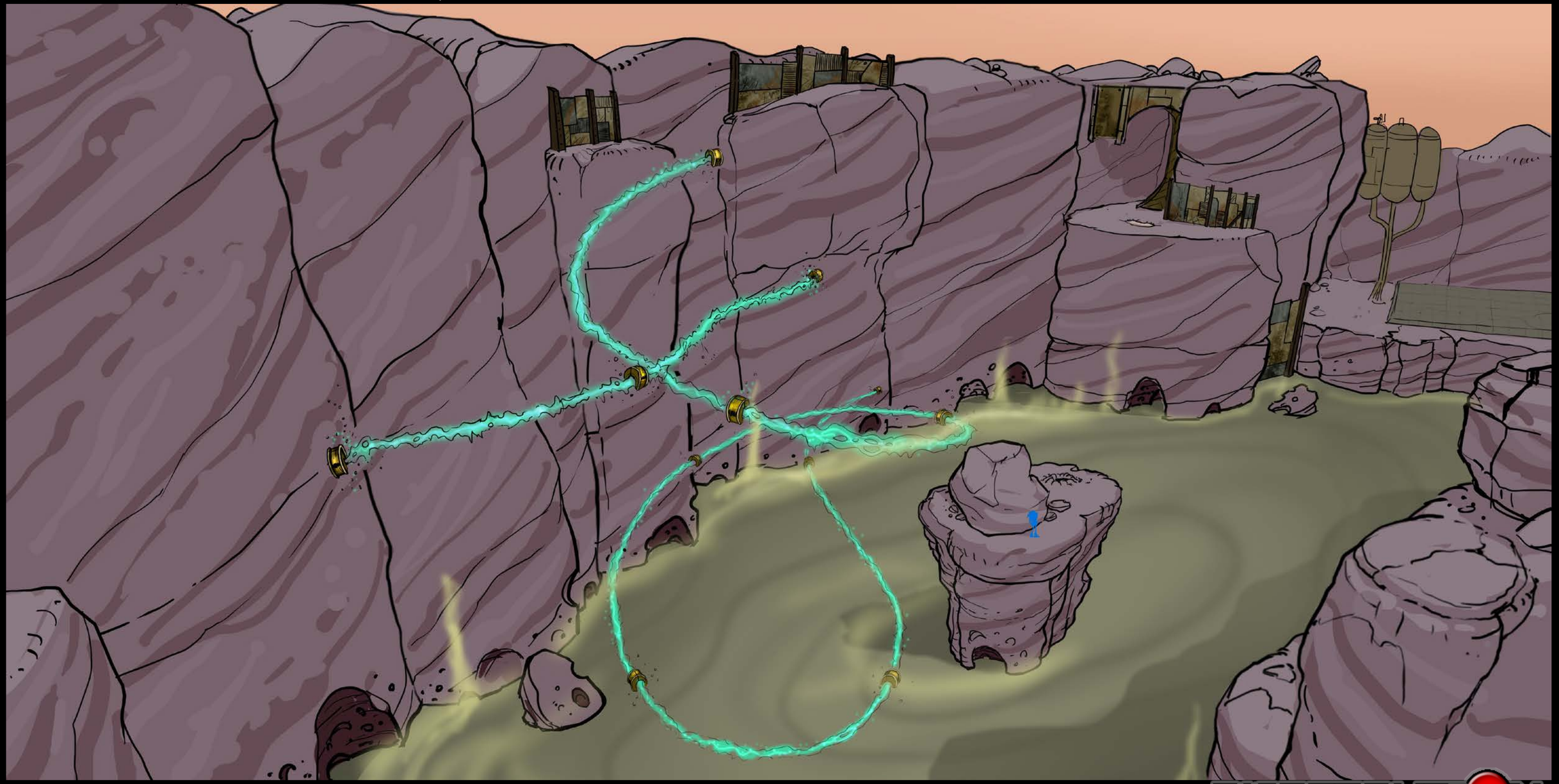
Artist: *Nicolas Weis*

Lryic's Digsite – Section 2: Canyon Left Side



Artist: *Nicolas Weis*

Lryic's Digsite – Section 2: Canyon Zip Lines/Left Side



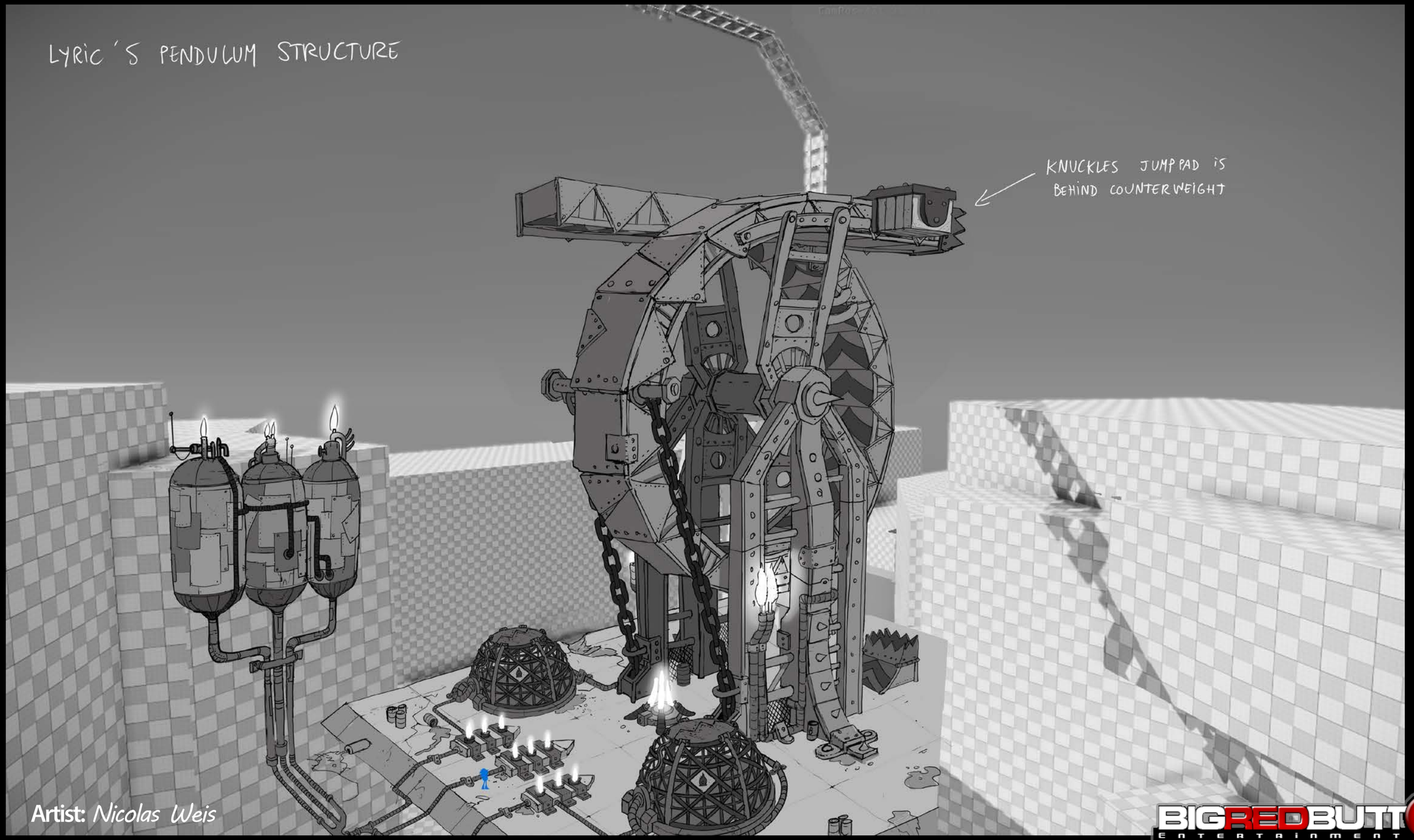
Artist: *Nicolas Weis*

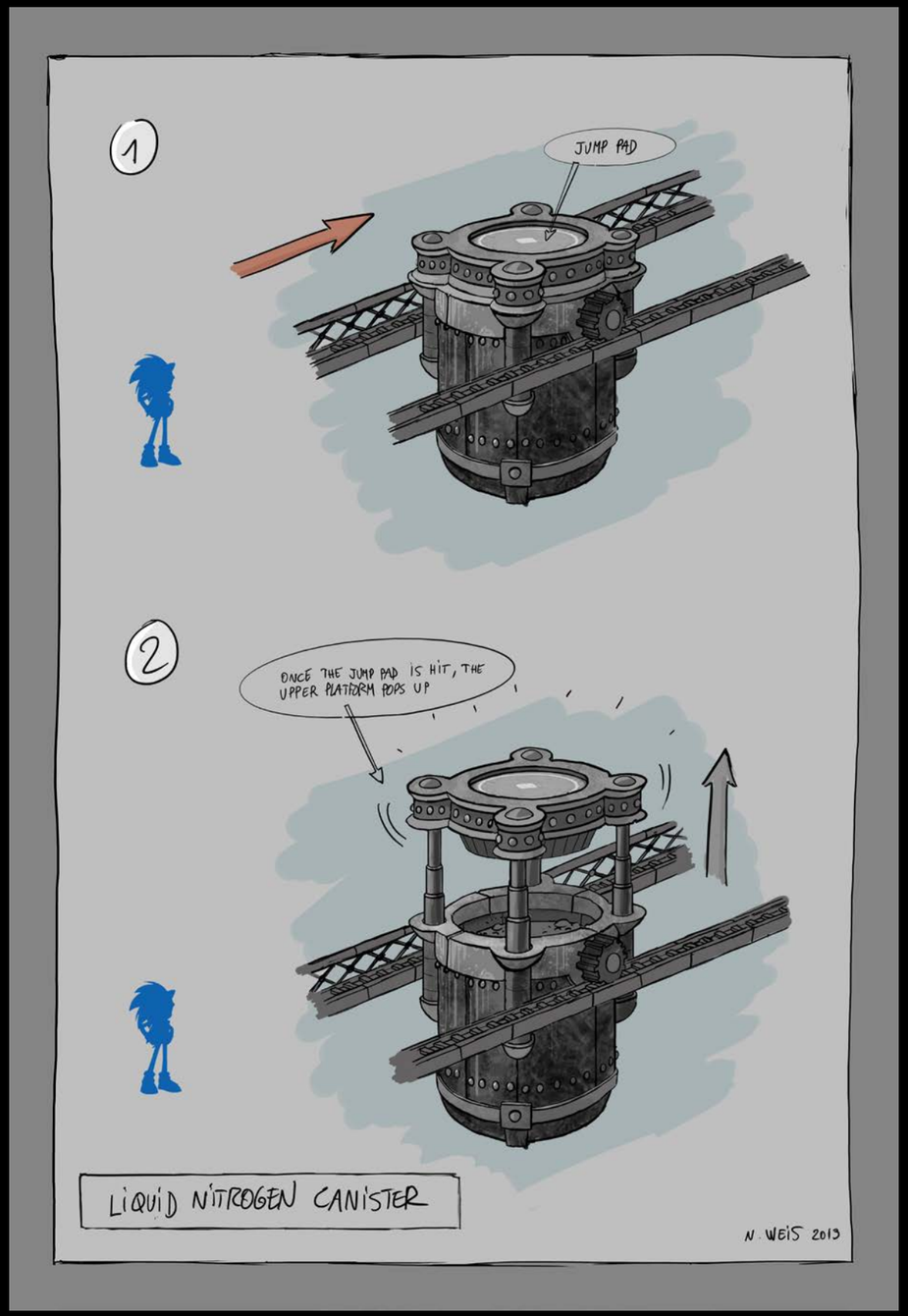
BIGREDBUTTON ENTERTAINMENT

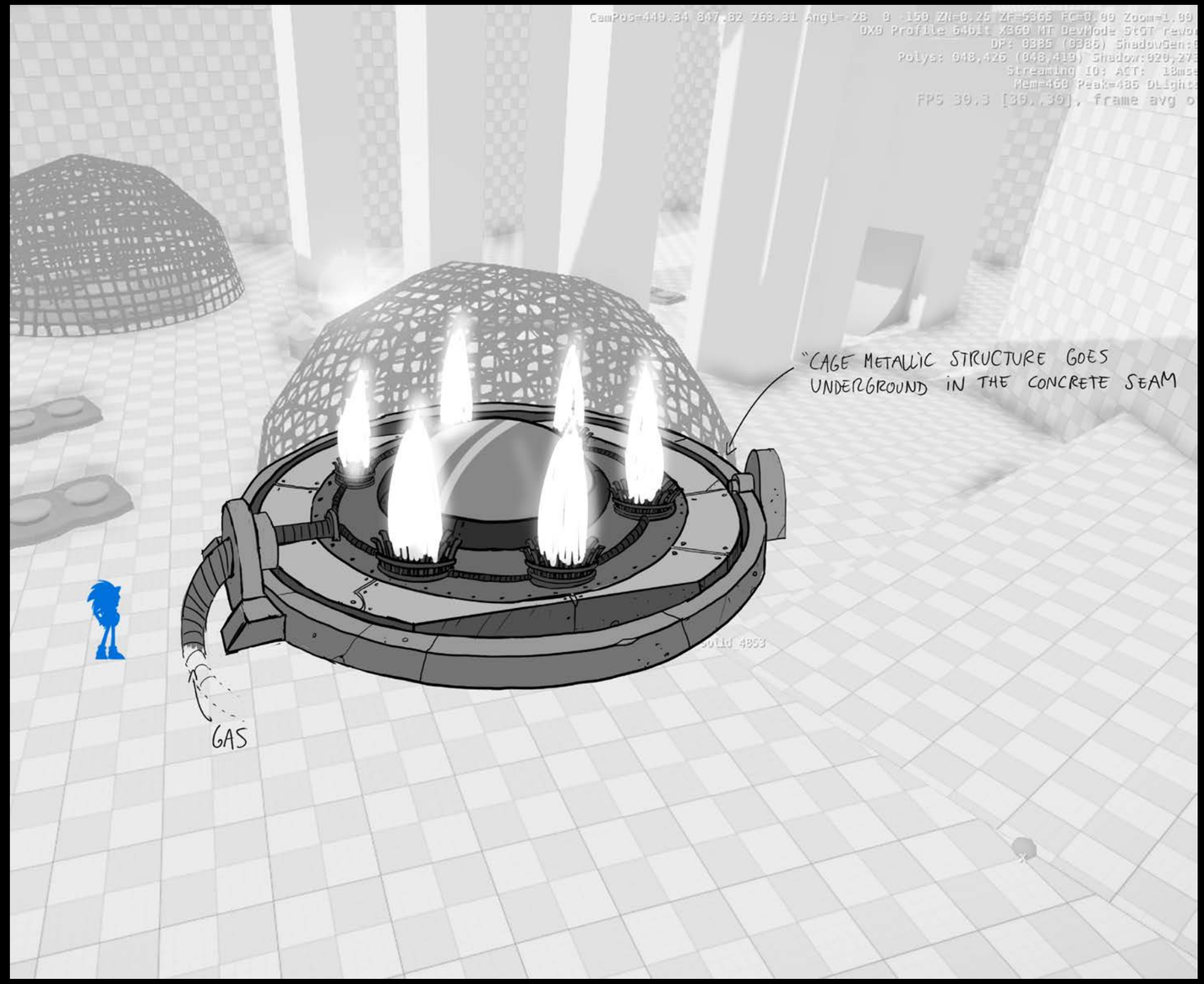
Lryic's Digsite – Section 2: Canyon Right Side

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT


LYRIC'S PENDULUM STRUCTURE
KNUCKLES JUMP PAD IS BEHIND COUNTERWEIGHT
Artist: Nicolas Weis



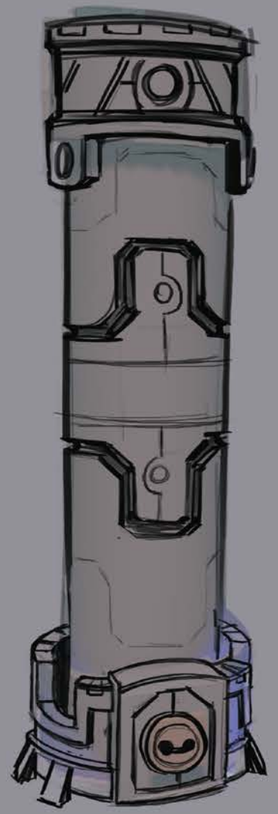


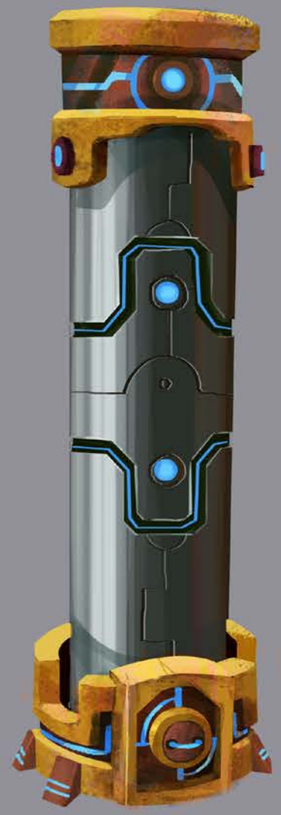
Lryic's Digsite – Section 2/5 Prop Callouts

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Piston Pounder





PHASE 1

PHASE 2

PHASE 3

Artist: *Travis Ruiz*

BIGREDBUTTON ENTERTAINMENT

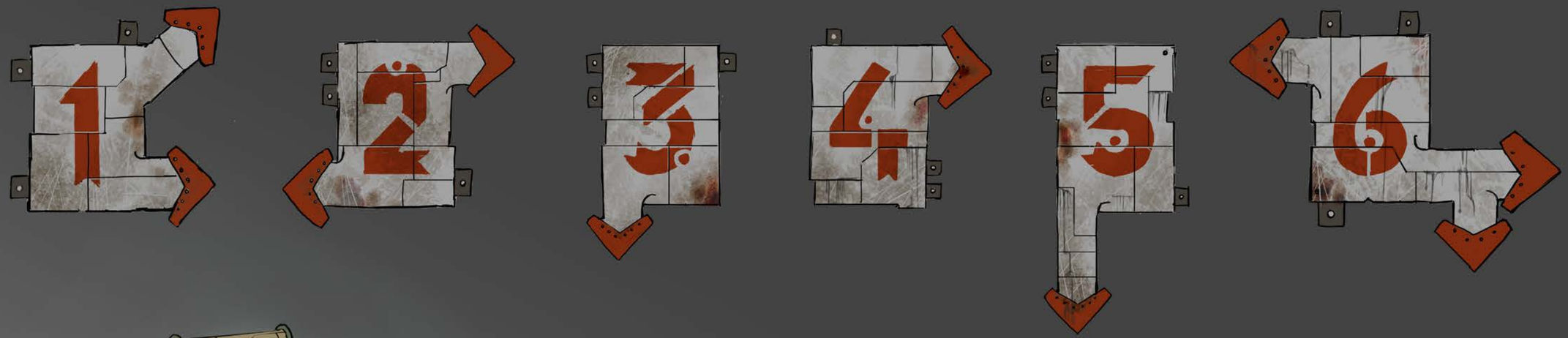
Lryic's Digsite – Section 1 Jungle Exploration
Artist: Yuhki Demers
BIGREDBUTTON
ENTERTAINMENT

Lryic's Digsite – Landmark Ideation

Artist: Nicolas Weis

BIGREDBUTTON ENTERTAINMENT

Lryic's Digsite – Sign concepts

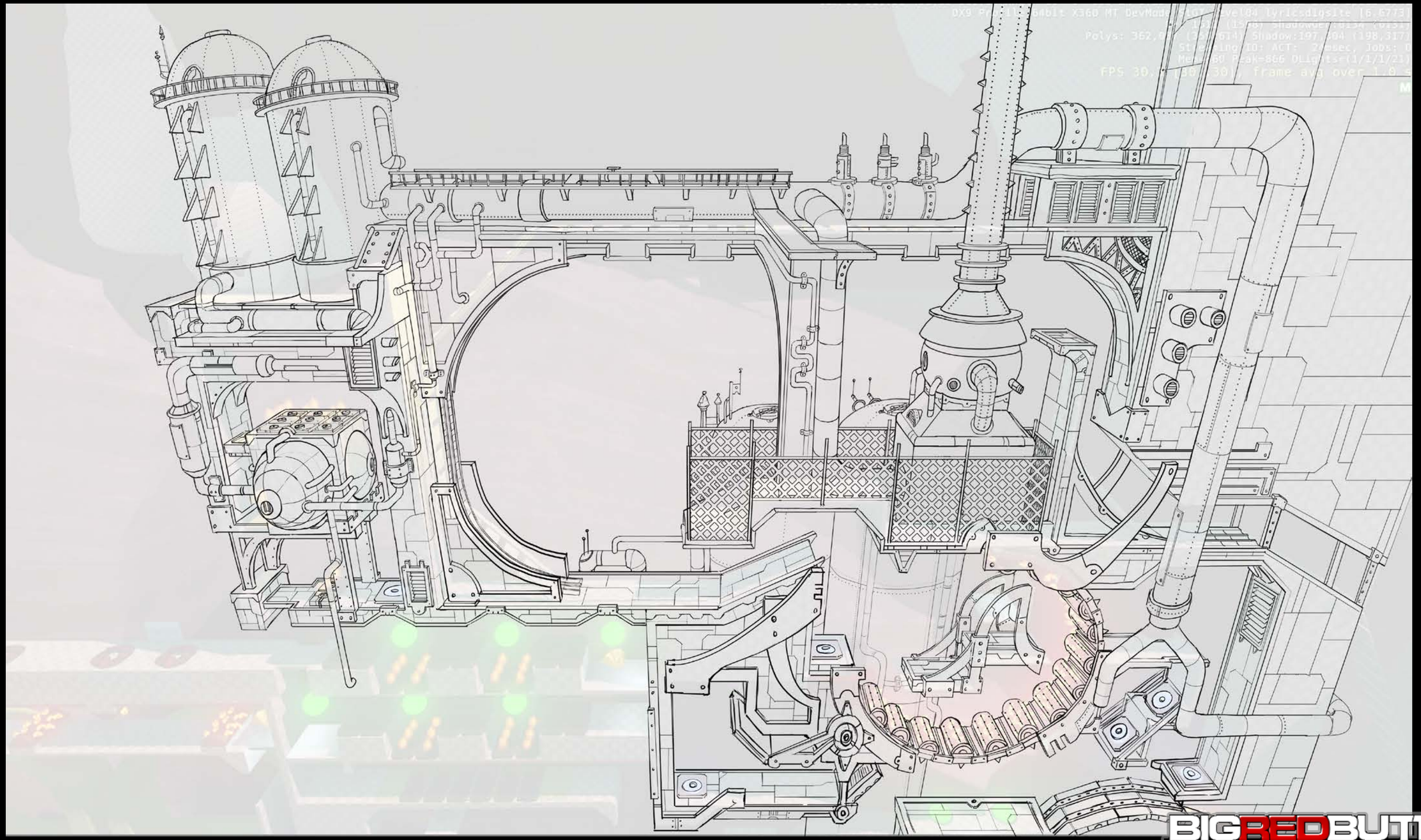


LYRIC ' DIG SIGNAGE PANELS

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

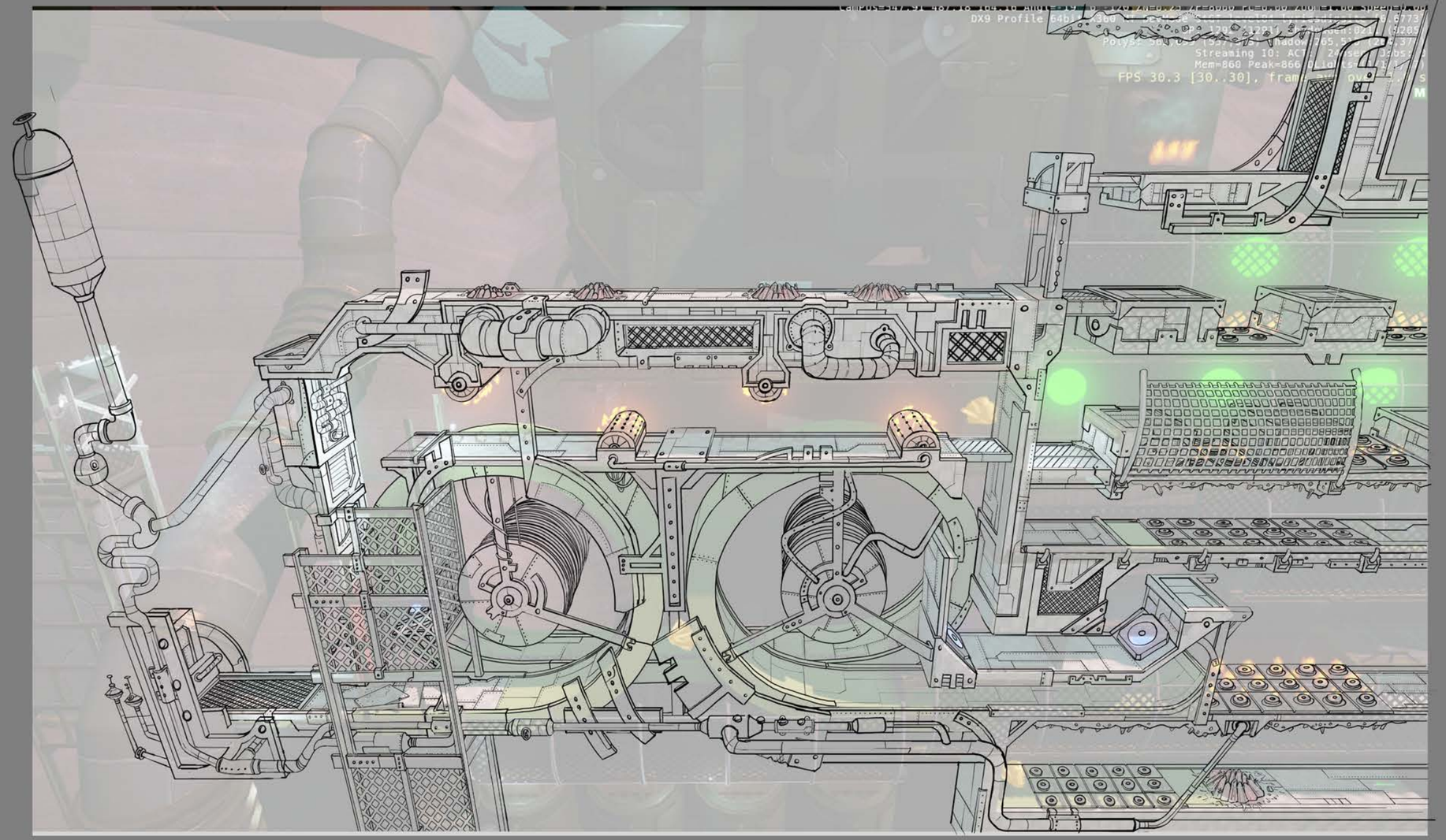
Lryic's Digsite – Section 7 Concept



Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Lryic's Digsite – Section 7 Concept



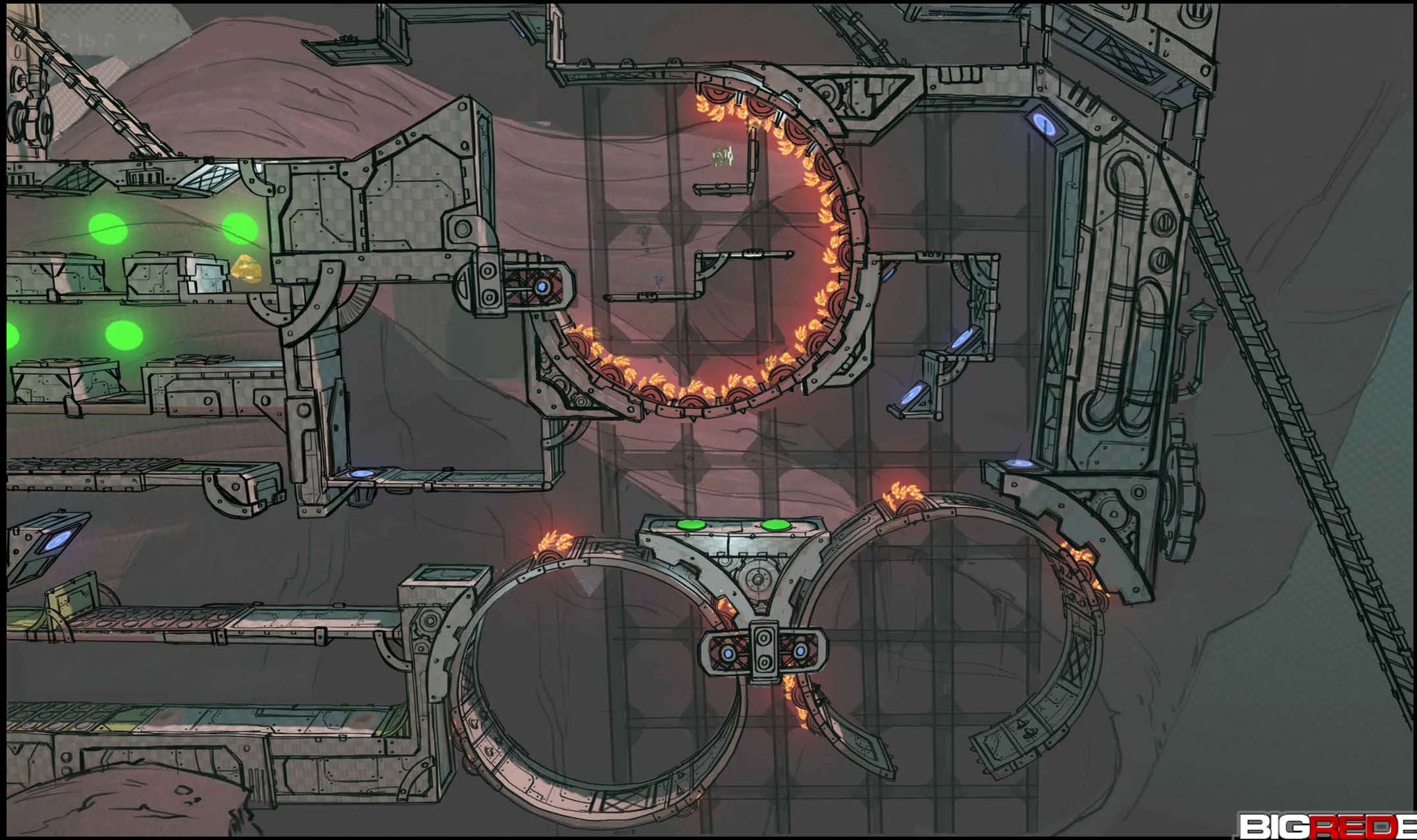
Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Lryic's Digsite – Tunnel Door Concept

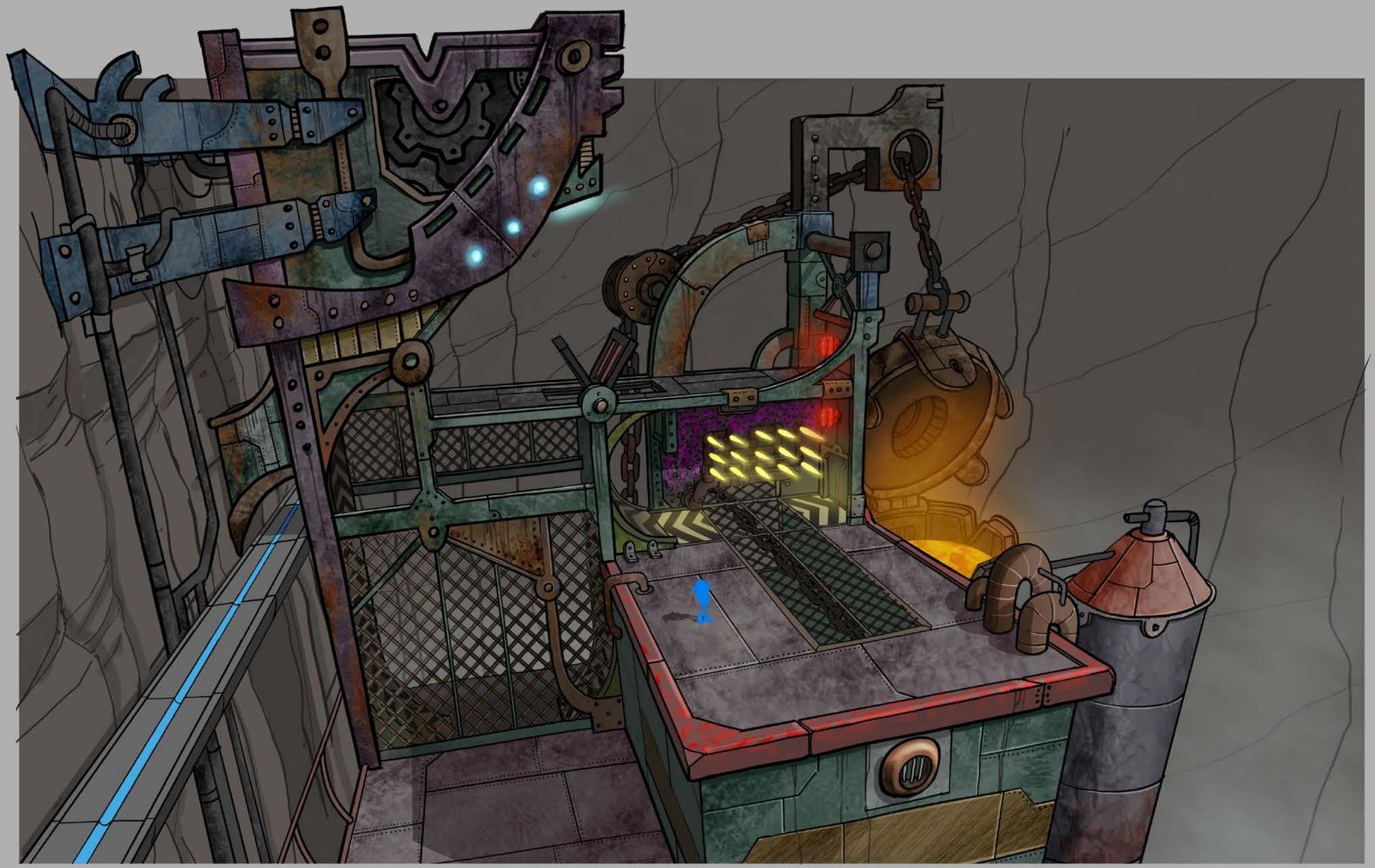
Artist: *Nicolas Weis*

Lryic's Digsite – Death Wheel Concept



Artist: Travis Ruiz

BIGREDBUTTON ENTERTAINMENT

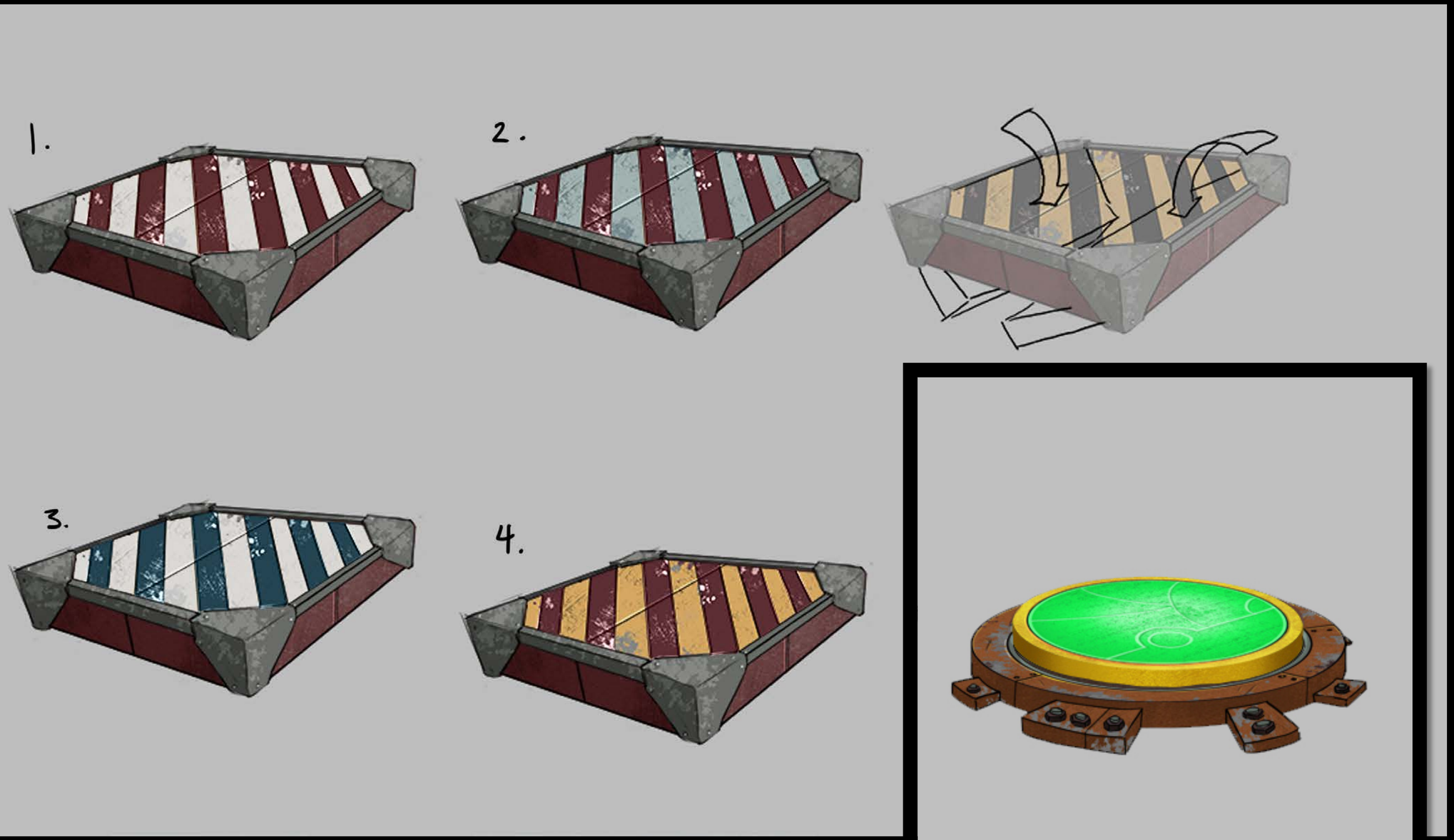


Lryic's Digsite – Arena 3 Concept

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Lryic's Digsite – Butt Stomp Panel and Button



Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

ROAD TO DIGSITE/BOAT LEVEL

Environment Explorations

BIGREDBUTTON ENTERTAINMENT

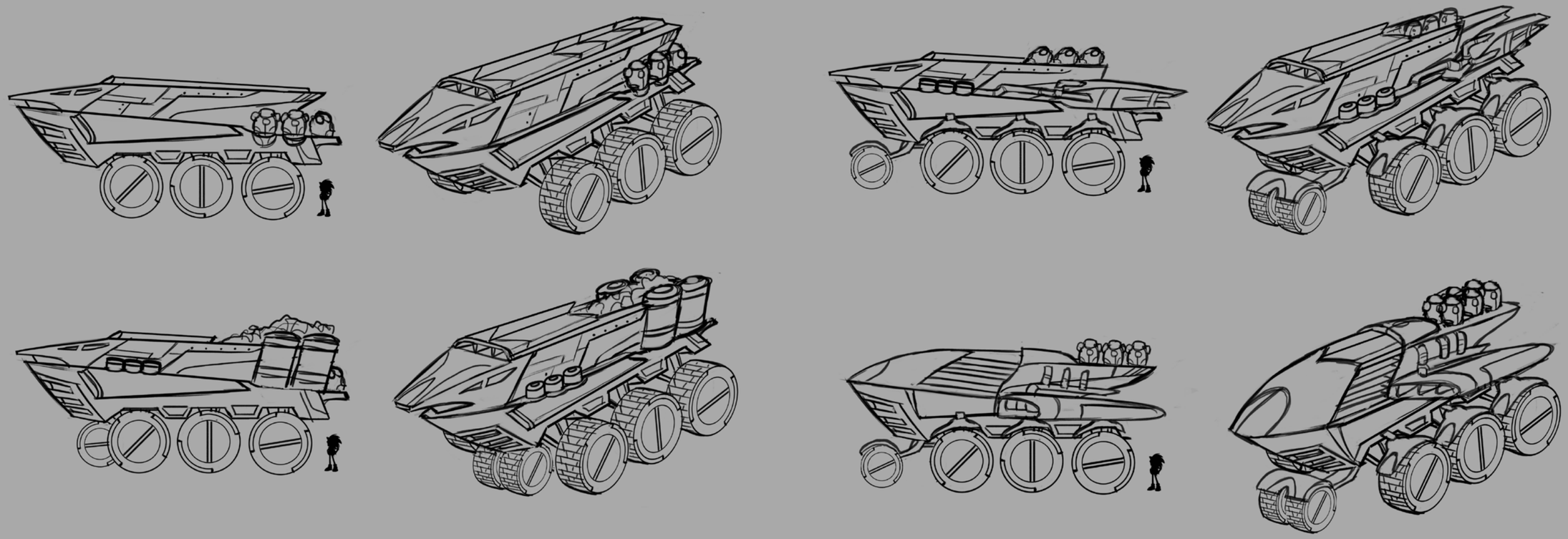
BRIDGE/ROAD/SHORE IDEAS

Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

Road to Digsite – Lyric Transport Ideation

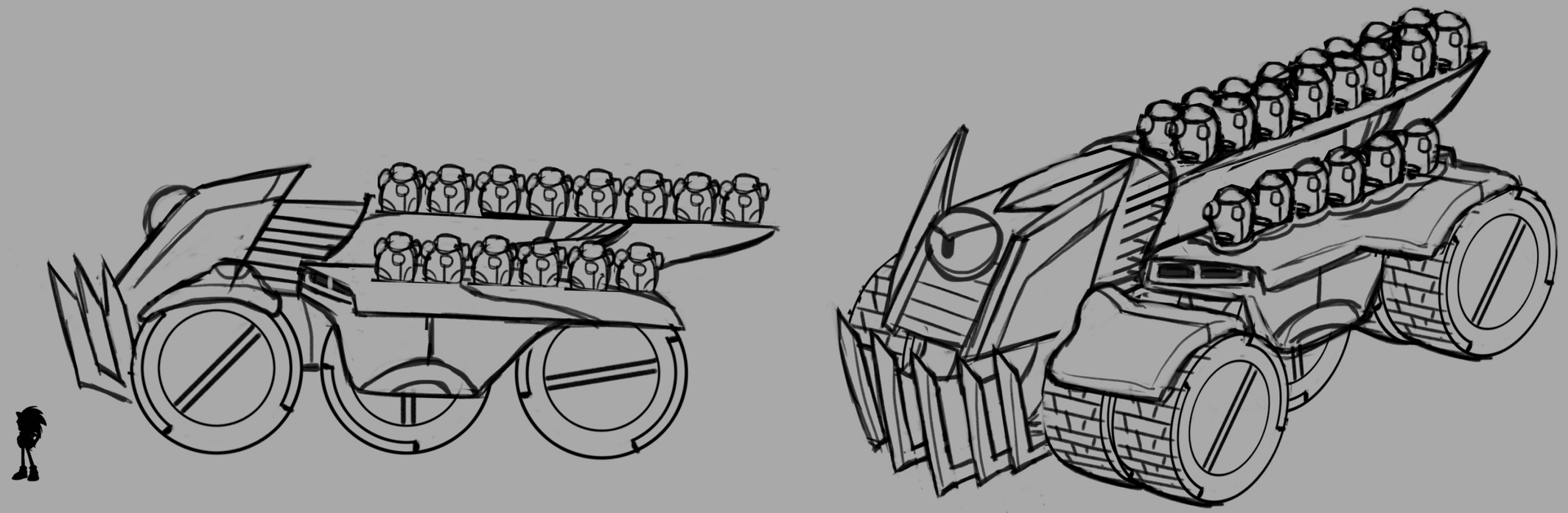
TRANSPORT IDEAS



Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

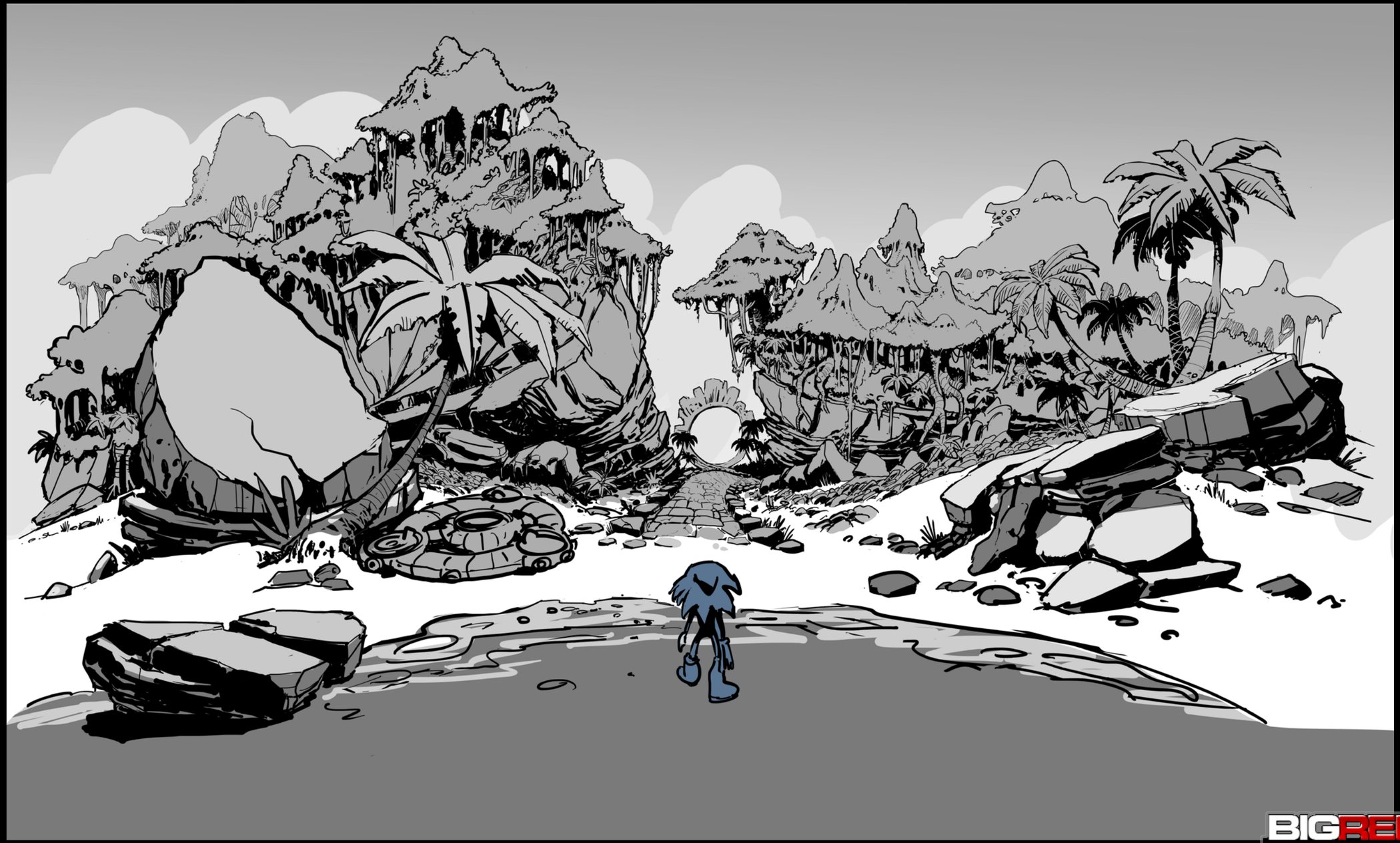
TRANSPORT



Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

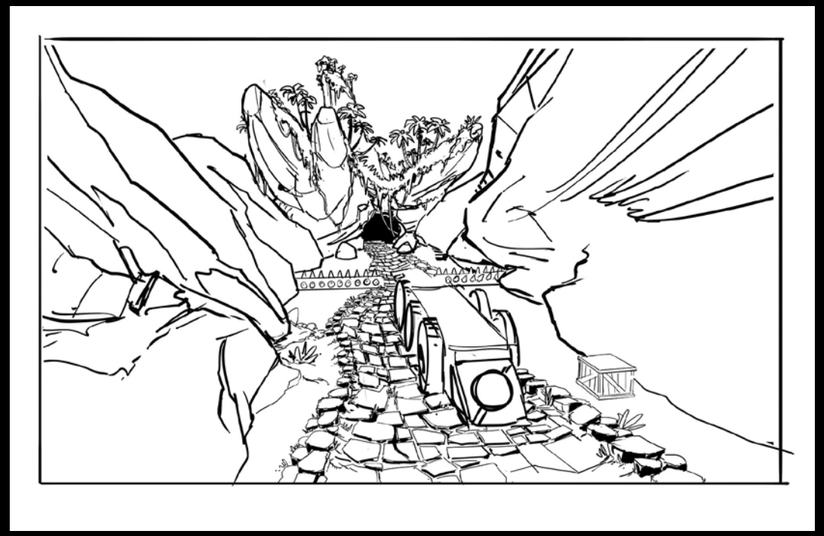
Road to Digsite – Road Entrance Concept

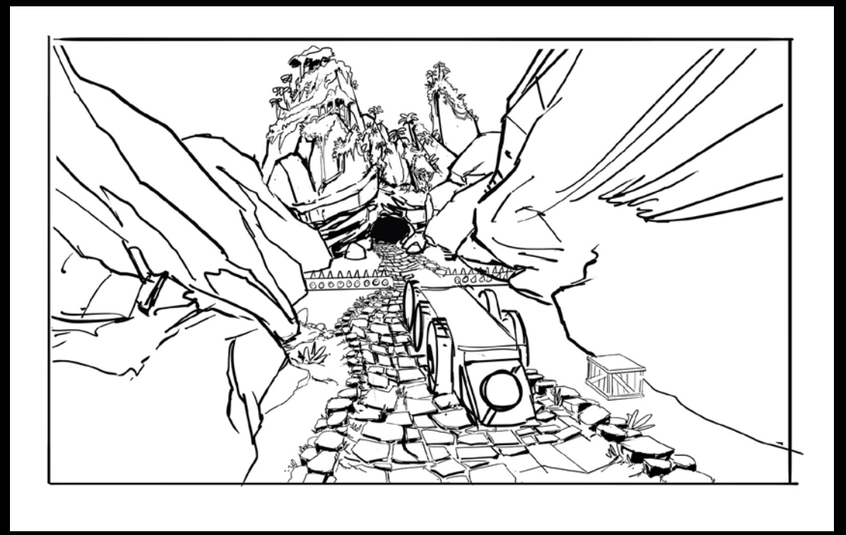


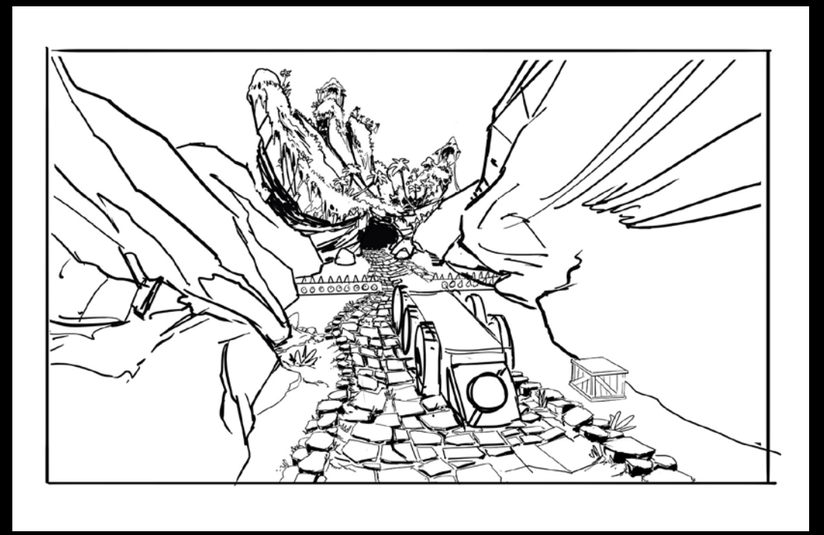
Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Road to Digsite – Road Explorations







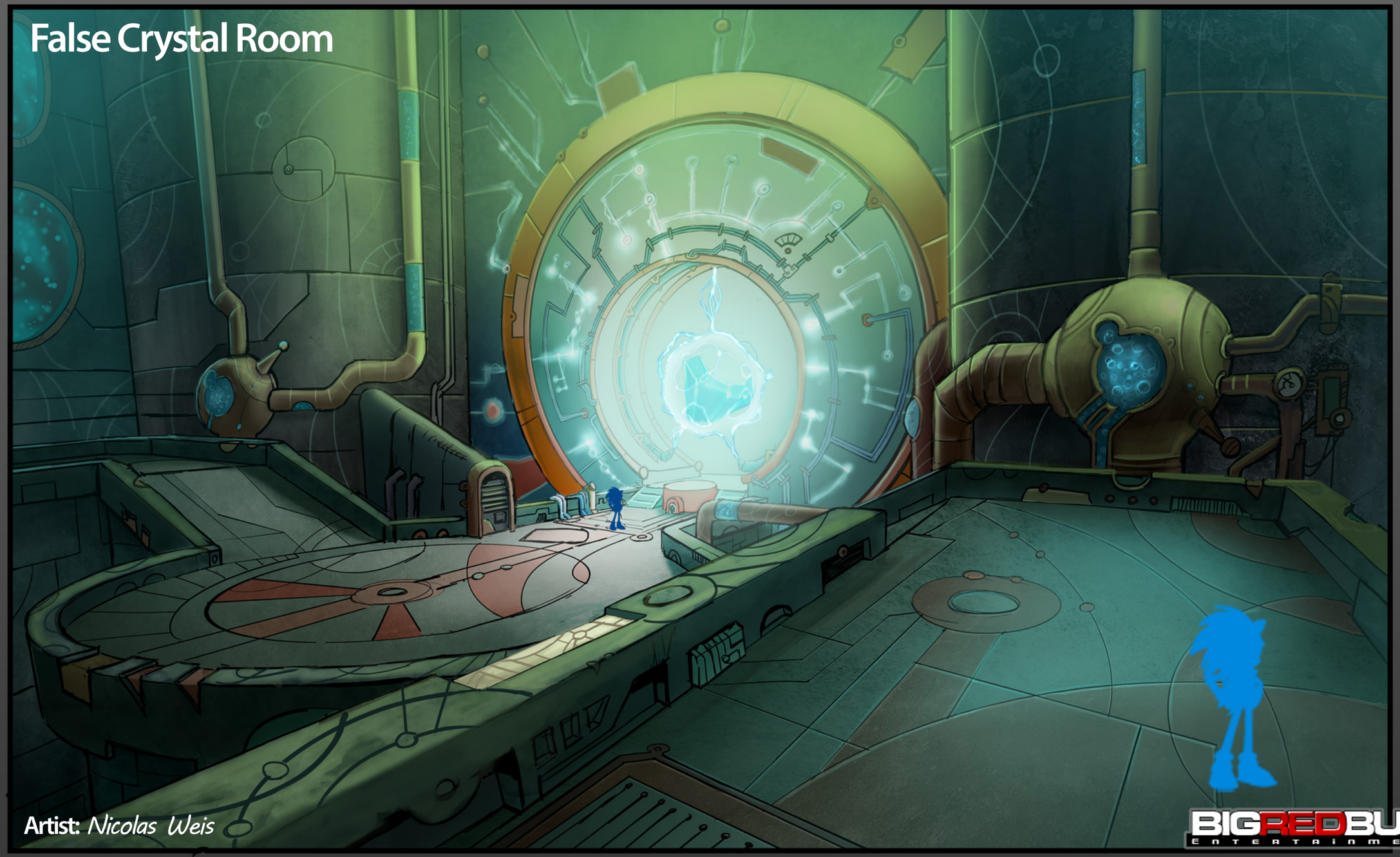
Artist: *Nicolas Weis*

ENVIRONMENT EXPLORATIONS

Ocean Waterfall

BIGREDBUTTON ENTERTAINMENT

False Crystal Room



Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Ocean Waterfall – Control Room

Artist: *Nicolas Weis*

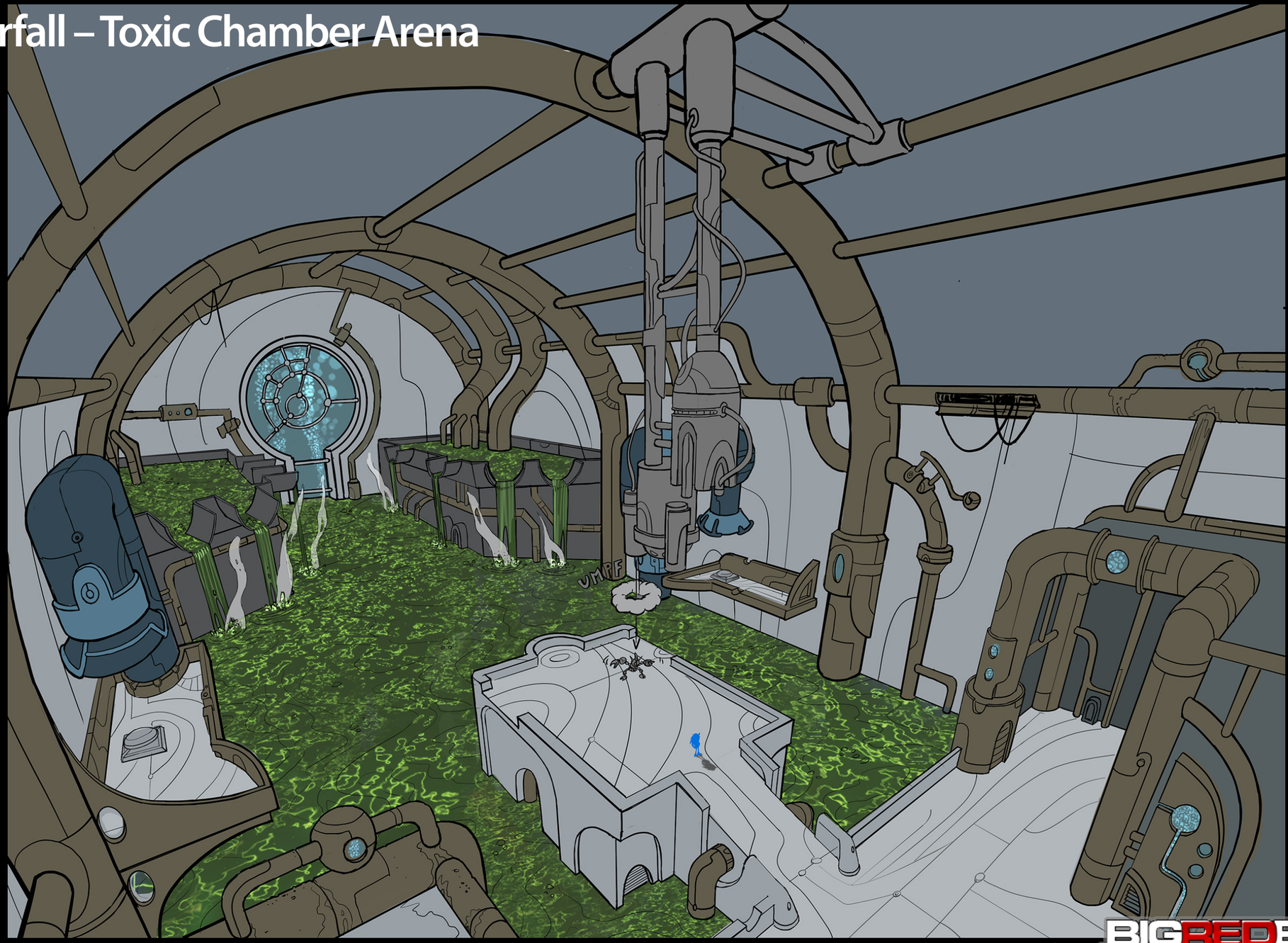
BIGREDBUTTON ENTERTAINMENT

Ocean Waterfall – Sludge Room

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

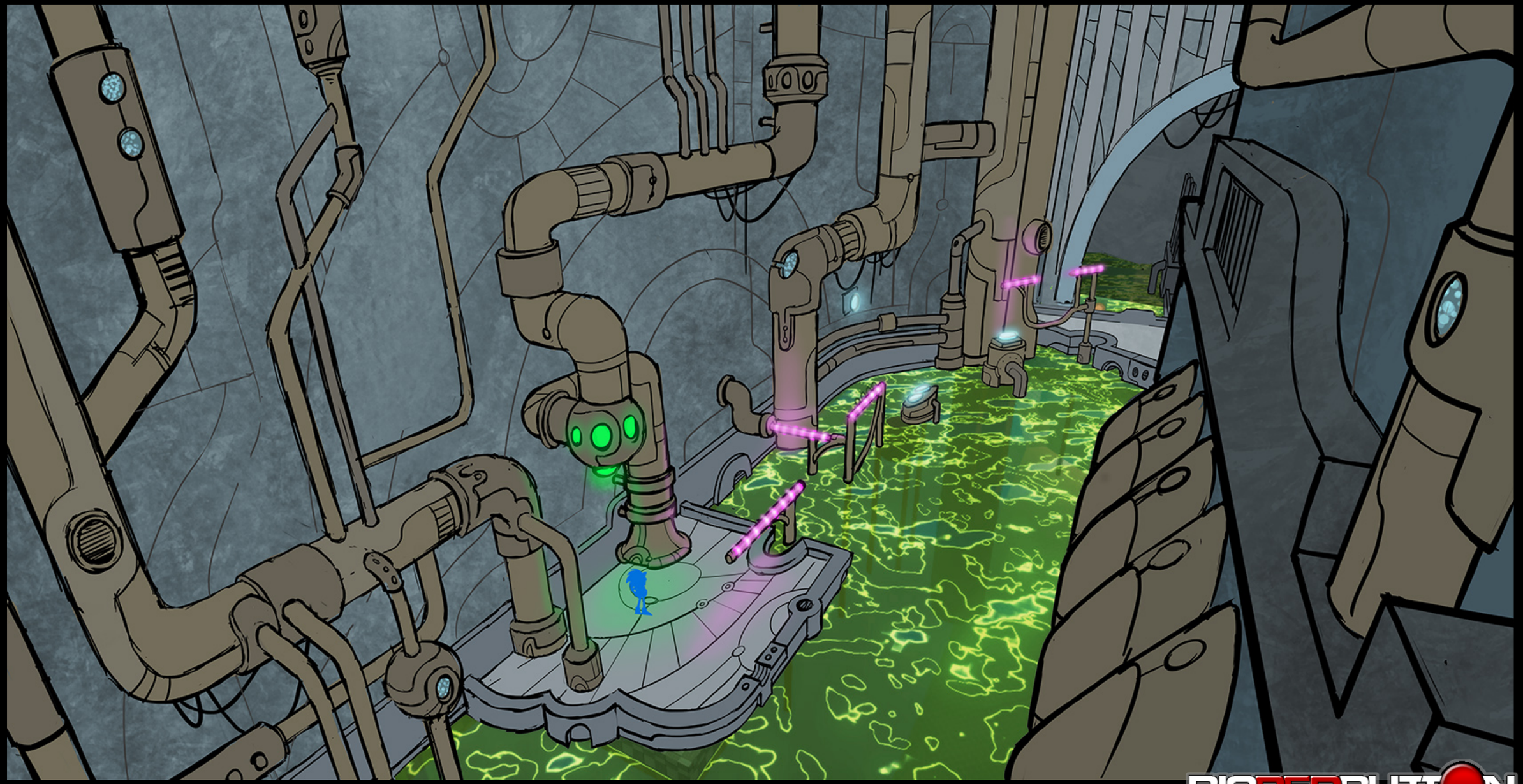
Ocean Waterfall – Toxic Chamber Arena



Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Ocean Waterfall – Toxic Chamber Area 2



Artist: *Nicolas Weis*

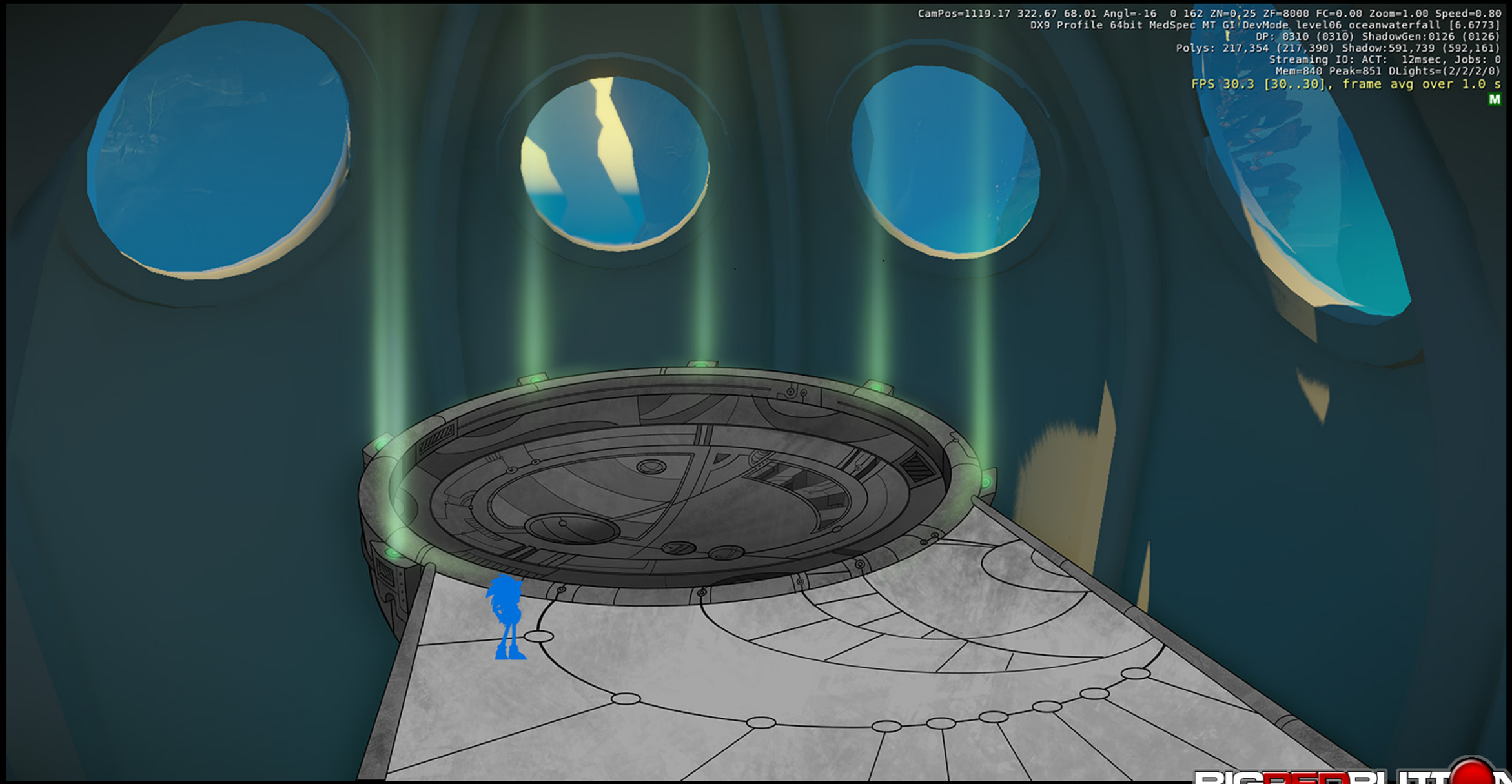
BIGREDBUTTON ENTERTAINMENT

Ocean Waterfall – Combat 4

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Ocean Waterfall – Elevator Up



Artist: *Nicolas Weis*

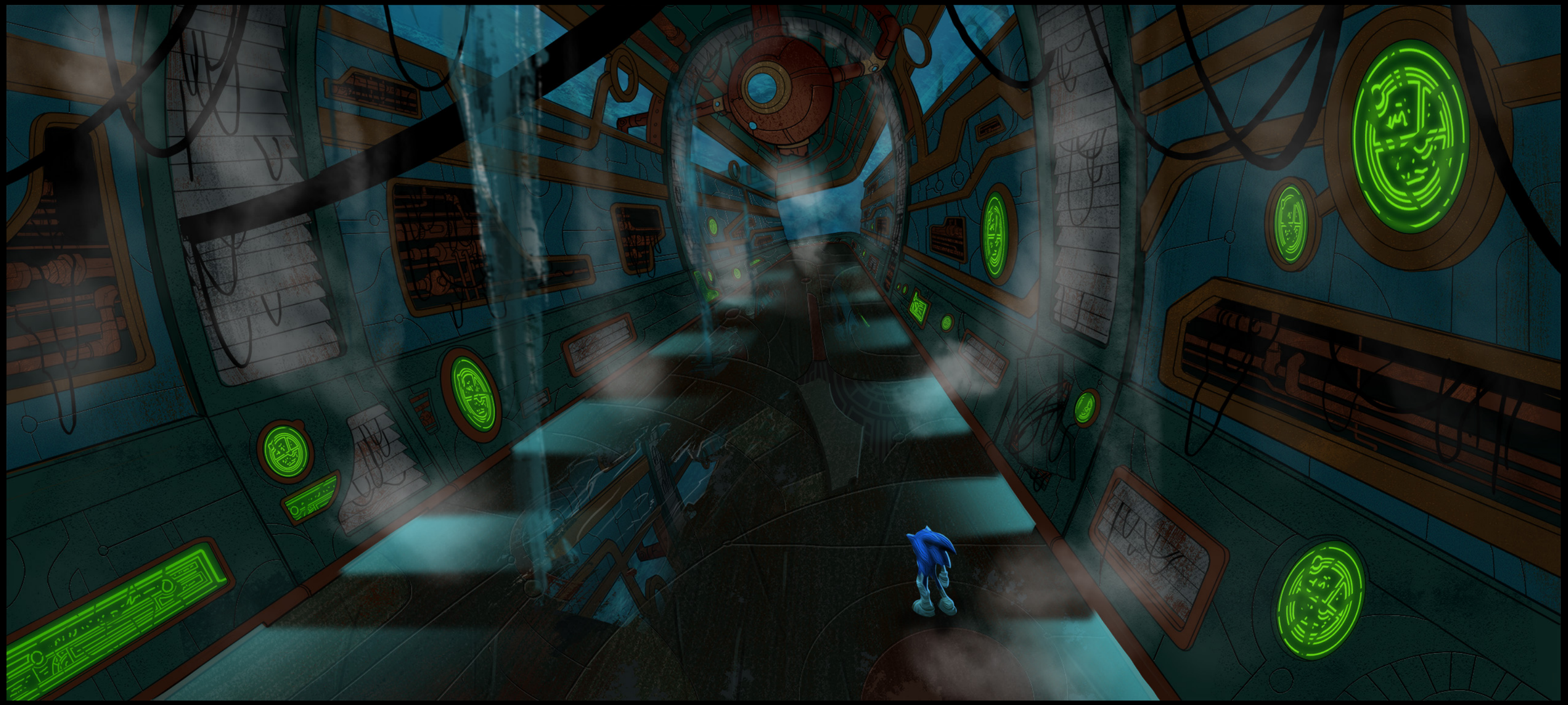
Ocean Waterfall – Sewer Tunnel

Artist: *Nicolas Weis*

Ocean Waterfall – Sub Crystal Room

Artist: *Nicolas Weis*

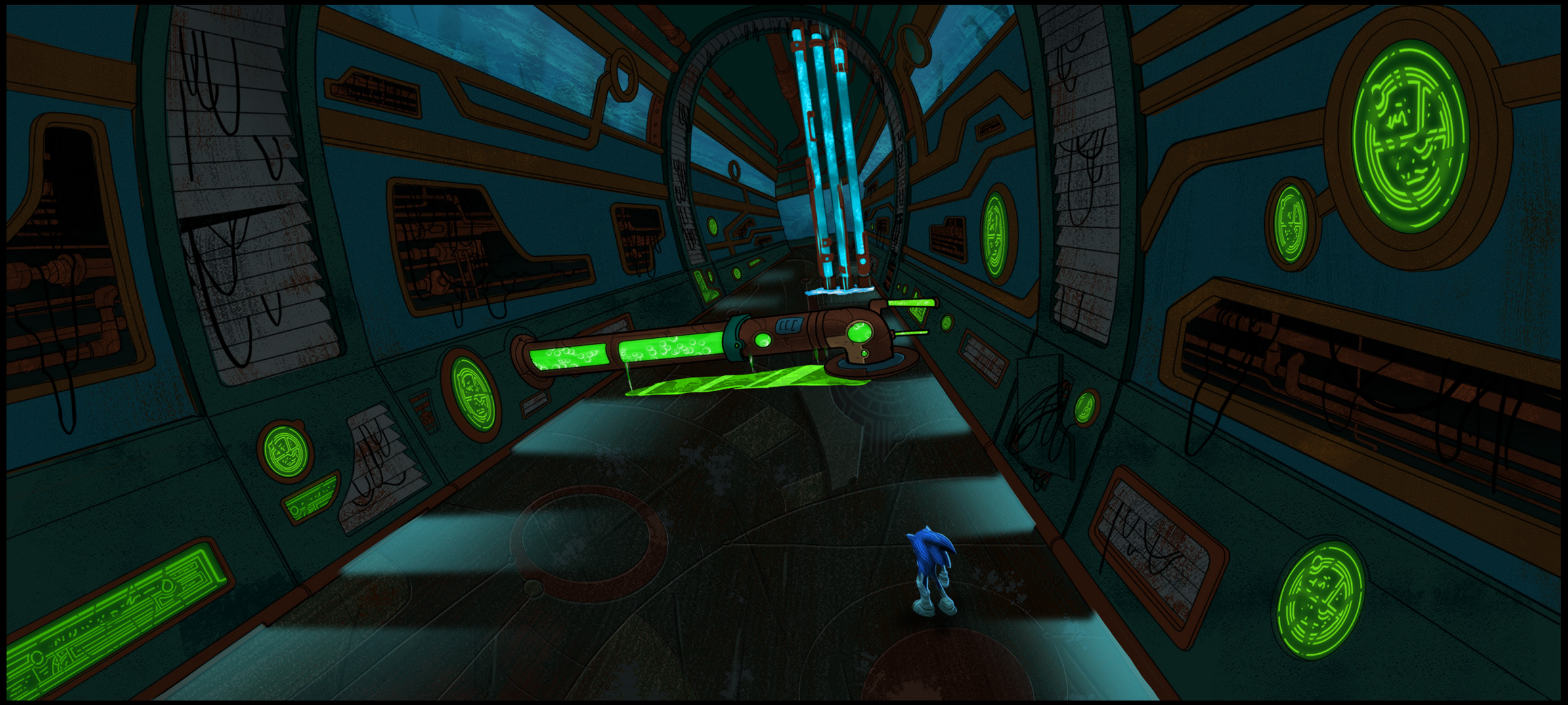
Ocean Waterfall – Chase Tunnel



Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

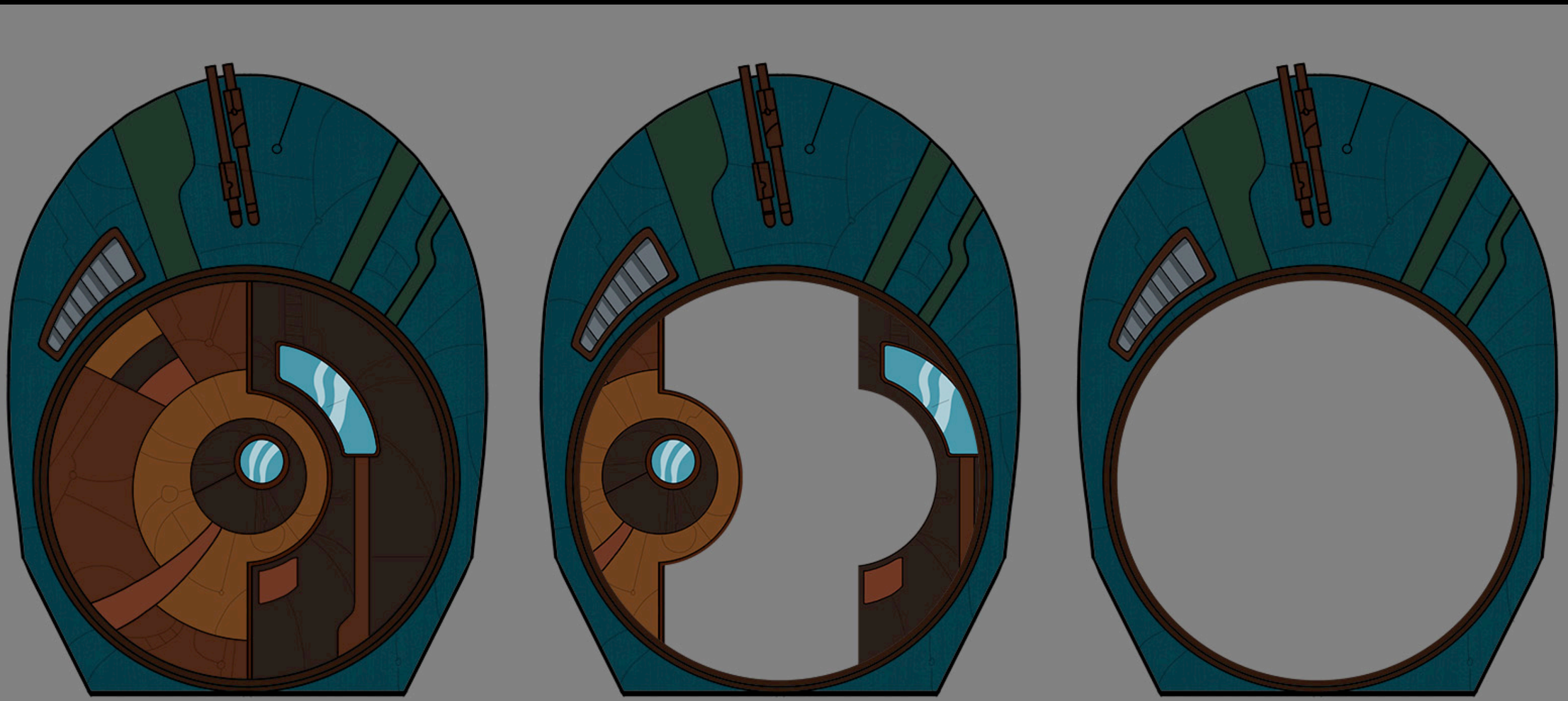
Ocean Waterfall – Chase Tunnel Hazards



Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

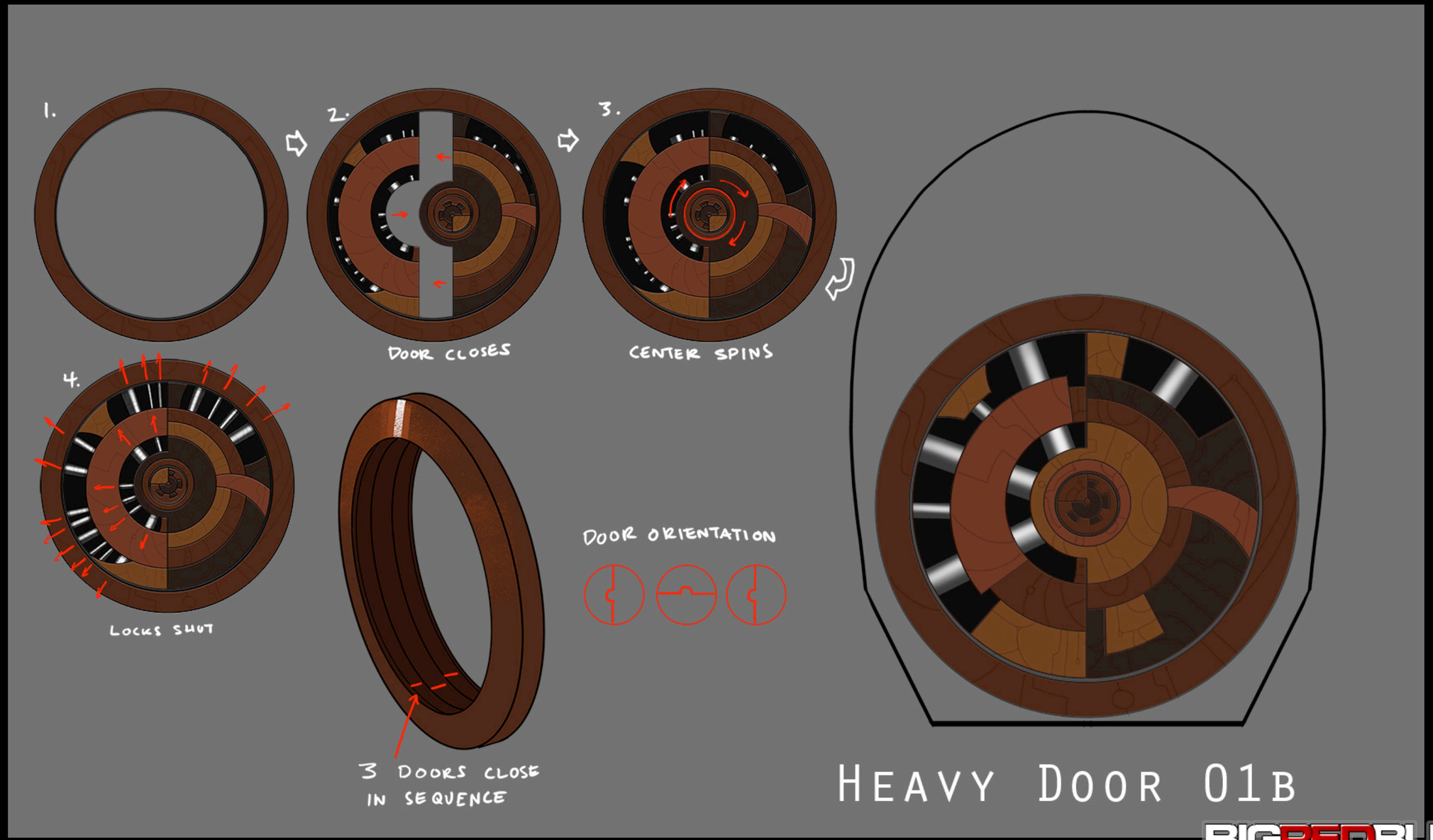
Ocean Waterfall – Flimsy Door



FLIMSY DOOR 01

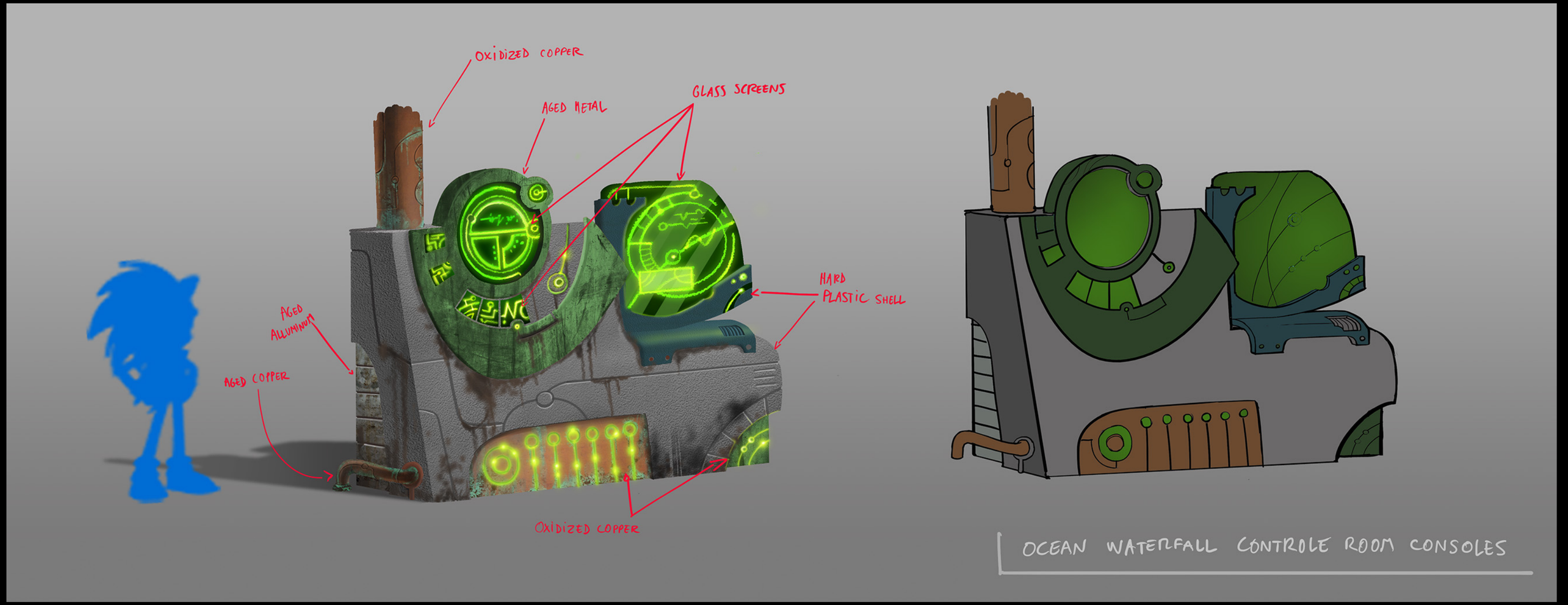
Artist: *Yuhki Demers*

Ocean Waterfall – Flimsy Door



Artist: *Yuhki Demers*

Ocean Waterfall – Console Concept

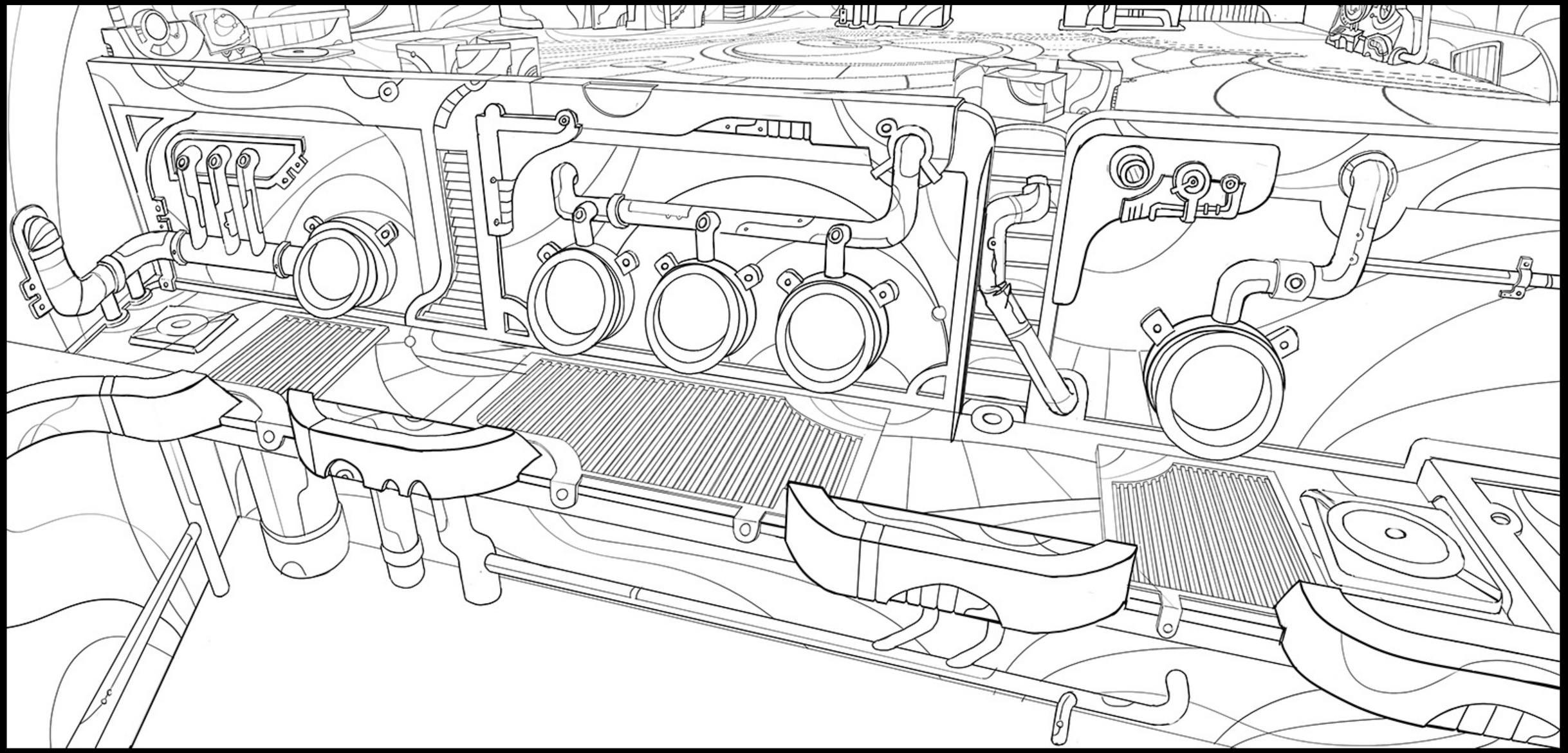


Artist: *Nicolas Weis*

Ocean Waterfall – Tower

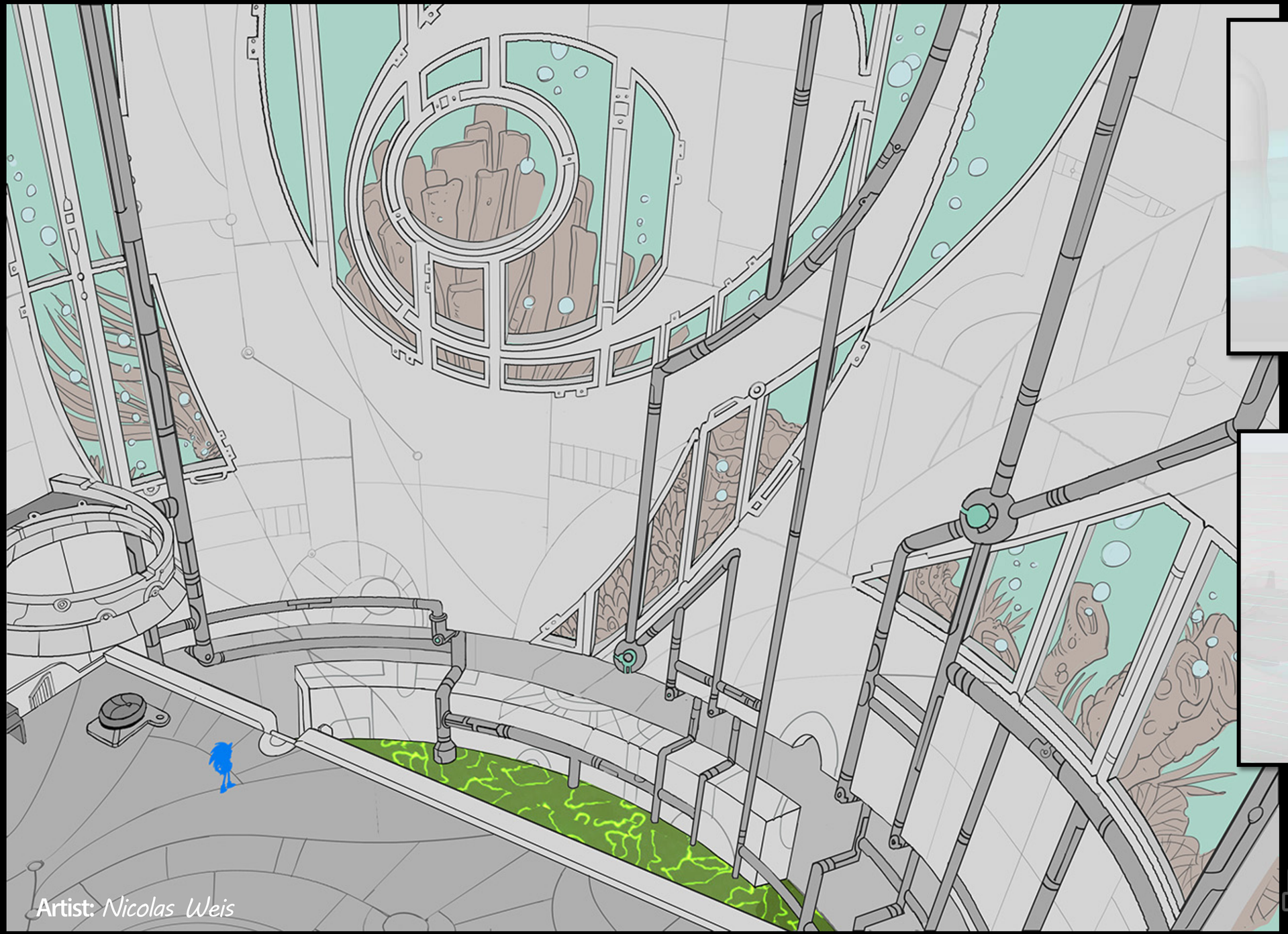
Artist: *Nicolas Weis*

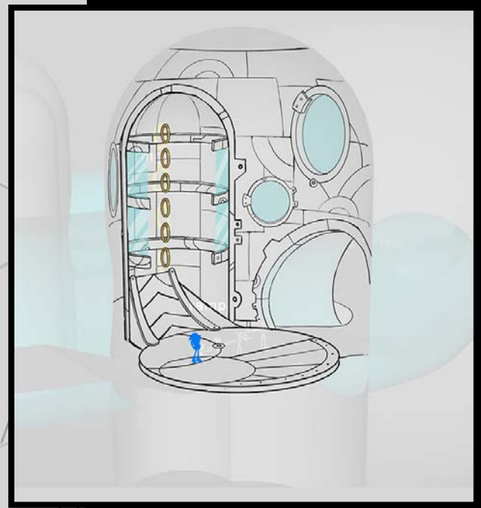
Ocean Waterfall – Platform Study

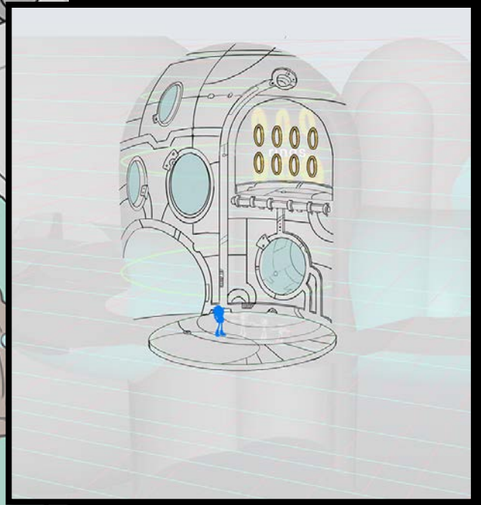


Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

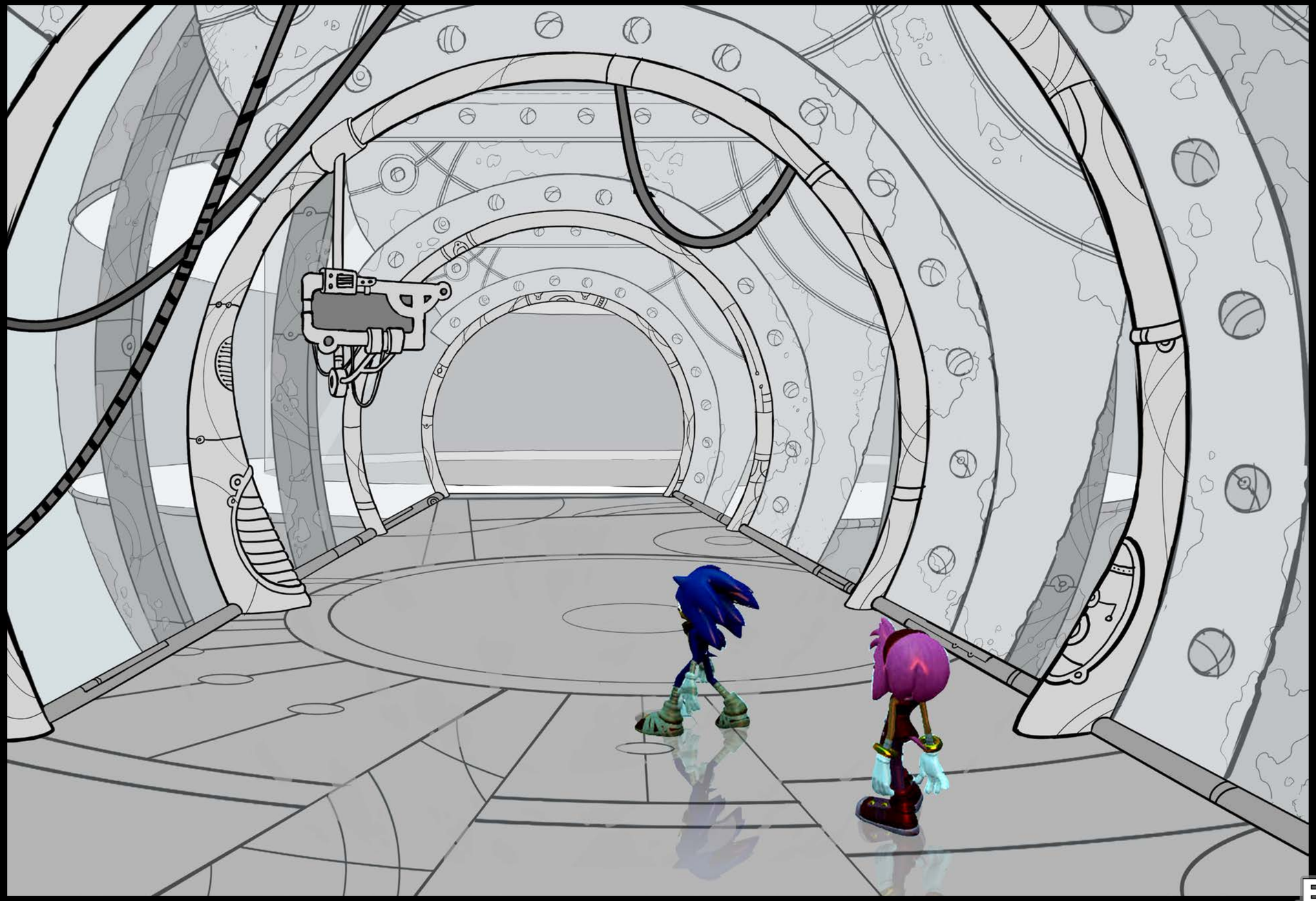






Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

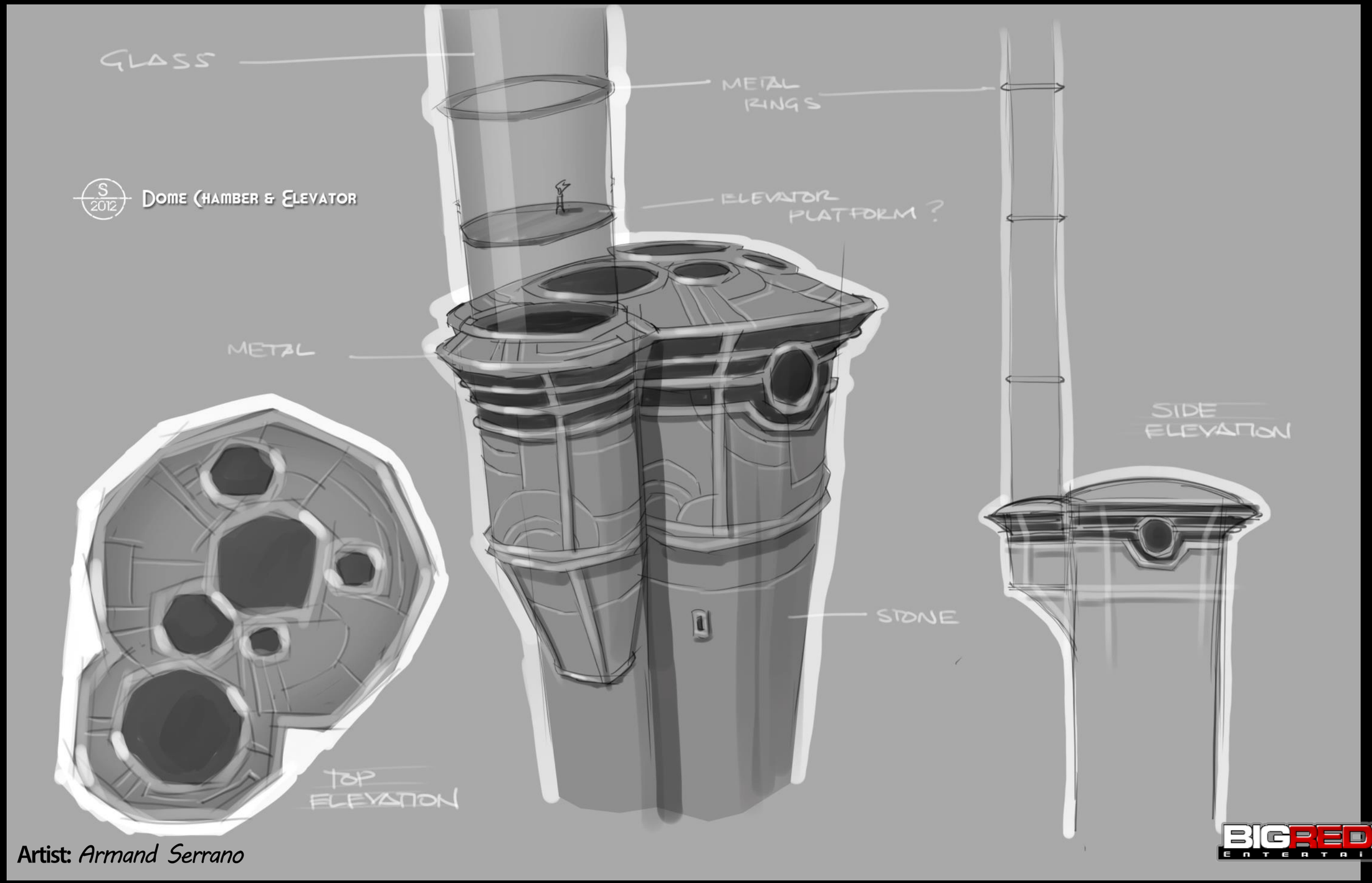


Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

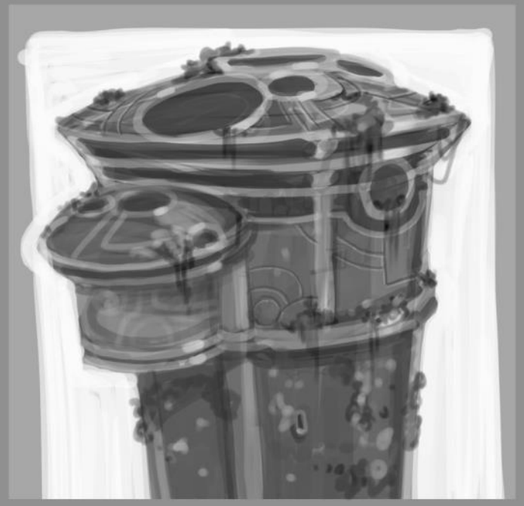


S 2012 Dome Chamber & Elevator

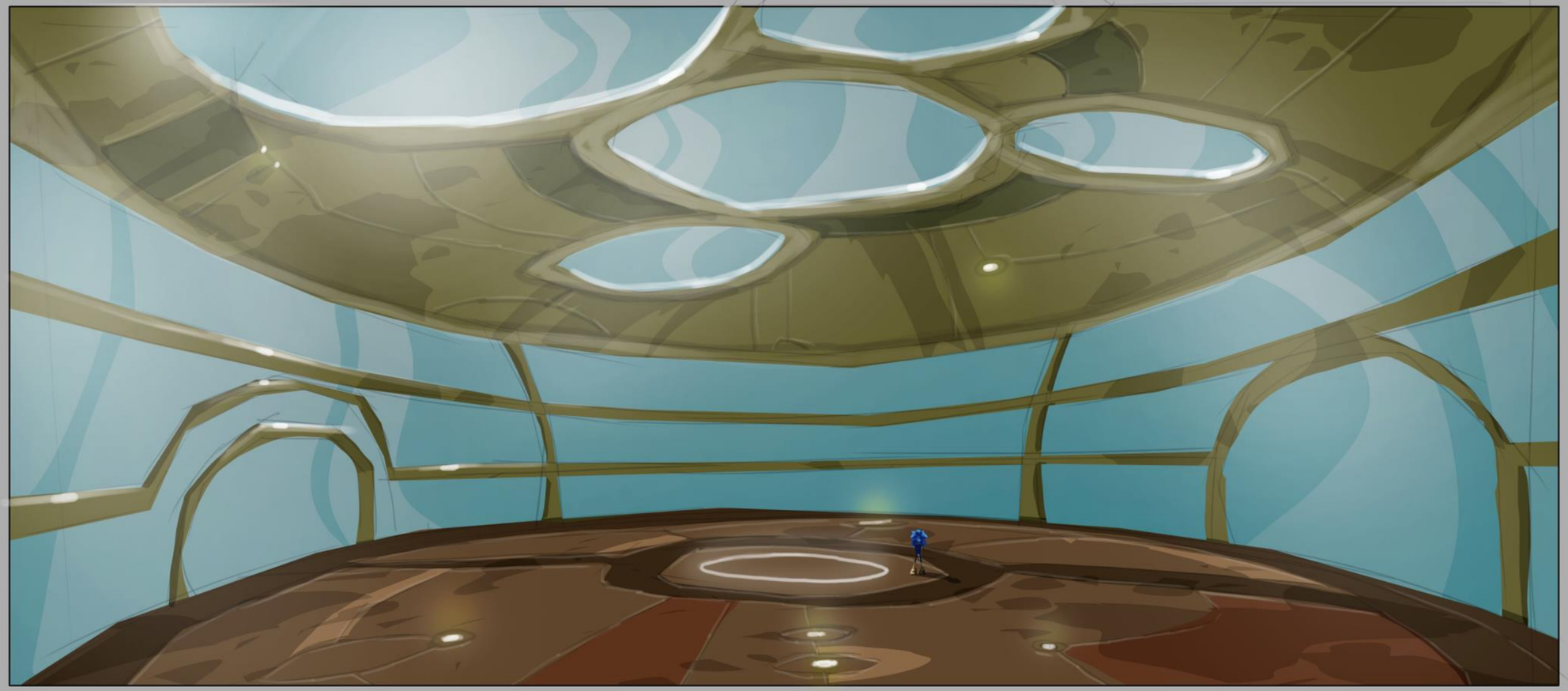
Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Dome Chamber & Elevator



Artist: *Armand Serrano*



S 2012 Dome Chamber - Interior

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Weis*

Artist: *Nicolas Weis*

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

S 2012

Ocean Waterfall

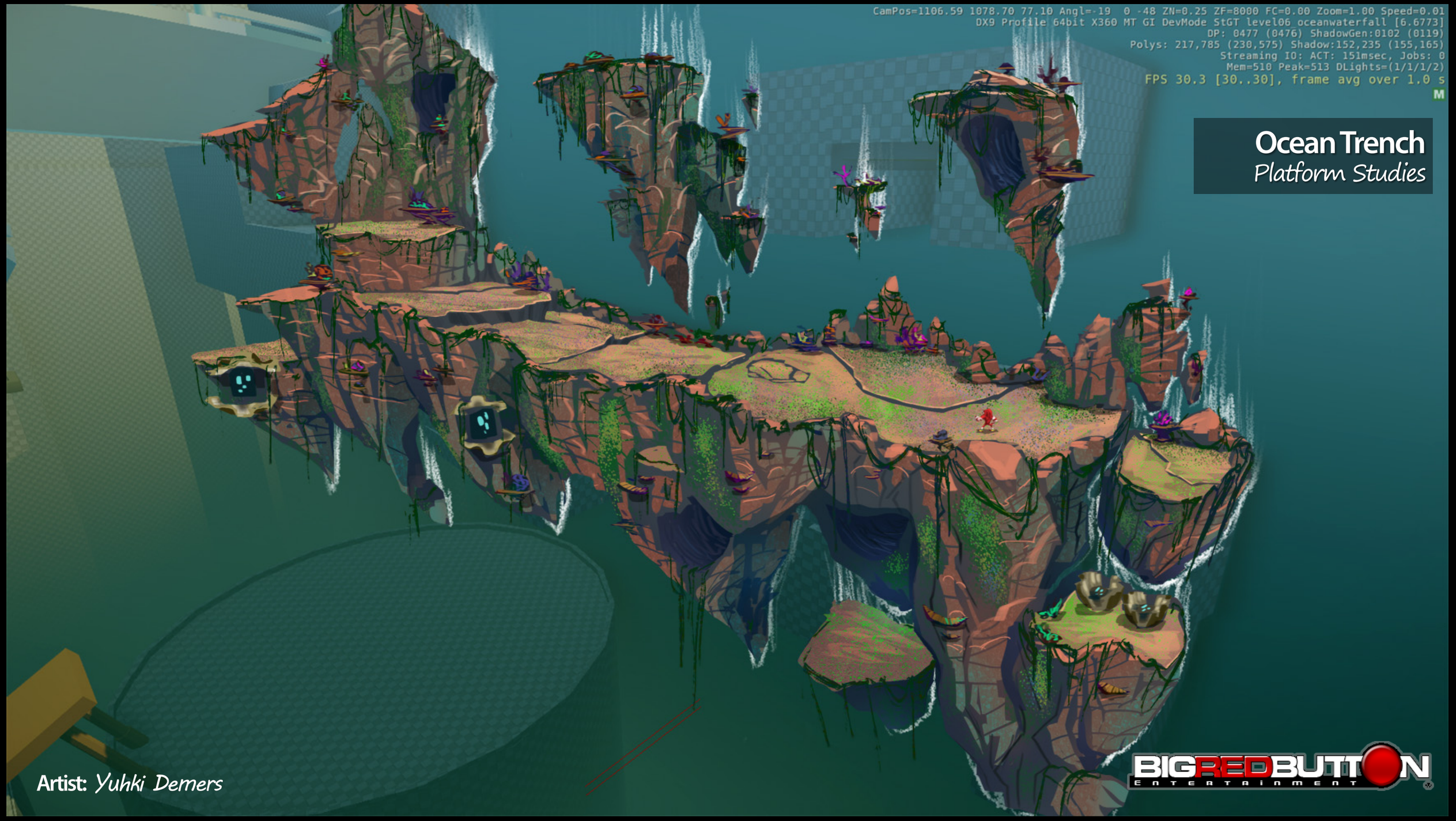
BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT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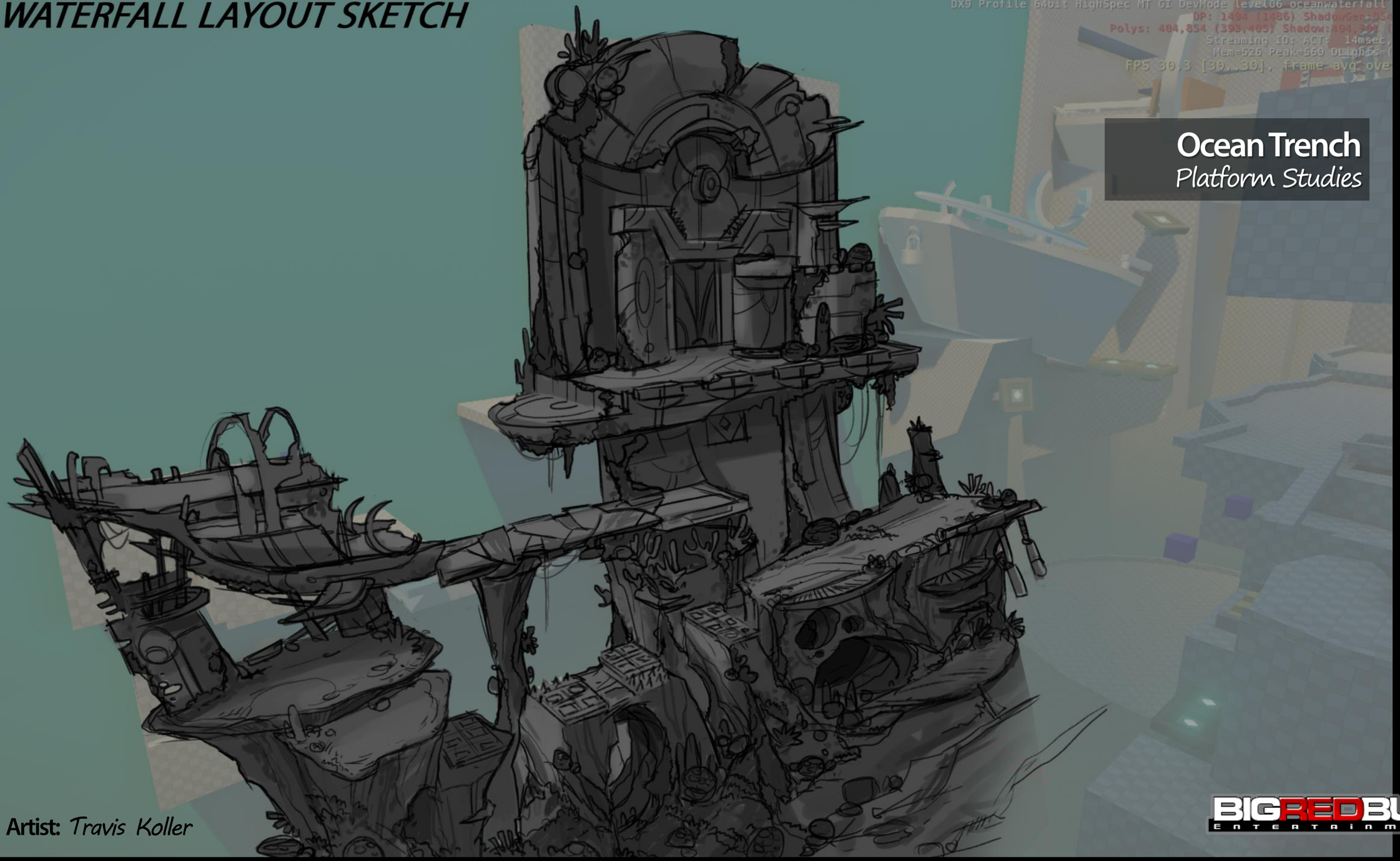
FPS 30.3 [30..30], frame avg over 1.0 s
M
Ocean Trench
Platform Studies
Artist: Yuhki Demers
BIGREDBUTTON
ENTERTAINMENT

WATERFALL LAYOUT SKETCH



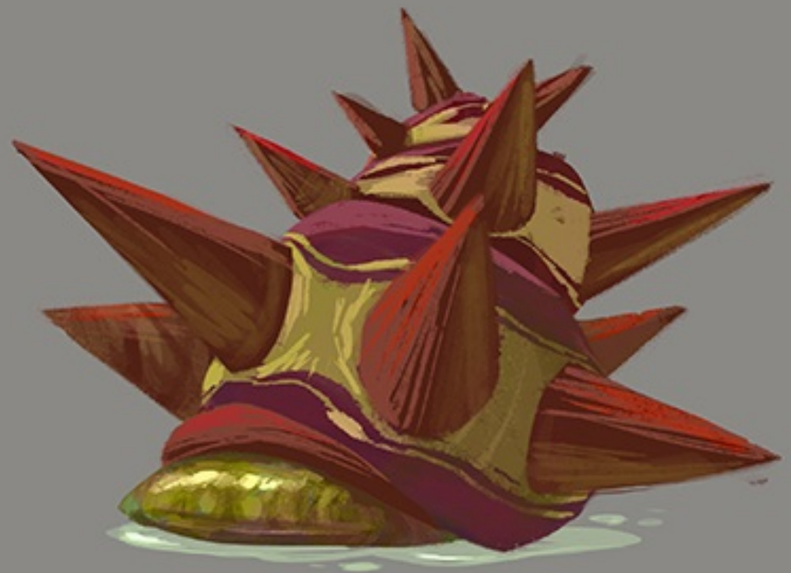
Ocean Trench
Platform Studies

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

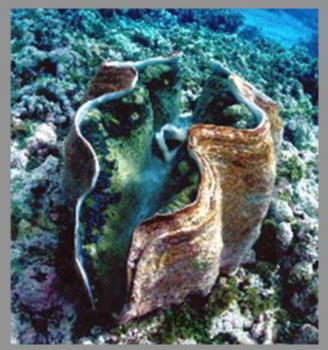
Ocean Trench
Obstacles

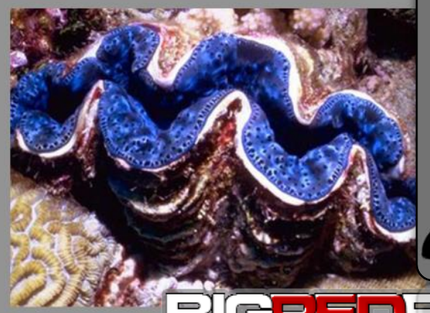


BIGREDBUTTON ENTERTAINMENT

CLAM PAD and TREASURE CHEST

reference





Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Mystery Island

BIGREDBUTTON ENTERTAINMENT

Mystery Island

Beach

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

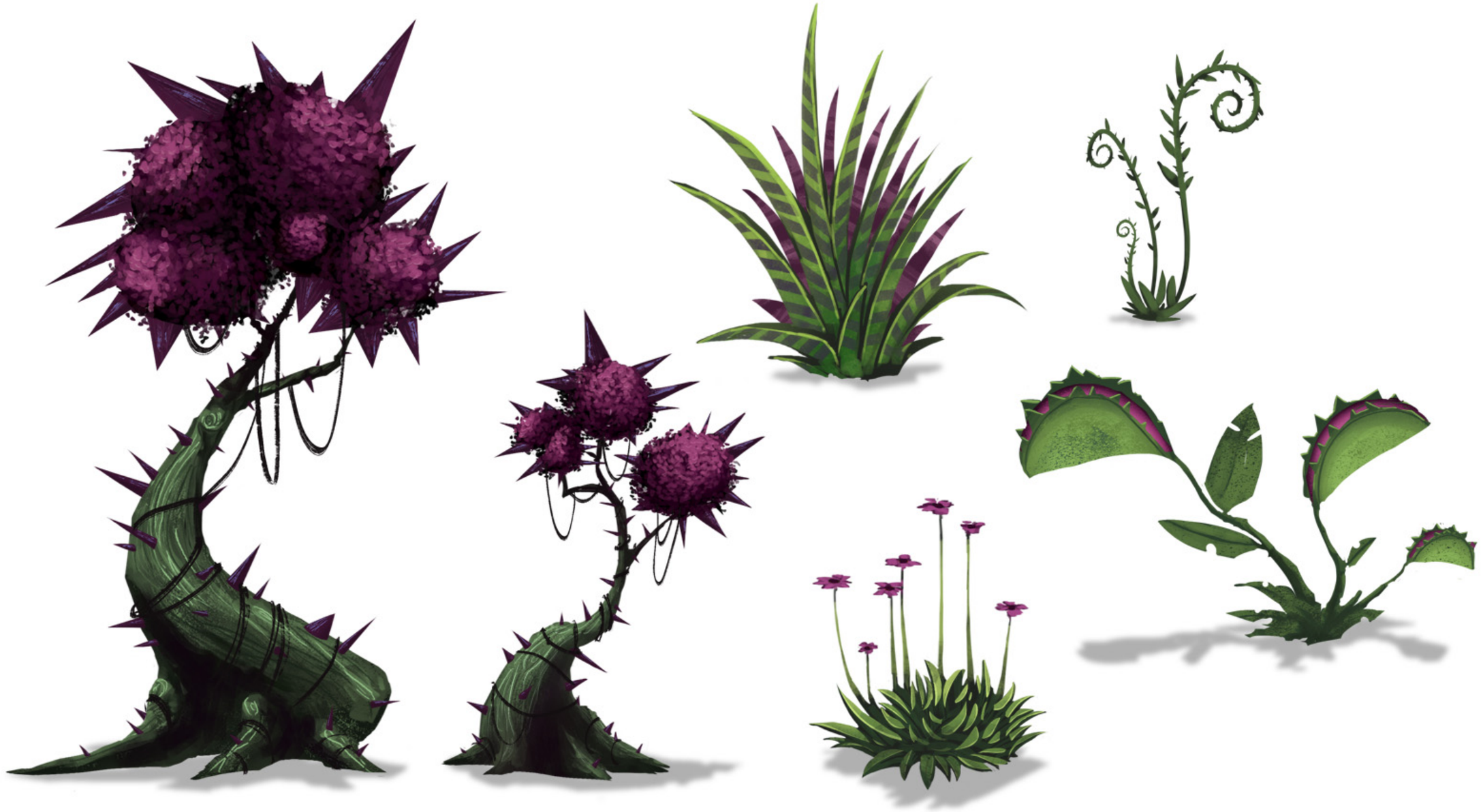
Mystery Island

Corroded Rock Pillars

Artist: Yuhki Demers/Nicolas Weis

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

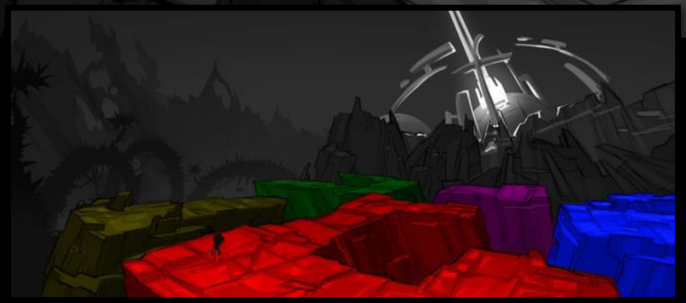


Mystery Island: Plant Life

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Koller*

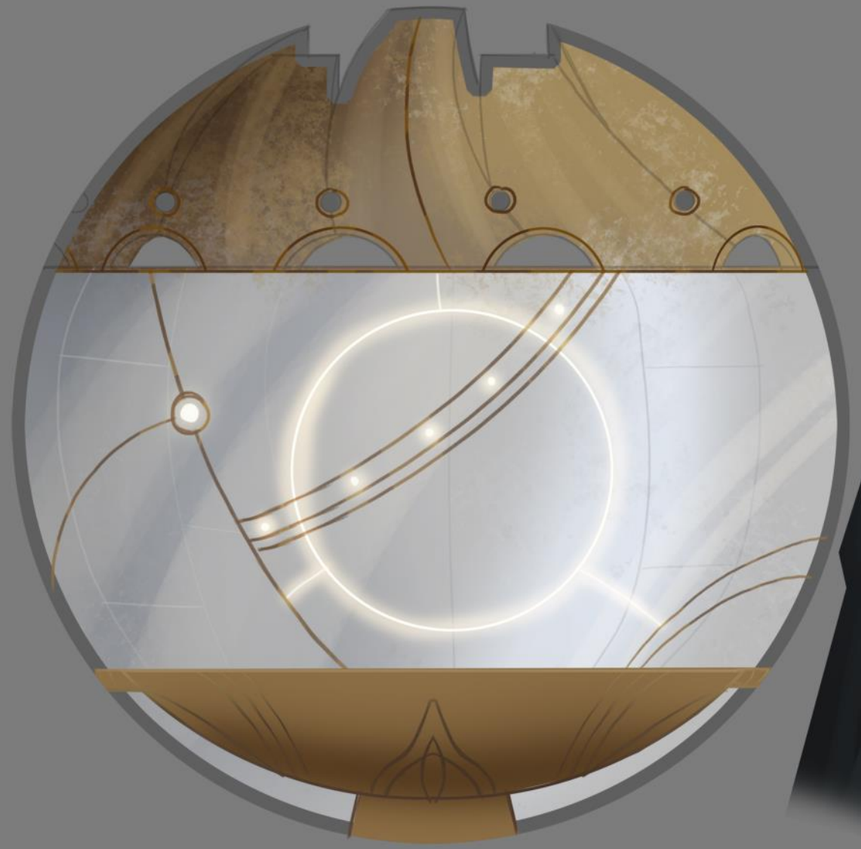
Mystery Island
Crystalline Rock Maze



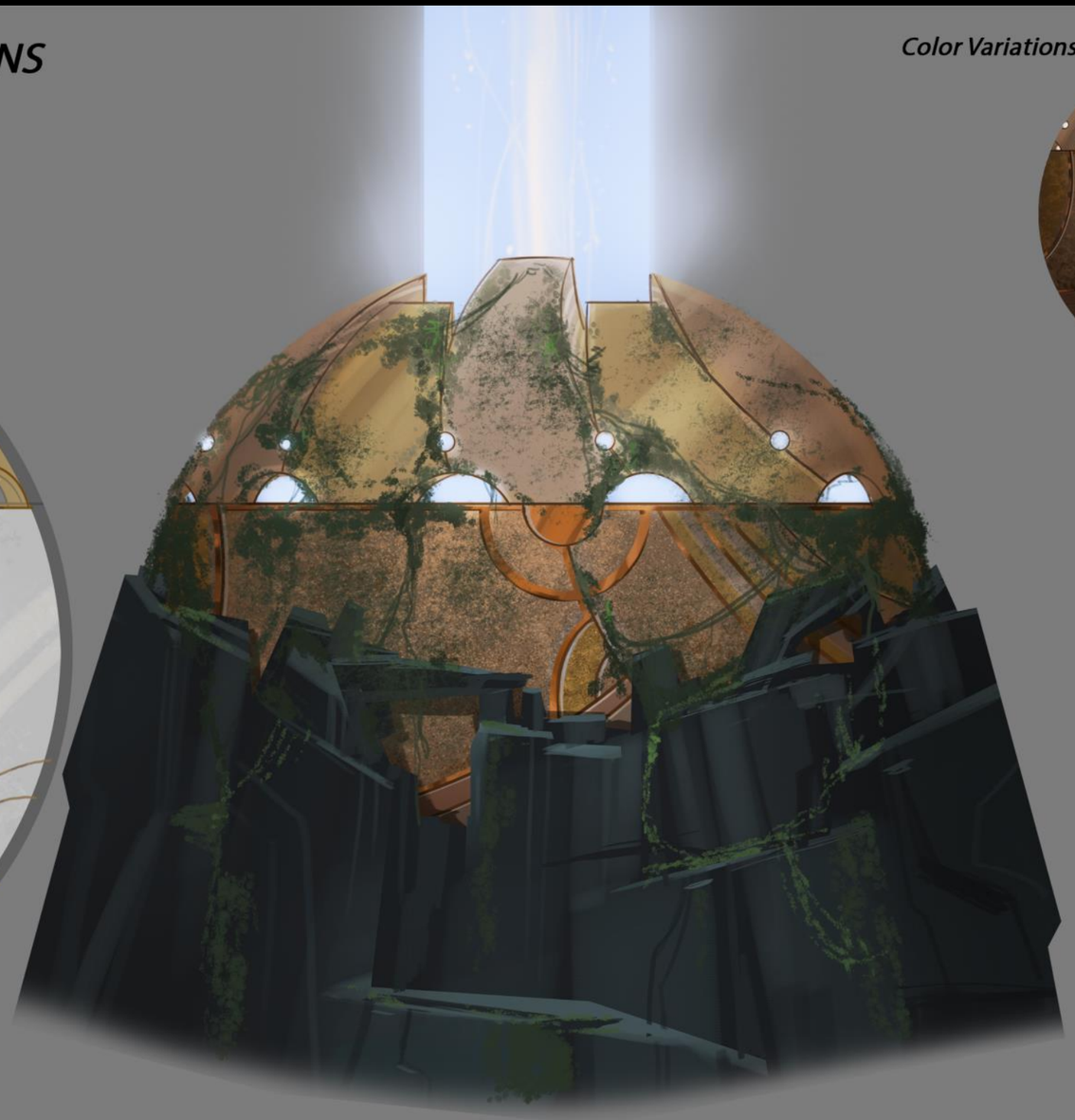
Sections of this maze, built out of crystalline alabaster rocks, not unlike Fortress of Solitude in shape, rise to become platforms. The color call out to the left shows how some of the sections could move.

BIGREDBUTTON ENTERTAINMENT

OBSERVATORY SURFACING/CROSS SECTIONS

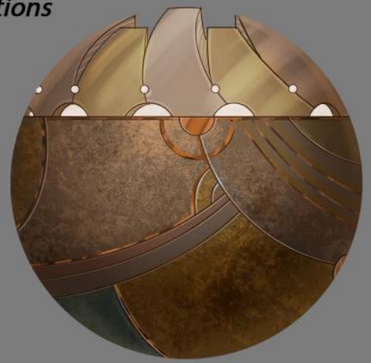


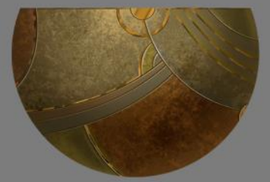
interior

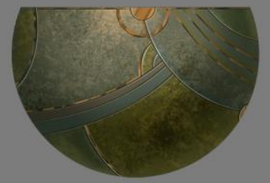


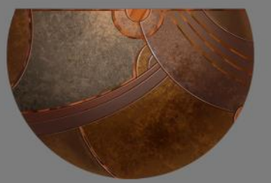
exterior

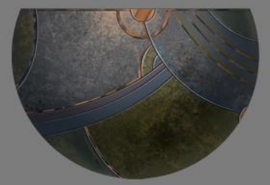
Color Variations







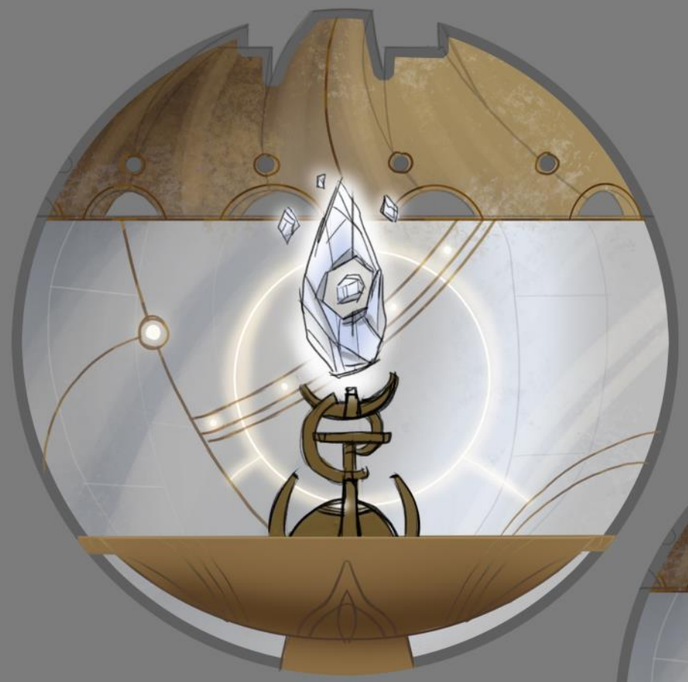


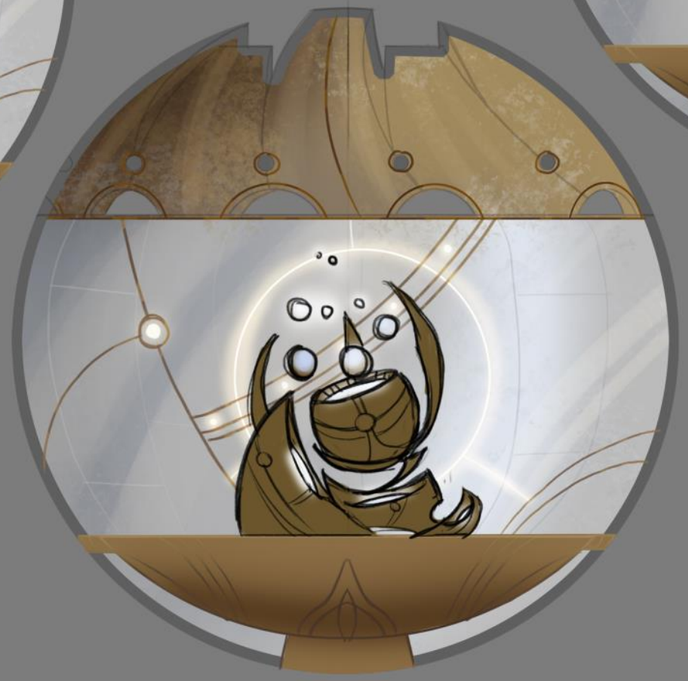


Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

OBSERVATORY CENTER MECH/ENERGY SKETCHES





Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

MYSTERY ISLAND POD

open with coiled snake robot

base

snake is “plugged” in

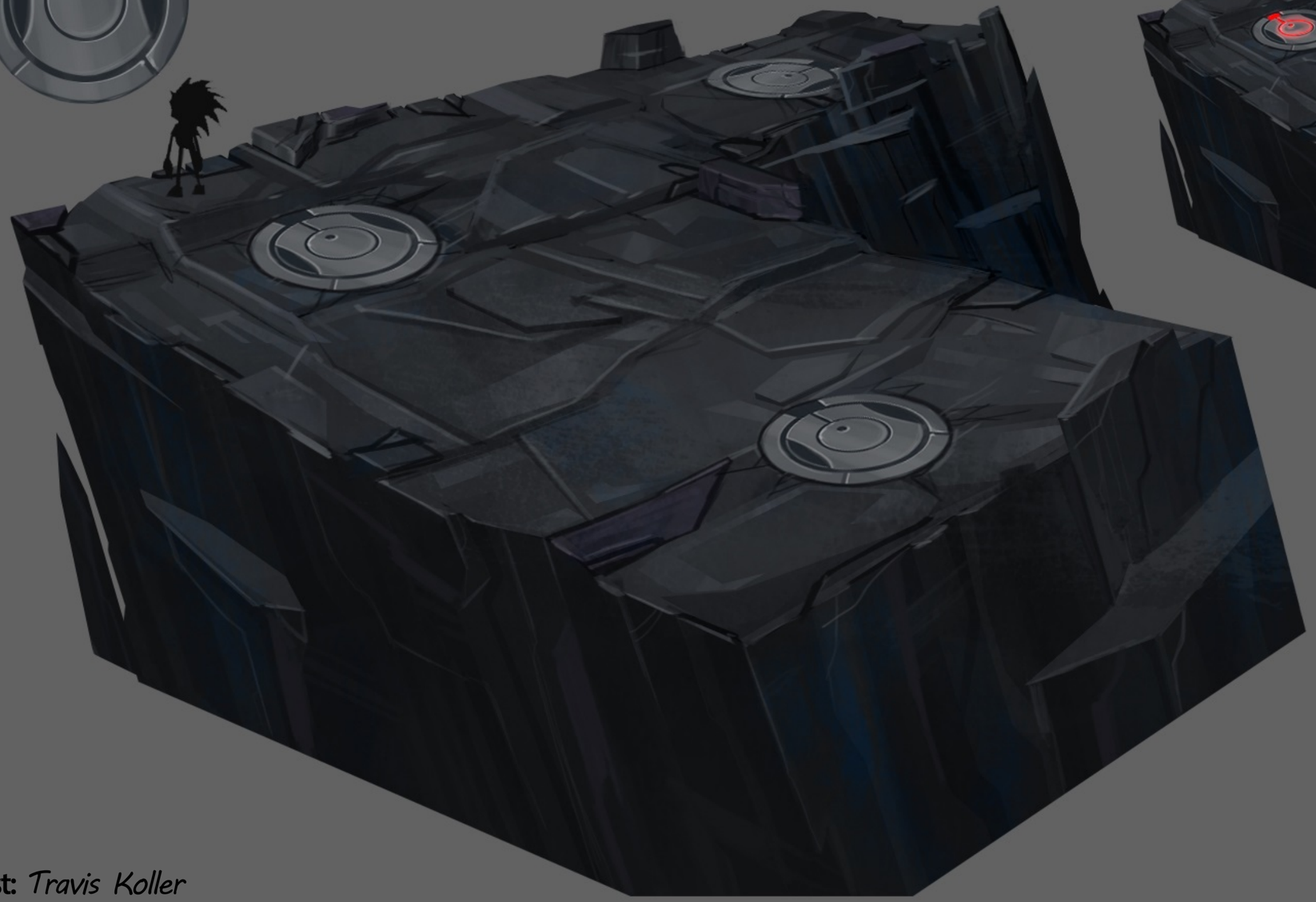
placement examples

Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

MYSTERY ISLAND MAZE PLATFORM EXPORATION

possible metal tech on the ground for visual interest or for activation of maze. Could have energy or movement?



Artist: *Travis Koller*

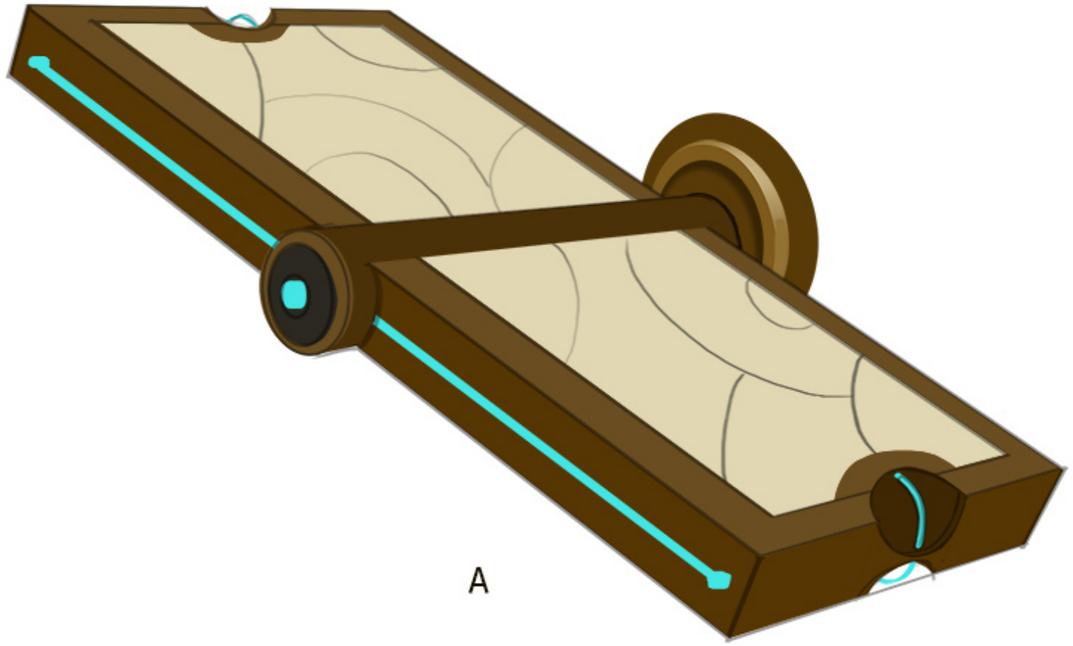
BIGREDBUTTON ENTERTAINMENT

Mystery Island: Section 2 Detail

Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



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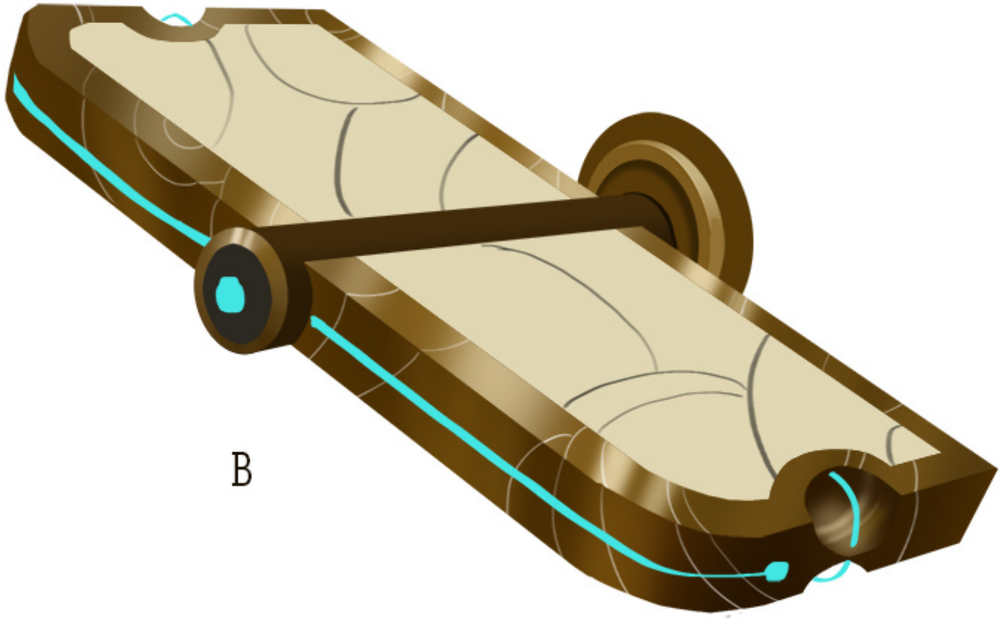
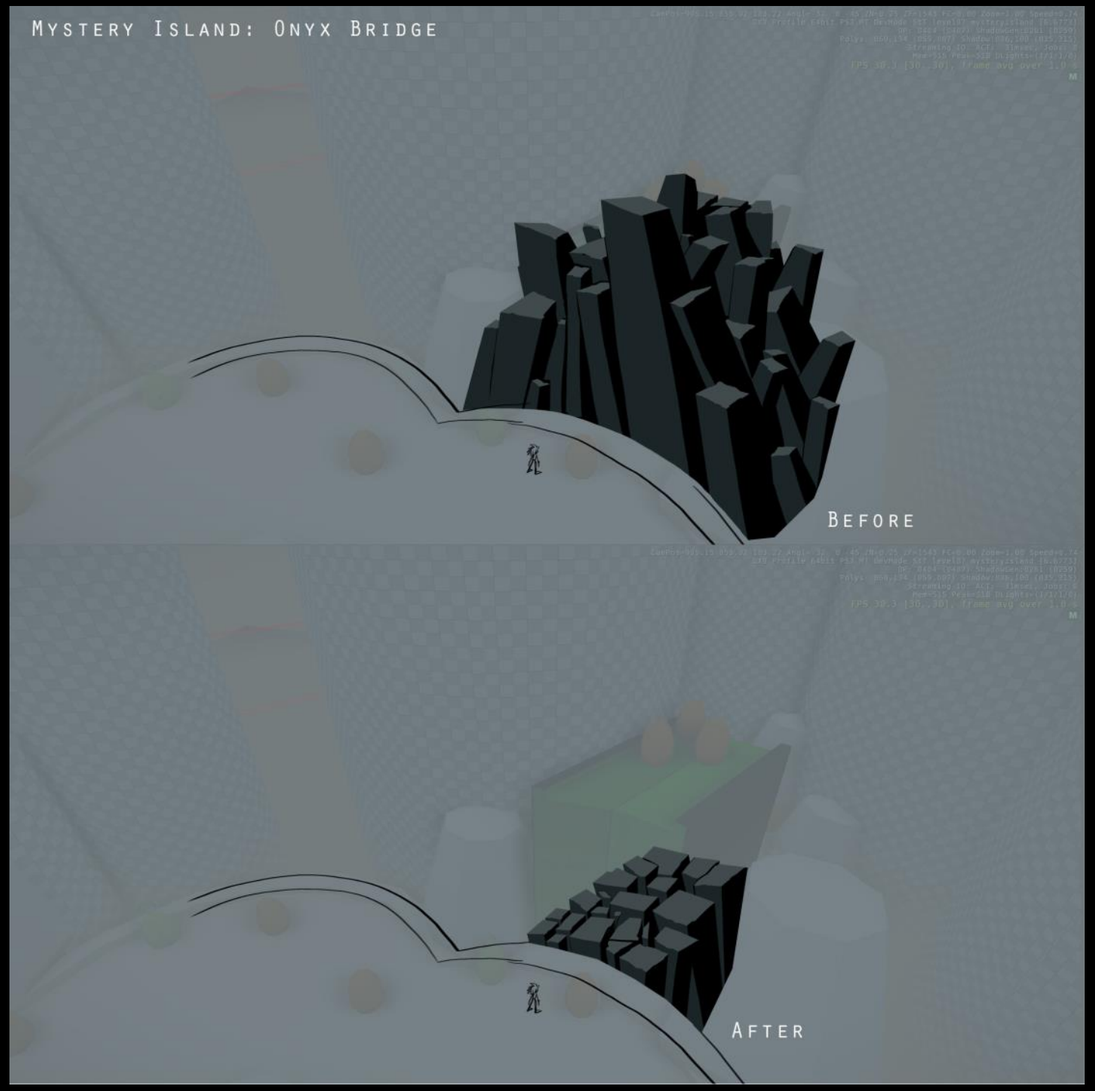


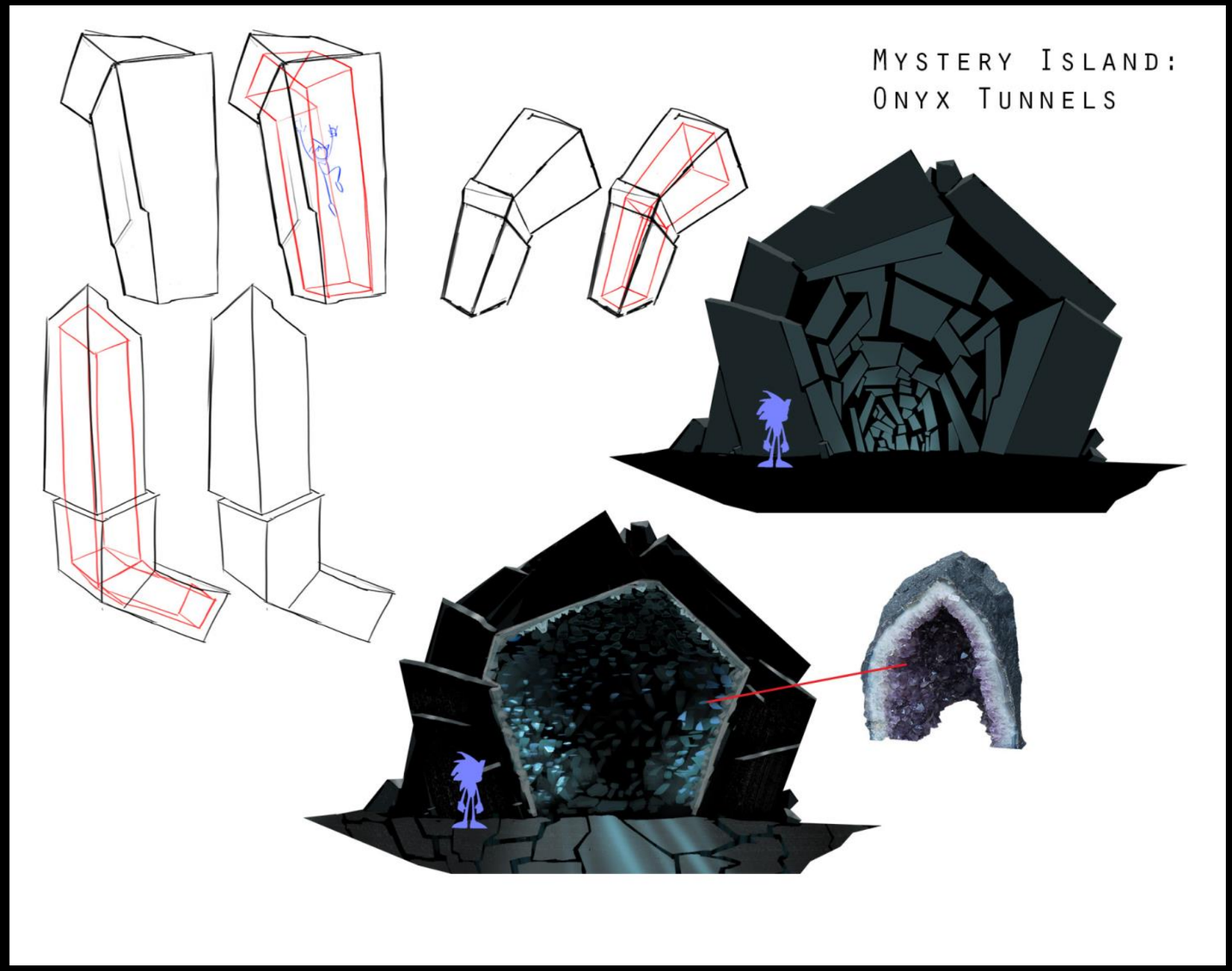
B

MYSTERY ISLAND: SECTION 2
TEETER PLATFORMS

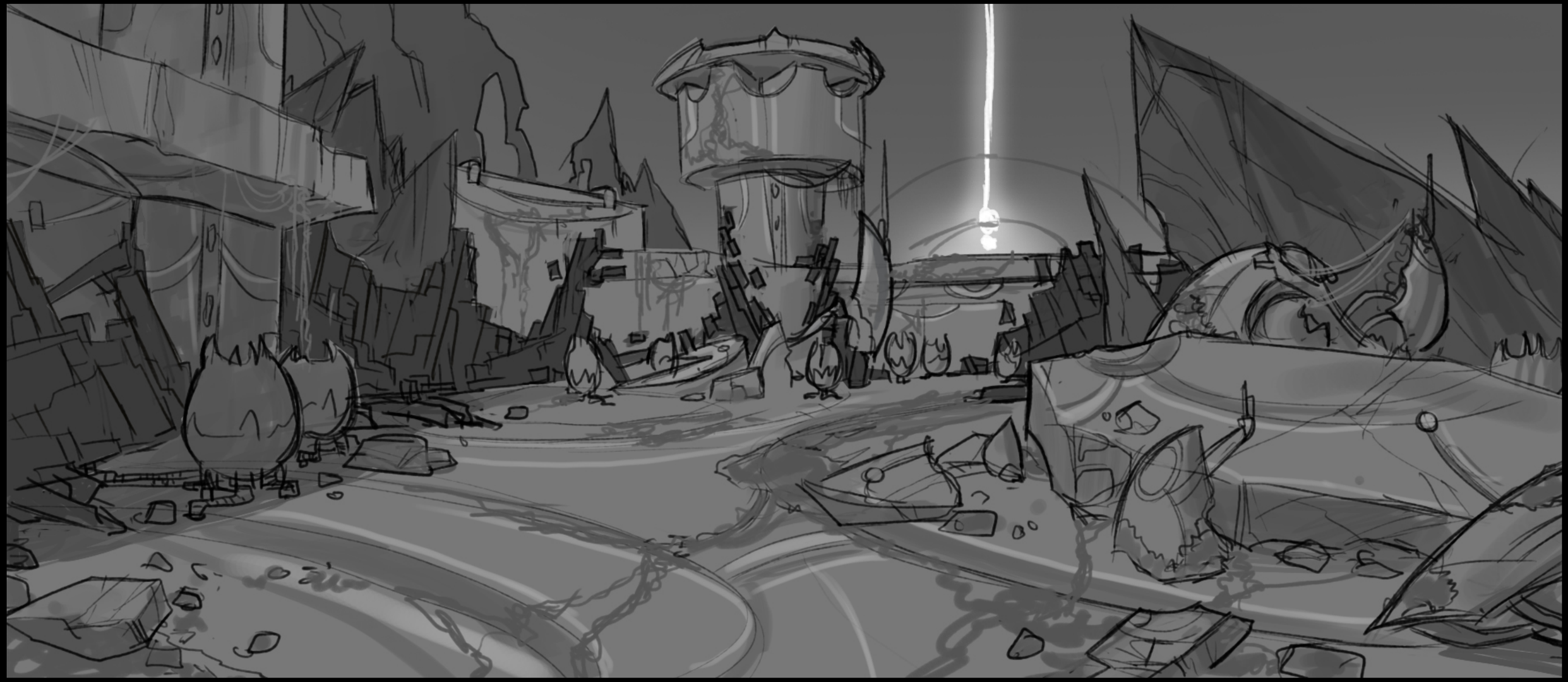
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



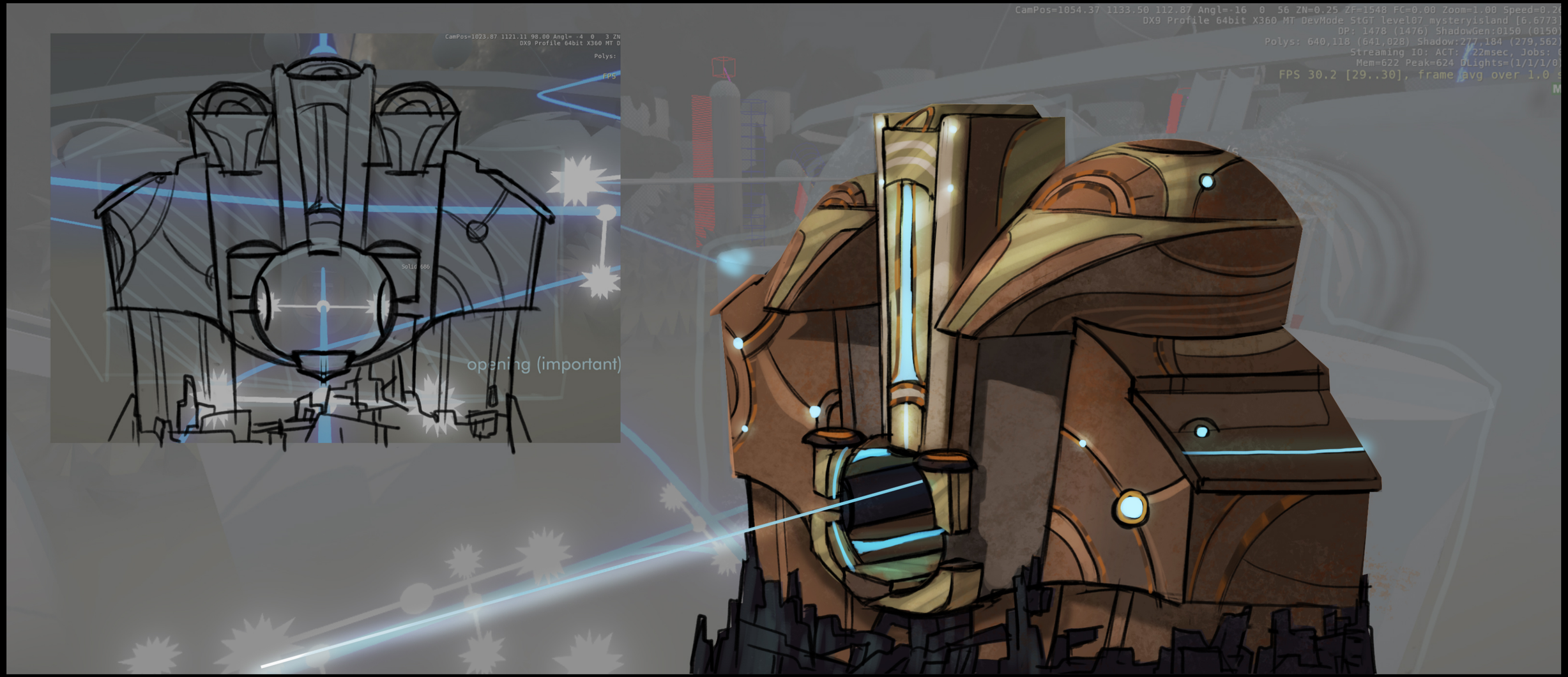


Artist: *Travis Koller*

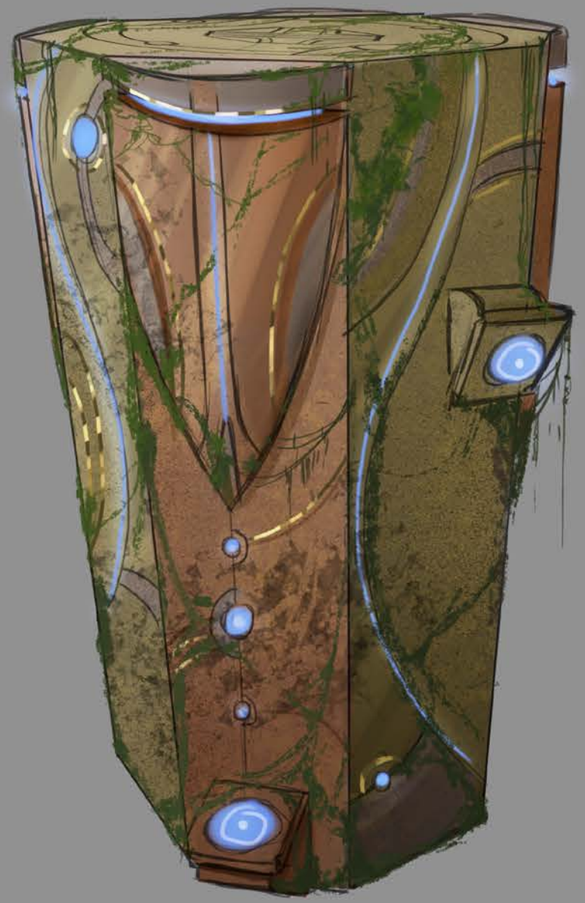


BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Koller*



TOWER



top

1. center spires rise holding the pads in the center.

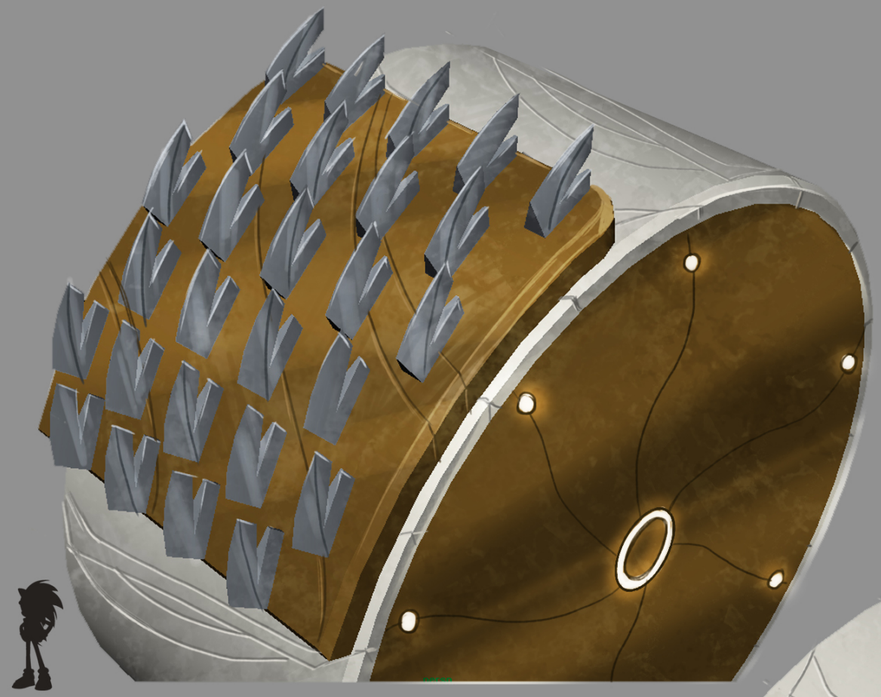
2. the spires open partially and the pads drop and hover in the middle.

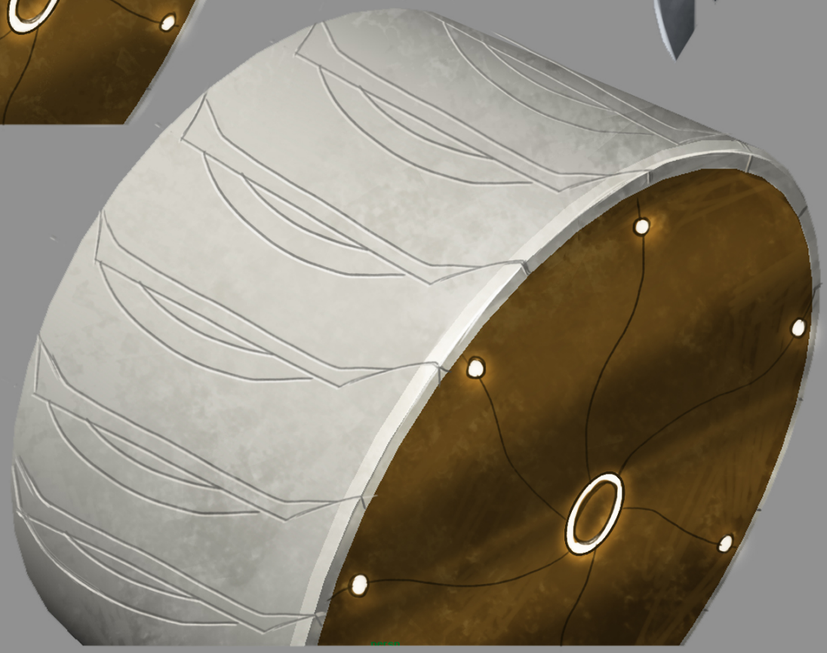
3. the 2 spires woth pads lower further and the pads hover slightly over them. The center pad hovers in the middle

Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

BLADES

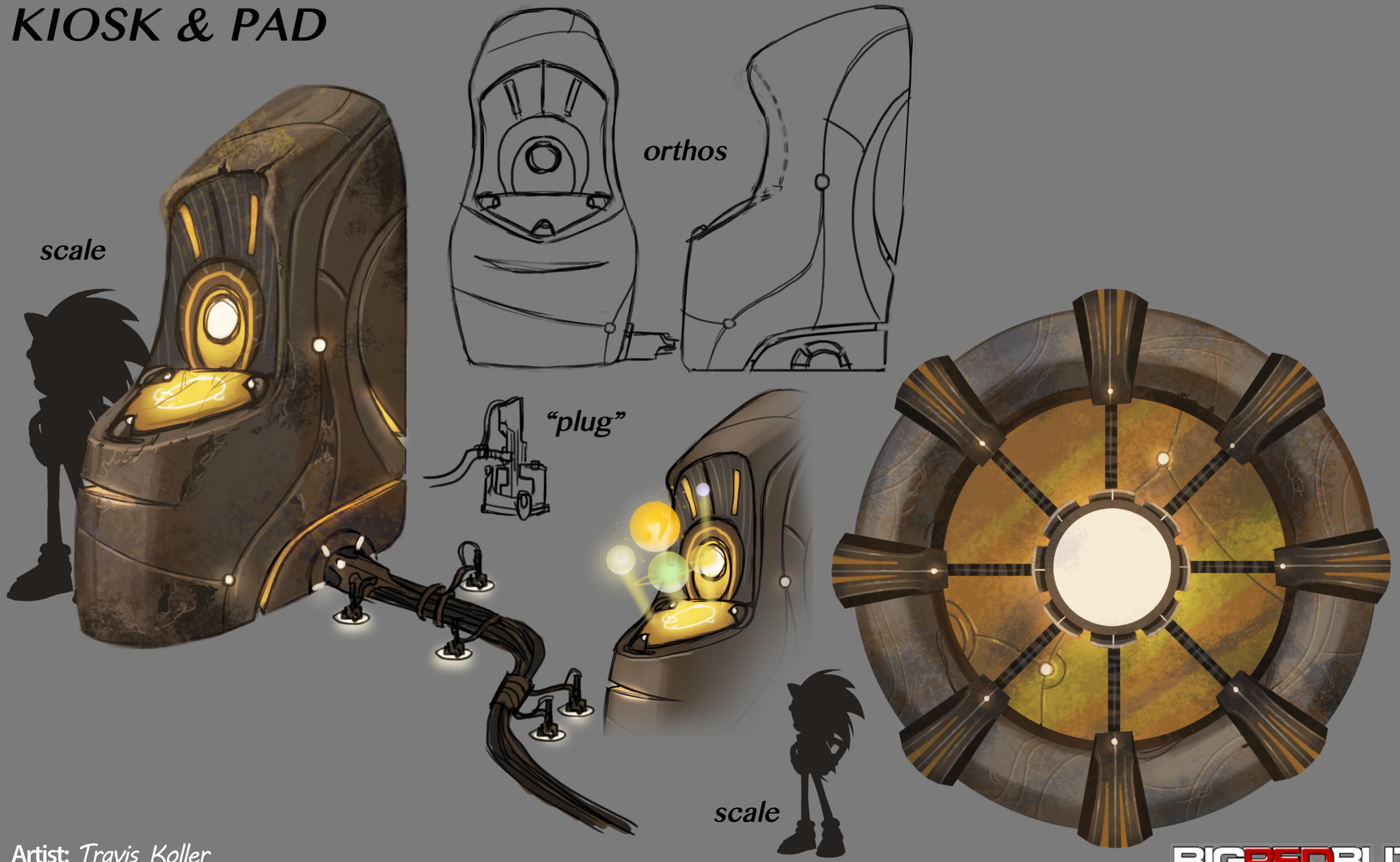




Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

KIOSK & PAD

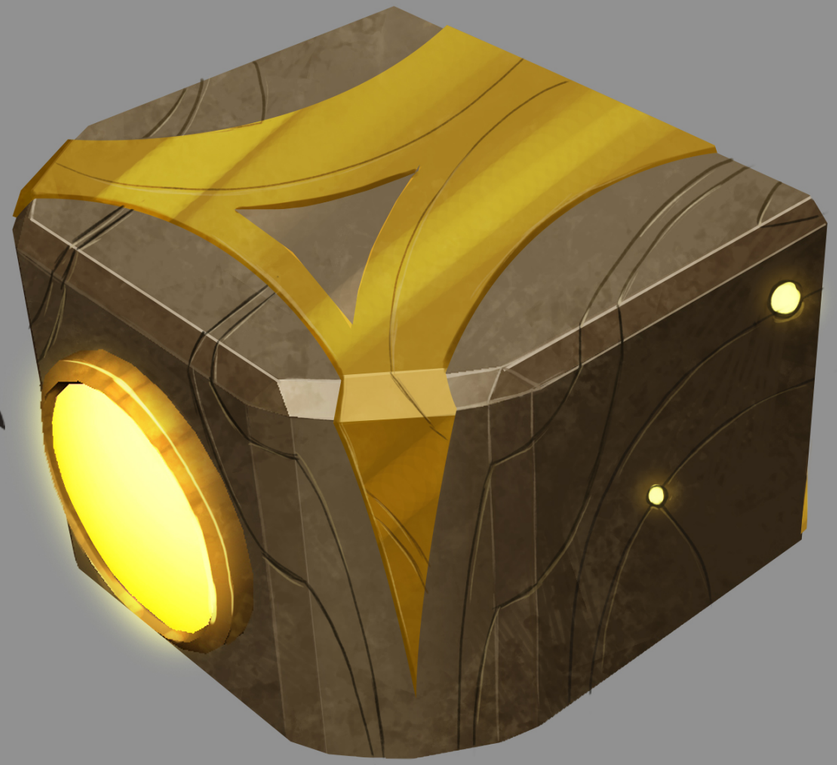


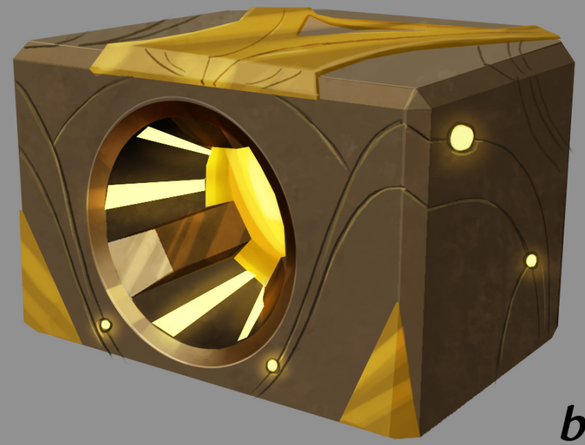
Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

HAMMER BLOCK

scale





back

Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

PLASMA BUTTON

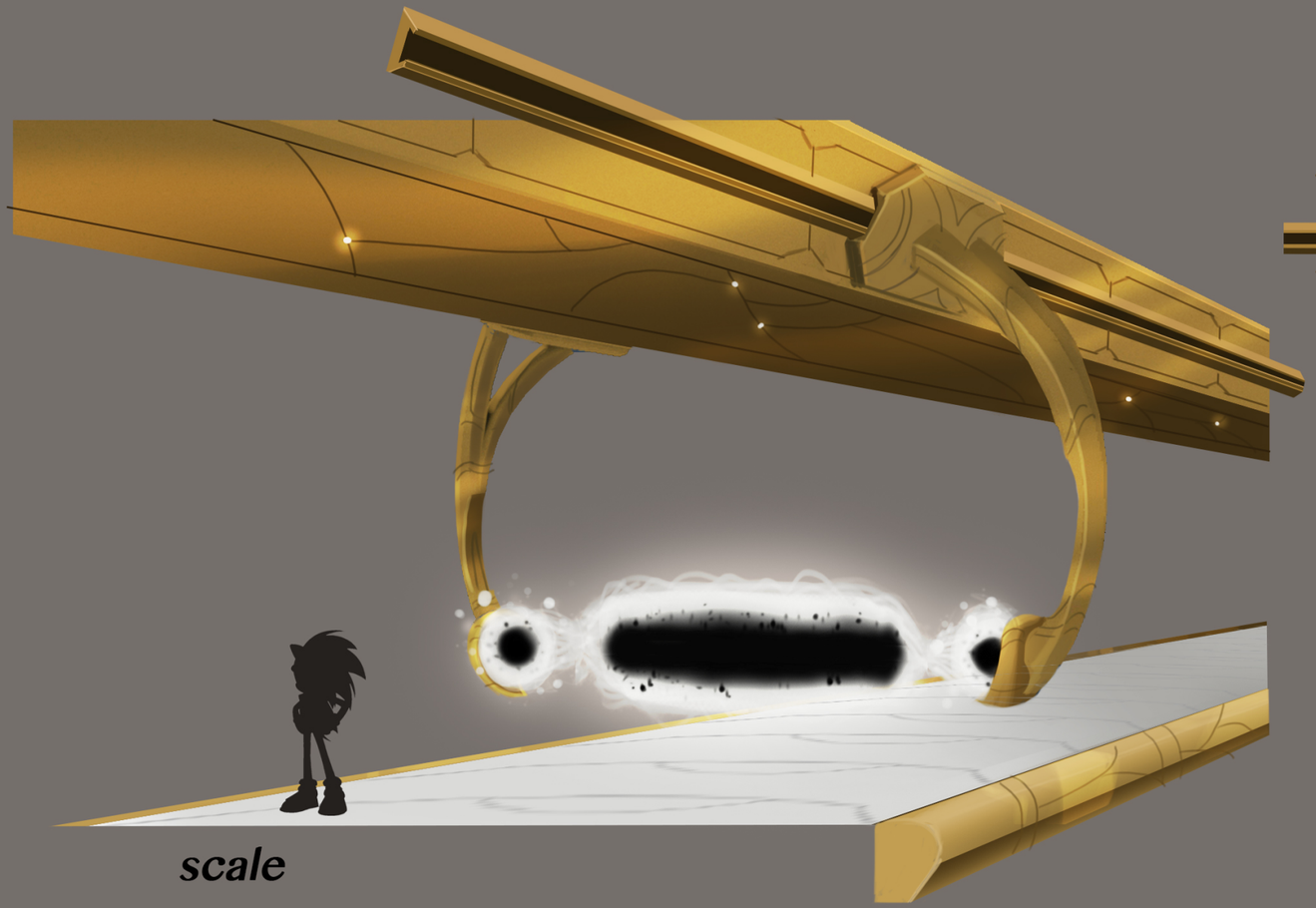
PULL BLOCKS

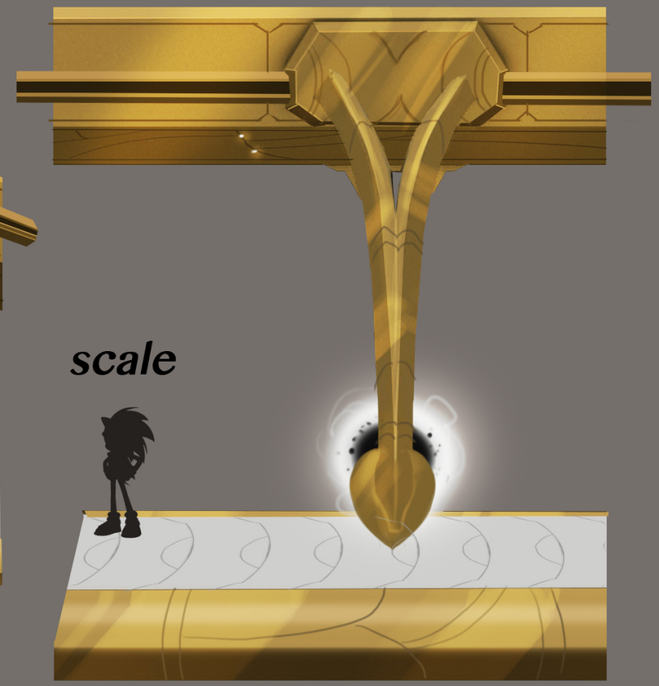
scale

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

RUNNER ENERGY OBSTACLE

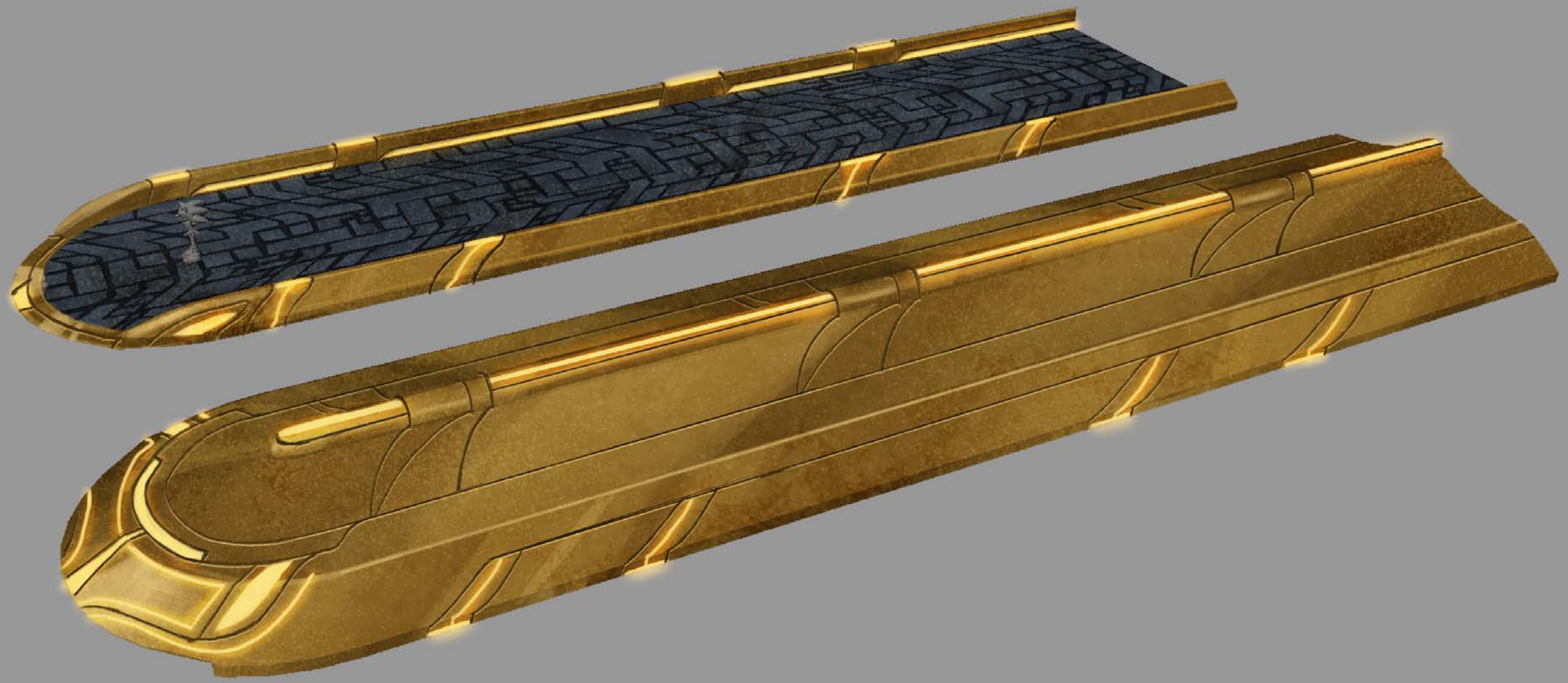




Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

RUNNER PLATFORM



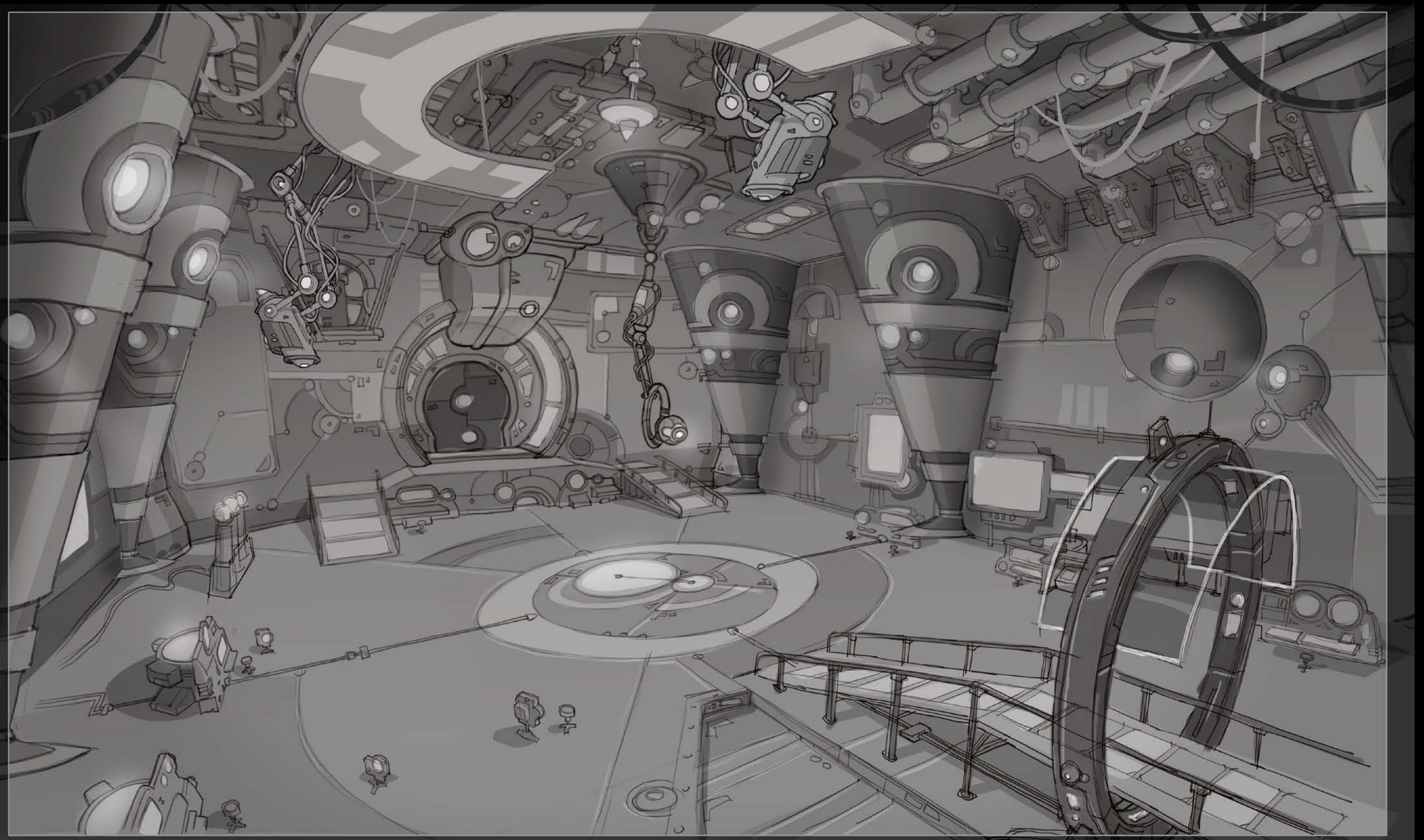
Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Ancient Temple Past/Present

BIGREDBUTTON ENTERTAINMENT



PORTAL ROOM

A. Serrano • 20013

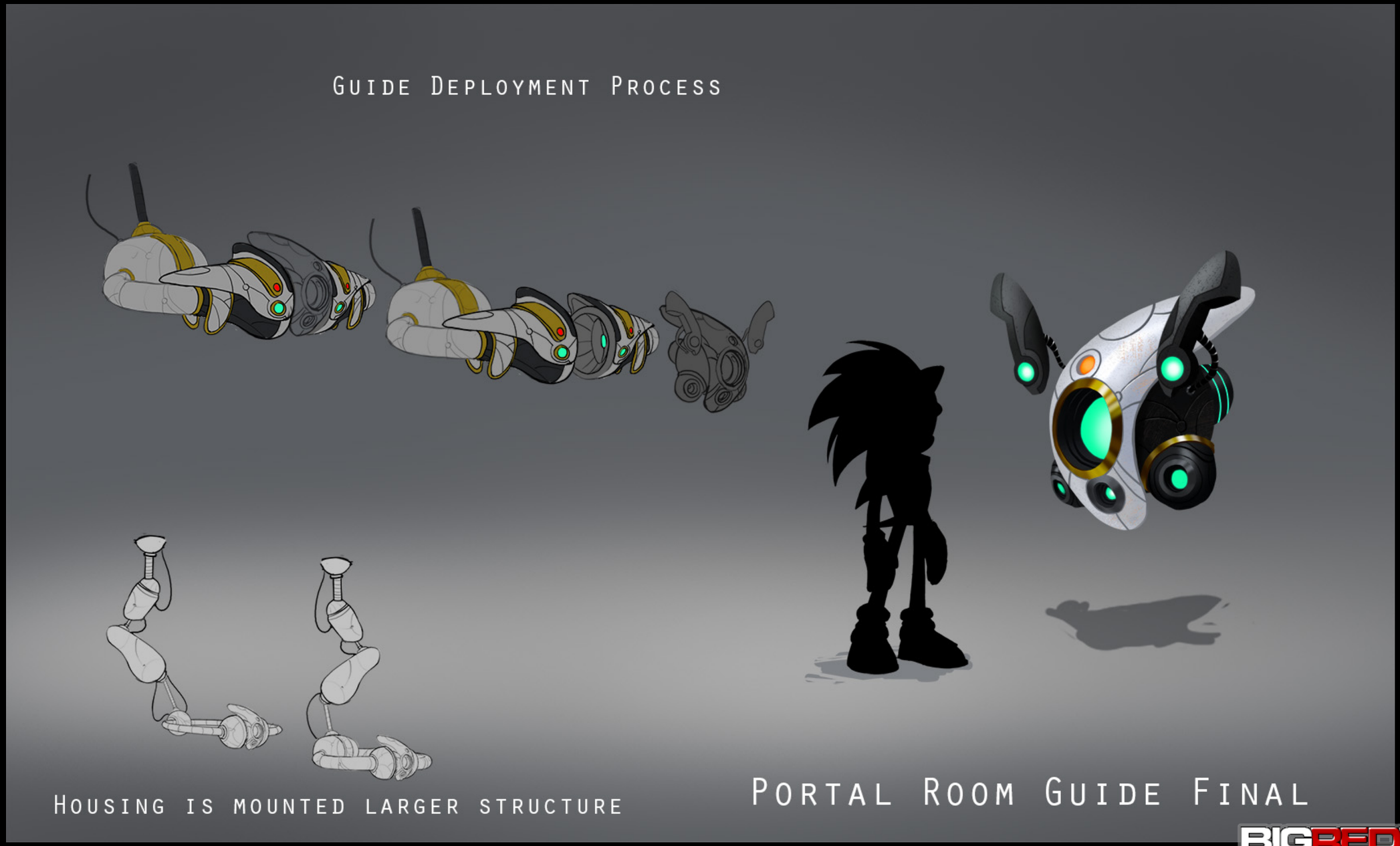
Artist: *Armand Serrano*

BIGREDBUTTON ENTERTAINMENT

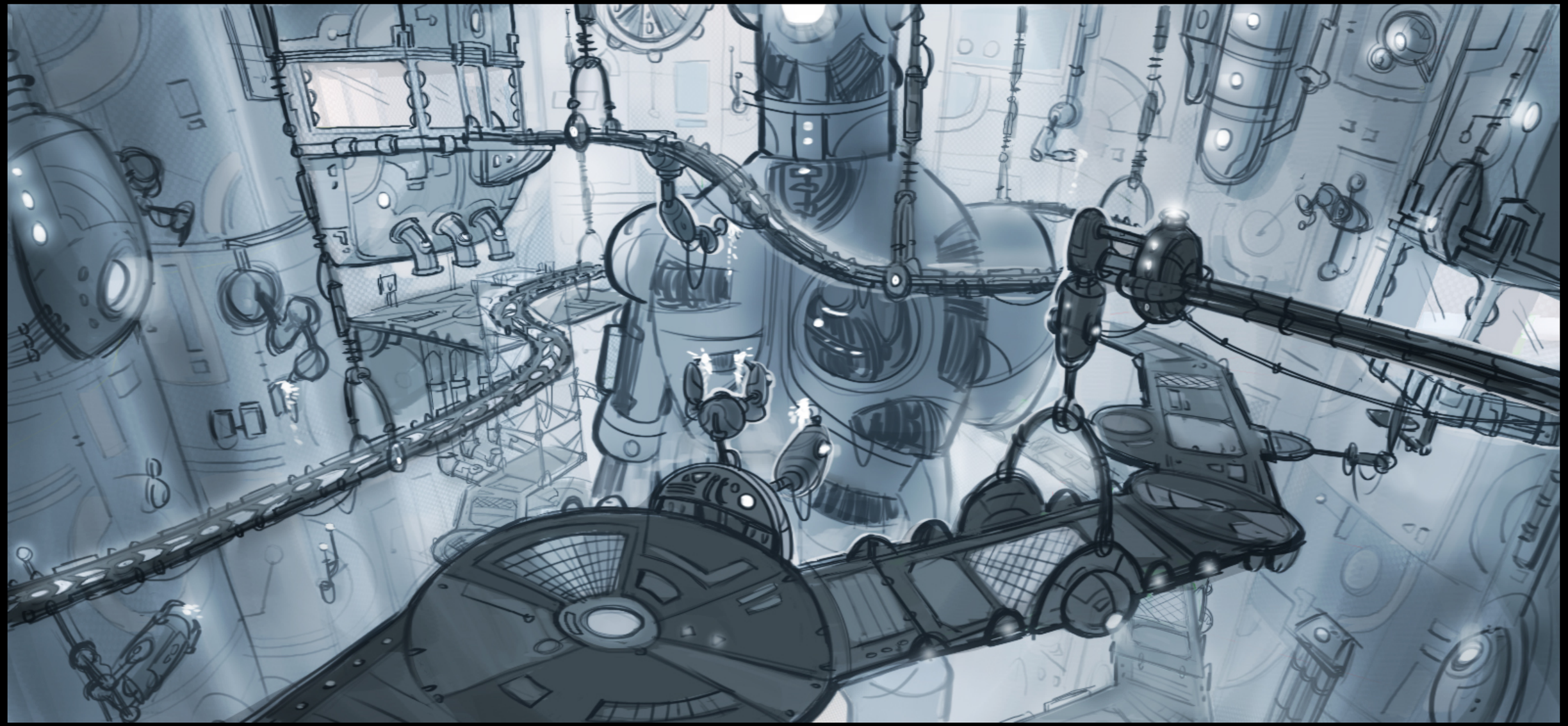
Artist: Nicolas Weis
BIGREDBUTTON
ENTERTAINMENT

Artist: *Nicolas Weis*

Artist: *Yuhki Demers*



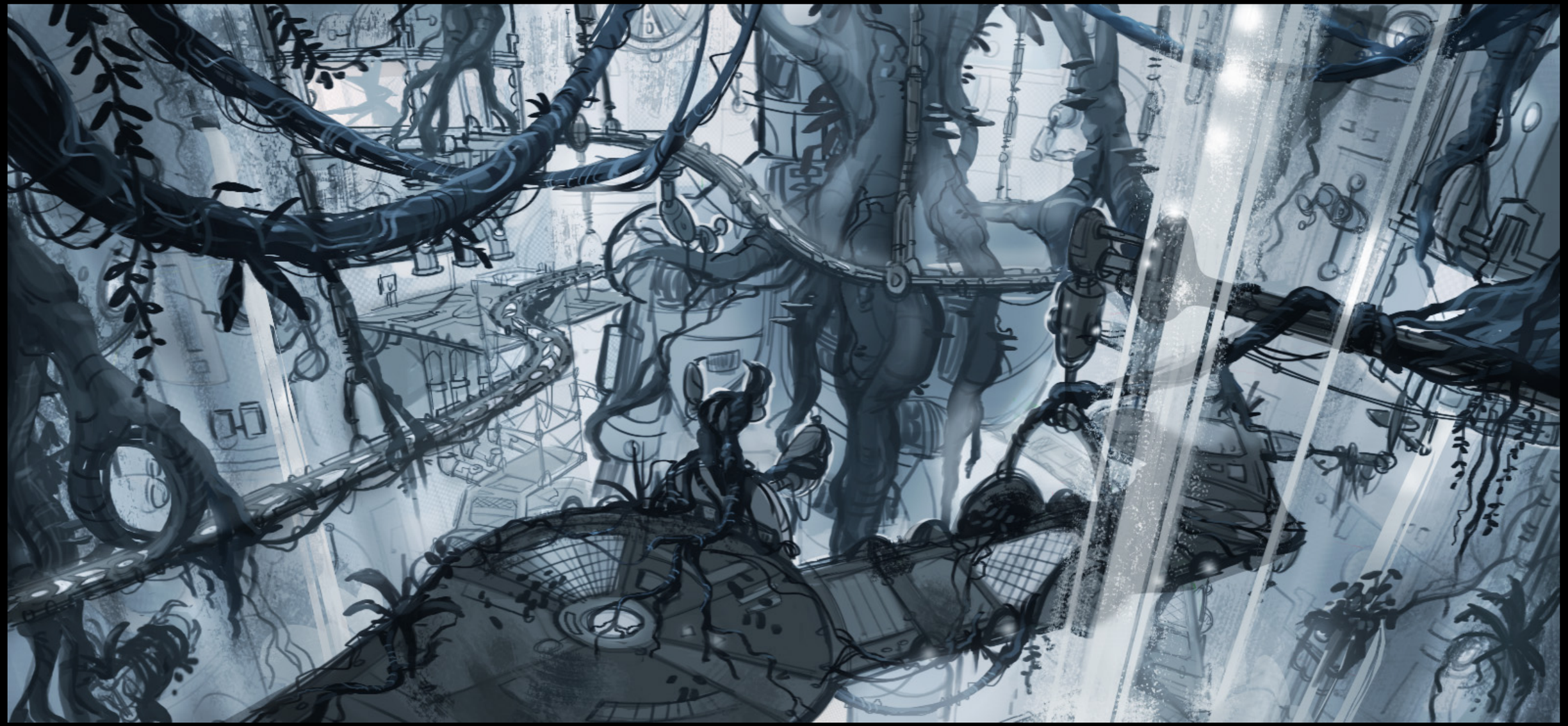
Ancient Temple Past – Golem Room



Artist: *Travis Ruiz*

BIGREDBUTTON ENTERTAINMENT

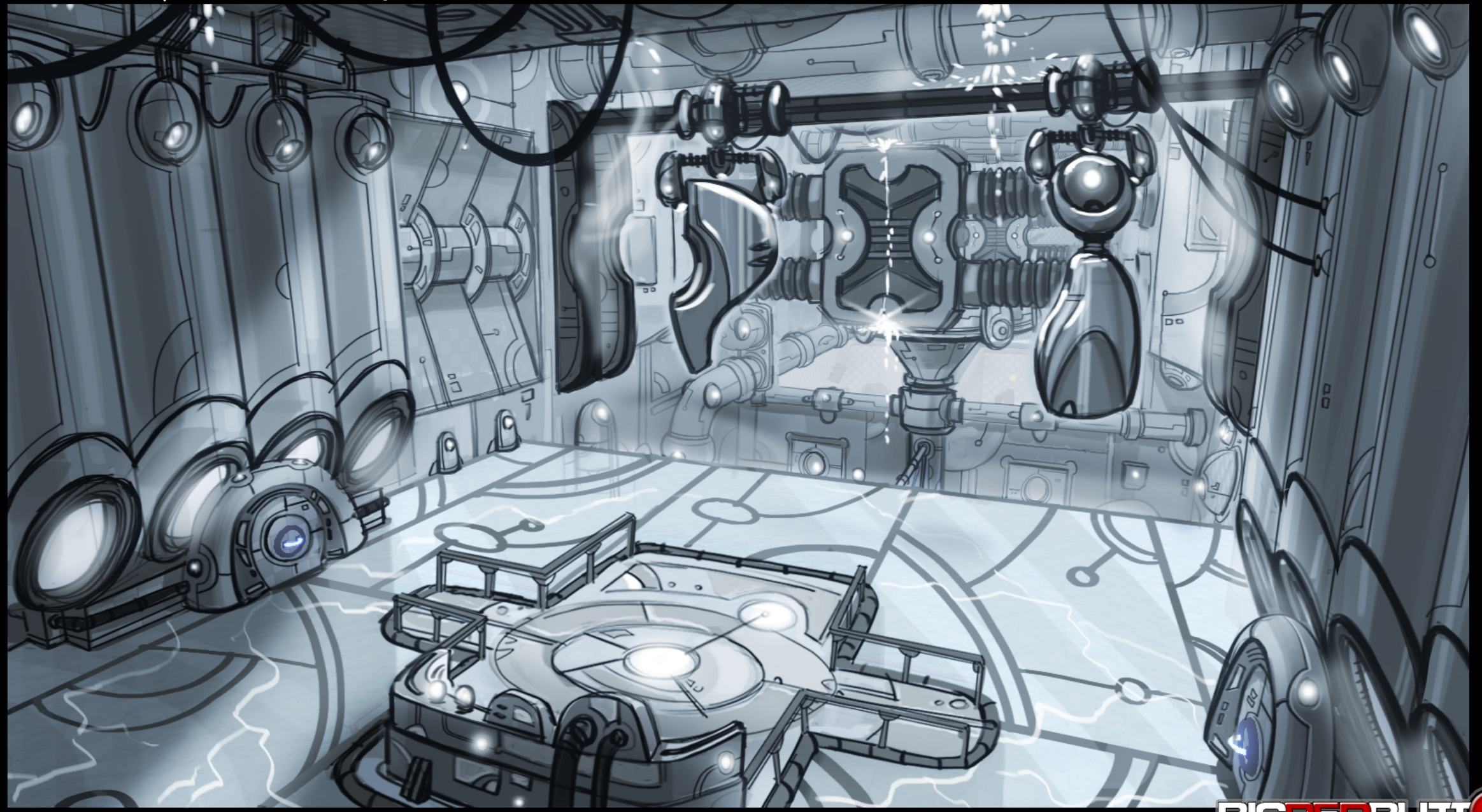
Ancient Temple Present – Golem Room



Artist: *Travis Ruiz*

BIGREDBUTTON ENTERTAINMENT

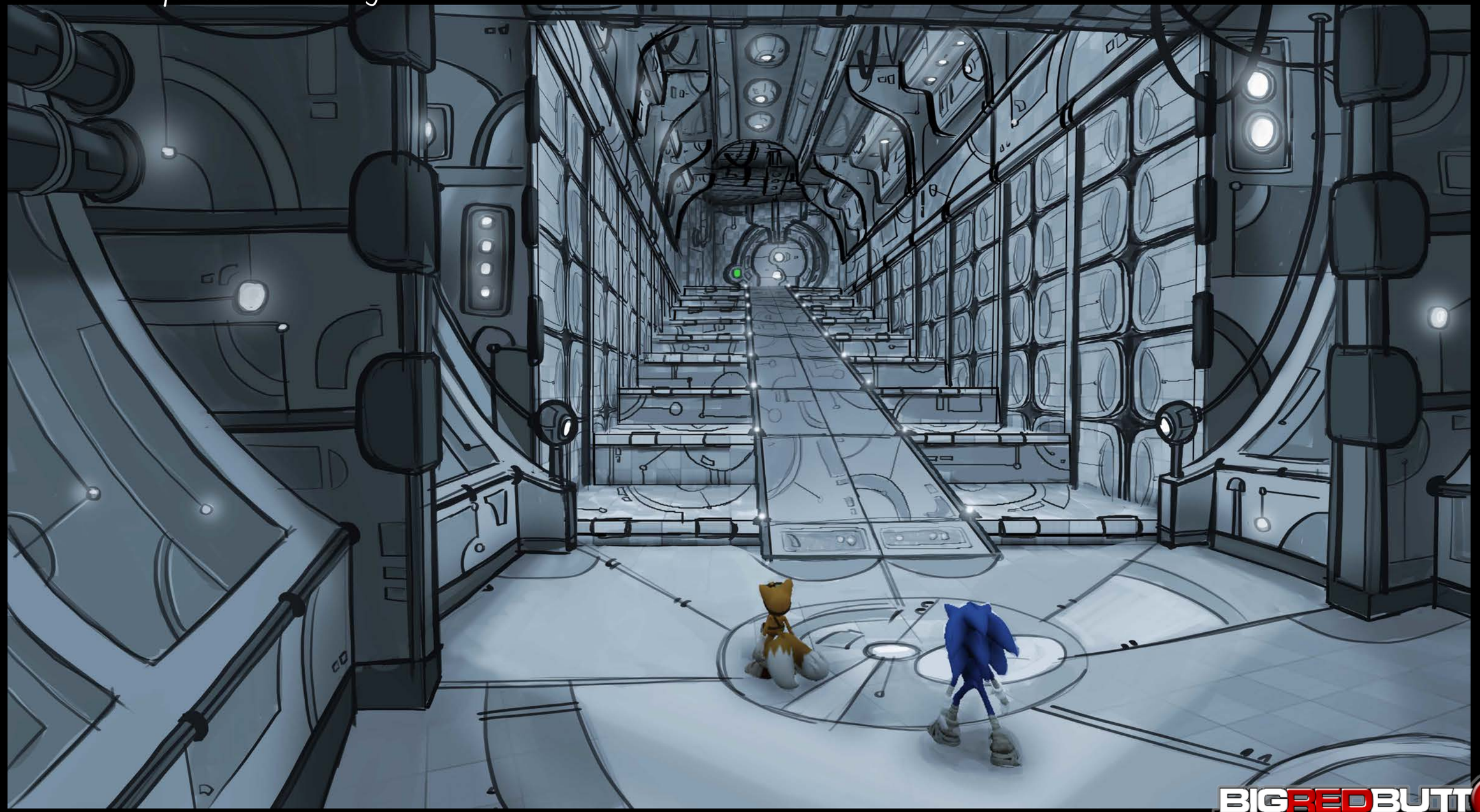
Ancient Temple Past – Assembly Line



Artist: Travis Ruiz

BIGREDBUTTON ENTERTAINMENT

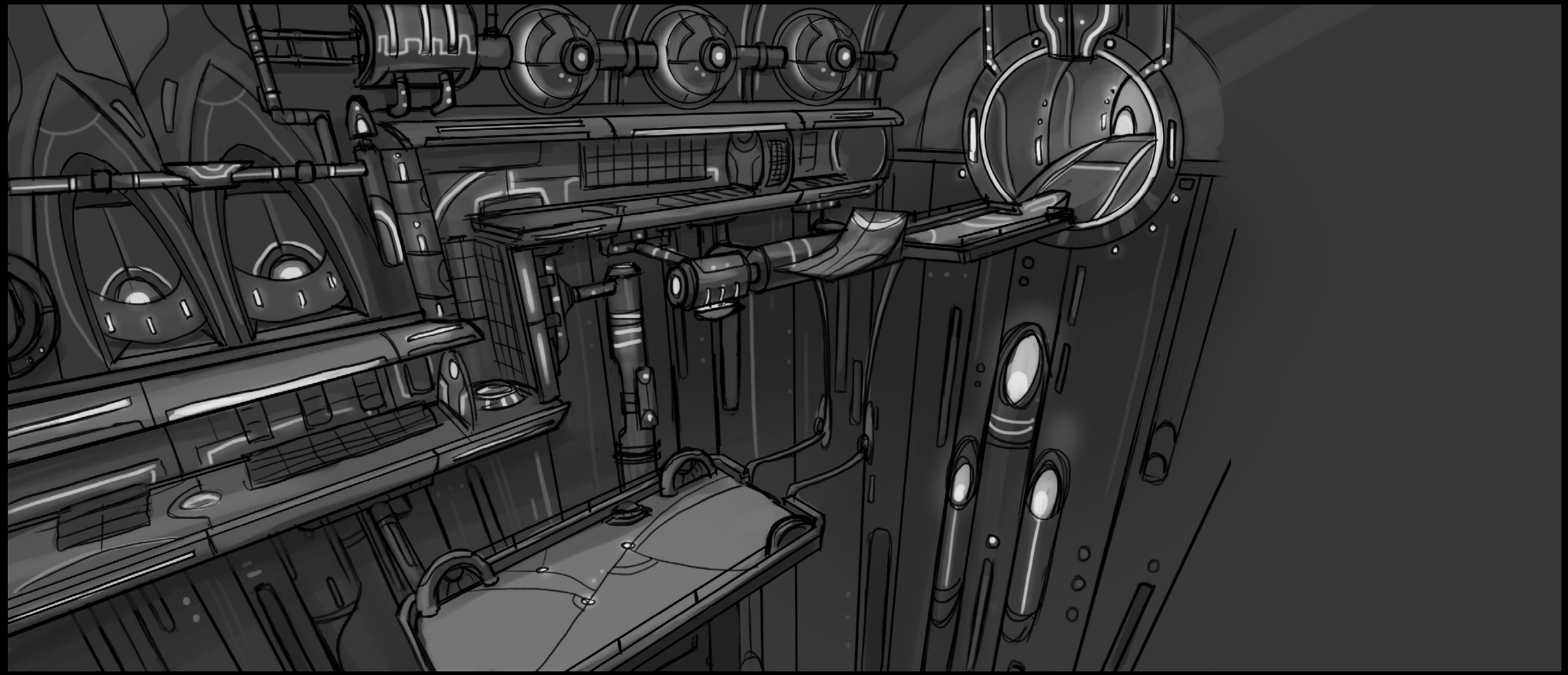
Ancient Temple Past – Hallway



Artist: Travis Ruiz

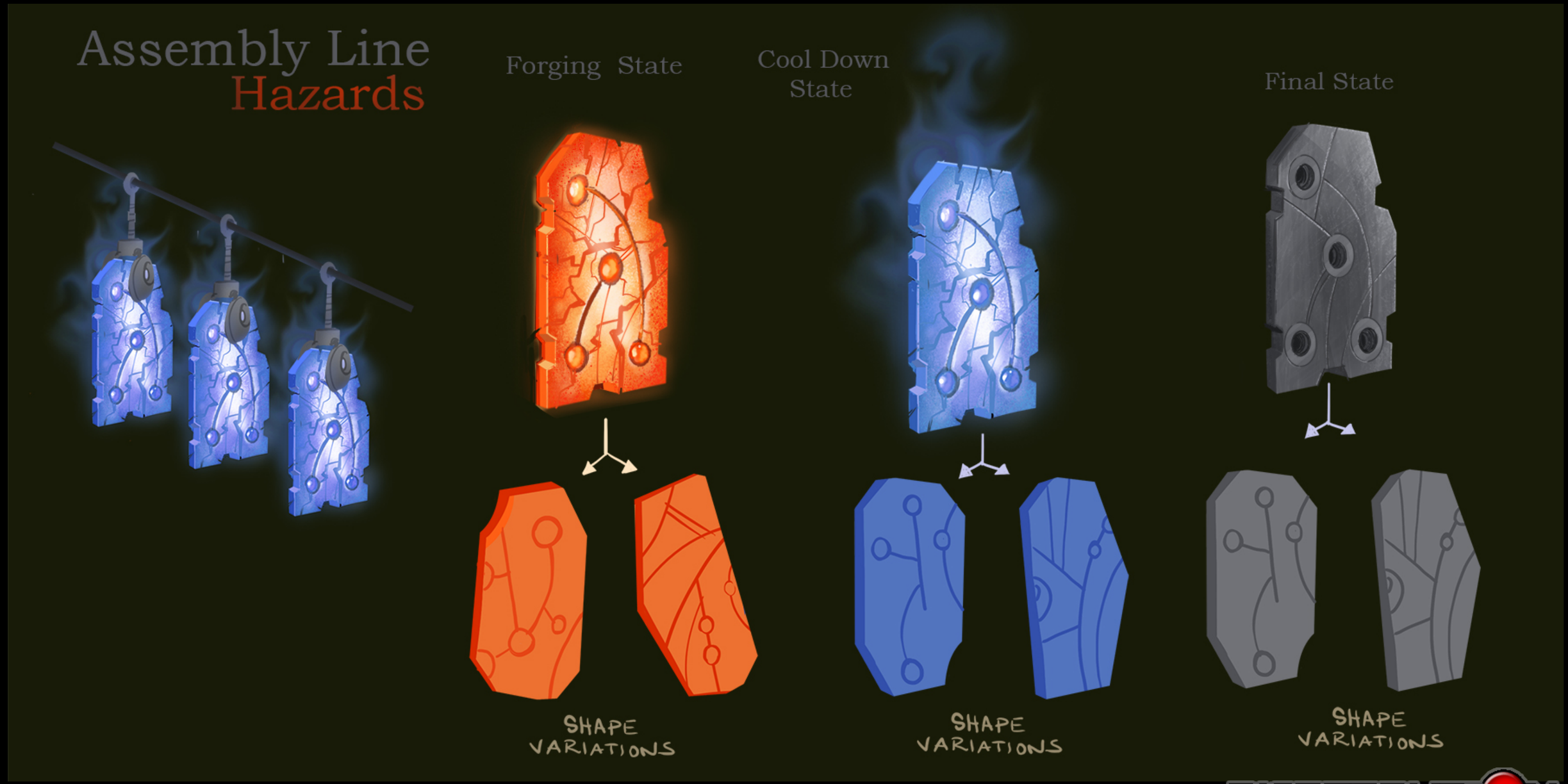
BIGREDBUTTON ENTERTAINMENT

Ancient Temple Past – Furnace Room



Artist: *Travis Koller*

Ancient Temple Past – Furnace Room Hazards

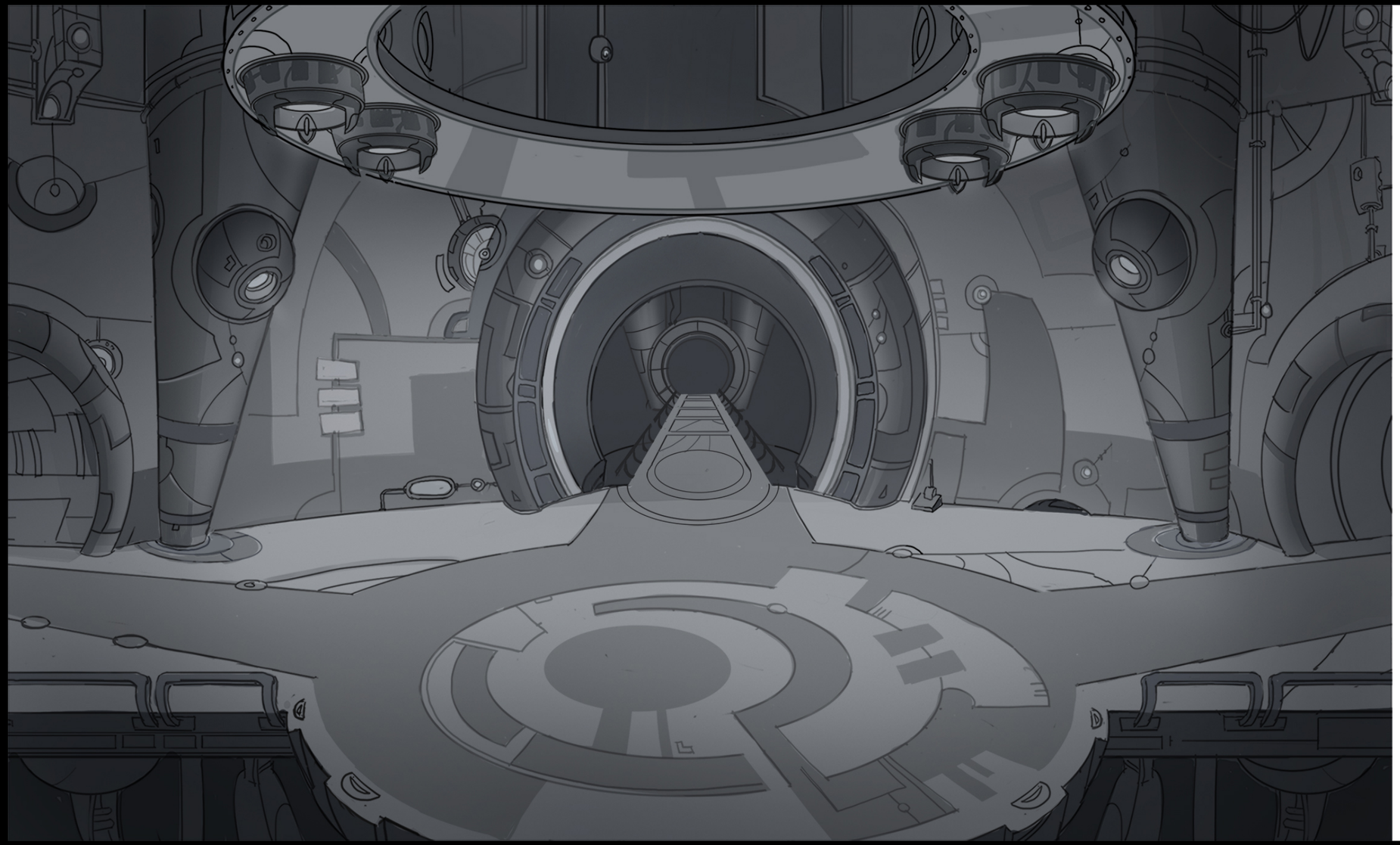


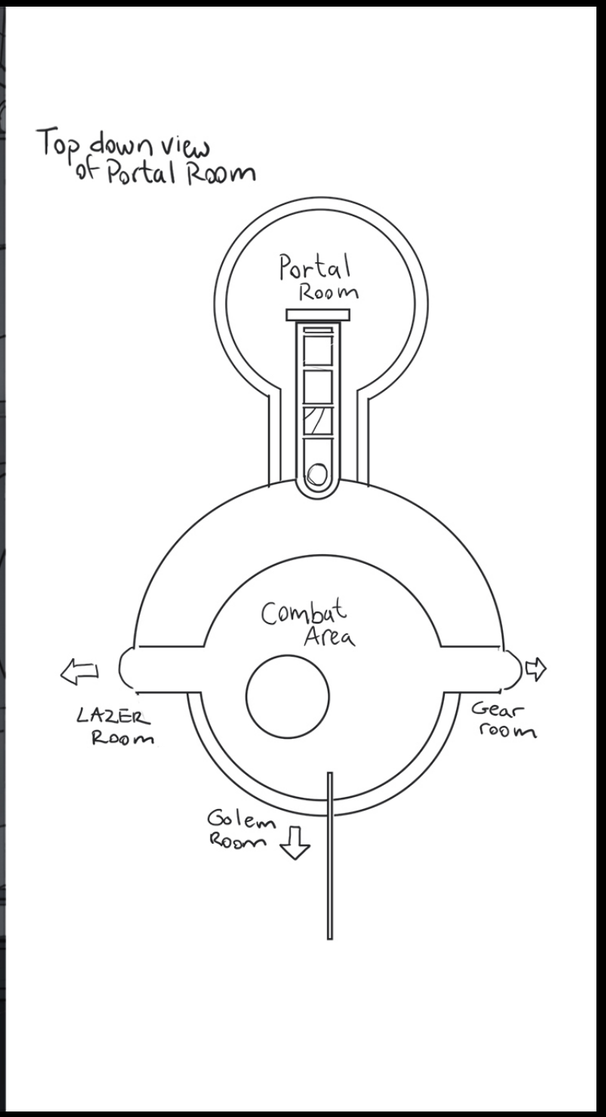
Artist: Jason Norton

Ancient Temple Past – Golem Room Entrance

Artist: Jason Norton

Ancient Temple Past – Portal Room

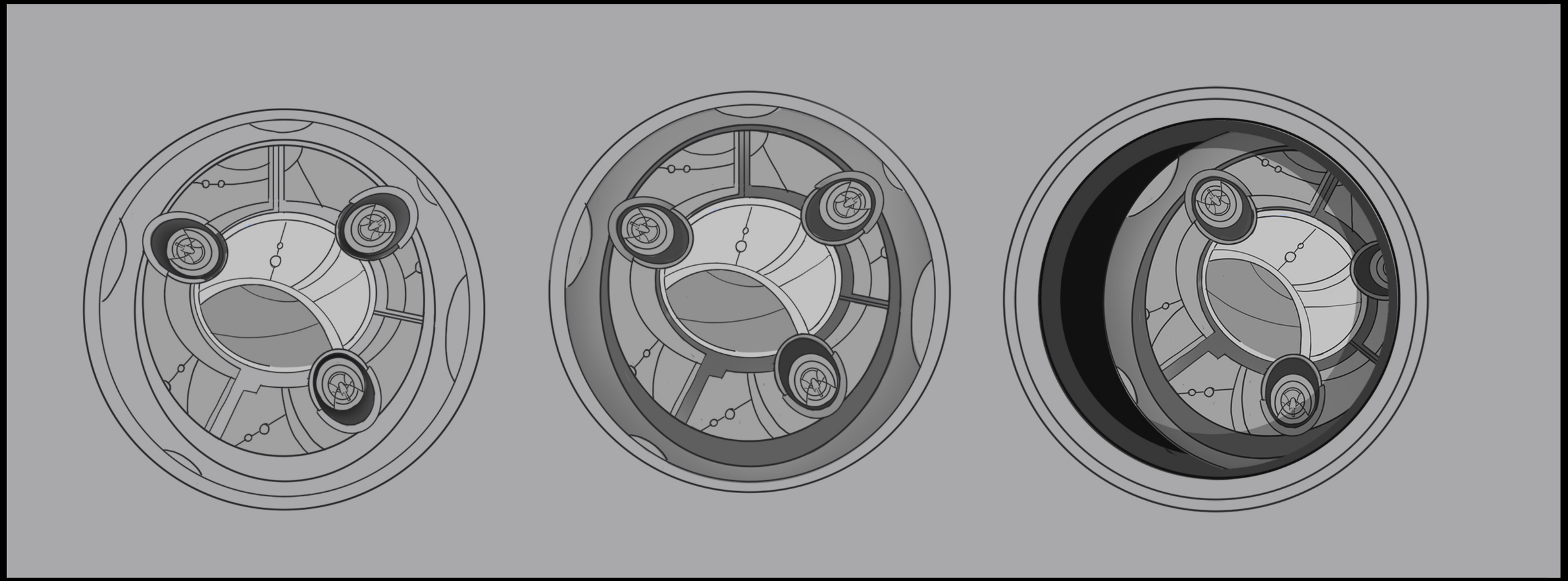




Artist: Jason Norton

BIGREDBUTTON ENTERTAINMENT

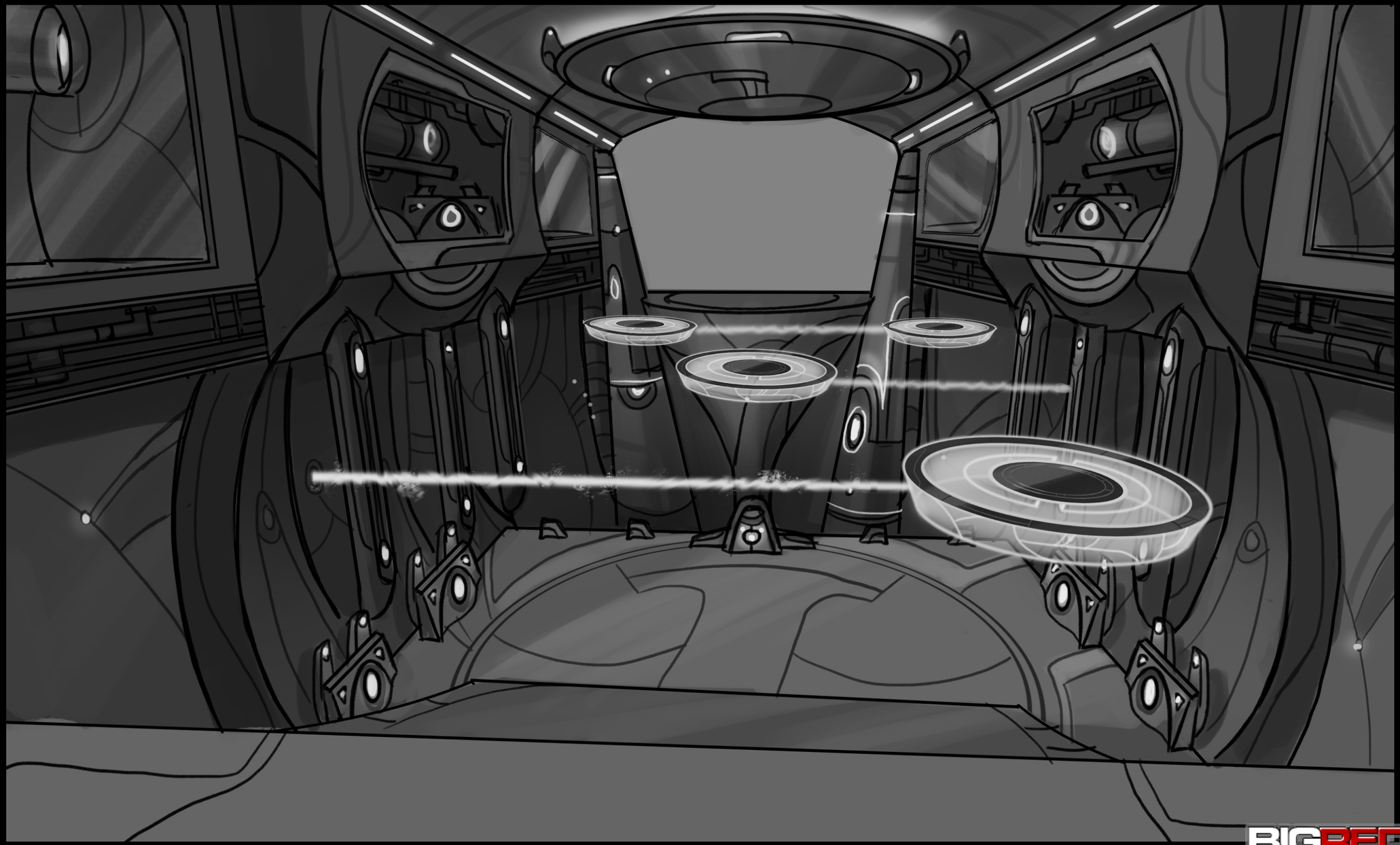
Ancient Temple Past – Portal Room Vault Door



Artist: Jason Norton

BIGREDBUTTON ENTERTAINMENT

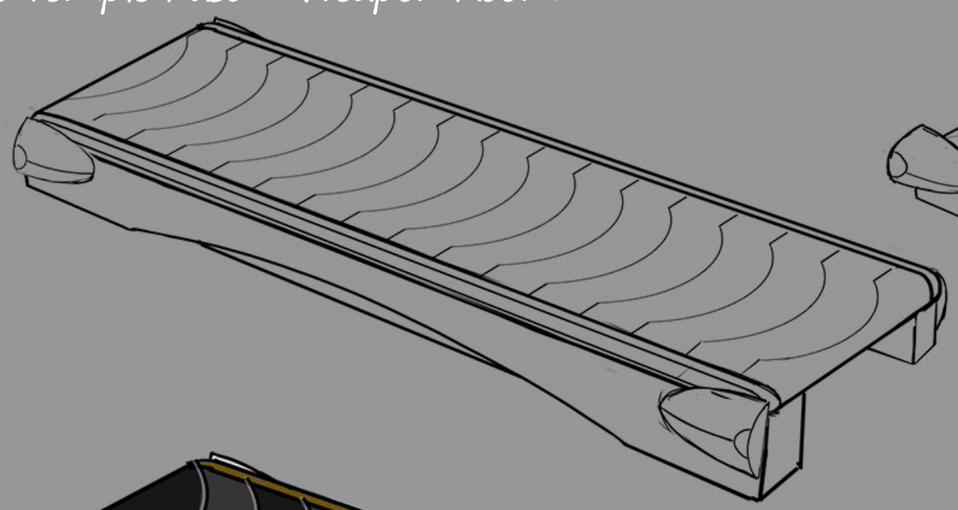
Ancient Temple Past – Weapon Room

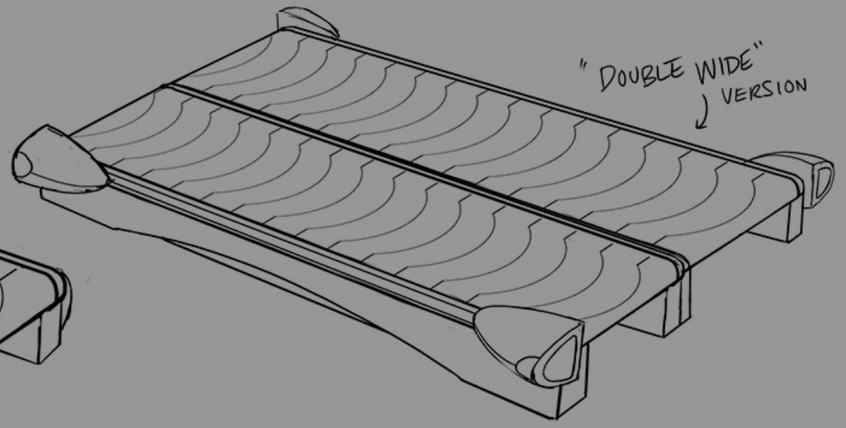


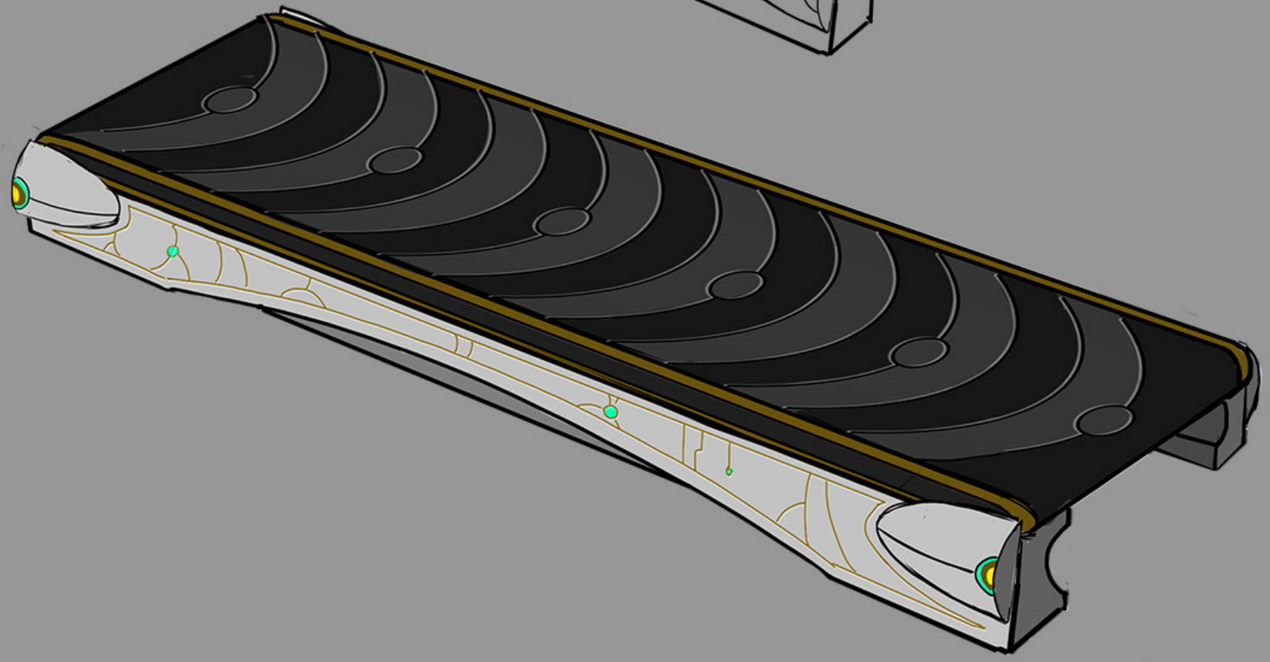
Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

Ancient Temple Past – Weapon Room





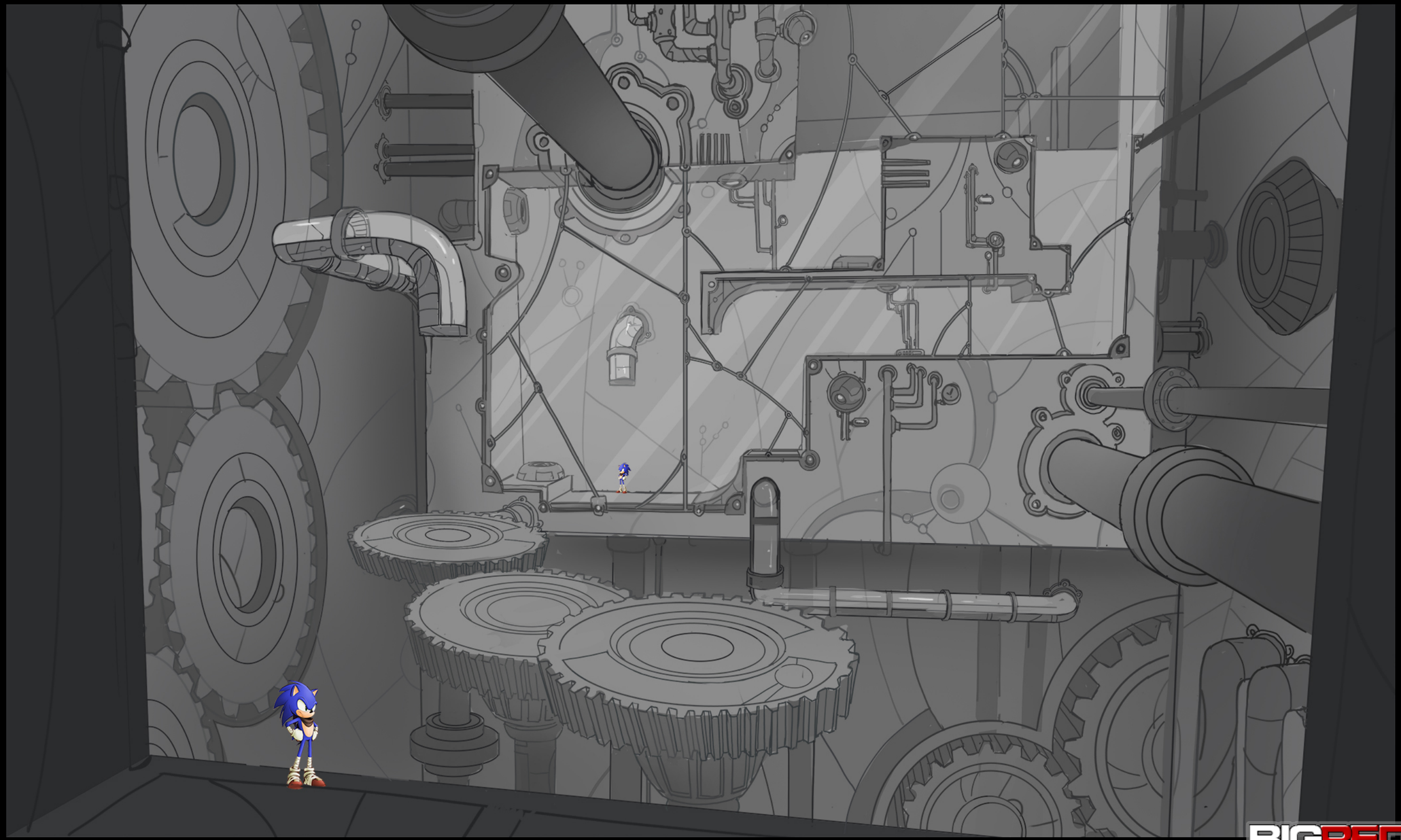


L03: Conveyor Belt

Artist: *Yuhki Demers*

BIGREDBUTTON ENTERTAINMENT

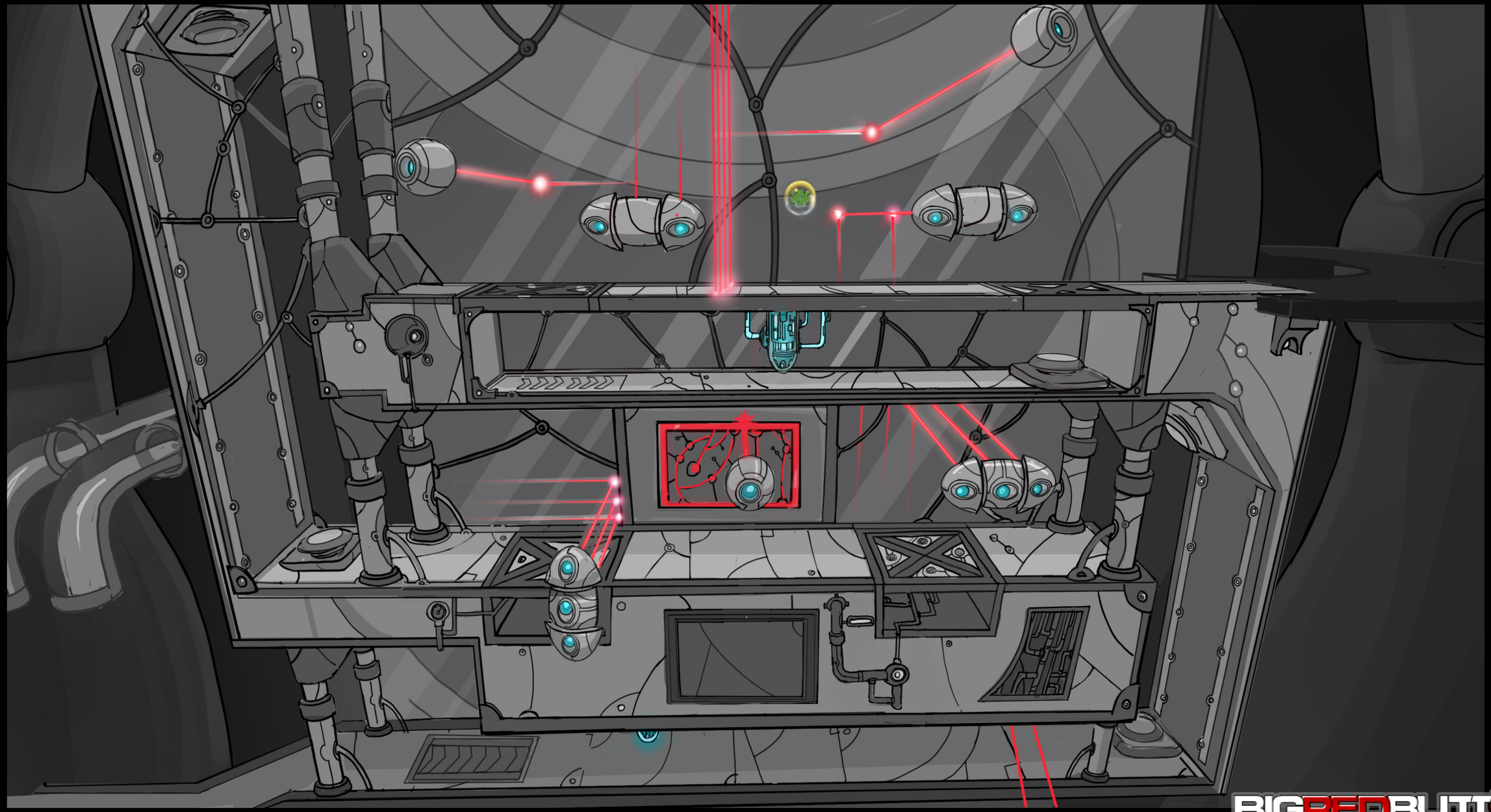
Ancient Temple Past – Gear Room



Artist: Jason Norton

BIGREDBUTTON ENTERTAINMENT

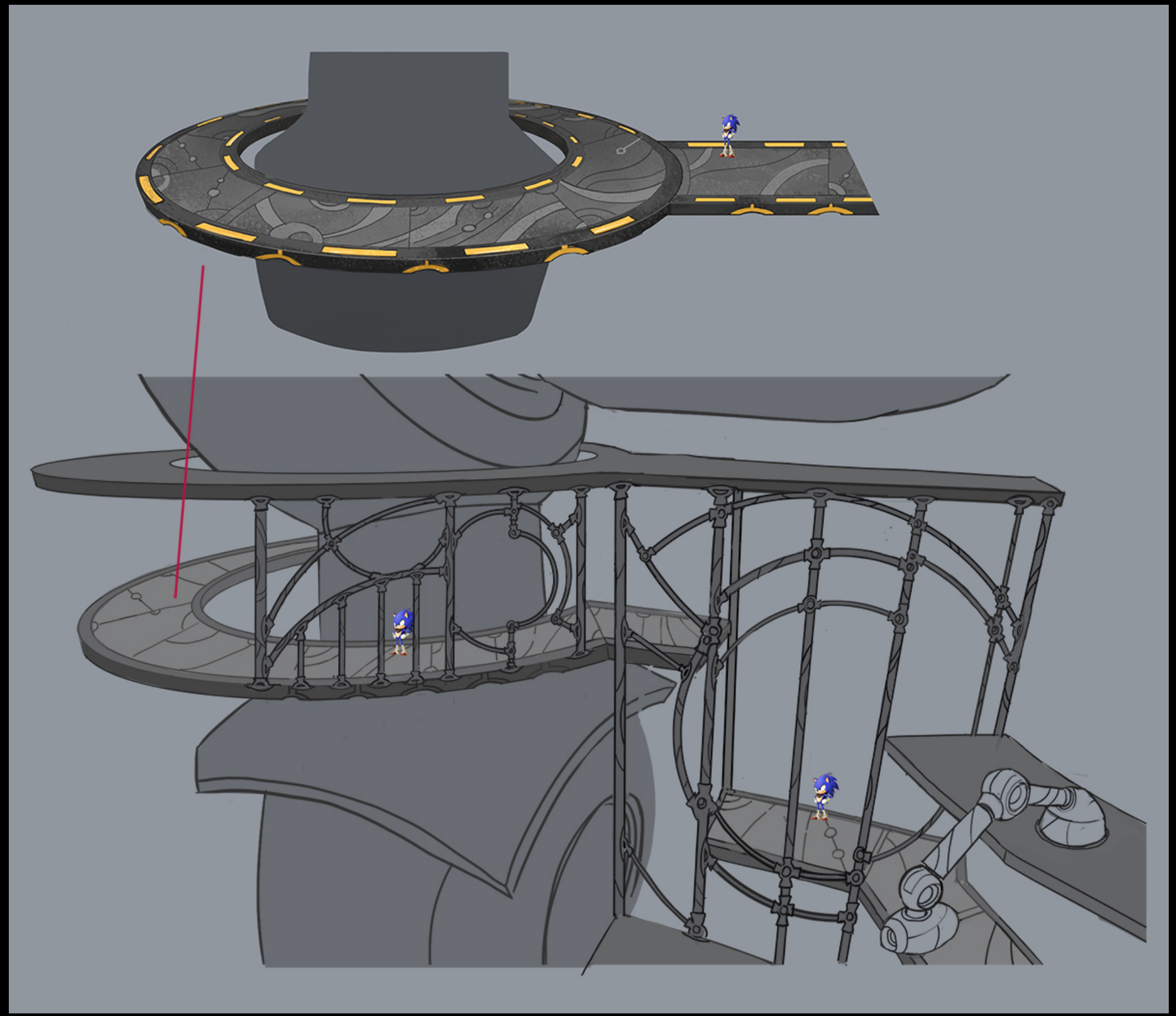
Ancient Temple Past – Golem Chest 2D



Artist: Jason Norton

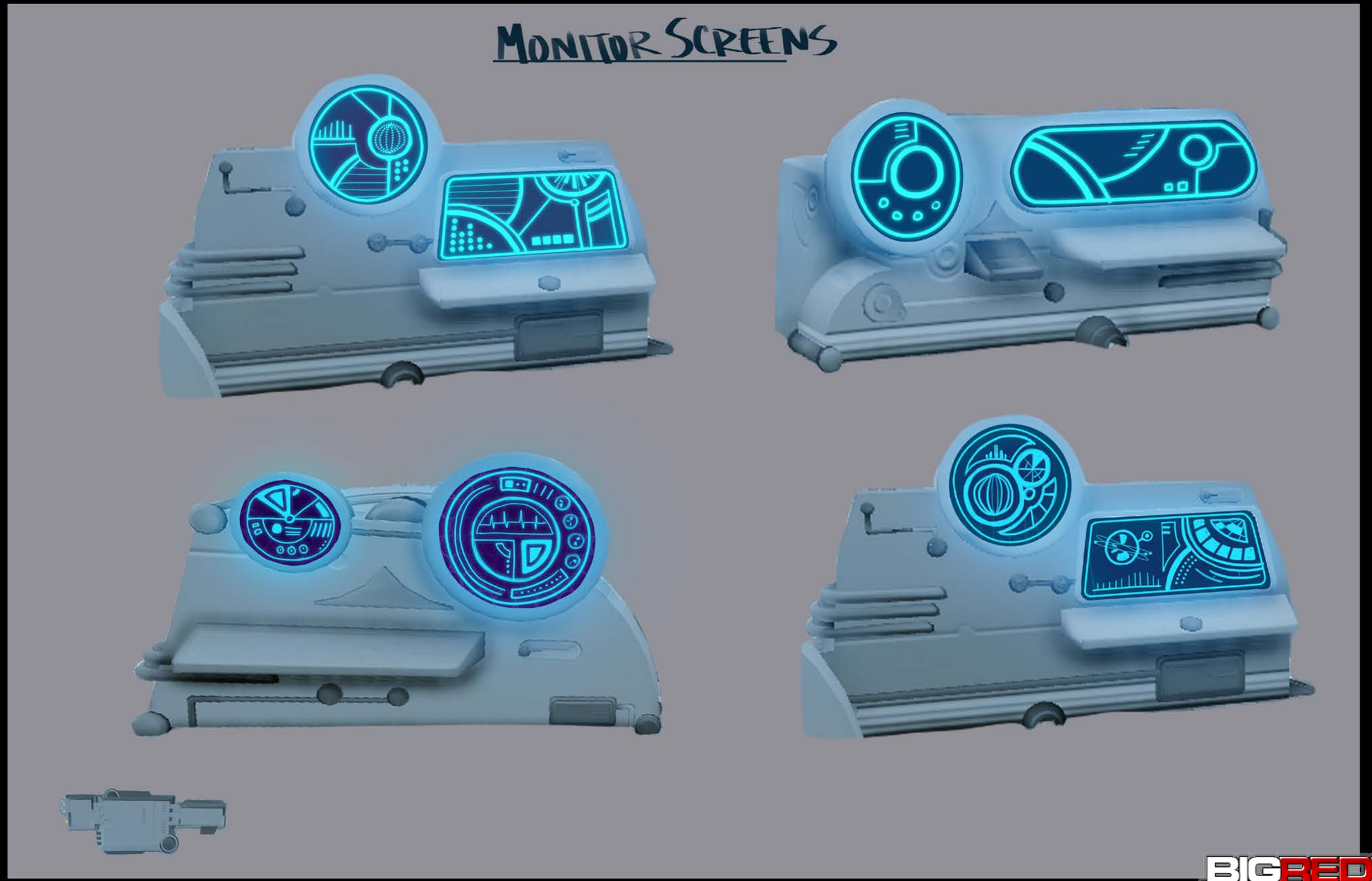
BIGREDBUTTON ENTERTAINMENT

Ancient Temple Past – Golem Room Scaffolding



Artist: Jason Norton

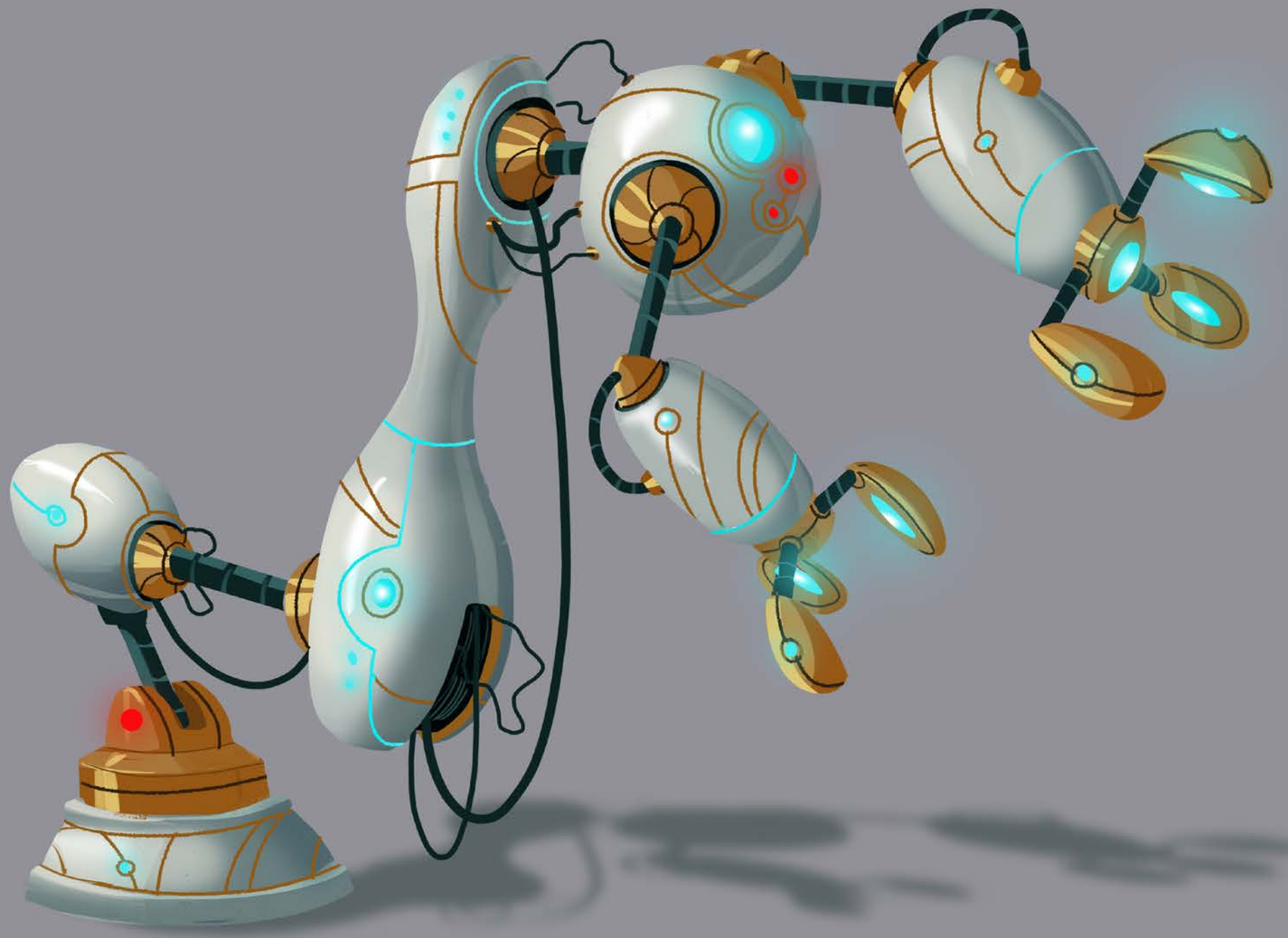
Artist: *Travis Ruiz*



BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

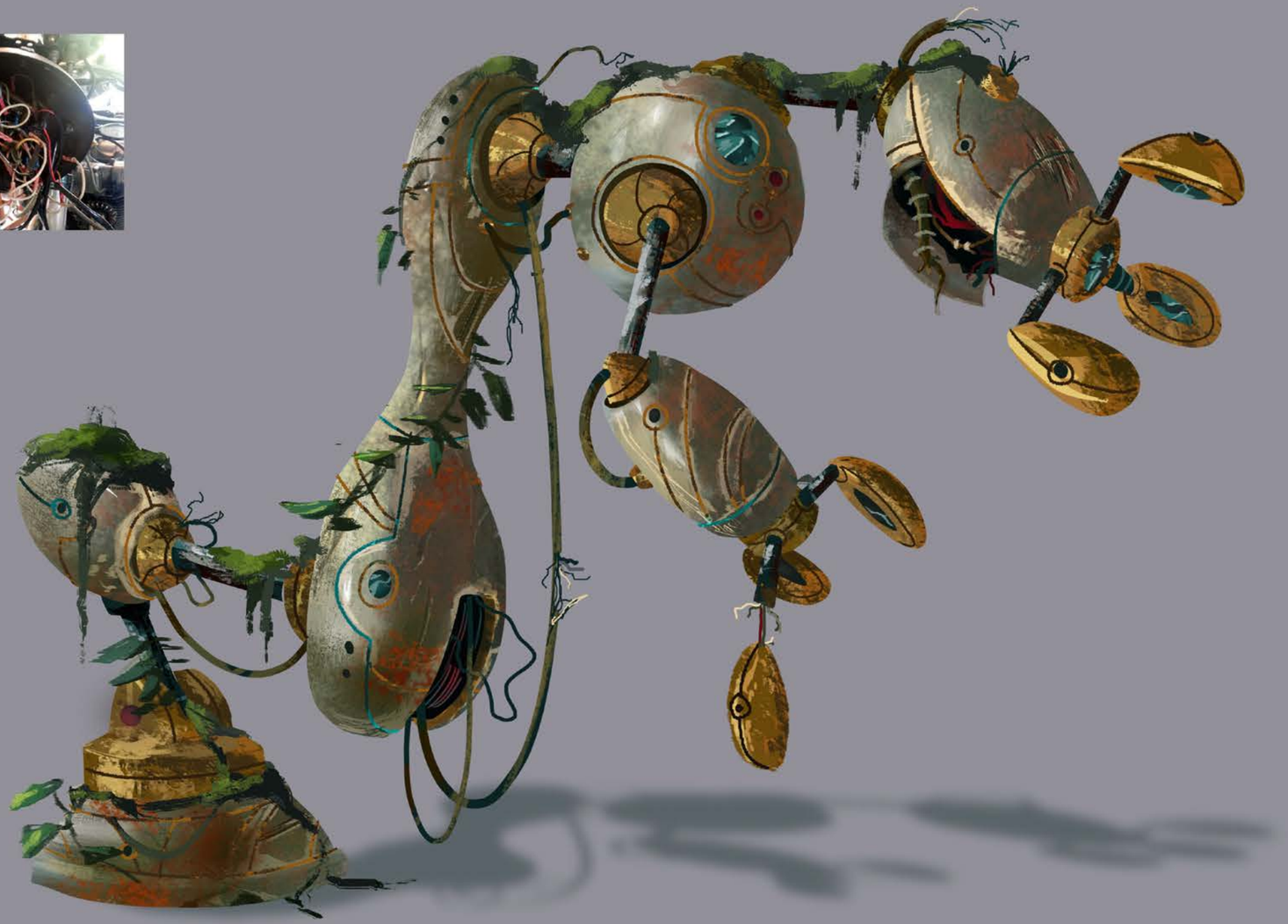
Robot Arm for Research Facility



BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

Robot Arm For Research Facility



BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – Golem Room Concept

Artist: *Jason Norton*

BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – Light Room Concept

Artist: *Jason Norton*

BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – FedEx Room Concept

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – Warthog Start Room Concept

Artist: *Travis Koller*

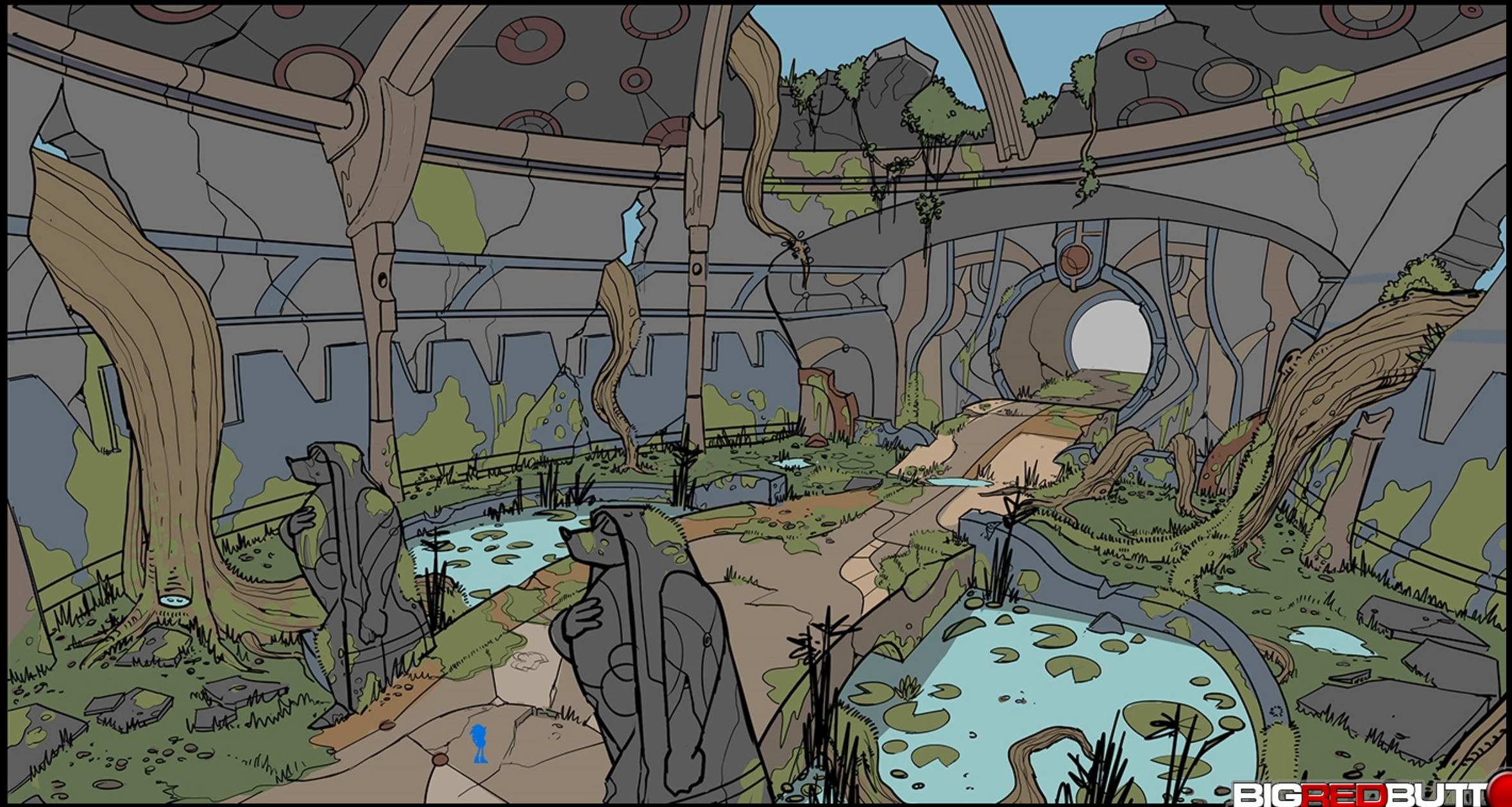
BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – Temple Entrance Concept

Artist: *Nicolas Weis*

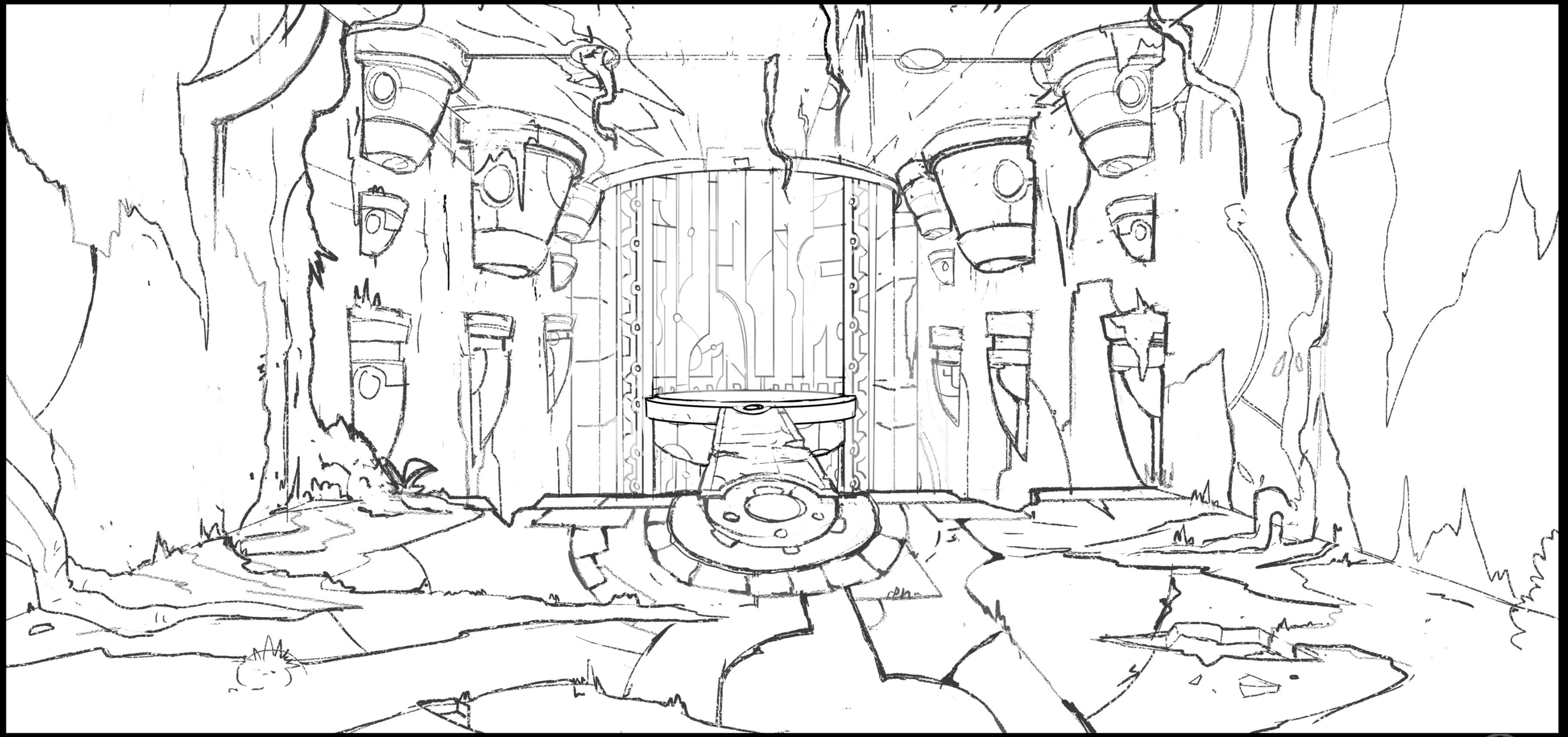
BIGREDBUTTON ENTERTAINMENT

Ancient Temple Present – Lobby Concept



Artist: *Nicolas Weis*

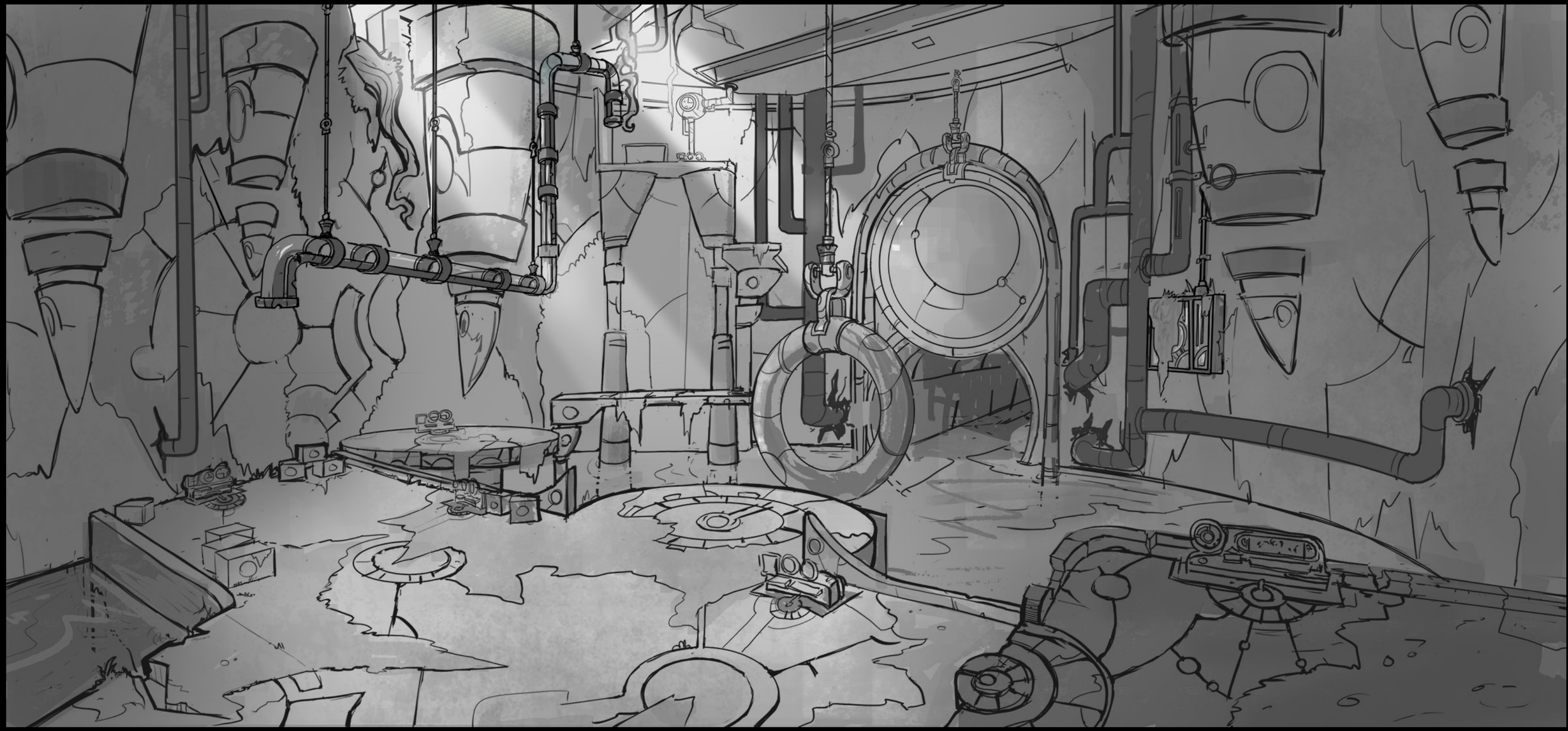
Ancient Temple Present – Elevator Room Concept



Artist: *Jason Norton*

BIGREDBUTTON ENTERTAINMENT

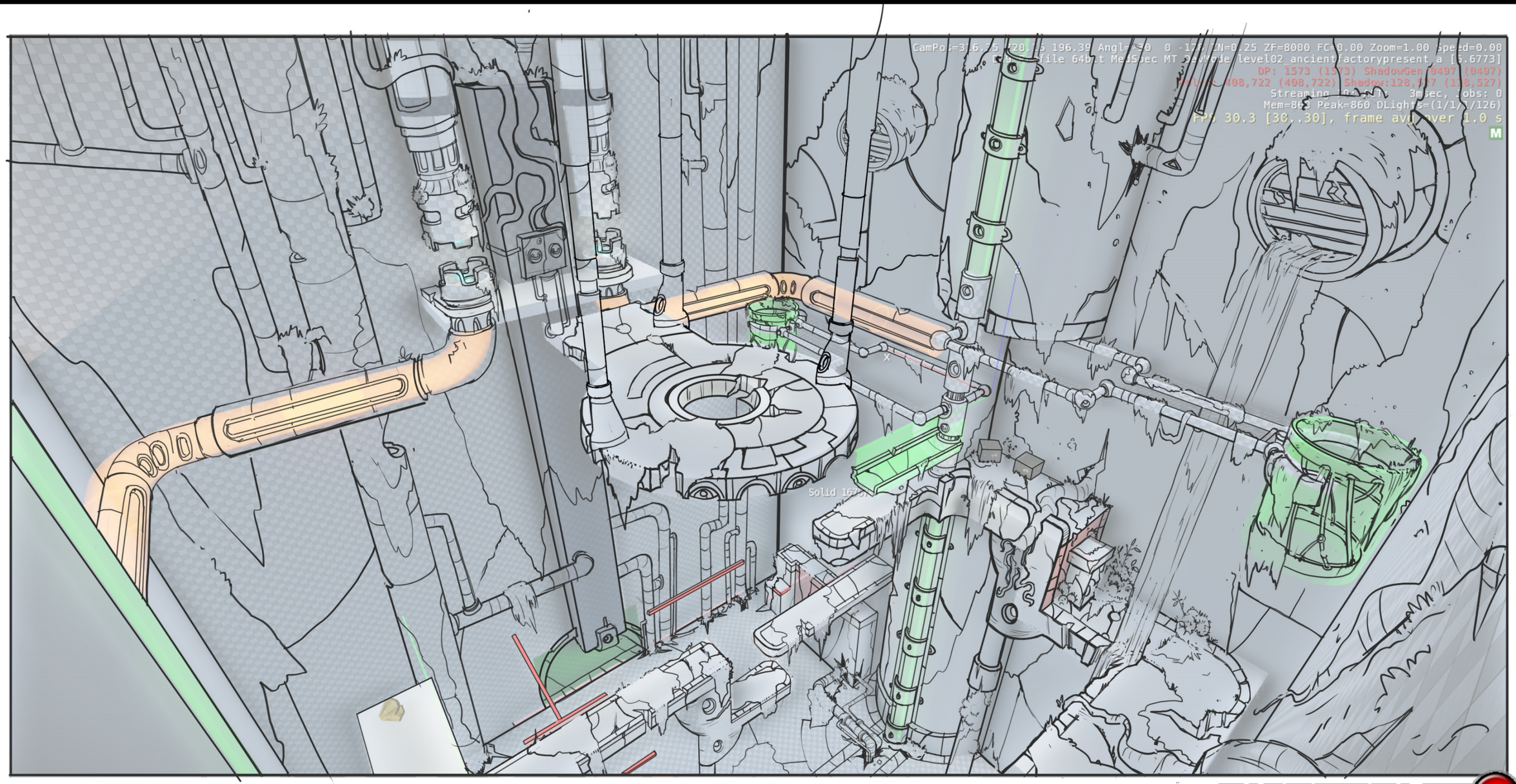
Ancient Temple Present – Puzzle Room Concept



Artist: *Jason Norton*

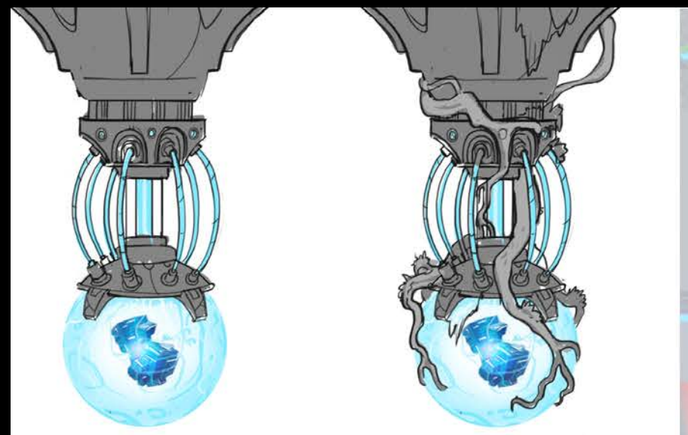
BIGREDBUTTON ENTERTAINMENT

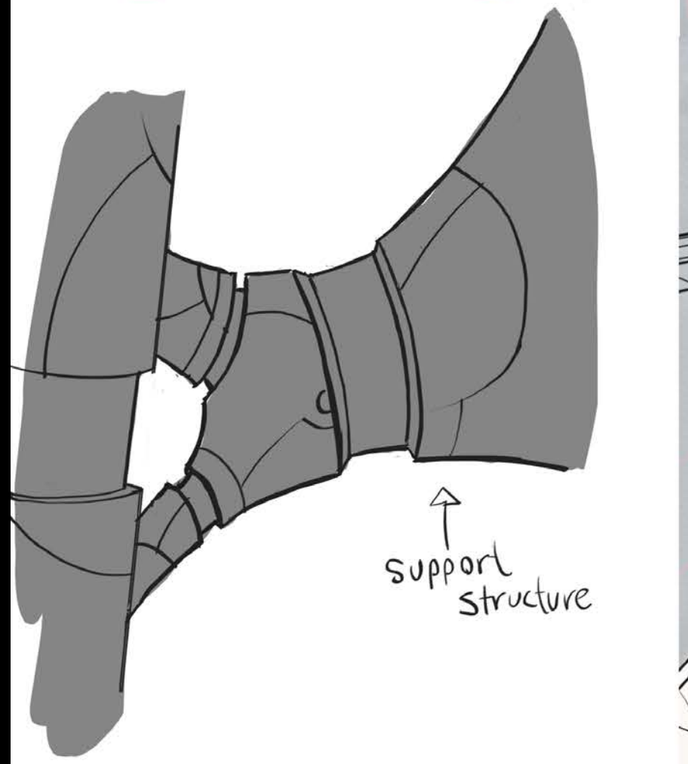
Ancient Temple Present –Room 4 Concept

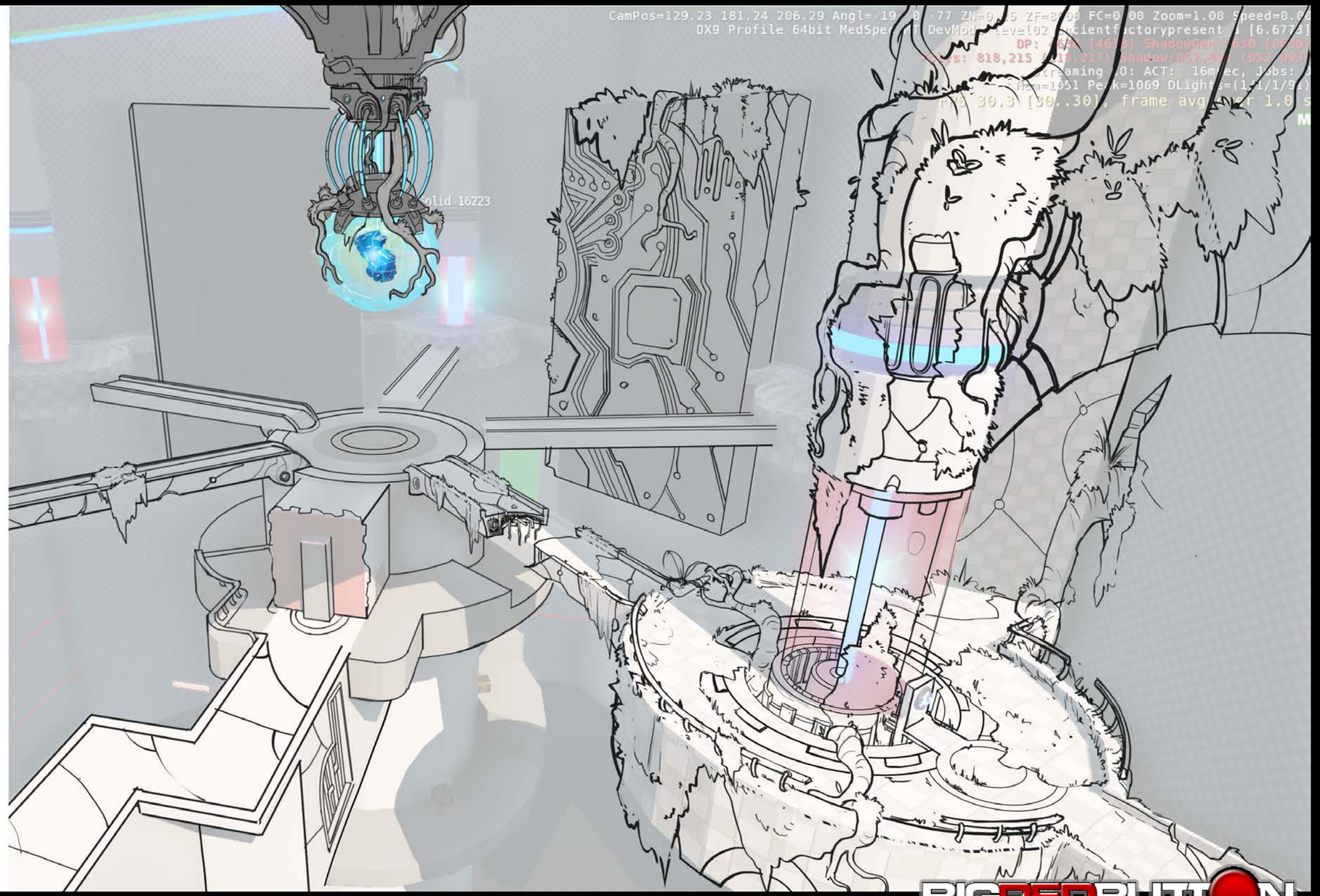


Artist: *Jason Norton*

Ancient Temple Present –Room 4 Concept







Artist: *Jason Norton*

ENVIRONMENT EXPLORATIONS

Cloud City

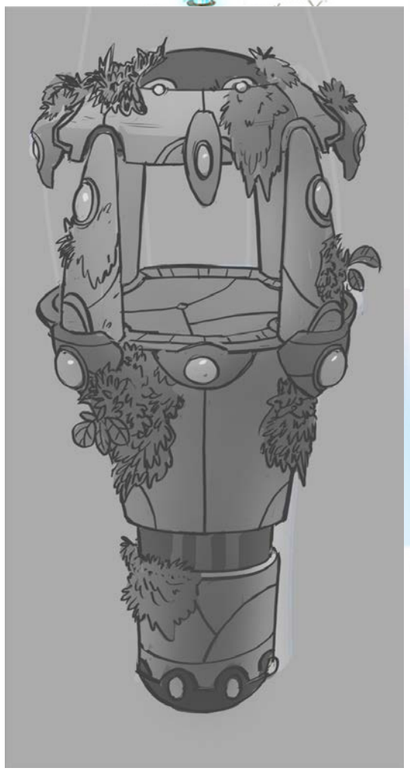
BIGREDBUTTON ENTERTAINMENT

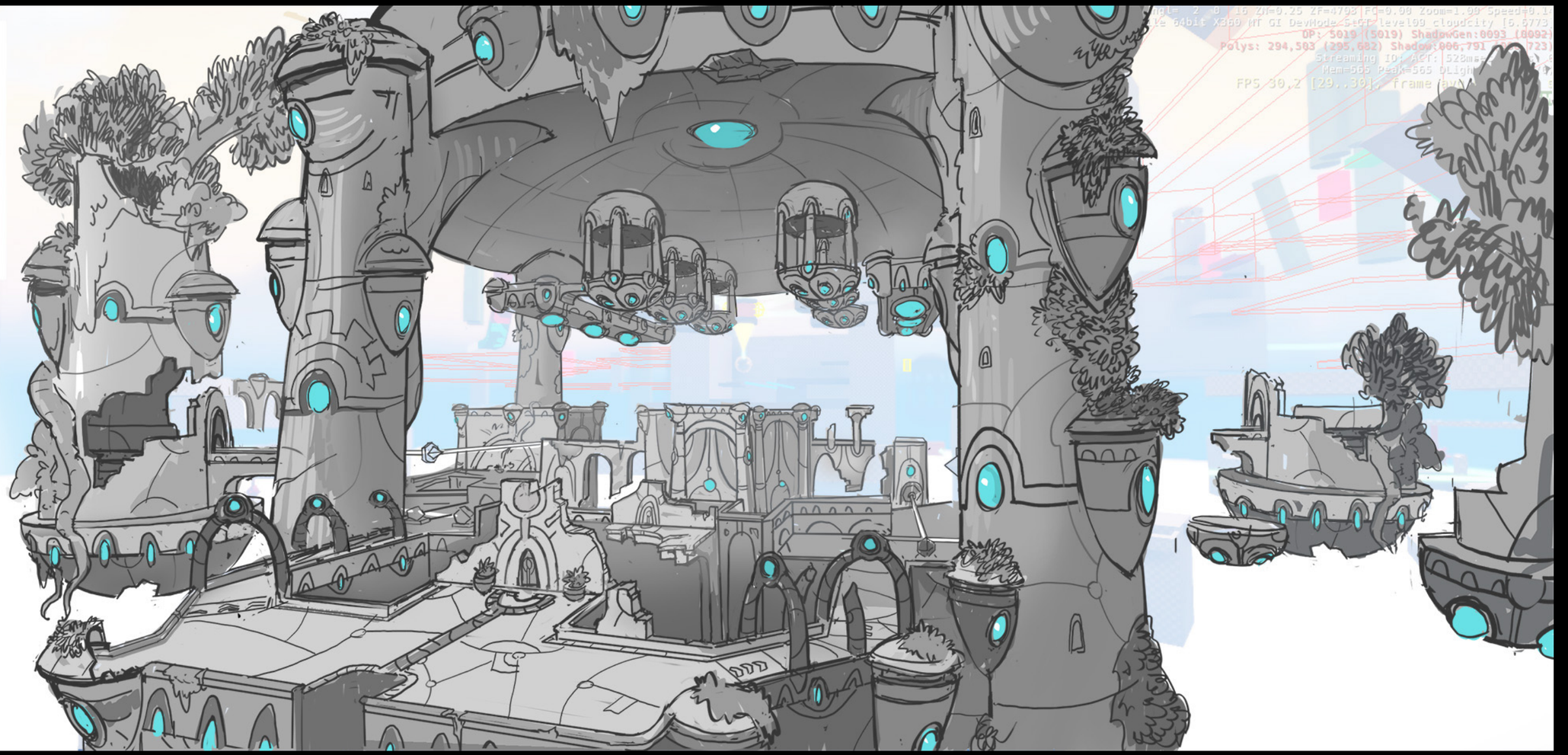
Cloud City – Entrance

Artist: Jason Norton

BIGREDBUTTON ENTERTAINMENT

Cloud City – Section 3 Draw-over

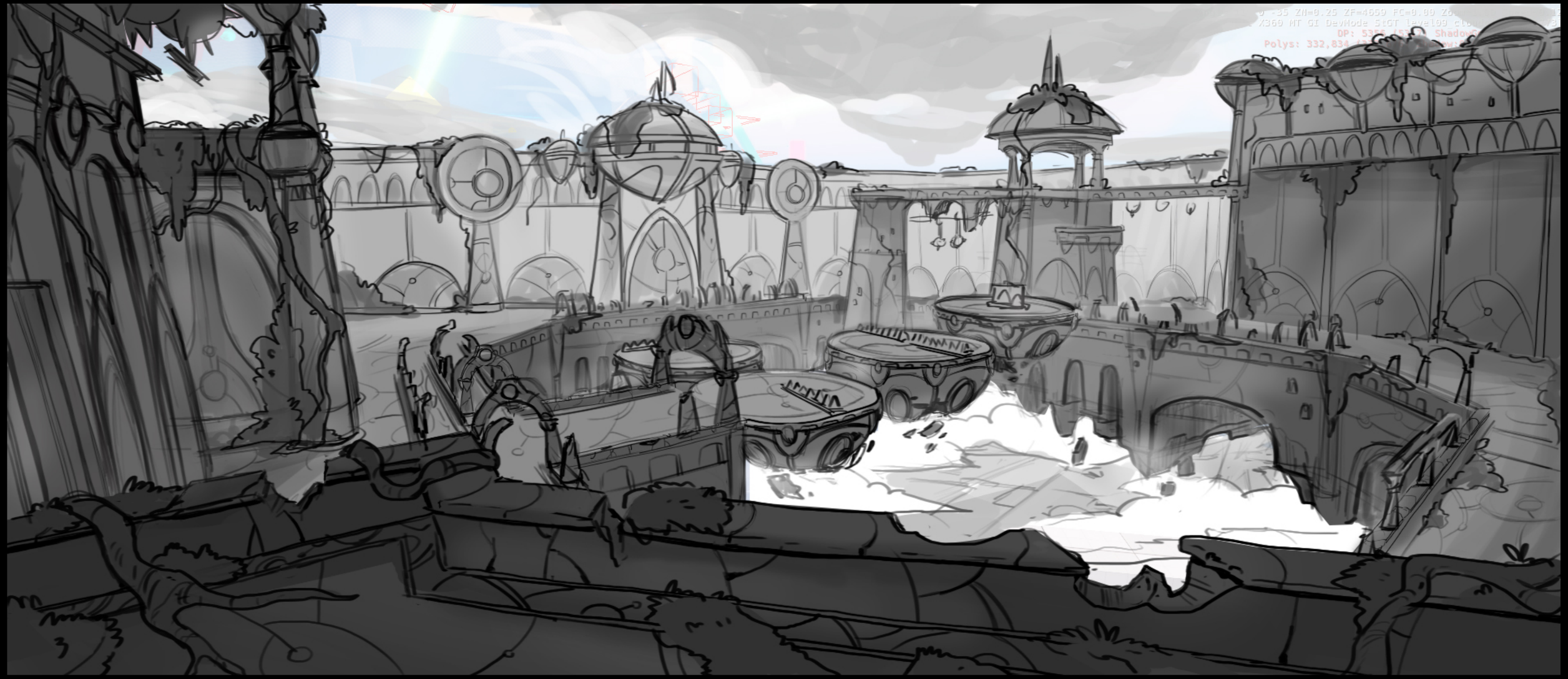




Artist: *Jason Norton*

BIGREDBUTTON ENTERTAINMENT

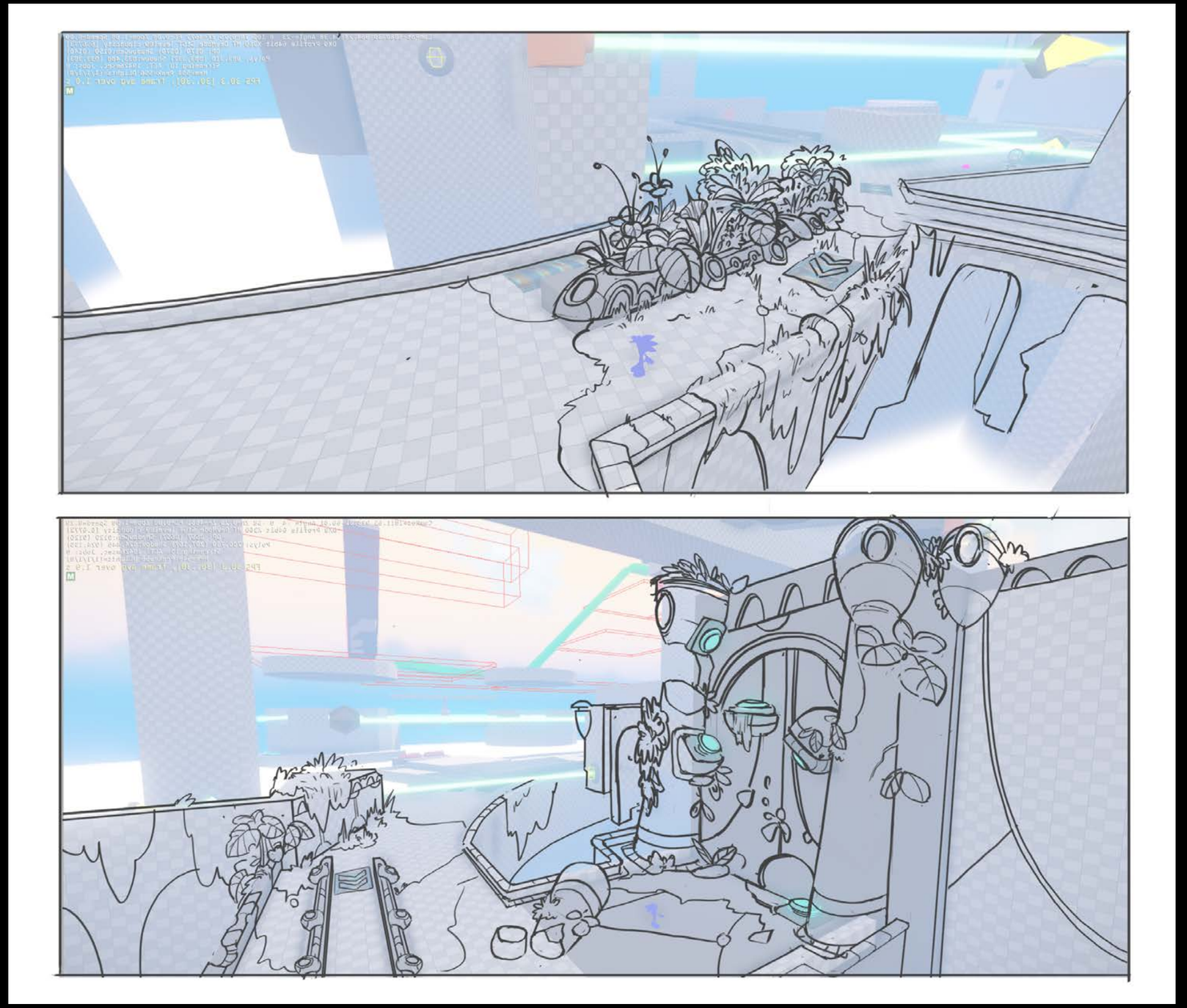
Cloud City – Floating Quads



Artist: Travis Ruiz

BIGREDBUTTON ENTERTAINMENT

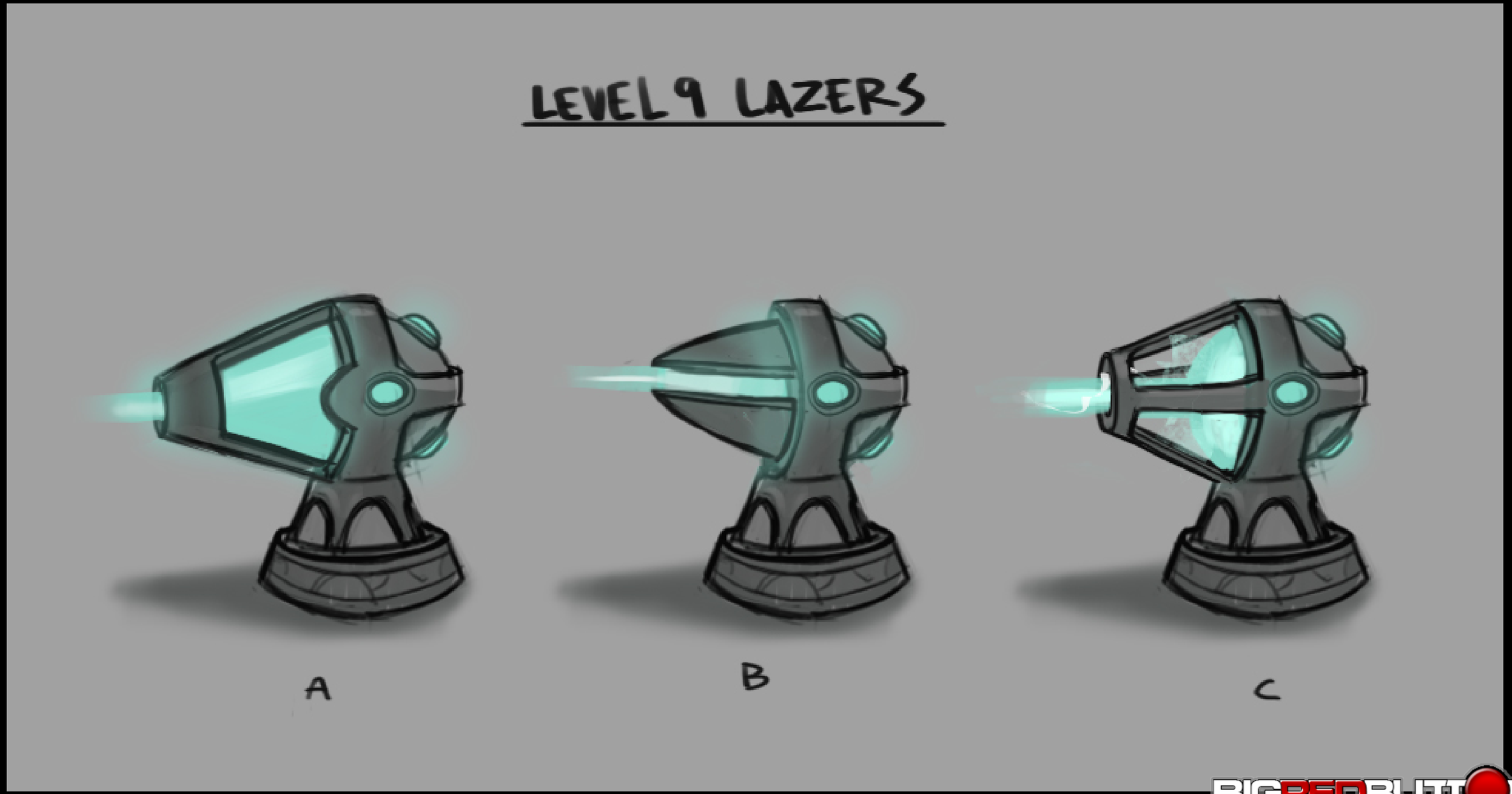
Cloud City – Section 3 Callouts



Artist: Jason Norton

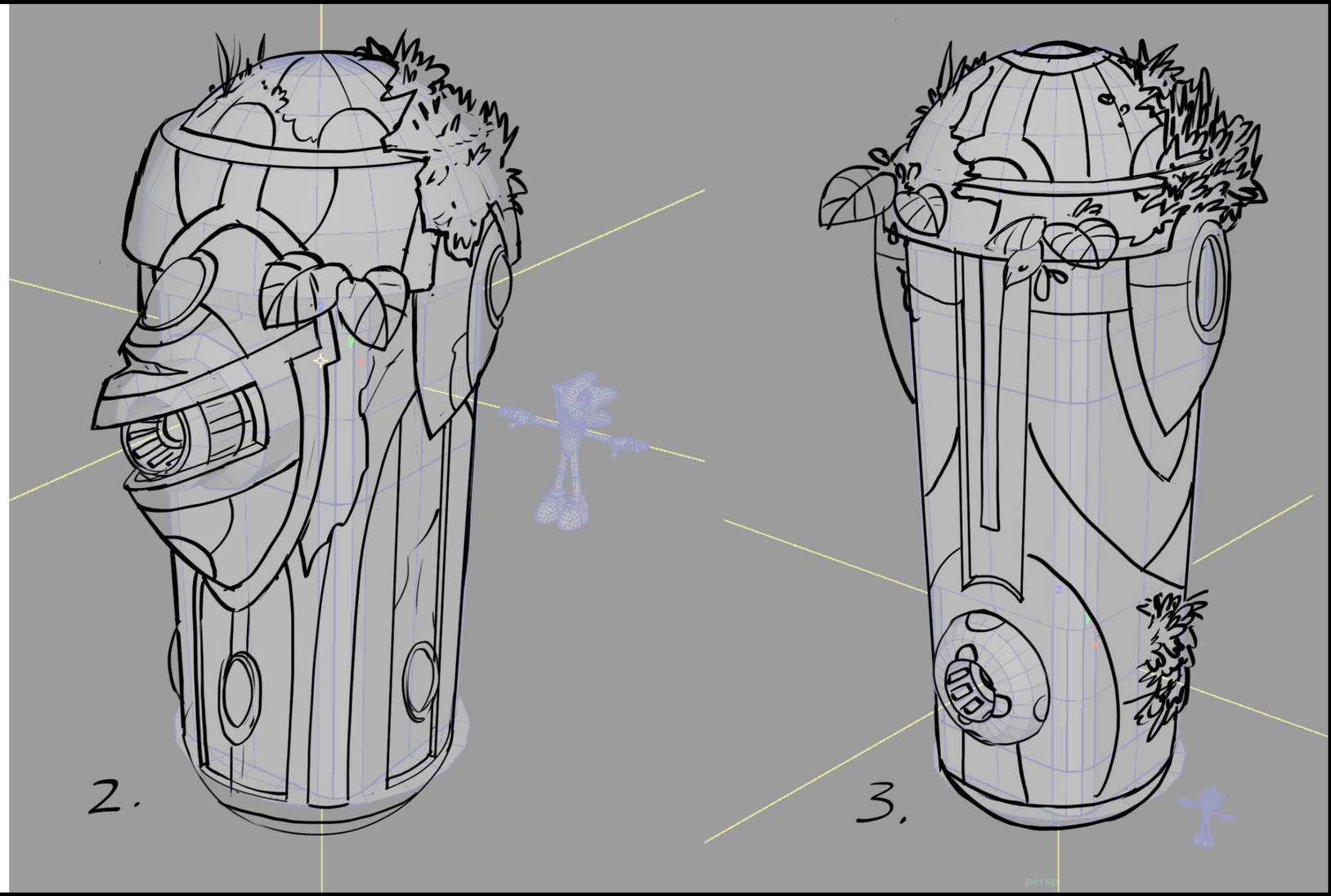
BIGREDBUTTON ENTERTAINMENT

Cloud City – Laser Concepts



Artist: *Travis Ruiz*

Cloud City – Master Reveiver Concept



Artist: *Jason Norton*

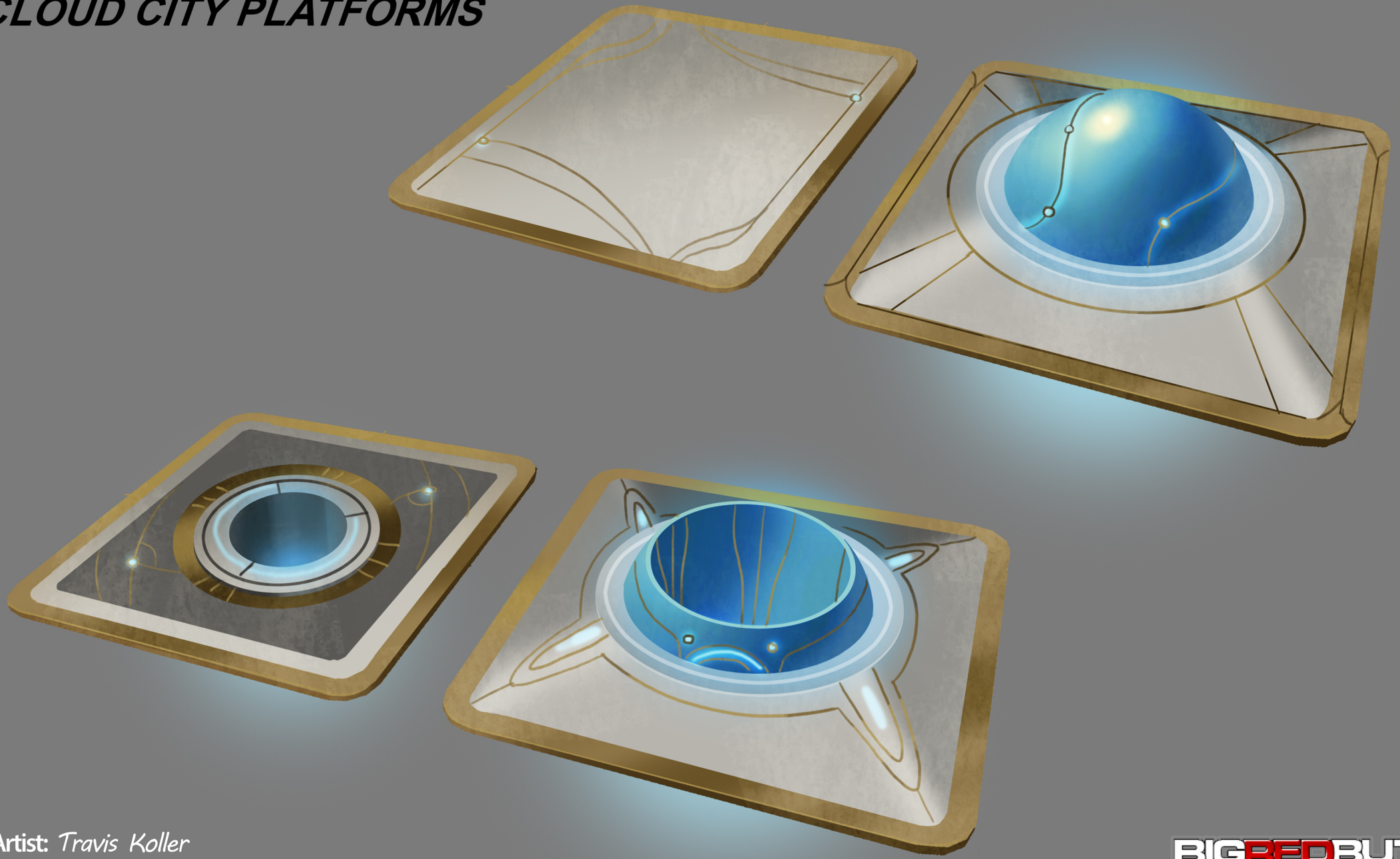
BIGREDBUTTON ENTERTAINMENT

CLOUD CITY CRESCENT & BLADE PLATFORMS

Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

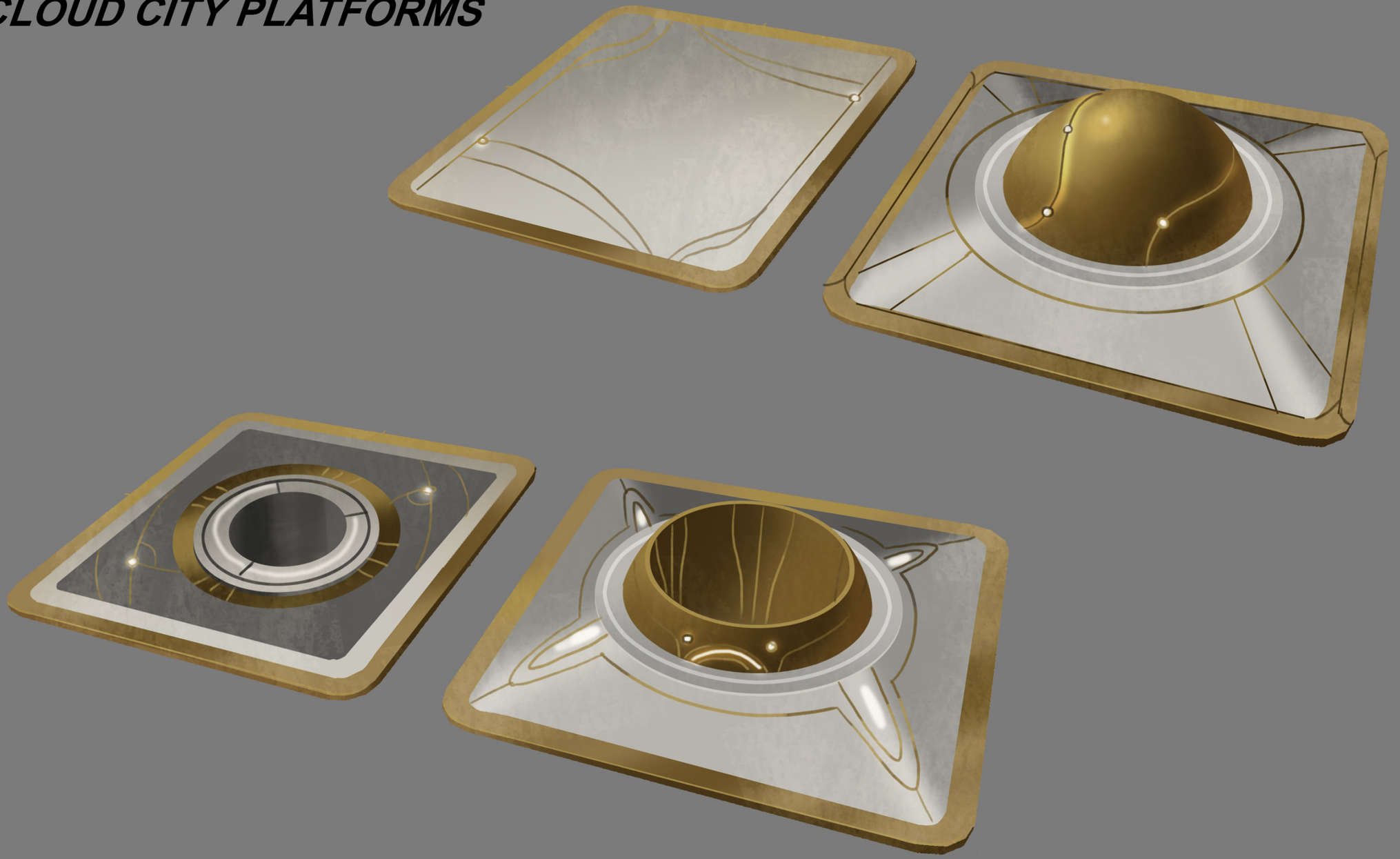
CLOUD CITY PLATFORMS



Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

CLOUD CITY PLATFORMS



Artist: Travis Koller

BIGREDBUTTON ENTERTAINMENT

CLOUD CITY SPIKE HAZZARDS

Artist: *Travis Koller*

BIGREDBUTTON ENTERTAINMENT

ENVIRONMENT EXPLORATIONS

Lyric's Tomb

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Weis*

Lyric's Tomb – Tomb Entrance

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Weis*

Lyric's Tomb – Tomb Entrance

BIGREDBUTTON ENTERTAINMENT

Artist: *Nicolas Weis*

Lyric's Tomb – Tomb Entrance

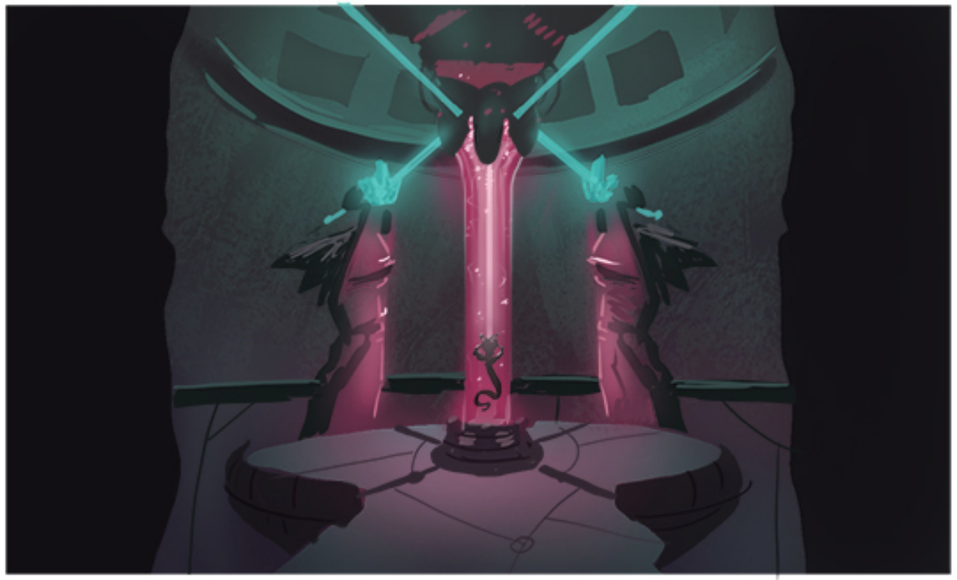
BIGREDBUTTON ENTERTAINMENT

Artist: Jason Norton

Lyric's Tomb – Prison Chamber

BIGREDBUTTON ENTERTAINMENT

1



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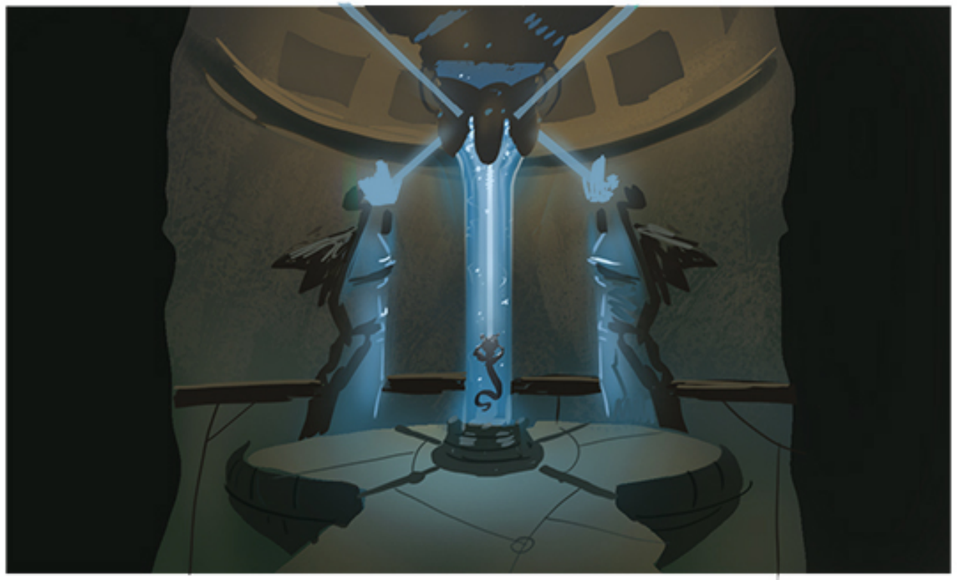

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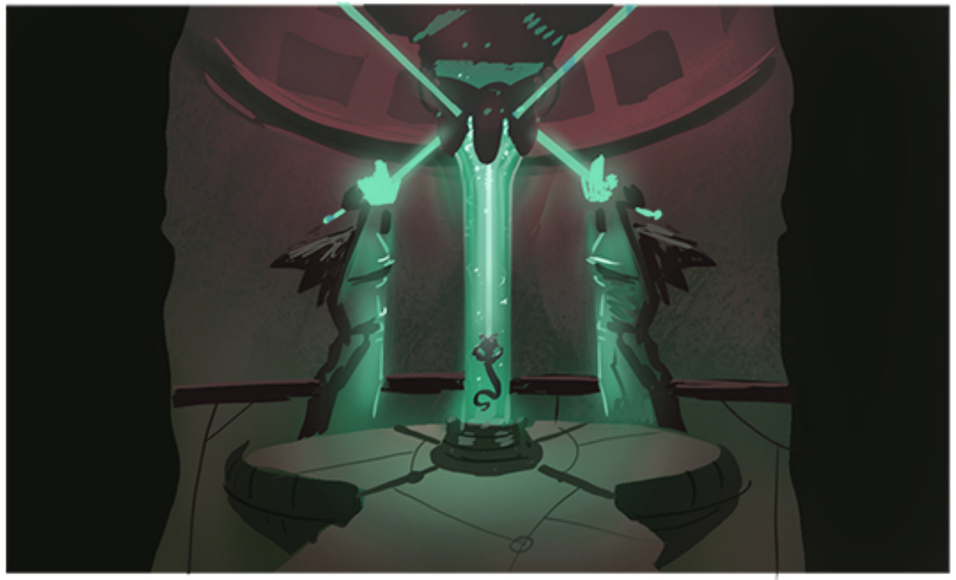

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Lyric's Tomb – Tomb Entrance

Artist: Jason Norton

BIGREDBUTTON ENTERTAINMENT

Artist: *Jason Norton*

Lyric's Tomb – Statue Call-out

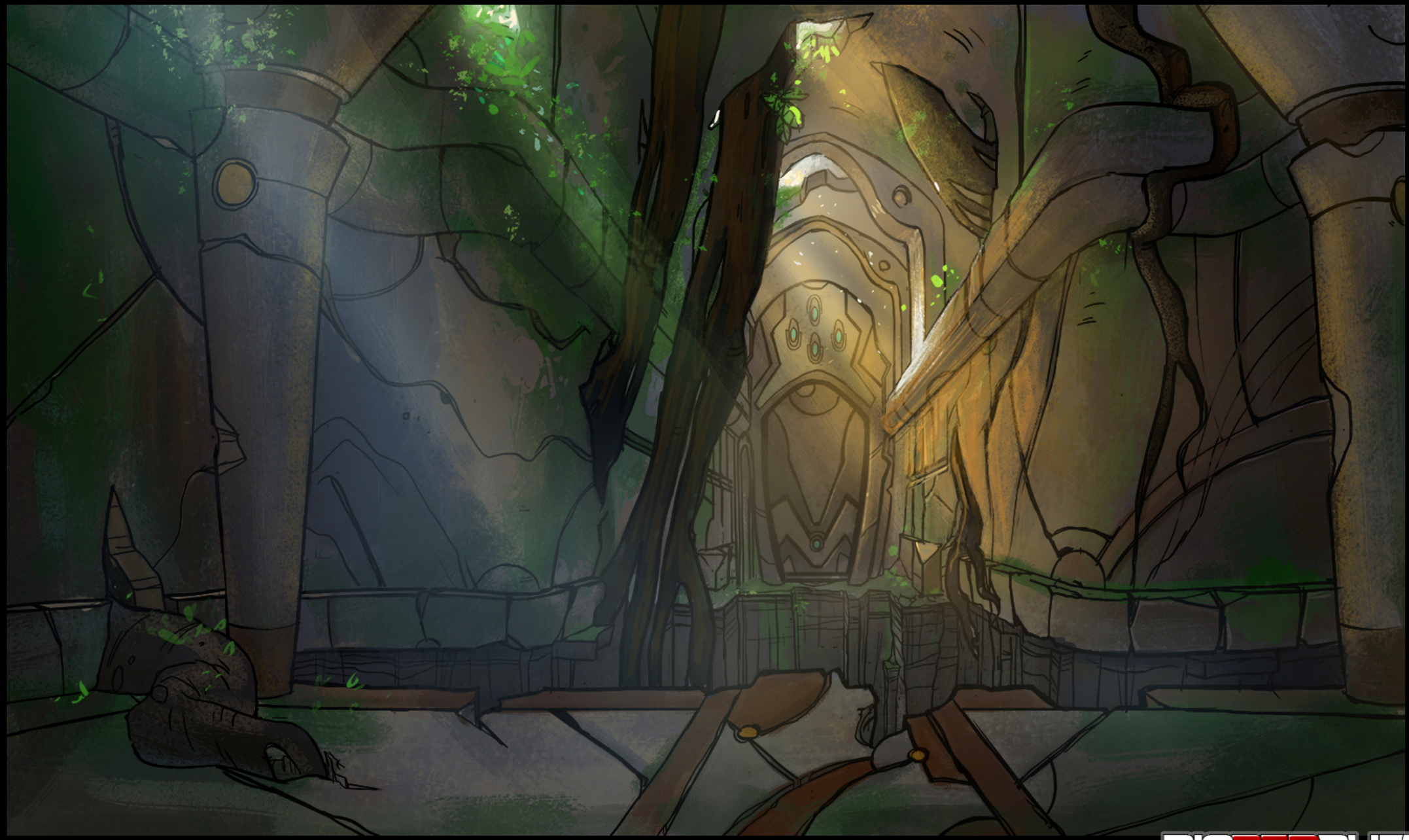
BIGREDBUTTON ENTERTAINMENT

Artist: *Jason Norton*

Lyric's Tomb – Beam Machine Off Switch

BIGREDBUTTON ENTERTAINMENT

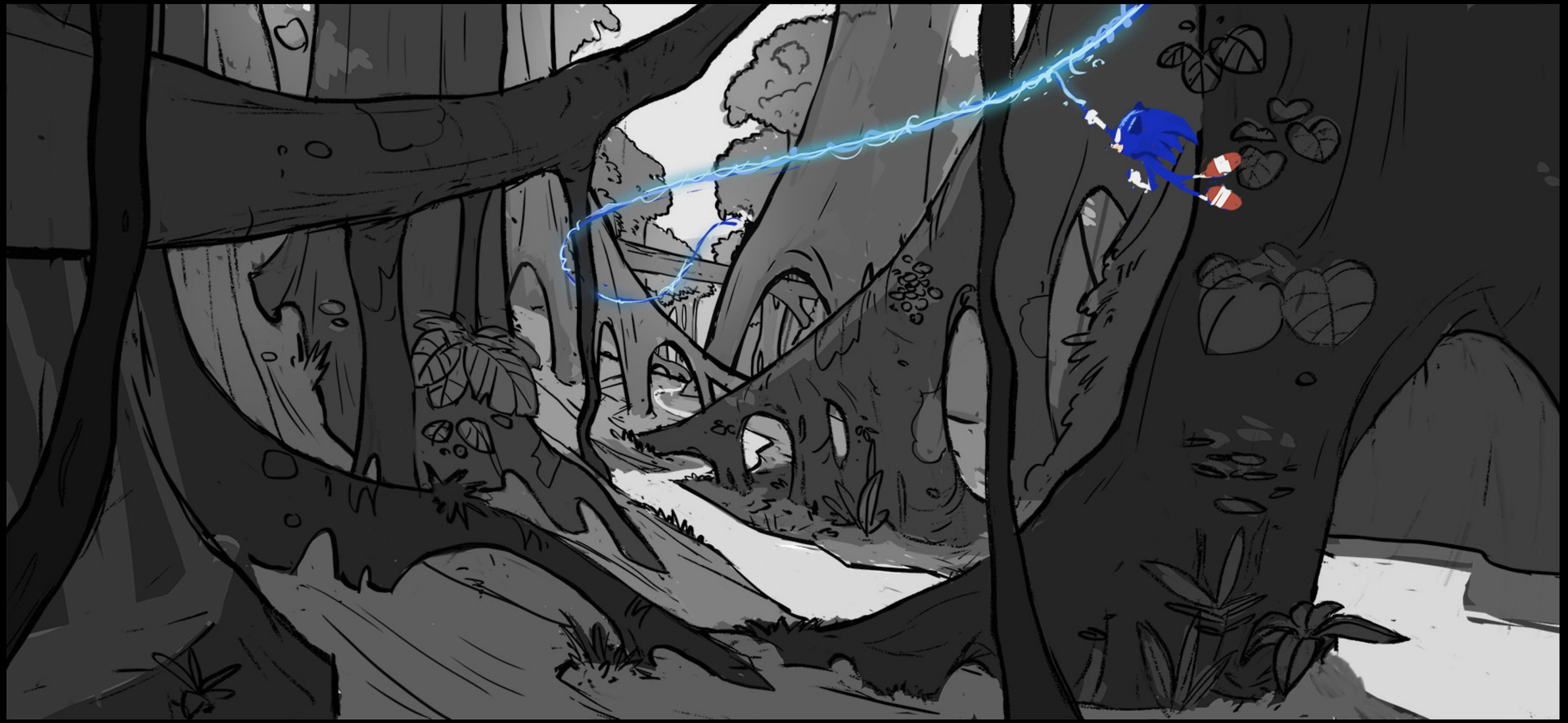
Artist: *Jason Norton*



Lyric's Tomb – Prison Entrance

BIGREDBUTTON ENTERTAINMENT

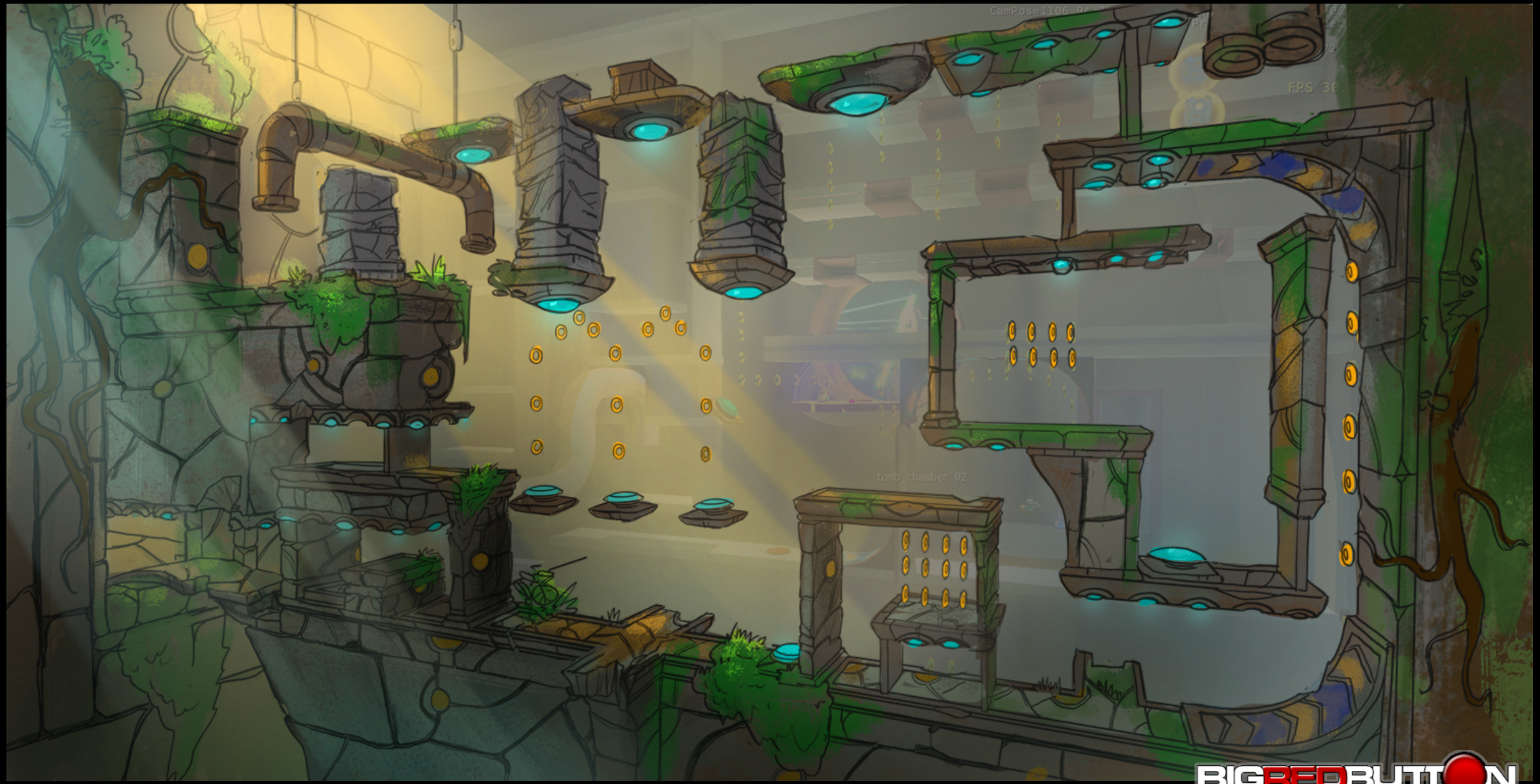
Artist: *Jason Norton*



Lyric's Tomb – Bungee Chase

BIGREDBUTTON ENTERTAINMENT

Artist: *Jason Norton*



Lyric's Tomb – 2D Section concept

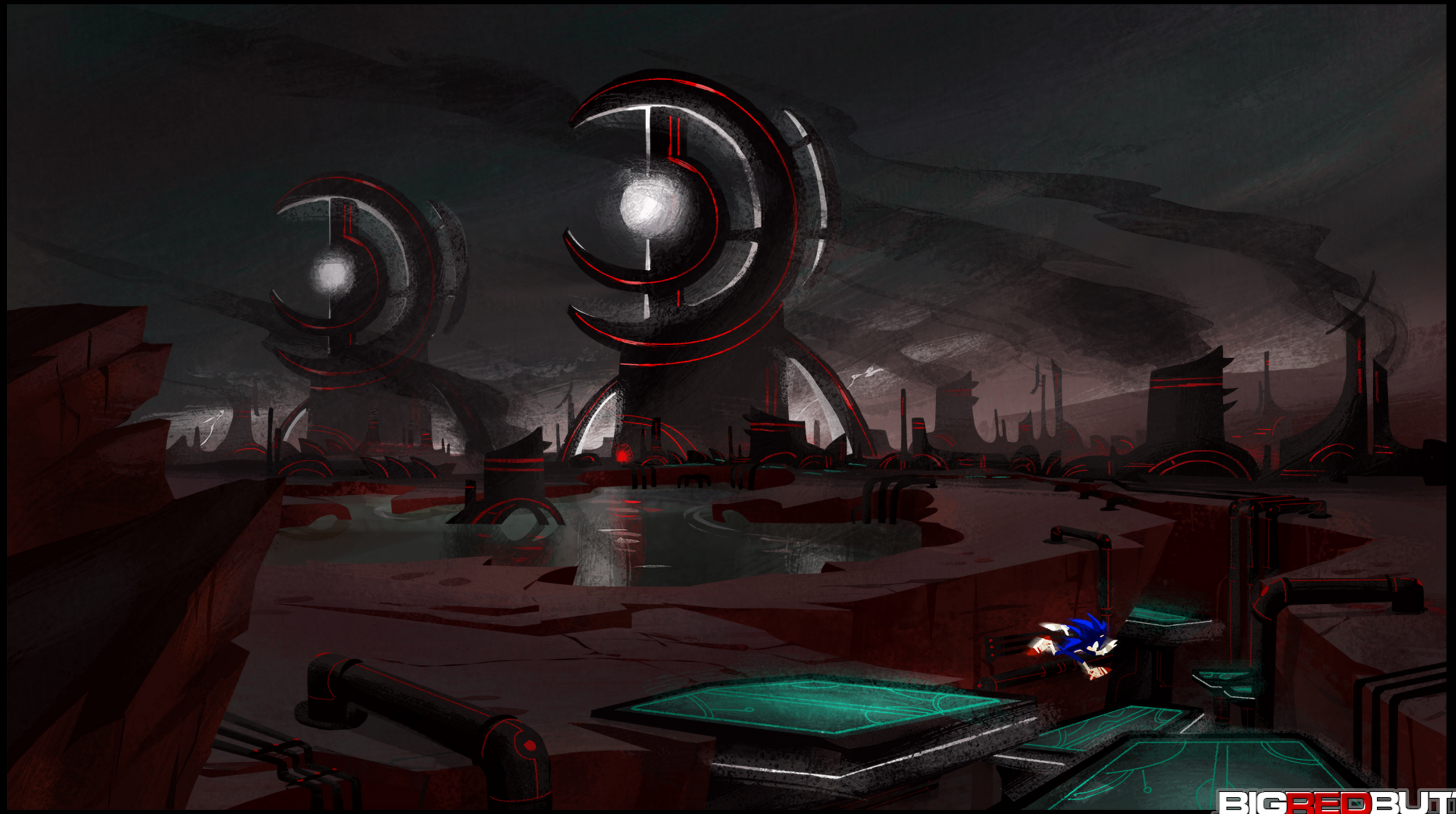
ENVIRONMENT EXPLORATIONS

Lryic's Lair

BIGREDBUTTON ENTERTAINMENT

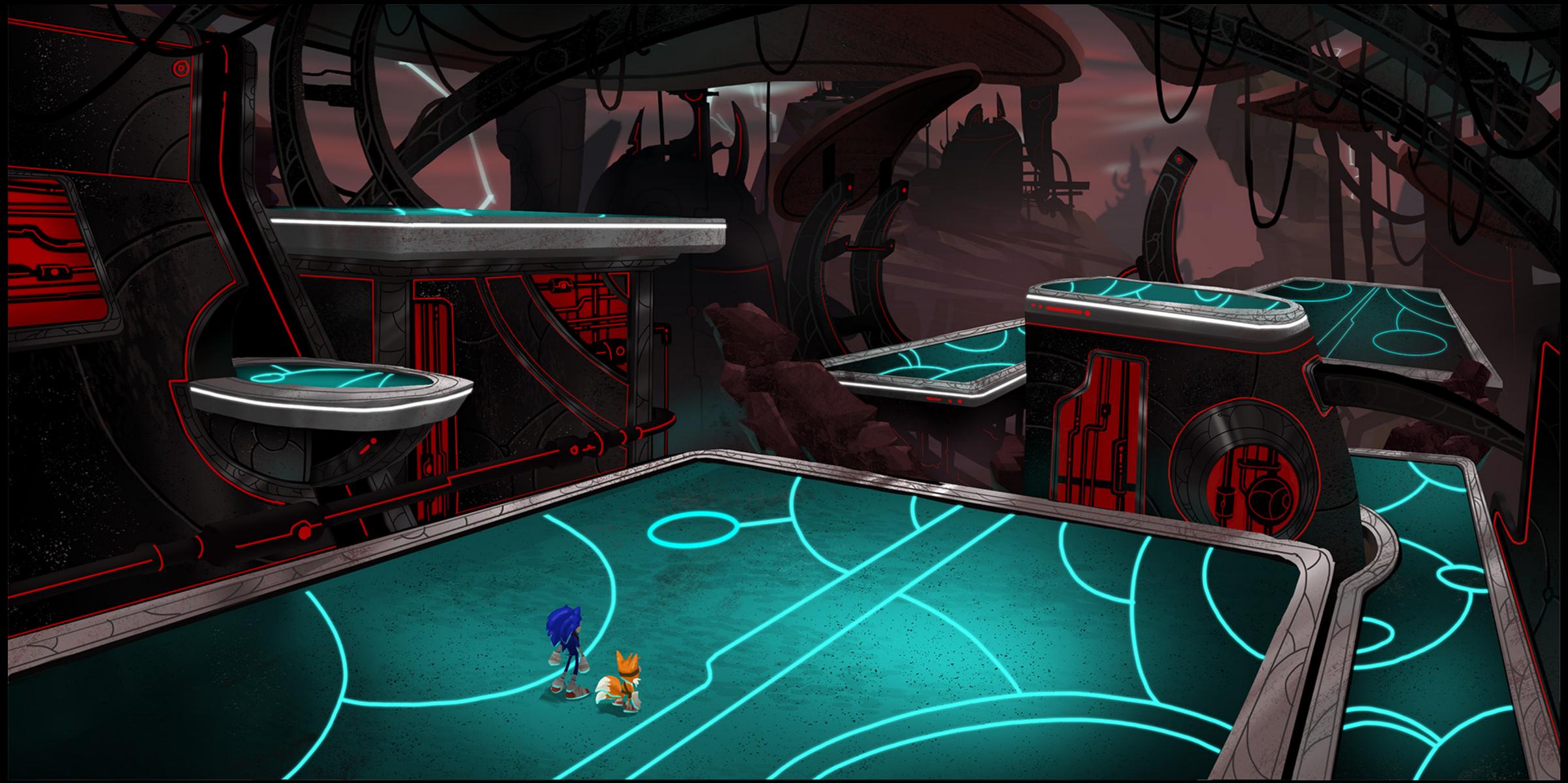
Artist: *Travis Ruiz*

Lryic's Lair: Mood Concept



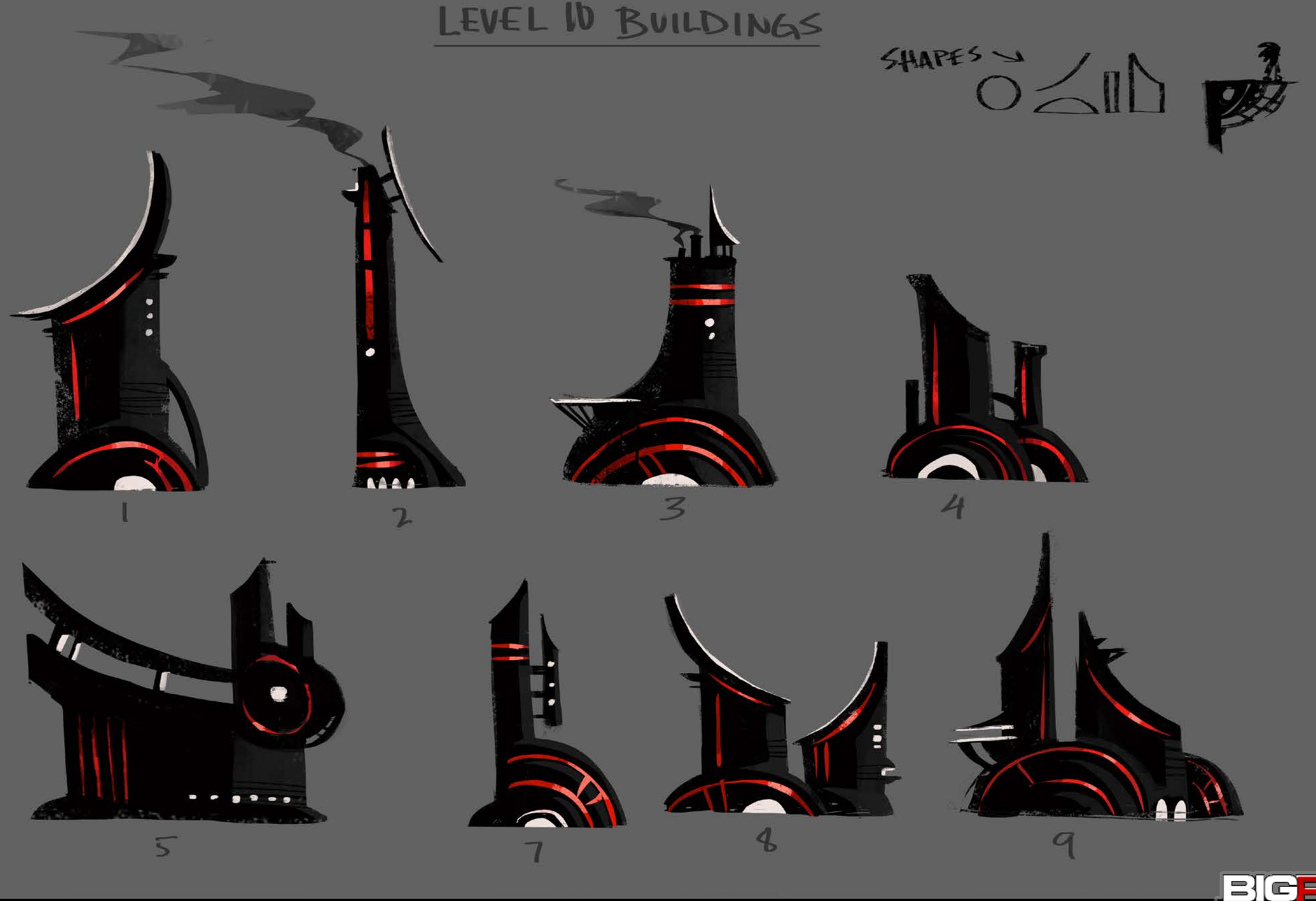
Artist: *Yuhki Demers*

Lryic's Lair: Platforms Concept



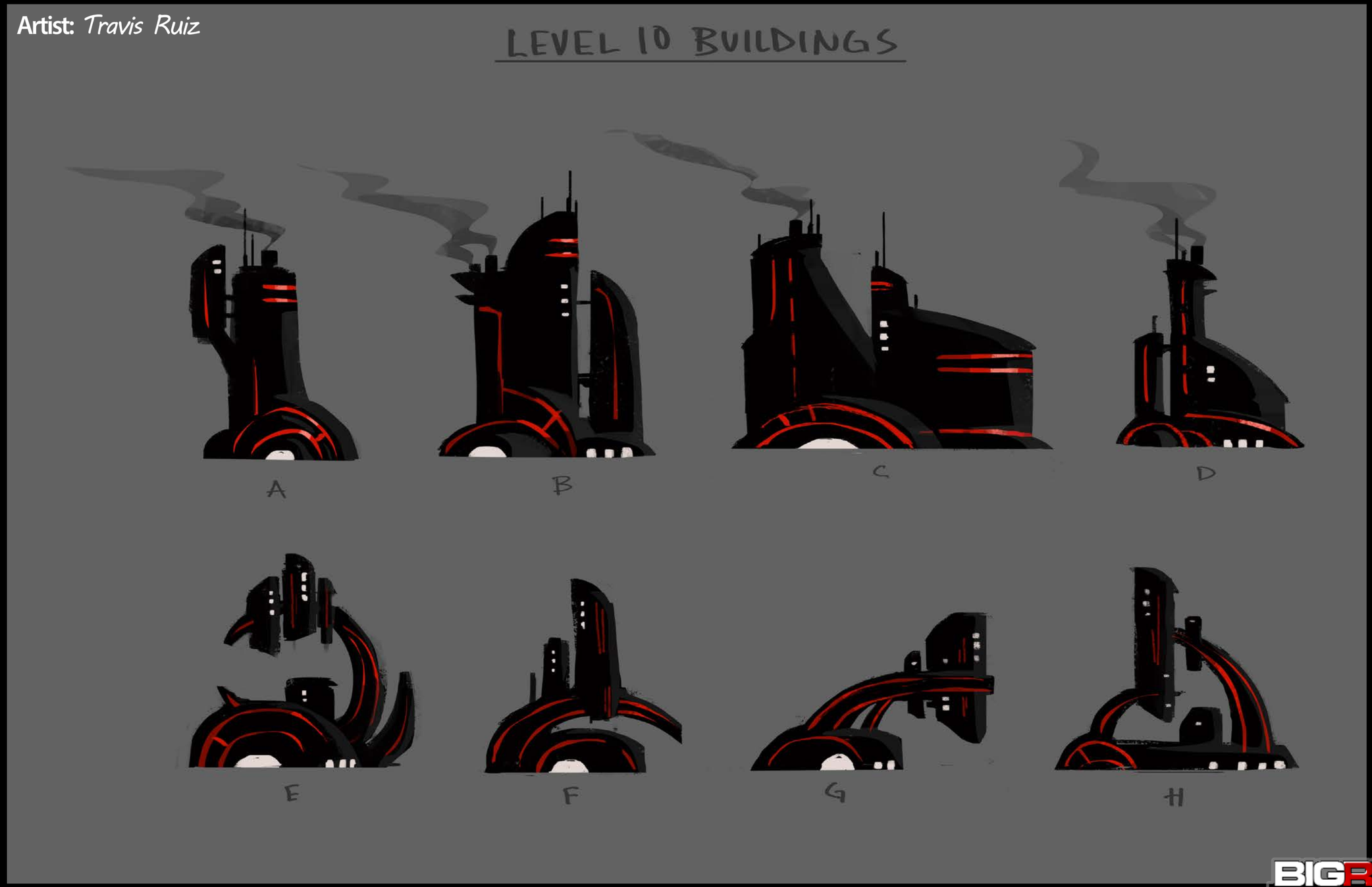
BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*



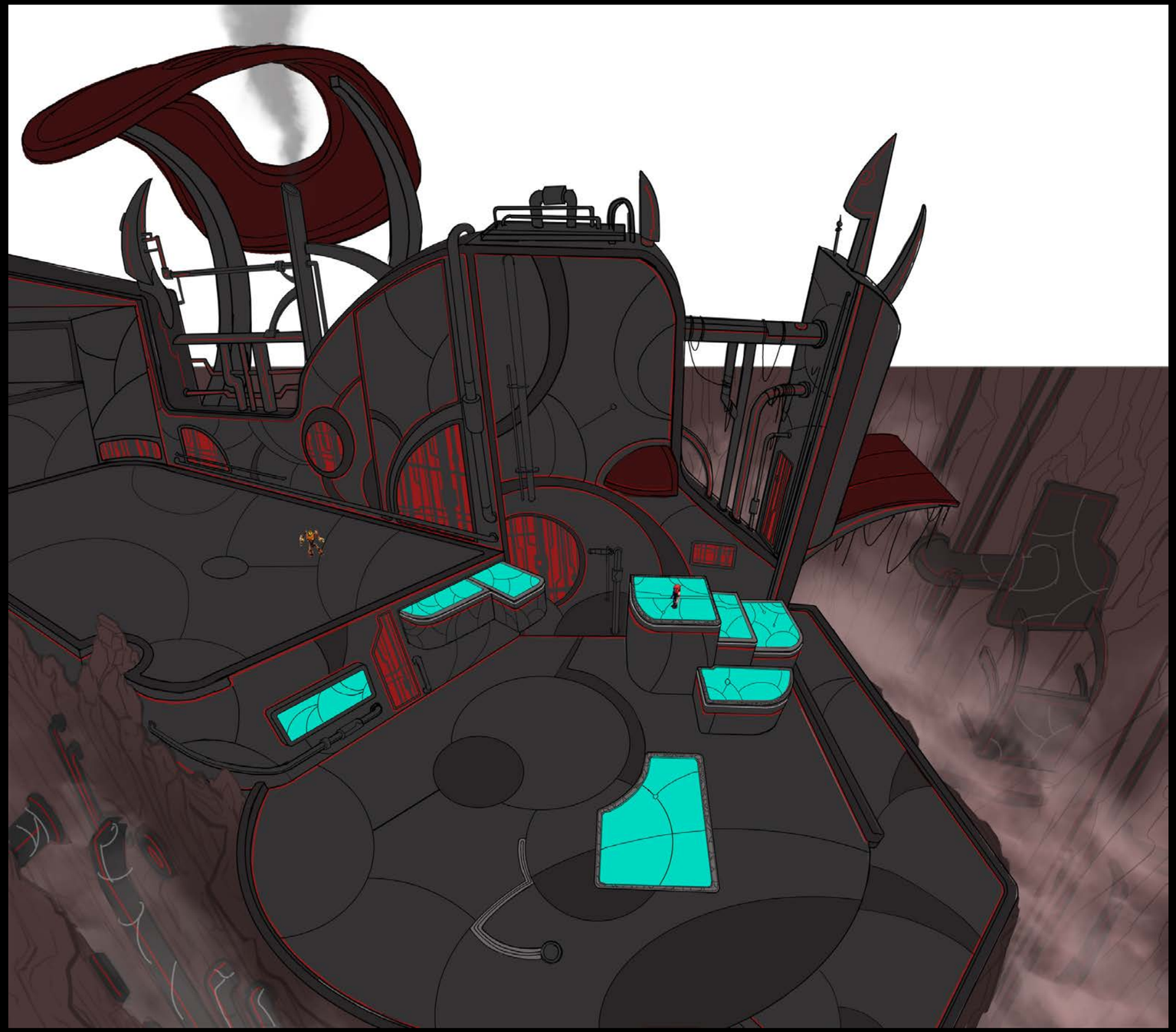
Lryic's Lair: Building Explorations

Artist: *Travis Ruiz*



BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



Lryic's Lair: Transforming Platforms

BIGREDBUTTON ENTERTAINMENT

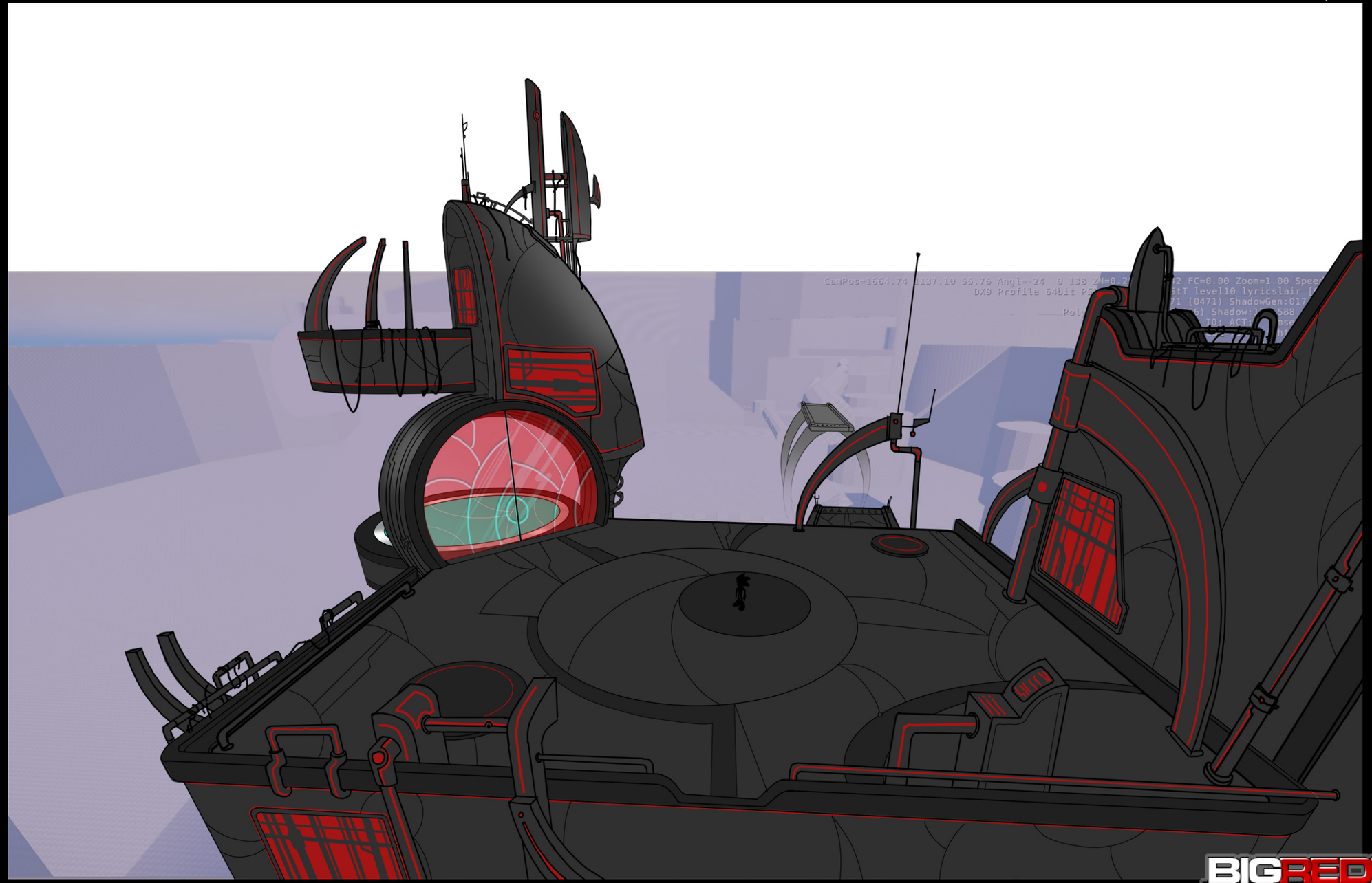
Artist: *Travis Ruiz*

Lryic's Lair: Warthog Arena/Power Station Exterior

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Lryic's Lair: Elevator Concept



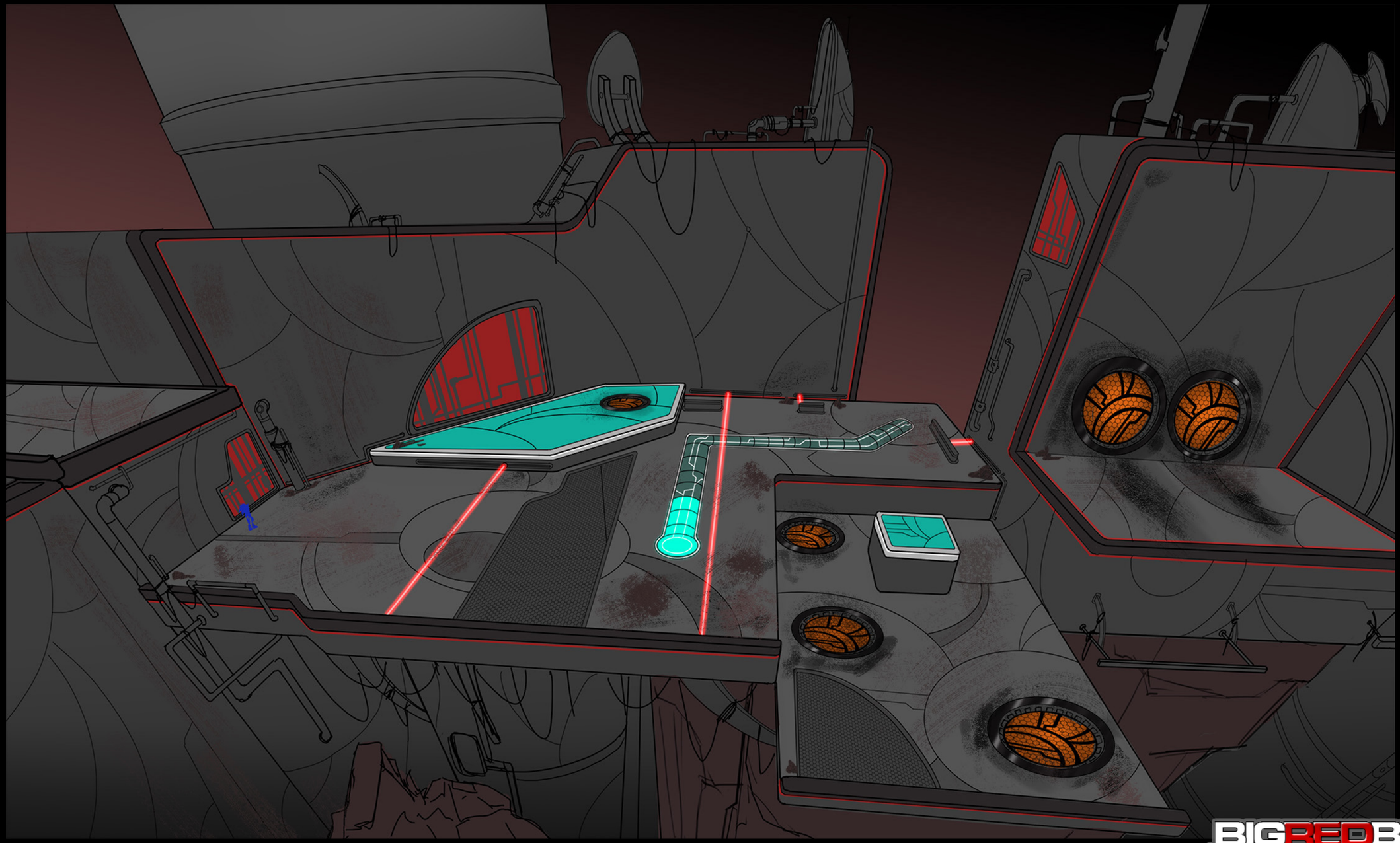
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Lryic's Lair: Elevator Concept

Artist: *Yuhki Demers*

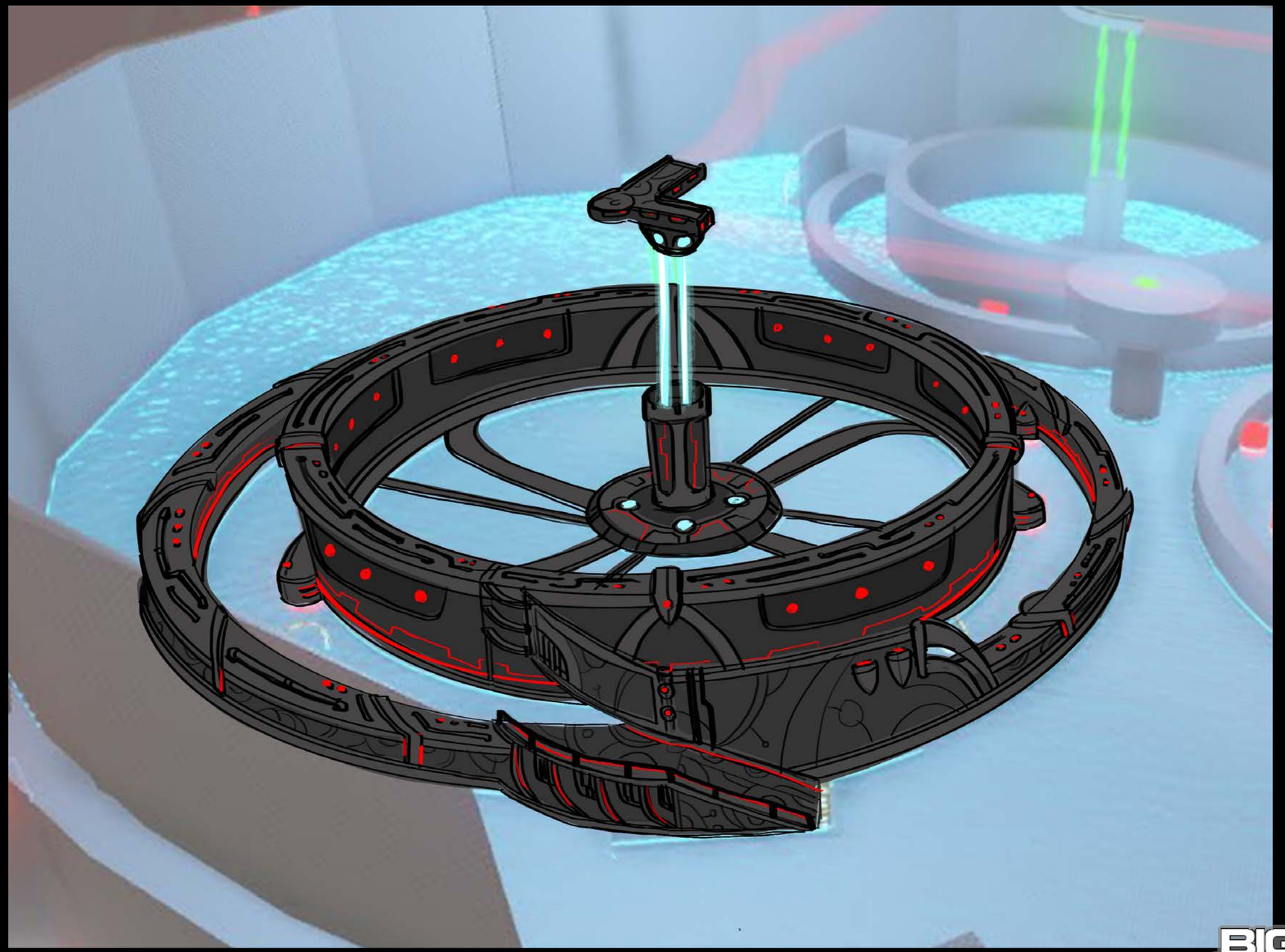
Lryic's Lair: Elevator Concept



BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

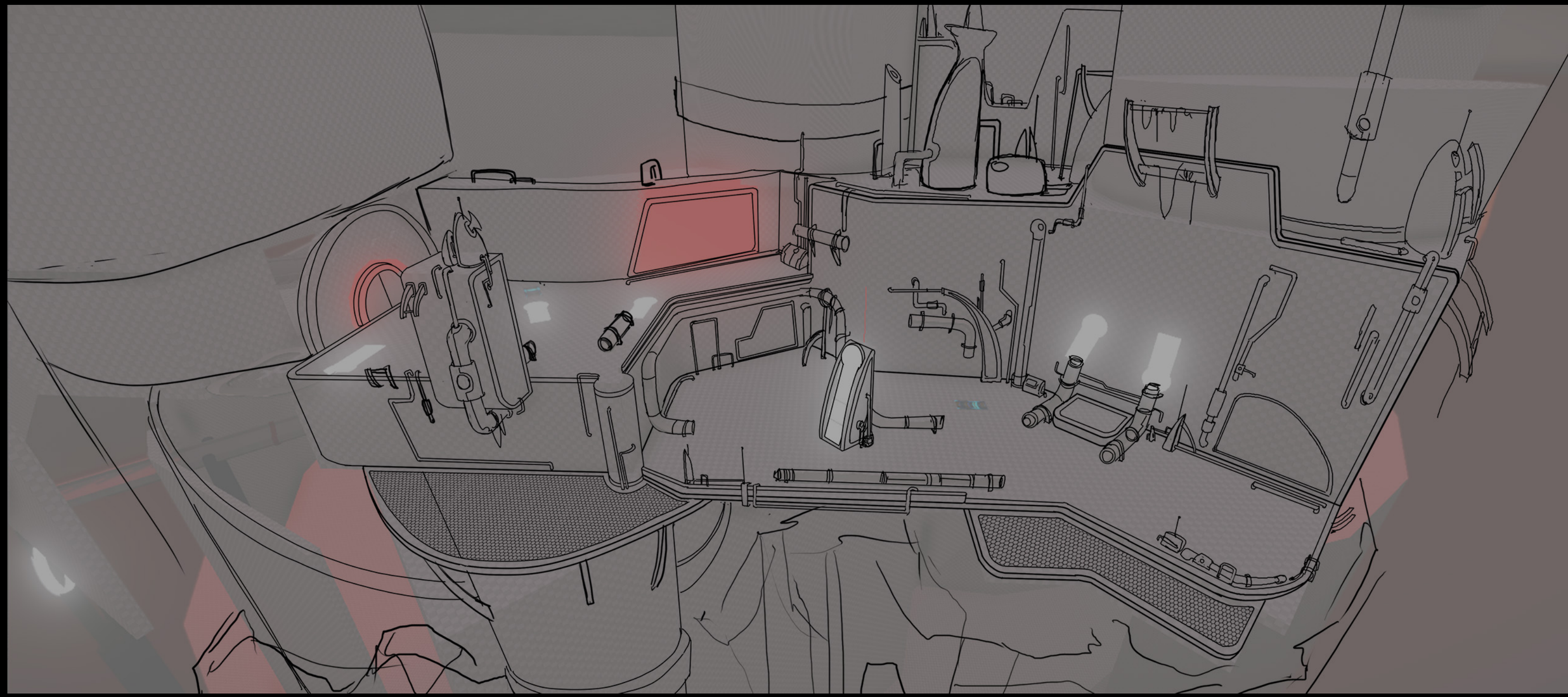
Lryic's Lair: Warthog Area



BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

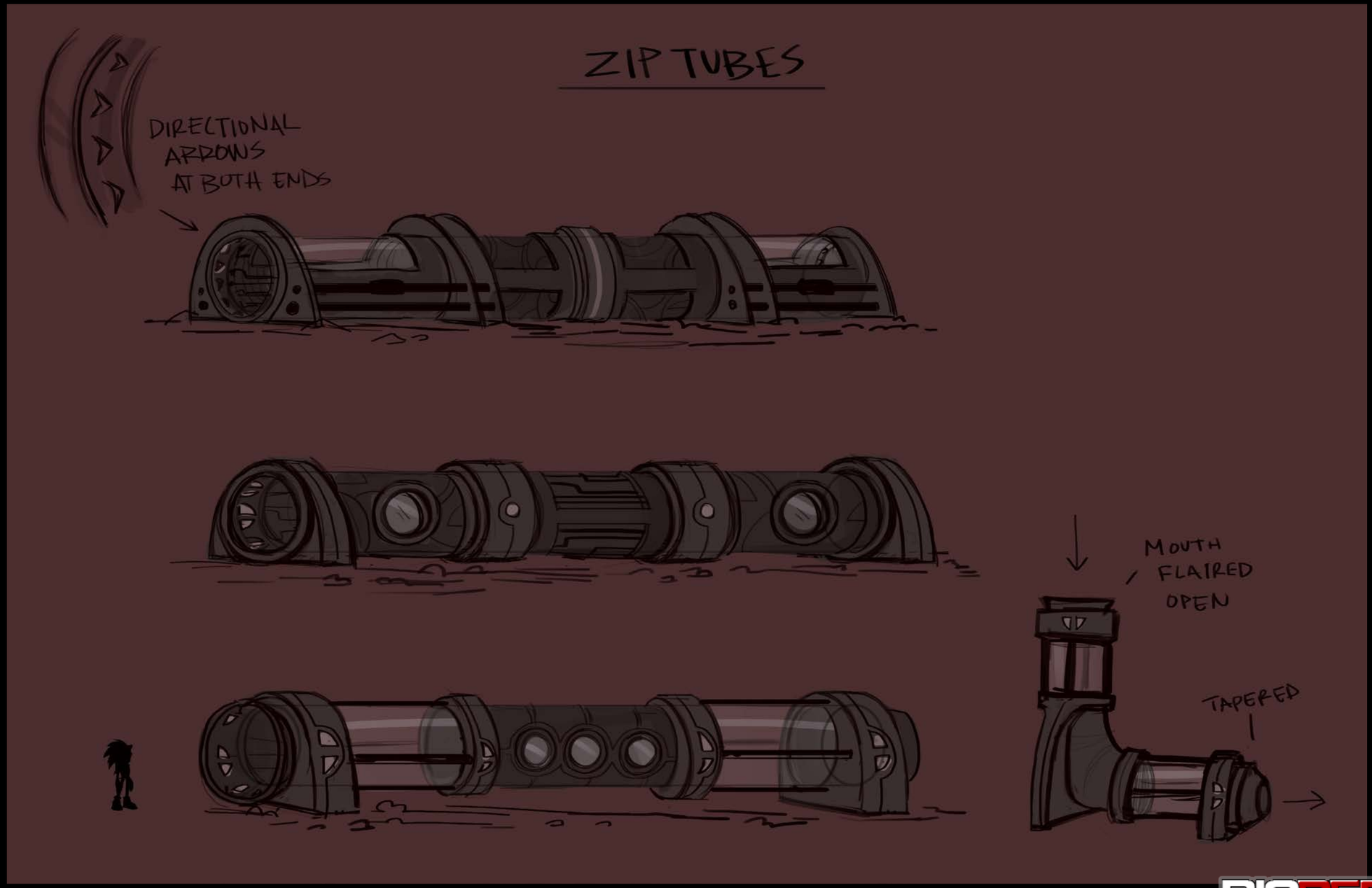
Lryic's Lair: Tony Hawk Area



BIGREDBUTTON ENTERTAINMENT

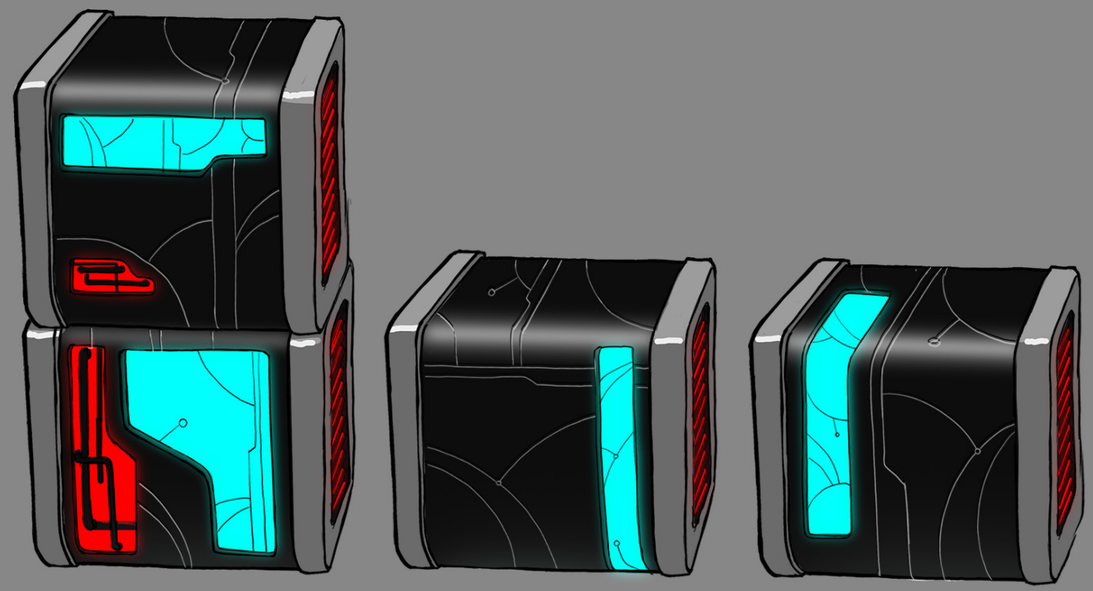
Artist: *Travis Ruiz*

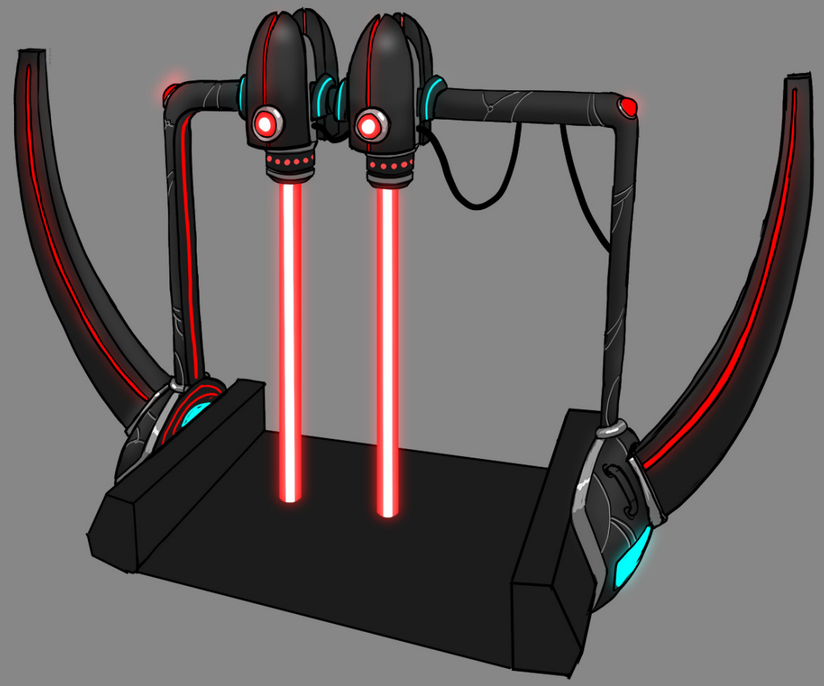
Lryic's Lair: Pipes Concept



BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

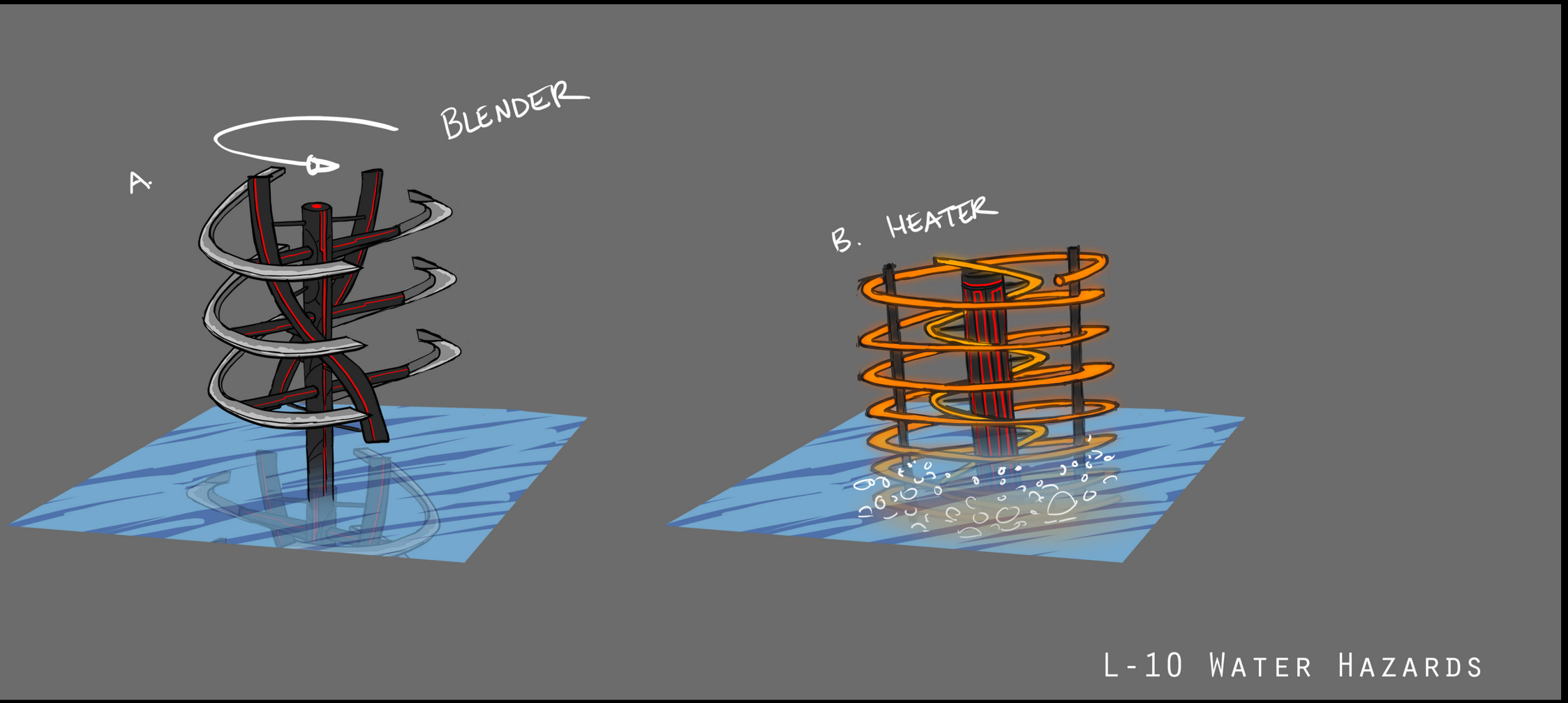




L-10 Road Hazards

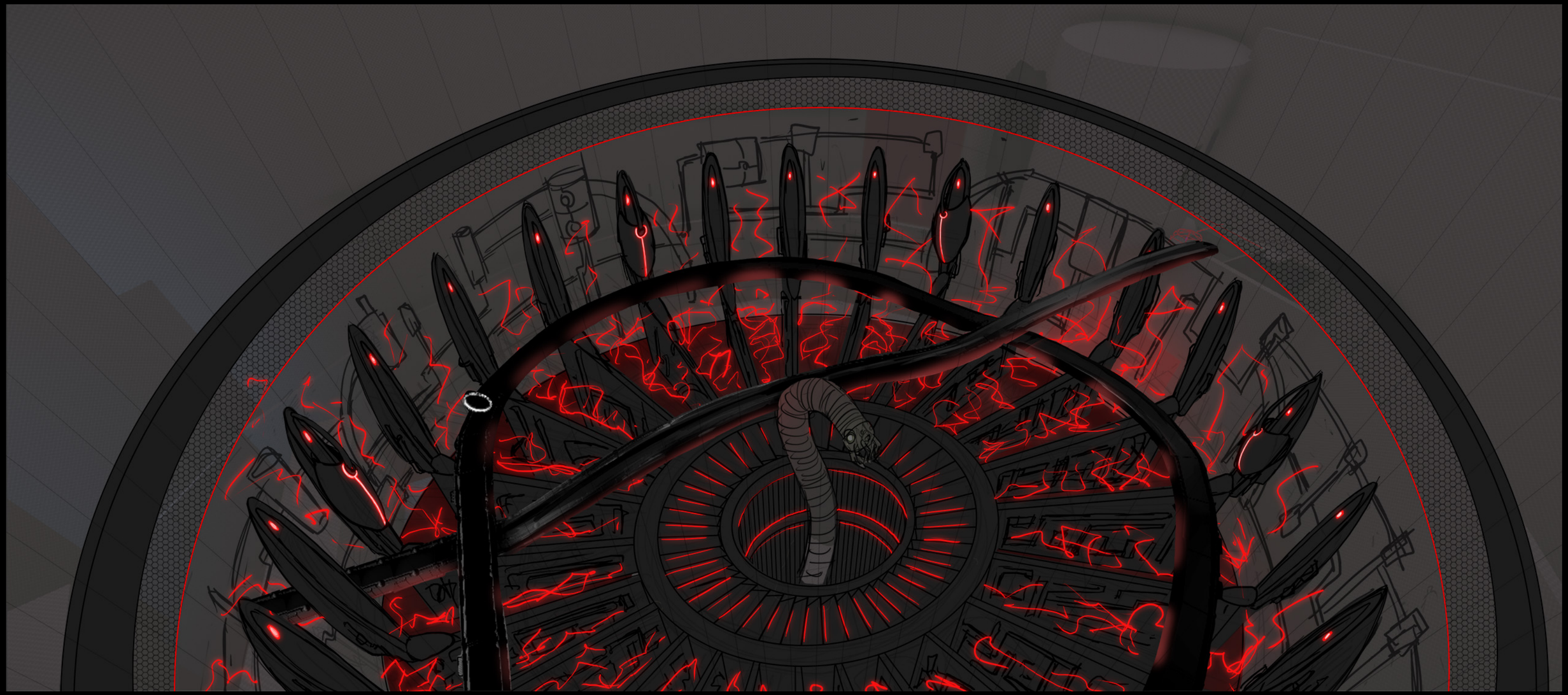
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



Artist: *Yuhki Demers*

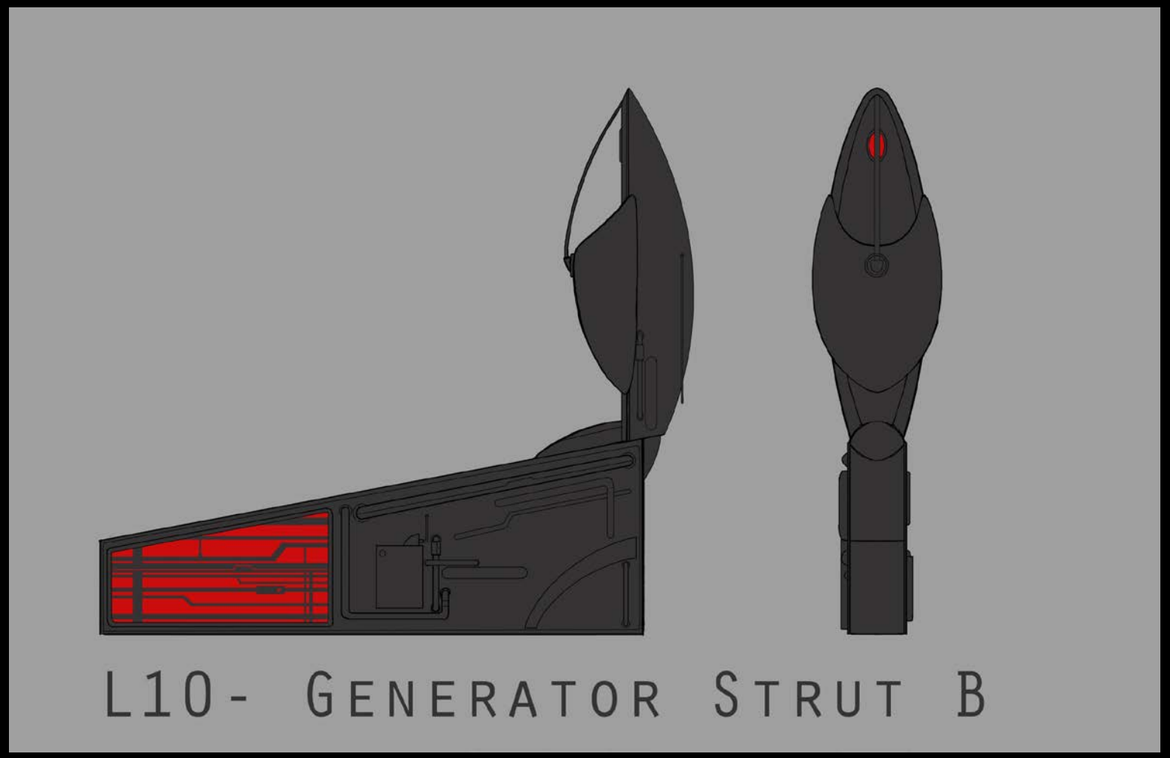
Lryic's Lair: Generator Concept

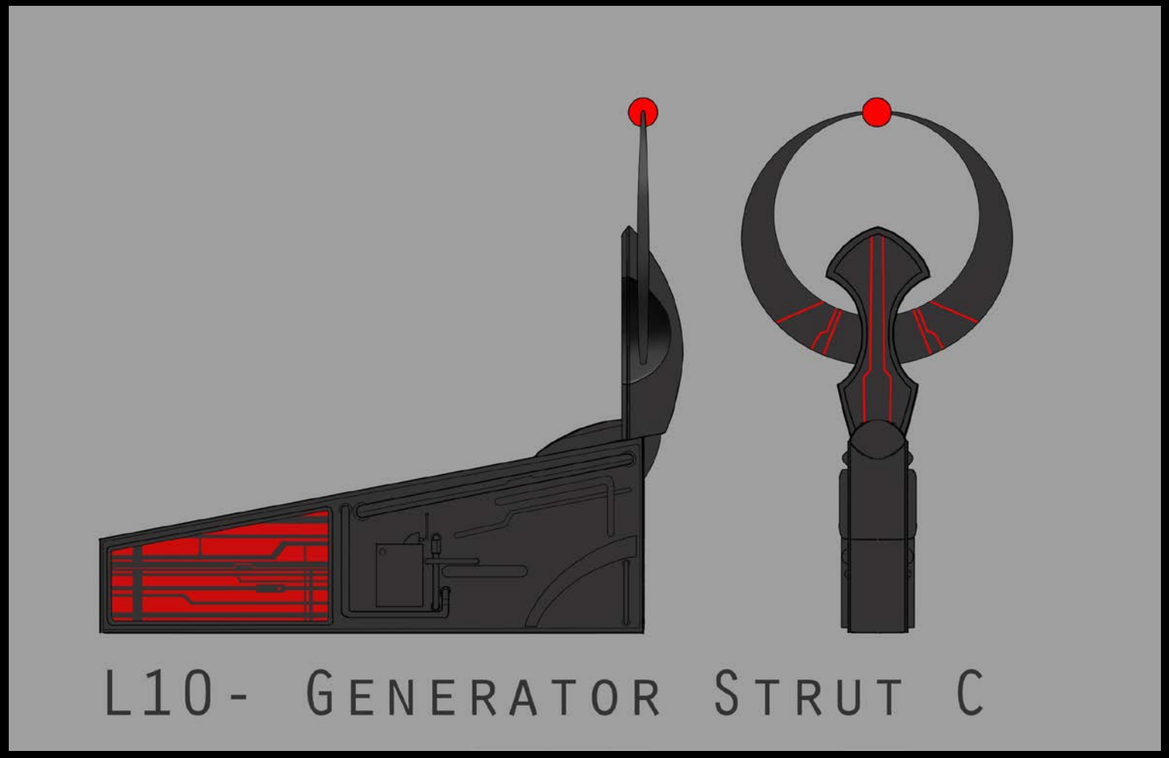


BIGREDBUTTON ENTERTAINMENT

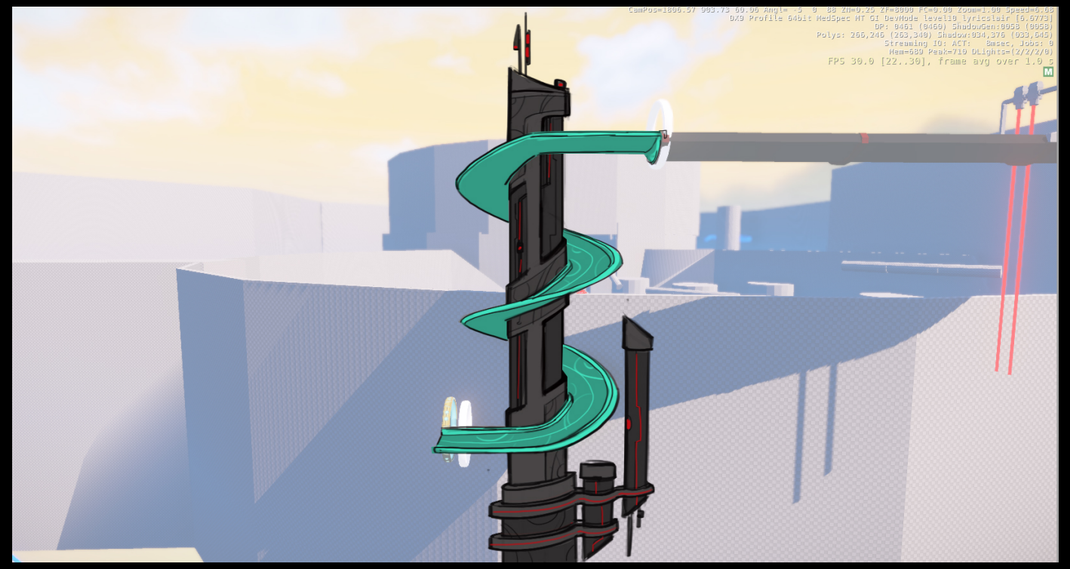
Artist: *Yuhki Demers*

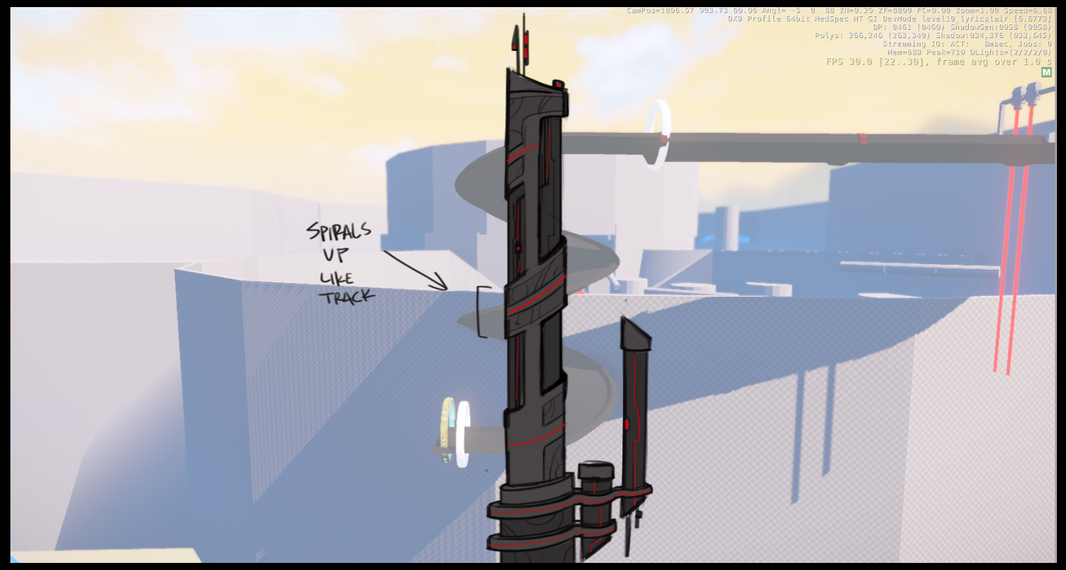
Lryic's Lair: Generator Struts

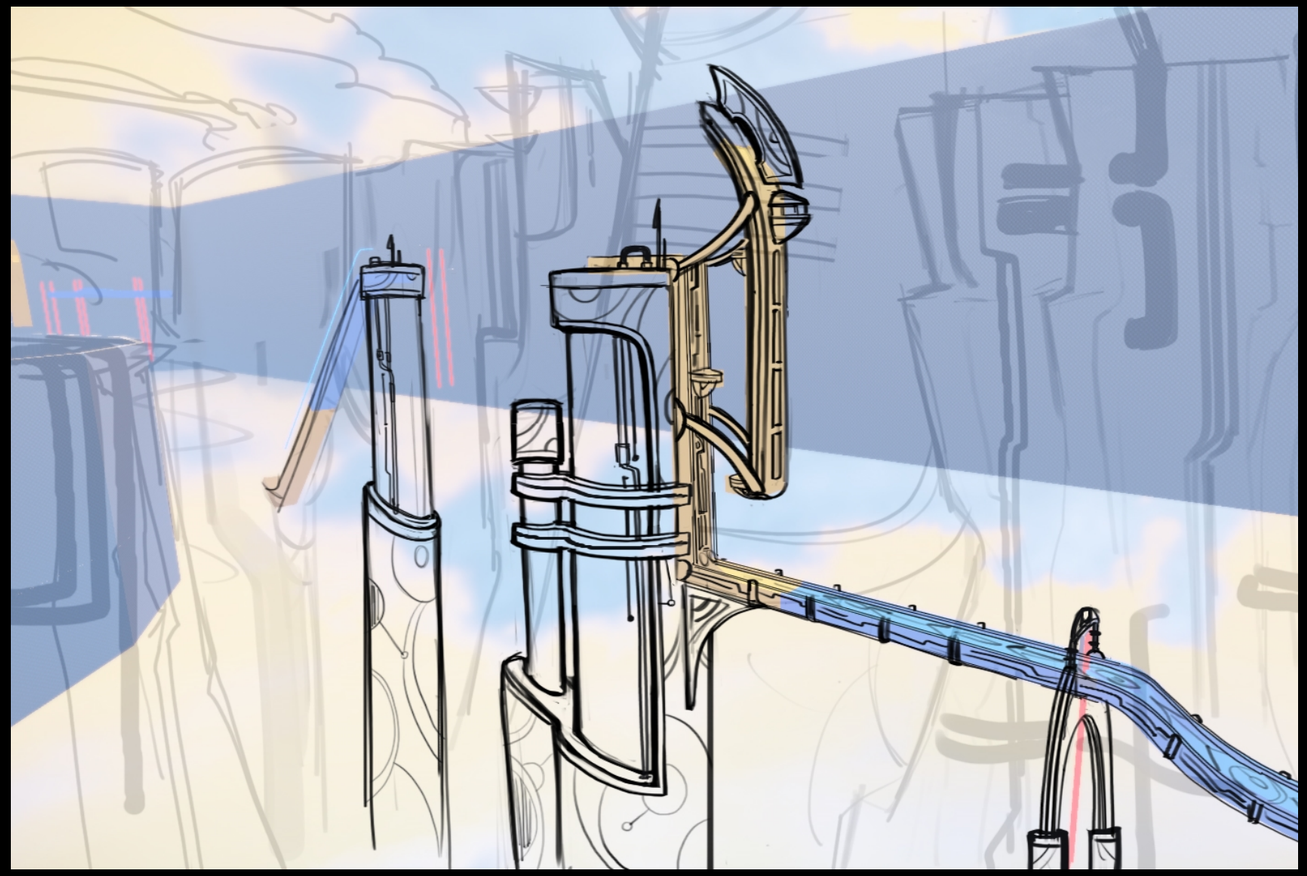




Artist: *Travis Ruiz*







Lryic's Lair: Road Concept

BIGREDBUTTON ENTERTAINMENT

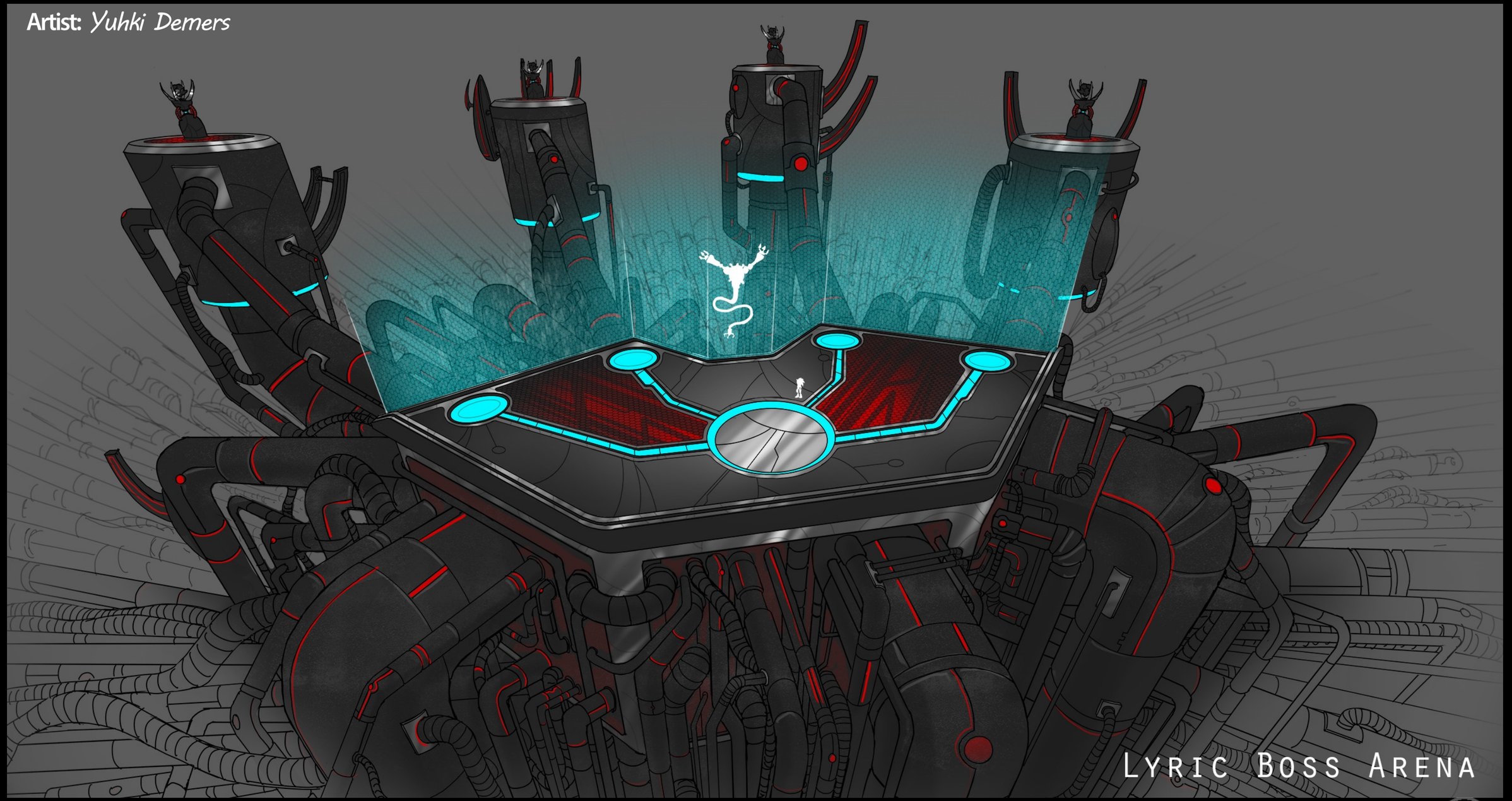
Artist: *Yuhki Demers*

Lryic's Lair: Road to the final fight

Artist: *Yuhki Demers*

Lryic's Lair: Lyric Boss Battle Concept

BIGREDBUTTON ENTERTAINMENT

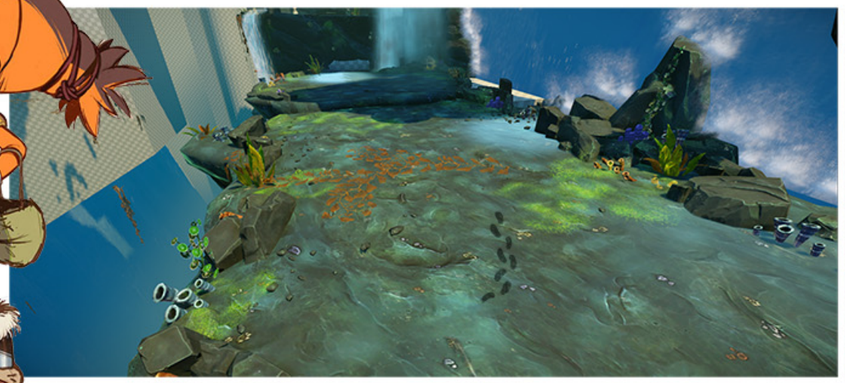

Artist: Yuhki Demers
Lyric Boss Arena

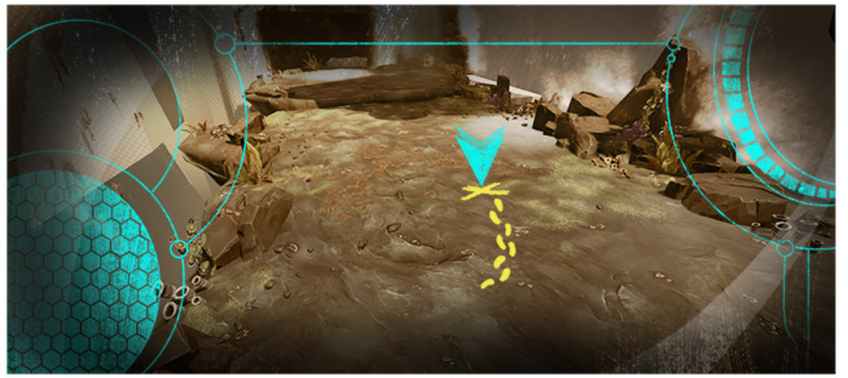
PROPS

BIGREDBUTTON ENTERTAINMENT

WITHOUT DRC VISION

DRC VISION ACTIVE



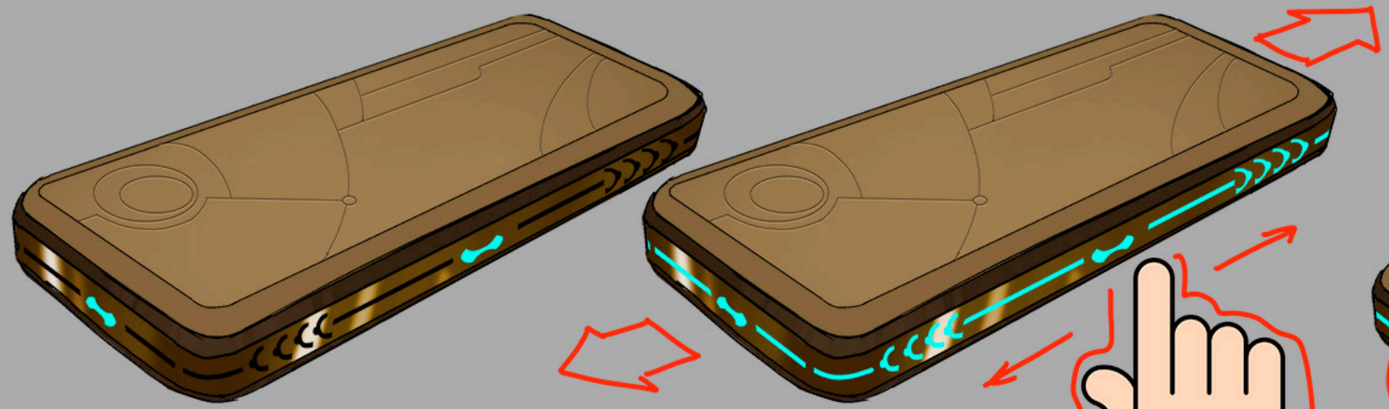


STICKS' COLLECTIBLES VISUAL LANGUAGE CONCEPTS 01

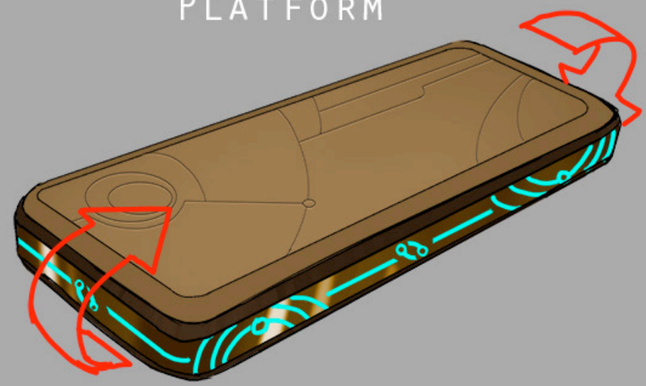
Artist: *Yuhki Demers*

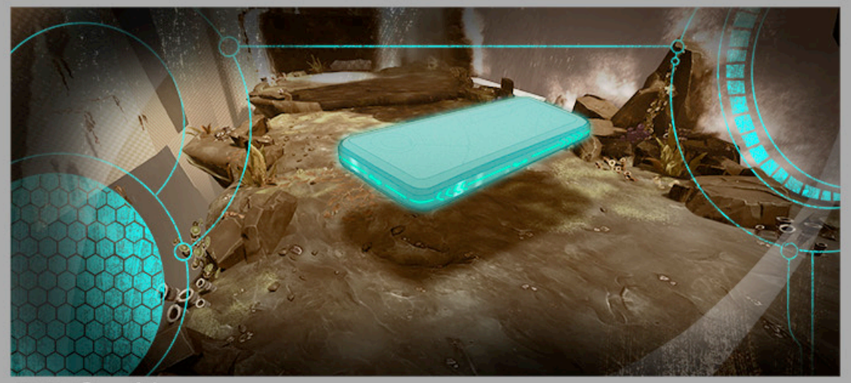
BIGREDBUTTON ENTERTAINMENT

Horizontal Swipe Platform

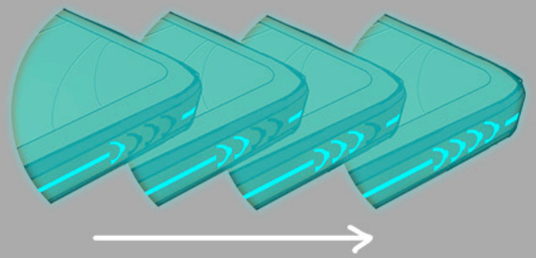


Rotating Platform

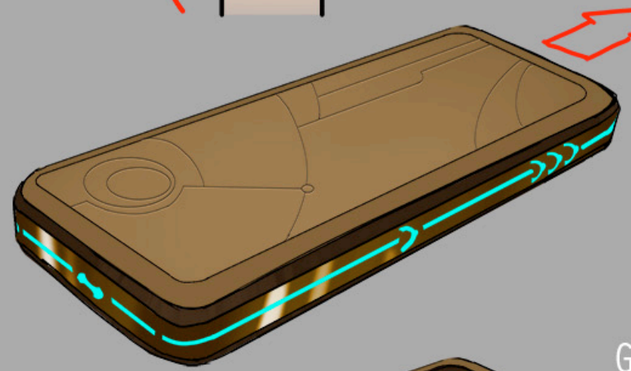




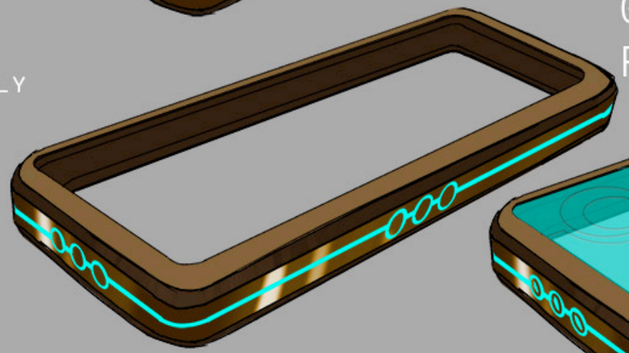
DRC Vision



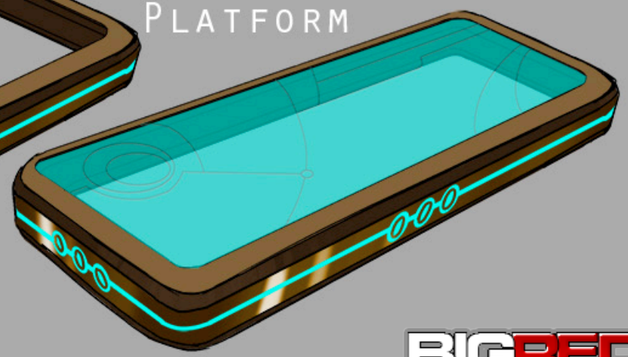
Lights Strobe in DRC vision indicating clearly to the player this platform is interactive and also how to interact



Singularly Directional



Ghost Platform



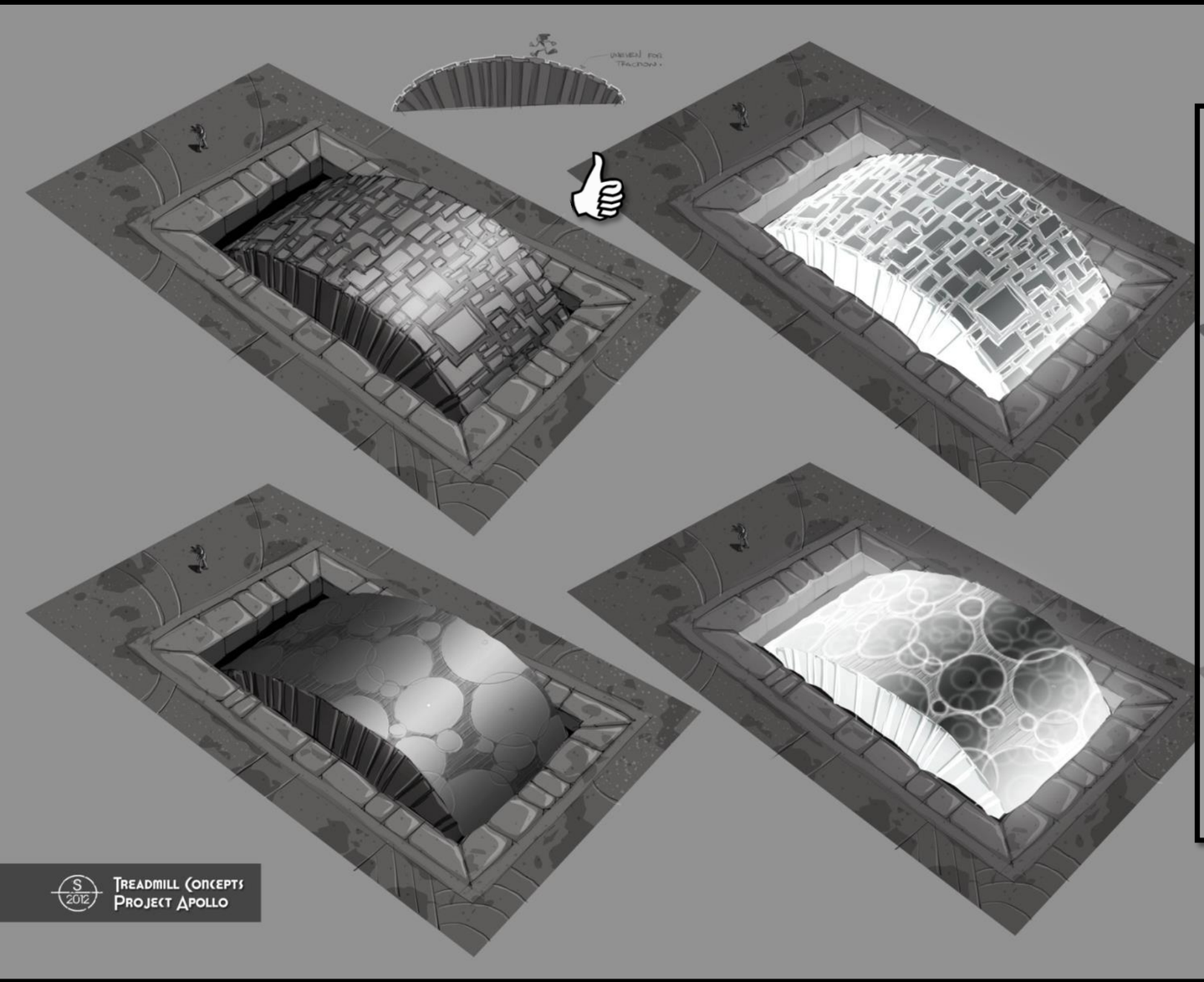
Artist: *Yuhki Demers*

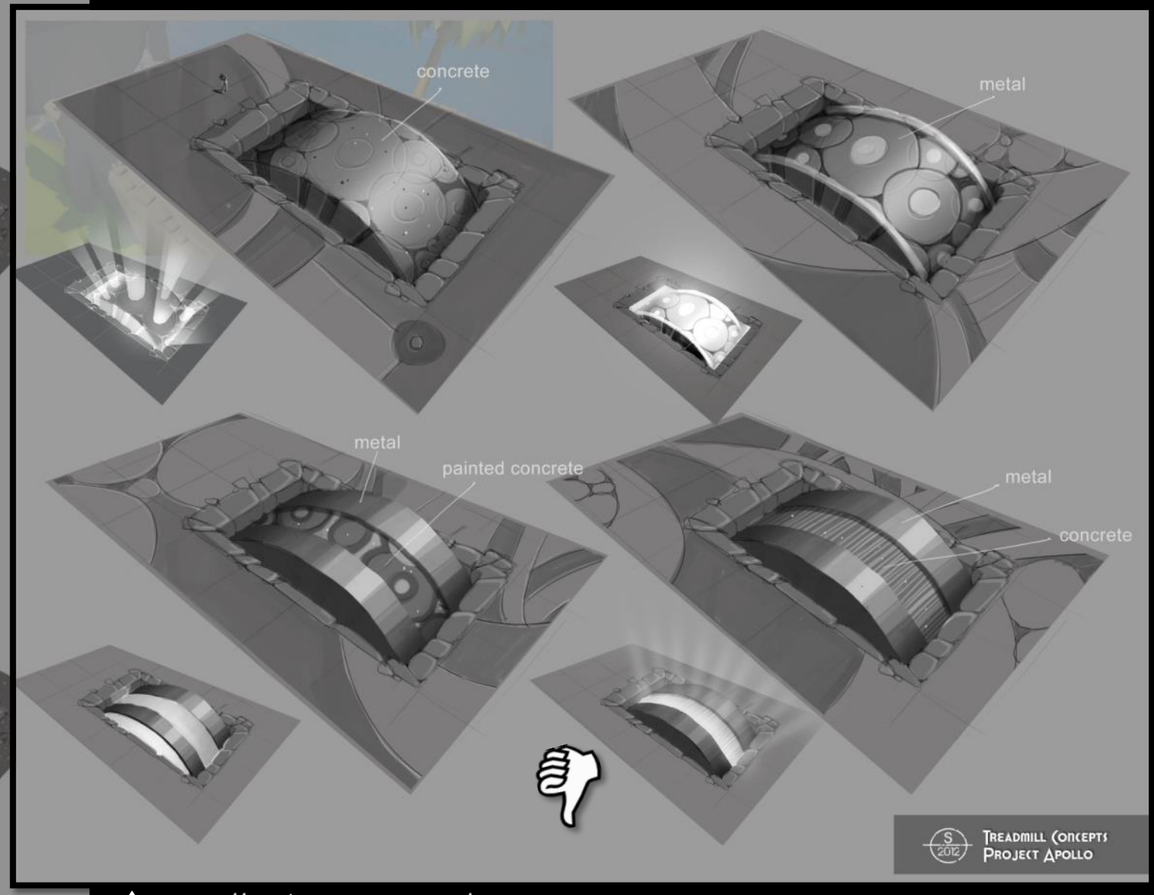
BIGREDBUTTON ENTERTAINMENT

DRC UI CONCEPTS

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*





▲ *Feedback to Armand:*
Coloring is promising, but the surface patterning is starting to feel really groovy sixties, man...like, far out. Best to have consistent language for areas the team can stand/walk/run on with more the checker patterning or basalt-like treatment in speed loops.

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Treadmill activates gate, illuminations turn on linking wheel and gate with glow line

ADVANCE

BIGREDBUTTON ENTERTAINMENT

ANCIENT RUINS (sheet 1 of 2)

Artist: Travis Koller

Ancient "fences" used to indicate play boundary.

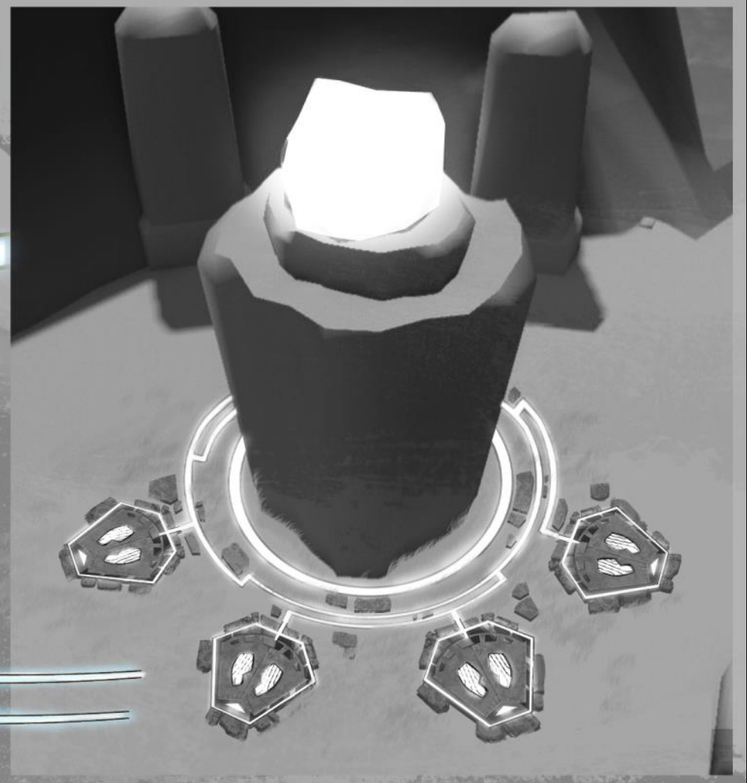
Bottom row allows rails to stop momentum but will allow jump over if desired.

Made of stone with metallic trim

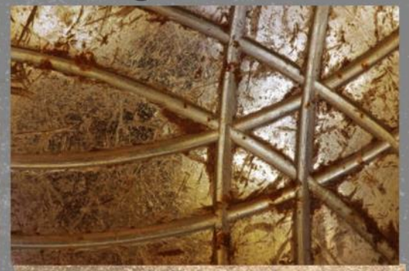
ADVANCE

BIGREDBUTTON ENTERTAINMENT

FLOOR BUTTONS



surfacing reference



Artist: *Travis Koller*

ADVANCE

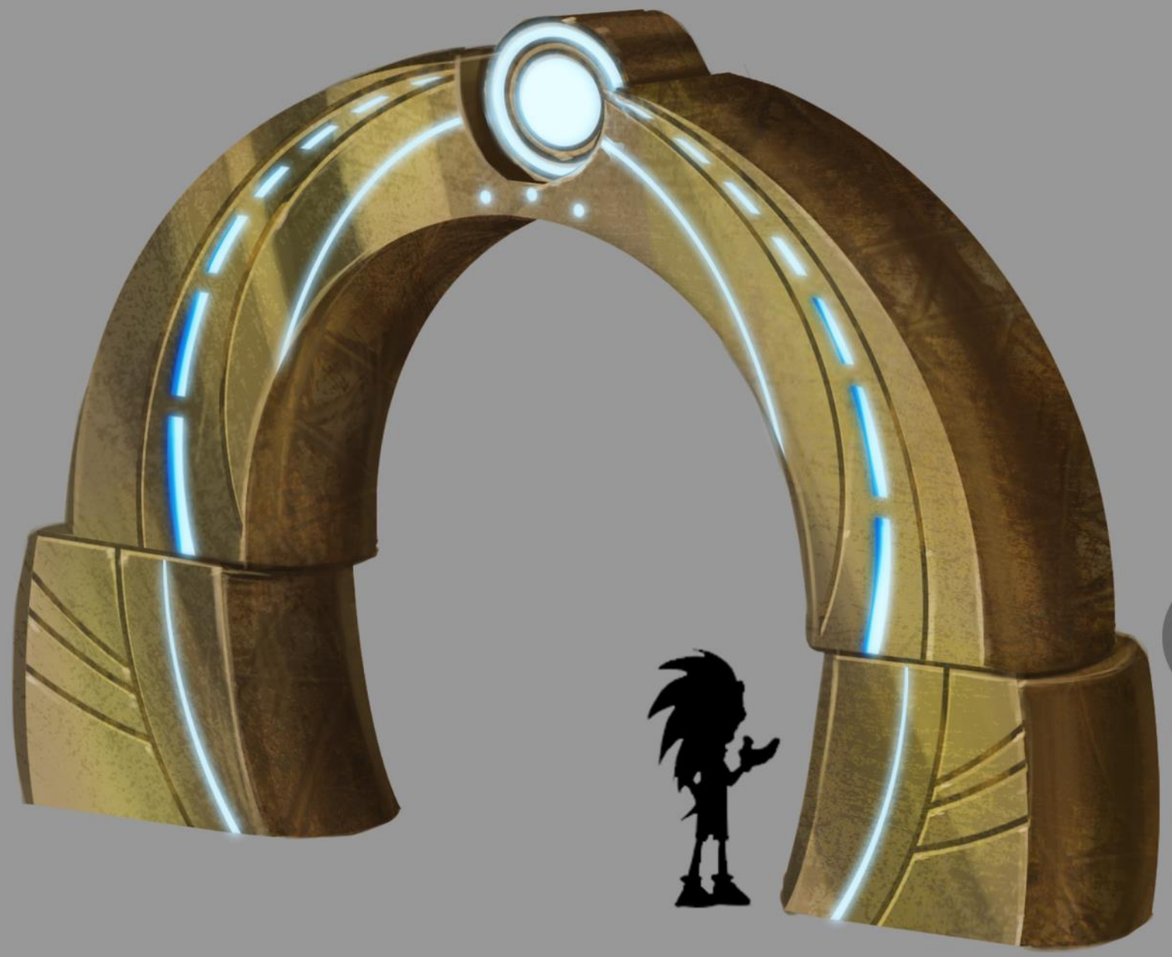
BIGREDBUTTON ENTERTAINMENT

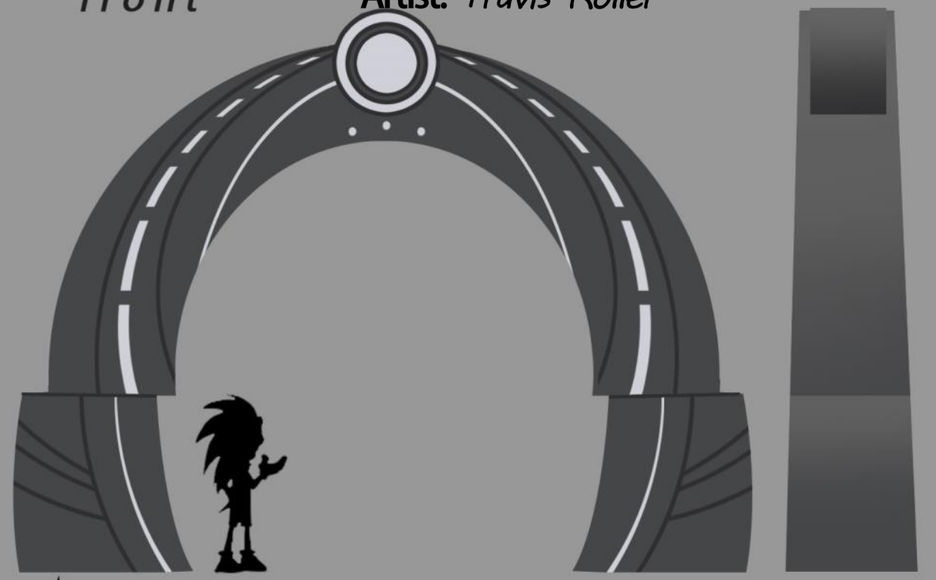
BOOST GATE

front

Artist: Travis Koller

side





cross section

surfacing reference

Boost Gates

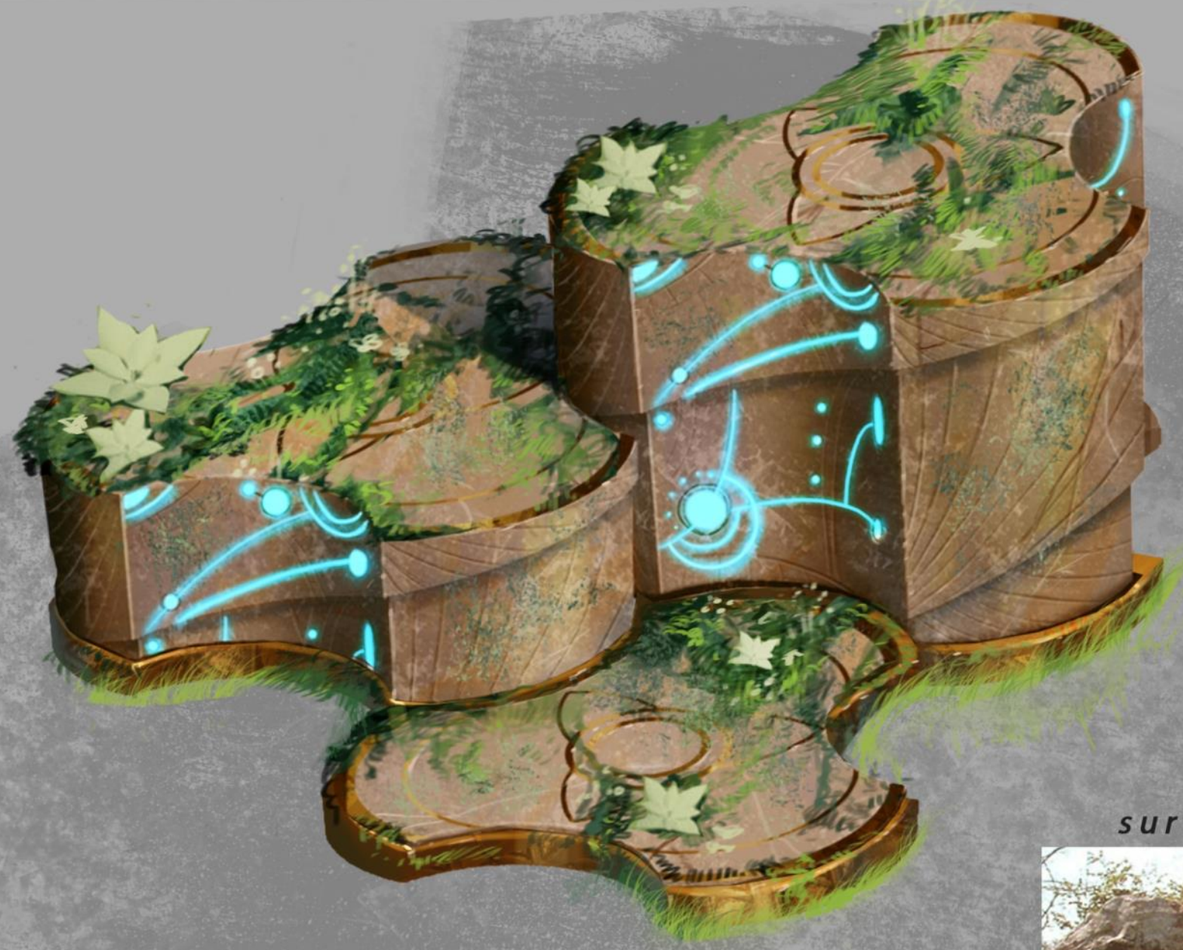
Final designs

ADVANCE

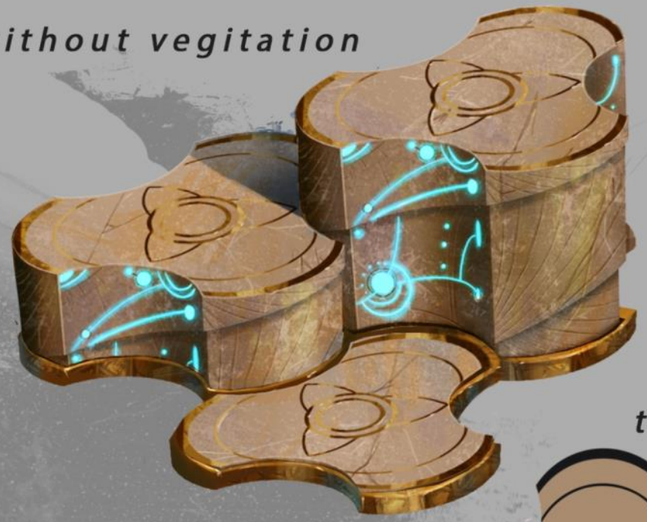
BIGREDBUTTON ENTERTAINMENT

Elevators

ELEVATORS



without vegitation



top

surfacing reference

Final designs.

Artist: Travis Koller

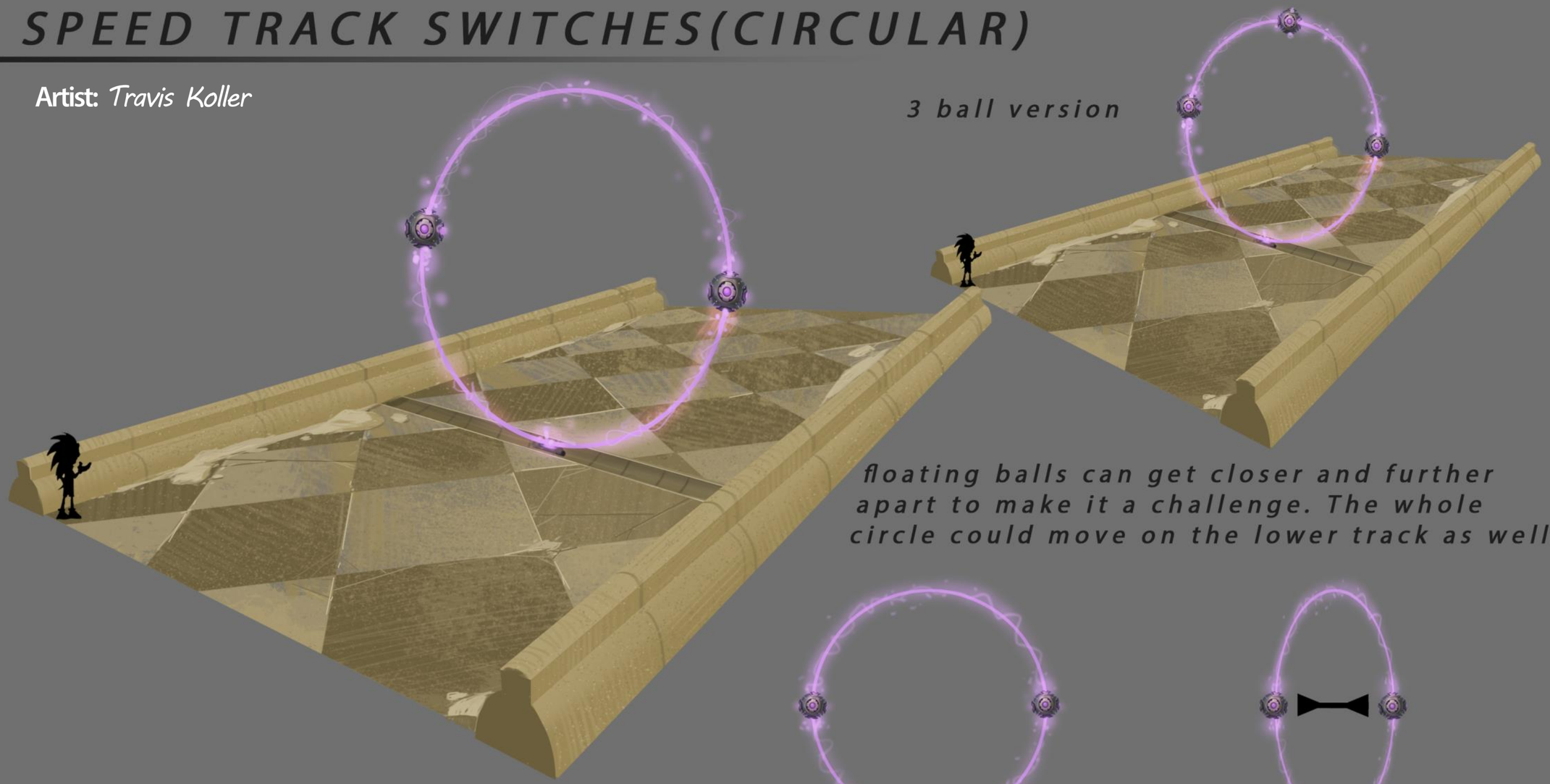
ADVANCE

BIGREDBUTTON ENTERTAINMENT

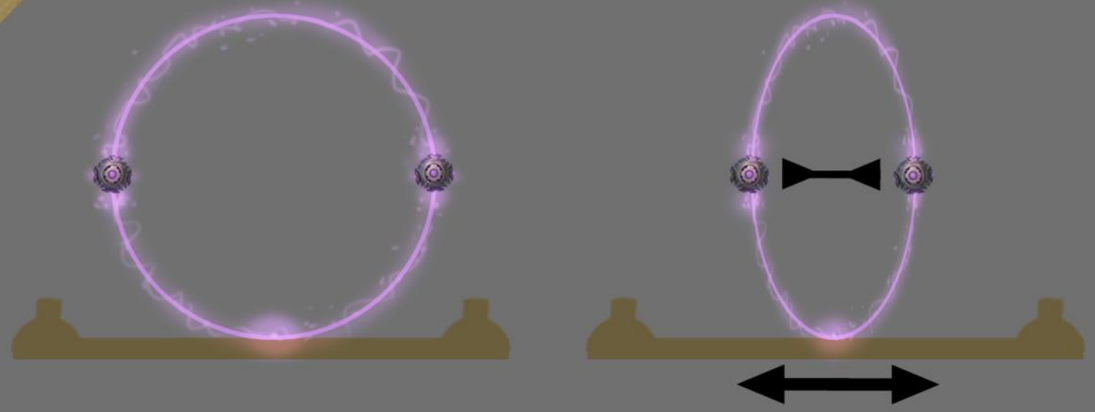
SPEED TRACK SWITCHES(CIRCULAR)

Artist: *Travis Koller*

3 ball version



floating balls can get closer and further apart to make it a challenge. The whole circle could move on the lower track as well.

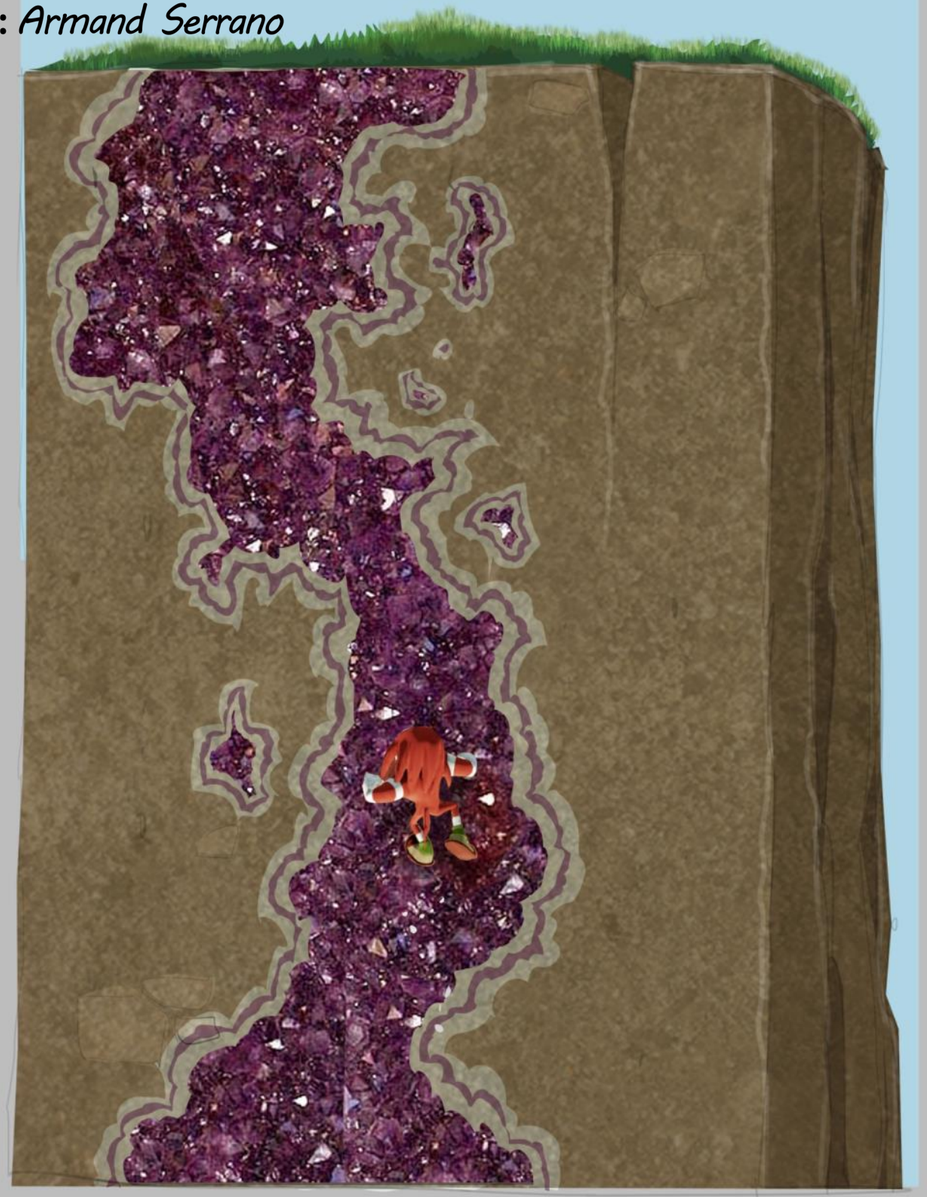


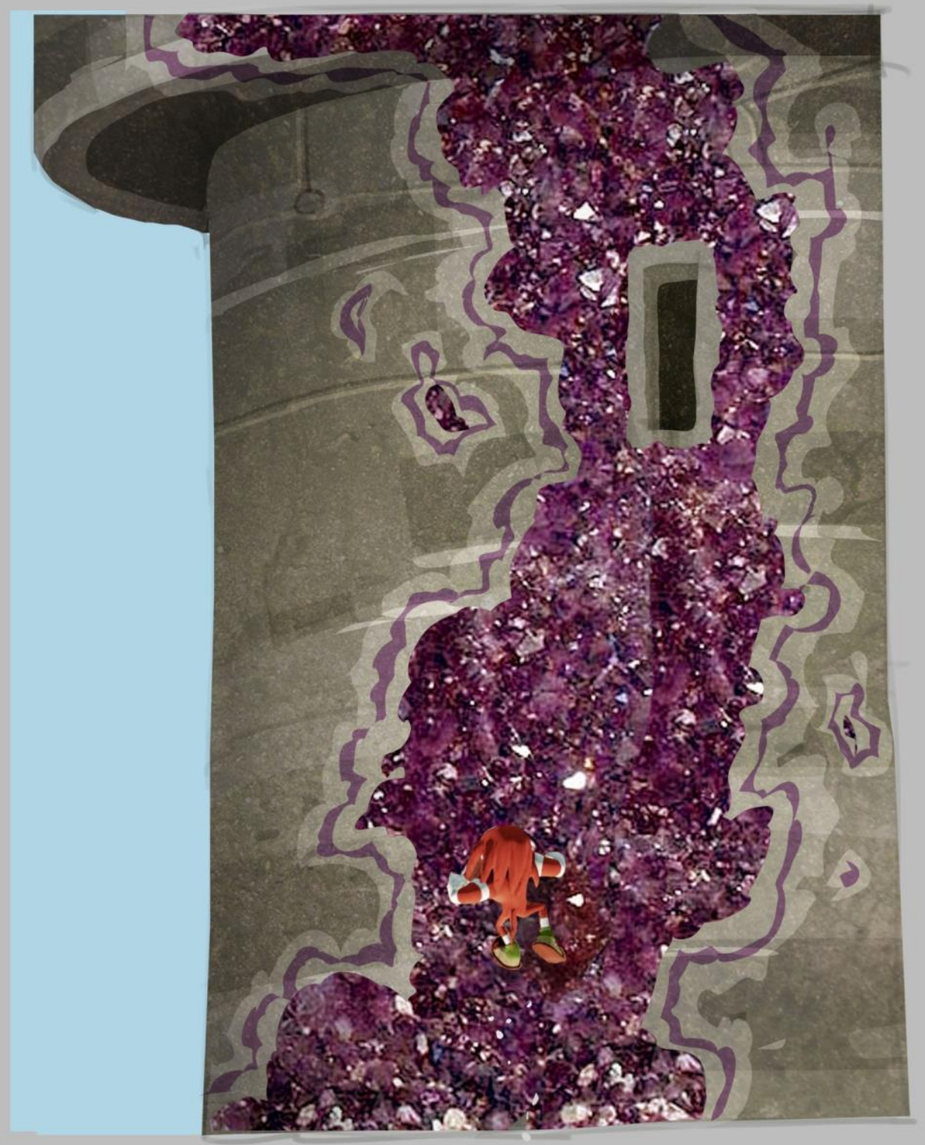
Speed Track Switches

Final designs.

ADVANCE

Artist: *Armand Serrano*



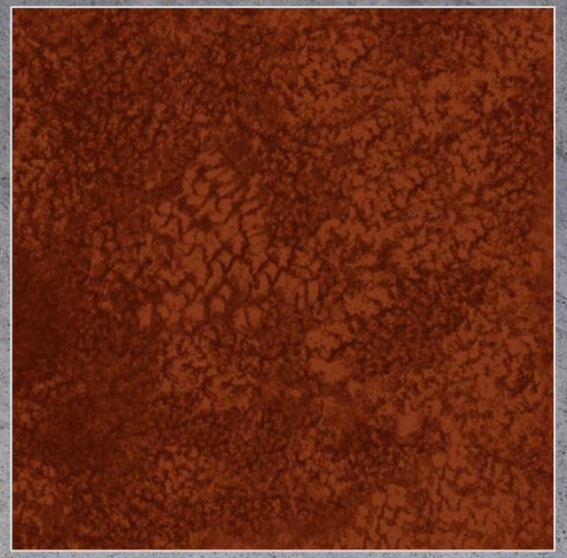


Knuckles Wall Climb Surface

First pass model proved to be difficult to read under poor lighting conditions.

ADVANCE
BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*



3

- TEXTURE IS MUCH FINER.
- PALETTE IS DARKER THAN KNUCKLES WITH LIGHTER BORDER.

S 2012 KNUCKLES WALL DESIGN

Knuckles Wall Climb Surface

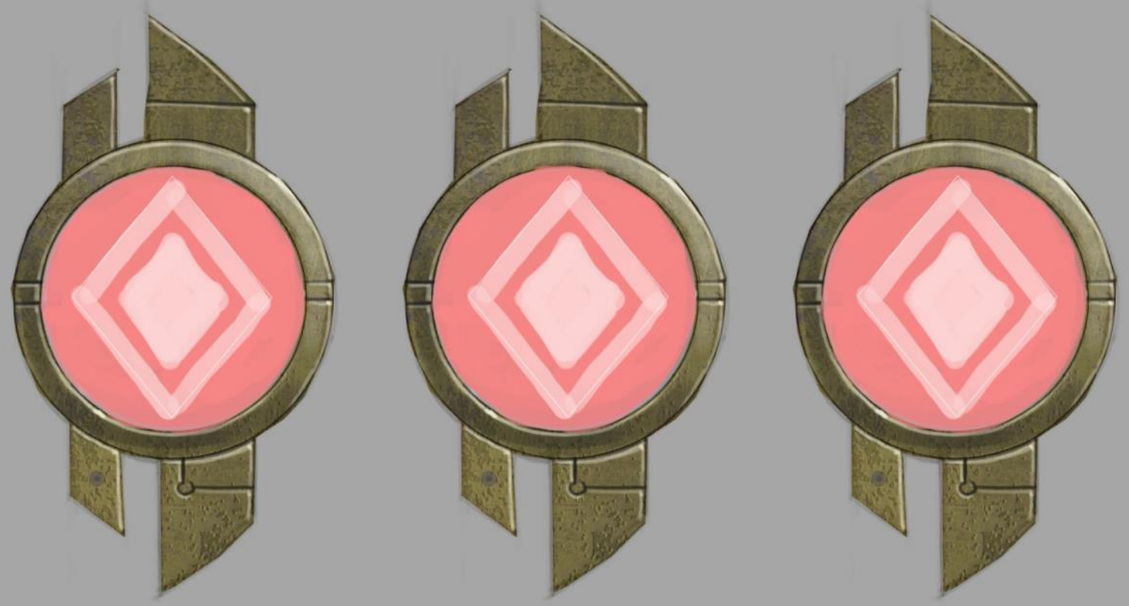
Alternates.

ADVANCE

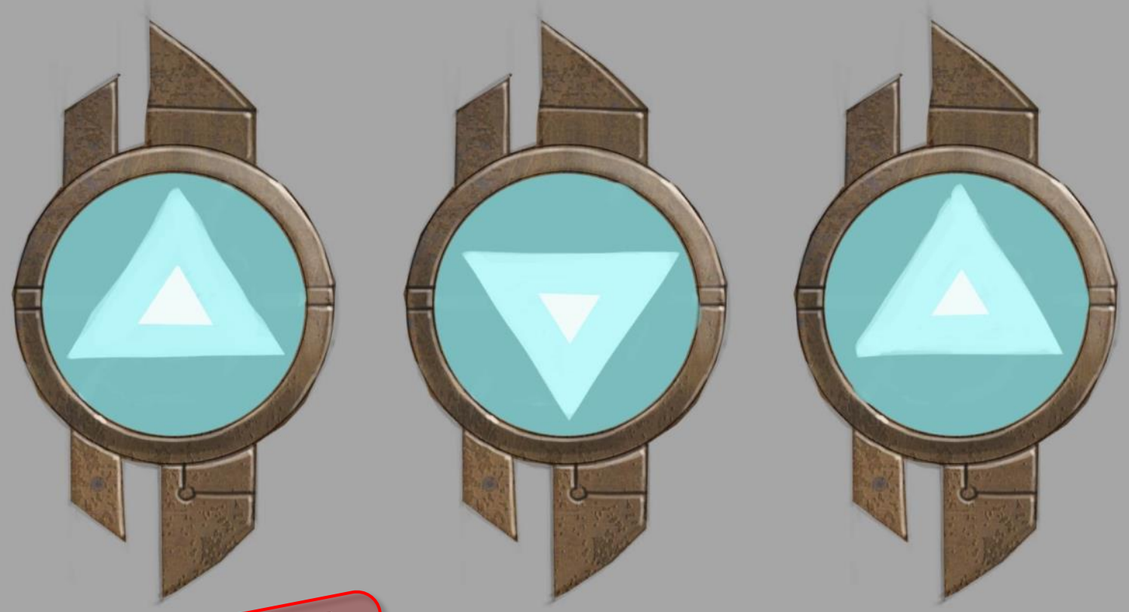
BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Target Pads



Wall Targets are more differentiated from the Anchor Pads by a diamond, triangle, or some other shape in the center.



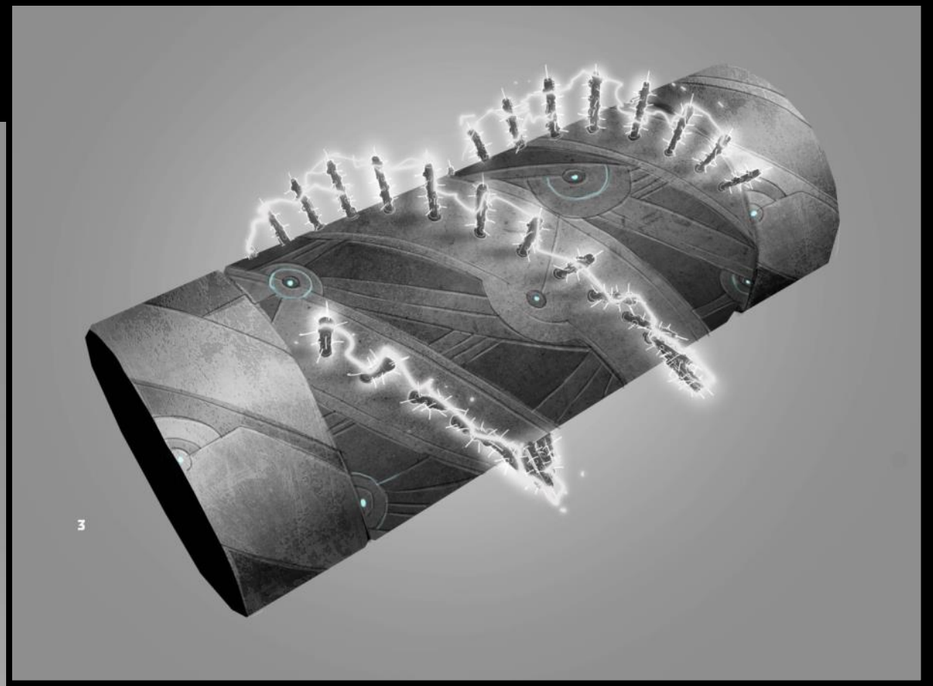
CUT

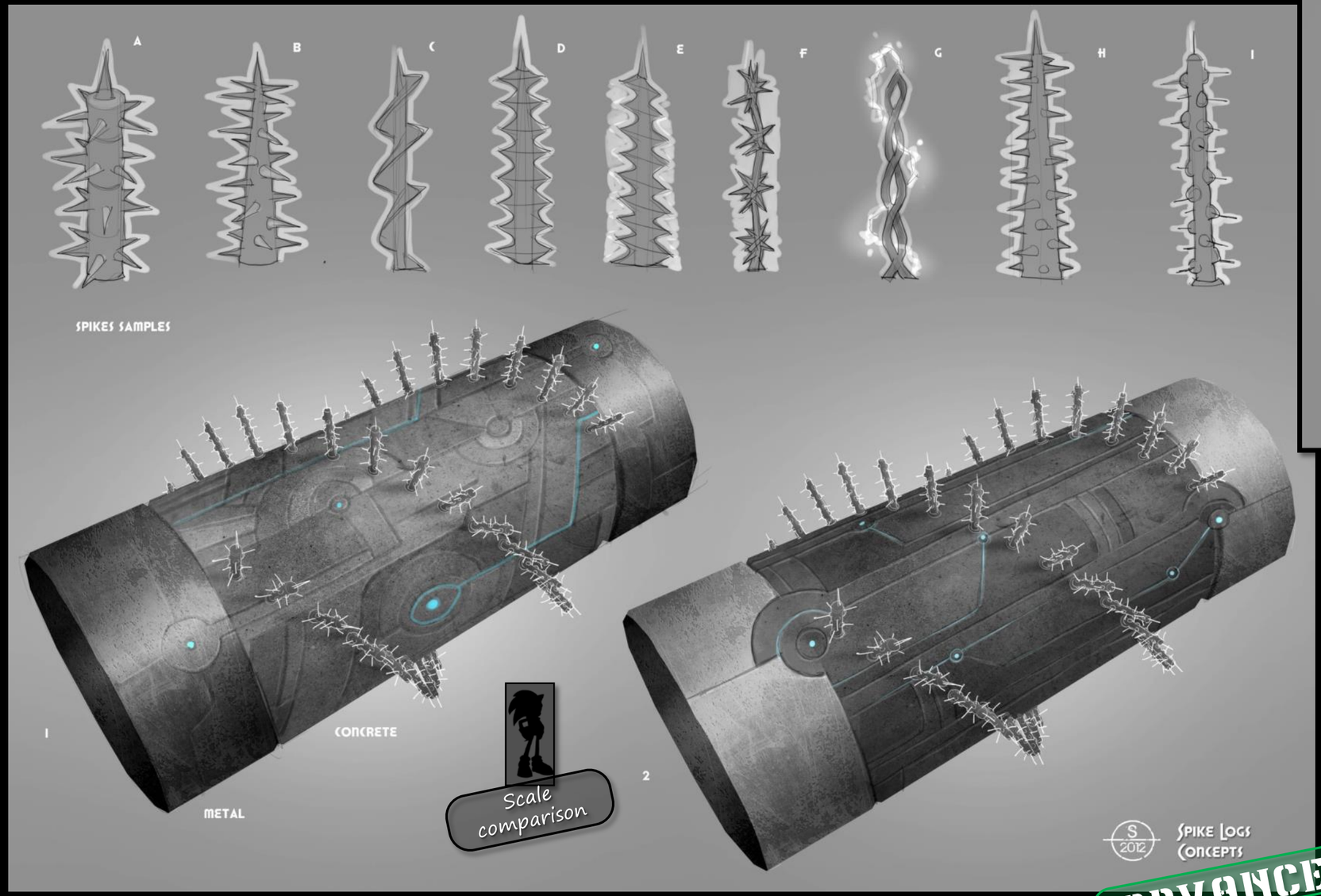
S 2012 Bungee Target Light-Ups

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Spike Log





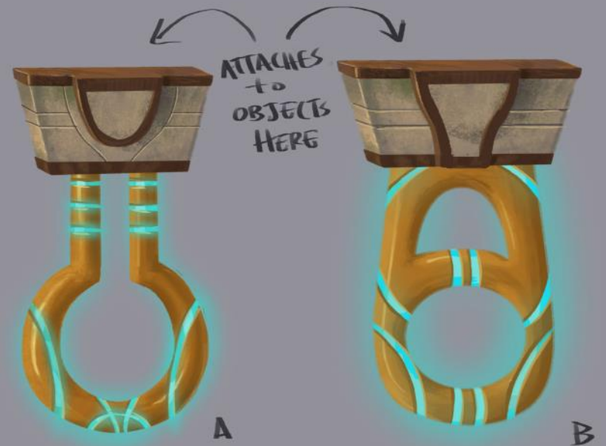
Rotating platform with deadly obstacle spikes, preferably energy based rather than traditional blade based spikes

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz/Yuhki Demers*

Bungee Zip Switch

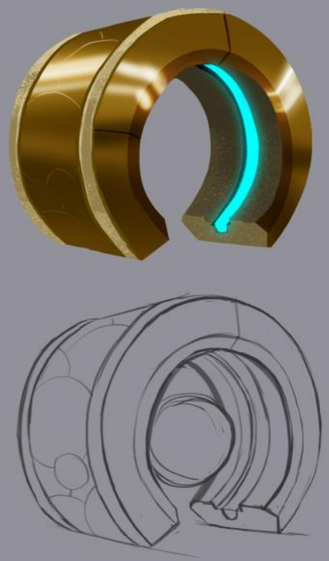
Bungee Curtain Yank



Bungee Zip

Bungee Shot & Co-op

Bungee Zipline

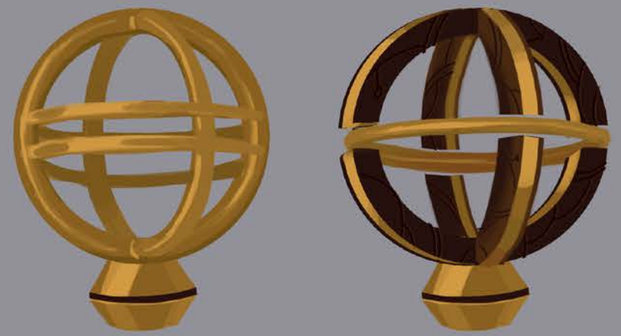


Bungee Yank

ADVANCE

BIGREDBUTTON ENTERTAINMENT

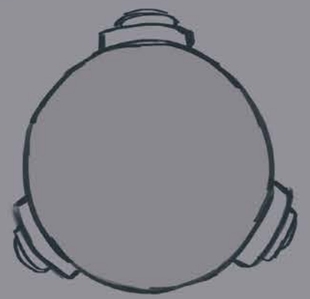
Artist: *Travis Ruiz*



CHECKPOINT

SPINS AS IT RISES

3 SENSORS



BOTTOM VIEW

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Mike Bear*

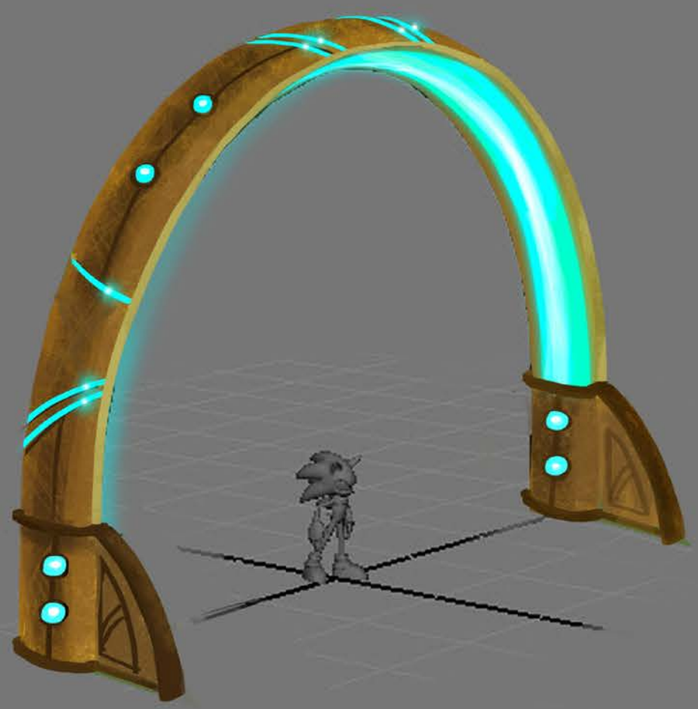
Checkpoint Concept

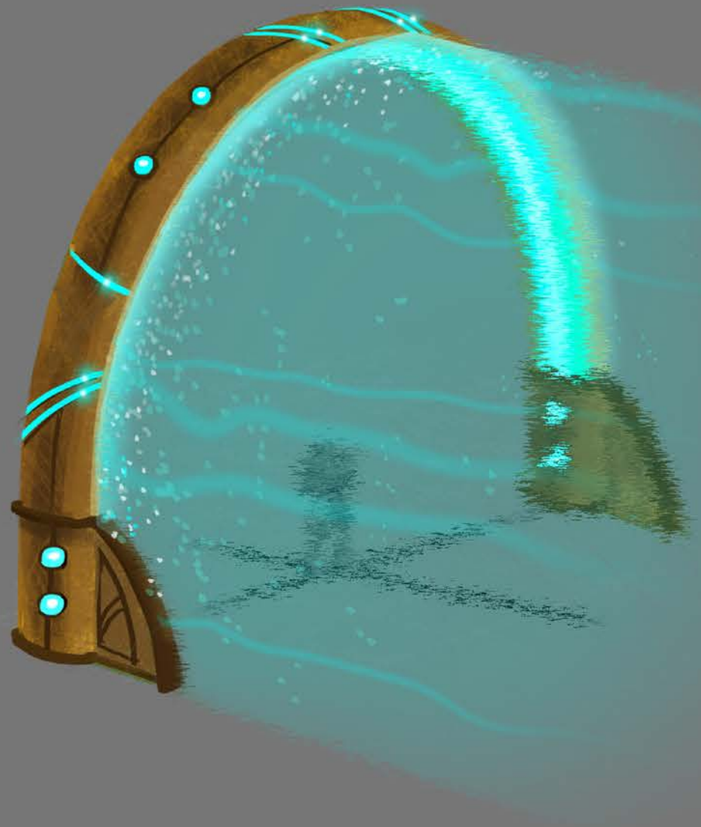
WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz*

BOOSTER RINGS & ENERGY FIELDS

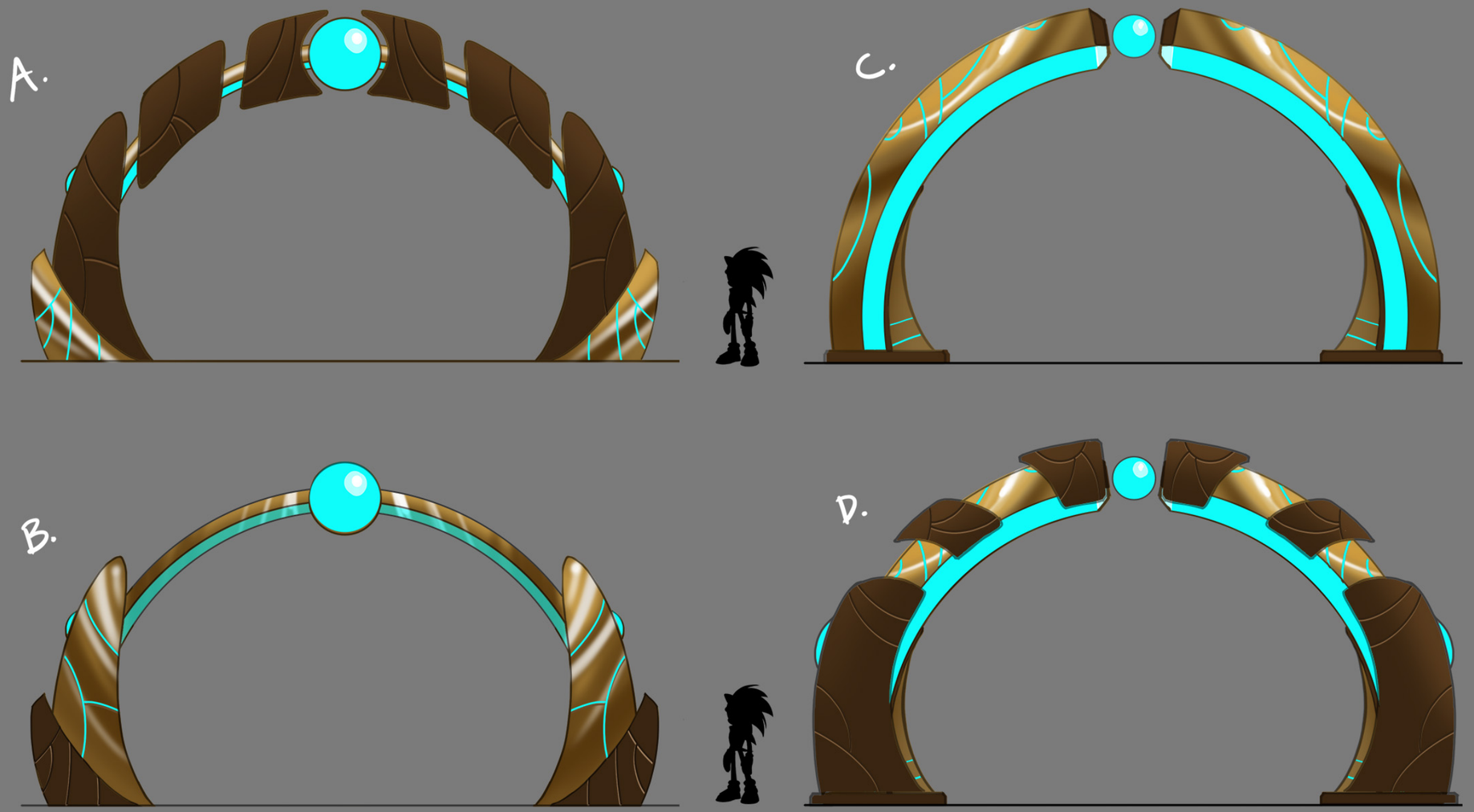




WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

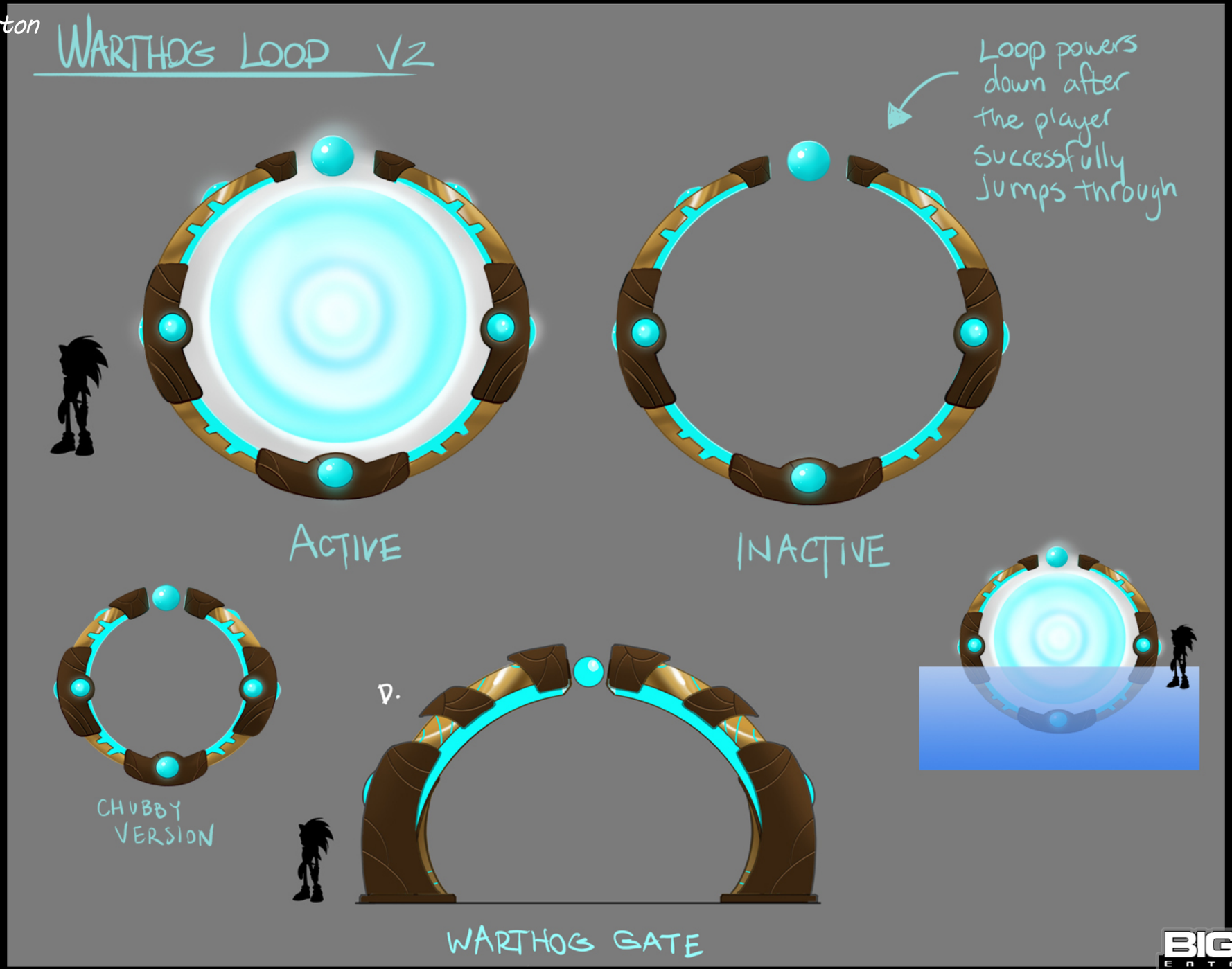


WARTHOG GATES Ø1

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Jason Norton*



WARMER

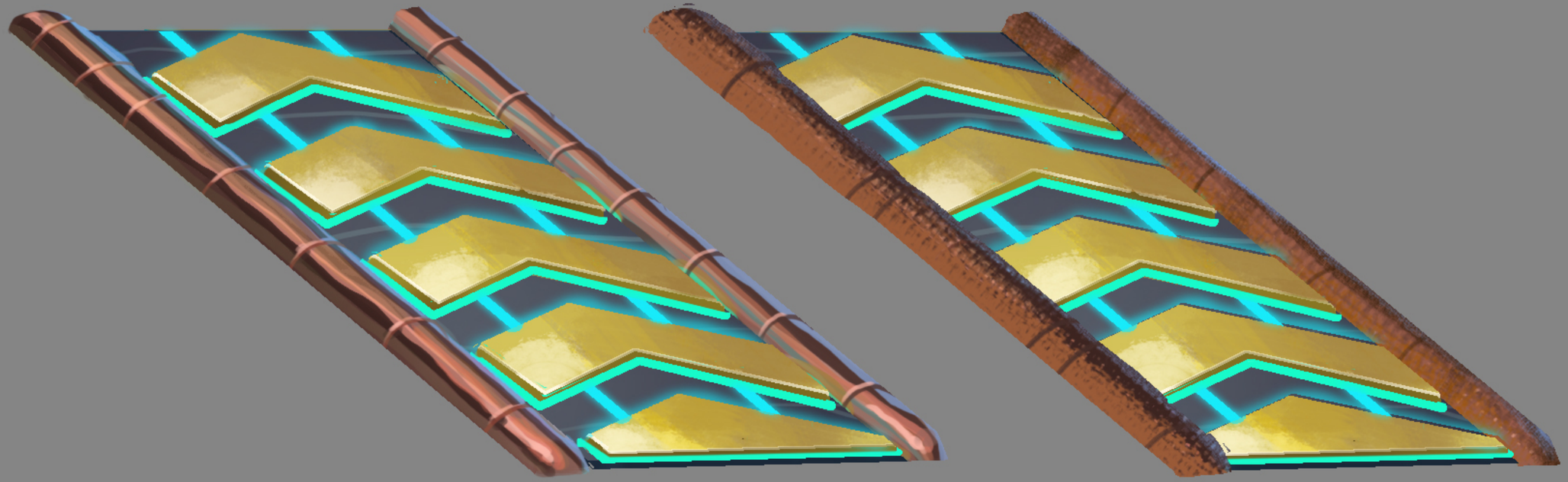
BIGREDBUTTON ENTERTAINMENT

Artist: Mike Bear

Speed Pad Concept

1

2



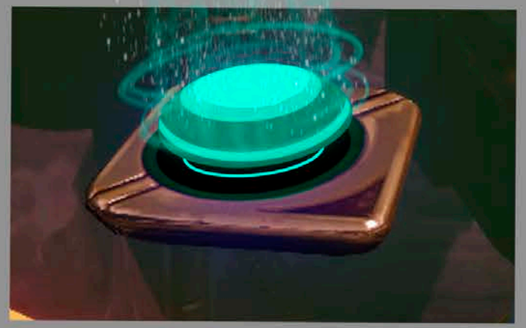
WARMER

BIGREDBUTTON ENTERTAINMENT

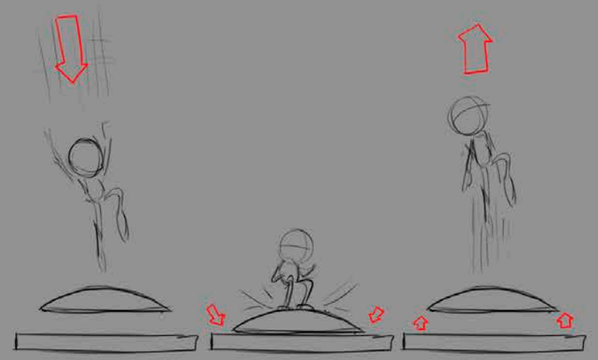
Artist: *Yuhki Demers*

KINETIC ENERGY COLOR

DORMANT



ACTIVE



PAD DEPRESSES WHEN BOUNCING

BOUNCE PAD V05A

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

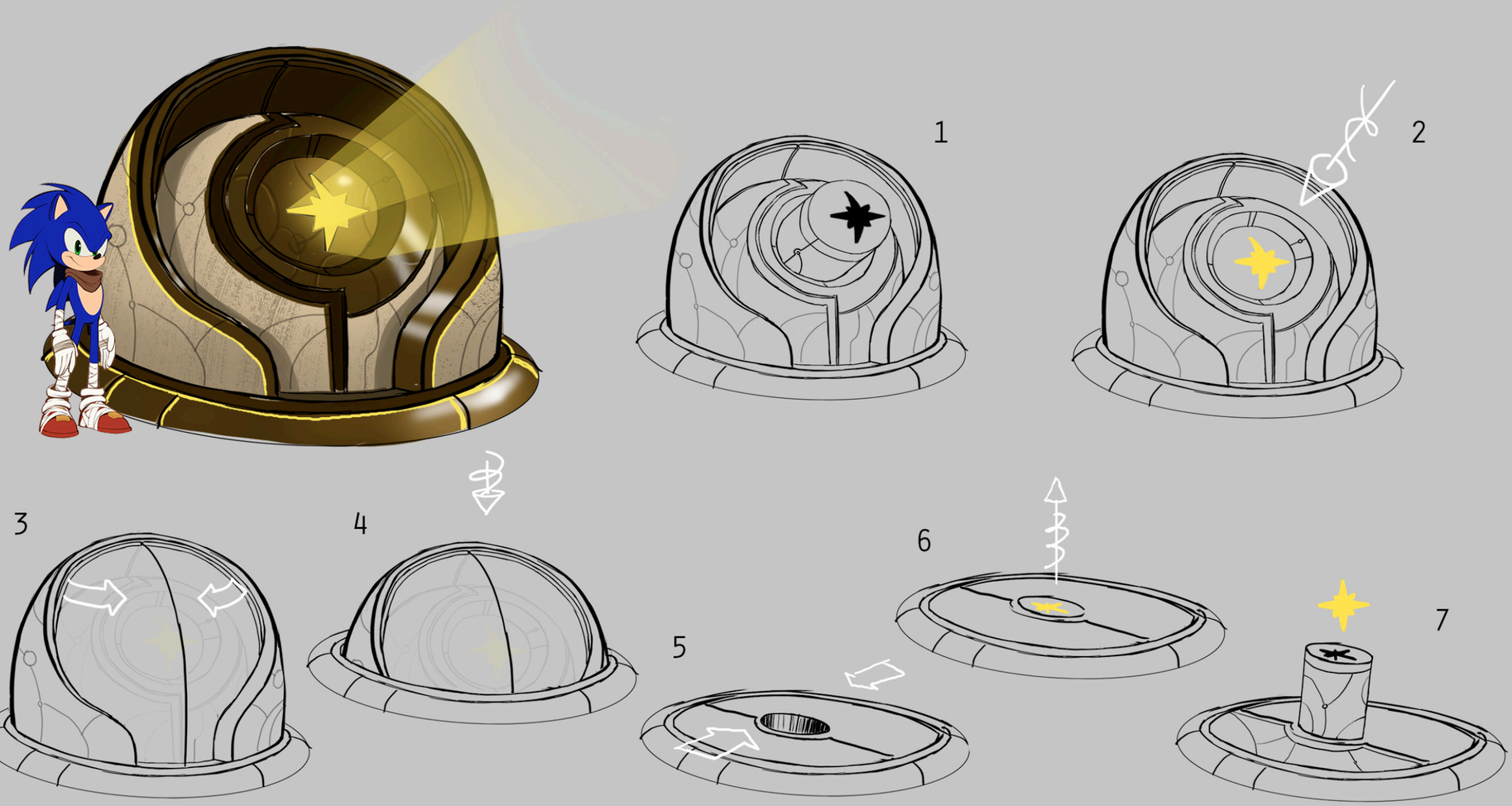
Global Crystals

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Crystal Lock



Crystal Lock 01a

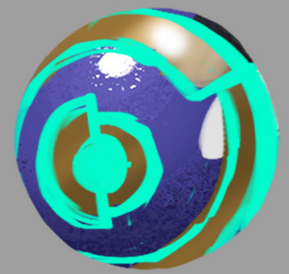
BIGREDBUTTON ENTERTAINMENT

CHARACTER SPECIFIC PROPS

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Sonic Spin Dash Ramps



Sonic Air Dash Target Ball

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

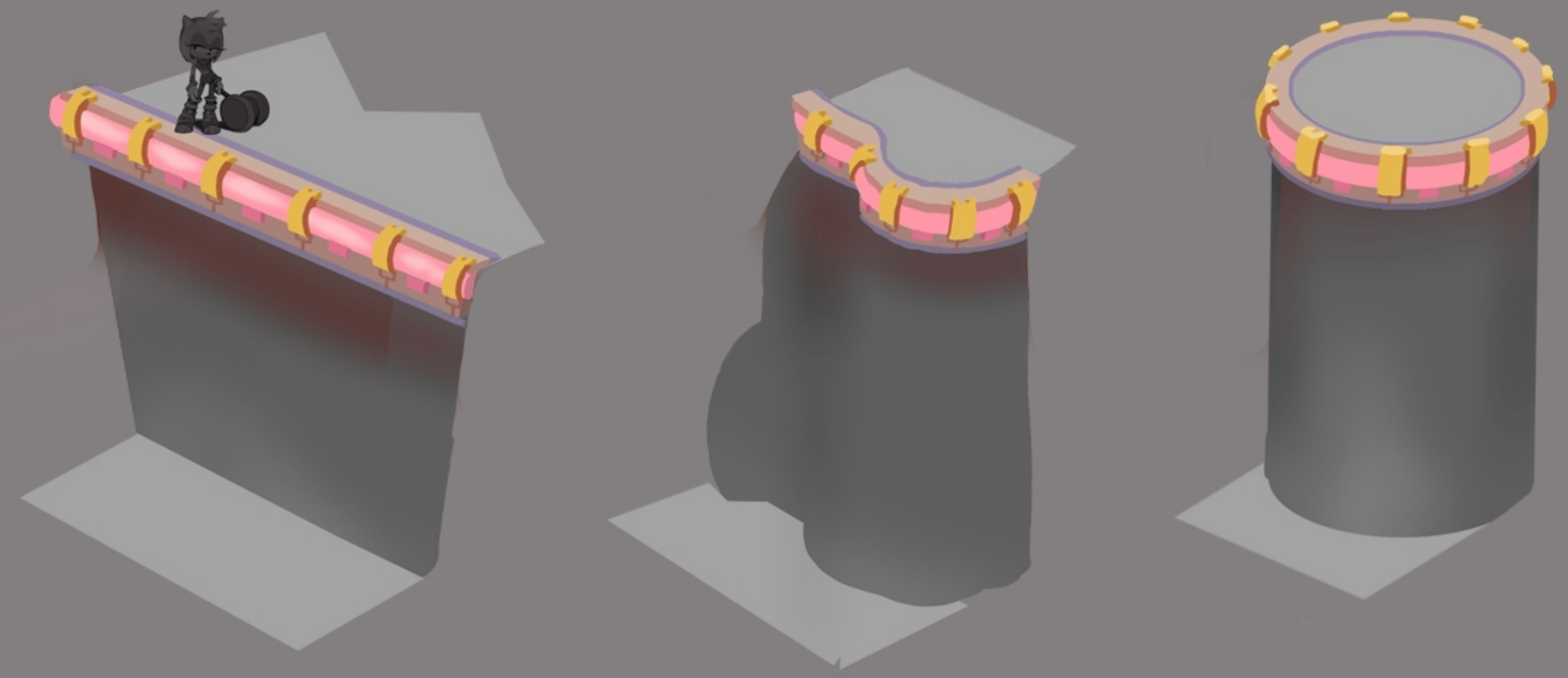
WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Mike Bear*

Ledge Variety

Amy Ledges

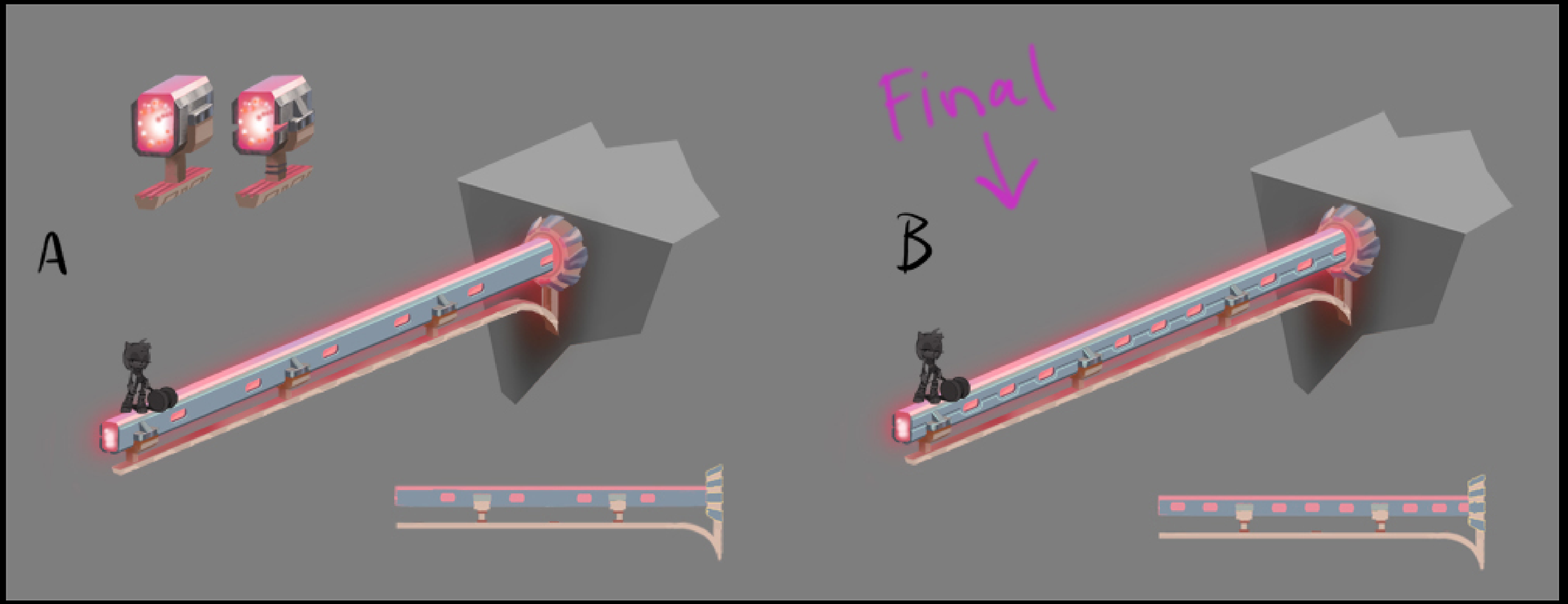


WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Mike Bear*

Amy Balance Beam



WARMER

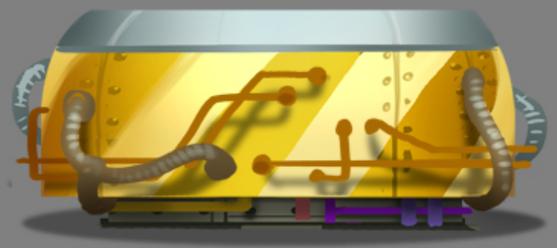
BIGREDBUTTON ENTERTAINMENT

Artist: *Mike Bear*

TAIL'S VENT FAN

A

B



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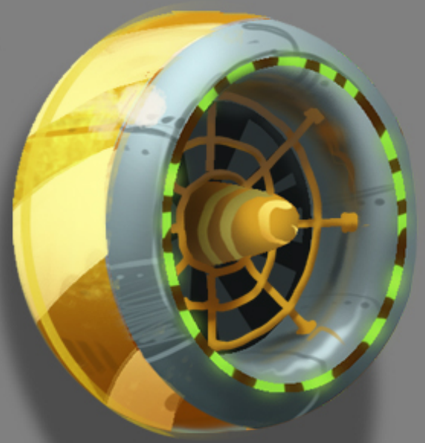

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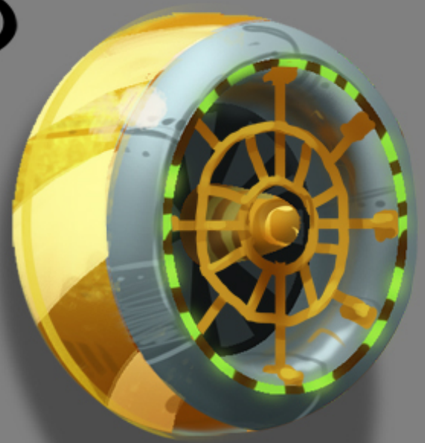
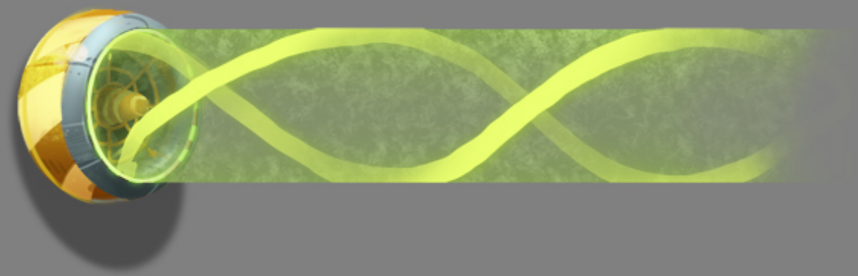


TUNNEL FX

1



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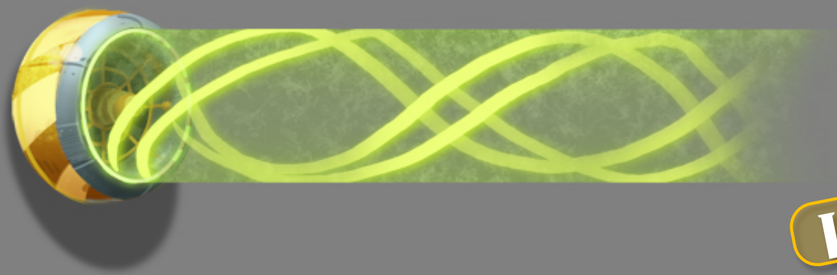
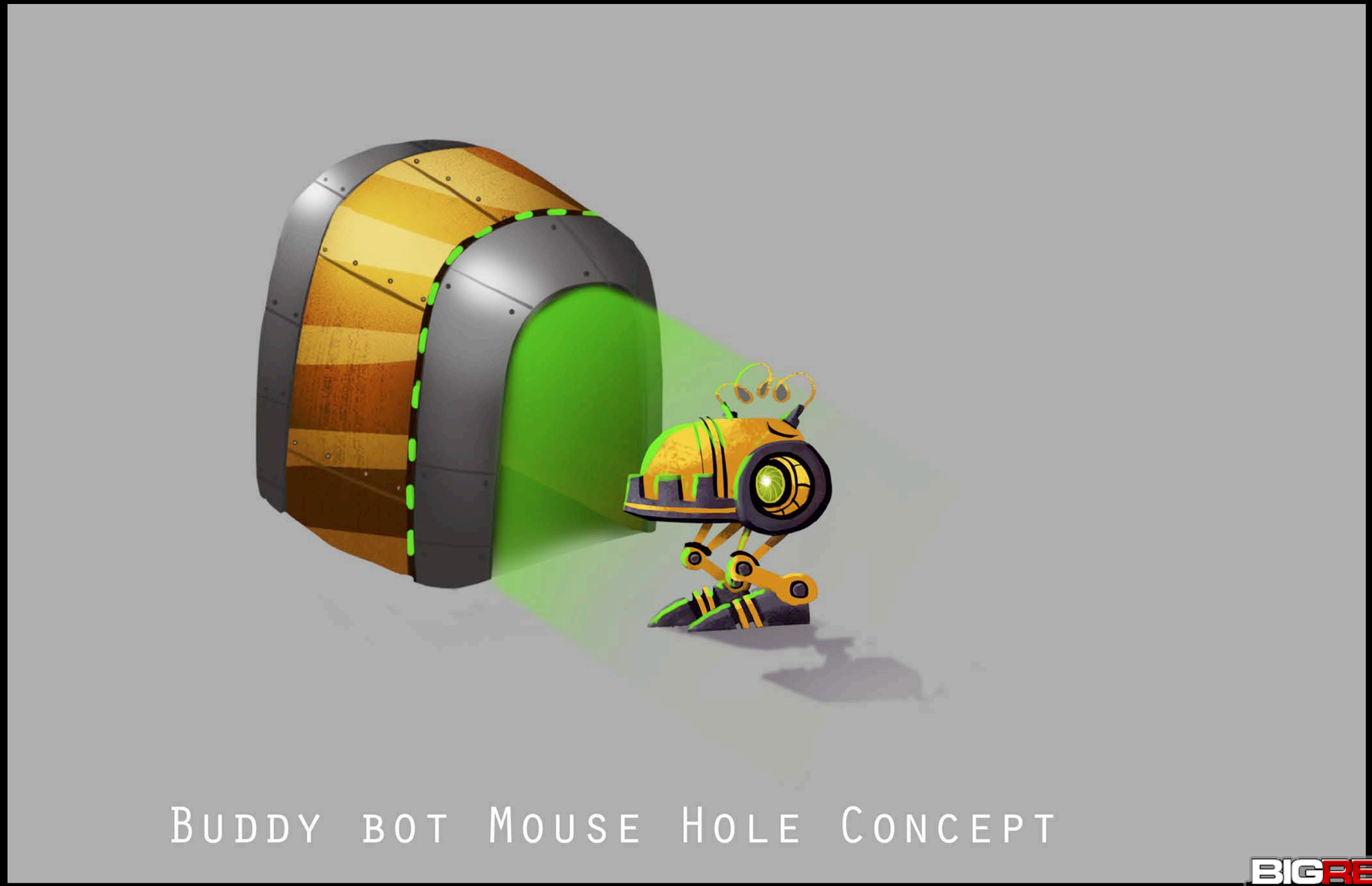


WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



BUDDY BOT MOUSE HOLE CONCEPT

MODAL WEAPONS

BIGREDBUTTON ENTERTAINMENT

Artist: *Travis Ruiz/Yuhki Demers*

Feather Sword/ Invincible Barrier

Artist: Sean McNally

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

Sack Full of Coins

WARMER

BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers/Travis Ruiz*

2H Side “gun grip” Modal Weapons

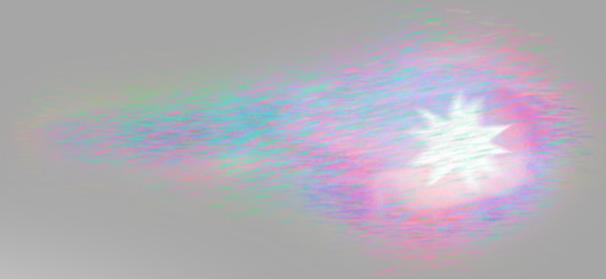
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*

THE "Big Red Button 01b"

Artist: *Yuhki Demers*

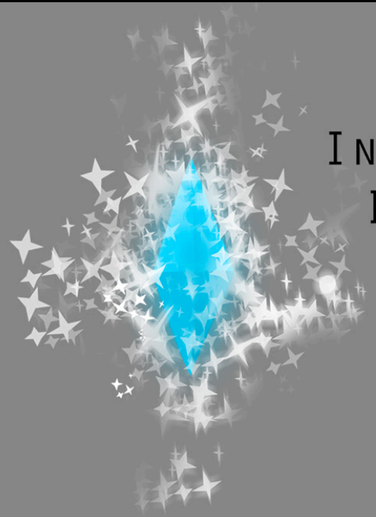
Projectile 2



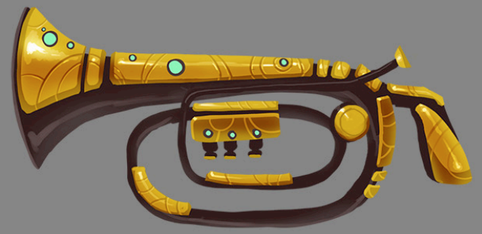
Star Shot Concept 02b

BIGREDBUTTON ENTERTAINMENT

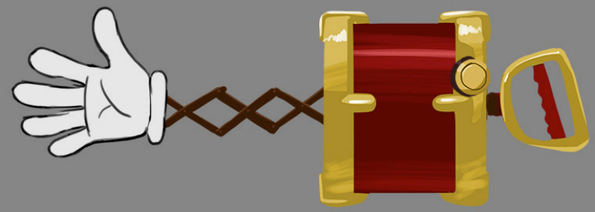
Artist: *Yuhki Demers/Travis Ruiz*



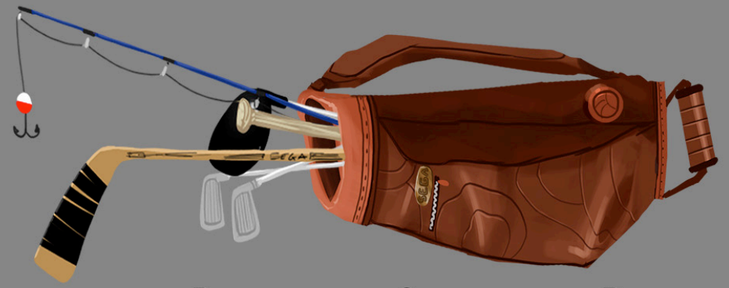
Invincible Barrier



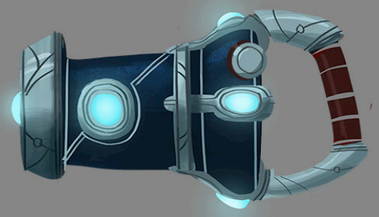
Euphonium



Gentleman's Glove



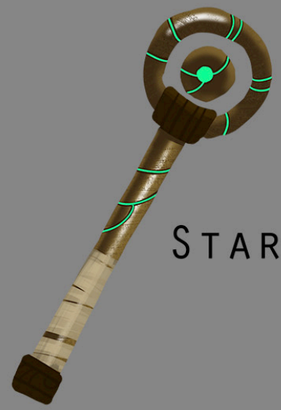
Random Sports Bag



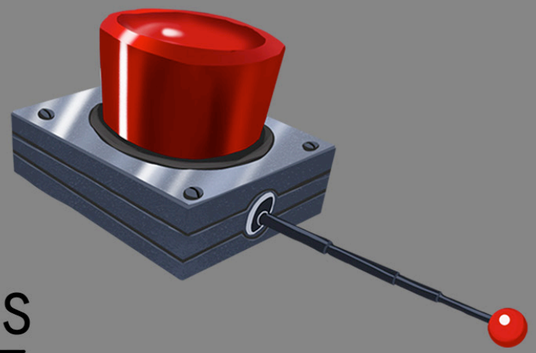
Tornado Launcher

Feather Blade

Sack Full of Rings



Star Shot



Big Red Button

Modal Weapons

BIGREDBUTTON ENTERTAINMENT

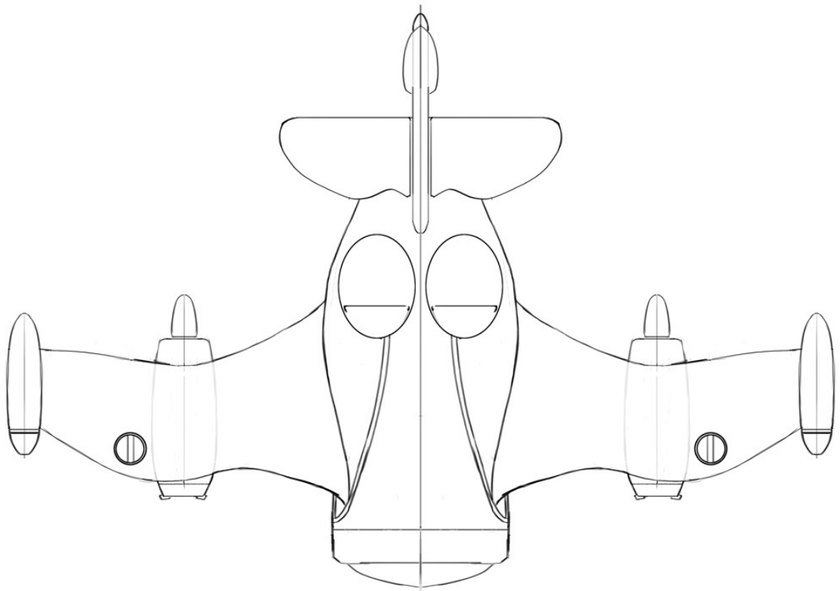
VEHICLES

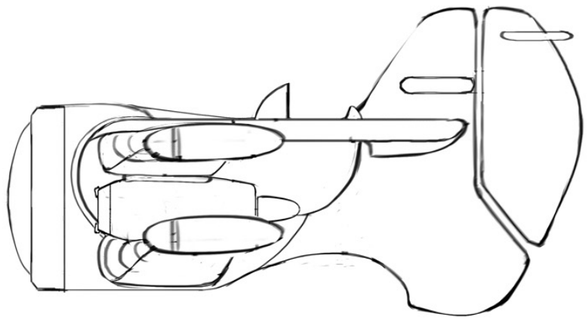
BIGREDBUTTON ENTERTAINMENT

Tails "bi-plane"

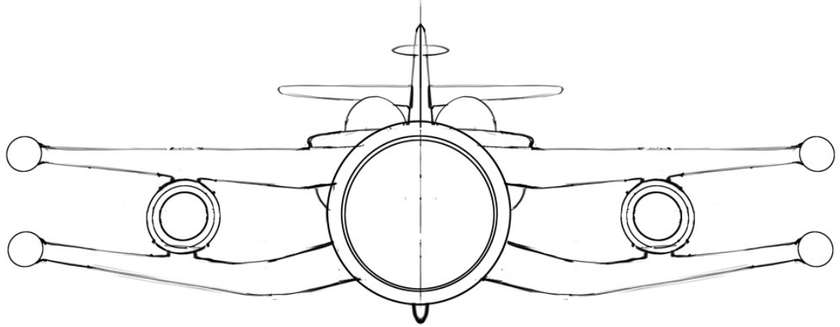
Tails Biplane Final Desing & Ortho

Top

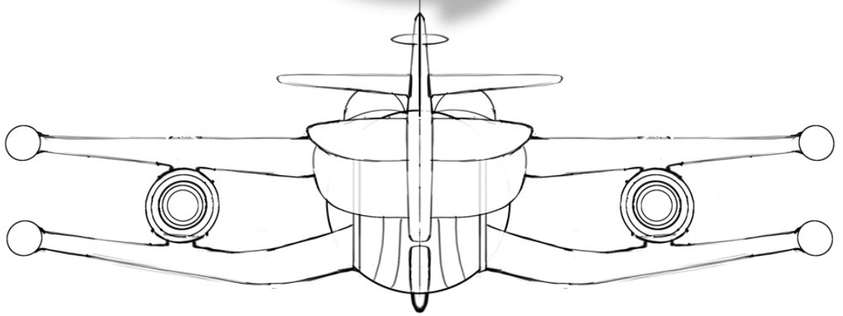




Side



Front



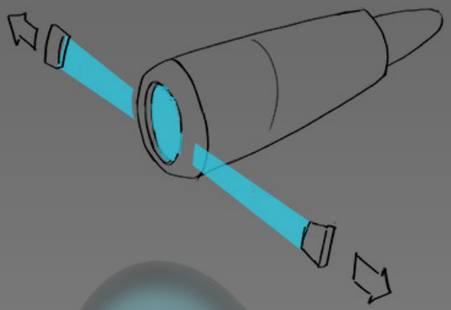
Back

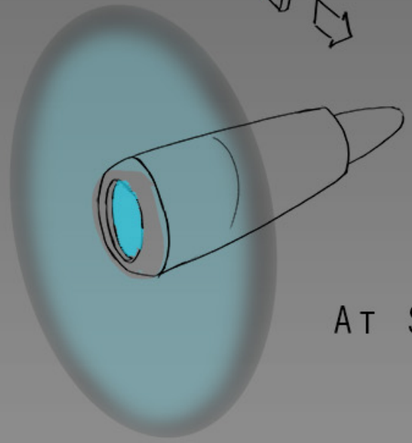
Artist: *Hugo Martin/Yuhki Demers*

WARNER BIGREDBUTTON ENTERTAINMENT

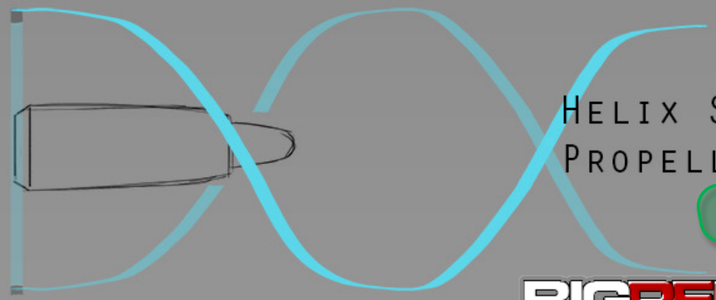
Artist:
Hugo Martin/
Yuhki Demers

Retractable Energy Propeller





At Speed

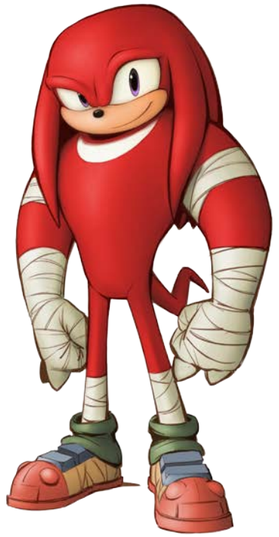


Helix Shaped Propeller Control

Double Helix Biplane Redesign

ADVANCE

BIGREDBUTTON ENTERTAINMENT

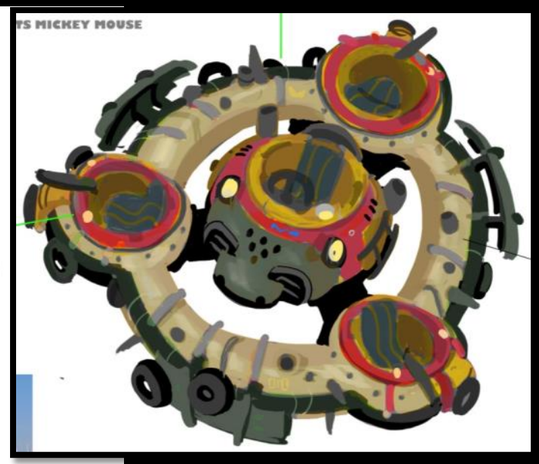


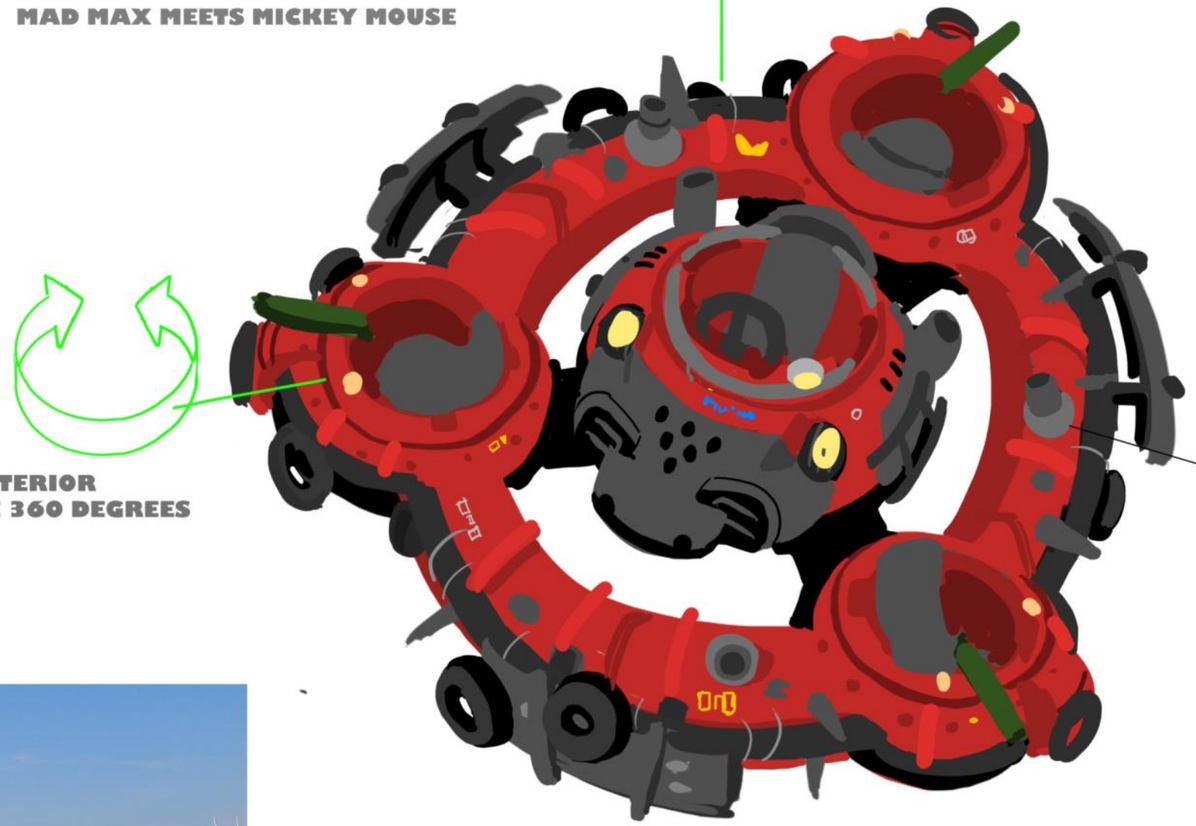
MUSCLES
STRENTGH
SLOW MOVING
TORQUE

THE ENTIRE OUTER RING
WITH WITH PODS CAN
ROTATE AROUND KNUCKLES
MAIN COMMAND POD

MAD MAX MEETS MICKEY MOUSE

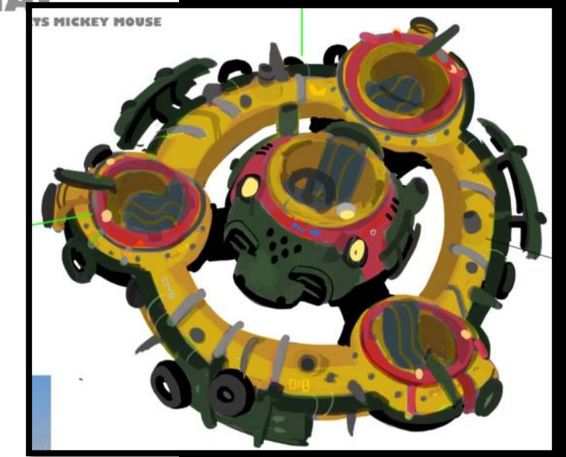
ORIGINAL





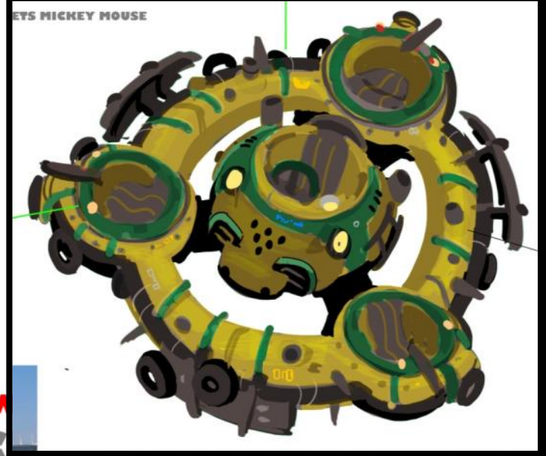
EACH OF THE 3 EXTERIOR
PODS CAN ROTATE 360 DEGREES

TORPEDO LAUNCH PORTS



First pass was Knuckle's red, which works best from consumer toy perspective. However, as we've determined Eggman pallet to be red & black, revised

REFINED CONCEPT

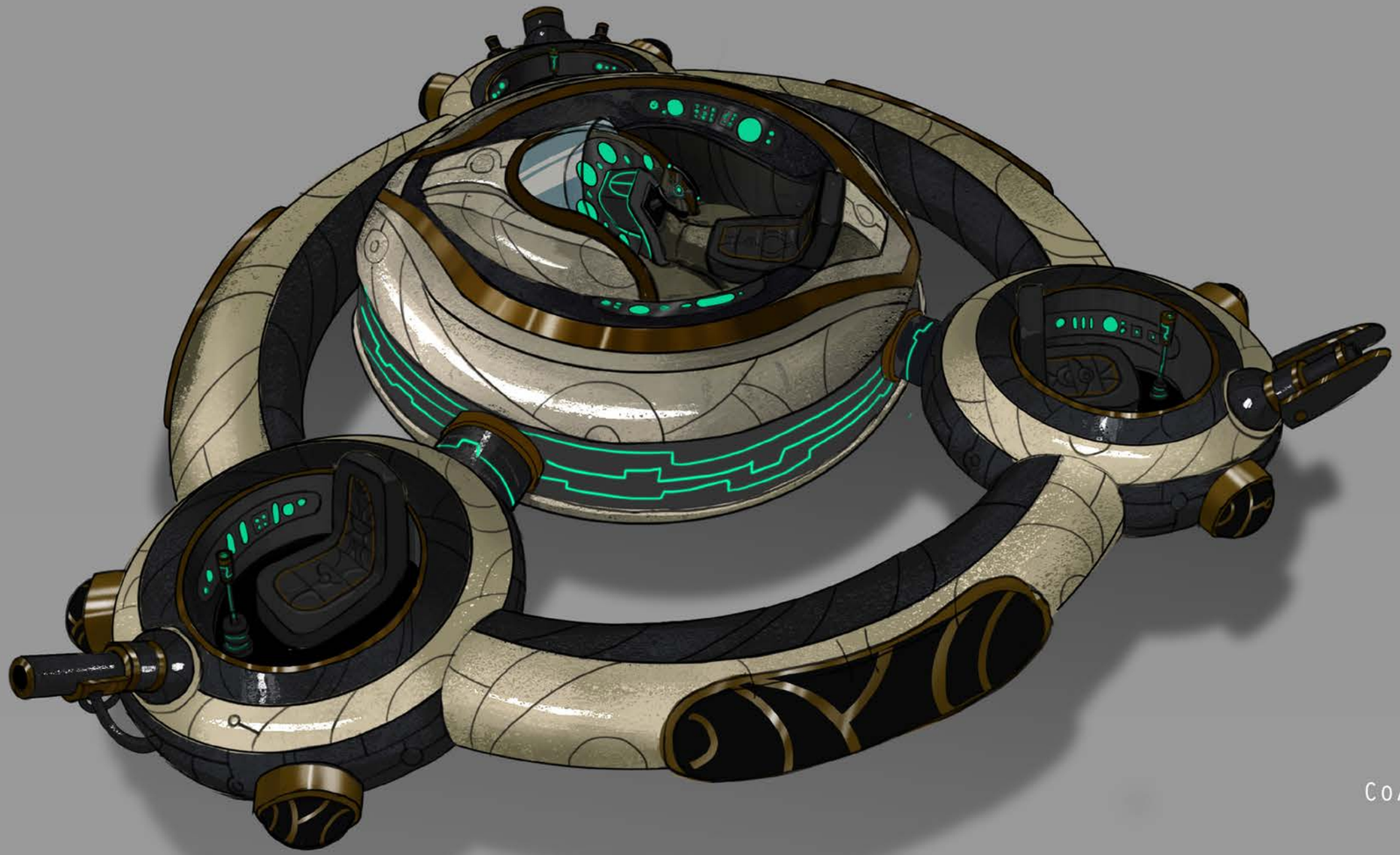


WARMER

KNUCKLES BOAT CONC

Artist: *Hugo Martin*

Artist: *Yuhki Demers*



Ferrari

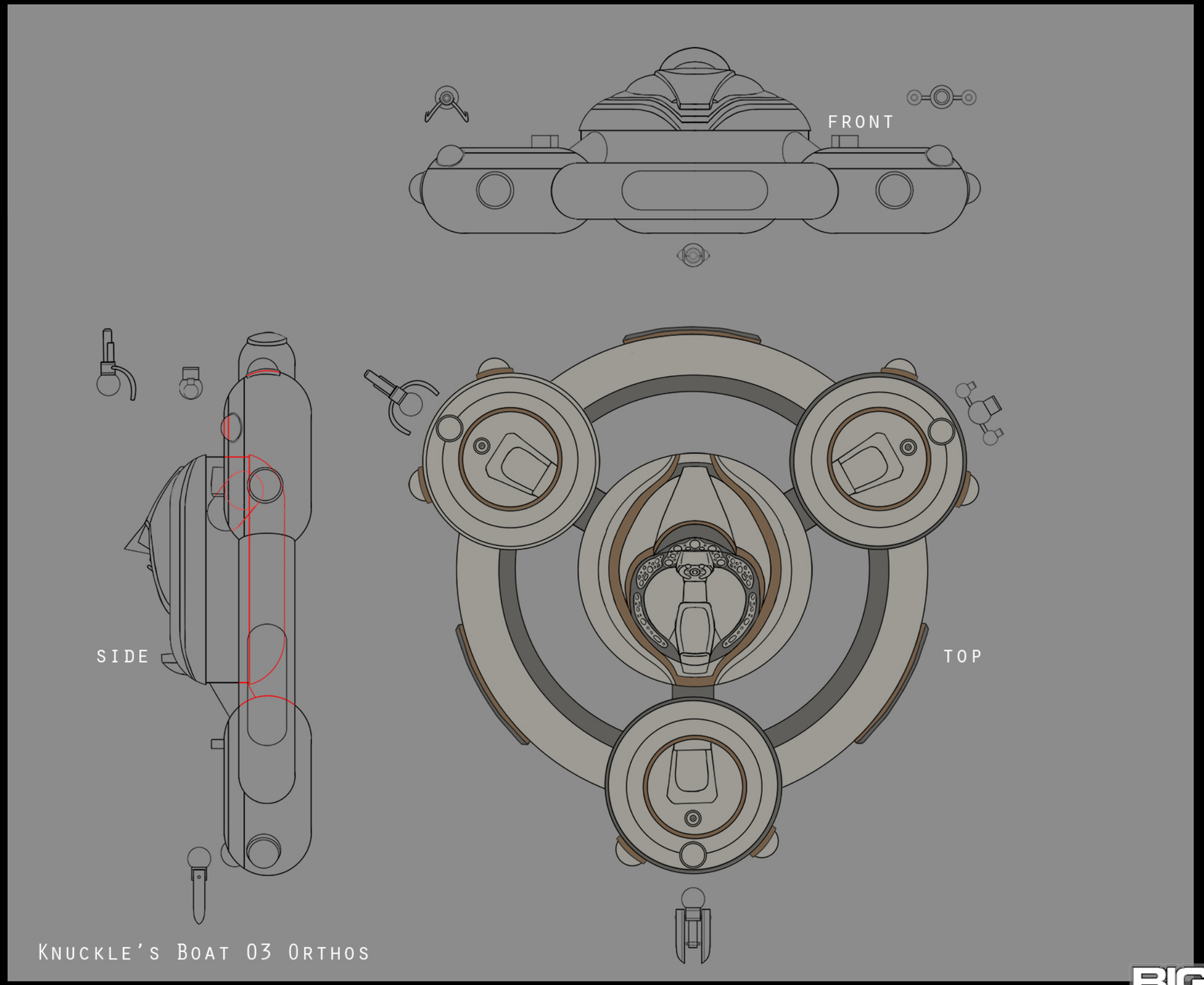
Blue

Coast Guard

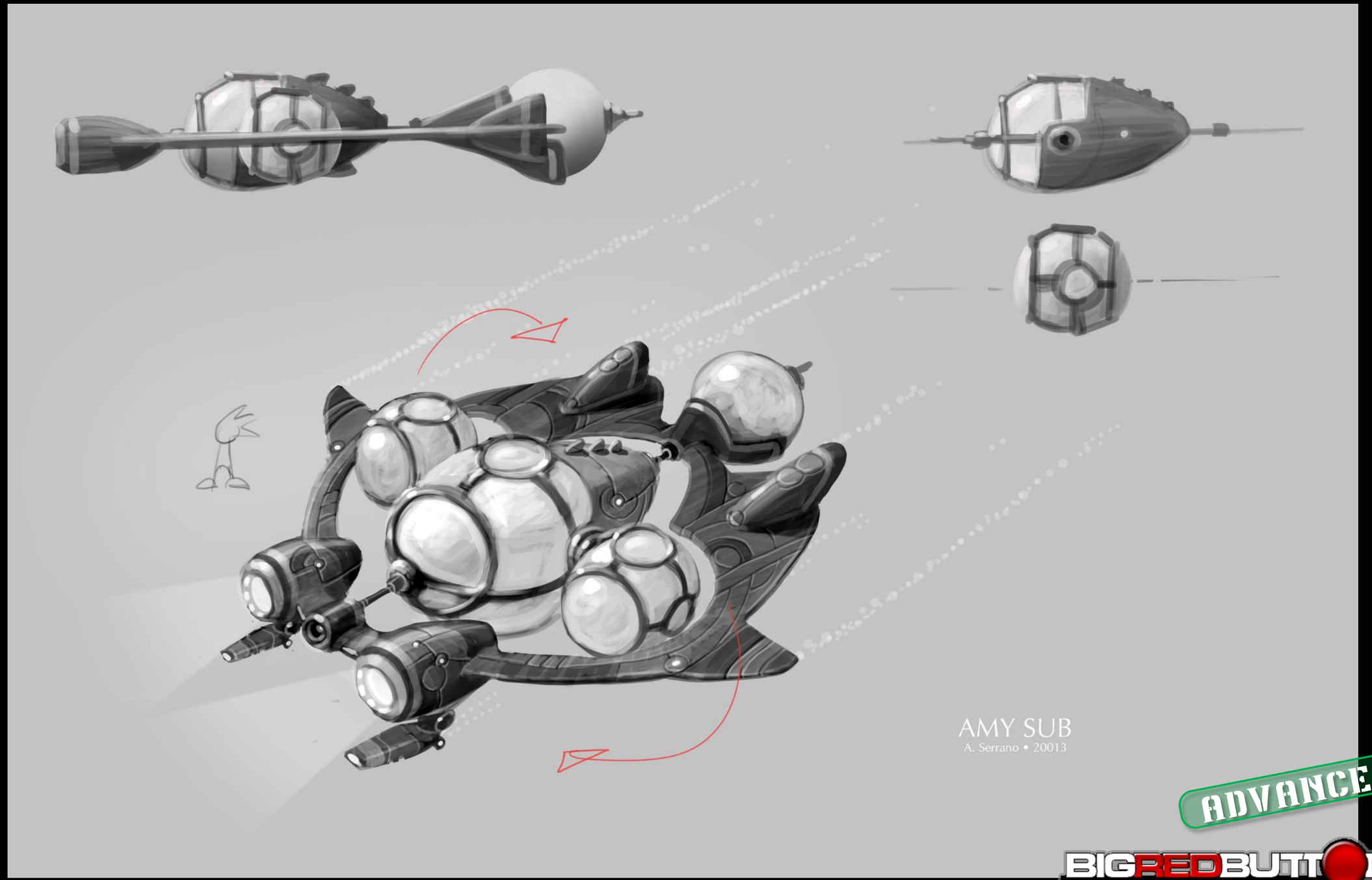
Knuckle's Boat Concept 02b

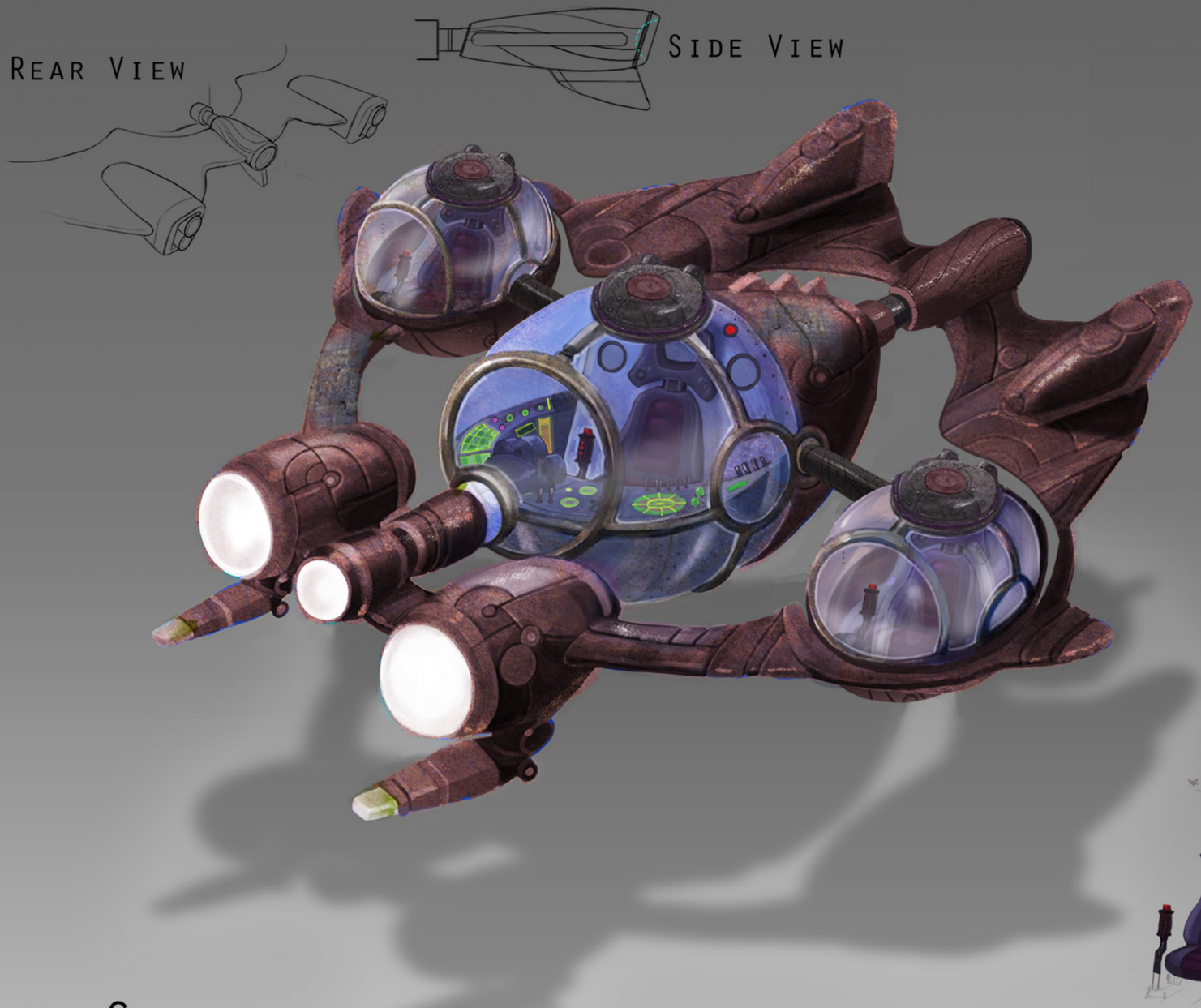
BIGREDBUTTON ENTERTAINMENT

Artist: *Yuhki Demers*



Artist:
Armand Serrano





Sub Concept

Artist:
Armand Serrano
Nicolas Villarreal
Yuhki Demers

ADVANCE

BIGREDBUTTON Entertainment

PRODUCTION PAINTINGS

Arc

BIGREDBUTTON ENTERTAINMENT

Production Painting #2- *Team Drafting in Action*

Artist: *Eytan Zana*

During Team Drafting one team member leading the pack. The lead will create this visible speed draft zone in the form of an energy wake . Like Nascar or any auto racing strategy, the team member in this energy wake will get a speed boost and will become the new leader. This format will leap frog between team members to achieve max velocity.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

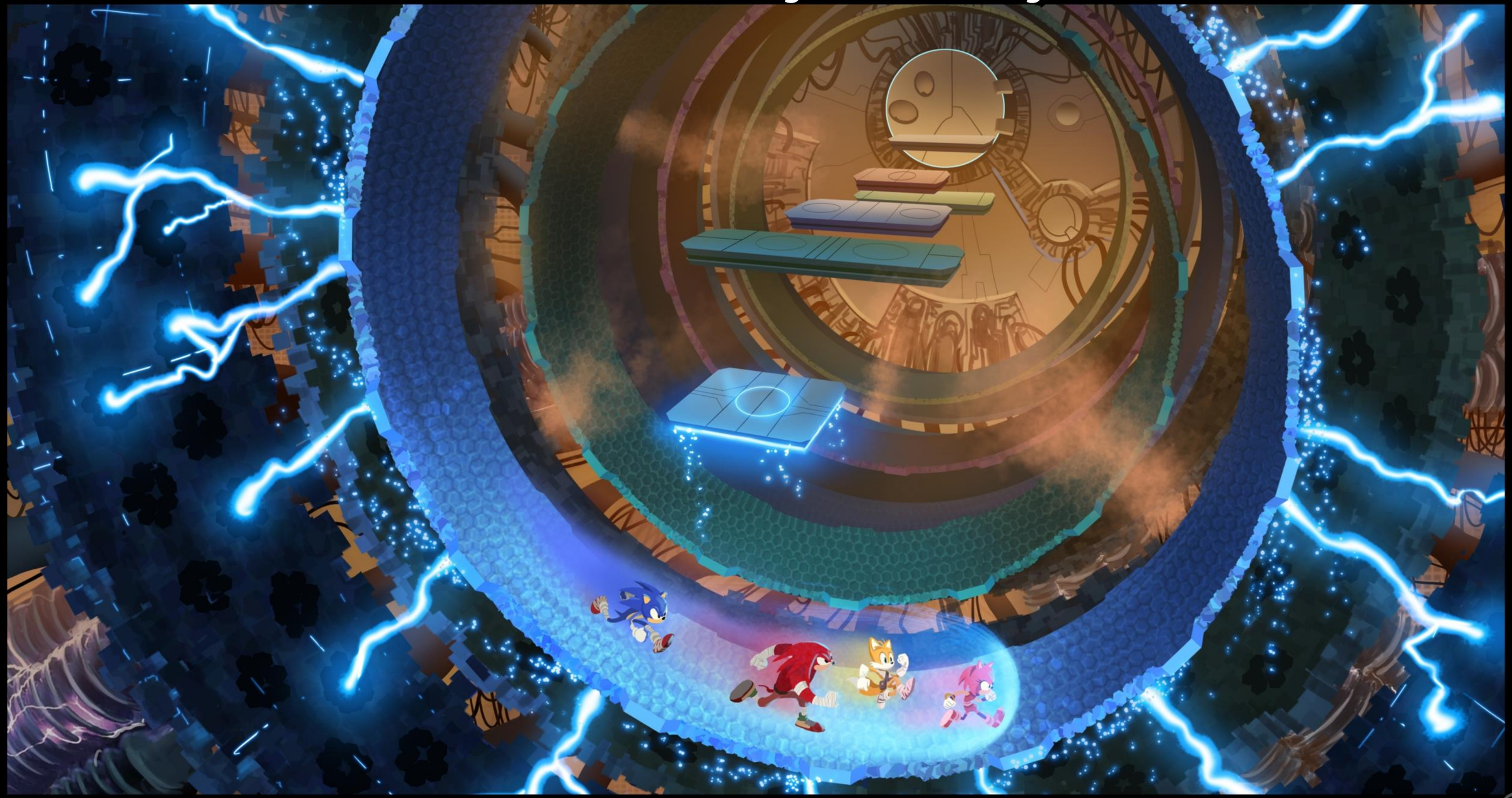
Production Painting #3- *Team Bungee in Action #2*

Knuckles and Sonic use Bungee teamwork to bring down the Snow Worm hunter bot, giving Tails the opportunity to dislodge his power source, while Amy holds other enemies.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #5- *Team Drafting in Action2*



While in Lyric's foundry, the team has to use Team Drafting to spin the energy wheels, which then power all (color) related items such as the central platforms which then can activate and rise to allow team to reach the rear chamber door.

BIGREDBUTTON ENTERTAINMENT

Artist: *Derick Tsai*

Production Painting #7- *Team Traversal*

Deep inside Ancients' tunnels and caverns, the team has to solve environmental puzzles to continue their path.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #8- *Team Traversal*

The Team discovers path towards Ancients' fortress.

BIGREDBUTTON ENTERTAINMENT

Artist: *Cliff Childs*

Production Painting #9- *Ominous Discovery*

First clue of Lyric's sinister environmental plans discovered.

BIGREDBUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Production Painting #10 – The Adventure Begins

Discovery of the Ancient Temple

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #11 - *Assembling Speed Track in Ocean Trench*

Team races on assembling track in route to Mystery Island, surrounded by reverse ocean falls.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #12 – *Sky Fortress Air Armada Ambush*

Team is ambushed by Lyric's air armada in the attempt to take away the hidden Orb unearthed here.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #13 – *Finding the Golem*

Finding the Ancient Golem on Angle Island, long ago dismantled by Lyric.

BIG RED BUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #16 – *Discovering Lyric's Dig Site*

Lyric's robotic minions are quickly excavating a possible orb location.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #18 – *Ocean Waterfall*

Team triggers mechanism that splits ocean allowing them to traverse their way into the Keep.

BIG RED BUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #19 – *Mystery Island*

Team looks on as the Ancients' massive inter planetary communication temple is brought to life by Metal Sonic.

BIG RED BUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #21 – *Research Facility*

Sonic and Tails travel through time portal to retrieve a missing vital Golem component only found during its initial construction.

BIGREDBUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #22– *Cloud City*

Zip lining through ancient abandoned ruins of Cloud City.

BIGREDBUTTON ENTERTAINMENT

PRODUCTION PAINTINGS

Image following are proof of concept images during Prototype phase of Project Apollo which were placed on hold or dropped due to revised play mechanics.

ARCHIVED

BIGREDBUTTON ENTERTAINMENT

Artist:
Armand Serrano

Production Painting #1- *Team Bungee in Action*

CUT

BIG RED BUTTON ENTERTAINMENT

Artist: *Armand Serrano*

Production Painting
#4- *Team Melee*

Conveying the balance of fast one on one melee attacks and slower area attacks. The players need to figure out how they're going to best use these tools to deal with big, varied groups of enemies.

In the foreground, we have our heroes trying to block the stream of minions (in this case, trashcan grunts coming over the bridge. Quite a few have already crossed over, so the team has to mop these guys up first.

***Knuckles** charges into the middle of the robots coming over the bridge and performs a big ground pound move. **Sonic and Amy** shoot towards individual enemies, smack them and then zip towards the next bad guy. **Tails** is playing crowd control, using his special attack Rocket Launcher to keep bad guys across the bridge at bay. The rocket explode on contact and throw the big brute into the air, delaying his advance.*

BIG RED BUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #6- *Team Bungee in Action #3*

Split Screen!

Team has to cross the canyon using team work.

Using Bungee sling shot maneuver with **Knuckles**, **Tails** has catapulted to his destination of artifact in Guardian statue across canyon wall, causing dynamic split screen in local co-op play.

Amy is also using Knuckles as anchor to similarly sling shot across to the next platform across the canyon. (The team will then tether to her to advance across).

Sonic is keeping the chasing Robots at bay with his spin ball melee moves.

Knuckles' anchor icon lets Tails know he can tether back to Knuckles (shown as WIP 3D dashed line, orienting space for players)

BIG RED BUTTON ENTERTAINMENT

Artist: *Erwin Madrid*

Production Painting #15 – *Golem Awakened*

OUTDATED

Team races for their lives as the newly awakened Ancient Golem mistakes them for his enemies.

BIGREDBUTTON ENTERTAINMENT