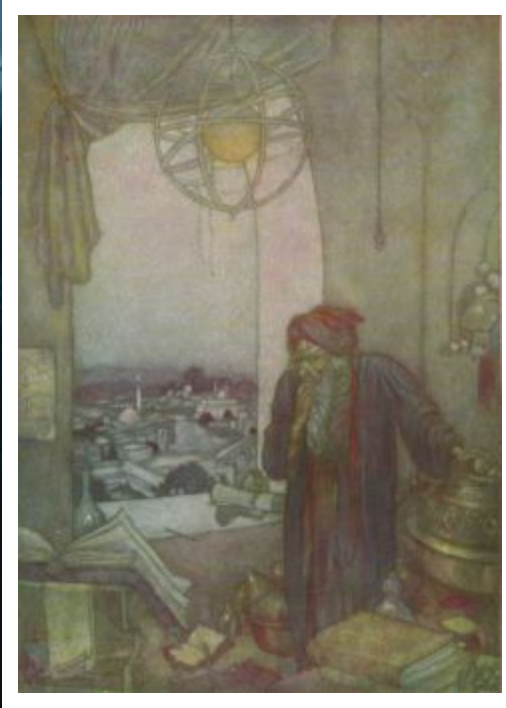
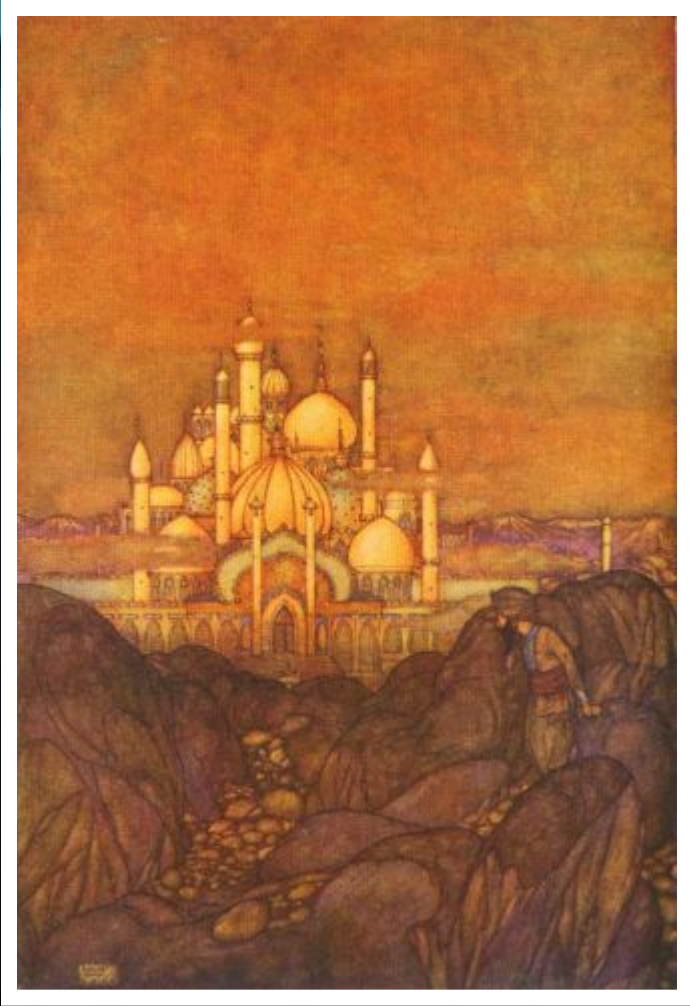


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Evolution of a Next-Gen Artistic
Direction



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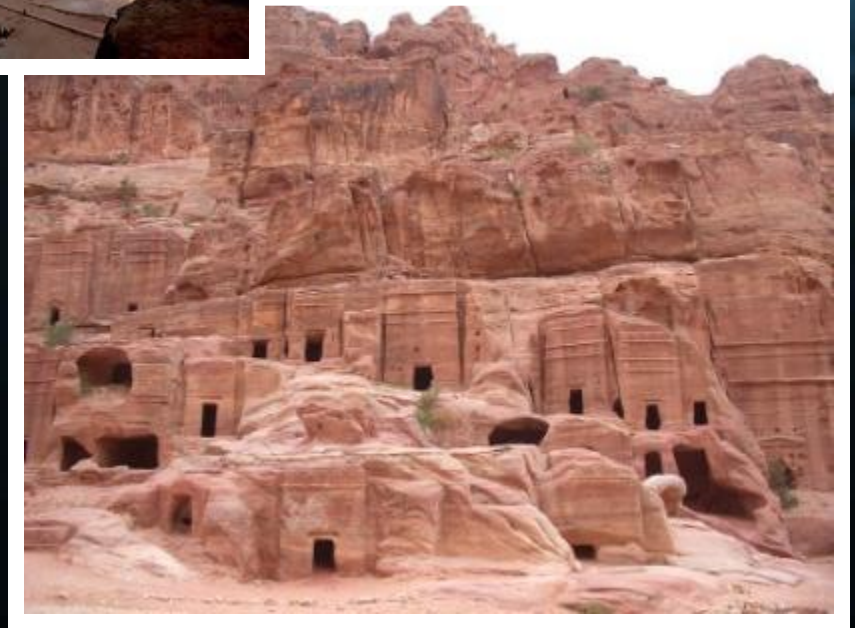
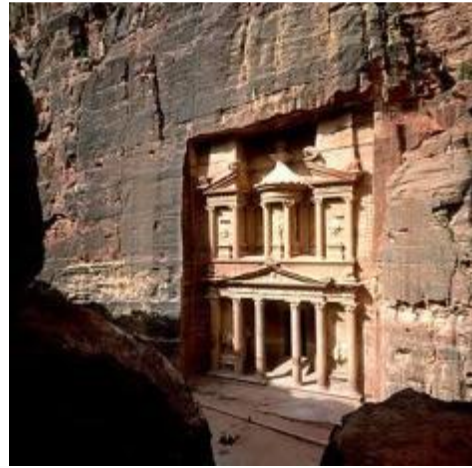
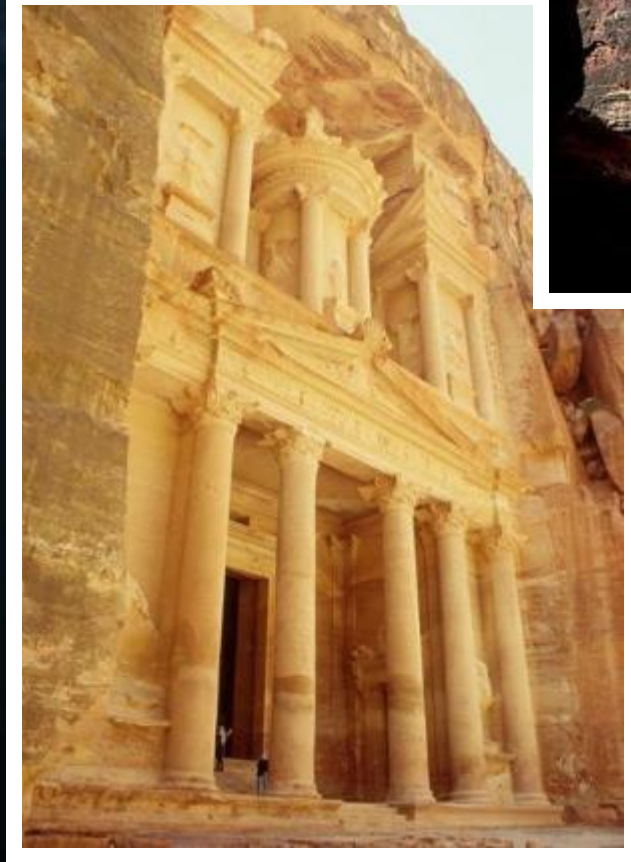
INSPIRATION SOURCES - ARABIAN NIGHTS

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INSPIRATION SOURCES - ORIENTALISTS - JEAN-LÉON GÉRÔME

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INSPIRATION SOURCES - ARCHITECTURE

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INSPIRATION SOURCES - CALLIGRAPHY

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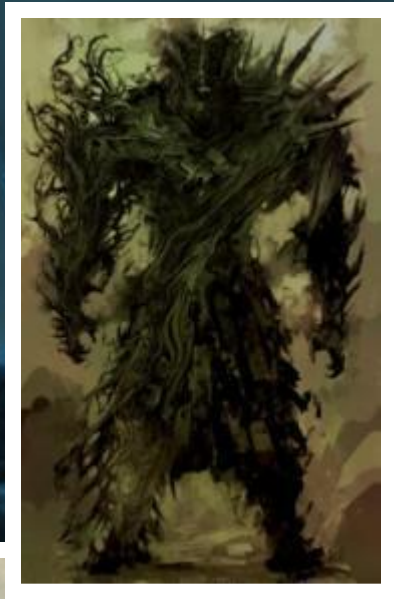
INSPIRATION SOURCES - ILLUSTRATIONS

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THE WORLD - HEALED VS CORRUPT

PRINCE OF PERSIA

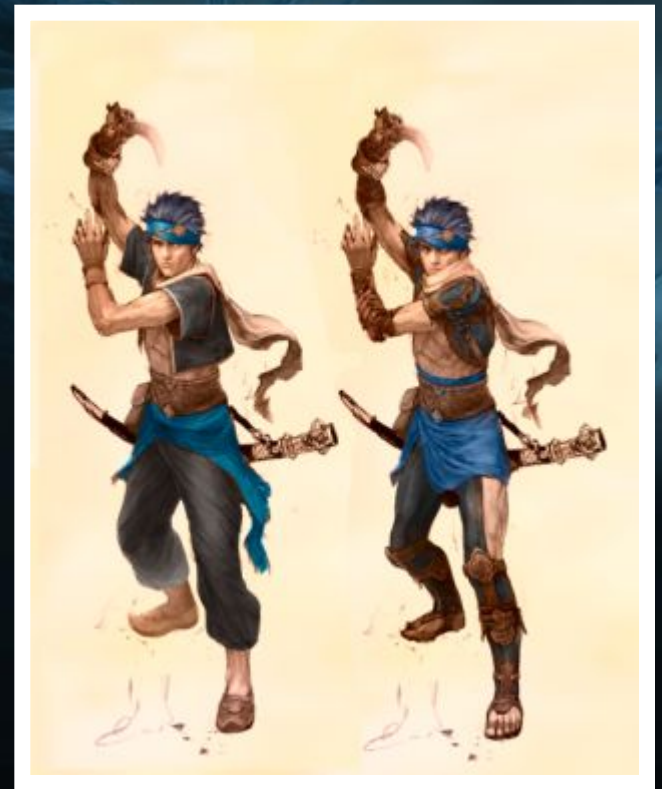


CHARACTERS - MONSTERS RESEARCH

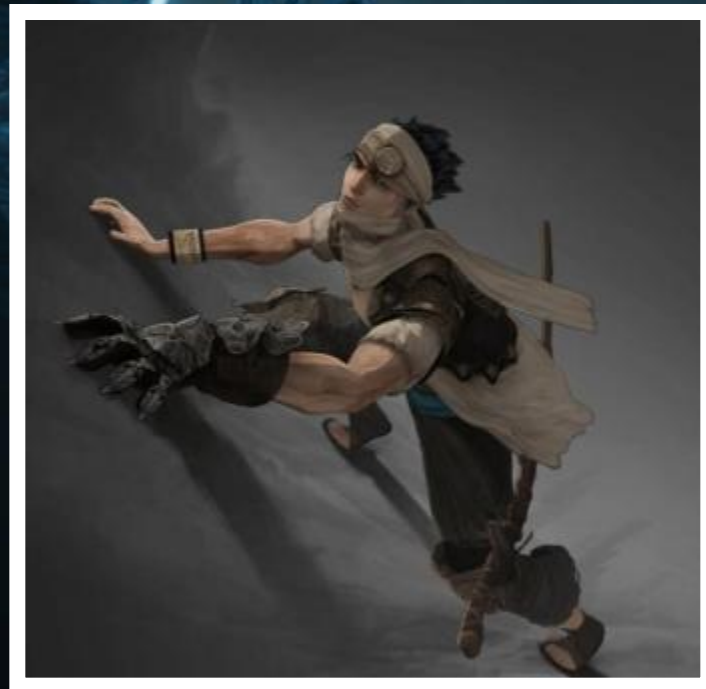
PRINCE OF PERSIA



PRINCE OF PERSIA

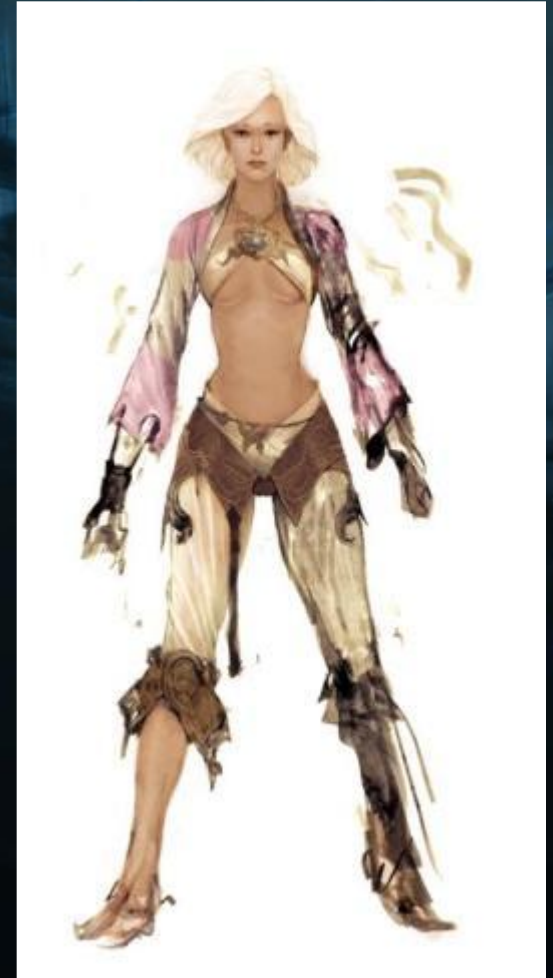
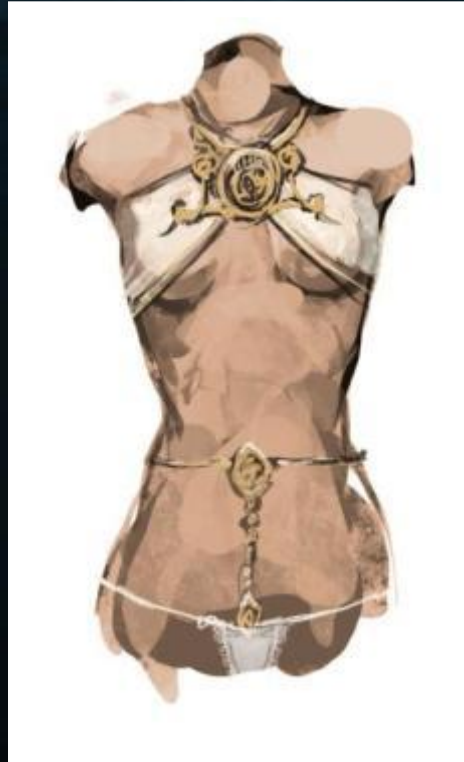


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CHARACTERS - PRINCE FIRST VERSION

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CHARACTERS - ELIKA RESEARCH

PRINCE OF PERSIA

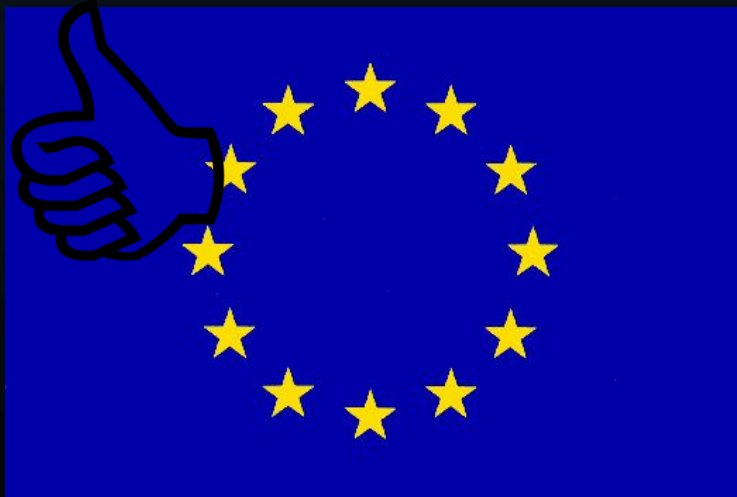
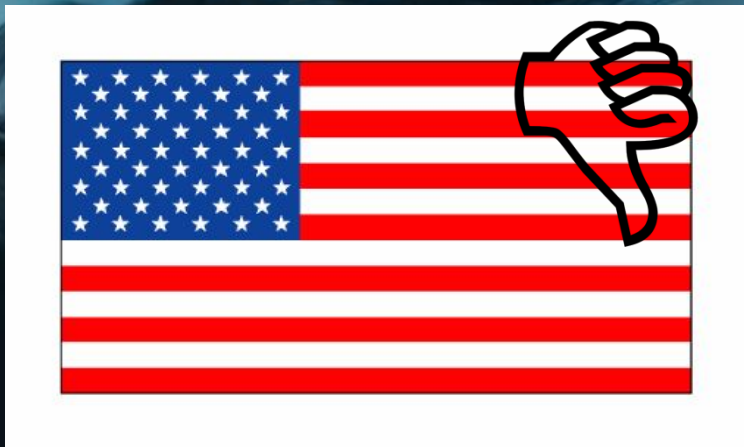


CHARACTERS - ELIKA FIRST VERSION

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SELLING THE IDEA

PRINCE OF PERSIA



PRINCE OF PERSIA



CHARACTERS - PRINCE FINAL VERSION

PRINCE OF PERSIA

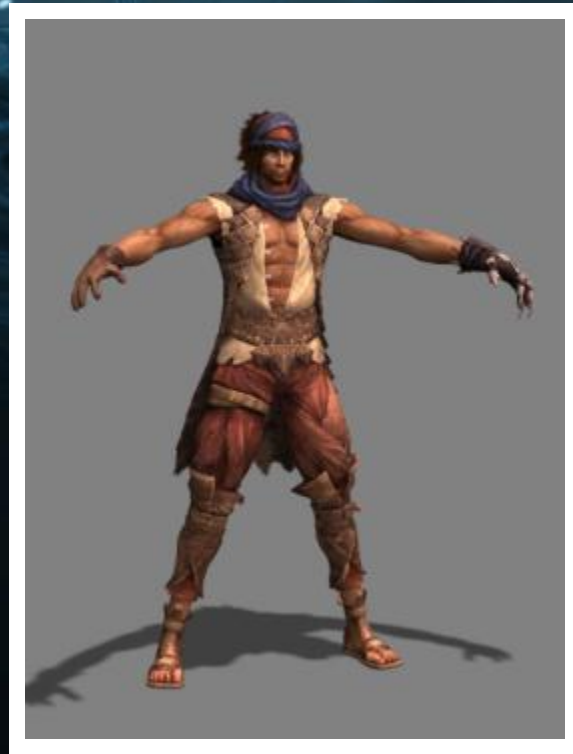


CHARACTERS - ELIKA FINAL VERSION

PRINCE OF PERSIA



PRINCE OF PERSIA



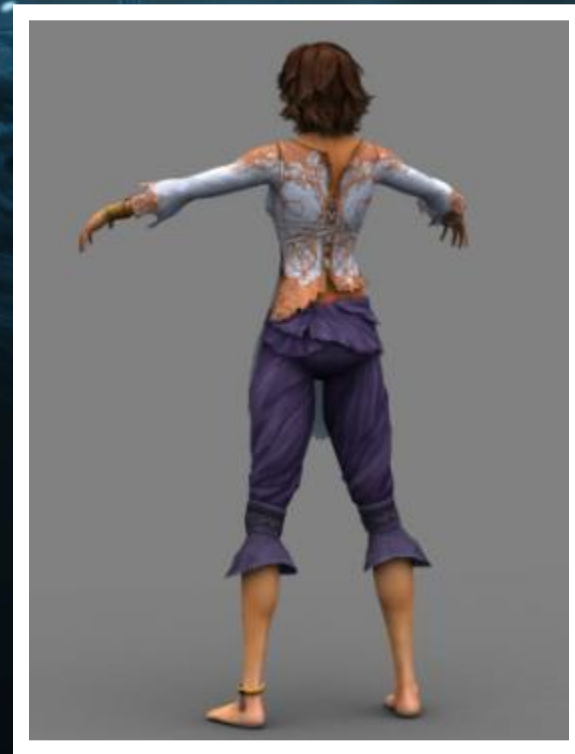
STYLE EVOLUTION – PRINCE
FPP

PRINCE OF PERSIA



STYLE EVOLUTION – PRINCE
FINAL

PRINCE OF PERSIA



STYLE EVOLUTION – ELIKA
FPP

PRINCE OF PERSIA



STYLE EVOLUTION – ELIKA FINAL

PRINCE OF PERSIA

TECHNICAL RENDERING

PRINCE OF PERSIA



How
?

PRINCE OF PERSIA



TECHNICAL RENDERING -
CHARACTERS

PRINCE OF PERSIA



- Outlined objects rendered a second time
 - Backfacing
 - With configurable screen-space expansion
 - All params are artist-controlled
 - Expansion width, relative to eye distance
 - Color
 - Bias to help eliminate ugly edge cases

PRINCE OF PERSIA



- Completely different lighting environment
 - Specific character sunlight + ambient
- Very aggressive diffuse ramp

TECHNICAL RENDERING – Character Lighting

PRINCE OF PERSIA

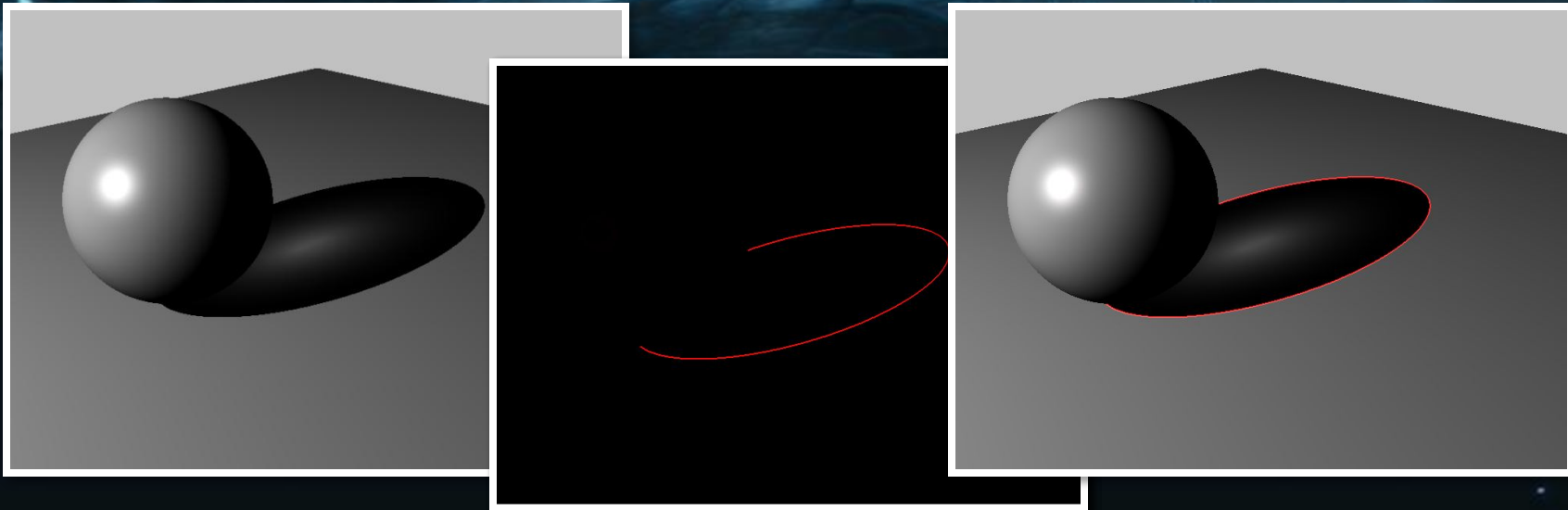


TECHNICAL RENDERING -
ENVIRONMENT

PRINCE OF PERSIA



TECHNICAL RENDERING – EDGE
ENHANCEMENT



- Composite image + edge filter result
- Objects can mask themselves out of the effect, e.g. characters

PRINCE OF PERSIA



TECHNICAL RENDERING –
Corruption

PRINCE OF PERSIA



TECHNICAL RENDERING –
Corruption

PRINCE OF PERSIA



- Color space transformation for most objects
 - different texture set is also supported
- ***NO*** full-screen Photoshop-style color filter
- Some objects are specific to a state

PRINCE OF PERSIA



TECHNICAL RENDERING –
Healing

PRINCE OF PERSIA



TECHNICAL RENDERING –
Healing

