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Hope this is the first step to disappointment.

WHOLE WORLD
Naprovlyaya Art Rage

Hi, my name is Victor Surkov, and I art director, just like in the group reabeletatsii. My most recent work is Allods Online, Heroes of Might and Magic V and Silent Storm and began his career in the gaming industry with the second Rage. I'm going to tell you that now interests me most, the words that help our team of artists to synthesize art is not spreading out in search of unity and hold a registration for a great length of time. And so there you go.

The target.

The purpose of our understanding - is the subject of desire, the problem to be solved. If you take this concept seriously enough, you can cool lost in time.

At the start of the development of "Rage" we had only one goal - to create a game that copies Varkrafata world.



But it was a business purpose. There it was that the game appeals to players of skills obtained by Vova, released at the final stage of life Islands, can win over a large portion of his audience. However, business goals do not inspire artists. We turned out - the original goal set "everything should be in the Islands," and woke up in a year



"Shit, so we turned Islands !" So we lost a whole year.
So the idea that artists need their goals inscribed in general We paid dearly.



The purpose of "Rage" is now - is to create a game based on our cultural heritage and history. We have launched a Russian game, all smychlah this phrase, with the Orthodox design, capable of competing at international level.

We also know (or rather - timidly tried to figure), that the amount of filling in an online RPG can not be compared with the volumes of art in an offline game, otyuda Born industrial and artistic goal - to develop a cycle of art, giving a bright and at the same time relatively simple in the production of results.

Inspiration.

We must look for inspiration in my life, do not look for new places where people already natoptali.

To go all the way to the goal and achieve it - we need drivers.



For artists such strength is an inspiration. Not to be behind and not do pale copies of existing products, is inspired by something truly worthwhile, real or something. We must look for inspiration in my life, in the original sources, do not new search that had already distort and misquote other people.



Here are some of the patient chart illustrating my idea about the birth and extinction, scattering the light of inspiration.

To help you understand it will give an example, the Second World War, an event that changed the world, has changed the lives of millions, and a source of inspiration for thousands of artists, photographers, writers, and creativity of these people clean energy absorbed drama of war. Later, the strongest of these works formed the basis Films such as Enemy at the Gates Saving Private and Raina, movies, certainly at the heart of its entertainment but still serious and sufficiently close to the source but do not convey the whole drama of the source due to its size. Still later, the success of films inspired by the creators of a niche and developing medy, such as video games. Create Conditional grotesque games such medal for bravery and duty, they generally only recognizable theme and source of a lot of influence from the intermediaries, the movie. And when the market is saturated with products in the same theme appears fashion, which inspiration and substitute products are beginning to appear in Knots kind of hell against the Third Reich, in general, any garbage.

The Second World War - is the pinnacle, the source of inspiration, this is life.

Inspired by the only source or kroynyak iskusvivom can create something worthwhile, and now, inspired by the garbage can only create even more garbage. This idea was very helpful to us in search of creative torch to "Rage."

Thus, a definite goal in front of us was, could only find a path that would lead us to it. Ironically, at the origins of ofrmleniya "Rage" is based on two coins in denominations of wheel-nineties and the eighties, our inspiration was the history of Russia.



The idea to push in one game two cultural layers, which in and of themselves interesting, and damn close to both developers and consumers, was explosive and fully consistent with the objectives of artistic development.

Now I'm jumping and go up to the idea of inspiration from the other side. I think that the formation of global culture and the Internet in particular, gave people bilateral benefits. On the one hand - we find new friends, communicate, and learn everything about everything at any moment, can display their creativity for worldwide review and recognized in our industry contemporaries were dotupnee to requests for guidance. On the reverse side of the coin is - terrible competition in the history of mankind,



the entire media production, which calculates to get beyond the micro-nish, forced to compete with hundreds, even thousands of similar of products. That is, you know, draw you an orc or hrenoelfa or spaceship with photon gun - in exactly the same moment exactly the same thing until melchayshmh details painted in Europe, U.S., India, Korea, China and Japan. And do not some abstract people that you would never know they have one minute you will post their work on the same site and you will take your delight of spectators.

If you go head-on - then win the best of the best. But it is possible to gain a competitive advantage, such as using the distinctive features of their own culture, national character. We are the only ones who can understand this land, this culture, our history with you. We can play with it and create a canvas, to be held by our ancestors. And if for example in China have long learned to perfectly copy the Russian school of painting, then we have the advantage - we understand Russian culture, and thus are able to create in it something new. In this way we differ from other cultures, which can only speculate on the already created works.

So the quality and source of inspiration even enhances the competitiveness of the product.

But I think it's time to move on to the next block, and it's called ...

Subject.

In order to explain to others, what to strive for, is very convenient to use words that are associated with the desired result. Also in the later stages of the theme work as borders, retaining the integrity of the work.

I really like and it seems a promising idea of describing design tags. This makes it easy to talk about the complex, without the hassle of large volumes of information. In addition, this approach is extremely adaptive to the size and level of work done, skaliruem. For example, a game we have described as a bright, epic, fantasy, in Technical setenege manna.

Creating a world gone quite simple once we started to treat him as not "do that either but" if it turns out that something,

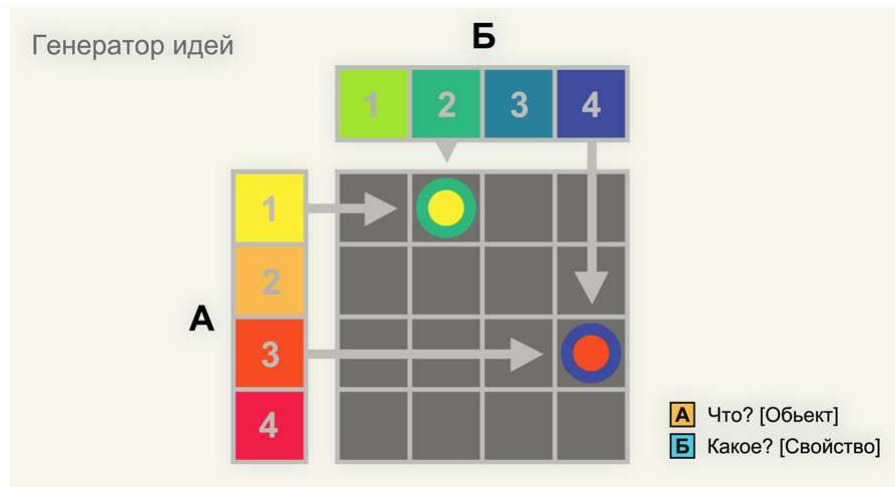


but as Noboru topics such as "Mysterious \ Mystery \ Traces of an ancient race"



With the team in the world was simple. For each new zone we did a tag line, the subject area, and then searched for all that is associated with each tag separately. So has gathered a good reference, which we do not blab work and guarantee results in one subject, because the reference searched by topic.

With a team of creatures came even more interesting - playing with words and associations, we came to the matrix design.



The idea is to get a new crossing of the objects and subjects. Smatrite, A - this is what you need, any object, B - the way he can be, this approach gives hkl output a lot of interesting options for A1B2, etc. A3B4!



Look, we need a warrior and how he may wish, for example, or Kaniyskim hadaganskie.



So we created our goblins first goblin was developed by the image and then we started playing with the way it can be. Of course, this approach requires the early stages of development investment in what at first glance makes every second of the results in the development of osnavnyh topics. But now I see it, this is the most productive way, it is most similar to the artistic approach of the total - to private. Now let's talk about style.

Style.

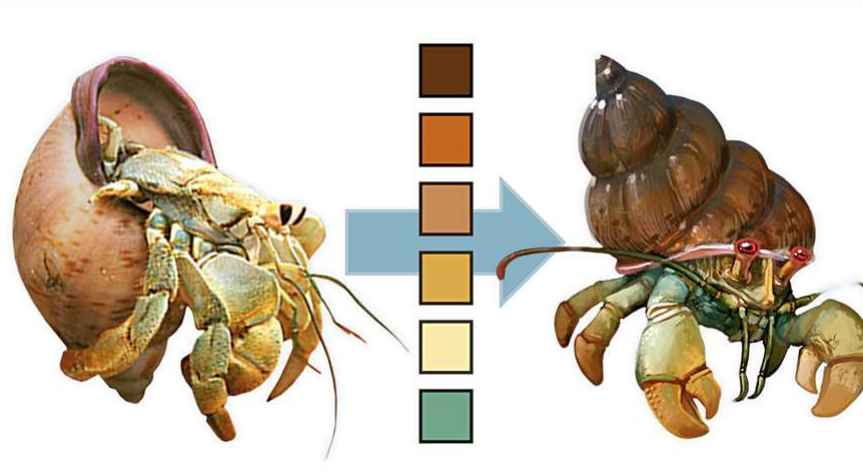
Even at the start of the formalization of the basic need of artistic techniques. This will allow all participants to work to speak the same language and simplify the commissioning of new people. It is safe to say that no matter how stupid are not rules, but I'm talking about the private rules of the game, so, if they strictly abide by - that anyone would understand sooner or later they will and.

The formalization of the basic artistic techniques project design is achieved by means of writing ArtDizaynDokumenta. That blood pressure will determine the style of future games.

I'll tell you about how we were determined to coloring.



We did it literally in the first week napikav color banners with the work of artists, we were inspired, in Photoshop color samples, which in turn is very easily spread in ever-growing team of artists, quickly drawing newcomers to the common field koloresticheskoe Rage. So a two-day work almost entirely to guarantee the unity of color.



For the color scheme as much as Cadore or individual characters, we used the technique, peeped in poligraficheskom design - we have undertaken a fence with the primary colors of images, whose mood corresponded to being developed by the facility or environment. So we almost immediately began to follow the rule, which I have already said, inspired from the original, inspired life. Nature's Variety offers continuously new ideas and approaches in the choice of colors. This approach is actively used.



Базовый цвет



Хардбрашинг



Инкинг

Another important feature of "Rage" - this extra color, a technique that balances between the desire for art, or at least her likeness, and the need to drive fast prodakshen. The idea is simple and devilishly came to my mind at the time of sublimation with the help of one of the thumbnails nastolok. When painting the soldiers use two very simple and very old technology - inking and hardbrashing, they are both devoted to the rapid release of details of color. In the case of inkingom minityura covered heavily diluted paint and then wiped with a figure and paint remains only in the pits, and by rubbing the color is almost dry brush can be distinguished projecting parts, this is hardbrashing. Actually this idea and drained to make textures with the use of not only the base color, shadows and light, but also add to it another color, extension, which adds to the dimple. Each material - your additional color. This allowed to do almost all of the content more interesting and alive.

The form came easy, but in my work. Here the idea of two.



The first - and therefore a fundamental vyglyadaschaya strange idea of what the difference between "Rage" from competitors. I called it a conditional realism)



The second idea is that the whole frame should be a single mood in the forms and lines, this is great help during the creation of landscapes and architecture.

At some point we are faced with the problem of poverty - a frame does not want to look natural, it all looked very healthy, naoborot, causing claustrophobia. Once we scatter brains over this problem and this is what came



in the center of the frame is the player model and found that it is the starting point at the beginning of the perception of the viewer frame. The problem with the unnatural division helped us to solve in-game content on global and local, comparable with the player group. The first makes the composition of the whole frame, while the second group does vystraivaenie scale.



Look, if we take, for example, a doorway, how to understand, big or small, especially when we're playing for a dwarf or giant. Confusion occurs when a player looks at his avatar and compares it to the doorway, and the player will be judged by his life experience (I'm about, what size front door in his own home) and their subjective perceptions of the environment where to put his avatar. In such a situation it is very easy to make mistakes, nalazhat with the scale and make all natural. Way out



in places as close as possible to the player to place objects or elements of design, sopostovimye with the player, ie, door can be thirty feet in height, it may be a loop in two human growth, but enough to make a door handle at a height of five feet, or leave these gates ajar titanic, not to explain how a player would be able to open them, and on the bottom edge of the door nailed a couple of skeletons with one player growth, begins the magic. The player looks at his character, then to nearby objects and says "hey, this pen and even the skeleton of a clear and correct size, but because they are part of the world, then everything else in the picture is right, wow, what a huge and impressive door". For so long I recited the proverb "king suite is."

Of interest.

Everything you do should be interesting. Even if the current activity you are not interested, try to find relevant results of your work and get their point of view.



Not all that does not interest you personally, is absolute rubbish. Always looking for people who want you're doing and ask them about their interests, their expectations of the outcome of your work, charge them interest, it would make a cool job that will give pleasure to someone and you will never sulk "for the machine "thinking" what kind of garbage I do, but all who need it. " Well, if there were not interested vsetaki then include an internal filter.

Rubbish - it is an important internal filter. Always look for those who need your work. If not - you're doing useless things,



In general it must be said about the importance of competent planning deadlines of a task. It is very easy to squander resources on doing something small, not important. Now we set for ourselves certain limits that define the importance of content for the player and how much time people spend playing with him. From this framework emerges, how much time we can and must spend on design. Once we started looking for work with a few dry, but the effective angle, it appears that on the design of things that the player be busy on the strength of two to three hours, and vice-versa spent man-months, locations, computed on hundreds of hours of gameplay, planned as a quick job .

Last summer we started to expand the design of additions to the "Rage". Slightly relaxed the proximity of open servers and a general feeling of "completeness" of the game, the artists gave vent to unbridled imagination and laid a new city.



Then we thought it was incredibly cool, this idea captured the whole team. But it turned out that in terms of the needs of game location, which would take our studio for six months - a passage, and held it to the players on the force for three hours, it turned out that the city was not interested in the game designers do not do not the players. It turned out that we did titanic work for anyone, for fun.

The decision was very difficult, all the time to love free city (ha, he even called it), everything went dull few weeks, but we still had the strength to accept this work and put garbage in the table that have already been made .

But we unleashed the forces for a truly explosive and in terms of work and terms of employment of the new players, while this work H.



Custodians.

Large, complex products are too heavy to hold them one person or small group. Therefore, for each component of the game must have a personal "guardian", a burning desire to maintain it and develop it.

When it comes to more detailed work on the content, we are faced with an interesting problem. No one could keep in mind the representation of all races and gaming ospektah simultaneously. Everyone is shouting match in an attempt to negotiate and balance the view of the world "All dov." Solving the problem turned out not less interesting, we found the Guardians.



Now almost all the things in the team "Alldov" go on a development only if they have a customer-owner, though in the first half of development that seemed full of fucking.

Compared with the experience gained in developing the characters as playable races developed triangle "of art-director-producer-director creative," what we did on "Allods" looked like a revolution. World "Rage" was created triangle "of art-director-creative director of The Guardian", and above them was a producer who had played no creative role and was not customer-receiver of work, and has served as controller of the integrity of the overall work. The only condition for the normal functioning of this institution is unconditional confidence in the work of the custodian of all participants in the development.

Freedom.

Freedom of personal creativity, retained only part of a general trend - a guarantee that the design of your product will be an interesting and varied.

Funny, I immediately asked my friend, but as you make all do what you want, and then it all turns out in a particular subject? Well, actually about the topic I have already mentioned, the whole secret to formalize all of the major themes in the early stages of development, but about the cause .. The answer - no way! They all do!

The whole thrill begins when a general guide lined up, there is sand as the boundary of art and a collection of toys - art methods, and so any person who is close theme of the project, getting into the sandbox with what he finds, by whom and what to play.

Well, if without metaphor, I'm talking about a little truncated personal freedom in the work of each person. Truncation must only because the game works like a macro themes and general artistic techniques, which can not change the individual.

Freedom of creativity in the field - this is my call! Lousy and wrong word. Call (again) as to the executive staff and to the performers. Managers and directors should remember that their interest is to achieve its objectives and retain the integrity and consistency of product architecture, and should not replace these controls literal specifics, saying, I know how to look like dwarfs, they do not like you have drawn.

But artists in executive roles, in turn, it is worth remembering that the stiffness of observation and artistic techniques to work - it is only 20% of freedom, and should take advantage of the remaining 80th for the full, because it is so much fun - to create! Yes, and also has a special "finishing" high, when some of the details, perhaps even to someone not required, and strange, formed a single, complex work, live and work.

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AND GET SAD AND
STUFF!!!!

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How does all this bitching))
Thank you so much for posting !!!))
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