

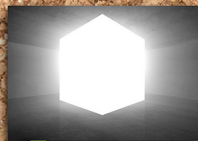


Nathan Dollarhite

Some ideas about *design.

**Design – A tricky bastard. Like being married to your mother.*





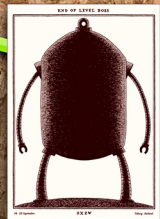
↑
Maybe you've heard of
this game. Maybe not.
Ew

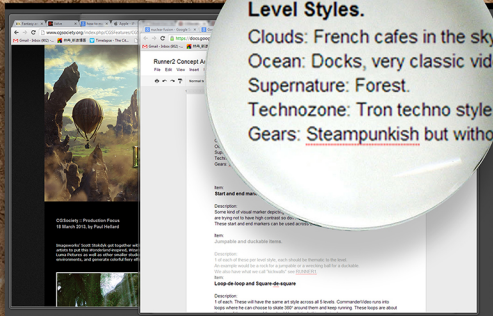
He Made it →



Mike hired me to do
some concept art for
his new game
Bit Trip Runner 2

Once I saw, "Hell Yeah"
he sent me a bunch
of images for
inspiration.





Level Styles.

- Clouds: French cafes in the sky.
- Ocean: Docks, very classic video game.
- Supernature: Forest.
- Technozone: Tron techno style.
- Gears: Steampunkish but without

Then he sent me
this →
And said this
↓



"You can't get too weird"
Mike

1st draft →
Trying to establish a style.



Version 2 →
Much more 3 dimensional.
Very basic level design and layout.
All objects must read as icons for the player.





Now that the style was established,
 time to start designing. Enter: ~~Brain~~
 Brain Vomitting

*Note, there were many of
 these done, most barely
 legible.

From there, I plugged + played those
 themes. This was great for the forest
 because it's a morbid synthetic dead
 version of a normal forest. It gives
 a different reality to something
 that is very familiar.



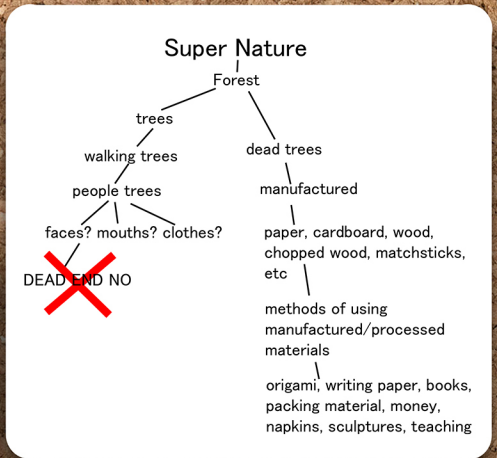
close up, with more elements



level layout w/ design themes



Origami trees





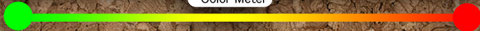
Chatty
Kathy

I was given free reign to design a world for Bit Trip Runner 2. Mwahahaha!! So I wanted to make sure that there were many themes cascading over all of the levels. These themes would then trickle into more detailed and complex ideas as we went from level to level, and object to object.

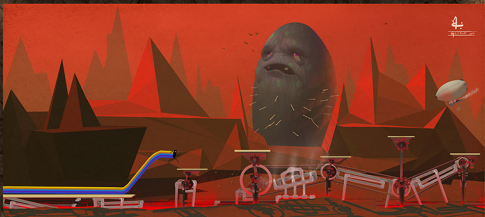
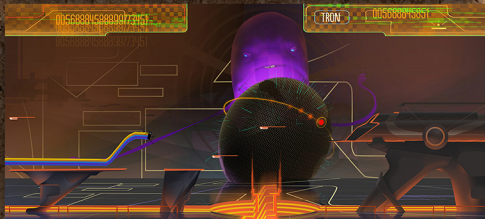
Mike had wanted to make sure that the last level was RED, so I just picked the complimentary of that (green) to start with the first levels color scheme. This would ensure greater contrast from start to finish and create tension as you close to the end. Also, because he knew where he wanted to finish as far as color, it was easy to structure a color scheme throughout the entire game. From there each level beyond that would build up with more of a yellow and red component until reaching the final "Hell" level which was all red. There is one level that does not follow this "red" theme however, the Dream level. It has a very low level of saturation, very little color. The reason this level does not follow the "red" theme is because it wasn't clear as to where in the game it was going to be or even if they wanted this as a level in the game at all. Instead, it received it's own color theme specific to suit the dream feeling. I think it was later used more as a springboard for other random elements they could use throughout all the levels. Still though, like all the other levels, there is a brain vomit design tree to keep things contiguous.

Another theme for all the levels, was to add a more bleak and depressing feeling as we get closer to the end in Hell. Why wouldn't you want to play a game that could make you feel all icky inside? If you look at the bean like character in the background, he starts out very happy and peaceful in the first level (Super Nature) and by the time we reach Hell, he is being tortured and appears to be sick and sad. It may have something to do with the arrows placed about on his torso, or maybe there's nothing on tv. To add more depth, for my own amusement, I gave that character a back story as well. So that I could be thinking of his life while I was designing him for each level. This helps a lot for me as a designer to build stories for everything. Why the chair is here, where it came from, who owned it etc. It's a trick I use so that I stay present with what I'm designing no matter how mundane the object. That and naps. As often as my parole officer lets me.

Color Meter



Happiness Meter

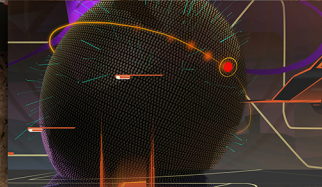
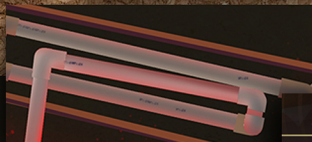




Smaller design themes are added to each level so that other designers and 3D modelers can build upon them while still remaining cohesive. The Super Nature level was a theme of all types of dead trees. So anything manufactured or processed with wood could be used as elements in this level. All of the levels have this breakdown as to what things should be made of, textures used and the origins of all the designs. Of course, for many, this level of detail is overkill and in the end cast into the wind. There are many reasons that can cause this, budget, time, lack of expression. No matter what reason, I believe it's best to do it in the front end and cut as needed.

The TechnoZone was a Tron based level. The close up view better expresses the synthetic theme included in the elements for this level. Synthetic textures and materials along with glows and light that is of foreign origins gives a very "placed" nature. Nothing in this level is there without being put there by a "designer". For instance, in nature trees grow where the seed falls, and rivers' paths are where it receives the least amount of resistance. Which is why in the Super Nature level objects are more random. In this techno world, it's more like a spaceship in a sense that everything in it was designed and hand placed for a specific reason leaving nothing by chance. There is also a feeling of a grid on the ground and safety railings to help with that planned structure. In the background, the bean character is in his world domination mode, which is why the world map has points of interest and a city-bombing-laser-guided-satellite circling it. This is part that characters theme of becoming more disgruntled and eventually self tortured and depressed.

Which takes us to the last level "H" "E" double hockey sticks (Hell). Hell always brings thoughts of lava and metal, but since that's boring and predictable how about going the opposite direction? I chose steam punk, but replacing all the metal with plastic while all still being placed in lava. At first glance it seems like normal mechanical elements pushing you through the game, but at second glance you realize that it's PVC pipe. Which is absurd! No plastic piping to my knowledge can withstand that amount of heat or pressure! Silly goose!





From there you really can go wild! once the tracks are set it's just fun to explore that world!



THANK U
4 READING!!
☺