



CONTROL *Aftermath*

CTIN 499 Jessica Dong



01.

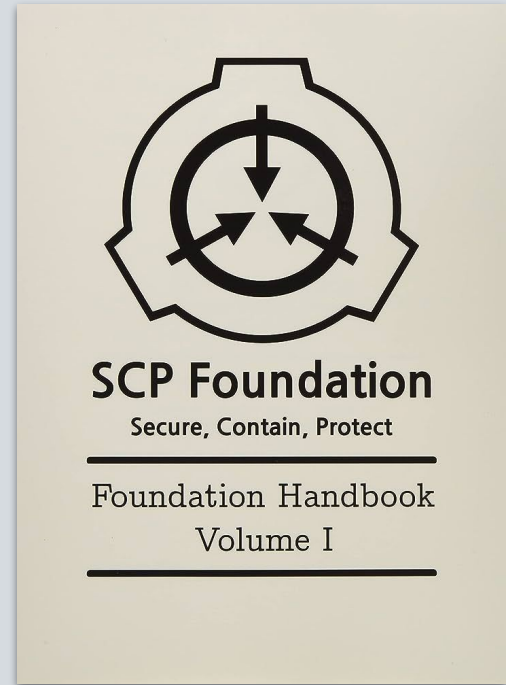
**Creative
Pillars**

Creative Pillars

1. Inherit the supernatural phenomenon and powerful agency worldview from Control

Control was inspired by the well-known fictional universe of SCP Foundation, which has elements of horror, Sci-Fi, and urban fantasy.

SCP indie games often integrate aesthetics like dreamcore, liminal space and so on.



Creative Pillars

2. Create mild horror in open space

Control Aftermath wants to take the player out of the previous indoor space, but still keep the mental pressure and mild horror atmosphere by utilizing megalophobia, uncanny valley effect

Player will be walking through places such as swamp, suburb, city debris, restricted institute...



Creative Pillars

3. Explore human heritage and nature scenery in a post apocalyptic environment





02.

Narrative

Narrative

The research center of European Bureau of Control (EUBC) has lost contact. **An EUBC field agent was sent to investigate.**

In Control, the FBC is the U.S. government agency responsible for investigating "paranatural" phenomena - objects.

Control Aftermath expand the concept worldwide.



Narrative

The supernatural objects and forces escaped the facility and caused massive destruction to the area, and reshaped the environment.

The research center was a secret institution in a rural area therefore people here have no knowledge to it. Large numbers of people were killed.



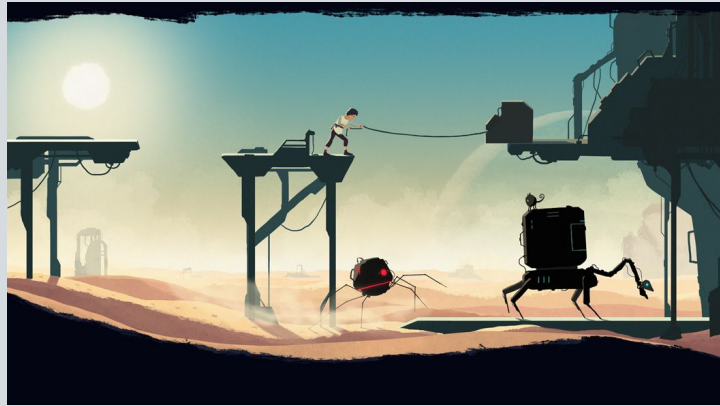


03.

Gameplay

Gameplay - Genre

- Single-player
- Puzzle-platform (climb, hide, move things, escape/fight enemies...)
- Cinematic, 2.5D (dynamic camera movement)



Planet of Lana



Limbo



04.

Art Direction

Art Direction - Overview



Main concept art 1

- Style
- Atmosphere
- Environment
- Characters

Art Direction - Overview



Main concept art 2

- Style
- Atmosphere
- Environment
- Characters

Art Direction - Style



- Flat, Cel-shading
- Hand-drawing traces, Brush strokes
- Low contrast
- Glimmer light



Art Direction - Atmosphere



- Misty, cold
- Wasteland, Sci-fi
- Loneliness
- Mysterious

Art Direction - Environment



Outside

- Epic natural landscape
- Ecosystem, grass, animals
- Strange old architecture
- Debris, human traces

Art Direction - Environment



Buildings

- Laboratory
- Restricted areas
- Suburban houses

Art Direction - Environment



Building inside

- High-tech
- Some old and rusty
- No human for a long time
- Robot

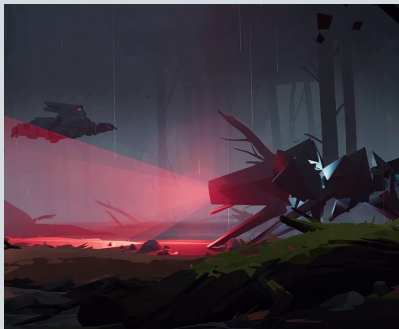
Art Direction - Characters



Protagonist - EBC Agent

- Outdoor extreme weather outfit
- Survival gear
- Weapon and agent tools
- Backpack (collectible items)

Art Direction - Characters



Enemies

- Semi-machine, robotic creatures



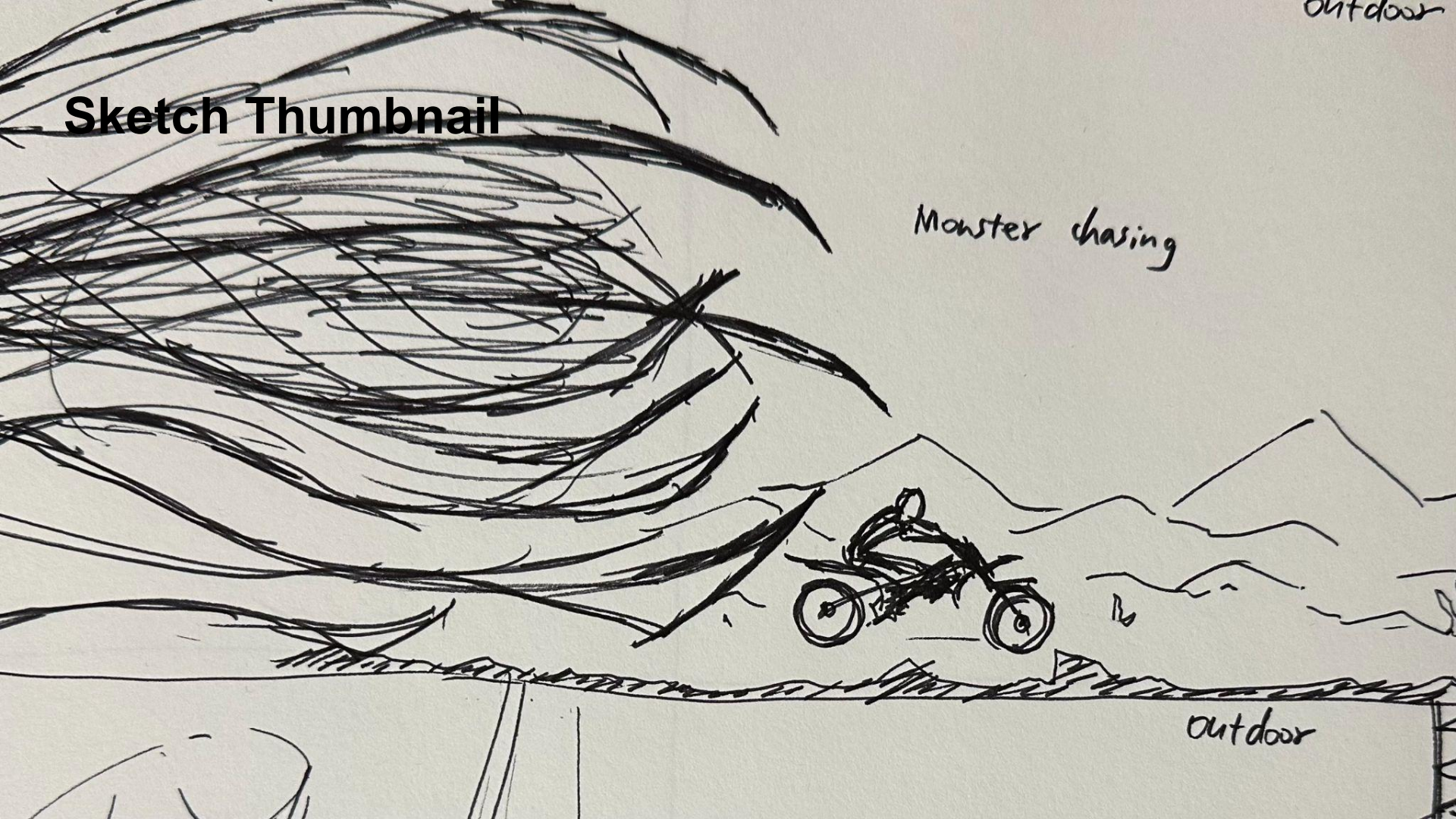
05.

**Style Guide
Development**

outdoor

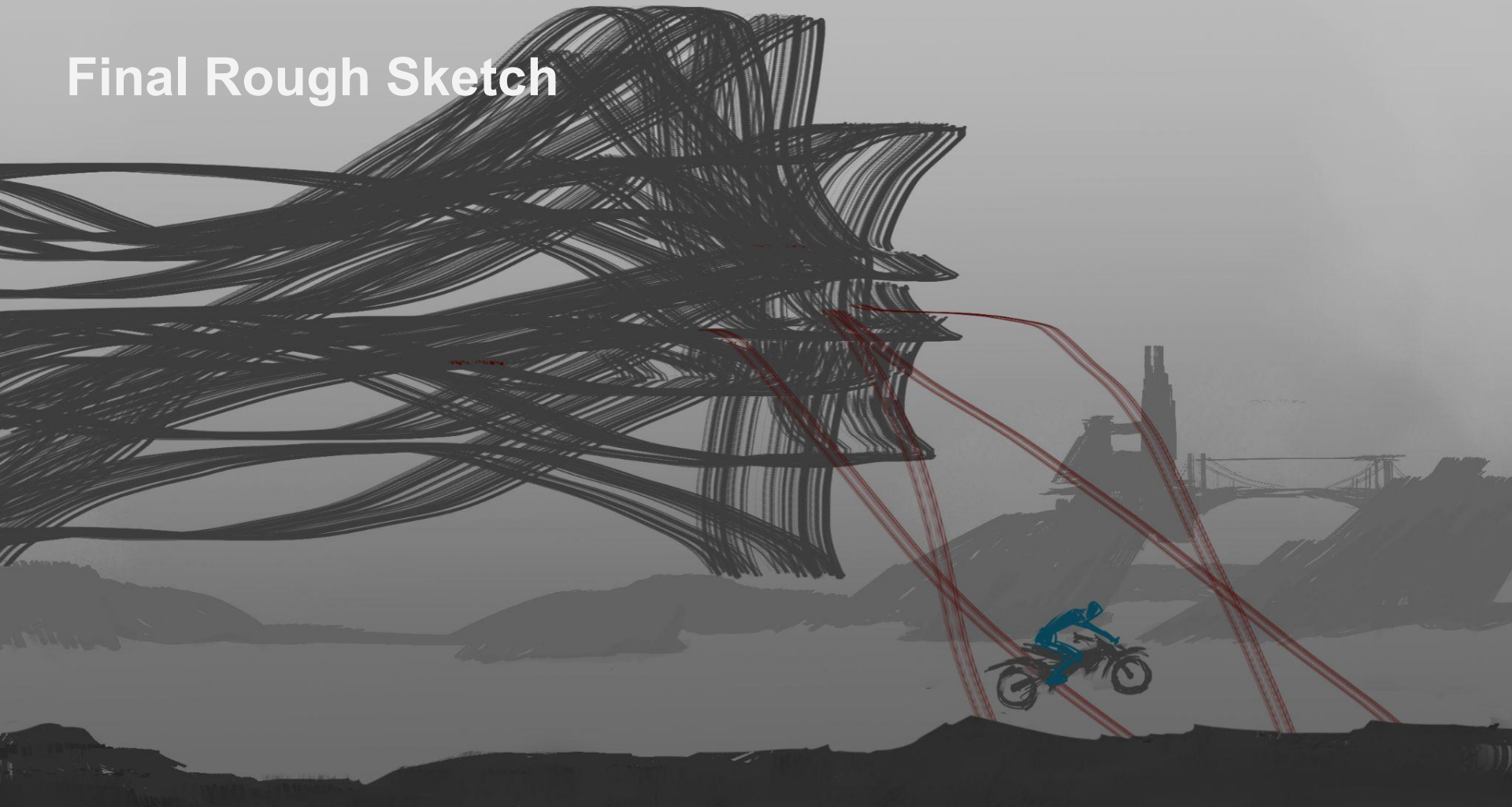
Sketch Thumbnail

Monster chasing



outdoor

Final Rough Sketch



Environment Reference



Time: Morning , sun in the right and back

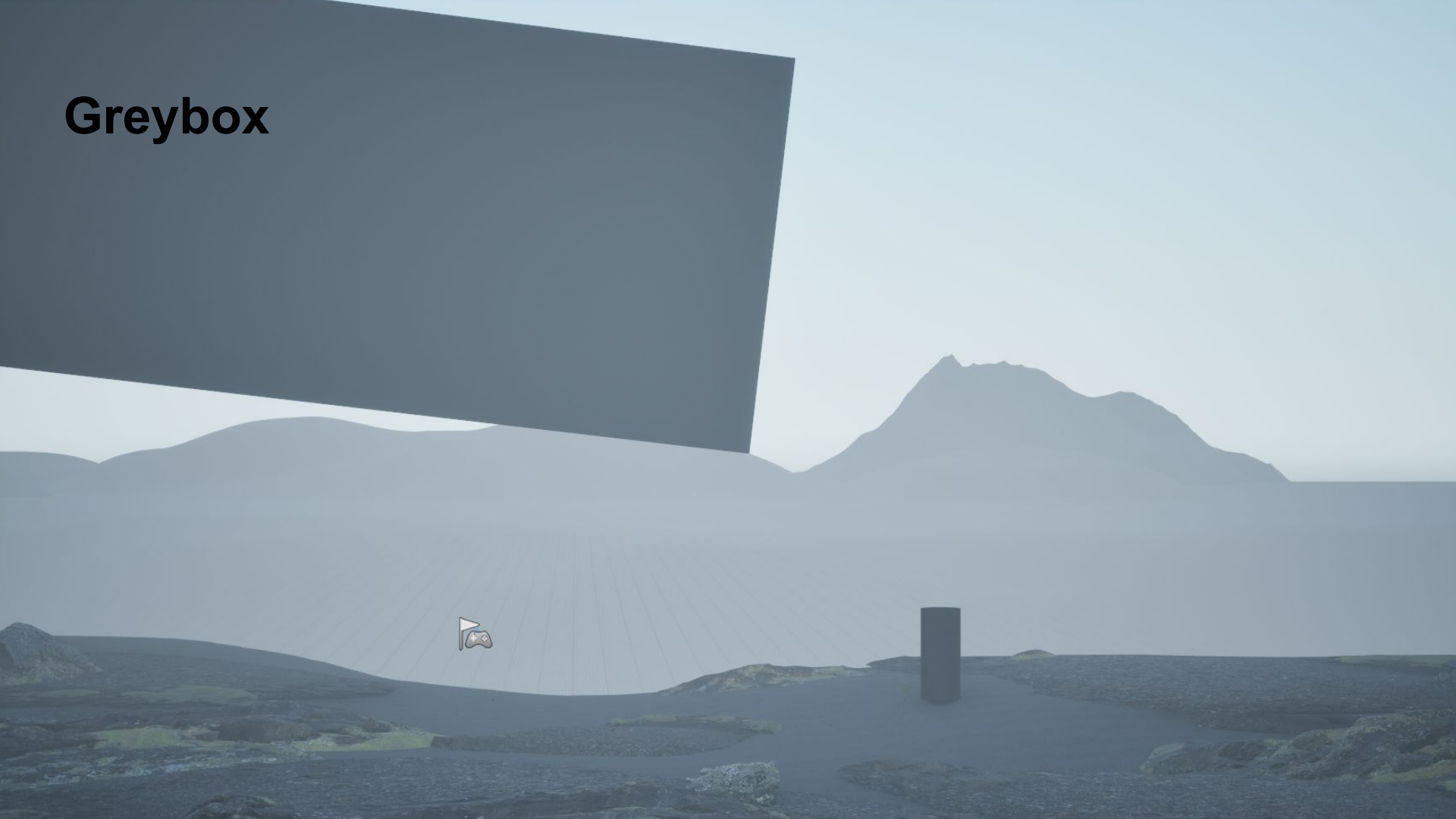
Weather : cloudy, misty, cold

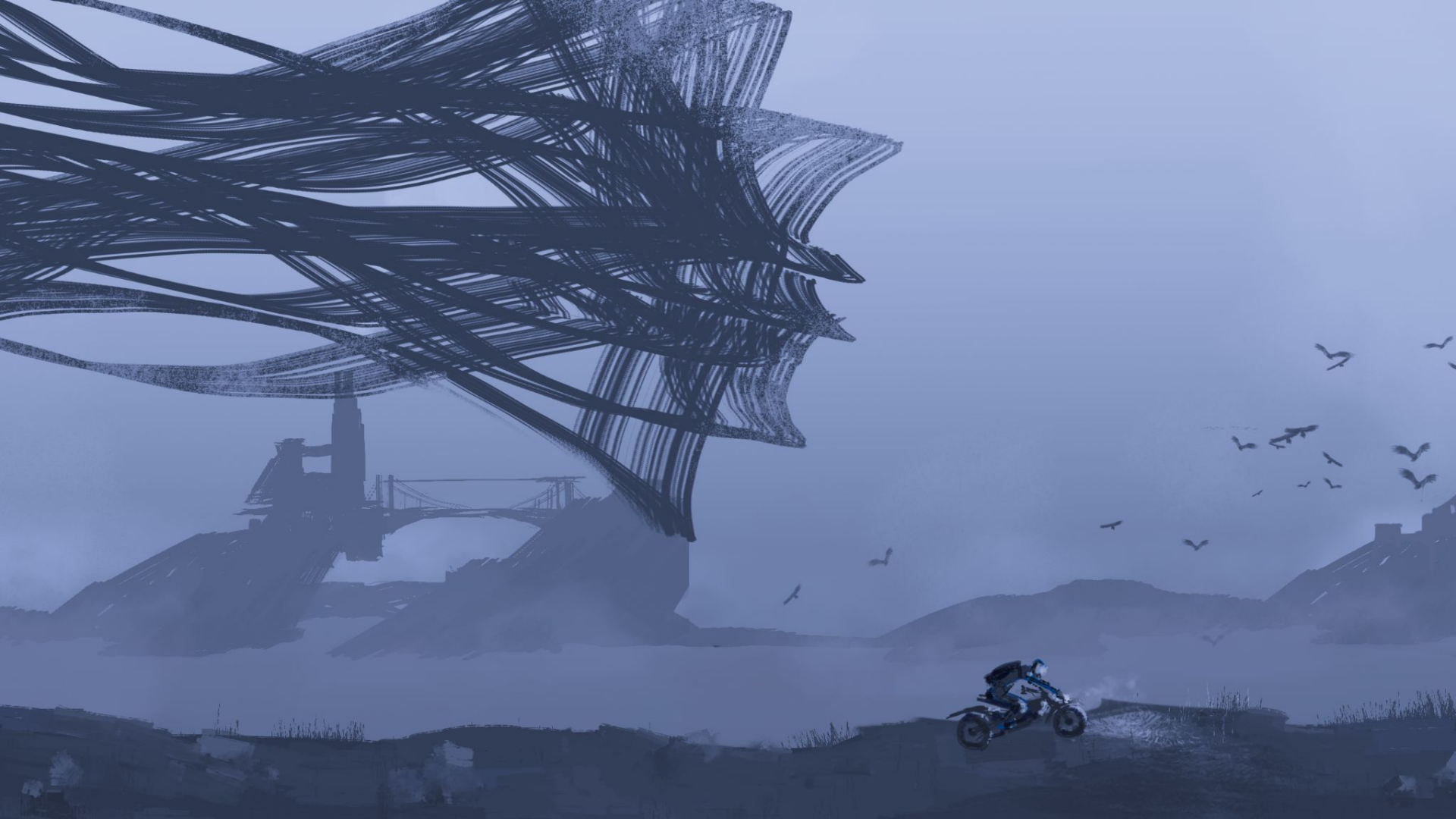
Location reference: Iceland

Ambient light: a bit blue, low intensity

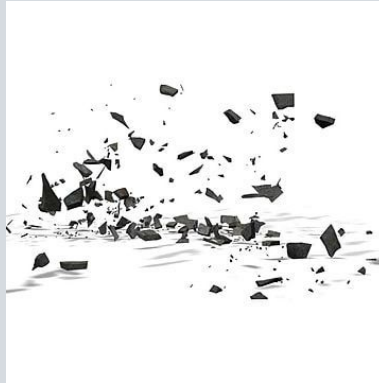
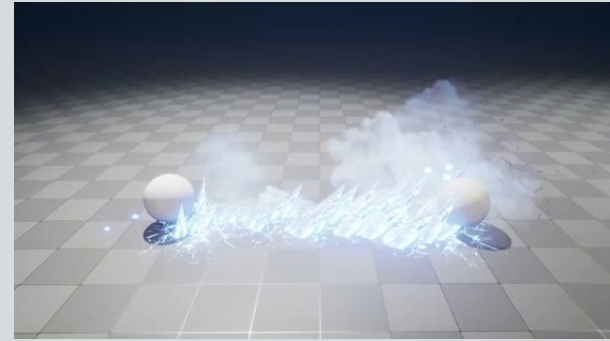
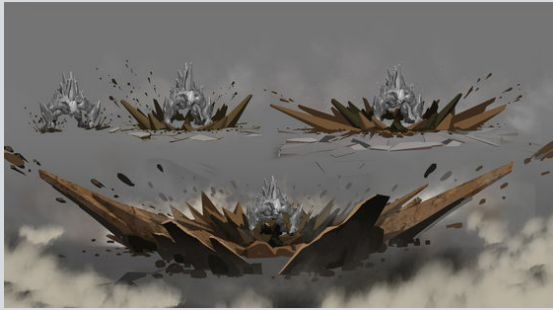
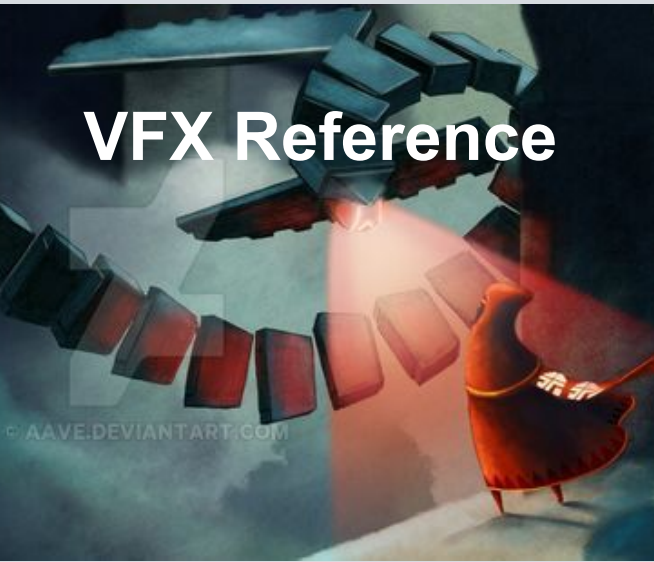
Atmospherics: dust, ashes, grass, rocks

Greybox





VFX Reference



Monster attack VFX:

1. Detect - spotlight
2. Strike and hit the ground with ice/light effect
3. Ground breaks, dust and stones particles
4. Monster withdraw, particles disappear.

VFX - Detect



VFX - Attack



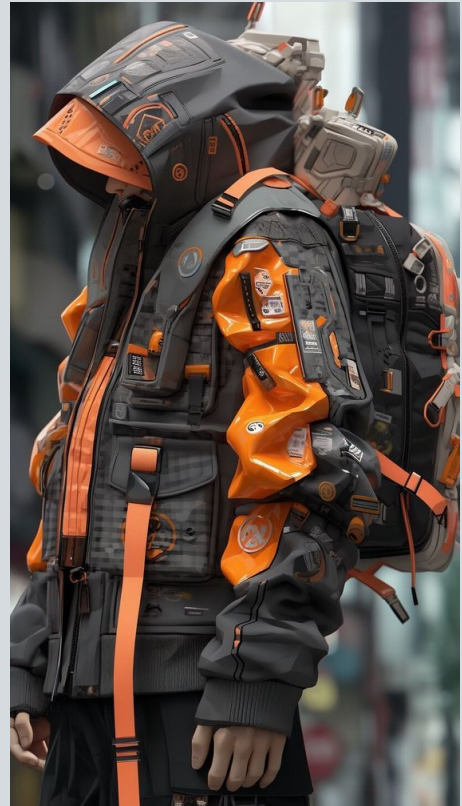
Character Reference



Sketches and Silhouettes



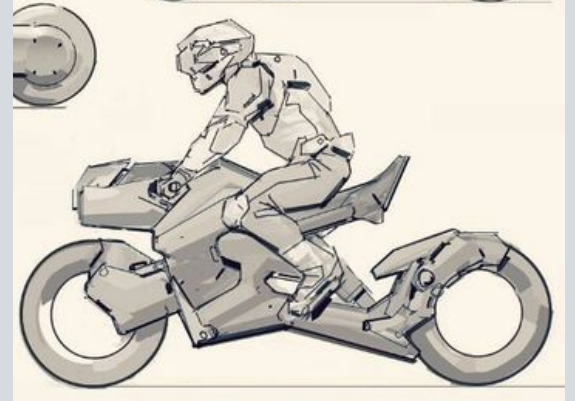
Character Reference



Light futuristic/minimalism, consistent color palette, dark grey+orange/white+orange

Costume Motorcycle reference

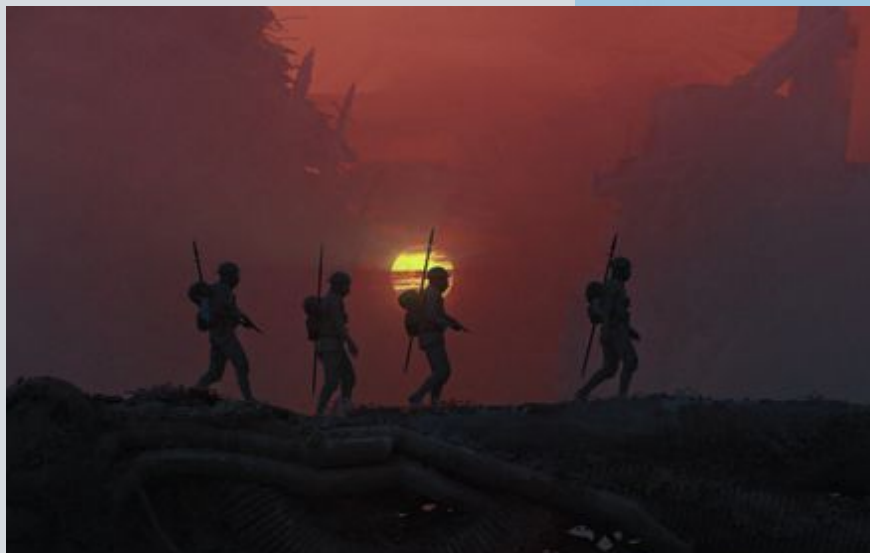
Character Reference



Ride, speed up/jump, stop

Key Posing

Character Reference



Walk, stop to look

Key Posing

Monster Design



Concept art by art station artist, a traveler riding a motorcycle with headlight at a post apocalyptic world with mountain afar and river chasing by a machine with flowing long thin tentacles made of steel, Esrgan-v1-x2plus, Digital art, 2024/4/9, Stable Diffusion

Character

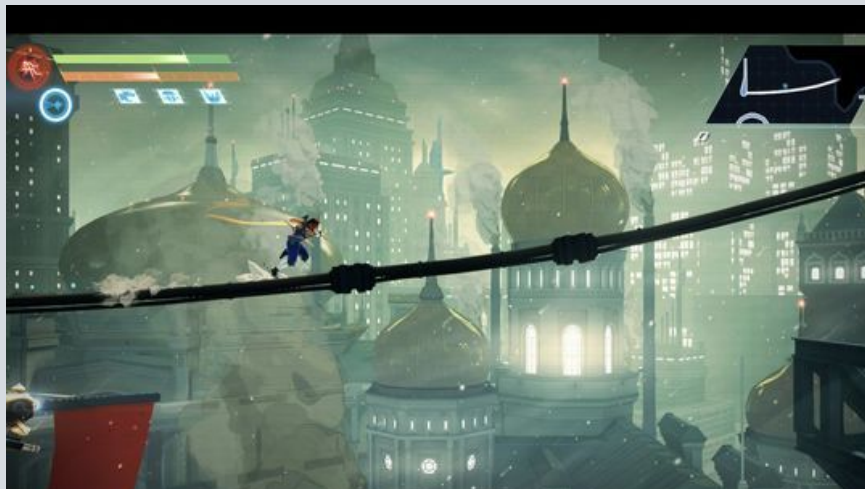


Monster Character VFX



UI Reference - Control

- Clean
- Readable
- Futuristic



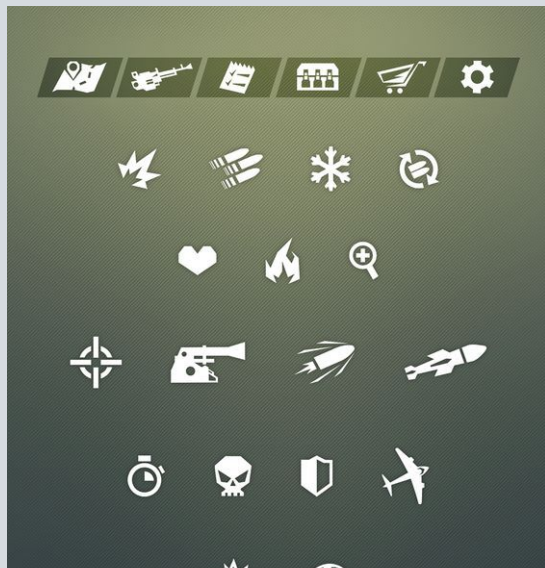
UI Reference - Menu

- Clean
- Readable
- Futuristic



UI Reference -

- Clean
- Readable
- Futuristic



UI Paintover

