

## “BUCK’S ISLE”

133 km off the scottish coast in the North Atlantic Ocean  
11 km in size, with 200-300 inhabitants

The earliest written records of settlements date to the 17th century. A local tale says, the captain who discovered this island had to burry his dog here, which name was “Buck”.



### What is this game?

First Person Interactive Movie

- Heavy Rain
- Beyond: Two Souls
- "Walking Simulator" Instances
  - Dear Esther
  - The Vanishing of Ethan Carter

### Scenario

About 150km off the scottish coast lies the island "Buck's Isle" and its inhabitants find themselves in a tragic and dire situation. Civilization as we know it collapsed, brought down in a domino-effect by several global tragedies.

Unable to establish any kind of contact with the mainland, the scottish islanders are now completely cut off, with no hope of help from outside.

Fuel is now running low and soon there will be nothing left, which means they can no longer run their motorboats which depend on fuel. So they have to improvise and rebuild their motorboats into sailingboats, powered by wind.

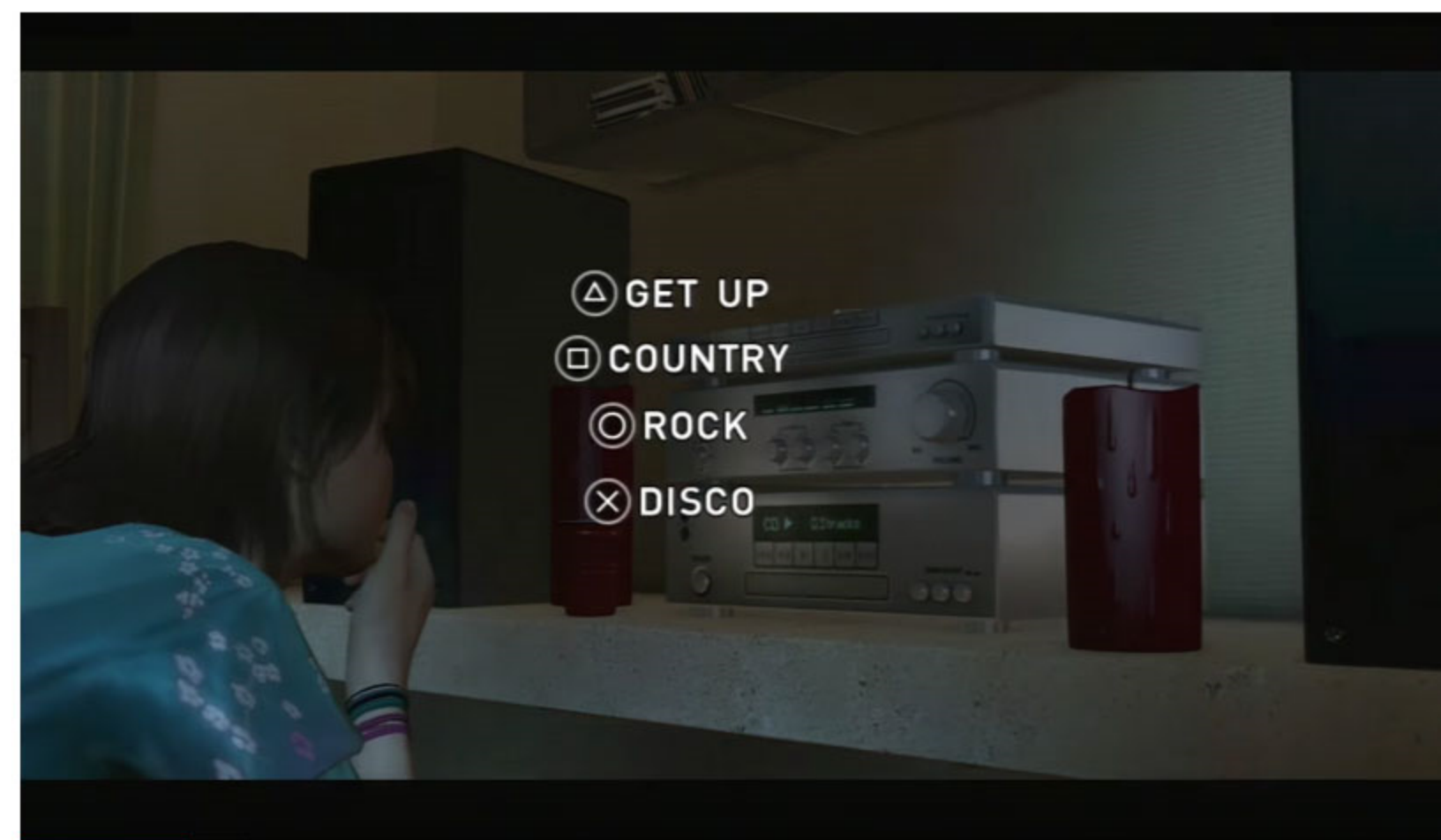
They also have to improvise their lives, living as a secluded community far out in the Atlantic Ocean, adapting to the new conditions.

### Features

- First Person View
- Quick Time Events
- Interactions with Characters & Surroundings
- Nonlinear Exploration
- (- Puzzles)

### IP-DNA

- Water, vast ocean
  - the feeling of being alone/on your own
- Improvisation in "times of hardship"
- Feeling of going back in time
  - with remnants of the "old/modern times"
- Realistic appearance
  - "Looks like it works"
  - avoid "Hey look at me!"-Design



### Island IP DNA:

Scottish island, in the atlantic ocean (REALISM)  
~ 200-300 inhabitants

Water, vast ocean  
the feeling of being alone/on your own

A safe harbor in the vast ocean, a home for the people living there, an island that has already proven that it can stand the test of time

Recognizable as "that" island  
- but avoid "Hey look at me!"-Design

### Designquestions

Nature of the Island:

How much arable land?

Cliffs? Rocks?

Beaches? sand or rocks?

How many Trees? what trees?

-> scottish appearance

Test of Time -> Erosion

Size: population of 300, how big is the island?

Overall shape / shapelanguage?

-> safe harbor, test of time

Where is the village?

(spread out village or everything in one place?)

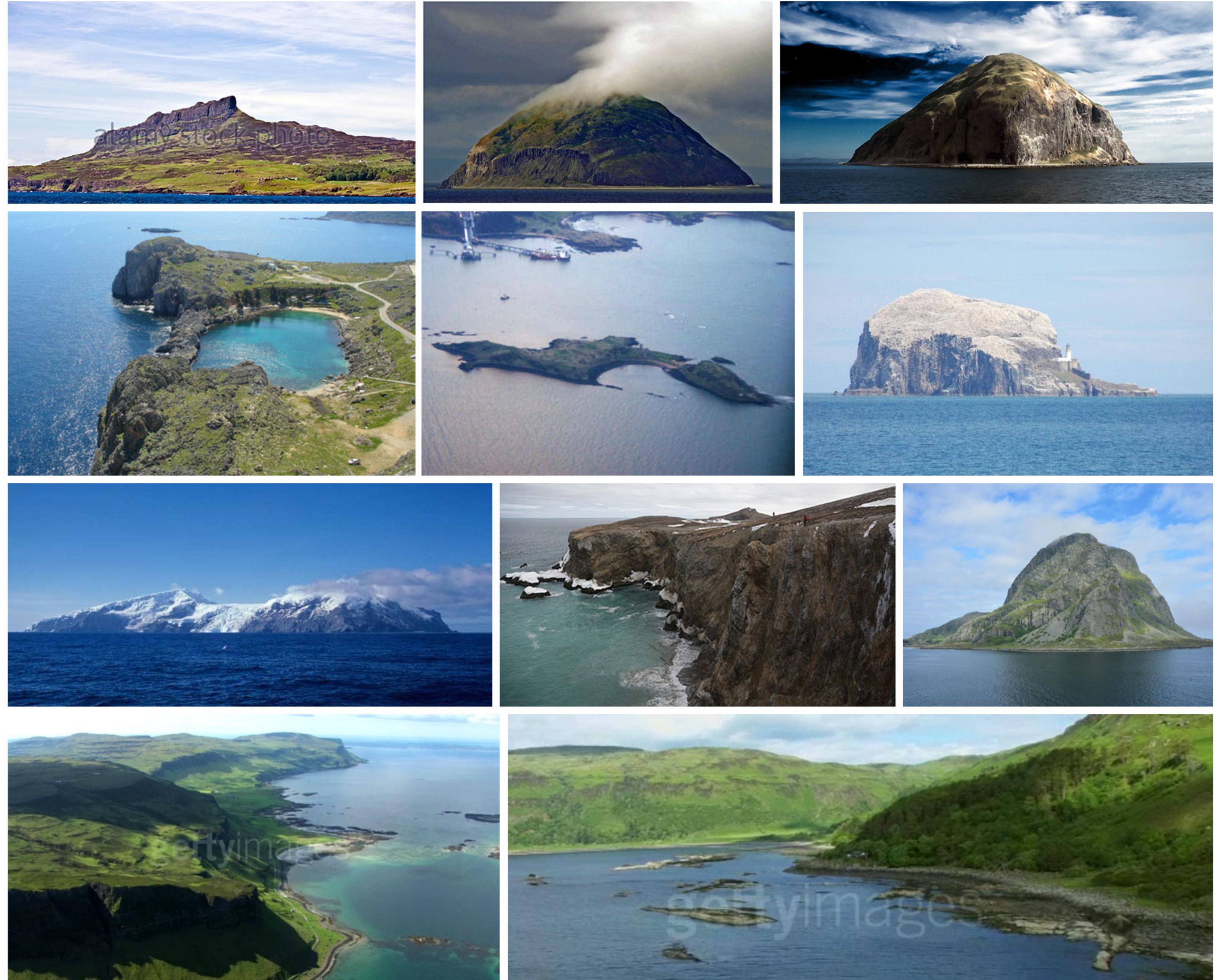
Natural harbor?

Recognizability:

What can be used

- Shape
- Material
- Colours
- Big vs small (vs medium)

### Quick Moodboard/References



### Solving the technical parameters

~ 200-300 inhabitants -> ~ 9 km in length  
~ 350 km<sup>2</sup>

Scottish flora and geology:

- Grassy planes -> Machair
- Broad-leaved trees -> sparse growth
- Igneous intrusions
- Old Red Sandstone/Granite/Grabbo  
-> heavily weathered by the elements  
see St Kilda, Scotland

### Result

As a result we have 2 mayor characteristic for stones and rocks as well as grassplanes and the general flora:

- High visible level of erosion in all kinds of rocks, stones & cliffs.
- Low level of flora. Grass and scrubs make the majority, trees are accents.



St Kilda, Scotland



9 km in length & ca 366 km<sup>2</sup>

© Google Maps



Machair



St Kilda, Scotland



Machair



Old Red Sandstone



Zoom

© Google Maps

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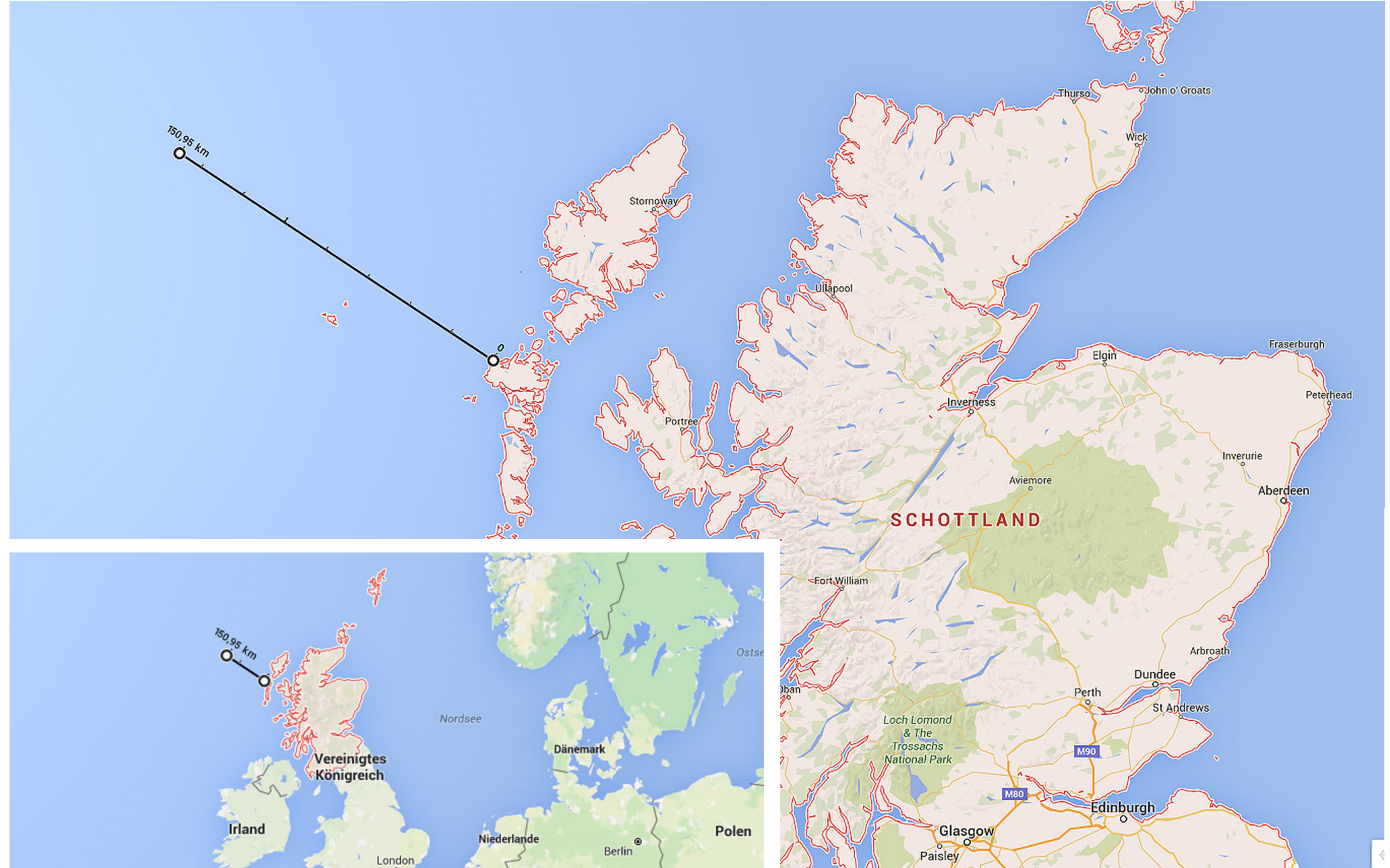
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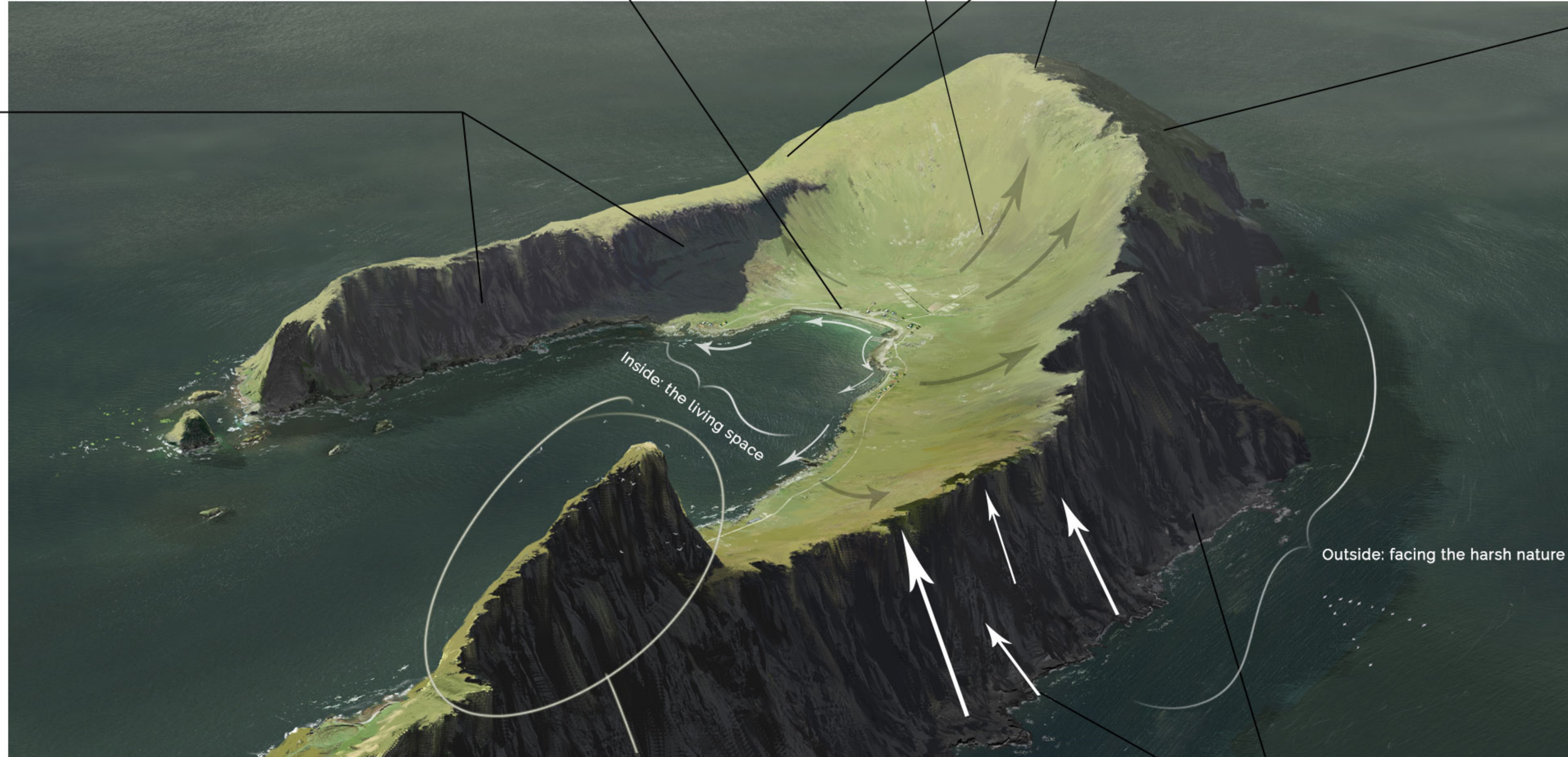
**Buck's Isle**



# Buck's Isle

rocky "unfriendly" cliff has been placed here to keep the geology consistence and believable. A smaller size is a good compromise

additionally there is a smoother transition between grass and rocks



balanced distribution of colours, to support a stable appearance ("old/stands test of time")

light tones to accentuate

breaking the monotony of the shape and adding a memorable and interesting landmark

I've also tried to work with contrast/contrary perceptions, to represent the almost "bipolar" scenario: "Times of Hardship" vs "safe harbor"

cliffs, many rocks, no sandy beaches on the outer sides.

Contrast to the arcs inside: only harsh edges, sometimes varying in sizes.

grass on the backside to keep the big shape connected and thus more stable

**Plants/Materials:**  
( Remember the 2 mayor characteristics for the flora and the geology:

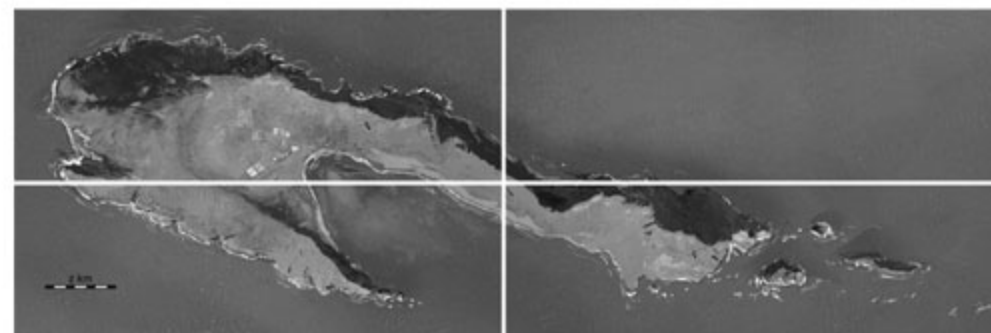
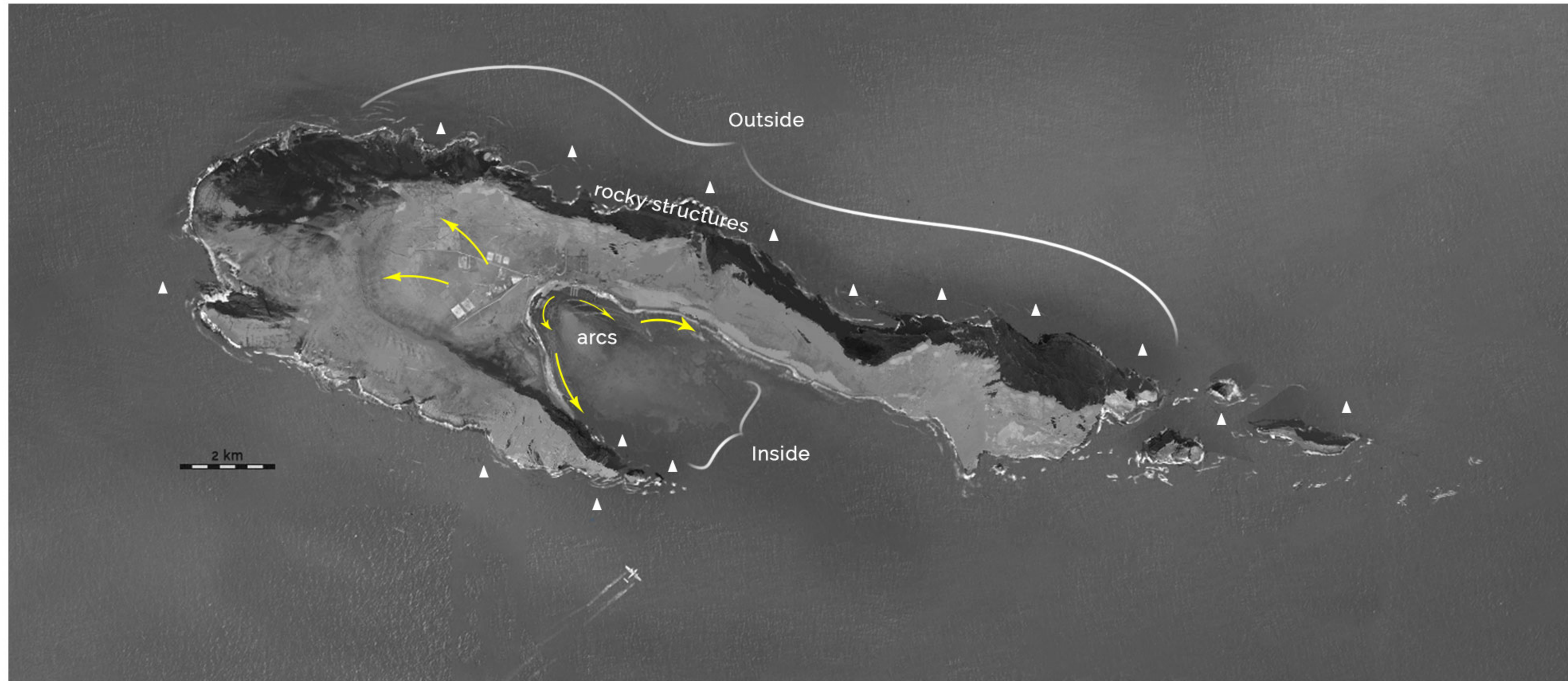
- High visible level of erosion
- Low level of flora )
- Wide grassy planes
- lots of open space
- no obstacles/clear sight
- > **Prospect Refuge:** no perceived danger on this island, thus more safe/friendly.

(Prospect Refuge: "A tendency to prefer environments with unobstructed views (prospects) and areas of concealment and retreat (refuges).

People prefer environments where they can easily survey their surroundings and quickly hide or retreat to safety if necessary. Environments with both prospect and refuge elements are perceived as safe places to explore and dwell, and consequently are considered more aesthetic than environments without these elements."

- Universal Principles of Design (Lidwell, Holden, Butler)

## Buck's Isle



every square is different, to keep the shape ,  
dynamic and visually engaging

**"the feeling of being alone/on your own":**

- no secondary islands

2 more ways to convey this mood:

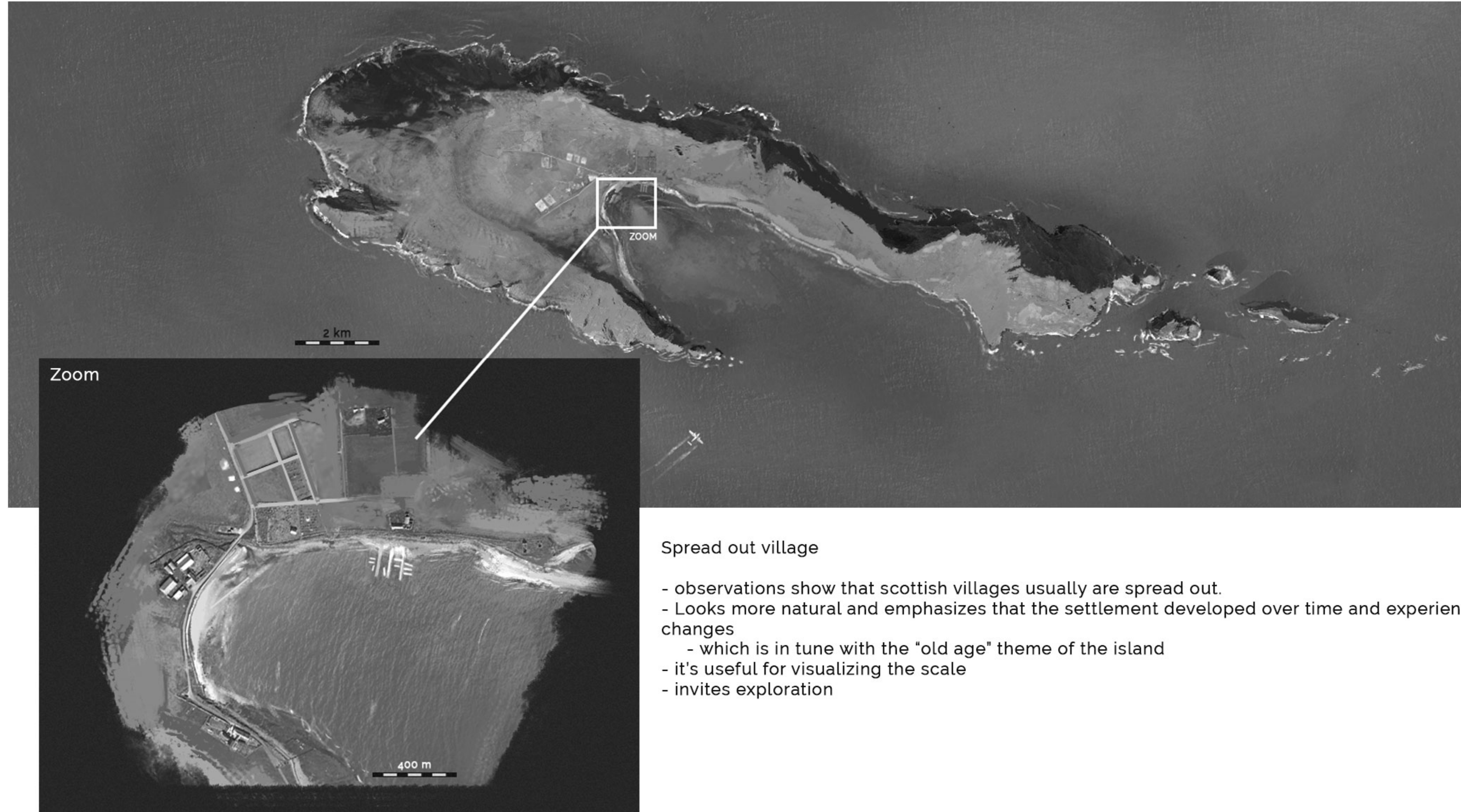
1. Make use of the cliché: small island in an establishment shot, showing a vast ocean (contrast of big vs small etc)
2. Show view from island onto the ocean with an empty horizon. Emphasize that the horizon is empty, all around (e.g. 360 degree view)

empty horizon





## Buck's Isle



### Spread out village

- observations show that scottish villages usually are spread out.
- Looks more natural and emphasizes that the settlement developed over time and experienced changes
  - which is in tune with the "old age" theme of the island
- it's useful for visualizing the scale
- invites exploration

**Buck's Isle**



**Cutscene Storyboard:** Establishing Shot - Approaching the island

Camera Lens: 35 mm

Aspect Ratio: 2.35 : 1

Actor approaches island on a boat. Camera pans horizontally on its fixed position on the boat.

