

THE ART OF



DROUGHT



DREMITEM

games



DROUGHT

INTRODUCTION

In a solar flare ravaged world over 20 years into the future, humanity is in a struggle for resources. Most of the earth's water supply has been radiated into space before the earth's magnetic field could restore itself. A small group of survivors set out through the ravaged world to find a government build bunker on the east coast of the United States.

Approaching the approximate bunker location a massive sandstorm hit the group of survivors.

Waking up on some planks inside an old fishing vessel, you find out that your group is gone.

There is nothing left for you but some supplies and a map with some scribbles on it.

You have to find out where your group went and find the bunker before you run out of supplies and health. There are many dangers in the wasteland: tornado's, radiation and storms that will make you wish you would have stayed in the fishing vessel.

The Art of Drought is a compendium of concept art, sketches and renderings illustrating the creative process behind the visual signature of the Drought universe.

This book encompasses 4 months of development, from early sketches to later concepts and in engine assets. Our group called "DremTem" consisting out of two 2D artist and one technical 3D artist. Every member gave it their all to create this piece of humble gaming content.

Robbert-jan Middelkoop

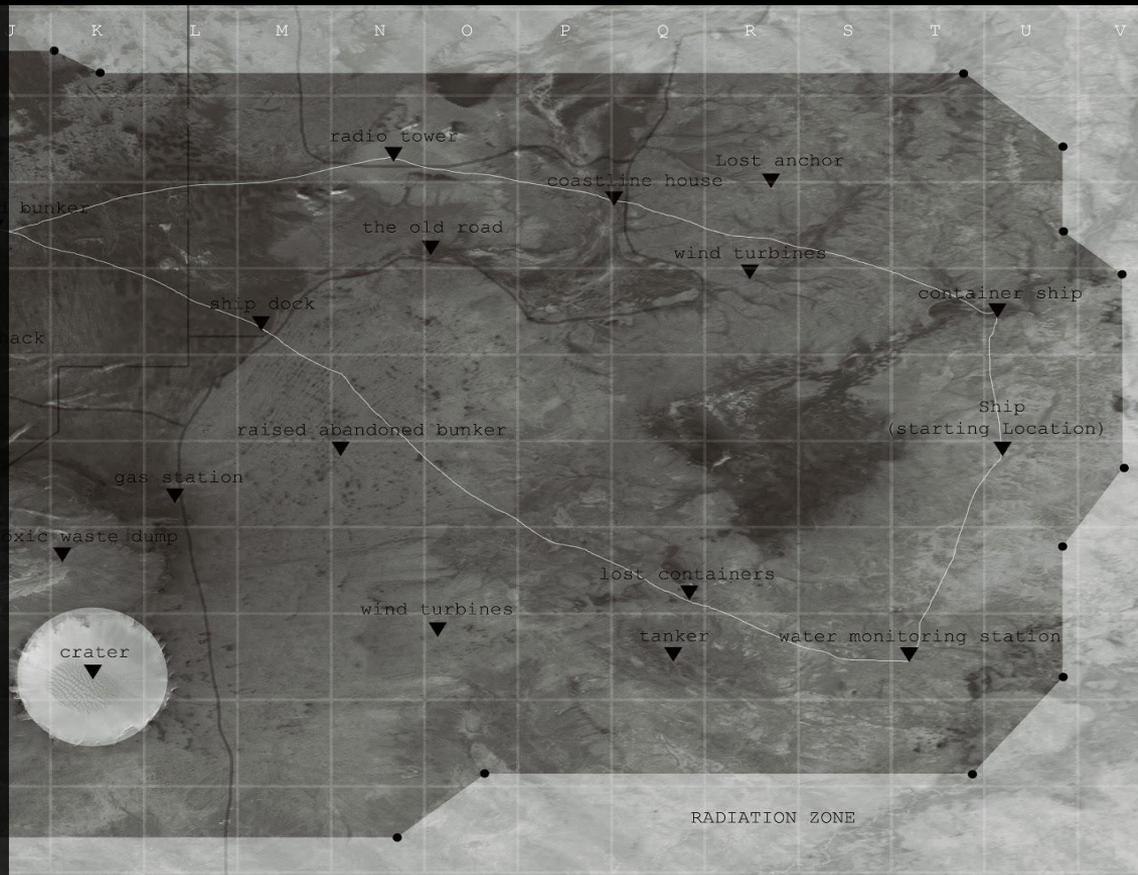
- Art and 3D modeling

Max Kruf

- Programming and texturing

Jay Aalders

- Art and 3D modeling



THE FIRST CONCEPTS

These were the first concepts made by our team, they came forth out of an earlier game idea the team had. This idea consisted out of a post chemical attack house, brainstorming with these pieces laid the foundation for what would later become Drought.









BUILDING A DESERT

After the initial concept of building a post-apocalyptic house our team started to get grander visions, as always. Inspired by games like Mad-Max and a taste for survival games, brainstorming followed. Inspiration got thrown around about being lost in a extremely harsh desert environment and having to look for resources to survive.

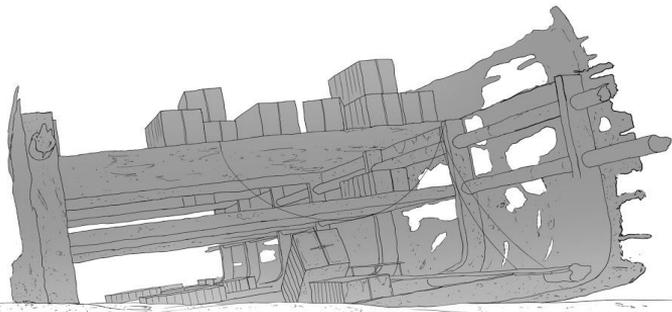
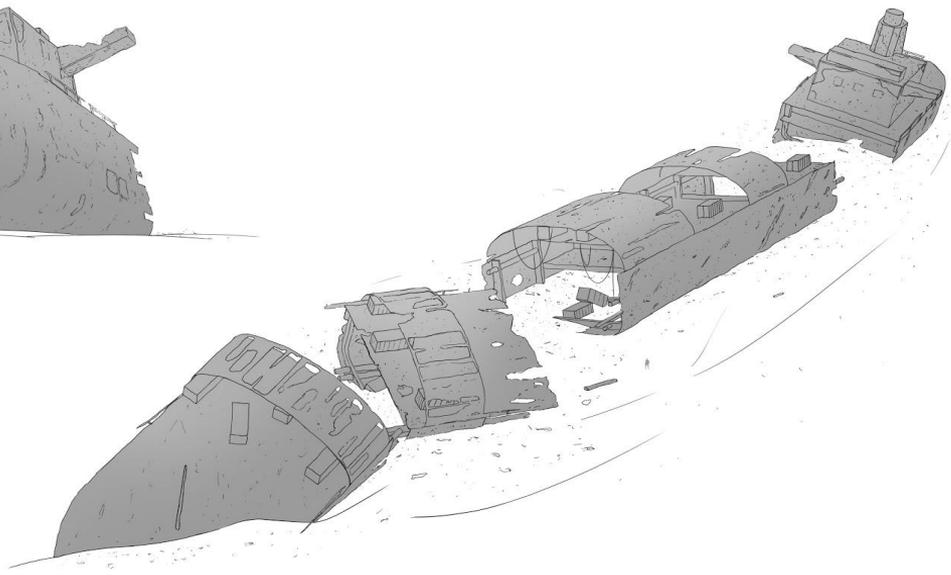
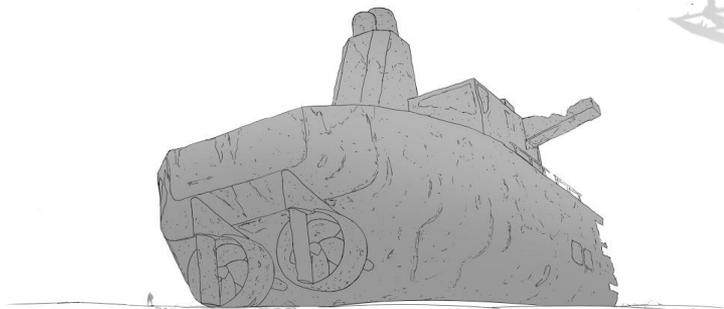
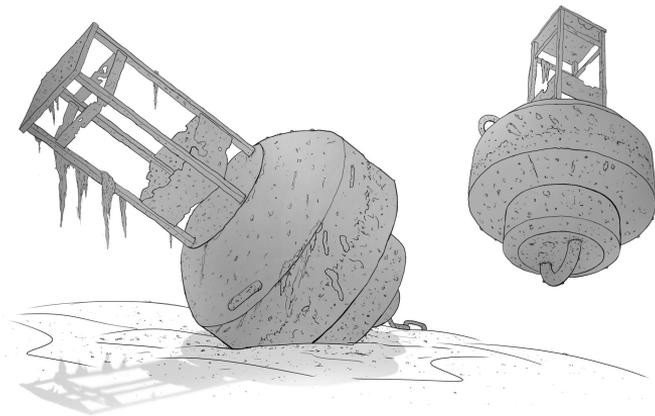
The following work is the result of the changed design decision to create a desert environment and all its surrounding elements. We started with the idea inspired by third world ship breaking yards. A dry seabed with massive ships stranded everywhere and radiation all around with storms and tornadoes as big as skyscrapers. These were very ambitious plans from the start, still we didn't care about the limits of our game design, all we wanted was to create a great experience.

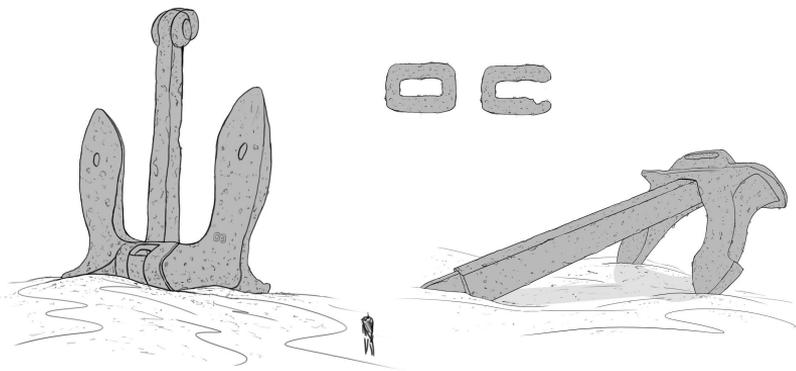
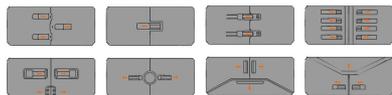
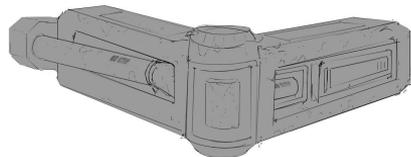
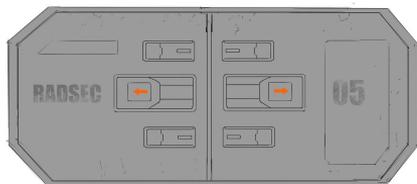
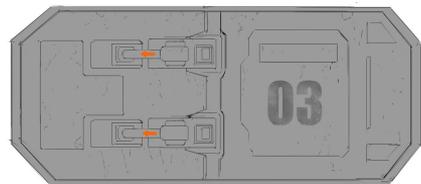
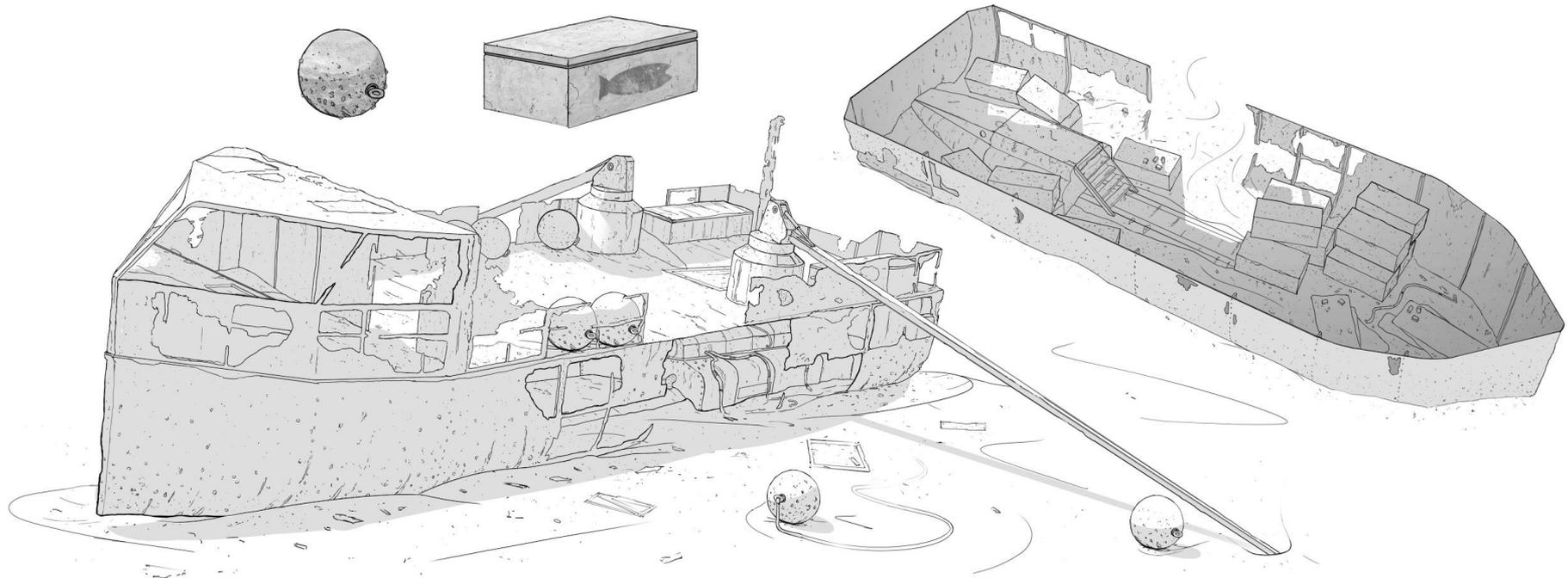




ENVIRONMENT SKETCHING

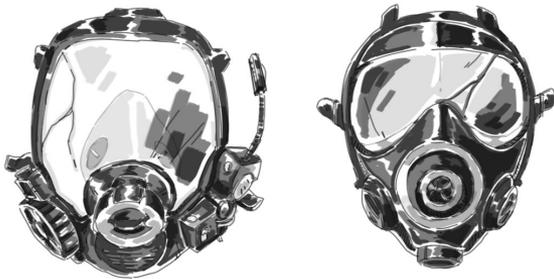
Initially a great range of environment and prop sketches were planned for this project. Reality proved otherwise, sketching all these location and real world object would simply take to much time. Wouldn't it be faster if we just made a 3D model of the object instead of sketching? So the decision was made, further along the project mostly 3D objects and photos were used as base reference. This sped up the design process and helpt spare valuable time for the project.





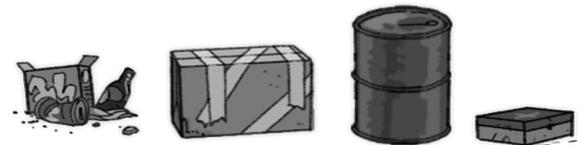
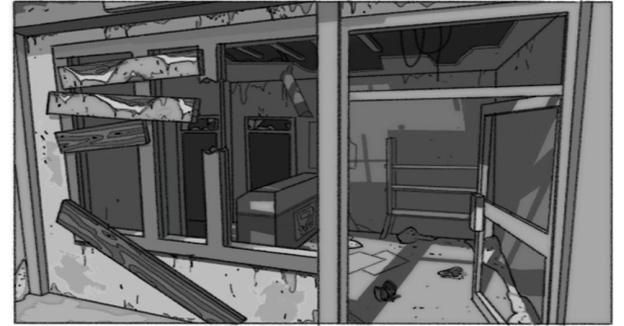
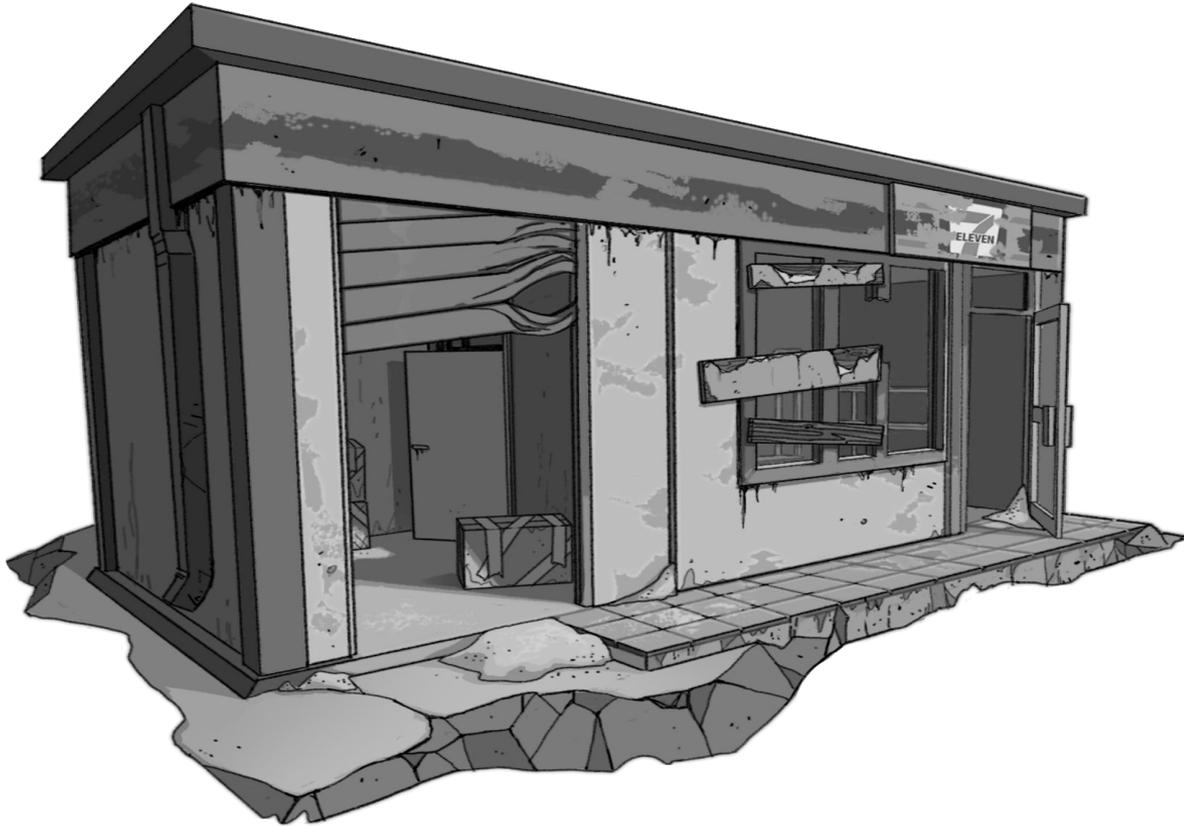
CHARACTER VISUALISATION

To get a better understanding of what the proportion of our character would be our team created a small collection of character sketches. These helped us visualise his mask.



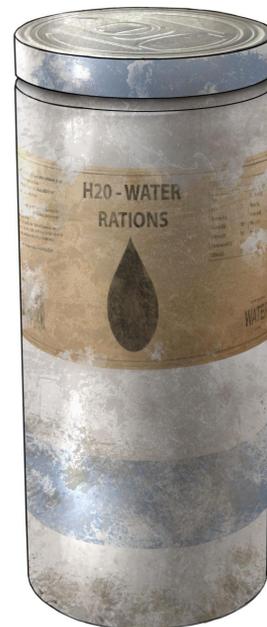
CROSSROAD SHOP

Concept sketches for one of the many location in the wasteland.



PICKUPS

Pickups are the essential objects that will keep you alive in the wasteland. Last minute changes were made ingame, the food pack got changed for a medkit to create diversity.



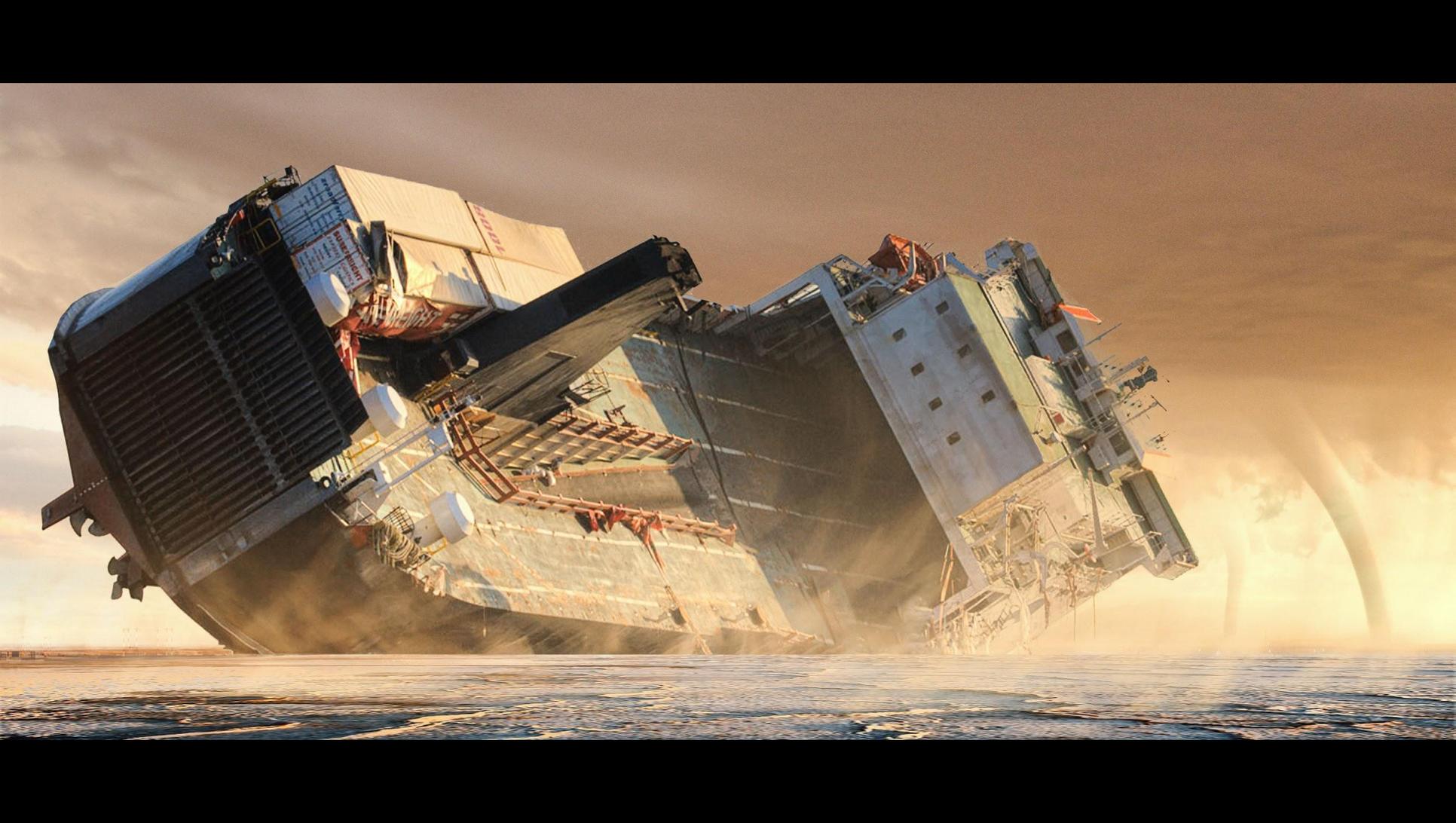


















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SKYBOXES



LET'S GO UNITY

When looking at our team's technical expertise, Unity was the natural choice. Our technical artist still presented the 2D artist with a very advanced tech demo to persuade the team. We were already convinced, but we still let it happen.

The landscape of Drought proved to have many technical challenges, large open landscapes had to be created with sand dunes and hills that had to look as natural as possible. Nobody in our team had ever done this before. What made it even more challenging was that this landscape had to be filled with hundreds of props and effects. Filling the level with objects alone took several weeks to complete.

The following chapter contains in engine screenshots and renders visualising the creation of Drought's 3D components. Metal plating, ship parts and much more 3D goodness.



THE HARBOUR









GAS TANKER



























-Thank You-

**To everyone who made this project a reality
To friends and family who supported us all the way
It's been a great journey**

-DREMTEM-