

Research









Simon Stalenhag

- PNW America
- overcast moody atmosphere
- realistic, everyday people
- modern setting

















Simon Stålenhag's Work





















Scavengers Reign, Kipo - overgrown, mutated post apocalypse







Top down design elements



















'Broken Loop' - time loop survival?





elements

Warm tone despite survival

Don't Starve Together - co op





80s action adventure movie influences, nostalgic tone, kids trying to survive

Survival games: DayZ No Man's Sky Green Hell Valheim This War of Mine





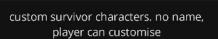
Usually first person or third person. Rear view designs should be interesting







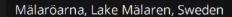
















'Cassette Futurism' - nostalgic 80s inspired sci-fi

cold/snowy environments. familiar cold (winter, playing outside) paired with unfamilar cold (robot shells, barren of life)

Stalenhag's concept paintings for Tales from the Loop.



possible Ghibli-esqe influence, overgrown robot experiments.







Castle in the Sky (1986), Howl's Moving Castle (2004)





'Stålenhag's paintings and stories take place in an alternate version of Sweden in the '80s and '90s, primarily in the countryside of Mälaröarna' - Concept Art World

theme of children exploring- innocence of youth vs giant, mysterious government project sci-fi robots





melancholic tone - gentle blues, faded out atmosphere, nostalgia























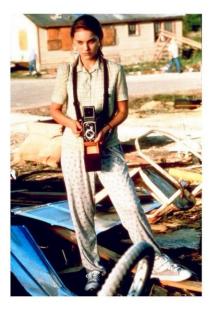
Tales from the Loop (tv show)
Friendly robot, humans
interacting with machines,
decaying buildings

80s Clothing

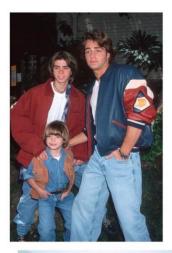






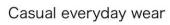




















Office wear for journalist





Retro backpacking & survivalist elements for survivor

Blue Sky and Exploration

- Semi post apocalyptic
- Colour, mood, tone
 - Sci-fi vs humanity
 - Youth
 - Modern civilians
 - Winter



















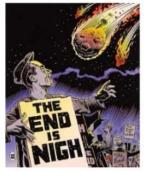


'The Tinfoil Hats' conspiracy theorists against 'the loop'















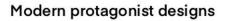
















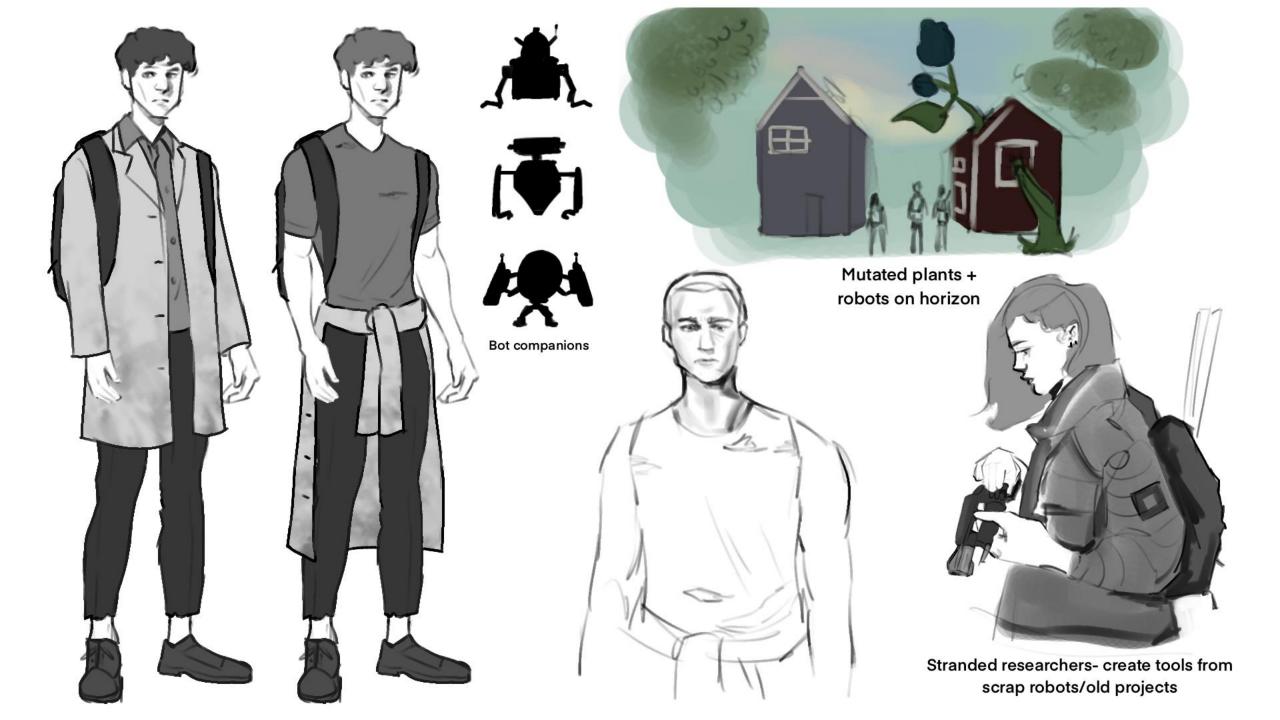


Stuck in a time loop, things get worse as time progressesbuildings get more derelict

The last of us inspired

















Team working in the Loop thrown through a time warp- alternate mutated version of Sweden

Lush, overgrown but cold environment

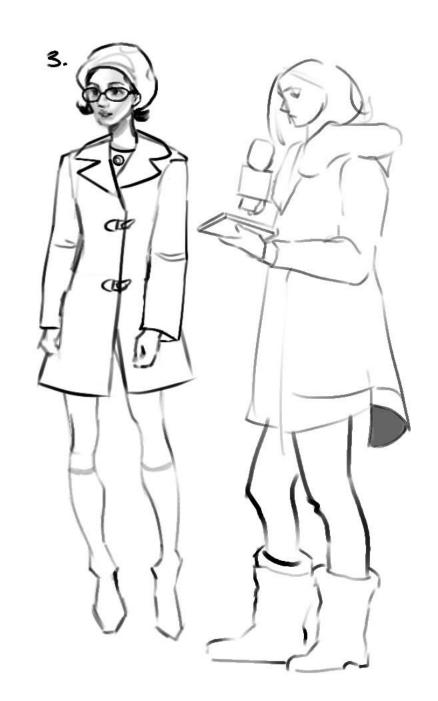




Faction: Journalist- found footage, survival tactic is to gain information abt the loop







Character 1 - Journalist



Broken Loop

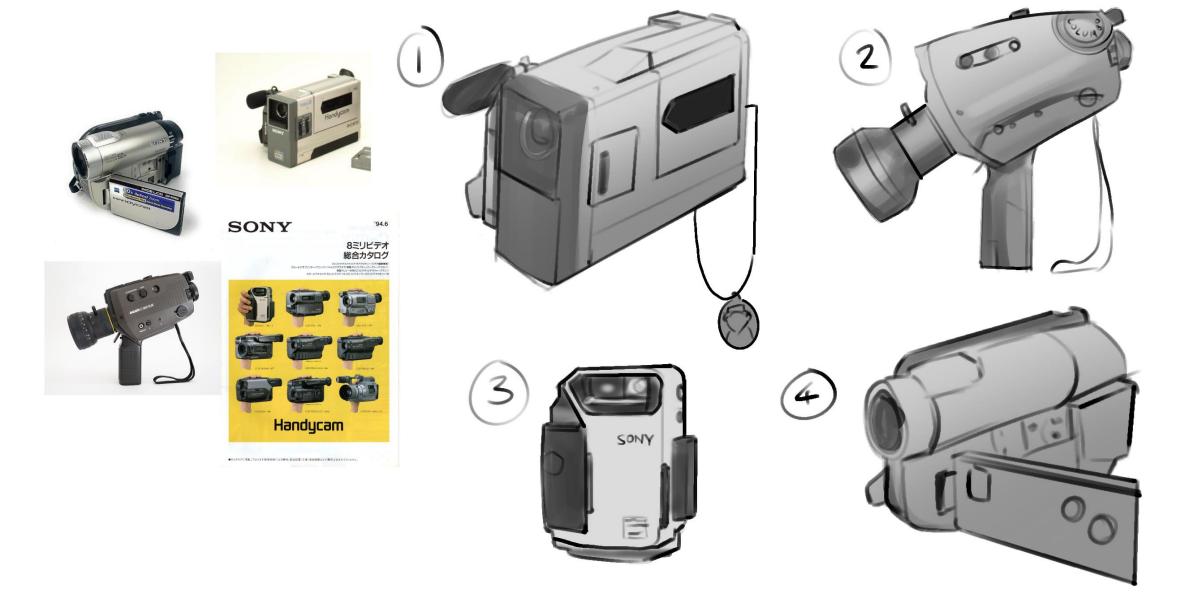


Broken Loop



Broken Loop

Tournalists Camera





RPG gameplay

Camera

Prop
gaining info by

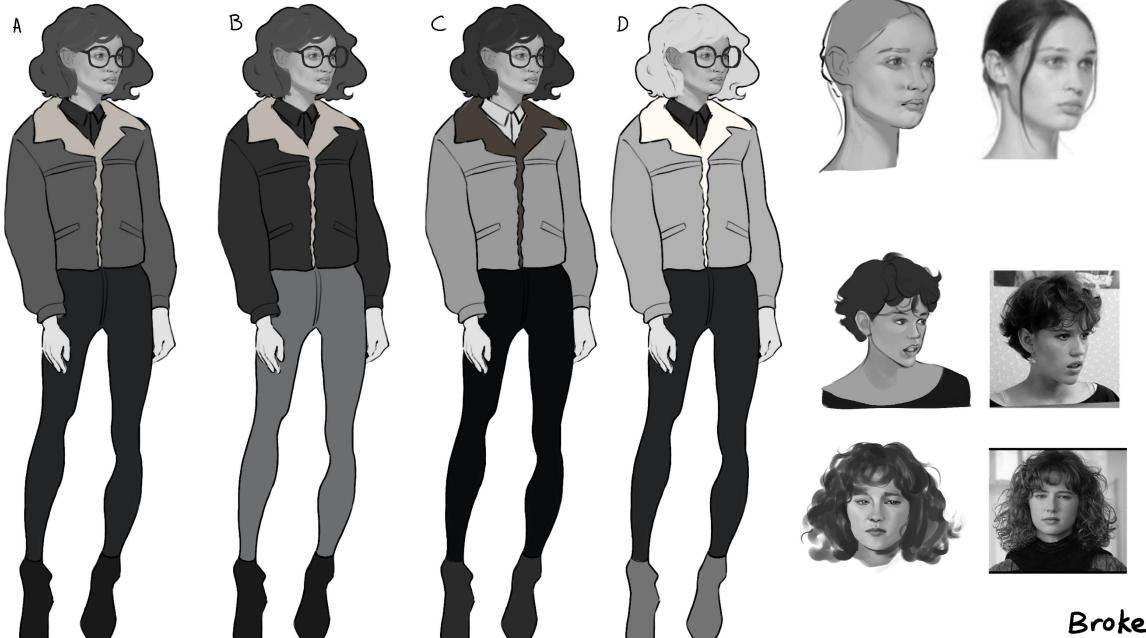
taking photos

earns skill/

survival points

+ investigation



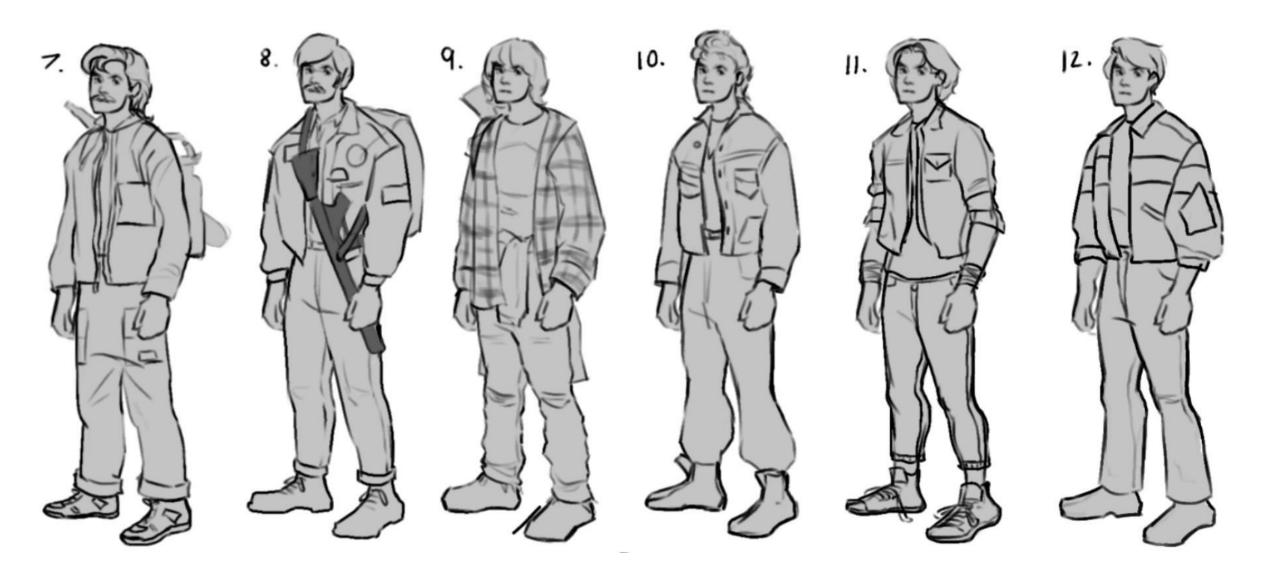


Broken Loop

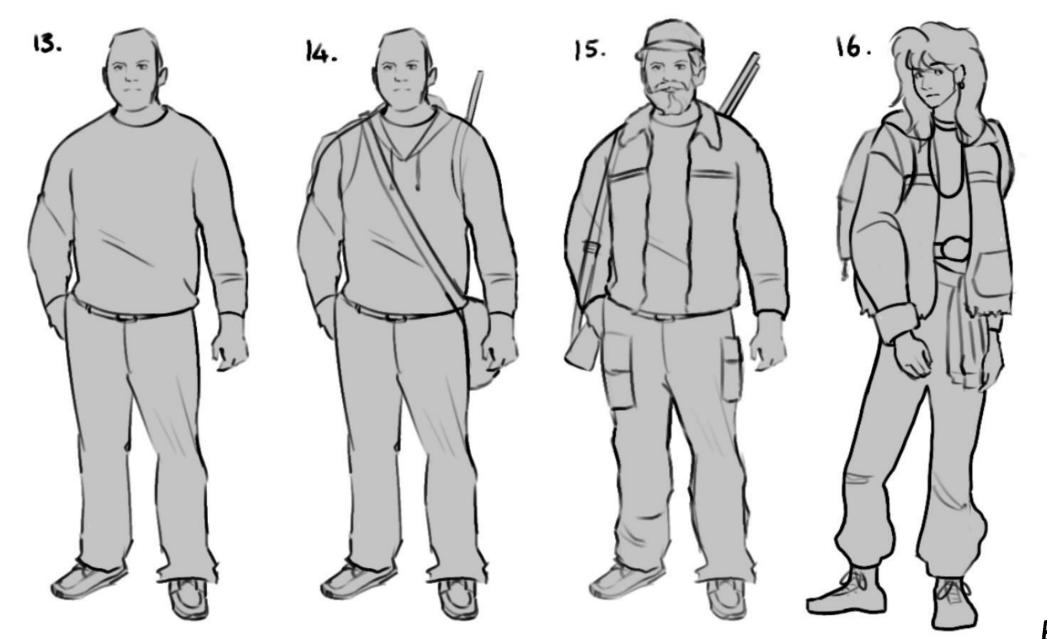


Character 2 - Survivor

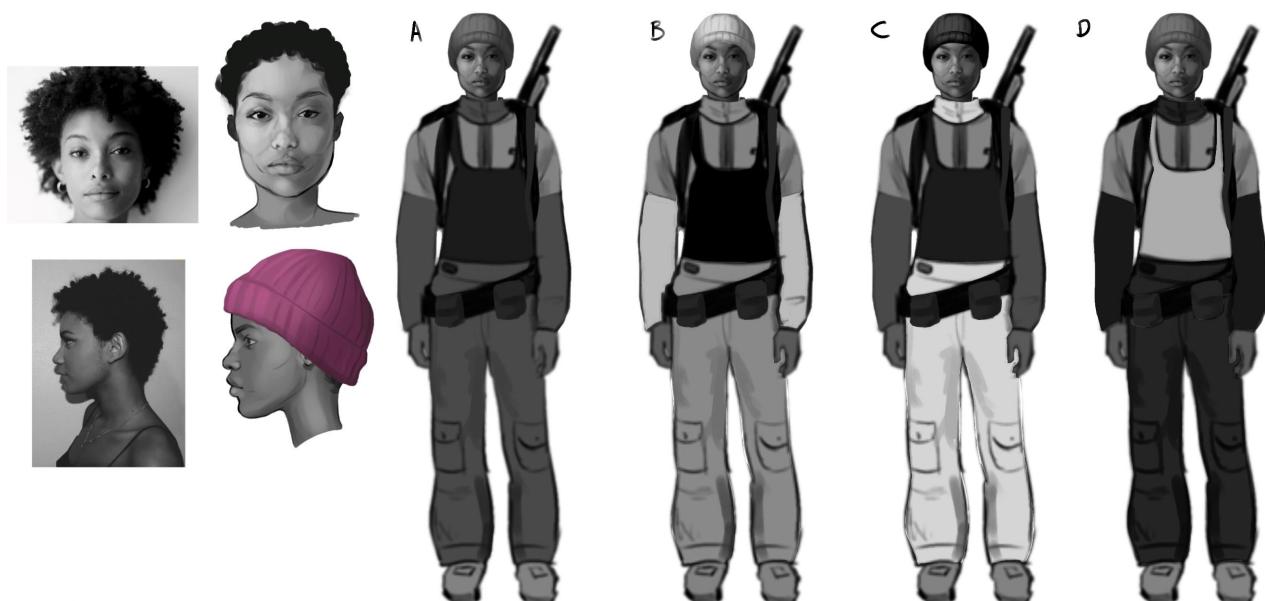




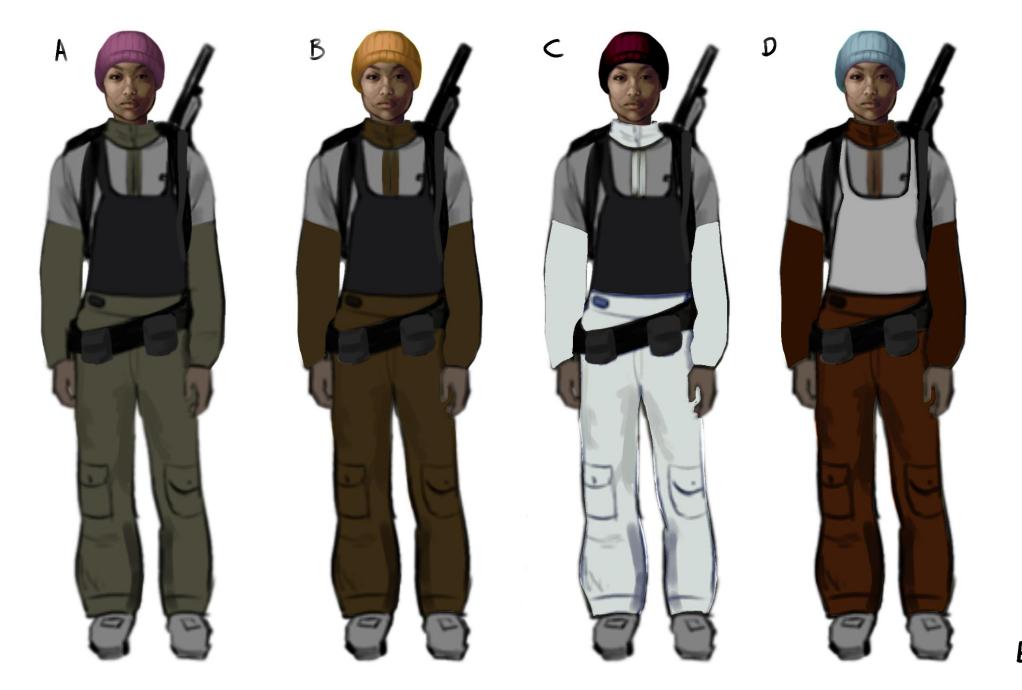
Broken Loop



Broken Loop



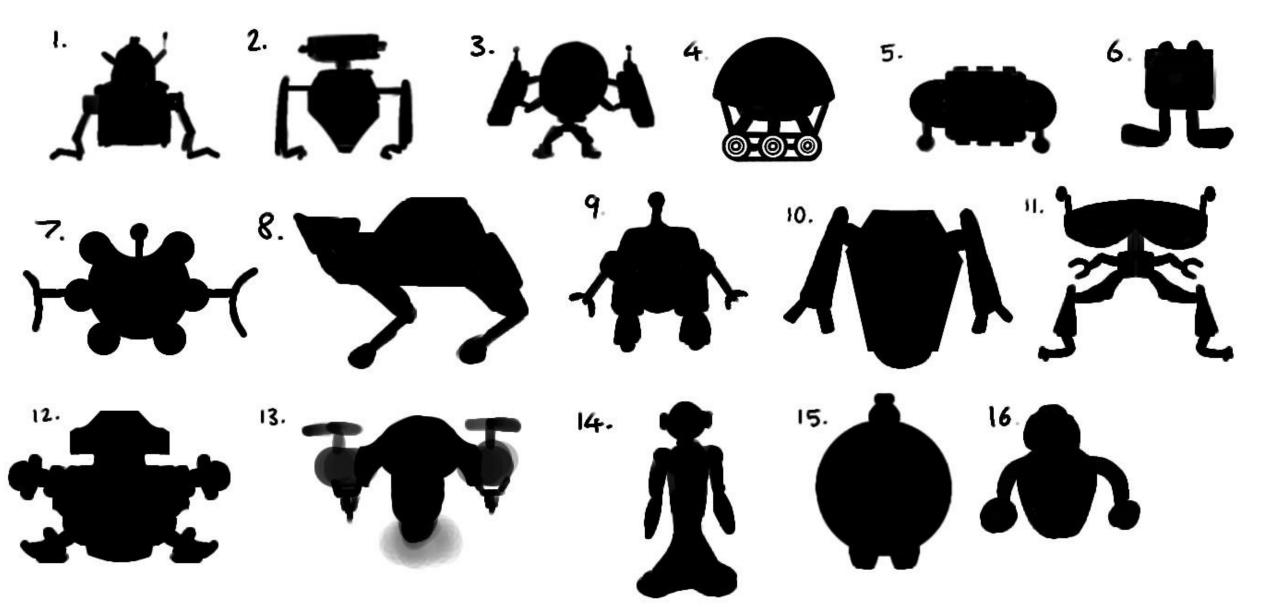
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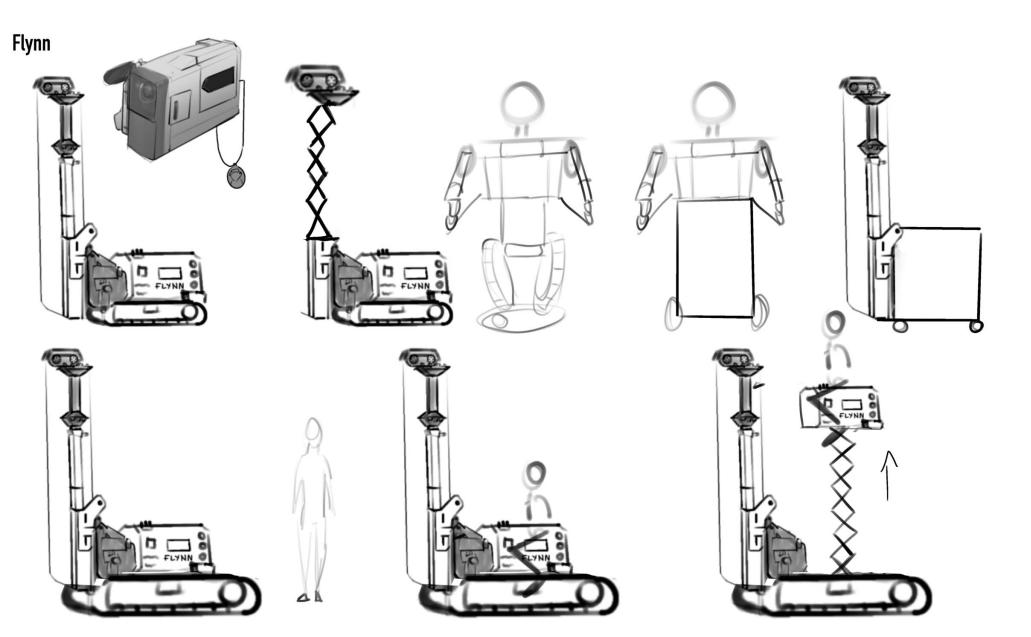
Broken Loop

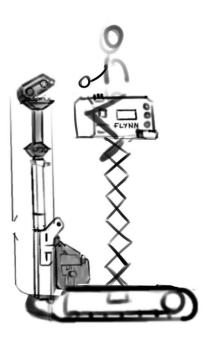
Character 3 – Flynn the Robot

Robot Studies



Broken Loop





Journalist

Unaffected by the time loop, a young journalist sets out to find the cause behind the mysterious phenomenon.



















Survivor

Accustomed to life outdoors, a hardy survivalist takes well to the apocalyptic conditions of the time loop. She seeks out the cause, hoping to unlock answers to her own troubled past.

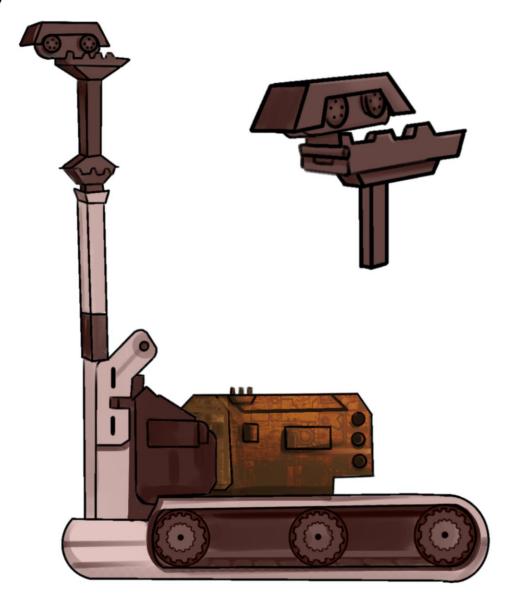


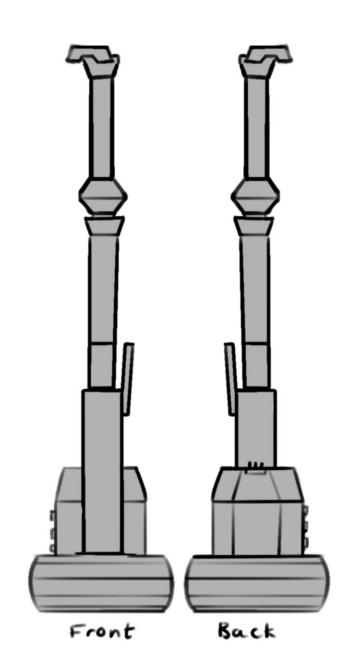




Flynn

Survivor's robot companion, originally an old construction machine.











Key Art References





Stalenhag Style illustration

Back view of character? Or front for expressions

Snowy landscape

Abandoned house

Muted colours





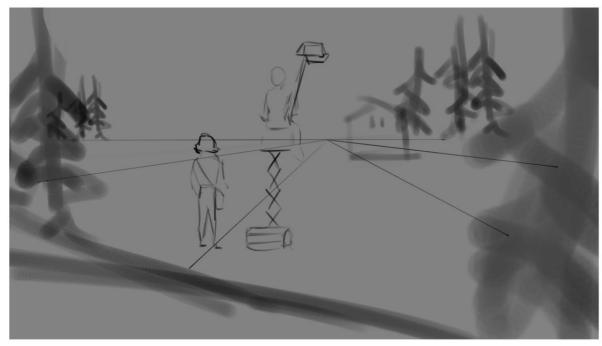








Key Art Thumbnails



A - back view, walking towards house



B - front view, J taking picture

Final Illustration

