

THE ART OF DREAMFALL: THE LONGEST JOURNEY

THE ART OF
DREAMFALL
THE LONGEST JOURNEY

LIMITED EDITION



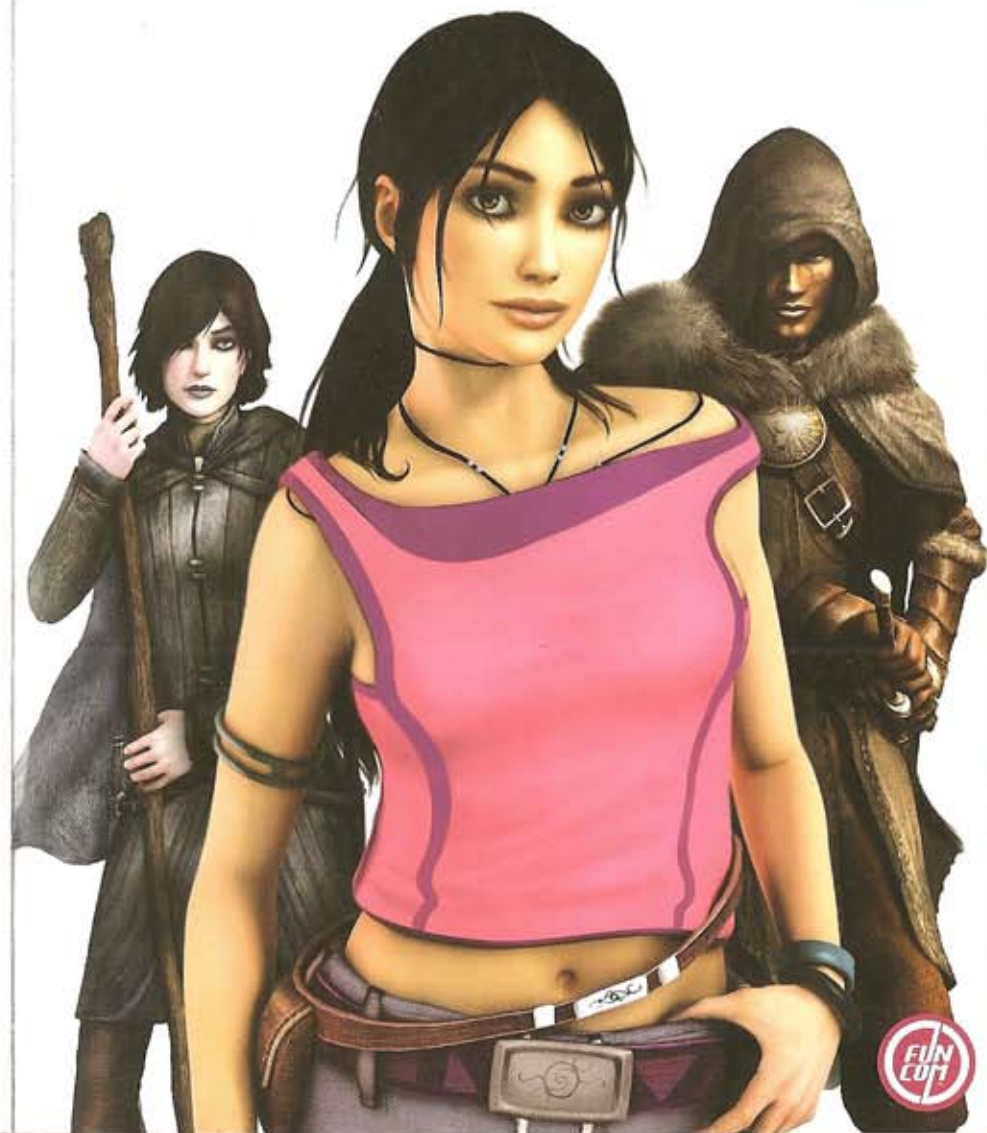
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DREAMFALL

THE LONGEST JOURNEY



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Foreword by the Game Director

Games are not art - at least not yet. But there is art in games.

'Dreamfall: The Longest Journey' has been a collaborative effort from beginning to end, and nowhere is that more evident than on the visual side.

With direction from Christer Sveen, the artists have constructed a world that is beautiful, exotic, and alive, and also very different from most game worlds. 'Dreamfall' is bright and colourful, detailed and dense, and it's a world you want to wander around and get lost in. From the darkly intriguing characters of Venice to the vast open vistas of Arcadia - from the personal and intimate to the grand and epic - the art of 'Dreamfall' spans worlds, ages, and styles as easily and confidently as, well, flipping a page.

In this book, you'll get a sampling of what 'Dreamfall' has to offer from the perspective of the concept artists who worked on the game. It's a stunning testament to the talents of art director Christer Sveen, and a fun behind-the-scenes glimpse at what goes into the production of a huge game like 'Dreamfall'.

And, perhaps most importantly, it's a testament to one simple fact:

There is definitely art in games.

Ragnar Tornquist

Foreword by the Art Director

It's hard to believe it's actually done. What a strange feeling it is, having spent somewhere around three years on a game, watching the team grow from just a few guys to this huge group of talented individuals bringing this game to life from nothing. And now here we are, looking back at all the work, sweat, frustration, joy, discussion, polishing, fixing, cursing, cutting, remaking, rethinking, trying, testing and tweaking that goes into making a game like this.

Dreamfall is finished, and all we can do now is await people's reactions. It's a nerve-wracking time to say the least, not knowing if people will love it or hate it. And no matter how good or bad a gut feeling you have about something there's really no telling what the rest of the world will think. It's certainly been one of the most rewarding and also exhausting projects I've ever worked on, and we have gained a lot of valuable experience along the way which I hope we can put to good use for future projects.

Art direction and creating concept art is very much about working with all the little details, sometimes things you may not even notice at first glance, and at the same time looking at the big scheme of things, how everything ties together. I also think it's about taking a step back now and then and giving people the room they need to be creative and contribute in their own way. It takes a lot of trial and error to bring to life all the characters, creatures and worlds, to get it right, whilst at the same time keeping everything within a consistent and interesting style. On Dreamfall it's also been very important to try to stay true to the magical universe so many know and love from The Longest Journey. I hope and believe that we have achieved that, and at the same time managed to create something that can stand on its own just as much as being a worthy successor to a great game.

Dreamfall being a modern adventure game and thus perhaps a little different from other more mainstream games out there, it remains to be seen if there's room in this tough business for games like ours. I definitely think the games industry needs more games like Dreamfall, and if successful maybe we can even hope to open some doors for others down the line. But regardless of how it goes, I can truly say that I'm very proud to have worked on this game and with this team; Every single team member has contributed enormously in this collaborative effort, and I consider myself truly fortunate to be able to work with such a wide variety of skilled, inspiring and friendly people.

I hope you enjoy this book and this brief look at the process of creating Dreamfall, and more importantly, the game which all of this artwork was created for.

Christer Sveen

PENCIL DRAWINGS

Klan and Garmon
Christie Seaton



Azrell arm decor detail
Christie Seaton



Apeil drawing
Dhúrok Tollophen



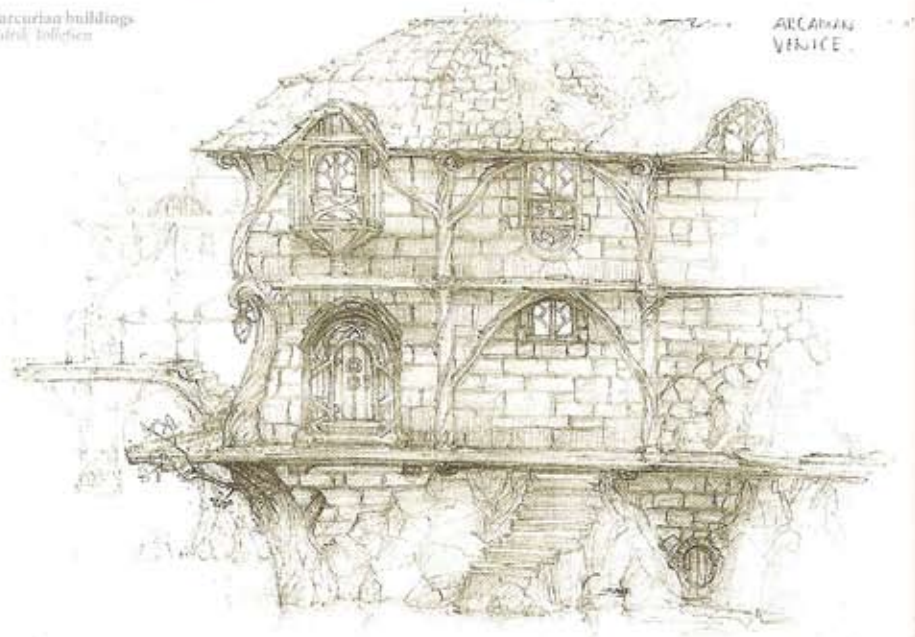
Garmon Koumas
Christie Seaton



Marcurian marketplace
Dávid Tótfalusi



Marcurian buildings
Dávid Tótfalusi



April sketch
Christor Szecen



Alleyway
Sethorn Golden



Flying AdBot
Christor Szecen



Assassin sketch
Christor Szecen



Azadi uniform ideas
Dávid Tótfalusi



CHARACTERS

Zoë Castillo
Christie Seem



Dreamfall poster
Christie Seem

DREAMFALL

THE LONGEST JOURNEY



Zoë
Christie-Sween



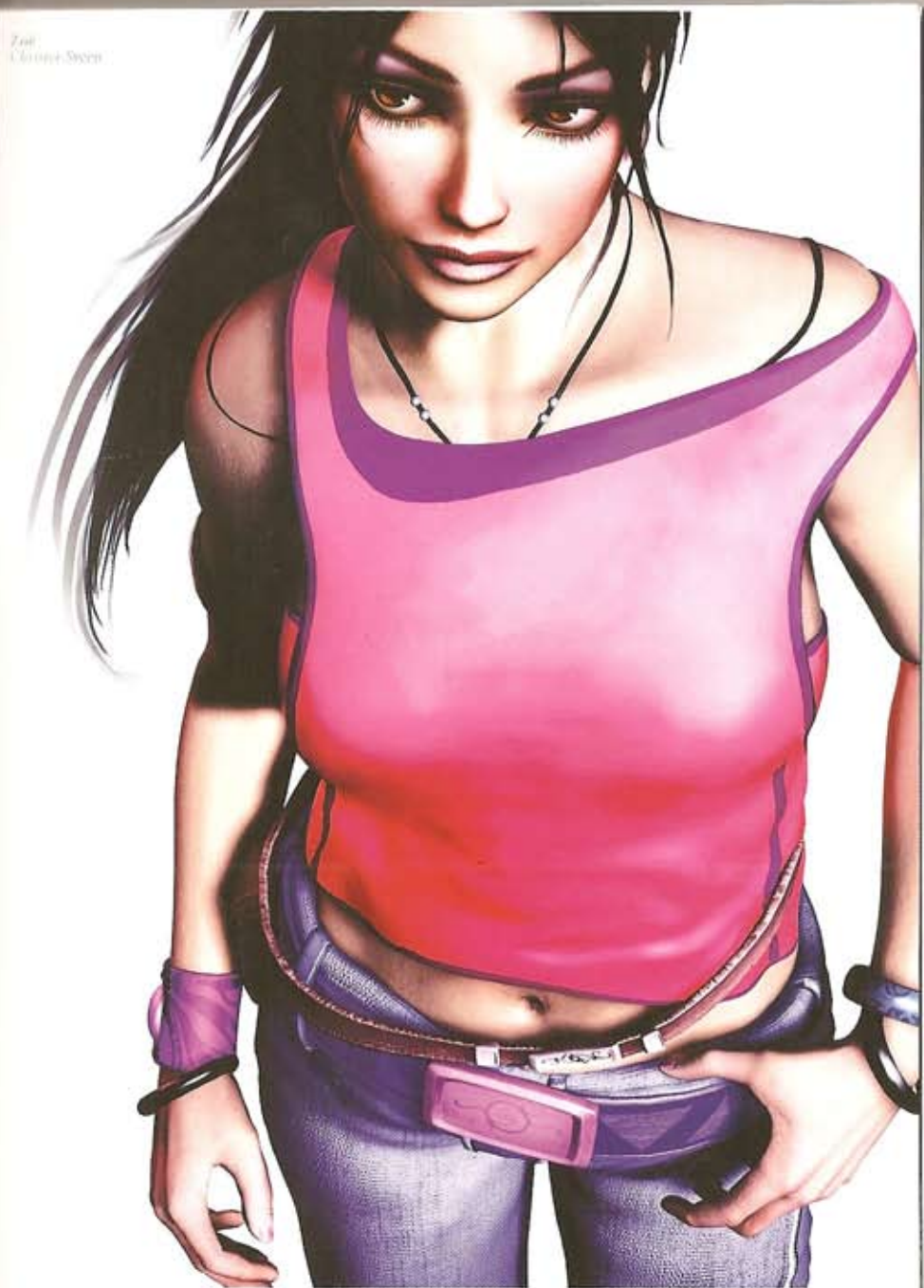
Zoë's Arcadia outfit
Christie-Sween



Zoë in-game model



Zoë
Christie-Sween



April Ryan
Christie Sween

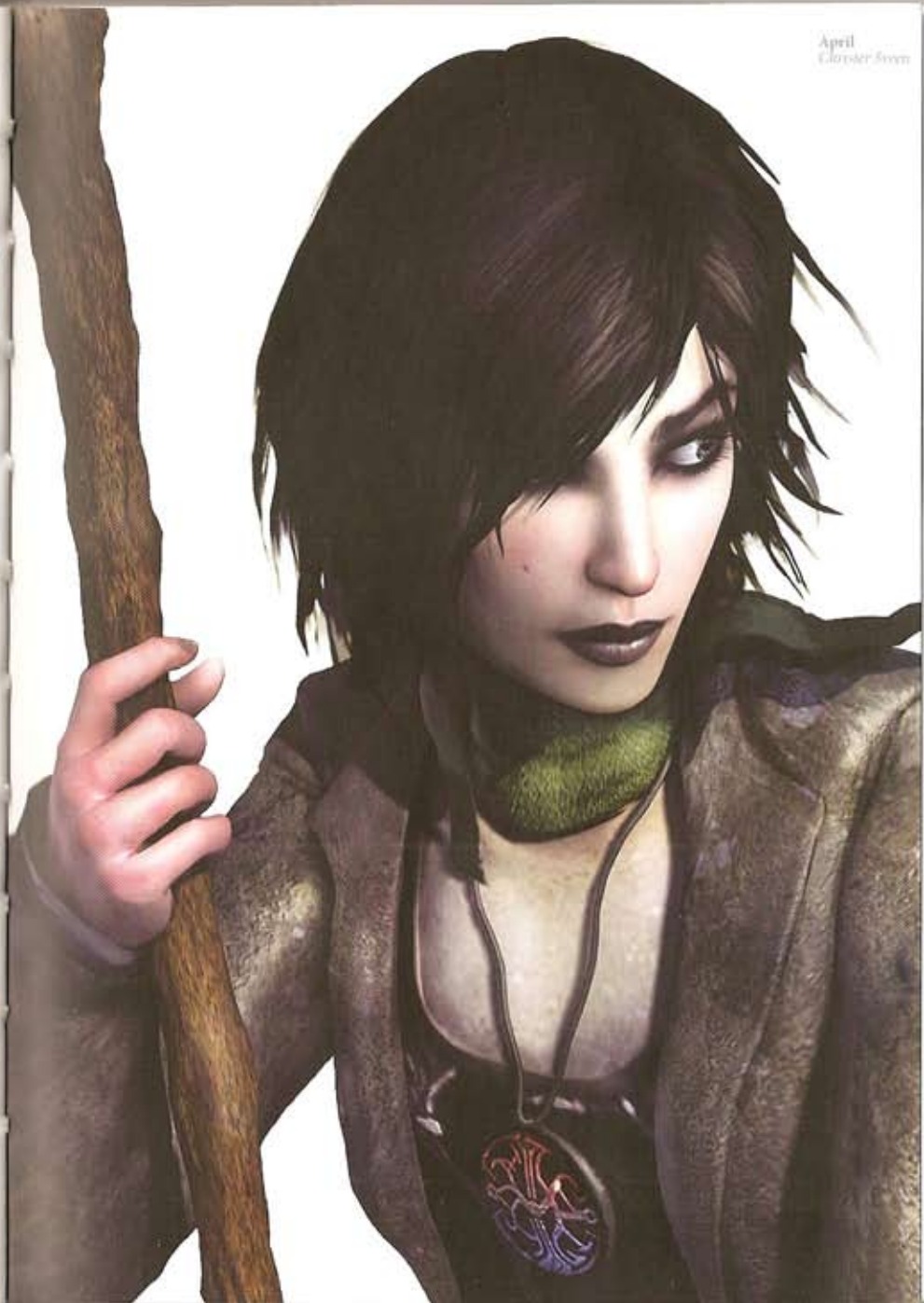


April rebel outfit
Christie Sween



April close-up
Christie Sween

April
Christie Sween



Apostle Kian
Christopher Sreen



Kian concept
Christopher Sreen



Kian
Christopher Sreen



Kian disguised
Christopher Sreen



Brian Westhouse
Christy Steen



Brian Westhouse's Marcuria outfit
Christy Steen



(VERY SIMPLE
VARIATION)

MARCURIA
INSIDE
VARIATION

SCARF
HANGING
LOOSER

HAT

COAT
MORE
OPEN



Beverina Salatin
Christy Steen



The Vagabond
Christoffer Sævi



Sela
Christoffer Sævi



EYE Commando
Vebjørn Strømme



Faith
Christoffer Sævi



Rebel
Vebjørn Strømme



Vamon
Christoffer Sævi



Homeless man
Christie Seaton



Homeless woman
Vibiana Stramien



Female Zhid
Vibiana Stramien



The Twins
Vibiana Stramien



The White Dragon
Christie Seaton



Manny Chavez
Christie Seaton



The Captain
Christie Seaton



Nana Nya
Christie Sykes



Minstrum Magda
Vilbjørn Strømme



The spice merchant
Christie Sykes



Crazy Clara
Christie Sykes



Gabriel Castillo
Christie Sykes



Sister Snyda
Christie Sykes



Alvin Peats
Olerik Kalleisen



Peats
Christy Neen



Danien Cavanaugh
Vehorn Strömmer



Tibetan lama
Vehorn Strömmer



Karen
Christy Neen



Usman
Christy Neen



CREATURES

Batfly
Christopher YOUNG



David
David YOUNG



Dark people sketch
Christine Sween



Dark People concept
Christine Sween



Hoper Klacks
Christine Sween



Fingana concept
Derek Tallent



Balance moth
Christie Swen



Female Grubber sketch
Christie Swen



Grubber
Christie Swen



Warrior Grubber
Christie Swen



Magia Ghetto creature
Christie Siven



Giant yaku
Christie Siven



Winkers the Watilla
Christie Siven



Early Watilla sketch
Christie Siven



Female Samaze
Christie Siven



Lost Banda
Christie Siven



Crow
Christie Siven



THE WORLDS 4STARK

Casablanca colour-and-light study
Christer Sören



Reza's apartment building lobby
Sigbjørn Gulden

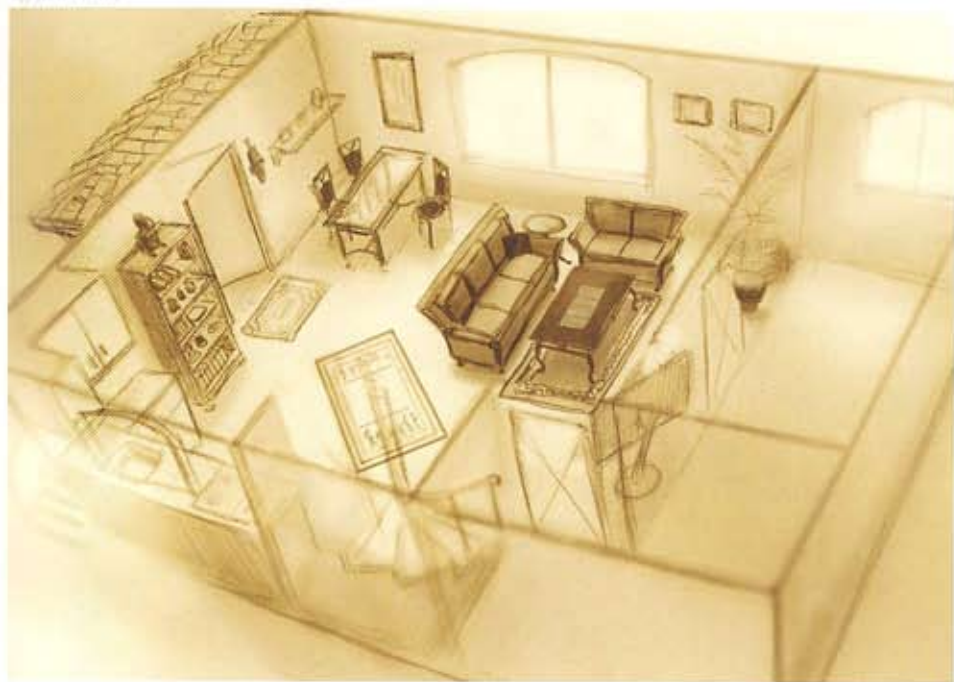
Reza's Apartment Building
lobby - entrance



Reza's apartment overview
Sigbjørn Gulden



Castillo home living-room overview
Sigbjørn Gulden



Castillo home bedroom overview
Sigbjørn Gulden



Riva elevator pod
Markus Schille



Moca Edo
Ondrik Tellefen



Interrogation room
Garin Whelan



Riva hallway
Markus Schille



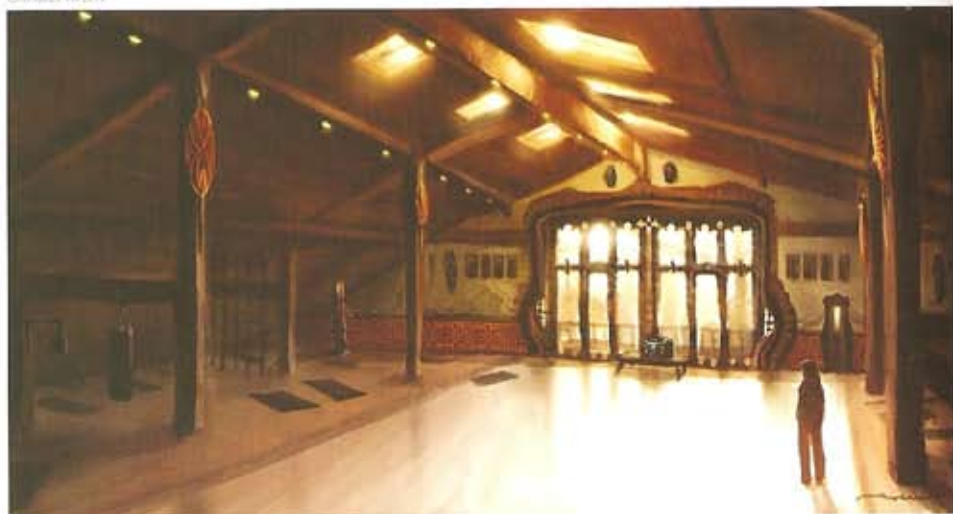
Riva underground
Markus Schille



Hospital room
Christie Sweet



Gym interior
Christler Sween



Vactrax station
Christler Sween



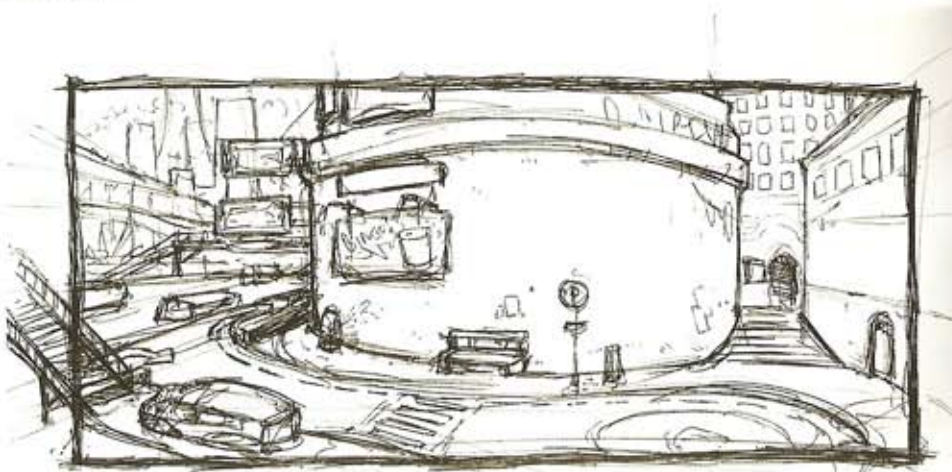
Olivia's shop
Dubia Tollefson



Place du Sucre
Christy Secon



Place du Sucre sketch
Christy Secon



Passage Atlantique
Markus Schille



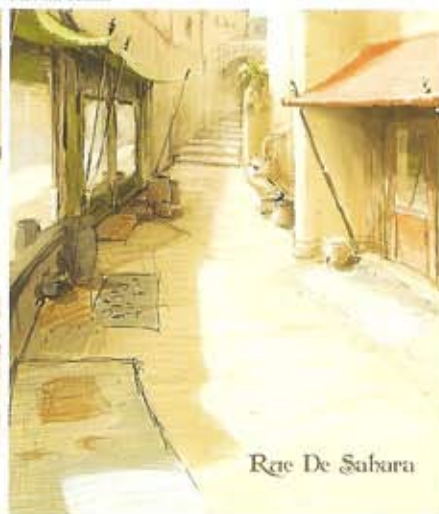
Casablanca street objects
Markus Schille



WATERPUMP DEVICE



Rue de Sahara
Markus Schille



Rue De Sahara



Russia factory exterior
Christie Suen



Russia factory rooftop
Christie Suen



Venice Crossroads
Christie Suen



Secret laboratory
Garth Whelan



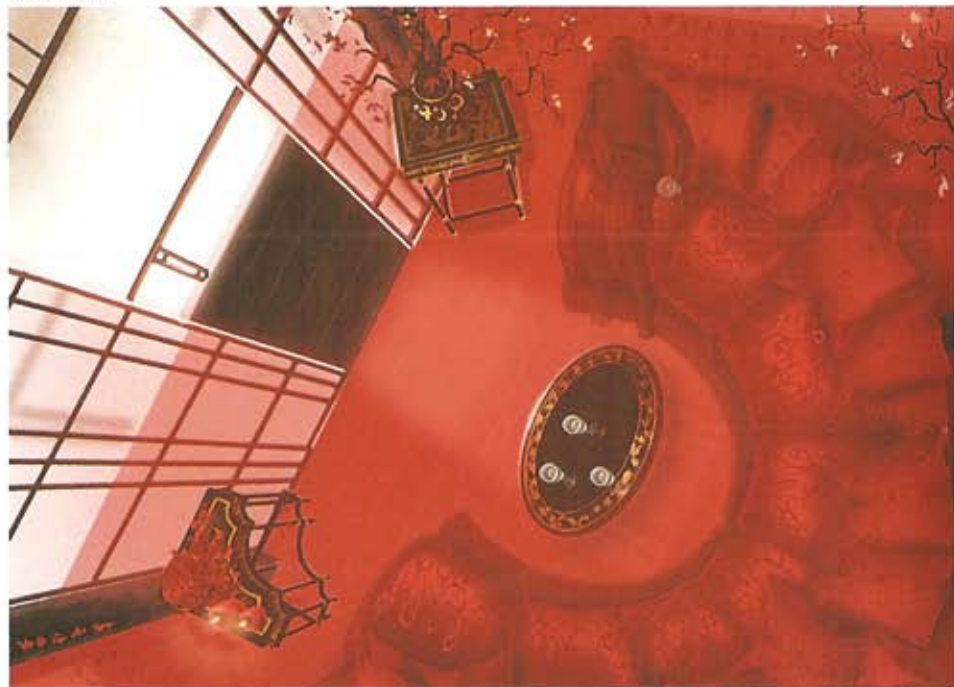
The Fringe
Garth Whelan



Florence Square and Fringe exterior
Clayton Sween



The Fringe VIP room
Gavin Whelan



Venice taxi stop
Clayton Sween



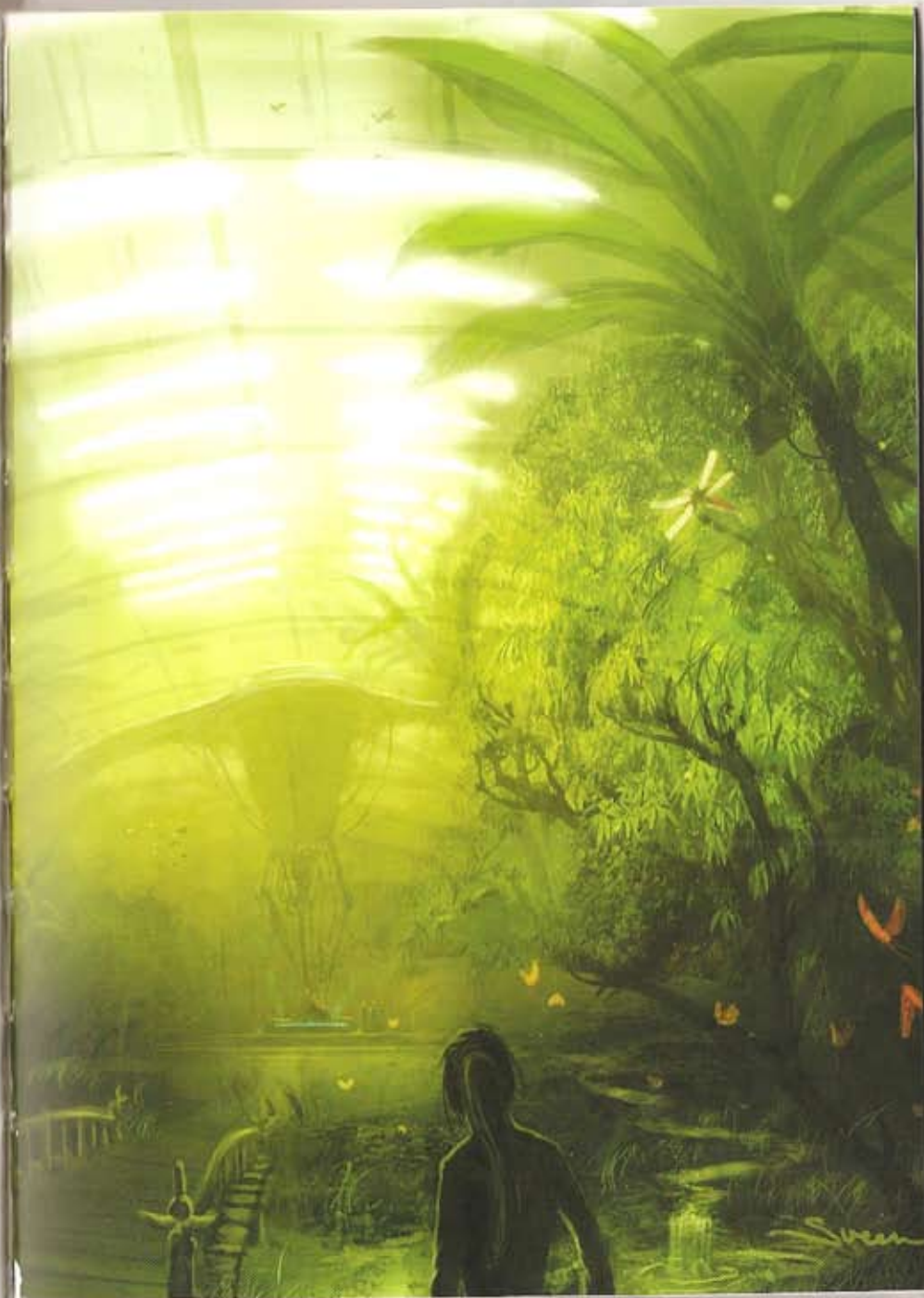
Marco Polo
Clayton Sween



Arboretum
Christian Brown



WATT cable car station
Markus Schalle



Dustlen's apartment
Markus Schulte



Wati City streets
Gavin Whelan



WATCorp restroom
Chadler Soren



Wati offices
Gavin Whelan



WATI corporate museum
Gavin Whelan



DreamCore
Chadler Soren



WATI museum entrance
Christie Sween



Tibetan monastery
Christie Sween



Westhouse's cell
Gavin Whelan



Prayer room
Gavin Whelan



Monastery hallway
Gavin Whelan



THE WORLDS :ARCADIA

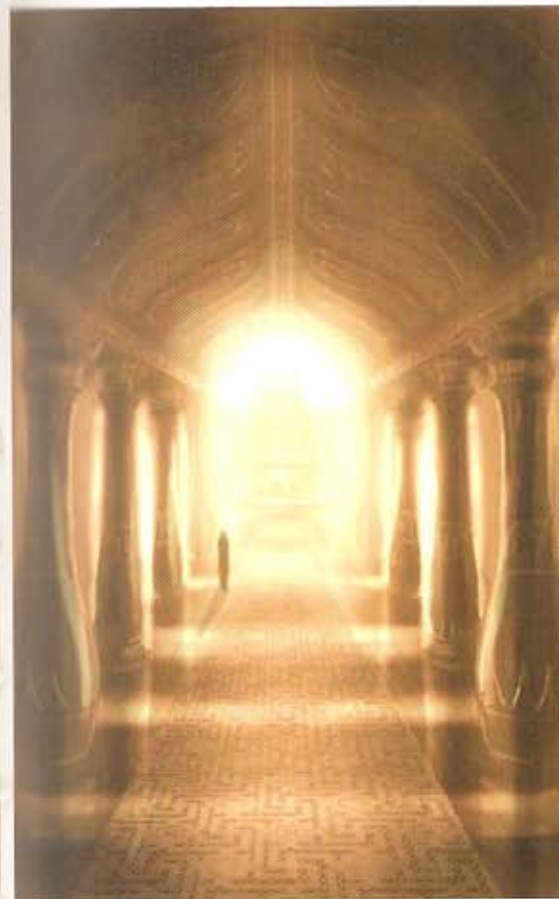
Solir and the War Garden
Christer Svent



The Council Rooms
Gavin Whelan



Hallways
Gavin Whelan



Council room chair
Gavin Whelan



Miscellaneous Azadi Items
Christer Sören

SADIR
MISC. ITEMS



Crab Bend
Christie Sweet



The dream chamber
Christie Sweet



Music puzzle concept
Christie Sweet



Sailor's Nook by night
Markus Schille



The Magic Market
Gavin Whelan



Friar's keep exterior
Christie Sweet



Underground cave - Cave overview detail
Christie Sweet



Friar's Keep entrance
Christie Sweet



Magick ghetto gate:
Gavin Whelan



Shady Quay
Christie Sween



South Gate Market
Stephen Gohler



Journeyman Inn hallway
Gavin Whelan



Journeyman Inn room
Gavin Whelan



Marcuria streets panorama



Azadi army tent
Gavin Whelan



Azadi army officer's tent
Gavin Whelan



South Gate well
Stephen Galsbol



Tower construction scaffolding
Gavin Whelan



Hangman's Span
Christie Brown



Dark People's City exterior
Christie Sween



Dark People's City sketch
Christie Sween



Dark People's City concept
Christie Sween





Dark People's City entrance
Garvin Whelan



Hive interior
Garvin Whelan



Dark People's City interior
Garvin Whelan



Dark People's City air dock
Garvin Whelan



Dark People's City library
Christopher Sween



Northlands forest
Christopher Sween



Swamp City bridge
Christie Sween



Swamp City beach
Gavin Whelan



Swamp City shipwreck house
Christie Sween



Swamp City pram house
Christie Sween



Chawan's hut
Christie Sween

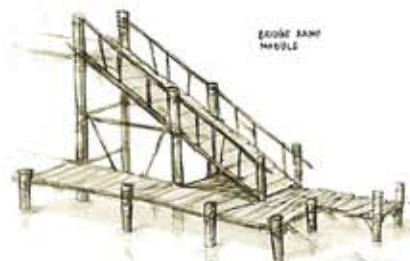


Large Swamp City building
Christie Sween



Hand-drawn swamp City objects and modules
Gavin Whelan

BRIDGE MODULE: TIN ROOF OVERHANG ON POLES



THE WORLDS : THE GUARDIAN'S REALM



THE WORLDS :THE WINTER

Faith's room
Gavin Whelan



The Winter's past
Gavin Whelan



VEHICLES

Family car
Christie Seven



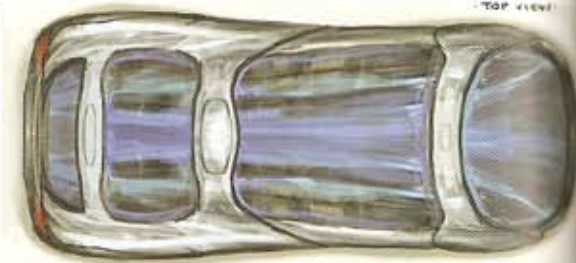
Casablanca bus
Christie Seven



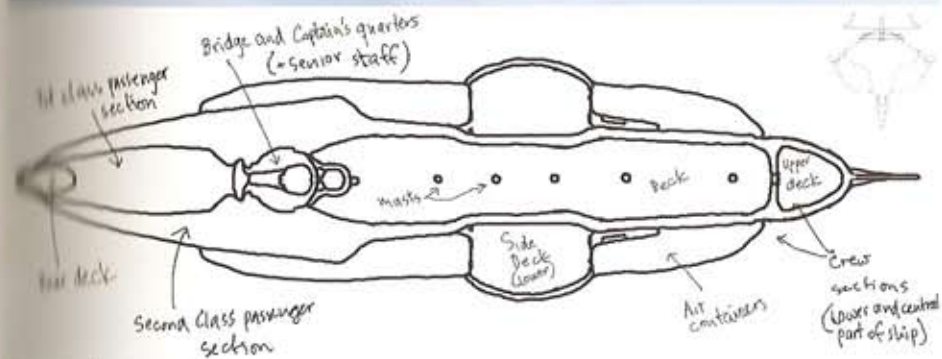
Casablanca taxi
Christie Seven



Sportscar
Christie Seven



Cloudship
Christie Seven



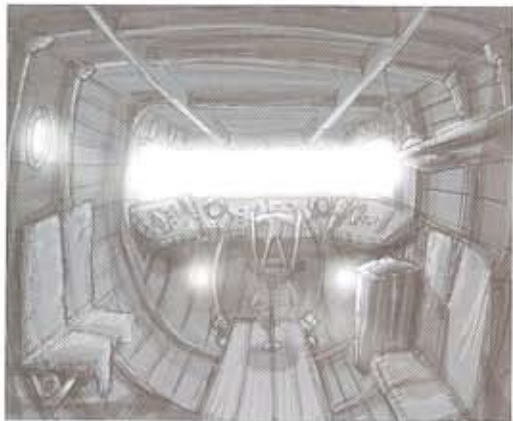
Hydrofoil
Garin Whelan



Hydrofoil cabin
Garin Whelan



NPS cloudship cabin
Garin Whelan



Seraphjet
Garin Whelan



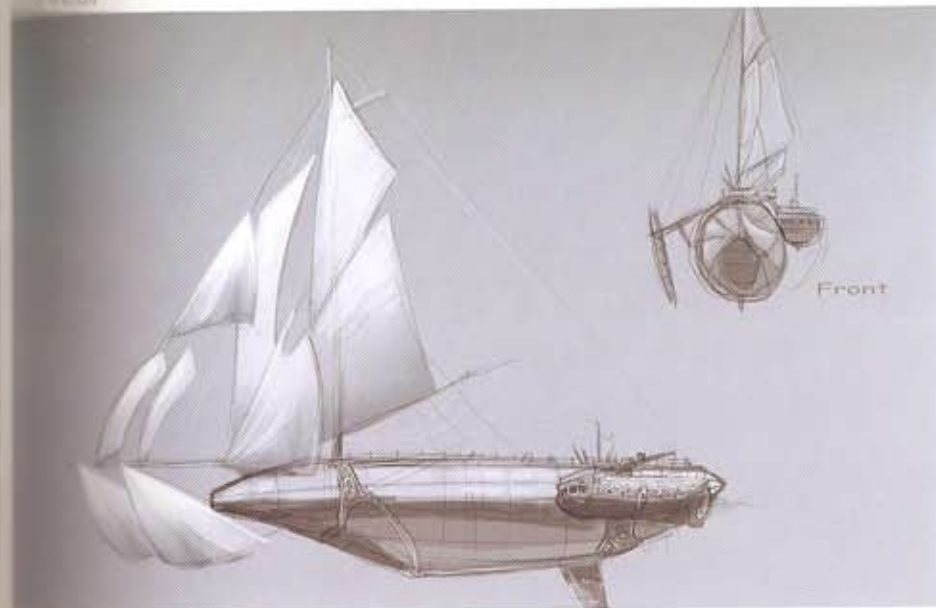
Newport freight train
Christer Soren



Cloudship
Christer Soren



Cloudship
Christer Soren



TECHNOLOGY : STARK

The Dreamer
Gavin Whelan



Monomane monkey
David Green



It's usually whirlybird
David Green



It's ditches
David Green



It's ditches
David Green



SparBot
Christie Sweet



TrashBot
Christie Sweet



TECHNOLOGY :ARCADIA

Vaark egg
see front



Azadi beer tap
Dudok Tollefson



Necropolis statue
Gustav Sween



MOMENTS

Dreamfall Christmas card 2003
Christie Soren



Cloud Crow



Kian in training



The Winter



Guardian's Realm



Outside the journeyman Inn



Dark People's City harbour



San Polo Street



blanca



