

The art of
BEYOND US



INDEX

- 1 About
- 4 Character design
- 8 Space ship
- 14 Our solar system
- 26 Microworld
- 34 Comic
- 38 Storyboard

A proposal for a game based on the Powers of Ten film, directed by Charles and Rey Eames.

Beginning on Earth, you journey out into space, zooming further and further out to a point where you catch a glimpse of the cosmic web before your systems begin to malfunction, shrinking your world down to microscopic levels.

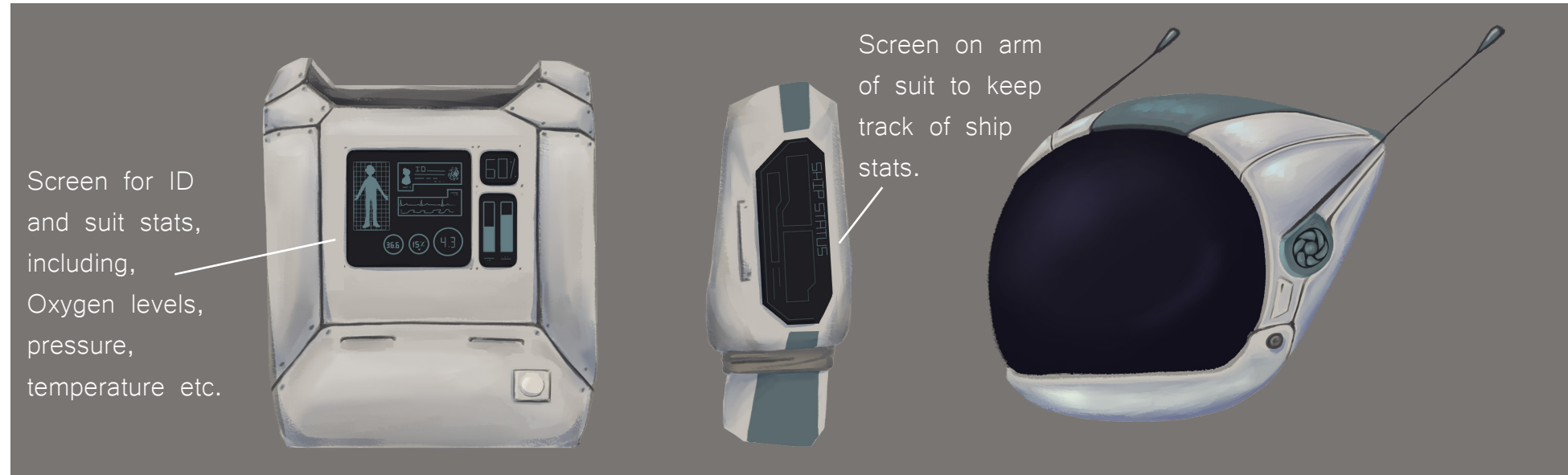
Over the course of your time aboard the ship you get to learn more and more about the kind of person you are playing. From there, it is your decisions that shape the character's personality.

Your behaviour and actions throughout your travels in space determine the ease with which you are able to navigate the microscopic environment and the ending of your story.

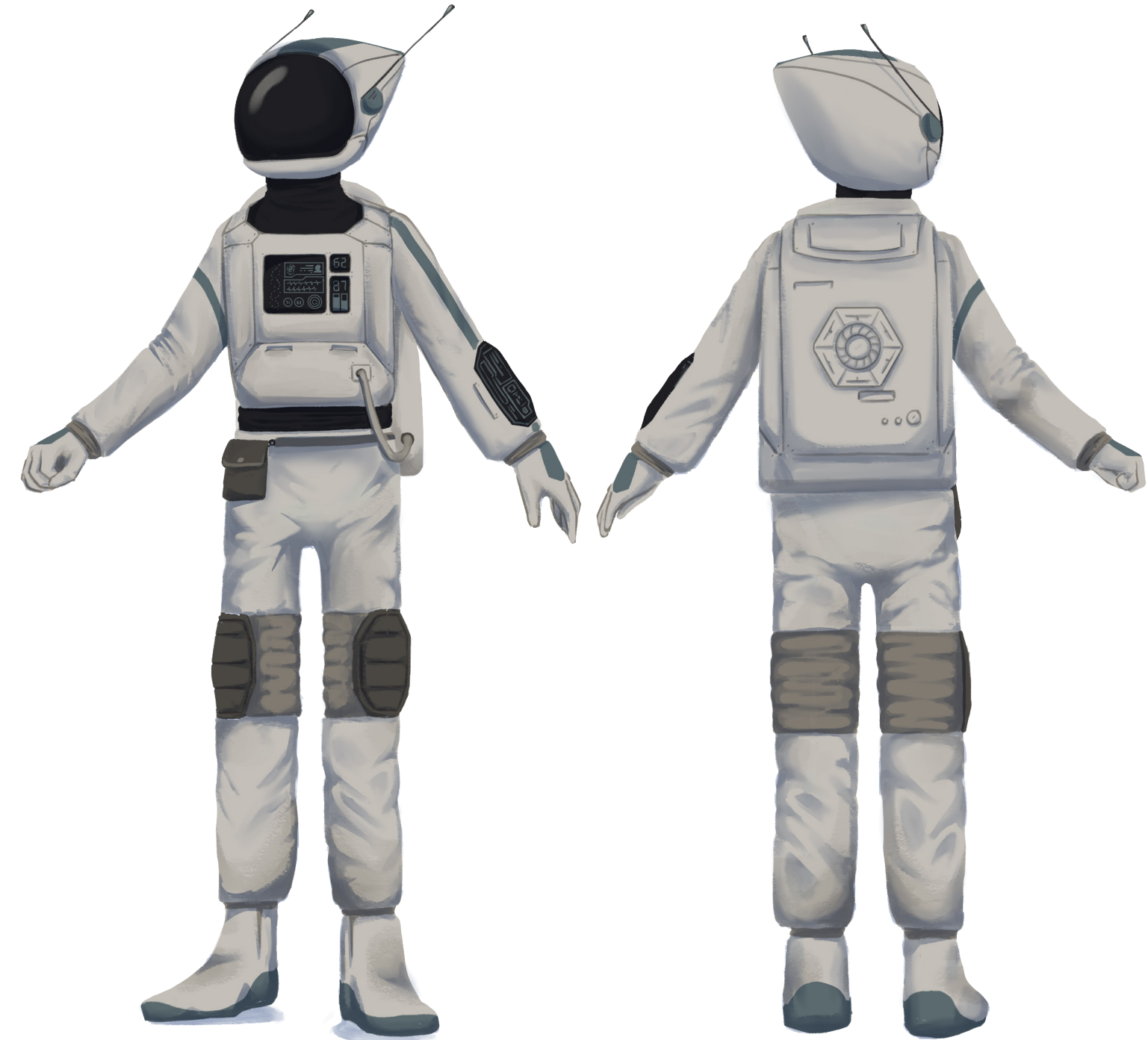
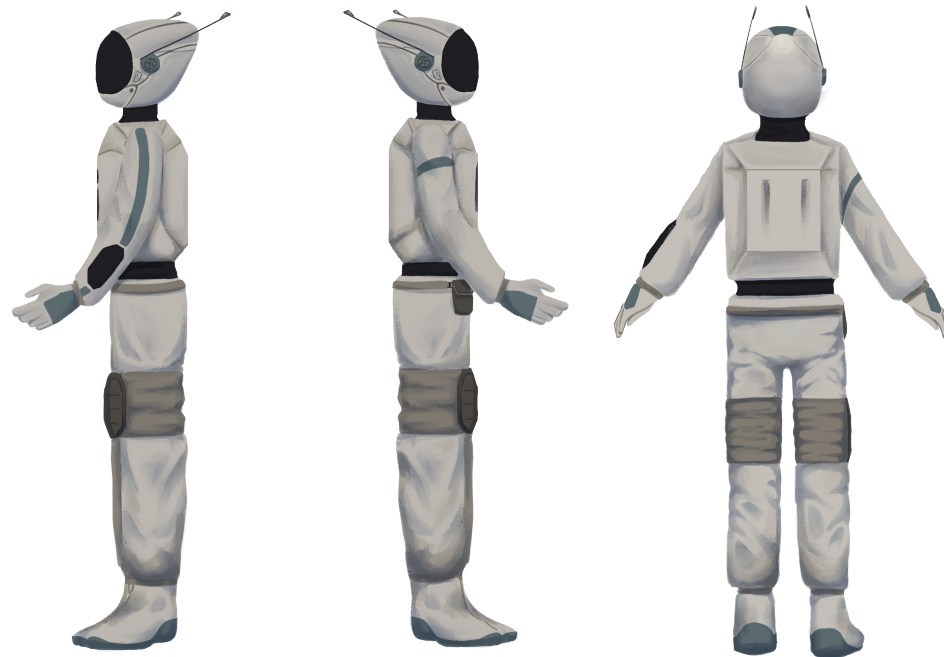
what will it cost you?

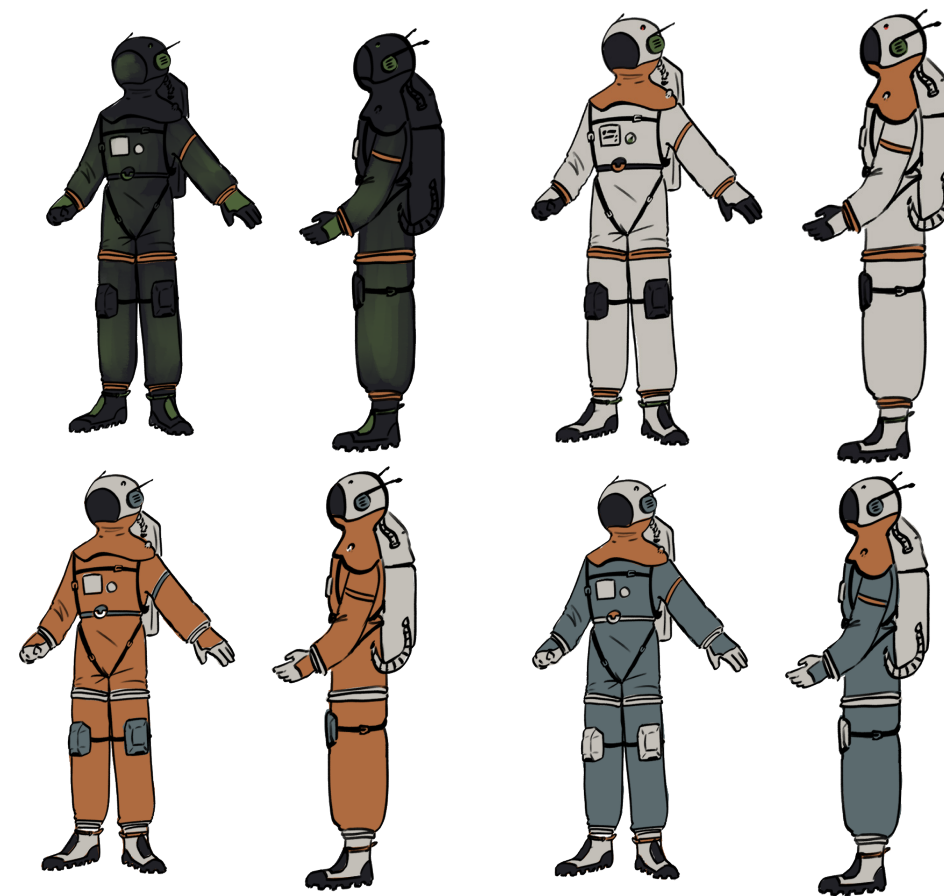


Playable character



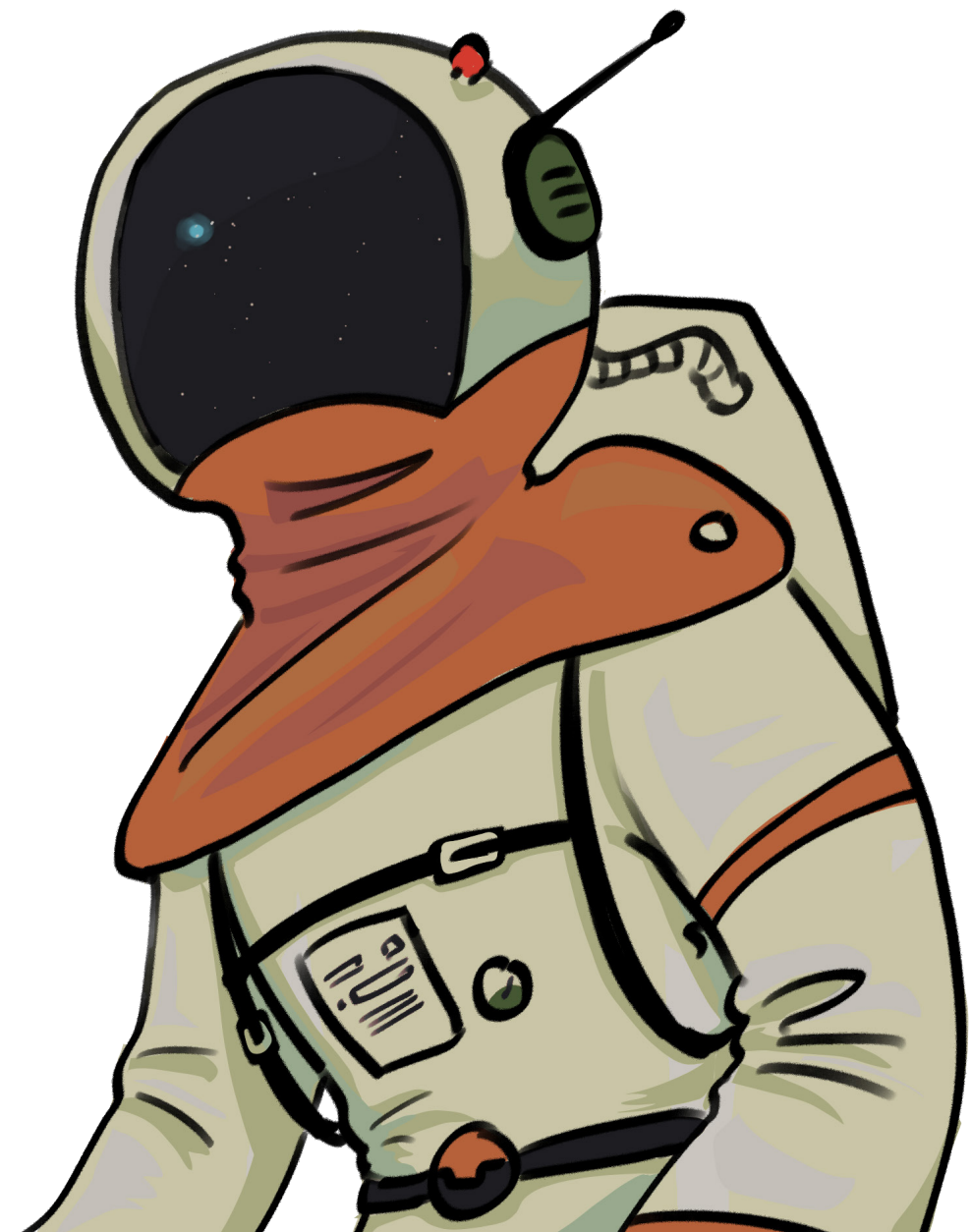
The screen on the arm would be a feature the player would need to interact with for a smoother mission. It would also contain story-relevant information.





Older designs

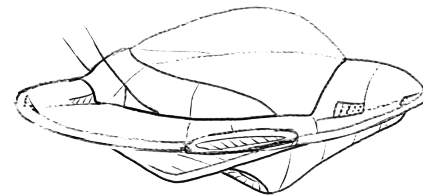
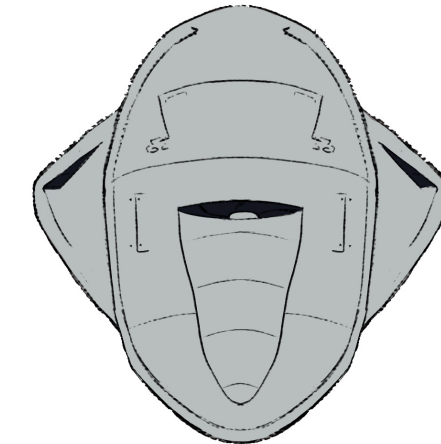
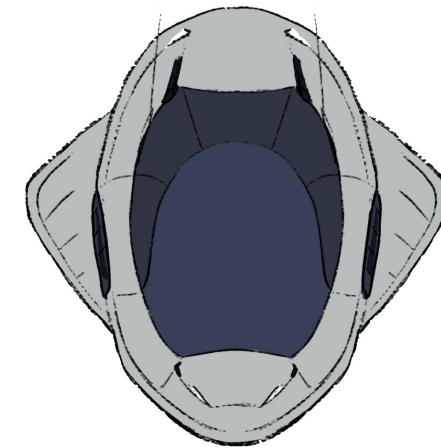
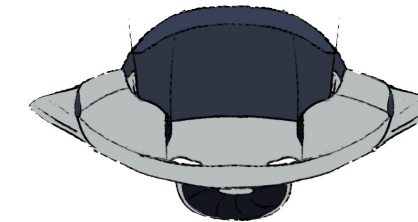
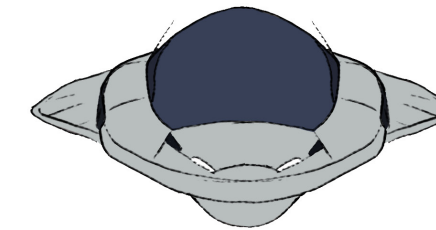
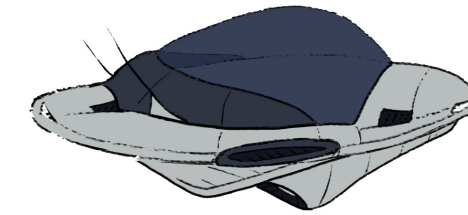
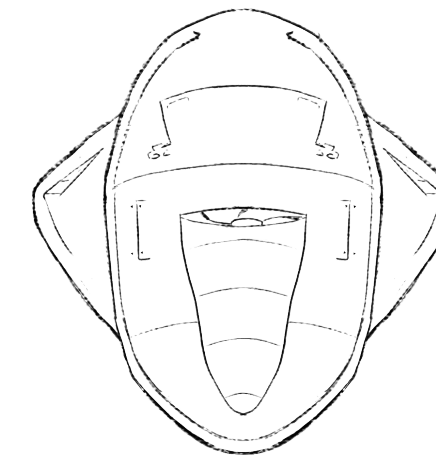
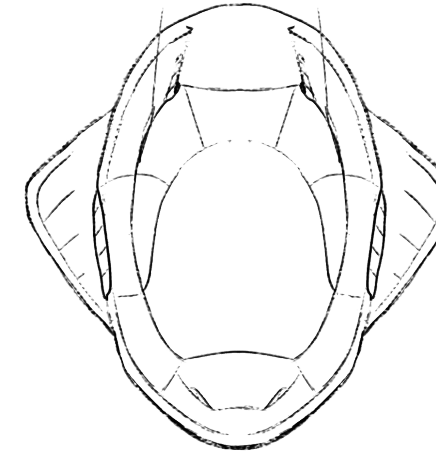
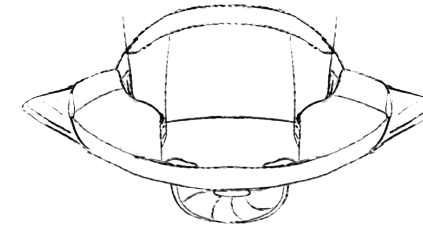
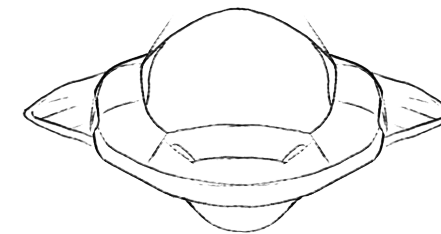
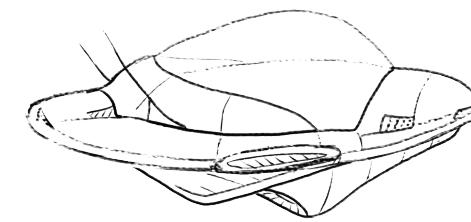
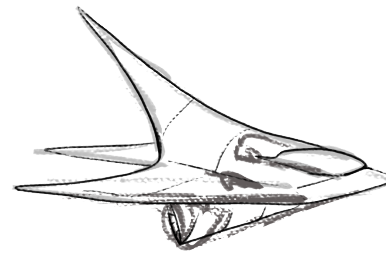
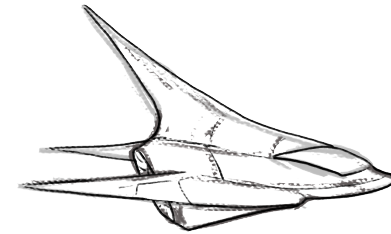
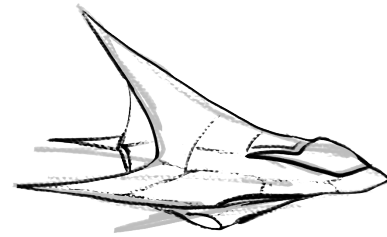
Inspired by hazmat suits and old scuba diving gear. Scrapped in favour of a more futuristic aesthetic with a design that clearly communicated the suit's intended purpose of space travel.

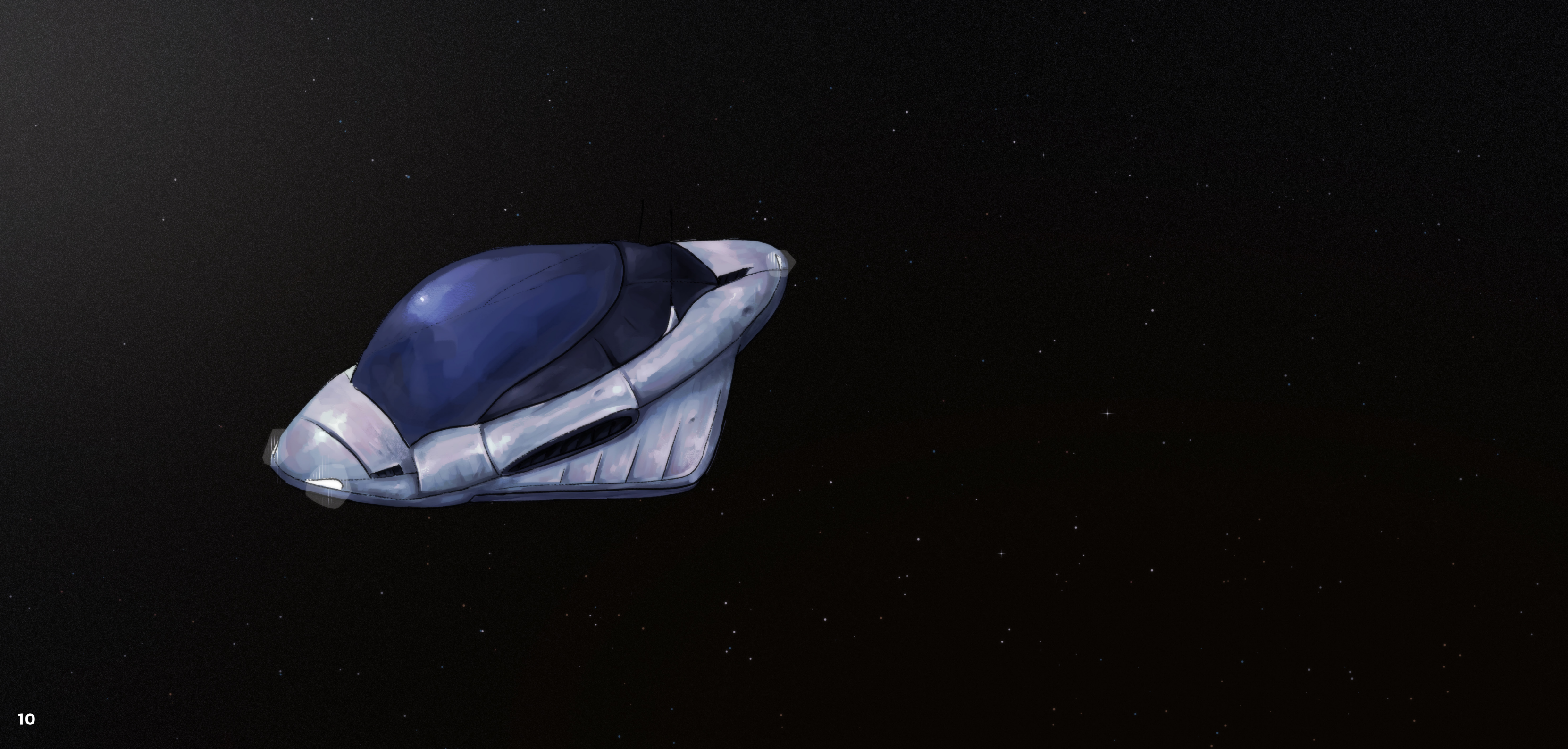


Spaceship

The ship needed to look futuristic yet not overly complicated. The goal was for it to be designed for one passenger, with enough space for comfortable living and have a generally outwardly friendly appearance.

The top sketches were modelled after fighter jets, with the intention of communicating fast travel. The lower sketches were more based on depictions of flying saucers as a more fun approach.





Render of final spaceship
design.



Interaction

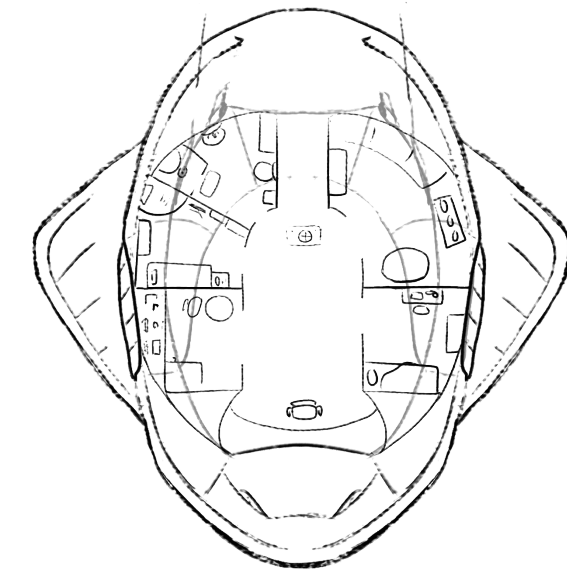
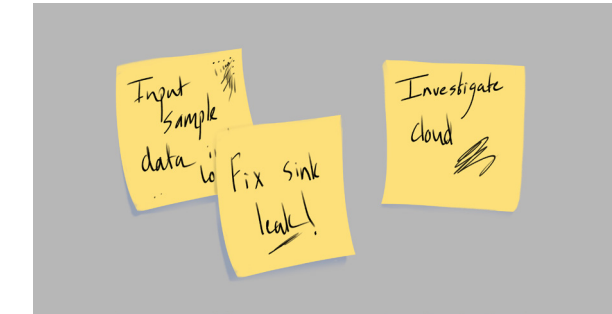
One of the areas the player will spend the most time in is the spaceship.

In here there will be several rooms for the player to find out about their mission, the character they are playing and change the course of their story.

There is a kitchen, medbay, washroom, bedroom and a greenhouse room.

In the plant room the player is given the choice between leaving the plants alone or nurturing them. They will not serve any purpose besides for the aesthetics.

Aboard the ship will be an AI assistant with the sole purpose of explaining the player's surroundings and helping them navigate the expanse of space.

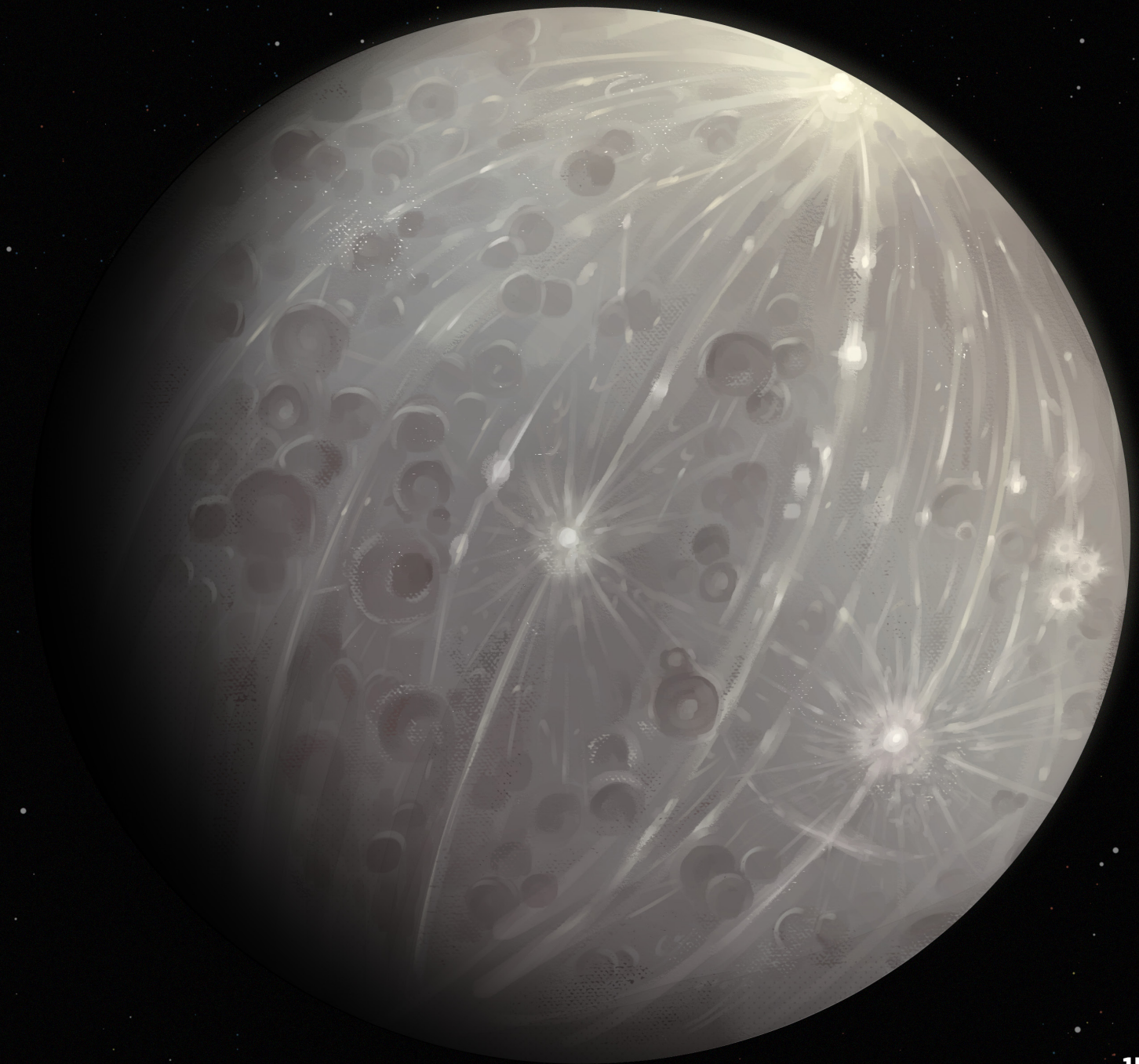


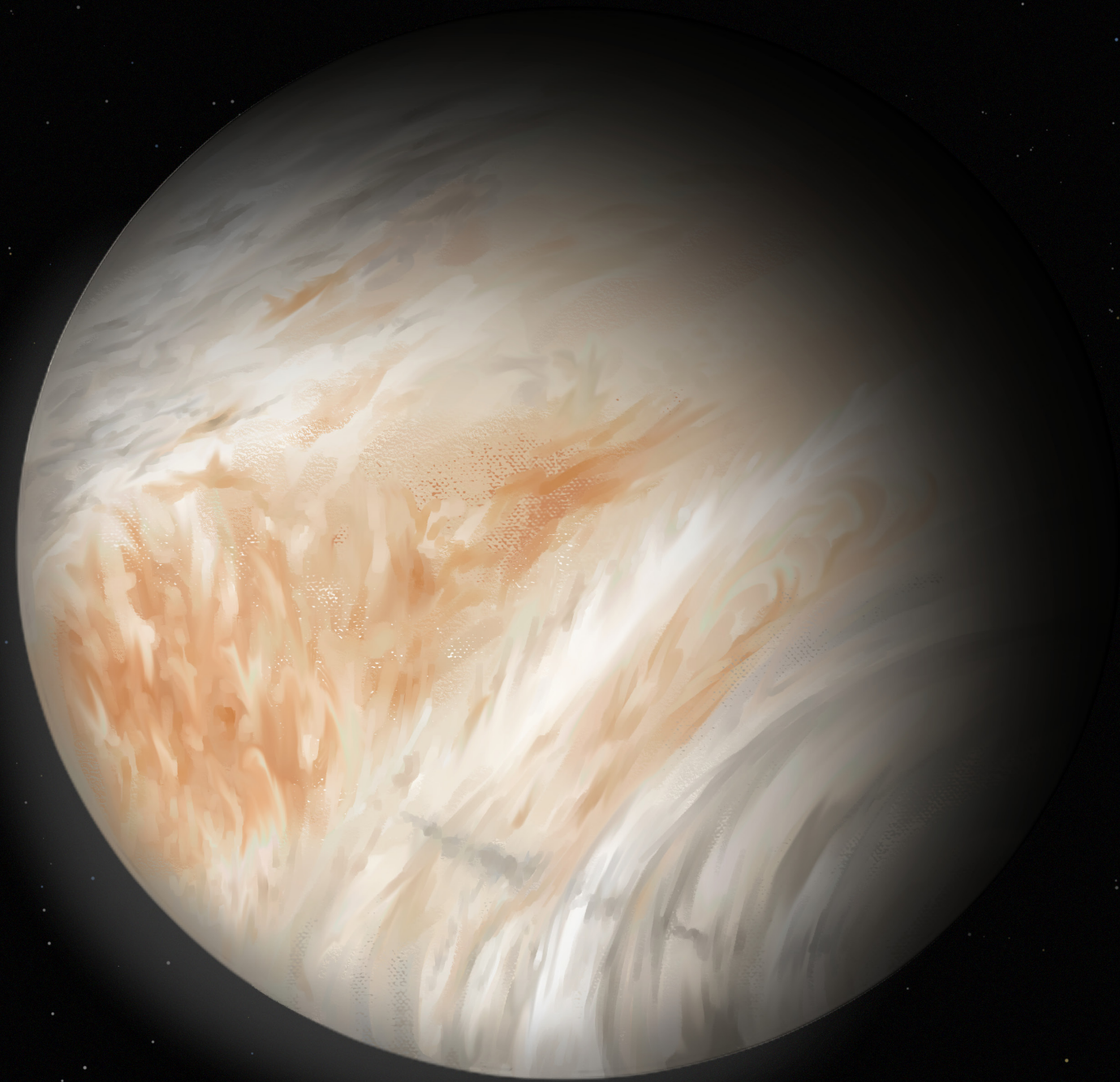
Our solar system

The player will be able to fly around all the major celestial bodies in our solar system. This would be their last moments of familiarity with the surroundings before the character decides to go further than their designated research area.

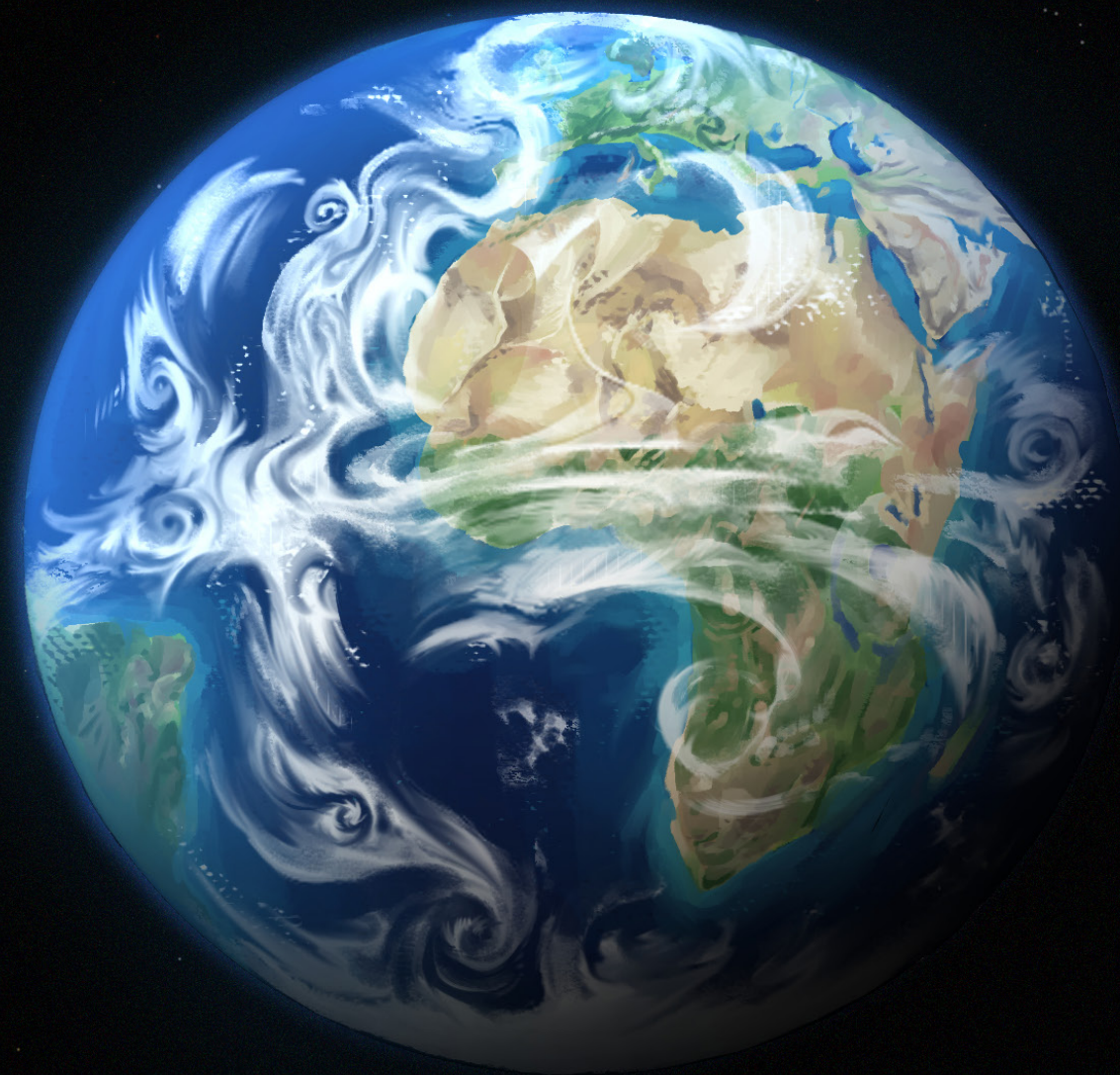
Beyond this, the player passes increasingly giant space objects and structures such as other planetary systems, nebulae, galaxies and super voids.

Mercury ♀



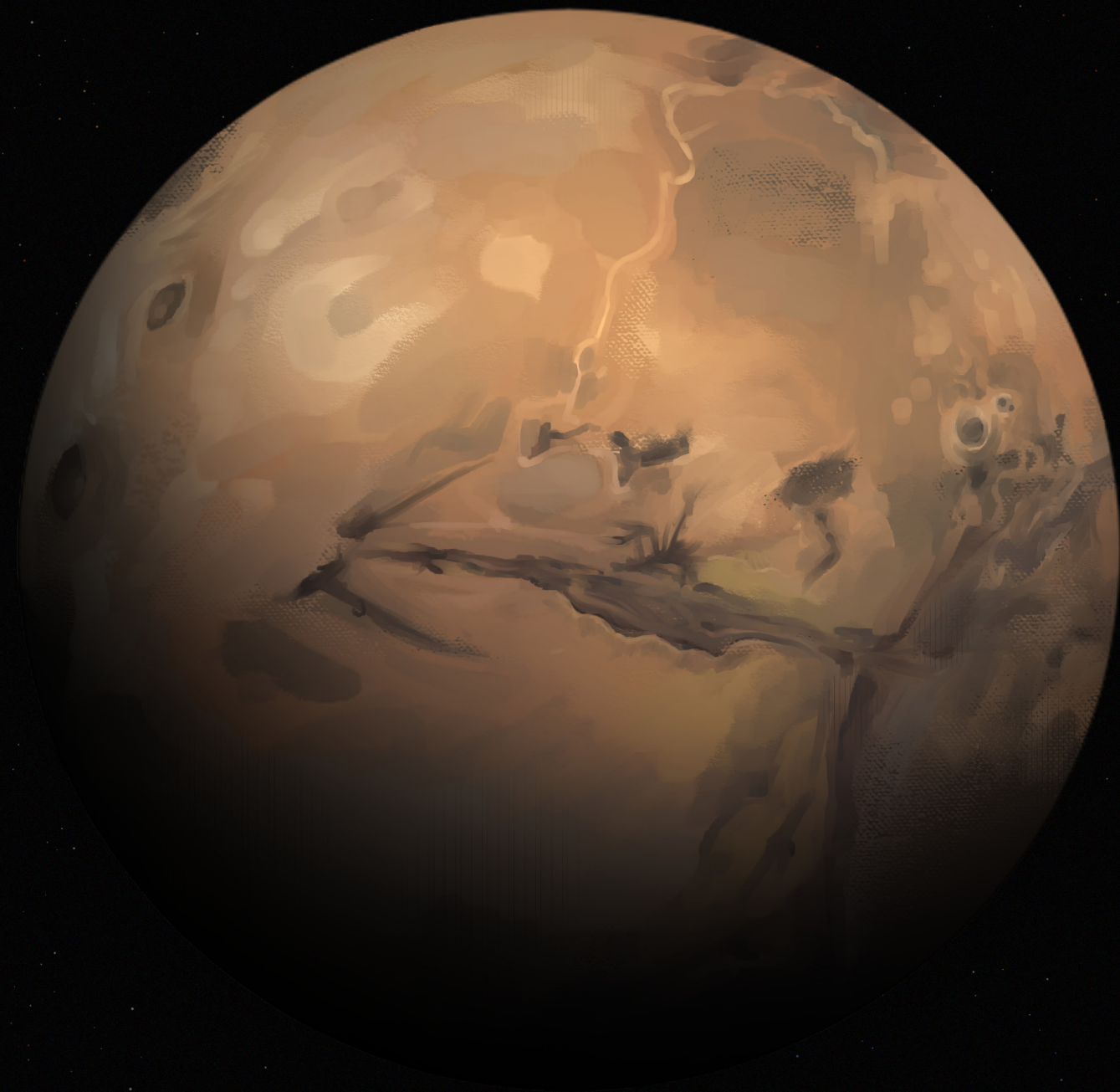


♀ Venus

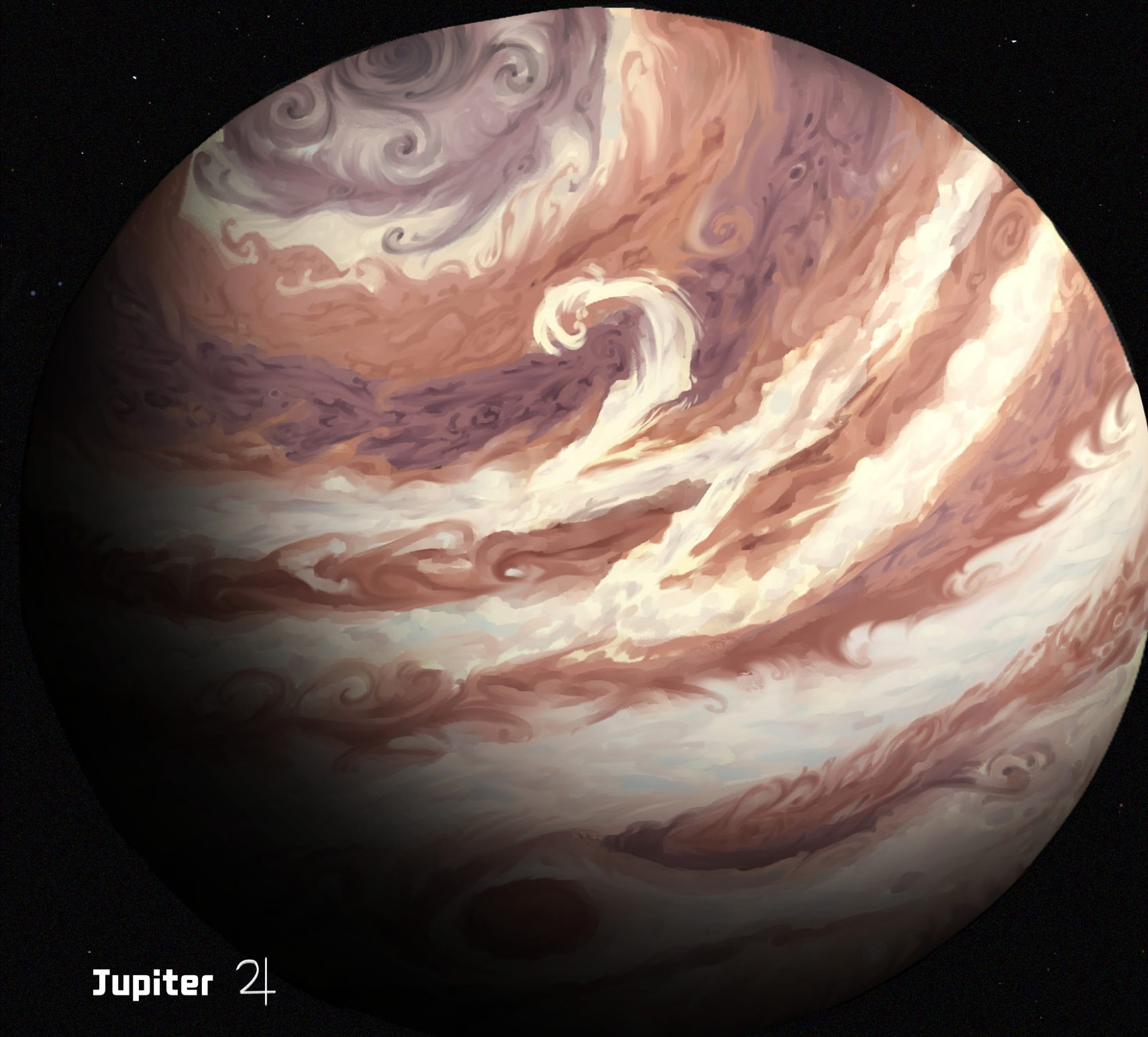


Earth ⊕

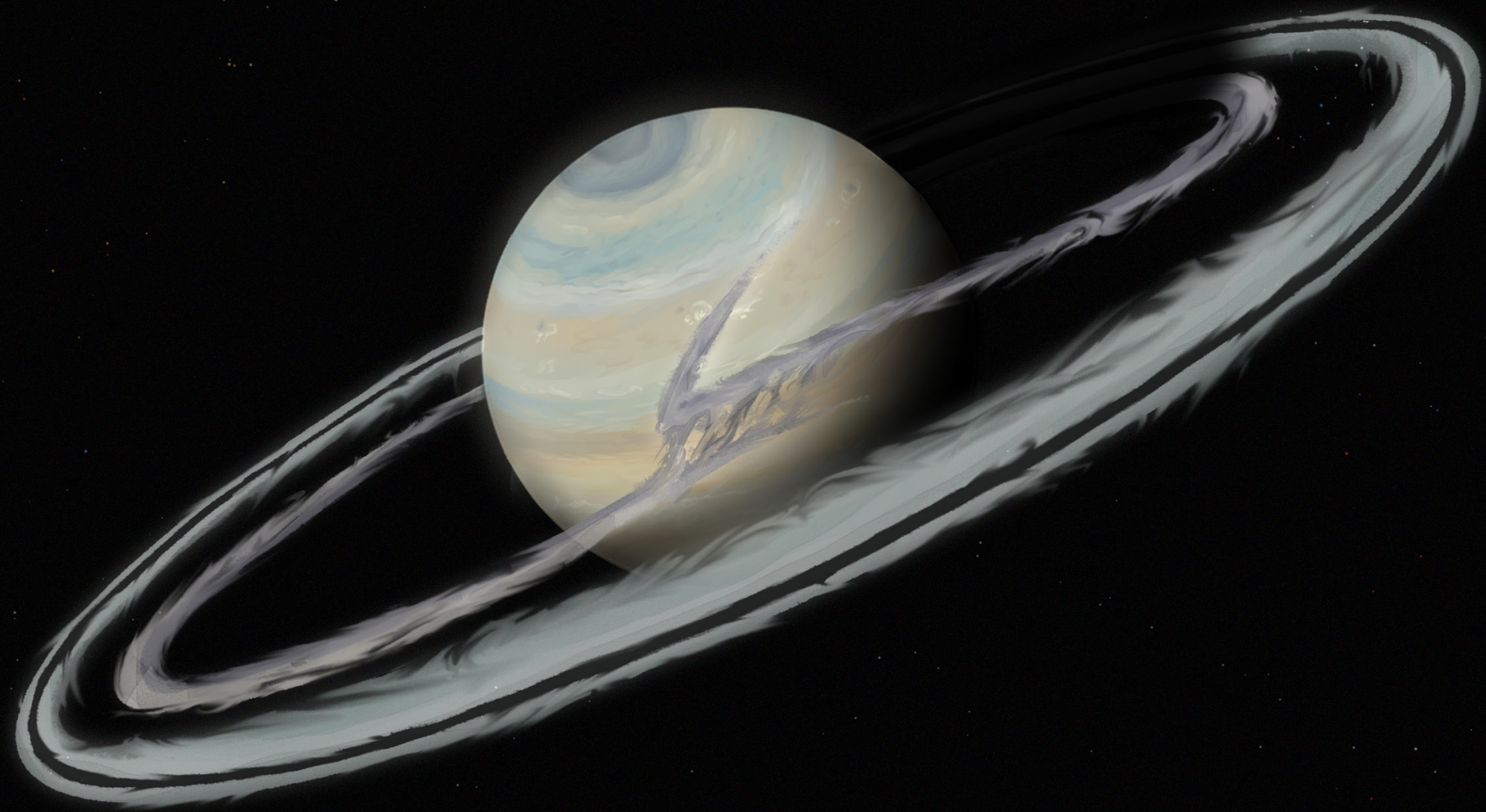




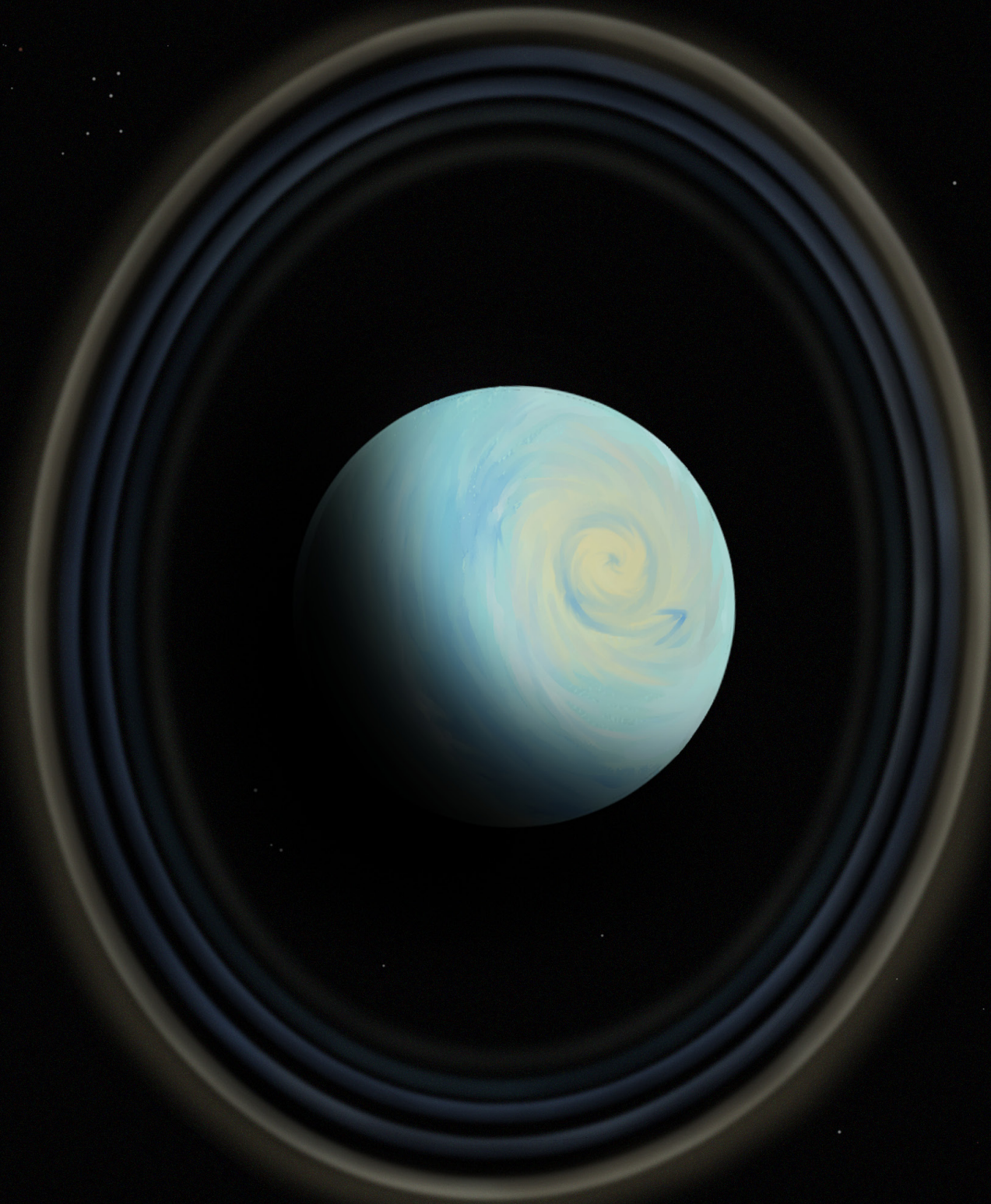
♂ Mars



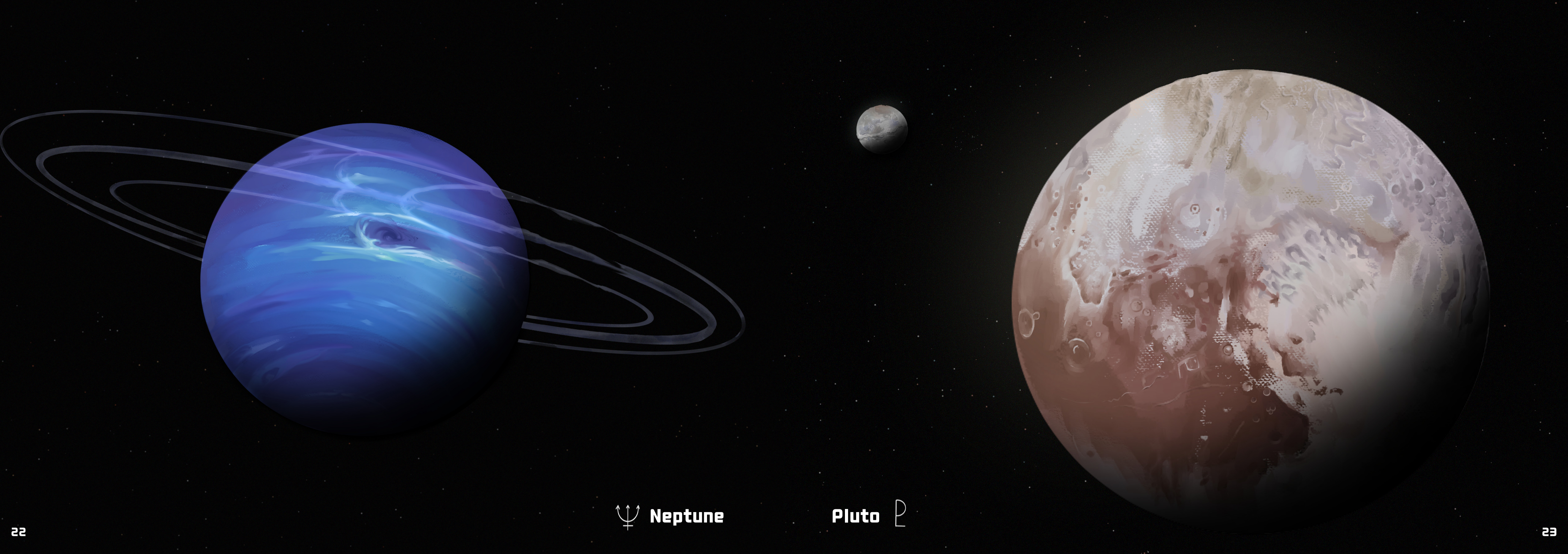
Jupiter ♃



♄ **Saturn**

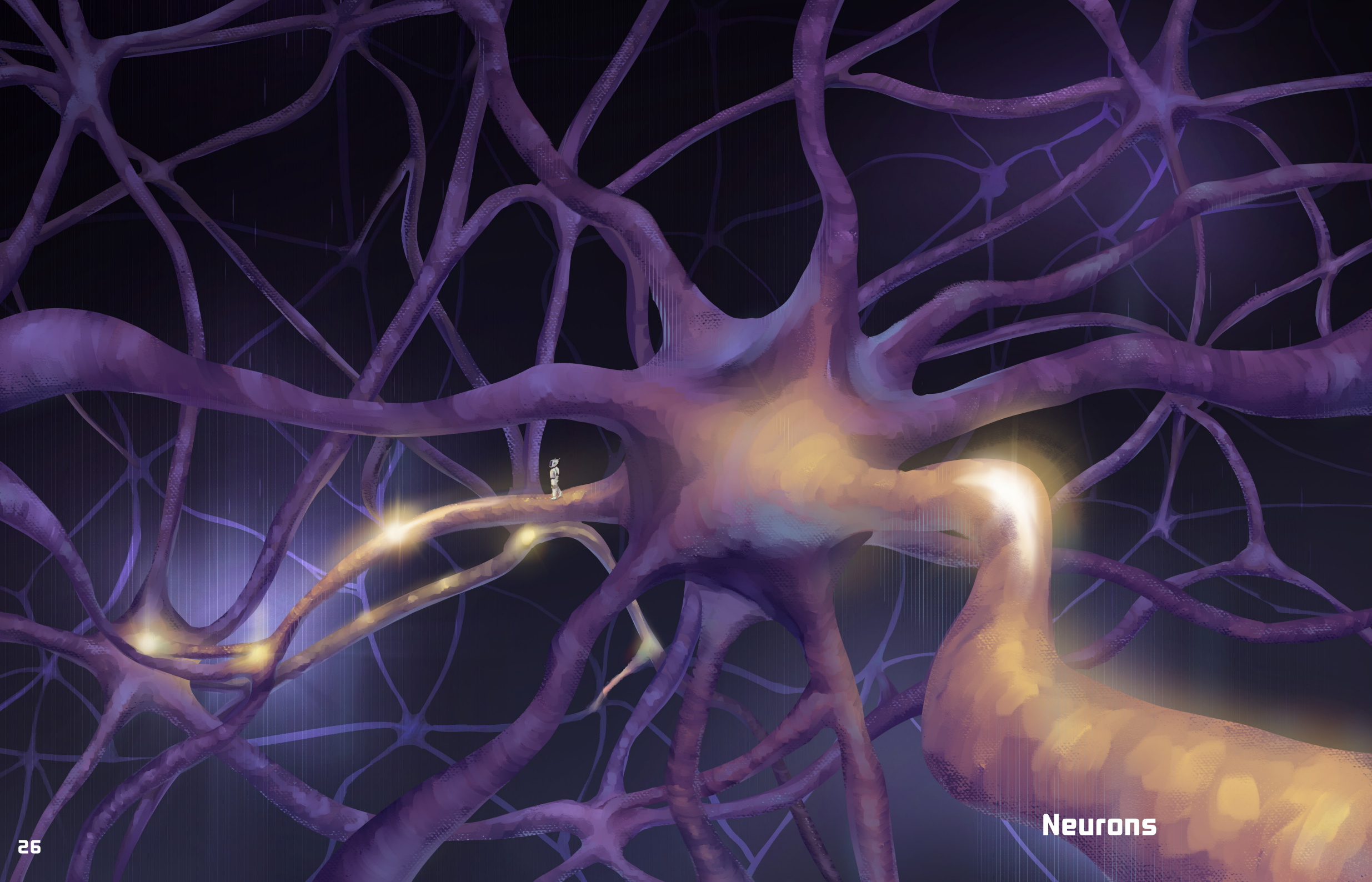


Uranus ♅



♆ **Neptune**

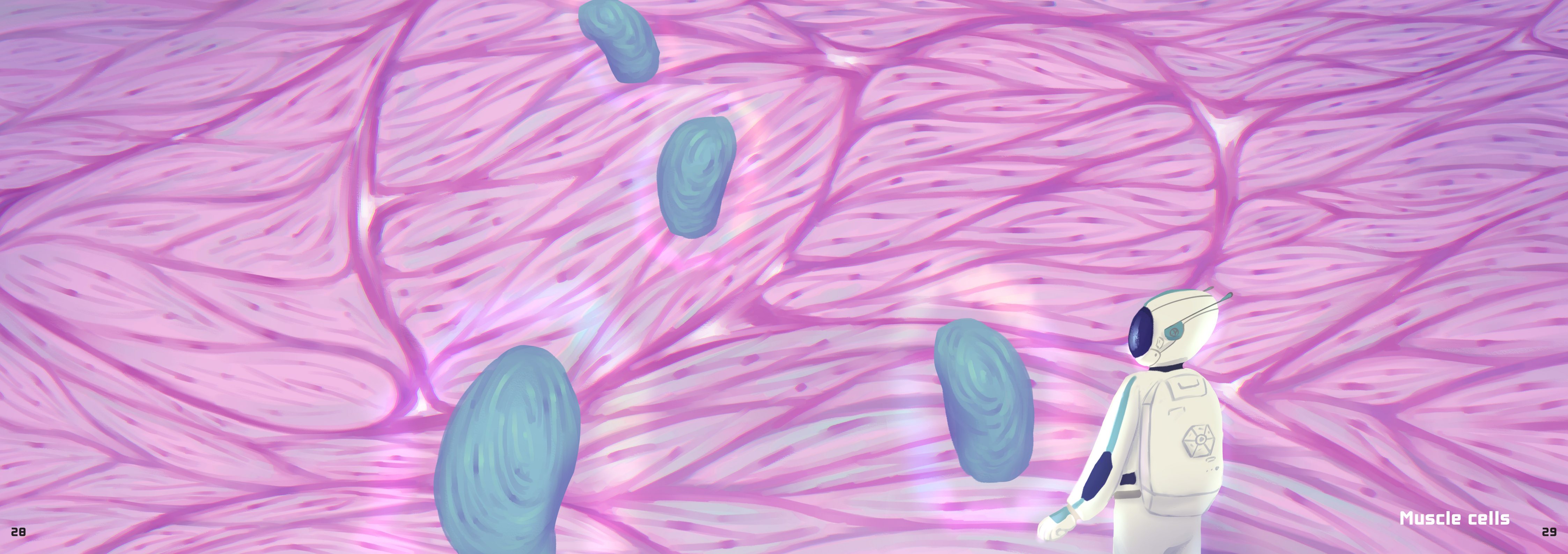
Pluto ♇



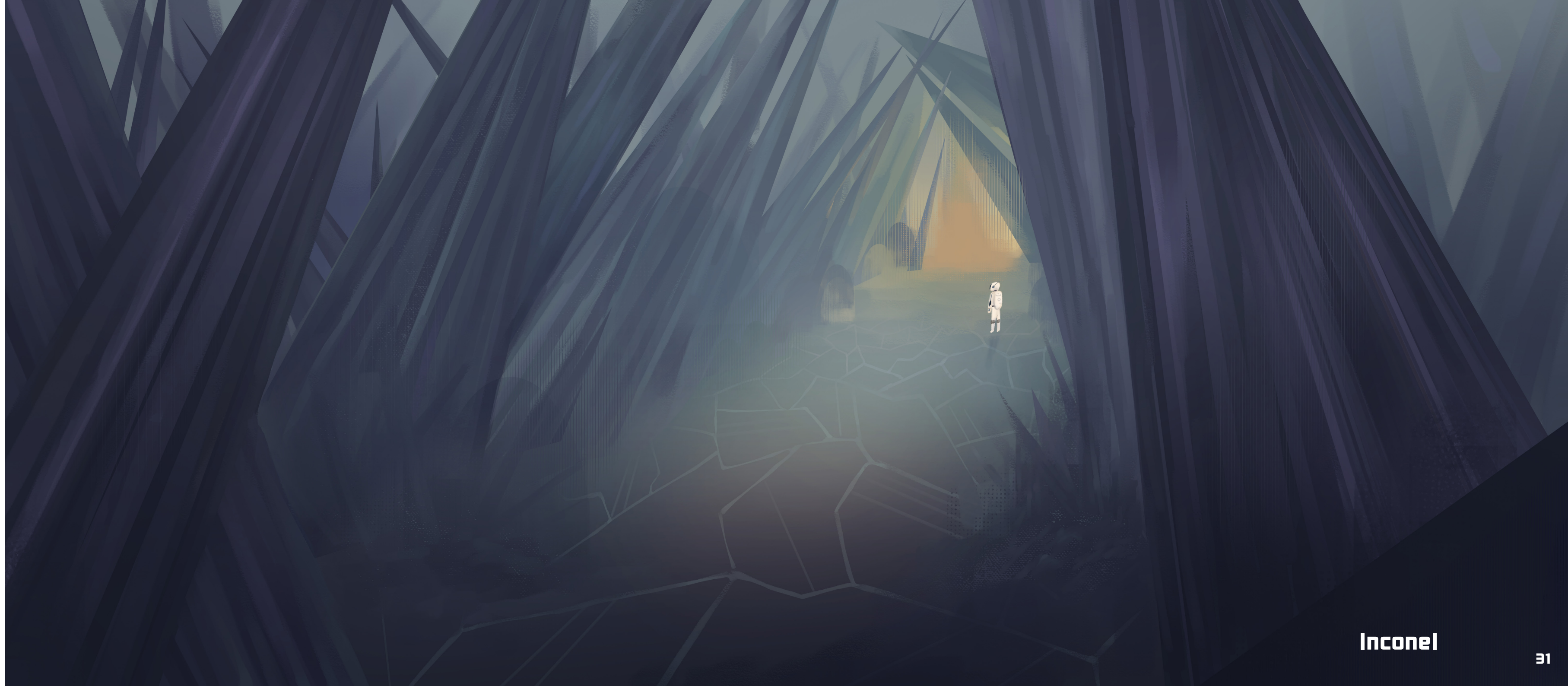
Neurons

Microworld

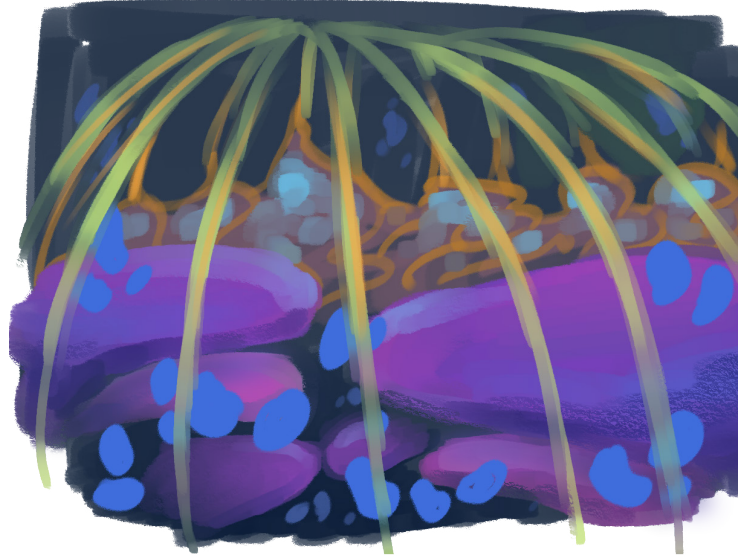
After a malfunction on the ship the player is shrunk down to an impossibly small size. They must traverse a microscopic landscape of both living and non-living matter in search of a way back out.



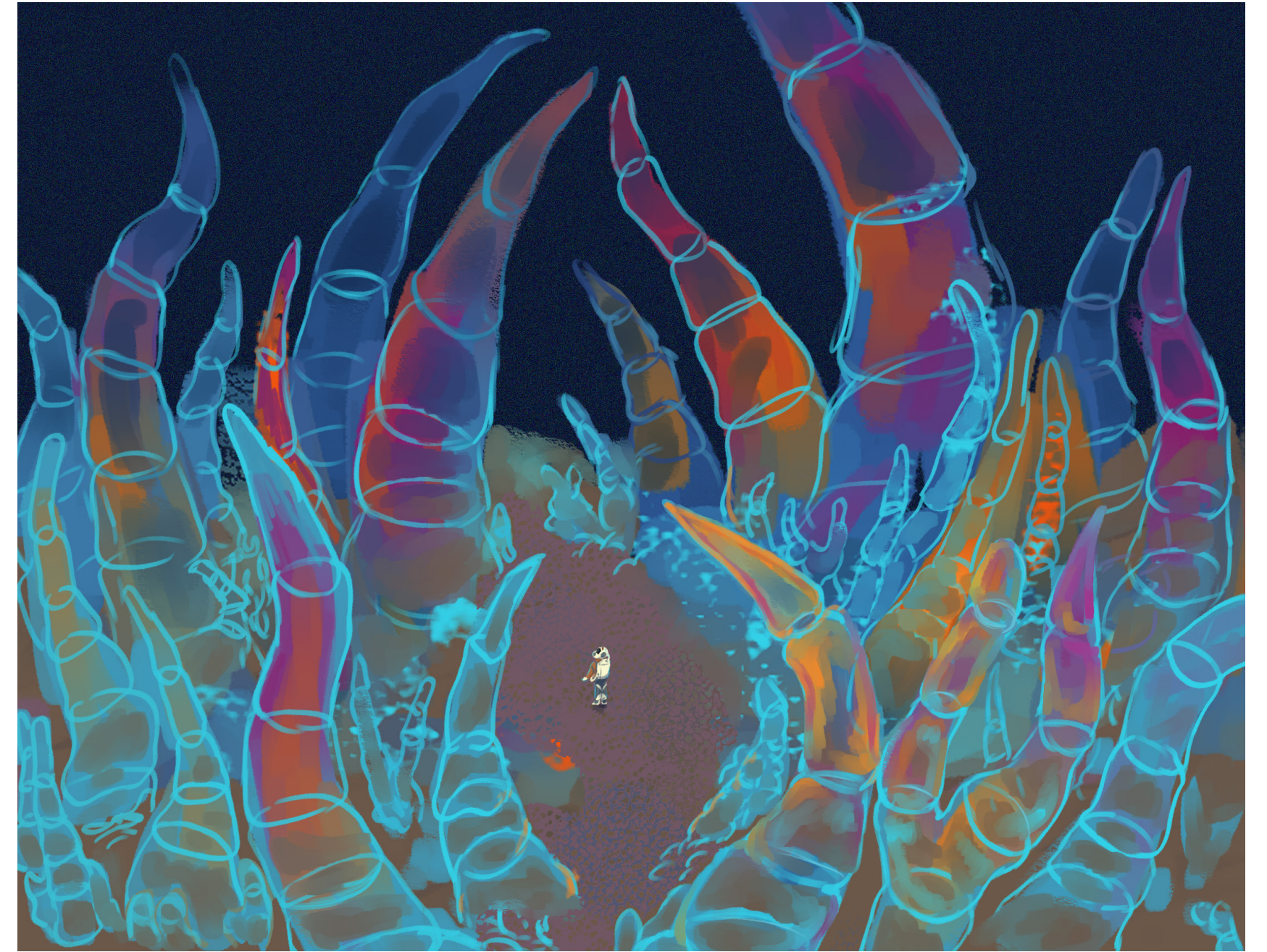
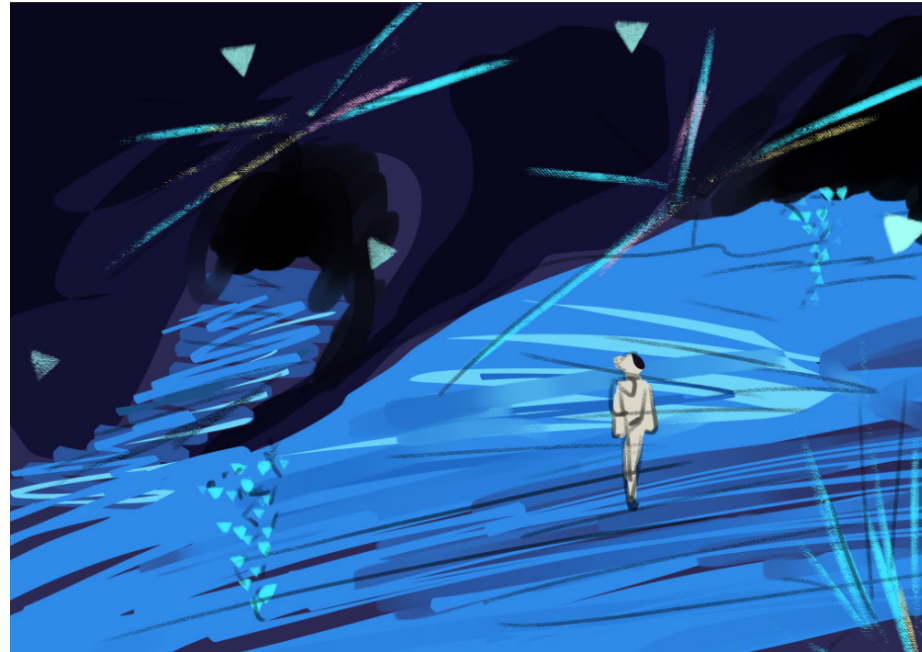
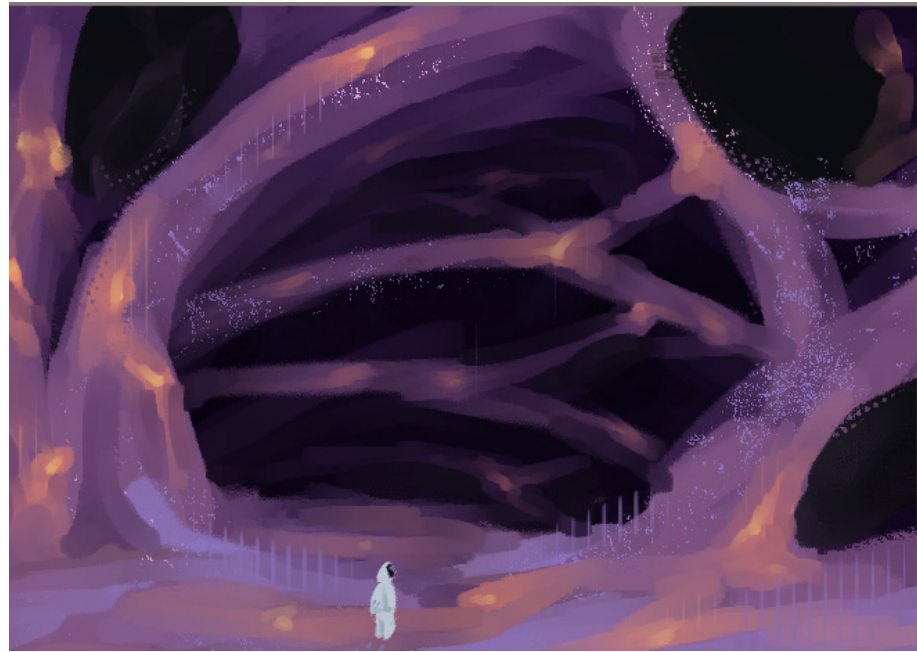
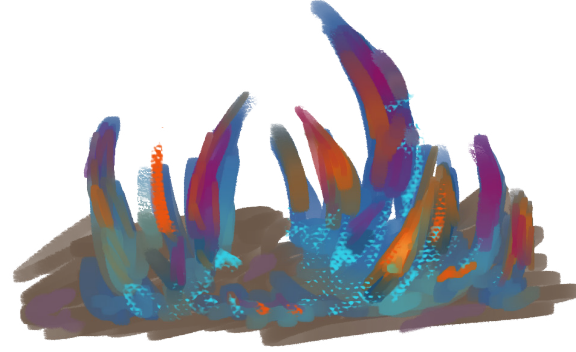
Some of the first materials the player encounters once in the microscopic world would be ones in their immediate surroundings e.g. Inconel, depicted to the right.



Early sketches



Test sketches were based on existing microscopic photography.



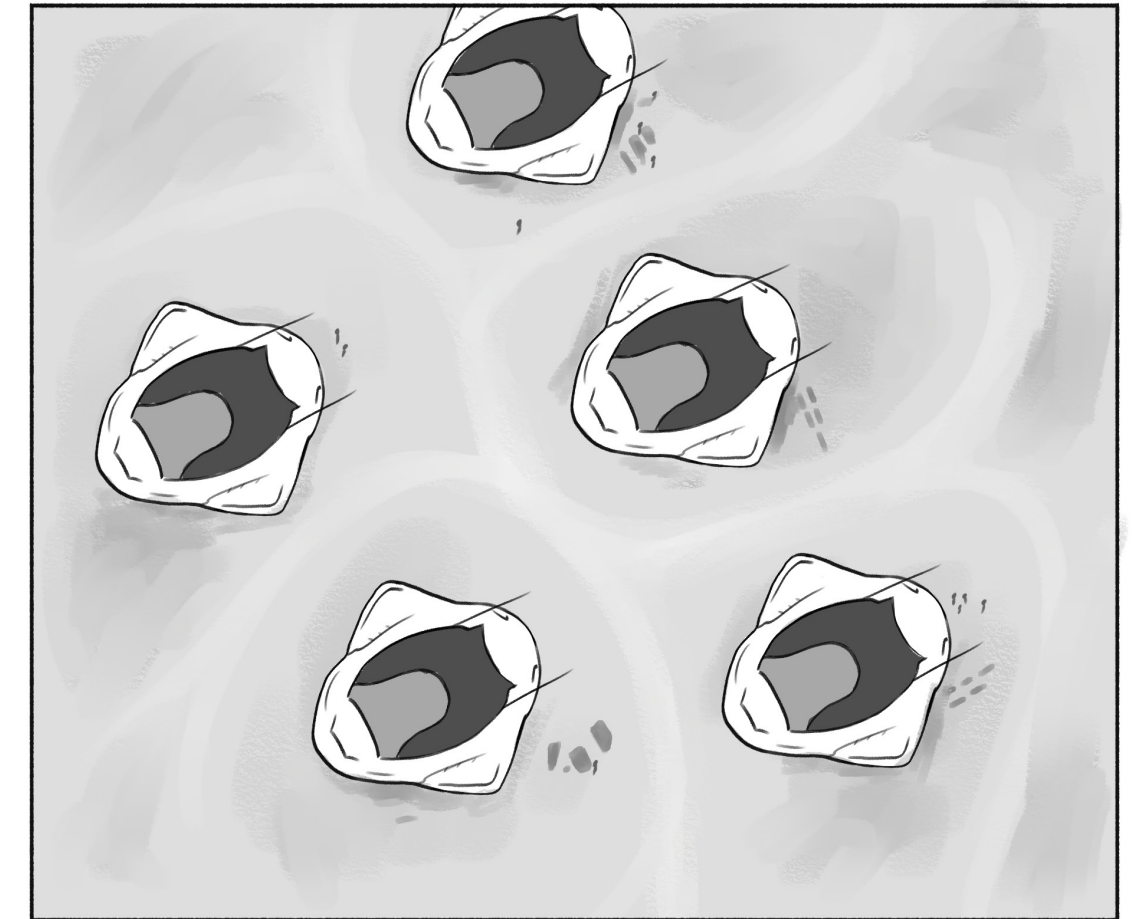
Sketch based on photograph: Sunflower trichomes (hair-like plant outgrowths) by Marek Mis, using polarized light.

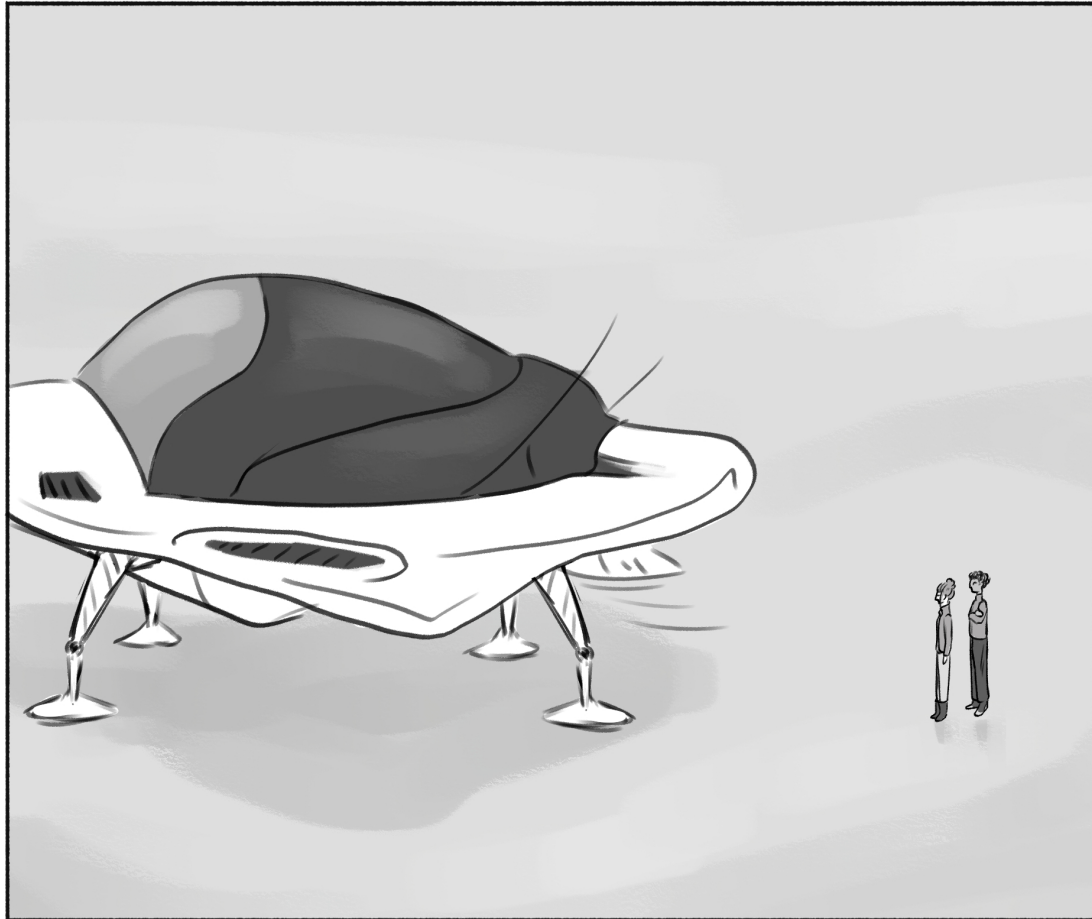
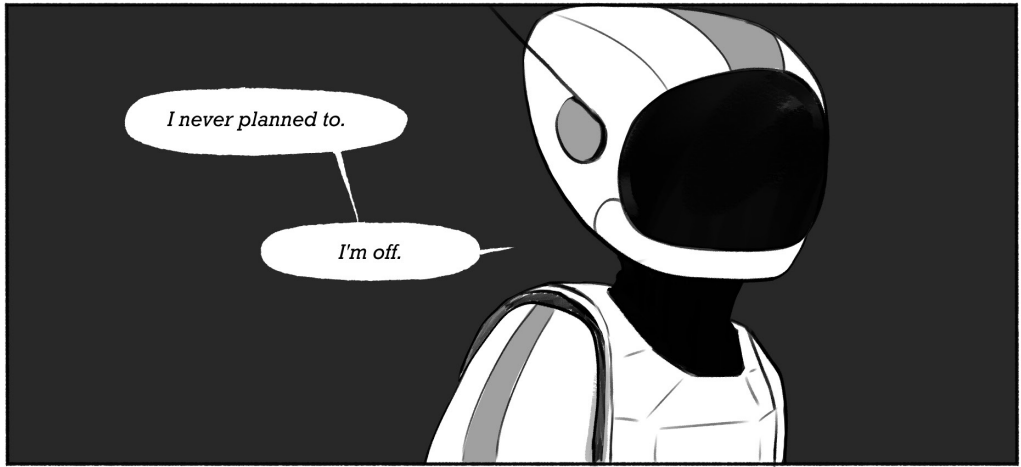
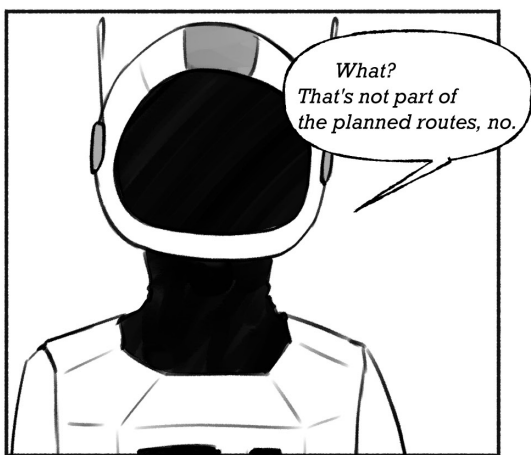
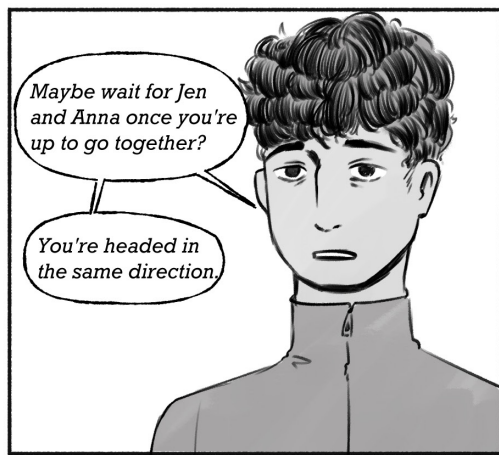
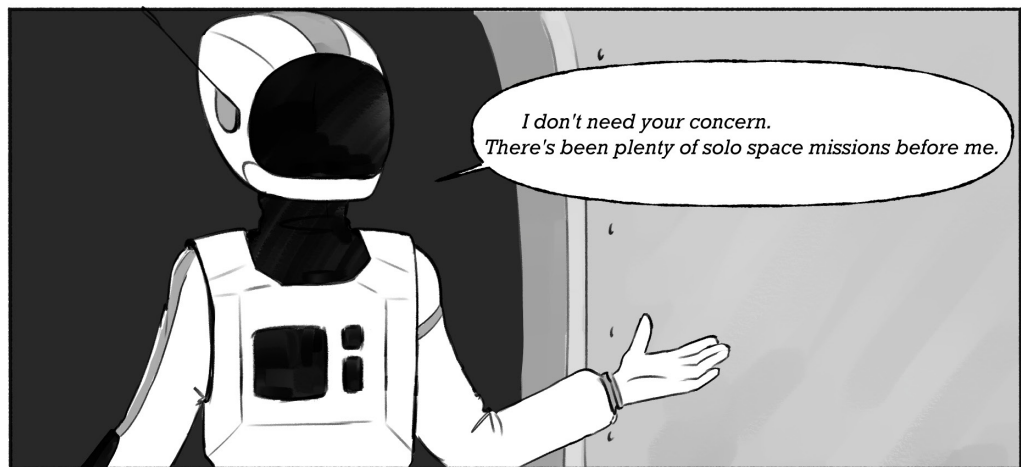


Trifid Nebula

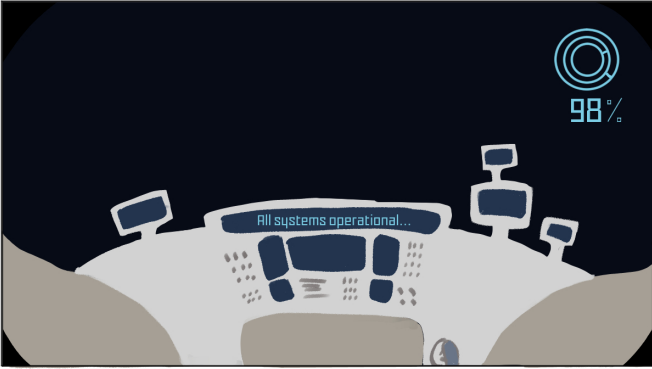
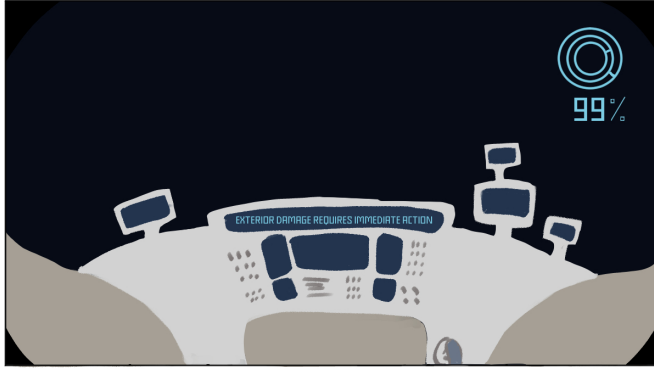
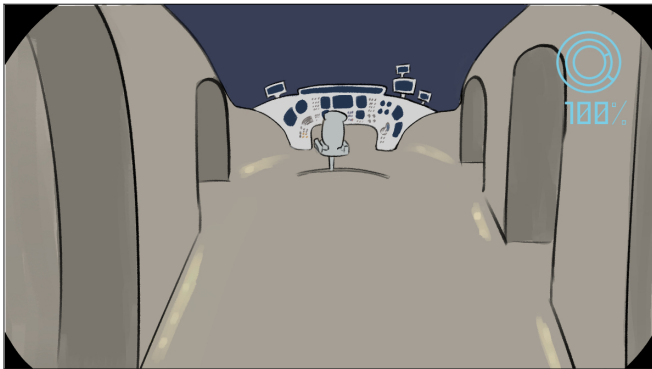
Comic

Before the player embarks on their journey a cutscene of their last moments on Earth will play. From this they will get a hint at what their character's personality is like, as well as minor exposition.





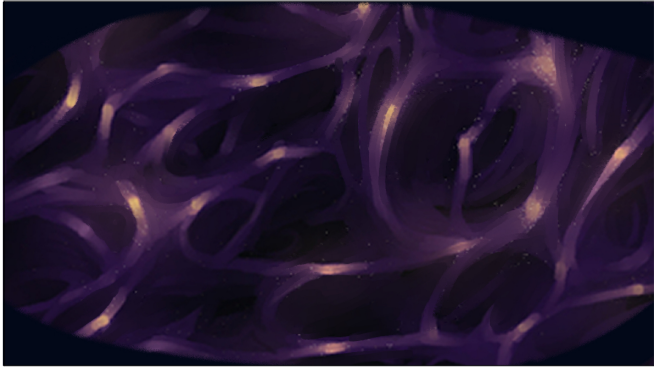
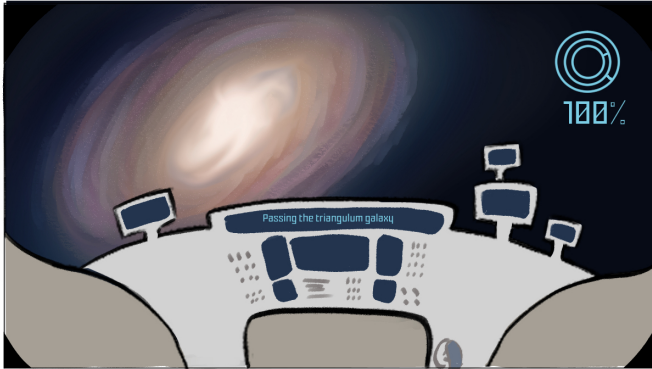
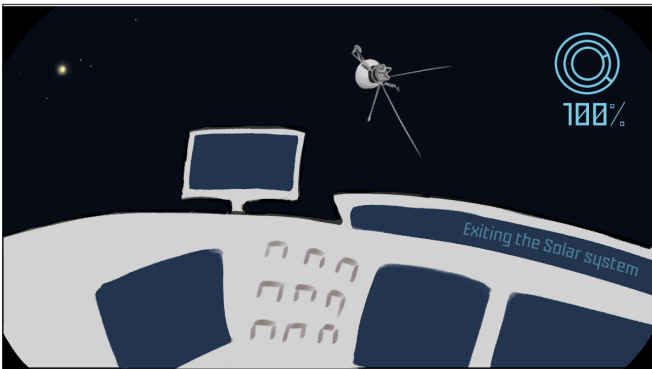
Main storyline (no endings)



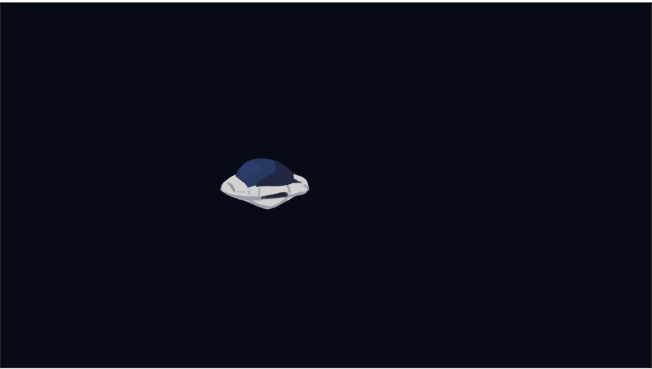
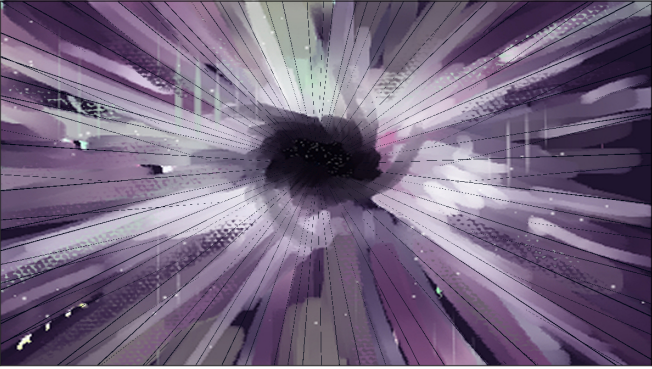
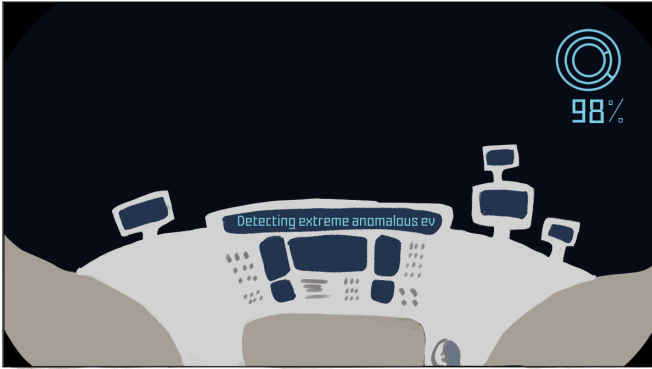
The asteroid collision leaves you needing to go on a spacewalk to patch the damage.



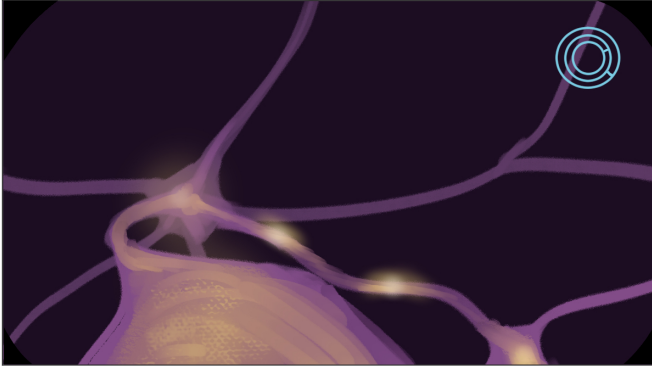
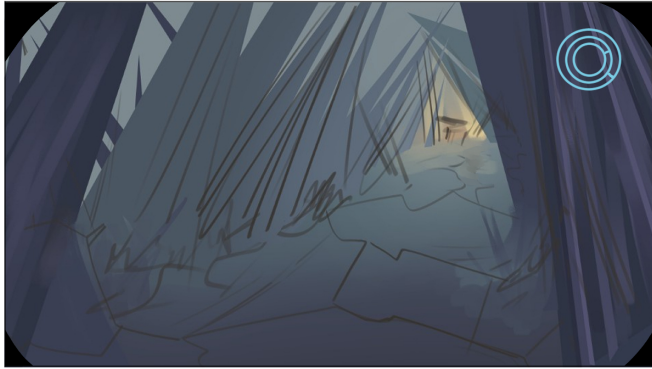
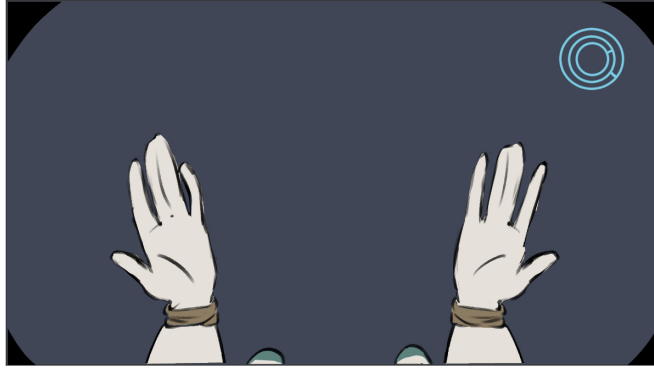
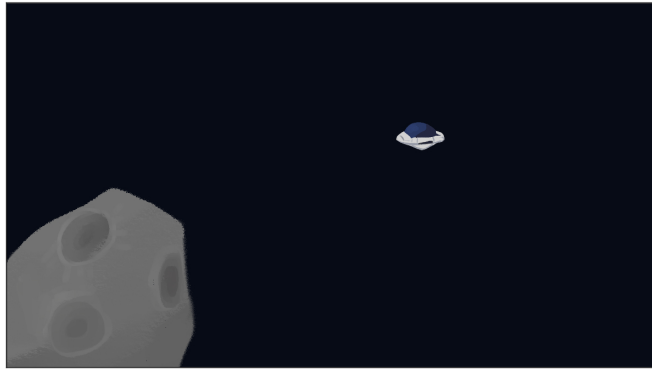
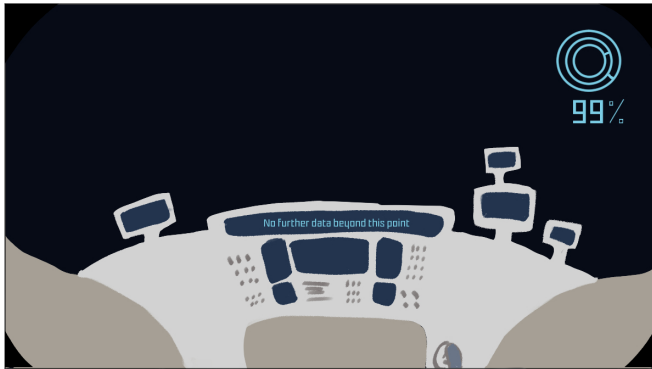
Will you tend to the plants?



Blinking, you get a glimpse at the cosmic web.



You find yourself in a supervoid.



Digital access and bonus content



Here you can find all the final illustrations as well as a detailed description of the proposed game's storyline and the two possibilities for the ending.



By Liza Skobejeva