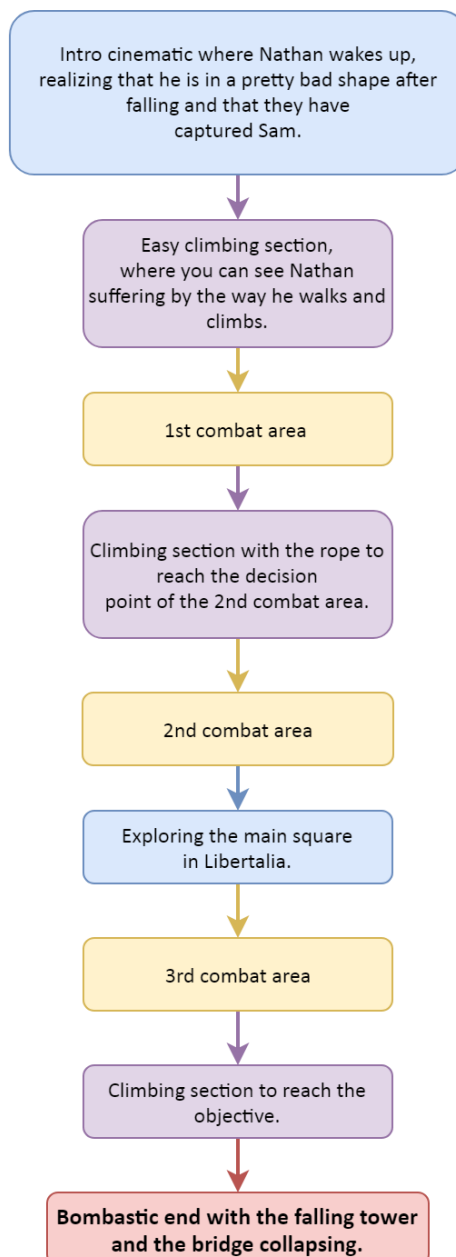


UNCHARTED 4 LEVEL PROTOTYPE

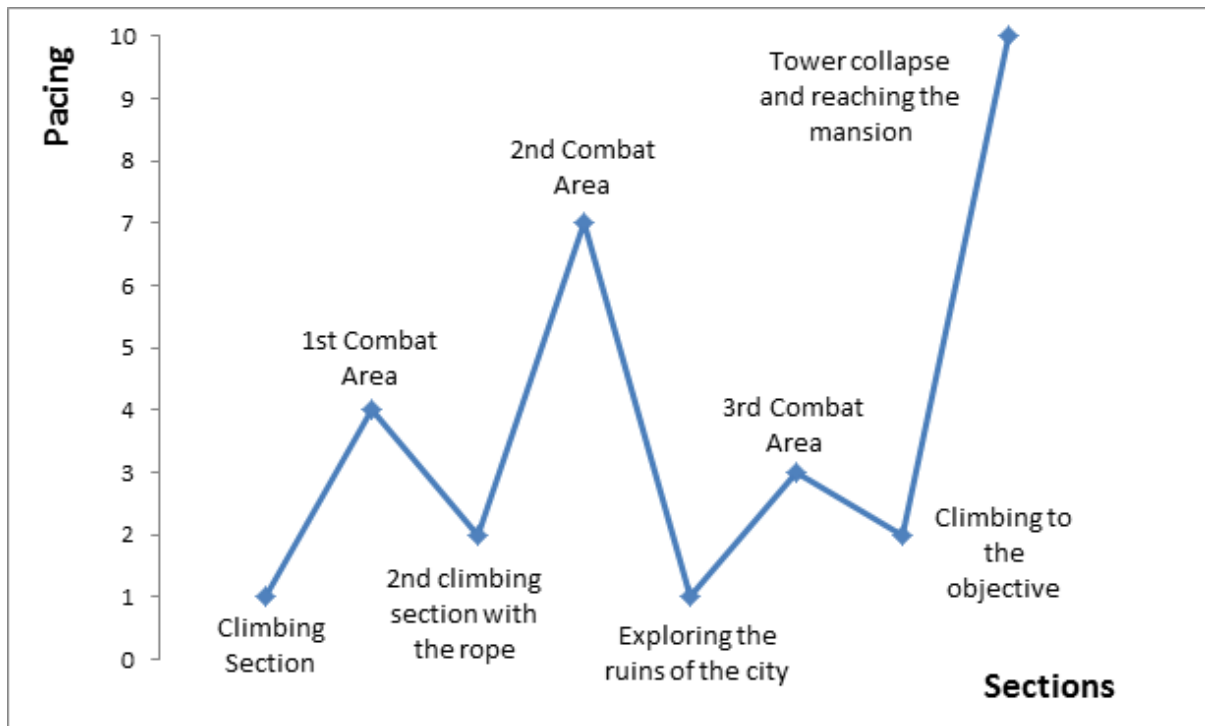
Story Overview

Nathan Drake is exploring Libertalia and after some fights with the shorelines, he wakes up unconscious after falling in a cave, realizing that his brother, Sam, is not next to him. Beaten and broken, he starts exploring the isle for clues to find Sam, while he learns more about the society, culture and the reasons for the downfall of Libertalia.

Level Flow



Pacing



Concept art reference

A grounded village near the sea, seen from a great height with the ruined castle over the cliff. Some sunken ships could be added to reinforce the destruction of the area.



By Quentin Mabile <https://quentinmabile.artstation.com/projects/A95vPo>



From Uncharted 4 Game



From Uncharted 4 Game

I really liked the composition of this concept art because it gives you a huge sense of scale, and it was perfect for this project. Moreover, it's pretty simple to read the path to our objective.



By Juhung Kang <https://www.artstation.com/artwork/IVXI8k>

To reinforce the sense of scale and the mood of a glorious civilization ruined, I think that a more vertical village layout helps a lot. This scenery represents the square where the market takes place and where the traitors are prosecuted. The reference from Disney would be a nice concept for the height and verticality of the city. The coastal town image (a village near where I live) could be a nice reference for a layout for this zone.

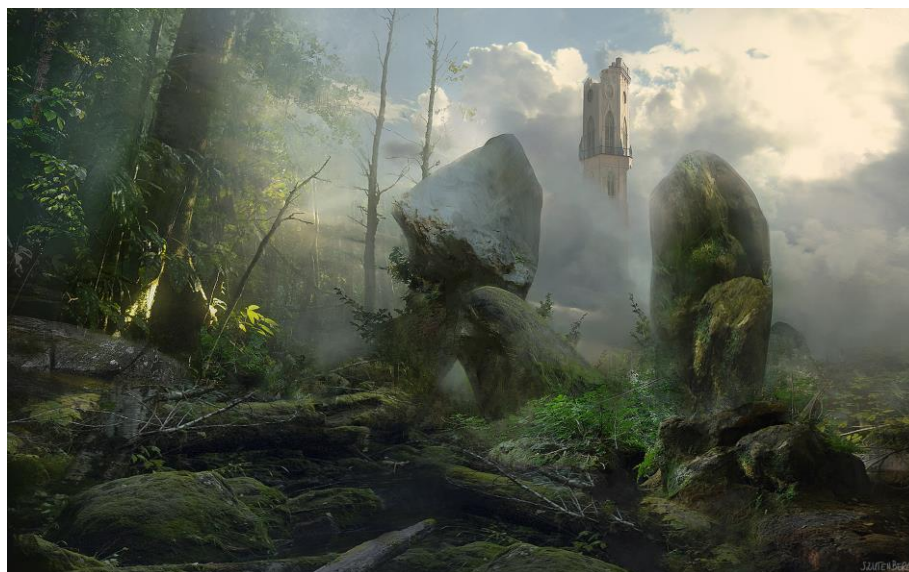
The last two images show some ideas I have for the tower (main objective)..



By Disney, from Tangled, the movie <https://www.pinterest.es/pin/427349452122306313/>



Image of Cadaqués, a coastal town in Girona, Spain.



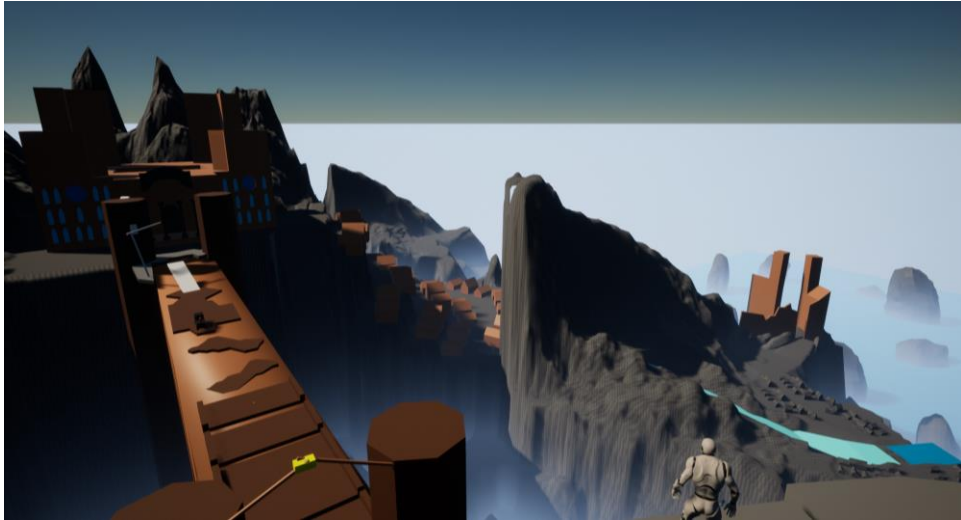
By Kamila Szutenberg, Instagram <https://www.instagram.com/kamilaszutenberg/>
<https://www.iamag.co/the-art-of-kamila-szutenberg/>



By Kamila Szutenberg, Instagram <https://www.instagram.com/kamilaszutenberg/>
<https://www.iamag.co/the-art-of-kamila-szutenberg/>

My idea for the castle where the enemies have captured Sam. I really like the layout of the village and it could lead to nice views from some balconies inside the castle.

The last two images are ideas for the bridge. I split the bridge towers in two so the main entrance to the castle could be visible.



By Quentin Mabille <https://www.artstation.com/artwork/nQ88qe>



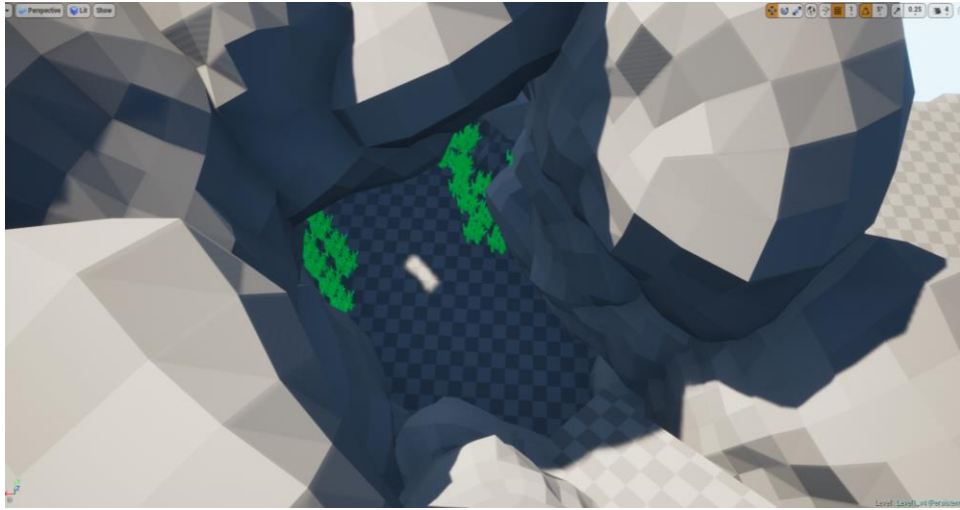
Pont Valentré, France



Pont de Besalú, Girona, Spain

In Game References



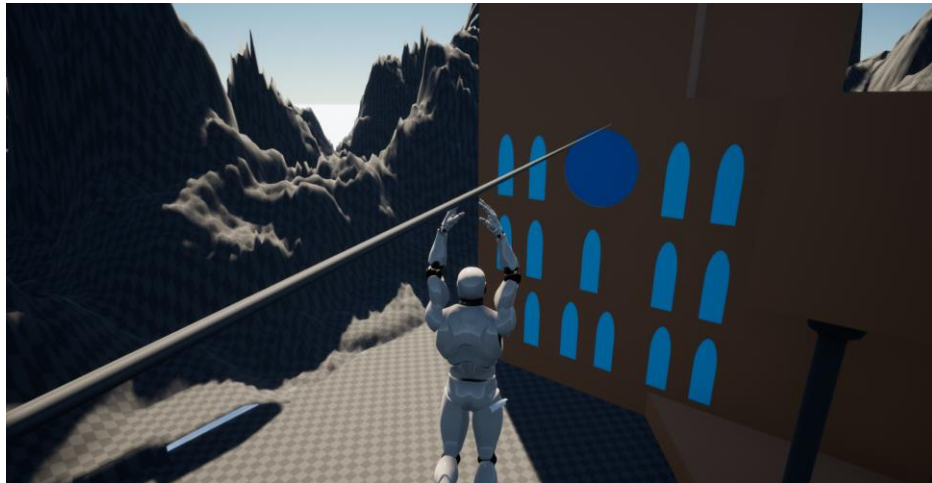


From Uncharted 4 Chapter 13: Marooned





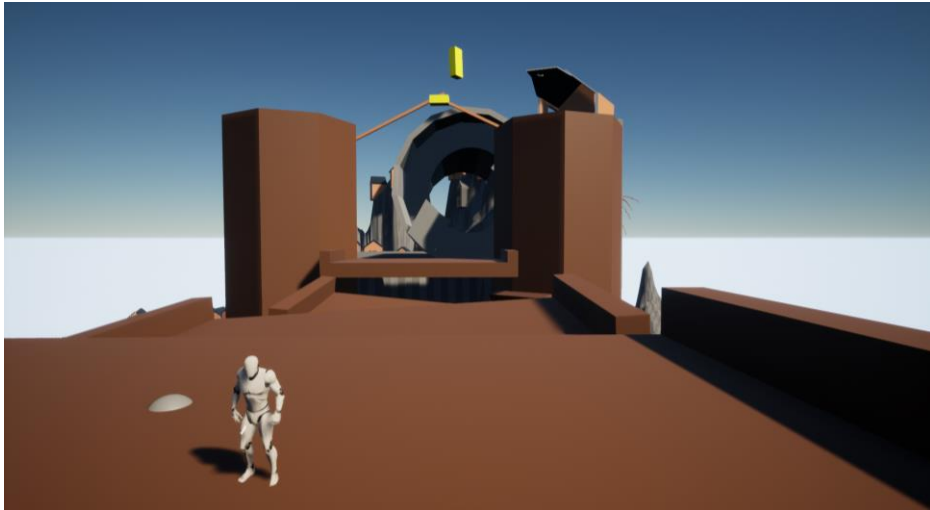
Image from the Last of Us, Chapter 2, Bill's House



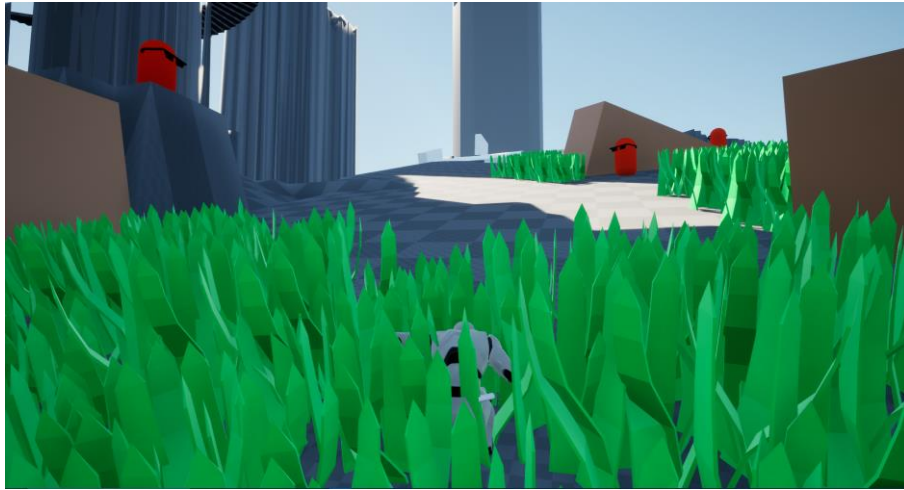
From Uncharted 4 Game, Chapter 7: Lights Out



From Uncharted 4 Game, Chapter 11: Hidden in Plain Sight



From Uncharted 2 Game, Chapter 26: Tree of Life



From Uncharted 4 Game, Chapter 08: The grave of Henry Avery

Combat areas iteration

Comparison between the first draft and the final level

