

DIES QUIFFMEA



ART DESIGN DOCUMENT

For Game-bachelor project

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Dies Ultima

is an atmospheric 3D puzzle-adventure game set in a retro-futuristic utopian city that is falling apart due to its own technology — originally designed for the benefit of the city. Players take on the role of Tyto, a masked mechanic, and Scamp, his small mechatronic spider companion.

Together, using their own individual strengths they navigate infested environments.

The goal of the game is to explore the city's zones, solve both logical and environmental puzzles, cleanse the zones of a harmful Entity, and uncover the truth about the origin of the Entity, which takes the form of a conscious organism.

The game places a strong emphasis on the world, its visuals, and its overall atmosphere, which is shrouded in an orange fog caused by Foxfire smoke, that is a byproduct of the Entity consuming the city.



0. ART DIRECTION

Visual Base

Atmosphere, Inspirations, References

The visual identity of Dies Ultima combines **retro-futurism** and **utopian style** with elements of Mediterranean art and sci-fi.

This creates a special feeling where the world feels caught between an utopian past and a industrial future.

For graphics we choose a stylized, semi-realistic 3D approach with a high focus on detail. There is a contrast between the clean architectural surfaces and the dark, industrial environment of the Outposts.

The primary mood-setter of the game is the **Foxfire fog**. The environment is immersed in a dark, heavy orange atmosphere. It is also used as a mechanic: smoke creates a tense feeling and limits visibility, resulting in player using Tyto's Lumen Eye for better orientation, to search for important items.

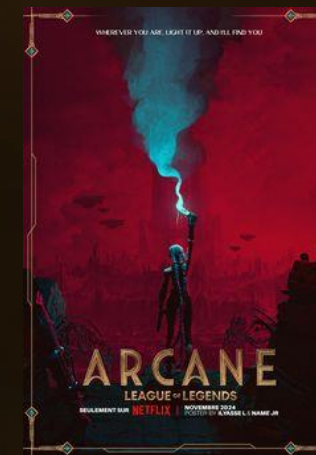
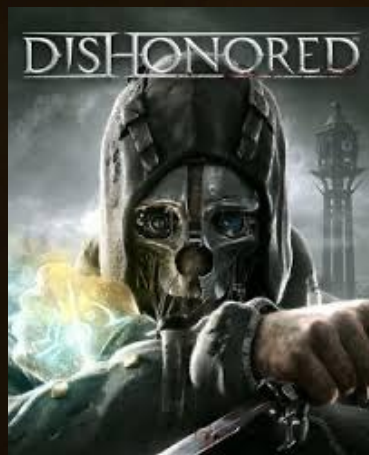
Inspirations & References

Dishonored (Arkane Studios, 2012) - Dystopický svet s environmentálnym storytellingom

Horizon Zero Dawn (Guerrilla Games, 2017) - Kontrast medzi prírodou a technológiou, zánik civilizácie

Little Nightmares (Tarsier Studios, 2017) - Schopnosť vyzprávať silný príbeh cez prostredie

Arcane: League of Legends (2021) - Hlavná inšpirácia pre štylizáciu a vizuál.





1. CHARACTERS

Design

Tyto, S.C.A.M.P., Revenant drones

TYTO

Main character

Tyto is the main playable character, former mechanic and a mysterious man with a scarred face hidden under a mask of a white owl, he almost never takes it off. He wears the mask as an attribute of his solitary life. Other than scars under his mask he is equipped with one mechanical eye that allows him to scan the environment.

Mentally, Tyto is wounded, but very resilient. His psyche was marked by an accident caused by the Vexa, which permanently marked him physically and emotionally. He has resorted to isolation to protect himself from the world, but his solitary life is slowly destroying him. While his cold and calculating nature makes him an effective and silent tactical master, deep inside he hides a longing for connection and hope.





TYTO

TYTO

Main character

Designed with the **Owl** archetype. It represents careful observation and quiet movement. In gameplay, this means a slow stealth approach, planning on the map, and using his mechanical eye (*Lumen Scanning*).

He also represents human limits. He needs stamina, can take damage, and coughs or gasps for air in the smoke when his filter is running out, which warns the player.



TYTO

Main character





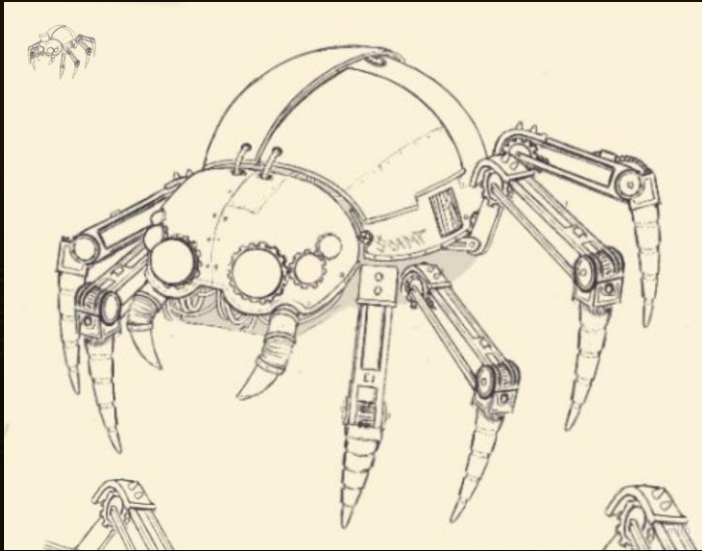
Tyto: No... And outside it will be even worse. I need to build a filtration mask

S.C.A.M.P.

(Supportive Construct for Assistance, Mischief, and Protection)

There is only one SCAMP unit in existence – a construct built by Tyto himself. Officially he was meant to be nothing more than a support machine, a spider-like assistant to carry tools, repair systems, and run scans. But SCAMP has grown into something more. He talks, jokes, and most importantly he fills the silence around Tyto in a way no ordinary machine ever could

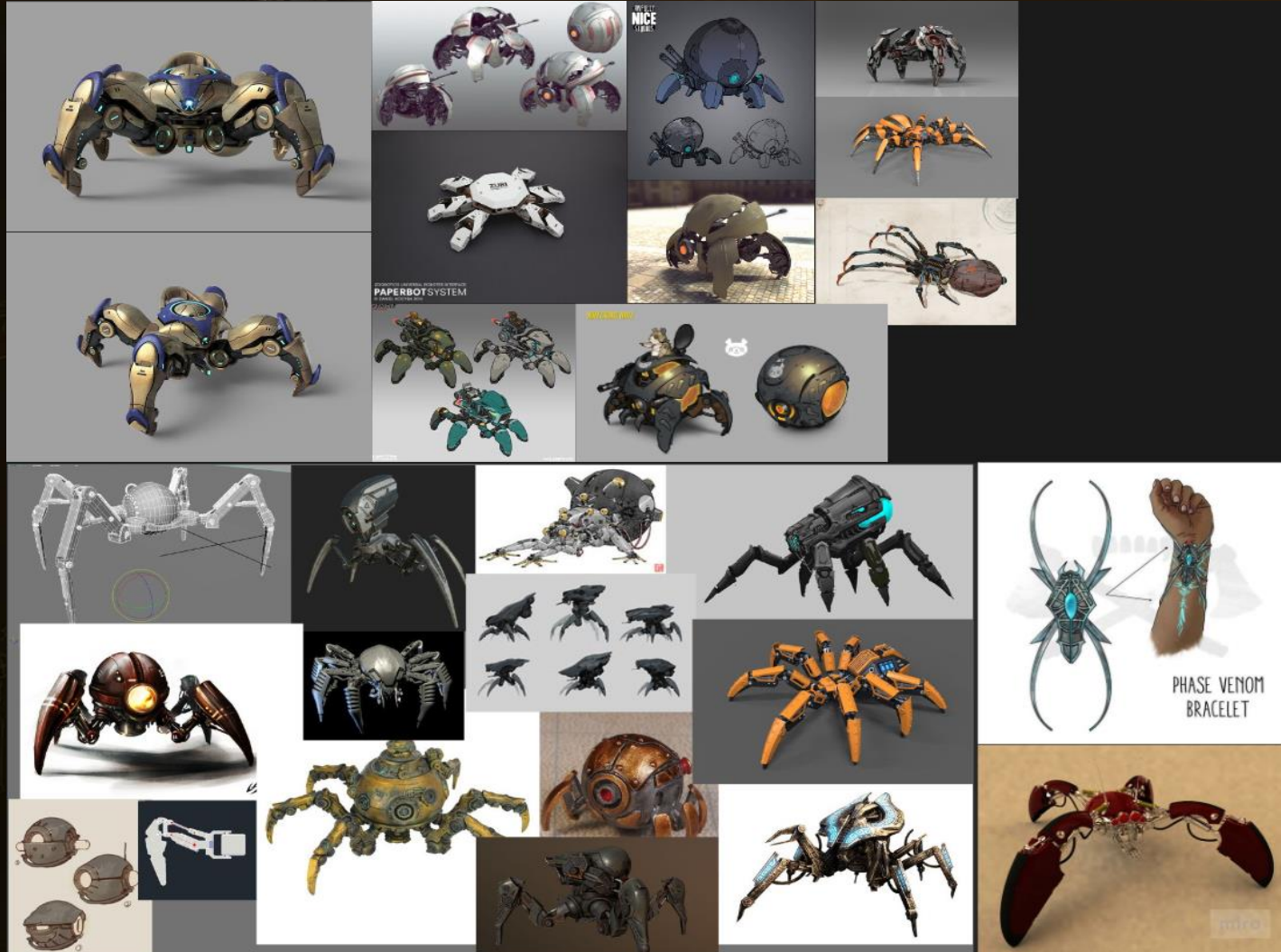
- SCAMP is a link between player and Tyto •



S.C.A.M.P.

(Supportive Construct for Assistance, Mischief, and Protection)

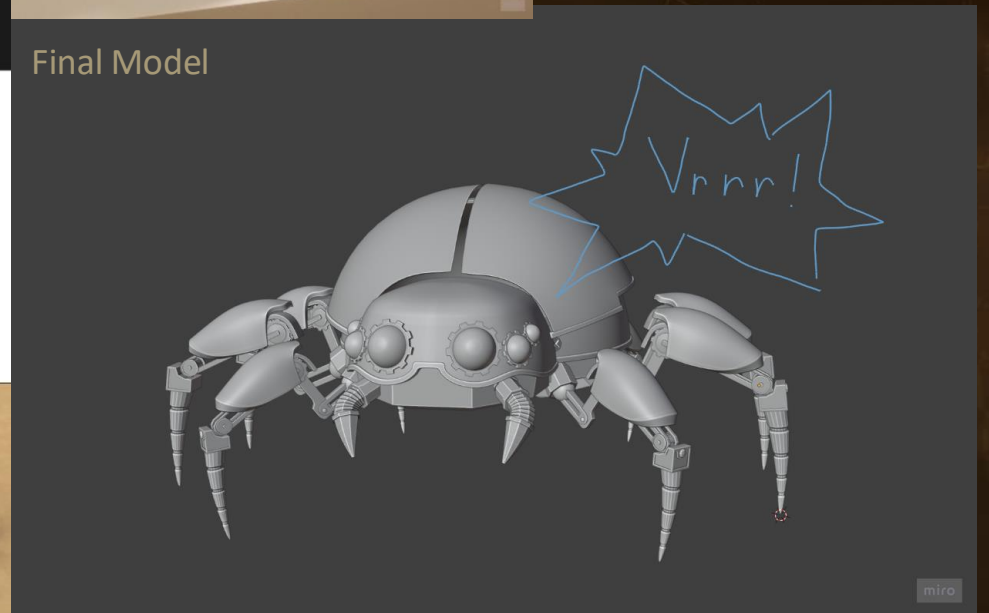
MOODBOARD



Model WIP



Final Model



S.C.A.M.P.

(Supportive Construct for Assistance, Mischief, and Protection)



Scamp's spider-like design serves a gameplay purpose, allowing him to navigate tight spaces such as vents and maintenance tunnels. Players use Scamp to access otherwise unreachable areas, manually override systems, and unlock pathways required for progression.



S.C.A.M.P.

(Supportive Construct for Assistance, Mischief, and Protection)

REVENANTS

Enemy Drones operated by Entity

Revenants are autonomous drones controlled by the Entity and serve as guardians of its outposts and contaminated zones. Equipped with scanning optics and concealed weaponry beneath their armored shells, they patrol key areas and actively hunt intruders.

- Their design is inspired by *Acherontia styx* (the death's-head hawkmoth), a natural predator of spiders. This visual inspiration creates a symbolic contrast with Scamp.

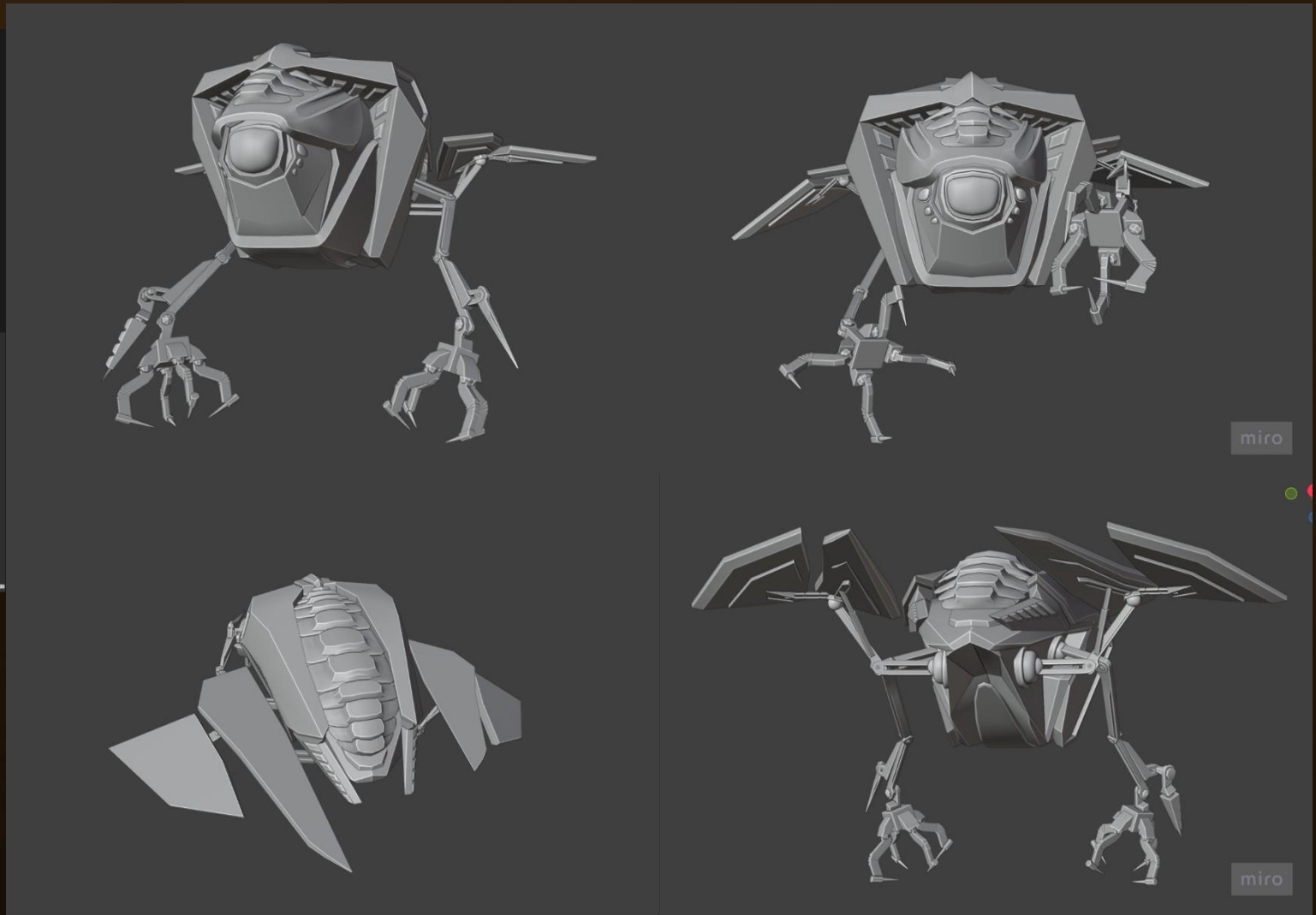


SKETCH OF THE DESIGN

REVENANTS

Enemy Drones operated by Entity

MOODBOARD



REVENANTS

Enemy Drones operated by Entity

The predator-prey relationship between moth and spider reinforces the narrative conflict between Scamp and the Entity's forces, while providing a clear visual language that distinguishes allies from enemies.



ACHERONTIA STYX HAWKMOTH





REVENANTS

Enemy Drones operated by Entity



2. World Design

level design, environmental storytelling, lighting



• APARTMAN •

APARTMAN

Tyto's home

This apartment is a small, enclosed retreat that serves as both a workplace and a home. It feels worn but cozy – the space is filled with tools, masks, disassembled parts and notes. The main light in the room comes from a huge window. The space is designed to feel both functional and intimate.

To deepen the feeling of Tyto's spider companion Scamp, copper cobwebs were incorporated into the interior - a spider web that deepens Scamp's authenticity as a roommate.





• OUTPOST •

OUTPOST

Entity anchor point

Oupost is small base, originally a waterworks backup for the city. Several smaller waterworks surround the city, all of which are infested by the entity - player should be motivated to go through all of them.

It has an industrial and abandoned look (metal pipes, valves, rusty walls and remnants of technology). The whole place is covered in orange toxic Foxfire smoke, which escapes from cracks and tanks. Drones move around, taking care of the station's maintenance.



Since the entire environment is very dark, the player is subconsciously guided by glowing lanterns, which in addition to the bright glow effect also have flying insects. This effect draws the eye's attention and that is how we consciously directs the player to the desired destination.



VENTS

Outpost – vent system

The vents are a short passage in between the Outpost exterior and the Outpost interior levels. This level is dedicated to scamp because outside door is locked Scamp has to find an alternative way in.

Inside he does small linear questline of acts such as – follow pulsing cable, get to the desired location, interact, follow the next pulsing cable..

Little easter egg we put in – find golden Labik statue that is lost somewhere in this maze.

The feeling of this environment should be somewhat claustrophobic and mainly dark. That greatly compliments the mechanism of pulsing cables.





• OUTPOST INTERIER DESIGN •

OUTPOST

Interior

Inside the main outpost building is also very dark atmosphere and two important things:

- Central control panel – it has this chaotic system of pipes all around, player has to get through security system so he plays little minigame inside of this panel
- Wall-mounted pipe structure - after player gets through security node, now he has to redirects the toxic water supply directly to the core (panel), thereby weakening the entity.

We built very calm but still unsettling mood inside the building.

- dust particles floating around
- weak flickering light sources
- from time to time we see water dripping from pipes – and if we take notice, there are little water pools indicating water leakage.



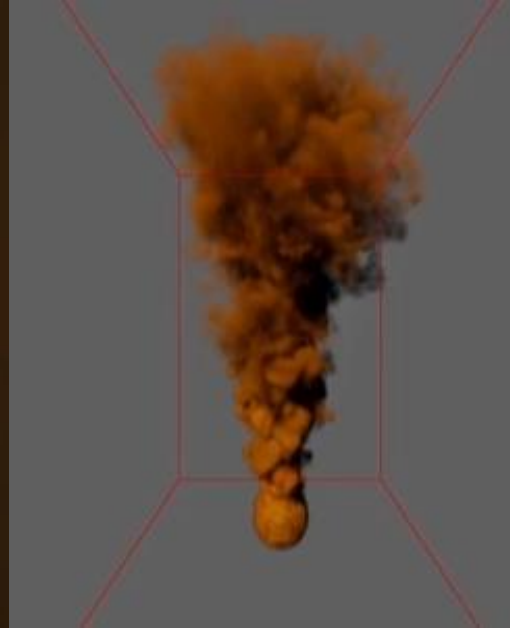
FOXFIRE

By-product of entity

Visual effect of Foxfire – toxic gas that is present everywhere and affects the visuals of the entire environment. It also spreads in high concentrations through vents in various places in the level.



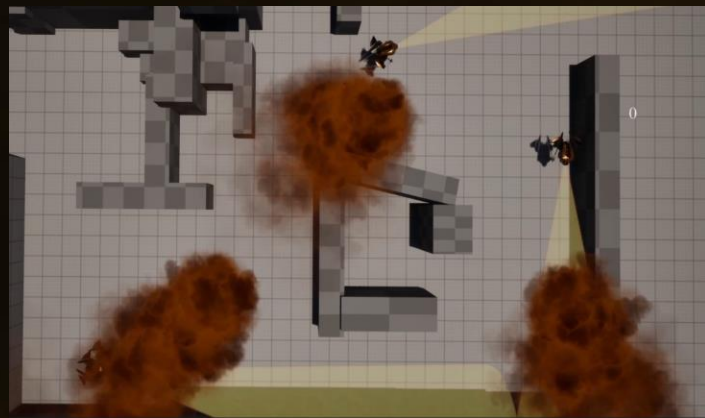
In-game image



FOXFIRE

By-product of entity

First versions and tests





3. Props & Puzzles

Interactive objects, their narrative and logic



Reset

ASSEMBLE

Use Mouse Wheel to rotate the components

• APARTMAN WORKBENCH PUZZLE •

CRITICAL NOTIFICATION

THIS MESSAGE IS NO LONGER
RELEVANT.
PLEASE CLOSE TO PROCEED.

SYSTEM NOTICE

MINOR INCOSISTENCY DETECTED IN
ENERGY SOURCE STEAM.
NO CORRECTIVE ACTION
REQUIRED.

SYSTEM INTEGRITY FAILURE DETECTED

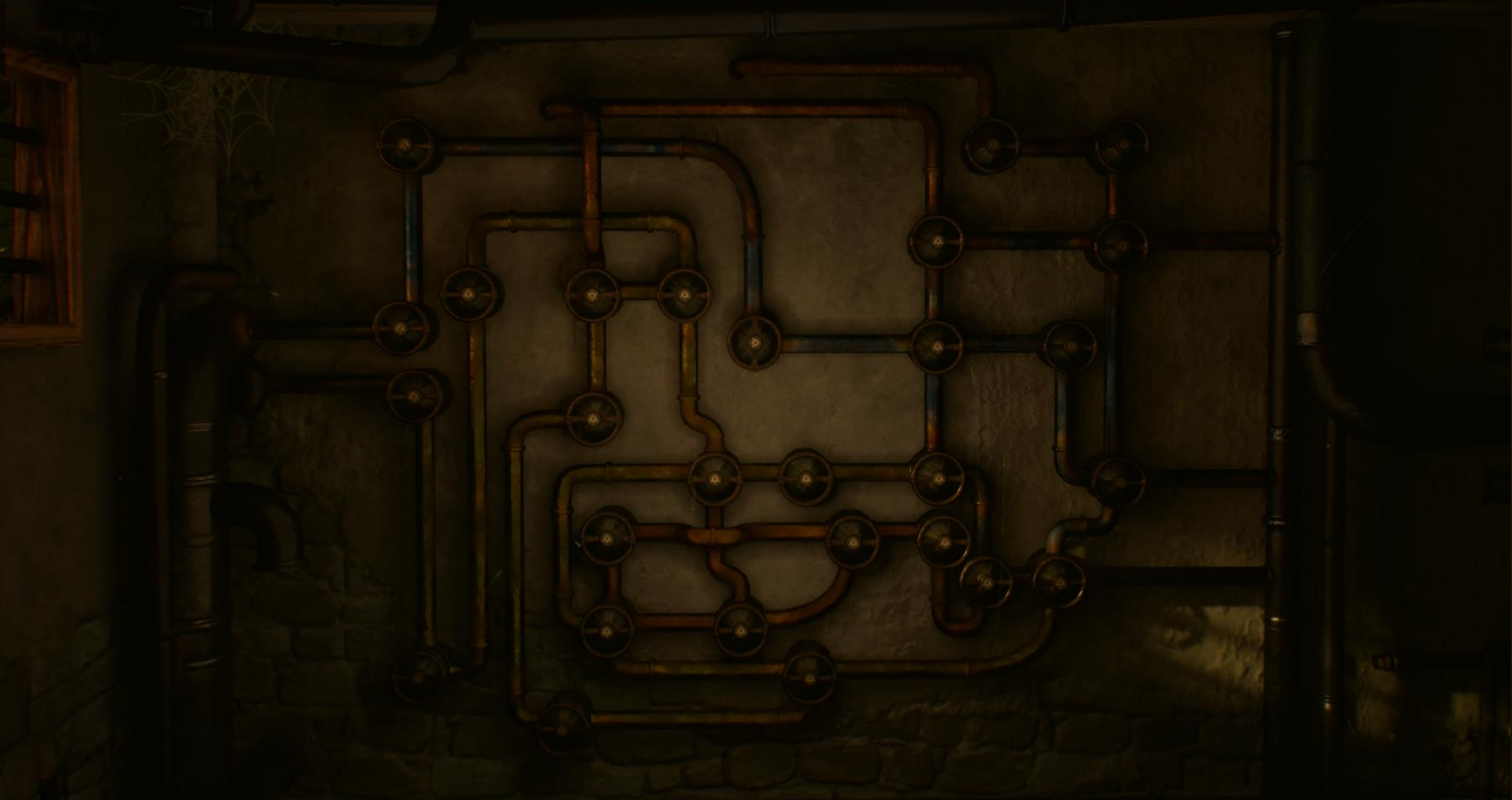
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\RIDE:ACTIVE
\CLASSIFICATION:AESTHETIC
\CRYSTALLINE CORE:STABLE
\CRITICAL FUNCTIONS:ASLEEP
\HUMAN PRESENCE:DETECTED
\ANXIETY MODULE:SUPPRESSED
\DEEP SYSTEMS:INCESSIBLE
\THIS IS NOT A CORE_



• OUTPOST FINAL PIPE PUZZLE DESIGN •



MEMORY SHARDS



✘ MEMORY SHARDS are reactive crystals that are made from **Mneme Glass**¹.

✘ They were originally produced in the early utopian days to store pure data-like a physical cloud drive, but during early AI experiments- something weird started to happen. The Glass began recording emotions.

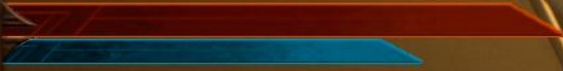
✘ Memory shards form accidentally during moments of extreme trauma or emotional transformations- especially around high AI activity.

¹Glass of Mneme: Got its name after one of the three original Greek muses of memory "Mneme"



4. UI

HUD, Typography, Symbols, Icons




Investigate explosion

0



• TYTO HUD •



Tyto: Some of them. The rest should still be around here. Lumen should help me find them

• SCAMP HUD •

ROSCETE



UPPER WATERSTATION

A central filtration and redistribution facility that supplies water to nearby districts. Located close to the blast zone. Foxfire contamination levels are high.

Set as destination

