

# DEUS EX

HUMAN REVOLUTION™

DESIGN WORK

[*h+*]<sup>3</sup>

# PREFACE

**EN** We knew from the start that the art direction for such a big game had to be one of passion and commitment. We understood that if the players were to truly feel immersed, our visual universe had to be particularly consistent and believable; not photorealistic, but homogeneously credible. That's what we believe makes the difference. We wanted a distinctive flavor, and this is where different aesthetic elements came into play: the stylization, the Renaissance and Baroque influences, and the Icarus myth. These ingredients became a lens through which the visuals were designed, thus creating the game's signature. What was important in the end was to transport the player in a rich visual story, to generate in him a desire to know more and to get involved. Art direction in videogame shouldn't only be about making things look pretty, it should also be about communicating ideas.

**FR** Dès le début, nous savions que la direction artistique d'un jeu aussi important devait être sous le signe de la passion, de l'enthousiasme. Nous avons compris que si nous voulions que les joueurs soient plongés dans notre univers, nous devions proposer une vision particulièrement cohérente et crédible ; pas photoréaliste, mais convaincante de bout en bout. C'est, selon nous, ce qui fait la différence. Nous souhaitons donner une patte particulière au jeu et tout naturellement, de nombreux éléments esthétiques se sont greffés là-dessus : le choix de la stylisation, les influences de la Renaissance et de l'âge baroque, mais aussi le mythe d'Icare ! C'est à travers le prisme de ces éléments que l'aspect graphique du jeu a été conçu, lui donnant sa signature visuelle. Nous voulions transporter le joueur dans une histoire passionnante et visuellement riche, afin qu'il s'implique et cherche à connaître à fond cet univers. La direction artistique dans le jeu vidéo ne devrait pas se limiter à la conception graphique d'univers qui plaisent à l'œil ; elle devrait bien plutôt parler à l'imaginaire de chacun.

**IT** Era ovvio fin da subito che la direzione grafica di un gioco così vasto avrebbe richiesto passione e dedizione. Sapevamo che per coinvolgere veramente i giocatori, il nostro universo visuale avrebbe dovuto essere particolarmente coerente e credibile, non iperrealista ma comunque omogeneo. Puntavamo a qualcosa di speciale ed è qui che sono entrati in gioco numerosi elementi estetici: la stilizzazione, le influenze rinascimentali e barocche e il mito di Icaro. Questi ingredienti alla base della progettazione grafica sono diventati il marchio di fabbrica di questo titolo. Ciò che contava era trasportare il giocatore in un mondo visivamente accattivante per accendere la sua voglia di avventura e conoscenza. La direzione grafica di un gioco non deve essere soltanto una questione estetica ma anche concettuale.

**ES** Sabíamos desde el principio que la dirección artística de un juego de esta magnitud iba a requerir una dosis elevada de pasión y compromiso. Nuestro universo visual debía ser coherente y creíble para que los jugadores pudieran meterse de lleno en la ambientación; no buscábamos un realismo fotográfico, sino la homogeneidad. Y, en nuestra opinión, ahí radica la diferencia. Queríamos darle un sabor propio, y para ello utilizamos distintos elementos estéticos: la estilización, las influencias renacentistas y barrocas, el mito de Icaro. Estos ingredientes se convirtieron en el referente visual a la hora de crear el diseño característico del juego. En definitiva, lo importante era transmitir al jugador una historia visual llena de matices, inducirle el deseo de saber e implicarse más. La dirección artística de un videojuego no solo consiste en hacer que todo quede bonito; su propósito también es transmitir ideas.

**DE** Uns war von Anfang an klar, dass das Design eines derart großen Spiels Leidenschaft und Hingabe erfordert. Wenn die Spieler wirklich das Gefühl bekommen sollten, in unser visuelles Universum einzutauchen, musste es in besonderem Maße schlüssig und glaubwürdig sein – nicht fotorealistisch, aber einheitlich und stimmig. Das macht unserer Ansicht nach den Unterschied aus. Wir wollten eine unverwechselbare Atmosphäre, und dabei kamen verschiedene ästhetische Elemente zum Tragen: Stilisierung, Einflüsse aus Renaissance und Barock und der Ikarus-Mythos. Diese Bestandteile wurden zu einer Art Leitmotiv, das den Look bestimmte und letztlich die Unverwechselbarkeit des Spiels begründete. Für uns war wichtig, den Spieler tief in eine visuell anregende Geschichte hineinzuziehen und dadurch den Wunsch in ihm zu wecken, mehr zu erfahren und Teil des Ganzen zu werden. Beim Design eines Videospiels geht es nicht nur darum, dass alles "hübsch" aussieht, es sollten darüber hinaus auch grundlegende Ideen kommuniziert werden.



**Jonathan Jacques-Belletête**  
Art Director Deus Ex: Human Revolution

The background is a vibrant, abstract composition of overlapping geometric shapes in various shades of orange and yellow. A prominent black diagonal shape cuts across the center, creating a sharp contrast. The overall aesthetic is modern and digital.

# **CYBER**RENAISSANCE

# 04 CYBERRENAISSANCE





# 90 ▲ CYBERRENAISSANCE











Eliza

# ▶ 10 **CYBER**RENAISSANCE



Bob Page's Office



**02** ENVIRONMENTS

# ▶ 12 ENVIRONMENTS





# 14 ENVIRONMENTS



Lower Hengsha, Residential District



# ▶ 16 ENVIRONMENTS



Panchaea's Outer Ring



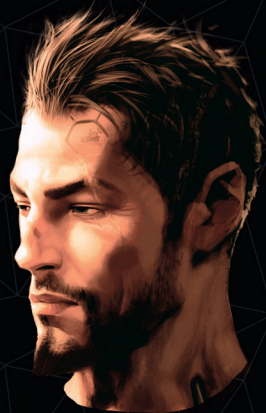




The background is a vibrant, abstract composition of overlapping triangles and polygons in various shades of orange and yellow. A network of thin, glowing yellow lines connects the vertices of these shapes, creating a complex, crystalline pattern. A black, irregular banner shape is positioned on the right side, containing the text. The overall aesthetic is modern and energetic.

# 03 CHARACTERS

# CHARACTERS



Adam Jensen



# 22 CHARACTERS

Lawrence Barrett

TAI YONG + MEDICAL

MEDICAL





PLEASE REFER TO ONLINE TRAINING MANUAL BEFORE THE DO NOT OPERATE IF ANY OF THE FOLLOWING:  
- IF MENTALLY IMPAIRED  
- WHILE SMOKING  
- IF PREGNANT



**警告**  
防護罩なしで動作認定はありません  
通気口の周から手を保つ構成プロシージャ

**CAUTION**  
PLEASE REFER TO ONLINE TRAINING MANUAL BEFORE THE  
DO NOT OPERATE IF ANY OF THE FOLLOWING:  
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- WHILE SMOKING  
- IF PREGNANT

Yelena Fedorova



Faridah Malik



Megan Reed





Zhao Yun Ru



中国人民解放军  
建设单位  
设计单位  
狂  
权力





Detroit Police



Belltower Mercenaries



# CHARACTERS



Hyron Pod



Hyron Drones





# WEAPONS & PROPS



.357 Magnum DiamondBack

MA-HEX20  
High Ex/Incendary  
TracerMUSTANG ARMS  
AD-TECH

Zenith 10mm Semi-Automatic Handgun

STEINER  
BISLEY

ZENITH

Official name: Zenith; 10mm Semi-Automatic handgun  
Manufacturer: Steiner-Bisley Industries

Pulsed Energy Projection System (aka PEPS)



STASIUK  
A R M S  
INCORPORATED

Hurricane TMP-18 Tactical Machine Pistol





Longsword Whisperhead Suppressed  
Extreme Range Sniper Rifle (SERSR)



**BB-A.P.S.**® Advanced Penetration System

STEINER BISLEY  
INDUSTRIES



Linebacker G-87 MSGL  
(Multiple Shot Grenade Launcher)

Pulsar Type E Electromag Grenade



ECDA Type 4 Frag-k



Shok-Tac Version V  
Concussion Grenade



Gtech R-Series CS Gas Discharger





Kubotchi



LS-66 Sabre \*D\*irected \*E\*nergy \*R\*ifle

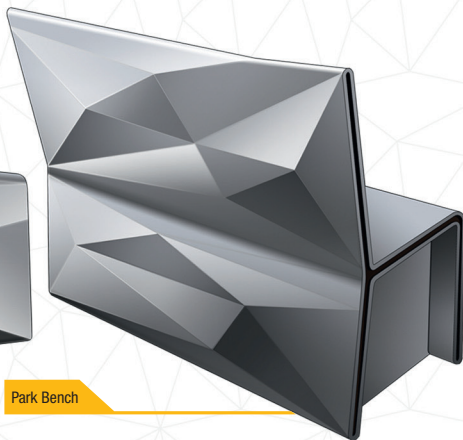
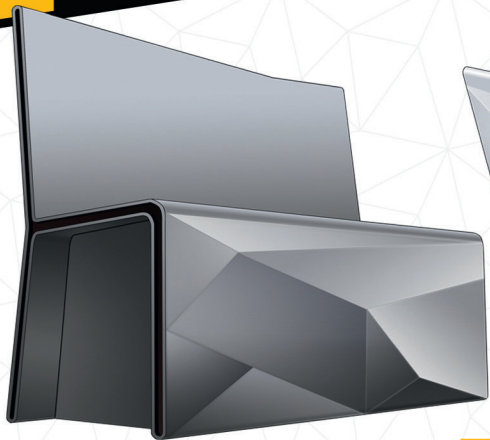


Hi-NRG Plasma Lance



HI-NRG PLASMA LANCE

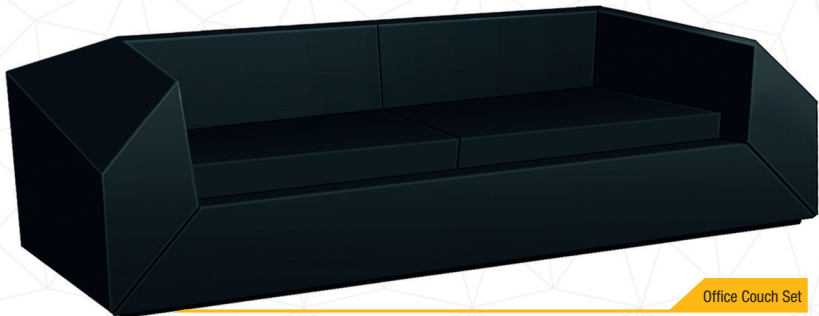
WEAPONS & PROPS



Park Bench



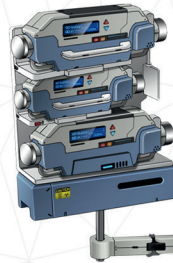
Bookshelf



Office Couch Set



Cybernetic Manufacturing Equipment



Medical Logistic Module



Personal Threat Detector

Multi Purpose Tactical Transport Vehicle



Motorcycle



Civilian Car



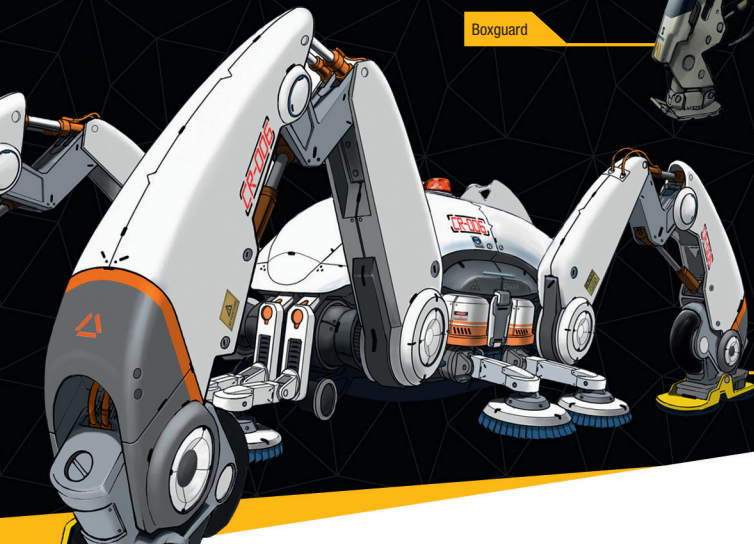
MOTOKUN

CD  
REDLINE  
MOTOR YOUR LIFE

Transport Chopper



Boxguard



**WARNING**

Place all weapons safely if displayed in back of glass.  
HANDLE WITH CARE.  
Do not touch.  
If seen to break, DO NOT DISPLAY! Place units in  
holding bag until sent to the shop for repair.  
See Tech. Rep. Call 1-800-888-8888 for more information.  
© 2007 Hasbro

Info Booth



Automated Urban Cleaning Robot



Organ Transport Cooler



Wooden Crate



Multi Purpose Reinforced Plastic Crate

FRAGILE  
REUSABLE CONTAINER  
DO NOT DESTROY



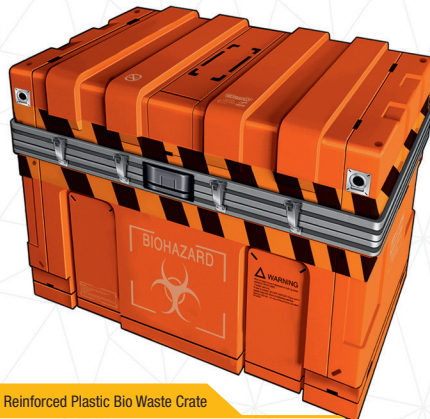
**CAUTION**  
HANDLE WITH CARE. DO NOT OPEN OR REMOVE LIDS OR LATCHES UNLESS NECESSARY. DO NOT ATTEMPT TO REPAIR OR MODIFY THIS CONTAINER. DO NOT ATTEMPT TO REPAIR OR MODIFY THIS CONTAINER. DO NOT ATTEMPT TO REPAIR OR MODIFY THIS CONTAINER.

**WARNING**

Place of major injury if deployed in bulk or areas  
HANDLE WITH CARE.  
Treated with care.  
If placed in bins, DO NOT DEPLOY. Place with in  
sealed bag and return to following address:  
DOD Tech Inc. 1111 South Main Street, Bangor, ME 04401



Beer cases



Reinforced Plastic Bio Waste Crate



Multi Purpose Carrying Crate



Metal Crate

Cryo Container



FEMA Coffin

**CAUTION**

ONLY FOR USE  
BY AUTHORIZED  
PERSONNEL

**WARNING**

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