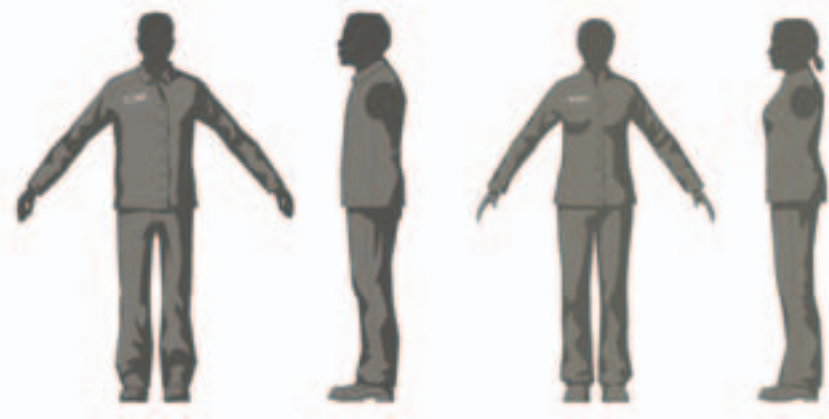


Repatriated Citizens

Moby Francke

"We designed the citizens of Half-Life 2 to look oppressed and downtrodden. Their costumes reflected the location and environment they lived in using standard issued clothing to give it a prison-like atmosphere. Half-Life 2 spans three days, and we wanted the citizens to correspond with the time and location of events throughout the game. Citizens appear in almost every map of the game, but couldn't overpower the player visually. We wanted them to complement the world and not stand out." - Moby Francke



City 17 Gas Mask Citizen
Dhabih Eng