

The logo for the Roblox Developer Conference 2018 (RDC 18) is centered on a dark blue background. It features a large, white, sans-serif font for 'RDC' and a smaller, blue, sans-serif font for '18'. The text is enclosed within a thick, bright blue square border that is slightly rotated. The background is decorated with a pattern of light gray squares and rectangles of various sizes, some of which are nested or overlapping, creating a grid-like effect.

RDC¹⁸

ROBLOX DEVELOPER CONFERENCE

Who am I?



RBLXImagineer



Korblox Death Speaker



Redcliff Elite Commander



Alar Knight of the Splintered Skies



Korblox General



Circuit Breaker



TMNT Promo



Doombringer



Other Projects

RDC



Ninja Time Pirates

Other Projects



Jetpack Fighter

Other Projects



RWBY Fan Art



What makes an immersive world?



Legend of Zelda – Breath of the Wild



Night in the Woods



Ni No Kuni 2

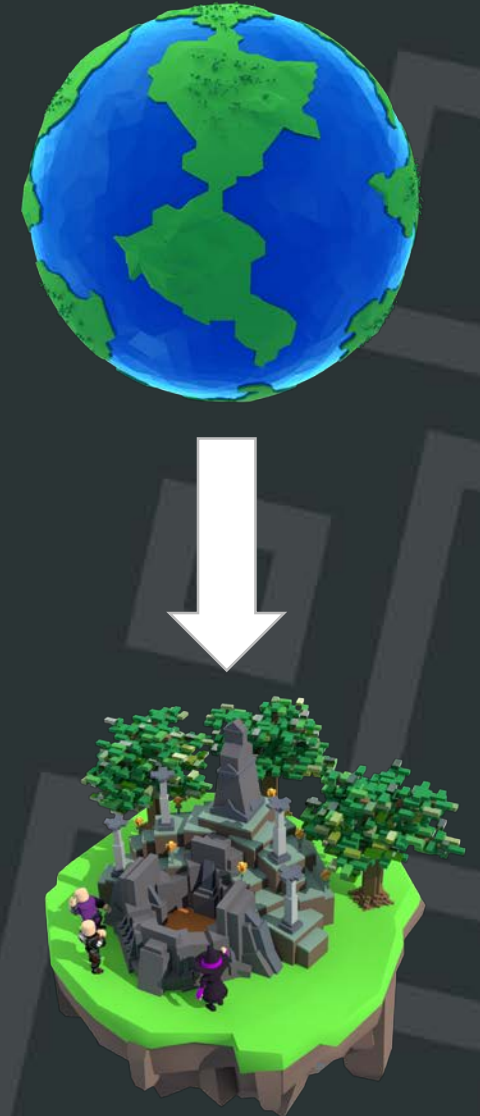


Horizon Zero Dawn

Before We Start

Think big, then narrow, test, refine.

- Impact at a global level
- Work with simplified proxies
- Test and verify
- Be flexible and non-destructive



First – Think “Globally”



- What are the needs of your gameplay?
- What is the tone you're going for?
- How will your players see this world?



Letting Gameplay Drive

RDC

- Direct obstacles (Obstacle Course)
- Open World (Sandbox)
- Guided Journey (Linear RPG)
- First Person Shooter (FPS)



Open World (Sandbox)

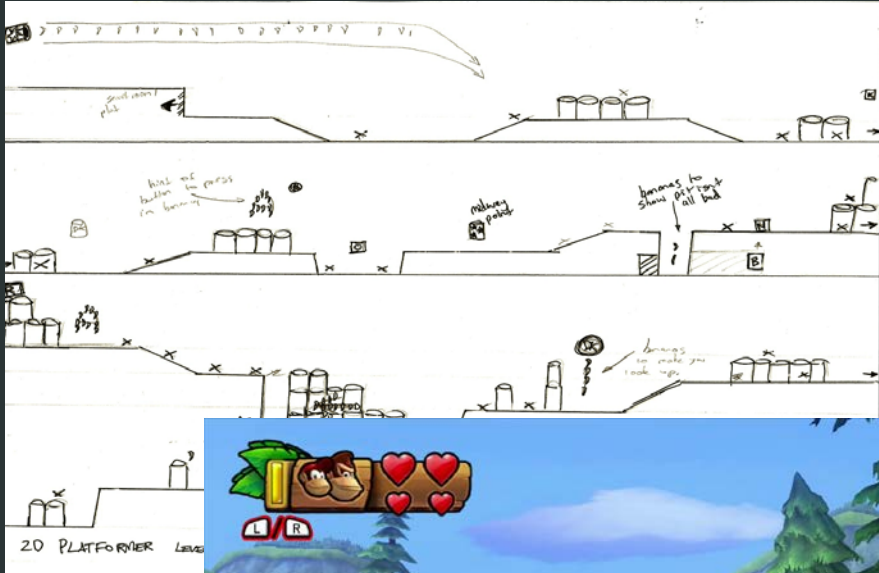


Legend of Zelda – Breath of the Wild

Free Roaming with:

- Many PoI to drive interest
- Will provide obstruction to provide passive paths
- Will rely heavily on repeated asset usage

Obstacle Course (Obby)



Donkey Kong Country 2/Tropical Freeze

Linear Level with:

- Needs clear “play area”. Background should be more subtle
- Assets that are obstruction to feel 1:1 to their collision
- The concept applies 2D or 3D

What is the tone?

How it should feel

- Dark and Moody
- Light and Playful
- Mystery and Adventure
- Energetic and Frantic



Deus Ex: Mankind Divided/Ni No Kuni

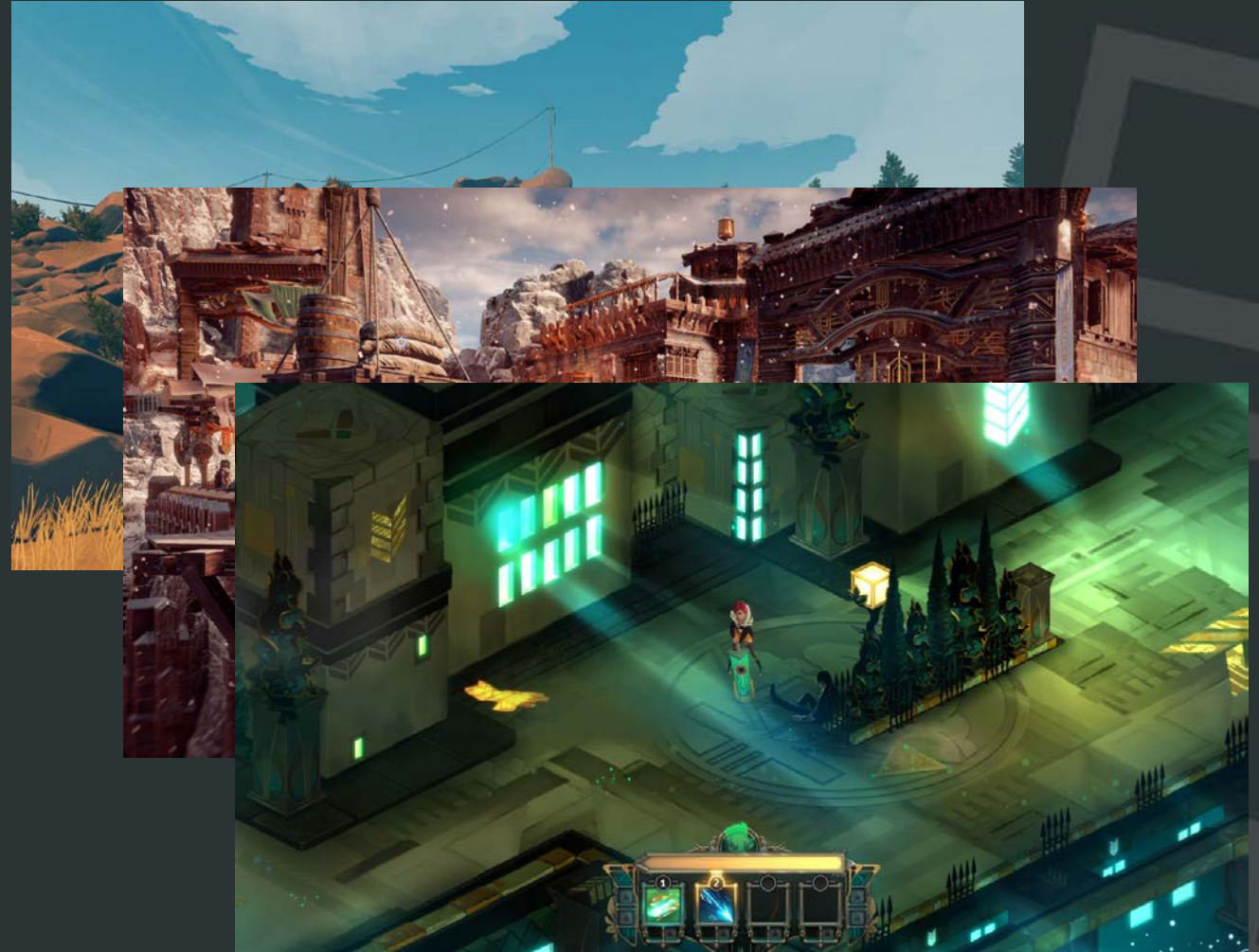


No Man's Sky/Night in the Woods

How will the player see your world?

Your player's perspective

- FPS
- Third Person
- Isometric



Firewatch/Horizon Zero Dawn/Transistor

Perspective is key



FPS



Over the Shoulder



What makes an immersive world?

Cohesion

- Consistency in your models
- Texture and Material Consistency
- Strong Unifying Lighting



Model Consistency

What's makes a mesh

- Detailed or minimalistic
- Chunky or Thin Volumes
- The Silhouette



Models: Mesh Style



Inconsistent



Consistent

Models: Mesh Style



Inconsistent



Consistent

Models: Silhouette

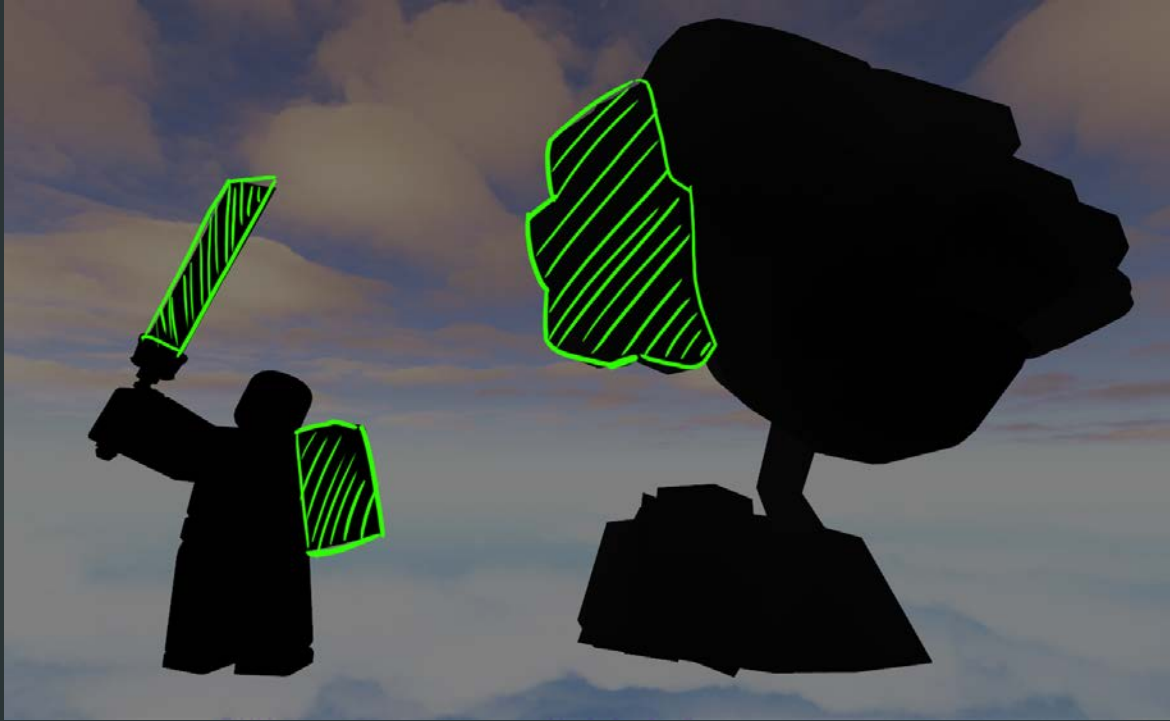


- Chunky
- Simple shapes
- Minimal density



- Thin
- Complex shapes
- Heavy density

Models: Silhouette



- Chunky
- Simple shapes
- Minimal density



- Thin
- Complex shapes
- Heavy density

Paint your world

RDC

Why color matters

- Set tone or mood
- Player focus
- Enhance lighting



Neon District – Infinite Effect

Color – Setting Tone



Deus Ex Mankind Divided



Mass Effect Andromeda

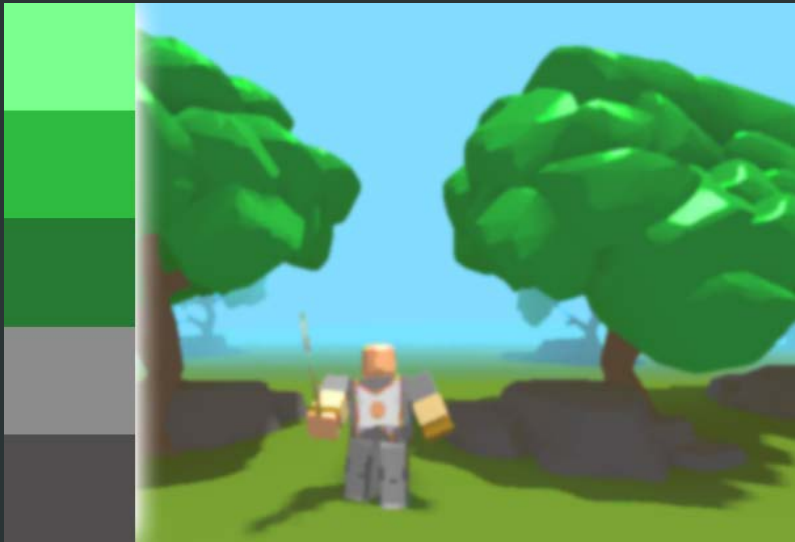


Legend of Zelda Breath of the Wild



Ori And The Blind Forest

Textures – Color Theory



Dominant Colors

- Similar Hue
- Complimentary for focus
- Similar Saturation

Driving Player Focus - Goal



Mirror's Edge

Driving Player Focus - Enemies



Ori And The Blind Forest

Driving Player Focus - Pathing



Ni No Kuni 2



Your Assets – Textures

The paint job

- Photorealistic or cartoony
- Your palette
- Baked lighting vs real time



Textures – Your Style



Detailed – Minimal

- Simplified Texture
- No Painted Lighting
- Similar saturation

Textures – Your Style

RDC



Detailed – Painted

- Similar Saturation
- Lighting Painted In
- Style of Painting

Let there be light

RDC

Pull It All Together

- Root everything in the world
- Provide context/direction
- Set mood or tone



Toy Story 3

Setting the Tone



More Roblox Examples



Feed Your Pet – Small Games



2029 – ZOLL

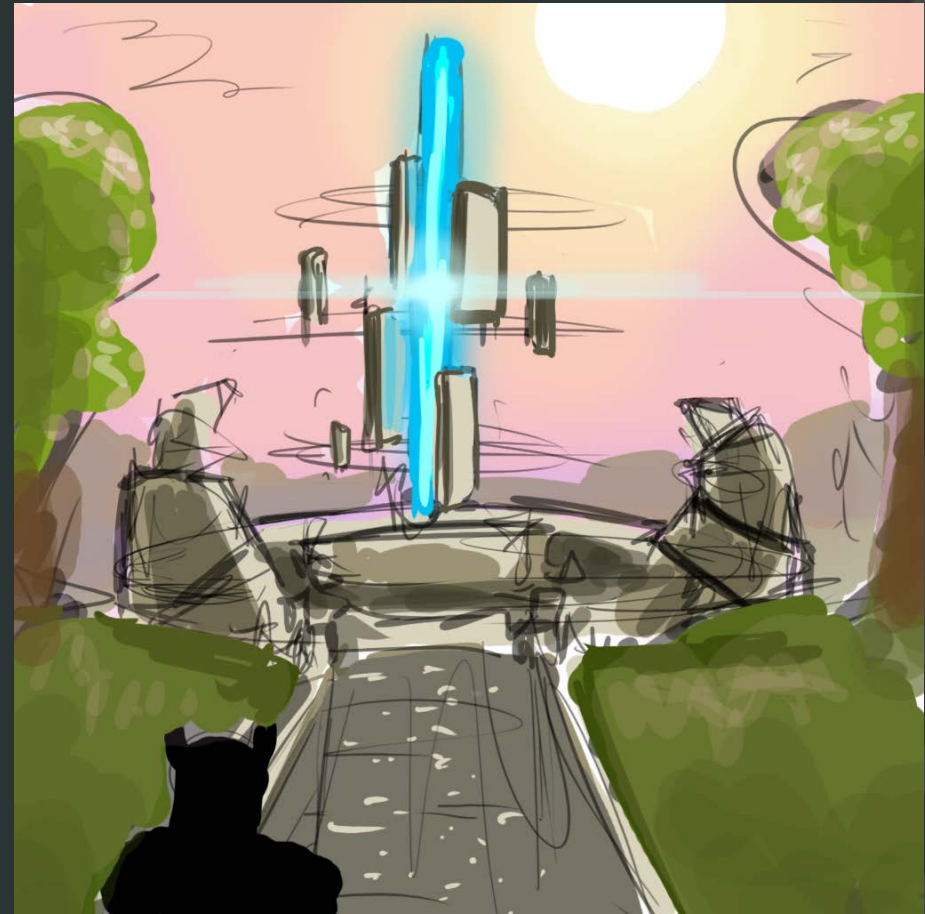
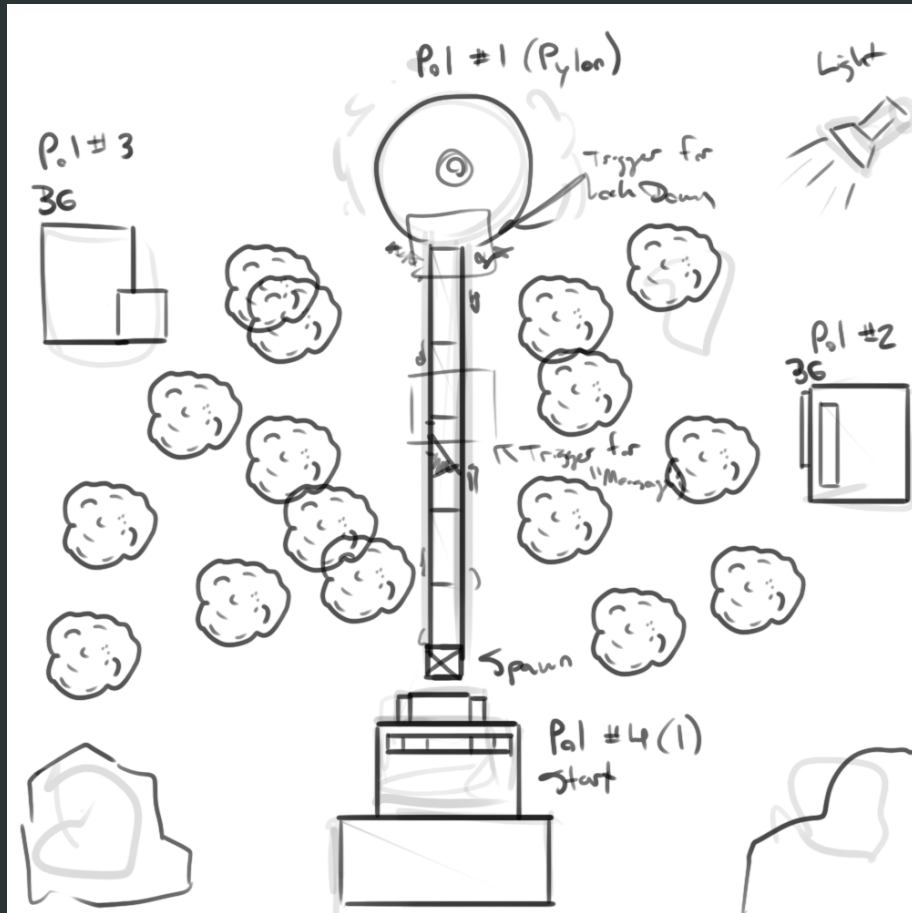


Rip Ur Toaster - OriginatedSystemized

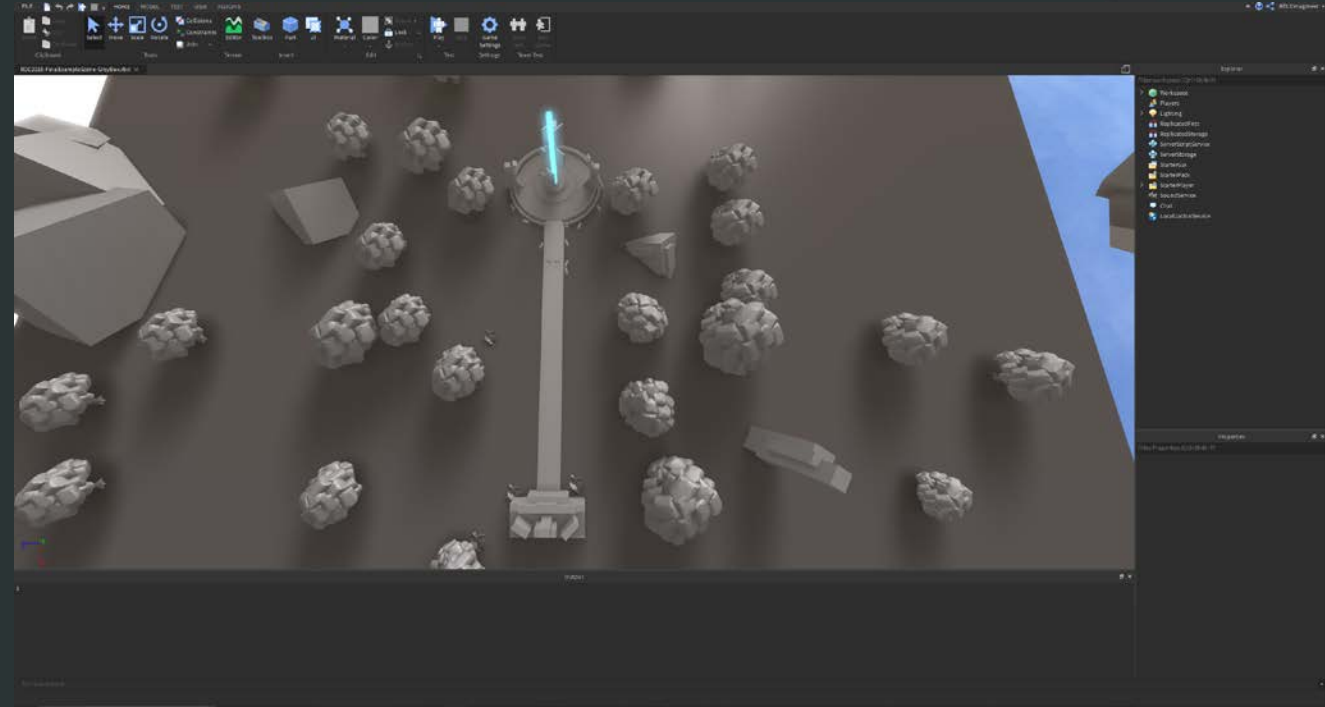
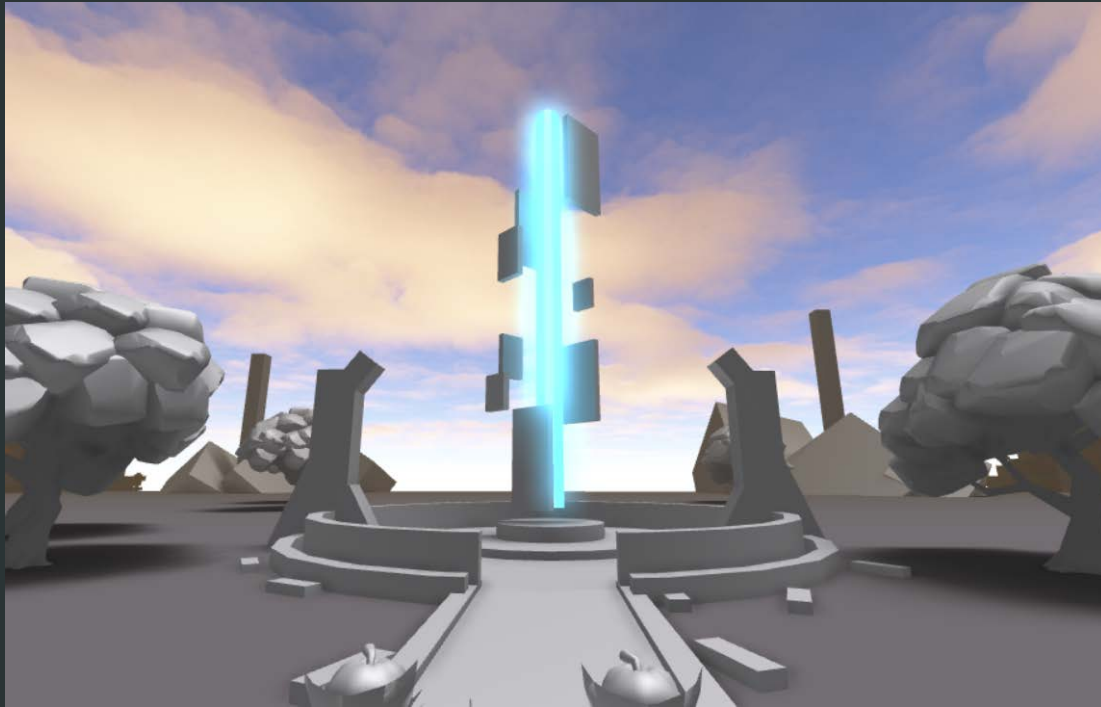


Bootleg Buccaneers – Bee Smelly

Building the Basics

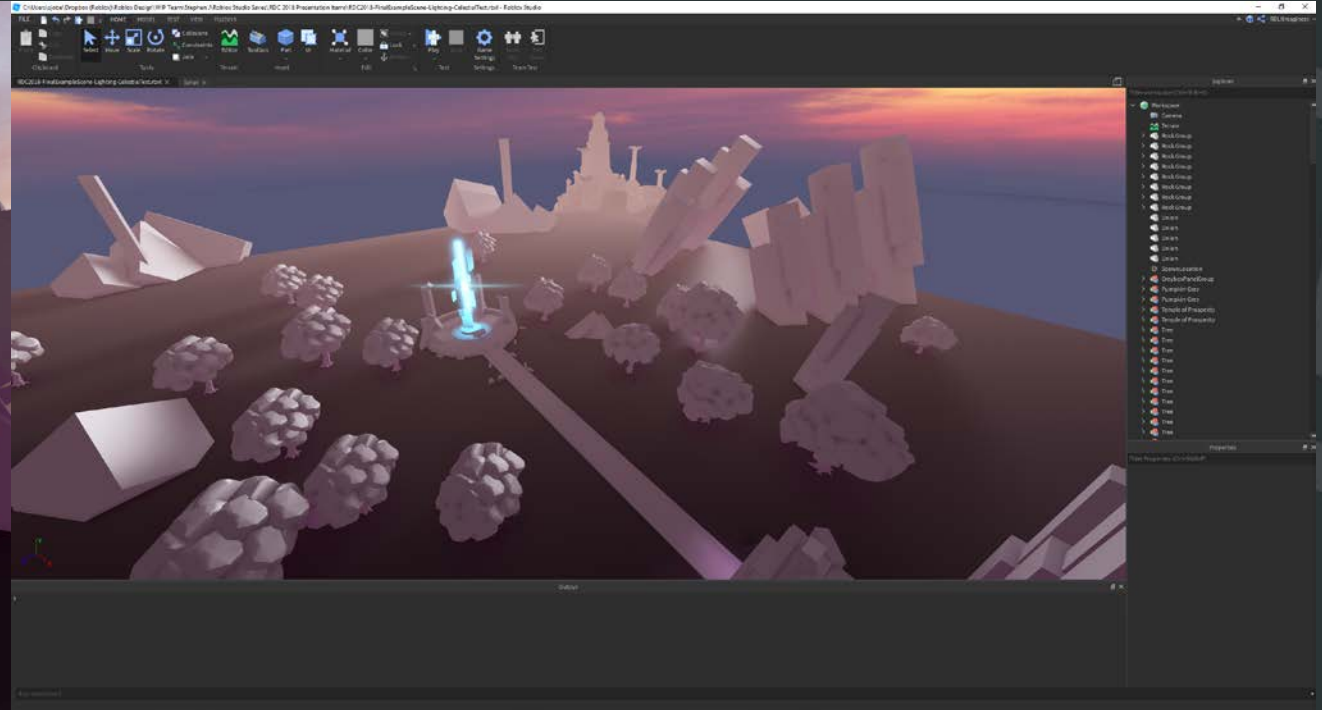


Building the Basics - Greyboxing



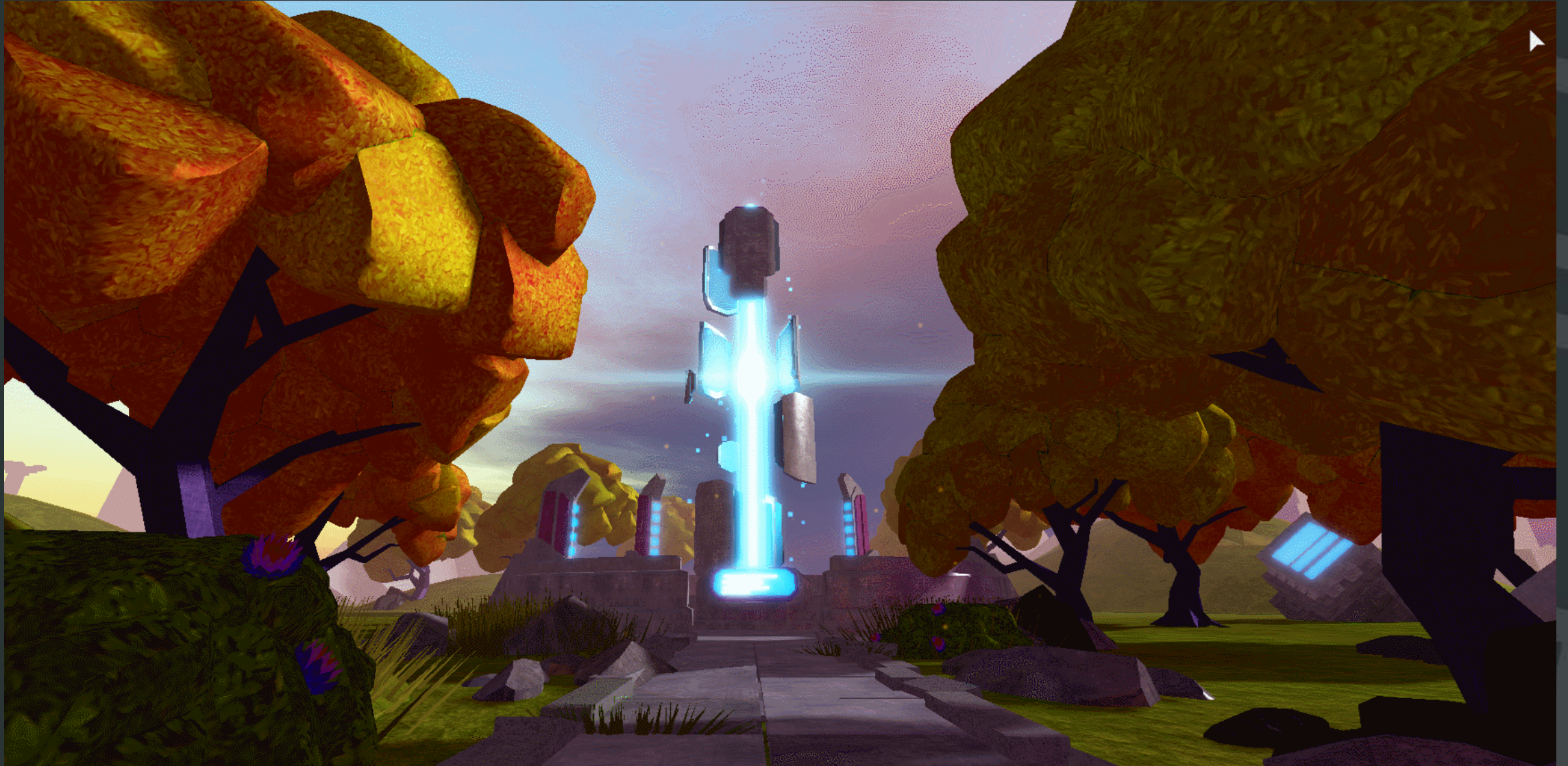
- Establish the play areas
- Placeholders for Points of Interest
- Testing for player mobility and focus

The Future is Bright



- Start setting tone
- Testing lighting against object placement
- Avoiding textures/materials

Populate and Polish



Thank You!

List of Recommended Roblox Games

- Neon District – Infinite Effect
- Bootleg Buccaneers
- Life of an Otaku
- Innocence
- EggHunt 2018

Contact Info

- Roblox and Twitter: RBLXImagineer

Thank You!

List of Recommended GDC Talks

- <https://www.youtube.com/watch?v=WWXsmnImADc>
- <https://www.youtube.com/watch?v=QBAM27YbKZg>
- <https://www.youtube.com/watch?v=yhGjCzxJV3E>