

"Among Friends"

An

UNCHARTED 2

AMONG THIEVES

Post-Mortem

GDC 10

NAUGHTY DOG

Richard Lemarchand
Co-Lead Game Designer



NAUGHTY



POST-MORTEM
UNCHARTED 2
AMONG THIEVES

NAUGHTY DOG



PLAYSTATION 3



PS3

PlayStation Network

Only On PlayStation

UNCHARTED
AMONG THIEVES 2



Online Interactions
Not Rated by the ESRB

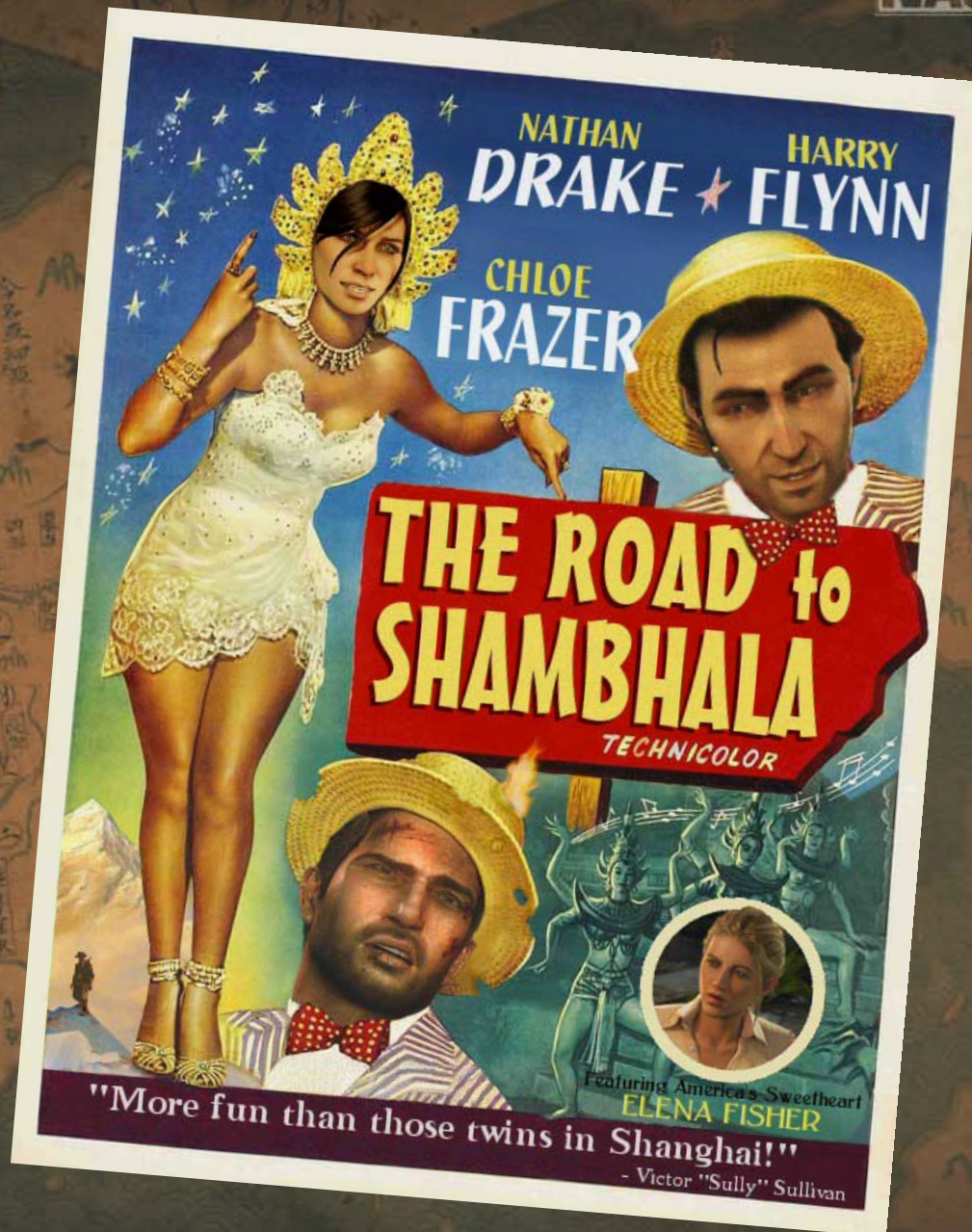
NAUGHTY DOG



GDC 10









What Is **UNCHARTED** ?

DRAKE'S FORTUNE

1. It's action packed and fast paced.

We never slow the action down too much to delve into overly complicated puzzles or cumbersome gameplay mechanics... we always keep it fast and fun.

2. Uncharted doesn't take itself too seriously

bine elements of suspense, mystery
been in mind the fun
occasional wise
the









< NDI Shamil

^
NDI Taylor

ND YourMom
v

kurt >

NDI BrianR
x

Randy Styles
x



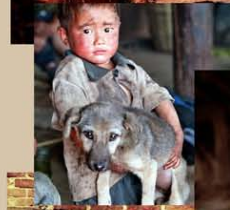
Preproduction

UNCHARTED 2 LEVEL CONCEPT
THE VILLAGE

- filling in / expanding
 - additional transitions
- new & free swinging rope
 - log / vine / ladder - w
- underwater swimming
 - pros & cons
 - ↓
 - mood is it
 - adventure ever
 - trope fun?
- stealth additives
- moving collision
- analogue climbing
- cloth 'ropes'

Mov

SPOT









Rob.







EGA

FPS: 30.0
CPP: 39.9

—— 14 ——
Drake's on a Train



SONY





Prick 20







NEW AREA

RETURN TO CITY EXTERIOR

DRAKE + JANE

UNEXPECTED CROSSING WITH ELENA

INTRO ELENA

INTRO ELENA CAMERON

THANKS FOR THE SPECIAL THANKS

SITE #2 - TOWERS

JANE + ELENA

THANKS FOR THE SPECIAL THANKS

THANKS FOR THE SPECIAL THANKS

THANKS FOR THE SPECIAL THANKS

ACCESS TO NEW AREA

RETURN TO CITY EXTERIOR

DRAKE, JANE, ELENA + CAMERON

CHASE / COMBAT

CAMERON IS KNOWLEDGE - SAVING THE DAY

CBS 1 - WHERE JANE + DRAKE ARE

CAMERON IS KNOWLEDGE - SAVING THE DAY

CAMERON IS KNOWLEDGE - SAVING THE DAY

CAMERON IS KNOWLEDGE - SAVING THE DAY

CAMERON IS KNOWLEDGE - SAVING THE DAY

CAMERON IS KNOWLEDGE - SAVING THE DAY

TRAIN CHASE

DRAKE ALONE

CHASE - PURSUIT

FIGHT ON MOVING VEHICLE

GRIP - RESCUE JANE FROM TRAIN

GRIP - RESCUE JANE FROM TRAIN

GRIP - RESCUE JANE FROM TRAIN

GRIP - RESCUE JANE FROM TRAIN

GRIP - RESCUE JANE FROM TRAIN

GRIP - RESCUE JANE FROM TRAIN

TRAIN-WRECK FIGHT

DRAKE ALONE

TRAVEL - CLIMB WAREHOUSE TO SAFETY

ATTACHED BY ANIMATOR'S SUGGESTIONS

ATTACHED BY ANIMATOR'S SUGGESTIONS

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INTRO RESCUE

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

? DRAKE HAS BEEN HEARD

[illegible]

LEVELS	LOOK DESCRIPTION

war-1-market	Nepalese city broken & burning	Hij sm
war-2-streets	Nepalese city broken & burning	Hij sm

war-3-inside	
war-4-high	
city	
city-2	
temple	

Train	Image
train into v	
valley loop	
valley lake	
valley loop	
valley curve	
valley curve	
valley curve	
tunnel loop	
cliff bridge	
cliff loop	
cliff convey	
cliff convey	
cliff end ora	

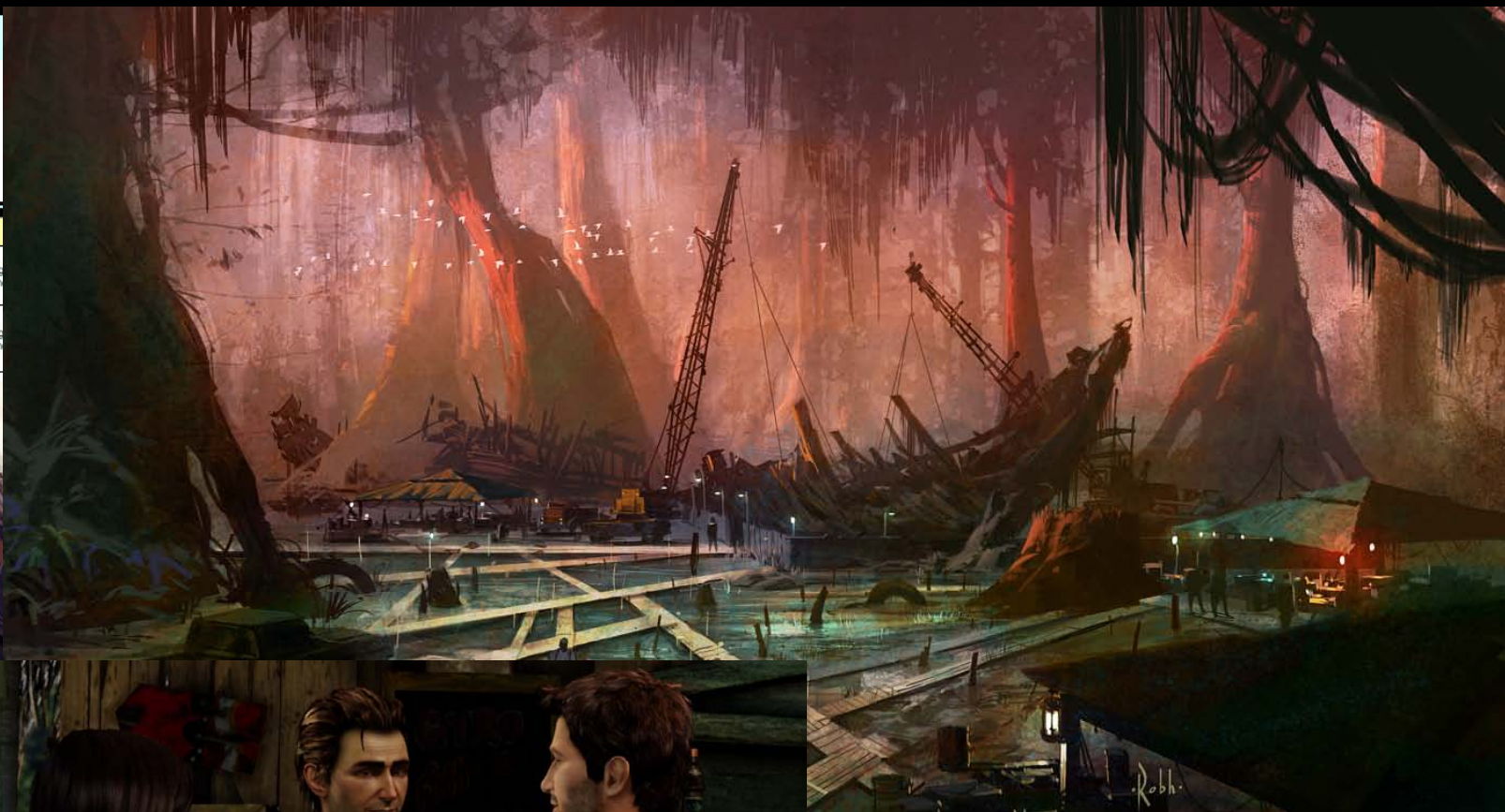
Train-Wreck

train-wreck

Village		

Ice-Cave Shady

ice-cave 1		
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X							X		
X							X		
X							X		
X							X		
X							X		
X							X		X
X							X		
X							X		X

[illegible][illegible]

UNCHARTED 2 Macro Design																
LEVELS	LOOK DESCRIPTION	TIME OF DAY/ MOOD	ALLY-NPC	ENEMY MODELS	MACRO GAMEPLAY	MACRO FLOW	PLAYER MECHANICS									
							Free Climb/Dyno	Wall Jump	Free Ropes	Pendulum	Monkey Bars	Monkey Swing	Balance Beams	Carry Objects Heavy	Carry Objects Light	Traversal Gameplay v.1

Warzone

war-1-market	Nepalese city broken & burning	High Noon - War-torn & smokey		Laz Army HOT Freedom Fighters	Explore Traverse Minor Gunfights	Basic Gunplay Traversal Gunplay	X	X			X	X	X				X
war-2-streets	Nepalese city broken & burning	High Noon - War-torn & smokey	Chloe-2	Laz Army HOT Freedom Fighters	Explore Traverse Minor Gunfights	Basic Gunplay Traversal Gunplay	X	X			X	X	X				X
war-3-inside war-4-highrise	Nepalese city broken & burning	High Noon - War-torn & smokey	Chloe-2	Laz Army HOT Freedom Fighters	Explore Traverse Minor Gunfights	Basic Gunplay Traversal Gunplay Get to higher ground (hotel)	X	X			X	X	X				X
city	Nepalese city broken & burning	High Noon - War-torn & smokey	Chloe-2	Laz Army HOT Freedom Fighters	Explore Traverse Minor Gunfights	Skirt close to Laz Army	X	X			X	X	X				X
city-2	New area unlocked of City	High Noon - War-torn & smokey	Chloe Elena-1 Cameraman	Laz Army HOT Freedom Fighters	Traverse Major Fight	Basic Gunplay Traversal Gunplay	X	X					X				X
temple	Temple complex built in the middle of the city	mysterious	Chloe Elena-1 Cameraman	Laz Army HOT Freedom Fighters Dead Expeditions	Explore Problem Solve Escape		X	X		X	X	X	X	X	X	X	
city third pass	City + Train Yard	high tension	Elena-1	Laz Army HOT Freedom Fighters	Escape/Fight Chase			X				X					X

Train

[illegible]









LFP: 55.6











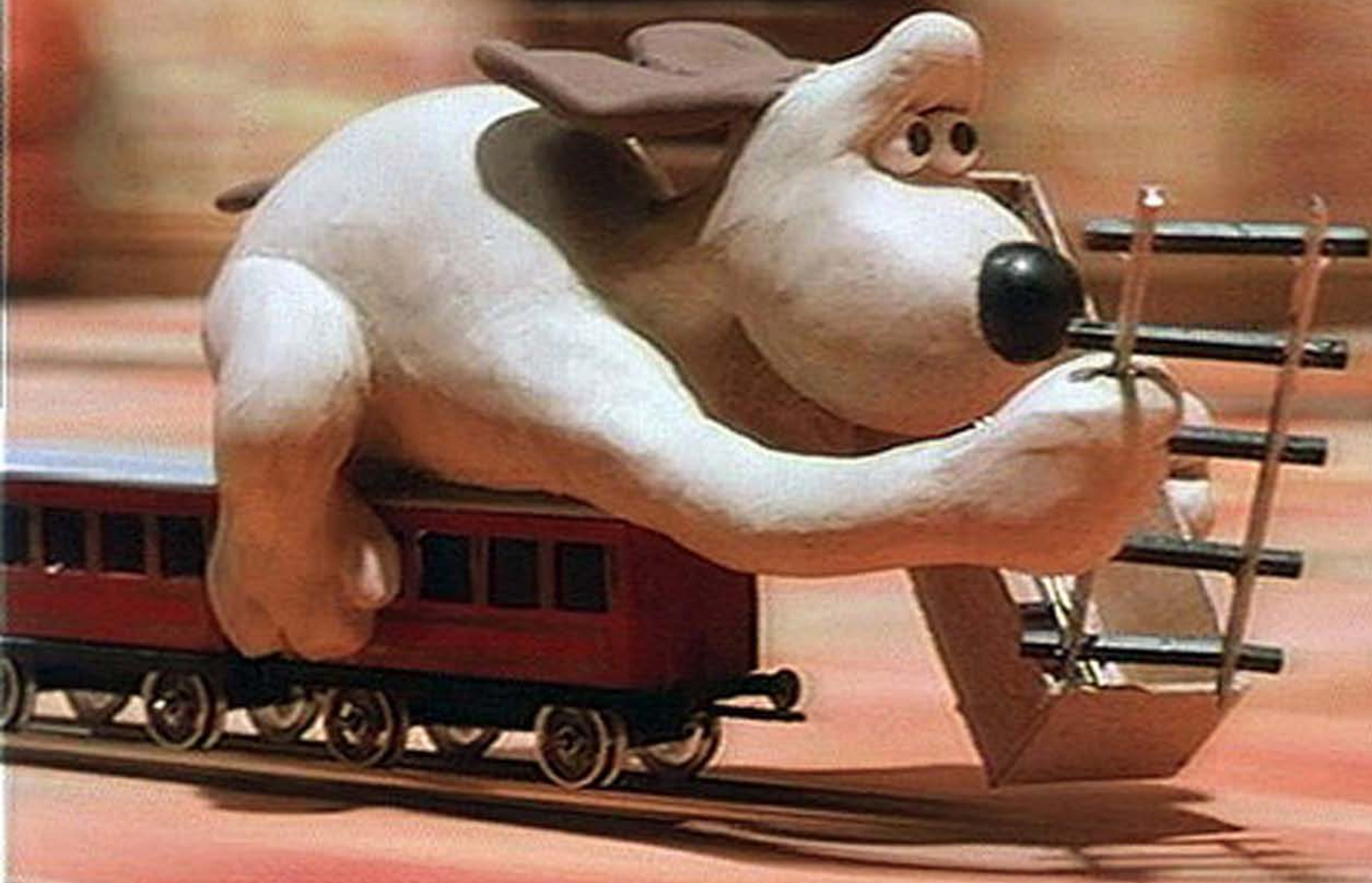




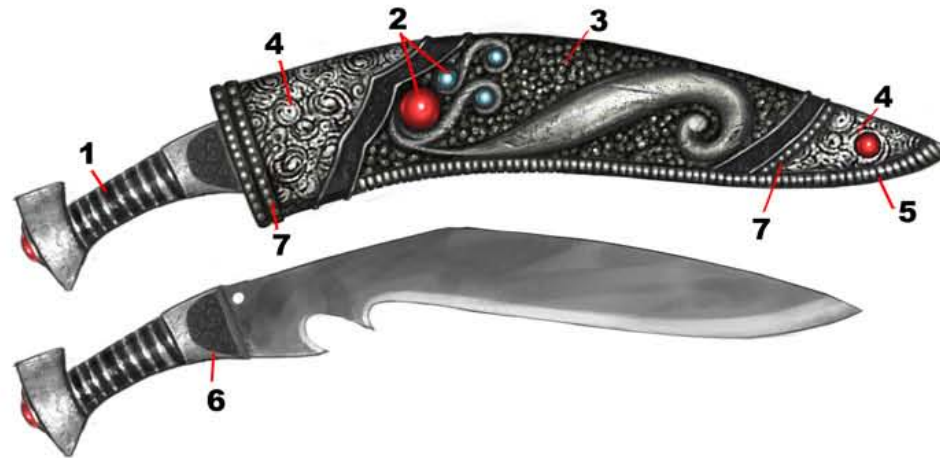




Full Production



Rescuer's Knife



1



2



6. This kind of treatment with engraving



7

5

3. This kind of pattern but should be more dimensional as shown above.

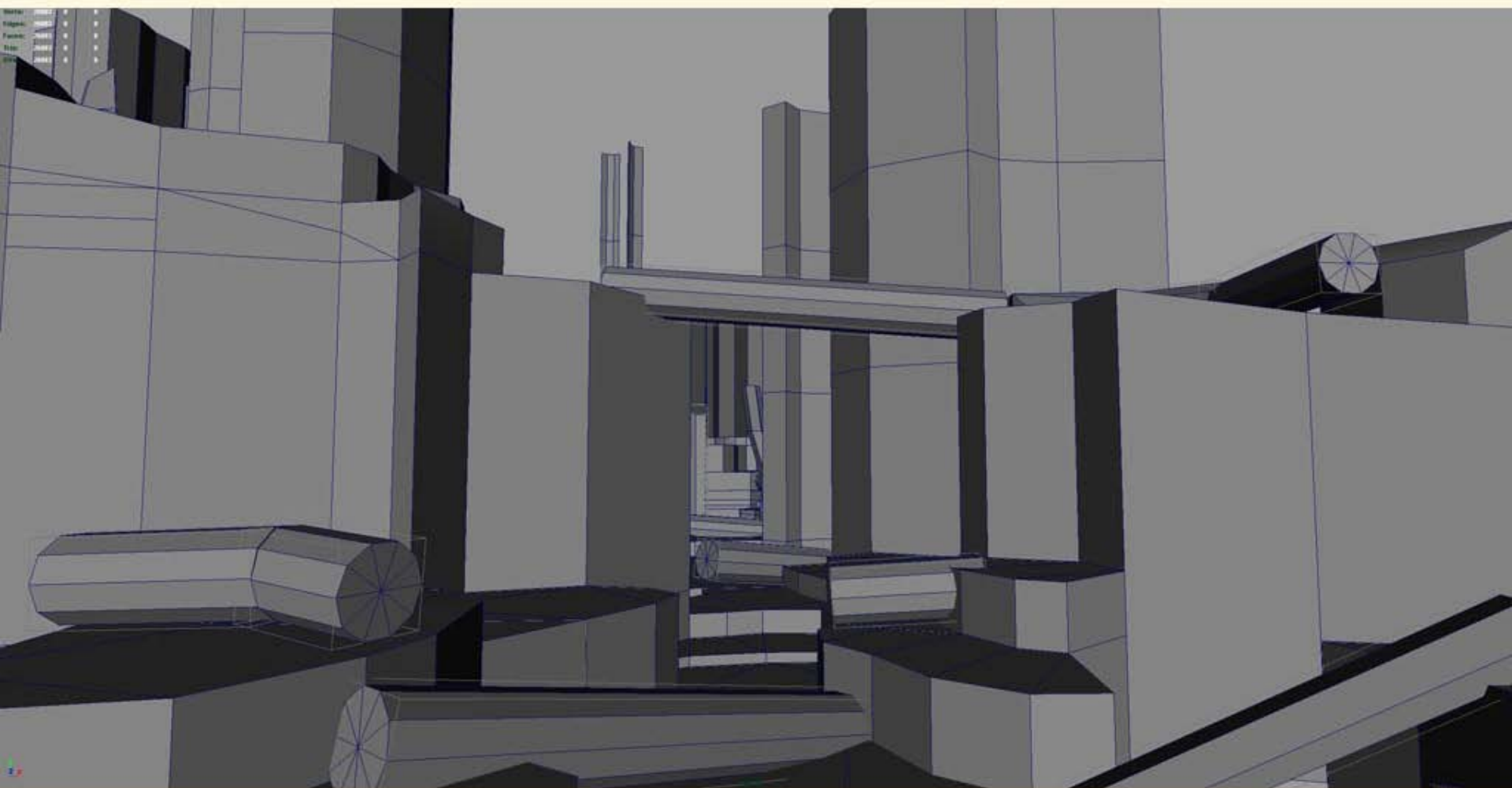


The overall worn out silver look should be like these above and on the left...



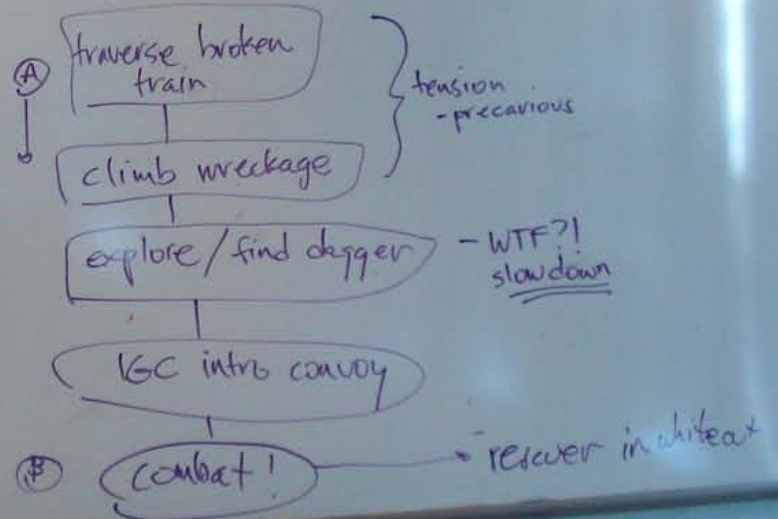
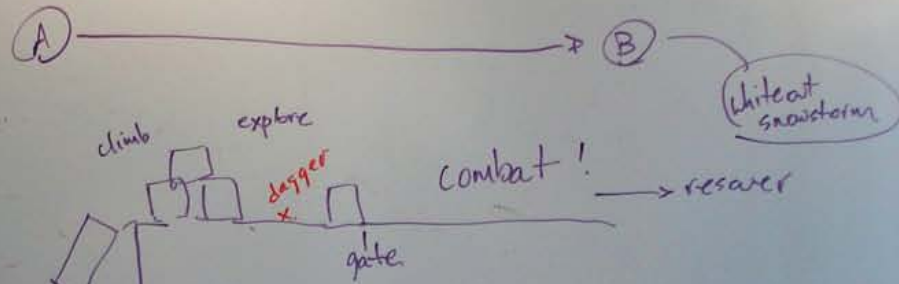
4. This kind of pattern and treatment.







- snow on ground
- falling snow
- vista









25-Aug - 29-Aug					tate		Train 4						
1-Sep - 5-Sep							Convoy	Ice Cave 2		streets			Train Wreck
8-Sep - 12-Sep						Gompa	genesis	adam		behrooz			Wide
15-Sep - 19-Sep						Main 1					Training		nichol
22-Sep - 26-Sep						malcolm					(train		6 Weeks
29-Sep - 3-Oct											tunnel)		christian
6-Oct - 10-Oct													
13-Oct - 17-Oct					Village-2		Dig 1	Ice Cave 0		Highrise	Warzone		Train
20-Oct - 24-Oct					Finish			5 Weeks		behrooz	Temple 1	Warzone	Mountain
27-Oct - 31-Oct					8 Weeks	Gompa	10 weeks	adam			10 Weeks	Rooftops	10 Weeks
3-Nov - 7-Nov					tate	Main 2	adam	out source			nichol	new guy 1	genesis
10-Nov - 14-Nov						malcolm			Museum				
17-Nov - 21-Nov								Ice	Sewer				
24-Nov - 28-Nov								Temple	behrooz				
1-Dec - 5-Dec								7 Weeks	10 weeks	Shangrila			
8-Dec - 12-Dec					Village			adam		christian 1		Warzone	
15-Dec - 19-Dec					Tank	Gompa		out source		10 Weeks		To Temple	
22-Dec - 26-Dec	Christmas Break ** Christmas Break ** Christmas Break											Christmas Break ** Christmas Break	
29-Dec - 2-Jan													
5-Jan - 9-Jan	Museum				Fight	Main 3	Dig 2	genesis			Warzone	Josh	Bar
12-Jan - 16-Jan					5 Weeks	malcolm	adam				Temple 2		
19-Jan - 23-Jan	behrooz				tate						8 weeks		
26-Jan - 30-Jan											nichol		
2-Feb - 6-Feb					Village 4								
9-Feb - 13-Feb				Warzone	Tate				Train				
16-Feb - 20-Feb			MP						Wreck				
23-Feb - 27-Feb					Village 2				MP	Shangrila			War MP
2-Mar - 6-Mar						Gompa					2	Warzone	Gompa
9-Mar - 13-Mar	Museum					Main C					Shangrila	4 Copter Figh	MP
16-Mar - 20-Mar	sewer	Dig MP	Village				Dig 3	Shangrila	Temple		5 weeks	Josh	
23-Mar - 27-Mar			MP				adam2	cave	MP	christian	nichol		gompa
30-Mar - 3-Apr					Village		11 weeks	genesis					train mtn
6-Apr - 10-Apr					Intact			9 weeks					museum
13-Apr - 17-Apr	Shambala				Convoy								warzone
20-Apr - 24-Apr	MP				to				Ice cave	Shangrila	3	5	
27-Apr - 1-May		Monastery	Ruins MP		Gompa				MP		5 weeks	Train Yard	fort MP
4-May - 8-May		MP			5 weeks					christian	nichol	Josh	
					tate								



Armored-Guy-1



RPG-Guy-1



Light-Soldier-1



Medium-Soldier-1



Light-Soldier-2



Medium-Soldier-2



Heavy-Soldier-1



Heavy-Soldier-2



Light-Soldier-3



Medium-Soldier-3



RPG-Guy-2



Armored-Guy-2



Sniper

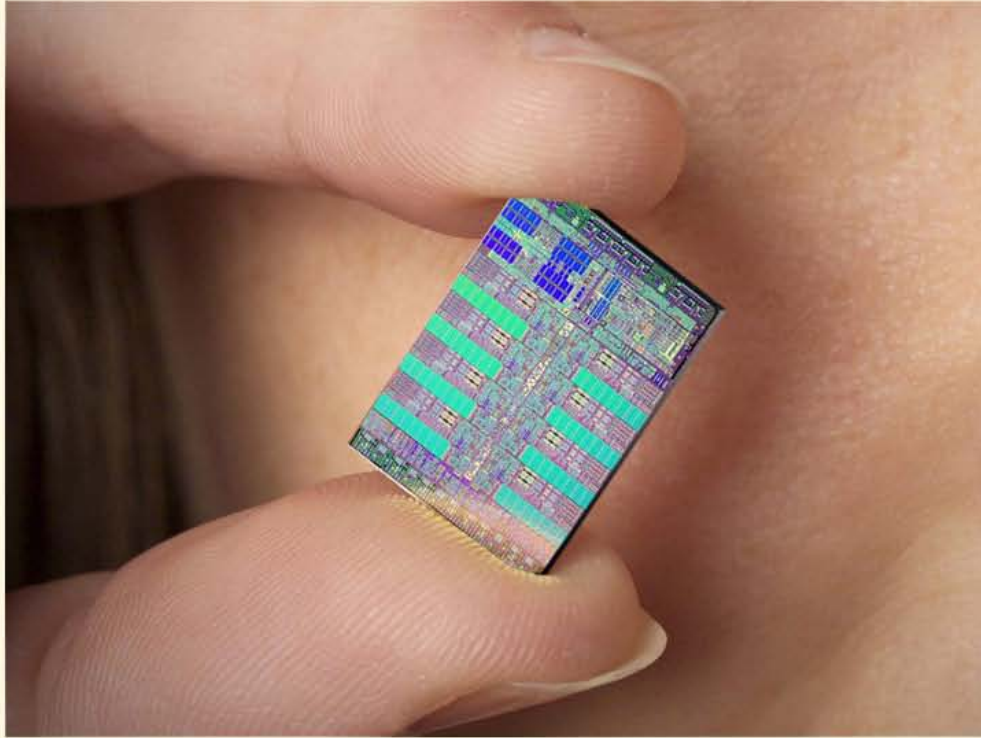


Shield Guy

Shady



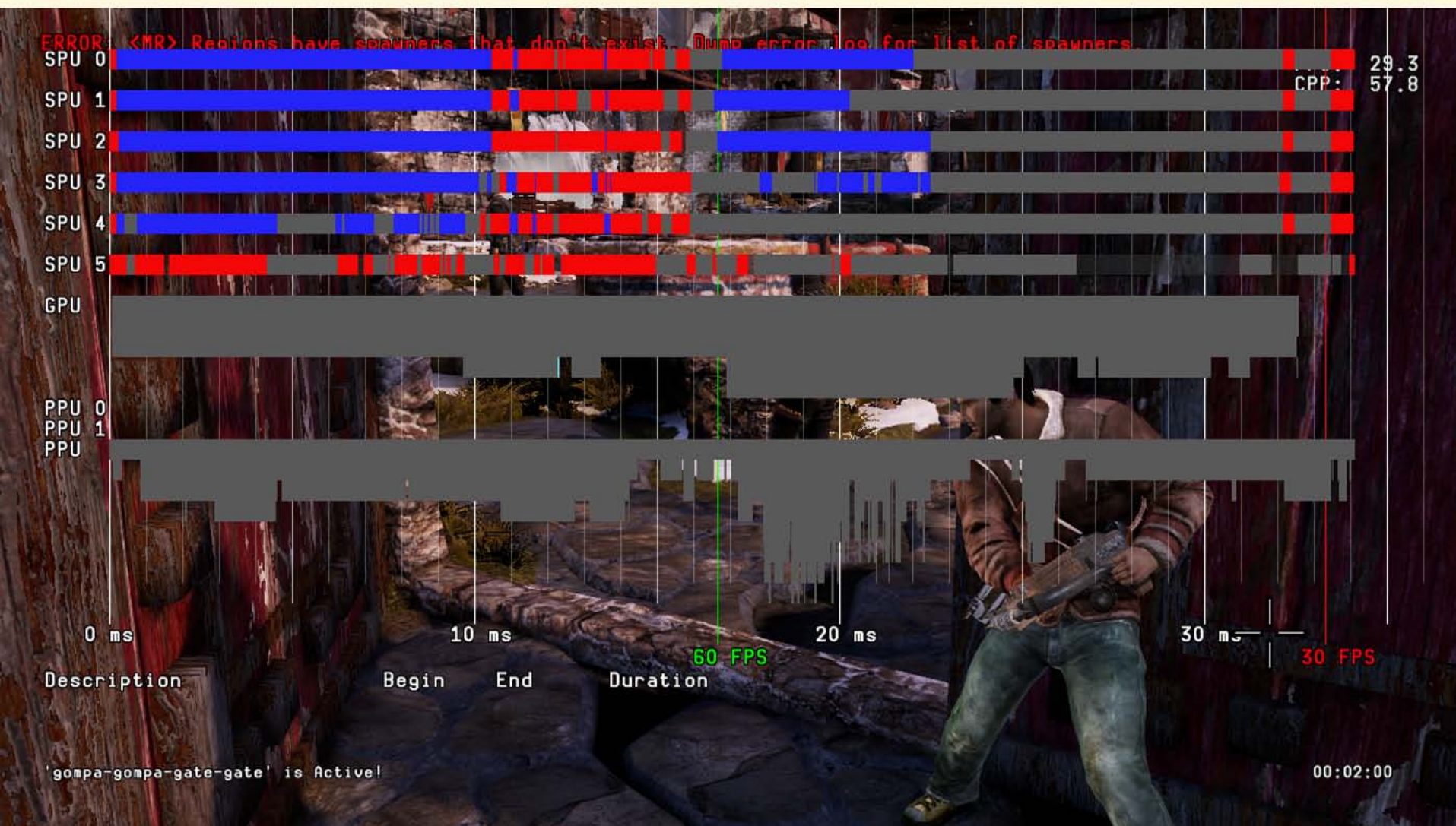


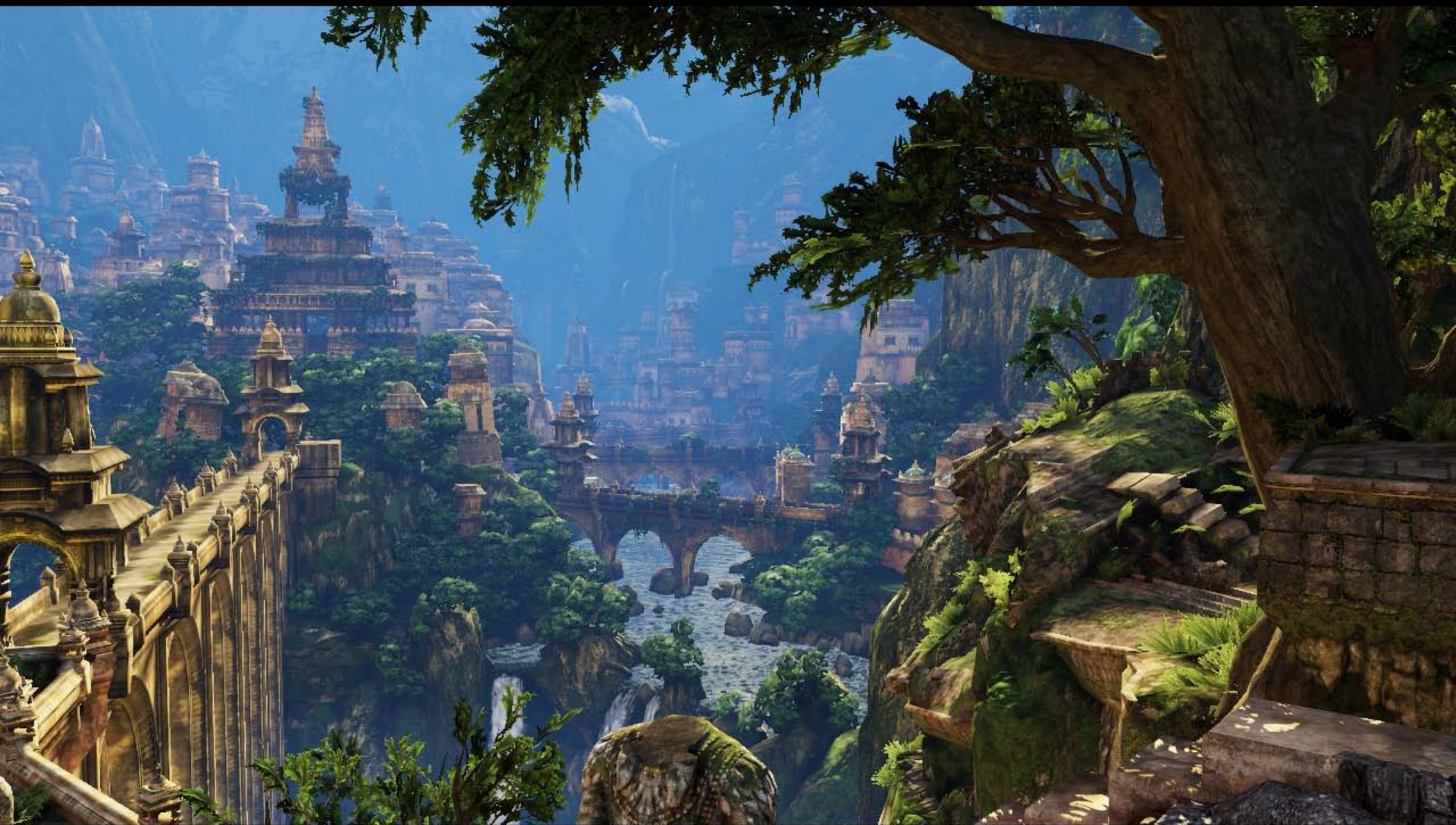




hand-optimized by Naughty Dog

hand-optimized by Sony's ICE Team





























18:54	3	0	GOAL 40
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Double Down



NDQAA27C



NDQAA31



- ndi__robert  NDQAA16
- NDI-Justin  NDQAA31
- NDI-Justin  NDQAA27C





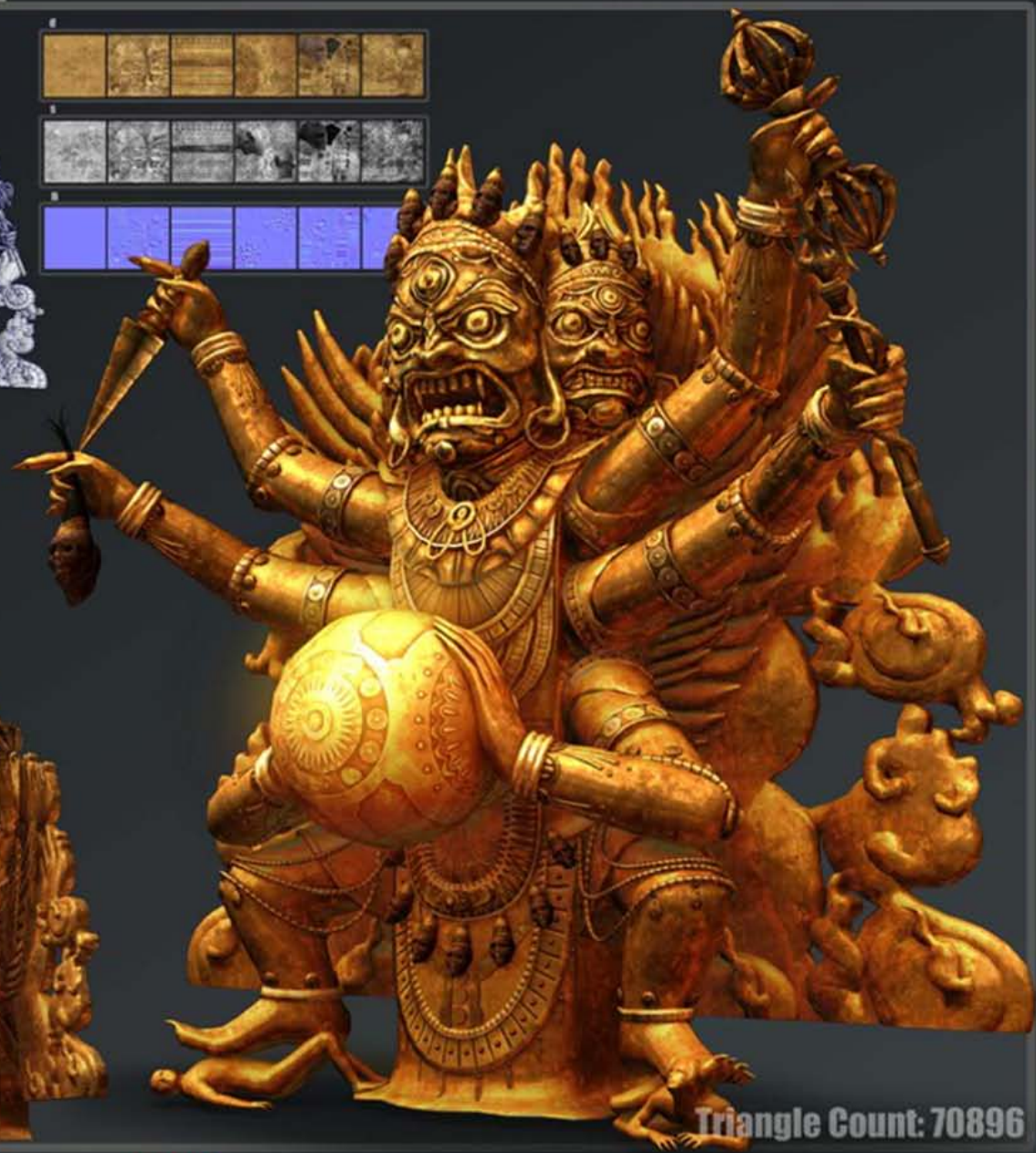




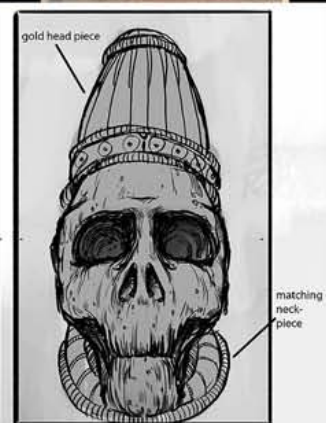
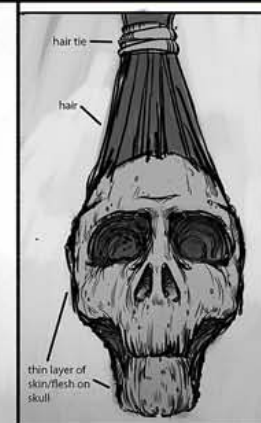




entry-statue



Triangle Count: 70896























 taskName	minimum attempts	median attempts	maximum attempts
	exceeding 1 in pink	exceeding 3 in pink	exceeding 6 in pink
		exceeding 6 in red	exceeding 12 in red
dig-dig-ship-camp-fight-turret	1	1	8
warzone-warzone-streets-ai	1	4	8
warzone-warzone-streets-mid-traversal	1	2	9
warzone-warzone-highrise-mid-combat	1	4	8
warzone-warzone-rooftops-roof-fight-start	1	2	13
warzone-warzone-war-to-temple-uphill-fight	1	3	9
temple-war-temple-1-mid-trap	1	5	5
temple-war-temple-1-first-blade-lowered	1	2	7
war-escape-war-escape-trainyard-fight	1	3	27
train-valley-roof-obstacles	1	4	6
train-lake-start	1	2	8
train-lake-mid	1	3	8
train-tunnel-start	1	2	7
train-cliff-lieutenant-arrive	1	1	7
train-cliff-anti-air-fight	1	3	8
train-cliff-lieutenant-fight	1	1	8
train-wreck-train-wreck-battle-end	1	3	8
ice-cave-ice-cave-2-guardian-fight-mid	1	4	10
ice-cave-ice-cave-2-before-swing	1	3	7
ice-cave-ice-cave-temple-before-heads	1	4	9
ice-cave-ice-cave-temple-tower-2	1	4	8
ice-cave-ice-cave-temple-tower-3	1	2	8
ice-cave-ice-cave-temple-statue-1	1	1	8







POST-MORTEM
UNCHARTED 2
AMONG THIEVES

NAUGHTY DOG

PS3 PLAYSTATION 3

PlayStation®

Official Magazine - UK

Issue 036 November 2009 £5.99
officialplaystationmagazine.com

WORLD EXCLUSIVE UNCHARTED 2 AMONG THIEVES REVIEW

UNCHARTED 2

THE WORLD EXCLUSIVE REVIEW

Why Drake's return is the greatest game on PS3

24 HOUR GAMING MADNESS
Why our epic online marathon ended in tears

RATCHET & CLANK EYEPIECE

OFFERT / SUPPLÉMENT

LE DU JEU VIDÉO

JOYPAD

JANVIER 2009 - N°192

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2008 LE JOYPAD

ES, DÉCEPTIONS, CRASES-CHOC...

UNCHARTED 2

VOUS OUVRE
STUDIO : RÉVÉLATIONS

Future

WINNER OF 33
GAME OF THE YEAR
AWARDS

GAME OF THE YEAR

GDC 10









Behind the Scenes: Uncharted 2's Unique Cinematic Production Process

Amy Hennig (Creative Director), Josh Scherr (Cinematics Animation Lead)

Thursday, March 11, 2010 3:00pm — 4:00pm Room 303, South Hall

Micro or Massive: It's Fricking Tough to Achieve a Vision

Baiyon (Artist/Musician, PixelJunk/Q-Games), Richard Lemarchand (Co-Lead Game Designer)

Thursday, March 11, 2010 4:30pm — 5:30pm Room 135, North Hall

Creating the Active Cinematic Experience of Uncharted 2: Among Thieves

Bruce Straley (Game Director), Neil Druckmann (Co-Lead Game Designer)

Friday, March 12, 2010 1:30pm — 2:30pm Room 305, South Hall

Uncharted 2 Art Direction

Erick Pangilinan (Art Director), Robh Ruppel (Art Director)

Friday, March 12, 2010 4:30pm — 5:30pm Room 306, South Hall

Uncharted 2 Character Pipeline: An In-depth Look at the Creation of U2's Characters

Richard Diamant (Lead Character Artist), Judd Simantov (Lead Character Technical Director)

Saturday, March 13, 2010 10:30am — 11:30am Room 135, North Hall

Animation and Player Control in Uncharted: Drake's Fortune and Uncharted 2: Among Thieves

Travis McIntosh (Lead Programmer)

Saturday, March 13, 2010 1:30pm — 2:30pm Room 135, North Hall

Getting Noticed: Why You Need an Online Portfolio and How to Make One

Jacob Minkoff (Game Designer)

Saturday, March 13, 2010 1:30pm — 2:30pm Room 306, South Hall

Uncharted 2: HDR Lighting

John Hable (Programmer)

Saturday, March 13, 2010 3:00pm — 4:00pm Room 305, South Hall