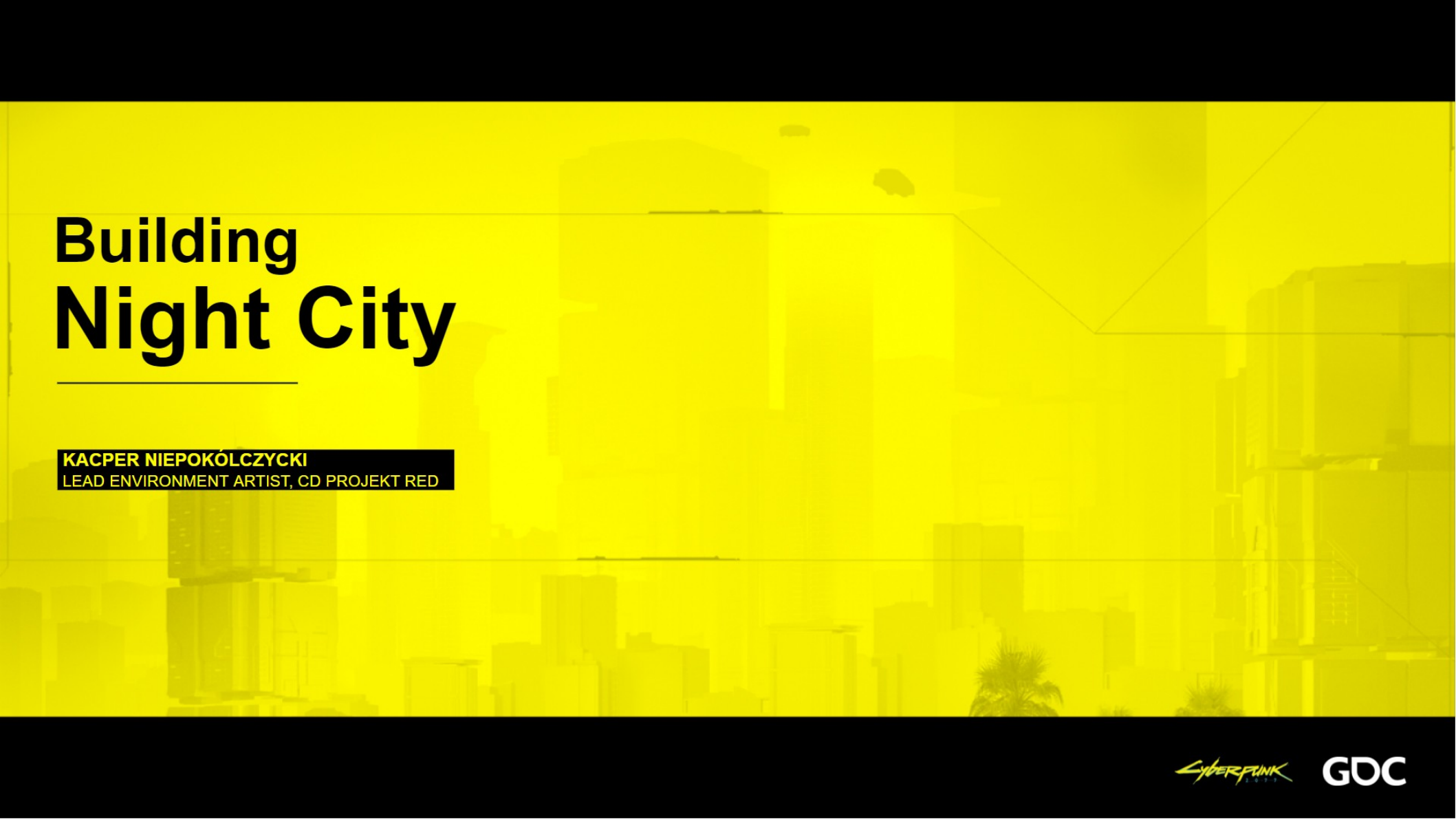




Building Night City

KACPER NIEPOKÓLCZYCKI
LEAD ENVIRONMENT ARTIST, CD PROJEKT RED

Excitement and ambitions

- Working with THE Cyberpunk universe
- Most immersive and biggest open world city

Challenges

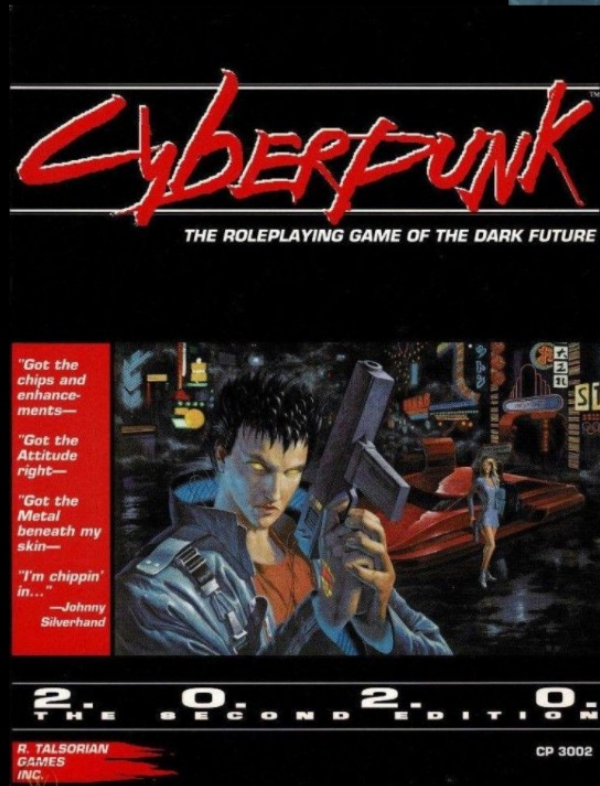
- Totally new game FPS
- Huge open world, with huge promises
- Building our tech from ground up for CP2077

WHAT

...?

Cyberpunk 2020

- Giving us basic idea
- Districts
- Mood



Inspirations



Blade Runner, Westwood Studios



Inspirational concept art



Art by Monika Zawistowska and Michał Lisowski

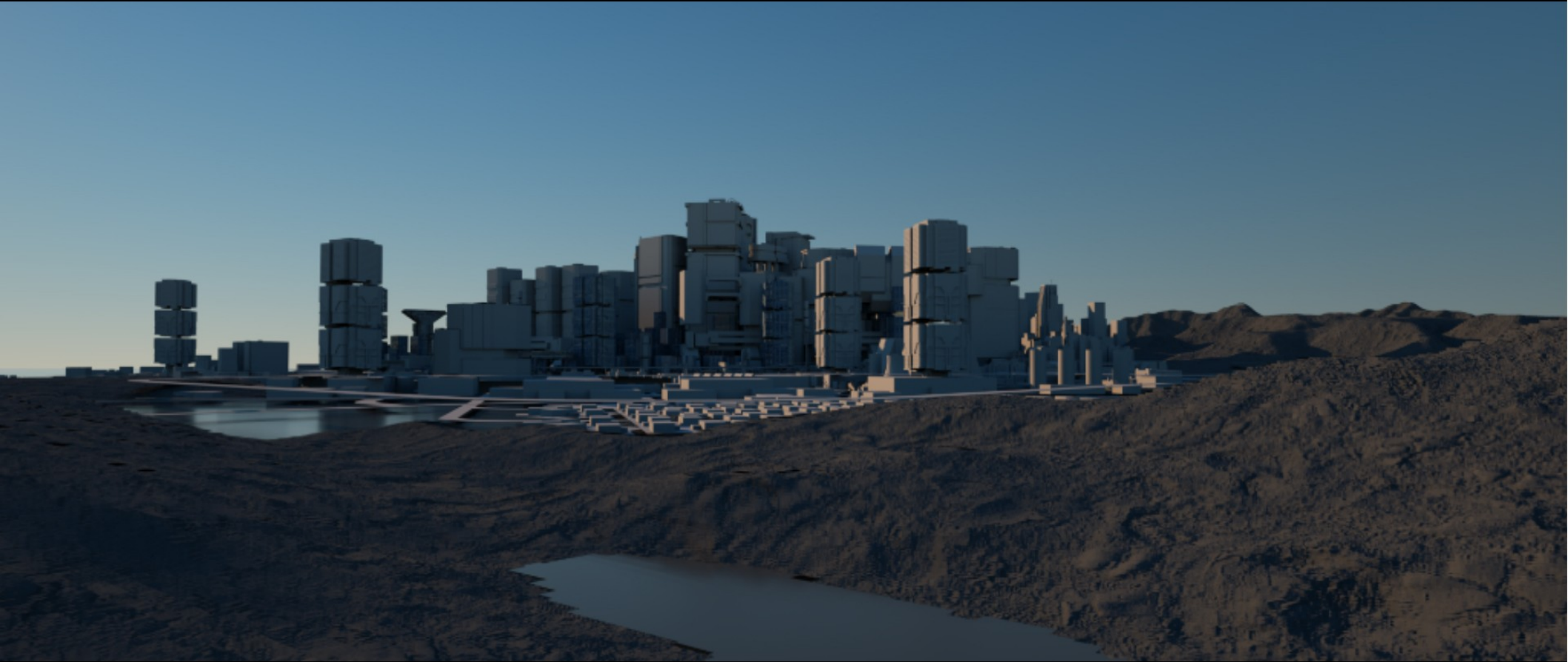


Art by Bernard Kowalczyk



Art by Monika Zawistowska

Shape of Night City



Rule of contrast



Art by Marthe Jonkers



Art by Bernard Kowalczyk

CYBERPUNK
2077

GDC



Art by Witold Justyniak



Colors of the city

VEPKE JUNE 1988

4/78 - Love Hotel

Redrunner

5-1-a - Marcus' Place

5-1-b - Totoro's

Escape Driver

5-2-a - Gang Market Park House

5-2-b - Watson Police Station

Minomori

5-3-a - Ripper Doc

5-3-b - Cat Figurine Shop

5-3-c - Cemetery

6 - Meeting Spot

NORTH OAK

7 - Arasaka Executive Residential Area

NORTH HARBOUR



North Harbour

The biggest district of Watson, separated from Japan Town by the Skyline Drive highway. Here, large processing plants, warehouses, old refineries which often got changed into illegal clubs, drug factories or squats for the homeless are situated. The architecture in this part of Watson is heavily influenced by North American styles.

KABUKI



Kabuki

The most coarse area of Watson - densely populated, with narrow alleyways cut off from the sun by a web of cables and pipes. By night it transforms into a street market of illegal cyberware, steroids, organs and weapons. The shady private clinics here allow the poor to experience a glimpse of technological marvels the rich experience day to day.

NORTH HARBOR

ARASAKA WATERFRONT

JAPAN TOWN

CITY CENTER

JAPAN TOWN



Japan Town

The richest part of Watson, home to Japanese edifices such as the old Kabuki theatre - still putting on plays with the actors - or the century old Satomi tea-house, transported and rebuilt in Night City. Japan Town moonlights as the town's go-to place for prostitution and gambling.

CITY CENTER



City Center

City Center is Night City's business card. The best pubs, the most expensive stores, exclusive AI showrooms, sushi's made out of endangered species served on bodies of super models. Skyscrapers, large corporate offices, design, advanced security systems. The district could have been designed by Gehry, Zaha Hadid, Stark. Everyone wants to get there. Sterility like in London's Canary Wharf is nowhere to be found. Night City's Center means also filth, tight streets, street food, thieves, assaults and crowds everywhere.

ARASAKA WATERFRONT



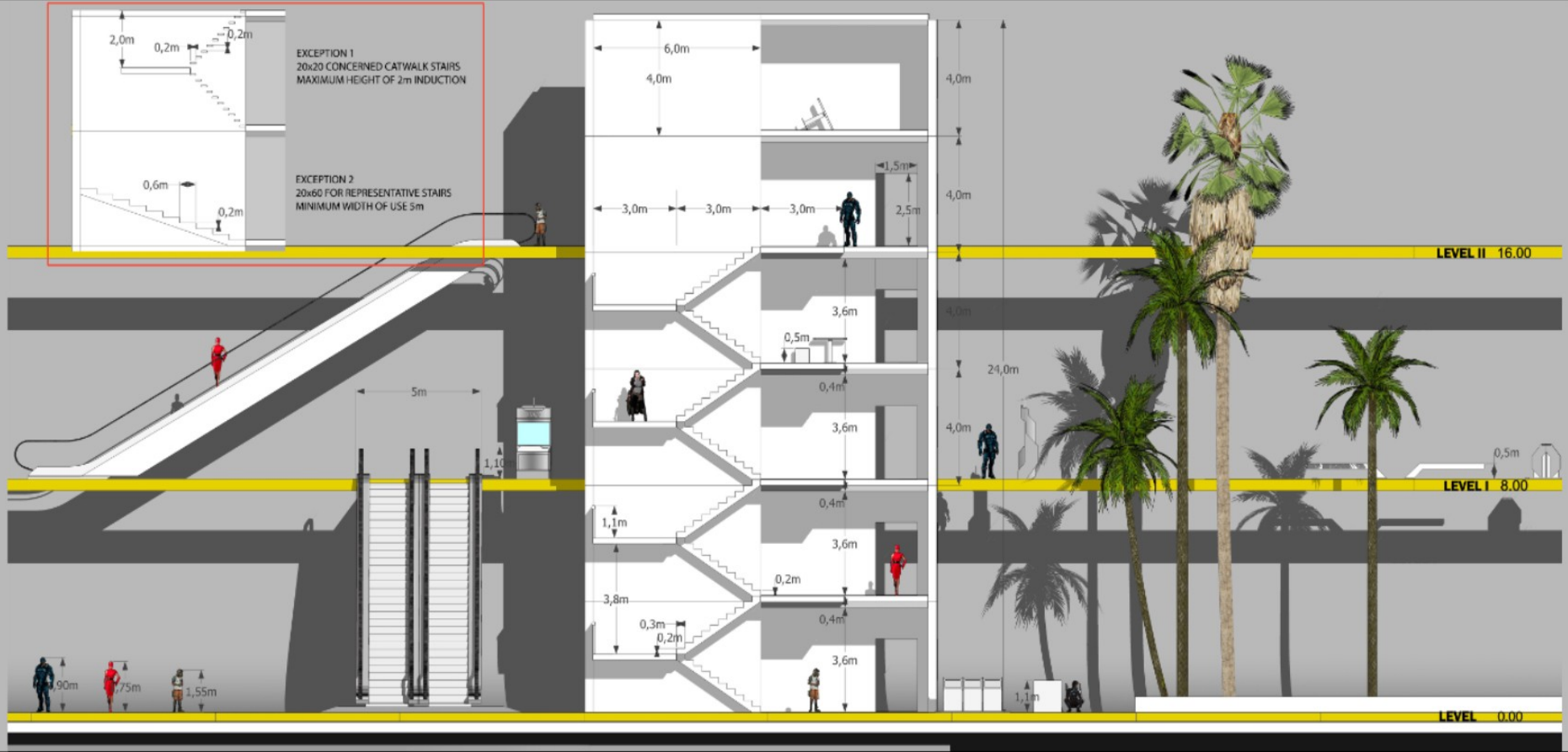
Arasaka Waterfront

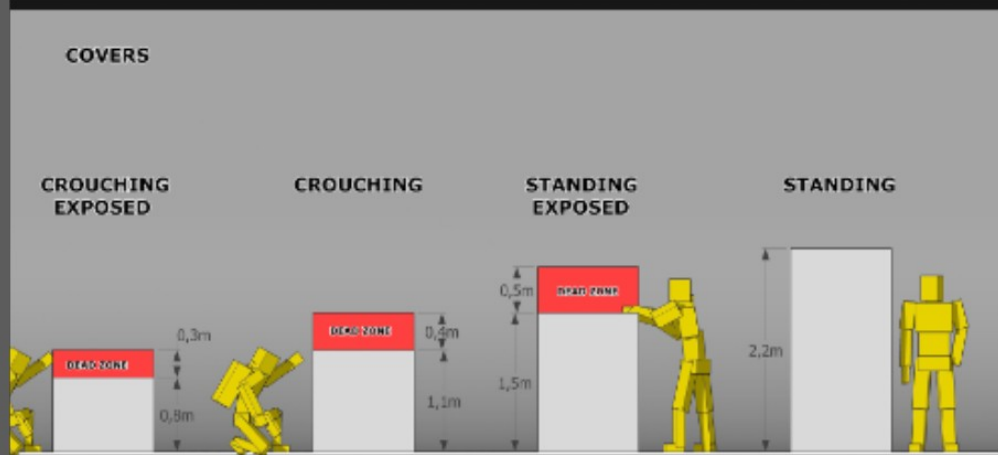
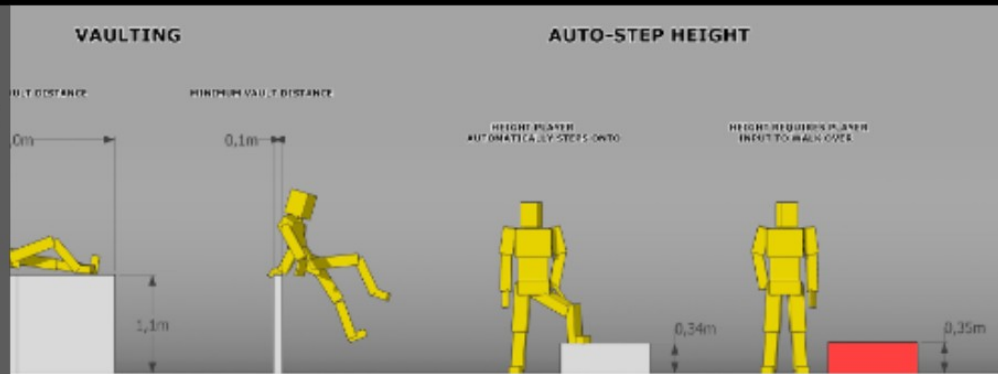
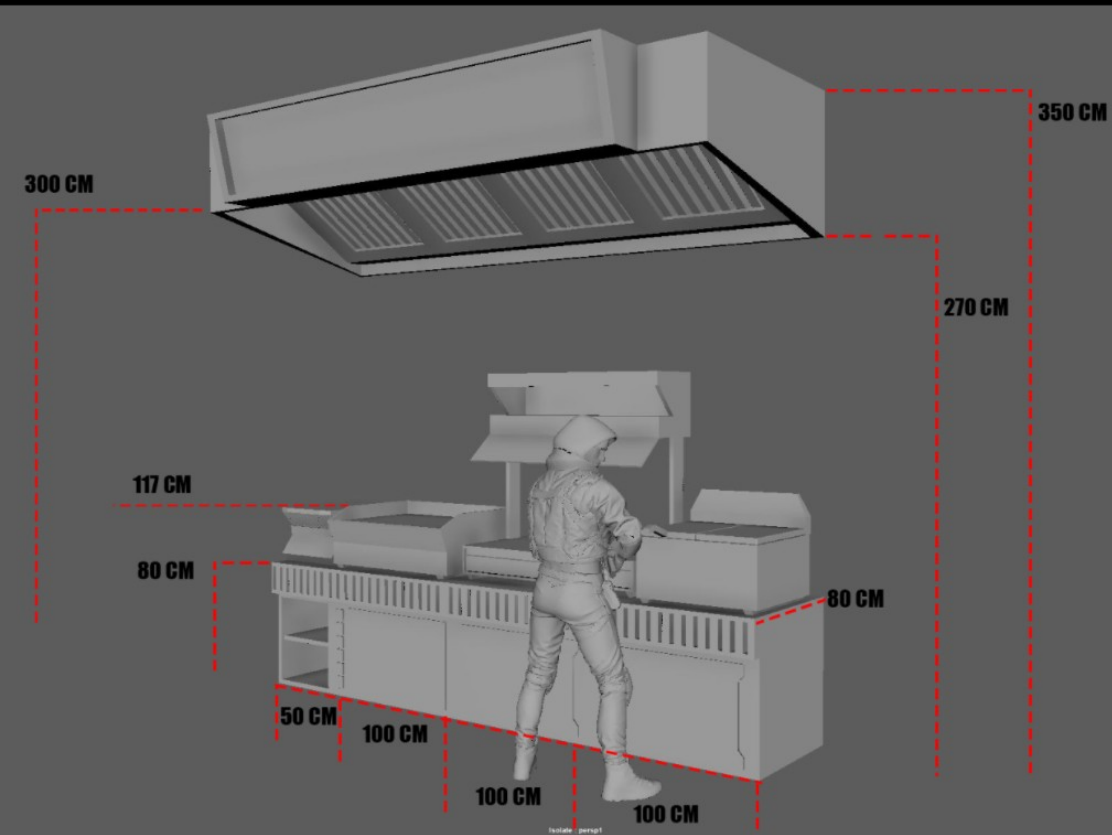
Arasaka Waterfront. The turf of the Japanese zaibatsu. Bustling with incoming and outgoing transports, shipments being moved around by fully automated robotics, cranes as perfectly coordinated as the cop's a divine watch. The colossal cargo ships docked here are quite a sight to behold.

HOW

...?

Switch to FPP







Urban planning



Art by Lea Leonowicz and Marcin Ladachowski



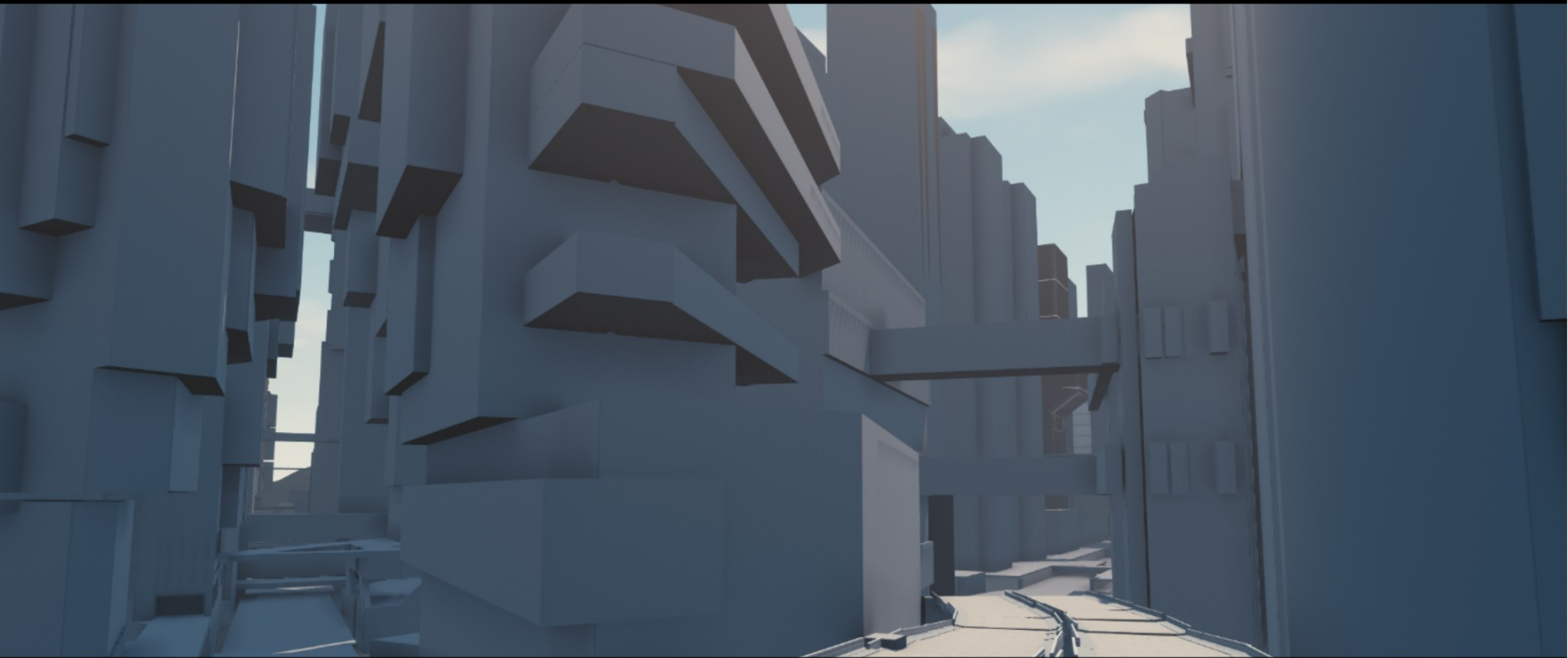


Credit Marcin Ladachowski

CYBERPUNK
2077

GDC

Shapes, forms and emotions



Art by Krzysztof Kornatka

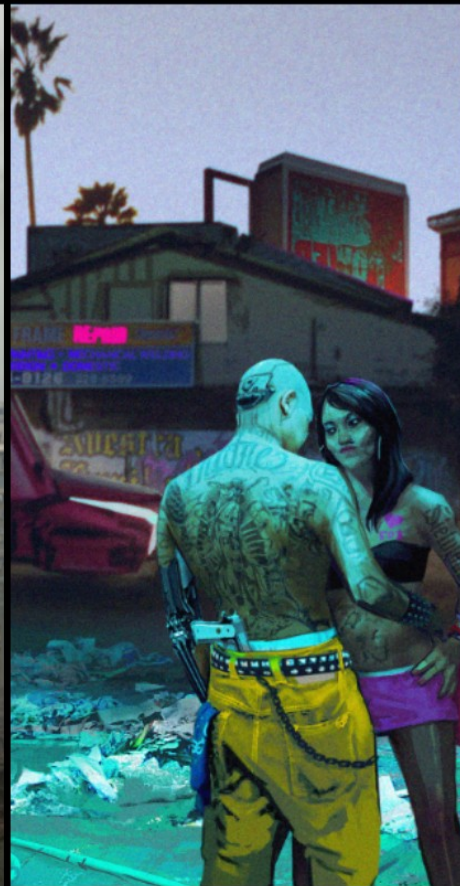


Art by Michał Janiszewski



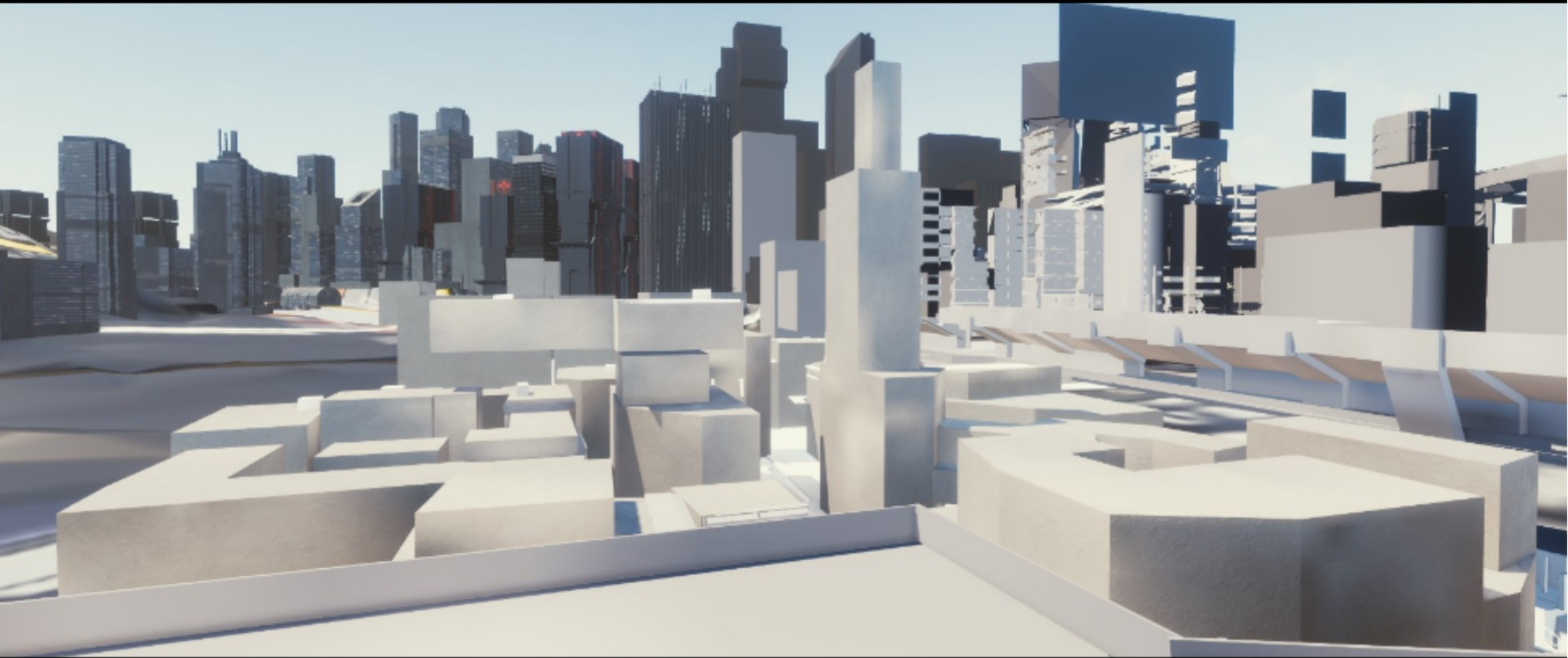
Creativity + Passion





Kabuki







KITSCH



ENTROPISM



NEOMILITARISM



NEOKITSCH



ENTROPISM

DESIGN PRINCIPLES:

DETAILS



- mechanical, regular arrangement
- primarily assembly components
- function determines form
- asymmetry and disorder

LINES//SHAPES



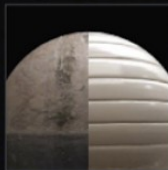
- sharp, mechanical connections between surfaces
- hard edges
- uneven fitting

PATTERNS



- simple
- heavy-handed
- retro

TEXTURES



- sheet metal, concrete, fiberglass, cheap composite materials
- artificial veneer, imitation leather, faux natural materials
- low quality
- prone to oxidation

COLOR PALETTE



- dull
- pastel
- desaturated
- earthy, sallow

TELEPHONE DEVICE



PACKAGING DESIGN



SCREEN//DISPLAY



VENDING MACHINE



KITSCH

DESIGN PRINCIPLES:

DETAILS



- › regular arrangement in planned layouts
- › large, clean surfaces
- › form conceals function
- › symmetry and rhythm

LINES//SHAPES



- › smooth lines, soft transitions
- › rounded edges
- › even fitting and wide gaps

PATTERNS



- › decorative
- › complex
- › regular
- › retro-futurism

TEXTURES



- › plastic, films and foils, nylon, spandex
- › low quality composites
- › thick plastic and transparent films
- › no natural materials

COLOR PALETTE

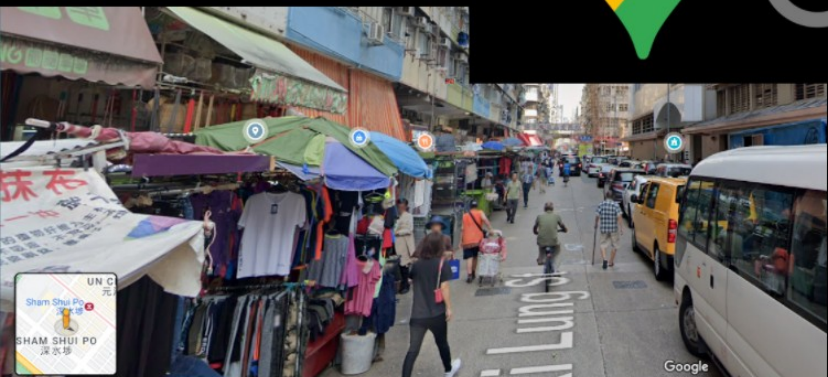
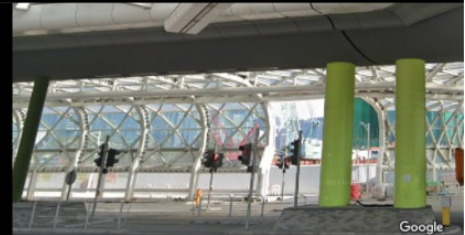


- › wide
- › bright
- › vibrant, saturated
- › vivid





Google Maps



CYBERPUNK

GDC

A man with light brown hair, wearing a white shirt, has a yellow pencil tucked behind his right ear. He is looking slightly to the left with a neutral expression. The background is out of focus, showing what appears to be a doorway and some blue fabric.

IT'S

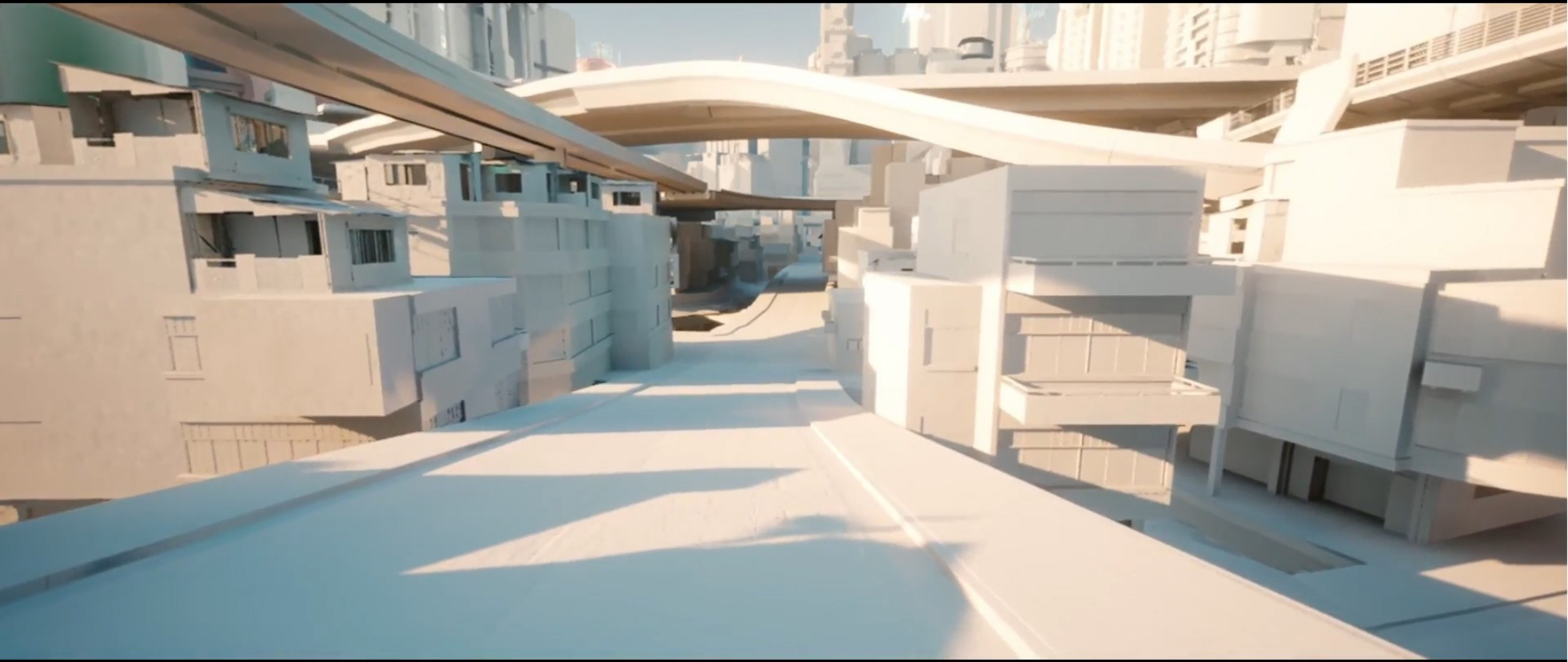
RAW

Navigation - landmarks



Landmarks



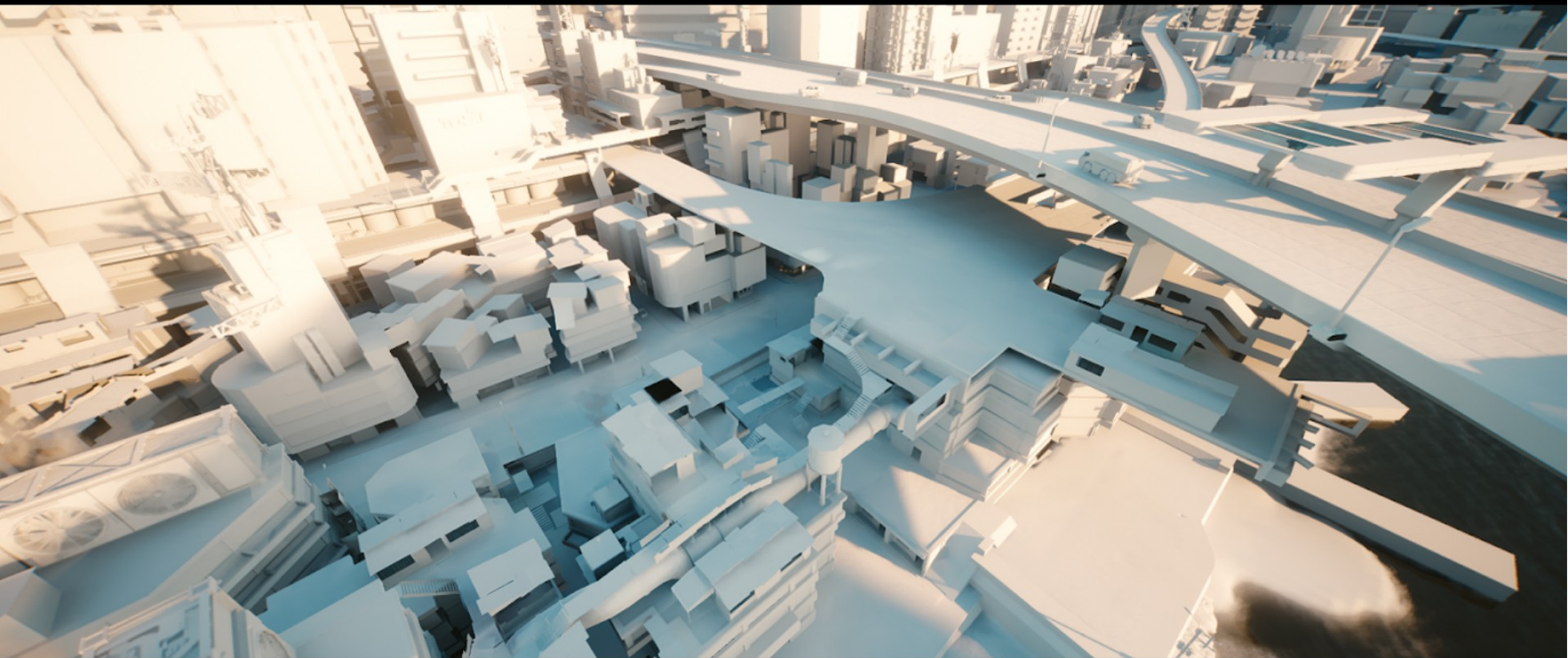


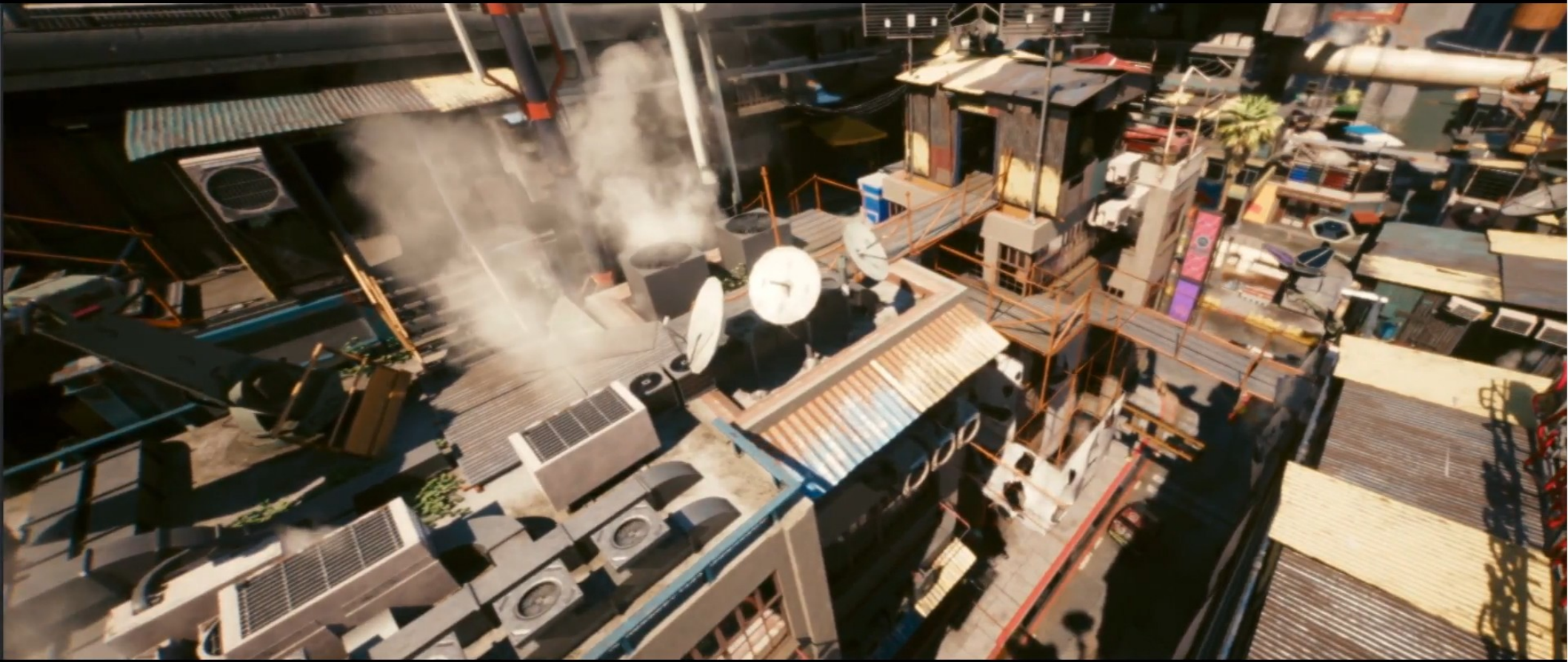


Landmarks - Point of interest



Verticality









Concept art



Art by Ward Lindhout

Concept art



Art by Ward Lindhout

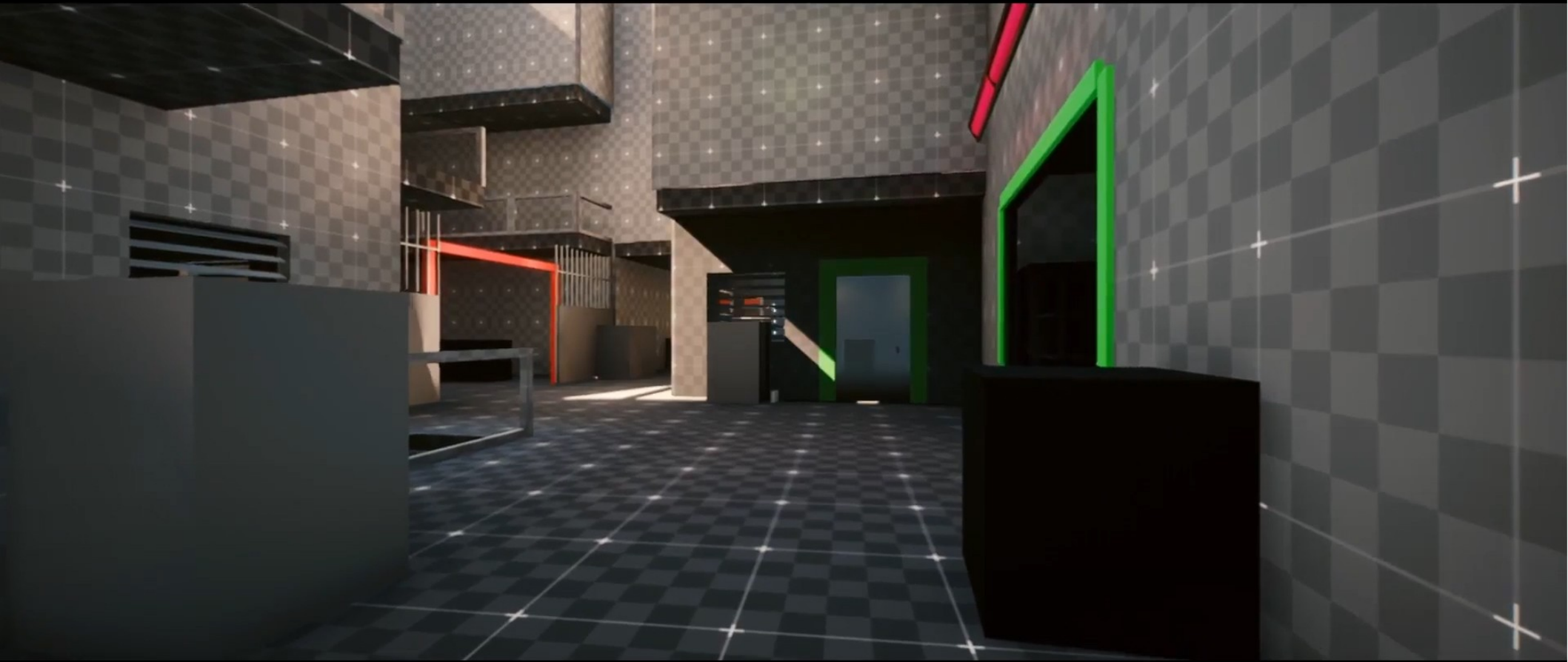
Concept art



Art by Marthe Jonkers

Quests and Gigs





Developing tools

- Road tool
- Cable tool
- Foliage tool
- Terrain tool

Handcrafted city



Handcrafted city



Handcrafted city



Art by Igor Firkowski



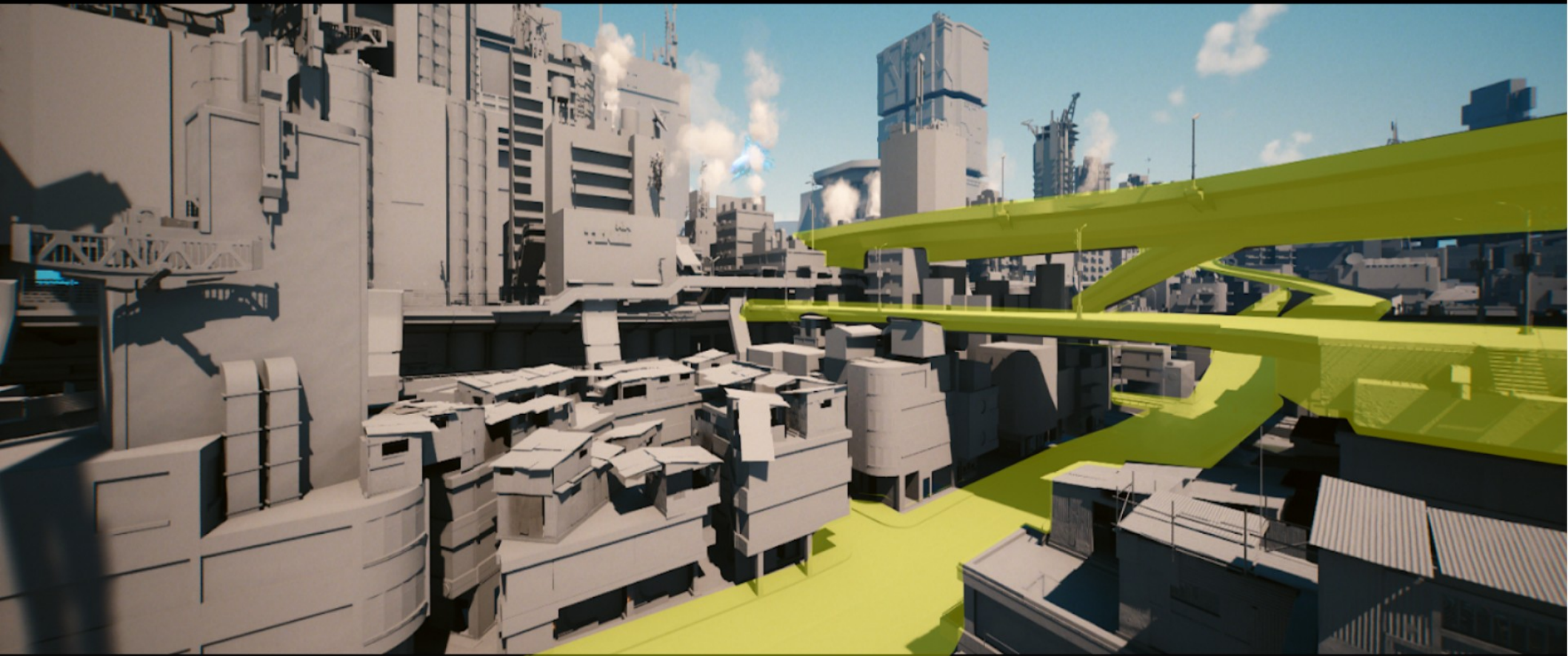








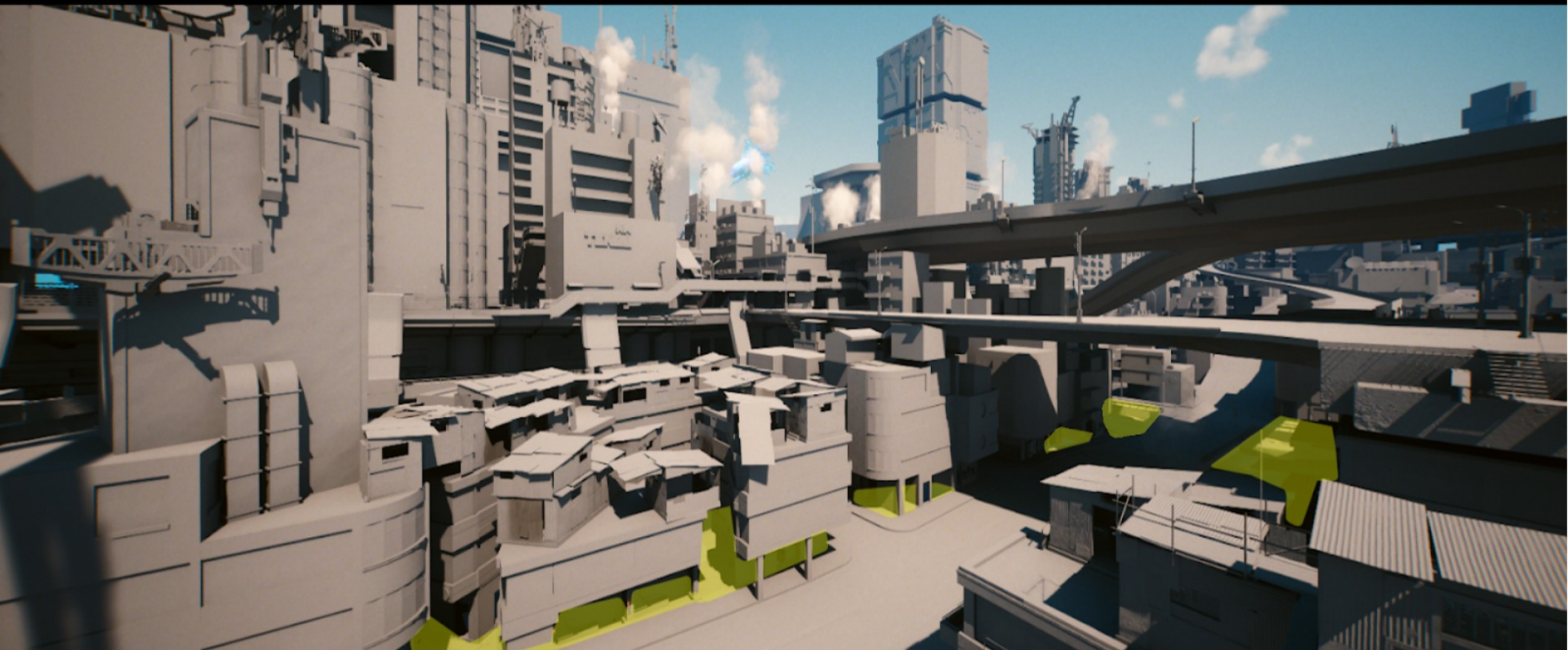
Roads







Terrain



Terrain



Decorations



Deco sets





Decals





Decals





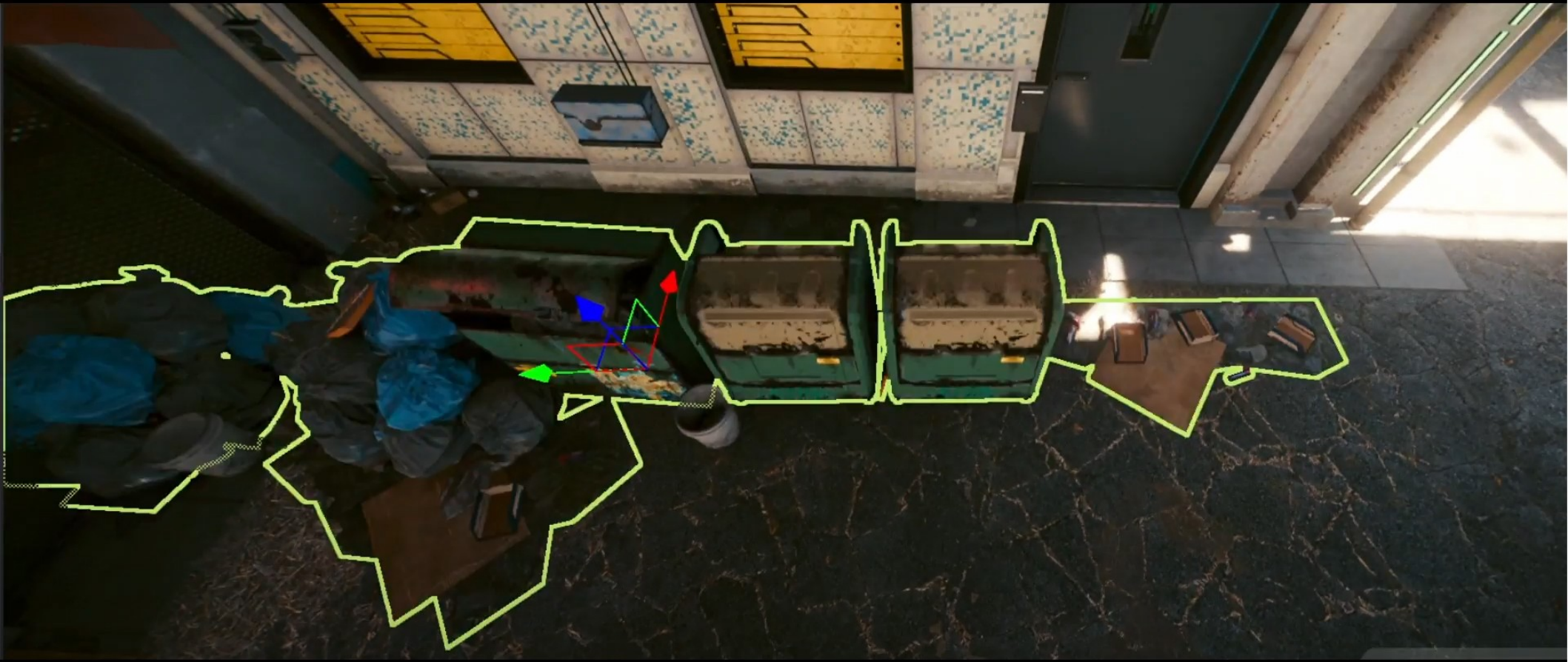
Environment storytelling





Environment storytelling









Handcrafted

Creativity + Passion



Thank You!

kacper.niepokolczycki@cdprojektred.com

Q&A

...?