Birth

Wind

Eye

Flare

Meeting
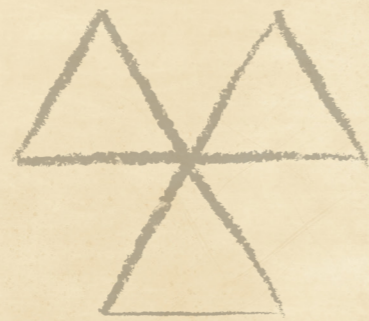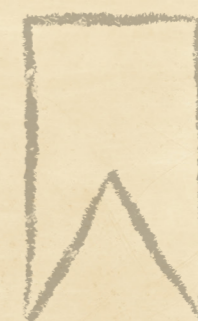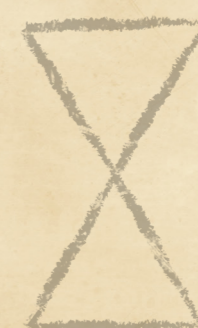
Light

Flag

Left

Right

Twist

Time

FREAK out

The key to a monstruous experience

The Team

Animators

Achraf El Boucheteli
Laurédane Collin
Maxime Reynvoet

3D Artists

April Monpart
Céline Roulez
Gaëlle Bonsignour
Julien Genin
Nicolas Van Bastelaer

Technical Artists

Dorian Waerenburgh
Sara Jacquemin

Index

What is Freak Out

In Freak Out, you play as a chimera trapped in an old
Freakshow. One night, you decide to escape from this place.
There are many obstacles in front of you.
The biggest of them are the Harlequins that patrol at night.
You will need to be furtive, hide and use tools to keep going.
The other chimeras will help you find your way out, in exchange
for services.
So solve the puzzles, beware the guards and...
don't freak out.

Save yourself
from these places...

The Lodges

This is the starting place. You're locked in one of these cages. We wanted to make a place dark enough to be worrying but at the same time a safe place to start your evasion.

We kept expanding the place over time, mainly vertically, to give the impression that the Player is dominated and crushed by it.

This place wasn't always used to hold the cages for the Freaks. We wanted to give some background to it. We can see that it used to be a warehouse, with rails that allowed the transportation of merchandises, going through the big gates at the back of the room.

The cages are inspired by real animal cages found in circuses. To make understandable the fact that the chimeras are treated like animals.

We filled the place with bird cages, straw bales (for the Freaks) and some old circus props.

Here we can find Gilbert, our first NPC with whom the Player interacts. So when it came to the lighting, although we went for something dark, we also wanted to naturally guide the player towards this NPC. Therefore we decided to add a big moon light shining on his lodge. We also added an orange light near the exit to the Courtyard to help the player finding their way.

The Courtyard
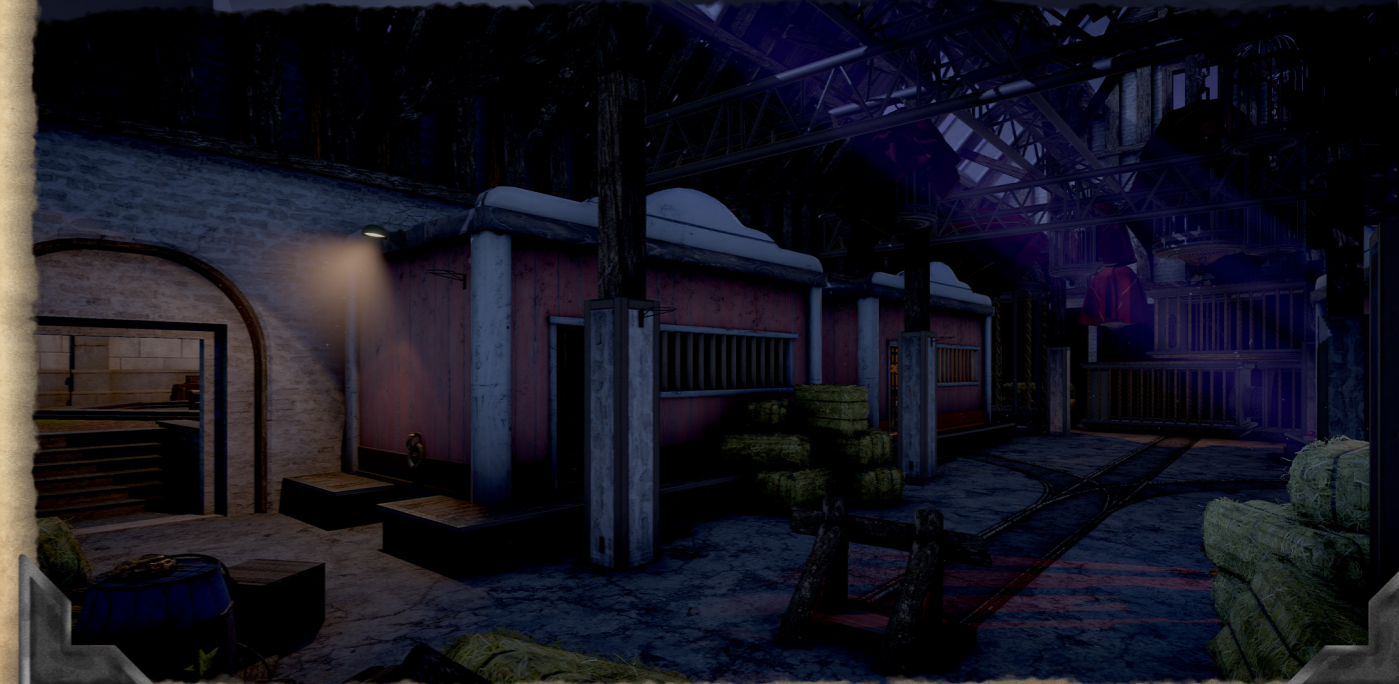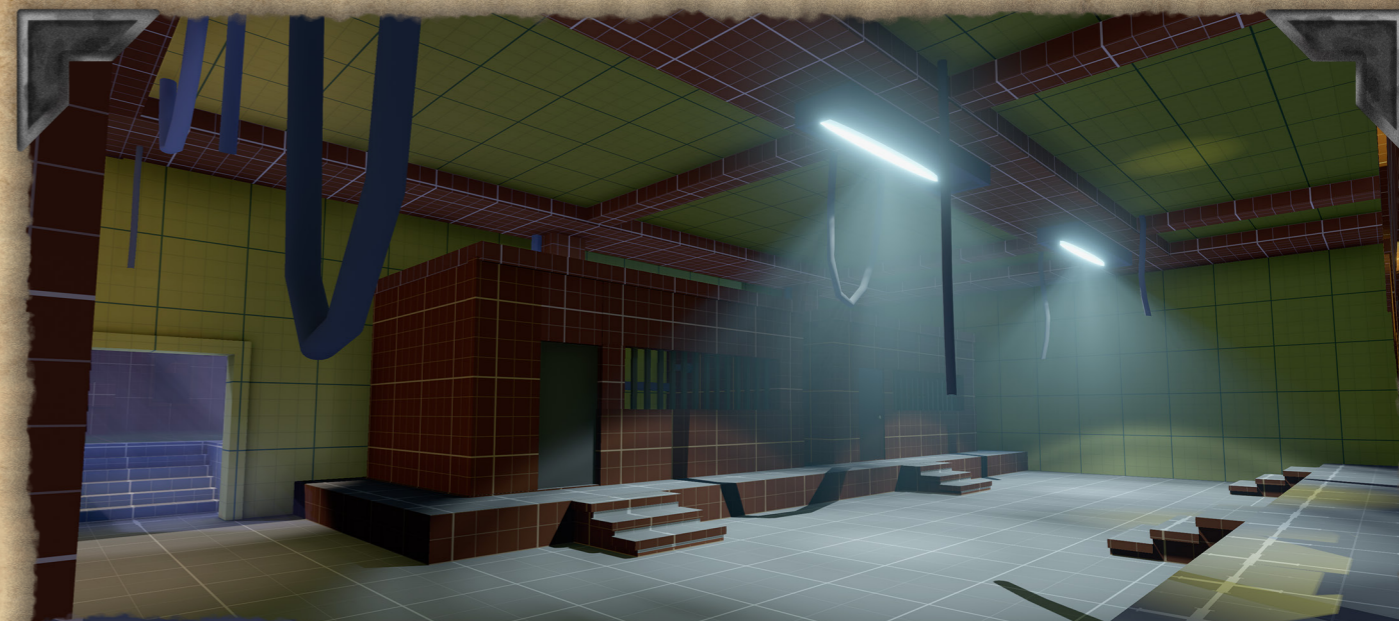
This place was one of the most difficult to decorate. Mainly because this is where the Player will meet the Harlequins for the first time. We had to make this first encounter kind of a tutorial, for the Player to experiment stealth mechanics.
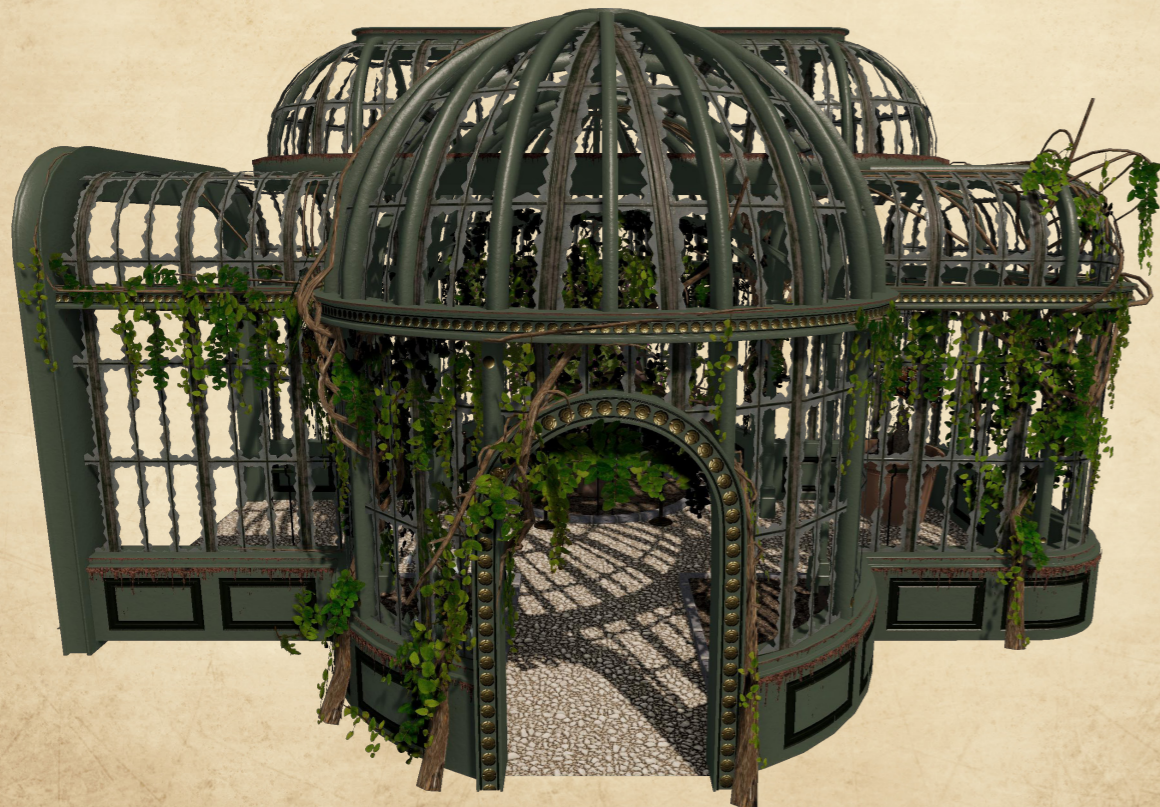
Moly

A small white flower with magical properties. It is the only know antidote for the amnesia caused by the fruits of the Lotos tree.

Lotos

This extremely rare tree is well known for its very poisonous fruits that have the power to cause amnesia.

Mandrake

The mandrake is a humanoid-shaped plant with a lot of powerful medical properties. However, its deadly scream make it a very dangerous plant.

Golden Fleece

A strange and extremely rare plant entirely made of pure gold.

Snake Vine

The snake vine is an invasive plant that can be found in eastern Australia. This strange vine produces snake tooth shaped protrusions that are as hard as diamond.

The Exhibition Building

This is the key place of the game. It's in the center of the level.

We worked a long time on the layout of the room, at it is the most important. It needed to be imposing and large enough for the Player to wander in it.

We really wanted to give this room a kind of «abandoned museum». For this, the Artists positioned old skulls barely hanging, empty exposition tables and broken cupboards. The great windows also being barricaded and damaged, only letting the glow of the moon through.

For the style, we worked a lot with dark wood, with a few Art Deco touches in the trims, the furnitures and the lamps. The goal was to give its own identity to the building, one that is starting to decay and was taken over by the Freakshow when they took residence there.
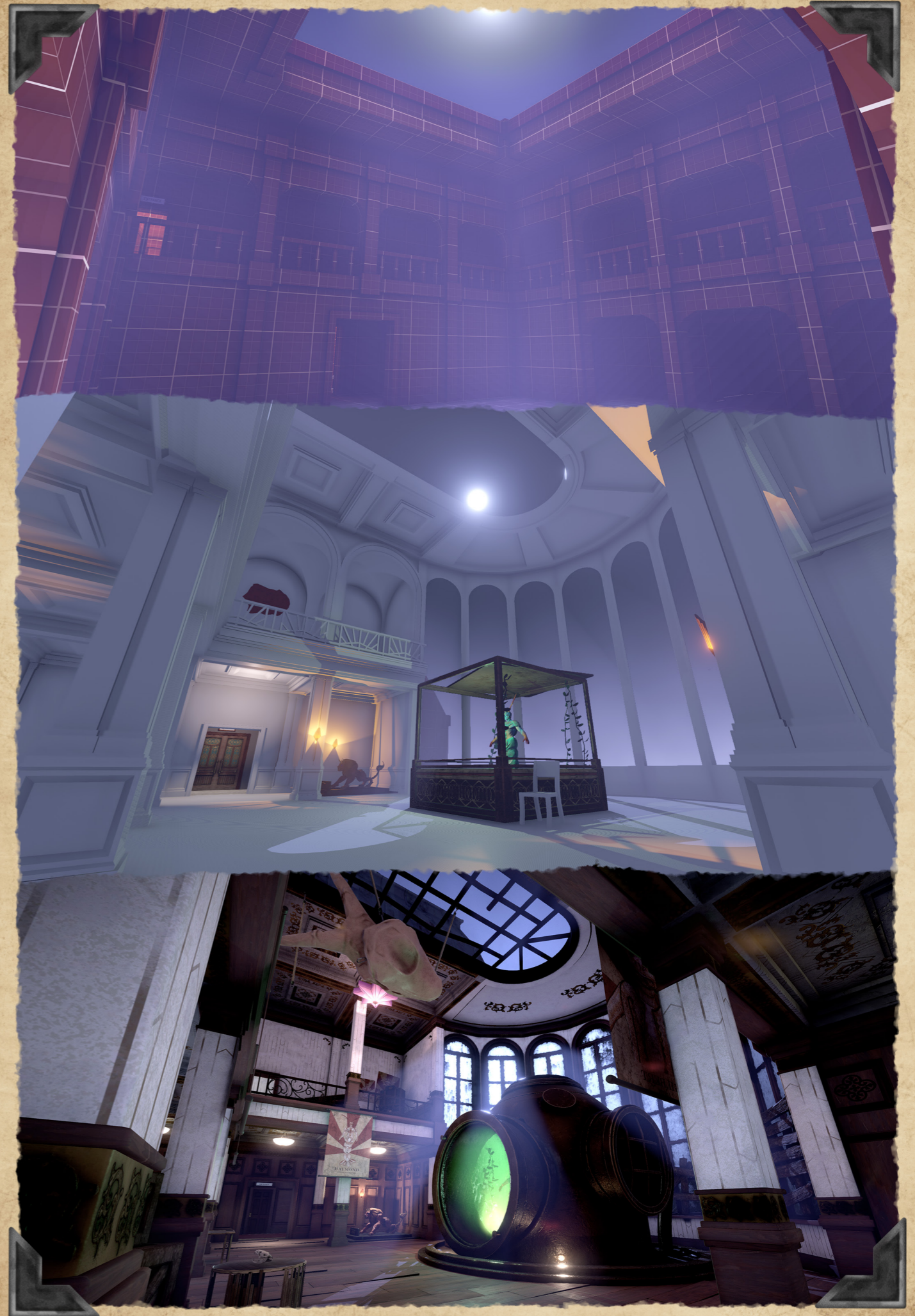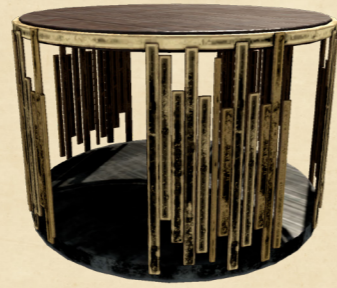
The Aquarium
This is the masterpiece of the Exhibition Building. Here can be found Raymond, our second NPC.

The Aquarium stands out a bit from the rest of the room, mostly due to it's steampunk inspiration. We really wanted for the Players' eyes to be directly attracted to it when entering the room.

FTEEVE
BIG TEEF

GILBERT
DEVIL

RAYMOND
STOMATOPODA

The Storage

The Storage room is, as its name suggests, the place where the Freakshow stores all the necessary circus furnitures. It makes the transition between the Lodges and the Entrance Hall.

This place also serves as a key location for one of the quests: Looking for the filter. We needed to fill the room with enough props to make the search a challenge, but also guide the Player towards the required item.
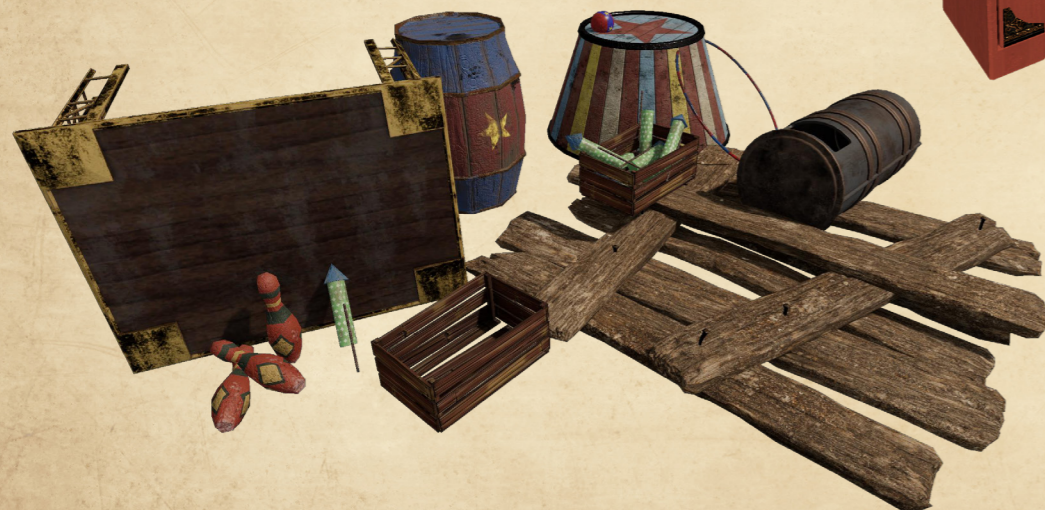
The Hall

The Entrance Hall is a strategic place. It is where the exit door is located, the Player will have to come back here when they have learned how to solve the door puzzle.

This large room gives access to the Zoo but the path is protected by a guard. And there is another one to the exhibition, through 2 doors to a corridor that leads to the room.

As for the rest, it is decorated with posters and props belonging to the Freak Show and the original furniture of the place, with an Art Deco inspiration.

The entry hall is very large to convey the importance of the room, especially since the exit door is obviously different from all others in size and aesthetics.

(Initially, the floor was to house the Freak Show director's office, which was later condemned).

The Cellar

The cellar is a middle-sized room under the exhibition room. It contain the generator, an important part in the escape of the character.
The generator take its inspiration from vintage models wich could be used during the 1920 years. It is also animated to allow the player to see if the engine is running or stopped.

Like the storage room, this room contain many props stacked up to show its utility but also the derelic state (abandonned/ other ?) of the place with its broken pipes, cut cables …
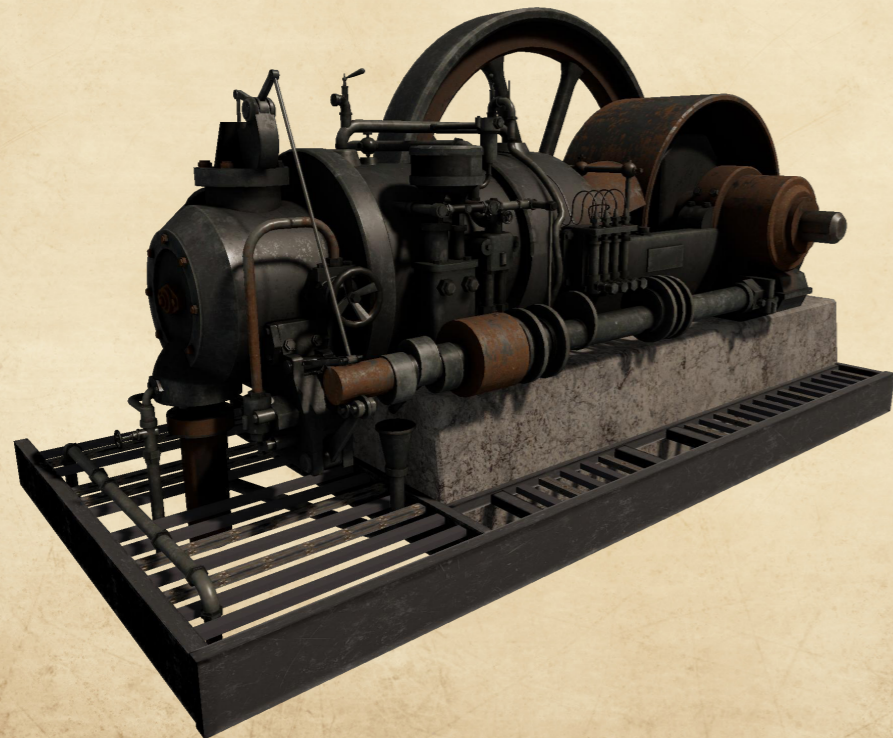
The Fortune Teller's

The Fortune Teller Room is located upstairs in the exhibition hall.
Behind the dark starry curtains, it's composed of softs dimmed lights and hanging incense burners. We really wanted to create a comforting and mysterious atmosphere of vintage caravans. In addition to that, Irma only speaks through the big curtain in the back of the room, which adds more mystery to it.

Irma was supposed to take place in the outdoor area, in a caravan. But due to lack of time, we had to cut the outdoor space, so we moved her indoors.

Try to help them
but beware...

Gilbert,
The Devil

Gilbert is the first NPC the player meets. He's a "demon" chimera but he's really fearful.
We wanted to give him a goblin look, a fantasy creature.
For his clothes, they were inspired by circus costumes, those put on the monkeys in particular, here again to reinforce the idea that the residents were considered as freaks.

As most Freak Show tend to exaggerate the facts, we wanted to give an anxious personality to him, in contradiction to his name in the show : "The Devil". To do that, we play with his way of speaking. Indeed, it's a character that stutters a lot and who doesn't really help the protagonist.

His nature is also expressed by his animations. Thanks to the facial rig, it was easier to express his anxiety and fear. The same goes for his position and agitation. After talking to the player, Gilbert curls up and stays paralyzed with terror.
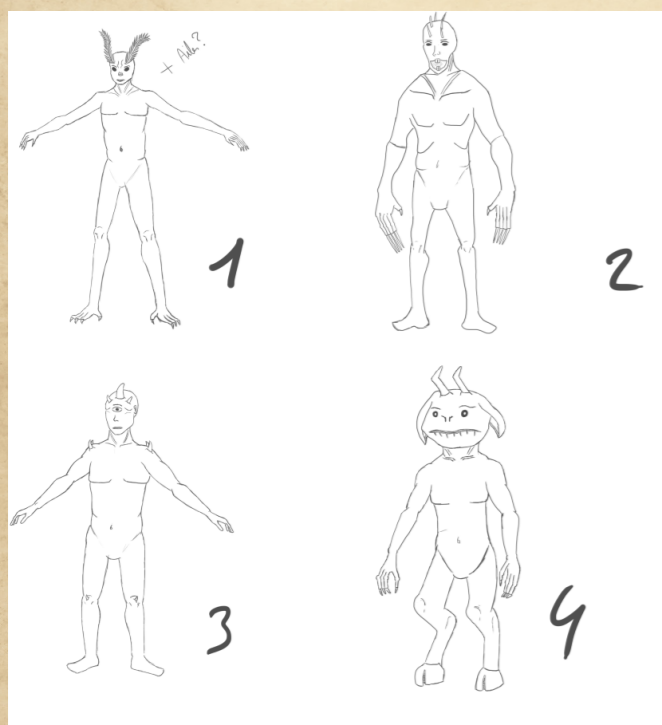
Raymond,
Stomatopod

Raymond is the second NPC the player meets, and the first one they really interact with.

We absolutely wanted to design an aquatic creature for this project to have diversity among the NPCs. Raymond is an anthropomorphic aquatic chimera, inspired by mantis shrimp in its shape but also in its colors.

Being the first NPC to give a quest to the player, we had to design several scenarios in the evolution of dialogues and in the layout of animations.

To make him more expressive, Raymond has many animations for his interactions with the player.

The shell is in Raymond's colors to help the player associate the object with its owner.

THE GUARDS

Monstruous clown

The guards are the enemies of the game. They are under the orders of the director and they prowl at night to be sure that no one attempts to escape. They'll therefore prevent the player from escaping by bringing him back to his cage as soon as he's spotted. The player must be careful to progress discreetly in the level, because the guards will spot the player at the slightest sound of footsteps.

We really wanted to give a terrifying and inhuman look to the guards. In order to do so, we played on a common phobia : the coulrophobia (fear of clowns). The guard is thus a mix of an arlequin and a vintage clown, with dark shades. The many scars on the face, especially the burns on the eyes and nose, are there to remind of the typical clown makeup.

But the outfit isn't only aesthetic. Indeed, the bells on the guards' feet and hat serve as sound indicators for the player. If they starts to hear them, it's time to run.

About the animations, we stayed on the same idea : make them more inhumans. So they move slowly, the arms dangling, like zombies pursuing their only objective : monitor the surroundings to prevent captive residents from escaping. When the guard hears us, he plays his chase animation, this one is combined to a procedural animation so that the hand of the guard always is headed to the player when this one tries to run away.

The inhuman side reinforced by the red and sharp-eyed.
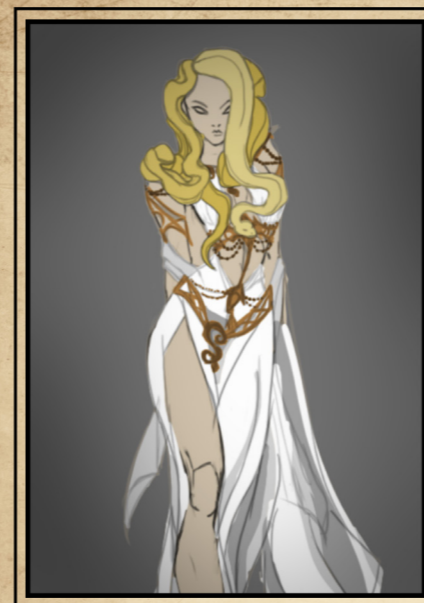
The protagonist

IRMA

mysterious

psychic

Irma is the most mysterious character of the game. In the shadow, behind her massive curtain, we can only interact with her by trying to take the crystal ball. In exchange for this one, Irma asks us to bring back her 'doll' exposed a little further in the Freak Show. No information is given on what this doll is, why is it by a symbol lock or why Irma wants it.

At the beginning, Irma was supposed to be animated with a specific shader and 2D Sprites to see her behind the curtains. But unfortunately, we had to cut this feature. Which is not really a problem because it helps to preserve this mysterious aura.

At the beginning of the game development, when we didn't know if the game was going to be an FPS or a TPS, we worked on visuals of what the main character could look like.

We went for a gorgon.

When we decided to make the game as an FPS, the idea was to use the concepts to make only the arms. They would be visible by the player.

Later we abandoned the idea to give a better immersion to the player. We wanted to give the ability to the player to fully identify as the character, to feel that it is him that needs to get out of this place and not that he is playing a character. It is also for immersion reasons that we decided not to give a gender to the player in both the French and English dialogues. Everything is made so that the NPCs talk to the player in the most neutral way possible.

Task List

Achraf El Boucheteli

Animator

- **Animation**
  - * Raymond - Skinning & Rigging
  - * Raymond:
    - » Idle Standing Loop
    - » Idle Sit Loop
    - » Item gifting
    - » Talk Loop
    - » Telekinesis
    - » Transitions
  - * Generator Loop
- **3D Assets***
  - * Raymond - Retopology & UVs
  - * Props:
    - » Wooden Box
    - » Chair
    - » Ceiling Star Lamp
    - » Clown Horn
    - » Diabolo
    - » Juggling Club
    - » Carpet
    - » Small Glass Windows - Texturing
    - » Aquarium Item Pipe - UVs
- **Sound Design**
  - » Book
  - » Aquarium Filter
  - » Aquarium Pipes
  - » Key Collision
  - » Doll Puzzle
  - » Item Pickup
  - » Generator
  - » Player Water Steps

Laurédane Collin

Animator

- **Animation**
  - * Gilbert - Skinning & Rigging (with facial rig)
  - * Gilbert:
    - » Idle Loop
    - » Idle Breaks (2)
    - » Player Calling
    - » Hiding Transition
    - » Hiding Loop + Break
- **3D Assets***
  - * Props:
    - » Wall Lamp
    - » Circus Stand
    - » Circus Barrel
    - » Bowling Spin
    - » Circus Ball
    - » Hula Hoop
    - » Firework
    - » Human Skull
    - » Cat Skull
    - » Posters (Irma & Twinsies)
- **Sound Design**
  - » UI
  - » Doors Locked & Opening
  - » Guard Death

Task List

Maxime Reynvoet

Animator

- **Animation**
  - * Guard - Skinning & Rigging
  - * Guard:
    - » Default Idle
    - » Patrol Walk
    - » Chase Walk
    - » Alert Reaction
    - » Alerted Idle
    - » Death
    - » Player Throw in Cage
    - » Player Grab
- **Sound Design**
  - » Seashell Stun
  - » Guard Steps (Bells)
  - » Entrance Door Electricity Loop

April Monpart

3D Artist

- **3D Assets***
  - * Lodge Blocking
  - * Lodges Modular Set:
    - » Walls
    - » Ground
    - » Ceiling & Roof
    - » Columns & Beams
  - * Lodges Exterior Set
  - * Metal Trim Textures

- * Generator
- * Jail Door
- * Cellar Blocking
- * Cellar Modular Set:
  - » Floor
  - » Walls
  - » Ceiling
  - » Stairs
  - » Columns
- * Storage Modular Set:
  - » Floor
  - » Walls
  - » Ceiling
  - » Roof
- * Cellar Lighting
- * Courtyard Ground
- * Fortune Teller's Curtain
- * Props:
  - » Cage
  - » Cage Curtains
  - » Cellar Wall Light

Task List

Céline Roulez

3D Artist

- **3D Assets***
  * Raymond - High & Texturing
  * Storage Key
  * Director's Key
  * Lockpick Item
  * Lockpick Puzzle - Texturing
  * Filter Puzzle - Texturing
  * Aquarium
  * Cable Item
  * Guard Skull
  * Puddles - Modeling
  * Seashell
  * Courtyard Pole + Lanterns
  * Hiding Cupboard (Both)
  * Props:
    » Cellar Ceiling Lamp
    » Basketball Hoop
    » Aquarium Plants
    » Spider Webs
    » Tricycle
    » Fortune Teller's Lamps
    » Encenser
    » Round Table
    » Dragon Skull + Pedestal
    » Serpent Skull
    » Serpent Skeleton
    » FTEEVE + Pedestal
    » Posters (Guards + Raymond + Gilbert + FTEEVE)
    » Painting Frames
    » Carpet
    » Curtains Ties
    » Square Tables
    » Cupboards

- **Other**
  * Fortune Teller's Level Art
  * Storage Level Art
  * Overall Props Placement
  * UI Art
  * Studio Logo
  * Game Logo

Gaëlle Bonsignour

3D Artist

- **3D Assets***
  * Lodges Blocking
  * Lodge Cell
  * Wooden Door
  * Exit Door
  * Exit Door Cable
  * Barrel - Texturing
  * Storage Lamp
  * Props:
    » Bed
    » Sink
    » Crate
    » Modular Pipes

- **Other**
  * Lodges Level Art
  * Overall Colliders Fixing
  * Dialog Text Corrections
  * Fortune Teller's Dialogs Corrections

Julien Genin

3D Artist

- **3D Assets***
  * Guard
  * Zoo Blocking
  * Hall/Zoo Interior Modular Set:
    » Walls
    » Ground
    » Ceilings
    » Columns
    » Stairs
    » Windows
    » Glass Roof
  * Hall/Zoo Exterior Modular Set:
    » Walls
    » Roofs
    » Columns
    » Windows

  * Exterior Gate
  * Lodges Door

  * Props:
    » Military Box
    » Trashcan
    » Sofa

- **Other**
  * Zoo Level Art

Nicolas Van Bastelaer

3D Artist

- **3D Assets***
  * Gilbert
  * Greenhouse
  * Courtyard Stairs
  * Storage Stairs
  * Props:
    » Lotos Tree
    » Golden Fleece
    » Mandrake
    » Moly
    » Snake Vine
    » Shovel
    » Security Cords
    » Greenhouse Light Projectors
    » Greenhouse Botanic Labels
    » Fountain
    » Toolshed
    » Vista Balloon

Task List

Dorian Waerenburgh
Technical Artist

- **Gameplay Programming**
  * NPC Dialog System
  * NPC Quest System
  * NPC Animation System
  * Lockpick Puzzle
  * Entrance Puzzle
  * Filter Puzzle
  * Advices System
  * Settings Saving
  * UI:
    » Canvas Manager
    » Main Menu
    » Pause Menu
    » Settings Menu
    » Credits
    » Loading Screen
    » Inventory
    » Inventory Popup

  * Sound Integration:
    » UI
    » Aquarium Puzzle
    » Lockpick Puzzle
    » Entrance Puzzle
    » Ambiant Sounds
    » Seashell Sounds

- **Graphics**
  * Censer Smoke VFX
  * Seashell VFX

  * Aquarium Bubbles VFX
  * Aquarium Caustics VFX (with Sara)
  * Entrance Puzzle Dissolve VFX

- **3D Assets***
  * Lockpick Puzzle - Modeling & UVs
  * Entrance Puzzle - Modeling & UVs
  * Aquarium Filter - Modeling & UVs
  * Storage Stairs - Modeling & UVs
  * Door Signs

- **Sound Design**
  » Seashell Loop

- **Animation**
  * Lockpick Puzzle
  * Entrance Puzzle
  * Aquarium Puzzle
  * NPC Animator Controllers

- **Other**
  * Optimization & Bug Fixing

Task List

Sara Jacquemin
Technical Artist

- **Editor Tools**
  * Setting up Localization
  * Scene Controller Tool

- **Gameplay Programming**
  * Input System
  * Player:
    » Movements and Camera
    » Interaction System
    » Inventory (continued by Dorian)

  * Input Tooltips
  * Guards AI (with patrol placing in scene)
  * Cupboards Mechanics
  * Puzzles Base Class
  * Doll Puzzle
  * Generator Puzzle
  * Doors and Locks System
  * Seashell Usage
  * Crystal Ball Usage
  * Cables Usage
  * Book Usage
  * Cutscenes
  * Map Reset System
  * NPCs Procedural Animations

  * Sound Implementations

- **Graphics**
  * Volumetric Lighting
  * Lens Flares
  * Outline Post Process
  * Crystal Ball VFX & Post Process
  * Glass Doors Transparency (with map's very low poly LOD)
  * Electricity VFX
  * Player Electricity VFX
  * Guard Death VFX
  * Lamps Fake 3D Bulbs
  * Keys Glow VFX
  * Aquarium Glass Shader (+ textures)
  * Light Cookies
  * Game Icon
  * Lighting & Baking

- **3D Assets***
  * Glass Double Door
  * Doll
  * Doll's Stand
  * Doll's Book

Task List

* Props:
  » Hay Bales
  » Greenhouse Lamp
  » Greenhouse Vines
  » Zoo Opaque Window

- Sound Design
  » Death Cutscene
  » Ending Cutscene
  » Doll Puzzle Wheel
  » Guards' Alert
  » Player Footsteps
  » Cables Plugging
  » Crystal Ball
  » Player Electric Shock

- Other
  * Level Design
    (first two blockouts)
  * Dialog Tweaks
  * Overall Optimization & Bug
    Fixing
  * Guard's Animator Controller
  * Builds

Thanks

Fortune

Balance

Crown

Boat

Octopus

Astronomy

Pentacle

Duck

Wreck

Book

Snake