SUPERHOT ARTBOOK

includes some making-of trivia!
HI EVERYONE!
WELCOME TO THE OFFICIAL ARTBOOK
OF SUPERHOT!

I'M PIOTR IWANICKI,
THE DIRECTOR
OF THE GAME.

AND FOR
A FOREWORD
I WILL SAY THIS:

WHEN I FIRST
CAME UP WITH
THE IDEA FOR
SUPERHOT,
I ALREADY HAD
A PARTICULAR
PICTURE IN MIND:

RED FIGURES
IN GREY
ENVIRONMENT!

I FIGURED IT WAS
BOTH UNIQUE AND
EASY ENOUGH TO
MAKE DURING
A GAME JAM.
I wanted to kick it up a notch for a full game, though.

...so I ended up getting Marcin on board to take the duties of the art director!

He was happy to develop my original idea forward and I could happily focus on designing the game and story.

End foreword.

Take it from here, Marcin!
HI!

I'M MARCIN SURMA,
ART DIRECTOR
OF THE GAME.
I'LL BE YOUR
GUIDE THROUGH
THIS ARTBOOK!
I'LL BE ALSO
DRAWING ALL
THIS MYSELF!

LET'S GET
STARTED,
SHALL WE?
But first, a really brief recap for those who didn't play the game.
WHAT IS SUPERHOT
SUPERHOT is this pretty damn cool FPS game in which time moves only when you move.

Also, a game in which you can make the most amazing stuff you’ve never been able to do in any other game with such control!

Dodging bullets!
Punching!
Slicing!
Throwing!
Shattering!

And it all looks like this.
AND ALSO LIKE THAT!
Hey, this 7day FPS jam looks pretty cool!

I wish I could've been there!
IT’S MY FIRST PHOTO WITH THE TEAM!
IT AIN'T GETTING CLEANER THAN THIS.

TRUST ME.
SUPERHOT

RELEASE DATE (MARCH 2016)
GAME DESIGN AND DIRECTION
PIOTR IWANICKI

ART DIRECTION
MARcin SURMa

STory AND WRITING
PIOTR IWANICKI, CEZARY SKORUPKA,
SCOTT ALEXANDER, MARCIN SURMA

PRogramming
KRZYSZTOF TRACZ, JAKUB ZIEMBIŃSKI, PIOTR IWANICKI,
JAKUB WITCZAK, PAWEŁ MINISZEWSKI

GRAPHICS PROGRAMMING
MARcin SURMa, JAKUB ZIEMBIŃSKI, KRZYSZTOF TRACZ

ADDITIONAL PROGRAMMING
MAREK BACZYŃSKI, ŁUKASZ SPIEREWKA

LEVEL DESIGN
PIOTR IWANICKI, CEZARY SKORUPKA, PANOS RRISKA
GAME IS OUT!
WORLD DEVELOPMENT
RIGHT AFTER PIOTR GOT ME INTO SUPERHOT WE SAT DOWN TO FIND A DIRECTION TO PUSH THE GAME IN.

WE FOUND COMMON GROUND IN AMIGA DEMOSCENE, VIRTUAL REALITY, 80s & 90s PERSONAL COMPUTERS AND CYBERPUNK!
Amiga 1200 was my only computer in the 90s! The aesthetic of its hardware and software (and cracktros!) was something I wanted to revisit for a long time!
PIOTR, AS AN MSDOS RAISED GUY, HAD A SOFT SPOT FOR ASCII CHARACTER BASED GRAPHICS AND CREATED THE PROGRAMMING BEHIND THE PİOS.

ALONG WITH ALL THE DEMOS!
Look who’s back. I’ve been trying to reach you for hours.

You been playing the game?

didn’t feel like it was that long

I know! Felt the same way. Got in. Couldn’t stop.

It’s kind of random. No plot, no reason for anything, just ki.
Back in 2014 we planned the “real world” scenes.

In the end we decided to not show the world outside of the monitor screen and try to tell the story the “weirder” way.

I for one love how it makes me role-play the character outside the boundaries of the screen!
YOU TEND TO HAVE
A CERTAIN IMAGE IN MIND
WHEN YOU HEAR “VIRTUAL REALITY”
AND “80s & 90s”...

I LOVED THE
IDEA OF HAVING
LOW-POLY MODELS, BUT
I DIDN’T WANT TO GO
WITH JUST THIS GENERIC
“CYBERSPACE” LOOK...
I kept thinking
"Cut gems are actually real-life low poly models!"

So I made the figures shiny and crystalline!

It was evoking the old while looking fresh & modern at the same time!
BUT HEY, CRYSTALS SEEM DELICATE... AND BRITTLE!

IT ONLY MADE SENSE TO GO FURTHER AND HAVE THE ENEMIES (AND THROWABLE ITEMS) SHATTER ON IMPACT.
Also, shattering things into pieces and clouds of shimmering crystal shards look pretty rad in slow motion!
THE ENVIRONMENT IS NOT JUST COLOR-CODED, IT'S ALSO MATERIAL-CODED DOWN TO ITS SHAPE AND SURFACE.

ALL INTERACTABLE OBJECTS AND WEAPONS ARE SHINY, REFLECTING AND CUT CRYSTALS. SIMPLE AS THAT.

EVEN PLAYER HANDS ARE BLACK CRYSTAL.

THEY ARE WEAPONS TOO, AFTER ALL!
SUPERHOT ARTBOOK
...INTERESTING.
In the end, I found out that enemies without any face look the coolest!
For a long time these Erlenmeyer flasks were our default throwable items in every single level.

A really really really really long time.
A really really long time.
Another thing I believed would benefit from getting crystal finish were bullets!

At first they were regular, smooth bullets - you couldn't even see that they rotate!

After removing textures and smoothing we ended up with something like this:

It rotates! And light shines on the facets!

I'm a disco ball!*

Hush!

* It's funnier in Polish, trust me.
NOW WE'RE TALKING.
ENVIRONMENT DEVELOPMENT
It wasn’t all concrete from the get go.

At first I tried to have the enviro evoke paper architecture models!

They fit right into gray environment idea and gave us a stylized level of detail I wanted to have to keep the visual clutter down.

...and account for our production means. (At any given time there were at most two people to work on 3D modelling)

(including me!)

[Image: SUPERHOT ARTBOOK]
CONCRETE CAME LATER. IT FELT QUITE NATURAL TO PROGRESS THERE.
DEVELOPING THE REALWORLD ENVIRONMENT!
WEIRD...
3D SAVE ICONS...
THE TOWER LATER BECAME THE PYRAMID!
I still tried to evoke classic cyberspace by making seam grids in concrete, though.
They also help your mind assess distances.

I believe it's particularly helpful in Superhot when camera stops and you cannot count on parallax effect!
The „Hacker Squat“ architecture was inspired by Przycoop and Grochowski, a housing estate in Warsaw designed in the late 60s by Oskar and Zofia Hansen.
JUST SOME EXPERIMENTS WITH SHADERS... I GUESS.

LOOKS COOL, THOUGH.

FILENAME SUGGEST I DID IT FOR THE PIOTR'S EDGE INTERVIEW.

OK.
PAINTING A FRAME
I’ve always found sunlight (and shadows) extremely important (especially in architecture)

(I actually even did a film about it called „Nenufary” a few years ago!)
REMEMBER, IT’S ALL VIRTUAL REALITY!

SO I MADE EVERYTHING IN SUPERHOT HAVE THESE HOLOGRAM-Y INTERLACE STRIPES!

I ALSO MADE THEM DIAGONAL TO HAVE IT FEEL LIKE SOMETHING MORE THAN JUST A TV SCREEN.
THOUGH MY FAVOURITE THING IS THAT YOU DON'T USUALLY SEE THEM UNLESS YOU FREEZE.

YOU CAN THEN TAKE YOUR TIME TO SEE THEM SLOWLY SLIDE ACROSS THE SCREEN!
Another cool part of the image is a special blue fog!

It balances the frame’s warmth and pushes nearest enemies and environment to the front.

(Another thing to help you when you can’t count on parallax.)

It’s also my tiny nod to Leonardo!
AND SOMETIMES YOU GET TO SEE WHAT'S THIS CONCRETE ENVIRONMENT REALLY MADE OF!
BY THE WAY...

DON’T TELL ANYONE

...BUT IF YOU’D REALLY WANT TO PLAY CLASSIC CYBERSPACE SUPERHOT, THERE’S A FLAG FOR THAT!
AND A FLAG FOR SOMETHING LIKE THAT AS WELL.
AND, FINALLY, ONE OF MY FAVOURITES: PROTOTYPE MODE!
FULLSCREEN VOICES WERE HERE FROM THE START!
PRODUCTION PREVIEW OF ALL LEVELS.

IT'S ALL CRYSTAL PILLS FROM OUR POINT OF VIEW!
I did only a handful of development illustrations, since... well...

...in such a small team there wasn't much need for concept art.
AFTER ALL I COULD JUMP RIGHT INTO THE DEVELOPMENT AND MAKE EXACTLY WHAT I HAD IN MIND ALL BY MYSELF. AND I USUALLY DID JUST THAT.
This is actually a cool piece of history!

It's a fanart I made for the Superhot prototype, long before I joined the team myself!

A little different from what we've ended with, doesn't it?
A day before Kickstarter we said: “We need concept art!”

I made about ten illustrations in just few hours...

...but in the end I thought they didn’t look good enough so we didn’t include them in the campaign.
SUPERHOT

XULM
8/11/15

DON'T MOVE

I WANT THIS MOMENT TO LAST FOREVER

SUPERHOT ARTBOOK
DON’T MOVE

LET’S MAKE THIS MOMENT LAST FOREVER

VALENTINE’S DAY 2015!
ACHIEVEMENT ICONS!
OUR MAIN POSTER!

I PAINTED IT OVER A PARTICULAR SCREENSHOT...
JUST SOME FULL-BODY ENEMIES.
'NUFF SAID.
INK STAMPS!
T-SHIRTS!
A special poster for our Kickstarter backers.

Painted by Jakub Rebelka!
TRADE FAIR IN POZNAŃ
(SEPTEMBER 2015)
3D PRINTED SUPERHOT BULLETS!
SO COOL!
It's a 1987 Commodore 64c computer painted white and refitted to work as a PC keyboard!
I MEAN HOW AWESOME IS THAT?
MURAL IN ŁÓDZ
...we can work with that.
I got my friend Artur Wabik to paint my design on the wall.

We've been working together on different projects for quite a few years already...

We even did a comic book called Voroshilovgrad and children's book called Jeste mIASTO Kraków!
DONE!
Looks cool alright.

Funny, I've been walking through this alley everyday for whole five years I've been in film school.

Weird.
SCREENSHOT HISTORY
ORIGINAŁ 7DFPS PROTOTYPE
(AUGUST 2013)
“THE PROTOTYPE”
(SEPTEMBER 2013)
Before Kickstarter (March 2014)

Shout out to Piotr Kosmala who at that point was overseeing the art direction!

High five, man!
MY FIRST WEEK ON THE JOB!

AND WE LAUNCH OUR KICKSTARTER IN JUST FEW DAYS!

...KINDA SCARY WHEN YOU THINK ABOUT IT...
E3 2014 VR DEMO
(JUNE 2014)
FIRST CYBERCONCRETE MATERIAL

FIRST FACELESS ENEMY MODEL

SUPERHOT ARTBOOK
BEFORE ALPHA
(OCTOBER 2014)
CONTRAST PARADIGMS
SO, THE COOLEST THING THAT TURNED OUT...

IS THAT IN THE END IT'S ALL ABOUT THE CONTRAST!
CONTRAST BETWEEN RED, WHITE AND BLACK
BETWEEN SHINY CRYSTALS
AND MATTE, POROUS CONCRETE
BETWEEN BRIGHT, SHARP, MODERN GAME
AND A BLACK, VINTAGE MENU DISPLAY
BETWEEN HOW CLEAN IT LOOKS AND WHAT IT ACTUALLY REPRESENTS.
On a sidenote, I'm quite proud of that you can very well play the game in grayscale!
EPILOGUE
If you want more:
I’ve gathered some cool art related articles and interviews about Superhot for you to read!
2014 Interview...
We were so early into production back then!

SUPERHOT ARTBOOK

Superhot is a Video Game Stripped Down to Nothing But Violence

Very cool articles from the 2016! Ah, release times!

THAT'S ALL FROM ME, FOLKS!

DID YOU ENJOY THIS LITTLE BOOKLET?

YOU CAN DROP ME A LINE @XULMMLUX OR AT XULM.PL!

OR EVEN TUMBLR!

CHEERS!

XULM
IV-VIII
2016
MY TURN!

YOU CAN FIND MORE ABOUT SUPERHOT AT SUPERHOTGAME.COM

AND ON TWITTER! @SUPERHOTTHEGAME

AND INSTAGRAM! @SUPERHOTTHEGAME

TAKE CARE, YO!
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LEVEL DESIGN
PIOTR IWANICKI, CEZARY SKORUPKA, PANOS RRISKA

SET DESIGN & LIGHTING
MARcin SURMA, KONRAD KACA, TOMASZ ARTUR BOLEK

ANIMATION & 2D ARTWORK
MARcin SURMA

3D MODELLING
KONRAD KACA, TOMASZ ARTUR BOLEK, PIOTR KOSMALA, MARcin SURMA

SOUND DESIGN
ARTUR WALASZCZYK

BUSINESS DIRECTION
TOMASZ KACZMARCYK

PR
MAREK BACZYŃSKI, SZYMON KRUKOWSKI

OFFICE MANAGEMENT
MAREK BACZYŃSKI, SZYMON KRUKOWSKI

QA
ADRIAN WALCZAK, PATRYK CIECHOWICZ

SUPERHOT ARTBOOK

FINAL SHOUT-OUT TO THE BEST TEAM: THE SUPERHOT TEAM!