



# THE ARTIST'S WORKSHOP

MMA MASTER'S PROJECT 2021

## IDEA:

I heard this story about a fish. He swims up to this older fish and says, "I'm trying to find this thing they call the ocean."

"The ocean?" says the older fish, "that's what you're in right now."

"This?" says the younger fish, "This is water. What I want is the ocean."

-Dorothea, Soul (Pixar Animation, 2020)

## SETTING:

1 tower, 3 floors (= 3 acts)

The game-vignettes will be accessed through paintings, which serve as "thumbnails" and can be found throughout the tower. Inside the vignettes, the setting as well as gameplay varies and can be abstract to a certain extent.

## STORY:

An artist, who spent his whole life in his workshop on the first floor of a tower, one day realises that the life he is living is not enough and that he still doesn't have all the answers to his questions.

As he finds himself brooding more and more over the activities of other residents of the tower, he finally decides to see for himself what awaits him on the other side of his workshop-door.

During his journey to the top floor, the artist faces several challenges to ultimately come upon a truth that lay hidden from him all this time.



ACT 01:

### FIRST FLOOR

The artist practises his craft in his workshop in order to develop his skills. However, he doesn't feel like he's progressing properly, whereas all the other artists in the tower are probably progressing much faster and are far better than himself.

VIGNETTES:

1-3, ME  
(how the artist feels)

#### 1. MOUNTAINEERING

EFFORT/TROUBLE,  
1ST PERSON

You climb a slope. While your own grips break off again and again, mountain goats hop past with ease.

#### 2. MASKED BALL

NOT BELONGING,  
1ST TO 3RD PERSON

In order to navigate through the masses of critical ball visitors, you have to choose between different masks and put on the right one. None of the masks fit perfectly and despite the attempt to fit in, you are hemmed in by the crowds.

#### 3. PUZZLE

OVERWHELMED,  
TOP DOWN

You put together a puzzle while pieces keep flying into the picture. At some point, however, these become so fast and so many that you can no longer keep up.





ACT 02:

## SECOND FLOOR

To solve the mystery of the more talented artists, the protagonist proceeds to the second floor. The moment he hears loud laughter coming from the workshop, his courage fails him. Instead of knocking, he now peers through the keyhole and catches a slightly distorted glimpse of the life within.

VIGNETTES:

4-6, THEY  
(how the artist views others)

### 4. GAME OF MARBLES

EFFORTLESSNESS/SIMPLICITY  
TOP DOWN

You navigate a ball through a marble maze by tilting it. The maze consists of different instruments which are one by one activated when touched and a melody sounds.

### 5. FISH IN A WINE GLASS

FREEDOM,  
3RD PERSON

As a fish you swim around happily in a wine glass until the glass walls break and you are flushed outside. So you follow the current into larger and larger bodies of water.

### 6. ZEN GARDEN

CALM,  
TOP DOWN

Placing stones creates waves in the sand. Gradually, plants grow on the stones. The goal is to fill the garden.



ACT 03:

THIRD FLOOR

After a glimpse of the supposedly carefree life of the other artists, the protagonist climbs the ladder leading to the top floor, full of expectations. As he enters the last workshop, however, he is shocked to find that this one looks just like his own.

VIGNETTES:

7-9, WE  
(reality: we are all walking the same path)

7. MOUNTAINEERING - REPRISE

SOLIDARITY/BEING EQUAL,  
1ST PERSON

This time there are no goats on the slope, but other climbers. If you approach one, a rope connection is created through which you catch each other if another grip breaks off.

8. MASKED BALL - REPRISE

ACCEPTANCE (FROM OTHERS),  
1ST TO 3RD PERSON

As soon as you turn on the lights in the hall, the masks disappear and the guests wear white robes. Now you can move freely with a dance partner and push the low hanging chandeliers which, while swinging, distribute splashes of color onto the robes.

9. PUZZLE - REPRISE

VISION,  
TOP DOWN

Again, you put together a puzzle, while pieces keep flying into the picture. This time, you are in control and everytime you place a piece correctly, four other pieces connect themselves additionally.

## 10. FINAL VIGNETTE - CLEANING UP

INNER PEACE,  
1ST PERSON

Back in your own workshop, you begin to tidy up and bring back order into the chaos you left behind. When a task (e.g. sorting, throwing away, etc.) is finished, that part of the studio turns colourful again.

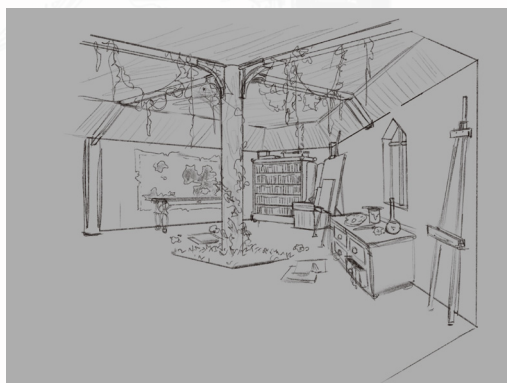
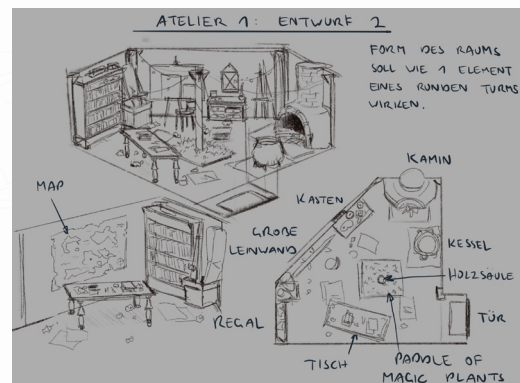
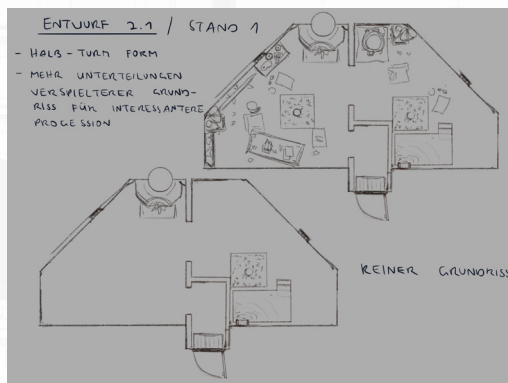
## TEAM:

Brenner David  
Kerschbaumer Dominik  
Strodl Raphael  
Werner Victoria

## PRODUCTION:

Look: combination of 2D and 3D elements  
Gameplay: different game mechanics/perspectives  
Examples: Sea of Thieves, Firewatch, Maskmaker, Edith Finch

## CONCEPT ART:





MOODBOARD:

