


THE UNCERTAIN

- EPISODE 1: THE LAST QUIET DAY -

DIGITAL ARTBOOK

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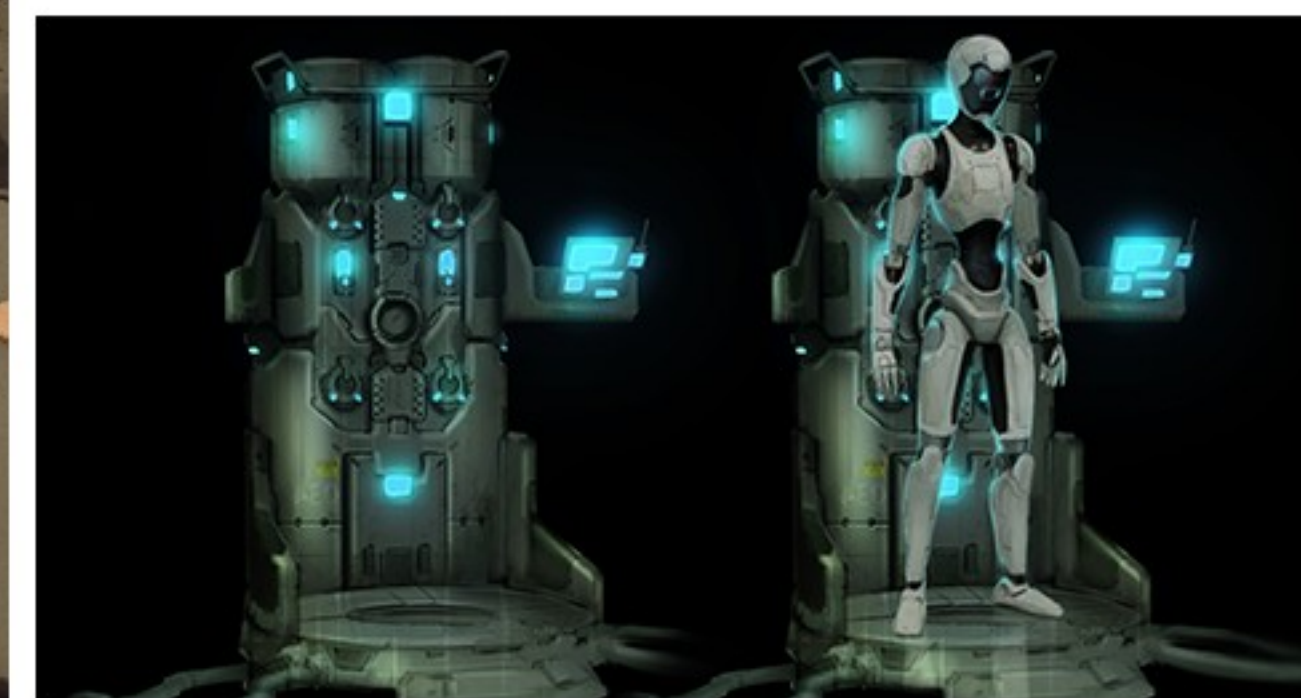
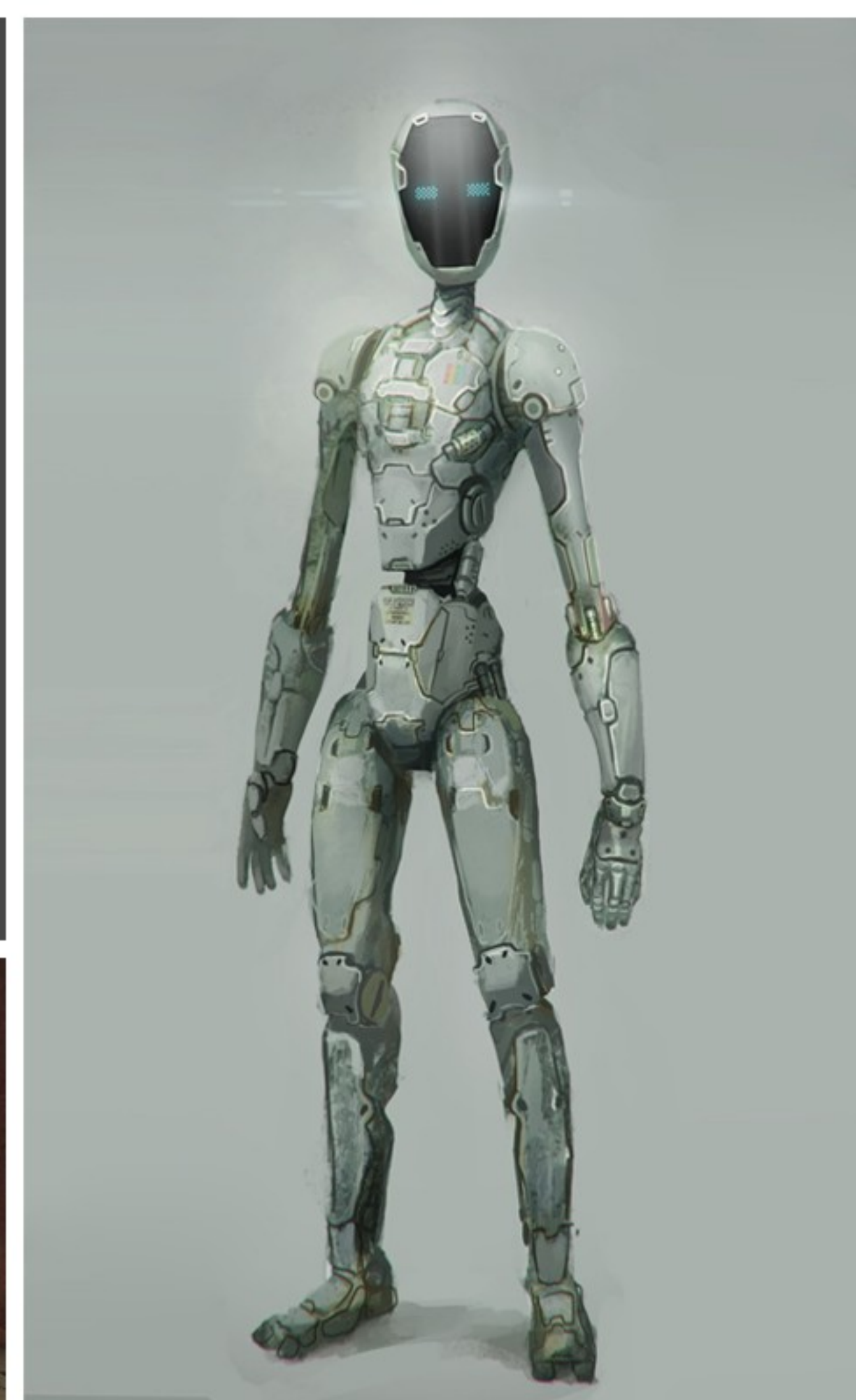
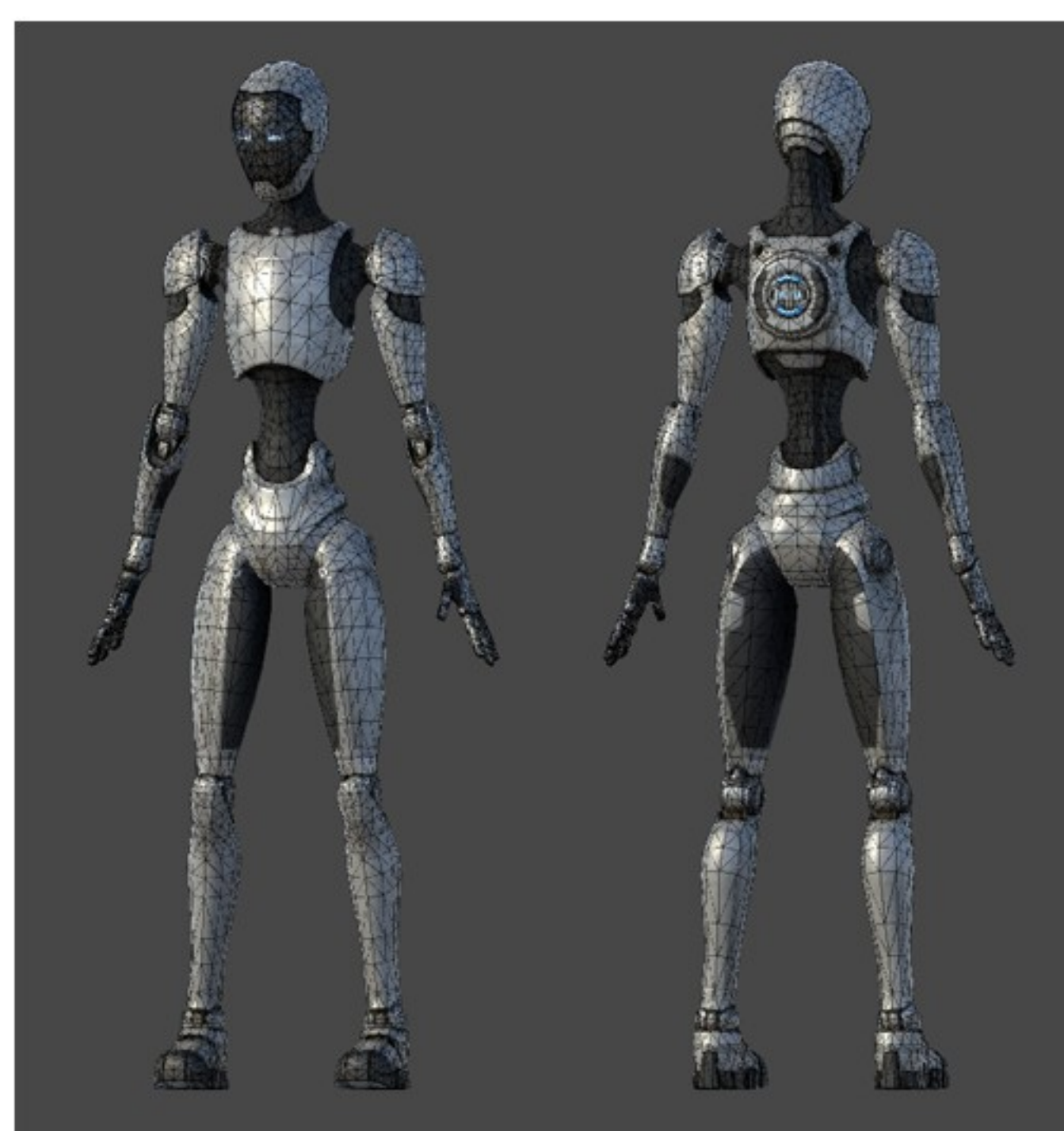
THEUNCERTAINGAME.COM



OUR GAME IS A COLLECTIVE WORK OF A CONSOLIDATED INDIE-TEAM OF PROGRAMMERS, ARTISTS, 3D MODELERS, COMPOSERS AND OTHER VARIOUS TALENTS. WE HAVE DECIDED TO GATHER IN THIS ARTBOOK SOME OF OUR WORK-IN-PROGRESSES, SKETCHES, ARTS AND SCREENSHOTS, THANKS TO WHICH THE WORLD OF THE UNCERTAIN WAS CREATED. SINCE IT IS OUR FIRST PROJECT OF SUCH CALIBRE, WE HAVE NATURALLY ENCOUNTERED A LOT OF PROBLEMS AND HAVE MADE A LOT OF MISSTEPS, BUT THROUGH THAT WE HAVE GAINED EXPERIENCE AND SHAPED THE GAME THE WAY WE WANTED IT TO SEE IN THE END. SOME PIECES OF OUR WORK DIDN'T MAKE IT INTO THE FINAL PRODUCT, BUT WE ARE STILL EAGER TO SHOW THEM. WE HOPE THAT THIS ARTBOOK WILL HELP YOU APPRECIATE THE UNUSUAL ATMOSPHERE SURROUNDING THE UNCERTAIN, WHICH WE HAVE TRIED TO CREATE WITH ALL OUR EFFORT, EXPERIENCE AND IMAGINATION.

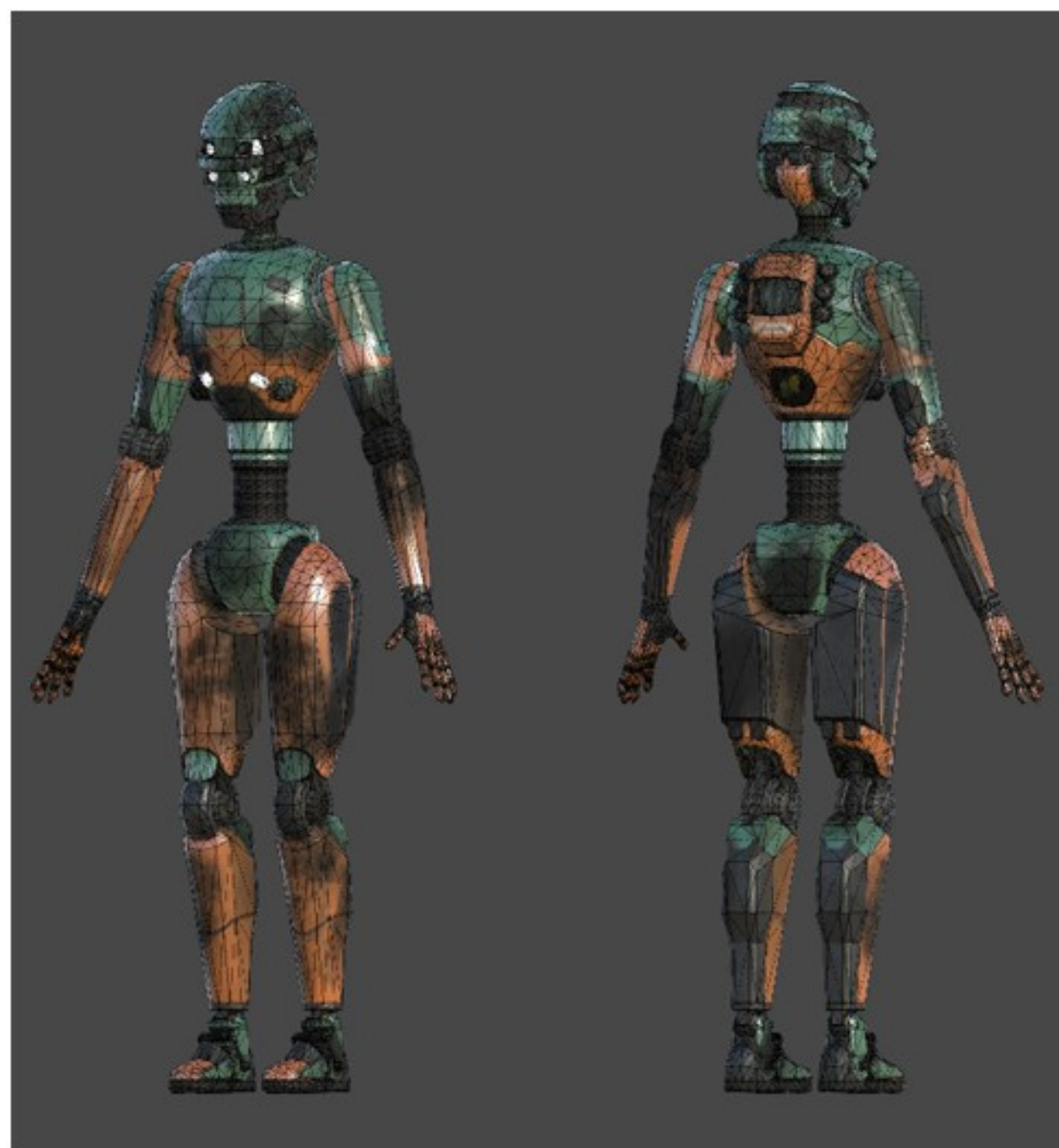
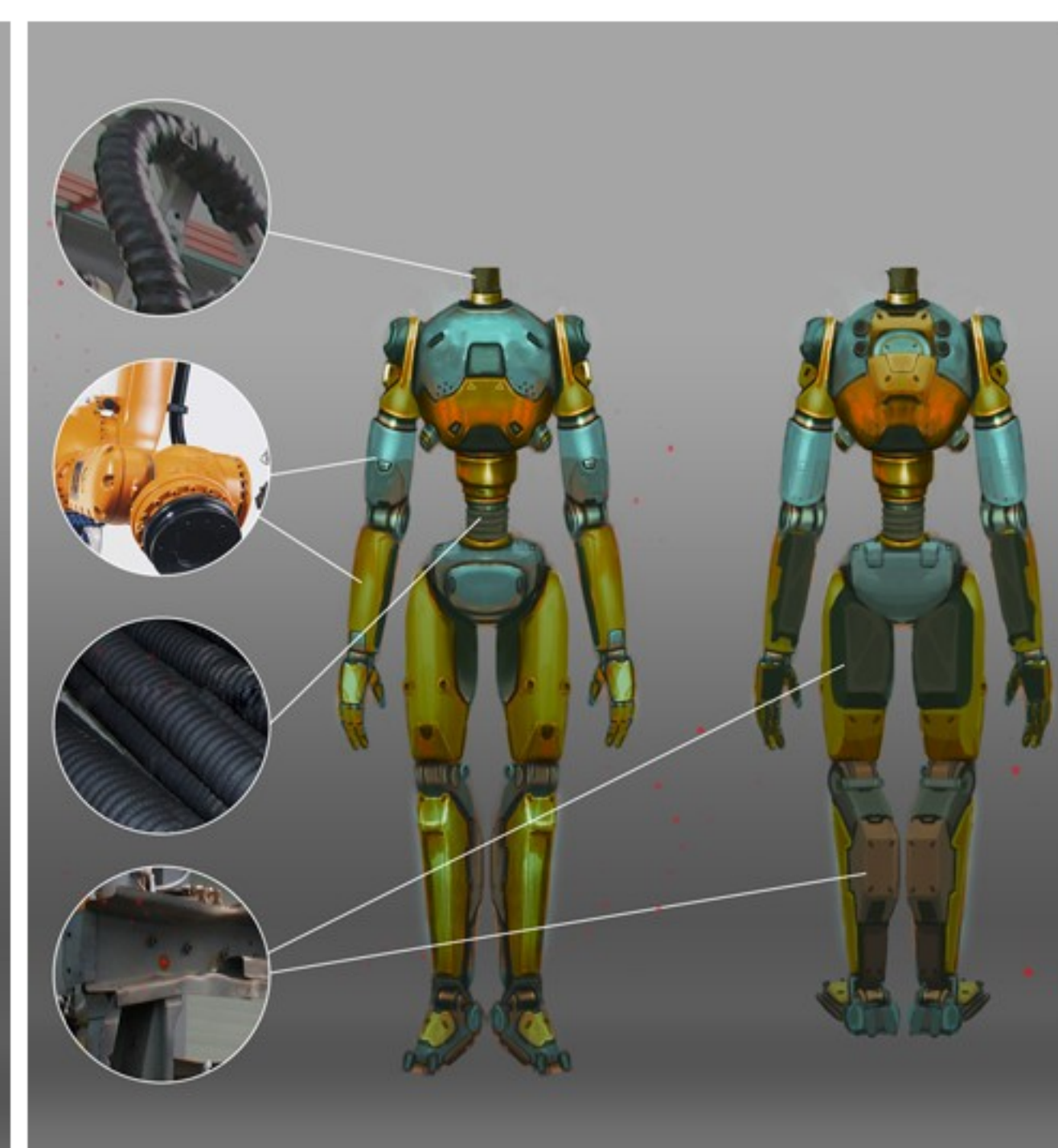
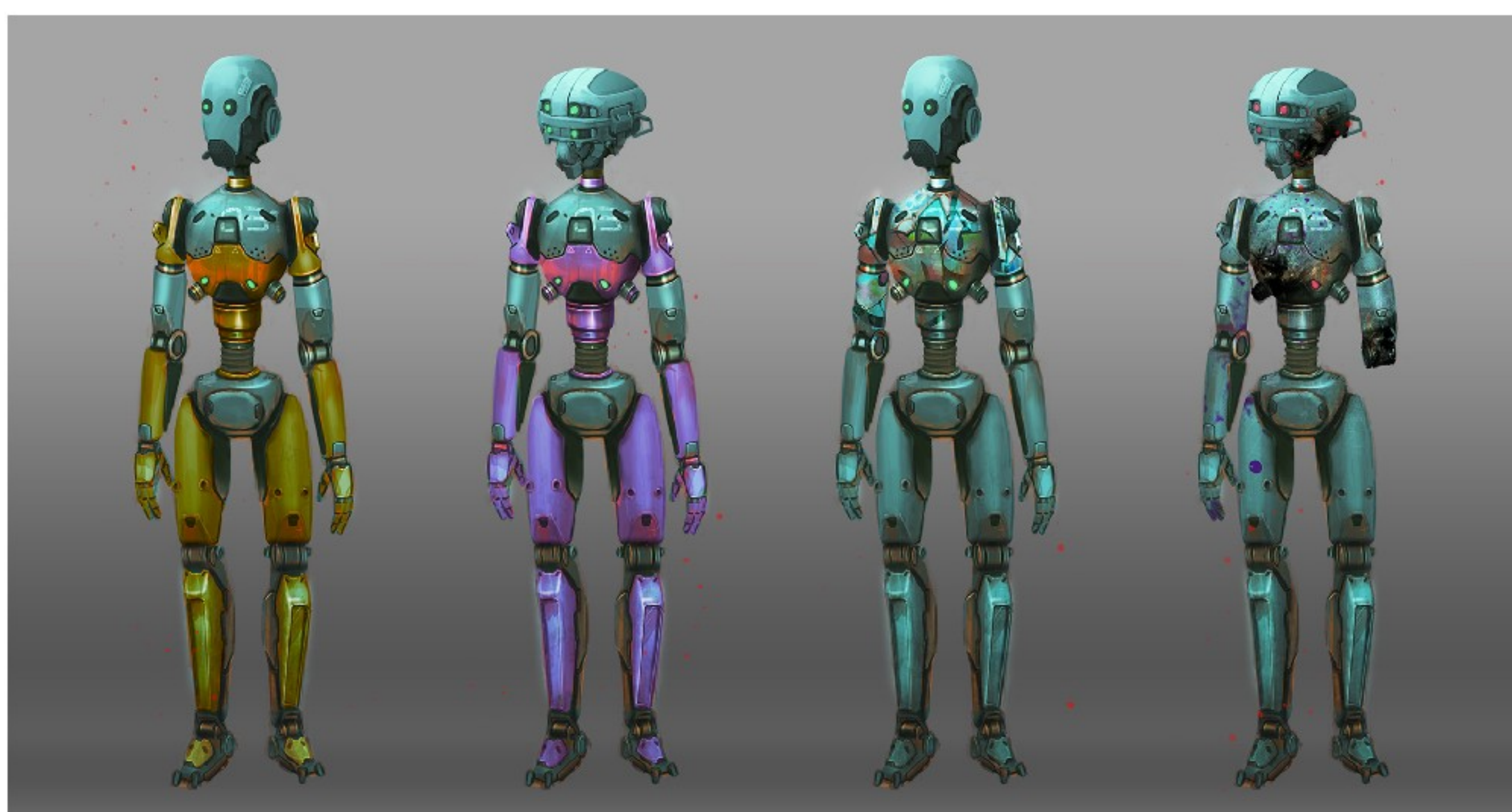
RT-217NP

RT-217NP IS THE MAIN PROTAGONIST OF THE GAME. HIS PRIMARY MISSION IS UNKNOWN. RT DISPLAYS A LEVEL OF CURIOSITY TOWARDS THE EXTINCTION OF HUMAN RACE UNCHARACTERISTIC TO MOST ROBOTS. HIS MODEL HAS BEEN ALTERED ON MULTIPLE OCCASIONS THROUGHOUT DEVELOPMENT. IN THE END WE STUCK WITH A WHITE FINISH FOR HIM AND PUT MORE FOCUS ON HIS INDIVIDUALITY BY ADDING A LED DISPLAY WITH THE ABILITY TO IMITATE HUMAN EMOTIONS. RT SEEMS TO RARELY USE THIS PARTICULAR FUNCTION, HOWEVER.



RP-8652I ABE

ABE IS A DRIVER ROBOT, WHO WORKED TOGETHER WITH ABIGAIL AND GREGORY AS AN AMBULANCE DRIVER IN ONE OF THE HOSPITALS. HIS STATURE IS NOT SUITABLE FOR HIGH PHYSICAL ACTIVITIES, BUT HE POSSESSES ABILITIES NEEDED FOR A DRIVER. FOR EXAMPLE, HE IS FITTED WITH AN INCREASED AMOUNT OF SENSORS COMPARED TO OTHER ROBOTS, WHICH ENABLES HIM TO NAVIGATE THE VEHICLE MORE EFFECTIVELY.



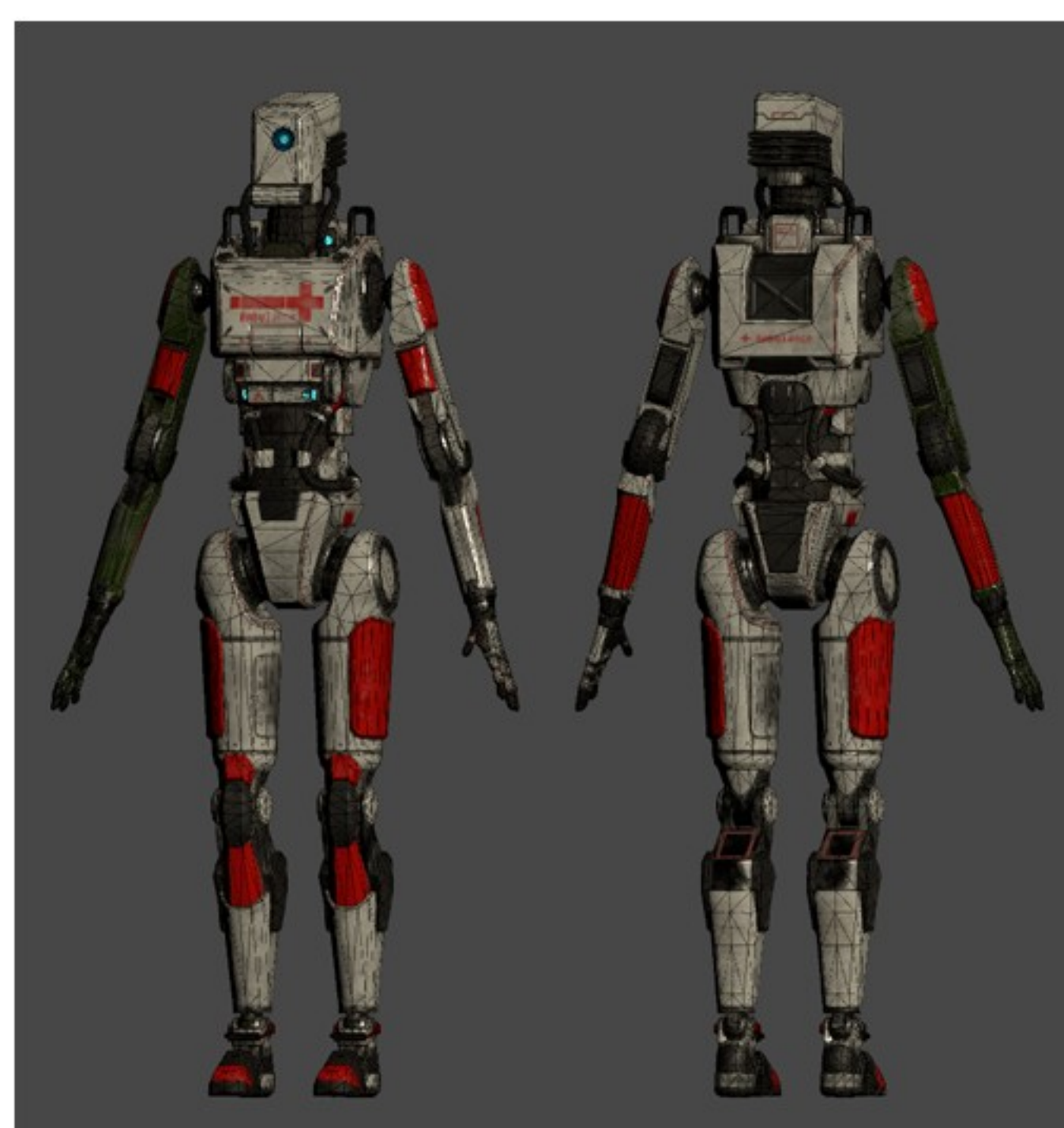
POLICE

WE TRIED TO GIVE THE POLICE ROBOTS A MORE INTIMIDATING APPEARANCE, SO THEY POSSESS A STRONGER BODY STRUCTURE AND SPORT A BLACK FINISH.



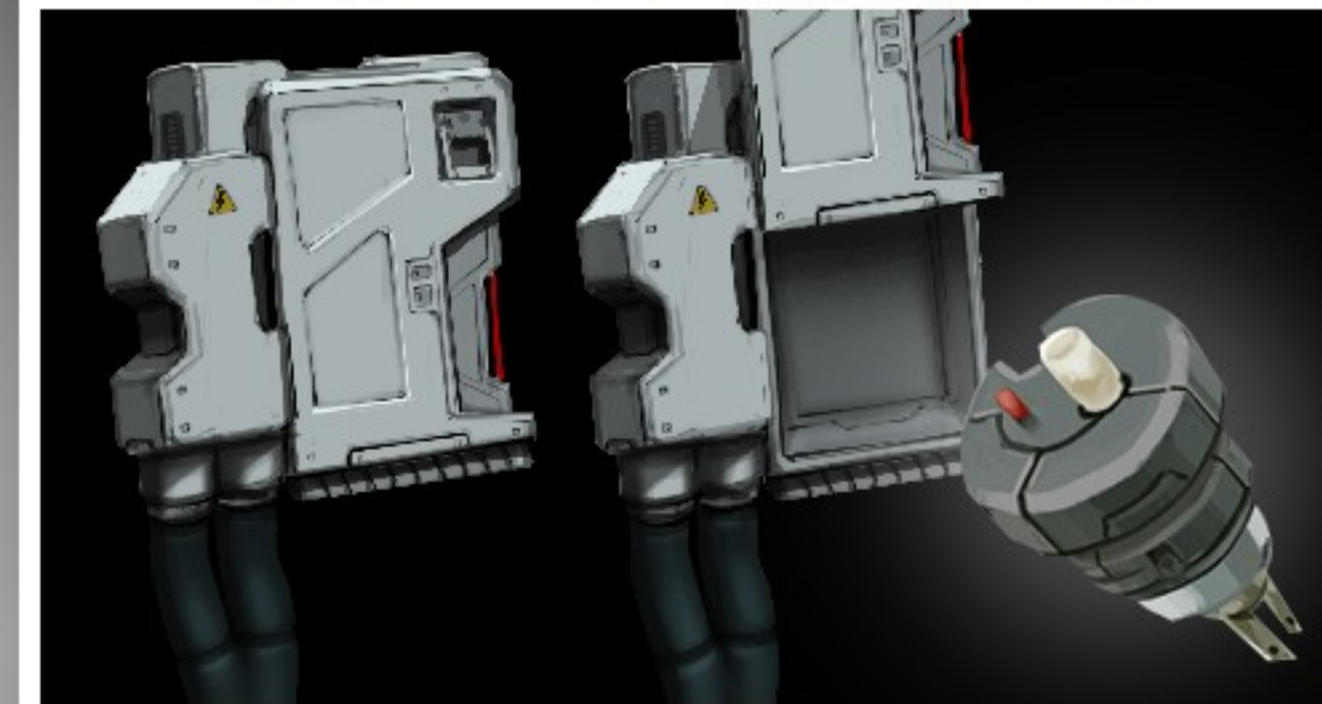
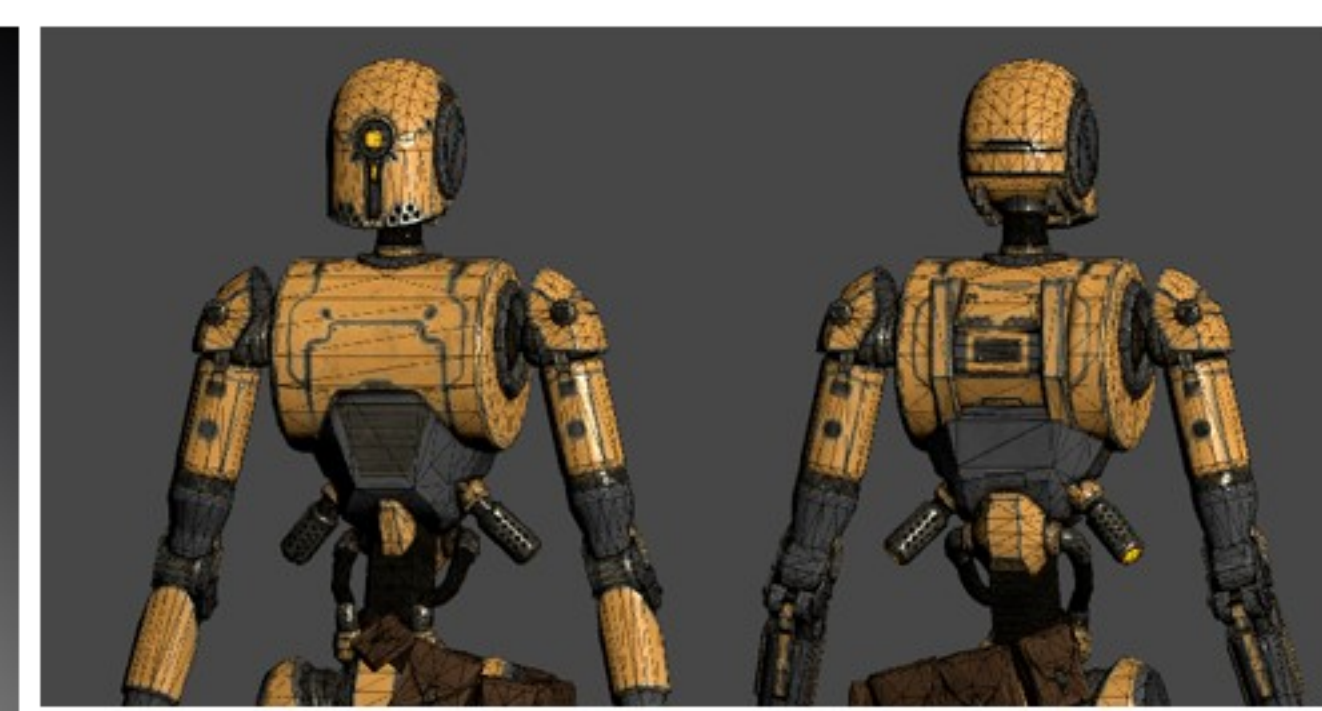
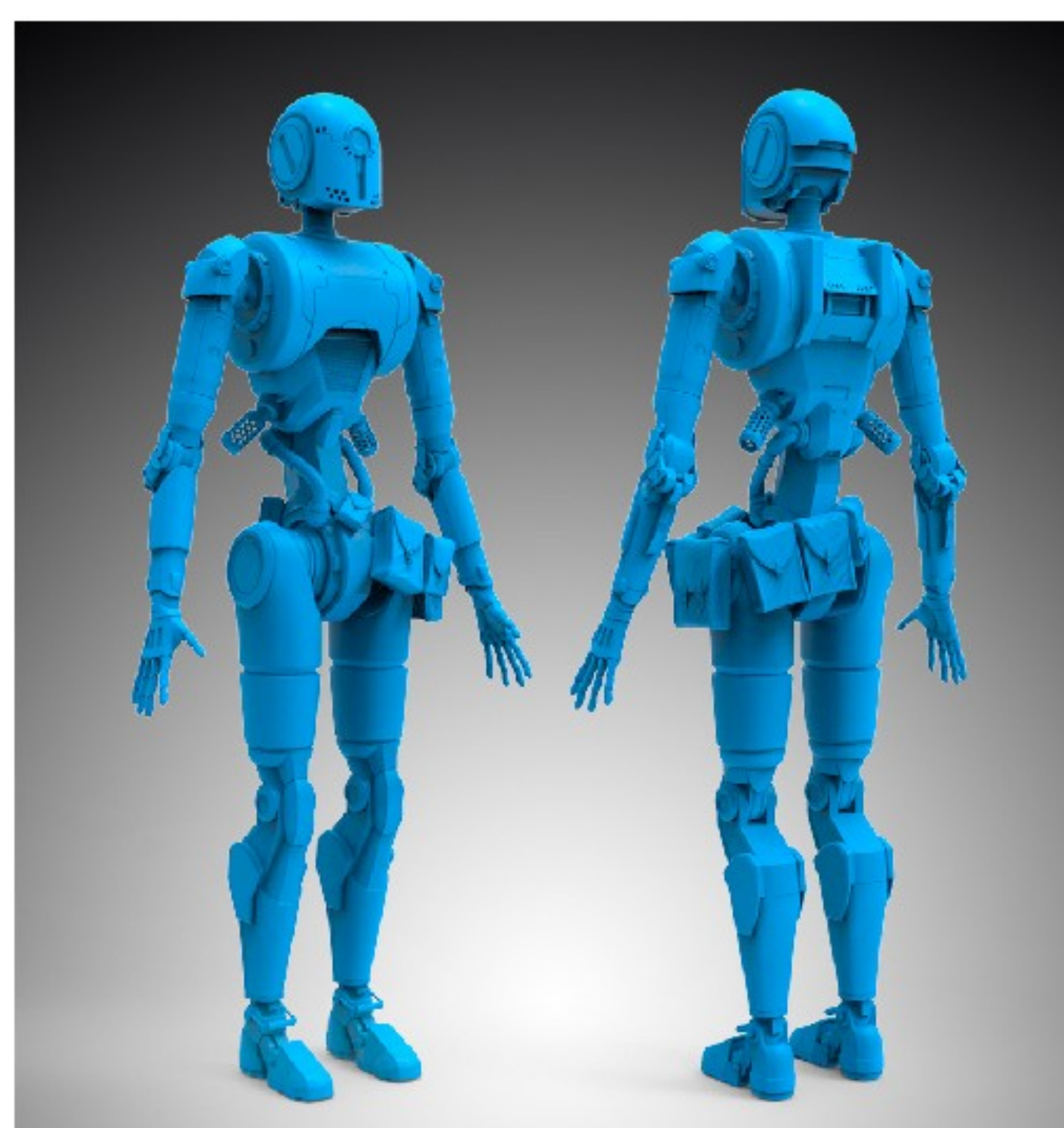
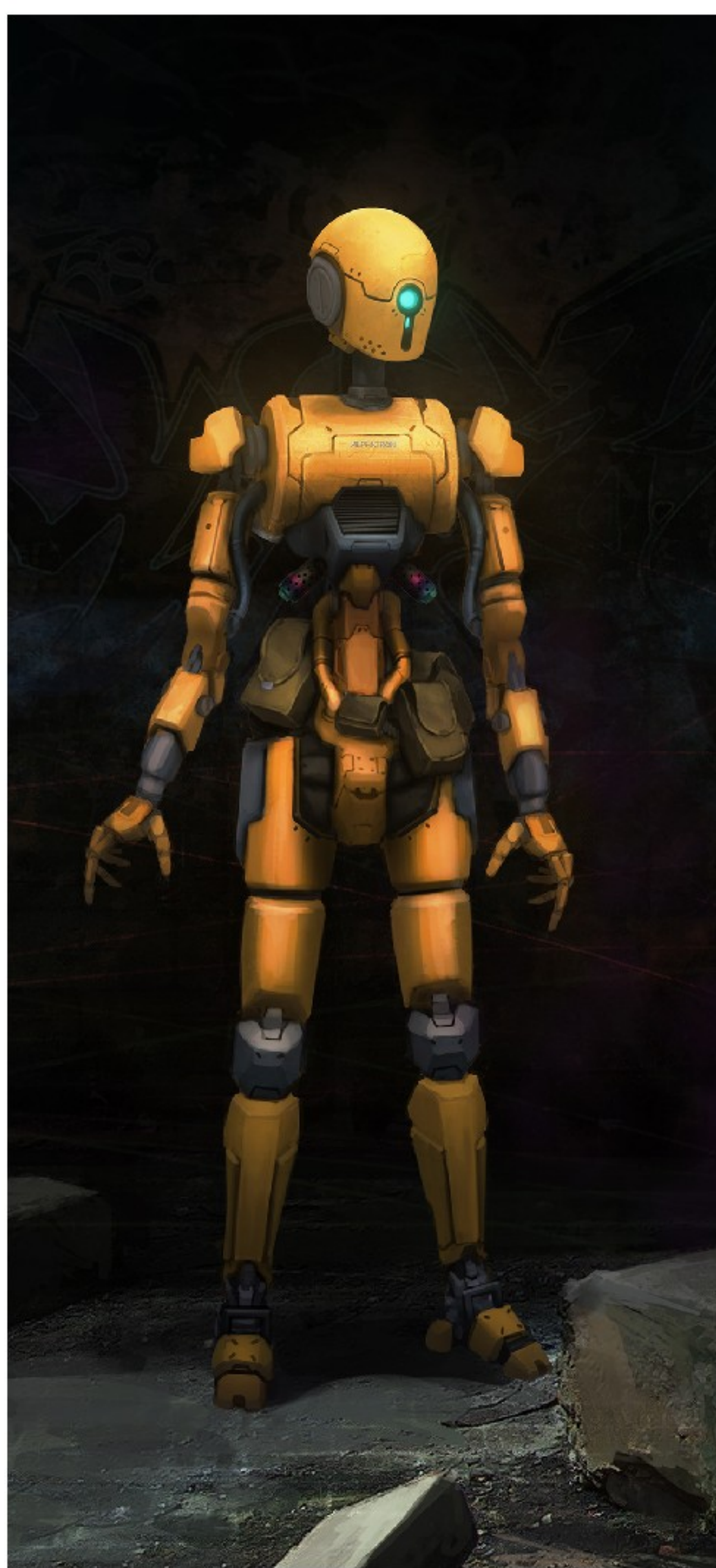
MBR-825T GREGORY

GREGORY - A SURGEON ROBOT THAT DISPLAYS TRAITS OF CHARACTER COMMON AMONG PEOPLE OF THIS PROFESSION: HE POSSESSES A SEEMINGLY INHERENT ABILITY TO CONTROL THE SITUATION AND SHOULDER IMPORTANT DECISIONS. ALSO SOME OF OTHER CHARACTERISTICS RELATED TO HIS DUTIES WOULD BE MORE ROUGH SPEECH PATTERNS COMPARED TO OTHER CHARACTERS, UNCONVENTIONAL TONE AND ATTENTION TO CONDITION OF THE PERSON HE IS SPEAKING TO. DRAWING ON THE FACT THAT GREGORY'S DESIGN RESEMBLES THAT OF POLICE ROBOTS, ONE CAN ASSUME THAT HE IS FROM THE SAME MODEL RANGE.



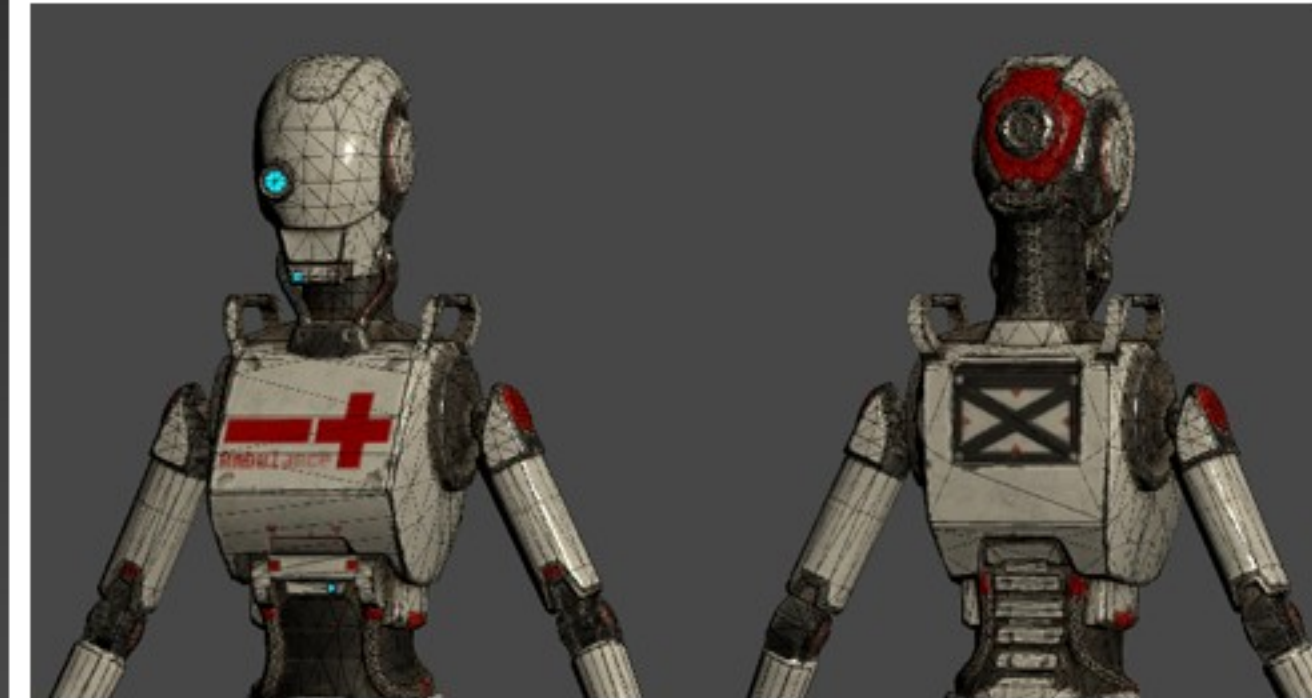
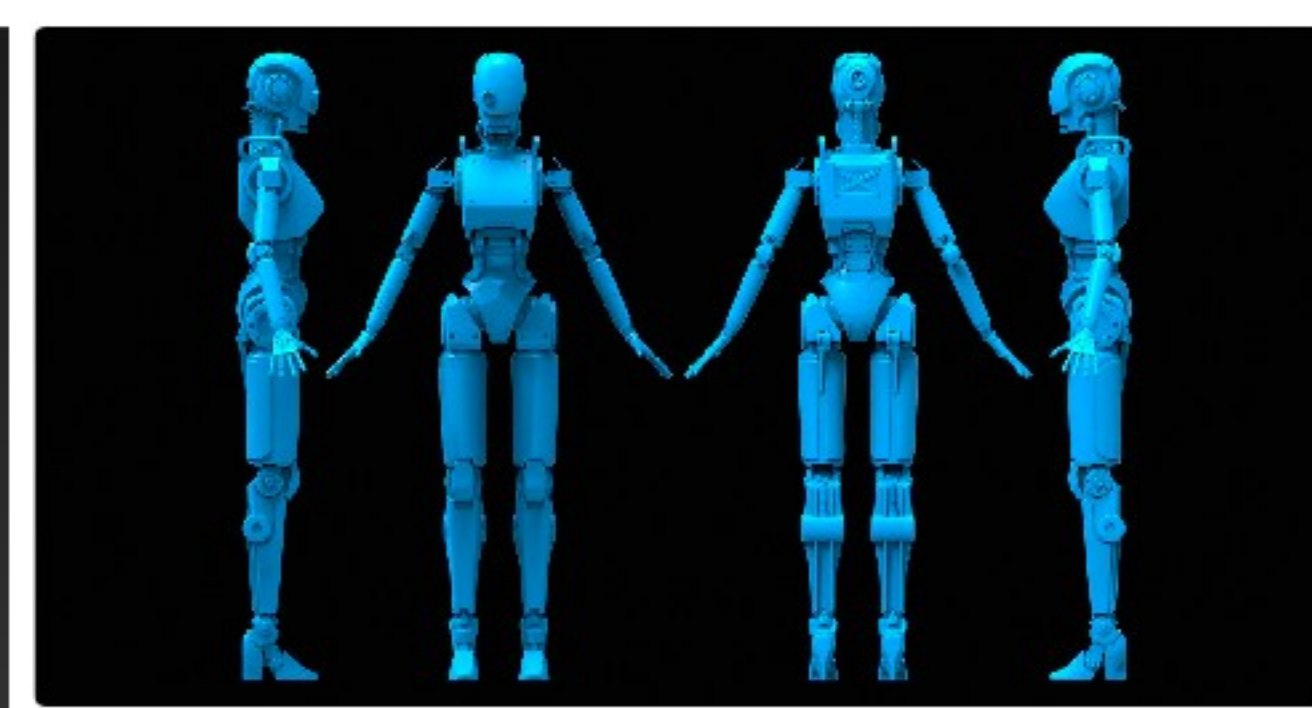
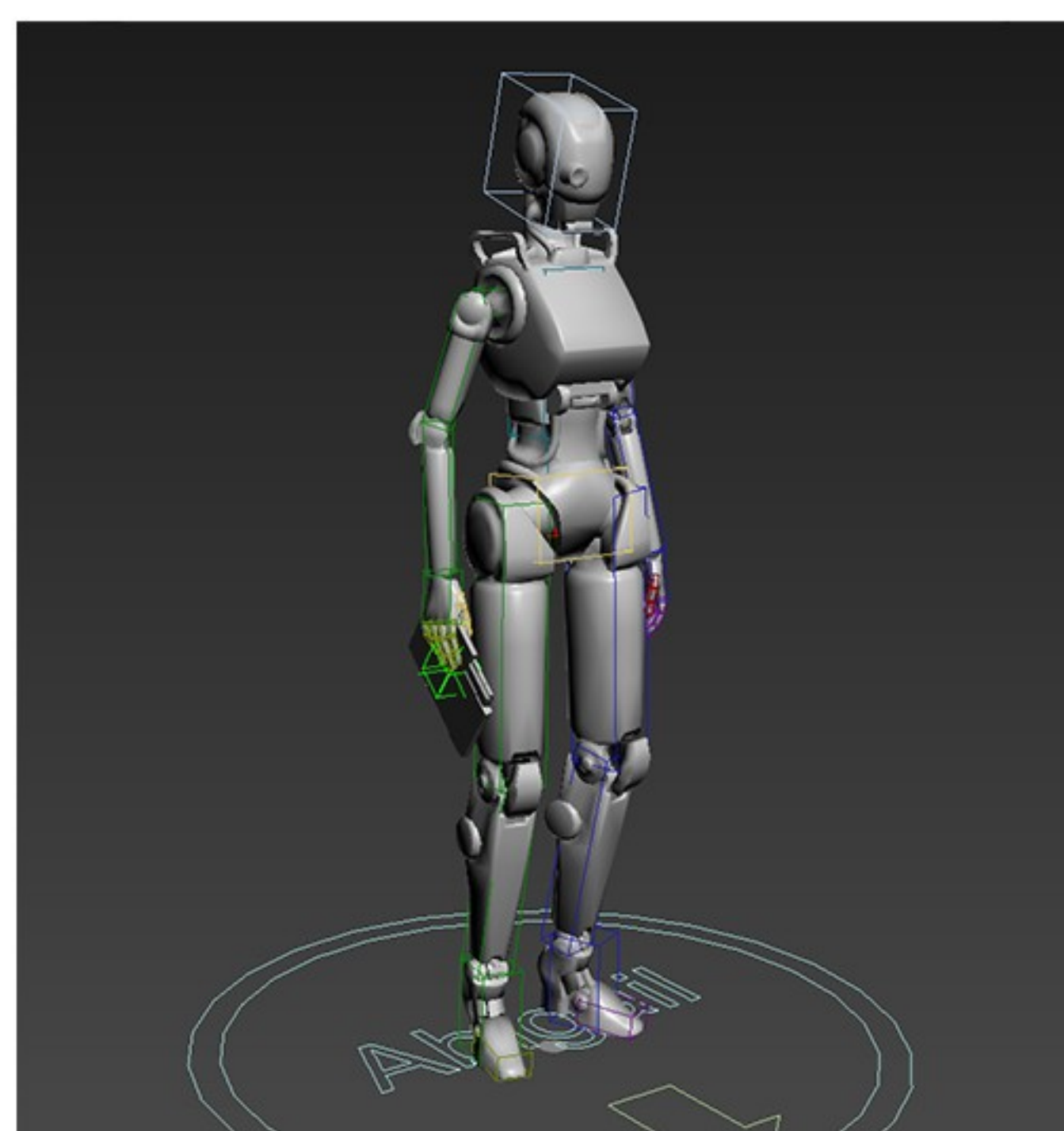
RB-051 PATRICK

PATRICK IS A REPAIR ROBOT. HIS DESIGN INCLUDES A GAS TANK FOR WELDING PURPOSES SO THAT HIS APPEARANCE WOULD BETTER REFLECT HIS FUNCTIONS. HIS BODY HAS A YELLOW FINISH SO IT RESEMBLES THE VESTS OF CONSTRUCTION WORKERS.



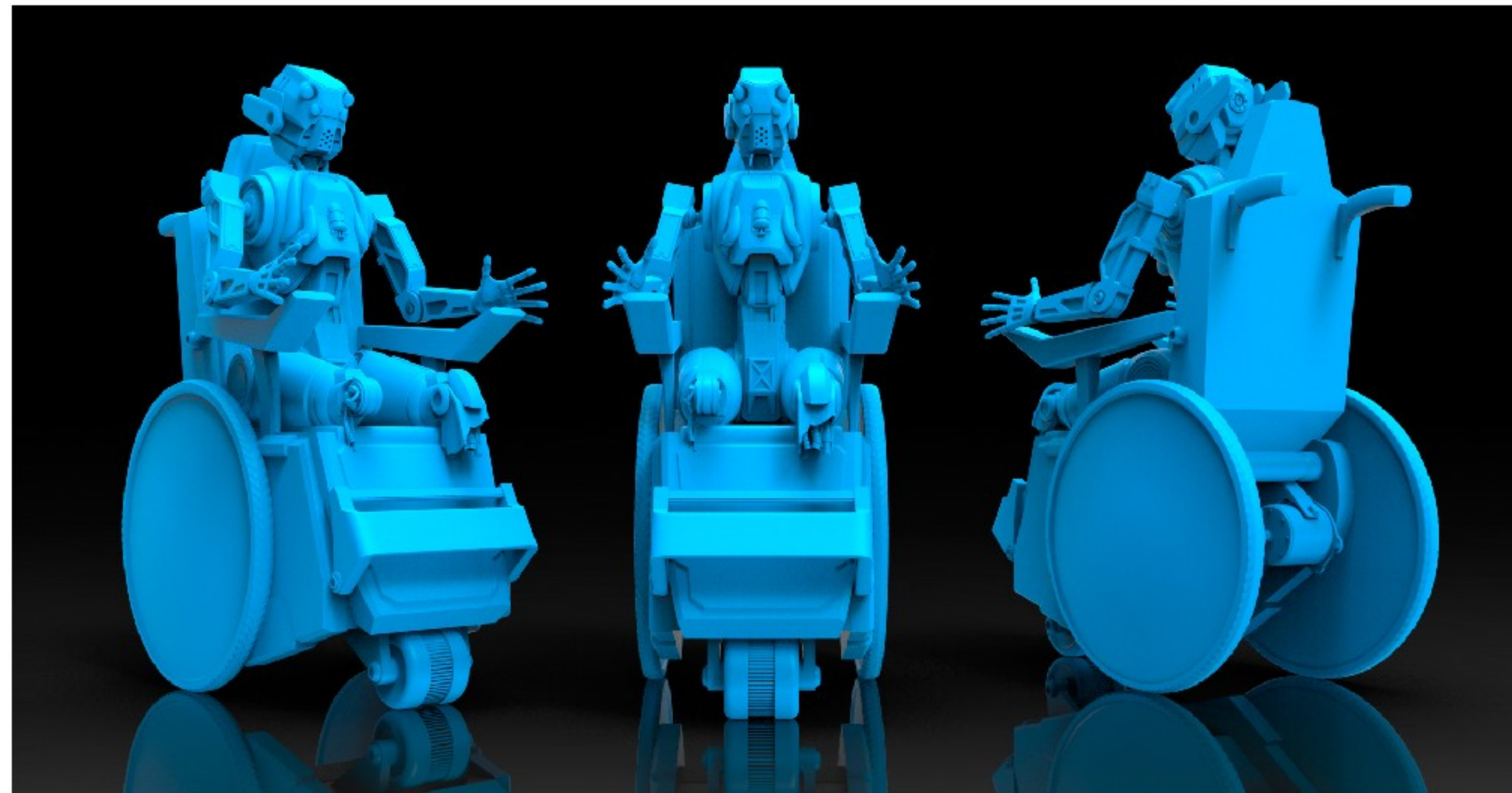
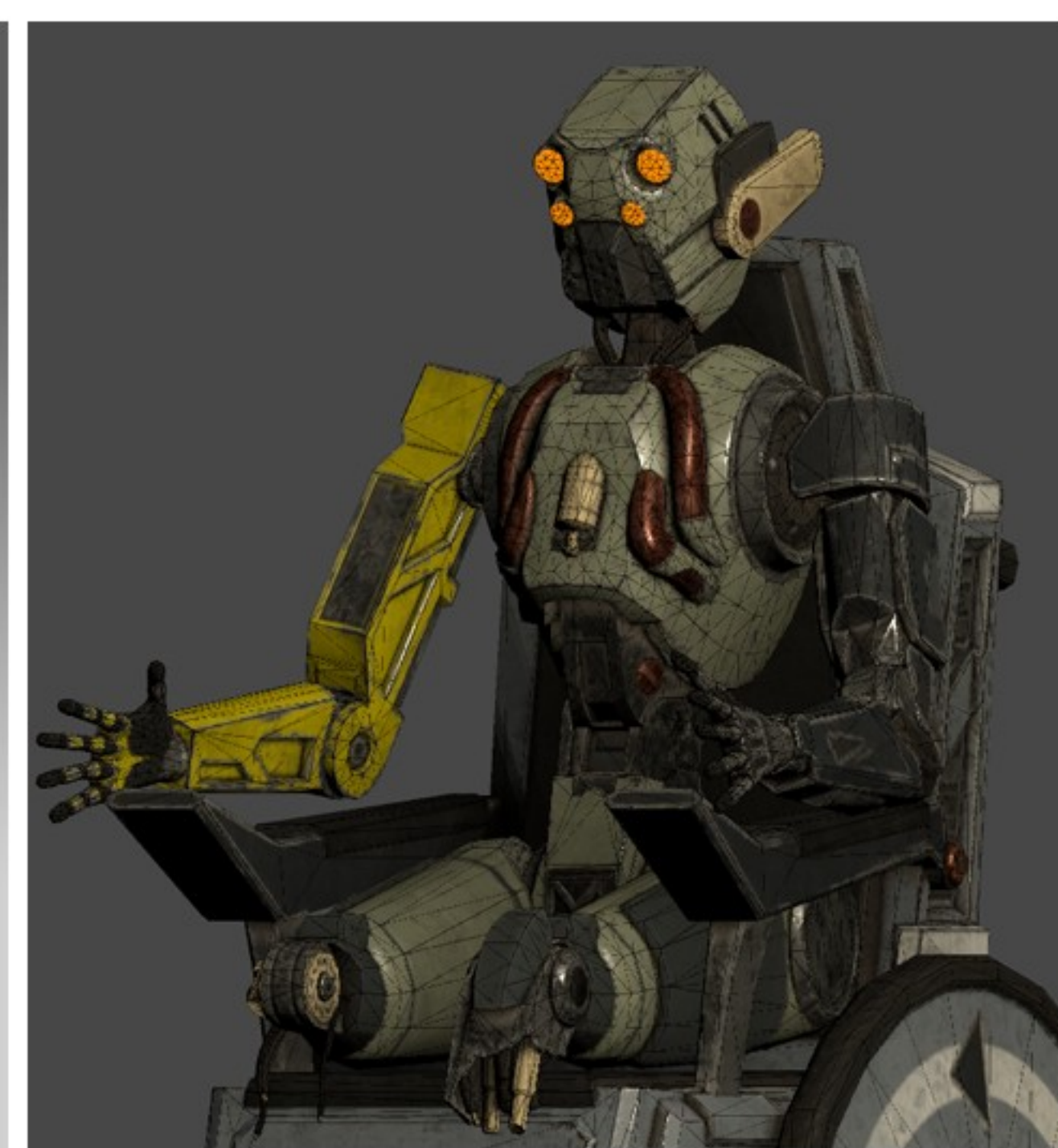
MBR-411B ABIGALE

ABIGAIL IS A NURSE ROBOT. BEFORE THE EVENTS OF THE GAME, SHE WORKED AS GREGORY'S ASSISTANT AT A HOSPITAL. HER SPEECH PATTERNS DIFFERENTIATES HER FROM OTHER ROBOTS. HER VOICE IS MEANT TO WIN OVER PEOPLE, HER TONE IS MORE EASY-GOING AND POSITIVE AND SHE TENDS TO USE MORE CHATTY LANGUAGE. ALL OF THIS IS BASED UPON HER PRIMARY MISSION: ABIGAIL'S SPEECH MODULE IS BUILT IN SUCH A WAY, THAT PATIENT WOULD FEEL COMFORTABLE SPEAKING TO A ROBOT-NURSE. WHILE CREATING ABIGAIL AND GREGORY, WE DREW INSPIRATION FROM PORTAL'S GLADOS



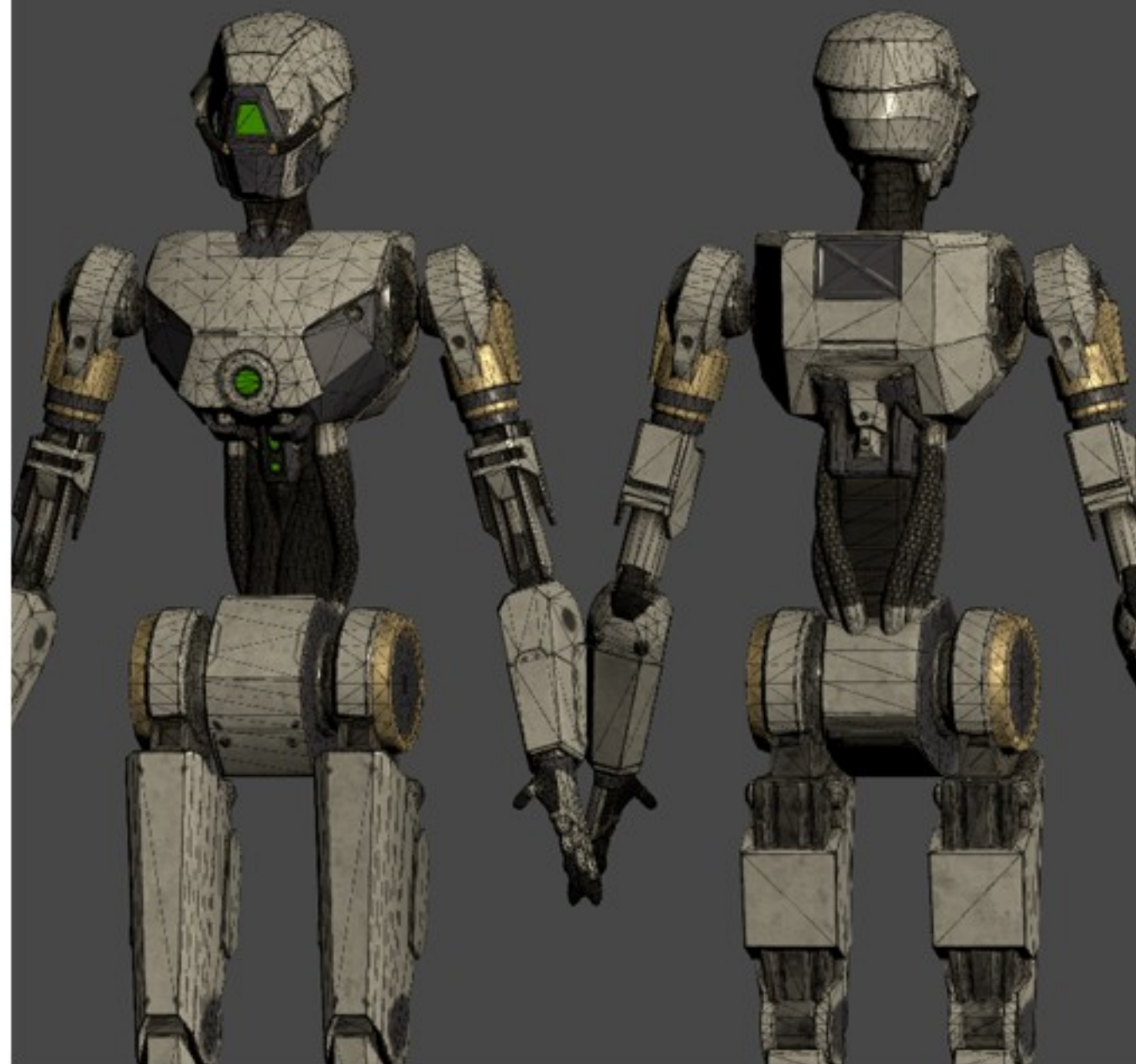
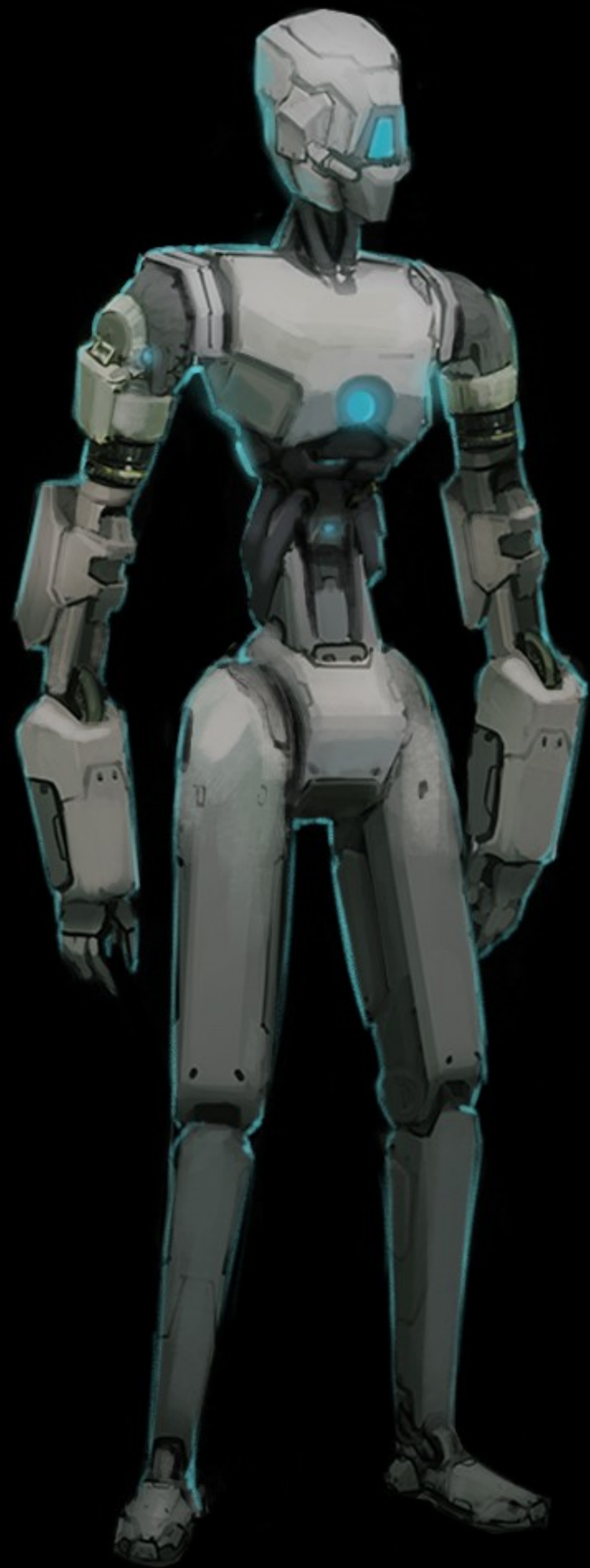
RM-412 NICK

NICK IS A PROGRAMMER ROBOT, WHOSE APPEARANCE GREATLY STANDS OUT AMONG OTHER CHARACTERS, WHICH IS NOT SURPRISING, GIVEN THAT HIS MODEL IS SEVERELY OUTDATED AS WELL AS DAMAGED MULTIPLE TIMES. SOME PARTS OF HIS FRAME HAVE BEEN SUBSTITUTED BY COMPONENTS OF OTHER MODELS. HE IS FORCED TO USE A WHEELCHAIR, SINCE HE HAS BEEN UNABLE TO FIND SUITABLE REPLACEMENTS FOR HIS LEGS. FORTUNATELY, THIS DOES NOT HINDER HIS FUNCTIONALITY.



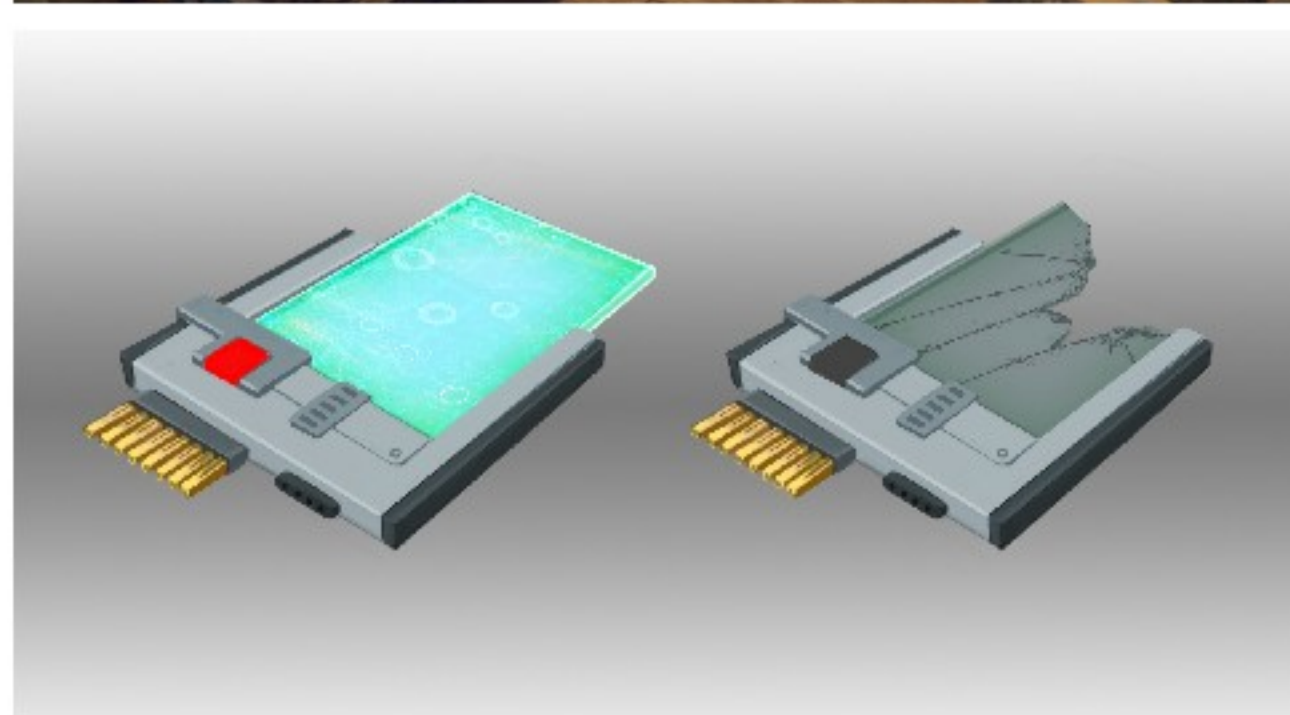
TR2-5201 FLETCHER

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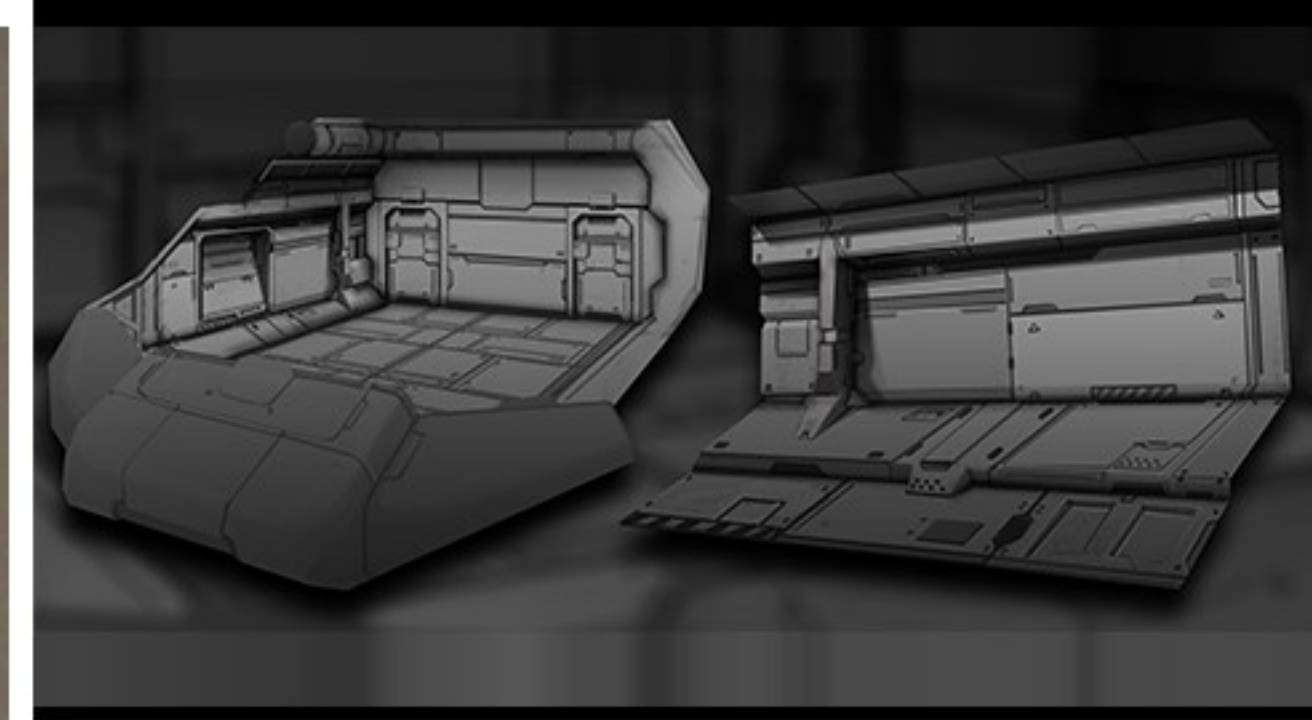
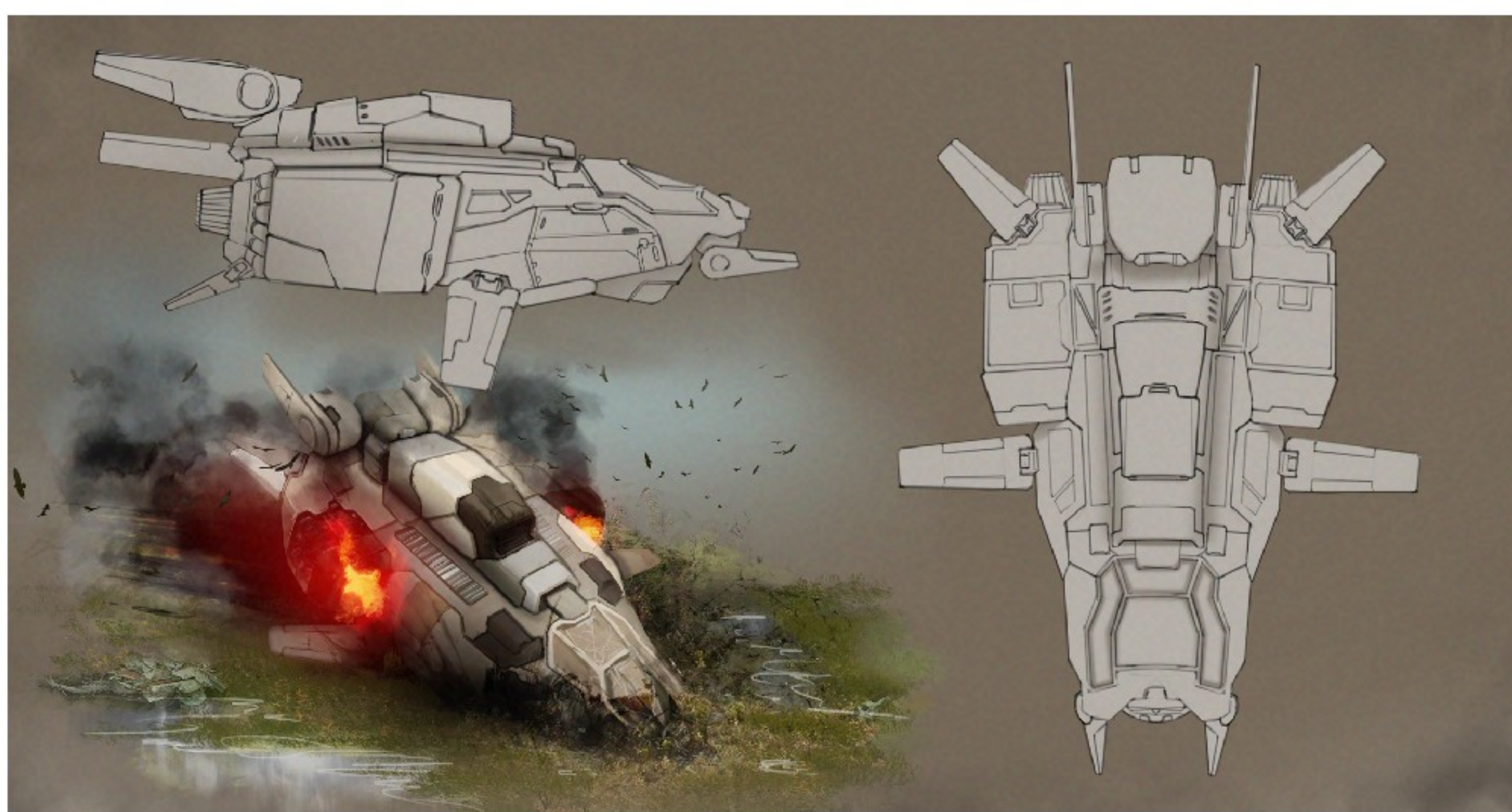
RT'S COTTAGE

THIS IS THE PLACE WHERE THE WHOLE STORY ORIGINATES. RT HAS SETTLED IN THIS HOUSE ONLY RECENTLY AND FIT IT OUT AS HIS OWN WORKSHOP. BY EXPLORING THE HOUSE, WE FIND OUT A LOT OF DETAILS ABOUT RT: HIS THOUGHTS, GOALS AND IDEA OF HUMANS. AND TO THINK THAT INITIALLY THIS WAS MERELY A LOCATION FOR TESTING.



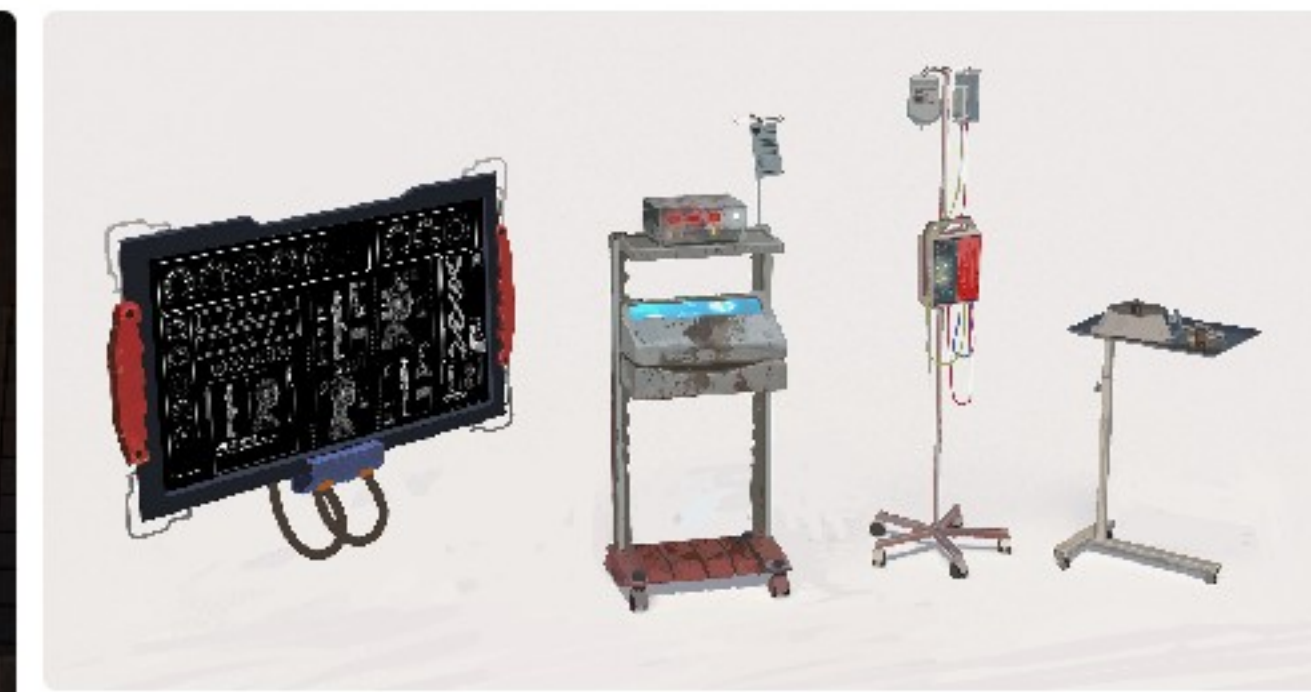
THE SHUTTLE

THIS IS THE FIRST THRILLING MOMENT OF OUR GAME: THE CRASHING OF A SHUTTLE SUDDENLY DISTURBS THE STEADY FLOW OF LIFE. WE HAVE CREATED A VERY UNINVITING VIBE INSIDE THE SHIP WITH THE HELP OF SPARKS OF ELECTRICITY, FLASHING LIGHTS AND SOUNDS OF SIREN, IN ORDER FOR THE PLAYER TO SUBCONSCIOUSLY WANT TO LEAVE THIS PLACE.

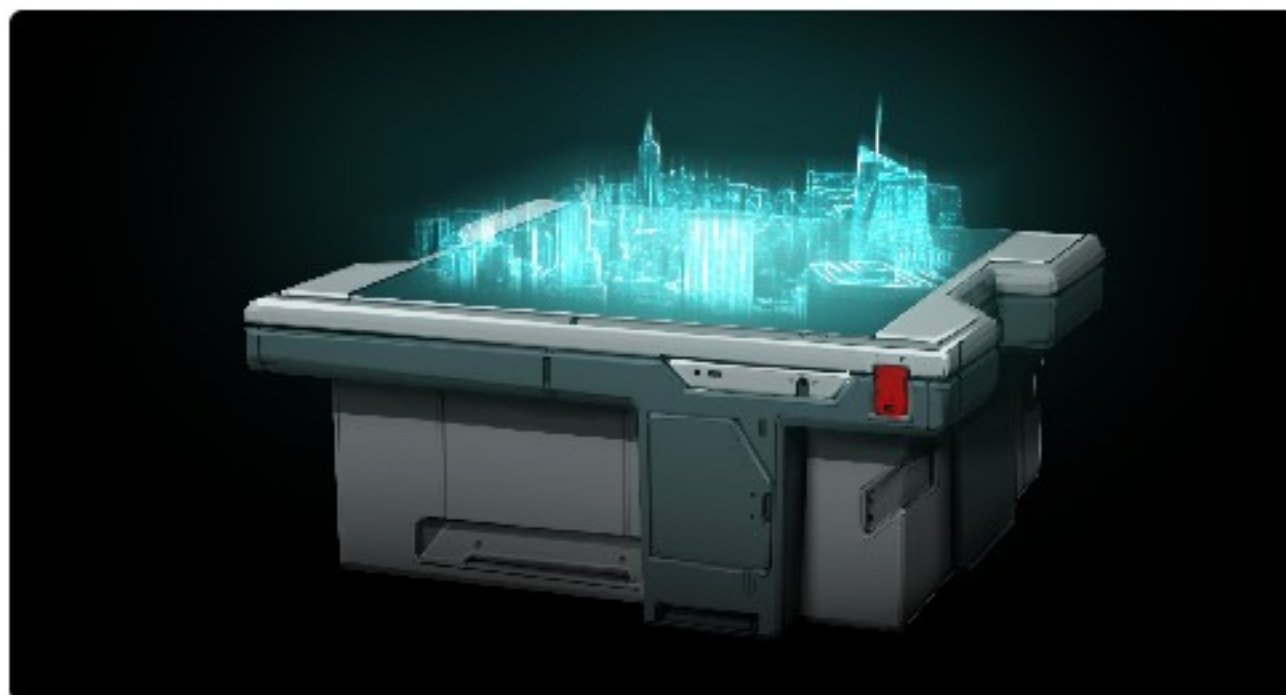
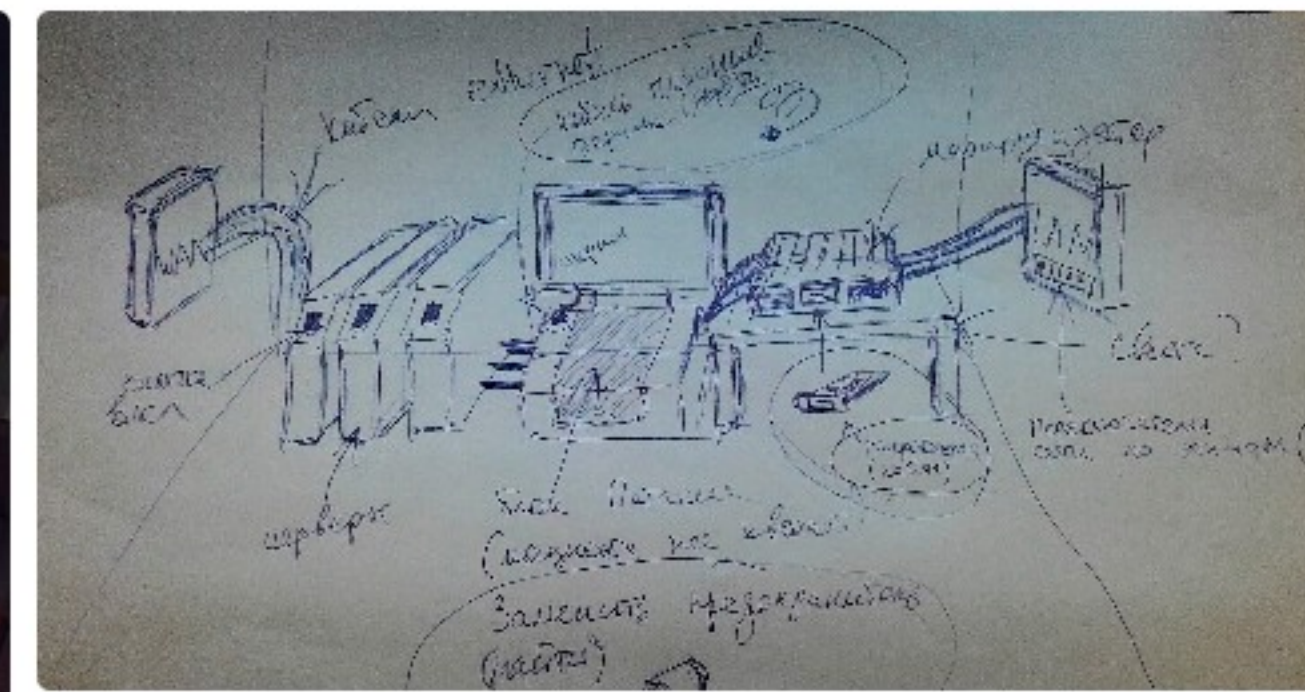


THE HOSPITAL

IN THE ABANDONED HOSPITAL BUILDING WE HAVE TRIED TO RECREATE A CLIMATE OF MELANCHOLY AND POST APOCALYPSE. TO FURTHER ENHANCE THE EXPERIENCE, WE HAVE INCLUDED OUTDATED FURNITURE AND OBSOLETE MEDICAL EQUIPMENT.

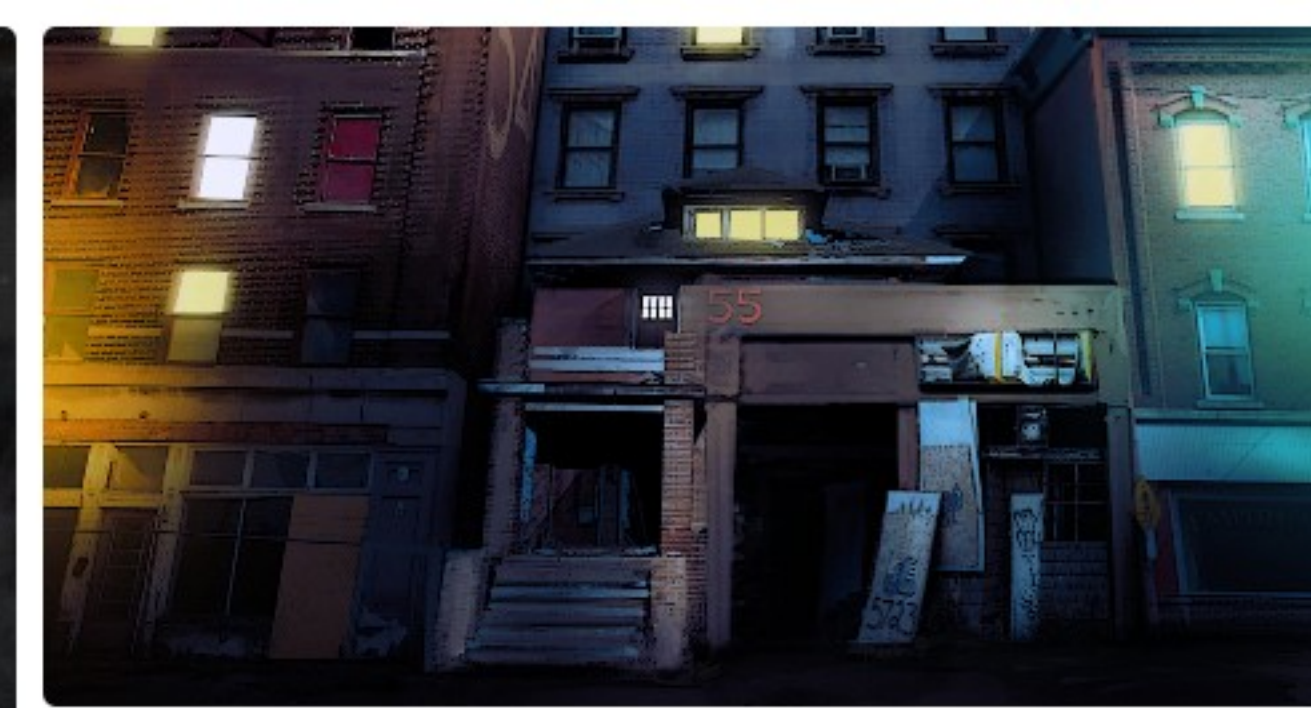


THE HOSPITAL



THE HOUSE

THE GAME TAKES PLACE IN A BIG CITY, HOWEVER, WE HAVE FOCUSED THE PLOT ON ITS OUTSKIRTS, SINCE THE OLDEST ABANDONED BUILDING ARE LOCATED THERE, STANDING IN CONTRAST TO THE SKYSCRAPERS IN THE DISTANCE. AND EVEN IF THIS AREA IS DEVOID OF HUMAN RACE, THESE BUILDING STILL HARBOUR LIFE, EVEN IF ARTIFICIAL FOR THAT MATTER.



THE APARTMENT

WE WANTED TO SHOW A RAN-SACKED ROOM WHERE EVERYTHING WAS TURNED UPSIDE DOWN AFTER HAVING BEEN SEARCHED. WE CHANGED A FEW THINGS ON THIS LEVEL, BUT IN GENERAL WE KEPT THE MYSTERIOUS, GLOOMY AND ENIGMATIC ATMOSPHERE OF THE CONCEPT ART, AND THE SOUNDTRACK SUPPORTS AND REINFORCES IT.



THE BAR

WE WANT THE GAME'S LOCATIONS TO NOT JUST BE "PLACES WHERE YOU CAN WANDER AROUND", BUT SOMETHING MORE, PLACES THAT CONTAIN AN INTERESTING STORY WITHIN. IT IS IMPORTANT TO US THAT A PLAYER, WHILE WANDERING, CLEARLY UNDERSTANDS WHAT EACH LEVEL IS ABOUT, AND CONSIDERS EVERYTHING THAT HAS HAPPENED AROUND HIM.



THE SHELTER

WE TRIED TO CREATE A BIT OF HISTORY FOR EACH OBJECT SO THAT A PLAYER COULD STOP AND THINK ABOUT IT: WHAT IT IS, WHERE IT CAME FROM, HOW IT WAS USED BEFORE AND HOW PLAYER CAN USE IT NOW.



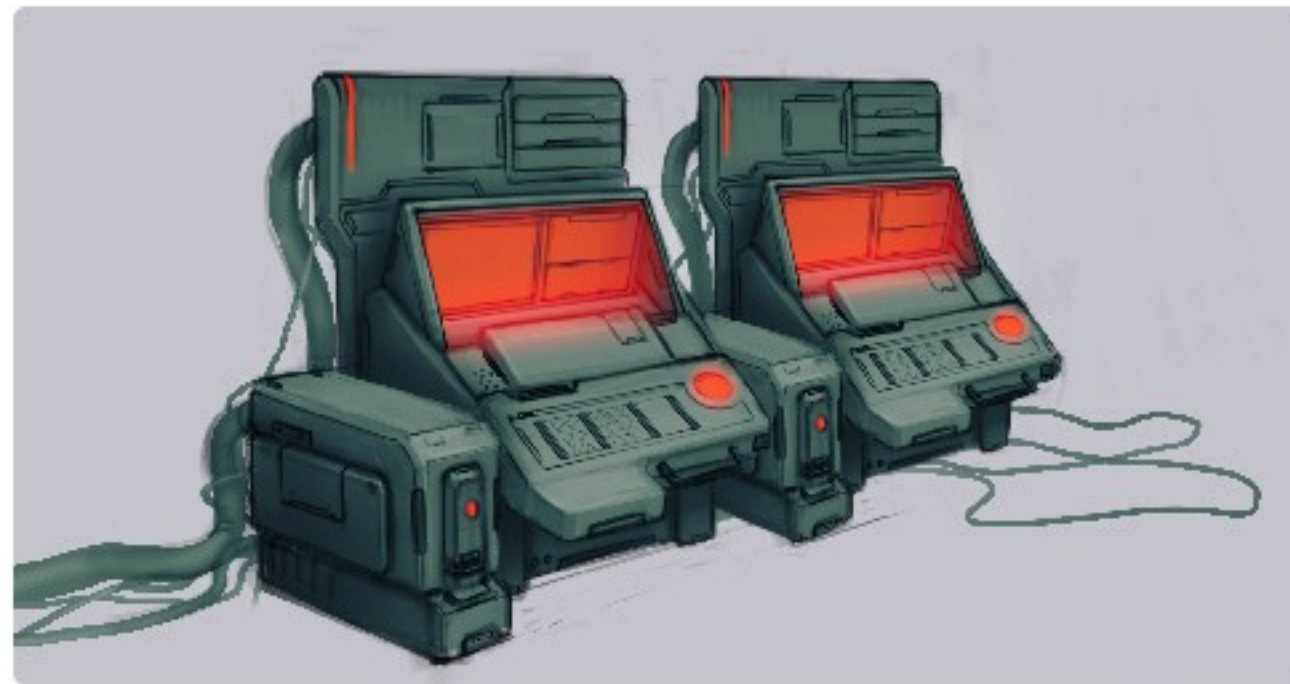
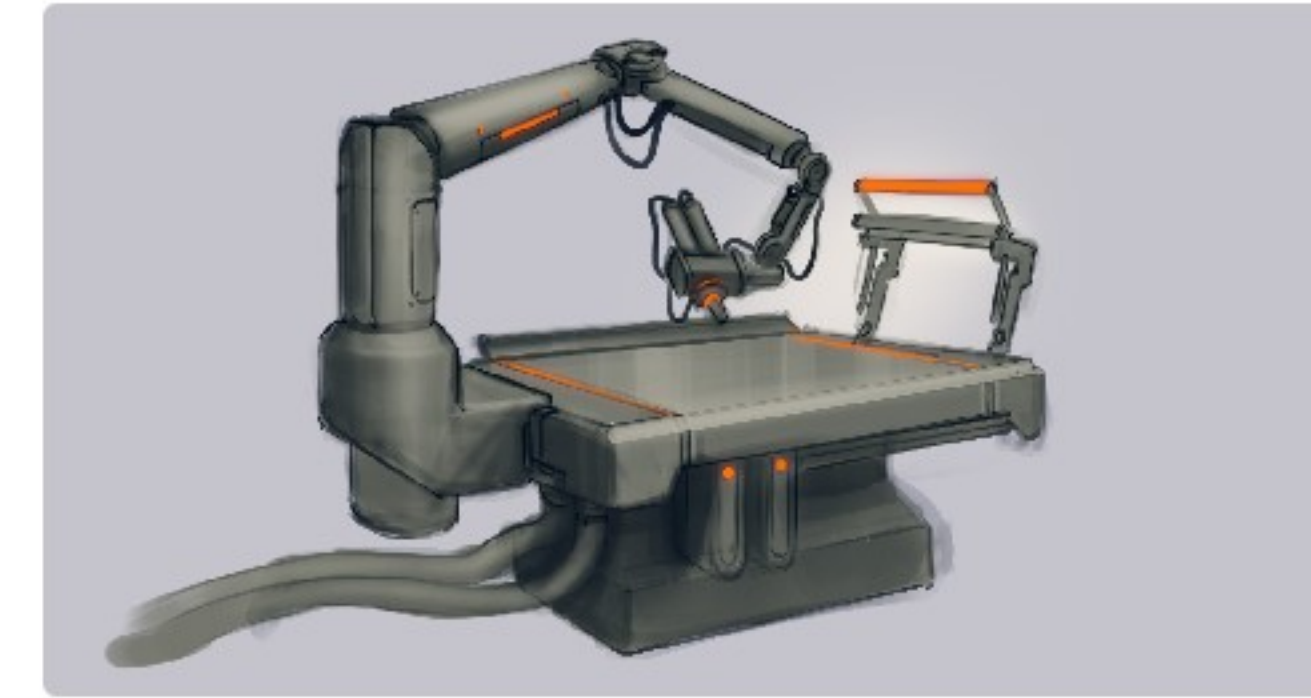
THE WOODS

IN ORDER FOR THE PLAYER NOT TO GROW TIRED OF CONFINED SPACES, WE HAVE DECIDED TO SPICE IT UP A BIT WITH AN OPEN LOCATION. MOREOVER, THE PLAYER CAN DRIVE AN AEROCAR HERE. BUT KEEP ON YOUR TOES: AT THESE SPEEDS ANY TREE CAN TURN YOU AND YOUR VEHICLE IN A PILE OF DEBRIS. AND THIS IS NOT THE MOST DANGEROUS THING ABOUT THIS PLACE.

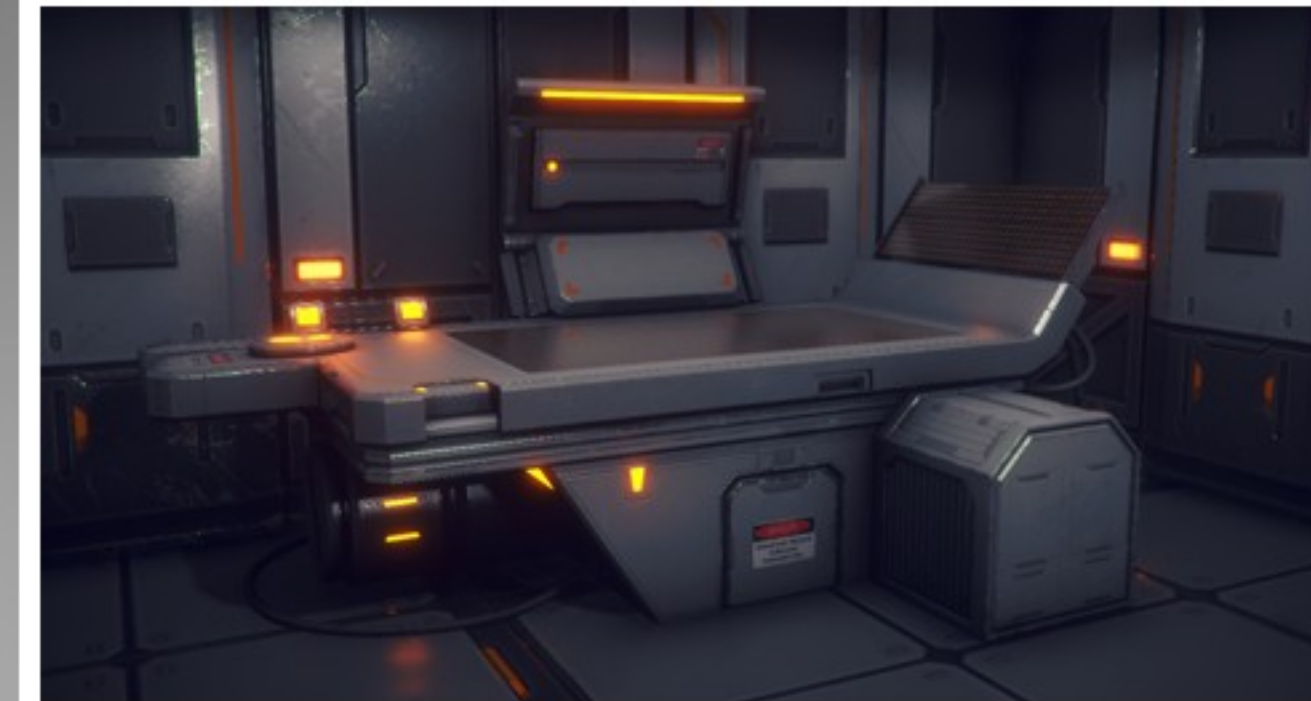


THE LAB

THE LABORATORY COMPLEX ACUTELY CONTRASTS WITH ALL THE PLACES THE PLAYER HAS BEEN SO FAR: FUTURISTIC PANELS, SOPHISTICATED EQUIPMENT, STERILE CLEANLINESS. BUT THIS AREA HOLDS MUCH MORE THAN MEETS THE EYE.



THE LAB



THE DEPOT

THIS IS THE LAST SCENE OF THE FIRST EPISODE OF THE GAME AND WE WANTED TO MAKE IT TRULY MEMORABLE. THE DEPOT IS LOCATED SOMEWHERE DOWNTOWN, BELOW THE MAIN STREETS LEVEL AND IS SURROUNDED BY THICK WALLS. BUT WHAT COMPLEMENTS THE WHOLE PICTURE EVEN MORE IS THE GRAVEYARD OF ABANDONED TRAINS.

