



The  Vanishing  
of **Ethan Carter**

Making of Album





Bridges are pretty, but full of visual repetition, which does not really work well in games. That's why the in-game bridge features various extras like barriers.



It all began on this beautiful day at the end of summer 2012. Here are two co-founders of The Astronauts: Andrzej Poznański and Michał Kosieradzki. The third one, Adrian Chmielarz, is taking the photo.



## How The Vanishing of Ethan Carter was made



Rented the apartment, although it kind of lacks any furniture.



PC first, the desk later.



Got some super-cheap furniture, time for Michal to photograph Andrzej photographing Adrian photographing the photographing equipment.





Famous Wang church (we know...) which came to Poland from Norway in 1842. Surprisingly enough, an almost identical church can also be found in Wisconsin (where the game takes place).



Shuffling the furniture around after another Astronaut appears (Krzysiek Justyński).

Golden though mysterious indie rde: everyone assembles their own workstation.

New people in the studio. Here are Iza Zelmańska and Adam Bryta (in the back).



One of the studio walls was decorated with something that's supposed to remind us of the studio name, but is probably not for adults.



The monitors we bought are 3D, and 3D is fascinating.



The rest of The Astronauts – Adam Brienias and Kamil Wojciekiewicz – plus guests at the only party we had during the development.







Old objects like this, full of scratches and damp patches, always look good in video games.



Studio meetings, the joy and the nightmare of any game developer.



It was supposed to be a regular team photo, but almost ended up being an album cover.



Fwi's over, time for the legendary crunch.

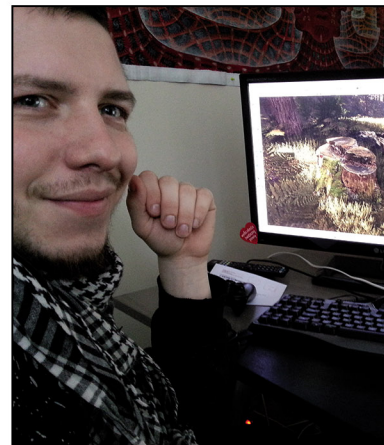
Andrzej is levelling...

Iza is modelling...



Adam is coding...

Michał is wind whispering...



...and is enjoying a tree trunk.





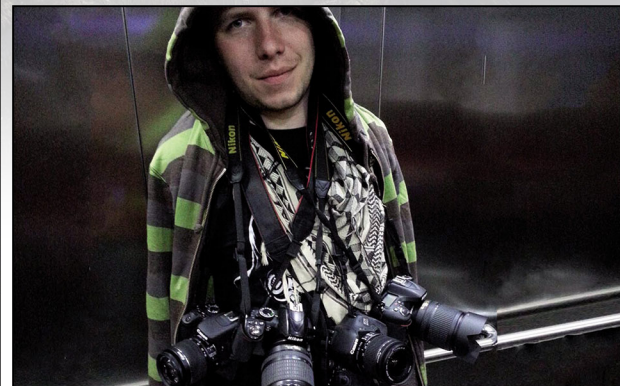
The real moss is actually very, very green. To keep the visuals in check, though, the greens in the game are very muted.



Meanwhile, Krzysiek is helping out with the motion capture session.



Andrzej on the hotel terrace, disappointed with Karpacz's beauty, too idyllic for our game.



Time to move out into Karkonosze mountains and take thousands of photos of small and large elements of nature.





Find ten differences between those two houses.



*This is how we do it. With a t-shirt.*



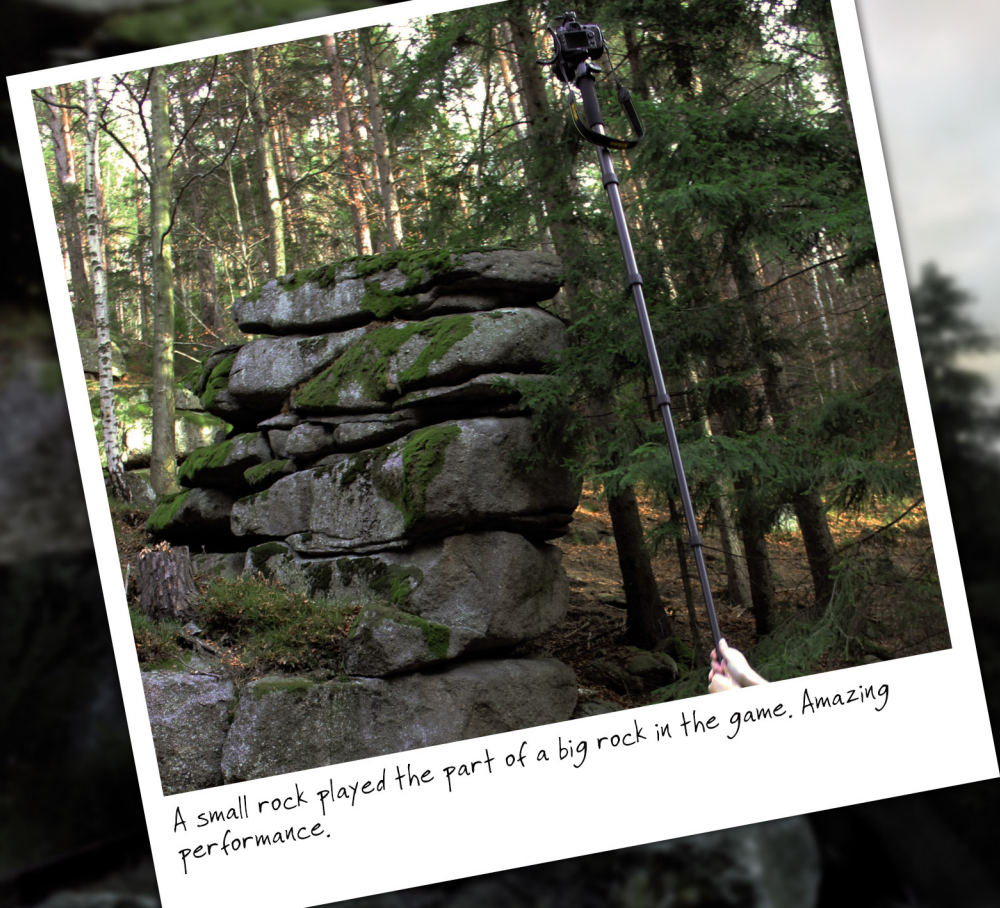
*Perfect weather for photoscanning: cloudy sky but it's not raining.*



Unless it is raining...

...what results in the mist that's as evraging as it is moody: photo taking-wise this day is over.





A small rock played the part of a big rock in the game. Amazing performance.



Andrzej does not give up easily. Shenanigans with the umbrella.



Graffiti is a curse of photostalking. At least some graffiti is pretty.



No idea what was that thing, but it looked cool enough to warrant a photo session.

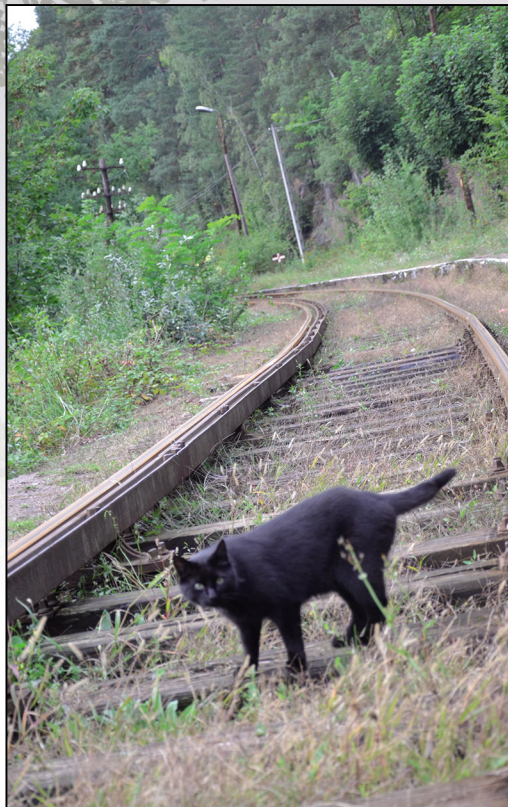


The bridge did not evoke the feeling of trust, but at least no train passed by during the session.





It's always surprising how many rocks can be found in a forest.  
Anyway, we got some of the best looking game assets out of objects  
like this one.



We considered this black cat a good omen for a game like ours.



There is a house like this in the game. Right under the dam. This photo is a proof that things like that really exist.



The water in Karkonosze mountains is not always crystal clear and can look like something straight from a horror movie. Works for us.



The charm of Karkonosze.





How to make twenty rocks out of four.



And here are Karkonosze again, looking like a still from a Western movie.



Adam is ready to risk everything for a good photo.



Running around in the forest and taking photos is a truly tiring work...



...that requires extra dedication. Again, anything for a good photo.





The detail in photoscanned objects is so good that objects can be scaled up without losing the quality.



*Old pipes - graphic artists' favorite subject.*



*Rain, miles to go, two cameras and a tripod to carry along.*



*Tempting the Fates (c) Adam.*



*The day is almost over...*

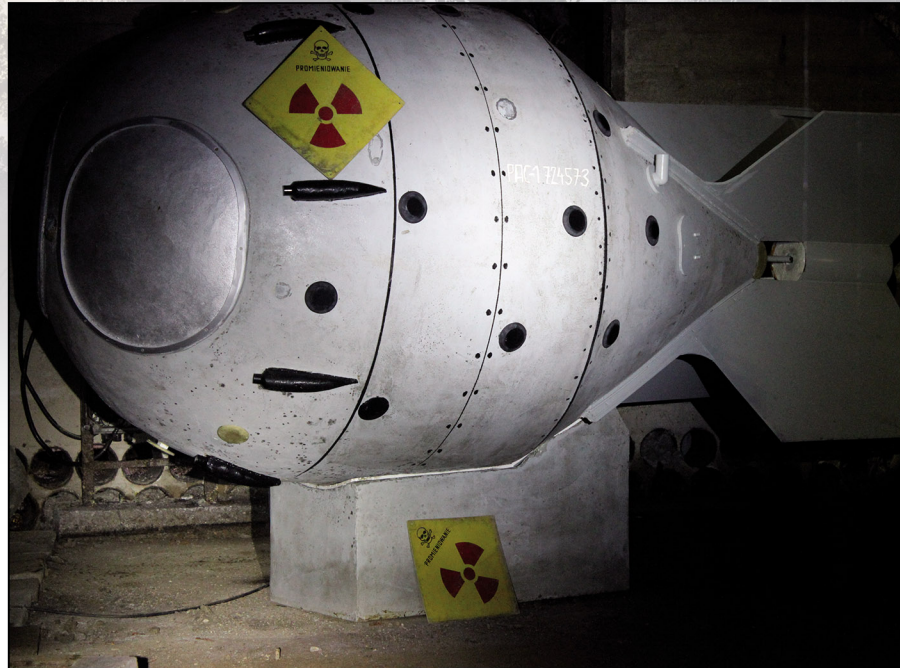




The entry to the tunnel looks like a cut and paste from a different world both in the game and in the real world.



.. but there's always a local mine to take photos of.



One of the objects in the mine. Really. That was a pretty weird mine.

A few small extras. Here's a charming  
gate...



..leading to a charming ruin





Fragments of a dead forest, made a little bit less dead in the game.

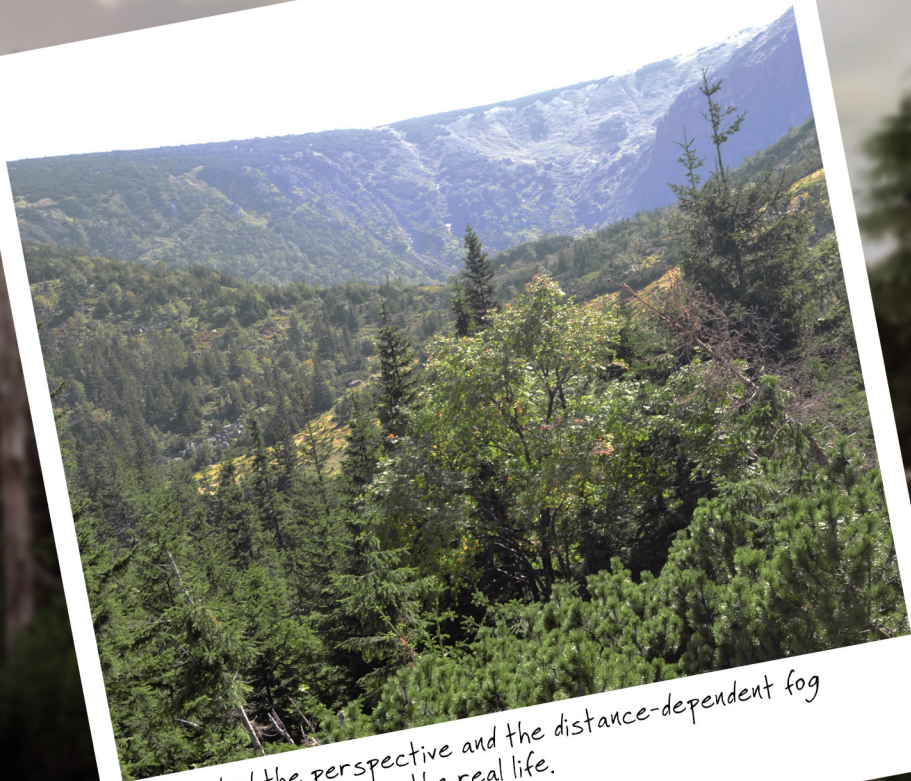


Photoscanning requires dozens of photos per object. Here's Andrew during the photo number 62.



Thematic sets of photos help us set the mood and structure of a given area in the game.





We studied the perspective and the distance-dependent fog intensity straight from the real life.





The waterfall didn't make it into the game even though it's one of the most picturesque elements of the forest.

[www.TheAstronauts.com](http://www.TheAstronauts.com)