



The art of Syberia

THE WORLD BEFORE

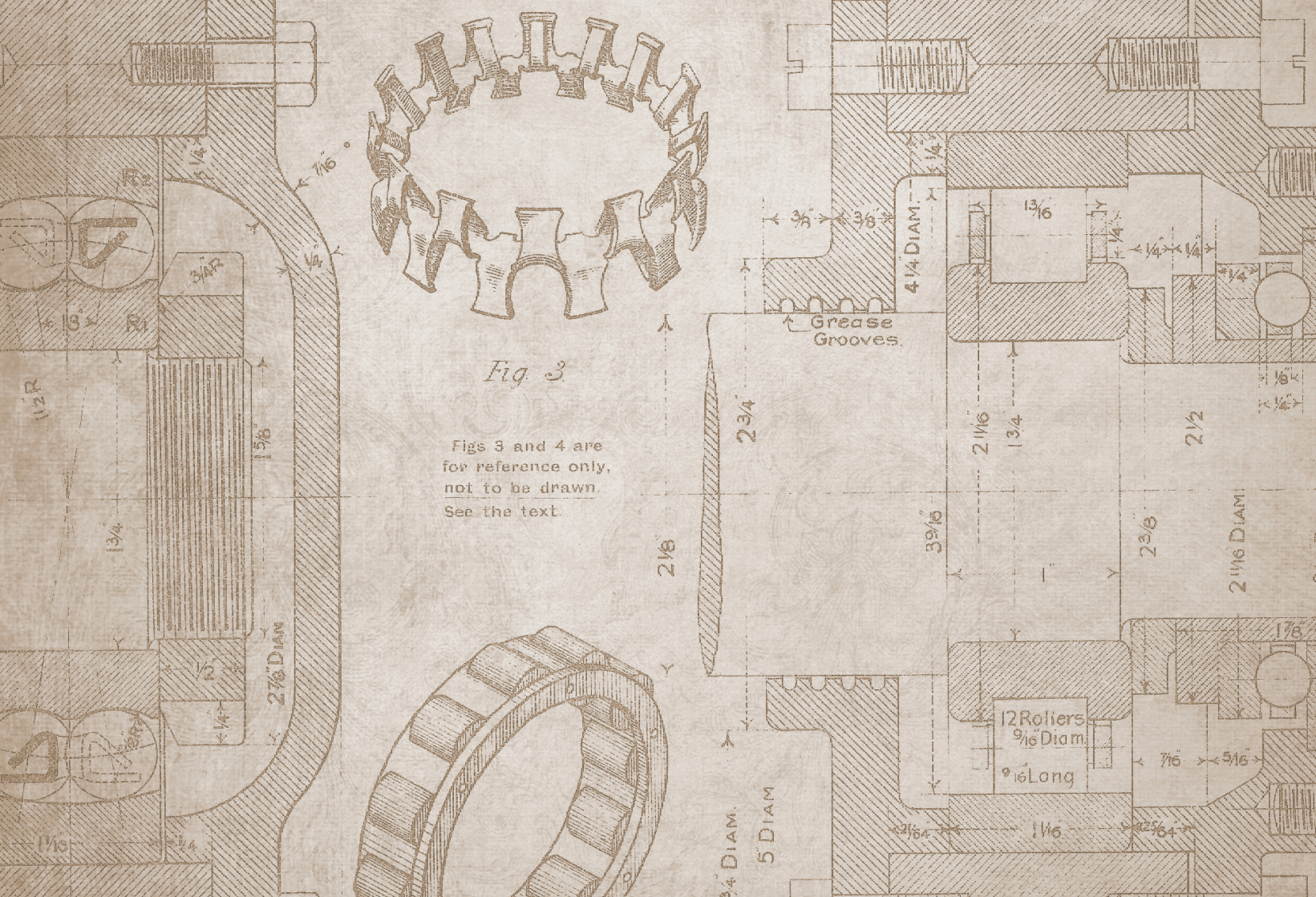


Fig. 3

Figs 3 and 4 are for reference only, not to be drawn. See the text.

INTRODUCTION

AS I DELVE BACK INTO ALL THESE IMAGES IN PREPARATION OF THIS BOOK I CAN'T HELP THINKING ABOUT WHAT AN INCREDIBLE EXPERIENCE THIS PROJECT WAS.

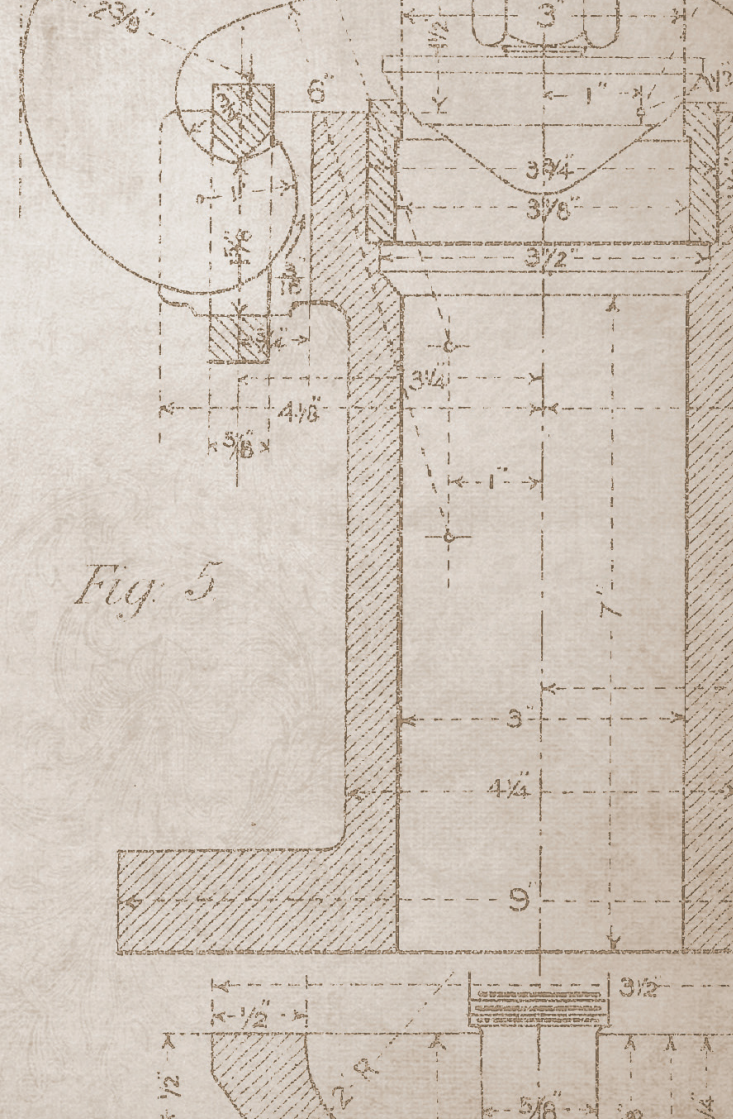
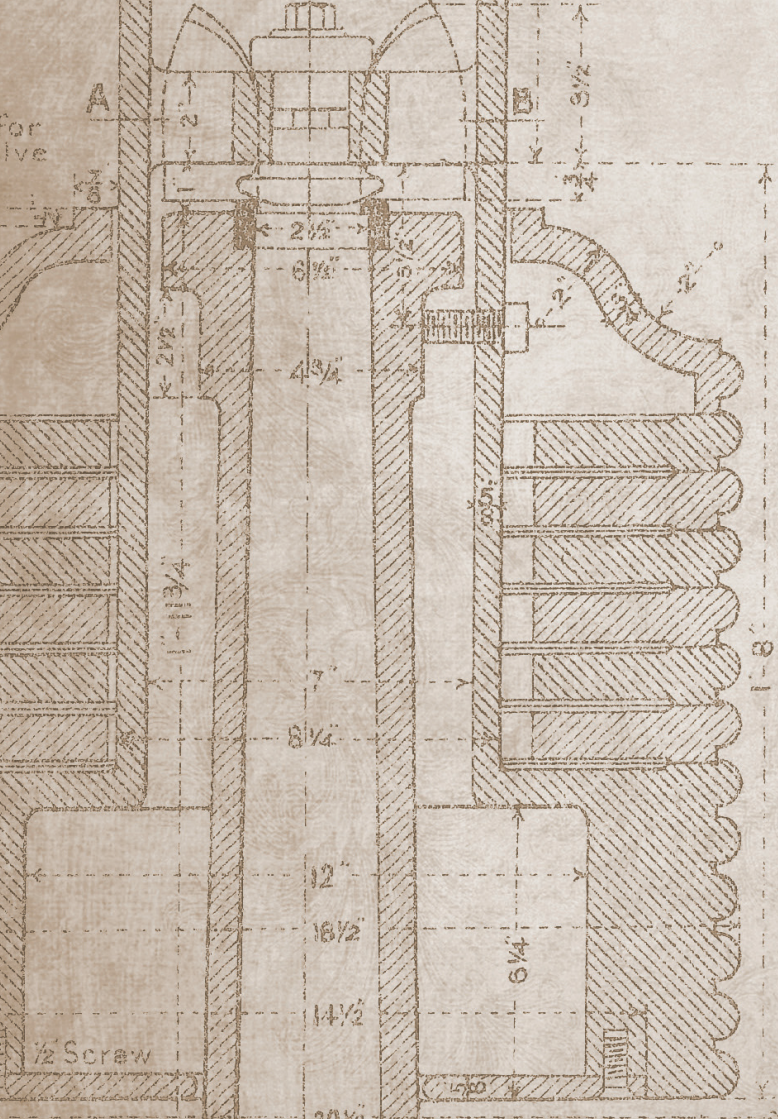
THE FIRST MEMORY THAT COMES TO MIND IS MY MEETING WITH BENOÎT SOKAL, WHO I CAN NEVER THANK ENOUGH FOR HAVING TRUSTED ME TO BRING HIS VISION OF SYBERIA TO LIFE. I STILL REMEMBER THE LIVELY CREATIVE MEETINGS SPENT DISCUSSING SKETCHES WHICH, ONCE ALL BROUGHT TOGETHER, BREATHED LIFE INTO THIS ODE TO THE PAST AND PRESENT. ABOVE ALL, THE CREATION OF SYBERIA TWB IS ALL ABOUT GETTING BACK TO BASICS.

THE AIM WAS ALSO TO COMBINE SEVERAL TIME PERIODS REFLECTING CONCURRENT EMOTIONS. THESE SERVED AS A BASIS FOR THE DECORS AND ATMOSPHERES IN ORDER TO ENSURE THAT THE JOURNEY THROUGH TIME COULD BE EXPERIENCED TO THE FULL BY THE PLAYER. THE ARCHITECTURE IS A PILLAR OF THE SYBERIA LICENSE AND THIS LATEST TOME IS NO EXCEPTION. WE WORKED WITH ARCHITECTS AND CONDUCTED EXTENSIVE RESEARCH TO CREATE THE UTOPIA OF A TYPICAL PRE-WAR EUROPEAN ART NOUVEAU CITY WHICH WE CALLED VAGHEN.

WHAT AN INCREDIBLE OPPORTUNITY IT WAS TO HAVE BEEN ABLE TO WORK WITH SO MUCH TALENT, ALL THESE ARTISTS WHO DEVOTED UNLIMITED CREATIVITY TO BRINGING LIFE AND LIGHT TO THE WORLD OF SYBERIA. WE ARE AWARE OF THE RESPONSIBILITY PLACED IN US BY BENOÎT TO ENSURE THE FUTURE OF THE SYBERIA LICENSE IN HIS ABSENCE, AND THAT IS WHY WE ARE CONVINCED THAT WE WILL ENCOUNTER HIM ALONG A STEEP PATH LEADING TO SLIVER SPIGEL OR AT THE ENTRANCE TO A PICTURESQUE STREET IN VAGHEN.

IT IS FOR ALL THESE REASONS THAT WE THANK YOU BENOÎT FOR HAVING BROUGHT US ALL TOGETHER TO ACCOMPANY YOU ON THIS JOURNEY.

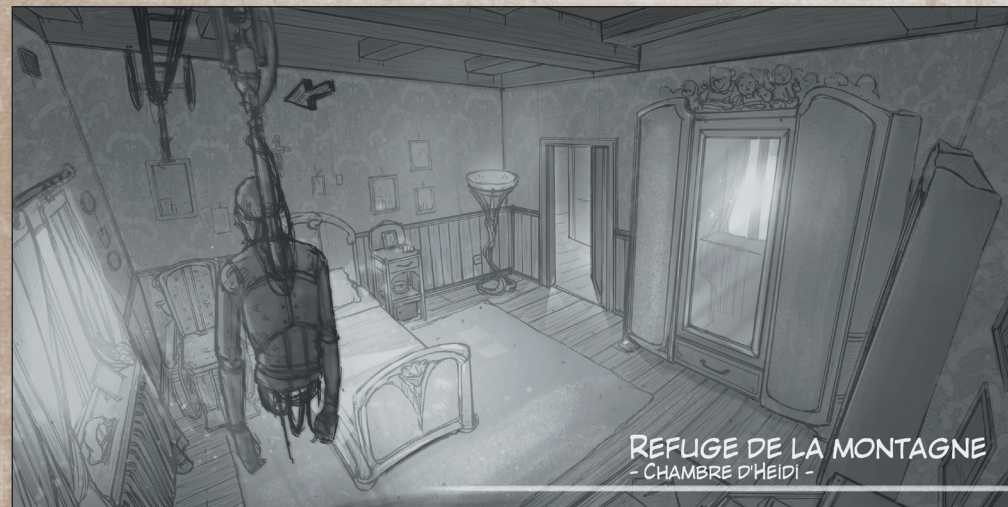
XAVIER TUAL



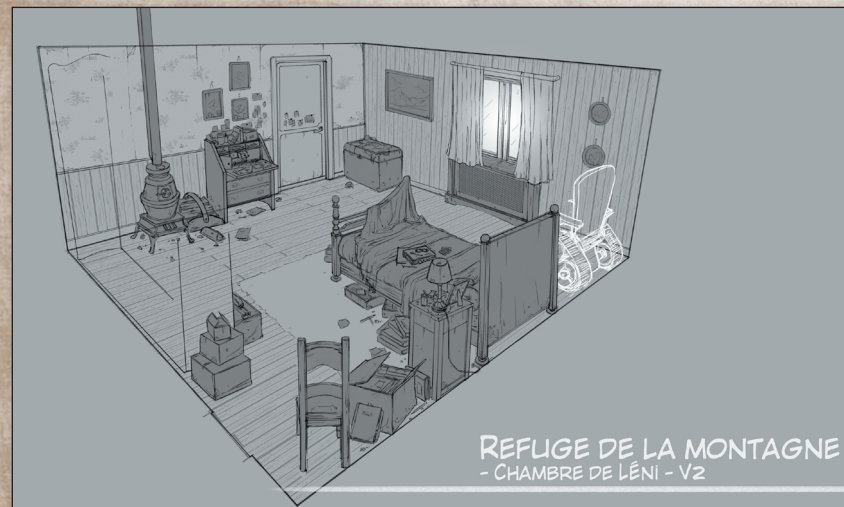
Environments



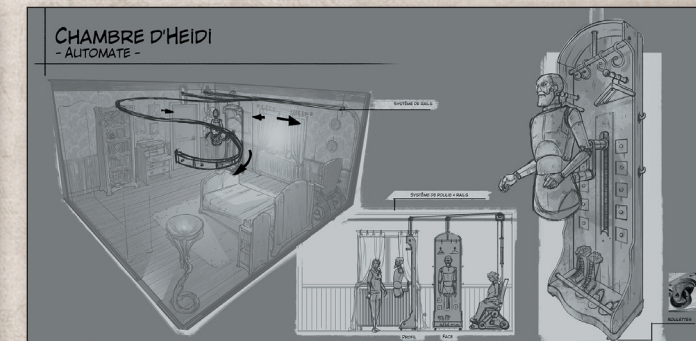
LA MINE - COULOIR ZONE DE DÉTENTION - 6



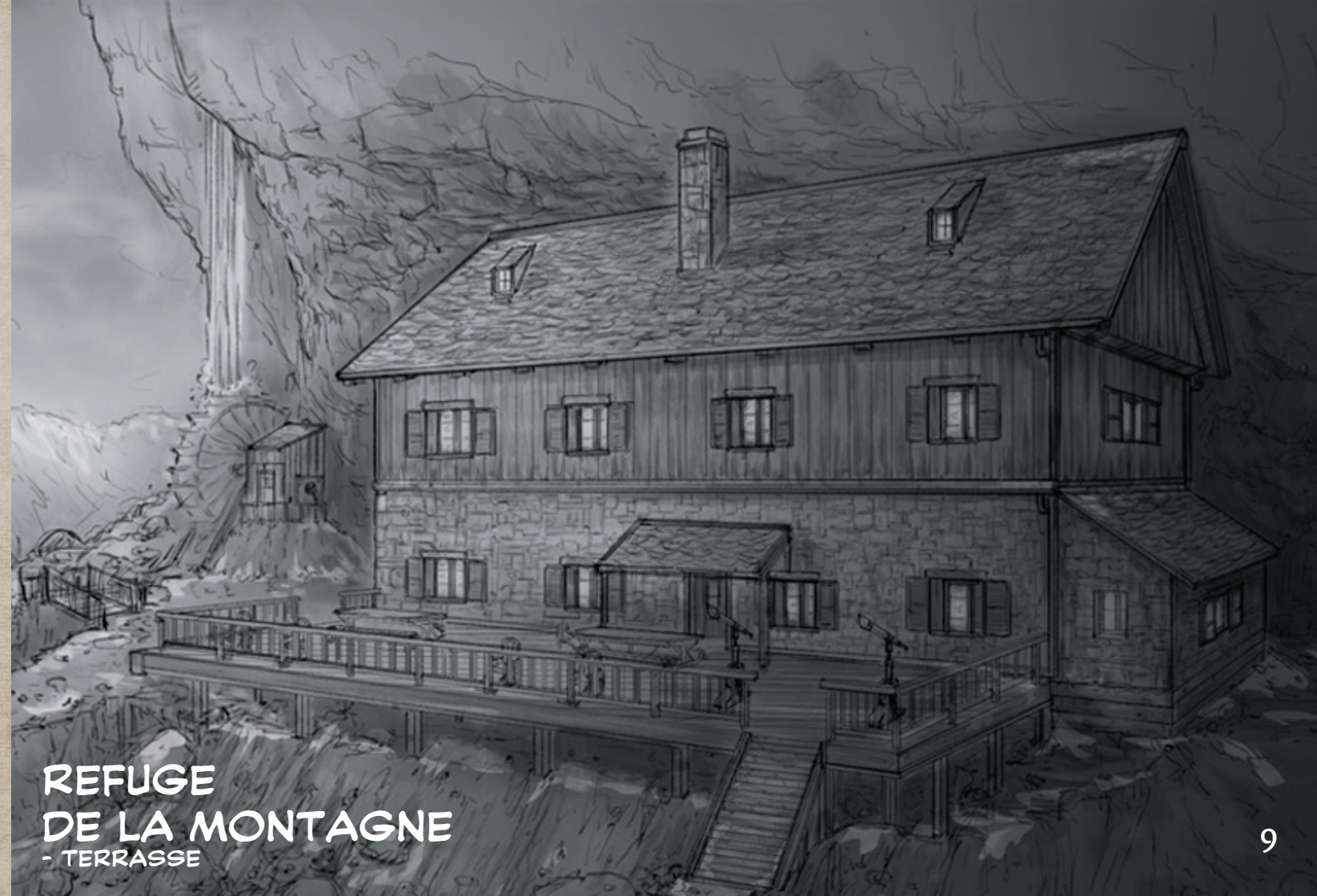
REFUGE DE LA MONTAGNE - CHAMBRE D'HEIDI



REFUGE DE LA MONTAGNE - CHAMBRE DE LÉNI - V2



REFUGE DE LA MONTAGNE - GRENIER



REFUGE DE LA MONTAGNE - TERRASSE

REFUGE

- GORUN CAVE ARMOURY



GORUN CAVE FIRST GALLERY



GORUN CAVE ENTRANCE

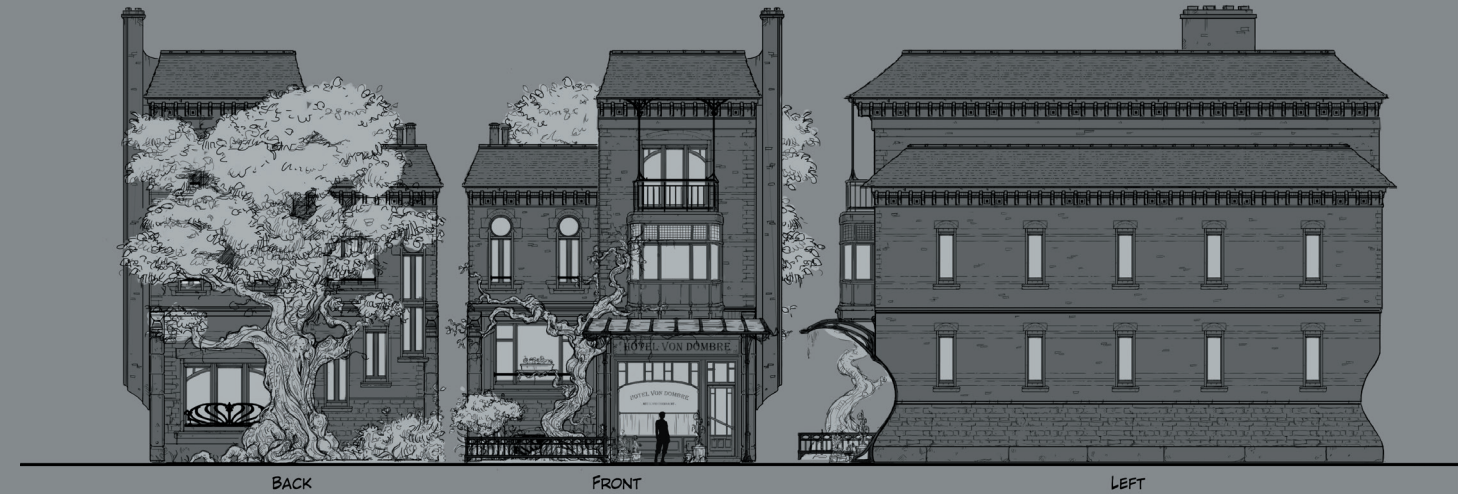


VAGHEN QUARTIER DES ANTIQUAIRES:
MÜLLER UND SÖHNE



HOTEL VON DOMBRE

- VAGHEN - QUARTIER DES FLEURS





2^E ÉTAGE - SALLE DE BAINS



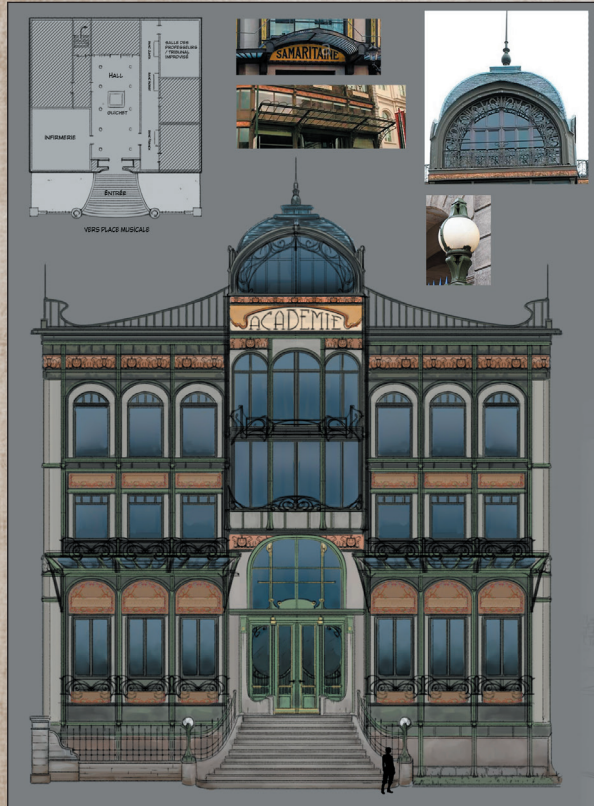
VAGHEN
- MAISON DES ROZE



REZ-DE-CHAUSSÉE - BOUTIQUE

VAGHEN MUSICIAN DISTRICT

- MUSIC ACADEMY HALL



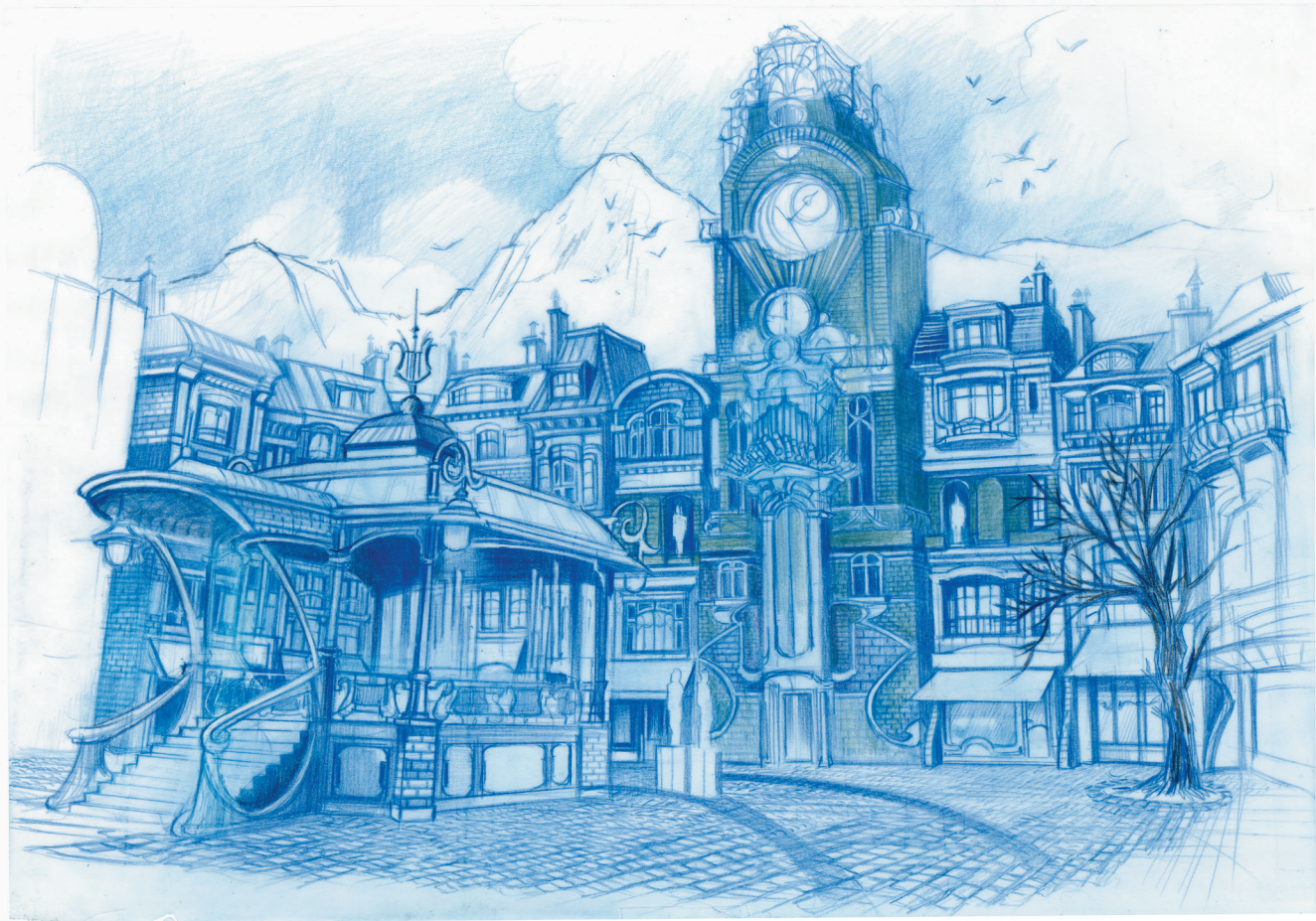
MUSICAL ACADEMY TEACHERS ROOM



VAGHEN MUSICIAN DISTRICT
- MUSICAL SQUARE SMALL SHOP

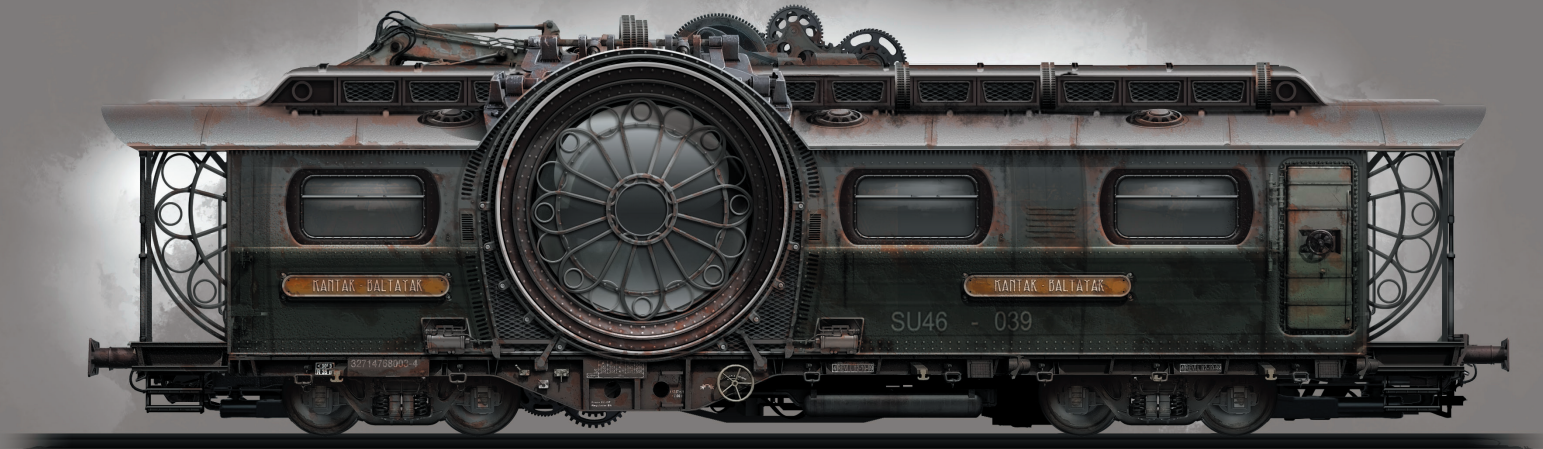


PLACE MUSICALE: KIOSQUE À MUSIQUE ET TOUR DES CYGNES



TRAIN DE LA MINE
- CAVE

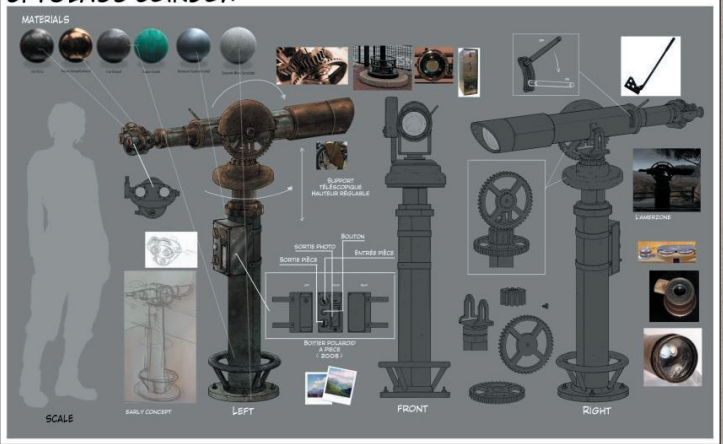




ANGEL AUTOMATON 2005



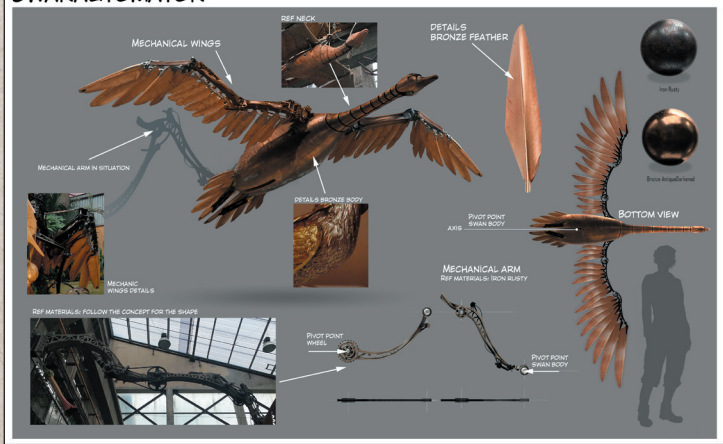
SPYGLASS COINBOX



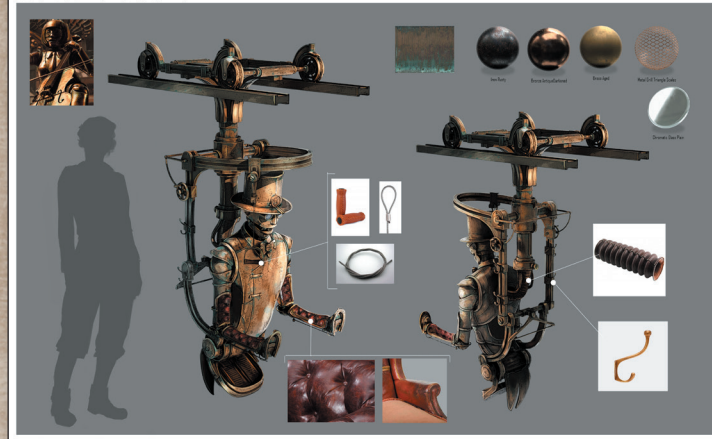
OSCAR HEART



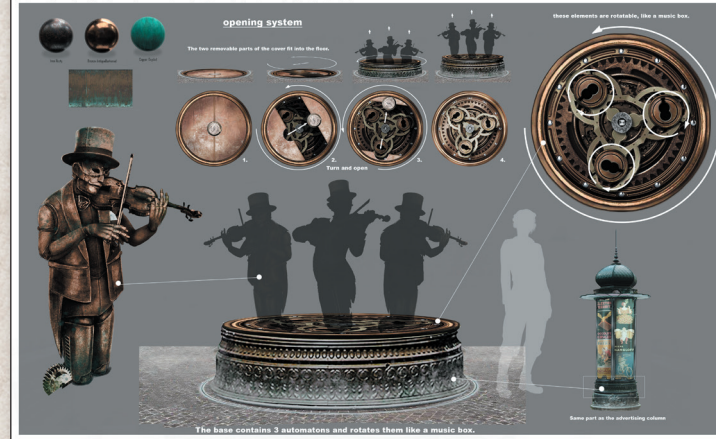
SWANAUTOMATON



LENI AUTOMATON



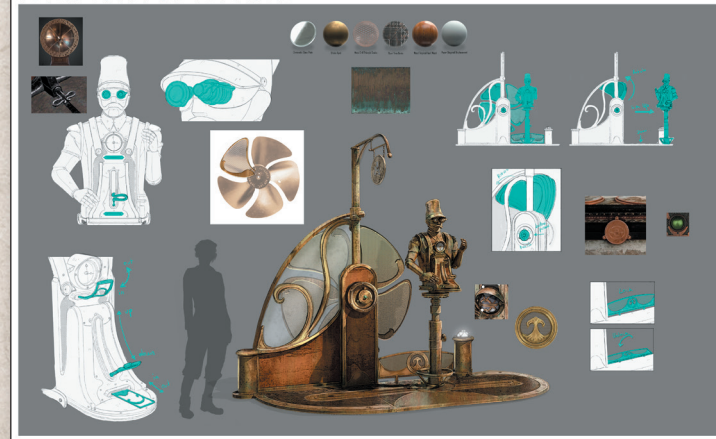
AUTOMATON VIOLIN TRIO HATCH



COMPOSTER AUTOMATON



CONTROLLER AUTOMATON



POELE



END ELEVATI

SPRING: - 8 1/8" LONG x 7 COILS
2 1/2" MEAN DIA x 1 1/16" SQ. STEEL

Characters



CLOTHES
- DANA ROZE



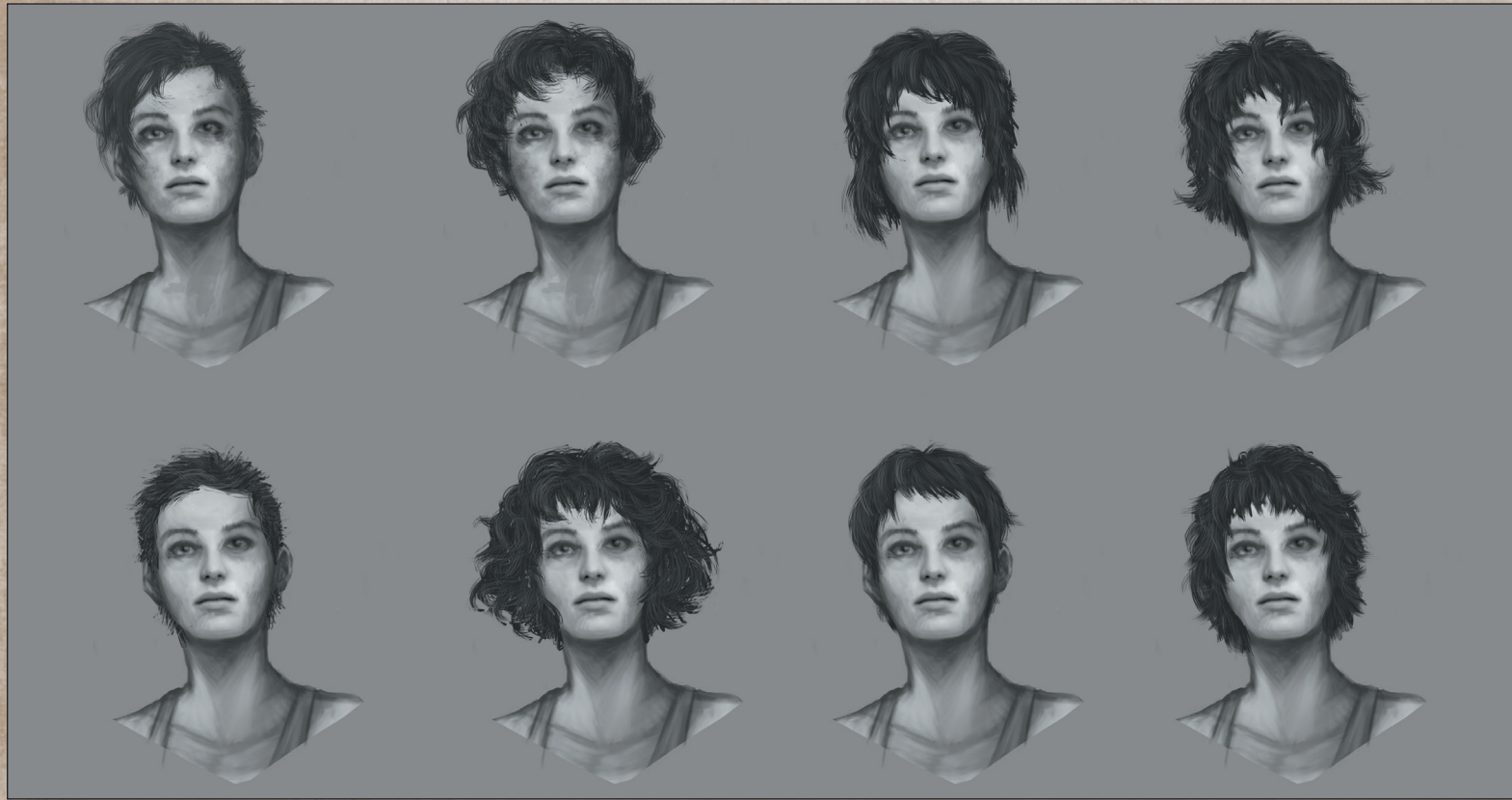
HAIRCUTS
- DANA ROZE



MORPHOLOGY
- DANA ROZE



HAIRCUTS
- KATE WALKER

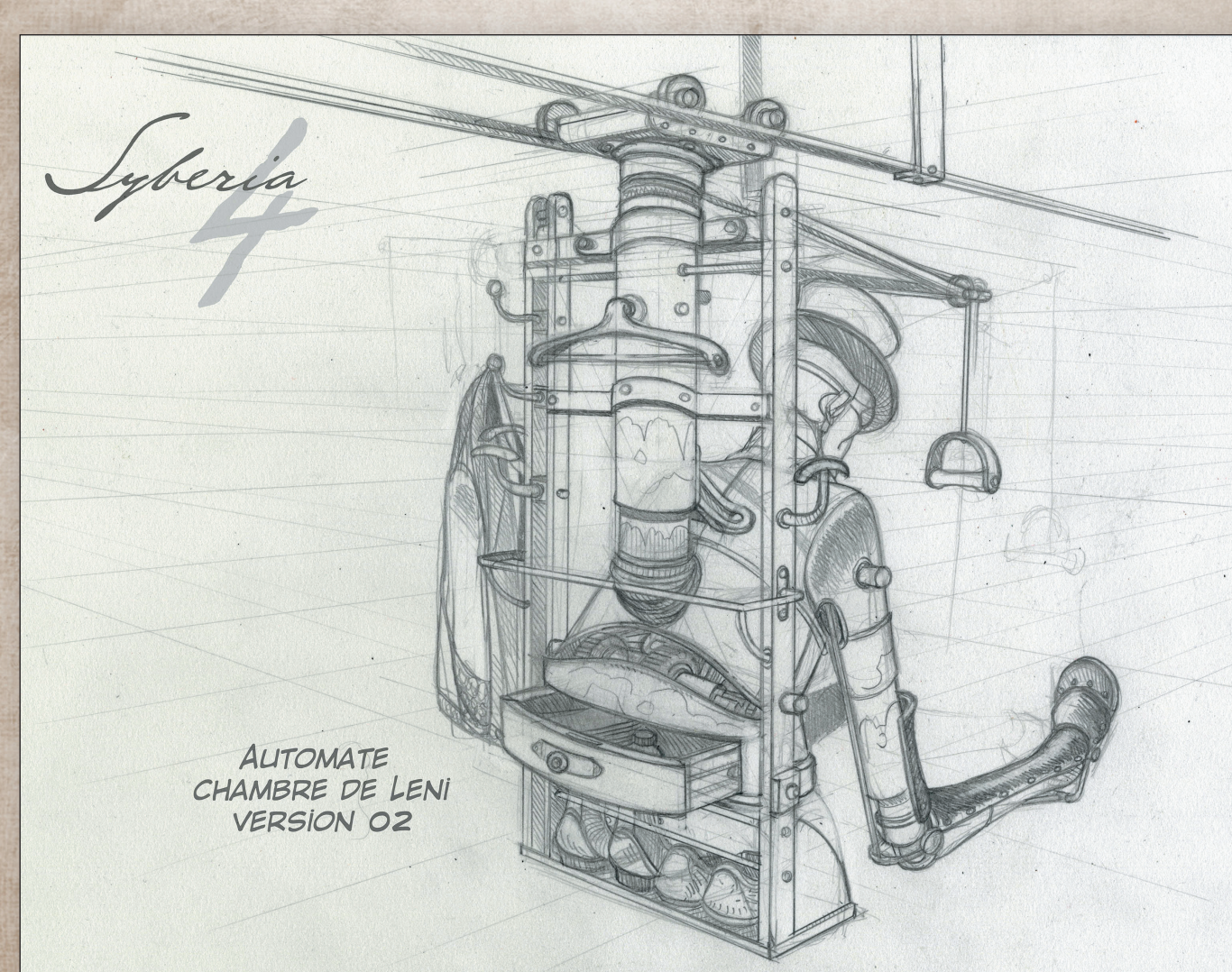


CLOTHES
- KATE WALKER



CLOTHES
- KATE WALKER

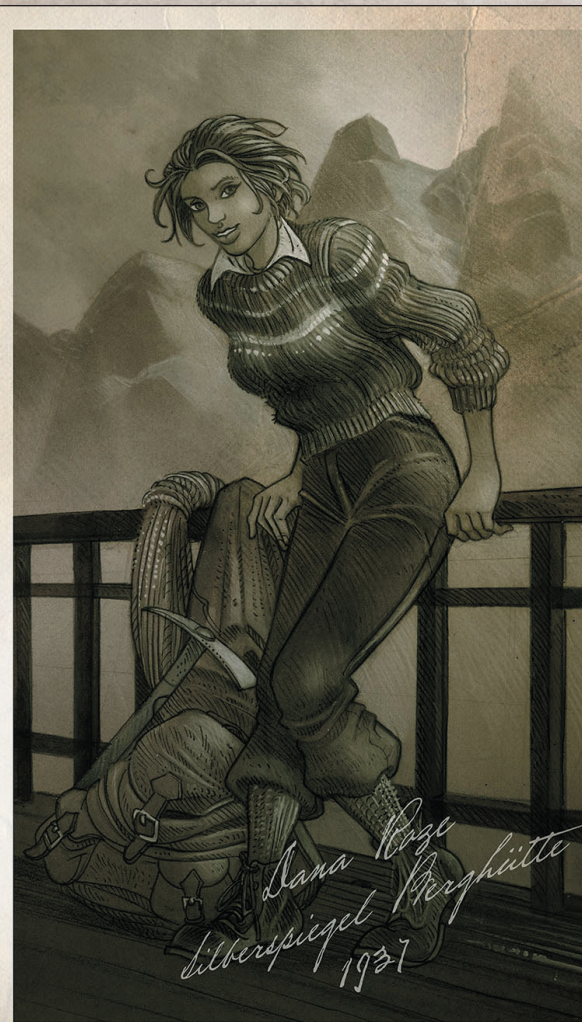


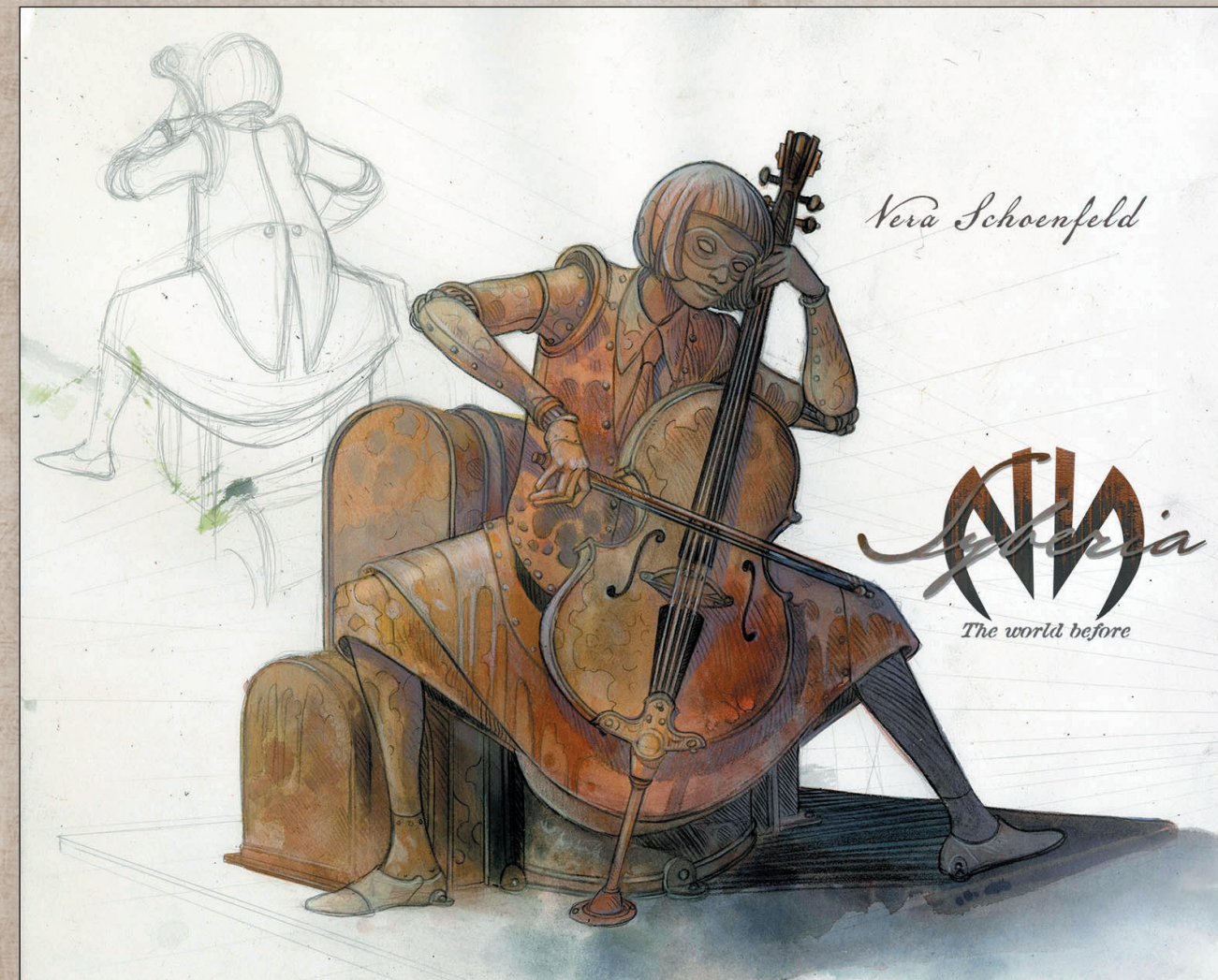
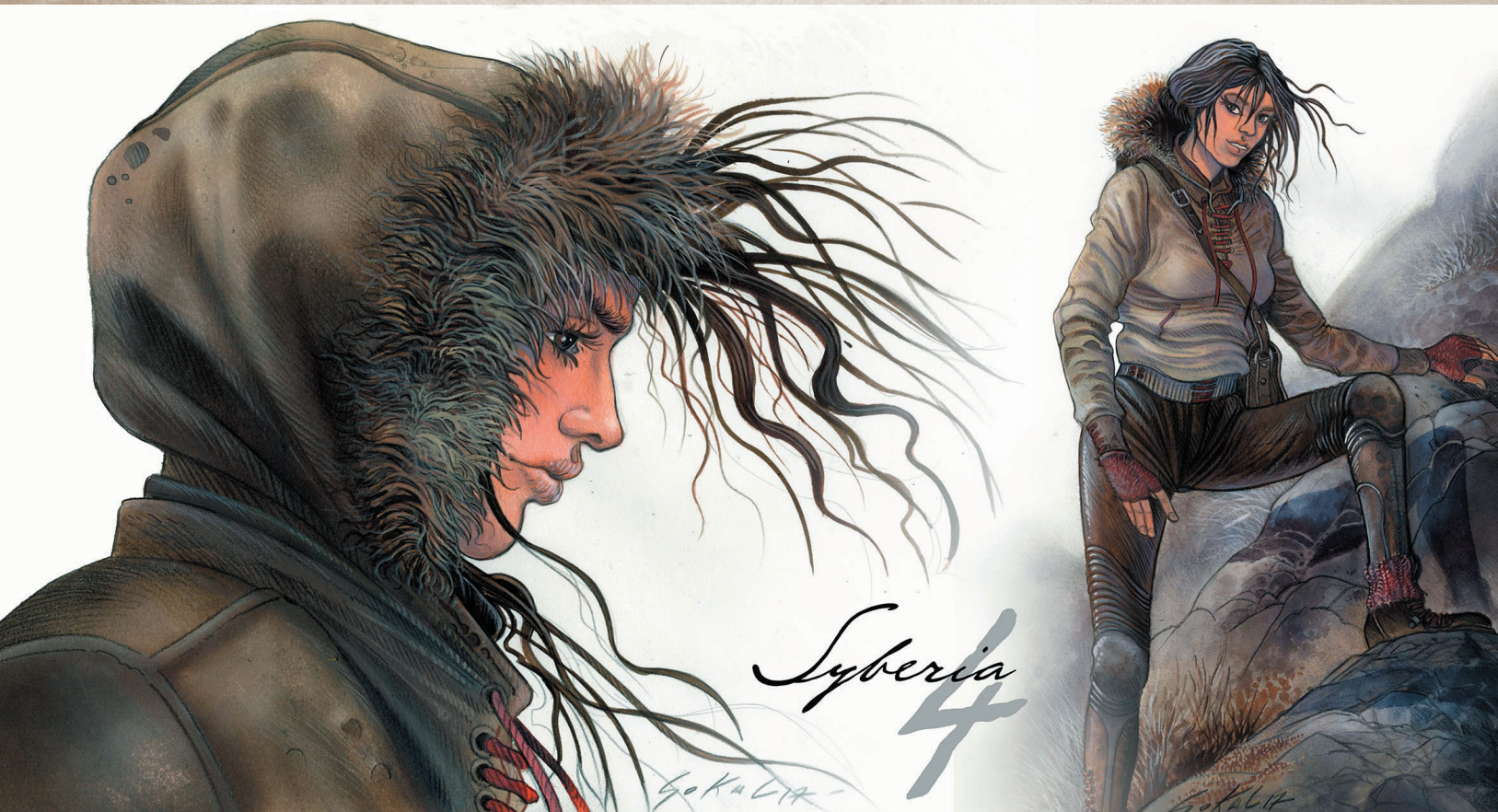


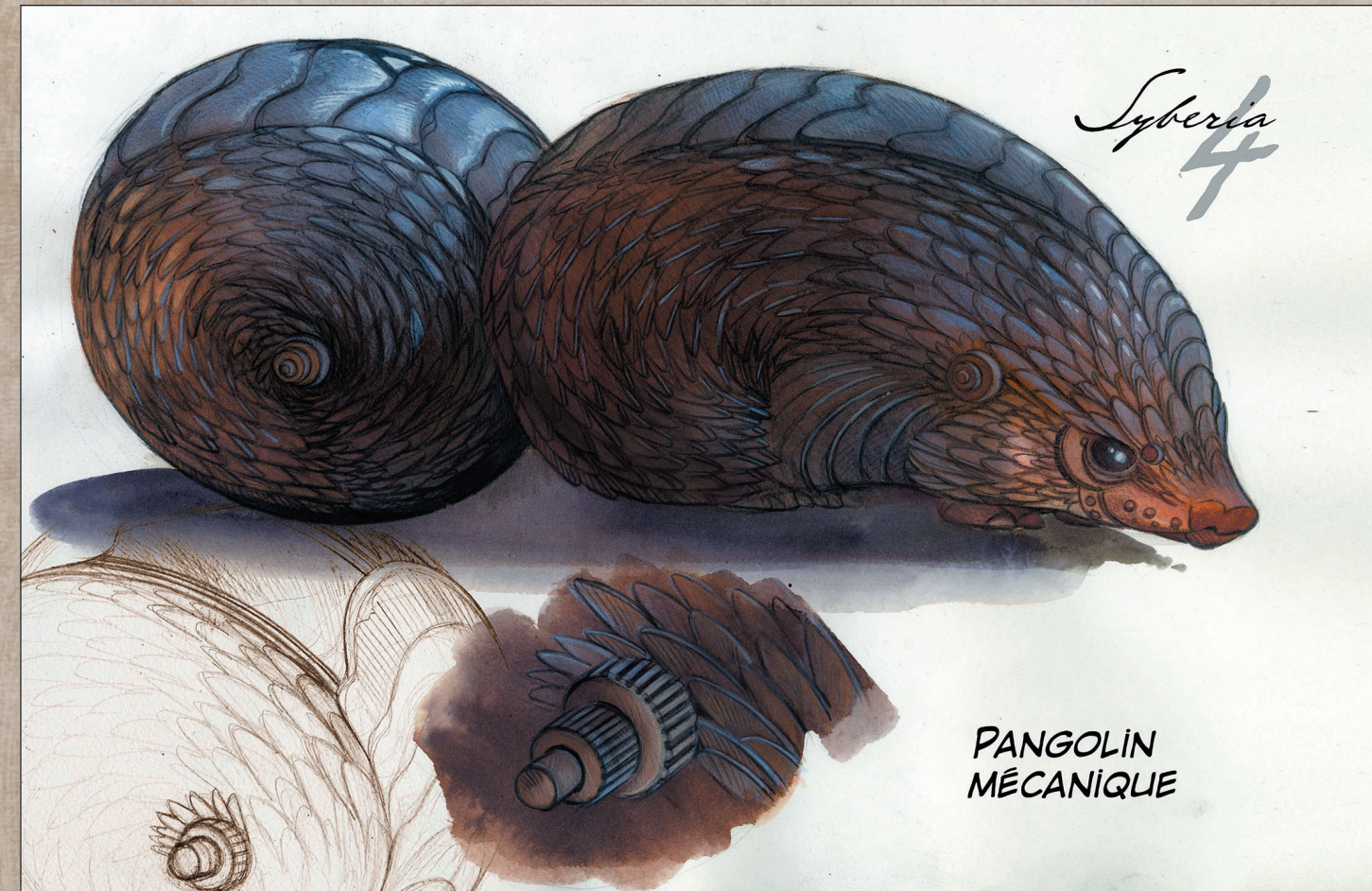


L'ange du cimetière

Yohel 10







1940

2005



COLONEL BLAKE



