



THE ART OF

BIO SHOCK

INFINITE

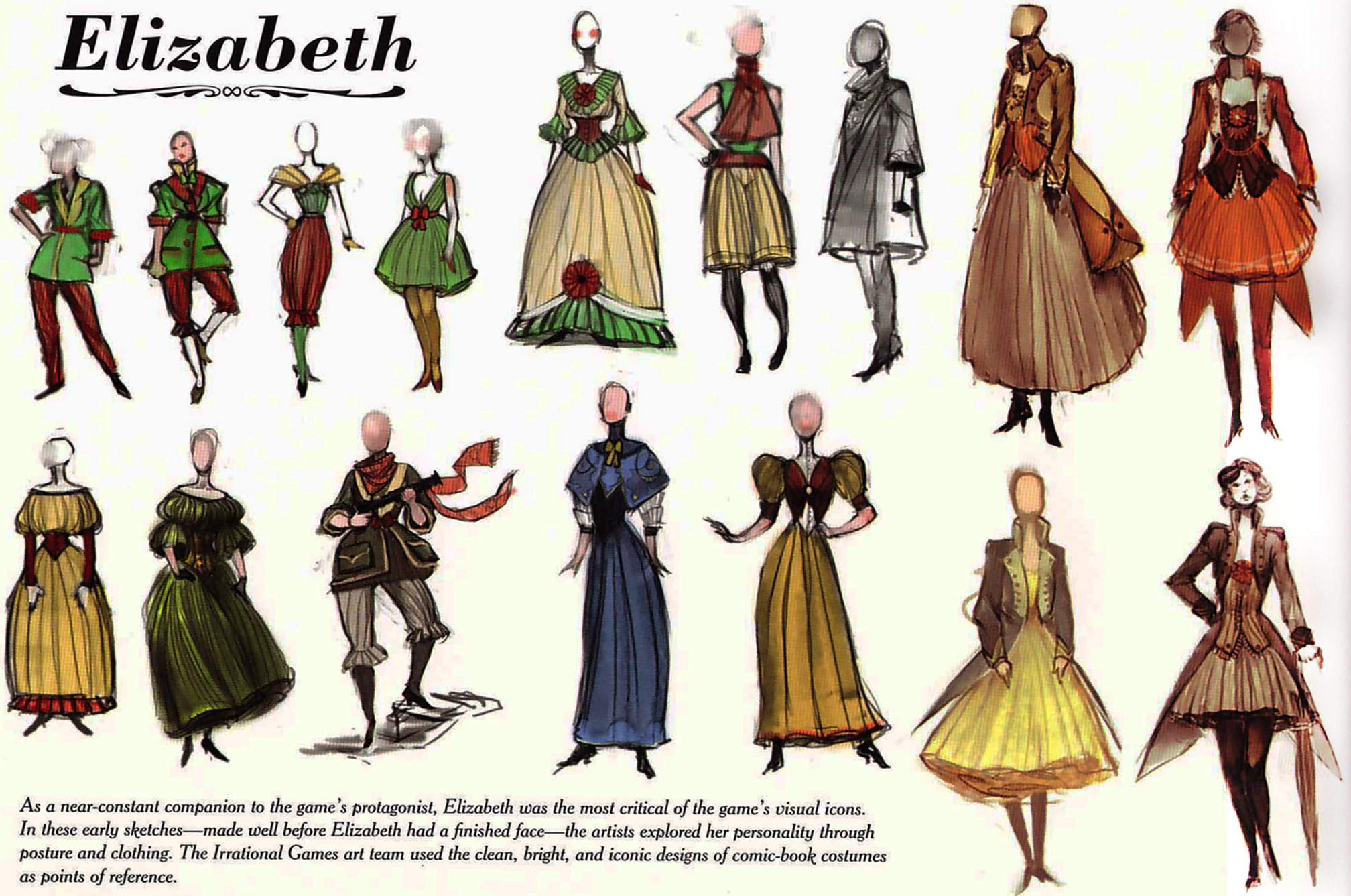


DARK HORSE BOOKS





Elizabeth



As a near-constant companion to the game's protagonist, Elizabeth was the most critical of the game's visual icons. In these early sketches—made well before Elizabeth had a finished face—the artists explored her personality through posture and clothing. The Irrational Games art team used the clean, bright, and iconic designs of comic-book costumes as points of reference.



LEFT: The art team looked again to comic books and animated films for inspiration—note the exaggerated eyes in the sketches. As with those in early comic books, a video-game character's expressions have to read both up close and at a distance. RIGHT: Iterations of the dress for "Young Elizabeth."



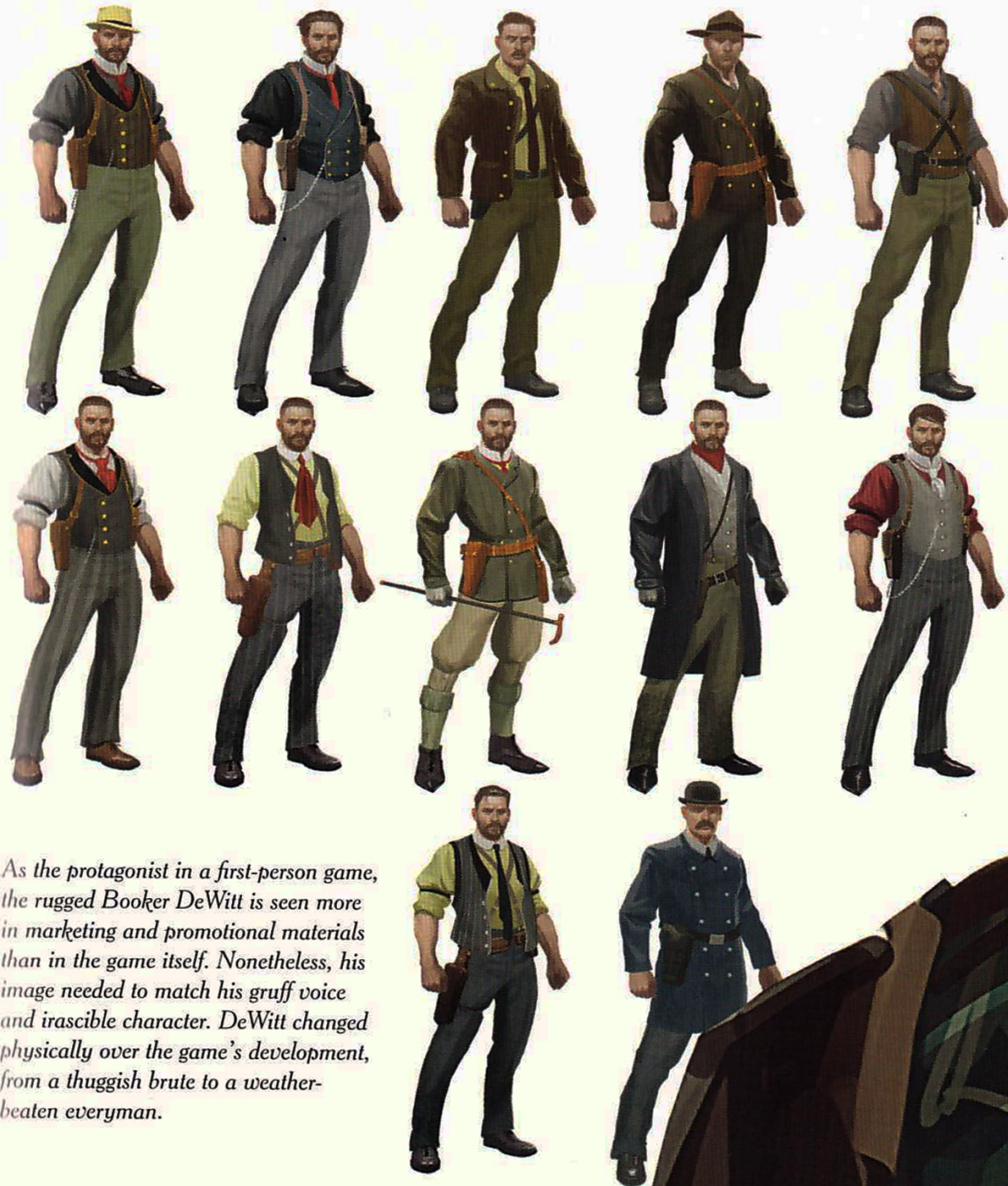






As a young girl confined to a tower, Elizabeth comes to be obsessed with Paris and the idea of going there one day. These sketches are an exploration of Elizabeth's hopes and dreams of the world outside her gilded cage.

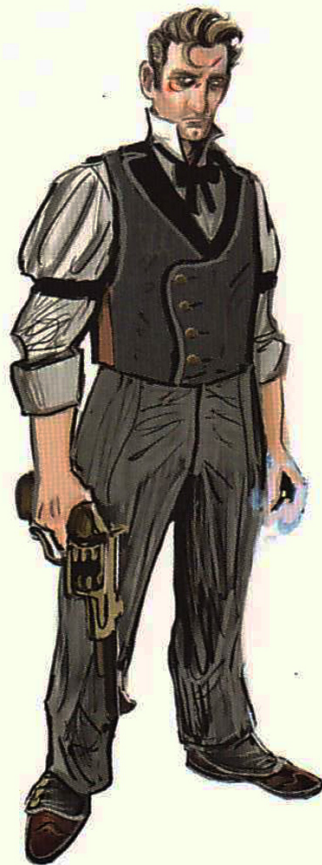
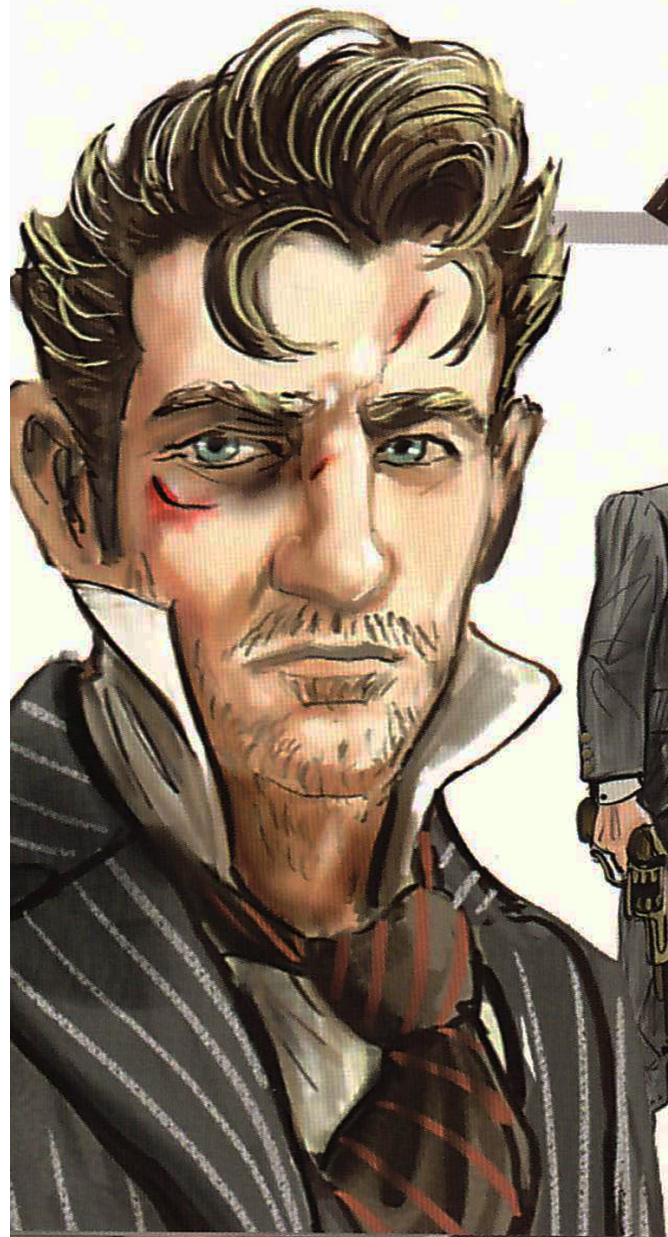




As the protagonist in a first-person game, the rugged Booker DeWitt is seen more in marketing and promotional materials than in the game itself. Nonetheless, his image needed to match his gruff voice and irascible character. DeWitt changed physically over the game's development, from a thuggish brute to a weather-beaten everyman.



Booker



Songbird

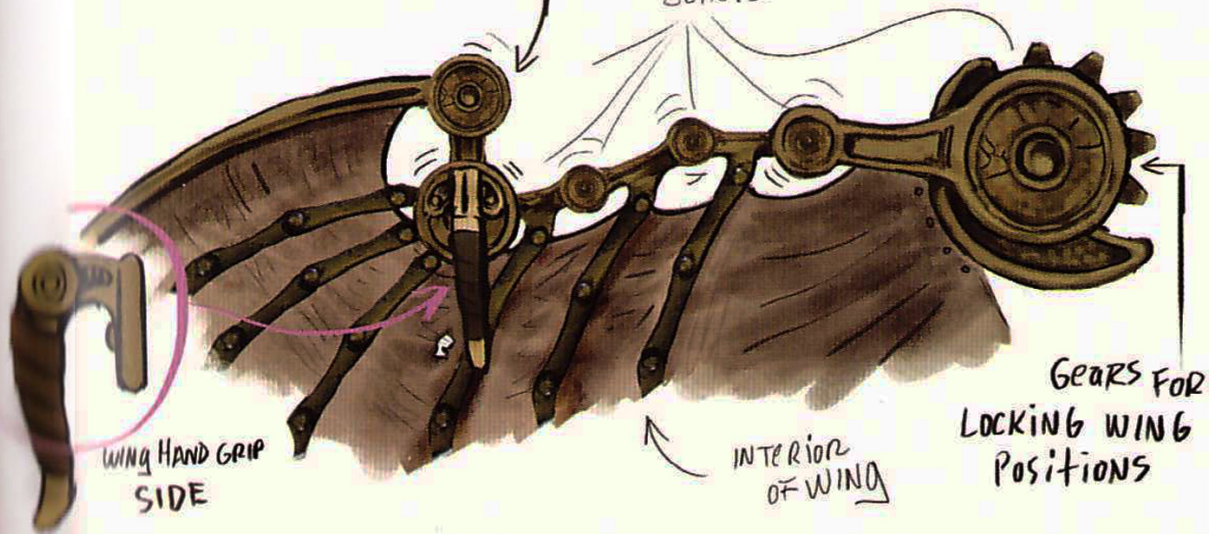




STRETCHED CANVAS
OVER BRASS WING FRAME

wing elbow joint

JOINTS



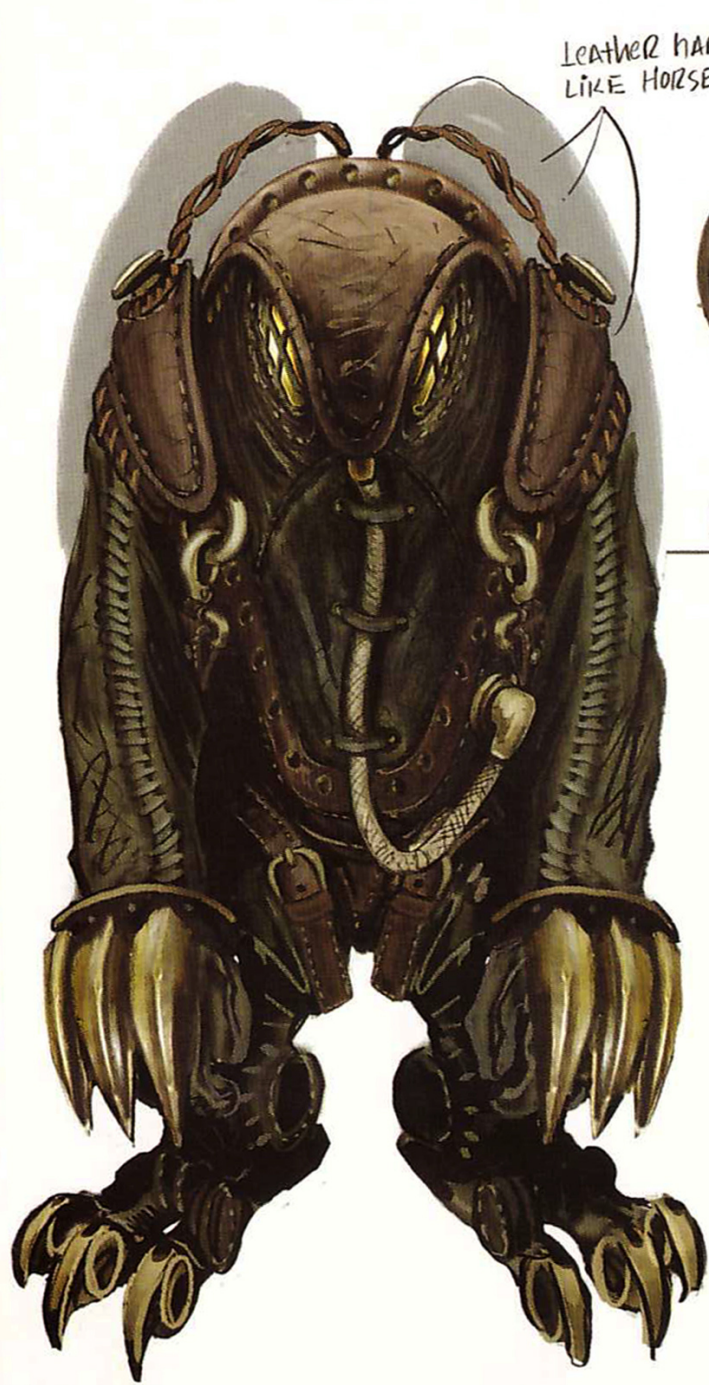
Wing HAND GRIP
SIDE

INTERIOR
OF WING

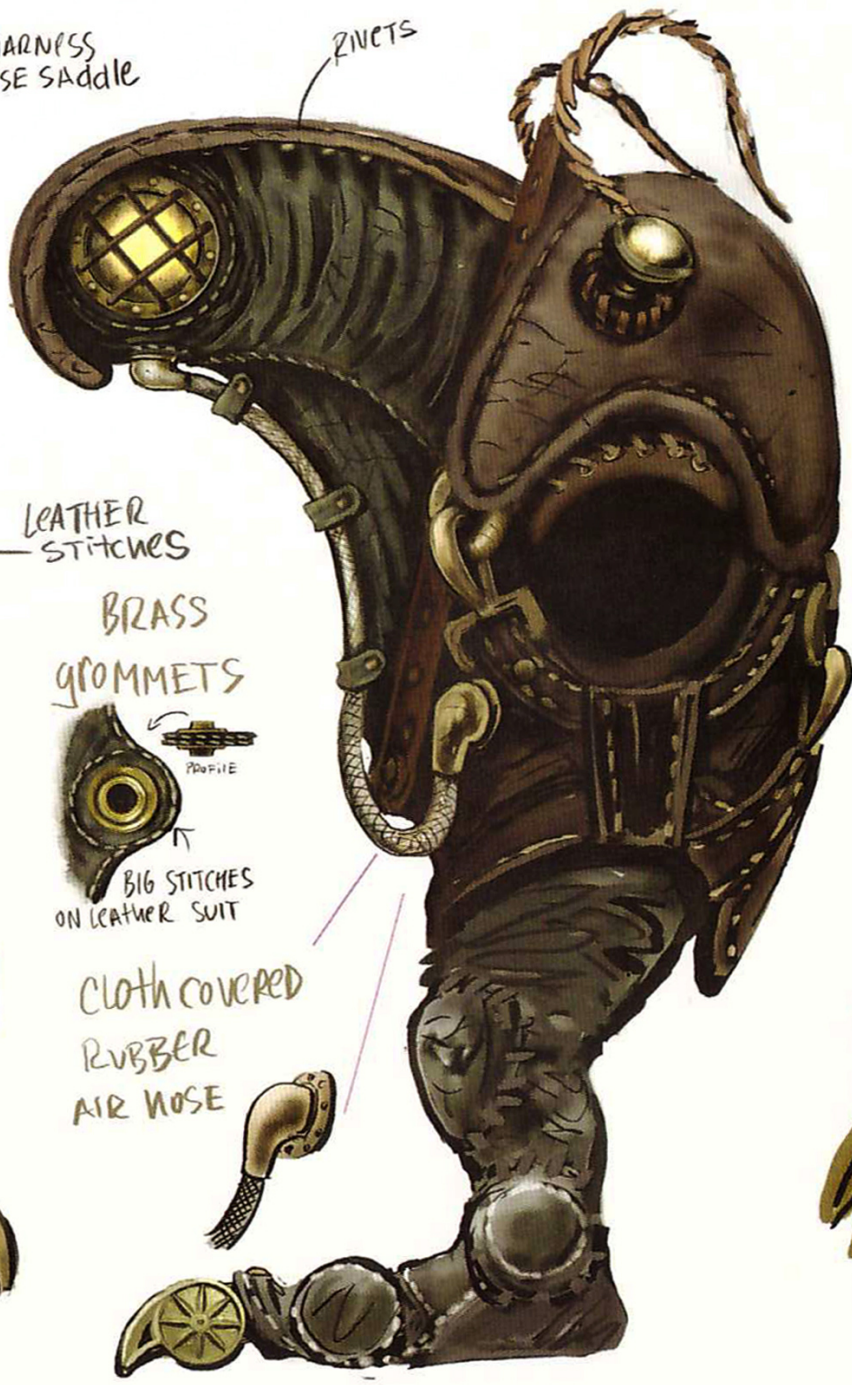
GEARS FOR
LOCKING WING
POSITIONS



Songbird is the spiritual successor to BioShock's Big Daddy, and so he needed to be large, iconic, and terrifying. It was important to Creative Director Ken Levine that, in a floating city defined by its airspaces and vistas, one of the game's signature antagonists could fly. Only a creature visually defined by his wings could properly dominate the spaces of Columbia.



Leather harness
like horse saddle



RIVETS

LEATHER
STITCHES

BRASS
GROMMETS



BIG STITCHES
ON LEATHER SUIT

CLOTH COVERED
RUBBER
AIR NOSE



BRAIDED CORDS WILL ATTACH
TO MECHANICAL WINGS



PAINT



PART OF
WEAPON
HARNES



WORN BLACK LEATHER
BIG LEATHER STITCHES



HAND BALLED UP TO USE CLAWS

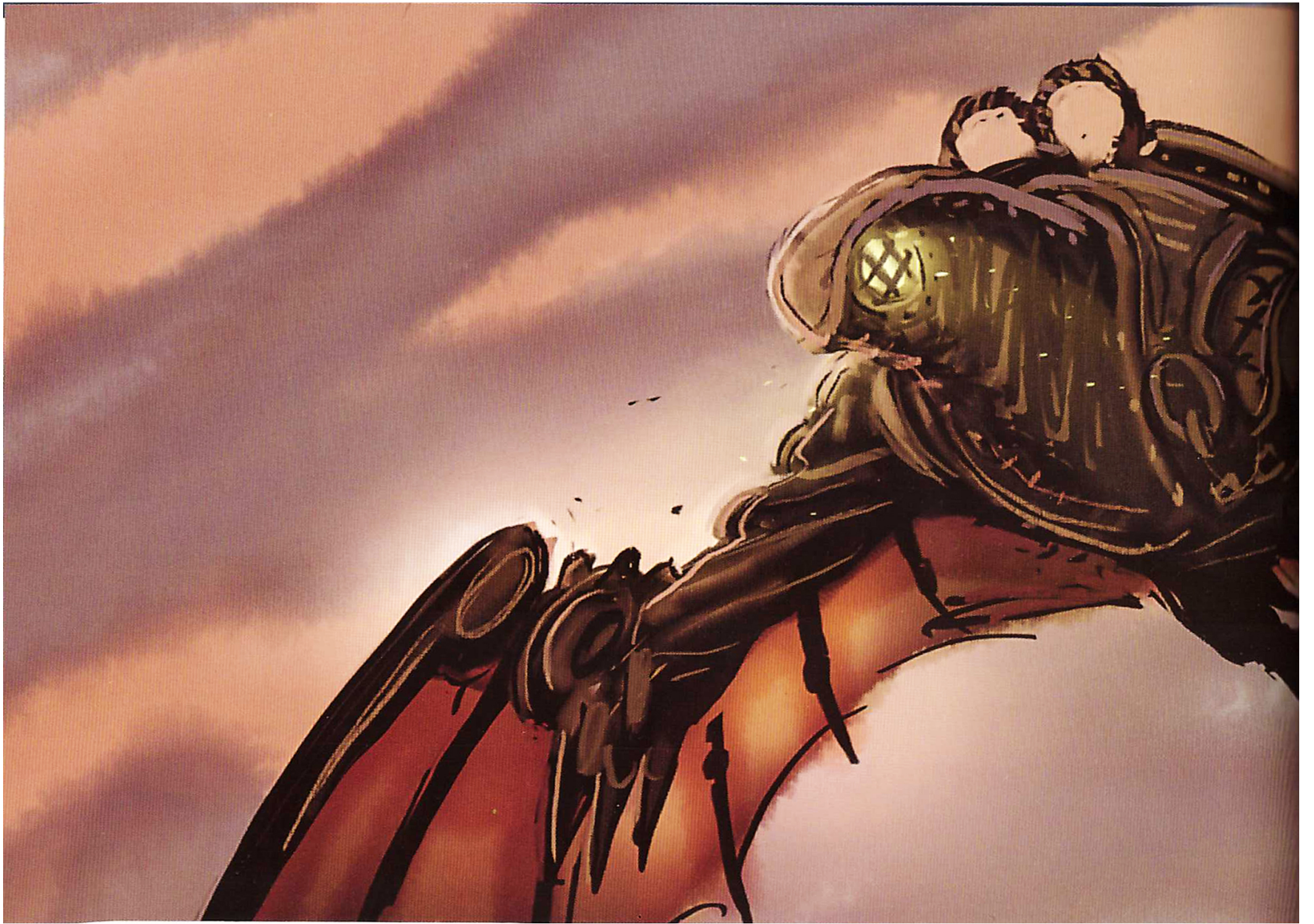


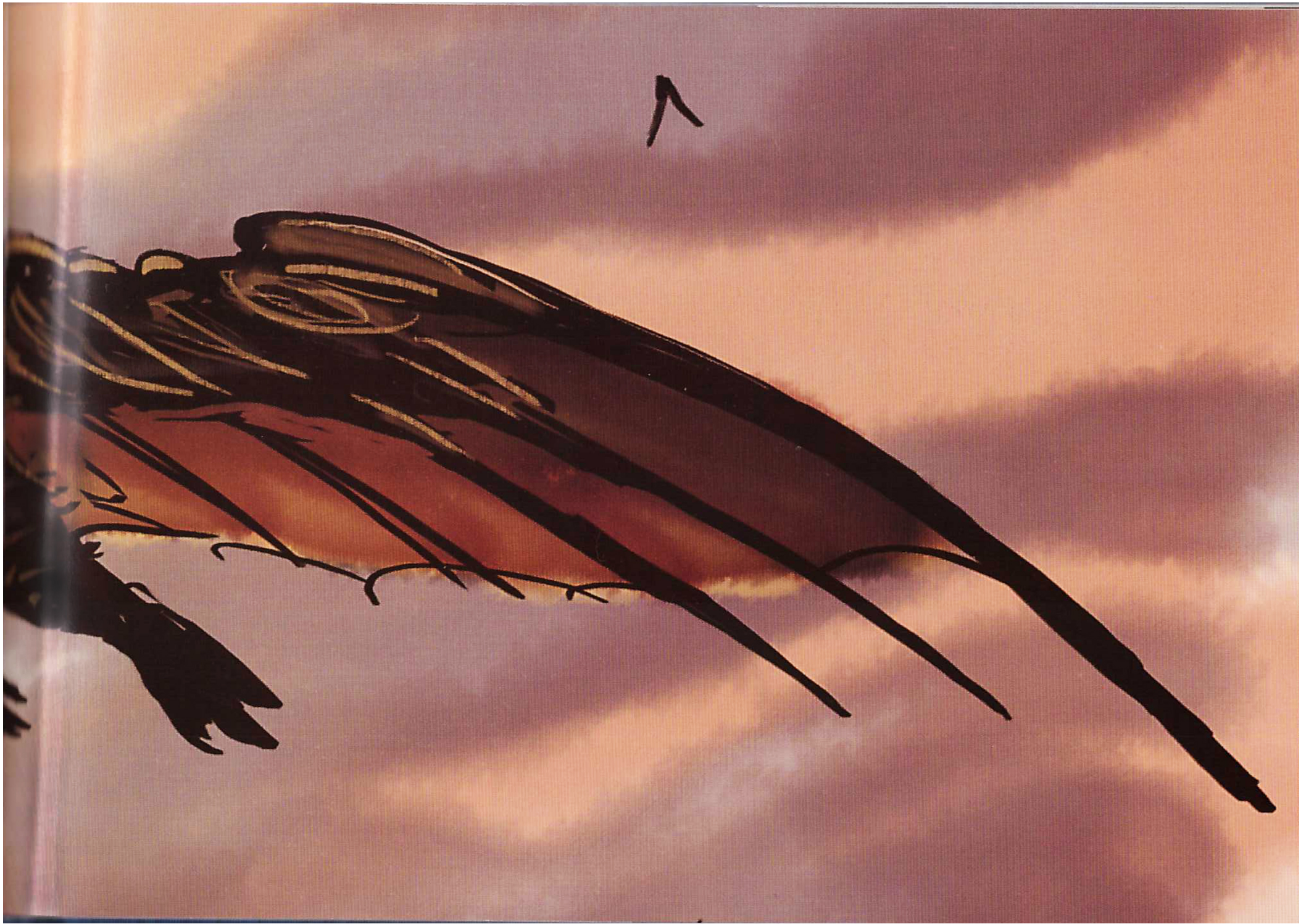
JOINTS

Songbird's body language and neck movements are vital to his expressions. In early development, Songbird was a dragon, and later a giant eagle. The artists pulled back from that and produced the leather-clad horror seen here.



*NOTE HE CAN USE HIS HANDS AS FINGERS CLEAR THE CLAW LENGTH







Founders


FAR LEFT AND FAR RIGHT: Some examples of the ardent use of propaganda in the Founders' battle against the Vox Populi. RIGHT: Explorations of the Founders' military uniforms.

BRASS POCKET WATCH
WITH SUSPENDED
BRASS CHAIN

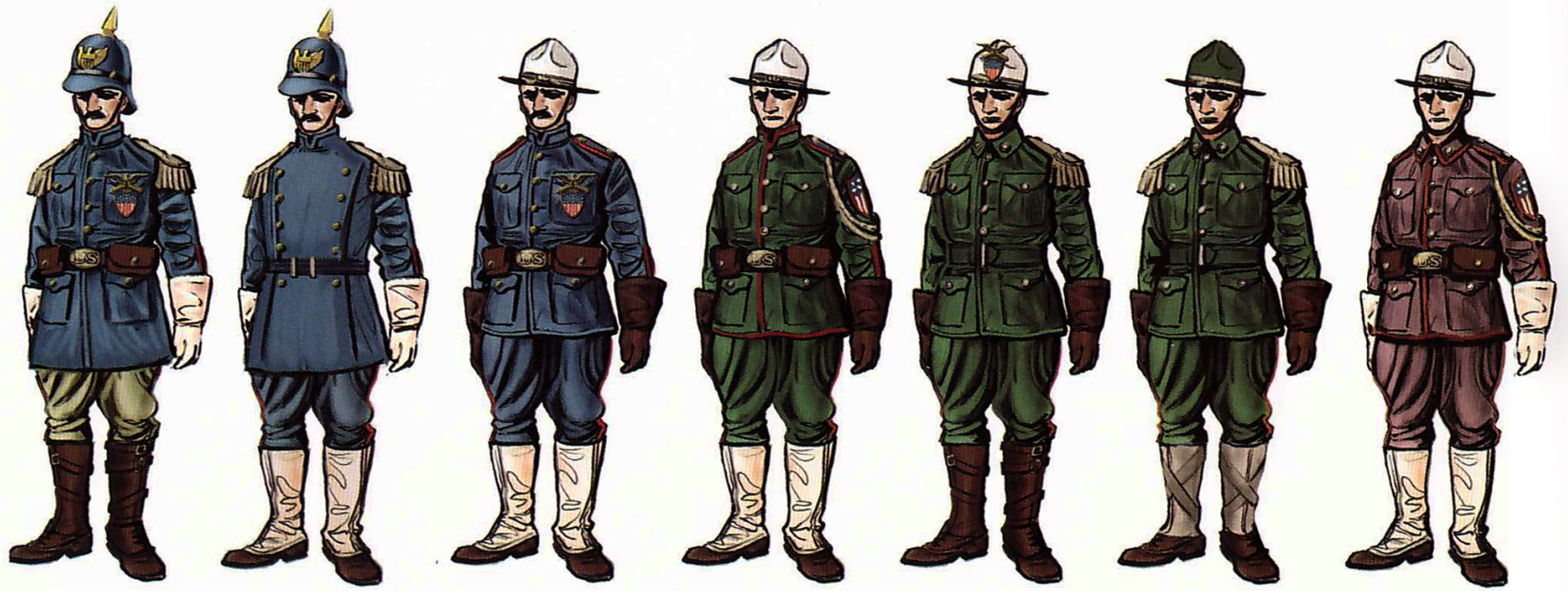


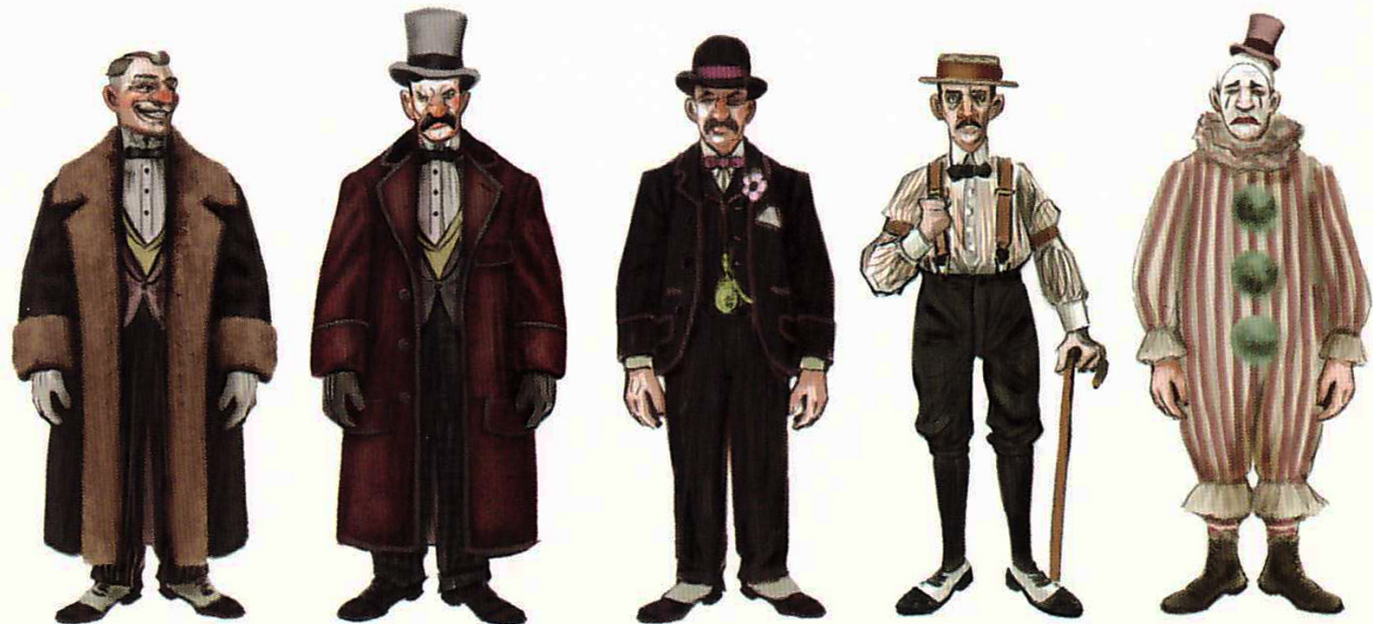
TARNISHED
COPPER STATUE





**THE TRUE PATRIOT
HAS NOTHING TO FEAR FROM
THE SONGBIRD**





Sketches of the Founders. UPPER LEFT: Comstock's guards. BOTTOM LEFT: Some AIs were designed to be aggressive and have pieces of gear that could easily be shot off. UPPER RIGHT: Characters you'd find at Battleship Bay, a propagandistic theme park. BOTTOM RIGHT: Downtrodden workers from the industrial center of Finkton.



WANTED



WANTED FOR
TREASON & SEDITION

CORNELIUS SLATE

Vox Populi



FAR LEFT: A “wanted” poster for Cornelius Slate, a former war hero. NEAR LEFT: Drawings of the Vox Populi, each with the distinctive red color that marks their allegiance to Columbia’s own revolutionary faction.





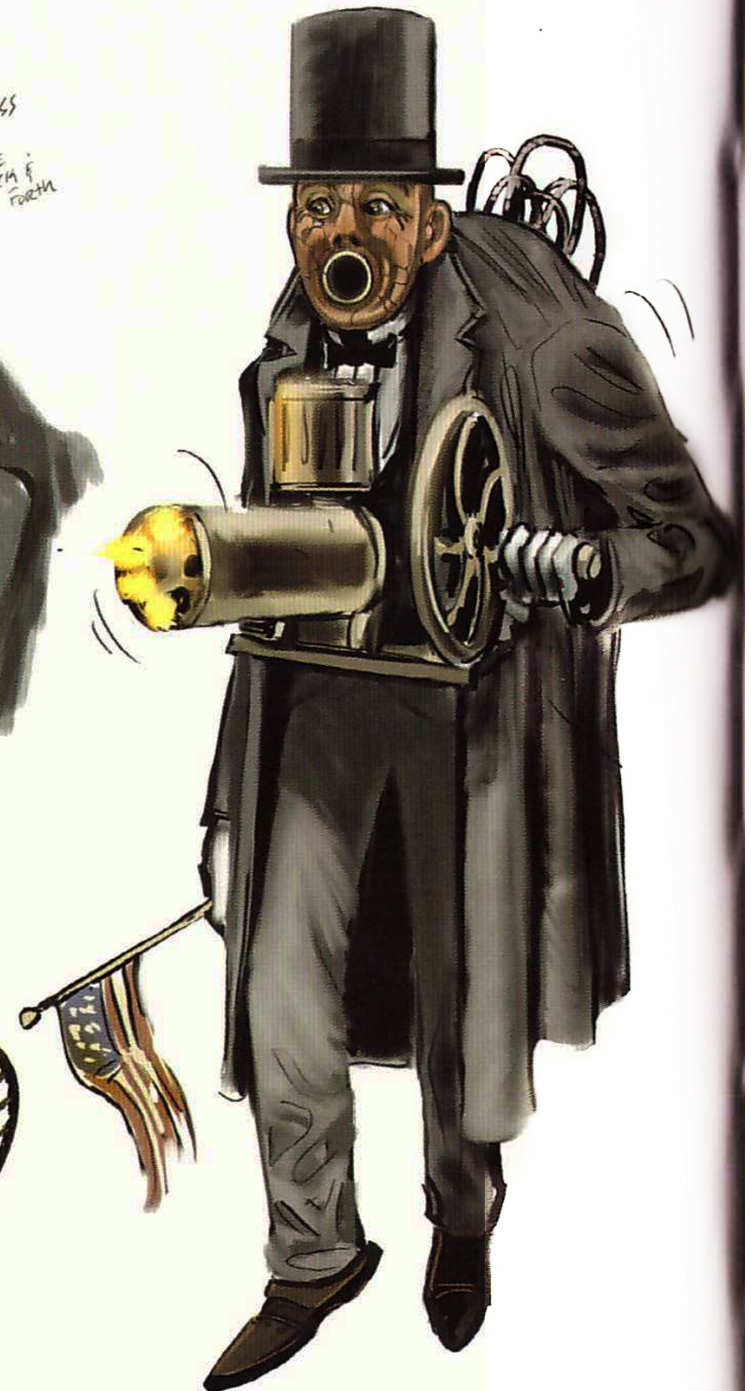
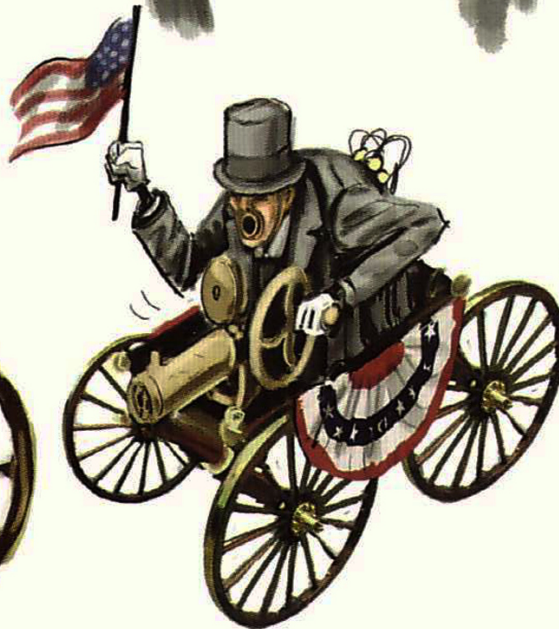
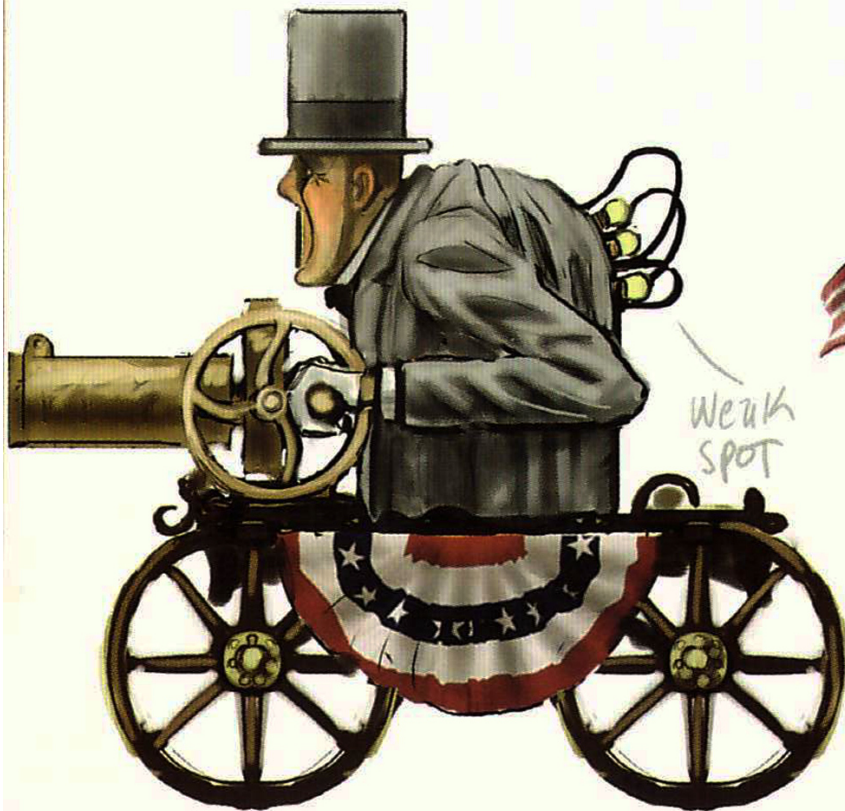


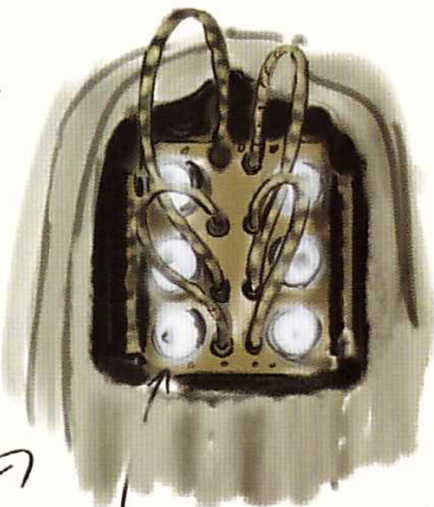
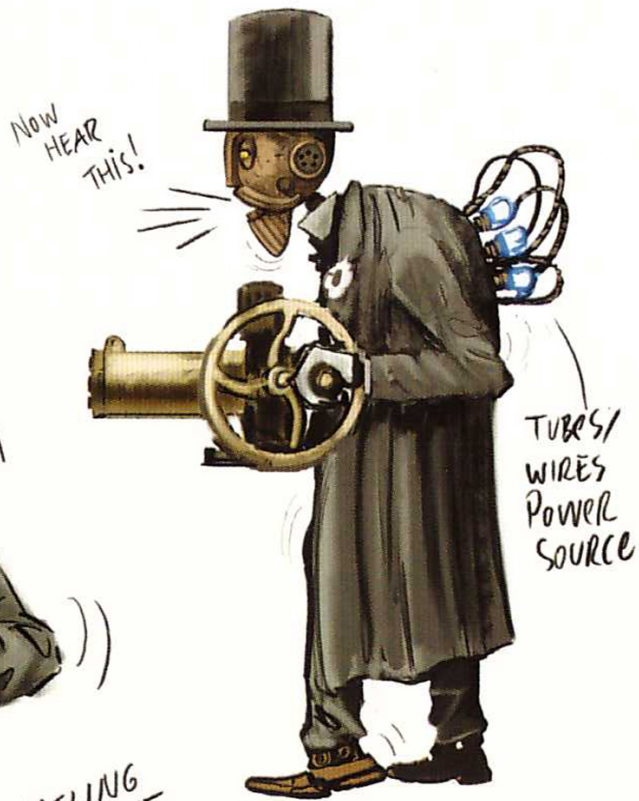
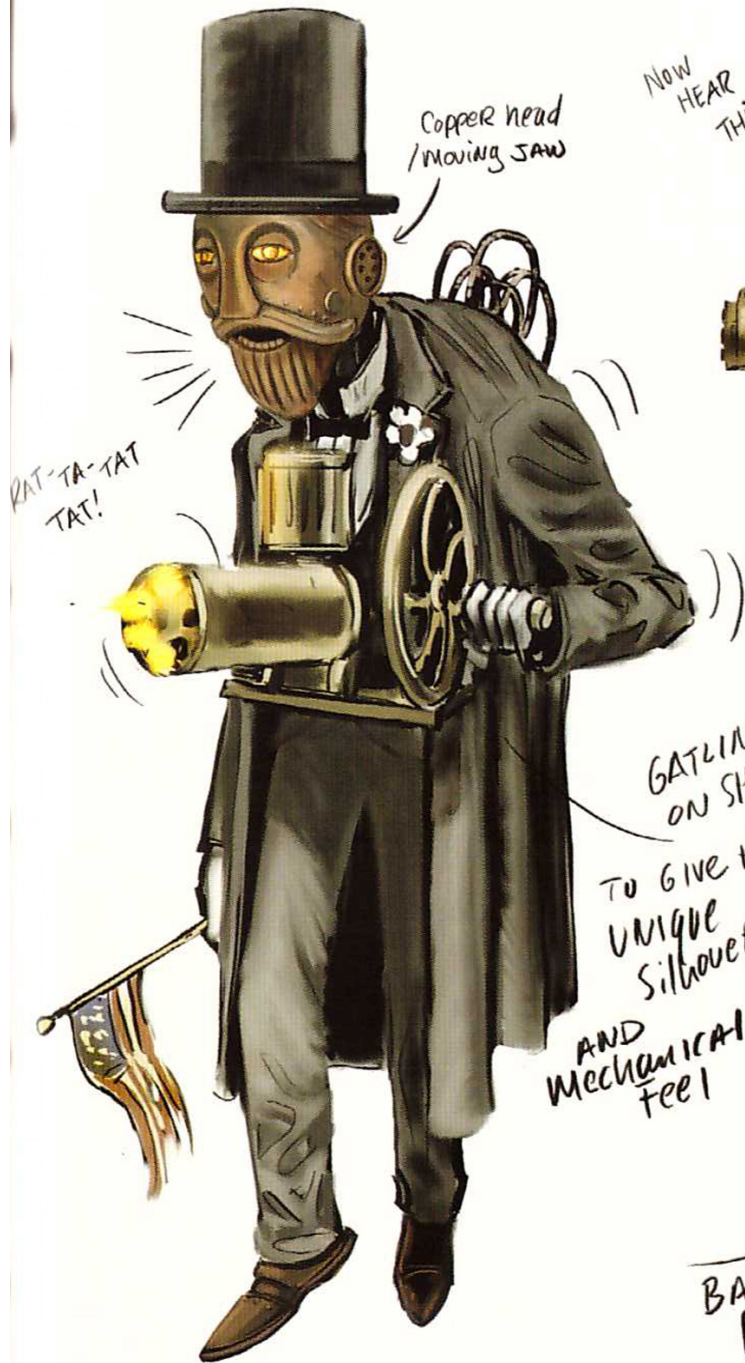
Daisy Fitzroy is the leader of Columbia's Vox Populi movement. Her character, inspired by famous radical leaders of history, is an embodiment of charisma, power, and fanaticism.



Motorized Patriot

These are numerous early treatments of the Motorized Patriot. Originally intended by the Founders as attractions at the Hall of Heroes, they came to serve the role of Columbia's security sentries. The Motorized Patriot eventually became the deadly "face of America" you'll see on the following page.





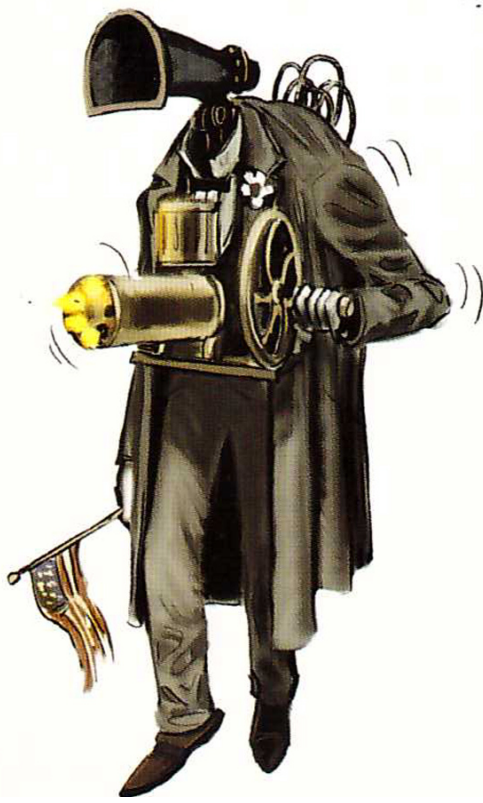
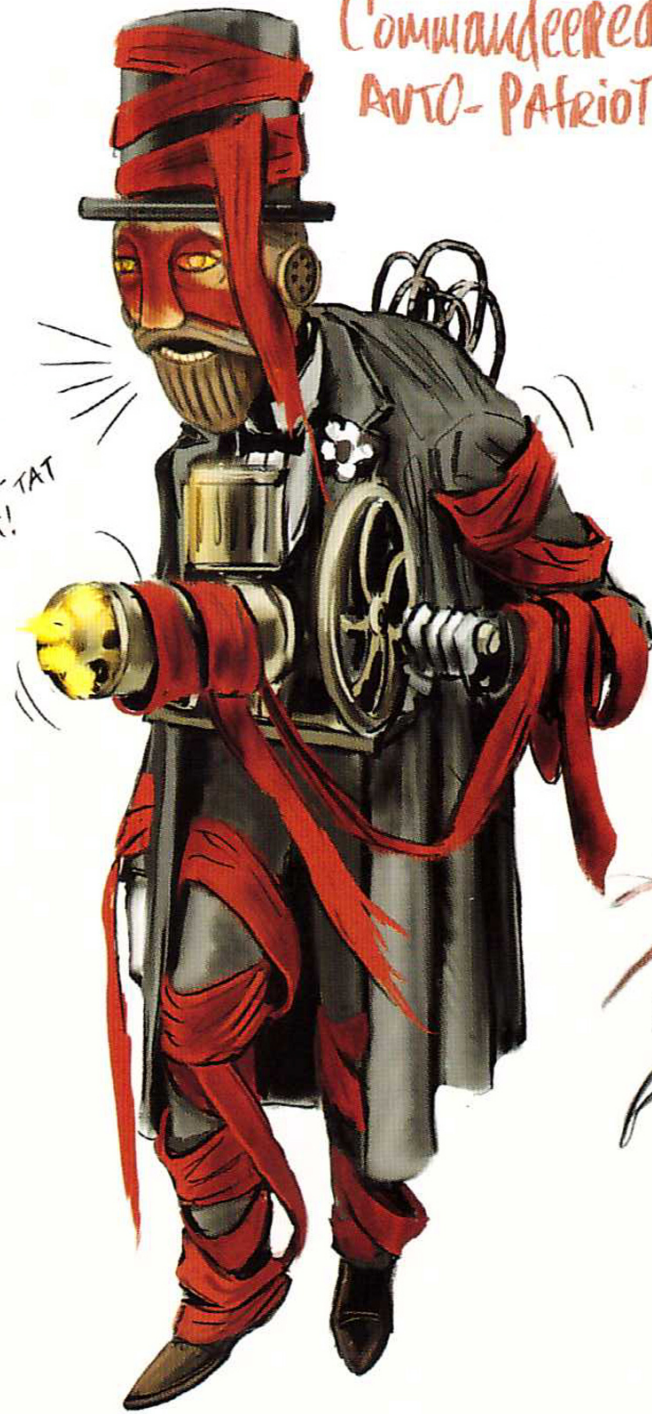
MATERIAL
COVERED
COPPER
HAT



Commandeered
AUTO-PATRIOT



RAT-TA-TAT
TAT!





REAL POWDERED WIG

BLACK VELVET BOW

HEAVY WOOL COAT

NEGATIVE SPACE

GLASS EYE WITH HEAVY BLINKING LID

SPIDERED CRACKS ON BOTH SIDES OF MOUTH
"MOUTH IS RUBBER SLIT"

FACE HAS WAX-LIKE SHEEN

CRACKED RUBBER FACE

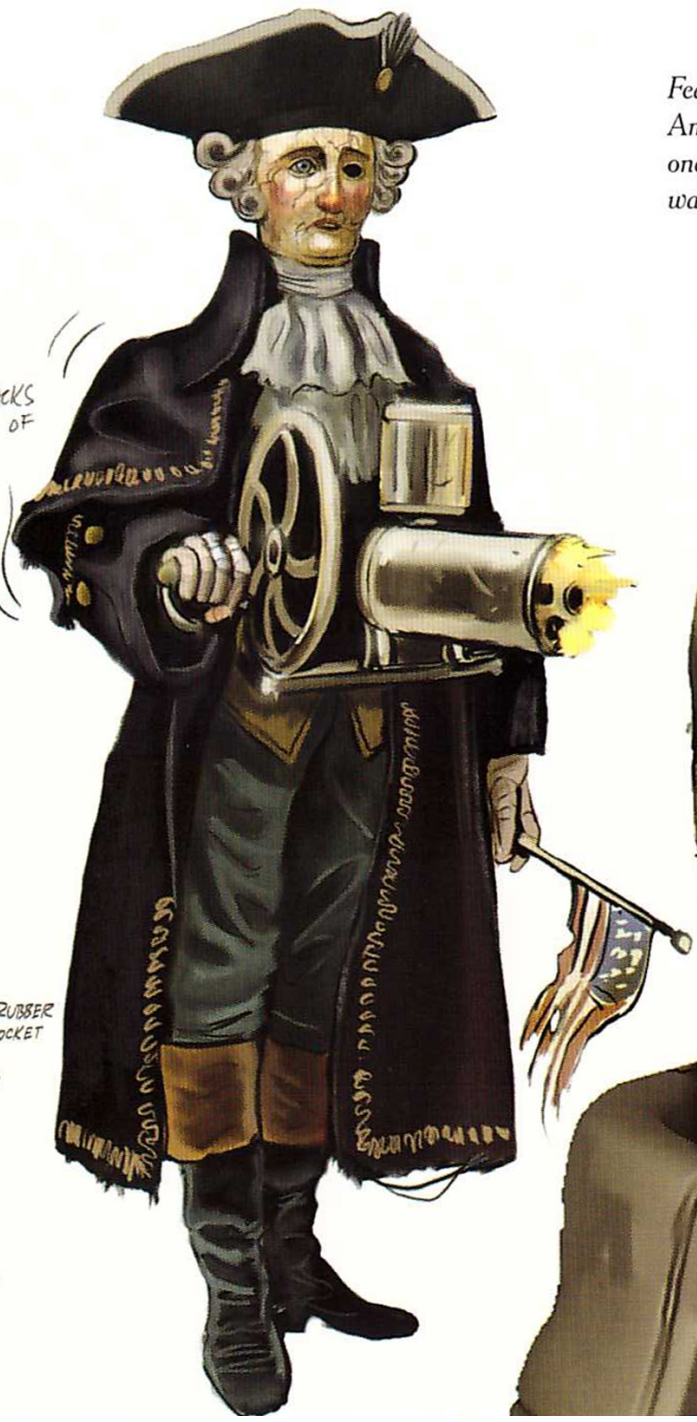
HEAVY FRANKENSTEIN BLINKING EYE LID

"CRACKS SPIDER OUT AROUND PUPPET-LIKE TALKING MOUTH"

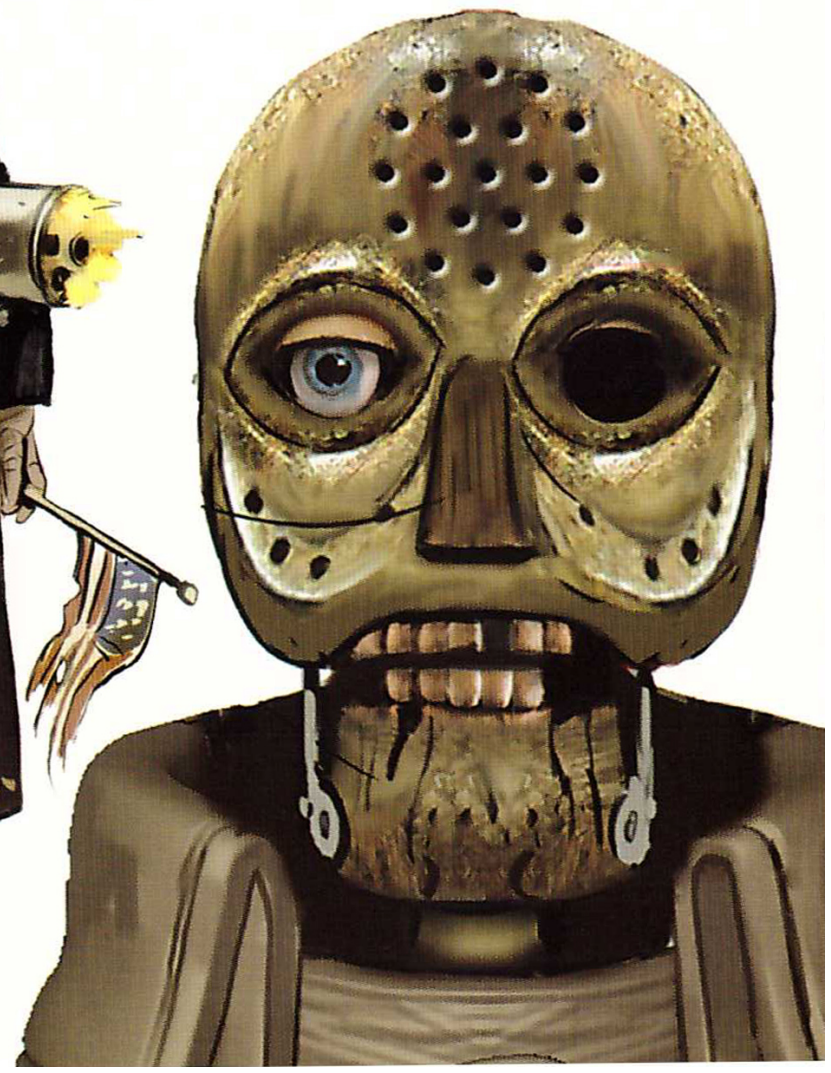
REAL WIG

PUCKERED RUBBER AROUND EYE SOCKET

MISSING EYE



Fearless, relentless, and wearing the faces of America's founding fathers, the Motorized Patriot, one of BioShock Infinite's "Heavy Hitter" AIs, is a walking propaganda machine brought to deadly life.





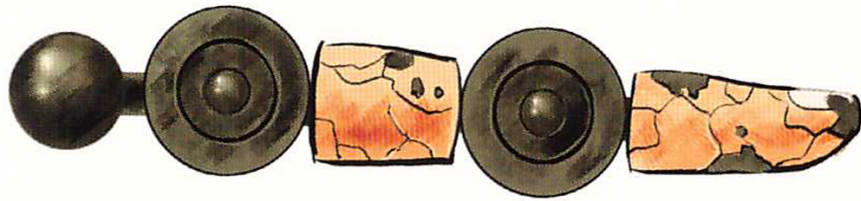
BETTERMEN

Handyman

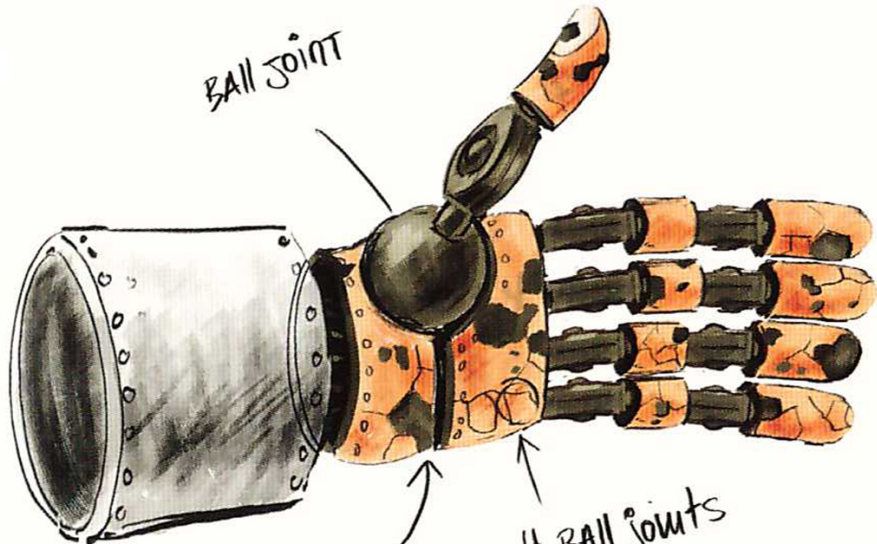
Another "Heavy Hitter," the Handyman was deliberately drawn with porcelain hands meant to evoke the feel of late nineteenth-century handcrafted toys. Despite his tragic origins, the Handyman is a fearsome opponent: nimble, fast, and able to fling lesser creatures, friends and foes alike.



FINGER PROPORTIONS



BALL JOINT

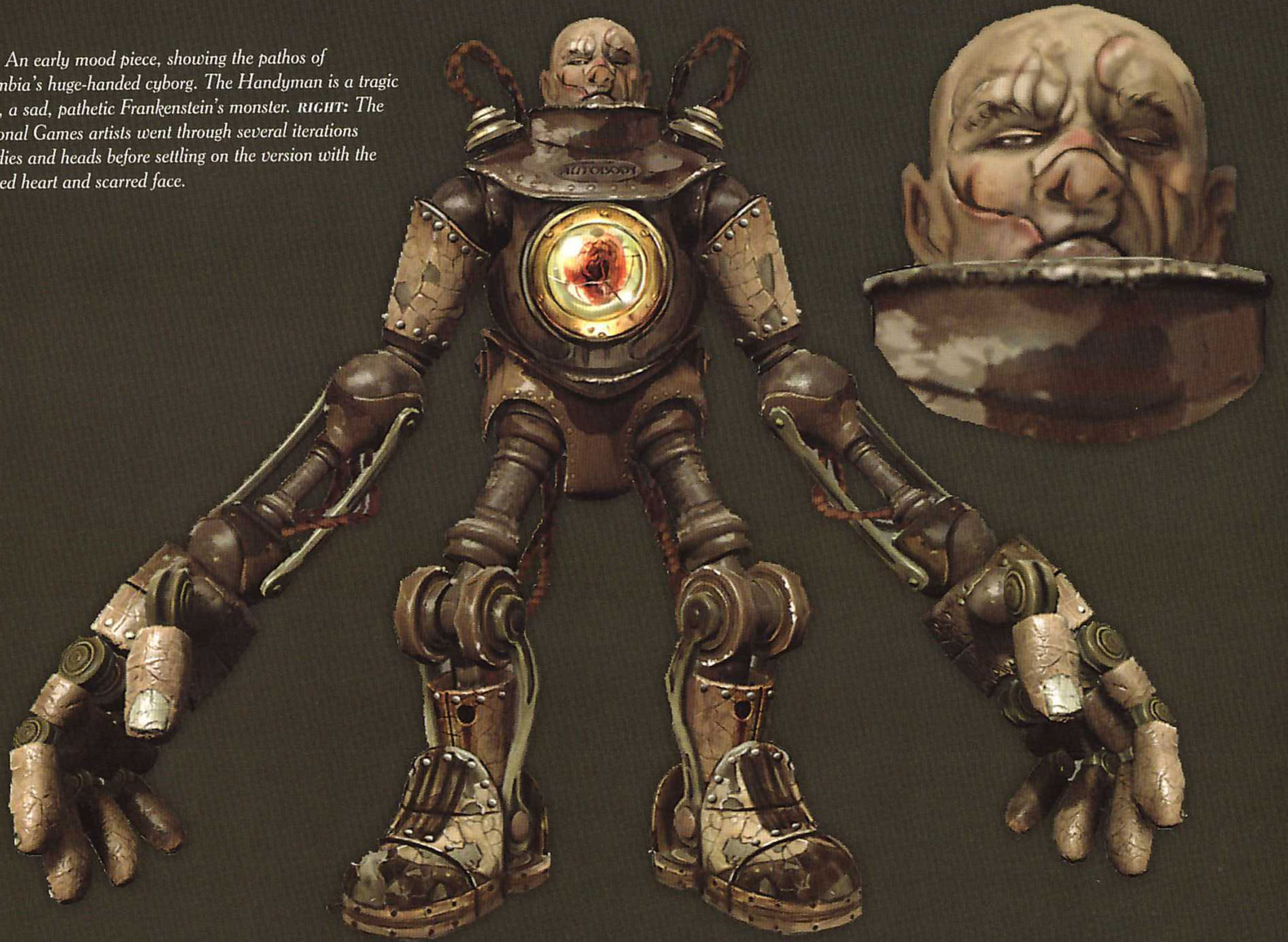


Flex Hinge

4 BALL JOINTS INSIDE

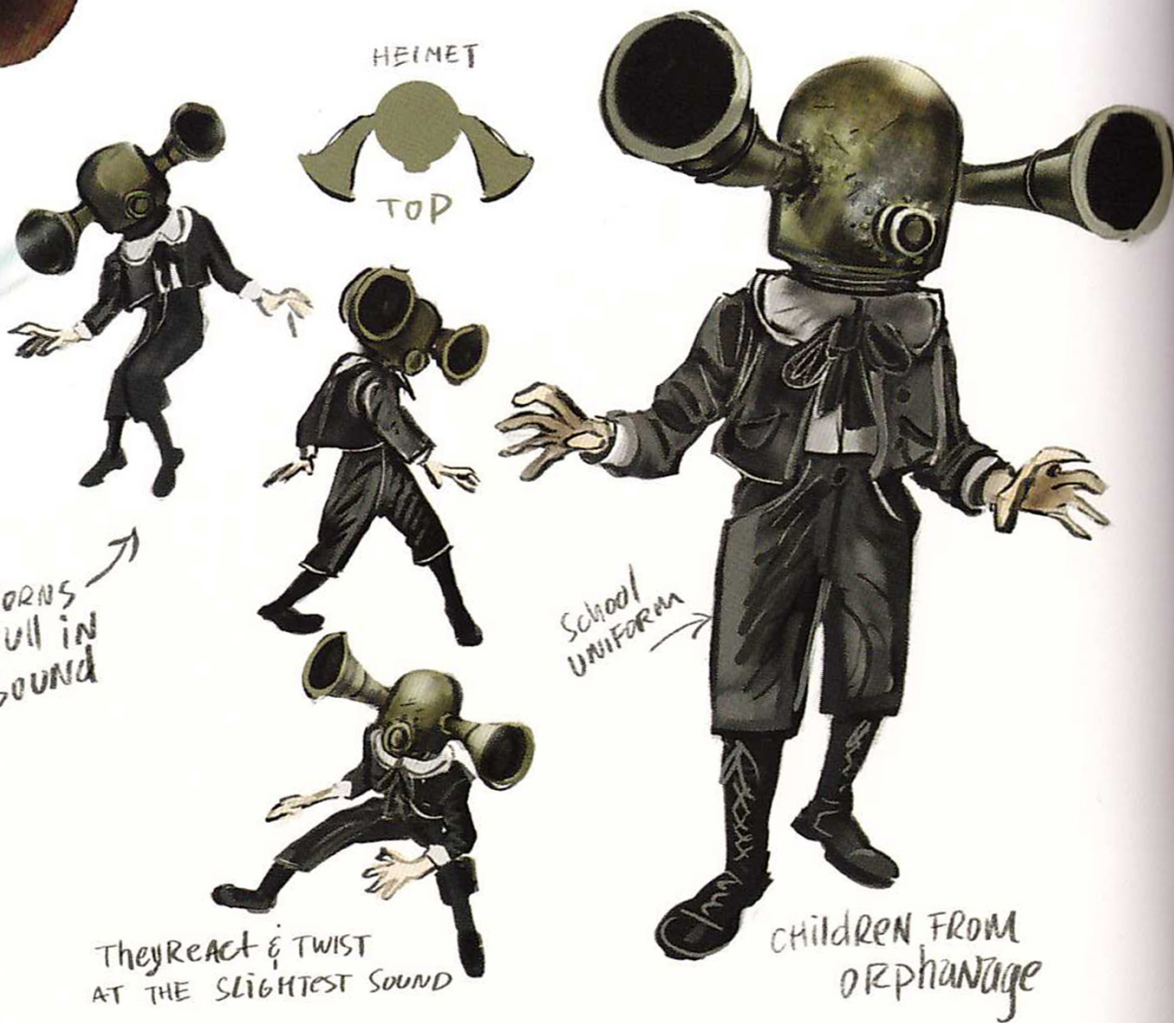


LEFT: An early mood piece, showing the pathos of Columbia's huge-handed cyborg. The Handyman is a tragic figure, a sad, pathetic Frankenstein's monster. RIGHT: The Irrational Games artists went through several iterations of bodies and heads before settling on the version with the exposed heart and scarred face.



Boys of Silence

The creepy Boys of Silence were originally designed to recycle sounds and use them as a weapon. Over time, these trumpet-masked children found their role as Columbia's security cameras, sounding an earsplitting alarm when they hear Booker's approach.





- ① STAGGERS ABOUT ② STARTS DRAWING IN SOUND WAVES ③ STORED SOUND STARTS SHAKING HIM APART ④ BECOMES HIGHLY UNSTABLE ⑤ REACHES CRITICAL MASS AND RELEASES SOUND CONCUSSION & Repeat



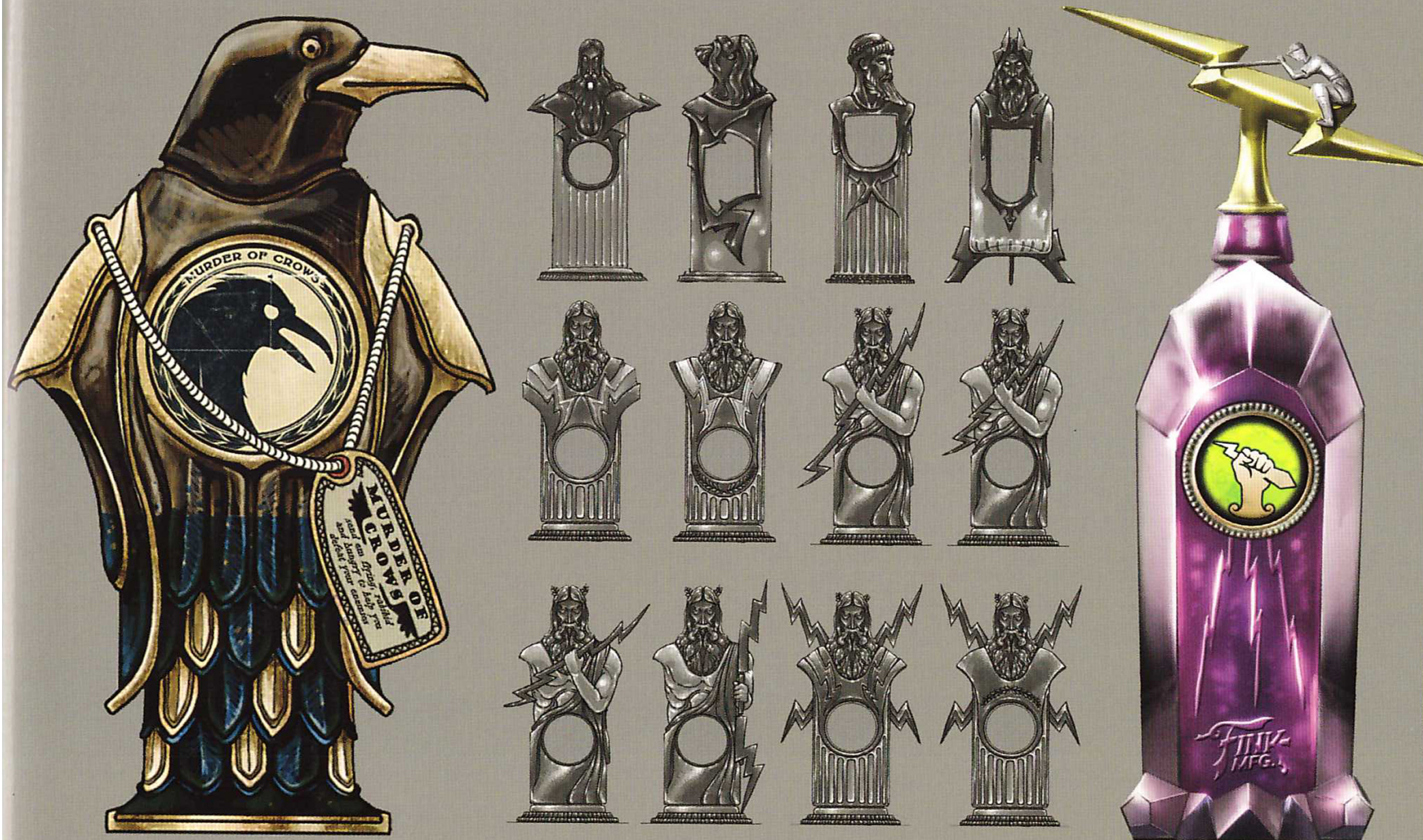


Siren

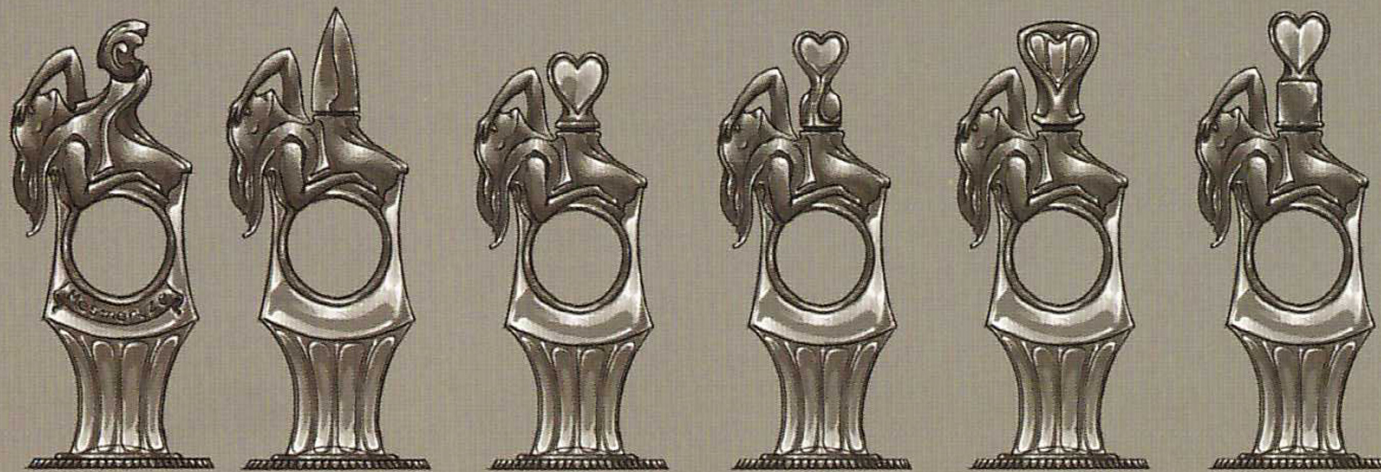
The Siren taps into a very real turn-of-the-century social trend of séances and mediums, as many believed that the spirit world was only barely separated from the physical world. The ghostly creature raises other enemies from the dead to fight again, presenting a unique tactical challenge.



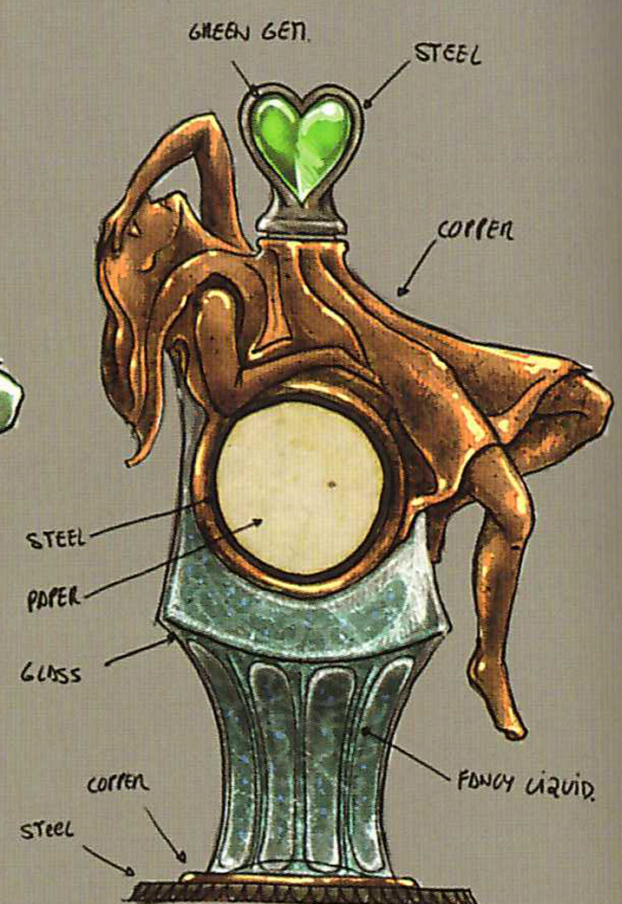
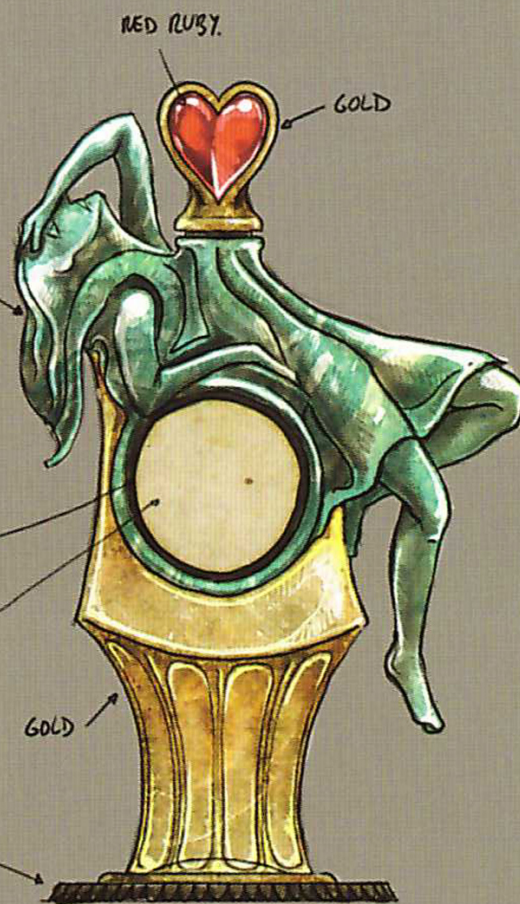
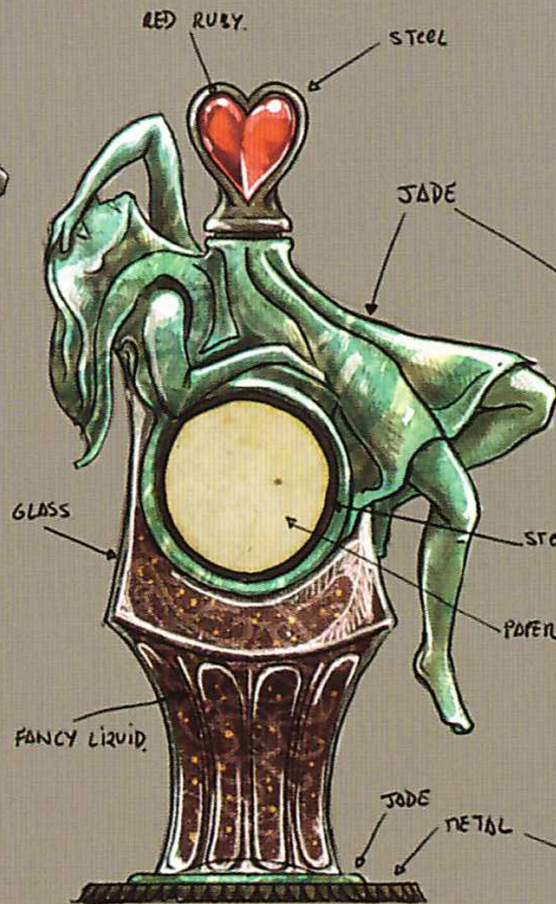




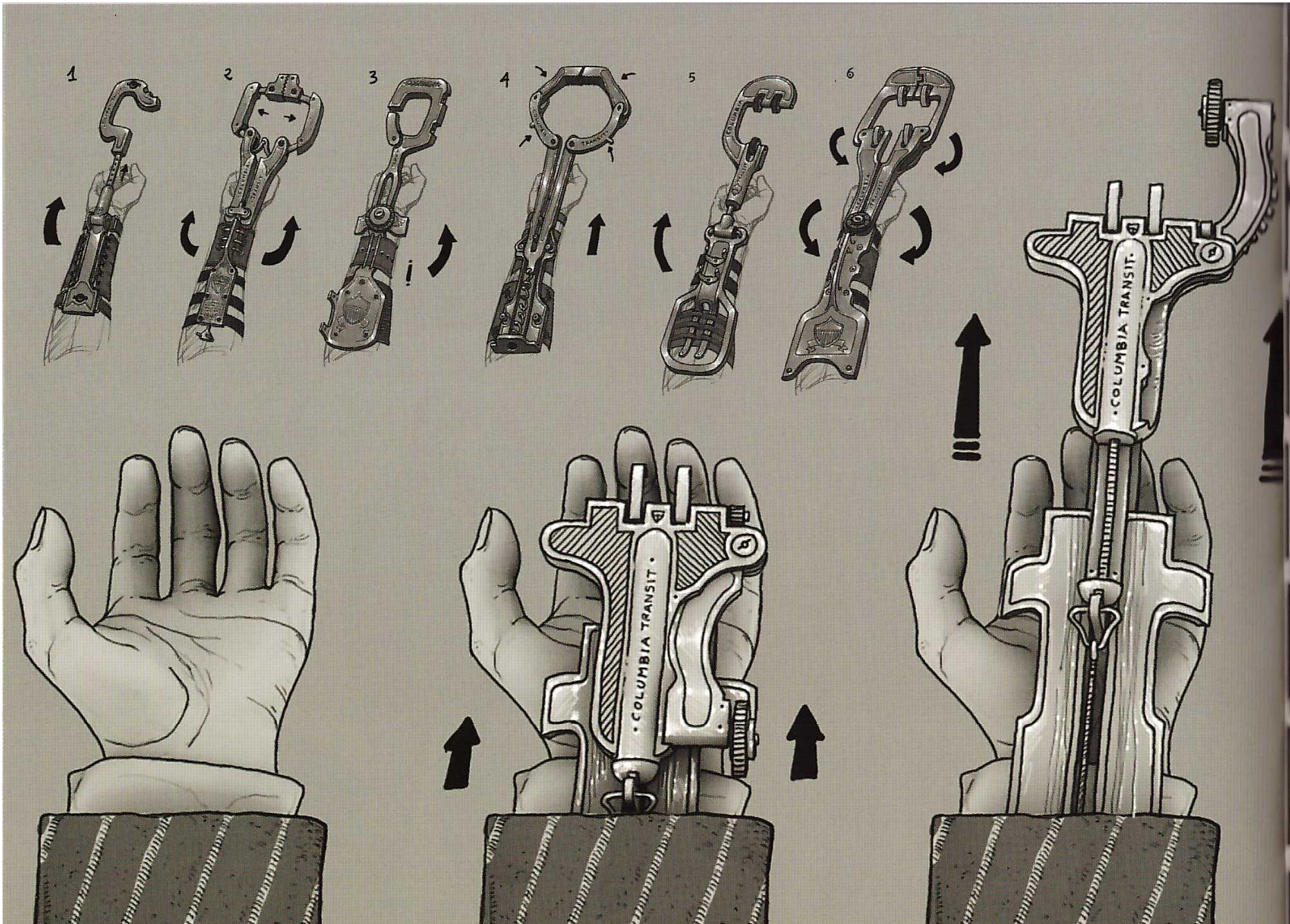
Combining firepower and superpower, Vigors are concoctions that give Booker control over various supernatural forces. **LEFT:** Murder of Crows, a Vigor that allows the imbiber to summon a swarm of birds to attack enemies. **RIGHT:** Shock Jockey gives one the ability to harness the power of electricity. All of the Vigors in BioShock Infinite were given a dozen or more visual treatments before the final versions were approved.



LEFT: Treatments of the Mesmerize Vigor, which allows you to charm enemies and compel them to fight for you. RIGHT: After drinking the Undertow Vigor, you can either pull enemies toward you or push them away. The artists agonized over every visual detail, desiring that each Vigor bottle be something you'd be delighted to have as a real object on your shelf.

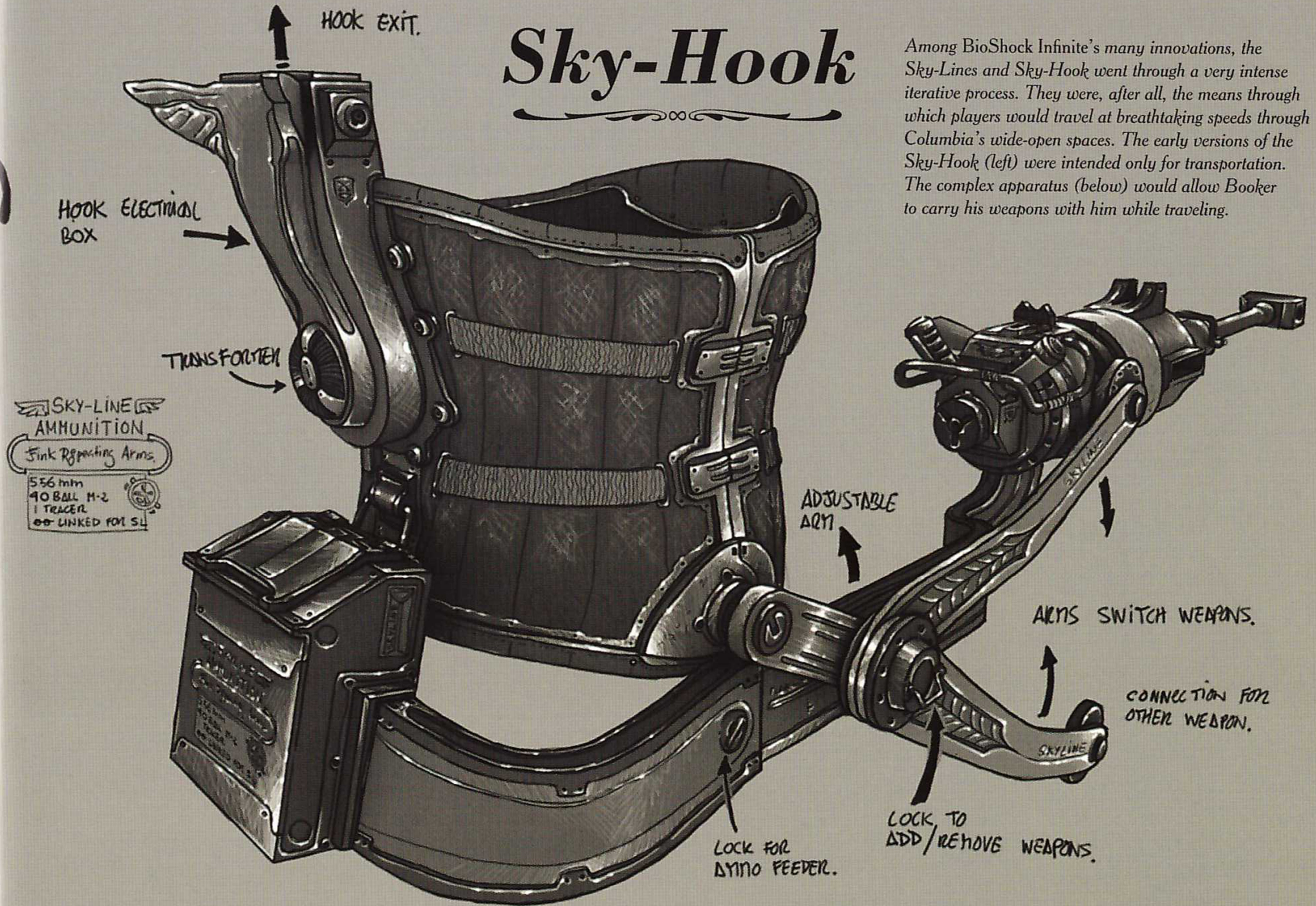




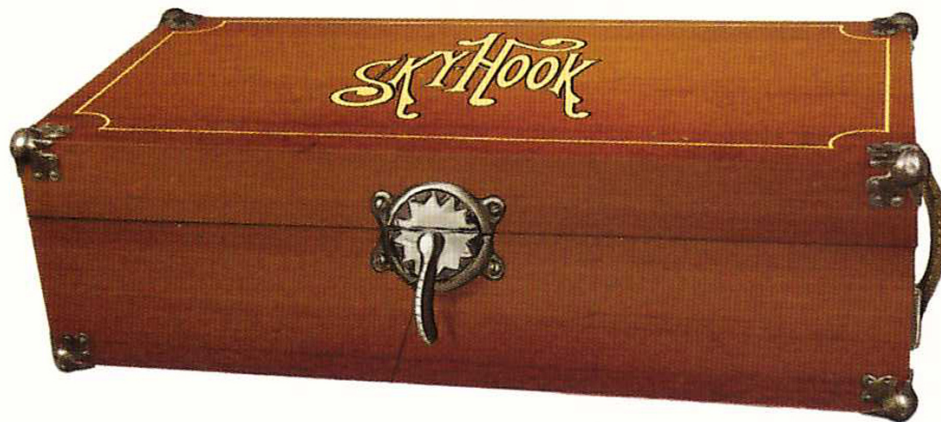


Sky-Hook

Among BioShock Infinite's many innovations, the Sky-Lines and Sky-Hook went through a very intense iterative process. They were, after all, the means through which players would travel at breathtaking speeds through Columbia's wide-open spaces. The early versions of the Sky-Hook (left) were intended only for transportation. The complex apparatus (below) would allow Booker to carry his weapons with him while traveling.



These pages show the final production concept for the Sky-Hook, which serves as both transport interface and melee weapon.

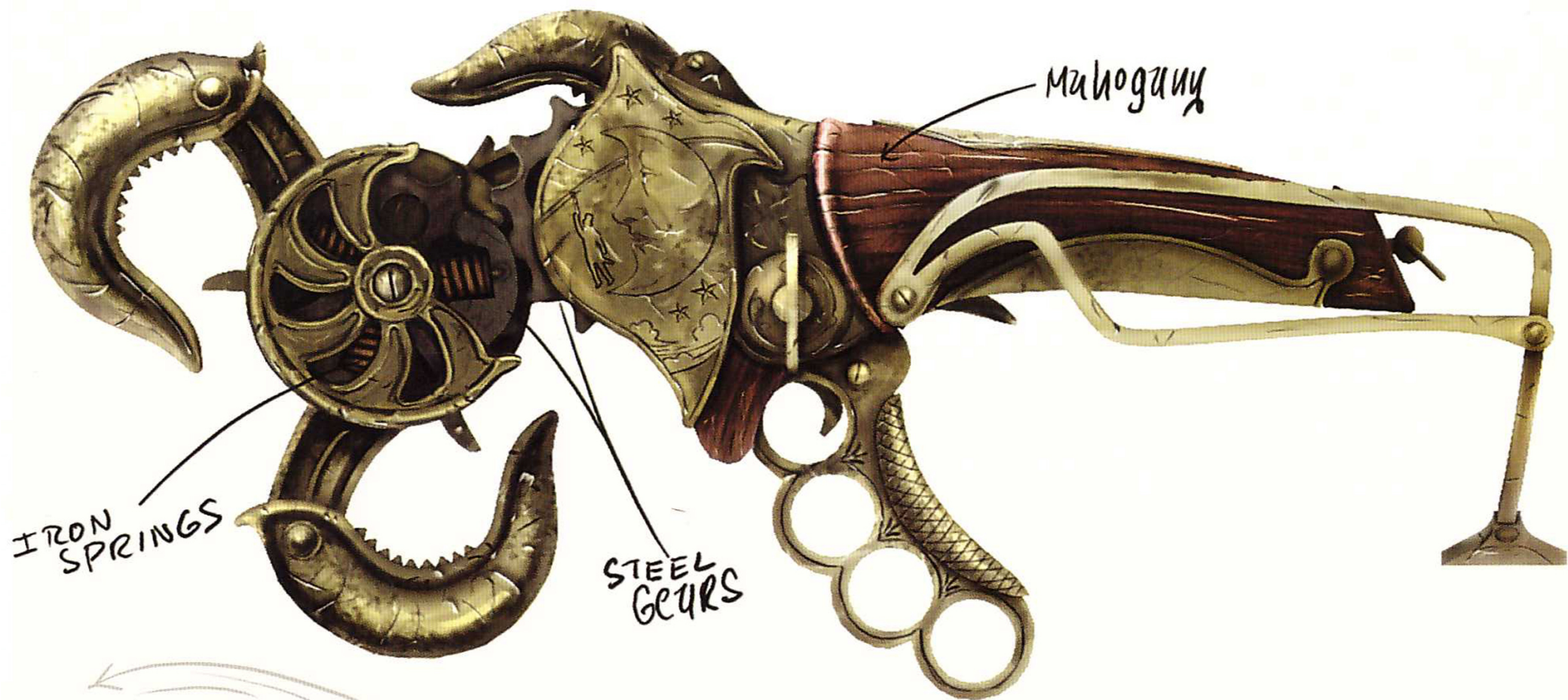


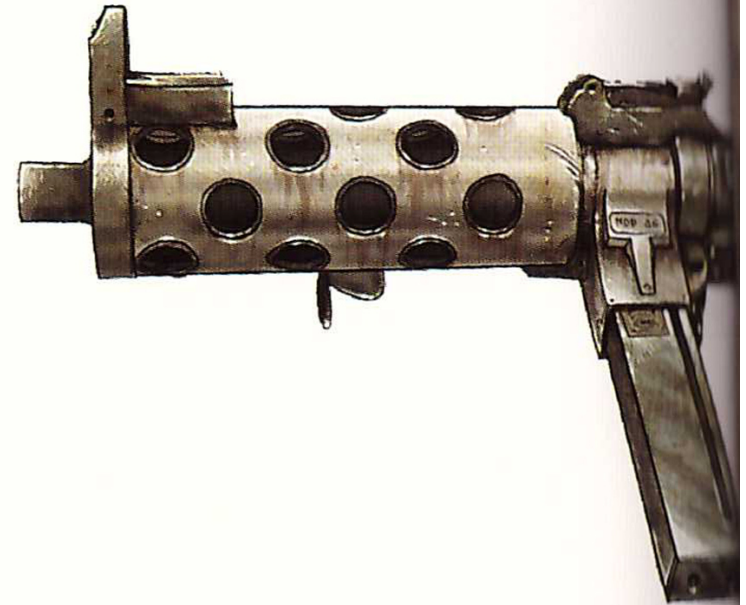
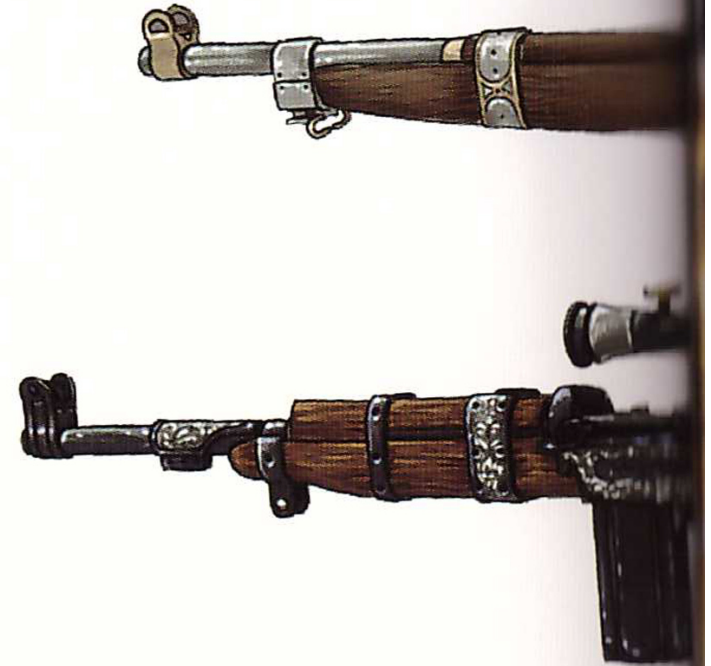
SKY-HOOK STRIKES AND HOOKS INTO HEAD



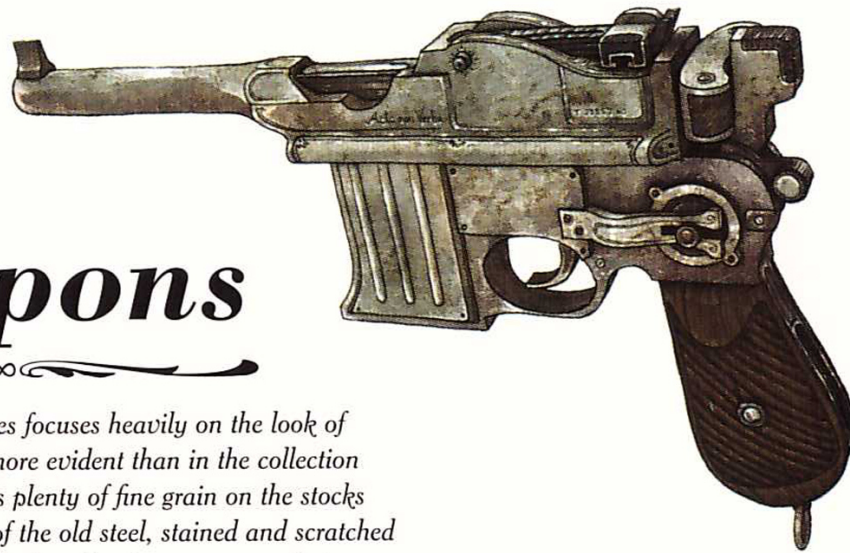
SKY-HOOK AS WEAPON

SKY-HOOK RETRACTS AND TEARS HEAD OFF

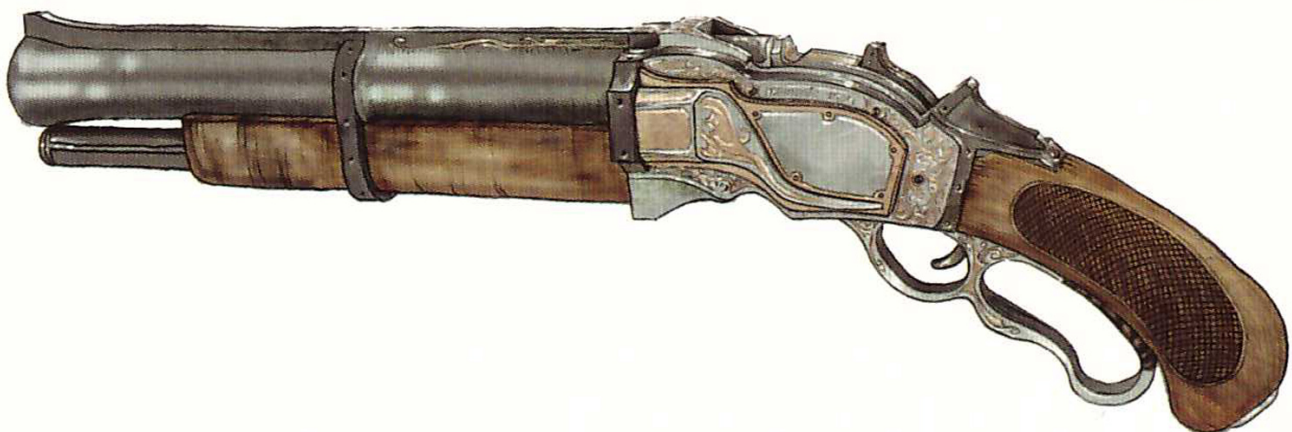
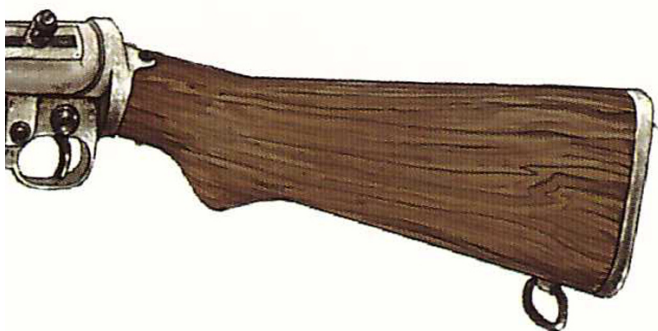
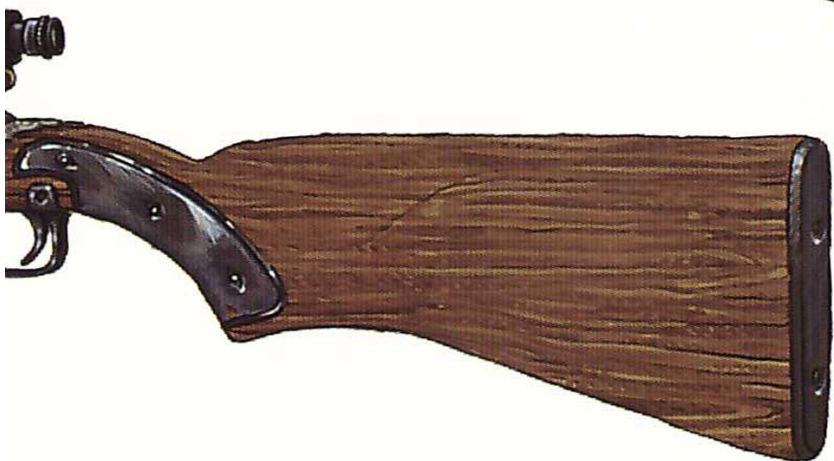
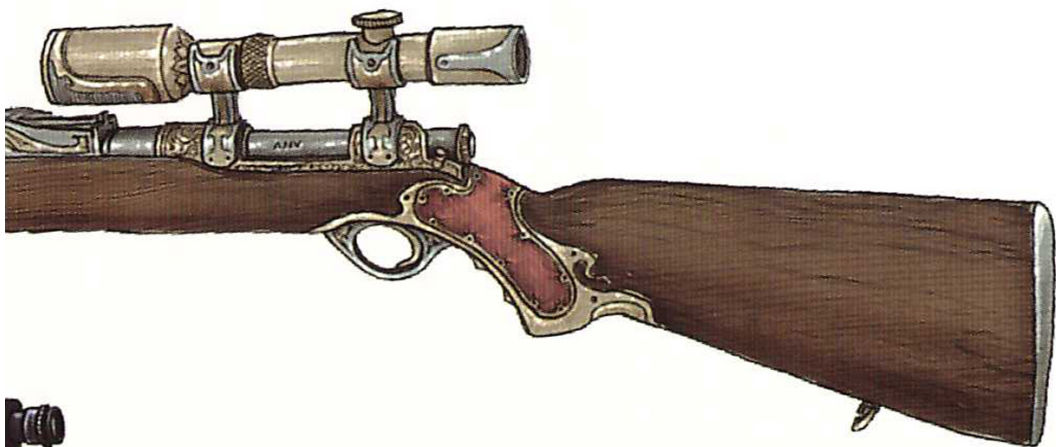




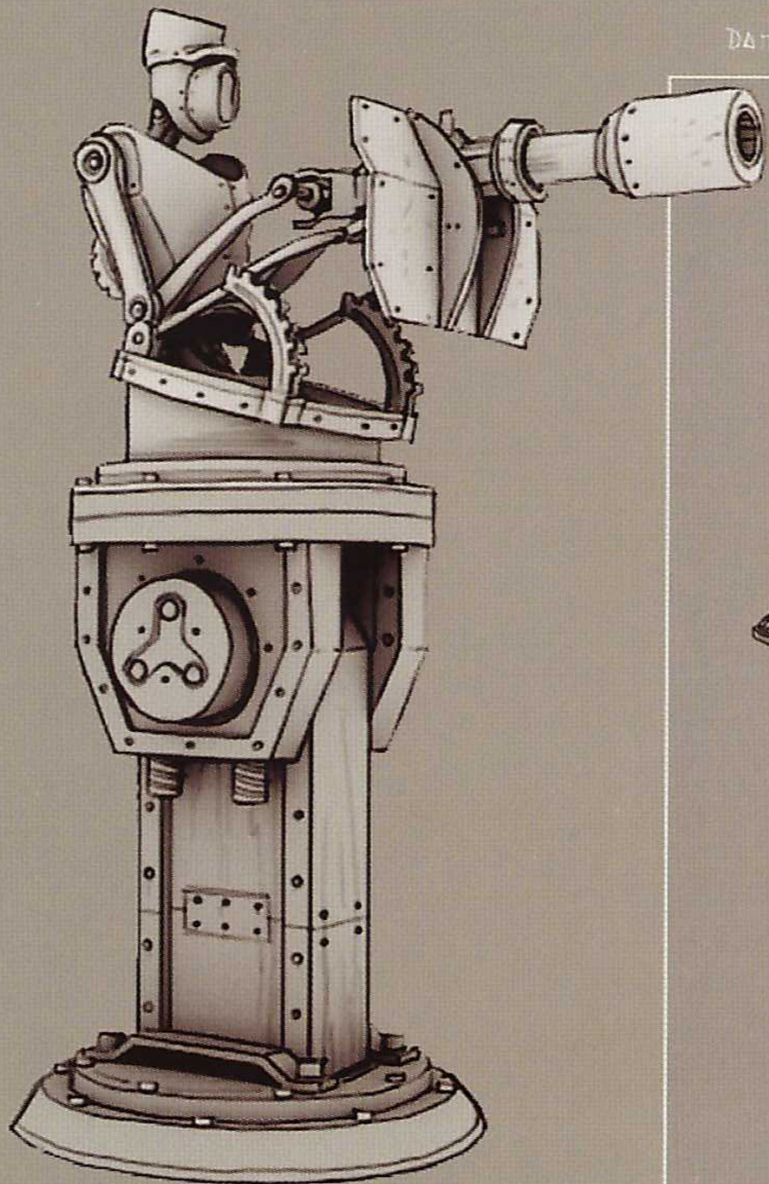
Weapons



The art team at Irrational Games focuses heavily on the look of materials, and nowhere is this more evident than in the collection of Columbia's weapons. There's plenty of fine grain on the stocks and grips, and note the texture of the old steel, stained and scratched from heavy use. It's the materials that give these weapons their old-fashioned 1912 appearance.



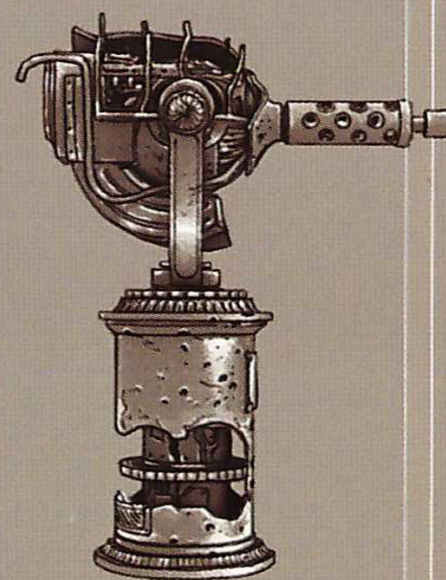




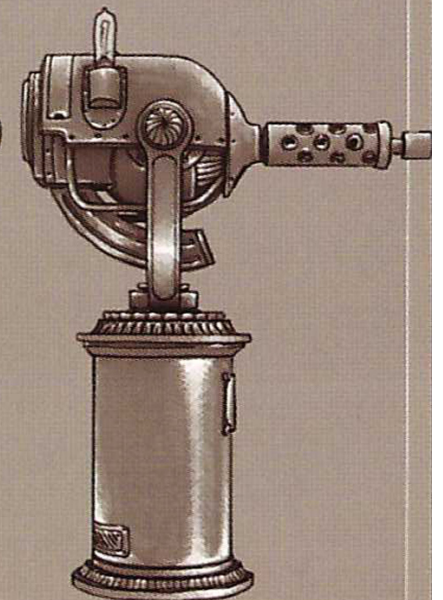
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DAMAGE 50%



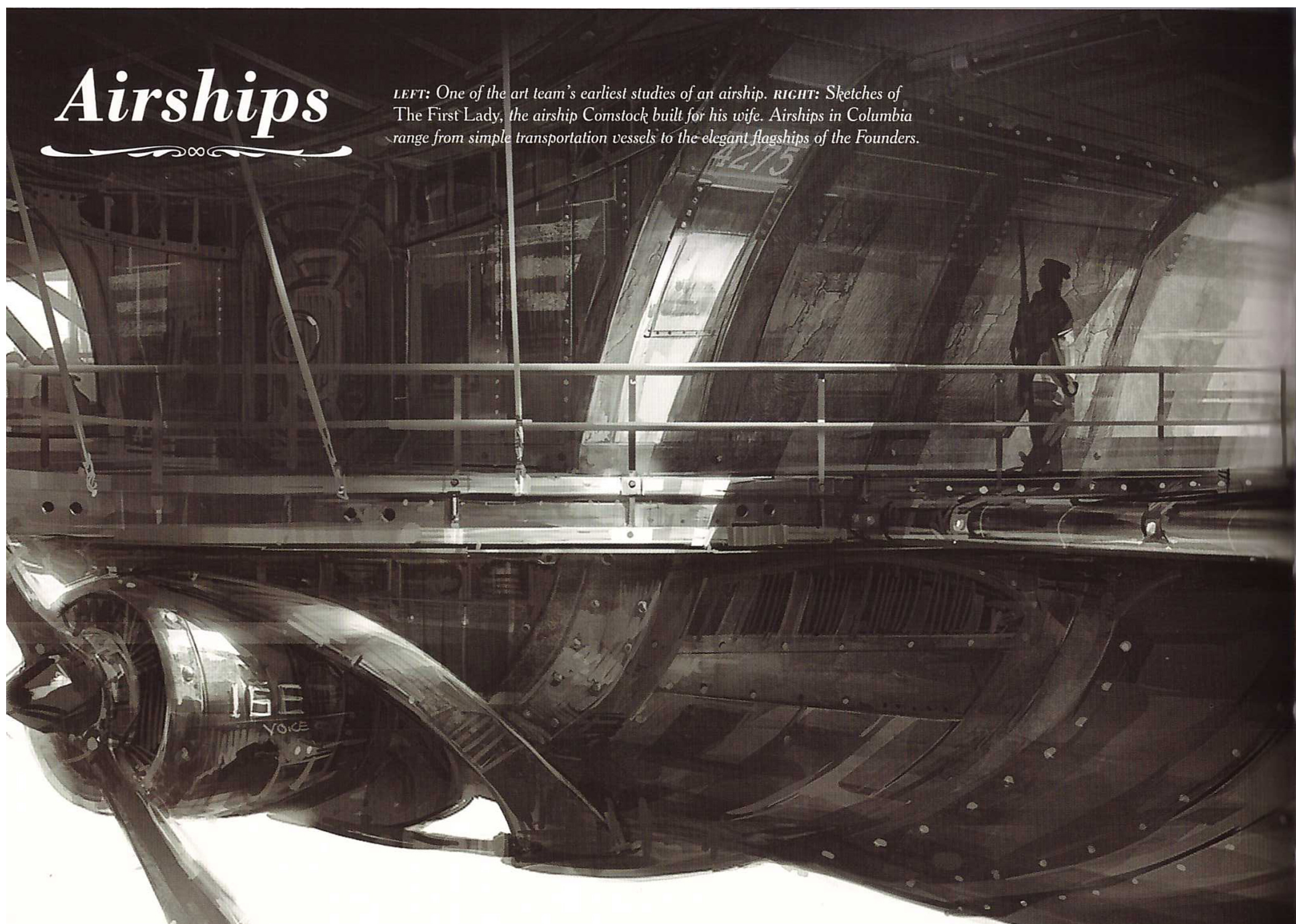
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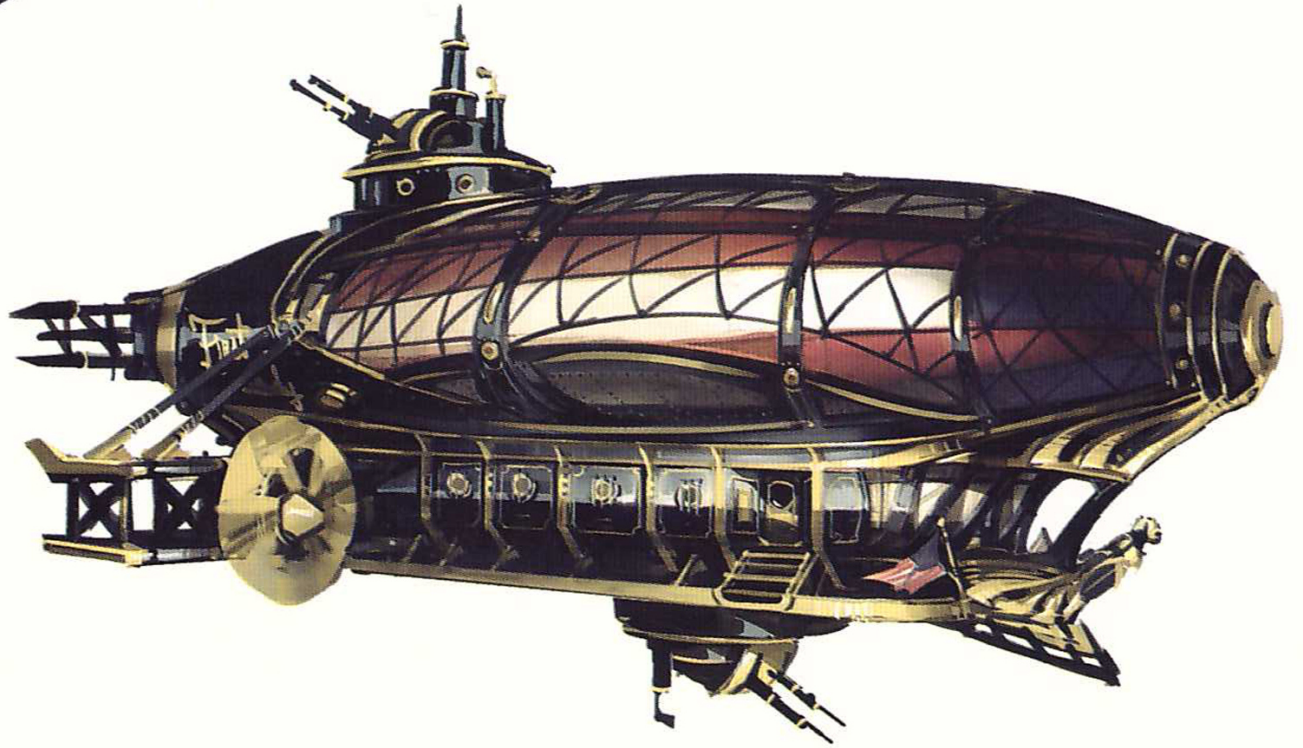
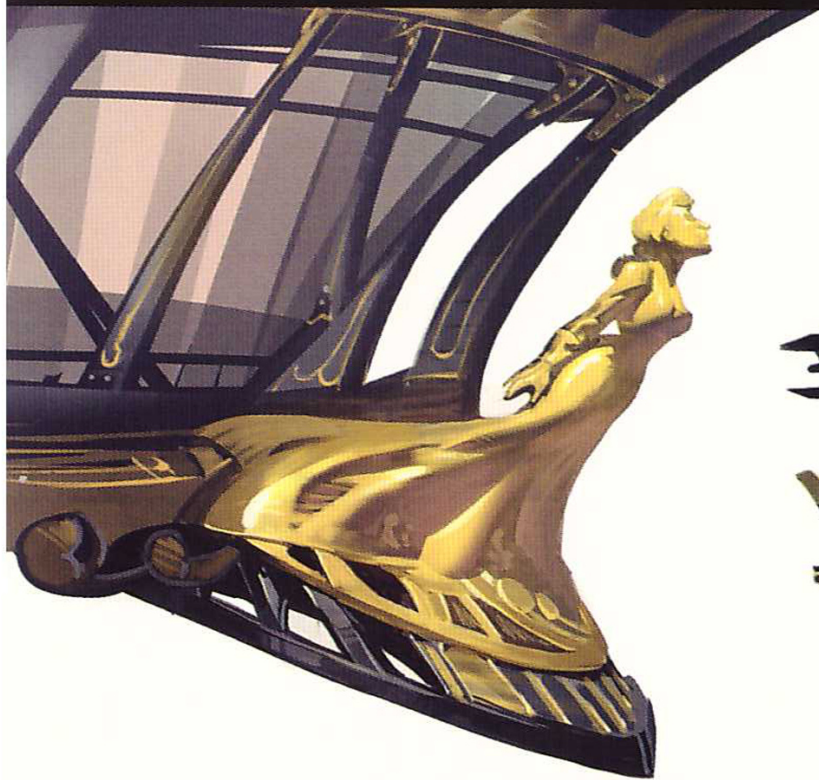
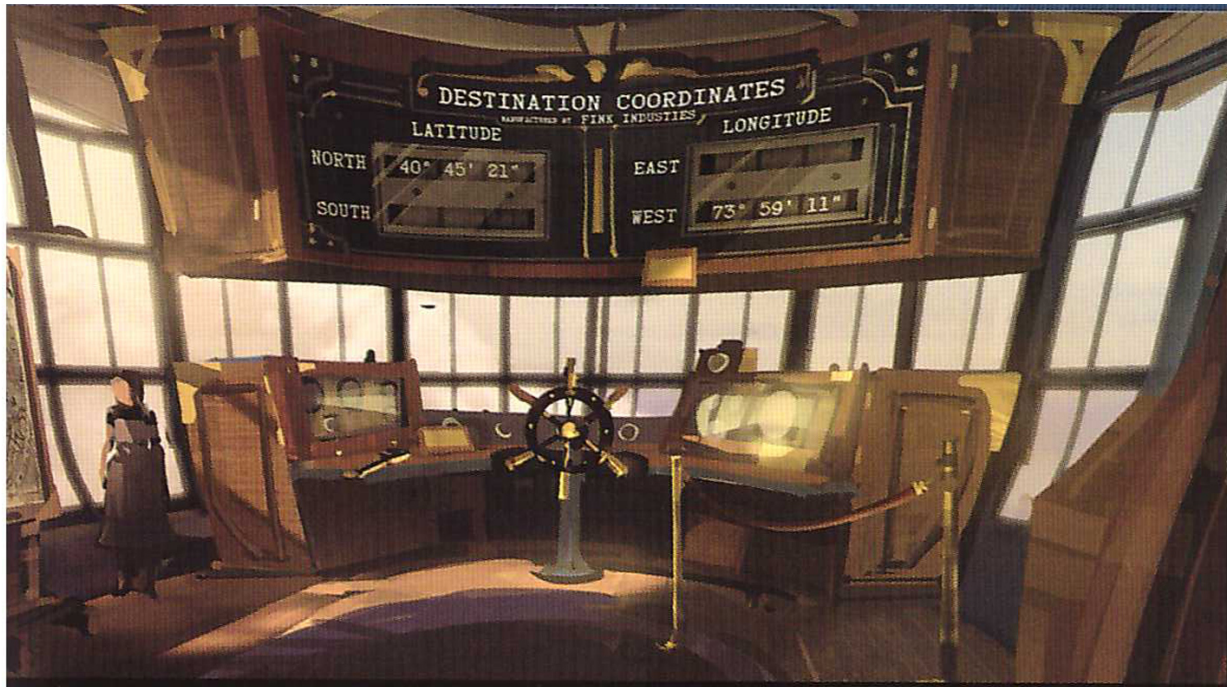


LEFT: The weapons of the Vox Populi. RIGHT: Sketches for the Founders' turrets. The rightmost images were discarded for being too modern in their shape and construction. The final version wears a hat like those seen on the Confederates in the Civil War.

Airships

LEFT: One of the art team's earliest studies of an airship. RIGHT: Sketches of The First Lady, the airship Comstock built for his wife. Airships in Columbia range from simple transportation vessels to the elegant flagships of the Founders.

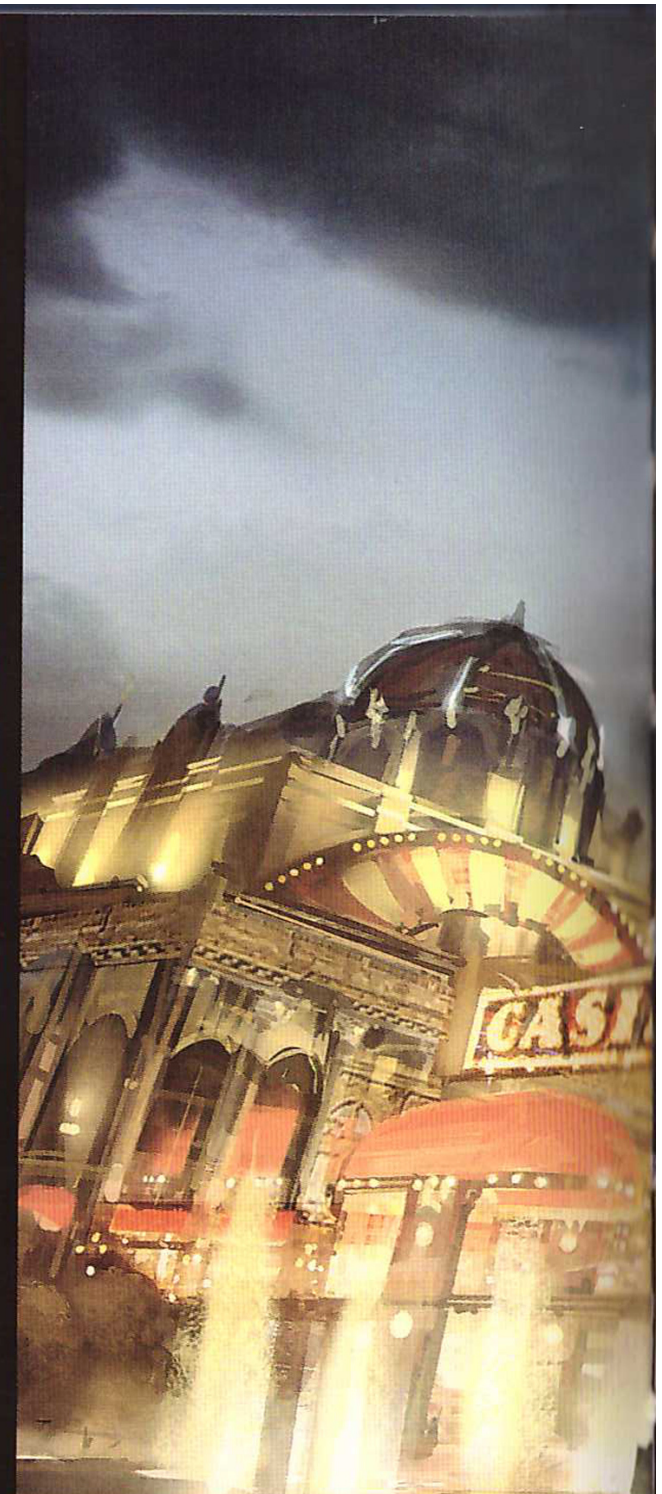








This spread features early sketches of what evolved into Battleship Bay, a children's amusement park with a distinctly military theme. Inspired by images of Prohibition-era Atlantic City, this section of Columbia visually conveys a jingoistic, wartime patriotism.



LEFT: One of the canonical images of BioShock Infinite. What would make someone so calm as she sweeps her burning general store? RIGHT: A concept sketch of Emporia, Columbia's main marketplace, before the Vox Populi uprising. By the time Booker and Elizabeth arrive, the place has become a war zone.





DON'T REMOVE THE FOUL MARK OF THE VANDAL

BEST SHOW IN TOWN

PINK THEATRE

BEST SHOW IN TOWN

BEST SHOW IN TOWN

BLAZING THE BOB ALLEN

ROSIE RICKFORD
"THE MAGICAL NIGHT"

THIS WEEK SPECIAL 5c

HARRY CARTER HEARTS UP

HARRY CARTER LEARTS UP

HARRY CARTER PARTS UP

TODAY

TODAY