



# BATTLEFIELD

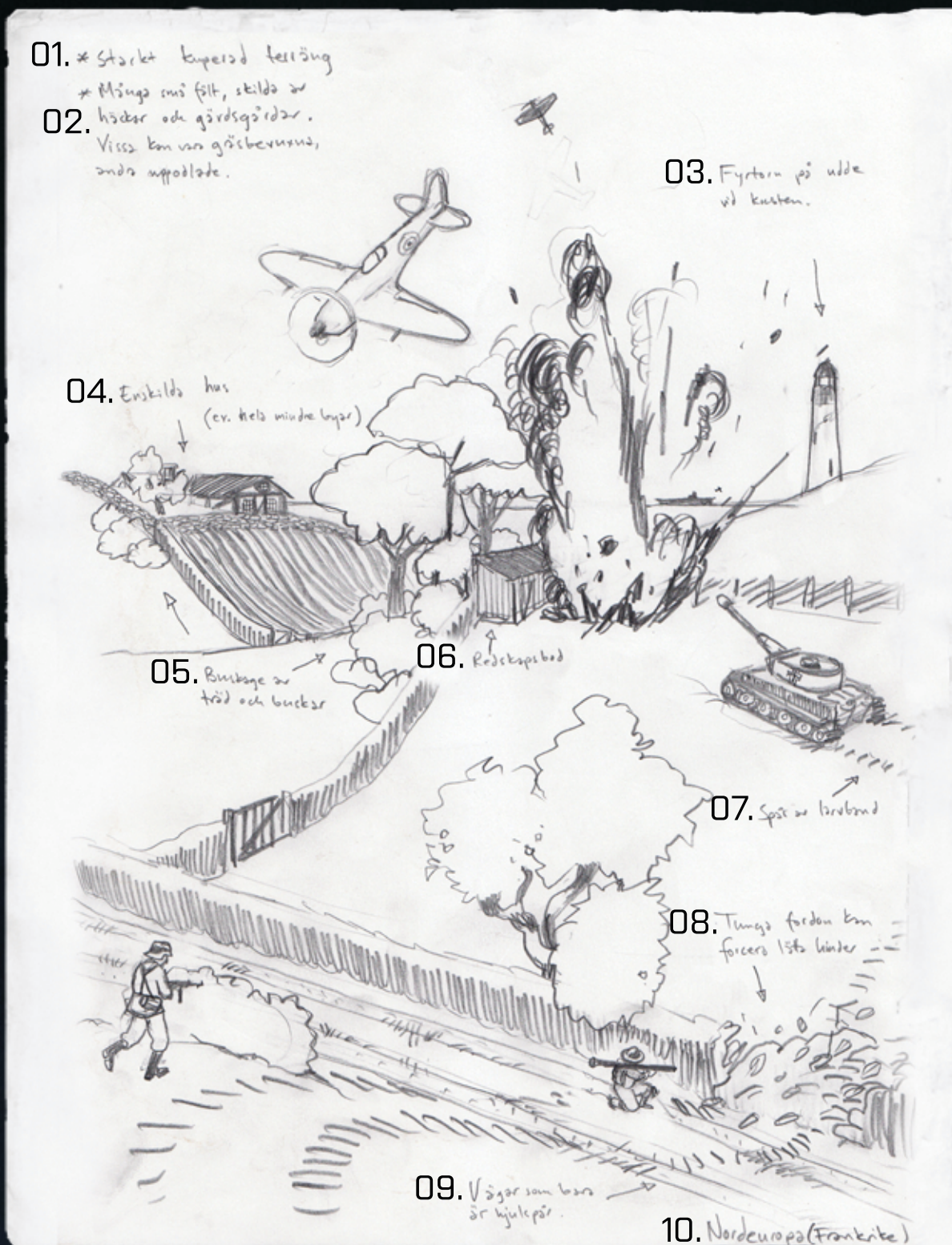
★ 10<sup>TH</sup> ANNIVERSARY ★

## THE ORIGIN OF BATTLEFIELD

*One decade ago, a small but passionate team at Digital Illusions mapped out Battlefield 1942 with pencil and paper. To celebrate the Battlefield 10th Anniversary we are now unearthing these early concepts, most of which have never been on display before. These are commented by veteran Stefan Vukanovic, Lead Artist for Battlefield 1942 and still at DICE today.*







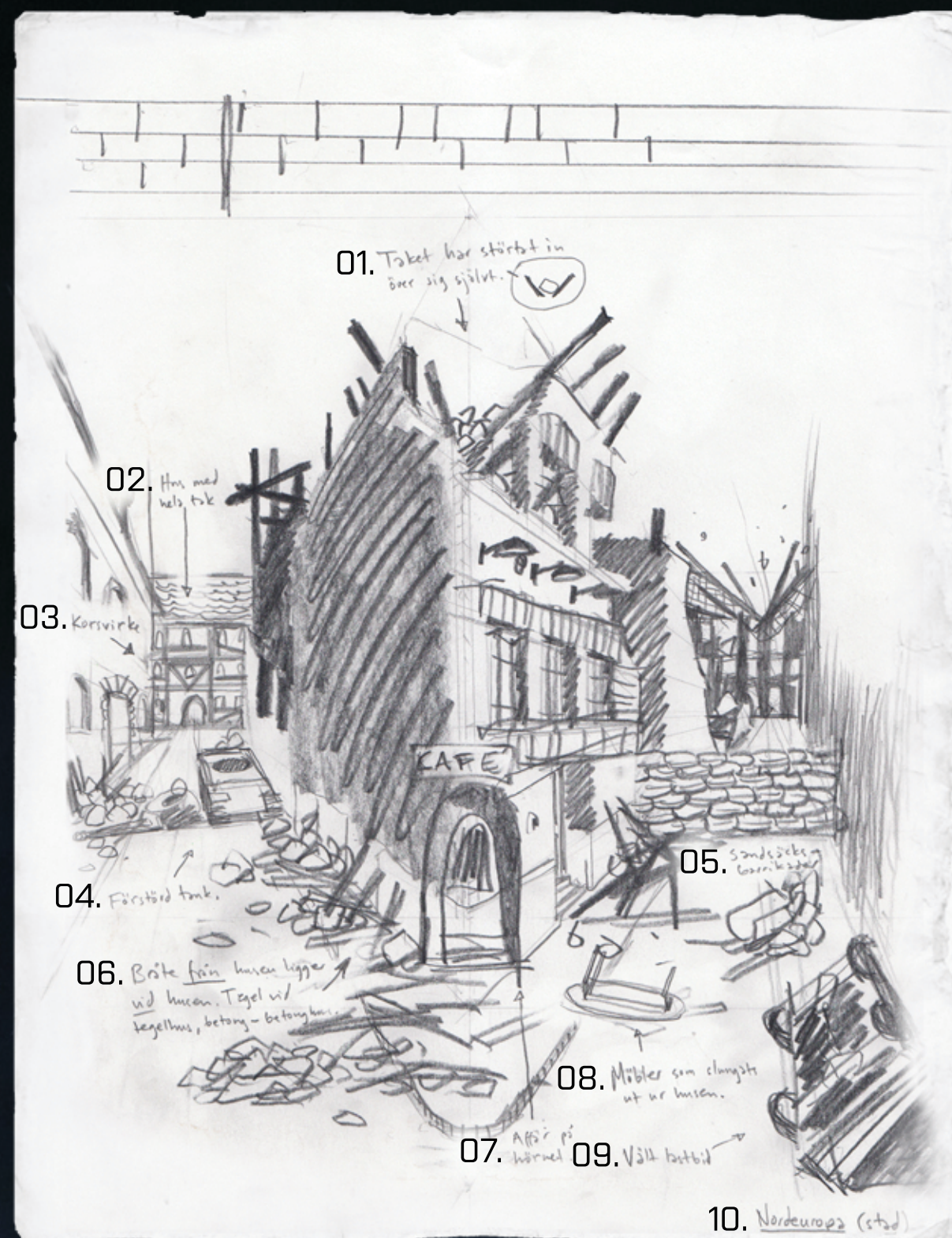
## VISUAL AND GAMEPLAY TARGET

"This early concept of a French setting shows a lot of the ideas we had for both visuals and gameplay. Not all of them were realized, but I think we came close."

### DESIGN NOTES:

- 01. Heavily undulating terrain
- 02. Fields separated by hedgerows; combination of grass and crops
- 03. Lighthouse by the coast
- 04. Dotted houses (potentially whole little villages)
- 05. Foliage of trees and bushes
- 06. Tool shed
- 07. Caterpillar tracks
- 08. Heavy vehicles can break through minor obstacles
- 09. Roads made out of tire tracks only
- 10. Northern Europe (France)





## EARLY DESTRUCTION CONCEPT

"Even back in the days when we were conceptualizing Battlefield 1942, we had ideas about how to implement destruction as a tactical element in the game. We wanted players to be able to remodel the battlefield by driving tanks through walls, for example. Obviously, the technological limitations ten years ago didn't quite permit this. Our first real stab at destruction [albeit in a relatively small scale] instead made its entry in Battlefield 2."

### DESIGN NOTES:

- 01. Caved-in roof
- 02. Houses with their roofs intact
- 03. Half-timbered structure
- 04. Destroyed tank
- 05. Defensive sandbags
- 06. Corresponding debris
- 07. Corner shop
- 08. Furniture thrown out of building
- 09. Turned-over lorry
- 10. Northern Europe (City)



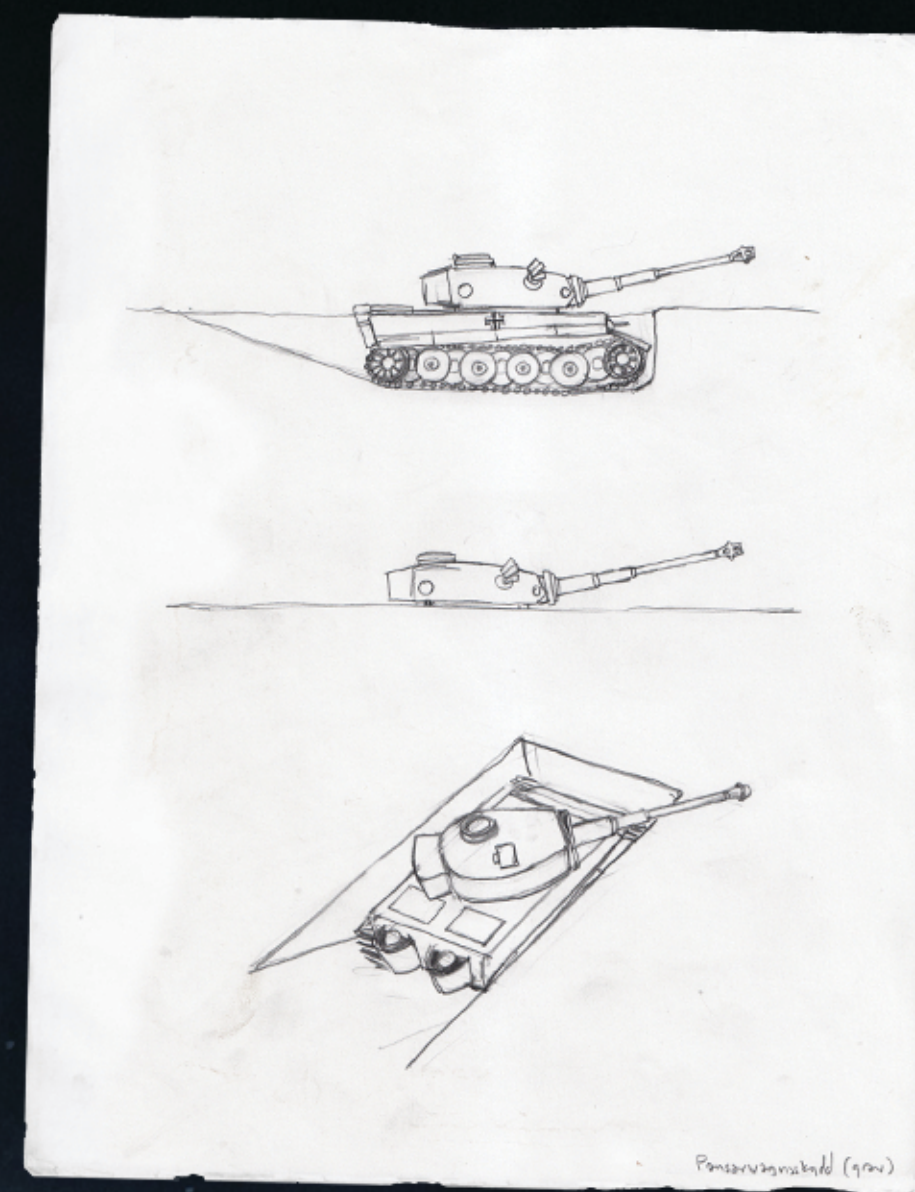


## MARKET GARDEN OVERVIEW

"This is an overview of the map Market Garden from Battlefield 1942. If you are familiar with the map, you will probably recognize the two bridges."

## TANK COVER IDEA

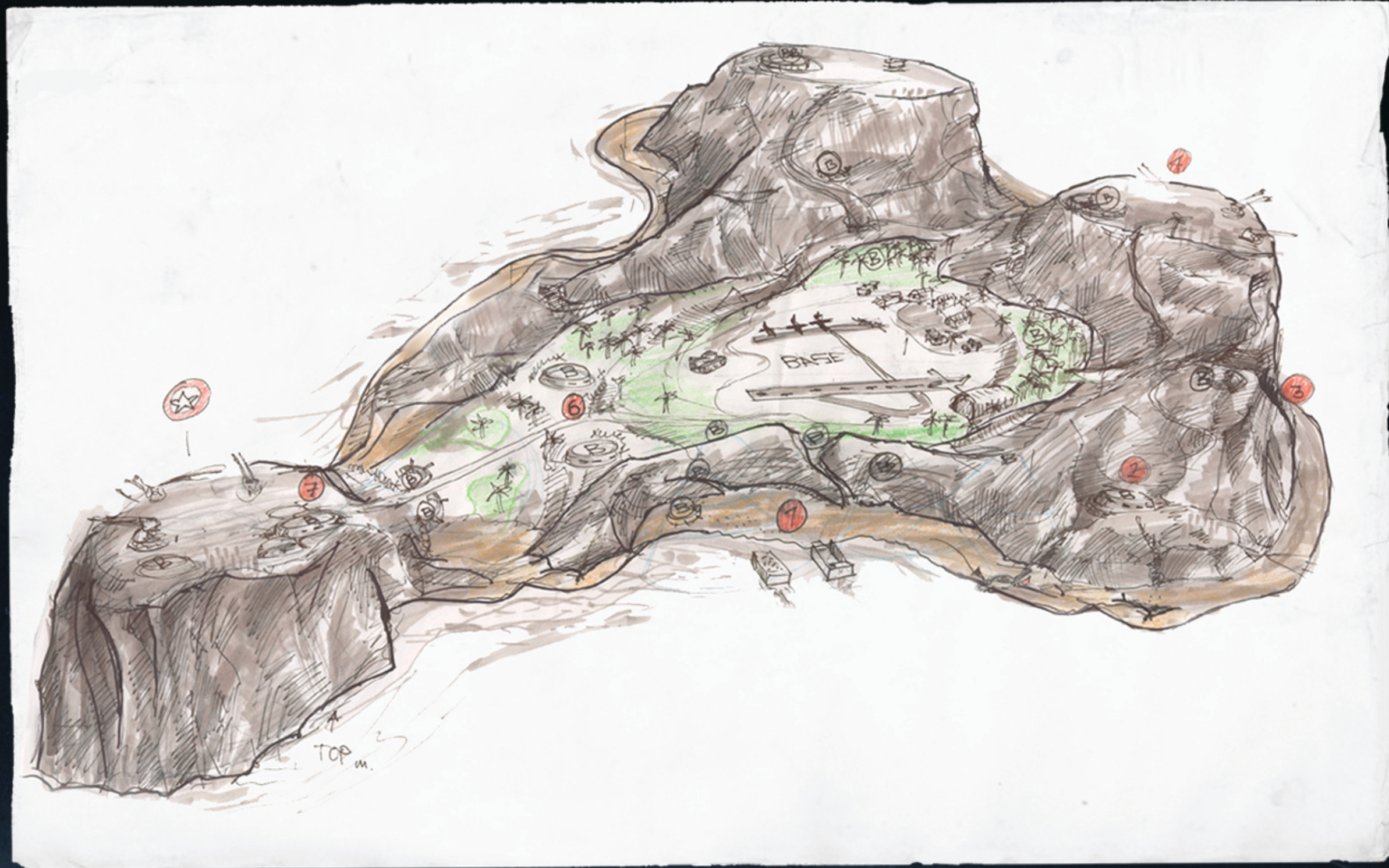
"This early concept shows an idea where tanks would be able to take cover in trenches. We couldn't really implement it at the time – the terrain resolution was too low."





# IWO JIMA TACTICAL APPRAISAL

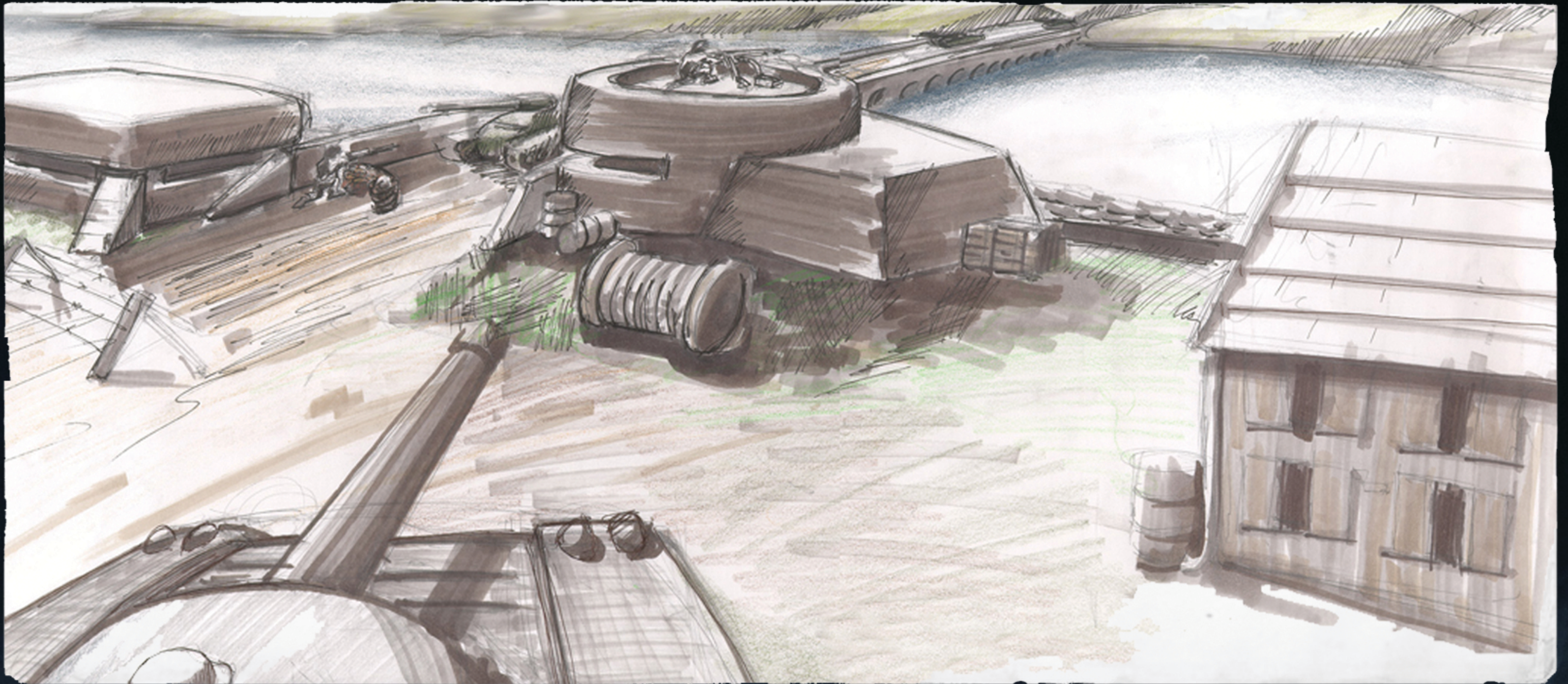
"We created this sketch of the Iwo Jima map to be able to assess the different strategic points that could be interesting from a gameplay point of view. We made sure to point out and number the bunkers, AA turrets, and fortifications so we could get a clear idea of the island's defenses."



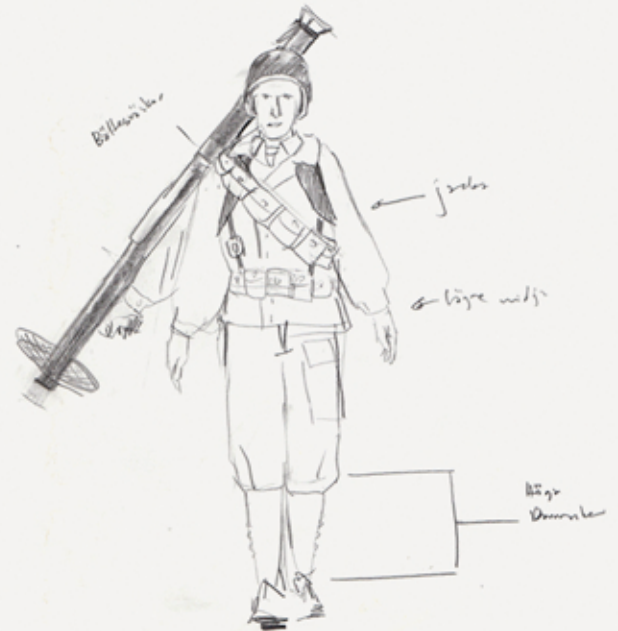


# OPERATION MARKET GARDEN 1P VIEW

"This was a drawing meant to show how one of our maps could look from the first person view. The map in this image is Operation Market Garden, identifiable by the bridge."



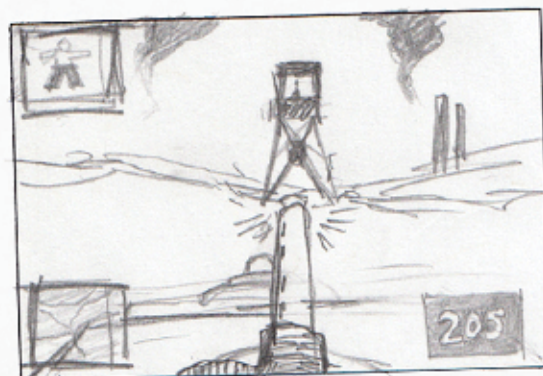
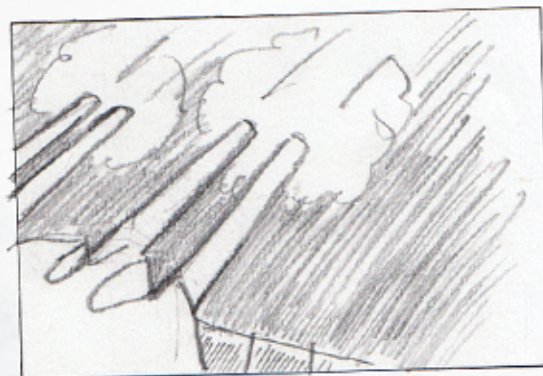
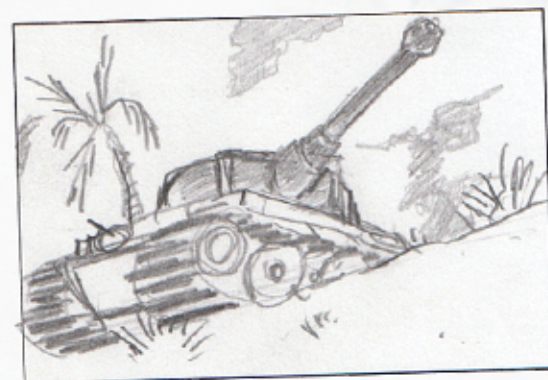
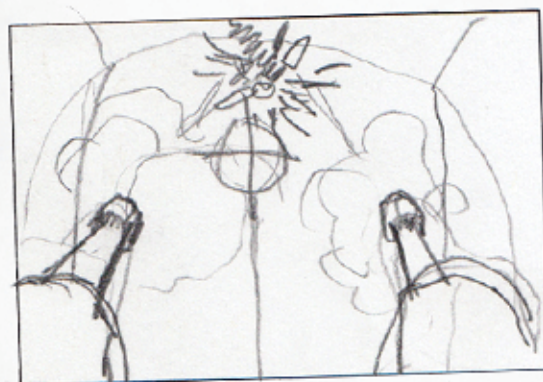
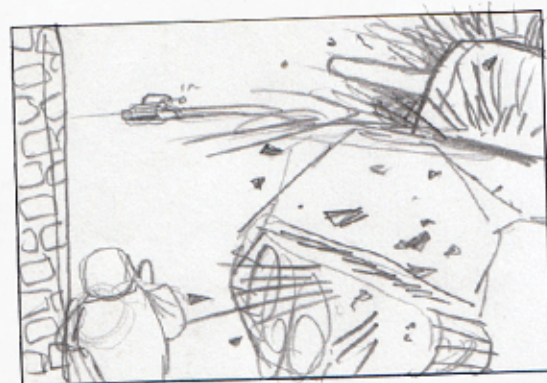
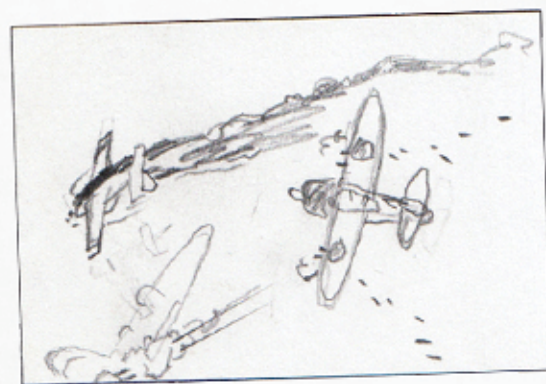
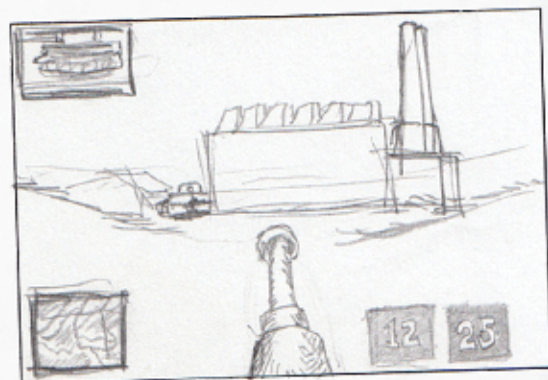
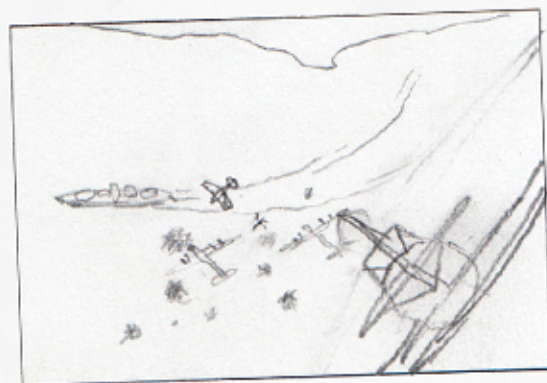




## CHARACTER CONCEPTS

"These are some early kit designs. One cool idea we had was that a player jumping into an airplane would get a pilot suit, while someone hopping into a tank would get a tank specific outfit. We killed this idea early on. It cost too much in development and performance, and it would only add a cosmetic layer and not impact gameplay in any way. We managed to implement this idea for Battlefield 2, though."





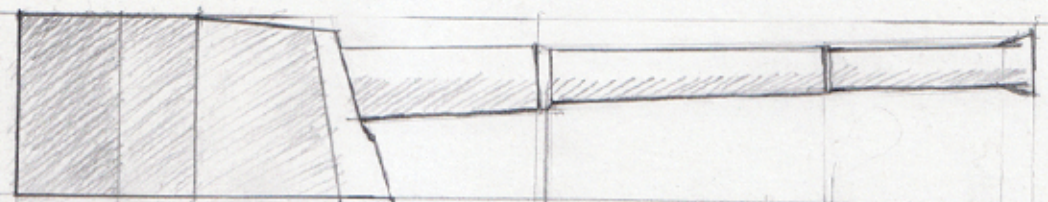
## STORYBOARDING WAKE ISLAND

"Here you can see a storyboard from when the legendary Wake Island map was more or less done. We needed to create more trailers to promote the game, and seeing as YouTube didn't exist at this time [crazy, I know!], we counted on games magazines to include our trailers on their cover CD's."

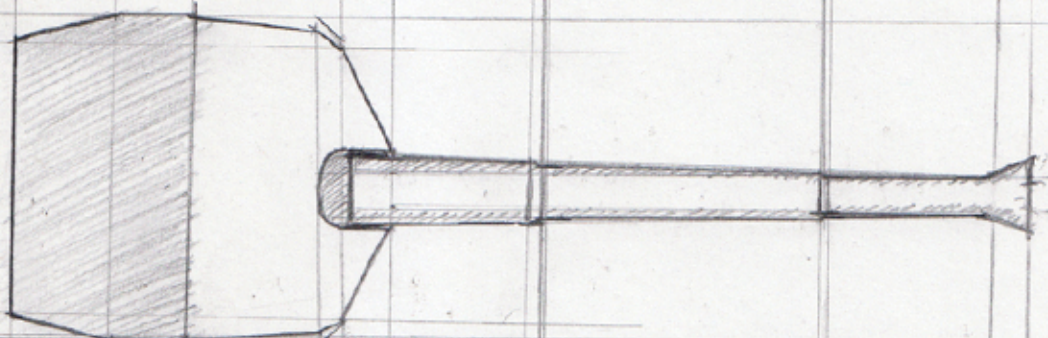


PACIFIC NAVAL DEFENSE GUN B1942

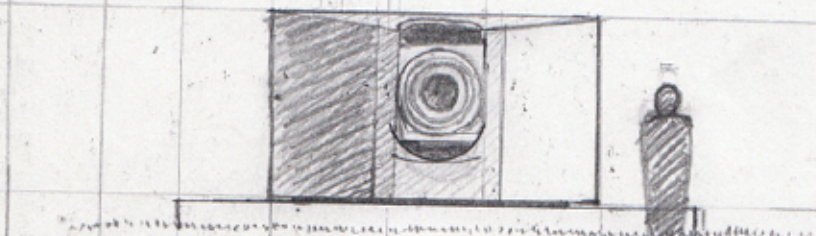
SIDE



TOP



FRONT



BACK



## ROCK-PAPER-SCISSORS

"Already in Battlefield 1942, you could drive all sorts of vehicles, from battleships to submarines and aircraft carriers. This called for a delicate balancing act where every weapons has a counter-weapon. There should be no silver bullet in a Battlefield game, and this example of a Naval Defense Gun was very effective against larger ships."

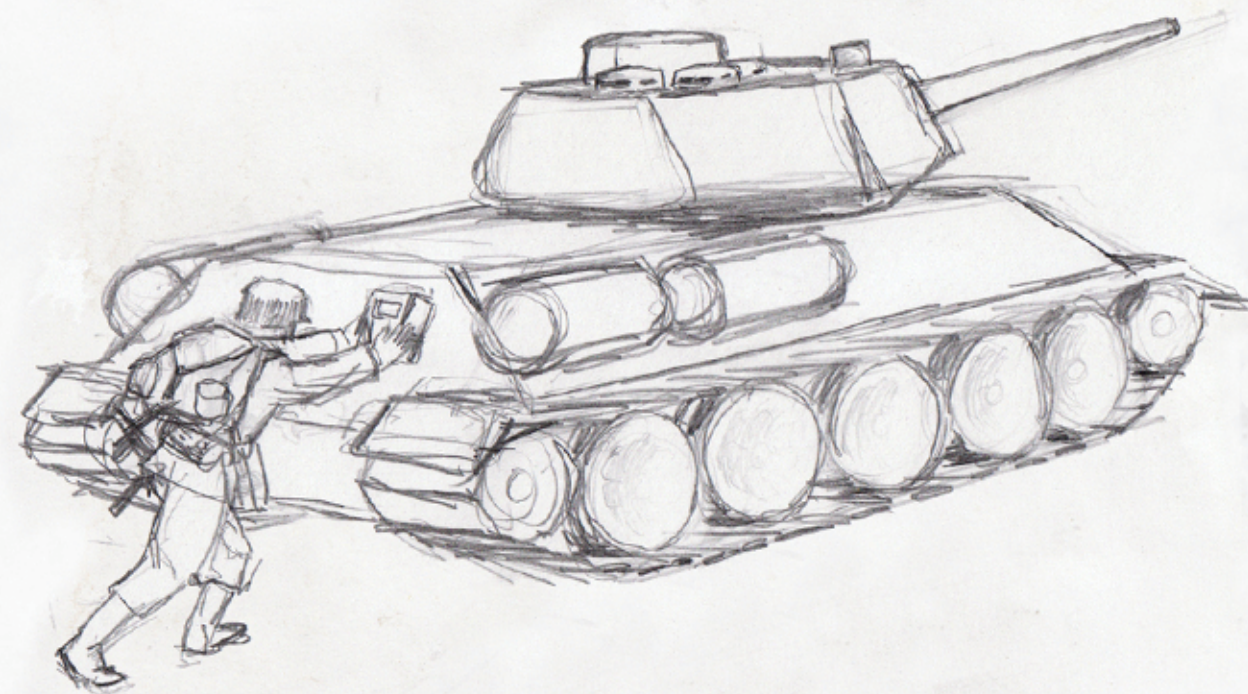


# GERMAN SHOVEL MELEE CONCEPT

"We had this idea about Russian soldiers using a shovel as a melee weapon. I think the inspiration came from the crowbar in Half-Life (1998), but it never made it into the game. I can't remember the reason why, but it was likely resource related."







German engineer democharge on tank

## CHARGE IS SET!

Specializing in planting demo charges on tanks since 1942.

"We hope you enjoyed this look at some of the very earliest concept sketches from the development of Battlefield 1942. Looking at these again after a decade brings back a lot of memories. It's been a great ride, and I hope there are at least ten more years to go."

— Stefan Vukanovic, Lead Artist on the original Battlefield 1942