



THE ART OF

Kingdom Come Deliverance





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oreword

You have in your hands a book of illustrations and concept art from the game *Kingdom Come: Deliverance*, which, just like the game, is a little out of the ordinary. The book, like any other art book, contains many illustrations and sketches that preceded 3D graphics, but there is one major difference. While in the case of fantasy and sci-fi games the illustrator can let his imagination run wild, limited only by what can subsequently be transformed into models in the 3D engine, the approach in *Kingdom Come* was quite different.

Our game takes place in a historical setting – it aims to be as authentic as possible and to depict the Middle Ages as they really looked, and not like we see in clichéd, often very misleading images on the silver screen. What's more, the story takes place in a quite specific place and time and features real historical figures. As director, I also wanted to create a world in which I could finally see how things really looked then, how people lived and dressed and what the landscape I know intimately looked like at a time when people used it

quite differently than they do today. So, the illustrations for *Kingdom Come* were also created differently. There was still a need for imagination, but it was supported by historical research, consultation with experts and examination of archives.

So apart from creating attractive images of the hero of the game in action poses, our illustrators also had to learn about drawing old maps, book illumination, altar panels and frescoes. They created detailed diagrams of medieval mining works and equipment and projected into the concept landscapes depicting real places their acquired knowledge of medieval farming and land use.

The art you will see here is only a fragment of the thousands of illustrations, sketches, maps and concepts that had to be created for the game – enough to fill several such books. Almost everything you see in the game first had to be studied diligently by someone before being painted. And I believe the artists did a first-class job.

Daniel Vávra
Creative Director



The World of Kingdom Come

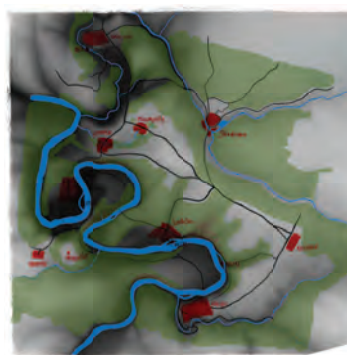
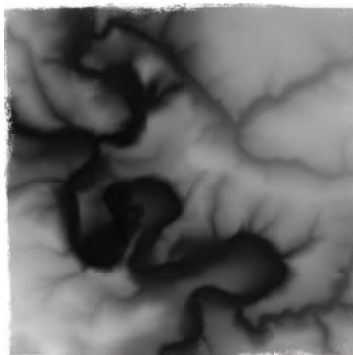
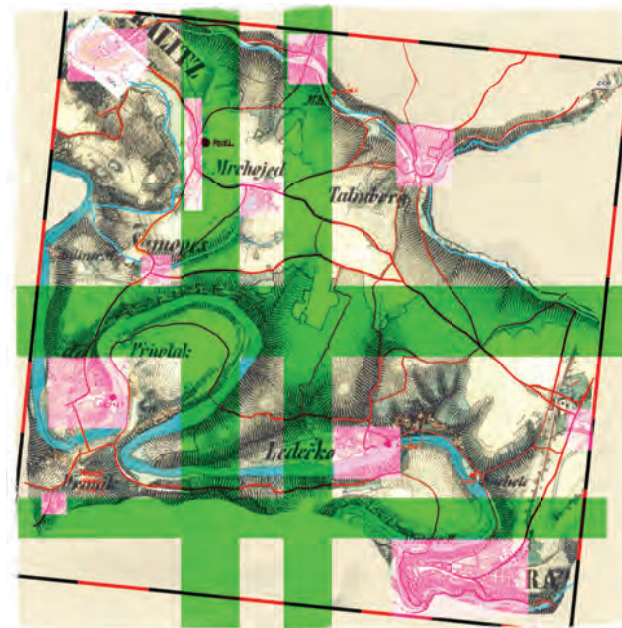
In the beginning was the word... I decided the game would be set in the picturesque Bohemian landscape by the River Sasau, and area in which several historical events occurred that are crucial to the story of the game. Since our options were limited by technological possibilities (our game engine can show a space of up to 4x4 km) and the amount of work involved, it was necessary to compress the map somewhat. In reality, Rattay and Skalitz, two of the key locations in the game, are separated by a distance of 10 km, which in the game is reduced by half. Naturally, this meant a long decision-making process about what to leave out, cutting out tracts of less interesting terrain and creating a new map that links together places that in reality are several kilometres apart.

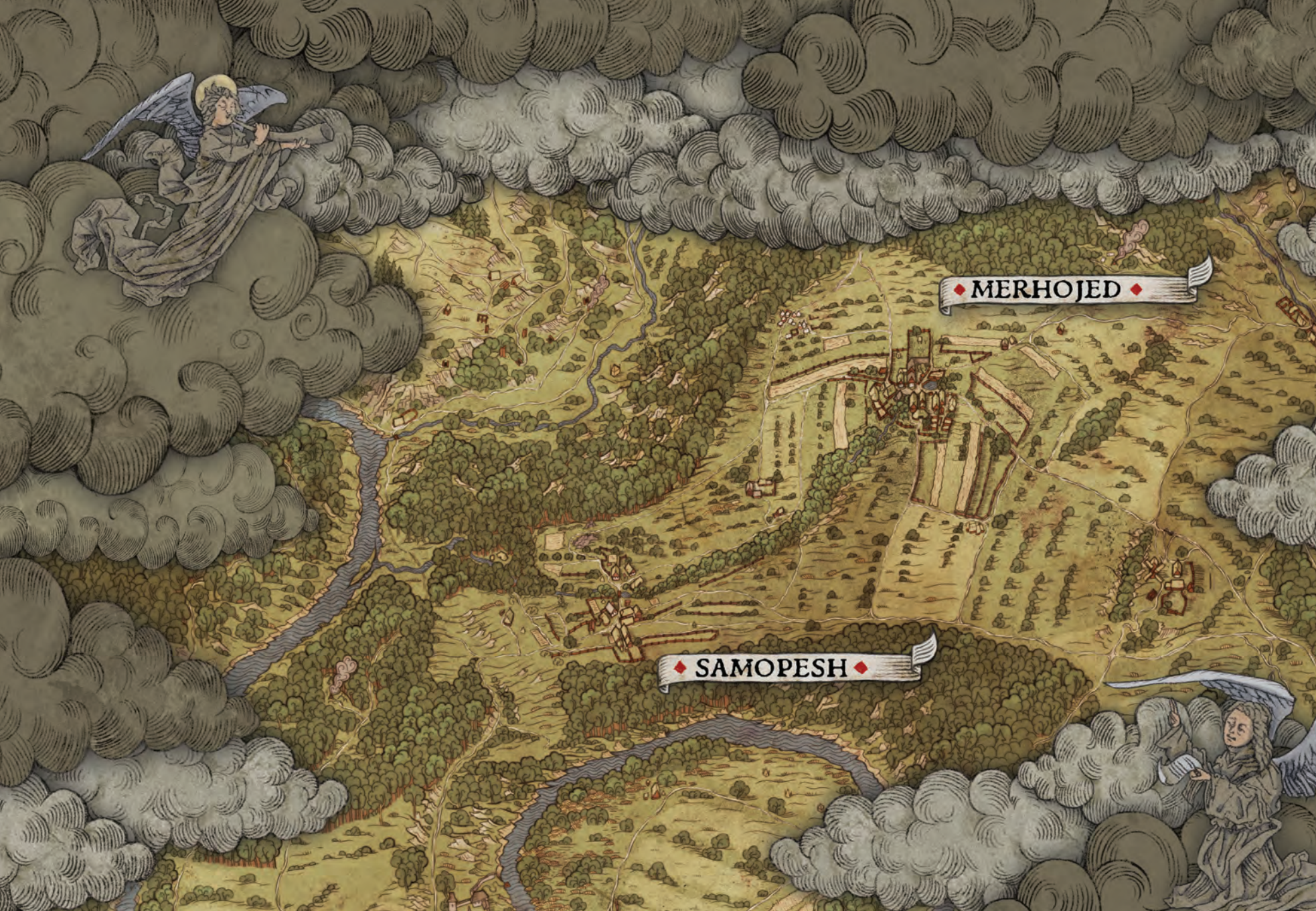
We even went so far as to personally visit the places in question to see how long it would take to travel on foot from one location to another, because the whole concept of “real” distance in the game world was something a little out of the ordinary and untested, and we weren’t

sure how players used to travelling the few hundred metres commonly separating locations in fantasy games would react to having to cover several kilometres.

As soon as we’d made our minds up, we bought a satellite topographical map and got stuck into it. And that’s when the painstaking job began of deciding what type of vegetation there should be on every square inch of the map, what kind of landscape features we wanted and where structures would be placed. We had to allow ourselves some poetic licence, since we had limited space to include the broadest possible variety of landscape features.

And in the end, of course, the whole map had to be drawn in its final medieval form.





◆ MERHOJED ◆

◆ SAMOPESH ◆



kalitz

Skalitz, where our story begins, is a real town where silver was mined from the 14th century on, for which reason it bore the name “Skalitz of the Silver Mountains” – nowadays the town’s full name is Silver Skalitz. The Skalitz silver mines supplied not only the coffers of the town’s owners, but also, in the 16th century, the Prague Mint.

In Kingdom Come we reconstructed the market town and especially the castle, which from 1403 on was owned by King Wenceslas IV. Because the Bohemian monarch was imprisoned by his half-brother, King Sigismund of Hungary, the splendid castle was cared for by Wenceslas’ loyal Hetman, Sir Racek Kobyla of Dvojice, although, unfortunately, fate gave Kobyla little time to enjoy it.

