**Mechagon Blurbs**

**Mechagon: Dungeon Interior: pages 1 & 2**

Mechagon was a big passion project for our team. I wanted to convey a real sense of progression and story for the player using just the environment. It was important for me that they go through the process of seeing the various hierarchies within the dungeon, by going literally from a gnome battle bot arena before being flushed into the Junkyard where the gnomes sift through garbage looking for metal to swap onto their bodies; then up to middle-class society where the Mechagon gnomes live, hoping to one day be like their great king; and finally to the upper echelon, where the buildings are a bit more elegant, with gardens and curbs that are cleaner, with no oil on the streets.

Mechagon needed to have some charm, but it couldn’t be too silly, as the gnomes there are a bit darker in theme. We accomplished this by keeping the structures wonky but not cartoony. The Prop and FX teams also did an amazing job introducing a lot of character, with details like animated pipes, street lights, machinery, giant robotic hammers, and mechanical bushes that shoot saw blades, just to name a few. We loved making this dungeon and cannot wait for you to get to experience Operation: Mechagon!

*–Patrick Burke, Dungeon Artist*

**Mechagon: Exterior & Vis Dev: pages 4 - 6**

To me, Mechagon was a labor of love more than anything. It presented itself as a tremendous opportunity to give gnomes the story that they have always really deserved, and treat them to some much needed shiny new art! When I first started on this culture kit, I drew inspiration from the shapes and materials seen in the original, classic gnome buildings. We thought the architecture and shape language should feel familiar, but different, so we thought these round, more playful shapes seemed like a good place to start. And that’s exactly how I began concepting these buildings.

Visual storytelling is among the most powerful tools at an artist’s disposal, and we always try to keep that in mind while we work. Every little detail about how these structures are built—from the materials they’re made out of, to the tools that these characters utilize—are carefully considered. For instance, the layering and almost patchwork design of the thick, heavy metal plates and wonky pipes seen on the buildings are all important aspects that are inherently gnomish—they are crucial to making it feel like a familiar part of the word.

I sincerely hope you enjoy exploring the wonders of Mechagon as much as I have enjoyed bringing it to life!

*–Jordan Powers, Prop Artist*