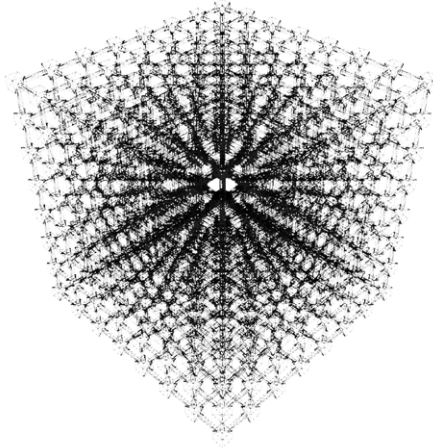




# SURREALIST



PORTFOLIO 2021

# SURREALIST

An indie game company founded in 2015 and based in Oslo, Norway

The name is inspired by the Surrealists and Dadaists who in the 1920s used games as a tool in their artistic exploration

Focusing on developing art games and interactive installations,  
inspired by Norwegian culture and history

Experimenting with VR-technology

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www.surrealist.no

## INDEX

Calluna - The adventures of Ole Bull

Svartedauden 1348 - 1351

Luminous Flux

A.R.T

Life On Earth

Respirator

Workflow

Unreal Engine 4

VR- and mobile games

3D Software Examples

Interactive Art Projects





# CALLUNA

THE ADVENTURES OF OLE BULL



Calluna is a historical adventure game based on the life of Norway's first international superstar  
Ole Bull (1810 - 1880)

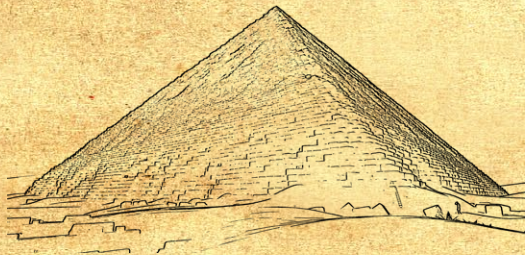
Calluna includes four stories from

Bergen 1815

Valestrandsfossen 1820

Paris 1831

Egypt 1876



[www.calluna.games](http://www.calluna.games)



# BERGEN 1815







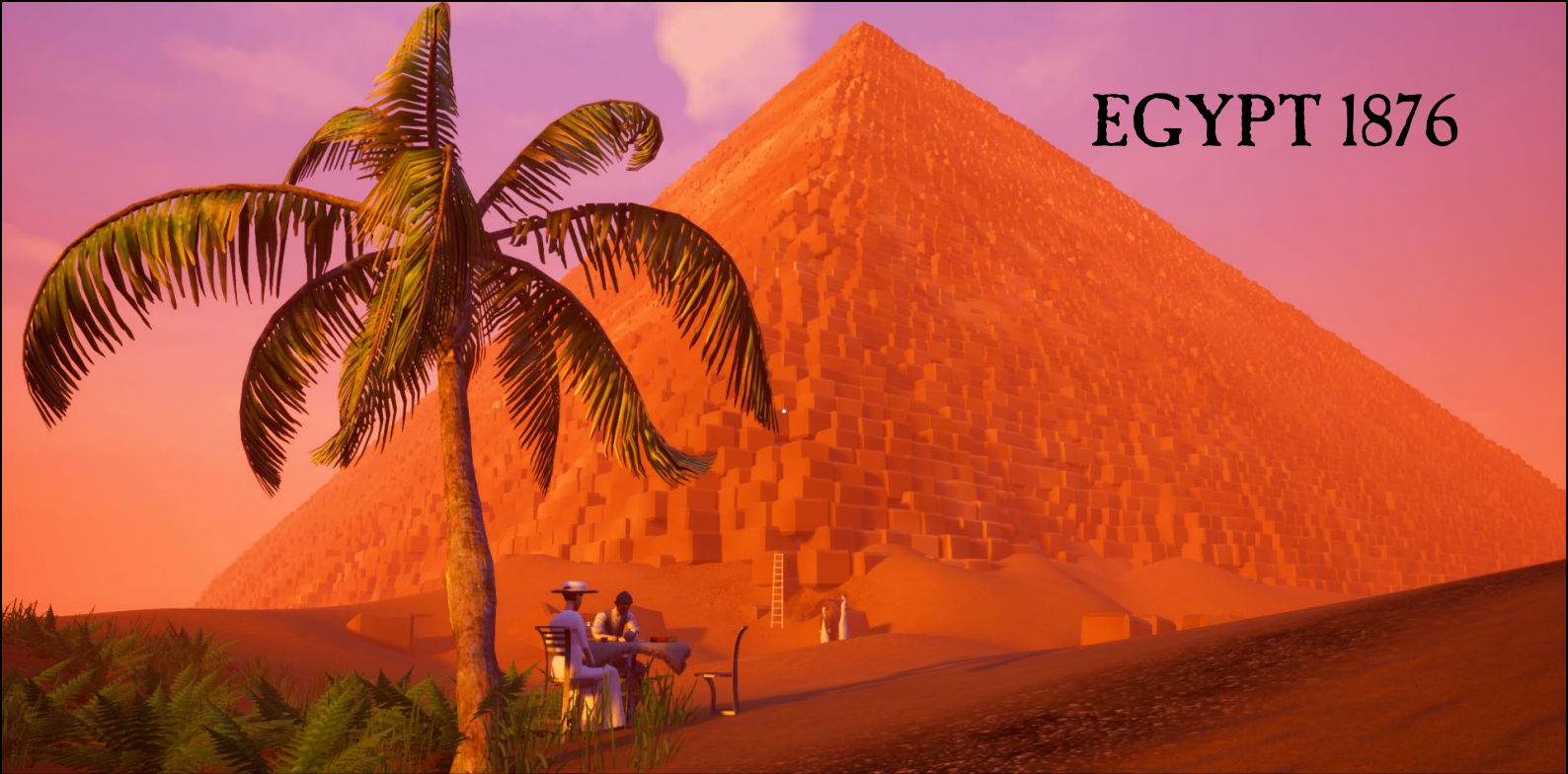


# VALESTRANDSFOSSEN 1820





# EGYPT 1876







### Key features

Take part in the life of Norway's first star and celebrity - Ole Bull

Experience Norwegian nature and national romance close up

Learn about Norwegian cultural history in an interactive and exciting way

Recognize the turbulent life of Ole Bull where something always happened

Travel to Paris, Egypt, Bergen and Valestrandfossen

[www.calluna.games](http://www.calluna.games)

Calluna - The adventures of Ole Bull, is available for PC at Steam and Itch.io

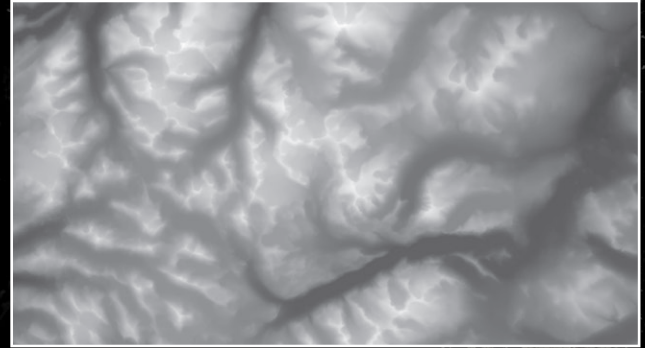


# Svartedauden

1347 - 1351



Halkjelsvik



Jotunheimen

**Svartedauden** is an explore and survival game set in Norway during the Black Death (1347 – 1351). The game is based on true historical events, legends, myths and folklore.





St. Margarets' Church, Maridalen, Oslo

*"Historians and archeologists believe the Black Death came to Oslo as early as 1347, a year earlier than expected when the boat from England came to Bergen with the plague in 1348"*




Borgund Stave Church, Lærdal



Satellite data from The Norwegian Map Authority

Credit: The Norwegian Map Authority

 **Stavtenda** will be available for PC when it's ready.



# LUMINOUS FLUX

Luminous Flux – an interactive sound and light installation





Luminous Flux is an interactive light- and sound installation. The main focus is to discover and explore abstract installations and areas of different light and sound. Some installations are made purely for exploring, others are highly interactive.

In addition to being an art installation Luminous Flux is also an anti-game where each level or area has its own distinctive form of special light and sounds (audio and visual impressions like static noise, optical effects, strobes and flashing light).

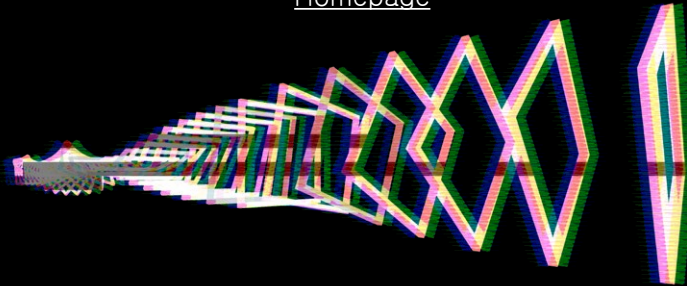
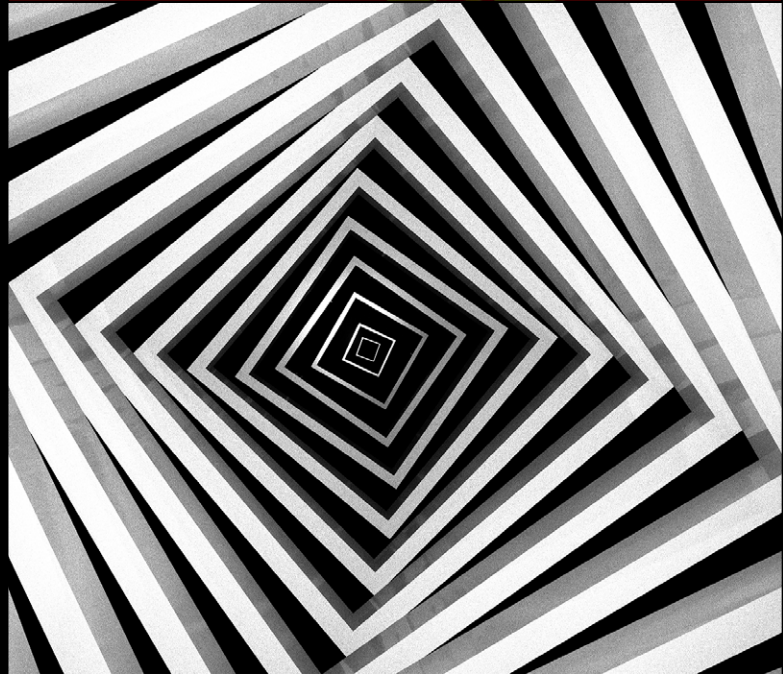
Luminous Flux is supported by Bildende Kunstneres Hjelpefond.

Luminous Flux, Explore mode, is available.

[Surrealist.itch.io: Version 1.0 – 660 MB PC](https://surrealist.itch.io/)

[Trailer](#)

[Homepage](#)



Art Nouveau 1890 - 1939



# A.R.T

Imagine traveling back in time and explore contemporary art history again.

A.R.T is an interactive art game that lets you travel back to the beginning of modernism in the 1860s. You will take part in an art historical journey from impressionism until surrealism in the 1920s. Along the way you will be challenged to solve puzzles, find manifestos, pick up objects and put them together to different artworks.

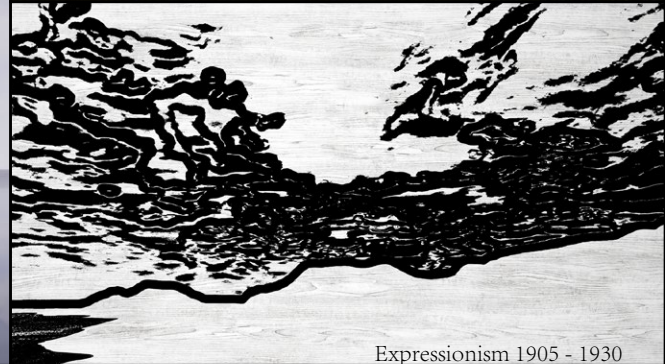
A.R.T will be available for PC when it is ready.



Surrealism 1920 -



Impressionism 1860 - 1890



Expressionism 1905 - 1930

The game is a tribute to modern art history. The goal of A.R.T is to challenge the audience, to experiment with art and new technologies, as well as linking art and games together.

[Demo \(PC, 450 MB\)](#)

[Trailer](#)

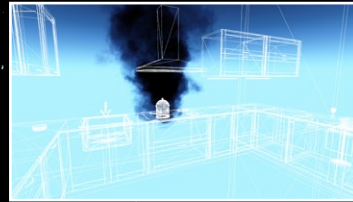
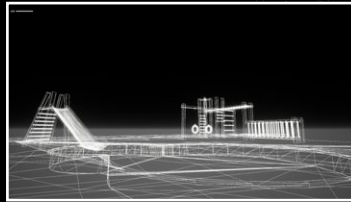
[Homepage](#)

Art Deco 1925 - 1939



# LIFE ON EARTH - PROLOGUE

*"Life on Earth is a holiday!"*



Life on Earth is a sci-fi adventure game based on the idea that your life on Earth is a vacation.  
You can choose playing young, middle aged or old, on the last day in each life.  
Life on Earth is inspired by films and series like The Twilight Zone and Black Mirrors.

Life on Earth will be available for PC when it's ready.  
The soundtrack is made by Termodress and the prologue will be available for free.



Save The World



## SAVE THE WORLD

1. ELIMINATE WARS AND LARGE SCALE CONFLICTS

2. PUT AN END TO FAMINE AND POVERTY

3. STOP DESTRUCTION OF NATURAL RESOURCES

4. REMOVE CORRUPTED GOVERNMENTS AND LEADERS

5. STRENGTHEN EDUCATION AND HUMAN RIGHTS

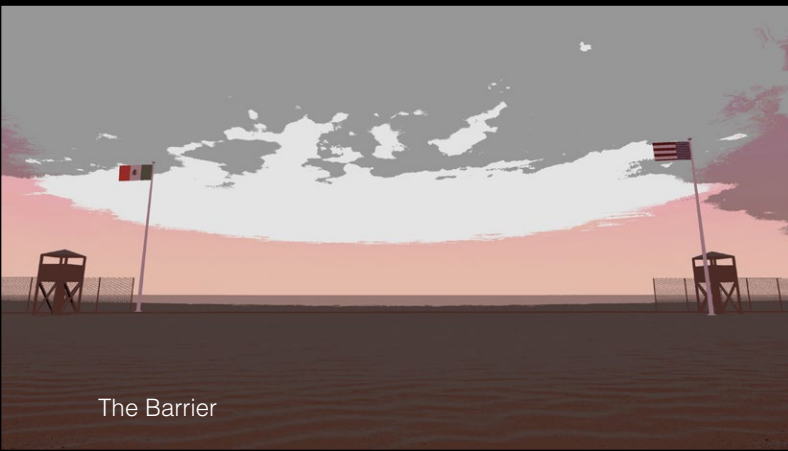
6. DO NOTHING

# RESPIRATOR

Respirator is an interactive installation that includes the works Save The World, Stop Far-Right and The Barrier.

TRAILER

DEMO (PC, 211 MB)



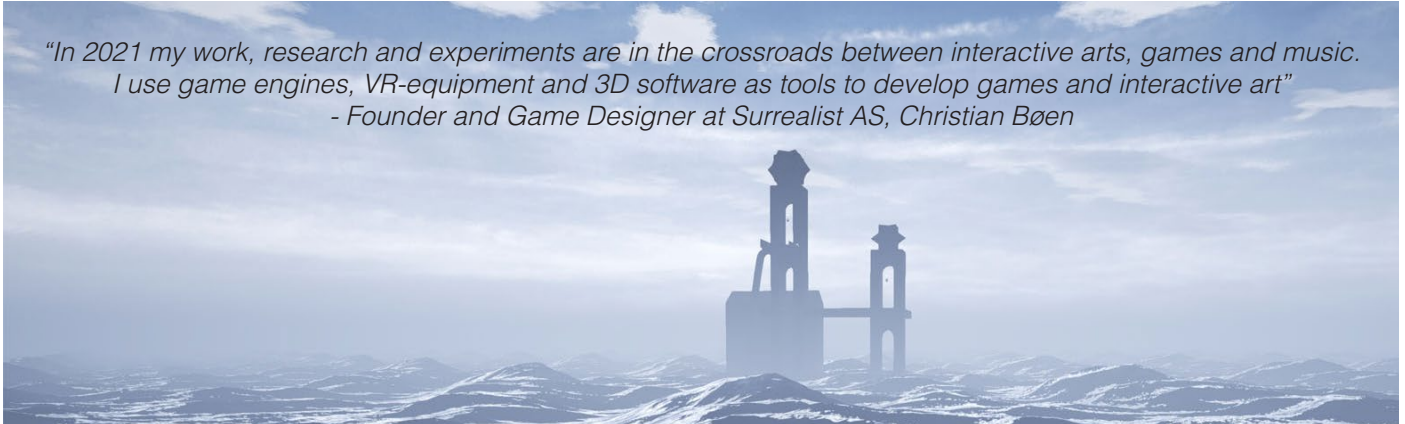
The Barrier



Stop Far-Right

## WORKFLOW

*"In 2021 my work, research and experiments are in the crossroads between interactive arts, games and music.  
I use game engines, VR-equipment and 3D software as tools to develop games and interactive art"*  
- Founder and Game Designer at Surrealist AS, Christian Bøen



## TECHNICAL COMPETENCE AND QUALIFICATIONS

**Game engines:** Unreal Engine 4 and UDK3 (2D/3D game development and interactive art production)

**3D:** Autodesk 3ds Max/Maya, Autodesk Meshmixer, Blender, Houdini, Zbrush and Metashape

**Materials and textures:** Substance Painter, Mari and Unreal Engine 4 Material Editor (PBR-pipeline)

**Motion graphics:** Adobe Premier Pro, Adobe After Effects and Unreal Engine 4 UMG UI Designer

**Video:** Adobe Premier Pro, Unreal Engine 4 (Sequencer), Vegas Pro and Final Cut Pro

**Audio/sound design:** Adobe Audition, Audacity, Unreal Engine 4 (Sound Cue Editor) and FMOD

**Music/DAW:** Ableton Live, Adobe Audition and Steinberg Cubase Pro with Kontakt and VST-plugins

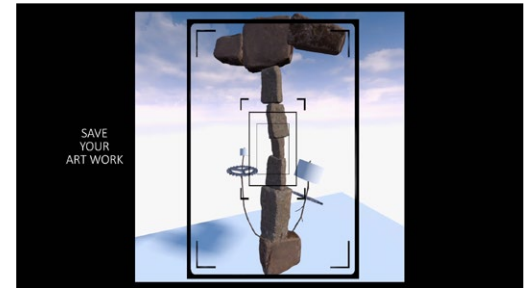
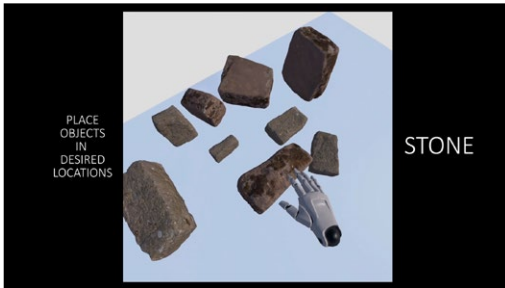
**Photo and drawing:** Adobe Photoshop, Adobe Lightroom, Rebelle 3, Corel Painter, Krita and Gimp

**VR and AR:** Unreal Engine 4, Oculus Go/Quest, Android SDK and Nvidia Ansel

**Design:** Adobe Indesign, Adobe Dreamweaver and Adobe Illustrator



## VR - OCULUS GO AND QUEST



Installation Simulator, prototype, 2020



## MOBILE GAMES - ANDROID SMARTPHONE



Respirator, The Barrier, 2017

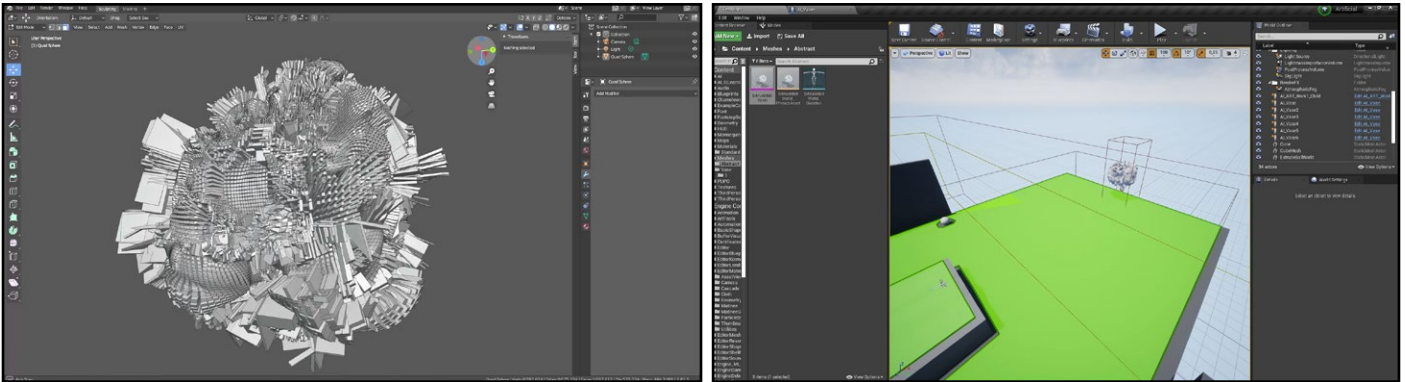


Predator, Incels, 2019

## SELECTED UNREAL ENGINE 4 PROJECTS



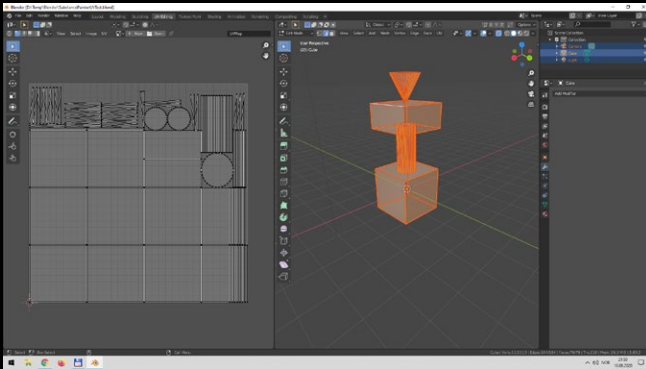
Calluna - Adventures of Ole Bull, Making of Bergen 1815, UE4



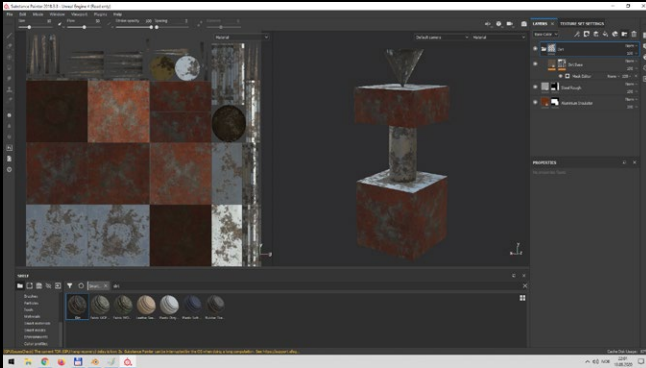
Artificial Intelligence Experiment, 3D-model from Blender to UE4, 2020



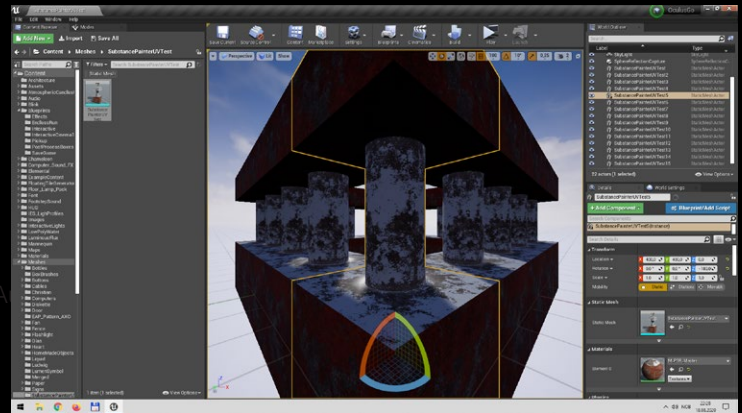
1. BLENDER -> 2. SUBSTANCE PAINTER -> 3. UNREAL ENGINE 4



1. Unwrapped 3D-model in Blender

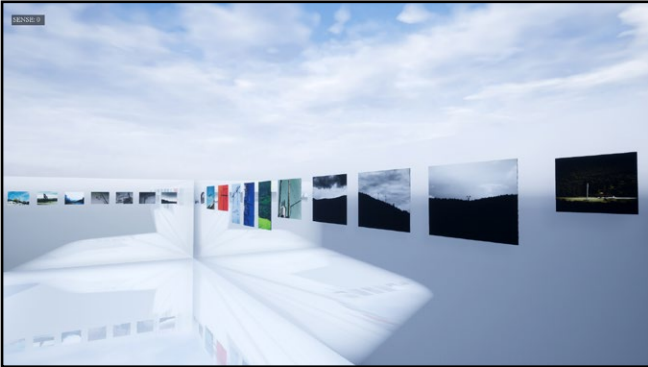


2. Textured and painted 3D-model in Substance Painter



3. Imported 3D-model with PBR material inside Unreal Engine 4

## SELECTED INTERACTIVE ART PROJECTS MADE WITH UNREAL ENGINE 4



Christian Bøen, 3D Gallery, 2016



My Merzbau, 2017



Global Washing Program, 2019



100 Years With Dadaism, 2016 - 2019



## SURREALIST SPECIALIZE IN

Unreal Engine 4  
Game Design and Development  
3D interactive art and art games  
3D-modelling and animation  
VR-technology  
Sound design



SURREALIST

