

BERMUDA

VISUAL ARTBOOK

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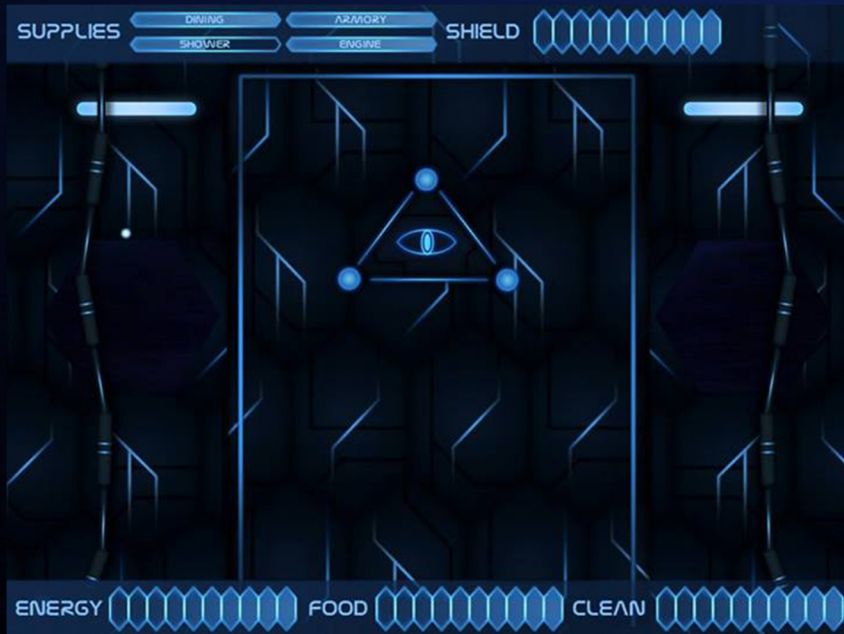
After several years' worth of story and gameplay iterations, Bermuda is now released. Let us reflect on the game's earlier days. (WARNING: SPOILERS AHEAD)



The first sketch of Finyomu and Mukan. The grey uniform later changed to further push the ocean colors.



The first illustration of Finyomu and Mukan. Artist Alastair used this image as reference for his refined drawings.

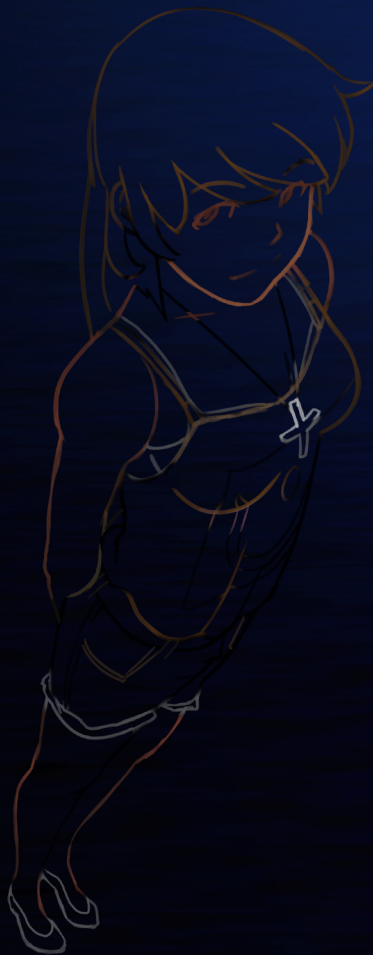


Bermuda was initially going to be a real time survival simulator. The idea later changed, as I failed to tell an ideal story in this format. The gameplay also had too much downtime, leading to player boredom.

The original Bermuda had shooting segments. This shooting gallery was uninspiring and had to be removed. Losing work is never fun, but the only way to know is to try. It is hard to say there are any regrets.



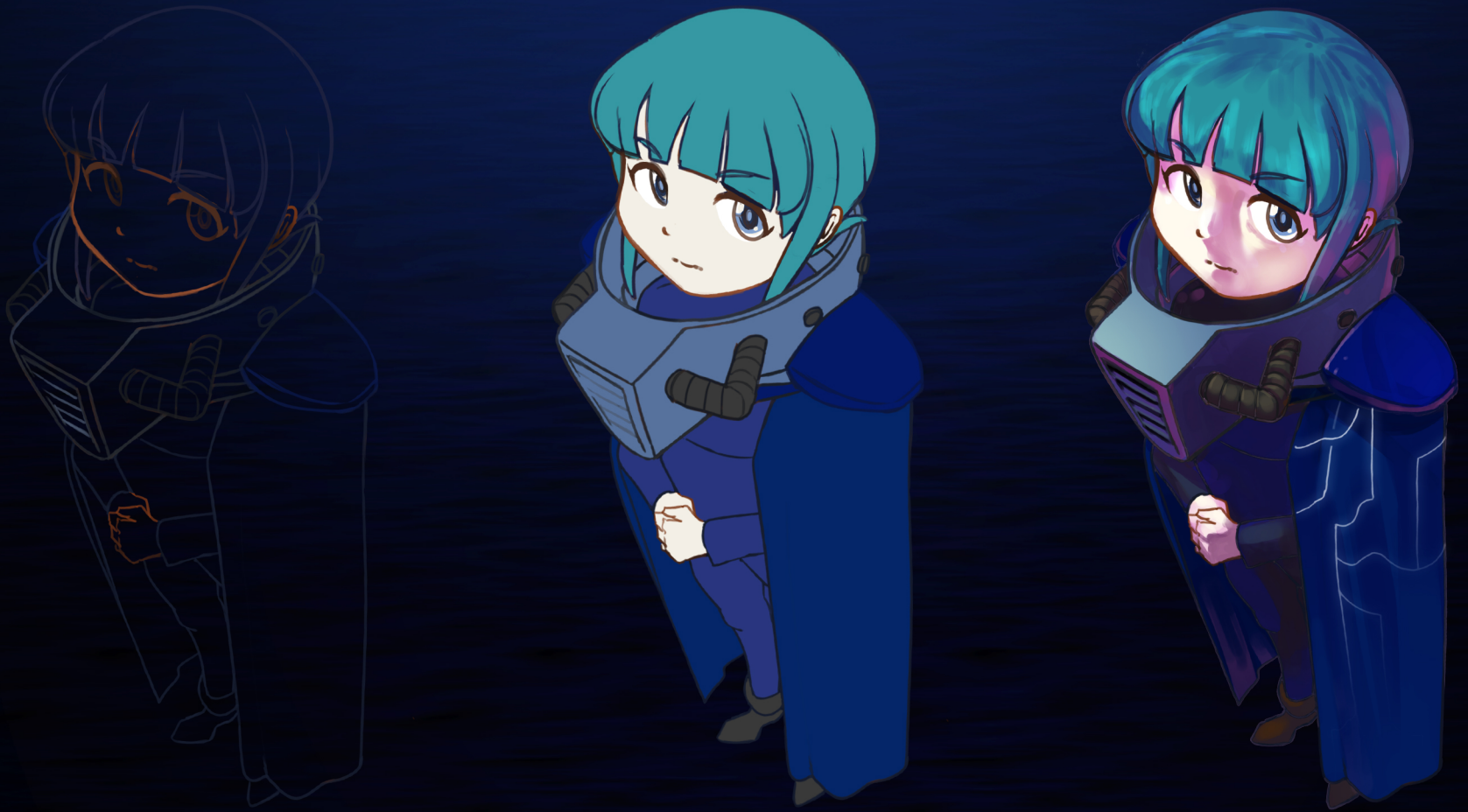
EDWARD entered the submarine determined to maintain peace with the aliens. As things tore apart around him, his faith began to waver. Hopefully his journey may push us to consider the challenges we face when interacting with one another in daily life.



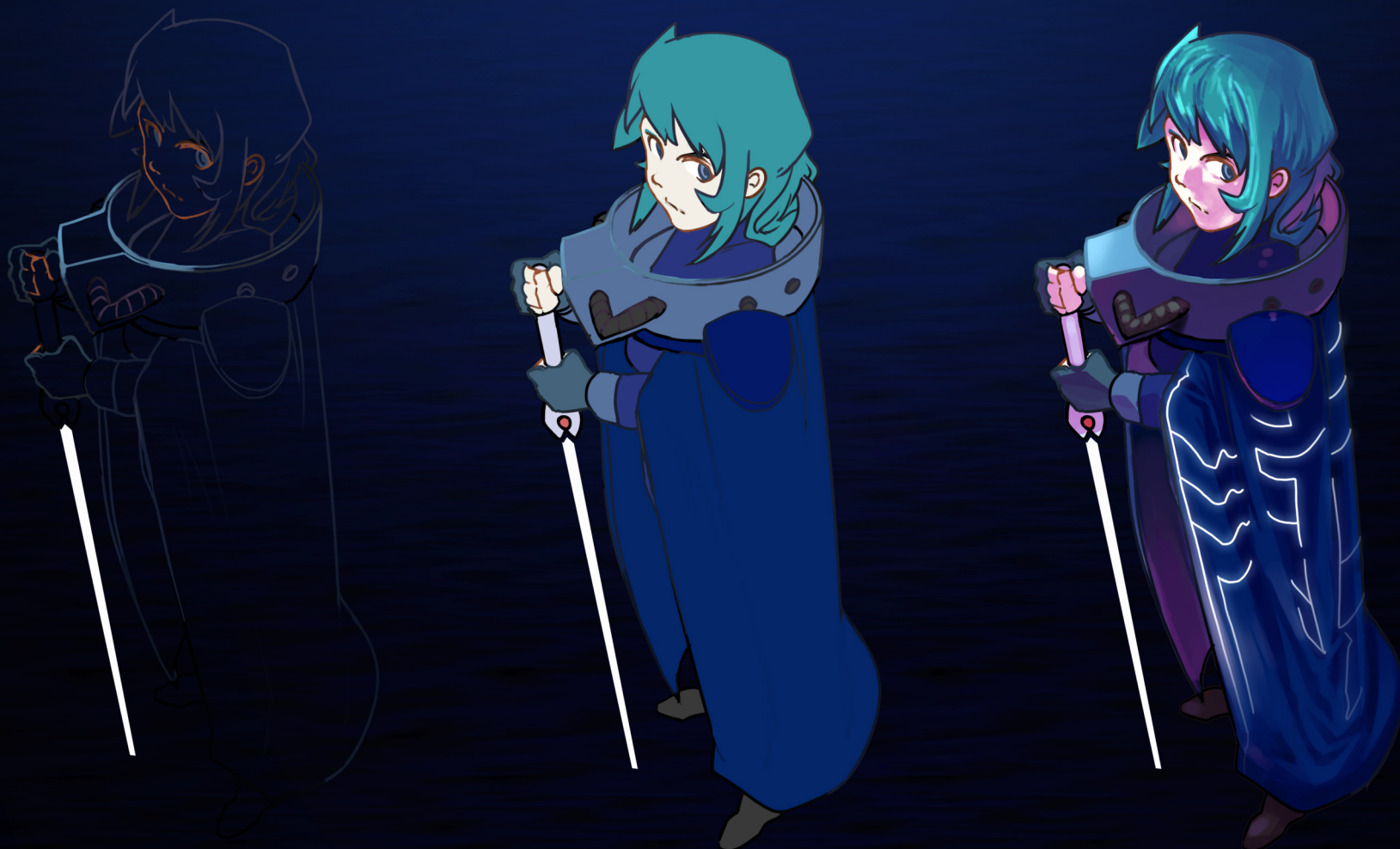
JOANNA has a gentle appearance but in fact has a grumpy side to her as well. Though her time in the story was brief, she used it as an opportunity to become honest with herself. After all, tomorrow is never guaranteed.



PAUL's lack of trust in others led him to his downfall. By no means, however, does that imply he was in the wrong. Paul had a strong sense of justice. Too bad he was pushed over the edge by the events that unfolded in his story.



FINYOMU wants nothing but peace between the surfacers and her people. Her resolve was put to the test during the story. In her final moments, she passed the trial, perhaps precisely because she was still a child. Her determination most likely saved Edward from an internal death.



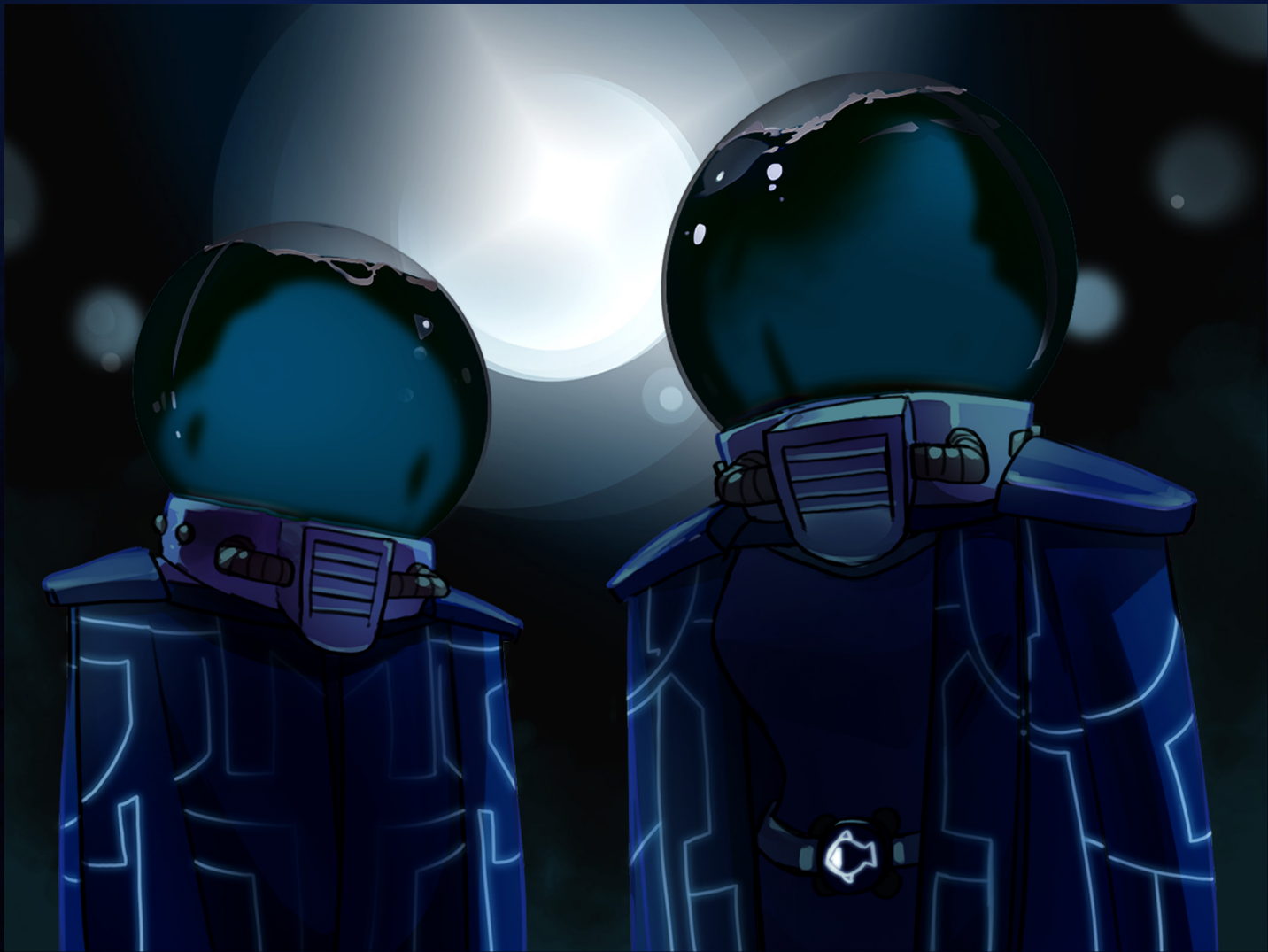
MUKAN gave up everything to stay as Finyomu's loyal friend. Her dislike toward surfacers came partly from her desire to protect the captain. Fortunately, her love and respect for Finyomu inspired her to grow more trusting. Perhaps that was what had saved her from a tragic conclusion.



In one of the bonus conversations, the aliens talked to Edward about mermaid sightings. Is that simply a rumor, or could there be some truth to those words?.....



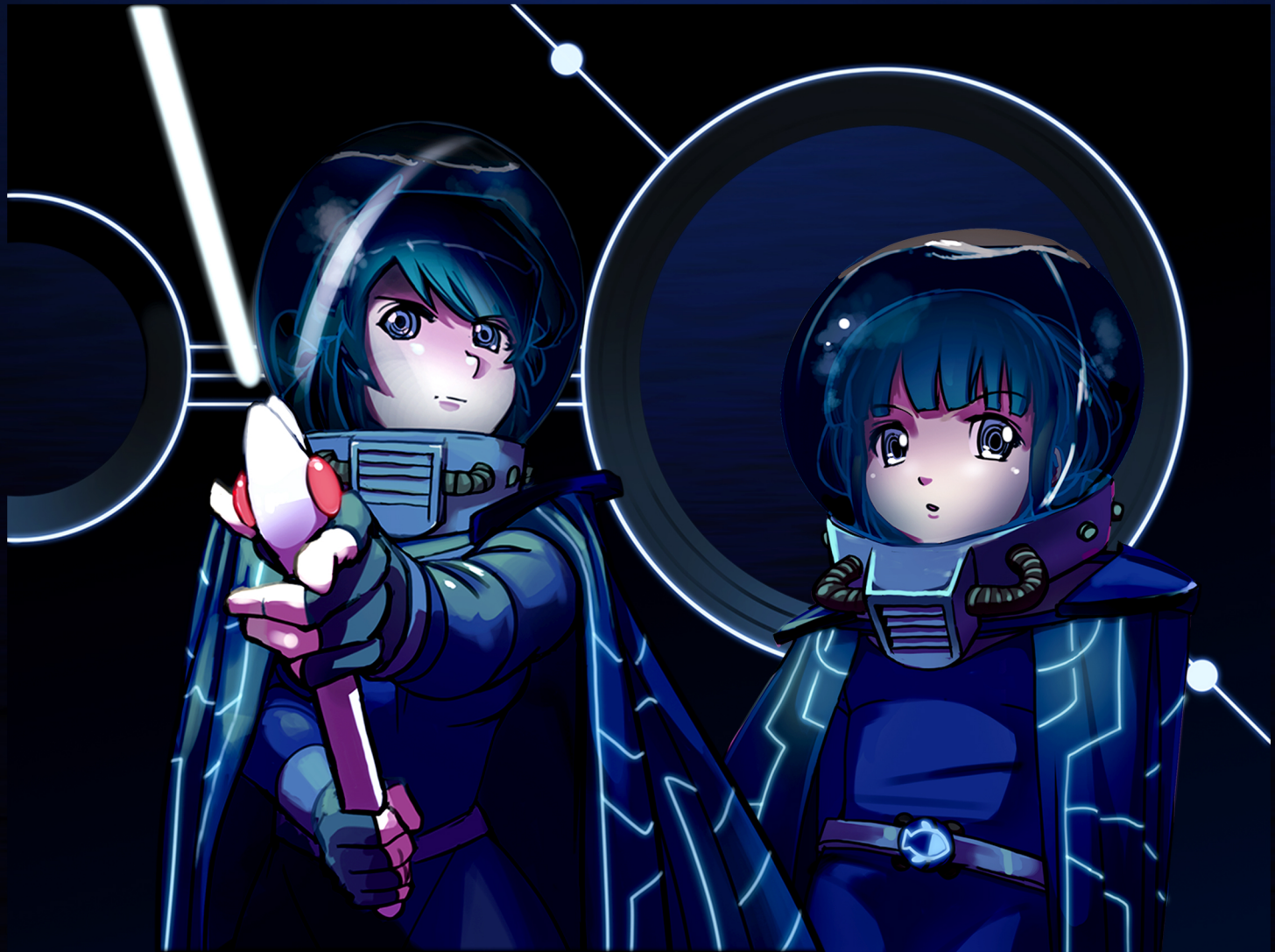
The above CG is never seen in the game. Having Edward in the shot caused testers confusion, so he was later removed. Joanna looks at the camera in the final render.



The backlight and missing faces aim to give these aliens a menacing introduction. Of course, later scenes will reveal they do in fact have lives and senses of humor.



Joanna originally hovered up and down during this shot. Technical glitches forced this to be removed later. Paul was added in the final render for clarify purposes.



Finyomu and Mukan's introduction shots. The illustration aimed to give off their authority. Their costumes matched the ship's design to show this was the alien's home turf.



A meeting held by the alien race. In the backdrop, you can see the shadows of other aliens. They are faded out to give Finyomu and Mukan the spotlight.



Like with the first scene, Edward was originally in this shot but was later removed due to player confusion. Paul and Edward discuss their plans in secret during this shot.



Finyomu and Mukan with their helmets off for the first time. This shot hopes to show Mukan is truly at ease when she is around the commander.



Finyomu shows her trust by removing her helmet in front of Edward. Though she is captain, her face here shows she has her own dreams that have long been suppressed.



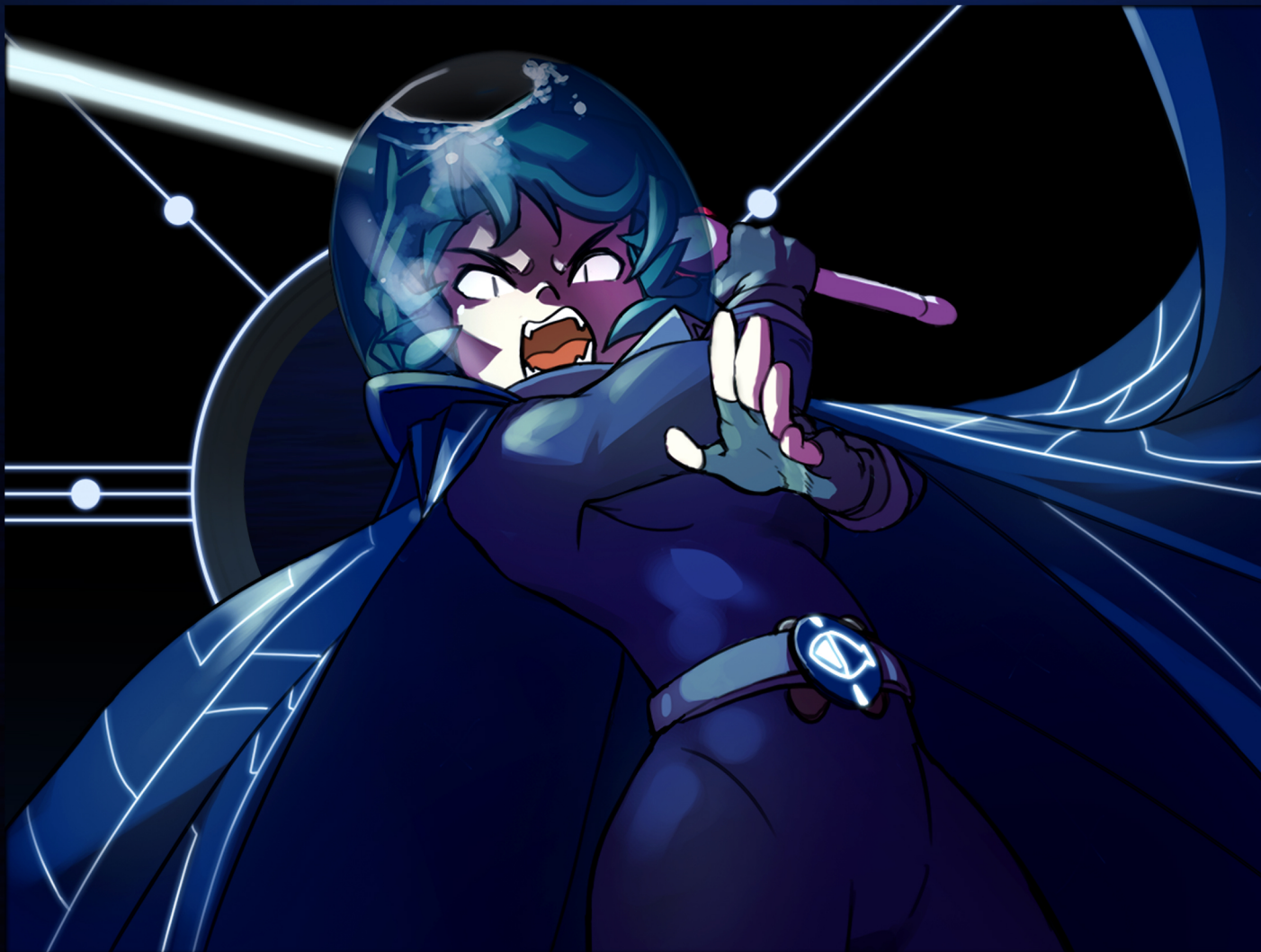
Joanna using this opportunity to at last be honest with herself. With nobody else to trust, Paul's downturn most likely began here. A series of tragic timings.



This is where Edward discovered that Finyomu had in truth been cloned to preserve her existence. The music changed as this shot appeared to maximize impact.



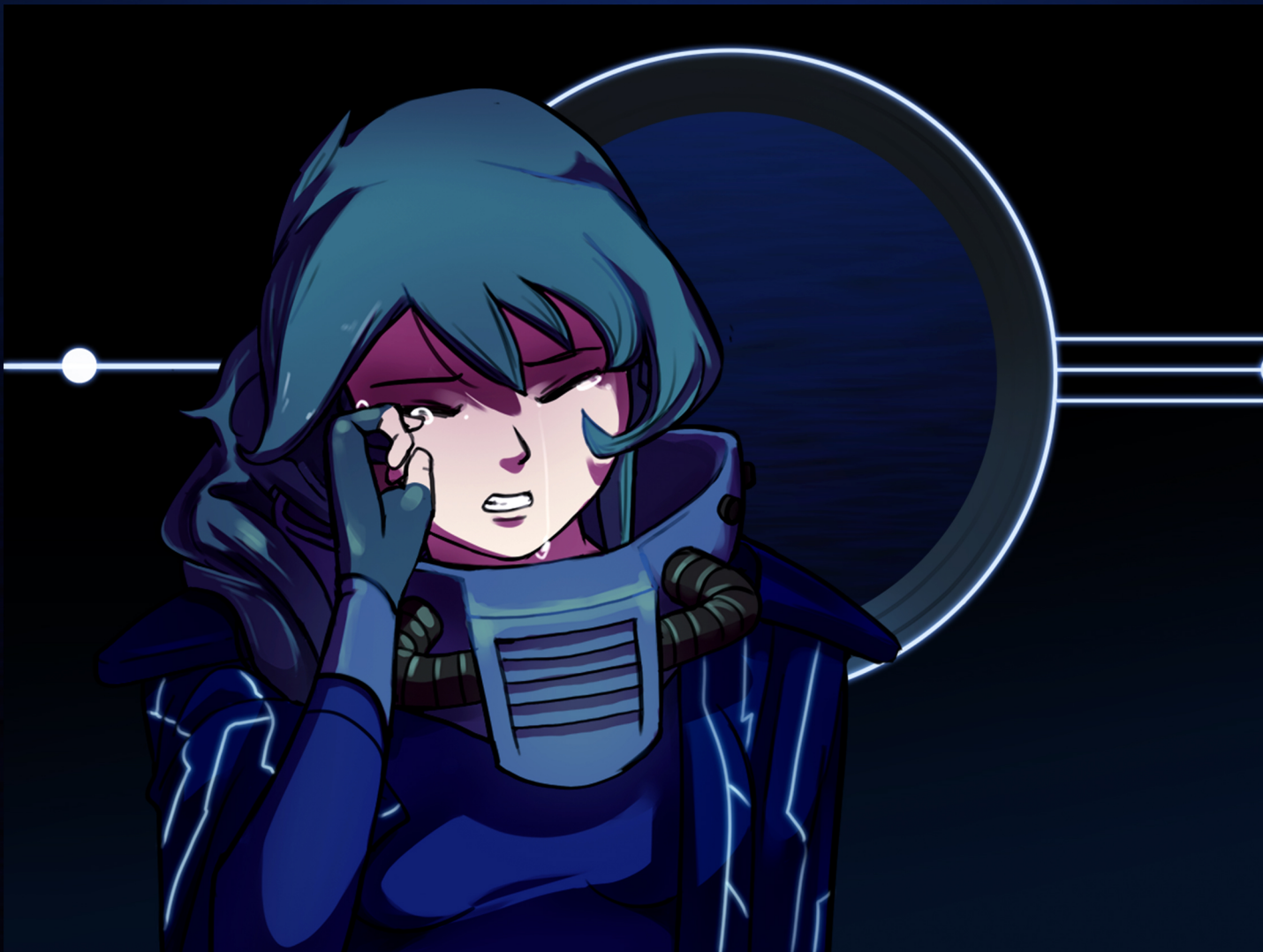
Paul grew sick of waiting and decided to take matters into his own hands. This was the point of no return in the story.



A furious Mukan cut down Paul. Her anger shows just how much Finyomu means to her. This emotion takes a violent turn as we discover what happened to Finyomu.



The shattered glass reflects on the destruction that has taken place. As Finyomu had long wished to expire, this shot is free of any blood or suffering.



It is key for Mukan to experience a broad range of emotions before the tale concludes. Notice how she had her helmet removed in front of Edward in this shot.



The shot that has inspired the entire project. Mikan was originally going to bury Fenyoma on the surface, but she was unable to let Fenyoma go, even in death.



An angry Mother flickered onto the screen. She needed to remain mysterious, so only her eye can be seen in this shot.



Like Paul, Mother was by no means a villain. Whether she did everything for Finyomu or herself, that is up to the player to decide upon.



The two illustrations included in Bermuda's short story - The Day They Met. Though less exciting than a visual novel, I hope you will consider giving it a read.



Thank you so much for supporting Bermuda!
I hope to see you again in future projects m(__)m.