



"WE LITERALLY WENT THROUGH HUNDREDS OF CONCEPTS. WE MET WITH GEORGE LUCAS PRETTY REGULARLY EVERY COUPLE OF MONTHS."

—PROJECT LEAD HADEN BLACKMAN

AT-ST at some terrified stormtroopers—Omernick and his team created a number of startling paintings that depicted the apprentice unleashing his powers in earth-shattering ways, from effortlessly tossing stormtroopers through the air, to bringing a Star Destroyer crashing down to a planet's surface. "We had a lot of freedom to create these new characters and locations and storylines," says Omernick. "And having the gift of being able to tell the story between those two episodes—that's a fertile piece of ground right there." As Lucas and The Force Unleashed team nailed down the specifics of the plot, the thousands of illustrations produced by the art department took on a cohesive look that was visually reminiscent of both the prequel and classic *Star Wars* trilogies, but with the emphasis on the gritty "used universe" aesthetic. "We very consciously chose a visual style that was much more like the original trilogy for a lot of reasons," reveals Omernick. "Not because we liked that trilogy better, but since we were going for the first time to high definition and we had all these extra pixels and polygons to use, we were able to show those scratches and dents and dings and dust and that level of fidelity of detail that we haven't been able to show off before."

CASTING VADER'S SHADOW

As Omernick's team concentrated its efforts on creating the look of *The Force Unleashed's* central protagonists—the appearance of the secret apprentice alone took around 400 illustrations—the search began for actors who could portray this collection of brand new characters. Intriguingly, however, potential cast members would be required to not only provide their voice and their likeness to the game, but an actual full performance that would be integrated into the