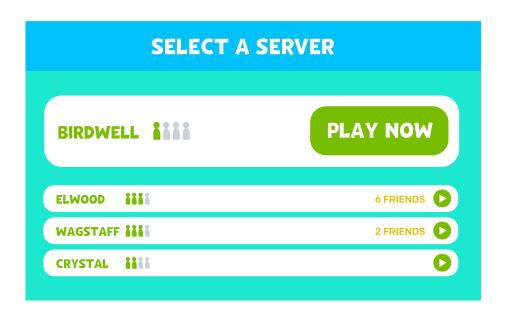
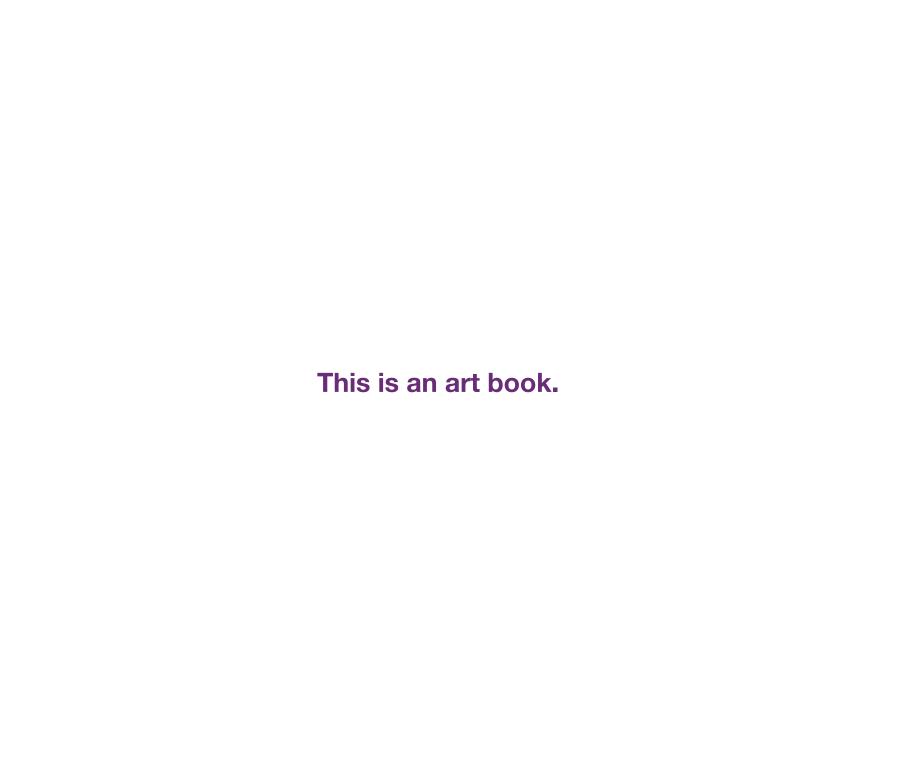


THE ART OF KART KINGDOM

By: Chris Bishop





Many people contributed art, ideas and code to Kart Kingdom. This is a collection of art by Bishop, mostly from the beginning of the game.



PBS KIDS Interactive Request for Proposals Virtual World

Purpose:

PBS KIDS Interactive seeks to build an immersive virtual world that engages children 6-9 years of age in systems thinking and game design concepts and issues this request for proposals. Submissions should be sent no later than 5 pm U.S. Eastern Time on Monday, November 5th, 2012.

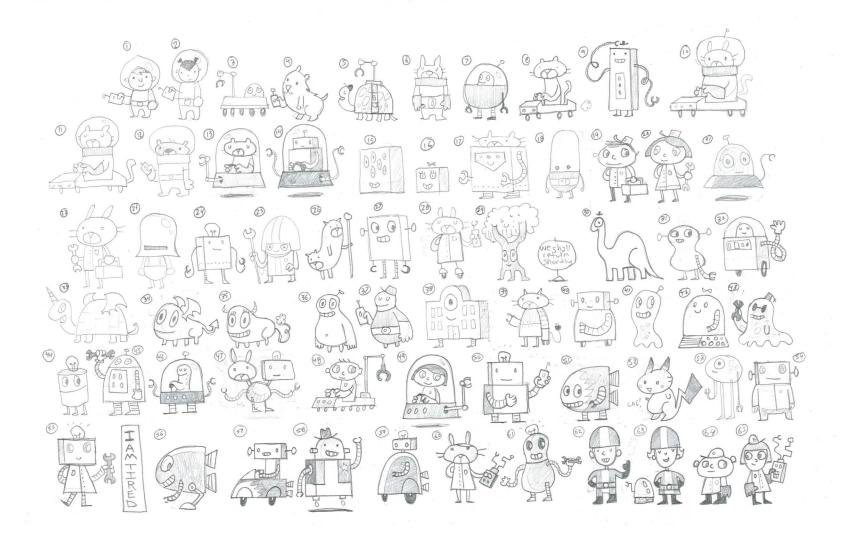
Target demographic:

6-9 year-olds, primarily, and their parents and educators.

Project Goals:

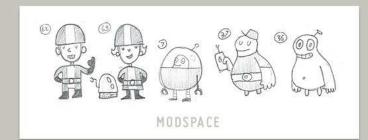
- Engage and retain the target audience;
- Foster an understanding of systems' thinking and the game design process;
- Foster collaboration, critical thinking and creativity.

IN THE BEFORE TIMES...



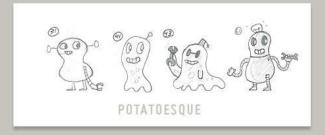
AVATAR SKETCHES

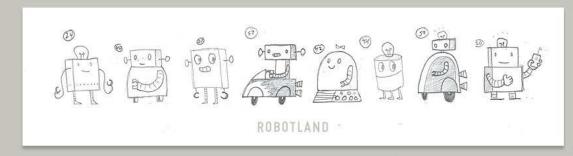
The first phase of creative development was to decide who you would be in the world.



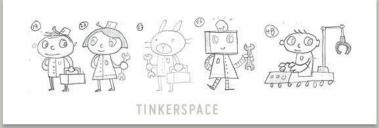






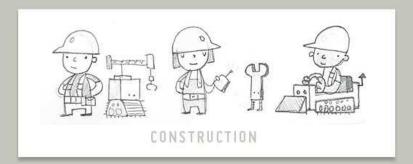




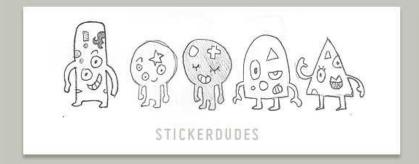


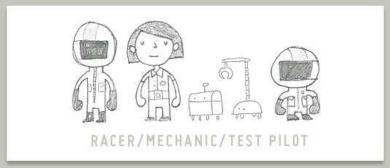


AVATAR SKETCHES 002 May 3, 2012









Four sets of potential avatar concepts for the virtual world were selected.

Each one was given a working title.

UFO CITY

MODSPACE

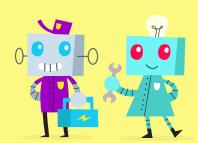
STICKERDUDES

TEST PILOT ACADEMY

In UFO CITY you get to be...







a kid, an animal,

or a robot



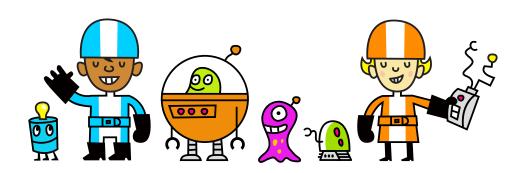
Everyone gets their very own UFO to cruise around in.

Your UFO is full of arms to take on any building or gaming task.



You can customize your UFO's chassis, color & decals.

IN MODSPACE YOU GET TO BE...



A KID WITH A HELPER PET.

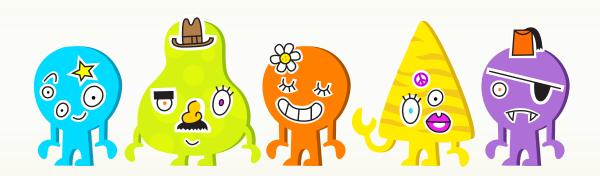


HELPER PETS CAN BE ROBOTS, ANIMALS, BLOBS, ETC.



YOU CAN COLLECT, CUSTOMIZE, TRADE & TRAIN YOUR HELPERS.

IN STICKERDUDES YOU GET TO BE...



A STICKERDUDE!







YOU GET TO BE...



A ROBOT BUILDER

PICK A JOB....



MECHANIC, OPERATOR OR INVENTOR

NOW BUILD YOUR ROBOT



OUT OF THE JUNK YOU FIND & COLLECT









Eventually it was decided that it made the most sense for the avatars and world to be based on PBS KIDS brand art.













ScrapM*t*

NAMING THE GAME

Brainstorms generated hundreds of names. These were the seven finalists tested with kids.







Kart Kingdom generally uses the PBS KIDS colors but this yellow and purple are its signature colors.

EARLY LOGO & PALETTE

Kart Kingdom followed a set of rules that guided everything that was created.

KK RULES

Kart Kingdom is all about exploration, collecting resources (wood, fire, water, etc) to craft gadgets (jet pack, pick axe, etc) to solve problems and discover new places.

Kart Kingdom is set in the natural world around us - jungles, deserts, etc. No cities.

Structures in Kart Kingdom are not permanent. They can be picked up and moved leaving the environment unchanged. For example, tents and campers. No gas stations, highways, on-ramps.

Drivers aren't seen outside of karts. The kart is kind of your body.

Karts can be made of anything. For example, a log, cheese, pirate ship, etc.

Karts are modular. Heads, wheels, bodies, etc should be interchangeable.



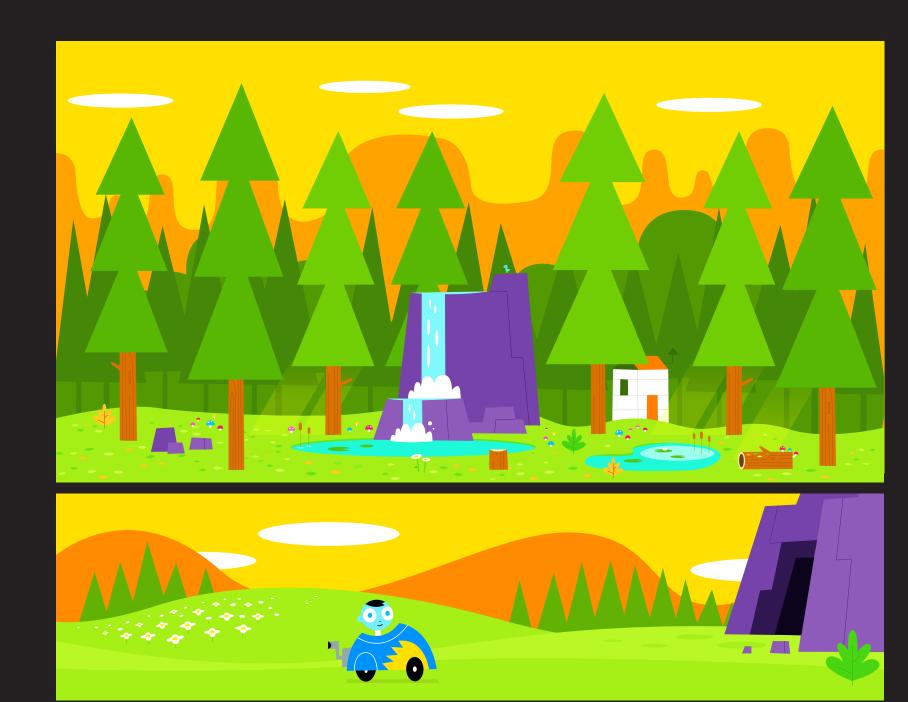
SPLASH SCREEN V1



SPLASH SCREEN V2

Including a sneak peek at the character Pinewood before racing had launched:)

THE WORLD OF KART KINGDOM



"GRAND GLADE" CONCEPT ART

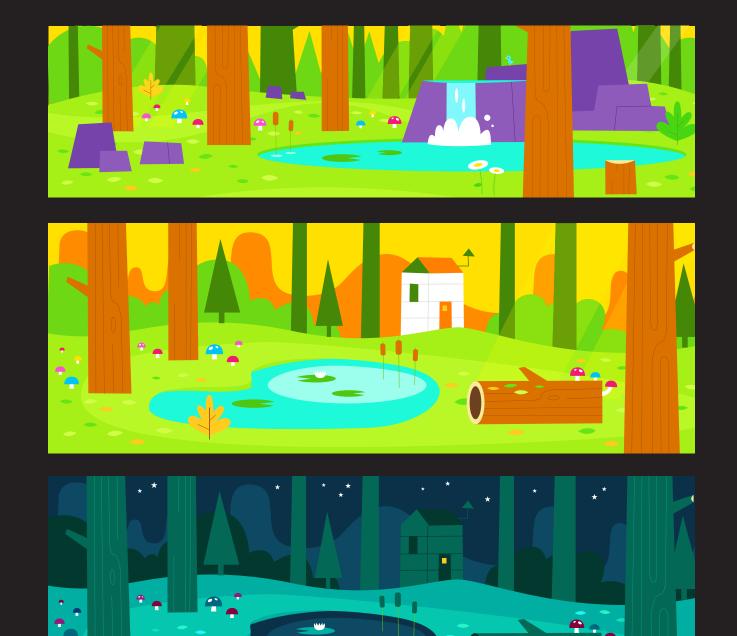








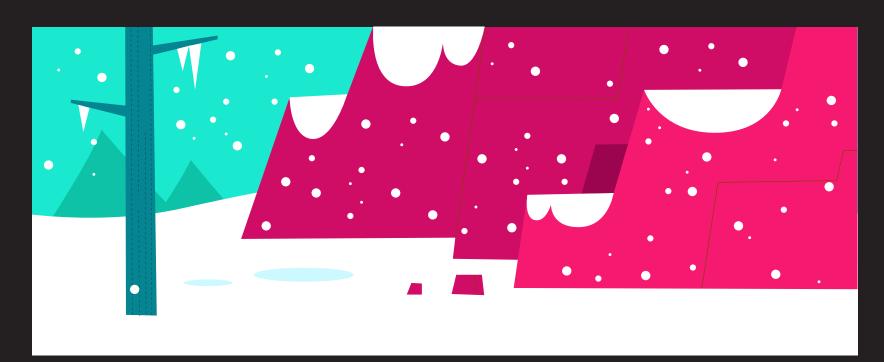
"GRAND GLADE" LEVEL ART



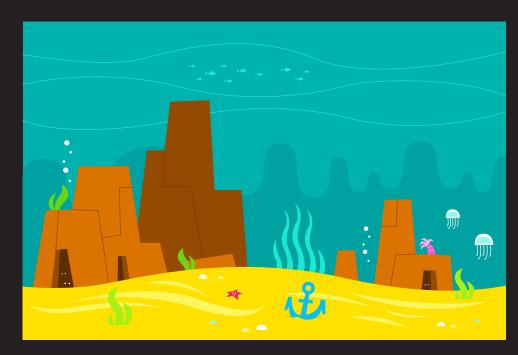
"GRAND GLADE" CONCEPT ART

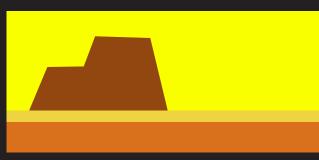


















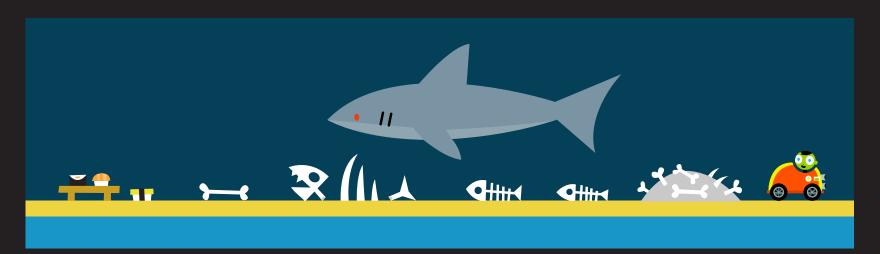


"THE DEEP" LEVEL ART











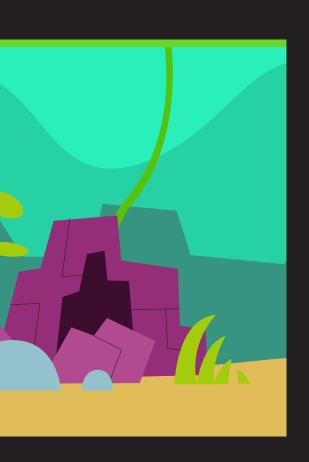


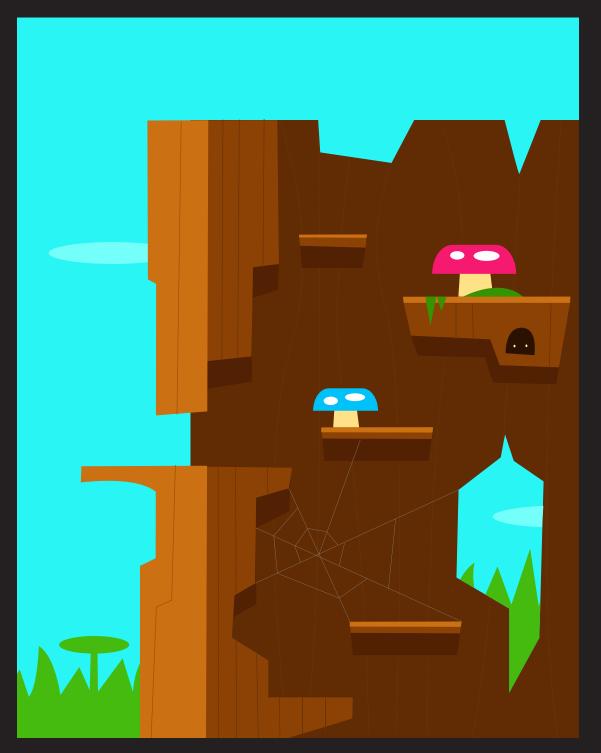


"BUG GARDEN" CONCEPT ART



"BUG GARDEN" LEVEL ART





GRAND GLADE

of the Give & Get

The main social hub of Kart Kingdom





HARLEY

Wrangler of games

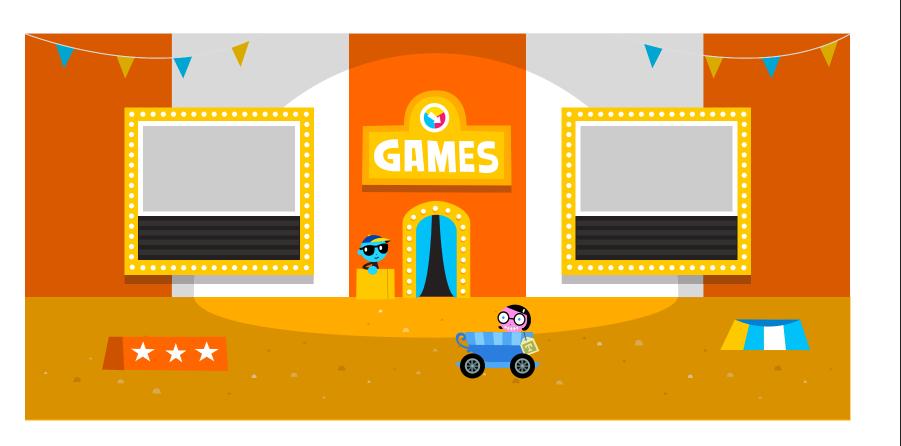


A unique quest truck for each area.



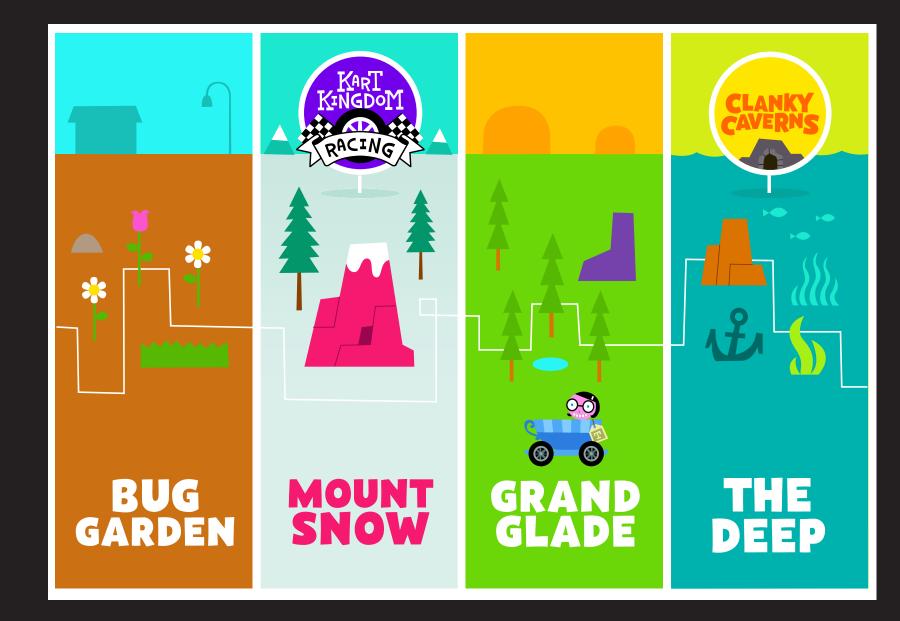
INSIDE THE PARTS TRAILER

Personalizing a kart & avatar



INSIDE THE GAMES TENT

In year three, it was given a serious upgrade and turned into a new social space.



WORLD MAP

Fast access to the four main zones.



QUESTING IN THE KINGDOM







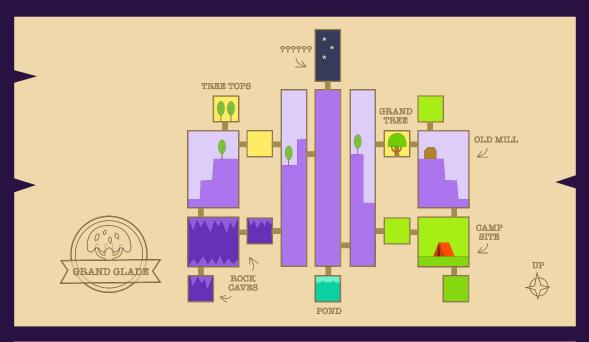


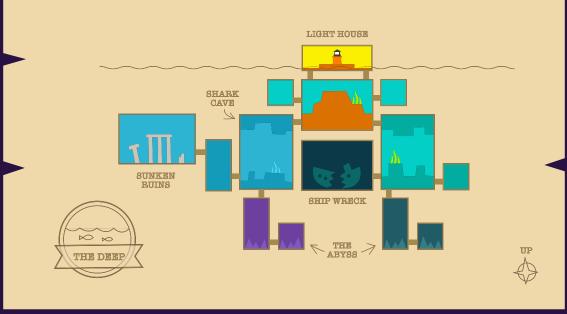


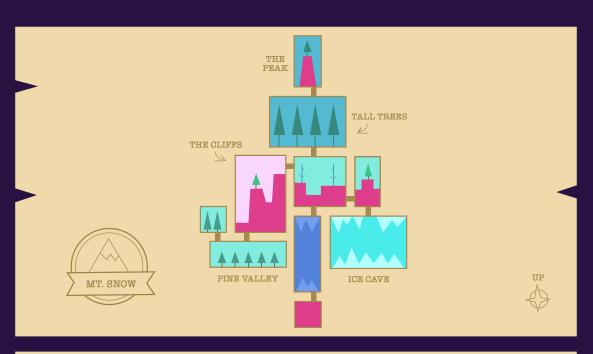
















All the discoveries scattered throughout the quests.













Comic strips unlocked by completing quests.





















After completing all the quests, the areas can be returned to for resource gathering.



CRAFTING INTERFACE

















































GADGETS



GADGETS IN ACTION







See you in the Kingdom,

C you in the Cingdom,

Original, rejected CC art



K & HER COUSIN CC

These two became unexpected stars of Kart Kingdom

EVENTS & HOLIDAYS

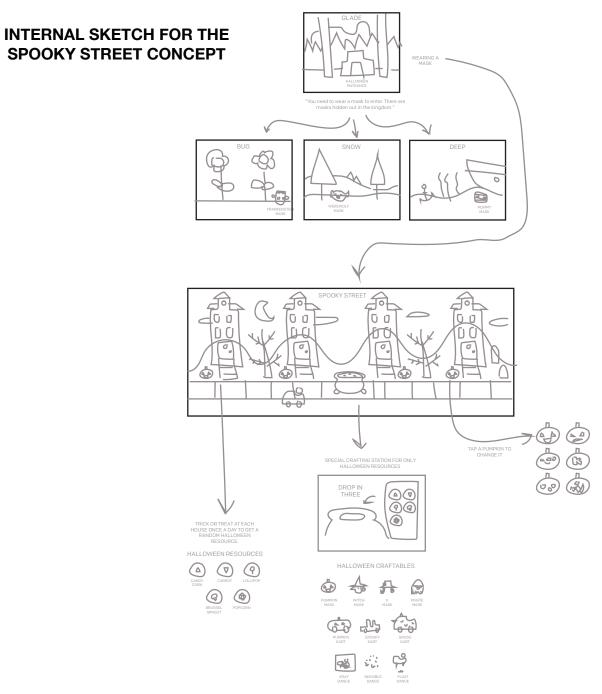
There were many. Here are some favorites.



SPOOKY STREET

Halloween trick or treating destination featuring houses inspired by Psycho, American Horror Story & Bishop's childhood home.





(THERE ARE 10 POSSIBLE COMBINATIONS OF THE HALLOWEN RESOURCES)













FIND IN WORLD

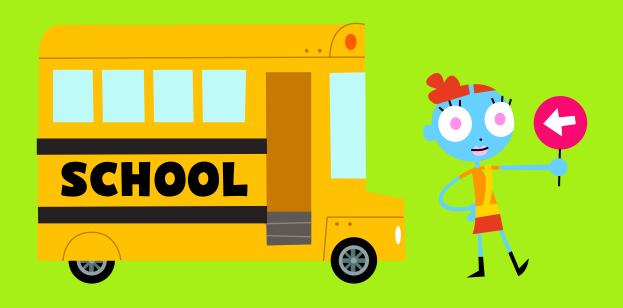


CRAFT IN CAULDRON





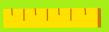












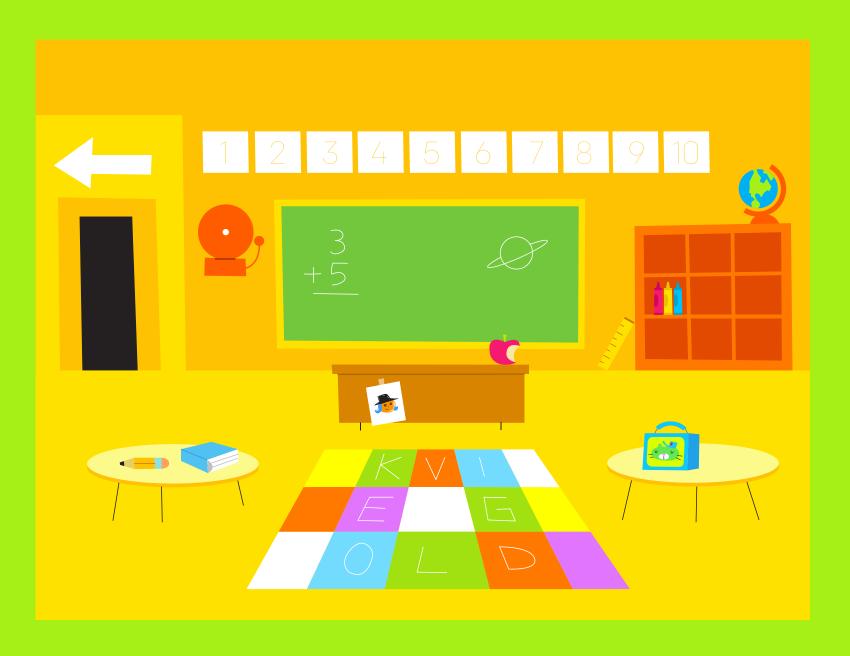






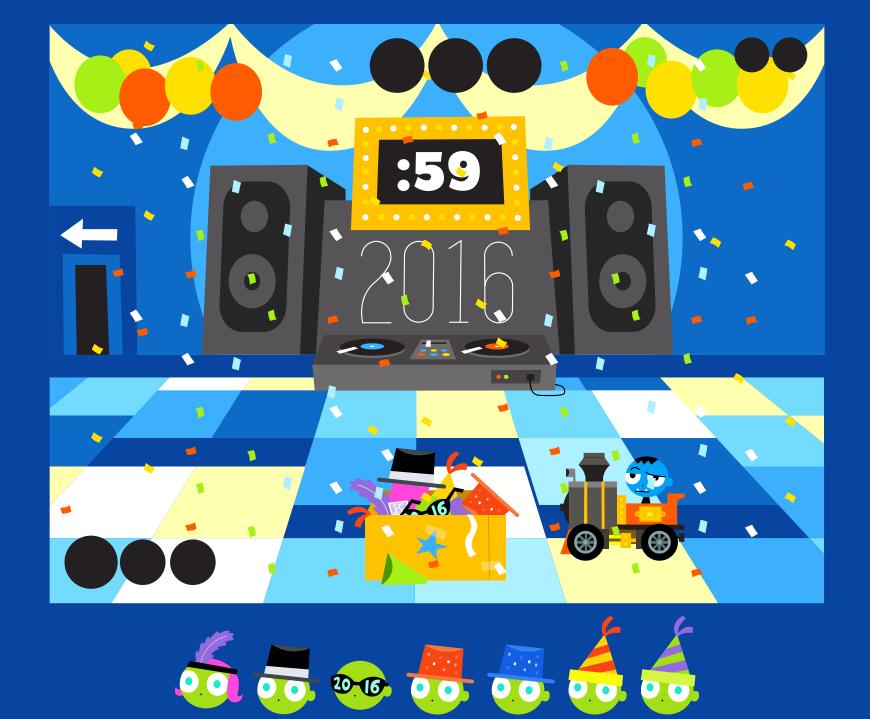






Did anyone ever discover the secret code hidden in the rug?











BLOG GIVEAWAYS (BEGINNING OF EVENT)



BLOG GIVEAWAYS (END OF EVENT)

















MUSTARD



MUSTARD & KETCHUP



MUSTARD & RELISH



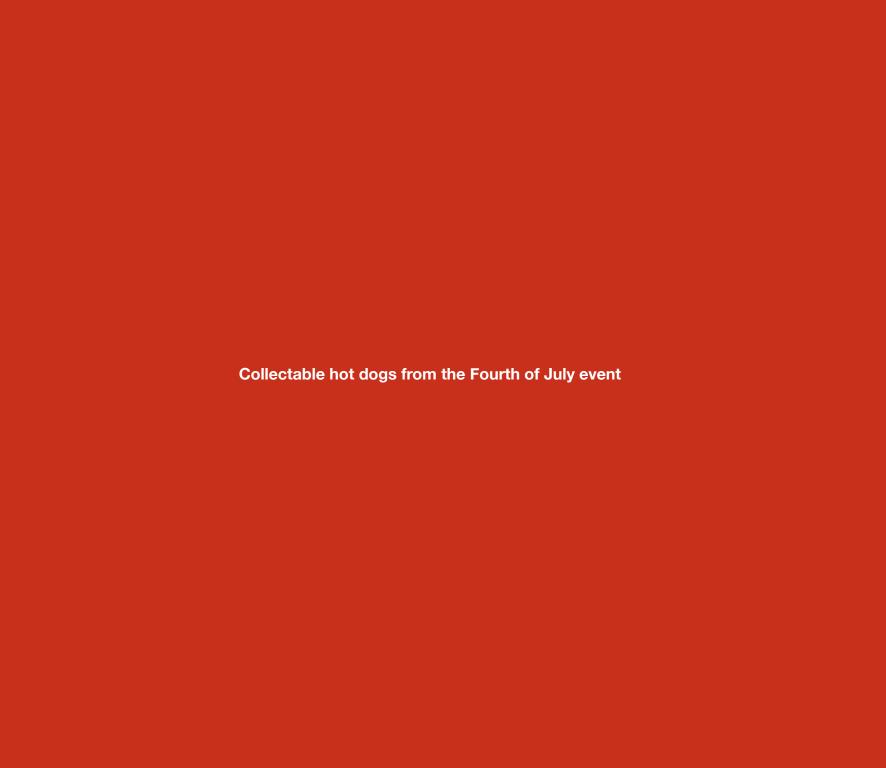
CHICAGO STYLE



UPSTATE STYLE



SOY PROTEIN



RACING



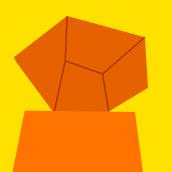
OOPS!

We built a vehicle-based game. Without racing. That was fixed in one of KK's biggest expansions!



RACING ZONE

A desert area accessible through Mt. Snow. Home of Billy, Janey & Davey - the mechanics that host KK racing.











This is the Kingdom Racing Team (KRT).
They travel all over the kingdom putting on races. The races attract new friends like Ace,
Princess Wonderful, Armstrong, etc.

They've come to our part of the kindgom and they are going to like it so much they stay!

They've brought all new racing style kart parts and gadgets to discover.



This is their logo. It appears in-game on all their equipment, on karts, etc.

Think of this like the Dunder Mifflin logo on the show The Office



This is the out-of-game logo used on the map, the blog, etc.

Think of this like the logo for the show The Office





This is their truck. The trailer transforms into the race tracks entrance.



PRINCESS WONDERFUL

KART THE HIBISCUS PETAL

SPD ACC

Loves steak. Learning how to play the trumpet.

ACE

KART ROYAL FLUSH

CDD —

ACC



Waxes his kart and hair with the same gel.

ARMSTRONG

KART MARK XVII

CDD —

ACC

Wants to be a robot some day.

HERO RACERS

The stars of the show. All three race every week.

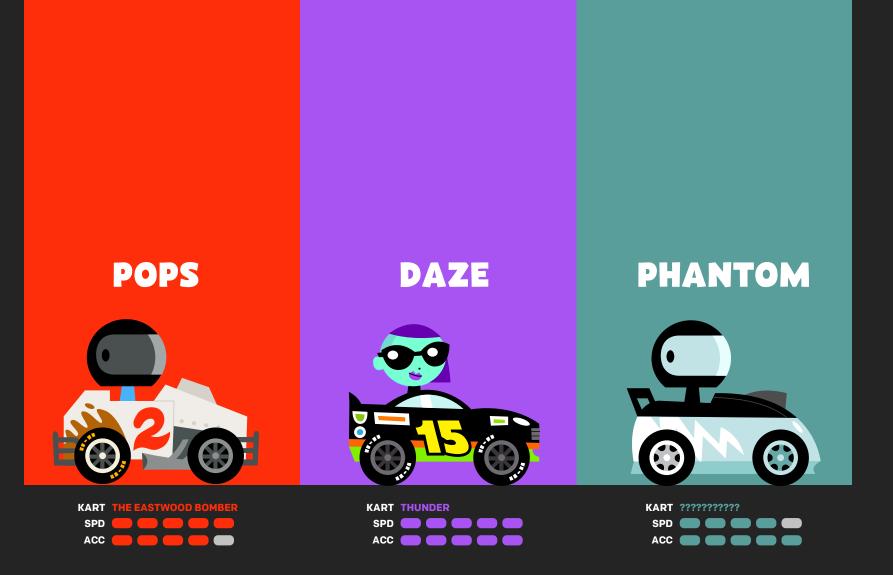


WEIRD RACERS

A variety of disctinct characters. One appears in every race.



Inspired by pop culture vehicles from Mad Max, Wayne's World, Mortal Kombat, Transformers & The Dukes of Hazzard.



ELITE RACERS

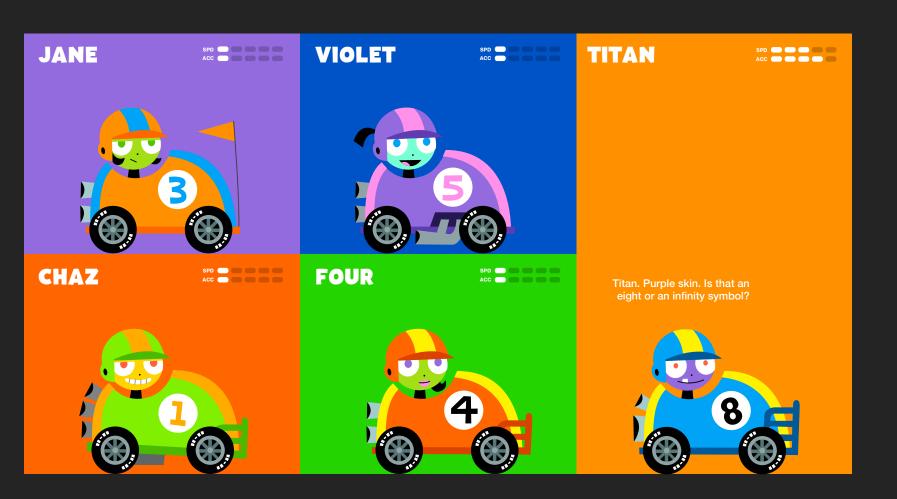
They appear rarely so it's special when you get to race against them.

One of them appears in one race each series.



PBS KIDS RACERS

Created to race, but never actually used in the game.

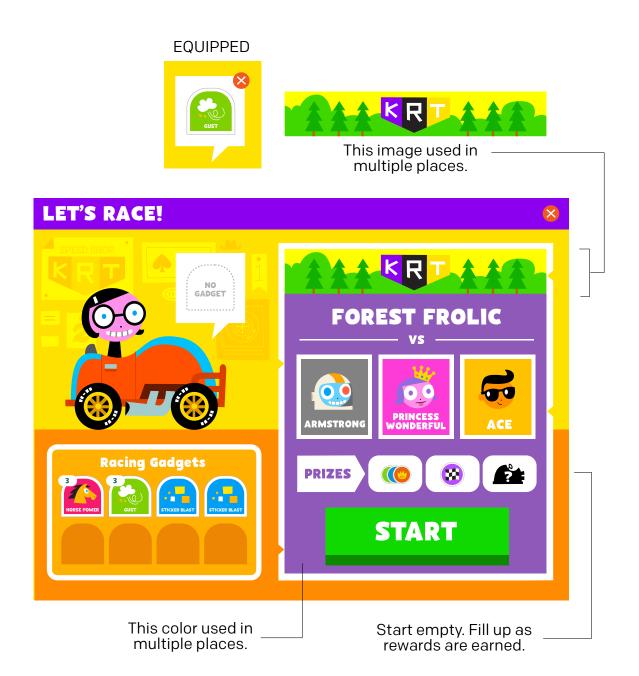


GENERIC RACERS

The workhorses of the race. They don't look super cool & usually lose.



THE RACE TRACK THEMES

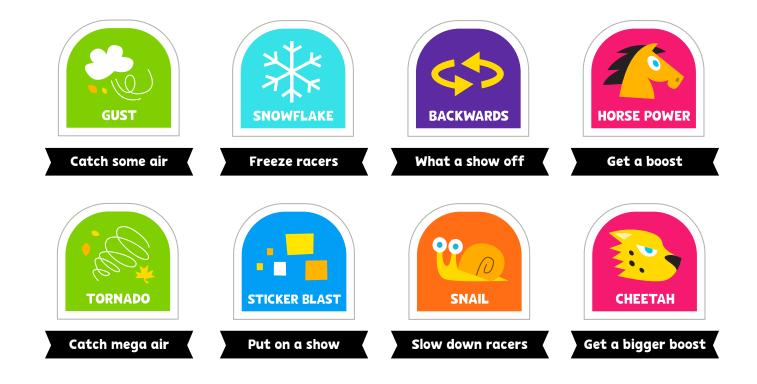


PRE-RACE GEAR-UP, REWARDS & OPPONENTS



FINISH LINE

The glorious finish line & grandstand.



RACING GADGETS

Some essential to ranking on the leaderboard, others not so much.

























RACING REWARDS

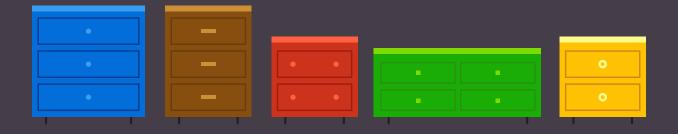
"Unique" reward karts all with the racing purple, yellow & black colors

CLANIA: ## CAVERNS



A CAVE OF YOUR OWN

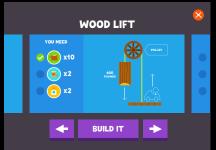
Player houses were the number one user request.

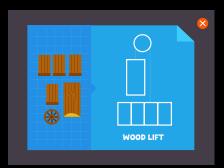






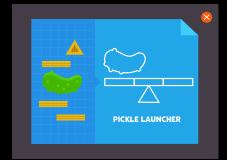


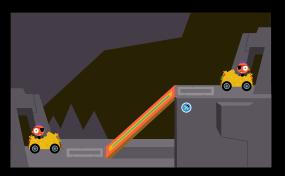




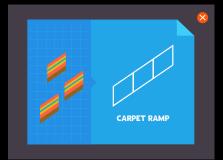


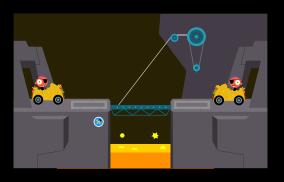




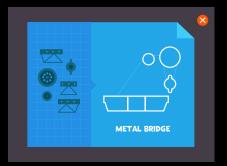












SMALL LEFT ROOM LEVER ROOM LARGE LEFT ROOM **BRIDGE ROOM** STARTING ROOM LIFT ROOM LARGE RIGHT ROOM RAMP ROOM SMALL RIGHT ROOM

FLEX YOUR ENGINEERING SKILLS TO UNLOCK ADDITIONAL ROOMS



SKETCHES

Every piece of KK art begins as a quick, rough sketch.









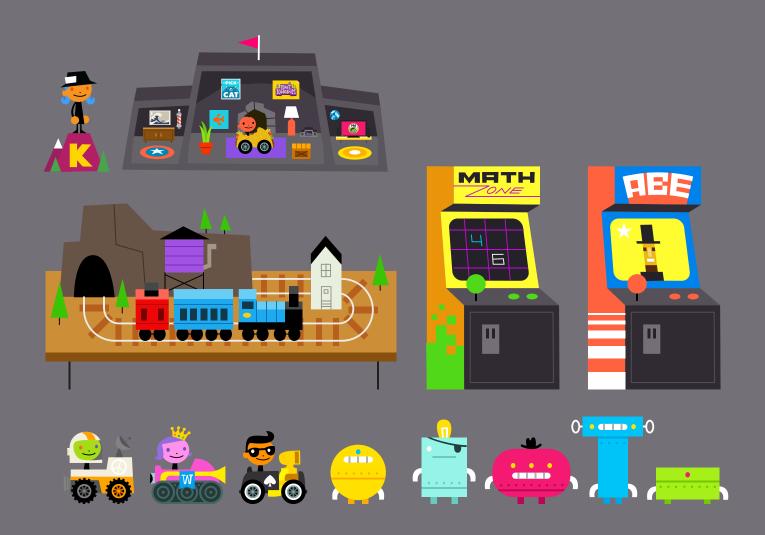






CLANKY FINE ART

KK versions of famous paintings. Can you identify them?



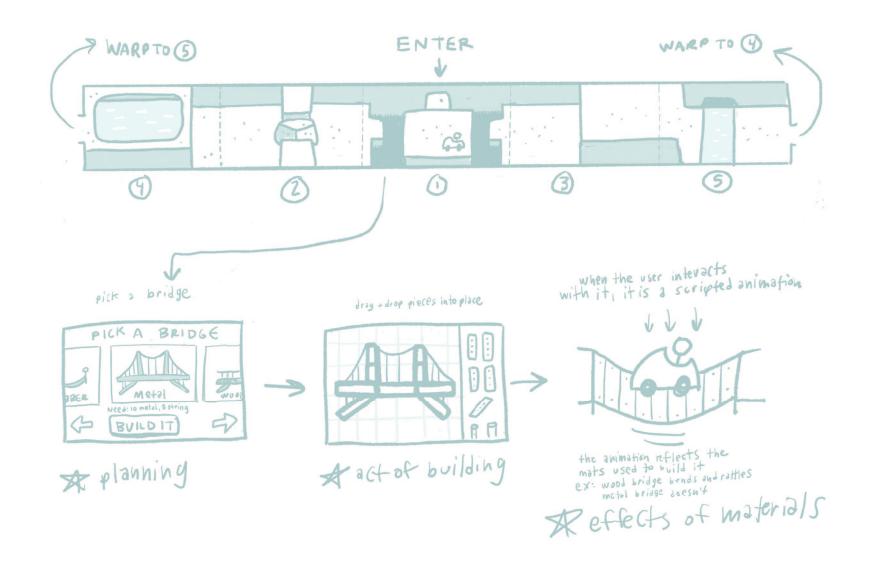
CLANKY DECORATIONS

A few of the many strange & wonderful items to place in your cave.



HALLOWEEN SET

One of many new sets of decorations released with an event.



EARLY INTERNAL SKETCH FOR THE CLANK CAVERNS CONCEPT

AVATARS & KARTS

























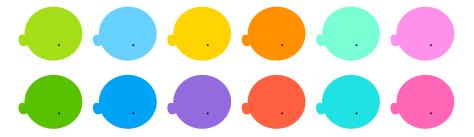




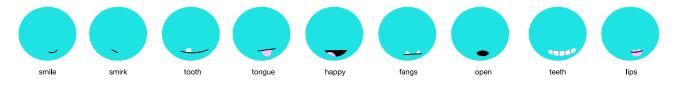




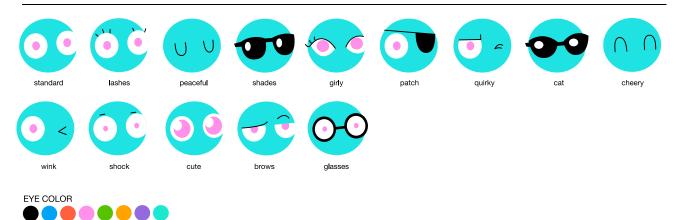
HEAD



MOUTH



EYES

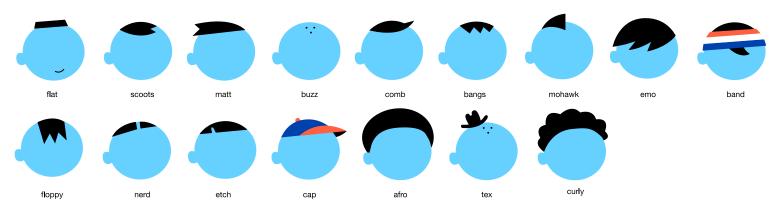


ORIGINAL SET OF AVATAR PARTS

HAIR (GIRL)



HAIR (BOY)





BODY Be mindful of how the player's head/body pokes out. Decal is always this size and position. DECAL Wheels are always this size and position.

DECALS







Decals must fit inside a 95x95 circle.

CROWN

WHEELS





WAGON



Wheels must fit in an 80x80 square.

BODY EXAMPLES





Keep your body in this box. Please fill the box horizontally so the vehi-cle can bump into things

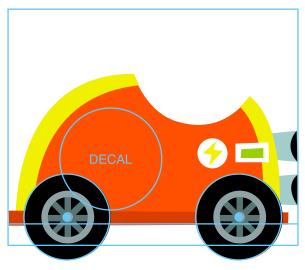
The body can dip into this box in some cases. (see turtle)



KART BLUEPRINT

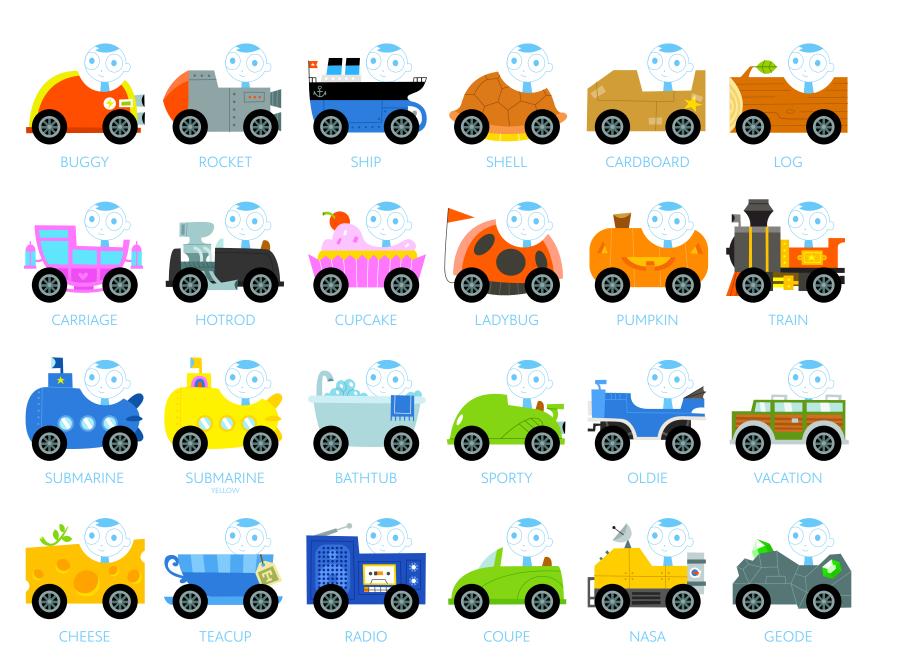
Anyone who ever made a kart used this template.

BUGGY

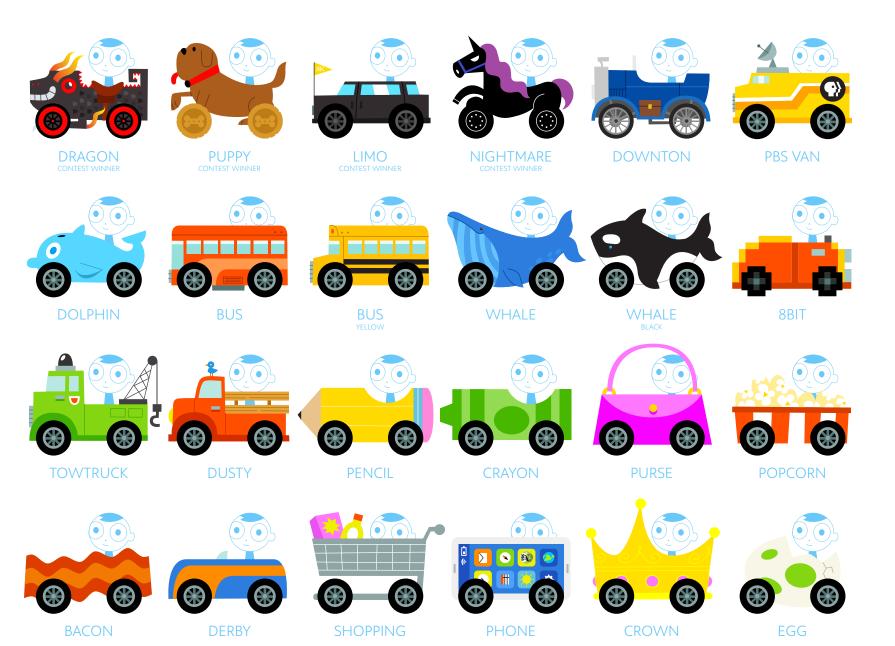


PROTOTYPE

Buggy was the first kart ever created.









CASTLE

CASTLE

CASTLE



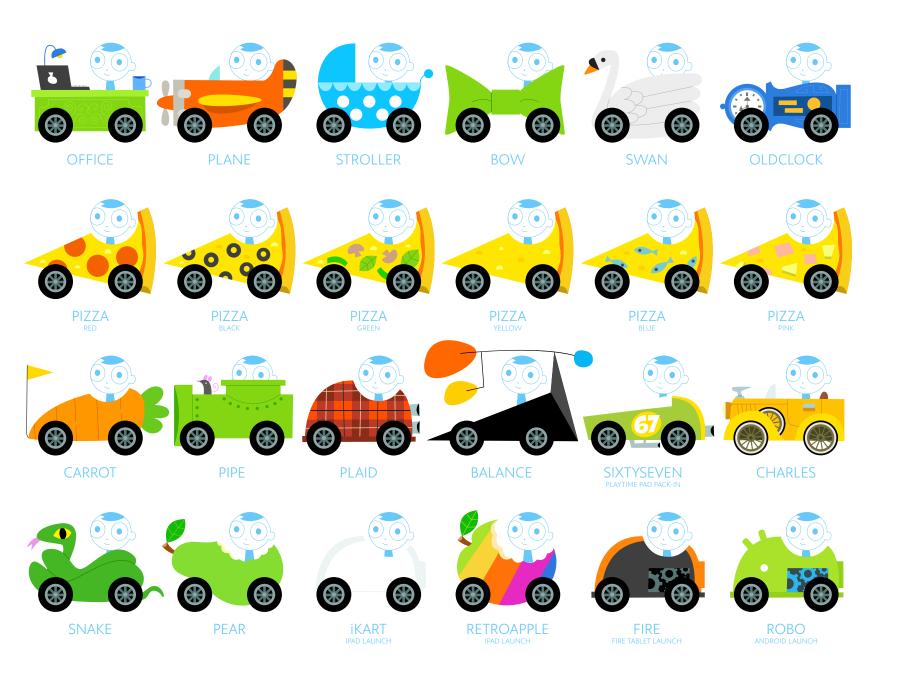
ENGINE

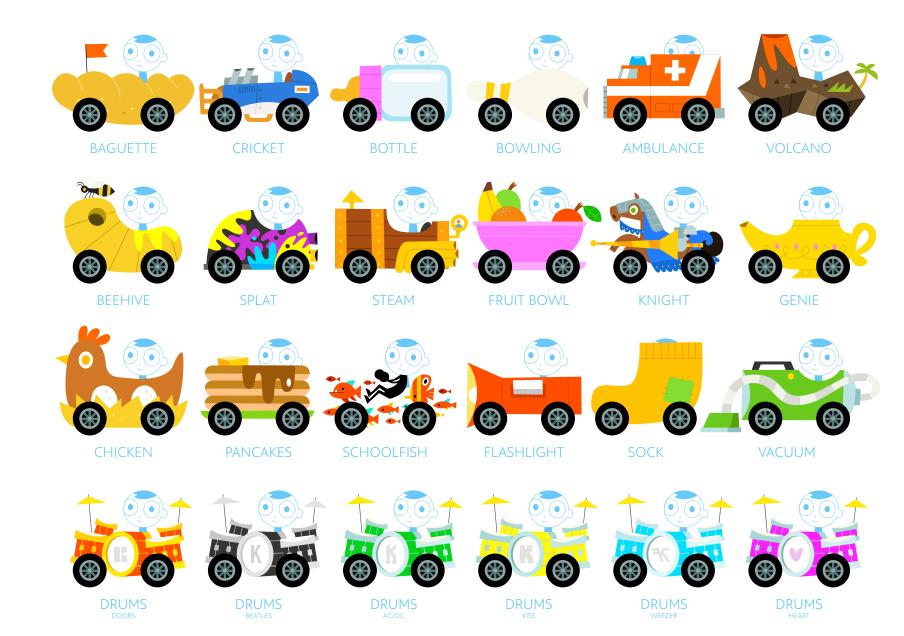


SAILBOAT



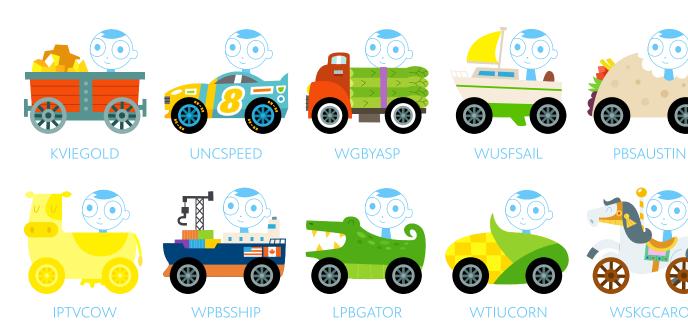
PEAPOD







PBS KIDS collaborated with many local stations to create a kart authentic to their region.





SHCOMBINE











WXXIFLOW



KLRNPAPEL



WNEDWINGS



WQEDPICK



IDAHOPTV



TPTLOON



WHROOYSTER



DULUTHSLED



KBTCFERRY



WVPBRAFT



WIPBCARD



KAKMHUSKY



PRAIRIEBISON



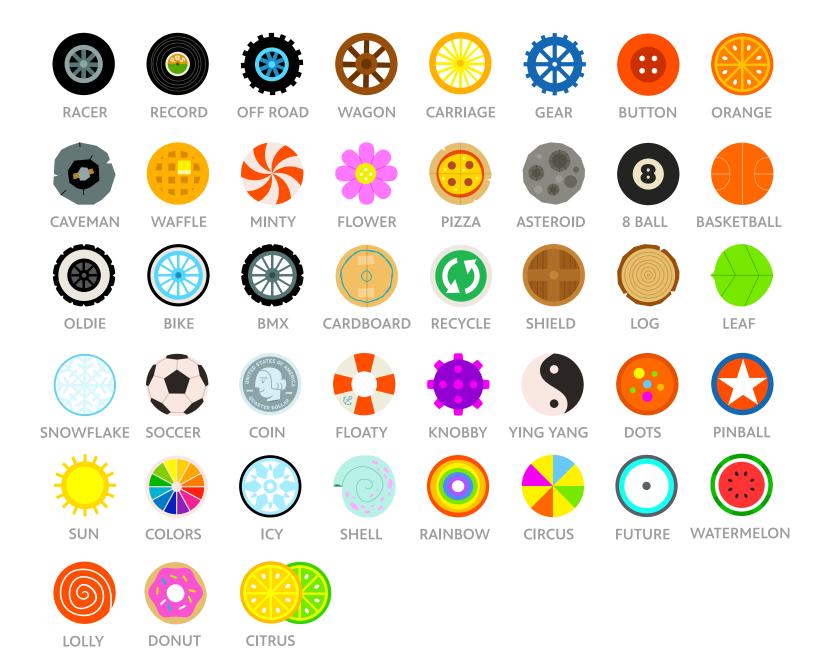
KTTZPEGGY



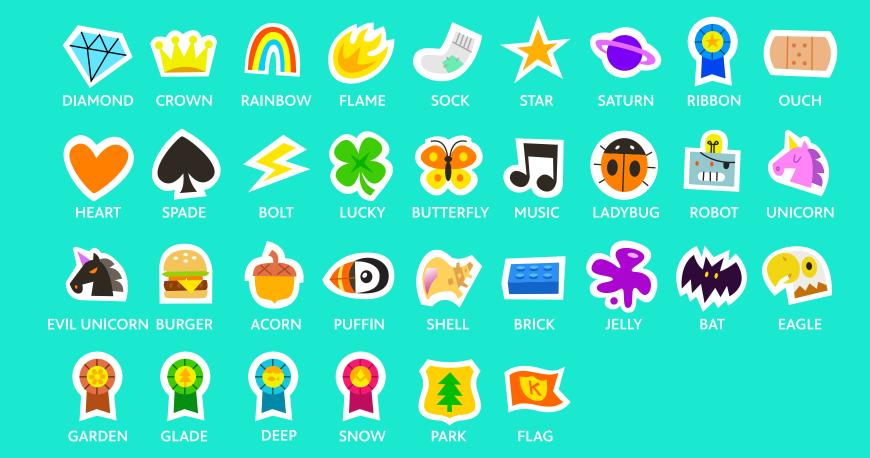
WSIUCOAL



WJCTBIRDIE



ORIGINAL SET OF WHEELS



UNFINISHED



There were many good ideas that were explored but never launched. Here's a peek behind the scenes.

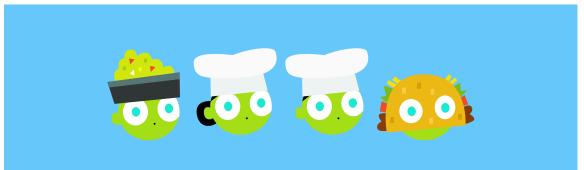


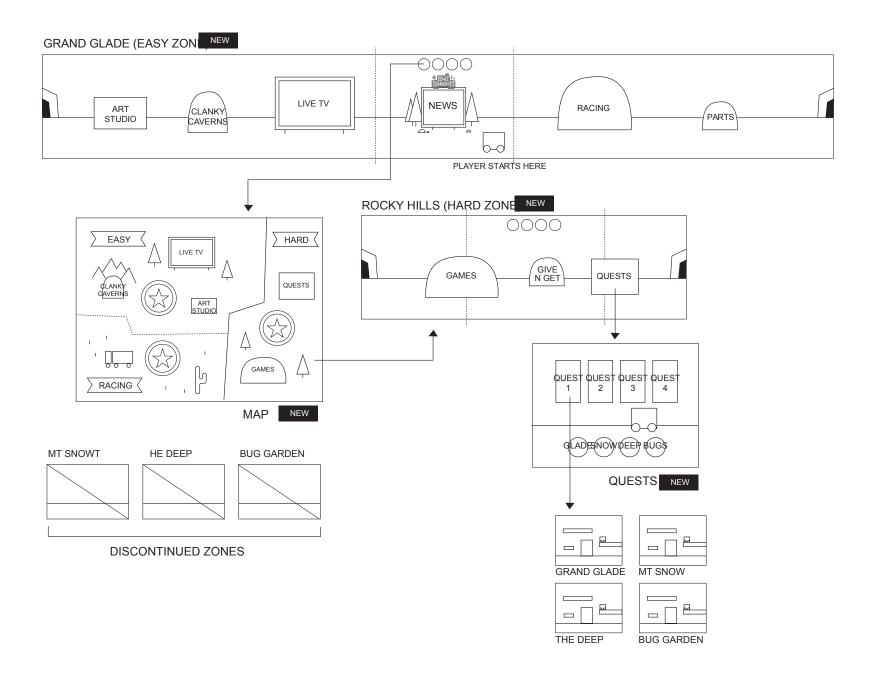


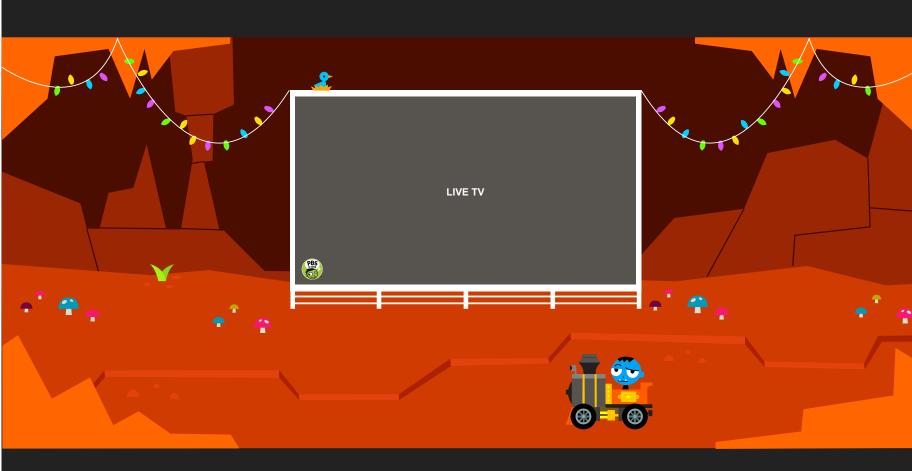
TACO TUESDAY EVENT

Flash in his taco truck full of taco-based rewards!









CONCEPT ART FOR GROUP VIDEO WATCHING ROOM

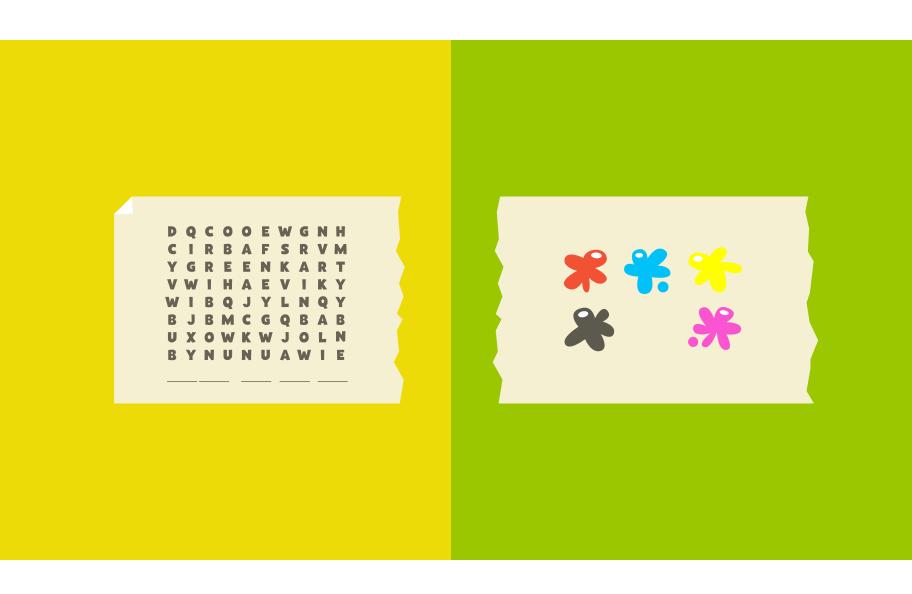


PARTS TRAILER REPLACEMENT

This un-named character was supposed to replace Del in the Parts Trailer (since he appears in the Quests Truck) but never did.

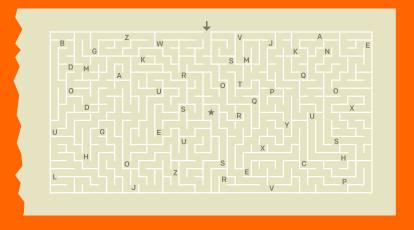


BITS EITHER REDRAWN OR REMOVED FROM THE GAME PRE-BETA AFTER TESTING POORLY



THE COMMUNITY PROVED IT COULD SOLVE ANY PUZZLE VERY QUICKLY, SO A COMPLICATED PUZZLE WAS DESIGNED TO BE "LEAKED" VIA SOCIAL MEDIA...







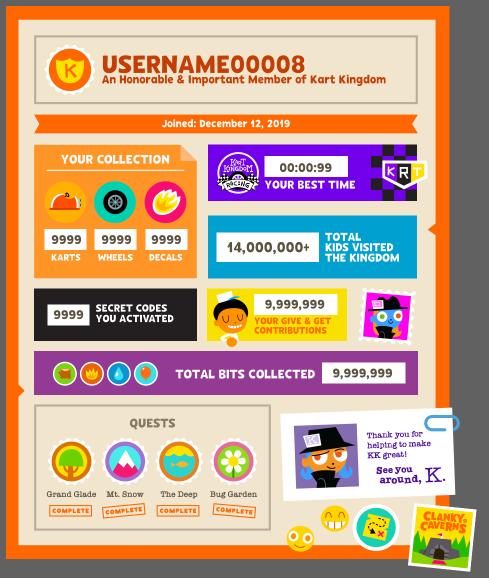




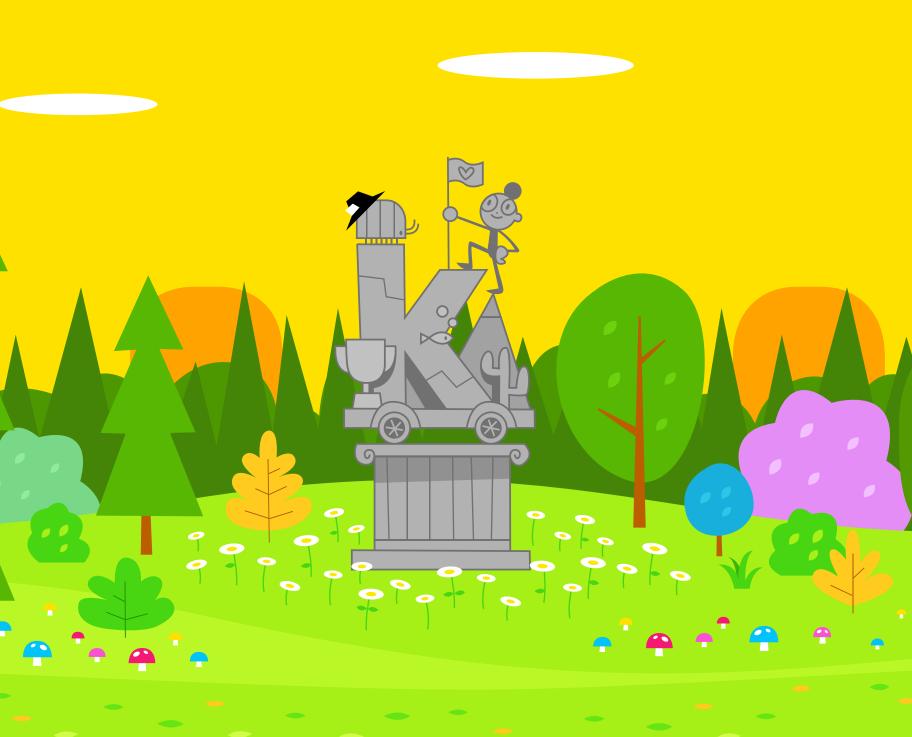
NOBODY REMEMBERS WHAT THIS IS BUT THANKFULLY IT NEVER APPEARED IN THE GAME

Sadly, Kart Kingdom shut down on September 30, 2020.









Thank you for enjoying Kart Kingdom! We enjoyed making it!



