

Cultural heritage in a virtual fantasy world

How Parity references Icelandic culture & history in Island of Winds

Parity

- founded in 2017 by María Guðmundsdóttir
- to make games that appeal to a broader audience
- employing a diverse team with diverse backgrounds
- Parity's first game is Island of Winds



Relying on our own cultural heritage

- we wanted to tell stories about women
- we also wanted to tell them in a world setting we knew very well
- and in a way that hadn't been done before (no vikings this time)
- this lead us to make Island of Winds





Island of Winds

- a computer game mirroring life in 17th and 18th century Iceland
- where real life objects gain a new virtual life
- where art and craftsmanship is celebrated (especially women's)
- where mythical creatures live
- and folktales are retold

A real life object in a virtual world!

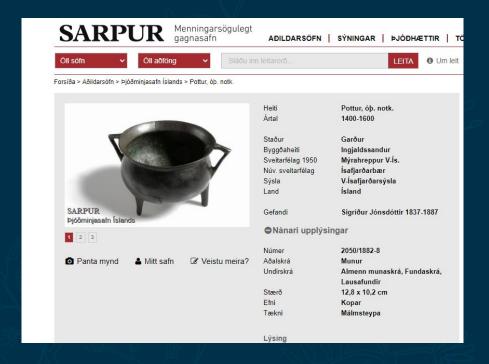


Parity's Cooperation with The National Museum of Iceland

- 3D scanning of historical objects has been in progress at the museum
- Parity can use the scans in our game Island of Winds
- This means a lot the the team and our story
- Real life objects have their own history
- The "Álfapottur", or elf pot has already been implemented in the game

The "Áflapottur" (elf pot)

- From 1400- 1600
- Copper pot with "ears" (1400-1600)
- Donated in 19th century
- National History Museum's exhibit for 20 years
- 3D scanned in 2023
- From the elves to Island of Winds!

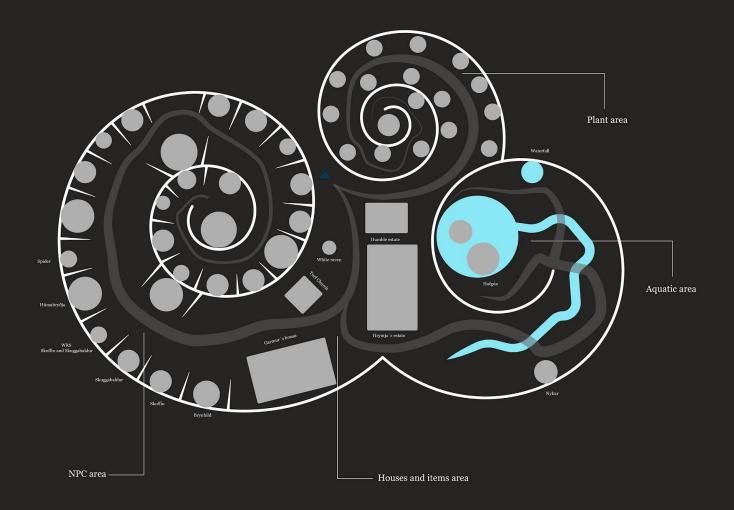






Our own in-game museum

- Outdoors museum with walls made of rock
- Items appear after player has seen/encountered them
- Deeper insight to the lore outside IOW
- Deeper insight into the design process of IOW



(Screenshot from a design document)



Upon pressing "e" you will enter this view. Bjarndýrakóngur in 3d is taking the main stage, behind him there are both a screenshot from in game and a concept art image. To view those images the player can press the arrows on both sides of the museum tag in the left corner. If the player wants to rotate the bear that would be possible with the mouse. To exit the player can press TAB.



Iceland, Grímsey, 18th century Folklore story, Þjóðsögur og munnmæli -Eyjólfur prestur Bjarnason

The Bjarndýrakóngur/king of the polar bears is said to be the offspring of a polar bear and a walrus or bull. Their horn glows in the dark. Way larger than other bears and exceptionally clever, they know which human will bring upon their death and avoid them.



The art & craft - costume

- Brynhildur's clothes
- "Faldbúningur"
- "Skotthúfa", "stokkabelti"
- Icelandic stitchwork
- Full length skirt was a technical issue





The art & craft - User Interface

- Elements of our UI based on stitchwork
- "Baldýringar","Blómstursaumur", etc.
- Has not been used in UI design before









| 1 | Dreitill 15:48:50 2023-06-23 2:35:38 | X |
|---|--|---|
| 2 | Dreitill 10:13:01 2023-05-22 2:29:48 | X |
| 3 | Gorge 17:59:02 2023-04-07 2:12:29 | X |
| 4 | Empty Slot | |

Back

Mythical creatures and folklore





Island of Winds



