

Armor in games and in general

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Who am J?

- Anna Jenelius.
- Studied at Stockholm University, DSV.
- 4 years in the games industry.
- 3+ at Paradox Interactive/Development Studio.
- Now: Independent Game Developer.

WHO AM IP WHO AM IP



How am I qualified?

- I make my own armor.
- Gamer since I was 2 y/o.
- Huge history buff.



Why armor?

- Going into a battle.
- Does not wish to get hurt or killed.
- Look good, show wealth (parades etc).



Purpose

- Protection:
 - Blunt damage
 - Slashing damage
 - Piercing damage
- The more fighting you expect to see, the heavier your armor should be.

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Material

- Metal
- Leather
- Cloth (fabric)



Leather vs. cloth

- Leather armor has never really been a thing.
- Studded leather armor has definitely not been a thing.
- Instead: The gambeson.
- Padded armor (~20 layers of linen).
- On its own, under mail, under plate.



And by the way...

- It is called mail or maille.
- "Chainmail" is not a thing.



Metal: Price

- Metal armor is expensive.
- Like, super expensive.
- A roman legionary armor could be worth a small village (³/₄ of a million dollars).



This means that ...

- A commoner would not have heavy armor.
- A suit of armor could be used to pay ransom.
- Nobles could more or less expect to be captured, not killed.



Metal: Weight

- Steel: 8 g/cm3.
- 3 mm thick sheet of steel: 26 kg per m2.
- Heavy armor = slower soldier.
- Spikes serve no purpose.



However!

- Not super-hard to move in.
- Can get up from back.
- Did not need cranes.



Deflection vs. Direction

- You want to deflect blows.
- Spikes can actively direct them towards your body.



Deflection on torso

- Two bulges on breastplate directs blows towards heart.
- Boobs are soft, can snuggle in the gambeson.



Character's purpose

- Consider what the character's role is.
 - Sneaky?
 - Brutal?
 - Careless?
 - Rich?
 - Flamboyant?

• Look at Leliana's boots.



Study: Landsknecht

- 15th-16th century Europe.
- Mercenaries.
- Wore what they earned which was a lot.
- The rockstars of their age.





Use out of battle

- Relatively little time fighting.
- Marching.
- Chilling in camp.
- If you wear it out of battle, make it comfy (for you and others).
- Armor not welcome everywhere.



Armor on and off

- Full-plate doesn't just spawn on you.
- Mail is easier, but still tricky.





Tight armor and layers

- Shirt, gambeson, possibly mail underneath.
- Skin-tight plate doesn't work.





Bare skin

• Almost inverted legionary armor.



High heels

- Running in heels is awkward.
- Dangerous.
- Modern soldiers wear boots.





Great references (popculture)

- YouTube:
 - Lindybeige
 - Skallagrim
 - Chadiversity
- http://bikiniarmorbattled amage.tumblr.com/







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/iews

pinkyapplez submitted

I saw this over on Escher Girls and just had to do the Female Armor Bingo. What cracks me up most about this is that the only other protection besides the pieces of armor is the sheer shirt. I guess she's hoping that any weapons will get caught in the fabric and not run her through...

This... thing was bound to get a bingo sooner or later.





OzzieScribbler.deviantArt.com

Female Armor Billion

Play this game whenever you notice a fictional warrior lady in a ridiculously skimpy battle outfit. But someone (be it a fan or the created) INSISTS that it's a totally valid way to dress for a fight! Cress out all the squares that ware used as arguments to justify it. Five crossed equares in line win!

"Men are sexualized too!"	"She would look too manly in a normal armor!"	"This outfit is normal for her culture /climate!"	"Male barbarians also fight half-naked!"	"Don't expect fiction to be realistic!"
"It helps with her agility!"	"She CHOSE to dress like that!"	"Her strength comes from uncovered skin!"	"It's (just) fantasy/sci-fi! Magic/science protects her!"	"It's stylized!"
"Women are weak, so they need light armor!"	"Girls are SUPPOSED to look sexy!"	"That's the best way of marketing to men!"	"She was designed in a country where sexualization is cultural!"	"Stop complaining and make it yourself!"
"It suits her fighting style!"	"She embraced her sexuality! She's empowered!"	"There's nothing wrong with showing a bit of skin!"	"Why do you even care? It's just for fun!"	"Art shouldn't be censored!"
"She defeats her enemies through distraction!"	"She's indestructible! She doesn't need any protection!"	"You want every woman to be covered from head to toe!"	"She's so badass that she needs no armor!"	"Great story makes up for those ridiculous designs!"

Bikini/IrmorBattleDamage.tumblr.com OrzieScribbler.deviant/Irt.com

Show-and-tell!

- Norman 1066 armor (Battle of Hastings).
 - Shirt
 - Gambeson
 - Hauberk
 - Coif (padded)
 - Coif (mail)
 - Linen pants
 - Wool leg wraps (not depicted)
 - Shoes
 - Belt











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