Painting on Silicon:
Creating the 2022 Historical Video Game *Pentiment*

Wednesday, 19th of June 2024, 18:00 | Historical Studies Library
(Fachbereichsbibliothek Geschichtswissenschaften, Stiege 8, 2. Stock)
Main Building of the University of Vienna, Universitätsring 1, 1010 Vienna

Talk and Q&A with video game developer Josh Sawyer!
Programme

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Talk and Q&A (in English language)
“Painting on Silicon: Creating the 2022 Historical Video Game Pentiment”
Josh Sawyer
Game und Narrative Director of Pentiment, Obsidian Entertainment, USA

Moderator: Maria Frenay, Vienna University Library

About Josh Sawyer

Josh Sawyer is a game developer and Studio Design Director at Obsidian Entertainment in Irvine, California. After studying history, he began his career at Black Isle Studios in 1999. Sawyer is renowned for his work on narrative role-playing video games, including titles in the Icewind Dale and Neverwinter Nights series, and as Project Director of Pillars of Eternity and Fallout: New Vegas.

On Pentiment

The adventure game Pentiment (2022) is set in 1500s Bavaria. At a time when scriptoria are being replaced by printing presses, a captivating whodunit unfolds as book illuminator Andreas Maler takes it upon himself to investigate mysterious murders at Kiersau Abbey and in the surrounding town of Tassing. Pentiment’s historically inspired design, extraordinary writing, and rich references to book and media history make this brilliant video game an unforgettable and unique experience.

Pentiment is available for PC, Switch, PS5 and Xbox and has recently won a Peabody Award.