



Train to Teasan

ART BIBLE

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Overview

Team members

William : Designer

Andrew : Designer

Chloe : Artist

Josh : Artist

Thomas : Programmer

- ▶ A first person narrative game where you are on a train and are approached by tea making strangers, telling you tales about their favourite teas, their experiences and stories as they make tea for you.

As the stories begin from each stranger, the scenery around you changes, transporting you to their experiences and tea making lessons in a dreamlike world.

Mood Board



- Solid colour (Burger kings ad)
- Old vintage
- Polar express old fashion

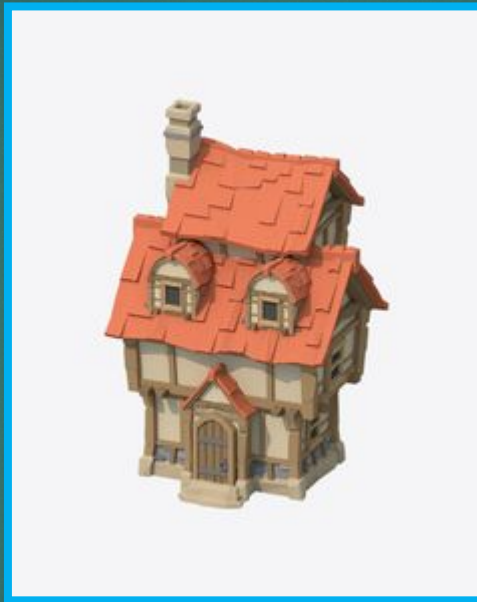


Art Style / Environment



Characters

- Low to medium poly
- Detailed with a vintage version of their culture



General Env. Props

- Low to medium poly (Smoothed)
- Detailed with a solid colour texturing



Feature Assets

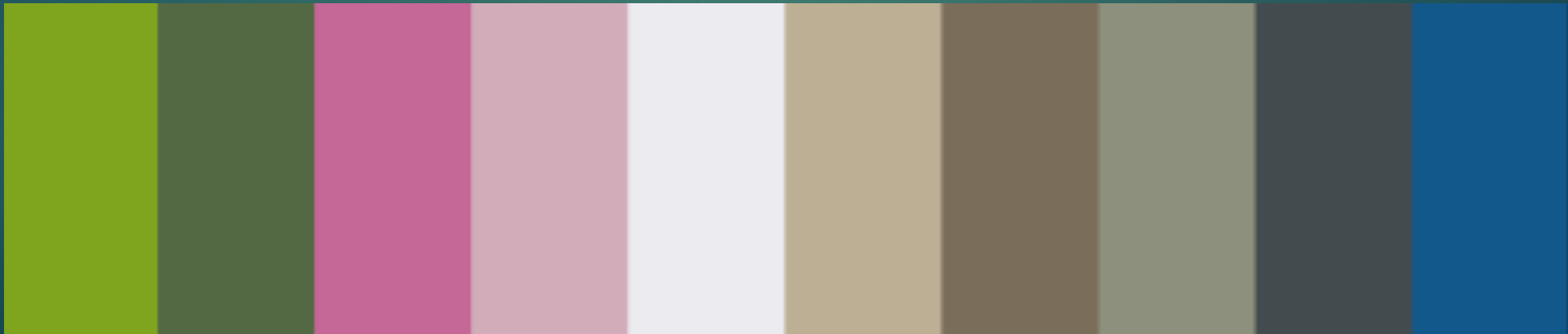
- Low to medium poly (Smoothed)
- make the main object stand out with higher detail textures

Colour palette

Train Palette



Outside Palette



Character overview



Character Idea

- Low to medium poly
- Design like Synty Studios

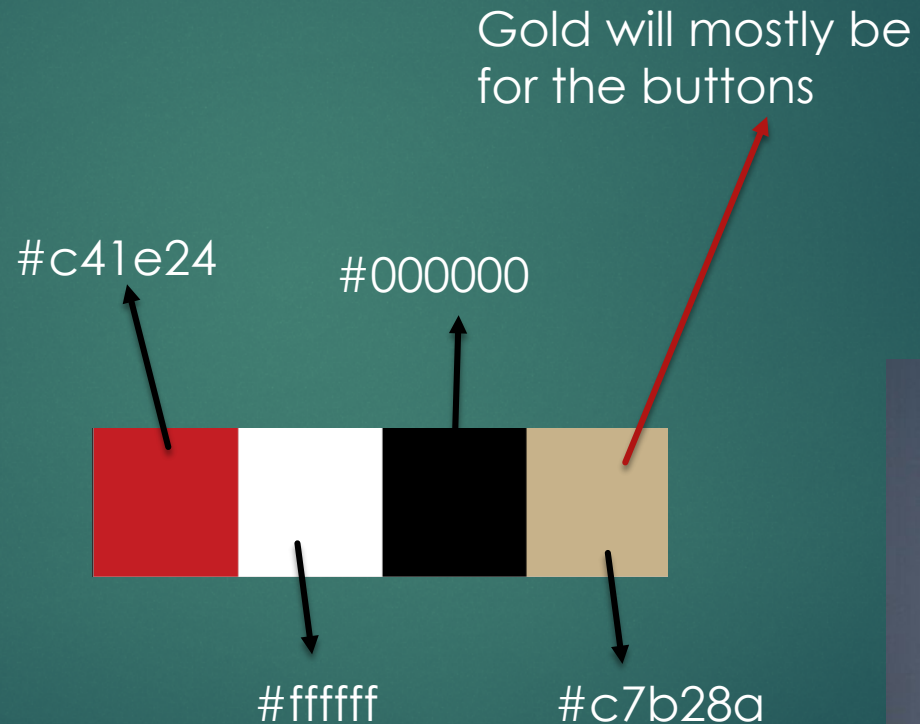


Every character will be designed distinctly to their culture, obvious colors themes will be used to distinguish each character

British Characters



Mainly focusing on the royal guards that are stationed outside Buckingham Palace



Japanese Characters



Keeping the kimonos plain and simple with a belt around the waist, the character won't be wearing a headdress either as they don't usually wear one.

#eec7cc

#b7b1a5



#ffffff

#f2e2e4

Used for rope around belt

Used for sandal



Pink kimono with white belt; belt will be plain white

Indian Characters



Focusing on a Hindu person, with the head dress being a turban and the clothing being a robe and long pants.

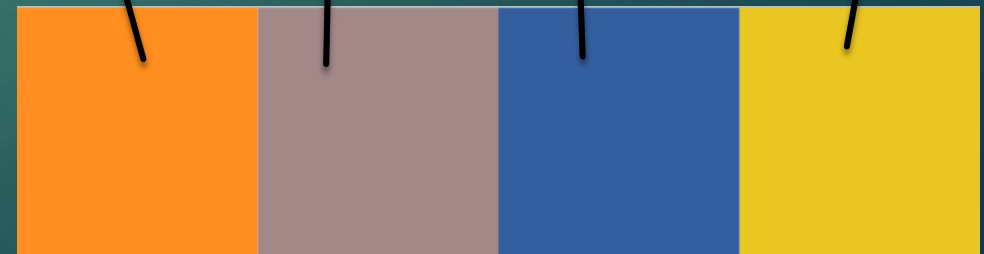


Turban
#ff8e20

Shirt
#a38888

Highlight
color
#345f9f

Pants
#e9c622





Textures

- Solid colour textures
- Slight gradients
- Light & dark variants of same textures



Camera

The camera will be focused in first person and will have slight bobbing for sitting at the table looking at idle characters



First person



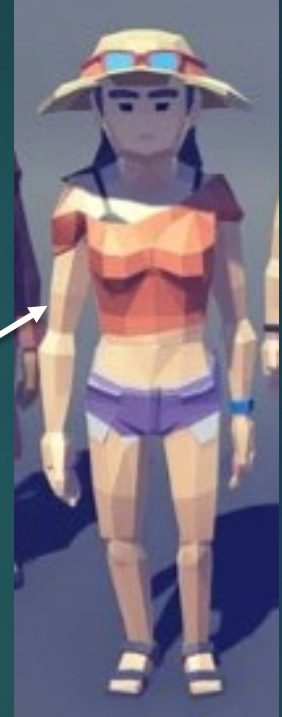
Level of detail



The detail that will be used In this game will be sticking around the low poly models.

The Colours involved in this detail will also be simple solid colours that have a different brightness in different parts of the game

The character will also be low poly with a Synty element to it



User Interface



Translucent
background for
dialogue
- tea leaves framing
corners



Small silhouette of
items in 2D

Concept Ideas



An idea for the Indian character the protagonist encounters

- sash from right to left
- colors work well with each other and complement each other
- if character is male ^

An idea for the Indian character the protagonist encounters

- works well with the theme
- yellow can work well either as a sash or a skirt/pants
- if character was female ->
- first look at dress and immediate thought of Indian : Andrew Gonzalez



Indian Character

1ST PASS



FINAL PASS



Japanese Character

1ST PASS



FINAL PASS



British Character

1ST PASS



FINAL PASS



Technical Guidelines

- ▶ Naming Conventions : English Teapot as english_teapot (New words capitalized and spaces are underscored)
- ▶ File types : .FBX (Models), .tiff (Textures) .mb (Maya scenes)
- ▶ Texture sizes : 1024 x 1024 for main objects and characters
512 x 512 for side objects
- ▶ Folder Structure
 - ▶ Textures : [PROJECTLOCATION]\Assets\Materials\[NAMEOFTEXTURE]
 - ▶ Models : [PROJECTLOCATION]\Assets\Models\Props\[NAMEOFPROPS]
 - ▶ Characters
: [PROJECTLOCATION]\Assets\Models\Characters[NAMEOFCHARACTER]

Art Tools

The assets detailed in this document will be created using the following tools:

- Maya 2019 – 3D Modelling and UV unwrapping
- Unity 2019.3.6f1 - Level design, Lighting and shaders (Development of Game)
- ZBrush 2020 FL – 3D Sculpting and modifying 3D Models
- Substance Painter – Texturing and Baking
- Adobe Photoshop – Texturing and concept art

