ART & AUDIO BIBLES

by Adrià Pons

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ART BIBLE

ART BIBLE

What is it?

Document or collection of documents that:

- Used as reference guide for
  - visual aspects.
  - artistic aspects.
- Includes info such as game's overall visual style, concepts for characters, environments, other visual elements, graphics specifications, etc.

ART BIBLE

What is it for?

GOAL 1

Convince publishers or investors.

GOAL 2

Follow an artistic path to have consistency during development.

GOAL 3

Help the team to understand the direction of art.

GOAL 4

Explain how and why stylistic decisions are made.

ART BIBLE

When and who should do it?

WHEN?

After doing the GDD and before assets production.

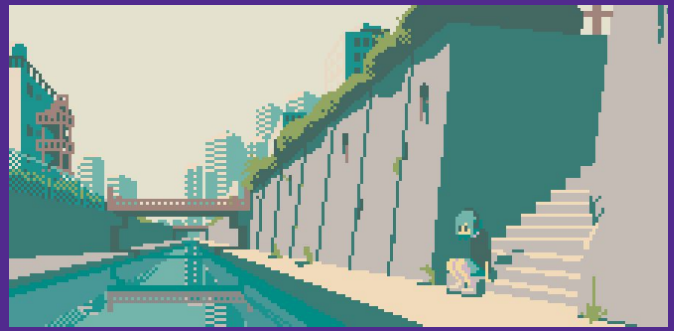
WHO?

The Art Director of the team.

PARTS OF ART BIBLES

ART STYLE

- Choose your art style: realistic, cartoonish?
- Character proportions
- Props proportions
- Environment scale
- Time period
- Climate
- Strokes & Outlines



PARTS OF ART BIBLES

CHARACTER ART

- Style & Construction
- Posing
- Expressions
- Costume
- Height scale comparison
- Color palette

PARTS OF ART BIBLES

LEVEL OF DETAIL (L.O.D.)

- Normally higher LOD for characters and lowest LOD for architecture/environments.

PARTS OF ART BIBLES

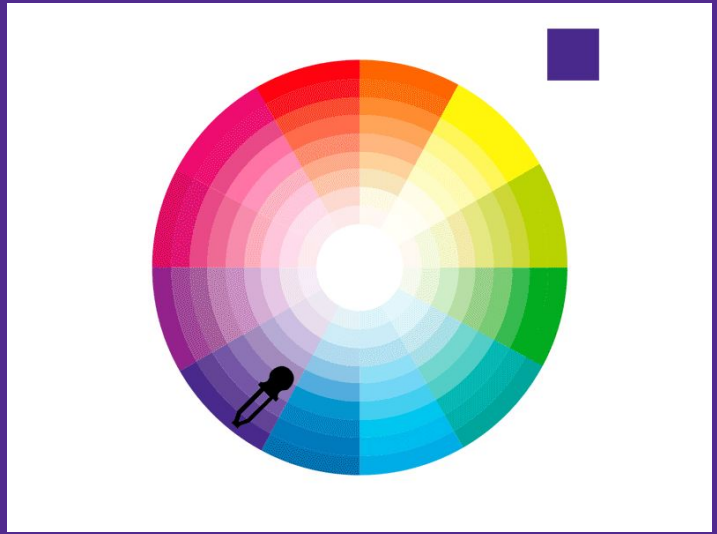
CAMERA

- Camera position
- Field of View (FoV)
- Camera angle
- Transitions
- Camera effects

PARTS OF ART BIBLES

COLOR PALETTE

- Color hues
- Color vibrance
- Color saturation



PARTS OF ART BIBLES

ATMOSPHERE/ENVIRONMENT

- Scene scales
- Scene schemes
- Scene weather

PARTS OF ART BIBLES

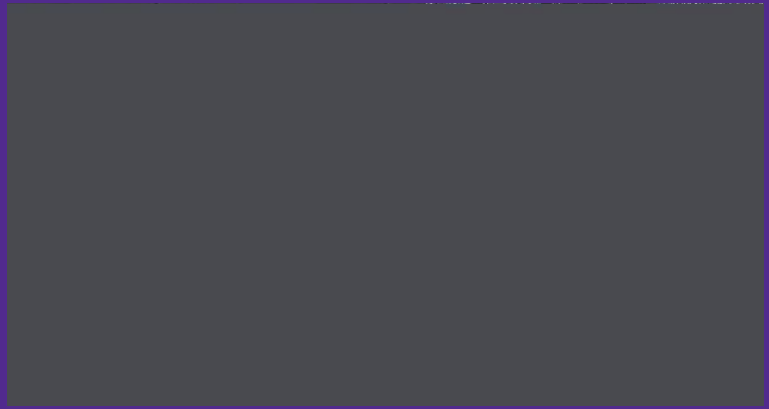
USER INTERFACE

- HUD
- Menu items
- Animations

PARTS OF ART BIBLES

TECHNICAL GUIDELINES

- Conventions
- Sprite sheets sizes
- Files naming
- Tools and software



PARTS OF ART BIBLES

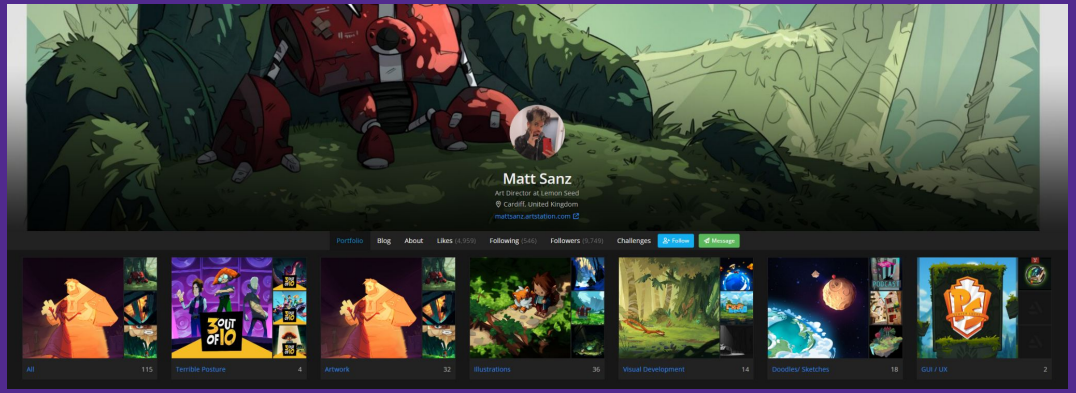
REFERENCES

- Mood boards
- References

EXAMPLES OF ART BIBLES

- *Dota 2* character art guide
- Environments art bible
- Characters & Environment art bible

INTERESTING PROFILE!



Interesting video

3 Tips to Making Simple, Gorgeous Artwork for Your Game (Game Dev Unlocked)

AUDIO BIBLE

AUDIO BIBLE

What is it?

Document or collection of documents that:

- Used as reference related to the production of audio recordings.
- Includes voiceover lines, sound effects, music, and other audio assets.
- It is essential, so we can provide an immersive experience for players.

AUDIO BIBLE

When and who should do it?

WHEN?

After doing the GDD and before assets production as well.

WHO?

The Audio Director or Sound Designer of the team.

PARTS OF AUDIO BIBLES

MUSIC

- How do we want to make our players feel when playing?
- Which is the situation of each scene?
- Which instrumentation do we want to be performed?

PARTS OF AUDIO BIBLES

EFFECTS

- How are going to be our main character action effects like jumping, running, ...?
- How do we want our entities to sound like?
- Which type of ambiance do we want our world to sound like?
- How will our UI elements sound like?

PARTS OF AUDIO BIBLES

VOICE OVER

- Which style of voice over do we want so it fits our game? Which age type, gender type, ...?
- How will be our main character's voice? And the other entities?

PARTS OF AUDIO BIBLES

CONVENTIONS

- Which audio formats, libraries and audio management will our game have?

EXAMPLE OF AUDIO BIBLES

- Example Sound Design Document (a.k.a. Audio Bible)

Useful information for your game's audio:

- *Our 9 Sound Design Tips to Improve your Game's Audio*

Interesting video

How To Make Sounds For Video Games (Marshall McGee)

0:00 - 4:30

NOW IT'S YOUR TURN!

1. Join your team and start deciding which type of art and audio you want to implement in your video game.

2. The art director and the audio director should recap all the ideas spoken and start doing his/her thing! (try, try and try again)

3. Look around you and get inspired!

Less is more, keep it simple!

THANKS!

Do you have any questions?

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https://adriapm.github.io/Art-Audio_Bible/

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, infographics and images by **Freepik**

REFERENCES

- *Game Art Bible - Secret Sauce to Making Great Game Art*
- *What is an art bible? (Examples + practical tips)*
- *Creating an Art Bible*
- *Art Bible: All that has to be known*
- *Art Bible Lecture*
- *Audio Bible Research*
- *Our 9 Sound Design Tips to Improve your Game's Audio*
- *NGDC 2013: Game Art Bible - The secret sauce to making great Game Art*
  - Part 1
  - Part 2
  - Part 3