

ADD remake

Vist Golf

Team 3





Index.

- 1. General information
- 2. Art style
 - 2.1 Art style "Fall"
- 3. Moodboard "Fall"
 - 3.1 Concepts "Fall"
- 4. Moodboard "Underwater"
- 4.1 Concepts "Underwater"
- 5. Moodboard "Japan"
 - 5.1 Concepts "Japan"
- 6. Tile set & Sprite
- 7. VFX
- 8. UI & Logo

1

General info

Vista golf is a ***3D isometric*** minigolf game divided into multiple levels in which the Player strikes a Golf Ball trying to score using as less hits as possible passing on to another level.



2

Art style

The game is completely **3D** in a **Low-Poly** style, with few environment and set props.



2.1

Art style “Fall”

For the fall setting, props and environmental elements were reproduced as they are in the original game



3

Concept “Fall”

Fall

The Fall Color Palette uses warm colors and keep the high saturation of the original game.

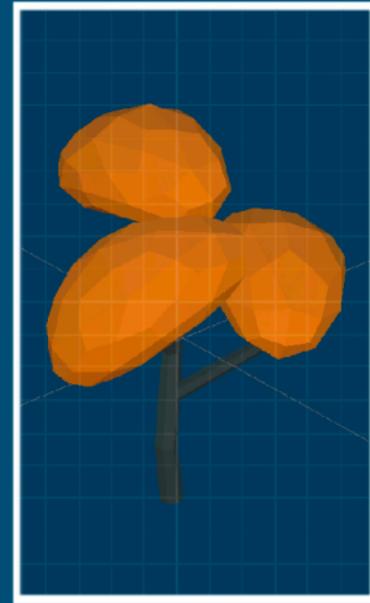
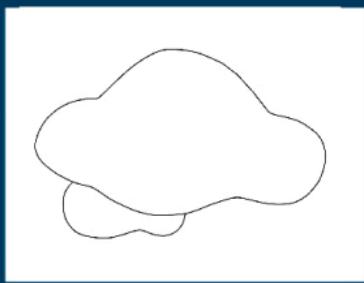
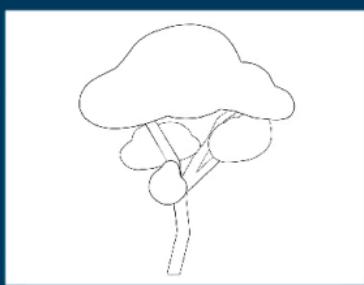


3

Concept “Fall”

Tree

H 5 m



3

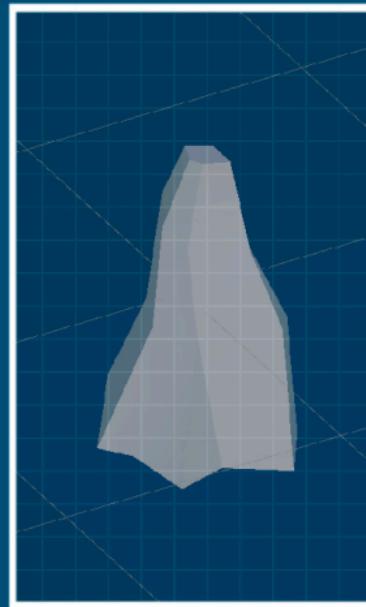
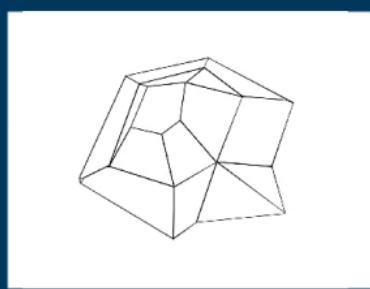
Concept “Fall”

Rock

L 0,8 m

H 1 m

W 0,6 m



3

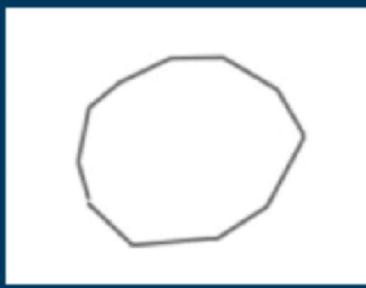
Concept “Fall”

Mushroom

H 0,5 m

L 0,4 m

W 0,4 m

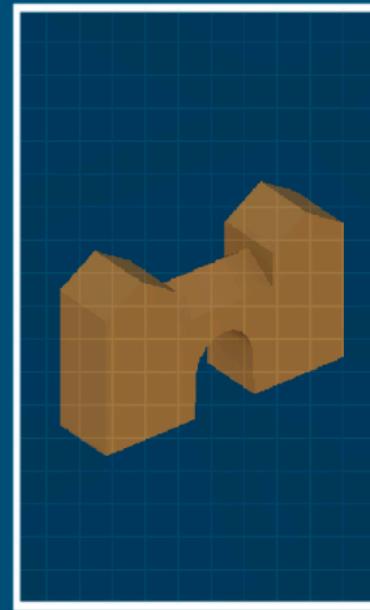
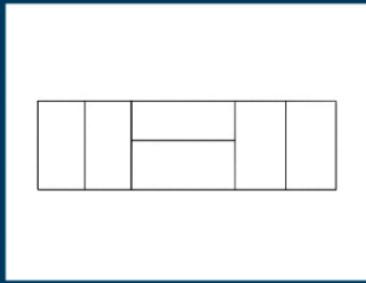
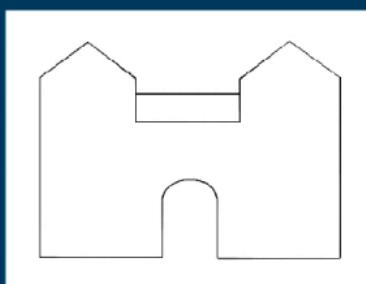


3

Concept “Fall”

Castle

L 0,8 mm
H 0,5 mm
W 0,2 mm

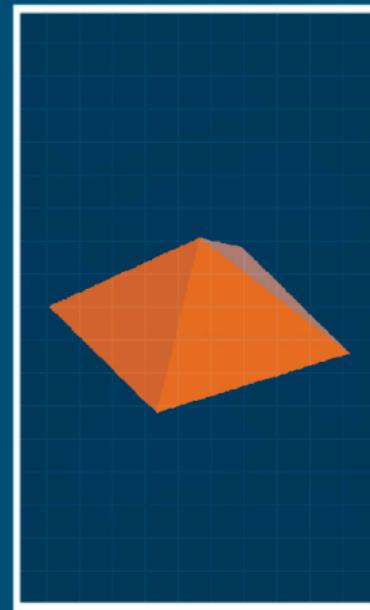
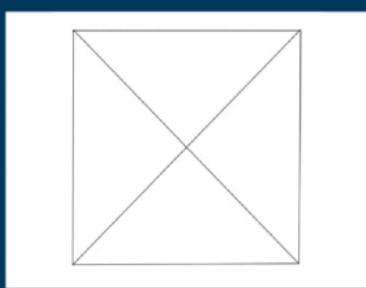
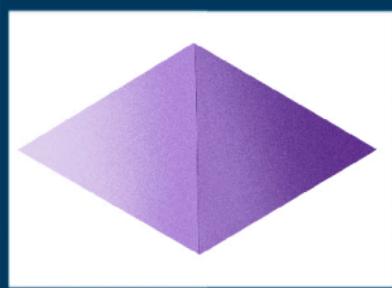


3

Concept “Fall”

Pyramid

L 0,8 mm
H 0,4 mm
W 0,8 mm



4

Art style “water”

For the underwater setting, props and environmental elements are adapted to fit the different style



4

Concept “Underwater”

Underwater

The Underwater Color Palette is brighter because the filter used dampen the saturation.

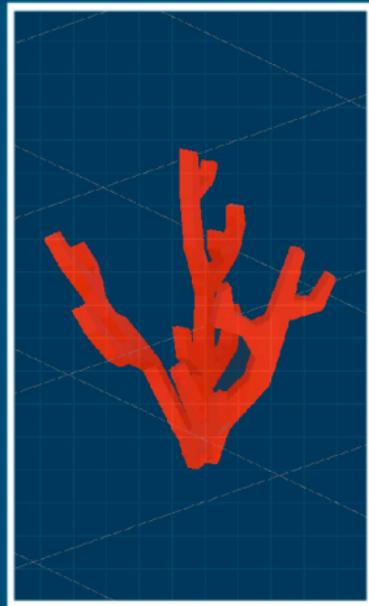


4

Concept “Underwater

Ramified Coral

L 0,6 m
H 0,8 m

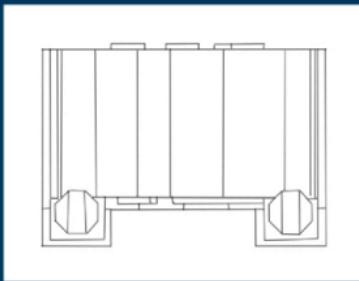
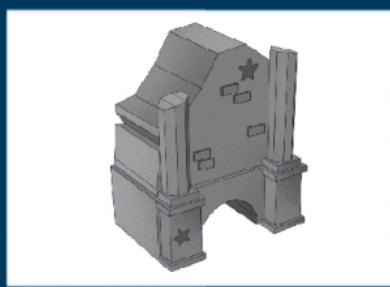
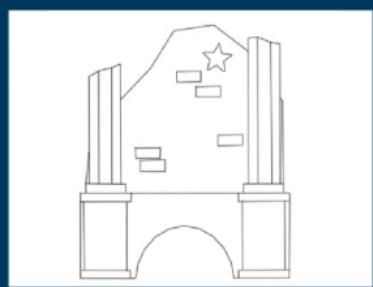


4

Concept “Underwater

Wall

H 1 m
L 0,8 m
0,55 m

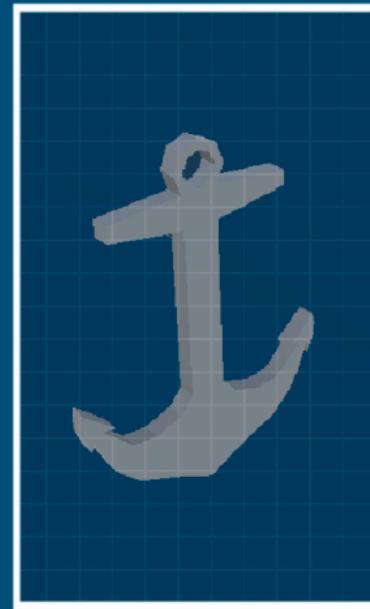
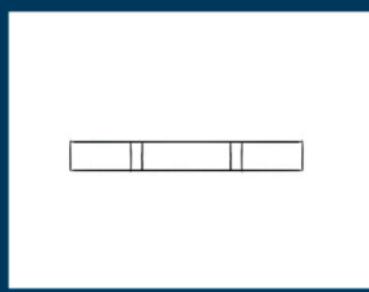


4

Concept “Underwater

Anchor

H 0,44 m
L 0,33 m
W 0,04 m



4

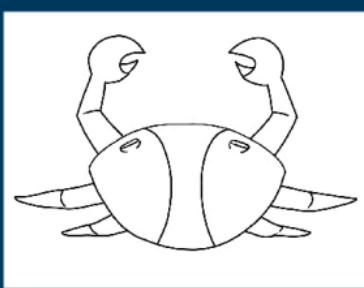
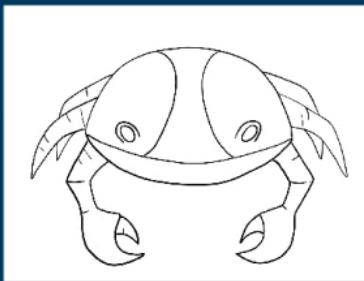
Concept “Underwater

Crab low poly,

L 0,2 m

L 0,3 m

L 0,3 m

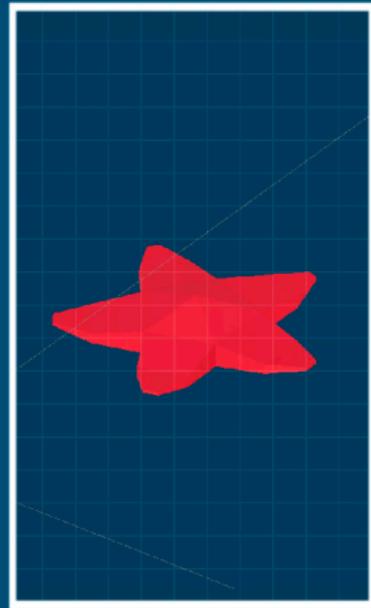
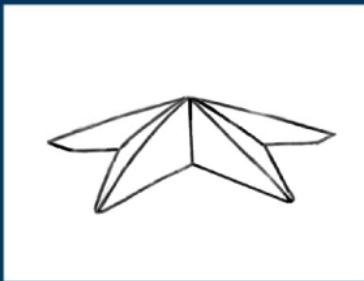
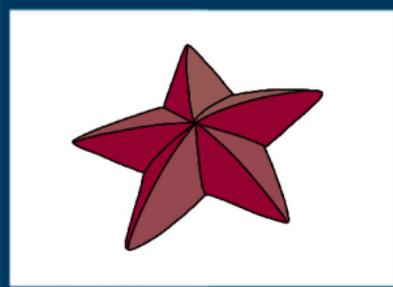


4

Concept “Underwater

Starfish

L 0,2 m L 0,3 m
L 0,3 m



5

Art style “Japan”

For the Japanese setting, props and environmental elements are adapted to fit the different style



5

Concept “Japan”

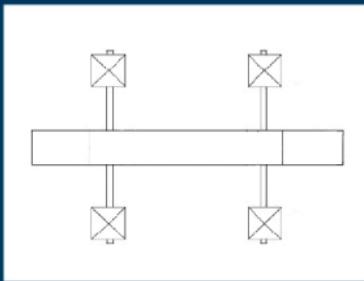
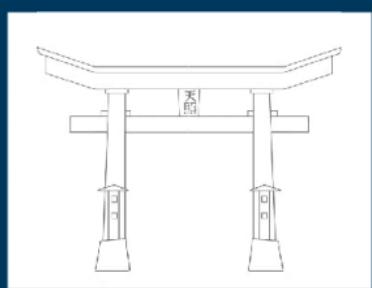
Japan

The Japan Color Palette convey the Japanese Spring atmosphere while keeping the same saturation as the original game.



Torii Gate

H 1 m
L 0,4 m
W 0,2 m

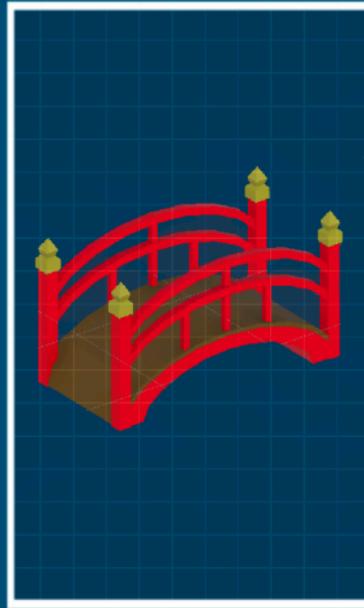
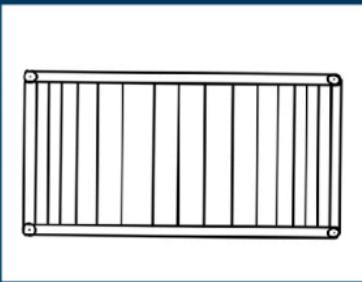
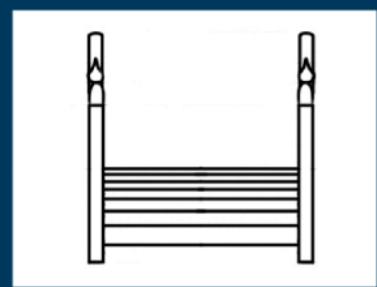


5

Concept “Japan”

Bridge

L 2 m
W 1 m

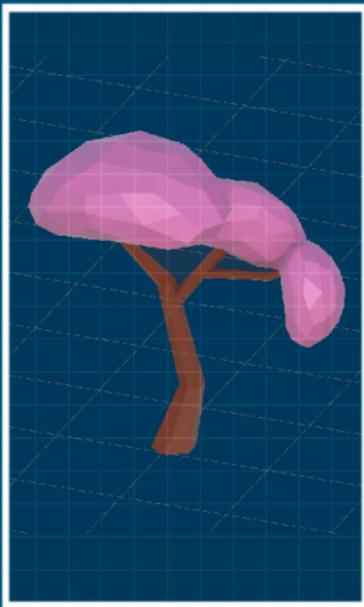
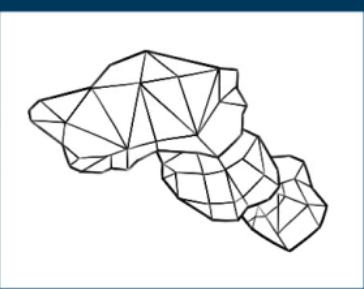


5

Concept “Japan”

Trees sakura

H 3 m
L 0,5 m

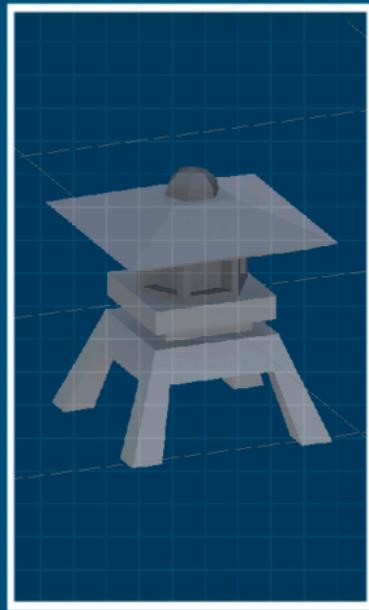
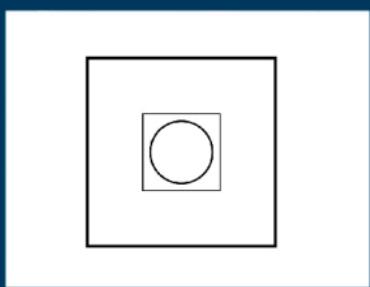


5

Concept “Japan”

Stone lantern

H 0,6 m
L 0,5 m
W 0,5 m

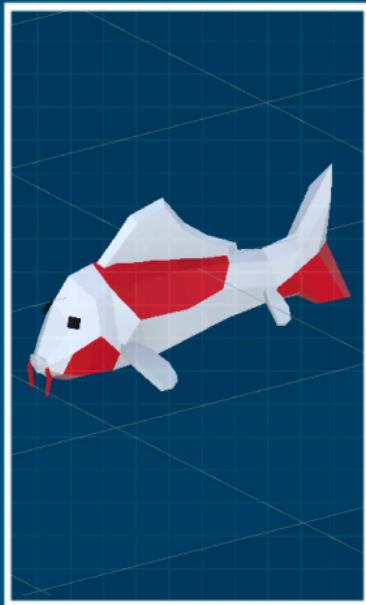
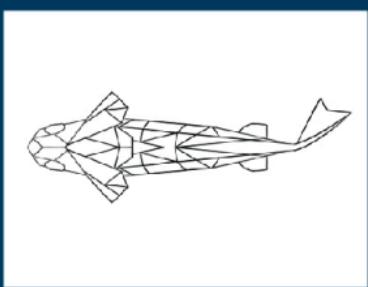
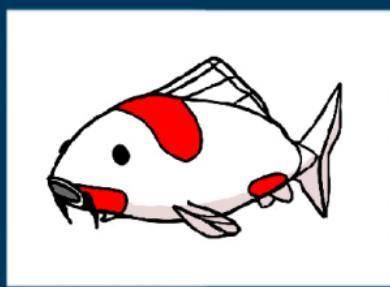
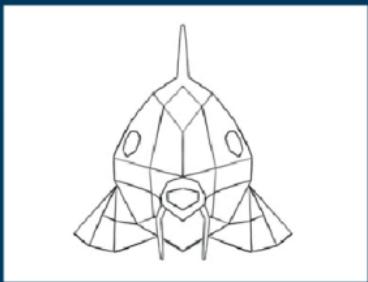


5

Concept “Japan”

Koi carp

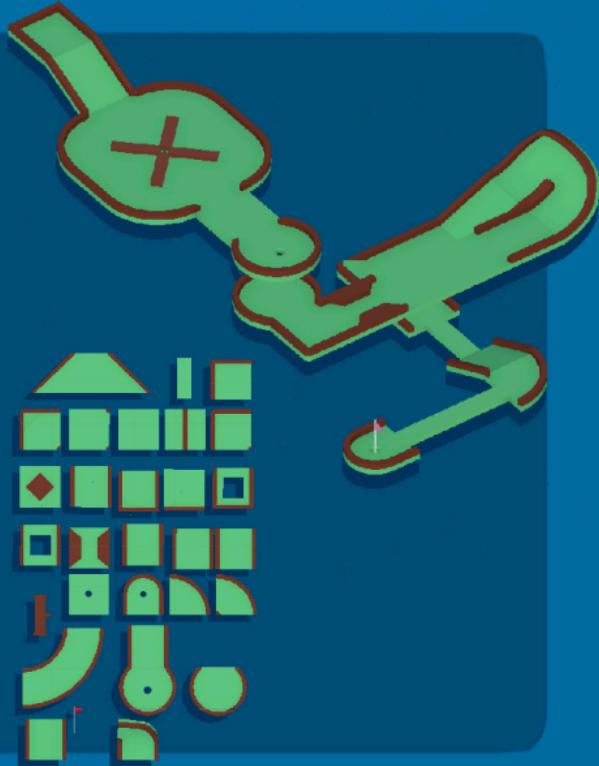
L 50 cm



6

Tile set

The Tile set is modular in nature and changes colors depending on the environment.



7

UI, logo & sprite

Vist▲Golf



8

Credits

Designers:

Arthley Famorca
Lorenzo Porfirione

Programmers:

Gabriel Moratelli
Jacopo Alberti

3D Artist:

Sergiu Martin

Concept artist:

Antonino Sciliberto
Davide Nonni
Kevin Reis
Martina Paesani
Francesca Rizzo
Elisa Galli
Sofia Fradegrada
Nicolò Vaccaro