

DINNER PARTY ART DOCUMENT



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VISUAL DIRECTION

We want to make a party game with a unique twist. Our game will be more serious themed, aimed at older audiences with it's darker color schemes and complex mechanics.

Most other party games are designed with children in mind, limiting them to simple designs, but since our target audience is older, we can be a little more adventurous with our artstyle.



VALUE STATEMENT

We want to bring forward an air of mystery and excitement through our artwork. Through the use of moody, dark shadows and deep, rich colors we will create the feeling that every element of the game has a secret to hide.

Through the use of these visuals we will add to the excitement of the gameplay, and set the mood for the overall game in a way that will capture the player's imagination.



INSPIRATION

The art style for this game is inspired by old crime noir movies and comics. The monochrome style will translate well into the mystery theme of our game. The characters and settings will reflect the 1940-50's style that is common in these movies, with the presentation and visual style of a comic.



FOOD ART

Food art will be painted using a realistic palette for the food item, with boosted saturation and black outlines and line-work. The color detail will be kept semi-impressionistic using outlines to define shape borders.



UI

The UI will be mostly be made of menus, buttons, and text boxes. The menus will be inspired by restaurant menus, with cursive script for the titles and intricate borders around the edges of the menu/button. Text boxes will be in the style of comic book speech bubbles/boxes. Character portraits will have frames around them, reminiscent of painting frames, but far more simplified.



BACKGROUND ART

Background artwork will be stylized, and illustrated, with a brightly saturated palette. The artwork will be lower value than the foreground elements to help the play area and UI pop off the screen more. Background detail will be kept to a minimum, with just a few storytelling items (such as a mysterious gun) to help the mood.



CHARACTER ART

Characters will be based on archetypes from typical 1940's detective movies. Their designs will be heavily reliant on popular fashions from that era. Some examples of character archetypes are the detective, femme fatale, and "mafia members". Character art will have heavy black lines and darker cell-shading in order to emulate a comic book style.



COLOR SCHEME

This game will have dark, muted colors, interspersed with bright whites. The main colors outside of the monochrome will be red and purple.



PIPELINE: Characters

- Artists will make assets using dimensions of Ipad (3x4)
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.
- Character art will be started with a clean illustration in photoshop submitted for review, then be moved into final colors and added to the game.



PIPELINE: UI

- Artists will make assets using dimensions of Ipad (3x4)
- Fonts are selected for UI
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.
- UI items will be created in photoshop, starting with the button background, then the font, and last a light gradient over top.



PIPELINE: Food

- Artists will make assets using dimensions of Ipad (3x4)
- Assets will be created in the same file as the plate for scale reference.
- Food items will not cover the colored part of the plate
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.



PIPELINE: Background

- Artists will make assets using dimensions of Ipad (3x4)
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.
- Backgrounds will be textured and colored in photoshop



PIPELINE: Plates

- Artists will make assets using dimensions of Ipad (3x4)
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.
- Plate art will start with a clean illustration, then move to color on a separate layer. The colored ring will be made on a separate layer in grayscale and exported as a mask.



PIPELINE: Lazy Susan

- Artists will make assets using dimensions of Ipad (3x4)
- Art assets will be saved as .png with transparency, and will be uploaded to the repository and Google Drive when finished.
- Lazy susan artwork will be started with a clean illustration, then colored with light texture.



PIPELINE: Getting the art in the game

- Art assets will be placed into unity by the designers and programmers by grabbing the assets from the Art Assets repository folder and dropping them into the unity project. From there the designers will place the assets into the game scenes and the artists will review the assets in game.





WORKS CITED

- Slide 2
 - <https://www.pinterest.com/pin/519602875728871026/>
- Slide 4
 - <http://comicsalliance.com/best-noir-comics/>
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