**ART BIBLE REQUIREMENTS**

**Project overview - 1 page**

Provide project title and brief concept description

**Reference/mood board – 1 page**This is to capture the mood and broad ‘vibe’ of the game.

* Include mix of real life and existing art
* Annotate reference images to provide context

**Art style – (by section) 1 page each**

* Visual guideline for art creation for each section listed below
* Will provide art and possibly technical direction if appropriate
* Sections on:
  + Project Art Style (broadly)
  + Environment / Atmosphere
  + Characters
  + Models
  + Textures (including line-work, materials, etc)
  + Camera
  + Lighting
  + Colour Palette (ref. Game / Char / Environment as approp.)
  + Level of Detail
  + UI Style
* Each section requires reference imagery – No exceptions
* Annotate images to ensure clear context

**Key Assets – Concept to Final Model – 2 pages (when done)**

* Must be of a ‘feature’ asset (not just a prop)
* Must have 3+ reference images w/notes or annotations
* Must have notes on purpose / use in game
* Must show asset at all of these phases:
  + Concept
  + Grey box
  + 1st pass
  + (plus any extra passes)
  + Final model (textured)

**Design Rules – 1 page**

* Define any and all rules determined by game mechanics / design that impact asset creation.
* Must cover navigation / movement at least if your project allows it.

**Art tools – 1 page**

* Nominate selected art tools/software and describe their usage
* Pipeline diagram

**Technical Guidelines – 1 page**

* Identify platform
* Nominate file types and formats (exporting)
* Nominate naming conventions to adhere to
* List folder structure
* Any relevant limitations