- Reference images, concept art, mood board and any other related visual reference material.

Fruit Basket Art Bible

Art
Nathaniel Dixon

Scys Sang

Xavier Manieri

Vincent Zhang

Design
Xavier Hancock

Programming
Sarthak Saxena

Color Palette

- Vibrant colors
- Key assets should contrast with background and each other

Background
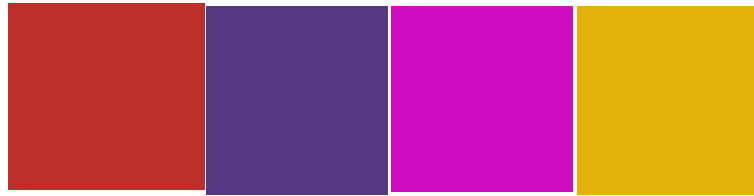Brown and green

Fruit and Basket
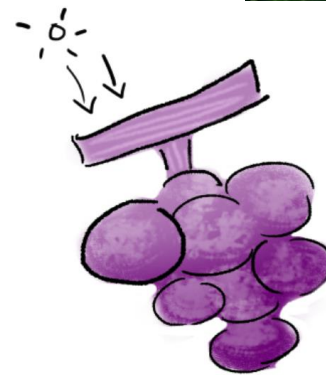
Colour swatches

#BD3029 red
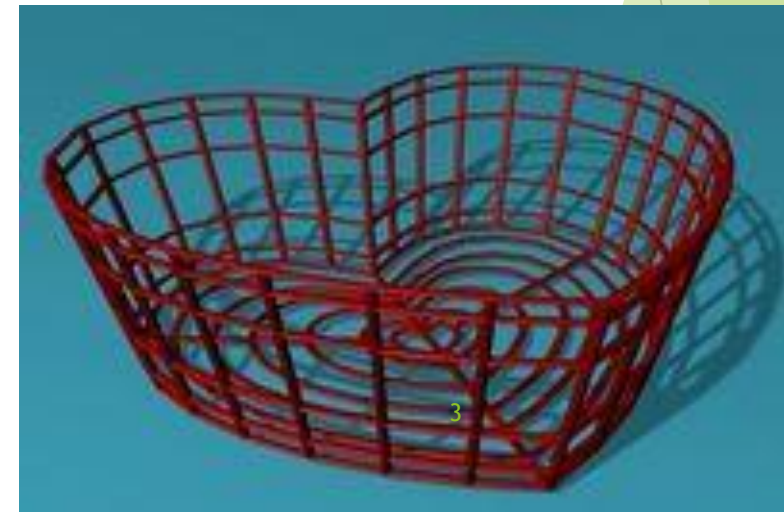#553880 purple
#D10DC4 pink
#E3B10B yellow

Fruit: texturing in Substance Painter:
Fill colour + Light Filter pointing straight down

Fruit

- Low poly style modelling
- Vibrant texture colours with some basic painted details

Art Style

- Diffuse texture map
- Low polygon style

Trees

- Note: not polygonal style
- Shape is very simplified to round bunches as leaves and large branches

Background

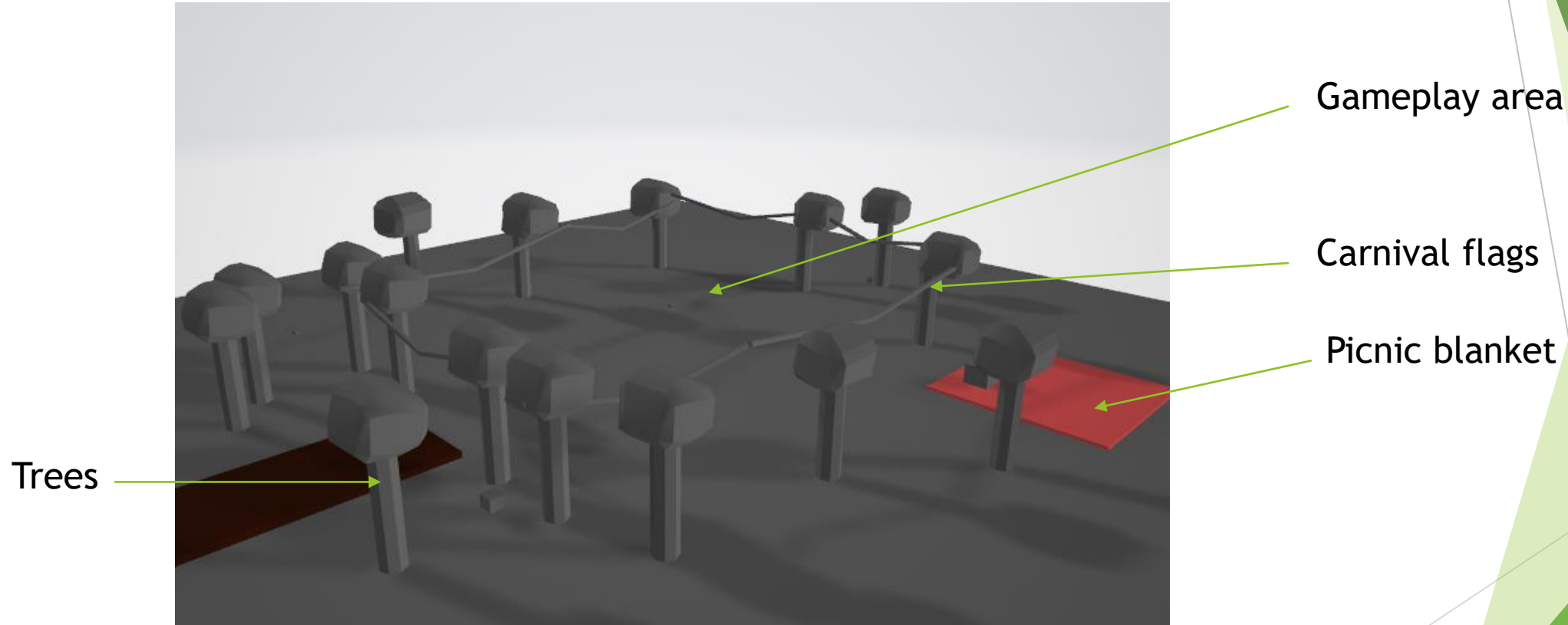- Flat plane with painted base color as floor

- Picnic blanket on floor (red and white check)
- Upturned corner

- Carnival flags

Concept

Environment block-out

Gameplay area

Carnival flags

Picnic blanket

Trees

Asset List | Naming Convention

Static Mesh	Textures	Images
.fbx	**.tga**	**.png**
SM_apple	T_red	UI_menupanel
SM_pineapple	T_yellow	UI_buttonpanel
SM_dragonfruit	T_pink	
SM_grapes	T_purple	
SM_spawnbasket	T_ground	
SM_goalbasket	T_flags	
SM_ground	T_spawnbasket	
SM_tree	T_goalbasket	
SM_flags	T_trees	

*UI optional

Technical Specifications

Platform: Oculus Go (Mobile)

Polygon budget (triangles)

- Whole environment = 50 k (below 49 k desired)
- Fruits = 1k
- Basket (Spawn) = 1 k
- Basket (Goal) = 1 k
- Trees = 1k
- Ground (include picnic)= 150
- Carnival flags = 350

Software

- Unity (2019.2.17f1)
- Autodesk Maya
- Photoshop
- Substance Painter (2019.2.3)
- HacknPlan
- GitHub
- Powerpoint