

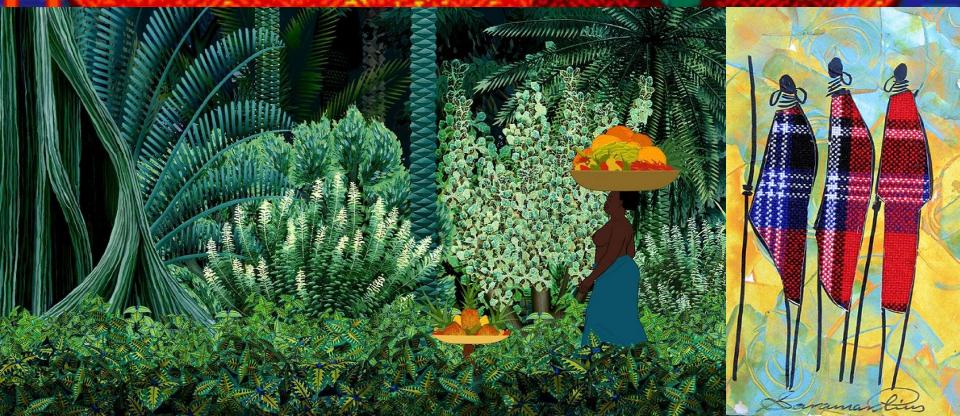
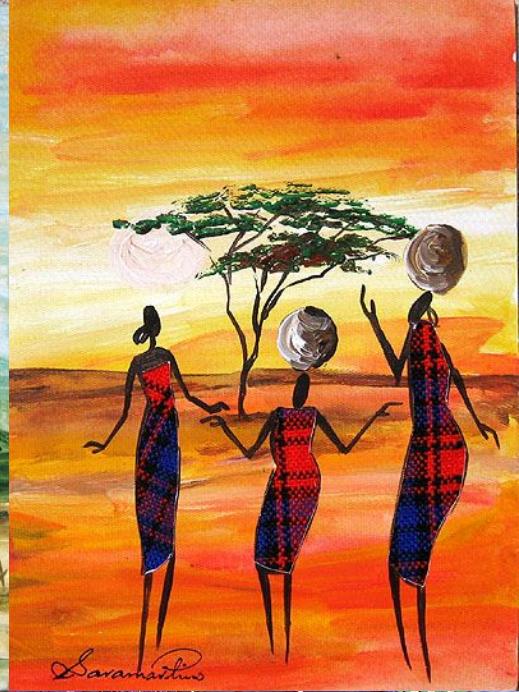
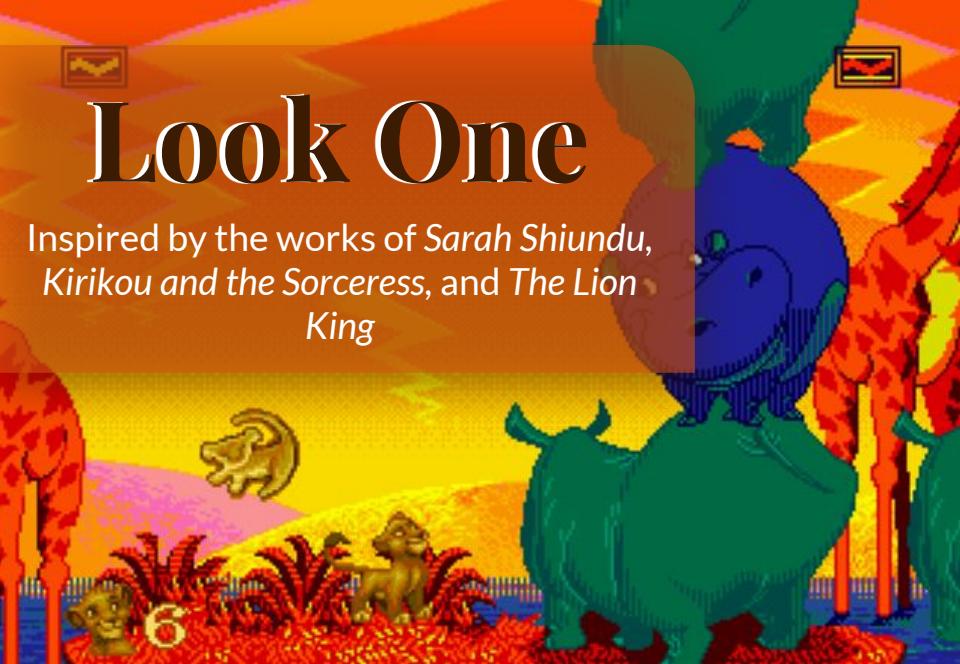
Life Among Lions

Art Concept Document



Look One

Inspired by the works of Sarah Shiundu,
Kirikou and the Sorceress, and *The Lion King*





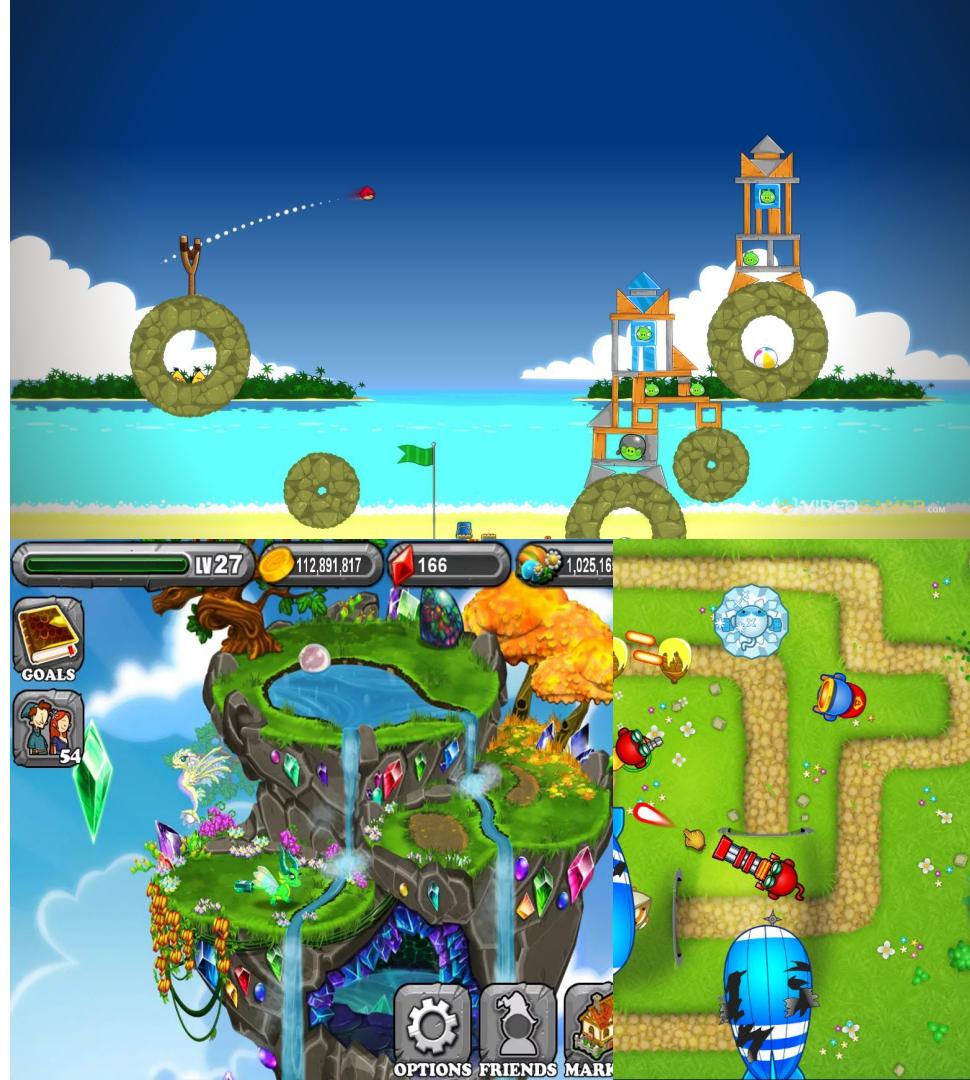
This look is inspired by the works of a Kenyan artist Sarah Shiundu, a film known as *Kirikou and the Sorceress*, and SEGA Genesis' *The Lion King* platforming game. This style would employ the use of oil-based digital brushes, simple figures and shapes, vibrant warm colors, and environments with detailed textures and textile-based assets.

The value in this style lies in its ability to pay tribute to an artistic style that is directly inspired by the Maasai people, whom we aim to represent, while still feeling fun and lively. Ultimately the visuals of the game would be very unique, and perhaps aid in the education aspect of *Life Among Lions*.



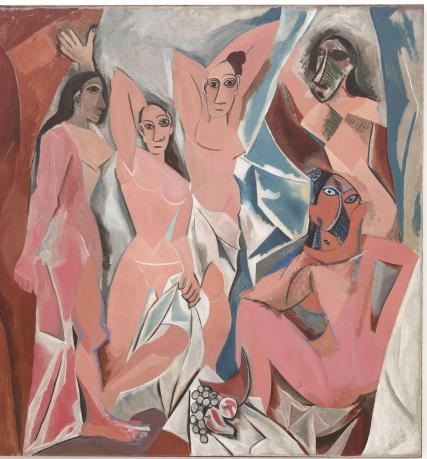
This style is best defined at “Mobile Game Art” style, focusing heavily on creating simple characters with heavy line art and intricate backgrounds with complex shading. Our game would have a lot of various colors, bold User Interface, varying line art styles and elaborate backgrounds.

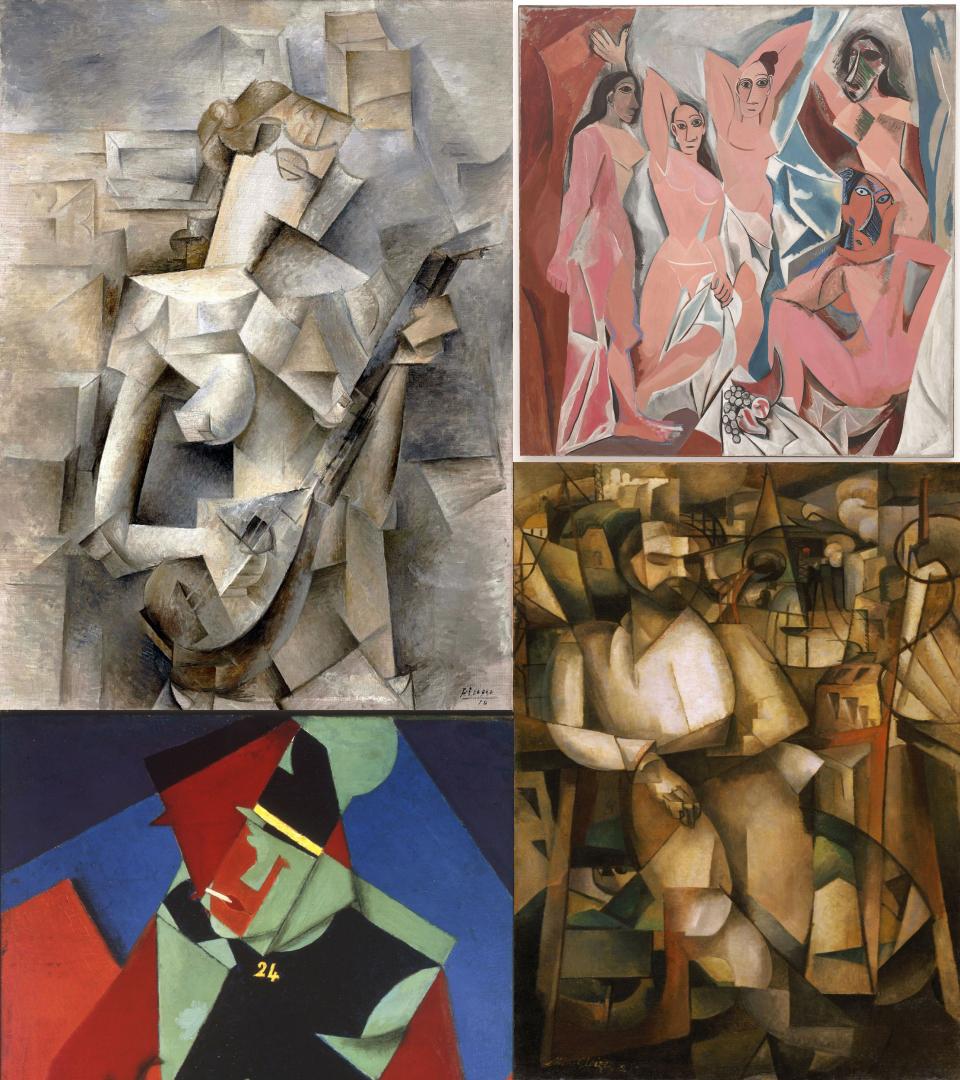
This type of art style is something that children will recognize from popular games they play on their phones and allows for assets that are easy to create while looking stylistically polished. Having the characters lined while background assets aren’t allows for more visibility for the players, particularly in environments that have a lot of different colors, and the environment assets can feel more 3-dimensional in a 2D environment.



Look Three

Inspired by the Cubism Movement, and specifically the works of Pablo Picasso, Albert Gleizes, and Jean Metzinger





This style is inspired by an early 20th-century art movement known as Cubism, which focuses primarily on creating the implication of figures through shape and color. Early cubist works consisted mostly of monotonous color schemes, but the later works focus on a mix of saturated and vibrant analogous colors that help the figures to pop. In our game, all assets would consist of very angular shapes with certain characters and background elements having an analogous palette.

This allows for very, very simple assets with a distinct style, interesting shading and clear geometric shapes.

Works Cited

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