**Orphan – Episode I**

**Graphic Art Requirements**

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# Overview

Textfyre’s first publication is Episode I of the Orphan Trilogy. This middle-age fantasy kingdom will be the backdrop for many stories and it all begins when Jacqueline Toresal comes of age and discovers her heritage. The artwork required for this product includes; title logo, full screen web page graphics, CD cover, DVD case cover, and a six page comic book.

# Title Logo

The title logo should contain the word “Orphan” and convey the world as much as possible. So fantasy, middle-aged, swords, kings and queens, castles, foot soldiers, farms, dirt roads are all things that will consistently be in this world. And of course, “Jack” Toresal is the main attraction.

# Web Page

Full screen with a picture of Jack, possibly Bobby, possibly Lord’s Keep, or any backdrop from the story. There should be an example of a background image that doesn’t overwhelm text so that we have a place to describe the game. The page should contain the title logo, one or more characters, backdrop, and text area for description. There will also be links for purchase, support, and forums.

# CD Image

The CD cover should include title logo and a relative background image.

# DVD Cover Image

The DVD cover should include the title logo and a relative background image. An ESRB rating image will be included on the front and back. A UPC code will be placed on the back. The back of the cover will contain a couple paragraphs of marketing text.

# Comic Book

The comic book will be a portion of the actual game. My preference would be to do the comic on the first scene. We don’t need to give away all of the secrets, but giving away one or two might be a good way to tie the comic book to the game. You can review the opening scene in the detail design of the game, which is available to you after signing the non-disclosure form.