VISUAL DESIGN BRIEF: Scene # | Glade Forest | Night time:

Note: This is an example document that you may receive from your team, as if you were in a studio environment. As an artist, it is your job to bring this scene to life and visualise it on the screen, so you will need as much information as you can get. As a Creative Director, I like to give artists some freedom to put their own stamp on their work and let the ideas flow, provided it's within the realms of the overall game style and game design requirements. Consistency is key.

So, the following elements would have been pulled from a larger GDD and focuses on the points that will help you create your art. This will help you visualise the scene in more detail and clarity.

Game Genre:

- 3Rd person, Action Adventure:
- Console game
- Mature rating *(important to know this for content)*

Scenario:

In this scene, our hero has ventured into Glade Forest. The forest is full of wolves that will attack the player on sight. Along a winding path, that snakes deep into the forest, is a rickety, wooden cabin. It belongs to a man they call Wart. He's called this for obvious reasons that the player will no doubt discover, but more importantly, this is his home, and he doesn't take kindly to visitors, so the player should approach him with caution. Maybe make him a peace offering.

The forest is a traditional location (not fantasy), and the focal point is Wart's rickety hut in the northeast of the forest (see map). The player should be able to glimpse the hut as he approaches it from all directions, so the trees should not be too dense around the hut.

The forest is also a hunting ground and the player can traverse the trees to scope the forest floor from height. See map for tree parkour locations.

See forest map design for gameplay layout.

Mood / Atmosphere:

It is dark and atmospheric, draped in moonlight and punctuated with a warm fire sifting through the trees. A slight mist hangs in the air. Sound will convey danger and tension, with critters in the background and sounds to give the player a sense that he is not alone. The player should feel unease and hesitancy, and creep through the forest expecting an attack at any moment.

Player Objective:

Speak with the forest dweller, Wart, and deliver the message. In return he will give you a quest and reward you with a powerful weapon that will allow you to progress past the fallen tree.

Player Sub-objective:

Wart will thank you for the message, and will ask you to kill a Wily Wolf lurking in a nearby cave, in return for the handsome reward (weapon).

Challenges:

- Combat the wolves using combat or use the trees to attack from up high.
- Defeat the Wily Old Wolf (sub boss).
- Collect the Sword from Wart and clear the fallen tree.
- Collect all the treasure.

Key Locations / Features:

- Wart's hut. Rickety, wooden and should not be difficult to see. The light and or smoke from a fire or the glow of the hut interior lights could be seen bleeding through the trees, acting as a guiding target for the player.

Note: The light and smoke noted above could be a key feature of this scene. It could act as both a visual aid to guide the player and orientate him, and it could have a big impact artistically too.

- **A cave:** In the West of the forest is a cave populated with past explorers loot (see loot design) and home of the wily old wolf.
- **Exit:** A large tree blocks the exit and can only be cleared using the sword Wart gives you. Unless you retrieve the sword, you cannot progress.
- **Wart's hut.** This should feel lived in and clutter can be seen around the outside of the hut. Some protection against wolves may also be evident and be a key visual component (fire, traps etc.).

NPCs and Creatures:

- Wolves
- Wily Wolf in the West cave
- Deer (for hunting)
- General forest dwellers (birds, rabbits etc.)

Note: It's important to know what other creatures are in the location because it could have an impact on how it's designed and laid out.

The following list is just an example of the locations that would normally be conceptualised, but we will only be tackling one (underlined) in this course. Feel free, as a challenge, to concept others, I would love to see them and I will give you feedback and direction if you post them.

Concept Art Requirements:

- General forest concept and mood boards (13)
- Concept for Wart's hut (7 and 3)
- Concept for the Wily wolf's cave entrance (15)
- Concept for the Wily wolf's cave interior (8)
- Concept for the collapsed tree exit (9)

- Concept for Central rock (5)
- Concept for high exit (10)
- Wart concept (see character design)
- Wolf concepts (see character design)
- Wily Wolf concepts (see character design)

Thumbnail reference of the map. A larger version is available in the next lecture…