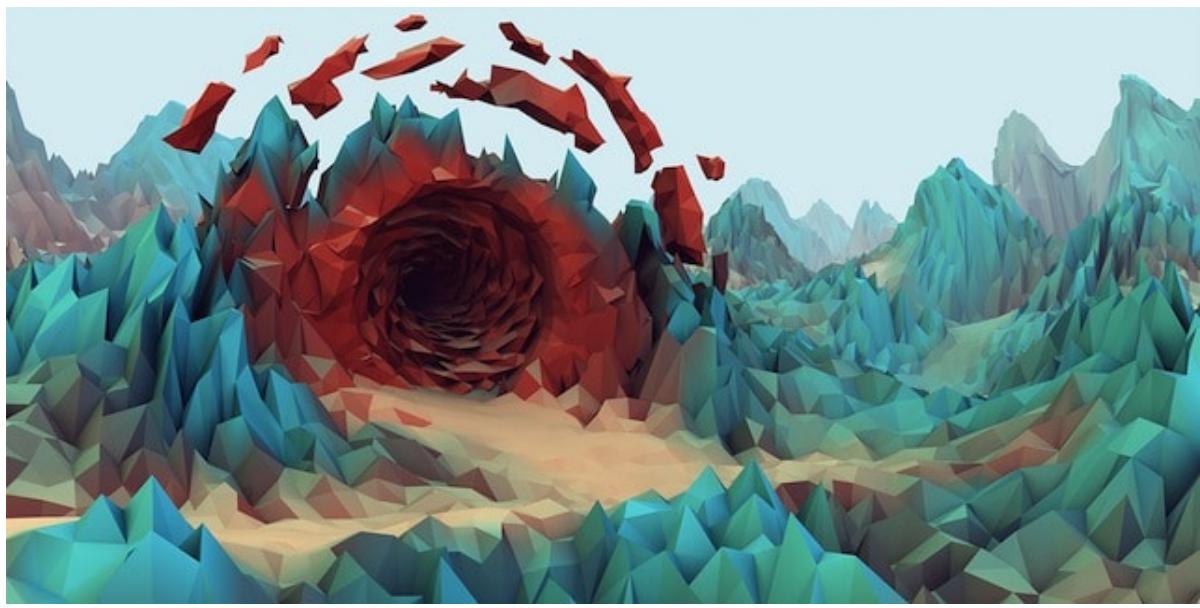
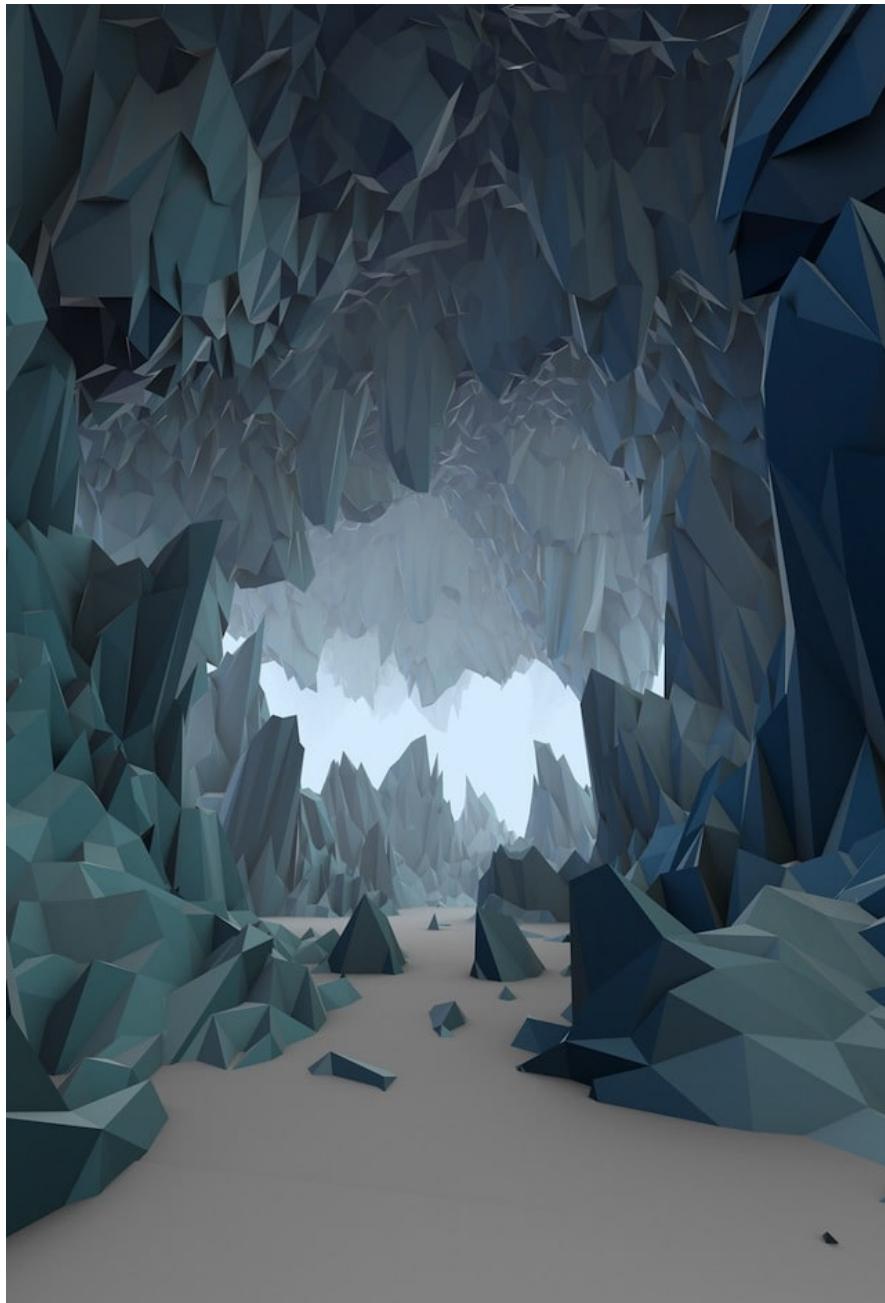


# Art Style Guide for Obsidian Dream

## Reference Art





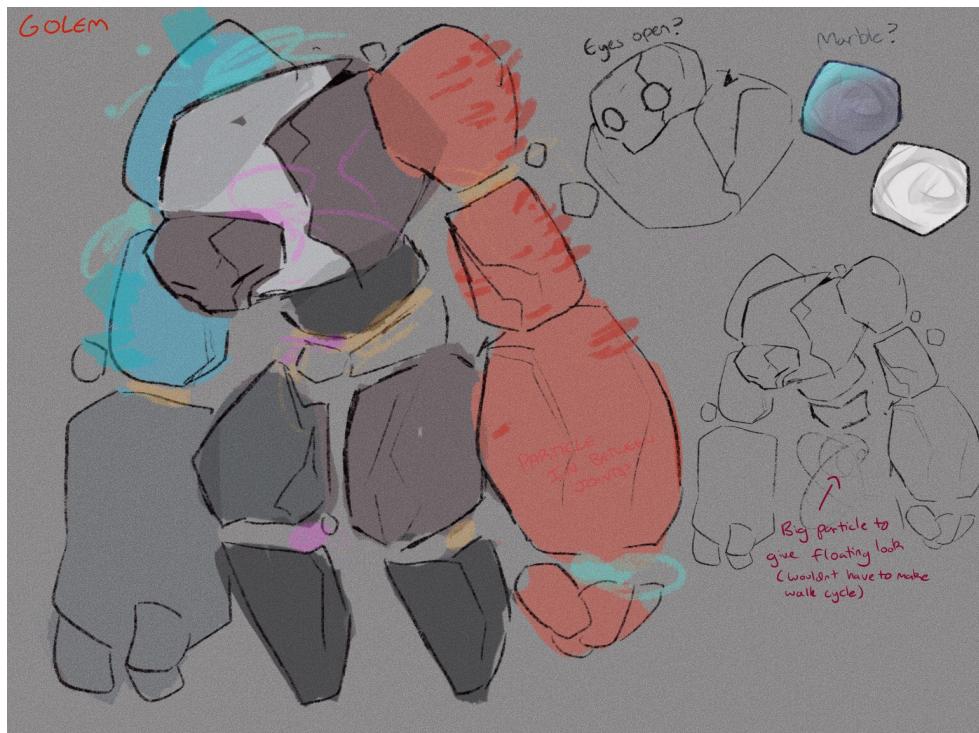
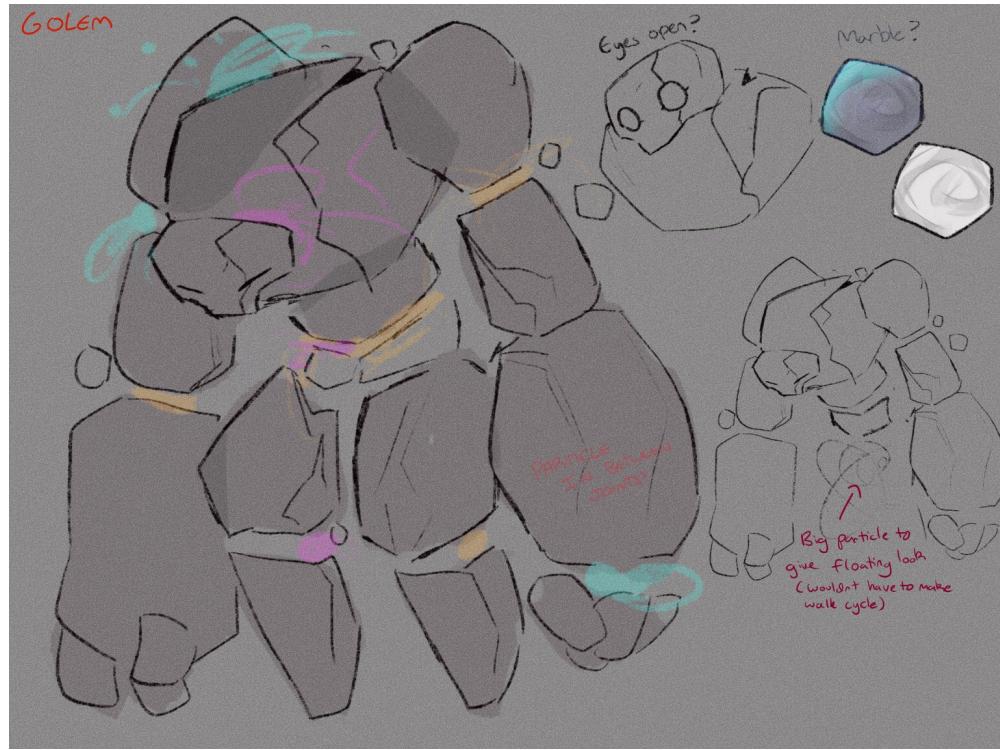
From the start of development, an abstract and multicolored world was imagined. We leaned on inspiration from games like Journey and from these images above to get the exact look and feel for the environments.

### Concept for Macguffin



The Macguffin, named the Almagem, started as a small brightly colored object that could be easily seen in the more dimly lit caverns. It mostly stayed the same throughout development.

## Concept Art for Guard



To fit with the abstract theme of the game, we immediately landed on a golem design that would fit into the crystalized, rocky setting of the game.

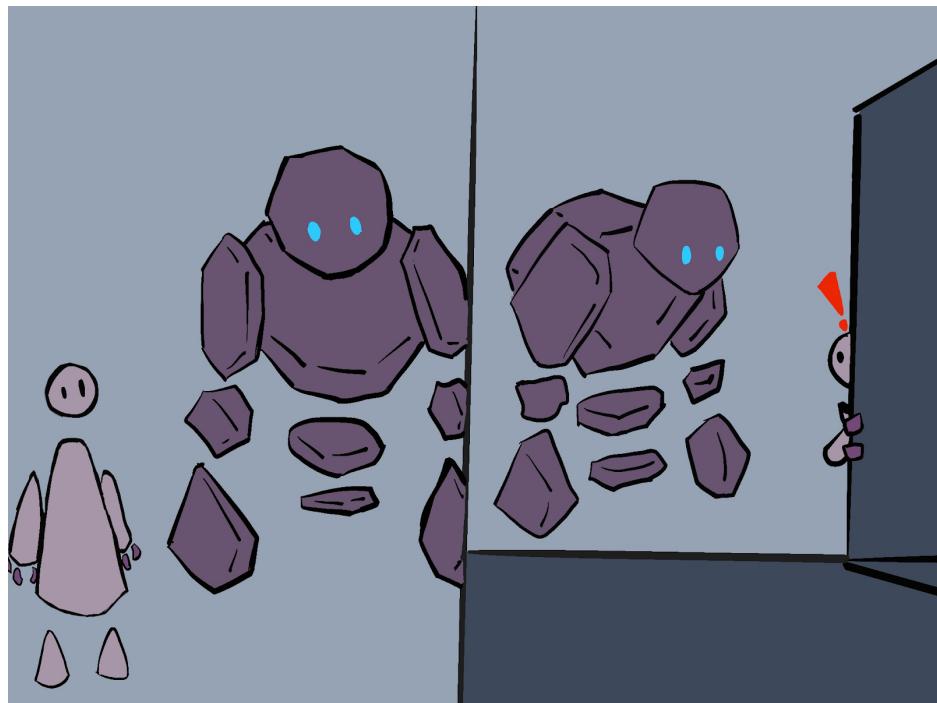
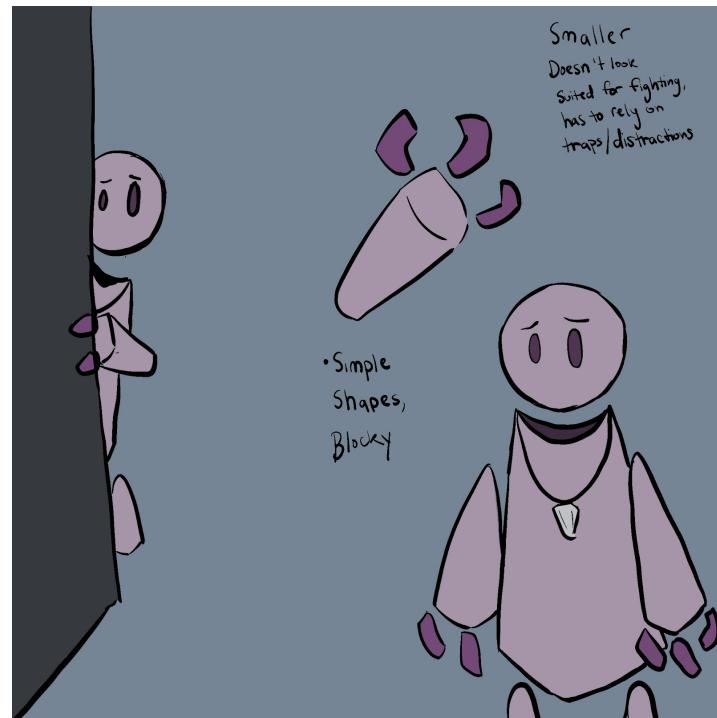
## Concept Art for Player Character

First Concept



This is the first initial design for the player character. As we got further into planning the gameplay and level design, a different concept for the player character was decided, due to the fact that this concept looked much more suited for combat rather than stealth.

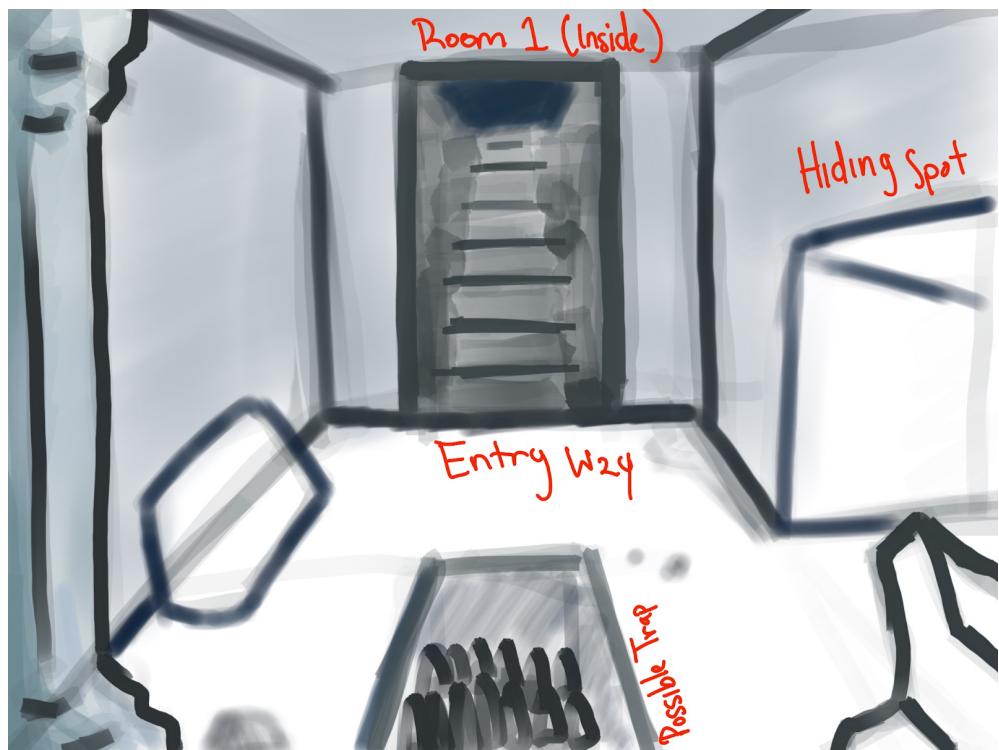
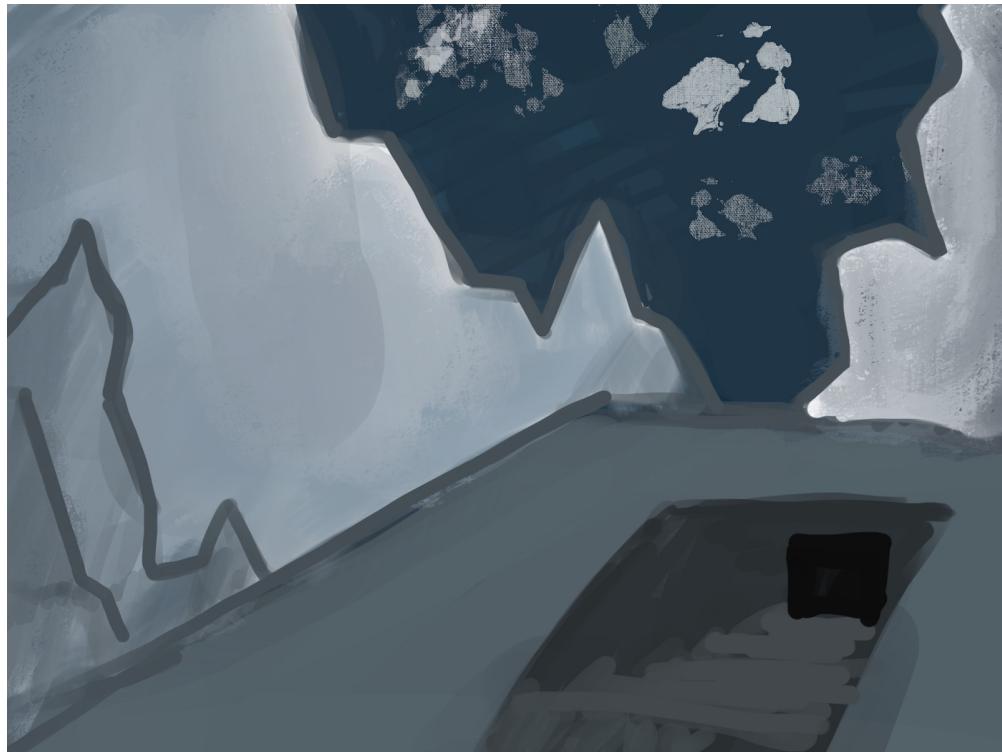
## Second Concept (Asia Owens)



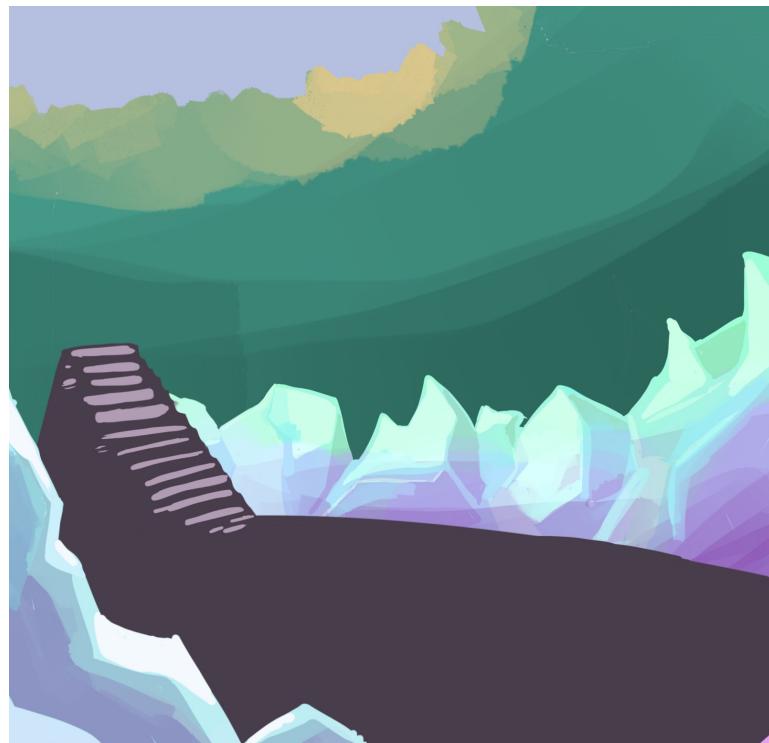
With the second design, we went with a smaller and helpless looking player character model, since the bulk of the game you are hiding from the guard.

## Concept Art for Environments

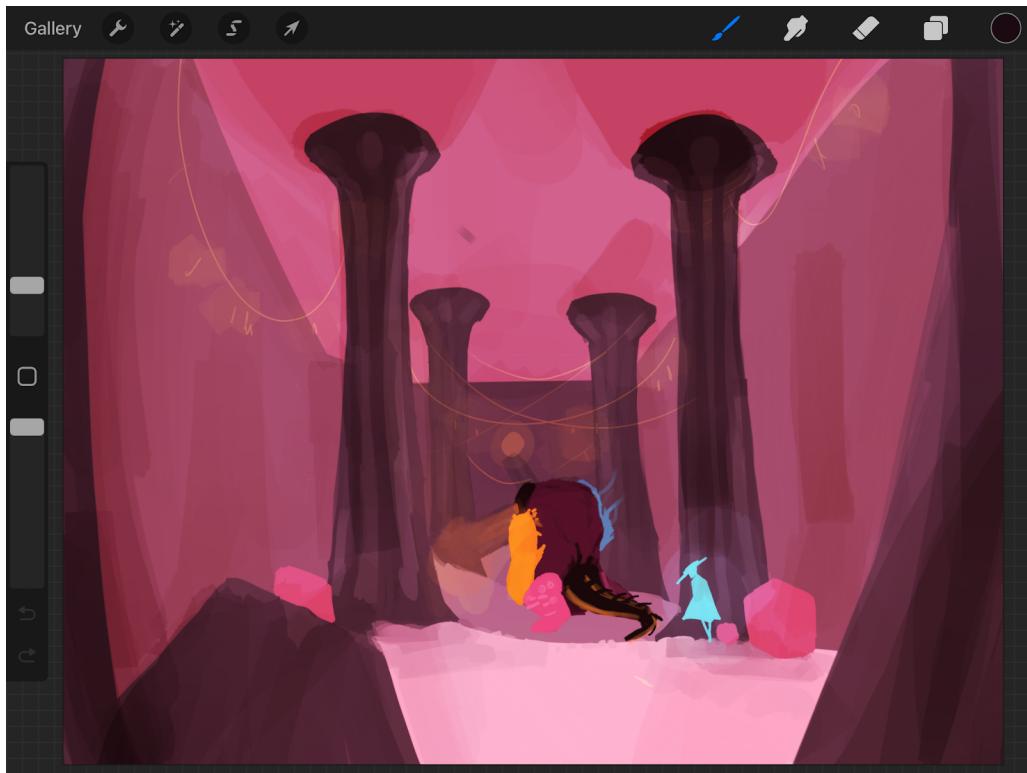
### Room 1 Concept



## Macguffin Room Concept



Hallway Concept



## Final Assets

Guard



Player Character



The Almagem



Sound Trap Vase

