

(Project Title)

Art Bible

(Template with comments)

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(The character example can be used for NPCs and enemies, with the changes necessary)

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- Camera
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 - Title Screen
 - Main Menu
 - Screen X
 - Combat
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(use it as a summary!)

About us

This project was created for the Project II subject in the Bachelor's degree in Video Game Design and Development, under the supervision of Ramon Santamaría ([@raysan5](#))

Team members:

- {Dev01} - {Role(s)}
- {Dev02} - {Role(s)}
- {Dev03} - {Role(s)}
- {Dev04} - {Role(s)}
- {Dev05} - {Role(s)}



LOGO

Art Style

Graphic Style:

- (2D/2.5D/3D)
- (Realistic/Stylized/Cartoon/etc.)
- General shapes
- Main camera

Main themes: *(what vibes does your game transmit?)*

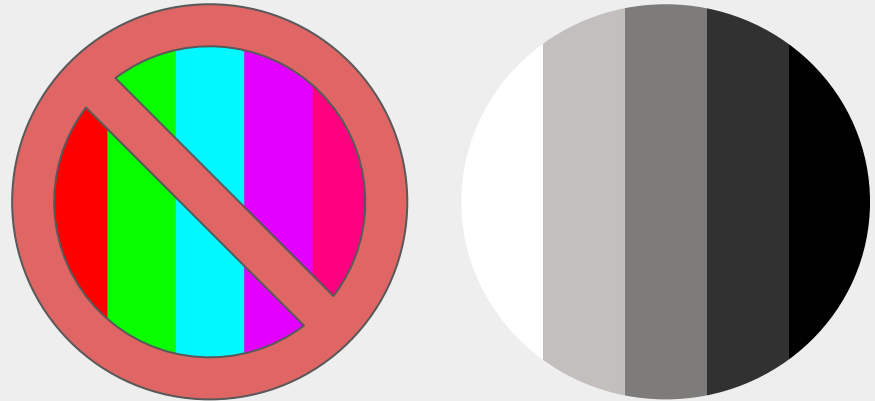
- Time period
- Atmosphere
- Texture detail

(other details)

Examples *(both good & bad!)*:



Color palettes



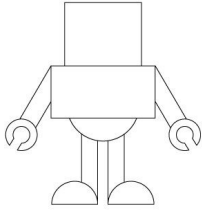
References

- Books
 - Book1 (Source)
 - Book2 (Source)
 - BookX (Source)
- TV Series
 - Series1 (Source)
 - Series2 (Source)
 - SeriesX (Source)
- Movies
 - Movie1 (Source)
 - Movie2 (Source)
 - MovieX (Source)
- Videogames
 - Game1 (Source)
 - Game2 (Source)
 - GameX (Source)
- Other (*Fashion lines?*)

[illegible]

Characters

Templates:



- Details & Specifications
 - (Clothing)
 - (Particularities)
 - (Other sizes)
 - (Variations between places)
 - (Animations)
 - (etc.)

Enemies

Templates & Moodboard:



- (Divide them by zones)
- (Cohesion is important)

Character X

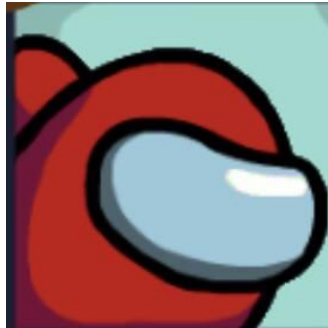
Description:

*(whatever you need for the story,
explain the design aimed to)*

Visual target:

- Color palette
- Shape description
- Animations & Poses
- Expressions

Details: *(not shown in the main
illustrations)*



(kinda sus)

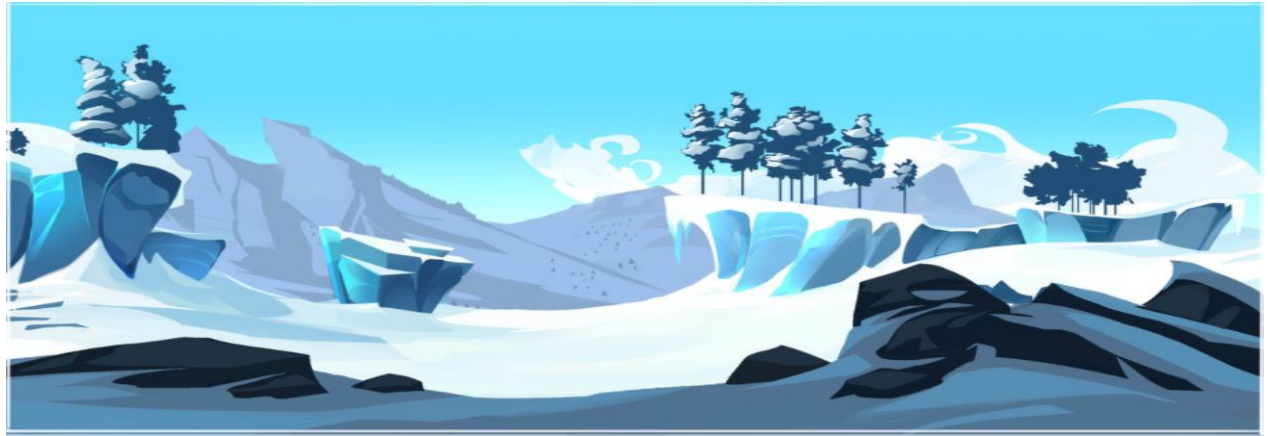
Moodboard



Environments

General descriptions:

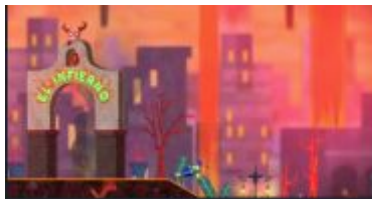
- Scale
- Stories
- Structures
- Vegetation
- Openness
- Weather
- Colors
- *(you name it)*



Conceptual Art



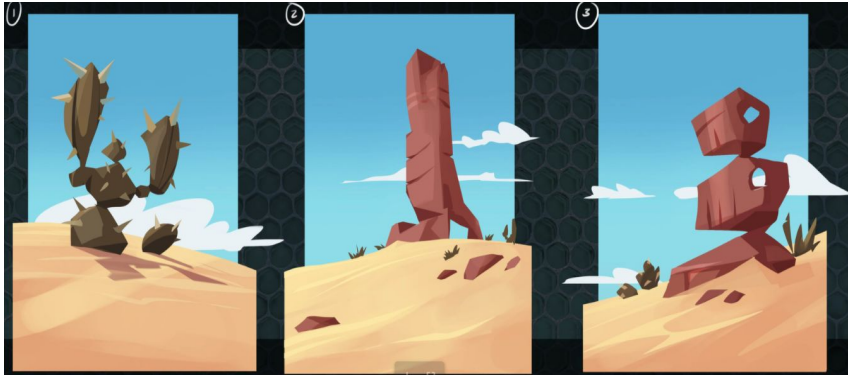
Moodboard



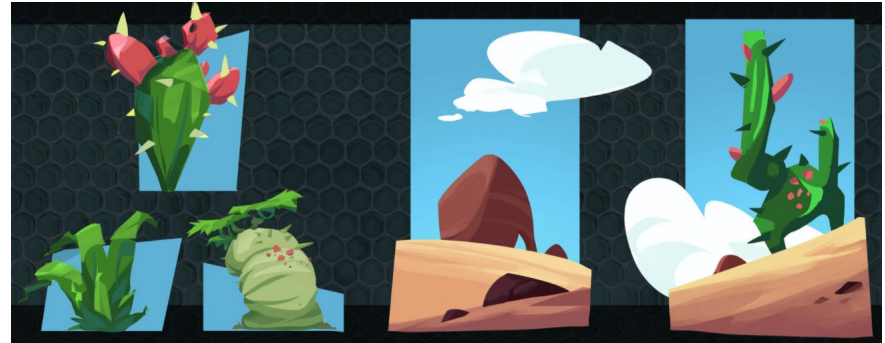
Location X

- Key features

(Structures, buildings, terrain formations, vegetations...)



The more drawings, the merrier!



Items & Effects

Types & Details:

- Weapons
- Armor
- Items
- (etc.)

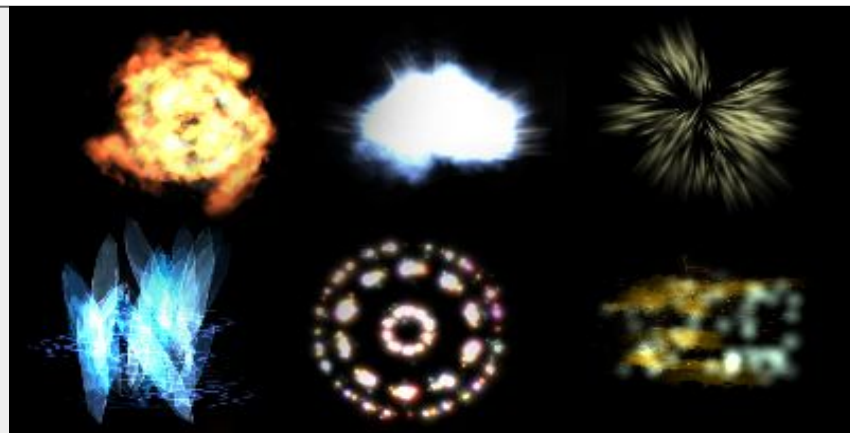
Effects:

- Animations
- Light
- Camera behaviour
- Triggers
- (etc.)

Item examples



Effect examples



Camera

General Behaviour:

- (Top Down/Scroller)
- Techniques used

Specific Behaviour:

- *(Detail examples in which the camera may have some sort of effect associated with an event)*
- “Fight Woosh”
- References

Examples

(Moodboard/References)

(Use GIFs from other games!)



User Interfaces (*Wireframes*)



Technical Guidelines

- Tools
- File Exporting format & pipeline
- Min/Max Image Size
- Naming conventions
- File structure
- (Examples if required)