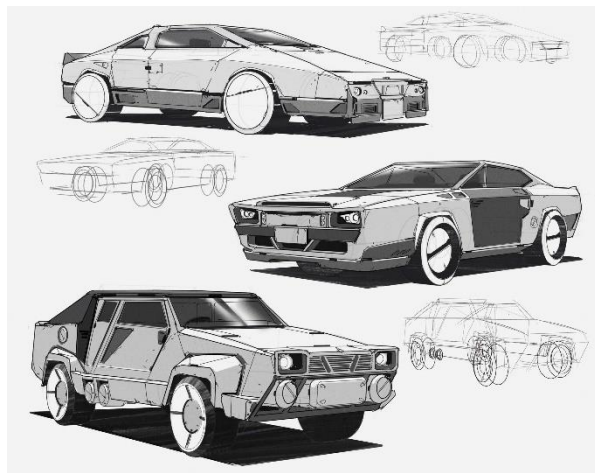


# Toaster arena vehicle design guide

This guide will show you the dos and don'ts when it comes to designing vehicles

## 1) Mood board





pixta.jp - 106534988



- 1) Blocky/angled silhouettes  
Cars need to be blocky/ angled and not round as it will go better with the game's style.
- 2) The bigger the vehicle is the more it turns into a planetary exploration rover.
- 3) Big vehicles can have a max of 8 wheels as they start to look more like rovers.
- 4) Underside mechanical parts must be modeled on a vehicle, Mid to low-poly and can be compromised of texture bakes (Must give the sense of depth as cars will be flipped)
- 5) Interiors are not needed unless the car is meant to have visible interiors (Saves modeling time to not have them)
- 6) Car must be up to scale with character models for consistency.
- 7) Car model must use one single material slot, 2 if it's necessary.
- 8) Model must use bevel modifier on segment 1 and weighted normal (this will make the model consistent with others)
- 9) Textures need to be made in substance painter and exported using the unreal engine format.
- 10)
- 11) Test model on unreal engine before sending.

