# Art Assets

Process: we are using a low Poly style that can still reflect a sense of realism. Inspiration came from games such “Aragami” and “The Witness”. They objects are defined by shapes but still maintain realism. They use saturated colours whether they are warm or cold. The environment will be dark and dominated by shadows.

## Characters

Abreham, Kobus, Thabo and George. Each Model will be made in this process:

1.Low poly model.

2.Slight adjustment of the low poly to the high poly (Sculpting).

3.Rigging and Animation.

Kinds of animations Kobus and Thabo= Walk, shoot, spotting.

Abreham = hand walk, climb and pick up and throw.

George= flight (Wings flap) and take-off and landing.

First 3 steps will be ready for the Alpha which is Due on the **2nd of October.**

We must be done by the **30th of September.**

Once that is all done. The final step will be

4.Baking the different Maps needed for each character and Painting them.

This will be done during October in preparation will be ready for the Beta.

5. the Environment.

Circus= tent. Tight ropes. Booths. Lights. Decorations.

Savanah= trees. Rocks. Bushes.

This will also be worked on during October and must be done by the first week November. If there are any distributions, then latest second week of November.