## **Project “Yzerys” Art Direction Concept Document**

Philosophy of this particular Art Direction:

* It will have to look „medieval”. There will be diffreences between people and parts of town where some people will look poor because they sellers/fish catcher and others will look richly because they own shop or ground. We will feel dark theme in forest’s caves generely outside of villages/Towns. While in town there will also be a dark theme but in like 20% mostly player there will fill safe. General style will be in like gothic2 not like in diablo because we can feel there to much scare.
* Person can walk to home so the roof should be not visible. When we have low camera all screen should be red.
* „**Pressure** in towns because of king and **Pressure** outside of town because of enemies”
* Procedural generated interiors of caves in forest

## Summary of Art Direction

This camera, lighting, perspective, overall feel....



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| --- | --- |
|  |  |

With these images of characters, enemies, people, monsters…



In these settings / locations…



With this sort of polish / effects…



With this type of colour palette…



# More Detailed Explanation



If useful, go through some of the images you that found and particularly liked, highlighting what aspects you like. Eg. the shape of a building, the clothes of a character, the lighting of a room and so on.

You might have 3 images in this section, you might have 30 - put in as many as is useful to yourself or to an artist who might be working on the project with you.