**Art Guide**

**SWOLE Team 6**

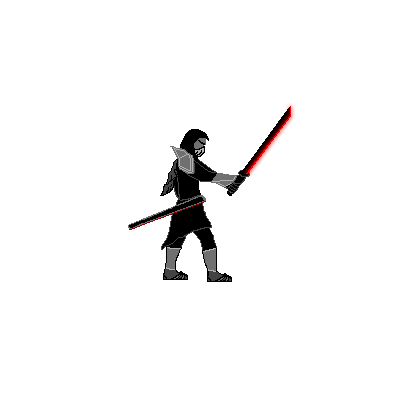
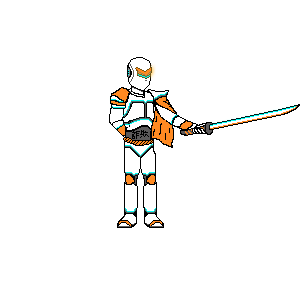
**GAM 200**

Overarching Theme:

NinjaCade is set in a Japanese-based setting that uses medieval Japanese theology, architecture, and warfare as inspiration for the varying environments players encounter throughout the game.

Character Art:

When we began conception of the game’s art style, we used two base characters as reference for what we wanted the character art to feel like.



Here are some example images of the final character we decided to use:

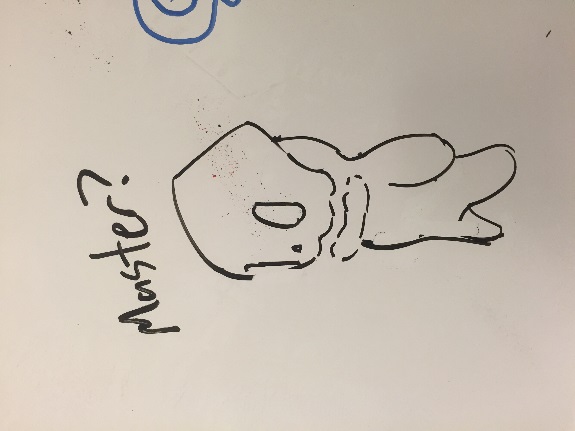
While the original concept was more of a cyber-punk/Tron look and feel for the players, our artists felt more inclined to work with traditional Japanese weapons and armor that would make animating easier for them to do while also keeping them interested in working on the project. Because of this, our final art style is strictly medieval in theme without LED highlighted technology.

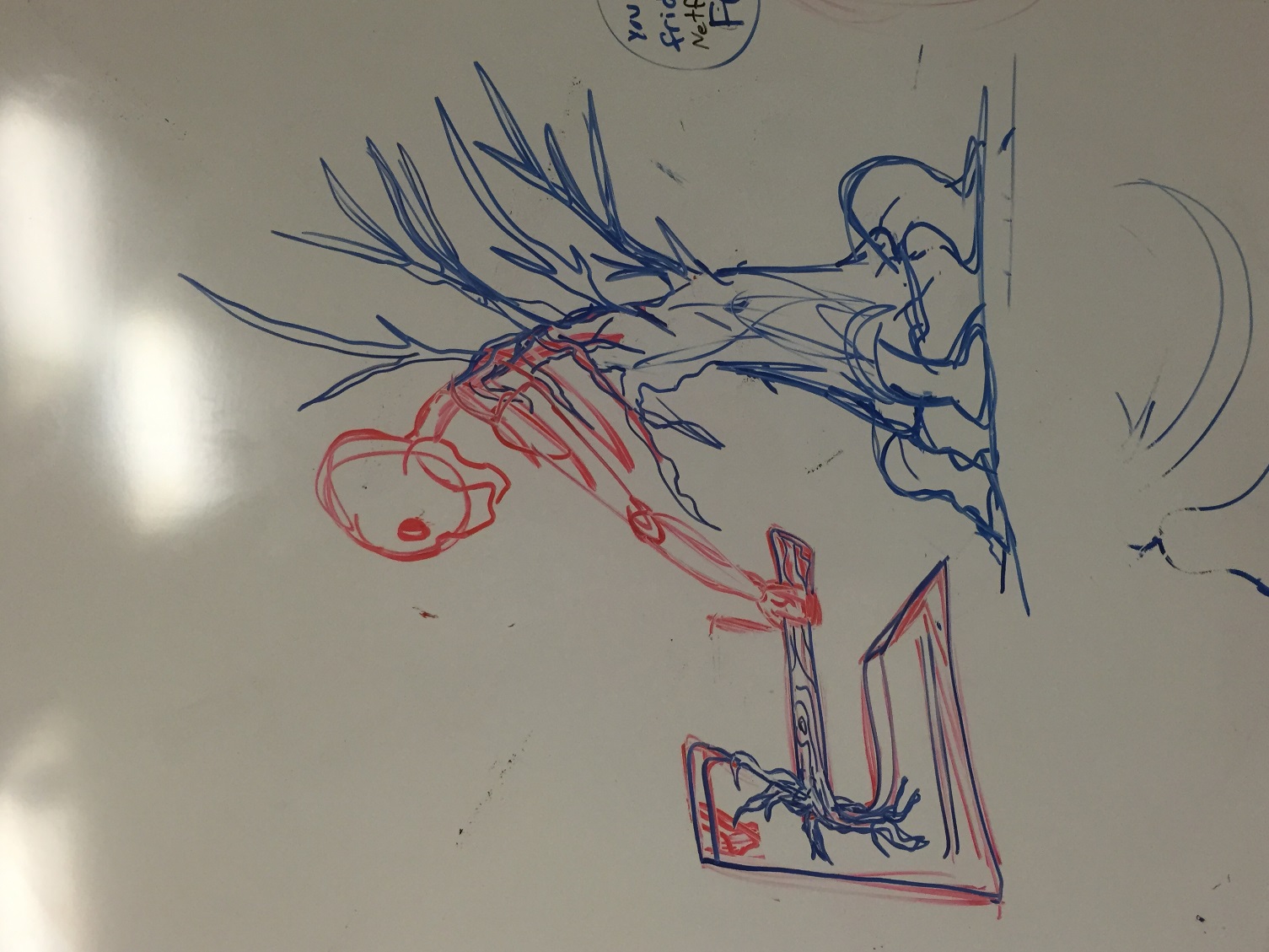
Our enemies are a mix of Japanese folklore and myth inspired spirits that have a striking amount of color and pixelated definition that sets them apart from the scenery.

Below are Ulna & Ran-Tan, a possessed lantern that offers a cute innocent side of the enemy (Ran-Tan), while the evil that possesses the lantern (Ulna) is emitted in a smoke-like aura:



The design behind the lantern came from several different iconic Japanese lantern builds that we took bits and pieces from in order to create Ran-Tan. Ulna is a demonic looking spirit embodied in the smoke that is emitted from the fiery lantern. The smoke takes a physical form and attacks the player with its large claws and arms while also having the ability to abuse Ran-Tan’s fire to burn enemies.

Below is concept art of our mob monster (Kutsu) that is based off of the idea that children’s souls are lost within the forest and roam freely with only ties to their mother’s spirit.

Below is concept art of what we would consider the mother of the children’s spirits. This monstrosity is highly defensive of her territory and uses a woodcutting axe to slaughter those that oppose her or her children:

We wanted to create a very slow, hulking, mob-spawning enemy that the mobs would come from when this enemy was aggravated. We used a tree base as embodiment of the spirit so that the small mobs could hang onto the spirit for the ride while also giving the forest a more dramatic theme. The presence of the character should cause an intense if not frightening engagement for the player as the appearance of these rare monsters is rare and monstrous.

Background Art:



(Reference Art)

This image is the general idea of what we wanted to create for the tutorial level. The player begins in a stereotypical training dojo that will offer a fitting scenery for the player to train in before leaving on their adventure.