



Mapmaker's Guide to Hawai'i

Art Document

EGD 220-05, Team 2, Sprint 4, Gabe Derksen



Art Statement

Taking inspiration from Kapa, a type of dyed fabric, this style would feature flat colors and intricate patterns. The style would be lineless and use colors directly taken from reference images, which are often muted and warm toned. This style has an emphasis on geometric patterns and shapes and so objects would be simplified. Edges would be left imperfect and patterns would flow with the shape of the objects.

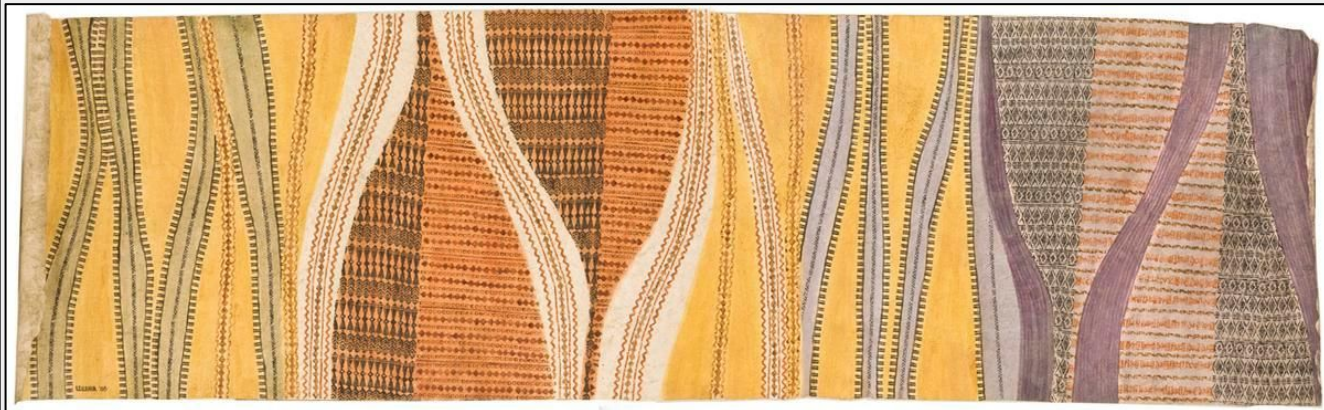
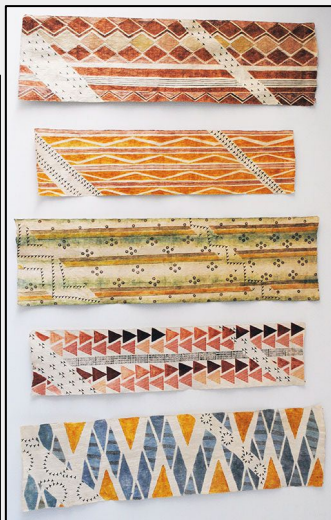
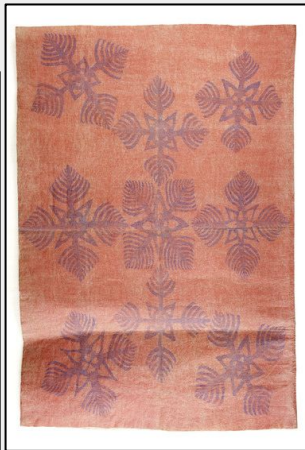


Value Statement

This style pays direct homage to a prominent piece of Hawaiian culture that is currently being recovered. The style would immerse the player into the feel and culture of the game. The style makes use of color and pattern to create visual interest and would be beneficial in maintaining focus among the target age range. The game relies heavily on the art and feel to keep interest while the player learns, and this would help keep the game unique while being educational.



Inspirations



Artists

Roen Huffon:

- <https://www.roenhufford.com/>

Dalani Tanahy:

- <https://www.kapahawaii.com/gallery.html>



Creation Pipeline

Assets are going to be made in Photoshop. When completed the assets will be exported as a transparent png and uploaded to the assets folder in Google Drive.

Assets are created in 300 PPI, for an intended screen resolution of 16:9 (1920x1080px or Full HD).

Assets will be named in Camelcase based off their asset type, name, and sprint (ie. MapOahuSprint3, UIFactSprint4, etc.)

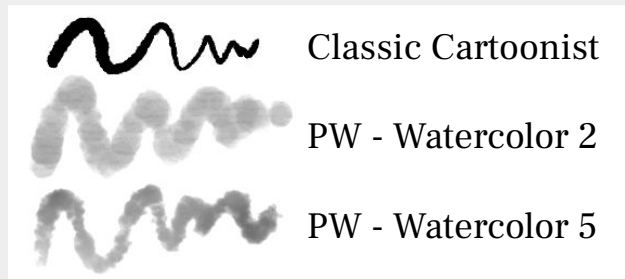
Asset types include: UI, Map, and Path



Asset Creation

All brushes used are in a file called KapaBrushes within the Google drive in assets folder then working files folder.

1. Sketch the silhouette of the asset using the brush “Kyle’s Inkbox - Classic Cartoonish.”
2. Place BaseTexture asset under the silhouette and using the magic wand tool cut to size.
3. Using Clipping mask fill asset with base color using “PW-Watercolor” brushes. Clean up the seams that form using “Kyle’s FX Box - Softer Wet Blender”
4. Set layer’s opacity to 75.
5. Create pattern using custom brushes created based off the exact patterns found in references. When creating a custom brush use the brush “Kyle’s Inkbox - Classic Cartoonish.”
6. Set layer’s opacity to 85.
7. Using “Kyle’s Eraser - Basic” clean up the edge to add texture, leaving it uneven



Classic Cartoonist

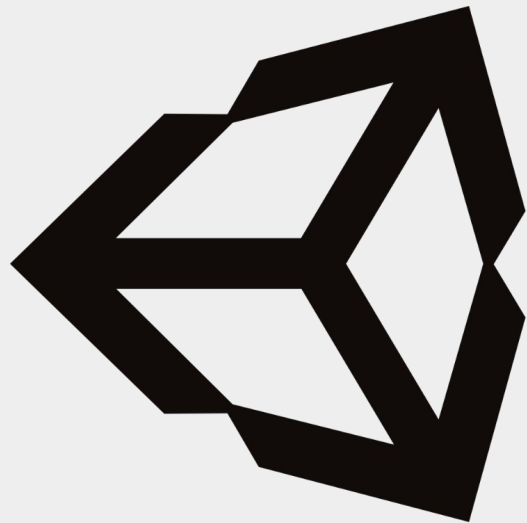
PW - Watercolor 2

PW - Watercolor 5

Implementation Pipeline

After completion assets will be brought into Unity and placed in their respective folder within the assets folder. The folder matches the asset type listed in their name. The art will be attached to UI or Game Objects by the designers with help from the programmer when necessary.

Example Asset Path: “Assets/Map/Regions” for each of the map regions



Implementation Pipeline Cont.

GitKraken Order of Operations:

pull repo → open unity project → edit files → save
unity project → stage changes → commit message →
commit changes → push repo



Color Palette

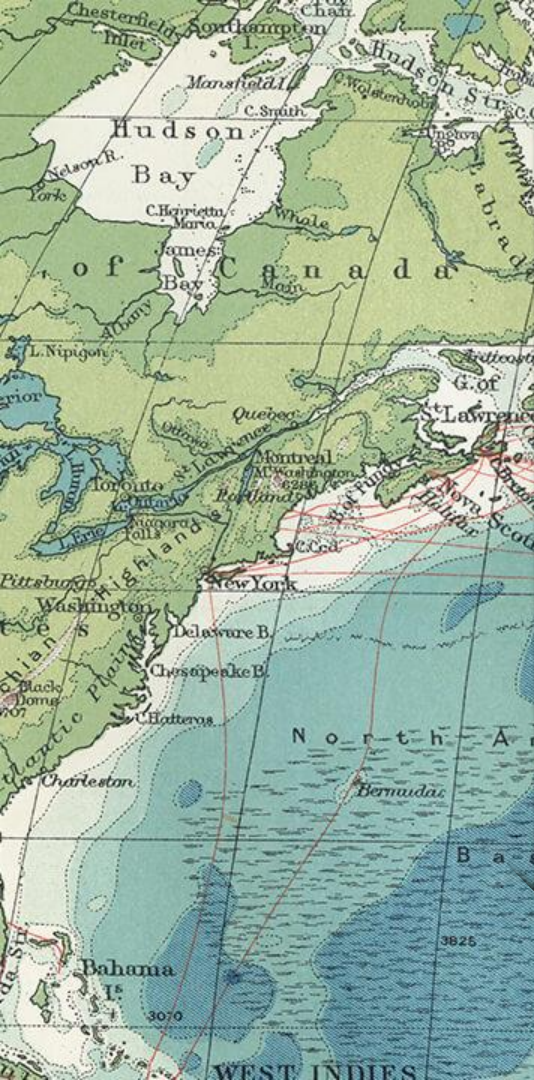
The color palette will be directly taken from images of Kapa. All assets will be similar in color to the object they are referencing, except for islands and regions which will be more diverse in color for the sake of readability.

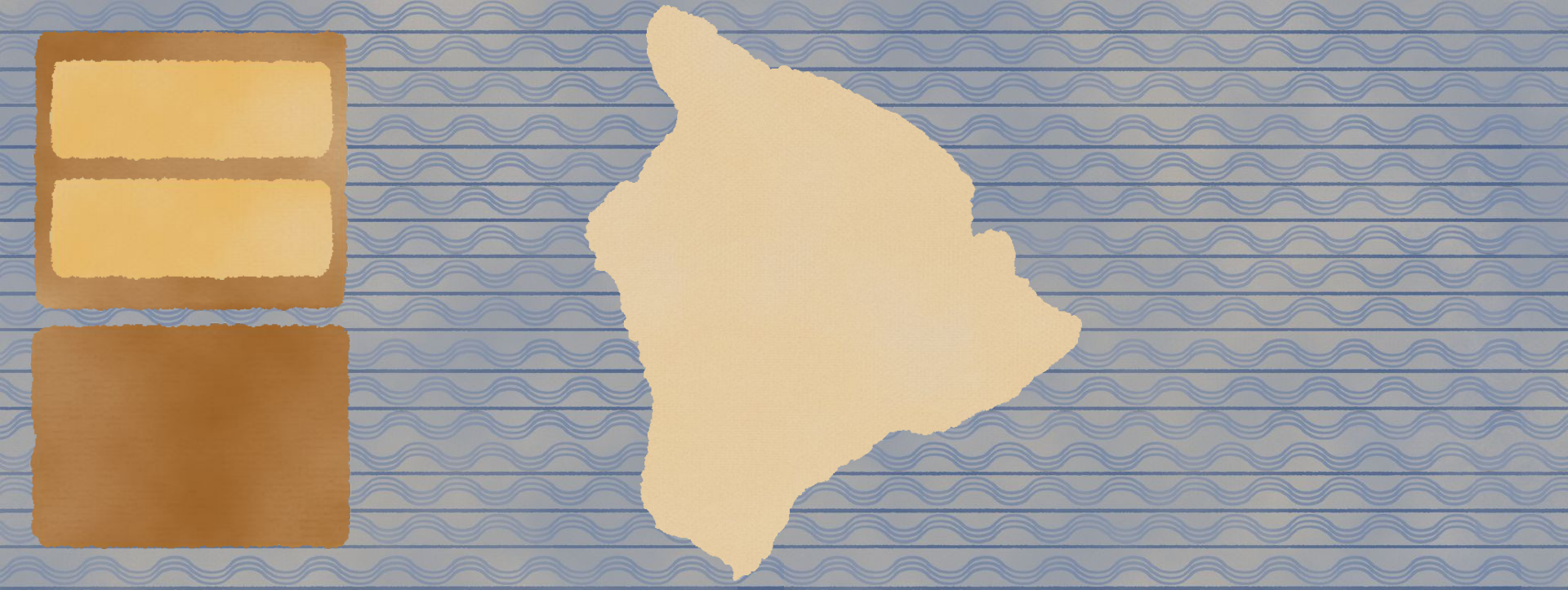


Typography

All text will be typed in Calistoga font directly in Unity to allow for a better work flow between artists and designers. Designers will be responsible for implementing the text within the UI.

A	B	C	D	E	F	G	H	I
J	K	L	M	N	O	P	Q	R
S	T	U	V	W	X	Y	Z	
a	b	c	d	e	f	g	h	i
j	k	l	m	n	o	p	q	r
s	t	u	v	w	x	y	z	
0	1	2	3	4	5	6	7	8
9	.	,	;	:	\$	#	'	!
"	/	?	%	&	()	@	





Style Guide - UI

The UI will be simplistic with mostly just flat color and slight texturing for the sake of not becoming too busy once the text is added. UI will incorporate flowers and feather on the borders to pay further homage to Hawaiian culture (if within scope). The UI details will vary slightly from the overall art style for the sake of standing out. For the sake of readability the extra details will contain a more rendered style but with identical textures and colors.



Style Guide - Map/Background

The map will follow the art style of Kapa and be simplistic in nature. Since other elements will be placed overtop, its important that detail is limited and almost blends into the flat color. Texturing will be vital for maintaining any visual interest and blending with other elements, but this should be an element that does not stand out.



Style Guide - Islands/Regions

Islands will be the most complex in shape due to their need to stay true to the real map of Hawai'i.

Simplification will need to be done for readability but it's essential that little is changed from the overall shape. Regions will each be their own color with patterns found on actual Kapa.



2.

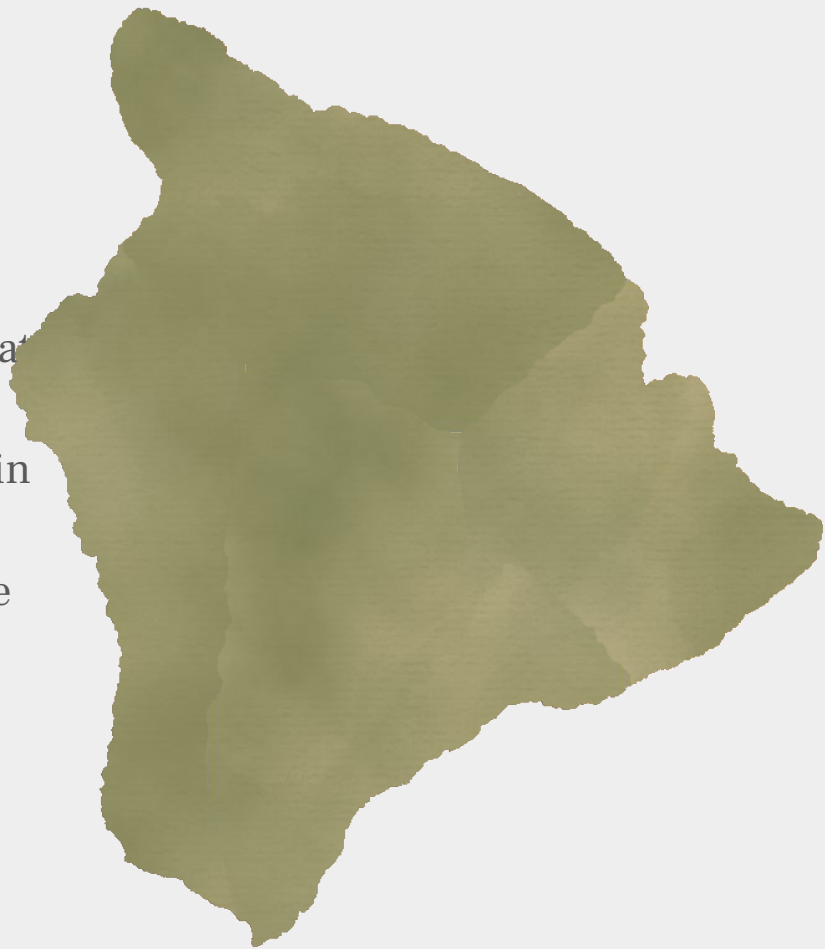
Path/Explore Mode





Style Guide - Path Mode Regions

In path mode the overall shape of the islands will be identical to map mode but visually the assets will be much more simplified. They will feature flat colors that match the overall look of the region they represent. For example large portions of the island are covered in forests or grasslands so those regions will be green whereas the volcano region will be a brownish orange to match the rock color of the area.



Style Guide - Icons/Obstacles

Much like the UI detail, the Icons will vary slightly from the art style for the sake of readability. They will be more rendered without the use of patterns due to their small size. Texture will be used to create unity between assets but should be kept to a minimal. Icons will be based off things of cultural significance such as hibiscus flowers, taro plants, or temple monuments.

Obstacles will have an identical style and will be based upon geographic locations that limit mobility.



Style Guide - Icons/Obstacles



Citations

Art Statement:

- <https://www.thegardenisland.com/2015/02/13/entertainment/art-and-tradition/>

Value Statement:

- <https://www.kapahawaii.com/gallery.html>
- <https://isaacsartcenter.hpa.edu/search-item.php?itemId=6932742&title=Ua+kau+ka+la+%28The+sun+is+up%29&artistId=&category=Fiber+Art&medium=Kapa&keyword=&colors=&sold=0&height=&width=&depth=&searchCriteria=%3Ci%3ECategory%3C%2Fi%3E%3A+Fiber+Art+++%3Ci%3ESubcategory%3C%2Fi%3E%3A+Kapa+++&offset=37>
- <https://collections.tepapa.govt.nz/object/95331>

Citations

Inspirations:

- https://www.britishmuseum.org/collection/object/E_2014-2031-1
- <https://collections.tepapa.govt.nz/object/966783>
- <https://honolulumuseum.org/collections/46501/>
- <https://www.nativeartsandcultures.org/dalani-tanahy>
- <https://collections.lacma.org/node/222394>

Artists:

- <https://isaacsartcenter.hpa.edu/search-item.php?itemId=5924262&title=Kapa+Doll+Figure&artistId=&category=Fiber+Art&medium=Kapa&keyword=&colors=&sold=0&height=&width=&depth=&searchCriteria=%3Ci%3ECategory%3C%2Fi%3E%3A+Fiber+Art+++%3Ci%3ESubcategory%3C%2Fi%3E%3A+Kapa+++&offset=16>
- <https://isaacsartcenter.hpa.edu/search-item.php?itemId=6932758&title=Dahlia+Bouquet&artistId=&category=Fiber+Art&medium=Kapa&keyword=&colors=&sold=0&height=&width=&depth=&searchCriteria=%3Ci%3ECategory%3C%2Fi%3E%3A+Fiber+Art+++%3Ci%3ESubcategory%3C%2Fi%3E%3A+Kapa+++&offset=3>

Citations

Creation Pipeline:

- <https://logos-world.net/photoshop-logo/>

Asset Creation:

- <https://wordpress.org/plugins/easy-under-construction/>

Implementation Pipeline:

- [https://commons.wikimedia.org/wiki/File:Unity Technologies logo.svg](https://commons.wikimedia.org/wiki/File:Unity_Technologies_logo.svg)
- <https://www.gitkraken.com/store>

Typography:

- <https://fontmeme.com/fonts/calistoga-font/>