

Hold My Torch

Artbible

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Content

- References
- Moodboards
- Style Guide
 - Concepting
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 - Animation
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References - Ashen



Semi-realistic proportions

Very clear shape language

Little round shapes, rather boxy

Hard edges in armor are modelled but solidified by hand painted highlights and shadows

Textures seem to be hand-painted and minimalistic

Texture show clear wear and tear in clothing etc

Characters are low-poly, with slightly higher poly counts in the armor

Minimized features: No face, no fingers, tiny feet

References - Ashen



Environmental objects are significantly lower poly

Not every hard edge is modelled, sometimes it is simply textured / normal mapped

Textures are minimalistic, often leaving big flat areas

Things like cracks and slight discolorations seem to be hand-painted

Unimportant and objects that repeat in large quantities have further minimized texturing (e.g.: trees)

Grass and leaves are simply flat

Flooring has a larger amount of painted texturing

Seems to be a mix between realistic textures and painting

The entire game just seems to be orange and blue



There are no obviously repeating textures

Textures are minimized to the point of only texturing in some areas (e.g. wall with building blocks)

Straight edges and symmetry are avoided within architecture and props

Semi-Cartoon style for props

References - Ashen



Caves are very dark, only have specific points of lighting, illuminated by god rays

Not illuminated parts in the distance are still visible but greatly reduced in detail

In this screenshot mind the clutter, there are a lot of little pieces that give the ruin character!

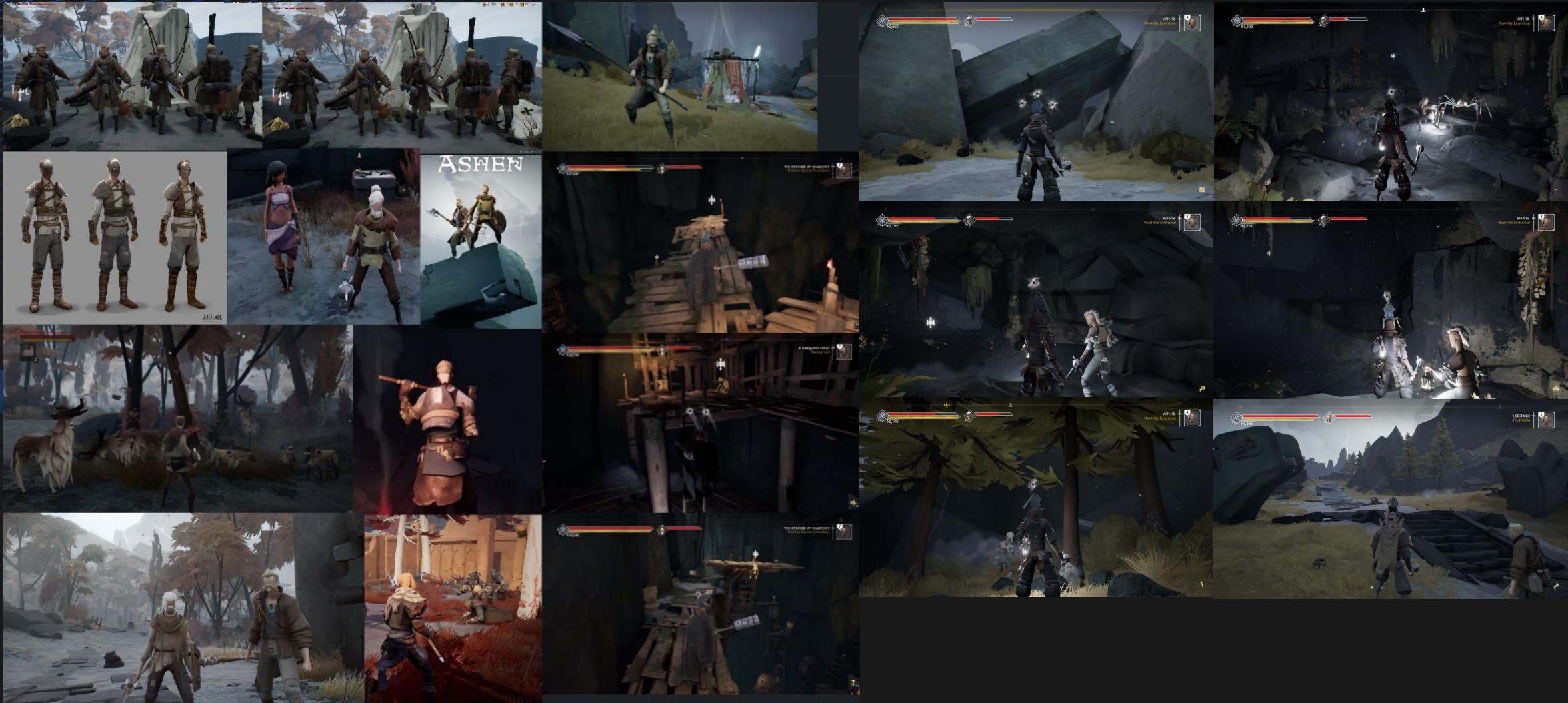
Stones are extremely low-poly and texture is mostly used to show wear on objects

There is a strong contrast between light and environment, the light going in almost full white while the shadows around it being entirely black

The light is dynamic and the only source to see detail on the floor



References - Ashen



References – Sea Of Thieves



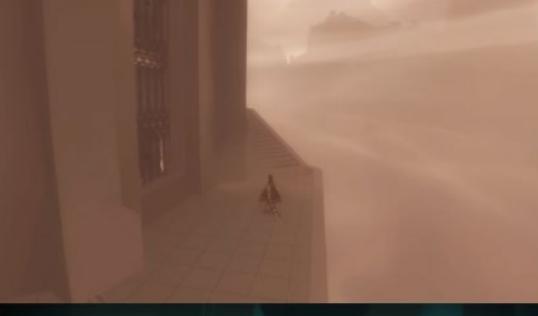
References - Absolver



| | |
|----------------------------------|---------------------------|
| More vivid colors | Higher texture density |
| Higher level of detail | Higher poly count |
| Realistic anatomy (e.g. fingers) | Face hidden behind a mask |



References

| Journey | | Necropolis | | | Viking Vengeance | | |
|---|---|--|---|---|--|--|--|
|  |  |  |  |  |  |  | |
| Very little to no texturing → Most is done by lighting | Environment fairly low-poly | Very little difference in color → Mostly Orange and some blue | extremely low poly style | environment lower poly than character | almost no texture painting in environment | | |
| Lighting creates most of the atmosphere also fog | Low contrast in daytime / desert | | indirect lighting | pretty dark setting overall | | | |
| | | | low poly but rather detailed character | no face / covered by helmet | simple colors and materials | | |

Journey

Very little to no texturing → Most is done by lighting

Environment fairly low-poly

Very little difference in color → Mostly Orange and some blue

Lighting creates most of the atmosphere also fog

Low contrast in daytime / desert

Necropolis

extremely low poly style

environment lower poly than character

almost no texture painting in environment

indirect lighting

pretty dark setting overall

low poly but rather detailed character

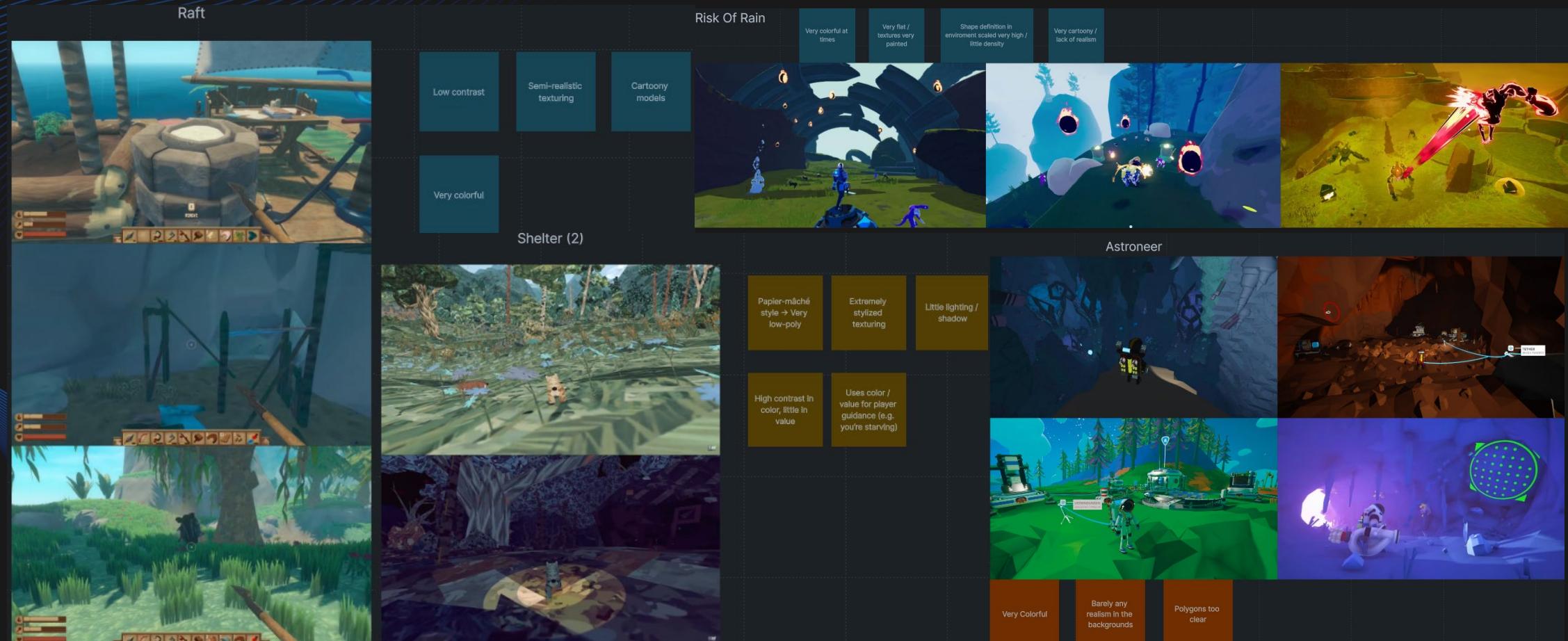
no face / covered by helmet

simple colors and materials

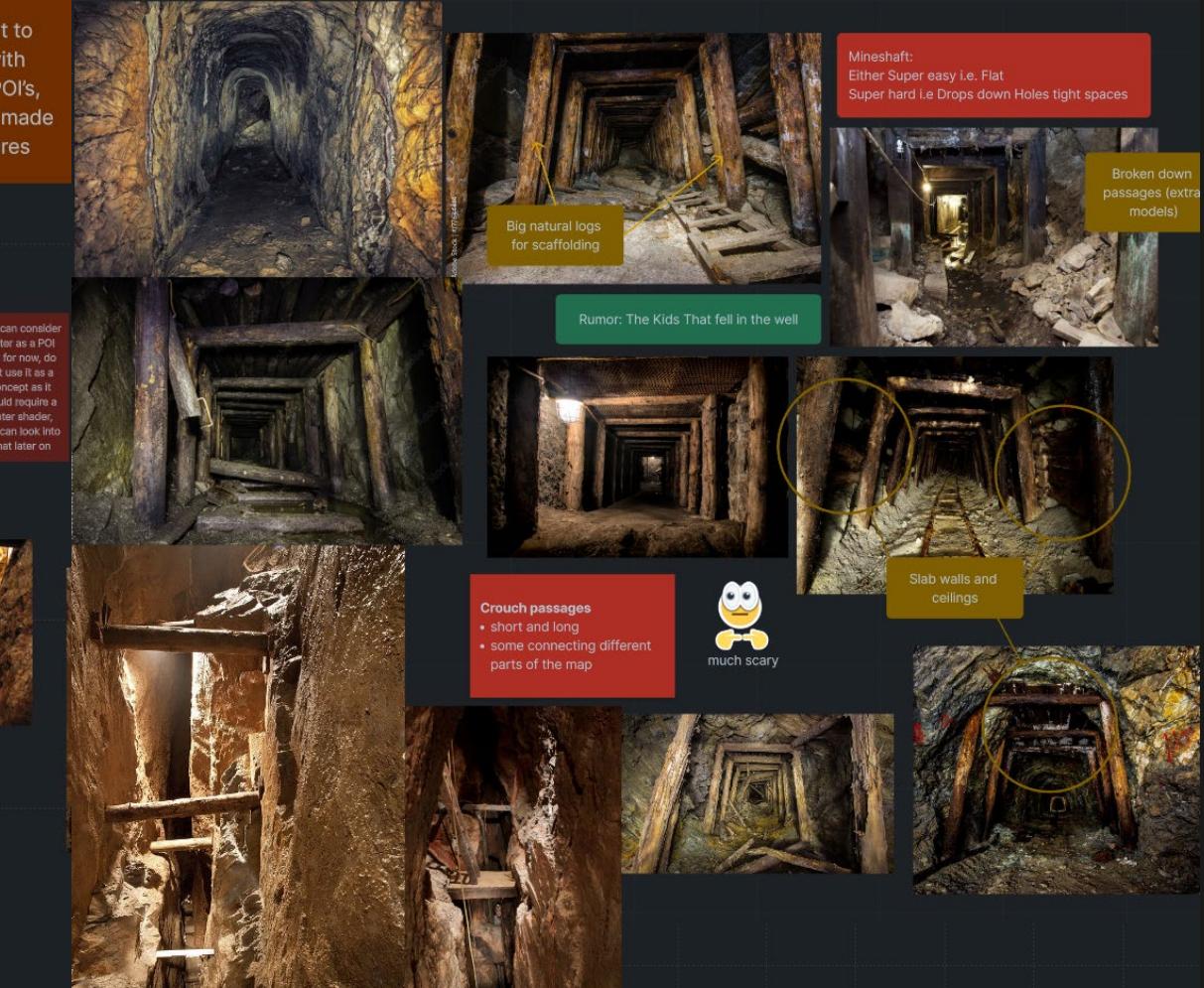
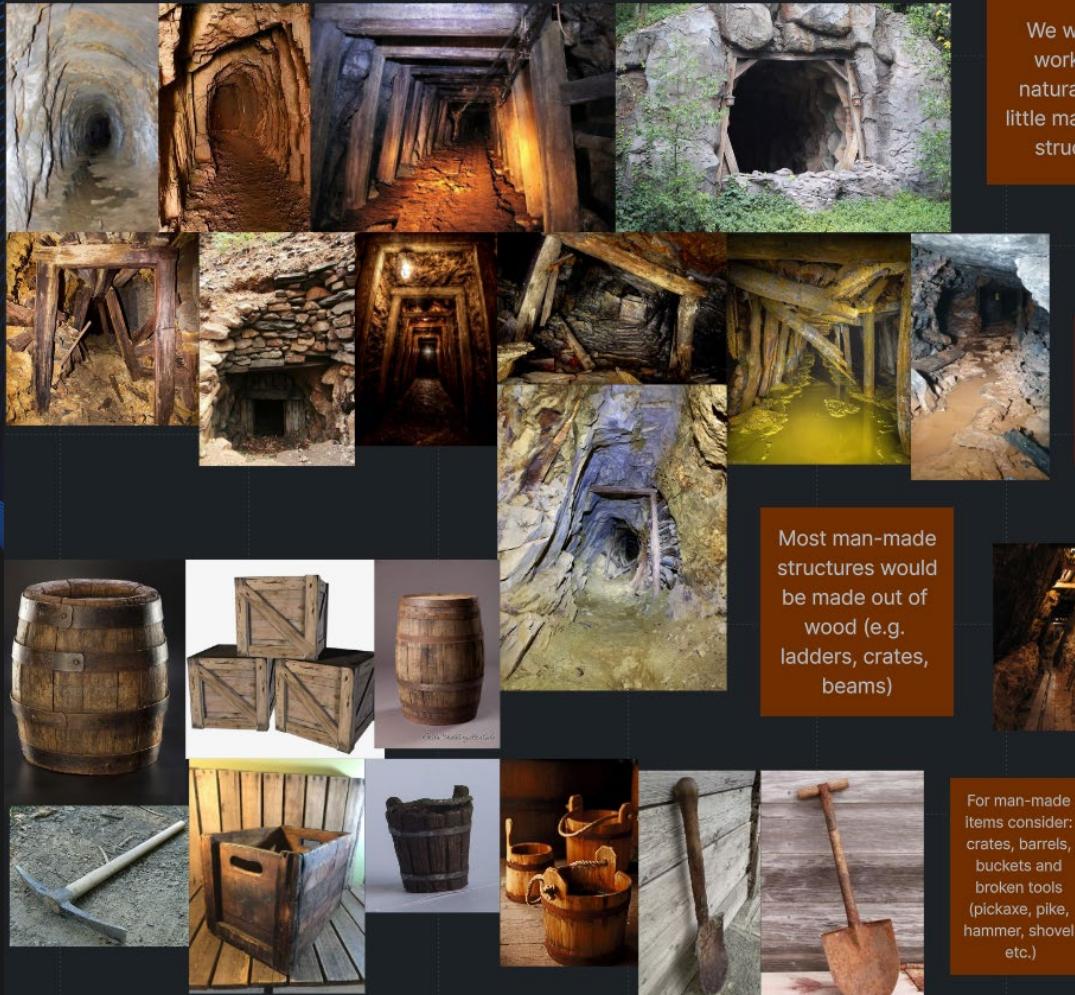
Viking Vengeance

References – “Don’ts”

similar games that deviate from our vision



Moodboard - Cave



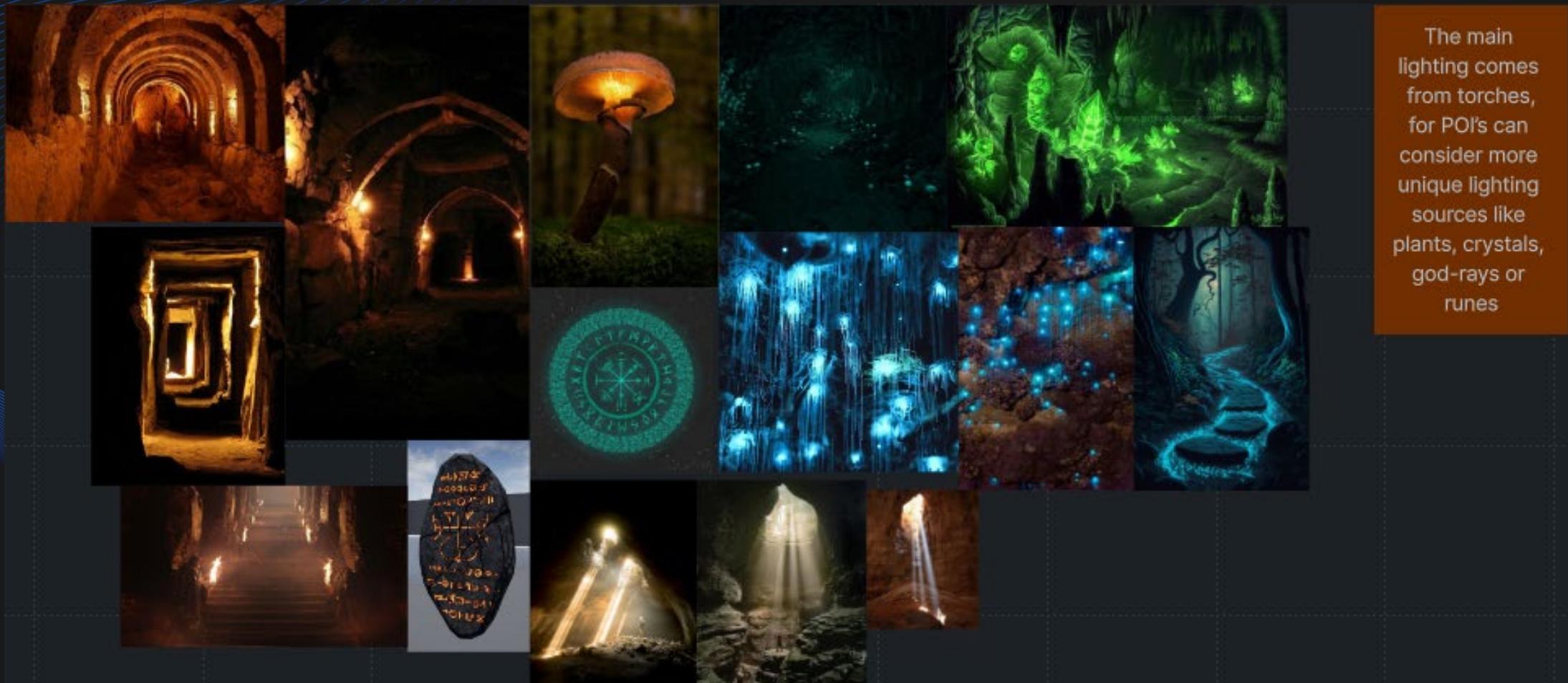


Moodboard - Man-Made Structures





Moodboard - Lighting



The main lighting comes from torches, for POI's can consider more unique lighting sources like plants, crystals, god-rays or runes

Moodboard - Color

Colors

These palettes are for inspiration only, also I didnt make them



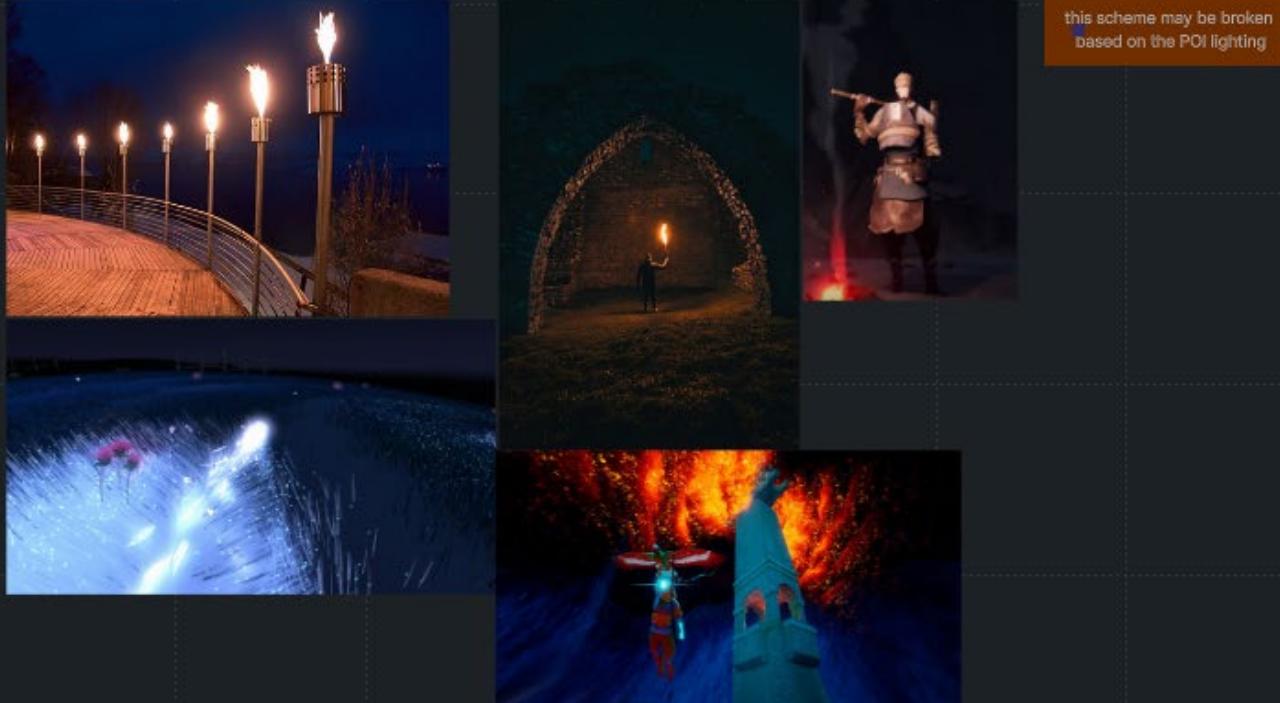
Most items will have desaturated colors, mostly in browns / blues



The lighting should enforce a high contrast color scheme, which the base colors have to harmonize with / support

shadows would be more towards blues while lights more towards red

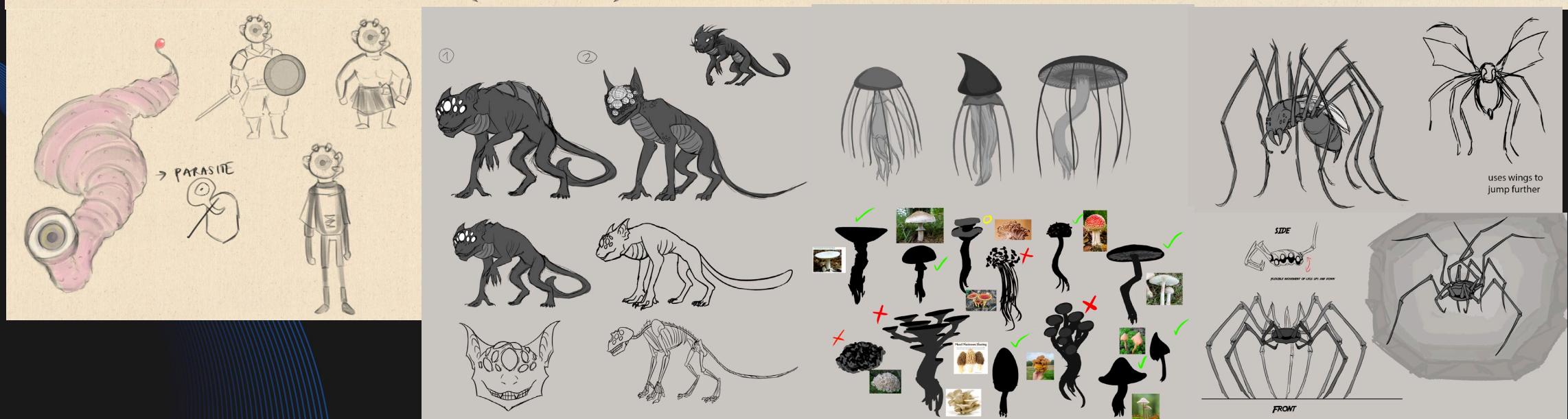
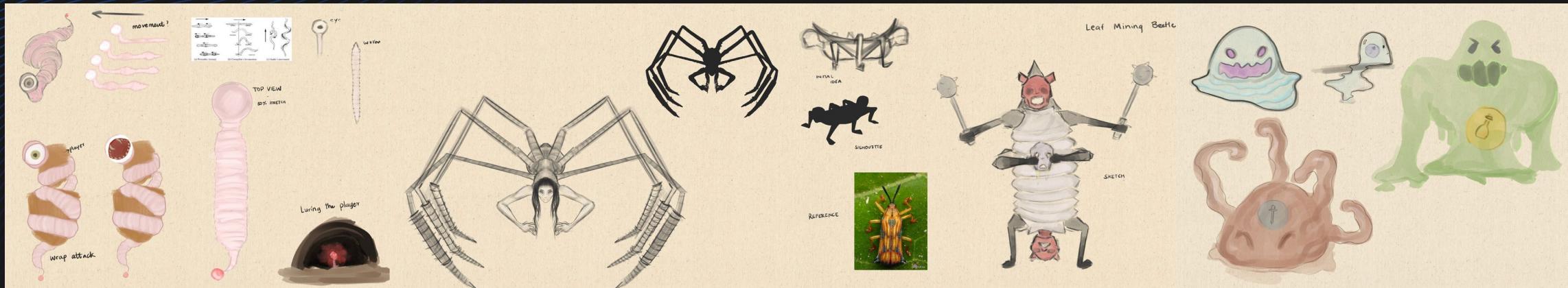
this scheme may be broken based on the POI lighting



Style Guide - Concepting

- The only thing using elaborate concepts are creatures
- Keep in mind the environment, narrative and setting
- They should be weird or creepy and not get too cute / tropic
- Make them work in the dark, consider using emissive parts and clear / creepy silhouettes

Concept Examples



Style Guide - Modelling

Models should follow a low-poly style, details (like cracks etc. for wear & tear) may be baked in, but the model should always display clear geometrical shapes.

There is a rough guideline for vertex / poly-counts set for each model individually, but this would be the rule of thumb:

| Type | Poly Count Guidelines |
|---|-----------------------|
| Character | 3.000 - 5.000 |
| Creature | 3.000 |
| Item | 1.000 |
| Big Environmental Objects (Walls etc.) | 2.000 |
| Medium Environmental Objects (Stones, poles etc.) | 1.000 |
| Small Environmental Objects & Props | 800 |

This is not a definite count but an estimate.
Models should not go far above this but can if necessary.

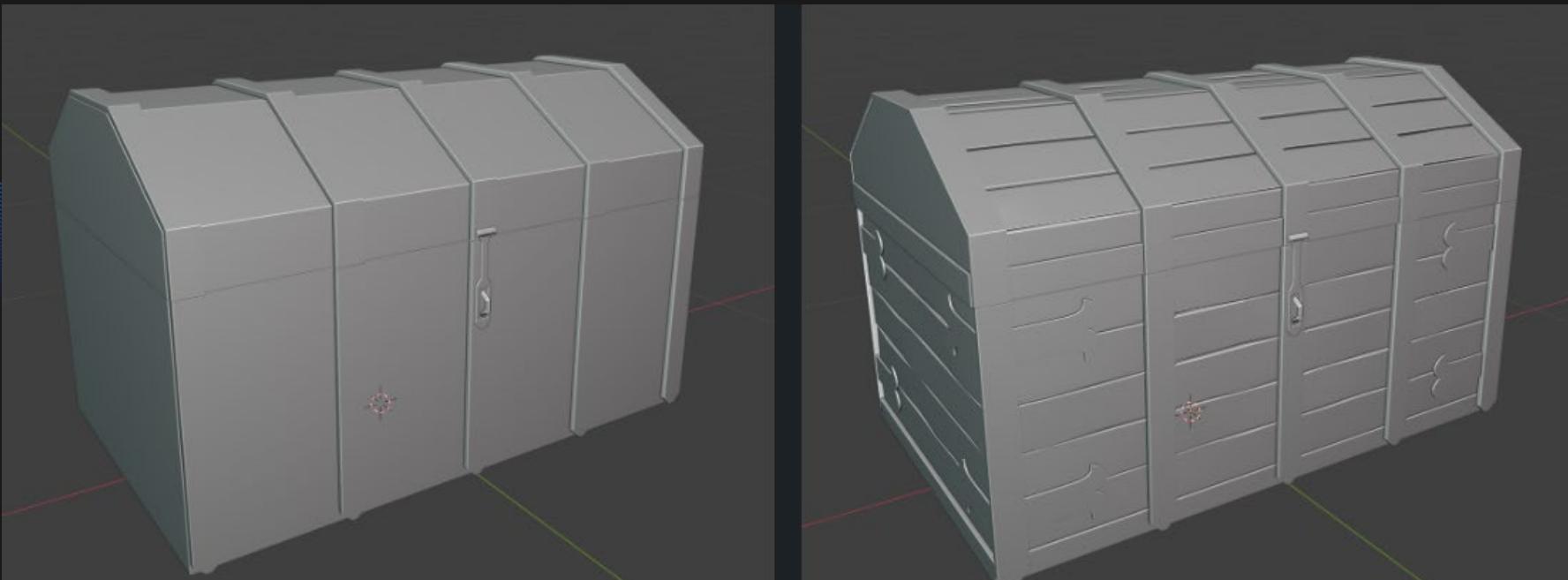
Style Guide - Modelling

- For sake of displaying clear geometry models should use little smoothening and have a lot of hard edges
- Rule of thumb: Keep vertical lines smoothed and horizontal ones hard edges.



Style Guide - Modelling

- The low-poly version of an object should not have a lot of detail, smaller details will be added via baking / texturing (so with a high-poly version)



Style Guide - Modelling

Keep in mind for characters:

- Humanoids do not have facial features
- They follow semi-realistic proportions but can be cartoony
- The player is 1,8m tall



Style Guide - Modelling

Technical Requirements:

- The object should be facing the Y-Axis
- Pivot of the object needs to be at the centre of the mesh UNLESS it is carried by the player, then it needs to be where it is attached to their hand
- Make sure the object is always at 0,0,0 before you export
- Size every object according to the player (they're 1,8m tall)

Style Guide - Modelling

Export:

- Before pressing export, only select the mesh(es) you want to export
- Make sure you only export selected objects
- Select +X as forward +Z as upward
- Unselect “Bake Animation”

Style Guide - Texturing

Characters / Creatures:

- We use texturing to push shadows and highlights more dramatically
- Especially clothing should show a lot of wear / tear
- The base color shouldn't be all too noisy but clearly indicate material
- The base colors can be more saturated, but still be fairly dull and worn-out



Style Guide - Texturing

- Be careful not to get too realistic with the materials



Try to avoid this kind of realism



And go
more
flat like
this

Style Guide - Texturing

- But also don't go too washed out, we need some definition!

It's not too realistic but now it got a bit too flat!



Adding some folds and patches helps us create some interest!

Style Guide - Texturing

- Following a similar rule-set, most important for props is to push more wear and tear
- This may be additionally achieved by painting on more drastic shadows
- The rule for fabrics also applies here
- Most important for bigger objects is that they leave big reast areas and have smaller detailed areas
- Colors should be dull and worn out, lower in saturation



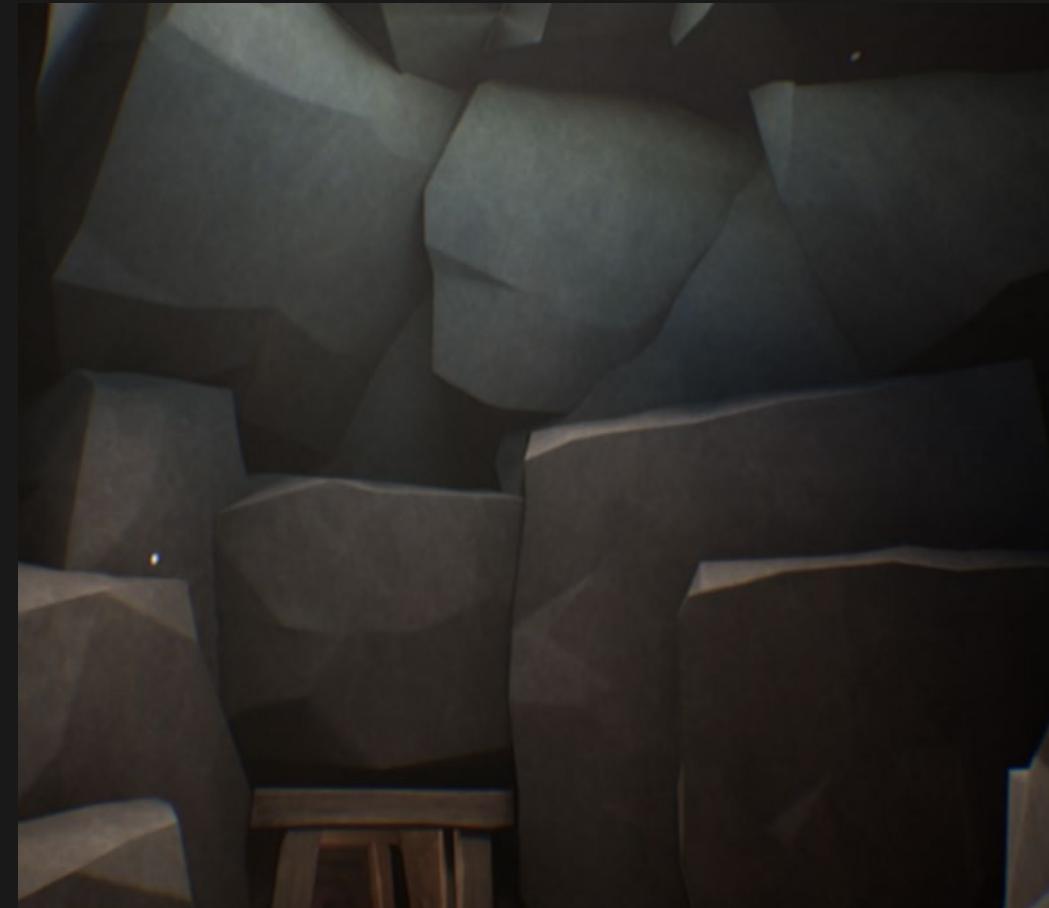
Style Guide - Texturing

- The only props showing lower wear & tear as well as using high saturation are treasures
- They should be shiny and interesting to the player as well as easy to see in the dark



Style Guide - Texturing

- The environment follows a similar rule-set, but uses a tilable world-texture for a base color, already adding noise
- Most of the definition will be created via normal map
- If seen as necessary shadows and highlight may be pushed via ambient occlusion or an additional base color layered on top
- It is important that no additional noise is created



Style Guide – Texturing Don'ts



Colors too
saturated



Too little
wear &
tear



Too much
noise



Odd vertical
lines



Too static



Too artsy

Style Guide - Texturing

Technical Requirements:

- We have 3 main texture maps:
 - Base Color (Col)
 - Metallic / Roughness / Ambient Occlusion (Rou)
 - Normal (Norm)
- For some objects an Emissive (Emi) map may be added
- Texture maps should not go above 2k

Style Guide - Texturing

Naming Convention:

T_ModelNameShort_Type

These are the conventions for the **Type**:

BaseColor / Albedo = Col

Emissive = Emi

Normal / Height = Norm

Roughness / Metalness / Occlusion = Rou

E.G.: The Base Color for the Player Character would be

T_PlayCh_Col

The Normalmap would be

T_PlayCh_Norm

The shortened name should be as short as possible but understandable, make sure it is the same for every texture used in the same model.

Style Guide - Animation

- For sake of blending animations keep in mind when animating:
- Upper Body Movement will only be displayed from DEF_Spine_003 for two-handed items and Def_Shoulder_001 for one-handed items
- Item anims need an Idle pose and a Crouch Idle pose to work smoothly

Style Guide - Animation

Export

- Before pressing export select the mesh, then the rig
- Make sure you have the Action you want exported open in the Action Editor
- As with other models: +X Forward, +Z Upward
- In the “Armature” tab turn on “Only Deform Bones” and turn off “Add Leaf Bones”
- In the “Bake Animation” tab turn off “NLA Strips” and “All Actions”, leave the rest on

Style guide UI

Fonts

Illuminated Letters

LARGE ILLUMINATED NIGHTMARE GOTHIC ROUGH

N/a

Illuminated Letters

SMALL ILLUMINATED NIGHTMARE GOTHIC ROUGH
N/a

Title Font

NIGHTMARE GOTHIC ROUGH

36 pt, 10.0%

Button Font

EB Garamond

Semi Bold, 24 pt, 2.5%

Body Font

EB Garamond

Semi Bold, 20 pt, 2.0%

EB Garamond

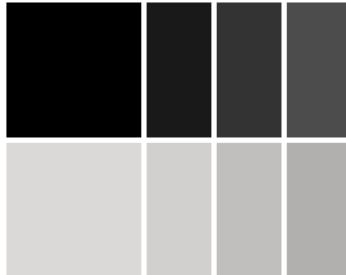
Regular, 16 pt, 25

Colours

Accent Colour



Base Colours



Other



Buttons

Style 1: Large

Normal

Button

Hover

► Button

Style 2: Normal

Normal

Button

Hover

► Button

Pressed

Button

Style 3: Small

Normal

Button

Hover

► Button

Style guide UI



Cross hatching

- give the impression of etching
- red accent to create more visual interest
 - gradients may be used but sparingly



Filigree

- Illuminated Letters achieved with a simple filigree pattern as a background
- Thorns to give a slightly more hostile look

Line work

- if lines (especially in the case of filigree) are more uniform grunge should be added to avoid looking too clean unless it is in use of very simple/small UI elements
- Accent/Separator lines should vary in thickness resembling rushed writing with a quill or pen
 - this will also help matching the linework of hand drawn elements

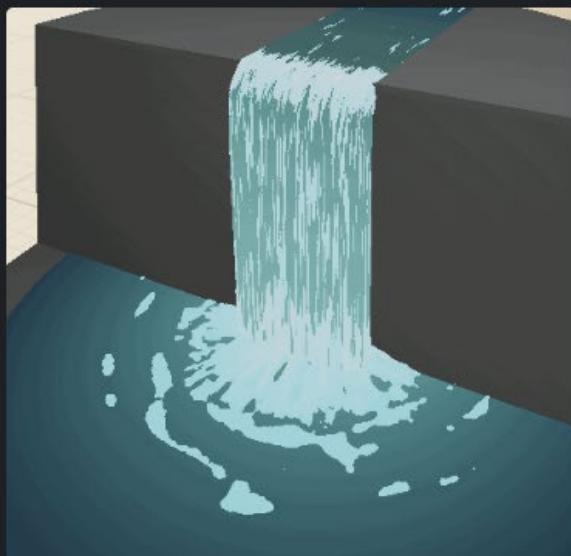


Backgrounds

- Should resemble Torn paper
 - with a texture overtop to add a worn look
- lean more towards a grey sepia tone

VFX

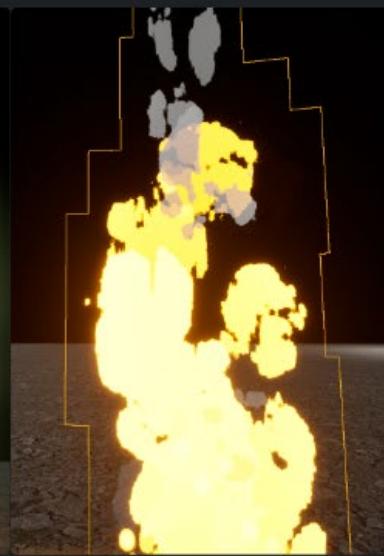
The general feel follows the cell shader style. The particles consist of a smooth part and a chunky part. The colors should adhere to the overall art style.



Cell shader example



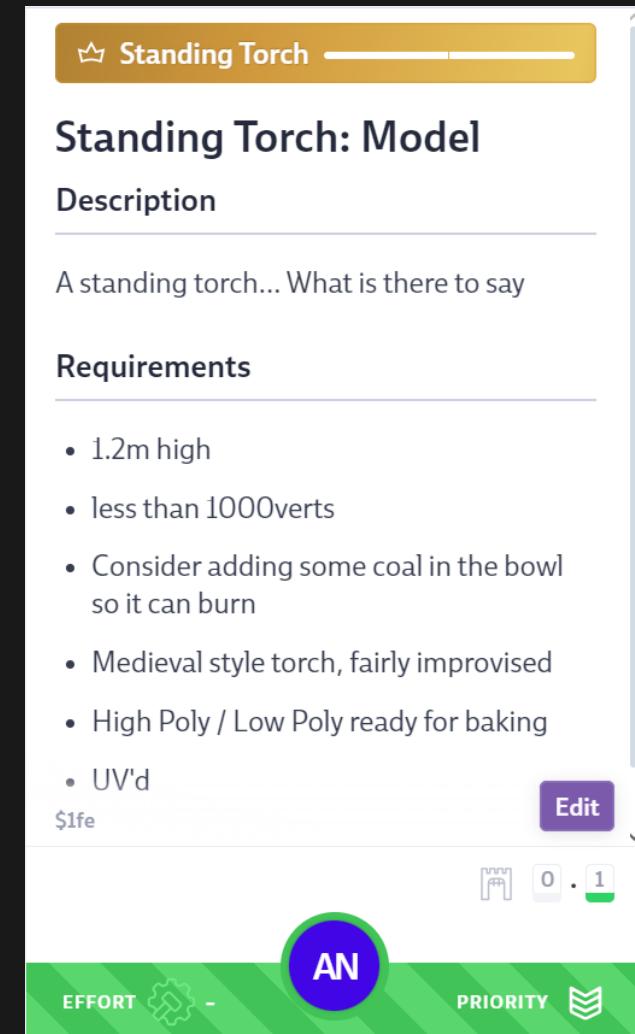
smooth: There's no exact shape



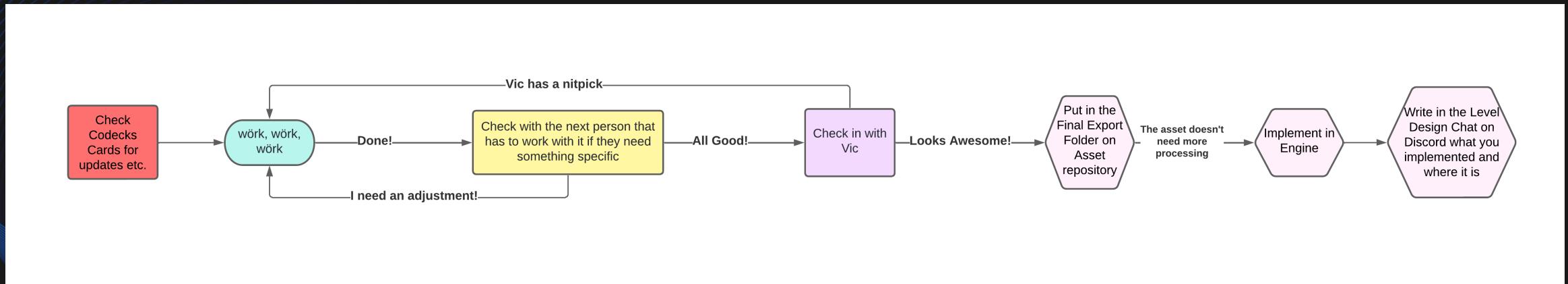
chunky: you can see
the clear shape

Workflows - Codecks

- Information and references for tasks is in each person's Codecks card
- The task (card) holder chooses the effort themselves and starts the card when they are working on it
- Once the card holder is done with a task (card) they set it under review
- Once the Art Lead has reviewed the card, it is set as done and can move to the next phase (in the example's case: texturing)



Workflows



Everyone has responsibilities to check with the next people working with their asset to assure smooth communication

Asset Lists - Environment

| Naming Convention | Description | Priority | Codecks | Naming Convention | Description | Priority | Codecks |
|-----------------------|--|----------|-------------------------------------|-------------------|---|--------------------------------------|-------------------------------------|
| MKScuff_Plank1 | Rough wooden plank 0.2m x 1m | Medium | <input checked="" type="checkbox"/> | MKCave_BRock | Irregular shape, max 6 cubic meters | High | <input checked="" type="checkbox"/> |
| MKScuff_Plank2 | Rough wooden plank 0.2m x 2m | Medium | <input checked="" type="checkbox"/> | MKCave_SRockWall | 2x2x4 | High | <input checked="" type="checkbox"/> |
| MKScuff_Plank3 | Rough wooden plank 0.4m x 2m | Medium | <input checked="" type="checkbox"/> | MKCave_MRockWall | 4x4x4 | High | <input checked="" type="checkbox"/> |
| MKScuff_PoleHor1 | Rough wooden pole 0.1m x 1m | Medium | <input checked="" type="checkbox"/> | MKCave_BRockWall | 4x8x8 | High | <input checked="" type="checkbox"/> |
| MKScuff_PoleHor2 | Rough wooden pole 0.1m x 2m | Medium | <input checked="" type="checkbox"/> | MKMine_Gate | Connects hallways with crossings etc. | High | <input checked="" type="checkbox"/> |
| MKScuff_PoleVer2 | Rough wooden pole 0.15m x 2m | Medium | <input checked="" type="checkbox"/> | | Basically a connector between the spline and the modular kit walls. | | |
| MKScuff_PoleVer4 | Rough wooden pole 0.15m x 4m | Medium | <input checked="" type="checkbox"/> | MKMine_Wall | Rough stone walls with wooden support structures | Medium | <input checked="" type="checkbox"/> |
| MK_Scaff_BrokenPoleS | Short broken pole (ca. 1,5m - only one end broken) | Medium | <input checked="" type="checkbox"/> | | MKMine_BeamVer | High | <input checked="" type="checkbox"/> |
| MK_Scaff_BrokenPoleL | Long broken pole (ca. 3.5m - only one end broken) | Medium | <input checked="" type="checkbox"/> | MKMine_BeamHor | A vertical wooden beam for stability | High | <input checked="" type="checkbox"/> |
| MK_Scaff_BrokenPlankS | Short broken plank (ca. 40cm) | Medium | <input checked="" type="checkbox"/> | | A horizontal wooden beam for stability | High | <input checked="" type="checkbox"/> |
| MK_Scaff_BrokenPlankL | Long broken plank (ca. 60cm) | Medium | <input checked="" type="checkbox"/> | MKMine_Spline | Rough stone walls | High | <input checked="" type="checkbox"/> |
| MKCave_SRock | Irregular shape, max 1.5 cubic meters | High | <input checked="" type="checkbox"/> | | MKMine_Stalactide | Stalactides / Dripstones | Low |
| MKCave_MRock | Irregular shape, max 3 cubic meters | High | <input checked="" type="checkbox"/> | T_FloorMine | T_Rope | Simple seamless tilable rope texture | Medium |
| | | | | | | | <input checked="" type="checkbox"/> |

Asset Lists - Environment

| Naming Convention | Description | Priority | Codecks | Naming Convention | Description | Priority | Codecks |
|-------------------|--|----------|-------------------------------------|----------------------|---|----------|-------------------------------------|
| MKTown_Window | Four different types of windows | Medium | <input checked="" type="checkbox"/> | MKTown_Well | An old well | Medium | <input checked="" type="checkbox"/> |
| MKTown_Door | Doors, one rather narrow one a bit wider | Medium | <input checked="" type="checkbox"/> | MKTown_Board | An empty bulletin board, stands on its own | Medium | <input checked="" type="checkbox"/> |
| T_RoofShing | A shingled roof texture | Medium | <input checked="" type="checkbox"/> | MKTown_ShopTent | A tent building the shop | Medium | <input type="checkbox"/> |
| MKTown_RoofTrims | two modular pieces building the roof | Medium | <input checked="" type="checkbox"/> | MKTown_SleepTent | A tent the player can sleep in | Medium | <input type="checkbox"/> |
| MKTown_FloorGrass | A low contrast texture for a grass floor. Tileable | Medium | <input checked="" type="checkbox"/> | MKTown_Awning | An awning that marks the shop | Medium | <input checked="" type="checkbox"/> |
| T_FloorDirt | A low contrast texture for dirt floor. Tileable | Medium | <input checked="" type="checkbox"/> | MKTown_Mattepainting | To enhance the far background a bit. Possibly some mountains etc. | Low | <input type="checkbox"/> |
| T_Wall | A texture to be used on house walls. Tileable | Medium | <input checked="" type="checkbox"/> | MKCata_PuzzDoor | A door with four buttons | High | <input checked="" type="checkbox"/> |
| T_Grime | A texture to be used via vertex painting in engine, adding dirt and moss to surfaces | Medium | <input checked="" type="checkbox"/> | MKCata_PuzzShrine | A shrine with a socket to insert a mana crystal, connected to the door visually (has the 4 buttons) | High | <input checked="" type="checkbox"/> |
| MKTown_Shrub | Bushes | Low | <input checked="" type="checkbox"/> | MKCata_CubA | A basic cube | Medium | <input checked="" type="checkbox"/> |
| MKTown_Tree | Common Trees | Medium | <input checked="" type="checkbox"/> | MKCata_CubeB | A cube with one eroded / chipped edge | Medium | <input checked="" type="checkbox"/> |
| MKTown_Gate | Entrance Gates to the town, the gates are closed so the players can't go through | Medium | <input checked="" type="checkbox"/> | MKCata_CubeC | A cube with two eroded / chipped edges | Medium | <input checked="" type="checkbox"/> |
| MKTown_Bridge | A broken off bridge leading away from the town | Medium | <input checked="" type="checkbox"/> | MKCata_Cuboid | A basic cuboid | Medium | <input checked="" type="checkbox"/> |

Asset Lists - Environment

| Naming Convention | Description | Priority | Codecks | Naming Convention | Description | Priority | Codecks |
|--------------------------|--|----------|-------------------------------------|-------------------|--|----------|-------------------------------------|
| MKCata_PillarSocket | A socket for a cubic pillar to stand on | Medium | <input checked="" type="checkbox"/> | MKMine_Amphora | An empty amphora | Low | <input type="checkbox"/> |
| MKCata_OrnamentWall | A wall with more ornamentation | Low | <input checked="" type="checkbox"/> | MKMine_SCrate | A small crate | Low | <input checked="" type="checkbox"/> |
| MKCata_Arch | A roman arch for sake of building bridges | Medium | <input checked="" type="checkbox"/> | MKMine_BCrate | A big Crate used to transport bigger things | Medium | <input checked="" type="checkbox"/> |
| ModularWorldActor_Ladder | A step of a modular ladder (like a flat "H") | Medium | <input checked="" type="checkbox"/> | MKMine_Barrel | An empty barrel | Low | <input type="checkbox"/> |
| MKMine_TorchMount | A metal cage to mount the torch to the wall | High | <input checked="" type="checkbox"/> | MKMine_Bottle | A big empty wine bottle | Low | <input type="checkbox"/> |
| MKMine_StandingTorch | A standing torch | Medium | <input checked="" type="checkbox"/> | MKMine_TranspLog | A log used for transporting bigger things | Medium | <input checked="" type="checkbox"/> |
| MKMine_Crystal x5 | 5 versions of crystals that can be placed in walls or flooring as small POIs | Medium | <input checked="" type="checkbox"/> | MKTown_Poster | Two types hang out poster which we can put on walls and use text renderer over to give the player instructions | Low | <input type="checkbox"/> |
| MKTown_Bench | Simple wooden bench | Medium | <input checked="" type="checkbox"/> | MKTown_ShopSign | A wall sign that indicates a trader inside, try flat and perpendicular attachment to wall | Low | <input checked="" type="checkbox"/> |
| MKTown_Table | Simple, long rectangular wooden table | Medium | <input checked="" type="checkbox"/> | Skeleton | A simple skeleton separated into bone groups to pose in engine (arranged in T Pose) | Low | <input type="checkbox"/> |
| MKTown_Table2 | Simple, round wooden table | Medium | <input checked="" type="checkbox"/> | BrokenTool | Some broken pitchaxes / pitchforks lying around | Low | <input type="checkbox"/> |
| WoodenChest | Wooden chest with a few metal elements | High | <input checked="" type="checkbox"/> | BurglarNest | A bigger hole in the wall, surrounded by a bit | High | <input checked="" type="checkbox"/> |
| IronChest | Solid chest with a lot of metal elements | Low | <input type="checkbox"/> | | | | |
| MKMine_ClayVase | About 1,20m high simple clay vase | Low | <input checked="" type="checkbox"/> | | | | |
| MKMine_ClayPot | Small clay pot with a lid | Medium | <input checked="" type="checkbox"/> | | | | |

Asset Lists - Environment

| Naming Convention | Description | Priority | Codecks |
|-------------------|--|----------|-------------------------------------|
| BurglarNest | A bigger hole in the wall, surrounded by a bit of rubble | High | <input checked="" type="checkbox"/> |
| Vines | Vines that grow in the dark caves | Low | <input type="checkbox"/> |
| Cobweb | Cobwebs to put on the walls | Low | <input type="checkbox"/> |
| T_Moss | A mossy texture to be used via vertex painting | Medium | <input type="checkbox"/> |
| CallToAdv | A handheld paper asking for adventurers to investigate the mines (text in narrative) | High | <input checked="" type="checkbox"/> |
| BladesHire | Posters stuck in the bulletin board for changing your class. | Medium | <input type="checkbox"/> |
| T_Runes | A set of runes to be used for puzzles and environmental storytelling | Medium | <input type="checkbox"/> |
| Mushroom | A normal cave mushroom | Medium | <input type="checkbox"/> |

- The stronger green is everything you can see in this Goldmaster build
- Red is everything that was scrapped but may be in future versions of the game
- The less strong green ones are assets that exist but haven't been implemented / belong to scrapped features

Asset Lists - Items

| Naming Convention | Description | Priority | Codecks |
|-------------------|---|----------|-------------------------------------|
| Backpack | A bag, that can be dropped and hold more items. | High | <input checked="" type="checkbox"/> |
| GrapplingHook | With an expandable rope | High | <input checked="" type="checkbox"/> |
| SendingStone | A monolythic device displaying four different colors | Medium | <input checked="" type="checkbox"/> |
| Pitchfork | A simple pitchfork to stab with. | High | <input checked="" type="checkbox"/> |
| Torch | A simple torch | High | <input checked="" type="checkbox"/> |
| Shortsword | Basic Blade | Medium | <input checked="" type="checkbox"/> |
| Dagger | Small quick wepaon | Medium | <input checked="" type="checkbox"/> |
| Spear | A basic spear | Medium | <input checked="" type="checkbox"/> |
| Pickaxe | Can mine crystal nodes | High | <input checked="" type="checkbox"/> |
| Crossbow | A crossbow with a skeleton in the string | Low | <input type="checkbox"/> |
| CrossbowBolt | The bolt coming with the crossbow | Low | <input type="checkbox"/> |
| PotionT1 | A basic round potion bottle with different colored textures | Medium | <input checked="" type="checkbox"/> |

- Items are things the player holds and have a specific action (such as an attack)

Asset Lists - Treasures

| Naming Convention | Description | Priority | Codecks | Naming Convention | Description | Priority | Codecks |
|-------------------|--|----------|-------------------------------------|-------------------|---|----------|-------------------------------------|
| Spoon | Old silver spoon | High | <input checked="" type="checkbox"/> | GCoin | A coin about 5 cm in diameter with the head of a goblin on it (implied) | Medium | <input type="checkbox"/> |
| PotatoFace | A potato with a face cut in it | Medium | <input type="checkbox"/> | AmuletDreamer | Mysterious Gold Amulet (reference to the lore) | Medium | <input type="checkbox"/> |
| Donkey | A donkey cut from a piece of wood | Low | <input type="checkbox"/> | GoldNugget | just that | High | <input checked="" type="checkbox"/> |
| Coin | A simple golden coin, strangely well preserved | High | <input checked="" type="checkbox"/> | CageDeadBird | A dead canary in a cage. Just a skeleton at this point, maybe a bit of rot. | Low | <input type="checkbox"/> |
| BCoin | A bag of coins | High | <input checked="" type="checkbox"/> | Coal | Just a piece of coal | High | <input checked="" type="checkbox"/> |
| Godly Bonesaw | A huge bonesaw, tree saw sized | Low | <input type="checkbox"/> | RottenCheese | A moldy, overgrown cheese wheel | Low | <input type="checkbox"/> |
| Goblet | A basic brass goblet, a few variations | High | <input checked="" type="checkbox"/> | OldBoot | An old miner's boot | High | <input checked="" type="checkbox"/> |
| Plate | A basic brass plate | High | <input checked="" type="checkbox"/> | AgedWine | An old, dusty wine bottle | Medium | <input type="checkbox"/> |
| Comb | A basic wooden / brass comb | High | <input checked="" type="checkbox"/> | MinersDiary | A small book, yellowed out and a little torn | Low | <input type="checkbox"/> |
| Parchment | Can have anything on it | High | <input checked="" type="checkbox"/> | SamDrawing | A drawing of an exotic warrior (Sam the Samurai from Yokai Slash) | Low | <input type="checkbox"/> |
| Quill | While you hold it makes you fall slower | Medium | <input checked="" type="checkbox"/> | SmellyPanties | Old bloomers, looking stinky | Low | <input type="checkbox"/> |
| FunShroom | The Fun Guys mushroom | Low | <input type="checkbox"/> | EmptyBottle | A dusty empty bottle | Medium | <input type="checkbox"/> |
| Ring | THE Ring and some plain bronze rings | High | <input checked="" type="checkbox"/> | | | | |
| Bracelet | Some silver/ brass bracelets | High | <input checked="" type="checkbox"/> | | | | |

Asset Lists – Characters / Creatures

| Naming Convention | Description | Priority | Codecks |
|-------------------|---|----------|-------------------------------------|
| Villager | A simple villager | High | <input checked="" type="checkbox"/> |
| VillagerHands | The hands of the VillagerModel for the First Person View | High | <input checked="" type="checkbox"/> |
| Mercenary | Shape: Square-ish. Tougher, weathered. | Medium | <input checked="" type="checkbox"/> |
| MercenaryHands | Their hands | Medium | <input type="checkbox"/> |
| Thief | Shape: triangular small, cunning, quick | Low | <input type="checkbox"/> |
| ThiefHands | Their hands | Low | <input type="checkbox"/> |
| QuasoSnake | A small intestine-looking snake with a big eye. Visuals can be found in the Creature Concepts | Medium | <input checked="" type="checkbox"/> |
| FunGuy | A floating glowing mushroom. Visuals can be found in the Creature Concepts | Medium | <input checked="" type="checkbox"/> |
| Spurchin | A big spider-crab creature | Medium | <input checked="" type="checkbox"/> |
| CatBurglar | A small cat-like thing | Medium | <input checked="" type="checkbox"/> |
| ShyGuy | creepy guy scared of being looked at | Low | <input type="checkbox"/> |

Asset Lists - Animation

| Naming Convention | Description | Priority | Codecks | Naming Convention | Description | Priority | Codecks |
|---------------------------|---|----------|-------------------------------------|----------------------|--|----------|-------------------------------|
| anim_PlayCh_Idle | Idle animation to be blended with other animations | High | <input checked="" type="checkbox"/> | anim_item_rdyup | When the character takes the item out of their inventory/ picks it up (1st & 3rd person) | High | <input type="checkbox"/> T... |
| anim_PlayCh_Run | Running animation to be blended with other animations | High | <input checked="" type="checkbox"/> | anim_item_action | Attacks, inspects any item action (1st & 3rd) | High | <input type="checkbox"/> T... |
| anim_PlayCh_Walk | Walking animation to be blended with other animations. All directions | High | <input type="checkbox"/> | anim_item_idle | An idle pose (1st & 3rd) | High | <input type="checkbox"/> T... |
| anim_PlayCh_Turn | A sideways walk | Medium | <input type="checkbox"/> | anim_item_walk | Walking (1st & 3rd) | High | <input type="checkbox"/> T... |
| anim_PlayCh_Crouch | entering / exiting the crouch state | High | <input type="checkbox"/> | anim_item_run | Running (1st & 3rd) | High | <input type="checkbox"/> T... |
| anim_PlayCh_Crouchidle | Idling while crouched | High | <input type="checkbox"/> | anim_item_crouchidle | And idle pose for crouching (only 3rd) | Medium | <input type="checkbox"/> T... |
| anim_PlayCh_Crouchwalk | Walking while crouching Including all directions | High | <input type="checkbox"/> | anim_item_crouchwalk | A walkin anim for walking while crouching (only 3rd) | Medium | <input type="checkbox"/> T... |
| anim_PlayCh_CrouchLanding | A smoother landing transition for landing while crouched | Medium | <input type="checkbox"/> | | | | |
| anim_PlayCh_Jump | jumping up | High | <input type="checkbox"/> | | | | |
| anim_PlayCh_Fall | Falling down something / later part of the jump | High | <input type="checkbox"/> | | | | |
| anim_PlayCh_Land | landing on the floor again | High | <input type="checkbox"/> | | | | |

Asset Lists - UI

Interactable ↗

| | |
|-------------|-------------------|
| | |
| buttons | |
| switch | |
| Selection | Arrows + Dropdown |
| | Dropdown |
| Sliders | |
| Input Field | |

| Graphic Elements | Icons | |
|--------------------------|---------------------|-----------------------------|
| Scenes | Controller Icons | All Usable Buttons |
| Main Menu | Keyboard Icons? | All Usable Keys |
| Title Screen | Mouse Icons | left click |
| Illuminated Borders | | Right Click |
| Illuminated Capitals | | Mouse Wheel |
| Backgrounds | Host Menu | Mouse Wheel Up + Down |
| | Save Options Menu | |
| | Join Menu | Mouse Buttons? |
| | Pause Menu | |
| | Lobby Settings Menu | |
| | Inventory | Visibility |
| item Borders (Stack Num) | Delete | |
| Separator | | Back/return |
| Game Logo | | Items (3D in engine render) |
| Game Icon | | Emotes |
| Player Borders | | Player Icons |

Asset Lists – UI Input Icons

Gamepad

| Section | Button |
|------------------|--------|
| Face Buttons | A |
| | B |
| | X |
| | Y |
| D-Pad | Up |
| | Down |
| | Left |
| Shoulder Buttons | Right |
| | RT |
| | LT |
| RB | RB |
| | LB |

Section

Analog

Left Analog (Directional)
Left Analog Button

Right Analog (Directional)
Right Analog Button

Centre Buttons

View

Menu

Mouse

Section

Common

Left Click

Right Click

Middle mouse

Middle Mouse/Mouse 3

Scroll

Scroll Up (Lower prio)

Scroll Down (Lower prio)

Extra Buttons

Mouse 4

Mouse 5

Keyboard

| Section | Button |
|---------------|-----------|
| Letter Keys | A-to-Z |
| Number Keys | 0-to-9 |
| Special Keys | Escape |
| | Backspace |
| | Tab |
| | Shift |
| | Ctrl |
| | Alt |
| | Delete |
| | Space |
| Symbol Keys | + |
| | # |
| | - |
| | . |
| | , |
| | ^ |
| | - |
| | / |
| | * |
| Function Keys | F1-to-F12 |

Asset Lists - VFX

| Name | Description | Priority | Codecks | Name | Description | Priority | Codecks |
|-------------------|---|----------|-------------------------------------|------------------|---|----------|-------------------------------------|
| Flame | A small flame to be put on the Torch | High | <input checked="" type="checkbox"/> | Spit Effect | Cat Burglar throwing item up, so spit coming out | Low | <input checked="" type="checkbox"/> |
| Fog | To be used around the environment | High | <input checked="" type="checkbox"/> | Mining Effect | Stones / Crystals shooting out of the mining node | High | <input checked="" type="checkbox"/> |
| Spore Cloud | The Spore Cloud emitted by the Fun-Guy | High | <input checked="" type="checkbox"/> | Sparkling | Coin (or treasure) sparkling | Low | <input checked="" type="checkbox"/> |
| Blood | Both of players and enemies | High | <input checked="" type="checkbox"/> | Chest Opening | Something fancy | Medium | <input checked="" type="checkbox"/> |
| Water | A water shader | Medium | <input checked="" type="checkbox"/> | Rippling Effect | When you walk on water | Medium | <input checked="" type="checkbox"/> |
| Dust | Dust crumbeling from the ceiling | Medium | <input checked="" type="checkbox"/> | Dripping Effect | Some small drops coming from the ceiling etc | Low | <input type="checkbox"/> |
| God Rays | Lighting coming through cracks in the ceiling (to be used for player guidance) | Low | <input checked="" type="checkbox"/> | Fine Dust | Finer Dust like sand falling from the ceiling | Medium | <input type="checkbox"/> |
| Magic Effect | An effect of runes lighting up on the Runestone, some mana twinkle, magenta colored | Medium | <input checked="" type="checkbox"/> | Floating Dust | Floating Dust particles | Medium | <input type="checkbox"/> |
| Quaso Wall Effect | Stones shooting out of a wall when it jump out | Medium | <input checked="" type="checkbox"/> | Moths/ Flies | A flock of moths/flies that would fly around light | Low | <input type="checkbox"/> |
| Step Effect | A dust cloud emitting from steps | Medium | <input checked="" type="checkbox"/> | Crawling insects | A colony bugs crawling over the floor | Low | <input type="checkbox"/> |
| | | | | Crystal Braking | For shattering a crystal (specifically the one used for the puzzle) | High | <input type="checkbox"/> |

Asset Lists - VFX

| Name | Description | Priority | Codecks |
|-----------------|---|----------|--------------------------|
| Crumbling Rocks | For example when stepping close to a ledge, some bigger rocks that fall | Medium | <input type="checkbox"/> |
| Treasure Trail | Ribbon effect for the treasures flying out the chest | Medium | <input type="checkbox"/> |
| Vase Brust | when vas get hitted | Medium | |
| Crystal static | make crystal tasty | Medium | |
| Crate Brust | When crate get hitted | Medium | |

Asset Lists – SFX Character

| Name | Description | Priority | Placeholder |
|---------------------|---|----------|-------------------------------------|
| SFX_Footsteps | The sound a character makes when they walk. | HIGH | <input checked="" type="checkbox"/> |
| SFX_Damaged | Triggered when a character takes damage. | HIGH | <input checked="" type="checkbox"/> |
| SFX_Death | When a character dies by damage | HIGH | <input checked="" type="checkbox"/> |
| SFX_Jump1 | Sound made when the character jumps. | HIGH | <input checked="" type="checkbox"/> |
| SFX_Jump2 | Sound made when the character lands. | HIGH | <input checked="" type="checkbox"/> |
| SFX_Sprint | Sound made when the character sprints. | HIGH | <input checked="" type="checkbox"/> |
| SFX_crouch | A sound made when a player crouch-walks | HIGH | <input checked="" type="checkbox"/> |
| SFX_Throw | Sound made when the player throws an item. | HIGH | <input checked="" type="checkbox"/> |
| SFX_Cough | 2-3 versions of a cough when entering a spore cloud | HIGH | <input checked="" type="checkbox"/> |
| SFX_Impact1 | When a character hits a world object with a weapon (plonk, ding etc.) | HIGH | <input checked="" type="checkbox"/> |
| SFX_Impact2 | When a character hits a world object with a weapon (plonk, ding etc.) | HIGH | <input checked="" type="checkbox"/> |
| SFX_Impact3 | When a character hits a world object with a weapon (plonk, ding etc.) | HIGH | <input checked="" type="checkbox"/> |
| SFX_SwitchWeapon | When a character switches between hand slots | HIGH | <input checked="" type="checkbox"/> |
| SFX_BackpackPickup | | | <input checked="" type="checkbox"/> |
| SFX_BackpackRemove | | | <input checked="" type="checkbox"/> |
| SFX_InventoryDrop | | | <input checked="" type="checkbox"/> |
| SFX_InventoryAssign | | | <input checked="" type="checkbox"/> |

Asset Lists – SFX Creatures

| Name | Description | Priority | Placeholder | Name | Name |
|------------------|---|----------|-------------------------------------|-----------------|-----------------|
| SFX_QuasoHit1 | Quaso take damage | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbAttack2 | SFX_SpurWalk5 |
| SFX_QuasoHit2 | Quaso take damage | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbStalk1 | SFX_SpurWalk6 |
| SFX_QuasoMove | Slimey, snail, flesh on stone, wet, icky | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbStalk2 | SFX_SpurWalk6 |
| SFX_QuasoHole | Sound of quaso jumping out of hole, maybe plop sound and falling dust and stones and a nice smack at the end like a dead fish | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbStalk3 | SFX_SpurWalk6 |
| SFX_QuasoWindUp | Some slurpy sound | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbHit1 | SFX_SpurHit1 |
| SFX_QuasoAttack | Some kind of slap or thrash that indicates the quasos jump | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbHit2 | SFX_SpurHit2 |
| SFX_QuasoSqueeze | The sound of the quaso slinging around your fragile body (squeezy sound ig) | MEDIUM | <input checked="" type="checkbox"/> | SFX_CatbSwallow | SFX_SpurEat |
| SFX_Quasoldle | The sound of a wet eye lid closing and opening again, playing randomly | LOW | <input checked="" type="checkbox"/> | SFX_CatbSpit | SFX_SpurAttack1 |
| SFX_CatbProwl1 | | | <input checked="" type="checkbox"/> | SFX_SpurWalk1 | SFX_SpurAttack2 |
| SFX_CatbProwl2 | | | <input checked="" type="checkbox"/> | SFX_SpurWalk2 | |
| SFX_CatbAttack1 | | | <input checked="" type="checkbox"/> | SFX_SpurWalk3 | |
| | | | | SFX_SpurWalk4 | |

Asset Lists – SFX Interactables

| Name | Description | Priority | Codecks |
|----------------|---|----------|-------------------------------------|
| SFX_Chest | When the box was opened | | <input checked="" type="checkbox"/> |
| SFX_Door | The sound it makes when the door opens. | | <input checked="" type="checkbox"/> |
| SFX_Consumable | The sound made when a player uses some consumable item. | | <input checked="" type="checkbox"/> |
| SFX_Ladder | The sound a ladder makes when a player uses it. | | <input type="checkbox"/> |
| SFX_Cough1 | Coughing sound played randomly in the cloud of a FunGuy | | <input checked="" type="checkbox"/> |
| SFX_Cough2 | Coughing sound played randomly in the cloud of a FunGuy | | <input checked="" type="checkbox"/> |
| SFX_Cough3 | Coughing sound played randomly in the cloud of a FunGuy | | <input checked="" type="checkbox"/> |
| SFX_FunGuyIdle | Breathing sound, Occurs randomly | | <input checked="" type="checkbox"/> |
| SFX_Ladder | The sound a ladder makes when a player uses it. | | <input checked="" type="checkbox"/> |
| SFX_Ladder | The sound a ladder makes when a player uses it. | | <input checked="" type="checkbox"/> |

UI

| Name | Description | Priority | Codecks |
|-----------|---|----------|-------------------------------------|
| ST_Click | A sound made when the player chooses. | | <input checked="" type="checkbox"/> |
| ST_OpenUI | Sound when the player opens the interface | | <input checked="" type="checkbox"/> |

Asset Lists – SFX Environment

| Name | Description | Priority | Codecks |
|-------------|---|-------------------------------------|---------|
| ST_Village | Music played in the village as background. | <input type="checkbox"/> | |
| ST_Dungeon | Music played in the dungeon as background. | <input type="checkbox"/> | |
| SFX_Village | It Can continue to be broken down later and may contain wind sounds, etc. | <input type="checkbox"/> | |
| SFX_Dungeon | It Can continue to be broken down later and may contain scary sounds, etc. | <input type="checkbox"/> | |
| SFX_Drop | Tropfsteinhöhle, some variations, sound actor to place in level | <input type="checkbox"/> | |
| SFX_Pebbles | loose stones falling over each other, some variations, sound actor to place in level | <input checked="" type="checkbox"/> | |
| SFX_Swoosh | sound of something scurrying away in the dark, some variations, sound actor to place in level | <input type="checkbox"/> | |
| SFX_Dust | Dust particles falling from the ceiling, like sand falling | <input checked="" type="checkbox"/> | |

Sources

Game Logo: Ibrahim Çakar on Fiverr

Fiverr: <https://www.fiverr.com>

Sound library “Splice”:

<https://sounds.splice.com/features/sounds>

Programs

| Program | Developer | Usage |
|--------------------|--------------------|---|
| Maya 2022/23/24 | Autodesk | Modelling |
| Blender 4.1 | Blender Foundation | Modelling, Rigging, Animating |
| ZBrush | Maxon | Sculpting |
| Substance Painter | Adobe | Texturing |
| Substance Designer | Adobe | Texturing |
| Illustrator CC | Adobe | UI Asset Design |
| Photoshop CC | Adobe | Tileable Textures, Concepting |
| Procreate | Savage Interactive | Tileable Textures, Concepting |
| Clip Studio Paint | Celsys | Concepting |
| Unreal Engine | Epic Games | Implementation & Procedural animation / rigging |