

THE ART OF **MOLDBREAKER** Rise of the Loaf



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Karo Lubkowska

MUSIC

Sasha Salmon

ANIMATION

Niki Pangelova

Abby Truong



STYLEGUIDE

VIBE:

- SQUISHY
- CUTE
- COZY

3D RULES:

- LOW POLY
- SHADE SMOOTH
- ROUND

MOLDBREAKER

Rise of the Loaf

TITLE FONT: SUPER NORMAL

Normal font: Sour Gummy

Light Extra Light
Medium Thin
Bold

GAME WORLD COLOR PALETTE



MOLD COLOR PALETTE



INTRODUCTION

We are thrilled to present you with the official artbook of *Moldbreaker: Rise of the Loaf!* It has been a long journey of brainstorming, collaboration, and creativity to bring this delicious and toasty world to life. Throughout this process, we pushed ourselves artistically, experimenting with different styles and ideas to capture the unique atmosphere of the game.

In a food world where the Bread Kingdom flourishes, a terrible disease begins to spread—an insidious mold infecting once-healthy snacks and staples, turning them into monstrous, zombie-like moldy foes. Bradley the Bredapus, a loaf-hearted hero with a waffle tail and a knack for cleansing baddies, sets out on a mission to save his friends and restore balance to the Bread Kingdom. To stop the nefarious mold from consuming his world entirely, Bradley battles, slaps, and cleanses his way toward the heart of the infection, determined to bring freshness back to his beloved kingdom!

Game Flow

In this action-packed platformer, players guide Bradley as he ascends the corrupted Bread Kingdom to defeat infectious “moldies” and save the food world. The adventure begins at Bradley’s home, which serves as a hub world connecting to different levels. As players progress, they’ll explore unique and whimsical locations like the fiery Breadcano, the untamed Wild Rivers, and more. The journey intensifies with increasingly challenging enemies, intricate platforming sections, and hazardous environments, testing Bradley’s courage and your skills!



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LOOK OF THE GAME

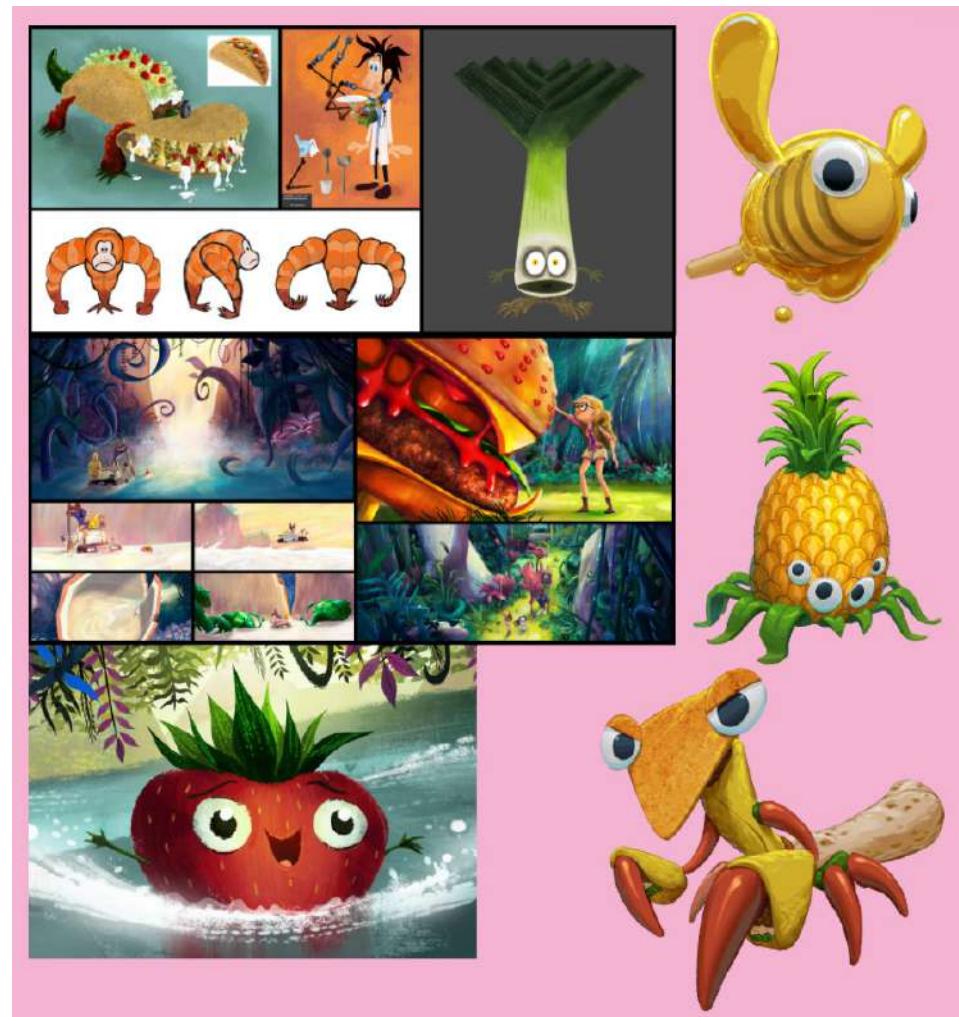
Look of the game



STYLE | INSPIRATION

We got inspiration for the art of Moldbreaker from a sketch made by Bradley, our art lead. During a brainstorming session, this sketch evolved into a delicious food-themed world.

We drew inspiration from other media that creatively use food to bring their worlds to life, such as Cloudy with a Chance of Meatballs 2 and Wreck-It Ralph. In these works, the entire world is made of food, and the creators used food in very imaginative ways to create a vibrant, immersive setting. The game Bugsnax was also a huge inspiration for the world of Moldbreaker. We aimed to make our world just as cute and scrumptious as the creators of these three works did.



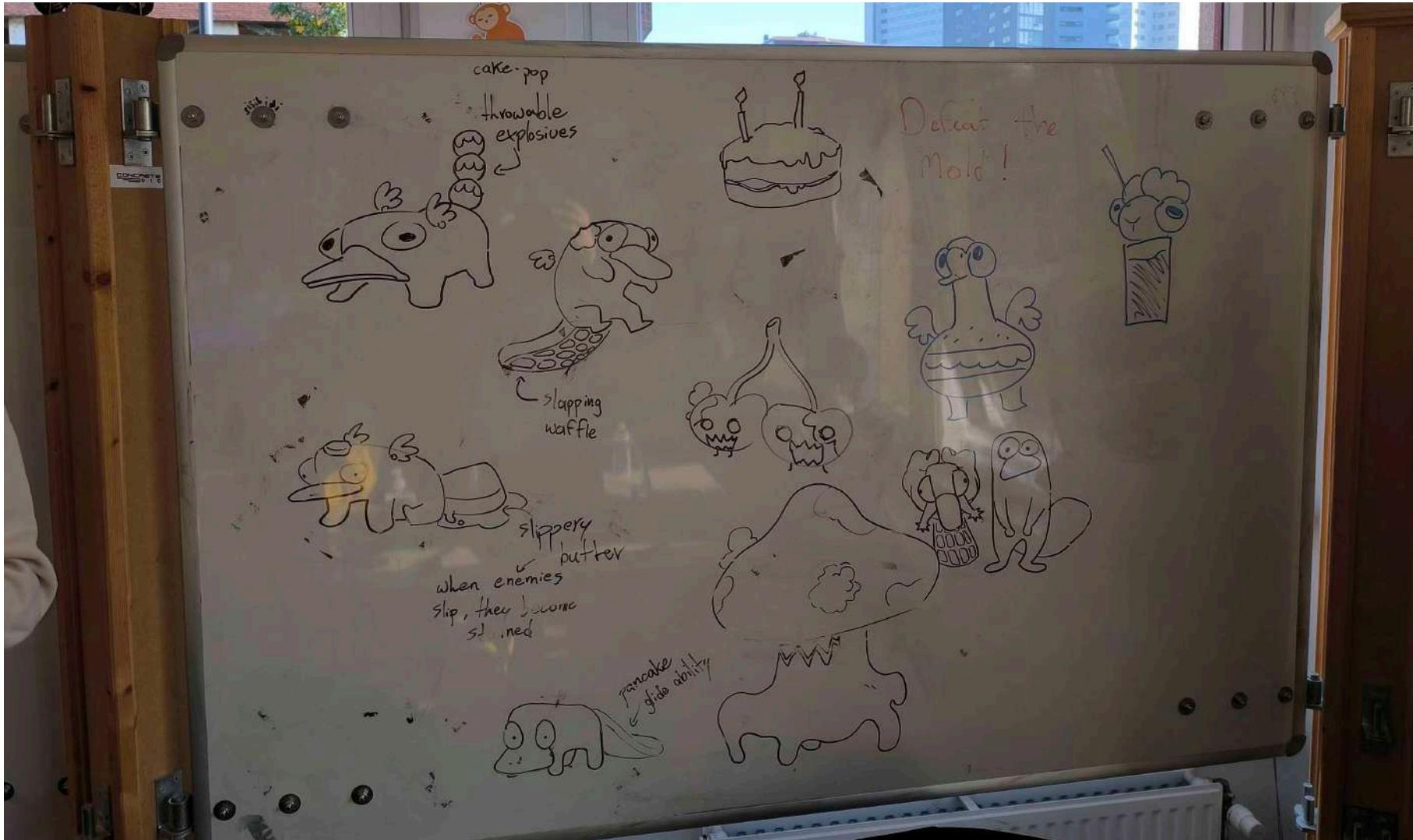
STYLE | INSPIRATION



STYLE | INSPIRATION



During the brainstorming process, we came up with ideas for bringing this concept to life. We discussed how the enemies might look and how the mold would affect them. This allowed us to fully unleash our creativity and develop the current world of Moldbreaker. Looking back at the sketches, it's fascinating to see how much the game has evolved since those early concepts.



STYLE | ART STYLE

For the art style of the game, we wanted it to be simple yet recognizable. Our goal was to create a food world that would make players feel hungry and want to "eat" the world itself. To achieve this, we set up a few rules for the art style: it had to be squishy, cute, cozy, and low-poly. We also based the art style on an old model created by Bradley, where subsurface scattering gave the model a squishy and soft look. We thought this would work really well in our game, enhancing the cozy and inviting feel of the food world.



STYLE | ART STYLE

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Early concept sketches by: Niki

STYLE | ART STYLE



Early concept sketches by: Niki

STYLE | ART STYLE



Early concept sketches by: Niki

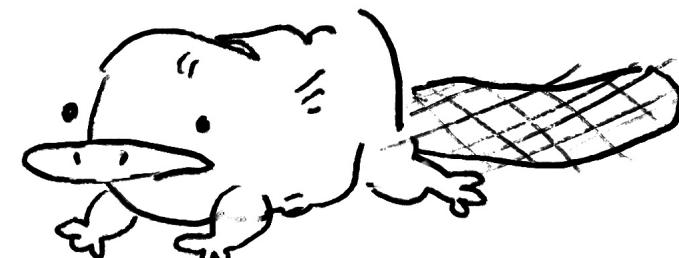
CHARACTERS | BRADLEY

Bradley is the hero of our game. He's a platypus combined with a loaf of bread—a "loaf," if you will. His charm was the key inspiration for creating this delicious food world and played a huge role in helping us generate ideas for the game. We went through a few iterations of his design, but we loved his simple, "loafy" look, so we eventually decided to stick with it.

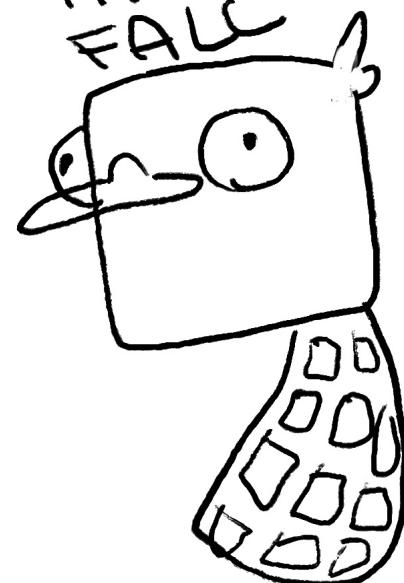


CHARACTERS | BRADLEY

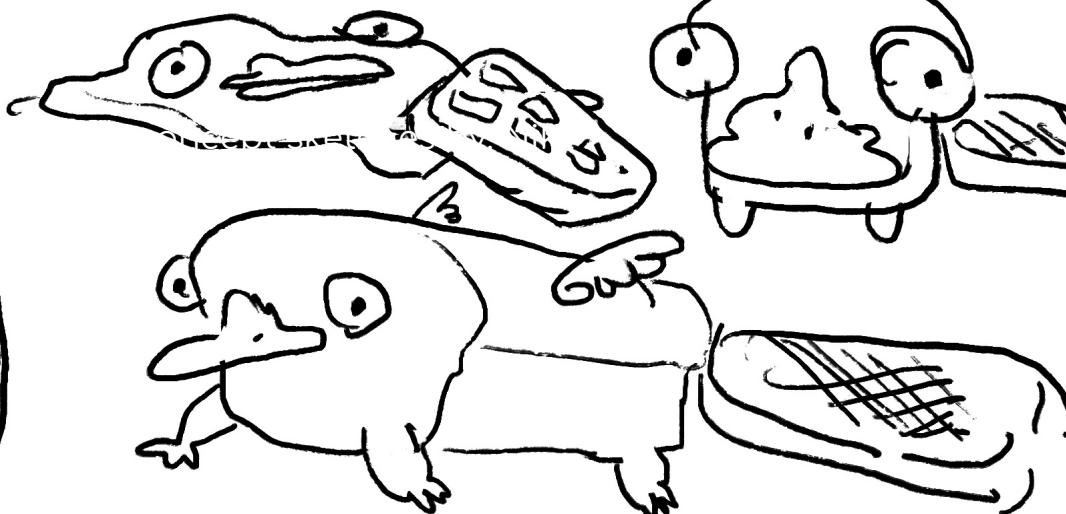
DESIGN MOLD



TITAN
FALL



SQUISHY SFX



Early concept sketches of Bradely by: Karo

CHARACTERS | BRADLEY



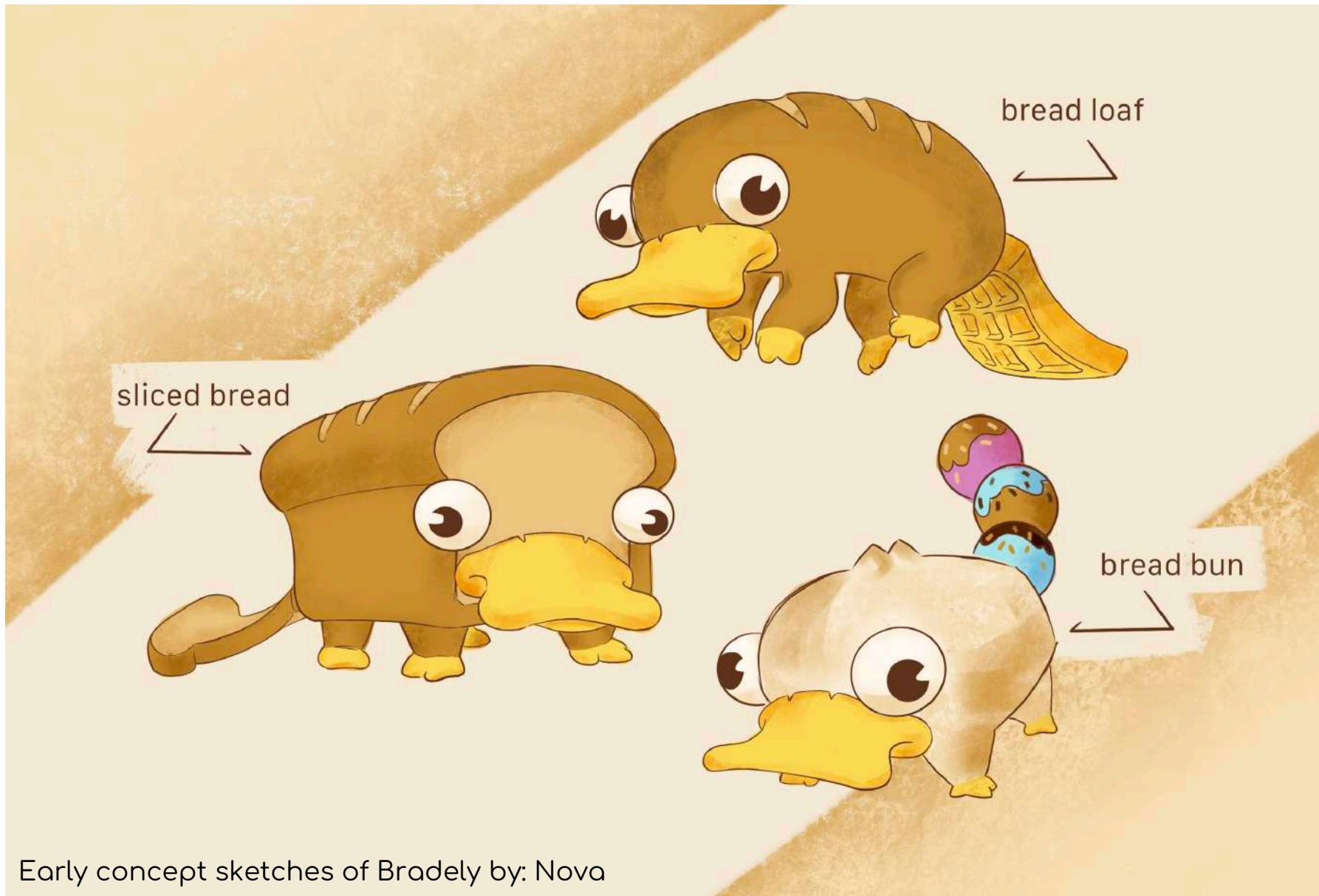
Early concept sketches of Bradely by: Karo

CHARACTERS | BRADLEY



Early concept sketches of Bradley by: Karo

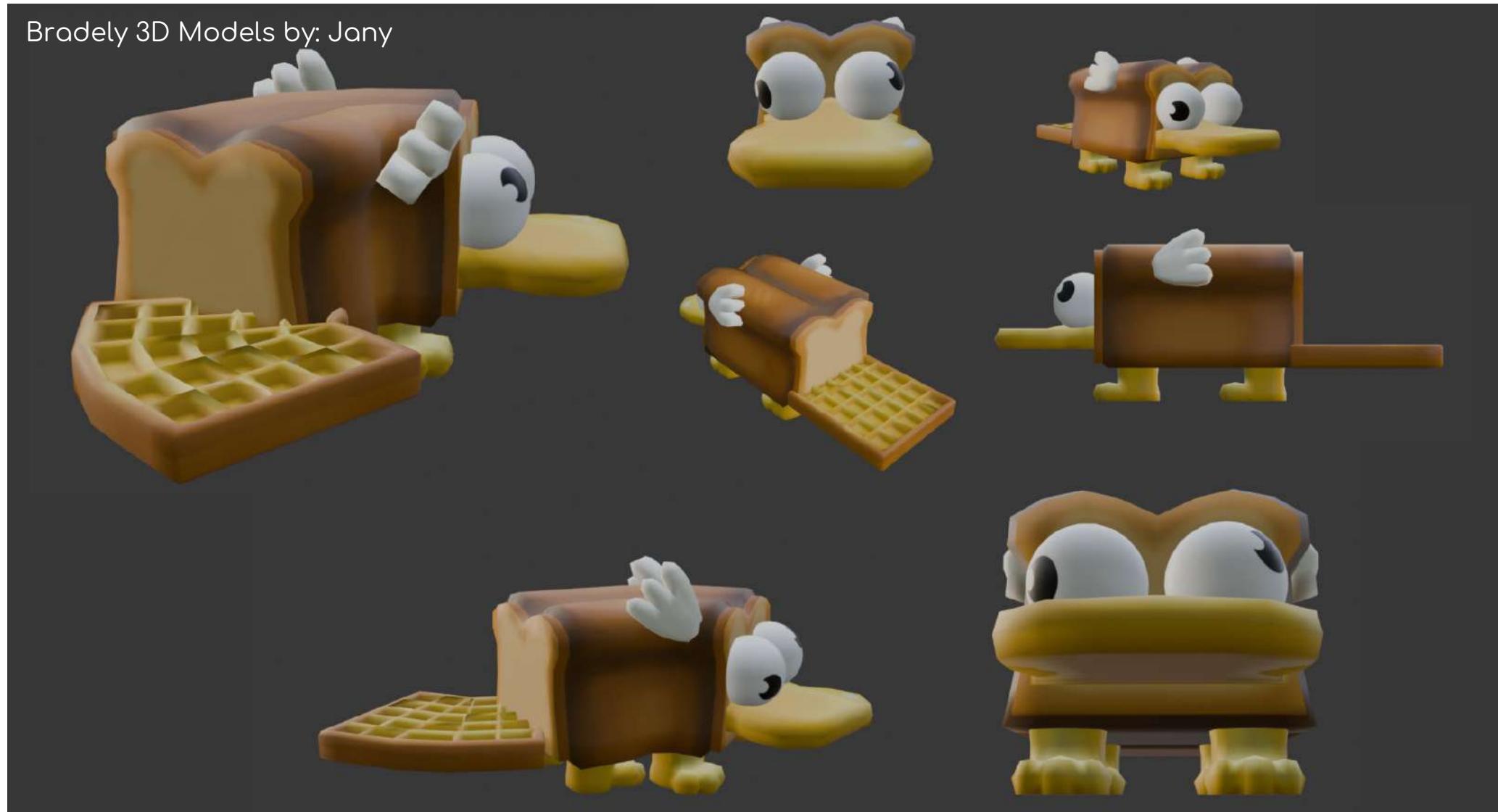
CHARACTERS | BRADLEY



Early concept sketches of Bradely by: Nova

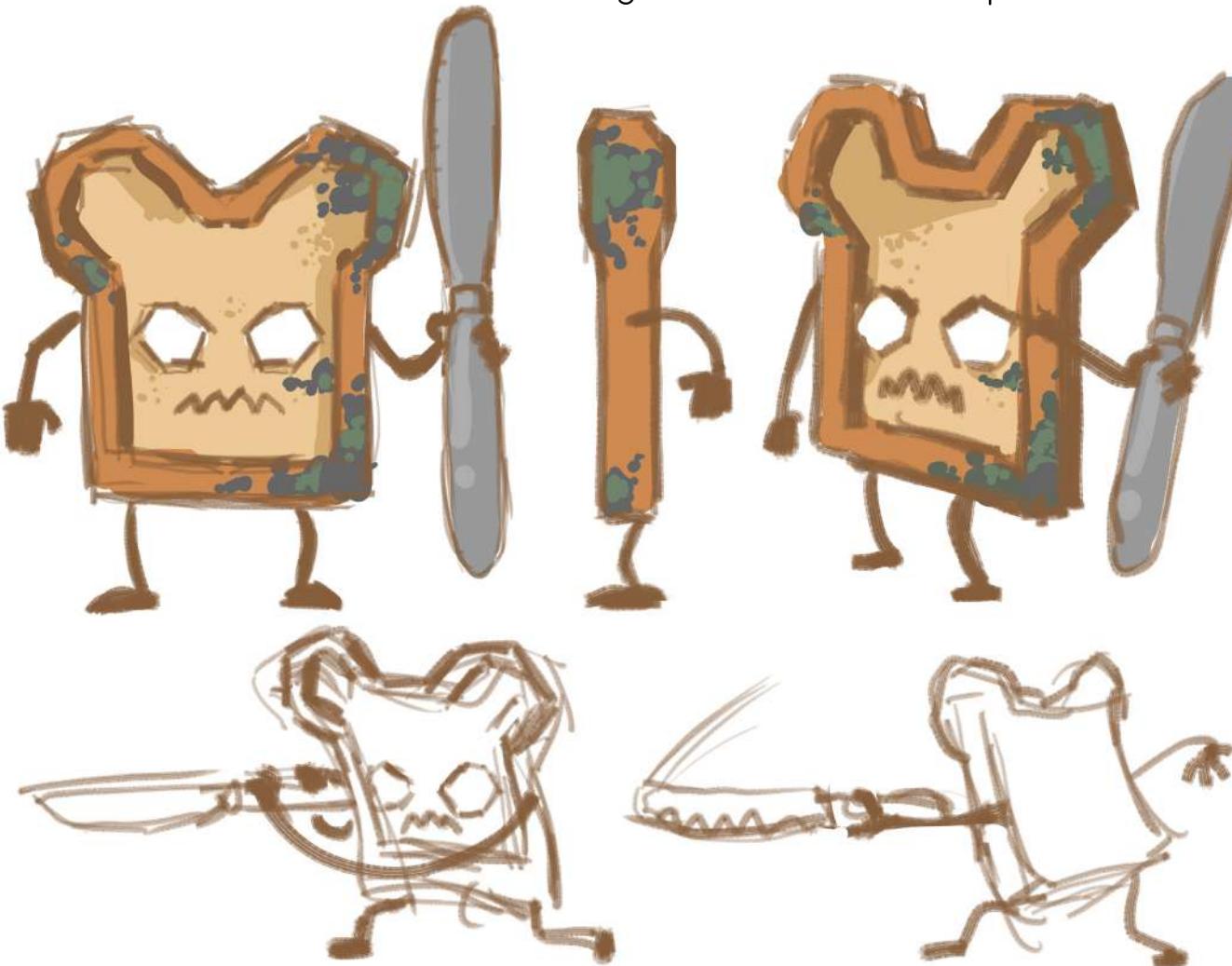
CHARACTERS | BRADLEY

Bradely 3D Models by: Jony



CHARACTERS | ENEMIES

Coming up with enemy designs was a really fun part of the process. We wanted the enemies to attack the player in creative and unexpected ways, so we focused on designing their body parts to form unique and imaginative characters. This approach allowed us to see “characters” within different parts of food, turning ordinary ingredients into lively and dynamic enemies. Since our world-building was inspired by the food pyramid, with multiple regions representing its layers, we created distinct enemies for each region to reflect their unique themes.



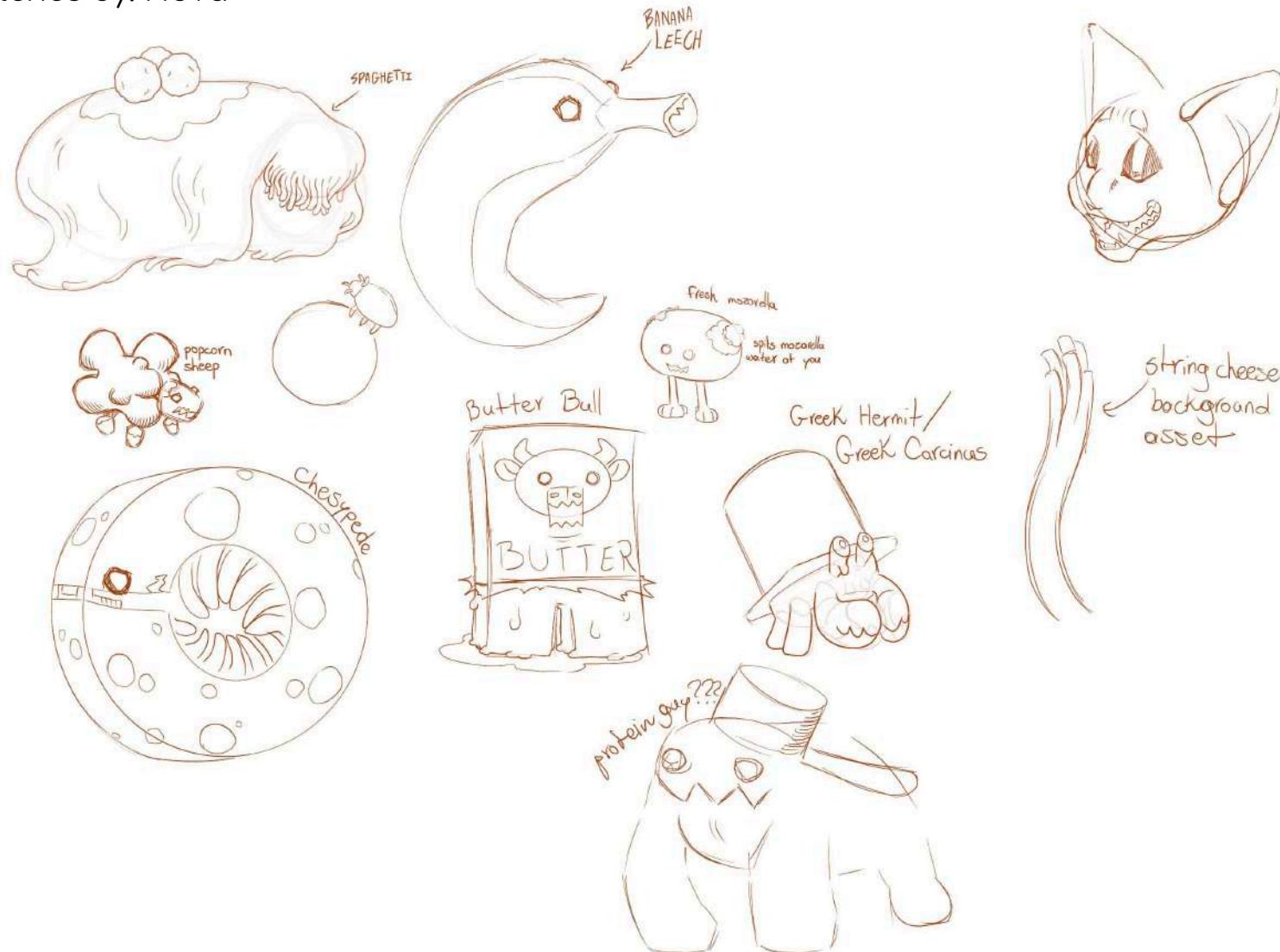
CHARACTERS | ENEMIES

Enemy sketches by: Nova



CHARACTERS | ENEMIES

Enemy sketches by: Nova



CHARACTERS | ENEMIES



Enemy (Veggie world) sketches by: Niki

CHARACTERS | ENEMIES



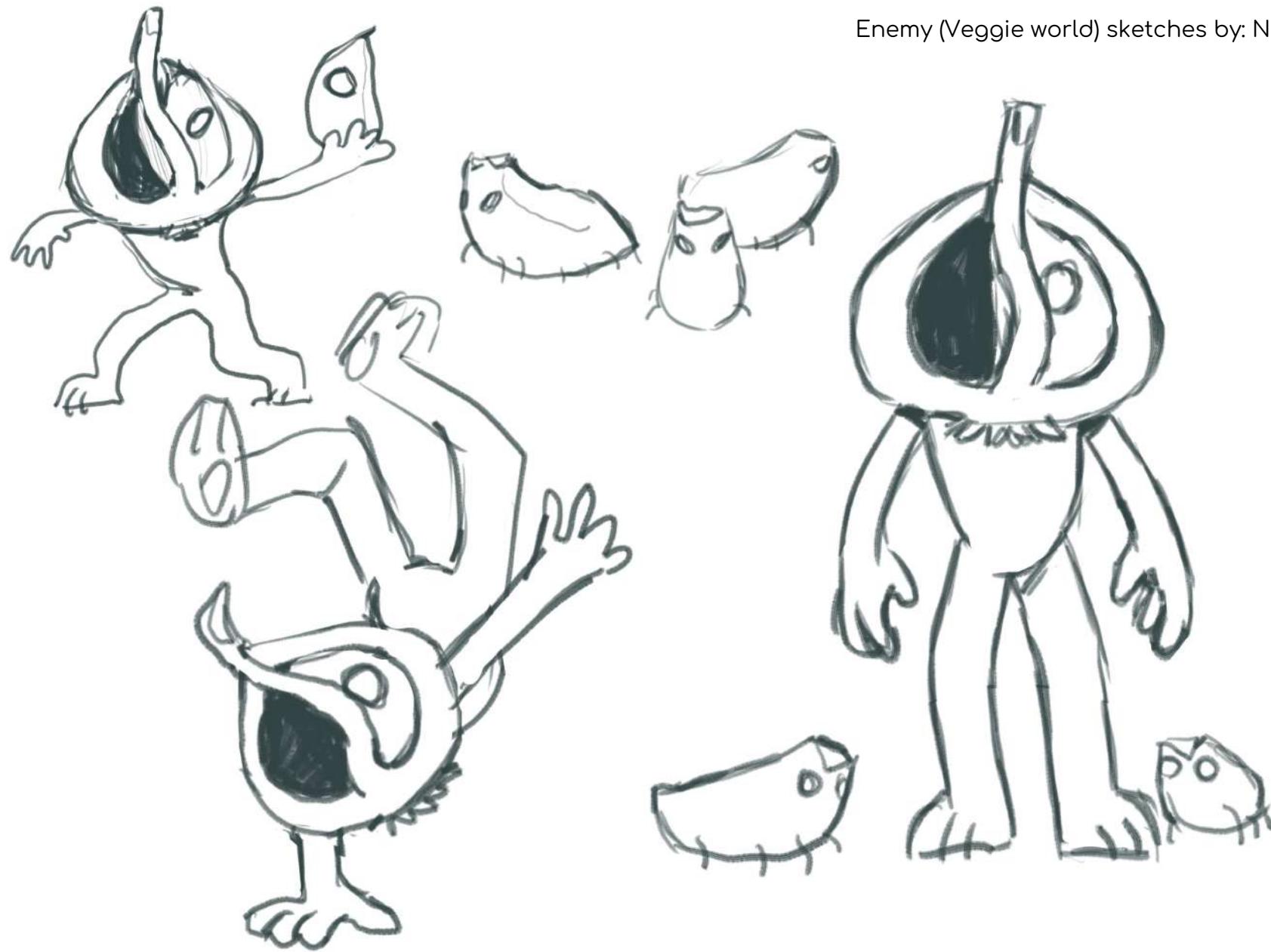
Enemy (Veggie world) sketches by: Niki



CHARACTERS | ENEMIES

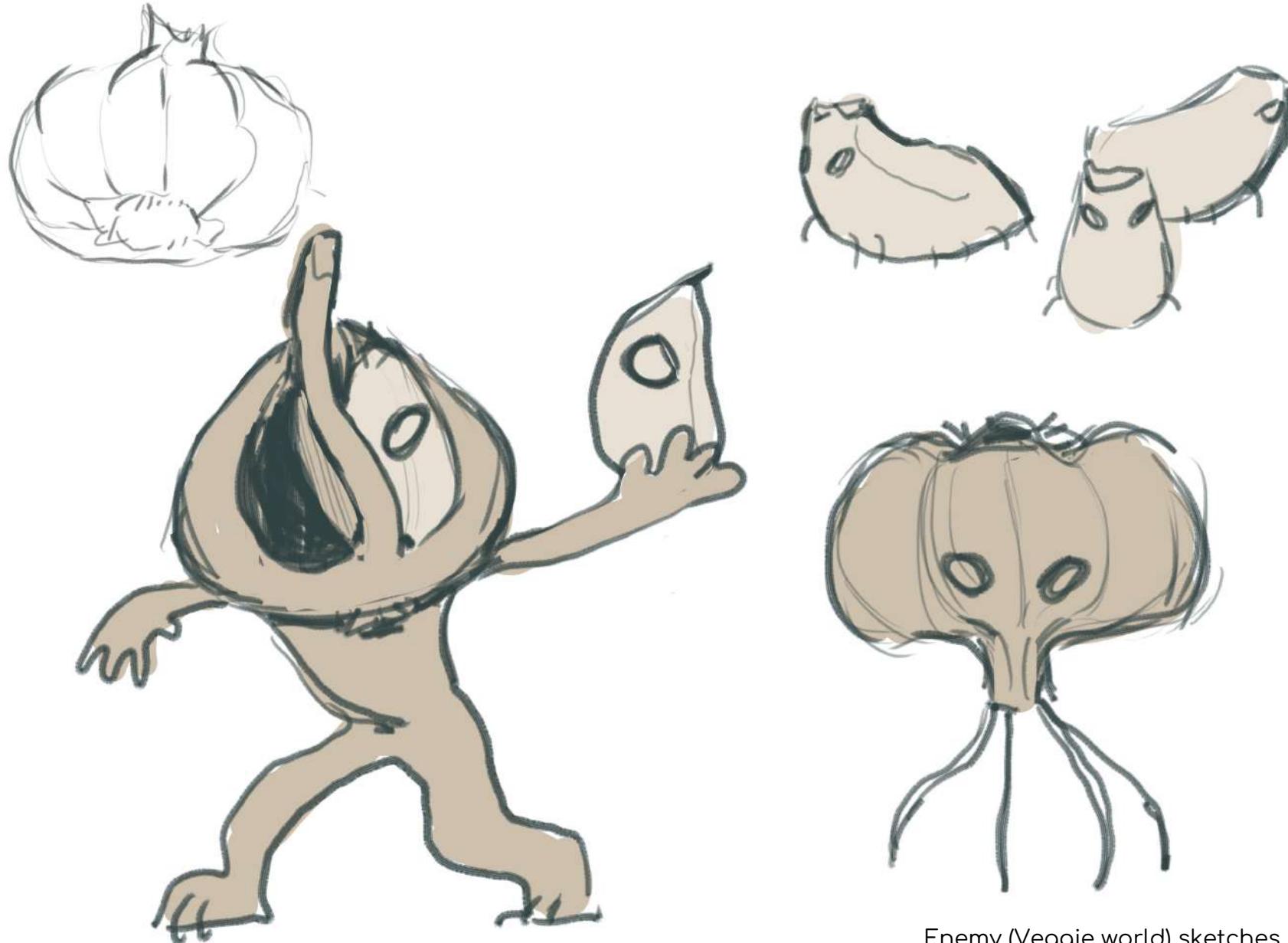


Enemy (Veggie world) sketches by: Niki



CHARACTERS | ENEMIES

U.P.

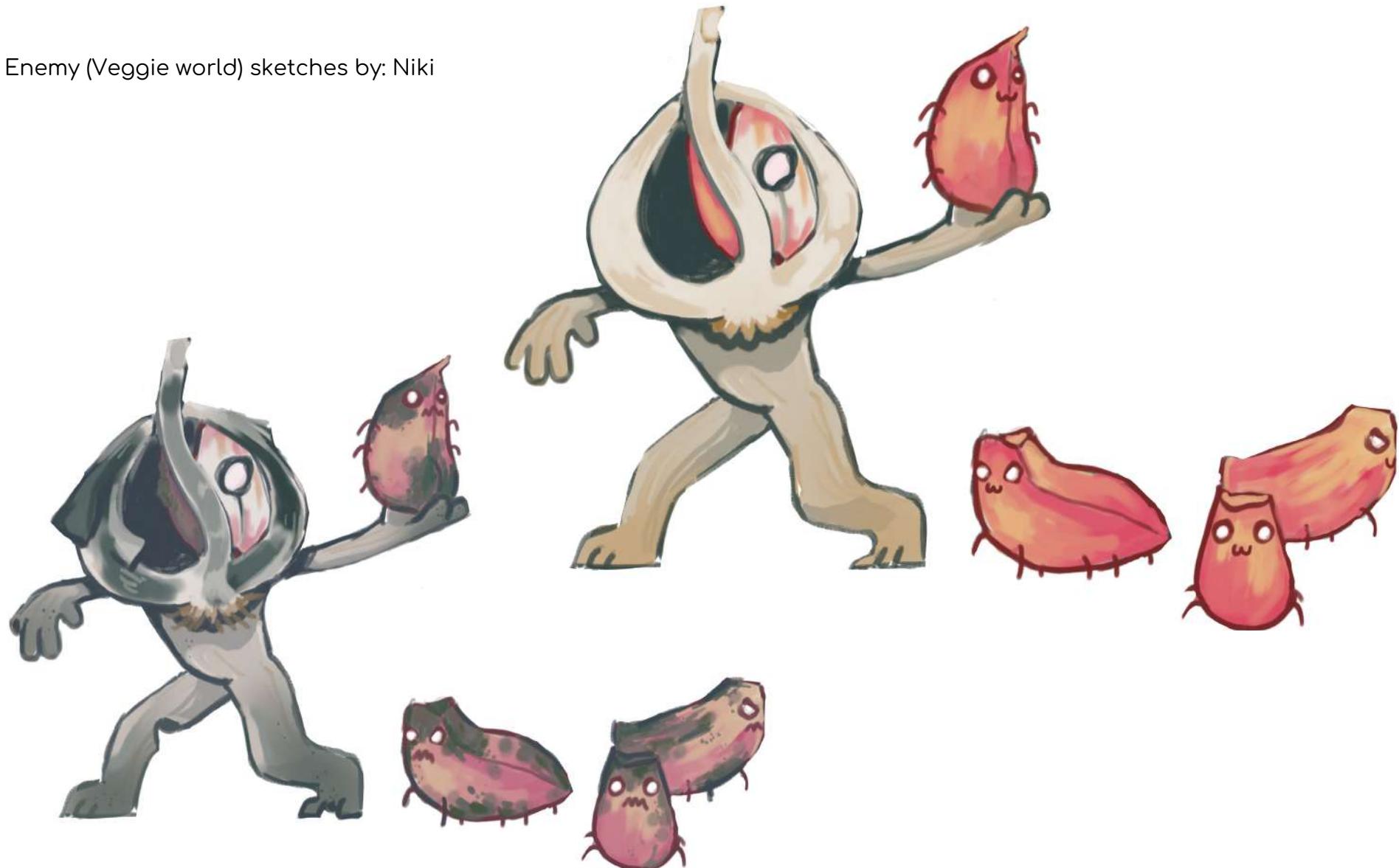


Enemy (Veggie world) sketches by: Niki

CHARACTERS | ENEMIES

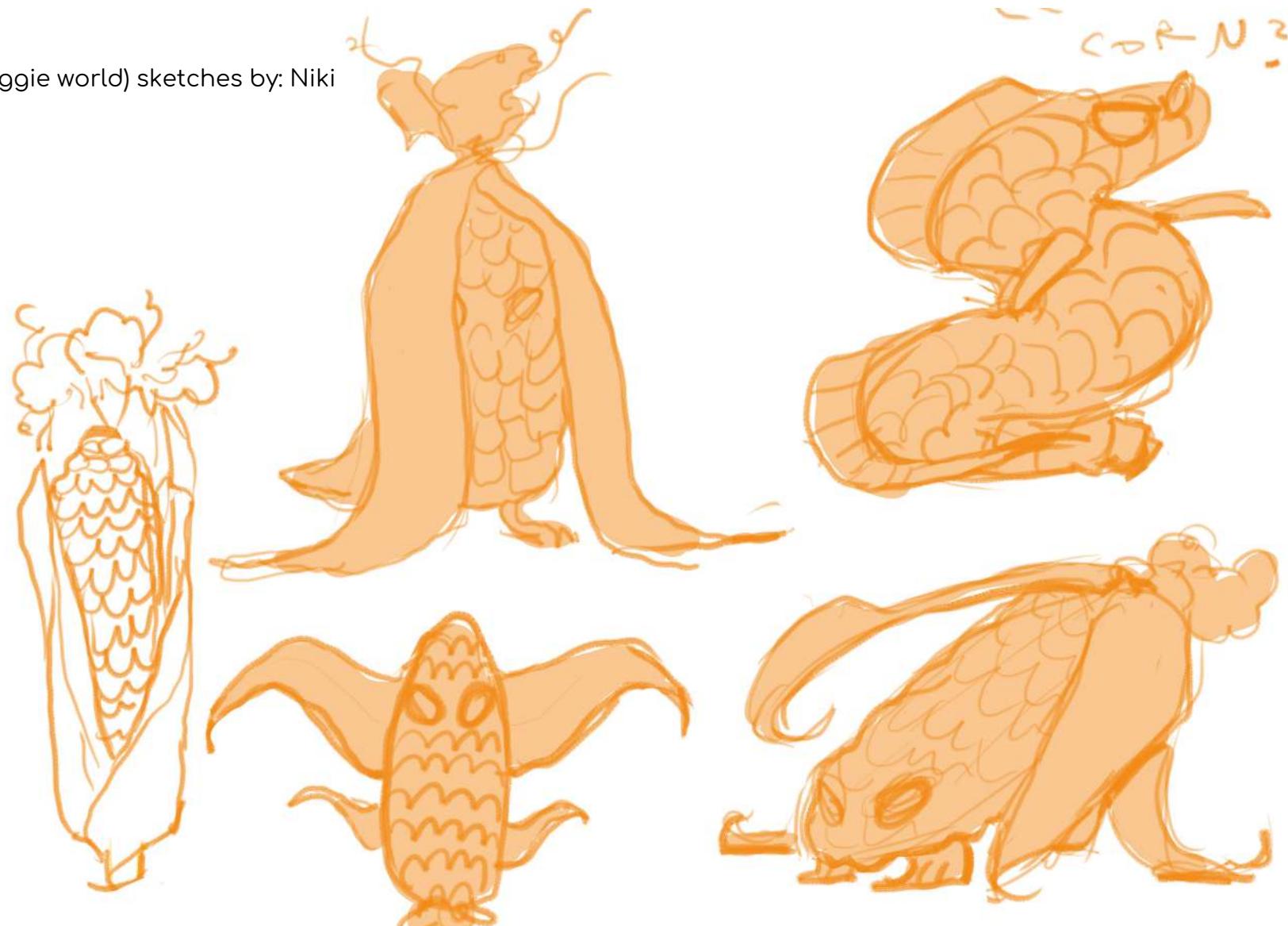


Enemy (Veggie world) sketches by: Niki



CHARACTERS | ENEMIES

Enemy (Veggie world) sketches by: Niki



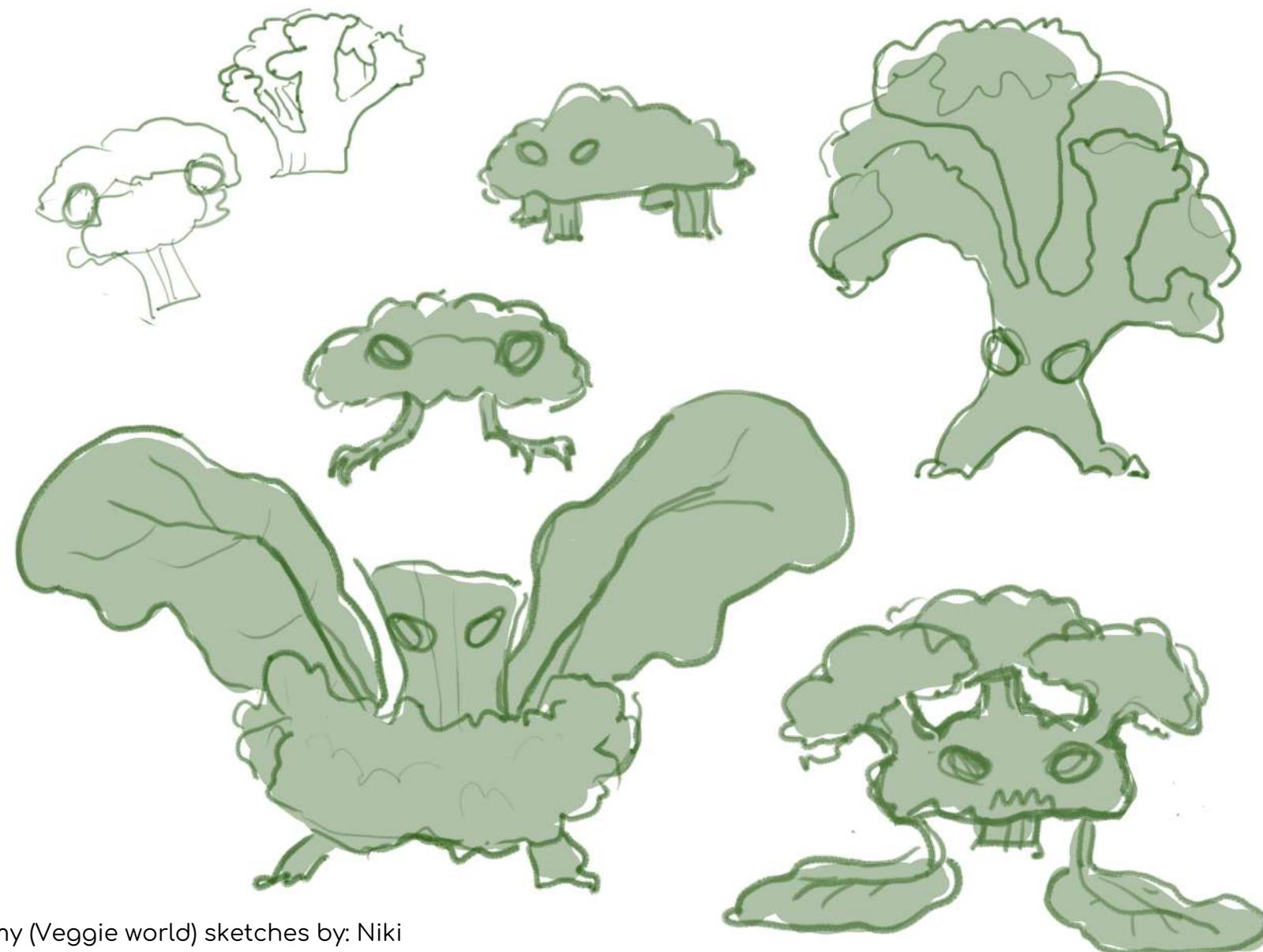
CHARACTERS | ENEMIES



Enemy (Veggie world) sketches by: Niki



CHARACTERS | ENEMIES



Enemy (Veggie world) sketches by: Niki

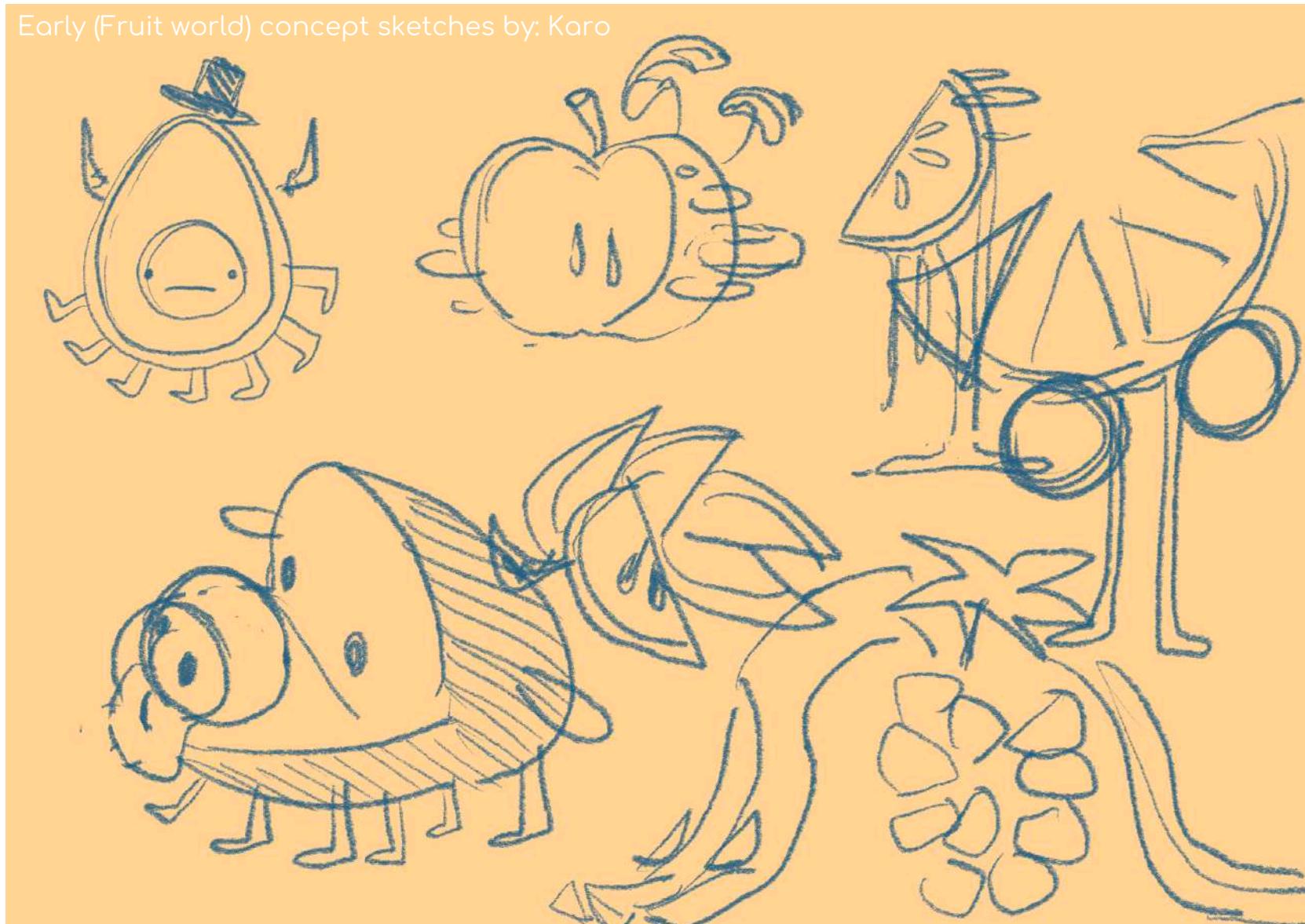
CHARACTERS | ENEMIES



Enemy (Candy world) sketches by: Jany

STYLE | EARLY CONCEPTS

Early (Fruit world) concept sketches by: Karo

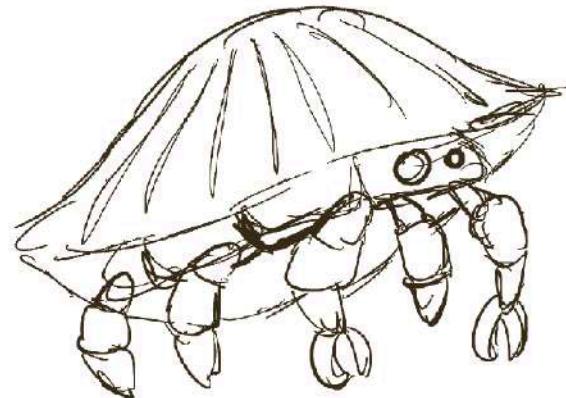


STYLE | EARLY CONCEPTS

Early (Fruit world) concept sketches by: Karo



CHARACTERS | ENEMIES

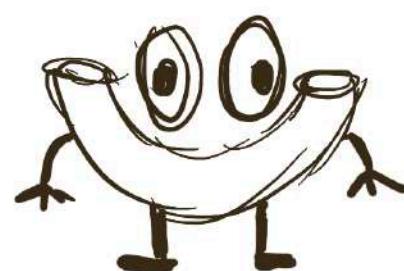


Pasta Conch Shell hermit
with croissant limbs

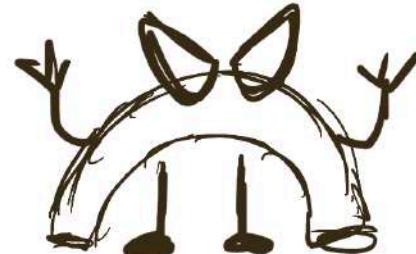


Spaghetti Monster

↳ Bro throws his
meatballs at you



random ass
happy Macaroni



random ass
angry macaroni

Enemy (Yeast world) sketches by: Abby

CHARACTERS | ENEMIES



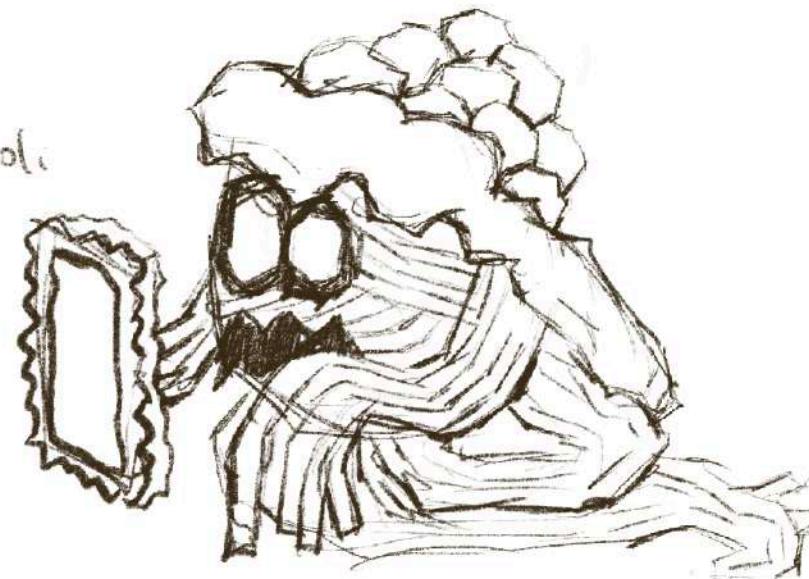
3 enemies

Spaghetti Monster

1 environment concept art

- Default, melee
- Shielded
- Flying
- Mini-Boss
- Final Boss

Ravioli
Shield



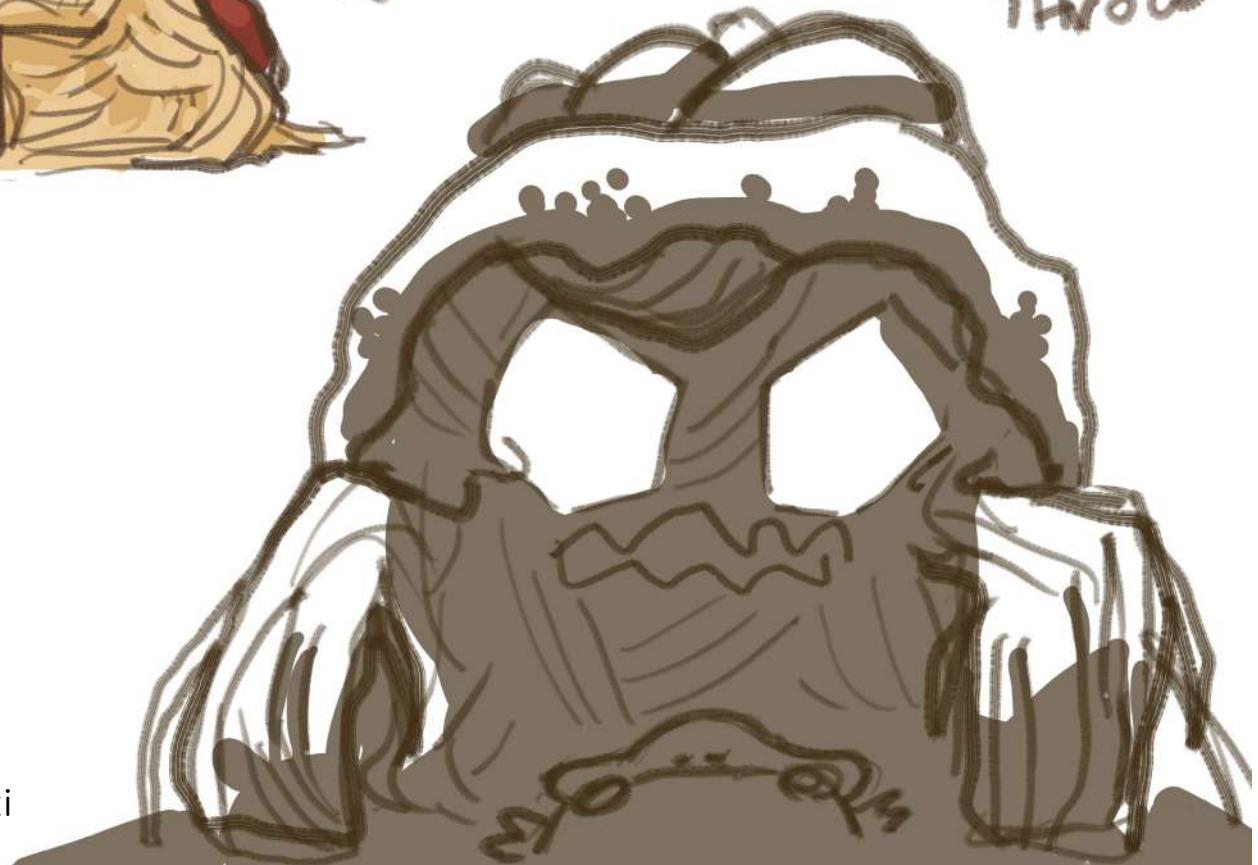
Hurling
meatballs



Enemy (Yeast world) sketches by: Abby

CHARACTERS | ENEMIES

U.P.



Enemy (Yeast world) sketches by: Niki

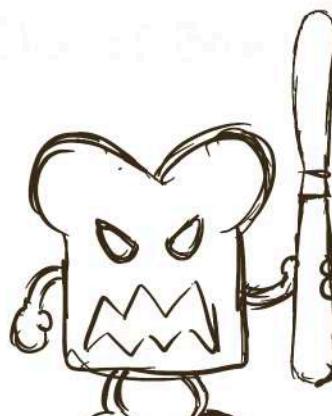
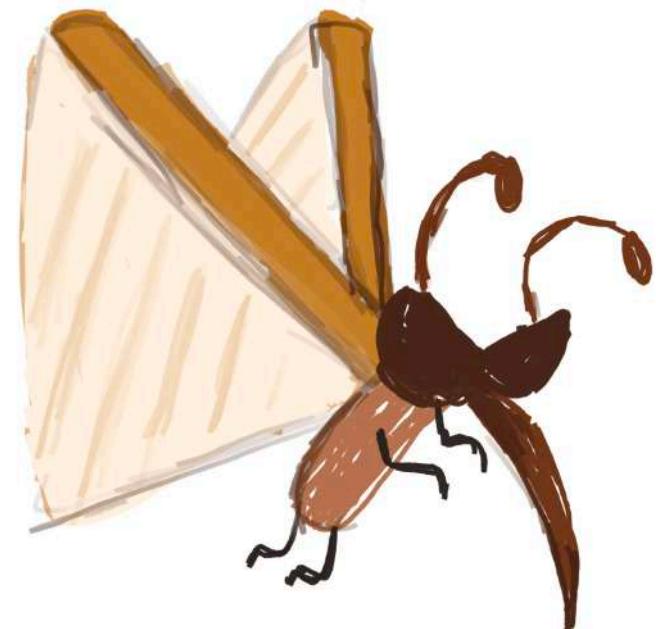
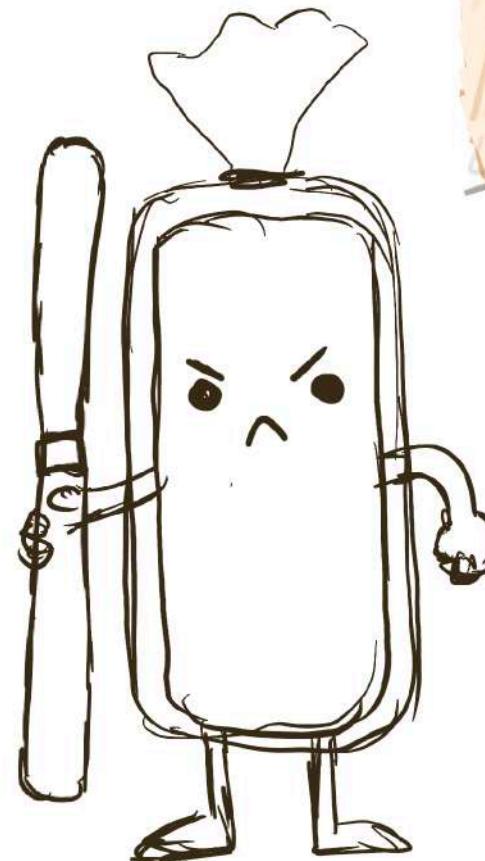
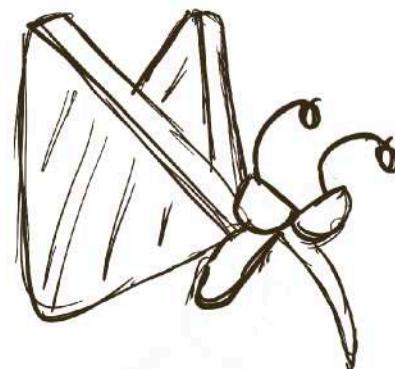
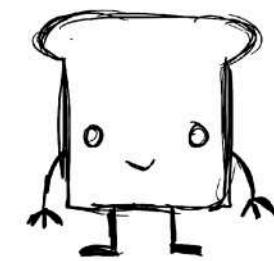
CHARACTERS | ENEMIES



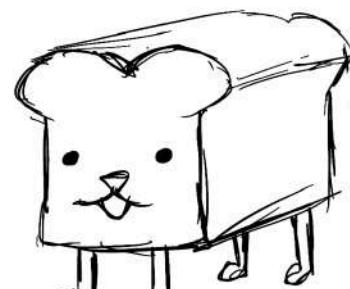
Enemy (Dairy world) sketches by: Nova

CHARACTERS | ENEMIES

Enemy (Yeast world) sketches by: Abby



Argggghhhh



CHARACTERS | ENEMIES



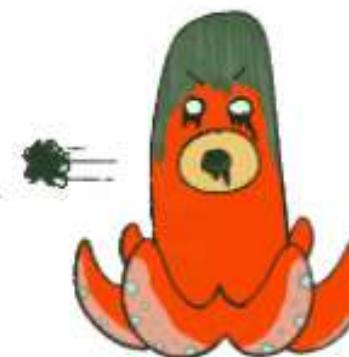
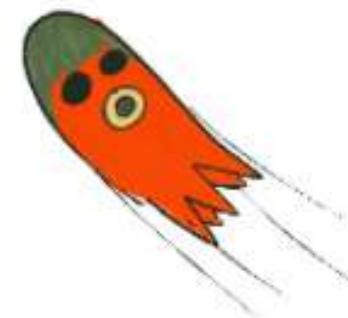
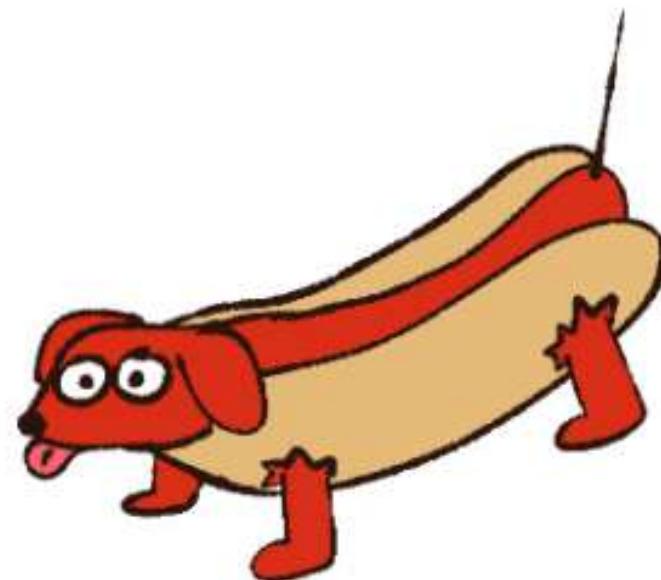
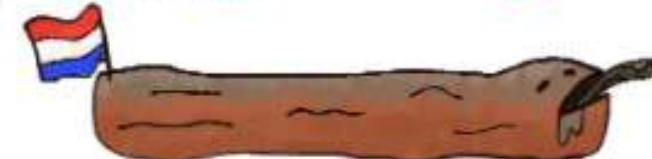
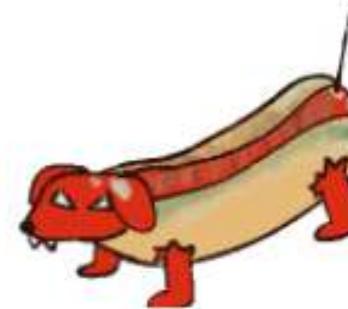
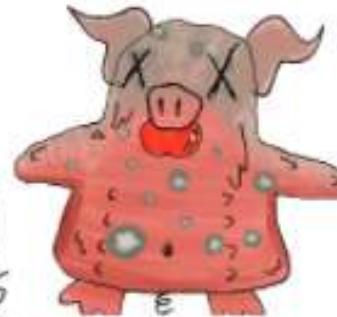
Enemy (Yeast world) sketches by: Abby

CHARACTERS | ENEMIES



Enemy (Candy world) sketches by: Jany

CHARACTERS | ENEMIES



Enemy (Meat world) sketches by: Sasha

CHARACTERS | ENEMIES



Enemy (Candy world) sketches by: Jany

CHARACTERS | ENEMIES



Enemy (Candy world) sketches by: Jany

CHARACTERS | ENEMIES



Enemy (Candy world) sketches by: Jany

CHARACTERS | ENEMIES

For each world, we wanted the enemies to have different archetypes, so the designers created a sheet that displayed each enemy's archetype.

Melee default



Approaches player to attack with melee weapon.

Scale compared to player

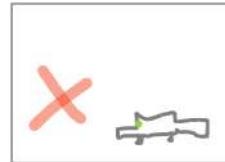
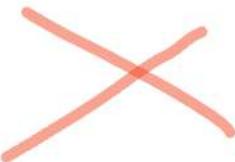
Melee default



Approaches player to attack with melee weapon.

Scale compared to player

Ranged default



Fires projectiles at the player from a distance.

Scale compared to player

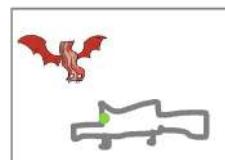
Ranged default



Fires projectiles at the player from a distance.

Scale compared to player

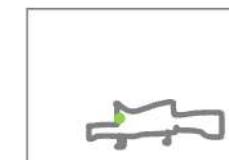
Flying



Occasionally spits out (blood? moldy meat chunk?) projectile toward the player.

Scale compared to player

Flying



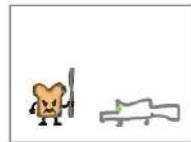
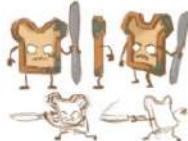
Occasionally spits out (blood? moldy meat chunk?) projectile toward the player.

Scale compared to player

Enemy archetypes sketches by: Designernation

CHARACTERS | ENEMIES

Melee default



Approaches player to attack with melee weapon.

Scale compared to player:

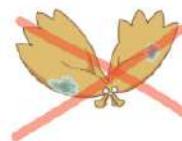
Ranged default



Fires projectiles at the player from a distance.

Scale compared to player:

Flying



Occasionally spits out (blood? mold ball?) projectile toward the player.

Scale compared to player:

Shielded

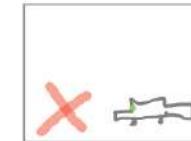


Scale compared to player:



Pulls ravioii shield toward himself to become immune.
Only hitable when the shield is out in front.

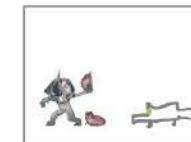
Melee default



Approaches player to attack with melee weapon.

Scale compared to player:

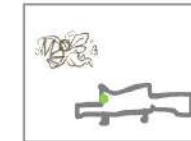
Ranged default



Fires projectiles at the player from a distance.
Grabs the projectile out of its own head and throws it in a straight line

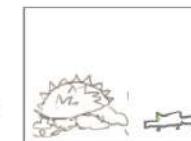
Scale compared to player:

Flying



Scale compared to player:

Shielded



Scale compared to player:



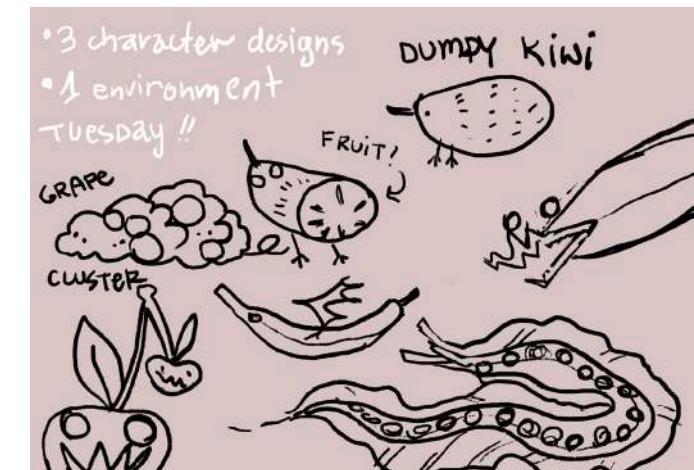
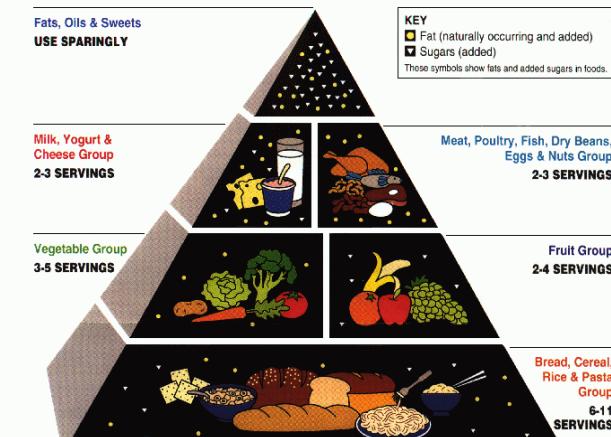
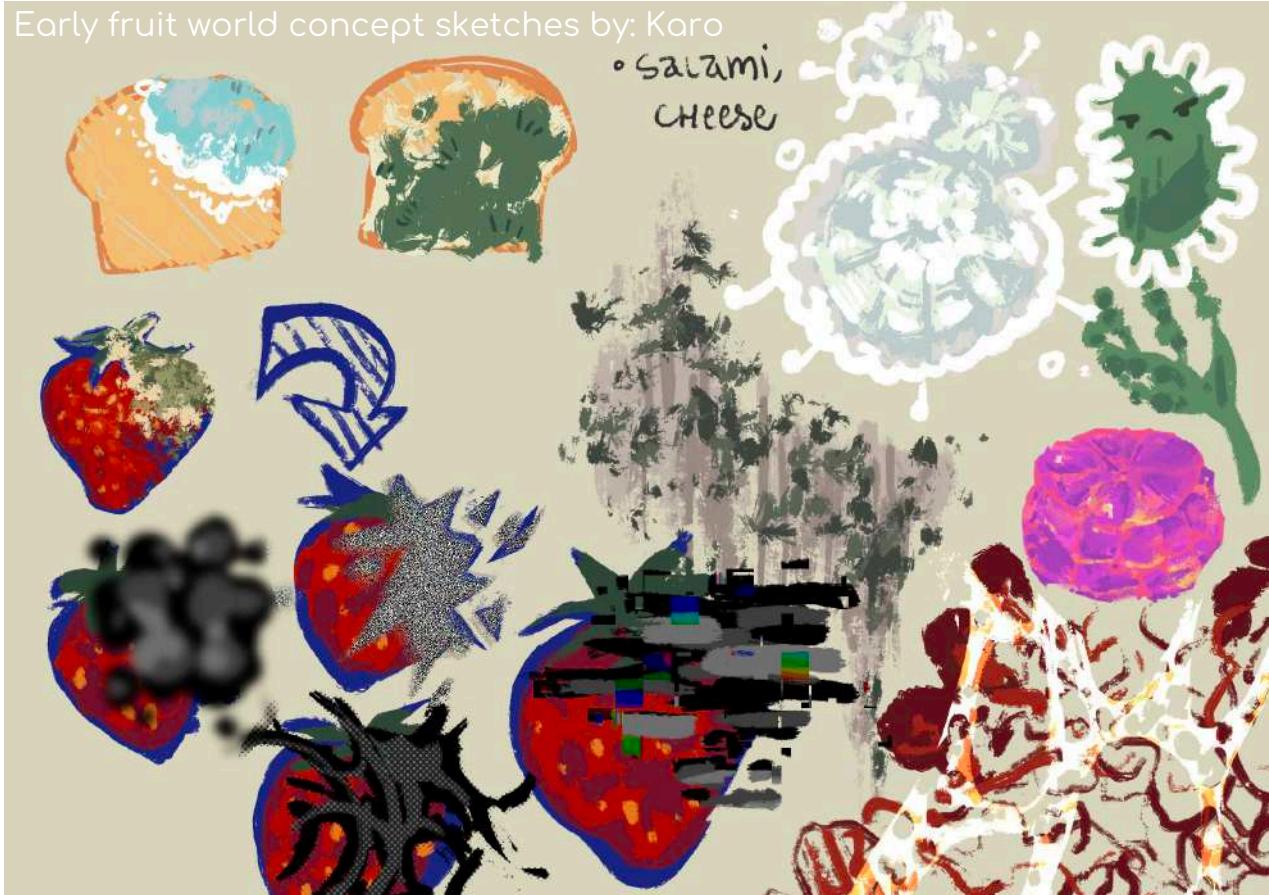
Enemy archetypes sketches by: Designernation

ENVIRONMENT ART | EARLY CONCEPTS

We first wanted to create a food world based on the food pyramid. The idea was to design a world with multiple layers, each representing a different section of the pyramid.

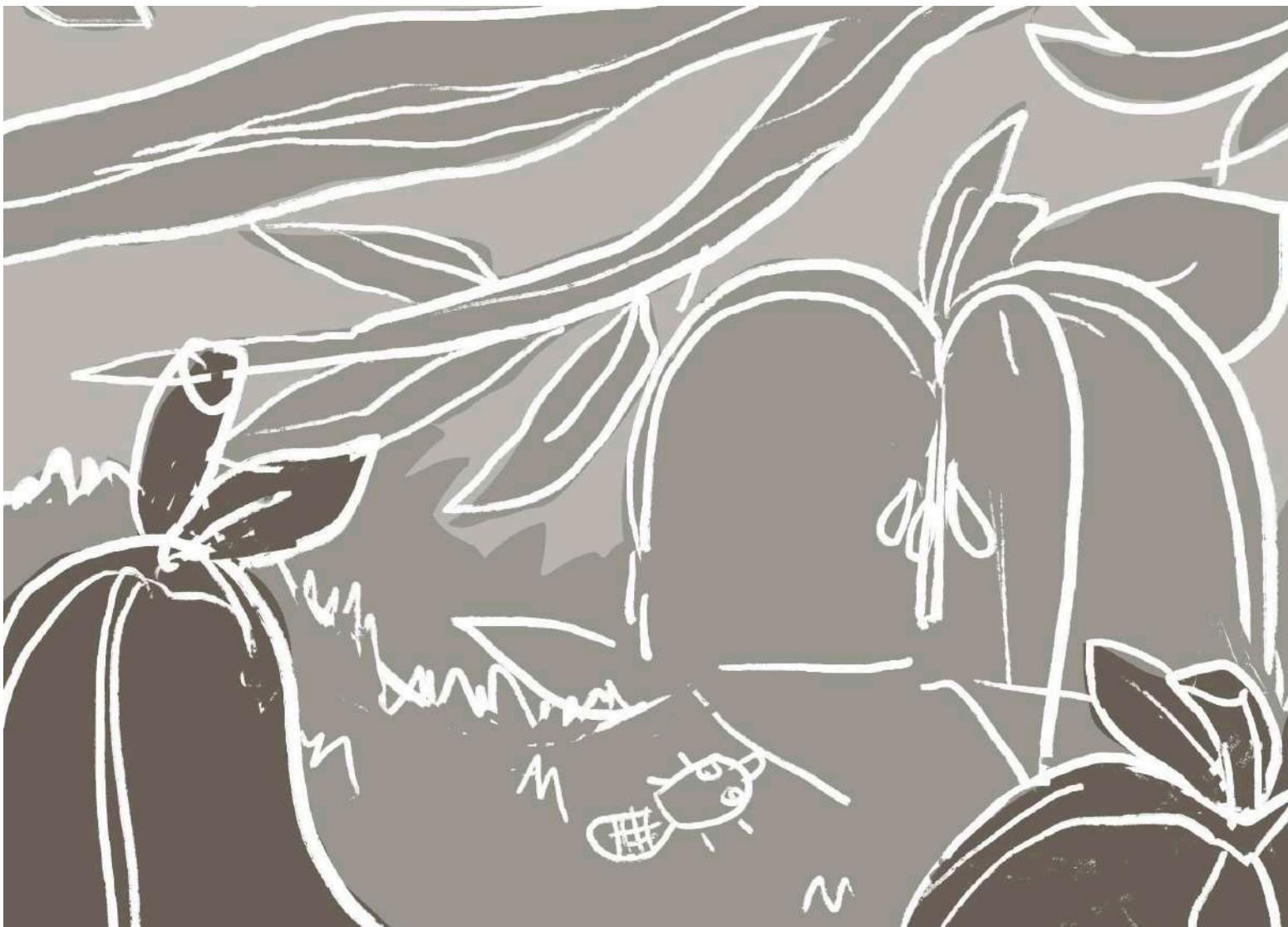
These layers would be interconnected, allowing players to navigate through them in unique and creative ways. We wanted to do this to get creative with the world-building of our game and also to add variety to our levels.

Early fruit world concept sketches by: Karo



ENVIRONMENT ART | EARLY CONCEPTS

Early fruit world concept sketches by: Karo



ENVIRONMENT ART | EARLY CONCEPTS



Early fruit world concept sketches by: Karo



ENVIRONMENT ART | EARLY CONCEPTS



ENVIRONMENT ART | EARLY CONCEPTS

Early meat world concept sketches by: Sasha



ENVIRONMENT ART | EARLY CONCEPTS

UJ.



ENVIRONMENT ART | EARLY CONCEPTS

UJ.

Early dairy world concept sketches by: Nova



ENVIRONMENT ART | EARLY CONCEPTS

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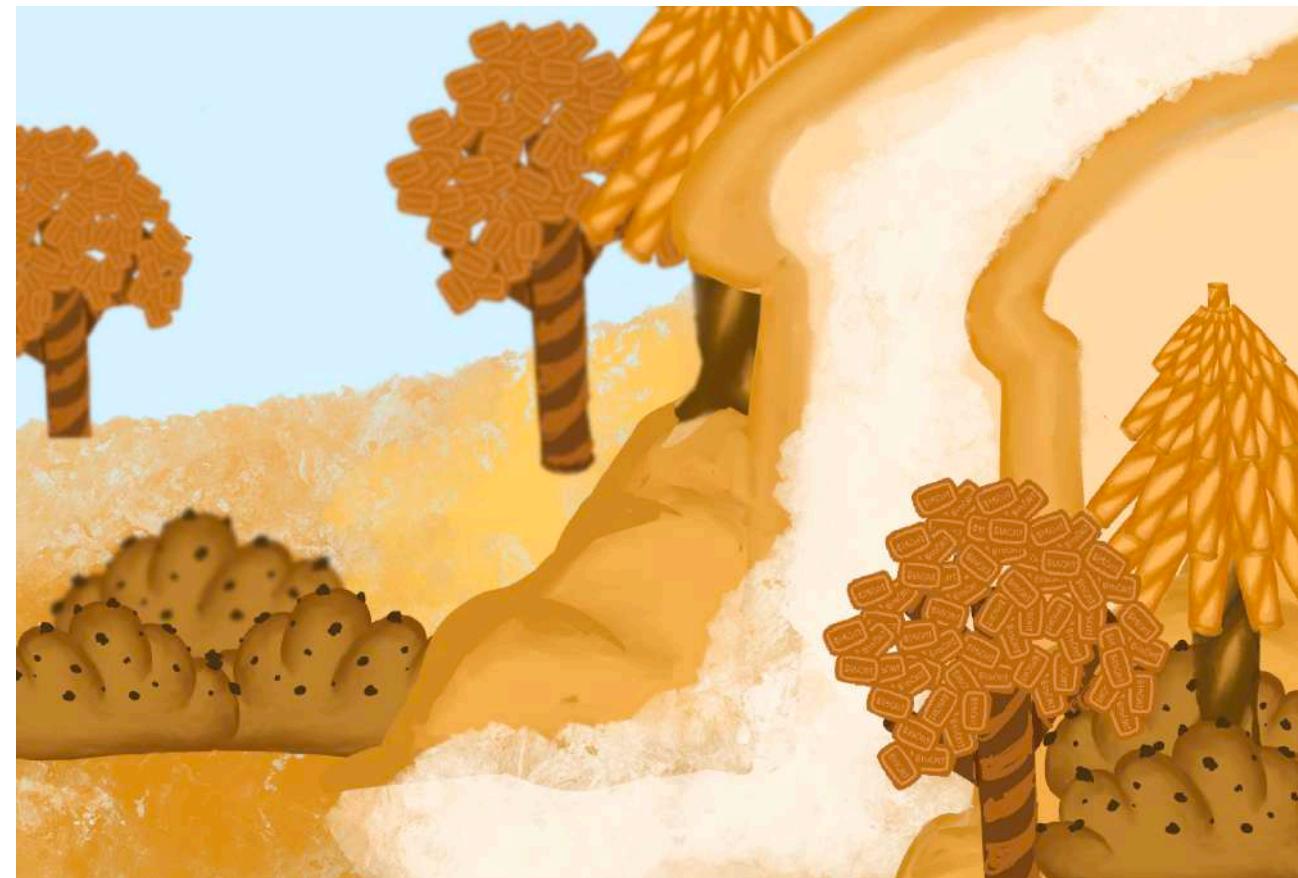


Early candy world concept sketches by: Jany

ENVIRONMENT ART | THE BREAD WORLD

We eventually chose to focus solely on the yeast world because of a time crunch. We decided to stay in the bread world because Bradely is also a piece of bread, and it would allow us to expand in this toasty world with its warm and soft colors.

We also liked how we could contrast the warm brown colors of the bread with the cool blue-green mold colors.



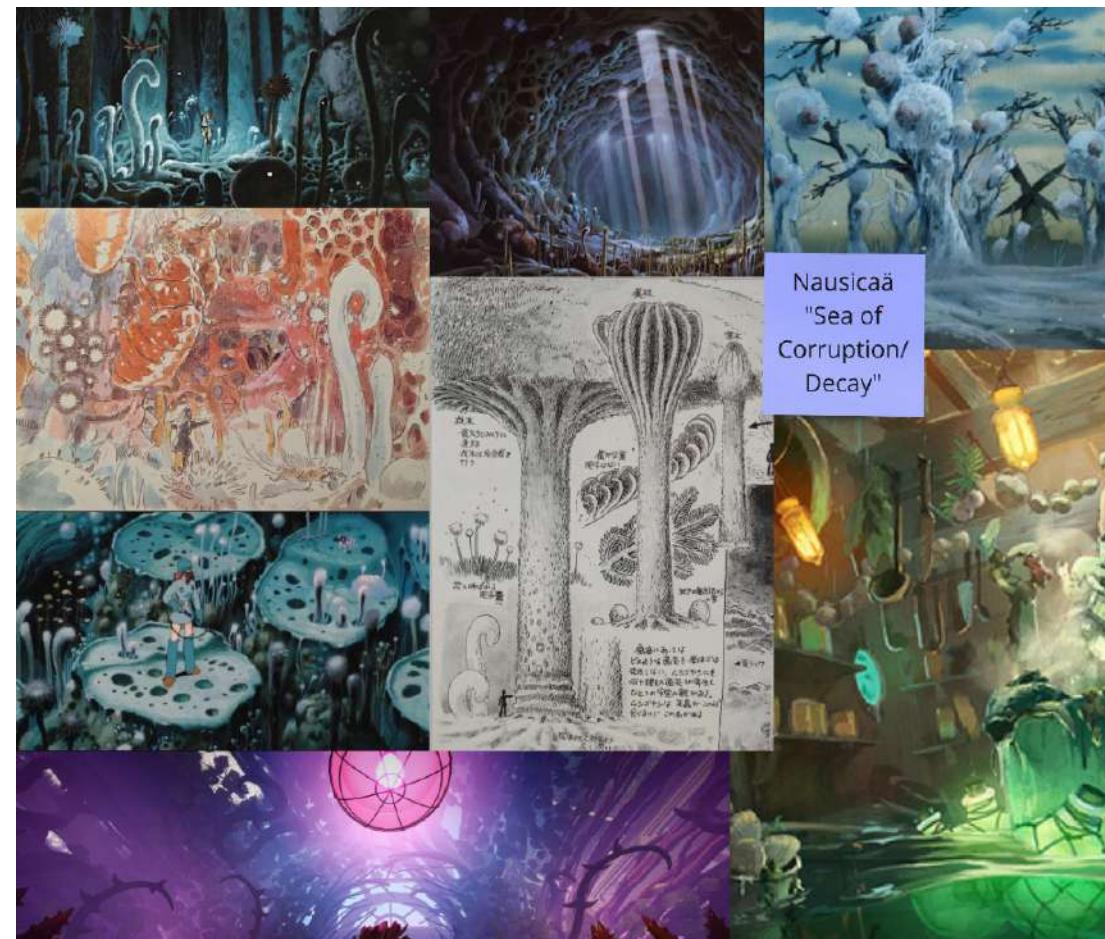
Early concept sketches by: Abby

ENVIRONMENT ART | THE MOLD

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J
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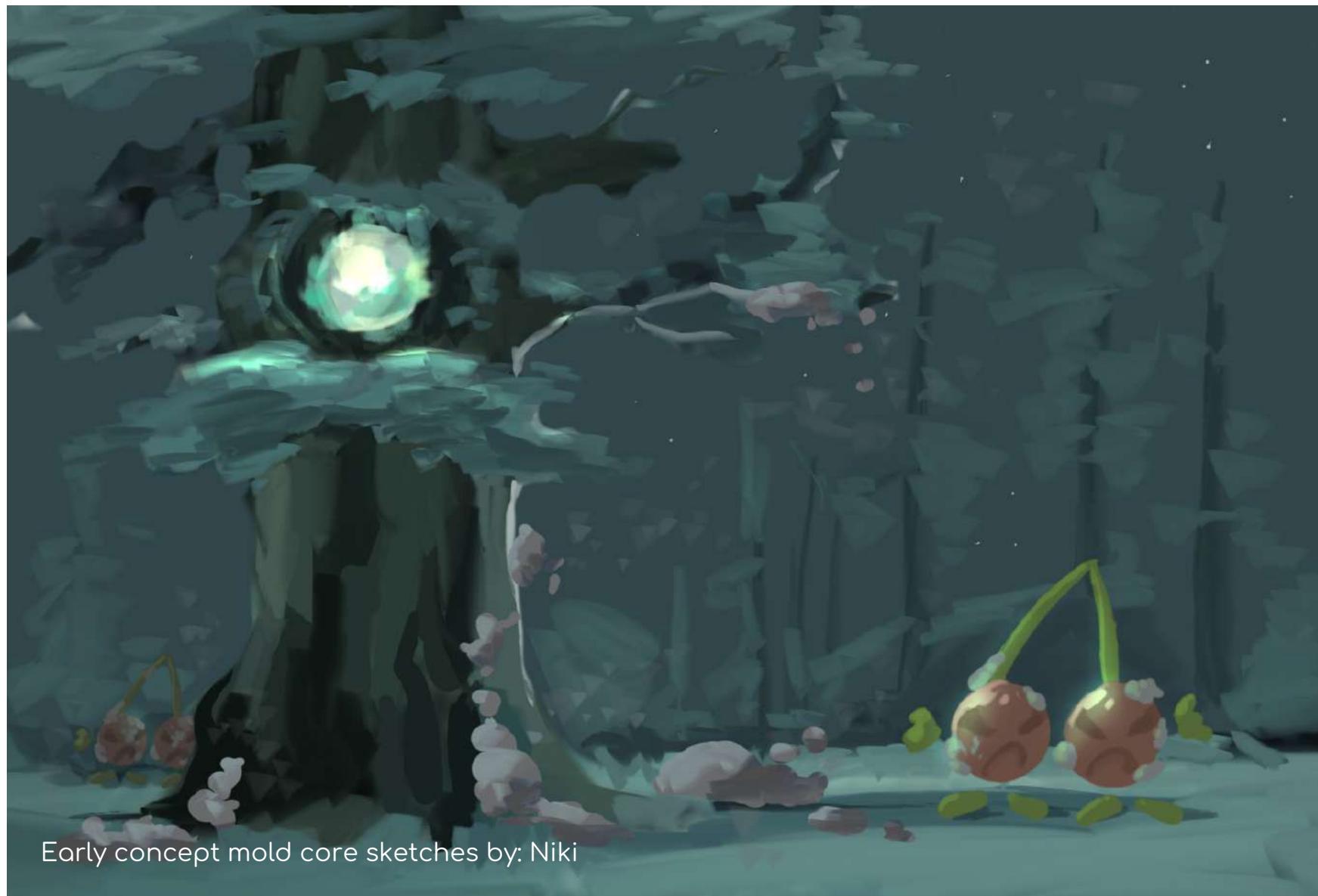
We wanted the food world and Bradley to have an enemy that fit the world organically, so we thought about what the biggest enemy of bread could be: mold. We then considered how to portray mold as the enemy in this world.

At first, we imagined them as moldy blob monsters, but that felt a little too boring. So, we came up with the idea of a mold core—a central entity that spreads its moldiness to possess food and turn it into creatures that want to mold everything in their surroundings, including Bradley.



ENVIRONMENT ART | THE MOLD

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Early concept mold core sketches by: Niki

ENVIRONMENT ART | THE MOLD



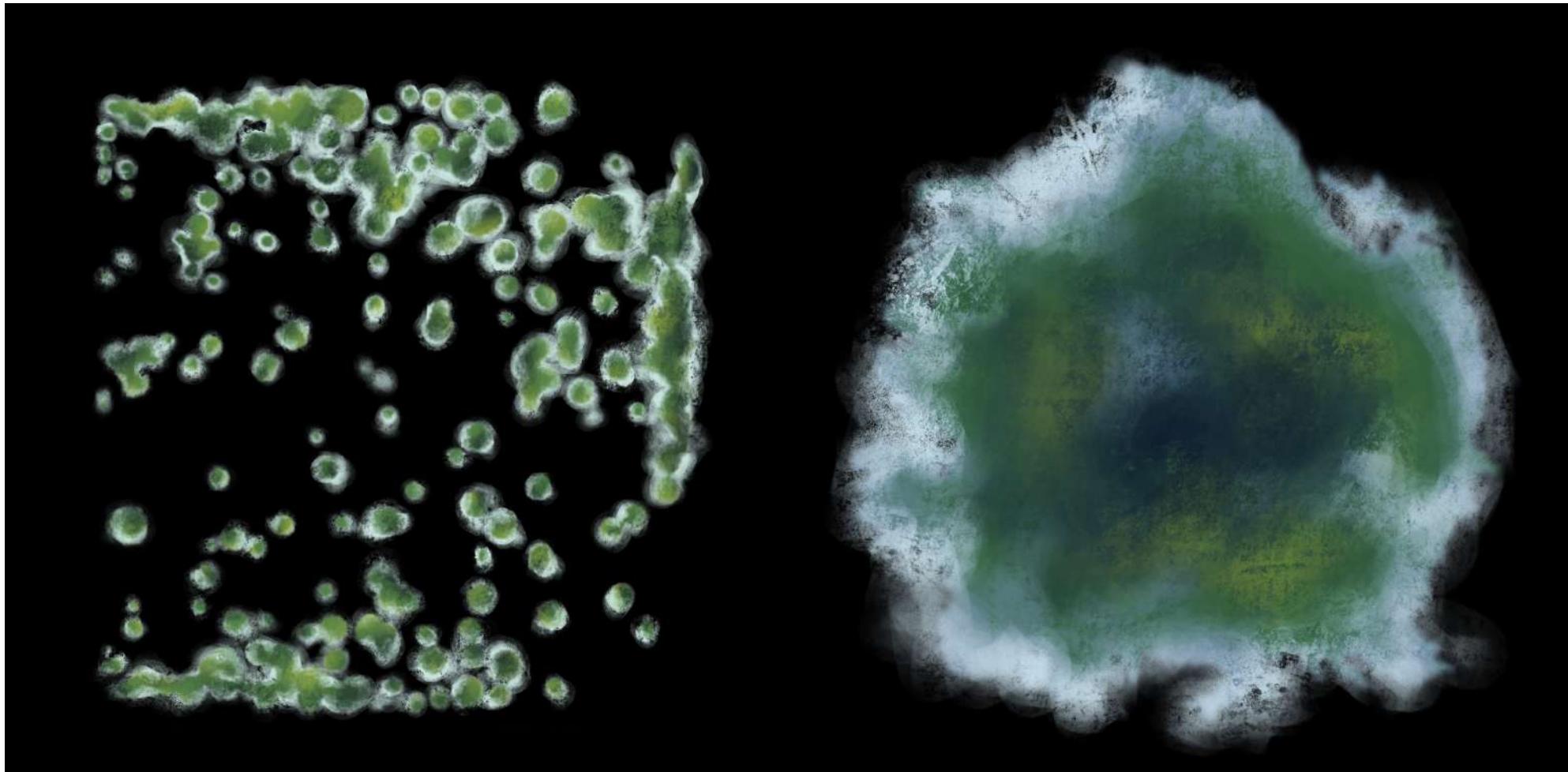
Before mold infection sketch by: Niki

ENVIRONMENT ART | THE MOLD



After mold infection sketch by: Niki

ENVIRONMENT ART | THE MOLD



Texture's of the mold by: Nova

VFX | THE MOLD SHADER

The mold shader was made to show different stages of the mold on Bradley, the enemies, and assets. We designed the mold shader to resemble real life mold and be scalable with different intensities. By having different intensities of the mold, we could use it to show the stages of infection on enemies and Bradley.

The mold shader is a transparent material that can be added to any object as a secondary material giving it a layer of mold. The mold layer is a texture that has a dissolve effect on it making the layer dissolve away. There is a secondary color layer which dissolves at a different rate giving the mold a colorful outline.

We experimented with different mold shaders and texture, having one that applies the mold from different sides and blending the mold texture with the base texture. However we settled on an overlay material that can easily be added on every asset in the game.

Different mold shader iterations: Sasha



Moldshader final version: Sasha



For the moldy milk rivers and lakes in the game we made a cartoon style liquid shader that has a depth effect on it. The depth, transparency of the lake and the amount of foam on it can be tweaked together with a refraction effect to mimic water movements. This shader was made with the goal of creating a lake of moldy milk which would damage Bradley if he fell in it.

We made the water in a cartoon style and not too realistic to fit the aesthetic of the game and stand out against the brown bread world. We achieved the moldy lake by making the liquid very opaque and white colored and making the foam on top of it dark green colored, so it looks like patches of mold are floating in the milk. Since the depth colors are also customizable, we made the deeper colors a little grey and green to give the milk more depth.



VFX | THE FRESNEL SHADER & PORTAL EFFECTS



To make the collectables in game stand out and look like they are interactive we gave them a Fresnel shader. The Fresnel effect enhances the visual appeal by adding a colorful, dynamic outline to the object, making it immediately noticeable in the bread world.

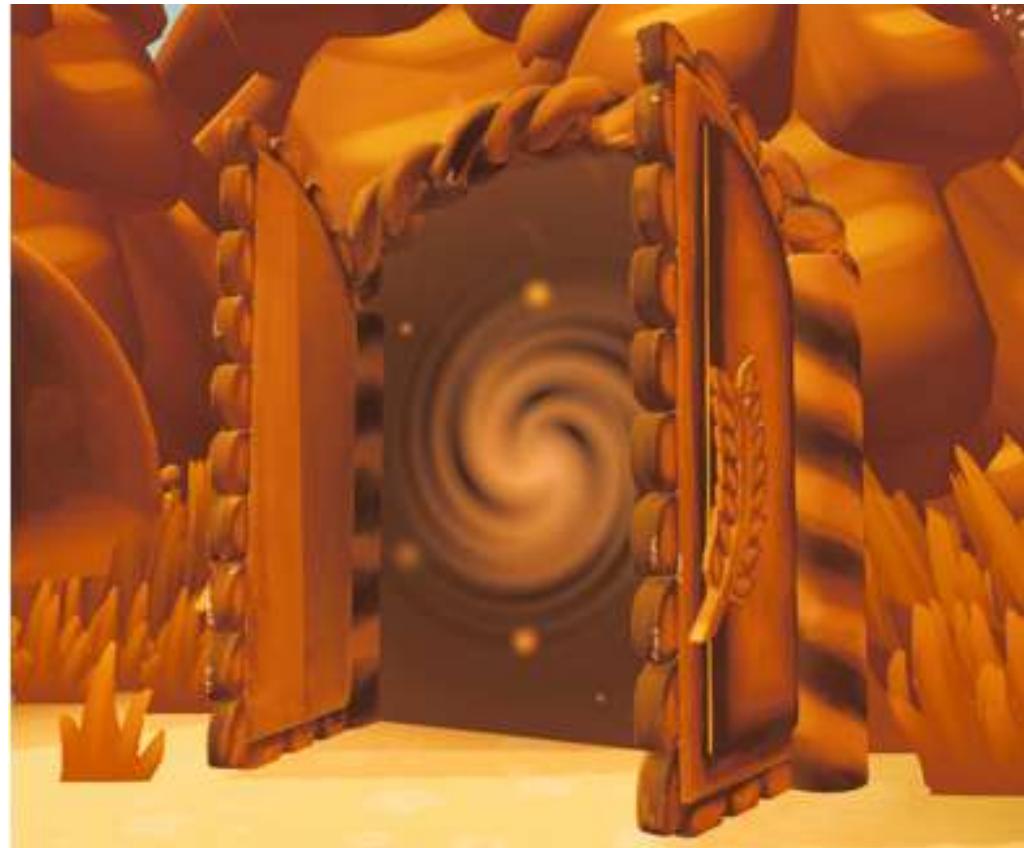
The Fresnel shader adds a colorful lit outline to the object based on the viewing angle ensuring the object stands out no matter from what angle it's viewed.



Fresnel shader by: Sasha

For the gates that lead to the next level we used a spiraling portal shader and particle effects. Designed to look like a swirling whirlpool to give the portal a sense of mystery and draw players in.

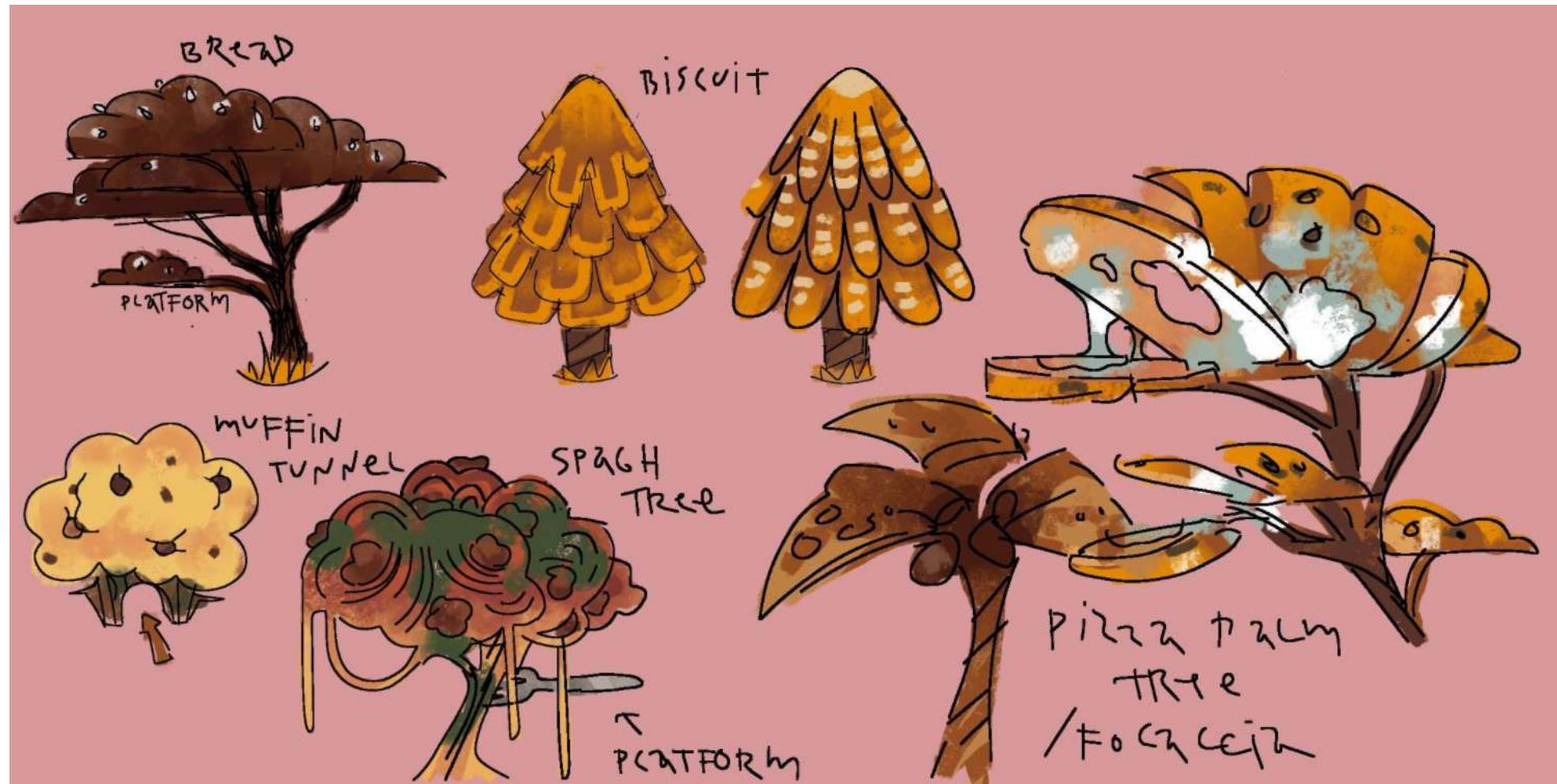
The portal shader works by using a twirl effect on a Voronoi noise map making it look like a spiraling whirlpool. Afterwards the swirl is combined with the texture of a white circle and a color node to make the portal circular and give it a color.



Portal effects by: Sasha

ASSETS | CONCEPT ART

For the game's assets, we experimented with many ideas to make our bread world feel alive and deliciously toasty.



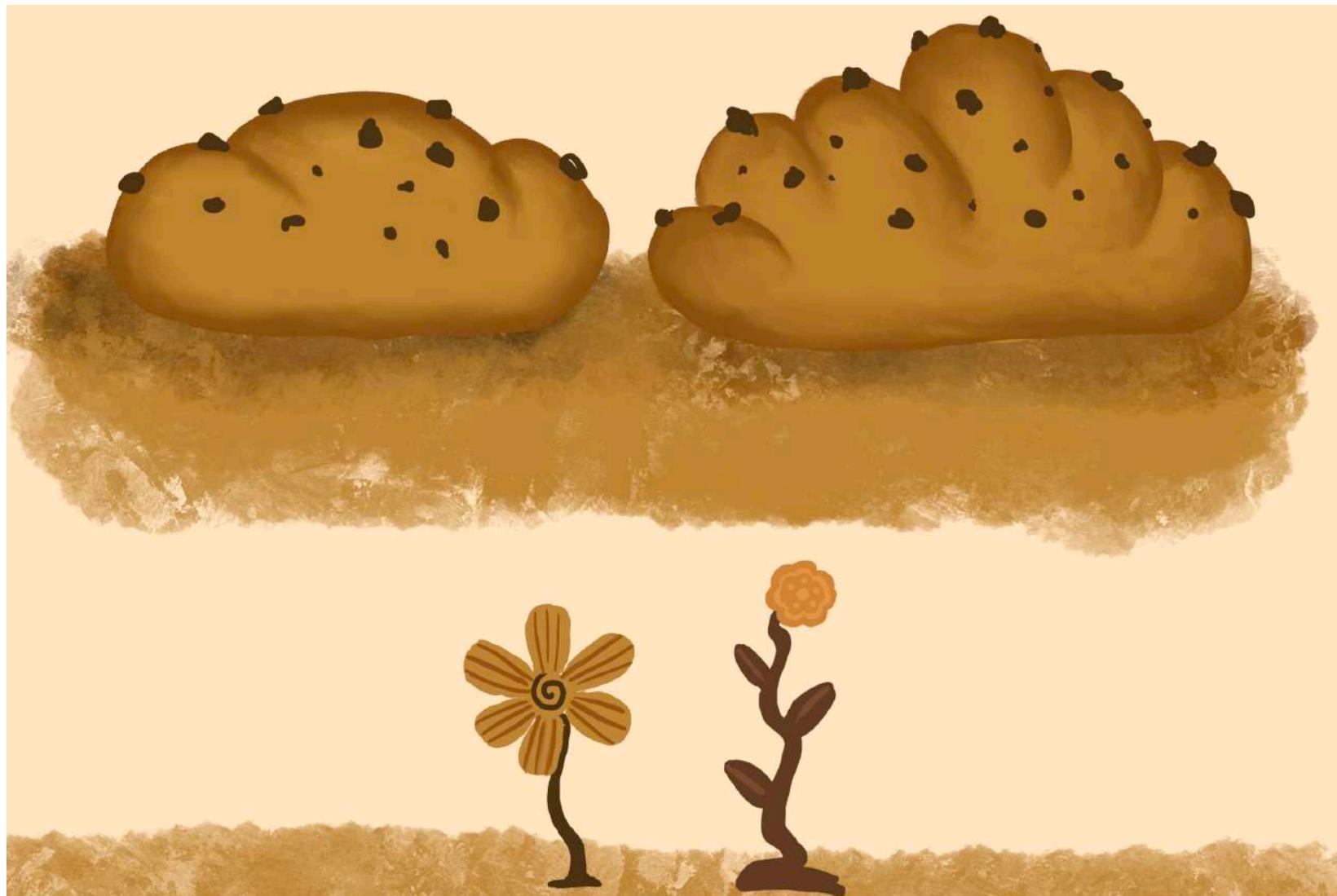
Bread Tree asset concept art by: Karo

ASSETS | CONCEPT ART



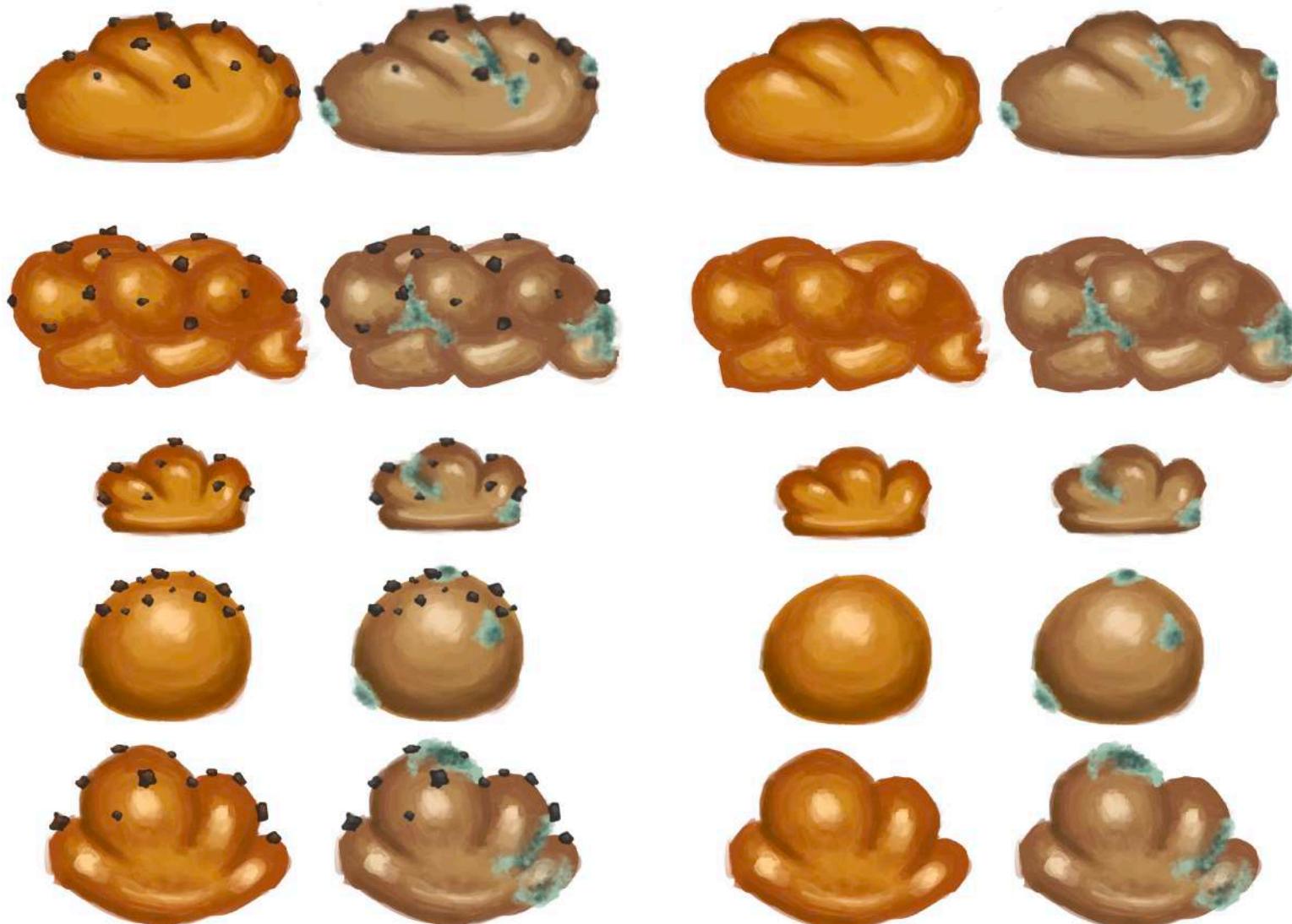
Bread tree asset concept art by: Abby

ASSETS | CONCEPT ART



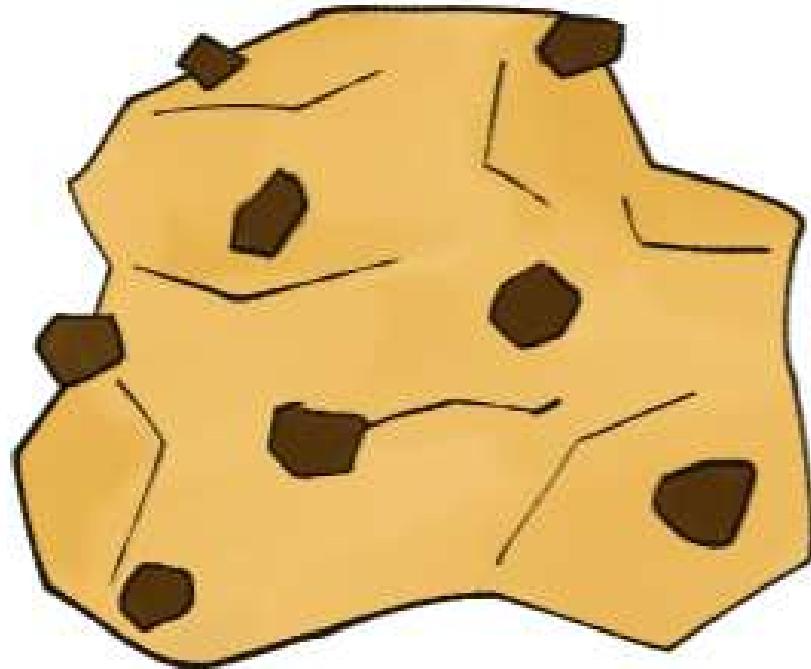
Bread bushes/flower asset concept art by: Abby

ASSETS | CONCEPT ART



Bread bushes asset concept art by: Abby

ASSETS | CONCEPT ART



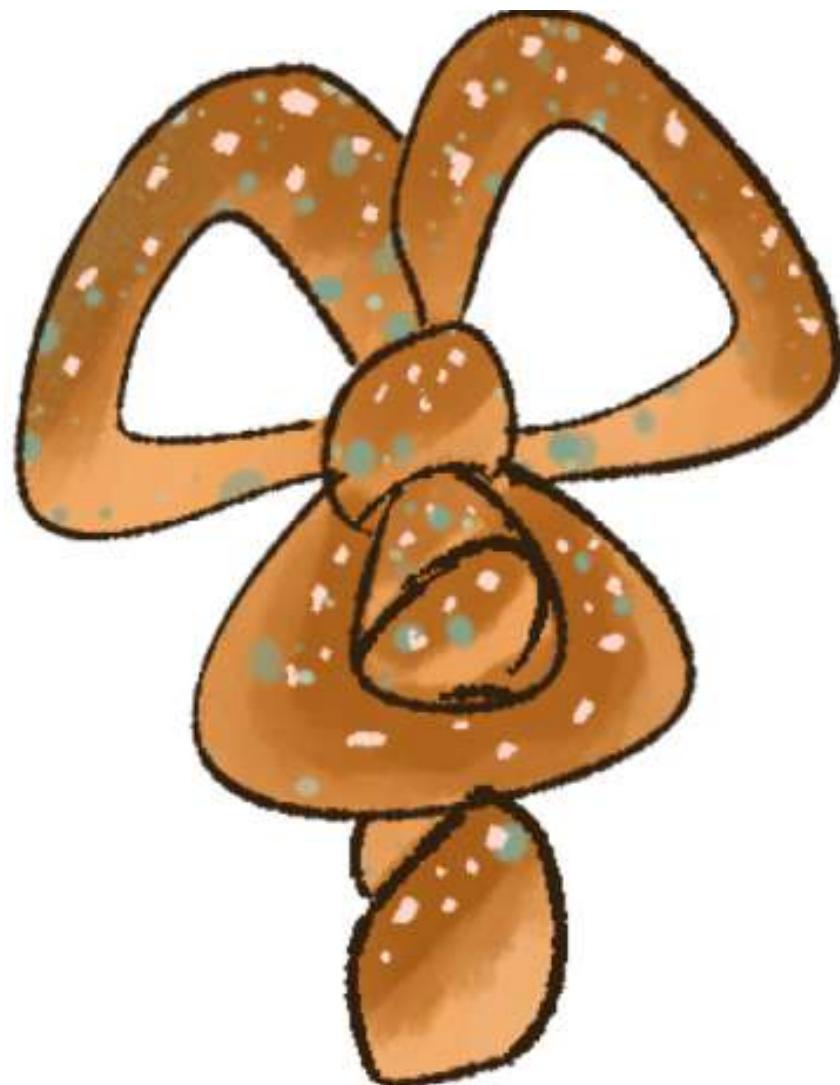
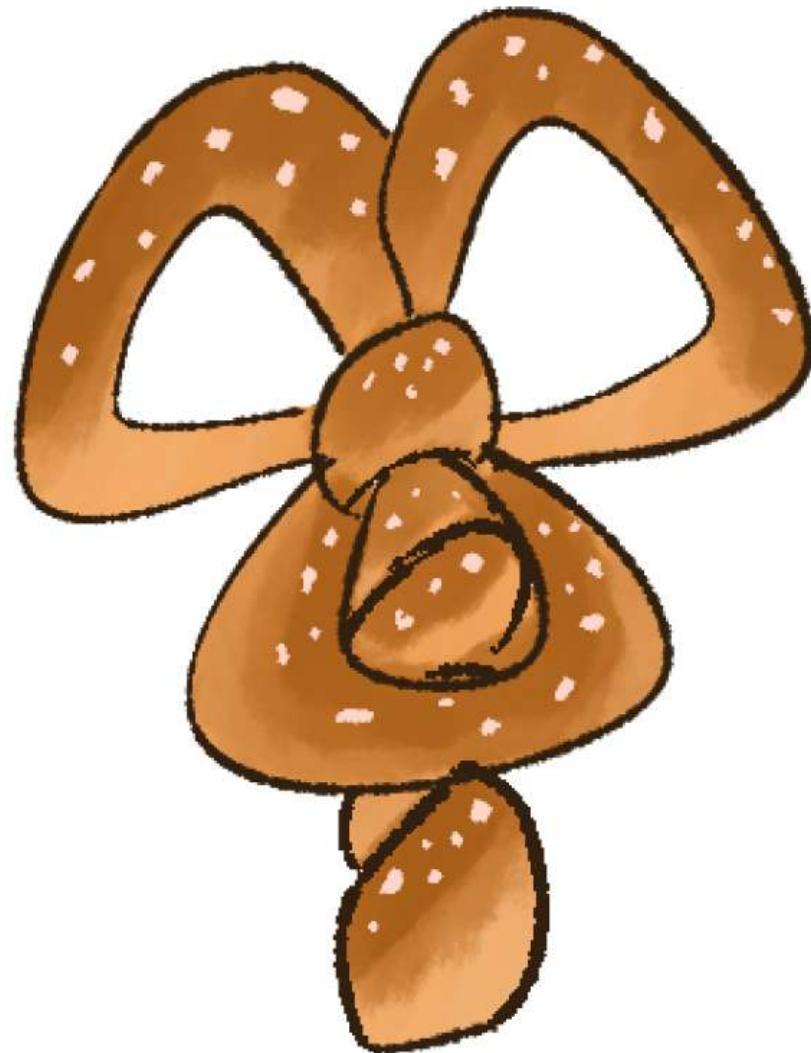
Cookie & chocolate bushes asset concept art by: Sasha

ASSETS | CONCEPT ART



Cupcake bounche pad asset concept art by: Sasha

ASSETS | CONCEPT ART



Cupcake bounche pad asset concept art by: Sasha

ASSETS | CONCEPT ART



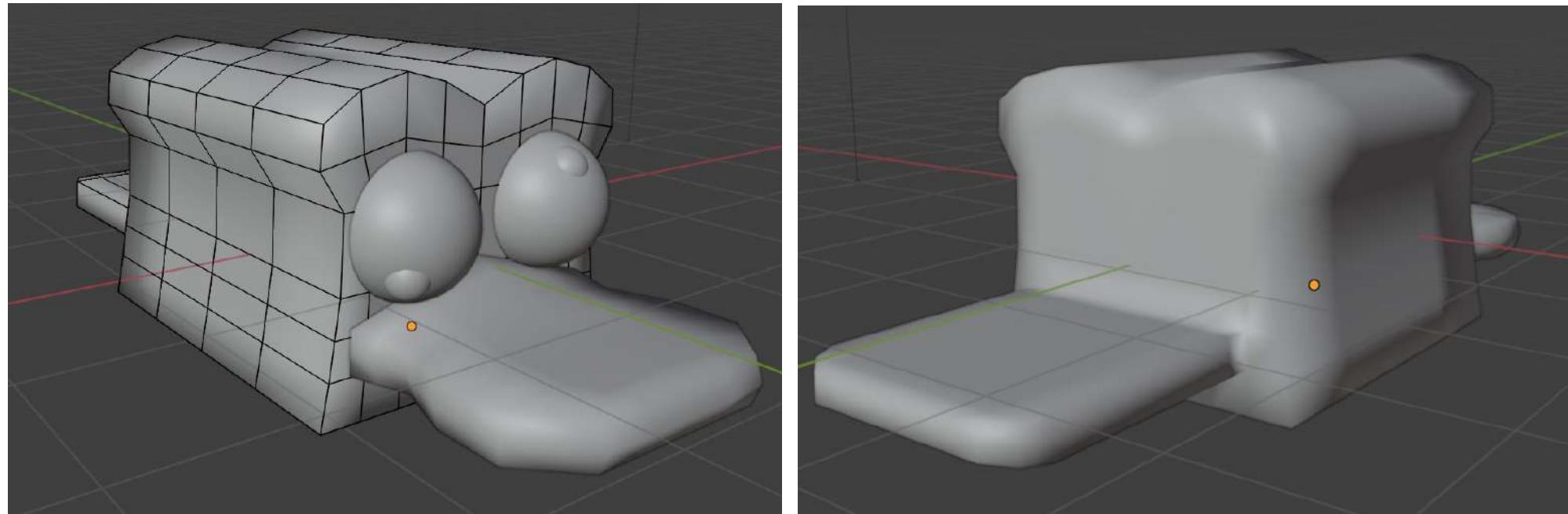
PANCAKE
TOWER

Pancake tower asset concept art by: Sasha

ASSETS | 3D MODELING

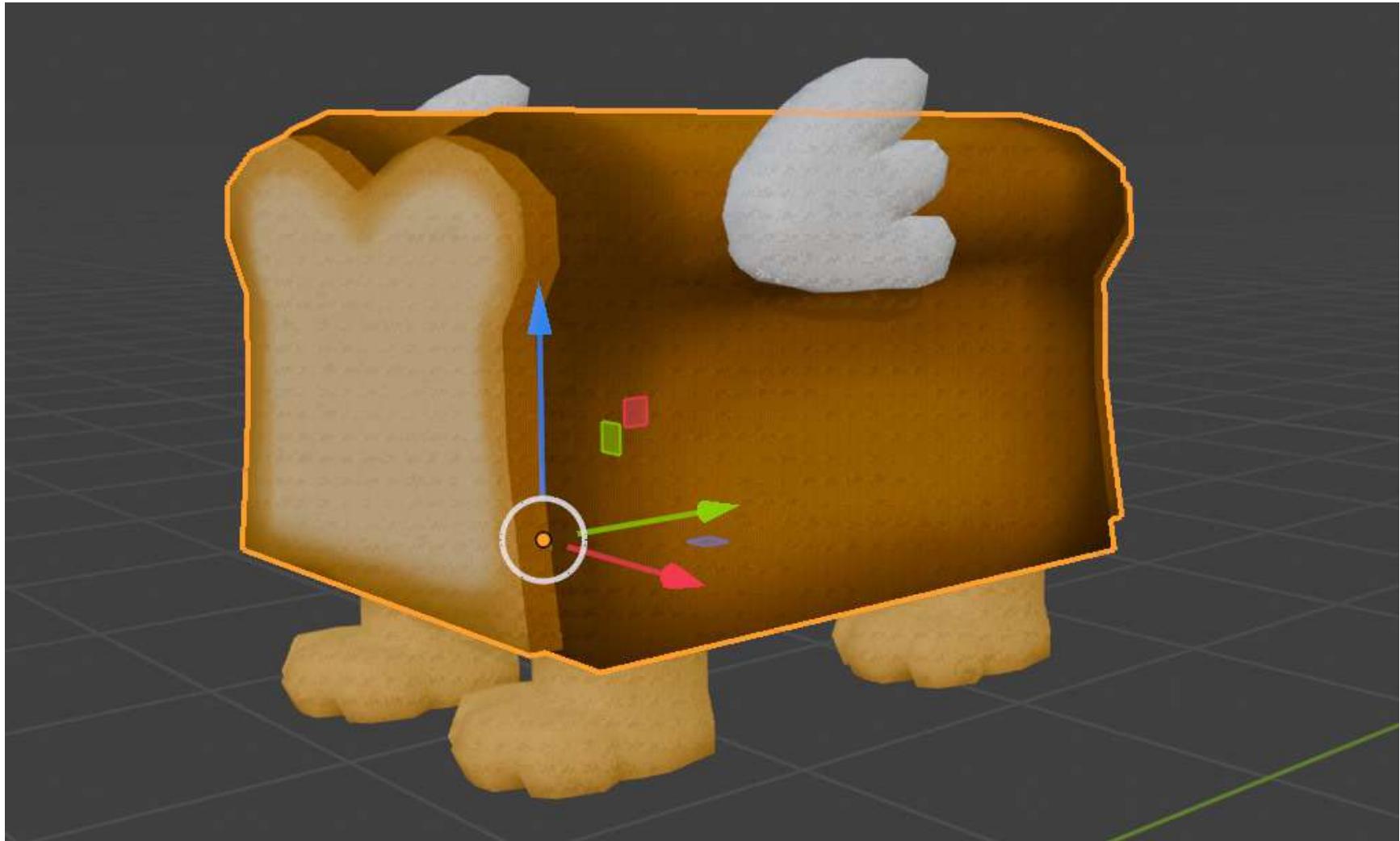


For the 3D modeling, we wanted to adopt a low-poly style. Not only did this make the process faster, but it also allowed us to keep the shapes and topology as simple and minimal as possible. This made the models easier to texture paint. Additionally, we used smooth shading to give our models a soft, squishy appearance—perfectly fitting the game's art style.



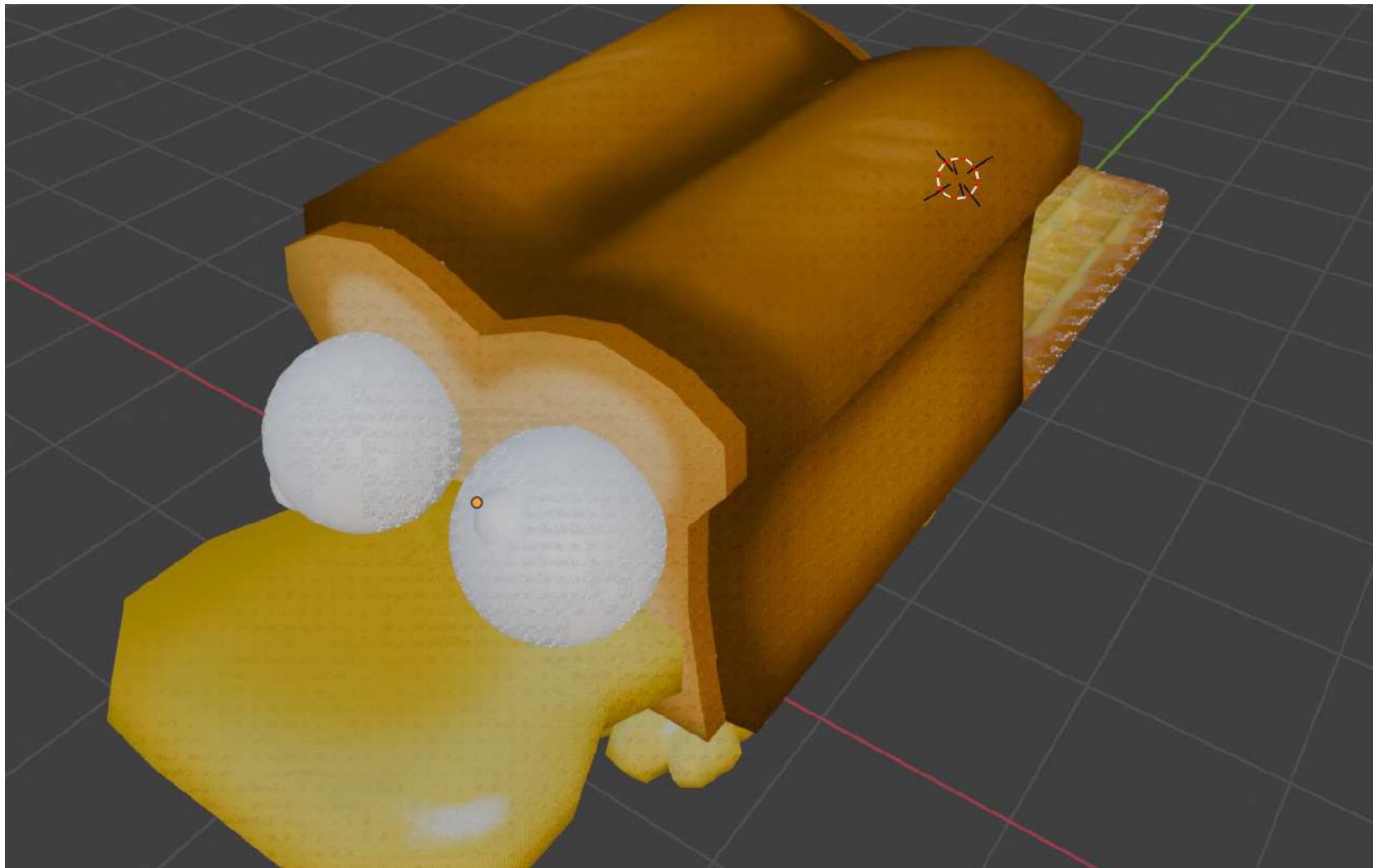
Bradely 's 3D model by: Jany

ASSETS | 3D MODELING



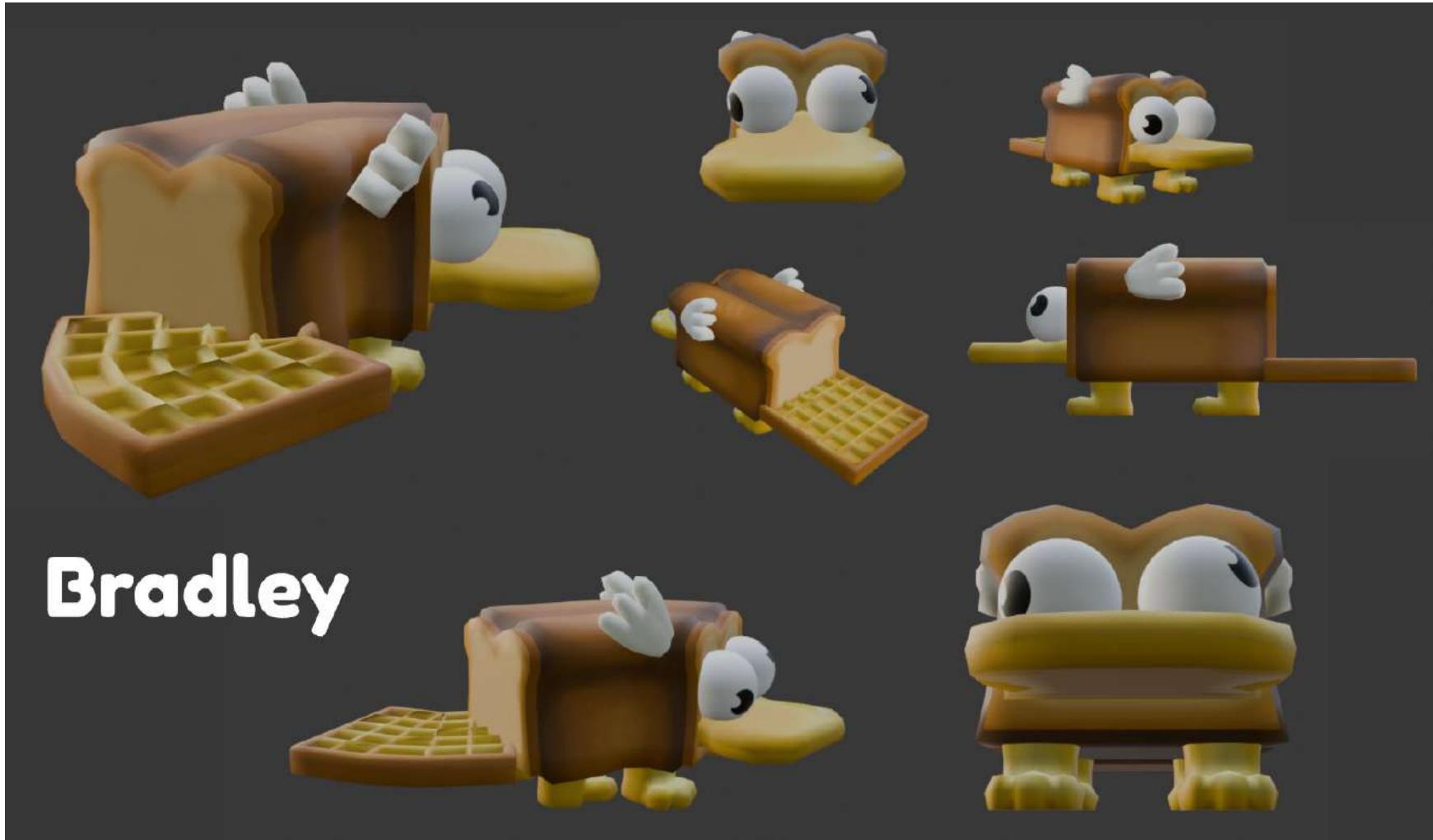
Bradely 's 3D model by: Jany

ASSETS | 3D MODELING



Bradely 's 3D model by: Jany

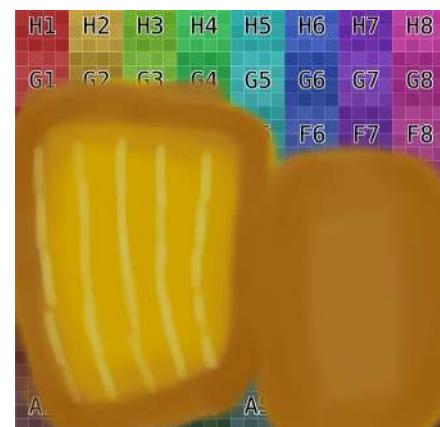
ASSETS | 3D MODELING



Bradley

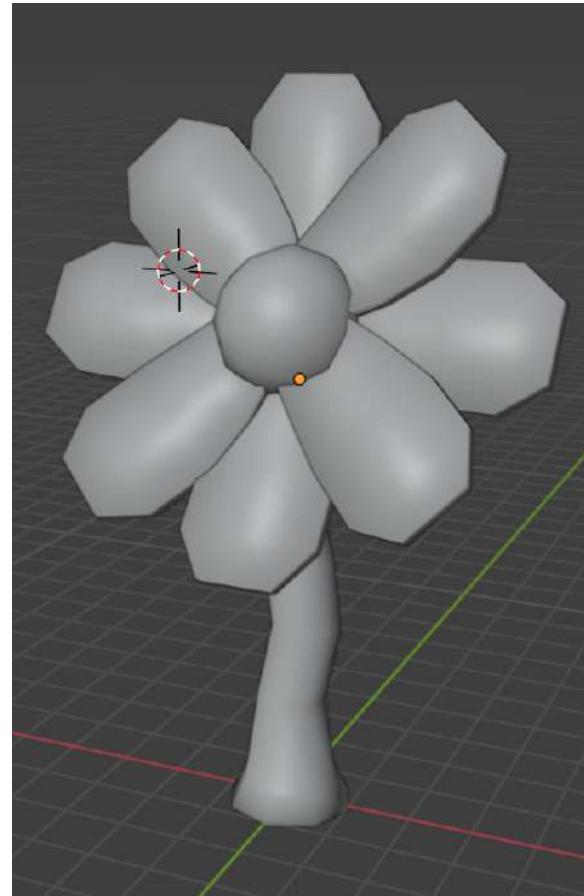
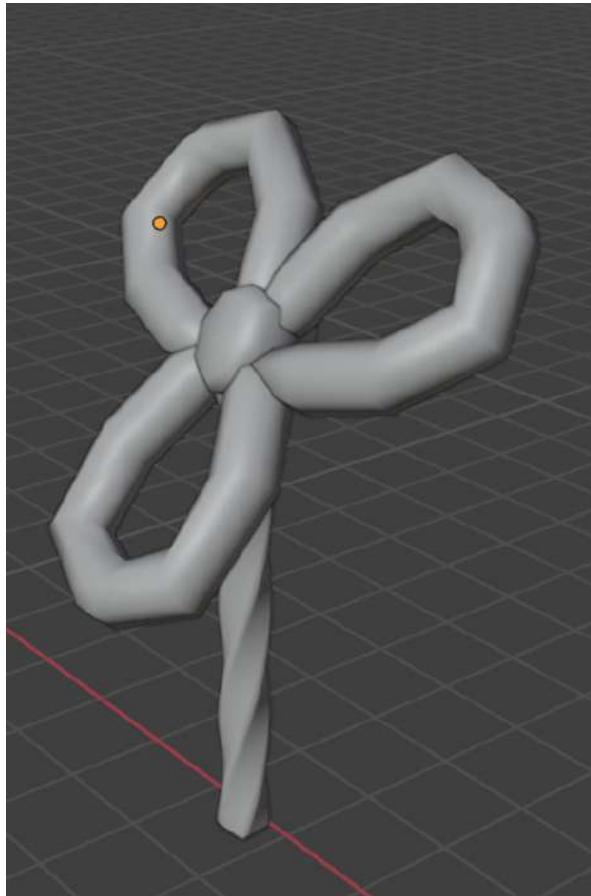
Bradely 's 3D model by: Jany

ASSETS | 3D MODELING



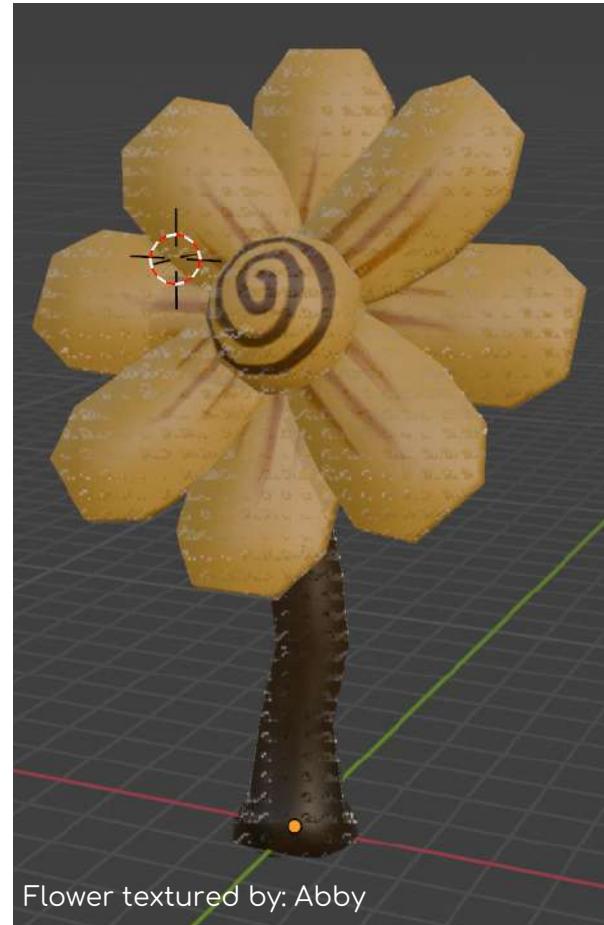
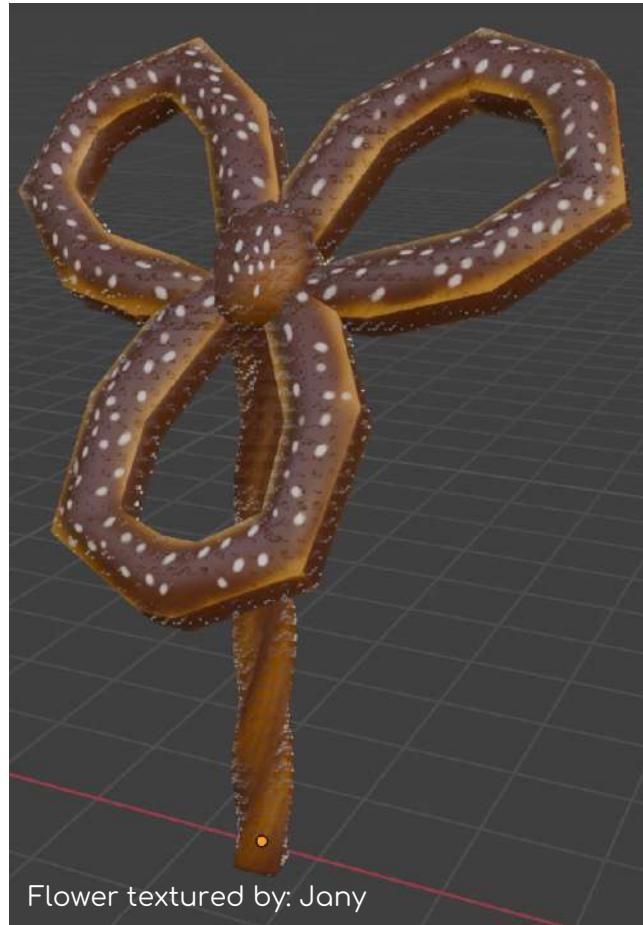
Bradely 's textured by: Jany

ASSETS | 3D MODELING



Flower 3D model by: Jany

ASSETS | 3D MODELING



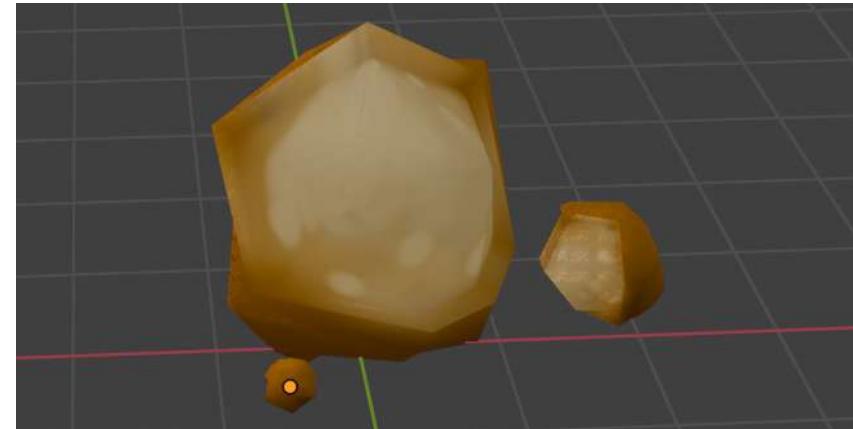
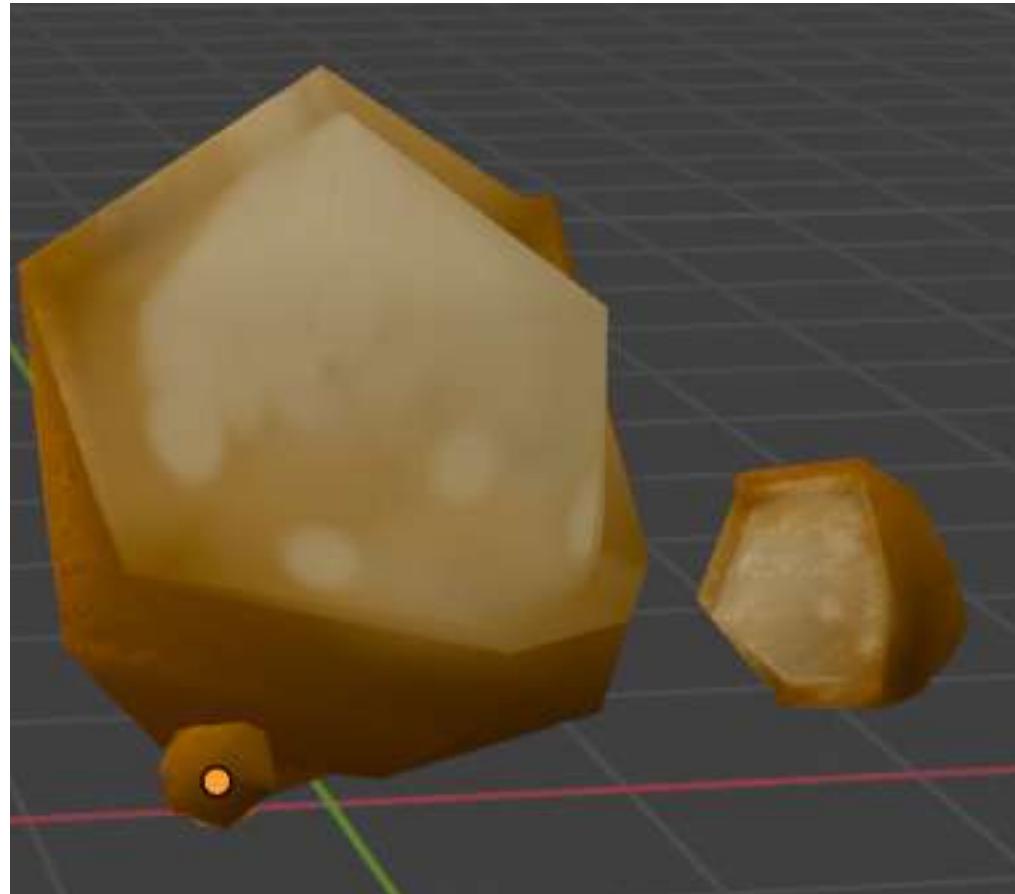
Flower 3D model by: Jany

ASSETS | 3D MODELING



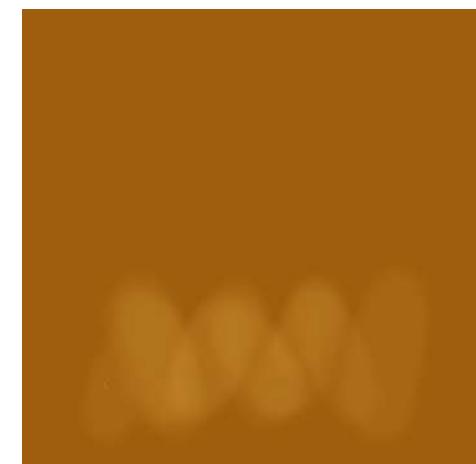
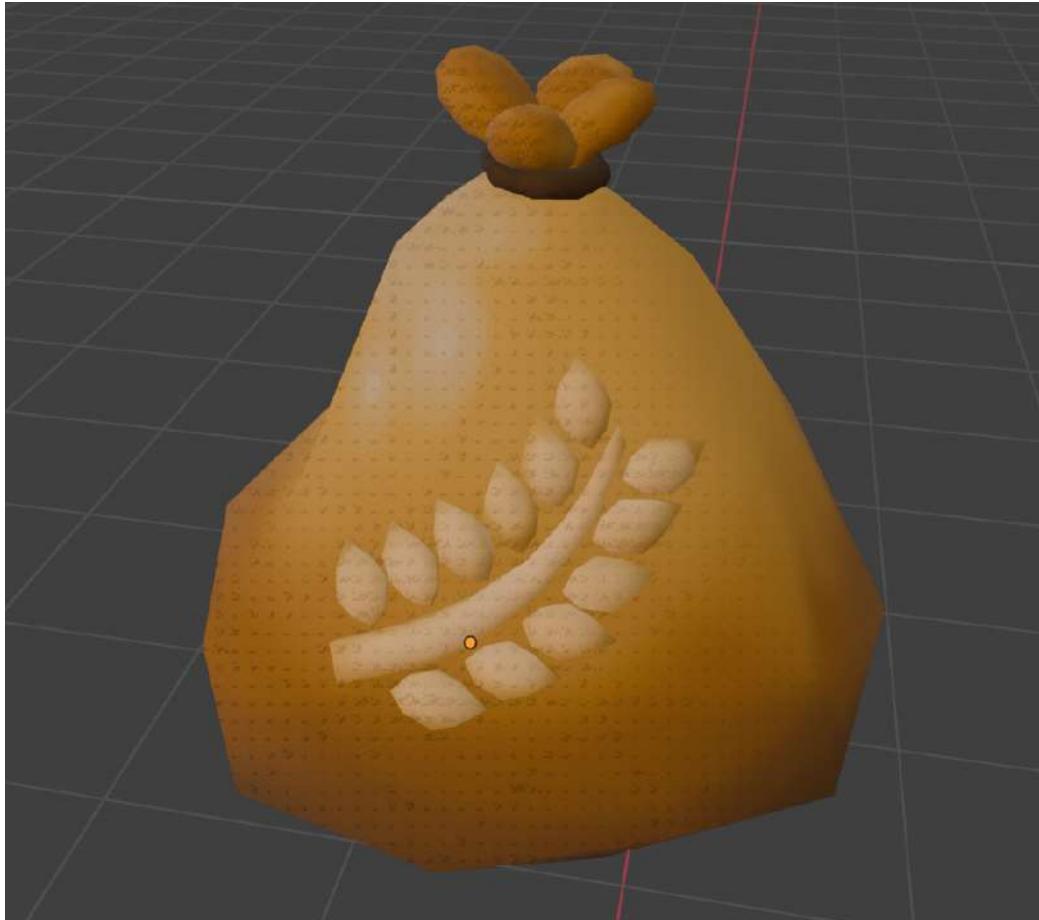
Flower textured by: Abby

ASSETS | 3D MODELING



Collectable crumbs 3D model/textured by: Jany

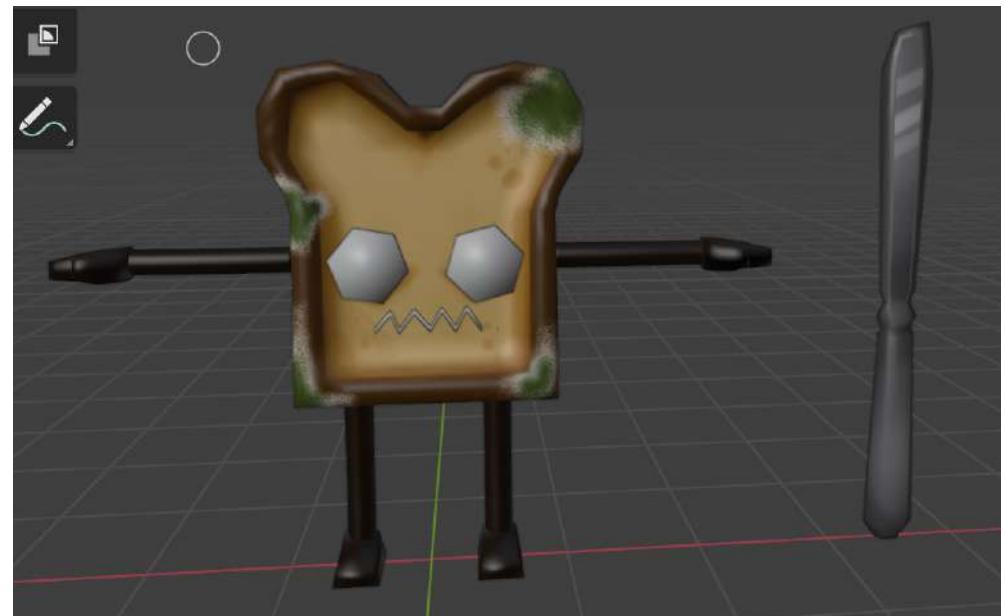
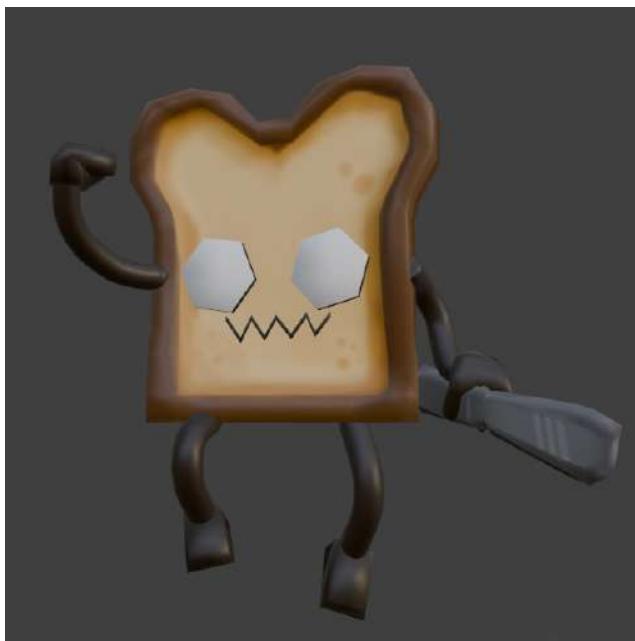
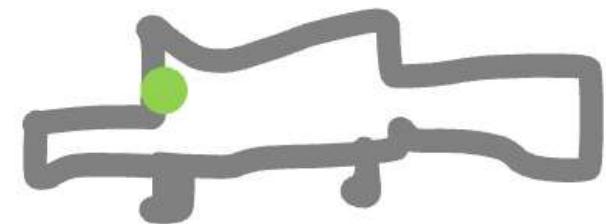
ASSETS | 3D MODELING



Yeast of power bag 3D model by: Sasha

Yeast of power bag textured by: Sasha

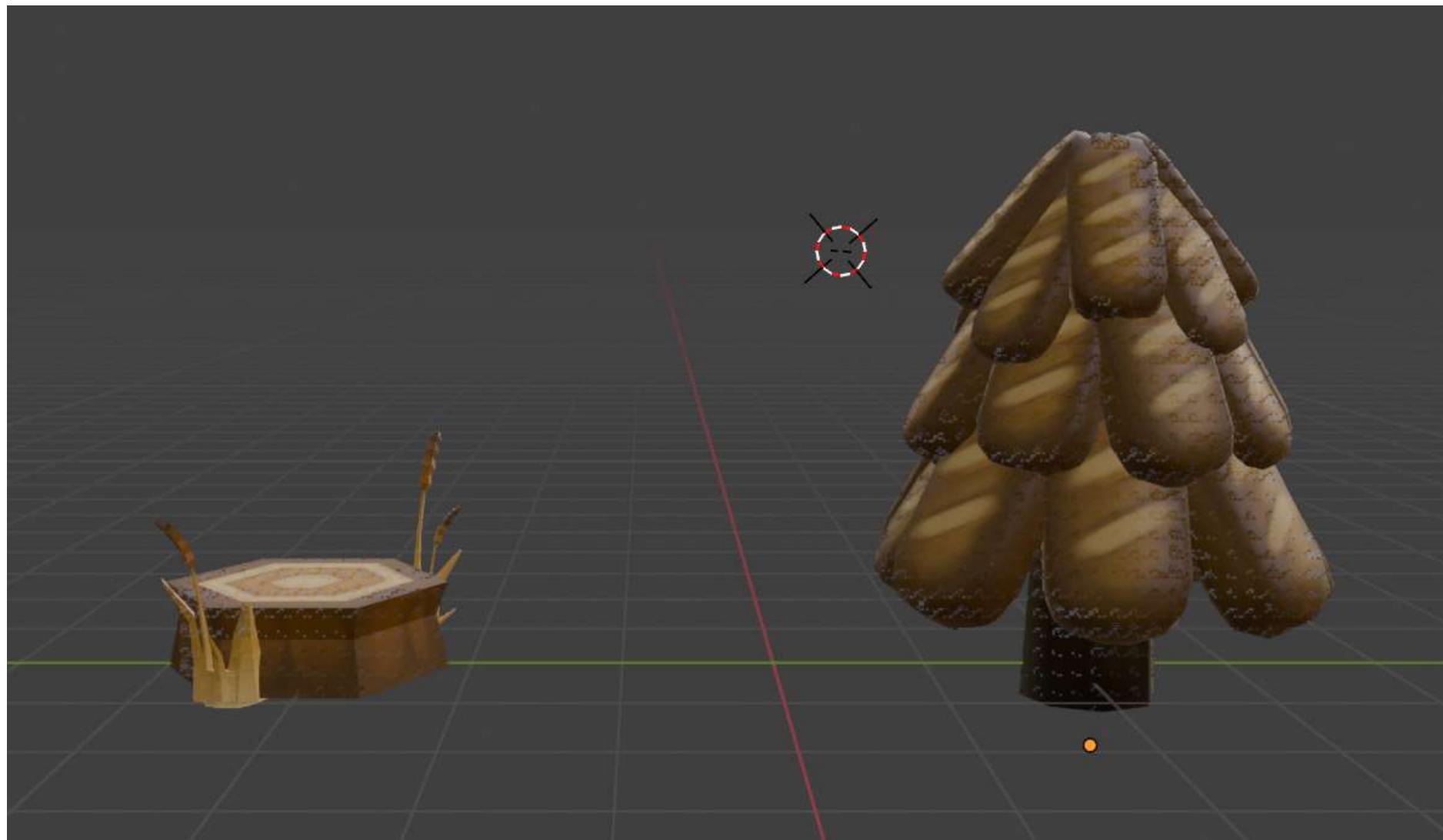
ASSETS | 3D MODELING



Moldies 3D model by: Niki

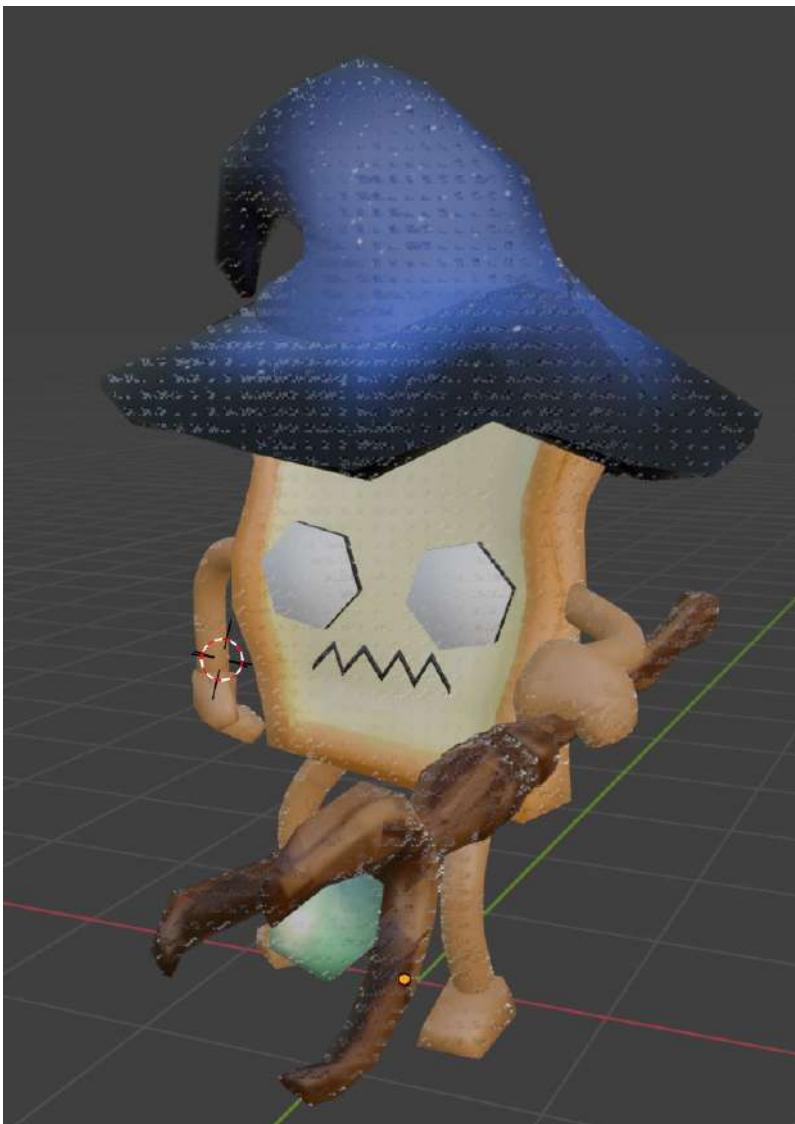
Moldies textured by: Jany

ASSETS | 3D MODELING

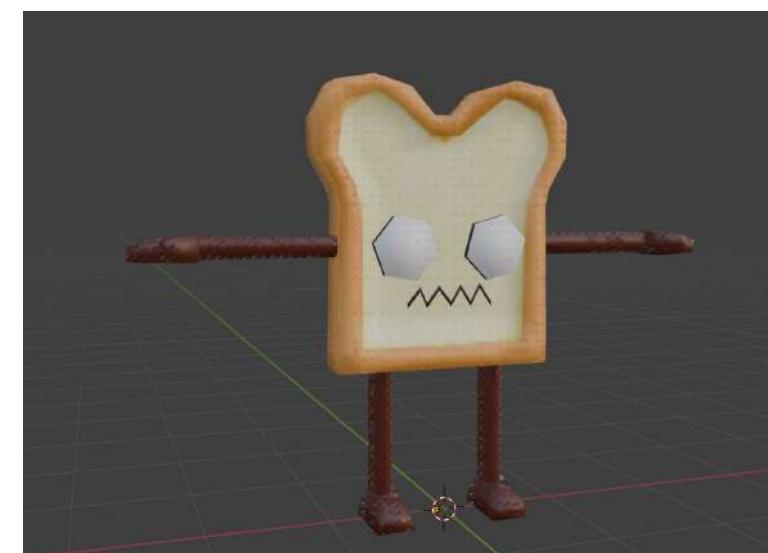
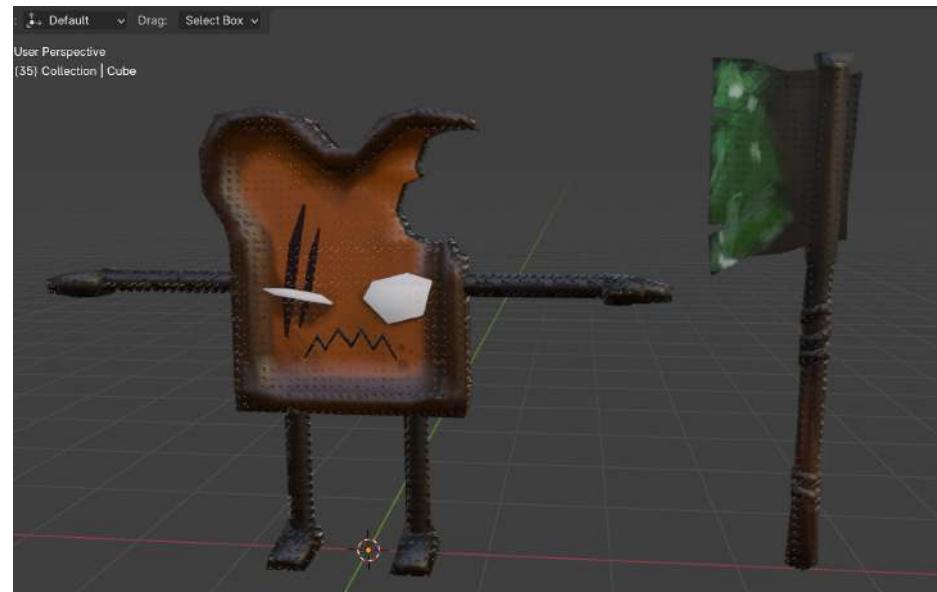


Trunk & bread tree 3D model/textured by: Jany & Karo

ASSETS | 3D MODELING

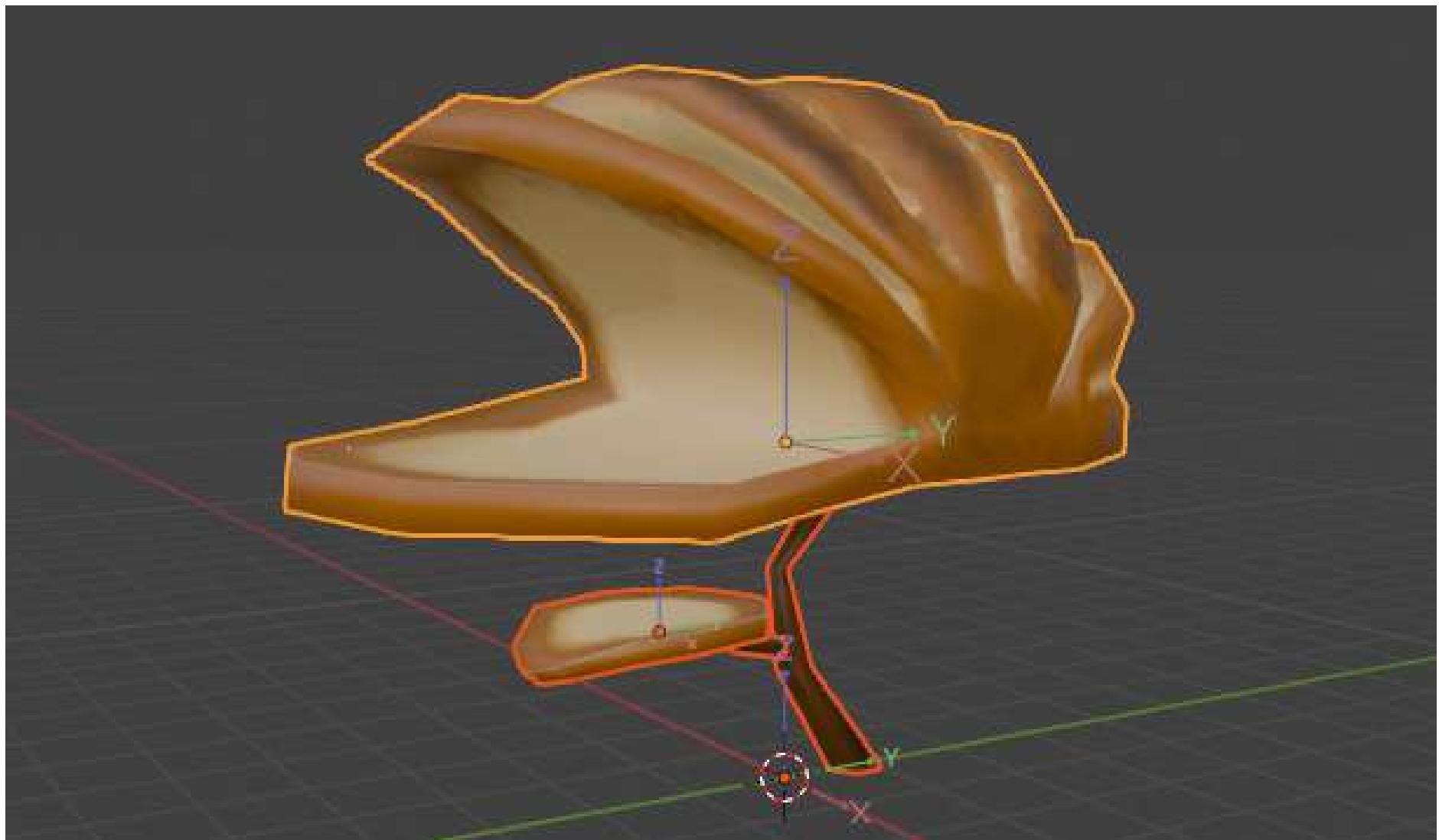


Moldies 3D model by: Niki



Textured by: Jany

ASSETS | 3D MODELING



Bread tree 3D model/textured by: Karo

SOUND | SOUND DESIGN

All the music and sound effects in our game were designed with the quirky land of bread in mind. The crumb pickup sound sounding like you are munching on some crumbs or the sound when you save a Bready sounding like an oven that just got done baking, however it's our soundtrack that was baked with much love and care that we believe will take players away to the land of bread and make them feel warm and cosy.

Scan the soundcloud QR code or press the link to listen to the soundtrack.



Our music producer and sound designer Sasha also made a video where he showcases how he made the Hub music in FL studio which you can check out by scanning the YouTube QR code or pressing the link if you are reading this online.



Album cover art by: Jany

UI | MENU'S

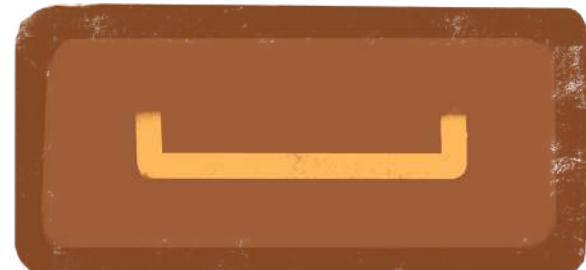
DID YOU KNOW?

BRADELY IS A FEMBOY...

PLAY
SETTINGS
CREDITS
QUIT

SETTINGS

UI | MENU'S



Controller buttons by: Abby

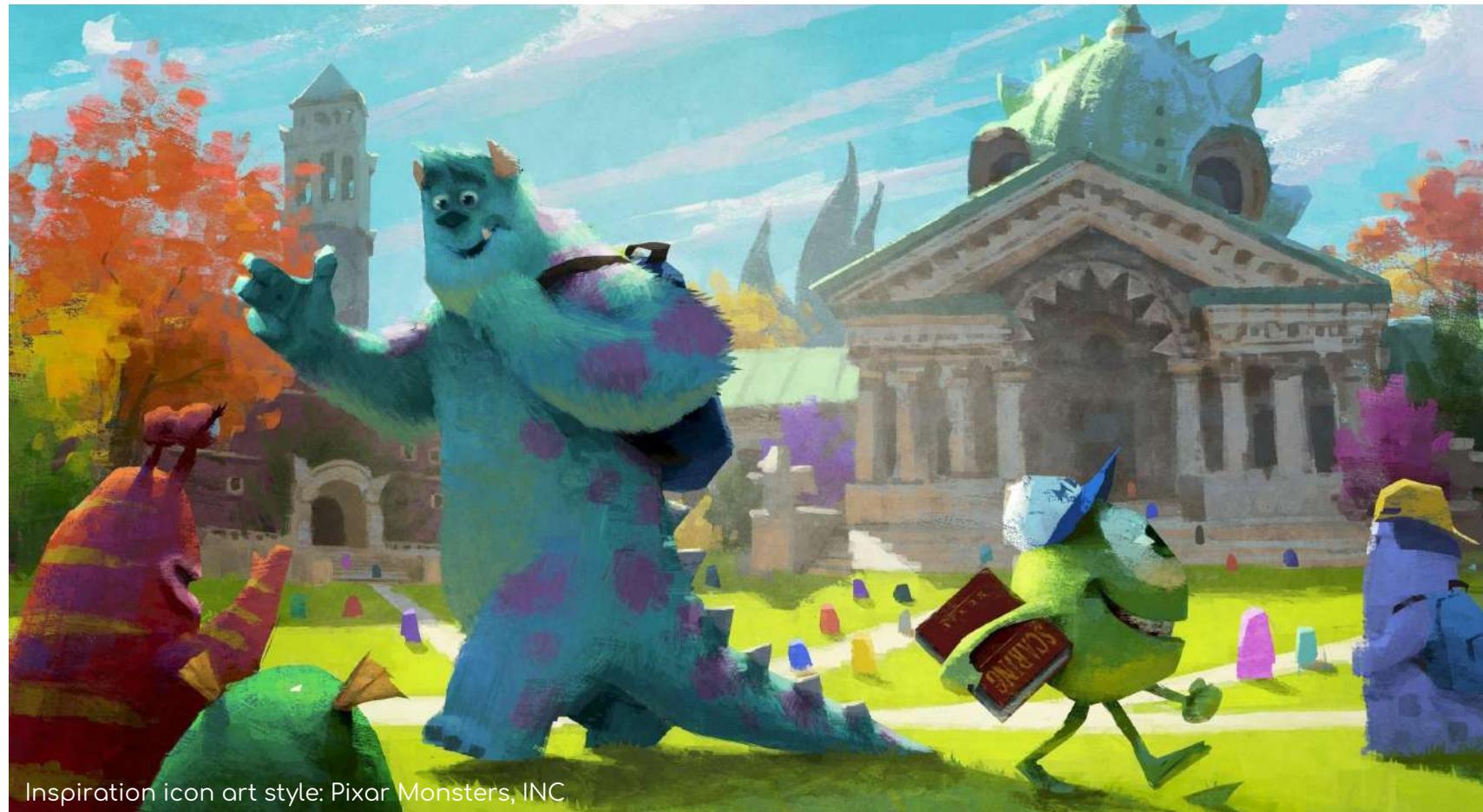
UI | MENU'S



Menu card power up by: Jany

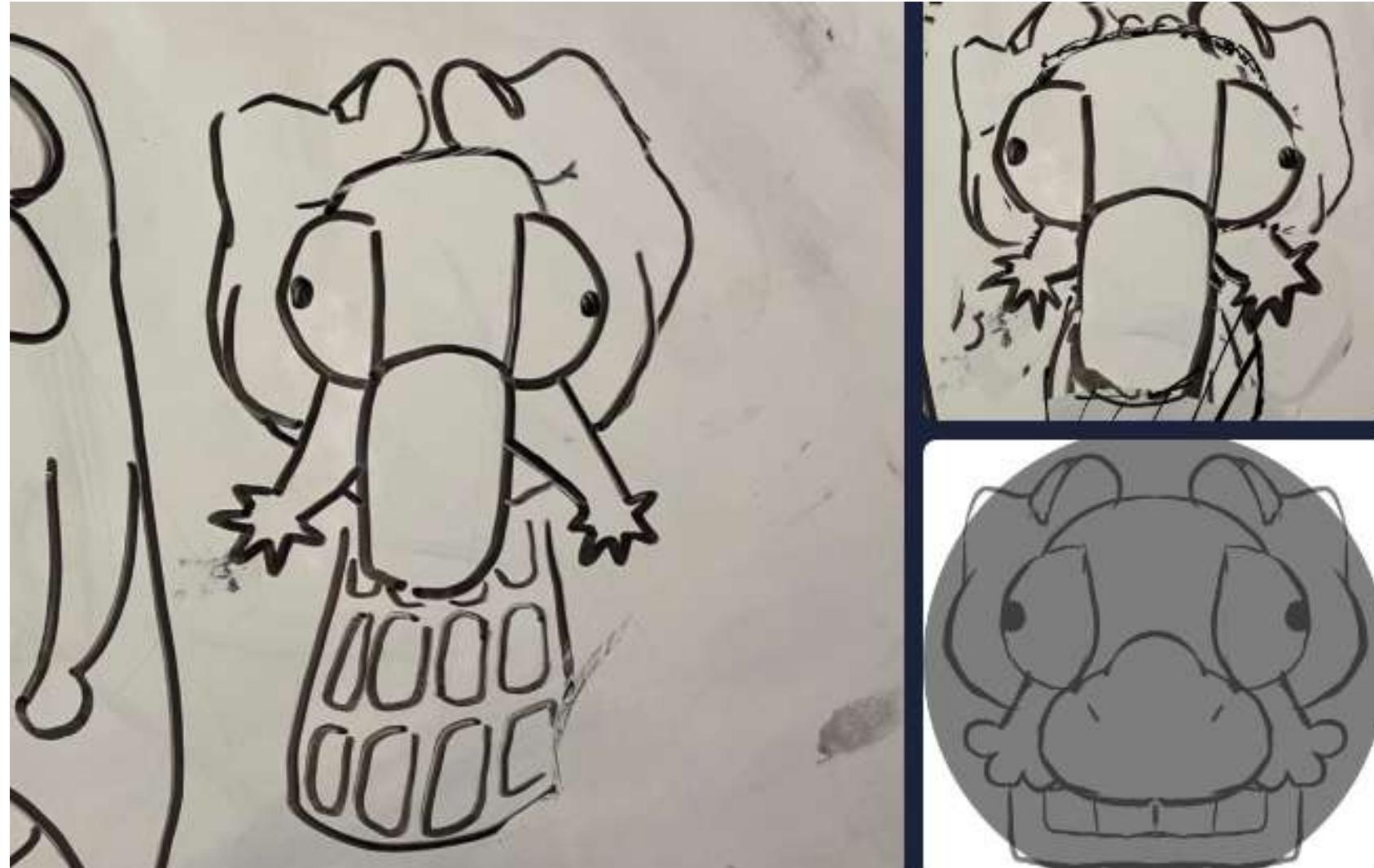
UI | GAME & ACHIEVEMENT ICONS

For the game icon, we wanted a painterly style with simple shapes and striking colors. We drew inspiration from Pixar's concept art, which also features simple shapes, some block shading, and vibrant colors. This approach makes the visuals pleasing to look at and complements the soft, cute nature of our game. We used this style for all the icons in our game.



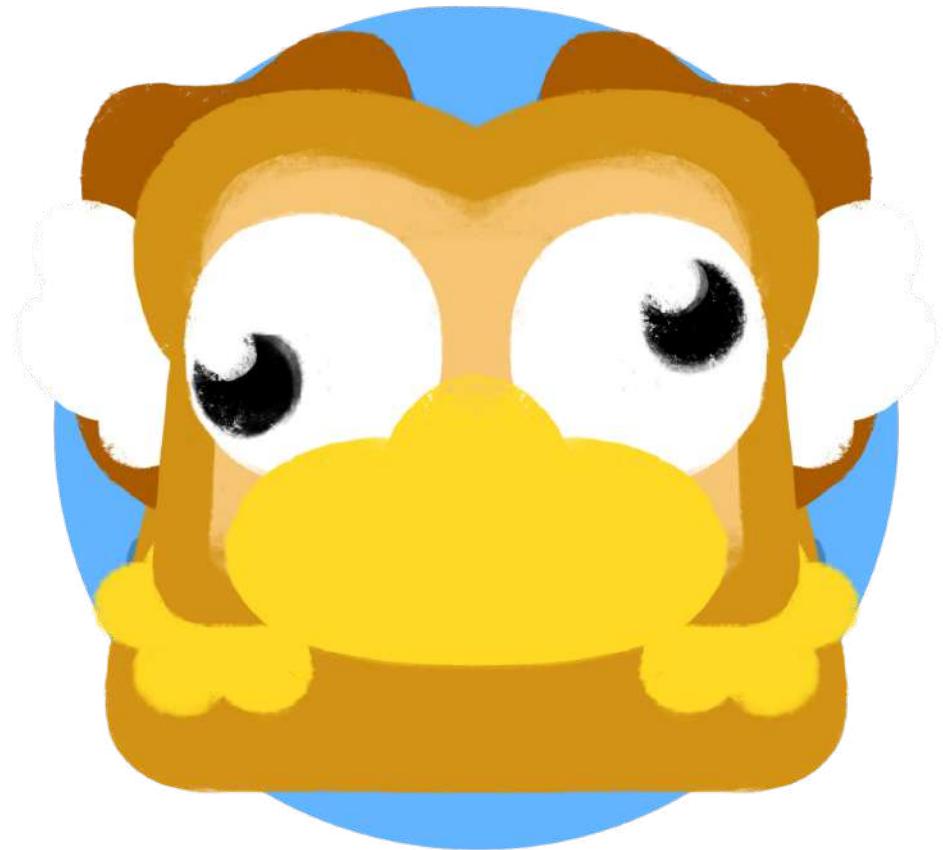
Inspiration icon art style: Pixar Monsters, INC

UI | GAME & ACHIEVEMENT ICONS



Game Icon sketches by: Karo

UI | GAME & ACHIEVEMENT ICONS



Game Icon by Karo

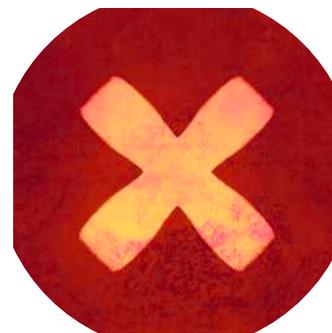
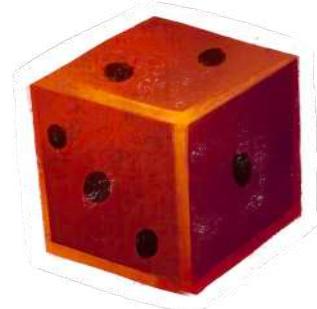
UI | GAME & ACHIEVEMENT ICONS



Achievement icons by: Jany

UI | DARLINGS THAT WERE KILLED

UI.



Icons by: Karo



LOOK OF THE GAME

UP.

For the look of the game, we experimented with many ideas to achieve a warm, cozy, and soft aesthetic. We explored various techniques to enhance the overall visual style and bring our vision to life.

For the Post Processing we used Global Volume to enhance the colors of the world making it feel warmer. The highlights becoming more vivid with an orange gamma and the shadows less harsh, but still a little cold with warmer midtones. The saturation is also not too hard or soft or else the game would've hurt to look at being too vibrant and colorful. All of the Global Volume comes together nicely with the lighting giving a warm autumn feel to the game.



Global Volume by: Sasha & Jany

LOOK OF THE GAME

U .



Screenshots of the game

LOOK OF THE GAME

UP.



Screenshots of the game

UJ.

LOOK OF THE GAME



Screenshots of the game

LOOK OF THE GAME



Screenshots of the game

LOOK OF THE GAME

UP.



Screenshots of the game

UP.

**THANK YOU FOR READING
OUR ARTBOOK**

