

THE DOLL TERROR - PRODUCTION ASSET LIST

Complete Character, Set, and Prop Inventory for 3D Manga Production

CHARACTER MODELS NEEDED

MAIN CHARACTERS (Full Detail, Multiple Expressions)

1. JACK REEVES - Protagonist

Age: 30s

Build: Lean, weathered, athletic

Height: 6'0"

Physical Details:

- Short dark hair (practical cut)
- Weathered face with stubble (2-3 days growth)
- Scar across left eyebrow
- Calloused hands
- Eyes: Sharp, observant (dark brown)

Costume - Default:

- Duster coat (dark brown leather, worn)
- Long-sleeve shirt (faded blue)
- Leather vest
- Canvas pants (brown, tucked into boots)
- Tall boots (black leather, scuffed)
- Gun belt with holster
- Raygun on hip (retro-futuristic design)
- Bandana (red, around neck)

Costume - Radiation Suit:

- Full-body hazmat suit (yellow-green rubber)
- Cracked visor (broken during explosion)

- Breathing apparatus
- Geiger counter on belt
- Heavy boots
- Gloves (one torn)

Expressions Needed:

1. Neutral/Professional
2. Concerned/Suspicious
3. Horrified
4. Determined/Grim
5. Exhausted/Wounded
6. Angry
7. Sympathetic

Poses Needed:

- Standing alert (hand near gun)
- Drawing raygun
- Running
- Fighting (combat stances)
- Investigating (examining objects)
- Riding horse
- Crawling/wounded

Blood/Damage States:

- Clean
- Dusty
- Bloodied (various severities)
- Radiation burns
- Covered in debris

2. SILAS HOLLOWGRAVE - Main Antagonist

Apparent Age: 60s (actually 127)

Build: Gaunt, unnaturally thin

Height: 5'10"

Physical Details:

- Silver hair (long, neat)
- Gaunt, angular face
- Skin has waxy, preserved quality
- Eyes glow green (toggleable effect)
- Shadow moves independently (separate rig needed)
- Visible veins glow green under skin

Costume:

- Prospector's clothes (period appropriate, well-maintained)
- Long coat (dark gray)
- Vest (black)
- White shirt (always clean despite mine)
- Gloves (black leather)
- Boots (tall, Victorian-style)
- Pocket watch on chain

Transformation States:

1. **Normal:** Appears human (eyes faintly glow)
2. **Power Use:** Eyes, nose, mouth pour green light
3. **Intangible:** Body becomes shadowy, translucent
4. **Full Power:** Radiation aura visible, body distorting
5. **Death:** Body rapidly decaying

Expressions Needed:

1. Warm/Grandfatherly (fake)
2. Cold calculation
3. Zealous/Mad

4. Rage
5. Smug/Confident
6. Desperate
7. Dying

Special Effects Needed:

- Green light emanation (eyes, mouth, nose)
 - Radiation aura (particle effects)
 - Shadow separate from body
 - Psychic blast effects
 - Phase Step (transparency effect)
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3. ROSIE DALTON - Secondary Antagonist

Age: 12

Build: Small, child proportions

Height: 4'8"

Physical Details:

- Blonde hair in two neat braids
- Blue eyes (glow green when using powers)
- Innocent face (deceptive)
- Small hands
- Clean despite circumstances (supernatural)

Costume:

- White dress (Victorian-style, ankle-length)
- White shoes (Mary Jane style)
- Always impossibly clean

Expressions Needed:

1. Innocent/Sweet (mask)
2. Crying/Afraid (fake)

3. Cold/Calculating (true face)
4. Smiling cruelly
5. Zealous/Excited
6. Concentrating (using powers)
7. Smug

Poses Needed:

- Standing demure (hands clasped)
- Carrying Mother Doll
- Arms raised (mimicking Silas)
- Doll Jump (consciousness leaving body)
- Body collapsed (empty shell)

States:

1. Normal (eyes blue)
 2. Power Active (eyes glow green)
 3. Empty Shell (body vacant, Doll Jump active)
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SUPPORTING CHARACTERS (Medium Detail)

4. MARTHA DALTON - Mother

Age: Early 40s

Build: Average, worn down by life

Height: 5'5"

Physical Details:

- Brown hair (graying, pulled back in bun)
- Exhausted face, red-rimmed eyes
- Work-worn hands
- Thin from stress

Costume:

- Simple dress (faded blue)

- Apron (white, stained)
- Shawl
- Work boots

States:

1. Normal (exhausted, grieving)
2. Replaced (hollow eyes, mechanical movements)
3. Post-Rescue (traumatized)

Expressions:

- Grief
 - Desperation
 - Hope
 - Horror (when hollowed)
 - Empty (when replaced)
 - Broken (after truth)
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5. CLEM DALTON - Father

Age: Late 40s

Build: Stocky, prospector build

Height: 5'9"

Physical Details:

- Dark hair (graying, receding)
- Weathered prospector face
- Beard (unkempt)
- Calloused hands
- Eyes sunken from grief

Costume:

- Work shirt (flannel, rolled sleeves)
- Suspenders

- Canvas pants
- Boots (worn)
- Hat (removed when indoors)

Expressions:

- Thousand-yard stare
 - Grief
 - Understanding (knows truth about Rosie)
 - Resignation
 - Quiet gratitude
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6. SHERIFF CLAYTON CLAYBORNE

Age: Mid-40s

Build: Average, slight paunch

Height: 5'11"

Costume:

- Sheriff's badge (tarnished)
- Vest (brown leather)
- White shirt
- Black pants
- Gun belt with old raygun
- Hat (wide-brimmed)
- Duster (faded)

States:

1. Normal (Day 0 - nervous but competent)
2. Replaced (Day 1+ - hollow, mechanical)

Expressions:

- Normal: Concerned, overwhelmed
 - Replaced: Empty, mechanical, too calm
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7. ONE-THUMB PETE - Bartender

Age: 50s

Build: Wiry, weathered

Height: 5'8"

Physical Details:

- Missing right thumb (radiation accident)
- Scarred hands
- Leathery skin
- Eyes: seen too much

Costume:

- Bartender's vest
- White shirt (sleeves rolled)
- Black pants
- Apron (stained)

Expressions:

- Wary
 - Knowing
 - Afraid (when discussing Hollowgrave)
 - Resigned
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MOB CHARACTERS (Low Detail, Modular)

8. TOWNSPEOPLE - NORMAL (Need 10-15 Variations)

Mix of ages, genders, builds

Costume Sets:

- Prospectors (3 variations)
- Merchants (3 variations)
- Families (parents, children - 5 variations)
- Workers (4 variations)

Key Feature: All look slightly worn, tired, frontier living

9. TOWNSPEOPLE - REPLACED (Same models, different animation/eyes)

Use same base models as Normal Townspeople

Changes:

- Eyes hollow, unfocused
 - Movements too precise, mechanical
 - No emotional expression
 - Skin slightly waxy
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10. FESTIVAL WORKERS (Need 8-10)

Mix of ages and genders

Costumes:

- Work clothes
 - Tool belts
 - Carrying props (ladders, banners, dolls)
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CREATURES/MONSTERS

11. ANIMATED DOLLS - Standard

Height: 2 feet

Build: Victorian porcelain doll

Physical Details:

- Porcelain body (white or cream)
- Glass eyes (reflect light, glow green)
- Painted features (rosy cheeks, red lips)
- Jointed limbs (visible ball joints)
- Human hair woven into scalp (various colors)

Variations Needed:

1. Intact (pristine)
2. Cracked (damage visible)
3. Glowing (active, eyes blazing)
4. Shattered (breaking apart)

Animation States:

- Inanimate (normal doll)
- Head rotation only
- Full animation (crawling, climbing)
- Swarming (multiple moving together)

Need: 20-30 unique dolls, variations in:

- Hair color/style
 - Dress color/pattern
 - Facial expression (painted)
 - Damage level
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12. MOTHER DOLL - Unique

Height: 2 feet

Build: Victorian porcelain doll (more ornate)

Physical Details:

- Cracked face (distinctive pattern)
- Too-wide smile (uncanny)
- Glass eyes (more reflective)
- Rosie's blonde hair braided into scalp
- Wears miniature version of Rosie's white dress
- More articulated (moves more fluidly than standard dolls)

Special Feature: Houses Rosie's consciousness (glows brighter)

13. ALIEN ENTITIES - "The Others"

Size: Variable (can be large or small)

Build: Non-Euclidean

Physical Details:

- Too many eyes (distributed asymmetrically)
- Tentacles/appendages (wrong number of joints)
- Colors that "hurt" to look at (purple-green-UV range)
- Geometry that doesn't follow perspective rules
- Partially transparent
- Constantly shifting

Render Notes:

- Should NOT look fully "real"
- Deliberate perspective violations
- Glitch effects
- Color aberration
- Multiple exposure effects

States:

1. Partially manifested (through tear in reality)
2. Grasping (reaching through)
3. Banished (forced back)

14. RAD-GATOR (Optional Creature)

Size: 12 feet long

Build: Mutated alligator

Physical Details:

- Oversized (mutations from radiation)
- Glowing green veins visible under scales
- Extra eyes (asymmetrically placed)
- Malformed teeth (too many)

- Bioluminescent patches
 - Tumorous growths
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ANIMALS

15. JACK'S HORSE

Breed: Frontier horse (mustang-type)

Color: Dark brown with white blaze

Build: Sturdy, reliable

States:

- Calm
 - Nervous (ears back when dolls near)
 - Galloping
 - Tied to post
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3D SET MODELS NEEDED

EXTERIOR SETS

SET 1: MIREHOLM - TOWN OVERVIEW

Type: Establishing shot backdrop

Size: Large vista

Elements:

- 20-30 buildings (various sizes)
- All tilting at 3-7 degree angles (random variation)
- Spanish moss hanging from everything
- Wetland ground (soggy, reflective)
- Wooden walkways connecting buildings
- Mist layer (particle system)
- Festival decorations (banners, bunting)
- Dolls in windows (dozens placed)

Lighting: Perpetual overcast, diffused sunlight through mist

Ground Texture:

- Marshy
 - Water puddles
 - Mud
 - Wooden planks (walkways)
 - Moss growth
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SET 2: MARSH ROAD / WETLANDS

Type: Travel sequence set

Size: Medium, repeatable

Elements:

- Dirt/mud road
- Standing water (shallow puddles)
- Dead trees (gnarled, moss-covered)
- Spanish moss hanging
- Swamp grass
- Glowing green puddles (X-ranum contamination)
- Mist (heavy, ground-level)
- Distant town silhouette

Variations:

- Day version
 - Night version (glowing elements)
 - Post-rain (heavier water)
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SET 3: DALTON HOUSE - EXTERIOR

Type: Character location

Size: Small, detailed

Elements:

- Two-story wooden house
- Tilted 5 degrees into marsh
- Wraparound porch (sagging)
- Moss covering exterior
- Windows (several, dolls visible in some)
- Chimney (crooked)
- Hitching post (rotting)
- Marshy yard
- Path to door (wooden planks)

Damage Details:

- Peeling paint
 - Warped boards
 - Cracked windows
 - Sinking foundation visible
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SET 4: TOWN SQUARE / FESTIVAL GROUNDS

Type: Major location

Size: Large, detailed

Elements:

- Central square (wooden platform stage)
- 8-10 surrounding buildings (shops, saloon visible)
- Merchant stalls (10-15, various stages of setup)
- Festival decorations:
 - Colorful bunting strung between buildings
 - Lanterns
 - Signs ("MIREHOLM TOY FESTIVAL")
 - Toy displays
- Bonfire pit (large, center, filled with wood)

- Wooden walkways
- Doll displays everywhere
- Crowds (townspeople placed)

Lighting: Daylight filtering through mist

SET 5: HOLLOWGRAVE MINE - EXTERIOR

Type: Finale location exterior

Size: Medium

Elements:

- Mine shaft entrance (yawning darkness)
- Wooden support beams (rotting)
- Warning signs (radiation symbols, "DANGER," "KEEP OUT")
- Collapsed sections (rubble piles)
- X-ranum veins in rock faces (glowing green)
- Equipment (abandoned):
 - Rusted mining cart
 - Pickaxes
 - Broken lanterns
- Wetland surrounding (more severe than town)
- Mist (very heavy)

Lighting: Green glow from mine entrance, otherwise dark

INTERIOR SETS

SET 6: DALTON HOUSE - KITCHEN

Type: Character interaction space

Size: Small, tilted

Furniture:

- Wooden table (off-center due to tilt)
- 4 chairs (mismatched)

- Wood stove
- Counter/sink
- Cabinets (doors don't close properly)
- Shelves (items sliding off)

Props:

- Coffee pot (cold, untouched)
- Rosie's note (on table)
- Dishes (unwashed, piling up)
- Food (untouched, spoiling)
- Dolls on windowsill

Details:

- Warped floorboards
 - Water stains on walls
 - Everything tilts right
 - Dust accumulation
 - Dim lighting (oil lamps)
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SET 7: DALTON HOUSE - ROSIE'S ROOM

Type: Investigation scene

Size: Small, heavily tilted

Furniture:

- Single bed (unmade)
- Dresser
- Desk (covered in drawings)
- Chair
- Shelves (multiple)
- Nightstand

Props:

- DOZENS OF DOLLS (on every surface)
- Drawings (pinned to walls, on desk)
- Journal (on desk)
- Open window (curtain blowing)
- Lamp (oil, lit)
- Rosie's belongings:
 - Hairbrush with blonde hair
 - Hair ribbons
 - Children's books
 - Toy box (open, empty)

Details:

- All dolls face the door
 - Room tilts worse than rest of house (7 degrees)
 - Creepy atmosphere despite child's room
 - Moonlight through window
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SET 8: THE SOGGY NICKEL SALOON

Type: Investigation/dialogue scene

Size: Medium

Furniture:

- Long bar (water-stained wood)
- 10-12 bar stools
- 5-6 tables with chairs
- Piano (broken, in corner)
- Shelves behind bar (bottles)

Props:

- Bottles (various stages of empty)
- Glasses (dirty)

- Spittoons
- Sawdust on floor
- Wanted posters (on walls)
- Oil lamps (dim lighting)
- Playing cards (scattered on tables)

Details:

- Everything water-damaged
 - Floorboards soft, warped
 - Ceiling leaks (buckets catching water)
 - Mold visible in corners
 - Humid atmosphere (mist effect)
 - Few patrons (hollow-eyed)
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SET 9: SHERIFF'S OFFICE

Type: Confrontation scene

Size: Small

Furniture:

- Desk (cluttered)
- Sheriff's chair
- 2 guest chairs
- Filing cabinets
- Gun rack
- Wanted posters board

Props:

- Paperwork (scattered)
- Oil lamp
- Coffee mug
- Keys (hanging)

- Guns (old models)
- Cell door visible (back of room)
- Badge on desk

Details:

- Organized but aged
 - Dust on everything
 - Window (dolls visible outside)
 - Tilted floor
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SET 10: BOARDING ROOM

Type: Night attack scene

Size: Small

Furniture:

- Single bed (simple)
- Small table
- Chair
- Dresser
- Washbasin stand

Props:

- Jack's gear (saddlebags, coat hung)
- Map spread on table
- Rosie's journal
- Disassembled doll (opened, X-ranum crystal visible)
- Oil lamp
- Barricaded door (chair propped against)

Details:

- Tilted room
- Window (for doll entry)

- Floorboards
 - Sparse, temporary lodging feel
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SET 11: HOLLOWGRAVE MINE - RITUAL CHAMBER

Type: Finale battle location

Size: LARGE, highly detailed

Structure:

- Circular chamber (60ft diameter)
- Domed ceiling (natural rock)
- Multiple tunnel entrances (collapsed except one)
- Central raised platform (ritual circle)

Key Elements:

- **Ritual Circle** (30ft diameter):
 - Made of bones, doll parts, X-ranum fragments
 - Glowing green runes
 - Raised 5 feet from chamber floor
- **X-ranum Crystal Pillars** (6 total):
 - 10 feet tall
 - Glowing green
 - Around chamber perimeter
 - Provide main lighting
- **Doll Rings** (concentric):
 - Thousands of dolls arranged in circles
 - All glowing green
 - All facing center
 - Multiple layers
- **Reality Tear** (above ritual circle):
 - Rip in space
 - Alien entities visible through

- Non-Euclidean geometry
- Color aberration effects

Props:

- Mining equipment (abandoned):
 - Carts
 - Pickaxes
 - Lanterns
 - Rope
 - Buckets
- Bones (human, arranged ritually)
- Doll parts (broken, scattered)
- X-ranum chunks (loose)

Lighting:

- Primary: Green glow from crystals
- Secondary: Ritual circle pulsing
- Tertiary: Alien entities casting wrong-colored light
- Shadows: Multiple, contradictory

Atmosphere:

- Heavy radiation haze
 - Particle effects (dust, energy)
 - Heat shimmer
 - Reality distortion (post-processing)
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SET 12: MERCHANT STALL

Type: Investigation scene

Size: Small, modular

Structure:

- Wooden stall frame

- Canvas roof
- Display tables

Props:

- DOZENS OF DOLLS on display
- Price signs
- Cash box
- Wrapping paper
- String
- Merchant's stool
- Lanterns (hanging)

Variations Needed:

- Toy merchant (dolls)
 - Food merchant (canned goods)
 - General goods merchant
 - Fabric merchant
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TRANSITION SETS (Simple, Atmospheric)

SET 13: WETLANDS - JOURNEY TO MINE

Type: Travel montage

Size: Various angles needed

Elements:

- Marshy ground
- Standing water (glowing green in places)
- Dead trees
- Spanish moss
- Mist (very heavy)
- Radiation zones (glowing puddles)
- Narrow path

- Swamp creatures (visible in water)

Variations:

- Multiple camera angles
 - Different times (dusk, night)
 - Weather (mist levels)
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SET 14: MIREHOLM - VARIOUS STREETS

Type: Transitional shots

Size: Modular

Elements:

- Wooden walkways
- Buildings (tilted, various)
- Dolls in windows
- Festival decorations
- Mist
- Townspeople (placed)

Variations Needed:

- Main street
 - Side alley
 - Residential area
 - Commercial area
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PROPS LIST (Individual Assets)**DOLLS (Primary Props)****1. Standard Victorian Doll (need 30+ variations)**

- Body: Porcelain, jointed
- Height: 24 inches
- Variations:

- 10 different hair colors/styles
- 15 different dress patterns/colors
- 5 different facial expressions (painted)
- Damage states: pristine, cracked, shattered

2. Mother Doll (Unique)

- As described in character section
- More detailed than standard dolls
- Distinctive cracked face pattern

3. Doll Parts (For ritual circle)

- Severed heads
 - Limbs (arms, legs)
 - Torsos
 - Hair
 - Glass eyes (loose)
 - All with green glow
-

WEAPONS

4. Jack's Raygun

- Retro-futuristic design
- Atomic-age aesthetic
- Glowing power cell (blue/green)
- Weathered metal finish
- Leather grip
- Holster (worn leather)

5. Sheriff's Raygun

- Older model than Jack's
- More worn
- Less powerful looking

- Tarnished metal

6. Belt Charges (Explosives)

- Cylindrical
 - Timer display (digital, retro)
 - Detonator (red button)
 - Set of 6
-

DOCUMENTS

7. Rosie's Note

- Single paper
- Child's handwriting
- "I'm going to be better"
- Slightly smudged ink

8. Rosie's Journal

- Small leather-bound book
- Pages visible (drawings, text)
- Bookmark (ribbon)
- Worn cover

9. Rosie's Drawings

- Multiple loose pages
- Childish art
- Dolls with glowing eyes
- Silas and Rosie together
- Various stages of completion

10. Map to Mine

- Rough sketch
- Child's handwriting

- X marks
- Radiation zones circled
- Worn paper

11. Hollowgrave Mine Deed

- Official document (aged)
- Territory of New Sonora header
- Names: Holloway, Trent, Crane, Voss
- Stamp (official seal)
- Yellowed paper

12. Whisper Creek Report

- Official document (recent)
- Typewritten text
- Stamps, classifications
- Photo of Rosie (attached)
- Multiple pages

13. Wanted Posters

- Various criminals
- Period-appropriate design
- Rewards listed
- Weathered paper

FURNITURE (Detailed Props)

14. Dalton Kitchen Table

- Wood (scarred)
- Off-center (tilt)
- Coffee mug, note visible on surface

15. Dalton Kitchen Chairs

- Mismatched set of 4

- Wood, simple
- Various states of wear

16. Rosie's Bed

- Single, wooden frame
- Unmade sheets
- Pillow
- Thin mattress

17. Rosie's Desk

- Small, child-sized
- Covered in drawings
- Ink pot, pen

18. Saloon Bar

- Long wooden counter
- Water-stained
- Brass rail (tarnished)

19. Saloon Tables/Chairs

- Round tables (5-6)
- Wooden chairs (20+)
- All worn, scarred

20. Sheriff's Desk

- Large, cluttered
- Drawers (some open)
- Papers piled

EQUIPMENT

21. Radiation Suit

- Full-body hazmat
- Yellow-green rubber

- Cracked visor
- Breathing apparatus
- Gloves
- Boots

22. Geiger Counter

- Handheld device
- Retro-futuristic design
- Analog needle display
- Clicking speaker
- Strap

23. Mining Equipment

- Pickaxes (various sizes)
- Shovels
- Mining cart (on rails)
- Lanterns (oil, hung)
- Rope coils
- Buckets (wooden, metal)

24. X-ranum Crystals

- Various sizes
- Glowing green
- Jagged, crystalline structure
- Embedded in rock (some)
- Loose chunks (others)

FESTIVAL DECORATIONS

25. Bunting/Banners

- Colorful fabric triangles

- Strung between buildings
- Various lengths
- Some tattered

26. Festival Signs

- "MIREHOLM TOY FESTIVAL"
- Wooden frames
- Painted text
- Decorative borders

27. Lanterns

- Paper/metal
- Hanging (on strings)
- Oil-based
- Various colors

28. Merchant Stall Frames

- Wooden construction
- Canvas roofs (various colors)
- Modular design
- Display tables

HOUSEHOLD ITEMS

29. Oil Lamps

- Various designs
- Glass chimneys
- Metal bases
- Lit/unlit versions

30. Dishes/Kitchenware

- Plates (stacked, dirty)
- Cups/Mugs

- Utensils
- Pots/Pans
- All period-appropriate

31. Coffee Pot

- Metal
- Old-fashioned design
- Cold coffee inside

32. Washbasin Set

- Ceramic bowl
 - Pitcher
 - Wooden stand
 - Towel
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EXTERIOR PROPS

33. Hitching Post

- Wooden post
- Horizontal rail
- Rotting, mossy
- Rope/reins tied

34. Warning Signs

- "DANGER"
- "KEEP OUT"
- Radiation symbols
- Wooden or metal
- Weathered

35. Wooden Walkways

- Planks (various lengths)
- Support posts

- Nails visible
- Some broken/missing

36. Spanish Moss

- Hanging from everything
 - Various lengths
 - Gray-green color
 - Organic, flowing
-

SPECIAL EFFECT PROPS

37. Green Radiation Glow

- Particle system
- Emanates from X-ranum
- Various intensities
- Can be animated (pulsing)

38. Mist/Fog

- Ground-level fog
- Various densities
- Animated (drifting)
- Gray-white color

39. Psychic Effect

- Visual distortion (post-process)
- Abstract shapes
- Screaming face (trapped consciousness)
- Color shifting

40. Reality Tear

- Rip in space effect
- Non-Euclidean geometry visible through

- Color aberration
- Glitch effects

41. Shadow (Silas's Independent)

- Separate from body
 - Moves on own
 - Can reach/grasp
 - Darker than normal shadow
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MISCELLANEOUS

42. Bones

- Human skulls (various)
- Rib cages
- Limb bones
- Arranged ritually in circle

43. Bottles

- Whiskey/alcohol bottles
- Various sizes
- Glass (brown, clear)
- Some empty, some full
- Labels (period appropriate)

44. Playing Cards

- Standard deck
- Scattered on tables
- Worn, bent

45. Spittoons

- Brass (tarnished)
- Used appearance
- Saloon props

46. Cash/Coins

- Credits (currency)
- Coins (various)
- Paper bills
- Period design

47. Food Items

- Canned goods
- Bread (stale)
- Vegetables (wilting)
- Meat (hanging in butcher shop)
- All period appropriate

48. Clothing (Hanging/Stored)

- Dresses
- Shirts
- Pants
- Hats (various)
- Boots/Shoes
- In shops, on lines

49. Tools

- Hammers
- Saws
- Wrenches
- All period appropriate
- For festival setup scenes

50. Crates/Barrels

- Wooden crates (various sizes)
- Barrels (storage)

- Some open, some closed
 - Stenciled text on some
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MATERIAL LIBRARY NEEDED

Wood Types

- Weathered planks
- Rotting wood
- Warped boards
- Aged furniture wood
- Fresh-cut lumber

Metals

- Tarnished brass
- Rusted iron
- Weathered steel
- Gun metal (raygun)
- Crystal (X-ranum)

Fabrics

- Canvas (merchant stalls)
- Cotton (clothing, dresses)
- Leather (Jack's coat, holster)
- Burlap (sacks)
- Lace (Victorian dolls)

Organic

- Spanish moss
- Marsh grass
- Mud/marsh ground
- Tree bark (dead trees)
- Human skin (various states)

Special Materials

- Porcelain (dolls)
 - Glass (eyes, windows, bottles)
 - Radiation suit rubber
 - Waxy preserved skin (Silas)
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LIGHTING SETUPS NEEDED

1. Overcast Day (Mireholm standard)

- Soft, diffused sunlight
- Mist scatter
- Low contrast
- Slightly cool color temp

2. Interior Oil Lamp

- Warm, flickering
- High contrast
- Low ambient
- Shadows prominent

3. X-ranum Glow

- Green point lights
- Particle systems
- Bloom effect
- Slightly toxic feel

4. Ritual Chamber

- Multiple green sources (crystals)
- Ritual circle pulsing
- Alien entity light (wrong colors)
- Dramatic shadows

5. Explosion

- Bright flash
- Green-orange tint
- Shockwave (distortion)
- Rapid falloff to darkness

6. Dawn/Dusk

- Golden hour (rare in Mireholm)
 - Used for ending scenes
 - Symbolic (hope after horror)
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CAMERA ANGLES/SHOTS NEEDED

Establishing Shots

- Mireholm overview (aerial)
- Town square (ground level)
- Dalton house (exterior)
- Mine entrance (ominous low angle)

Character Shots

- Close-ups (faces, expressions)
- Medium (torso, interaction)
- Full body (action, movement)
- Over-shoulder (dialogue)

Horror Shots

- Low angle (doll POV)
- Dutch angle (disorientation)
- Extreme close-up (eyes, details)
- Wide with figure in distance (isolation)

Action Shots

- Dynamic angles (fight choreography)

- Tracking (running, chase)
 - Explosion (multiple angles)
 - Slow-motion (key moments)
-

ANIMATION REQUIREMENTS

Character Animation

- Walk cycles (various speeds)
- Run cycles
- Combat (punching, shooting)
- Falling/stumbling
- Climbing
- Horse riding
- Wounded movement
- Death animations

Creature Animation

- Doll crawling (creepy, spider-like)
- Doll climbing (walls, ceiling)
- Doll swarming (group behavior)
- Doll breaking (shattering)
- Alien entity movement (non-Euclidean)

Environmental Animation

- Mist drifting
- Spanish moss swaying
- Water rippling
- Fire/explosion
- Psychic effects
- Reality warping

- Shadows moving independently

Special Animations

- Silas Phase Step (transparency transition)
 - Rosie Doll Jump (consciousness leaving body)
 - Psychic blast (wave propagation)
 - X-ranum glow (pulsing)
-

PARTICLE EFFECTS NEEDED

1. Mist/Fog (ground level, drifting)
 2. Dust (interior spaces, disturbed)
 3. Radiation particles (green, floating)
 4. Explosion debris (rocks, dust)
 5. Psychic energy (abstract, flowing)
 6. Fire/Smoke (bonfire, explosion)
 7. Water splashes (marsh walking)
 8. Blood spray (combat)
 9. Porcelain shards (doll breaking)
 10. Reality distortion (glitch particles)
-

POST-PROCESSING EFFECTS

1. Bloom (X-ranum glow, eyes)
2. Color grading (moody, desaturated overall)
3. Vignette (horror atmosphere)
4. Chromatic aberration (alien entities)
5. Film grain (period feel)
6. Motion blur (action sequences)
7. Depth of field (focus control)
8. Lens distortion (horror moments)

9. Glitch effects (reality tear)
 10. Green tint (radiation zones)
-

PRIORITY BUILD ORDER

PHASE 1 (Essential)

1. Jack (all states)
2. Silas (all states)
3. Rosie (all states)
4. Standard dolls (10 variations)
5. Mother Doll
6. Mireholm town overview
7. Dalton house interior (both rooms)
8. Ritual chamber

PHASE 2 (Important)

9. Martha and Clem
10. Sheriff
11. Town square
12. Saloon interior
13. Mine exterior
14. Marsh/wetlands sets
15. Key props (raygun, journal, map)

PHASE 3 (Supporting)

16. Pete and mob characters
17. Remaining interior sets
18. Alien entities
19. Additional props
20. Festival decorations

PHASE 4 (Polish)

- 21. Secondary props
- 22. Variations of existing assets
- 23. Background details
- 24. Final effects

FILE ORGANIZATION RECOMMENDATION

```
/DOLL_TERROR_ASSETS/  
├── CHARACTERS/  
│   ├── JACK/  
│   │   ├── MODEL/  
│   │   ├── TEXTURES/  
│   │   ├── RIG/  
│   │   └── ANIMATIONS/  
│   ├── SILAS/  
│   ├── ROSIE/  
│   └── [etc...]  
├── CREATURES/  
│   ├── DOLLS/  
│   ├── MOTHER_DOLL/  
│   └── ALIEN_ENTITIES/  
├── SETS/  
│   ├── EXTERIORS/  
│   │   ├── MIREHOLM_OVERVIEW/  
│   │   ├── TOWN_SQUARE/  
│   │   └── [etc...]  
│   └── INTERIORS/  
│       ├── DALTON_KITCHEN/  
│       ├── RITUAL_CHAMBER/  
│       └── [etc...]  
├── PROPS/  
│   ├── DOLLS/  
│   ├── WEAPONS/  
│   ├── FURNITURE/  
│   └── [etc...]  
├── EFFECTS/  
│   ├── PARTICLES/  
│   ├── MATERIALS/  
│   └── POST_PROCESS/
```


- |— LIGHTING/
 - | — SETUPS/
 - |— ANIMATION/
 - |— CHARACTER/
 - |— CREATURE/
 - |— ENVIRONMENTAL/

ESTIMATED ASSET COUNT

Characters: 15 (unique models)

Character Variations: 30+ (costumes, states)

Creature Models: 40+ (dolls + variations)

Environment Sets: 14 (major locations)

Props: 200+ (individual assets)

Materials: 50+ (unique shaders)

Particle Systems: 10

Lighting Setups: 6

Total Unique 3D Assets: ~300-350

This comprehensive list should give you everything needed to produce The Doll Terror manga with 3D backgrounds and assets. Prioritize Phase 1 assets to start production quickly!