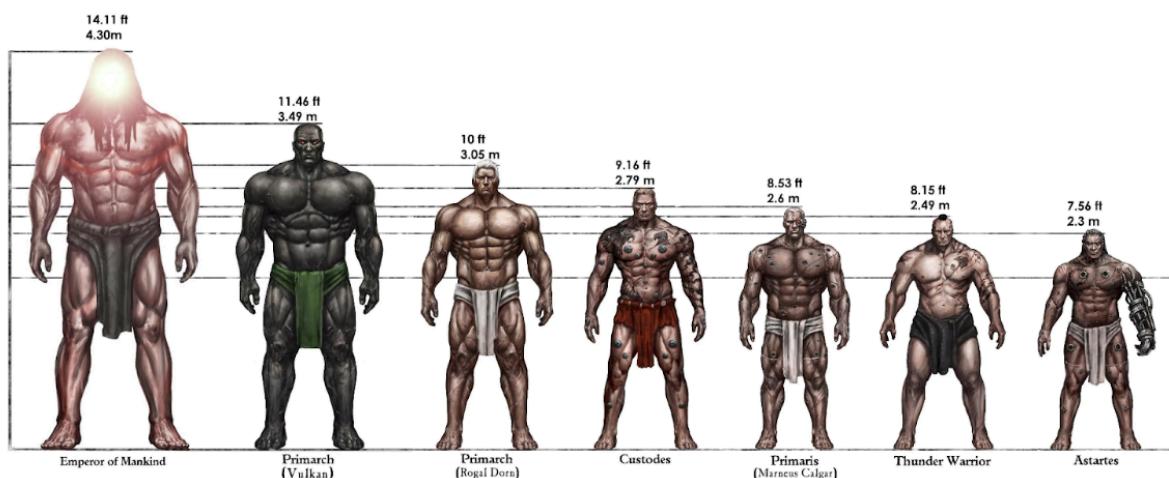




Viking Tribe Sprites

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Size - Refer to tool



Tier 1:

- S: Base Tile Constraint: 64×32 Pixels - Canvas Size 64×64

Tier 2:

- S/M: Base Tile Constraint: 80×40 Pixels - Canvas Size 80×80

Tier 3:

- M: Base Tile Constraint: 96×48 Pixels - Canvas size 96×96

Tier 4:

- L: Base Tile Constraint: 112×56 Pixels - 112×112

Tier 5:

- XL: Base Tile Constraint: 128×64 Pixels - 128×128

In our pixel art projects focusing on characters, we continue to embrace Style F, renowned for its detail and realism. This style involves small clusters, shaded outlines, small shapes, and additional elements tailored to character design. It demands a profound understanding of shading, lighting, and pixel grouping to create characters that are intricate and visually arresting.

Key Characteristics of Style F for Creatures:

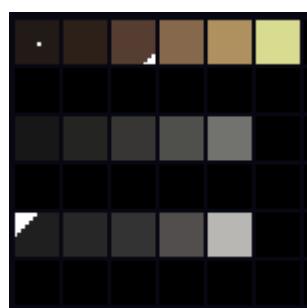


- **Small Clusters and Shapes:** Crucial for intricate detailing, particularly for textures like metal, material, clothes and skin.

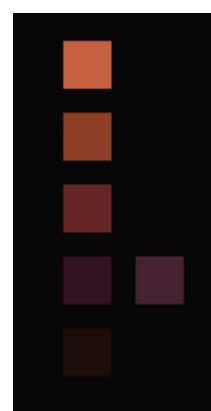
- **Shaded Outlines:** Adds depth and realism, avoiding the harshness of solid outlines or the vagueness of no outlines.
- **Realistic and Natural Looks:** Strives for lifelike aesthetics, so characters appear plausible within the game's world.
 - **Sidenote for characters:** Shadowing and shading are used to highlight different parts of the characters sprite in a styled manner than realistically

Adapting to Character Design Constraints:

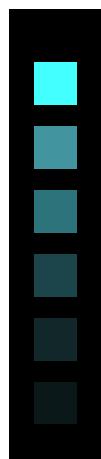
- **Selective Color Palettes:** Different elements such as metal, material, clothes, skin, spikes and eyes each have a unique palette for consistency and realism.
 - Example:



- **Additional Elements for Advanced Characters:** Characters of different tiers may have extra elements like armor or augmentations, with each element having its own palette.
 - Example:

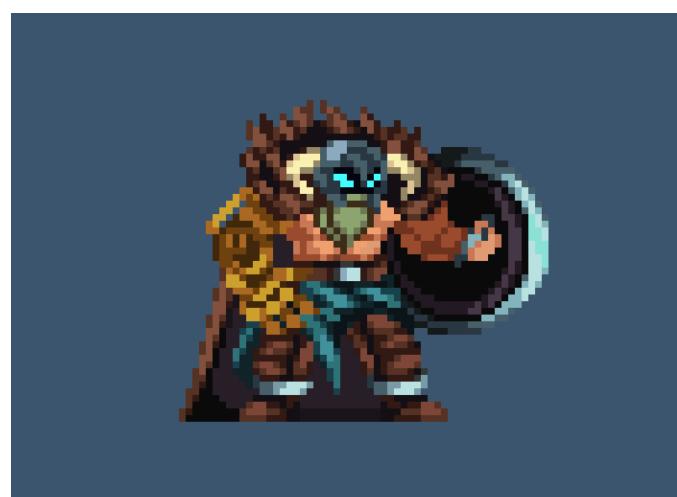


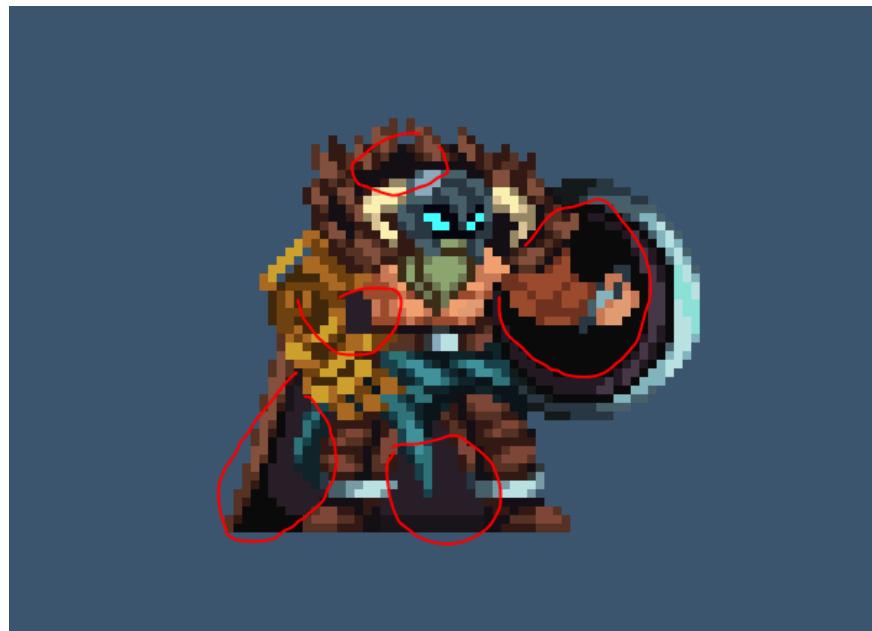
- **Intuitive Design Decisions:** Designers are encouraged to enhance the creature's uniqueness based on the brief, making critical decisions to differentiate similar species.
 - **Sidenote:** Tribes have specific color palettes for tribe identification and some might have banners for symbolism



Technical Constraints and Considerations:

- **Rim Lighting and Backdrop Variation:** Techniques like rim lighting help characters stand out, and palette adjustments may be necessary against different backdrops.
 - Backdrop:

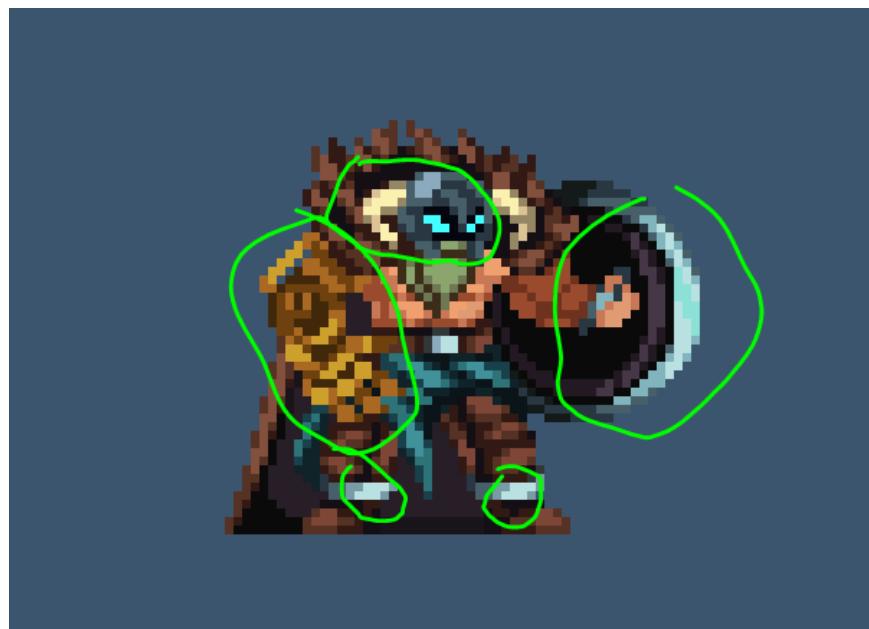




- **Canvas Size Adjustments:** Forbidden

Adjusted Saturation and Contrast Guidelines:

- **Balanced Saturation:** While avoiding full saturation, there's a fine line to walk. The right amount of saturation can bring vibrancy to the characters without losing its natural feel.
- **Pop-up Point Sprites:** Specific points on the sprite, such as eyes or special features, can have slightly higher saturation or contrast to "pop" and draw attention, adding character and focus to the character.



What We Are Avoiding:

- **Large Pixel Clusters and Shapes:** These are not suitable for the detailed realism of Style F.
- **Oversimplified Shading and Outlines:** Basic shading and overly stark or absent outlines are avoided for realistic textures.



- **Ignoring Atmospheric Perspective and Depth:** Essential for believable environments where characters exist.

Layering guidelines

- **Distinct Layering:** Design characters/creatures with distinct layers for each part, such as 'left hand', 'weapon', or 'shield'.
- **Clear Naming:** Name each layer clearly, as per the provided image, to aid in identifying parts quickly during the animation process or when making upgrades.
- **Separate Components:** Keep the head, body, and weapon-bearing arms on separate layers to allow for independent movement and animation.

- **Visibility of Obscured Parts:** Include layers for body parts that are usually obscured, ensuring that all movements are visible from every angle.
 - **Ease of Customization:** This layering approach simplifies the process of adding new gear or enhancing characters with larger accessories.
 - **Visual Guide:** Use the image as a reference for the structured layer setup, which is a guide for animators for efficient modification and animation workflow.



Evolutions between Tiers

- **Tier 1 (Grunt):** These initial characters, equipped with basic gear, also hint at the potential abilities unique to their tribe through subtle visual cues. Their equipment and attire begin to reflect the foundational abilities dictated by their lore, setting the stage for their development.
 - **Tier 2 (Skilled):** As characters progress, their equipment and appearance increasingly showcase the abilities they possess, with gear enhancements and minor augmentations serving as indicators of their skills. The integration of visual elements that hint at their special abilities becomes more pronounced, reflecting their growing prowess within the tribal hierarchy.
 - **Tier 3 (Veteran):** Veterans exhibit clear visual markers of their abilities, with their gear, banners, and any augmentations or experimental signs deeply tied to their specific powers. The banners they carry not only signify their achievements and status but also symbolize the abilities

they've honed, with designs that reflect their unique skills and the lore behind them. These visual indicators are key to understanding the veterans' roles and the supernatural or enhanced nature of their capabilities.

- **Tier 4 (Elite Guard/Mini-Boss):** At this advanced stage, characters' appearances are heavily influenced by their abilities, with their gear and augmentations tailored to enhance and signify their most potent skills. The visual representation of their abilities is integral to their identity, with elaborate gear and distinctive markings that narrate their journey through the tribe's culture, the augmentation processes they've undergone, and the abilities they wield.
- **Tier 5 (Chieftain/Boss):** Leaders epitomize the tribe's lore, culture, and the zenith of abilities within their society. Their dramatic size, intricate gear, and any augmentations are not just symbols of status but also of the immense powers they possess. Every aspect of their appearance is a testament to their unique abilities and the lore that has shaped them, with visual cues that highlight their formidable skills and the deep connection to the tribal rituals and experiments that have augmented their power.

Example: Evolution of the First Tribe, Embodying the Spirit of Thor

- **Tier 1 (Grunt):** These initial members are marked by their burgeoning warrior spirit, donning basic but sturdy gear reflective of Thor's influence—hammers and symbols of electricity may adorn their equipment. Even at this stage, their demeanor is aggressive, with visual cues like scars or tattoos indicating their fierce nature and criminal tendencies.
- **Tier 2 (Skilled):** Progressing in rank, these characters start to exhibit more pronounced traits of their devotion to Thor, with enhanced gear that might include electrified weapons or armor designed to evoke the essence of storms and warfare. Their menacing attitude and strength are more evident, both in their physical appearance and in the augmentations that begin to show, signaling their pursuit of power.
- **Tier 3 (Veteran):** Veterans of this tribe bear significant marks of their belief and strength, with clear visual representations of their abilities influenced by Thor—hammer motifs become more prominent, and electricity-themed augmentations are visible. Banners they carry are

adorned with symbols of power and might, and their physique shows the results of their augmentations, embodying the tribe's ideal of strength above all.

- **Tier 4 (Elite Guard/Mini-Boss):** These elite warriors are a testament to the tribe's ethos, heavily armored and laden with advanced augmentations that enhance their strength and abilities related to electricity and explosions. Their gear and appearance are designed to intimidate, with each piece telling a story of battles won and enemies defeated. Their criminal demeanor is evident in their imposing presence and the fear they inspire in both foes and subordinates.
- **Tier 5 (Chieftain/Boss):** The pinnacle of the tribe's hierarchy, the boss embodies Thor's might, with a massive stature and gear that is both a beacon of their power and a symbol of their authority. Augmentations are not just for show but are integrated into their very being, enhancing their strength to legendary levels. Their equipment, saturated with references to hammers, storms, and warfare, marks them as a deity-like figure within the tribe, revered for their unparalleled power and feared for their ruthless criminal leadership.