



Project Staker Art Production

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Setting:

Set loosely in the Victorian era, a group of four variant characters must work together to survive through a dark and deep forest against the army of vampiric pawns under the control of the count himself. The forest is a harsh and dense environment with strong formations and little signs of life, and as these characters traverse through the dangerous environment strewn with danger and vampiric beasts around every corner they must work as a team to survive or perish.



Lighting:

Because the setting portrays a dark and dense atmosphere, one of the challenges we face will be trying to balance light and darkness so that the player can still see the environment, however still places them into a isolated and cold landscape that's difficult to visualise. Our key reference for this will be Alan Wake, which is set in a similar type of forest.



Characters

The four characters are stylistic archetypes of the late 19th century.

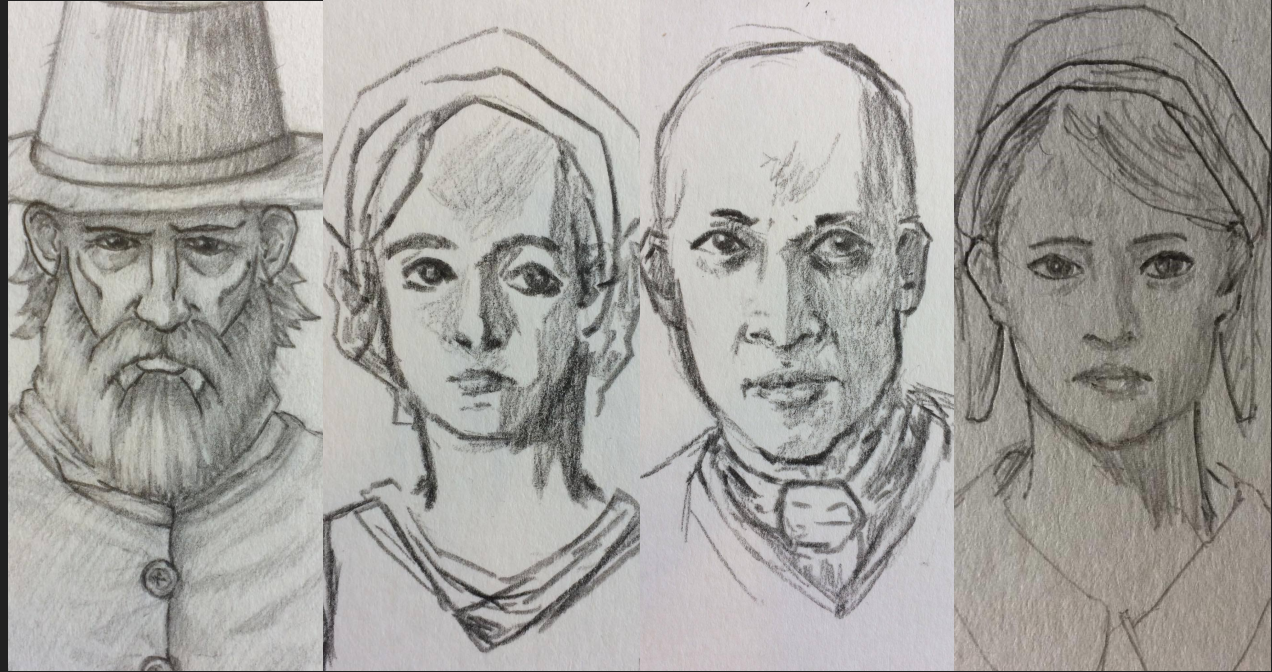
The Father: a farmer who places his faith in religion and hard labour.

The Maiden: a younger woman whose naivety is also her blessing.

The Noble: learned and natural born leader.

The Widow: quick witted and wise to the will of the world.

The Count: a more classic vampire figure, deformed and focused on feeding on the living.



(Early Concepts)

These characterisations will be portrayed through appearance and the mannerisms of the animations.

Colour palette:



For our colour palette we wanted to achieve a nice blend of darkness and fear but not entirely mask out our environment, an overall greyed and dull look with highlights of ominous tones such as red and orange will help embed that atmosphere of fear and anxiety.

Style & inspiration:

Striving for a real-life style, we will develop towards a realistic approach that takes advantage of detailed and true to life aesthetic, this art-style is inspired and referenced off games such as Alan Wake, The Witcher Dark Souls.



Technical:

Software:

Unity 5.5.1f1 (Engine and Rendering)
Maya 2017 Update 3 (Modelling and Unwrapping)
Photoshop Creative Cloud (Texturing and Graphic Design)
Zbrush 4r7 (Sculpting)
Substance Designer 6 (Texturing)
Substance Painter 2 (Texturing and Baking)
Marvelous Designer (Cloth Simulation and Modelling)
Google Docs (Documentation)
Sourcetree (Source Control)

Challenges:

Optimisation for Performance and Efficiency.
Further learning and adjustment to Unity.
Post Processing effects.
Effective Lighting scenarios.
Realistic and well-timed audio.
Polished Particle Systems.
Custom Shader development.
Artist tools and plugins.

Asset outline:

The assets that are to be made go by category:

Environment:

- Gatehouse
- stone /wooden bridge
- Rocks, grass, shrubs and trees

Props:

- Lantern
- Torches
- Horse drawn carriage
- Sword
- Barrels
- Grain sacks

More assets will be implemented and subjected to change down the line.

