Art Bible

Puppeteer

LTU

Group Members

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Oscar Leiner	Art Director/ Artist
Kristoffer Lundgren	Git Responsible/Developer
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Group Members

Summary

The game's art-style takes inspiration from a blend of Victorian 19th century mansions and a more cartoonish, playful style. The style exaggerates the looks of a real life Victorian mansion interior with more saturated lighting and colors and simpler shapes of assets with a slight crooked look.

The feeling we want to convey with the game's tone is "Something isn't right". The four playable characters venturing inside the rooms are all animals. They all wear small weathered, uncomfortable clothes made by the Puppeteer, fitting for the Victorian era but not for animals.

The animations will be subtle enough to fit the tone with a corky flare to it to make it more fun and playful. All animations will be hand-animated, without the use of motion capture.

References

Below are some of the references used as the art style direction for the game.

- *Vampyr* (2018) by Dontnod Entertainment and published by Focus Home Interactive. The dark yet visible nature of the lighting, although a bit too dark. The game is also a good reference for how to populate and decorate a room in the game.

- *Dishonored* (2012) by Arkane Studios and published by Bethesda Softworks. The grungy and worn look on the textures.

- *Firewatch* (2016) by Campo Santo and published by Campo Santo in partnership with Panic. The amount of detail in the actual meshes themselves but not necessarily the textures.

- *Stylized Room – Unreal Engine 4* is a game concept environment created by 3dExtrude Tutorials. This is the main reference for the game and general design for our art-style.

- *Adventure Study* by Frank van Halteren. This image sums up the theme and tone for the atmosphere, as well as the lighting we want to achieve.

Technical guidelines

Information

Software standards:

- Autodesk Maya, Zbrush
- Substance Painter
- Unity

Format standards:

- FBX and OBJ for models
- PNG for texture files, working resolution 2048x2048

Naming Convention	
Prefix:	
SK_	Skeletal based mesh
ST_	Static mesh
T_	Texture
FX_	FX
S_	Sound
J_	Skeletal joint
Suffix Textures:	
_Diffuse	Diffuse map
_Metallic	Metallic map
_Roughness	Roughness map
_Normal	Normal map
_AO	Ambient Occlusion map
_FX	Textures for FX
Example Convention:	
(Prefix_)(AssetName)(_Number)(_Suffix)(.Filetype)	
Examples:	
ST_Table_01.fbx	
T_Table_01_Diffuse.png	

Asset Creation
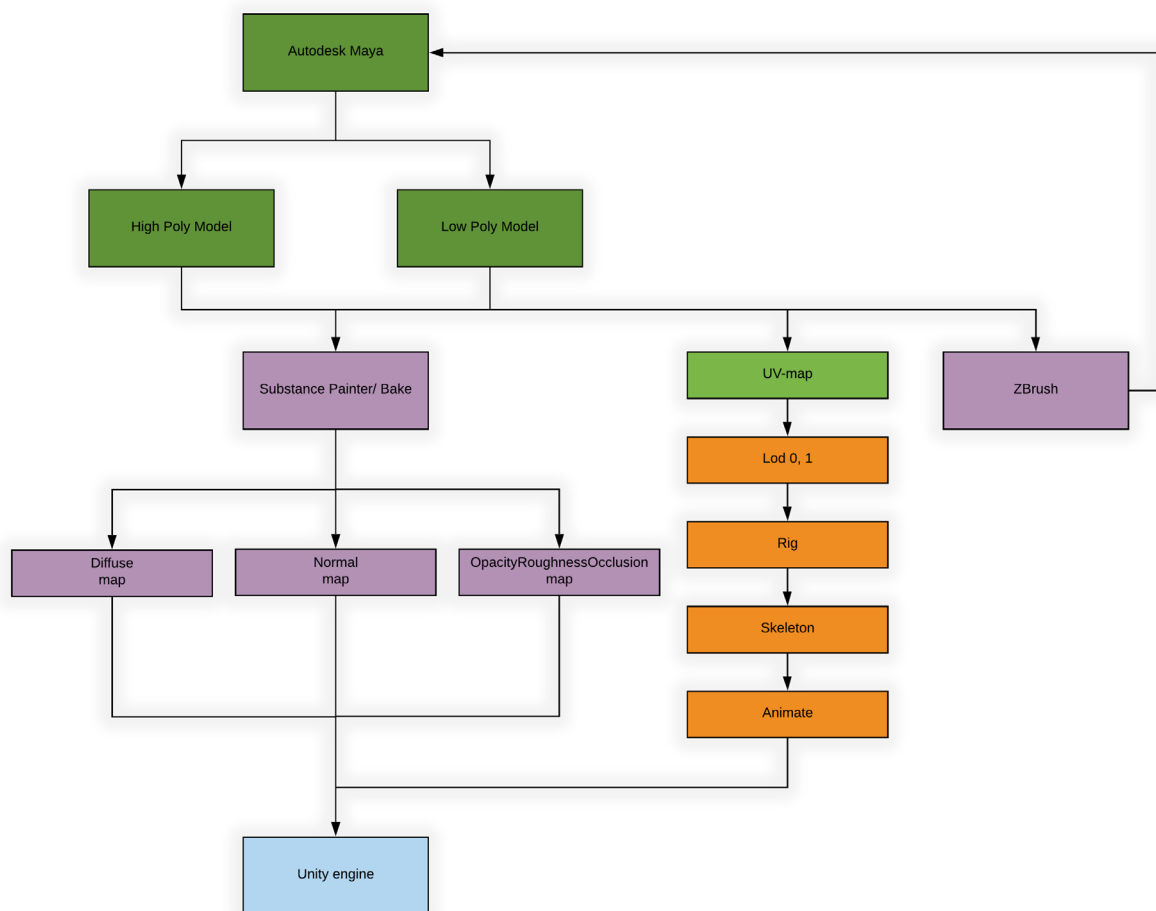
1. All assets are created in Maya and Zbrush. A high-poly will be produced first, then a low poly. The high-poly will then be baked on the low-poly applying a Normal Map, AO, Curvature, Thickness, and World Space.
    - If animations are needed, the low-poly will get skinned and given a skeleton in Maya.
    - LODs will be exported with the low-poly.
2. Textures will be created in Substance Painter.
    - An Albedo, Metallic Smoothness and Normal Map will be exported.
    - AO will be included in the Albedo map
3. Assets imported to Unity:
    - Low-Poly model containing skeleton, animations and LODs.
    - Albedo Map, Metallic Smoothness Map and Normal Map.
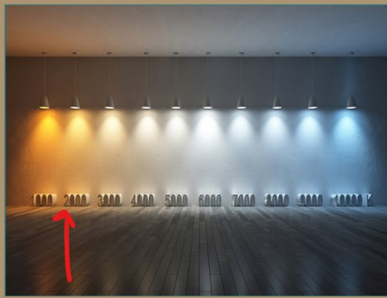
Style Guide

Mood Board

Style Guidelines

Light Board

Characters /Equipment

The game's cast is made up of 5 characters, four "Puppets" and one Puppeteer, which creates a 4v1 scenario.

Puppets

The puppets are 4 different animals, experimented on by the puppeteer and put into humanly like clothes. They all have the same body type and size so they can share the same skeleton which saves time. Clothes will not be simulated, but modeled directly on the characters.

Most animation loops will be downloaded to prioritize our time for modeling and texturing the characters as well as all the other assets in the game. Our goal for the animations is for them to be goofy enough to make the game lighthearted but subtle enough to fit the general tone of the Victorian era.

The clothes of the puppets are based off a blend of 19th century military and high poverty clothes. To fit the world, the idea is that all clothes are sewed by the Puppeteer. This makes the puppets feel smaller in a bigger world, as details like belts, shirt buttons and stiches are made bigger like clothes for pets.

The equipment for the puppets, mainly weapons, will also share the 19th century theme, with references like blunder-busters, flintlocks and muskets. To fit our style, they will have elements of exaggeration of certain details and odd proportions, like a larger barrel or stock.

Puppeteer

The puppeteer is, for the puppets, a huge mysterious creature. In game, the only things you see of him is his gloves if you play as him. Other players will never get a glimpse of him, only audible ques like when he moves a room. The only times you get to see more of him is on the box art and the splash-screen, where only two glowing eyes and a worn-out top hat, as well as his gloves are seen.

The only needed animations for the puppeteer is his hands gripping and letting go, positioning the hands is controlled by the player.

The clothes for the puppeteer, being the gloves and top hat, are as well inspired by the Victorian era to fit the theme, but will be given more creativity to give him more personality. The gloves will be thick leather gloves, well-worn with knitted strings on some fingers. The top-hat will, as well as the gloves, be well worn with sewed on patches and a bit dusty.
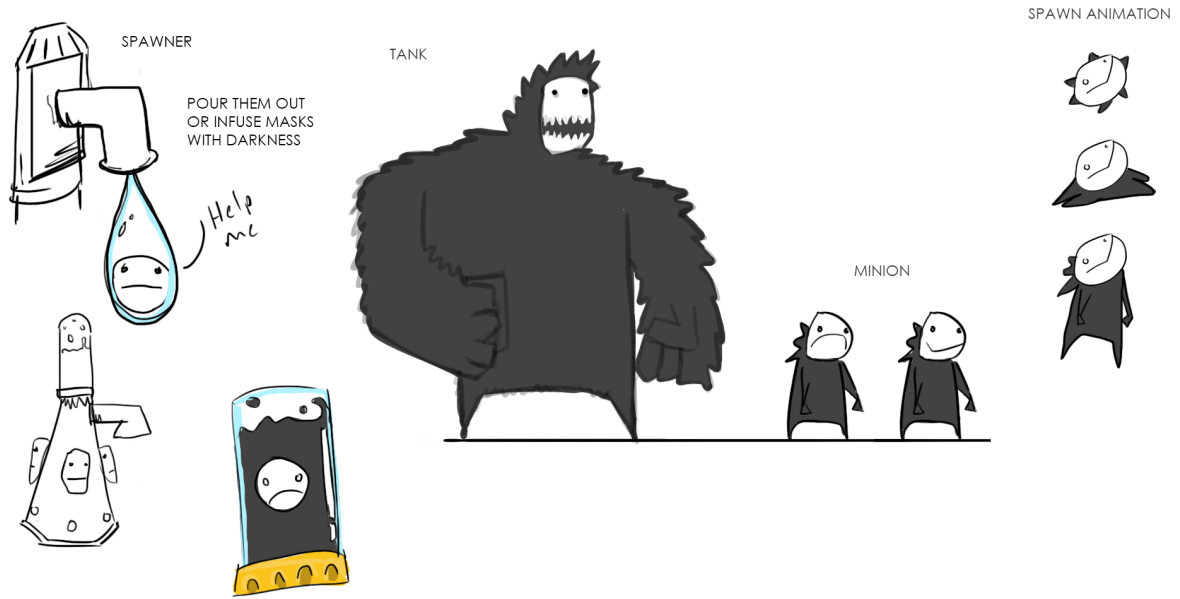
Concept Art
Characters Concept

The 4 puppets, Robert Ringholm
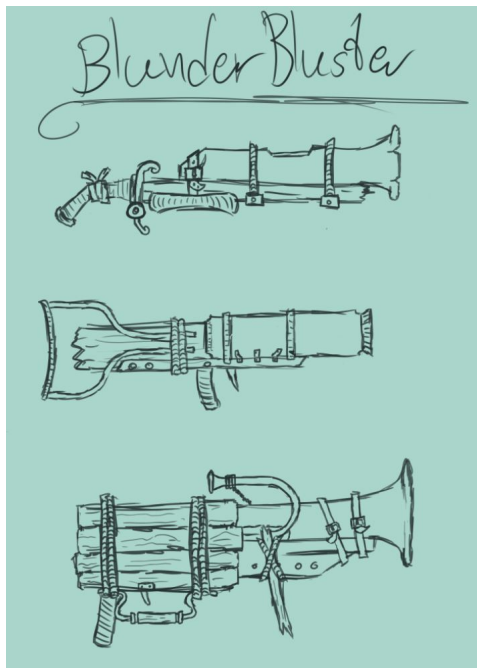

Early character concpets, Robert Ringholm

SPAWNER

POUR THEM OUT
OR INFUSE MASKS
WITH DARKNESS

Help
me

TANK

MINION

SPAWN ANIMATION
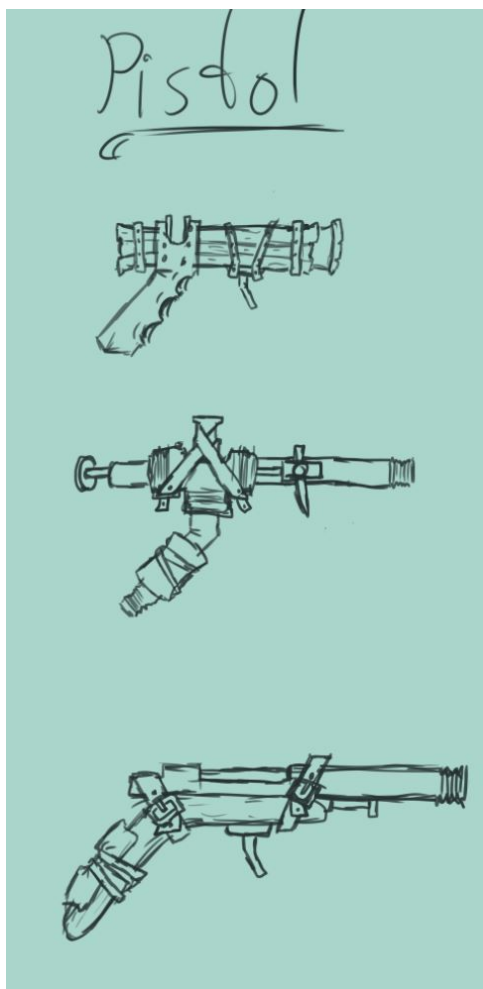
Enemies concept, Robert Ringholm

Clothing
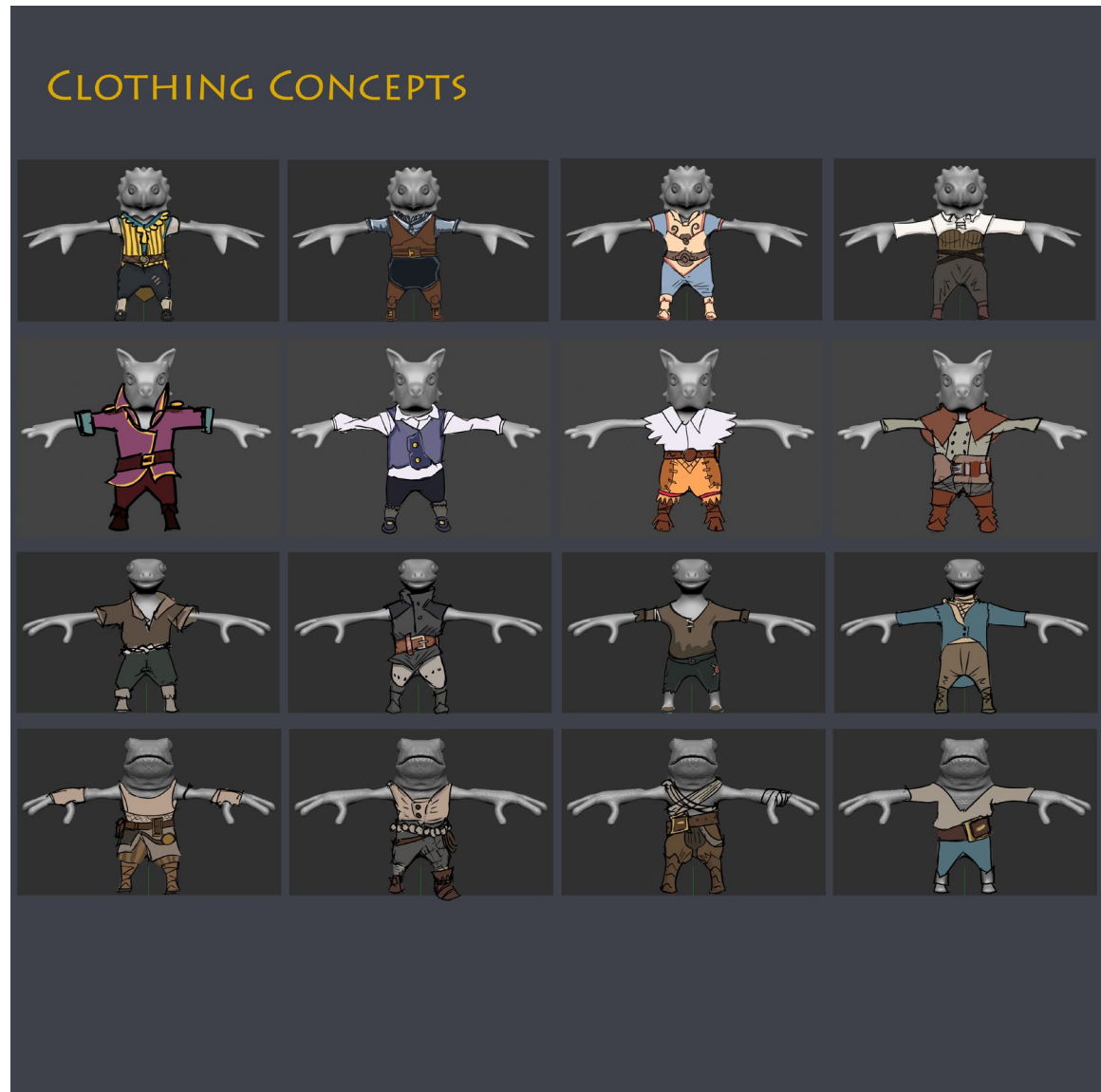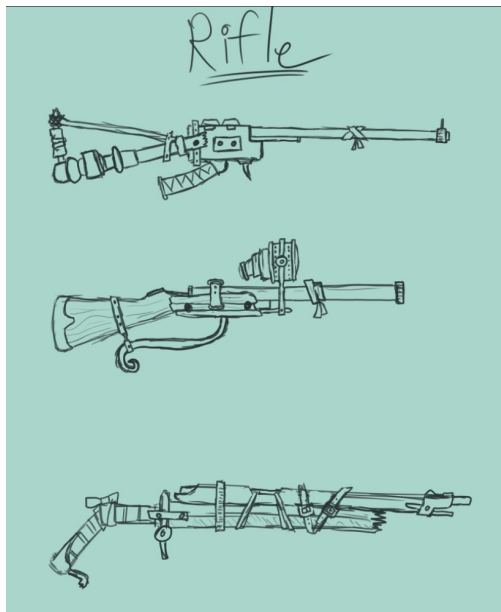

Clothing concepts, Robert Ringholm
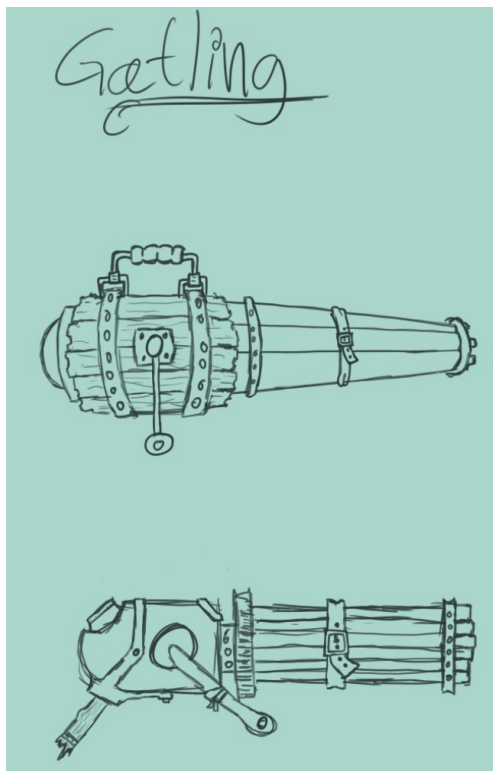
Weapons

BlunderBuster Concepts, Oscar Leiner

Pistol Concepts, Oscar Leiner

Rifle Concepts, Oscar Leiner

Gatling Concepts, Oscar Leiner

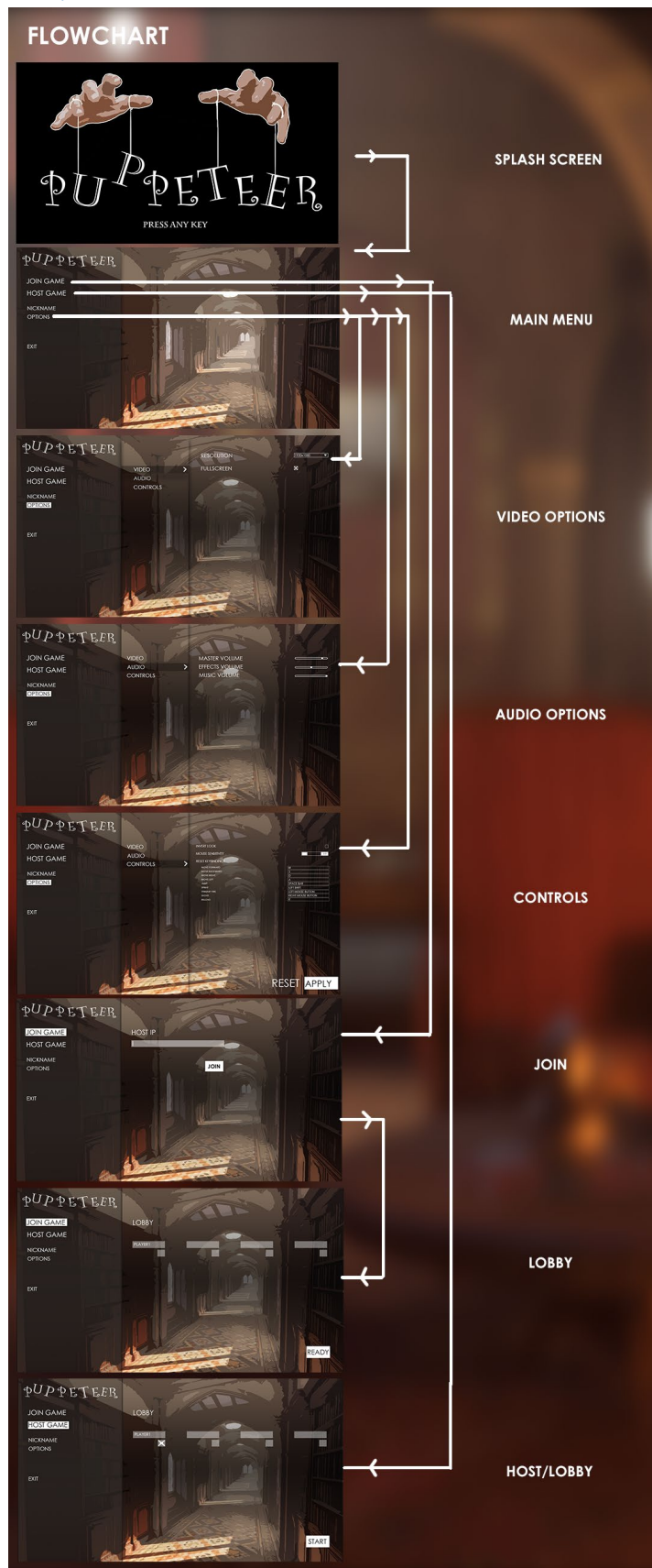*Early Weapons Concepts, Oscar Leiner*

Puppeteer Room

Room of the Puppeteer, Robert Ringholm

Title Screen

Title Screen early concept, Robert Ringholm

Hud/Menus

Menu Concept, Robert Ringholm