



THE BLACK DEATH WORKSHOP GUIDELINES

- HELMET -

[DOWNLOAD EXAMPLE ASSET](#)

Thank you for taking part in expanding the item library within the world of THE BLACK DEATH, your asset will be added to hundreds of existing items that can be crafted by players within the game.

In order for your item to be successful and pass submission there is a few rules and considerations to take into account, here is the step by step guide to ensure your art makes into the game:

Category Selection

Each item type has a category/tag assigned to it, this allows us in game to attach your created asset to an existing recipe/item (which will be an alternate), since your item is purely cosmetic, all the gameplay aspects will be adopted from it's chosen category/tag, for example: If you wish to create a helmet, one of 4 options are available in terms of tag:

- Leather helmet (light armour)
- Iron helmet (medium armour)
- Silver helmet (heavy armour)
- Greater helmet (gold)

It's best to choose a tag that most represents the appearance of your item to ensure consistency is maintained. Want to create a extravagant embossed helmet? Better submit it under the Greater helmet tag. Want to build a rusty, scary spiked helmet? Probably best suited for the Iron helmet tag.

Art style

THE BLACK DEATH is a dark medieval fantasy grounded in reality so in order to retain that theme items/models being created through the workshop must adhere to the art style within the game, what does that mean? Well unfortunately we cannot accept science fiction, modern technology or heavy fantasy art. To ensure submission success and popularity it's best you reference real world items around 13th to 18th century design and technology. Here are some references below (current in-game assets):



However to ensure items/models are diverse, we encourage unique creations, so feel free to create items that haven't necessarily existed in history (such as a iron skull helmet) as long as their material definition and construction is believable.

Size

The example asset for the helmet item contains a mesh that's the average head scale we have in-game named 'head scale' your asset/item must fit this head in order to pass submission, helmets especially are meant to cover most of the cranium, this is encouraged in terms of design/gameplay aspects.. The example asset/model also includes a 'Bounding_Box' which acts as a border, your asset is not allowed to be larger/break these bounds. In simple terms, your asset/models must be bigger than the 'Head_Scale' model and smaller than the 'Bounding_Box' model.

Model Guidelines

You are free to create assets in whatever software you choose, however the asset/model you create must be provided in an FBX export format. Here is a breakdown for specification:

- Approx 4,000 triangles
- FBX format with naming convention: Name_Of_Model_Helmet
- Overlapping and Mirroring UVs are allowed
- 1 UV channel
- 1 Material applied
- Centimetres scale
- 0,0,0 Pivot point position.
- The pivot point must be in the centre of the model.
- Z up and -Y forward orientation

If you are ever in doubt please refer to the example helmet model for scale, detail and position reference.

Texture Guidelines

The artists on THE BLACK DEATH team conform to a pipeline for texturing to ensure textures operate with our materials/shaders, your asset/textures will also need to conform to these rules. Here is a breakdown for specification:

- No textures larger than 1024x1024
- TGA, PNG or PSD format.
- PBR friendly (UNREAL ENGINE 4)
- Base Color Texture with naming convention: Name_Of_Model_D
- Normal map Texture with naming convention: Name_Of_Model_N
- MRO map Texture with naming convention: Name_Of_Model_R;

The MRO map is a optimisation solution for storing the metalness map in the red channel, roughness map in the green channel and the ambient occlusion map in the blue channel.

If you are ever in doubt please refer to the example helmet texture for scale, detail and tech reference.

Submission Guidelines

You've created your asset and want to submit. In order to get the community to upvote your creation (to increase the chance/guarantee success) its best to provide screenshots of your model and even a brief description of the item, what you were inspired by, it's origin, whatever you feel is relevant to get people excited to download/use your asset.

