

## Style Guide - Spencer Barber



- General style of the models that make up the environment.

While going through this document, imagine everything in the simplified style of Crash Bandicoot and The Emperor's New Groove. Here are some screenshots of those styles:



This image is the closest to what I am going to try to match in look and feel.



See the end of this document for more reference pictures.

Models that I need: Based on game styles of Emperor's new groove, Crash Bandicoot, and Tomb Raider.

- Environment - Non interactable
  - 
  - Trees
    - (Trees actually found in Loas)
      - Teak
      - Mahogany
      - Tetrameles
      - Tree fern
      - Podocarpus



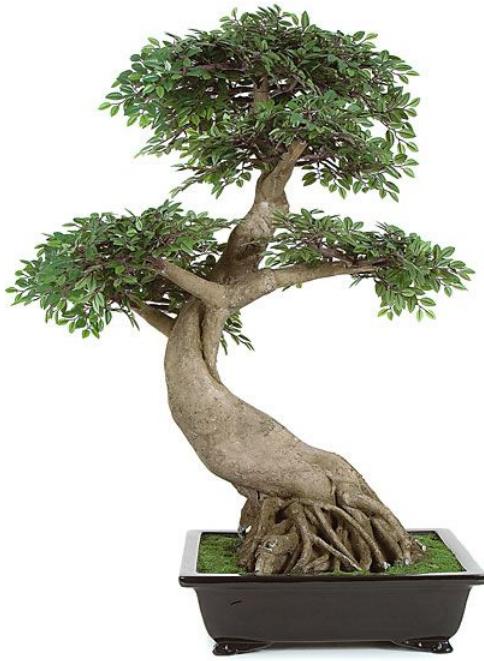


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- Vines
- Mossy swamp trees
- Plants in Laos include:
  - Elaocarpus
  - Theaceae
  - lilies





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- Rocks
- Grass



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- Temple Structures

This is a photo of Laotian ruins, and is the basic Temple look, I am going to try to keep the authenticity of the following:

- Square doorways
- Large fitted stones



- Checkpoint - Statues



- Interactable
  - Doors:



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- Buttons
- Idols/Artifacts



- Bear Food.. Whatever that ends up being
- Enemies
  - Mosquito



- Rat



- 
- Bear (Finished.. Same from Film)

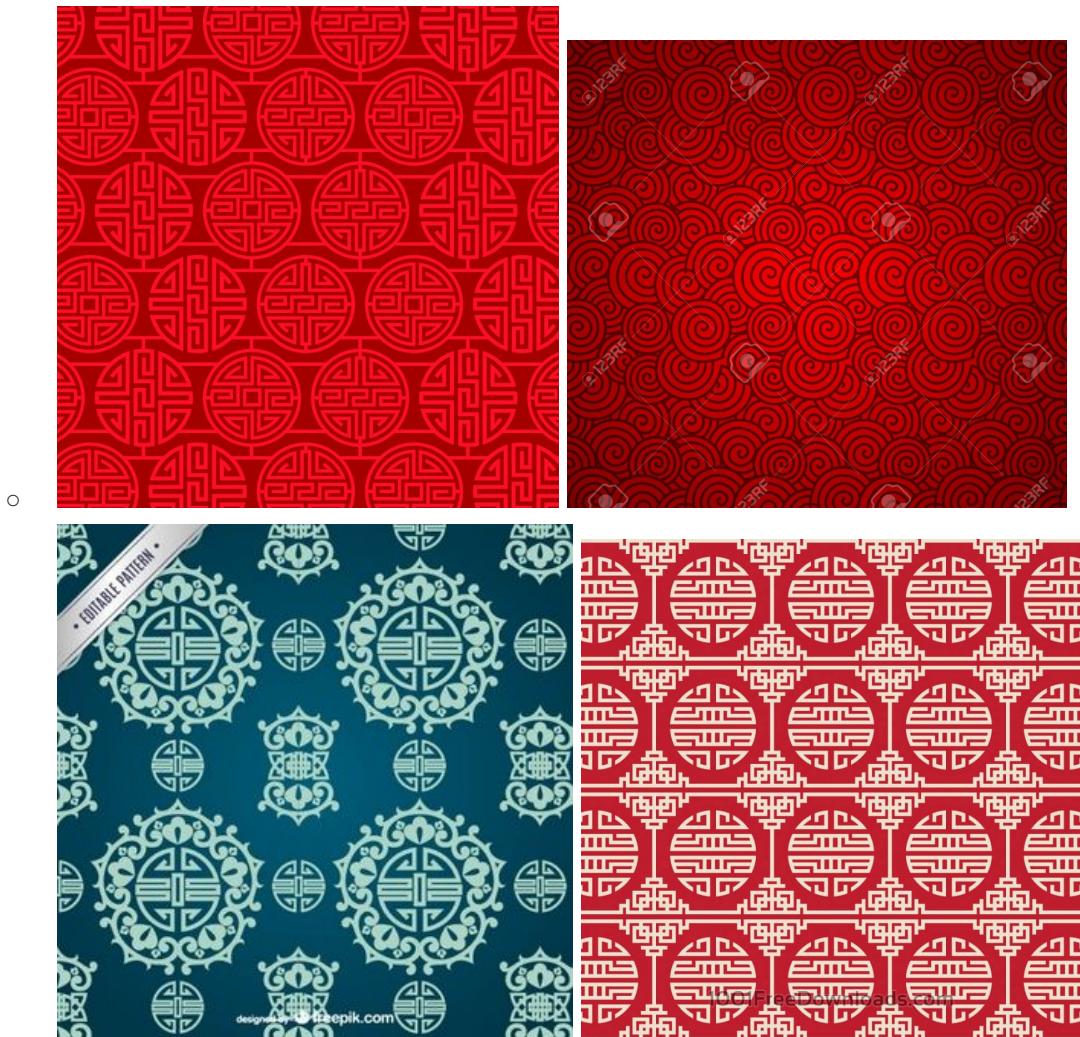
- Color guide for all assets
  - Man made items such as doors, idols, etc, have more than one color.. A main color and an accent. And will have patterns

|        |           |        |        |
|--------|-----------|--------|--------|
| Tree   | Tree      | Tree   | Dirt   |
| Rocks  | Temple    | Temple | Idols  |
| Grass  | Plants    | Vines  | Plants |
| Button | Doors     | Water  | Swamp  |
| Rats   | Mosquitos | Bear   |        |
|        |           |        |        |

- Animation Style guide -

Based on the film. We already have the characters created, and they will have pretty realistic movement, but more cartoony.

- Animations Needed Include:
  - Player
    - Idle
    - Walking (Water)
    - Walking Fast (Default)
    - Jumping
    - Double Jump Flip
    - Push
  - Rat
    - Idle
    - Run
  - Bear
    - Idle
    - Run
    - Stopped (Sitting/Eating?)
- Texture Style guide
  - Plants and most rocks will have very subtle textures.
    - When I decide on a specific plant to model, I will find real pictures of those plants, and make a stylized version of the texture in painter.. UV mapped to the plant.
  - Doors, Buttons, Temple, Boulder etc (Pretty much everything man made) will have hand drawn patterns
  - Like these:



- Audio Style guide
  - I am going to find some ambiance sound for each of the areas, and the music will most likely resemble the film score.
  - Sound effects: I am considering going the humorous route, and doing the sounds myself. With my voice.

Here are some example ambiance tracks along the lines of what I am going for.

BG Atmosphere (Birds - Forest)

- <http://freesound.org/people/pillonoise/sounds/320656/>

BG Temple

- <http://freesound.org/people/Mrthenoronha/sounds/371517/>

- Other Sounds I need:

- Player
  - Foot fall

- Land (from jump)
  - Splash (jumping in water)
  - Woosh (Jumping)
  - Wince - Getting hurt
- Enemies (Get louder as you get closer to them)
  - Mosquito Buzzing
  - Rat Squeaking
  - Bear Growl
- Environment
  - Rolling Boulder
  - Doors opening
  - Rocks sliding
  - Button Activate
- Piano Puzzle
  - I want to come up with an actual tune that you need to play.. And have clues before the puzzle.  
But it works how it is.. So this will be a stretch goal.
- VFX Style guide
  - VFX elements needed:
    - Torches for the temple
    - Fog/mist in the swamp
    - Dust from walking

Images to use for reference: Photos are from Laos. The rest are screenshots from Tomb Raider, Crash Bandicoot, and Swamp Attack? I am going to use these as reference when modeling the temple and the swamp.

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It would be a neat idea to put a texture like this on the rolling boulder.



This image does a good job of keeping everything really simple. I like the simple clean look.



I also like this bridge:





503206200

These are a great reference for the art style I am going for with the plants.



