

Castle Reign

Art Bible

Camo Collective

About

Castlereign is a fun and competitive multiplayer medieval stylised game where players can choose different game modes to compete against other players to become the ruler of the kingdom. The game is set within a medieval castle with multiple surrounding towns being the areas where players will face off against each other with each town having a different minigame zone. The game consists of a collection of variety mini games where player test each of their skills to win rounds towards the winning prize.

Context

- About
- Roles
- Schedule
- Milestones
- Convention
- Asset Lists/Tiers
 - Software's
- Naming Conventions
- Mood-board
- References
- Concepts

Task Roles

Ben	Daniela	Aurora
Castle	Character/Creature Concepts	UI
Walls + Windows	Character/Creature sculpting	Rigging
Towns asset packs	Topology	Skin Weights
Shop stakes	Texturing (NPC)	Texturing
Turkey Jousting sticks	Assembling Art Bible	Particles
Environment	Animation	Knight
		Princess

Back-up Roles

Daniela	Helping with UI, tweaking environment textures
Aurora	Modelling assets, environment
Ben	Animations, particles

Schedule



Milestones

- **Pre-Production (8/7/19):** By this time, artists will be handed a schedule and asset list. Concepts, Art Bible's and simple block-out prototypes should be started to gain an overall fell of the game.
- **Production (5/8/19):** Modelling should at least be started by now along side some texturing, characters should also have at least a base sculpt by now as they have other stages to go through such as rigging, topology, skin weights etc. Hard Surfaces should be UV unwrapped after they have been modelled.
- **Production (26/8/19):** Rigging and skin weights will be the heavy load for the technical artist. They will need to be started asap as each characters will have their own personality trait in their animations. Some characters will also need different rigs such as the creatures, this will also leave room to polish animations.
- **Production (16/9/19):** UI and Particles should begin production, UI won't take long do they are left later in the schedule, particles wise, we are only using about 3 main particles in the game. Particles will need to be started before UI as they need to be passed onto the programmer.
- **Production (23/9/19):** Artists should be polishing their assets, animations, textures etc. Any left over time could be spent making extra assets.

Conventions

- **01_Pre-Production:** Planning stage of the game where artists should discuss and organise the games overall art style. This will branch into smaller sub divisions such as concept art, colour palette, reference images etc. The art style should be consistent alongside the games UI elements. In addition, sorting asset lists and important tiers will insist in arranging roles, tasks and budgets.
- **02_Protoype:** Simple shapes such as cubes for blocking should start being implemented to map out the games overall asset layout. It is advised that artists should not start polishing stuff in this stage as it is time consuming.
- **03_Production:** Once a prototype has been mapped out, artists should start swapping old items with newer versions. Artists should follow closely to the art bible with their references. This stage includes starting to create the important items followed down to the least important. In addition, the production stage includes sculpting characters, rigging and animating, texturing and create extra elements such as UI.
- **04_Final Production:** The final result of the production should be polished game with all assets with their working conventions. Extra assets may be modelled as well as adding extra particles, animation etc.
- **05_Feedback and Evaluation:** Finishing stage of the major production is where artists receive feedback and explain what they did with the feedback they received. They should be honest with their self evaluation in their post modern and explain what they could have done differently.

Asset Lists

Ben	Daniela	Aurora	Aurora	Ben
Hard Surface	Organics	UI	Particles	Extras
Walls + Windows	Wizard	Health	Sparks	Clothesline
Castle Towers	Knight	Crown	White sparkles	Fountain
Jousting Sticks	Barbarian	Credits	Smoke	Fruit Boxes
Shop Stalls	Princess	Quit	Mud	Barrels
Arena	Pig	Game modes	Dust	Flags
Dungeon	Dragon	Box/Buttons	Fire	Carts
Tents	Bearded-Bernie	Info Box	Confetti/Feathers	Fences
	Ground textures	Volume Sliders	Sword Swipe	Foliage/Small Animals

Asset Lists

Characters:

- Barbarian – Model (Daniela)
- Barbarian – Texture (Aurora)
- Wizard – Model (Daniela)
- Wizard – Texture (Aurora)
- Princess – Model (Daniela & Aurora)
- Princess – Texture (Aurora)
- Knight – Model (Daniela & Aurora)
- Knight – Texture (Aurora)
- Chonker – Model (Daniela)
- Chonker – Texture (Aurora)
- Chonker – Rig (Aurora)
- Bearded Bernie – Model (Daniela)
- Bearded Bernie – Texture (Aurora)
- NPC – Model (Daniela)
- NPC – Texture (Daniela)
- Characters – Rig* (Aurora)
- Chonker – Rig (Aurora)

Animations:

- Run cycle – Playable Char. (Daniela)
- Walk cycle – Playable Char. –(Daniela)
- Climb cycle – Playable Char. (Daniela)
- Hitting/swing – Playable Char. (Daniela)
- Knock back – Playable Char. (Daniela)
- Idle – Playable Char. (Daniela)
- Death – Playable Char. (Daniela)
- Walk cycle – NPC (Daniela)
- Cheering x5 – NPC (Daniela & Ben)
- Idle x4 – NPC (Daniela & Ben)
- Barrel throw – NPC (Ben)
- Run cycle – Chonker (Daniela)
- Death – Chonker (Daniela)

Particles:

- Shield Sparks (Aurora)
- Mud Splatters (Aurora)
- Smoke (Aurora)
- Fire (Aurora)
- Dust (Aurora)
- Confetti (Aurora)
- Sword Swipe (Aurora)

UI:

- Health(Aurora)
- Crown – Story mode (Aurora)
- Quit (Aurora)
- Game mode silhouettes (Aurora)
- Box/Buttons (Aurora)
- Info Box (Aurora)
- Volume Sliders (Aurora)

Asset Lists

Environment:

- Castle level 1- Model and Texture – Ben
- Castle level 2 - Model and Texture – Ben
- Castle level 3 - Model and Texture – Ben
- Towers 1-4 – Model and Texture – Ben
- Ramparts – Model and Texture – Ben
- Walls – Model and Texture – Ben
- Flag – Model and Texture – Ben
- Banners – Model and Texture – Ben
- Trees 1-3 Model and Texture – Ben
- Mountain – Model and Texture – Ben
- Rock 1-2 – Model and Texture – Ben
- Market stalls 1-3 – Model and Texture – Ben
- Barrels and Crates – Model and Texture – Ben
- Cart – Model and Texture – Ben
- Tents 1-3 – Model and Texture – Ben
- House lower floor 1-2 – Model and Texture – Ben
- House second floor 1-2 – Model and Texture – Ben
- Mill – Model and Texture – Ben
- House add on's and veranda - Model and Texture – Ben
- Fountain - Model and Texture – Ben
- Pig jousting arena - Model and Texture – Ben
- Poultry bash arena - Model and Texture – Ben
- Tower climb - Model and Texture – Ben
- Tower climb falling objects - Model and Texture – Ben
- Character weapons
- Borris lance and shield - Model and Texture – Ben
- Herbert Lance and Shield - Model and Texture – Ben
- Kneil Lance and Shield – Models and Texture – Ben
- Penelope Lance and Shield - Model and Texture – Ben

Asset Lists

Environment Textures:

- Trim sheets
- Castle and towers – Ben
- Arena – Ben
- Walls and Ramparts – Ben
- Tower climb and towers – Ben
- Town add on's – Ben
- Banners – Ben
- Fountain – Ben
- Market place – Ben
- Tents – Ben
- Town – Ben
- Weapons – Ben

- Environment
- Substance Textures
- Basement walls – Ben
- Basement Floor – Ben
- Bricks – Ben
- Bricks Ver 02 – Ben
- Castle Brick Ver 01 – Ben
- Castle walls – Ben
- Creates and Barrels – Ben
- Dirt – Ben
- grass Ver 01 – Ben
- grass Ver 02 - Ben
- Marsh – Ben
- Roof – Ben
- Lake- Ben
- Mud – Ben
- Wood – Ben
- House walls – Ben

Tiers

Tier 1	Tier 2	Tier 3
Castle	UI	Extra Assets
Characters/Creatures	Particles	Voice Acting
Animation	Asset Packs	Extra Particles
Township Packs		Extra Animation
Textures		

Tiers-Castle

Tier 1 Assets	Tier 2 Assets	Tier 3 Assets
Towers	Fountain	Rocks and Trees
Windows	Barrels	Flag
Doors	Fences	Well
Walls and Floor	Fruit Boxes	Clothes Line
Building	Windmill	Potato Sacks
Buildings (Town Pack)		Wood Piles
Shopping Stalls		Crates
Cart		Lanterns
Turkey Sticks		Benches
		Statue
		Fruit

Character/Creature Animations

Most important to least important

Poultry Swing

Run cycle

Climb

Idle

Knock off the pig

Poultry bash death

Walk Cycle

NPC Animations (Walking, Cheering, etc.)

Software's



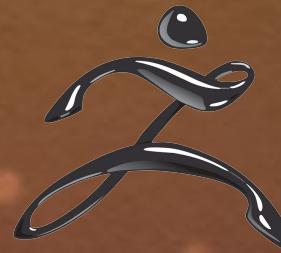
Marmoset

Rendering software that can be used to showcase the model for portfolio renders as well as baking normals



Unity

Overall game engine, artists can place assets/characters in themselves



Zbrush

Overall sculpting software to model the character and creatures as well as anything organic



Photoshop

Painting software to create the characters textures and concepts



Substance

Painter/Designer
3D painting software to map out textures. Designer can be used for procedural texturing such as paths, roads etc.



Maya

Overall animation, topology, rig and weapons will be modelled

Target Audience and Platform

Audience:

The target audience for our game is people aged 4-16 as well as groups of people with 2-4 people so that the game can be played to its fullest, especially that party games are most enjoyed with other players.

Target platforms:

We originally aimed to have Castlereign working for Xbox but due to optimization we had to convert to PC.

Naming Conventions

- **Assets**

SM_#Model_oo#

SM_#Model.fbx

- **Maya Scene**

#Name_#Scene_oo#.ma

- **Textures**

T_#Map_#Asset

- **Zbrush**

#Organic_Blockout_oo#

#LP_#Organic.fbx

- **Maya Rigging**

#Organic_Rig_oo#

#Organic_SkinWeight_oo#

SK_#OrganicRig.fbx

- **Animation**

#Animation_#Organic.fbx

Art Requirements

- **2048x2048 – 1024x1024** texture resolution
 - **6k** character/creature poly count
 - **67k** castle pack
 - **10k** town pack
 - **512** UI resolution

Mood-Board



Art Style



Shape structure of the armor design which can be used as a base for our knight



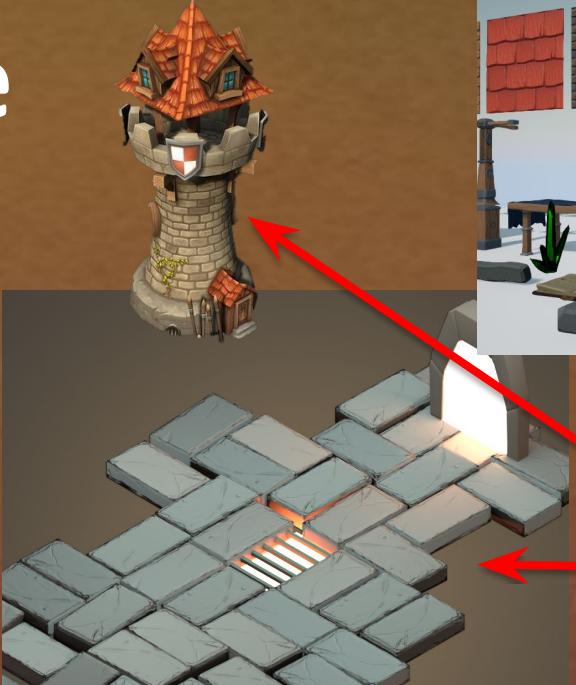
colour scheme of the armour simple grey monochromatic like medieval knights



Curved round shapes, give a cute feel to style.



simple, Tileable and stylize with a good colour to compliment our game



Shape structure and texturing fits overall style.

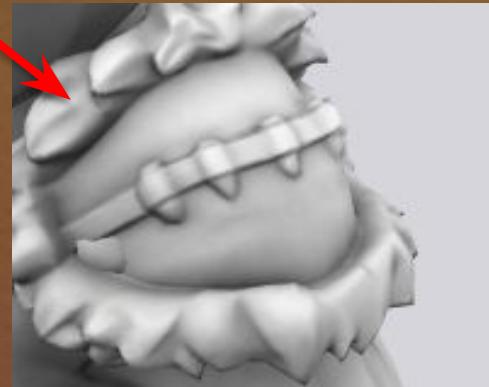
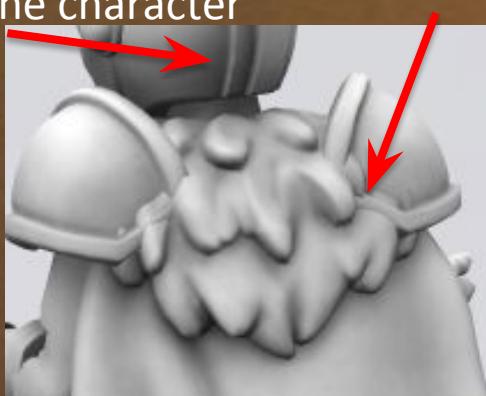


Hand painted and strong highlights to emphasize the style. We can adopt this for our weapons and textures



Tiled roofs, multicoloured. with soft feel, which we can use for our houses

More Rounded look to character accessories. to give the cute feel to the character



Hand painted textures adding to the stylized look we are going for.

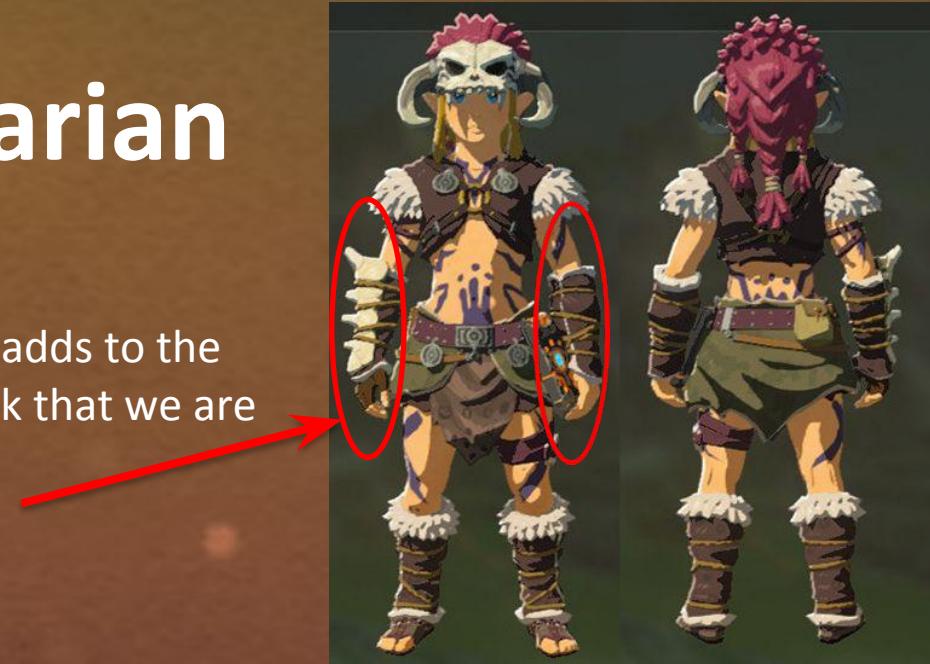


Shoulder pads fur texture with leather lining to give a unique and interesting feel to the barbarian



Leather tasset; fur texture as well as leather layout, works well with Barbarian look

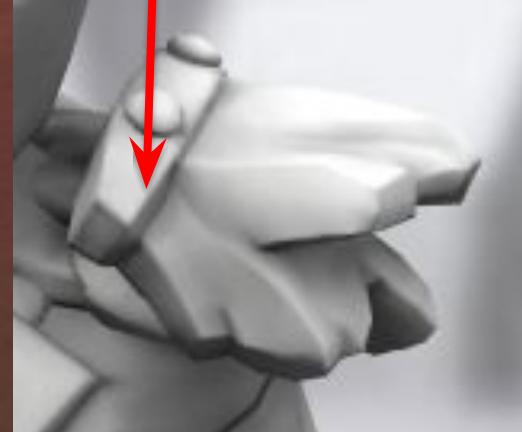
Asymmetry adds to the barbaric look that we are after.



Dynamic muscle structure, giving the barbarian a distinct form



Crisp, flat edges. to contrast with the rounded edges



Reference-Wizard



Simple overall design of robes, which can be transferred to our wizard

Goofy, round look with lots of curvature which gives the characters a more cartoony look



Simple colour scheme with blues and purple that can compliment our colour palettes



Inspiration for beard and facial hair that we can apply to our wizard



Robe lining to add detail and effect to the robe for our wizard



Reference-Princess



Simplistic yet elegant crown design which will be good for the princess



Dress puff sleeves reference from medieval era



Corset, gives feminine vibes and shows figure

Round stylized art style, gives the cute feel to the character



Facial and body structure suits the overall style of our characters as it is soft and rounded

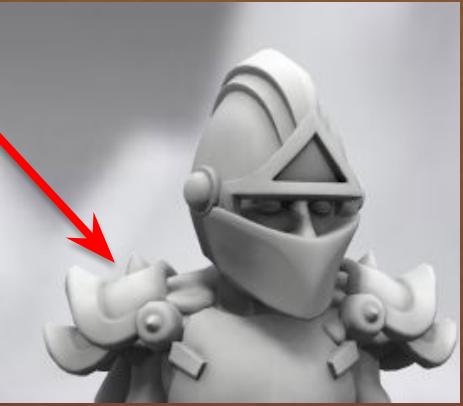


Dynamic structure and crisp edges; compliments round style



Reference-Knight

soft edges to give the cute feel to the game with some harder edges to give definition



Body structure; reference for movement; colour scheme.

Torso armor inspiration, some detail in armour not to make it boring



Plume design, add somewhat detail to make it look fluffy, adds an interesting aspect to the knight to make it stand out more



Layered shoulder pads, makes the knight more interesting



Helmet grate reference, reference for knight in that time period

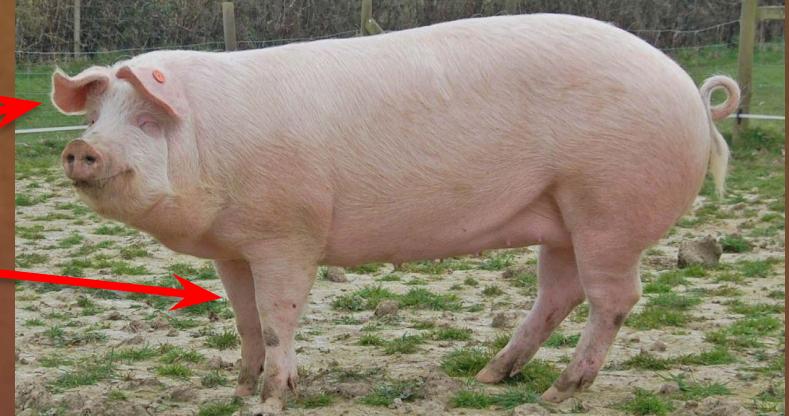


Reference-Creatures

Round, fat look to reinforce our style, simple shapes



Pig anatomy reference/body layout



Generic colour scheme

Due to time restrictions
dragon has been cut for
major work.

Skinny and lanky with some body fat, reinforces quirky style



Scale reference,
small details



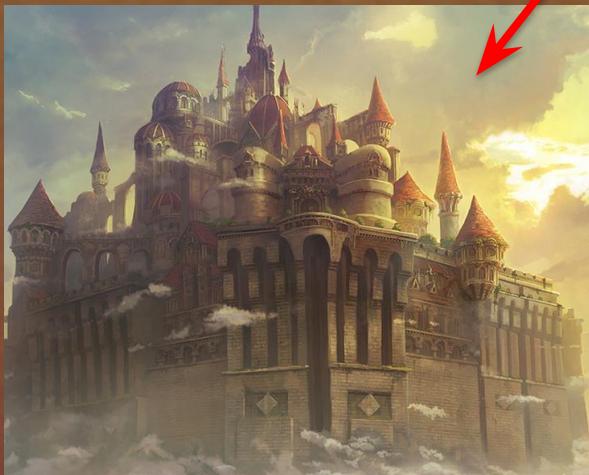
Reference-Castle



Castle Structure and layout, can be used to make a modular castle



Grandiose feel and layout of the castle



Reference for climb the tower. cylindrical shape as well as smaller towers protruding which can be used for obstacles

Nice walls and ramparts, giving the enclosed and protected feeling



Appealing round towers which can be used for multiple towers in the kingdom and tower climb



Reference-Towns



I like the tiled roofs of the houses and the colour



Overall look of market stalls and objects shown



Overall shape and Layout of houses



Overall style and modular set out. Very stylized hand painted textures.



spread of the town with different buildings and lush growing through it, Breaks it up and can be used for our town layout



Cute feel and appealing colours

Reference-Textures

Overlapping wood and its shape, looks good for roofs



Random planks of wood on the tower, can be used on tower climb for obstacles

Simple hand painted textures, which is what our textures are aiming to be



Wood colour scheme and random stylized knots

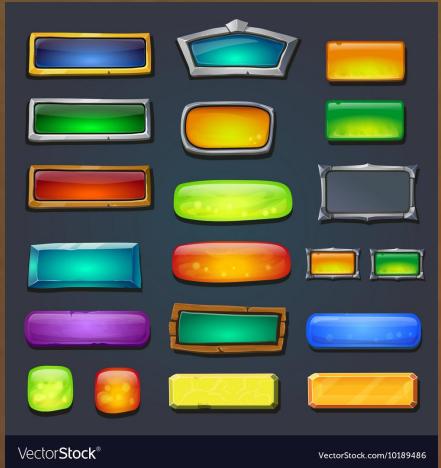
The random position of the stones, can be used on the castle walls



Random clustered stones, adds lots of variation to how we can use stone



Reference-UI



Like the style and colour combinations



like the font
it's not 'perfect' straight

Potential "How to play" → Controller direction ?

Gradient work
looks round

Solid highlights + gradient work
looks JUICYYY

Complementary Gradients
solid shadows / highlights
highlights
more "hand-painted" feel
reinforces our style
Lighting
like how objects have personality / character
simple wood + highlights
stains
slight border

UI Buttons & Icons: A grid of various UI elements from VectorStock.com, including buttons, icons, and progress bars.

Game Interface: A screenshot of a game interface showing a 'SPIN' button, a coin counter (25,000), and a social sharing menu with Facebook and Twitter icons.

Game Screenshot: A screenshot of the game 'MONSTER BURNER' showing a map, a store screen with various items and prices, and a character portrait.

Character Art: A close-up of a character with a beard and a hand holding a sword.

Object Art: A screenshot of a treasure chest with handwritten notes about its wood grain texture and slight border.

Background Art: A screenshot of a game environment showing a house and a path, with handwritten notes about gradients and solid highlights.

Fire for different game modes

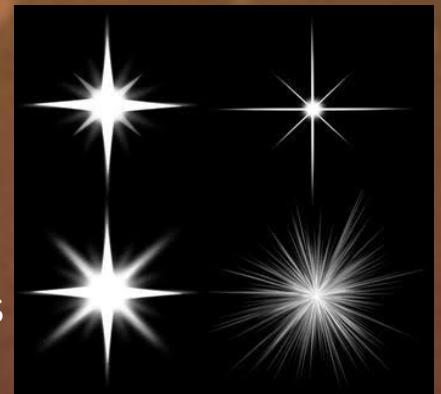


Reference-Particles

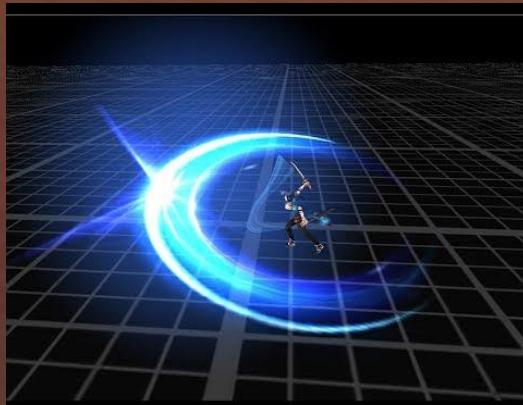


Spark for hitting of shields

Different particle shapes



Swipe for poultry bash; colour reference (not as intense)



Stylized smoke could also be used for dust.



Reference-Fonts

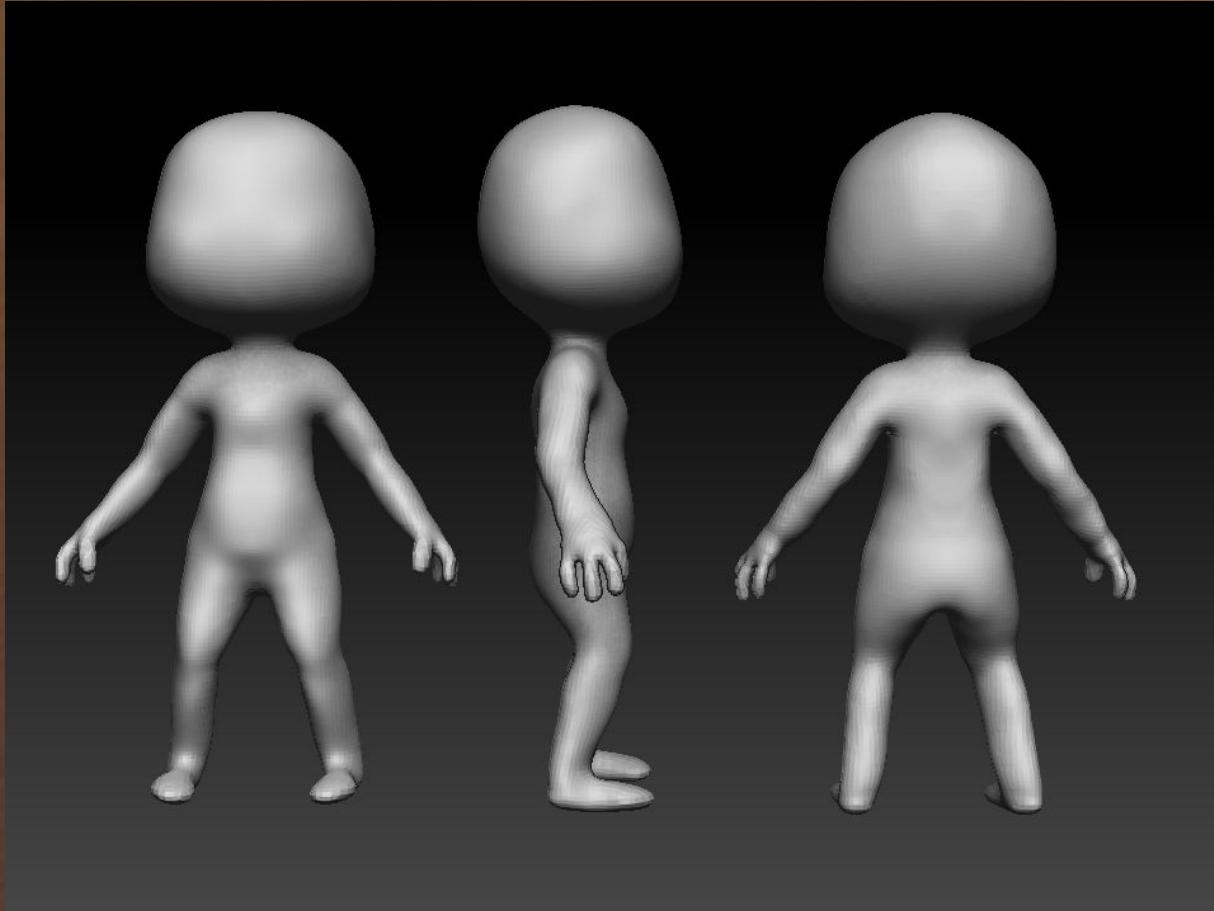
P L A Y E R
1 2 3 4 W I N S

Font made for Ghost Hunt
Cut due to time restrictions.

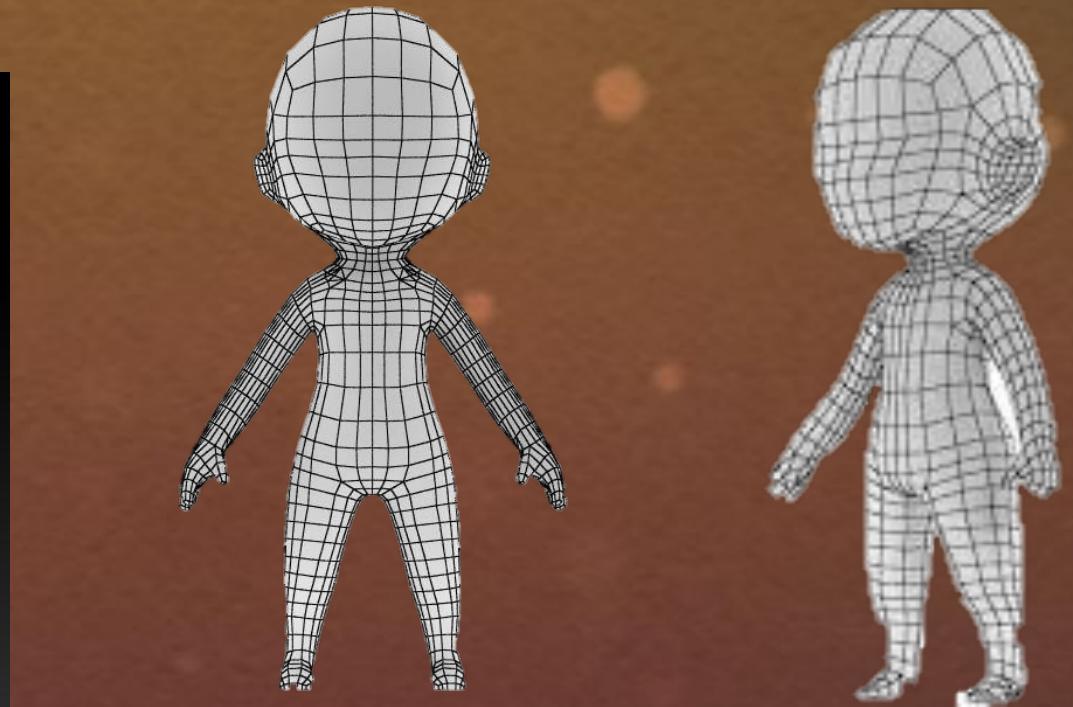
P L A Y E R
1 2 3 4
W I N S

CastleReign

Reference-Character Base



Base sculpt by Daniela



Base mesh is a guide for the rig and character sculpts with some tweaking e.g. Borris having bigger muscles. This way, the rig can fit all four characters .

Colour palette by Daniela



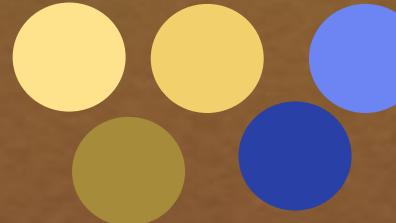
Monochromatic



Triad



Complementary



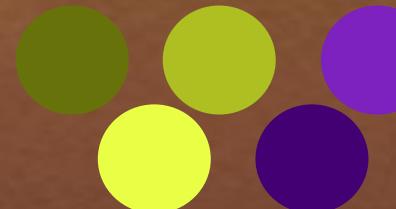
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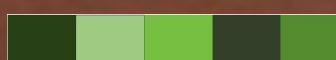
Triad



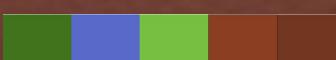
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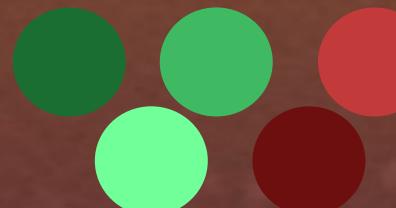
Monochromatic



Triad



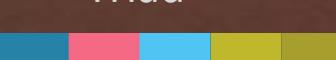
Complementary



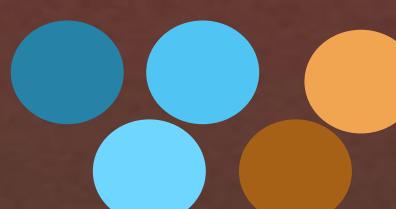
Monochromatic



Triad



Complementary



Wizard colour palette, cool colours such as blue and purple gives his character a calm and collected vibe. Touch of yellow give him warmth.

Barbarian is close to earth, shows he goes out in the wild, touch of red gives him a sense of rage.

Princess is vibrant and stands out, soft royal colours with earth tones gives her a sense of community to the kingdom.

Knight has cool colours, greys and blue indicate a sense of trust and loyalty, touch pf red indicates generic knight colour schemes. Makes him stand out in game.

Environment Colour palette by Ben

Environment



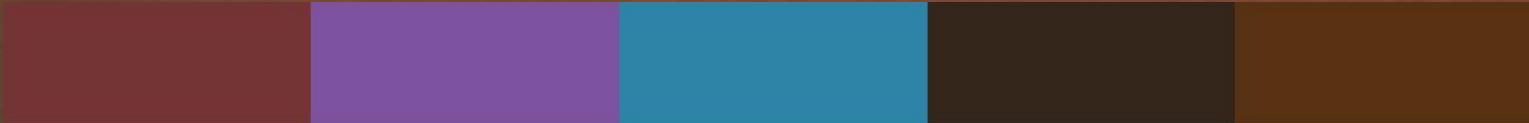
Environment Triad



Environment Monochromatic



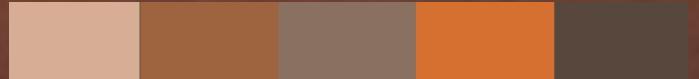
Market Place



Market place triad



Market place monochromatic



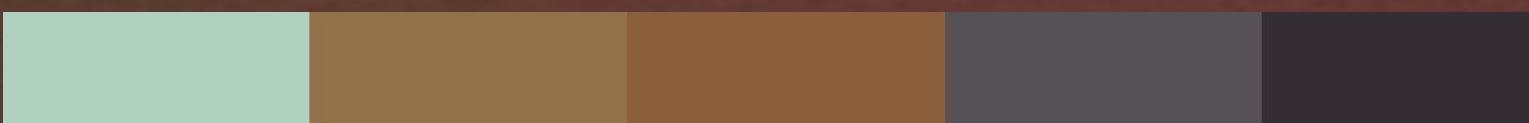
Town Tirad

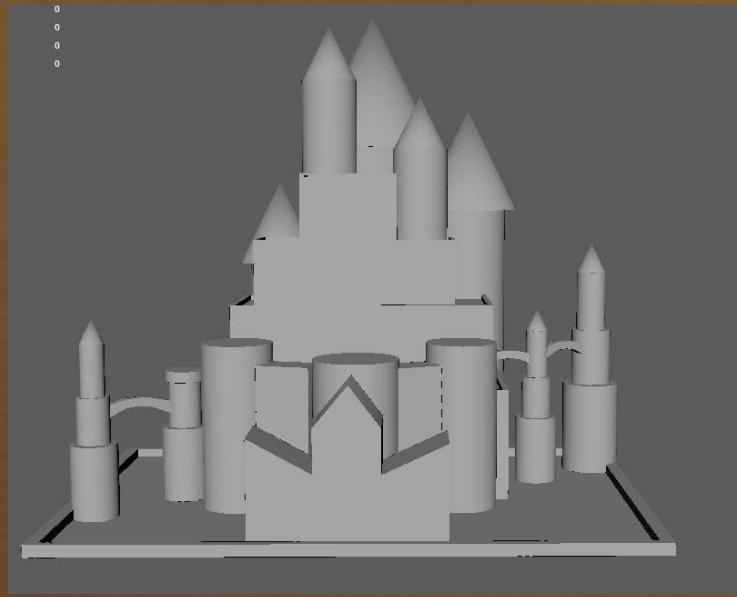


Town Monochromatic

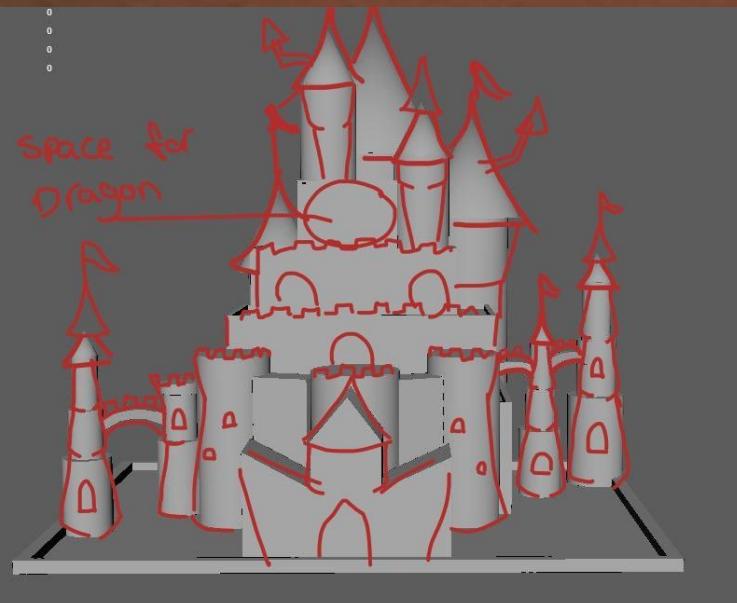


Town Houses

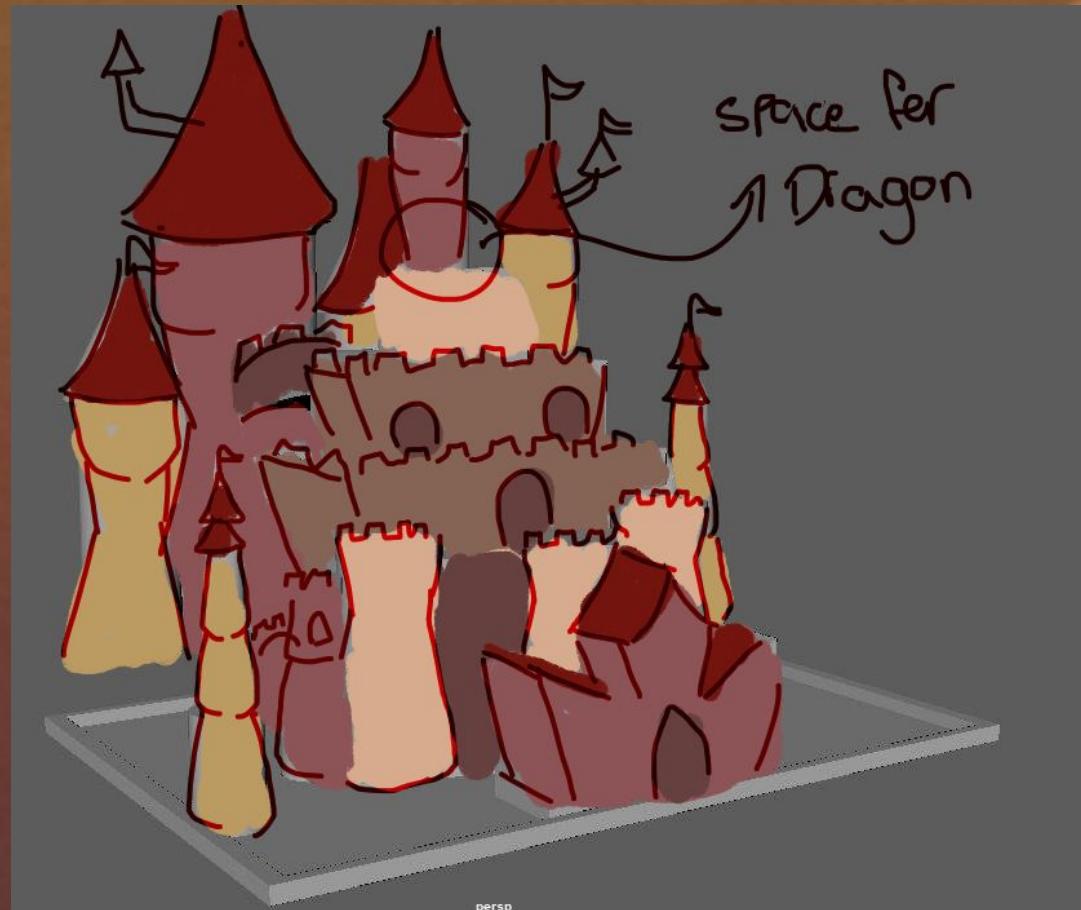




Block-out by Ben
Paint-over by Daniela



Concepts-Castle



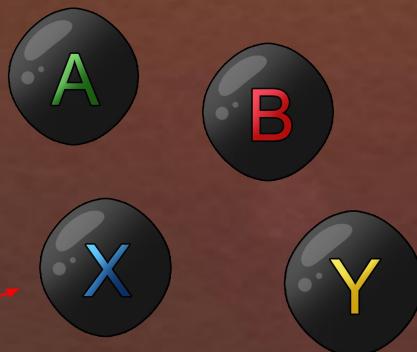
Castle Colour scheme by Daniela



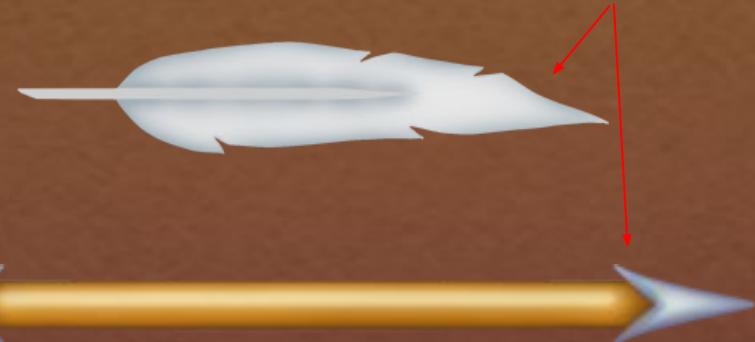
Concepts-UI



Adding a gold border/design gives it a medieval look.



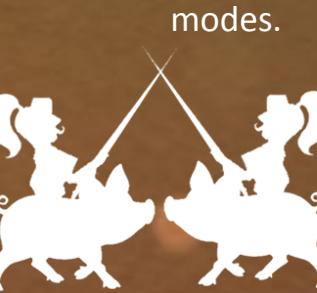
ink dots for control buttons to simulate its on parchment.



Two different styles of slider UI. Feather quill and gold bar both relate to a medieval style.



Parchment paper for info box to give it a medieval vibe.



UI to symbolise between story mode and different game modes.



Character cards both using a medieval style that fits with the game.



Concepts by Aurora

UI Mock-Up



UI placed on top/bottom of the screen to be out of the way for the player to see the hero assets (Castle).



Character selection placed in middle to draw the players attention.



UI Mock-Up



Info box with controls placed in the middle taking up majority of the screen to allow players to focus on the controls.

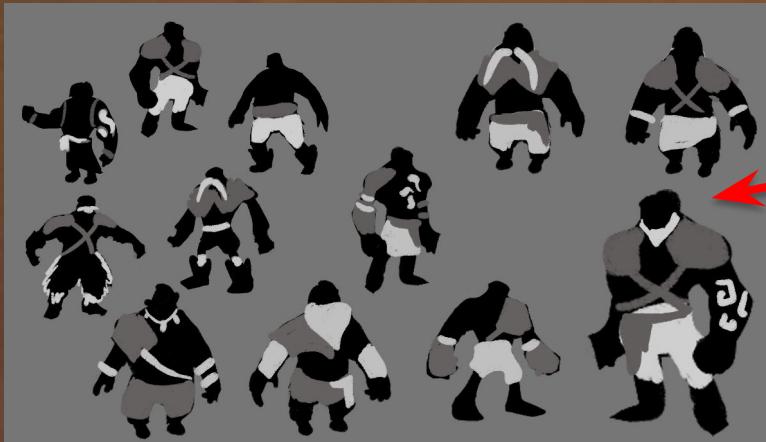


Character UI placed in corners of screen out of the way from the gameplay



Health UI placed on characters to allow players to keep easy tabs on their lives.

Concepts-Borris Bungry



Ortho graphic views

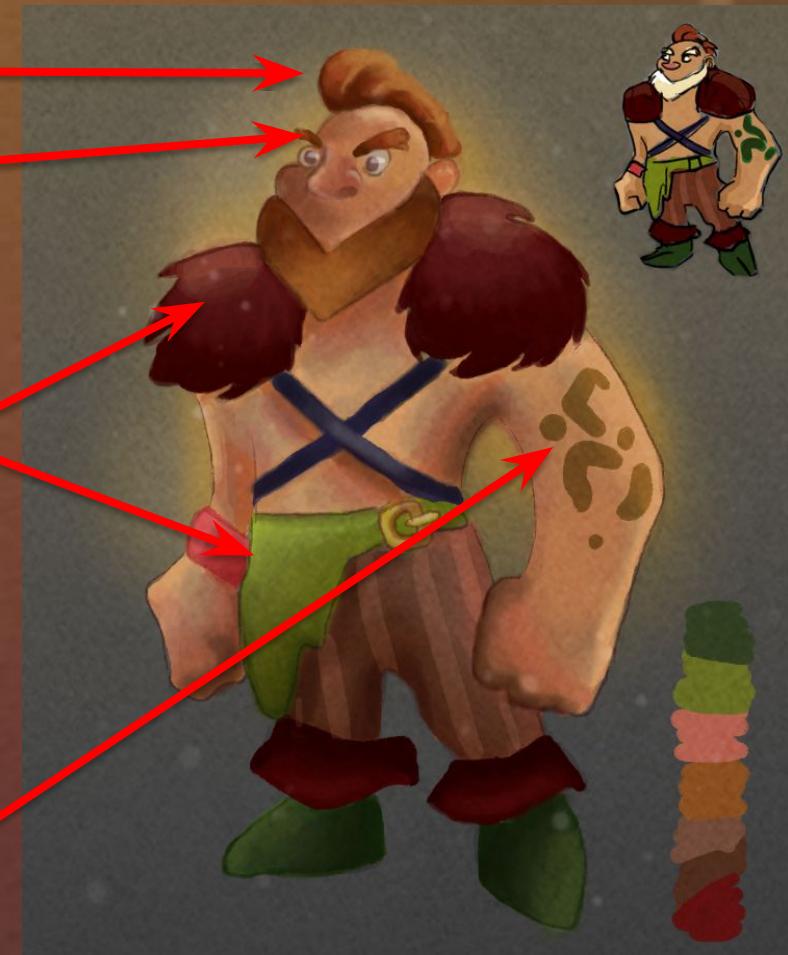
Exploration of different body shapes and facials



Sleek hair alongside angry look of rage

Warm colour scheme, close to earth tones

Tattoo shows tribe as well as what he stands for, gives him character



Concepts by Daniela

Concepts-Penelope

Silhouettes by Aurora

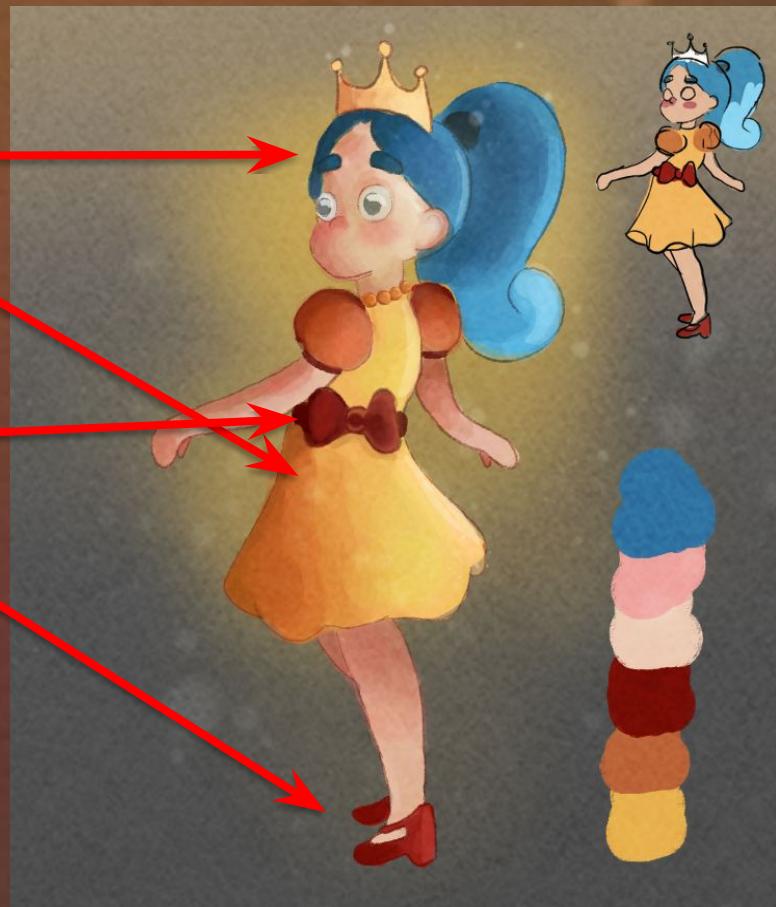


Exploration of different styles of hair and dresses



Contrasting colour make her dress stand out

Overall blue and yellow colour scheme gives off royalty, warmth, responsibility and collectiveness.



Colour scheme variations and orthographic views



Concepts by Daniela

Silhouettes by Aurora



Plume styles
and armor style
exploration

Colour exploration and orthographic view

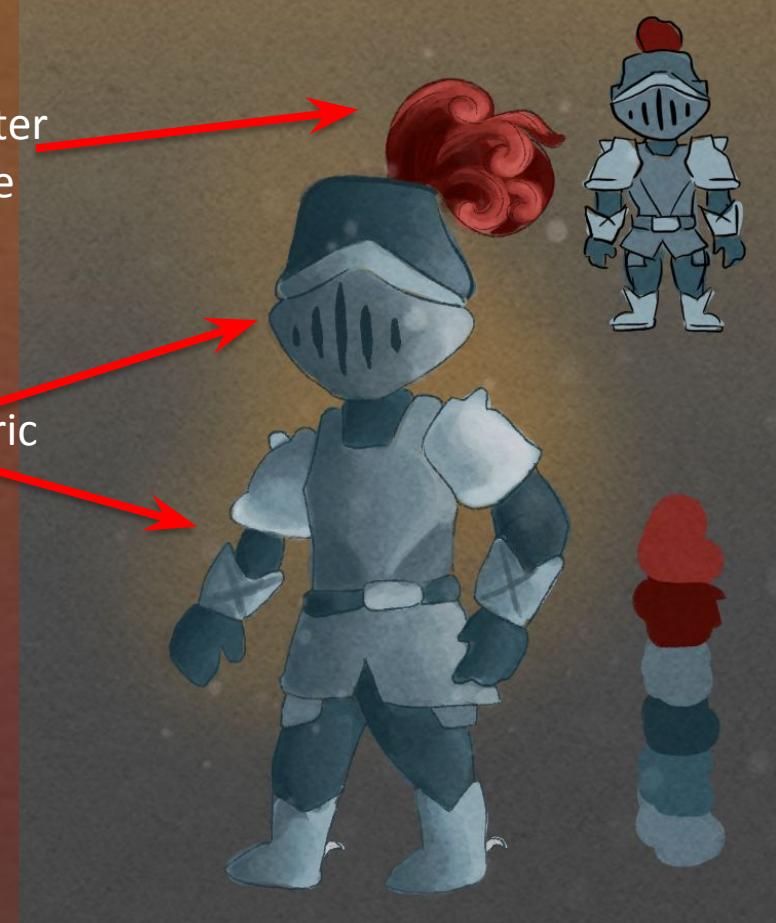


Concepts-Kevin

Colour scheme indicates
trust, confidence and
loyalty

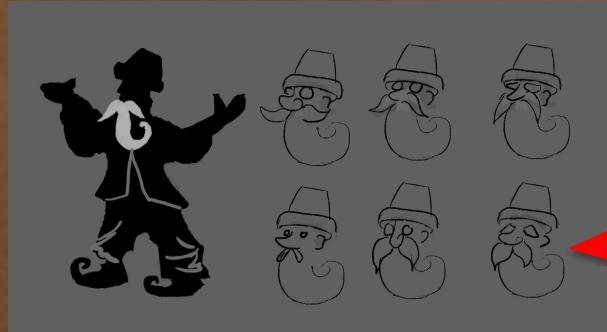
Red plume makes him
stand out in game; lighter
red hues pop out plume
details

Simple armor with
different hues, generic
helmet



Concepts by Daniela

Concepts-Herbert



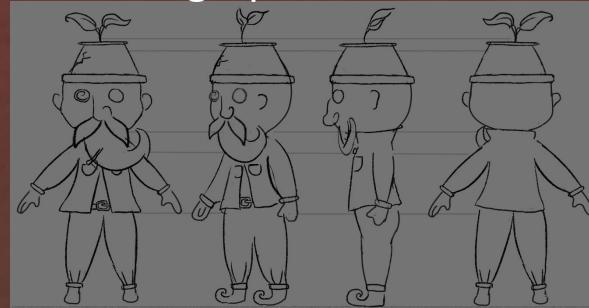
Facial concepts, exploring his inner character by trying to portray it through facial expressions



Exploring wizards' style and how he can move with different clothing



Experimenting different colour schemes and orthographic view



Pot hat and twigs in beard shows he is not an ordinary wizard, shows charm and character

Yellow stars contrast detail along with pockets to show some level of detail



Concepts by Daniela

Concepts-Bearded Bernie

Exploring different hair styles while trying to main that it will be tiled



Concepts by Daniela

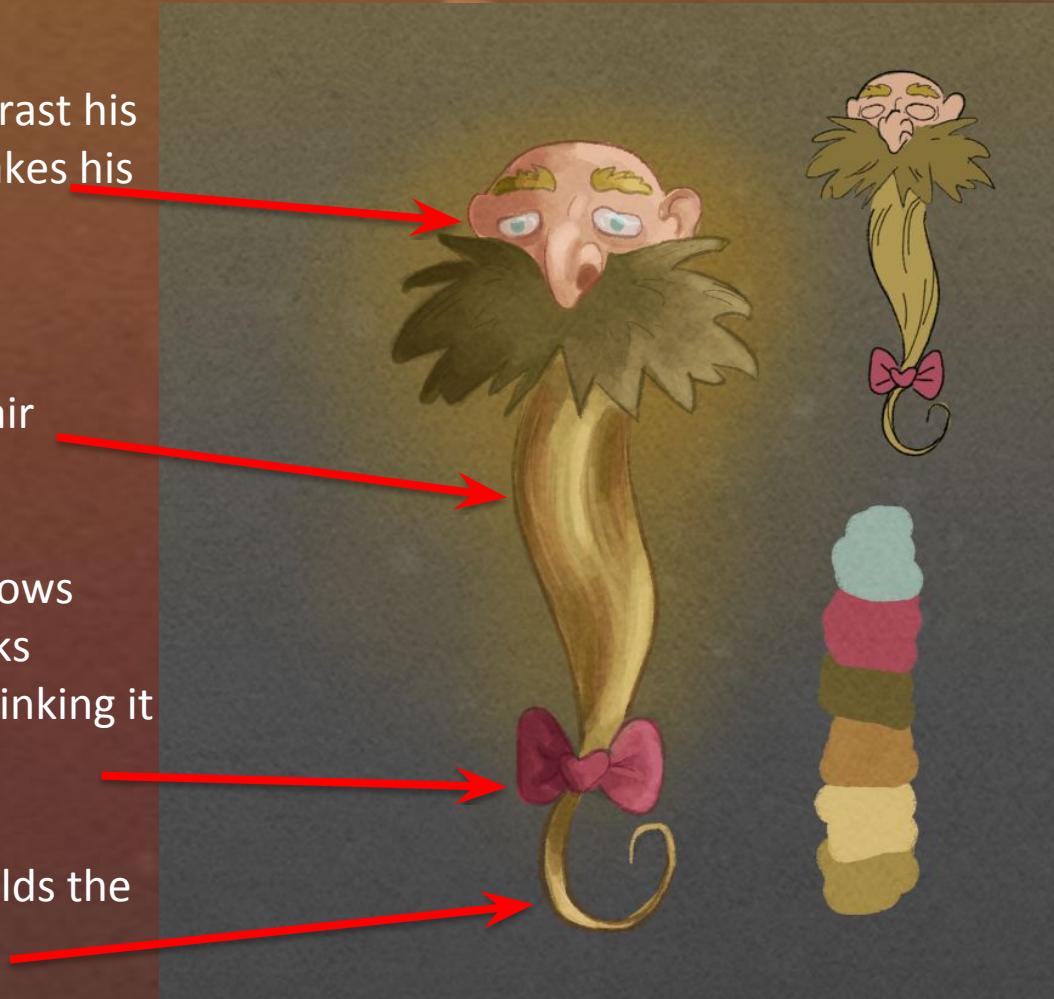
Beard types and facial character concepts

Blue eyes contrast his warm face, makes his eyes stand out

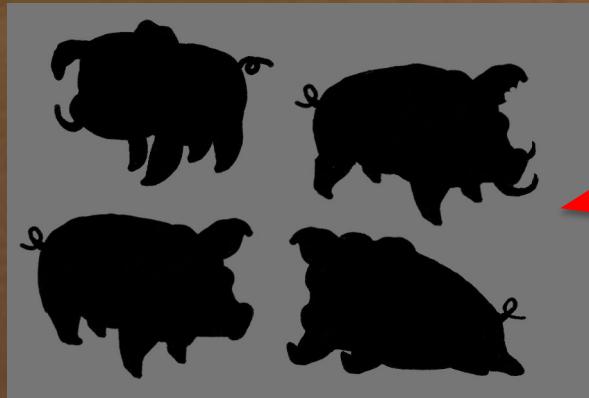
Silky blonde hair

Pink ribbon shows character, tricks players into thinking it is a princess

Quirky curl molds the art style

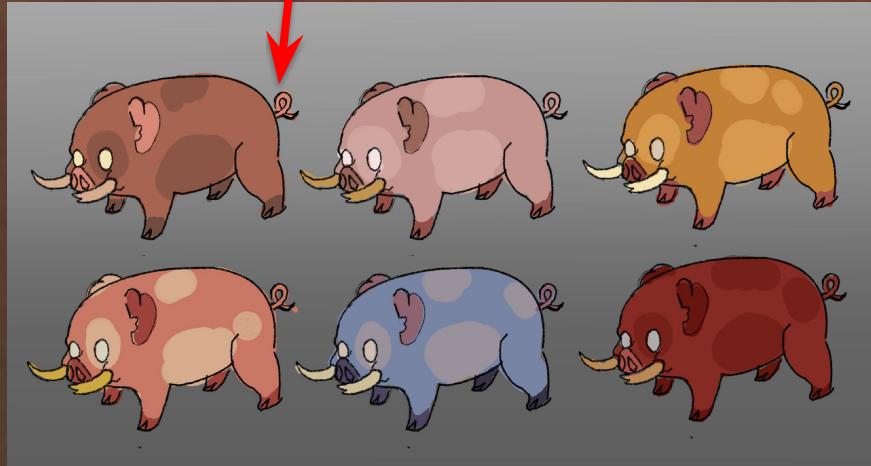


Concepts-Chonker

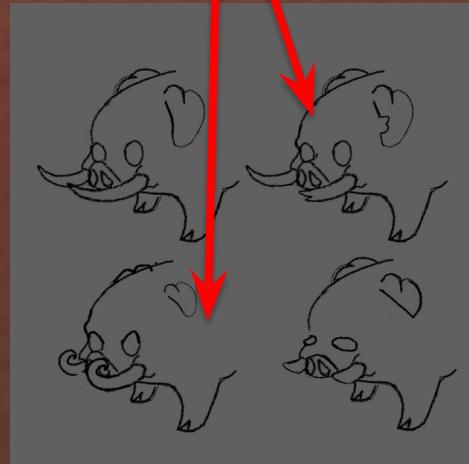


Round body concepts

Staying close to pink and purple hues to make him stand out with a touch of contrast



Exploring if the Chonker is friendly or aggressive, showing his personality



Asymmetrical ears shows he has been through hardship, gives him furthermore charm



Round body reinforces the quirky art style

Concepts by Daniela

Concepts-Cal



Facial concepts, seeing what best suits his personality

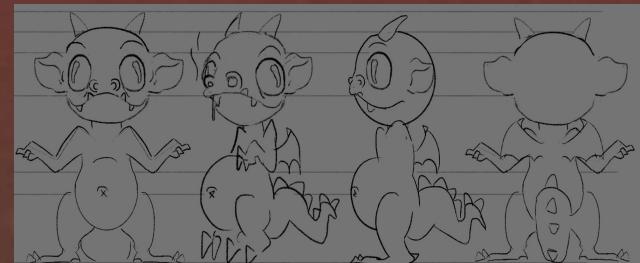


Colourful mythical hues to indicate his is fictional



Body shapes and styles shows how agile he is

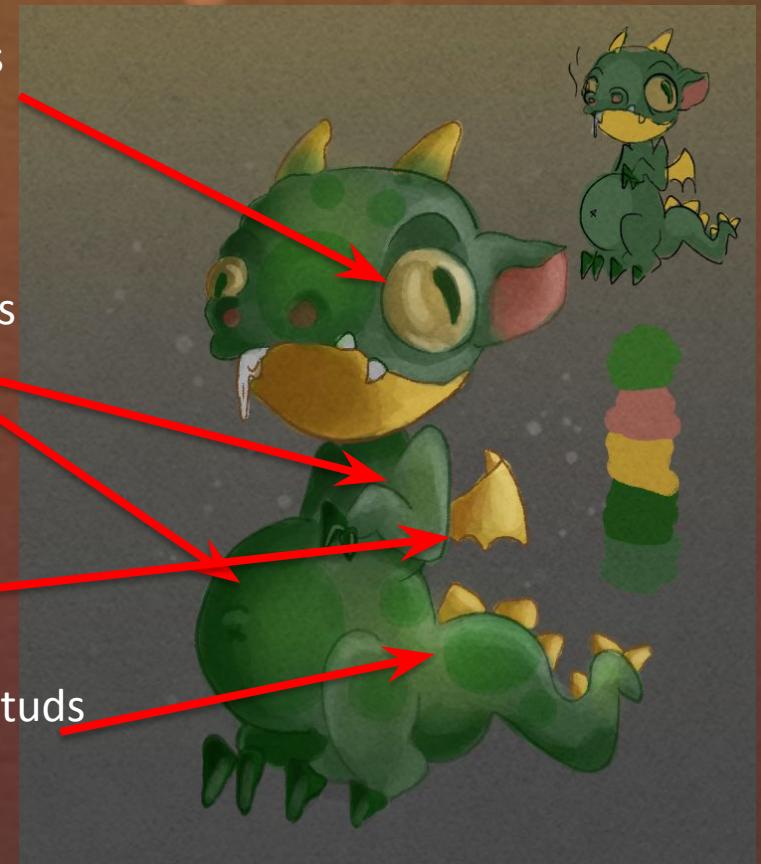
Orthographic view



Dopey big eyes

Skinny, lanky arms and big belly

Small wings



Cut for Major due to time restrictions.

NPC

Basic base mesh with different texture sets to add variety to the NPC's.



Animations (Most to least important)

Idle
Cheering
Walking

Verts:	2218	0	0
Edges:	4362	0	0
Faces:	2152	0	0
Tris:	4272	0	0
UVs:	2755	0	0



persp

