

# 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
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- 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

# 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



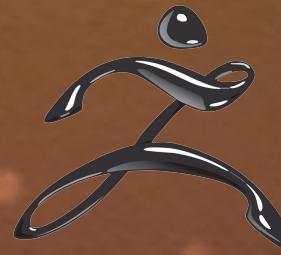
## Marmoset

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



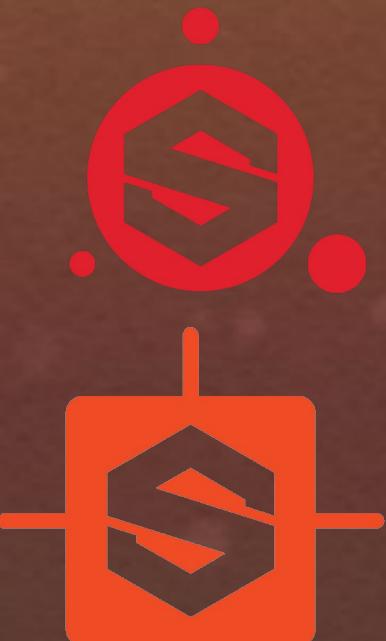
## Zbrush

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:

Our main target for Castlereign is to play it on Xbox, party games are most enjoyed on the sofa with a player's friends and family, hence why a Xbox would be good as players can get competitive. On a side note, our game can be played on PC as long as controllers are provided.

# 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

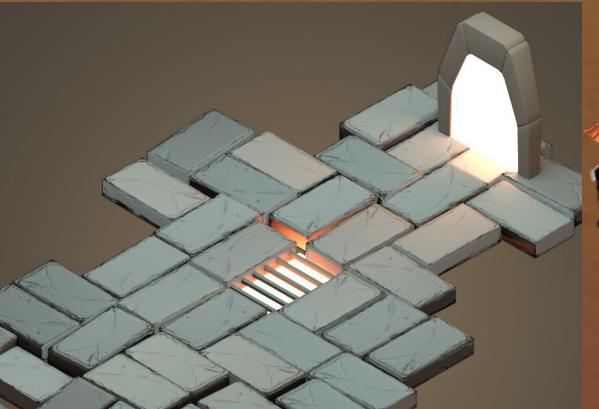
# Art Requirements

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

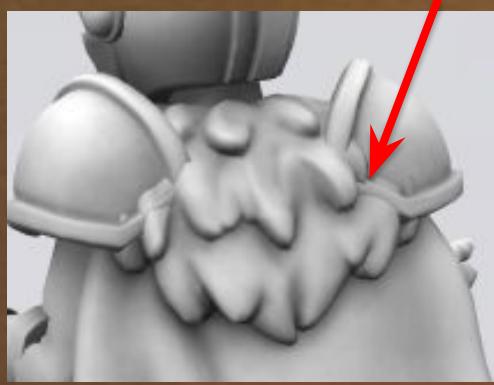
# Mood-Board



# Art Style



More Rounded look to character accessories.

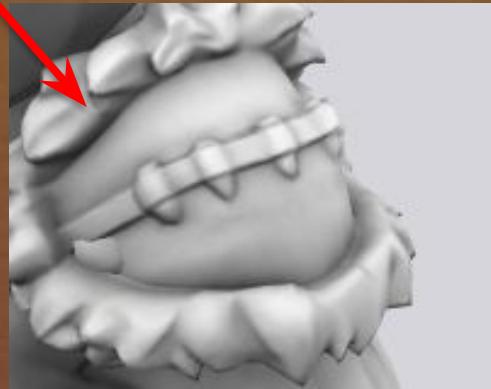


Hand painted textures adding to the stylized look we are going for.



# Reference-Barbarian

Asymmetry adds to the barbaric look that we are after.



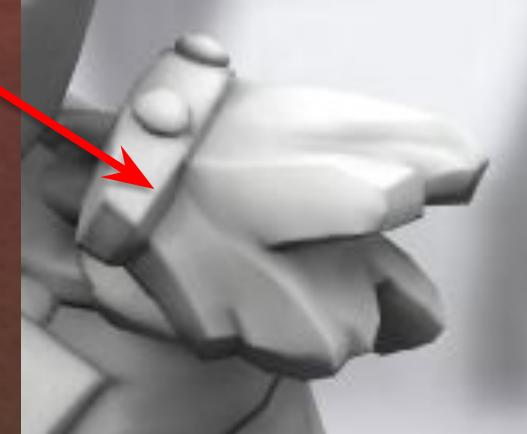
Dynamic muscle structure; flat with crisp edges.



Leather tasset; fur texture as well as leather layout



Shoulder pads fur texture with leather lining



# Reference-Wizard



Goofy, round look  
with lots of curvature



Simple low poly robe look,  
reference for how the robe  
will move with the wizard



Simple colour  
scheme with blues  
and purples



Beard and facial hair  
layout and style



Robe lining, gives  
more to the robe



# Reference-Princess



Simple crown design with some what detail, generic colour scheme



Dress sleeves reference, nice and puffy



Snatched in waist



Round stylized art style



Overall reference for dress design, adding somewhat interesting aspects for detail



Dynamic structure and crisp edges; compliments round style

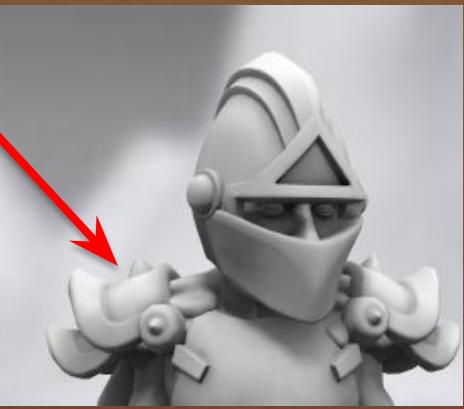


Facial and body structure suits our overall style



# Reference-Knight

Hard edges with somewhat round curvature to suit the art style



Body structure; reference for movement; colour scheme.

Torso armor inspiration, somewhat detail not to make it plain



Plume design, add somewhat detail to make it look fluffy



Layered shoulder pads



Helmet reference

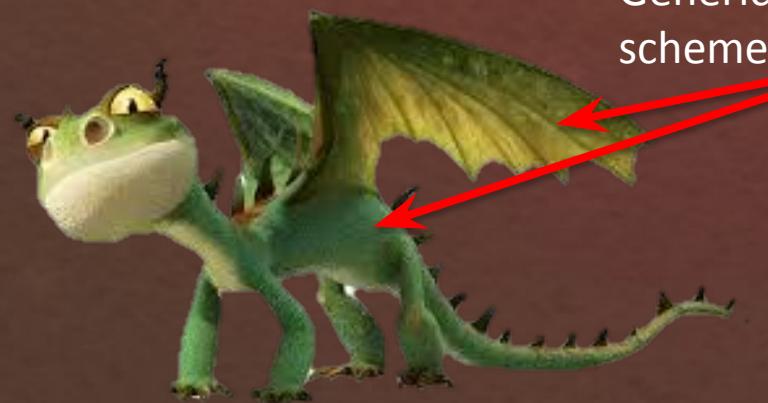
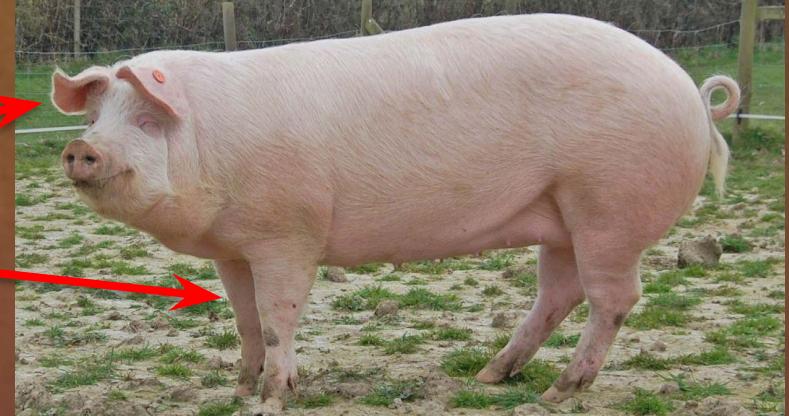


# Reference-Creatures

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.



Scale reference, small details



# Reference-Castle

Grandiose feel and layout



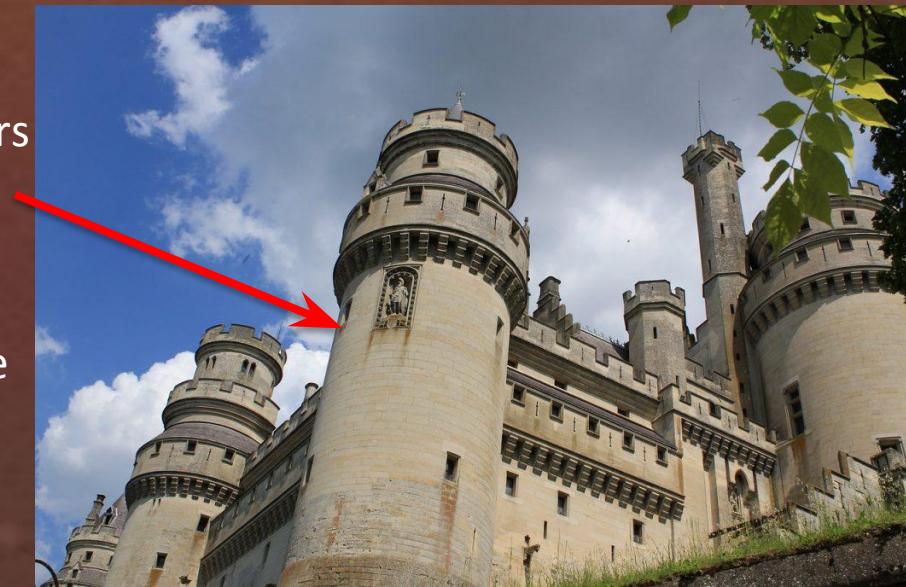
Castle Structure and layout



Nice walls and ramparts



Appealing round towers with interesting points good for our game



# Reference-Towns



I like the tiled roof of the houses and the colour that they are



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



Cute feel and appealing colours

# Reference-Textures

Overlapping wood and its shape



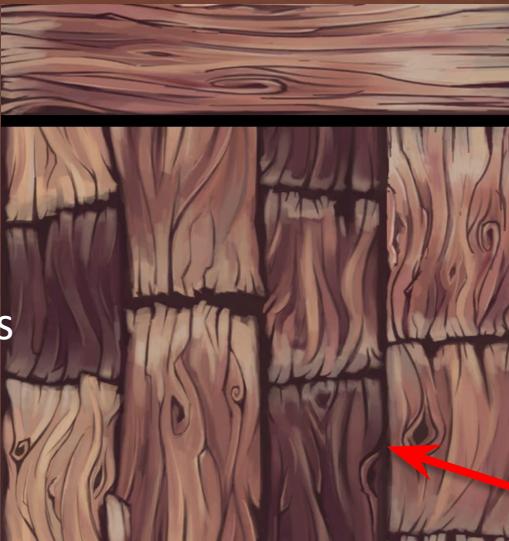
Random clustered stones



Random planks of wood on the tower



Simple hand  
painted textures

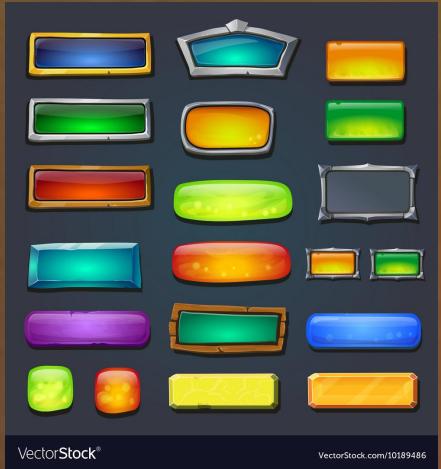


Wood colour  
scheme and  
random  
stylized  
knots

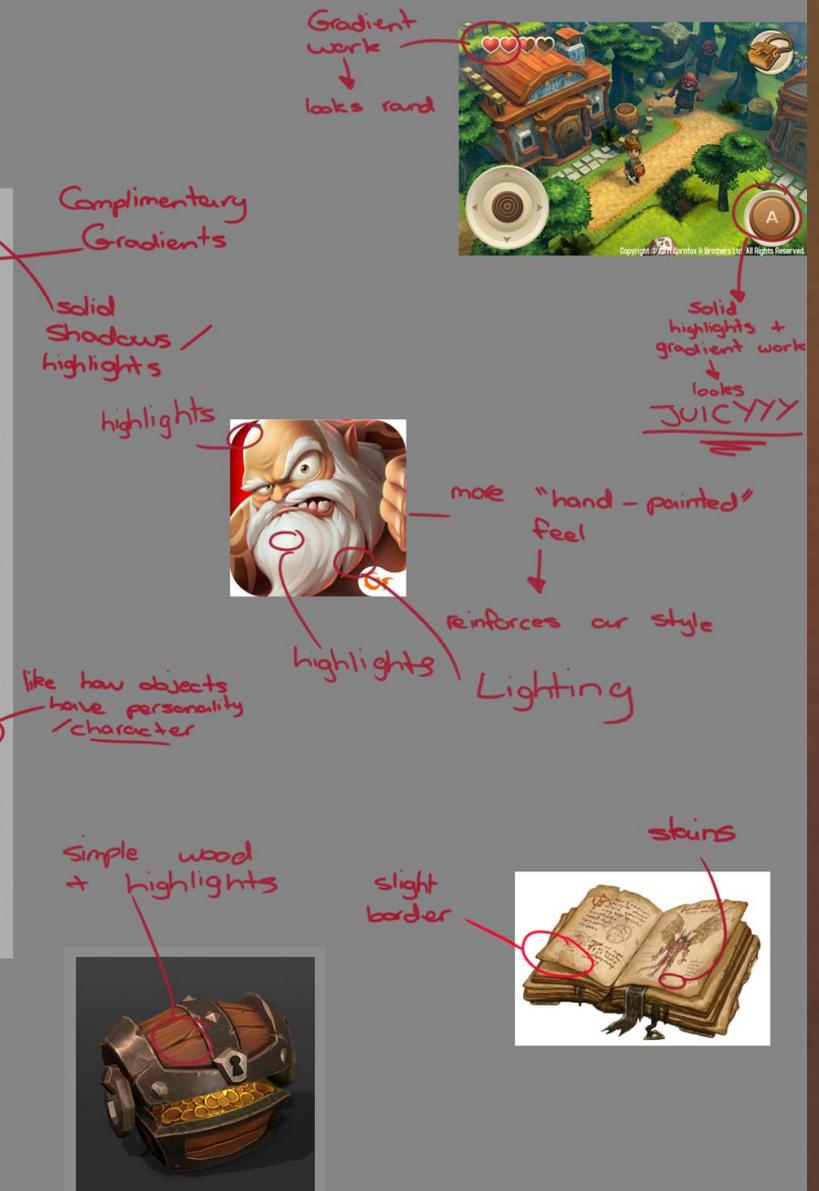
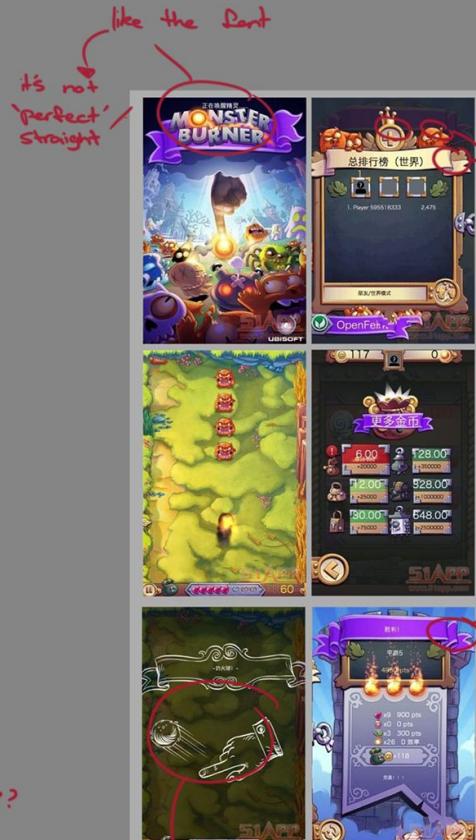
The  
random  
position  
of the  
stones



# Reference-UI



Like the style and colour combinations

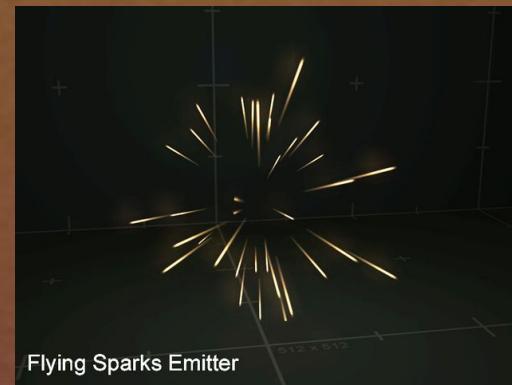
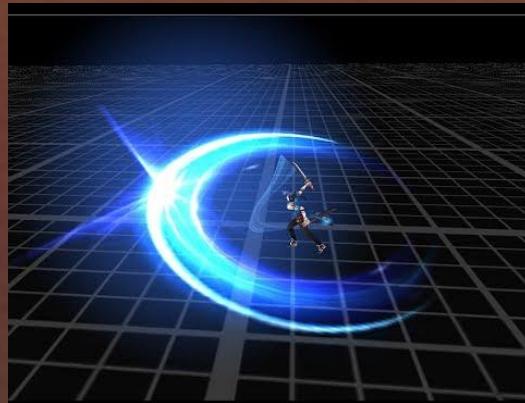


Fire for different game modes



# Reference-Particles

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



Spark for hitting of shields

Different particle shapes



Stylized smoke could also be used for fire.



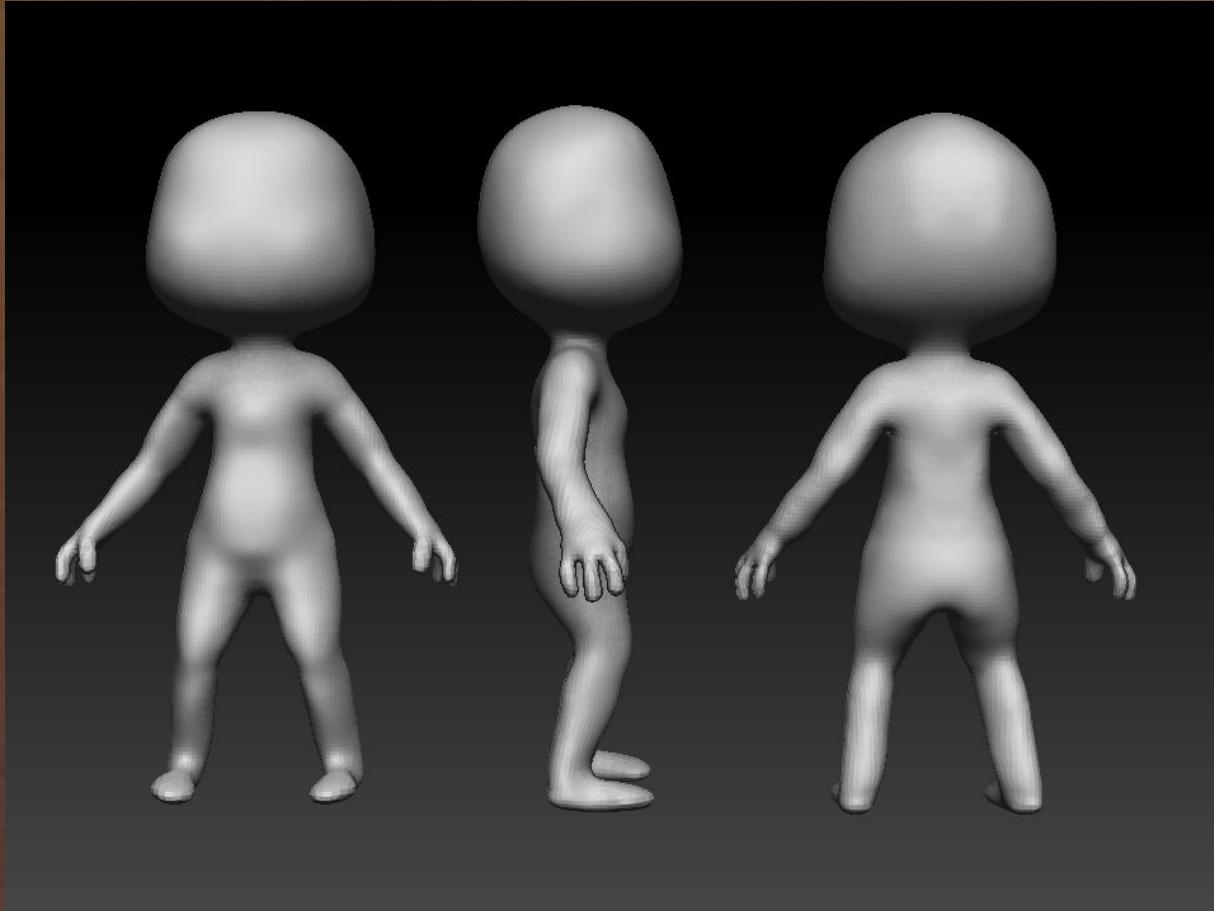
# Reference-Fonts

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

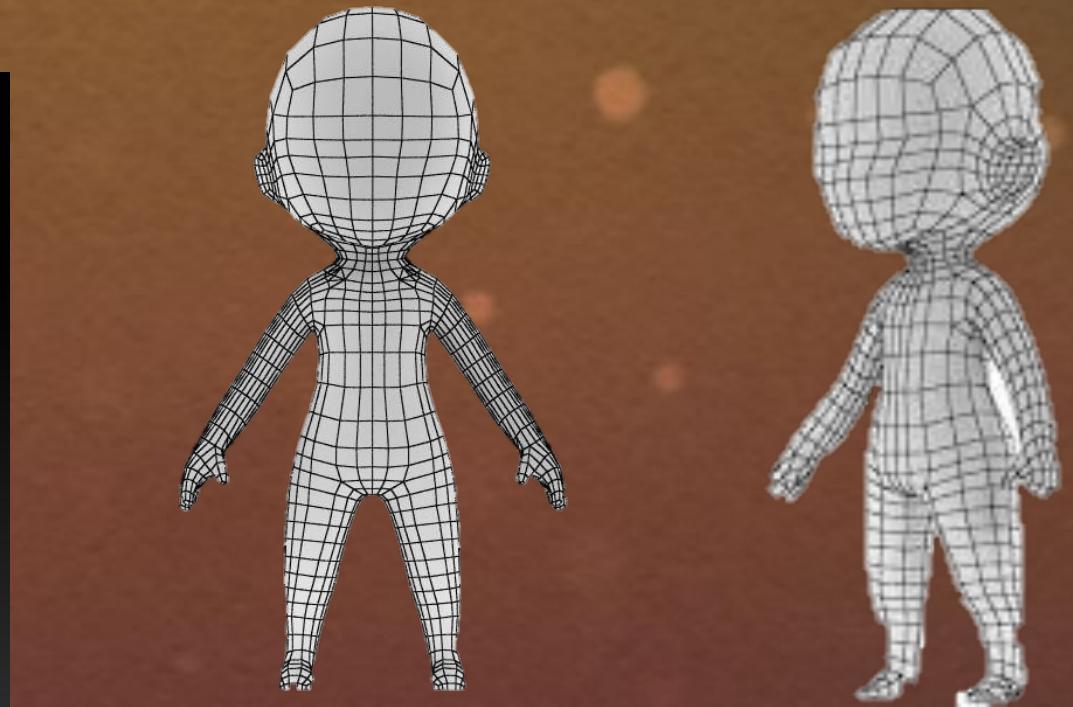
Font made for Ghost Hunt  
Cut due to time restrictions.

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

# 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



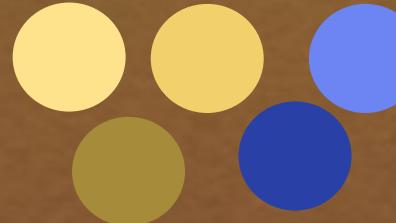
Monochromatic



Triad



Complementary



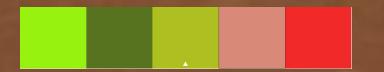
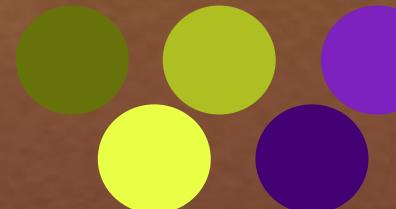
Monochromatic



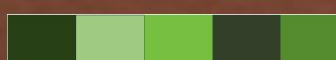
Triad



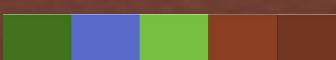
Complementary



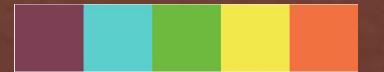
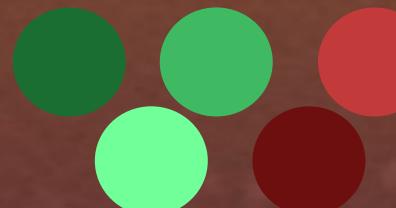
Monochromatic



Triad



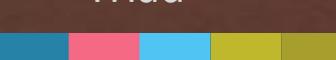
Complementary



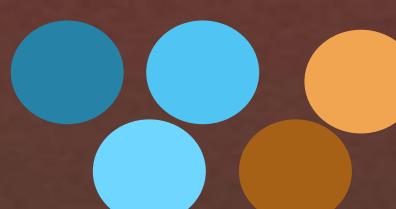
Monochromatic



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.

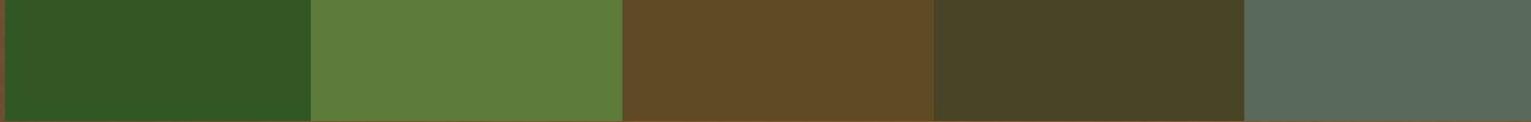
Barbarian is close to earth, shows he goes out in the wild, touch of red gives him a sense of rage.

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



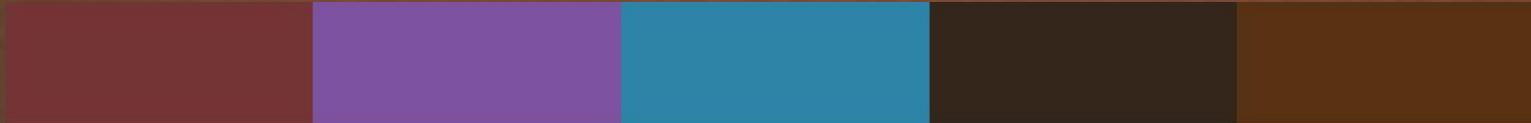
Environment Triad



Environment Monochromatic



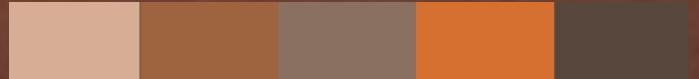
Market Place



Market place triad



Market place monochromatic



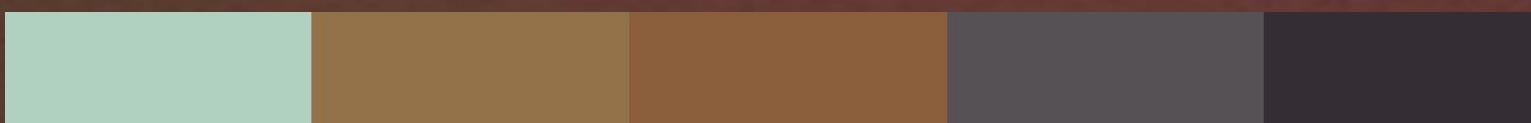
Town Tirad

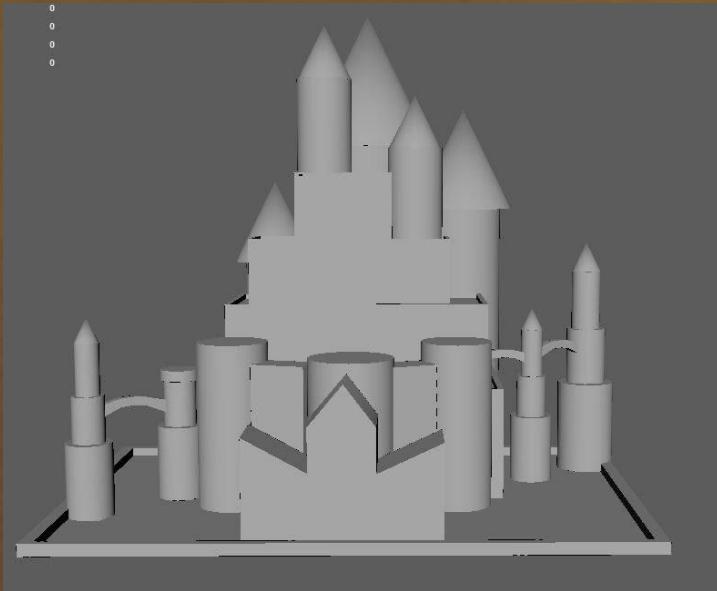


Town Monochromatic

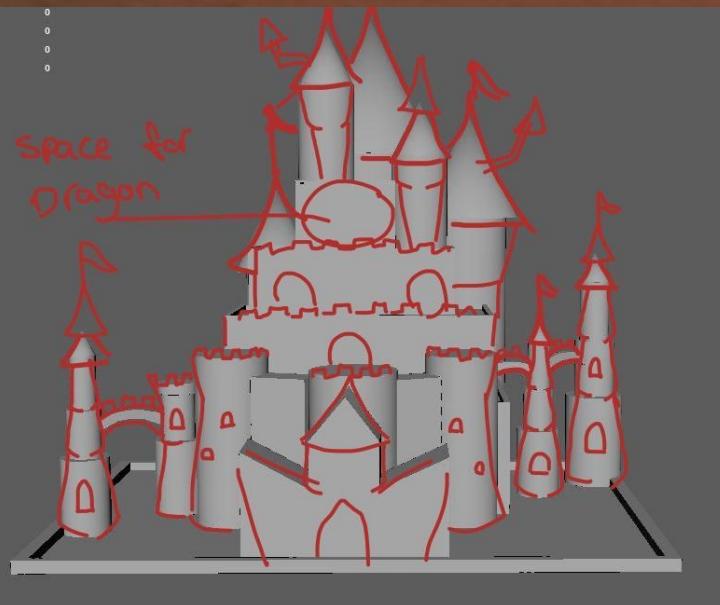


Town Houses

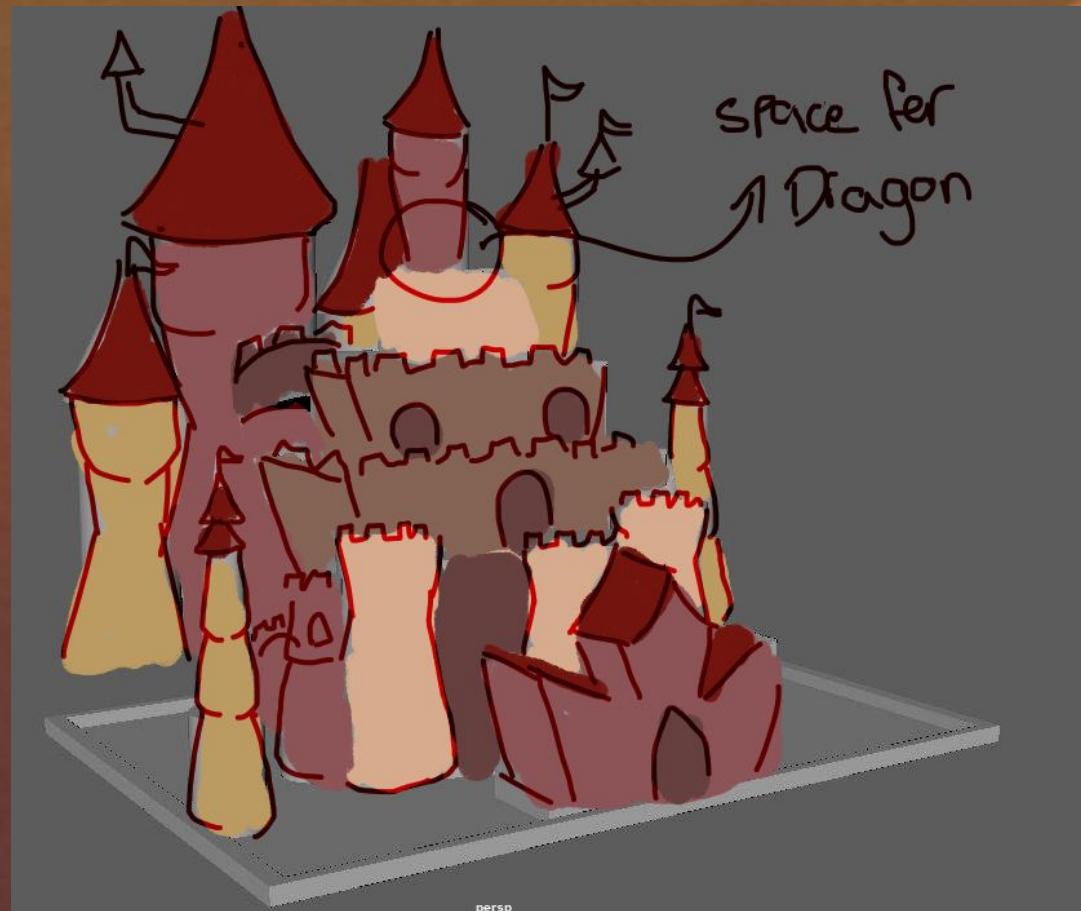




Block-out by Ben  
Paint-over by Daniela



# Concepts-Castle



Castle Colour scheme by Daniela

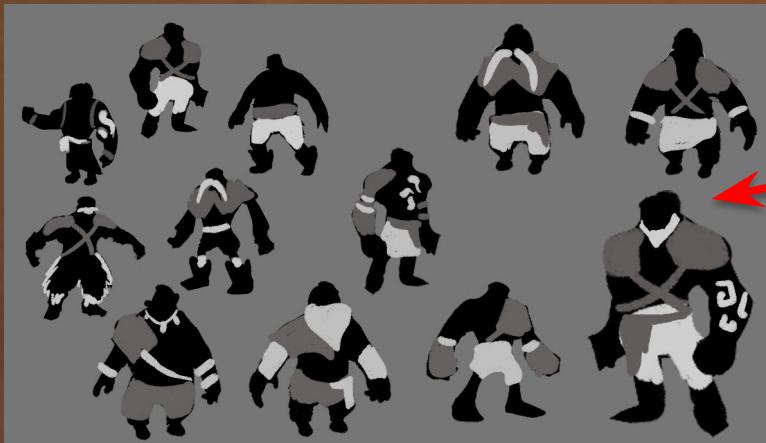


# Concepts-UI



Concepts by Aurora

# Concepts-Borris Bungry



Exploration of different body shapes and facials



Ortho graphic views

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



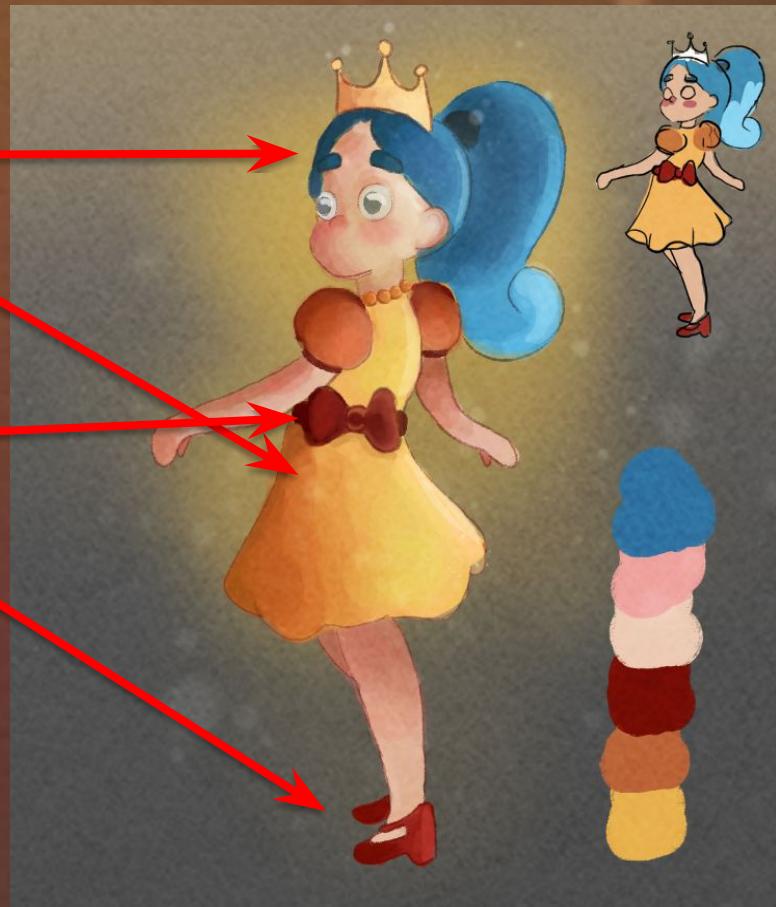
Contrasting colour make her dress stand out

Darker hues makes the details stand out and consistent

Colour scheme variations and orthographic views



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



Concepts by Daniela

## Silhouettes by Aurora



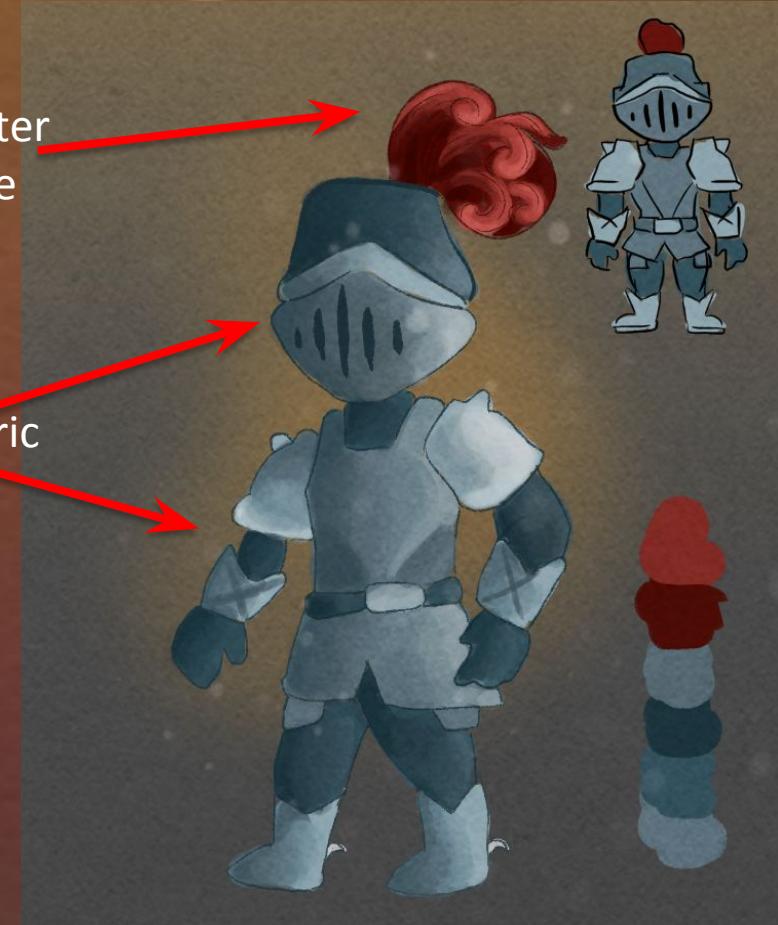
Plume styles  
and armor style  
exploration

# 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

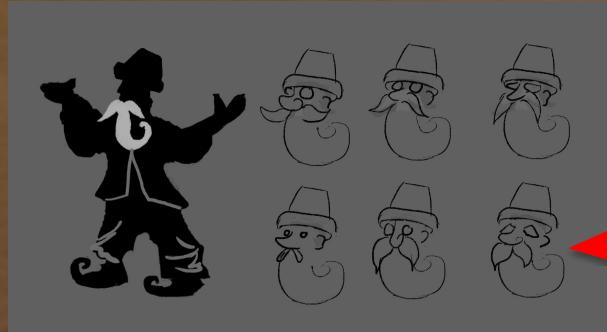


Colour exploration and orthographic view



## Concepts by Daniela

# Concepts-Herbert



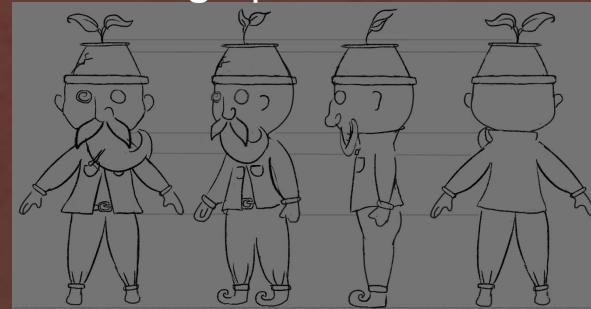
Facial concepts, exploring his inner character by trying to portray it through facial expressions



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



Experimenting different colour schemes and orthographic view



Calm and collected colour palette with contrasting complementary colours indicate a pleasing, calm vibe



Concepts by Daniela

# Concepts-Bearded Bernie

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



Concepts by Daniela

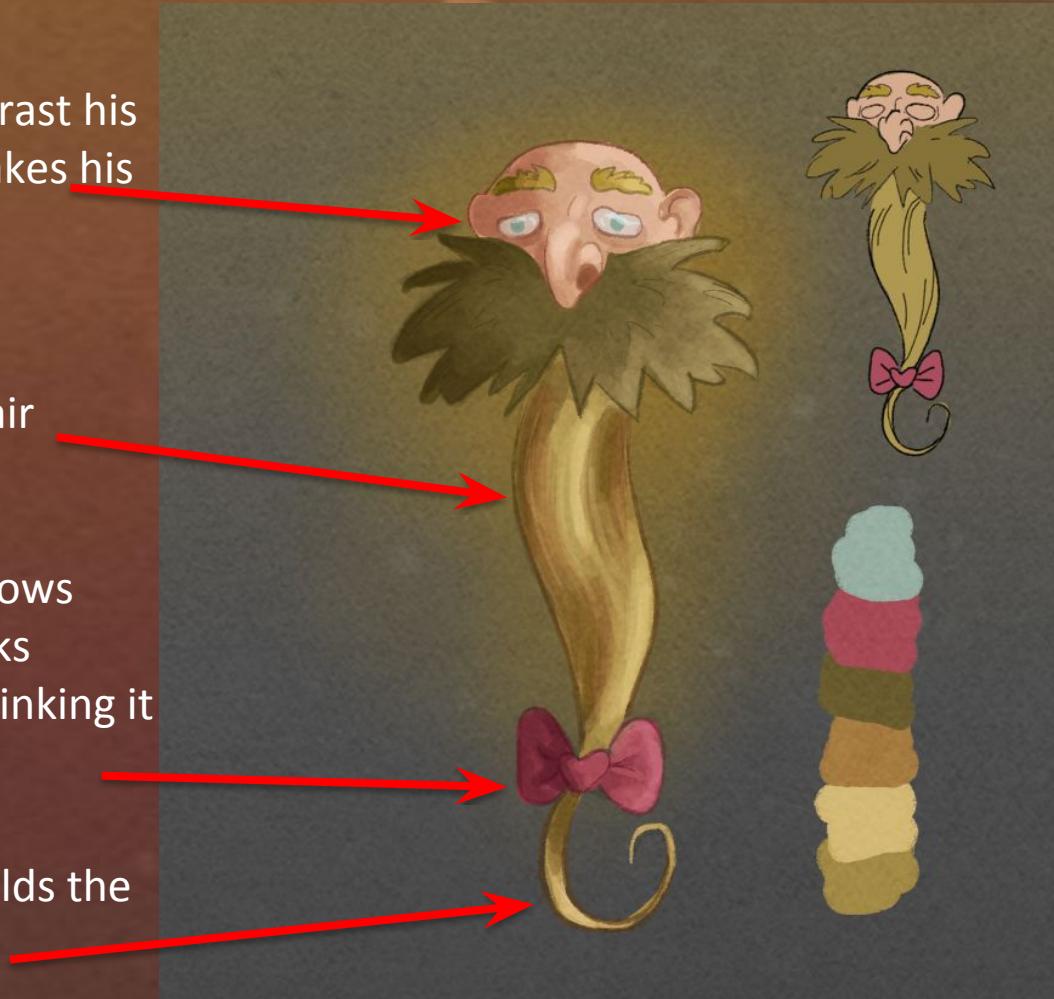
Beard types and facial character concepts

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

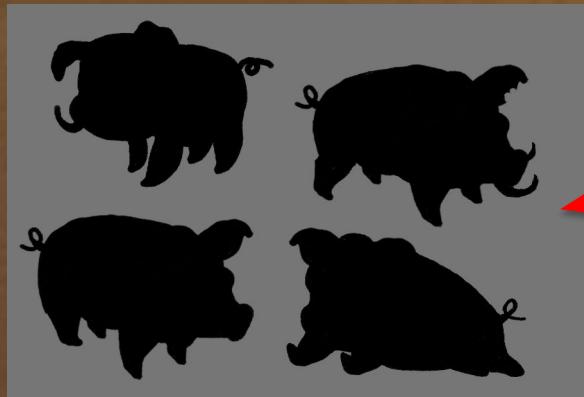
Silky blonde hair

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

Quirky curl molds the art style

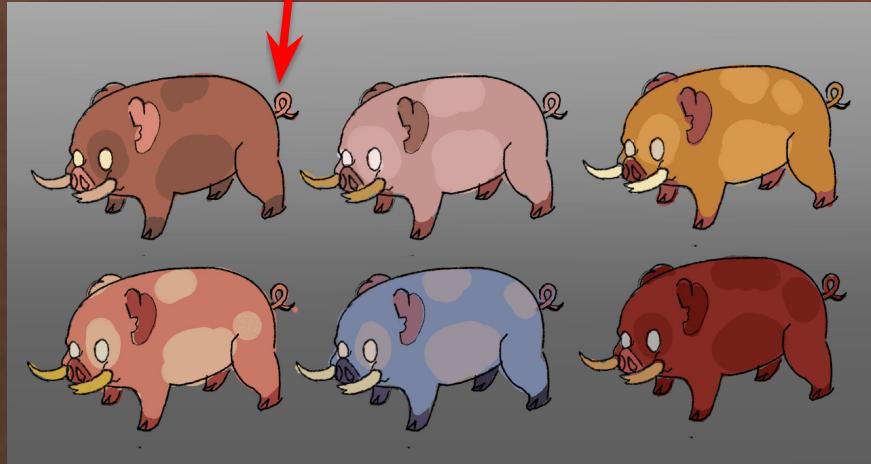


# Concepts-Chonker

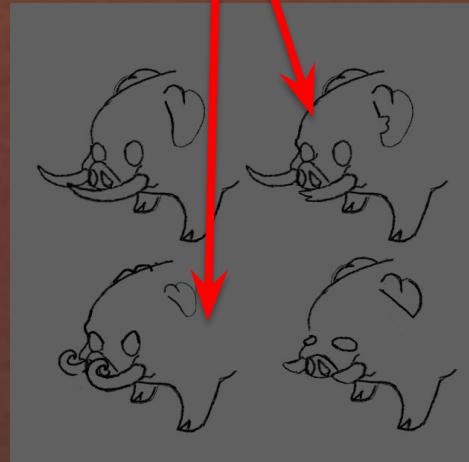


Round body concepts

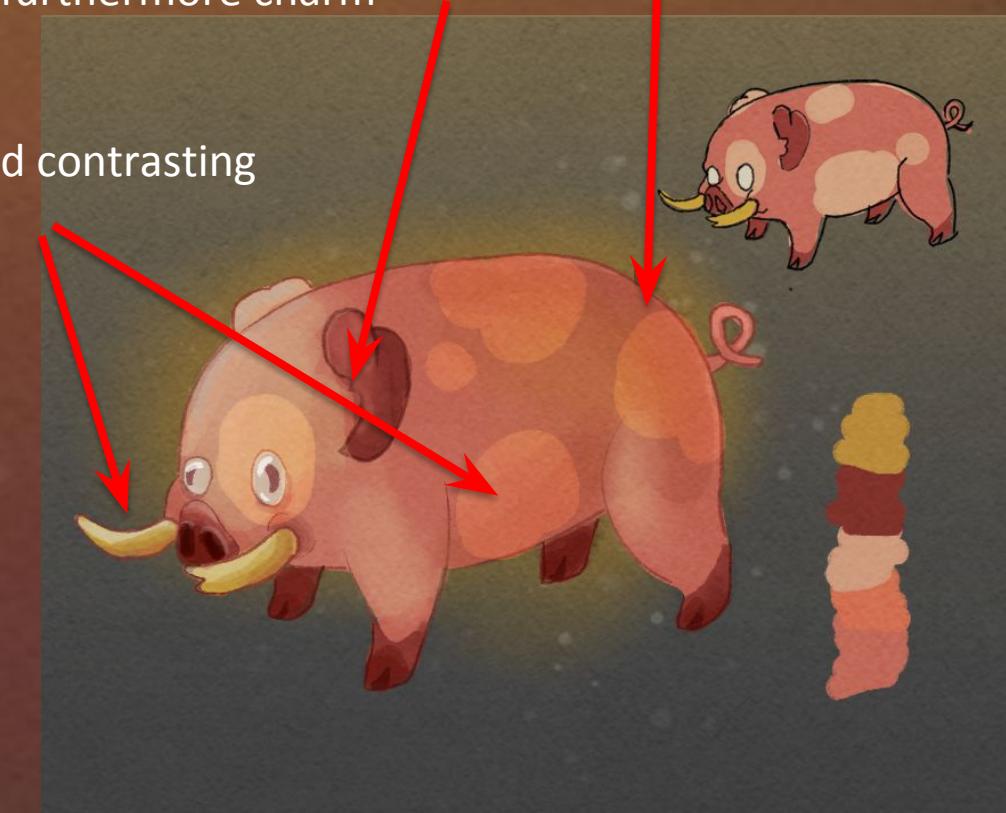
Staying close to pink and purple hues to make him stand out with a touch of contrast



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

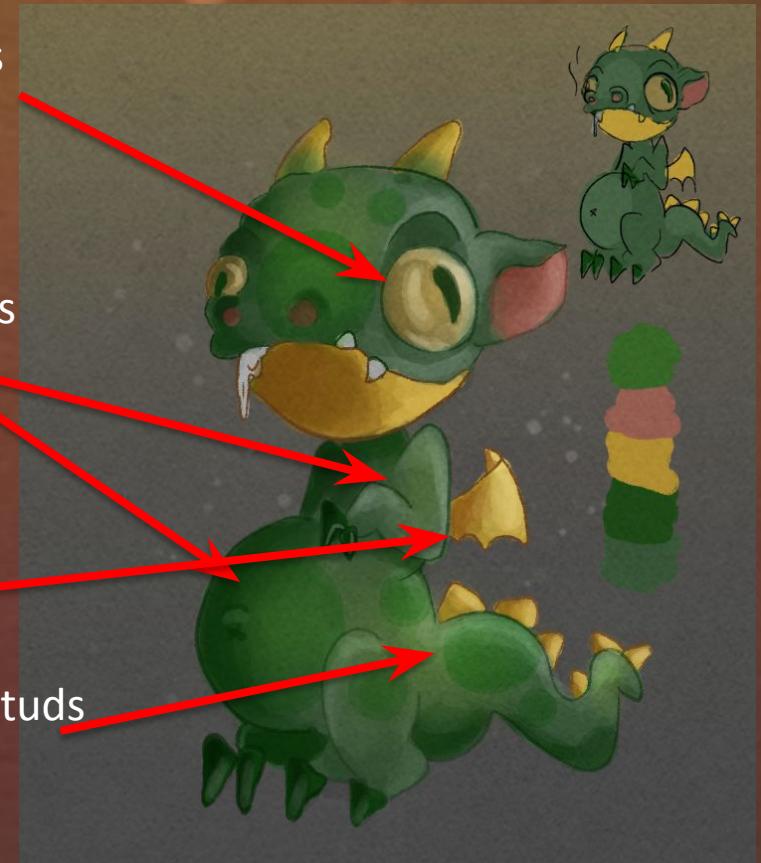
Orthographic view



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

