

CASTLEREIGN



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

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- 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 stales	Texturing (NPC)	Texturing
Turkey Jousting sticks	Assembling Art Bible	Particles
Environment	Animation	Knight
		Princess

Back-up Roles

Daniela	Helping out 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_Prototype:** 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

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



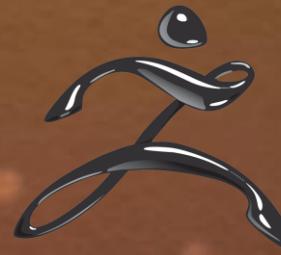
Photoshop

Painting software to create the characters textures and concepts



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



Maya

Overall animation, topology, rig and weapons will be modelled

Substance

Painter/Designer

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

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

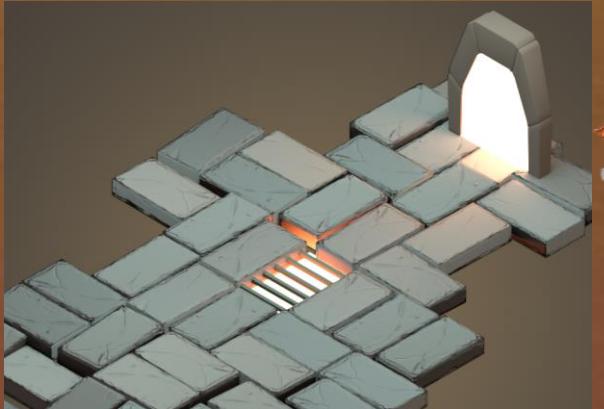
Art Requirements

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

Mood-Board



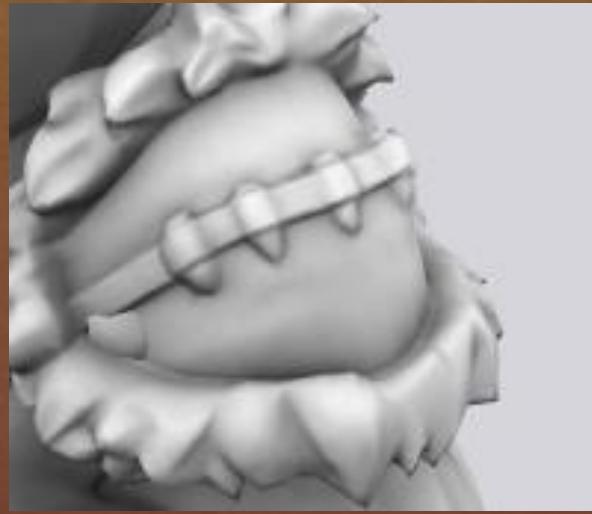
Art Style



More Rounded look to character accessories.

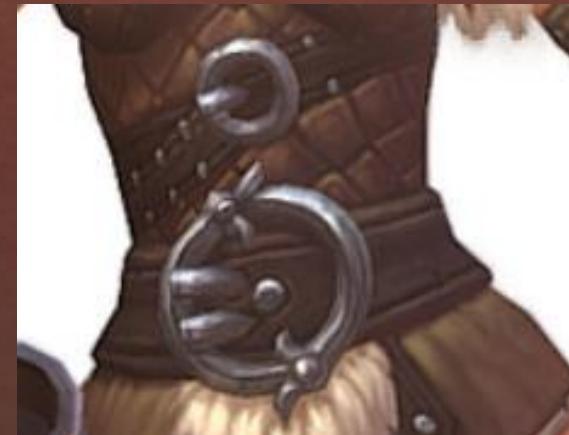


Hand painted textures adding to the stylized look we are going for.



Reference-Barbarian

Dynamic muscle structure; flat with crisp edges.



Asymmetry adds to the barbaric look that we are after.

Reference-Wizard

Goofy, round look we were going for.



We like the colour scheme.



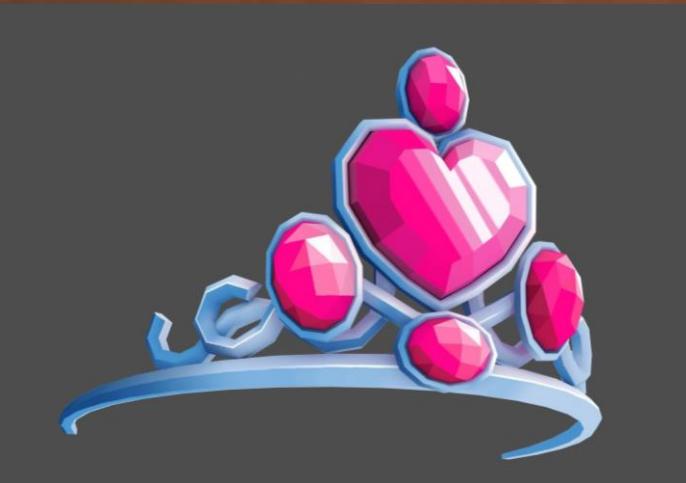
Overall robe inspiration.



Reference-Princess



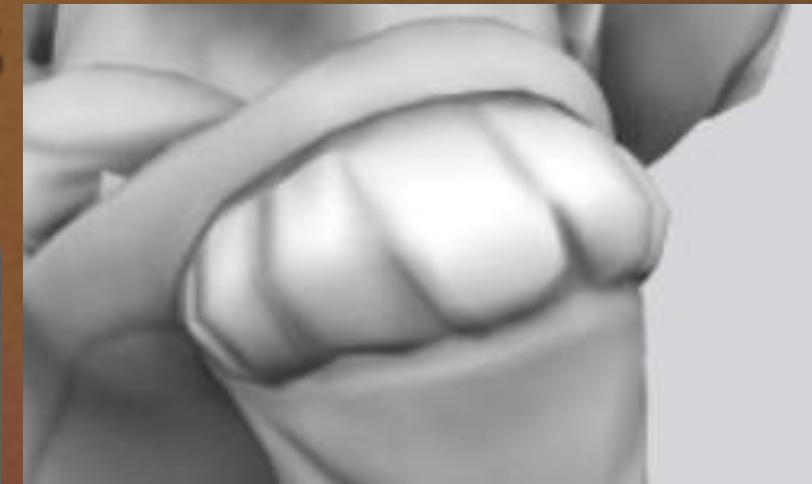
Crown Design.



Facial and body structure suits our overall style



Reference for dress design.



Dynamic structure and crisp edges; compliments round style.



Hard edges; great armor structure.



Reference-Knight

Body structure; reference for movement; colour scheme.



More foamy plume



Layered shoulder pads.



Reference for the helmet.



Reference-Creatures

Round, fat look to reinforce our style.



Skinny and lanky with some body to him.



Generic colour scheme.

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



Reference-Castle



Castle Structure and layout



Reference for
climb the tower.



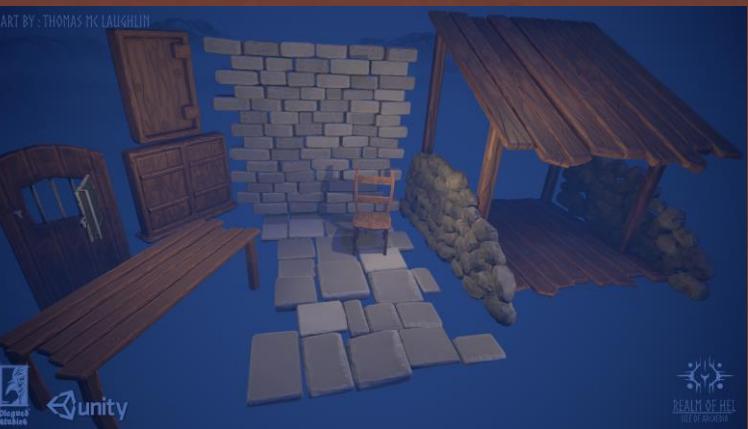


MEDIEVAL PACK

Reference-Towns



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



Digus studios
Unity



REALM OF HEL
TOWN OF ARACHNE



POLYGON
MIDWEST MFG. PACK

Reference-Textures



Reference-UI



Potential advertising ?? (polishing)

like the font
it's not "perfect" straight

Potential
"How to play" → Controller direction ?

Complimentary Gradients

solid shadows / highlights

highlights

like how objects have personality / character

Gradient work
looks round

solid highlights + gradient work
looks JUICYYY

more "hand-painted" feel

Lighting

skins

skins

simple wood + highlights

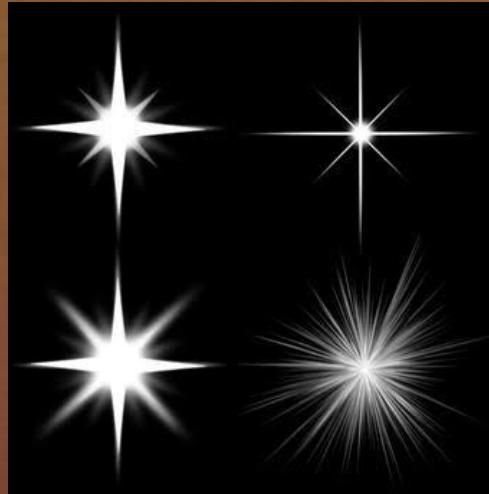
slight border



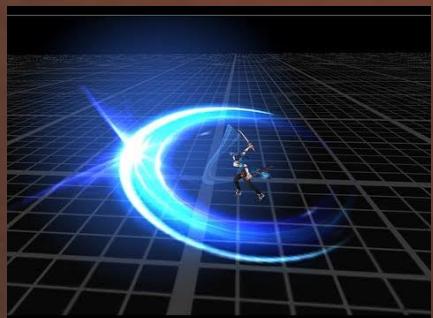
Reference-Particles



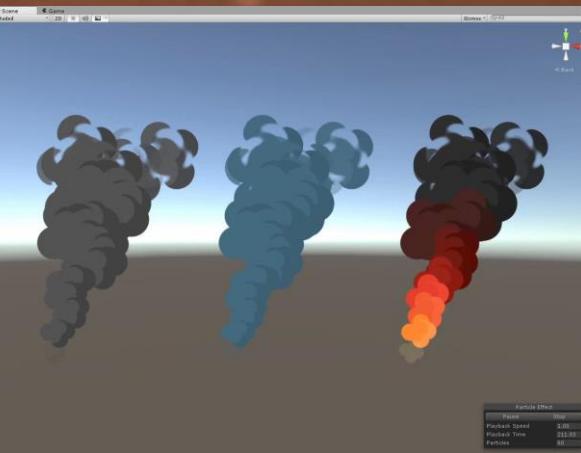
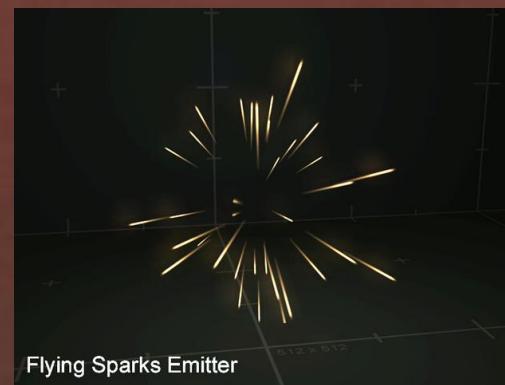
Fire for different game modes



Different particle shapes



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



Stylized smoke could also be used for fire.

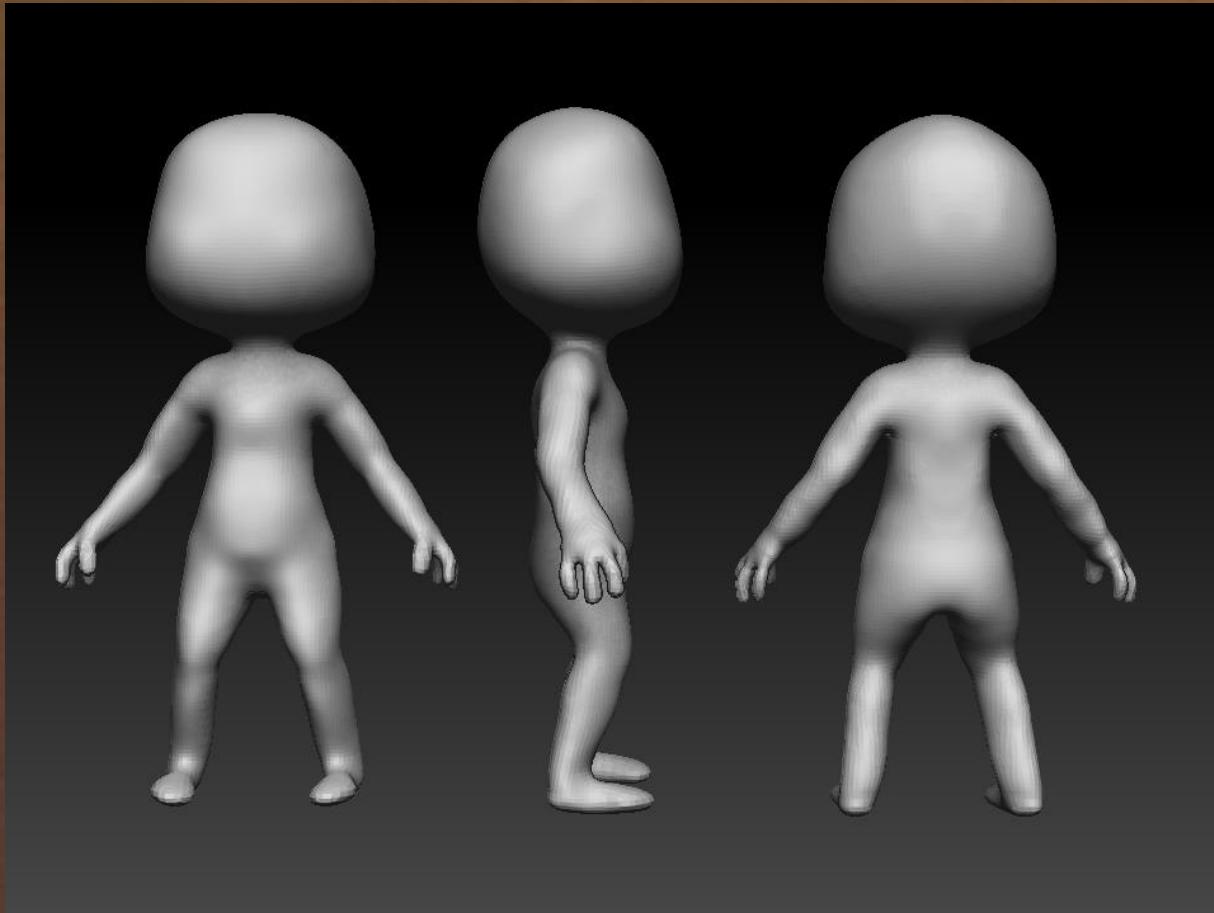
Reference-Fonts

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

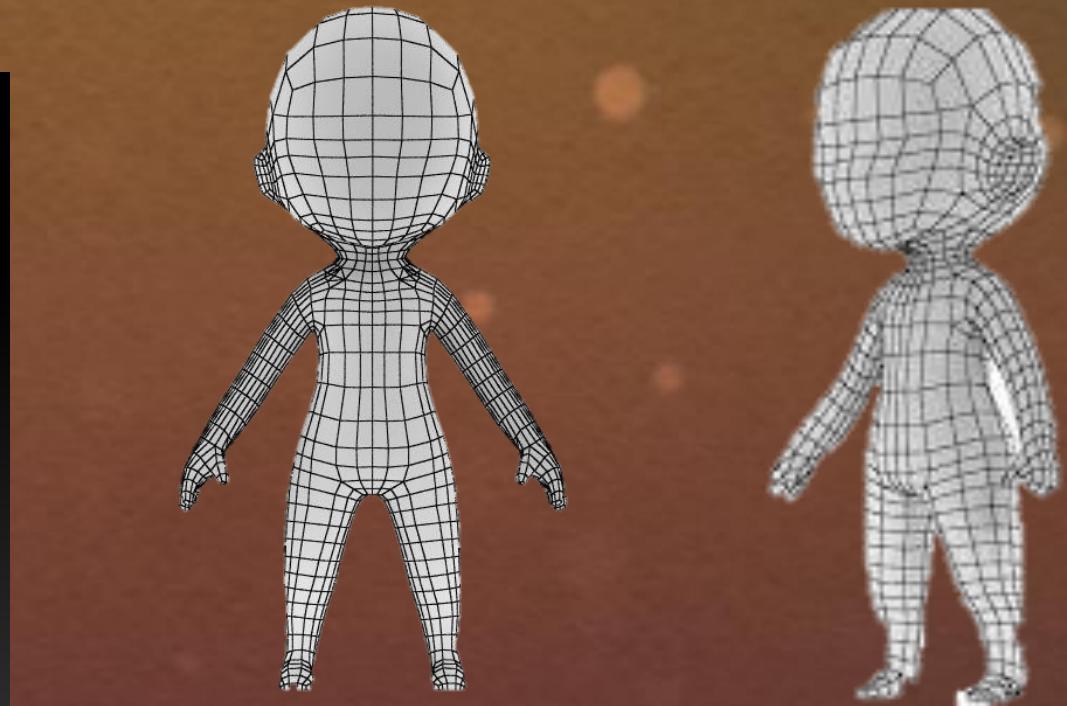
Font made for Ghost Hunt

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



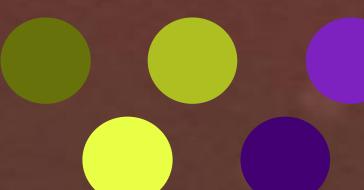
Monochromatic



Triad



Complementary



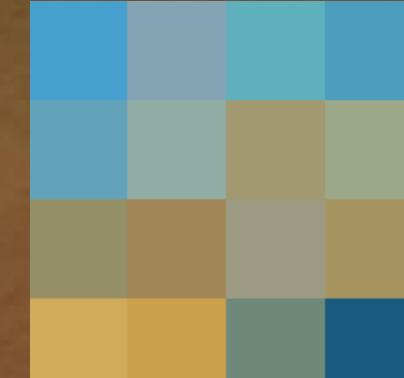
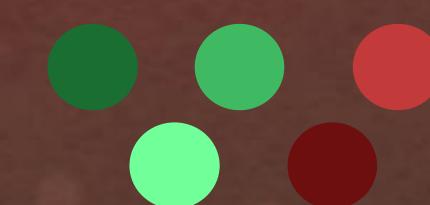
Monochromatic



Triad



Complementary



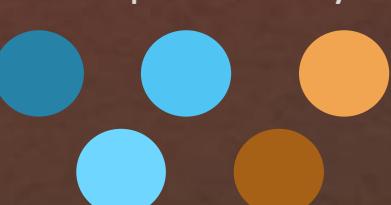
Monochromatic

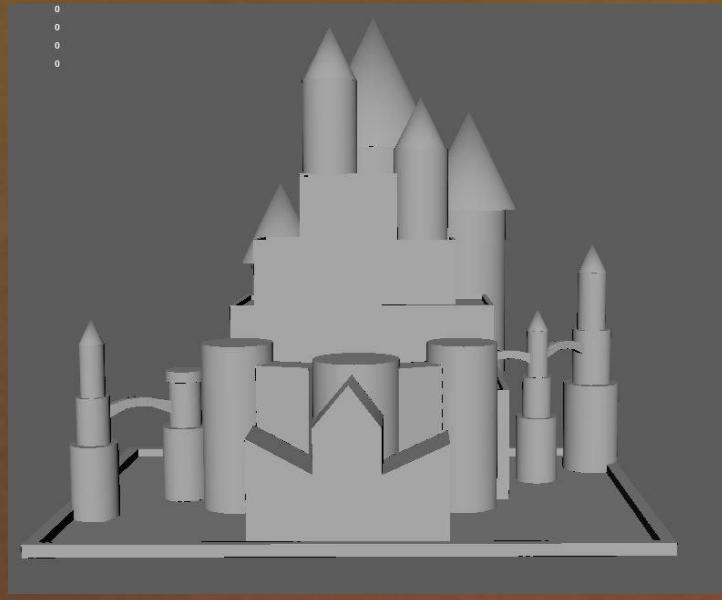


Triad

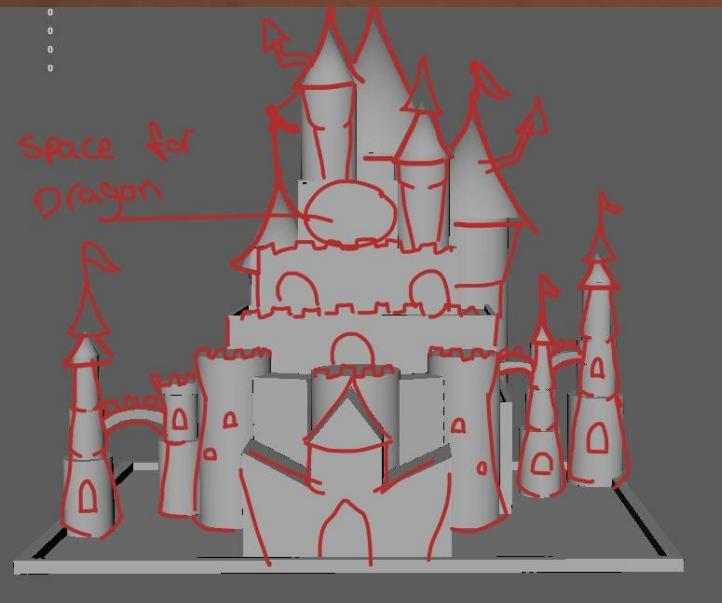


Complementary

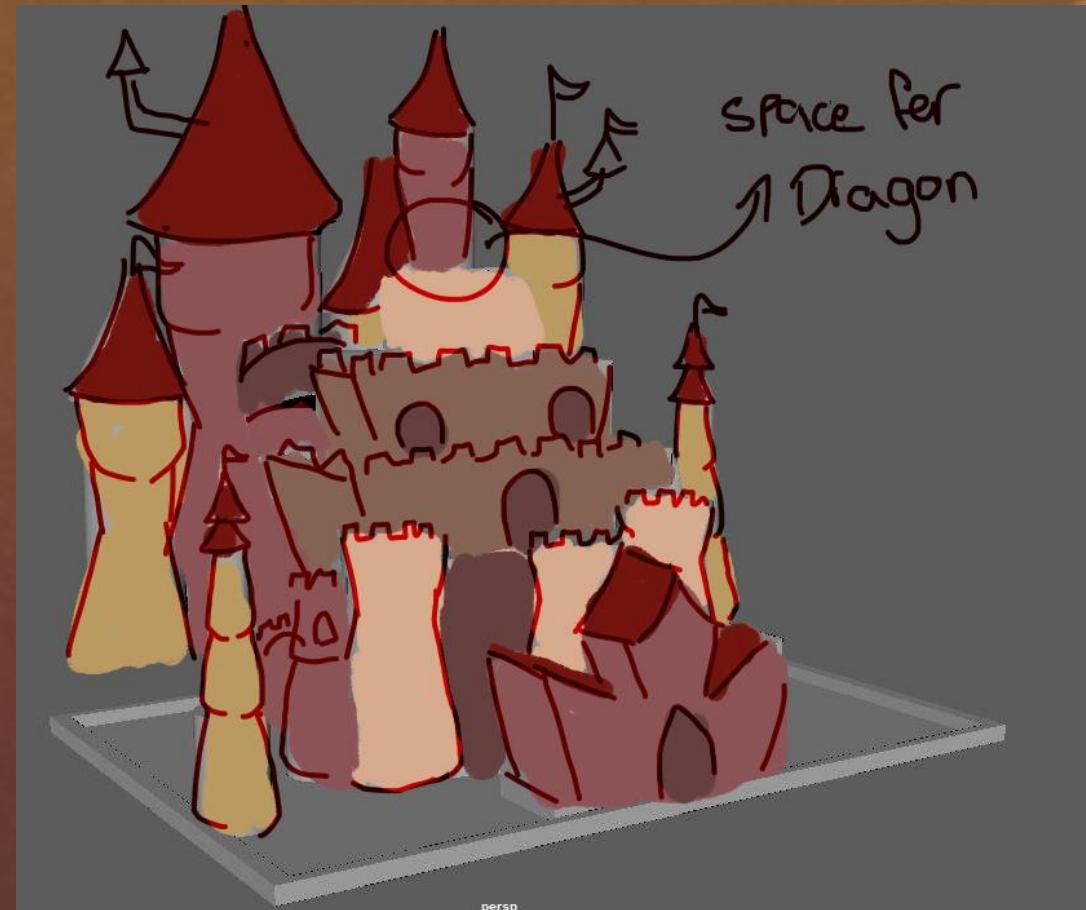




Block-out by Ben
Paint-over by Daniela



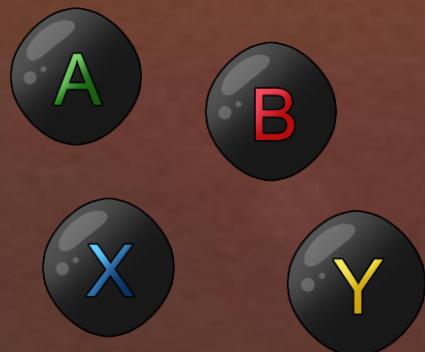
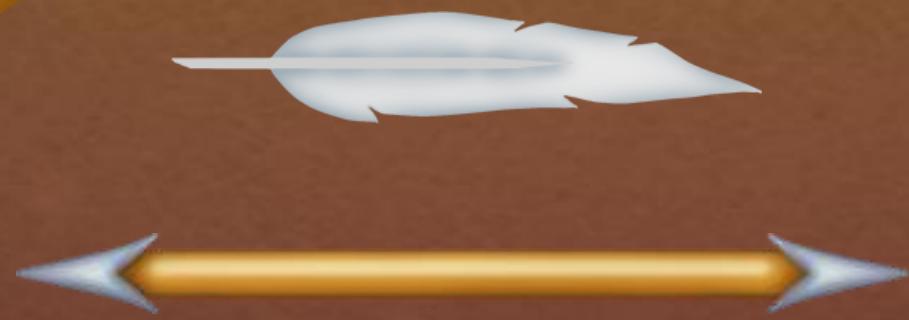
Concepts-Castle



Castle Colour scheme by Daniela



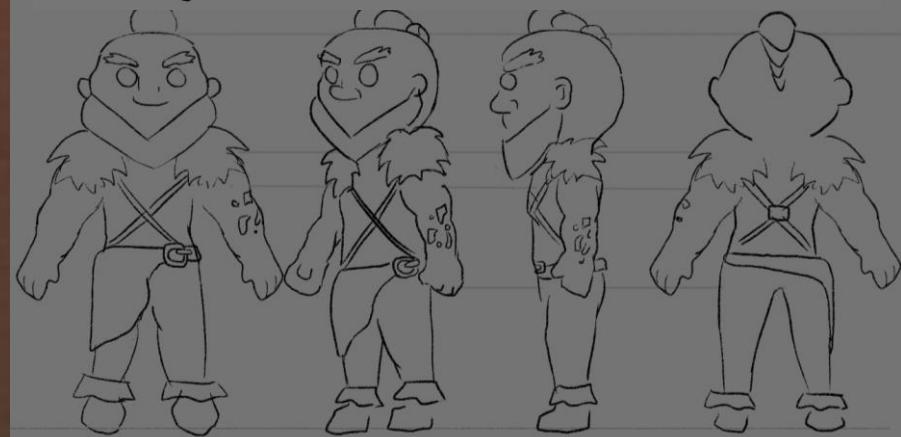
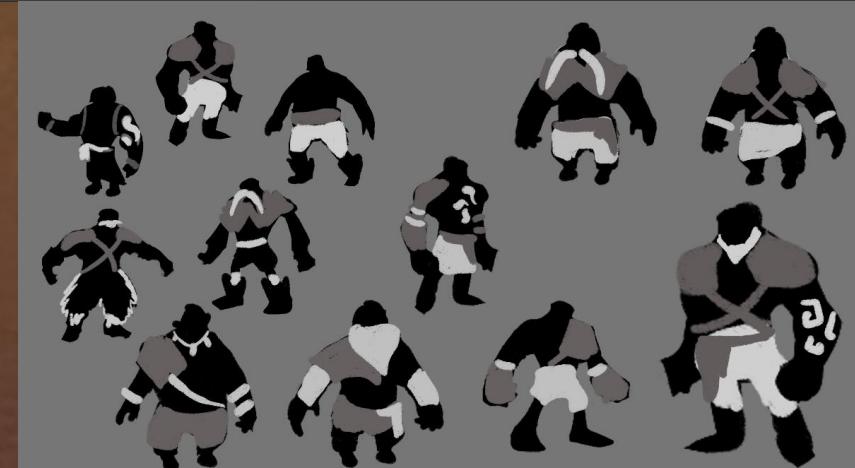
Concepts-UI



Concepts by Aurora



Concepts-Borris Bungry

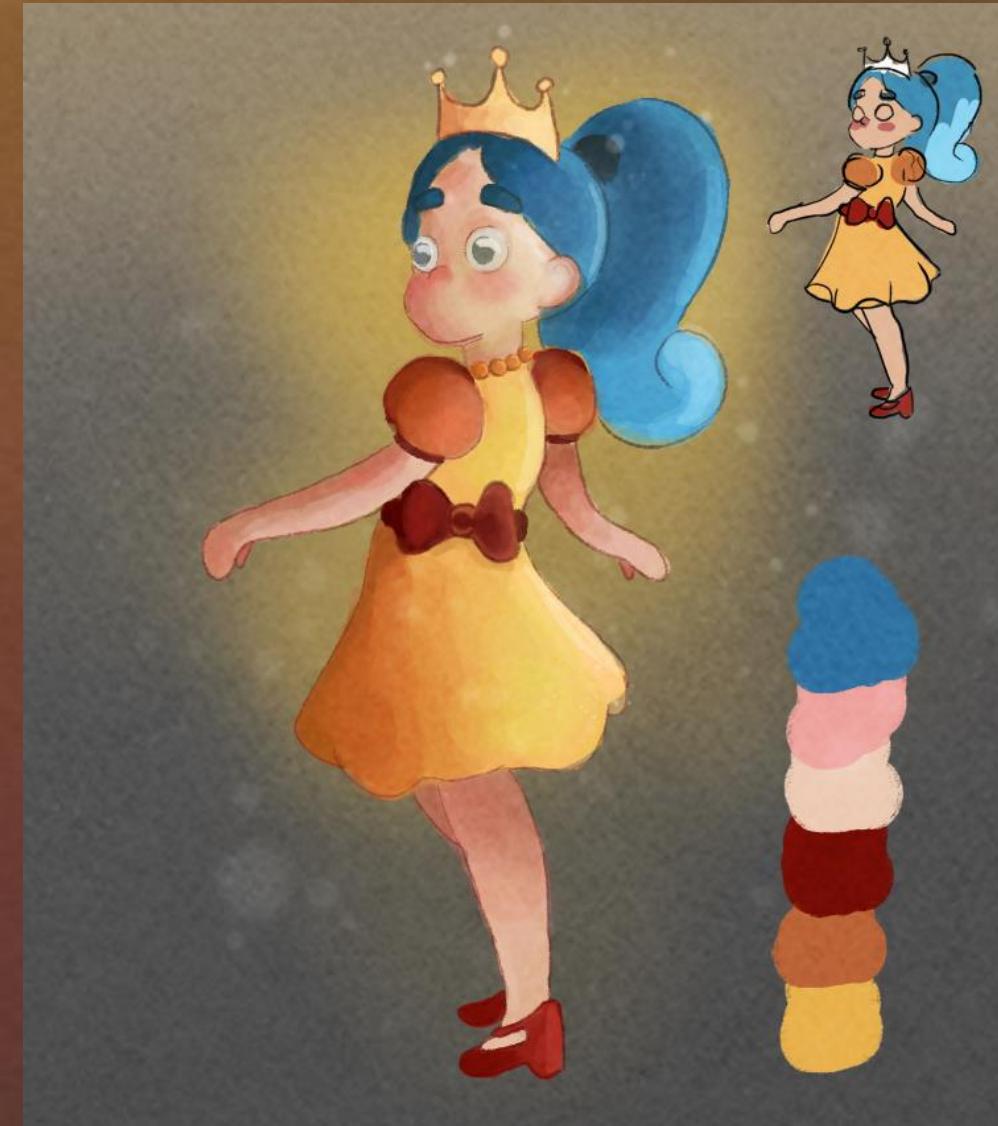
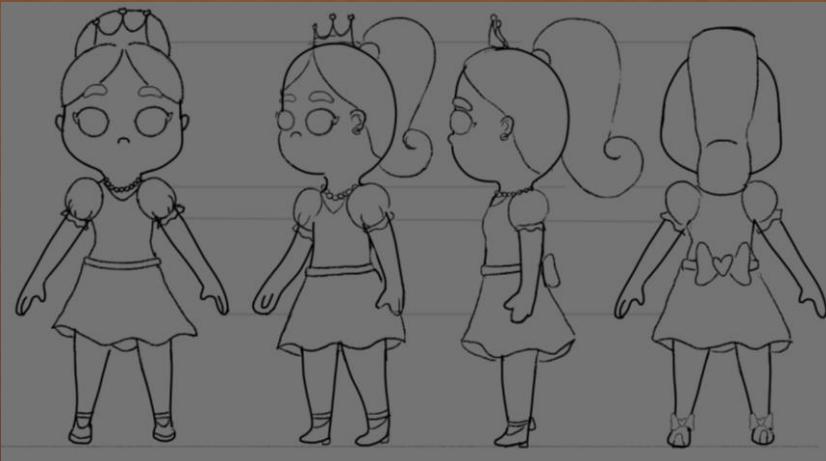


Concepts by Daniela

Concepts-Penelope



Silhouettes by Aurora

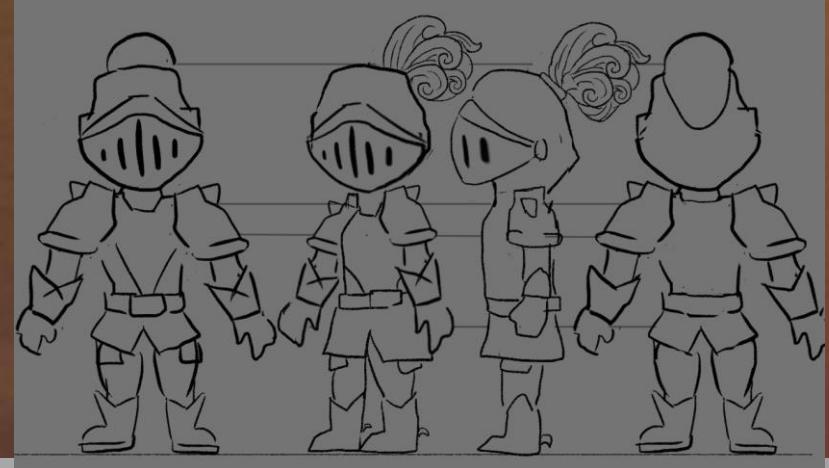


Concepts by Daniela

Concepts-Kevin

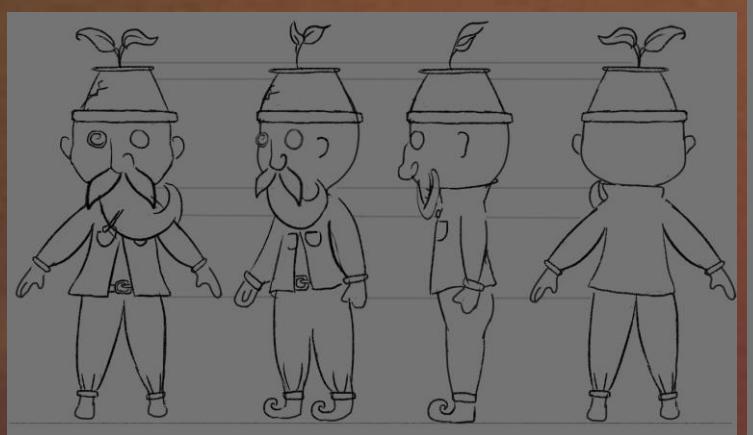
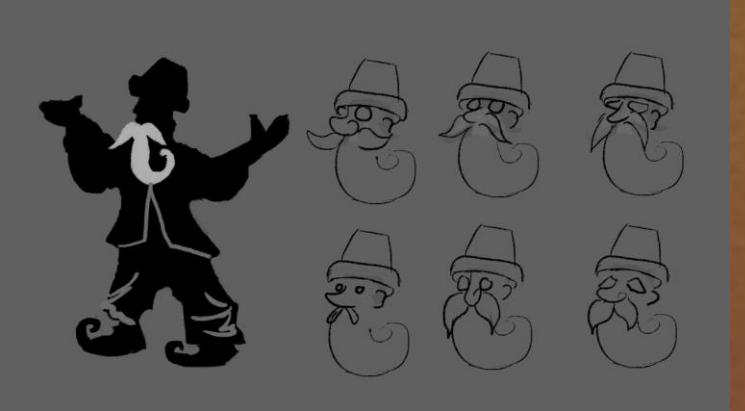


Silhouettes by Aurora



Concepts by Daniela

Concepts-Herbert



Concepts by Daniela

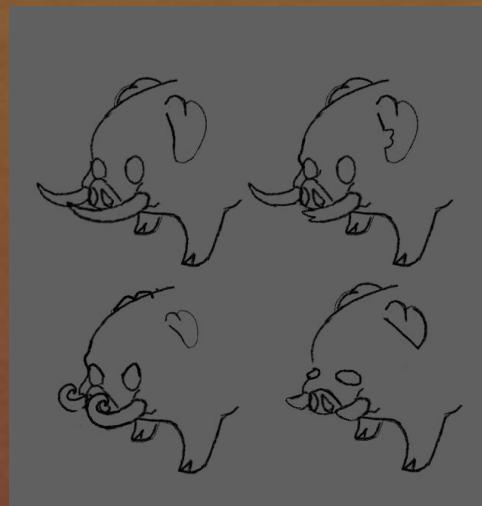
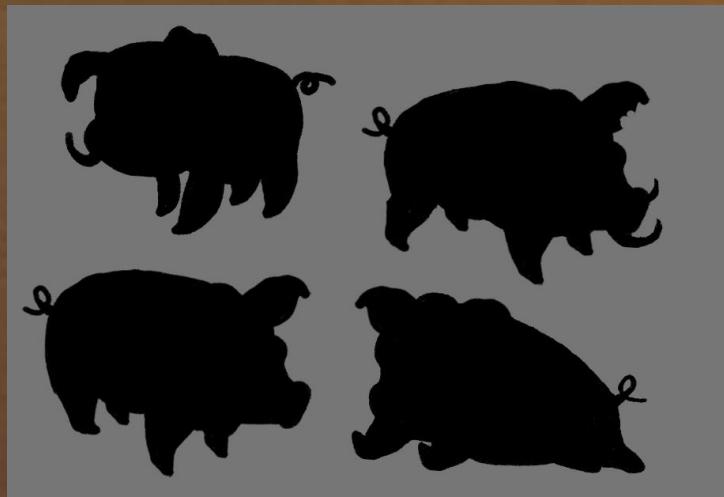
Concepts-Bearded Bernie



Concepts by Daniela

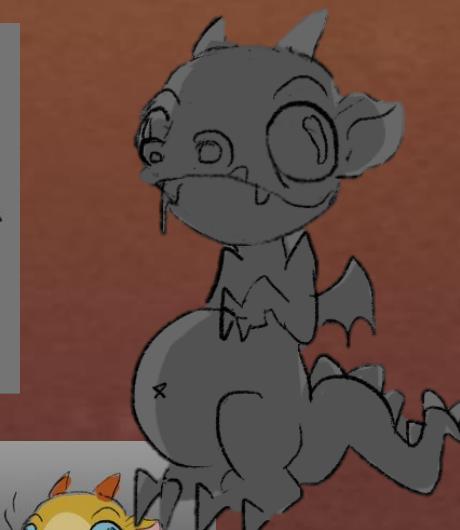
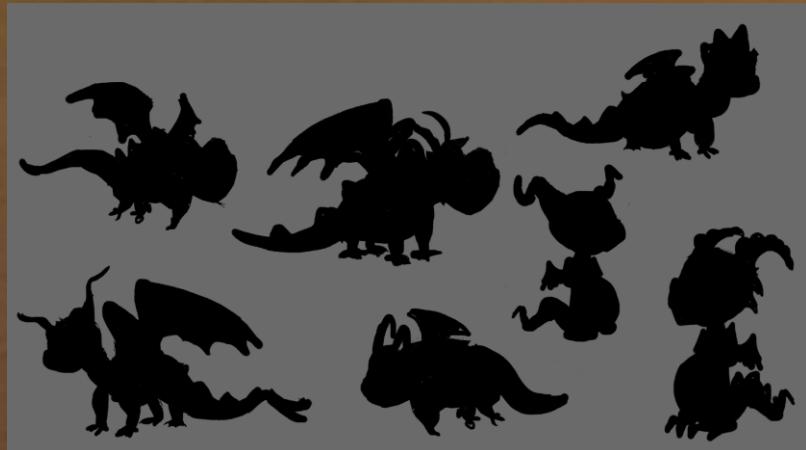


Concepts-Chonker



Concepts by Daniela

Concepts-Cal



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

NPC-Reference Accessories



Different variety of hats to apply to
NPC's

