

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

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- Asset Lists/Tiers
- Software's
- Naming Conventions
- Mood-board
- References
- Concepts

Roles

Ben-Environment Artist

- Hard surface models
- Overall environment
- Animations
- Texturing

Daniela-Organic/Art Director

- Character/Creature sculpting
- Texturing
- Animations
- Concepts

Aurora-Technical Artist

- Character
- Rigging/Skin weights
- UI
- Particles
- Texturing
- Animations

Backup Roles/tasks:

Daniela: Helping out with UI, tweaking environment textures

Ben: Animations, particles

Aurora: Modelling assets, environment

Blake

- Designer

Simo

- Programmer

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	Animation
Turkey Jouusting sticks	Assembling Art Bible	Particles
Animations		Knight
Environment Bloc-kout		Princess

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 Surfaces	Organics/Textures	UI	Particles
-Walls + Windows	-Wizard	-Health	-Sparks
-Castle-Towers	-Knight	-Crown	-White/silver sparkles
-Turkey Jousting sticks	-Barbarian	-Credits – parchment	-Death explosion
-Shop stalls	-Princess	-Quit	-Red sparkle (power up)
-Arena	-Pig	Game mode silhouettes	-Blue sparkle (power up)
-Dungeon	-Dragon	-Box/buttons	-Smoke particle
-Tents	-Beard-Punzel	-Info box	-Dust cloud
-Trees	-Ground Textures	Volume sliders	-Fire
-Rocks			-Confetti
Extra	-Clothes line		
	-Fountain		
	-Fruit boxes		
	-Barrels		
	-Flags		
	-Carts		
	-Foliage		
	-Extra small animals etc. rats		

Tiers

Tier 1

- ❑ Castle
- ❑ Characters/Creatures
- ❑ Animation
- ❑ Township packs
- ❑ Textures

Tier 2

- ❑ UI
- ❑ Particles
- ❑ Asset packs etc. carts,

Tier 3

- ❑ Extra assets
- ❑ Voice acting
- ❑ Extra Particles
- ❑ Extra Animation

Tiers-Castle

Tier 1 Assets

- Castle pack
- Towers
- Windows
- Doors
- Walls and floor
- Building

Town pack

- Buildings (walls, roof, Windows)
- Shopping stall
- Cart

Game mode items

- Turkey stick

Tier 2 Assets

- Rocks and trees
- Barrels
- Fences
- Fruit boxes
- Welcome sign

Tier 3 Assets

- Flag
- Well
- Clothes line
- Potato sacks
- Wood piles
- Crates
- Lanterns
- Benches
- Statue
- Fruit
- Fountain
- Dragons nest
- Windmill

Character/Creature Animations

Most important to least important

Idle

Run cycle

Climb

Knock off the pig

Jump backwards when getting hit

Software's



Marmoset

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



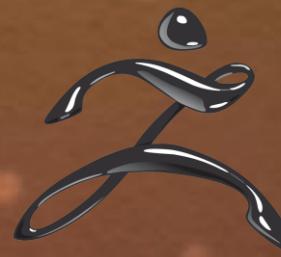
Photoshop

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

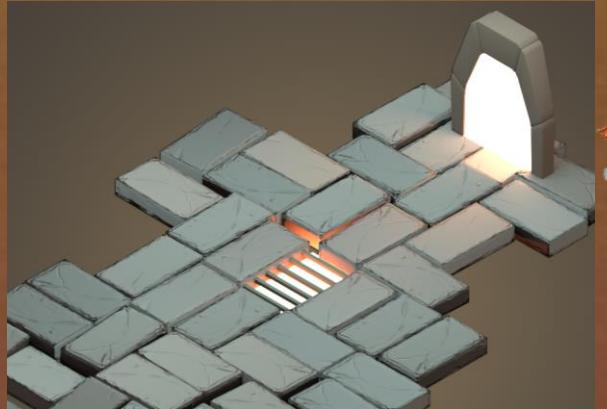
Art Requirements

- **2048x2048** texture resolution
- **6k** character/creature poly count
 - **2k** tree poly count
 - **67k** castle pack
 - **10k** town pack
- **512** UI resolution

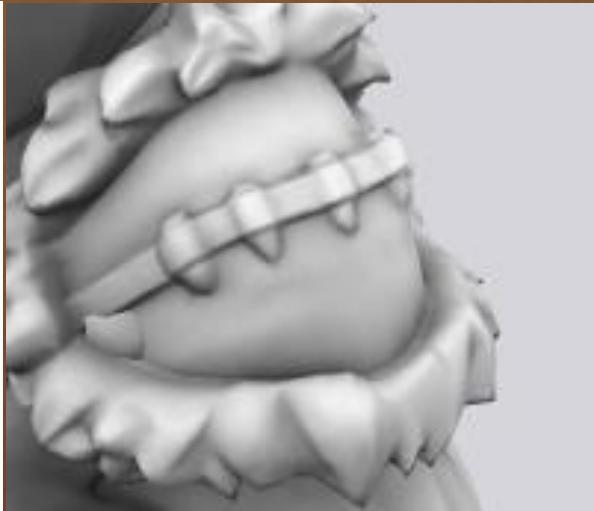
Mood-Board



Art Style



Reference-Barbarian



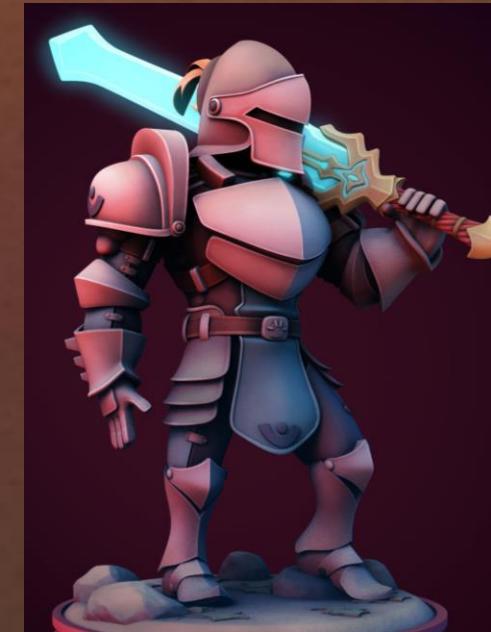
Reference-Wizard



Reference-Princess



Reference-Knight



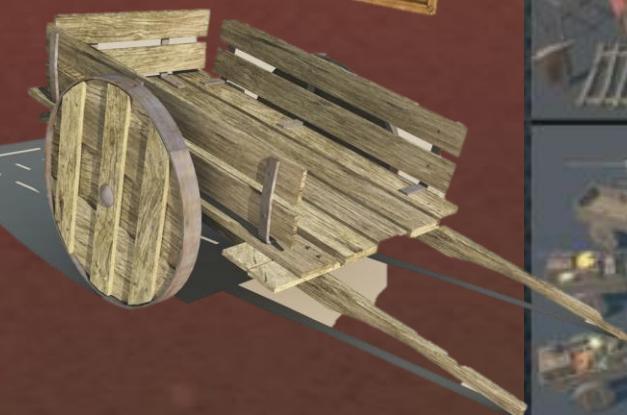
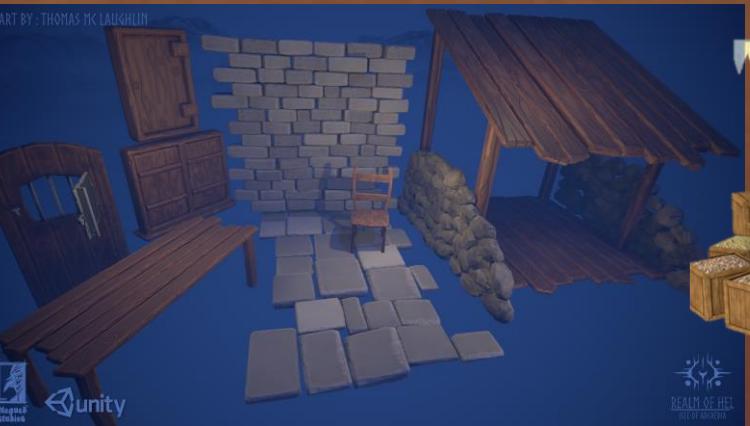
Reference-Creatures



Reference-Castle



Reference-Towns



Reference-Textures



Reference-UI



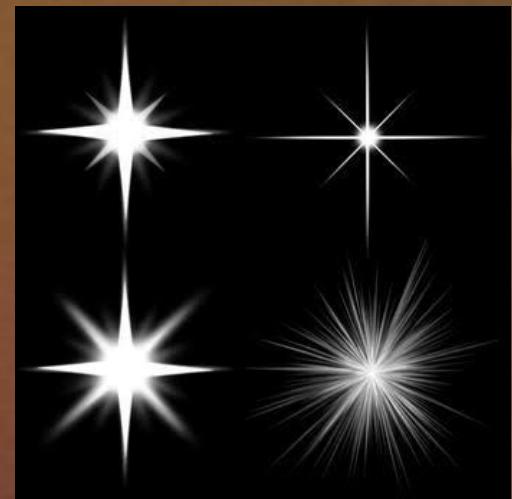
Reference-Particles



Fire for different game modes

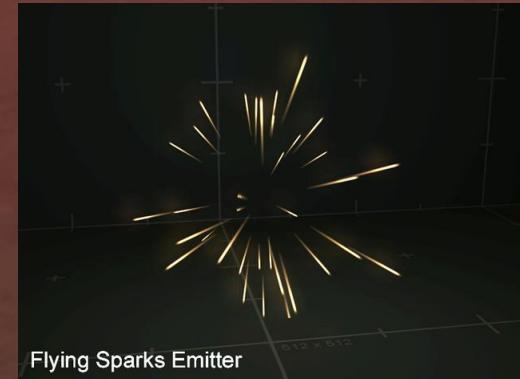


Ring of stars after getting a point



Different particle shapes

Spark for hitting of shields



Flying Sparks Emitter

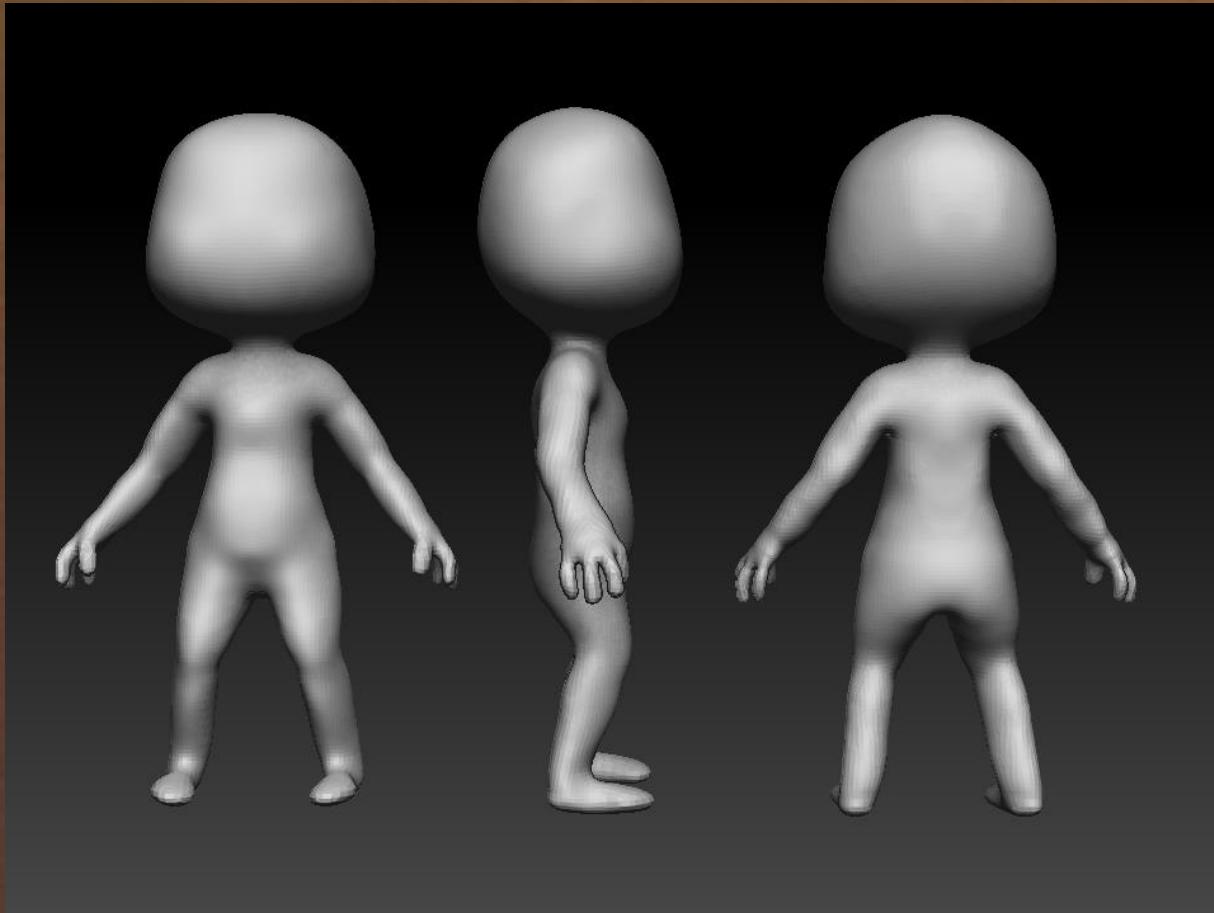
Reference-Fonts

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

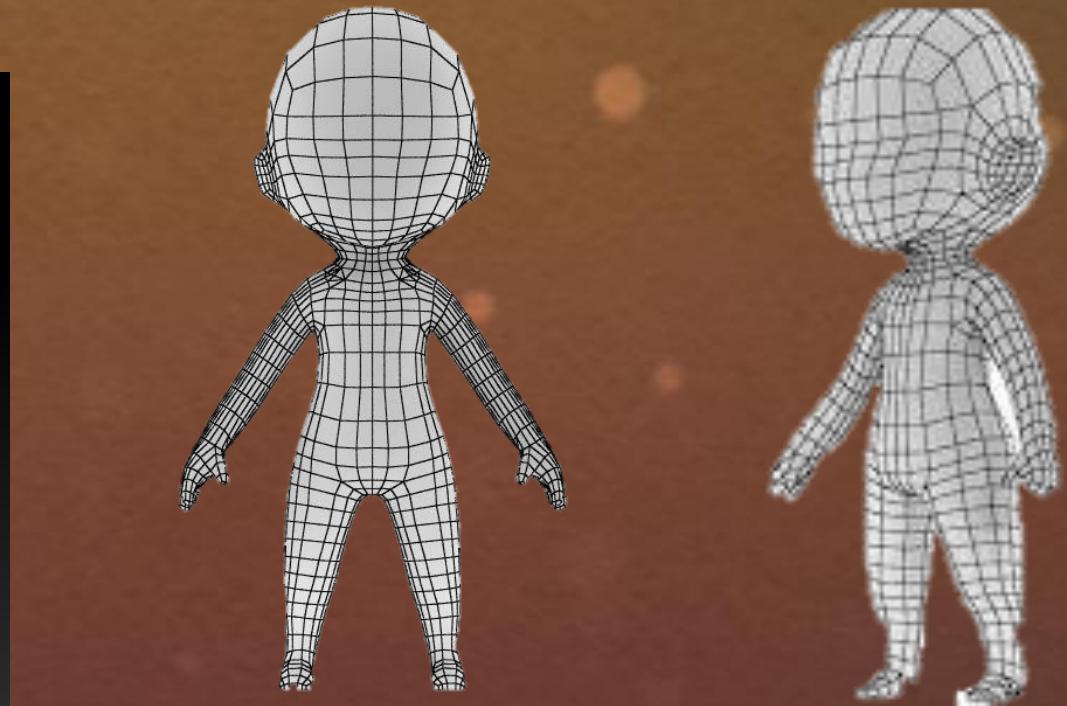
P L A Y E R
1 2 3 4
W I N S

Fonts for game modes

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



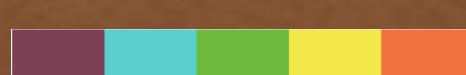
Monochromatic



Triad



Complementary



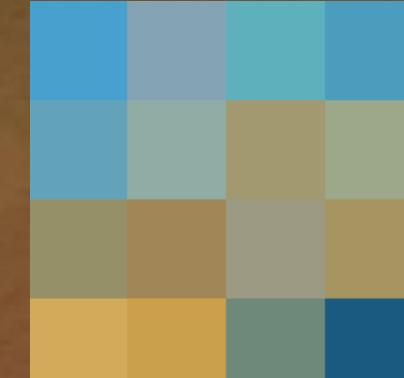
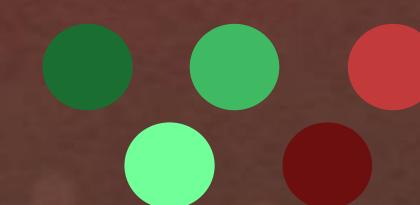
Monochromatic



Triad



Complementary



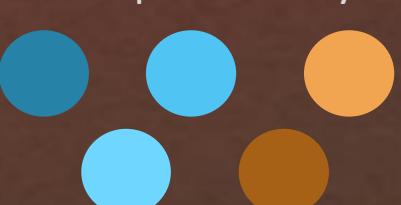
Monochromatic

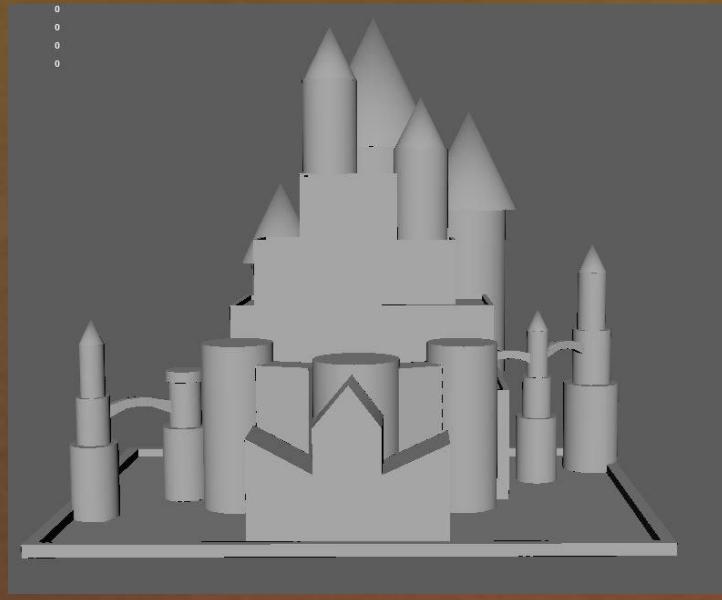


Triad

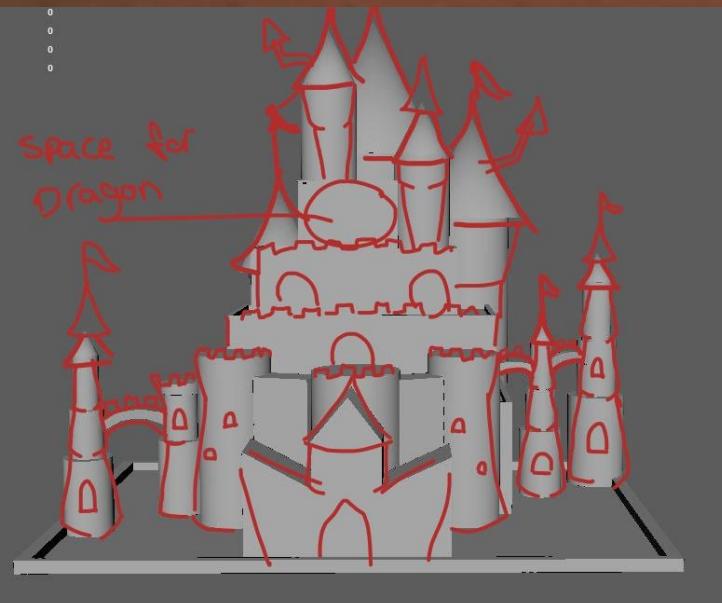


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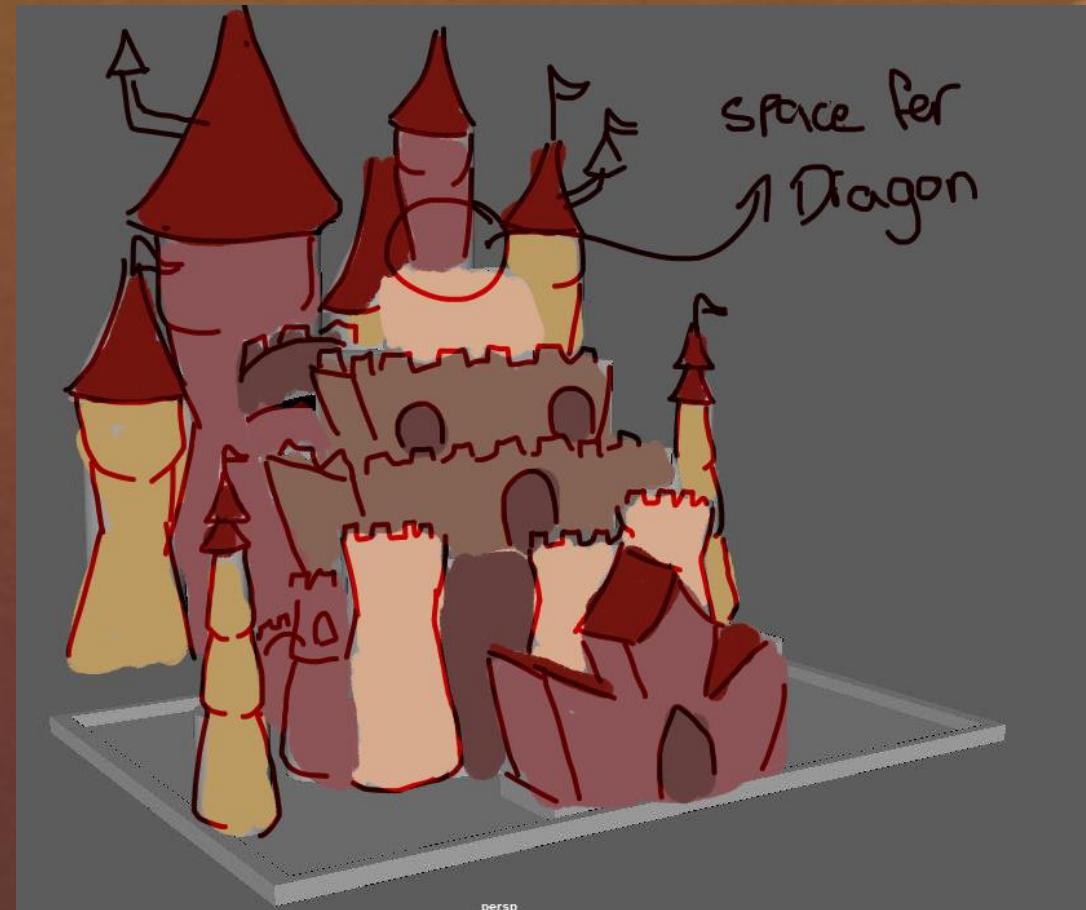




Block-out by Ben
Paint-over by Daniela



Concepts-Castle



Castle Colour scheme by Daniela



Castle



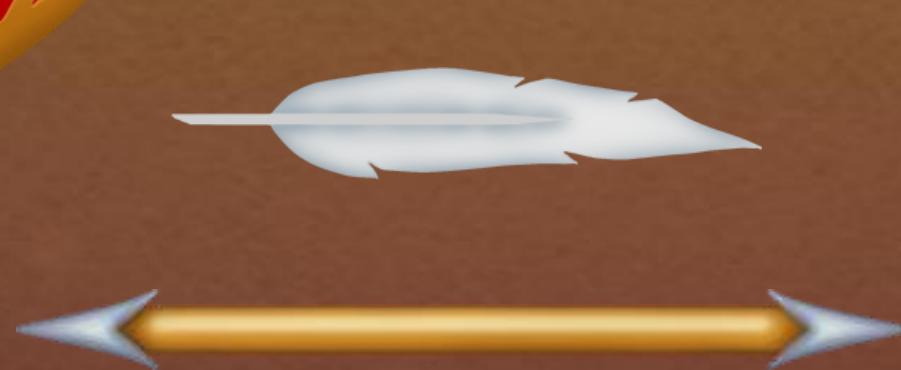
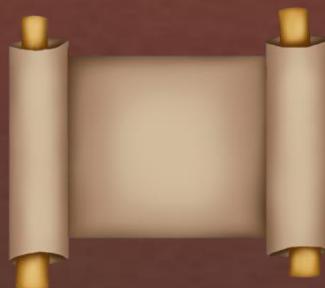
Modeling and texturing by Ben

Town and market place



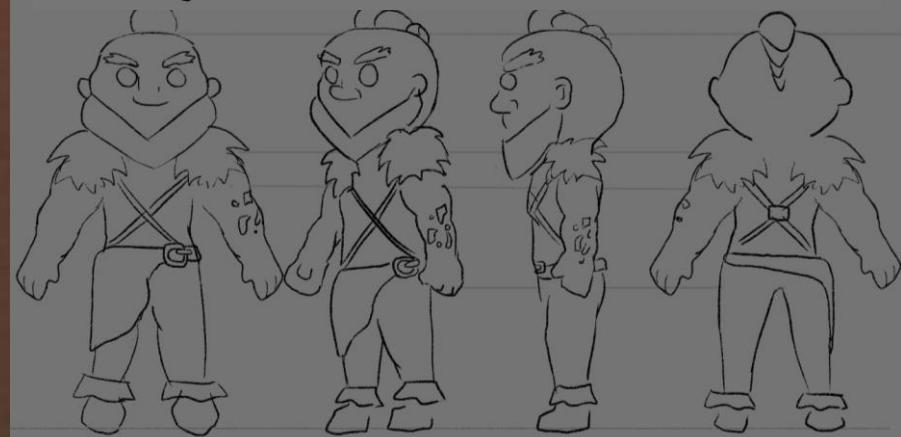
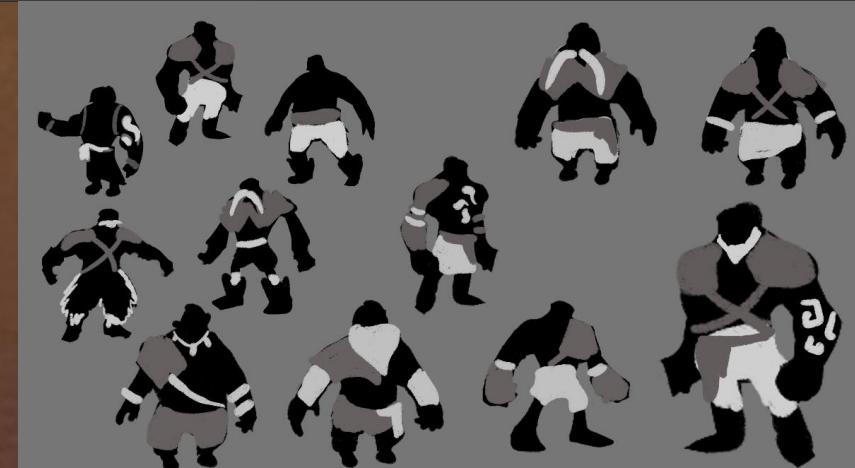
Modeling and Texturing by Ben

Concepts-UI



Concepts by Aurora

Concepts-Borris Bungry



Concepts by Daniela

Borris Bungry

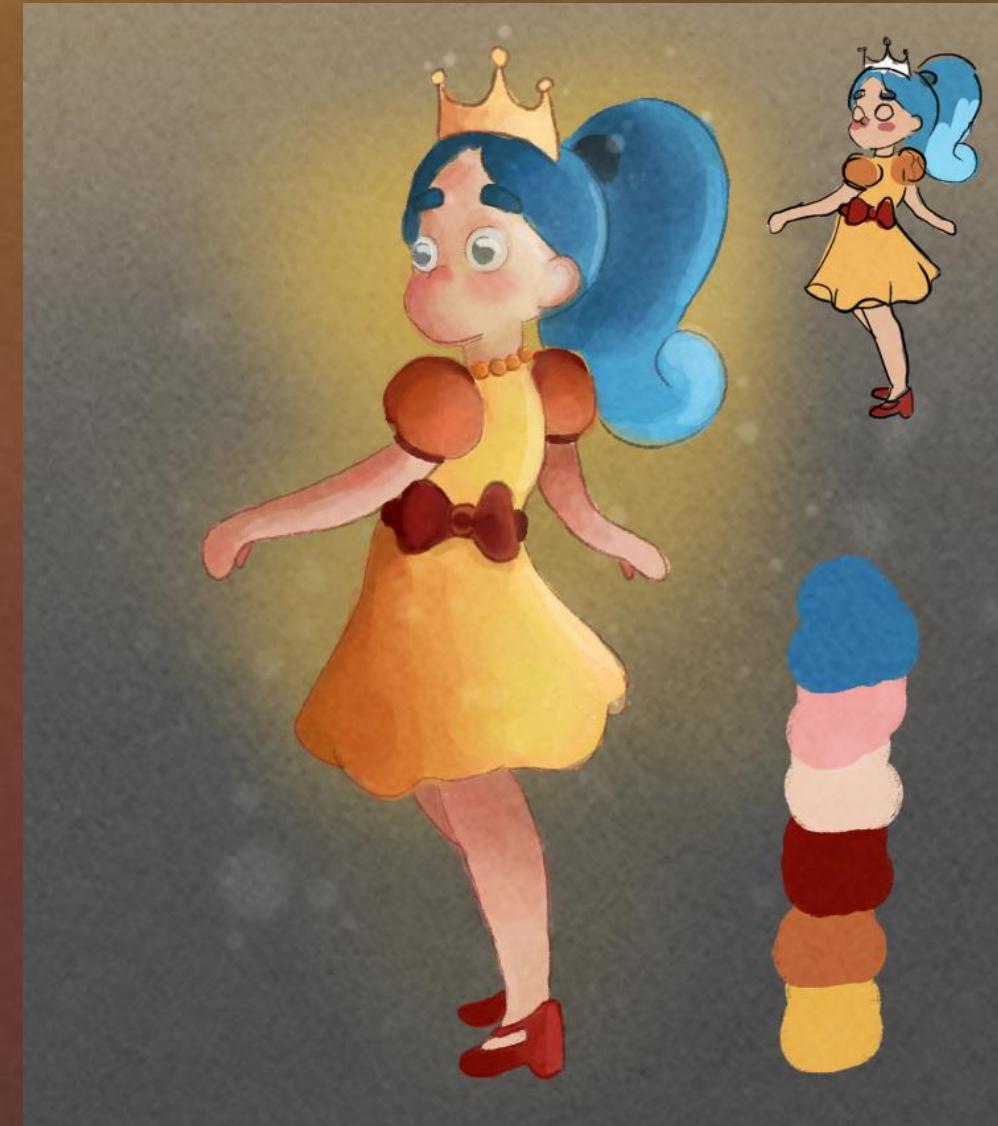
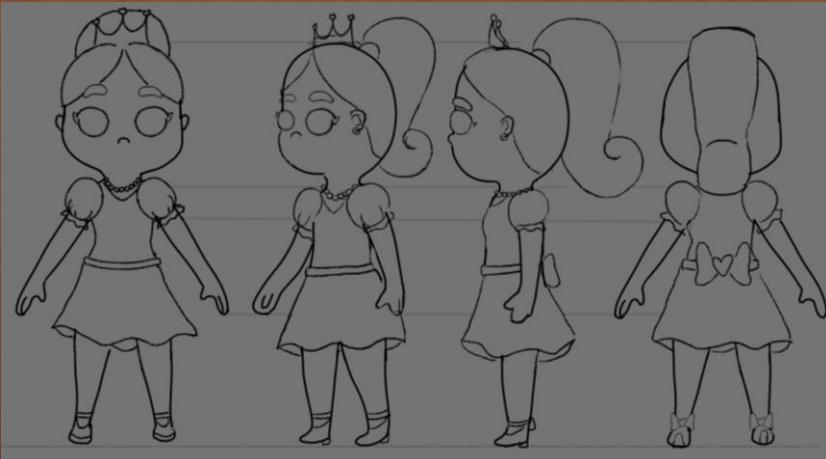


Sculpt by Daniela
Texture by Aurore

Concepts-Penelope



Silhouettes by Aurora



Concepts by Daniela

Penelope

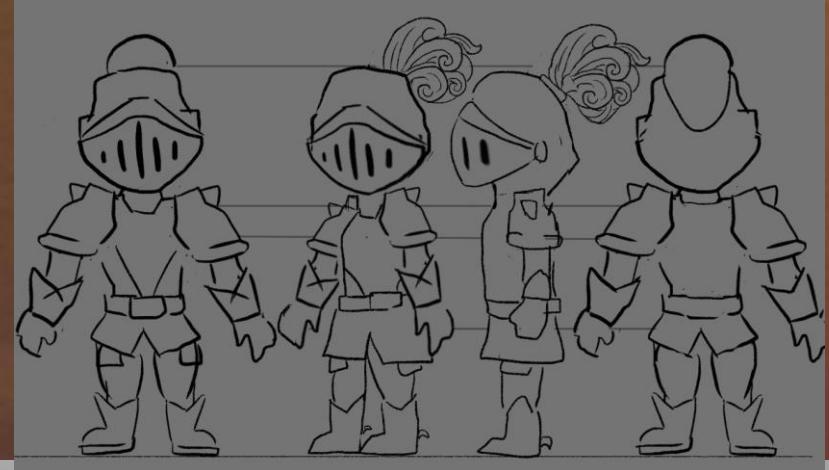


Sculpt by Daniela and Aurore
Texture by Aurore

Concepts-Kevin



Silhouettes by Aurora



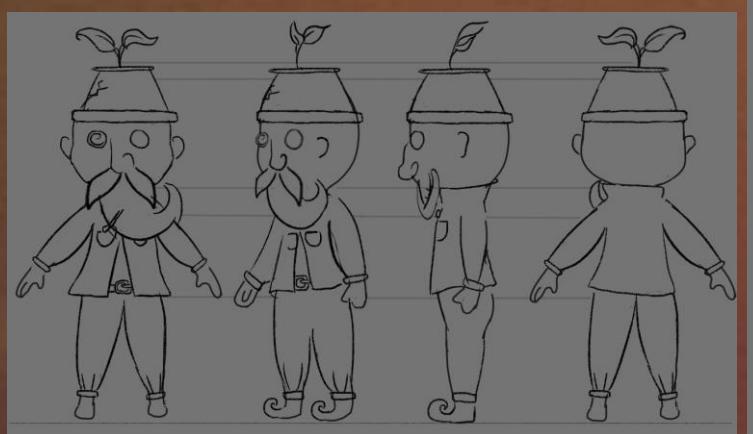
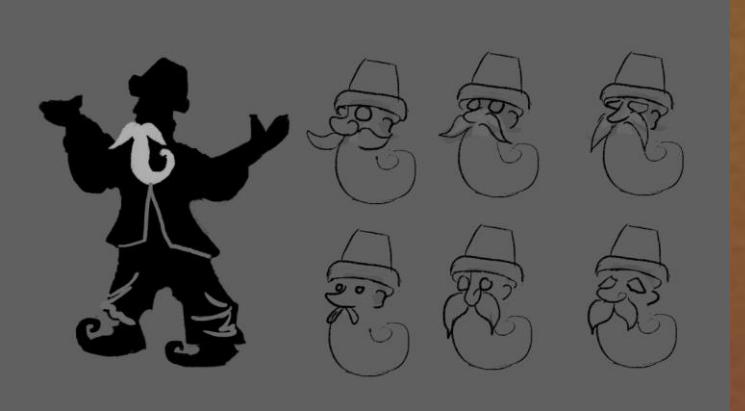
Concepts by Daniela

Kevin



Sculpt by Daniela and Aurore
Texture by Aurore

Concepts-Herbert



Concepts by Daniela

Concepts-Herbert



Sculpt by Daniela
Texture by Aurore

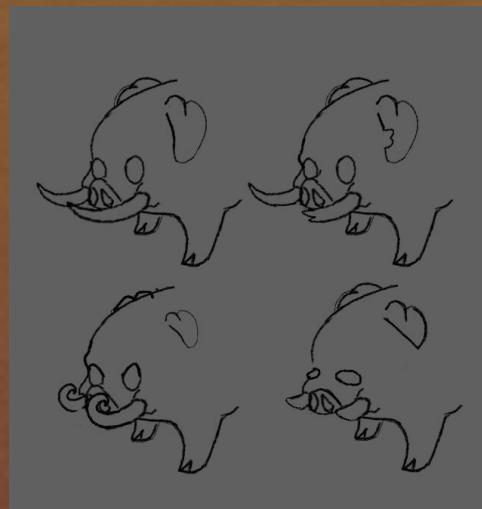
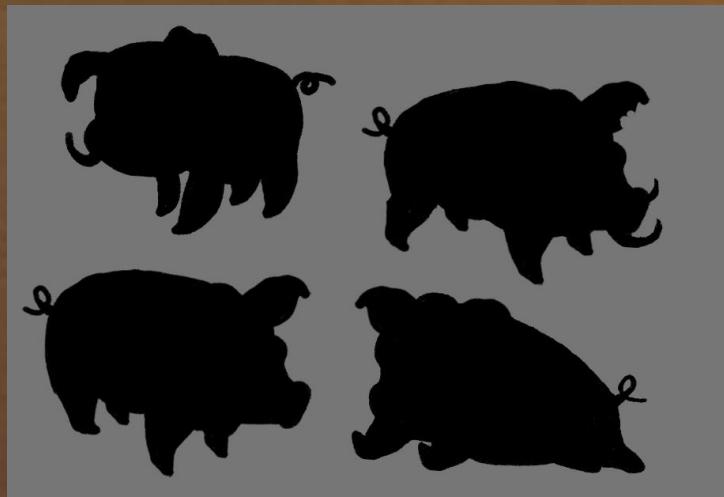
Concepts-Bearded Bernie



Concepts by Daniela

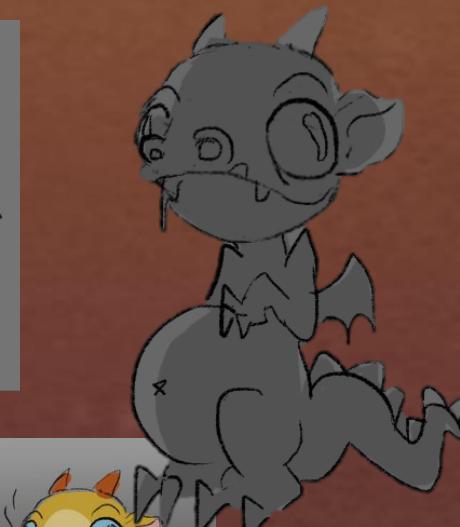
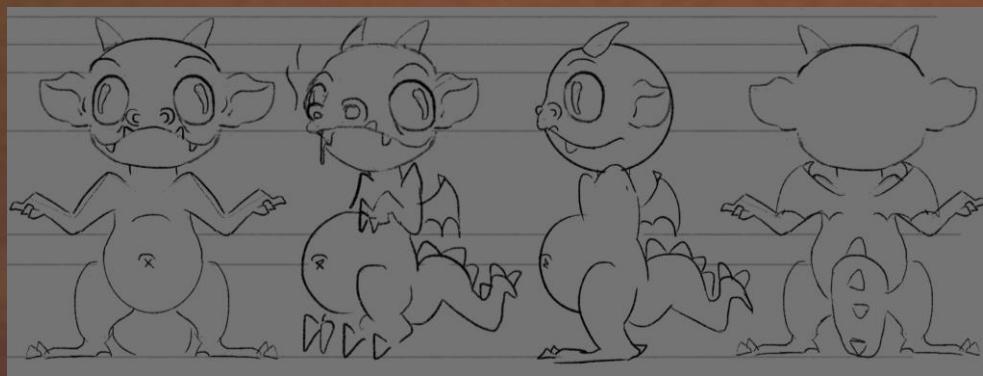
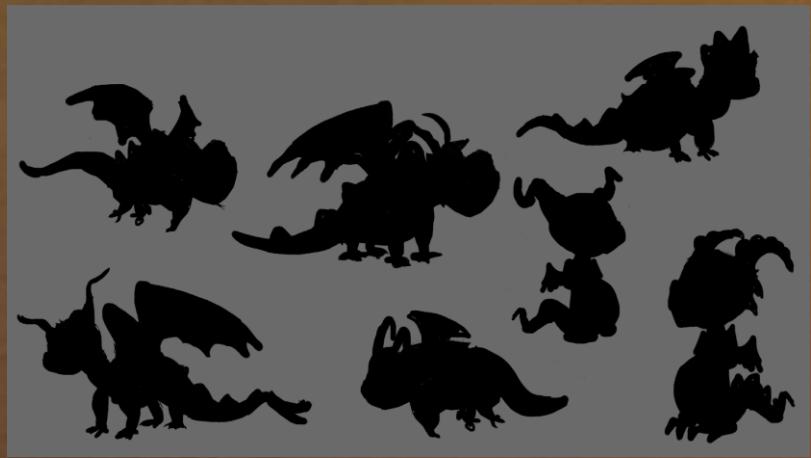


Concepts-Chonker



Concepts by Daniela

Concepts-Cal



Concepts by Daniela