



The Records of Life: Crown's Formation

Art Bible

By: Esset Axis

Index

Visual Style	2
Characters Design	3
Environment Concepts	4
Color Palette	5
Light Schemes	6
Props	7
Animations	8
UI/UX Design	9
Visual Effects	10

Visual Style

Visual References



Genre: Medieval Top-down RPG.

Theme: Rebellion, Redemption.

Visual Style: Dark-toned, with medieval coherence, ambiented in a cozy medieval environment.

Art Style: Pixel Art - 32x32 Sprite Resolution.

Characters Design

Visual References



Idea



**Body: Regular Gender-Neutral
Body 16x32, available in 8
directions.**

**Face: Rectangular square of
32x32 with character face
represented.**



**Characters with
posibility of 5
natural skin
tones.**

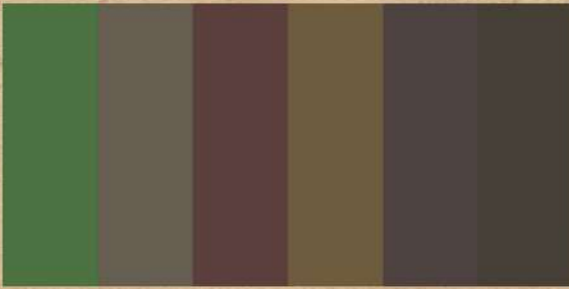
**Also provided with clothes, hairs and
accessories.**

Environment Concepts



The history takes places inside a empire (forest, city, castles, villages, mountains),

Color Palette



Dark and wood like colors, giving a nostalgic and sad vibe.



Brown colors, no vibrant colors, in order to fit the world color palette

Light Schemes



The light source will be from top to down in each prop of the game.

The light tone will be warm, with ocre tonalities, keeping the dark ambient of the game.

The presence of some other artificial lights like campfires or torches, will give extra dynamism to the game, (it will not interfere with the light direction, just a color modification).

Ambient light for representing the amount and color of the light source from the place the user is in.

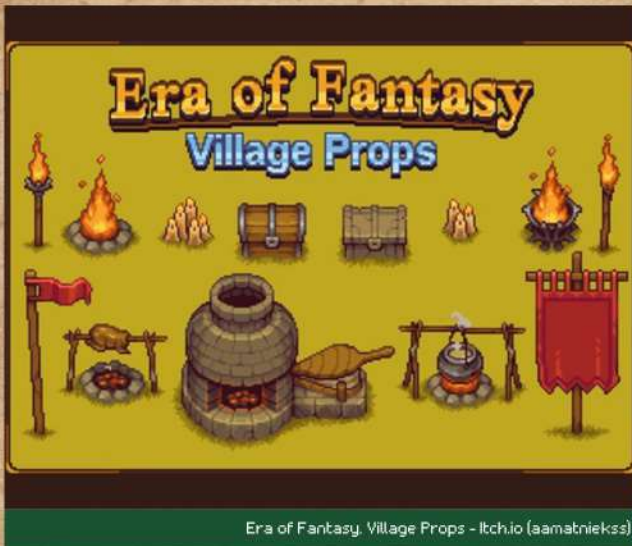
There will not be any dynamic shadows for any prop.

Props



Cozy Interiors: to bring life inside town houses.

Furnitures both
interactive and
decorative.



Authentic exteriors: to feel the life of a medieval village.

Furnitures both
interactive and
decorative.



Alive nature: to create green landscapes.

Trees, bushes, rocks
monuments,
interactive and
decorative.

Animations



Characters: 8 direction idle and movement animations.



Environment: Small Animations to bring live to the landscape.



UI/UX Design

Visual References



Display: The UI screen canvas will show essential information on corners and borders without ruining the experience in a condensed way to not overwhelm players.

Also essential moment information can be displayed to take player attention but always searching to not overdose the screen with UI elements.

Style: Dark-toned, with medieval coherence, fancy and decorated with extravagant one-color borders to give a sensation of the medieval era with some fantasy.

No vibrant colors, we search for a serious and sophisticated environment, with sharp borders.

Visual Effects

Light-Darkness ambient effect: A simple fade at the top of the screen. (Color and Opacity modification)



Cinematic Bars



Vignette



