**Art bible**

**Todo 1.**

Create a moodboard. Answer the following questions:

Who is the target audience?

Which esthetic?

Where?

When?

**Todo 2.**

Decide how many and which characters you need, research for references to base them on.

How detailed?

Which is the general way of doing their proportions/faces?

Which details will be important/ stand out?

Start thumbnailing.

**Todo 3.**

Next settle on an artistic direction:

Try out three-six different styles, all with varying coloring, lining and shading techniques.

You can also alter the shape of the props to match the feel of each style.

**Todo 4.**

Choose a color palette you will use throughout.

You can use the following websites to help you:

Adobe Color:

<https://color.adobe.com/es/create/color-wheel/>

Colour Hex:

<https://www.color-hex.com/color-palettes/popular.php>

**Todo 5.**

Work on developing more details in characters.

After deciding on the definitive direction, make a couple of alternate versions, just to see how overall it looks.

Do you need to change the proportions or try some different faces or such?

Any minor tweaks?

**Todo 6.**

Making a sheet with a bunch of different expressions really helps understand the character on a deeper level, because defining a character’s personality changes the way they interact with their environment.

Try different poses/ movements for animation.

**Todo 7.**

The final part of the project: the one where all work sticks together.

Aim for all design elements to harmonize.

Every prop and shape in the painting leads to the feeling or atmosphere you are trying to convey.

**Links:**

What is an art bible?:

<https://dusthandler.github.io/Art_Bible/>

Art bible for video game:

<https://www.hdm-stuttgart.de/stage/mediafiles/3324/sonstiges/WholeHoleArtBible.pdf>

Example of environment art bible:

<https://www.artstation.com/artwork/nAYke>

Colour in games:

<https://www.gamedeveloper.com/design/color-in-games-an-in-depth-look-at-one-of-game-design-s-most-useful-tools>