

# CONTROL

CTIN 499

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Style Guide V2

# Introduction

Control is a supernatural third-person action-adventure game

Player will master a combination of supernatural abilities and fight through a deep and unpredictable world.

The place player will be investigating is called the Oldest House which is corrupted by the mysterious force – the Hiss.

# COLOR PALETTE



# Color Palette



#a10b35ff



#e63c2eff



#e8c244ff



#1c4756ff



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#3d3965ff

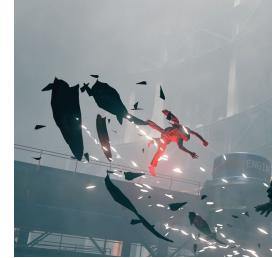


# Color Palette



## Red:

- Danger and enemies
- Red light form



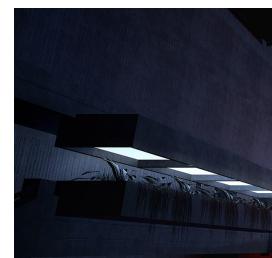
## Yellow and orange:

- Props (tubes, signs ...)
- Differentiated areas



## Dark blue:

- The tone of interior
- Massive concrete walls





# Color Palette

Hallway





## Color Palette

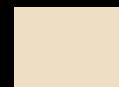
Main lobby





# Color Palette

Underground area



# Color Palette

Department area

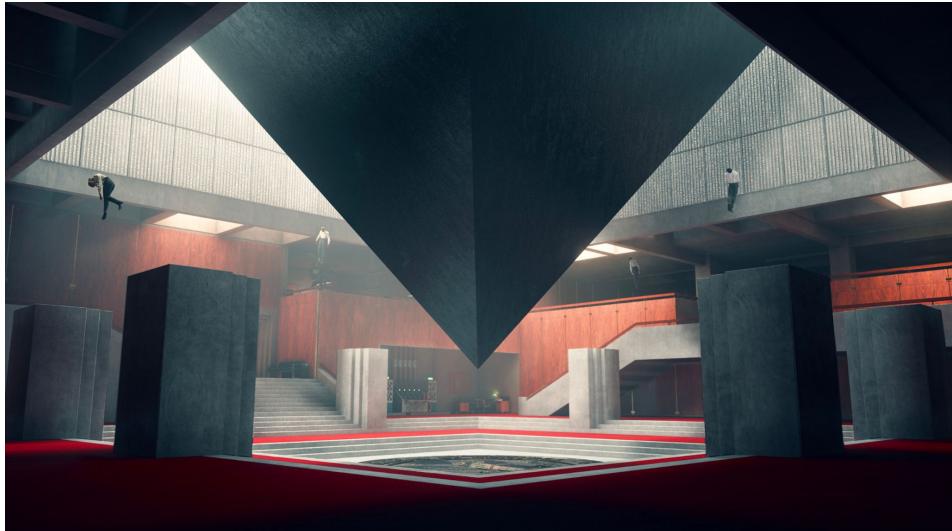


# **ENVIRONMENT**



## Environment: Architecture

Brutalist Architecture





# Environment: Architecture

## Brutalist Architecture Reference





## Environment: Visual Elements

Depth



Repetition, Symmetry



# Environment: Visual Elements

Recursion



Repetition





## Environment: Lighting

Back lighting, Mist, Volumetric light,



Contrast



# Environment: Atmosphere

Industrial, SciFi,



Authoritative



Liminal space, Surreal,



# CHARACTER



## Character: Protagonist

Jesse Faden



# Character: Data

**Affiliation:** Director of the Federal Bureau of Control

**Age:** 32 (2023)

**Height:** 5 ft. 8

**Actor:** Courtney Hope

**Outfits:** Suits, sharp style clothes

**Other:** Red hair, blue eyes



# Character: Weapon

Shapeshifting, Brutalism



# Character: Enemy



## Type 1

- Human-like creatures
- Different uniforms
- Glowing red light

## Type 2

- Mutant/corrupted human

# UI



UI: Font

# ITC Avant Garde Gothic

Area title: ITC Avant Garde Gothic



UI: Font

# Interstate

Location&Objective: Interstate

# Basic Commercial

Supporting info: Basic Commercial



# UI: Color Palette



Title, markers



Status, progress



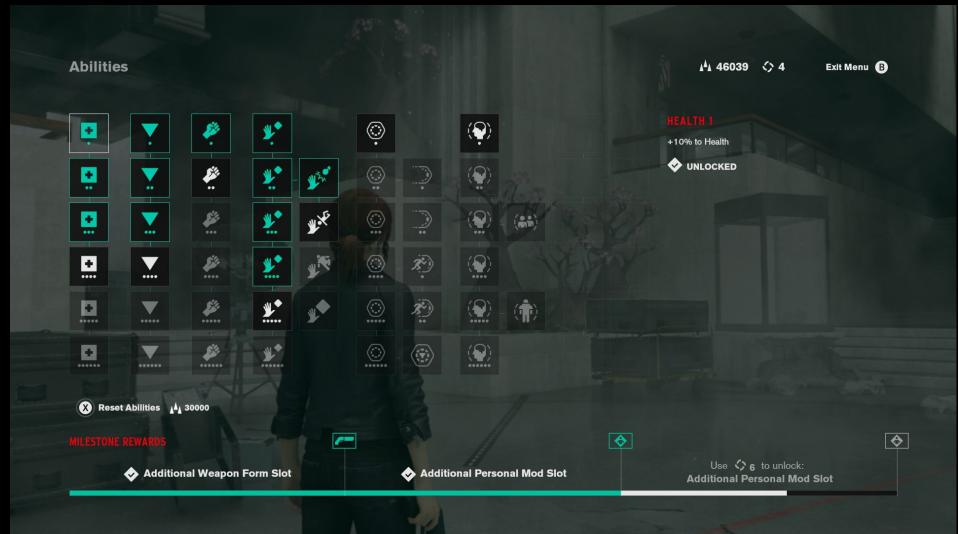
Title



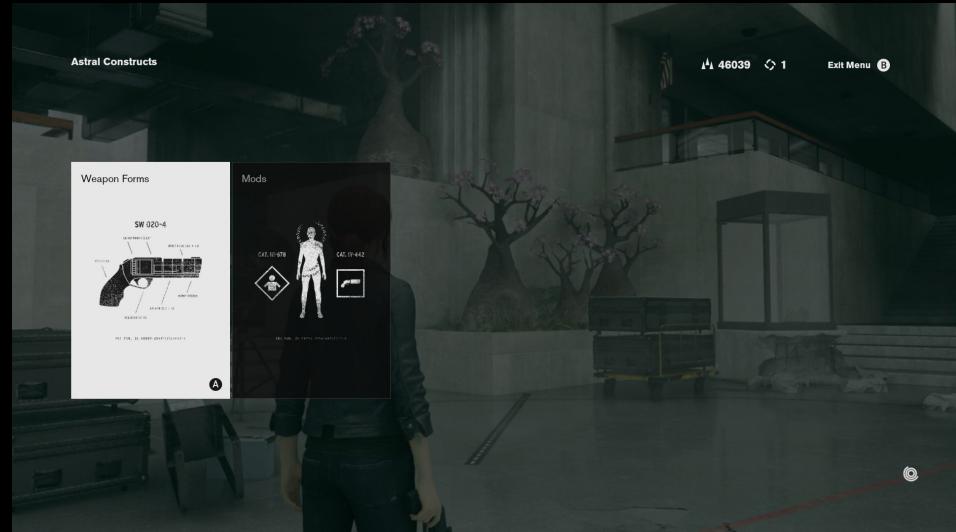
Text, icons



Background



# UI: Menu



# VFX



# VFX: Destructible Environment

Reactive environments and dynamic destruction



# VFX: Explosion

Particles, Flames, Smoke, Dust, Realistic style



PHYSICS MATERIALS generate correct particles, decals, lights and sounds in NORTHLIGHT, and runtime simulation is using PHYSX

## VFX: Screen Filter

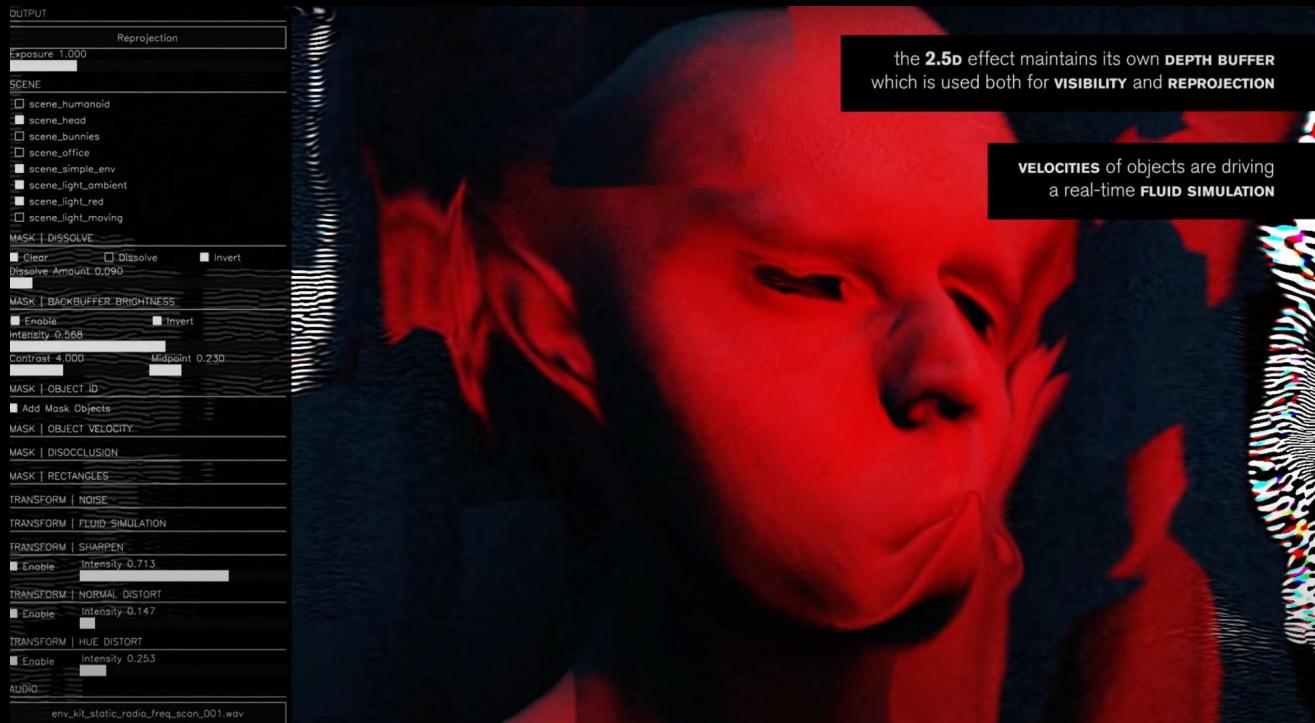
Distortion effect to represent corrupted areas



and finally, some additional filters, such as  
**COLOR DISPERSION** are applied

# VFX: Fluid Effect

Distorted fluid effect for monsters, computer graphics



## VFX: Double Exposure

Double exposure effect to show some key videos





## VFX: Animation

Pre-baked simulations



set pieces combine **DYNAMICS PROPS**  
and **PRE-BAKED SIMULATIONS**



## Reference

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<https://controlgame.com/#about>

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<https://www.artstation.com/artwork/N5kO5b>

<https://www.archpaper.com/2021/08/brutalism-bolstered-control-success-why-is-the-movement-so-trendy/>

<https://youtu.be/6-SRtd9NTvw?feature=shared>

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