

**Art Style Guide**

HORSEMEN

V 1.0

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**Document Revision Table**

|  |  |  |  |
| --- | --- | --- | --- |
| **Version** | **Updates** | **Advocate** | **Date** |
| 1.0 | Initial Document | Jared Bittner | 03/01/15 |
| 2.0 | RTM | Nicholas Hunter | 04/25/15 |
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# Aesthetic Summary

The world is stylized, vivid and is filled with bright pastel colors. The game takes place in an idealized version of 1950’s post-war America. The museum is a grand spectacle of granite and marble and feels as if it’s filled with all the world’s wonders. Thematically speaking in terms of the story, it is a monolithic temple to the arrogance of mankind in its golden age. This setup creates a nice dichotomy visually and emotionally for the player once our protagonist Kesh is awoken and begins committing his vengeance killings. He is comprised of dark, earthy colors represents something ancient and unknown coming to clash with the modern era.

# Game Art Overview

Pictured to the left is a Concept Drawing for the protagonist: Kesh. 

All objects are spaced evenly throughout the game, however as the story progresses from the lab out into the open world outside of the Museum objects are spread further and further apart. The lab is packed tightly with an operating table, several NPCs to kill and many machines which fill the space up. The exhibit is more open however it still is filled with NPCs and many of Kesh’s items. The main floor of the museum and exterior spread game objects and NPCs/ Enemies out while opening up the space. The camera also zooms out little by little with each successive level. In this way the game creates a sense of claustrophobia for the player which can only be overcome by level progression. This effect is aided by the lighting. Visual consistency is established through the use of lighting and color, however it is the player that breaks this consistency. Kesh is a point of dissonance in this serene and vivid world through his actions, colors and demeanor. Metaphorically speaking, he is a bull in a china shop clamoring to be free. Therefore the architecture and game elements open up to compensate for this throughout gameplay.

# Technical Overview

## Lighting

All of the lighting for both the interior and exterior of the museum takes on the color of pastel yellow. Lighting is low key throughout the majority of the museum, however it gradually brightens as the player progresses through the game. For example, beginning with the Lab the room will be dimly lit, containing only 2-3 ambient lights of low intensity. Progressing out into the exhibit, the walls will be lined with ambient lights of medium intensity. The same medium intensity ambient lights decorate the walls of the interior of the large bulk of the museum however, large windows around the main floor’s walls flood the rooms with high intensity directional lights to give the illusion of natural light breaking into the museum and cast long diffuse shadows. The museum’s exterior is lit with a single high intensity directional light high above the scene in order to mimic the effects of daylight. This general progression of darkness to light throughout gameplay lends the player a sense of escape as Kesh awakens and commences his bloody quest for revenge.

## Colors



Colors in the world of Death Reaver are mostly bright primary and pastel colors, which lends the world a certain authenticity and realism to the game. Kesh’s primary color palette will consist of dark earth tones, purples and oranges to contrast with the bright primary colors of the rest of the world and what NPCs wear such as ladies in pastel green sun dresses, men in blue jeans with light grey tweed jacket or the police officers in dark blue uniforms.

# Materials/Textures

Textures and materials in Death Reaver are converted into faux low-poly representations within unity by making use of the *PolyWorld for Unity* plugin. This editor allows users to paint swabs of color directly onto models and characters for increased workflow. All character textures have resolutions of 512, with the exception of the protagonist, Kesh, whose textures 2048.

# Asset List

## Models:

* Museum Interior
* Museum Exterior
* Exhibit Interior
* Lab Interior
* Rigged Character Model for Kesh (No Armor)
  + 10,000-15,000 poly count
* Rigged Character Model for Kesh (With Armor)
  + 10,000-15,000 poly count
* Rig for NPCs, Guards and Cops
* Security Guard Model
  + 10,000 poly count



### Ancient documents

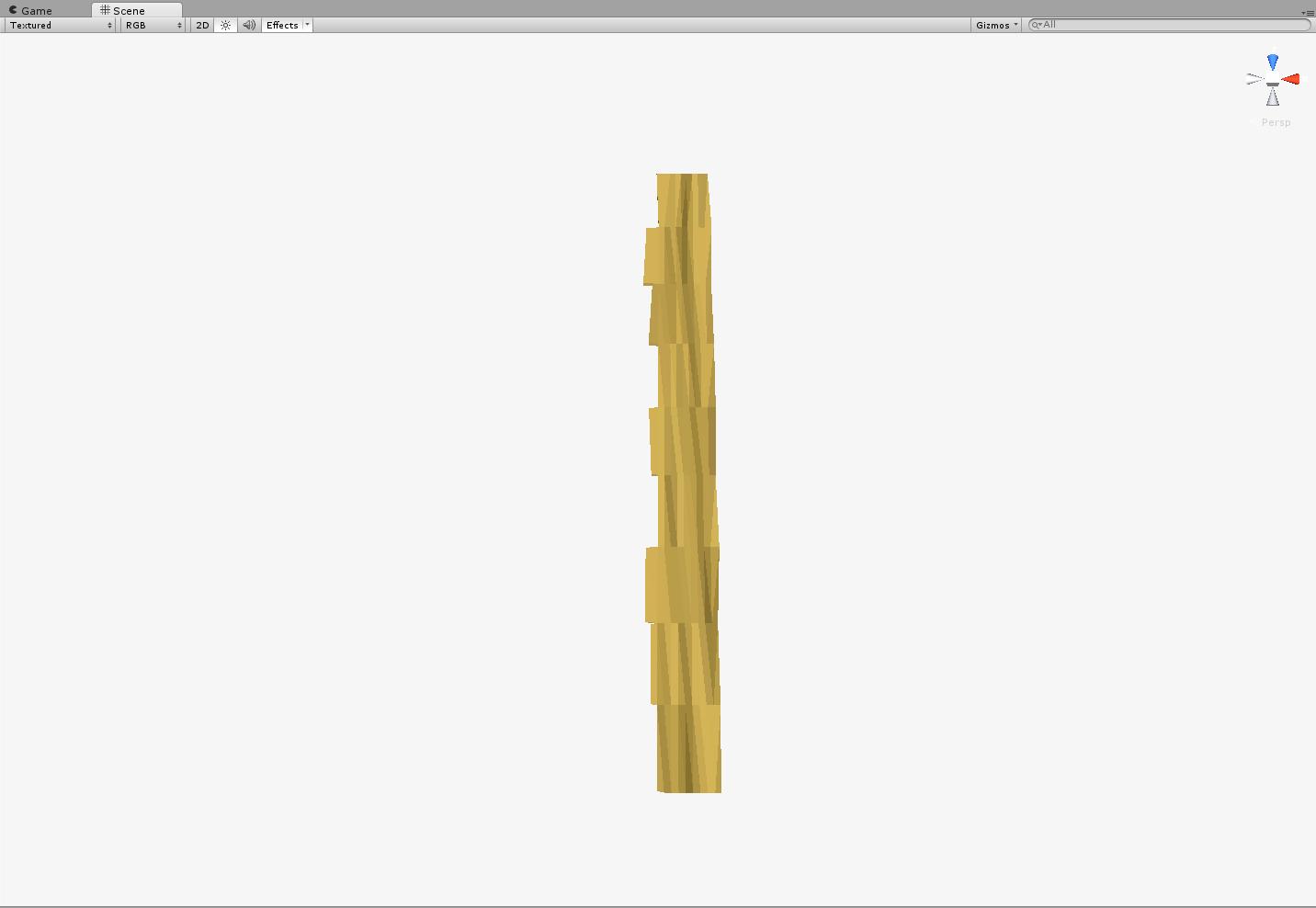


Figure : Ancient documents – 218 polys

### Ancient plate

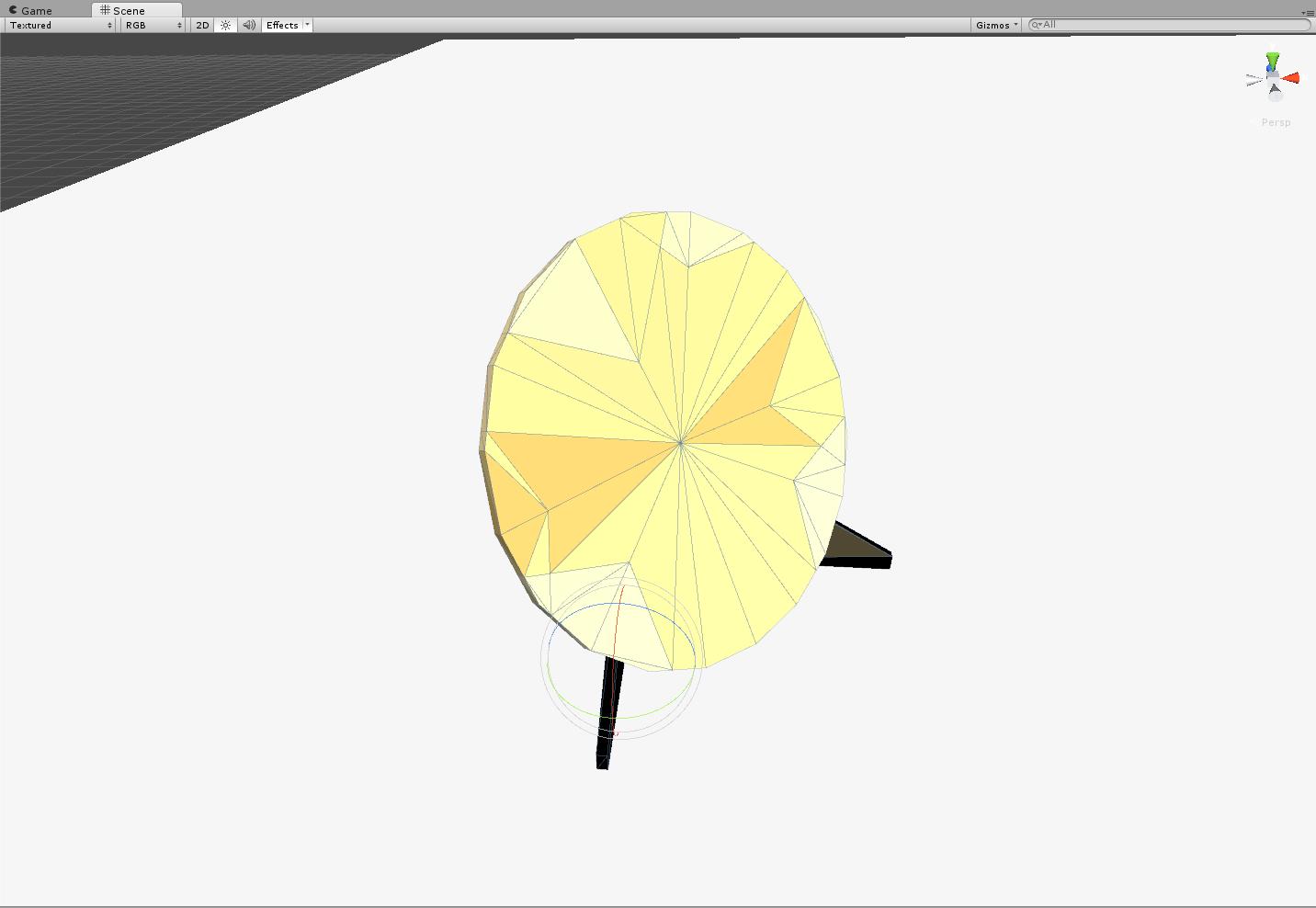


Figure : Ancient plate – 94 polys

### Ancient tablet

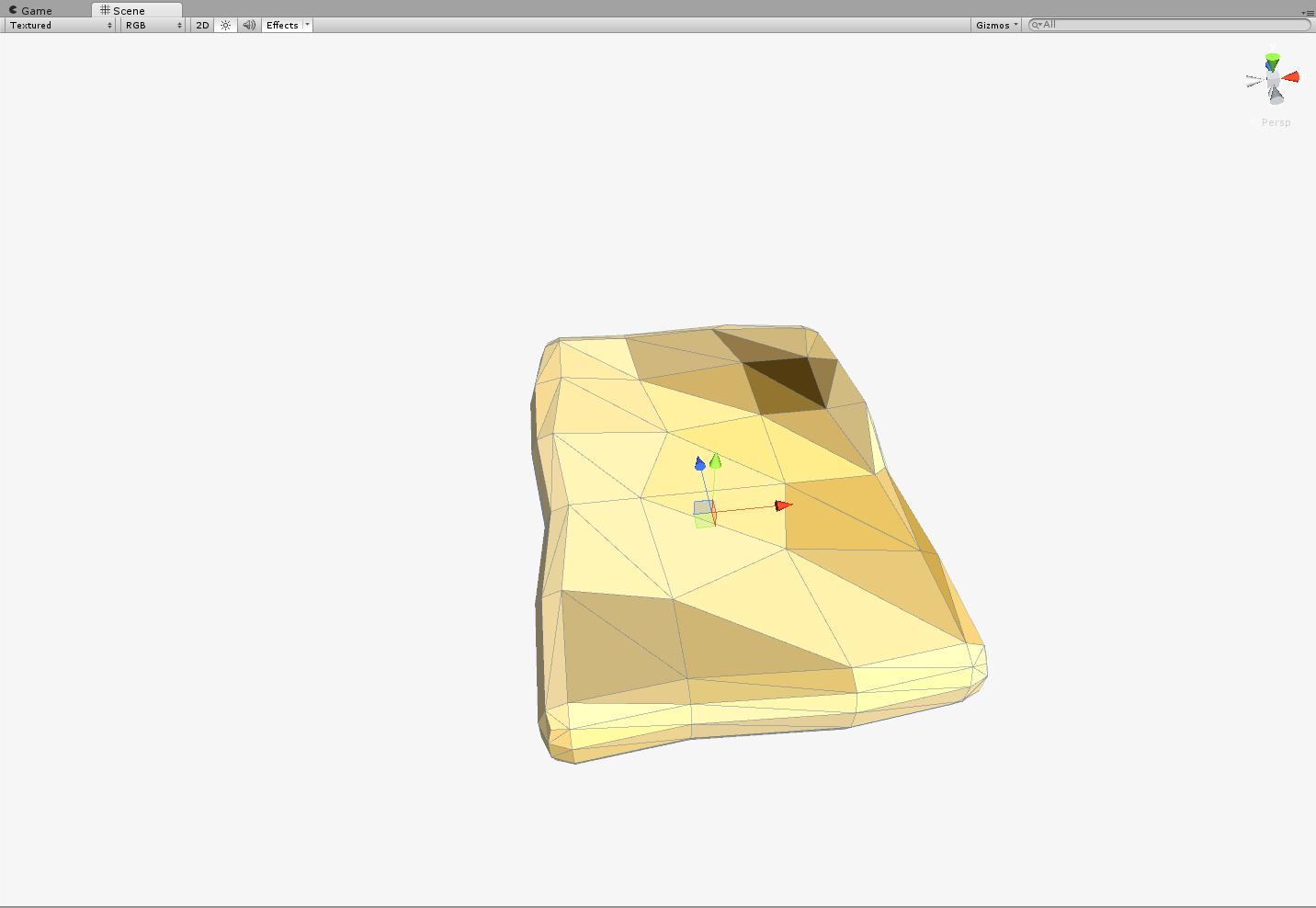


Figure : Ancient tablet – 142 polys

### Armor pick-up item

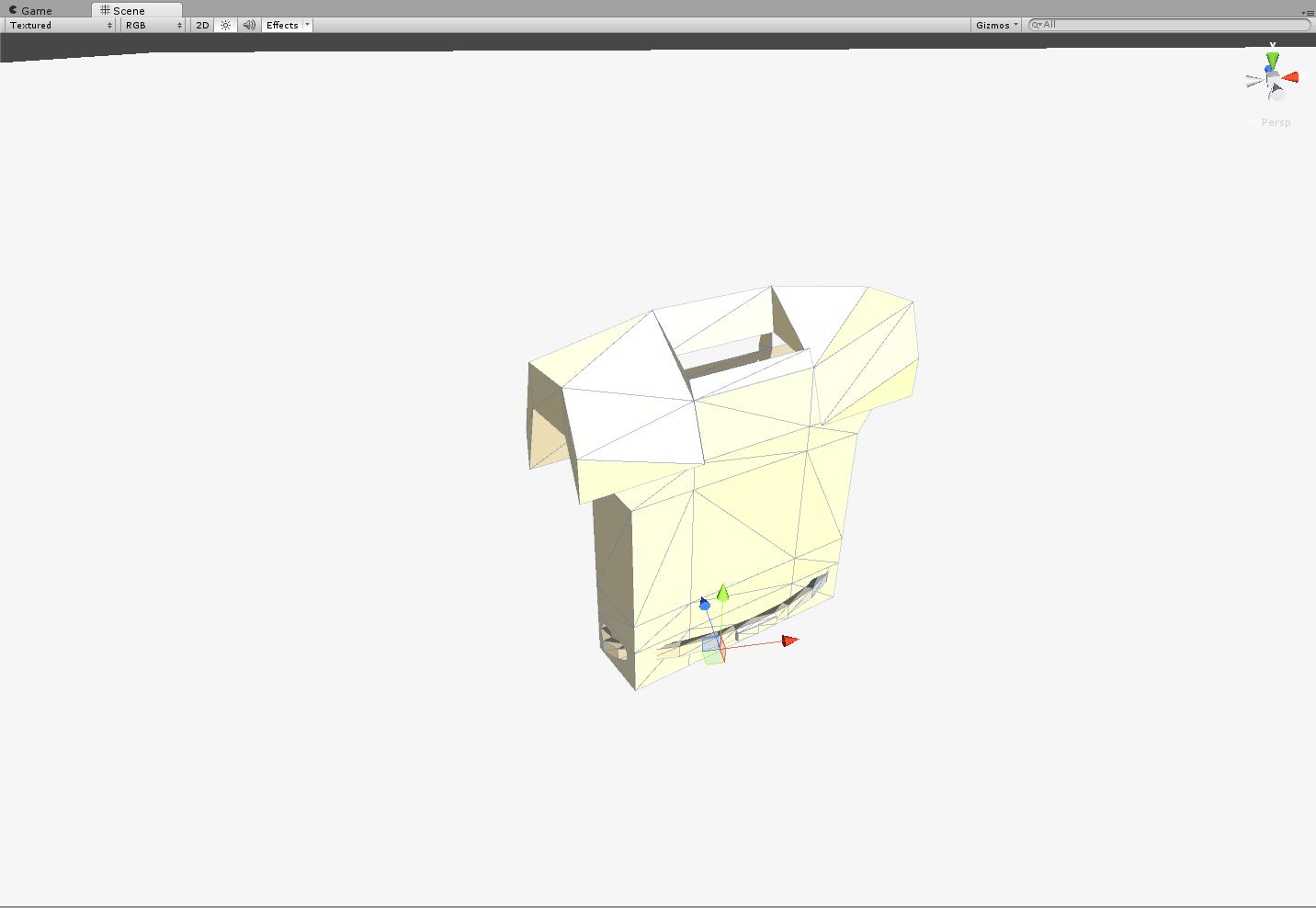


Figure : Armor pick-up item – 161 polys

### Autopsy table

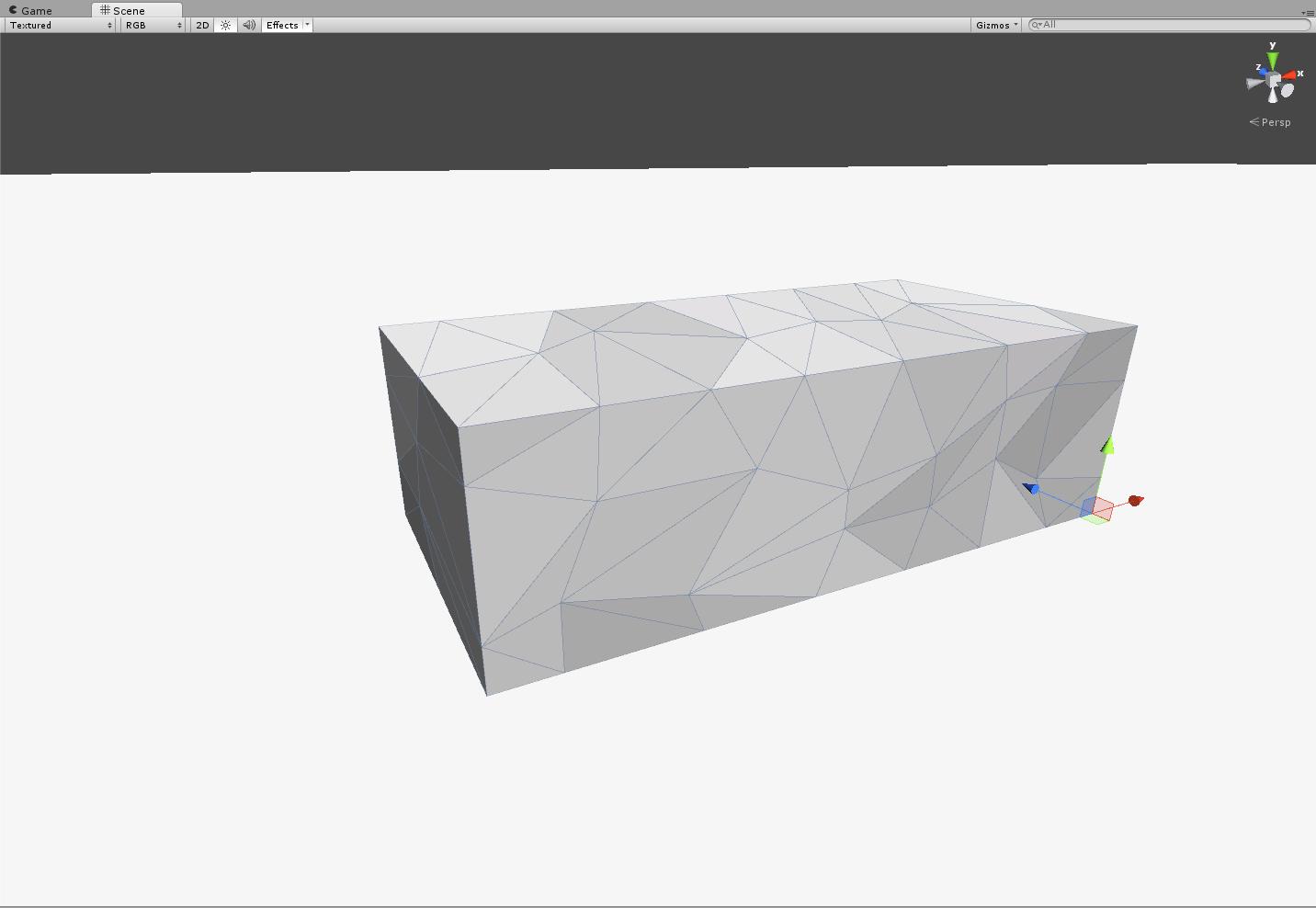


Figure : Autopsy table – 68 polys

### Baton

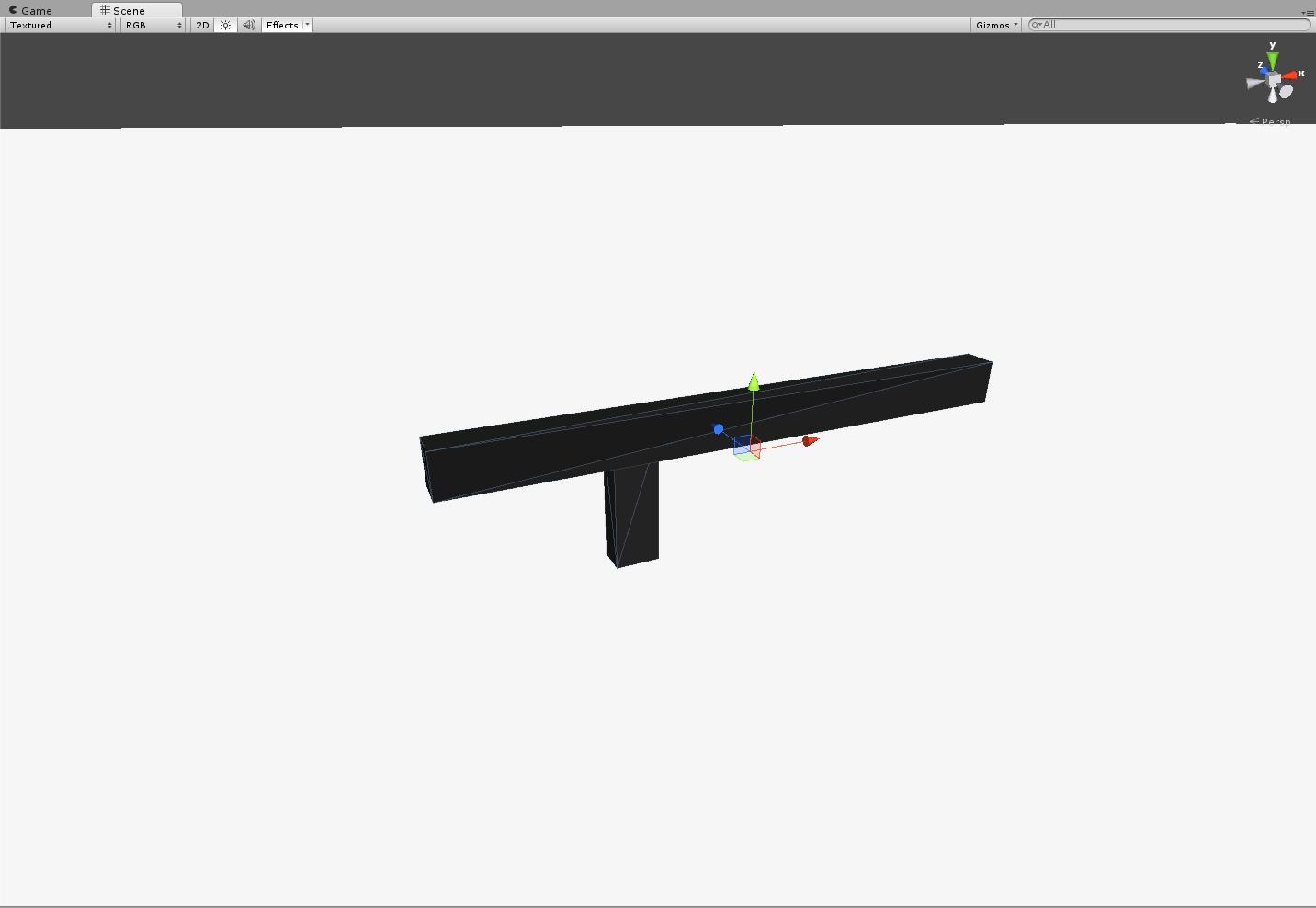


Figure : Baton – 12 polys

### Bench

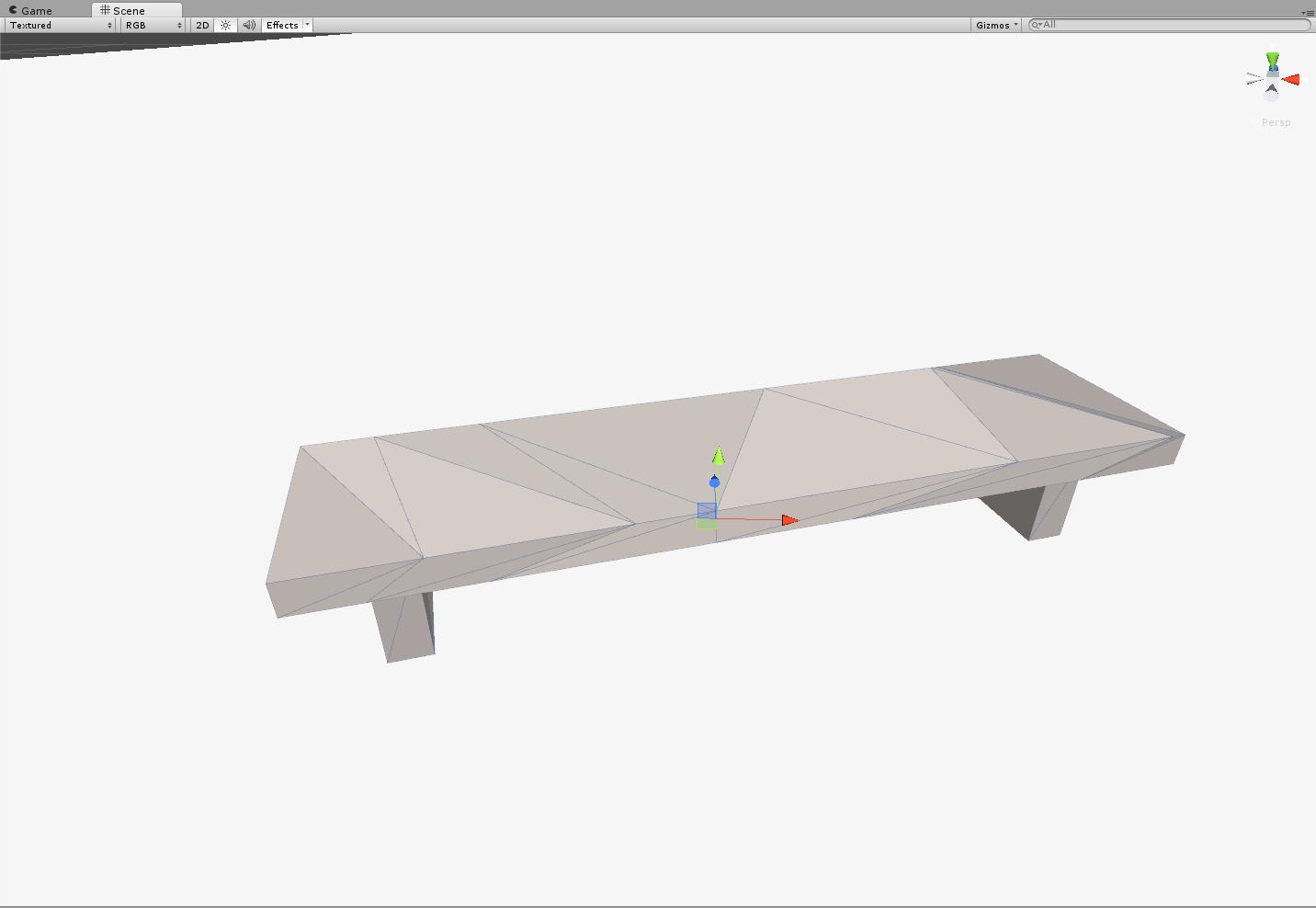


Figure : Bench – 38 polys

### Bomb

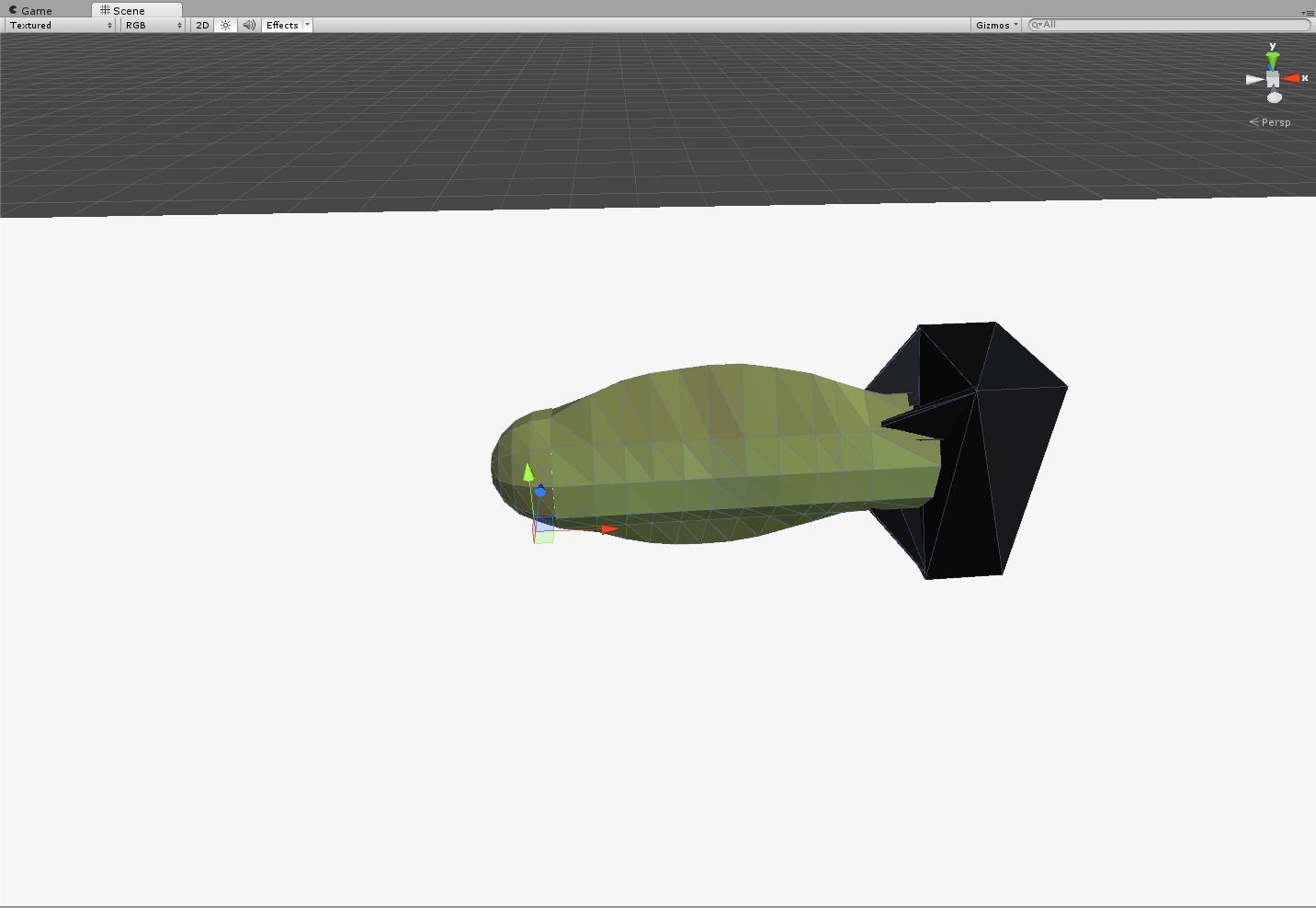


Figure : Bomb – 210 polys

### Cannon

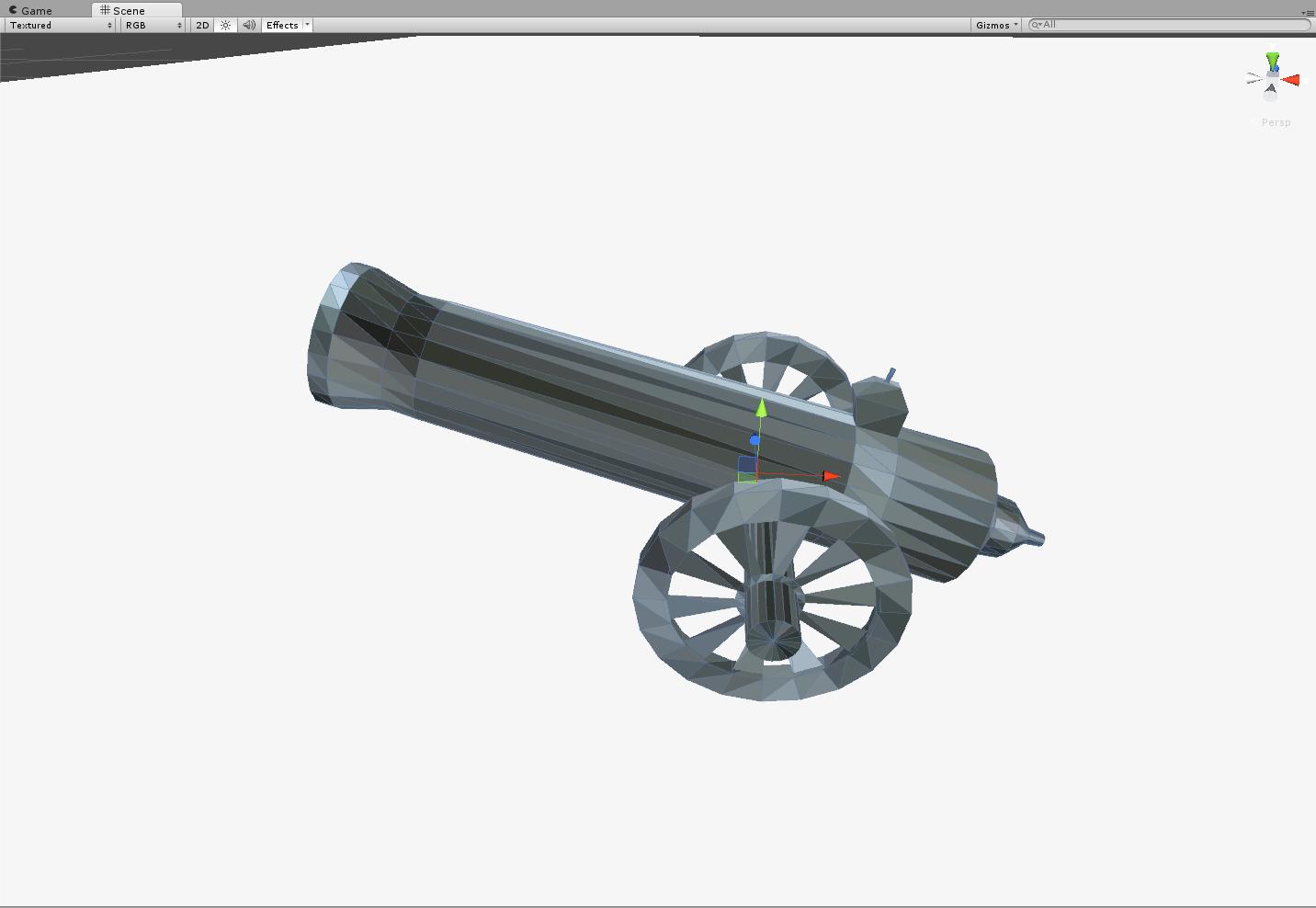


Figure : Cannon – 948 polys

### Car – blue

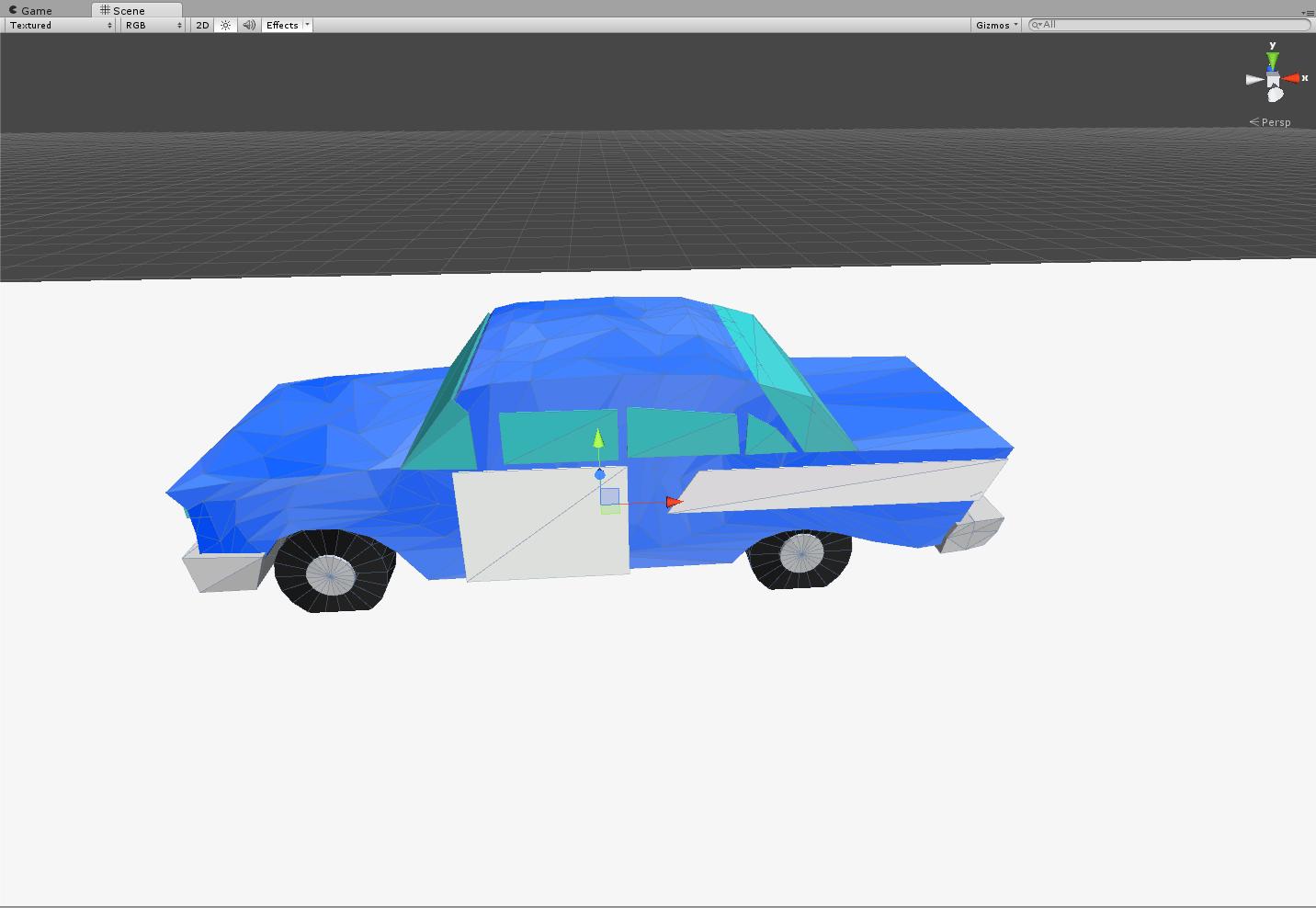


Figure : Car – blue – 763 polys

### car – green

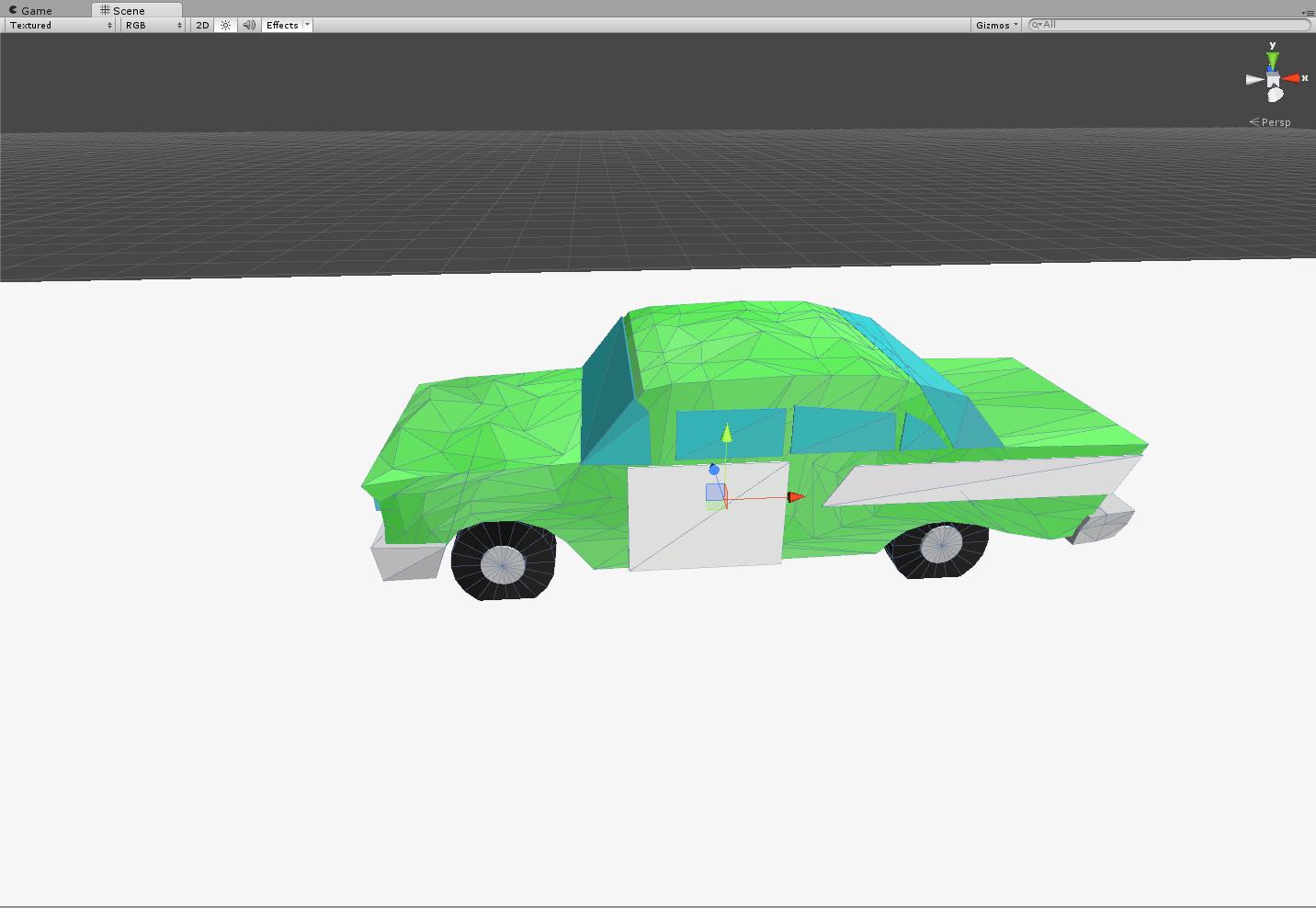


Figure : car – green – 763 polys

### car – red

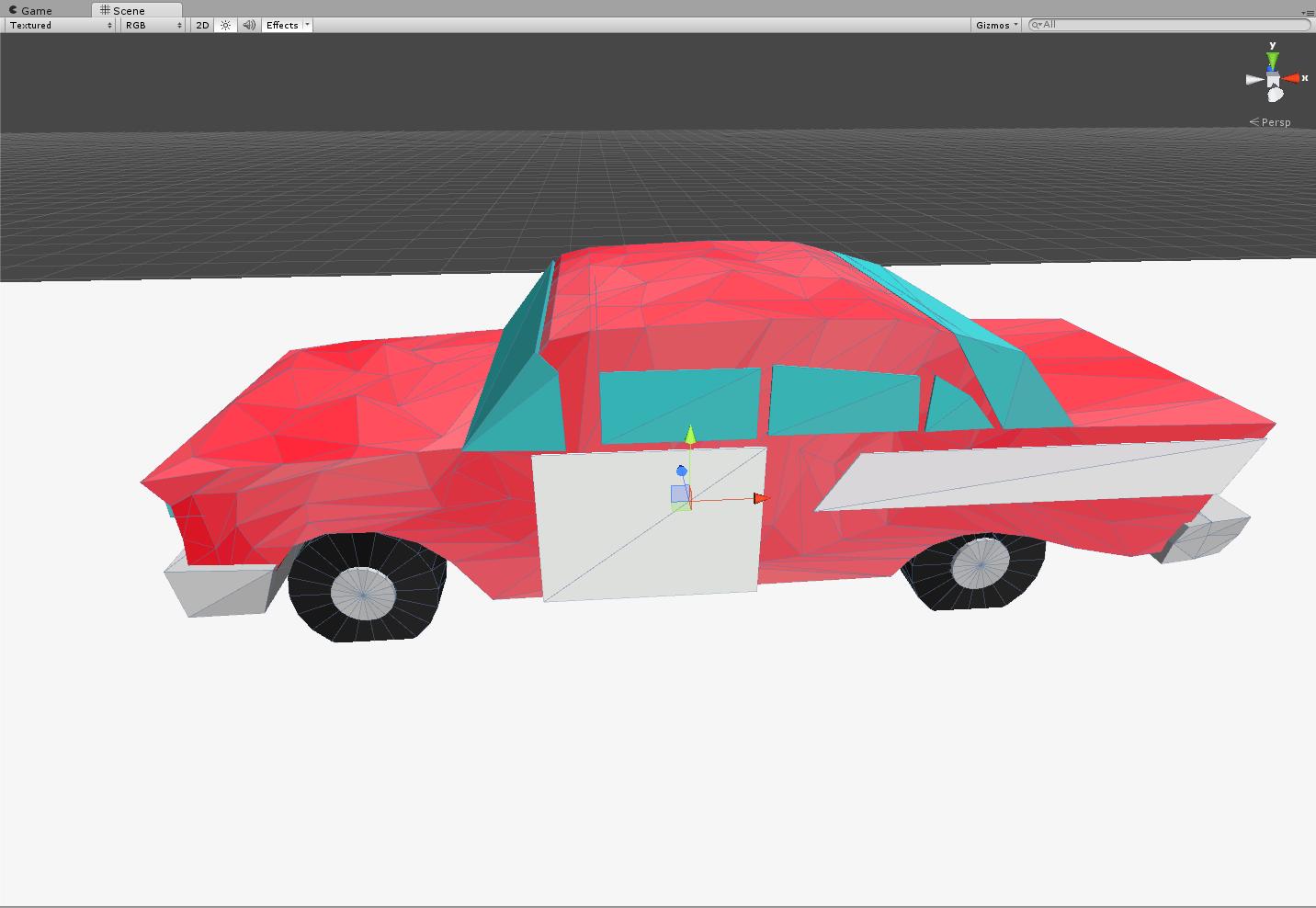


Figure : car – red – 763 polys

### car – yellow

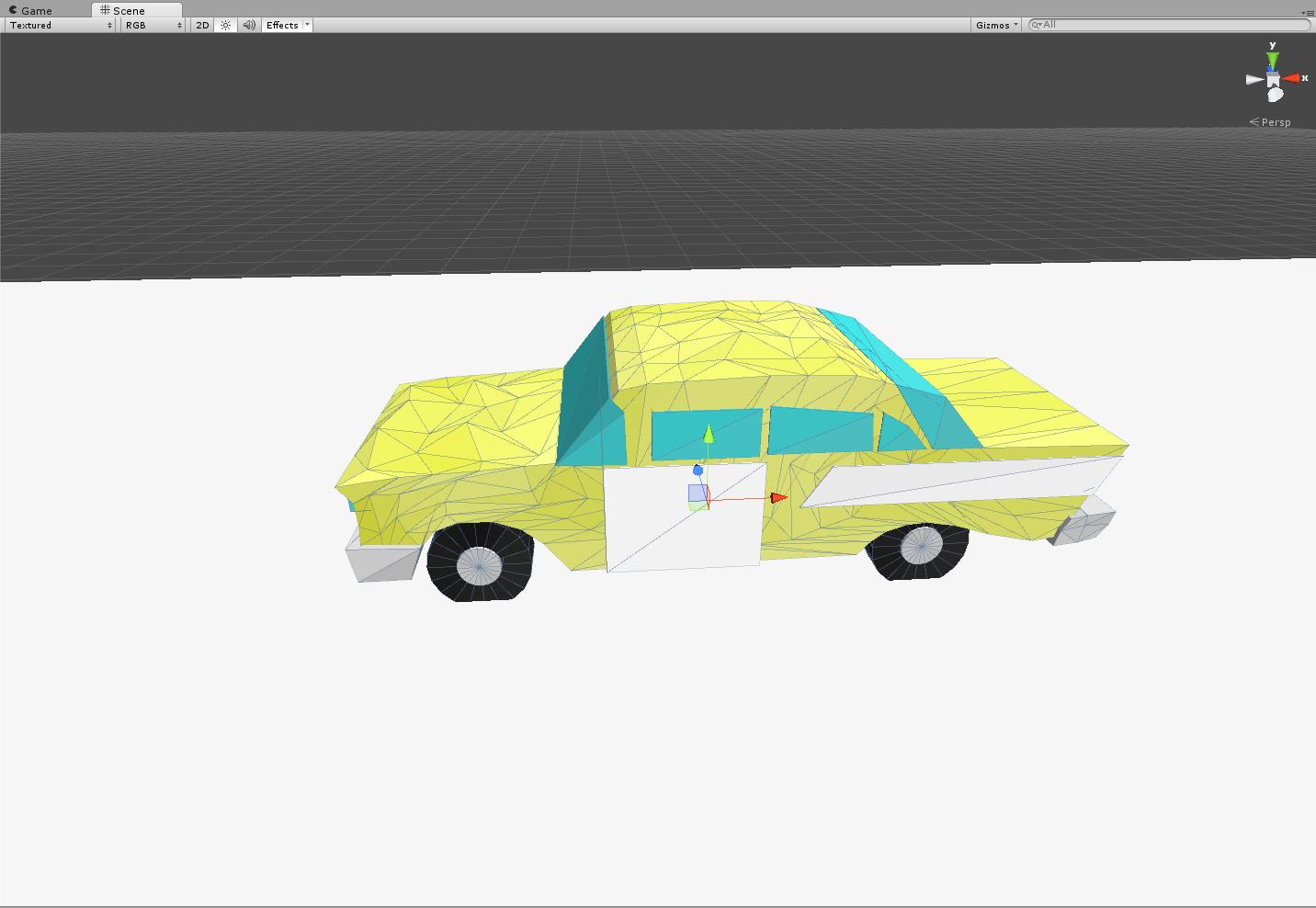


Figure : car – yellow – 763 polys

### Column

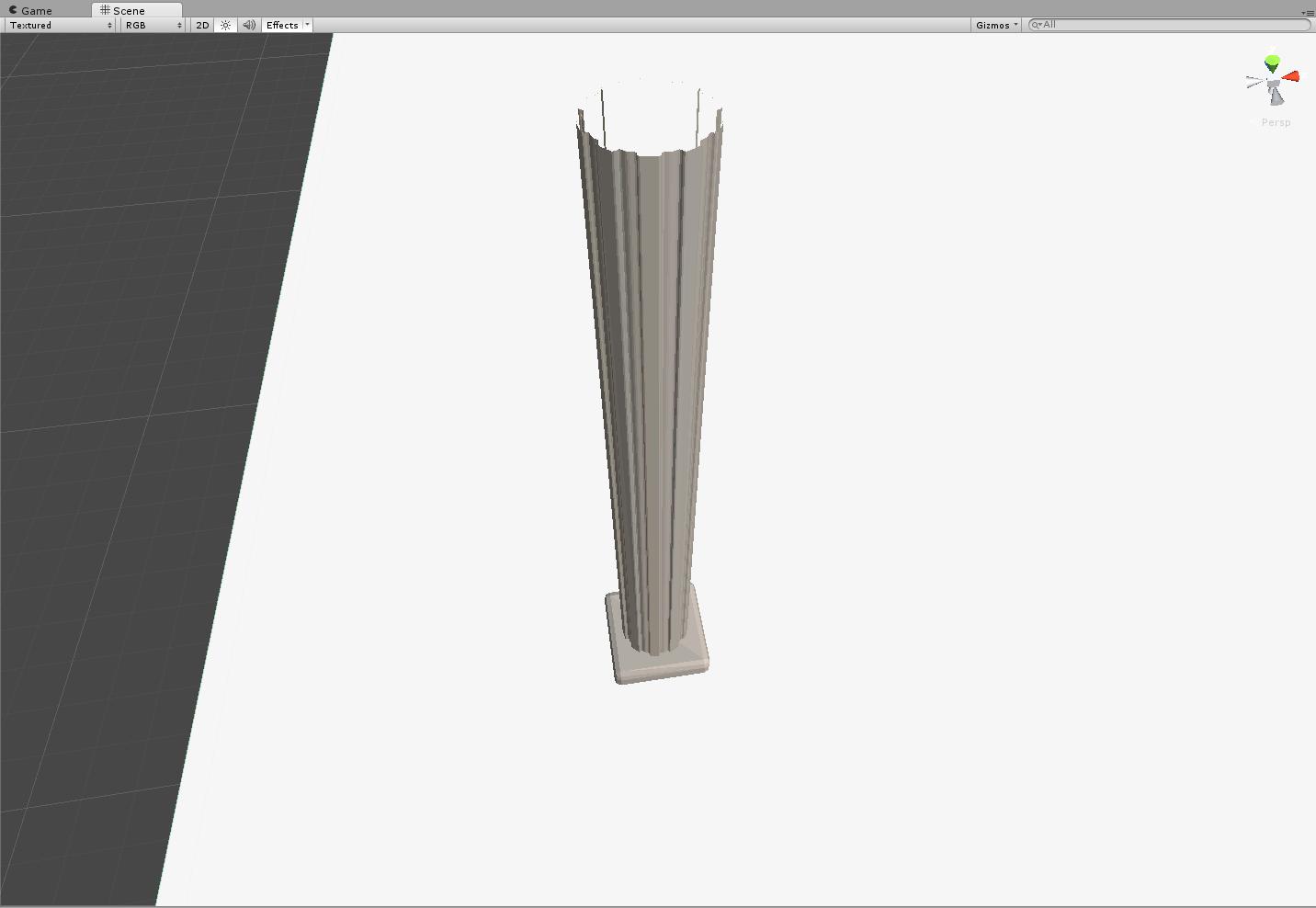


Figure : Column – 287 polys

### Display cube

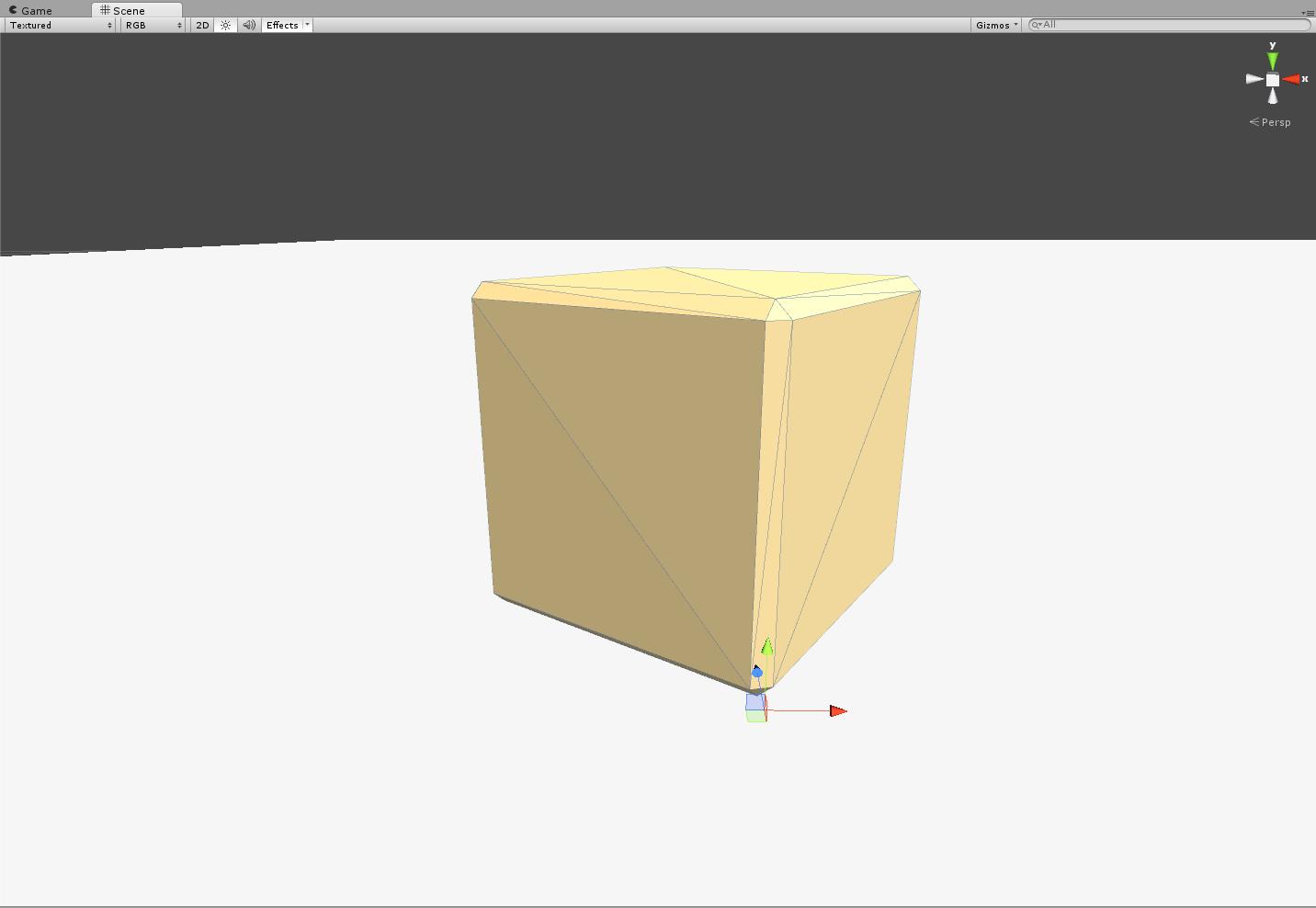


Figure : Display cube – 26 polys

### Door

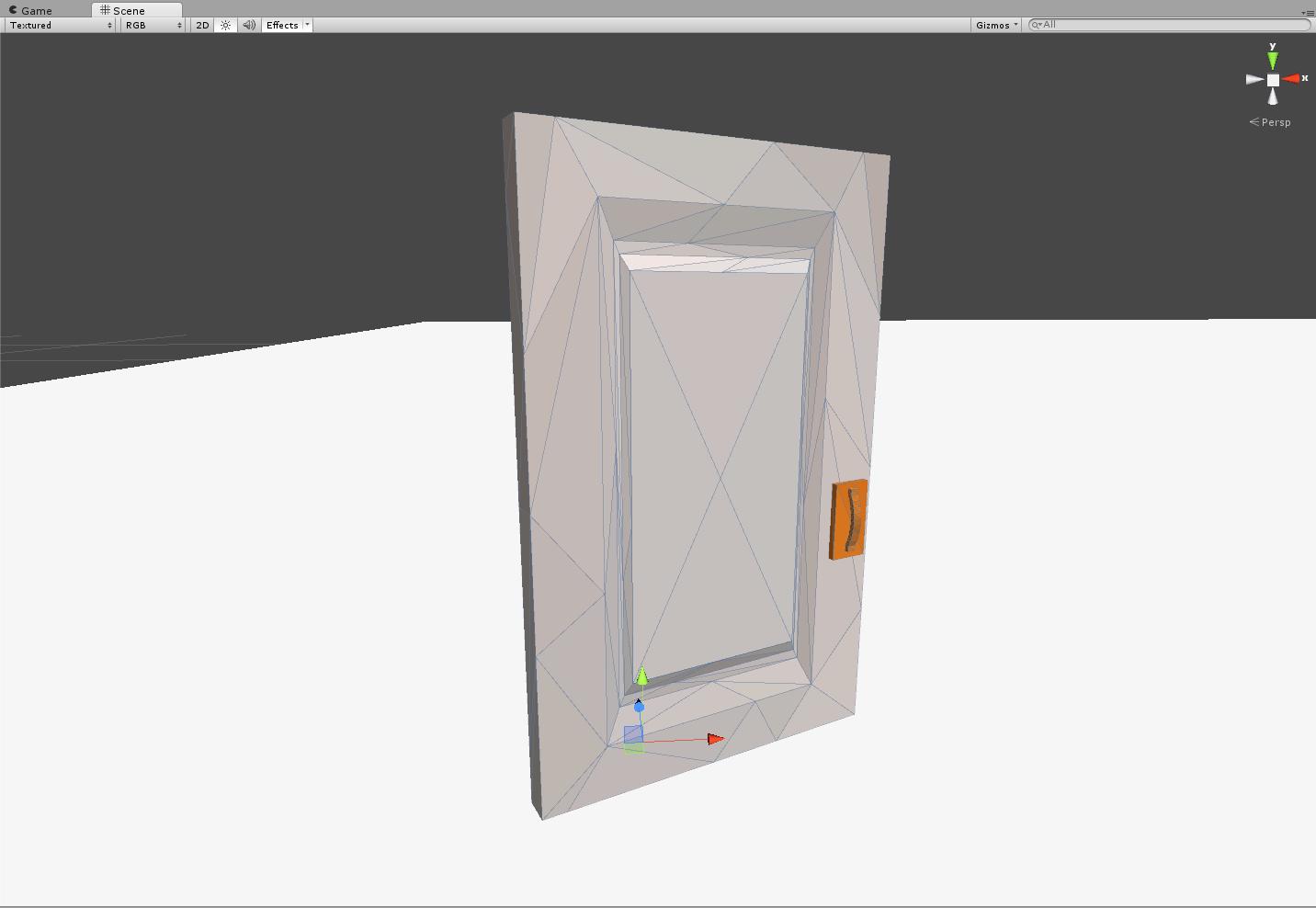


Figure : Door – 107 polys

### Fence post

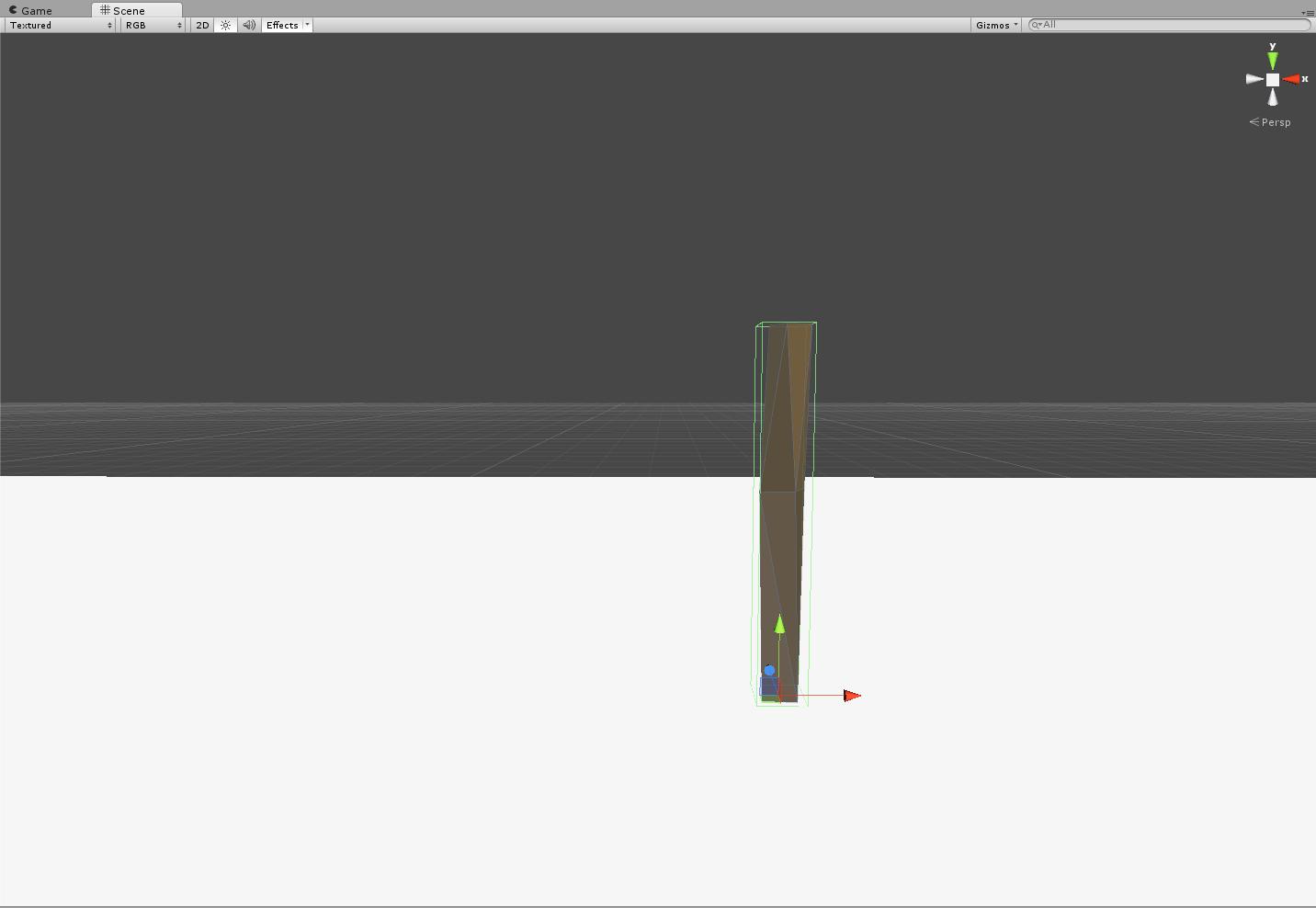


Figure : Fence post - 28 polys

### Gore Pile

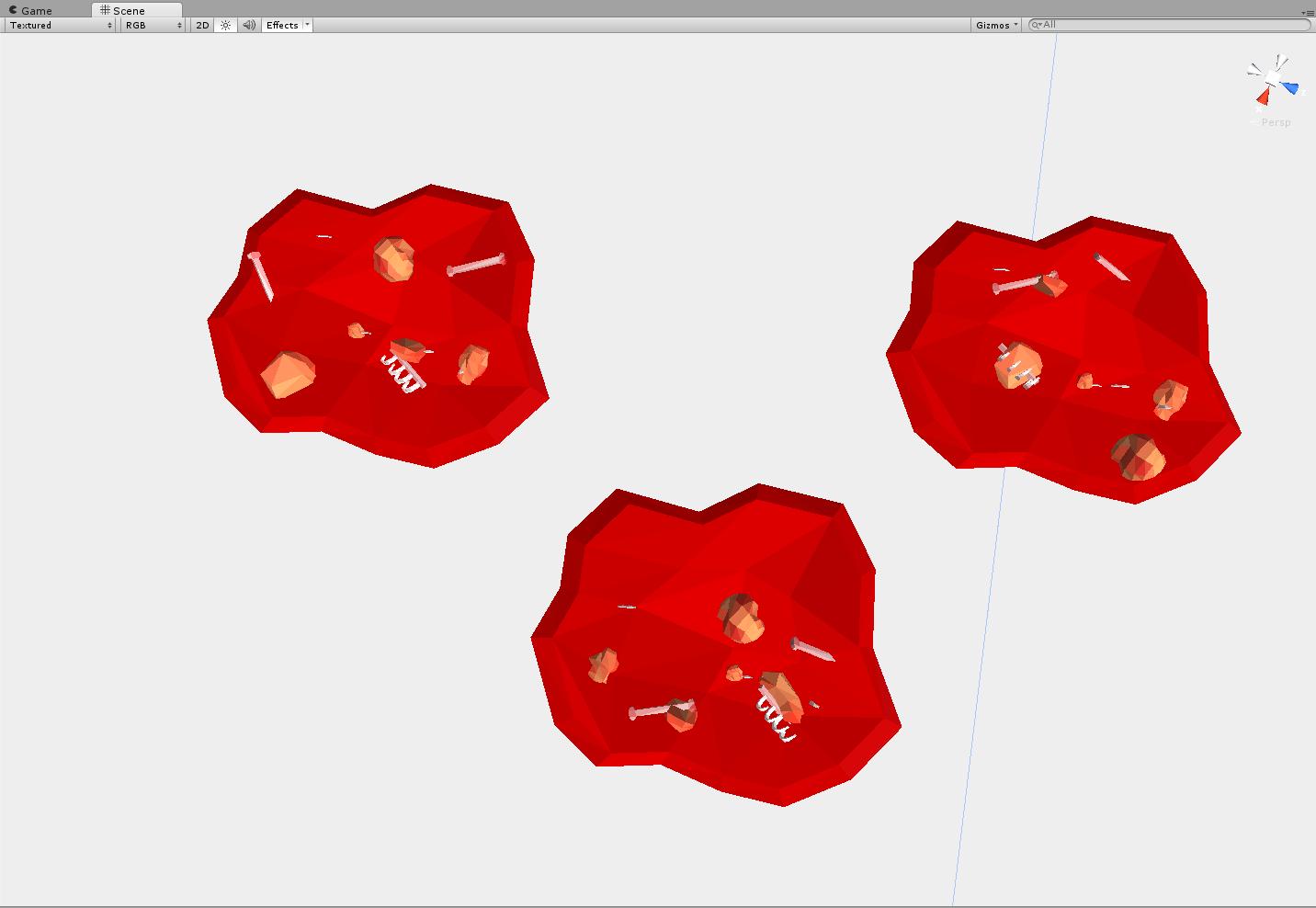


Figure : Various gore piles - 490 polys each.

### Grenade from the future

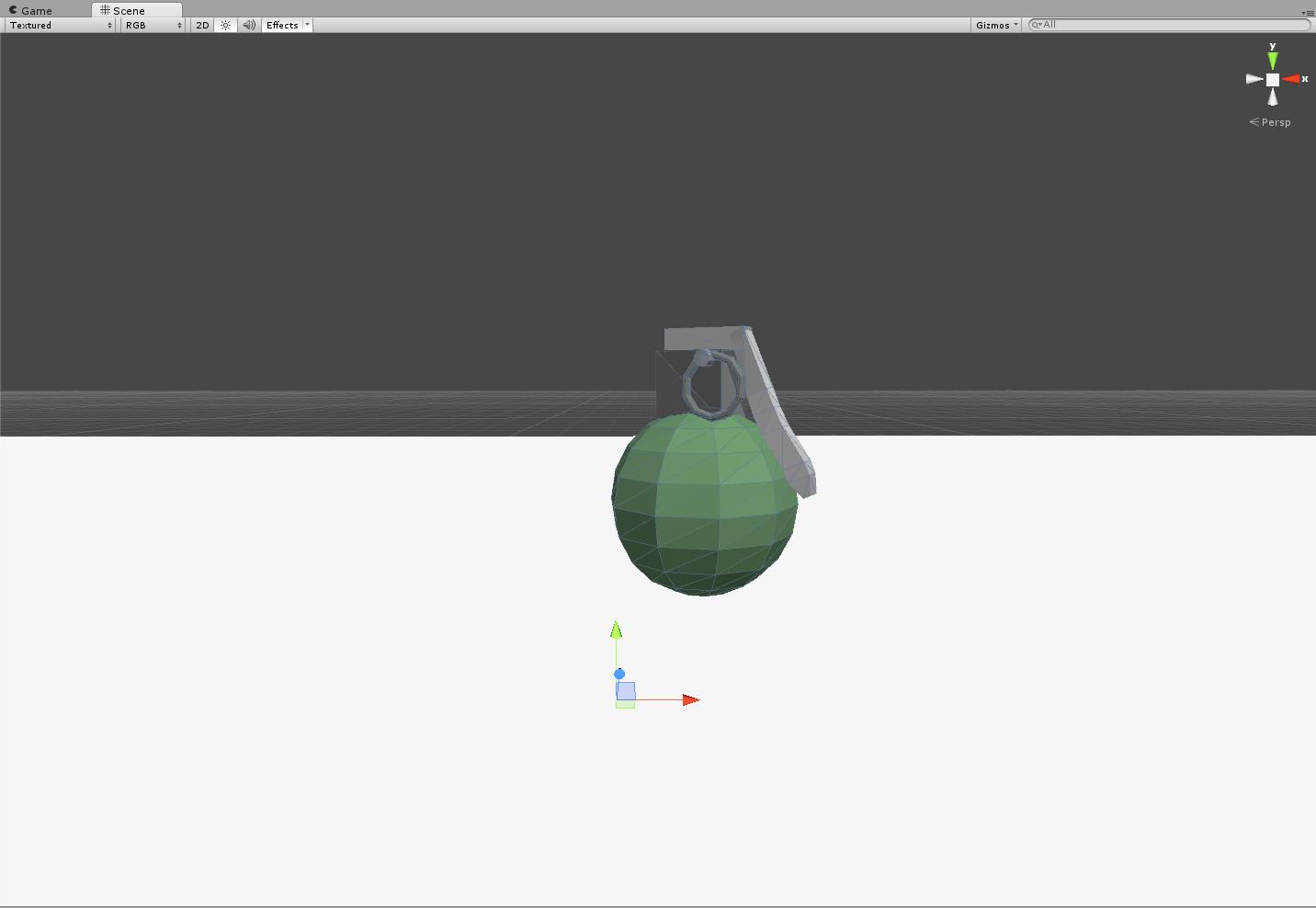


Figure : Grenade from the future – 268 polys

### Guillotine

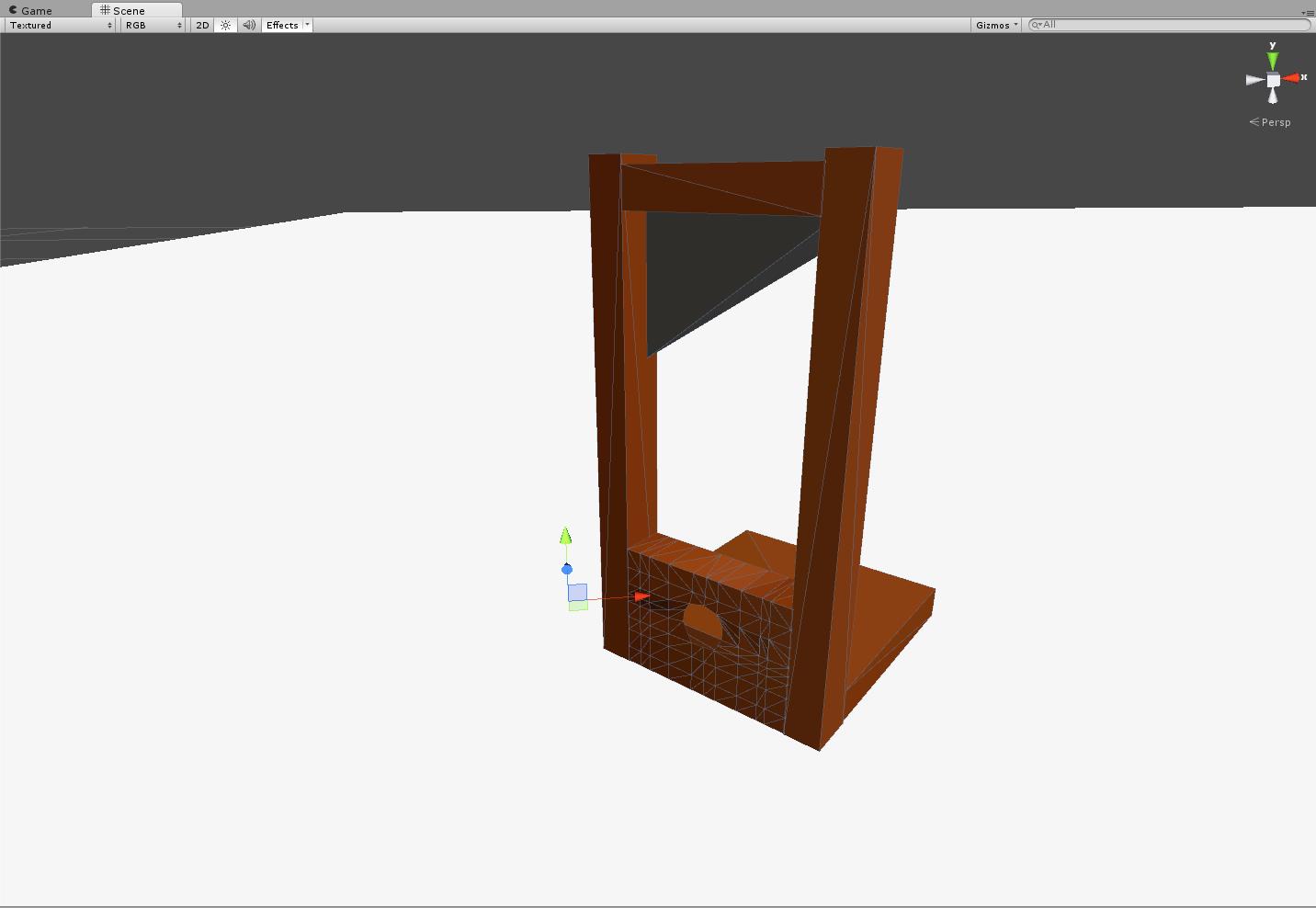


Figure : Guillotine – 196 polys

### Human Female civilian - All variants



Figure : Female Human civilian - All variants – 660 polys each

### Human Male Civilian - All variants



Figure : Human Male Civilian - All variants - 642 polys each

### Jet engine

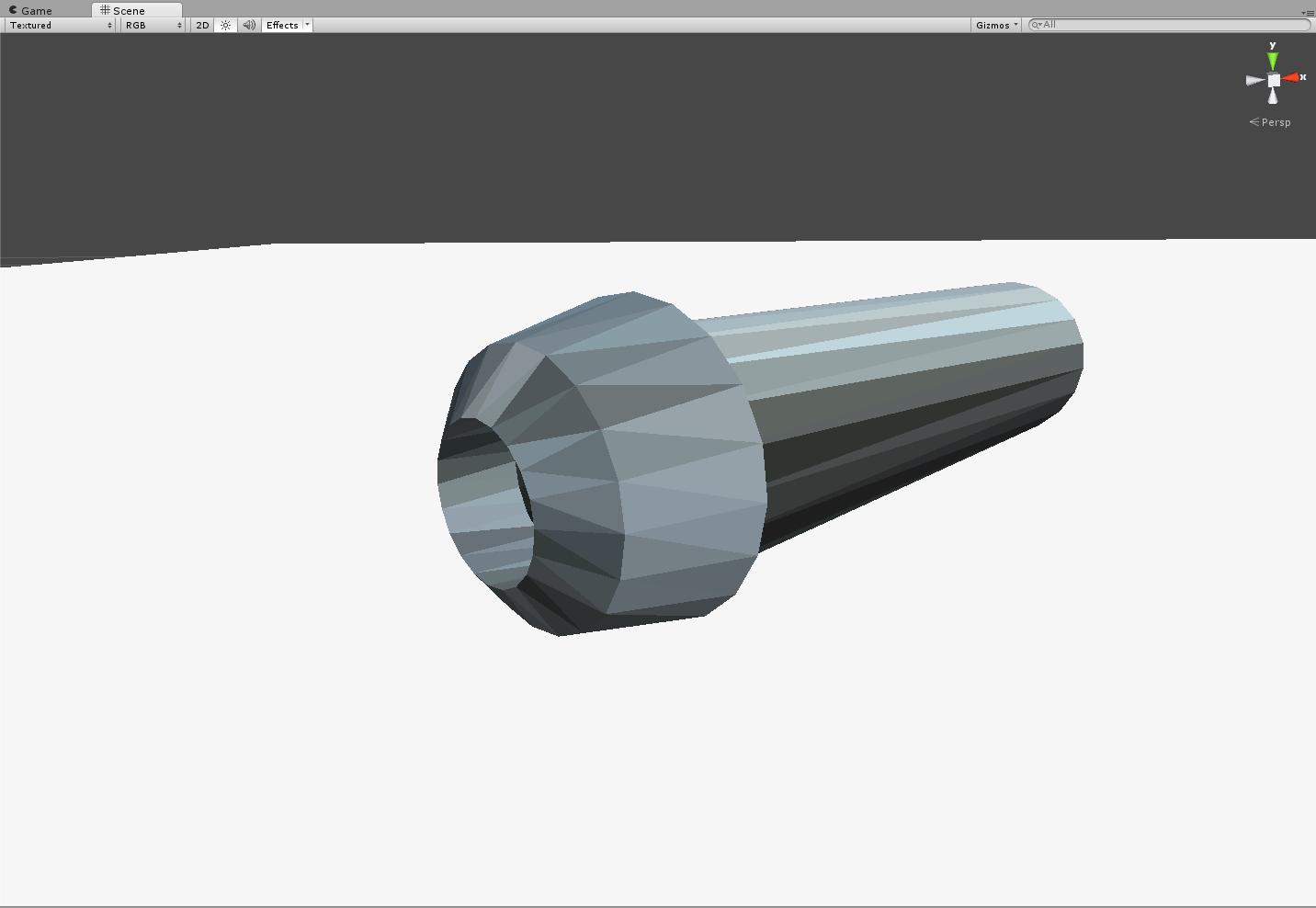


Figure : Jet engine – 140 polys

### Jousting lance

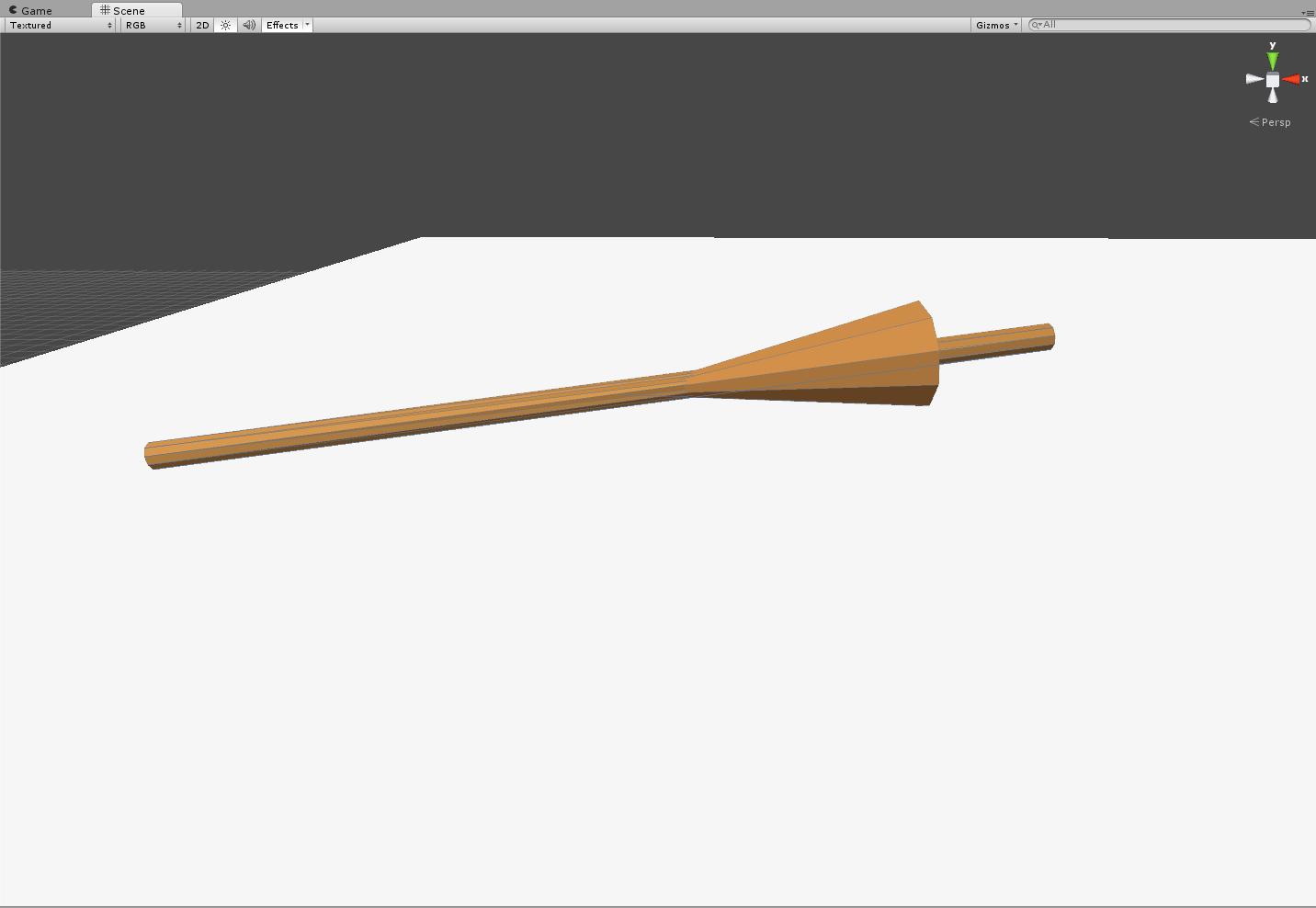


Figure : Jousting lance – 41 polys

### Kesh exhibit left

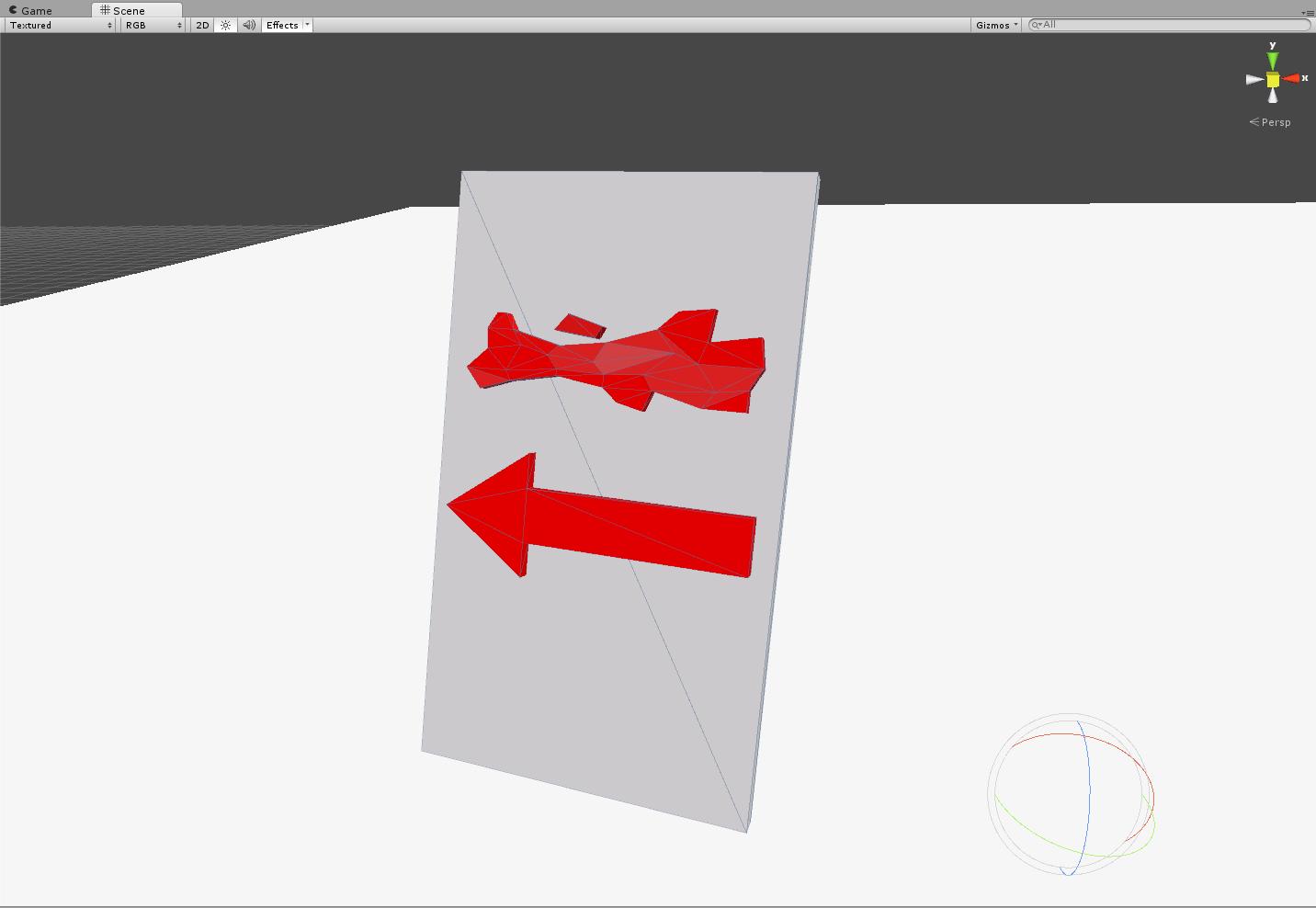


Figure : Kesh exhibit left – 99 polys

### Kesh's exhibit forward

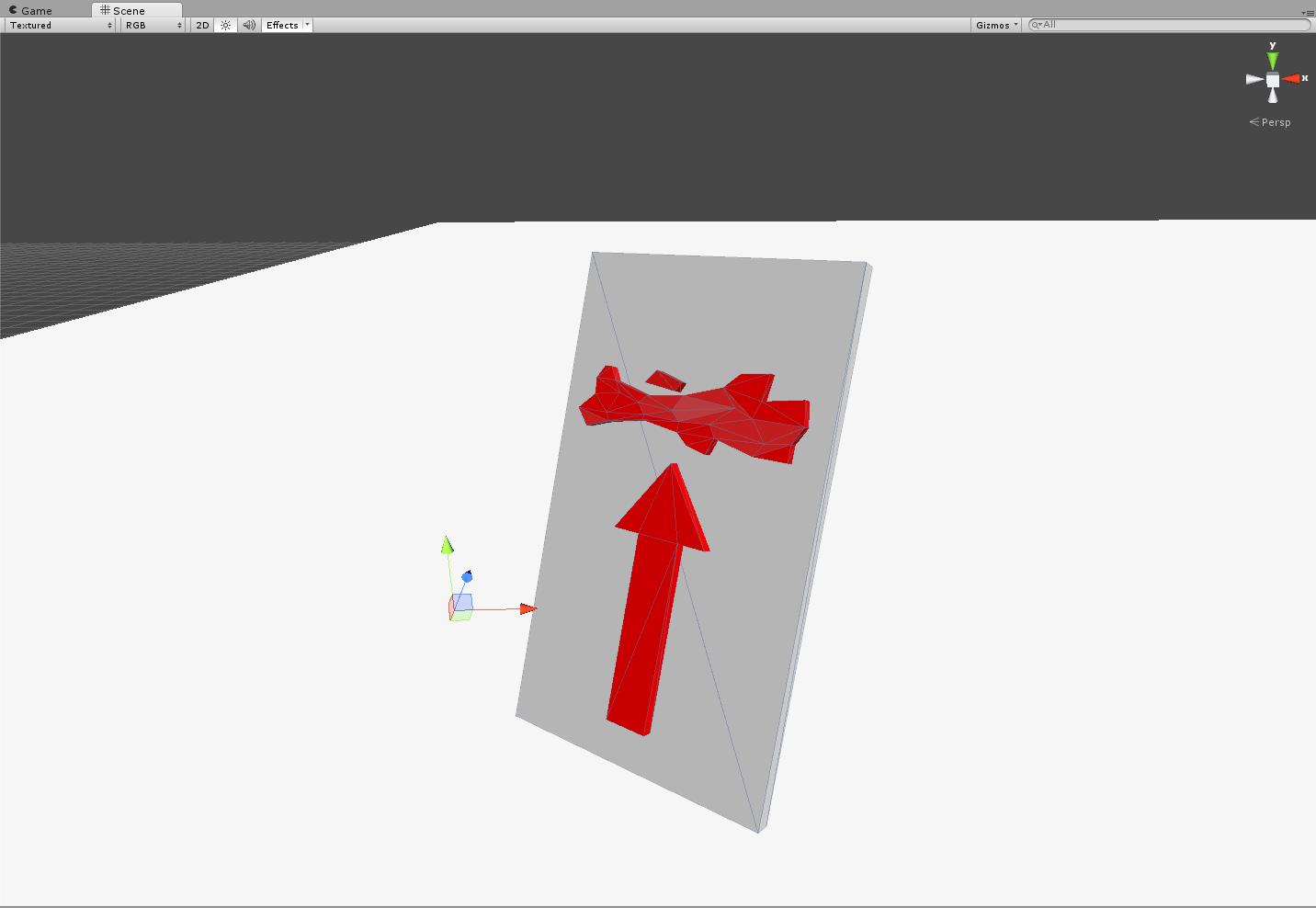


Figure : Kesh's exhibit forward – 99 polys

### Kesh's exhibit Right

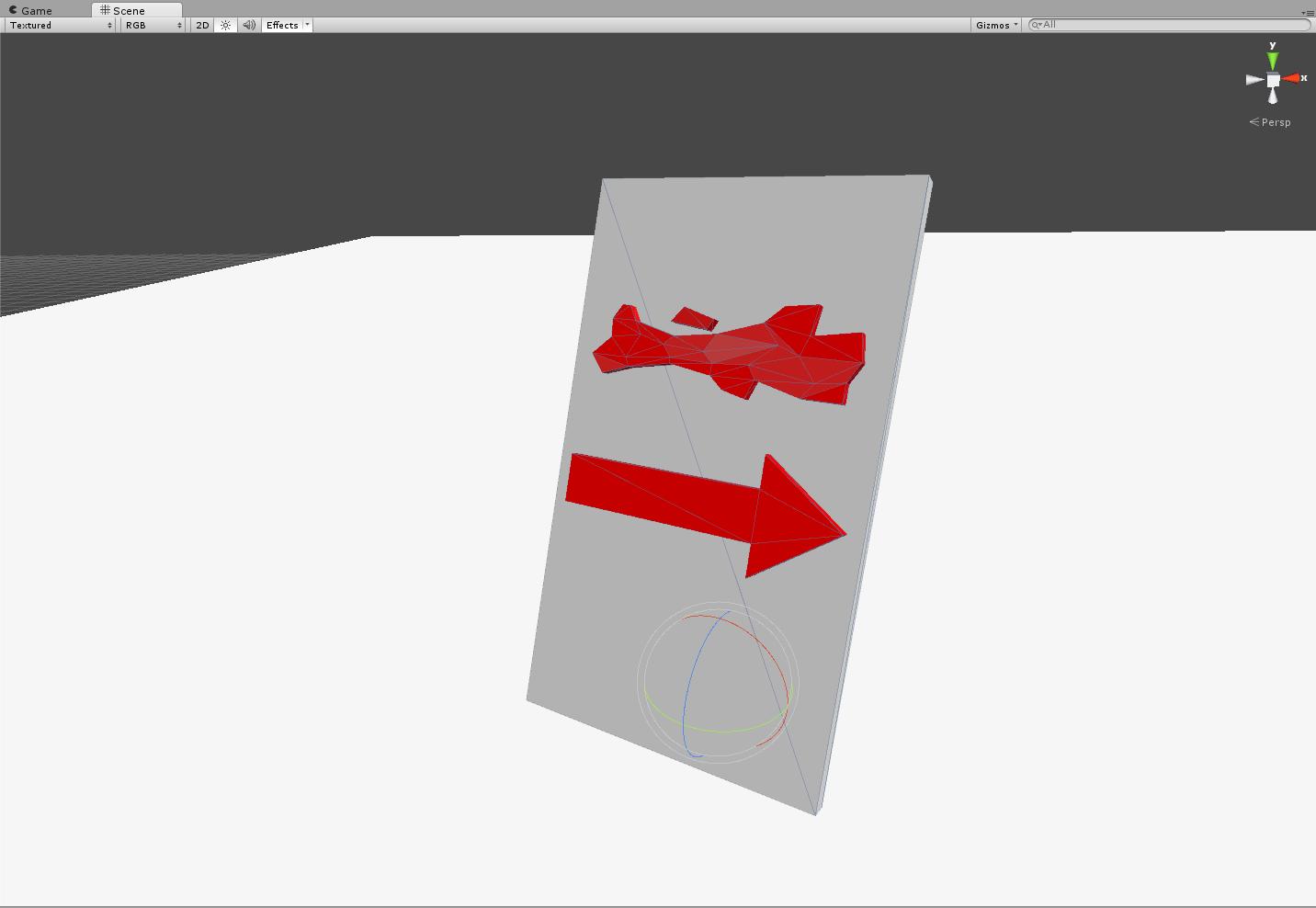


Figure : Kesh's exhibit right – 99 polys

### Kesh's mace

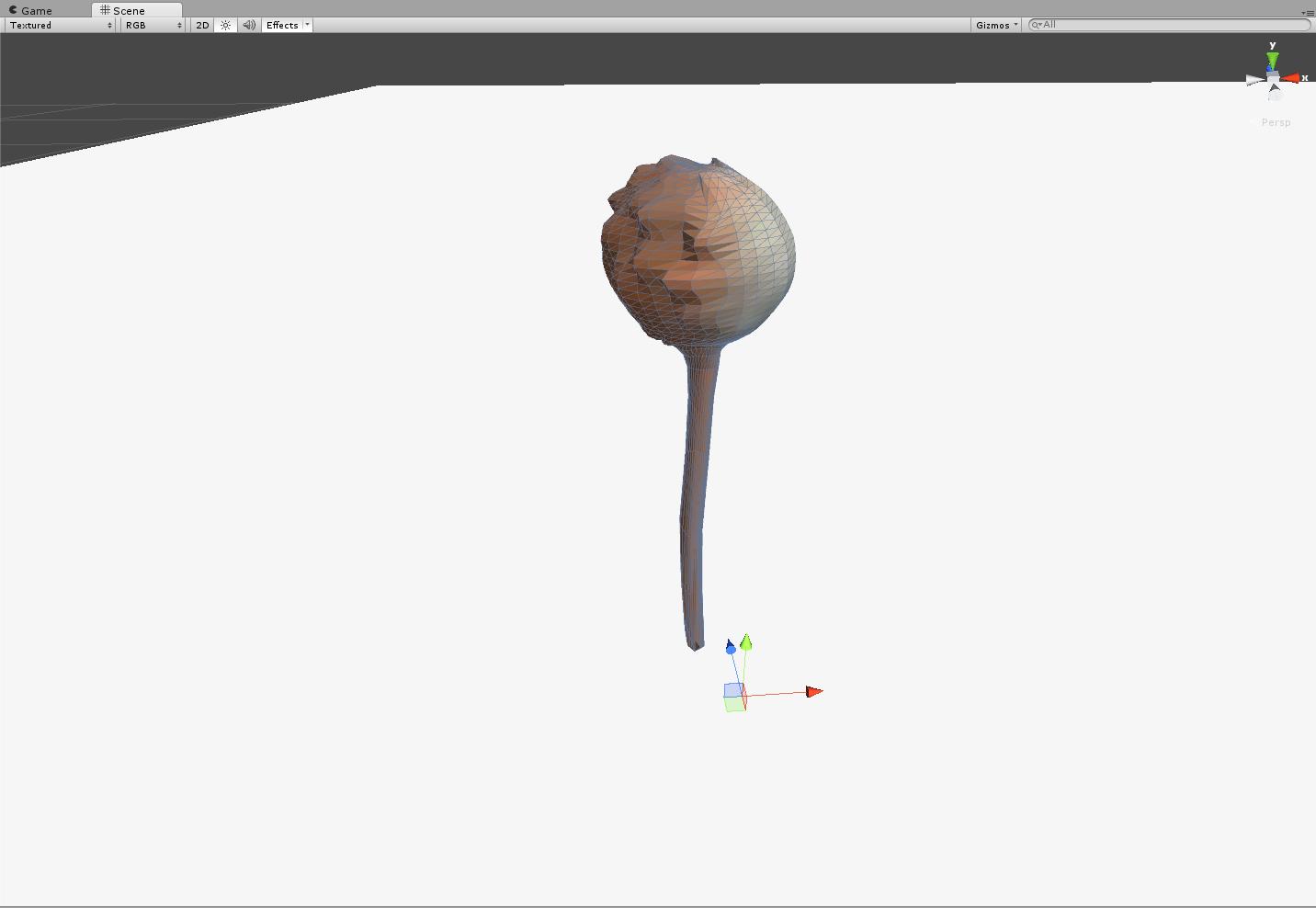


Figure : Kesh's mace – 1435 polys

### Kesh's staff

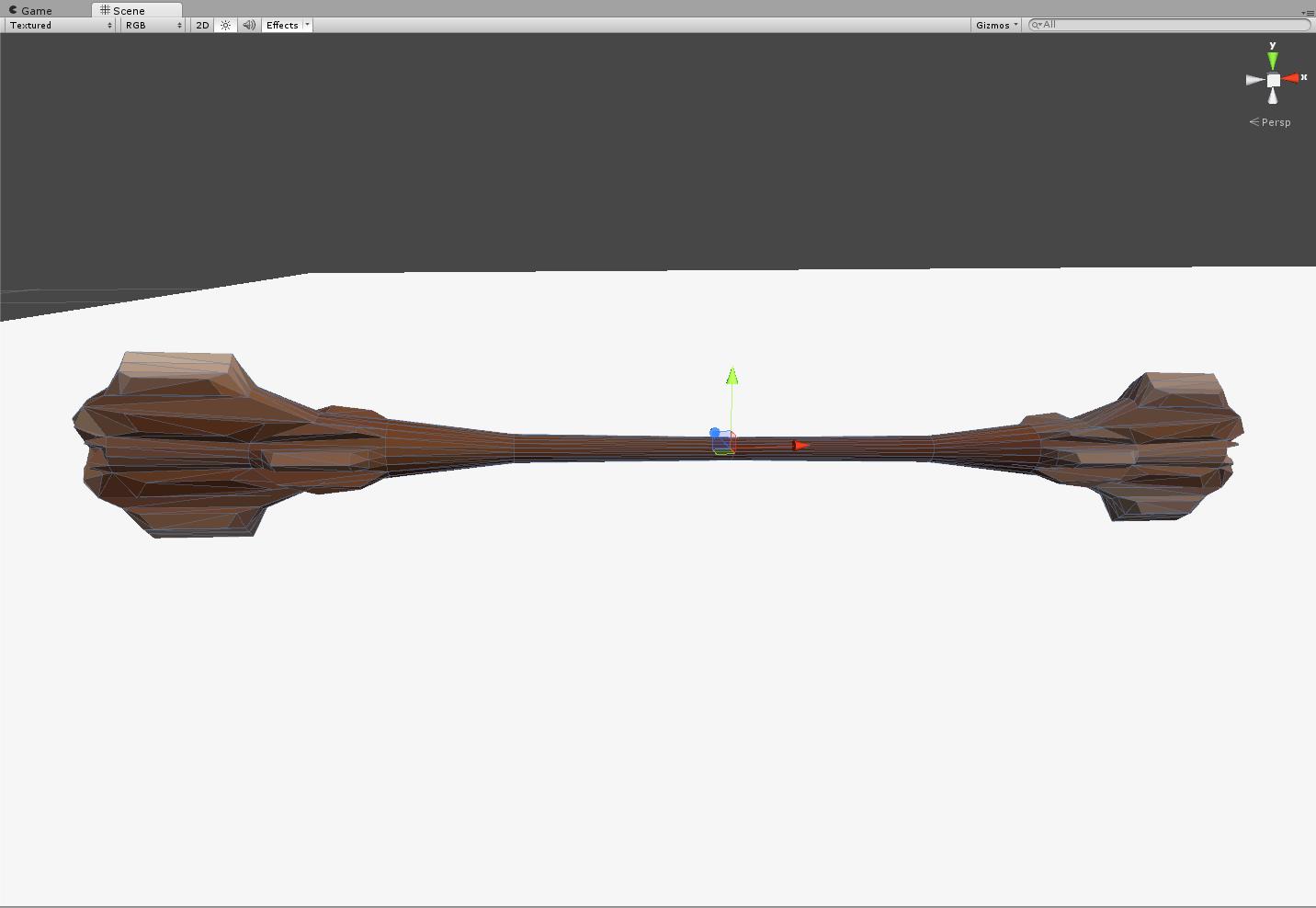


Figure : Kesh's staff – 496 polys

### Kesh's sword

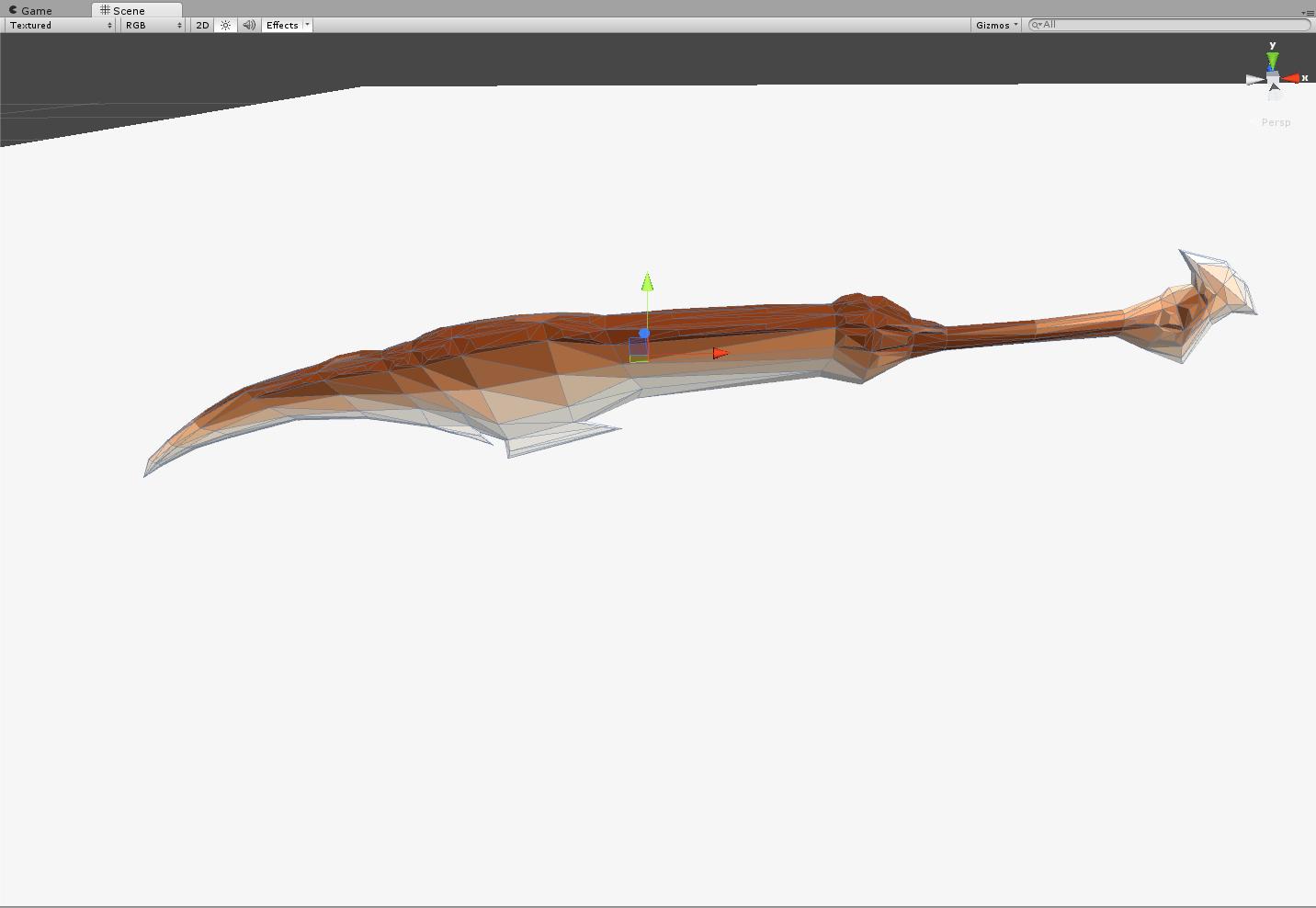


Figure : Kesh's sword – 544 polys

### Lab table

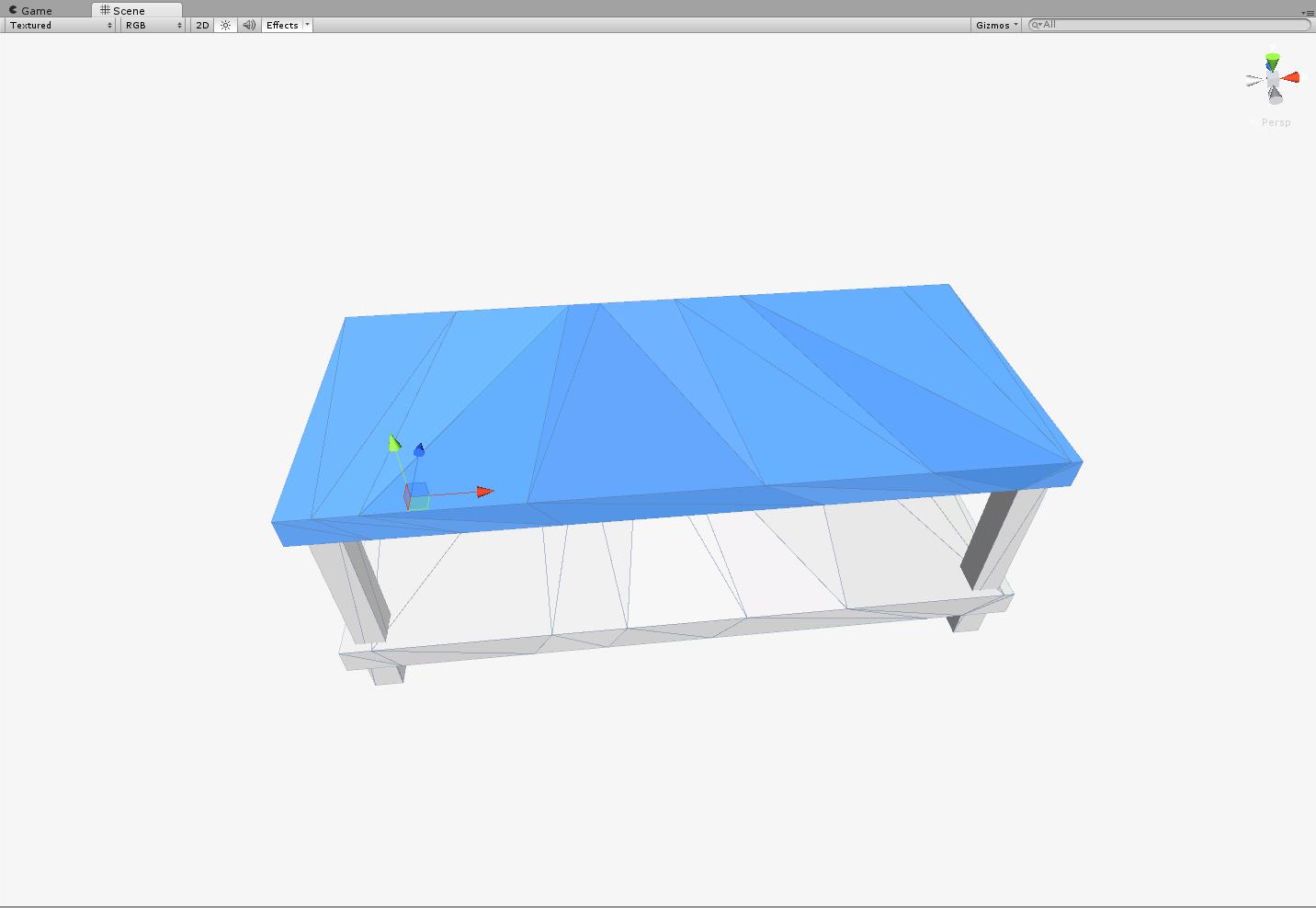


Figure : Lab table – 62 polys

### Large pot – Blue

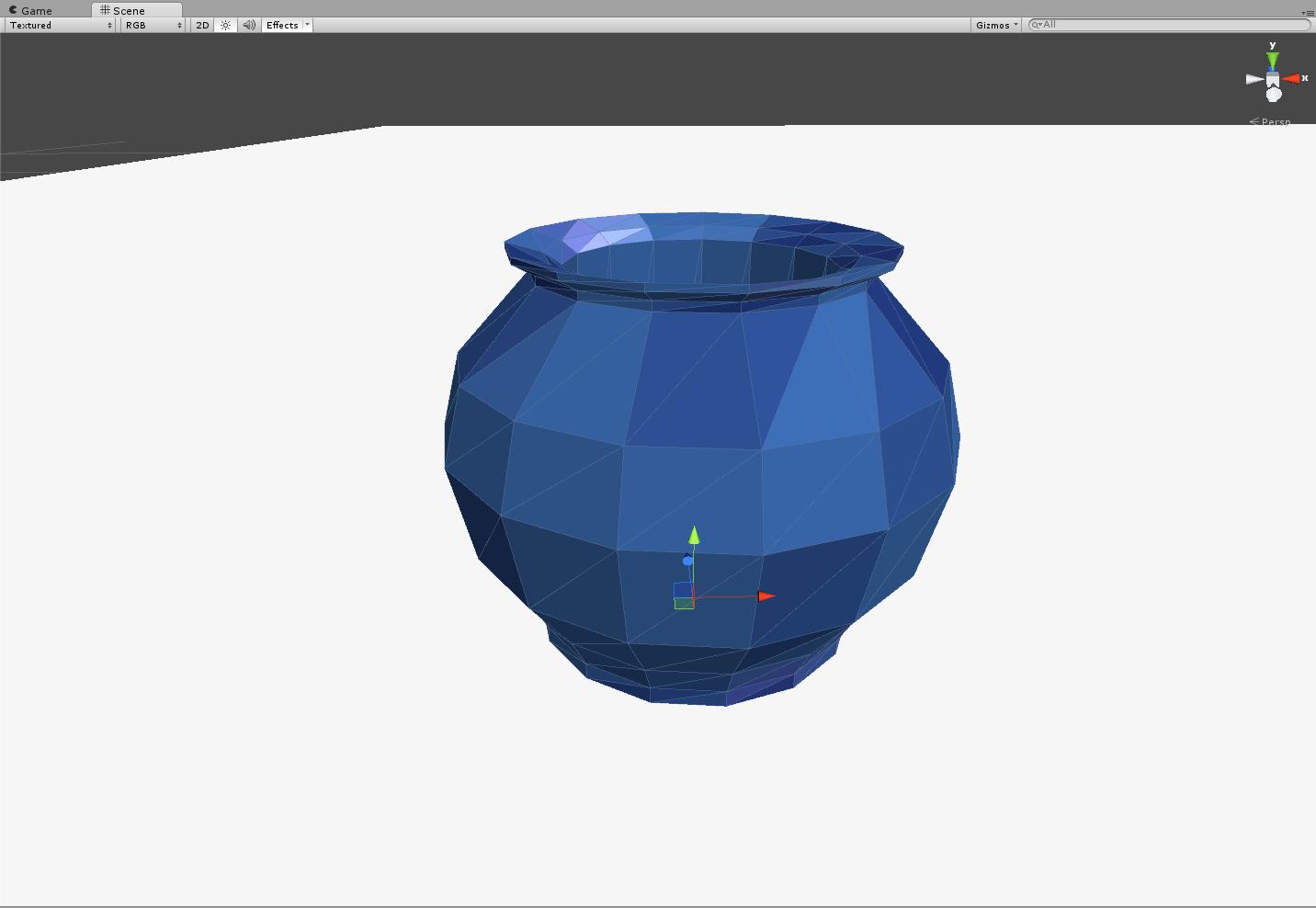


Figure : Large pot – Blue – 210 polys

### Large pot – Green

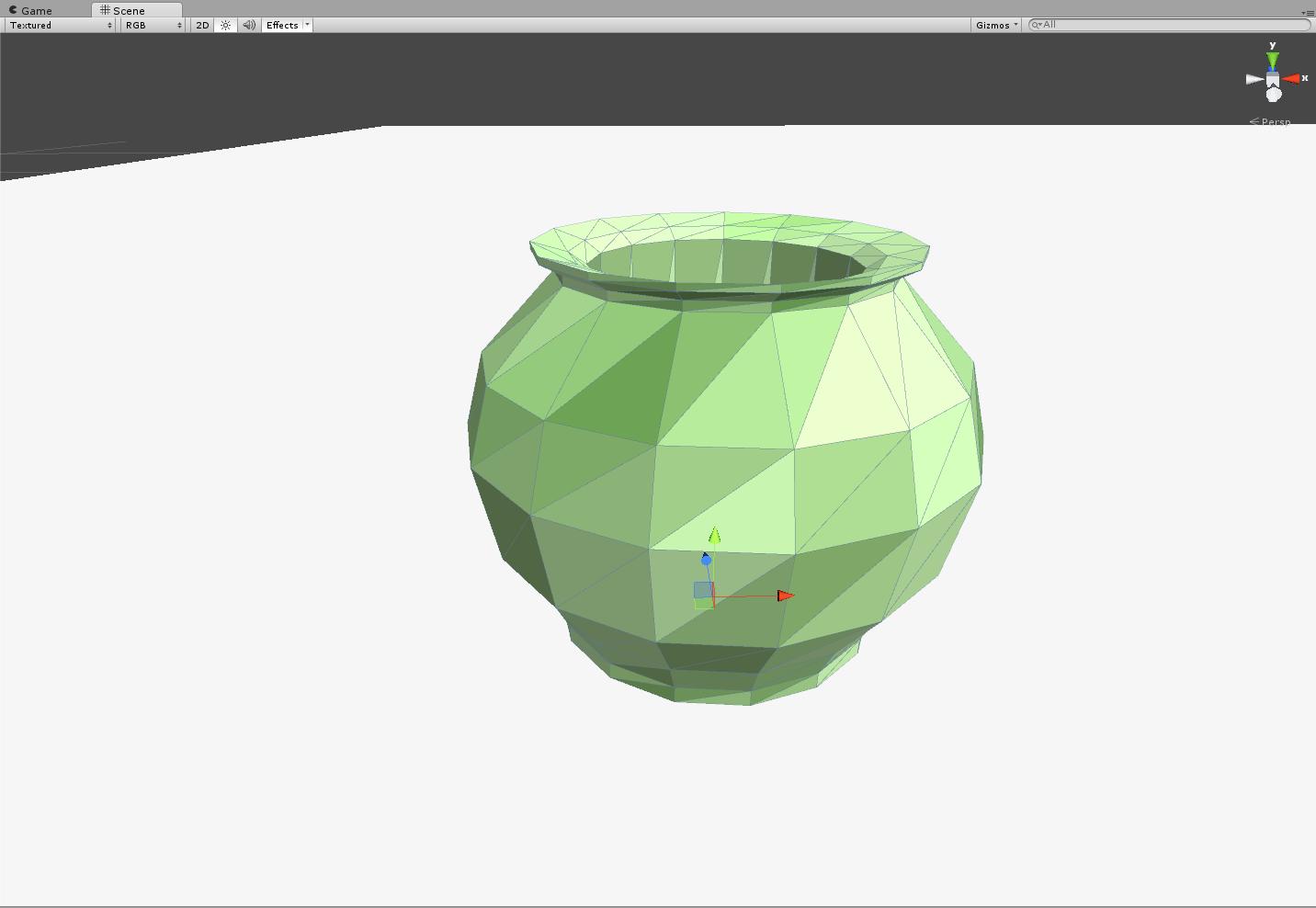


Figure : Large pot – Green – 210 polys

### Large pot – Red

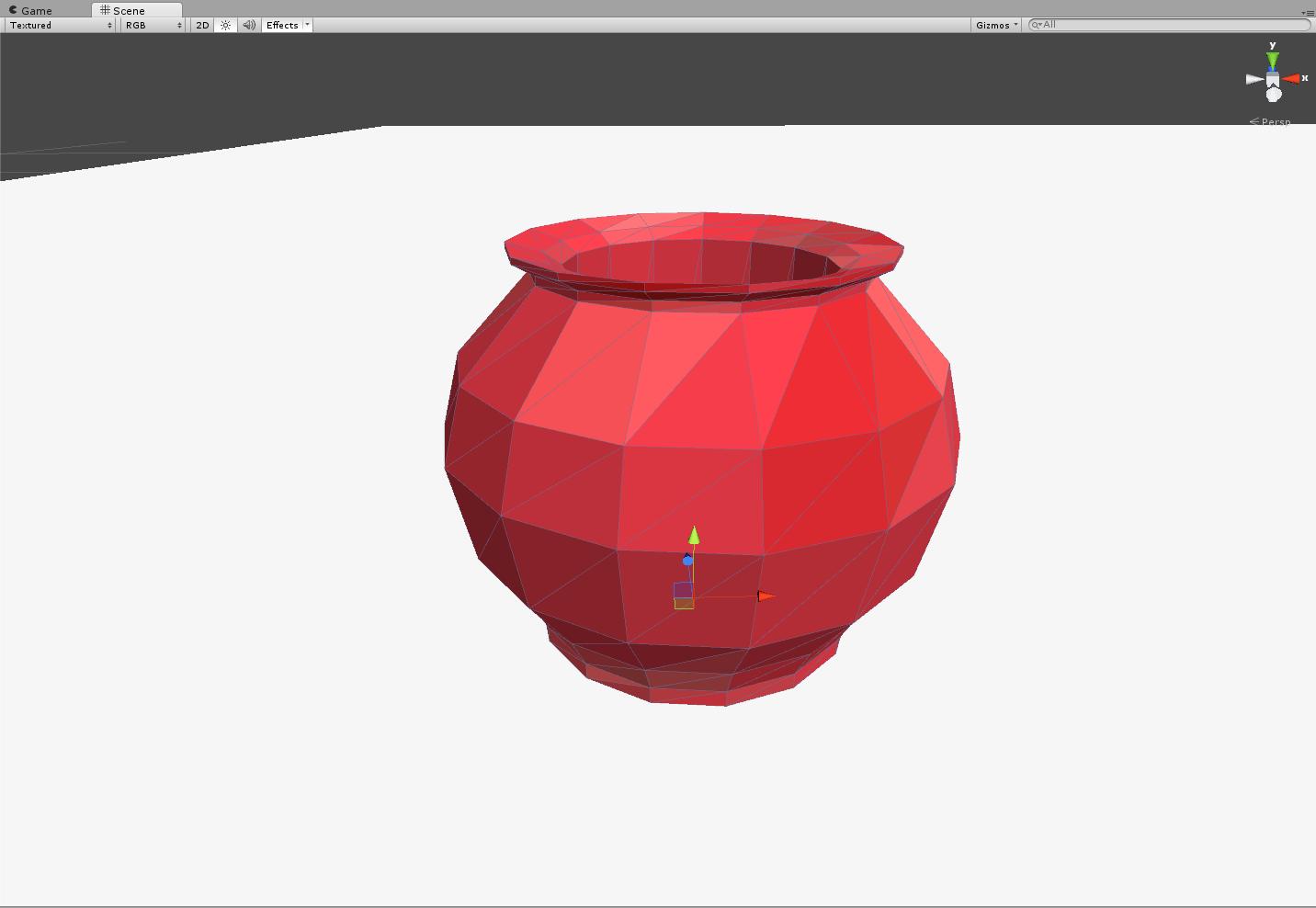


Figure : Large pot – Red – 210 polys

### Lobby desk

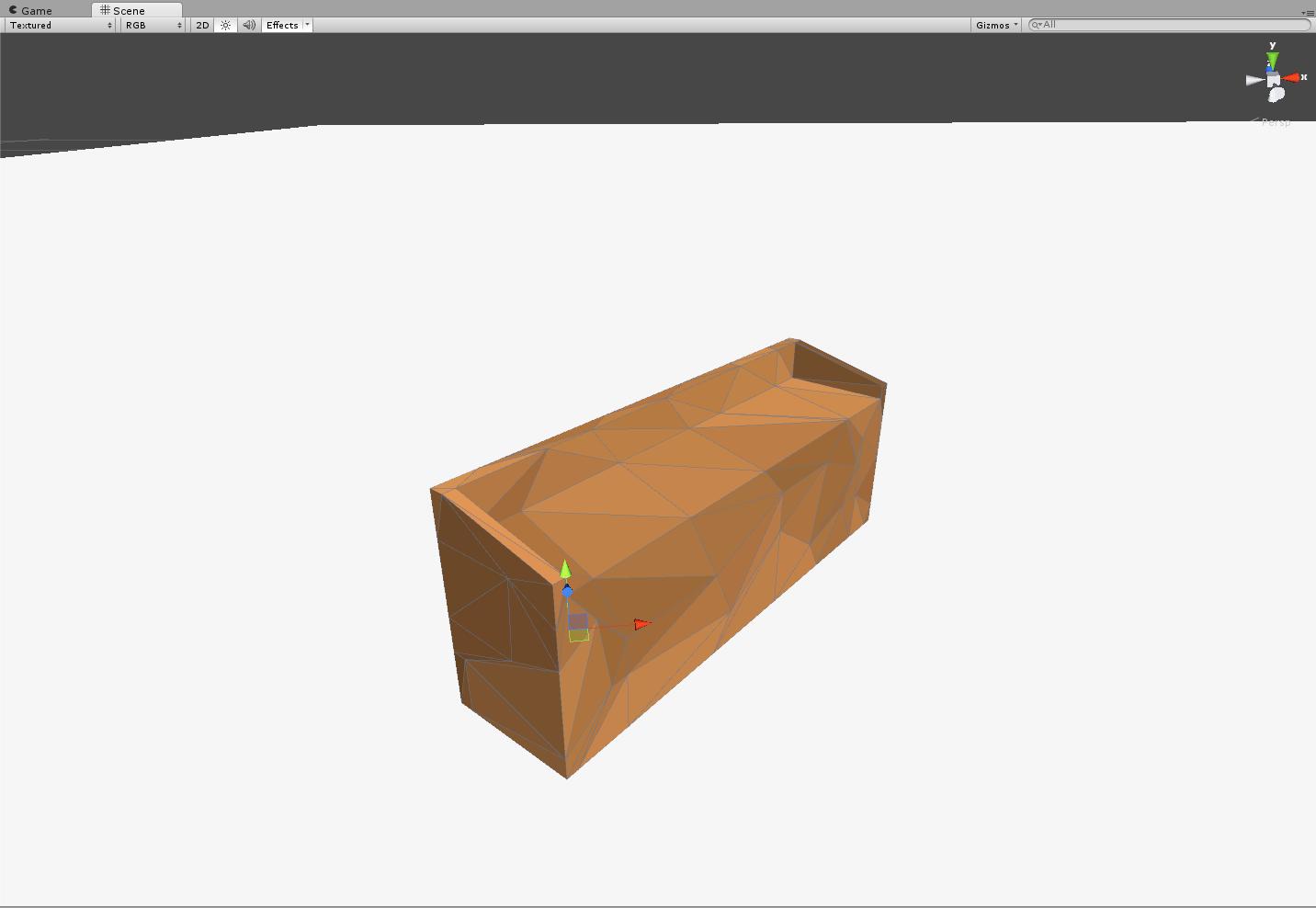


Figure : Lobby desk – 98 polys

### Long display case

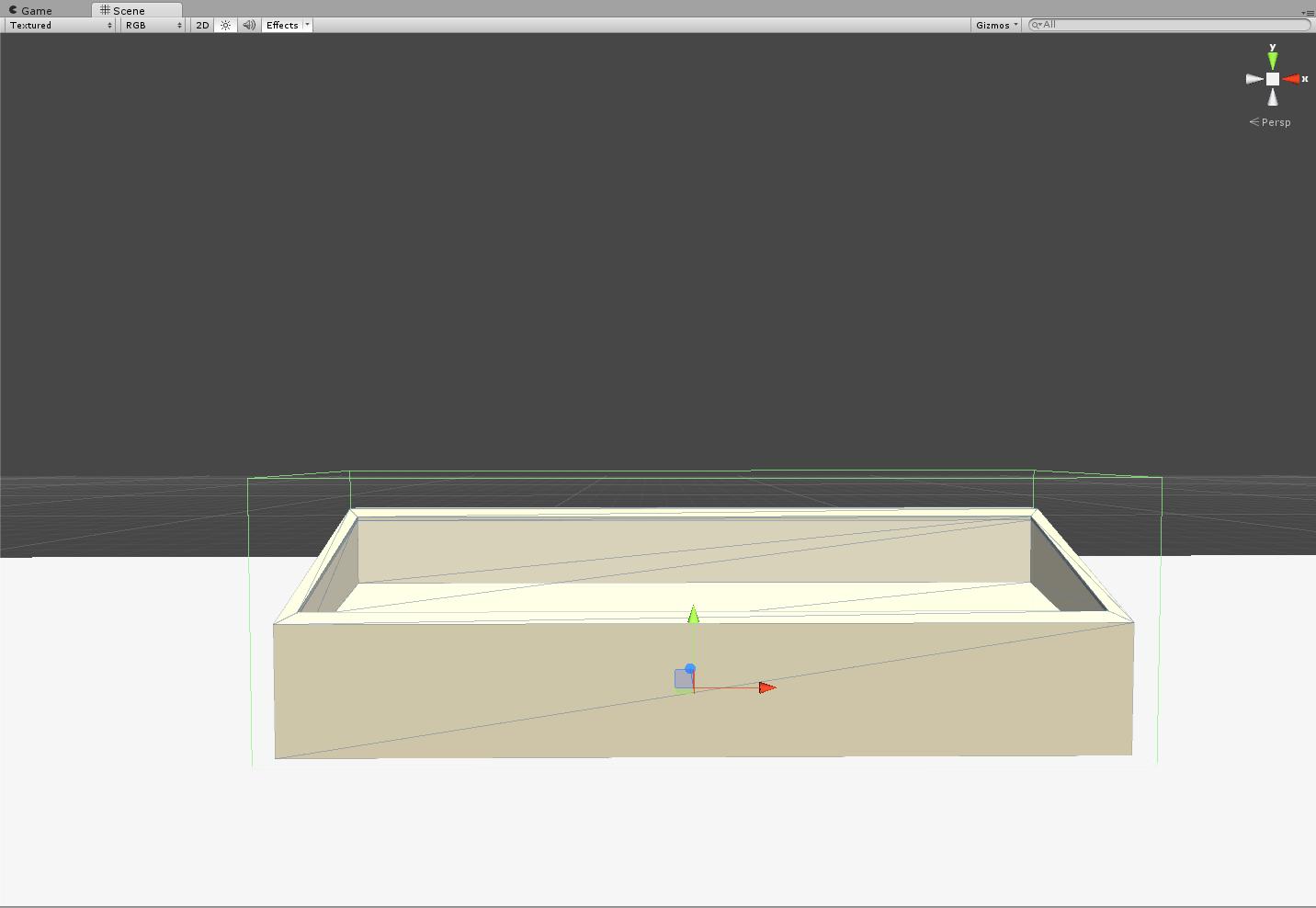


Figure : Long display case – 22 polys

### Medical tool table

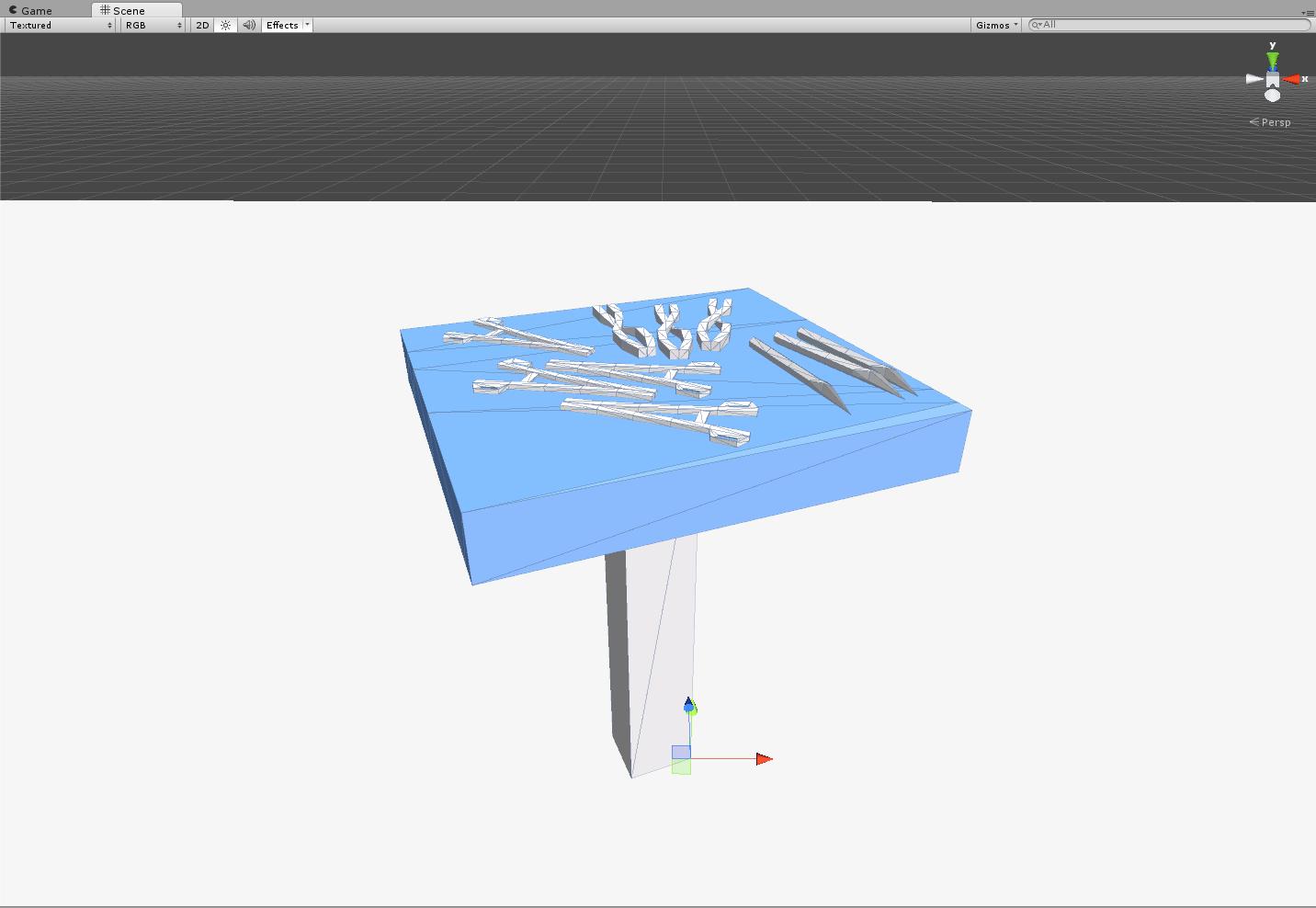


Figure : Medical tool table – 440 polys

### MG-32

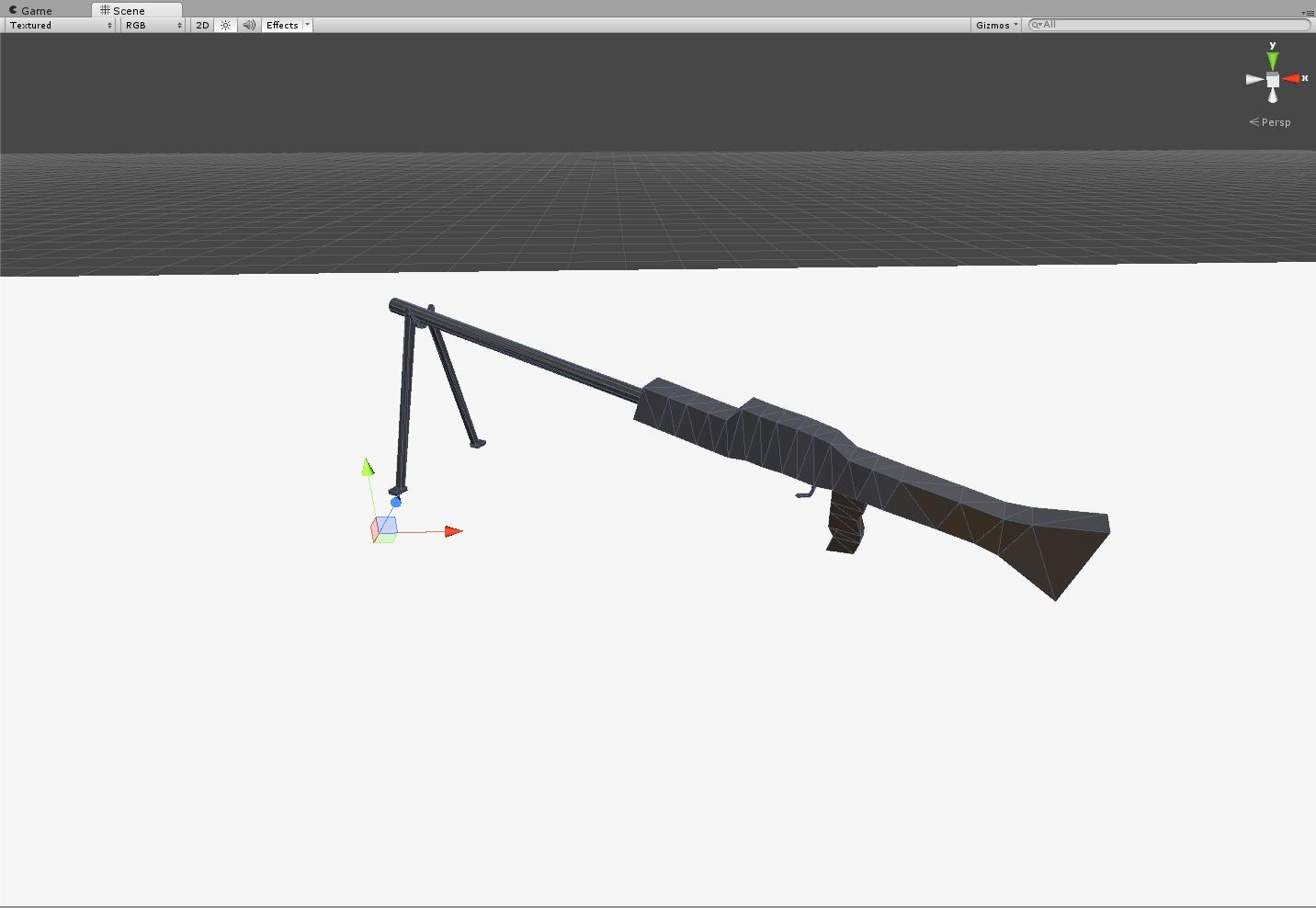


Figure : MG-32 – 230 polys

### Modern art - windows – blue

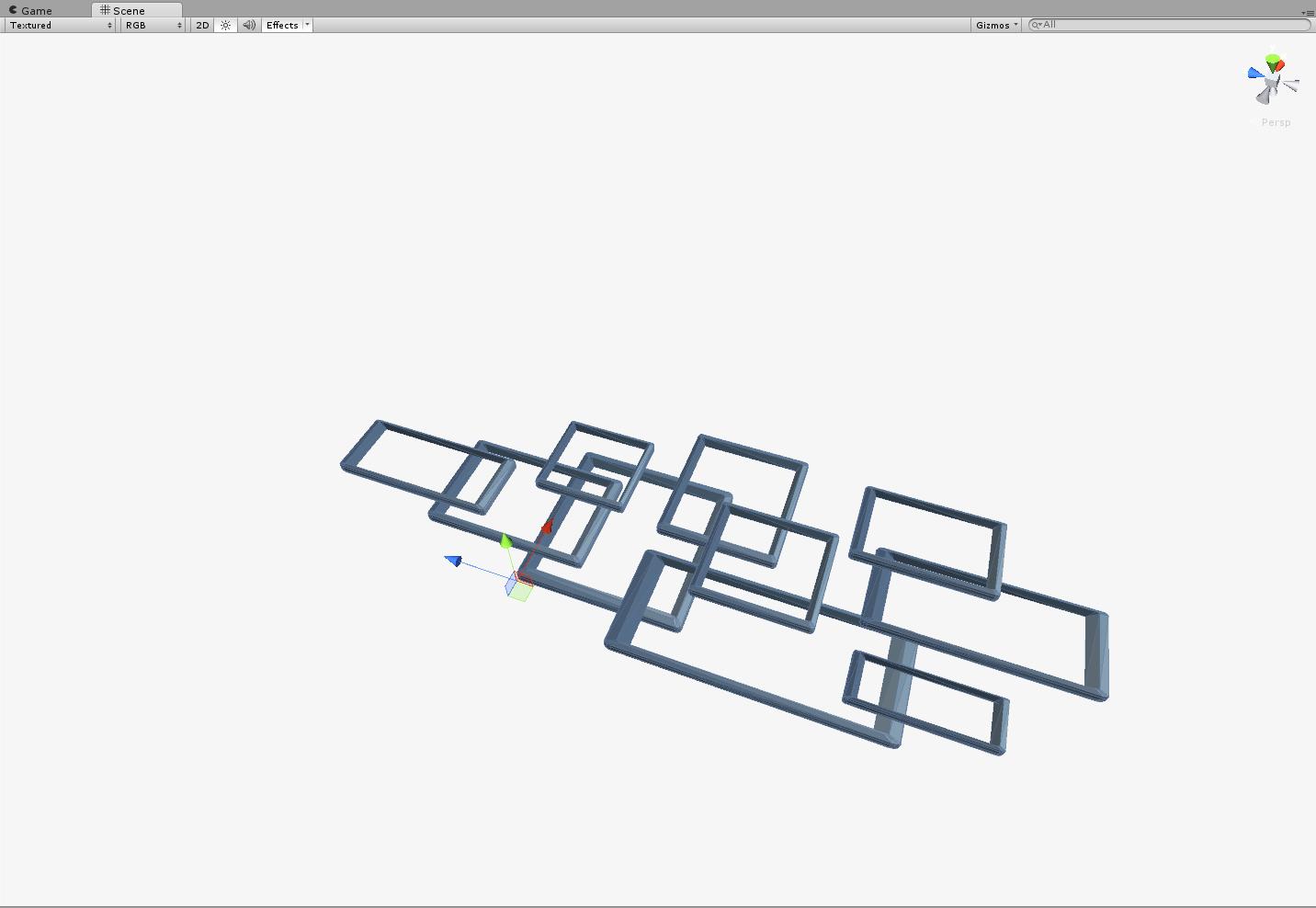


Figure : Modern art - windows – blue - 960 polys

### Modern art - windows – brown

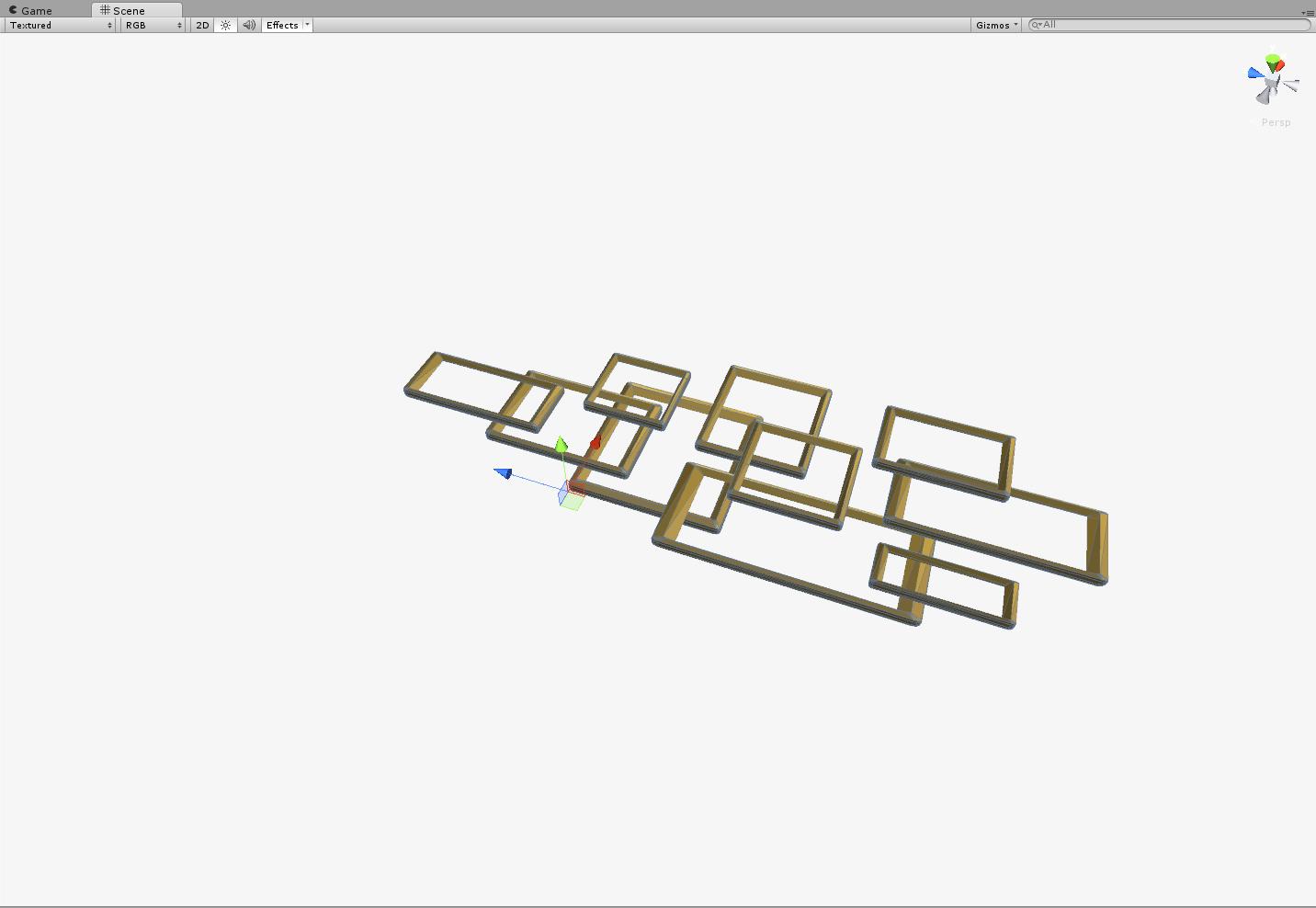


Figure : Modern art - windows – brown – 960 polys

### Modern art - windows – green

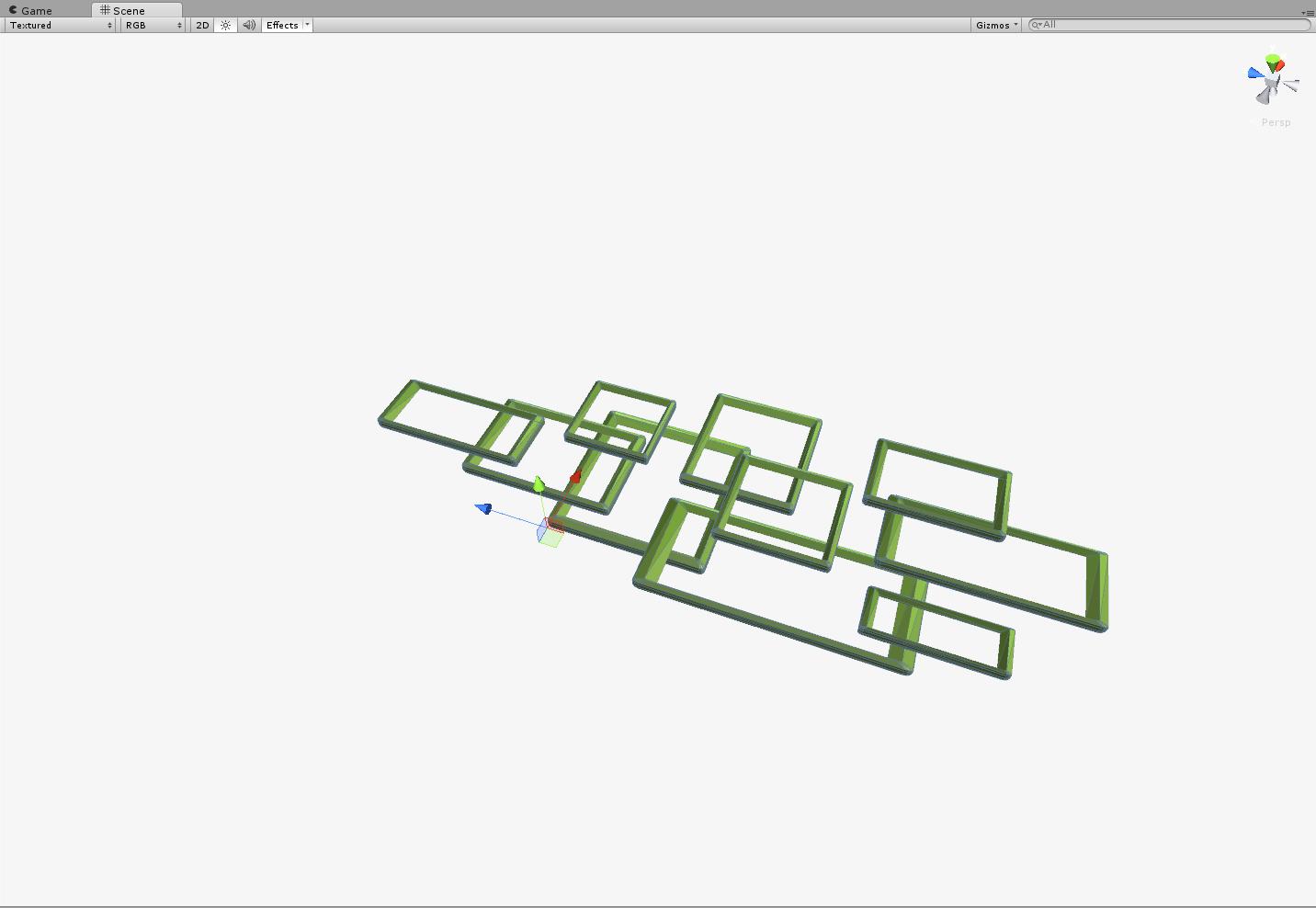


Figure : Modern art - windows – green – 960 polys

### Modern art - windows – pink

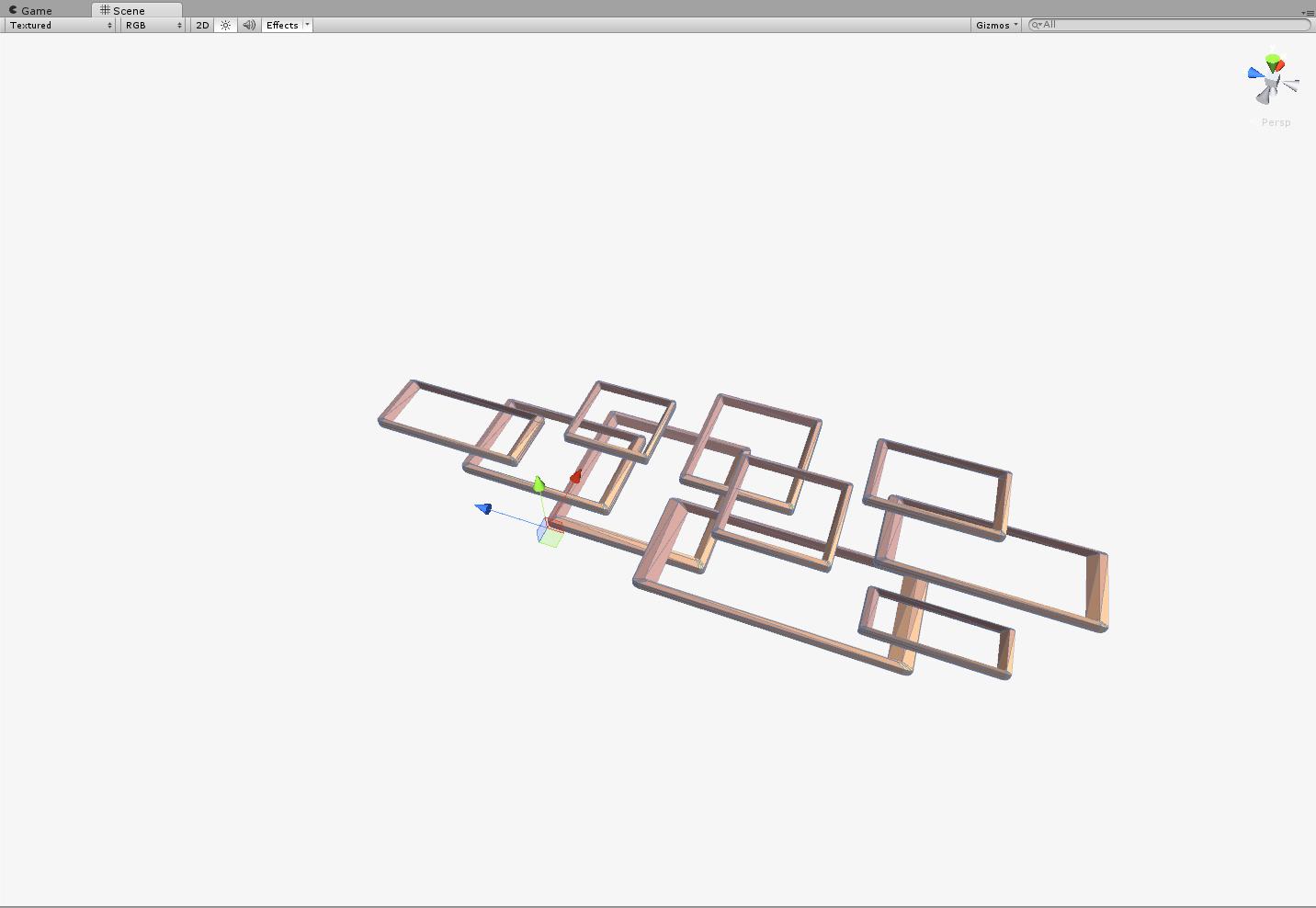


Figure : Modern art - windows – pink – 960 polys

### Modern art - windows – purple



Figure : Modern art - windows – purple – 960 polys

### Modern art – boxes

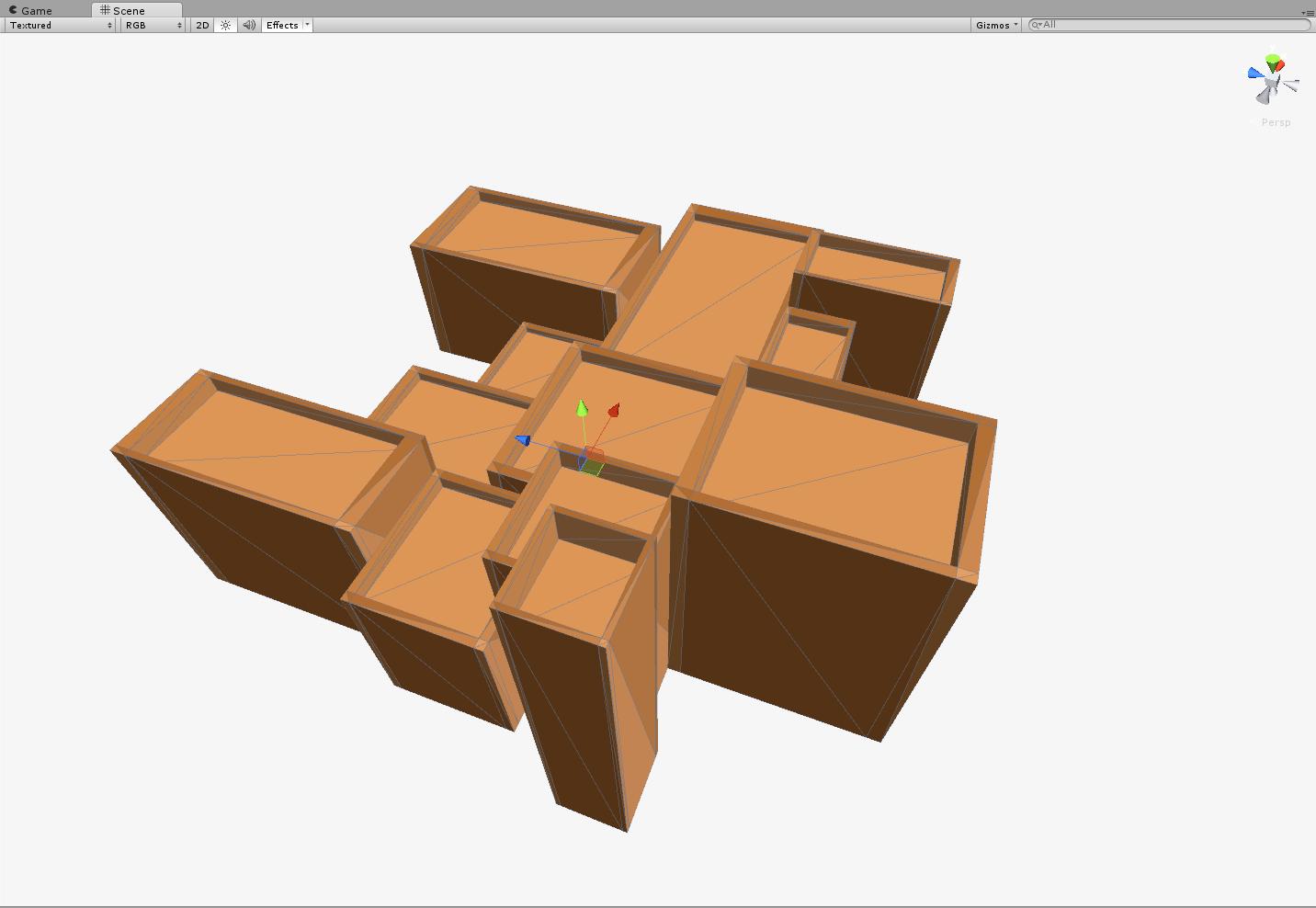


Figure : Modern art – boxes – 408 polys

### Morning star

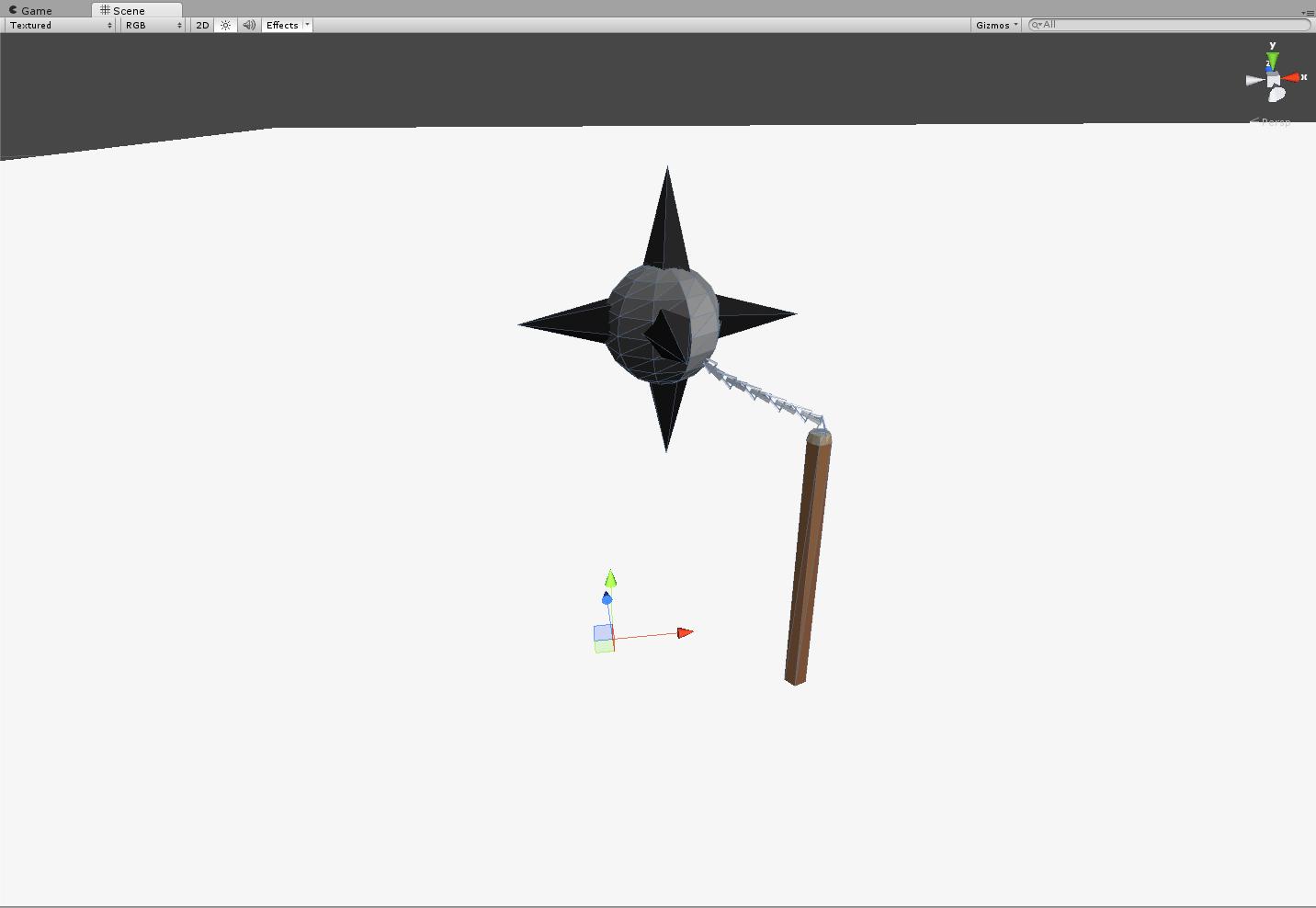


Figure : Morning star – 289 polys

### Mural – blue

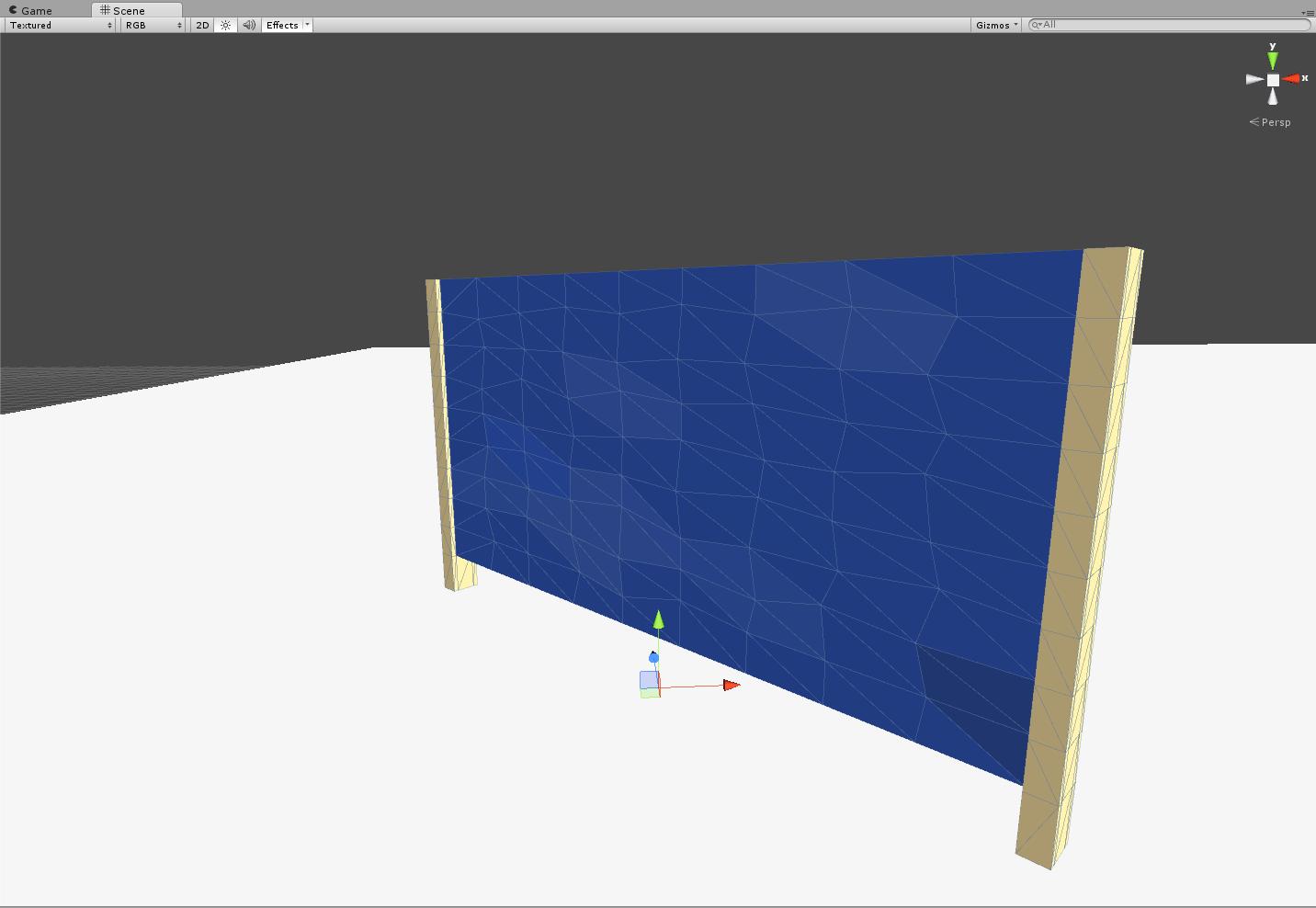


Figure : Mural – blue – 350 polys

### Mural – green

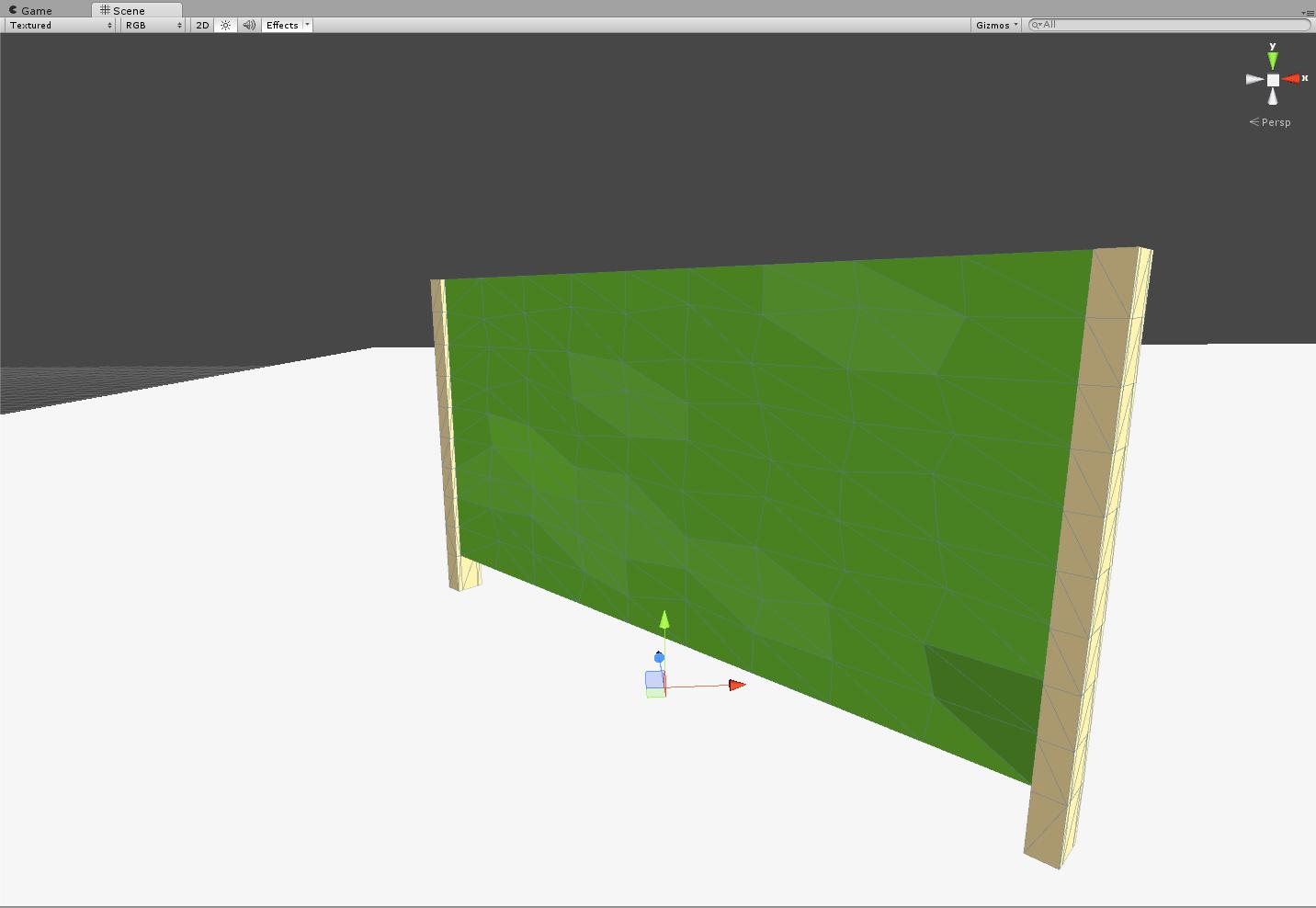


Figure : Mural – green – 350 polys

### Mural – red

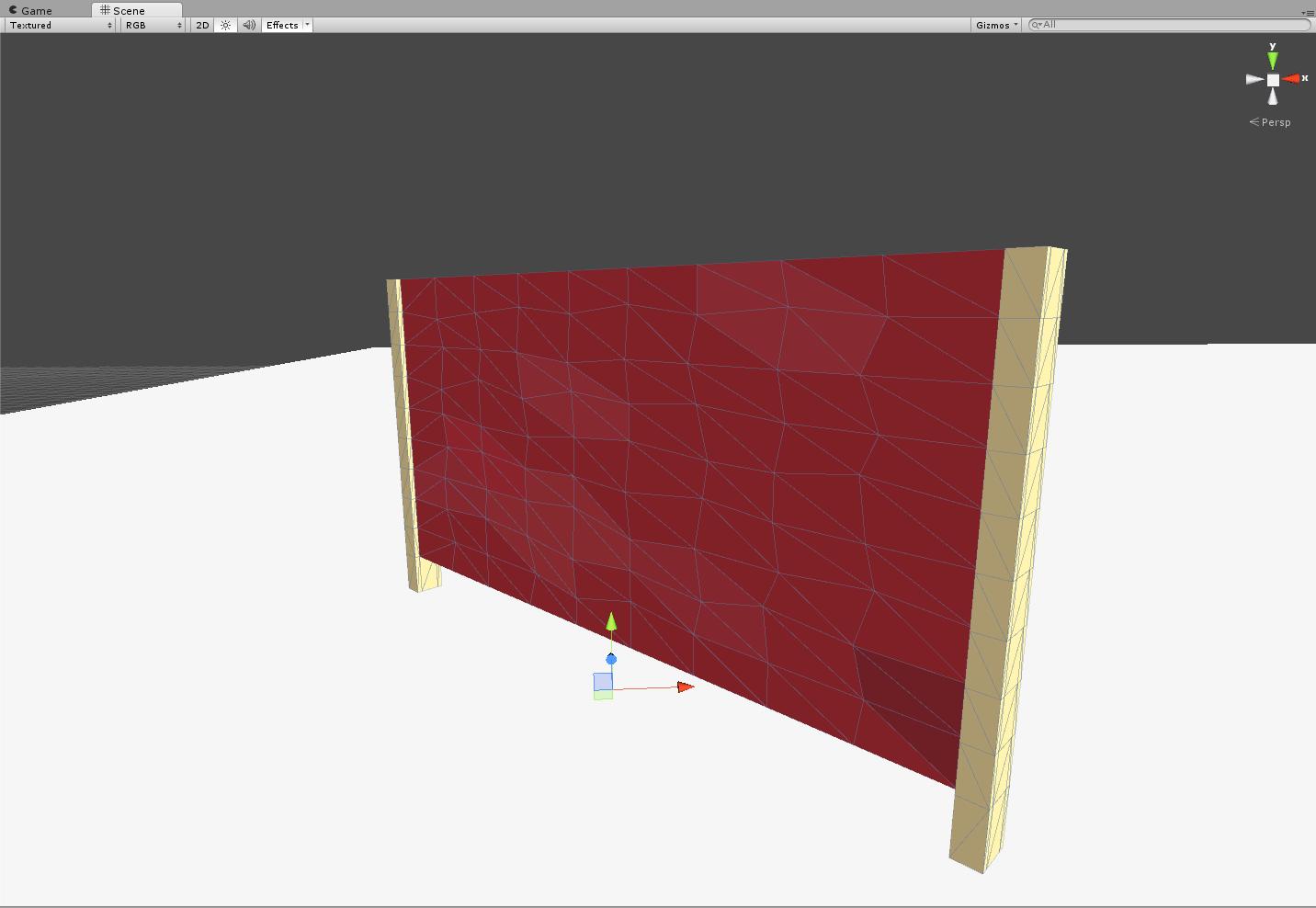


Figure : Mural – red – 350 polys

### Obelisks

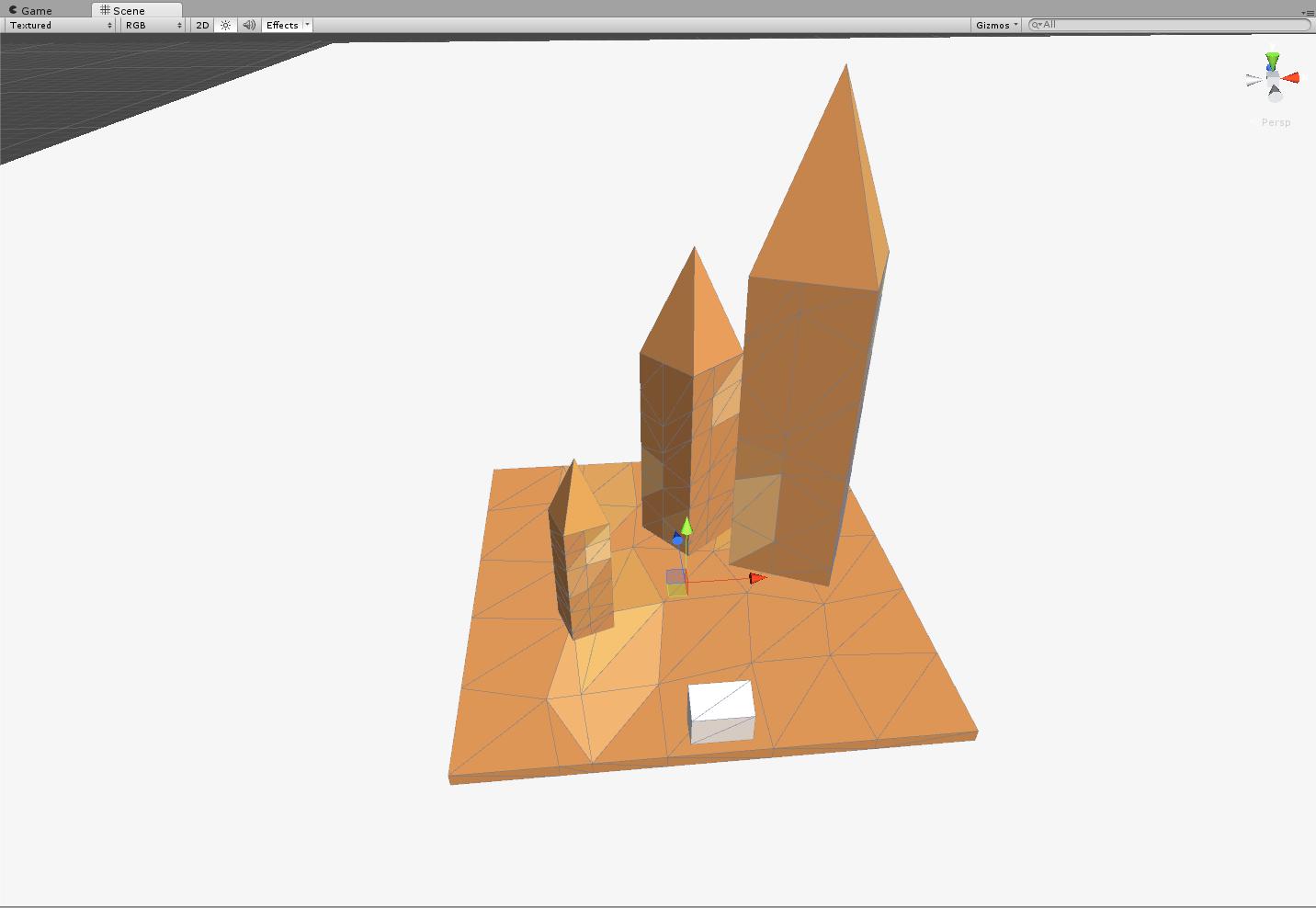


Figure : Obelisks – 242 polys

### Paintings - 10 variations

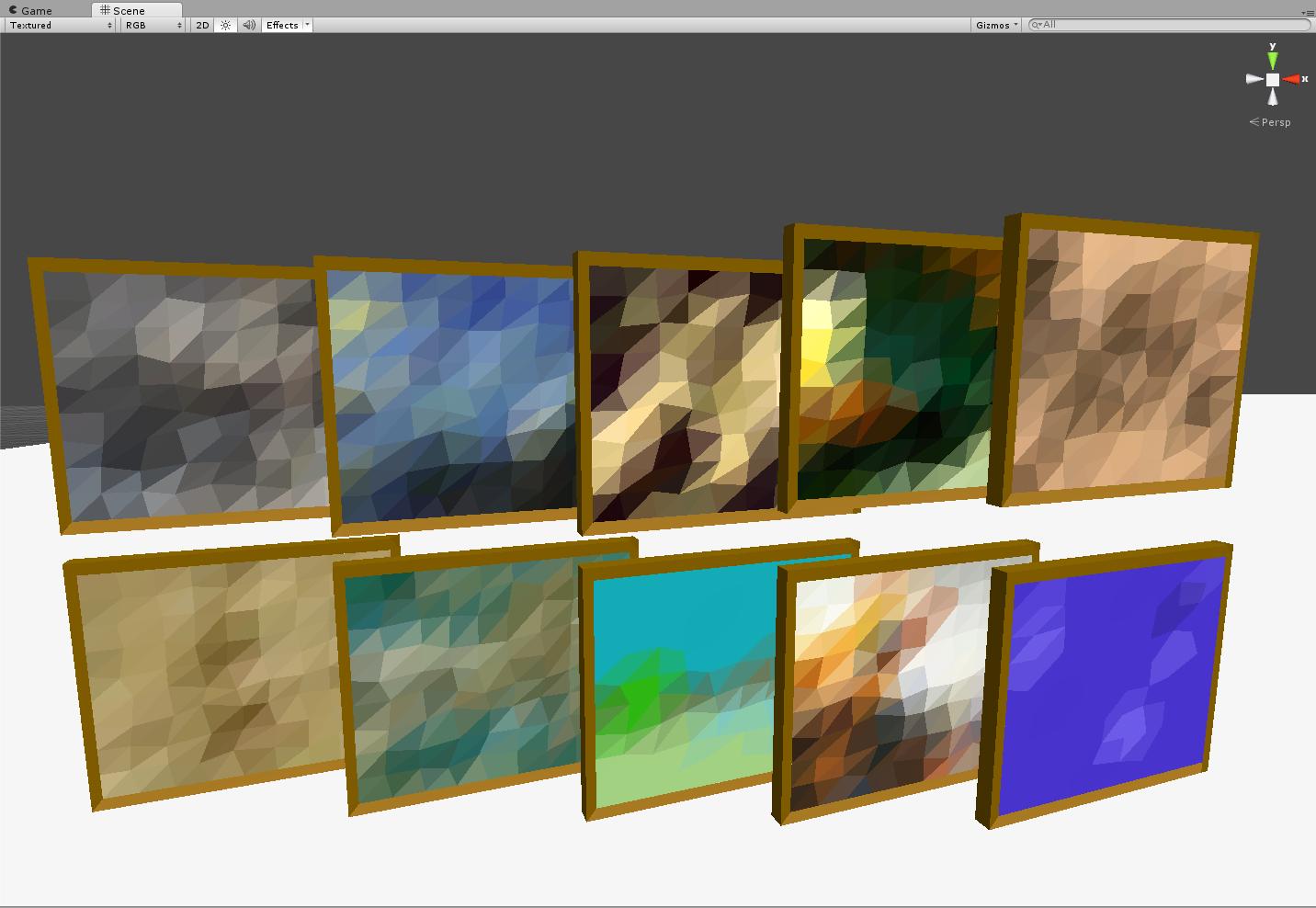


Figure : Paintings - 10 variations – 101 polys each

### Podium

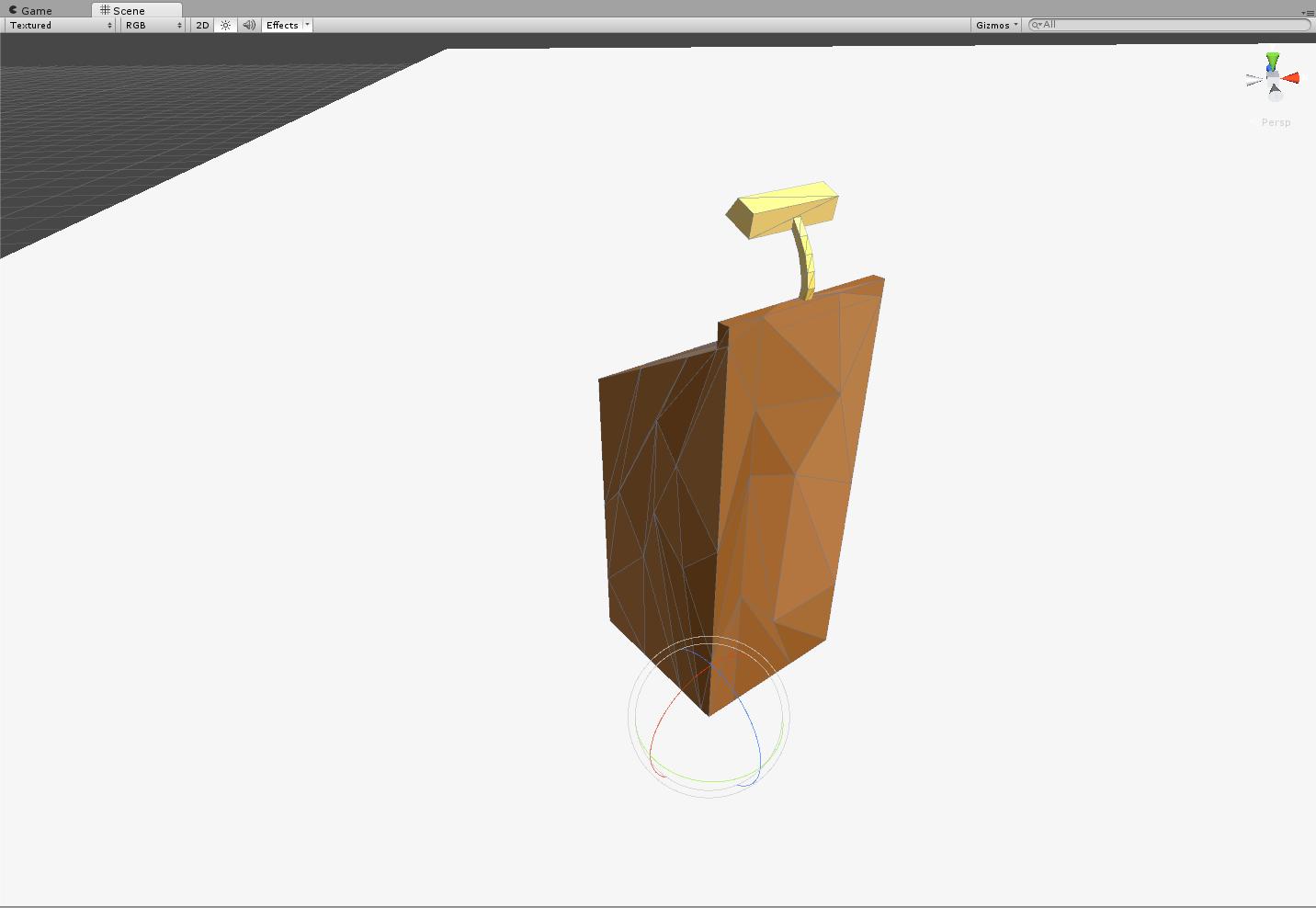


Figure : Podium – 90 polys

### Police barricade

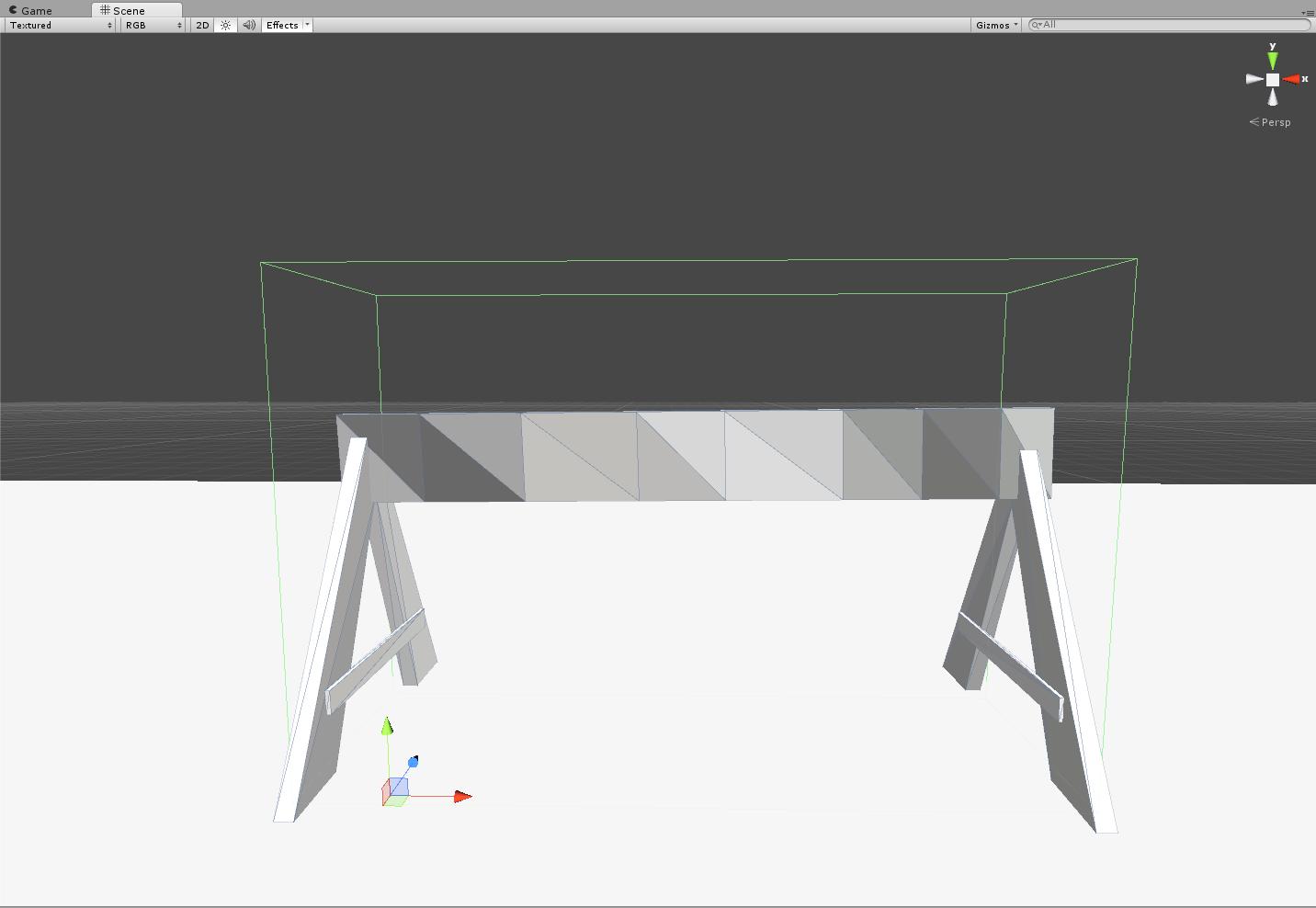


Figure : Police barricade – 70 polys

### Police car



Figure : Police car – 796 polys

### Potted shrub – short

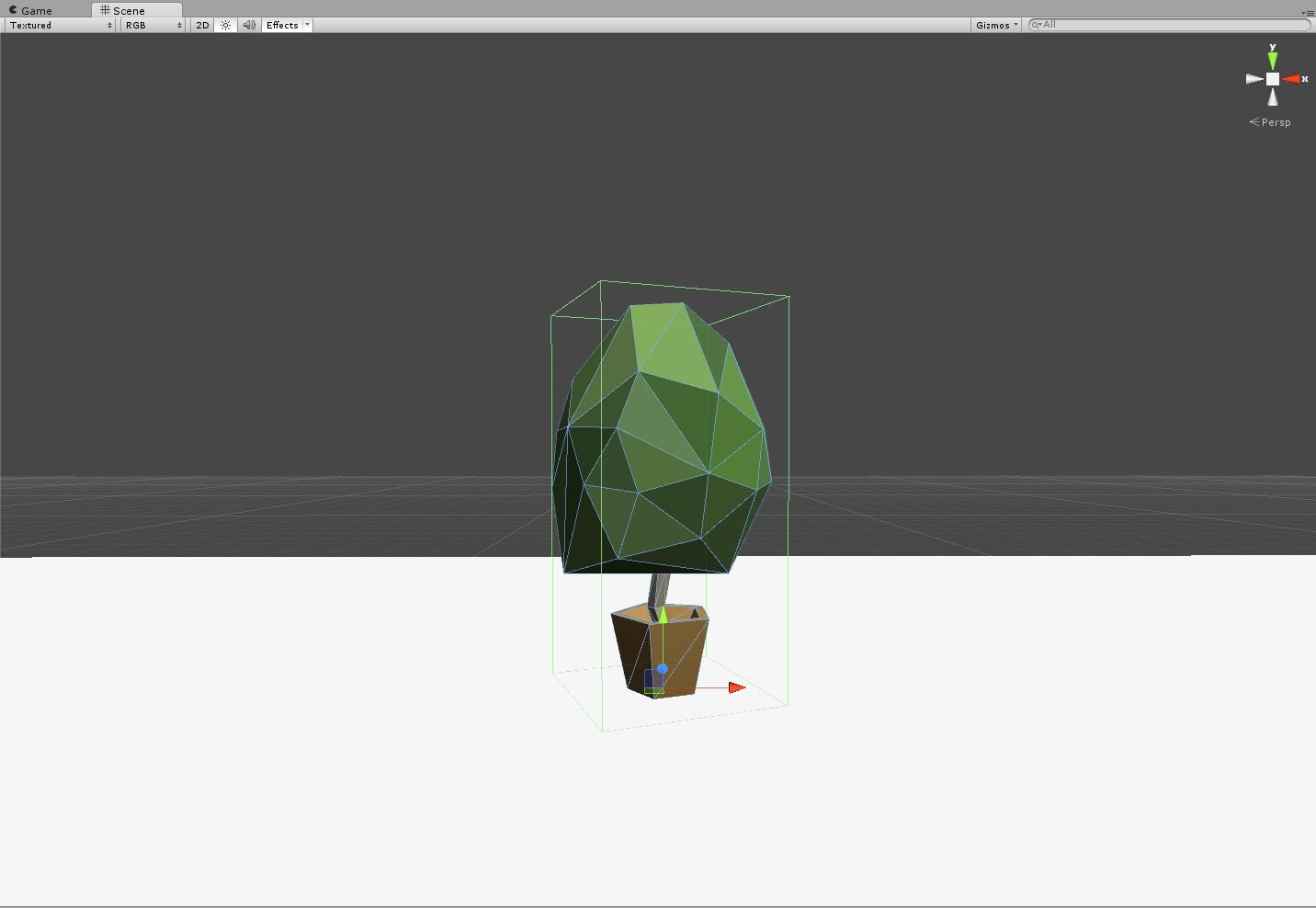


Figure : Potted shrub – short – 122 polys

### Potted shrub – tall

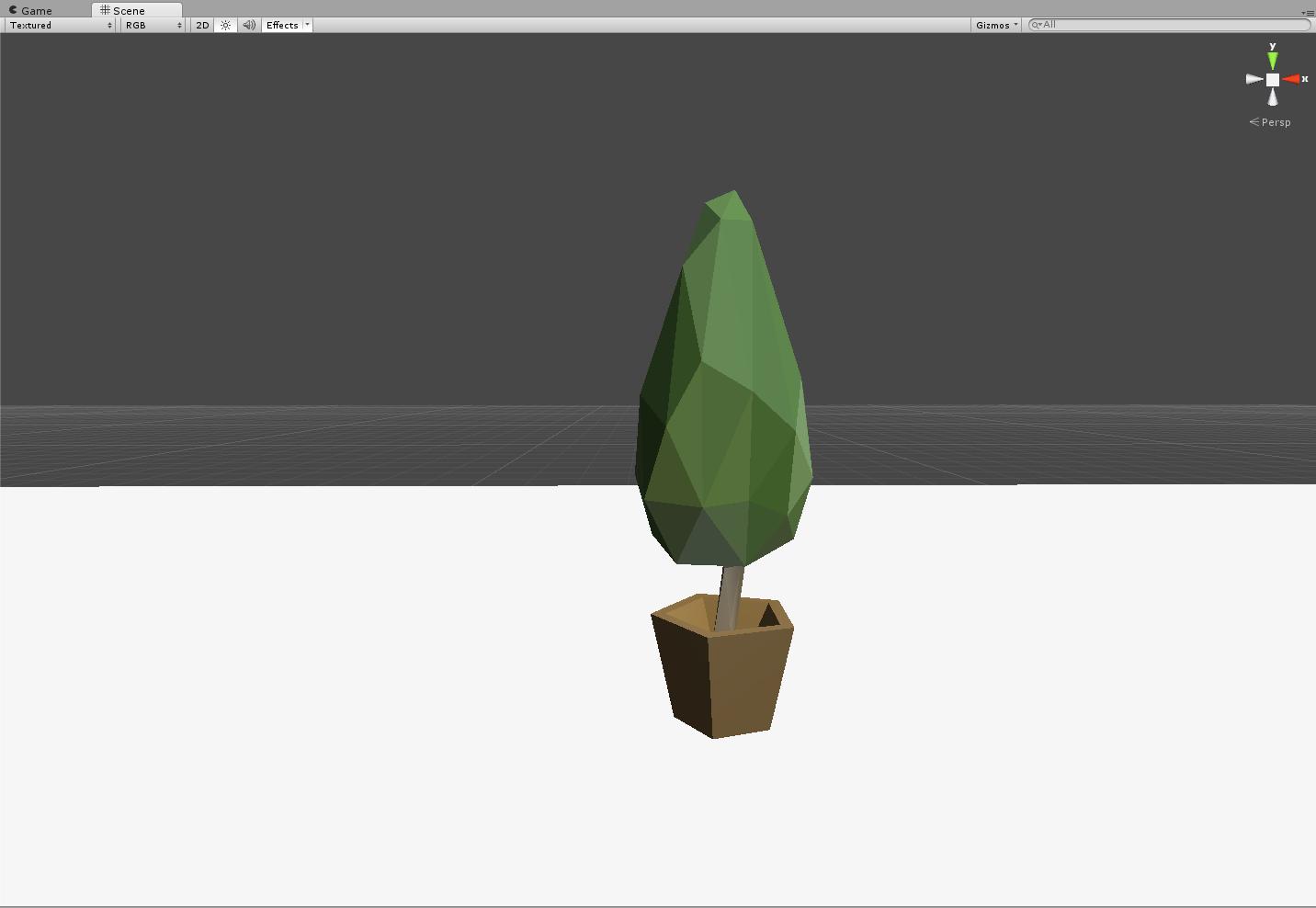


Figure : Potted shrub – tall – 122 polys

### Pyramid – green

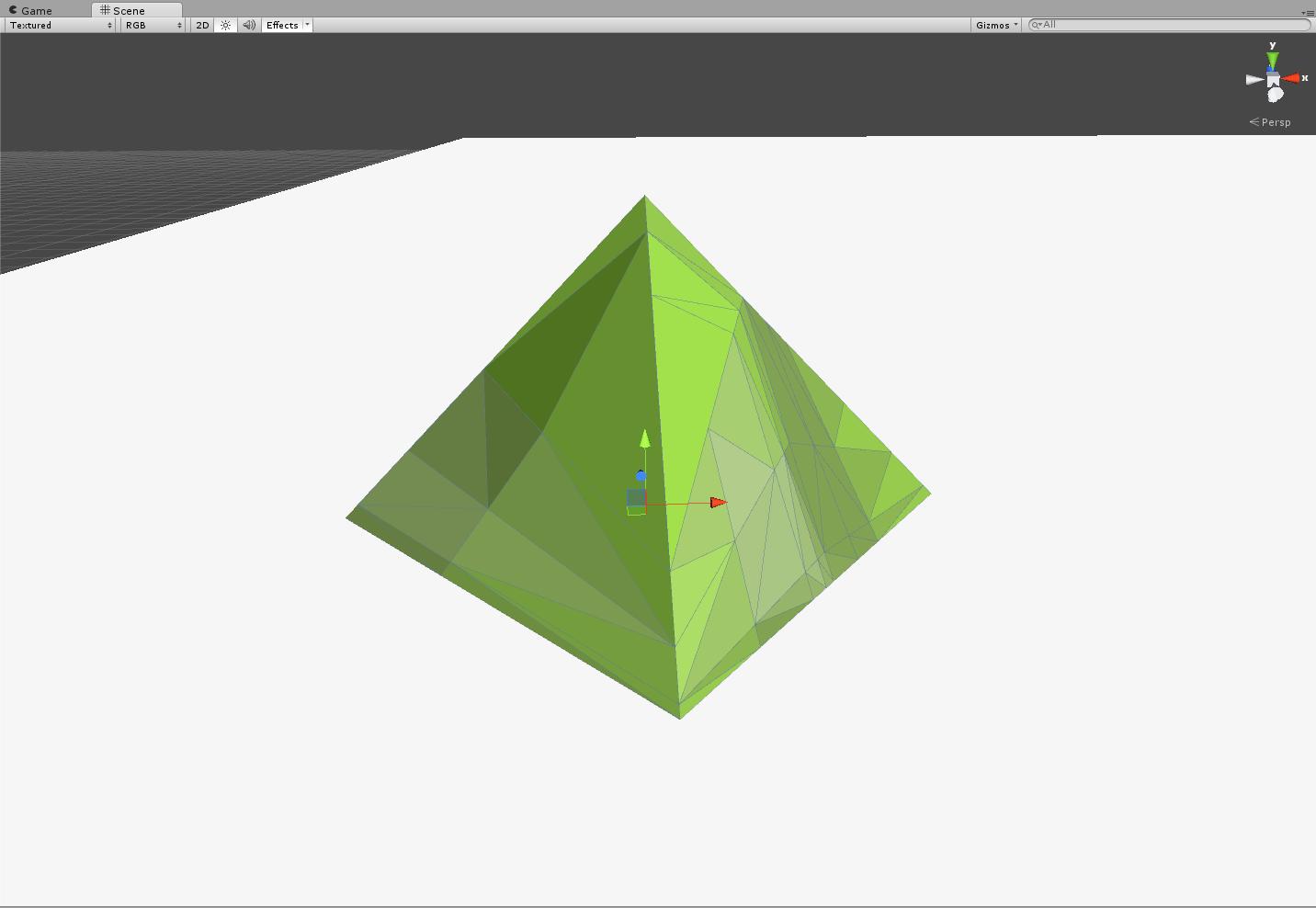


Figure : Pyramid – green – 12 polys

### Pyramid – purple

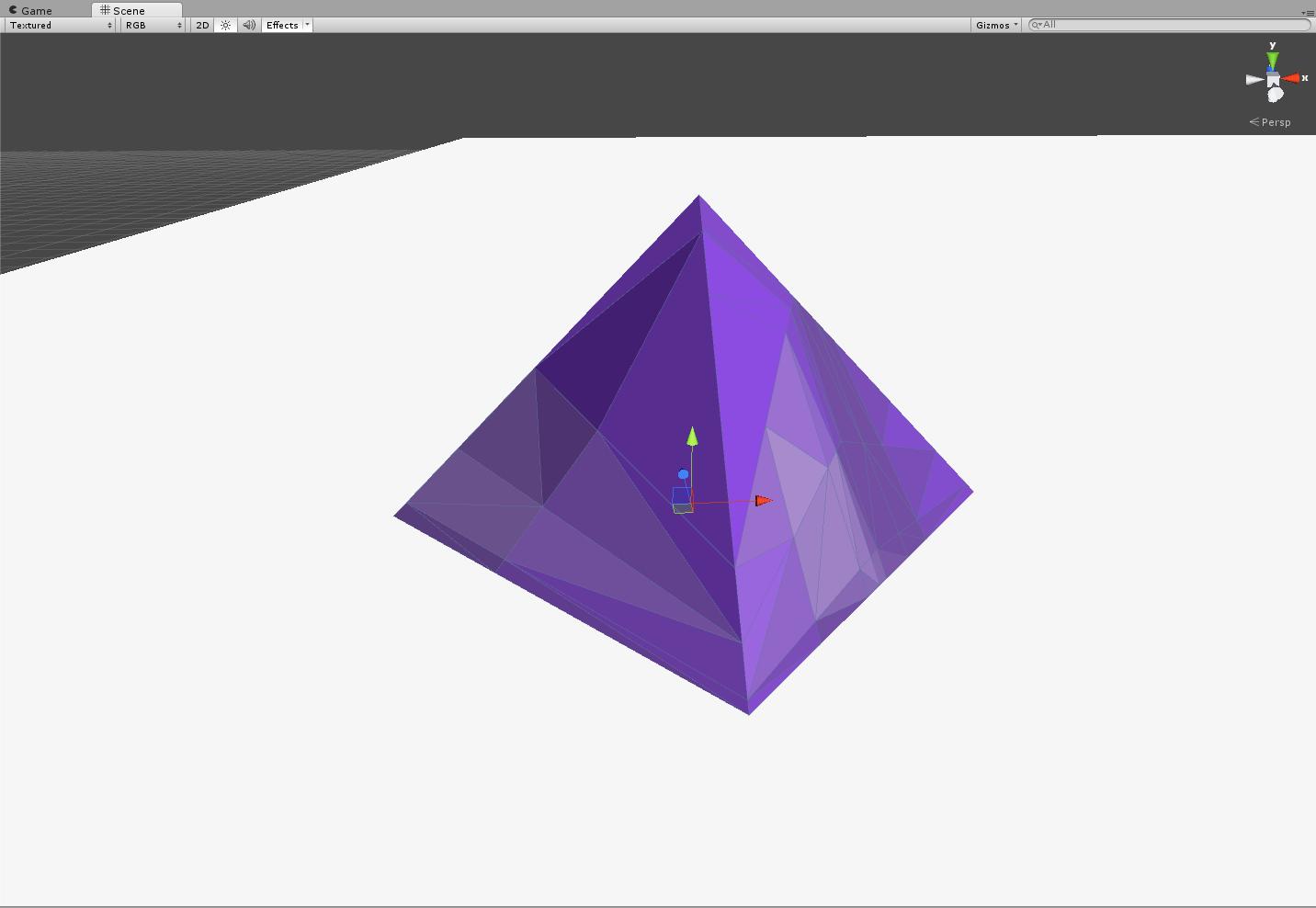


Figure : Pyramid – purple – 12 polys

### Pyramid – tan

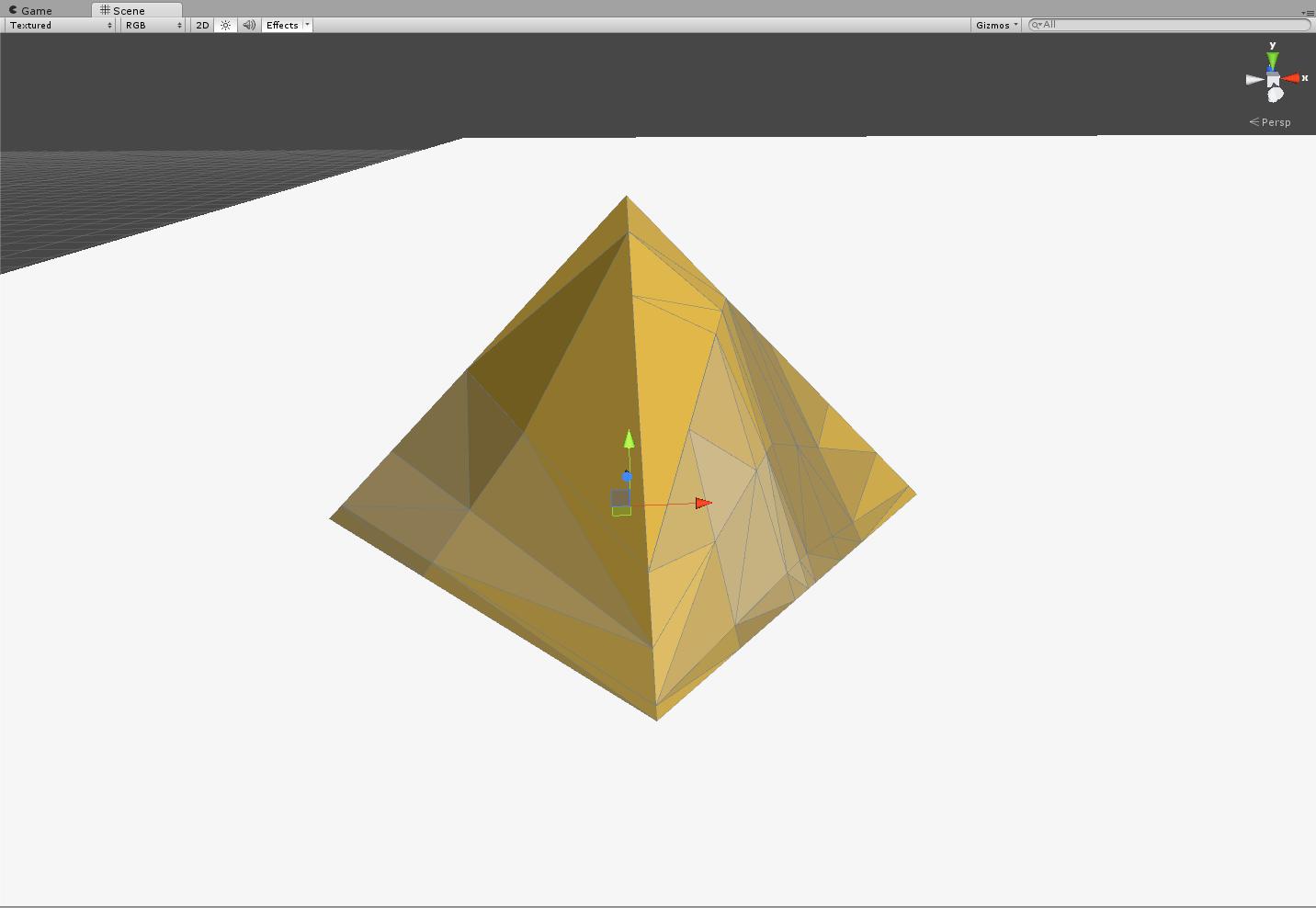


Figure : Pyramid – tan – 12 polys

### Revolver

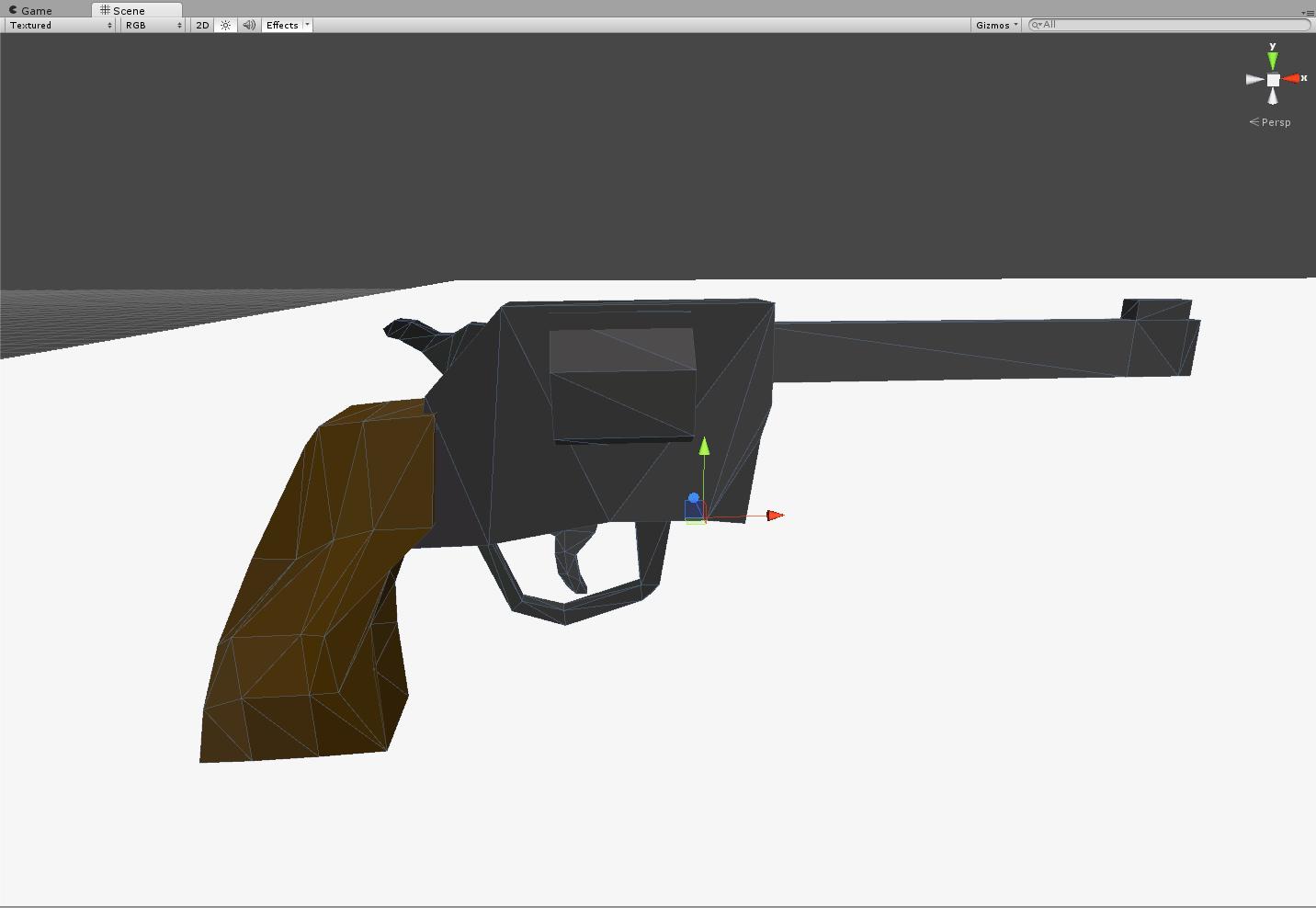


Figure : Revolver – 177 polys

### Rocket

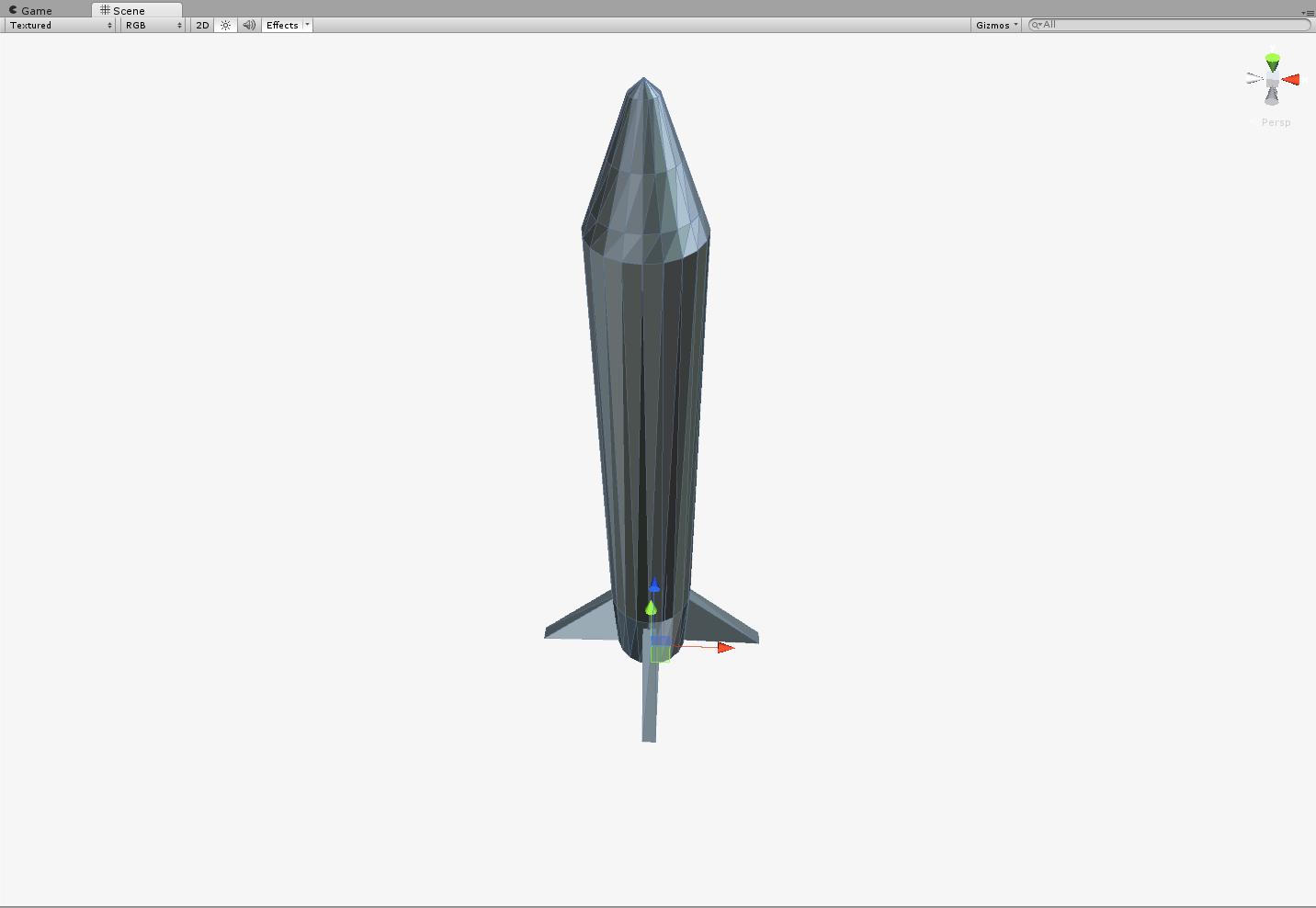


Figure : Rocket – 188 polys

### Round shield

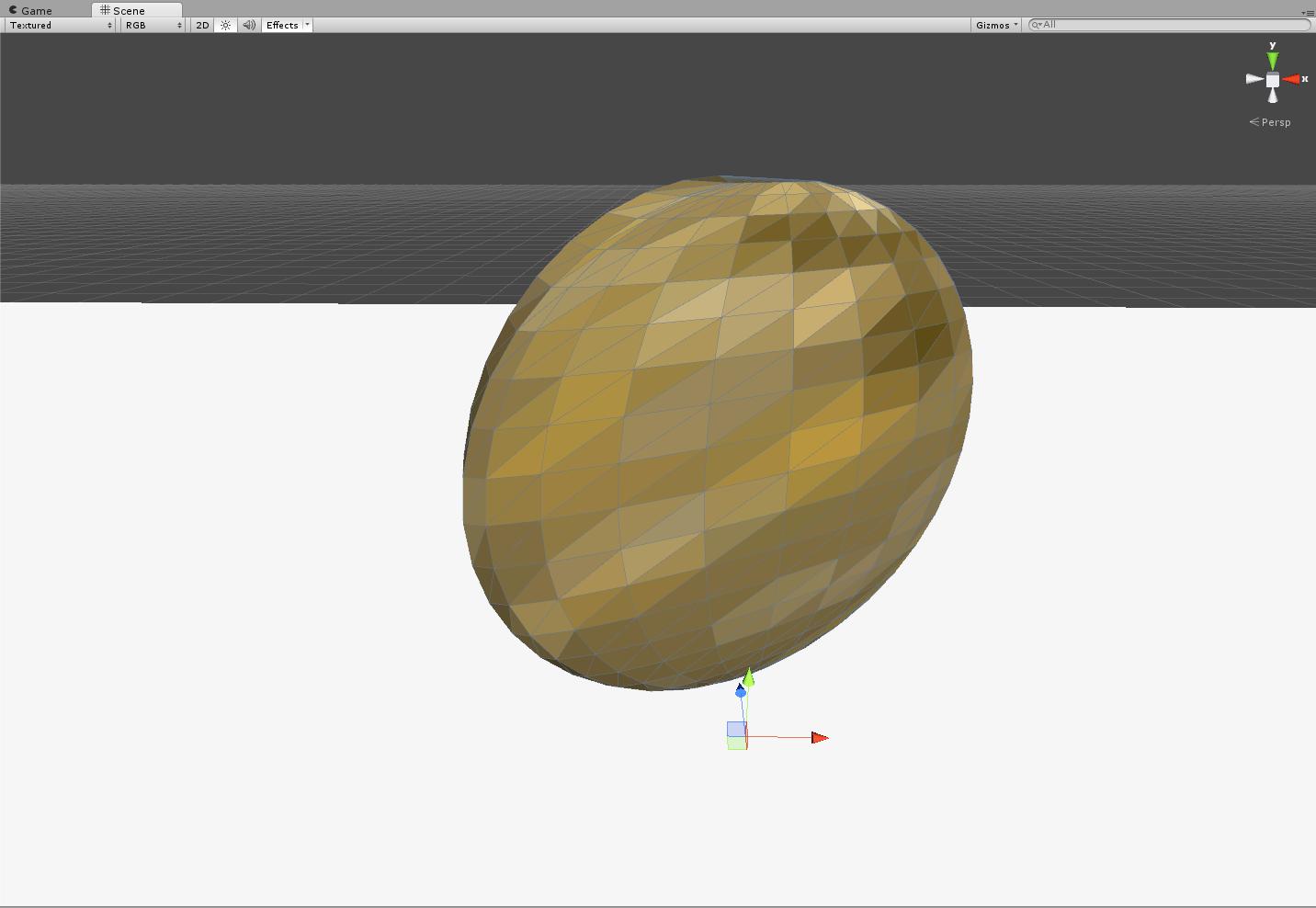


Figure : Round shield – 480 polys

### Satellite

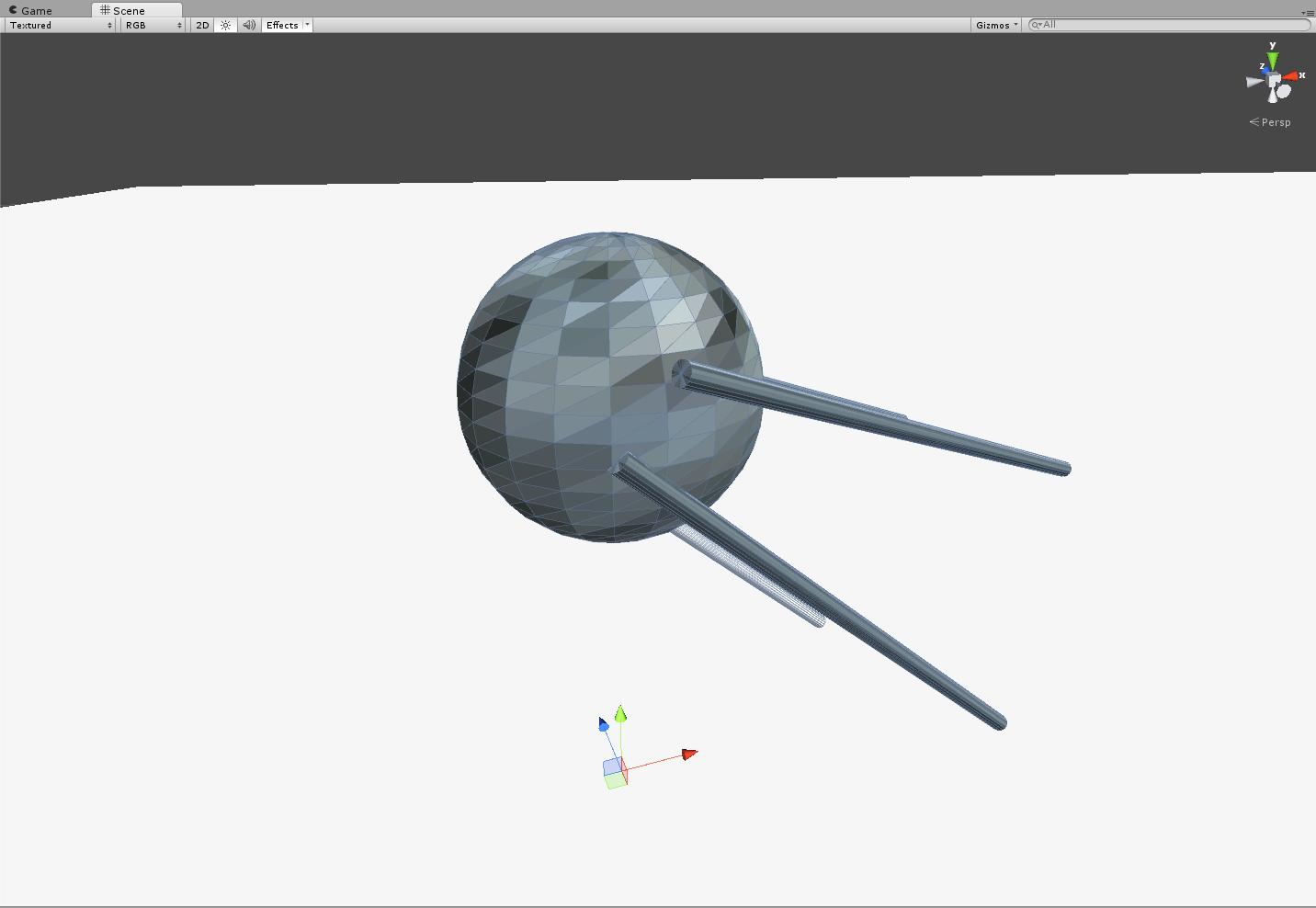


Figure : Satellite – 284 polys

### Scientist

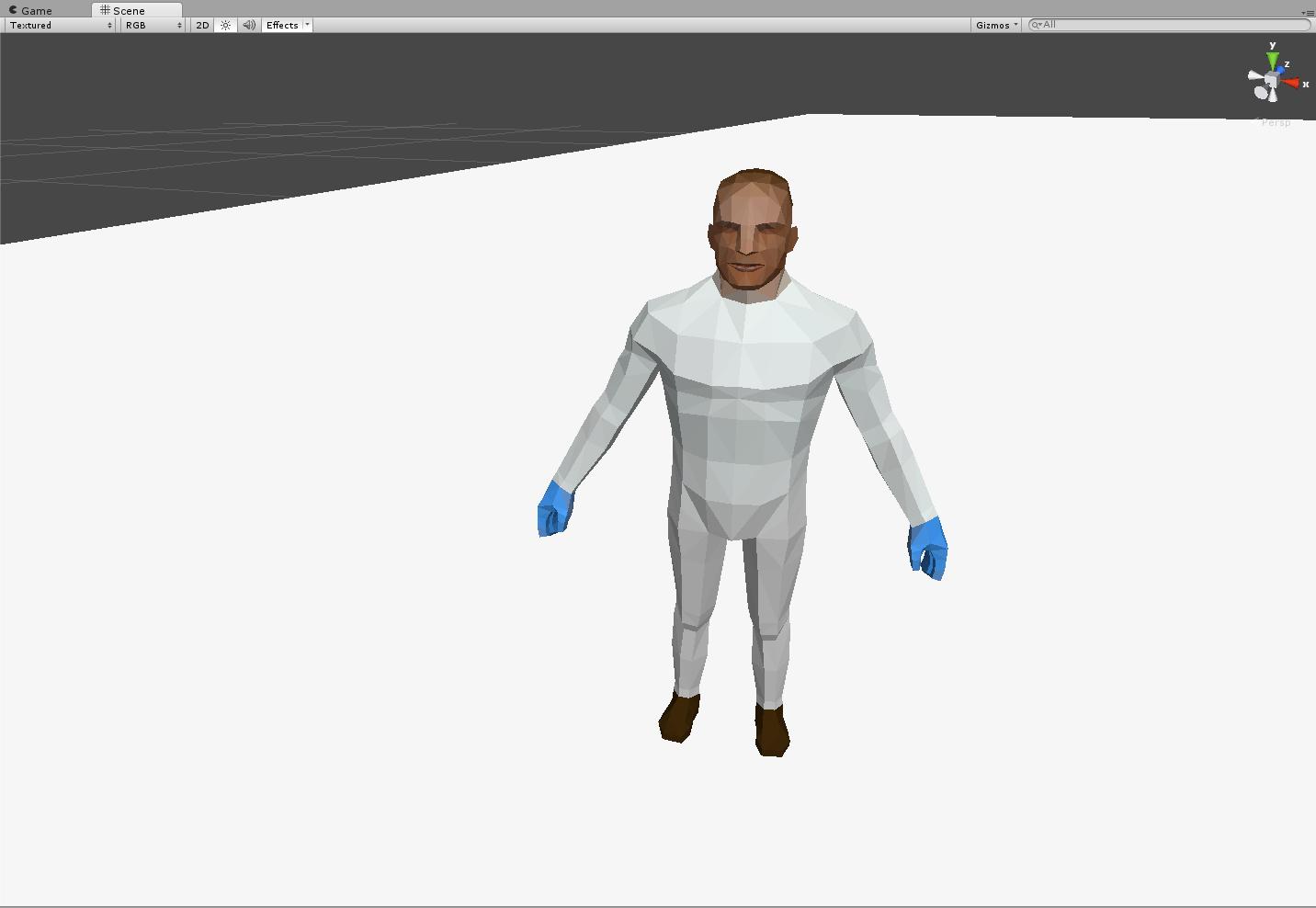


Figure : Scientist – 642 polys

### Seal

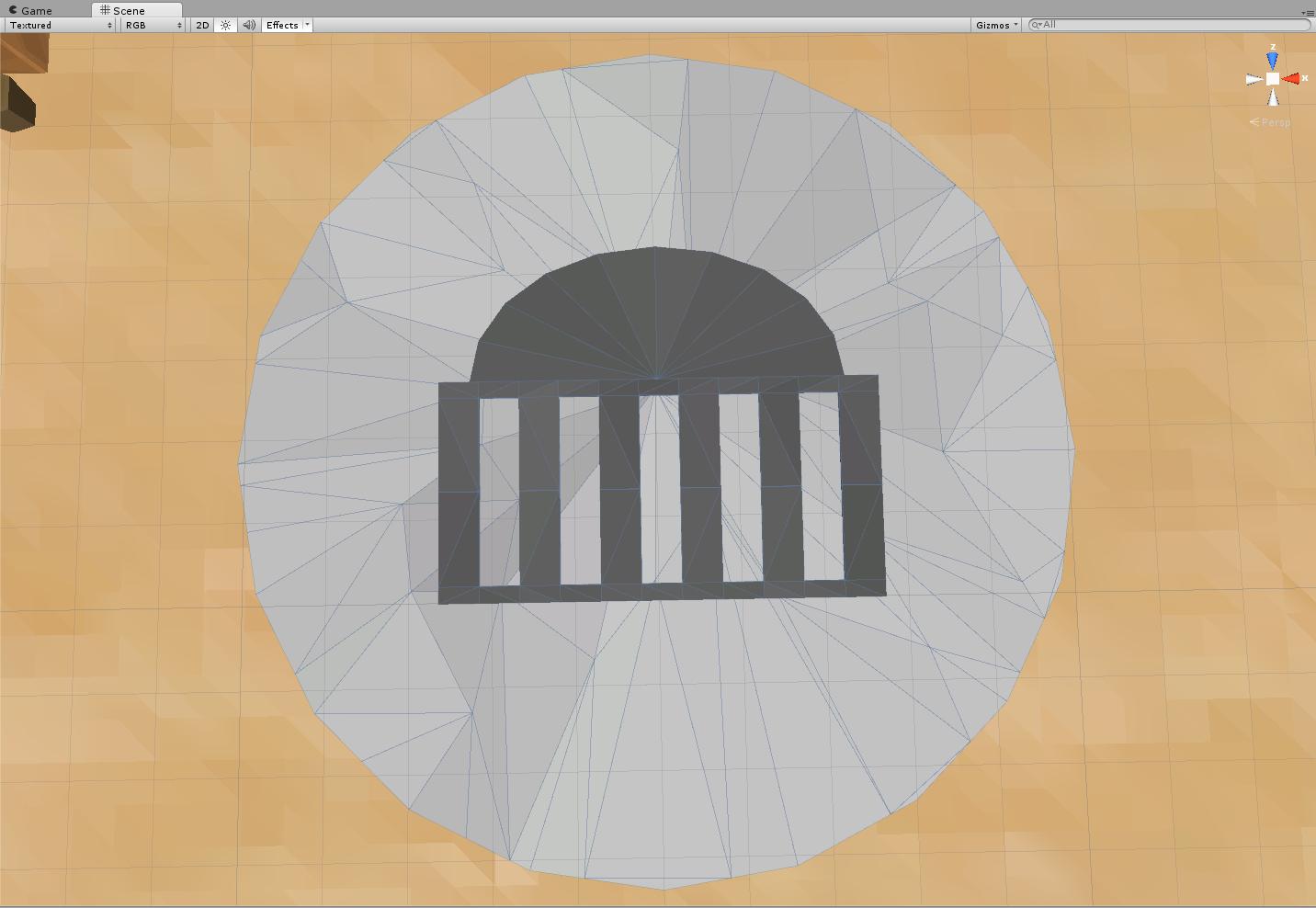


Figure : Seal - 262 polys

### Sickle

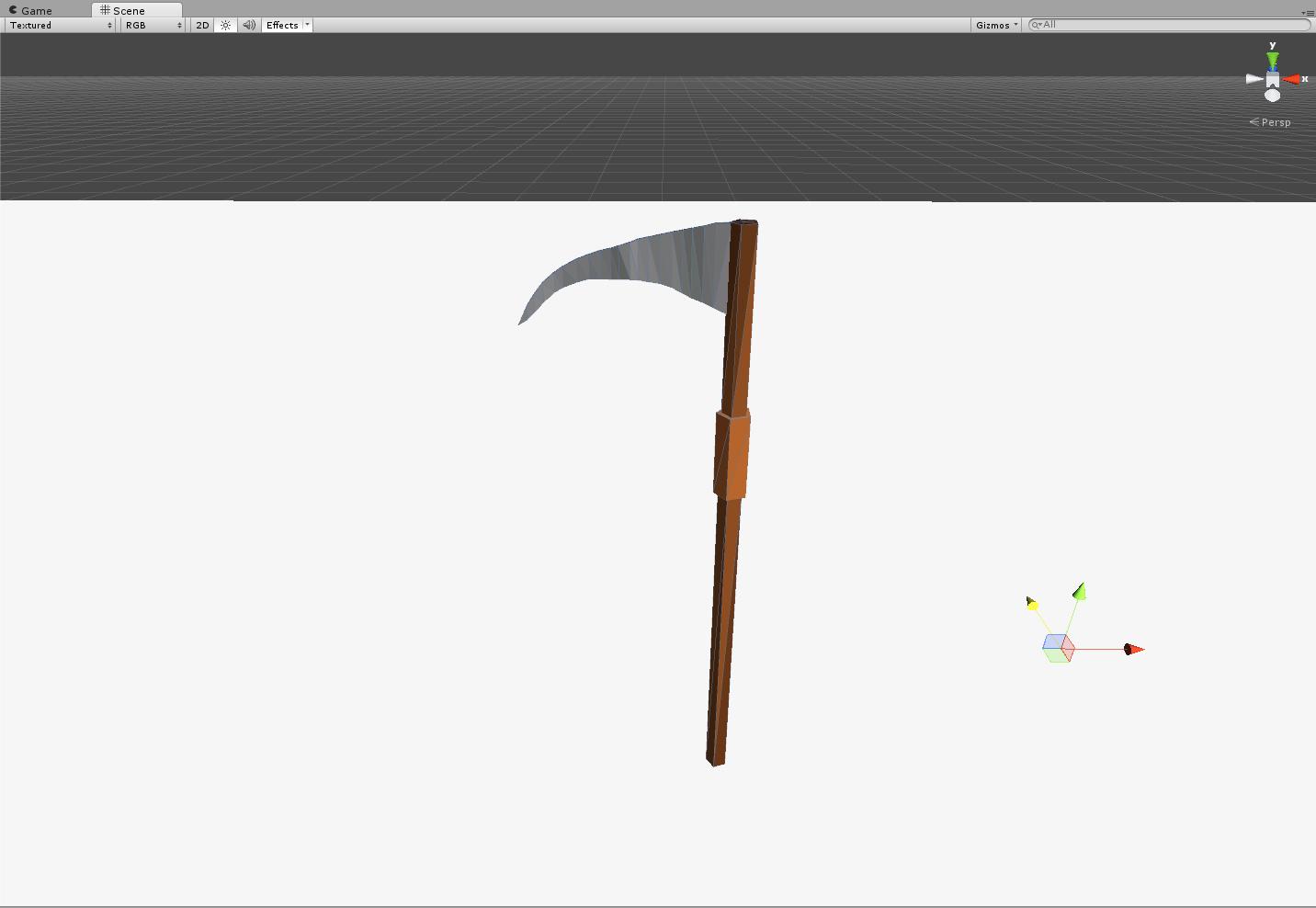


Figure : Sickle – 117 polys

### Space capsule

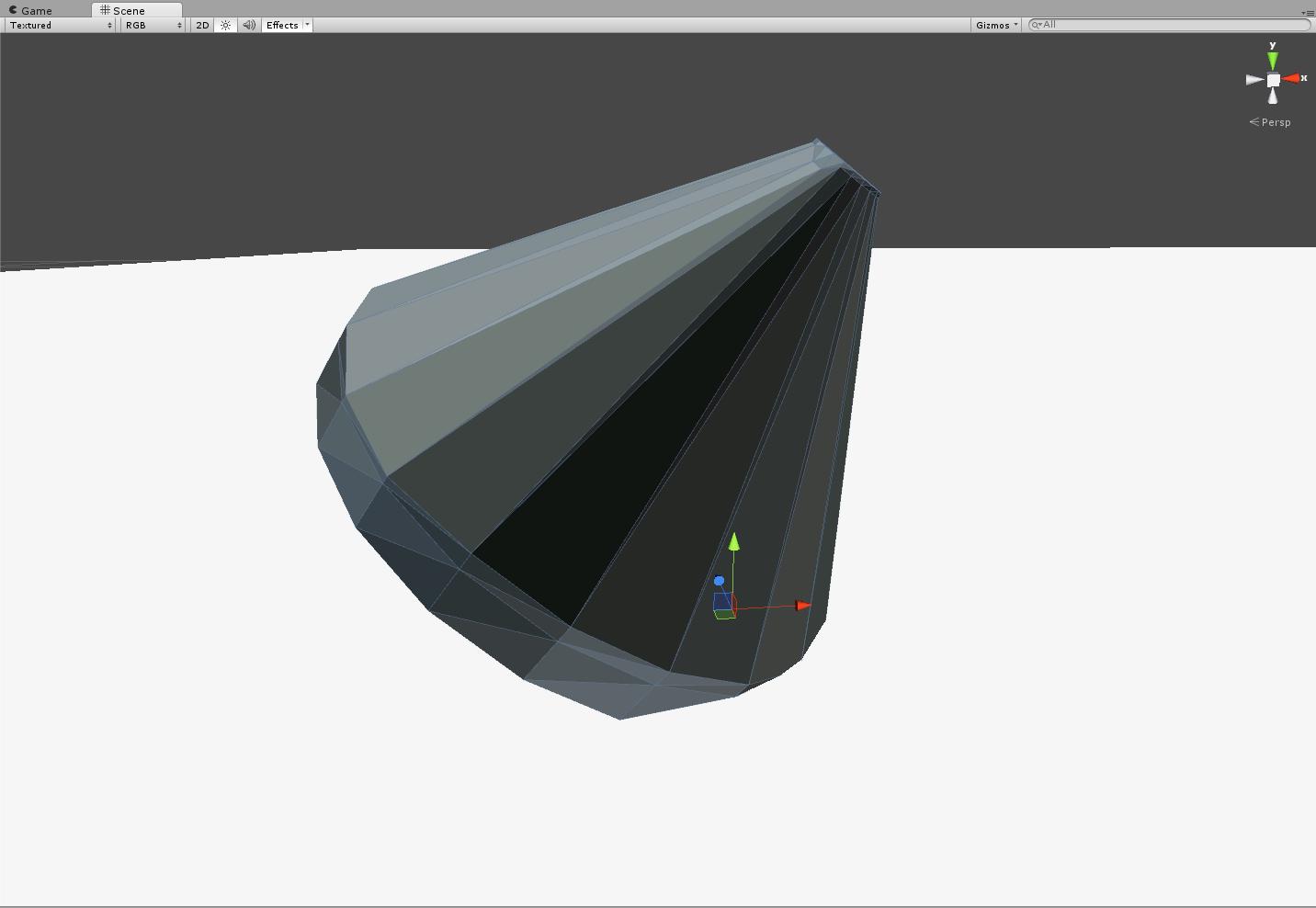


Figure : Space capsule – 160 polys

### Stanchion

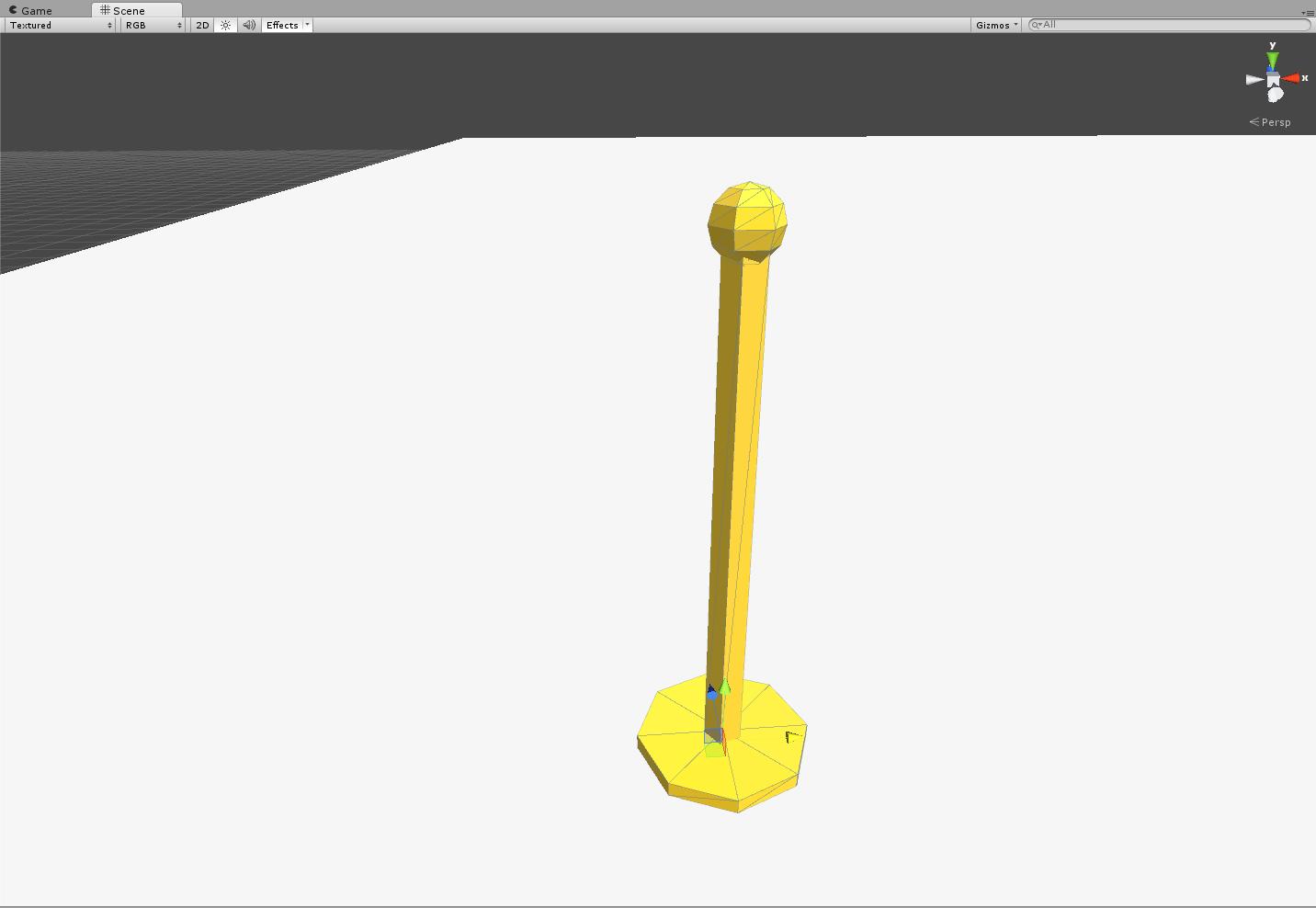


Figure : Stanchion – 58 polys

### Stanchion and rope

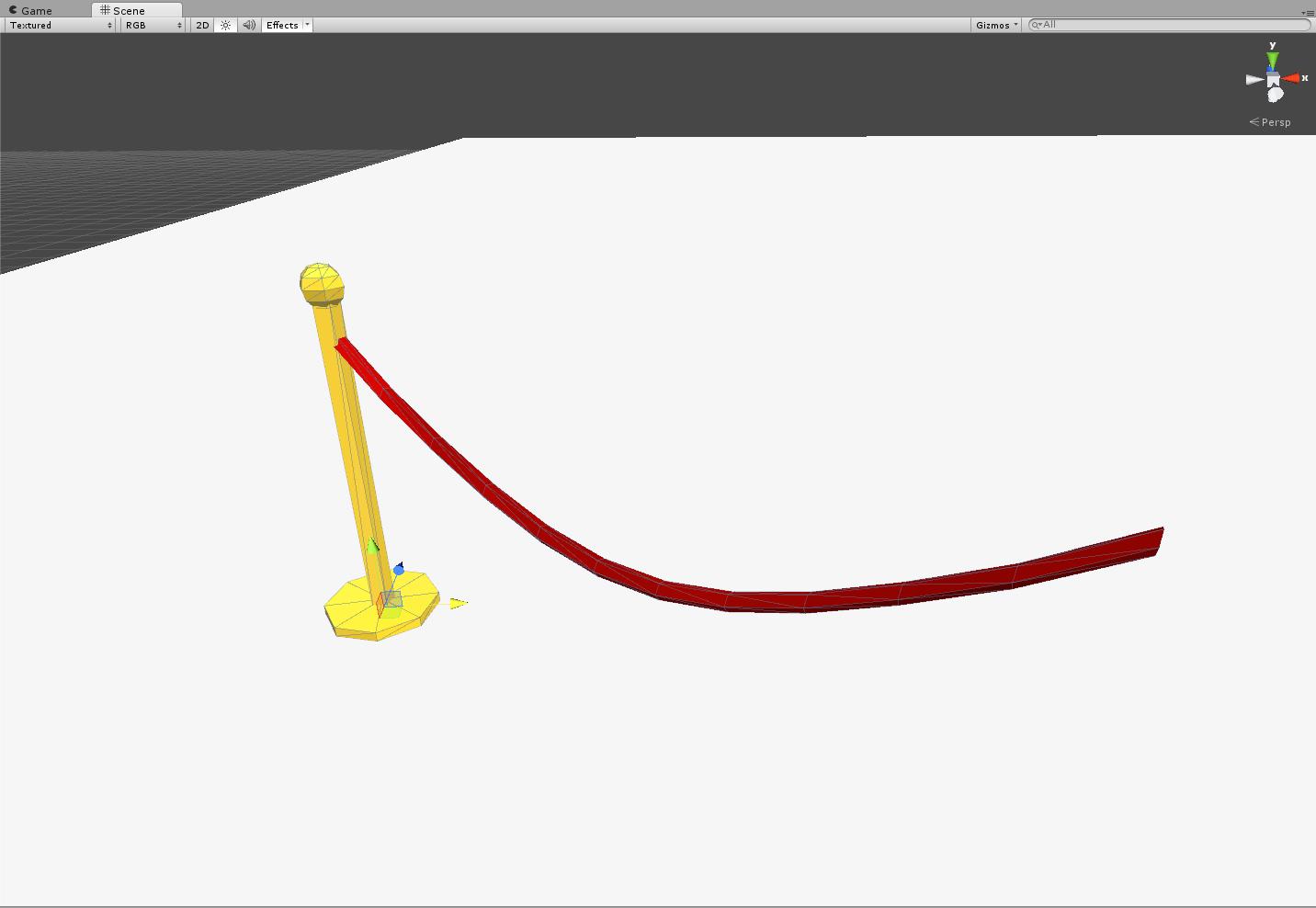


Figure : Stanchion and rope – 123 polys

### Stone wall

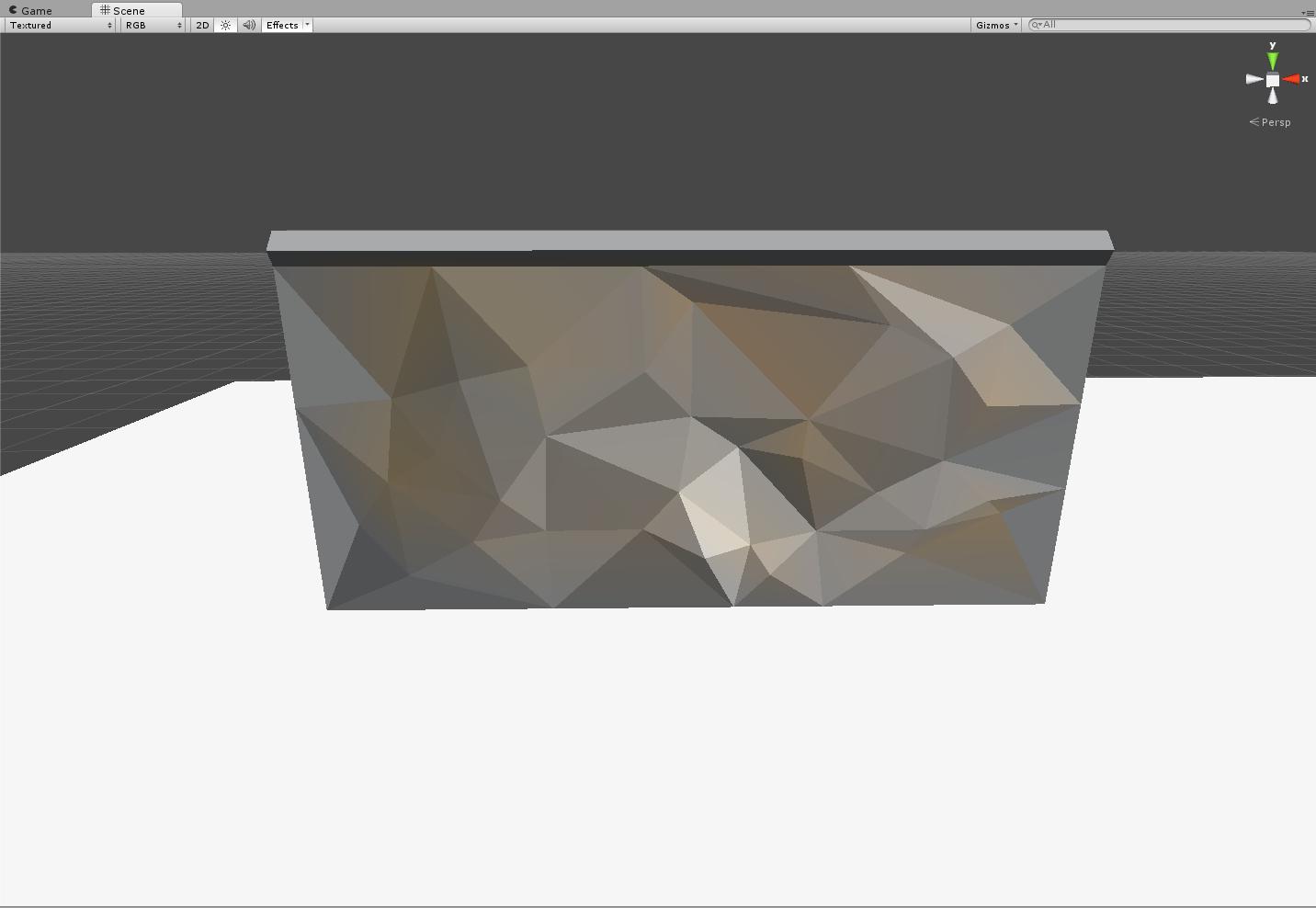


Figure : Stone wall – 64 polys

### Tall bush

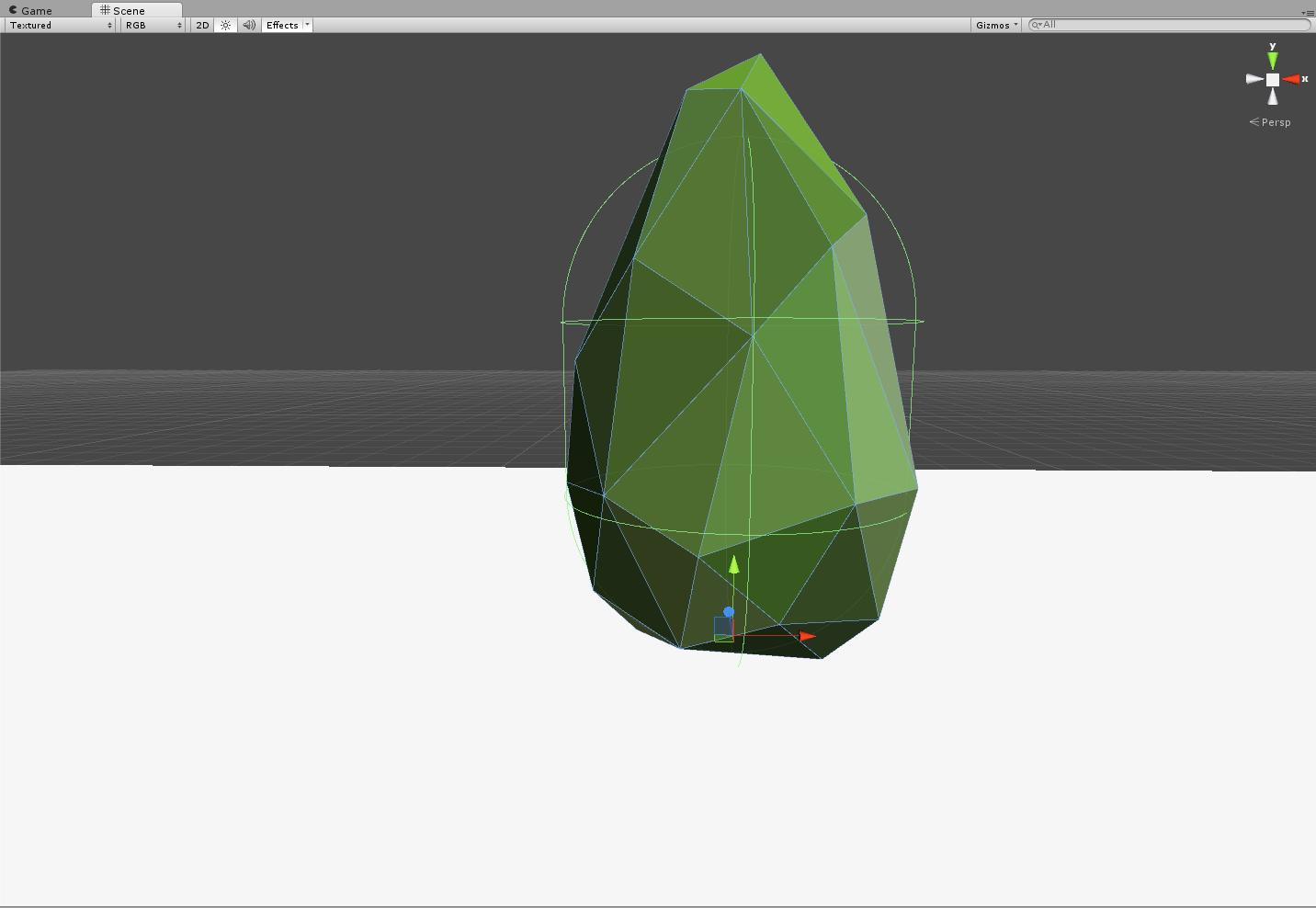


Figure : Tall bush – 66 polys

### Tall display case

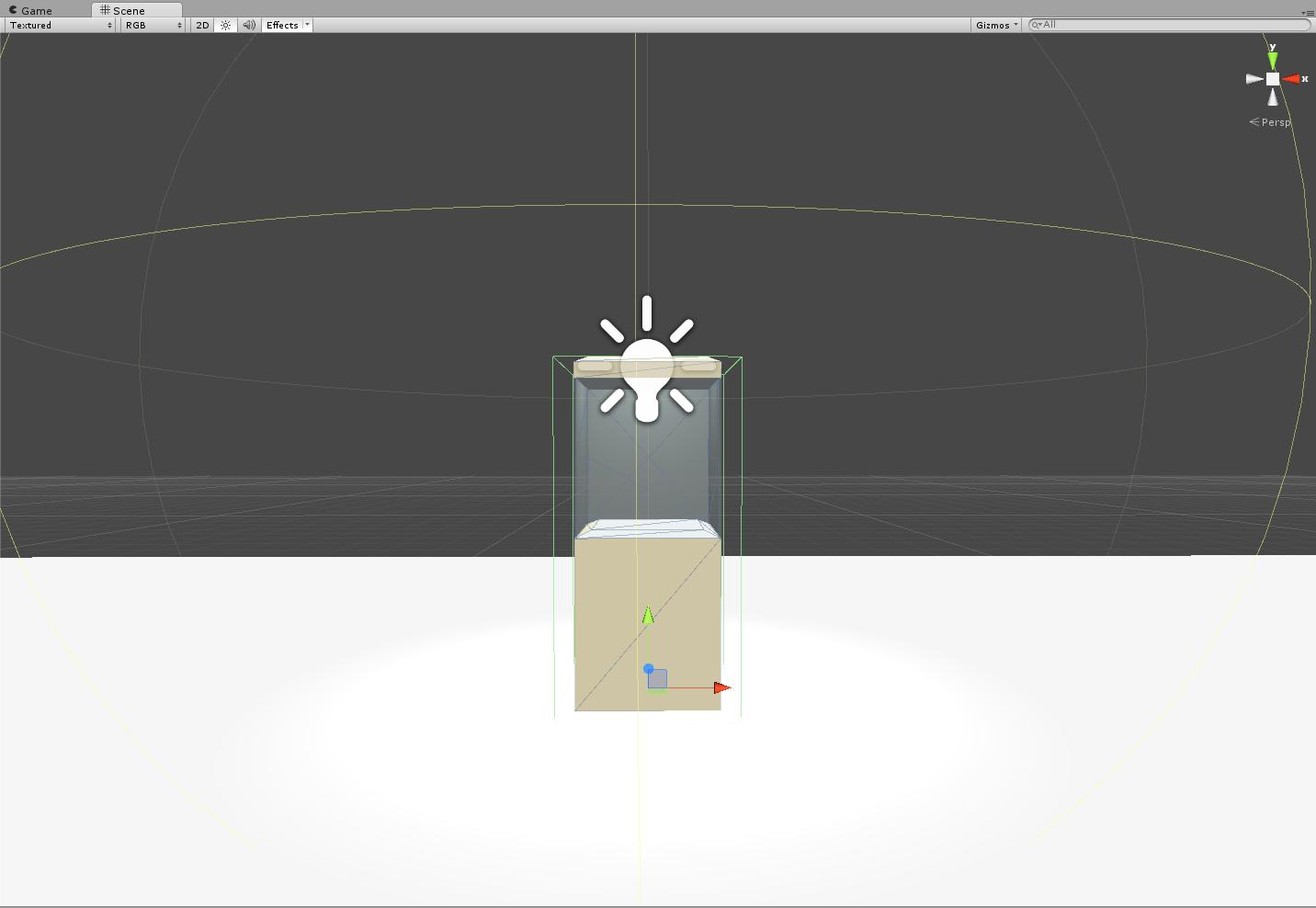


Figure : Tall display case – 28 polys

### Tank

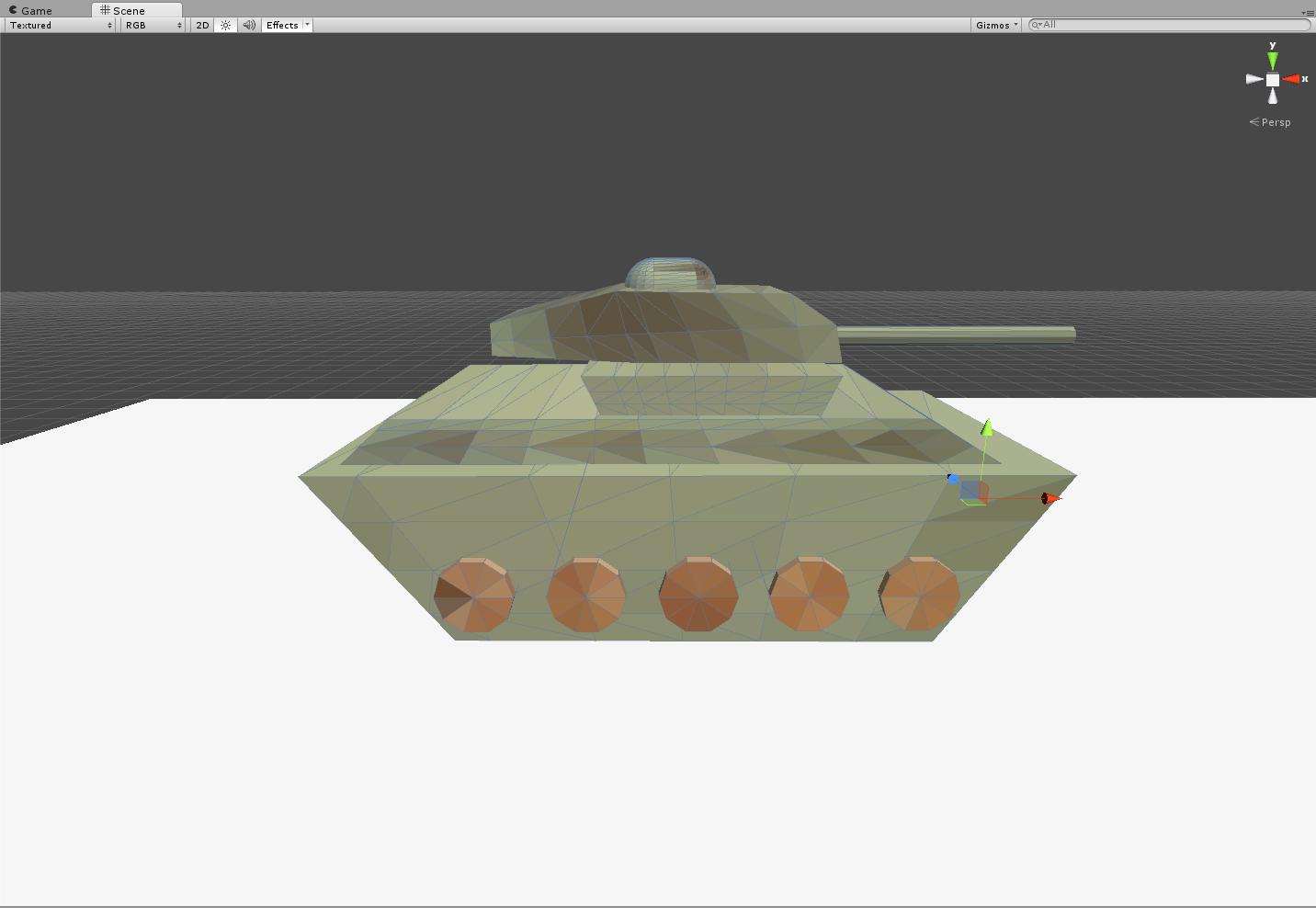


Figure : Tank – 262 polys

### Templar shield

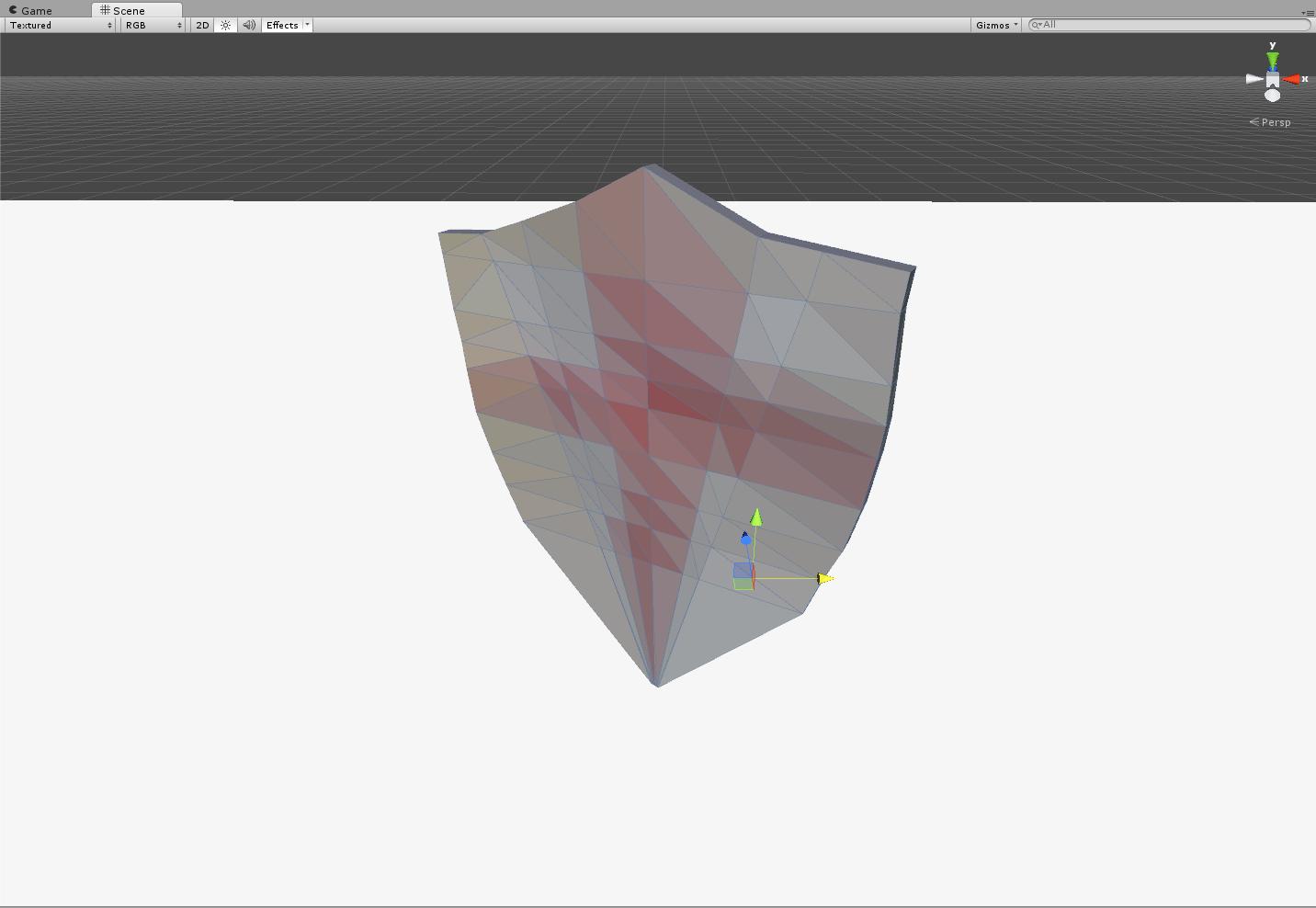


Figure : Templar shield – 176 polys

### Thompson sub-machine gun

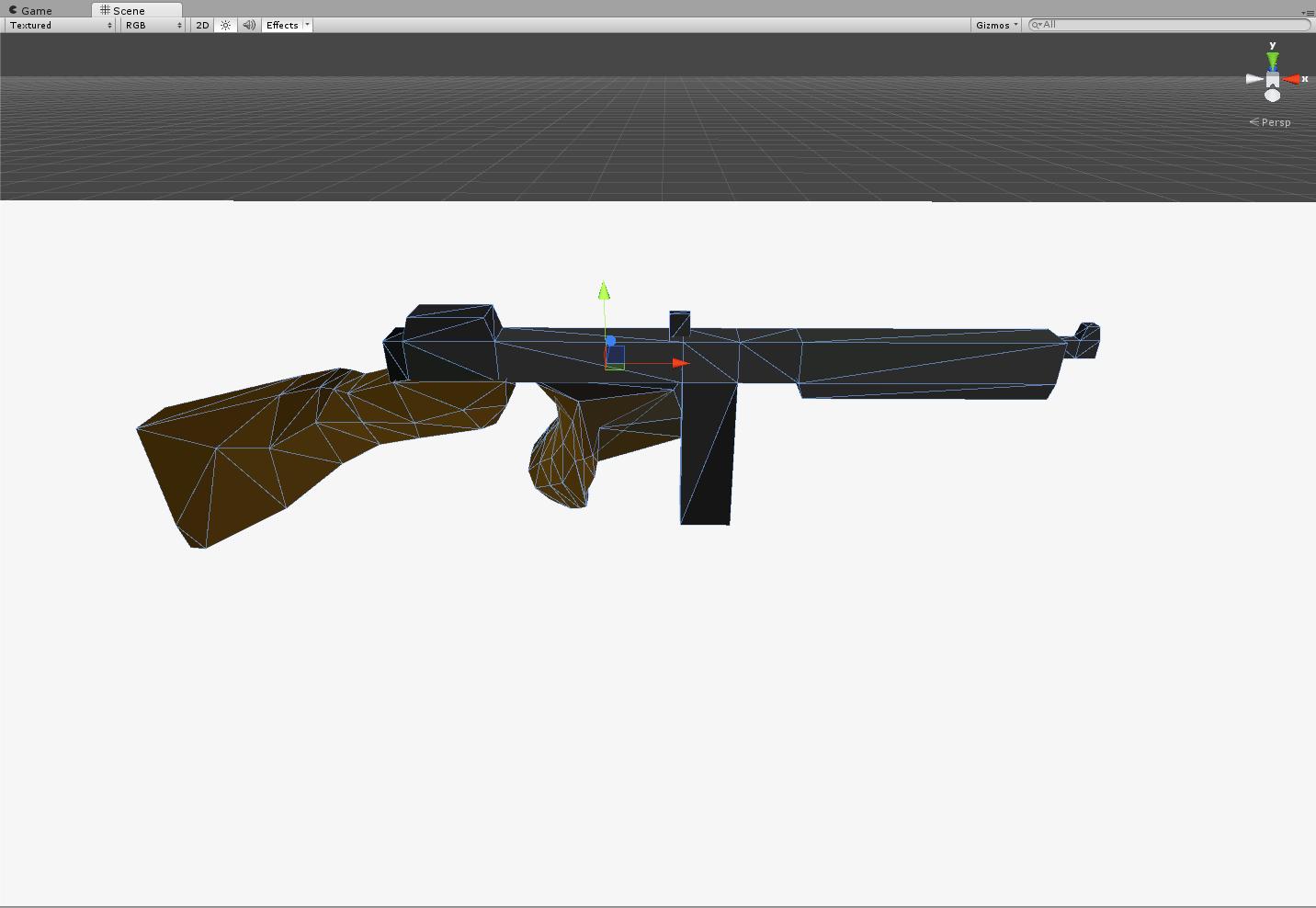


Figure : Thompson submachine gun – 164 polys

### Tree

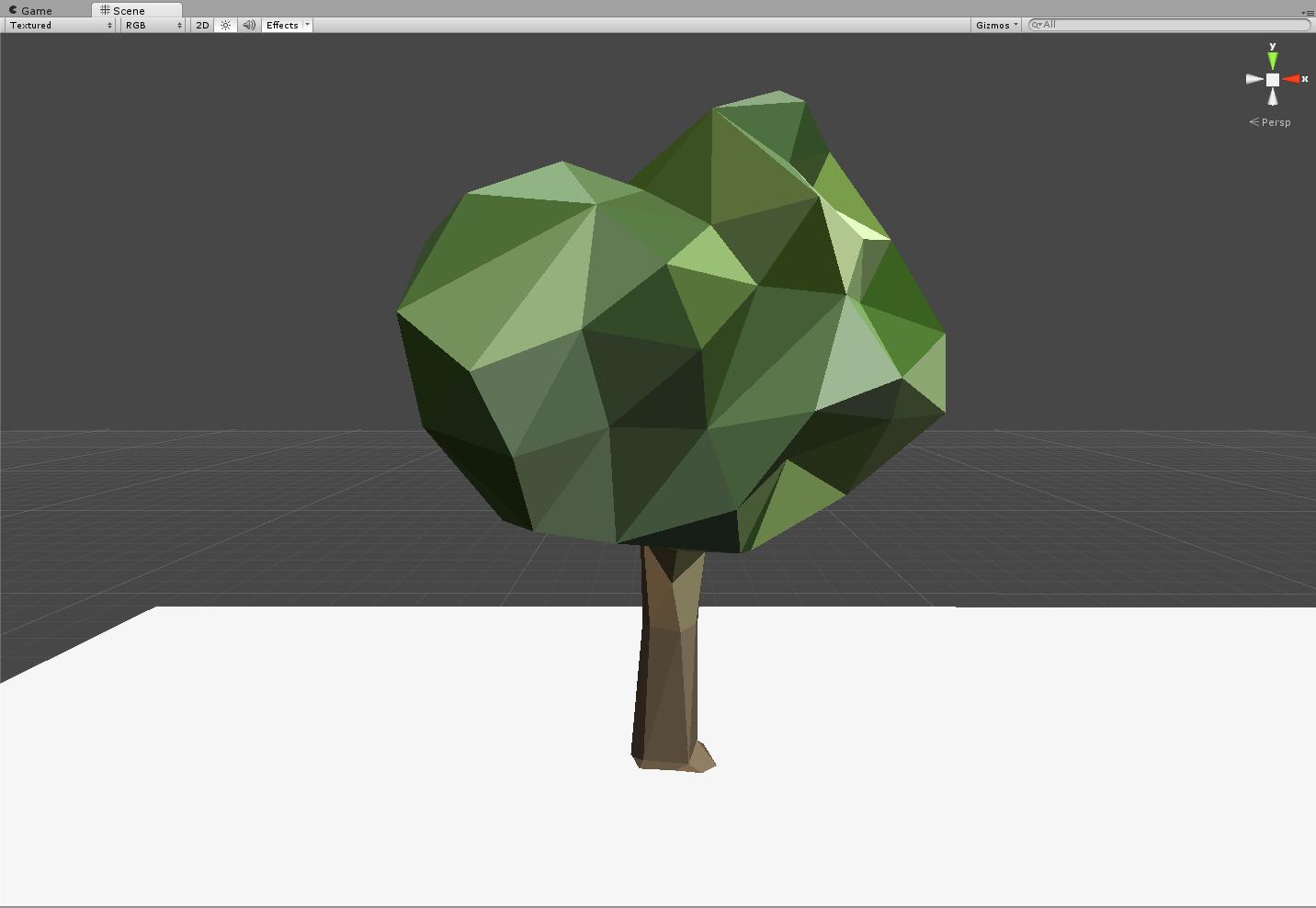


Figure : Tree – 256 polys

### Vase – brown

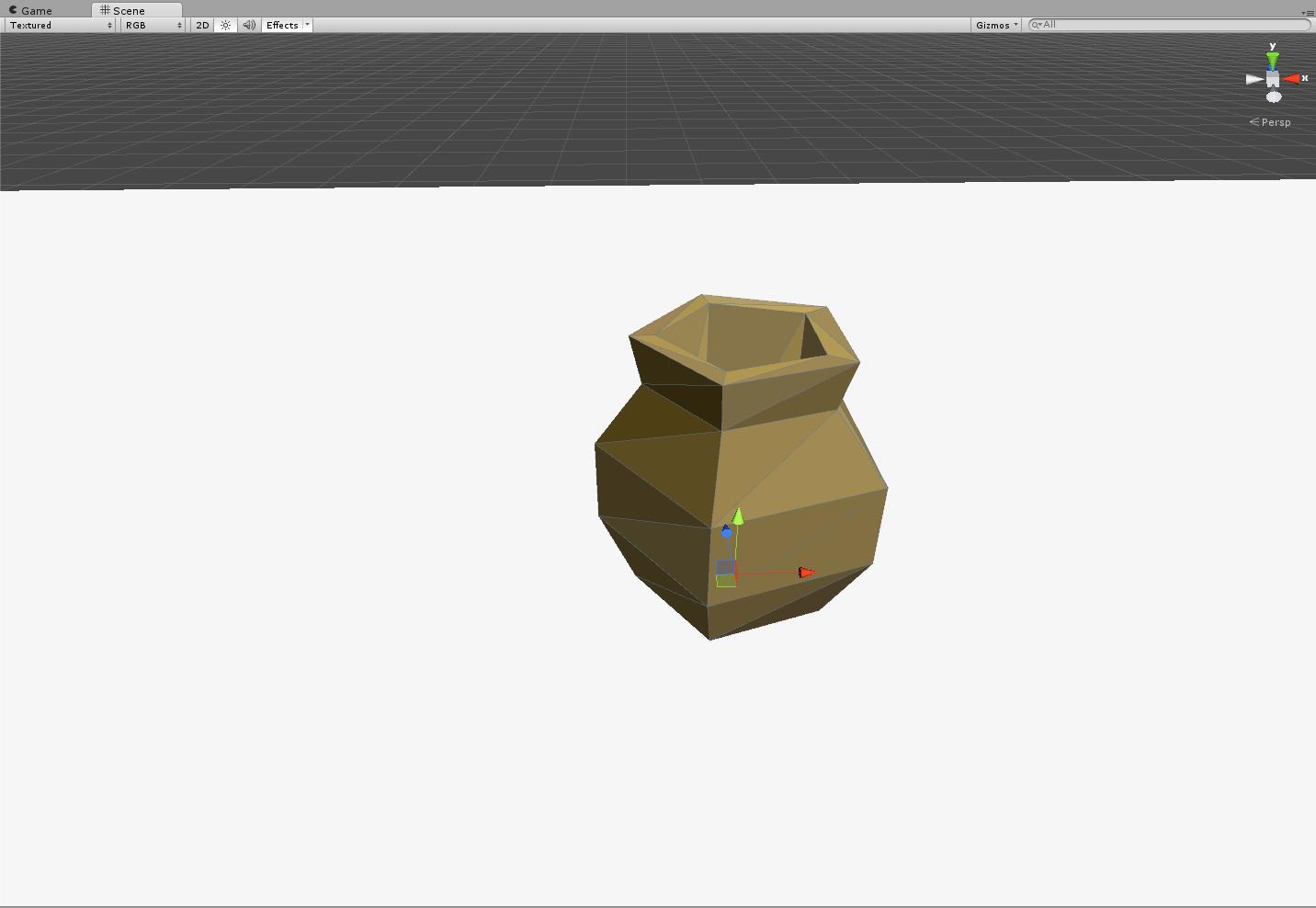


Figure : Vase – brown – 35 polys

### Vase – green

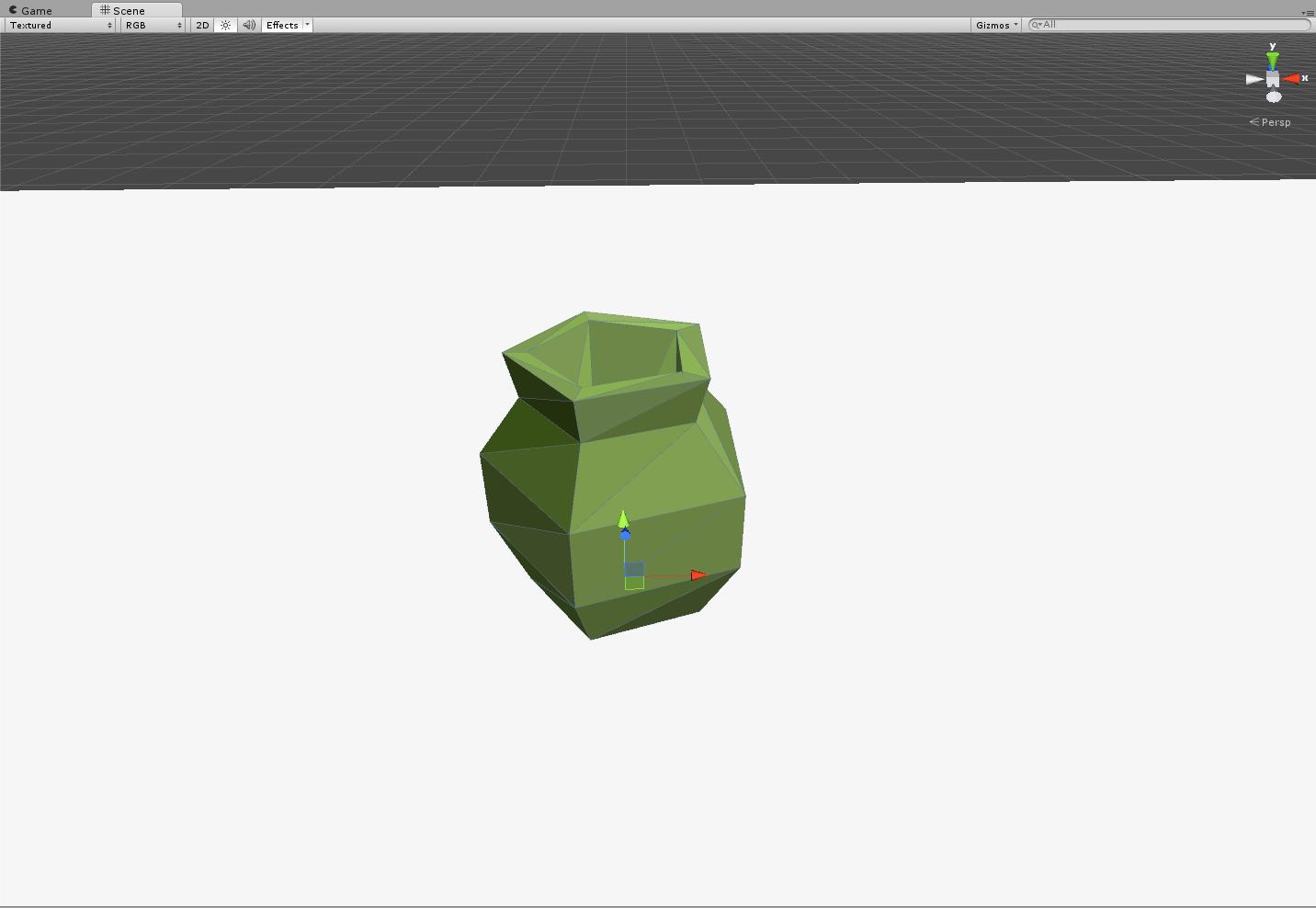


Figure : Vase – green – 35 polys

### Vase - light blue

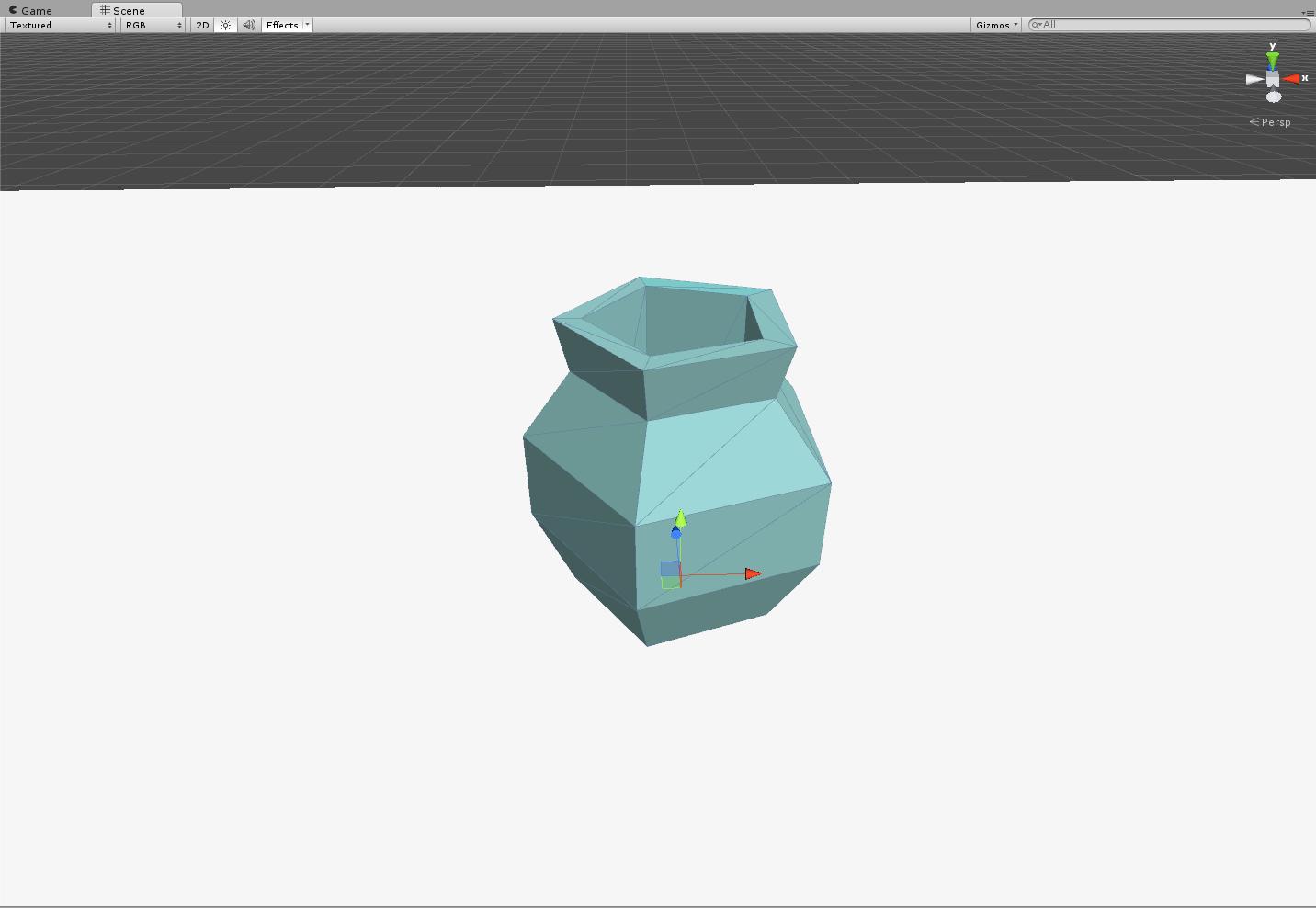


Figure : Vase – light blue – 35 polys

### vase – purple

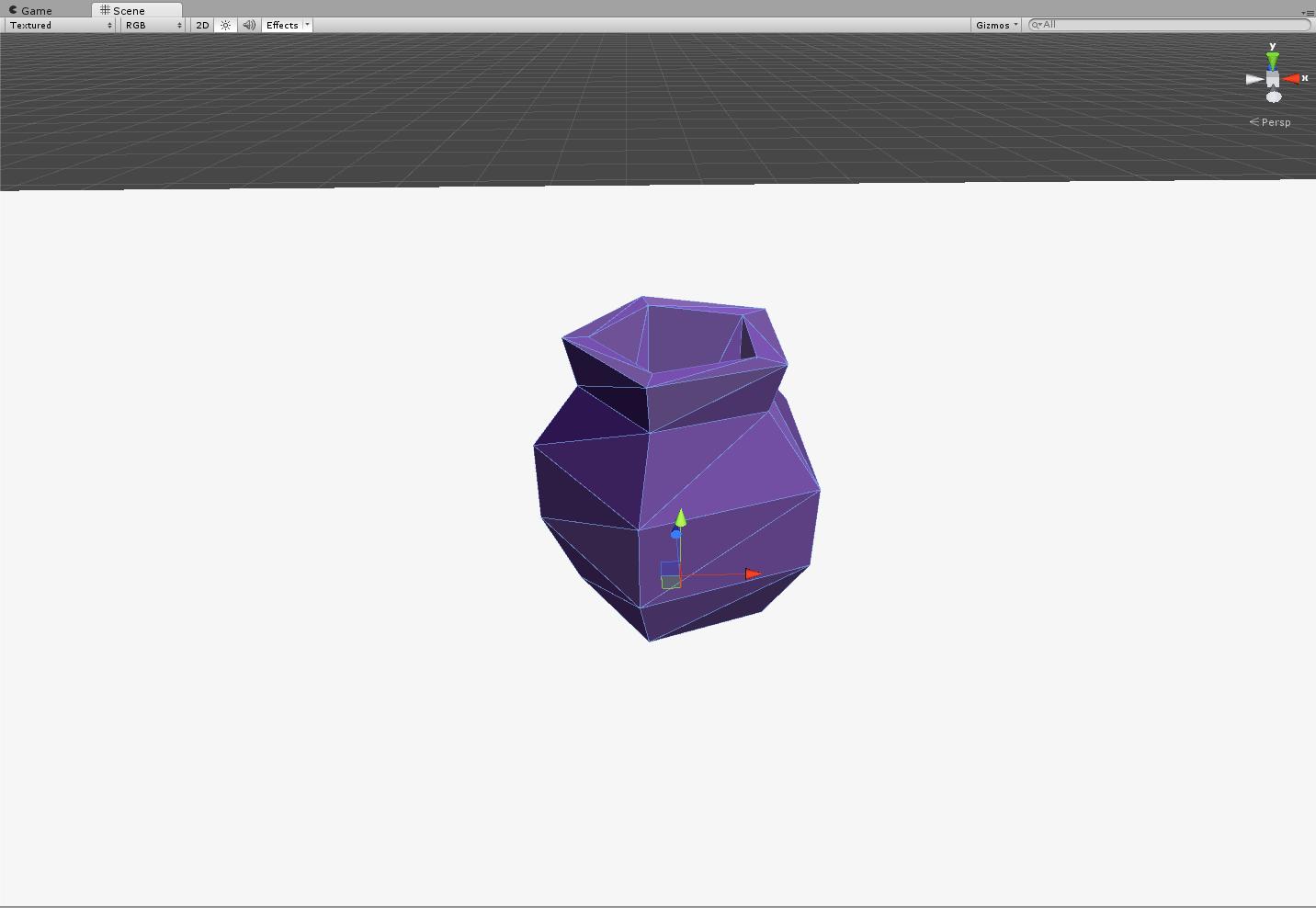


Figure : Vase – purple – 35 polys

### Window

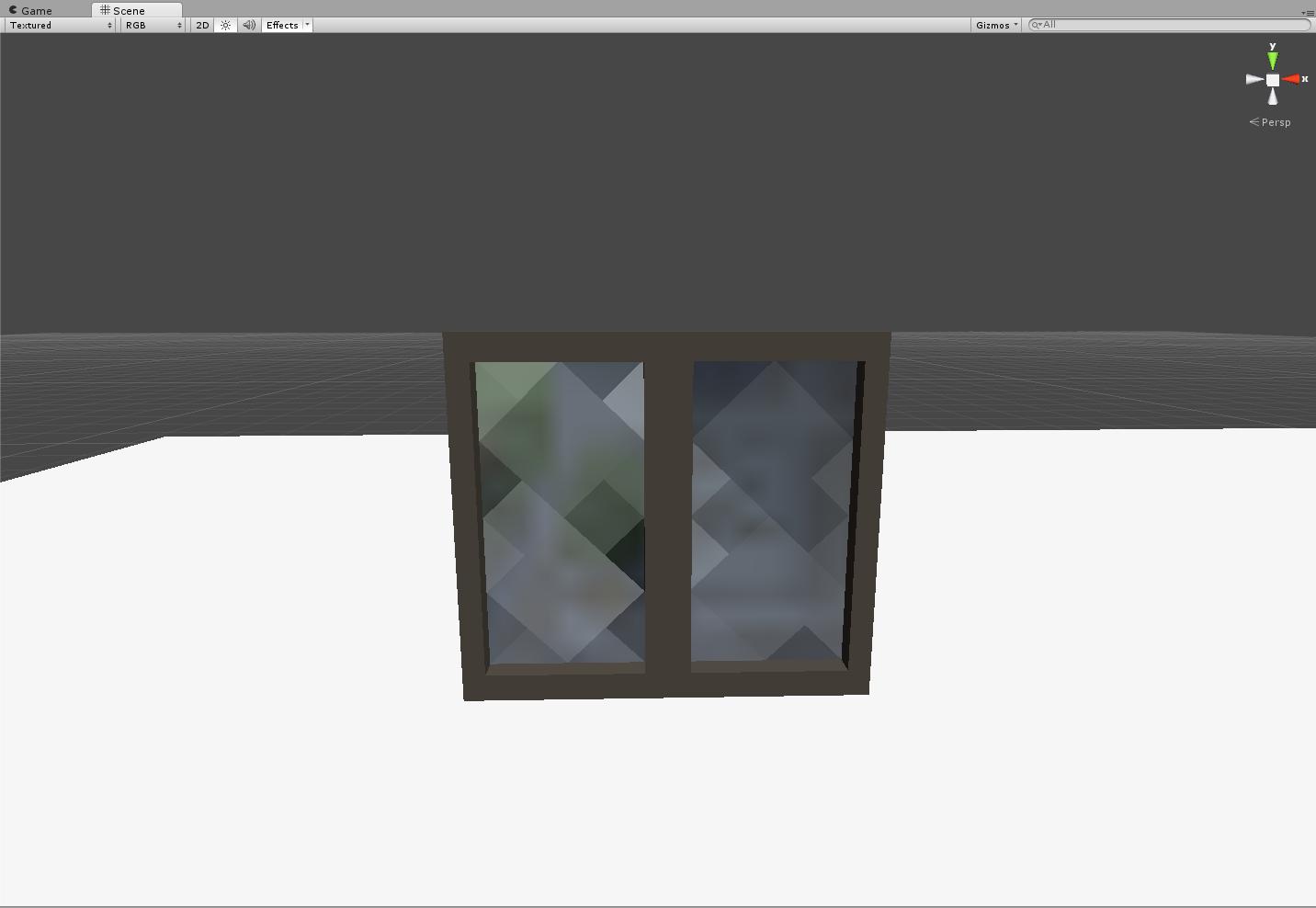


Figure : Window – 128 polys

### Wooden fence

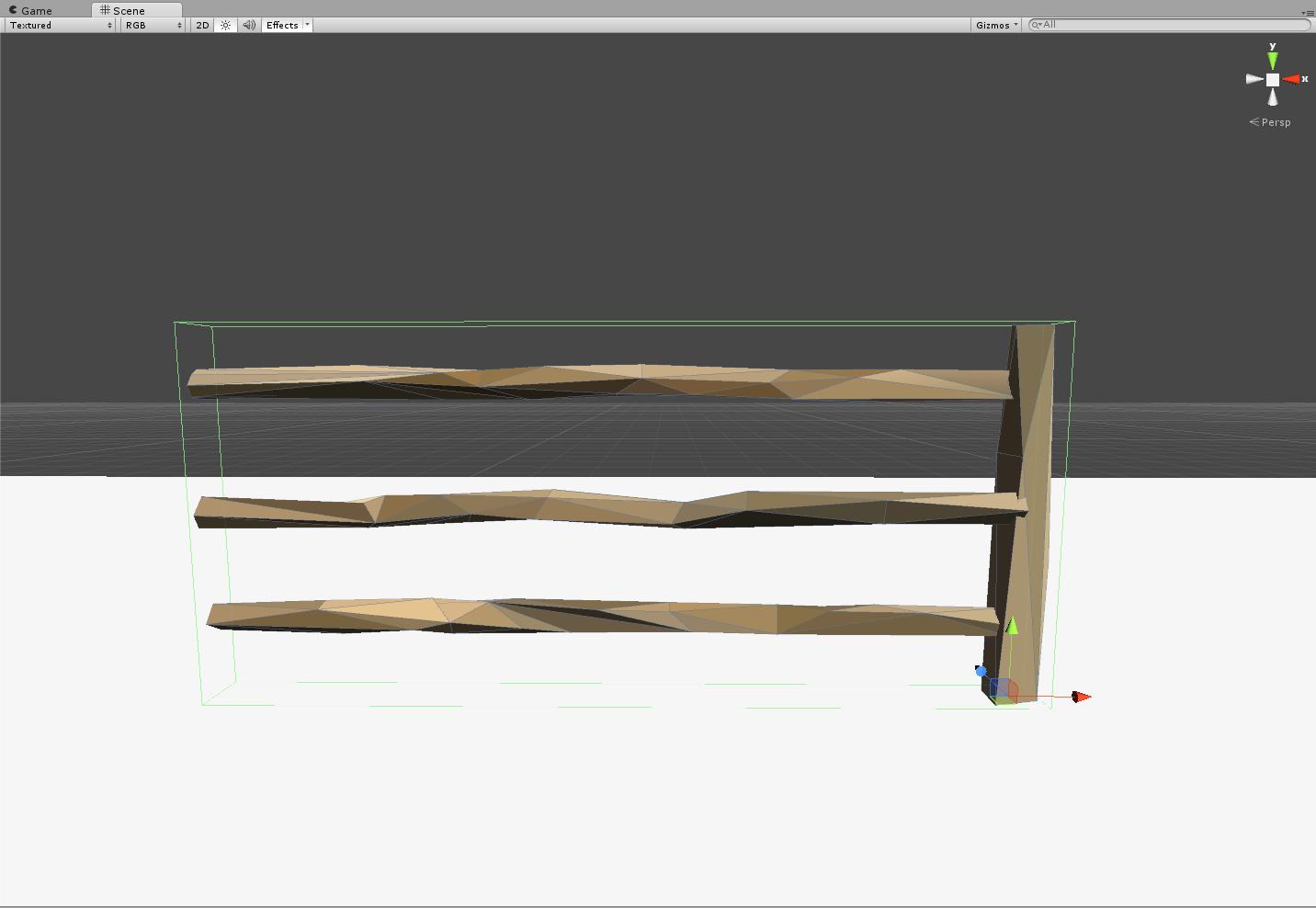


Figure : Wooden fence – 112 polys

## Animations:

* Kesh Idle Animation
  + Loops every second
* Kesh Run Cycle Animation
  + Loops every second
* Kesh Side Roll Animation
* Kesh Block
* Kesh 3 Melee Attacks:
  + Side Slash
  + Forward Jab
  + Downward Slice
* NPC/ Security Guard/ Cop Idle Animation
  + Loops every second
* NPC/ Security Guard/ Cop Run Cycle
  + Loops every second
* NPC Cower Animation
  + Loops every second
* Security Guard/ Cop Baton Melee Animation
  + 2 seconds long
* Cop Pistol Fire Animation
  + 1 second long
* Cop Machine Gun Animation
  + 0.50 seconds long

## Particles:

### Armor pickup

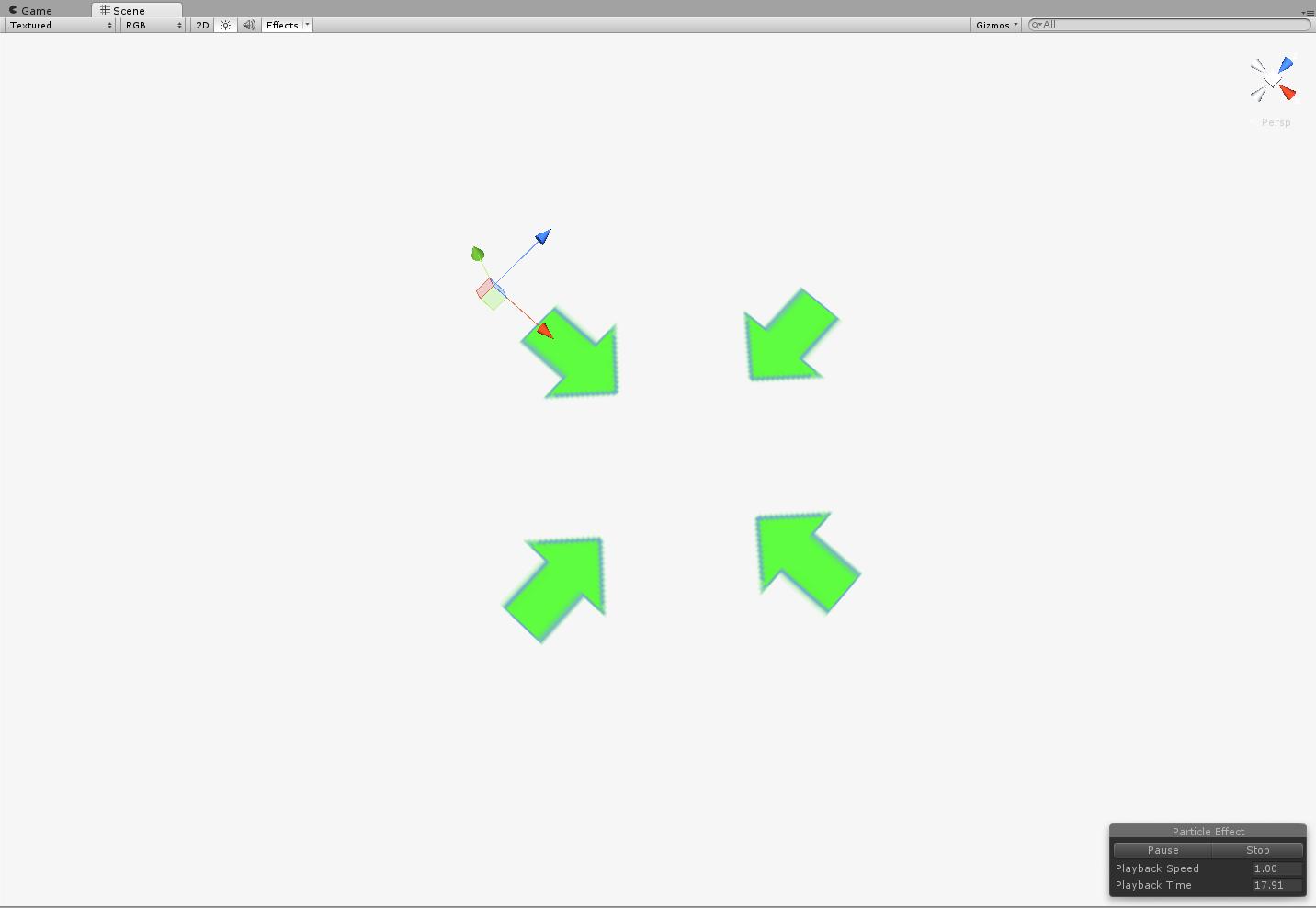


Figure : Armor Pickup

|  |
| --- |
| **Arrow** |
| Duration | 1 |
| Start lifetime | 1 |
| Start speed | 2 |
| Start size | 2 |
| Max particles | 1 |
| Emission | 10 |
| Shape | box |
| Color over lifetime | Alpha 0-255 255-0 Fade in, exist, fade out. |
| Render | Horizontal billboard |

### Block

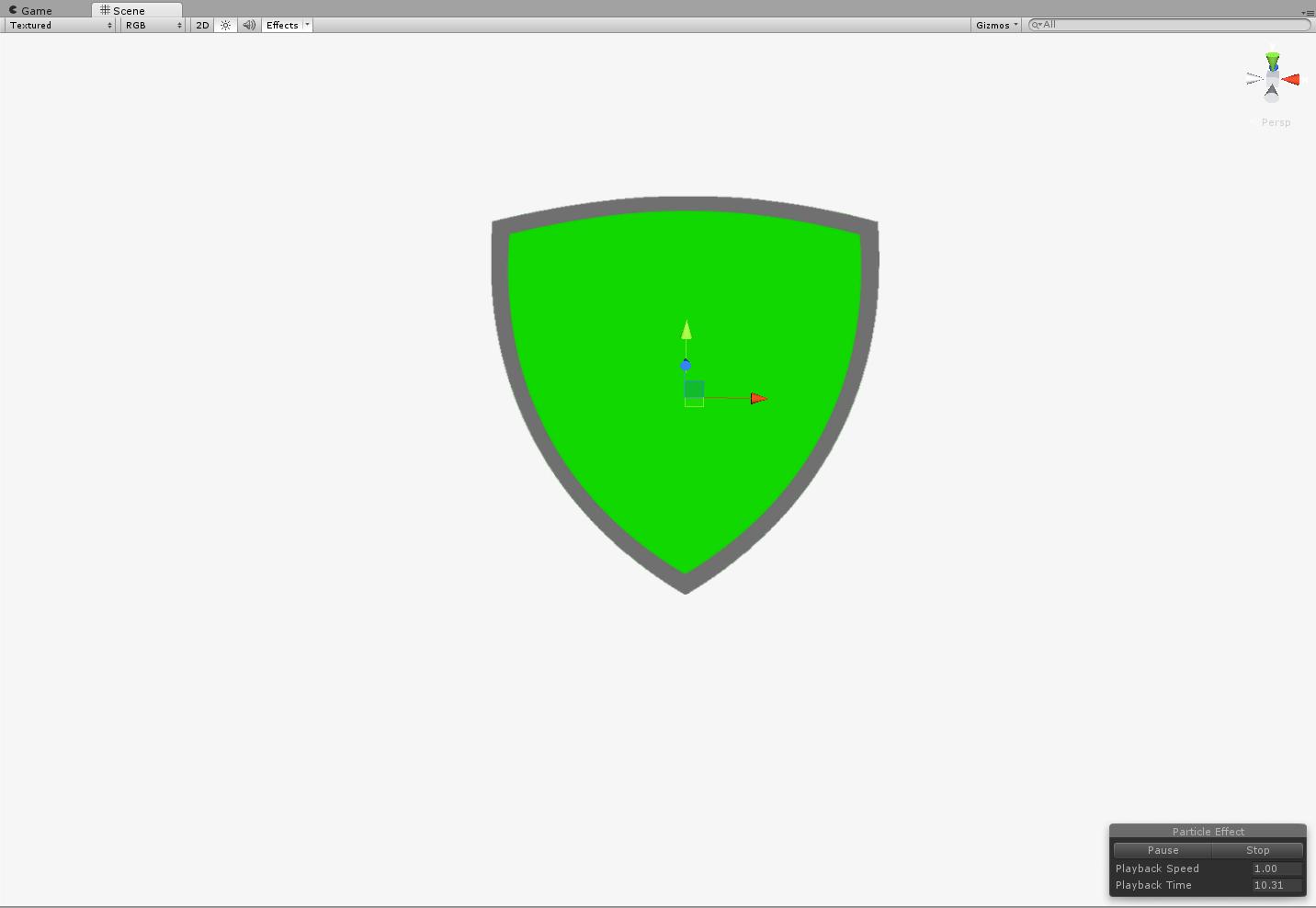


Figure : Block

|  |
| --- |
| **Shield** |
| Duration | 0.5 |
| Start lifetime | 0.5 |
| Start speed | 0 |
| Start size | 0.77 |
| Max particles | 1 |
| Emission | 10 |
| Shape | hemisphere |
| Render | Billboard |

### Blood burst

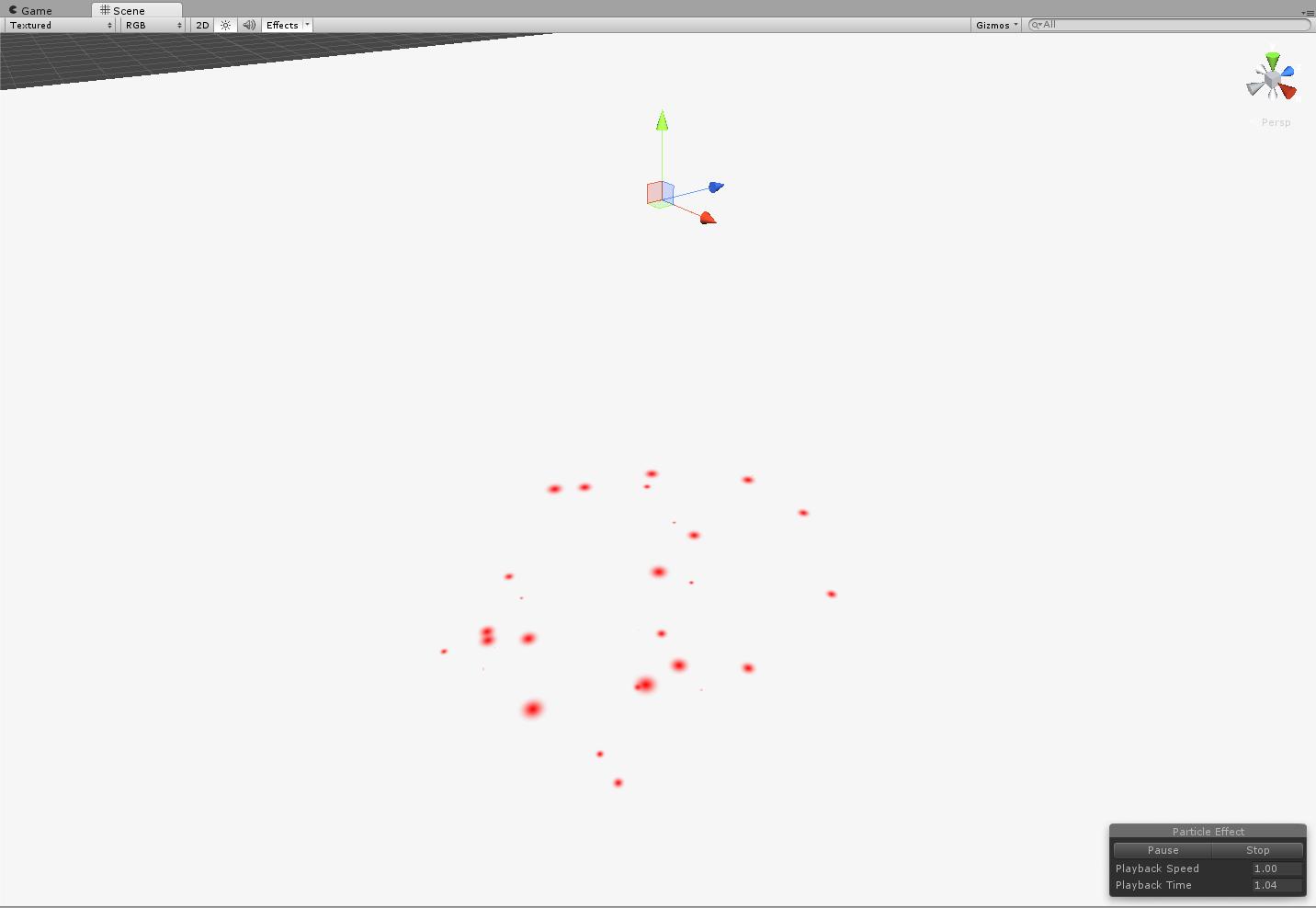


Figure : Blood burst

|  |
| --- |
| **Drops** |
| Duration | 0.2 |
| Start lifetime | 10 |
| Start speed | 1.13 |
| Start size | 0.2 |
| Gravity multiplier | 5 |
| Inherit velocity | 1.77 |
| Max particles | 60 |
| Emission | Burst, 30 |
| Shape | sphere |
| Size over lifetime | 100% - 300% 300%-0% |
| Collusion | Yes, planes |
| Render | Horizontal billboard |

### Charge

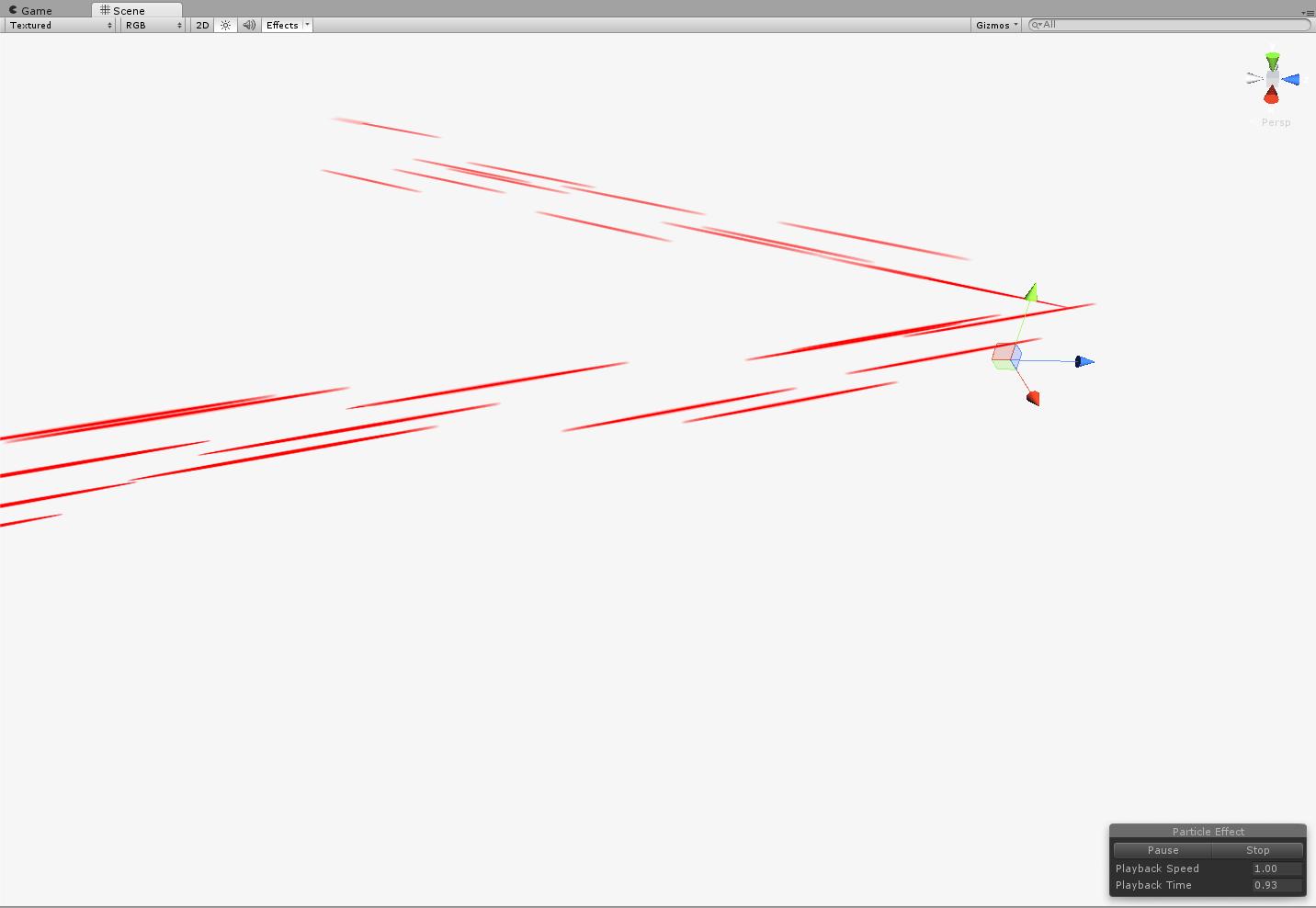


Figure : Charge

|  |
| --- |
| **Sparks** |
| Duration | 1 |
| Start lifetime | 1 |
| Start speed | 9 |
| Start size | 0.2 |
| Max particles | 1000 |
| Emission | 20 |
| Shape | box |
| Render | Mesh, plane |

### Drive

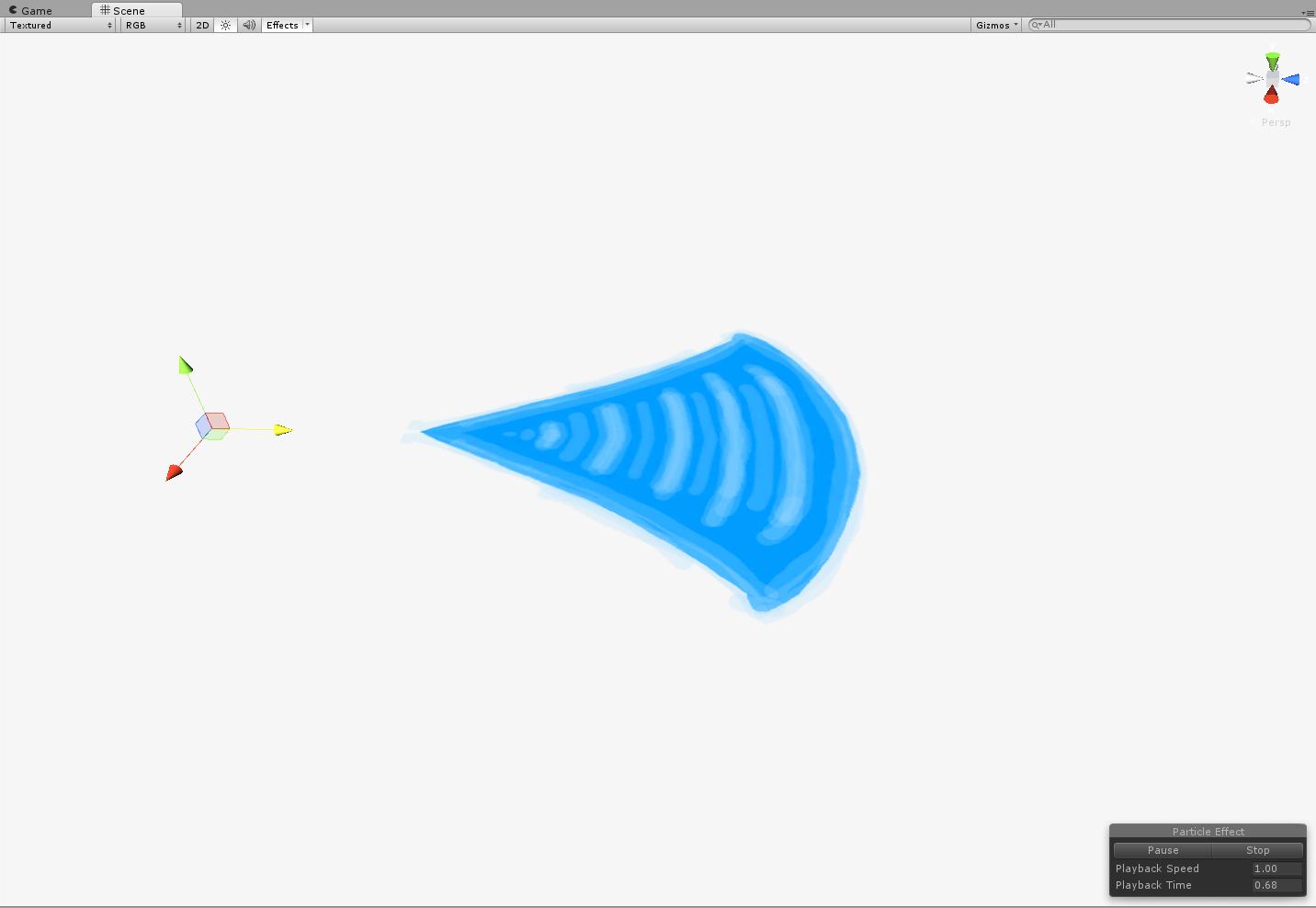


Figure :Drive

|  |
| --- |
| **Wave** |
| Duration | 1 |
| Start lifetime | 1 |
| Start speed | 5 |
| Start size | 0.1 |
| Max particles | 1 |
| Emission | 20 |
| Shape | box |
| Size over lifetime | Quadruple |
| Render | Horizontal billboard |

### Gunshot



Figure : Gunshot

|  |
| --- |
| **Sparks** |
| Duration | 0.2 |
| Start Lifetime | 0.2 |
| Start Speed | 7.33 |
| Start Size | 0.02 |
| Gravity multiplyer | 0.78 |
| Max Particles | 40 |
| Emission Rate | 30 |
| Shape | Cone |
| Color over lifetime | Alpha 0-255 255-0 Fade in, exist, fade out. |
| Angle | 20.48 |
| Radius | 0.01 |
| Limit velocity over lifetime | yes |
| Color over lifetime | Alpha 255 – 255 – 0 exist, fade. |
| Size over lifetime | Yes |
| Render Mode | Billboard |

|  |
| --- |
| **Smoke** |
| Duration | 3 |
| Start Lifetime | 3 |
| Start Speed | 0.35 |
| Start Size | 0.5 |
| Gravity multiplier | -0.05 |
| Max Particles | 3 |
| Emission Rate | 10 |
| Shape | Cone |
| Angle | 8.98 |
| Radius | 0.025 |
| Color over lifetime | Alpha 255 – 255 – 0 exist, fade. |
| Size over lifetime | Yes, grow 3 times the size |
| Render Mode | Billboard |

### Exit Scene helper

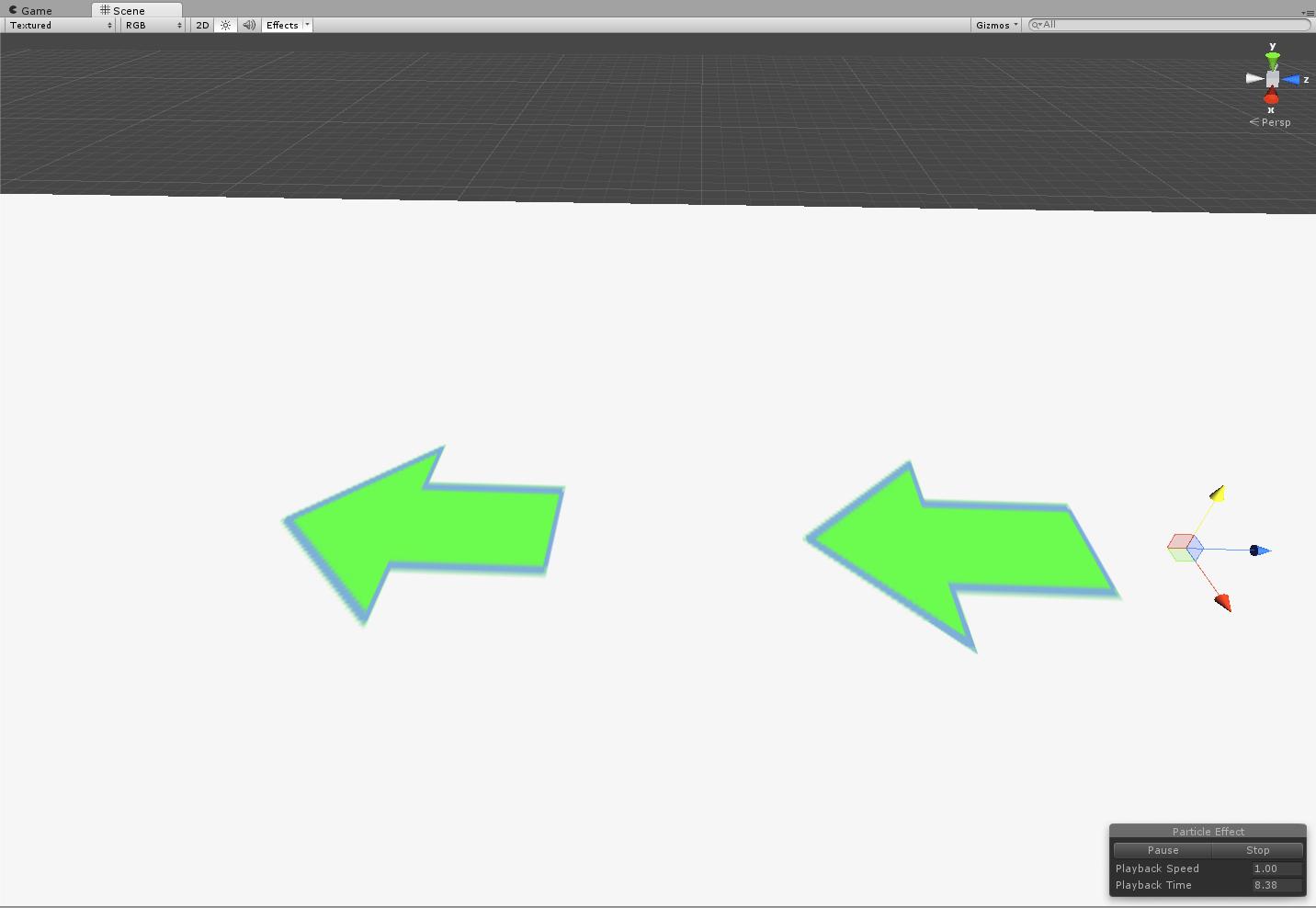


Figure : Exit scene helper

|  |
| --- |
| **Arrow** |
| Duration | 2.0 |
| Start Lifetime | 2 |
| Start Speed | 3 |
| Start Size | 8 |
| Start rotation | 90 |
| Play on awake | Yes |
| Max Particles | 1 |
| Emission Rate | 10 |
| Shape | box |
| Color over lifetime | Alpha 0-255 255-0 Fade in, exist, fade out. |
| Render Mode | Horizontal Billboard |

### Stalwart

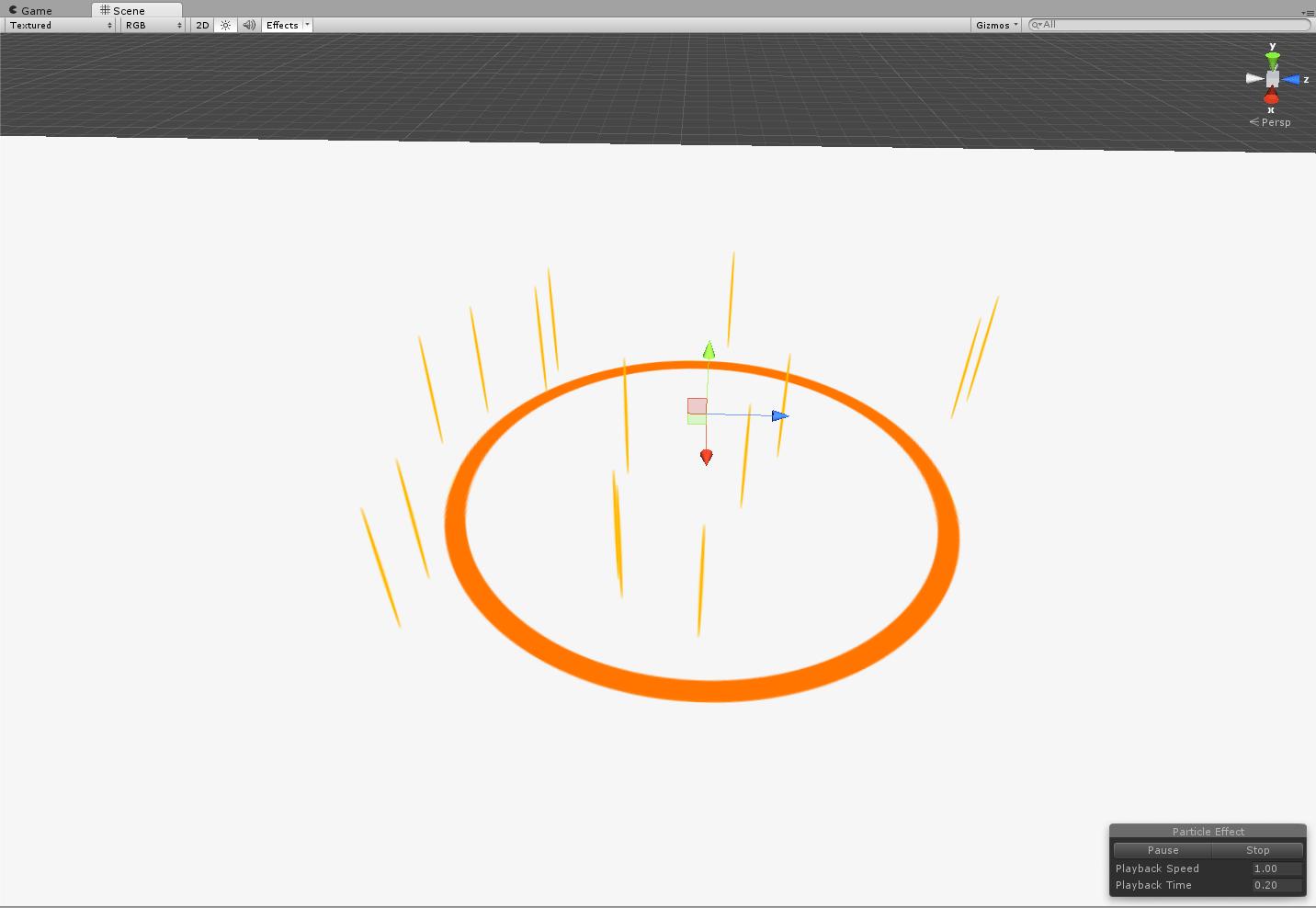


Figure : Stalwart

|  |
| --- |
| **Pillar Effect** |
| Duration | 0.50 |
| Start Lifetime | 0.50 |
| Start Speed | 1 |
| Start Size | 2 |
| Inherit Velocity | 0.5 |
| Max Particles | 15 |
| Emission Rate | 500 |
| Shape | Sphere |
| Radius | 0.71 |
| Render Mode | Vertical Billboard |

|  |
| --- |
| **Ring** |
| Duration | 0.50 |
| Start Lifetime | 0.50 |
| Start Size | 0.2 |
| Max Particles | 1 |
| Emission Rate | 1 |
| Shape | Sphere |
| Radius | 0.01 |
| Color over Lifetime | Alpha 0-255 255-0 Fade in, exist, fade out. |
| Renderer | Horizontal Billboard |

### Unbreakable

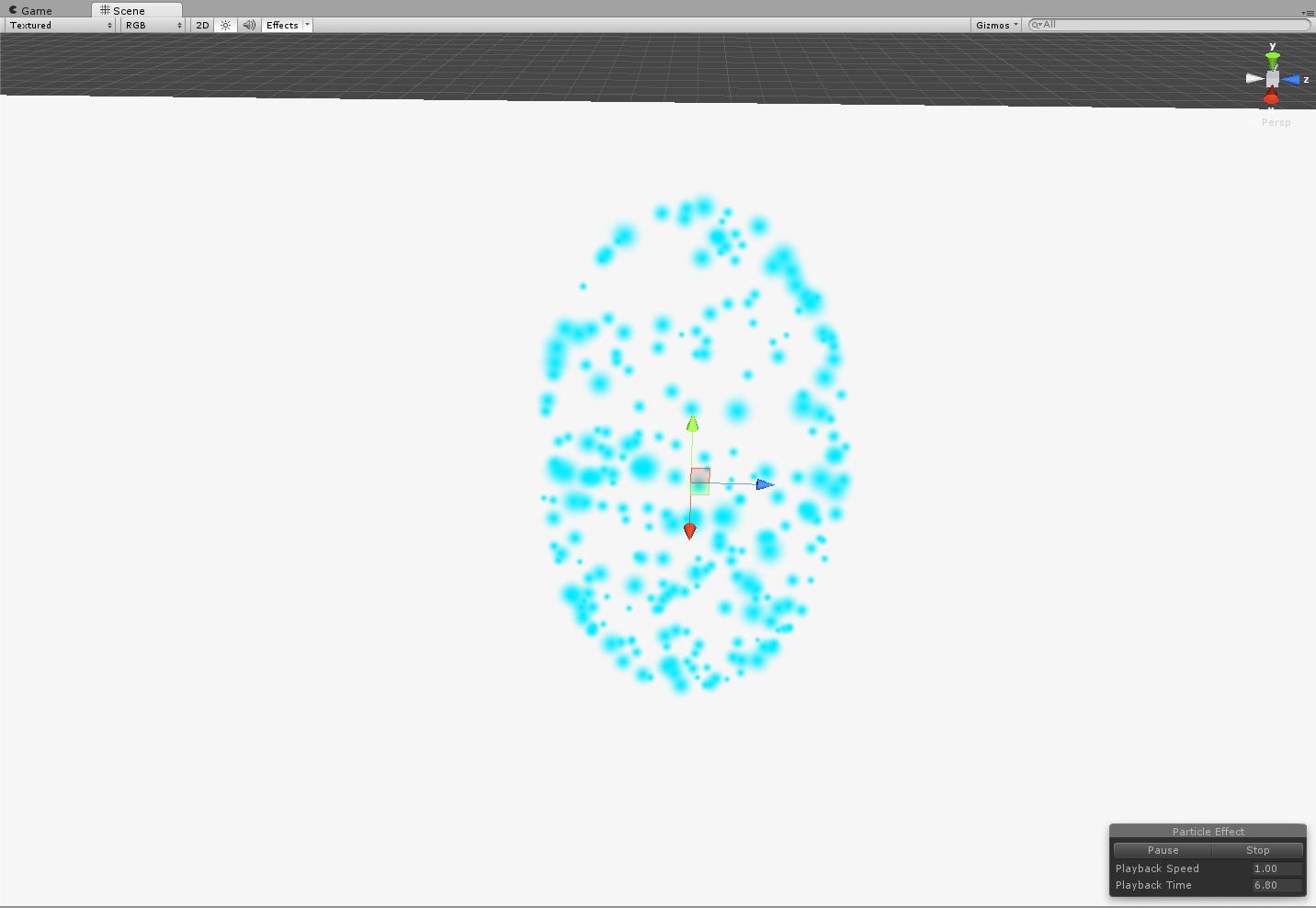


Figure : Unbreakable

|  |  |
| --- | --- |
| Duration | 15 |
| Start Lifetime | 0.5 |
| Start Size | 0.05 – 0.18 |
| Max Particles | 1000 |
| Emission rate | 500 |
| Shape | Sphere |
| Radius | 1.47 |
| Emit from shell | Yes |

## Textures and Materials:

* TBD