

# PUSH SUSHI

Art Design Document

**Veronica Passalacqua - 3D Artist**

**Marta Sciuto - 3D Artist**

**Rebecca Ferrè - Concept Artist**

**Eva Cividini - Concept Artist**

**Elisa Cernari - Concept Artist**

**Victoria Bedont - Concept Artist**

**Mario S. Pace - Concept Artist**

**Wendy Harrabi - Concept Artist**

**Walter Di Martino - Concept Artist**

**Alessandro Zoani - Concept Artist**

# SPLASH ART



Push Sushi remake - Team 1

Splash Art by Victoria Franziska Bedond

# CHARACTER REMAKE

Sushi Bass Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m



# CHARACTER REMAKE

Sushi Bass 2 Model



Reference



3D View



View in game

Length 1.8 m  
Height 0.5 m  
Width 1 m



# CHARACTER REMAKE

Sushi avocado Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m

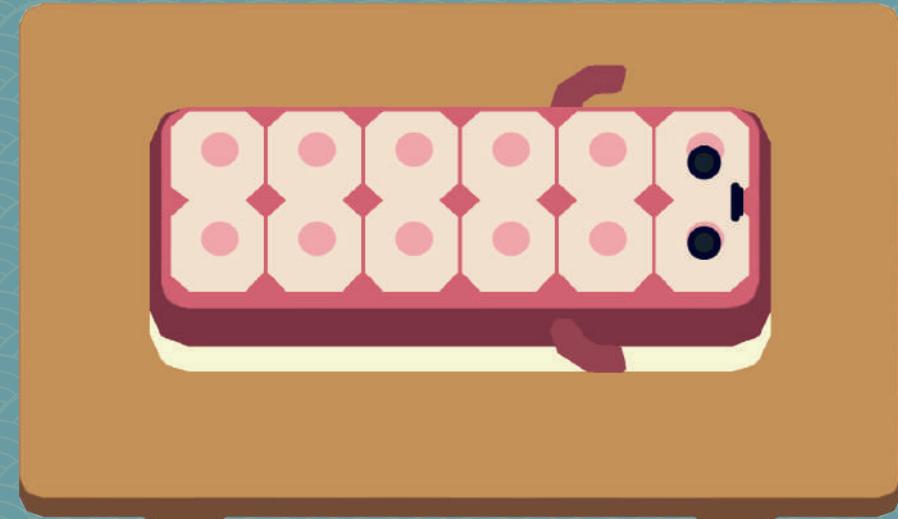


# CHARACTER REMAKE

Sushi Egg Model



3D View



[View in game](#)

Lenght      1.8 m  
Hight      0.5 m  
Width      1 m

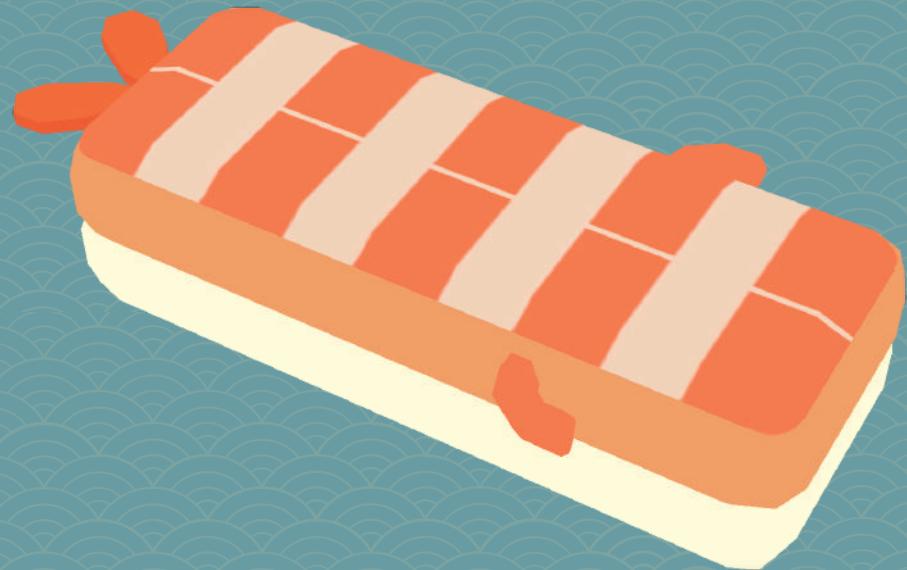


# CHARACTER REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length 1.8 m  
Height 0.5 m  
Width 1 m

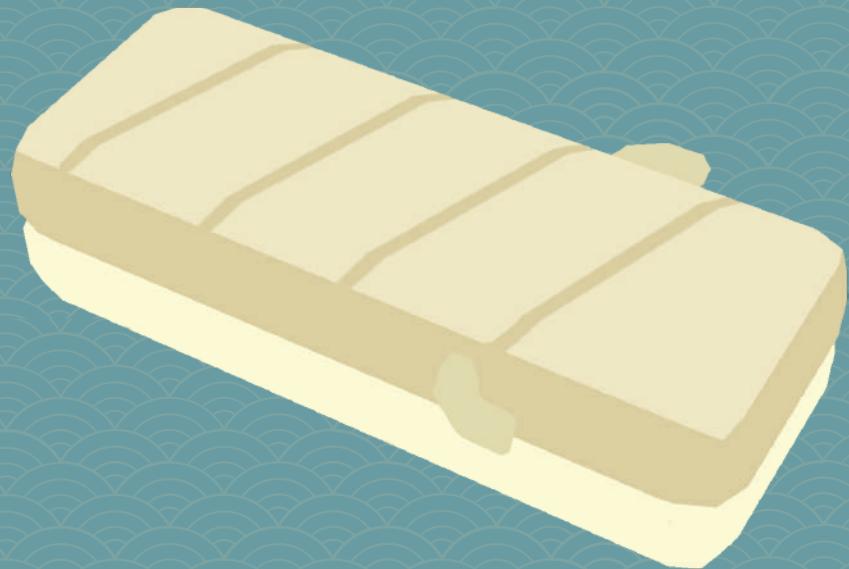


# CHARACTER REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m

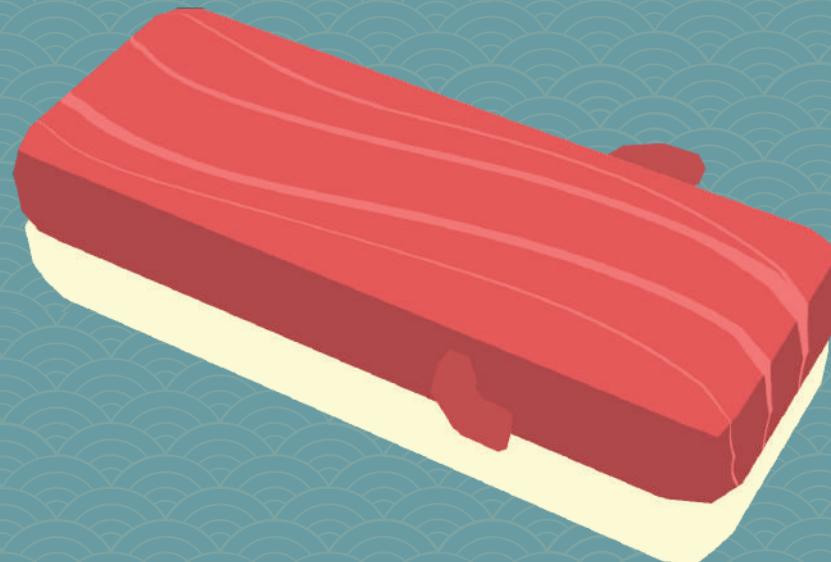


# CHARACTER REMAKE

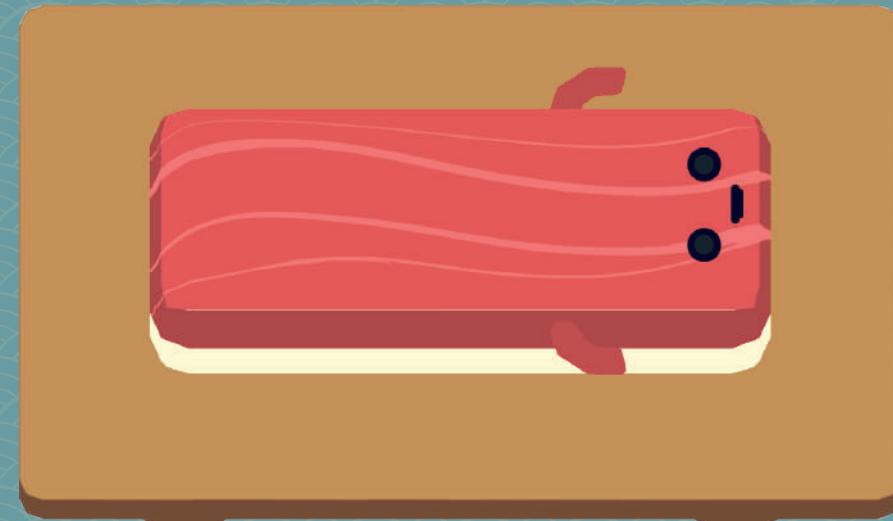
Sushi Egg Model



Reference



3D View



View in game

Length: 1.8 m  
Height: 0.5 m  
Width: 1 m



# CHARACTER REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length 1.8 m  
Height 0.5 m  
Width 1 m

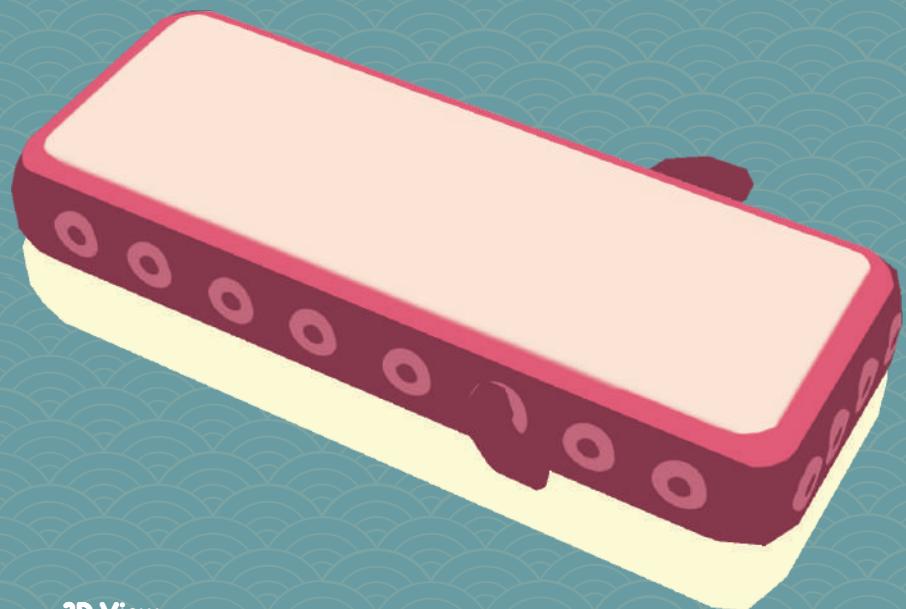


# CHARACTER REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m



# ENEMIES REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length	2.8 m
Height	0.5 m
Width	1 m

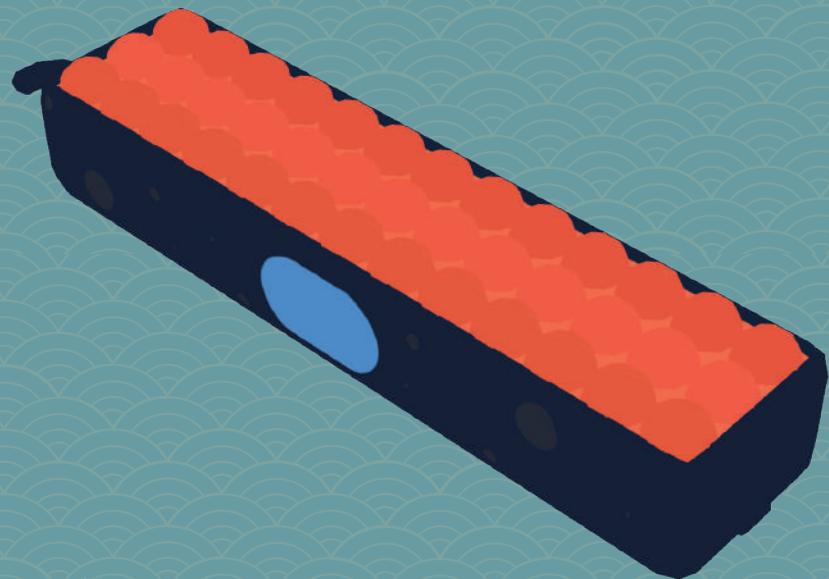


# ENEMIES REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m

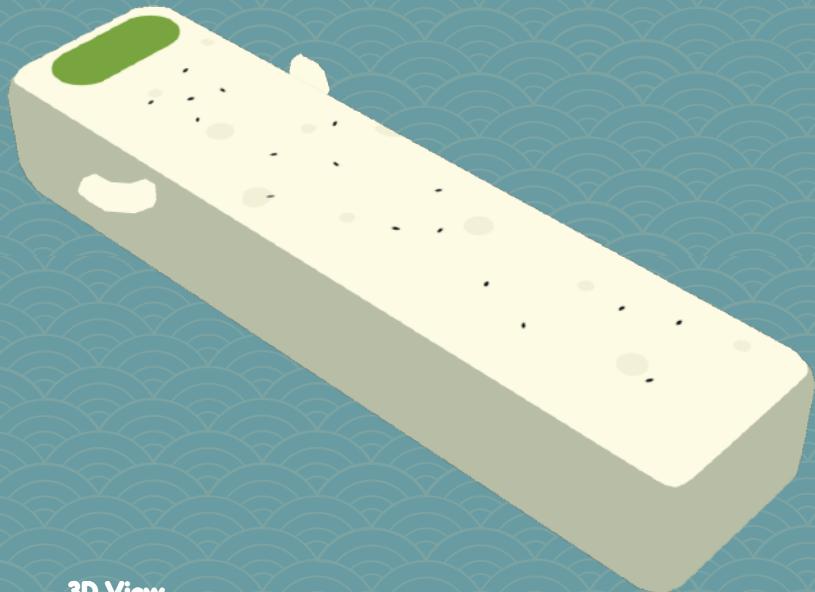


# ENEMIES REMAKE

Sushi Egg Model



Reference



3D View



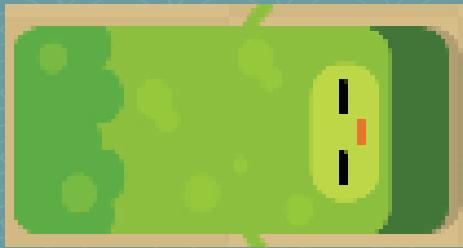
View in game

Length 1.8 m  
Height 0.5 m  
Width 1 m

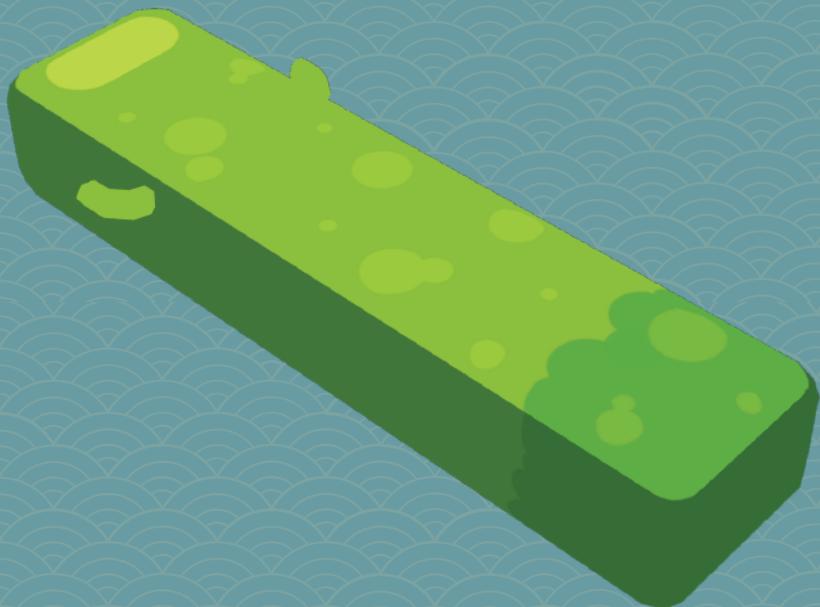


# ENEMIES REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length	1.8 m
Height	0.5 m
Width	1 m



# ENEMIES REMAKE

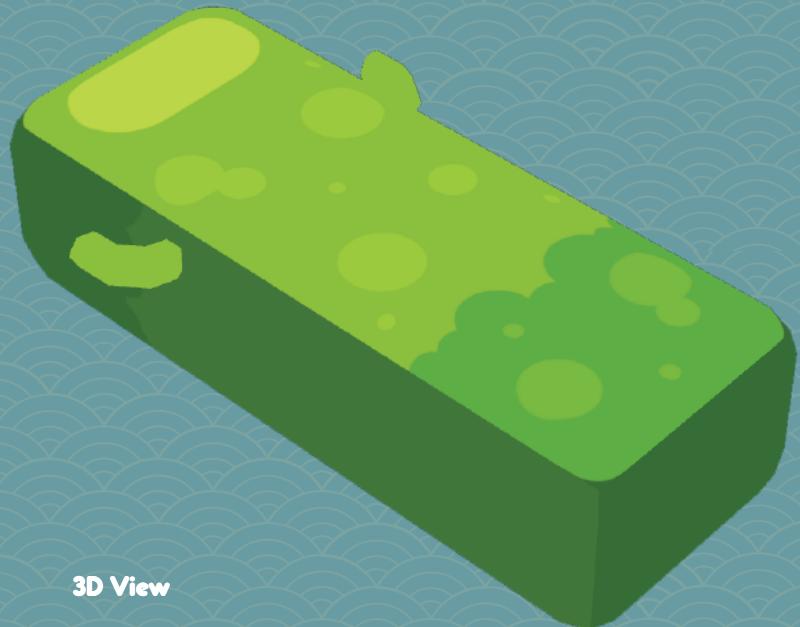
Sushi Egg Model



Reference



View in game



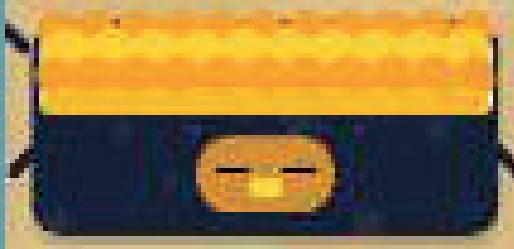
3D View

Length	1.8 m
Height	0.5 m
Width	1 m



# ENEMIES REMAKE

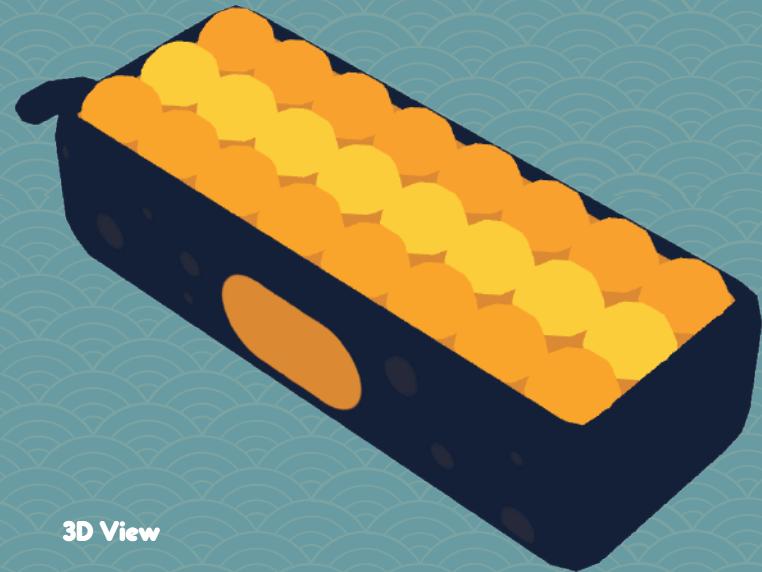
Sushi Egg Model



Reference



View in game



3D View

Length 1.8 m  
Height 0.5 m  
Width 1 m



# ENEMIES REMAKE

Sushi Egg Model



Reference



3D View



View in game

Length 1.8 m  
Height 0.5 m  
Width 1 m



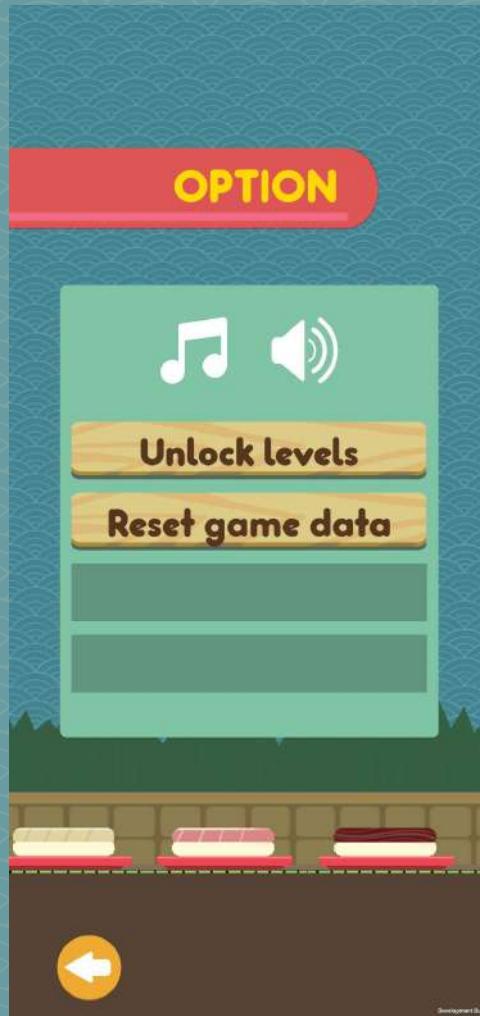
# UI DESIGN

Sushi Egg Model

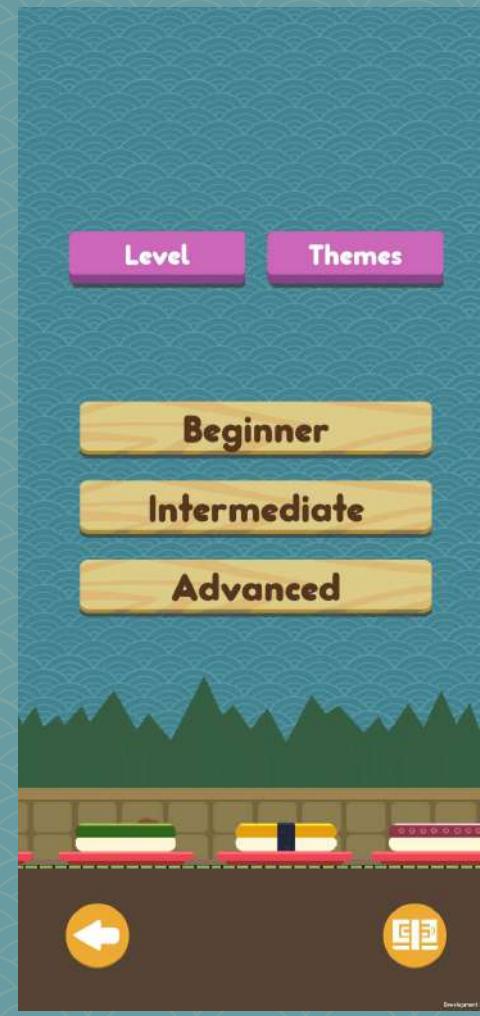
Main Menu View in game



Option Menu View in game



Difficulty Menu View in game



Buttons



# UI DESIGN

Sushi Egg Model

Level Menu View in game



Gameplay View in game



Icons View in game



Push Sushi remake - Team 1

UI by Rebecca Ferrè, Wendy Harrabi,

Alessandro Zoani

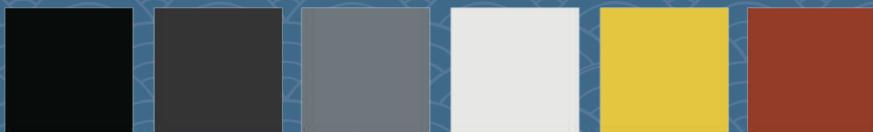
Model by Veronica Passalacqua

# PENGUIN THEME

Reskin

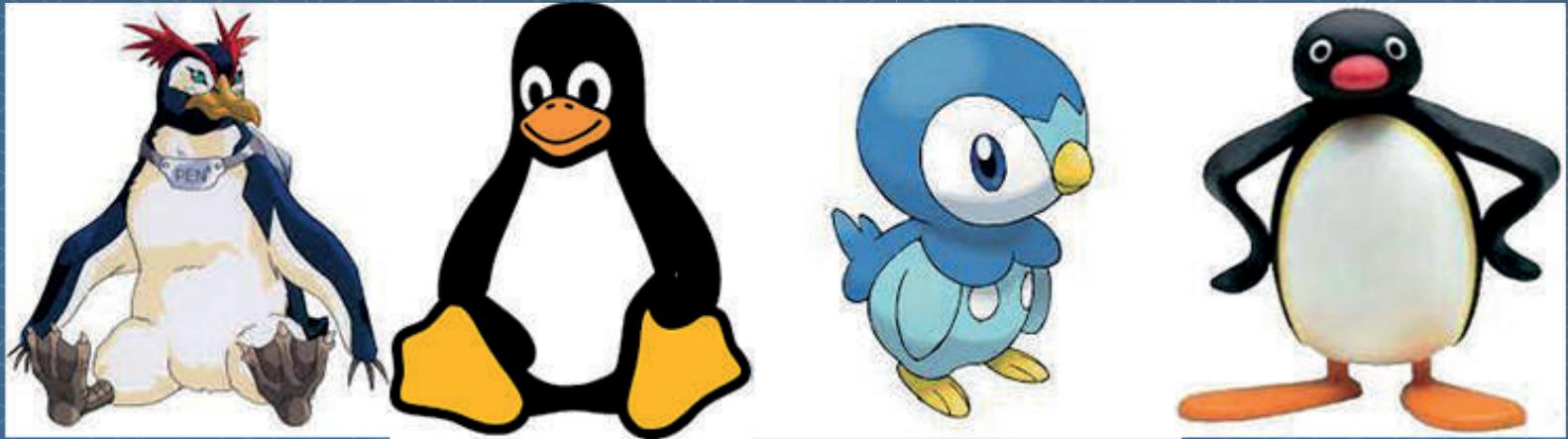
# MOODBOARD

Moodboard penguins breed



# MOODBOARD

Moodboard famous penguins

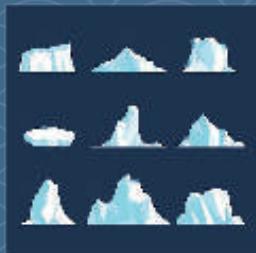


# MOODBOARD

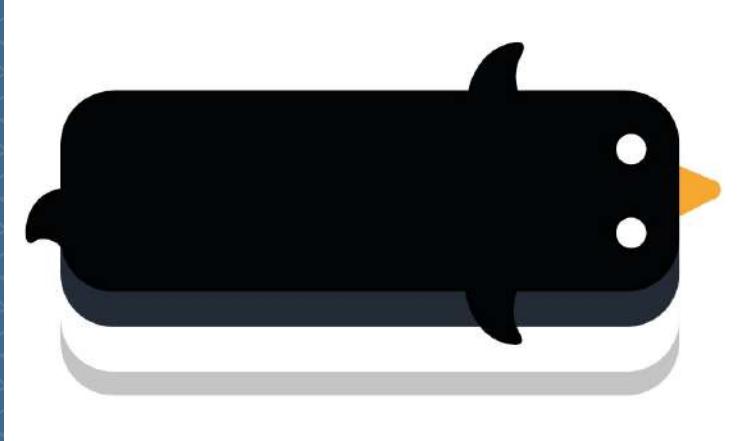
Moodboard penguins breed



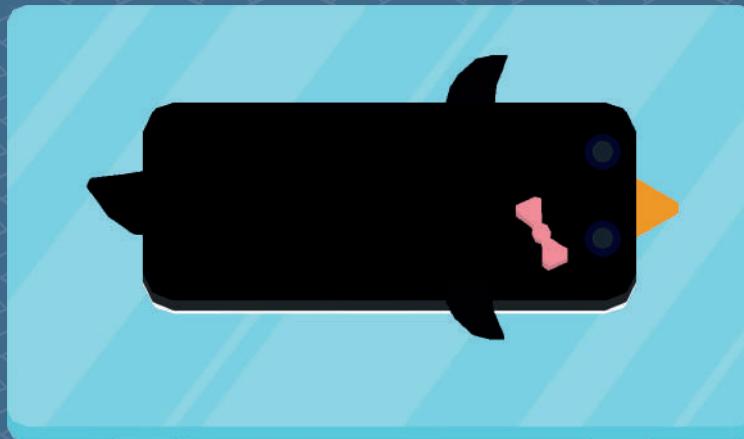
Original Remake



# MAIN CHARACTER



Concept



View in Game



3D View

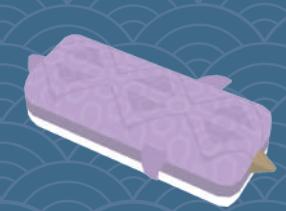
Lenght      1.8 m  
Hight      0.5 m  
Width      1 m



# MAIN CHARACTER



[View in Game](#)

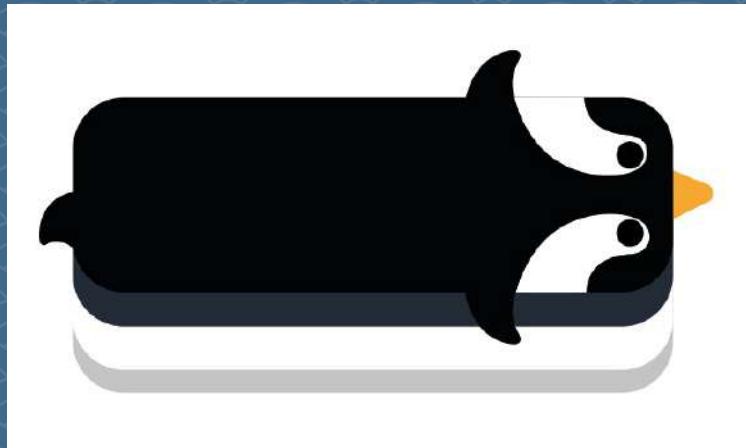


3D View

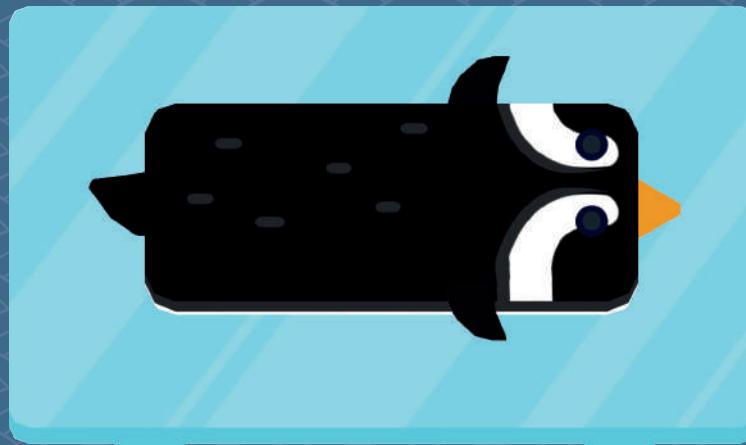
Lenght      1.8 m  
Hight      0.5 m  
Width      1 m

Made by Victoria Franziska Bedond  
Model by Veronica Passalacqua

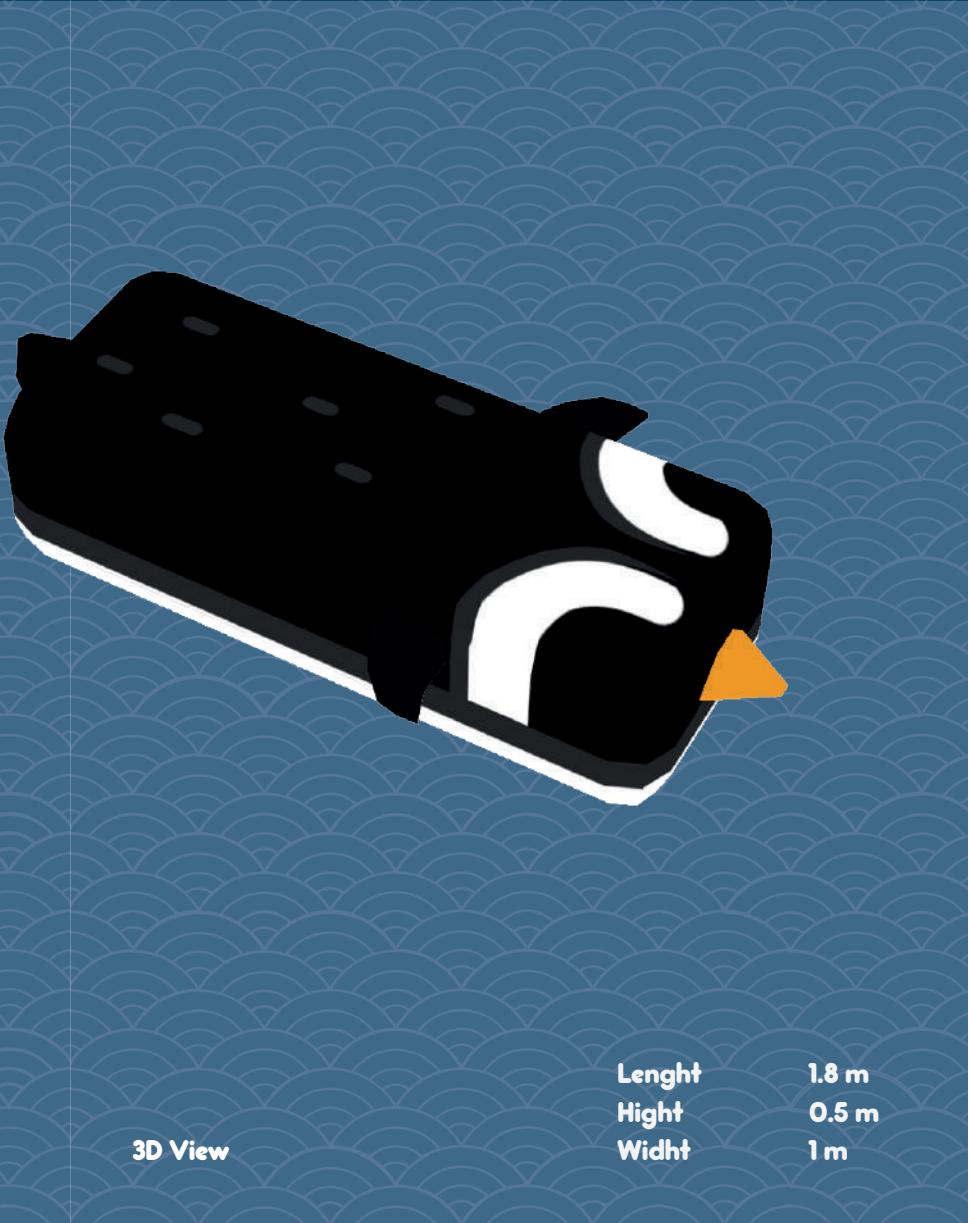
# MAIN CHARACTER



Concept



View in Game



3D View

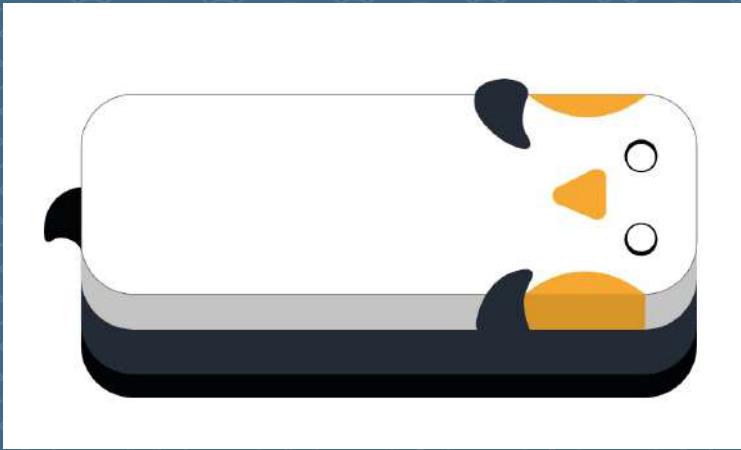
Length      1.8 m  
Height      0.5 m  
Width      1 m

Made by Victoria Franziska Bedond  
Model by Veronica Passalacqua



# MAIN CHARACTER

Penguins main character



Concept



View in Game



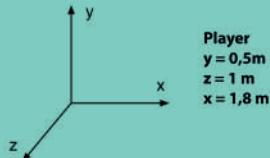
3D View

Length	1.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Penguins main character



Concept



View in Game



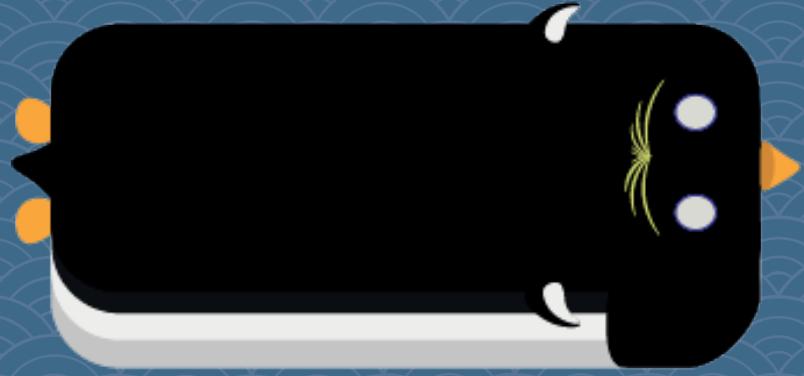
3D View

Length	1.8 m
Height	0.5 m
Width	1 m

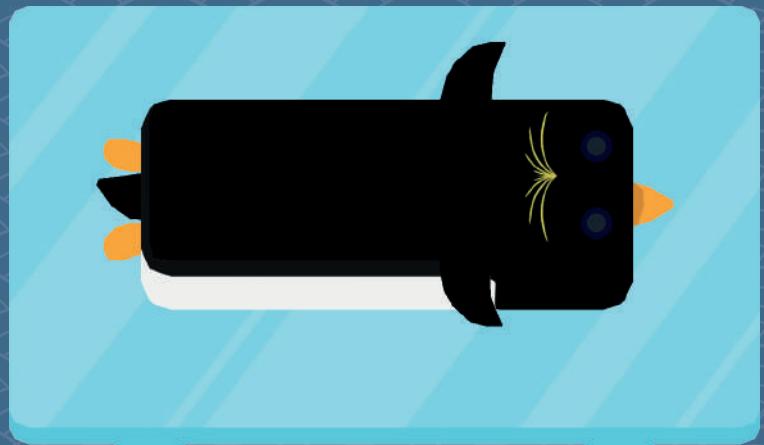


# MAIN CHARACTER

Penguins main character



Concept



View in Game



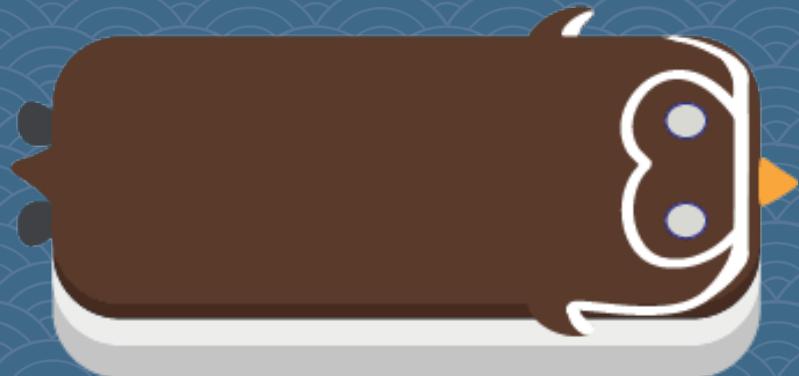
3D View

Length	1.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Penguins main character



Concept



View in Game



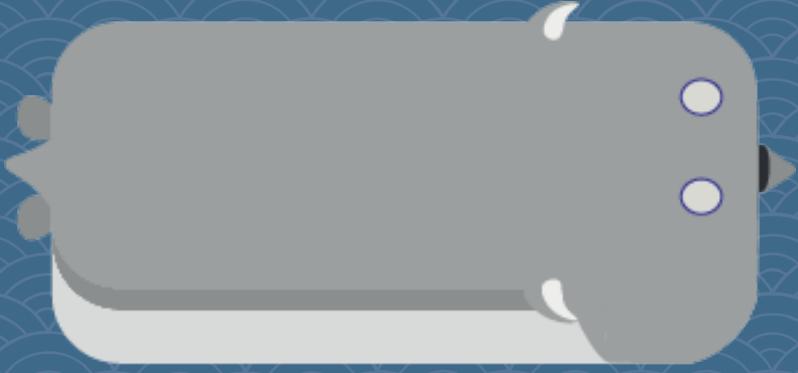
3D View

Length	1.8 m
Height	0.5 m
Width	1 m

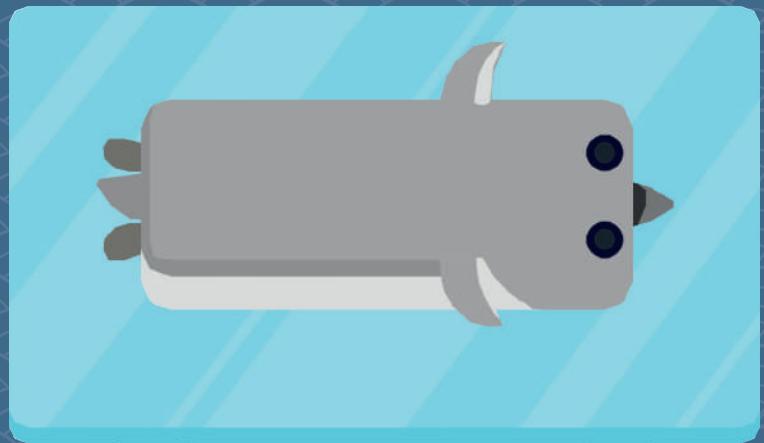


# MAIN CHARACTER

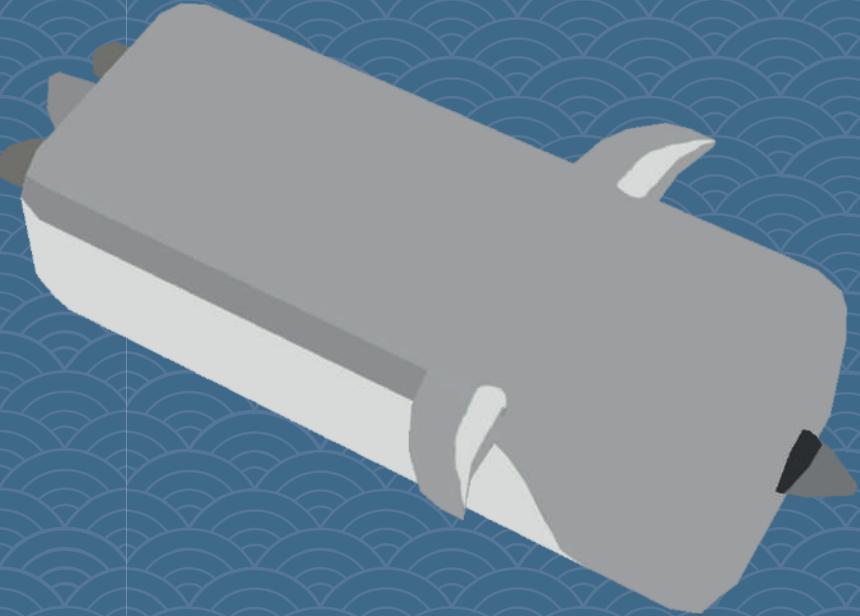
Penguins main character



Concept



View in Game



3D View

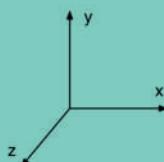
Length 1.8 m  
Height 0.5 m  
Width 1 m



# ENEMIES

Penguins Enemies

Big enemy  
y = 0,5m  
z = 1 m  
x = 2.8 m



Concept



View in Game



3D View

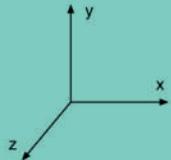
Lenght      2.8 m  
Hight      0.5 m  
Width      1 m



# ENEMIES

Penguins Enemies

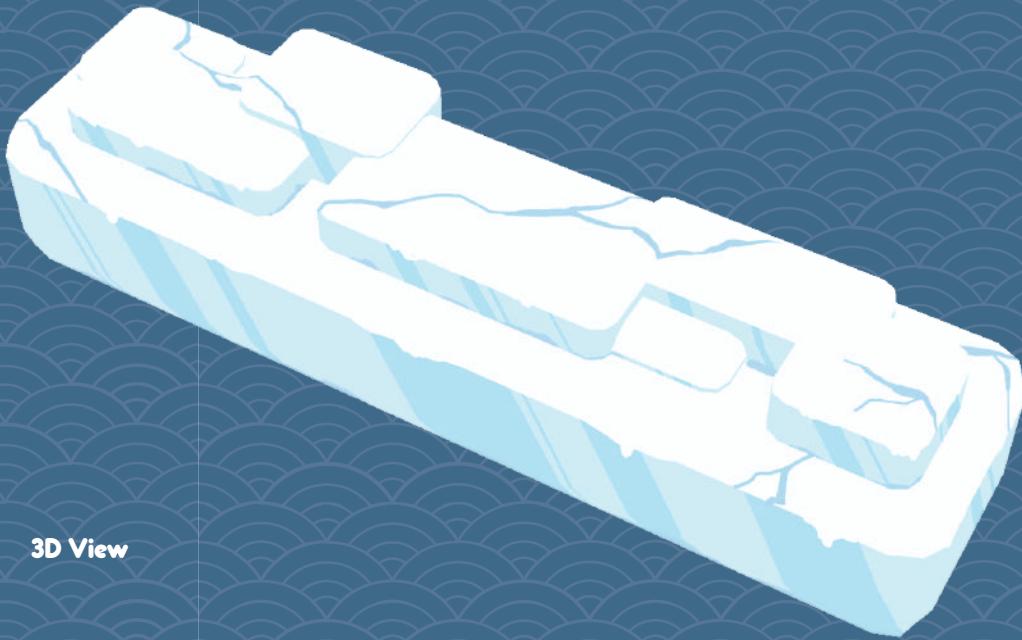
Big enemy  
y = 0,5m  
z = 1 m  
x = 2.8 m



Concept



View in Game



3D View

Ice Enemy 1

Lenght      1.8 m  
Hight      0.5 m  
Width      1 m

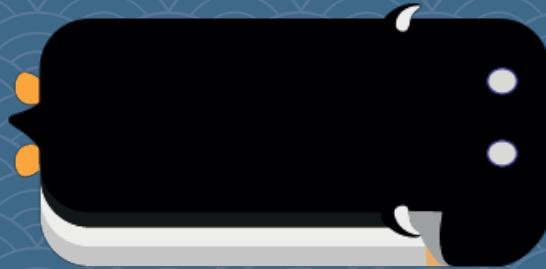
Ice Enemy 2

Lenght      2.8 m  
Hight      0.5 m  
Width      1 m

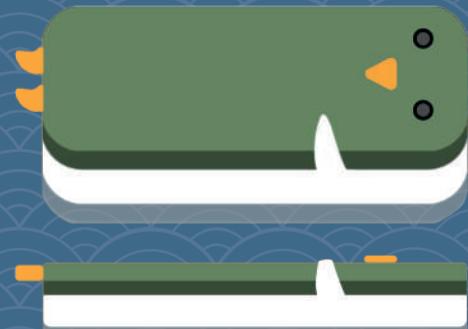
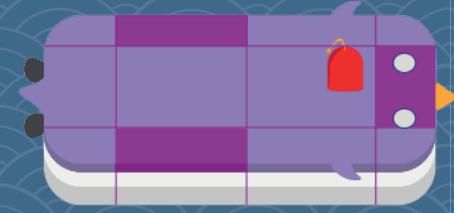


# DISCARDED CONCEPTS

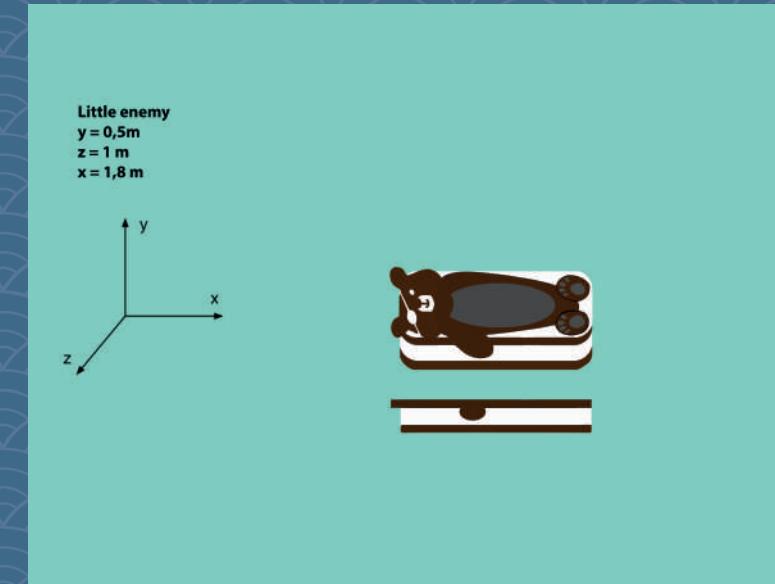
Penguins discarded proposals



Concept Walter Di Martino

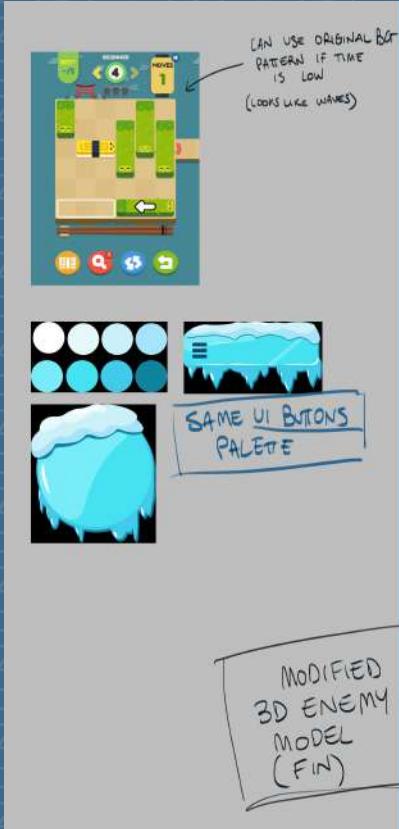


Concept by Mario Sebastiano Pace  
and Rebecca Ferrè



# TABLE GAME DESIGN

Penguins main character



Concept

View in game

Length  
Height  
Width

6 m  
0.5 m  
6 m



Push Sushi remake - Team 1

Made by Wendy Harrabi

# UI DESIGN

Penguins main character

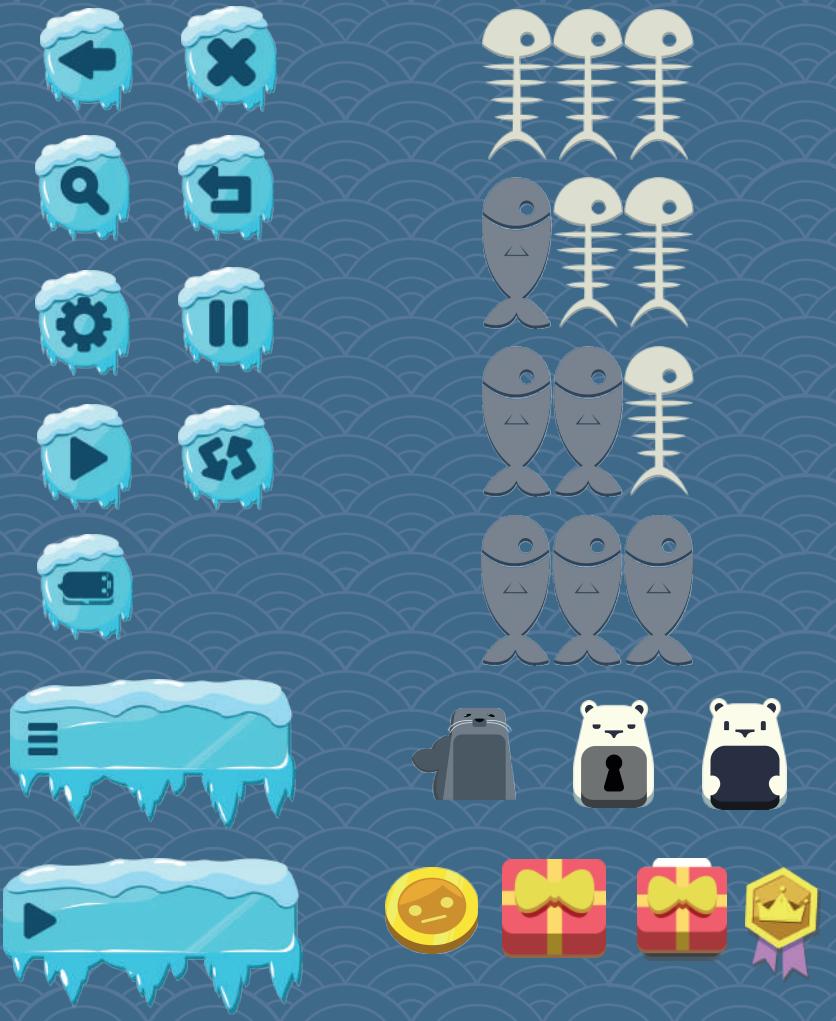
Gameplay



Winning condition view in game



Buttons



# CAKE THEME

Reskin

# MOODBOARD



# MOODBOARD

Cake main character



# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length	1.8 m
Height	0.5 m
Width	1 m

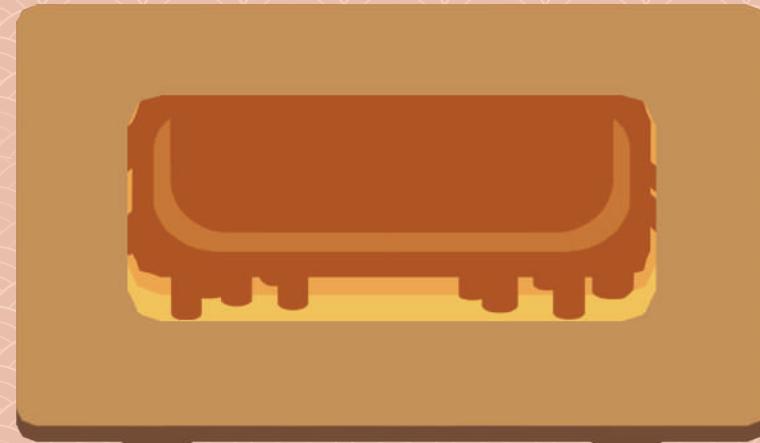


# MAIN CHARACTER

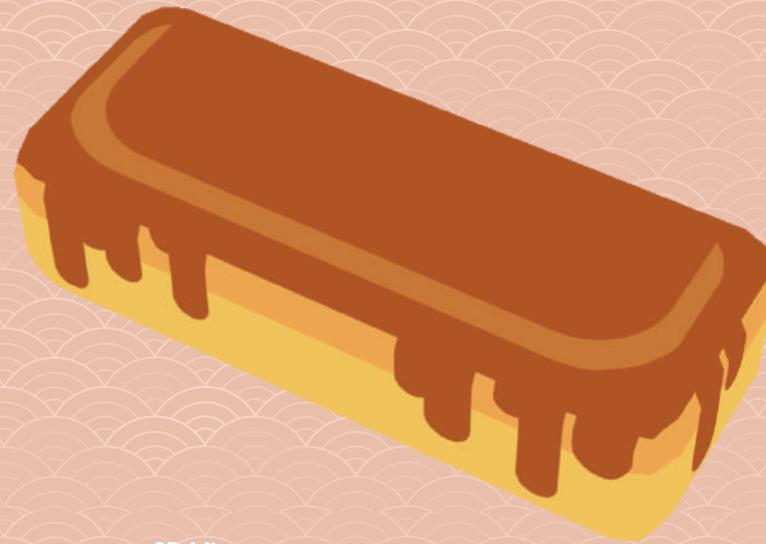
Cake main character



Concept



View in Game



3D View

Length	1.8 m
Height	0.5 m
Width	1 m

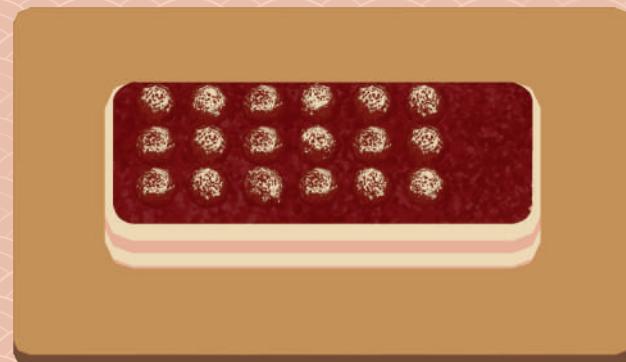


# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length 1.8 m  
Height 0.5 m  
Width 1 m



# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length	1.8 m
Height	0.5 m
Width	1 m

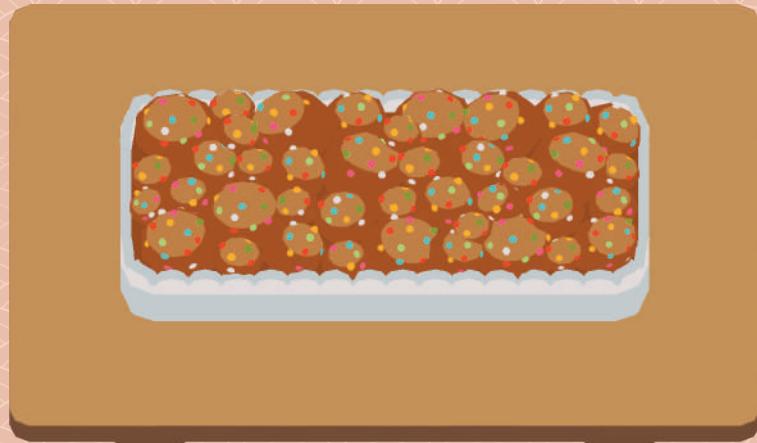


# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m

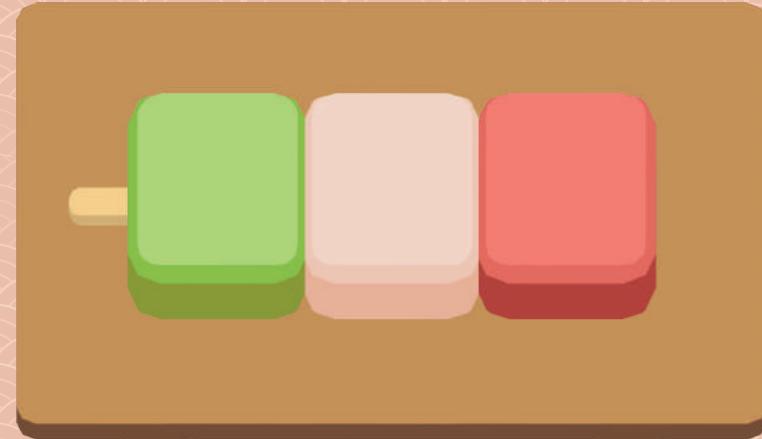


# MAIN CHARACTER

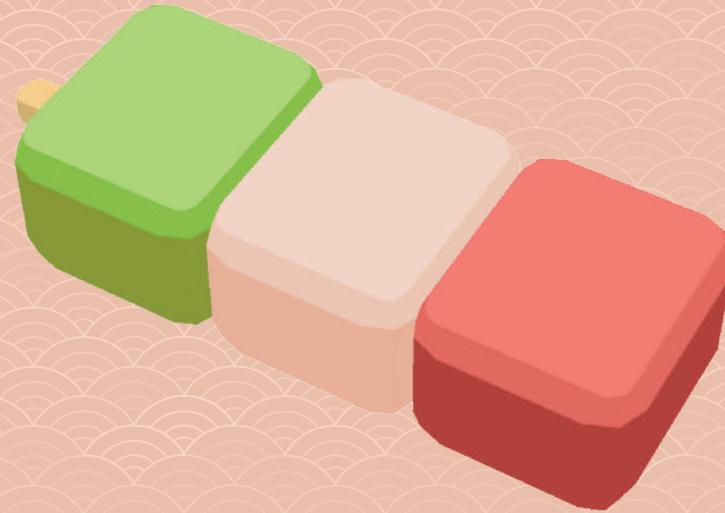
Cake main character



Concept



View in Game



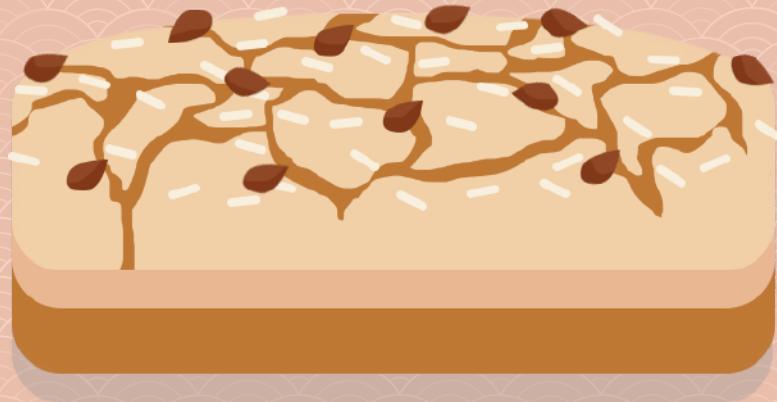
3D View

Length	1.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m



# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m



# MAIN CHARACTER

Cake main character



Concept



View in Game



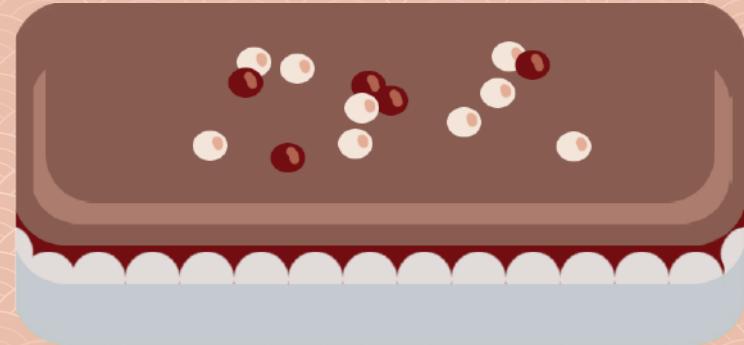
3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m

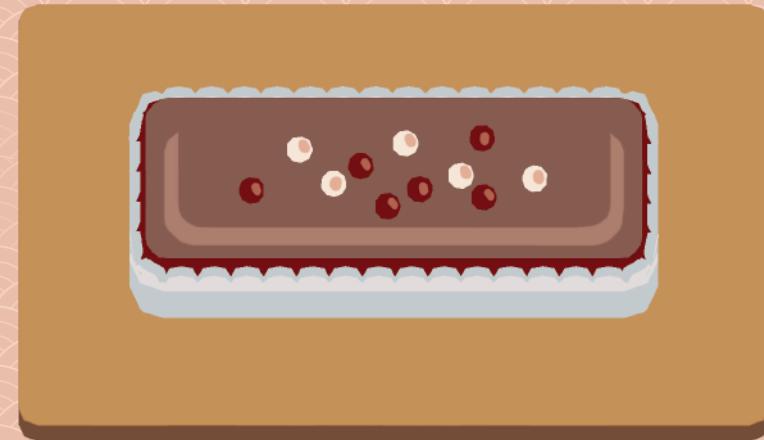


# MAIN CHARACTER

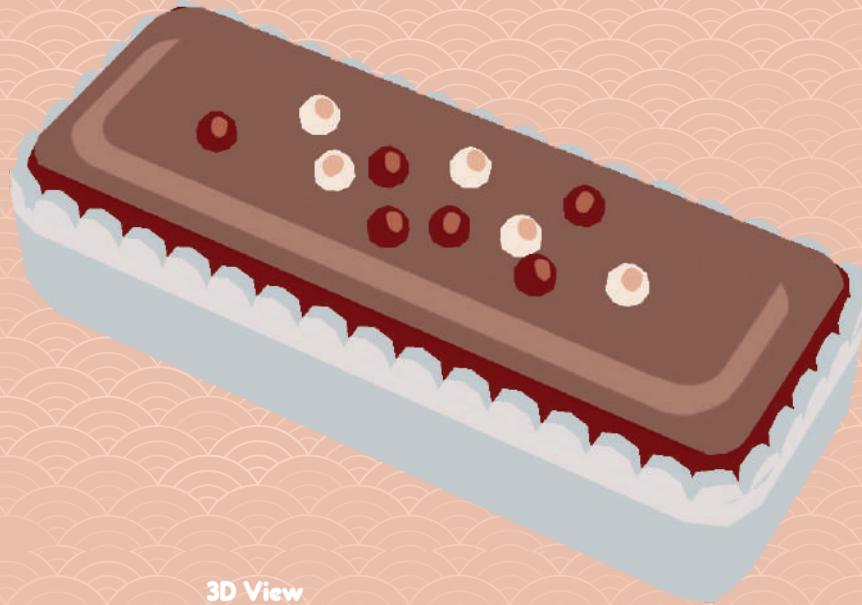
Cake main character



Concept



View in Game



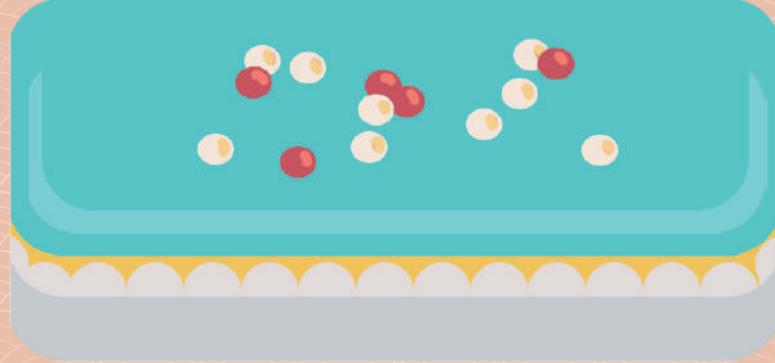
3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m

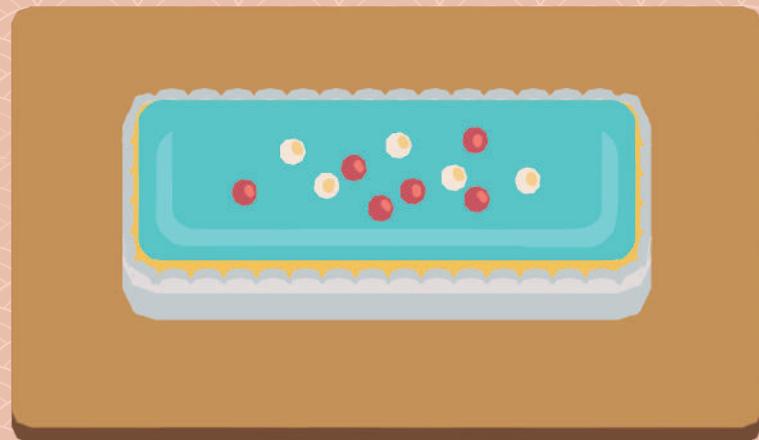


# MAIN CHARACTER

Cake main character



Concept



View in Game



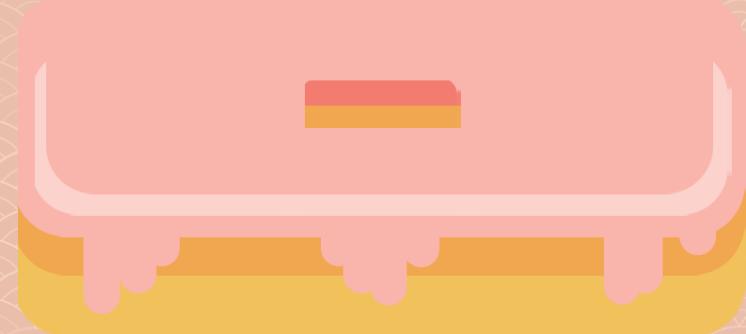
3D View

Length	1.8 m
Height	0.5 m
Width	1 m

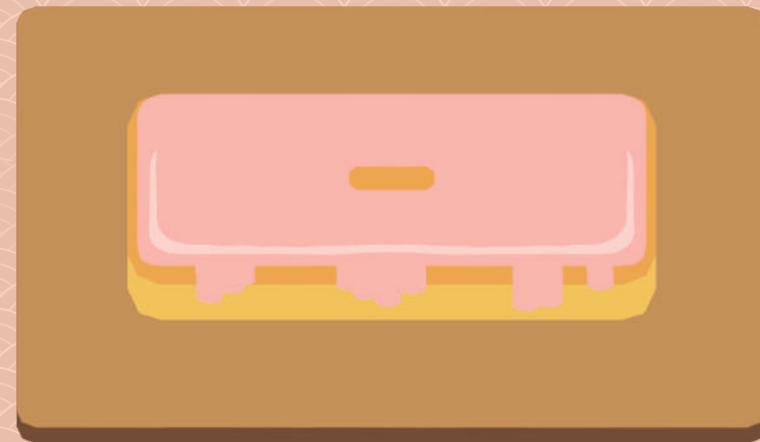


# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length	1.8 m
Height	0.5 m
Width	1 m

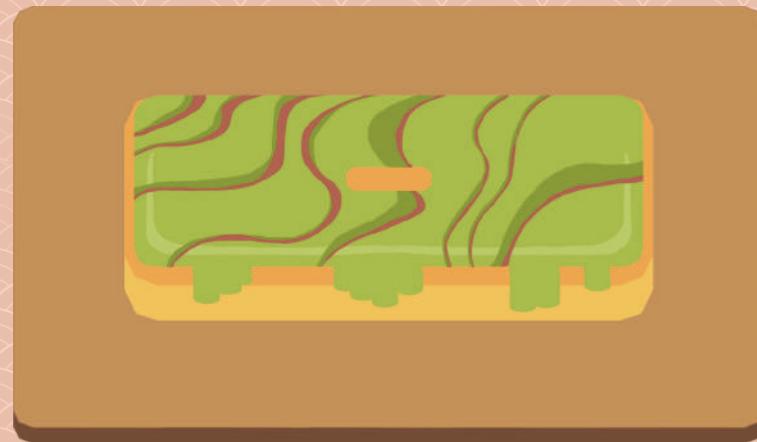


# MAIN CHARACTER

Cake main character



Concept



View in Game



3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m



# MAIN CHARACTER

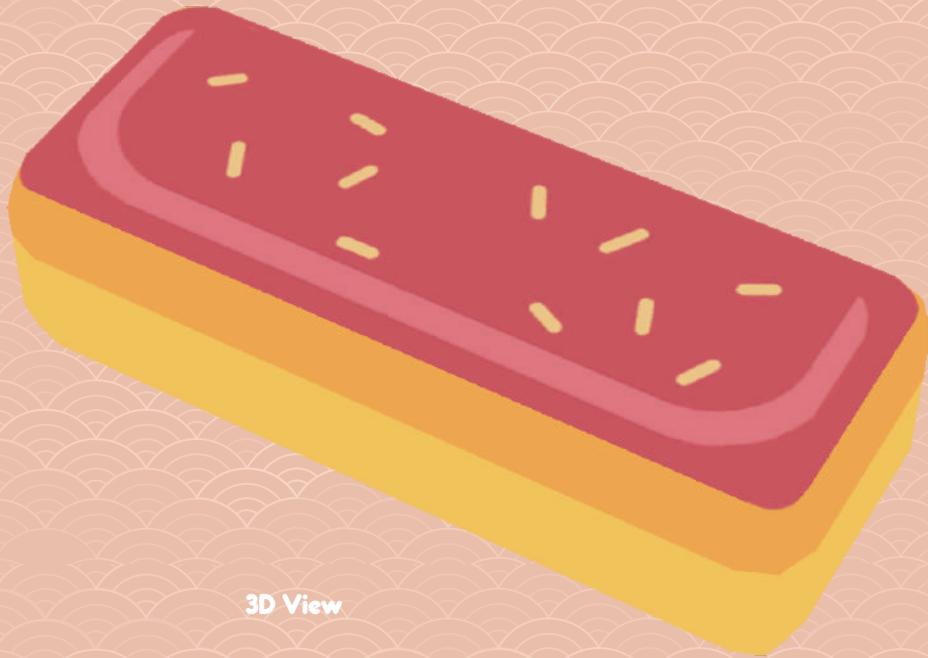
Cake main character



Concept



View in Game



3D View

Length      1.8 m  
Height      0.5 m  
Width      1 m



# ENEMIES

Cake mEnemies



Concept



3D View



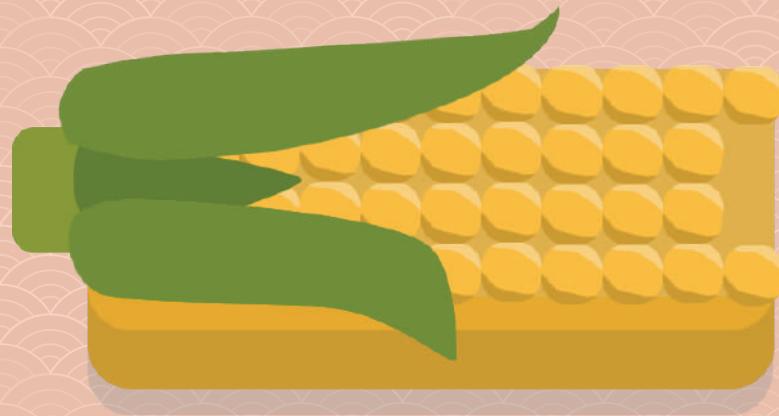
View in Game

Length	2.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Cake mEnemies



Concept



3D View



View in Game

Length	1.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Cake mEnemies



Concept



View in Game



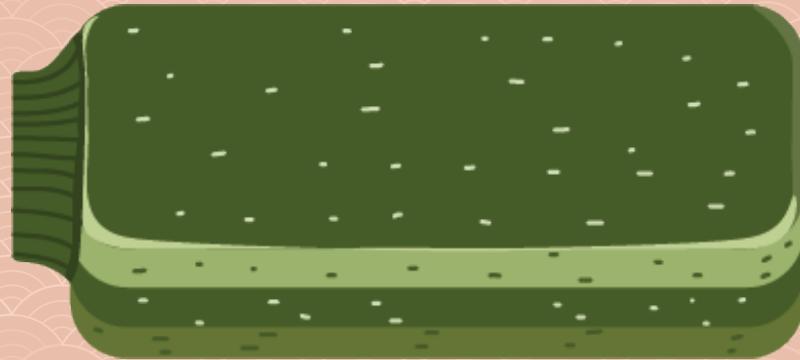
3D View

Length	2.8 m
Height	0.5 m
Width	1 m



# MAIN CHARACTER

Cake mEnemies



Concept



View in Game



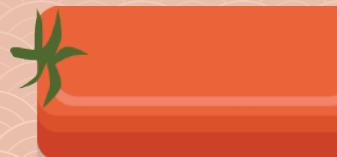
3D View

Length	1.8 m
Height	0.5 m
Width	1 m



# DISCARDED CONCEPTS

Cake theme



Concept by Wendy Harrabi

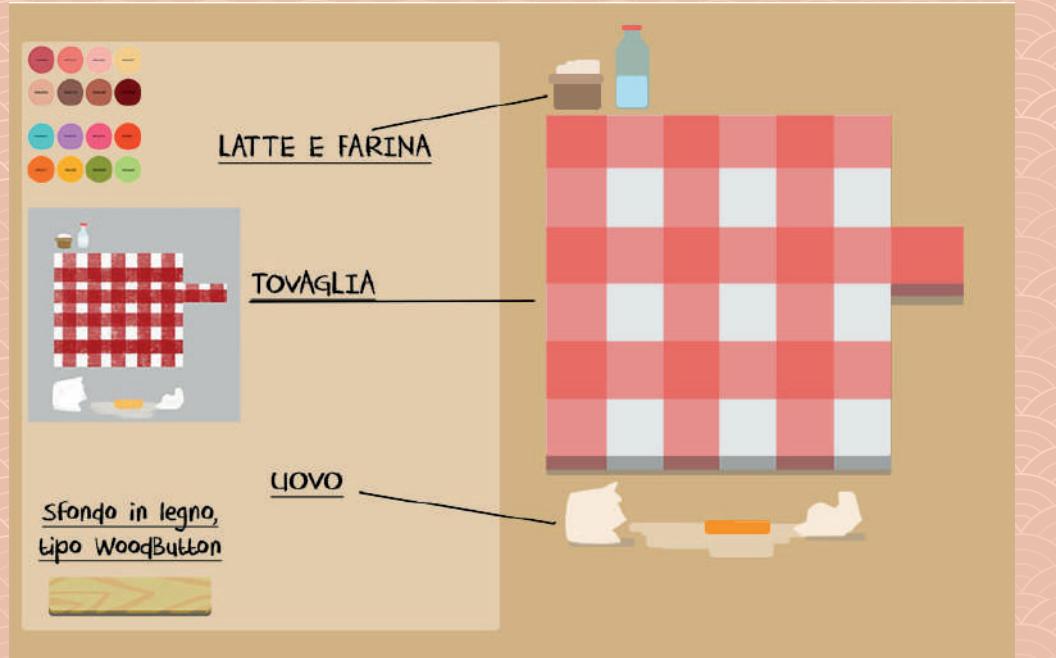
Concept by Victoria Franziska Bedond

Concept by Walter Di Martino and  
Rebecca Ferrè

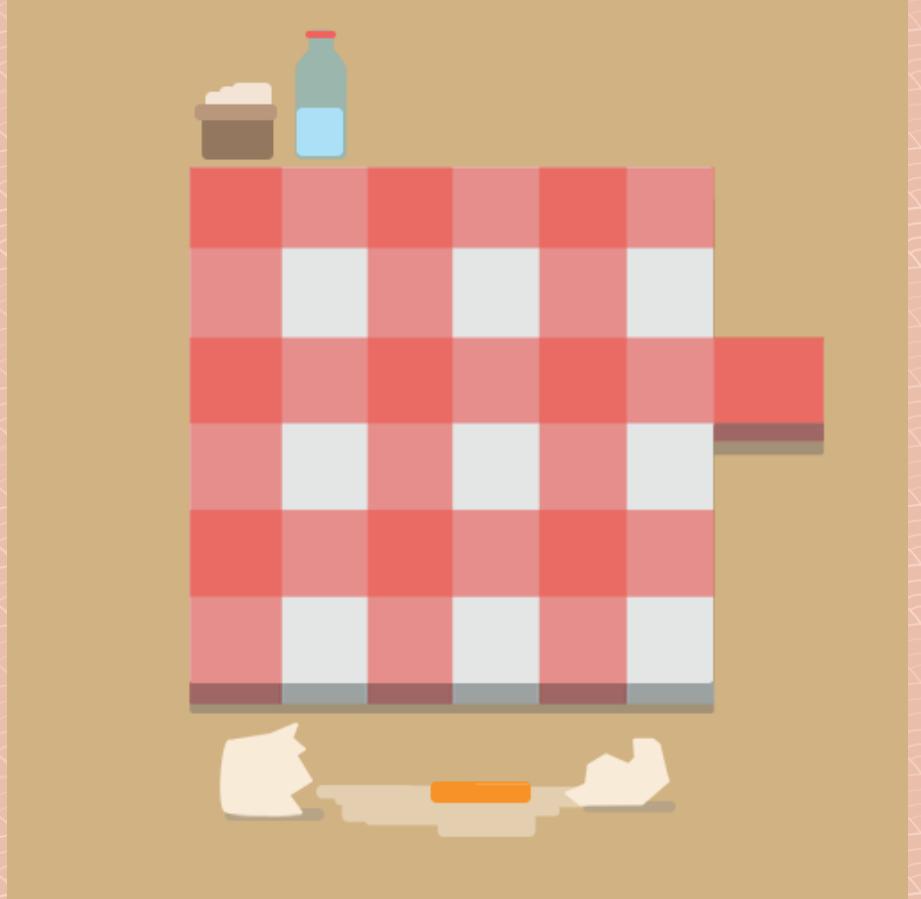


# TABLE GAME DESIGN

Cake table Game Design



Concept



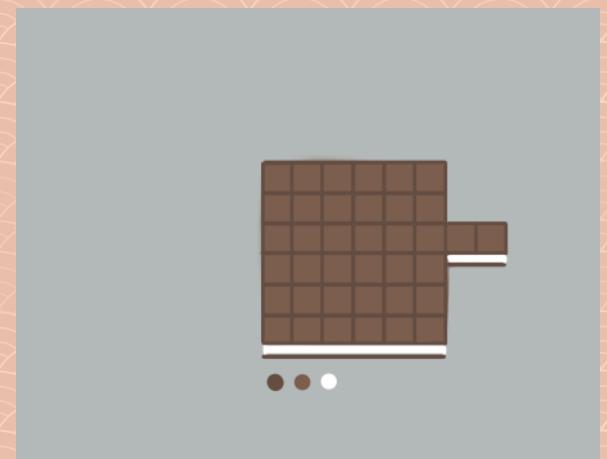
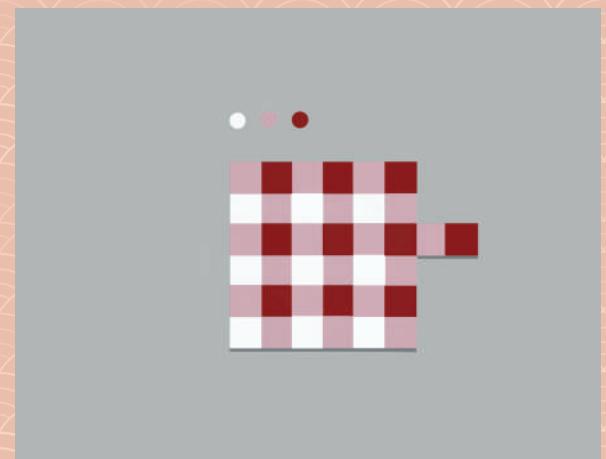
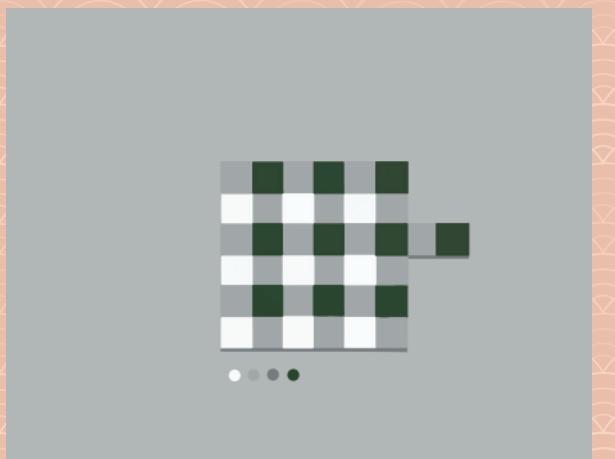
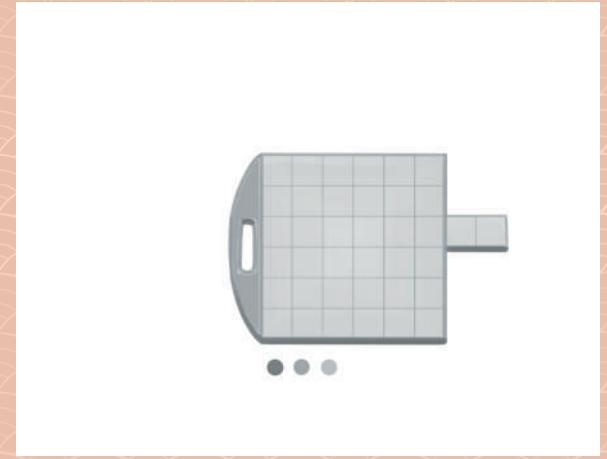
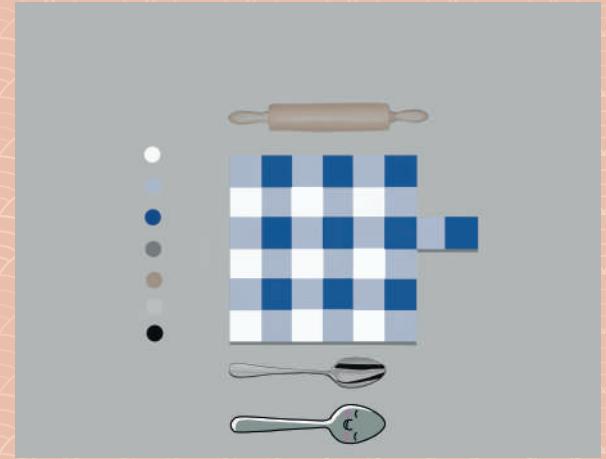
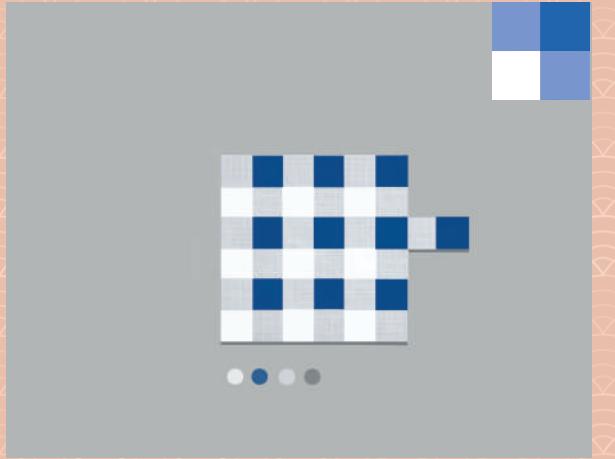
View in game

Length      6 m  
Height      0.5 m  
Width      6 m



# DISCARDED CONCEPTS

Cake Table Game Design



Push Sushi remake - Team 1

Made by Mario Sebastiano Pace

# MAIN CHARACTER

Cake UI

Gameplay



Winning condition view in game



Buttons

