

Snip World

Part A

“Overview”

Of the three parts, part A is the most familiar to the world that Anais knows (a.k.a. the real world) and takes the form of the private library. Part A is the beginning of the library’s entropy, where everything is stable but a couple things point out that this library is beginning to fall apart.

“Directions”

Since this is concept art, the layout of the objects within the library is unimportant, so you have control over where each object can be placed, so long as they fit with their descriptions.

The Library Itself

For part A, the library will appear to be holding together, just as it was in the real world. However, a couple differences point out that it is falling apart. First, the wallpaper will be peeling off of the wall, revealing the drywall behind it. Second, there will occasionally be some big cracks in the walls that will become more frequent the further right Anais moves (towards part B). There will also be lots of thick, twisting vines that block the view of anything out of the window, and a couple of books that have fallen off of bookshelves onto the floor.

Since the vines block the windows, the library will naturally have dark lighting to it. All library features (objects, wallpaper, floor) will continue to have the lackluster colors, and the Snip World features (just the vines, in this case) will have vibrant colors.

*You have control over the color and/or pattern of the wallpaper, floor, and some of the objects within the library (specified below). The color of the objects and floor should complement the color of the wallpaper; this color scheme should be aesthetically pleasing.

Objects Within the Library

- Bookshelves
 - Color: dark wood (books: assorted colors)
 - Description: Bookshelves are the most common object within the library. All bookshelves will be the same height, which will be twice as tall as Anais. The amount of shelves that a bookshelf can have is your choice—whatever helps with the sizing of the books. None of the bookshelves are at the same vertical locations as the windows—they can be to the left or right of them, but not in front of or underneath them.

- Bust
 - Color: shiny black
 - Description: Busts are flexible in where they can be located and can rest on top of furniture such as bookshelves, wall shelves, small desks, etc. The persons that the busts are modeled after are unspecified and can be anyone, real or imaginary, and the busts themselves will be the head and shoulders of the persons. Only a couple of these will be in this concept art.
- Curtains
 - Color: Your choice [same color as the sitting furniture]
 - Description: The curtains are attached at the tops of the windows and are long enough so that they are about two inches off the ground. In this concept art, the curtains will be pulled open so that Anais (or the player) can see what is outside of the windows.
- Furniture (for sitting)
 - Color: Your choice [same color as curtains]
 - Description: This can be a variety of objects such as chairs, loveseats, a chaise (this is very elegant), and so on. All furniture has old world style. Their rotation is facing towards the camera, so that their backs are either facing or against the wall. A small desk and/or a lamp often accompany each piece of sitting furniture, but this is not always true.
- Lamps
 - Color (lampshades): Anything in the range between light tan and white
 - Description: These are tall, skinny lamps that stretch from its base on the floor to the height of the bookshelves, maybe even slightly taller. Compared to wall lamps, these lamps appear less frequently. To preserve the dark lighting of the room, the lamps will be turned off.
- Paintings
 - Color (portrait): Your choice; (frame): light wood
 - Description: Paintings are hung quite high on the wall, above the height of the tops of the bookshelves. Only one or two paintings will exist in this concept art, and will be portrait style. The persons are unspecified and can be anyone, real or imaginary, as long as the persons looks elegant.
- Wall Lamps
 - Color (lampshades): Anything in the range between light tan and white
 - Description: Both single-headed and double-headed wall lamps can be seen within the library. They appear more frequently than regular lamps. They are never seen near the top or bottom edges of a wall; they tend to be more near the horizontal middle. All wall lamps also line up horizontally—that is, they all are at the same height. To preserve the dark lighting of the room, the lamps will be turned off.
- Wall shelf
 - Color: dark wood
 - Description: These are small shelves that are mounted to walls. They only hold a few items and can be placed anywhere except for near the tops and bottoms of the wall.
- Windows

- Color (windowpane): Your choice
- Description: For most private libraries, windows are generally larger than normal and there are only a couple of them on a wall. The important feature here is that the only thing that can be seen through the windows are thick, twisting vines (refer to Part B for vine details).

Part R

“Overview”

This is the second section of Snip, Where both Anais, and the player, will see the library literally crumbling and being reduced to rubble from the plant life of Snip world twisting and working its way through its weak structure.

“Directions”

After reviewing the description of the appearance, any additional environmental tweaks or details that will play into the overall look are welcome.

Design

- Appearance
 - The bookshelves and walls of the Library are in disarray. Portions of the walls are crumbling, with entire sections of wall missing, as if they were hit by something with such force that these pieces burst off. Beyond these holes in the walls, there are thick, twisting vines and roots, blocking out anything that may be beyond.
 - Books are no longer on bookshelves, with the exception of a small few, that are wrapped in twisting vines. Roots snake through portions of the bookshelves, making them look constricted against the crumbling walls they stand in front of.
 - There are pieces of metal rods protruding through the walls, stabbing through portraits, and bending at odd angles.
 - The curtains from windows lay in piles next to where they once hung, the bars they hung from twisted and bent, with vines curling around them. Glass is on the floor near windows, and twisting roots and vines block the view out of the windows themselves.
 - The chandelier is gone, the chain it hung from now has a vine twisting through it, with a flower just beginning to bloom from the bottom-most link. Candles from the chandelier can be seen littering different parts of the floor, no longer lit.
 - Rubble is all throughout the landscape, with different sized pieces in the background that can be as small as pebbles to as large as half the height of Anais.
 - In the foreground, silhouettes of flower buds can be see protruding up through the floor of the Library, possibly twisted around metal bars or other structural set pieces, silhouetted as well.

- Colors- This won't be a very bright area overall, and objects that are from the library, no matter how damaged, still retain their muted color palettes. Vines are different shades of green/emerald, and the buds of flowers are brighter shades of green, yellow, and pink/red.
- Metal bars sticking out of the background walls can have bits of red/rust coloring to them.
- Roots are a few different shades of light to dark brown, and when intertwining with vines, (e.g. the vines/roots blocking a view outside a window) should stick to these shades to show contrast between the two different things.
- The chain from the chandelier can have a bit of red/silver coloring to it, with the vines snaking through it, as well as the bud of the blossoming flower, following the colors described previously. Since the flower is beginning to bloom, it can have bright color coming from the petals that are just emerging, feel free to decide what works best here.

Part C

“Overview”

Snip World Part C is the final part of the Snip world stage. It is the most unfamiliar part of the stage, meaning it is completely foreign to Anais. There are two different types of terrain in this section of the game, Sparse and Thick. Sparse and Thick terrains refer to the amount of vegetation and tree coverage. The amounts of plant coverage will affect lighting and colors.

“Directions”

You have the liberty to make vegetation appear as little or as often as you see naturally fits the background. Unless stated otherwise, like in Part 3, where you place these items is up to you.

Part 1

Close Background Design

Wall

- Appearance
 - Part 1 is completely outside. Any buildings have fully crumbled away. The signifier for this area’s beginning is a half, broken, crumbled wall in the background. The wall is a remnant from the Snip library. There is no ceiling, only sky. Next to the wall, the floor is still the library’s floor, but once past the broken wall, the floor turns into grass.
 - A way to think about the wall and the library flooring that gives way to the outside is that the library’s end got blown up. The wall of the library continues normally until it’s a chunk and halved on an angle. Reference images of “broken building walls” on google to get an idea of what this would look like.

Outside the wall

- Overall
 - The immediate area outside of this destroyed wall is grassy fields and tall, singular trees. This is the Sparse area. Outside of a few trees, low lying flowers, and grass there is no other vegetation.
- Trees
 - The trees are thin and long. They are comparable to the *pinnus pinea* or the Stone Pine, or the Umbrella Pine tree. The bulk of the tree’s branches are off screen, making it appear taller than it is. A few low lying branches will hang on screen.
 - Color: Bark is brown, dark. Leaves are similar to the grass.

Colors of vegetation

- Grass – blue, green
- Rocks – shades of purple, blue-purple, red-purple
- Leaves on the trees – up to you just keep it consistent
- Low lying flowers – petals are solid bright colors that will stick out, like very pale, white-ish yellow and/or pink. Any additional bright colors that will stick out is also acceptable.

Distant Background and Sky Design

Buildings

- Appearance:
 - o The sun is nearly behind the buildings, so they look like a silhouette. They have an irregular, long shape with narrow rectangular windows all down the front. They look like ant houses, if they were above ground and very tall and thin. The sun casts light through these windows, so to the player they are distinguishable. The buildings sit on green hills.
- Location:
 - o In the very far background, the player can see few tiny strange looking buildings. These buildings are far in the distance, so they would be *much* further back than the wall mentioned above. The buildings appear small, but if Anais were close to it they would appear really large.
- Color:
 - o Dark brown, almost black

Sky

- Appearance and Color:
 - o The sky is comparable to a sunset at the beach. The sun is red and the sky is red, orange, pink, and purple. The sun must be set enough so that the silhouette of the strange buildings is possible. The sky is especially breath taking. It should feel like the most beautiful sky Anais has ever seen, because it is.

Part 2

The background is suddenly filled with similar trees in Part 1. The background sky is almost not visible because the trees are all growing so close together. The farther Anais walks into this forest, the tighter the trees get until no light can break through. The amount of darkness increases as she walks into the forest to imply a canopy of leaves overhead. A few patches of sunlight can break through to shine on the ground, just to heighten the illusion of a canopy.

The ground is still grass, though of a darker shade green than before because it is darker here. The variation between plants is apparent now. Many types of flowers, bushes, vines, and leaves with vines are growing in the background. Fallen, mossy logs can also be incorporated into the background.

Unusual Vegetation

Luminescent mushrooms –

- Appearance 1:
 - o They climb on trees, shaped like Bracket fungus
- Color: Bright blue, teal, green, yellow, yellow green (you can make one or all of these colors, it's up to you)

Luminescent flowers

- Appearance:
 - o Shaped like cups. The petals themselves aren't luminescent, but they are bright in the center of the cup, like a little light is inside of it. The light is a warmer color than the mushrooms.
- Petal color:
 - o up to you, something that is warmer on the inside (because of the light) and gets less saturated away from the center
- Stem color :
 - o also up to you
- Inner light color:
 - o warm, sun-like shades, yellow, tans, ambers, oranges

Vines

- Appearance:
 - o Comparable to Virginia Creeper or Boston Ivy
 - o Leafy, wrapping around some tree bark
- Colors:
 - o blue, green, similar to grass

Mossy logs

- Color
 - o whatever color was decided for the bark in Part 1
- Color of moss
 - o light green family

Unusual items

Bones

- At most twice, bones can be found in this part of the level.
- Appearance 1:
 - o It is a full skeleton, similar to a dog skeleton. It's spine and ribs are half buried in the ground and its skull is half buried along with it. From its nostrils up, the head can be seen. Some decaying skin is still on the top of the skull. Its leg bones, and tail aren't visible because they are buried.
- Color:
 - o whitish, grayish, brownish
- Appearance 2:

- Just a random few bones of something small like a rodent or a bird laying on the ground. Not a full skeleton.
- Color:
 - Same as above

Part 3

Overview:

- There will be a spacious clearing, still surrounded by dense trees, where Anais and a character will briefly interact. The clearing should feel almost empty. No distracting scenery can be here, because the moment has to be significant and the focus of this area. Mossy logs and rocks can be on the background. And of course, grass is still the area's floor.
- This area is a few shades darker than found in part 2. Because it is darker here, there must be some sort of short transition colors between these two areas, between Part 2 and Part 3, to convey that it gets a little darker. Towards the end of Part 3, there is a break in the forest. This part of the area should be a little lighter, again to signify the transition from darkness into lightness. After part 3 there is Sparse area again.

Part 4

Overview:

- This area of the level is very similar to Part 1. The very far background has no strange buildings. Also the sun is in the same position as before. The sky colors are very similar to before. There are again a few single trees scattered about as Anais walks by. At the end of this level is a rift.