



EGD-220-06
Project 3 - Team 1
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Art Statement

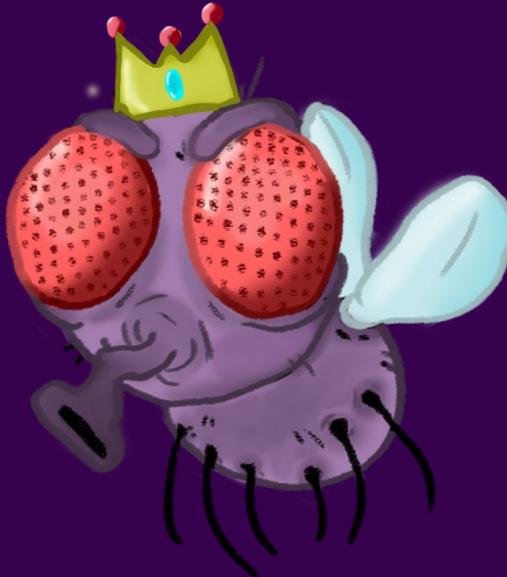
The chosen style of our game will be a combination of flat art and cell shaded comic art. The overall aesthetic will utilize saturated colors and dynamic shapes to create a game that feels very energetic with a style fits the comical narrative of the game. Flat art would be used for the environment while the player character and important assets would be lined and cell shaded. If executed properly these two styles can be blended together to create a style that feels both unique and unified.



Value Statement

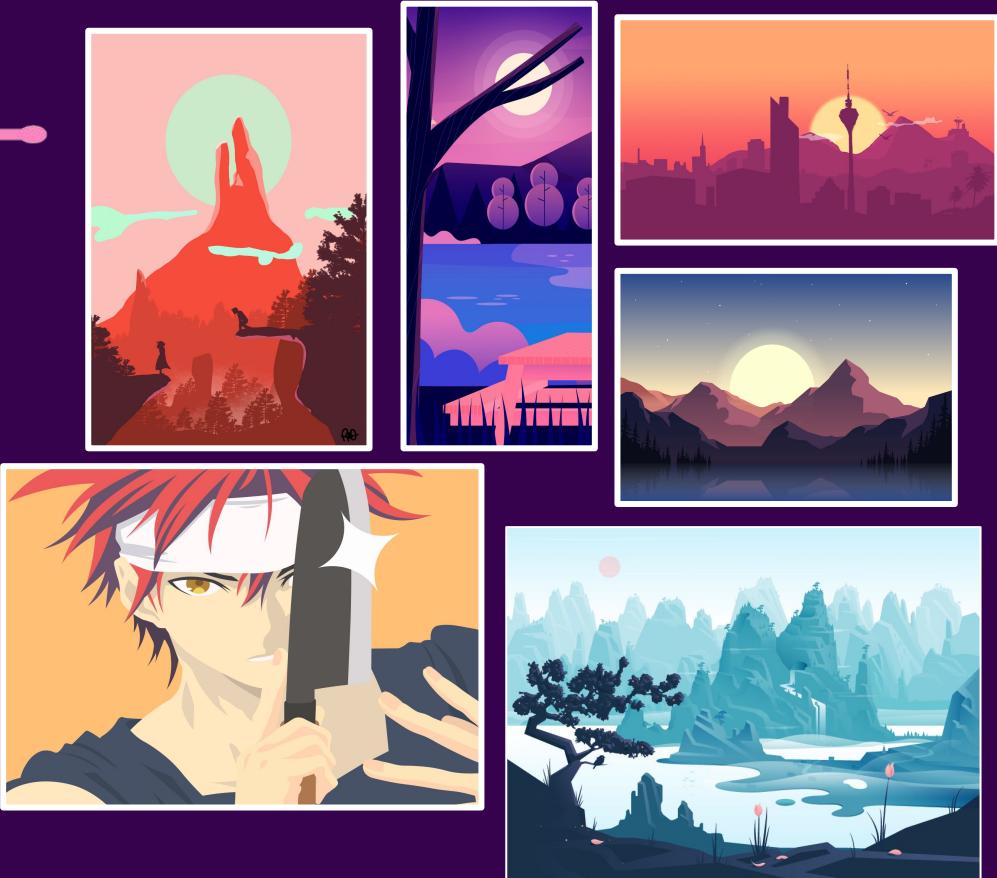
The value of this style for our game is that it can communicate a lot of important information to the player very quickly.

Using a different style between important assets and the open environment informs the player of what is important and what isn't. Also flat art and cell shading can be streamlined relatively easily, so assets shouldn't take too long to produce.



Inspiration: Flat Art

This Style features clean, open space, crisp edges, bright colors and two-dimensional illustrations. It displays Characters and environments without shadows and the illusion of volume as if they were cut out of paper.



Inspiration: Cell Shaded Comics

This style utilizes dynamic linework with flat colors and cell shading to create very dynamic and interesting characters and environments. We would use varied black lines and saturated colors to create almost glossy assets that would make our game look very clean and fun.





Style Guide

Style Guide: Color Palette

Environment:



- Majority of the environment is made up of cool greys with red and blue dots as lights
- External surface of the ship is a bright red, internal surface is a cool grey

Props & Characters:



- Warmer tones, more saturated

UI:



- Cool greys and blues act as accents, main color of UI is similar red to Astro Frog's ship

Style Guide: Characters

The game's characters will consist of enemy flies as well as Astro Frog. All characters will be done in a Cell Shaded Comic Art style. Characters will also have dark outlines and some over exaggerated proportions to make them pop from their environment and easy to draw attention to. Characters are also meant to be animated and need to be created to work with Unity's built in animation tools.

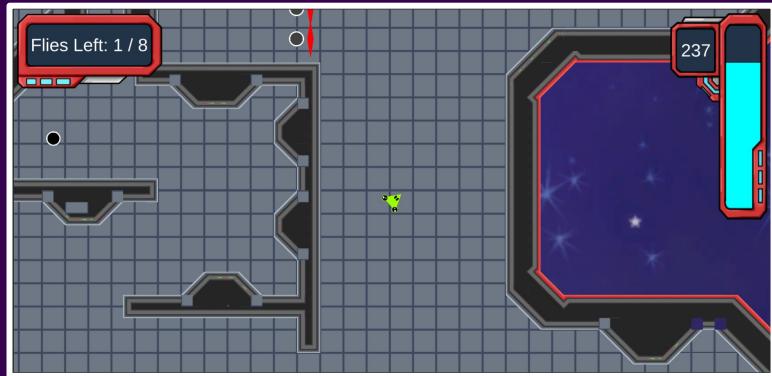


Astro Frog



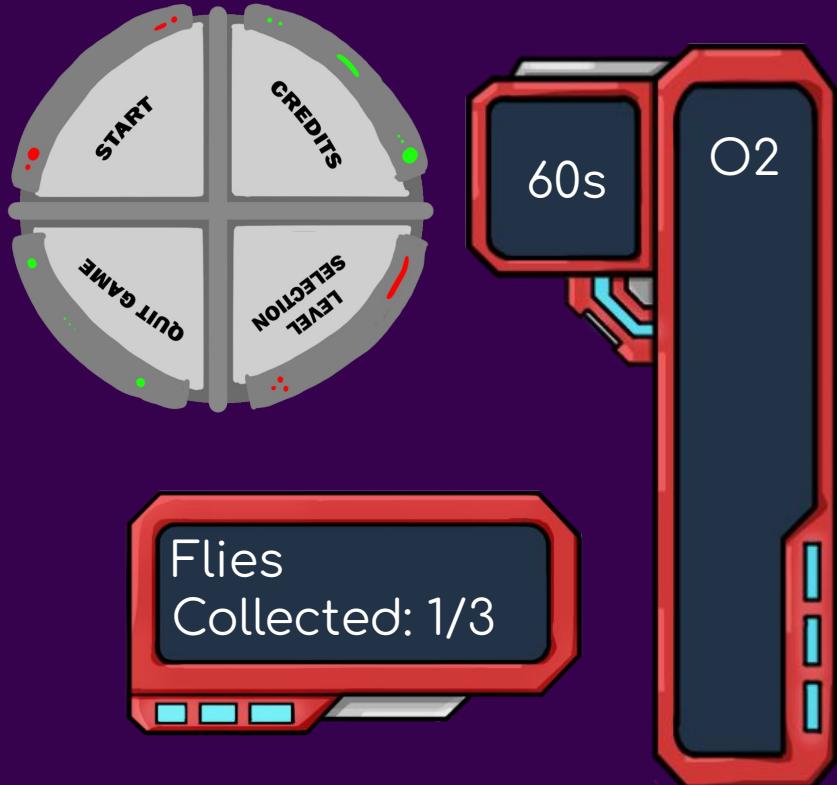
Style Guide: Environments

As of right now, the game's environments consist of Astro Frog's ship and the vacuum of space. All environments are made in a flat art style that utilizes flat colors and shadows to define forms. Environments will also utilize cooler tones to make assets that the player will be interacting with just a bit more prominent. Tilesets make up the majority of the environment assets and they need to be tileable at both 45 and 90 degree angles.



Style Guide: UI

The in game UI is meant to feel as though it is apart of the ship and as such uses very similar aesthetics and design elements as the rest of the environment. Like the hull of the ship they have a saturated red color and are very blocky with a lot of 90 and 45 degree angles. They are also done in the comic art style to make them more apparent to the player and prevent them from blending into the environment at all.



Style Guide: Animations

Astro Frog will most likely have very limited animation in order to stay within scope. Most animation will be done using Unity's built in animation tools to create character and enemy movement.

Animation of props or hazards would be using the same tools, however, hand drawn animation would be used as well if necessary.

VFX would also be made. These would most likely need to be hand drawn and would be used to contribute to gameplay feedback.





Art Pipeline

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Art Pipeline: Asset Specifications

Creation Software & Format:

Most assets are concepted on paper or in Adobe Photoshop. Assets are later finalized on Adobe Photoshop and exported as **PNGs**. Characters to be animated are exported in **Large Document Format (PSB)**.

Pixel Dimensions (72 dpi):

Characters: **512 x 512**

Tileset: **128 x 128**

Props: **512 x 512**

Backgrounds: **1920 x 1080**

UI Elements: **512 x 512**

File Naming Convention:

Characters: **CharacterType_CharacterName.psb** (Enemy_BossFly.psb)

Tileset: **Tileset_EnvironmentName.png** (Tileset_Ship.png)

Props: **Item_PropName.png** (Item_OxygenTank.png)

Backgrounds: **Background_EnvironmentName.png** (Background_Space.png)

UI Elements: **UI_ElementName.png** (UI_OxygenMeter.png)

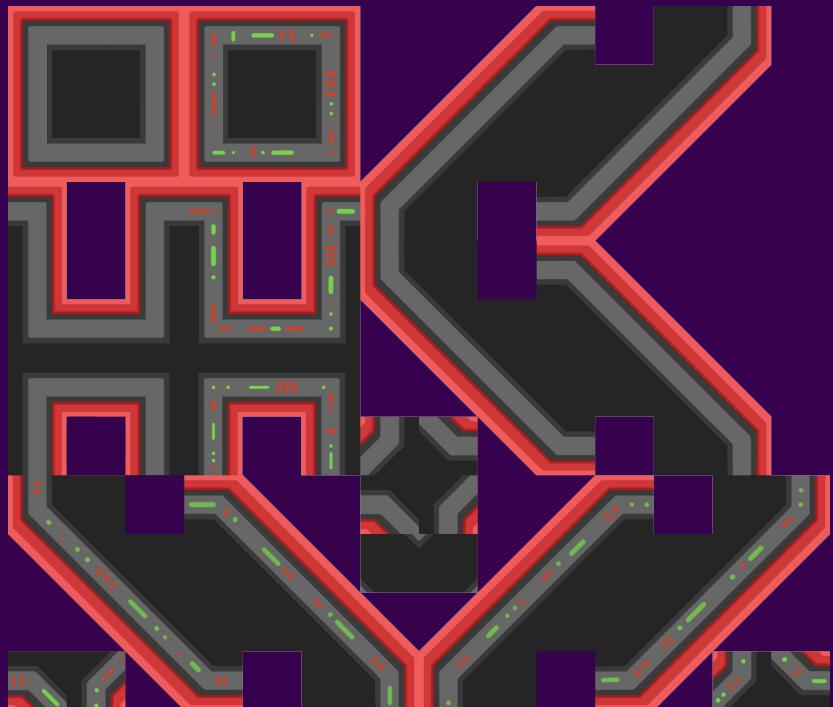
Art Pipeline: Character Creation

1. Character assets are first sketched out keeping in mind the individual pieces of the character that need to move.
2. Each part of the character is lined with a thick black outline in separate layers. (Layer 1: Main body, Layer 2: Shoulder_L, Layer 3: Forearm_L, etc...)
3. Internal details within each layer are lined with a thinner black line.
4. Add flat colors behind the line art. Create a new color layer for each line art layer and merge the two once flat color is applied.
5. Each layer should be named as corresponding part of character. Use “_L” and “_R” to differentiate left and right parts.
6. Export completed sprite in Large Document Format (PSB) to be imported into the game.



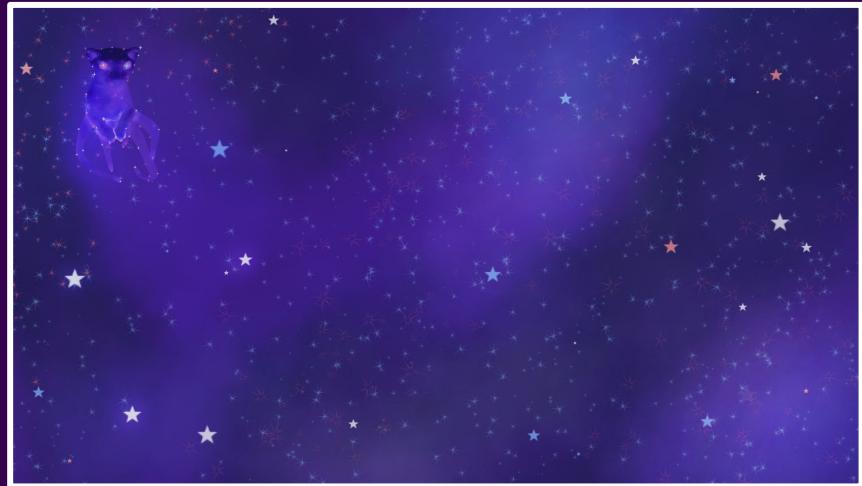
Art Pipeline: Tileset Creation

1. Start on 1280x1280 canvas divided into a 10x10 grid for 128x128 tiles.
2. Tiles should first be sketched out (sketch should only include flat planes the on which objects make contact ie. walls, etc... rest of tile should be a flat color.)
3. Add flat color, this should be done on a separate layer and adhere to style guidelines.
4. Add color gradient to large sections of tilset (neighboring surfaces) and add flat shadows to smaller areas.
5. Export finished tiles as a PNG file to be imported into the game.



Art Pipeline: Background Creation

1. Backgrounds should first have any primary forms sketched out
2. Then flat color should be applied. This should be on a separate layer and adhere to style guidelines.
3. A clipping mask should be used to apply gradients and flat colors to background.
4. Export final background as a PNG file to be imported into the game.



Art Pipeline: UI Creation

1. UI should first be concepted on paper or in Adobe Photoshop
2. Approved concept should be sketched in Adobe Photoshop
3. Black outline should then be applied over sketch.
4. Flat color should be applied under outline, followed by highlights and lowlights.
5. Export finalized UI element as a PNG file to be imported into the game.



Image Sources (In order of appearance)

Flat Art Inspiration:

- <https://graphicdesign.stackexchange.com/questions/77205/what-is-this-gradient-flat-design-style>
- <https://www.vecteezy.com/vector-art/2178671-peaceful-mountain-panorama-landscape-in-monochromatic-flat-illustration>
- <https://www.artstation.com/artwork/4bEyqL>
- <https://dribbble.com/shots/14564759-Souma-flat-art-from-Food-Wars>
- <https://www.behance.net/gallery/34166295/Flat-Landscape-Game-Art>
- <https://wallpapercave.com/flat-art-iphone-wallpapers>

Cell Shaded Comic Inspiration:

- <https://btflglitch.tumblr.com/>
- https://www.vhv.rs/viewpic/TRRbhhw_supergirl-png-toon-link-wind-waker-bow-transparent/
- <https://www.eurogamer.net/digitalfoundry-2023-hi-fi-rush-tech-review-xbox-series-x-s-pc-a-bold-visual-treat>
- <https://www.gamereactor.eu/hifi-rush-got-its-popularity-at-bethesda-before-release-1238043/>
- <https://www.gamespot.com/reviews/scott-pilgrim-vs-the-world-the-game-complete-edition-review/1900-6417631/>
- <https://www.shacknews.com/article/104753/monster-prom-review-everybody-run-the-prom-queensundead>

Title Frog: <https://www.flaticon.com/free-icons/frog>