

Baacadia Art Bible

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Table of Contents

- 1) Design Pillars
- 2) References
- 3) Color Palette
- 4) Current Artwork





What is Baacadia

Baacadia is an exploration-puzzle game that transforms shepherding into an epic journey across a breathtaking, untamed world. Guide your herd through an alien landscape as you explore, observe, and communicate with its mysterious flora and fauna, uncovering the wonders hidden within.



Design Principles

We are creating a world of suspense and awe where the player is inspired to discover this alien environment full of endemic life. Through this, our world tells a story that the player unravels as they travel through the map and solve puzzles. We are inspired by the graphic style of Moebius and Scavengers Reign, and applying it to the unique world we are crafting.

Design Pillars

- 1) Create a Feeling of Suspense and Awe
- 2) Inspire Curiosity and a Desire to Discover
- 3) Illustrate a World Alive with Endemic Life
- 4) *Moebius and Scavengers Reign* Style
- 5) Environments Tell a Story
- 6) Utilize color to inform and guide the player through an immersive experience



Why have these pillars

When creating an alien world with a rich narrative, we always have to work to **answer the question “Why does this look this way?”** These **pillars** are a framework of how we at Baacadia start to answer this question with our art. Being specific, having the answer, will make our work overall more rich and immersive .





1) Create a Feeling of Suspense and Awe

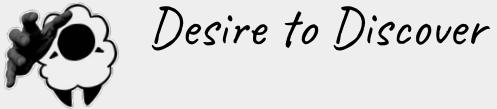
Creatures and Environments will be vast and range in various drastic sizes and shapes. In order to keep them cohesive, they should resemble things from real life, but also seem otherworldly and alien.

Keep in mind the flora and fauna in our game have their own motives, thoughts, and feelings and these should not be immediately obvious. They should give the player a sense of curiosity, yet caution. This of their relationships symbiotically.

Flora and Fauna: True Neutral



2) Inspire Curiosity and a



Desire to Discover

Creatures and Environments should make the player want to discover more and allow players to spend time analyzing their designs to grasp their mechanics. **Use mystery to pull the player in, and the use the design to teach the player how the world works.**

Make the player ask:

“What do these ruins mean? These giant skeletons?”

“Why is this mother bird gathering their chicks? How can I use the sound to gather sheep?”

“How can I use my tools to get through this area? And do I know where I am supposed to go?”



3) Illustrate a World Alive with Endemic Life

A diverse cast of creatures and characters that imply that the world is rich with life. These can take form of insects, little rodents, lizards, anything that doesn't necessarily have a mechanic but rather simply exists.

Ie. VFX butterfly swarms, ant trails, birds that fly in the sky.

Think about what sounds they make and how they make them!



5) Environments Tell the Story

Baacadia has a robust narrative and history of **a war torn land, healing over time**. The player is also there to continue in that healing by disabling Harsh Noise machines. We depicting the story for the player without telling them directly, allowing them to discover what happened through exploration. **Our environments will show the history and narrative to the player via visual cues.**

Examples of Visual Cues

- Overgrown and overtaken structure
- One statement:
Nature has already staked its claim to this ship.



- Electrocuted Rocks implies Electric Dragon
- Barren environment
- Wide Environment = Boss Fight



- Implies a lost civilization
- Ruined architecture

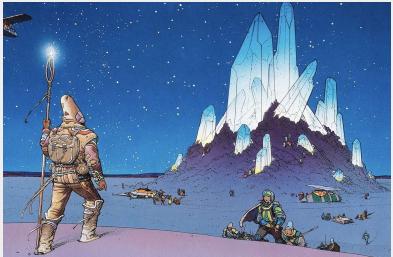


- Recurring Motifs
- Imply something died, not just a flower



6) Utilize color to inform and guide the player through an immersive experience

- Using specific colors to depict groupings of characters, environments, and props that relate to each other in the narrative
 - Caretaker Technology = Green
 - Natural Elements = Reference Environment Color Palette
- Saturation and brightness of colors, and unusual combinations of colors can help emphasize the “alien-ness” of the world and POIs (Point of Interest).
- Color is a powerful tool to help elicit emotion from the player.



References



Main References

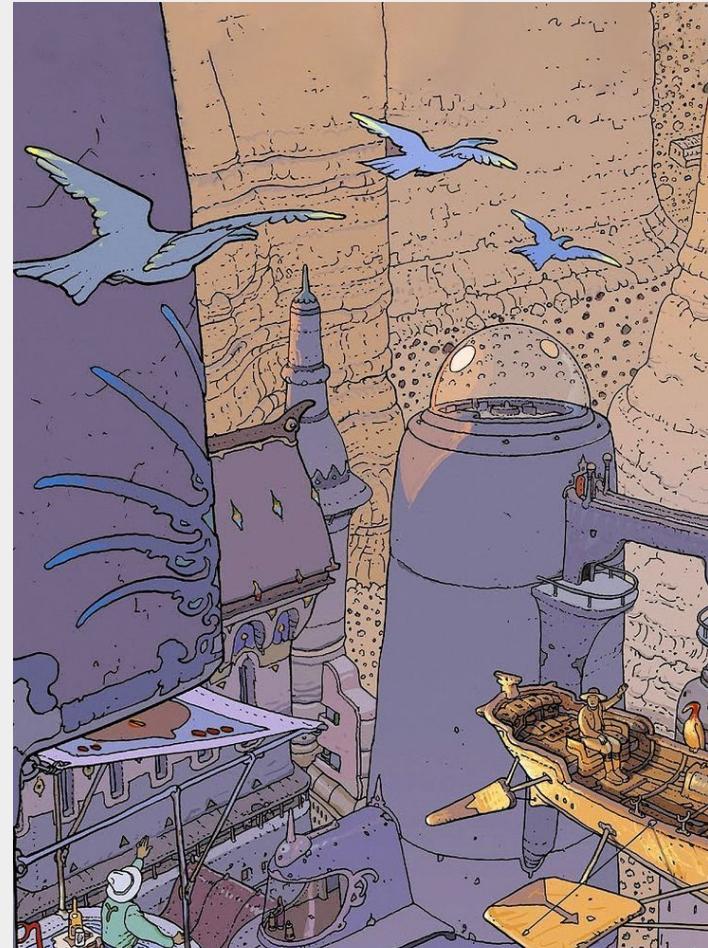
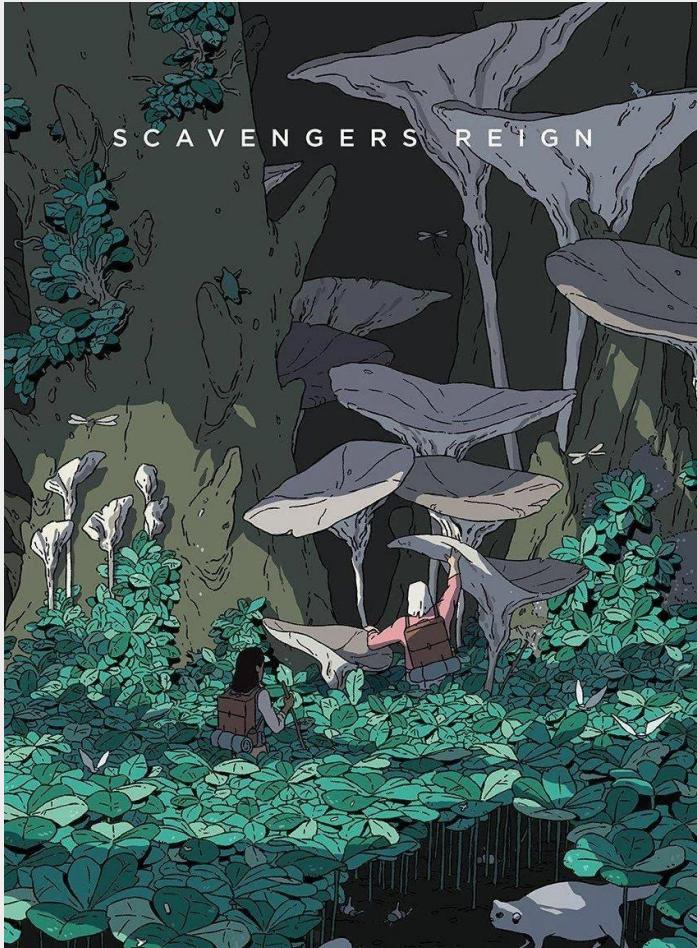


Scavengers Reign:

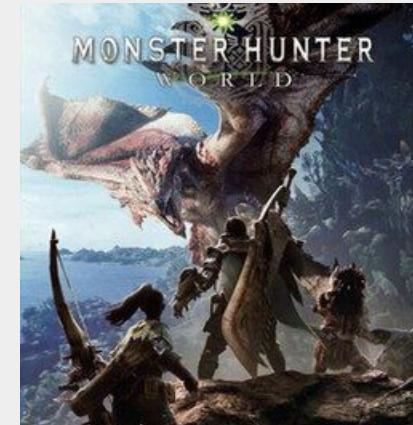
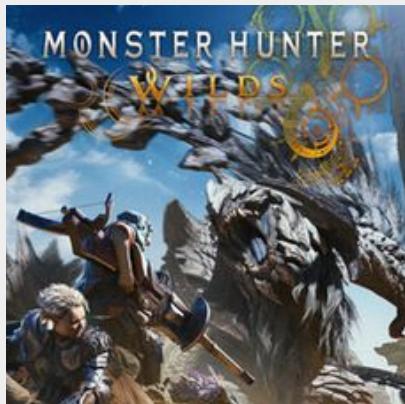
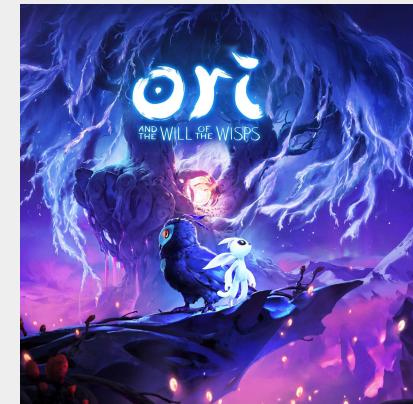
- Alien world
- Surviving and cohabitating with the creatures and environment
- Uncanny, feels like it's wrong to be there

Moebius:

- Primary style inspiration
- Expansive environments
- More fantastical with sci fi elements
- Our shader is based off of the linewidth



Additional Media References





Creature Design Inspirations

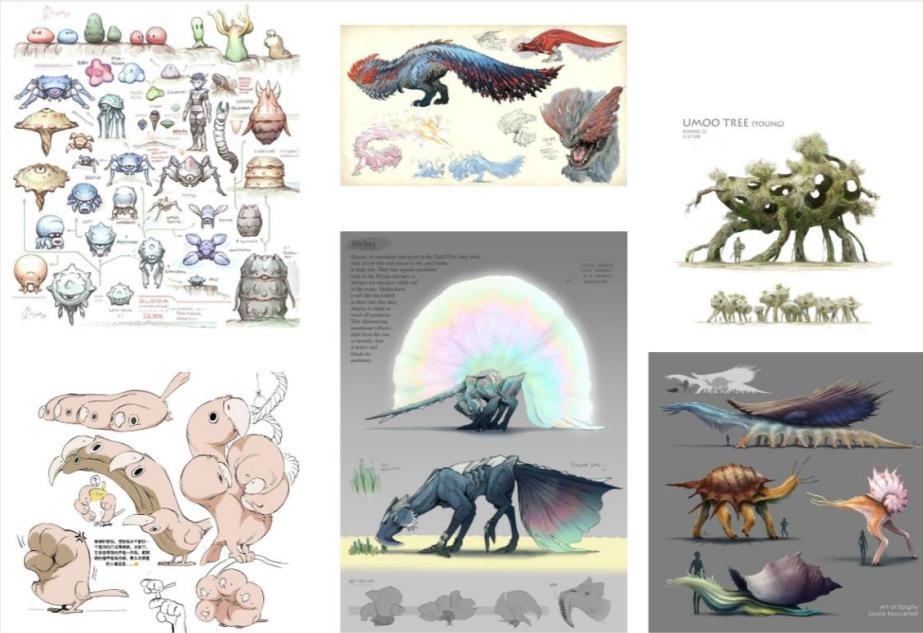
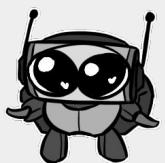
Moebius is our Key Inspiration

Our designs are inspired by common motifs not just from his creatures but from his environments too. They are fantastical and surreal with simple shapes.

Common motifs are: biomechanical designs, rounded shapes, plant-based designs, + more.

See also: Scavengers Reign

More Info in the [Mood Board](#)



Color Palettes





Environment Color Pallet

This is not the end all be all color pallet. However, it is one that works for the scheme of **alien desert**.

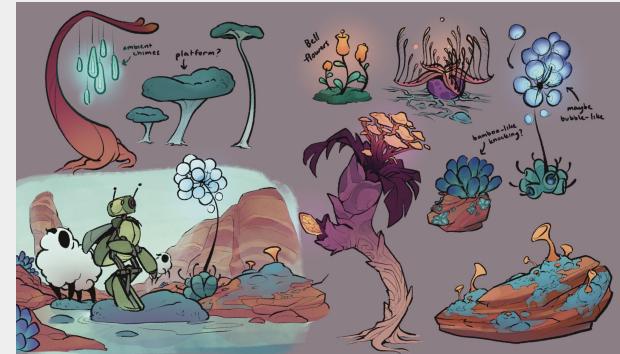
Bright Green is reserved for Caretaker technology like the main character and the noise machines. **Avoid verdant green**, like most trees and grass.

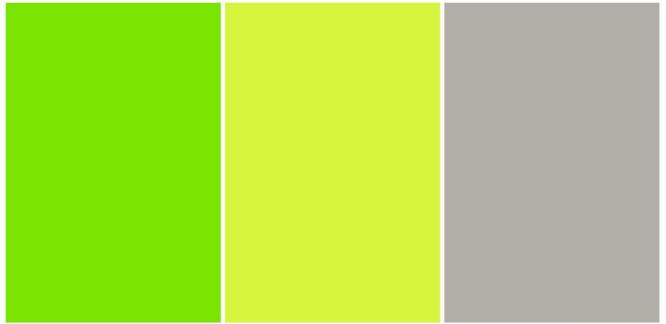
EX:



This will help us **take inspiration from real life foliage and environments but make it seem alien**.

Make **POIs and interactables more saturated** to be appealing and noticeable to the player.





#7AE600

RGB 122, 230, 0

#D7F53D

RGB 215, 245, 61

#B1AFA7

RGB 177, 175, 167



#6A3A44

RGB 106, 58, 68

#2D262E

RGB 45, 38, 46

#586575

RGB 86, 101, 117

Current Art Work



UI/Logo Inspiration

Comfortaa is a good approximation

Has Light

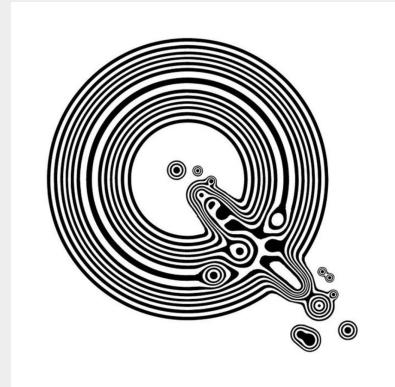
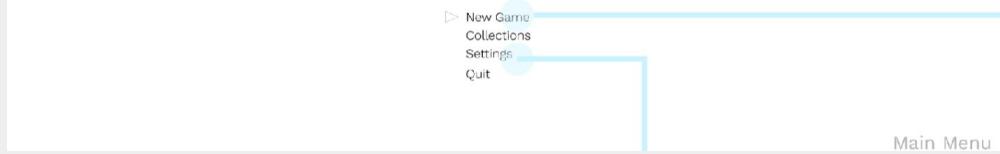
Normal

Medium

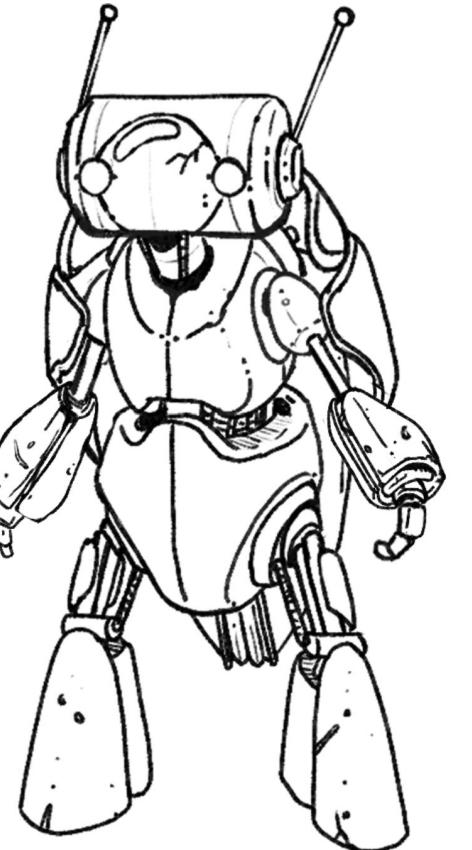
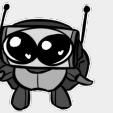
Semi Bold

And Bold

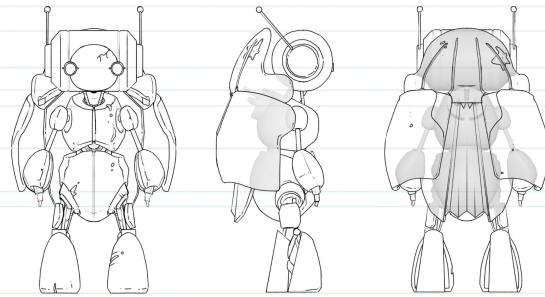
Baacadia



Main Character

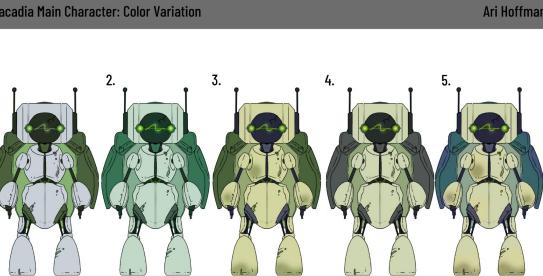


Baacadia Main Character: Turn around



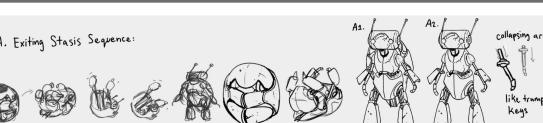
Ari Hoffman

Baacadia Main Character: Color Variation



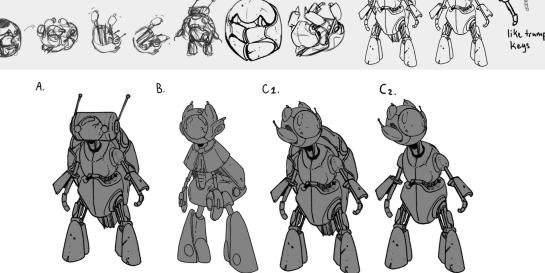
Ari Hoffman

Baacadia Main Character Exploration: Second Pass

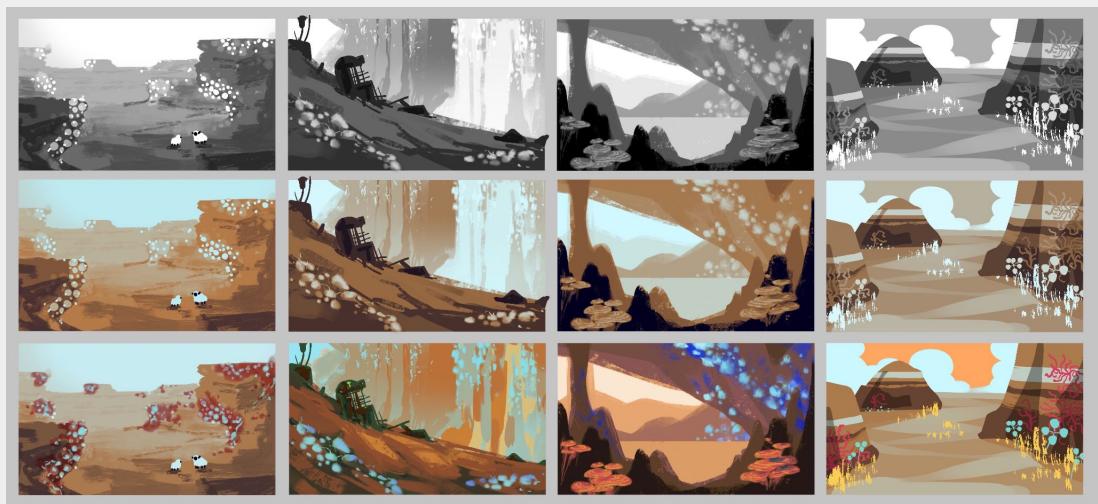
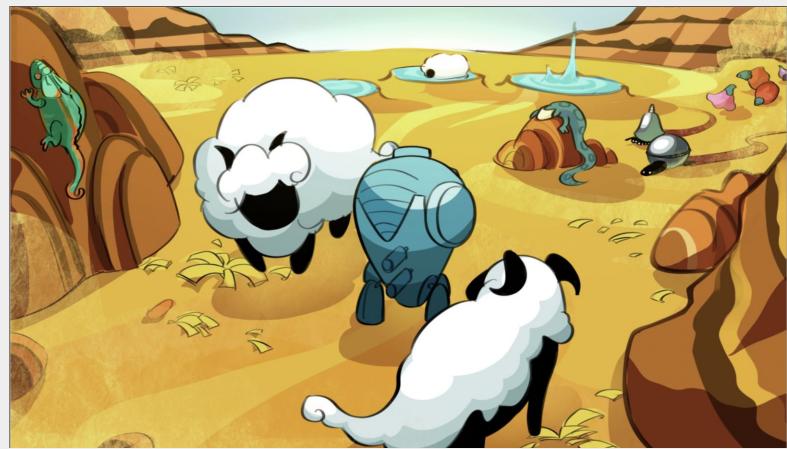
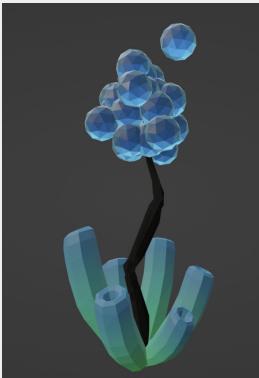


Ari Hoffman

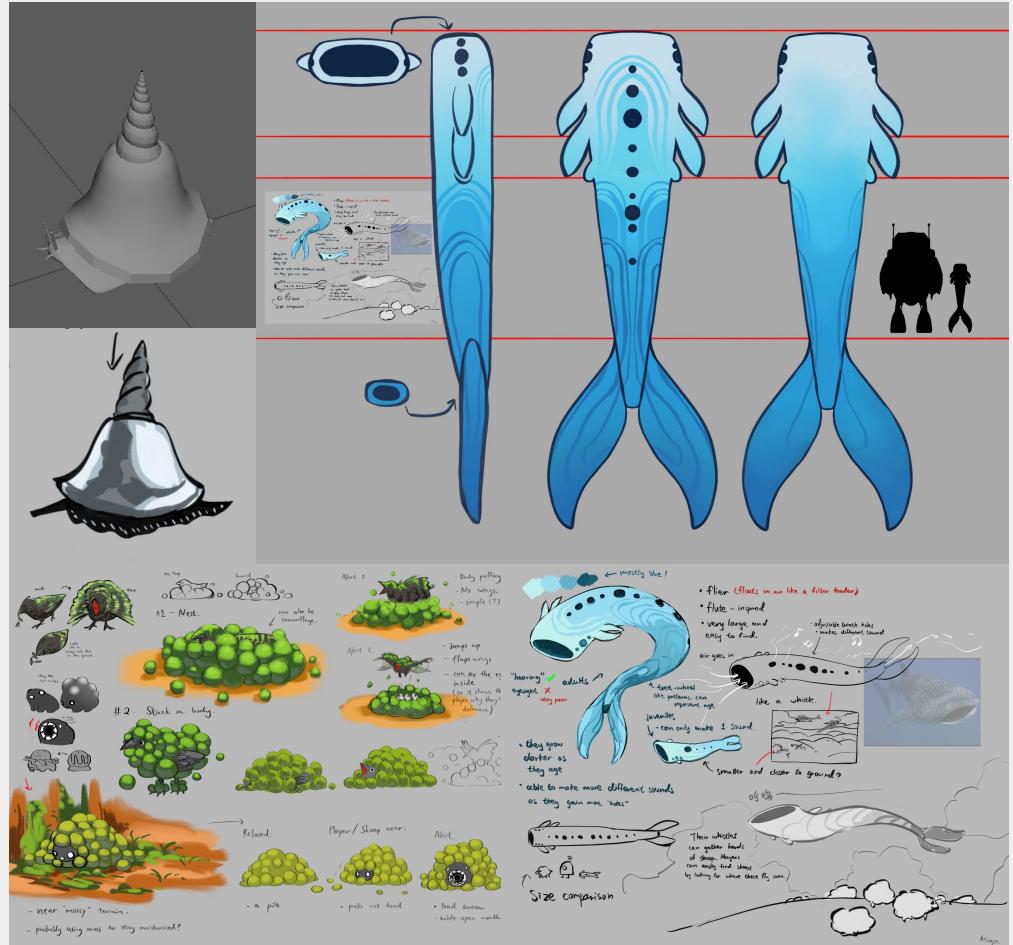
A. Exiting Stasis Sequence:



Environment



Environmental Creatures



Cloud Beasts

