Art Bible: Press play to repeat

# Art Style: overview of the look and feel.

The level will be bright and colourful with most colours being tones of light browns and light colours like; green, red and blue. The level will be brightly lit with windows and light streaming through to create an atmosphere that is positive and overall nice feeling. Assets will be made in a low polygon style to help the engine implement and help minimise the creation time. This will give the game a simplistic feeling wile cutting asset creation time and giving the game a professional feeling touch.

# Environment/ Atmosphere

The environment will be brightly lit and filled with bright colours to help cement the feeling that the player is a happy man even though he is alone in his home after his wife had died. The atmosphere will be bright and positive to help cement that despite that he is living alone he is still happy because he’s living in an old memory. There will be audio ques that help cement that he is living in an old memory.

# Character art

Characters will be low poly to help with the creation process and help keep the time used creating it to a minimum while still crating a well-polished product. The player character will be a 1st person character so there will not be any player model needed to be created. This will help speed up the creation process of the level through my learning and creating a player character. The viewable characters will be in photographs and memories. Two versions of all characters will be made. One young and one old. This will help give the illusion of the player having dementia.

# Level of detail

The level of detail in the final creation of this project will be low poly to help keep the

# Lighting

The games lighting will be colourful and bright to assure the player that the character is not sad but is happy because he is living in old memories. Light brown and yellow lighting will be used to give off a warm feeling and compliment all the colours used by the assets.

# Colour Palette

The colour palette used will be bright and colourful. The main colours used will be light brown and green. This will give the lighting a warm feeling and ensure that the player knows that the character is not sad in any sense but is instead happy and their home reflects it.

# Texture and surface

Textures will be solid colours and low poly to allow for a more polished look with less time spent polishing assets.

# User interface

The player will see in a first-person perspective. There will be no user interface. This will give the player a better view of what is happening on screen without being distracted by anything they need to keep an eye on.