ART BIBLE

Laia Pachón Pérez

Table of contents

- What is an Art Bible?
- When is created?
- Who creates it?
- What makes?
- Question we can answer with an Art Bible
- Contents
  - Art style
  - Character Art
  - L.O.D
  - Camera
  - Color Palette
  - Environment/Atmosphere
  - Texture ans Surface
  - User Interface
  - Technical guidelines
  - References.
- Visual Resources

What is an Art Bible?

Reference design document

What the artists have to do

When is created?

After GDD and before Art Production

Who creates it?

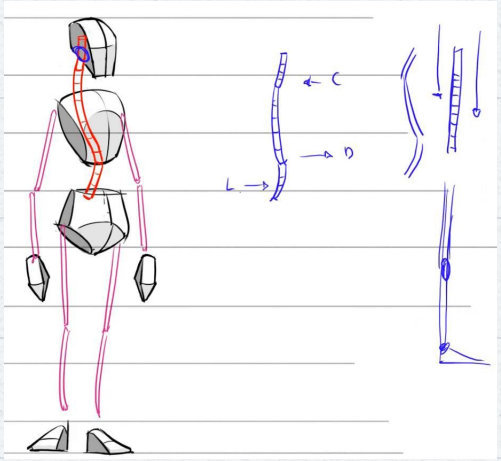
Art director

What Makes?

- How is the game
- Help the art team
- Explain the decisions
- Communication

Questions we can answer with the art bible

- What a new member of the team should know about the art of the game
- Target
- What sponsors and investors should know
- How to explain to the team how to do the artwork

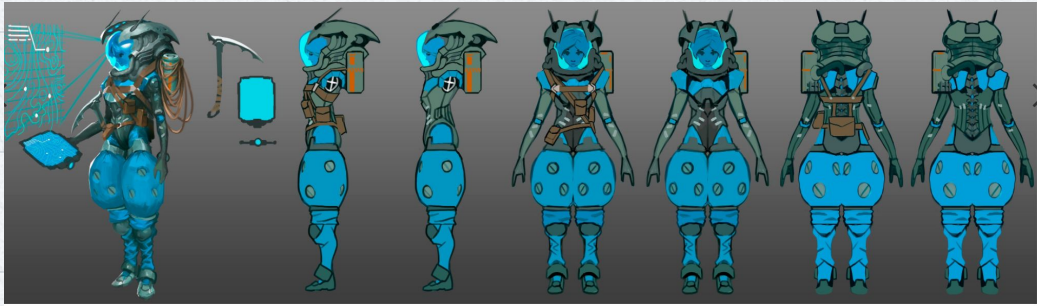


Art Style

- Graphic style (2d/2.5d/3d/Realistic/Stylized/Cartoon/PixelArt)
- Weather/time
- Environment/atmosphere
- General color palettes
- How to draw
- Tips/hints/advancements

Character Art

- Sketches
- Concept art
- Expressions of the character
- Character poses
- Scale comparison with other elements
- Style and Creation
- Clothes and accessories
- Color Palette



L.O.D

- Level of Details
- Difference between Gameplay, Camera, UI
- How to increase and decrease the level of details
- What has to be detailed and what not
- Architectonic details
- Character details.

Street of Rage 4

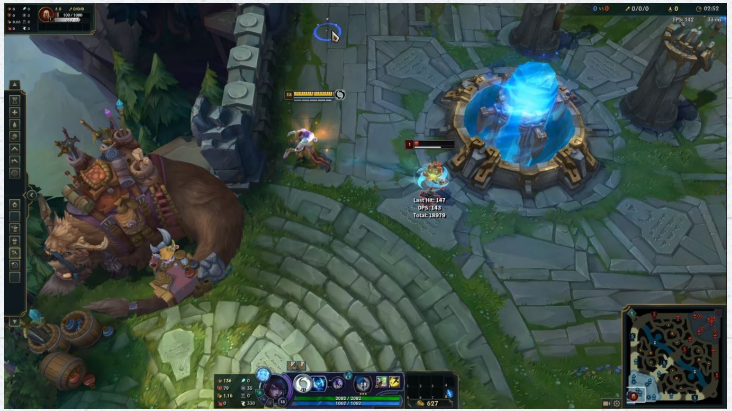
Valorant

Pokemon Arceus

Zelda BOTW

Camera

- POV
- Perspective
- Character position
- Transitions
- Field of view
- Effects
- Cutscenes



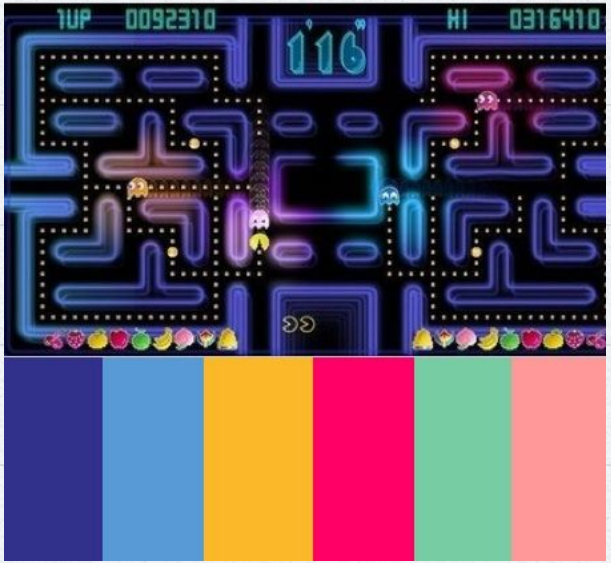
League of Legends

Mario Kart 8 Deluxe

Color Palette

- Color samples
- Hues
- Values and vitality
- Saturation
- Distinct between important and not important things

Halo 4



Pac-Man

World of Warcraft

Sonic the Hedgehog 2 (1992)

Grand Theft Auto IV

Environment/Atmosphere

- Scale
- Scheme (importance of elements)
- Weather
- Elements

Genshin Impact (Liyue) Geo/China

Genshin Impact (Inazuma) Electro/Japon

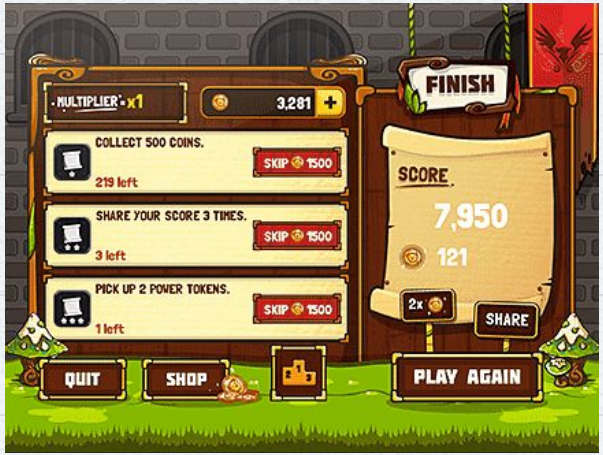
Texture & Surface

- Which texture
- How to use them

Minecraft

User Interface

- Animations
- Menu items and hud
- How to implement the UI design



Minecraft

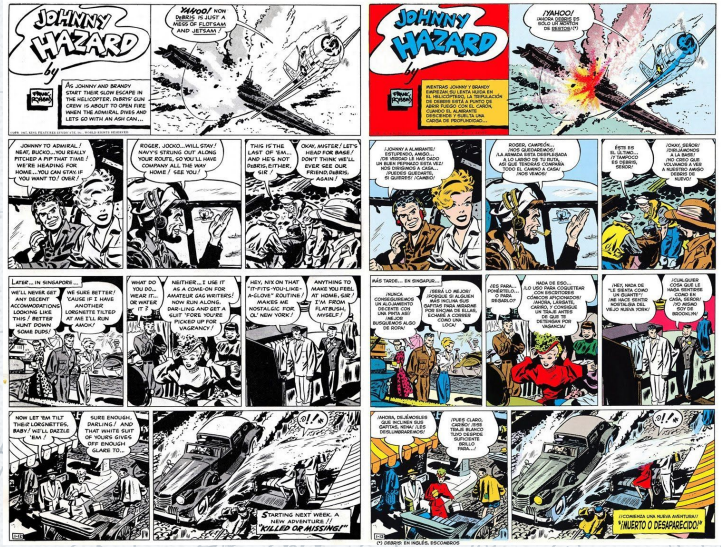
Genshin Impact

Technical Guidelines

- Exportation
- Naming connections
- Tools
- Limitations
- Structure of the work

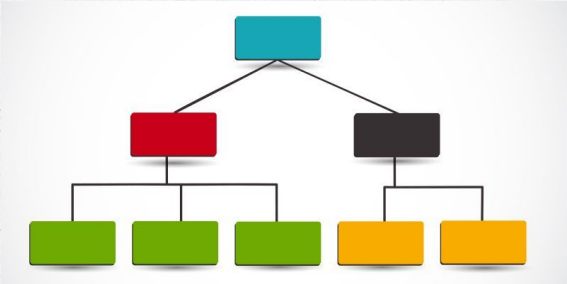
References

- Photographs
- Illustrations
- Ads
- Movies
- Games
- Comics



Visual Resources

- Concept art
- Photographs
- Diagrams
- Assets
- References
- Moodboard



Documentation

https://www.artstation.com/artwork/e0xQ8b

https://www.artstation.com/artwork/A8v2y

https://www.artstation.com/artwork/nAYke

https://www.muycomputer.com/2020/12/27/juegos-con-mejores-graficos-de-2020/

https://conexionmoda.com/noticias/3385_-influencias-de-los-video-juegos-en-el-color

http://www.dota2.com/workshop/

https://willytrek19.github.io/ArtBible/

https://www.slideshare.net/kshiraj/game-art-bible-secret-sauce-to-making-great-game-art

Videos:

https://www.youtube.com/watch?v=gUEfG4c8mTk&t=180s

https://www.youtube.com/watch?v=X34ykTj7Hbo

Github page: https://github.com/laiapachon/Art-Bible

Github web: https://laiapachon.github.io/Art-Bible/

ART BIBLE

Laia Pachón Pérez