

# GRAVE AFFAIRS

## Style And Asset Guide



# COLOURS AND ATMOSPHERE

Keywords: Deep, Spooky, Quirky, Ambient, Earthy, Glowy, Warped

While we will not be emulating the art style of these images, they capture the atmosphere, colour palette and feel of the game well. They use deep earthy tones, rich dark colours with pops of vibrant light, like greens and yellows. This will be effective with our shader, low poly art style and the ambient lighting we want to use.

Using the contrast between the dark and earthy colours with the bright green and yellow lightsources will help convey the atmosphere of our game as dark and a bit spooky.

For now these images will help guide colour palette choices, and guide the atmosphere of the project.

Looking up 'Halloween 3D scene' usually produces similar results if you'd like more inspiration but I can provide moodboards if needed also.





# ASSET STYLE

Keywords: Grim, Quirky, Imperfect, Lowpoly, Worn, Warped, Ghoulish,

These images serve as good inspiration for the style of the assets we'll be creating. They are lowpoly, but have a quirkiness to them.

We want to use simple shapes, we don't want any perfect circles, it would be better to break shapes into simpler pentagons, hexagons etc. This way we keep our objects low poly.

We are not trying to create 'perfect' assets. I recommend almost always trying to add some piece of asymmetry or flaw to the asset, this can be as simple as adding a chip, crack or making the asset a little crooked. Obviously you wouldn't do this for tiny objects like books and bottles but try to do so with more prominent objects in the scene.

When designing assets think about the appropriateness for the themes of the game and how to match your objects to that.

# TIME-PERIOD & THEMES

Keywords: Medieval, Plague, Cemetery, Funeral, Black Death,

Since our game is set in the midst of the black death of the 14th century, we will mainly be working in a medieval time period with our assets.

The overall feeling we are going for is cheerfully grim, so while we are dealing with very dark subject matter we don't want to take it too seriously and can have fun with it, this should be reflected in the assets and concepts.

We don't have to be 100% historically accurate all of the time but inclusions should feel that they are able to fit within the game naturally. For example, suggesting we add modern things like mobile phones is not appropriate.

'medieval' and '14th century' are some good keywords to search when looking for references to design assets from. Don't feel like you are only able to reference from that era though because sometimes there won't be sufficient resources, so adapting designs is ok as long as it fits within the game and appears 'old fashioned.'





# 3D ASSETS

Keywords: Lowpoly, Warped, Damaged, Quirky, Grim,

The middle image is my own work to show a kind of guide on how to style assets for our game, the handle of the shovel is a simple hexagon and I made the object appear a bit crooked by adding some chips and making the handle asymmetric. All of the objects have some kind of asymmetry or flaw to them to add interest.

Exaggerate scale when modelling to help with visibility, for example the shovel model has a shorter handle and a much larger head, this matches our character models and helps with legibility at far zooms.

When creating items that will be reused many times through the scene like fencing, flooring or walling I recommend to duplicate it a few times and create a few variations of the asset, for example fencing may have one version that is a little broken so it breaks up the monotony.

When creating the assets use a range of references plus the concept art to help you, you should be able to draw ideas from the concepts and be able to translate that into the games style. The concept artists will provide ample ideas for you but you can also supplement this with your own research if you need to.



BY @VEREX

GRAVEYARD BUNDLE

# CONCEPT ART

Keywords: Quirky, Grim, Plague, Medieval, Warped, Damaged

When creating concept art consider the overall feel of the game. Objects should never appear 'perfect' and should always have some kind of asymmetry or imperfection, and should fit well among other in game objects.

The larger an object is, like a door or table the more detail can be added into it.

Play with the scale of objects and think about how they might appear in game when creating concepts, this will help with readability of objects and lend to the in-game style.

Concepts like the examples on the right which show a variety of different ideas is really good, this means the team has a range of ideas to draw from when creating assets.

Use a range of different references to generate a variety of ideas when concepting, if you can't find medieval references, supplement your research with different time periods, as long as the concepts feel 'old' and fit within our game it will be fine.



STONE PILLARS

[DOOR IDEAS]

