SUPER SPACE ARMADA

ART STYLE GUIDE

Gateway Games

Version 1.0

Team Roster

Position	Name
Producer	Sean Randall
Creative Director	Andrew Ehrlich
Technical Director	Enrique Martinez
Art Director	Luis Rodriguez
Lead Designer	Ian Smith
Designer	Zachary Gadzinski
Artist	Seth Gose
Artist	James Countryman
Technical Artist	Jonathan Hoang Nguyen

Document Revision Table

Version	Updates	Advocate	Date
1.0	Initial Document	Gideon Shbeeb	9/16/2015

Table of Contents

(This should be auto generated and interactive)

Aesthetic Summary

 (This section contains a description of the world and how it looks as an artist would perceive the representation. A discussion of materials, style, "feeling", and theme live here.)

Super Space Armada immerses you in a world of science fiction space battles. With alien races, unique ship designs, and a galactic starfield in which to play. The artistic style is a realistic look and feel despite fictitious ship designs and arenas in space. The look is accomplished using materials like blinn, anisotropic shaders and a variety of

texturing maps including metal and roughness in order to take full advantage of PBR in Unreal engine.

(Ref art on Art Density and Style of Gameplay)

(Ref Art)

Game Art Overview

(Describe the consistent elements of objects, architecture, characters, and key landmarks in the game world as they pertain to their visual and spatial relationships.) The aesthetics are created using PBR rendering for unique ship styles to each race. Each race is going to have their own distinct style of spaceships within the different classes such as fighter, capital ships, cruisers, and frigates. Humans have sleek fighters but bulky bigger ships. Dragomir have vicious alien looking ships through all their ship classes. Kratakos have bulky ships through all ship classes with a focus on crystal looking designs for their ships. Cephalons have very organic ship designs with aquatic inspiration. Vultarii ships take a hint from the avian species they are and have talon inspired ships with slim builds. The Hive have ships based on insectoid like structures and species.

Technical Overview

Lighting

(A discussion of lighting methods and values to be repeated for consistency and avoided for dissonance.)

Using Unreals lighting capabilities, dynamic lighting is used to pop color and particle effects throughout the game world. Since Super Space Armada gameplay takes place in an arena style space map, it is imperative that important objects, ships, and areas of the map are well lit. The majority of lighting should feel like practical lights from objects in the environment such as the sun, reflection of light off of objects like moons or planets and of course any weapon attacks that would illuminate the play field in reality. The effects that occur during battle should are obvious and cue the player into whether or not they were hit.

Colors

(Images and descriptions for color palettes throughout the game.)

The color palette presents battle worn ships that maintain some the of the original manufacturing luster. Each of the races have varying ship design styles and therefore have unique color palettes. The ships use bright colored emissive maps to highlight, accent, and or convey active zones on the ships. The maps are used to show a star strewn galaxy with colorful planets and dangers lurking at every corner.

Map Colors:

Since the arena is set in a space the primary colors for are dark contrasted by bright nebulae, stars, planets, and moons:
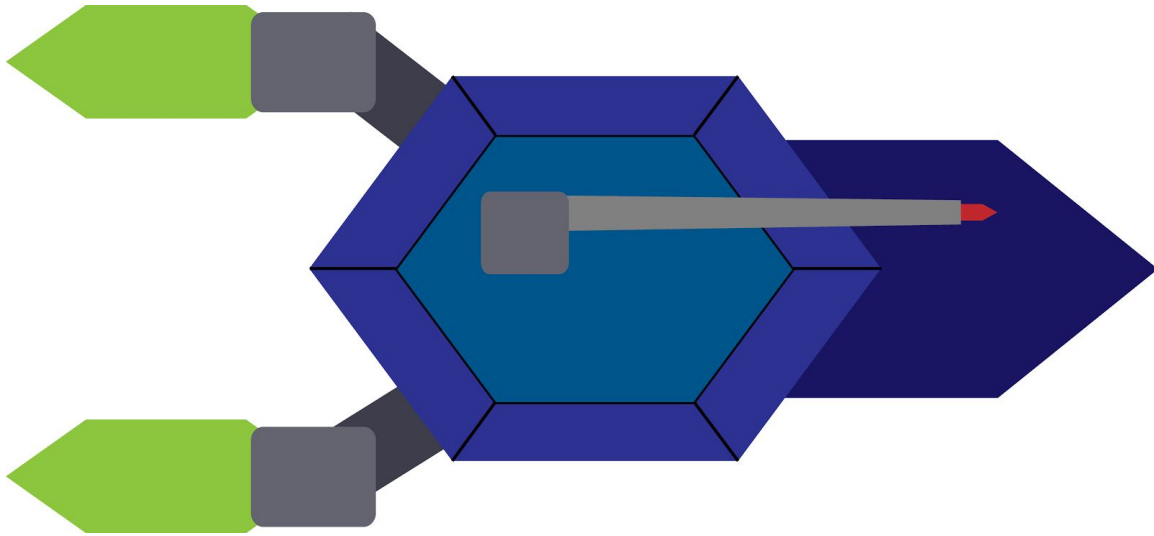
(Ref Art)

Ship Race colors:

Human

(Screenshot of In-engine Human Frigate)
Human ships have a gritty look. The idea is to build ships similar in style and feel that convey believable future tech and ship design. The colors are metallic with painted areas and distinct insignia for identifiers among the human fleet.

Kratakos

(Top down ship view, Concept Art of Kratakos Frigate)
Kratakos ships are based off of a crystal scheme. Being rock creatures, their tech stems from crystal power and crystal design. They have runes etched into their ships as part of the design. Their color scheme can run the gamut of the spectrum but our primary palette run from white, red, blue, to green.

Cephalons
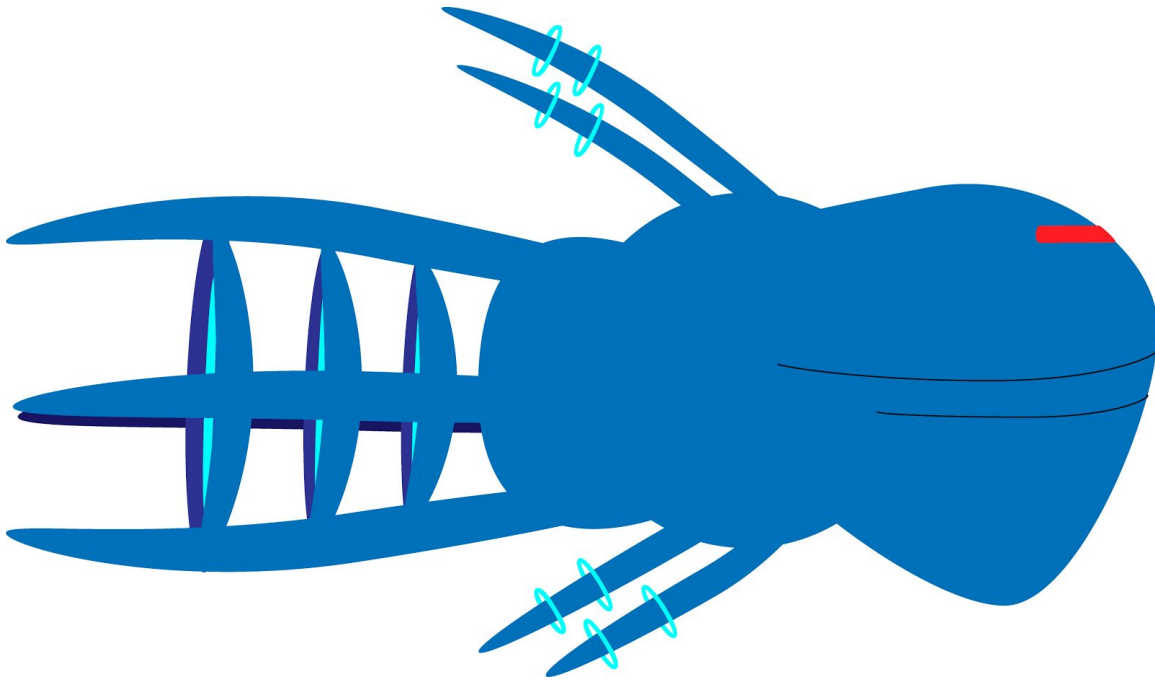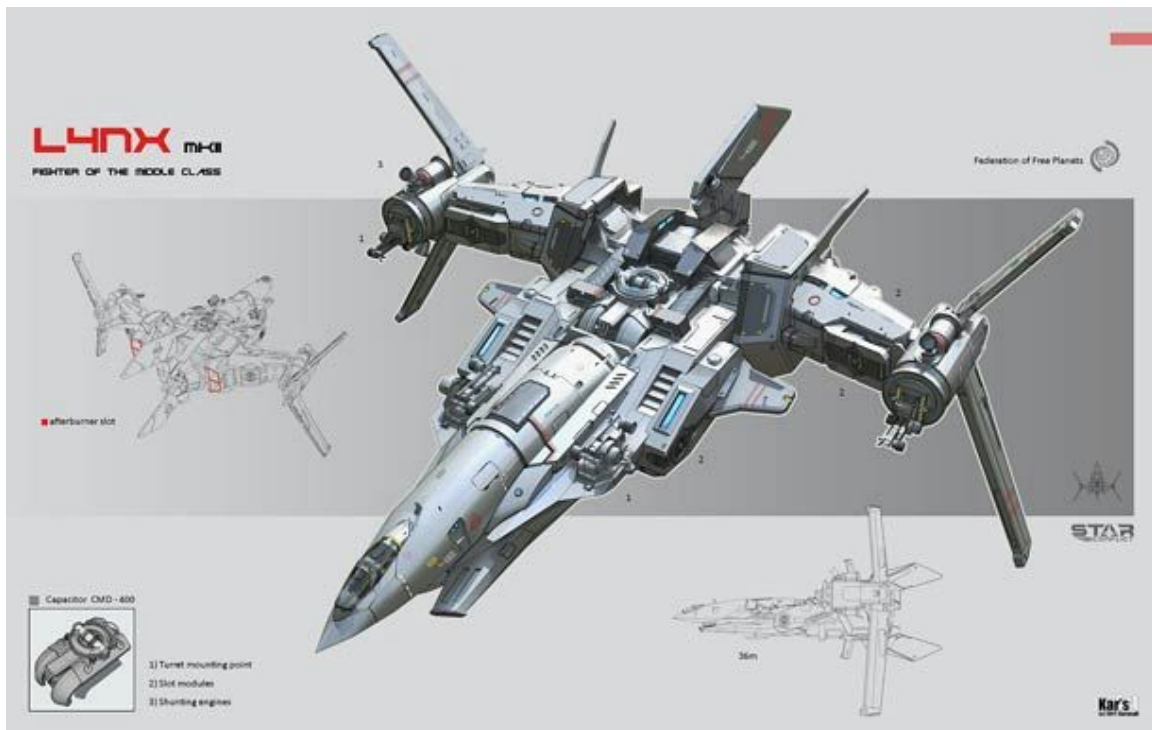

(Profile Ship View, Concept Art Cephalon Frigate)
Cephalon ships have an organic and aquatic feel to them in their design. They have bright blues, reds, yellows, and purples.

Vultarii

(Ship Ref for Vultarii Frigate)
Vultarii ships have a much more narrow design with ships that are based around the concept of fast and agile. Their color scheme range from greys, greens, and oranges.
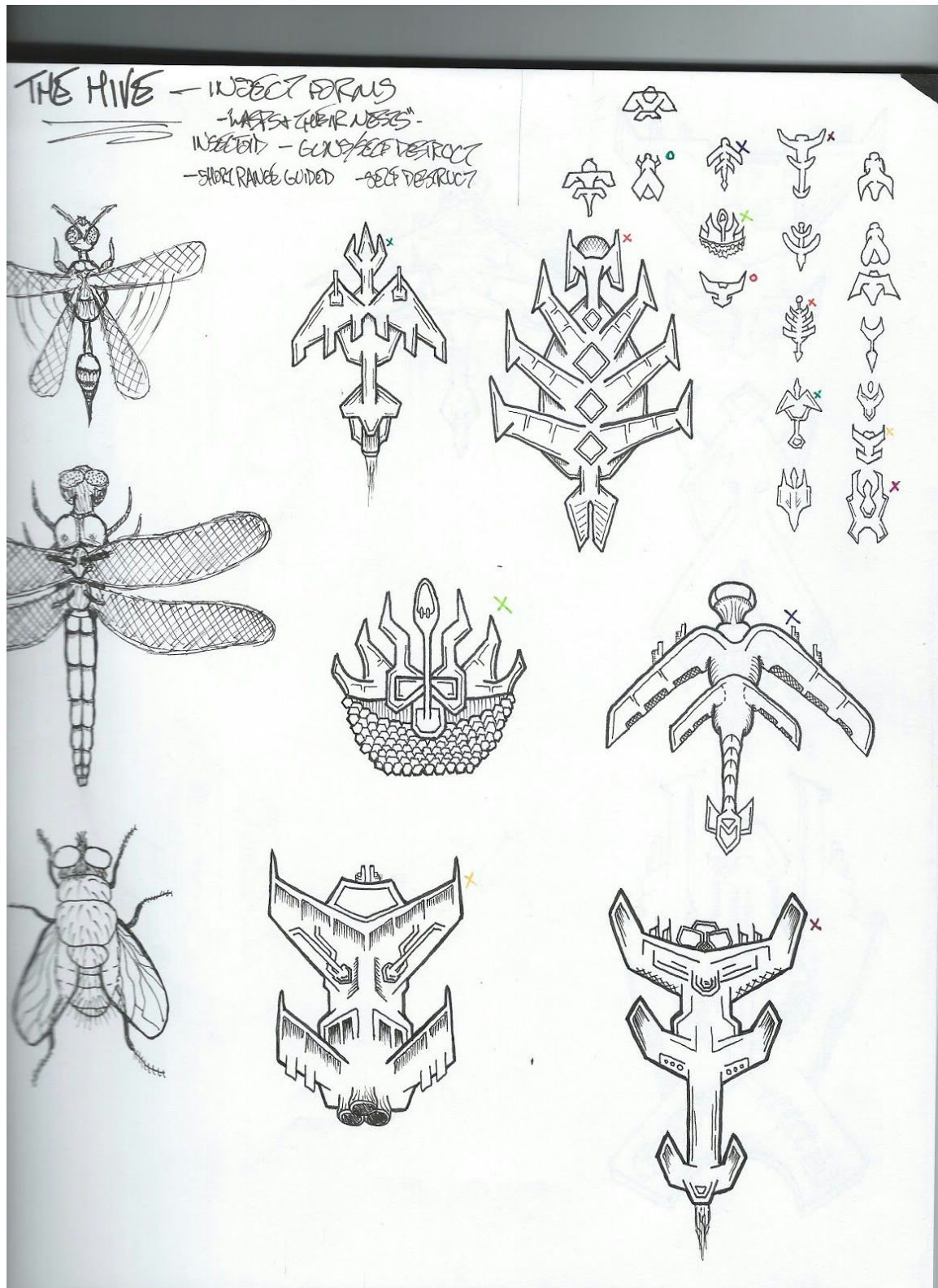
Dragomir

(Ship Ref for Dragomir Frigate)

Dragomir are our reptilian race. Their ships are aggressive and menacing in design. They have aggressive colors with dark grey, red, black, and orange for their primary colors.

The Hive

(Concept art for Possible Hive Ships by James)

The Hive being our intergalactic insectoid race have insectoid structured ships with some of design taking inspiration directly from members of their race. Their colors range from brown, green, black, and yellow for primary colors.

Particle Colors:

Particle colors are bright in order for players to distinctly see that when they fire their ships are shooting and hitting their targets. The brightest hues of blue, red, green, yellow, and orange.Here is a reference image:

(Particle Color Ref)

Materials/Textures

(Discuss the resolution, density, and process for laying out a texture to be used in game.)

Texture sizes are 2048x2048 all assets exempting especially small assets. Projectiles are the exception not requiring full resolution. Texture files are created as a .png for assets. Under no circumstances is a .jpg format used. Important to note is UE4 does not allow light baking with overlapping UVs so no UV should have overlapping faces.

Materials for the project should are consistent for the object types, if the material is a reflective material, it should reflect and materials should have normal maps as well. It is important to assign the material of the object inside Maya or Max so the fbx is exported with both material and texture attached to save time. When using Substance Painter the materials are attached to the texture images manually UE4 has a strong material editor

and it is recommended to use the node system in the material to adjust the details of a material instead of working on the material settings in Maya or Max.

Proportion/Scale

(A graphic and textual comparison of scale for all characters, architecture, assets, and cameras/lights in the game world.)

Unreal Units (also known as UU) are 16 units to 1 foot.
The chart below only represents their initial size.
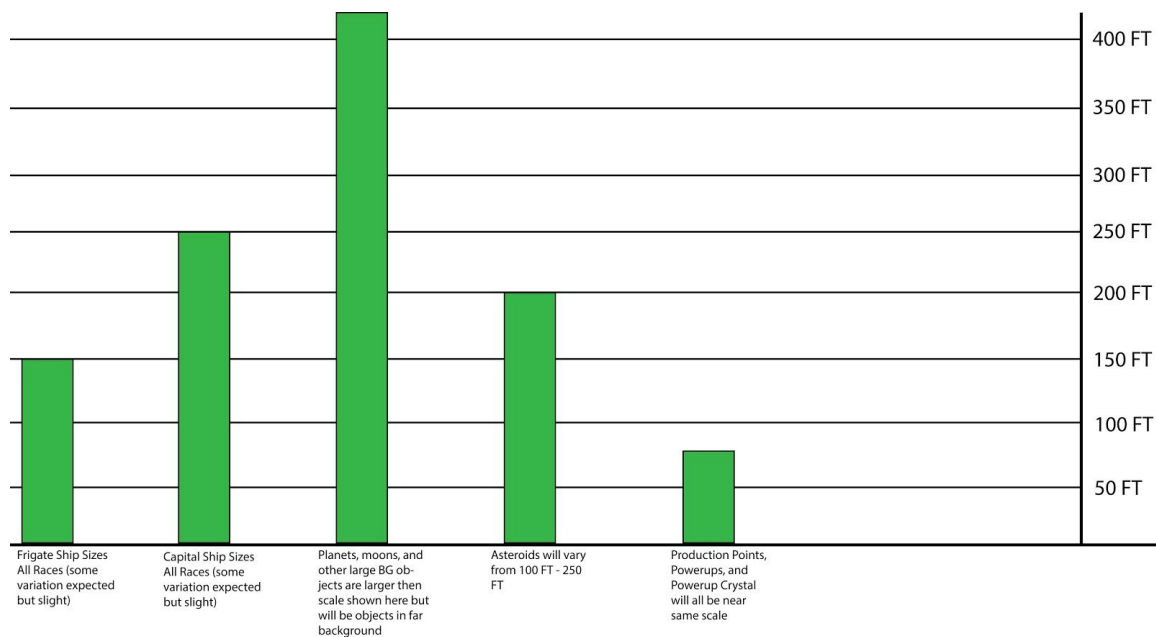
(Scale Chart)

Fonts

(A list and example of fonts used in game, as well as those used in the menu systems and credits.)

Menu font:

Times New Roman

Game fonts:

syncopate

Georgia

Credit font:

Arial Black

Asset List

(A list of all assets that need to be created out of the engine and inside: Textures, Models, Animations, Particle Systems, Materials, etc.)

Meshes

Asset	Details	Tri-Count
Human Ship Frigate	Model	3.7k
Human Ship Capital	Model	>3k
Dragomir Ship Frigate	Model	>3k
Dragomir Ship Capital	Model	>3k
Kratakos Ship Frigate	Model	>3k
Kratakos Ship Capital	Model	>3k
Cephalons Ship Frigate	Model	>3k
Cephalons Ship Capital	Model	>3k
Vultarii Ship Frigate	Model	>3k
Vultarii Ship Capital	Model	>3k
The Hive Ship Frigate	Model	>3k
The Hive Ship Capital	Model	>3k
Missiles	Model	300 max
Asteriods	Model	500 max
Crystal Shards	Model	500 max
Planetoids	Model	1000 max
PowerUp Crate	Model	500 max
Health Crate	Model	500 max
Production Points	Model	1000 max
Galactic Backgrounds	Images	

Textures + Materials

Asset	Details	Res.
Human Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Human Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Dragomir Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k

Dragomir Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Kratakos Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Kratakos Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Cephalons Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Cephalons Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Vultarii Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Vultarii Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
The Hive Ship Frigate	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
The Hive Ship Capital	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Missiles	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Asteriods	Base Color, Normal, Metallic, Roughness, AO	2k x 2k
Crystal Shards	Base Color, Normal, Metallic, Roughness, AO, Emissive	2k x 2k
Planetoids	Base Color, Normal, Roughness, AO	2k x 2k
PowerUp Crate	Base Color, Normal, Metallic, Roughness, AO, Emissive	1k x 1k
Health Crate	Base Color, Normal, Metallic, Roughness, AO, Emissive	1k x 1k
Production Points	Base Color, Normal, Metallic, Roughness, AO, Emissive	1k x 1k
Galactic Backgrounds	Images	

Animations

Asset	Details
Production Points	Simple rotation of objects approx. 400 frames
Kratakos Planet	Cloud Rotation

Particle Systems

Asset	Details
Propulsion	Human, Kratakos, Cephalons, Vultarii, Dragomir, The Hive
Propulsion Idle	Human, Kratakos, Cephalons, Vultarii, Dragomir, The Hive

Explosions	Human Death, Kratakos Death, Cephalons Death, Vultarii Death, Dragomir Death, The Hive Death Human Missile Detonation, Vultarii Mine Detonation, The Hive Drone Detonation
Weapons and Misc.	Human Missile Thrust, Human Phasers, Kratokos Rail Cannon, Vultarii Machine Guns, Vultarii Mine Beacon, The Hive Self-Destruct, Cephalon Pulse Attack, Cephalon Teleport Effect

Audio Assets

Asset	Details
Human Commander	.mp3 clips, dialogue to be completed by VAK
Dragomir Commander	.mp3 clips, dialogue to be completed by VAK
Kratokos Commander	.mp3 clips, dialogue to be completed by VAK
Vultaari Commander	.mp3 clips, dialogue to be completed by VAK
The Hive Commander	.mp3 clips, dialogue to be completed by VAK
Cephalon Commander	.mp3 clips, dialogue to be completed by VAK
Mercenary Commander	.mp3 clips, dialogue to be completed by VAK
General Combat Remarks	.mp3 clips, dialogue to be completed by VAK
User Interface Announcer	.mp3 clips, dialogue to be completed by VAK
Tutorial Mode Announcer	.mp3 clips, dialogue to be completed by VAK
Story Mode Announcer	.mp3 clips, dialogue to be completed by VAK
BGM	.mp3 clips, assorted music for menus, ship selection, the different maps,
Collision	For general collision with other objects, Attack hits
Weapon	Discharge sounds and detonation sounds
Ships	Engine sounds for movement
Maps	Ambient sounds for arenas
Menu (and associated sounds)	Selection, back, confirm, sounds for conveying menu selections have occurred