



CHAIN
WARS

STYLE GUIDE 2021

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The 3 main species of Chainwars

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Alien:

Nimble:

In short:

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Shapes

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Nimble (Aliens)

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The 3 main species of Chainwars

- Human
- Alien
- Nimble

Human

People like us, game takes place in the future.

Any body type will do. Remember the body type needs to fit the characters role. A space marine needs to be in "shape" as were a mechanic can have a beer belly. Also not all the female characters need to be super models and good looking.

Much variation in age and body type will be appreciated.

Alien

Alien like mixed with fantasy demon features.

As were the humans use the technology to enhance their abilities, the Alien incorporates the technology into them selves.

Example: Space marine uses a helmet with features in the visor. A Alien will strap sensors to their head that will communicate with their brain to gain more info.

Nimble

Alien shape shifter race that looks like small technical shapes combined into one large shape.

There is no standard form as the shapeshift into the form that is required for the situation.

In short

Humans use technology

Alien incorporate technology

Nimble is technology

Character types within the factions

Human

- Spacemarines
- Jugernauts
- Mechs
- Mechanics
- Doctors
- Generals

Alien

- Warriors
- Mechs
- Mechanics
- Engineers
- Elders

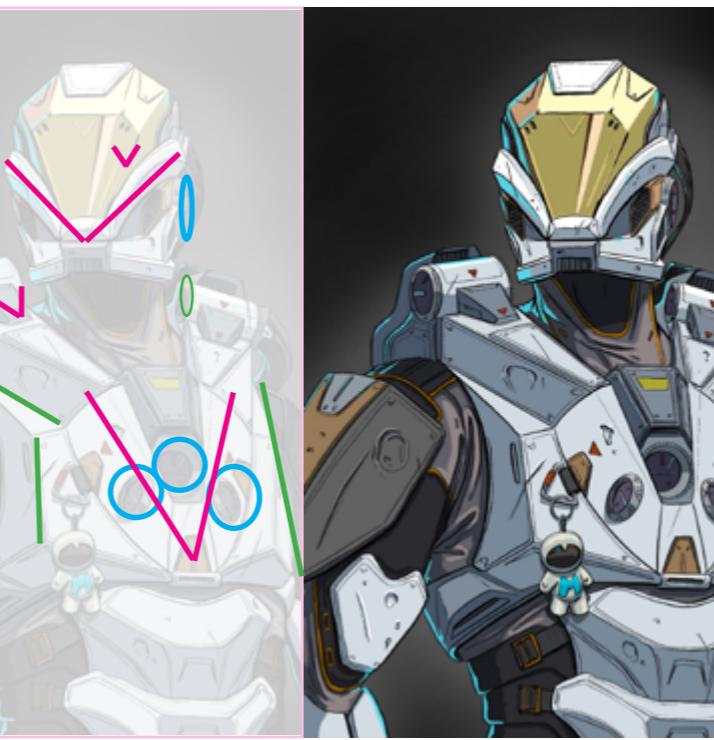
Nimble

- Warriors
- Mechanics
- Engineers
- Generals



Humans

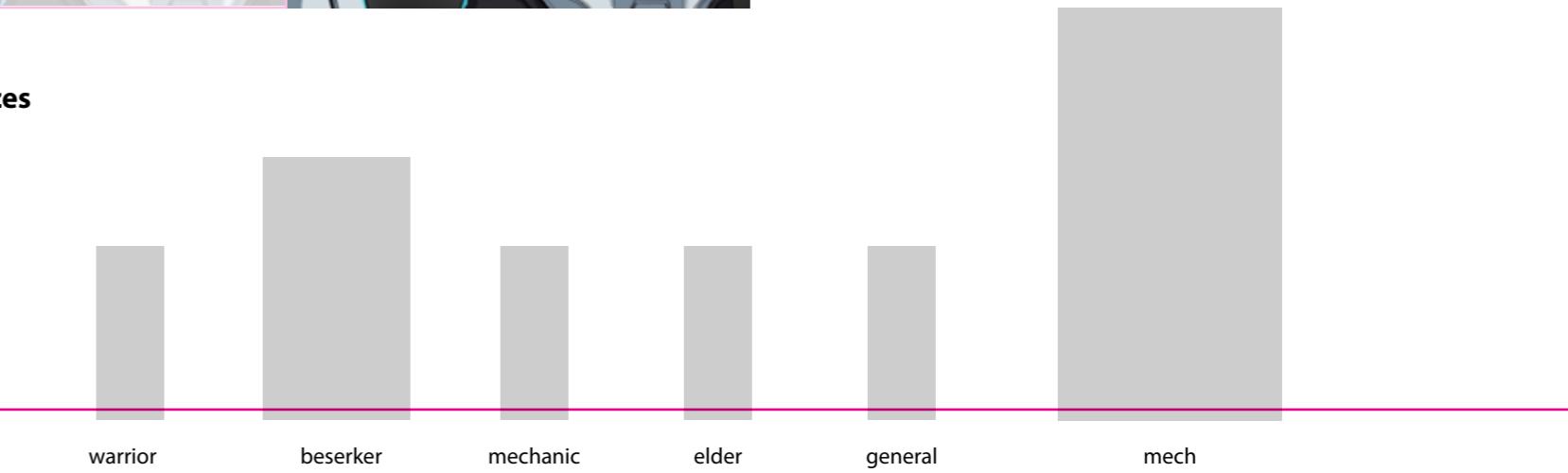
Circular and cylinder shapes in their shape language. Mixed with sharp angles and rounded corners to make them a bit more aggressive, yet friendly. Small hints of V-shapes.



Main collors (try different hue's or value as you see fit)

-  Visor
-  shoulder and armor parts
-  Armor
-  Silver parts
-  combat suit
-  suit patches
-  suit trim

Character sizes



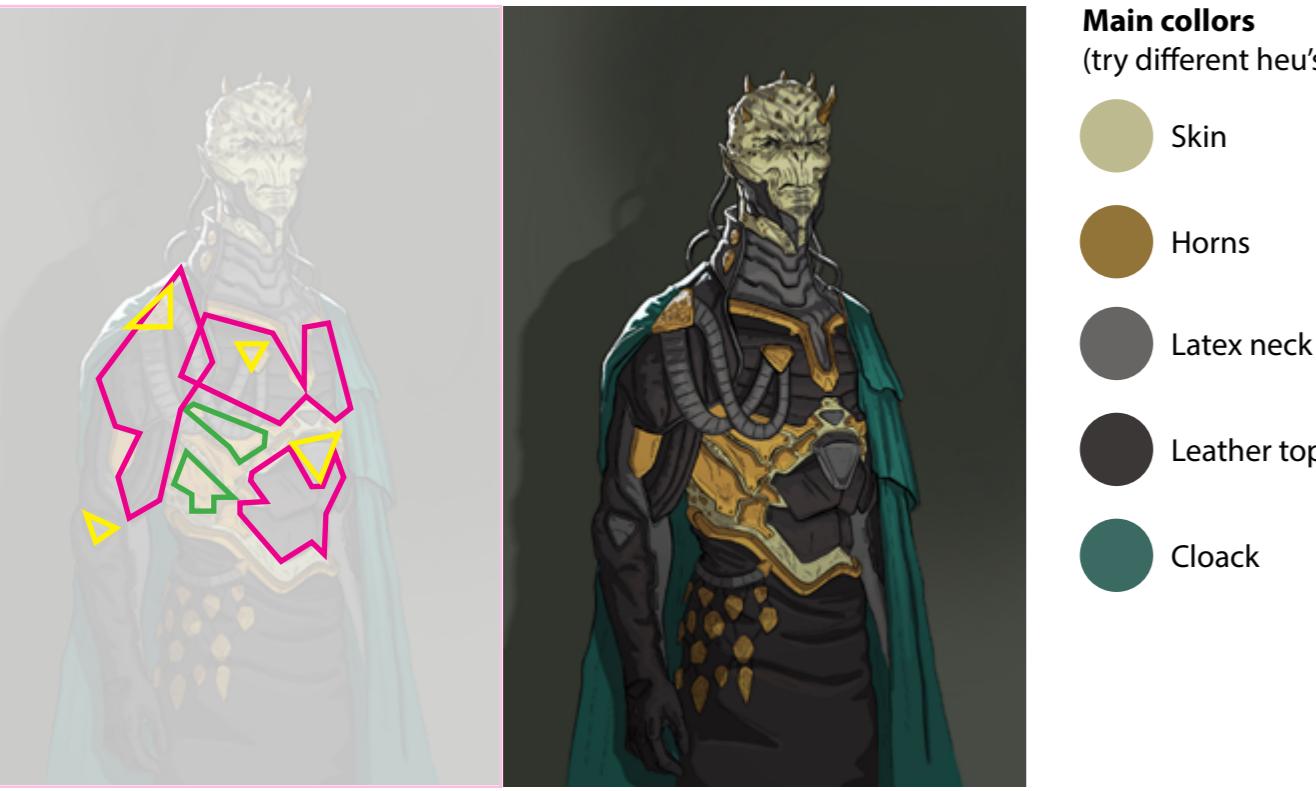
Aliens

Triangulair shapes mixed with bone and muscle shapes. Face tattoo's is an option, if applied, also triangulair shapes/lines.

Drapery is also found on the aliens, but not nessecary. If it adds more to character feel free to apply. Jewelery is influenced by ancient inca and indonesian jewelery.

Some keyphrases:

Accesories are asymmetrical. Gold jewelery is from their old world and gods "religeon".



Main collors

(try different heu's or value as you see fit)



Skin



Horns



Latex neck protector



Leather top suit



Cloack



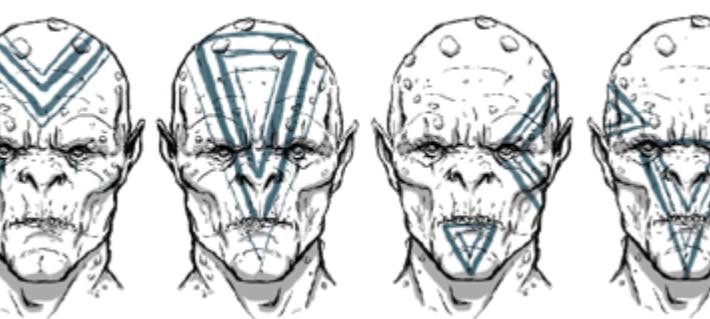
Gold



Tattoo

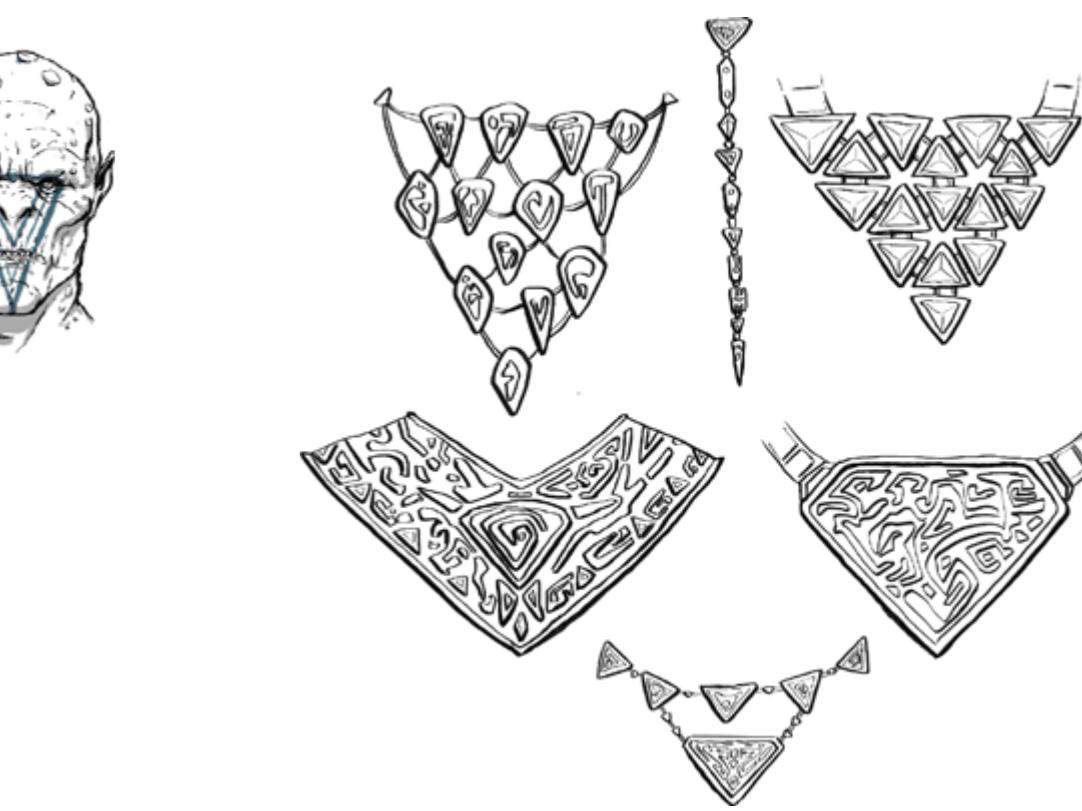
Warpaint:

Asymetrical triangle shapes. Thick and thin lines



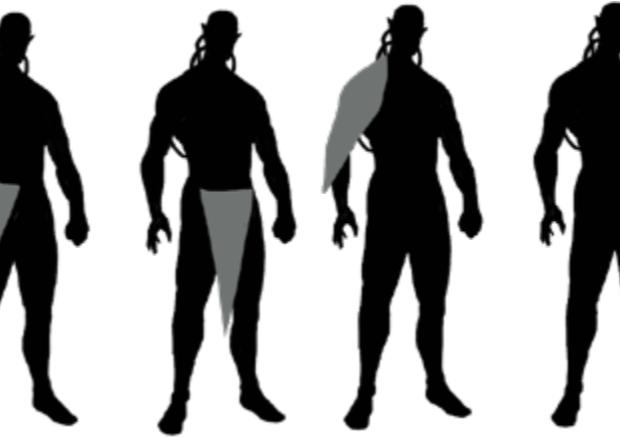
Jewellery

Mostley triangle gold shapes. Can varie in lenght and shape.

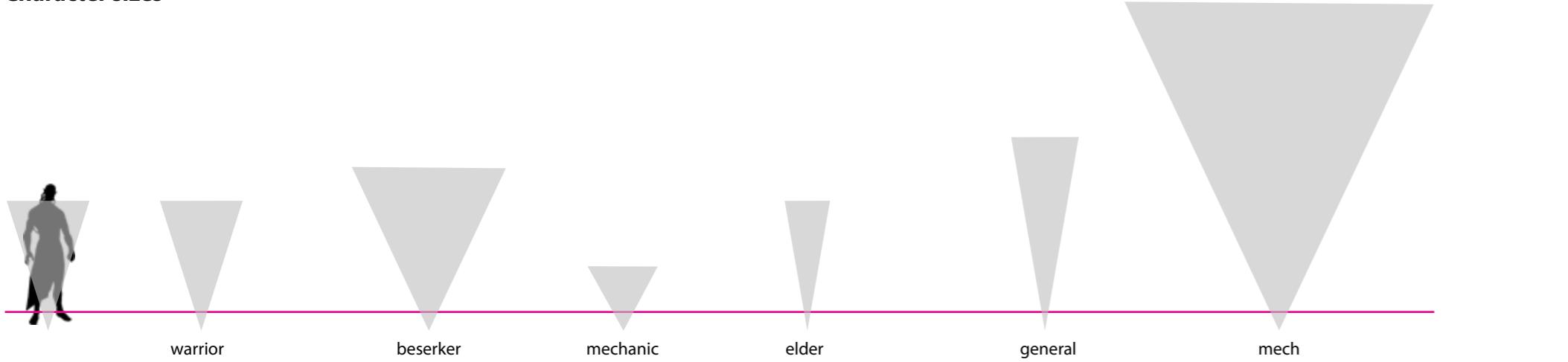


Drappery

Asymetrical triangle shapes. Can varie in lenght.



Character sizes



Nimble (Aliens)

More info coming soon.



Drawing process

Finished illustrations for chainwars need to have a comic style and feel.

-Black line art, thick and thin lines. keep consistancy in brush sizes (example: Thick lines brush size 6, thin lines size 3)

-Solid colors *no gradients, unless it is nessecary

-*Shadows needs to be added in one color, overlay or multiply blend mode.

-*Highlights also need to be added in one color, overlay, screen or overlay blend mode.

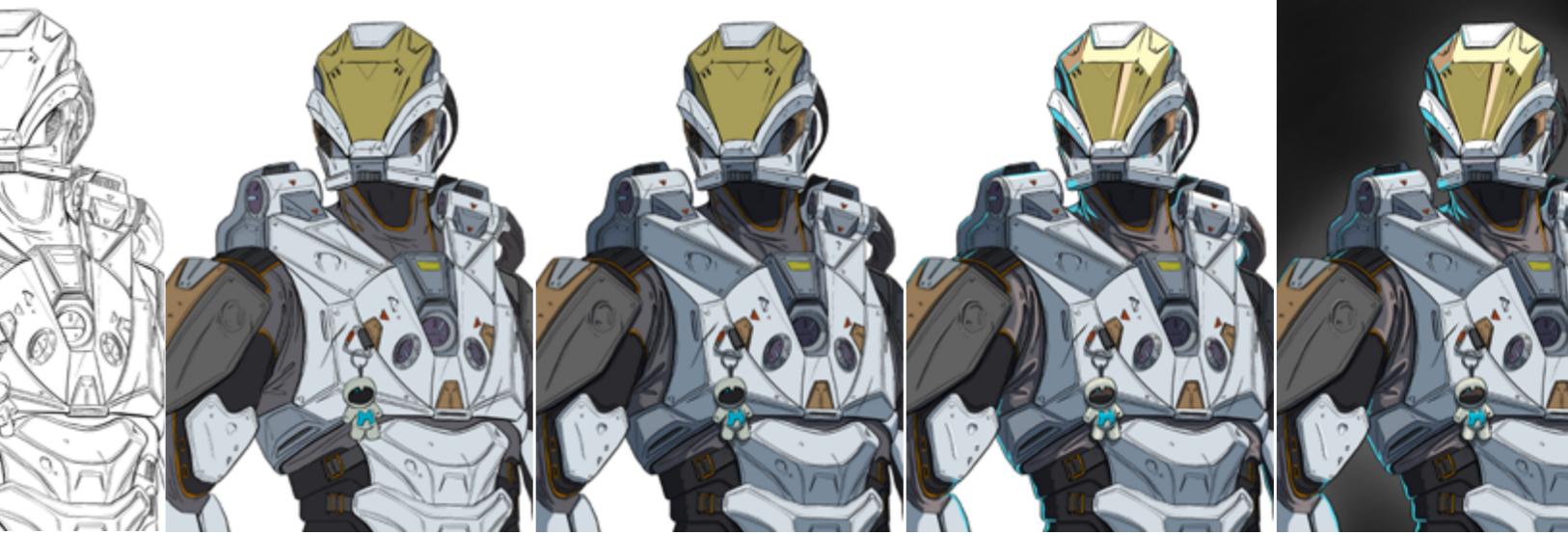
-Background needs to be on a separate layer

-Keep the background simple and clean.

*Shadow and highlight colors are free to pick, blend modes can vary in each illustration, see what fits the illustration and be creative.

-All the above rules are guide lines, feel free to experiment.

Example stages



lines

solid colors

shadow

highlights

background



CHAIN
WARS