Terra Nova - Map

Game World Map Illustration Brief

Project Vision
The illustration should capture the essence of Terra Nova as a poster-style map - an artistic representation that prioritizes atmosphere and narrative over strict geographical accuracy. The goal is to create a visually compelling piece that tells the story of the game's world through its design.

References
Here are the images from the story for your reference:
https://prail-github.github.io/terra-nova/terra_nova_gallery.html

The best way to learn more is to play through the game here:
https://prail-github.github.io/terra-nova/zephyrs-landing.html

To zip through the story, use the walkthrough and notes to guide you:
https://prail-github.github.io/terra-nova/terra-nova-zephyrs-landing-walkthrough.txt

Example fonts for Map Notations should look something like these:
https://www.comicbookfonts.com/Word-Balloon-Fonts-s/1814.htm

101 Dalmatian background images (for inspiration):
https://livlily.blogspot.com/2013/08/one-hundred-and-one-dalmatians-1961_17.html

For inspiration on multi-level isometric maps, search google "multi-level isometric dnd map" and check out the images. Although none of these are quite what's required here.

Stylistic Approach
- **Style Reference**: Inspired by the hand-drawn aesthetic of Disney's 101 Dalmatians (1961)
- **Perspective**: Isometric view
- **Mood**: Atmospheric, evocative, with a sense of adventure and mystery

Levels and Composition
The map will showcase three interconnected levels:
1. Underground Complex
2. Desert Ruins
3. Orbiting Spaceship

Also note that landmarks like New Eden and the vistas visible from the telescope should be shown on the Desert Ruins level (although they are not accessible).

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Specific Design Elements
- Interconnectivity:
  - Desert to Underground: Rusty ladder transition
  - Underground to Spaceship: Lander craft breaking through the complex's ceiling
- Character Presence
  - Silhouette of Kai located in the underground complex

Level Details
Each location should include:
- All game rooms
- Subtle, meaningful details within each room
- A sense of depth and interconnectedness (dashed lines indicating paths?)
- Use the game link to be precise about directions from one location to another

Color Palette
The color scheme will be directly informed by the game's imagery, ensuring visual continuity and authenticity.

Path Representation
- Paths between rooms must include artistic, broken dashes that overlay the map
- Overlay paths as if hand-drawn with a casual, slightly irregular line style
- CRITICAL: Ensure directional accuracy matches game mechanics
  - Each room connection must precisely reflect in-game directional movement
  - Example: Moving east from the shrine must definitively lead to the lava pit
- Dashed lines should look spontaneous, as if quickly sketched on the map
- Use slight variations in dash length and spacing to enhance the hand-drawn feel

Narrative Essence
Beyond a mere map, this illustration should:
- Tell a story
- Invite exploration
- Capture the unique world of Terra Nova

Technical Considerations
- Isometric projection
- Hand-drawn, slightly imperfect aesthetic
- Emphasis on artistic expression over precise geography

Display Dimensions
- Width: 1920 pixels
- Height: 1080 pixels
- Aspect Ratio: 16:9
- Standard for most modern displays

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Key Emotional Tone
Create a sense of:
- Mystery
- Adventure
- Interconnected worlds
- Subtle technological wonder

Design Philosophy
Inspired by the 1961 Disney animation, the map will feature:
- Hand-drawn, slightly imperfect lines
- Warm, slightly muted color palette
- Playful, slightly tilted perspective
- Organic, loose geometric shapes
- Whimsical, slightly uneven typography

Visual Characteristics

Line Work
- Slightly wobbling, hand-drawn outlines
- Varying line thickness
- Loose, imperfect geometric shapes
- Minimal but expressive details

Color Palette

- Soft, slightly desaturated colors
- Warm undertones
- Gentle color transitions
- Avoid pure, stark white or black

Level-Specific Styling

Underground Complex

- Color Scheme: Muted grays, soft blues, warm browns
- Drawing Style:
  - Slightly shadowed rooms
  - Irregular tunnel connections
  - Playful, hand-drawn cave-like shapes
- Texture: Subtle paper-like background
- Rooms appear slightly tilted, as if hand-sketched

Desert Landscape

- Color Scheme: Sand tones, soft oranges, muted greens
- Drawing Style:
  - Wavy, uneven terrain lines
  - Rooms with slightly wonky edges

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  - Casual, loose landscape representation
- Texture: Hint of paper grain or light watercolor effect
- Rooms appear to be casually placed, not perfectly aligned

Orbital Space Ship (Legacy)

- Color Scheme: Soft blues, light grays, gentle silvers
- Drawing Style:
  - Slightly wobbly geometric shapes
  - Playful interpretation of technology
  - Rooms with soft, rounded corners
- Texture: Minimal, with a hint of sketch-like quality
- Rooms appear to float with a gentle, imperfect arrangement

Typography

- Font Inspiration: Playful, hand-drawn style
- Slightly tilted text
- Uneven letter spacing
- Soft, rounded edges
- Colors that complement each zone's palette
- Consider font samples as inspiration

Additional Stylistic Notes

- Embrace imperfection
- Create a sense of hand-crafted charm
- Avoid clinical precision
- Suggest movement and energy
- Maintain readability at small sizes

Practical Implementation

1. Use a light touch in detailing
2. Keep lines loose and expressive
3. Prioritize character over technical accuracy
4. Suggest depth through gentle shading
5. Create a sense of playful exploration