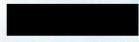




version
0.6

HALO
INFINITE



ART INDEX

(Style Guide)



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343
INDUSTRIES™

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Preface.

How to read this doc.

This document is meant to be a living, breathing cornerstone of production, assembled with the hopes of providing clarity and empowerment to our teams and partners around the art style of our game.

The vision of this style and project, supported by the art pillars, is to create an experience understood by players as timeless. To get there we have a very specific formula laid out here with many common themes blanketing across all of art production.

You may not find all your art-answers in these pages but you will get a very clear flavor of *Infinite* and should be able to confidently leverage these assets and rule sets to add to our palettes in a meaningful way.

ABOUT

PROJECT PILLARS

FIVE GOALS. ONE GIANT BOOK.

01 Legacy.

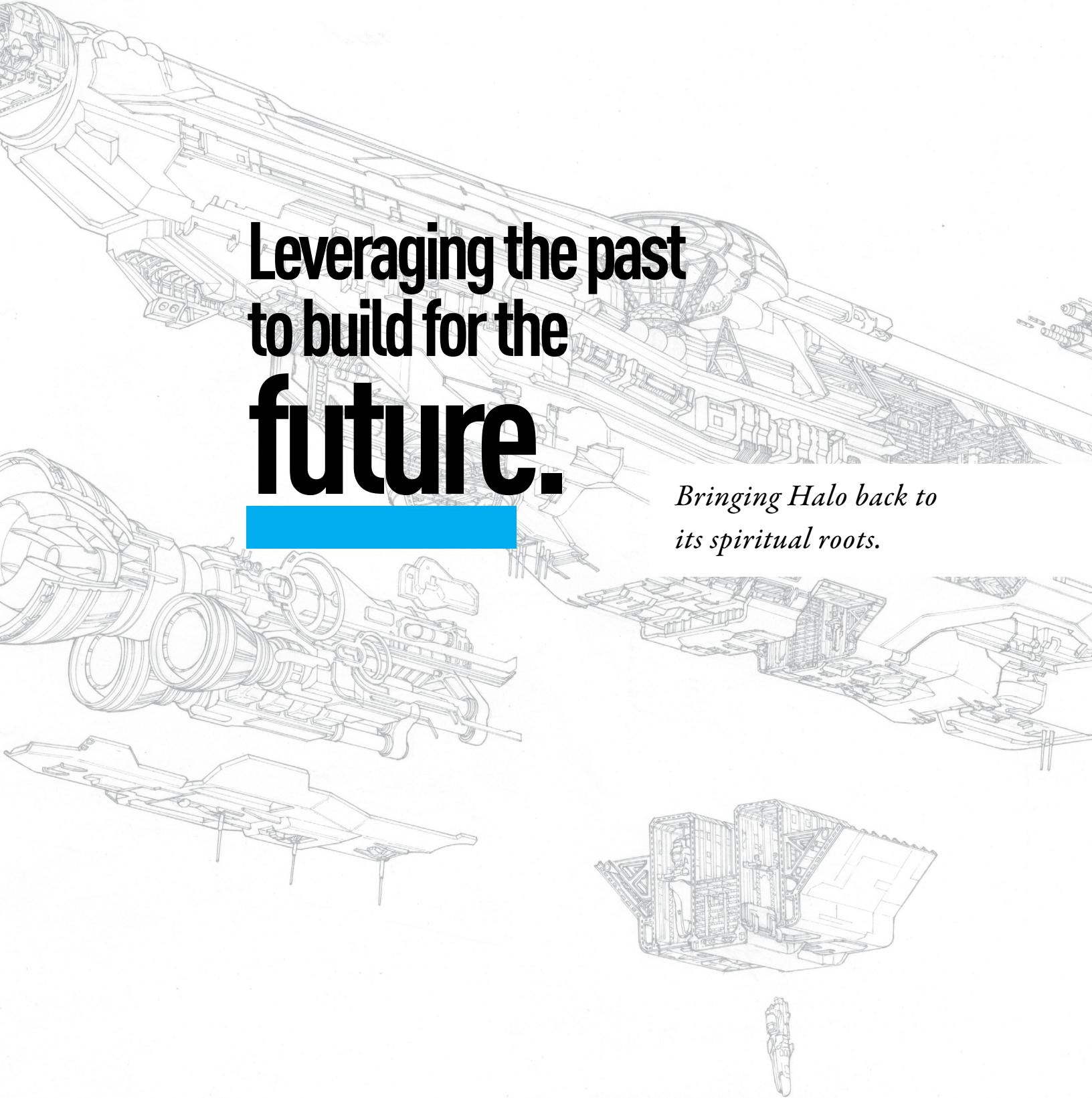
02 Military.

03 Simplification.

04 Naturalistic.

05 Sum of all parts.

PROJECT PILLARS



**Leveraging the past
to build for the
future.**

*Bringing Halo back to
its spiritual roots.*

01

legacy

NOSTALGIA

Use classic Halo as a vital inspiration source for Infinite. Lean into legacy, drawing on franchise 'wins'. The legacy pillar is here as a new foundation to extrapolate on new groundbreaking content.

02

military

INSPIRATION

We must have the military features prevail more into our science fiction universe. Re-balancing this ratio will make sure we are aiming for the best military shooter. Military relatability in terms of function (weapons, armors, vehicles) is a primary goal.

03

simplification

READABILITY

We are not a stylized game however we have tended to fall into detailed content at times. This pillar is here to make sure we do a sanity check on decluttering and readability at all levels.

04

naturalistic

BEAUTY

Naturalistic not photorealistic. Derived from real life or nature, or imitating it very closely. We are mimicking the real.

05

sum of all parts

BUTTON IT UP

How everything sits together in-game is more important than individual assets.

**"The art direction of
Halo Infinite will be
instrumental in bringing
along our core audience
as we expand the game-
play and franchise into
new directions"**

INFINITE

OVERVIEW

Succeeding with Infinite art execution is going to be a lot about how we can leverage the past and mine the halls of the franchise for core ideas and designs that we can then expand out from.

The main philosophy of the *art style* is that of careful stewardship of Halo. We need to be finding solutions to contemporize the assets in a way that makes sense for our game but also

"taking legacy assets and adding to them the way you remember"

respects the original nature of the art.

We of course want to move the franchise into new directions but first we want to be sure our foundational understanding of what Halo is, is built on solid ground. Our anchor to the past will need to be recreated and updated by taking legacy assets and adding to them the way the player remembers them. Infinite's expanse into new territory will be on far firmer ground once our identity is secure in who we are. Embracing our legacy and finding potential in that will truly give us a new freedom and North Star to pursue in future titles going forward; over time making Halo a far more potent brand.

spiritual reboot

LEGACY

POTENTIAL

How will we own the future?

After the split between Bungie and Microsoft a team was built to continue development of the Halo franchise called 343 Industries.

Looking back it's quite remarkable what that team was able to accomplish in Halo 4 and 5 in many respects. However, one big shift that happened in that team was the abandonment of some of Halo's most beloved aspects. In theory it makes sense; the developers (us) rallied around the idea of being *better* than Bungie and in many ways the results were impressive and/or superior technically/artistically. However, the changing of core aesthetics of the game slowly eroded trust of the player and diluted the Halo property.

In Halo Infinite we are returning the sacred aspects of Halo to their rightful original reinterpretations, painstakingly respecting key features of classic Halo and only expanding on the franchise when it makes sense.



Seek...

solutions that inspire awe.

opportunities that leverage nostalgia.

the creation of moments that build memories.

evoke timelessness through design.

Our treasure is the creative mind inspired to believe, challenged to dream.





Our Vision. Zeta Halo

*Let's go someplace only
Master Chief can go.*

343 INDUSTRIES

Ring World Fiction

Excerpt from Franchise.

The Halo Rings are built on a construction loom located within the extragalactic Ark installation, then transported to their firing points via slipspace. The critical systems that govern the ring's neural disruption field generators (the weapon aspect of Halo) are buried within. The livable band is a terrasculpted skin on the interior of the ring structure, built (or, more accurately, "printed") on modular plates that are assembled and seeded with life

as the ring approaches final assembly and release.

BASIC RING FEATURES

Diameter: 10,000 kilometers

Width: 318 kilometers

Depth: 47 kilometers

Rings are spread throughout

the galaxy in a configuration guaranteed to maximize the reach and resonance of their overlapping neural disruption fields. When in standby they are sited in LaGrange orbit above a "gravity anchor" which stabilizes their field generators upon activation. These gravity anchors are usually gas giants.

Actual orbital dynamics and shadowing of the ring's surface has not been a feature of the games or canon

(though it is often an element of dramatic lighting in cutscenes, and can also be seen in the static skybox textures). Presumably the rotation and tilt of the ring, and LaGrange point chosen, does have an impact on the environment but we are not hard sci-fi with those details.

Each Halo installation is 10,000 km (6,214 miles) in diameter and resembles an immense ring floating in space. Its outer band is composed of metallic alloys, studded with enigmatic machines and immense power systems. The inner side of the band resembles the natural surface of a vibrant world, teeming with organic life and activity.

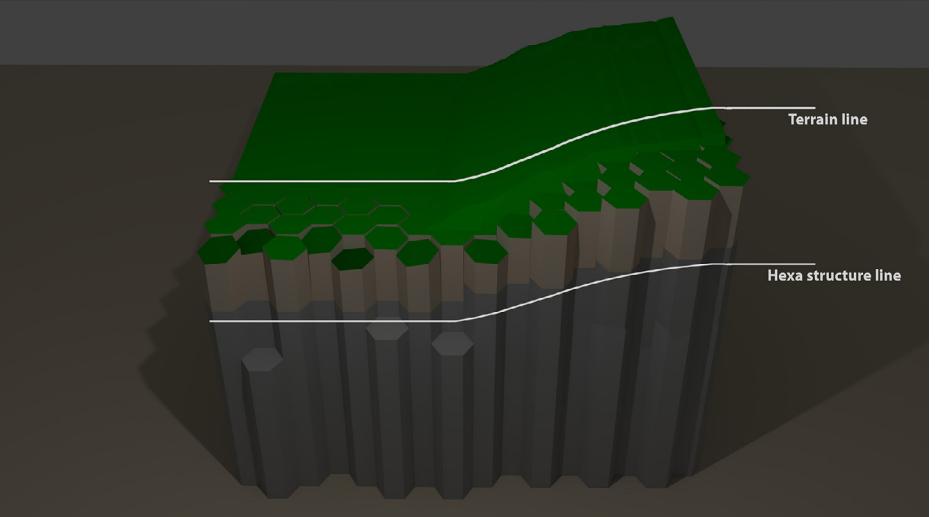
Although this surface might superficially resemble that of a natural, uninhabited world, a myriad of Forerunner structures and facilities dot the landscape and immense structural spars from the ring occasionally jut over mountain ranges and split oceans, breaking the illusion.



DESIGN THEORY

HEX STRUCTURE

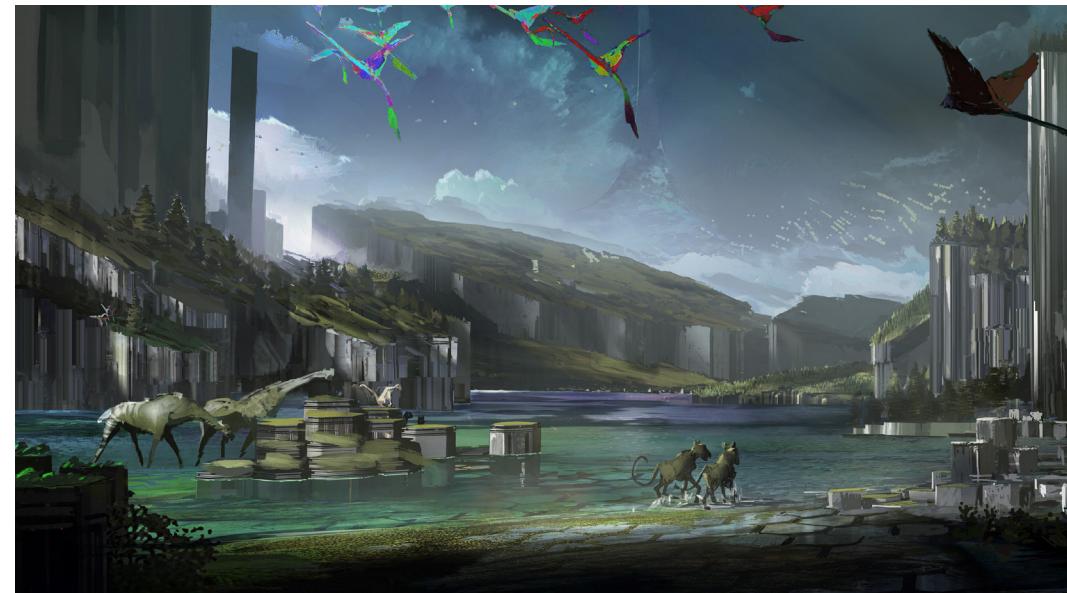
Geologic cutaway or trench/cliff example.



Ring World Building Blocks.

ZETA HALO

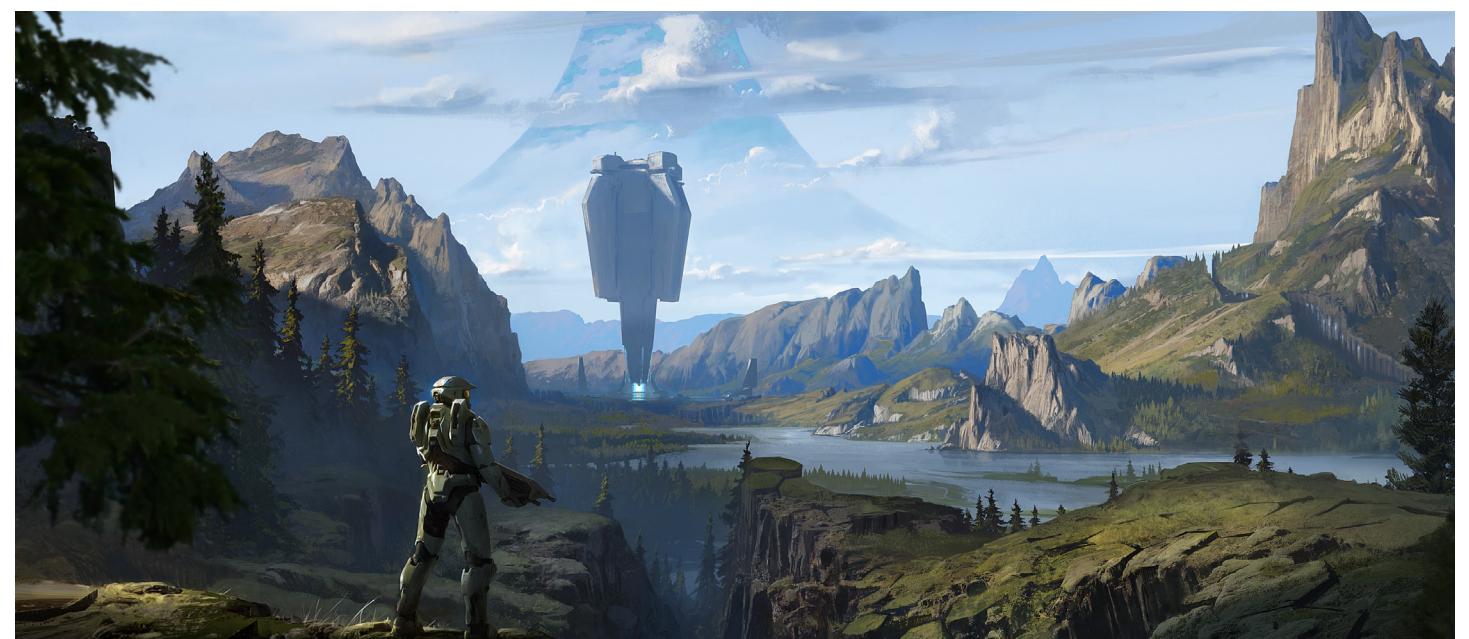
- The ring is made up of an extruded honeycomb structure that can manipulate and repair itself.
- Geologic expressions would be formed by hex-ring substructure.
- "Fault" lines "break" or "snap" along macro



◀ Early concept exploration of how hex ring structure could function in an environment. Based on the toy example below.

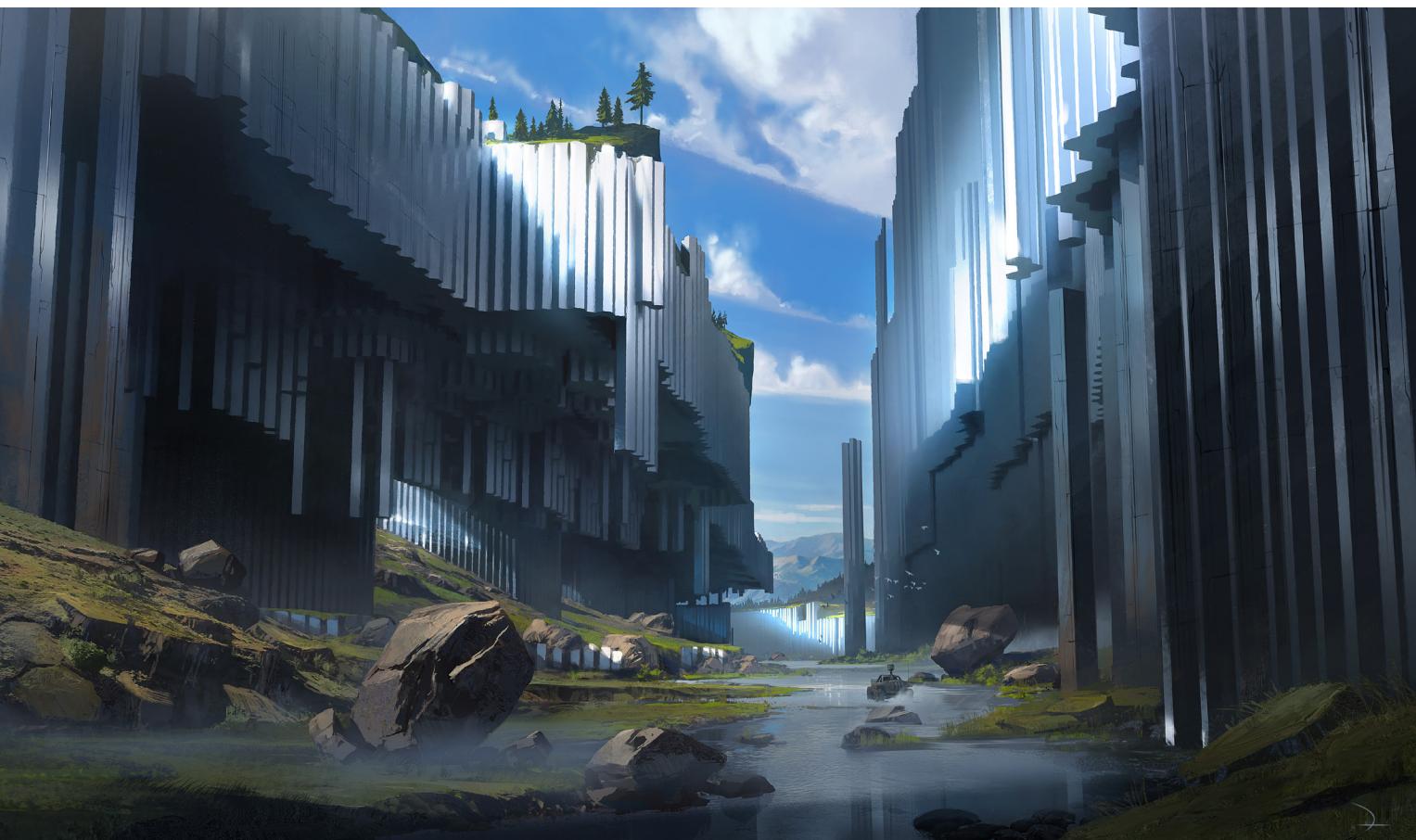


▼ Early visual expression of the concept in situation.



Examples of hex-pillar world construction

Concept art exploration delving into world creation using the building principle of the halo ring constructed with self-healing, rebuildable hex-pillar components.

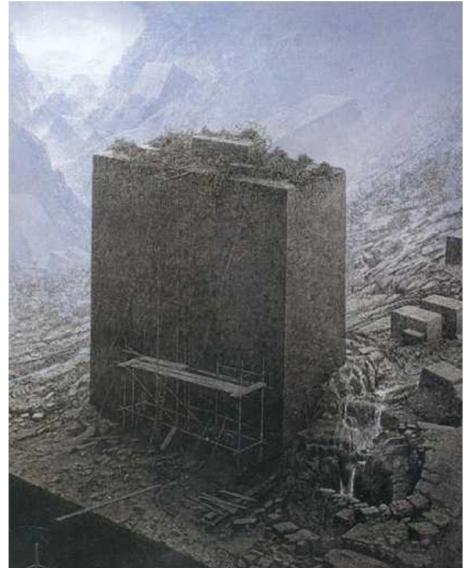


DESIGN
THEORY

ISLAND BROKEN WORLD GUIDELINES

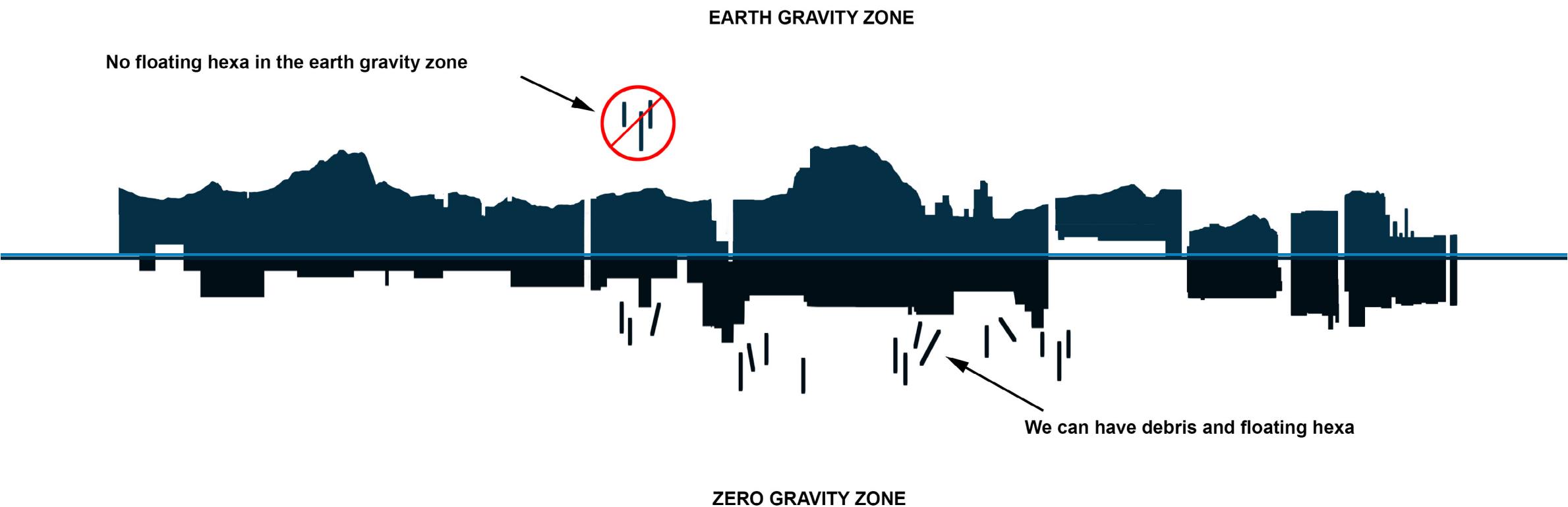
"A PLAUSIBLE
LANDSCAPE
ON A BROKEN
WORLD"

Early Inspiration:
Jean Pierre Ugarte ▶



- Plausible pacific Northwest biome
- Monolithic and readable
- Halo ring disassembled

- Take care in using heavy destruction in abundance
- Careful to not overdo it and clutter
- Used to separate large chunks of land
- Can be good POI/Composition tool



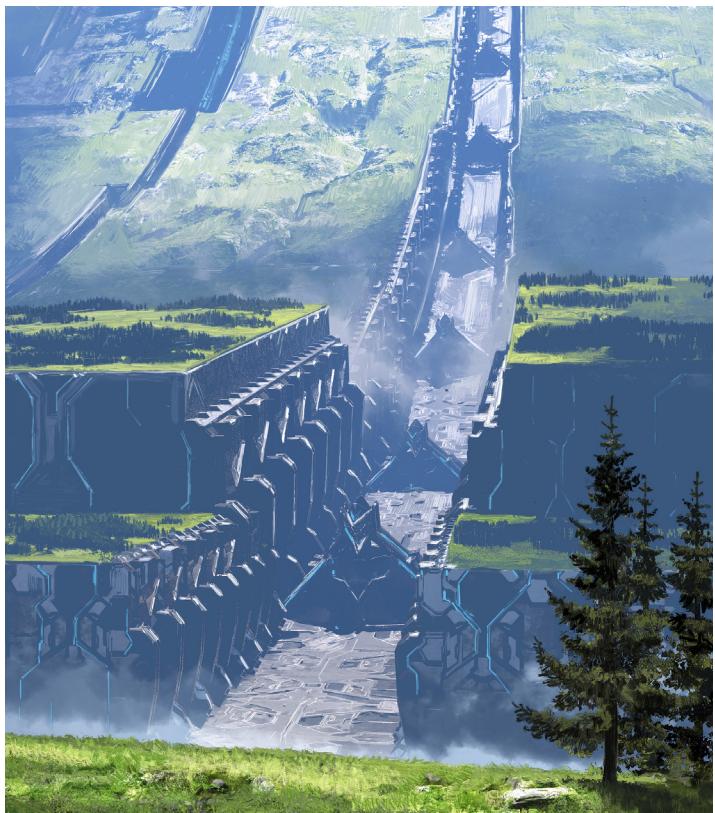
DESIGN
THEORY

RELEASE 1: REFUGIA

Pacific Northwest Biome.

ZETA HALO

- Halo CE Pacific Northwest Biome.
- Inspiration taken from remote landscapes in Washington State, Oregon, and British Columbia.

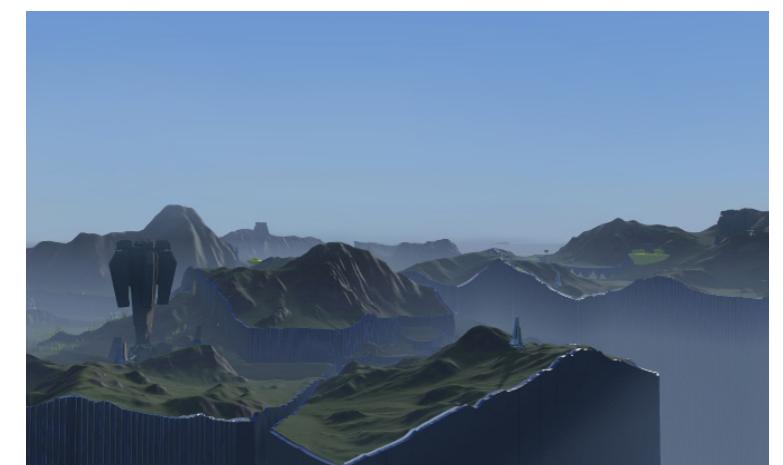
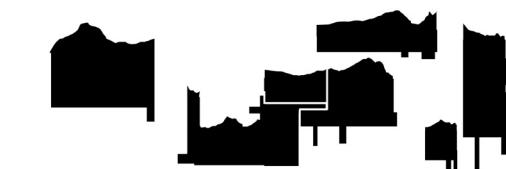
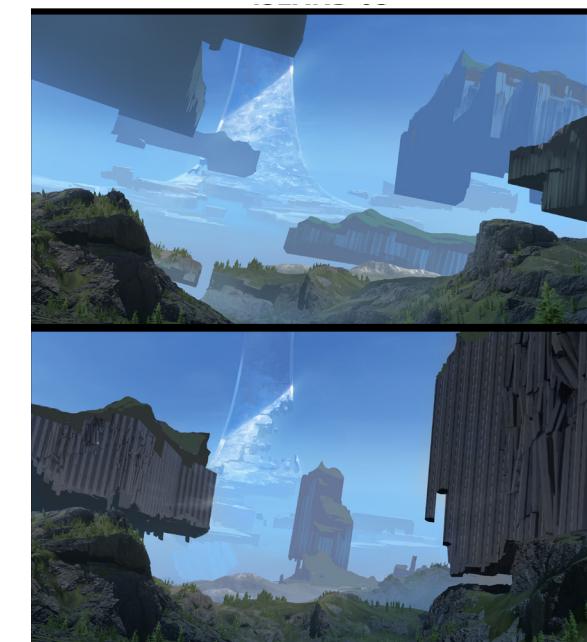




The main play-space of Halo Infinite is a chunk of debris from an exploded halo ring, hanging in space around other fractured pieces of the damaged superstructure. Visually speaking, our goal is to communicate to the player a vast open game-space but with clear boundaries, encouraging exploration while keeping distances manageable (and fun).

This shattered ring design allows us to carefully architect the play-space using verticality of fractures to control sight-lines and manage encounter spaces. All while delivering a visual experience that is very science fiction and is uniquely Halo.

From an overall artistic perspective the main emotions we want our players to take away is awe, wonder and mystery from this distinctly Halo landscape that only we could give them.



"We need to lean into this theme as it is a distinctly sci-fi landscape that only Halo can offer players."

THE BANISHED

INTERVIEWS

Yes.

**The Brutes
are back.**

The Banished have returned after Halo Wars 2 (HW2), led by the menacing Atriox. Our Brutes aesthetically are inheriting a lot of design influences from HW2 but are distilled down to find a 'look' that is familiar but uses our project pillars as beacons.

Fictionally the Banished of Infinite are an invading space force that use their mothership like an aircraft carrier in space; dropping land units and infantry from orbit to terrestrial bodies below. They are an advanced interstellar race of creatures that are very intelligent, cunning—as well as brutal. All that to say they are sophisticated space-faring engineers, they have a plan. They are not space orcs.

Spaceforce.

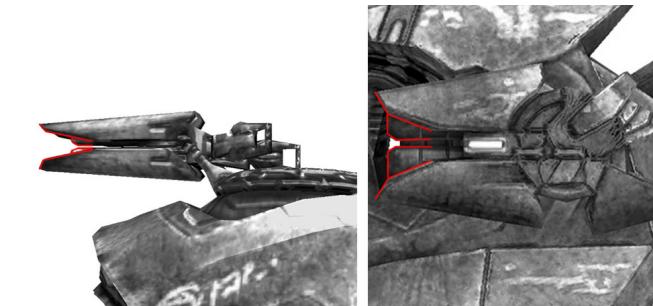
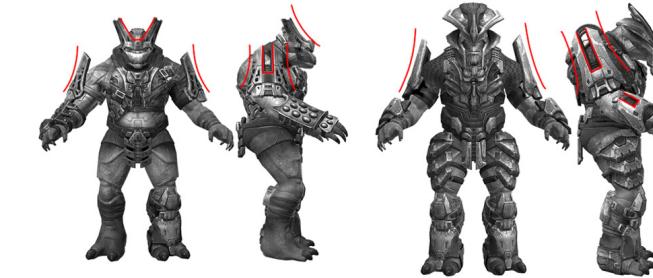
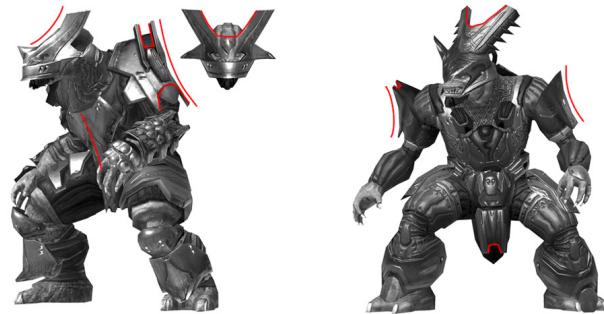
DESIGN THEORY

THE BANISHED

ENEMY ALIEN

Common Elements in Brute Design

- Covenant core technology, re-purposed or manufactured by Brutes (Atriox)
- Themed on Halo Wars 2 art style, following Infinite art pillars, respecting legacy (H3/Reach) Brute aesthetics
- Space-faring race capable of interstellar travel. High tech, but brutal
- The Banished are *not* scavengers
- The Banished have a plan, they have "it" together



01 armor.

KEY FEATURES

- Concave curvature
- Broad surfaces
- Composite forms
- Bilateral symmetry

02 weapons.

KEY FEATURES

- Twin barrels or barrel-like elements
- Over-under configuration
- Barrels are shrouded or encased in armored housings
- Bilateral symmetry
- Housings are typically divided into two forms or surfaces mirrored on the vertical
- Barrels and housings may be separated by a literal or perceptual space or gap
- Forward-facing apertures on housings are angled inward towards the gap

03 silhouettes.

KEY FEATURES

- When daring and opportunity meet, a hero
- Convex curvature on lower leading edges
- Broad surfaces
- Dynamic profile
- Shares and fords may resemble the prow of a ship or the edge of a blade
- Front-heavy proportions lend weapons and vehicles an aggressive posture

AN INVASION

Brute Bases Drop From The Mothership

The Banished Brutes are a fierce war-minded race who have made a name for themselves in the galaxy as being some of the toughest combatants around.

"If we are not selling the narrative of the Brute building space-drop then we are missing a huge visual story telling opportunity."

Everything about the Brute aesthetic should remind the player of the back story and the character of these menacing creatures. If we are not selling the narrative of the Brute building space-drop then we are missing a huge visual storytelling opportunity. The visuals and narrative wrapper of the Brutes need to ring true to the player.



DESIGN
THEORY

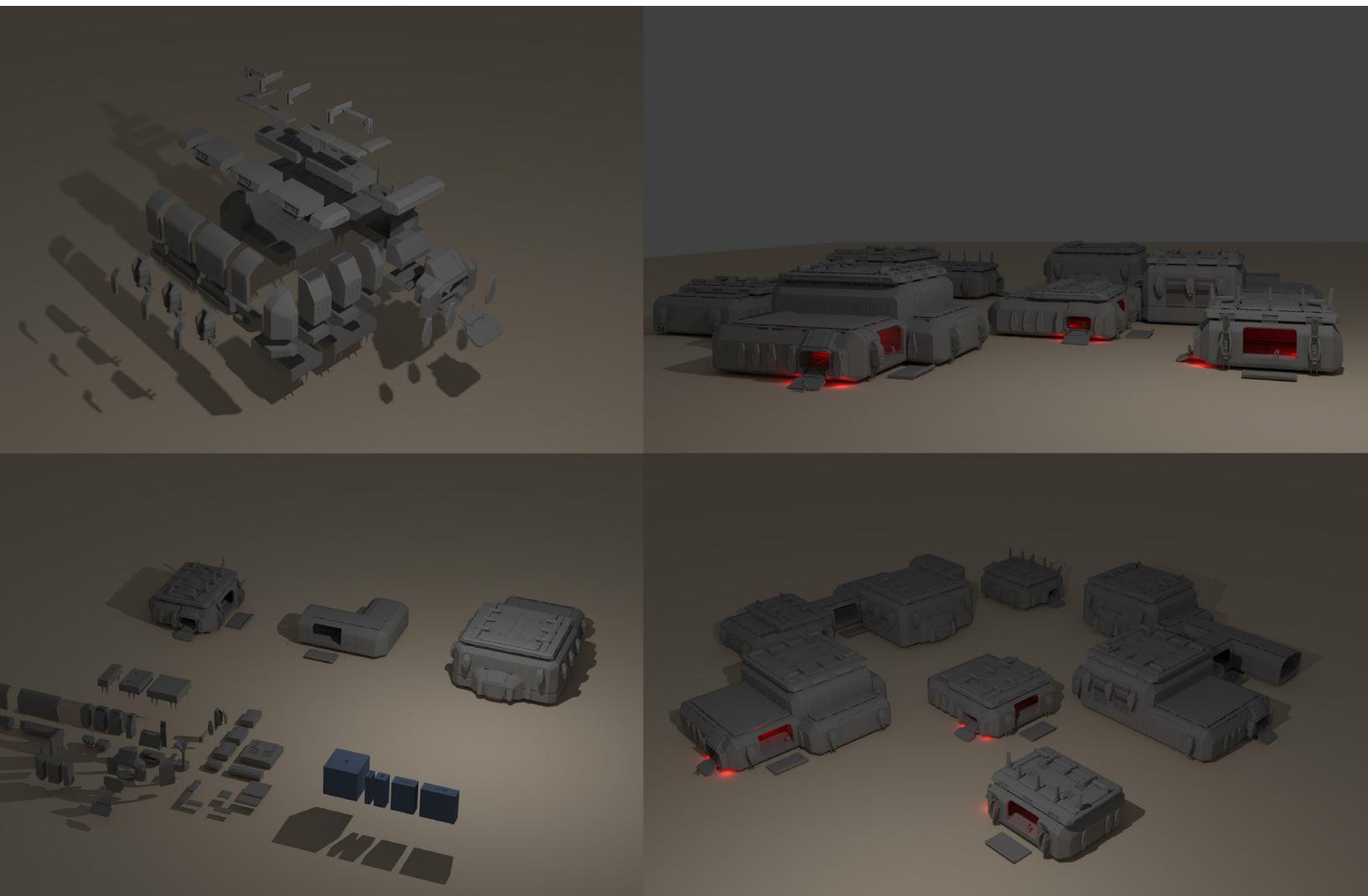
THE BANISHED

Brute Module design

ENEMY ALIEN

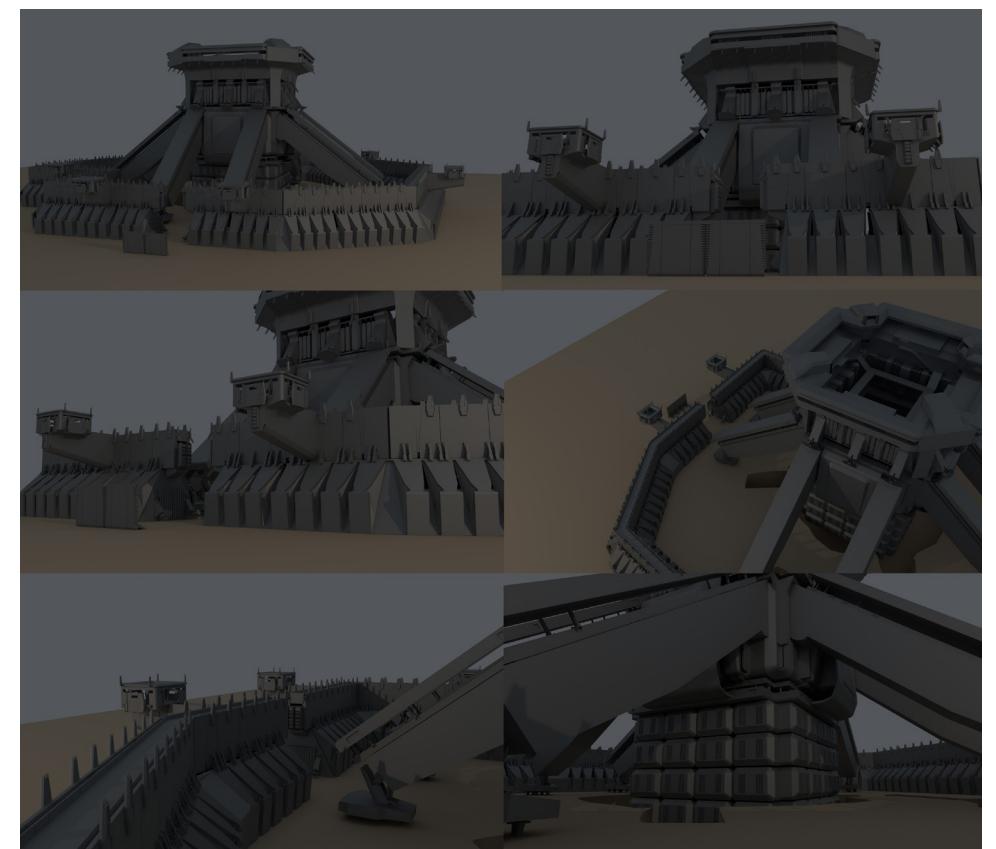
- Form follows function
- Drops from mothership in space or low orbit
- Aesthetically match attached reference
- Repetition is fine provided it serves a purpose

*BRUTAL.
BLUNT.
BUNKER.
BATTLE-
WORN.
HEAVY.
WAR.
SERIOUS.*



Everything is modular.

"The Banished are an occupying force on the ring."



DESIGN THEORY

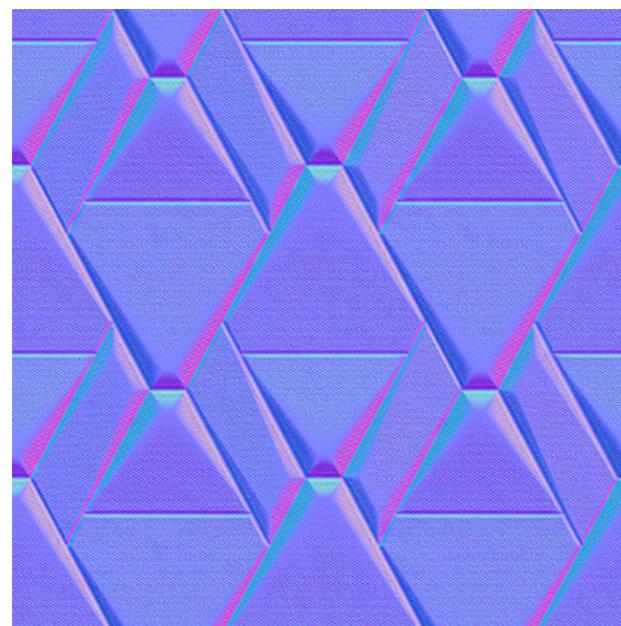
BANISHED MODULE DESIGN DETAILS

ENEMY ALIEN



TRUNCATED TRIANGLES

Triangles and truncated triangles are featured in the more technical parts of Banished design, such as thermal tiles and lights.



COFFIN SHAPES

Coffin shapes are everywhere in Banished design. Consider using these shapes in place of squares (where sensible).

DECORATIVE GEOMETRIC SHAPES



For smaller functional details (such as this vent cover) use more decorative, as opposed to simple and functional, geometric shapes.

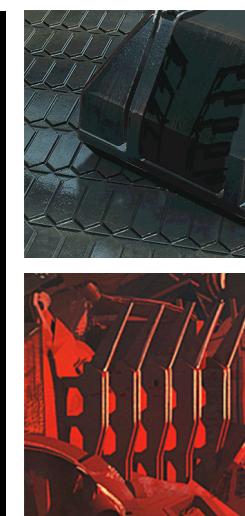
MAJOR BEVELS

Use broad bevels to break up faceting if it gets too extreme. This should be used minimally but Impact-fully.

CONSTRUCTION STORY



Use panel seams to show construction. Do not place seams directly along corners. Crossing corners is allowed.



RECESSED DETAILS



Greebles should be deeply recessed. Greebles baked to a flat plane should be behind other objects (such as the frame on the top of this image).

INTERNAL RED GLOW

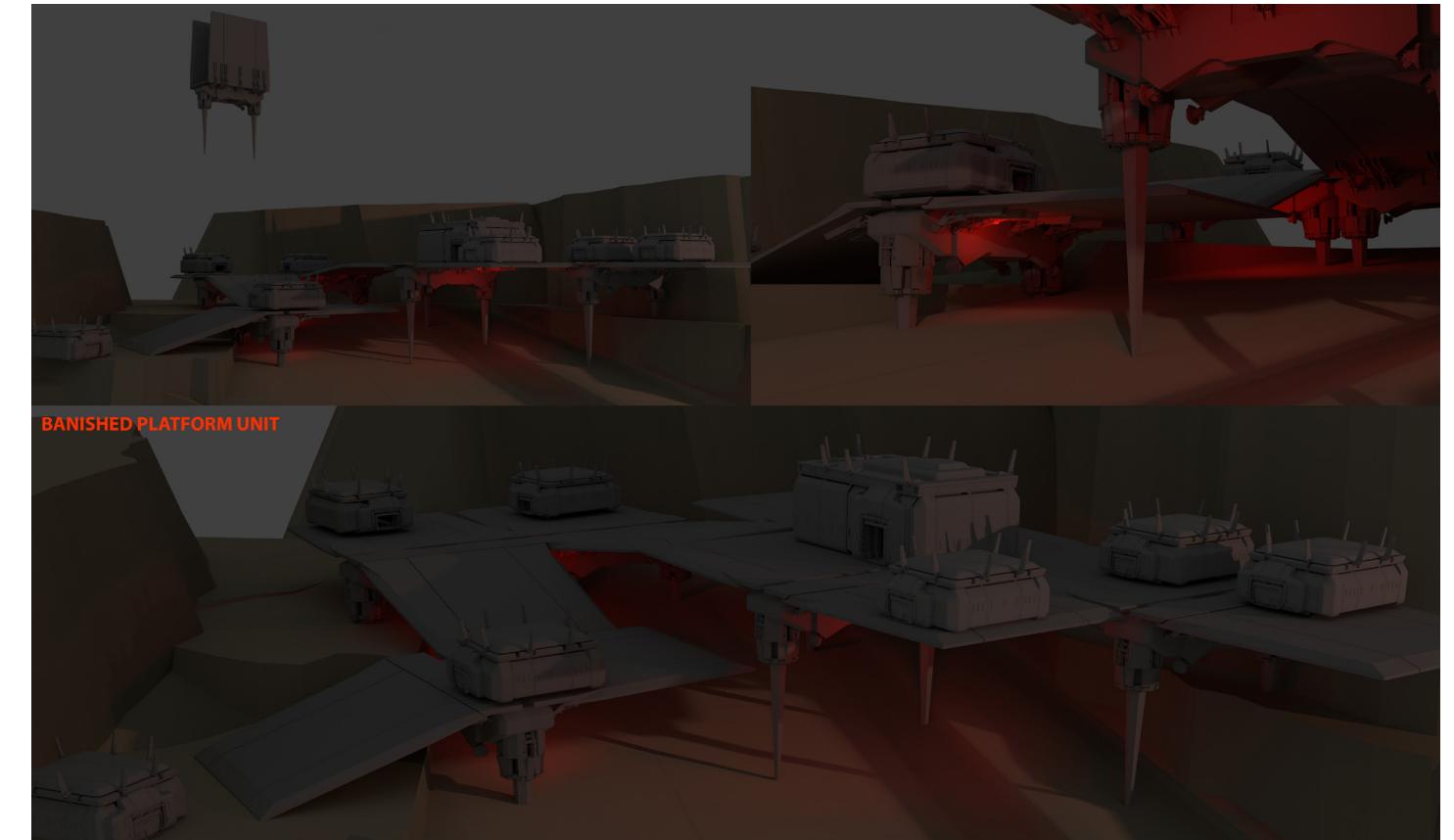


For functional objects a red glow often emanates from within.

PATTERNS AND REPEATED DETAILS

Banished design often incorporates repeating details and patterns.

▼ Interior design.



Banished Base Installation.

Banished design examples

ENEMY ALIEN

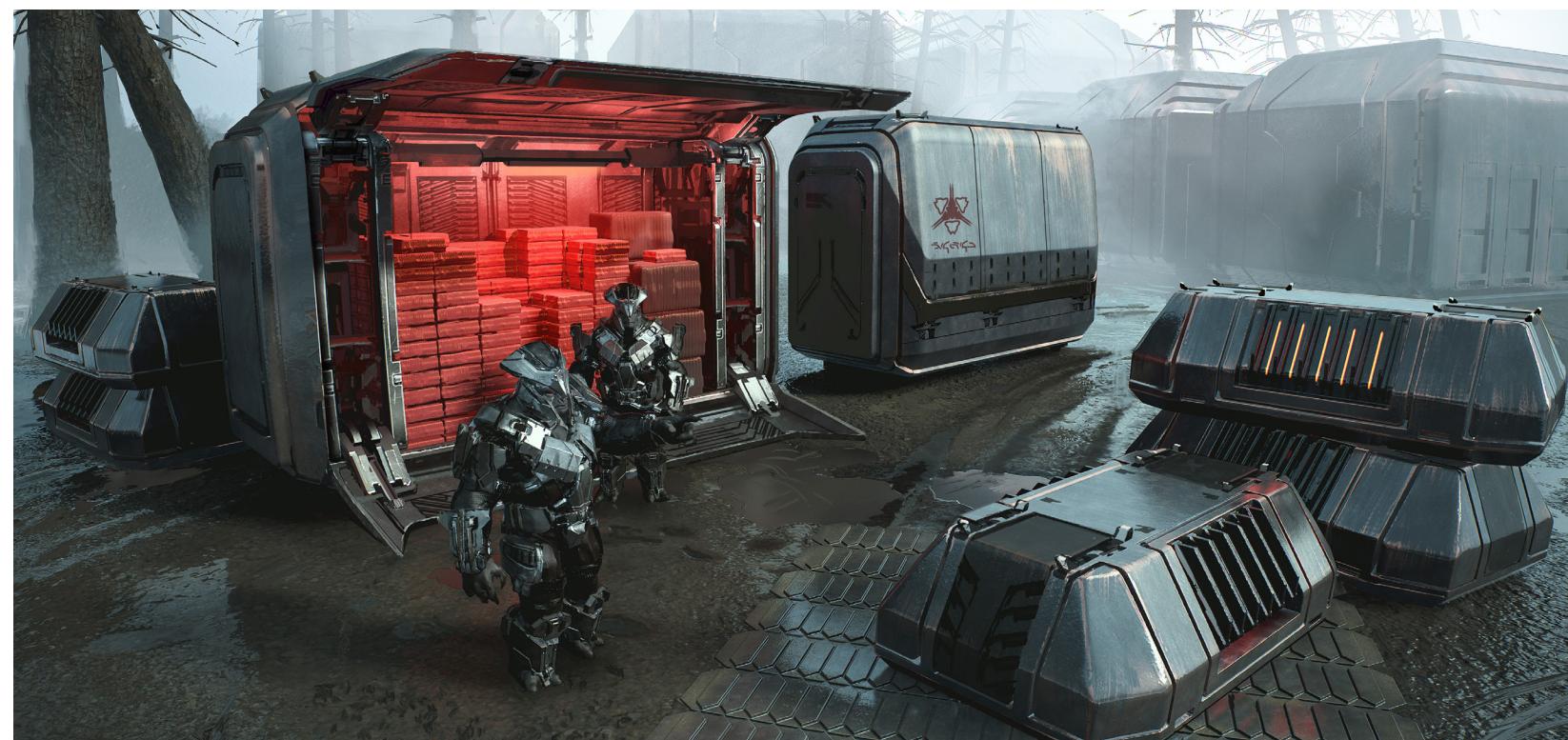
- Form follows function
- Drops from space or low orbit
- Aesthetically match attached reference
- Repetition is fine provided it serves a purpose

▼ Exterior design and material treatment targets.



Props and hero assets

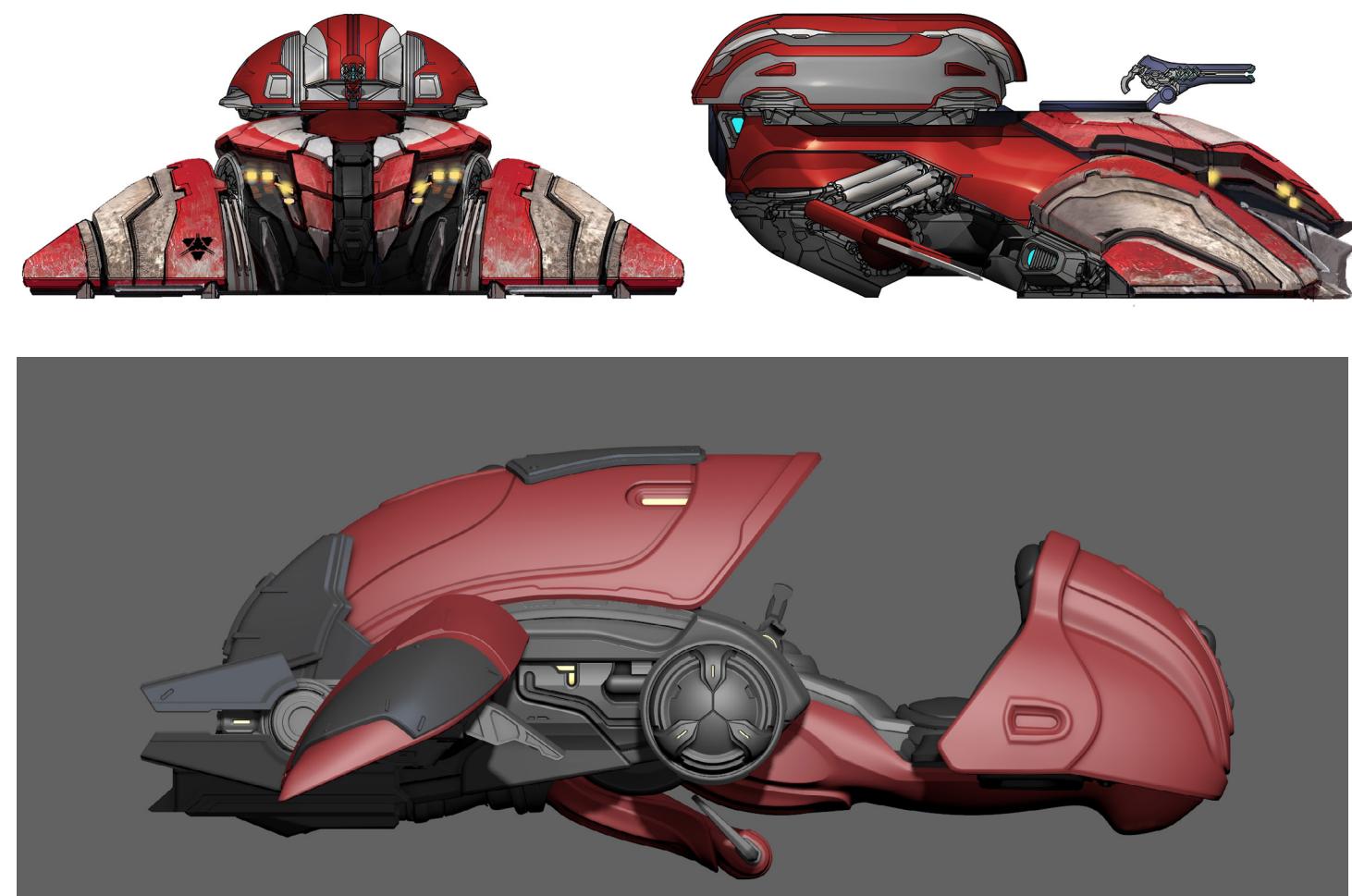
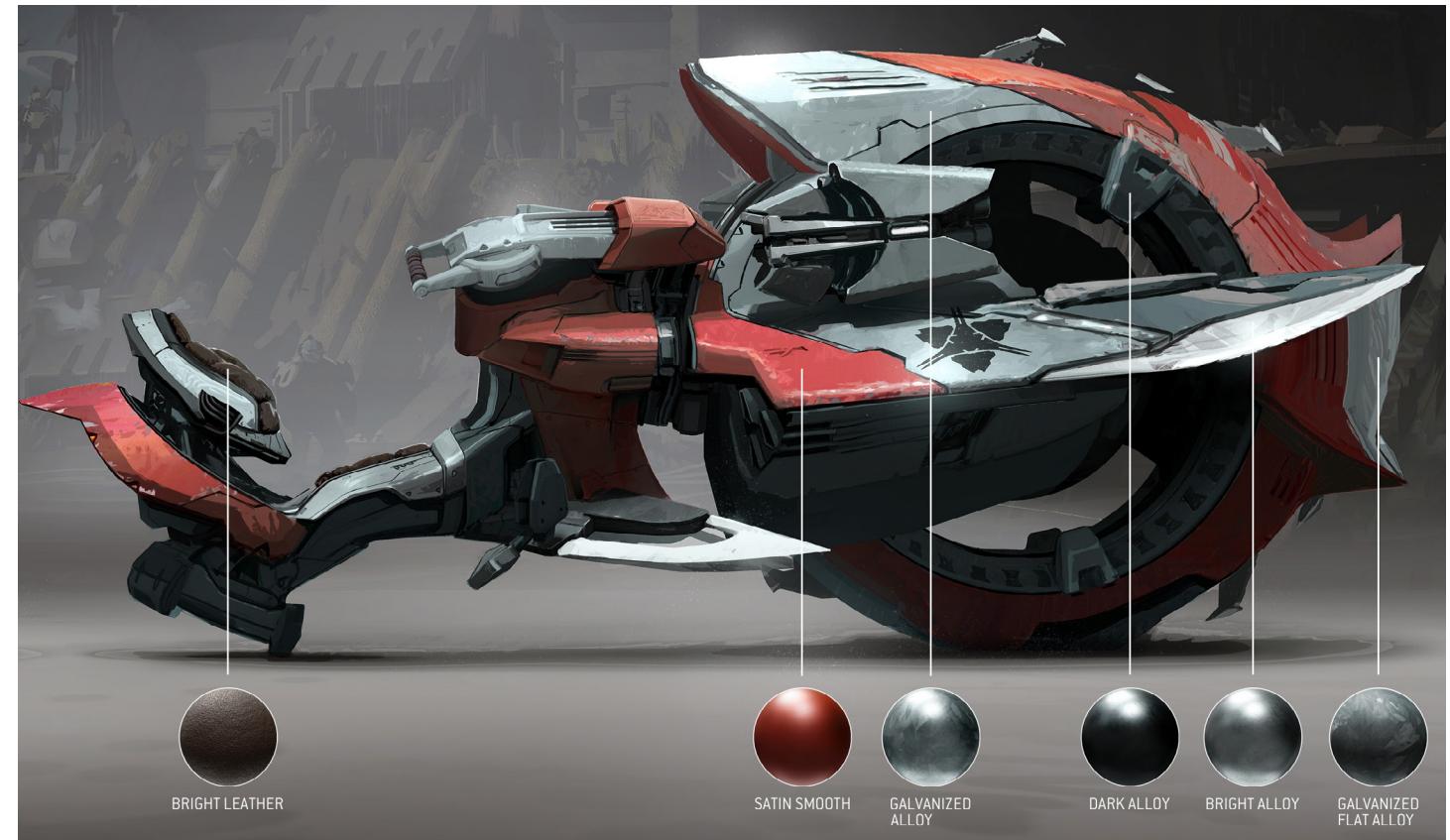
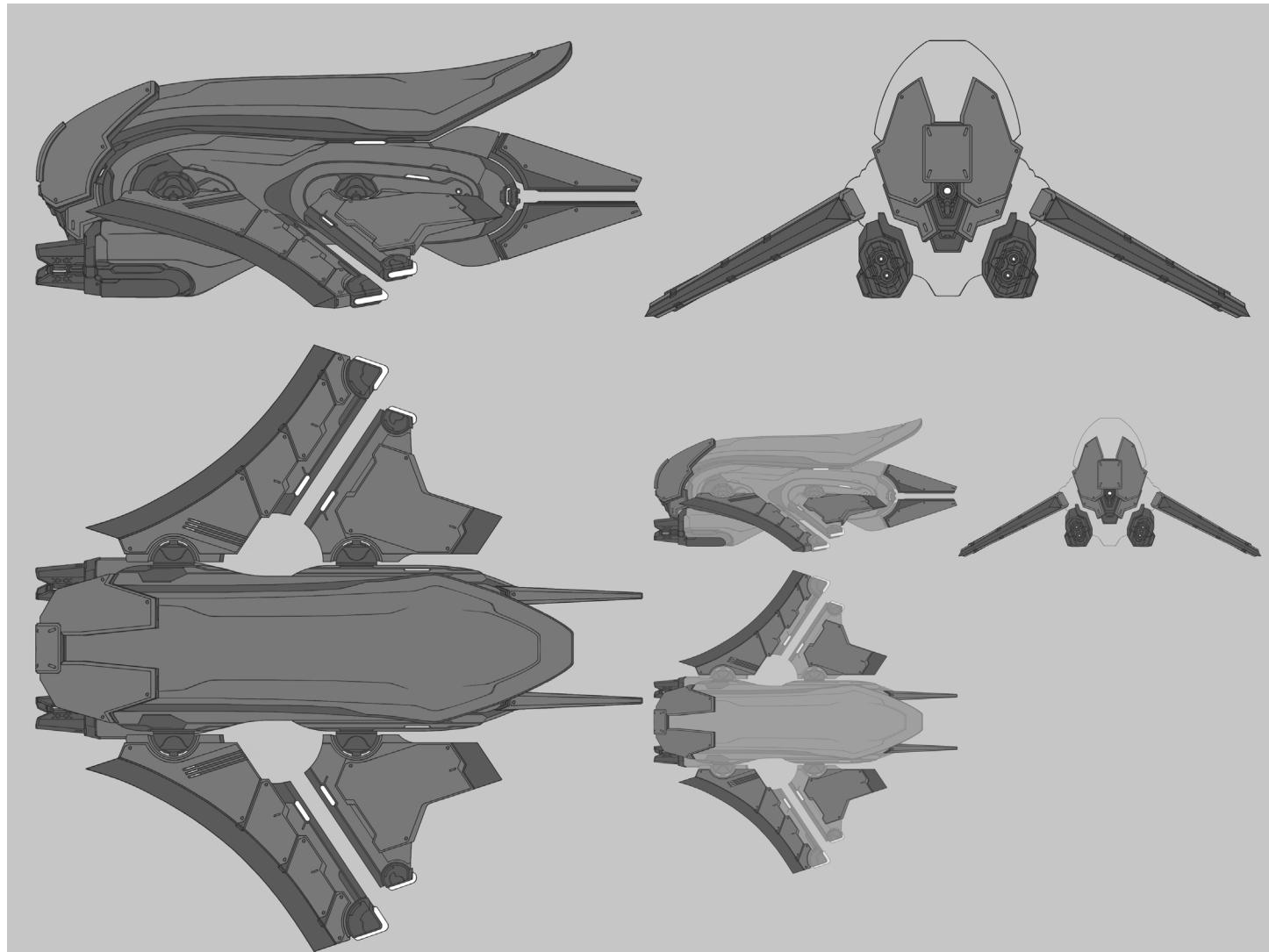
Set dressing to support narrative around invading space military units.



Banished Vehicle Design

ENEMY ALIEN

- The Covenant were the ones that built the Ghost, Banshee, etc.
- The Banished are a different design mentality-they are a bastion for all the species that have been subjugated by the Covenant, Cortana, etc.
- The Banished can be a motley crew overall
- We should have iconography and color to unify
- The trailer from HW2 shows Atriox taking over production facilities for Covenant stuff
- Brutes convert existing covenant tech to their own ideally

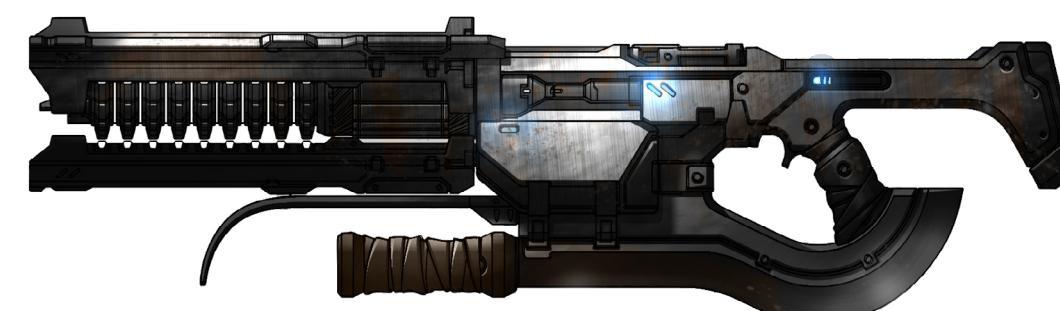


Banished Weapon Design

ENEMY ALIEN

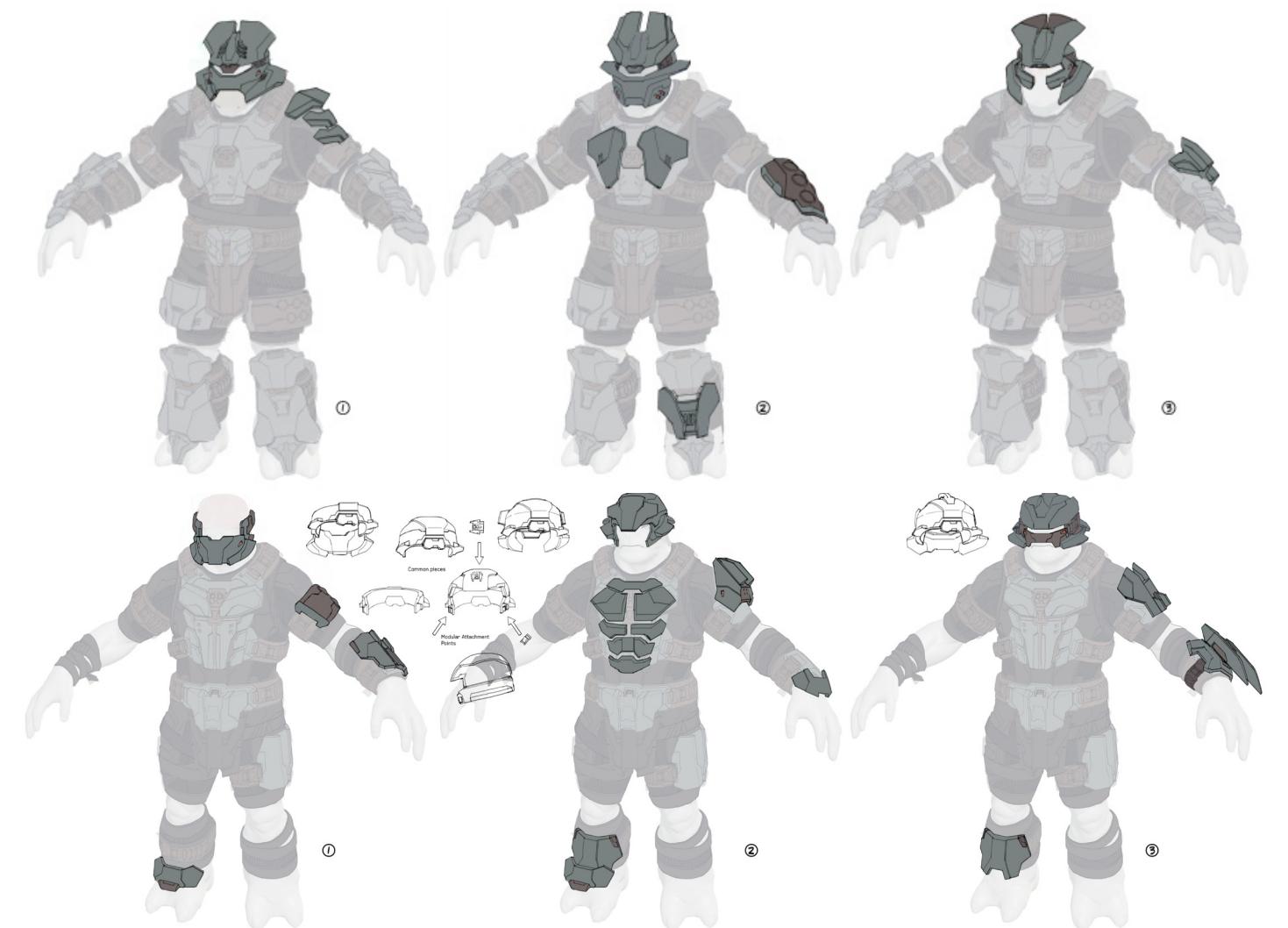
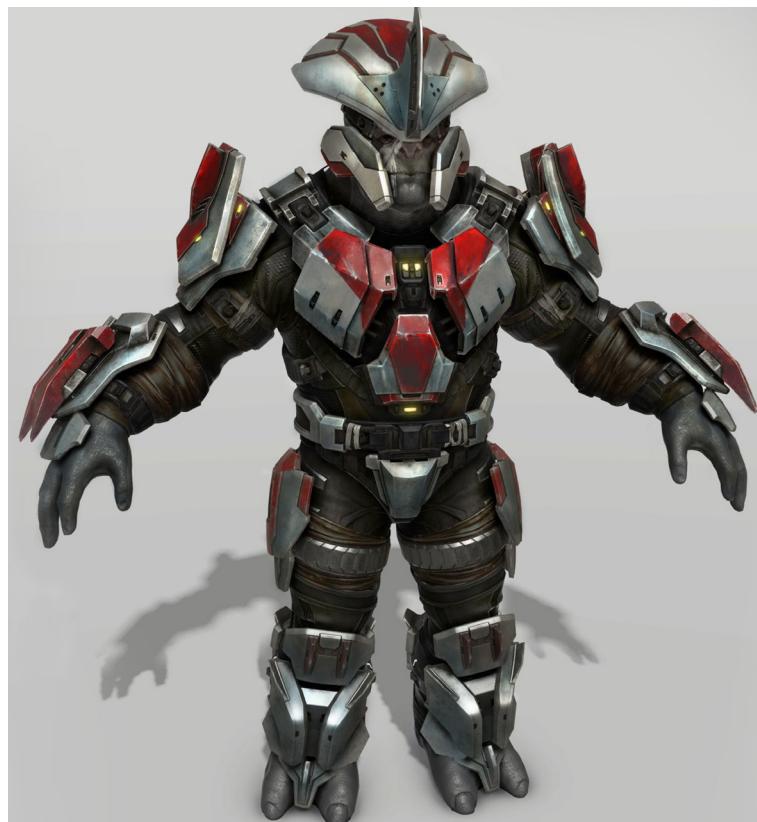
- Infinite Brute weapons are heavily influenced by H3/Reach designs
- Following many design principles of Legacy
- Gravity tech (grav hammer) can be an option

LEGACY REFERENCE



Banished Character Design

ENEMY ALIEN



UNSC

Hope's

Last Stand.

The UNSC are on their heels, depleted and destroyed. Crash landed on a Halo ring, when the Master Chief finds any remnants of them they are low on ammo and about to be annihilated. That narrative needs to prevail in the visual storytelling we present the player.

All up the UNSC are being treated in a more legacy appearance attempting to spark nostalgia as much as possible in nearly all art assets. From a new Master Chief, new logo, to a new approach to architecture and hard surface design—all heavily leveraging past Halo (Reach especially) design influences.



**DESIGN
THEORY**

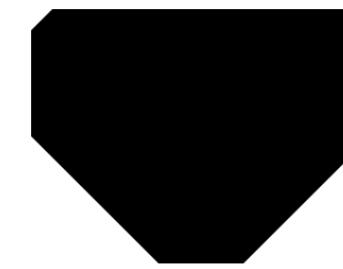
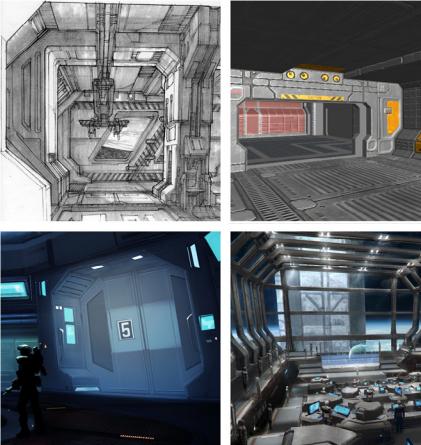
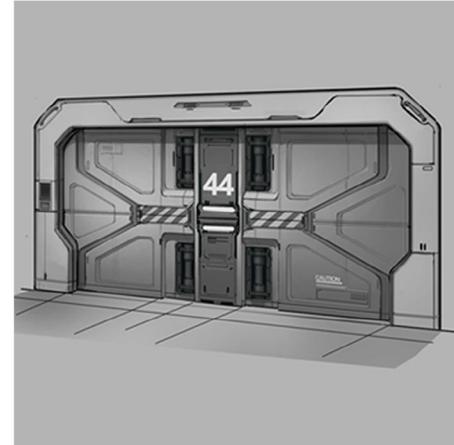
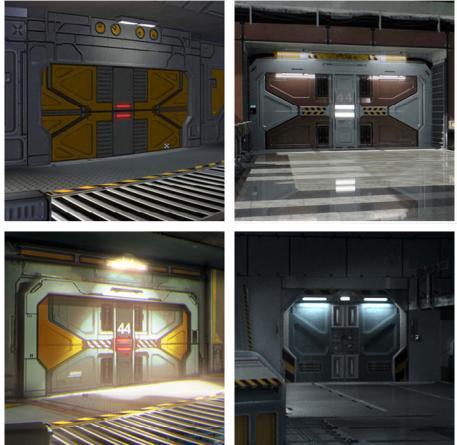
UNSC Environment Style Guide

LEGACY



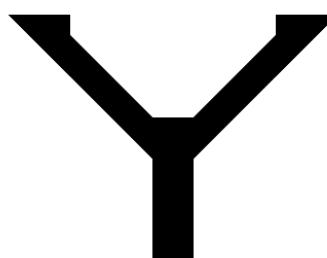
DOORS:

- Signature shape introduced in Halo CE
- Rectangular and often wider in length than width
- Appears at both human and vehicle scale
- Shape often defines form of surrounding space



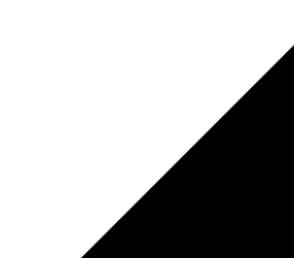
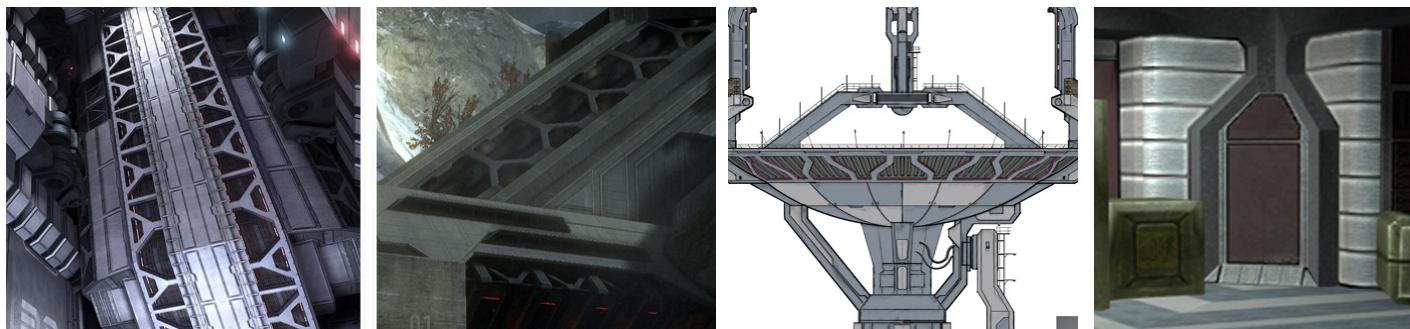
DESIGN IN RELIEF:

- Shape introduced by Halo 2
- Typically used to indicate relief in surface geometry (molded, stamped, or embossed)
- Can be duplicated, re-oriented, or deformed to create new shapes and patterns



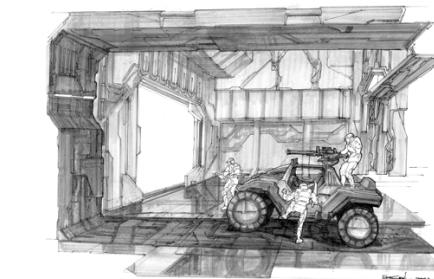
SUPPORT STRUTS:

- Shape introduced by Halo 2
- Typically used in sequence as structural/decorative element
- Often used as a 'surface' or framing device for layered detail
- May be split or folded inside or around geometry to add interest



45° ANGLES

- Definitive element from Halo CE onward
- Provides contrast to Forerunner 30° increments and Covenant curves
- Typically informs industrial and architectural design
- May also inform surface treatment, pattern, and detail

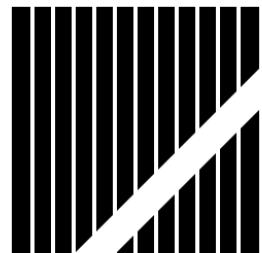




UNSC Environment Style Guide

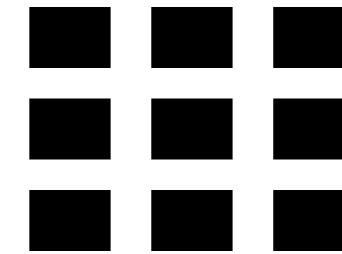
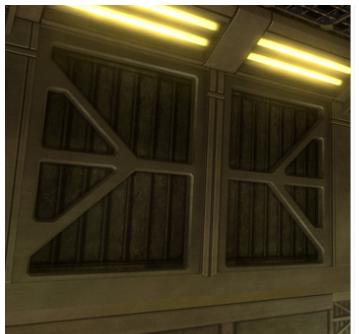


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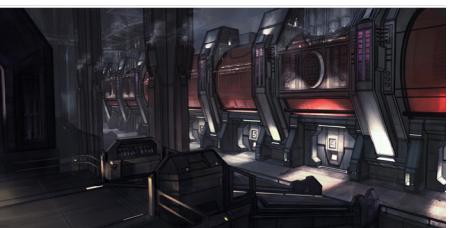
COMPARTMENTS/LAYERED DETAIL

- Modules or components replicated in sequence
- Underscores a military approach to standardization
- Often suggest structural support and expose underlying functional detail
- May also be purely decorative in nature



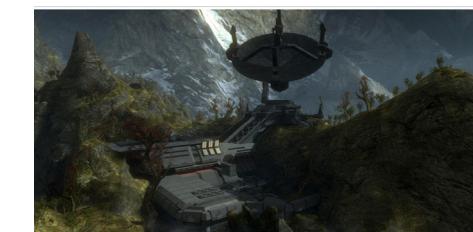
INTERIOR RHYTHM & REPETITION

- Interiors focus on Support Struts, Compartments, and Designs in Relief to establish spatial rhythm and repetition
- Micro level detail should suggest simplicity and uniformity – predictable patterns and surfaces
- Macro level detail may be visually dense or daring in shape or form



EXTERIOR HORIZONTAL EMPHASIS

- Exteriors focus on Support Struts, Designs in Relief, and 45° Angles to create structures with a horizontal emphasis
- Low and broad structures provide contrast to archetypal Forerunner silhouettes
- Often irregular or asymmetrical in plan or elevation form



**DESIGN
THEORY**

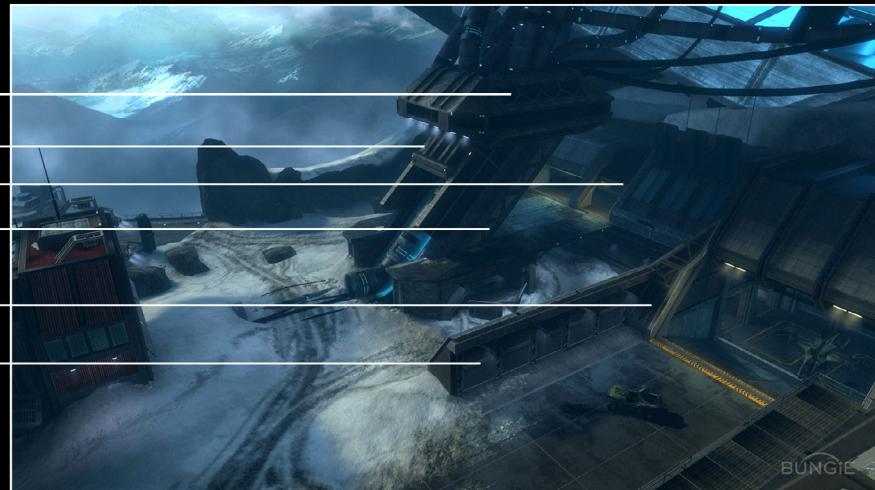
UNSC Environment Style Guide

LEGACY ASSET ANALYSIS

SABRE LAUNCH FACILITY
HALO REACH



BREAKPOINT
HALO REACH



INFINITE ASSET ANALYSIS

UNSC BASE LOOKDEV
HORIZONTAL EMPHASIS



LEGACY ASSET ANALYSIS

CAIRO STATION BRIDGE
HALO 2 - MASTER CHIEF COLLECTION



RHYTHM AND REPETITION

DOOR SHAPE

DESIGN IN RELIEF
COMPARTMENTS
SUPPORT STRUTS

45° ANGLES



▼ New and approved UNSC wordmark logo



DESIGN THEORY

PLAYER ARMOR DESIGN

LEGACY

simplification.

DEC CLUTTERING OUR MP ARMORS FOR CLEAR
READABILITY AND BETTER UNDERSTANDING

- Simpler forms
- Balancing details (if you can't see at 10-20 ft you shouldn't model it)

SPARTAN ARMOR STYLE GUIDE

60-30-10 COLOR RULE

PRIMARY COLOR
(60%)

UNDERSUIT
(30%)

ACCENT COLOR(S)
(10%)

60-30-10 MODEL DETAIL

LARGE FORM
(AREAS OF REST)
(60%)

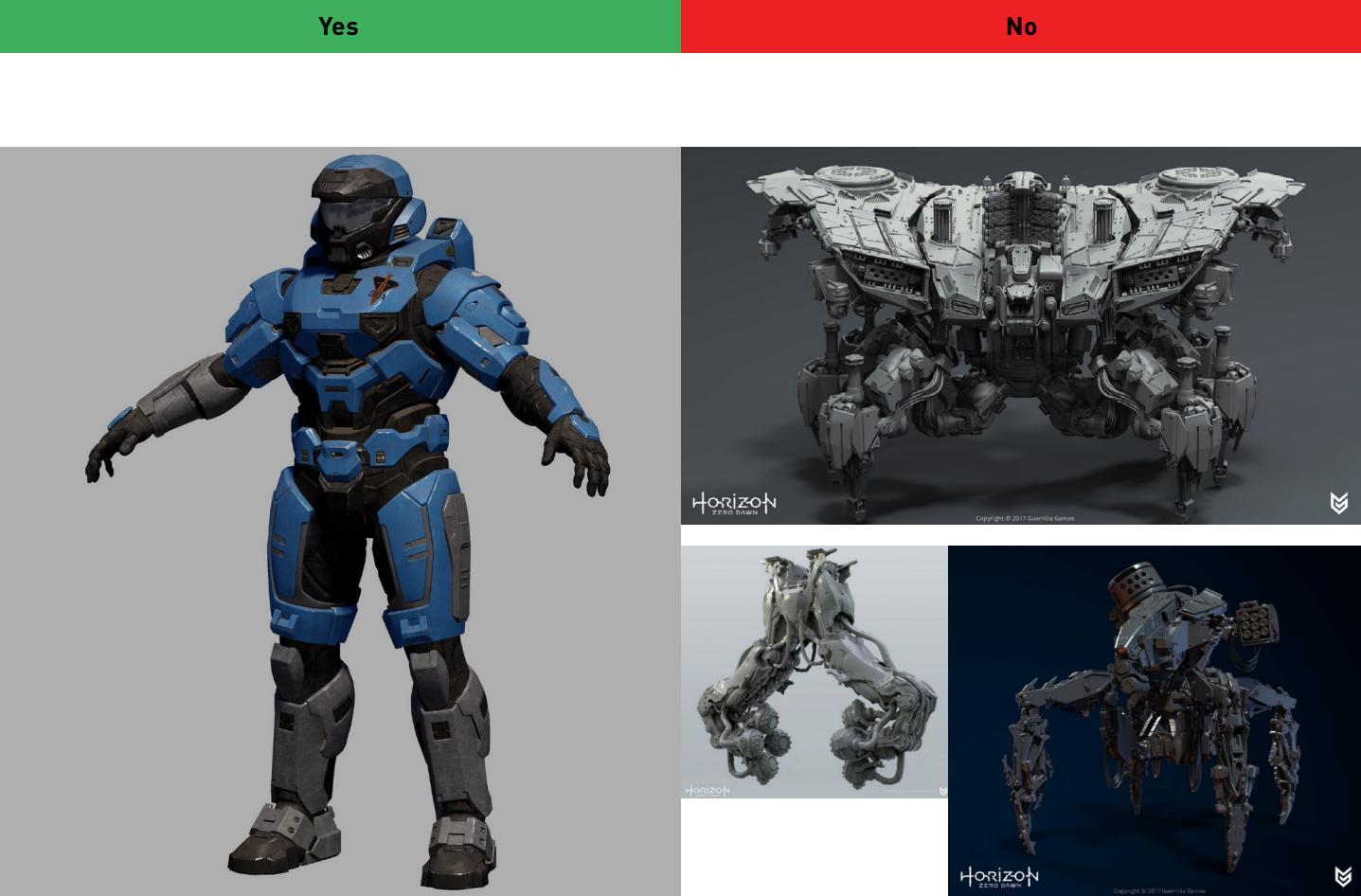
MEDIUM FORM
(30%)

FINE DETAILS
(10%)

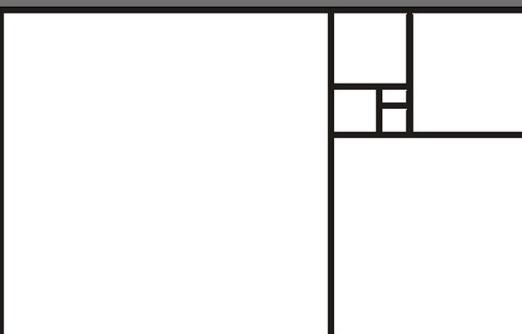
70-30 MODEL DETAIL

LARGE FORM
(AREAS OF REST)
(70%)

FINE DETAILS
(30%)



DETAILS IN THE RIGHT PLACES



HIGH MODEL DETAIL
HIGH FIDELITY TEXTURES



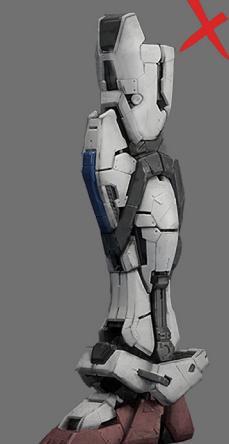
HIGH MODEL DETAIL
BASIC TEXTURES



LOW MODEL DETAIL
BASIC TEXTURES



LOW MODEL DETAIL
HIGH FIDELITY TEXTURES



DESIGN THEORY

MASTER CHIEF

design final.

A SIMPLIFIED CHIEF DRAWING ON SEVERAL
PAST ITERATIONS FOR AN ICONIC READ



* color/material/textures tbd



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* color/material/textures tbd

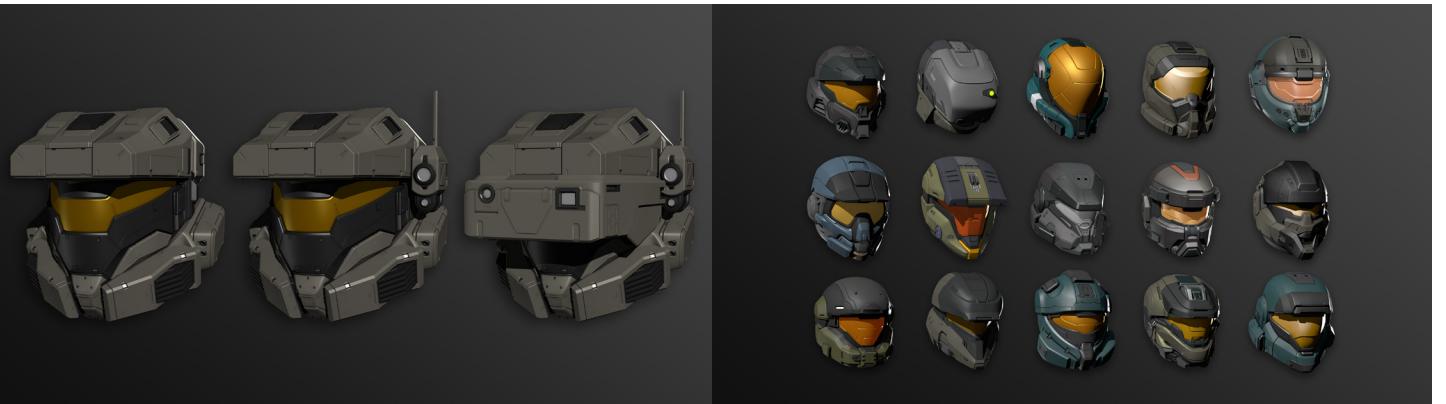
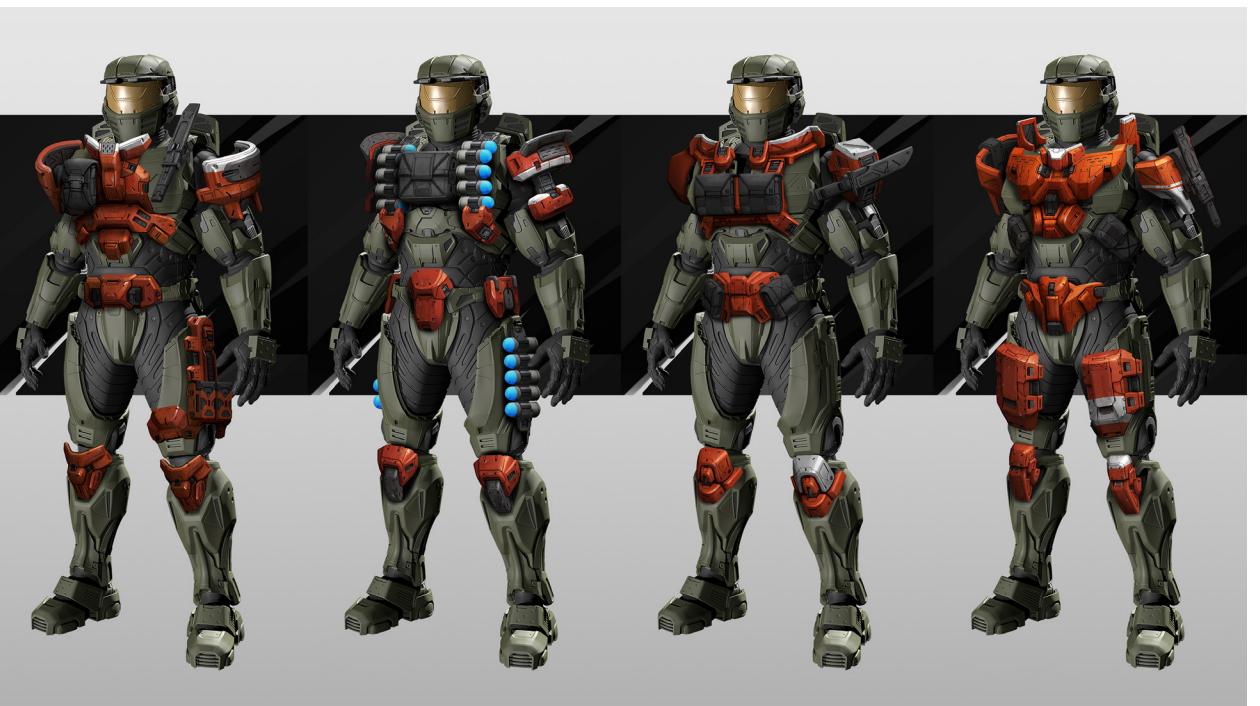
**DESIGN
THEORY**

Mr Spartan Armor

Legacy influences throughout:



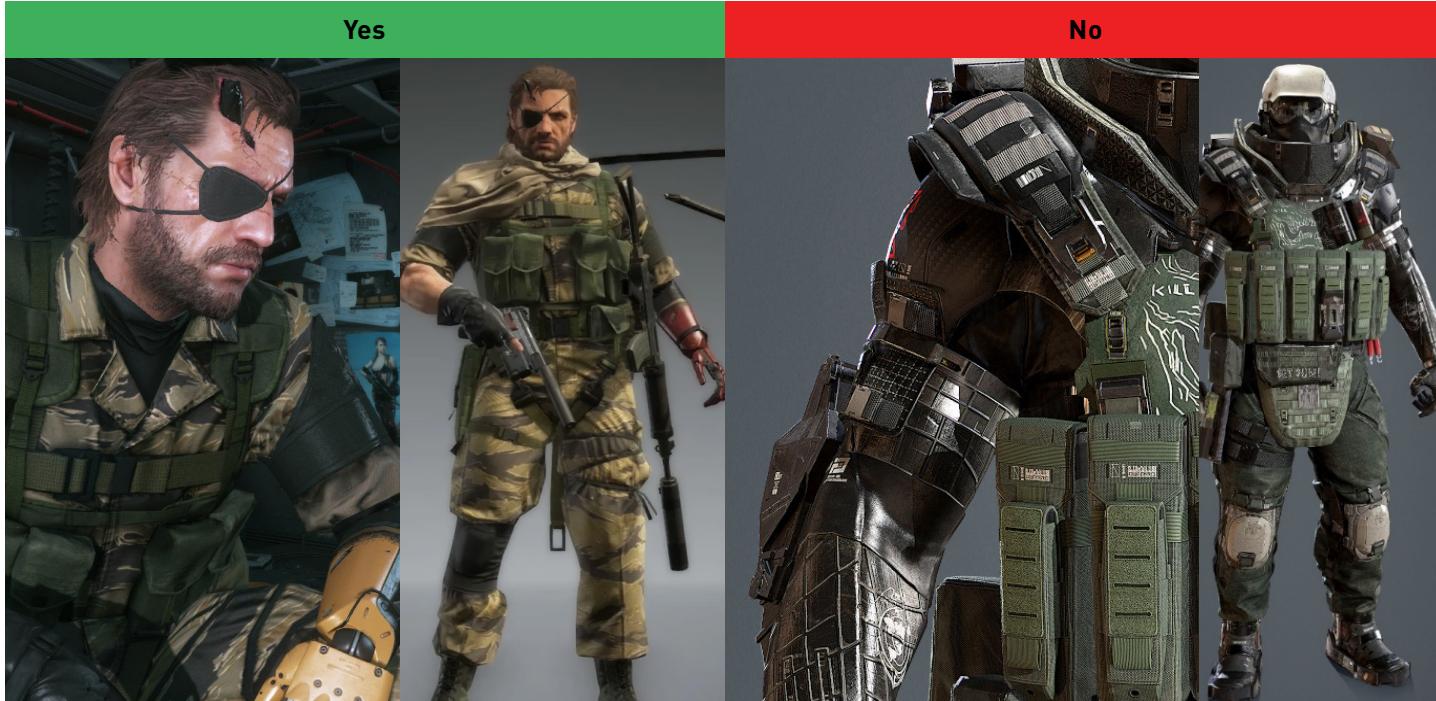
CUSTOMIZATION



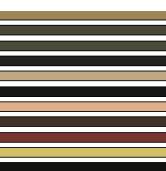
DESIGN THEORY

Material/Texture

Material Complexity:



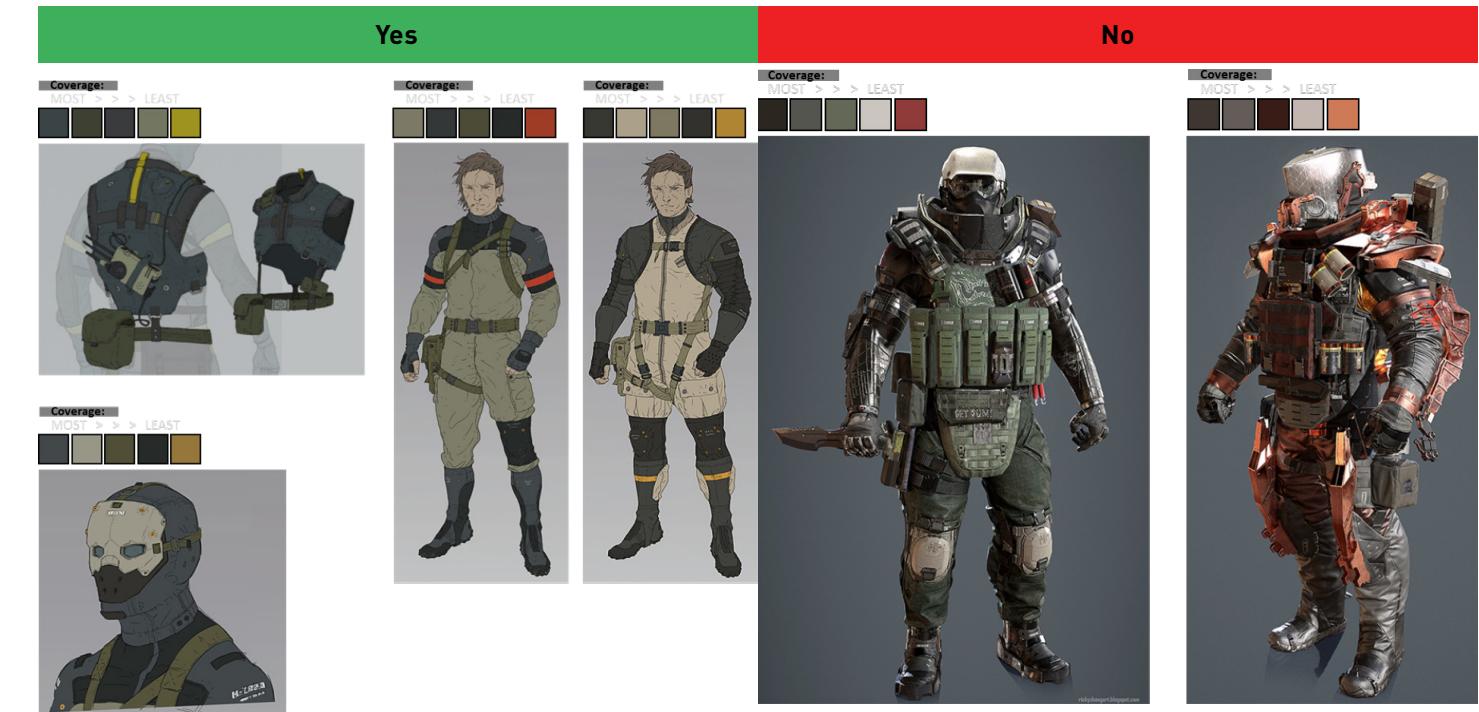
- Low level of material breakup
- Micro details are simpler and easier to read



- 11 Materials

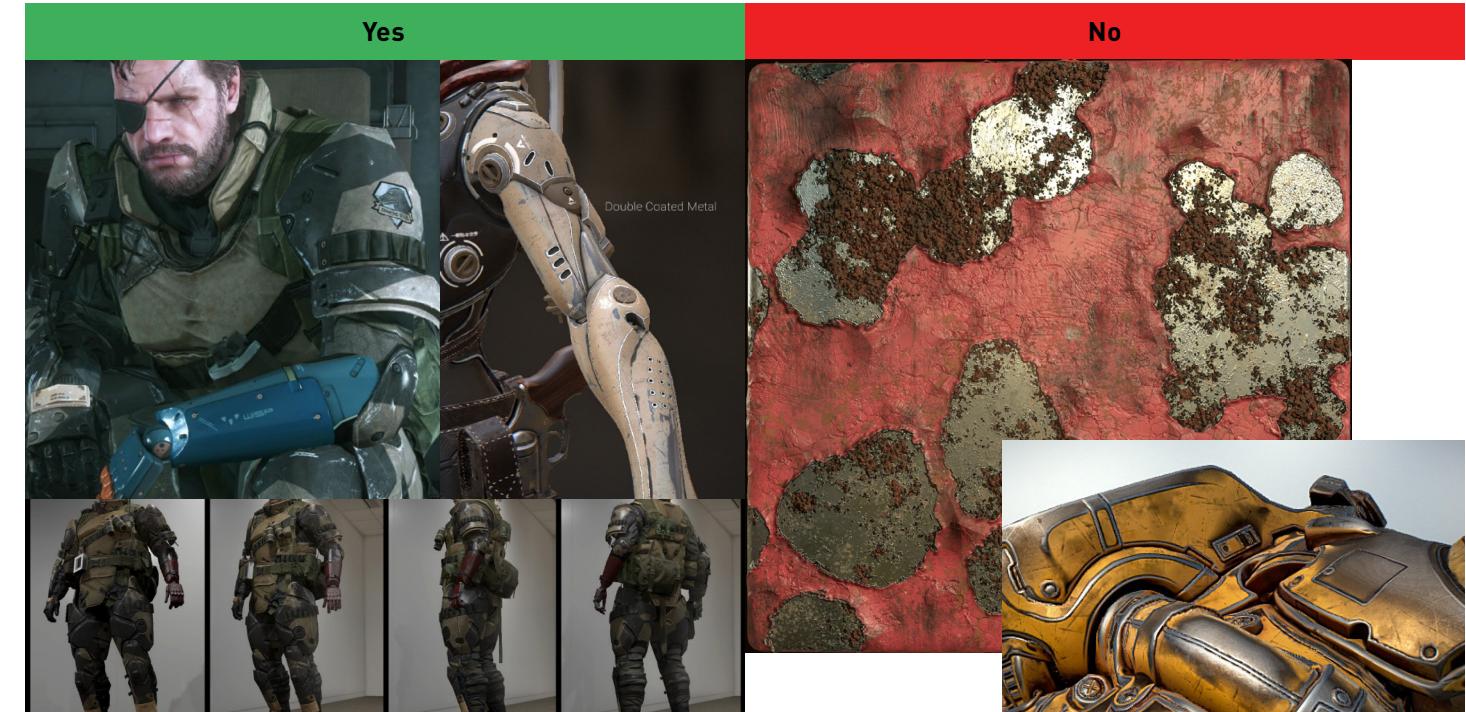


- 51+ Materials



- Simplified colors used to establish clear form breakup
- Colors don't isolate well w/ coverage range

Texture Complexity:



- Purposeful wear
- Not overly complex surface treatments
- Textures at a distance should read as a simpler color for strong shape language vs. details on details

DESIGN
THEORY

UNSC Weapon Design Examples

MILITARY

- Heavily influenced by contemporary weapon design
- Our keystone to the player for 'relatability' and 'military'
- Emphasis on functionality



Recon SMG Concept Exploration



DESIGN THEORY

UNSL PELICAN DESIGN

MILITARY / LEGACY

Key interior concept art.



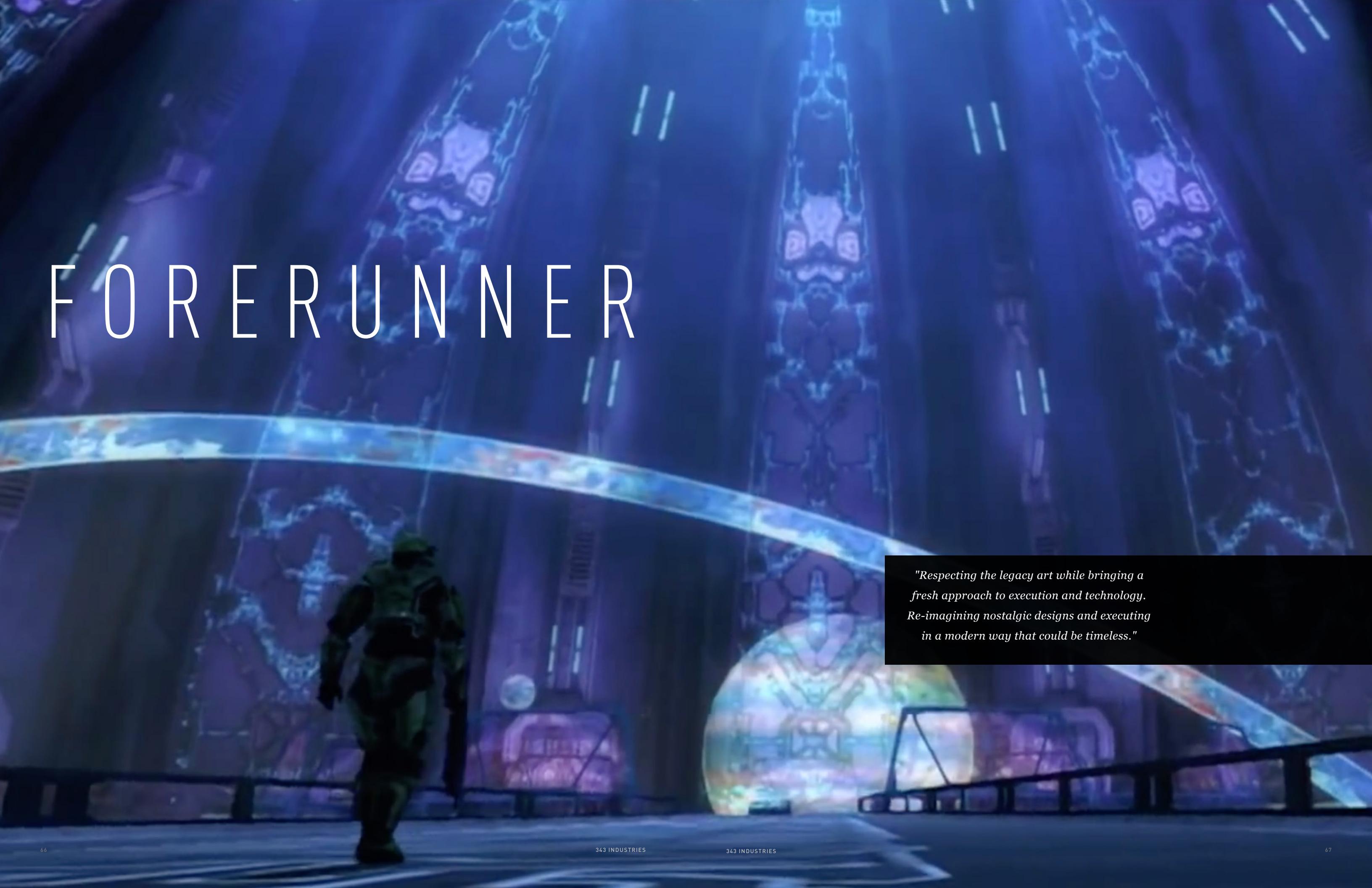
Return To Legacy



We're building from the H2A Cinematic Pelican.



FORERUNNER



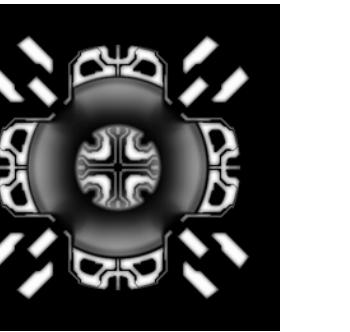
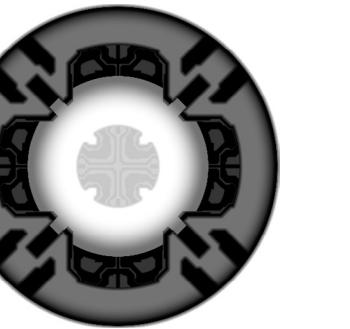
"Respecting the legacy art while bringing a fresh approach to execution and technology. Re-imagining nostalgic designs and executing in a modern way that could be timeless."

LEGACY

FOR RUNNER

NEW ART DESIGNED
TO CONNECT THE
PLAYER TO THE HALO
THEY REMEMBER

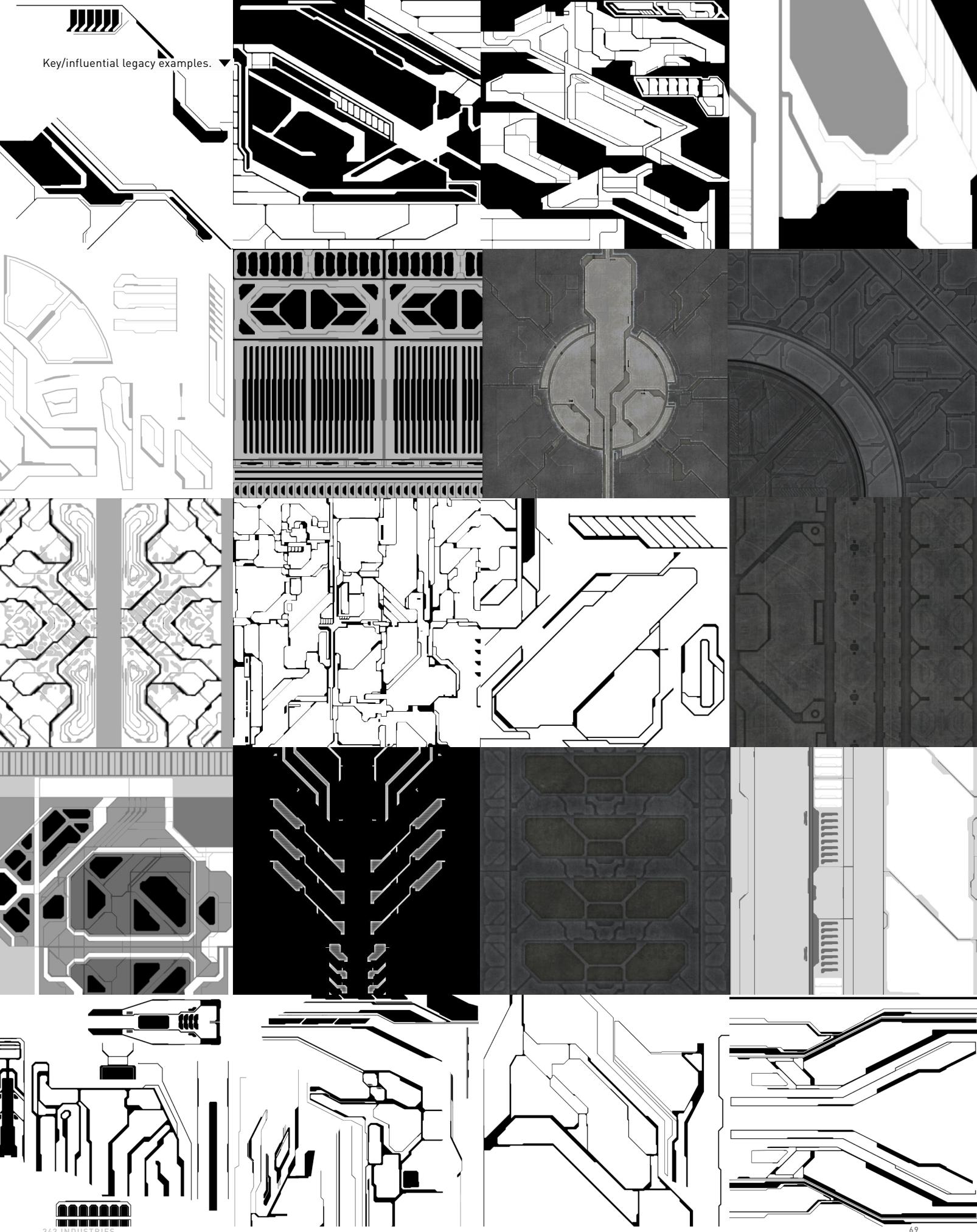
▼ Key/influential legacy examples.



ZETA HALO

- Monolithic
- Mysterious
- Sacred
- Transcendent

Key/influential legacy examples. ▼



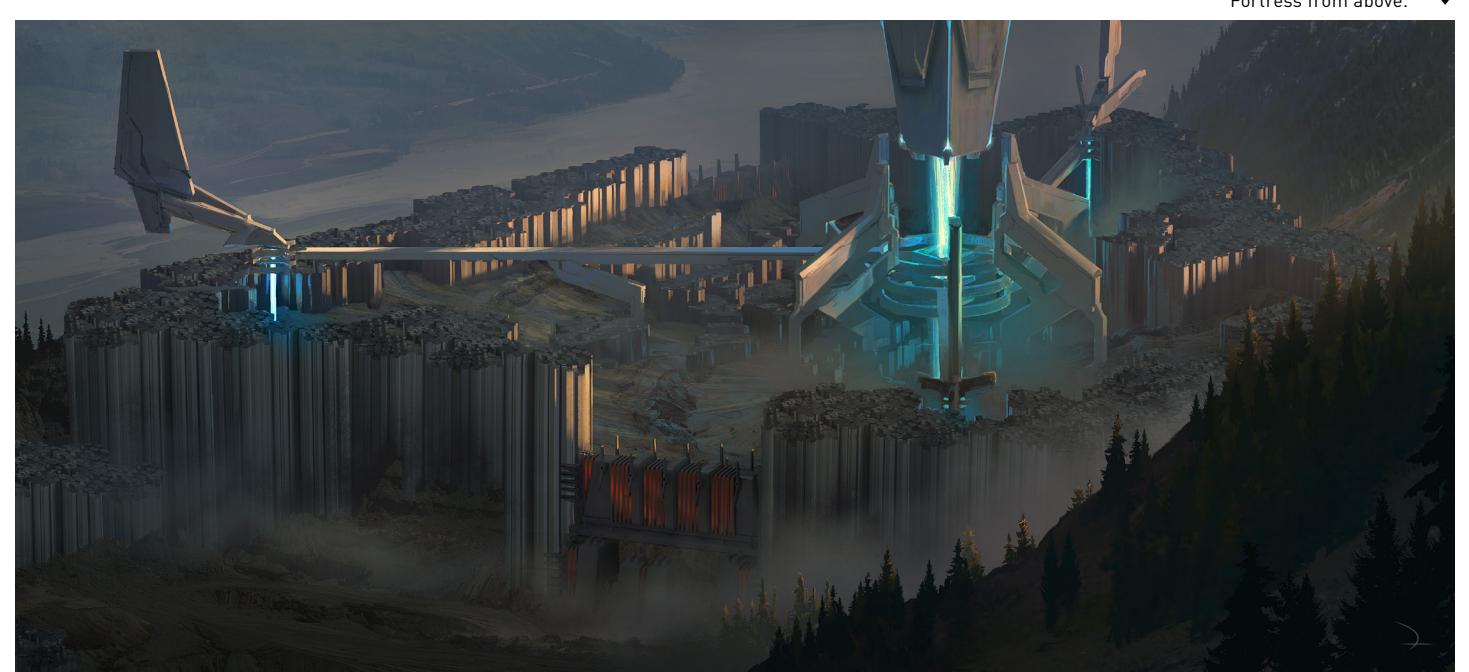
Forerunner Design Examples

ZETA HALO



Infinite Forerunner POI's:

- Spire (AKA Citadel)
- Fortress
- (Fortress Towers)
- Power Nodes
- Cortana Tower
- (AKA Beacon)
- Cortana Palace



Forerunner Design Examples Cont.

ZETA HALO

Cortana Tower. ▾



Power Nodes. ▾



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Forerunner Design Examples Cont.

ZETA HALO

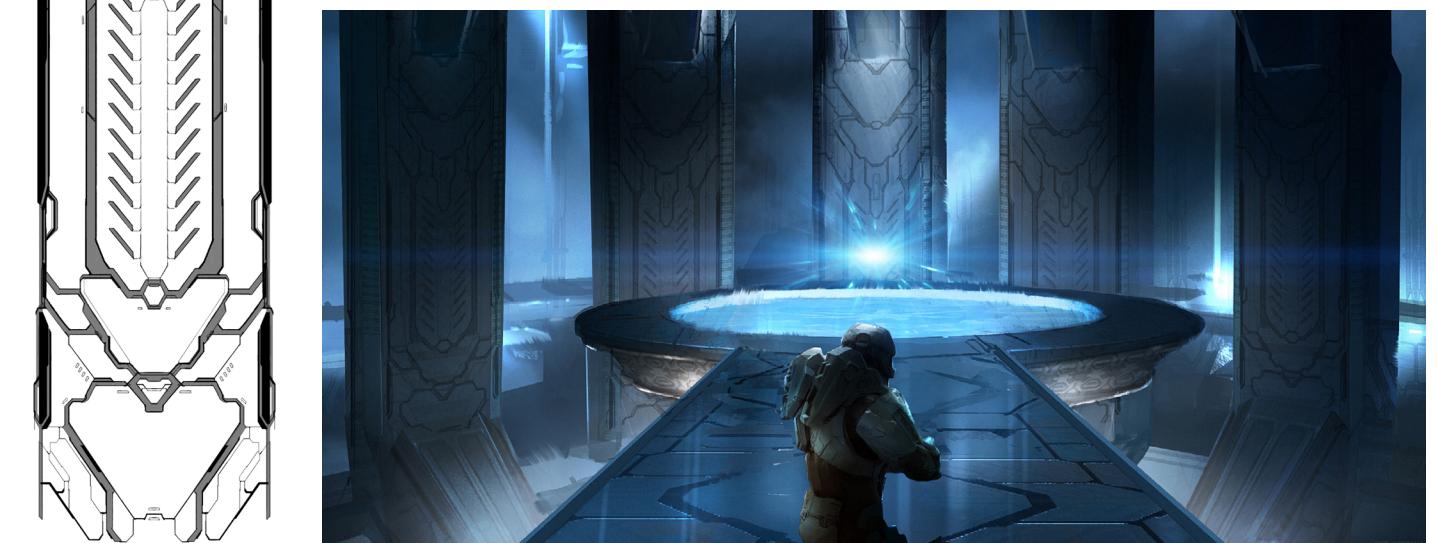
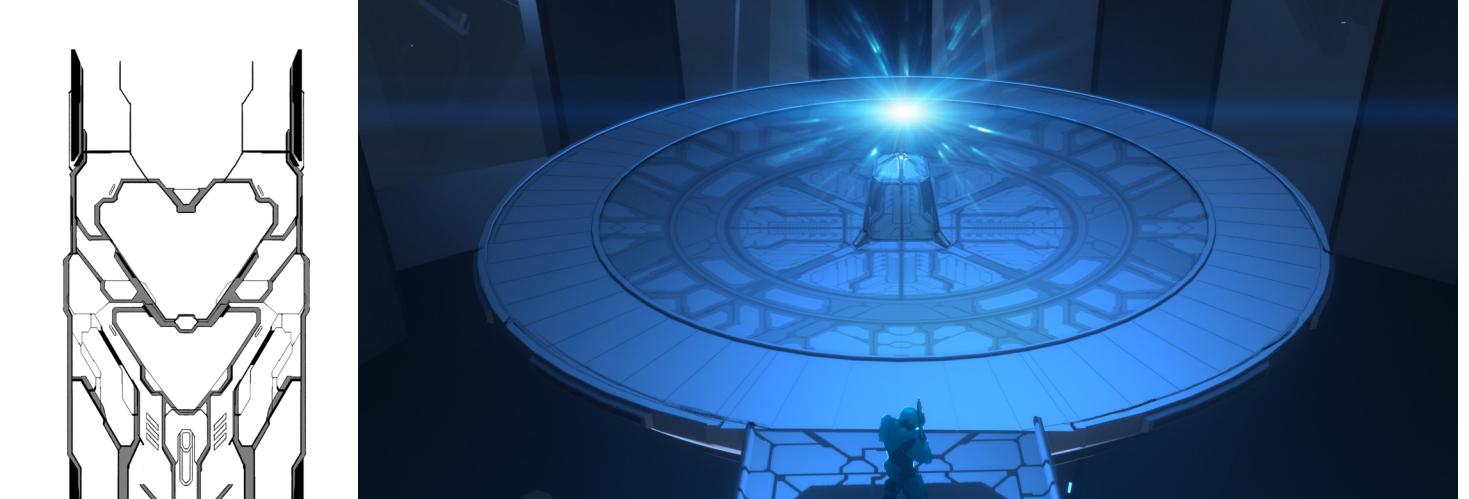


Interior (dungeon) ▲
concept exploration.

▼ Concept art look development of Forerunner beauty corner focusing on color/material/textures work.



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RFNDERING

SLIP SPACE

THE PILLARS IN ACTION.





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HALO
INFINITE

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