

DYGHP? Artbible

Crunchy Bits

Inspiration Boards

Style | Character | Enemy | Environment | Colour



Style



Bleeds

Difficult to read on small screens

Difficult to animate -> Irregular lining

Difficult to colour

Traditional

Dark

Artsy



Creases and patterns in clothes, muscle definitions, facial features etc. are outlined.

Edges are avoided, everything is rather rounded.
The anatomy is realistic but sometimes exaggerated (pic 1)



Clean Lining

Clear and flat surfaces

Traditional

Highly detailed examples

Less reference



Main Character

Wanderer



Lose / wide clothing hide silhouette
Big surface area lots of creases

Partial/ no armor = less detail
Better readability

More casual, traditional



Detail: Traditional Cuts



Classical Armour

Good to add texture
Breaks up big surface areas
Looks tough, fighter style

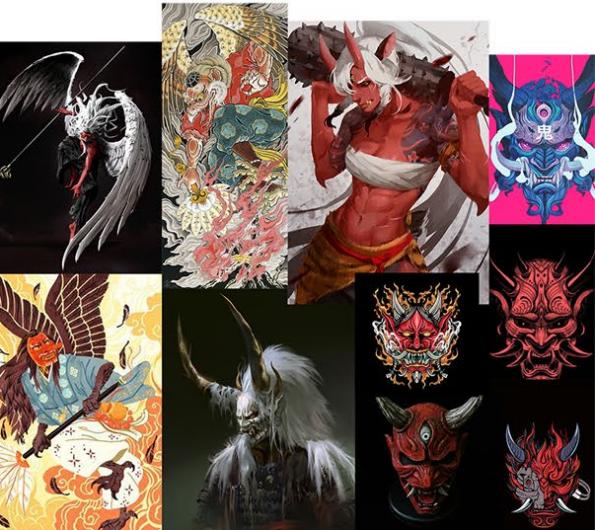
Pain in the neck to animate
High detail



Hat hides facial features
= less detail

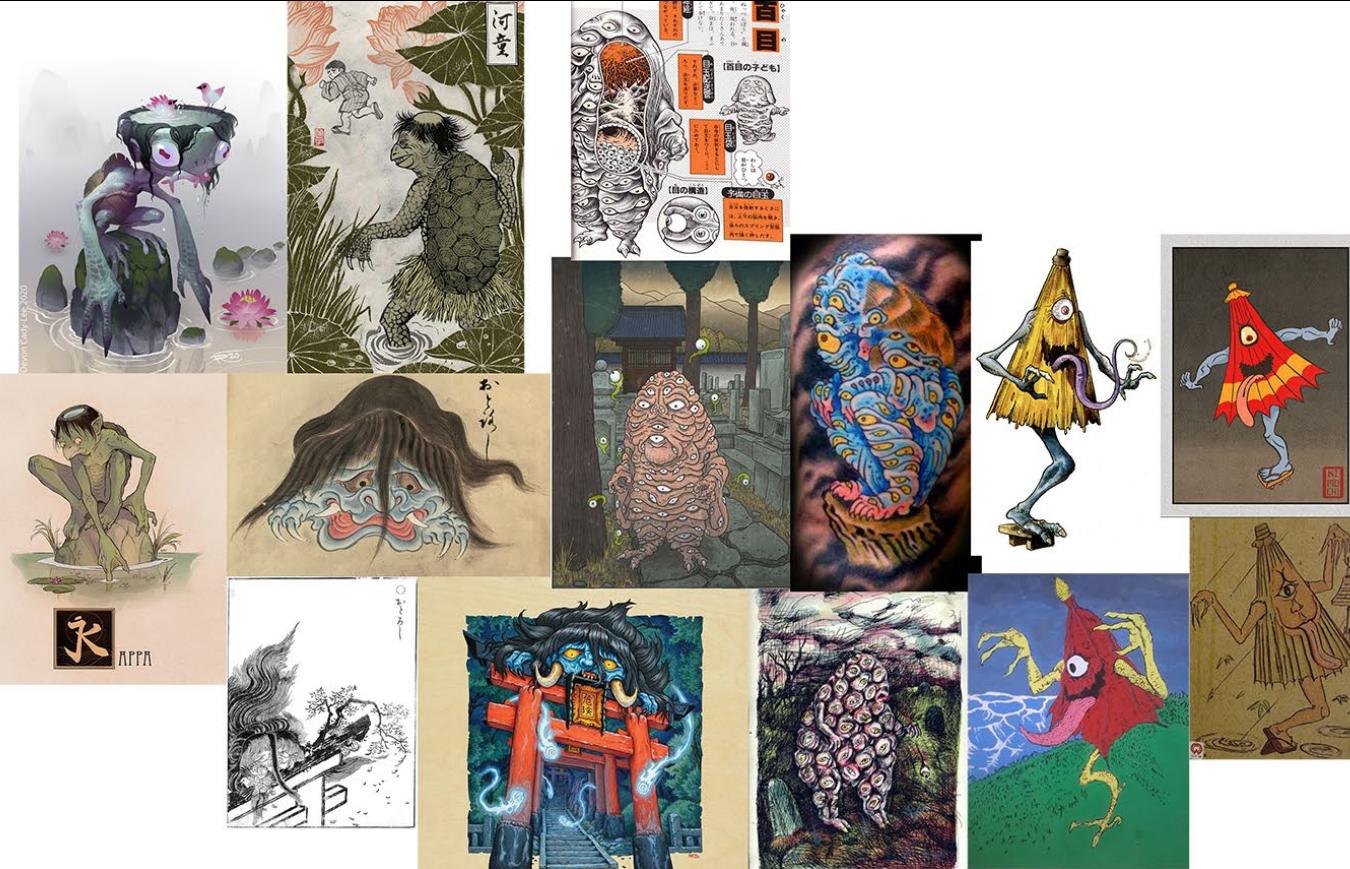


Mythical creatures/masks are too detailed
Would be hard to read for a mobile game



Enemy Creatures

Many Youkai! These are for reference.
There is a lot of artistic liberty with the design
But they shouldn't be too pretty.



Too cute!

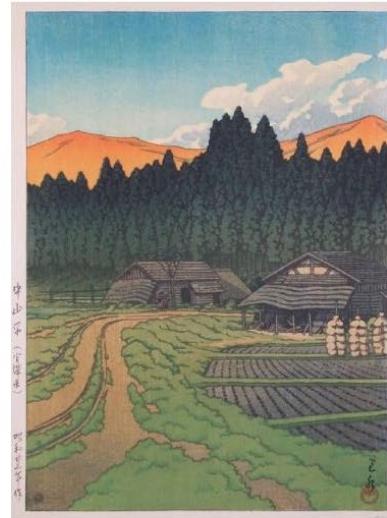


Gross! I love it!

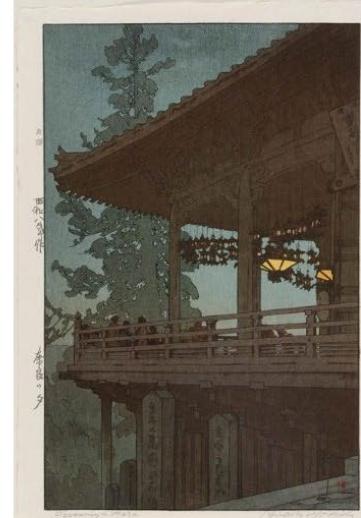
20th Century Ukiyo-e: Location Settings



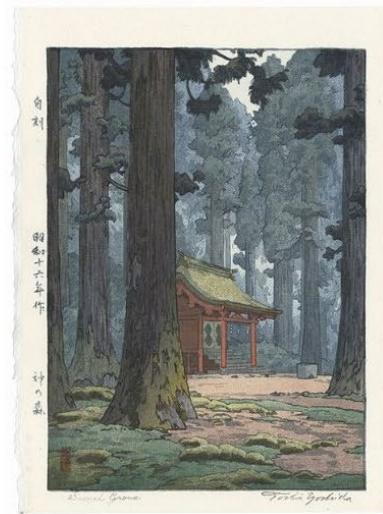
Beach at sunrise



Farm fields



Haunted House



Forest shrine



Back alley at night



Bridge and cherry trees

Colour



Main Colours

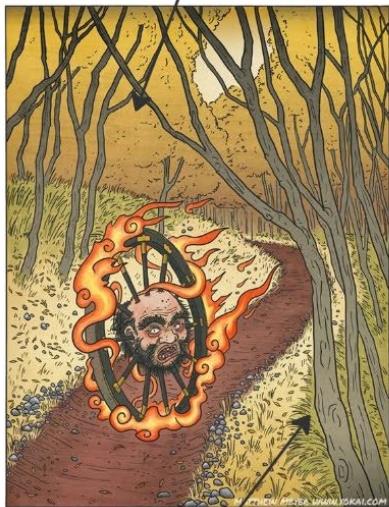


Style Guide

Characters | Level of Detail | Animation | Environment

Inspiration: Matthew Meyer

Minimal, flat surfaces where no details are necessary



Simplistic, but expressive details



Muted palette with harmonic color combinations

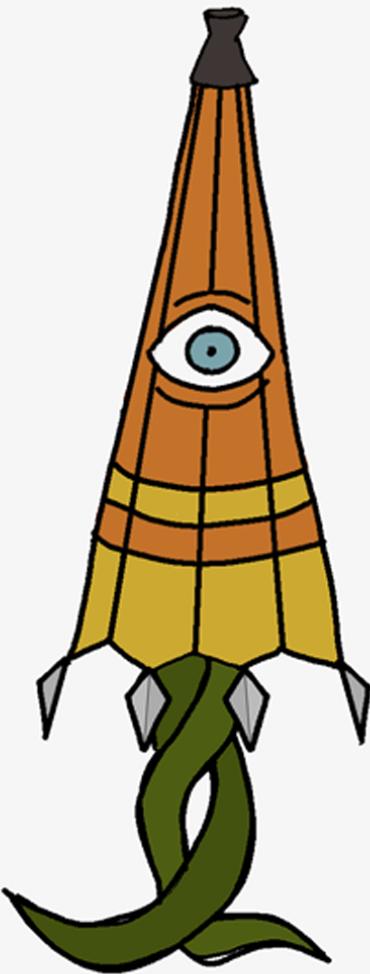


Strong outlines

Using contrast of detail to accentuate

Stylized environment effects (rain and waves)

Colour



Colours are **desaturated, and darker**.
The example on the left is a bright as they can go.

Bright **red is reserved for the player character**.
Enemies may only have a small amount of it, if any.

The **lineart is always kept in black**, while grey-tones may be used if the lineart becomes difficult to read.

Colouring has to be **tested in the engine and against a background**, as their appearance may change with added effects.

Palette examples



#c4722a #ccaa31 #43520e #4d5e13

#f6f6f6 #7aa4ac #3e3634 #bbbbbb



#464646 #5f5f5f #932c2c #4a597e

#252525 #6d2b2b #e9e4df #8a7b5d



Lines & Canvas

Tool Object Frame Doc

An Animation concepts attack.fl

Document

Tool Pencil

S

Color and Style

Stroke 100 %

Stroke size 3

Style

Width

Scale Normal

Hinting

Miter 3

Pencil Options

Smoothing 0

Published Settings

Profile Default

More settings

Document Settings

W 2560 Match contents

H 1440 Scale Content

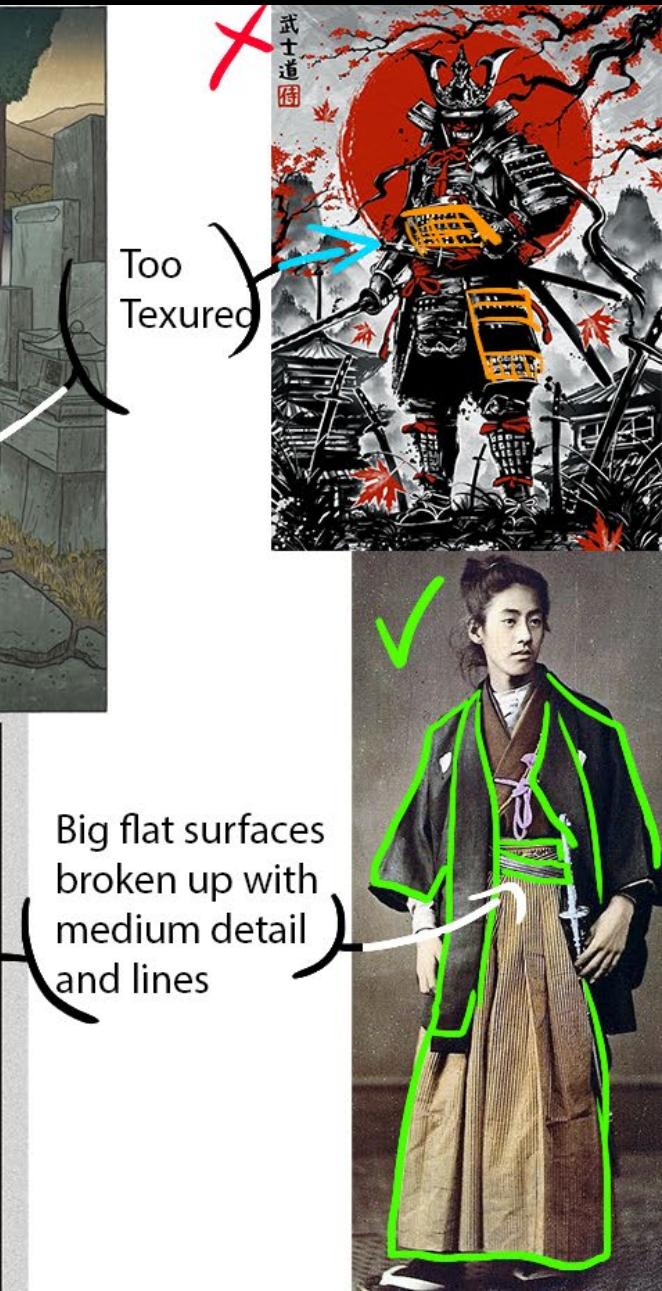
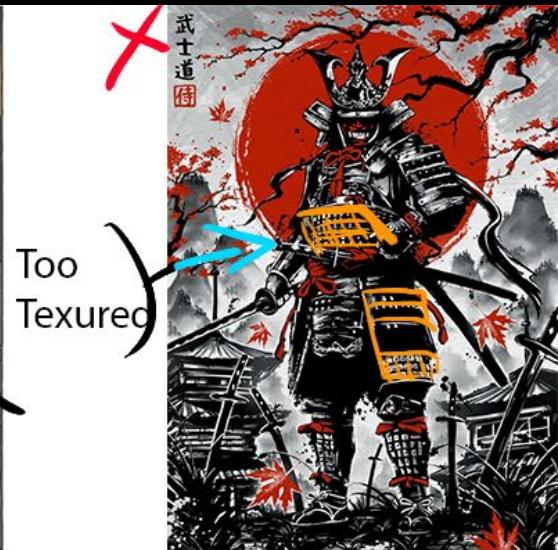
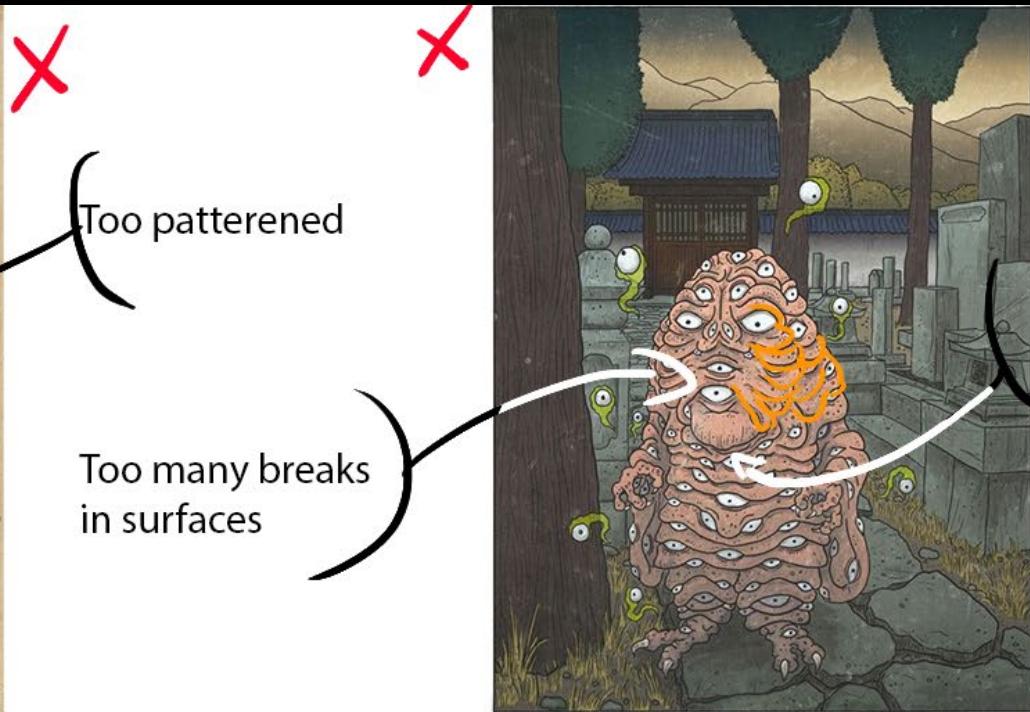
Stage Apply to pasteboard

FPS 24 Scale Spans

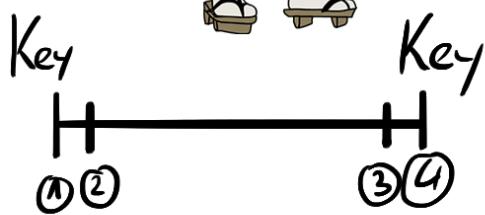
More settings



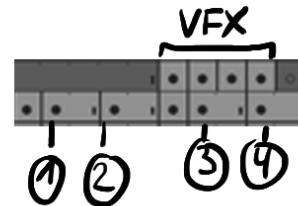
Level of Detail



Animation



Skip frames as often as possible.
For quick movements only draw the key poses and a directional
inbetween. (see example)
Enemy Ready Up animations may only have
4 frames in total. The timing will be adjusted in the Engine.



VFX dependent on character positioning are drawn and
rendered directly into the sprite.
(Like the blade swing in the example above.)
The VFX frames are not held, they move smoothly at 24fps

Idle poses and slow movements may be played at 12fps
or other lower framerates respectively.
Keep in mind that these frames will be held longer.



Paper Texture and Tone

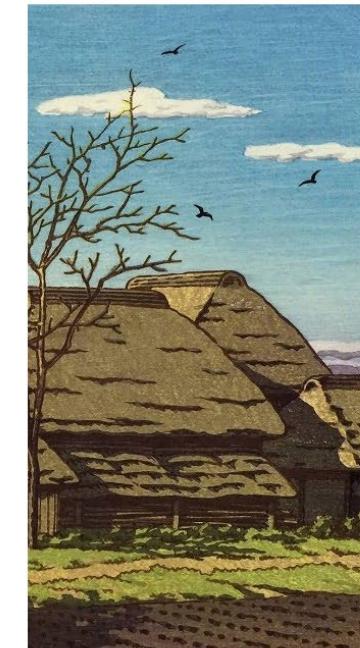


Paper Surface and Print Artefacts



An fine grain like on the left should be easily achievable with an opacity masked texture overlaying the whole screen. A rougher texture might give us problems.

We have to see if we can imitate printing artefacts on surfaces like in the pictures below, since this might be more difficult to achieve.



Surface Structure and Core Shadow



For rocks like the ones at the river here, can be done with normal map overlays.

They will create small core shadows which will give the impression that the object is rough and edgy.

The same goes for surfaces like wooden boards or roof tiles. For this to work, you have to play with the directional light.

The boards would need a light from above, but the tiles might not work with that.

Alternatively we might have to add a hand drawn black line texture as an overlay.



Light and Shadow



For cast shadows like from the doors here, we need to use baked (static) lights and ground mesh without a cell-shading material.

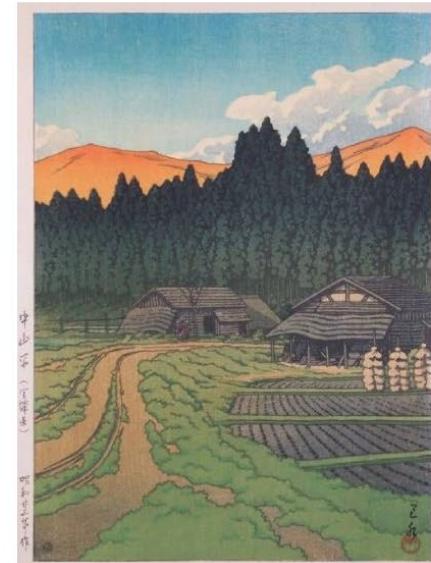
Alternatively we can create light cones by just drawing them on the texture or creating decals.

The lamps can be done with using the gradient material without the cell-shading.

For light gradients like on the trees here, we can use the gradient material, maybe with the addition of a third color.

Trees like these could be achieved by setting the light to directly (90°) above the scene.

Gradients can be used to fake ambient bounce light or shadows like the ones beneath the trees.



Technical Details

Details | Pipelines | Asset Lists

Details

Used Programs

Type	Name	Usage
3D	Autodesk Maya	Creation of 3D background assets and UVs
3D	Substance Designer	Generating Materials
3D	Substance Painter	Creating materials and applying textures
2D	Adobe Photoshop	Concepting for characters, background and style Illustration for character designs Additional illustrations for backgrounds & press-kit
2D	Adobe Animate	Frame-by-frame animation of characters and exporting image sequences
2D	Adobe After Effects (TBD)	Possible adjustments of character animation with puppet animation / puppet pins (TBD)
Implementation & Level Design	Unreal Engine 5.2	Implementing animation and assets Level Layout & Scene composition
2D	Adobe Illustrator	Vector Graphics for UI Element designs
2D	Figma	Documenting Design system for UI

Naming Conventions

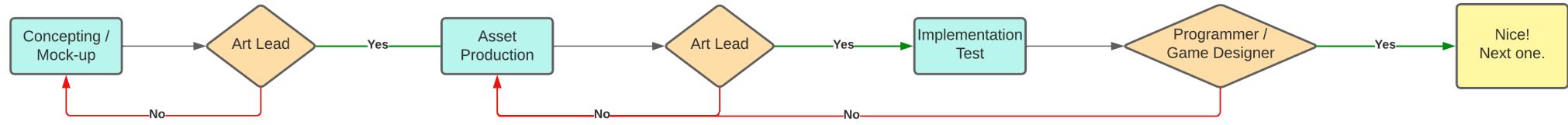
Type	Usage / Definition	File Format	Convention
Concept Art	Mass-production of greyscale sketches only for design iteration	.png; .jpg	/
Character Design	High resolution colored illustration showing the subject from several side. Used as reference for animation.	.png	Type_Name_MM_DD E.g.: Enemy_KasaObake_01_27
Animation Asset	Sequence of animation frames, to create an animation in Unreal.	.png (sequence)	T_Player_State_MaxFrame_CurrentFrame T_Enemy_Name_State_MaxFrame_CurrentFrame E.g.: T_Enemy_Akaname_AttackUp_0012_0000
3D Asset (TBD)	3D background assets being used in Unreal to create the environment	.fbx (TBD)	Asset_Detail_Level E.g.: Asset_House_01
Texture	2D Sprites to use with materials or Paper 2D in Unreal	.png	Object_Detail_State_Numerator E.g.: Pine_Leaves_Red, Pine_Bark_3

Technical Limitations

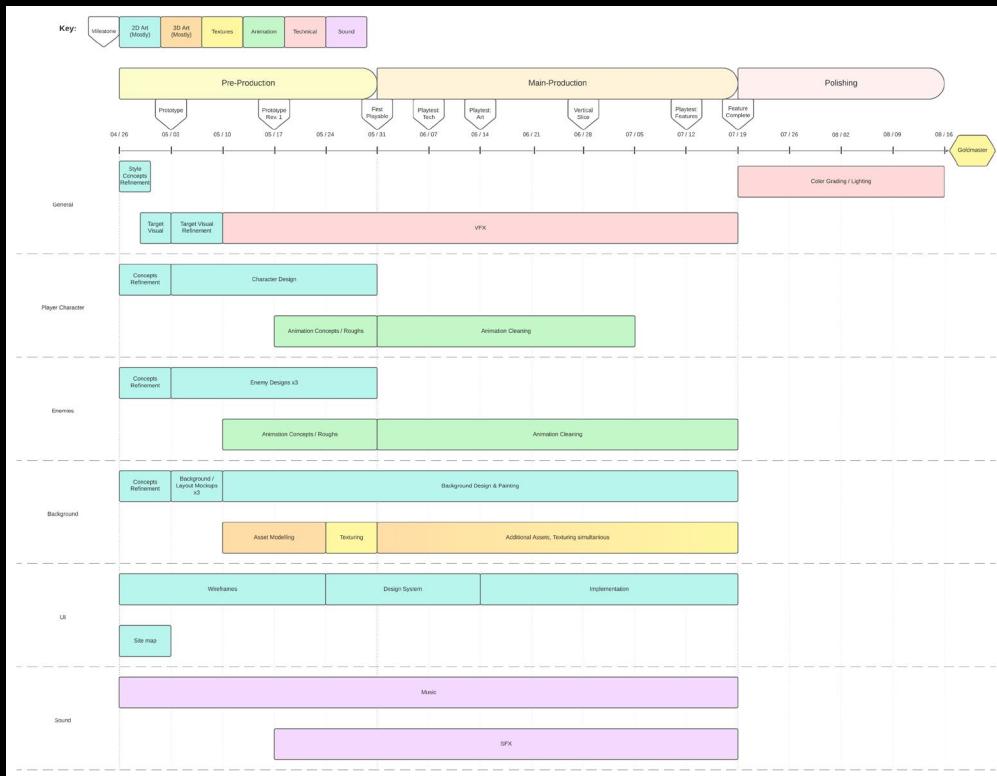
Type	Limit
3D Asset	2000 Vertices
2D Character Animation: Coloring	Flat colored, if necessary max. 1 layer cell-shading
2D Character Animation: Framerate	24fps
2D Character Animation: Scale	Full canvas size: 2560 x 1440 Characters are not moved in the engine and simply animated in the scene in Animate.

Pipelines & Planning

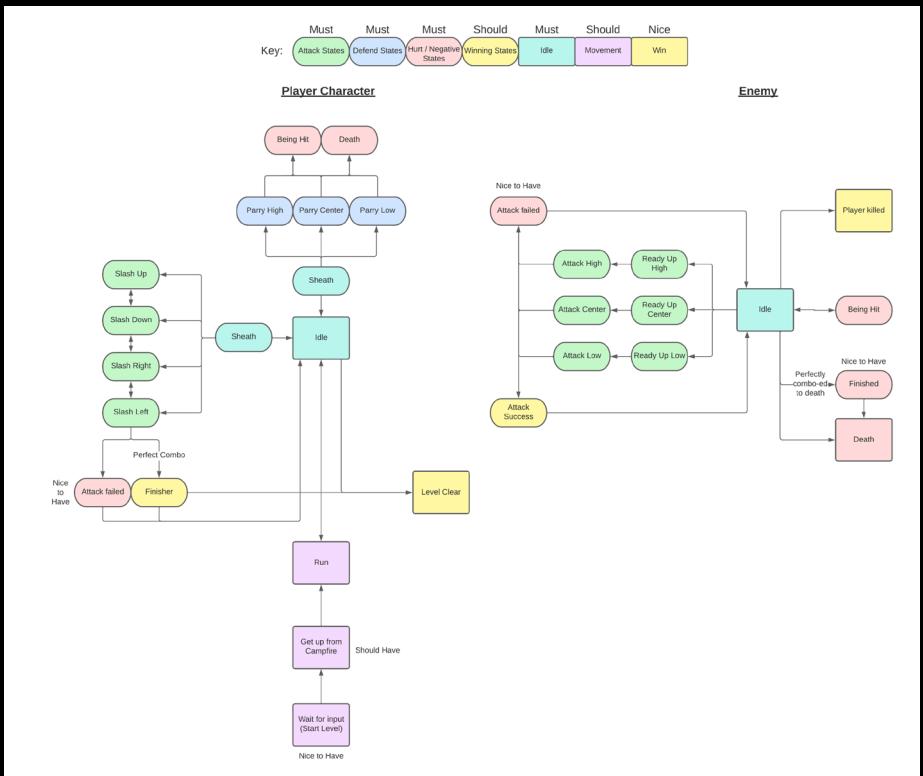
The artist has to report back to the Art Lead with progress.
 If they need feedback in between steps they have to request it.
 Additionally, the Art Lead might recommend getting feedback from the rest of the team.



PBS - Art



State Machines



Asset List – 3D

Level 1 - Haunted Forest

Type	Priority	Asset
Object	Must Have	Tree: Black Pine
Object	Must Have	Tree: Red Cedar
Object	Must Have	Tree: Maple
Object	Nice to Have	Hinoki / Japanese Cypress
Object	Nice to Have	Tsubaki / Japanese Camellia
Object	Must Have	Forest Floor & Player Pathway
Object	Must Have	Stones, Boulders
Object	Must Have	Shinto Shrine
Object	Nice to Have	Torii Gates
Object	Nice to Have	Japanese Bath House

Level 2 - Fishing Village

Type	Priority	Asset
Object	Must Have	Fishing Huts
Object	Must Have	Boats
Texture/Object	Must Have	Moss
Object	Must Have	Stinky Water
Object	Nice to Have	Water vegetation
Object	Must Have	Fences

Level 3 - Town / Bamboo farm?

Type	Priority	Asset
Object	Must Have	Village Houses
Object	Must Have	Signs
Object	Must Have	Lamp Posts
Object	Must Have	Fences
Texture/Object	Nice to Have	Bamboo?
Object	Nice to Have	Pond
Texture	Should Have	Stone Path

Asset List – 2D

Player Character - Sam the Samurai

Priority	Player States
Must Have	SlashUp
Must Have	SlashDown
Must Have	SlashRight
Must Have	SlashLeft
Must Have	ParryHigh
Must Have	ParryCenter
Must Have	ParryLow
Must Have	BeingHit
Must Have	Sheath
Must Have	Idle

Enemy - Kasa Obake

Priority	Enemy States
Must Have	ReadyUpHigh
Must Have	AttackHigh
Must Have	ReadyUpLow
Must Have	AttackLow
Must Have	BeingHit
Must Have	Death
Must Have	Idle

Type	Priority	Asset
Character	Must Have	Player Character: Sam the Samurai
Character	Must Have	Kasa Obake (Colour Var 01)
Character	Should Have	Kasa Obake (Colour Var 02)
Character	Must Have	Akaname
Character	Must Have	Kappa
Character	Should Have	Collectible Enemy

Enemy - Akaname

Priority	Enemy States
Must Have	ReadyUpHigh
Must Have	AttackHigh
Must Have	ReadyUpLow
Must Have	AttackLow
Must Have	BeingHit
Must Have	Death
Must Have	Idle

Enemy - Kappa

Priority	Enemy States
Must Have	ReadyUpHigh
Must Have	AttackHigh
Must Have	ReadyUpCenter
Must Have	AttackCenter
Must Have	ReadyUpLow
Must Have	AttackLow
Must Have	BeingHit
Must Have	Death
Must Have	Idle

Asset List – VFX

VFX	Blood Splatter
VFX	Slash (make a similar one to Oles)
VFX	Fireflies
VFX	Wisp
??	Attack Block (spark, boom, screen shake, sound, vibration)
VFX	Bonfire torch
VFX, Sprite	Sword Trail

