

Yokai Slash: ART BIBLE

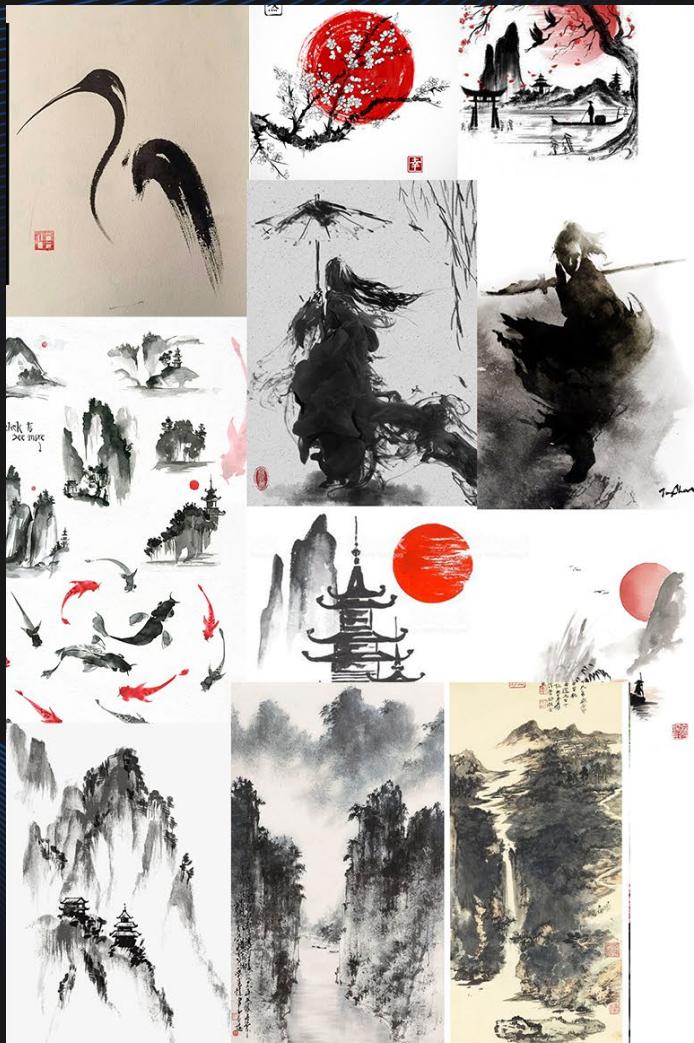
Art Lead: Victor

Team: Angeli, Hendrik, Katharina, Michael,
Mohammad, Ole, Waiyaki, Zhu



Inspiration Boards

Style | Character | Enemy | Environment | Colour



Style



Bleeds X
Difficult to read on small screens X
Difficult to animate -> Irregular lining X
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 X
Less reference X





Main Character

Wanderer

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

Partial/ no armor = less detail
Better readability ✓

More casual, traditional

Detail: Traditional Cuts

Classical Armour

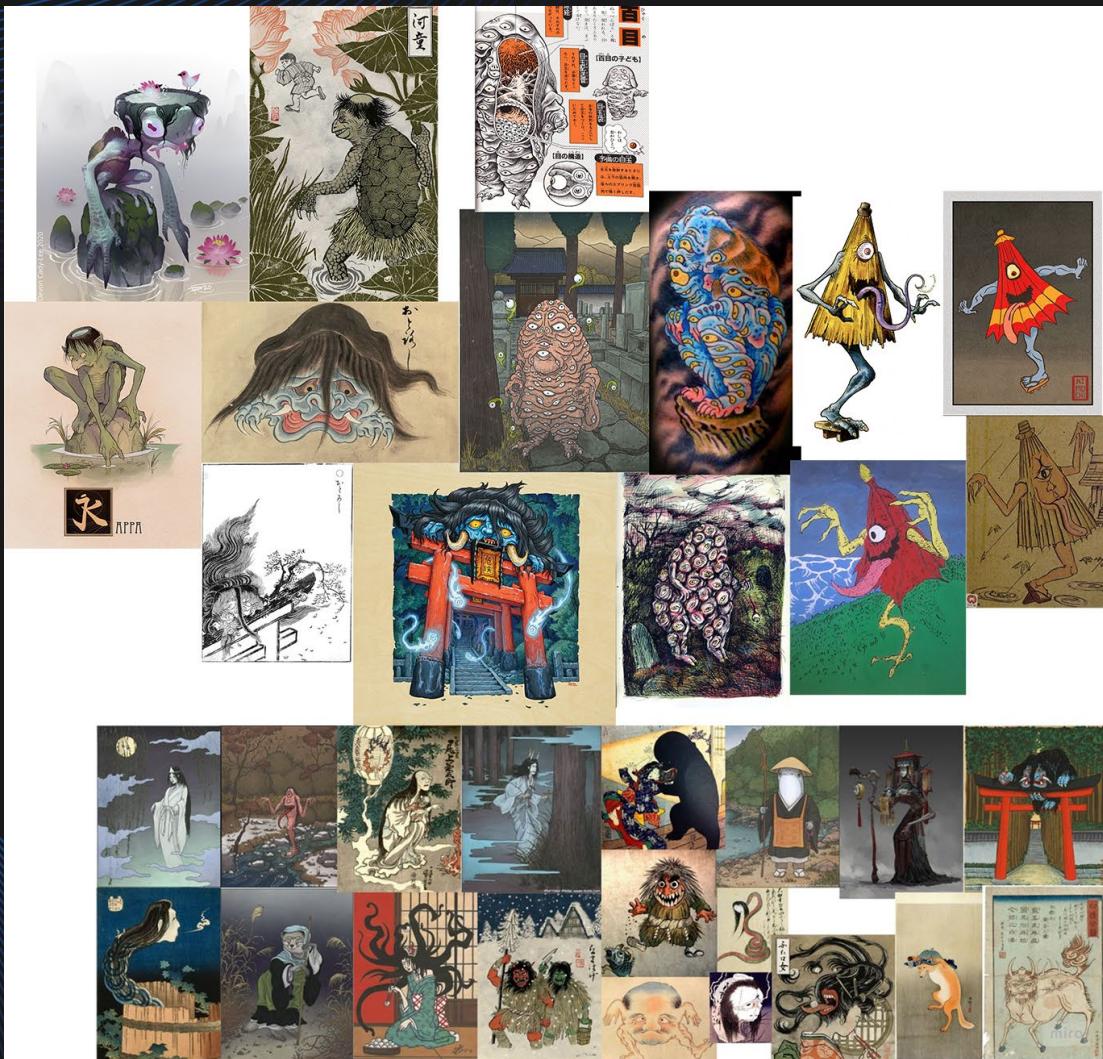
Good to add texture
Breaks up big surface areas ✓ ✓
Looks tough, fighter style ✓

Pain in the neck to animate
High detail X

Hat hides facial features
= less detail ✓

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

The slide contains several sections of text and images. At the top, there's a title 'Main Character' with two sub-sections: 'Wanderer' and 'Classical Armour'. The 'Wanderer' section includes a note about clothing hiding the silhouette, another about armor detail, and a note about traditional cuts. The 'Classical Armour' section includes notes about texture, toughness, and pain in the neck. Below these are sections on hats obscuring faces and mythical creatures being too detailed. Each section has a large green checkmark or a red X indicating its suitability.

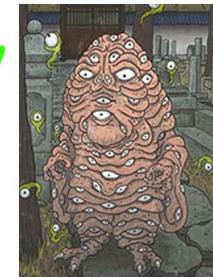


Enemy Creatures

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

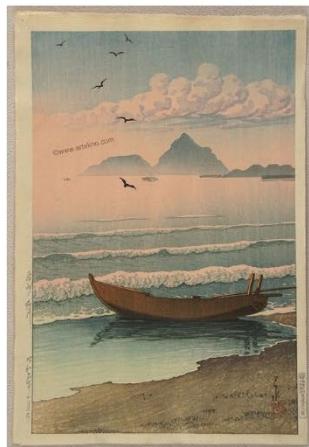


Too cute!

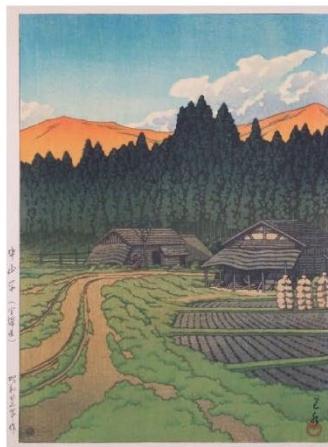


Gross! I love it!

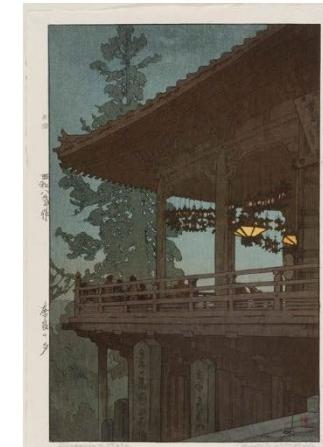
20th Century Ukiyo-e: Location Settings



Beach at sunrise



Farm fields



Haunted House



Forest shrine



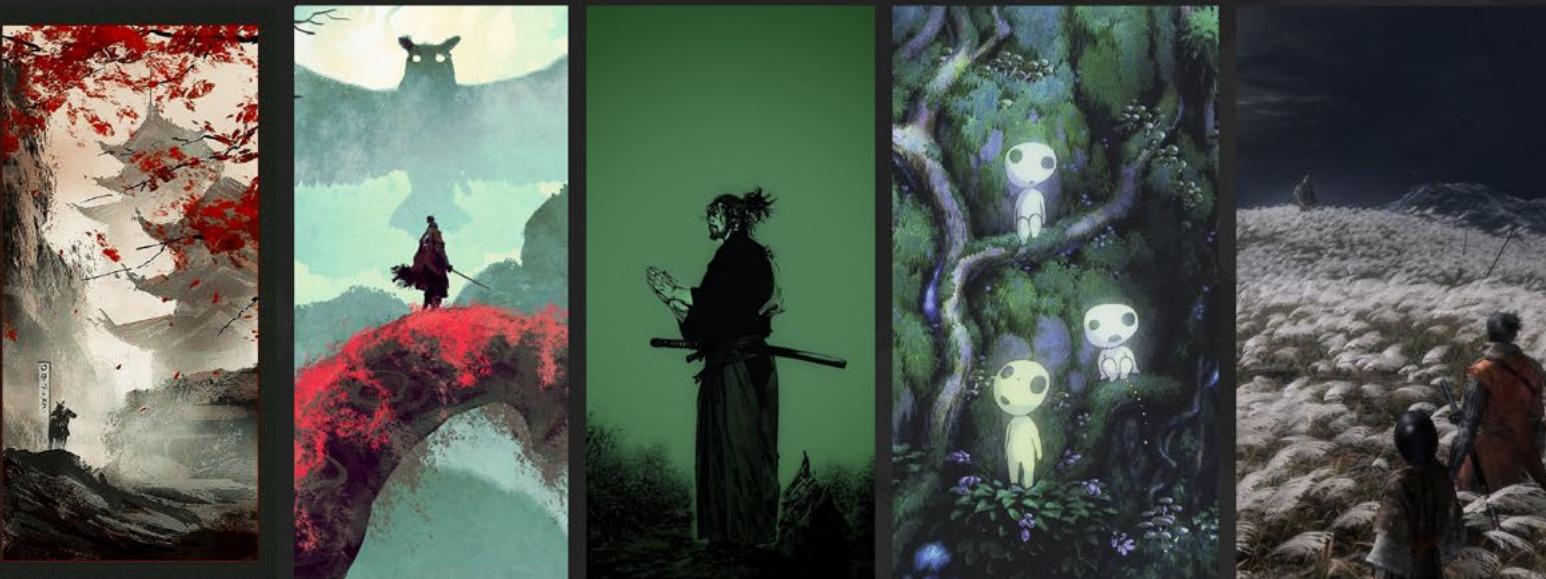
Back alley at night



Bridge and cherry trees

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Colour

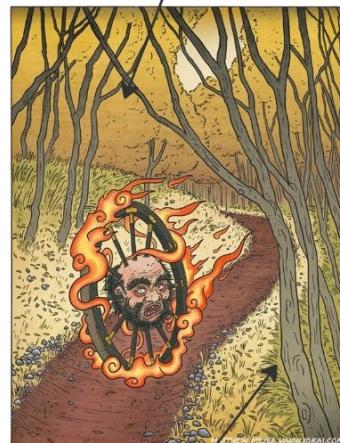


Style Guide

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



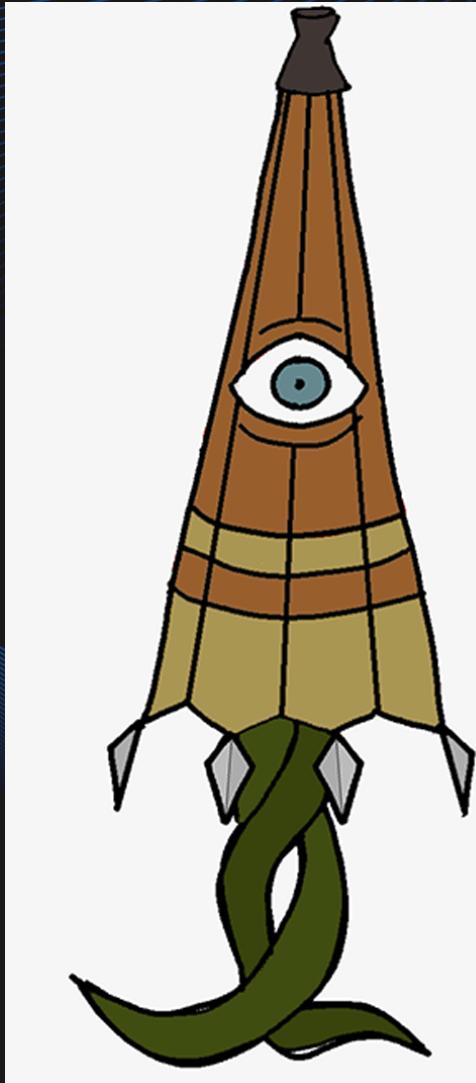
Strong outlines

Using contrast of detail to accentuate

Stylized environment effects (rain and waves)

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Colour



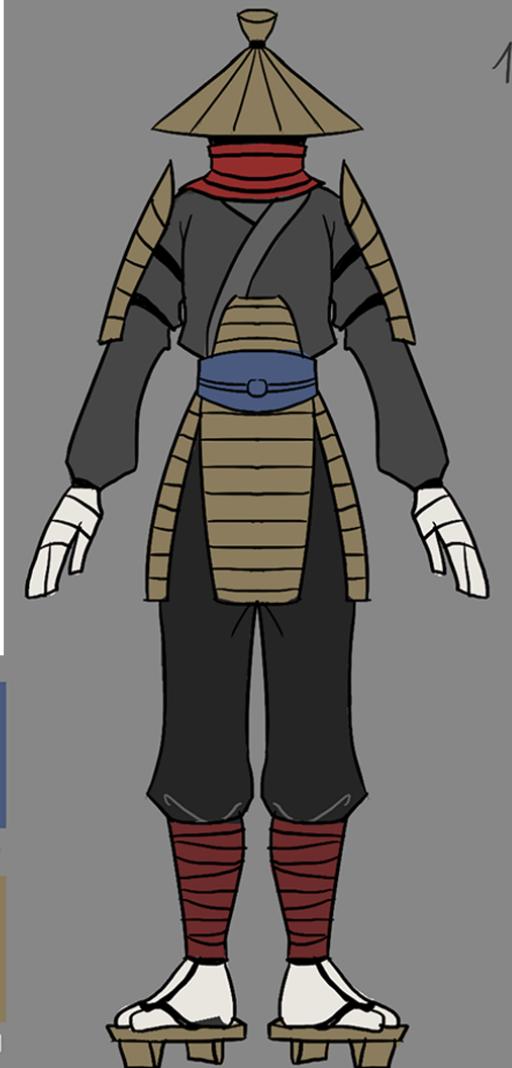
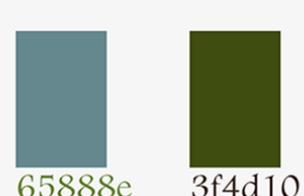
Colours are **desaturated, and darker**.
The example on the left is a bright as they can go.

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

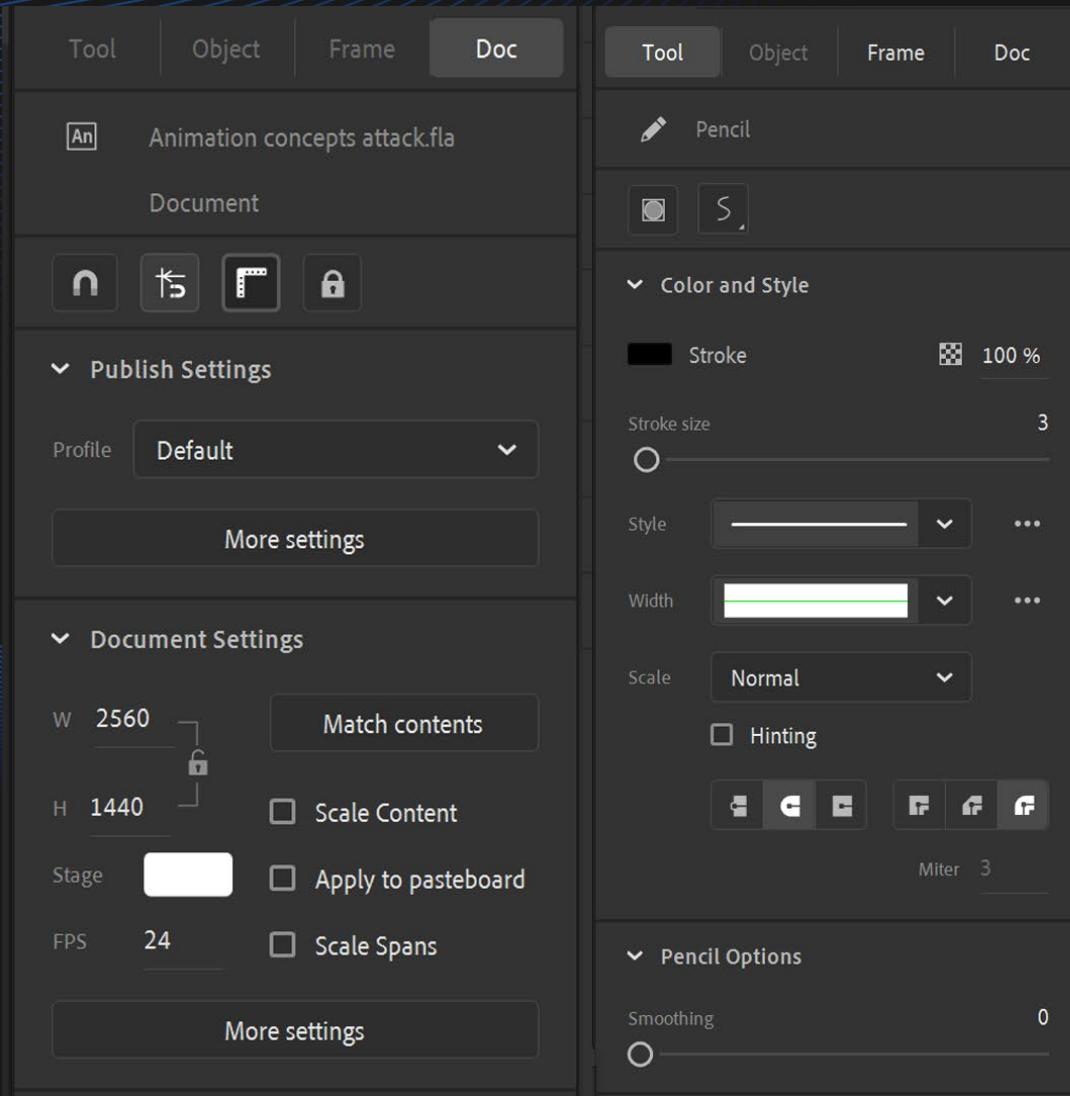
The **lineart is always kept in black**, while grey-tones may be used if the lineart becomes difficult to read.

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

Palette examples



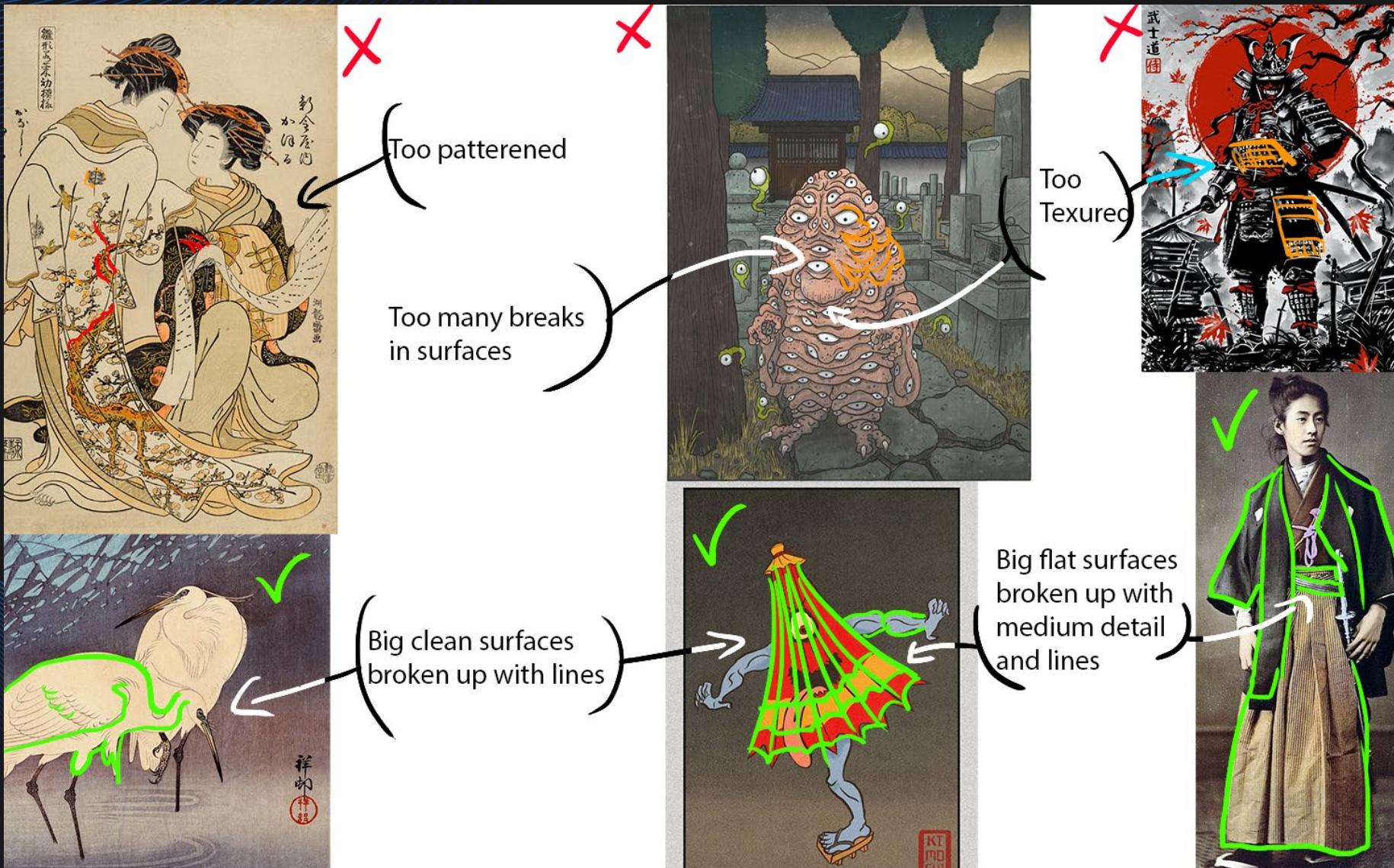
Lines & Canvas



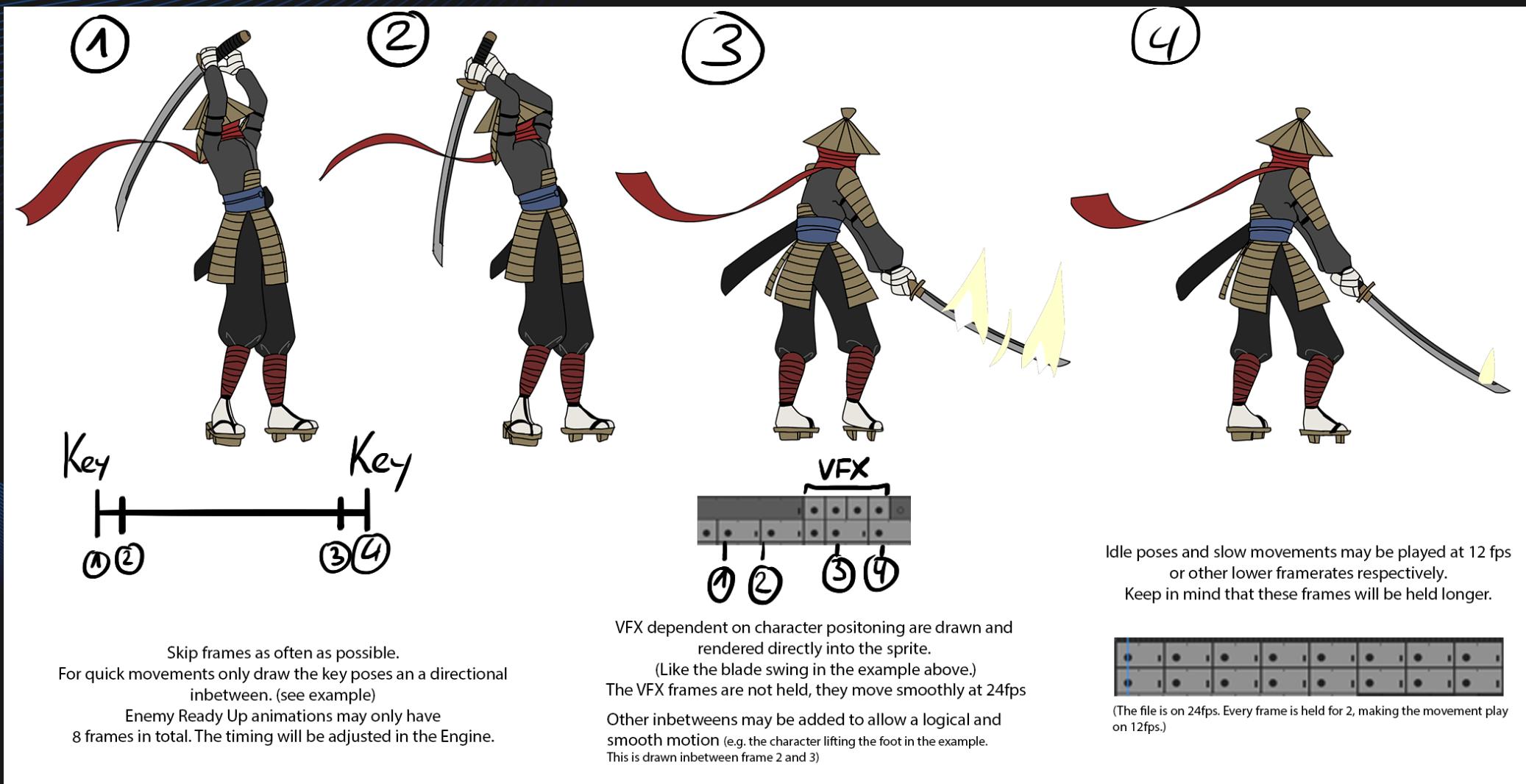
The image shows two panels from the Adobe Animate CC interface. The left panel, titled 'Doc', displays 'Animation concepts attack.flax' as the current document. It includes sections for 'Publish Settings' (Profile set to 'Default') and 'Document Settings' (Stage size W: 2560, H: 1440, Stage color white, FPS: 24). The right panel, titled 'Tool' and showing the 'Pencil' tool, contains settings for 'Color and Style' (Stroke color black, Stroke size 3, Style solid, Width 1px, Scale Normal), 'Pencil Options' (Smoothing 0), and various stroke and fill icons.



Level of Detail



Animation

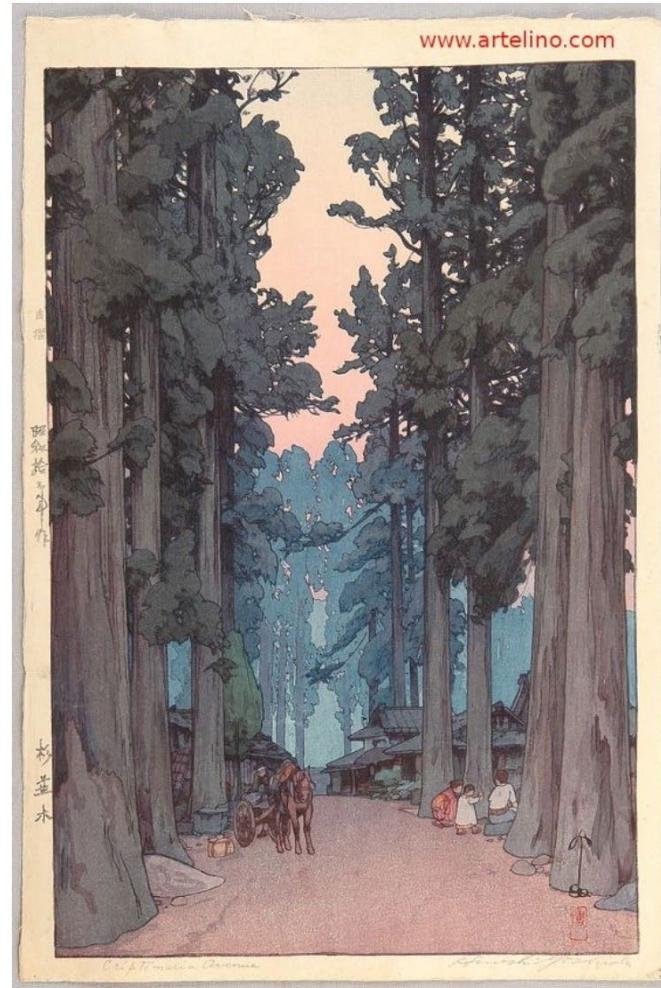


Paper Texture and Tone



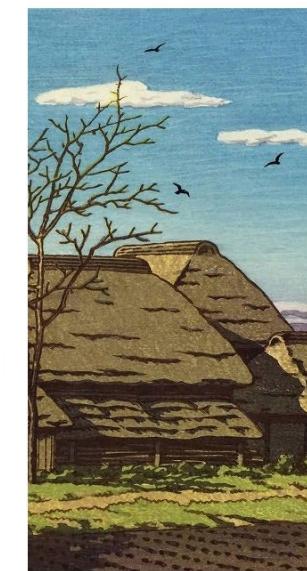
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Paper Surface and Print Artefacts



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.



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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.



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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.

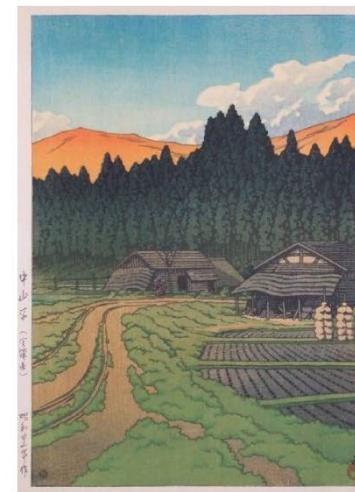
Alternatively we can create light cones by just drawing them on the texture or creating decals.

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.

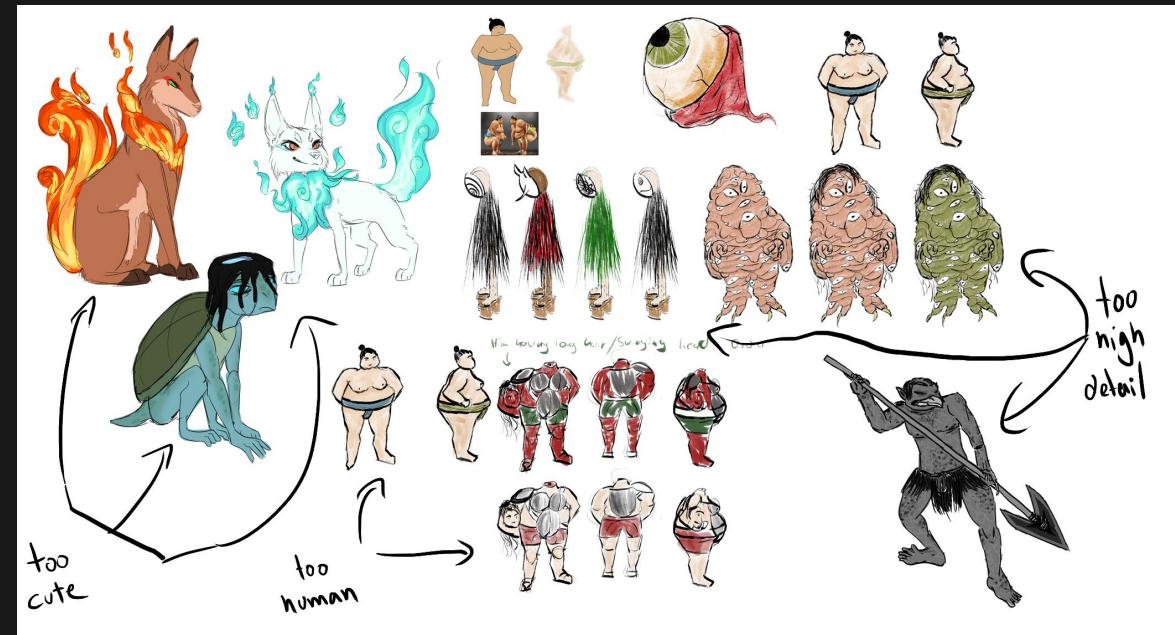


No-Go's

Character



Enemy



No-Go's

Backgrounds



- Too dark / Character glow breaks style
- Ink bleeds out
- Fighting area hard to see



- Too colourful
- characters fade into background
- . main character too blurry

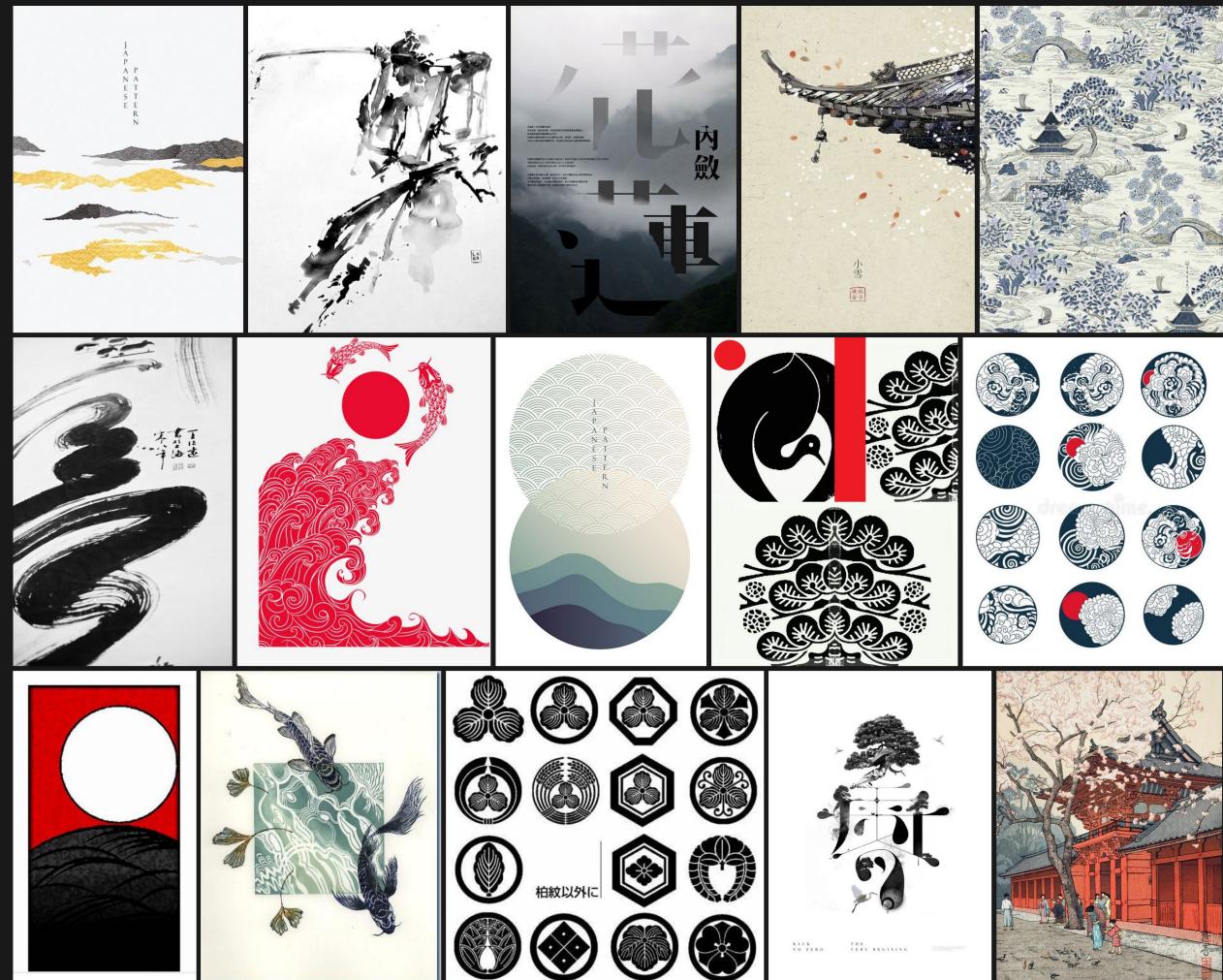
UI

UI Inspiration

A main point we want to stick to throughout the UI is the relation to **HANAFUDA CARDS** this will create a sense of place and commonality throughout the UI, this will further be supported by a **RESTRICTED COLOUR PALETTE**.

Keywords

- Hanafuda
- Calligraphy
- Kamon (emblems)



Reference works:

- The Pathless
- Sky: Children of light
- Aragami 2
- Bad North



Clear iconography



Ink Painting style
maps



UI STYLE GUIDE

COLOUR PALETTE



#ffffff



#cc2c52



#282830



#000000

HANAFUDA CARDS

These are the core thematic of the UI. Added **DISTRESS** effect to help it give an aged and rugged look and feel.
While the colour palette will be restrictive hanafuda cards should have more **FREEDOM WITH COLOUR** choice



FONT

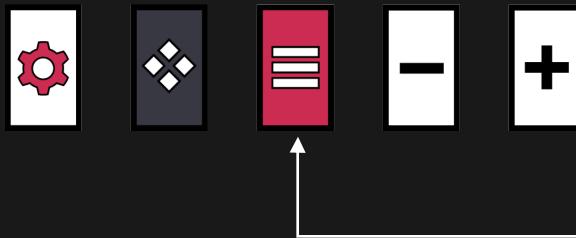
THE QUICK
BROWN FOX
JUMPED OVER
THE LAZY DOG

Osake.ttf

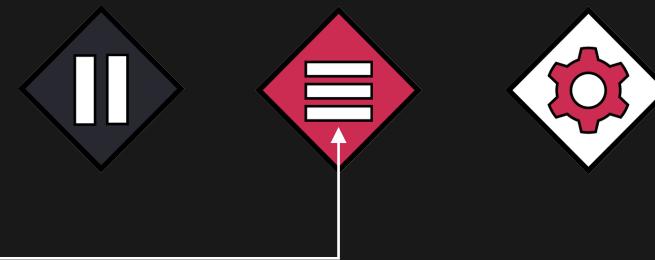
Reflects the calligraphic elements of the UI

UI DESIGN SYSTEM

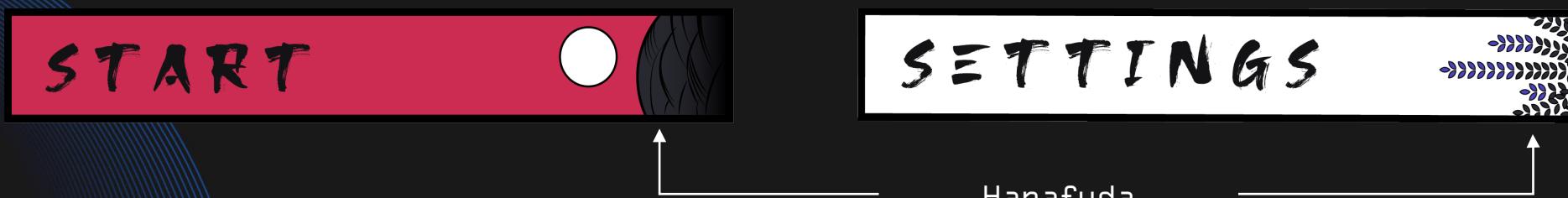
ICON



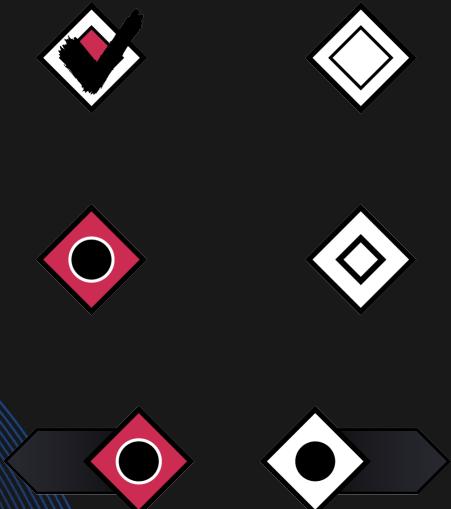
FLOATING ACTION



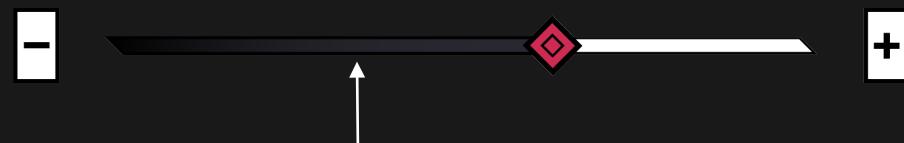
COMMON



BUTTONS CONT. CHECKBOX / RADIO / SWITCH



SLIDER



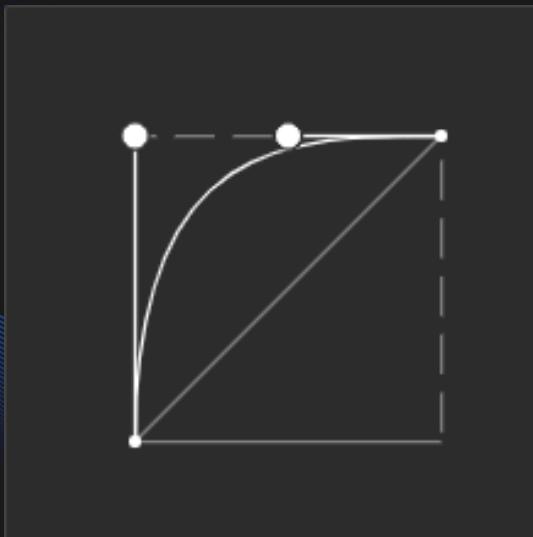
Gradient reinforces
forward progression

BRUSH ELEMENTS



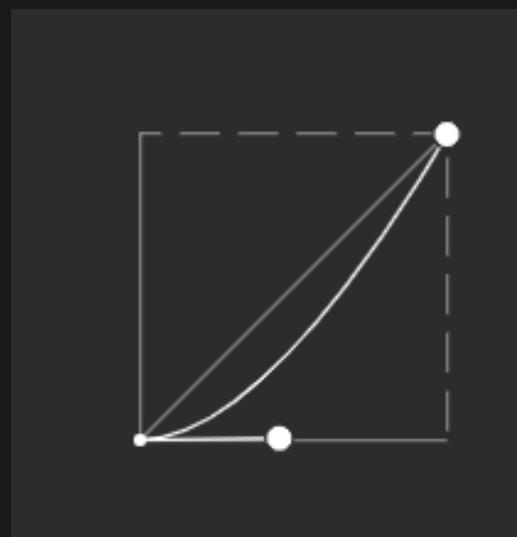
UI Animation Curves

Ease Out



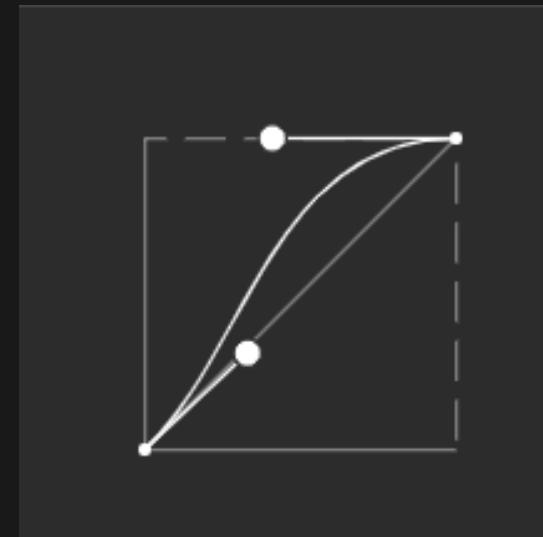
Main curve can be
adjusted to fit needs

Ease In



Reserved for some
card animations

Ease In-Out



Reserved for switch
buttons

VFX

General Environmental Effect Guidelines

Generally reduced, minimalistic effects that get across what they are supposed to be, but are not taking the attention from the action

Simple two color scheme, maybe some light gradients



Muted Colors like in the wood block prints

Visually, effects should orient on the woodblock print style. Make them flat (2D) and minimalistic. They should look like they could exist on a piece of paper

Reduced shape complexity, more like in the left than like in the right

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Action Effect Guidelines

Flipbook Animations

- Minimal 2D effects
- Basecolor + Accent Color
- Maybe Shading



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Key Words

- Stylized, cartoony/toon, cel-shaded
- Traditional 2d
- flipbook animations / Sub UV animations

Technical Details

Details | Pipelines | Asset Lists

Details

Used Programs

Type	Name	Usage
3D	Autodesk Maya	Creation of 3D background assets and UVs
3D	Blender	Modelling of assets
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 Fresco	Ingame 2D Art. (Map, Icons etc.)
2D	Pro Create	Concepting, Animation
2D	Adobe Animate	Frame-by-frame animation of characters and exporting image sequences
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

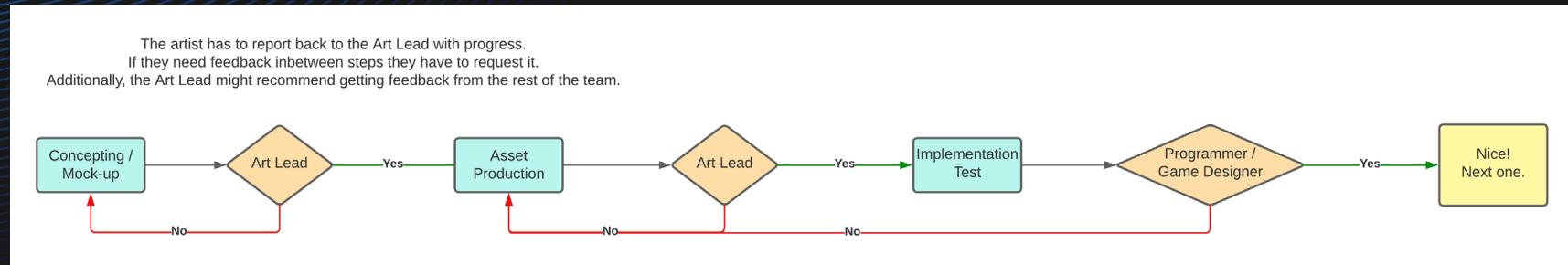
Naming Conventions

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_EnemyName_State_MaxFrame_CurrentFrame E.g.: T_Akaname_AttackHigh_0012_0000
3D Asset	3D background assets being used in Unreal to create the environment	.fbx	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

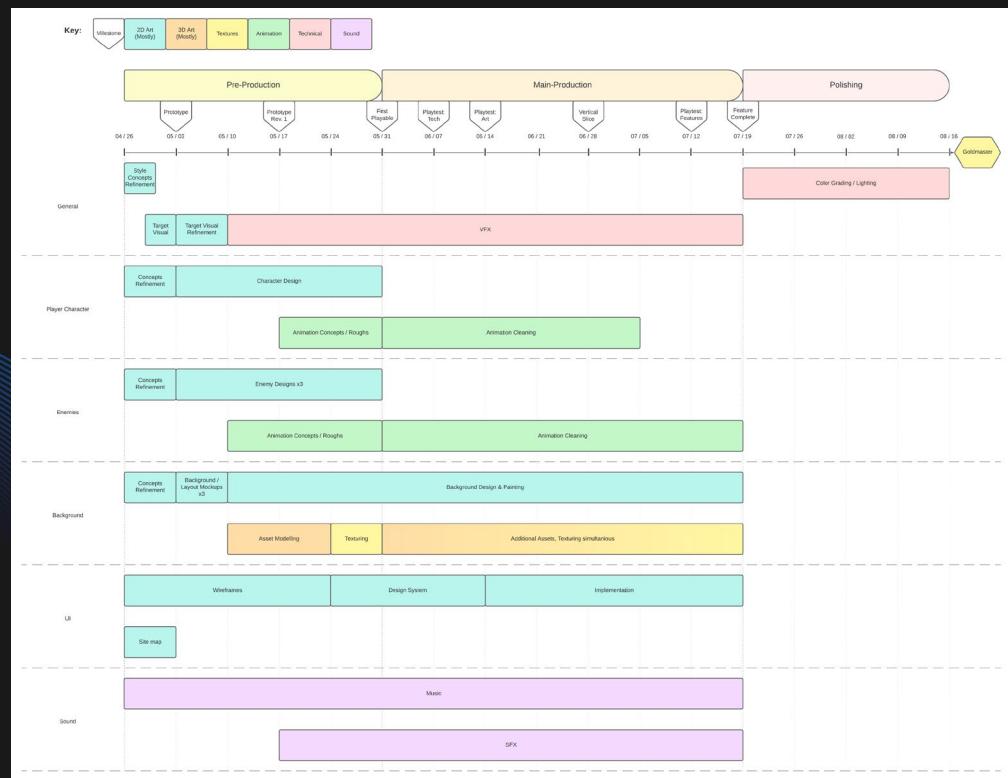
Technical Limitations

Type	Limit
3D Asset	2000 Vertices
2D Character Animation: Coloring	Flat colored, if necessary max. 1 layer cell-shading
2D Character Animation: Framerate	24fps, 12fps (Idle)
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. Enemies are exported on 1280 x 720 resolution.

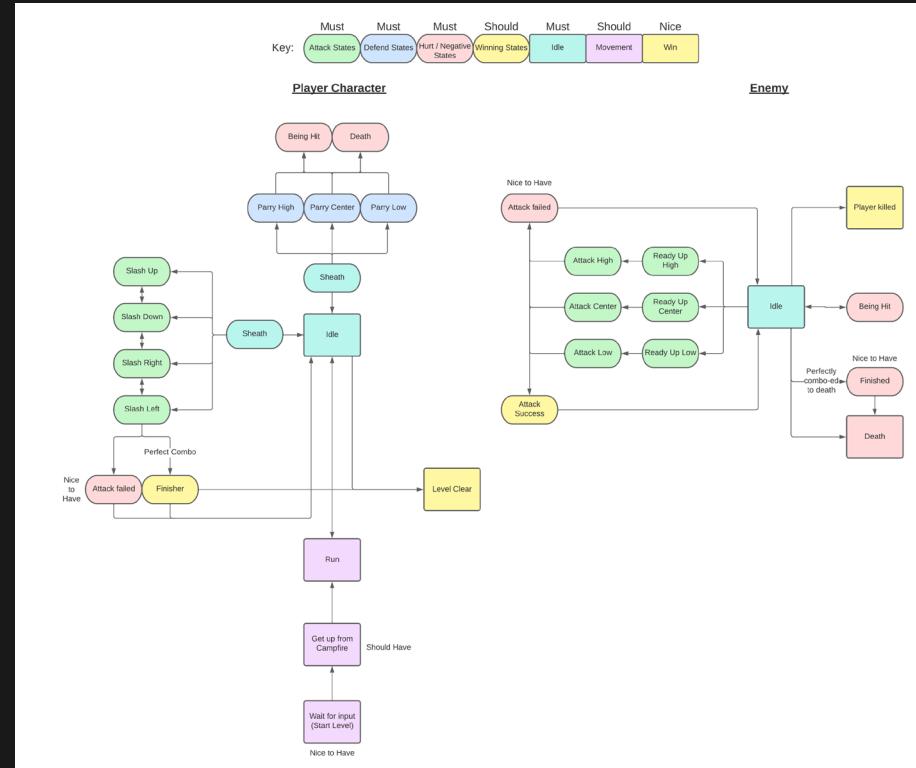
Pipelines & Planning



PBS - Art



State Machines



Asset List – 3D

Level 1 - Forest

Type	Priority	Asset
Object	Must Have	Tree: Black Pine1
Object	Must Have	Tree: Black Pine2
Object	Must Have	Tree: Black Pine3
Object	Must Have	Tree Trunk
Object	Must Have	Forest Floor & Player Pathway
Object	Must have	Grass patches
Object	Must Have	Stones, Boulders
Object	Must Have	Pebble / Small stones
Object	Must Have	Shinto Shrine
Object	Must Have	Torii Gate
Object	Must Have	Background: Mountin & Moon
Texture	Must Have	M_Water_River

Asset List – 3D

Level 2 - Fishing Village

Type	Priority	Asset
Object	Must Have	Tree: Black Pine1
Object	Must Have	Tree: Black Pine2
Object	Must Have	Tree: Black Pine1
Object	Must Have	Fishing Huts
Object	Must Have	Boats
Shader	Must Have	M_Water_Lake
Object	Must Have	Bridge
Object	Must Have	Fishing Village Lake Port
Object	Must Have	Stones, Boulders
Object	Must Have	Pebble / Small stones
Object	Must Have	3D grass/ 2D grass
Object	Must Have	3D Reed/ 2D Reed
Texture	Must Have	WoodenPlanks
Texture	Must Have	ThatchedRoof
Texture	Must Have	Background: Mountin & Moon
Object	Must Have	Props: Lantern

Asset List – 3D

Level 3 - Haunted Mansion

Type	Priority	Asset
Object	Must Have	Village Houses
Object	Must Have	LillyPads
Object	Must Have	3D grass/ 2D grass
Object	Must Have	3D Reed/ 2D Reed
Texture	Must Have	RoofTiles
Texture	Must Have	WoodenPlanks
Object	Must Have	Stones, Boulders
Object	Must Have	Pebble / Small stones
Object	Must have	Grass patches
Object	Must Have	3D grass/ 2D grass
Object	Must Have	3D Reed/ 2D Reed
Texture	Must Have	Background: Mountin & Moon
Object	Must Have	Bridge
Object	Must Have	Props: Lantern
Object	Must Have	Waterfall
Object	Must Have	Bushes

Asset List – 2D

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

Enemy Type	Attack Animation Amount
Kitsune	0
Kasa Obake	1
Onibi	1
Akaname	2
Kappa	3
Shadow Sam	3

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
Should Have	Death
Should Have	Sheath
Must Have	Idle
Must Have	Run
Nice to Have	Sit / Get Up
Nice to Have	Victory

Asset List – 2D

Enemy - Kasa Obake

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

Enemy - Onibi

Priority	Enemy States
Must Have	ReadyUpCenter
Must Have	AttackCenter
Must Have	BeingHit
Must Have	Idle

Asset List – 2D

Enemy - Akaname

Priority	Enemy States
Must Have	ReadyUpCenter
Must Have	AttackCenter
Must Have	ReadyUpLow
Must Have	AttackLow
Must Have	BeingHit
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	Idle

Asset List – 2D

Tutorial Enemy - Shadow Sam

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	Idle

Collectible Enemy - Kitsune

Priority	Enemy States
Should Have	Idle (Starved)
Nice to Have	Idle (Healthy)
Should Have	BeingHit
Should Have	Death
Should Have	Caught

Asset List – VFX

Priority	Enemy States
Must Have	Blood Splatter
Must Have	Imperfect Slash
Must Have	Perfect Slash
Must Have	Fireflies
Nice To Have	Wisp
Must Have	Attack Block (spark, boom, screen shake, sound, vibration)
Should Have	Bonfire torch
Must Have	Sword Trail
Must Have	Enemy Death Puff Smoke
Must Have	Wood splinter when hitting loot goblin cage