

Art Pillars

The team's Art Pillars direct how we want the player to experience, understand, and interact with the visual elements of CHOSEN. Artistic style and purpose should be made clear through these pillars.

Retro-Shooter Grunge Style

- The game as a whole is stylized after arena shooters from the early 2000s
 - 2003-2006 Xbox and Playstation titles specifically
 - Halo, Half-Life 2, Doom 3 major inspirations
- A level of “retro grunge” throughout the game
 - Low-poly approach to models
 - “Crunchy” textures
 - NOT a grungy in the sense of dirty, faded, or bland

Art Communicates Utility

- Gameplay-critical elements should be designed in a way that immediately communicates their function to the player
- Weapons
 - Red/Blue depicts immediate function
- Enemies
 - Red/Blue highlights depicts type of weapon held
 - Design of enemy indicates exactly which weapon is held

Environment Blends Structural and Organic

- Clearly defined “structural” environment kit
- Clearly defined “organic” environment kit
- Locations created smartly blend the organic and structural
 - Break up visual repetition
 - Environmental storytelling

Critical Elements Contrast Against Background

- Gameplay elements that the player is required to focus on or notice in moment-to-moment gameplay must “**pop**” on the screen
- Weapons
 - Color-coded highlights when out of hand
- Enemies
 - Bright color pallet
 - Solid, noticeable use of color to contrast against less-focused background