Capstone Art Bible

MoodBoard:
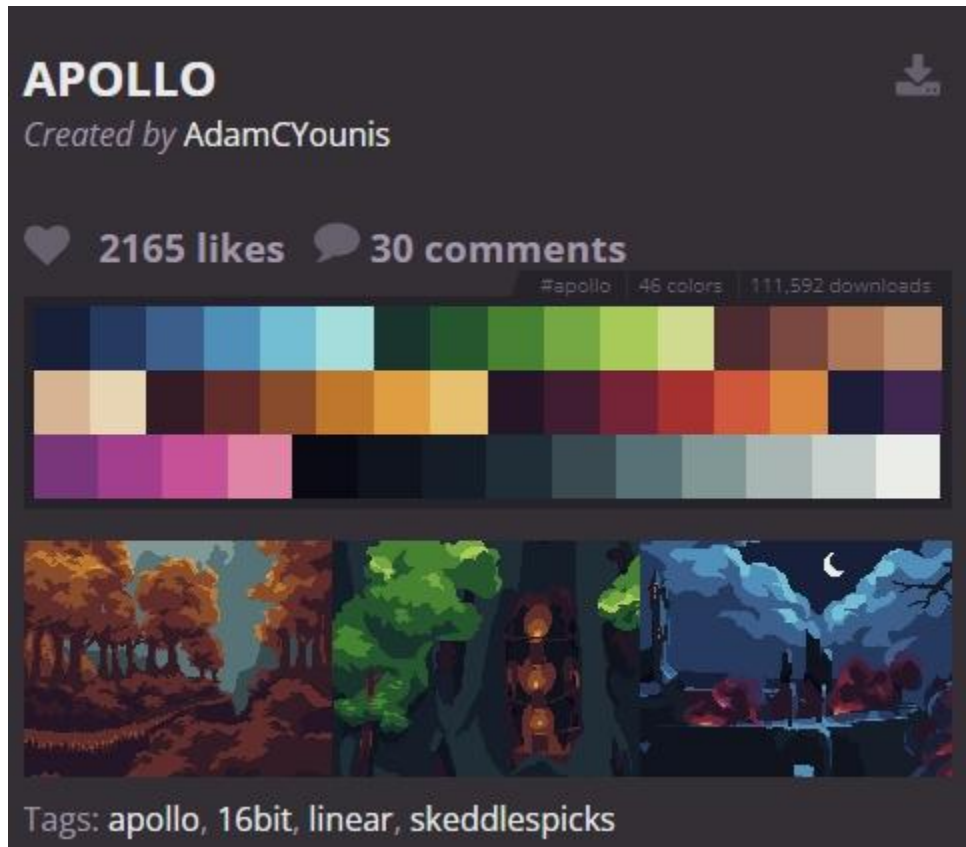
MoodBoard

Color Palette:

Game Story:

📄 **Narrative Design**

- **Background**

  Beyond the edge of the world lie the Mists of Thule; eternal and stagnant, shrouded from knowledge. On the precipice between Thule and the crusader state Riga, lies Oesel. An independent fishing village, Oesel had in recent years blossomed into a prominent trade port, stoking the ambitions of Riga.

Oesel wasn't just a source of wealth; it was a beacon towards Thule, a new opportunity for conquest.

Overwhelmed by Riga's zealous hordes, Oesel called upon lost knowledge, reaching across the precipice and coaxing forth the Mists of Thule. Their desperate plea was answered. The mists cascaded across the port, and from the mists, They arose. Riga's and Oesel's forces were crushed alike.

You must defend Oesel from the doom that's been wrought upon it, and hunt down the nightmares within: They that arose from the mists of Thule. Your family crest, hallowed by the mists, will guide and protect you.

For you are the last Knight of Oesel, and your oath must be fulfilled.

- **Overview**
  Navigate the winding alleyways of Oesel, a trade port situated on the edge of the world, and uncover the truth of its ruin. With careful observation, planning, and footwork you will be able to overcome all manner of threats on your journey.

Origin Word:

Our origin word for the art and the game is **"Breach"**. As such all of our assets are made with a breach theming.

Art Style:

Our style is chosen with two core ideas in mind
- Realistic Proportion of objects (including human proportion, buildings, objects, compositions, etc)
- Stylized Texture (mostly colors and paintings) to make the game pop and to allow us to make the art faster and more consistent than a more realistic style

Textures:

Core pillars:
- **Partially hand painted**

- **Stylized flat textures**
- **Simple Solid Colors**

Description and images:

Textures are made out of simple base coats with light brush strokes painted over it to show cracks, creases, and other details. All detail is created on the Base Color and roughness layer with no normal, metallic

Barrel from material test

Reference arrt from Dreamscraper
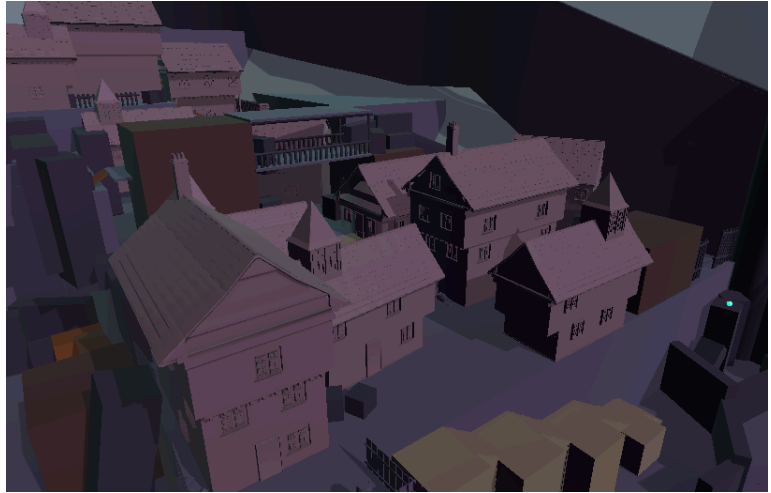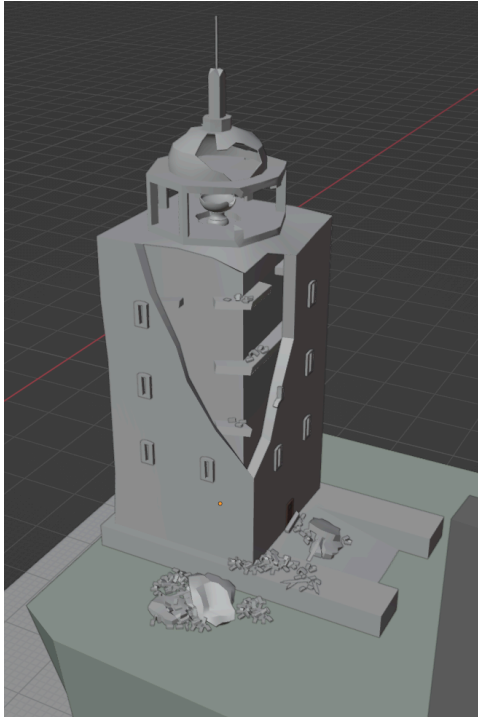
Character Details:

- Reference

- Extra Links: [Soul Game Capstone Character](#)
- Concept Workflow
  - Silhouettes -> Refined Silhouettes -> Final Concepts (with color)-> Character Turnarounds -> Accessories Turnarounds

3D Character Model Details:

- Realistic human proportion
- No complex patterns and textures
- Character Polygons
  - Low-detail characters: 20,000–40,000 Triangles
  - High-detail characters: 40,000–120,000 Triangles
- Workflow
  - Low Poly Models -> UV mapping -> High Poly Models (Zbrush/Maya) -> Baking Models -> Texturing -> Rigging -> Animations

Environment, Props Details:
- Reference

- Extra Links: [Soul Game Capstone Buildings](#)
- Concept Workflow
  - Silhouettes -> Refined Silhouettes -> Final Concepts (with color)

3D Prop Model Details and Workflow:
Core pillars:
- **Modular**
- **Abyssal Darkness**
- **Stale Decay**

Description:

Modular Model kits are used in an economical way to deliver a medieval city in the state of age old decay which has been enveloped in a green mist which shrouds everything in darkness.

Low Poly Models:

Secondary models are bought from online stores as model kits that we assemble into buildings and populate our city with. Hero models are created from scratch using the following pipeline and specifications.

> Low Poly Models -> UV mapping -> High Poly Models
> (Zbrush/Maya) -> Baking Models -> Texturing

- Props
  - Simple Prop: 1000–4,000 Triangles
  - Complex Prop: 4,000–20,000 Triangles
- Environment
  - Basic Environment: 20,000–100,000 Triangles
  - Detailed Environment: 100,000–400,000 Triangles

LODS (Levels Of Detail):

All assets have a minimum of 3 lods to ensure that the game stays as performant as possible. Levels Of Detail restrictions should be as follows:

- Props
  - LOD 0: original model
  - LOD 1: 50%
  - LOD 2: 25%
- Environment
  - LOD 0: original model
  - LOD 1: 50%
  - LOD 2: 25%

Overall Animations:

- Character:
  - Movement: adult, mature, low-key
  - Attaks: experienced, knight, agile
  - On Hit: little stagger, slight action
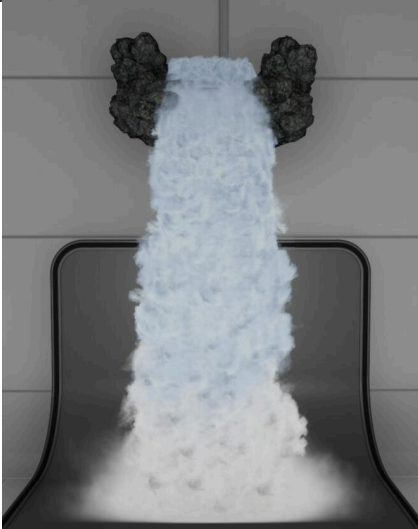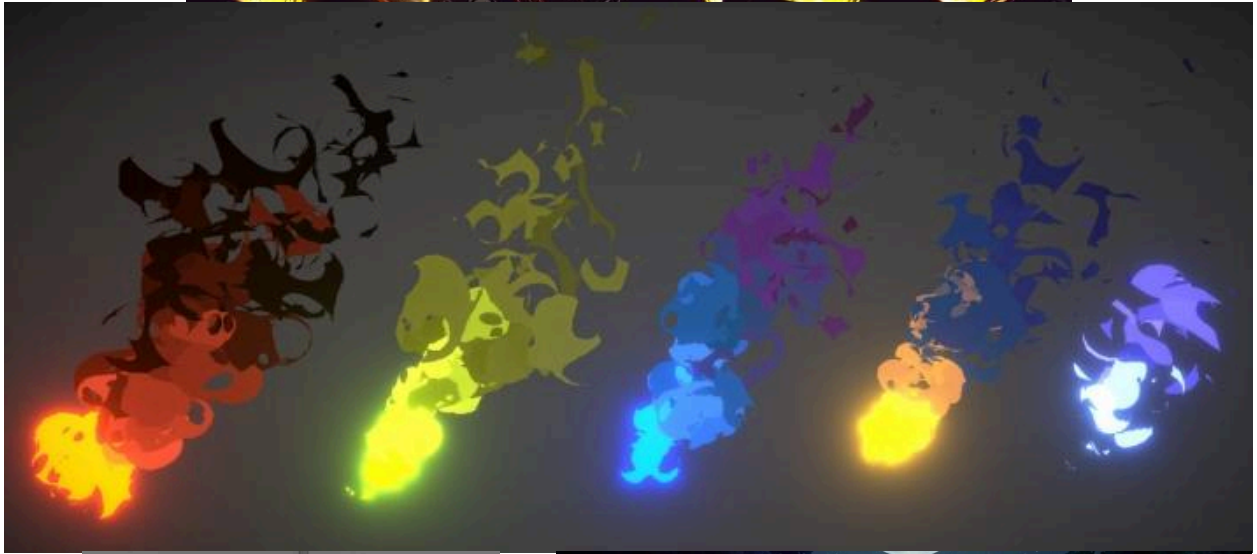 - Death: pain, with regret, laydown

- Enemy:
  - Movement: human/ zombie like/demon
  - Attaks: reckless, unconcerned
  - On Hit: little stagger, no feelings
  - Death: vanish/broke apart

- Boss:
  - Movement: ghost flying, devil, energy,
  - Attaks: reckless, powerful
  - On Hit: no stagger, no feelings
  - Death: mist/soul explode/vanish

VFX Details:
- Reference

- We aim to create stylized 3D animations using Unity Shaders, Particles VFX using png Textures will also be a big part in VFX Design
- Concept Workflow
  - Finding /Creating Needed Textures -> Writing Shaders if needed -> Create VFX in Unity using Particle VFX -> Bonding VFX to Character Rigs or Animations/ Setting VFX in Environment

- Texture Map
  - The Maximum Texture Map should be 512x512 Pixel
  - The Minimum Texture Map should be 128x128 Pixel

Files
- Using FBX files for models
- Using PNG for Textures
- Baking Low Poly Model to High Poly Model

Audio Production Details:
- Needs: 1 background music, 1 combat music, 1boss fight music（if possible）
  - Background music: subtle, sad/melancholy, peaceful, dark fantasy
  - Combat Music: subtle intense, exciting, subtle nervous
  - Boss fight Music: epic, intense, exciting
- Style: Lovecraft, Dark Fantasy, Medieval, Epic, History

- Reference:
  - Background
    - https://www.youtube.com/watch?v=l3UIq-swjco
    - https://www.youtube.com/watch?v=WUhMLw6vq8g
  - Boss fight
    - https://www.youtube.com/watch?v=3iE1pXslrsU
  - Combat
    - https://www.youtube.com/watch?v=A48QqpWKWG8
- Export file: Mp4 + Wav Files

Resource Used:
https://3d-ace.com/blog/polygon-count-in-3d-00000000modeling-for-game-assets/
Art Station

Pipeline Points of contact

1. **Define required concepts** (Google Sheets) 🞧 Assets
2. Produce
3. **Review concepts**
4. **Define Final Deliverables**
5. Produce
6. **Final review (Refine production until all issues are resolved)**
7. **Complete**