



**MOST OLDEST PEOPLE**

# Art Style Guide

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# Table of Contents:

Art Style Overview

Player Character- Pax

- Color Palette

- Weapons

  - Pax's Sword

  - Pax's Gun

- Animation

Enemies

- Small Enemies

  - Small Enemy Skins

- Medium Enemies

  - Medium Enemy Skins

- Large Enemies

  - Large Enemy Skins

- Enemy Animation

- Enemy Weapons

Levels - Worlds

- Throne Room

  - Throne Room Art Style

- Candy Land

  - Candy Land Art Style

- Plant Land

  - Plant Land Art Style

- Alien Cowboy Land

  - Alien Cowboy Land Art Style

Materials - Textures

User Interface and Heads Up Display

Fonts

Particles

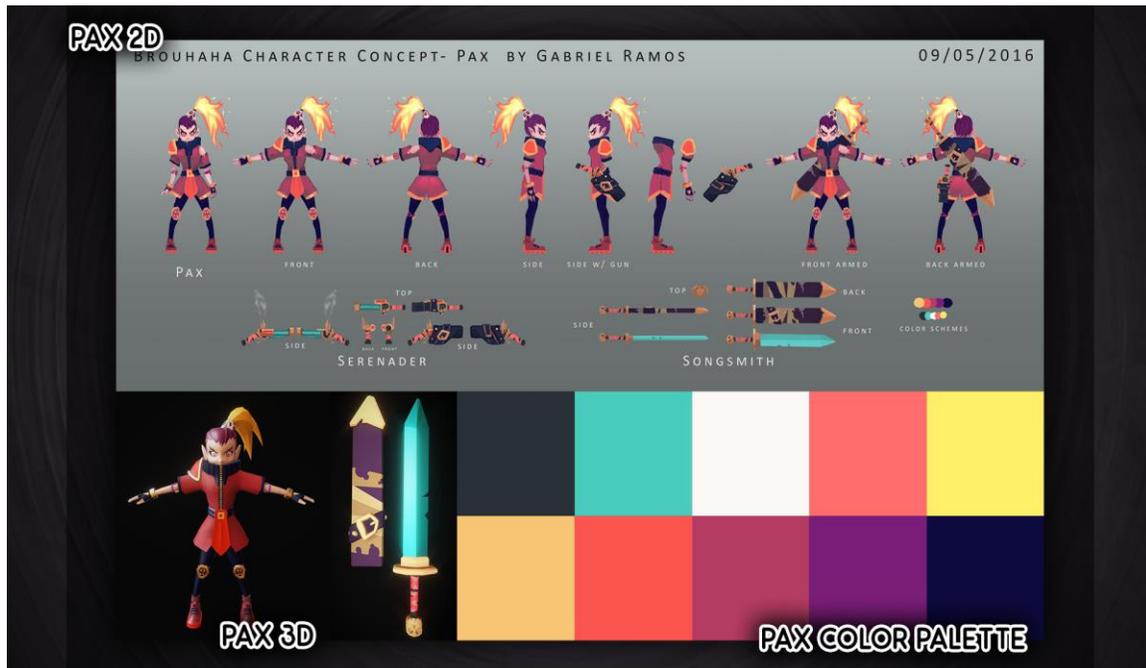
Asset Technical Overview

Asset List



# Art Style Overview

## Player Character - Pax



### Pax Color Palette

Pax's color palette is overall warm, but it has a bit of all three primary colors influencing it. The colors are bright and saturated, to reflect her character. Since her movement must always be known by the player, her shoulder pad sitting on her right shoulder pops out in color, and breaks her silhouette. A balanced breakup of dark and light colors ensures that she's interesting to look at, while sticking out enough for the player to stay focused on her whereabouts.

### Weapons

#### Pax's Sword

Pax's sword is a cool blue, with a warmer handle made of yellows, and light reds. The sword's handle fits with Pax's color palette, while the sword itself stick out intentionally, since the player will be using it to defeat enemies.



## Pax's Gun

Pax's gun, like her sword has a cool blue prominent composition. The handle, just like the sword's is made up of yellow, light red, and dark blue, fitting with Pax's color palette. The barrel stick out, and the tip was made yellow to allow for it to stick out even more no matter the environment.

## Pax Animation

Pax's animations are intended to be quick and snappy to match the fast-paced nature of Merry Mayhem. The animations must also display Pax's reckless abandon when attacking and sprinting around the game space. By also creating blend spaces for all her animations, Pax's animations will be smooth and seamless when transitioning between her many attack and movement animations.

## Enemies

All enemies in Merry Mayhem have their colors designed to pop out of their environment. The use of red throughout the enemies is very important for the player to know that they are enemies. The enemies must not only contrast their respective world, but also contrast their weapons, so that the weapons can be visible from different angles, and read quickly by the player.

## Small Enemies





## Small Enemy Skins and Color Palettes

The smaller enemies tend to move faster, so they require simple color palettes, using the same colors as other creatures in the world, but in bigger shapes.

## Medium Enemies



## Medium Enemy Skins and Color Palettes

Medium enemies are the closest to Pax when it comes to size. It was very important to make sure that they created contrast from each other, and their environments so that the player could know who and what they were looking at, at any given time. Both Candyland, as well as Plant Land enemies are saturated to contrast from their less saturated environment, while the opposite is true for the Alien Cowboy Land enemy. Since most of the level is covered in a saturated orange floor, their desaturated color contrasts both in value, as well as in color. The medium Alien enemy also carries a shield, light blue in color. This shield shares the same color as the ones found in the level that the player must melt with their special ability.



## Large Enemies



### Large Enemy Skins and Color Palettes

Large enemies have the biggest variety of color separation. It is important for them to contrast their environment. The use of reds let the player know that these foes are not friendly, while the rest of their color palettes make them contrast their environment. In the case of the master of chaos, his color palette is the same as Pax's weapons. This was done to give a sense of familiarity to the character who isn't exactly Pax's enemy. The large enemy in Alien Cowboy Land shares a shield like his medium counterpart, but in his case, much bigger. The shield is also a cool blue, and were also intentionally made the same doors that need to be destroyed by the player earlier in game.

### Enemy Animation

Small, medium, and large enemies all share the same skeletons within their size indication. The animations for each size are inherited by each new skin so all same size enemies have the same animations throughout.



## Enemy Weapons



Enemy weapons were designed to pop out from their environments, and make a clear silhouette for the player to read. Melee weapons are sharp, pistols are short, and made with bright colors, and shotguns are massive to indicate to the player of their strength. Each world's enemy weapons share their own color palette as well.

Candy Land weapons were the last to be designed, and perhaps the most challenging. Candy Land's environment is filled with many colors, but they're all bright, and less saturated than the weapons, this makes the weapons stand out even if the enemies are standing still.

Plant Land weapons are more simple in both design and colors. They share colors with the environment, so tips of the guns are colored to contrast their surroundings and be very visible for the player.

Alien Cowboy Land's weapons have cool metals to contrast the stage's warm colors, and since the stage has dark areas, the guns also have emissive materials to contrast the darkness.



# Levels - Worlds

## Throne Room



## The Throne Room Art Style

The throne room itself is set in the center of space and time. Walls are adorned with candlelit torches and red banners trimmed with gold. The linear path leads to the room that houses the Master of Chaos's throne, made grandiose by both its lofty stature and placement atop a heightened platform. The area consists of desaturated colors with splashes of vibrant hues. Mini universes, space clutter, and other glowing particles float in the darkness that permeates throughout this ethereal location.

## Candy Land

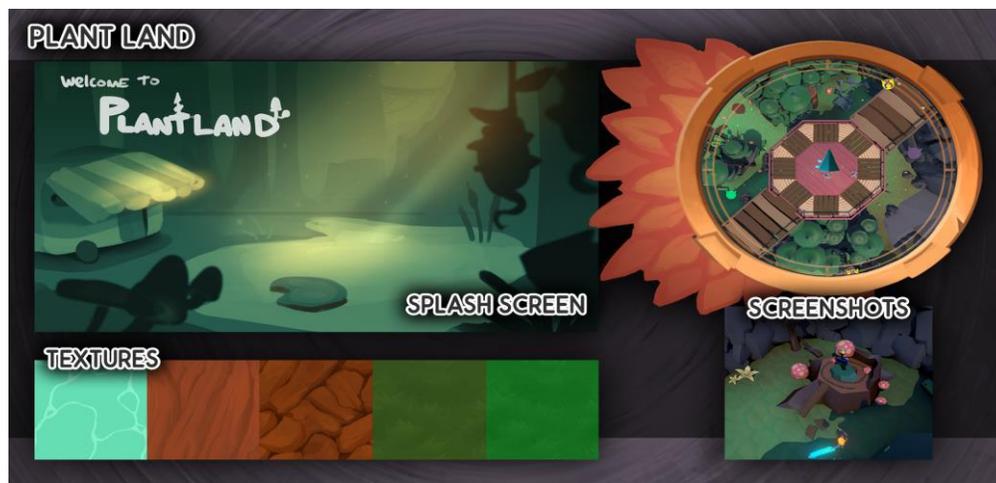




## Candy Land Art Style

From its lollipop forests to the bubbling sea of soda that lies below layers of chocolate cake foothills, Candyland is a realm straight out of a children's storybook. Most of the structures here are assembled from various candies and slices of cake, such as licorice swing sets and sacrificial altars made from fluffy Twinkies. Frosted pastry floors are adorned with licorice jungles, whipped cream trim, and other hard candy delights. It is a world filled with fun and inviting pastel colors. Every asset is edible with no conventional building materials - gingerbread bricks take the place of wooden planks, and houses are made of gumdrops and icing.

## Plant Land



## Plant Land Art Style

Plant Land is filled with as many wonders as it is with dangers. Exotic plant life and mysterious glowing mushrooms are accompanied by man-eating fly traps and makeshift spike pits. Rushing water makes for slower travel through the woods. Suspended above it all is a shambled wooden bridge: the only connection to either side of the split world. It is a land composed of earthy greens and cool blues. Structures are assembled from logs, stumps, and other natural materials that exist in the forest by the plant-like creatures who live there. Dwellings made from hollowed tree trunks and wedding arches constructed from flowers and tree branches are just some of the various examples of local architecture.



## Alien Cowboy Land



### Alien Cowboy Land Art Style

A dry land composed of warm colors with splashes of cooler colors. Plaster built houses utilize the rock formations throughout. Barrels and crates are prevalent as they are used for resource storage. Metallic materials that you can interact with contrast the warm palette of the environment with cool colors to guide the player's attention.

## Materials - Textures

Textures were made to facilitate process, and convey certain materials. The ground is a mix of a dark orange dirt, and dark green grass. The water, which slows the player down, is made up of a light green/blue water. It contrasts the floor to convey clearly to the player that it is an important component to Plant Land.

## User Interface and Heads Up Display

The user interface is designed to be an extension and representation of Pax. The health bar is made to represent Pax's fiery personality and her most noticeable trait; her flaming hair. When Pax dies, it is conveyed on the Hud by her flames going out. Next to Pax's health is her stamina bar which conveys to the player whether Pax has the energy to dash or not. The Chaos bar is designed to represent the current world that Pax is on and the effect she is having on it. As she spreads chaos around the world, the Chaos bar is ignited and burns until it bursts into flames, letting the player know they have achieved max chaos and set the world ablaze. Pax's ability icons contain two bars that



fill up to capacity and glint at the player when they are ready to use. Inside the icons is artwork that visually represents what each ability can do. Below the ability icons is Pax's ammo pouch and weapon fuel cell. The pouch is made to look like an accessory Pax would wear and the fuel cell injects fuel into her gun for her to ignite.

The color palette for the HUD and skill tree consists of warm colors associated with fire and some blue flame blues to add some variation and contrast. The colors work to reinforce Pax's fiery theme.

### UI - HUD Icons



### UI - Game Menus





## Fonts

For the UI, and HUD elements the Universal Serif font was used.

## Particles

Particles are used to strengthen player feedback and add extra polish to environmental set pieces.



## Asset Technical Overview

Meshes are textured with solid color values in the albedo, roughness, and metallic maps, which fill the faces of the mesh. To define the primary, secondary, and tertiary details, the mesh must be split along faces and edges to define these details, and those splits must define a UV shell when unwrapped. Because of the technical design requirements to meet this art style, the in-game static mesh has an inefficient vertex count when compared to traditional 3D assets which use normal mapping. To compensate for this cost, all static environment meshes are all on a single 1024x1024 material for their respective level, which dramatically reduces the number of draw calls on materials.



## World Asset Concept Art



## Candy Land 3D Assets





### Plant Land 3D Assets

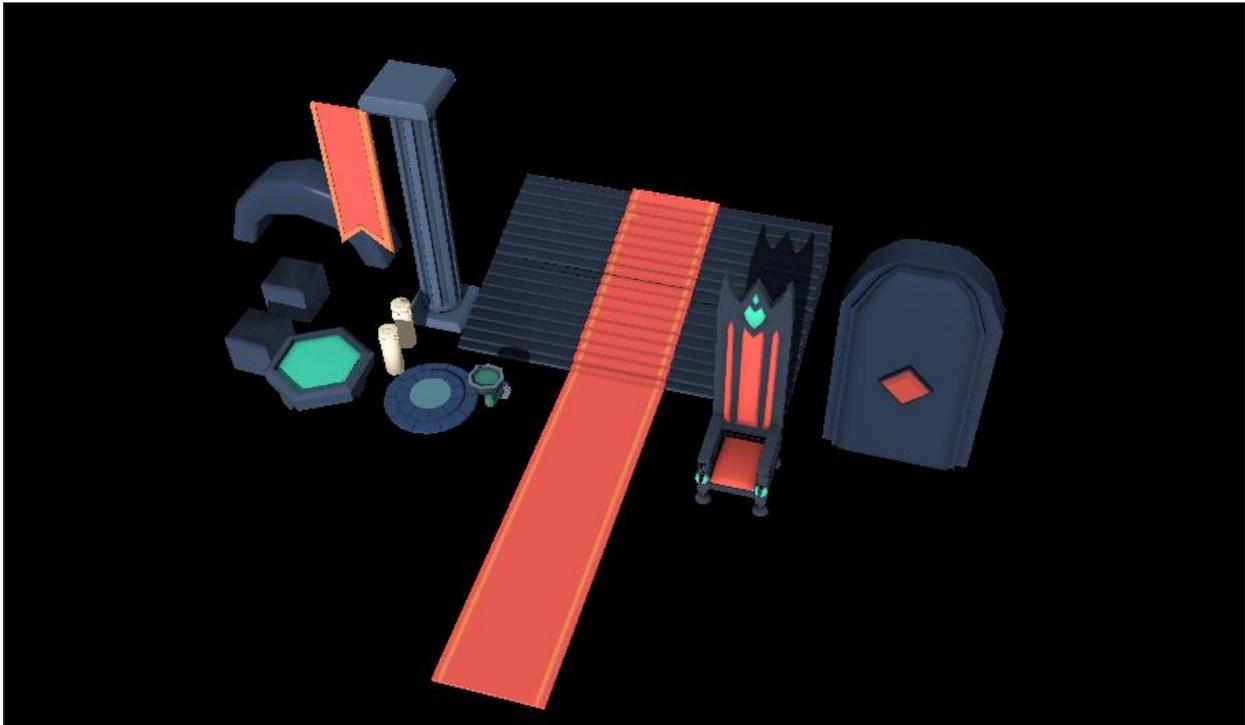


### Alien Cowboy Land 3D Assets





## Throne Room Land 3D Assets



## Asset List

Each world is fleshed out using a large set of world objects. A smaller collection of larger models is used to add fullness throughout the world and are also utilized to guide the player through the level. These larger items include buildings, statues, trees, large stone, etc. A larger portion of each level's assets contains a vast collection of small objects. These items can be used separately, but can also be used to build larger, unique set pieces and areas of visual interest.

Asset Name	Tri-Count
M_AlienLarge.fbx	5168
M_AlienMedium.fbx	4654
M_AlienShieldMedium.fbx	390



<b>M_AlienShieldSmall.fbx</b>	172
<b>M_AlienShieldLarge.fbx</b>	318
<b>M_AlienSmall.fbx</b>	4370
<b>M_AmmoPack.fbx</b>	168
<b>M_Apple.fbx</b>	158
<b>M_Arch.fbx</b>	164
<b>M_ATST.fbx</b>	3166
<b>M_Awning.fbx</b>	184
<b>M_BaconEggFlower.fbx</b>	302
<b>M_Banana.fbx</b>	106
<b>M_BananaSplit.fbx</b>	2380
<b>M_Barrel_Metal_0.fbx</b>	140
<b>M_Barrel_Metal_1.fbx</b>	140
<b>M_Barrel_Metal_2.fbx</b>	140
<b>M_Barrel_Wood_0.fbx</b>	462
<b>M_Barrel_Wood_1.fbx</b>	462
<b>M_Bolt_Cap.fbx</b>	56



<b>M_Branch1.fbx</b>	168
<b>M_Branch2.fbx</b>	126
<b>M_Branch3.fbx</b>	118
<b>M_BranchSmall.fbx</b>	76
<b>M_Branch_Leaves.fbx</b>	173
<b>M_BridgeVines.fbx</b>	2
<b>M_BuildingBase.fbx</b>	44
<b>M_Cactus_Large_0.fbx</b>	431
<b>M_Cactus_Large_1.fbx</b>	431
<b>M_Cactus_Medium_0.fbx</b>	317
<b>M_Cactus_Medium_1.fbx</b>	317
<b>M_Cactus_Small_0.fbx</b>	166
<b>M_Cactus_Small_1.fbx</b>	166
<b>M_Candel.fbx</b>	628
<b>M_CandyCane.fbx</b>	254
<b>M_CandyCorn.fbx</b>	180
<b>M_Cauldron.fbx</b>	1766



<b>M_Cherries.fbx</b>	970
<b>M_Cone.fbx</b>	80
<b>M_ConeCup.fbx</b>	140
<b>M_CottonCandy.fbx-</b>	2362
<b>M_Crate_Wooden_0.fbx</b>	108
<b>M_Cupcake.fbx</b>	954
<b>M_Cylinder.fbx</b>	48
<b>M_CylinderRoundButt.fbx</b>	72
<b>M_Deck.fbx</b>	12
<b>M_Delorean.fbx</b>	2393
<b>M_DirtPatch.fbx</b>	64
<b>M_Dome.fbx</b>	600
<b>M_Door.fbx</b>	36
<b>M_Door_Swining.fbx</b>	220
<b>M_Dyno_miiite.fbx</b>	57
<b>M_Fern1.fbx</b>	28
<b>M_Fern2.fbx</b>	24



<b>M_fireLamp.fbx</b>	273
<b>M_Fireplace.fbx</b>	60
<b>M_Flag.fbx</b>	106
<b>M_Flower1.fbx</b>	143
<b>M_Flower2.fbx</b>	231
<b>M_FlyTrapBottom.fbx</b>	276
<b>M_FlytrapTop.fbx</b>	276
<b>M_FrostingTip.fbx</b>	240
<b>M_GingerbreadCar.fbx</b>	4105
<b>M_GingerBreadHouse.fbx</b>	1344
<b>M_Grass.fbx</b>	18
<b>M_GrassPatch.fbx</b>	64
<b>M_GravityTrap.fbx</b>	378
<b>M_Gumdrop1.fbx</b>	120
<b>M_gumdrop2.fbx</b>	120
<b>M_gumdrop3.fbx</b>	120
<b>M_Gumdrop4.fbx</b>	120



<b>M_HangingPlant.fbx</b>	336
<b>M_HealthPack.fbx</b>	104
<b>M_jellybean1.fbx</b>	120
<b>M_Jellybean2.fbx</b>	120
<b>M_jellybean3.fbx</b>	120
<b>M_jellybean4.fbx</b>	120
<b>M_KnifeAliendLand.fbx</b>	611
<b>M_Lantern.fbx</b>	672
<b>M_LeavesPile.fbx</b>	64
<b>M_LillyPad.fbx</b>	32
<b>M_Log_Curved.fbx</b>	172
<b>M_Log_Hollow.fbx</b>	284
<b>M_Log_Plain.fbx</b>	128
<b>M_Log_VineWrapped.fbx</b>	253
<b>M_Lollipop.fbx</b>	576
<b>M_Lotus.fbx</b>	56
<b>M_MarshmellowBruh.fbx</b>	1810



<b>M_MediumCandy.fbx</b>	3422
<b>M_Milkshake.fbx</b>	492
<b>M_MInecart.fbx</b>	1096
<b>M_MineEntrance.fbx</b>	158
<b>M_MineRock_Large.fbx</b>	108
<b>M_MineRock_Medium.fbx</b>	56
<b>M_MineRock_Medium_1.fbx</b>	72
<b>M_MineRock_Medium_2.fbx</b>	60
<b>M_MineRock_Small.fbx</b>	56
<b>M_MineRock_Small_1.fbx</b>	36
<b>M_MineRock_Tall.fbx</b>	64
<b>M_ModWall.fbx</b>	56
<b>M_MossyStucture.fbx</b>	158
<b>M_MushRomm_ModularTop2.fbx</b>	
<b>M_MushroomGlo2.fbx</b>	252
<b>M_MushroomTube1.fbx</b>	198
<b>M_MushroomTube2.fbx</b>	198



<b>M_MushroomTube3.fbx</b>	198
<b>M_MushroomTube_center.fbx</b>	176
<b>M_Mushroom_Glow1.fbx</b>	168
<b>M_Mushroom_Glow3.fbx</b>	288
<b>M_Mushroom_ModularStem1.fbx</b>	30
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<b>M_Mushroom_ModularTop4.fbx</b>	80
<b>M_Mushroom_ModularTop5.fbx</b>	80
<b>M_OrangesliceGummy.fbx</b>	50
<b>M_Pax.fbx</b>	11856
<b>M_PaxSword.fbx</b>	655



<b>M_PeppermintBush.fbx</b>	1240
<b>M_PeppermintFace.fbx</b>	400
<b>M_peppermintPlane.fbx</b>	168
<b>M_Pillar.fbx</b>	216
<b>M_Pineapple.fbx</b>	357
<b>M_PistolAlienLand.fbx</b>	718
<b>M_PistolCandyLand.fbx</b>	192
<b>M_PlankLarge_Woodgrain.fbx</b>	172
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<b>M_PlankLong_3.fbx</b>	36
<b>M_PlankSmall_Woodgrain.fbx</b>	22
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<b>M_PlankSmall_Woodgrain2.fbx</b>	24
<b>M_PlankWall_5.fbx</b>	180
<b>M_Plankwall_7.fbx</b>	252
<b>M_Post.fbx</b>	48



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<b>M_Shutter.fbx</b>	52
<b>M_Sign_Arrow.fbx</b>	502
<b>M_Sign_CactusDude.fbx</b>	706
<b>M_Sign_CactusDude1.fbx</b>	676
<b>M_Sign_Welcome.fbx</b>	862
<b>M_SmallCandyEnemy.fbx</b>	1879



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<b>M_Sugarstick2.fbx</b>	96
<b>M_Sugarstick3.fbx</b>	96
<b>M_SwordCandyLand.fbx</b>	370
<b>M_SwordInStone.fbx</b>	142
<b>M_SwordPlantLand.fbx</b>	280
<b>M_Table.fbx</b>	288
<b>M_TablePlatform.fbx</b>	360
<b>M_Throne.fbx</b>	3012
<b>M_ThroneDoor.fbx</b>	272



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<b>M_Trunk_Closed2.fbx</b>	72
<b>M_Trunk_Door.fbx</b>	152
<b>M_Trunk_Door_Windos.fbx</b>	264



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<b>M_TwislerStump1.fbx</b>	288
<b>M_TwislerStump2.fbx</b>	288
<b>M_TwislerStump3.fbx</b>	288
<b>M_TwislerStump4.fbx</b>	288
<b>M_UFO.fbx</b>	623
<b>M_WaterMaloneStatue.fbx</b>	1822
<b>M_Watermelon_Fruit.fbx</b>	394
<b>M_Window.fbx</b>	254