



# Fleur's Fables

## Art bible

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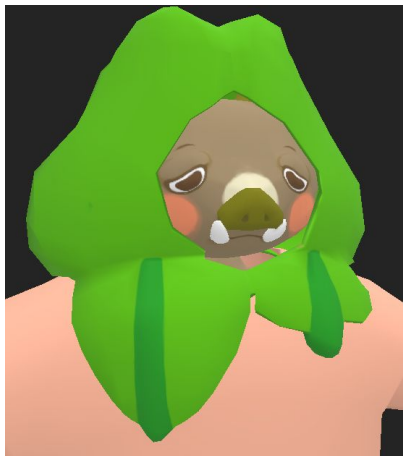
Guidelines for the visual style  
of the game



# Art style

General

- Combination of stylized 2D & 3D
- Simple, clear shapes
- Mostly using natural colors; saturated colors to appeal to target audience.



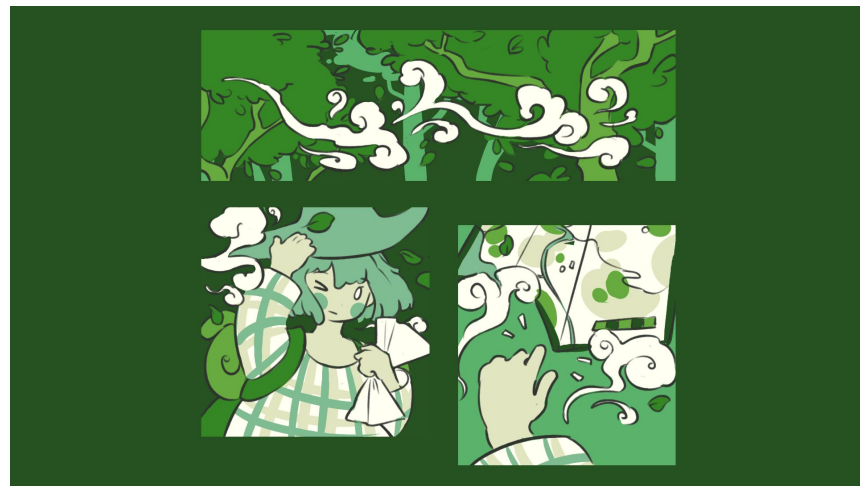
Hand-painted, cartoony textures; details can be painted on the model to keep the poly count low.



# Art style

2D assets

- Flat colors & cel shading, dark outline.



Illustrated cutscenes with multiple panels can make use of a limited color palette without shading to save production time & give a comic-like look to the illustrations at the same time.

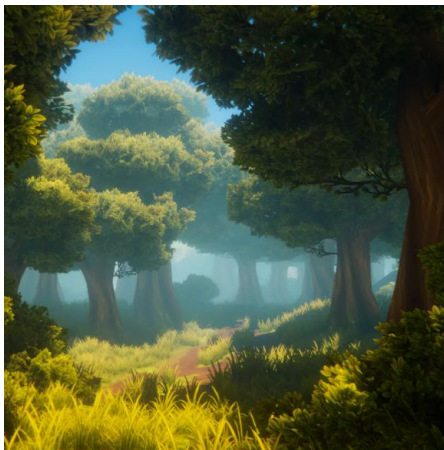
# Art style

3D environmental assets

For the environment of the current prototype we are currently using a combination of the following third-party asset packs:



**Fantasy Adventure  
Environment** by  
Staggart Creations



**Fantasy forest  
environment** by  
TriForge Assets



**Sinuous Shrooms**  
by Thomas Rasor

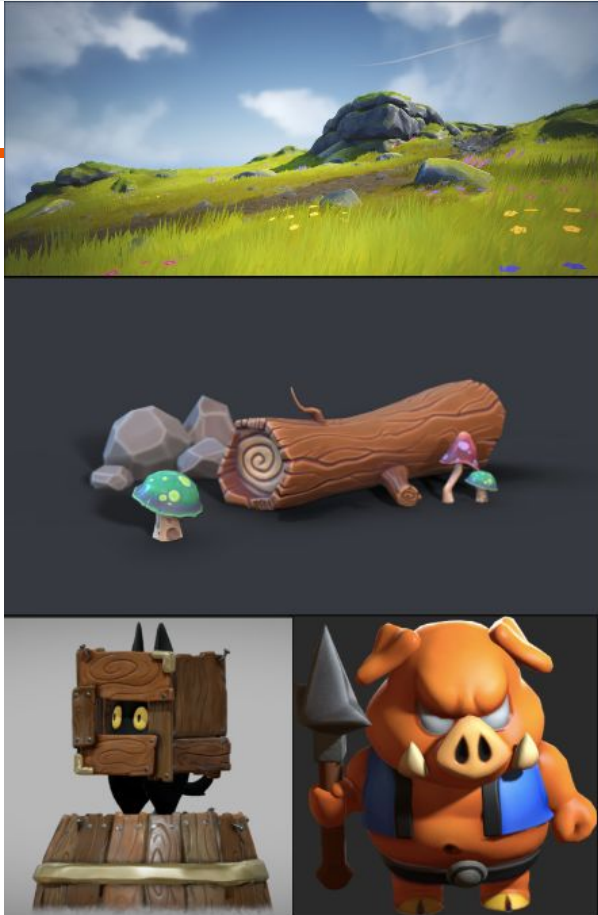


# Reference / Moodboards

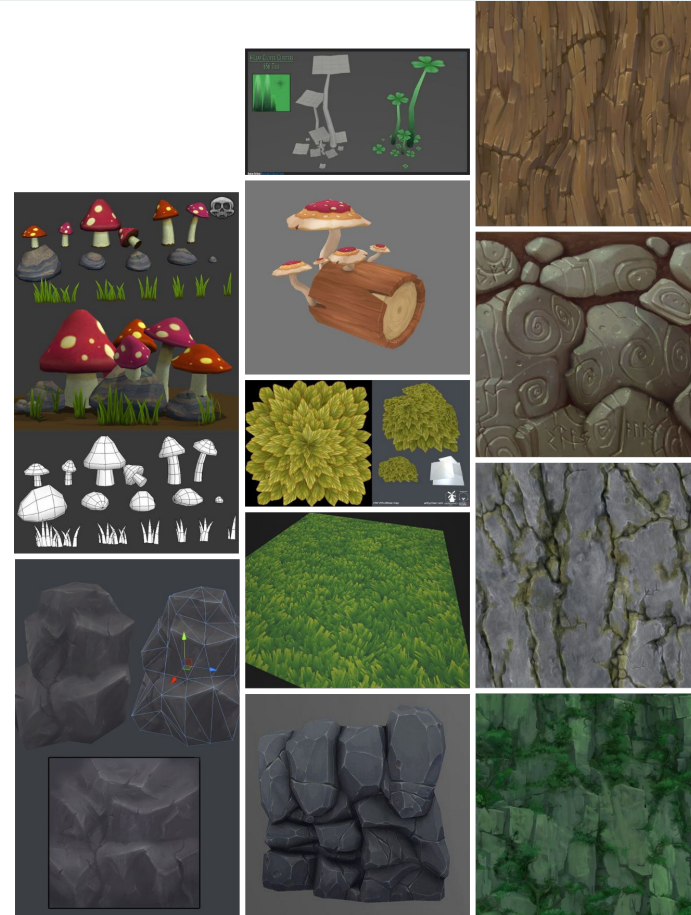
General art style & textures

Images via artstation.com, sketchfab.com & pinterest.com

<https://nl.pinterest.com/fayyyyve/stage/>



General art style



Texture style

# Art style

Shaders / VFX

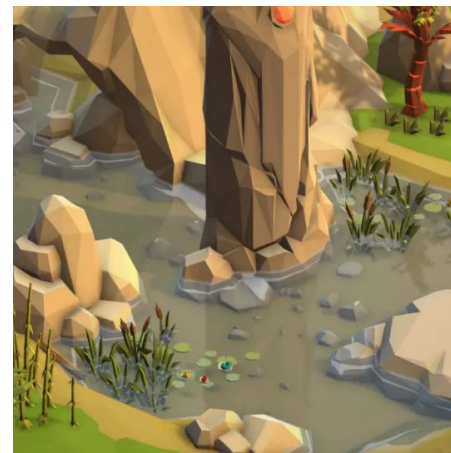
To achieve certain visual effects in our current prototype we are using the following third party asset packs:



**Cartoon FX Free** by  
Jean Moreno



**Customizable  
skybox** by Key  
Mouse

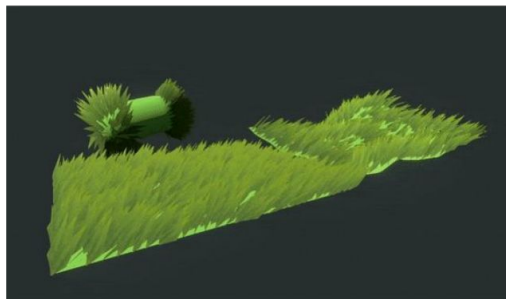
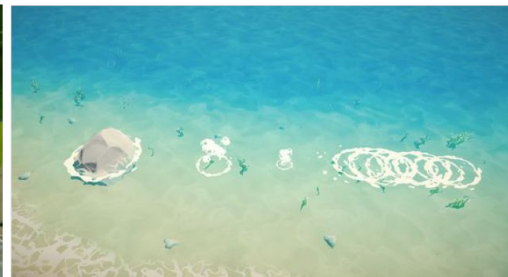
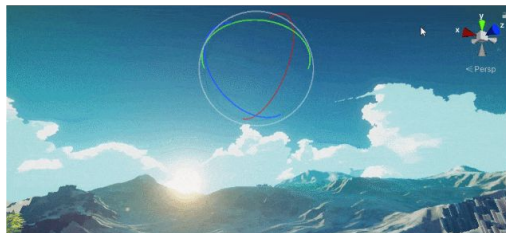


**Water effect** by  
pure evil studio

# Art style

Shaders / VFX

- Using textures similar to environment
- Hand painted style
- Used for water, grass, sky



Images via  
pinterest.com &  
Google images

Moodboard environmental shaders

# Character art

Character designs

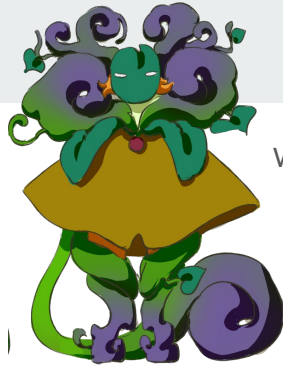


Flower on hat changes color with emotion



Only character using blue in color scheme to create contrast with forest residents

Fleur



With mask



Benjamin



Benjamin (transformed)





# Character art

Character designs



Vera



Kevin

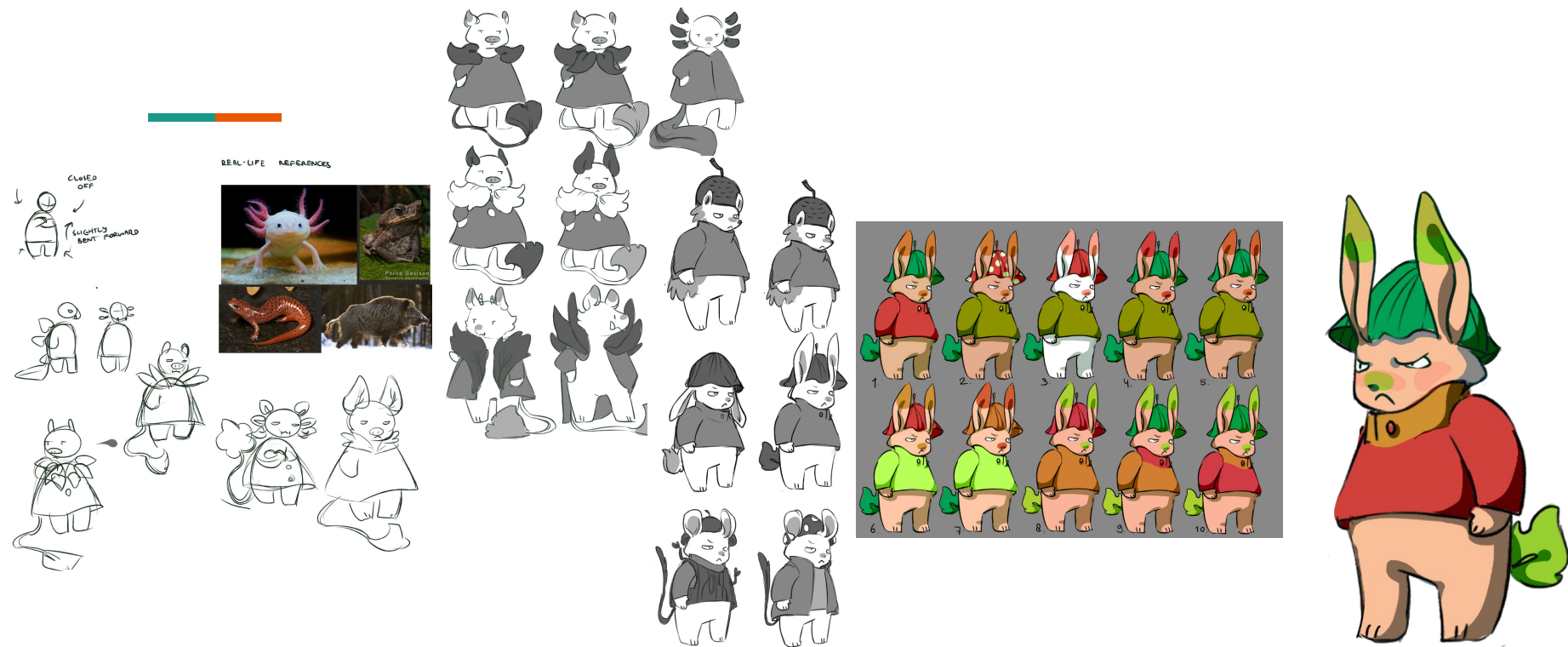


Bullies

# Character design workflow

Inspiration photos via pinterest.com

<https://nl.pinterest.com/fayyyyve/stage/inspiration-characters/>



Gather inspiration for character (moodboard) & rough sketches



More detailed sketches based on previous sketches



Color experiments

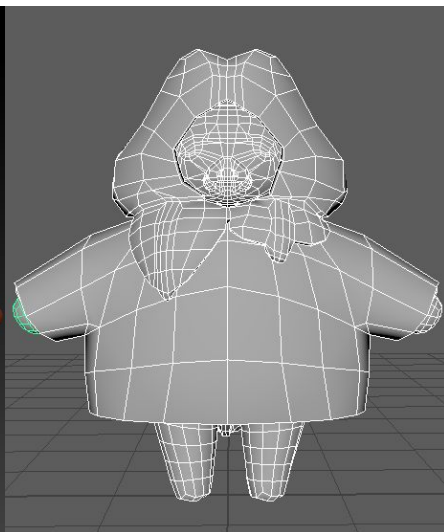


Final design

# 3D production workflow



Testing model in Mixamo  
(before UV unwrap &  
texturing)



**3D blockout** from  
2D design (Maya)



**Adding details**  
(ZBrush)



**Retopo** (Using ZRemesher  
in ZBrush, then tweaking by  
hand in Maya)



**Texturing**  
(Substance  
painter)

# Camera



Neutral perspective: **Third-person over-the-shoulder perspective**



As player engages in dialogue with NPC an overlay pops up with UI dialogue elements & character sprites; background slightly darkens.



# Level of details

2D character sprites allow for showing details such as facial expressions etc. when engaged in dialogue



Slight fog in background blurs objects in background & helps draw player's attention to the foreground.

# Atmosphere

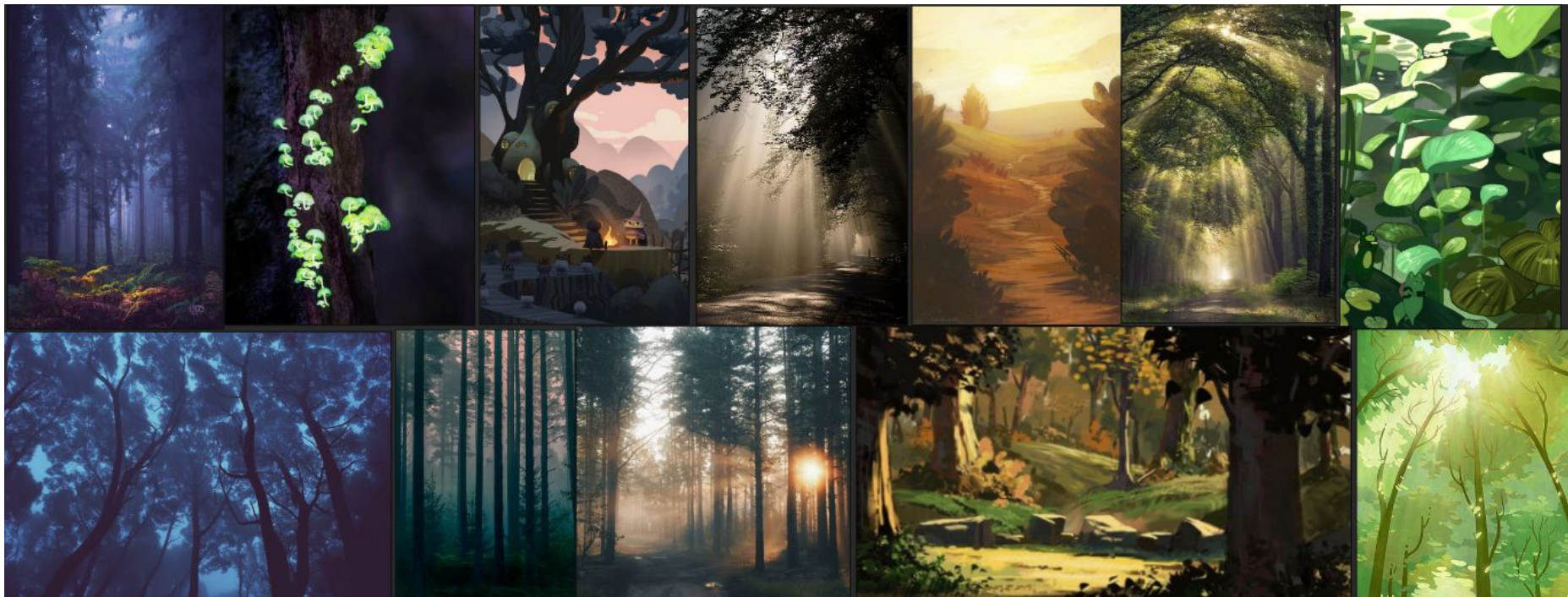
- Environment will gradually become lighter & more open as the player progresses through the game; player starts in the middle of the forest and reaches the border at the end of the game.
- Generally more saturated colors (most appealing for target audience). Lots of greens, blues, browns; colors associated with nature.
- Sunny weather, slightly foggy; fog adds a sense of mystery to the area.



Player and other characters are quite small compared to the forest; larger-than-normal plants add to the magical feeling of the forest.

# Reference / Moodboards

Environment atmosphere & colors



Beginning of the game

End of the game

# Color Palette

Environment - first area

- The heart of the forest; a bit darker than the other areas due to the dense vegetation.
- Should evoke a feeling of mystery and wonder; purple-ish colors give a “magical” and mysterious feeling.
- Should not feel too dark or scary since this is the first impression the player will have of the game; darker colors are balanced with shades of blue & green, which give off a pleasant feeling.





# Color Palette

Environment - second area

- A place of rest; should give the player a peaceful feeling.
- Lighter shades of blue, green and warmer shades to give the area a calming & natural feeling.
- The forest is still quite dense in this part of the game, but there is a lot more sunlight compared to the previous area.



# Color Palette

Environment - third area

- The border of the forest. The lightest area; lots of water.
- Should give the player a feeling of freedom
- Lots of light, very few plants blocking light from the sun.



# Color Palette

## Characters

- Character colors are generally a bit brighter and lighter than the environment to make the characters stand out.
- Lots of natural colors as well to really make the characters that live in the environment feel like a part of the forest.



# User Interface

1. UI (User Interface)
  - Game menu structure
  - In-game interface (heads-up display)
  - Interactive buttons with responsive animation
  - Size ratio depending of screen size
2. UX (User Experience)
  - Clear and easy to navigate for players
  - The game font should give handwritten feeling,  
thus Reguloza and Coming Soon are used as fonts
  - UI style should be involved with nature
3. Color palette should be suitable for kids,  
simple and clear to navigate





# User Interface

1. Dialog box (top picture)
  - Wooden plank with paper on top of it
2. Pop-up box (bottom picture)
  - Additional information
  - New information learned
3. Leaf as UI clickable button





# Technical guidelines

- **Software:**
  - Game Engine: Unity
  - 2D: Adobe Photoshop, Paint Tool SAI
  - Textures: Substance Painter and Designer
  - 3D: Autodesk Maya, ZBrush
- **Technical restrictions**
  - Polycount of 3D models: 1000 ~ 12000
- **Used format**
  - Images: .png .jpg
  - Models: .obj .fbx
- **3D models should be simple and understandable for the player.**

# Audio



## Technical guidelines

### Tools to use

#### DAW

- Cubase - Will be used for compositions
- Reaper - Will be used for most sound design

#### Middleware

- FMOD - More knowledge of than Wwise, potential problems with git if versions are not the same, keep extra look to not auto update FMOD.

#### Game Engine

- Unity - most accessible game engine within the team

#### Libraries

- Spitfire audio - Albion one, tundra
- East West - Orbit
- Cinematic perc
- Cinematic strings
- Serum
- Helm Synth

### Naming conventions exports/imports

#### FMOD Soundbanks:

Type	BankName
Ambient sounds	Ambient
All character sounds	Character
All Dynamic music	Music

# Audio moodboard



<https://open.spotify.com/playlist/1YSIyoQFExyaVZDkVFiHM0?si=e9cf67e59f5c48ce>