

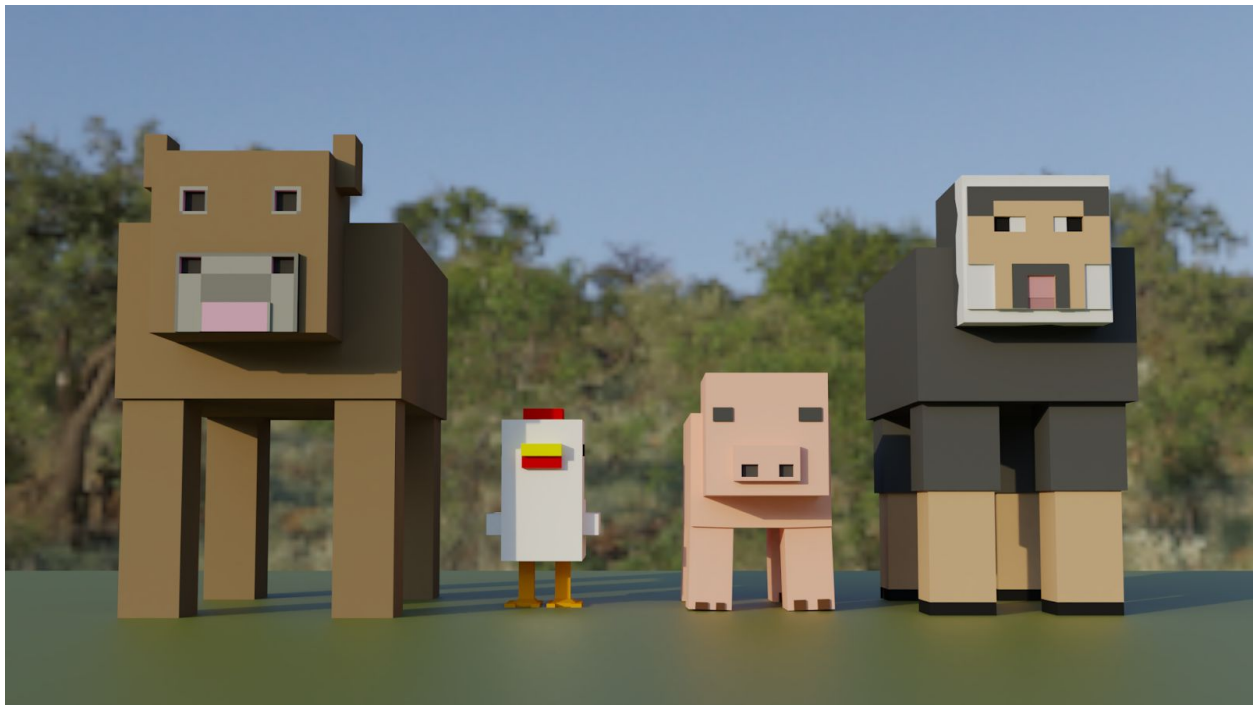
Mobile Game Design - 143406

Whole Hole - Art Bible

Art Style

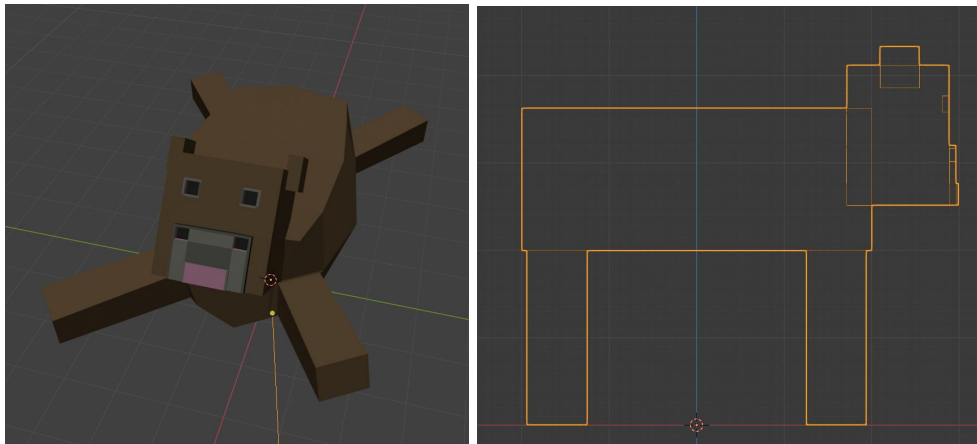
The general art style of Whole Hole is low poly. Together with the high array of used colours this should create a happy and playful atmosphere. All models should feature harsh edges and should refrain from using subdivisions to make the mesh smoother.

Details on models should not be created by textures rather every details should be reflected on the mesh. For example if an artist decides to put eyes on a creature they don't just add these to the texture. Instead they create topology onto the mesh and then color that using textures.



For the creatures mostly blocky forms are being used.

These meshes get animated using a rig with which it is possible to form different types of movement. Currently all creature have a idle, walking and dying animation.



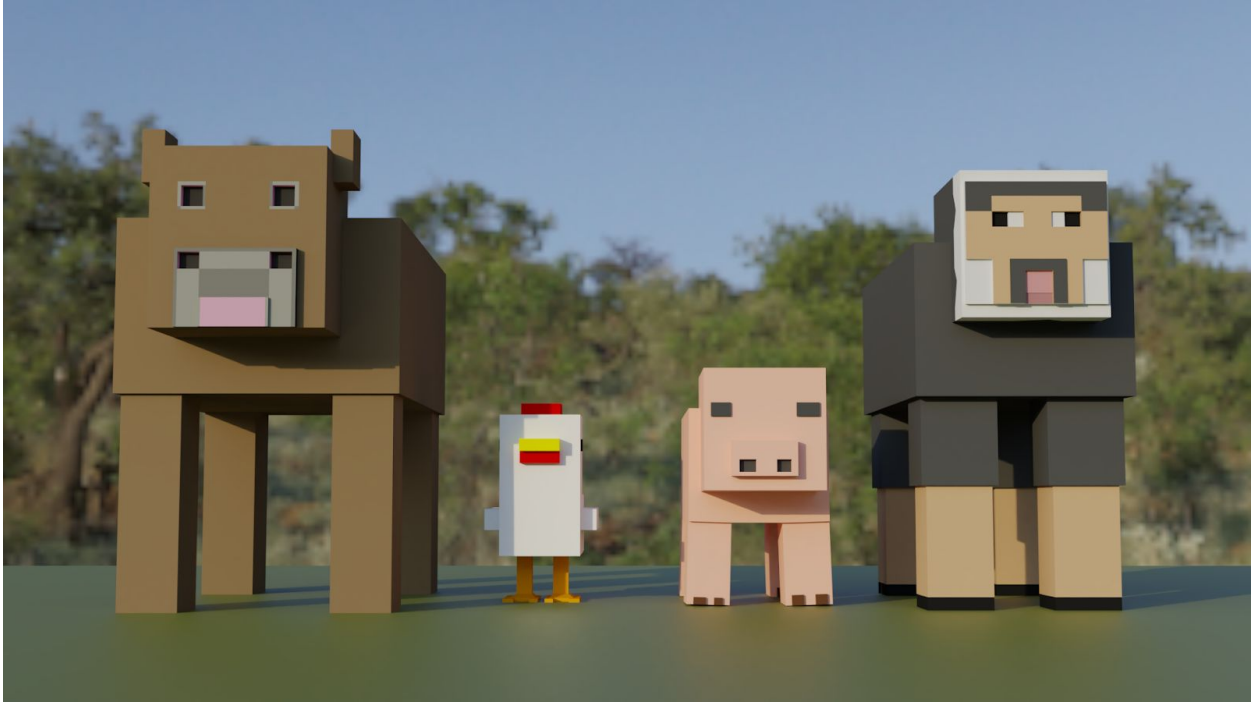
In the examples above you can see that the cow while having a very basic mesh is still able to convey some kind of emotion and energy.

The magic part in low poly design comes with very subtle details that make the art style very memorable:



This keg for example has little amount of polygons and still includes the plug on top and a tap with an opener as small details. Presenting these details with a small amount of polygons is what makes this style special.

Characters



The only characters in the game are creatures. These are low poly reflections of their real world examples. All of them need to be rigged and animated with at least the following animations: idle, walk and die. While the animations of the creatures are also very basic they are still able to deliver emotion and character.

In the current state all creatures are very blocky and the only detail they've got is the face. Players are still able to differentiate between them and recognize them in this simplified version.

Objects

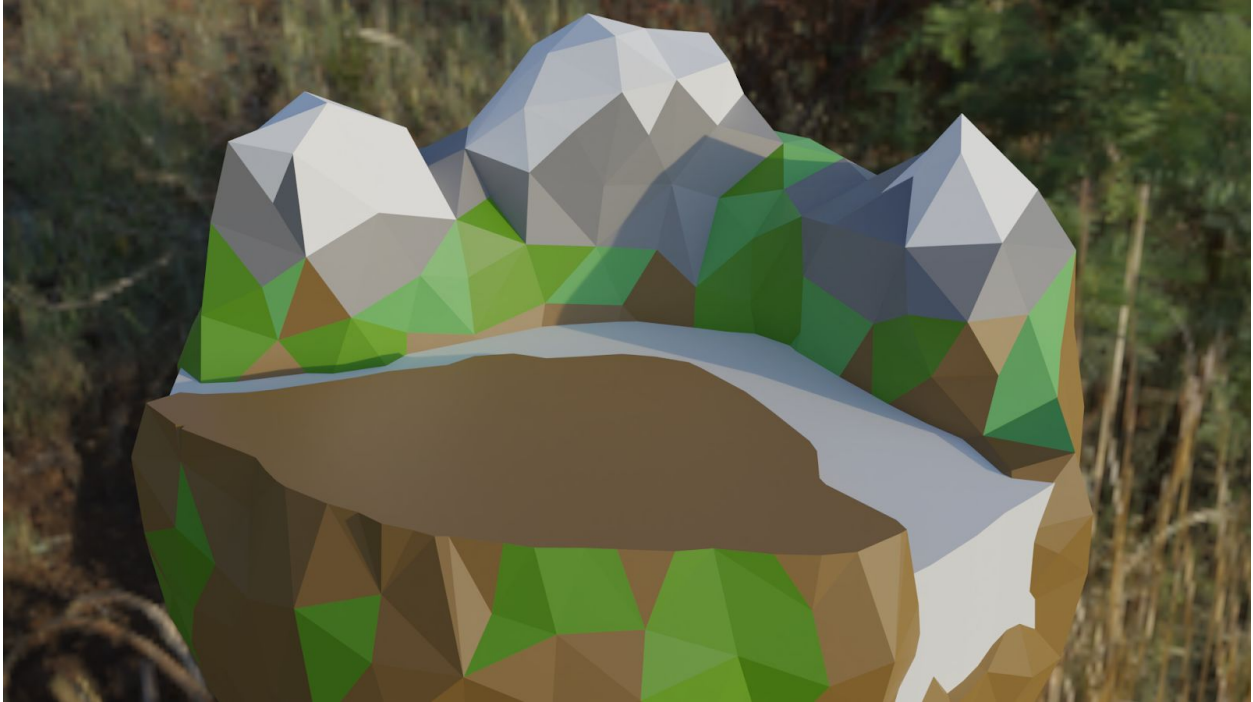


Objects are another important part of the game. They are in a low poly style as well and stand out because of their big array of colour. While they need to exist in different sizes to make gameplay possible the scale of objects gets adjusted in the game engine itself.

Objects get inspired by real life examples and try to translate them into the low poly world.

If it will be necessary that an object appears in a scene very often (boulders or fences for example) the artist should provide alternative versions of them so that the scene doesn't get boring for the player.

Worlds



Worlds serve as small isolated areas in which the actual level takes place. Except for the worlds of the world wonder levels these worlds can be pure imagination.

Only the world wonder levels should be using the environments of the real world example to generate some level of resemblance.

Every world needs to have a perfectly flat area where the game designer and developer can place the edible objects.

In the above example the flat grey surface will be replaced by a shader in game. That's why it is neither textured nor has any detail.

Level Of Detail

The game takes place in a flat area of the world. The player can never interact with any other part of the world. Therefore worlds don't need to be highly detailed. They can easily be big polygon structures with some variance in color.

The edible objects on the other hand need to be detailed since the player interacts with them during gameplay. The artist should work out defining and playful details on them.



Even though the wheat appears very small in the game the model includes every single corn and the tractor has dark lines, lights and an implied license plate on it.

Since the player is able to see the entire level all the time it is impossible to hide certain areas of it to improve performance. This has to be remembered while designing levels because overloading it with objects will lead to bad frame Rates and therefore a bad player experience.

Camera

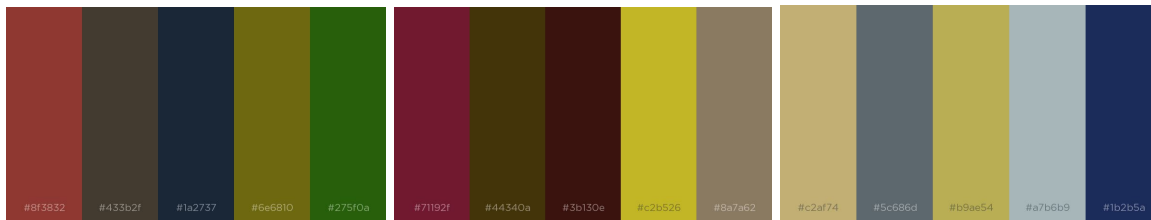
The camera in the game is a third-person follow camera. Because of the way the game is played it is not possible to rotate the camera by the player but is passively being moved by moving the hole around the level.

The camera will always be looking down onto the hole and following it while keeping some distance in between.

Therefore it may be possible to keep the backside of a model undetailed. This may be important if the game has performance issues in the future. An artist may remove some detail from the “unseen” part of a mesh and improve the performance that way.

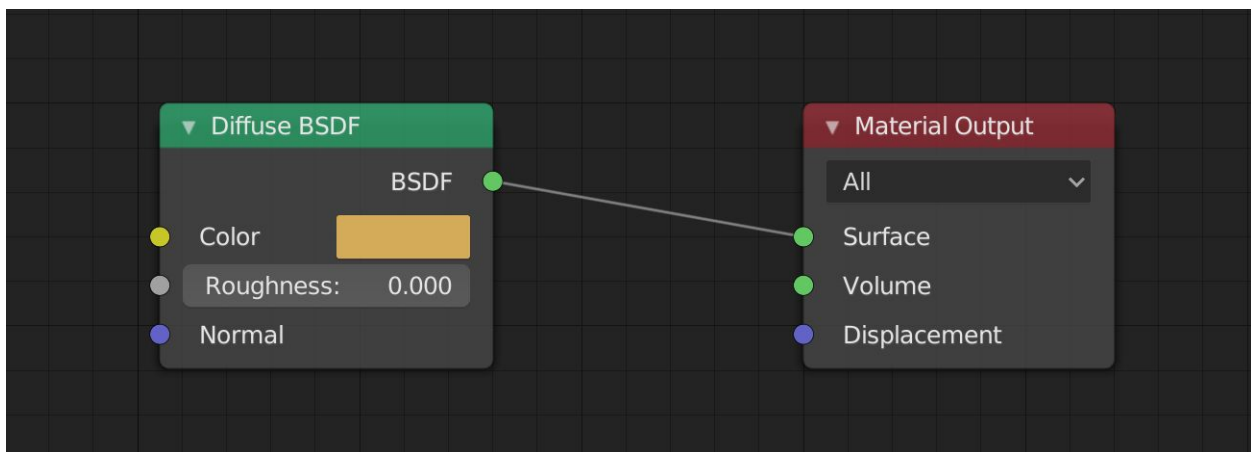
Color Palette

The artstyle of the game encourages bright and colourful models. In the current state this are colors that are already being used:



As you can see there are a lot of different colours as well as different shades of existing colours. An artist should get creative in choosing a colour by looking at real life examples and deciding where a bright tone could be profitable to emphasize this part of the model in particular.

As shaders go you should only use diffuse shaders since poly low is not metallic. If a surface is metallic in the real world in low poly it isn't.



Technical Guidelines

In creating the assets we rely on blender as a tool for everything. In blender you can model, sculpt, rig, animate, unwrap and texture everything. In the current state blender is available in version 2.8 which makes getting started easier for beginners.

To share the created assets with the other teams we use Google Drive to upload them and sync them with other PCs.

