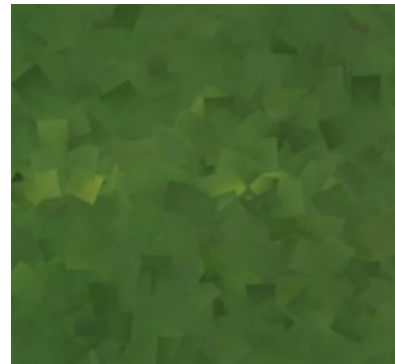


2D Art Assets Overview

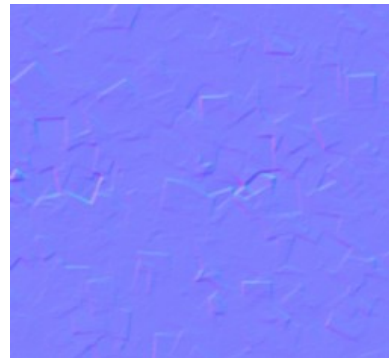
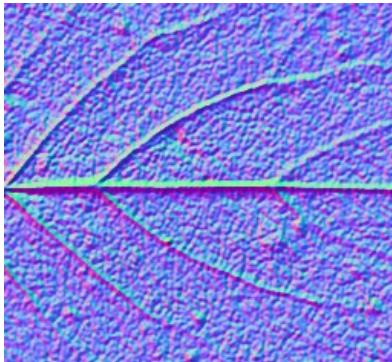
This is a beginning list of 2D art assets needed for the Spirit Heroes game. It is an addendum to the game design document. The game itself is created with 3D meshes. However, the material maps for these models use 2D pictures. The visual affect that we are trying to achieve is a hand drawn, painted cartoon style look that you see in the books, but portrayed in a 3D digital world. Realistic material maps should not be used in the game. For example, the images on the left below gives us a more photo-realistic view of a plant when zoomed in, but it breaks the cartoon and hand drawn perspective on the right. Normal maps are also more subtle to give the image a softer texture.

The images show here are just an example to illustrate what we are trying to achieve. They are by no means production grade. The one on the right could even be distorted and blurred more so the colors blend and the details fade to match the soft pastel images and brush strokes in the books. Our visual goal is to make the art assets in the game look as close as possible to the images in the books.

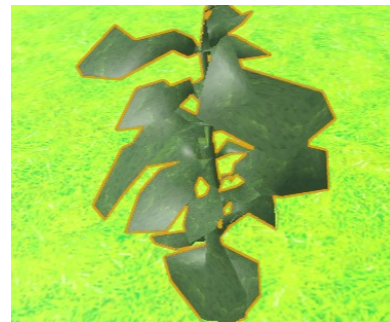
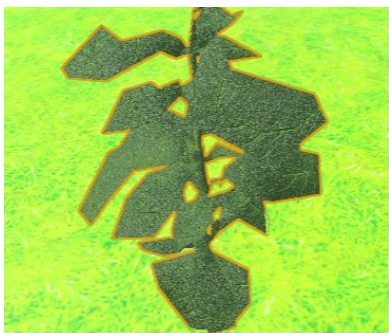
Texture Image



Normal Map



In Game View



This list contains some of the 2D art drawings, illustrations, and images, that we need for Spirit Heroes. There is no official Art Director assigned for Spirit Heroes to manage each component with a specific centralized vision. Each level designer, artist, and game participant can contribute to the whole of the project. The only underlying principle is to stay true to the books. In a sense, the books become our Art Director. We already know what each level should look like. If we stick to the books, and just follow along with them, then we will have achieved our goal. We do have some flexibility and artistic license to create things not present in the books as long as we are not deviating from the core story line. Ideas outside of the book should be vetted with the Spirit Heroes team, so we can decide as a group if the deviation is acceptable. For example, if a person thinks that adding a military grade tank, or fighter jet, to a scene makes sense to them, then we can add it as long as all are in agreement. Otherwise, sticking to the books core art vision and storyline is preferred.

We will store all art assets on our FTP servers in this public location.

<http://www.christgames.org/ftp/games/index.php?dir=projects/spiritheroes/assets/images>

Contact doug@christgames.org if you need the password and details to upload files to this location. Please make a backup copy of any image you replace unless you are the sole creator and user of the file. Please be aware that others might be using a previous version these files.

All art saved on our FTP servers are assumed to be CC0 (public domain) licensed unless otherwise noted. If you do want to change the default license, please make a complementary file with the same name except with .LIC for the extension. Please note we are not accepting or allowing commercial art, or art created by outside teams on our servers. All art should be originals made by the submitter or his/her proxy. All game assets should be licensed for public use.

2D Art Asset List

1. Spirit Heroes Logo – We need to come up with an official logo that will be displayed when you first open the game. This will be on the game opening splash screen too. The first two book covers have the same font for the Spirit Heroes words. The remaining three books change this font. This happened as different artists created each book. The second book cover has a nice banner around the font. We will need to create something like this for the splash screen. A version of the logo should also exist for use in promotional videos, website articles, etc.

2. Story Boards – While the game design document gives us a general overview of the game flow and design concepts, it does not map out each level in detail between the cut scenes and game play. A short five page or less storyboard should be created per each of the five levels to give us an understanding of the key places where we will need to insert videos and voice over animations. These story board illustrations do not have to be detailed documents. Simple stick figure, or better, drawings with some comic style notes is all that is needed. We can then review as a team and make adjustments to the flow of the game with the voice over team and script writers.

3. Character Prototypes – Character prototypes are an important 2D game art asset for several reasons. Foremost it is a concept art asset that allows all other art assets to be modeled from it. It is like creating a master picture of Mickey Mouse, where all other art for that character attempts to recreate that same look. The full list of these character prototypes can be found on our web site here:

<http://spiritheroes.christgames.org/characters.aspx>

a. General Prototypes – Most of the detailed 2D front view character prototypes are created now. However, some of them still need to be made. We are using these prototypes to help us model the 3D meshes, create UV maps, and keep a consistent perspective what the characters look like throughout the game. The images in the book are often part of a scene and not individual characters. These pictures are hard to work with because the characters are in pose and distorted. These prototypes will eventually be rendered in 3D, but modeled off of the 2D images.

b. Battledress Prototypes – Every Spirit Heroes character has two types of dress. They have their casual everyday attire, and they also have their armor. This armor is used when they are in attack mode against monsters. Each character has a slightly different type of armor too. We will need a second 2D character profile prototype for each of the six main Spirit Heroes characters dressed in their battle fatigues. These might be greaves, breast plates, gauntlets, and other classical items found on suites of armor. None of the Spirit Heroes wear helmets. You can see several of these pictures throughout the books as an example of what armor each character wears.

c. 3D Ready Prototypes – Ideally every character prototype will be have three poses, front view, side view, and back view. This is typically done in a T pose where the characters arms are outstretched to its side and its legs are spread apart. 3D modelers can trace these pictures in wire frame format in these x, y, z axis to give depth to their models. It is also ideal for rigging and skeletal posing for animation. These sketches do not have to contain color or great detail. Here are some examples of T pose 2D art being used or 3D modeling. These prototypes will eventually be rendered in 3D, but modeled off of the 2D images.



4. Weapons – Each Spirit Hero is equipped with a weapon. We will need several different swords and other weaponry images created for the game. These should be 2D images, then later converted into 3D models. While these weapons are primarily only for show, they are being wielded during spiritual battles with the monsters. Different angles will be needed as the characters move. The 3D models can be created just like the character models from 2D images as a base template. For example, a good 2D image of a sword from the front view can be traced and extruded in 3D tools. These 2D images can then be used for the texture maps. Detailed images are not needed. Just like the texture maps for plants and other mesh images, these weapons should be simplistic and represent what we see in the books.

5. Environmental Art – This type of art is commonly created by 2D images. It often takes the form of seamless textures. There will be many of these art assets in Spirit Heroes.

a. Landscapes – The first book takes place primarily in the woods. Some of these base images are already created and stored on our FTP sever. However, we need to improve them to match the imagery style of the books. There are textures for wood, leaves, and grass in the first level. A small road is also seen in the books where the Spirit Heroes travel back home. We will need to review each level for landscape art and create 2D images for these scenes. The best option for these is to work with the individual level designer for what art is needed.

b. Scene Assets – Some stories take place entirely inside of buildings. For these scenes the imagery needs to include textures for walls, light fixtures, furniture, and other indoor items. Just like outdoor landscape scenes, what images will be added indoors scenes is being handled by the level designer. This can also be a collaboration effort between the level designer and the 2D artist. Both parties can bounce ideas off of each other until they are satisfied that the scene contains all of the game details to honor the look and feel of the books, while maintaining a small and optimal footprint for mobile games.

6. Sprite Sheets – Some art may only require simple 2D sprite sheet drawings. These are often action items in the game. For example, if a Spirit Hero has the super power of wind for an attack, a standard 2D animated sprite series makes more sense. We do not have to create a 3D perspective of this animation. A few frames of wind swirling will work just fine in 2D and save memory and render time storing the animation as a 3D asset. Sprite sheets will be needed for many game actions, and even a few cut scenes. We will map these out in more details as the game design evolves.

7. HUD – The game needs several different types of Heads Up Displays for scores, levels completed, bonus items, and other textural and progression content. Since the Spirit Heroes target market will be the mobile platform, we will need to adjust our HUDs so they do not impede with game play. This might be achieved for scores, and other immediate in-game data by using a semi-transparent alpha image so the player can see through the display into the background. If a larger display is needed, a swipe down display could be used for full screen content.

More to come...