

VFS

Tank'D

Art Bible/Visual Style Guide

Andres Molina
Dylan Loney
Jeff Shaw
Alberto A. Braga
David Franco

HIGH CONCEPT

Tank'd is a 3rd person game in which the player controls a tank in a gravity-defying cube world. The player has the ability to traverse on all sides of the cube world, allowing the player to experience a unique freedom of movement. The player uses this ability, along with unique weapons to destroy the world of enemies.

CHARACTERS

BSU-TANK (Main Character)

The BSUTANK is our main tank. It was inspired by vehicles from World War 2 and The Cold War, as well as the videogames Company of Heroes and Metal Slug.

Even though the shape of the tank is relatively small and has more curve than other tanks, its equipped with a set of powerfull weapons, and is great at destroying other tanks.

The color palette for this tank is totally unique. The inttended purpose of this is to contrast with the rest of the environment and enemies.

The image below indicates the blue prints and the colour palette for BSUTANK.

Final model polycount should be less than 7000 tris.

This model should have one diffuse texture of 1024*1024, specular map of 1024*1024 and a normal map of 1024*1024

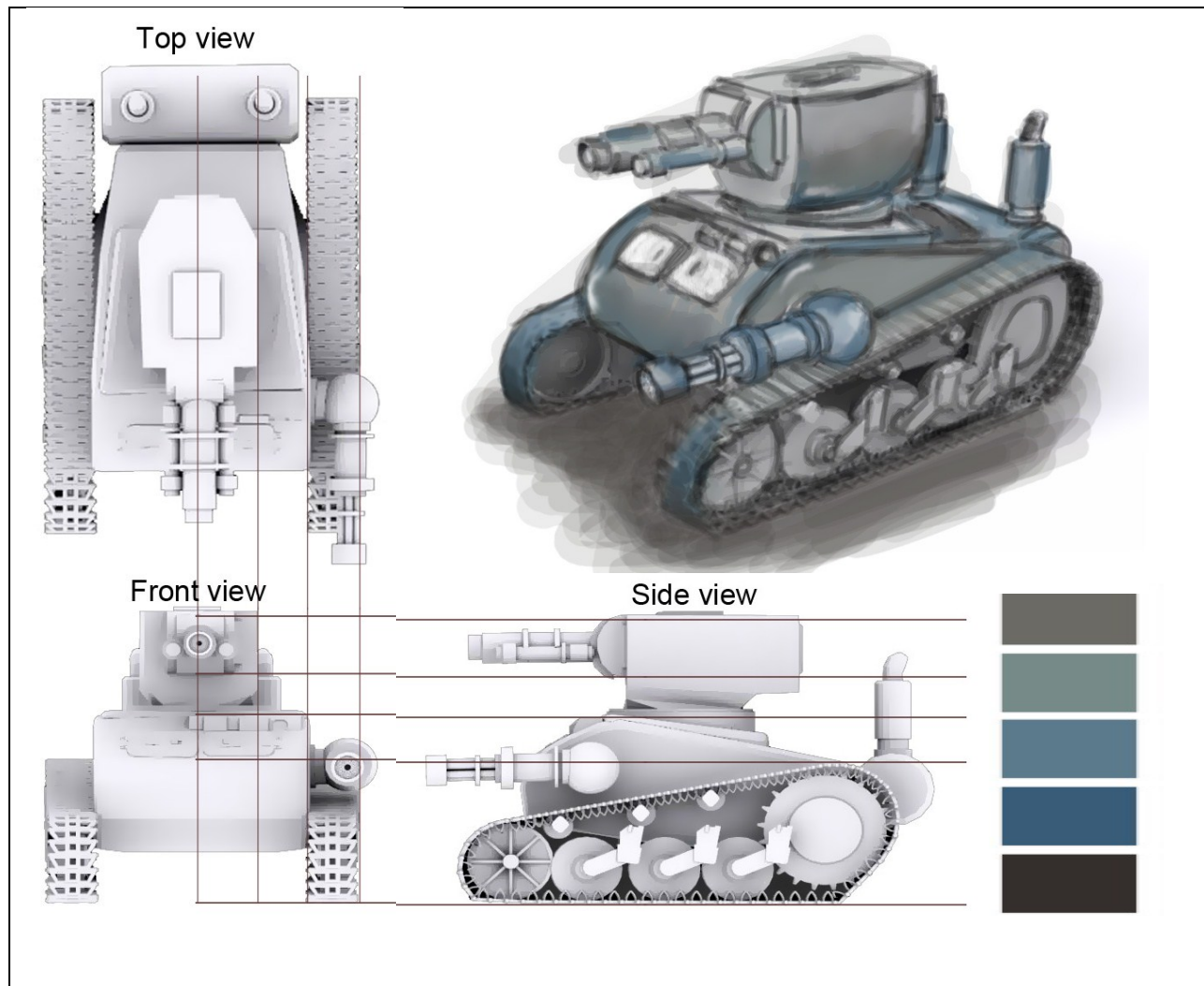


Figure 1- BSU Tank

ENEMIES

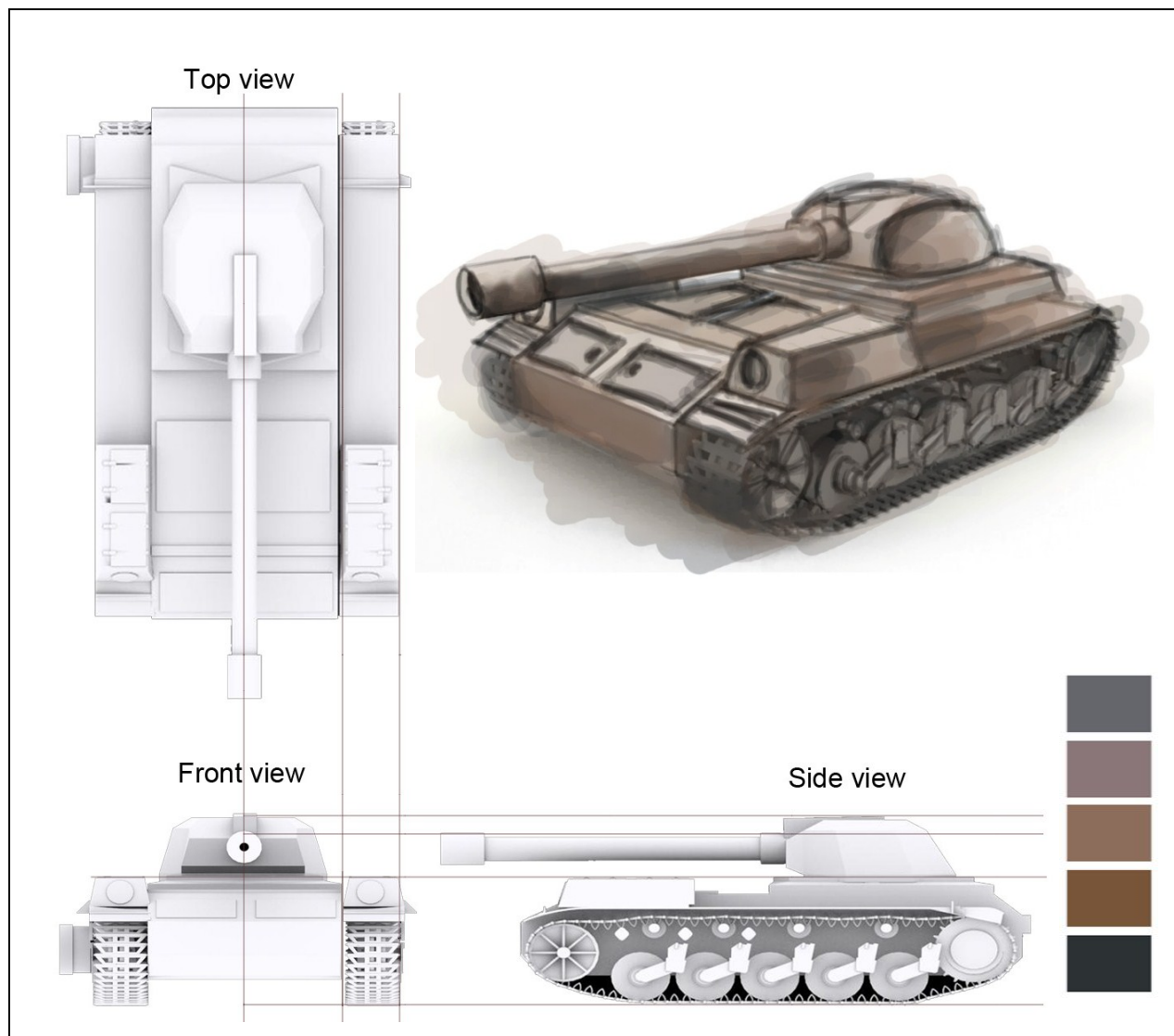
Strong Tank Enemy

This enemy is huge! The strong tank represents the power of the Bloc; it has devastating weapons and strong armor.

Its larger body reflects the distance that its bullets can shoot. Due to its big cannon and its weight, however, its speed is limited to a slow crawl.

Final model polycount should be less than 5000 tris.

This model should have one diffuse texture of 1024*1024, specular map of 1024*1024 and a normal map of 1024*1024.



Artillery Enemy

This is an awesome piece of engineering. It features two wheels in front and four legs as a support. The artillery enemy can move (though quite slowly) and once it decides to attack, it can activate its legs in order to stabilize its body to the ground. This innovative system supports modular forces and ensures operational and tactical dominance in an irregular terrain

This vehicle uses a strong red color palette. This allows it to be easily identified from longer distances by the player. Its red color palette will create a higher contrast between the other enemies and the environment itself.

Final model polycount should be less than 4000 tris.

This model should have one diffuse texture of 1024*1024 ,specular map of 1024*1024 and a normal map of 1024*1024

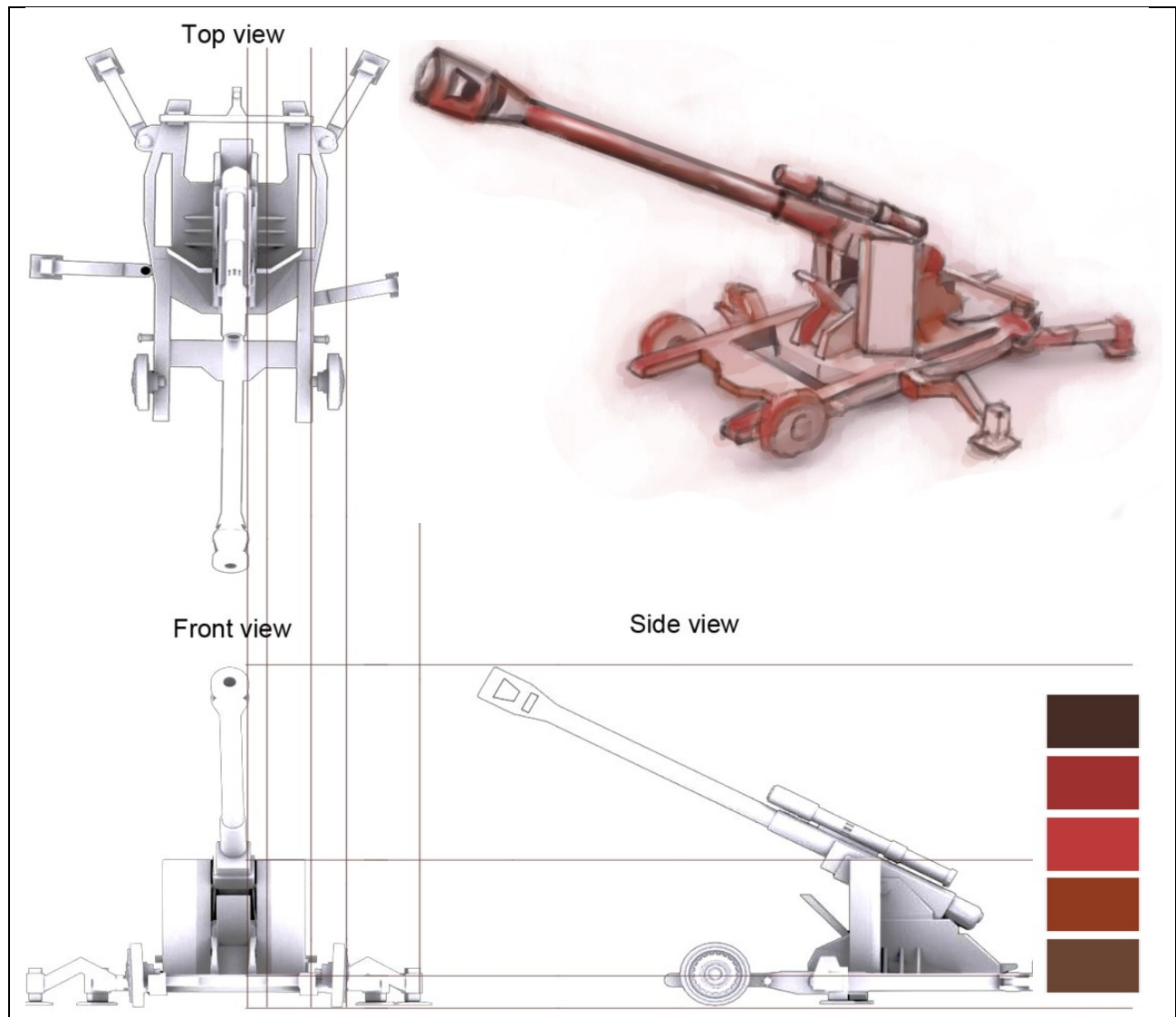


Figure 3 – Artillery enemy

Fast Tank Enemy

This tank is the fastest of the Bloc tanks. Its color palette has a lot of green as in our environment there is going to be various elements of flora and fauna. The palette will make the enemy “camouflage” in certain places of the environment.

The easiest way to recognize this tank is by its movement. It can travel long distances in a small amount of time.

Final model polycount should be less than 5000 tris.

This model should have one diffuse texture of 1024*1024, specular map of 1024*1024 and a normal map of 1024*1024

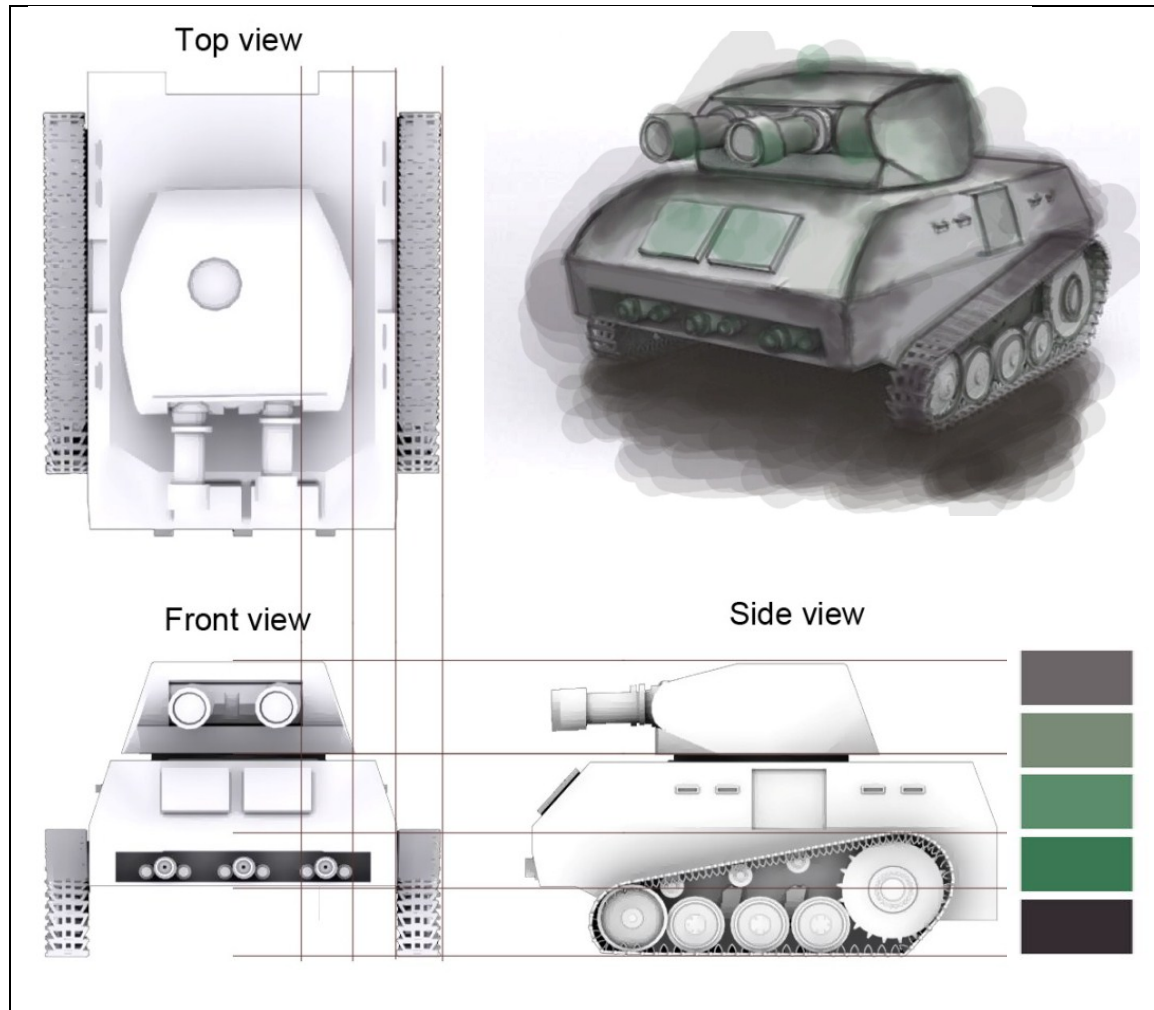


Figure 4 - Fast tank

Machine Gun Turret

This is a static enemy which can only fire upon a 90° arc in front of it. As is a static enemy the bullets are designed to balance that disadvantage. All of the bullets that this machine gun has are designated to be "armor-piercing".

The color palette of this enemy is similar to the artillery enemy, again so that it contrasts with the rest of the environment.

Final model polycount should be less than 4000 tris.

This model should have one diffuse texture of 1024*1024, specular map of 1024*1024 and a normal map of 1024*1024

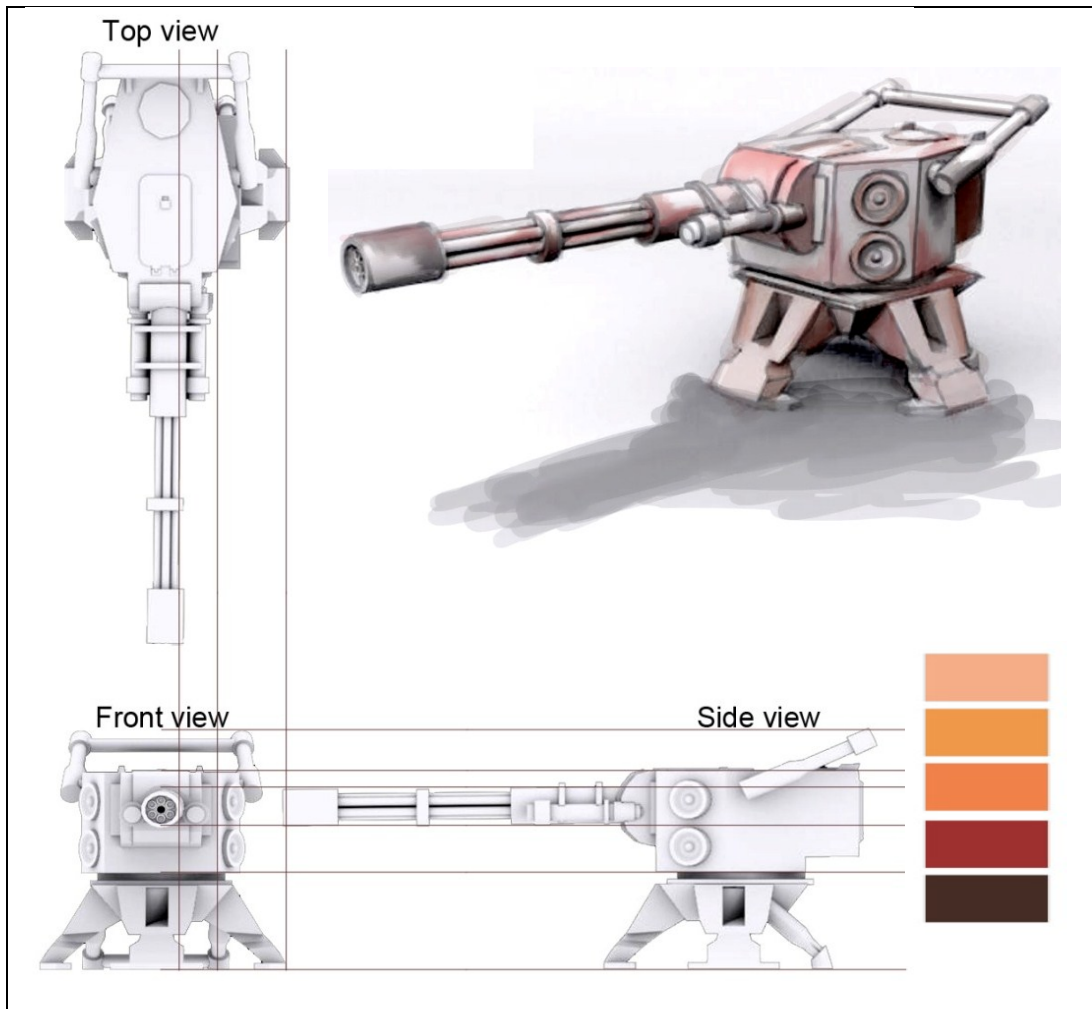


Figure 5 - Missile turret

Missile Turret

Like the Machine Gun Turret, the missile turret is static. This turret shoots missiles instead of bullets, and does not have the aiming restrictions of the Machine Gun Turret. The missiles are very powerful, and are able to curve around the world, hitting targets on different faces.

Its color palette is similar to the Strong Tank because they represent one of the largest threats on the battlefield.

Final model polycount should be less than 4000 tris.

This model should have one diffuse texture of 1024*1024, specular map of 1024*1024 and a normal map of 1015*1024.

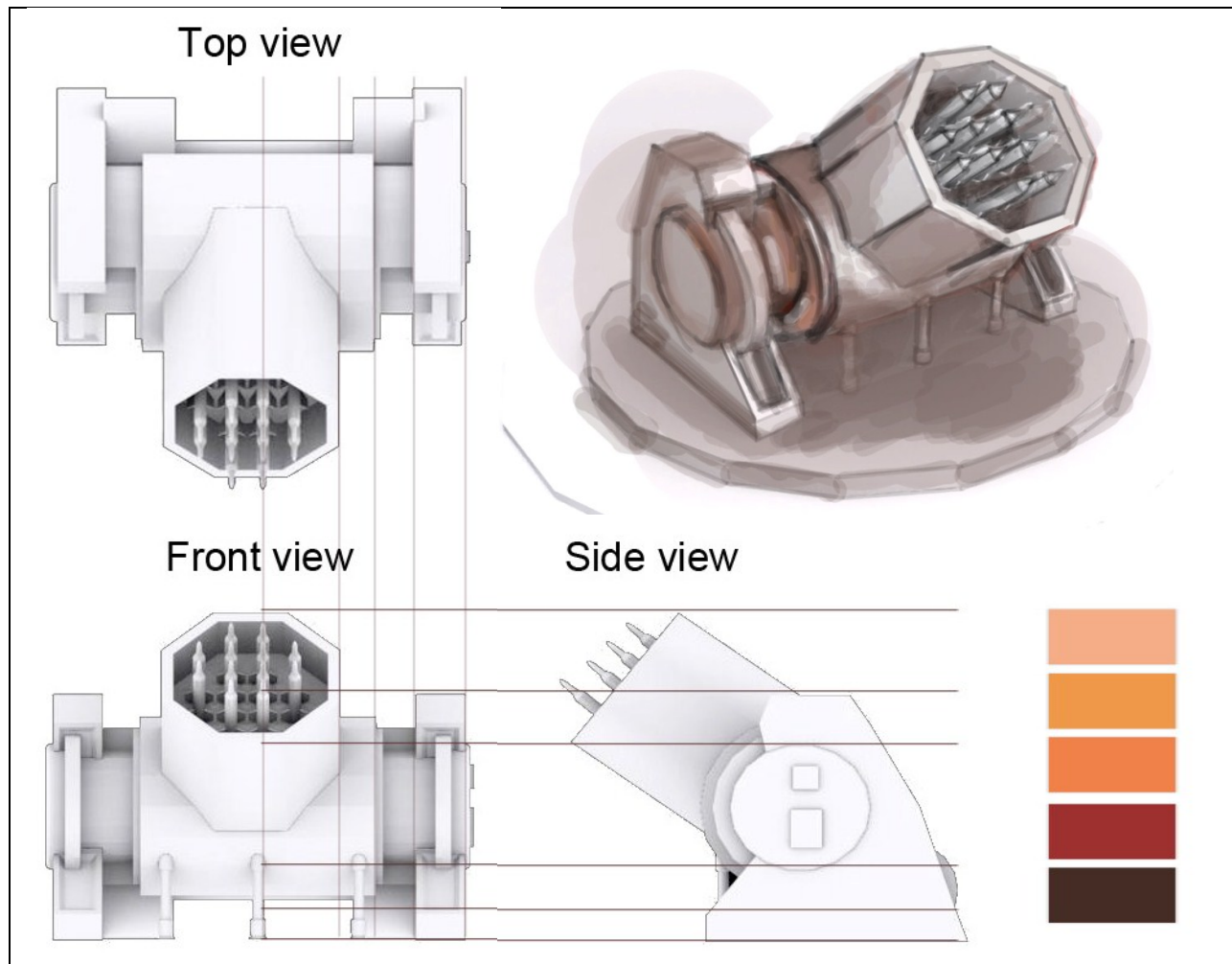


Figure 6 - Missile turret

ENVIRONMENT

As the game is set in a world made of cubes, we decided to mix real life architecture with primitive cube shapes. By using basic shapes for our assets, we can create an environment that fits the theme and mechanics of our game, and looks unique from other games.

The references for our assets are World War Two and the Cold War. We are giving a new look to these elements adding a new color palette with a large amount of color.



Figure 7 - Level example

Color palette



Organic Assets

By creating a new environment in a world made of cubes, we have the opportunity to implement new organic shapes for our own flora and fauna.

The new elements have been created with a specific intention: mix real world objects with the cube theme to create unique but easily identifiable set pieces.

As an example, the trees in our world do not have leaves. Our trees are basic 3d geometry with cubes around it. By making this we can create more variety in our assets and we can also have low poly count in our world. All of the organic assets individually should not be bigger than 400 tris. These models should have one diffuse texture of 512*512, specular map of 512*512 and a normal map of 512*512.

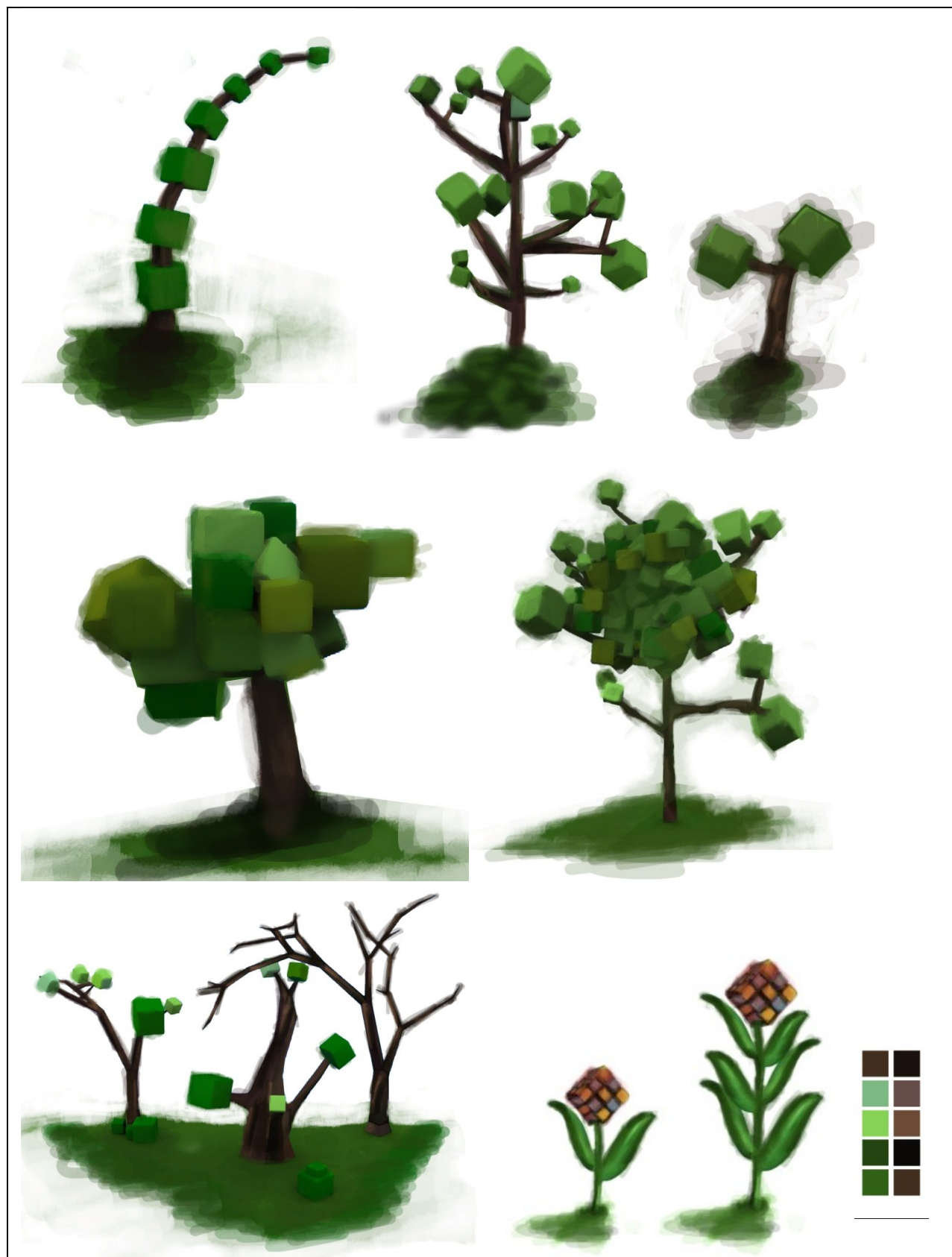


Figure 8 - Organic assets

Misc Assets

We are planning a variety of assets based on the aesthetics of World War Two and the Cold War. Examples include rubble, walls, crates, guard towers, sand bags and other elements which we can use to fill our cube world.

All of the organic assets individually should not be bigger than 400 tris.

These models should have one diffuse texture of 512*512, specular map of 512*512 and a normal map of 512*512



Figure 9 - Misc assets

Scale: Tank and Turrets

MG
Turret



Artillery
Tank



Player
Tank



Fast
Tank



Strong
Tank



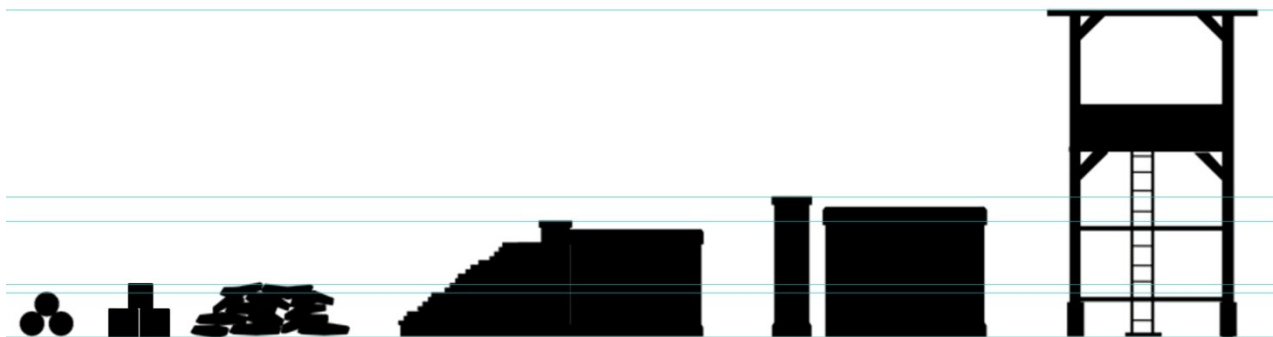
Missile
Turret



Scale: Organic Assets



Scale: Misc Assets



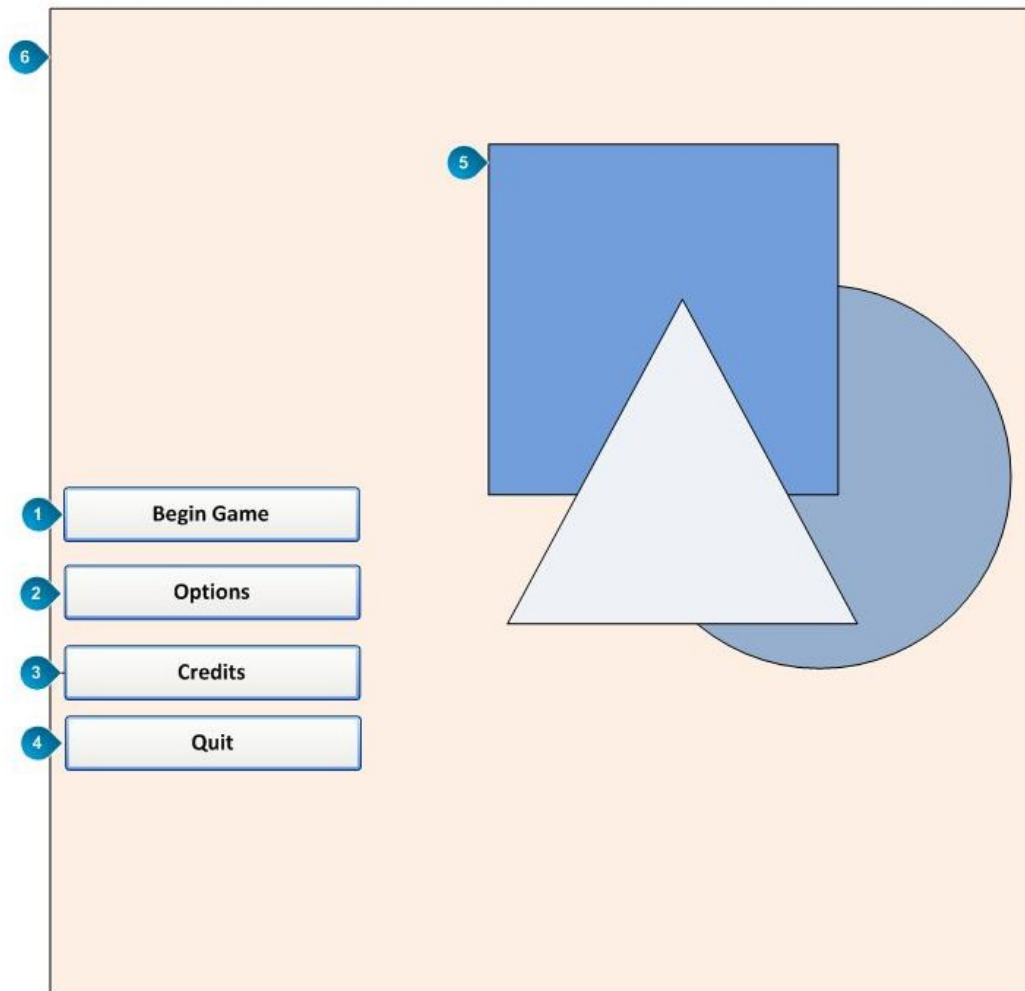
USER INTERFACE

References images: For our user interface we wanted to have the same visual style established in our environment. Our main references are the front end from Team Fortress 2 and Battlefield Heroes.





Main Menu - Wireframe

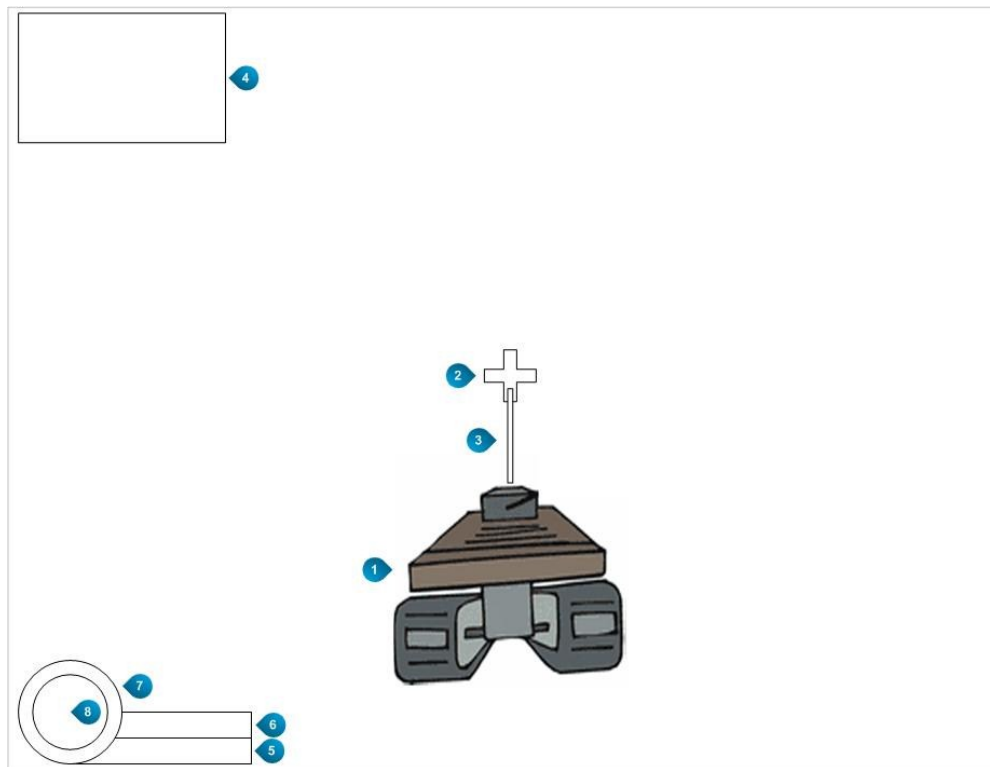


Item	Name	Details
1	Begin Game:	This option will allow the player to go to a new screen to start the game. (New option to select a new level), after that, player will start the game.
2	Options:	After selecting “Options”, the player will be taken to the Options screen allowing them to adjust video and audio settings.
3	Credits :	This option will pop up a new screen showing credits of the developers and contact info.
4	Quit	This option will pop up a decision if the player really wants to quit, if yes it will go back to the

Item	Name	Details
		main menu of the OS.
5	Image	This space will contain a image of the main character, the enemies and the name of the game
6	Background:	This image will show a piece of the environment that the player is going to experience in the game.

HUD Wireframe

The following is a flowchart depicting the front end and pause menus of Tank'd.

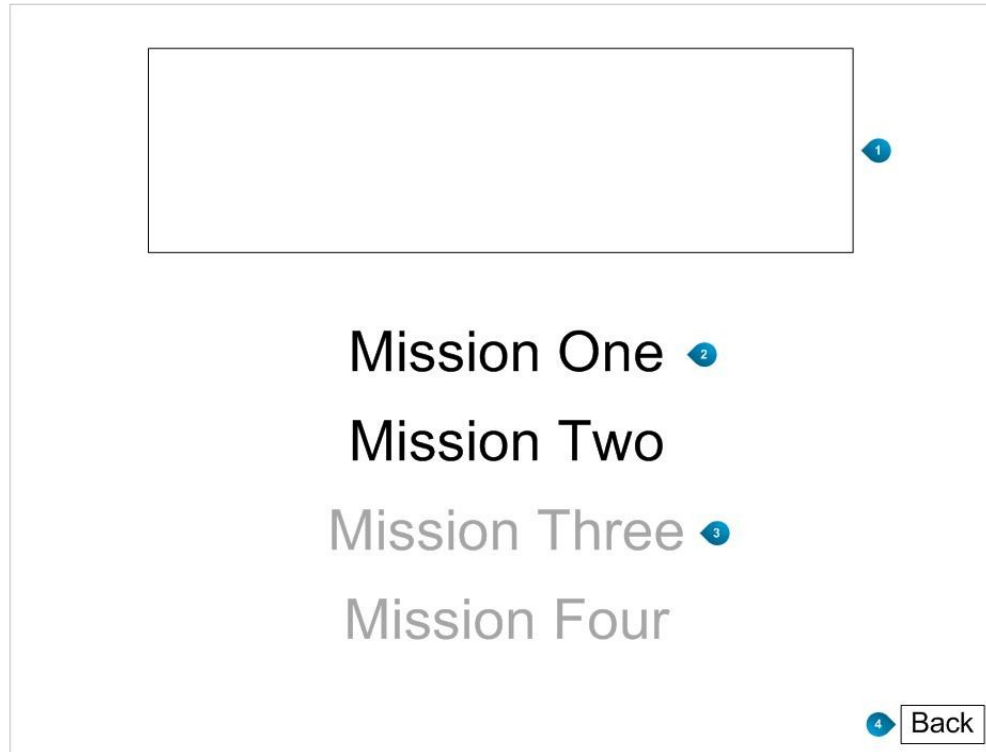


Item	Name	Details
1	Player Avatar	This is the player's tank.
2	Crosshair	Assists player aiming by showing where shots will travel. Useful for firing the MG.
3	Trajectory Arc	Draws a partial trajectory of the main cannon arc. It is a line drawn

		in 3D from the barrel of the tank.
4	Objective's Panel	New objectives are displayed in this box. Fades out after several seconds.
5	MG Overheat Bar	Displays the temperature of the MG. If overheated, displays the cool down time.
6	Missile Recharge	Displays the missile launcher recharge progress.
7	Main Cannon Reload	Displays the reload time of the main cannon.
8	Tank Health	Displays the current health of the tank. The circle fills to indicate health, and is accompanied by a tank graphic that turns from green to red.

Single-Player Mission Select Screen

The following is a wireframe for the Single-Player Mission Select Screen.



Item	Name	Details
1	Mission Graphic	Displays a screenshot from the currently highlighted mission
2	Mission Select	List of missions available. Players can scroll through and select one.
3	Locked Missions	Missions that are not yet unlocked appear grayed out and are unselect able.
4	Back Button	Returns to the Main Menu

Single-Player Results Screen

This screen is displayed when the player successfully completes a level.

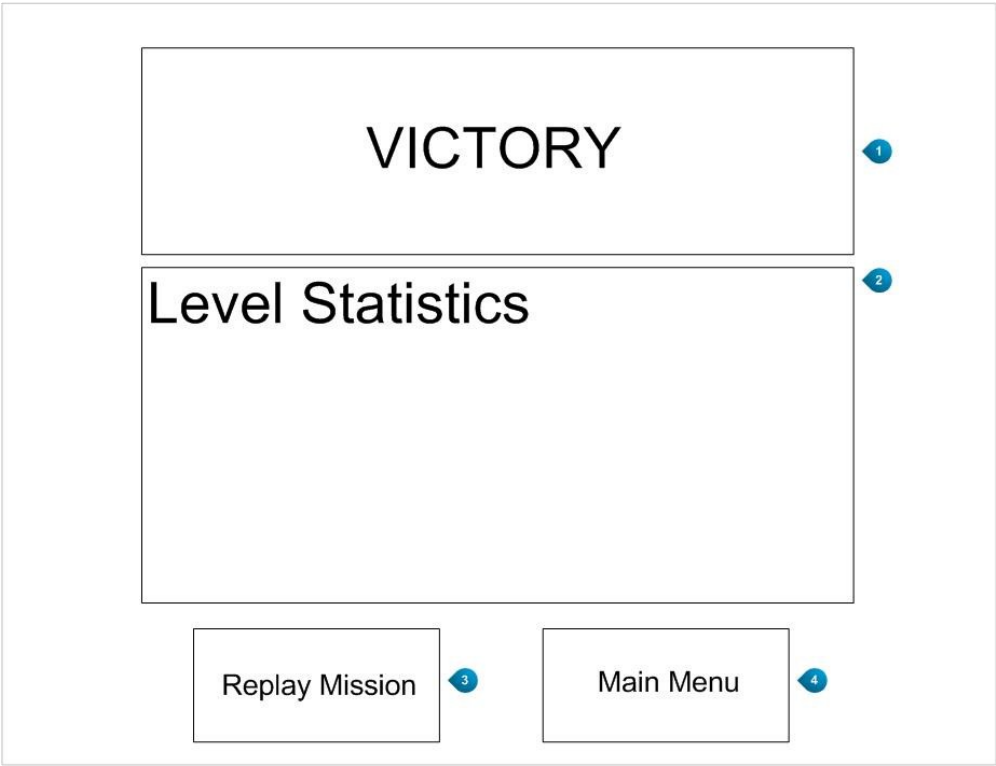


Figure 1: Single-Player Results Screen









Table 1: Results Screen Components

Item	Name	Details
1	Victory Graphic	Displays a victory message and image.
2	Level Statistics	Provides the player with statistics about their game. Includes shots fired, accuracy, travel distance, mission time, enemies destroyed and damage taken.
3	Replay Mission	Allows players to quickly replay the selected mission.
4	Main Menu	Returns the player to the main menu of the game.

FONTS

MAIN TITTLE : Ink Tank

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
0065	0066	0067	0068	0069	0070	0071	0072	0073	0074	0075	0076	0077	0078	0079	0080	0081	0082
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R

S 0083	T 0084	U 0085	V 0086	W 0087	X 0088	Y 0089	Z 0090
							

a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s
0097	0098	0099	0100	0101	0102	0103	0104	0105	0106	0107	0108	0109	0110	0111	0112	0113	0114	0115
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o	p	q	r	s

t 0116	u 0117	v 0118	w 0119	x 0120	y 0121	z 0122
						

HEAD TITLES: Goshawk military

A 0065	B 0066	C 0067	D 0068	E 0069	F 0070	G 0071	H 0072	I 0073	J 0074	K 0075	L 0076	M 0077
A	B	C	D	E	F	G	H	I	J	K	L	M
N 0078	O 0079	P 0080	Q 0081	R 0082	S 0083	T 0084	U 0085	V 0086	W 0087	X 0088	Y 0089	Z 0090
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

a 0097	b 0098	c 0099	d 0100	e 0101	f 0102	g 0103	h 0104	i 0105	j 0106	k 0107	l 0108	m 0109
A	B	C	D	E	F	G	H	I	J	K	L	M
n 0110	o 0111	p 0112	q 0113	r 0114	s 0115	t 0116	u 0117	v 0118	w 0119	x 0120	y 0121	z 0122
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

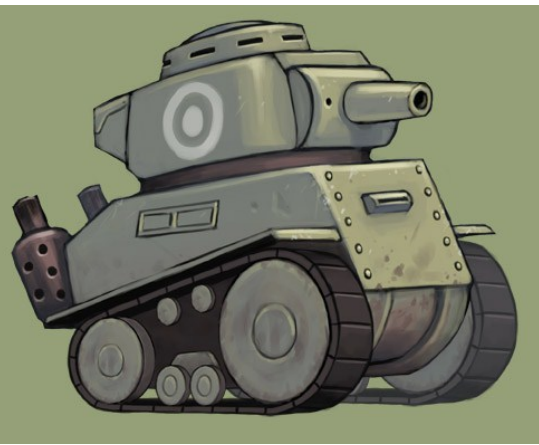
BODY & DOCUMENTATION: Sanford

A 0065	B 0066	C 0067	D 0068	E 0069	F 0070	G 0071	H 0072	I 0073	J 0074	K 0075	L 0076	M 0077
A	B	C	D	E	F	G	H	I	J	K	L	M
N 0078	O 0079	P 0080	Q 0081	R 0082	S 0083	T 0084	U 0085	V 0086	W 0087	X 0088	Y 0089	
N	O	P	Q	R	S	T	U	V	W	X	Y	
Z 0090												
Z												

a 0097	b 0098	c 0099	d 0100	e 0101	f 0102	g 0103	h 0104	i 0105	j 0106	k 0107	l 0108	m 0109	n 0110	o 0111
a	b	c	d	e	f	g	h	i	j	k	l	m	n	o
p 0112	q 0113	r 0114	s 0115	t 0116	u 0117	v 0118	w 0119	x 0120	y 0121	z 0122				
p	q	r	s	t	u	v	w	x	y	z				

REFERENCE IMAGES

VEHICLES: References taken from World War Two and the Cold War, as well as the videogames Company of Heroes and Metal Slug.



REFERENCE IMAGES

TEXTURES AND LIGHTING (Environment): Our main reference is the textures and the lighting from Team fortress 2 and Battlefield Heroes.

We wanted to have bright levels in which the player can easily identify the different elements of our world. As moving around cubes might be confusing to new players, we can add specific textures and 3d elements which create landmarks for the player.



REFERENCE IMAGES

COLORS: Our main reference for our colors is Team Fortress 2. We decided to use this as a reference as the style fit with what we imagined our game would look like; a war environment full of color and life.

