

ART STYLE GUIDE

Something's Funny at the Peanut Factory by Simon Babineau

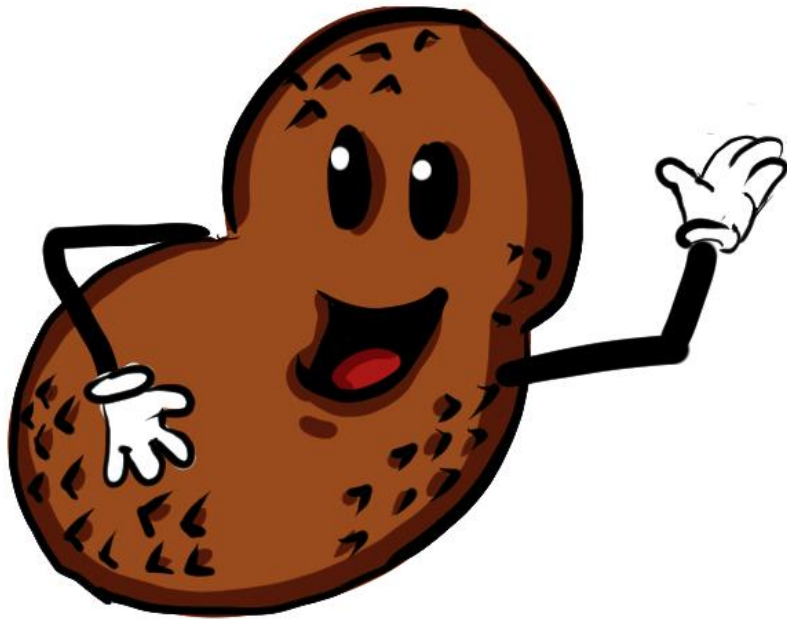


Image Source: Simon Babineau

OCTOBER 15, 2019

Theme

- First Person Shooter
- Retro Sci-fi aesthetic
- Dark Comedy

Environment, Season and Time of Day

- Desert Environment
- Mid - day
- Fall

Colour Schemes by Area

Area 1 – Exterior terrain and Factory

The exterior landscape and landing area are base on the Painted Desert in Arizona with a slight color shift to enforce the alien aspect of the landscape.



Figure 1: Source = https://upload.wikimedia.org/wikipedia/commons/thumb/a/ab/00_1025_The_Painted_Desert_-_Arizona_%28USA%29.jpg/800px-00_1025_The_Painted_Desert_-_Arizona_%28USA%29.jpg

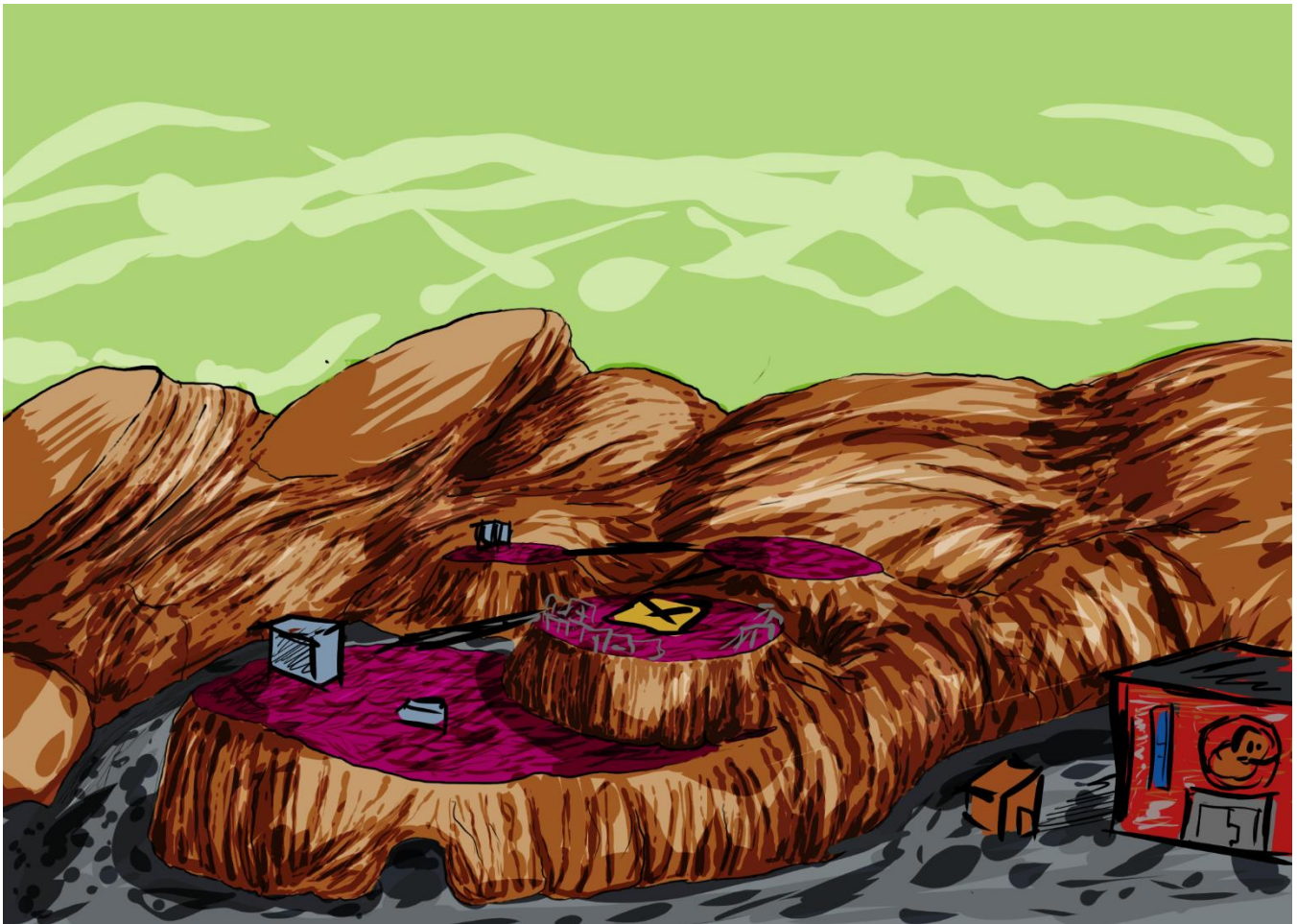


Figure 2: Landscape Concept - Source: Simon Babineau

The factory and it's interior are based primarily on those from the industrial revolution. It serves as a façade and entryway to the, much more futuristic second area.



Figure 3: Factory Floor. Source - <https://www.historycrunch.com/uploads/4/1/1/6/41169839/published/mill.jpeg?1495232708>



Figure 4 <https://i.pinimg.com/originals/dc/da/17/dcda171758eae3ffc268279c98493ccf.jpg>: Decaying factory. Source -



Figure 5: Primary exterior -- Landscape



Figure 6: Secondary exterior -- Factory

Area 2 – AI Chamber

The colors for AI chamber is inspired by the colorized version of the film Metropolis

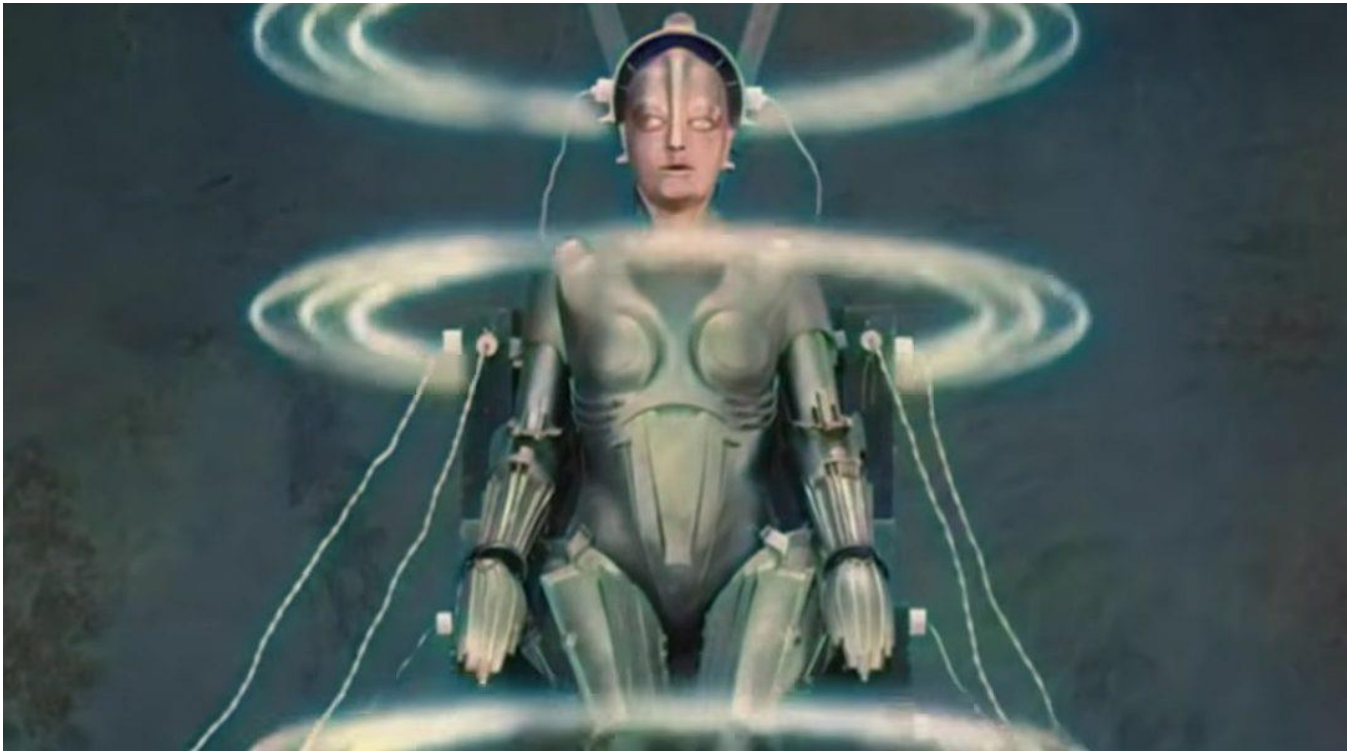


Figure 7 Source -- <https://i1.wp.com/codigoespagueti.com/wp-content/uploads/2019/09/metropolis-restaurada.jpg?fit=1080%2C608&quality=80&ssl=1>

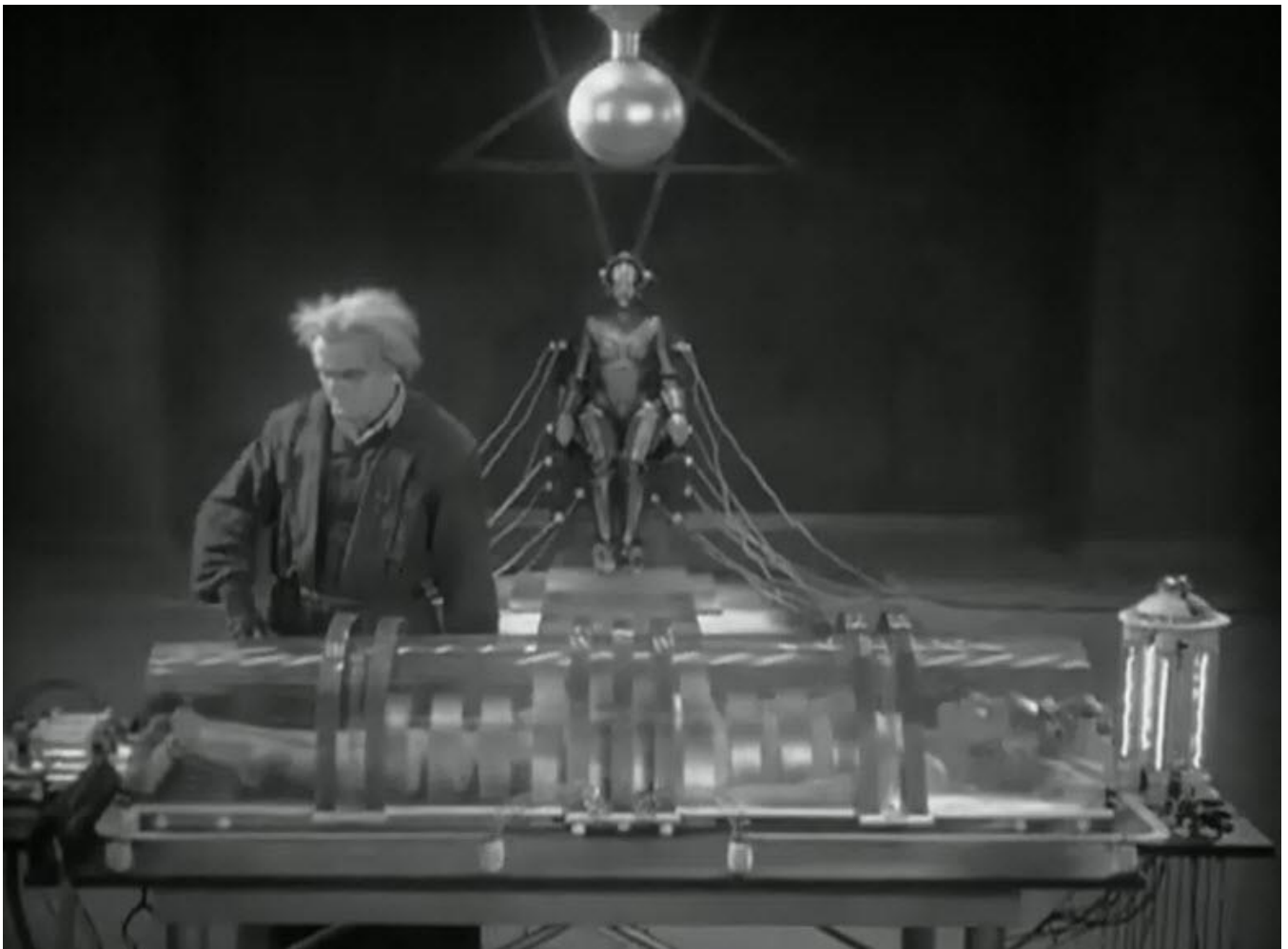


Figure 8: Screen from Metropolis -- Source: <https://vigilantcitizen.com/wp-content/uploads/2010/10/metro371.jpg>

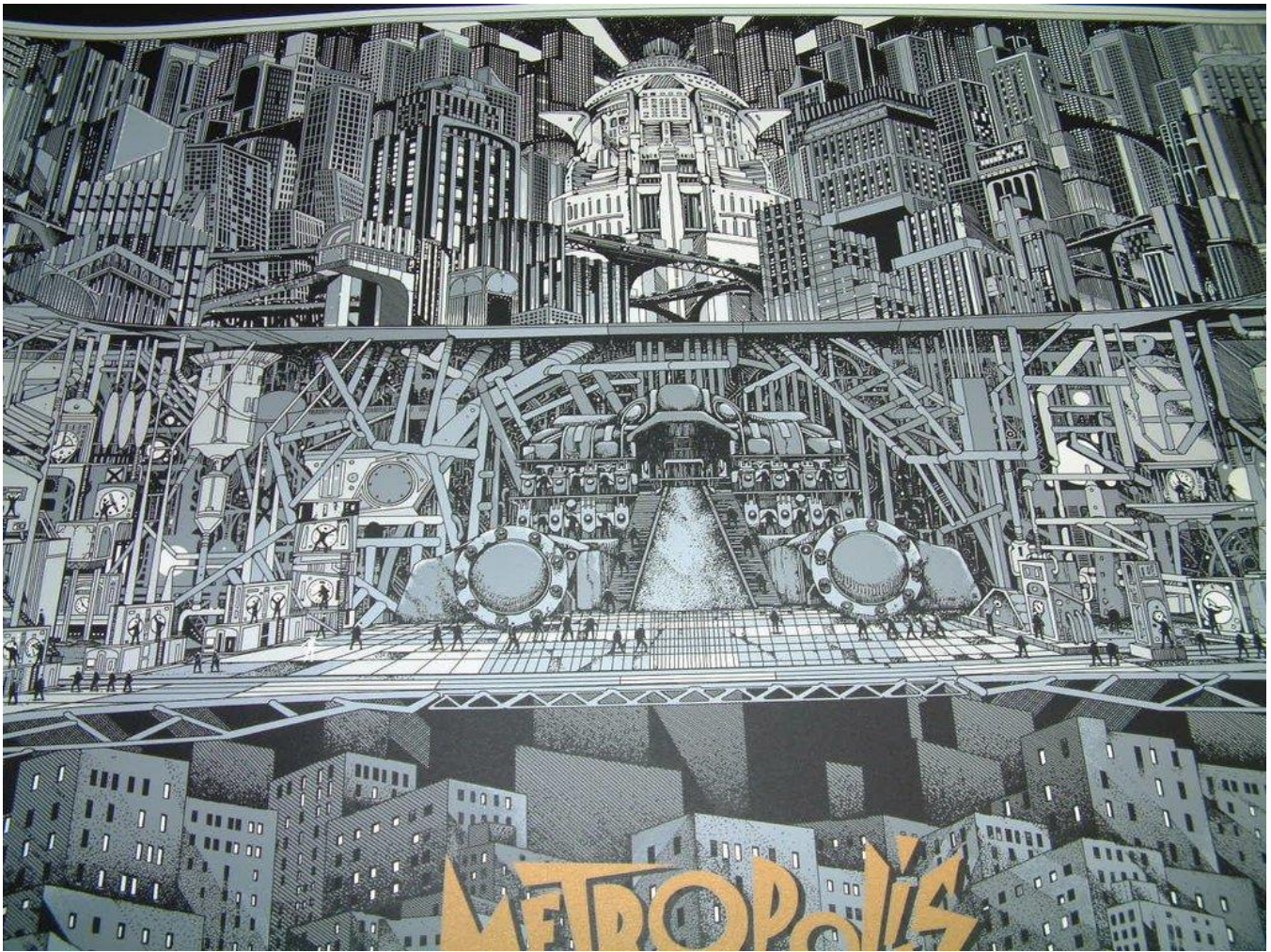


Figure 9: Metropolis Movie Poster -- Source: <https://vigilantcitizen.com/wp-content/uploads/2010/10/metro371.jpg>



Figure 10: Interior colors

Motifs

AI motif

The AI and enemies are all part of the Happy Snack Peanut factory and have an association with the Happy Snack mascot “Nutty Butters”

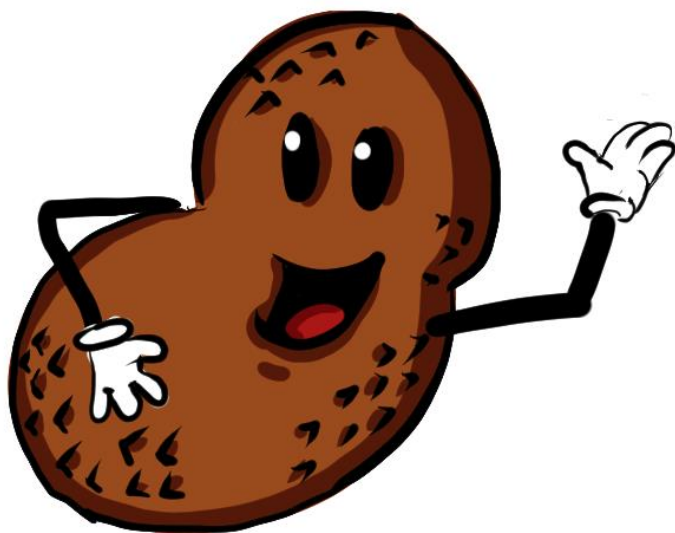


Figure 11: Nutty Butters -- Source: Simon Babineau

Protagonist Motif

Brick Spanner (the protagonist) is an employee of United AI Mediation and Termination Services. Their motto is “When AIs go bad, it’s time for them to die”.



Figure 12 : United AI Mediation and Termination Services Logo -- Source: Simon Babineau

Static Meshes

Shuttlecraft

The Shuttle craft is based on the idea of a service vehicle or truck. It shows signs of heavy wear and has pockets of rust and several dents.



Figure 13: Shuttle Craft concept - Source: Simon Babineau

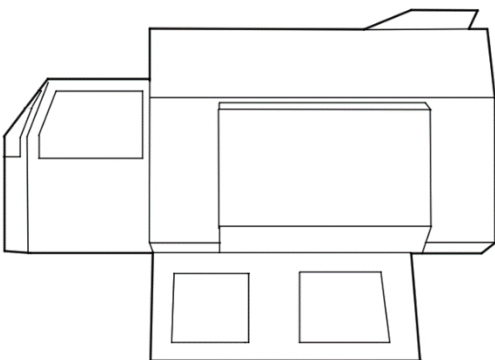


Figure 14 :Shuttle Craft Side View - Source: Simon Babineau

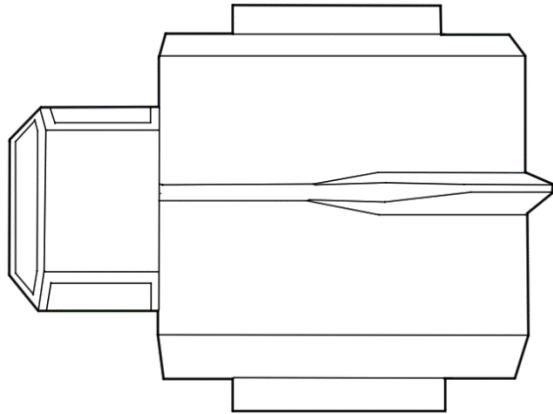


Figure 15: Shuttle Craft top view - Source: Simon Babineau

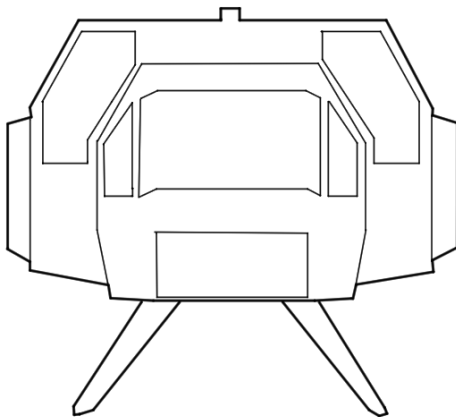


Figure 16: Shuttle craft front view - Source: Simon Babineau



Figure 17: Service Truck -- Source: <https://supremecorp.com/wp-content/uploads/2015/01/header-service2.png>



Figure 18: Red van -- Source: https://upload.wikimedia.org/wikipedia/commons/7/7f/Preserved_International_Harvester_Metro_Van_in_Portland_in_2015.jpg

Health Pickup

The health pick is a floating screen with the picture of peanut with bandages. It has a red light on top and shows signs of exposure or lack of maintenance.

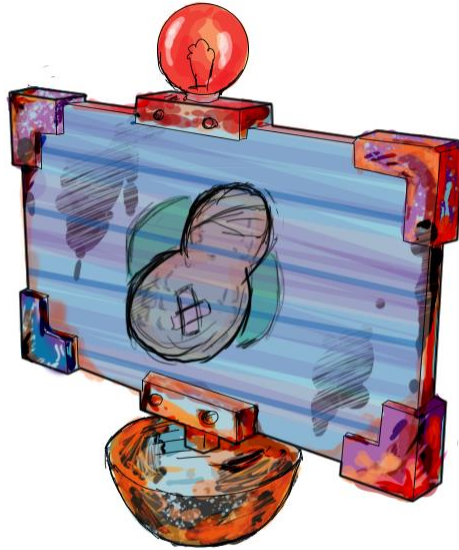


Figure 19: Health Pickup Concept - Source: Simon Babineau

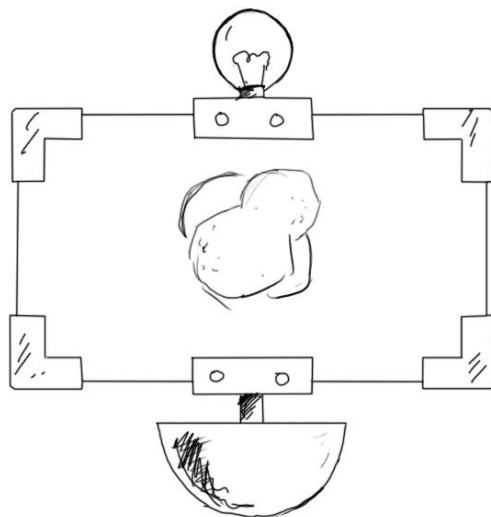


Figure 20: Health Pickup front - Source: Simon Babineau

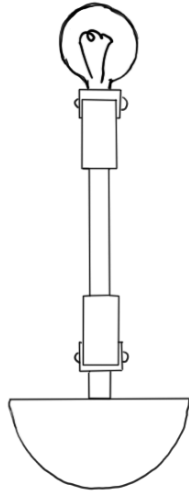


Figure 21: Health pickup side - Source: Simon Babineau

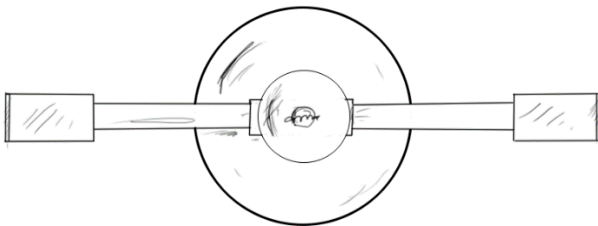


Figure 22: Health Pickup Top - Source: Simon Babineau

Doorway

The door is a large heavy security barrier which is designed to prevent access to the factory. A keycard device is located on the left hand side of the door.

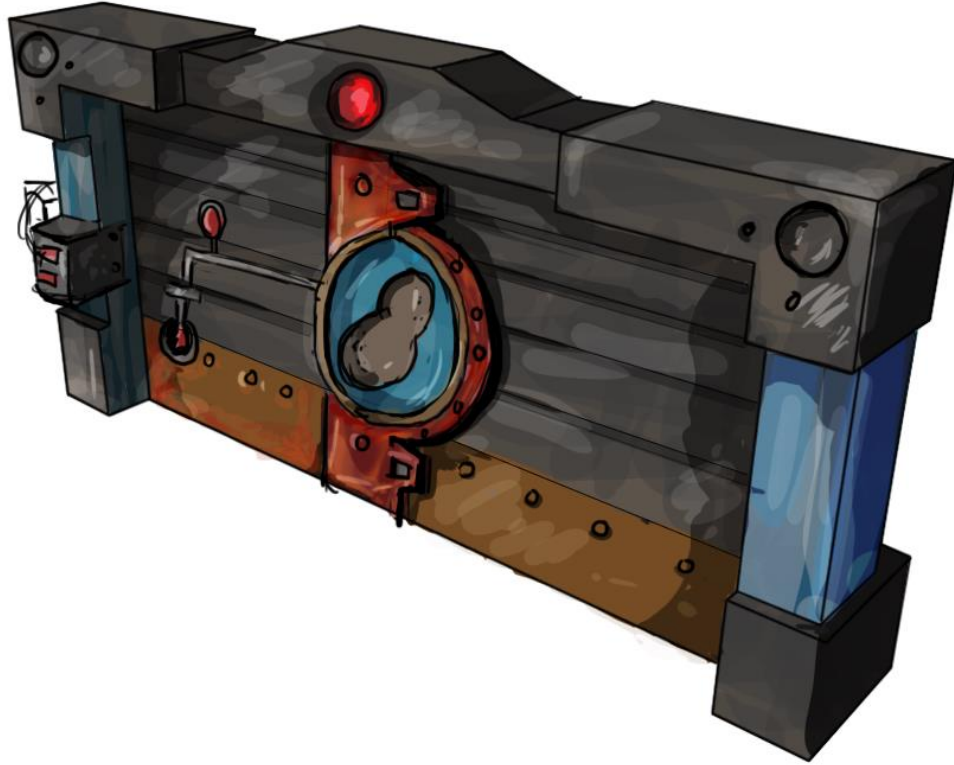


Figure 23: Doorway Concept - Source: Simon Babineau

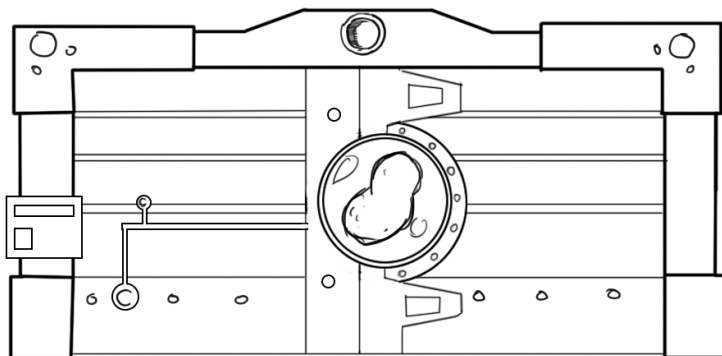


Figure 24: Doorway Front - Source: Simon Babineau



Figure 25: Doorway Side - Source: Simon Babineau



Figure 26: Doorway Top - Source: Simon Babineau

Barriers

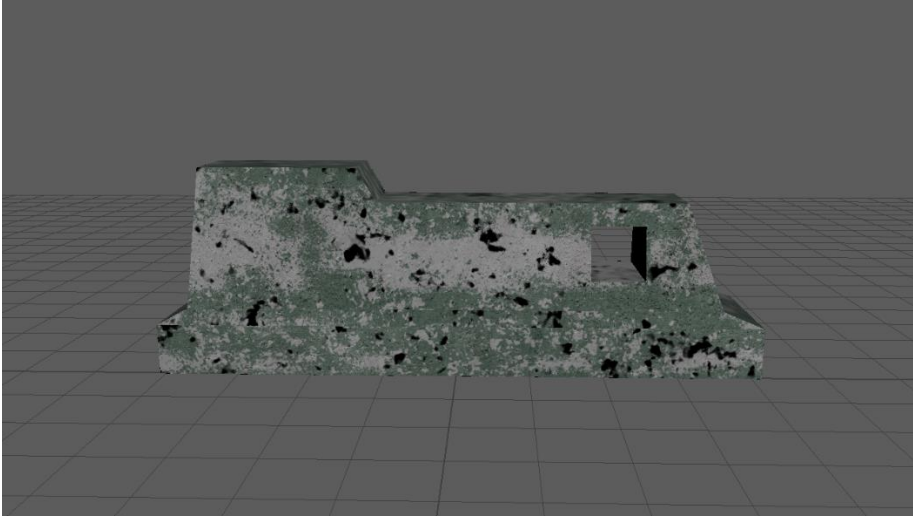


Figure 27: Concrete Barrier -- Source: Simon Babineau

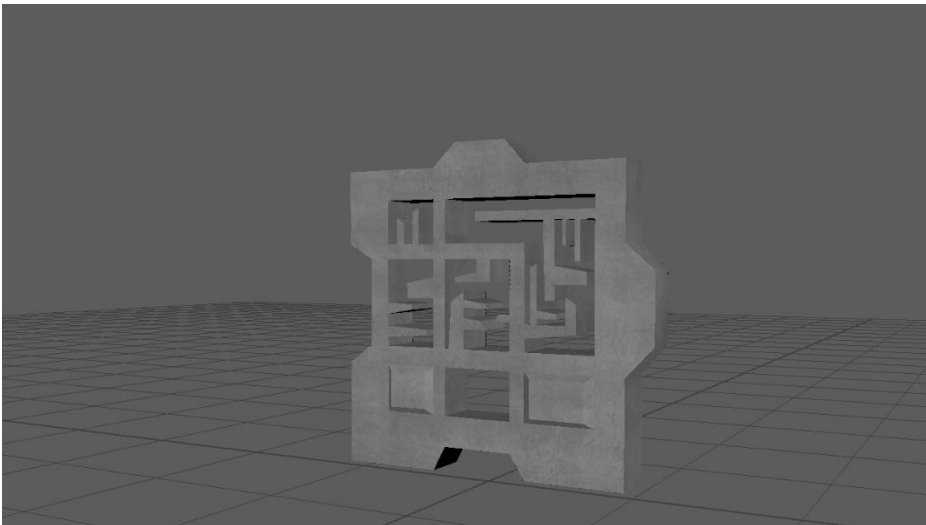


Figure 28: Modular Barrier -- Source: Simon Babineau

Pipe/ductwork/or similar item

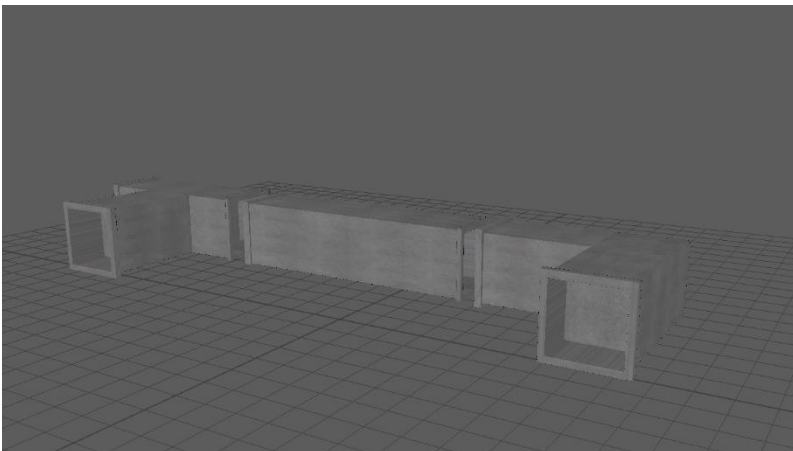


Figure 29: Modular Ductwork -- Source: Simon Babineau

Barrel

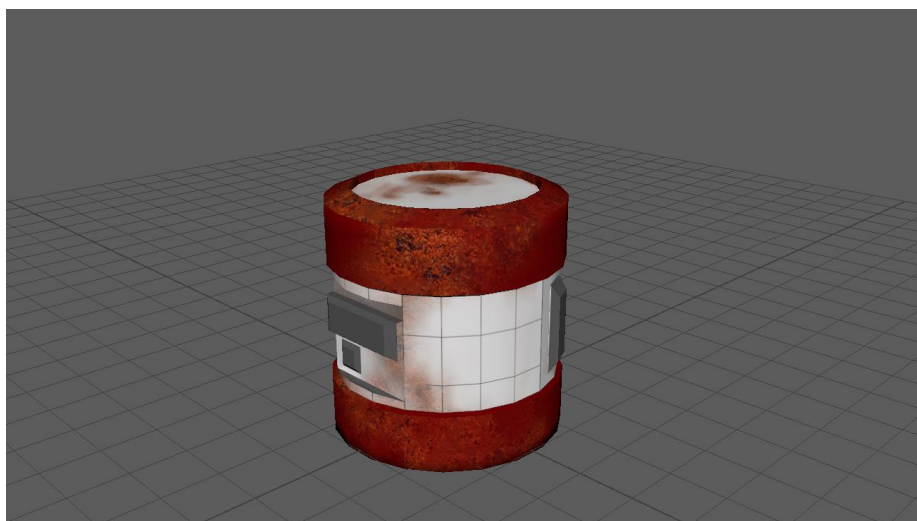


Figure 30: Barrel ,Distressed -- Source: Simon Babineau

Crate

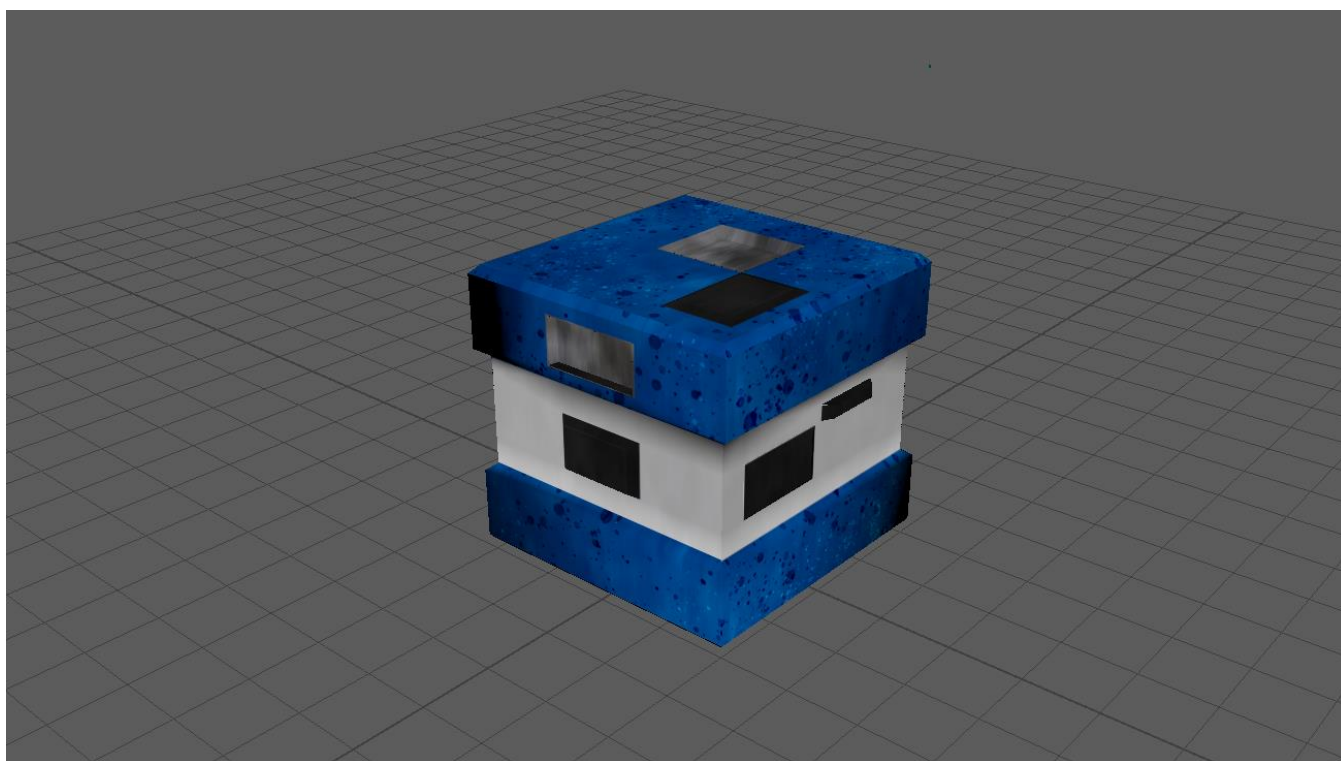


Figure 31: Crate -- Source: Simon Babineau

Model Reference - Dumpster

This reference is for the garbage receptacles that will be placed near the factory.



Figure 32: Dumpster Reference -- Source: Simon Babineau



Figure 33: Dumpster Texture Reference -- Source: Simon Babineau