

# Dawn Of The Pantheons

## Art Style Guide

Concept Visualization 2

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“Don’t be too amazed by their awe inspiring homes and definitely don’t let your guard down, these powerful gods really pack a punch”

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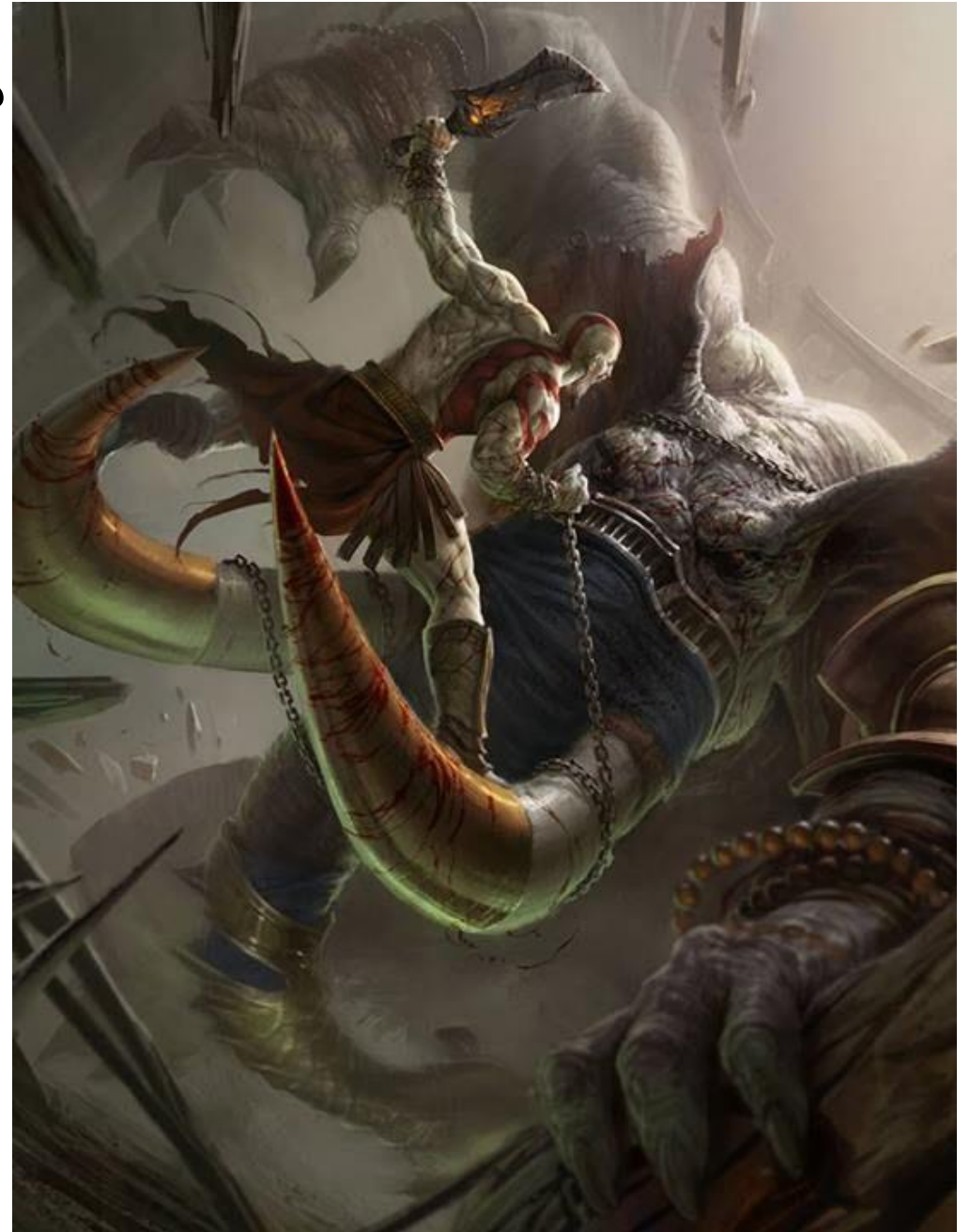
# Define The Brief

This project is a 4 player battle arena fighting game. The gameplay style will be similar to Super smash bros brawl.

My vision for this project is for the player to be immersed with awe of the artwork of the gods and their environments. I want to highlight the strength and beauty of the gods. With a deep lore behind them, no two gods are the same. I want to capture their unique aspects and bring it to life. In the process, adding my own twist whilst still staying true to the lore.

Not forgetting their amazing territories. From the beauty of Asgard to the rapids of the river Nile. I want the gods to look like they belong in the arenas where they fight. At the same time we will have the game to look fun and inviting.

My target audience for this game is firstly going to be the fans of fighting games that'll introduce unique gameplay. The second set of fans for this game will be people who enjoy learning about or are fascinated with the different gods and mythologies. As the character background and story of the game will be heavily based on real lore.



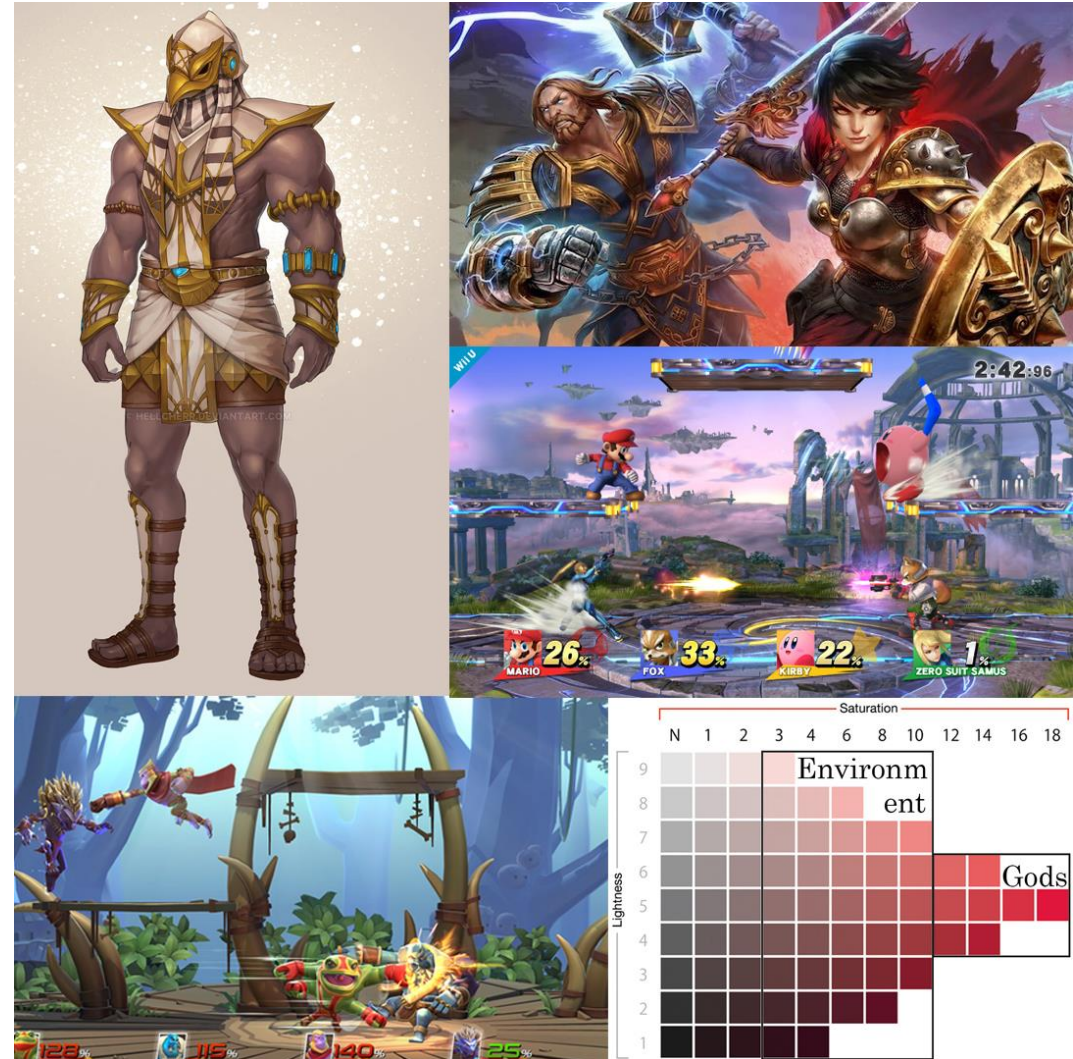
# Overall Art Style

The art style for this project will be stylized realism. Realism with a touch of stylization. The stylization we will have will be to enhance the gods' features etc. Huge muscles.

The colour scheme of the gods will consist of more vibrant and higher saturated colours. As you can see with the two top images on the right. We will also try to give the characters a range of colours.

The colour scheme of the environment will consist of less vibrant and less saturated colours. This in conjunction with the god colour scheme will make them stand out really well. You can see the kind of tones we will be using in the bottom right.

Our gameplay will be similar to Brawl Out and Super Smash Bros. Because of this we will need to design the environments how they did. There will be a platform for the players to fight on and then the background which'll be a still image. The platforms' colour will be a 10-12 on the saturation chart whilst the background will be a 3-8. (bottom right image)





# Poseidon

Poseidon, King of the seas and oceans, is one of the Twelve Olympians in ancient Greek mythology. Brother of Zeus and Hades, he's really a force to be messed with!



When damaged, Poseidon's skin will rip off revealing he's made of water. As his skin disappears you see a glowing orb (giving off light) in the centre of his stomach. This orb is basically his life source.

Poseidon will also have a big white bushy eyebrows, a long curly white beard (similar to the man below) but it'll be long enough to reach the top of his pectorals. His white hair will also be the same length. This is because in ancient Greece long hair was a symbol of power and wealth.



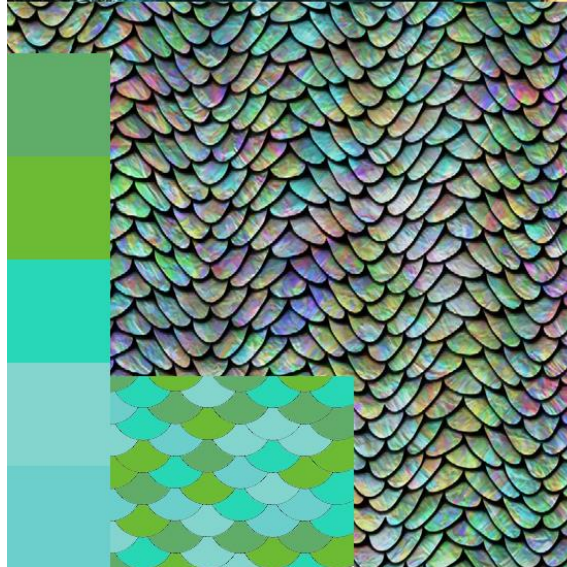
Poseidon, being a Greek god, has an amazing physique, similar to the image above. Even though he is a god I don't want him to be TOO muscly that it becomes unrealistic.



Poseidon will also have fins on his armour as you can see below, although his fins will be more vibrant and beautiful, similar to the pink/purple fins. The fins will fade from his scale colour scheme onto gold like the background. The gold section will be the end of the fins and these will be tipped with poison.



Due to the fact that my Poseidon is really made out of water and is just water with a glowing orb inside of him, his eyes is like the top right image, always blue and bright. The same thing happens when you see him open his mouth. Then as his skin tears away it gives off a similar light to these images. I decided to give/make him an orb is because water doesn't have a colour and this orb will give him colour. Also it'll stop him from blending into the background when playing in his underwater city.



Poseidon's armour will be made up of fish scales. His armour will also be gold trimmed. Taking inspiration from the Runescape gold-trimmed armour.

His armour will only cover his wrists, shoulder, top half of back and his legs. Chest, lower back and biceps/triceps will just be his skin.



As Poseidon is the king/ruler of the ocean, I want him to have a crown. The top parts of the crown will have a pattern similar to the unicorn horn above, this will be all around the crown. In the front of the crown I also want there to be a sea shell (like to the right) with a bright emerald on it. This will be the only gem and only part of the crown that isn't gold. The rest of the crown will be made of entirely gold and will also be tipped with Poseidon like his fins.



Of course Poseidon isn't Poseidon without his legendary Trident. Instead of three points, this trident will have five, similar to the one on the left. The outer two points will have fins coming out of their sides. These fins will not have a gradient, but just be all gold. Similar to the crown the trident will have a golden shell with a bright emerald on it. This is to show that the crown and trident go side by side and the trident belongs to the king of the sea just as much as the crown does. Like the crown, the whole trident is gold.

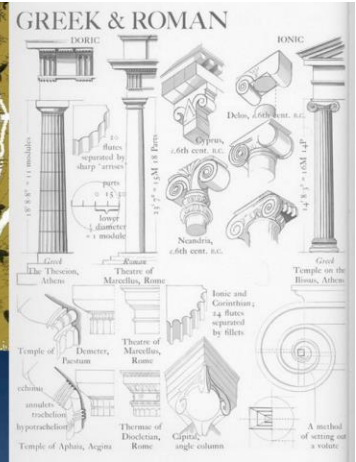


The opposite end of the trident will also have a sharp point. This is so he can fight with both sides of it and use it as a double ended spear. The fins mentioned in the paragraph to the left are also so the trident is more aerodynamic when he wants to throw it. Whenever Poseidon has his crown on he can control his trident with his mind similar to how Thor can control his hammer and Yondu in Guardians of the Galaxy.



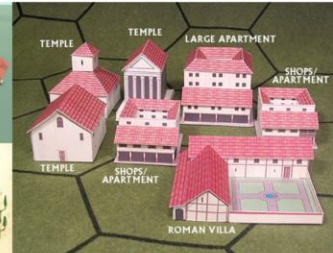
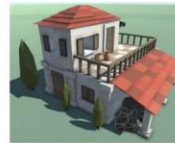
# Atlantis

Every King needs a kingdom... Atlantis was claimed by Poseidon after he defeated the titans, led by his own father. This beautiful kingdom definitely is a sign to behold.



Atlantis is an underwater city. The colour scheme for most the environment will be a blight blue/green ish colour, you can see in the above and left images. I also want slight rays on sunshive to shine throughout the environment. Not only that but I also want corals growing on the architecture, making it look like a very beautiful city. The corals will have a slightly higher saturation and highlight and enchance the city features.

I will have a huge wall surrounding the city of atlantis. The wall will be similar to the north water city in avatar: the legend of aang. but this wall will go around the whole city. There are some more examples above



The architecture in Atlantis will be heavily based off of ancient Greek and Roman architecture. You can see some examples of greek architecture above. Not only



The buildings in atlantis will be tradi- onal buildings from the roman era. The city will be covered with temples, villas, apartments and shops. Although there will be one really big building. This building is Poseidons temple and it will be the focus point of the whole city, It's structure will be similar to these images on the right.



that but the Greek used a lot of statues, in Atlantis I will be using statues of Roman Warriors (To the right)



As well as the corals, there will be families of fish swimming around the scene. I want the fishes to be high saturated and contrasting colours so they stand out. But because the fish are small, the players will know they're not part of the actual gameplay.

The game be played on the surrounding wall, the view of the game will be similar to the image to the right, with atlantis in the bac ground.



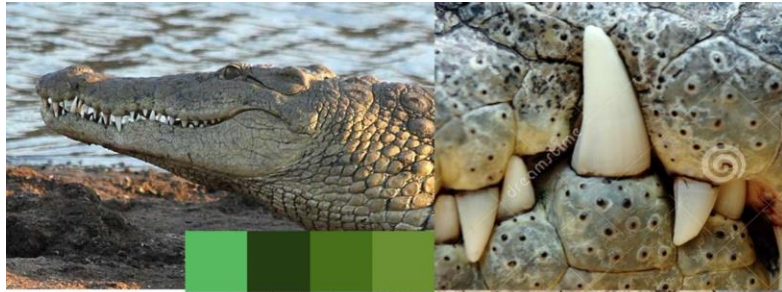
There will also be a huge statue of Poseidon on a chariot and being pulled around by horses in Atlantis.





# Sobek

Sobek, Guardian of the Nile and Crocodiles, is a very frightening and powerful deity. Its believed he came out of the waters of chaos to create the world.



Crocodiles usually have big round teeth, But for my Sobek I want him to have shark like teeth in the sense that his teeth is made up of loads of smaller teeth.



Sobek in this game has the body of a human with the head of a crocodile. For the head we will use the Nile crocodile as thats who he was associated with. Sobek is a guardian, well known for his protective qualities and his strength. Due to this I want sobek to be ridiculously over muscly, like the below images.



Sobek will have an ability that allows him to harden his skin by turning it into crocodile skin. I want his skinto then be bumpy and have a similartexture as the image above. When this ability isn't active his skin will have the colour scheme to the leftas there is a lot of sun in egypt andhe would have a dark tan.



Sobek will also have pure black beady eyes and a Nictitating membrane which is an extra eyelid



The purple, gold and green split complimentry will work really well together. My sobek will also not be wearing that hat in the left image.



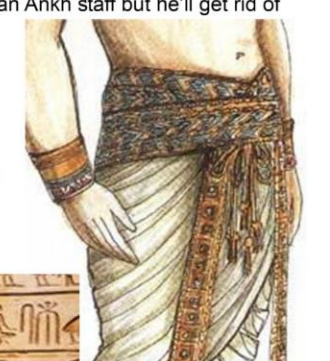
I really like the drawing to the left, it gives sobek the head dress pharaohs wear. I'll implement this in my Sobek. Colour scheme will be purple and gold. Sobek will wear a necklace similar to the below image, It'll have the same colour scheme of the head dress.



Since my Sobek will be a tanky brawler, he won't have any weapons during the gameplay. Instead he will bulky gold rings on all his fingers like the image on the left. This will show that his punches do real damage. During pre-game cutscenes he will be seen with an Ankh staff but he'll get rid of it when fighting.



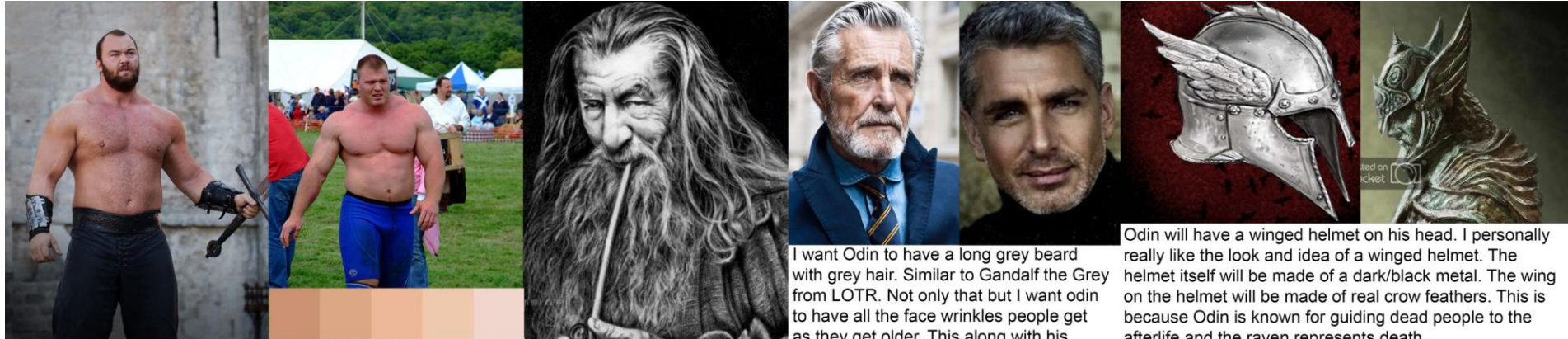
Sobek will be wearing a traditional kilt, I like the kilt to the left and want it to be similar in the way where it has a goldchain belt. Sobek will also be wearing a gold wrist, arm and ankle bands. These will be inscribed with ancient Egypt hieroglyphics, they will glow purple sobek's hard skin ability is active





# Odin

Odin, God of Wisdom, War and Death... The All Father. He isn't concerned with why he is fighting or even the outcome of the fight... but instead he basks in the raw, chaotic battle frenzy.



Odin being the god of war, i want him to have a strong man build rather than a normal. athletic or lean/muscly build. I picture oding being very tall 7ft - 7ft2.

I want Odin to have a long grey beard with grey hair. Similar to Gandalf the Grey from LOTR. Not only that but I want odin to have all the face wrinkles people get as they get older. This along with his grey/silver hair will make odin look wise and old.

Odin will have a winged helmet on his head. I personally really like the look and idea of a winged helmet. The helmet itself will be made of a dark/black metal. The wing on the helmet will be made of real crow feathers. This is because Odin is known for guiding dead people to the afterlife and the raven represents death.



Odin will also have his trusty spear, Gungnir. I really like the spear design to the left and the fact that its a double sided spear. Gungnir will have nordic markings/engravings on it. It will have leather straps, a dark metal blade (same shade as his armour and helmet) with red engravings. The spear will be as long as Odin is tall and will be very powerful.

I see Odin having a very thick fur armour. Using these images for inspiration. Most of the armour in these image have leather with the fur but I want Odin to have a dark metal with red highlights, similar shade to his helmet with his fur. The best example of the metal is the cuffs to the right. If he has huge heavy looking armour it will also how off his raw strength. He will also wear a bear skin/pelt on his back like a cape.



# Summary

Due to time restraints I was unfortunately unable to complete 2 out of my 3 environments. I'd already chosen what the two environments were going to be and had a rough idea for them. \*I will insert pictures into the research and theory document\*

The River Nile; I would have had the gods fight on a series of logs in the middle of the river and if they fall into the river they have slow movement (even any water based gods, this is to prevent advantages). I would've used a sandy colour scheme with slight greens. The greens will be slightly more saturated the closer it is to the river itself. This will show that there's more life due to the water. The logs and river will be highly saturated colours to make them part of the foreground more as opposed to the desert and very few plants in the background. I was also planning on having a huge pyramid in the background too as well as crocodiles.

Asgard; In Asgard I will have the gods fight on the legendary Asgard rainbow bridge, called the Bifrost. This

bridge connects Midgard (realm of humans) with Asgard (realm of gods). Whilst fighting on the bridge in the background will be the beautiful city of Asgard. Being the realm of the gods you can imagine it being beautiful. The city would be made of pure gold and will be so well polished it gives off light. I will use warm colours like orange, yellow and gold. I want my version of Asgard to be completely surrounded by black and stars, showing that its in the middle of nowhere in space, the only way to get there being the Bifrost. Players are able to fall off the bridge in this environment, if they do this they will fall and get lost in space.

Other than not being able to finish my environments, I am very happy with the outcome of my mood boards. Along with this and also my research and theory document, I am confident an artist and bring my vision to life for me.