

Concept Art

Overview:

Concept art is created for the purpose of visualizing the final asset, exploring potential variations, and as a reference for 3D modelers.

Steps & Components

1. Concept
2. Thumbnails
3. Orthographic Drawings
4. Color/Texture Reference
5. Effects Reference

Deliverable Information

Size	Min: 2k Max: 8k
Format	PNG
Submitted	Google Drive Slack

Concept:

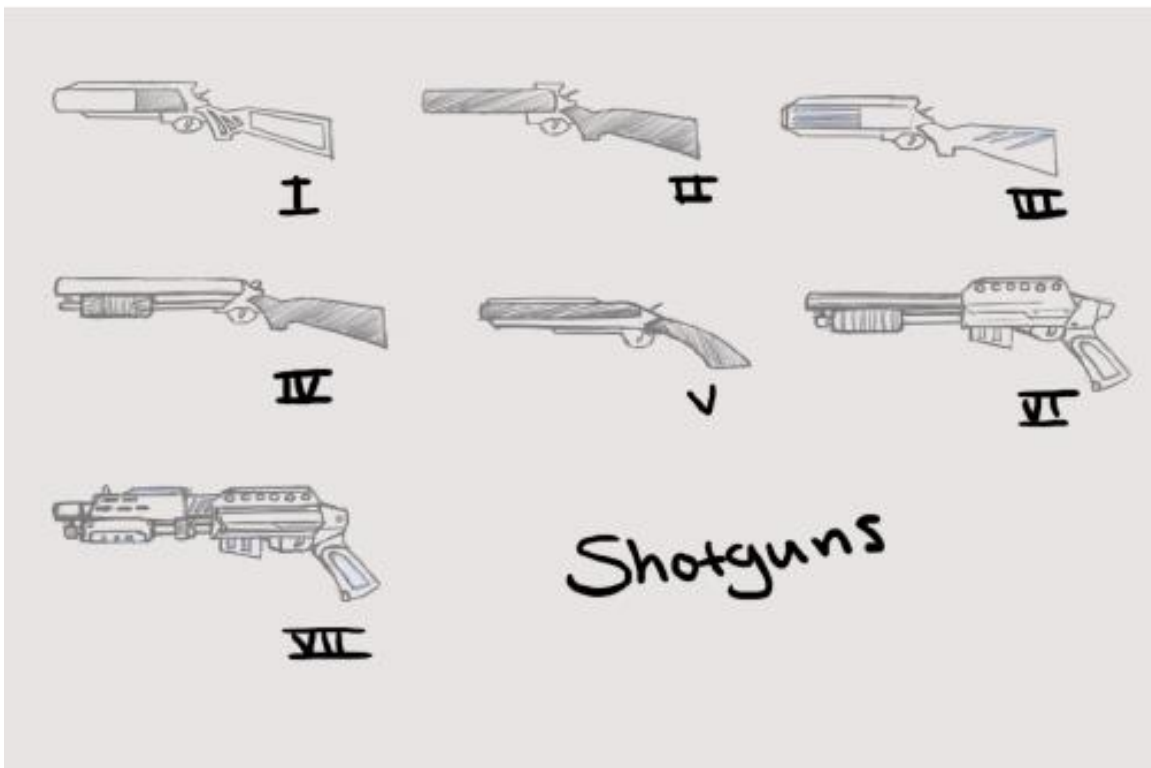
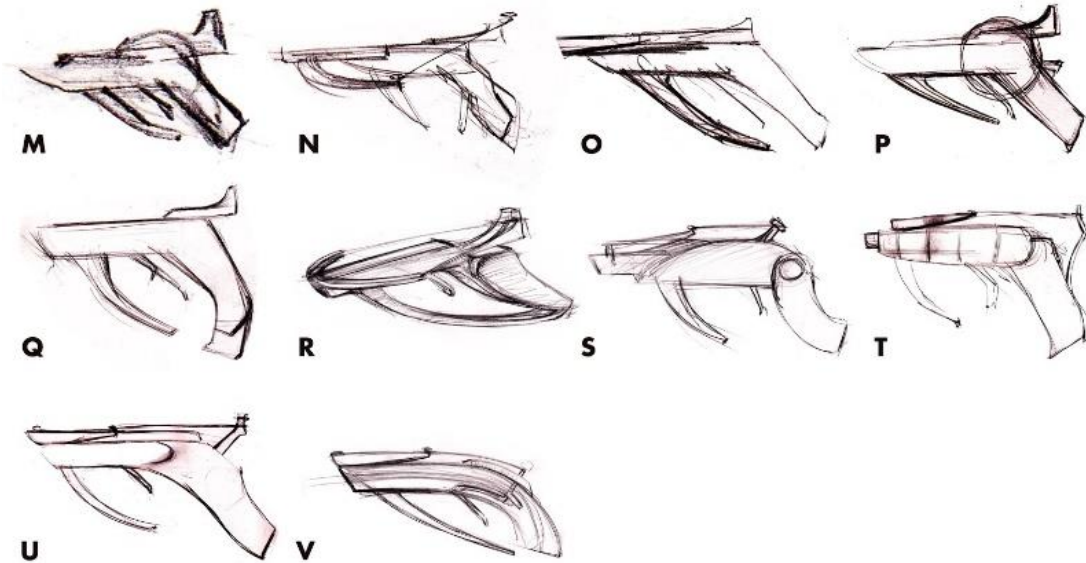
The weapon concept should be discussed with the weapon designer. This discussion should lay out important features of the weapon including scale, intended use, and overall look of the weapon. The weapon designer should create simple sketches and/or find reference images to help convey what the weapon should look like. Quick and simple sketches by both the artist and designer are key to ensuring that there is a mutual understanding.



Thumbnails:

If the artist and weapon designer come to consensus after discussing the concept, then thumbnails may not be necessary. If there is no consensus or more variations on a design need to be explored, then a set of simple exploratory thumbnails should be created. The main purpose of creating thumbnails is to create a compelling design with a strong shape/silhouette.

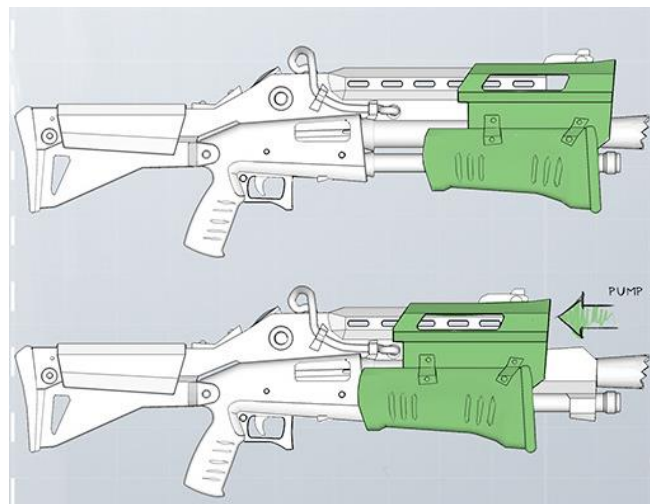
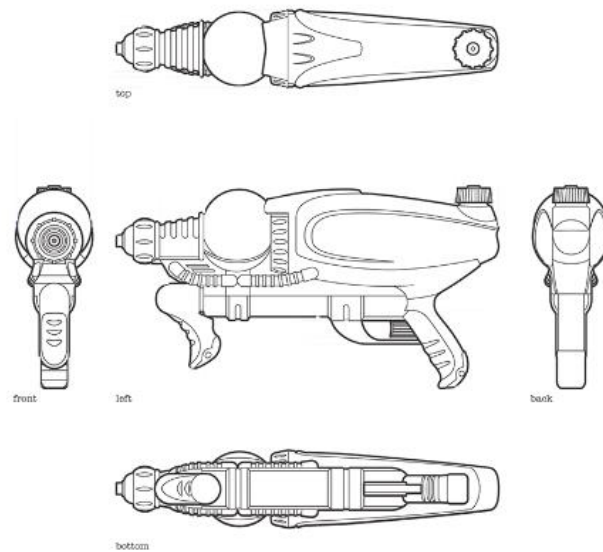
Each thumbnail must be numbered or lettered.



Orthographic Drawings:

Only after a thumbnail has been selected or a design consensus been reached by the Creative Director and Art Lead should orthographic drawings be created.

Front, Back, Top, Bottom, and Side views of the weapon must be produced. These perspectives are necessary to ensure that final assets are consistent and expedite the 3D modeling process. There should be no color or texture present in these drawings, they should only define the shape of the weapon. In addition to orthographic drawings, a drawing of the weapon in perspective or being held by the character may be created but is not necessary.

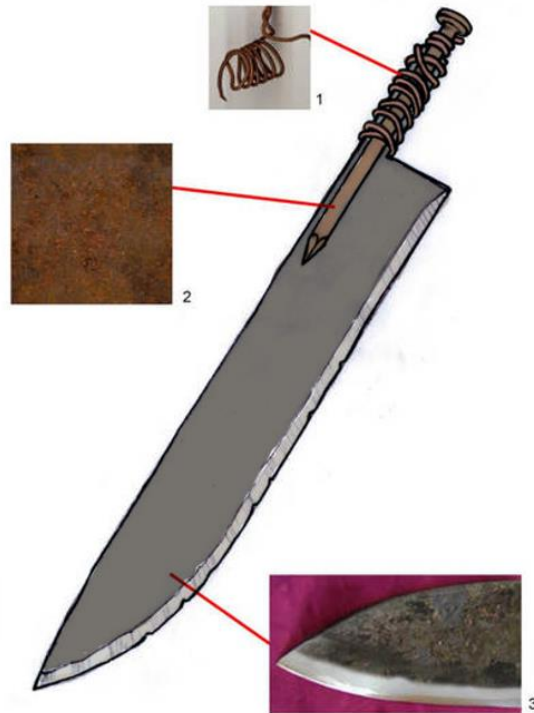


Any components of the weapon that will be animated or have unique behaviors should be showcased separately from the main orthographic drawings. For example: a slide on a gun or a weapon that transforms between two modes. Color and texture may be used to showcase the functionality of these components and behaviors.

Color/Texture Reference:

Once orthographic drawings have been completed they should be duplicated and painted over with color and basic texture information. These should be presented separately from the original orthographic drawings. This will aid in the texturing process and ensure consistent color and style of weapons. These should be very simple color and texture paint overs.

Descriptions and/or image references of the textures should point to the specific pieces of the weapon.



Effects Reference:

Any effects of the weapon that will use particles or have unique visual effects should be showcased separately from the main orthographic and color reference drawings.

