

Tasveer

Art Design Document

INTENSIVE WEEK – INDIA + FRANCE



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Concept Brief

- i** The main idea of this game is to put the player in the shoes of a professional photograph. The game's objective is to take the best pictures possible in a given scenery (level) while following subject constraints (For example, photographing camels). The challenge comes from choosing the right settings for the picture (Frame, composition, timing...) while managing other factors (camera's battery, time of the day...). See [mechanics](#) for more information.

Inspiration

- i** The player should feel empowered by the ability of making artistic and meaningful choices through the use of a camera. The rules followed by the game to determine the quality of a picture should feel natural to the player and match his or her artistic sense.

We chose a very basic art style similar to the ones used in games like ' Tengami ' which would give the player a very cartoonish and interesting game to play and explore the cities in a different perspective.

The art style looks like 2D pop-up pieces .Having an art style like the one we chose helped us create more assets and add an element of fun into the scene



Moodboards



To form a better understanding of the various different aspects of the Rajasthani culture, the city and the color settings , various mood boards were created

clothing



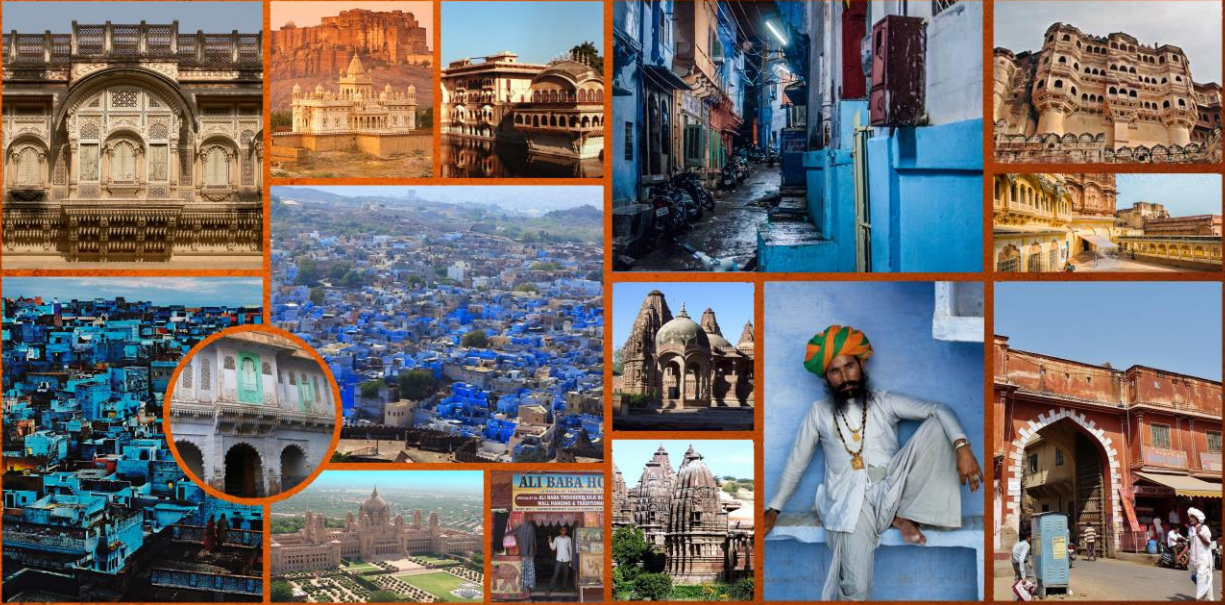
बानेलाइ



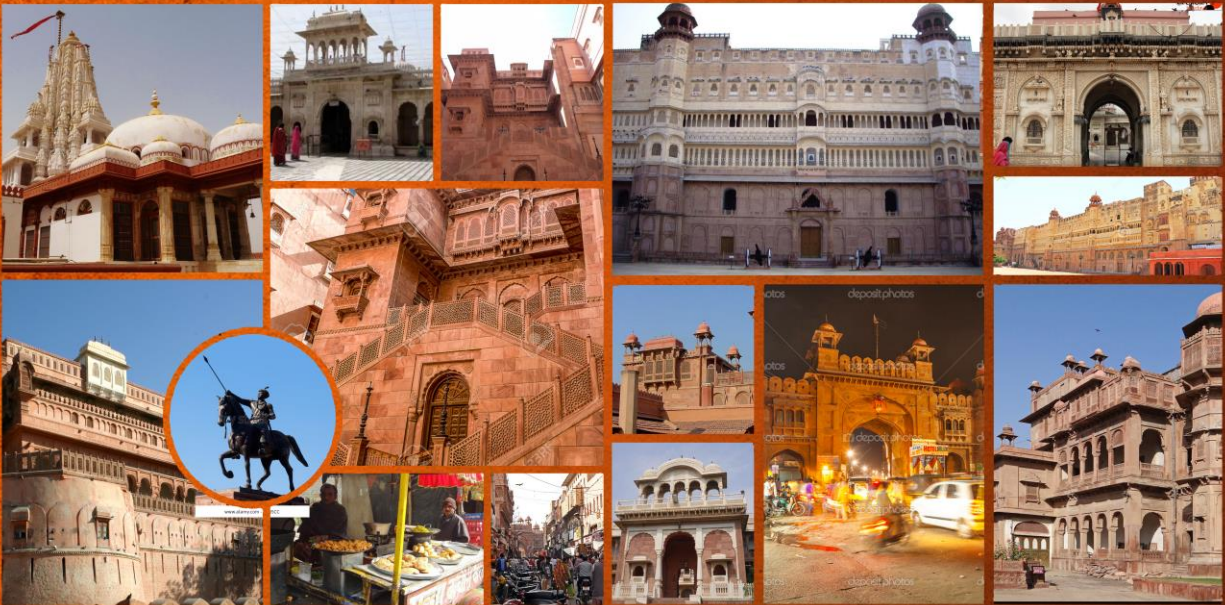
jaipur



Jodhpur



Bikaner



Asset List



The next thing to do was to create an asset list on google drive, which would allow everyone to see the live update on which team member is working on which asset and the overall progress

Asset name	Status	Priority	Owner	Owner 2 (if)	Description/notes etc
Jaipur					
Monument	Done	High	Clement		Buildings that will be close to the camera
Building_1	Done	High	Boris		
Building_2	Done	Low	Boris		
Building_far_1	Done	Medium	Boris		Buildings in the distance, with really simple modelisation and little amount of detail
Building_far_2	Done	Medium	Boris		
Bush	Done	Low	Boris		
City props	Done	Medium	Boris		Simple or 2D elements (stall/bin/post lamp)
Hill	Done	Medium	Boris		Hill in the distance (2d plane, it will be blurred anyway)
Jodhpur					
Skybox	To do	Low			
Monument	Done	High	Clement		Buildings that will be close to the camera
Building_1	Done	High	Boris		
Building_2	Done	Medium	Boris		
Building_far_1	Done	High	Boris		Buildings in the distance, with really simple modelisation and little amount of detail
Building_far_2	Done	Medium	Boris		
Tree	Done	Medium	Boris		
Bush	Done	Low	Boris		
City props	Done	Medium	Boris		Simple or 2D elements (stall/bin/post lamp)
Ui					
Camera_interface	Doing	Low	Alex		Buttons + front interface
Worldmap	Done	Low	Alex		World map + background
Worldmap_interface	Done	Done	Alex		Buttons
Title_screen	Done	Low	Alex		
Settings_screen	Done	Low	Alex		
Tech					
Shaders	Doing	Medium	Boris		
Animals					
Camel	Done	High	Clement		
Monkey	Done	Medium	Clement		
Monkey w/ turban	Done	Low	Clement		a monkey with a turban
Birds	Done	Low	Clement		idle & fly

Ui Mock up and final



For the UI we felt that they are looking at a travelers desk who's planning a trip through the State of Rajasthan

We drew up a quick mock up and after getting everyone's approval on the look started to work on the final version

Mock up :



Final :



Main Menu and Map Menu



Asset and scenes Snapshots



Following the agreed upon art style, the next step was to model the assets. The assets were made using the modularity technique and the buildings and animals are 2d planes but in-game they look like stylized 3d assets.

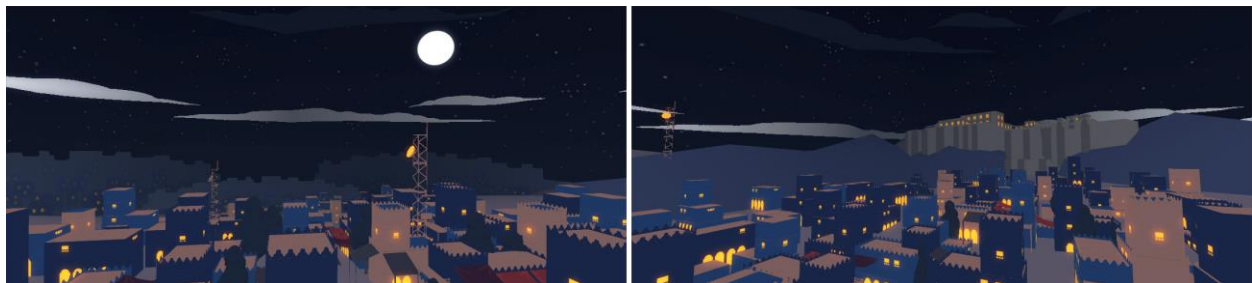
Buildings:



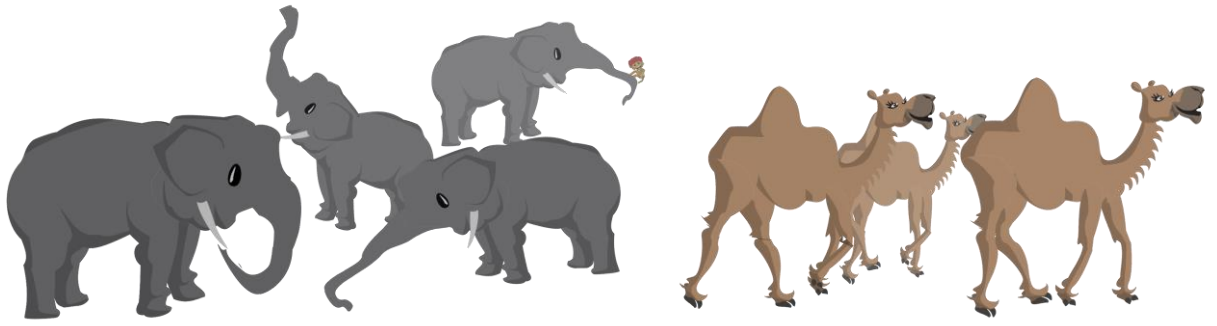
Jodhpur Day-time:



Jodhpur Night-time:



Animals:



Monuments Example:

