

# Art Direction

Naming convention: **EnvironmentTiles\_128x128.png**

Art is high-fidelity (AKA not pixel art) sRGB

Environment tiles are 1x1 Unity unit, and 128x128 pixels each.

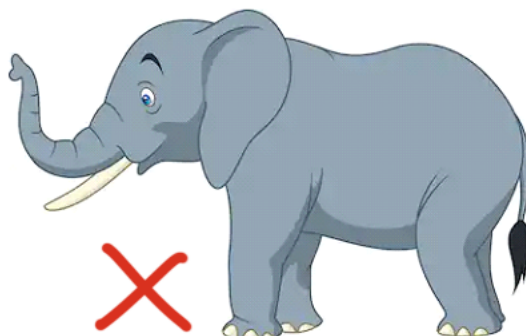
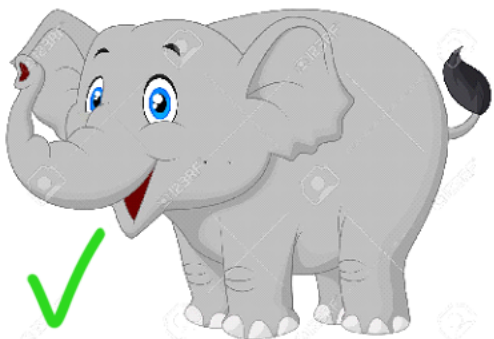
Art submissions are to be submitted as **.png** (If Photoshop's way of handling .png alpha channels causes problems there is an exporter plugin that we can use to fix it.)

For characters, don't cramp your assets into the 128x128 space, give them room to breath, otherwise natural looking character movements are difficult to achieve.









Test out the size of the assets in the scene (especially compared to other similar assets) before detailing and or animating.

Art should be drawn at a slight angle, the doorways and characters will look extremely awkward if they are drawn exactly from the side angle






Avoid super sharp edges:   

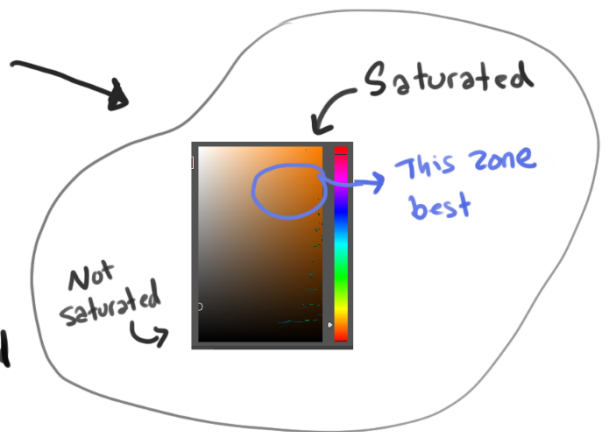
Use organic shapes!   



# CHARACTER COLOR NOTES!

## FLATS (INTERIOR COLOR)

- Brightish, Saturated colors
  - If using green, use these
- 
- Double check against background samples!



- Accent cool colors with warm and vice versa,

## OUTLINE (EXTERIOR COLOR)

- Darker version of flat color
- Ok if blends into some of background color
- Use pen pressure! Pen size 5px

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