

Concept Art Live Brief Logbook

Stampede Racing Royal




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To start off the Brief, I looked into what pieces are on art station for me to do Style Studies of so when I get to drawing the concepts I can do it in their style and when rendering it should almost match up with the studio. I also looked at what the brief entails and highlighting key things about the world of the games and the way the designs work, like having space for animations for getting into the Kart, and the number of exhausts the karts can have. I also made a Blank PSD file that is 3840 x 2160 pixels to help with it staying at that ratio.

DESIGN A CHARACTER OUTFIT!

Stampede has vibrant and playful art style, our aim is to deliver something for everyone with the character content we create.

We'd like you to look at the reference characters and come up with your own design for an outfit that could fit in the game universe – we want to see your creativity!




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POINTS TO CONSIDER

We have different kart "archetypes" in the game, the visuals should help us understand how it will drive e.g. is it lightweight, heavy, does it have lots of downforce from spoilers? Or is it an allrounder?

Think about where the surfaces are for applying cool liveries to – will there be enough real estate to allow a wide range of patterns to be applied?

Karts need to have a space for boost effects to be attached, this normally takes the form of an exhaust, typically this is on the rear although could be on the sides. There can one or two but never more than 2.



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DELIVERY OF ASSETS

Rough sketches exploring a number of designs – black and white

Colour flats showing your process of defining colour choices

Front and rear three quarter renders with shading of your final design

All images 3840 x 2160 PNG




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POINTS TO CONSIDER

Headgear items can completely cover the head like the example to the right – a helmet with stickers on it.

Consider if your design is protective in a world of battle kart racing – does it have hard surfaces? Or is it just plain fun?

As our characters are driving karts we spend a lot of time looking at the back of them – be sure to consider this in your design.



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Make sure we can see the character, especially from the rear as that's where the game camera is.

Leave some space at the sides of the seat so that the character can animate without clipping through the kart.

POINTS TO CONSIDER

Our outfits consist of two main parts:


- Headgear
- Body

There's a lot happening on screen in game so we keep our detail bold and simple – we avoid high frequency noise.

We have a mixture of "new" and "worn" items in the game – both are valid. In the case of "new" this is pristine and has no damage. The "worn" items have a bit of history to them. It's a bit like the Empire and Rebellion in Star Wars – the Empire has new perfect shiny equipment, the Rebels have more battered things – both are cool!

Personalization – stickers and street art often feature in our artwork, they are a core part of our visual identity. We sometimes use them to make "real world" items feel more part of our world.

We always plan to include some symmetry in our designs e.g. on the body this would often be the arms, hands, legs and shoes – this helps us focus texture detail.



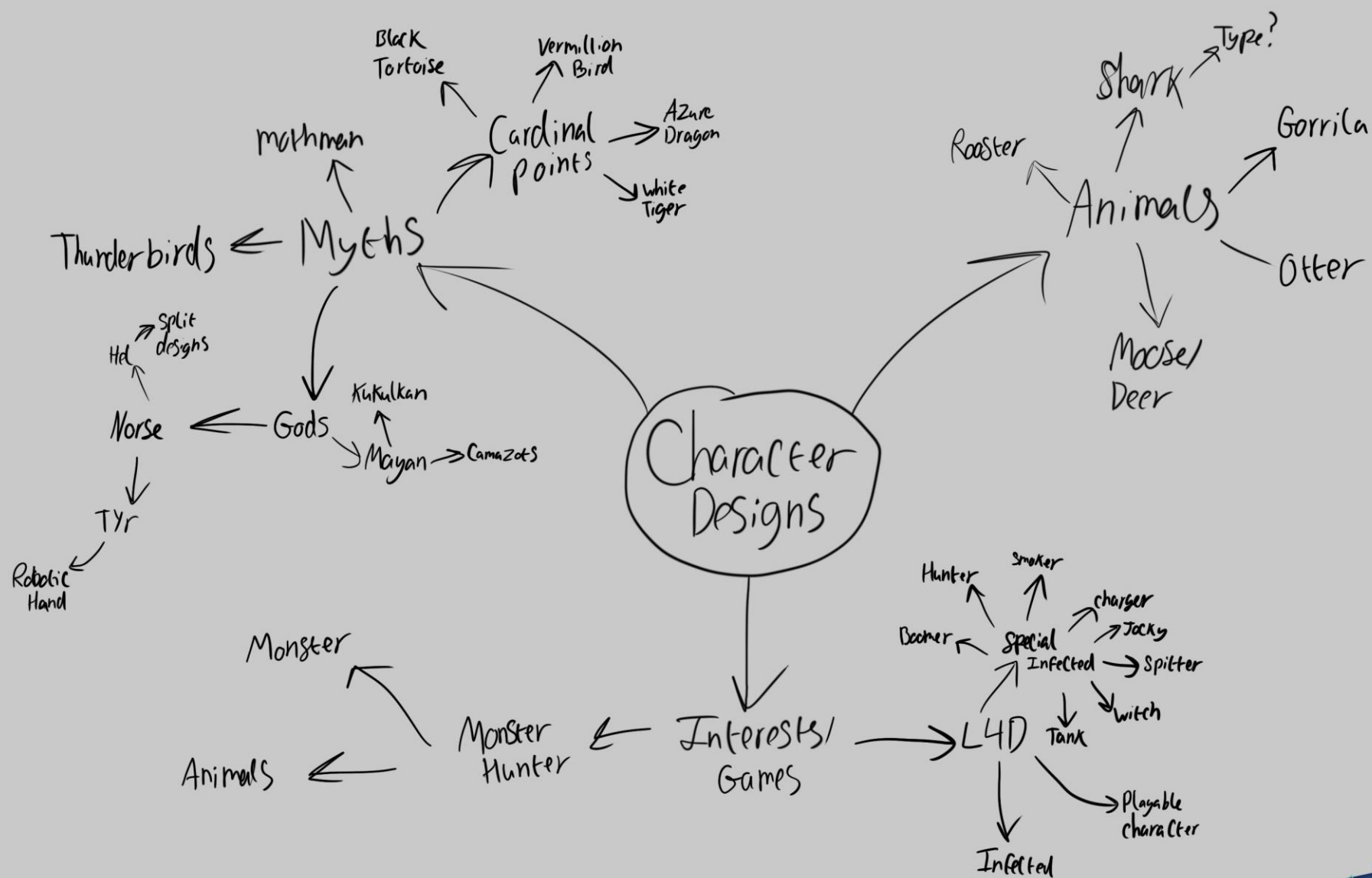
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Art Station: Beccy Collins



I have notice whilst doing the style studies the bodies are a bit like Lego just bigger heads and that they are 3 head tall, and each part is sectioned off like torso, legs and hand etc.



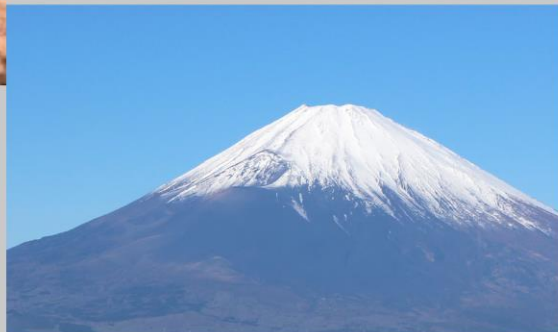
Whilst doing the mind map, I didn't want to make too many ideas since this would be for the bluesky/thumbnailing stage and if one of them got chosen I would expand upon the idea.



The early thumbnail stage of the development which are from the mind map I had made which made it easier for me to snowball from a couple of ideas, I moved forward with number 1 and 14 due to me not being able to decide from them both and how simple they are and better looking compared to everything else and if I have the time to I can come back and do the other design I didn't choose



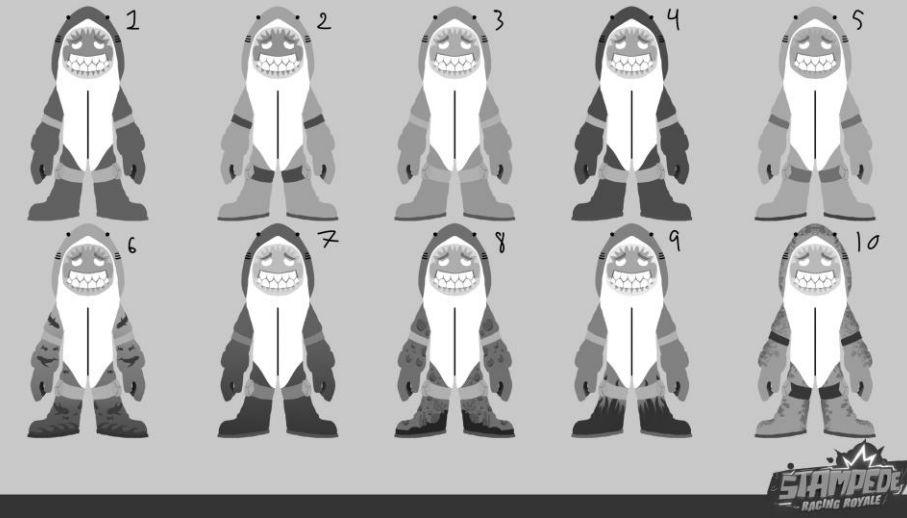
Research on the different types of sharks I could make the character and what small details I could add to the clothing



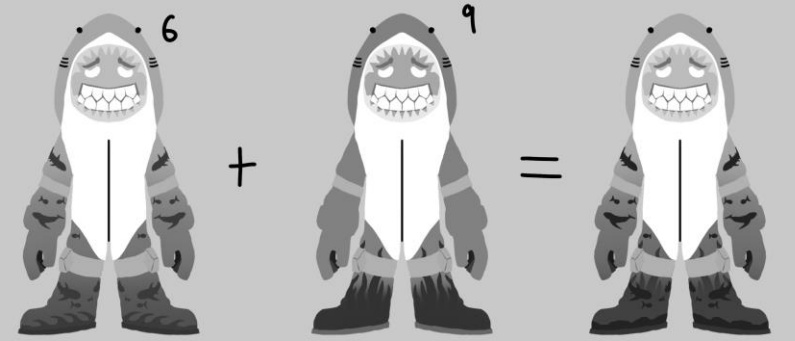
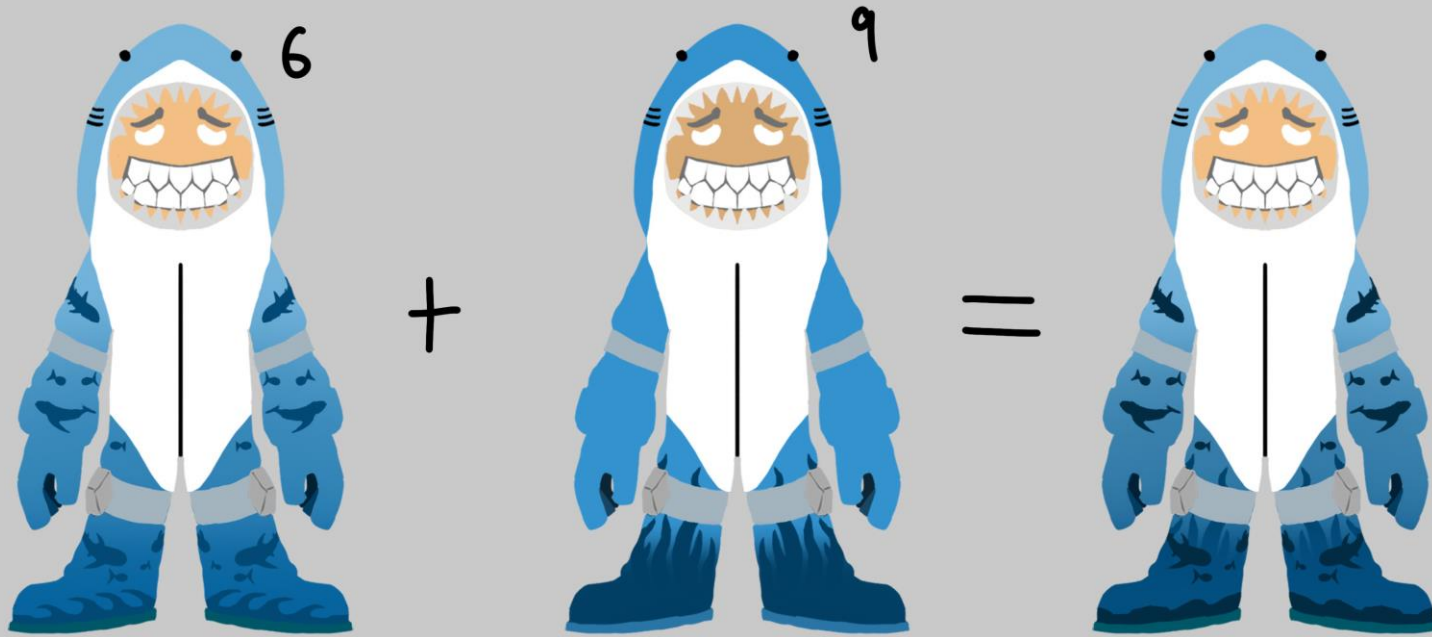
Research to help me with iterating on the character due to me struggling with how I can make them different from each other



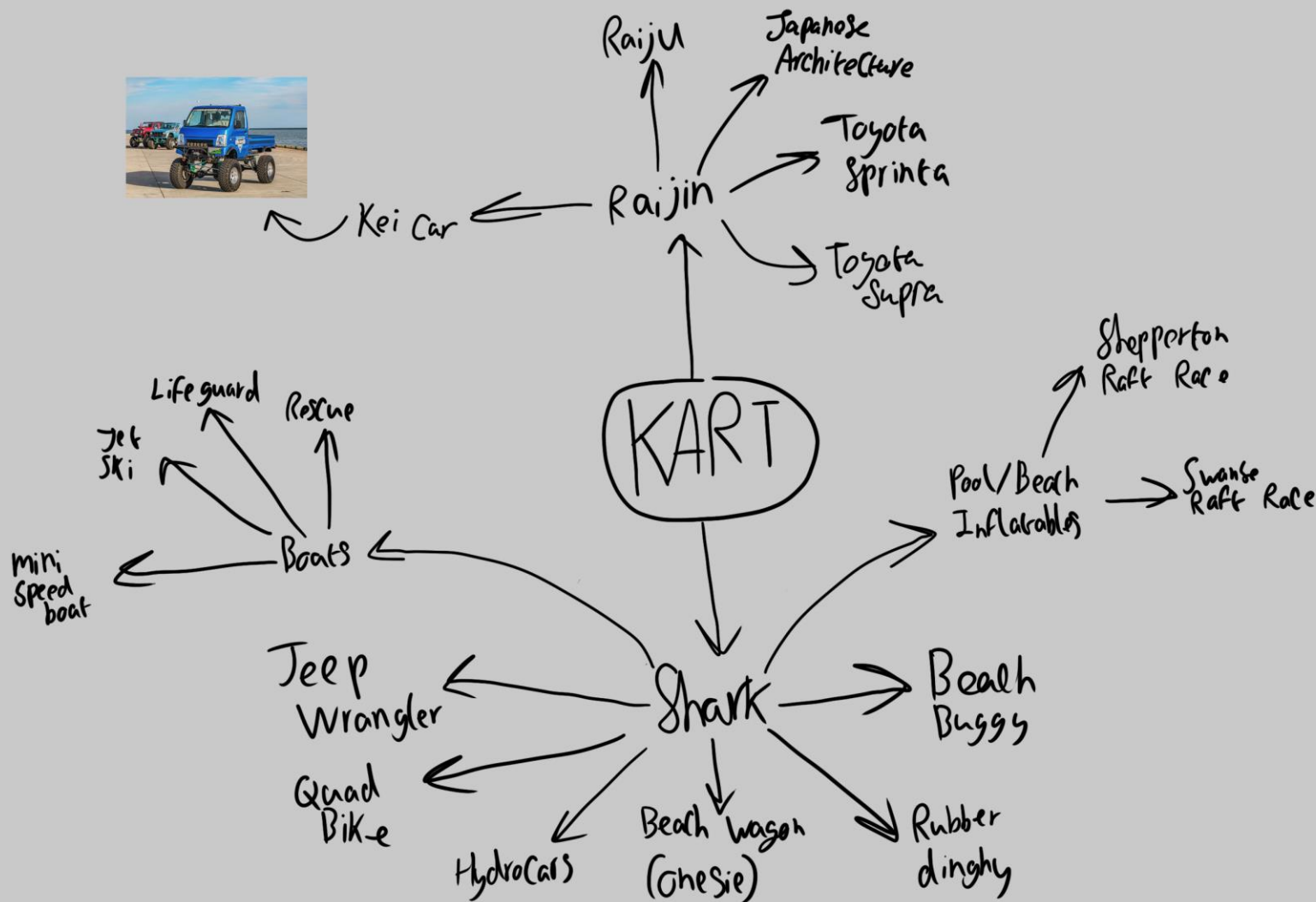
I chose to iterate on the shark and Raijin since they are the strongest designs that I have done. I was just expanding up on the theme of them and iterating by changing and adding things that relate to the theme. I was sticking to it being symmetrical but if I ended up having asymmetry in the design I didn't go too deep into it and I was trying to not block the view for the player. I really like how I was doing my thumbnails because it simplifies them down and makes me not give them too much details



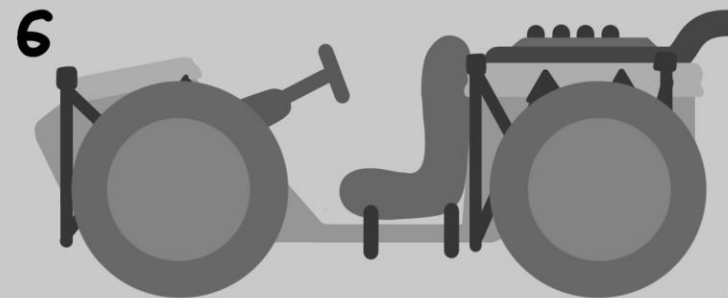
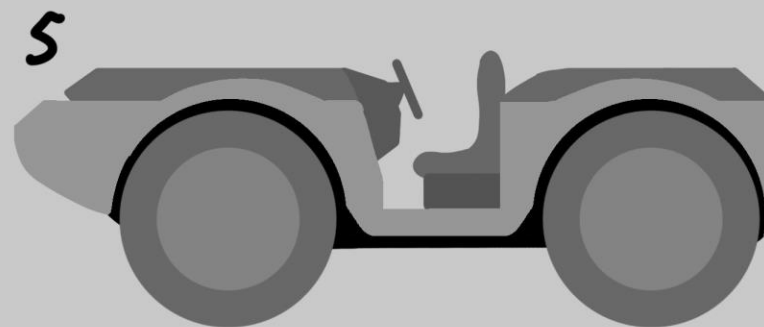
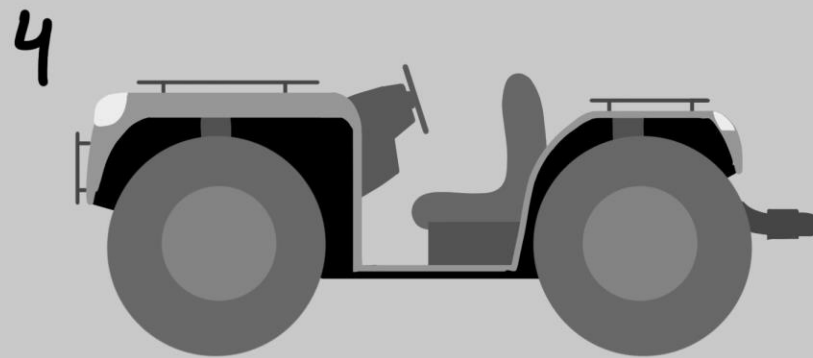
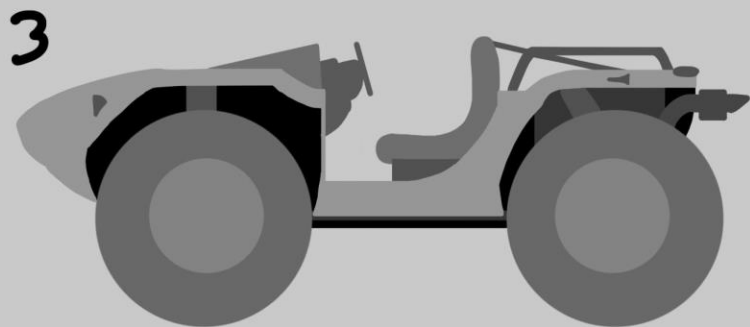
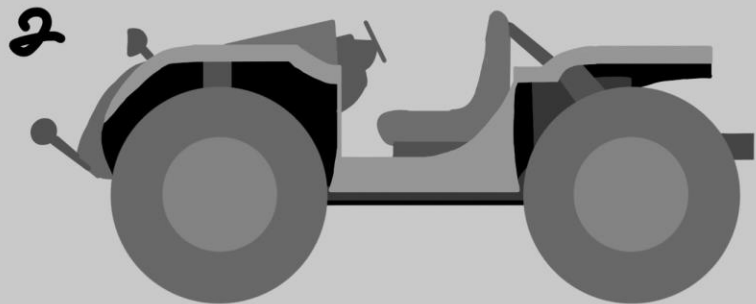
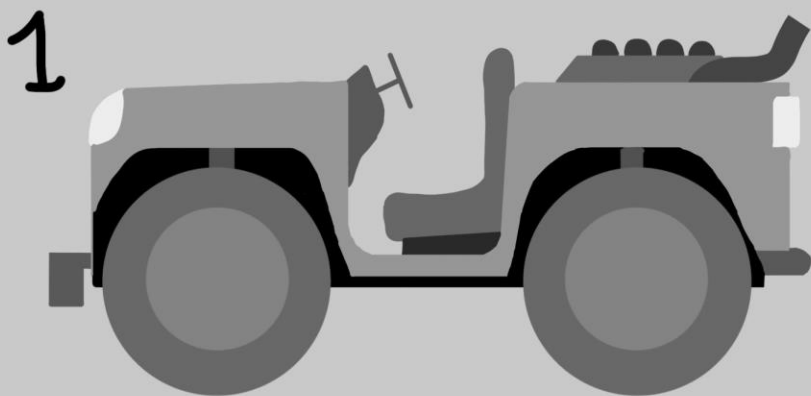
I had decided to go with the Shark Onesie type character since it looks like the most fun out of the ones I had done and I think I wouldn't struggle making a kart for it. I was going for so fun wacky colours and adding some detail to the bottom ones the relate to the ocean. I make a grey scale layer so that the colours are easier to read due to the speed of which the characters will go to in the game and to make them not clash at a distance.



I couldn't choose between two of the designs so I decided to combine the things I liked from them and produced an extra design to go ahead with. I made them grey scale so that none of the details on the final design would not clash and make it easier to separate the sea life and the sea weed.



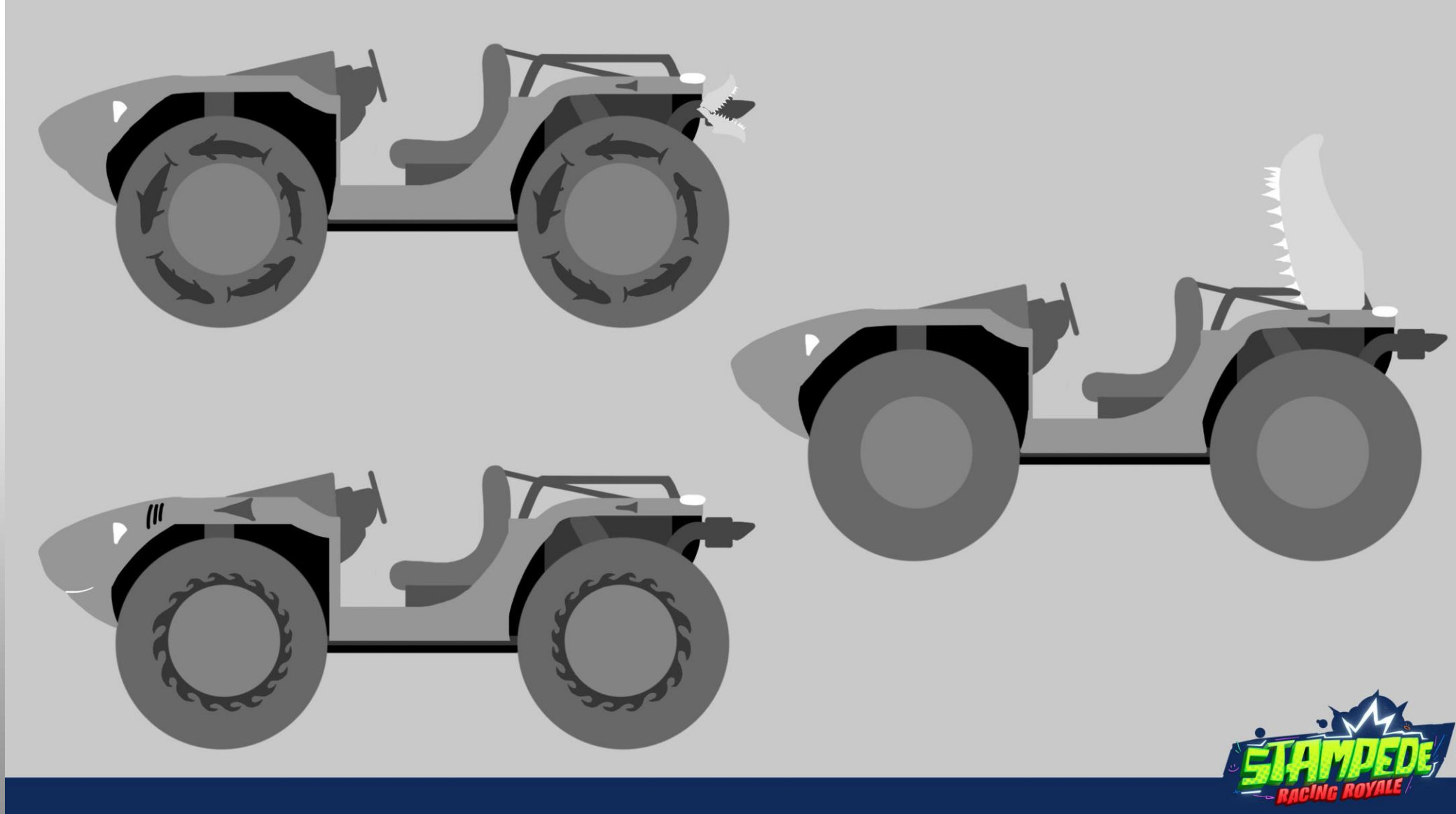
I decided to do a mind map of the possible vehicles I could make for the character, for it to match the area and theme of the character. Some of them I will use the car as a base and add elements to it to further link it back to the character.



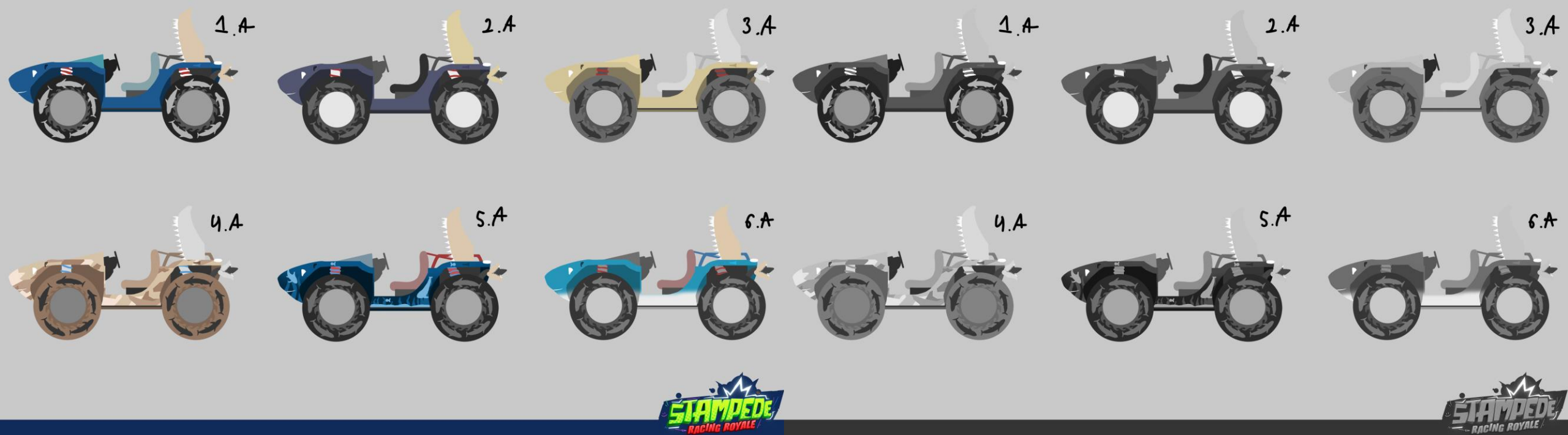
This is the start of the iteration process, I chose vehicles that have a relation to the ocean or sand so ones that can be used in these environments with out difficulties. I decided to do the kart last rather than first or along side it, to help with time and not struggling to match the theme of multiple characters.



References for karts that relate to the theme of the character, I was thinking some serious ones and some goofy looking ones with the beach buggy and pool foalty



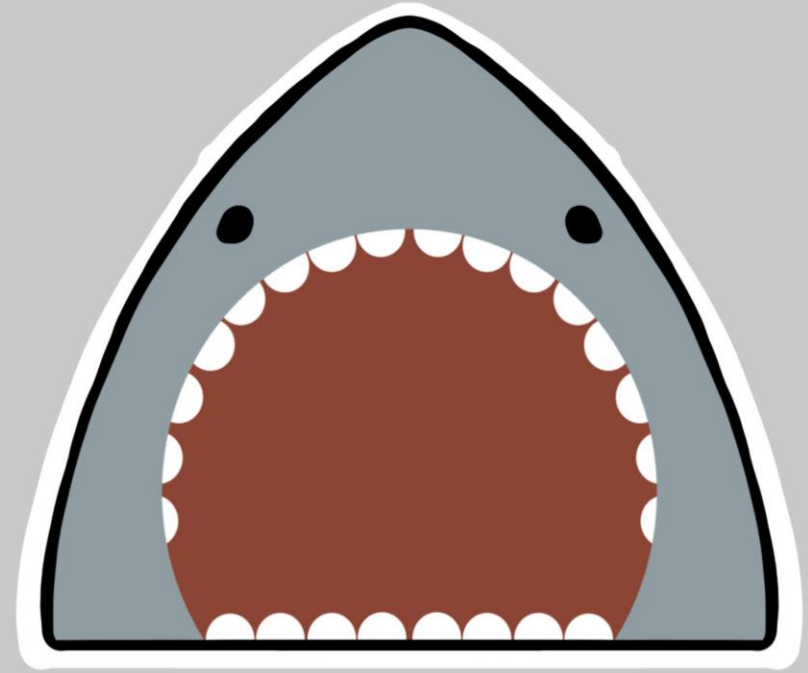
I choose to iterate on the shark looking kart due to it looking like the character. I added things to the vehicle to make it more on theme that I was going for which is goofy beach, with the direction of a peer I should add shark jaw to the back where the poles are, to make the shark theme of the kart more concrete.



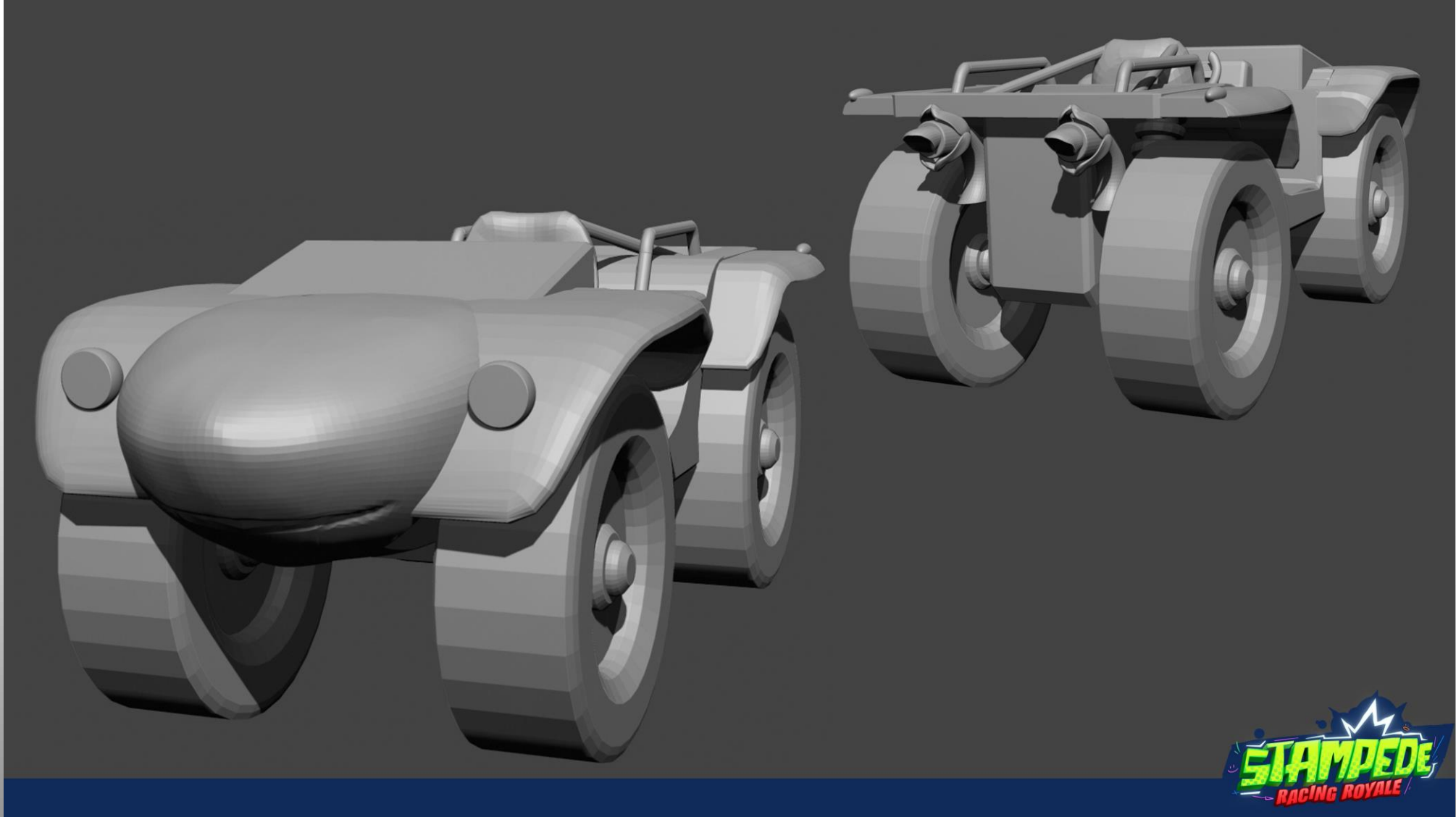
Moving on to the colour iterations of the, I was choosing more shark colours or sandy type of colours because of the beach theme the kart has to it, I also did not want to get close to the colours of the character just so that the character doesn't blend in with the kart.



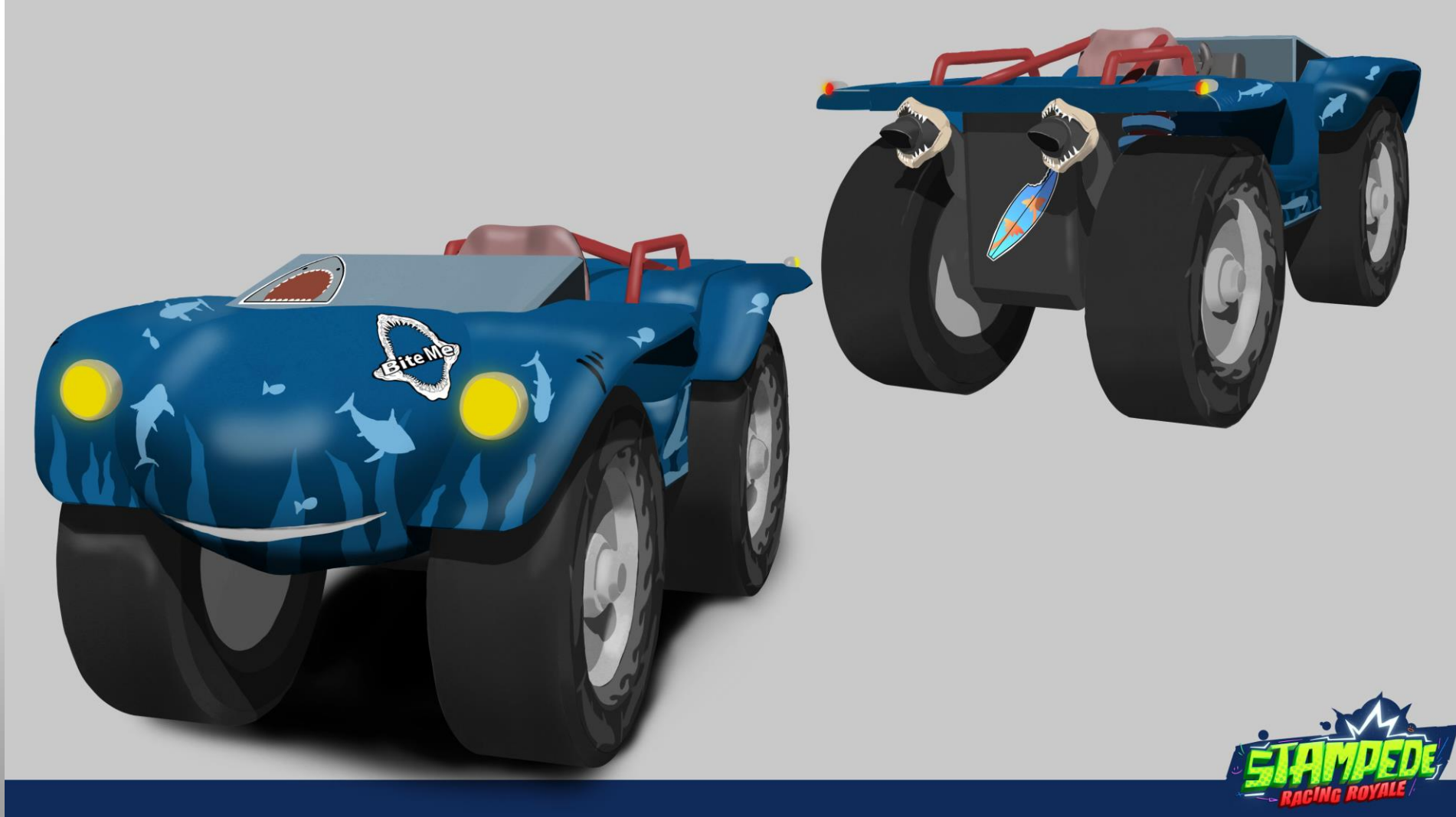
I did a different version of the colours since I was unsure about the back shark jaw being there and wanted to see what it would look like with out it and so I could also add more colour variations, and to add more options I could have chosen from also with the brief mentioning that the character has be to visible from the back whilst in the kart. I also didn't want there to be a lot of noise/details on the kart due to the fast paced the game is.



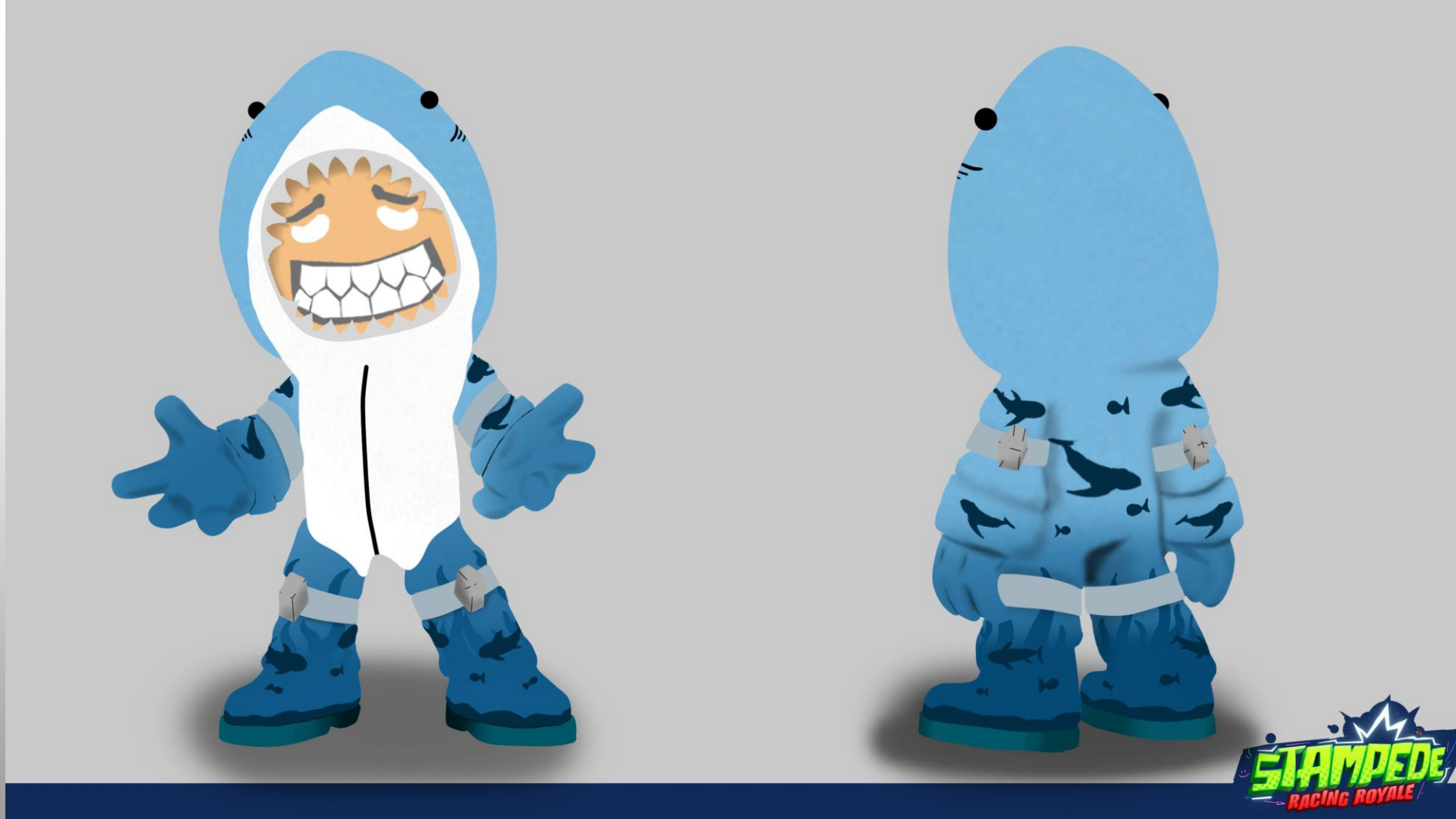
I wanted to do some goofy stickers for the characters kart due to the playful art style the game has



I decided to make a 3d model of the Kart so I don't spend too much time on trying to get it into perspective and I find it much easier for the to do my rendering style on this, I did struggle with certain parts of the 3d model like making the wheel arches (but cutting into a sphere and zremesh it to lower points) and cutting areas out so there is space like in the thumbnail (moving the vertexes of the shape to fit the sections. I was using the thumbnail reference in Zbrush.



Whilst rendering out the kart, making the tyre decals into perspective because I didn't want them to not fit the shape they are on and if they didn't they would stand out because everything else is in perspective, I also struggled with making the base colour of the kart look bland with out the details which I think is down to texturing and not going over it with a textured brush. I enjoyed adding the details to the kart it helped give the kart more of a personality, I feel like there are areas for me to improve upon such as the highlights on the kart, they stick out too much I feel like they should be more subtle, and I my texturing could be a lot better the base of the kart feels like there is nothing to it and does look metallic



I enjoyed doing the rendering for the character since it was just simple shapes, the difficult part was trying to make the fish and seaweed be consistent on both the front facing and the back facing one and with me not adding lines to the character. It was hard to make it not look just all one shape, and I feel like the shape of the head doesn't match the thumbnail I think that is down to the thumbnail not being in proportion with the characters in game. I do like how the character has come out, but I feel like I could have added seam lines for the outfit.

