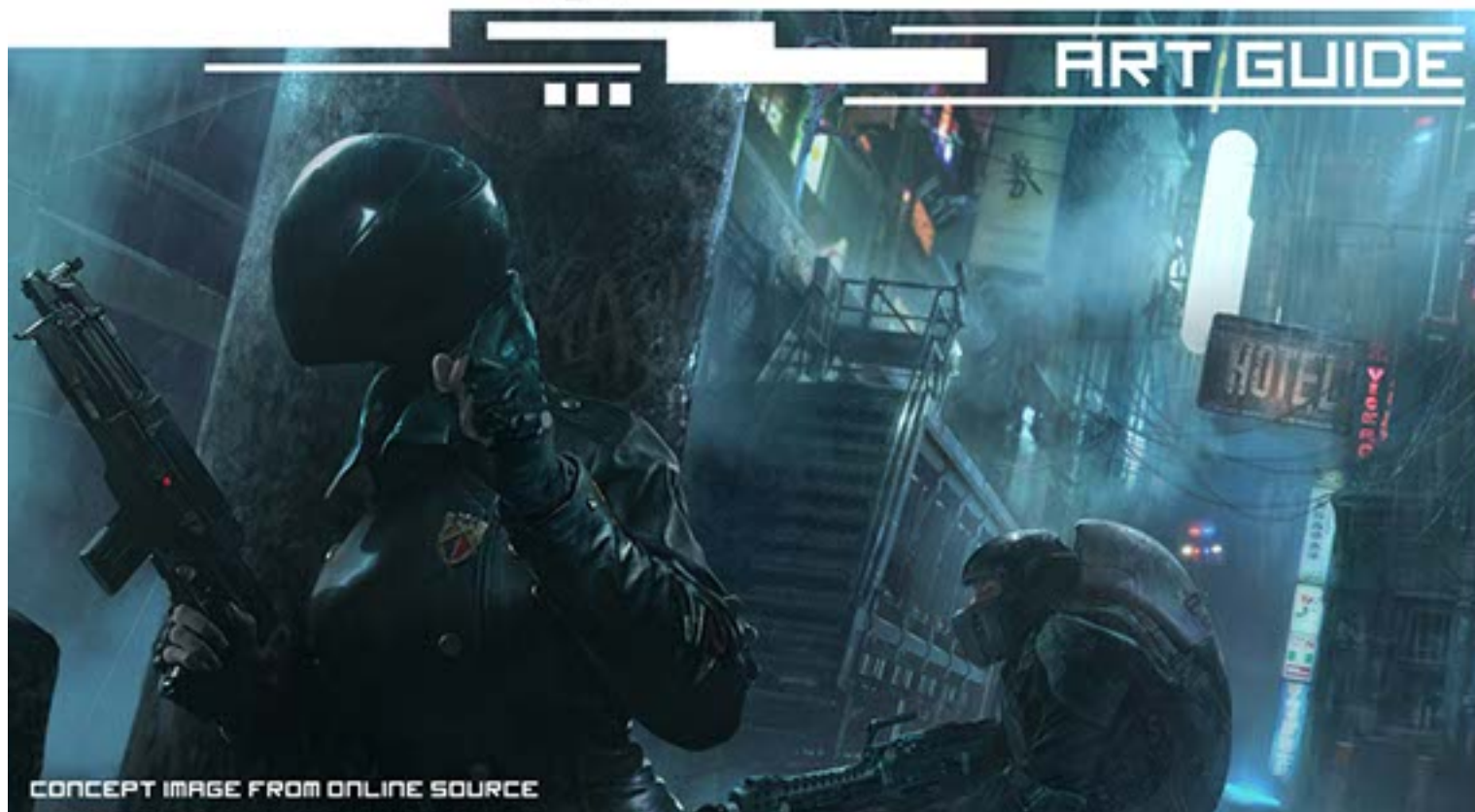




# COPS & ROBBERS

ART GUIDE



CONCEPT IMAGE FROM ONLINE SOURCE

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## ART DIRECTION OVERVIEW

## FICTION:

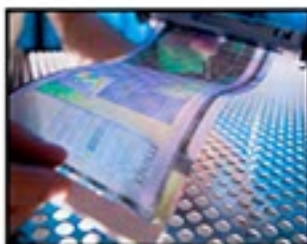
Sometime in the near future the US government slowly becomes a corporatocracy, and the need to acquire and protect goods becomes the new face of modern warfare. Corporations compete with each other for control of the global market. Inter-corporation skirmishes are frequent and brutal as hired Corporate Operatives (Cops) defend vital resources against invasive, corporate-sponsored thugs known as Robbers.

## GOAL:

To create a visually striking 3rd person action game on par with console equivalent titles.

## STYLE:

The setting is "near future," and as a result, the environments & characters will be a juxtaposition of old construction mixed with high-tech highlights. Everything will have that hint of advanced technology while never going so far as to enter the realm of sci-fi.



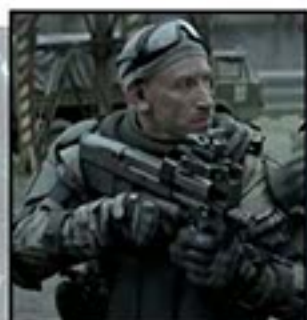
Environment colors should be slightly muted with pops of color layered throughout. This will help characters, cover, and objectives stand out. Avoid monochromatic color combinations. Environments with yellows, browns, & reds, will need to be broken up with greens &/or blues.

Character colors should represent their corporation and shift accordingly. This can be something as simple as an armband, or as complex as a jacket.





## INSPIRATIONAL IMAGERY



## CHARACTERS

### SPECIFICATIONS:

TBD





# Cop (Basic)

Cops are highly skilled enforcement agents for their corporations. They utilize the newest tech and resources their employer has available.



Empty Back



Health Pack Equipped



Gas Mask Equipped

- Eyes should always be covered.
- Head & body separate mesh to allow for customization.
- Back displays 'perks' used during match.
- Logo will change based on corporation/guild.

## Detail References



## ANIMATION

### OVERVIEW:

Character movement should be as lifelike as possible. This will require additional blend sets and an expanded base animation set.

See `C:\Unity\CopsRobbers\Docs\Art\copsandrobbers_animationestimates.xlsx` for more information.

### RIGS:

Joint counts shouldn't exceed 45 on any rig. Joint weighting should be kept at 2 for all joints.

LOD rigs might be required for low-end devices. (TBD)





## ENVIRONMENT: Junkyard

## OVERVIEW:

The deposit location for all the vehicles, technology, and household items no longer used in everyday life of the next century. Slightly organized, but mostly strewn all over, but with enough open room for firefights. Few spots of grass & vines as nature tries to reclaim the land. Modern city can be seen in background.

## AMBIENT FX:

Flies buzzing around

Fire &amp; Smoke

Crane moving above players

Water Puddles

Sparks

## COLORS:

Primary

Secondary



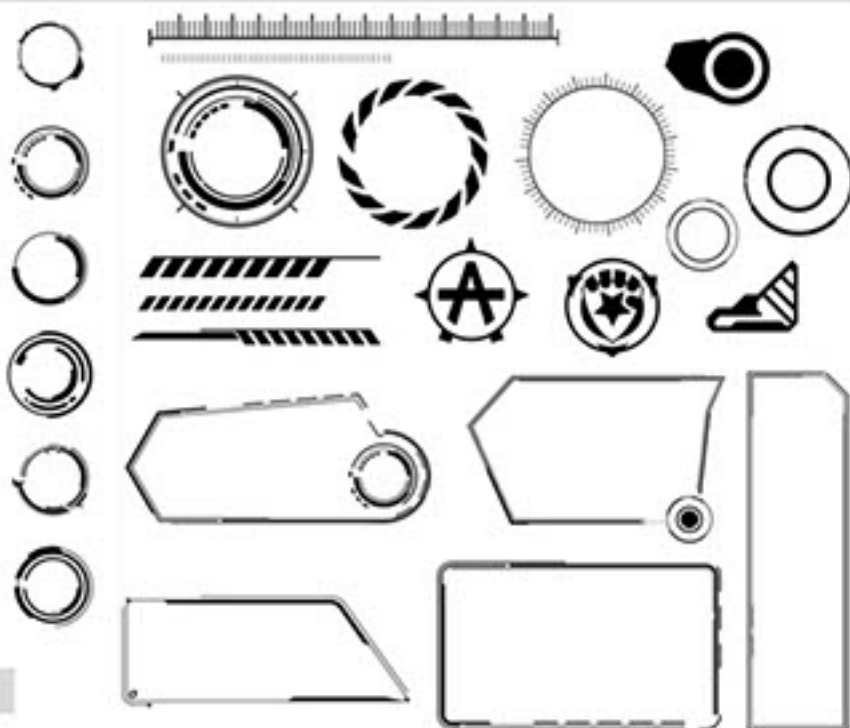


## USER INTERFACE

UI should convey a modern technology.

From UI Mood Boards:

## SHAPES



## COLOR



## MENU INSPIRATION

