CARS VS ZOMBIES

December 21, 2012

TESTED: SILVA BULLET GT, KAI XT Coupe, DURRSCHMIDT ALL-WHEEL DRIVE LX,
PLUS: PERRINS ALPHA, THOMPSON L57 TURBO, HUBBELL SHOCKS, YEN BREAKS
BUEHLER THX SOUND SYSTEM, THIESSEN SECURITY SYSTEMS, AND MORE.

CRUISE IN STYLE

TESTED ON THE MEAN STREETS

STOP

seatle kassislist > for sale/wanted

Spiked Tires - $800 (obo)

Date: 2012-12-21, 8:15AM PDT
Reply to:

• Location: City
• it's NOT ok to contact this poster with services

Style Guide
In This Issue:

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Art Direction Overview

- **Strong Color Palette**
- **Personality through Silhouette**
- **Detailed Textures**
- **Humor Through Design & Animation**

Temp Ui

HEALTH
ARMOR
FUEL
WEAPON

D
R

FIRE
B

FIRE
A

Story Summary
You witnessed your family get eaten right in front of you during a video phone call while at work. You lost your mind, commandeered a highly top secret car and are now out for revenge. You are a surviving member of S.W.A.T. (or whatever); you have a bad ass prototype car (K.I.T.T. from Knight Rider is a damn wimp), a bad attitude, hate zombies and want to smash their faces in! As you progressively kill zombies and complete missions you can research greater tech for your car and ultimately new killing vehicles.
Characters
Z.A.C.s (Zack): Zombie Assault Cars, the badass zombie killing machines the player controls.
Johnny Awesome (or whatever you call yourself): The driver of Z.A.K.s, filthy mouth, bad attitude and an unnatural gift for driving and killing zombies. Good thing the

Character Concept

Vehicle Concept

in your car if you drive into them. You'll need some fancy pants zombie killing tech on your car if you want to ram their skulls back out their poop-shoot or the safer (but more wimpy way) is to shoot'em. If they get close enough to punch your car, well… don't let that happen ei...
Zombie S.W.A... ...sucked at their job, good thing you don't. In any case, these g... ...#1 kill if you see one.
Zombie Behe... ...m all. These guys rarely appear and are tough as... ...just might be awarded one of those Federal Toke... ...research upgrades for your car! At the...

Zombie Fatty: These are bigger than your average meat-bags and can really put a dent in your car if you drive into them. You'll need some fancy pants zombie killing tech on your car if you want to ram their skulls back out their poop-shoot or the safer (but more wimpy way) is to shoot'em. If they get close enough to punch your car, well… don't let that happen either.
Zombie S.W.A.T.: Whoops, someone sucked at their job, good thing you don't. In any case, these guys can shoot back. Priority #1 kill if you see one.
Zombie Behemoth: The big mamma-jamma of them all. These guys rarely appear and are tough as nails to kill (again), but if you do you just might be awarded one of those Federal Tokens to buy some 'sweet, sweet, make love to it' research upgrades for your car! At the very least a fat wad of Credits.

Work In Progress

Texture Detail

CARS vs ZOMBIES
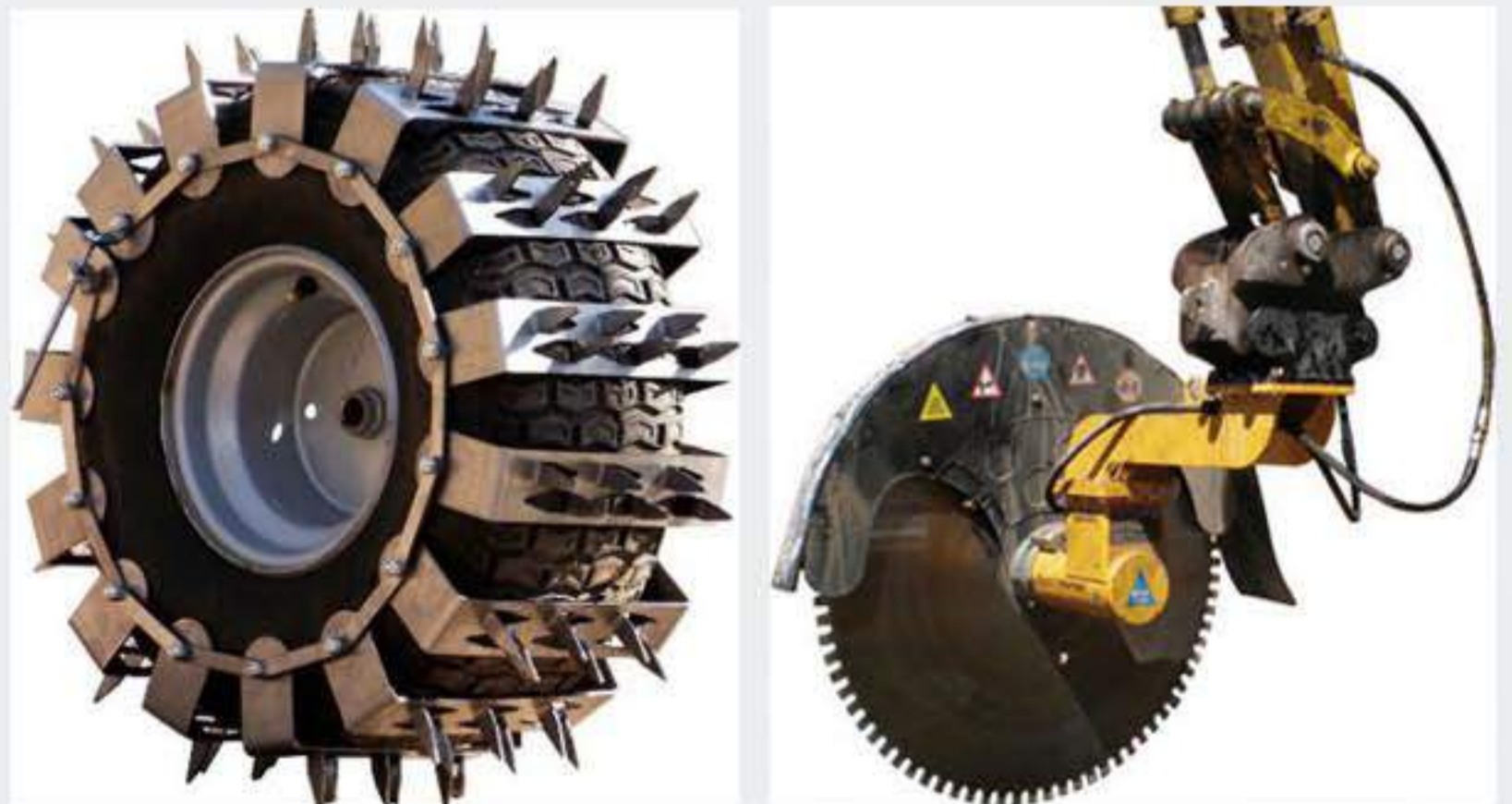
Reviews

Car Style Guide

- **Warped Versions of Existing Vehicles** More Contours, Sharper Lines, Oversized Details, Etc.
- **3 Car Types (Small, Medium, Large)**
- **2 Texture Sheets Per Car** Greyscale Diffuse For Color Change & Details Texture Sheet.
- **2,000 Tri Poly Count Or Less** Extra Poly Count Will be Used By Weapons.

Vehicle Reference

Vehicle Concept

THE CRUISER
Unarmed

THE CRUISER
Clean Version

Work In Progress

Texture Detail

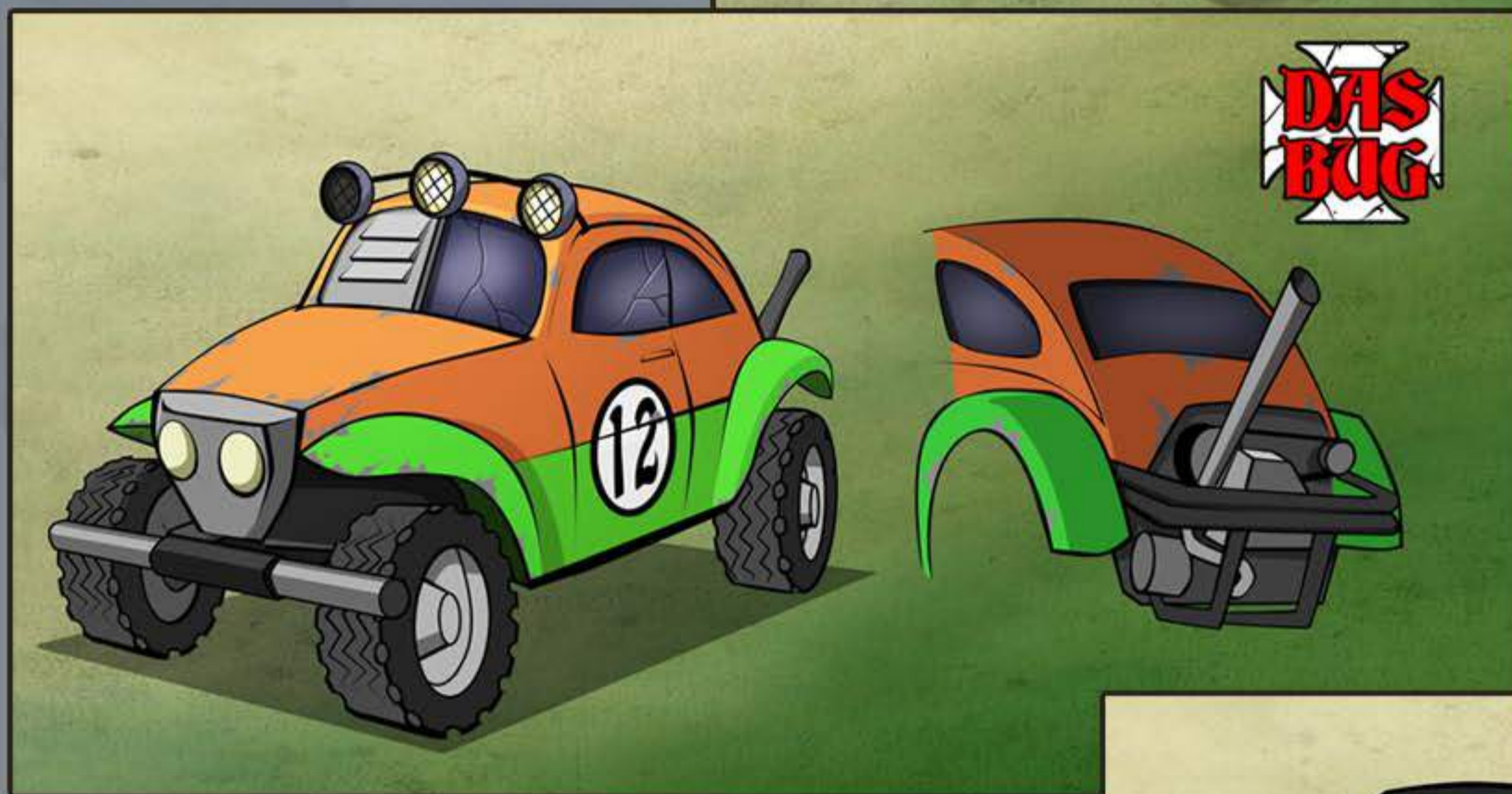**Small Vehicle**

Medium Vehicle

Large Vehicle

CARS VS ZOMBIES

Small Car Guide

- **Warped Versions of Existing Vehicles** More Contours, Sharper Lines, Oversized Details, Etc.

- **2 Texture Sheets Per Car** Diffuse w/ Alpha For Color Change & Details Texture Sheet If Needed.

- **1,500 Tri Poly Count Or Less** Extra Poly Count Will be Used By Weapons.

Vehicle Concept

THE SPEEDSTER

Unarmed

DAS BUG

FRUGALITY

Diffuse w/ Alpha

Details

CARS VS ZOMBIES

Medium Car Guide

- **Warped Versions of Existing Vehicles** More Contours, Sharper Lines, Oversized Details, Etc.

- **2 Texture Sheets Per Car** Diffuse w/ Alpha For Color Change & Details Texture Sheet If Needed.

- **1,800 Tri Poly Count Or Less** Extra Poly Count Will be Used By Weapons.
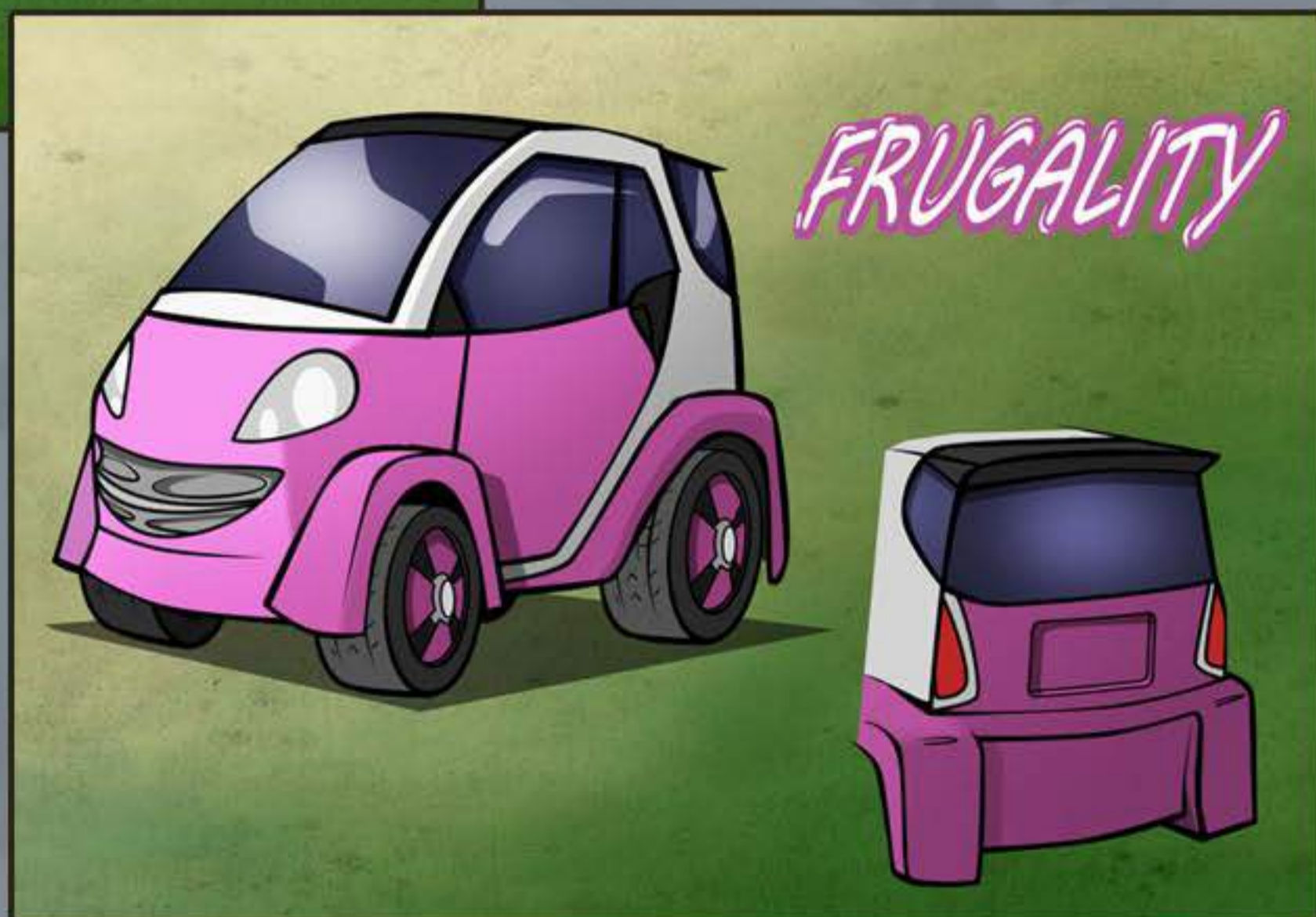

THE ROAD

Vehicle Concept

THE ROACH COACH

LIL CALIGULA'S

LIL CALIGULA'S 555-4277

Details

Diffuse w/ Alpha
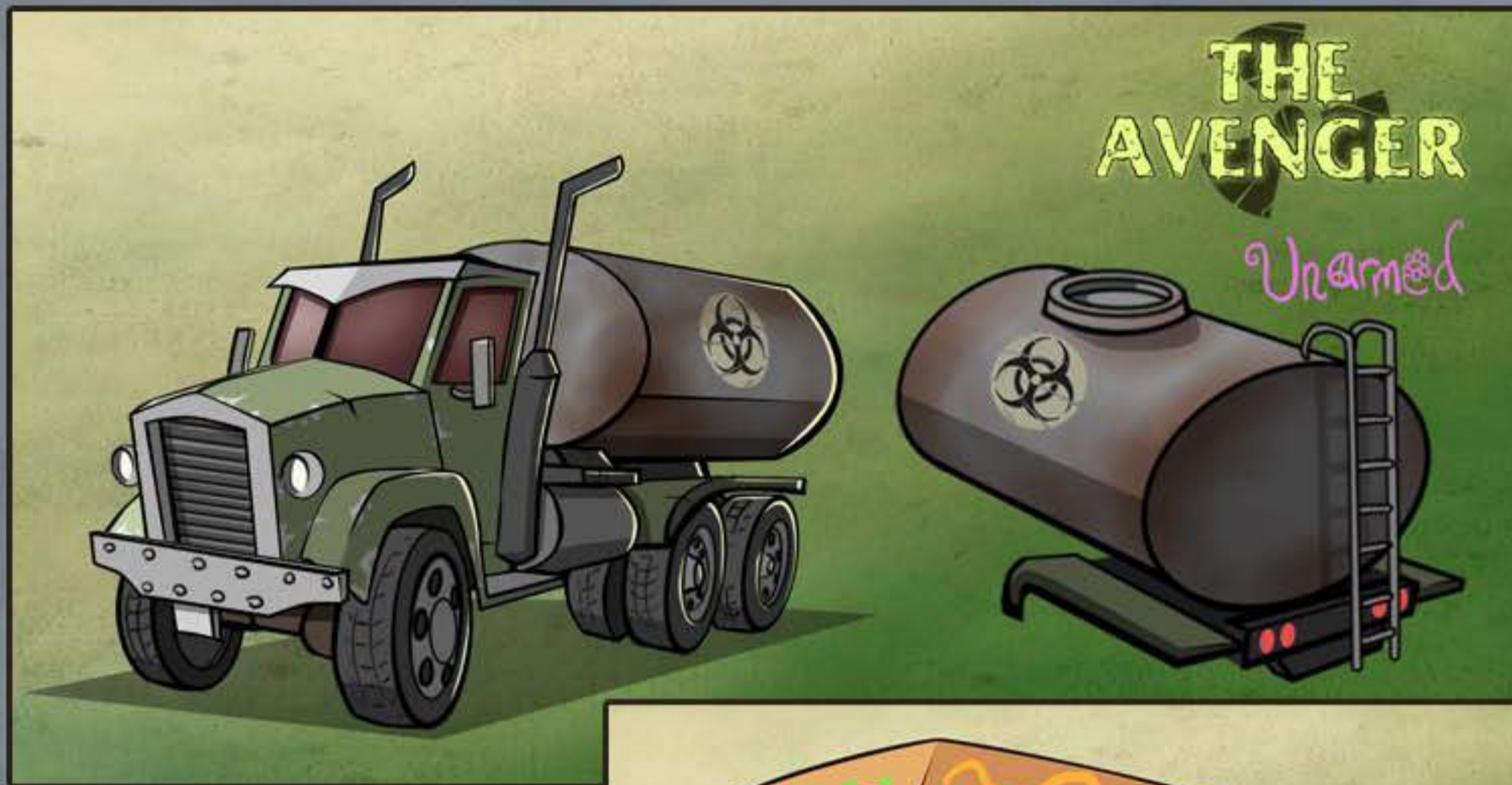

THE CRUISER

Unarmed

POLICE

POLICE

POLICE

CARS vs ZOMBIES

Large Car Guide

- **Warped Versions of Existing Vehicles** More Contours, Sharper Lines, Oversized Details, Etc.
- **2 Texture Sheets Per Car**
- **2,000 Tri Poly Count Or Less** Extra Poly Count Will be Used By Weapons.

THE AVENGER

Unarmed

Vehicle Concept

The Tree Hugger

PEACE

LOVE

POLICE
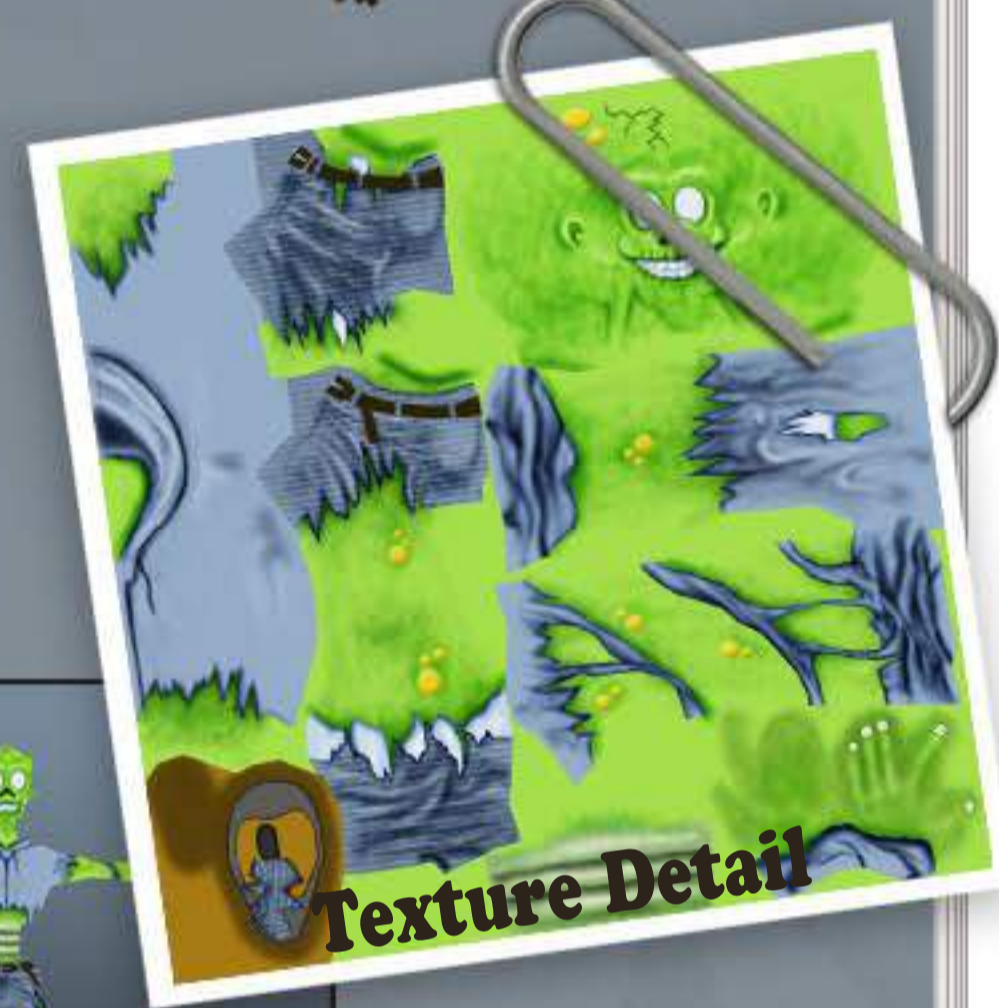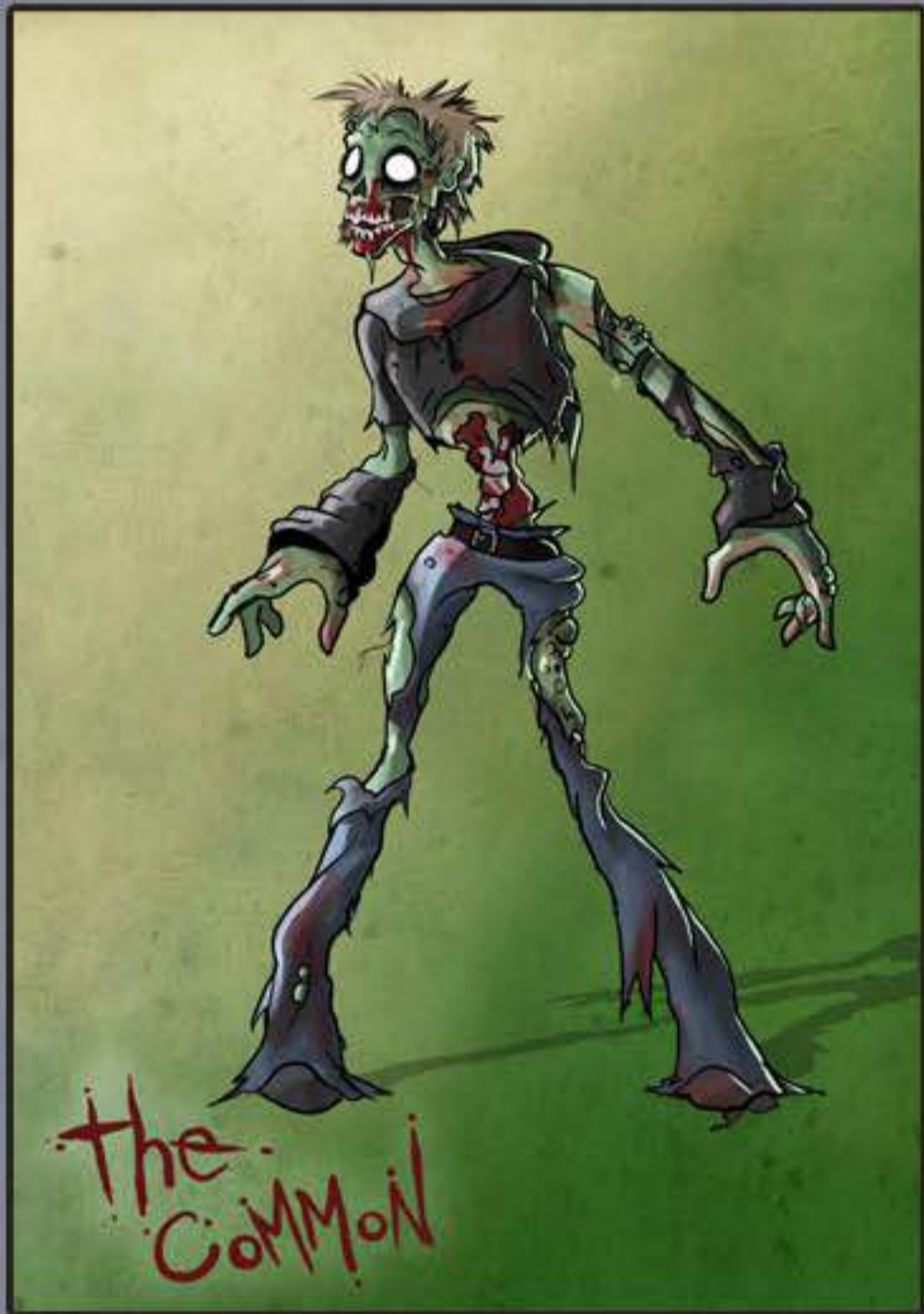
POLICE

Diffuse w/ Alpha

THE END

Interview

Zombie Style Guide

- Strong Silhouettes To Show Character
- Saturated Color Palette
- 1200 Tri Poly Count Or Under
- 512x512 Texture Sheets

1st Pass Zombie

678 Tri - 6 Joints

Texture Detail

the COMMON

the CHUCKER

the FATTY

The GOOBER

Interview
Walker Zombie

- Strong Silhouette To Show Character
- Green Color Palette
- 700 Tri Poly Count Or Under
- 1024x Texture Sheet
- 6 Bones

2 cm

Interview
Runner Zombie

- Strong Silhouette To Show Character
- Teal Color Palette
- 900 Tri Poly Count Or Under
- 1024x Texture Sheet
- 20 Bones

1.75 cm

CARS VS ZOMBIES

Interview

Chucker Zombie

- Strong Silhouette To Show Character
- Blue Color Palette
- 850 Tri Poly Count Or Under
- 1024x Texture Sheet
- 12 Bones

1.85 cm

CARS VS ZOMBIES

Interview

Goober Zombie

- **Strong Silhouette To Show Character**
- **Green Color Palette**
- **1200 Tri Poly Count Or Under**
- **1024x Texture Sheet**
- **16 Bones**

2.5 cm

Interview

Fatty Zombie

- Strong Silhouette To Show Character
- Red & Purple Color Palette
- 1000 Tri Poly Count Or Under
- 1024x Texture Sheet
- 16 Bones

2.5 cm

Interview

Behemoth Zombie

- Strong Silhouette To Show Character
- Orange/Red Color Palette
- 1800 Tri Poly Count Or Under
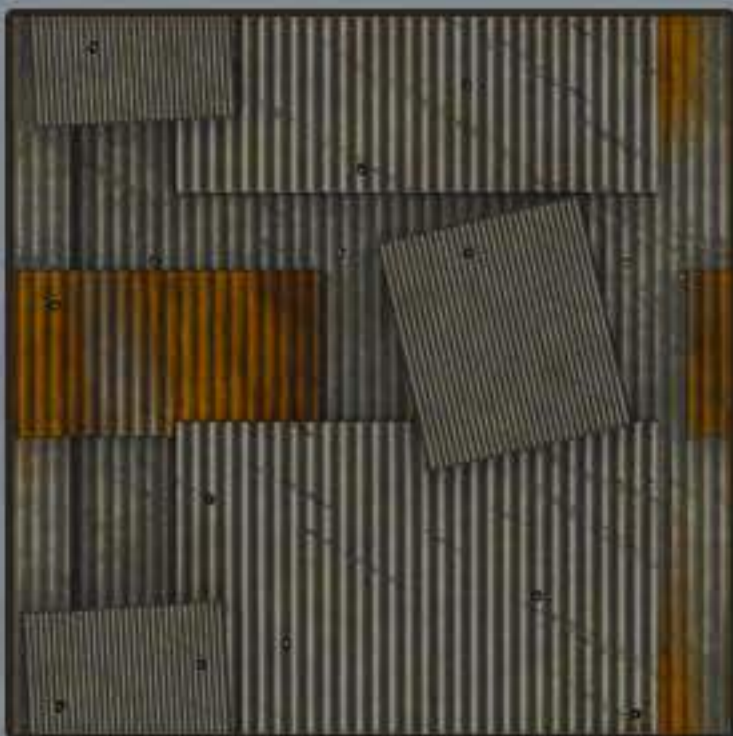- 1024x Texture Sheet
- 25 Bones

4.5 cm

Destinations

Environment Style Guide

- **4 Areas Of Cityscape Ravaged By Zombies**   Damage, Decay, Fire, Etc.

- **Color Palette Not As Saturated As Cars or Zombies**   More Earth Tones.

- **Tiles Created In Maya, Assembled In Unity**   Instance As Much As Possible.

- **Detail Level Should Match Characters & Cars**

- **Normal Maps Option To Be Researched**

Downtown

Refinery

Docks
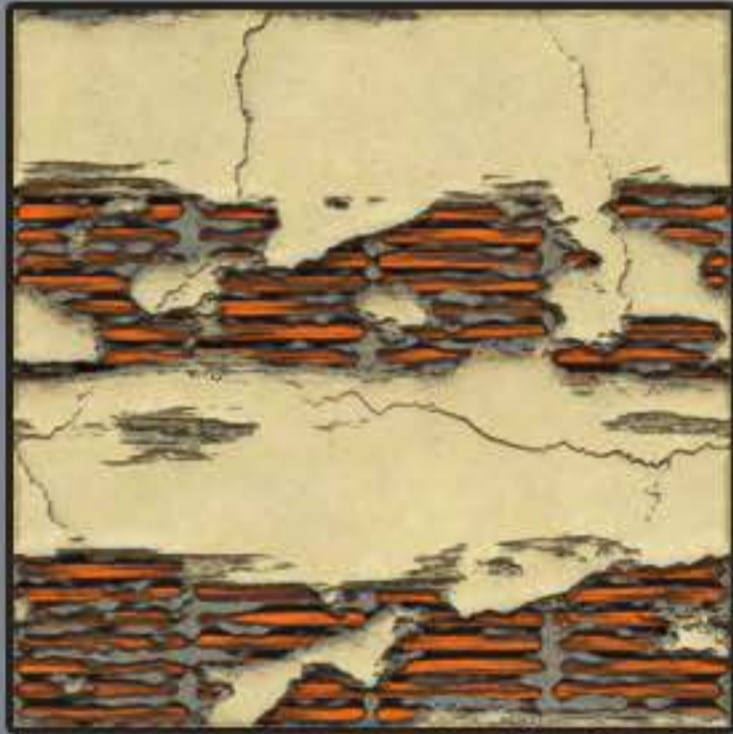
Residential

Texture Samples

Paintover Concepts

CARS VS ZOMBIES

Destinations

Evironment : Docks

- **Area Ravaged By Zombies** Damage, Decay, Fire, Etc.

- **Color Palette Not As Saturated As Cars or Zombies** More Earth Tones.

- **Tiles Created In Maya, Assembled In Unity** Instance As Much As Possible.

- **Detail Level Should Match Characters & Cars**

Docks

Crane should be geo,
does not need to be this detailed.

Buildings should have different silhouettes (3 types)

SKIBS VERFT

BIDDLE WAREHOUSE

Containers stacked to create barriers & stuctures.

Destinations

Evironment : Urban Residential

- **Area Ravaged By Zombies** Damage, Decay, Fire, Etc.
- **Color Palette Not As Saturated As Cars or Zombies** More Earth Tones & Metals
- **Tiles Created In Maya, Assembled In Unity** Instance As Much As Possible.
- **Detail Level Should Match Characters & Cars**
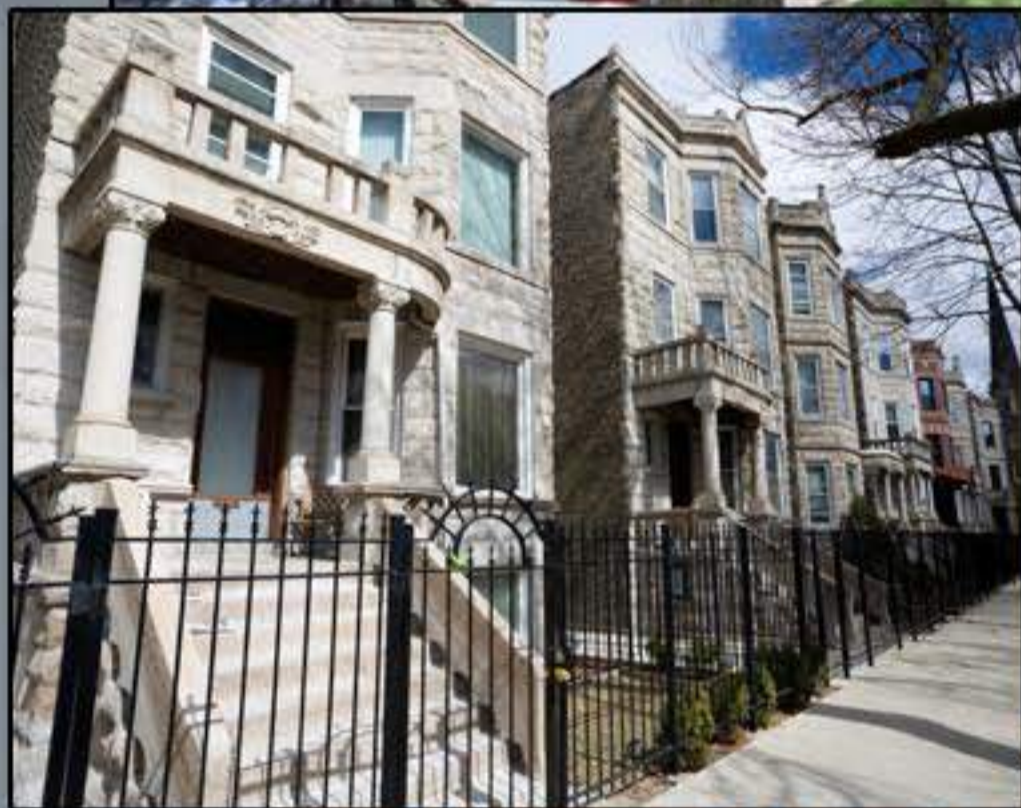
Brownstones

Park

Houses

Open Air Mall & Strip Mall

CARS VS ZOMBIES

Destinations

Evironment : Downtown

- Area Ravaged By Zombies   Damage, Decay, Fire, Etc.
- Color Palette Not As Saturated As Cars or Zombies   More Earth Tones & Metals
- Tiles Created In Maya, Assembled In Unity   Instance As Much As Possible.
- Detail Level Should Match Characters & Cars

Downtown

Construction

Pavillion

City Hall

Map details should be above & below player.

CARS VS ZOMBIES

Movers & Shakers

Animation Style Guide

- Unique Movement For Each Zombie Type
- Poses Need To Read From Distance
- Bone Count Should Be As Low As Possible
- Animations Packs: (TBD)

COMMON

Medium moving speed

Stiff movements

6 Bones

RUNNER

Fast moving speed

Fluid movements

20 Bones

CHUCKER

Slow moving, drags larger leg

Large arm throws perjectiles

12 Bones

GOOBER

Medium moving speed

Shoulder sack should pulsate

16 Bones

BEHEMOTH

Medium moving speed

Fluid movements

25 Bones

FATTY

Slow moving speed

Wobbles as he walks

Blocks and Head butts car

16 Bones

CARS VS ZOMBIES

Talk Back

User Interface Style Guide

- Controls Should Mimic Car Details

- Font Types: (TBD)

- Hero Icons Should Use Police Colors Blues, Greys, Reds, & White.

- Zombie Elements Should Use Reds & Greens

Vehicle Upgrade Reference

GIFT SHOP

HOT NEW ITEMS! DON'T MISS OUT!

Get More ! Tap Here
FEDERAL TOKENS: 14
CREDITS: 2,400

HEALTH: 62/ 100
WEAPON ENERGY: 23/400

Advertisment Space

LAST NEXT

Mission Selection Reference

GIFT SHOP

HOT NEW ITEMS! DON'T MISS OUT!

Get More ! Tap Here
FEDERAL TOKENS: 14
CREDITS: 2,400

DOCKS

BOSS BATTLE

COLLECTED: 62/ 100

COMPLETED: 0

Advertisment Space

LAST

Screen Mock-up

MENU

CARS VS ZOMBIES

Marketplace

Weapon & FX Style Guide

- 5 Categories Of Weapon Upgrades
- Weapon Upgrades Should Appear Slightly Oversized On Vehicle
- Death & Blood FX Varies By Weapon Type
- Melee Weapon FX Unique To Each Weapon (TBD)

Missle Launcher

References

Machine Gun

References

Melee Weapon

References

Technical Specifications

Maya Settings:

Working Units: Centimeters

Time: 30 FPS (NTSC Field)

Up Axis: Y

FBX Export Should Be Set To Centimeters

Cars:

Polycounts: 2000 Tri MAX

Texture Sizes:

    Diffuse: 1024x1024

    Details: 512x512

Zombies:

Polycounts: 1200 Tri MAX

Texture Size: 1024x1024

Bone Count: 25 Max

Texture Sheets: 1

Environment:

Polycounts: 35,000 Tri MAX On Screen   Occlusion Culling Used To Reduce Renderables.

Texture Sizes:

    Diffuse: 512x512   MAX   Most Textures Should Be 256x With Ground & Skybox at 512x.

    Normal: 256x256 MAX   Ground only. Removable If Performance Issues Arise.