

A painting of a lake at sunset. The sky is filled with soft, warm colors of yellow, orange, and green, with a bright light source on the horizon. The water is dark blue and reflects the sky. In the foreground, a wooden dock extends from the bottom left towards the center. The middle ground is dominated by tall, dark green reeds with some orange and yellow flowers. A small, dark boat with a cabin is in the water, moving towards the right. The background shows rolling hills under the sunset sky.

Lake Minnewaska

Art Bible

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Intro

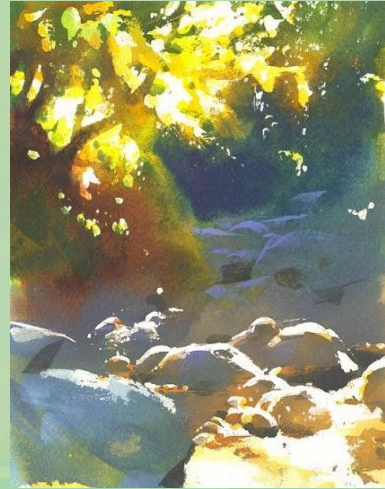


Lake Minnewaska is a third-person adventure game that follows Sosa, a small-town fisherman whose life takes a turn when his daughter, Rue, falls deathly ill.

Azure, a lake spirit believed to be a product of Rue's fantastical imagination, disrupts Sosa's fishing journey in his attempt to reconnect with his daughter before it is too late. Players will venture through Lake Minnewaska, where the lines between reality and imagination blur, and fish to complete Rue's Fishlist.

The image is a composite of several landscape paintings. The background features a bright, colorful scene with a blue sky, white and yellow clouds, and a body of water reflecting the sky. In the foreground, there are dark green trees and a rocky shore. A semi-transparent green rectangular box is centered over the image, containing the word "Environment" in a white, bold, sans-serif font with a thin black outline. The overall style is expressive and painterly, with visible brushstrokes and a rich color palette of blues, greens, yellows, and whites.

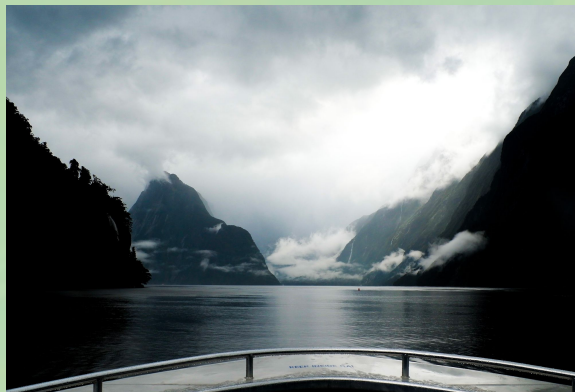
Environment



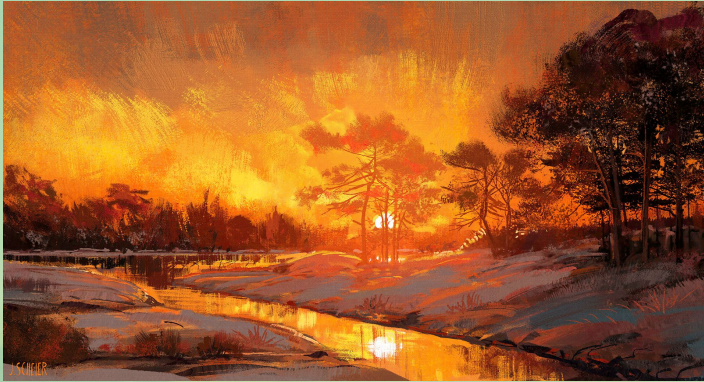
Tutorial Zone Moodboard



Lake Zone 1 Moodboard



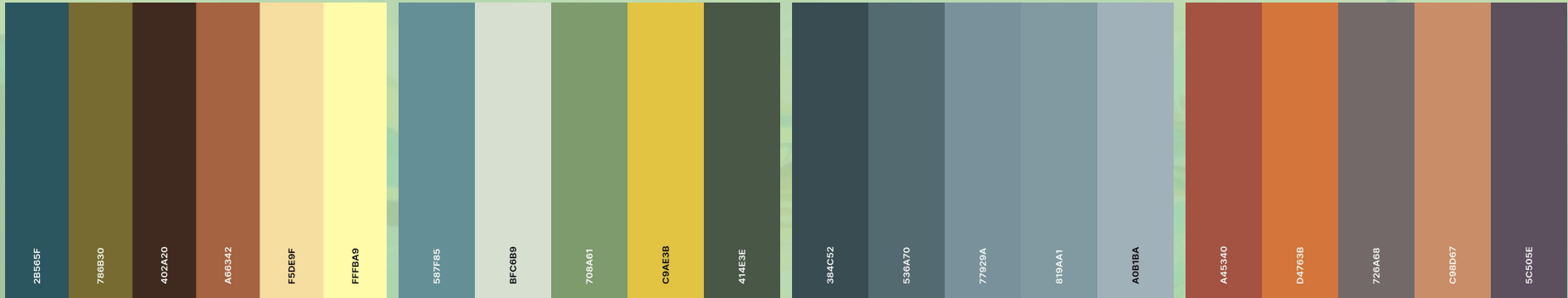
Lake Zone 2 Moodboard



ANDREA ALGERI

Lake Zone 3 Moodboard

Transitioning Color Palette



Color palette of each zone relate to times of the day, as well as the emotions reflected in each act. Generally keeping the majority of palettes on the warmer side to contrast against the cool tones to express more somber narrative moments.

Additionally the palette is constantly reflected back in the water.

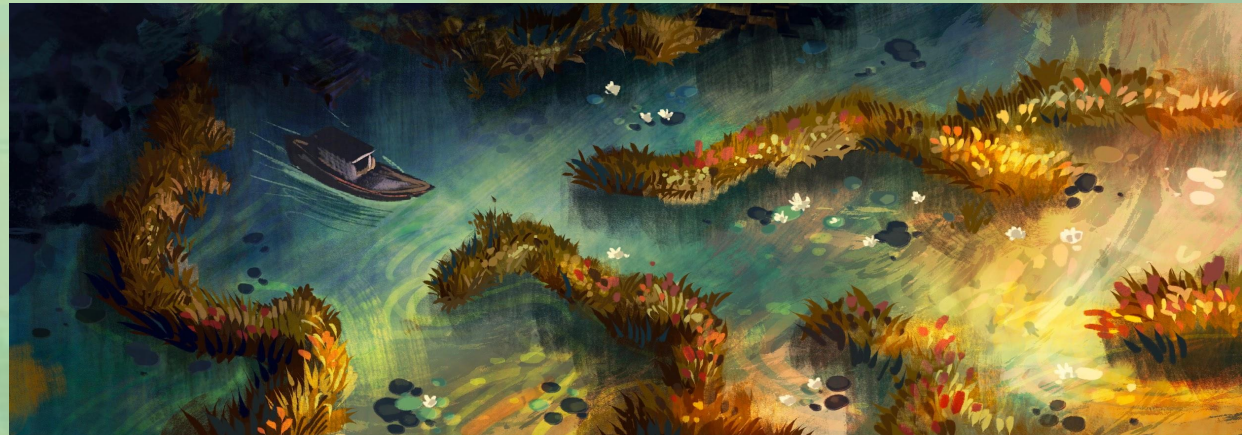
Environment Concept

Tutorial Zone



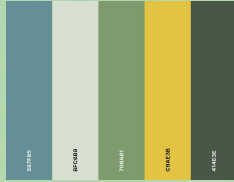
Player's emotion:
Curious

Blues, yellows hues, coincidence of
tone



Environment Concept

Lake Zone 1



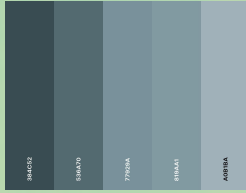
Player's emotion:
Driven, Determined, Hope

High brightness, greens,
desaturated blues



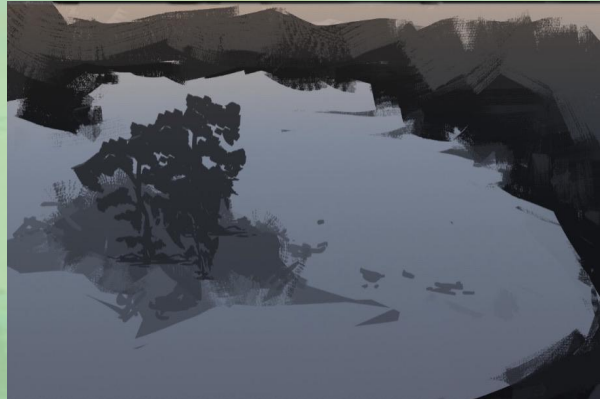
Environment Concept

Lake Zone 2



Player's emotion:
Intense, Sad

Darker tones, higher rhythm,
oranges, yellow, red hues that are
very desaturated



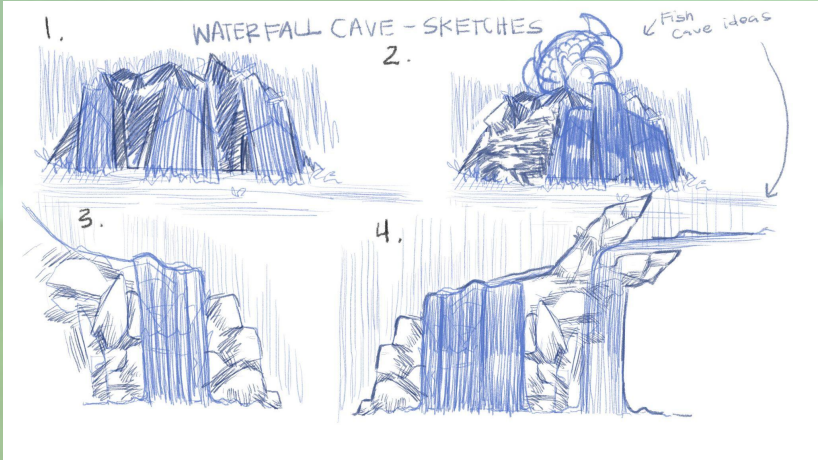
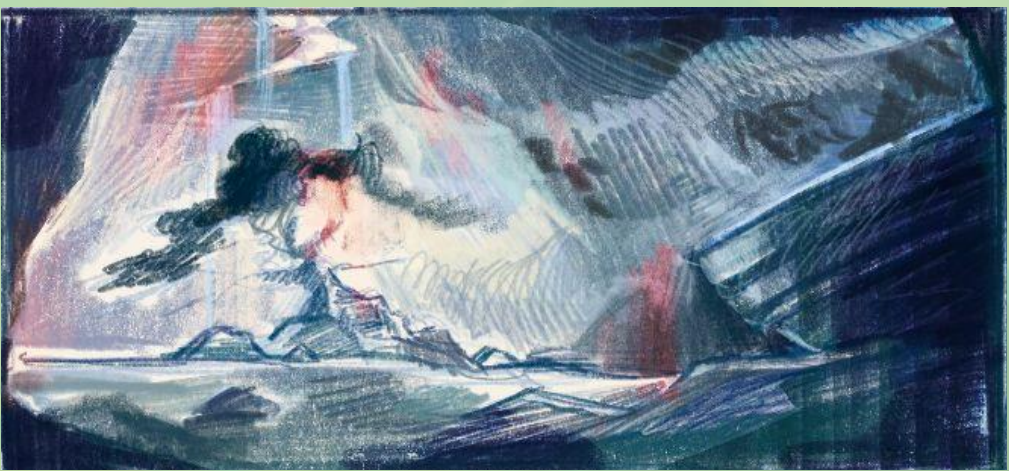
Environment Concept

Lake Zone 3



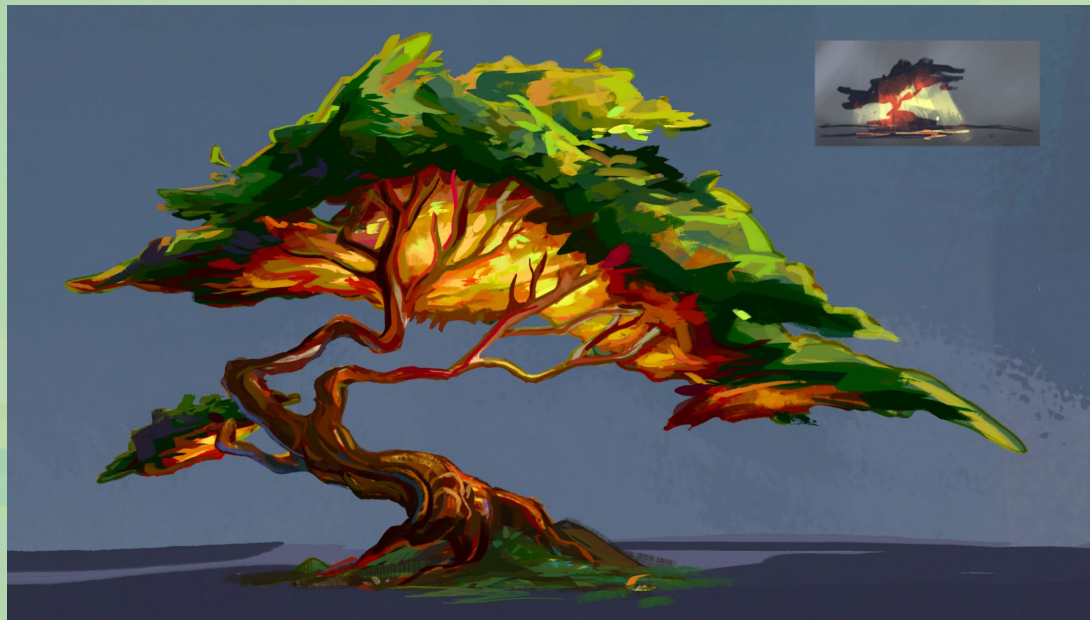
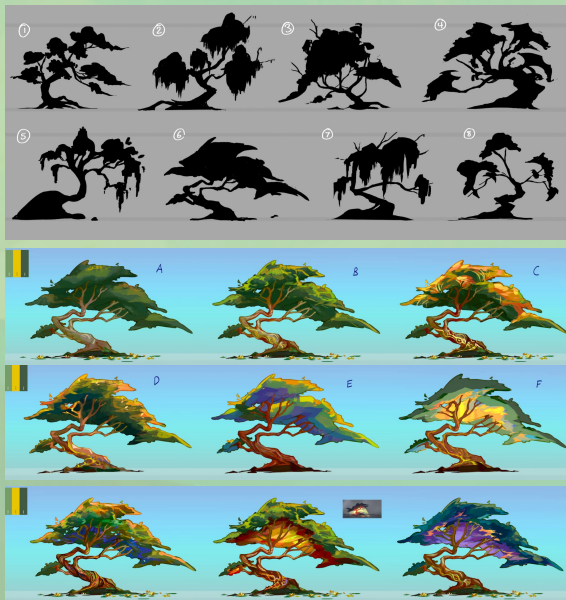
Player's emotion:
Grieving

Oranges, yellow, red hues
more saturated



The background is a colorful, painterly landscape. It features a bright blue sky with large, fluffy white and yellow clouds. In the foreground, there's a body of water reflecting the sky and surrounding greenery. The middle ground shows rolling hills and a small structure or monument on a hillside. The overall style is expressive and artistic, with visible brushstrokes and a rich color palette of blues, greens, yellows, and oranges.

Props



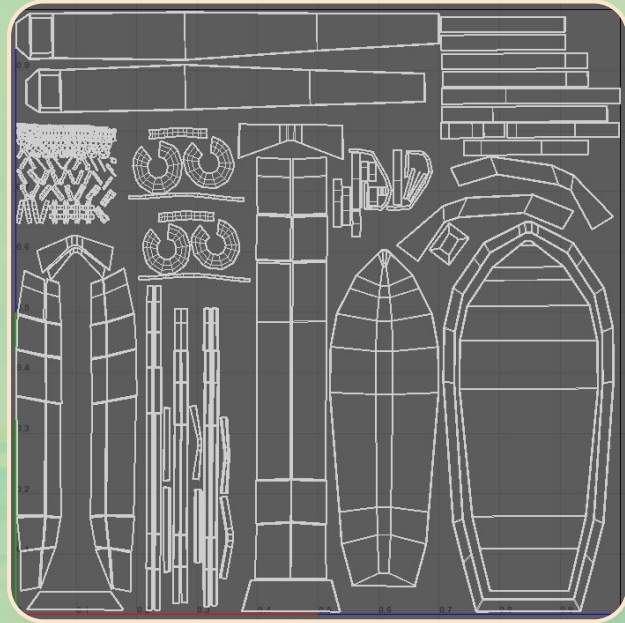
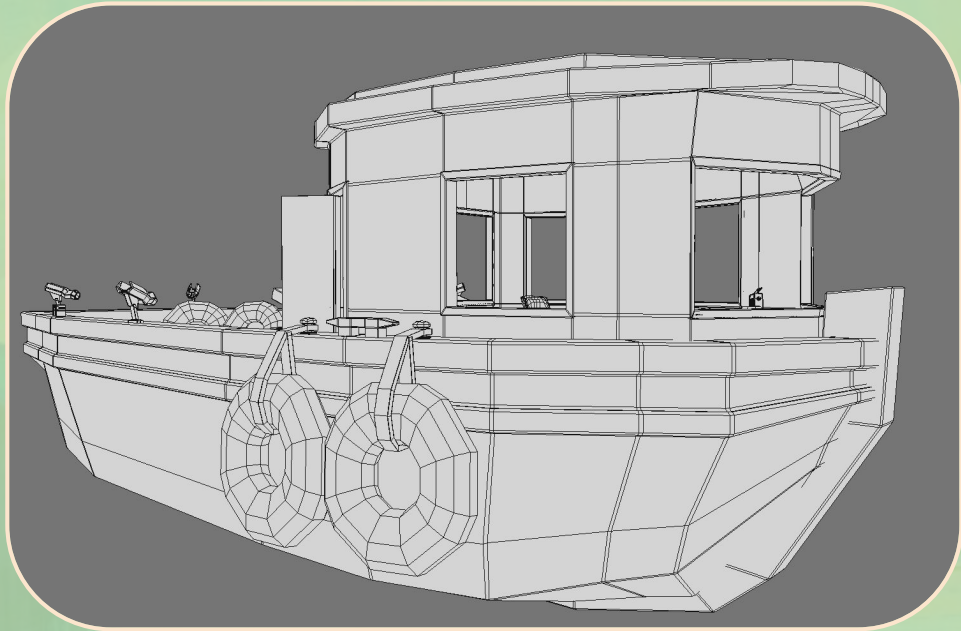
2D Workflow

- ❑ Step 1 : Silhouettes
 - ❑ Step 2 : Color Iteration
 - ❑ Step 3: Refinement
 - ❑ Step 4 : Render/Cleaned
- ❑ Artists should work in this general workflow, receiving feedback after each step to continue onto the next.
 - ❑ Finished & fully assessed 2D concepts / assets should be uploaded into drive.

Prop Inspiration

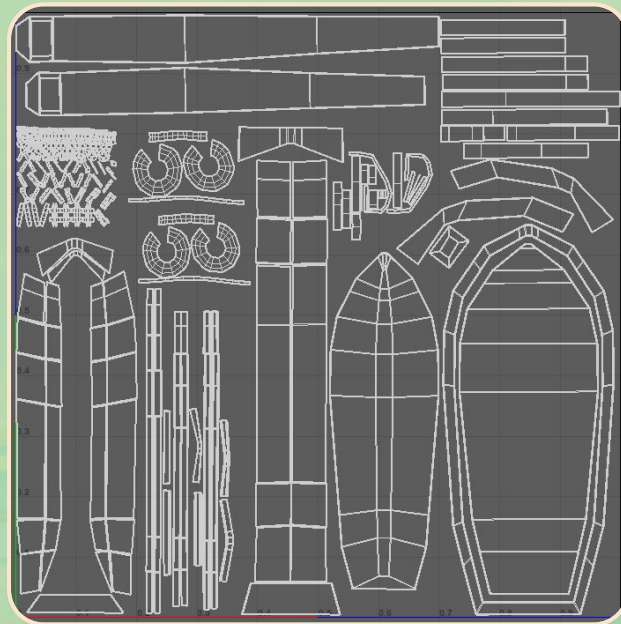
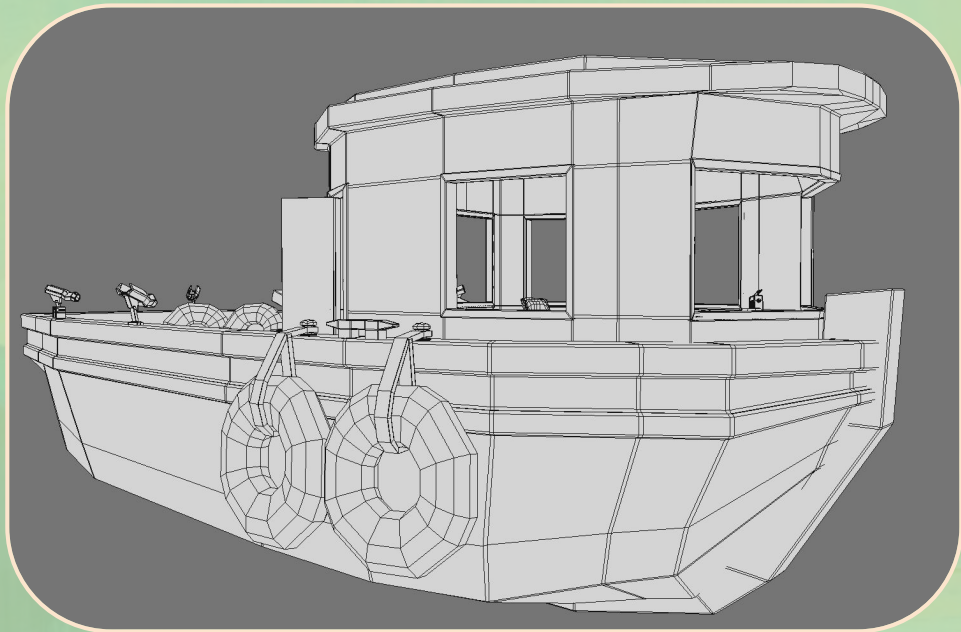
Sea of Thieves - Low Poly with High Res textures, clear shape and color with low noise





3D Workflow

- ❑ Step 1 : Blockout
 - ❑ Step 2 : Refine 3D Model
 - ❑ Step 3: UVs
 - ❑ Step 4 : Texturing
- ❑ Artists should work in this general workflow, receiving feedback after each step to continue onto the next.
 - ❑ Finished & fully assessed 3D assets should be uploaded into drive.

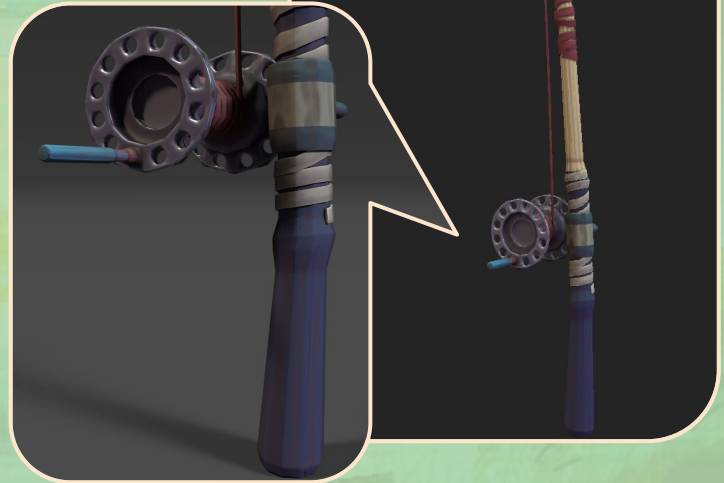


3D Modeling Guide

- ❑ Low poly
- ❑ Beveled edges for defined faces & lines
- ❑ Stylized
- ❑ UV Tiles should be clean in layout
- ❑ 3D models should be exported as .fbx into drive

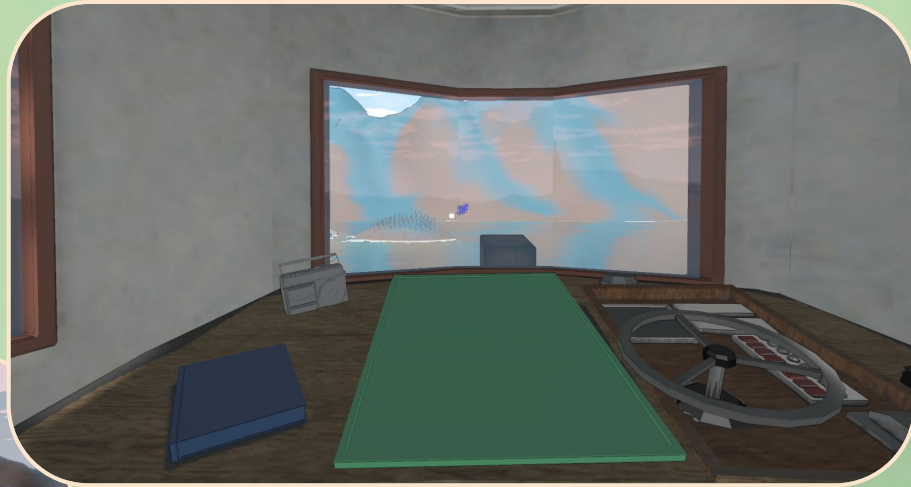
3D Texturing Guide

- ❑ Generally matte with little to no specular, metalness only where necessary for conveying material
- ❑ Clear color with little noise
- ❑ Varied weathering along edges



Props in Game

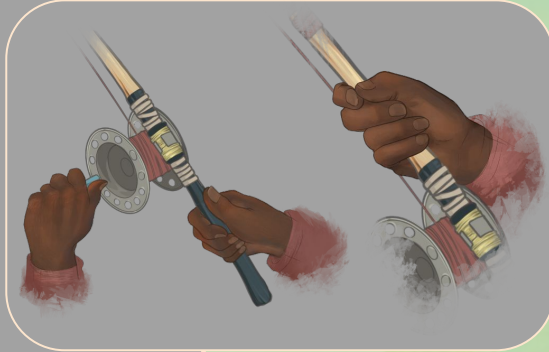
- ❑ Clear color with little noise



- ❑ Outliner in game for post processing to emphasize defined colors

The background is a complex, layered landscape painting. It features a mix of colors including deep blues, bright yellows, and various shades of green. The style is expressive and somewhat abstract, with visible brushstrokes and a sense of movement. In the center, there is a semi-transparent green rectangular area. Overlaid on this area is the word "Characters" in a white, bold, sans-serif font with a thin black outline. The overall composition suggests a theme of nature and human presence.

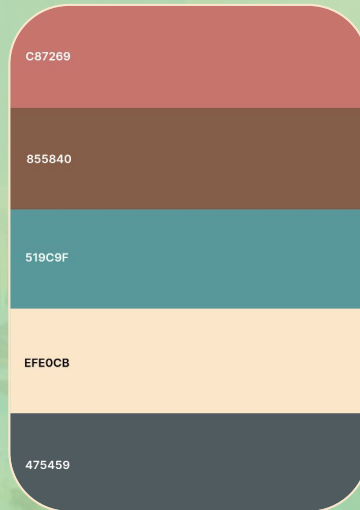
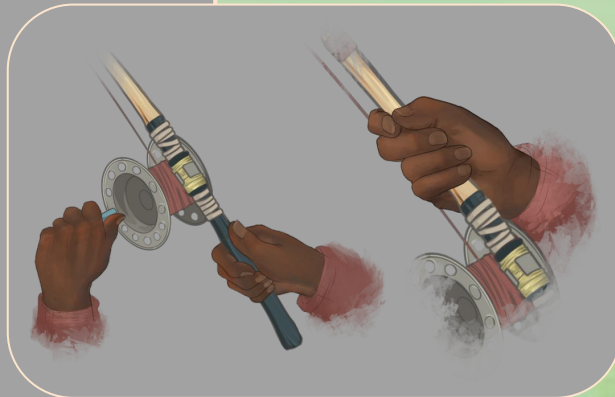
Characters



Sosa's color palette is also reflected in his fishing rod.

An African-American Angler with the goal to reconnect with his ailing daughter and catch all the fish in Rue's Fishlist. He is a distant father who feels guilty that he was not as close to his daughter as she wanted to be. He loves his daughter dearly but fails to verbally communicate his emotions towards his daughter, hence creating distance.

Sosa



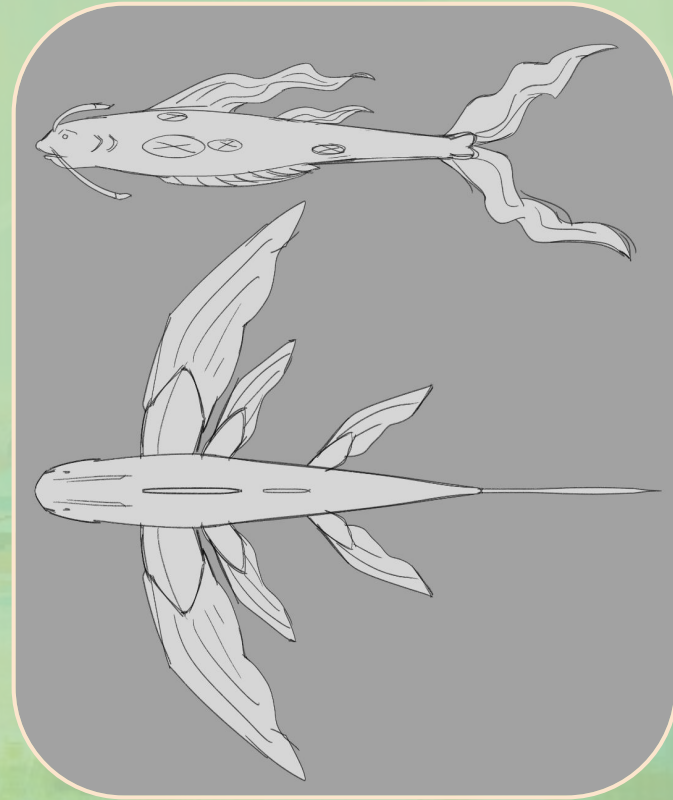
Keeping to general palette that lakeside fishermen/boatmen wear, with a palette that's more on the muted side with blues/neutrals.

As Sosa is main character and has to be visible/recognizable on the boat, a red to contrast against the lake environment's greens/blues/yellows would help keep him recognizable.

Sosa

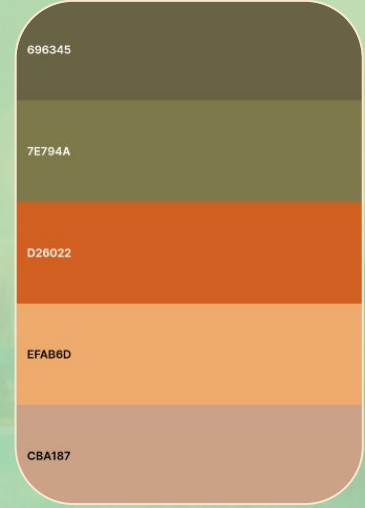


2D Concept



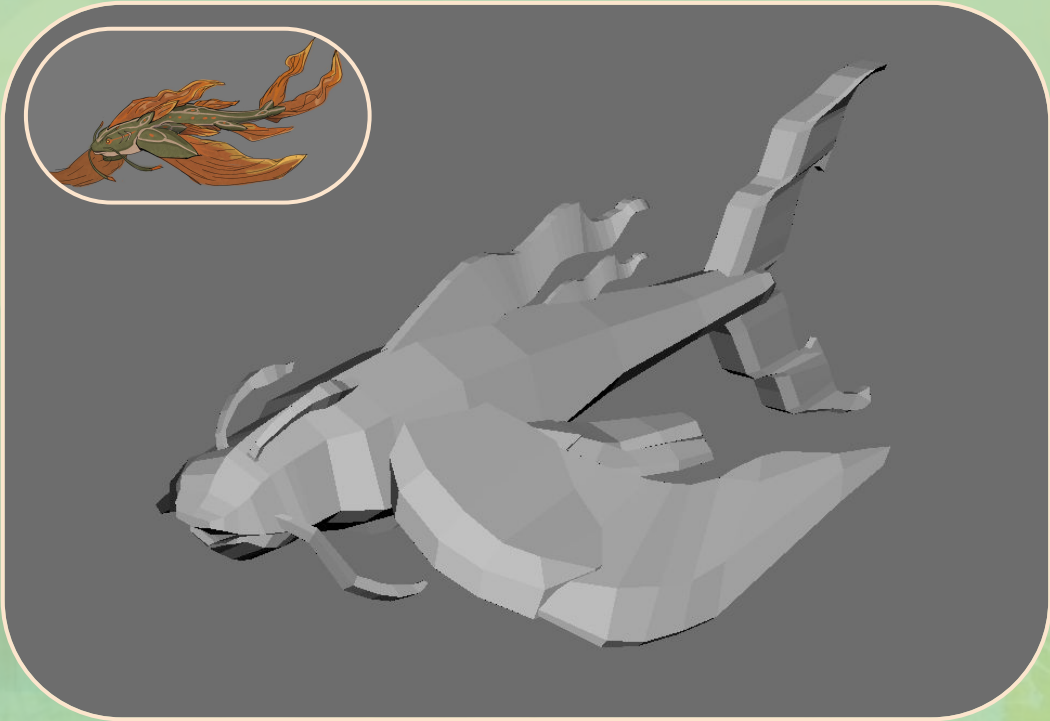
The Mother to the Lake that watches over all the creatures within it. A curious entity at the start that slowly grows more angry due to Sosa's actions. Azure knows Rue believes she exists and anticipates Sosa does not believe she roams the lake. Azure does not know Rue is dead.

Azure



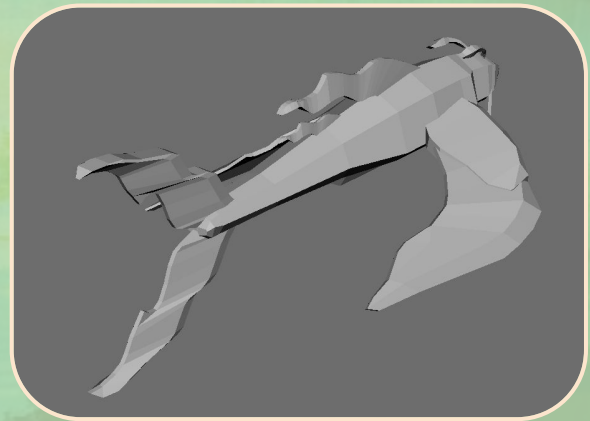
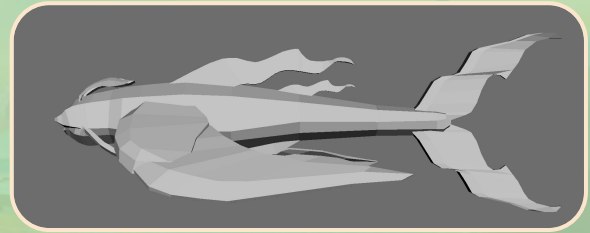
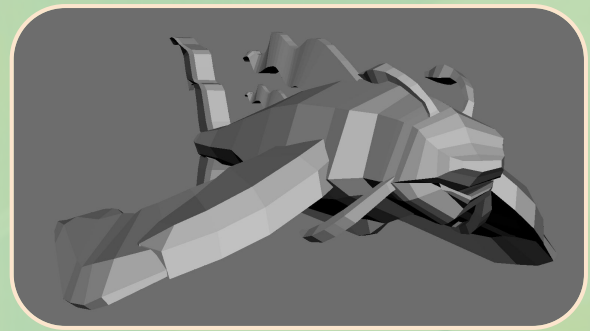
Azure's palette is dependent on environment ("same color as lake environment"), so while colorful, still mimicking the environment's predominant greens/yellows/oranges. Mythical aspect comes from her design (flowy fins, bioluminescence maybe, etc.)

Azure



3D Model

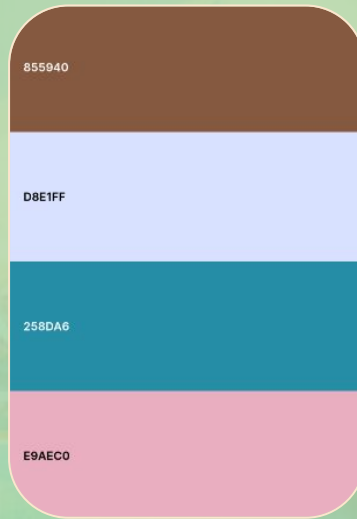
Azure





Sosa's daughter who died of illness at 8 years old. She was full of energy and did everything in her power to involve herself with her father: seeking out fishing journeys, scribbling in his journal and marking the boat. Her Fishlist is in Sosa's journal. She spoke about Azure, the lake spirit, and admits she has seen her around the lake. Her imagination allowed her to believe while Sosa's did not.

Rue



Rue's palette is in contrast to most of the color palette of the lake's environment and to Sosa. Her palette features more light blues & pinks, contrasting against the warmth or muted tones of the environment & Sosa.

Rue

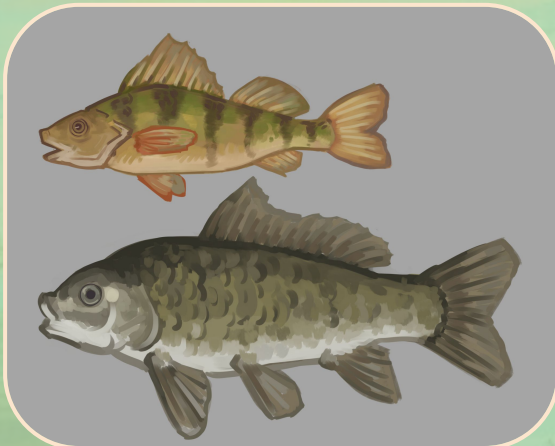
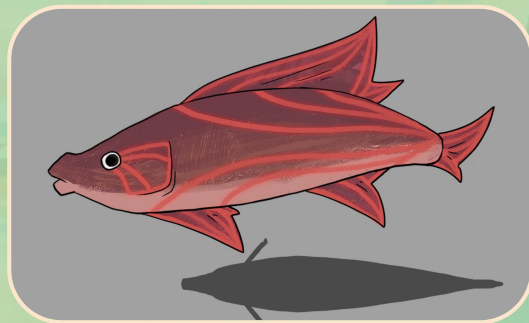
This separates her from Sosa's present and keeps her preserved to this childish image.



Fish

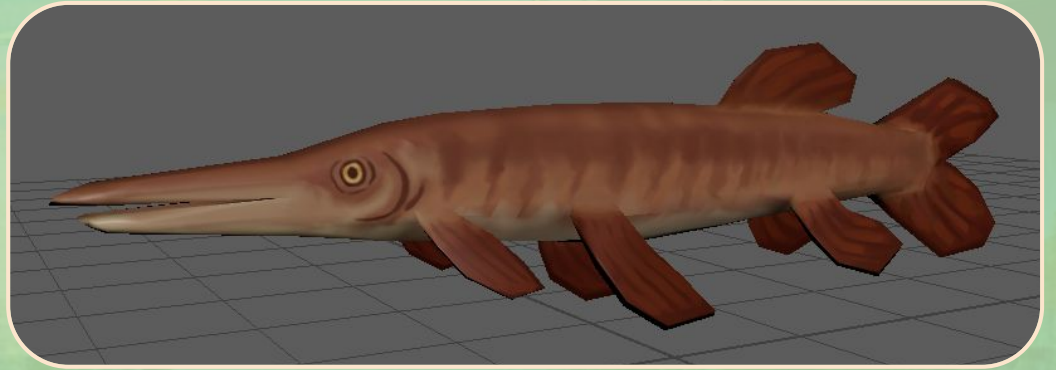
Fish & Environment

The fish are directly related to the environment AKA Lake Zones. As players progress through each Lake Zone, the fish become more magical in appearance with abnormal coloring & bioluminescence until culminating to the grand appearance of Azure.



Fish & Environment

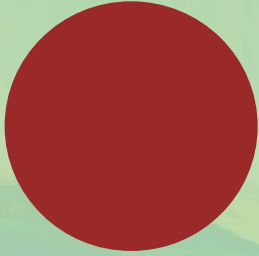
The fish are directly related to the environment AKA Lake Zones. As players progress through each Lake Zone, the fish become more magical in appearance with abnormal coloring & bioluminescence until culminating to the grand appearance of Azure.





UI

UI



Red

- Used for most important elements
- Every element fish-related

Ex: fishing aiming indicator, directional arrows



Yellow

- Used for progression-related elements

Ex: exclamation points to show updated info, outlines for journal, map, & boat



Purple

- Used for emphasis on grief

Ex: elements in the environment

A painterly landscape scene. In the foreground, a wooden dock made of dark planks extends from the bottom left towards the center. The middle ground features a calm body of water reflecting the sky, with a small, dark boat with a cabin in the center. The water is surrounded by dense, tall reeds or grasses in shades of green and brown. In the background, rolling mountains are visible under a bright, hazy sky with soft, yellow and green tones. The overall style is soft and atmospheric, with visible brushstrokes and a rich color palette.

End