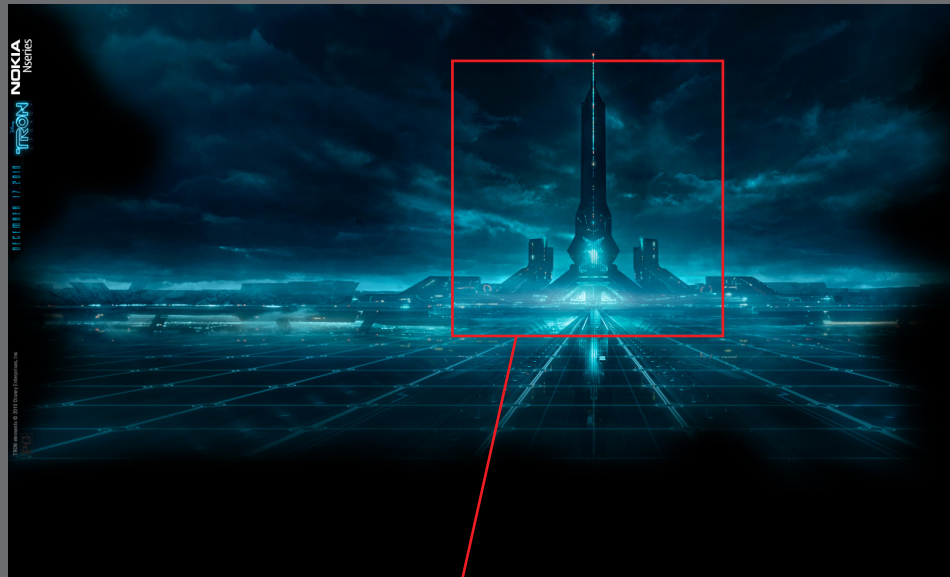


COMPUTER SHIPS  
ART BIBLE

Vertical & Horizontal Light Beams shooting off into infinity



Ground Level Highway system ( excluding circular holes)



Map Core Hero Asset piece  
(possibly generates black holes?)



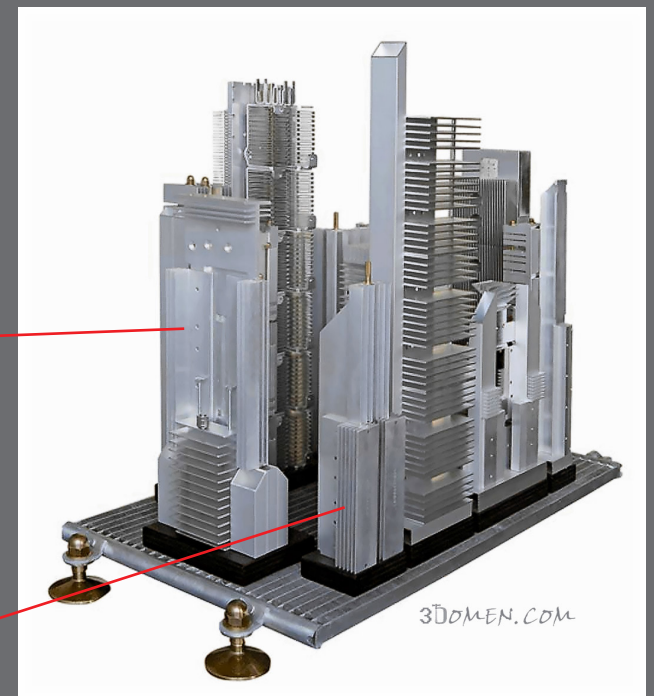
Hologram Buildings - We can either have certain buildings always remain as silhouettes, or during tension phase a regular building can ghost into its silhouette as a base ship passes through it

# Structural Design for Buildings

- Combining the shapes and forms of internal computer parts (motherboards, graphics cards, cpu's) into skyscraper esqe structure
- this is a physical representation of the internet, so the buildings will be polished, have light beams and pulsating rays interseting and connecting to other buildings-
- The buildings don't have to be made of only 90 degree angles, throw in some 45's and 30's into the mess.
- The structures will be protruding from the ground, the ceiling, and all sides of the walls

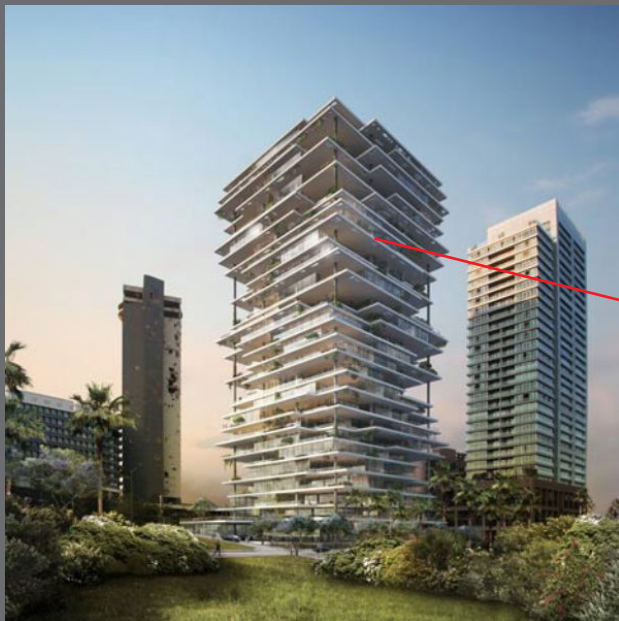


Good Color Variety, but hard to distinguish one building from another



Bad Color Variety, but easier to makeout one building from another

- Types of Building Designs Needed
- Horizontally Focused Design
  - Vertically Focused Design



# Textural and Accent Design Reference

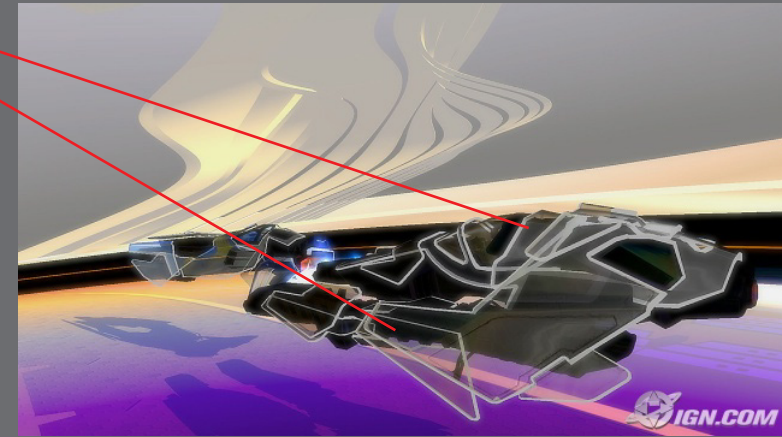
Accent Design - These designs and patterns can be used to outline the building or create focal points within the design. (Grid Lines, Hexagonal Pattern, Pulsating Light Beams, Circuit Pathways, Bar Codes) They don't have to cover the entire building.

(Transparent Panels with glowing edges) - used on exterior of building

Thick Glowing Light Beams

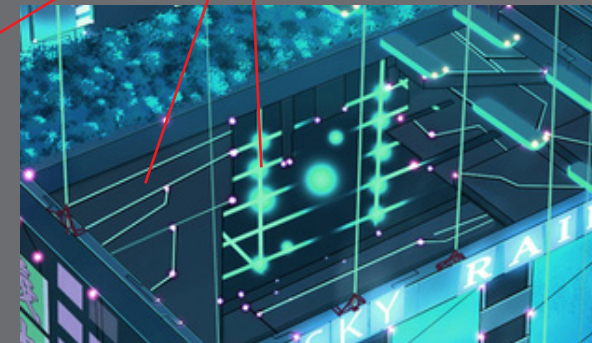
Grid Lines

Transparency



Hexagonal Pattern

Circuit Pathways



Bar Codes



# Player Vehicle Concept

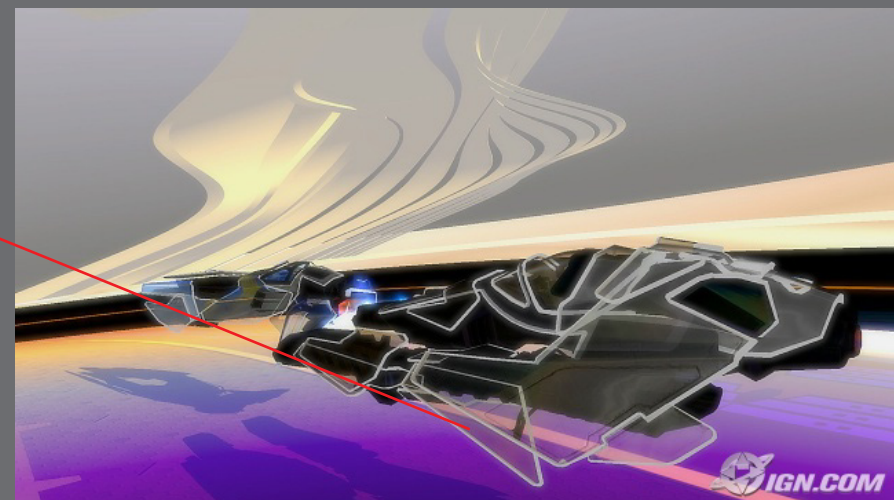
Must have:

- 2 turrets, a top and bottom
- cockpit
- horizontally symmetrical



Ship Shield - Will be a visible layer of glass panels slightly offset from the ships main hull. The glass will be about 10% opaque giving a slighty foggy look to them while the edges will glow with an accent team color.

Material for ship shield



# Color Scheme

Vibrant Color, think... Electric Daisy Carnival

The colors are meant to help distinguish focal points, landmarks, and buildings. Don't feel like you MUST follow the color charts, they're only there to help the ball get rolling



Black doesn't have to be used just for negative space,

feel free to incorporate it into buildings, landmarks, whatever



Various designs using grids, glowing light beams, pin point lights



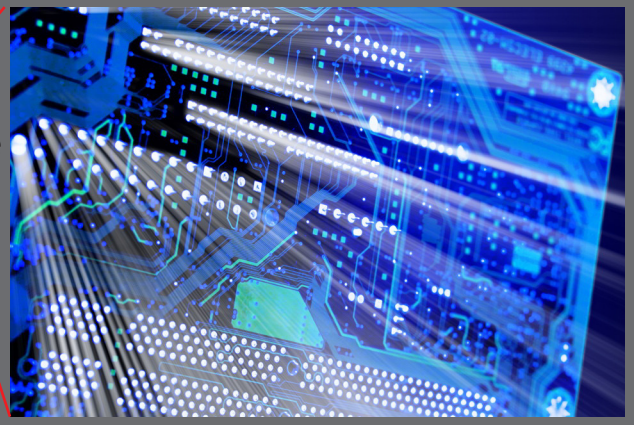
Good reference for use as power source or pickup or beacon?  
Has nice subtle color variety, highlighted edges, which makes this piece a good focal point



girl blowing bubbles, depending on time, we may have to cut this from the game



Macro Detail, reference for what the environment should look like layout wise from a top down view



Weapon Damage Impact

