Sync & Ecco

Basalt Formations

Resources

Environment

[Sunset Overdrive: Ultimate Trim sheet and shader setup for procedural brushstrokes](#)

[Ultimate Trim Generator tool for substance painter](#)

[Defining the rift's visual style](#)

['The Ascent' GDC talk breaking down level design and world creation](#)

Games to check out/reference:

Transistor
Xcom: Enemy Unknown

Resources

Character

[DOTA 2 Asset Creation Guidelines](#)

Animation

[Model viewer for meshes and animation from popular games](#)

[The Animation Pipeline of Overwatch](#)

[Animation time lapse: Omega squad veigar](#)

VFX

[League of Legends VFX style guide](#)

[How to create textures for VFX](#)

Concept Description

As the game is set in a dystopian, post-apocalyptic city taken over by robots, the environment of Sync & Ecco takes on a muted and desolate tone.

Inspired by Bladerunner (1982) and Ghost in the Shell (1995), the cybernetic elements of the game take on a retro aesthetic despite the advanced and futuristic technology. This should be most prominent in the office environments with retro futurism influencing the design of the furniture. The warehouse would feel more uniform and grimy to reflect the mostly robotic staff even before the apocalypse.

There should be a clear contrast between the player characters and enemy characters; with the enemies being corporate drones with a clean design and impersonal feel while the player characters are scrappy survivors, cobbled together and bursting with personality and individuality.

The overall art style is largely inspired by Disco Elysium, mainly with the colour scheme and texturing style. The environments and characters are hand painted to have a faceted, painterly look to them, emulating the painted normals present in Disco Elysium.
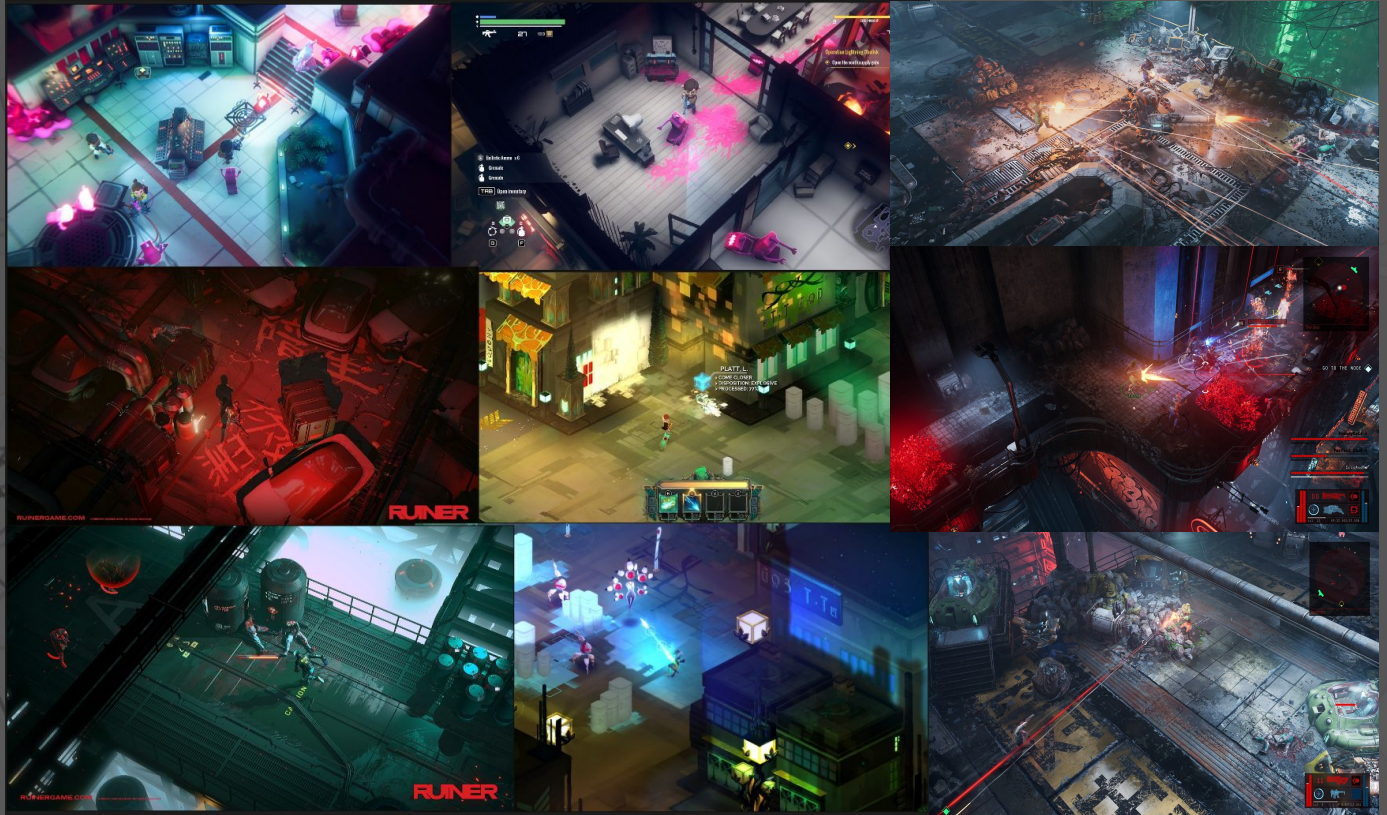
Gameplay Inspiration

Setting: World

Post-apocalyptic/abandoned
sci-fi world
Mix of 90s aesthetics
Grimy, lived in, derelict

Inspirations:

Bladerunner (1982)

Portal 2

Akira (1988)

Ghost in the Shell (1995)

Art Style

Aiming for a semi-painted look using procedural brushstrokes

Evoking oil paintings and classic sci fi illustrations from artists such as Syd Mead, Vincent Di Fate and John Berkey

Lifted blacks, desaturated tones and strong, simple palettes
Graininess/grunginess

Heavy reference from Disco Elysium

Art Style Reference: Disco Elysium

Disco Elysium's assets are relatively 'rough' and painterly but look deceivingly detailed/semi realistic in the game view.
The environment art features a lot of 'brushstrokes' and subtle colour variation to sell a painted look.
The characters utilise hand painted normal maps to sell a rough, painterly effect.

Colour variation and brushstrokes in environments, adding detail and visual interest

Painted Normals creating a 'faceted' look, making highlights and shadows appear painted on regardless of direction

A whetting stone, well worn and covered in rust.

Textures lack any 'unnecessary' detail, (eyes, small details) instead focusing on making important elements more distinct and recognizable using colour and shape contrast

Style Guide

Asset Requirements & Naming conventions

Asset Type	Prefix	Suffix	File Type
Static Mesh	SM_	_(Variant)	.FBX
Mesh Group	GRP_	_(Variant)	.FBX
Skeletal Mesh	SK_	_(Variant)	.FBX
Texture	T_	_(TextureType)	.TGA

Mesh Examples:

SM_(ModelName)
SM_(ModelName)_(Variant)
GRP_(ModelName)
SK_(ModelName)

Texture Examples:

T_(AtlasName)_BaseColour
T_(AtlasName)_Normal
T_(AtlasName)_Roughness

Texel Density Guide

Props: 1.5 /2048 (2048)
Environment: 3 /2048 (1024)
Character: 5/ 1024 (1024/2048)

Maya Set Up

Grid Setup

Use this script to set the maya grid to Unity's meters
https://pastebin.com/yMEvjYWj

- Add a new button to the shelf in maya
- Edit button and replace script with the MEL script
- Select 'Set Grid to Meters' in the popup

Unity Grid Converter v1.01	—	□	×
Set Grid to Meters			
Reference (size of Unity's Default Charactor)			
Center Selected Veticies to X			
Center Object (or vertex) to (0,0,0)			
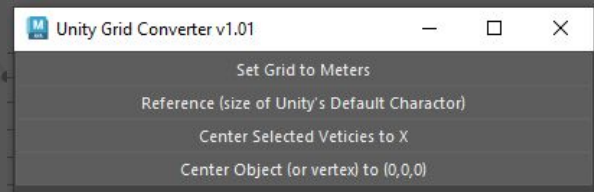
These grid settings will set the grid to the size of one environment 'tile', (5m by 5m) with 4 subdivisions per metre meaning grid lines every 25cm

Grid Options

Edit   Help

Size

Length and width:	2.5000	units
Grid lines every:	1.0000	units
Subdivisions:	4	

Color
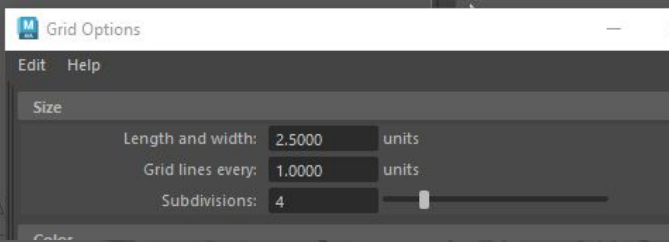
^ This isn't a requirement, just a reference for scale if you need it

Camera Setup

Create new camera in maya

Set translate to 0, 10, 0

Set rotate to -50, 30, 0

Transform Attributes

Translate	0.000	10.000	0.000
Rotate	-50.000	30.000	0.000
Scale	1.000	1.000	1.000
Shear	0.000	0.000	0.000
Rotate Order	xyz		
Rotate Axis	0.000	0.000	0.000

✔ Inherits Transform
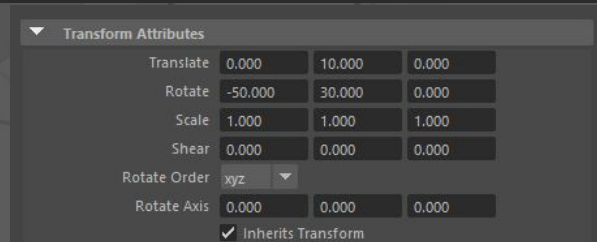
Under the cameraShape tab tick the 'Orthographic' box

You can zoom and move as you wish but rotation is locked

'Orthographic Width' dictates zoom

Movement Options

▼ Orthographic Views

✔ Orthographic

Orthographic Width   6.000

▶ Object Display
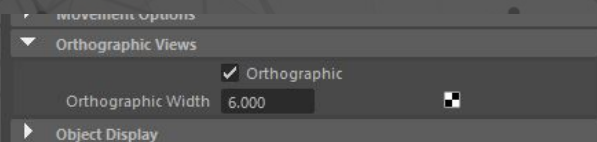
Level Layout

- Clear hallways and rooms
- Clusters of assets;
cubicle/desks for office levels
and stacked containers/pallets
for warehouse levels
- Rooms viewable over walls
(areas unseen by characters
can be seen by players)
- Players are to navigate
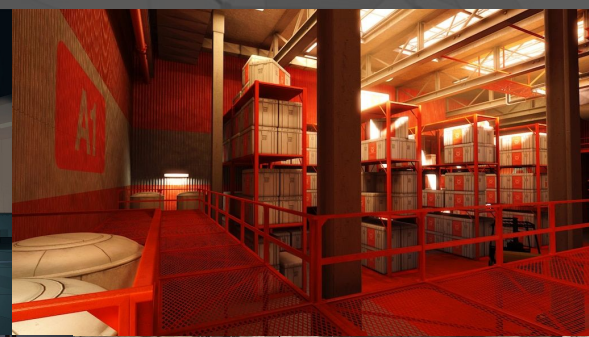around the obstacles
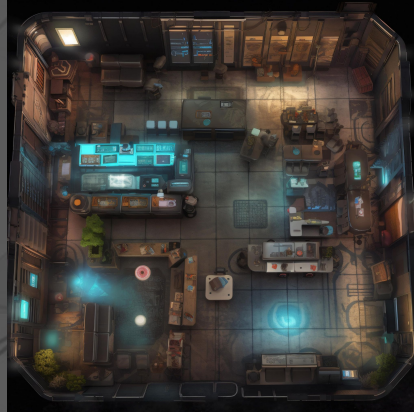
Setting: Warehouse Base

Prototype assets:

- Floor markings; directions, guidelines, area names
- Caution tape patterns
- Industrial logos and branding on shipments and walls
- Hazard signs

- Dusty and grimy
- Cold and industrial
- Dull grey colours
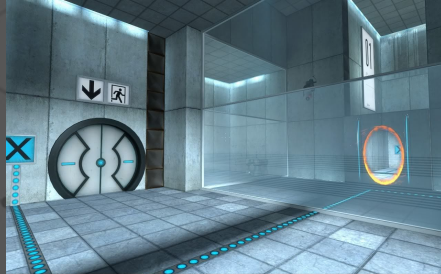
Setting: Office - Abandoned

Setting: Warehouse - Overgrown

Prototype assets:

- Pipes (for walls)
- Wooden crates/boxes
- Concrete walls
- Shelves (type of wall?)
- Wires/pipes (for ground)
- Barrels
- Broken windows

- Hanging vines
- Bushes
- Mossy floors and walls
- Water stained walls
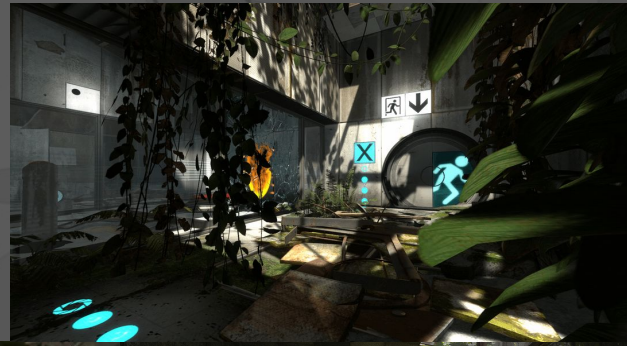
Setting: Office

Office

Desk
Corner desk
Chairs
Shelves
Filing Cabinets
Computer Monitors
Storage Boxes
Water cooler
Whiteboard
Desk lamp
Printer
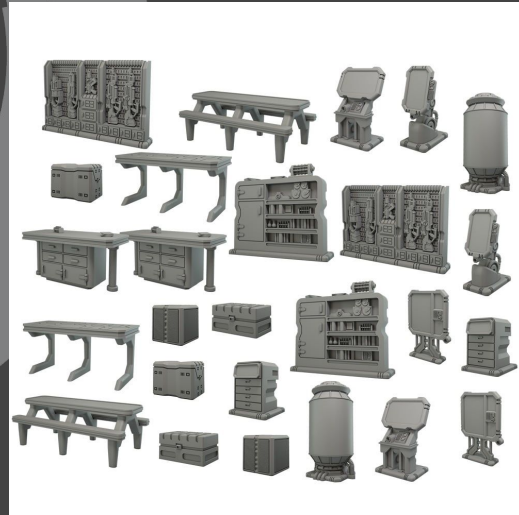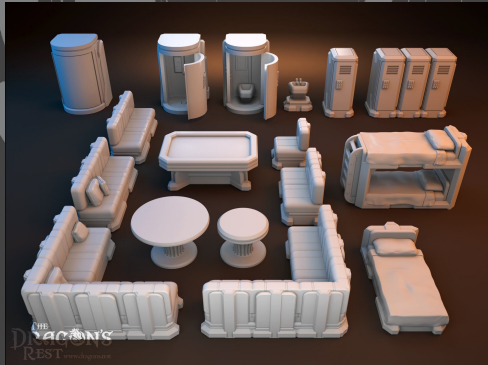
Modern Furniture

© www.printablescenery.com

PRINTABLE SCENERY

@Heaney_3D

Asset Reference: Chairs
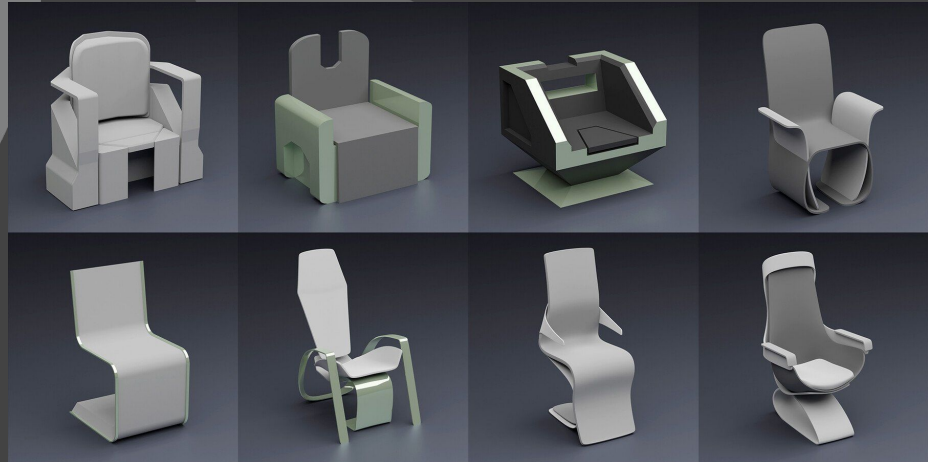
Asset Reference: Couch

Setting: Warehouse

Warehouse

Shelves
Wooden pallets
Pallet jack
Barrel/ drum
Cardboard boxes
Storage tubs
Pipes
Wires
Emergency light
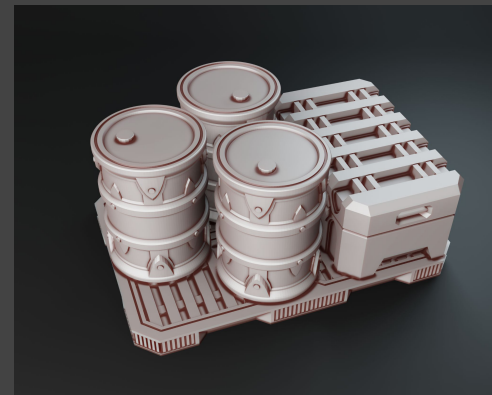
Asset Reference: Shelves
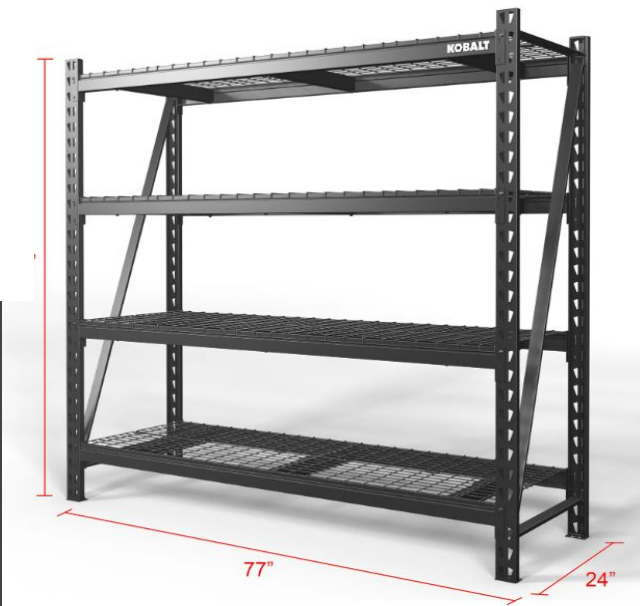
Asset Reference: Wooden Pallets

PALLET STYLES

TWO—WAY ENTRY
Reversible

TWO—WAY ENTRY
Close boarded, no base board

TWO—WAY ENTRY
Wing type

FOUR—WAY ENTRY
Close boarded, 3 base

1200×800 EURO PALLET

FOUR—WAY ENTRY
Perimeter base

FOUR—WAY ENTRY
Wing type

FOUR—WAY ENTRY
Close boarded, perimeter base

FOUR—WAY ENTRY
Open boarded, 3 base

Asset Reference: Pallet Jacks

Asset Reference: Cardboard Boxes

Asset Reference: Emergency Lights

Asset Reference: Shipping Containers

Asset Reference: Exhaust Fans

Asset Reference: Bollards

Lighting Reference

- Dim lighting
- Centre screen is brightest; unseen overhead lights
- Vignette around the edges
- Player attacks' emissive lights affect the world
- Lights flicker in some areas
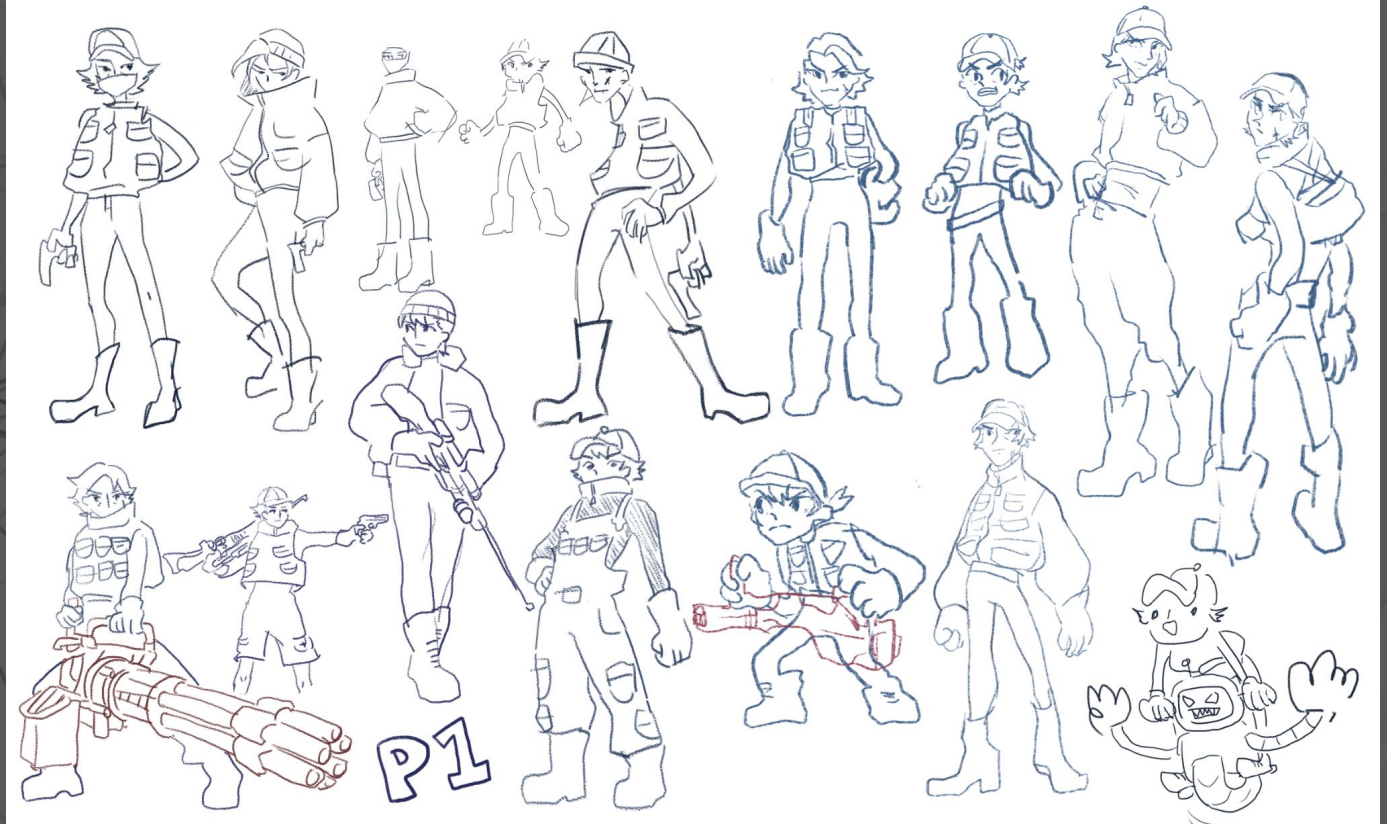- Sporadic light sources dotted across the levels

Character Reference P1

Character Traits

-Agile
-Small
-Can deal a lot of damage but
cannot take a lot of damage
-Serious expression
-Resilient

Character Reference P1 Sketch sheet

- Utilitarian outfit
- Hat covering most of the hair
→ expression mostly hidden
- Big gloves
- Big gun

Character Reference P1

Hair and build

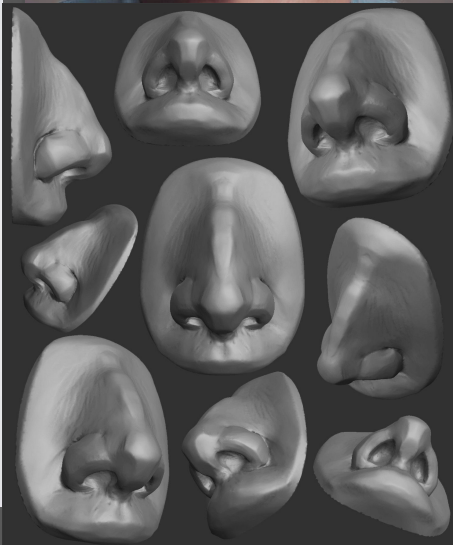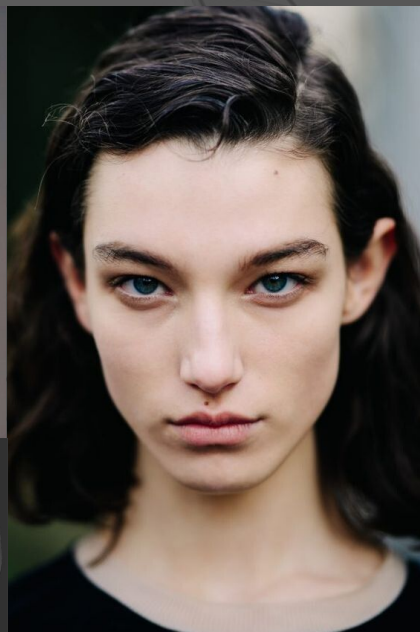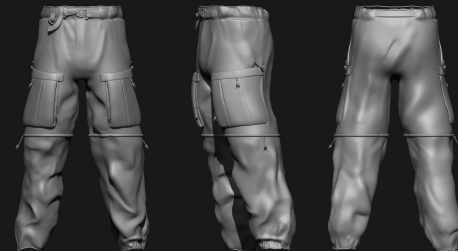https://www.artstation.com/artwork/AlxZ3V
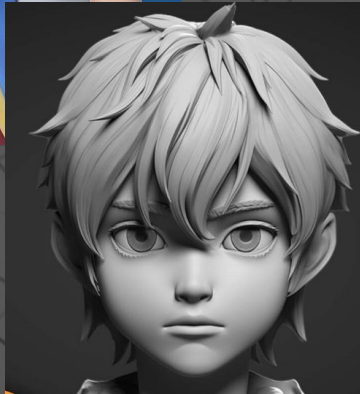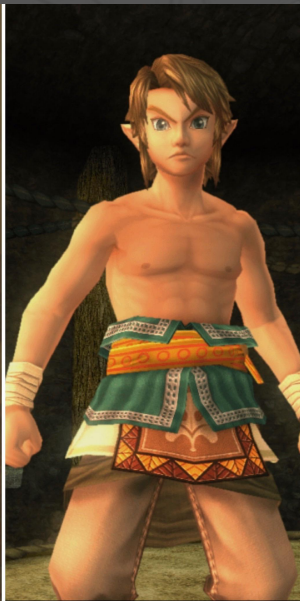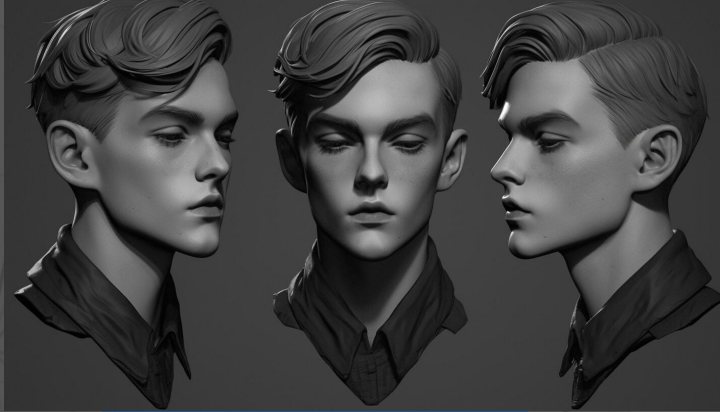
Character Reference P1

Face

Character Reference P1

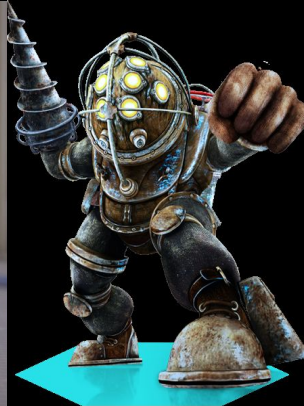TACTICAL OUTFIT - CREATED BY PIRANGUNTER21
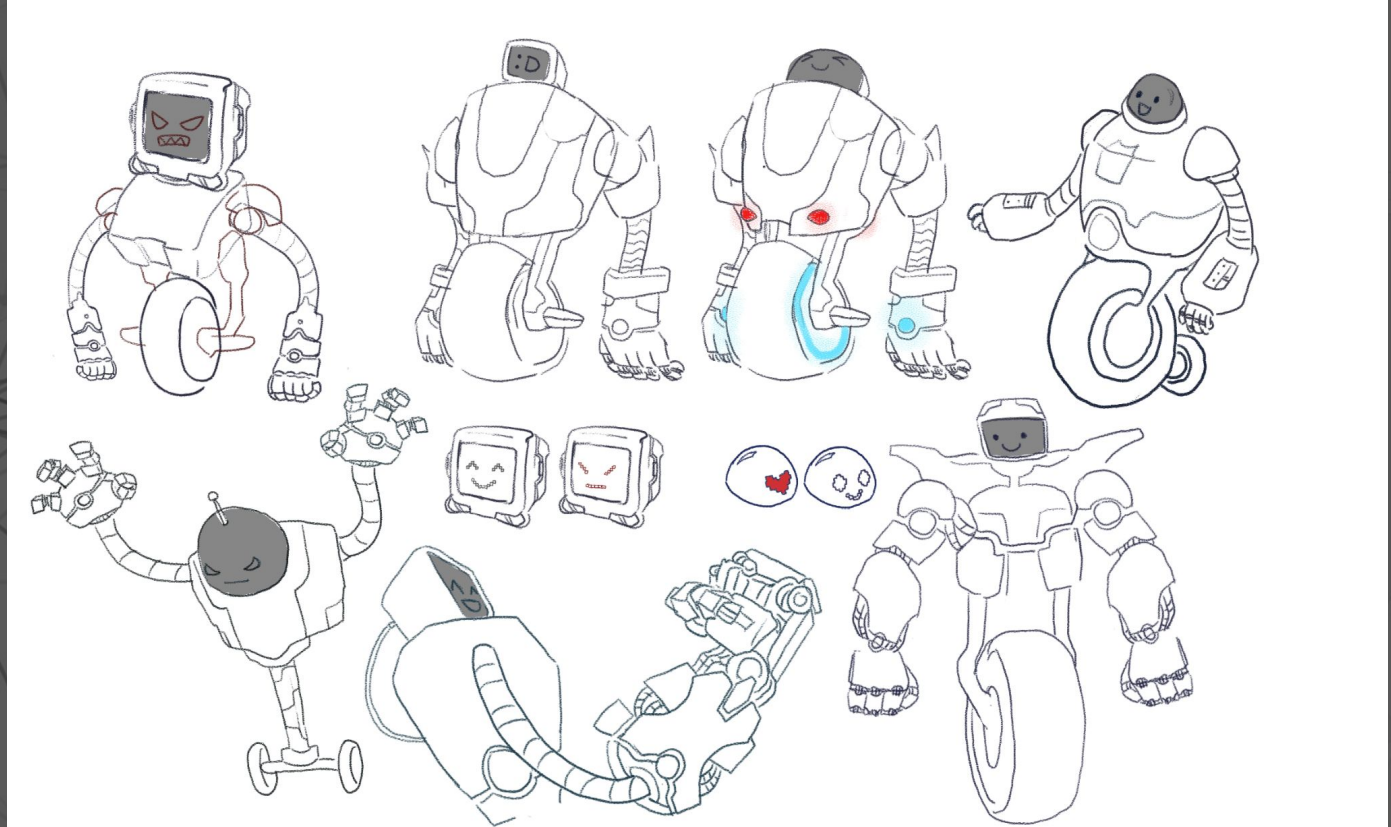Tactical Outfit

Character Reference P2

Character Traits

-Big and stocky
-Friendly
-Approachable
-Protector

Character Reference P2 Sketch sheet

- Big and round shapes
- Chunky, heavy fists
- Expressive facial expression on screen
- One large wheel → car controls
- Cobbled together look → hand made by Sync

Character Reference Enemy

- Clean, efficient build
- Industrial
- Indifferent, impersonal

- Floaty/sliding movement
- Minimal movement in the attacks
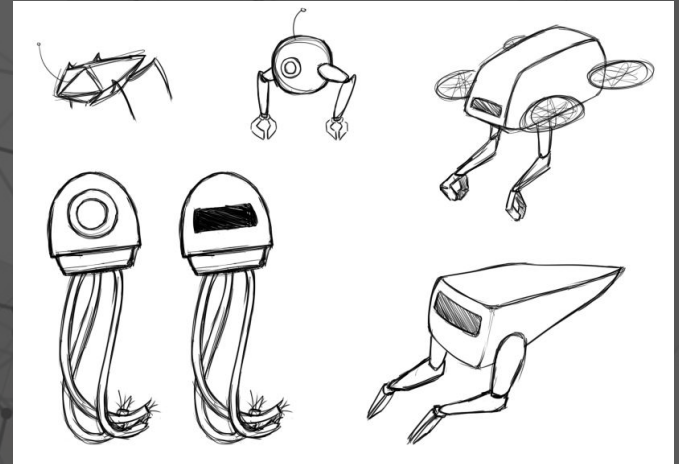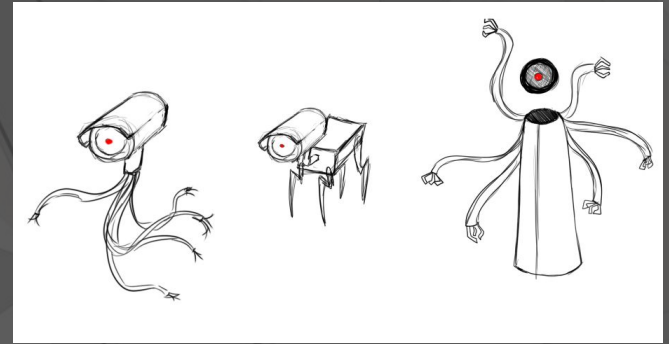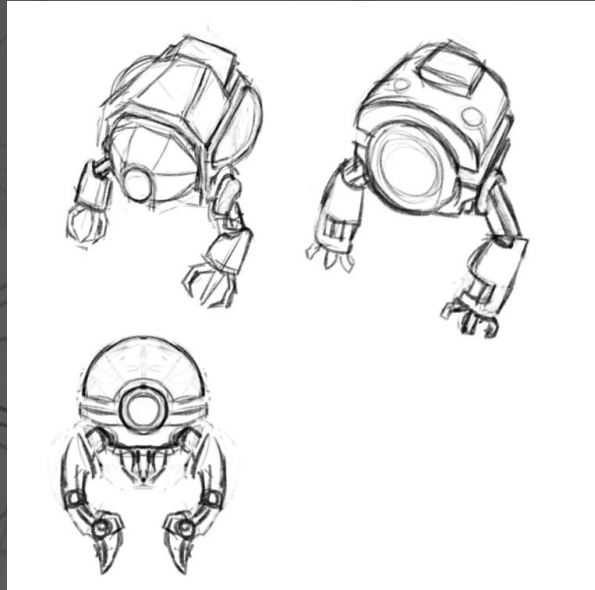
Snipe Shot
- Slowed movement while aiming
- Charge time a bit longer than reference
- Bigger VFX than auto attack

Miss-fire Shot
- Quick, snappy
- Able to weave movement between autos
- Heavy gun feel; high impact, clear recoil

Overclock Shot
- VFX builds up from snipe shot → flashy indicator when "overclock" activates
- Additional compartments in the gun open to prepare for impact

UI Reference

- Mostly non-diegetic
- Abilities along the bottom
- Translucent panels for text