

Look & Feel.

Stylized Toon with a hand in realistic lighting and simplified details properties. It means the hues are in the upper saturated range while the contrast is lowered. Grit is smoothed and high frequency noise is removed completely.

What it is **not**:

- It's **not** a caricature of realistic humans over realistic worlds.
- It's **not** an architectural design precision or following deliberately real world scales, physics.



It's **not** 2D



Not two and a half D



(IT IS) full 3D



- Straight lines are rounded slightly and big shapes are exaggerated to be more dominant.



- It's **not** Toon shaded or color banded. (IT IS) using common rendering technics that help a surface tell more of its property/story e.g. Old plastic, new shiny metal etc...

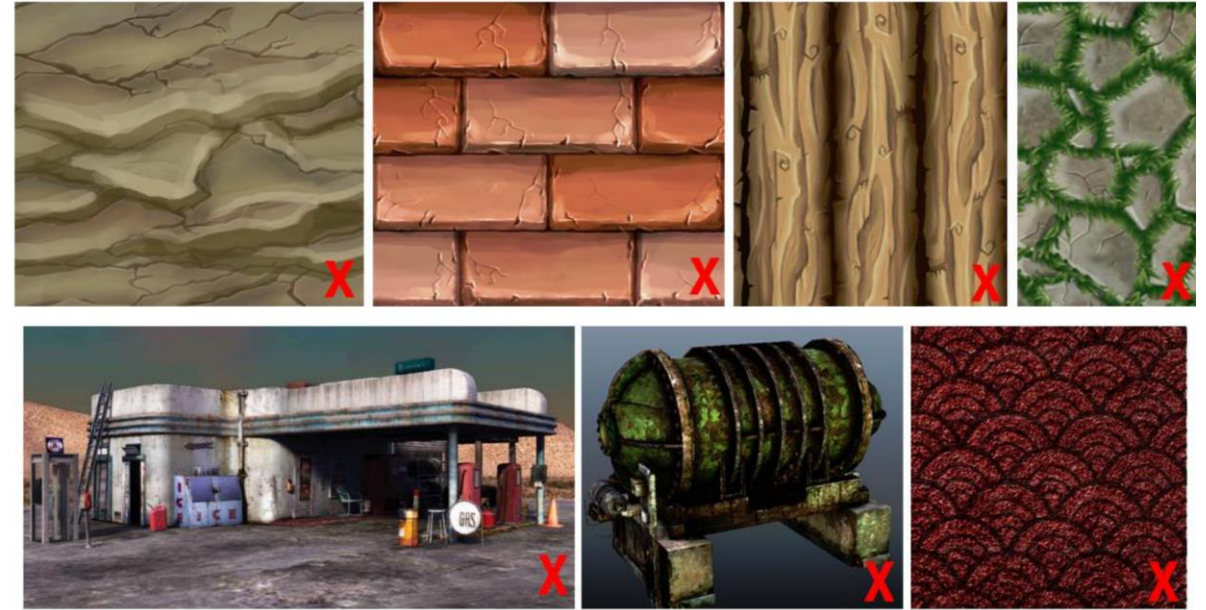


(IT IS...)

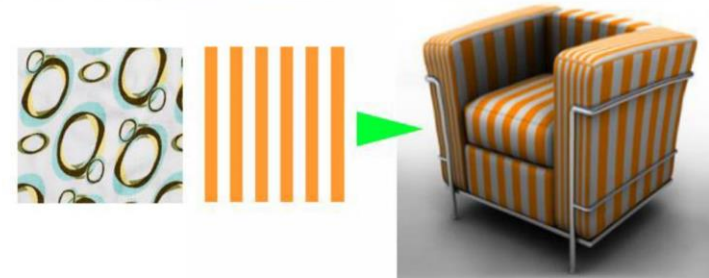
Fun & vibrant/ warm & inviting / Pleasant for young & old



The texturing process is **NOT** of overly hand manipulated stylized images; they are **not** Gritty, noisy or bumpy.



(It is) made of low contrast surfaces and convey simple primary details only



Current gaming title borrowing this proposed styling somewhat.



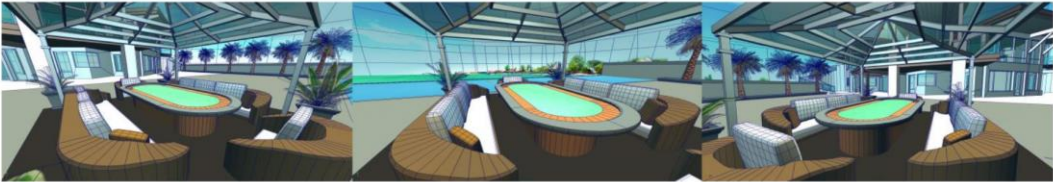
Exotic Poker Location opportunities.



Location: At the beach house

References & Art Direction

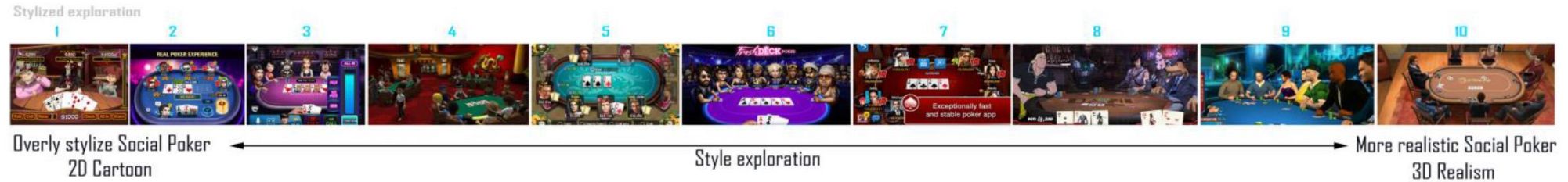
-rich & expensive-



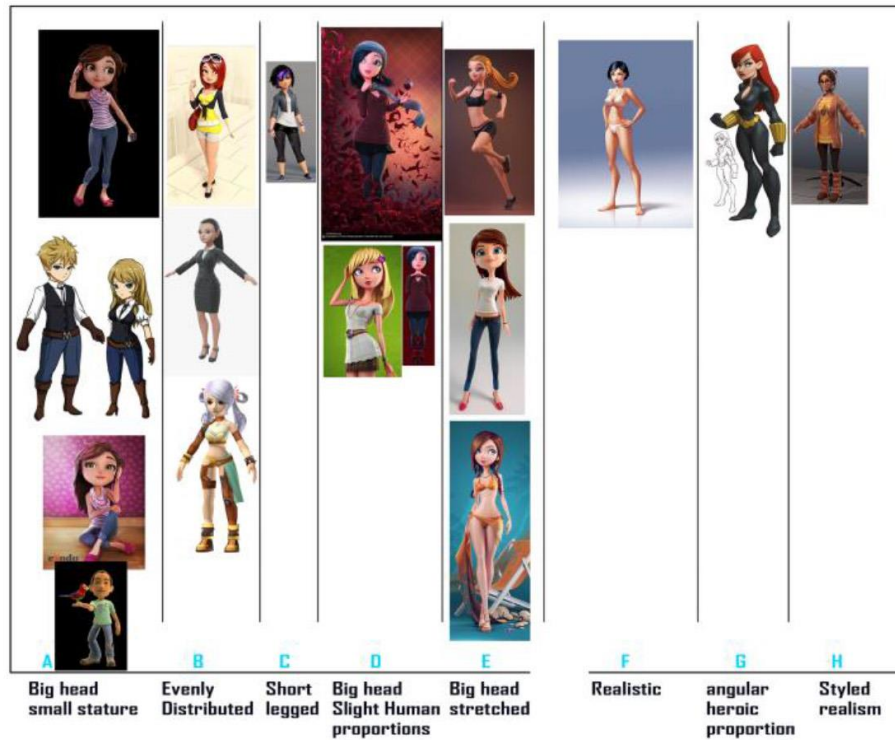
Character styling exploration

From this chart a conservative style for this product while being wide appeal, age appropriate and still being fun.

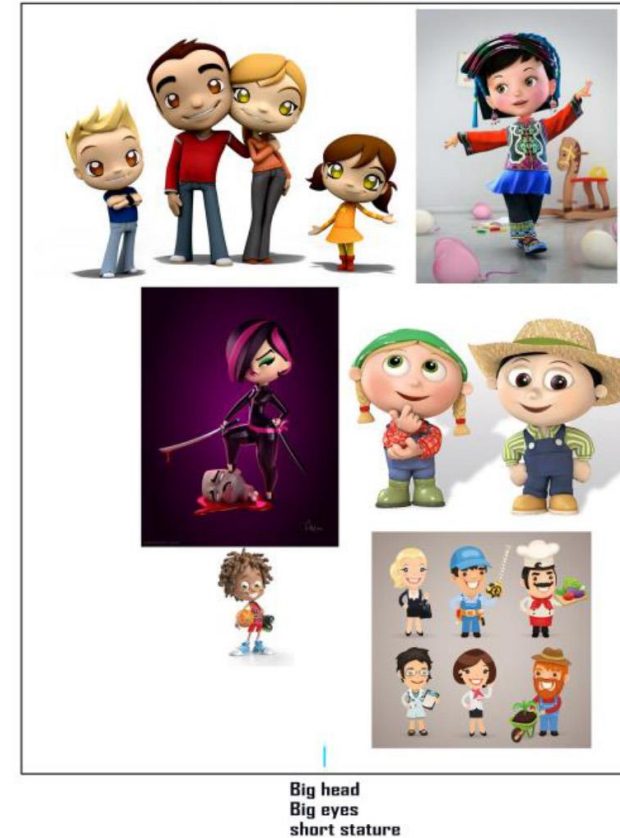
A character within the (A-B) group bellow is suggested



Stylized aged up Human-ish Proportions



Stylized aged down Proportions



Character concept “to come”