

TOMB OF ANNIHILATION

TALES FROM CANDLEKEEP

Gathering Data

- Game has a Gameboard equivalent.
- Lots of M/F players globally.
- Visually it is well accepted.
- I watched +5 hours of GP/Reviews
- Didn't see more than 2 distinct Locations personally.
- My understanding of D&D and this specific game lore is limited.
- Also:
Spent few days finding out anything about Magic the Gathering, D&D & Wotc & got to played some.



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Examples:



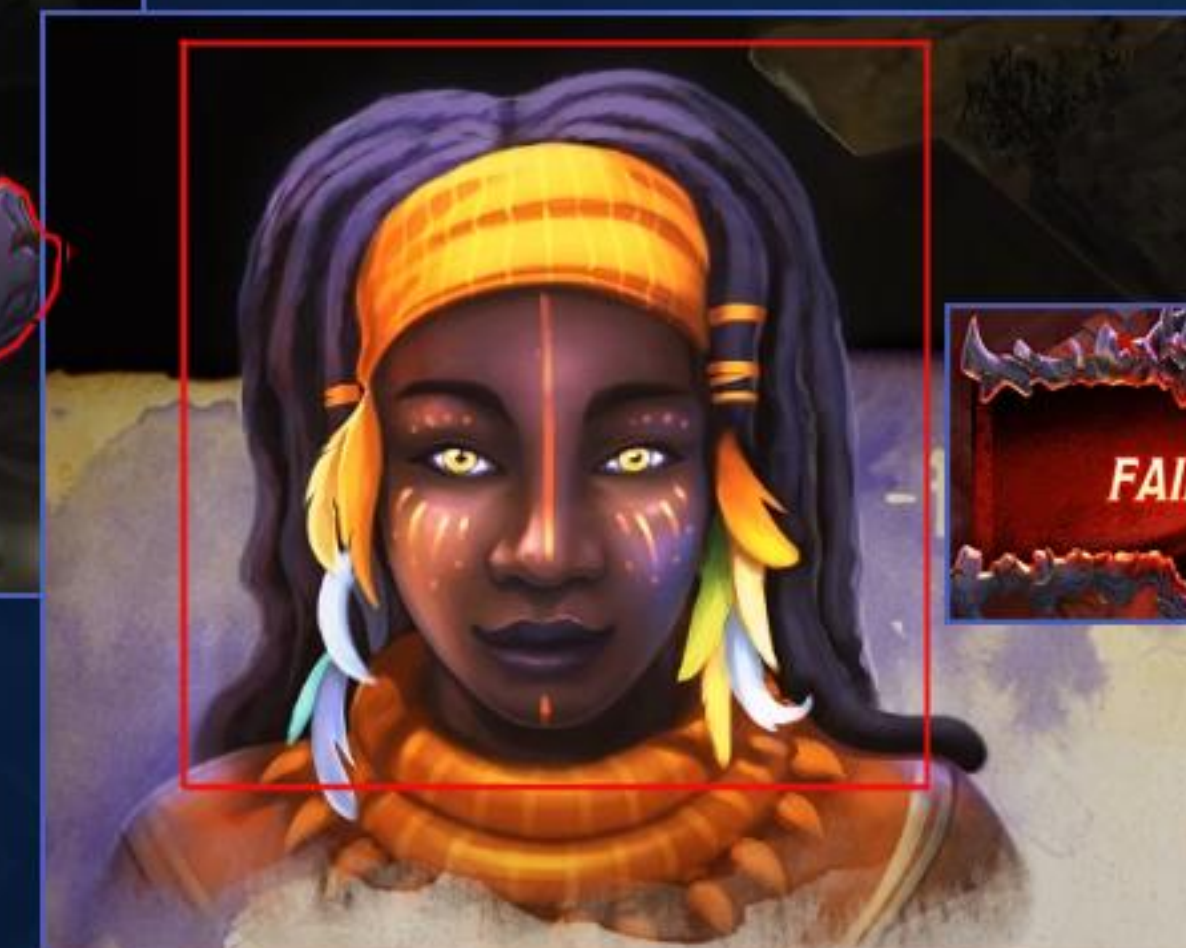
Key Design Cues

- Lots of linear shapes.
- Worlds are Color graded/Fog.
- Gold Trimming & Bevels.
- Purple, Red, Green, Blue & Brown.
- Black for tint & none essentials.

Other Observations

- Leather, Rocks, Bones, Wood,
- Cracks & Grim.
- Colorful Characters images.
- Iconic designs
- Some wonks

Examples:

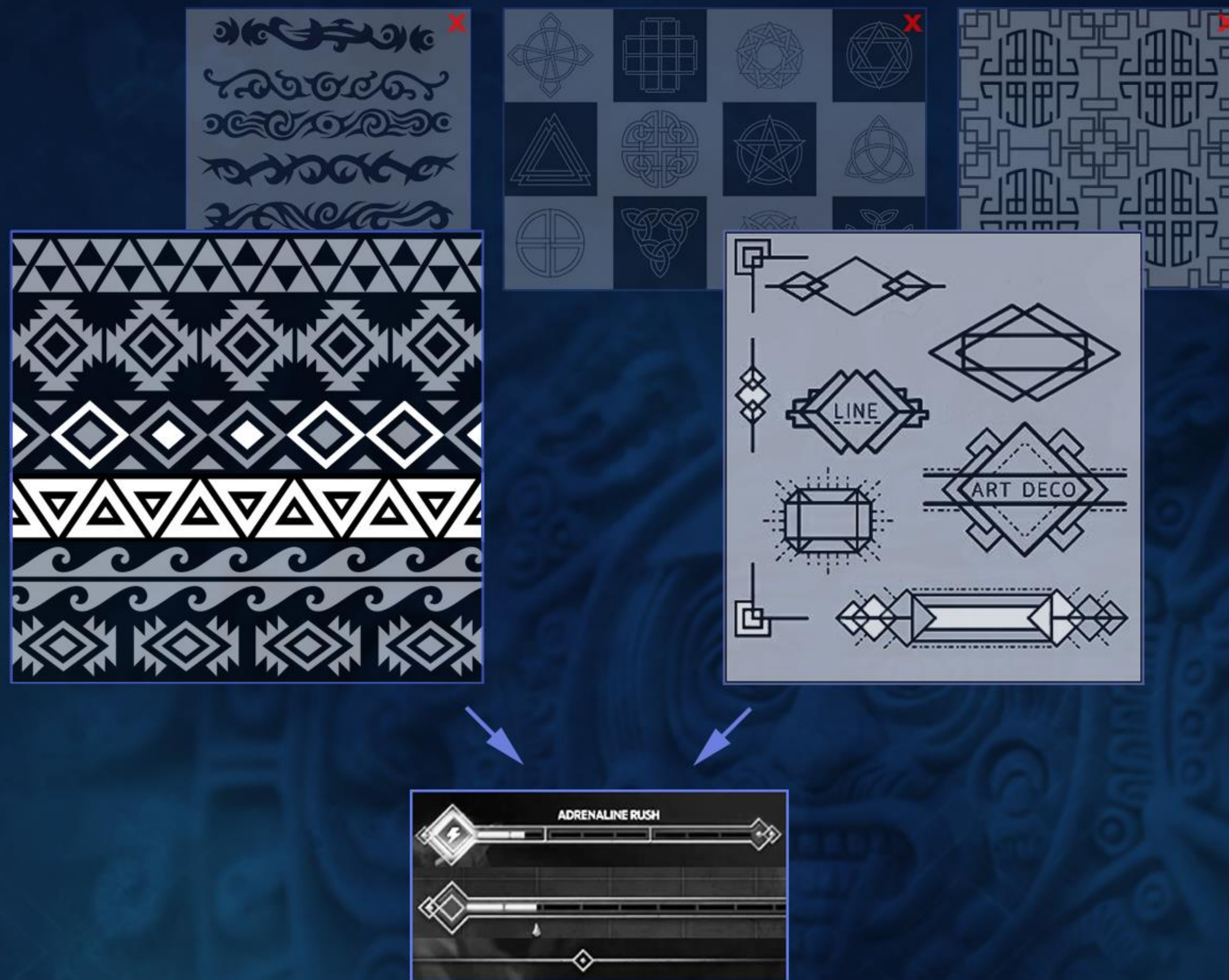


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Line design inspiration

- Tribal themed, how much?
- Could I expand this theme to establishing its own style & Presentation ?

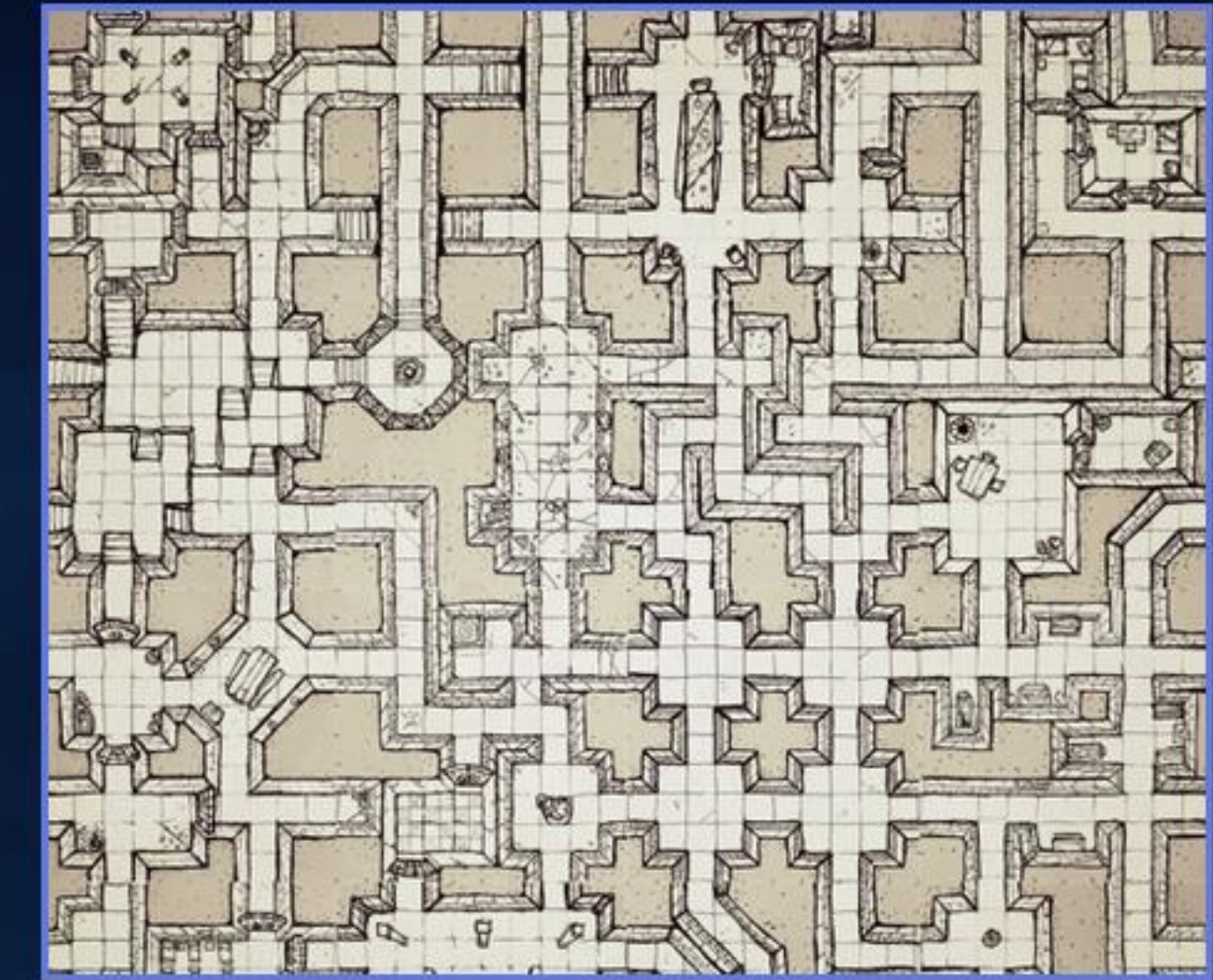
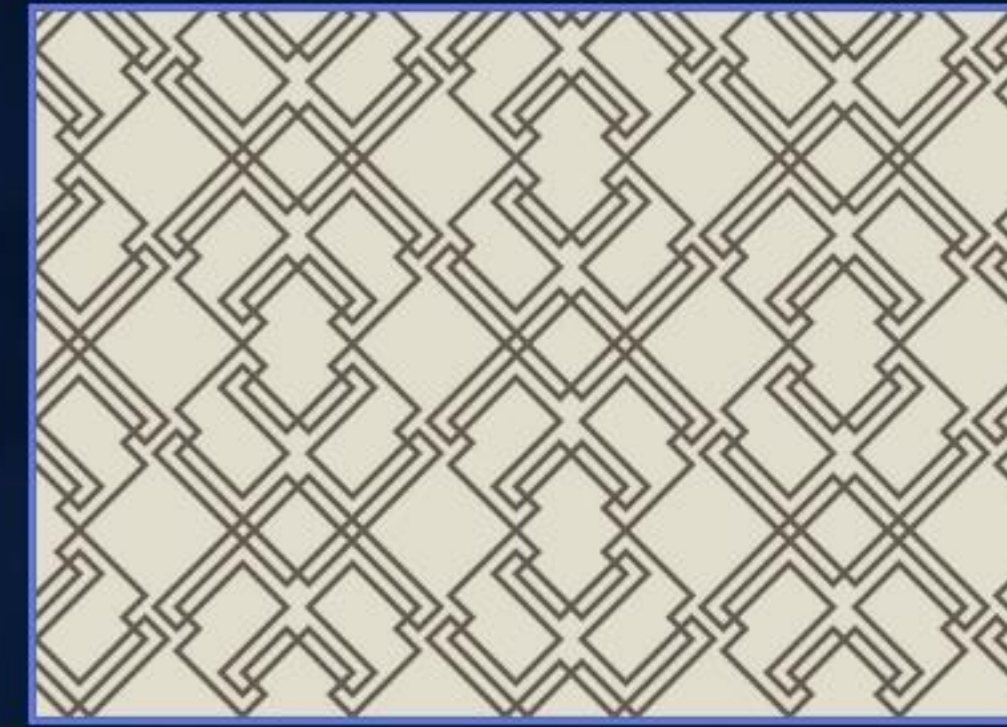
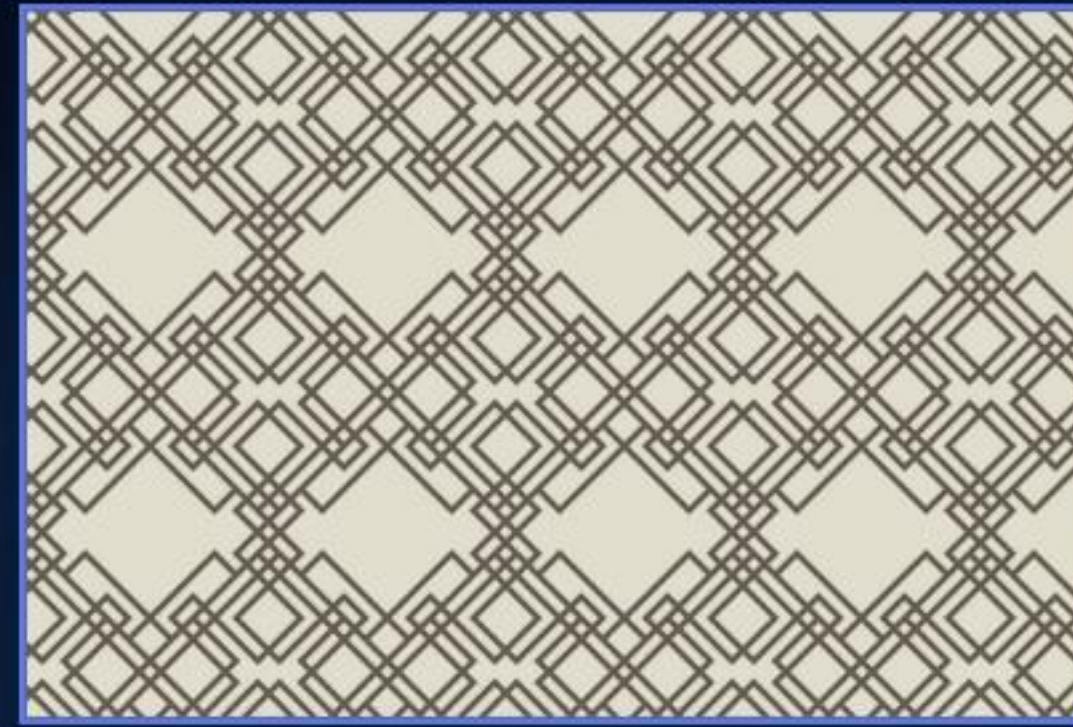
Examples:



Line Designs & Fonts

- Finding design linework.
- Compliment the linework with :
Body, Header & Narrative fonts

Top Down Dungeon/Maze design & Seamless Linear/Geometric



Geometric Body Fonts

Handwrittended Font



Biko

Biko is a geometric sans serif with a friendly and yet strong character. The font is of South African origin perfect for display, copy text and logos.

Al Quds COWORKING
Patty Hearst, princess and terrorist.
Born: Dec 18, 1946, King William's

MOTEL
BLACK MIRROR
Giorgio Agamben
Miloš Forman

Höhle Emily & Co. GLASGOW
Florence Kingdom
25/04/1974
Punch of the Zepherus

Maastricht ZOOM
Cesium 133
Basilide Petenel
RUGBY FOLKS
AND LOTS OF OTHERS
Supermarkt

BIKO JUMPS OVER THE LAZY DOG
Biko Regular

CHUBBY TOAD GLUCK WURST
Biko Regular

More images

N.A.H Tribal

N.A.H Tribal. A quirky handwritten font that's like a hint of mischief.

The Fox Jump Over the Fence
New Mocas are on now!

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High Level Concepts

- Using one Screen to refine, while applying these possible solutions to different genre,

Avoiding, Science Fiction & Horror



Original Intro Screen



Mid Core



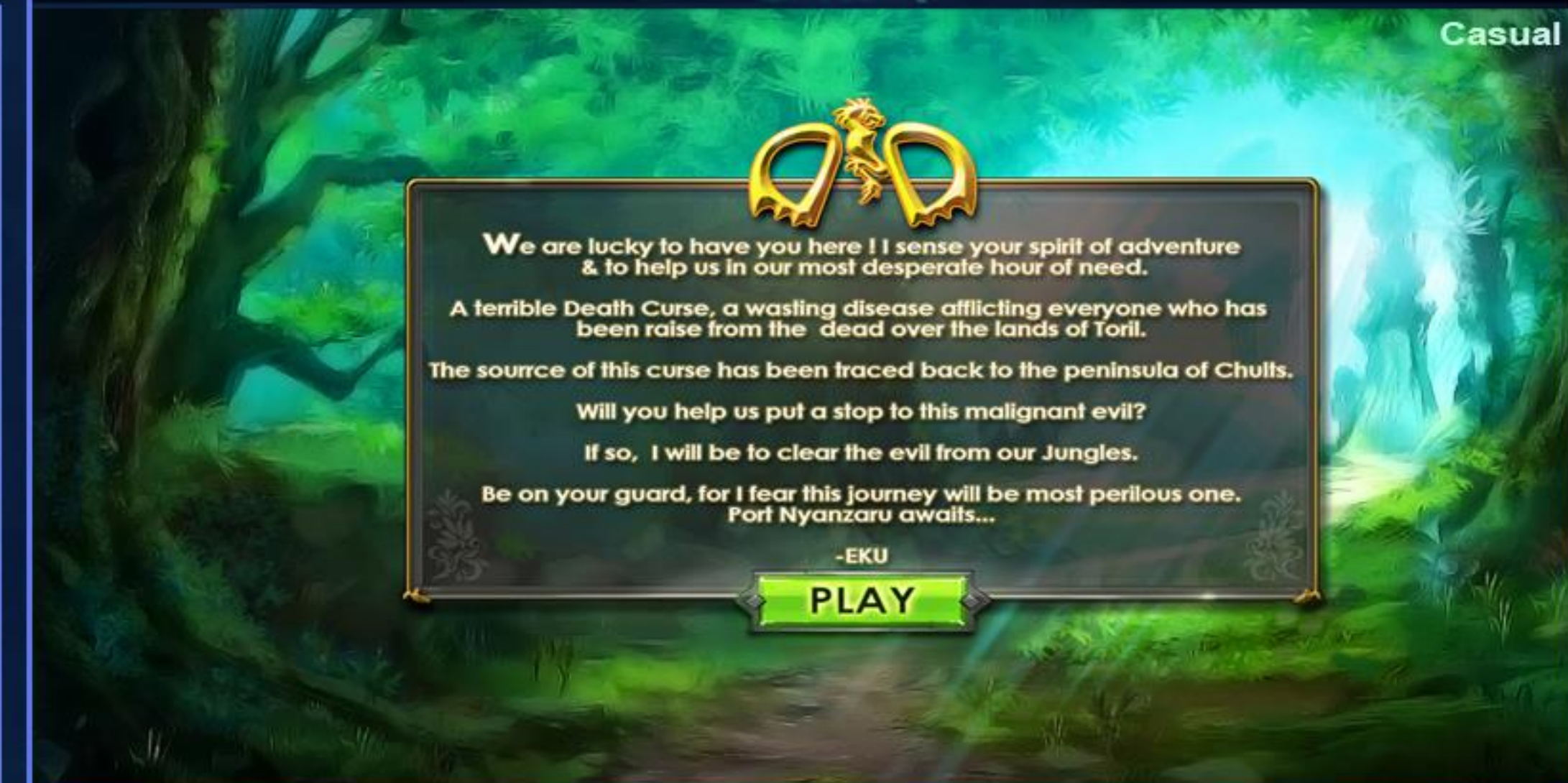
Mid Core



Mid-Casual



Casual



Casual



Early Visual goals.

- It is not:
Drab & Hopeless.
Low Contrast, Mid or Muted hues.
Static, Cluttered
Cartoon or Immature.
Photoreal
- Golden Rule
Remniscent of a "Board Game."

Stylised, W/ PBR property & lighting

- Vibrant & exciting palette, Mid-Contrast.
- Motions are of a serious tone.
- VFX are Beautiful.
- Wide appeal possibly to : casual, midcore & hardcore players.
- Can be mobile & PC friendly

Desired Range—



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Applying this Visual Style & Much more

- Compartmentalize the information.
- Created levels of focus:
 - Using sizing
 - Clear Pathing
 - Secondary Reads
 - Key UI
- Emphasis on Characters & Making the location feel lively.
- Depth using Colors & Staging.

Inspirations:



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Applying this Visual Style
&
Much more

Paint Over:

Materials



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- At this point many things can be added to hamonize the Visual Style, Adding native animales flocks, cloud Shadows scrolling about can make the location larger than it is. Should the key light be static when the board is rotated?, Can we include zone triggers to tints & ramp to a desired mood? or build a color script for the whole world? Will brushing or interacting against surface cause seconday animation?, Are there ways we can re-use & varry the look of a level pending the progression or the story arc? What are the props that can be used for other worlds?, What are the key presentation principle. Can the animation to certain persona be based on their location principles? How will this solution work with the next world? Can a Ground for be added? If I'm hurt can some part of the far world blur?

Overall Comments

Please take these comments with a grain of salt, as I've never actually played this product & unsure of its core lore.



Parchment Map art could be vertically layered supporting slight paralax to create depth, See Assassin's Creed Exploration: Quest Difficulty could conflict with the notion of rarity **UNCOMMON** **EPIC** **RARE** **LEGENDARY** and store items. Close & Accept CTA's may also conflict, Exp **BEGINNER** **NORMAL** **HEROIC** **MASTER** Timing colors, back glows on more desat executions. see X-Men Savage Future. **BEGINNER** **NORMAL** **HEROIC** **MASTER** Make selection marker animate to stand out. Make the "Start Quest" CTA innactive When difficulty is not yet selected. Could the "Back to main menu" be iconized.?



This fellow is great!, Now sure why but I would imagine more of a feathery character on his arms and legs. It seems to be a flyer character, thus a posture showing such in its animation loop would be fnatastic with added wind swirl vfx. Lance tip is dark. Font comments of previous are global.

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Description Text is really small and its class. Can it be sized up? Can we rotate the character to look inward the screen center.? Brighten overall top UI overalry by 15 %., Add a 20% 40.40.160 blue tint to the Dark Overlay. rough example on the right. If possible add Back lighting rim on the from left to center, to pop the character more. Place contact shadow, or "dissolved ground surface."



Tonally this character is flat possibly introduce contrast to his leather uniform and brighten his golden bits. Positionally, rotate him to 3/4 slightly like the rest of the character. Its perfectly frontal pose could be bettered. Its shoulder and waist belt could be darker to also break up the even tones. Pose is dull. Same as other for lighting and contact shadows. SIDE NOTE: All these character suffers of being small on screen, if possible it be great to see them larger. & their head looks with delay could be applied to the user interactions, but that would need testing.(Could look goofy)



Same as previous for the lighting and contact shadow on the character. Top trim of the tabs need to stand out more. Character seems to belong to a "Human-Green" Class?, possibly we could use this tone around him or color his back lighting like such. Crafting Icon seems out of style to other icons. Animations on all characters are repetitive and boring. This will need to capture the persona more and vary and be iconic to each characters specifically.



The "Blade" treatment for the "Purse or Backpack" is a little odd, Possibly and treatment similar to a partial pop up would be applicable & utilise similar UI as previous executions



Overall Comments

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Difficult to understand which Hero is selected from the floating menu on the left. "Inactive " font color could me made darker. Player is not grounded and its "turn" icon may be unnecessary at this time. Overall there is a strong tangent in the composition from the player to the Background and tones do conflict. Solutions would be to offset the Background, remove mid contrast at center, brighten the player. Match his lighting to the flooring. Cool off the center, make the foreground props warmer and out of focus so is the peripheral. Character looks small is a big world, size him up, move camera waist up (Hero). Ground vines appear out of style. Add Atmospheric presence, Dust , haze possibly and above mid-right lighting glow.



This is great, The overall "Grit or Dirt level" may not be necessary overall, since rarely the player is playing at this zoom level. A simpler treatment similar to the "Chest" here may suffice with decent baked Ambient Occlusion. Colors or tonally uniform, possibly a great place to pop some items away from other "Chest"? Font Log is unreadable at this zoom under this ground tonality.

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Lot of Green values of selected/unselected items, free, health, start and trim work going on. This muddle the UI CTA's



A very dark screen, similar try to break up with color values and contrast, from the popup to the dimming of the BG. Icon at center needs VFX to excite the player more, "I could concept a solutin for this n/p" but I have more screens to revise:) Possibly a simple trick would be to partially blur the BG occluded by the popup as well.



This Smooth Gradient Beveled/drop shadow, round comer info box is off Style



This would be a perfect moment to get the player excited about the location they selected, and see a fantastic Concept art of such. possibly with their selected Hero part of it. Where this GREEN DEVIL could be iconized itself into a loading icon at the bottom right. Using its stroke outline to visualize a looping loading treatment. or similar to " Shadow of Tomb Raider" or simple like God of war. If this Green Devil is to make us feel like we are going in its mouth, then this could be solve further elegantly.



This is a reward screen, IMO a really important celebration moment, the overall composition needs to be much more exciting. On the right is one 5 minute idea, but it shows a possibility. Focus need to be on the chest obtained, secondary read thoes you didn't get , then the portal. BG can be subdued.



Overall Comments



This end of game stats screen is great, mostly its alignment work of the stats to not be placed over the character. If the Character name/Best Hero & quest name were place higher, this could create an opportunity for a larger Hero size. This character became "Left Handed" from previous screens. The prop column on the right is too "eye catchy" and should be removed. Lighting on the character, pose are flat. "Same as previous" "Restart/Back to map" would be great if they had an icon to separate, but mostly "Back to map" is a navigation CTA & could be place in a similar location as the "back Arrow icon or back to main menu " Button.



Light shards, does not match my perception of this location torch lighting capacity, it feel celebratory & mechanical. Light or vertex baking or lighting artifact. Overall the lighting in this location could be bettered. Floor details appear out of scale, it lacks design interest and accents detailing. Simple shift in the Foreground/background and elevation could help with focus e.g.



TOMB OF ANNIHILATION



Make chest opening VFX and result appear more exciting. -Add focus, also if you can add that reward icon above the "glow" this would be a great way to lead the eye, Once done in a sequence, shift the glow priority to the Item gained. e.g.



Character or Enemy introductions are great moment to build excitement before battle. The focus must be solely on the character and the Background needs to be muffled or graphically removed. Expressions, Poses and font treatment are great places to explore. Games like :League of Legends, Borderland, Overwatch and Devil May cry 5, are great references. Posing the character off angles can also help selling the excitement.



This dark screen could be more exiting with other known tricks in shifting focus, My preference would be to post desat, blur and remove any text to the Backplate during moments like this, creating lighting interest behind the character would also create focus. Styling could very be "3d painted over" as 3 point, top left key lighting. This is a dialog moment spoken by a key narrator, Personalizing the font, skinning the dialog box to the avatar persona could be a great opportunity vs a burned document, Eku could support different expressions to defeated or supporting moments to appear more "alive" possibly 4 to 8 emotes. Lastly if she is a warrior type strong female tribal avatar, the pose itself could be more impactful, angled thoughtfully and capture her key traits further.



It appears a lot of the geometries have their edge and normal "Smoothed" keep the pillars hard edged. Carcade shadows could help here if the light was dynamic, and make for a nicer moody composition, e.g.



Overall Comments



A great place to have Eku emote accordingly. Brown buttons on Red Bg can be difficult to see, Overall message is Hard and could appear more soothing with the correct treatment. In this case, the location background is somewhat irrelevant & could be removed as the character is dead or has failed. This screen could also use a multiplied tightnight Vignette. Same as previous for the "Restart" and "Back to map" menu.



Not knowing if this character must be right handed or it could be ambidextrous, I would flip it regardless to face the center of the screen, If so the pose would need to change, a bit. Its sword is a real eye grabber, so I would place it at center preferably. I'm not sure of the black square in its forehead but for now I wondered what it was. The tail appears to clip to the chunk under his body. The Text "Tomb etc.." I would lessen the gradient to help with legibility. I introduced some colors and treatments to help the composition. I sized the character by 20%. Rim lights and VFX was added to make the image more dynamic. The looping animation of the character is dull. I also removed its chest glow. Lastly I up the saturation.



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Thank you!

Higher Resolution Sketches

We are lucky to have you here ! I sense within you the spirit of a great adventurer able to help us in our most desperate hour of need.

A terrible Death Curse, a wasting disease afflicting everyone who has been raise from the dead, is looming over the lands of Toril.

The source of this curse has been traced back to the peninsula of Chults.

Will you help us put a stop to this malignant evil?

If so, I will be your guide throughout your adventure. find a way to clear the evil from our Jungles.

Be on your guard, for I fear this journey will be most perilous one.
Port Nyanzaru awaits...

-EKU

START THE ADVENTURE!



We are lucky to have you here ! I sense within you the spirit of a great adventurer able to help us in our most desperate hour of need.

A terrible Death Curse, a wasting disease afflicting everyone who has been raise from the dead, is looming over the lands of Toril.

The source of this curse has been traced back to the peninsula of Chults.

Will you help us put a stop to this malignant evil?

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*Be on your guard, for I fear this journey will be most perilous one.
Port Nyanzaru awaits...*

-EKU

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Be on your guard, for I fear this journey will be most perilous one.
Port Nyanzaru awaits...

-Eku

START THE ADVENTURE!



We are lucky to have you here ! I sense your spirit of adventure
& to help us in our most desperate hour of need.

A terrible Death Curse, a wasting disease afflicting everyone who has
been raise from the dead over the lands of Toril.

The source of this curse has been traced back to the peninsula of Chults.

Will you help us put a stop to this malignant evil?

If so, I will be to clear the evil from our Jungles.

Be on your guard, for I fear this journey will be most perilous one.
Port Nyanzaru awaits...

-EKU

PLAY

We are lucky to have you here! I sense your spirit of adventure
& to help us in our most desperate hour of need.

A terrible Death Curse, a wasting disease afflicting everyone who has
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-EKU

PLAY

