

CG II

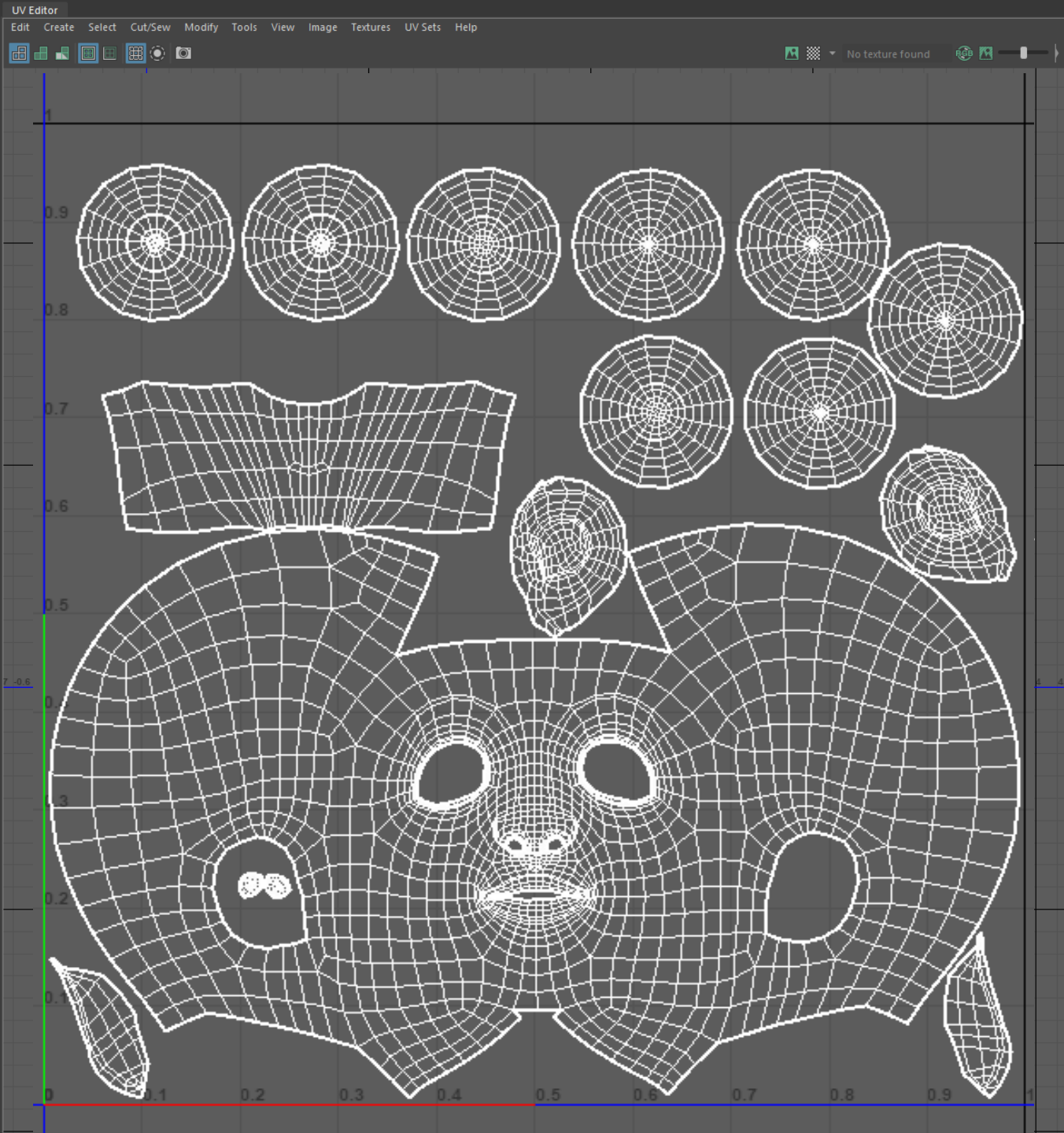
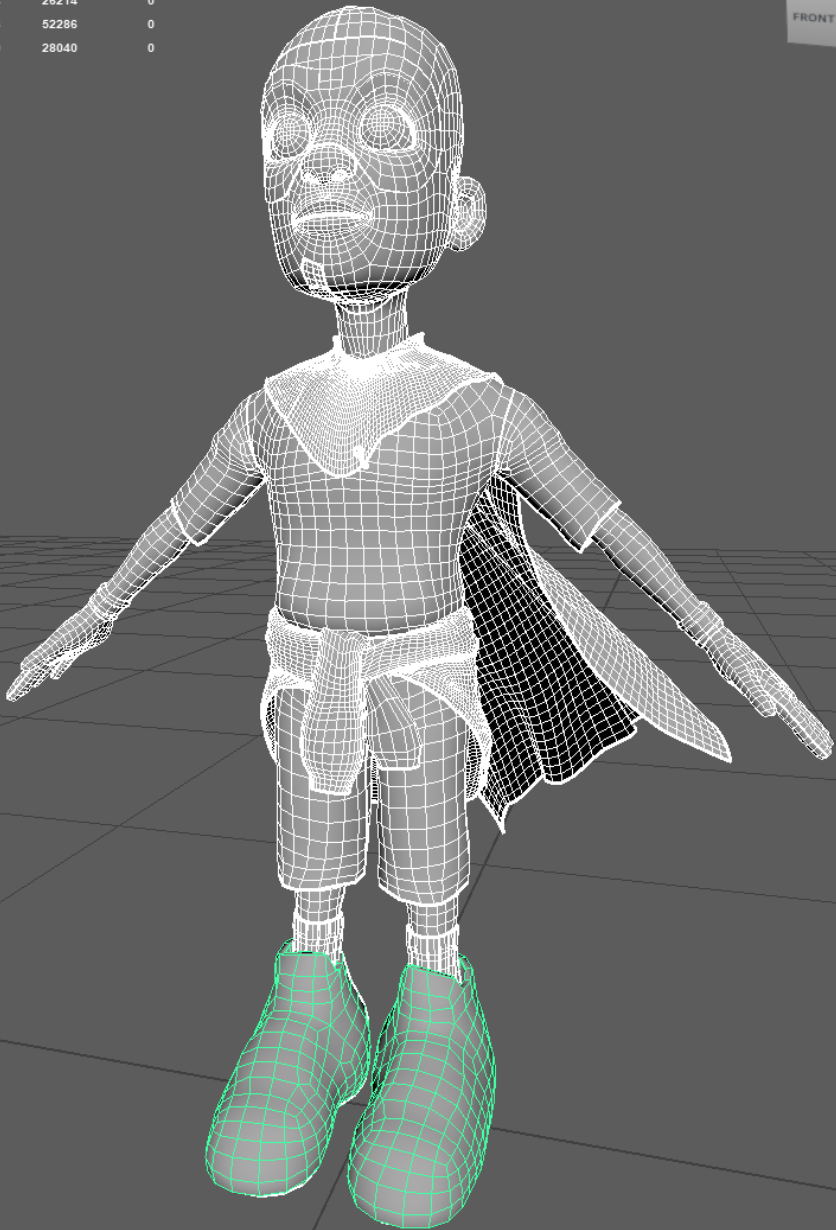
UV

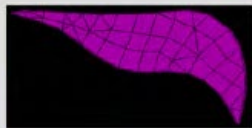
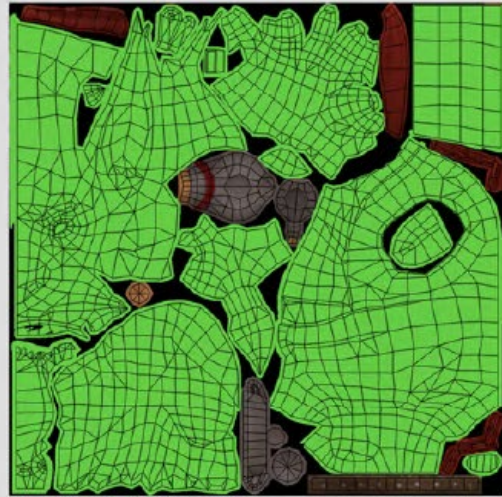
View Shading Lighting Show Renderer Panels

Verts:	26885	26885	0
Edges:	53090	53090	0
Faces:	26214	26214	0
Tris:	52286	52286	0
UVs:	28040	28040	0

Symmetry: World X

FRONT





character styleguide

CHARACTER TEXTURE GUIDE

The character texture process is different from the environments. Character textures will resemble 2d animation characters. However, the sharp hard shadows will be balanced by softer diffuses. The highlight should be a harder brighter tone. Observe the images and descriptions below to better understand the RaymanHD character texturing process.

HIGHLIGHT COLOR

1. The highlight contains a dark shadow then a hard bright center



OUTLINE

1. Different width depending on where light is
2. Lines can break up
3. Can change opacity depending on world
4. Line should be a multiply layer so that its not solid

SHADOW SHAPE

1. The shadow shape is smooth, but broken in certain areas. This creates a unique feeling for the characters, like a loosely colored illustration
2. Use of complementary colors and desaturated tones

SHADOW COLOR

1. Shadow color will change depending on world ambience

BACK LIGHT COLOR

1. Depending on world, color can change



RAYMAN'S TEXTURE

Notice black lines are drawn in the textures

