



BUILDING CHAMPIONS

Character Art Pipeline for Rumbleverse

#GDC23





Body Shape

1



2

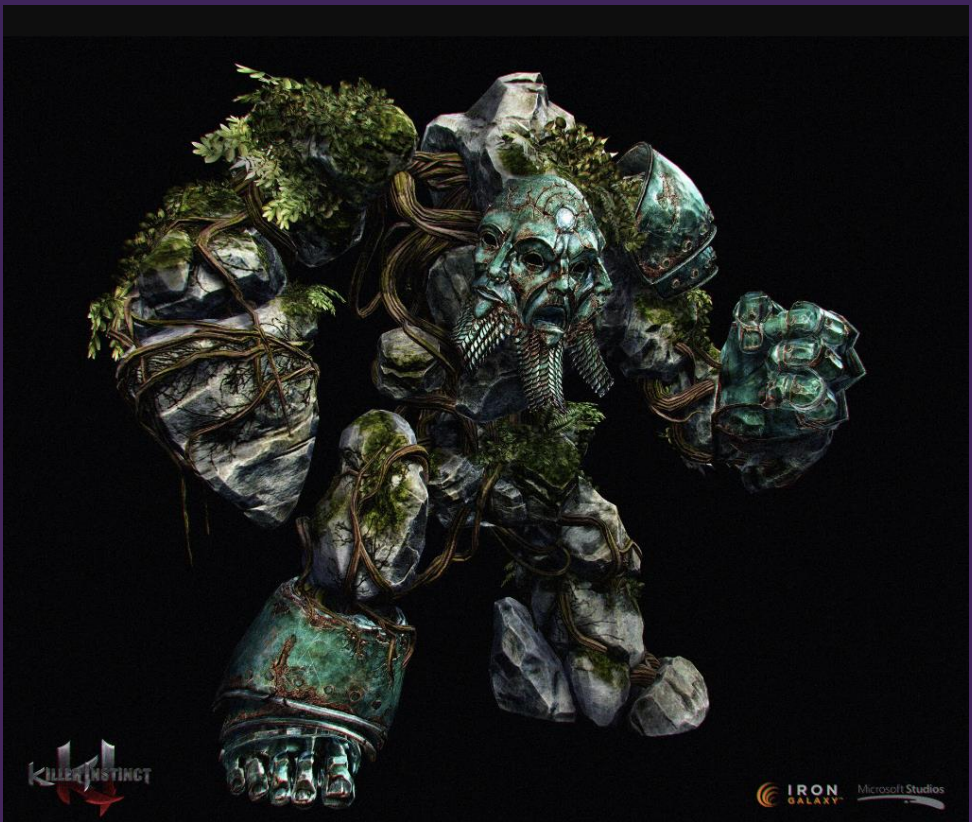
Style Budget 3/20



Ent Equip PgDn Randomize



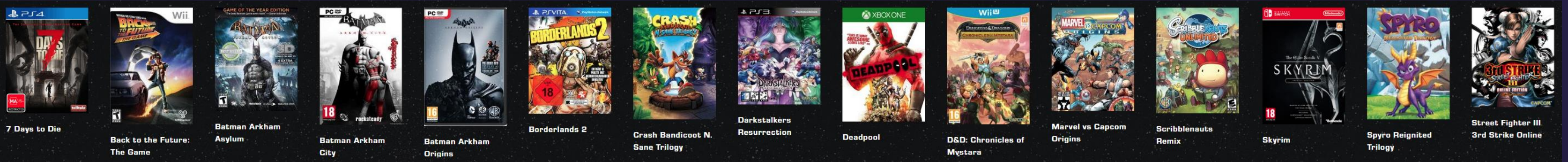
Steven Kosanovich
Character Lead - Iron Galaxy Studios



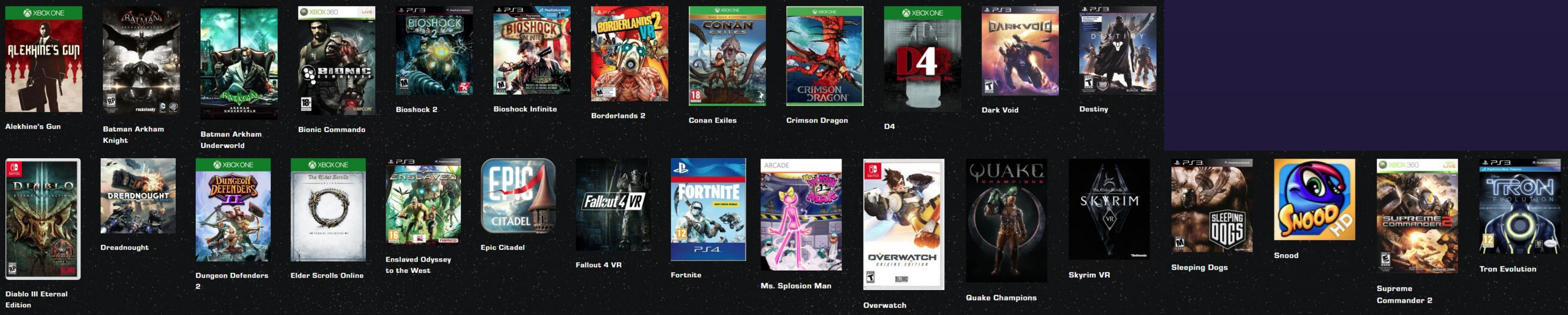
FULL GAME DEVELOPMENT



PORT PROJECTS



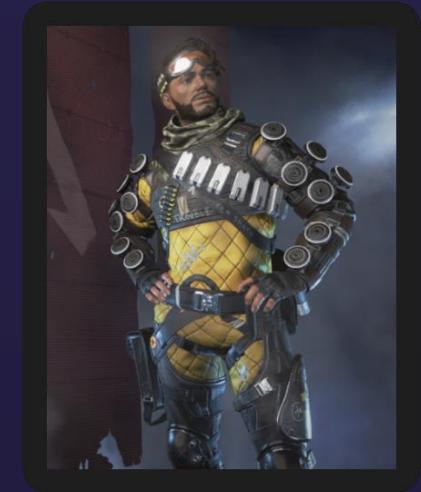
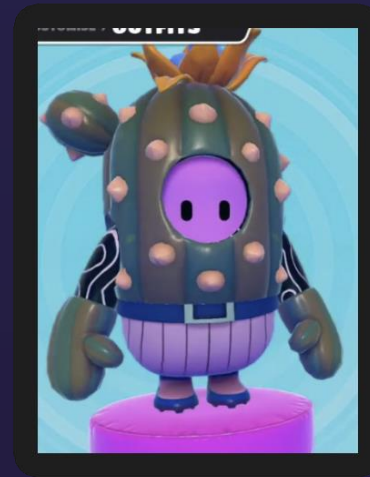
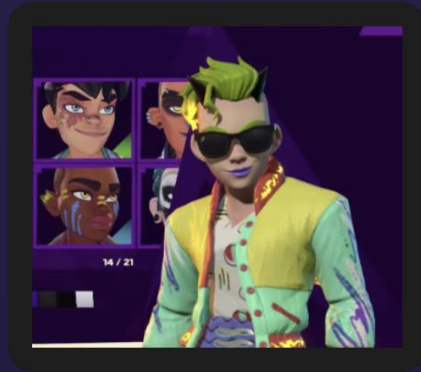
SUPPORT



EARLY DEVELOPMENT



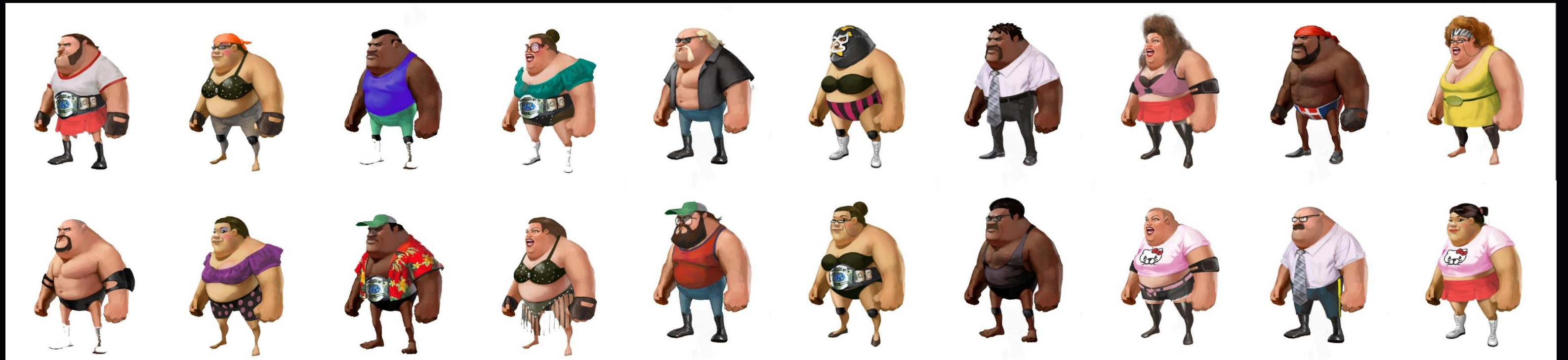
CHARACTER CUSTOMIZATION



**GRANULAR
CUSTOMIZATION**

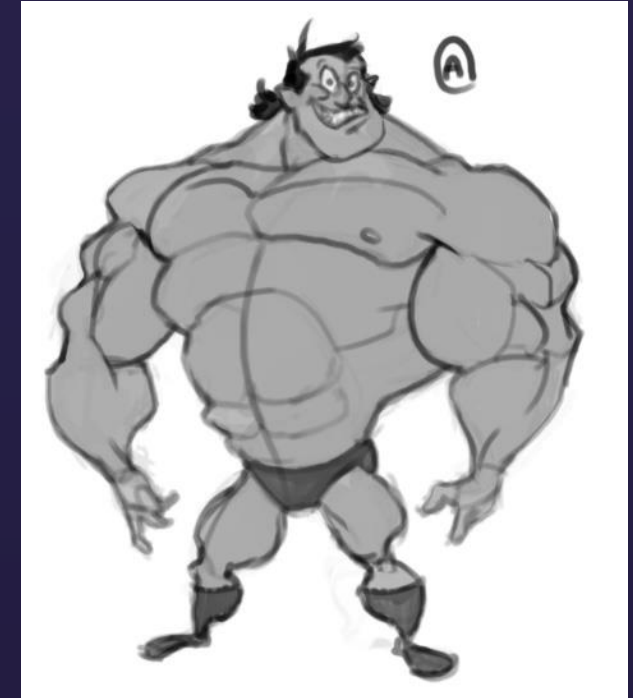
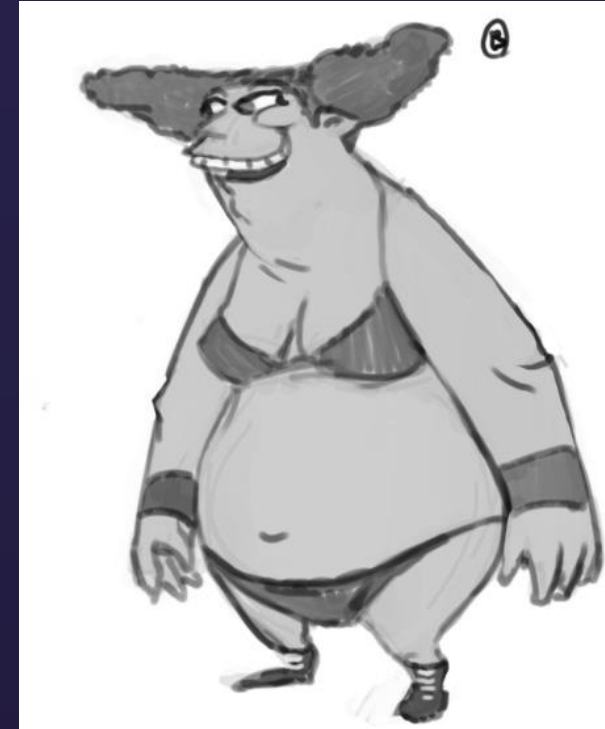
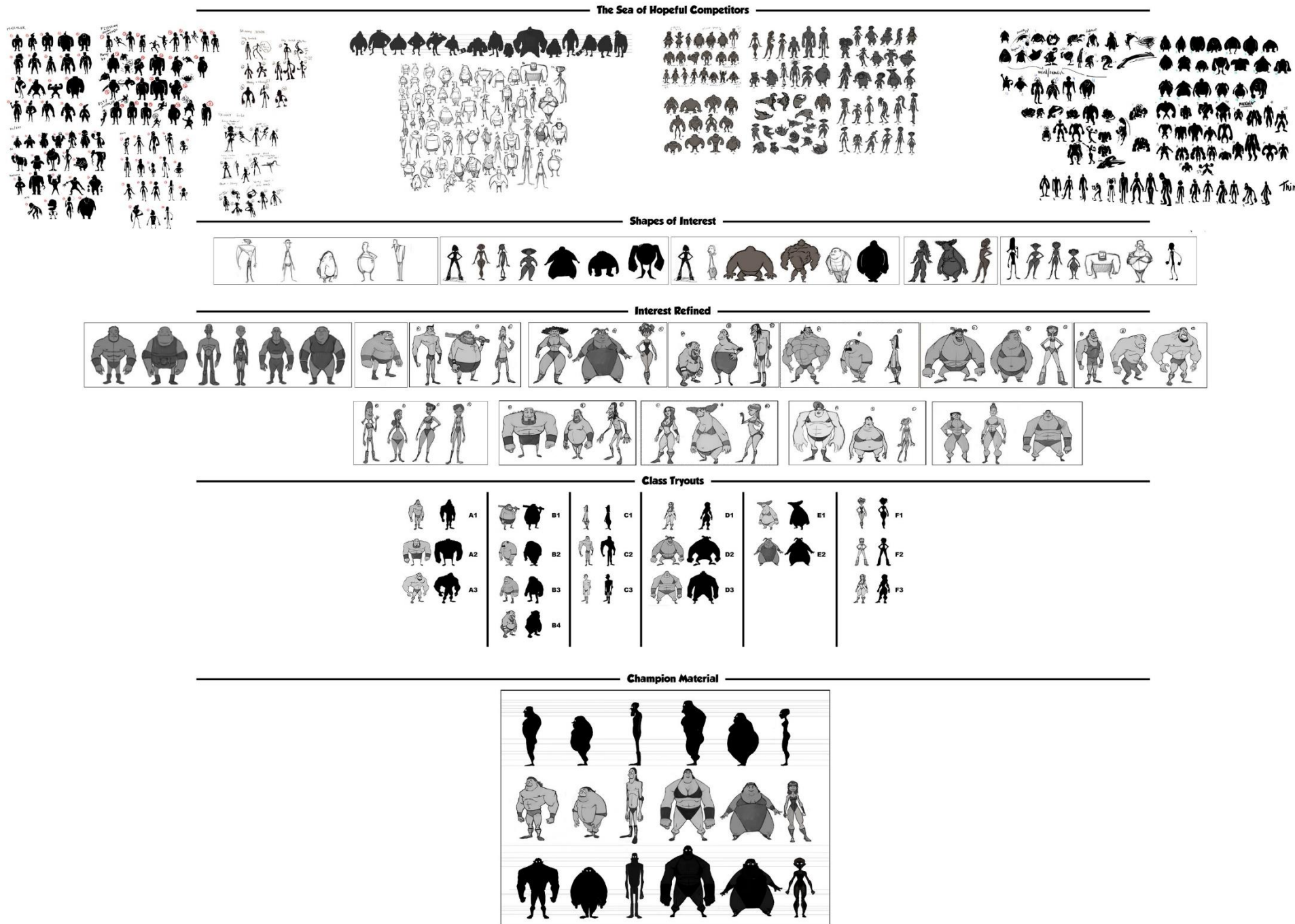
**CHARACTER
SKINS**

EARLY DEVELOPMENT



EARLY DEVELOPMENT

Sheik Bodyshape Exploration Process



EARLY DEVELOPMENT



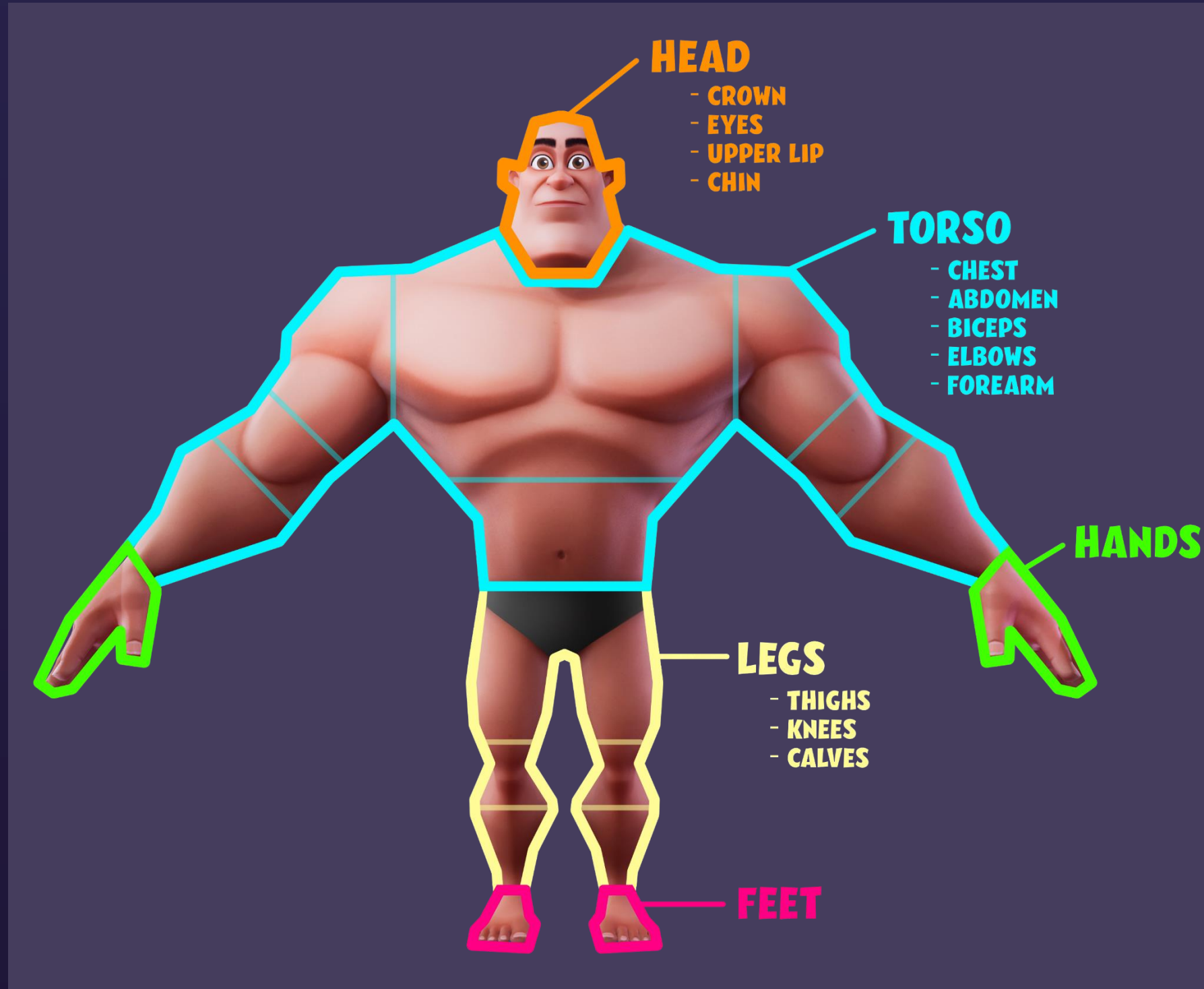
EARLY DEVELOPMENT



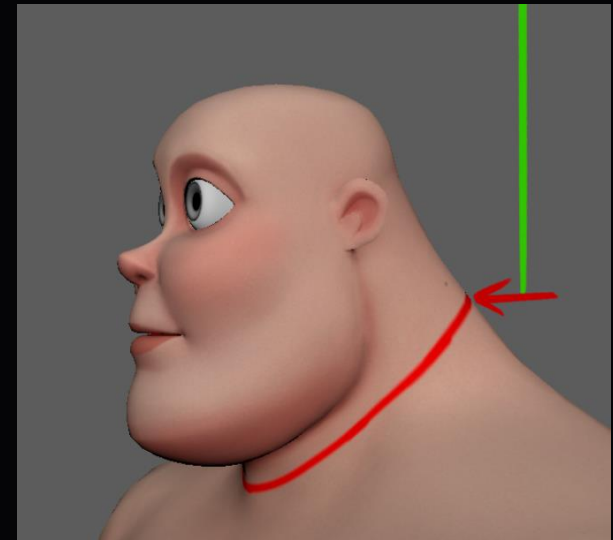
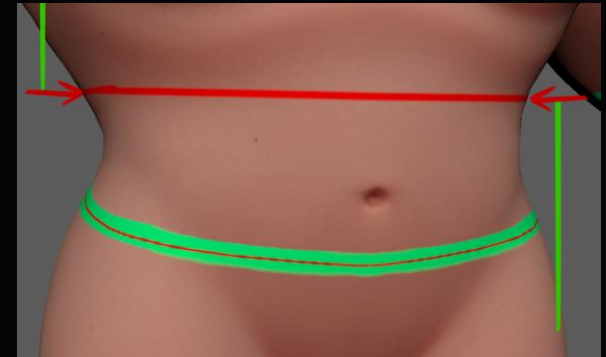
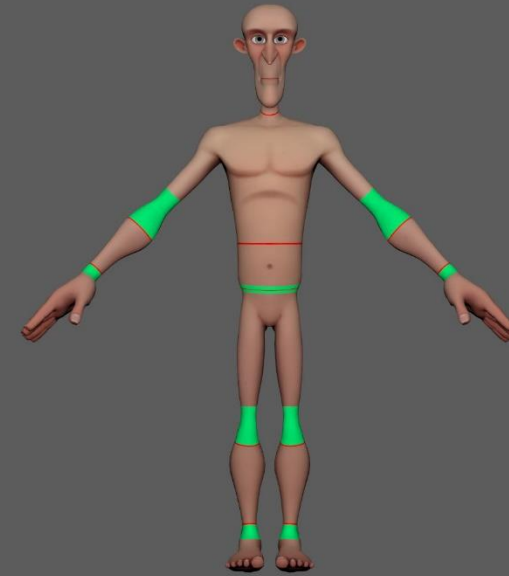
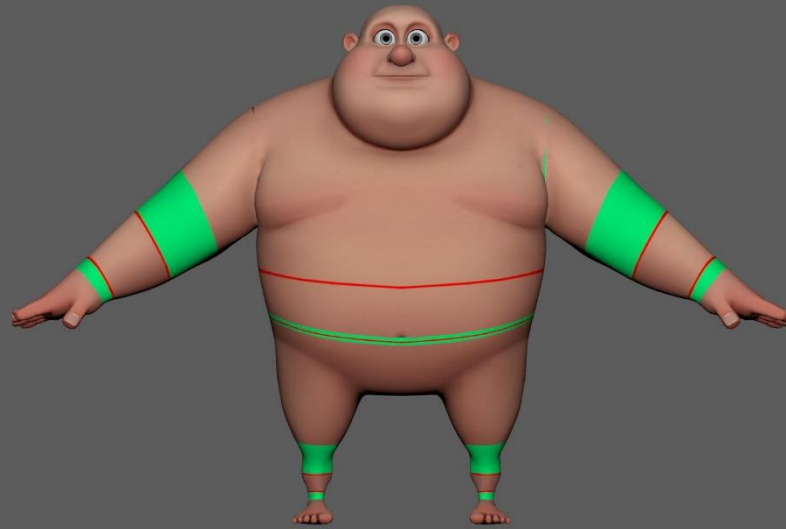
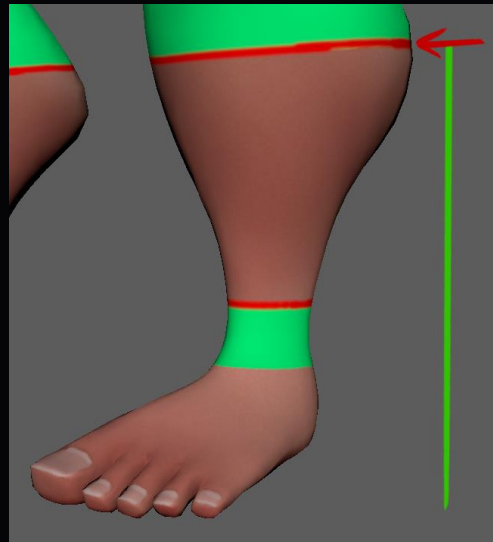
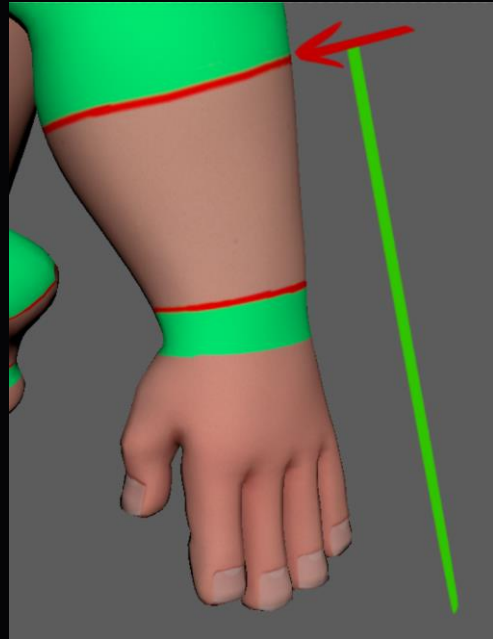
ACCESSORY LAYERING



OVERLAP REGIONS



OVERLAP REGIONS

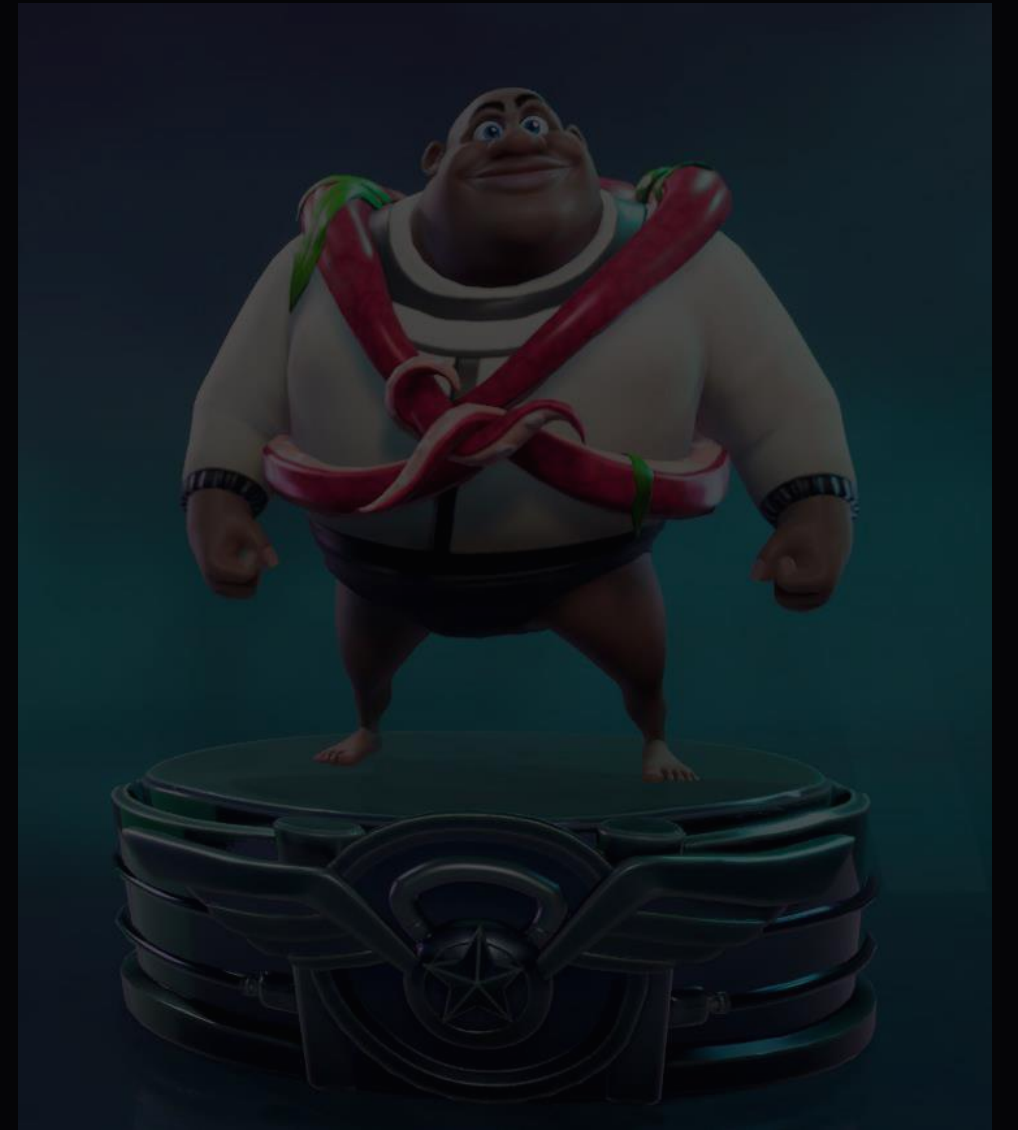


LAYER GROUPS



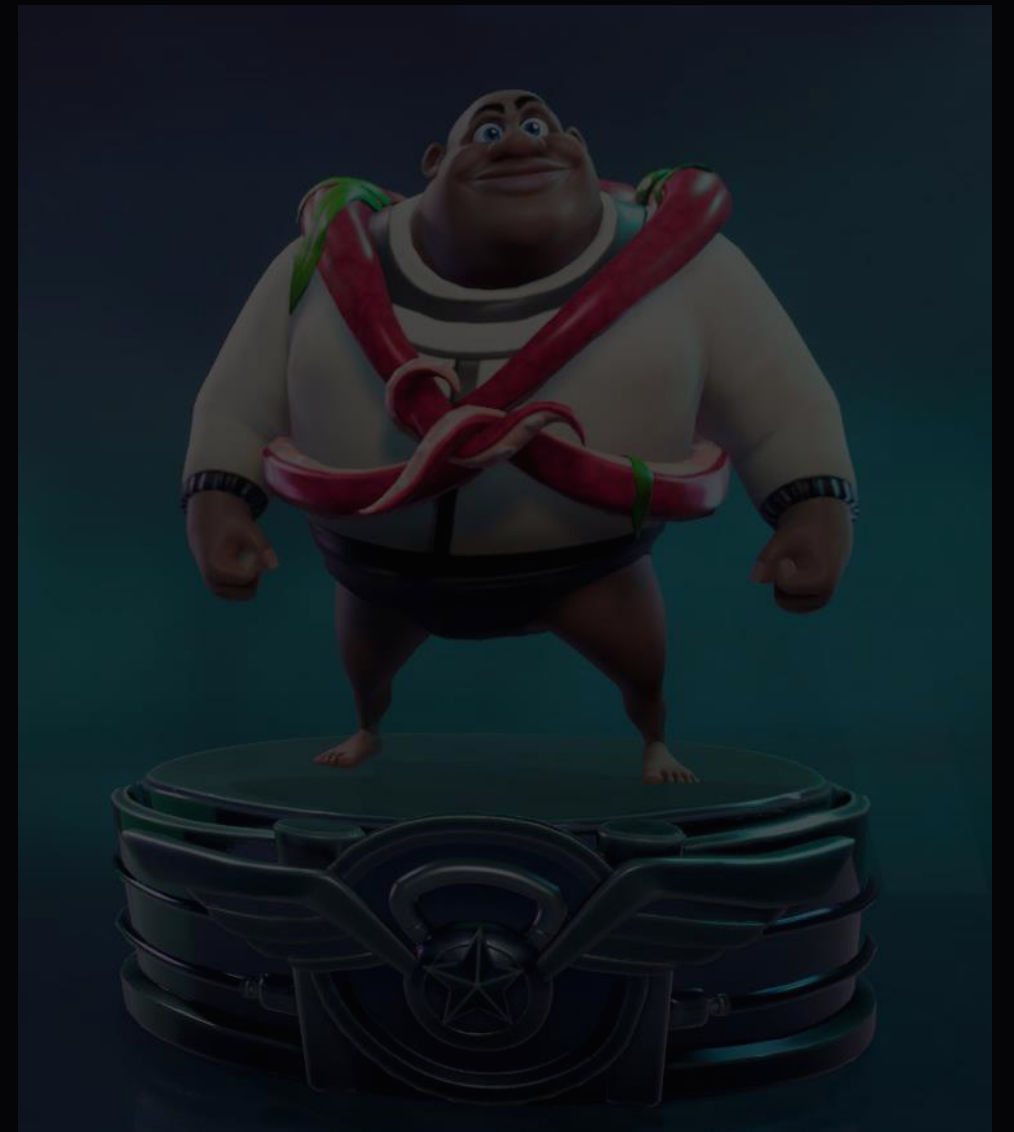
LAYER GROUPS

LAYER 01



LAYER GROUPS

LAYER 02



LAYER GROUPS

LAYER 01 (ELT)

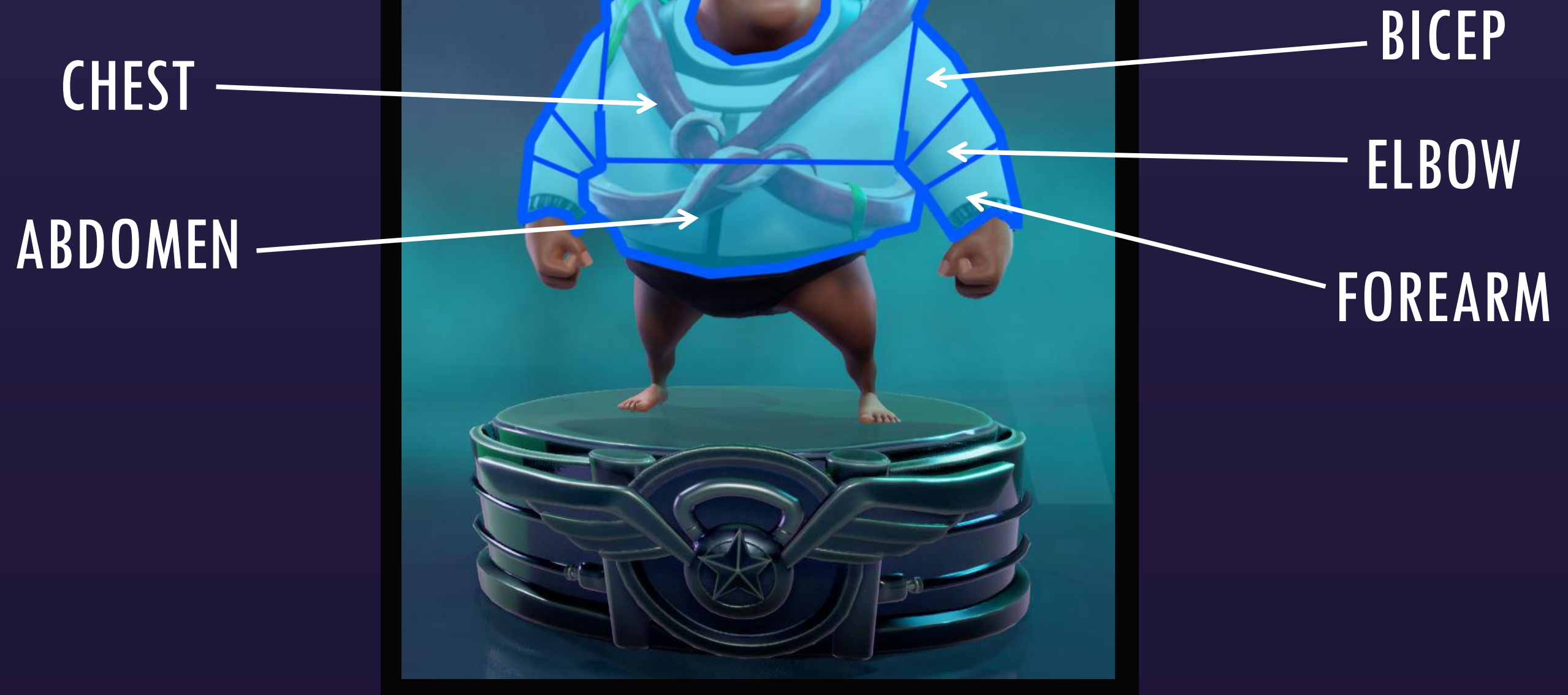


LAYER GROUPS

LAYER 01 (ELT)



LAYER GROUPS



LAYER GROUPS

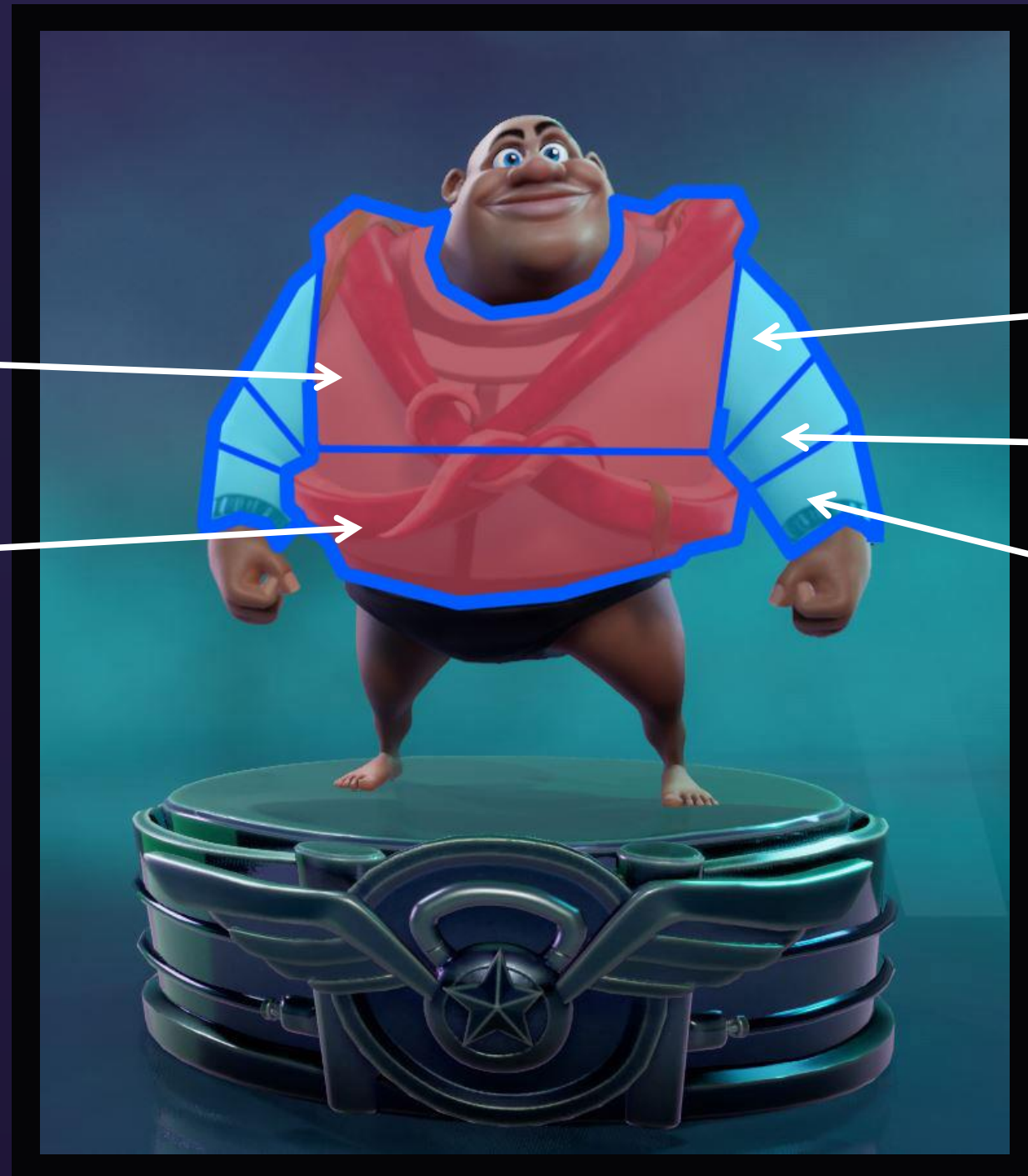
CHEST

ABDOMEN

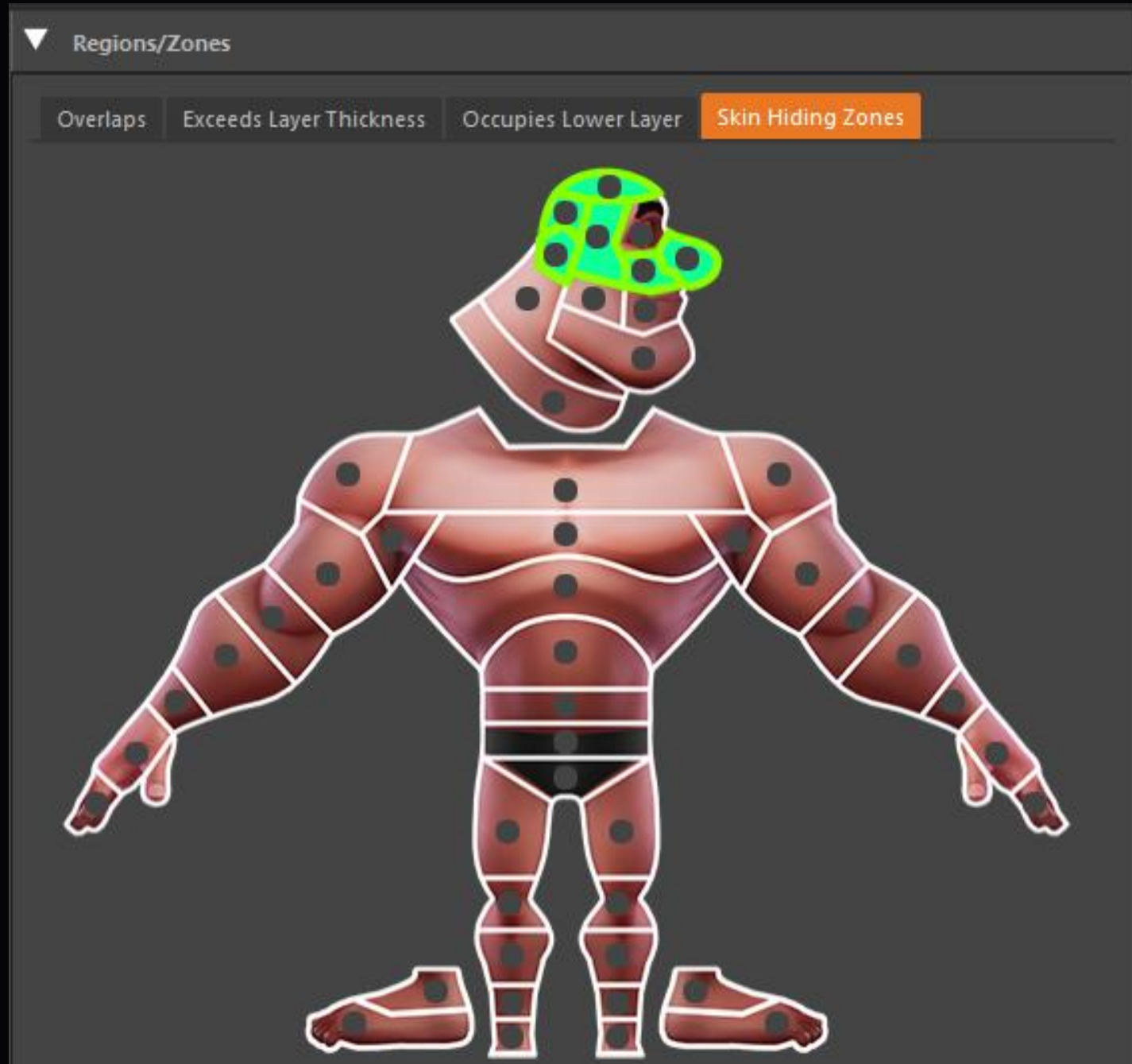
BICEP

ELBOW

FOREARM



SKIN HIDING



SKIN HIDING

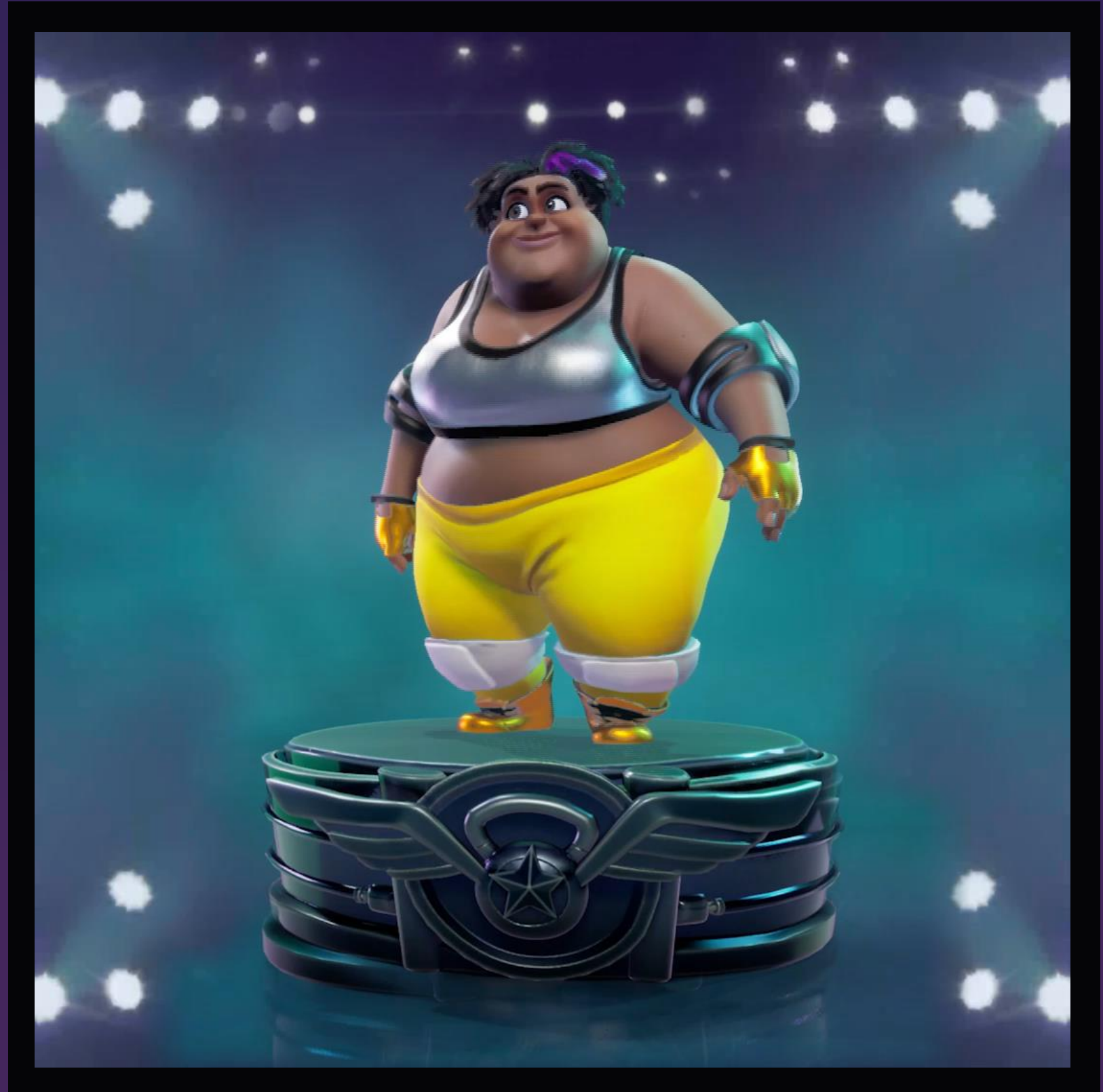


BODY MOD

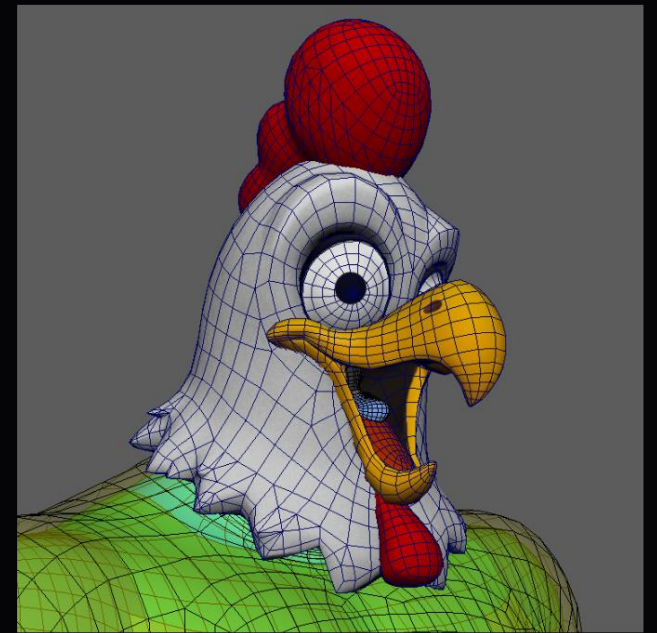
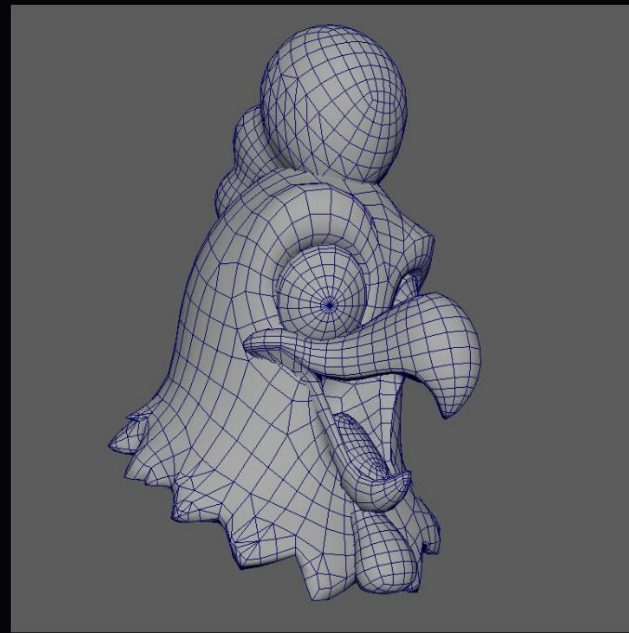


Accessory System

- Layering
- Overlap Regions
- Skin Hiding
- Body Mod



PRODUCTION



CONCEPT



HIGH POLY



LOW POLY

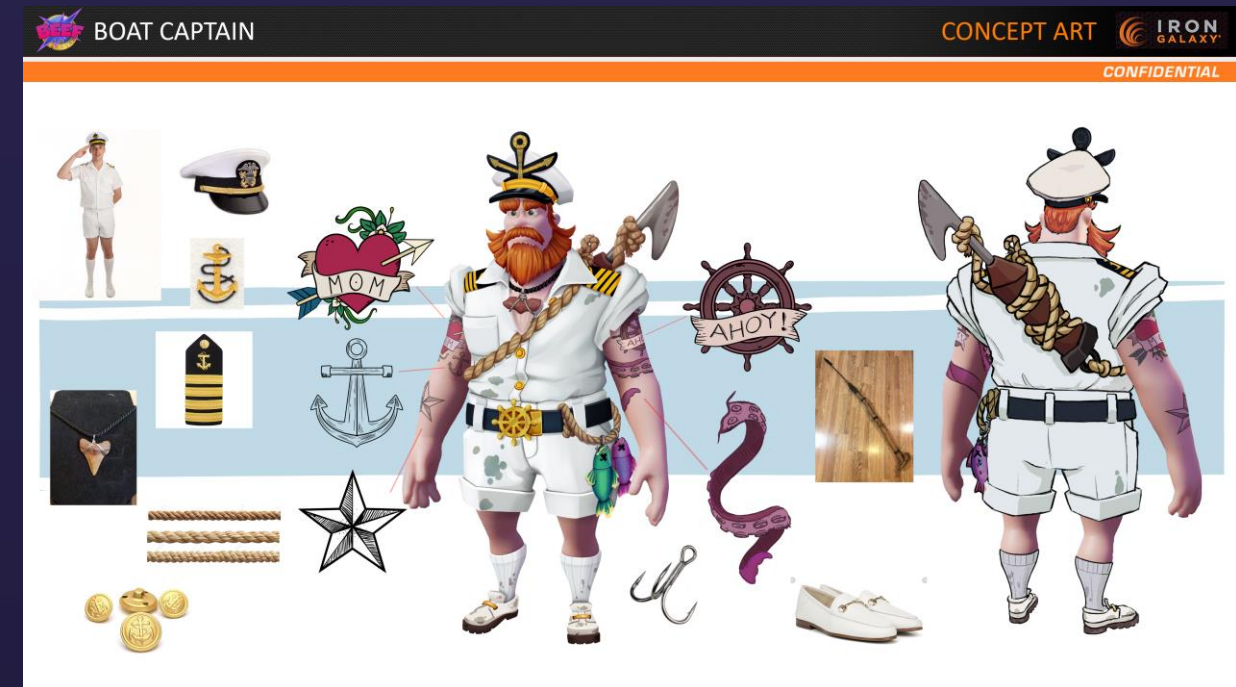


TEXTURE



BODY MOD

ACCESSORY IDEATION



ACCESSORY IDEATION



Maximum Compatibility

- Accessories must be designed for maximum compatibility.



Maximum Compatibility

- Cool enough to limit customization?



Maximum Compatibility

- Cool enough to limit customization?
- Does it communicate compatibility limitations?



Maximum Compatibility

- Cool enough to limit customization?
- Does it communicate compatibility limitations?
- Can the accessory live without it?



Maximum Compatibility

- Cool enough to limit customization?
- Does it communicate compatibility limitations?
- Can the accessory live without it?
- Alternate design?



DESIGN CONSIDERATIONS



DESIGN CONSIDERATIONS



DESIGN CONSIDERATIONS



AVERAGED MESH



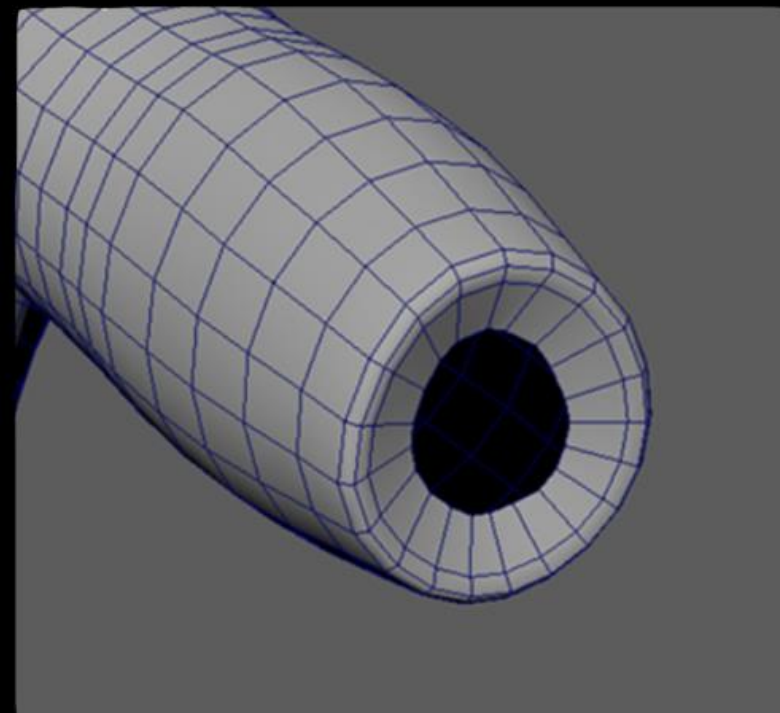
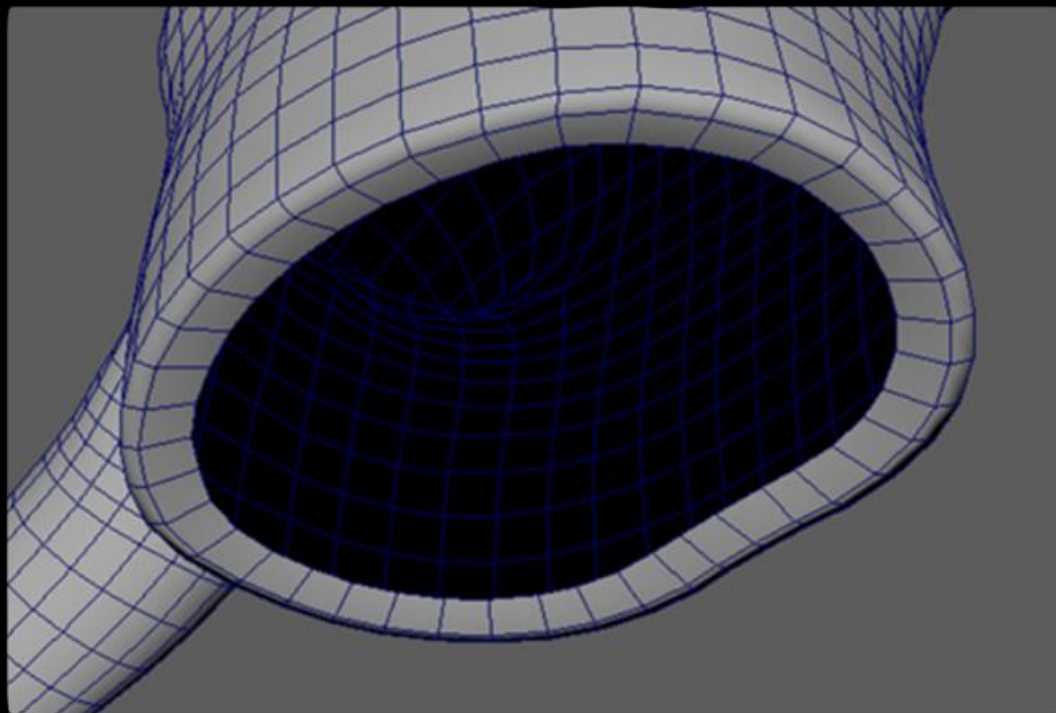
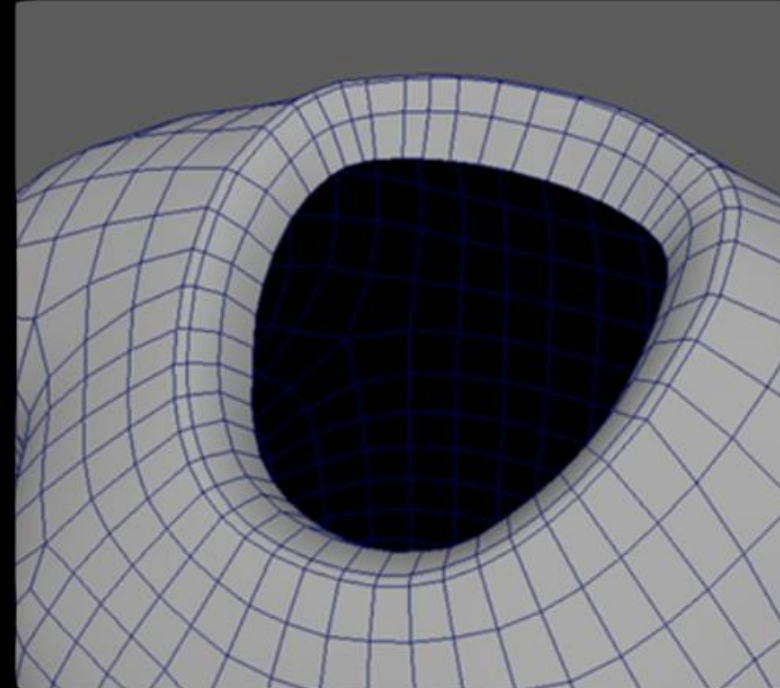
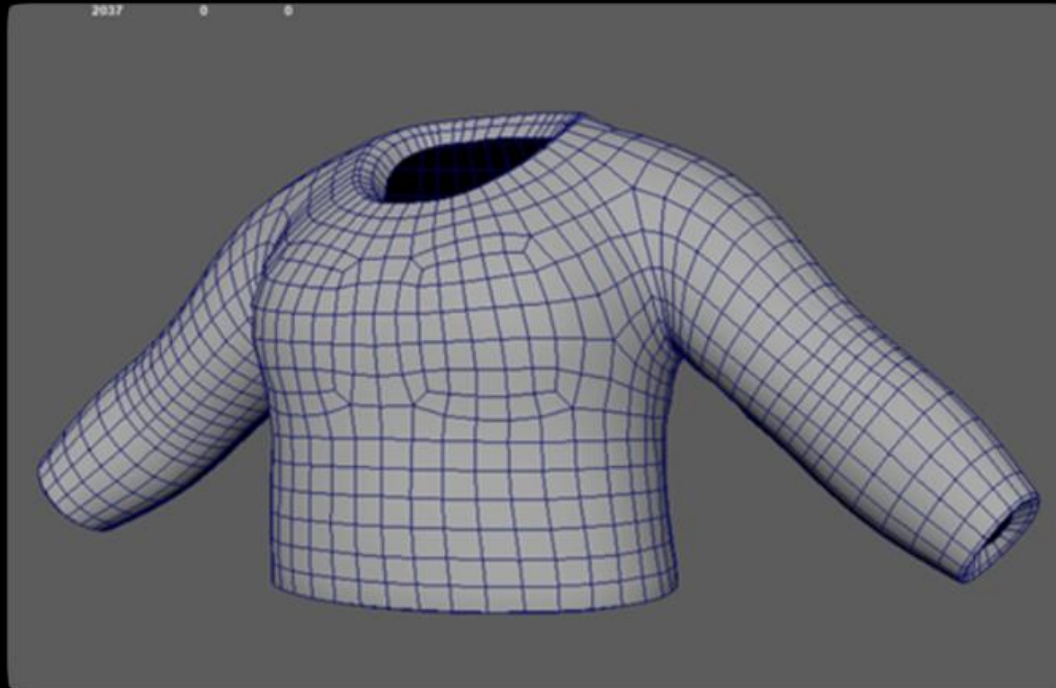
AVERAGED MESH



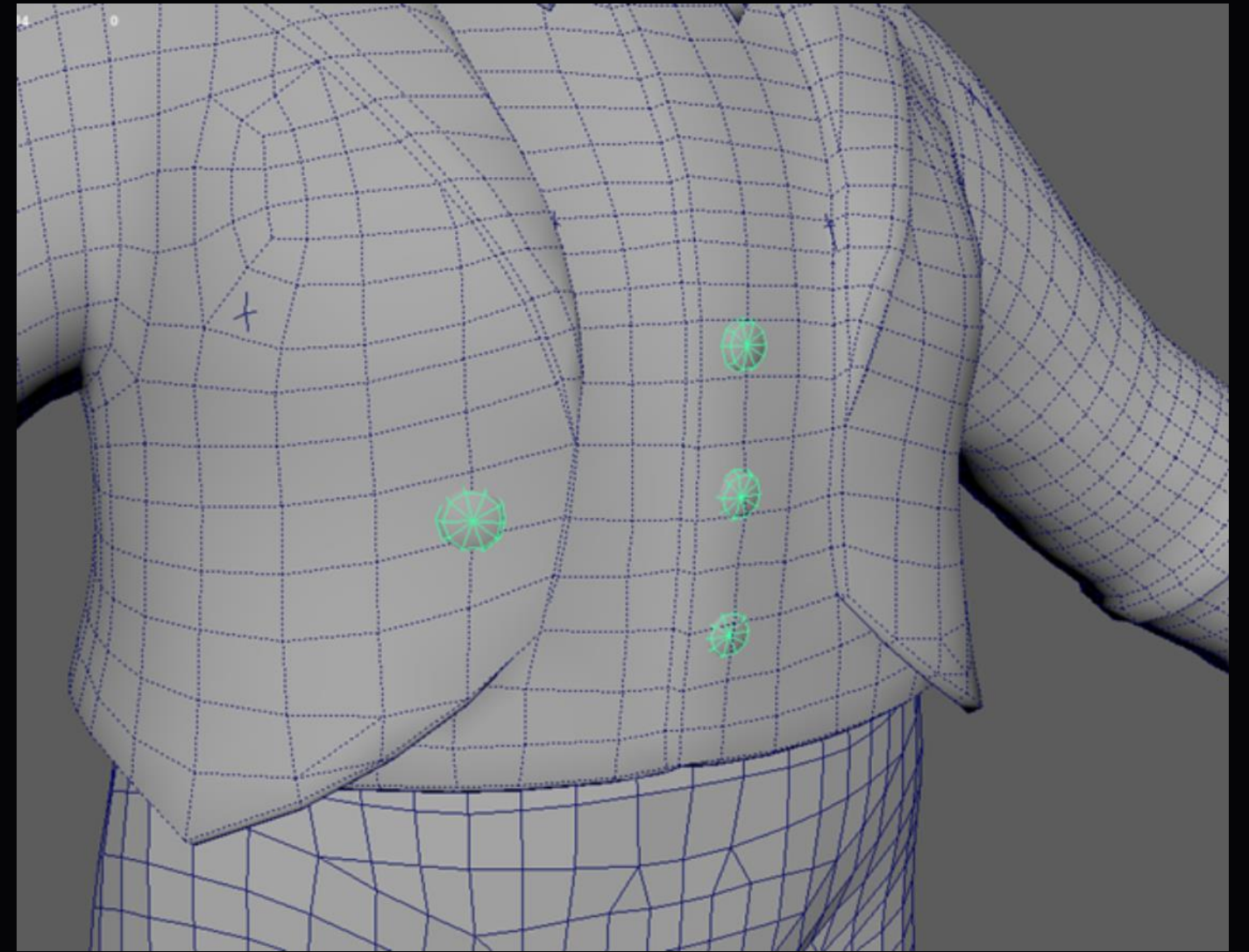
HIGH POLY



LOW POLY



LOW POLY



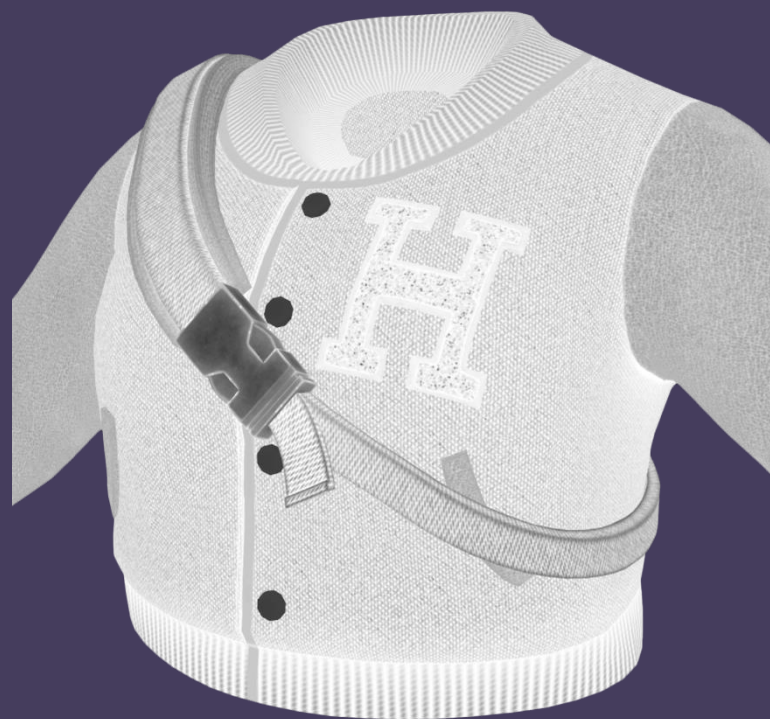
TEXTURES



TEXTURES



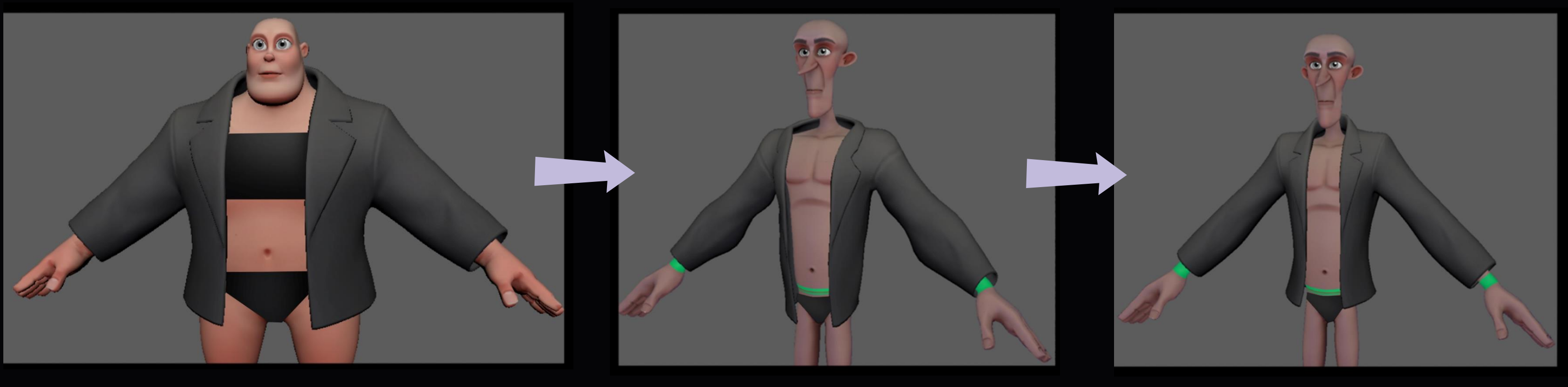
TEXTURES



BODY MOD



BODY MOD



BODY MOD



BODY SHAPE VARIATION



BODY SHAPE VARIATION



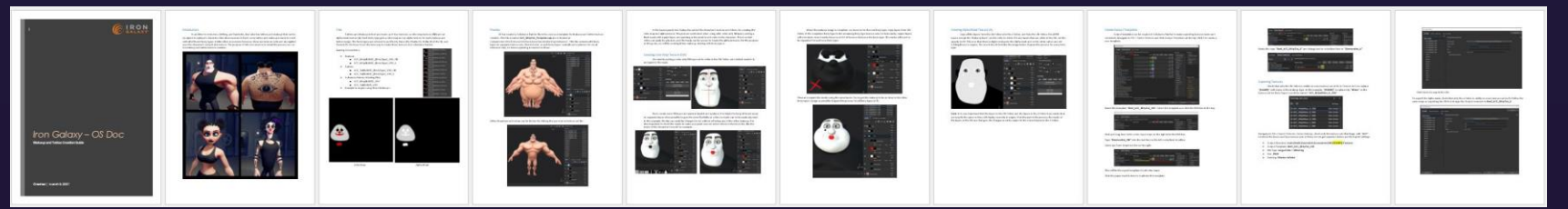
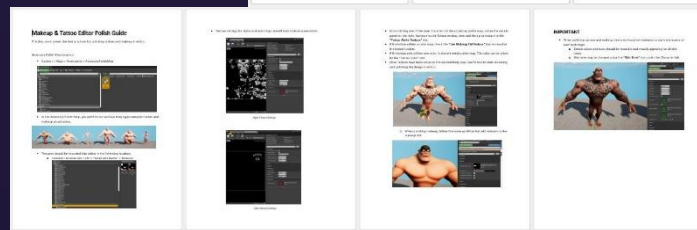
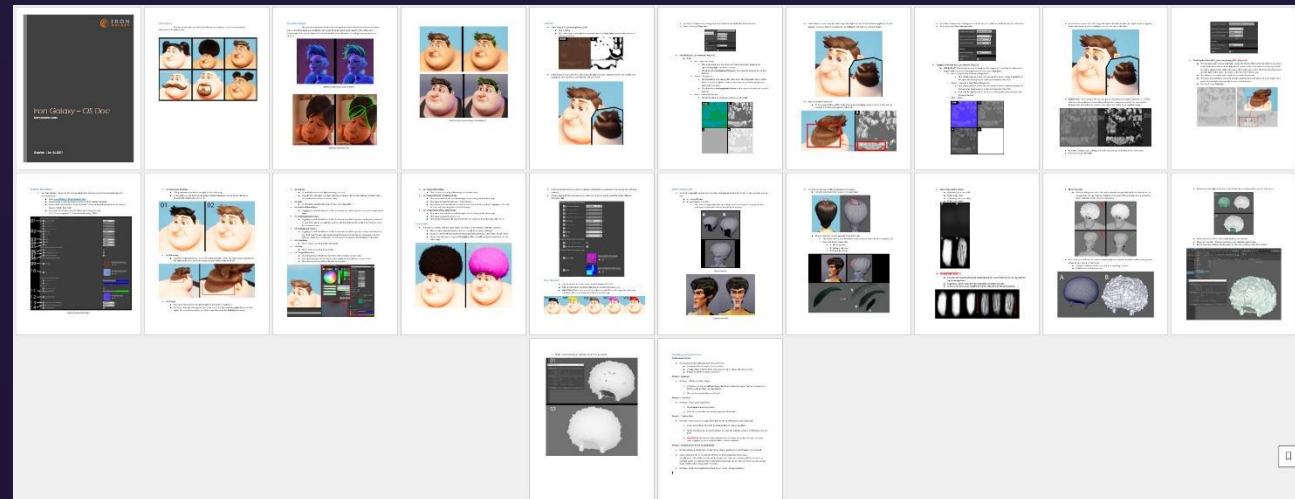
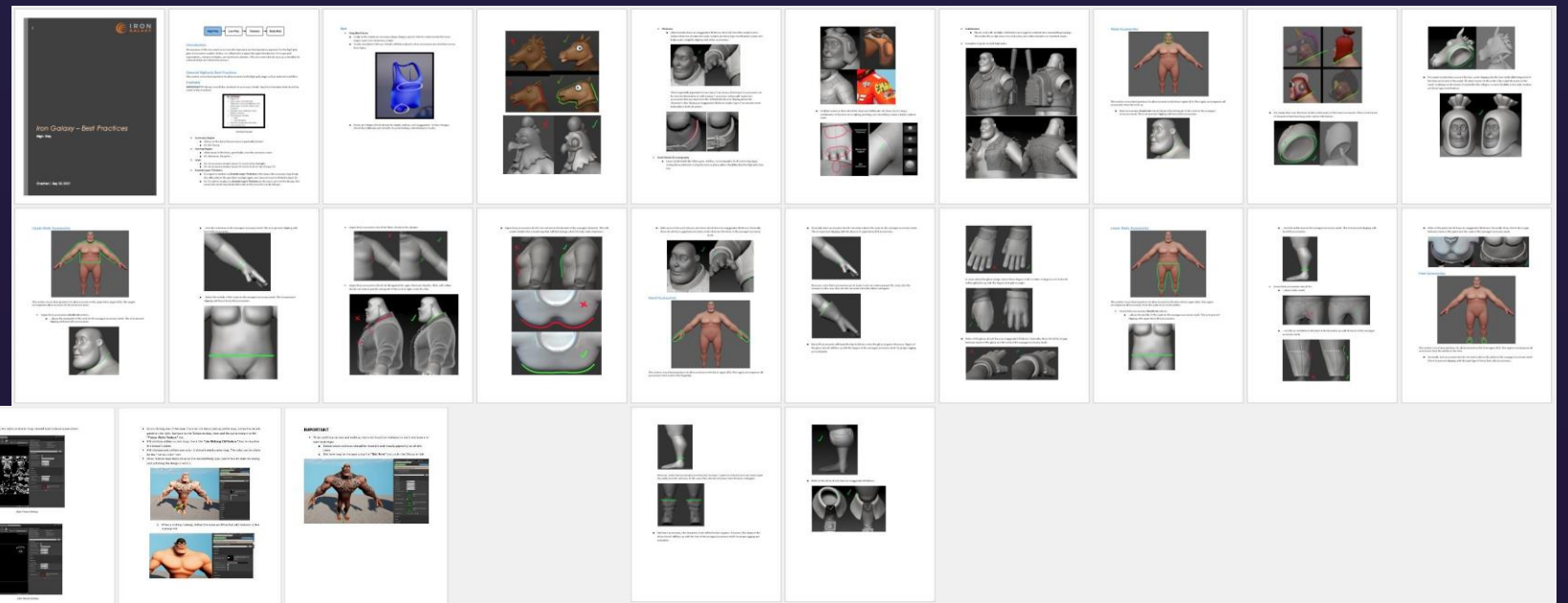
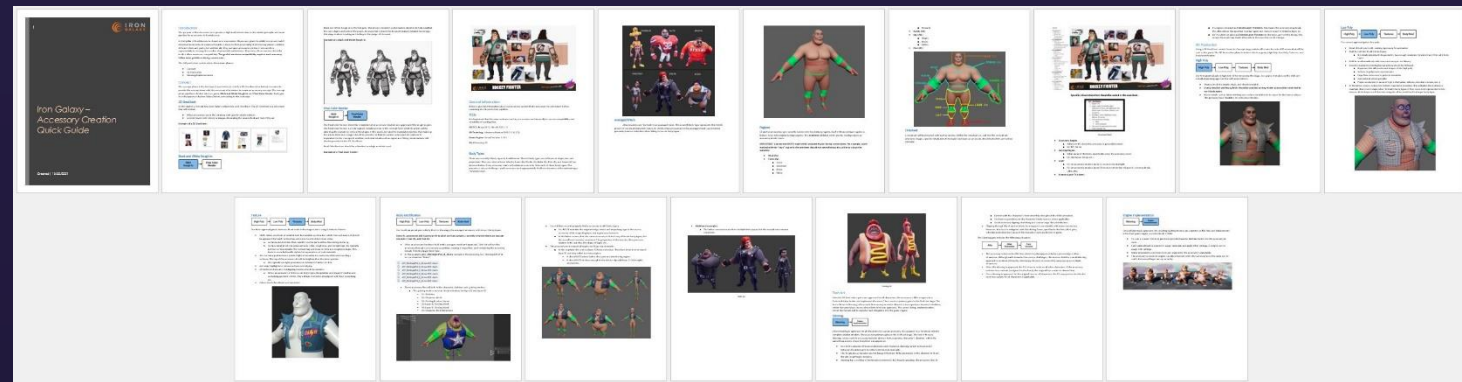
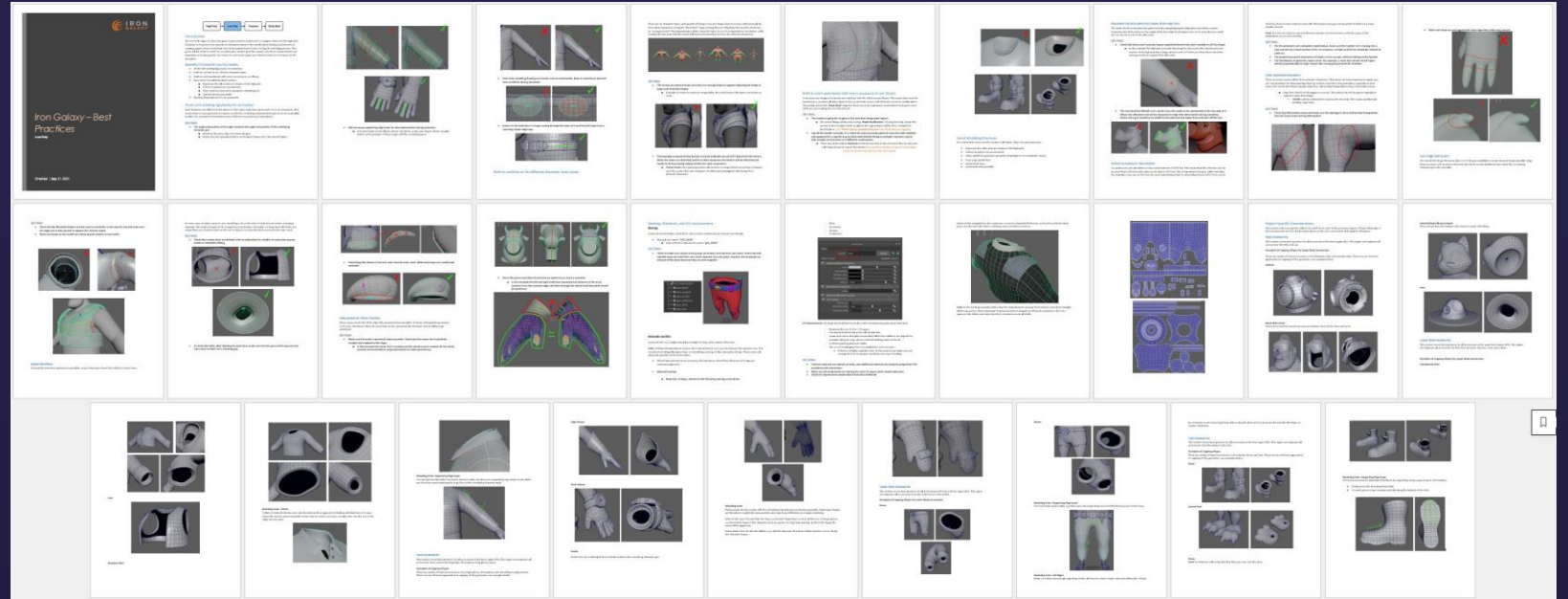
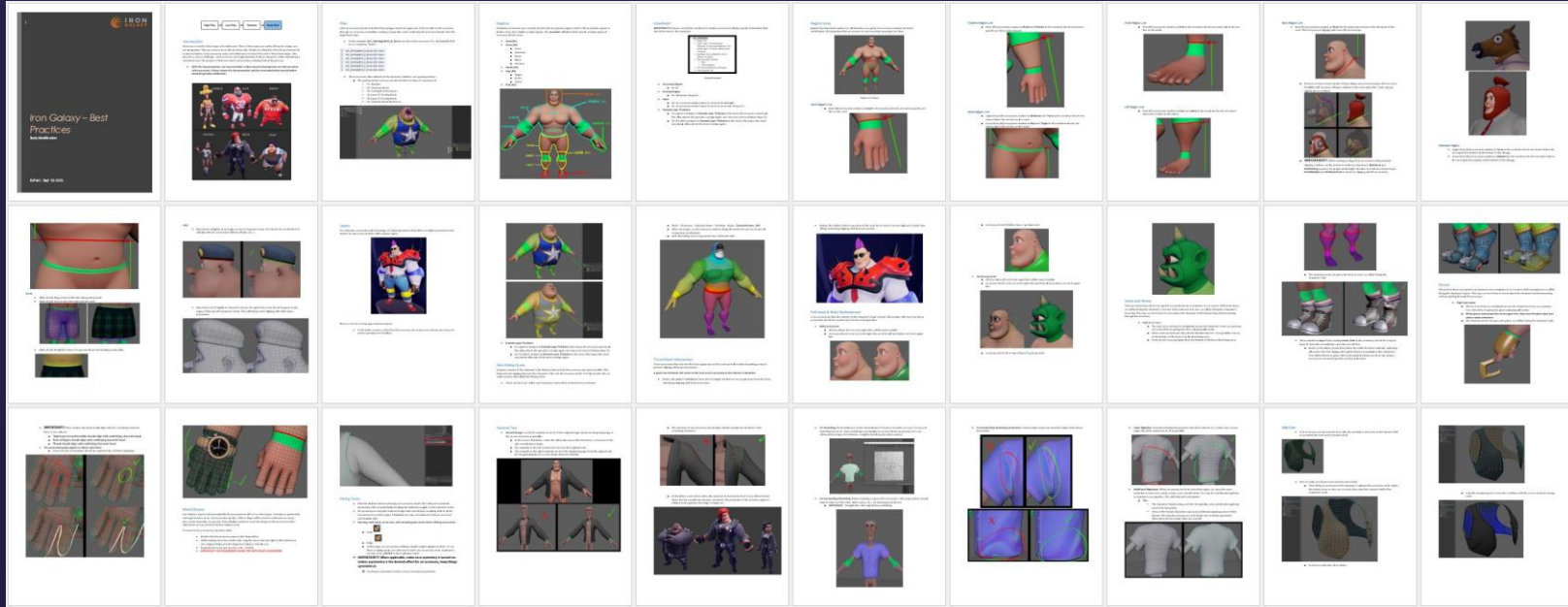
BODY SHAPE VARIATION



BODY SHAPE VARIATION



DOCUMENTATION



DOCUMENTATION



BRIDGING THE GAP



BRIDGING THE GAP



BRIDGING THE GAP



BRIDGING THE GAP



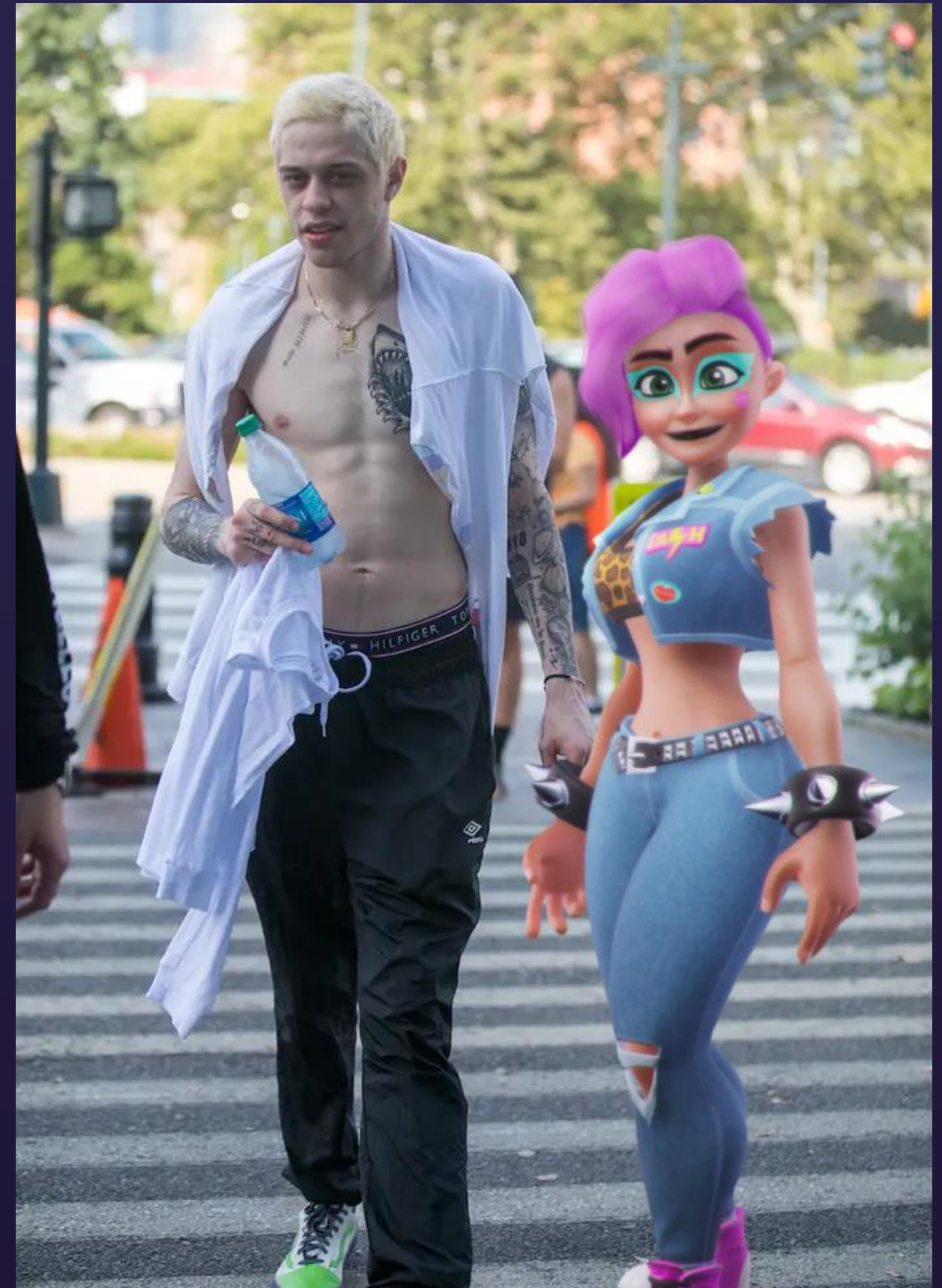
BRIDGING THE GAP



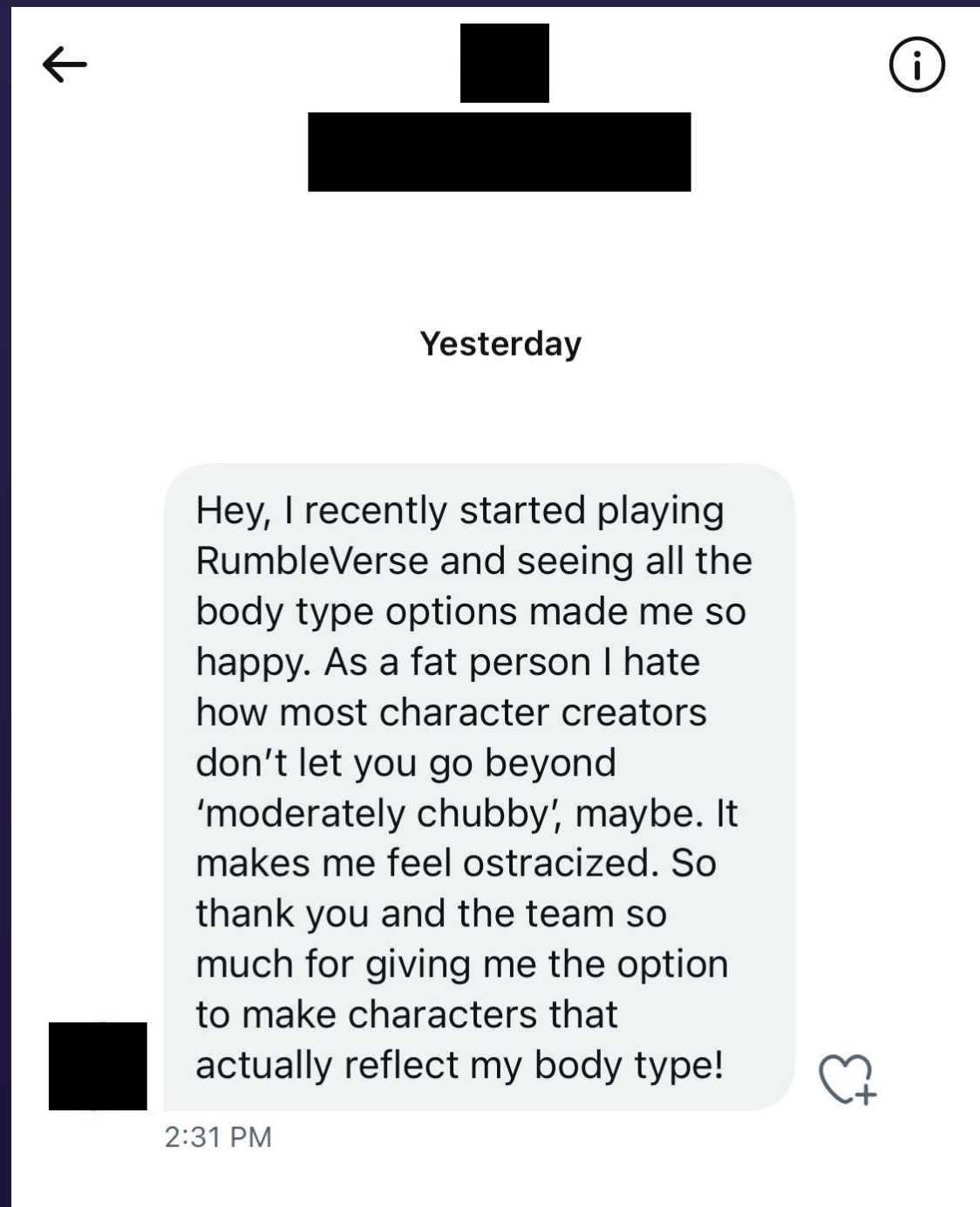
BRIDGING THE GAP







FAN ART



QUESTIONS

