

Art Triggers Checklist

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Workflow Tutorials:

- [The Making of "Lost"](#)
- [The Making of "Yuki Machi"](#)
- [The Making of "Brooklyn City"](#)

Level Art Workflow

Art
Form follows function
Elements and Principles of design
Elements
Fundamental components of Art (The Tools an artist uses to create visual art.)
Colour
Line
Texture
Shape
Form
Space
Principles
Guidelines used to organize the visual elements (the Rules that tell the artist how to use the tools.)
Balance
Asymmetry
Symmetry
Emphasis
Rhythm
Unity
Movement
Variety
Harmony
Proportion
Arch Details
Breaking up spaces
Void Areas
Barricade Design
Fences
Vehicles/Trucks
Extension of space
Story Telling
Playable area
Clearly defined spaces
Gradient of Colors
Structural Elements

- Beams
- Walls
- Roofs
- Doors
- Door frame
- Unique and interesting designs
- Stairs
- Windows
- Always break of straight lines
- Groups of objects
- 1
- 3
- 5
- 7
- How and why buildings are built that way?
- Show History
- Reprized Rooms/Buildings
- Show Future

- Perspective
- Purpose
- Principles
- Vision
- Goals

- Cover Objects
- Single items
- Multiple items attached together
- Arch Elements
- All elements feel fit together
- Push Form in each object

- Map Themes
- Strong Story Telling
- All set dressing falls back on to main themes
- Question everything
- Why is it the way it is ?
- Whats the back story / history?
- Location
- Types of Feelings
- Physical
- Emotional
- Atmosphere feel
- Interior
- Exterior
- Ambience
- Mood
- Emotion
- Weather
- Sun

- Rain
- Windy

- Landmarks
- Using Effects
- Objects that can be seen from a far
- Difference in left and right
- Large and Small
- Vista Elements
- Strong positive / negative space
- Depictions
- Environment Reveal
- Lead Up

- Set Dressing
- Ceiling details
- Push Up and Down
- Story Telling
- Breaks in between building like small apartment doors / alleyways
- Floors: Foundation. Bottom up
- Trims; walls, floor, ceiling, props, windows
- Depiction of Life
- How people are living/lived
- Display a since of time
- Navigation though objects
- It's all about navigation the map
- Positive / Negative space in doorways
- Objects at end of hallways showing correct direction
- Window Designs
- Stair Designs
- Railing Designs
- Insert in floor titles
- Connecting elements
- From Ceiling to Floor
- Every 10 Steps Composition

- Passes
- White Box
- LD Blocks
- 1st Pass
- Push Height of Ceilings - Up and Down
- Push Depth of Walls - left and right
- Positive/Negative shapes
- Buildings
- 2nd Pass
- Med Details
- Cover Objects
- Lights Fixtures
- 3rd Pass
- Finer Details

- Offset rotation of objects
- Set Dressing

- Surface Material
- REF
- More photo ref - take your own photos
- Texture Workflow Mind Map
- Lighting will play off of Shader materials
- Material Style Guide
- Sandbox
- Shader
- Tiling
- Atlas
- Decal
- Floor
- Wall
- Ceiling
- Unique
- Colour Pallet
- Strong Colour Theory
- Main Colour

- Signature
- Unique Objects
- Unique Story
- Lasting Impression

- Spaces / Areas
- Volume
- Form
- Connecting
- Connecting void areas with playable areas
- Connecting to next area
- Transition
- Void Space

- Lighting
- REF
- More High Contrast Lighting
- Light Sources
- Shadows/Light from windows
- Large/Small squares
- Showing positive/negative space
- Holes cut into ceiling
- Tube Lights
- Sealed
- Exposed
- Work Lights

- Shadows
- Size
- Large
- Small
- Pattern
- Alpha Textured Patterned

- Effects
- Dust
- Water puddles
- Breakable objects
- Stages

- Sky Dome
- Unity
- Extension of space
- Extends space

- Player Leading
- Unique Props
- Signs
- Motion Objects
- Converging Lines
- Lighting
- Contrast
- Source
- Shadows

- Composition
- Negative Space
- Lines
- Balance
- Contrast
- Proportion
- Overlap

- Core
- Artistic
- Gamey
- Realism