



Live Demonstration of Character and Toy Design for Skylanders

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Art Specialist – Vicarious Visions

Dave Phillips

Art Specialist – Vicarious Visions

James Weir

Senior Artist – Vicarious Visions

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Lead Character Artist

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Dave Phillips

Lead Concept Artist

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James Weir

Senior Character Artist

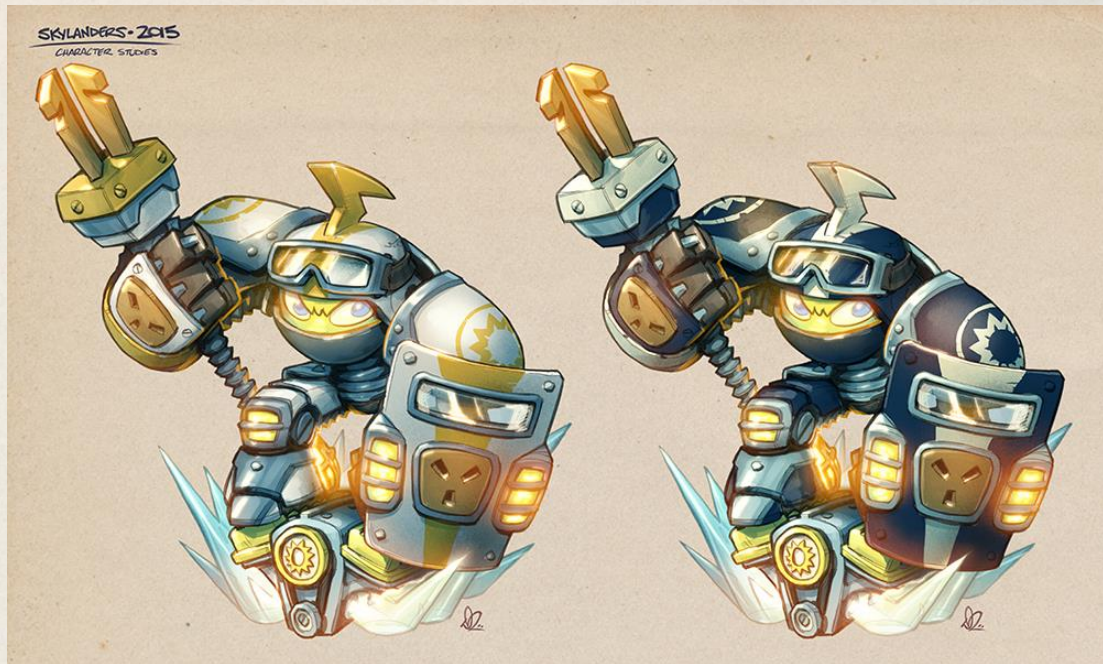
jweir@vvisions.com



Modeling Live Demo



Concept Art Live Demo



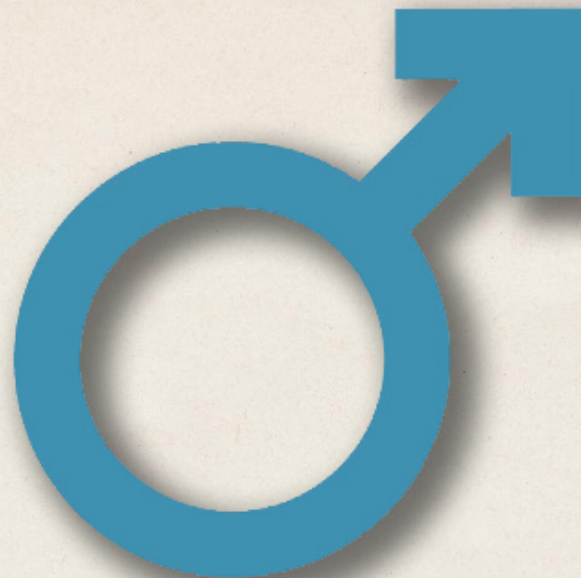
Choose an Element



Choose an Element



Choose a Gender



Choose a combat archetype



Franchise Background



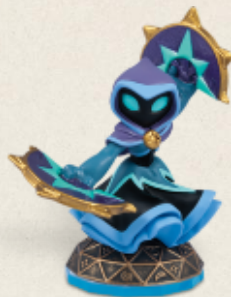
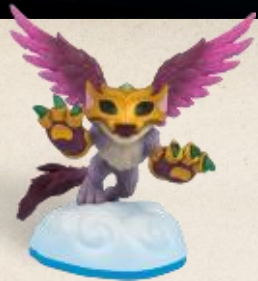
GAME DEVELOPERS CONFERENCE™

March 14–18, 2016 · Expo: March 16–18, 2016 #GDC16



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Pillars of a Skylander

Pillars of a Skylander

Singular Message

Variety

Gender Balance

Battle Ready

Gameplay Type

Singular Message

Variety

Gender Balance

Battle Ready

Gameplay Type





Singular Message

Variety

Gender Balance

Battle Ready

Gameplay Type





Singular Message
Variety
Gender Balance
Battle Ready
Gameplay Type



Singular Message
Variety
Gender Balance
Battle Ready
Gameplay Type





Singular Message
Variety
Gender Balance
Battle Ready
Gameplay Type



Process Overview

Concept to Pitch

Idea Creation / Thumbnails

Refinement

Color

Gameplay Brainstorming

Pitch

3D Game

Zbrush T-Pose

3D Proxy Model

Roughing out character

(Powers, Animations, VFX Audio)

Kid Testing

Final In Game Modelling

Final In Game Texturing

Finalize character

(Powers, Animations, VFX Audio)

Toy Modelling

Pose Experiments

Toy Approvals

Kid Testing

Toy Color

Hand off files

Approvals of changes

(due to budget/manufacturing needs)

3D Toy

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Process Case Study

SWAPForce

Concept to Pitch

Idea Creation / Thumbnails

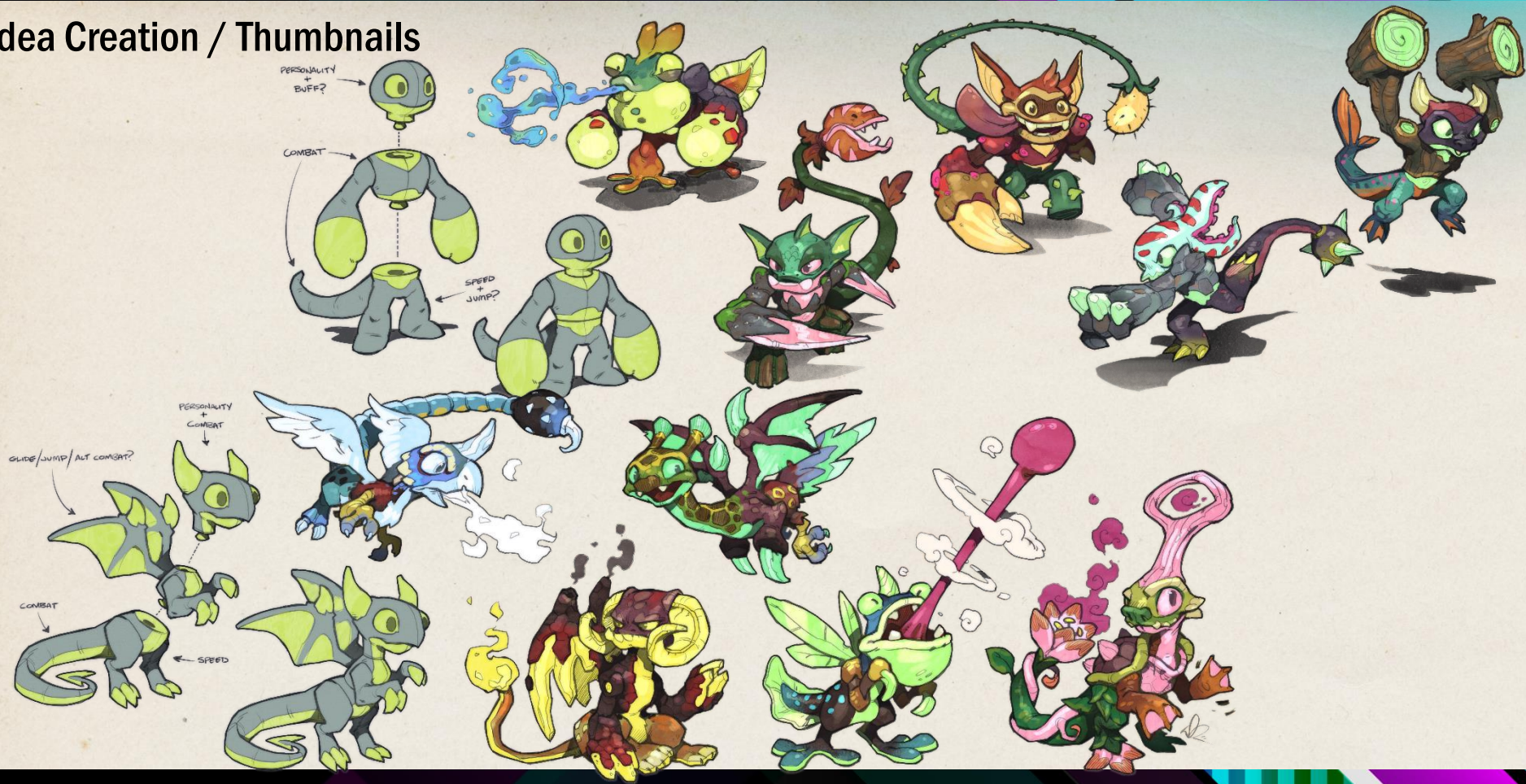
Refinement

Color

Gameplay Brainstorming

Pitch

Idea Creation / Thumbnails



Idea Creation / Thumbnails



Idea Creation / Thumbnails



Idea Creation / Thumbnails



Concept to Pitch

Idea Creation / Thumbnails

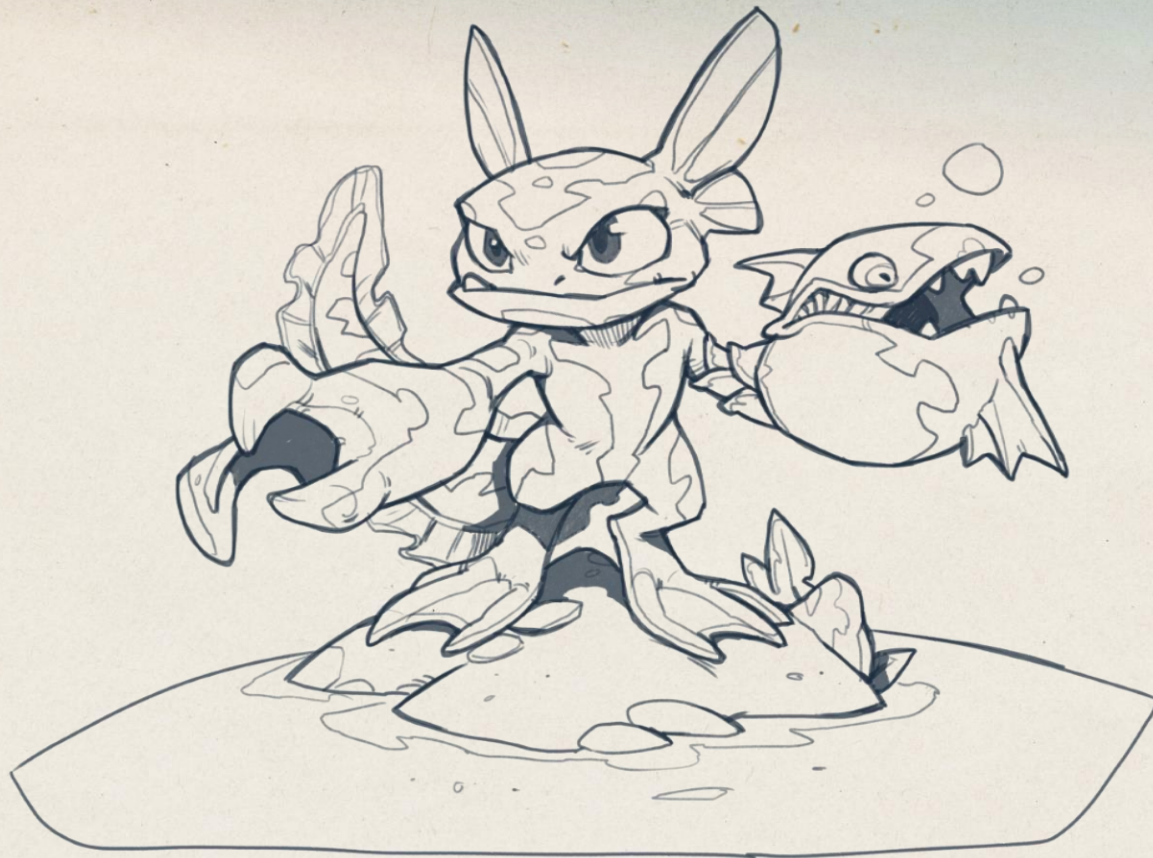
Refinement

Color

Gameplay Brainstorming

Pitch

Refinement



Concept to Pitch

Idea Creation / Thumbnails

Refinement

Color

Gameplay Brainstorming

Pitch

Color



Concept to Pitch

Idea Creation / Thumbnails

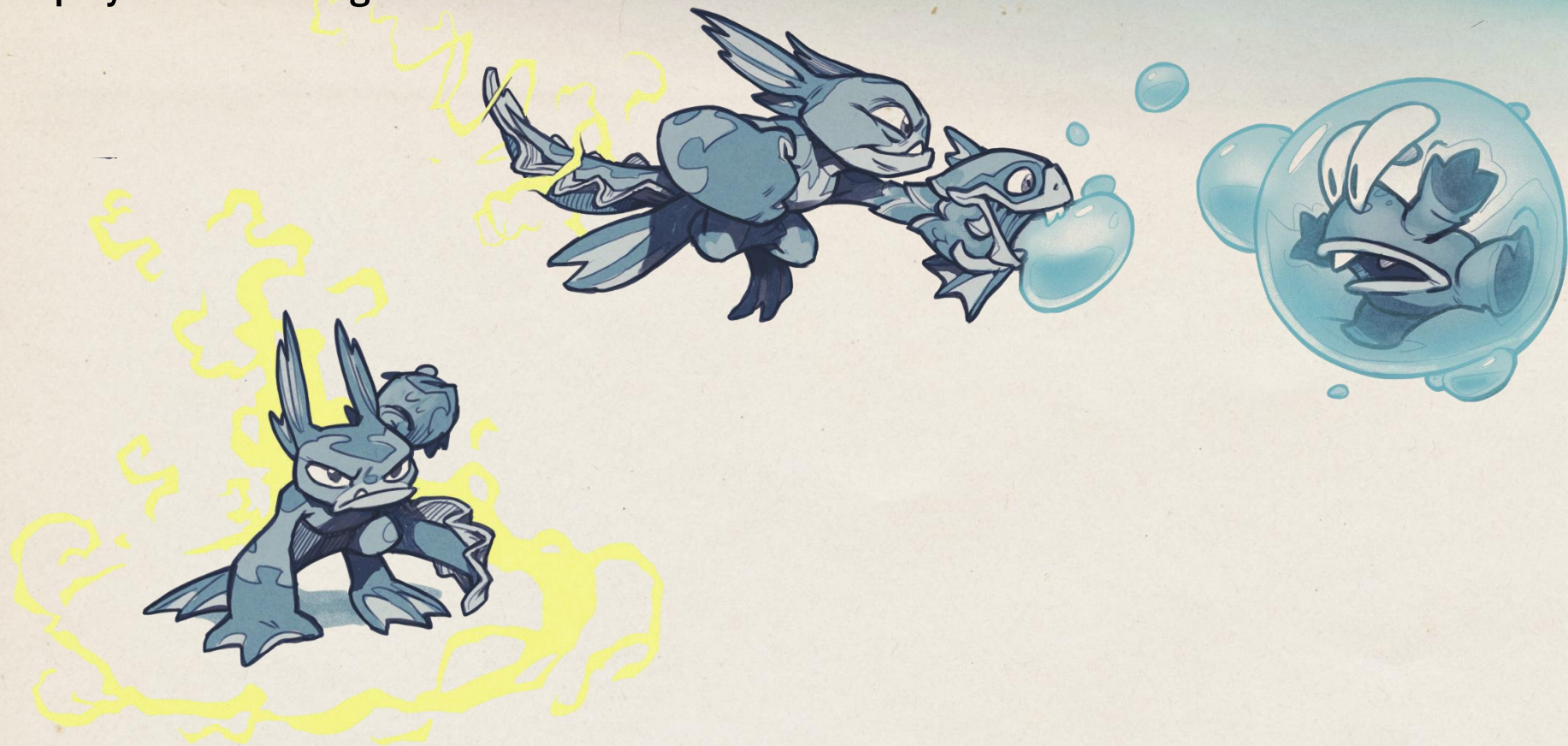
Refinement

Color

Gameplay Brainstorming

Pitch

Gameplay Brainstorming



SHAPESHIFTERS
EXPLORATION SKETCHES



Concept to Pitch

Idea Creation / Thumbnails

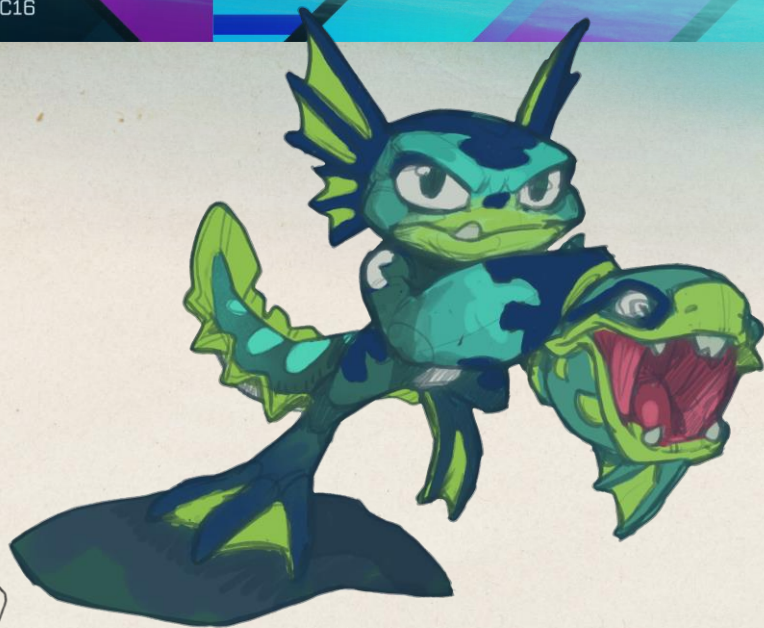
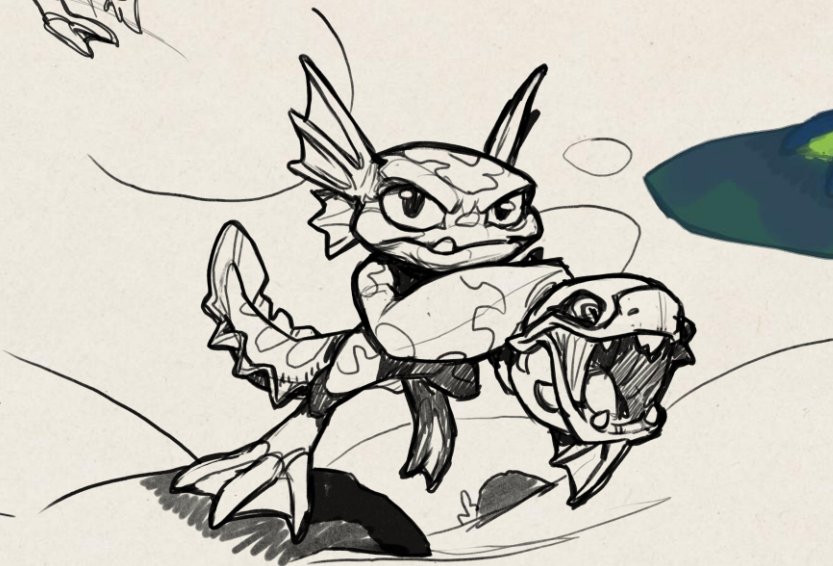
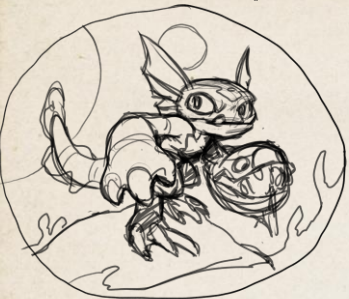
Refinement

Color

Gameplay Brainstorming

Pitch

Thumbnails / Refinement / Color



Finished Color



Concept to Pitch

Idea Creation / Thumbnails

Refinement

Color

Gameplay Brainstorming

Pitch

Pitch



3D Toy

Zbrush T-Pose

3D Proxy Model

Roughing out character

(Powers, Animations, VFX Audio)

Kid Testing

Final In Game Modelling

Final In Game Texturing

Finalize character

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Toy Modelling

Pose Experiments

Toy Color

Kid Testing

Toy Approvals

Hand off files

Approvals of changes

(due to budget/manufacturing needs)

Final Krayken Model



Toys for Review



Current Toy Pipeline Overview

Zbrush T-Pose

3d print

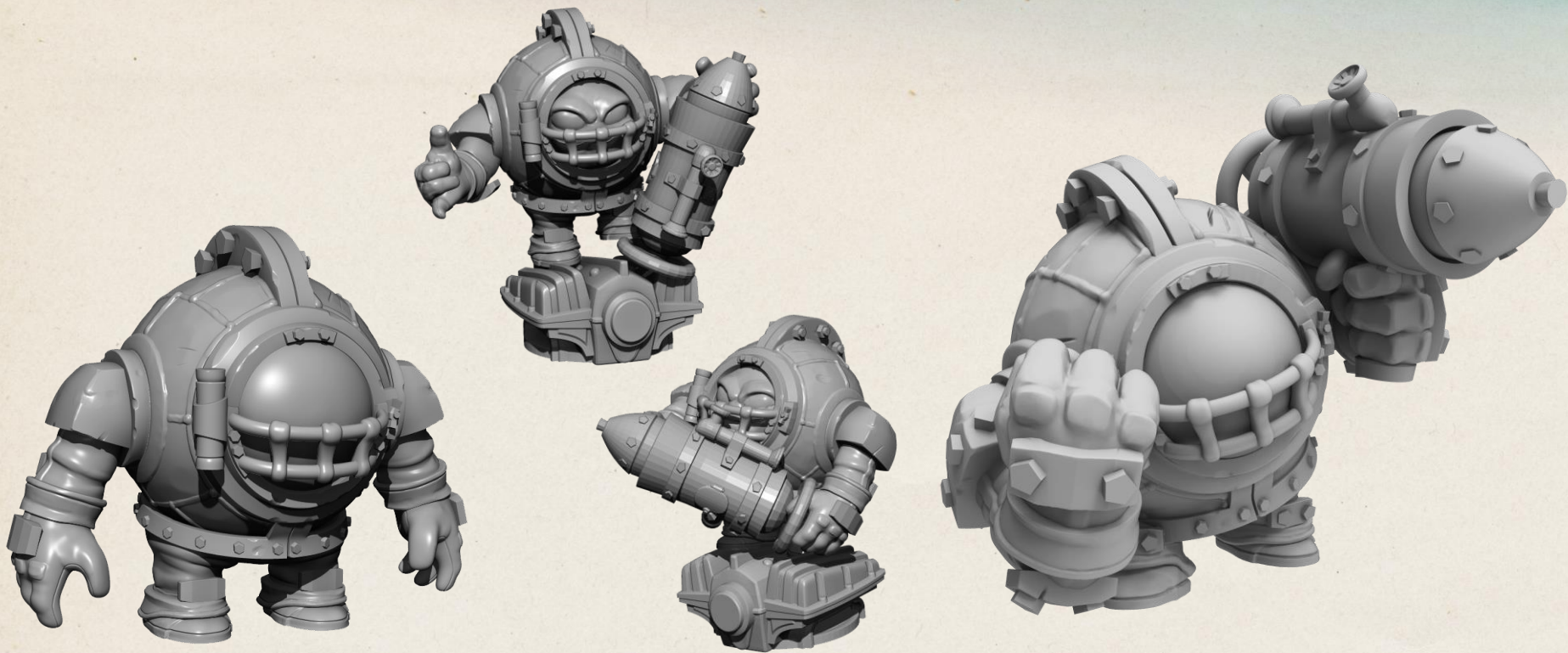
Toy Posing

3d print

Final Details

3d print

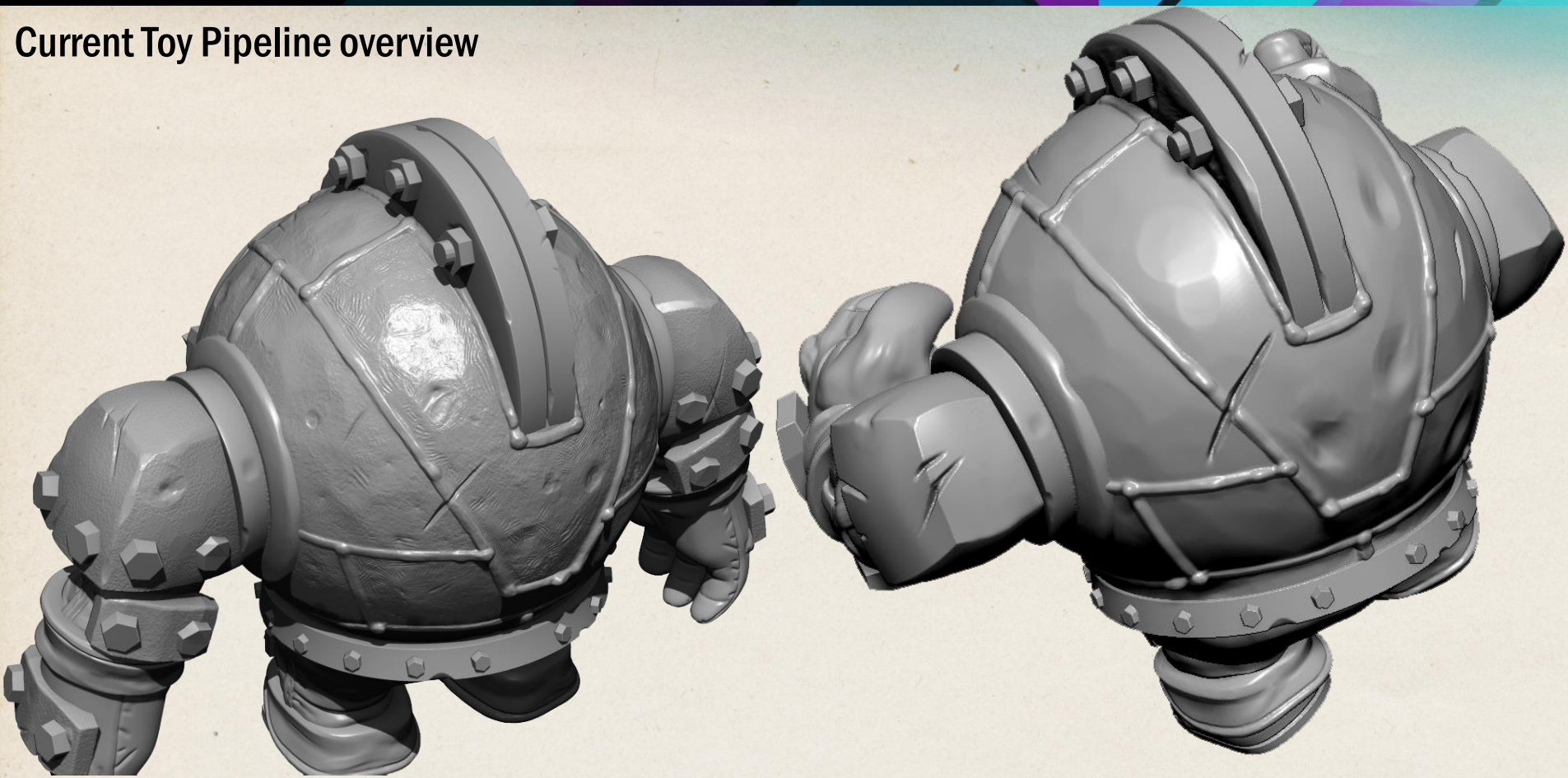
Current Toy Pipeline overview



Current Toy Pipeline overview



Current Toy Pipeline overview



Toys for Review



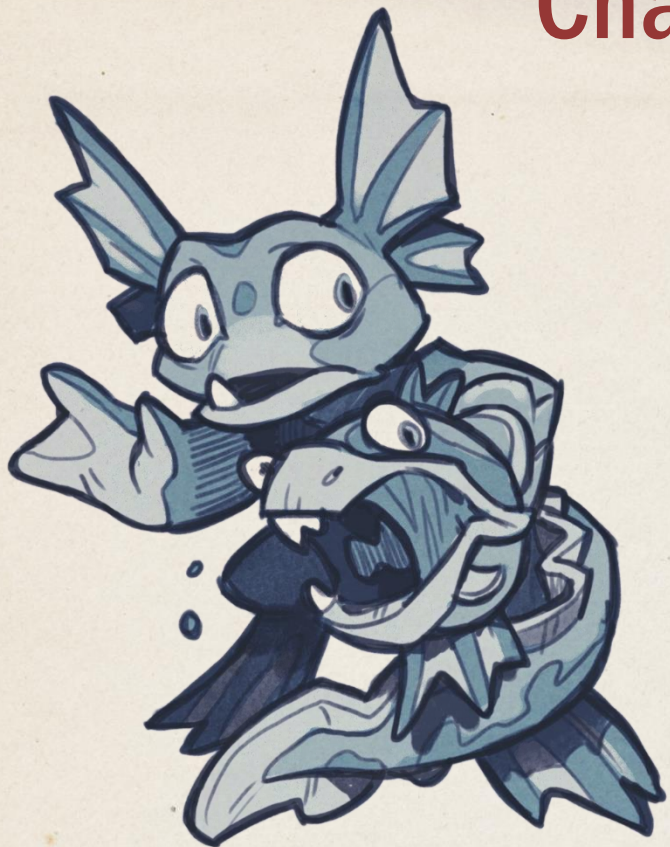
Pre-Alpha Kid Testing



Gameplay & Kid Testing



Character Review



Live Demo

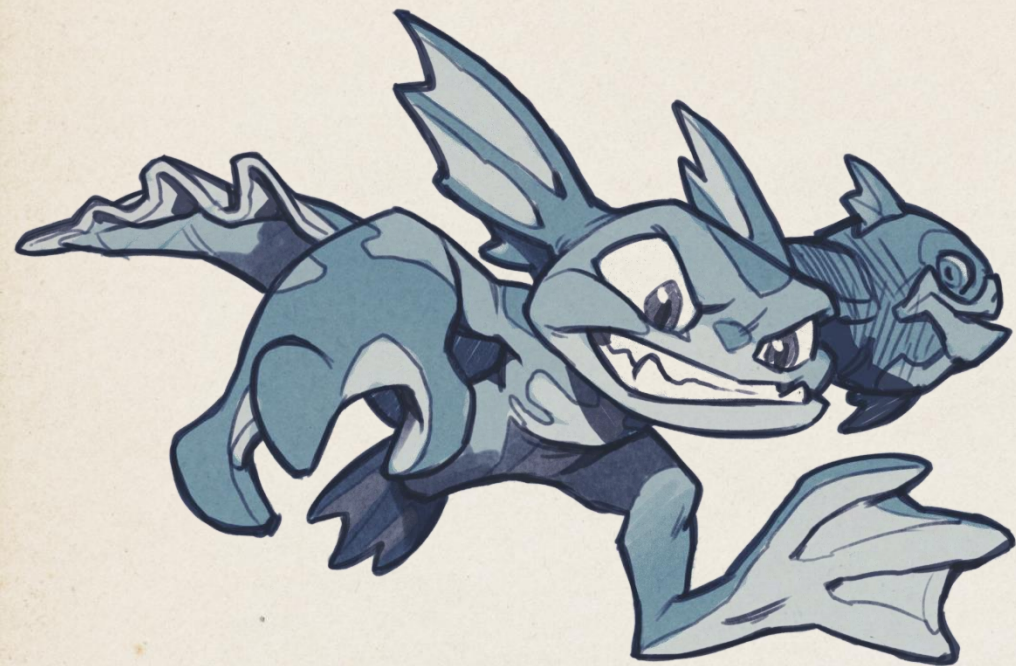
Time to mix it up!



SKYLANDERS • 2015

CHARACTER STUDIES





Concept to Pitch

Idea Creation / Thumbnails

Refinement

Color

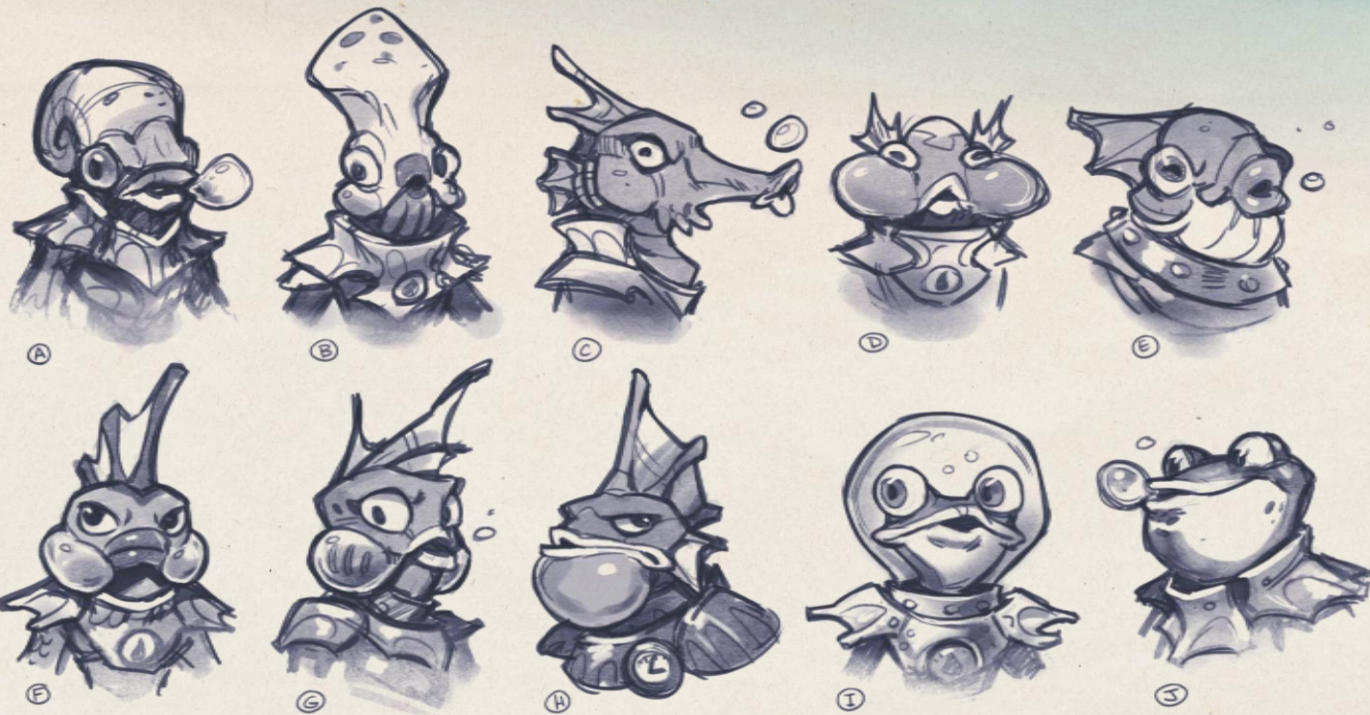
Gameplay Brainstorming

Pitch

Idea Creation / Thumbnails



Idea Creation / Thumbnails



Thumbnails / Refinement / Color



Character Review 2



Bubble Trouble

Elemental Affinity: *Water*

Archetype: *Wacky/Comical*

Personality: Bubble Trouble is a cunning trickster and mischief maker who gets a thrill from taunting his enemies.

Catchphrase: Rough waters ahead! All charged up! Like shooting fish in a barrel!

Actor Suggestions: Jonah Hill, Ryan Reynolds, Michael Rosenbaum

Pillars of a Skylander (recap)



Pillars of a Skylander (recap)

Singular Message

Variety

Gender Balance

Battle Ready

Gameplay Type



Pillars of a Skylander (recap)



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Pillars of a Skylander (recap)



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Pillars of a Skylander (recap)



Singular Message

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Pillars of a Skylander (recap)



Singular Message

Variety

Gender Balance

Battle Ready

Gameplay Type



Version 3



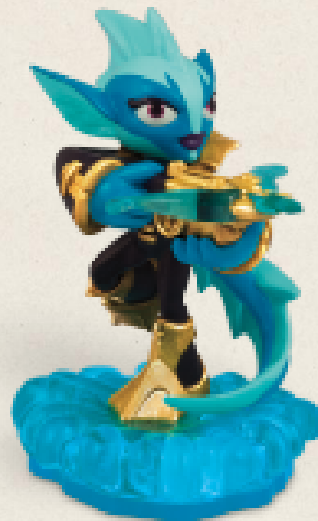
Idea Creation / Thumbnails



Refinement / Color



Refinement



Color & Gameplay Brainstorming



Character Review 3



Riptide

Elemental Affinity: *Water*

Archetype: *Bruiser*

Personality: Riptide is a Beefy wielder of fish.

Catchphrase: Rough waters ahead! All charged up! Like shooting fish in a barrel!

3D Game

Zbrush T-Pose

3D Proxy Model

Roughing out character

(Powers, Animations, VFX Audio)

Kid Testing

Final In Game Modelling

Final In Game Texturing

Finalize character

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Toy Modelling

Pose Experiments

Toy Color

Kid Testing

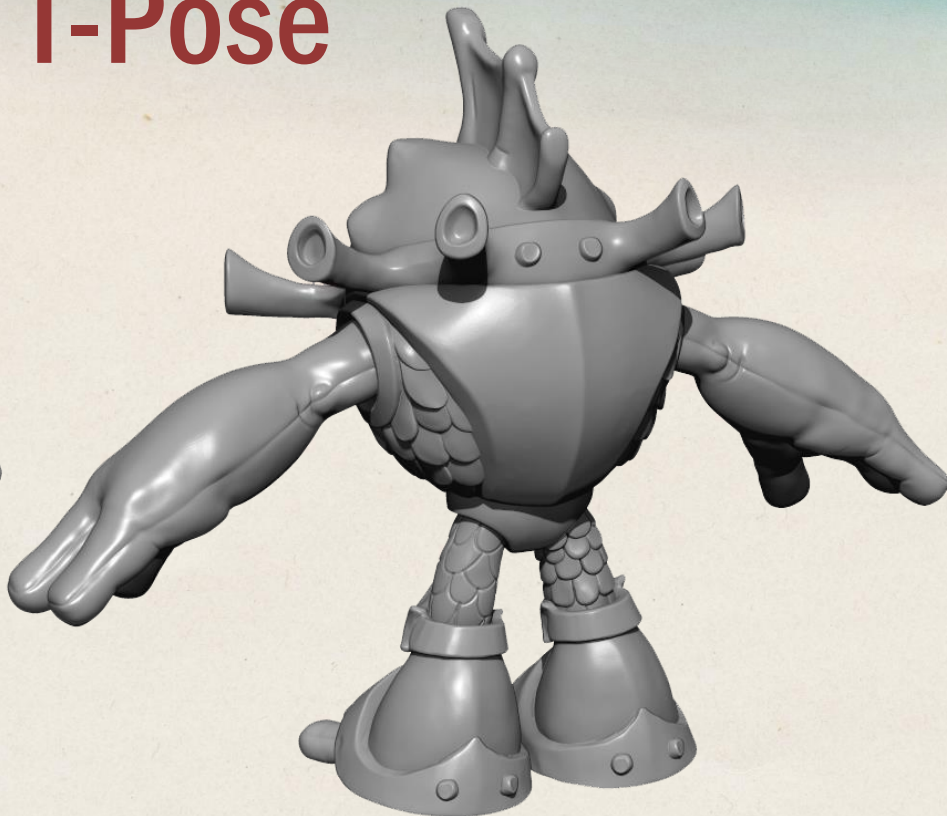
Toy Approvals

Hand off files

Approvals of changes

(due to budget/manufacturing needs)

ZBrush T-Pose



3D Game

Zbrush T-Pose

3D Proxy Model

Roughing out character

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Finalize character

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Toy Modelling

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Pre-Alpha Gameplay Footage



Pre-Alpha Gameplay Footage

Actors: 5



Pre-Alpha Gameplay Footage



Pre-Alpha Gameplay Footage



3D Game

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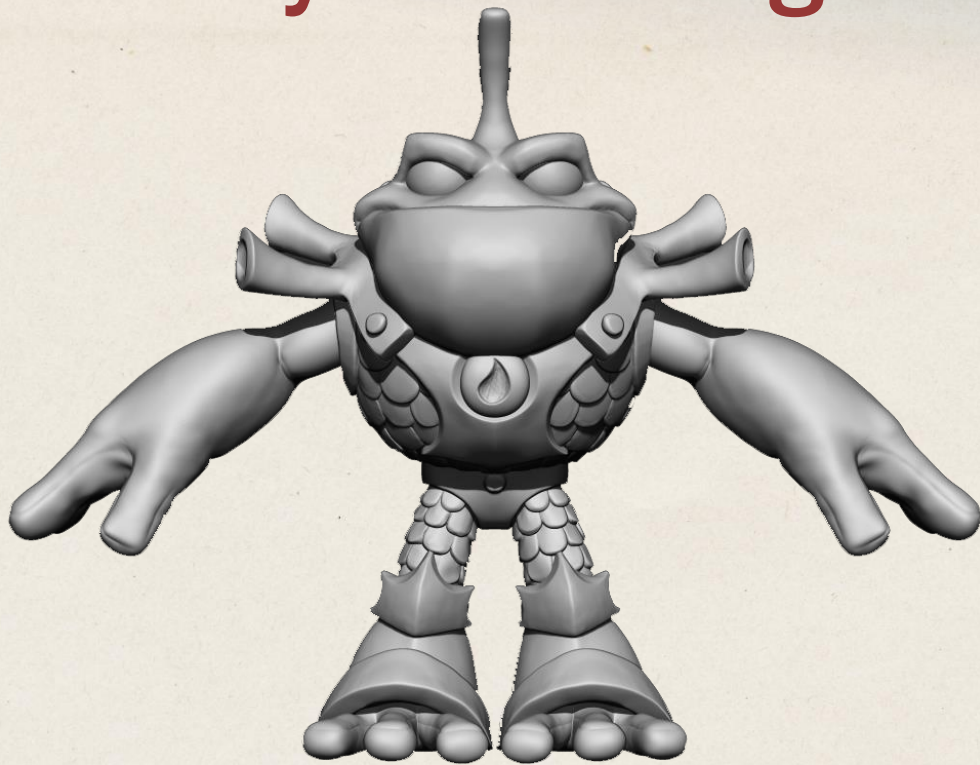
Toy Approvals

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Toy Modelling



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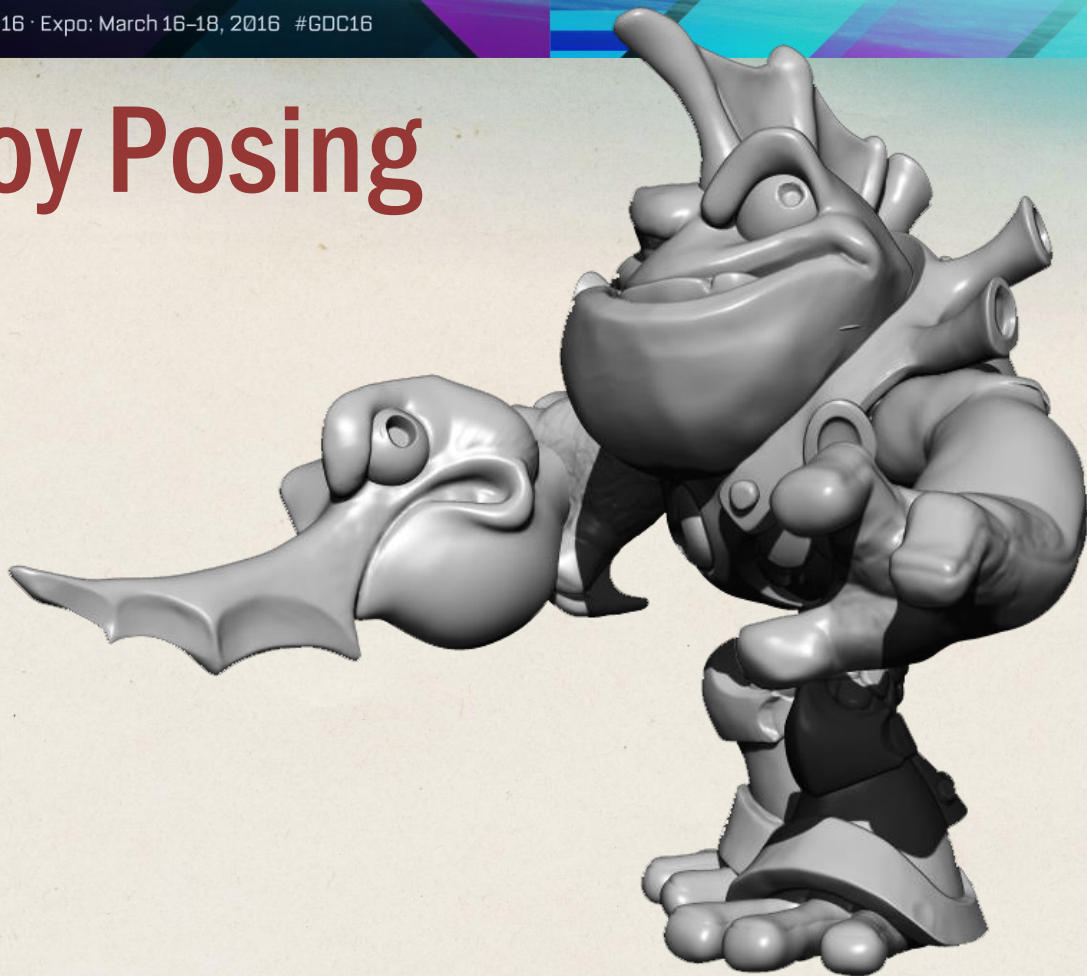
Toy Colors

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Toy Posing



3D Game

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3D Proxy Model

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Pose Experiments

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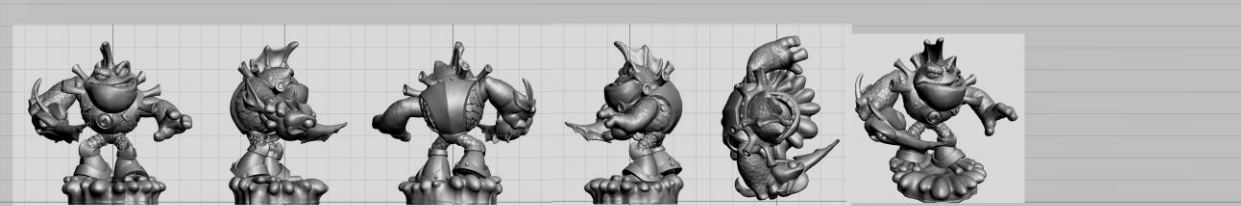
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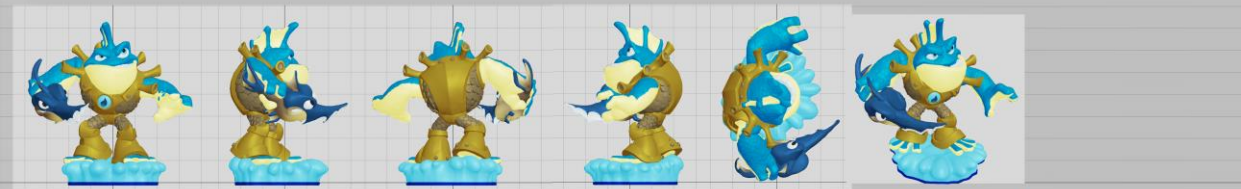
Toy Color

Shape Shifter

Version Date - Dec 17 2012

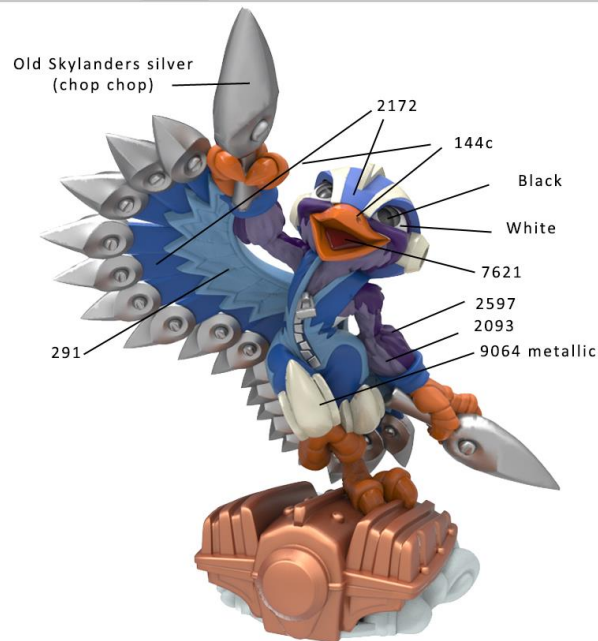
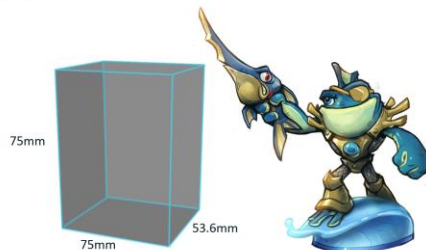


Perspective view not to scale



- Skin Top - 313 c - Gloss
- Skin Bottom - 600 c - Gloss
- Armor Light - 8644 c - Metallic
- Armor Dark - 871 c - Metallic
- Chest Symbol & Iris - 310 c - Gloss
- Eye & Teeth - 7541 c - Gloss

- Pupils - Process Black C- Gloss
- Fish Top - 653 c - Gloss
- Fish Bottom - 461 c - Gloss
- Water Base
- 2013 Shapeshifter base color - TBD



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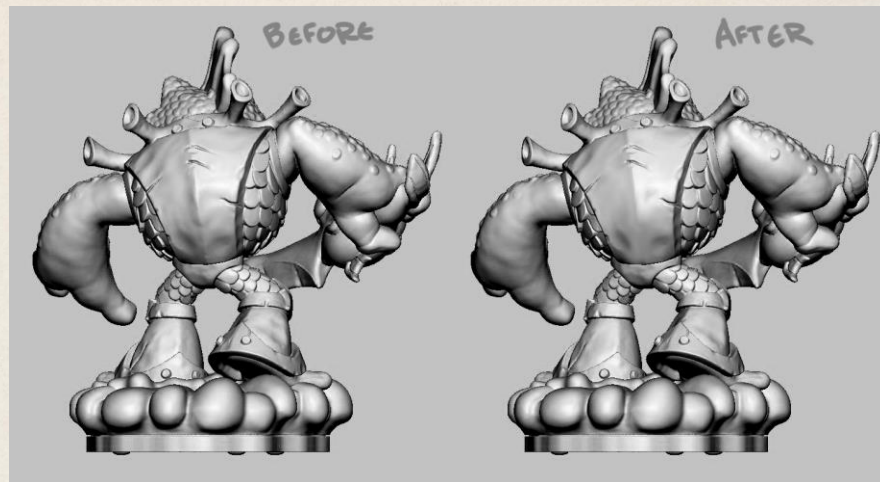
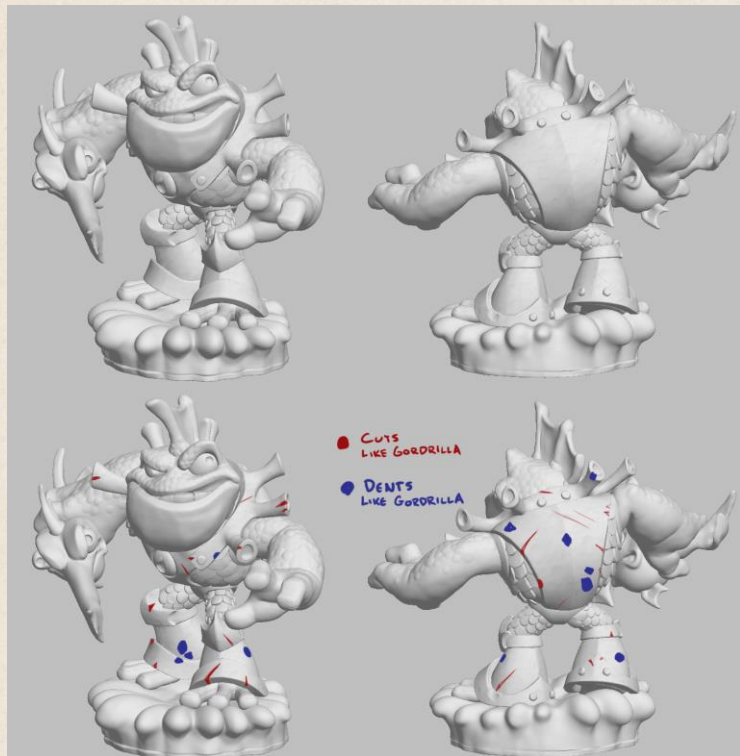
Toy Colors

Hand off files

Approvals of changes

(due to budget/manufacturing needs)

Approvals & Revisions



3D Game

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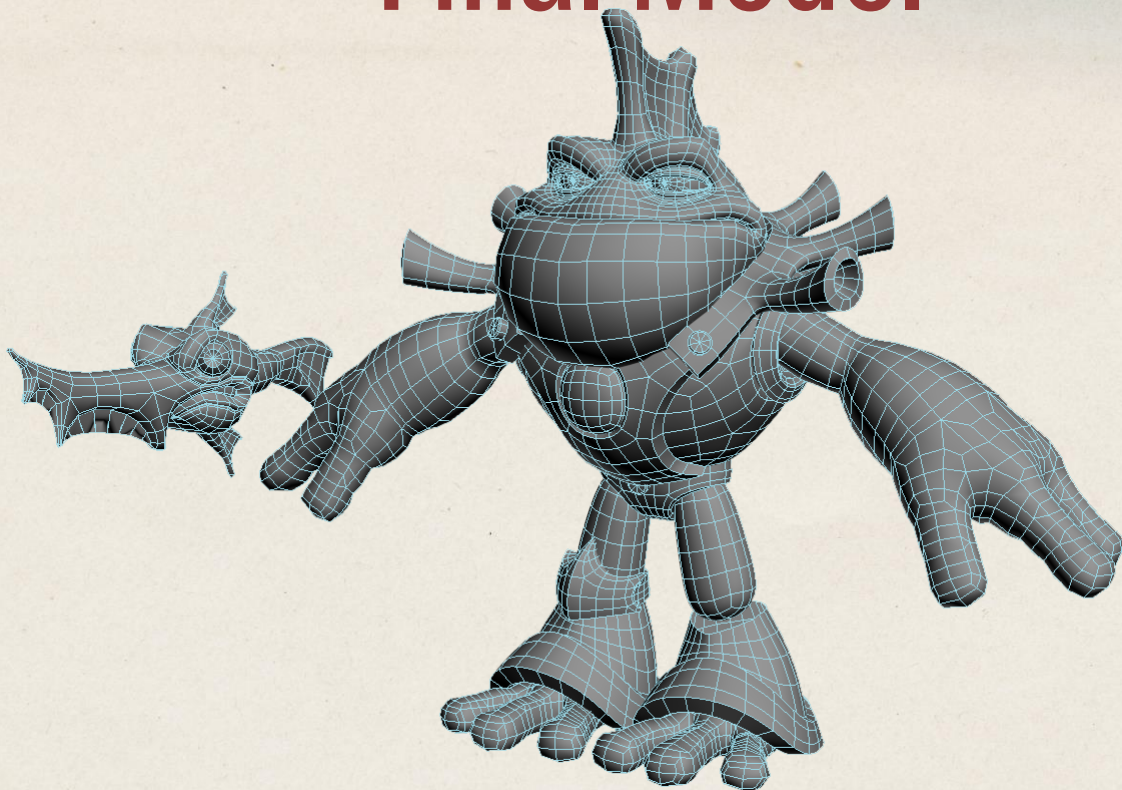
Toy Colors

Hand off files

Approvals of changes

(due to budget/manufacturing needs)

Final Model



Final Art



Production of Toys

Prototype Toys



Mass Production



Ship it!



“Short Cuts”



EVERYONE 10+

TM



Cartoon Violence

ESRB CONTENT RATING

www.esrb.org

Bonus Give Away!



Questions?

