

# The Art Of Aztez



# About Us





# Team Colorblind Is:

## Me (Ben Ruiz)

- Classically trained fine artist
- Professional game dev since 2005
- Roles: Primary Artist/Combat Designer/Sound Effects/Marketing
- Software: Unity, Maya, Photoshop, Motionbuilder

## Matthew Wegner

- Classically trained fine artist
- Professional game dev since 2003
- Roles: Programmer/Tools Programmer/Strategy Game Designer/Business
- Software: Unity, Visual Studio



# Our Collaborators:

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- **HG Templeton Of The Noisefarmers** - Musician
- **Andrew Murphy** - Character Artist
- **Jorge Garcia** - GUI Artist
- **Adam Mechtley** - Animation/Rigging Support
- **Shawn White** - Early Graphics Support
- **Yilmaz Kiymaz** - Effects Support
- **Unannounced** - Guest Musician



# About Our Game

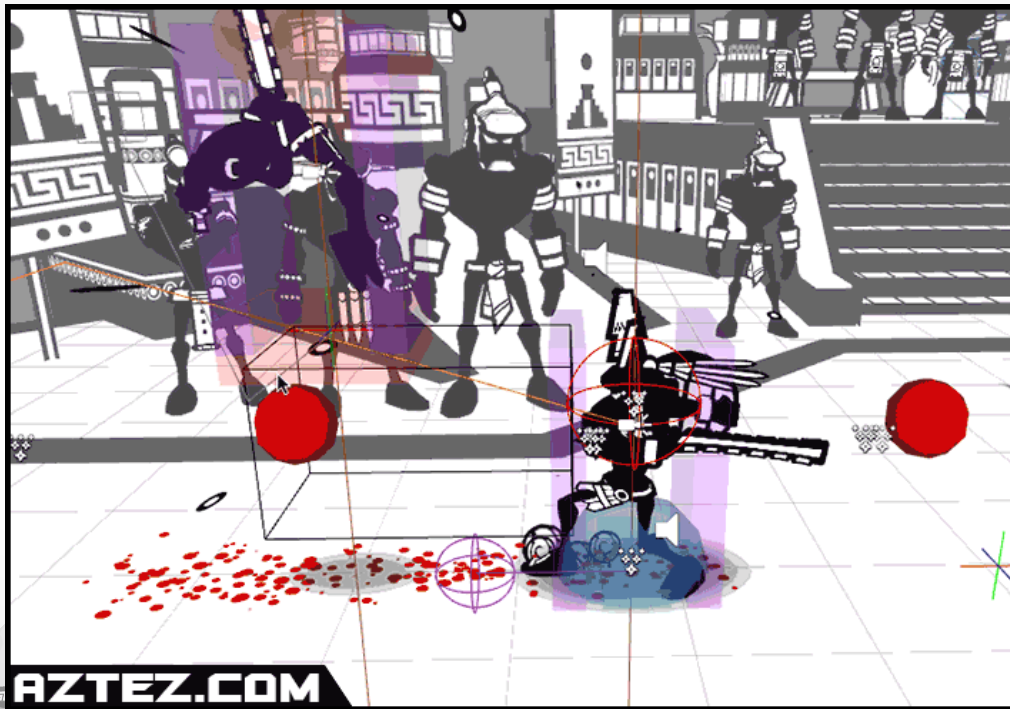
# AZTEZ



AZTEZ

TEAM COLORBLIND

# Just To Be Clear: Aztez Is Fully 3d



# Key Project Goals:

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- Highly replayable.
- Customizable characters.
- Good enemy variety.
- Lots of scenery changes.





# Core Challenges:

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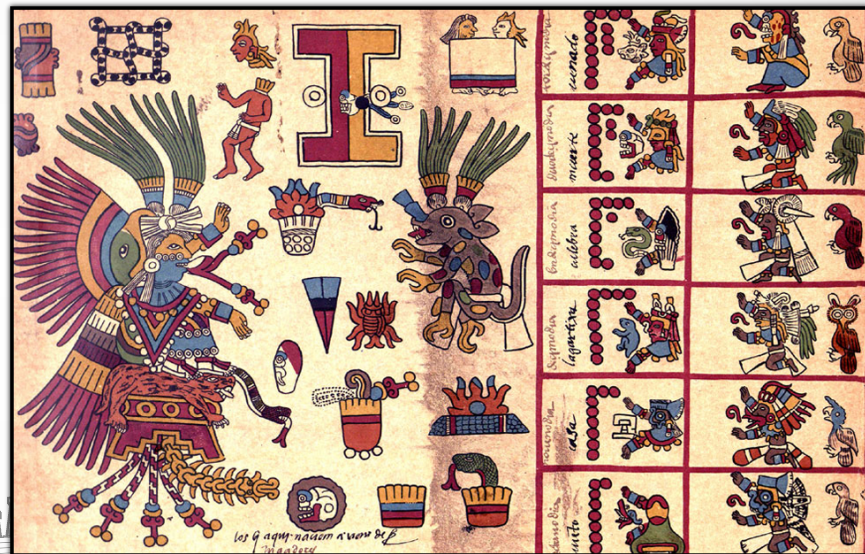
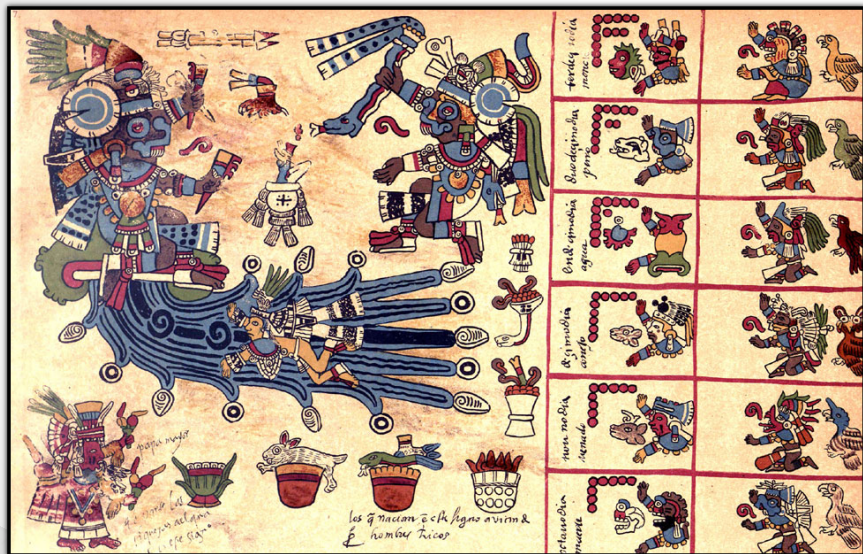
- Having a full-time team of two.
- Badly needing competitive scope.
- Not having the budget for freelance art assets.
- Filling the roles of many artists.



# Inspiration

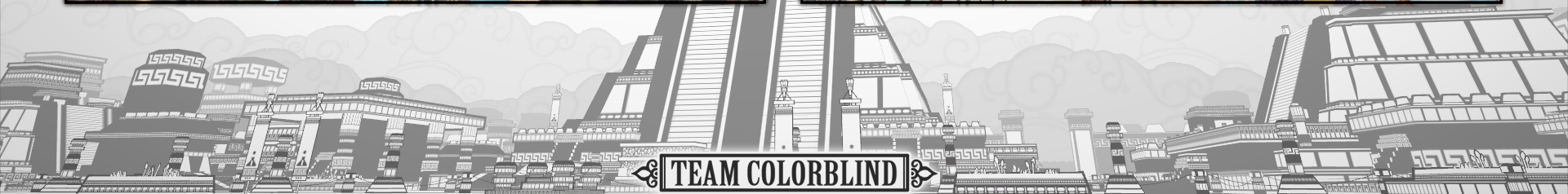


# The Aztecs:



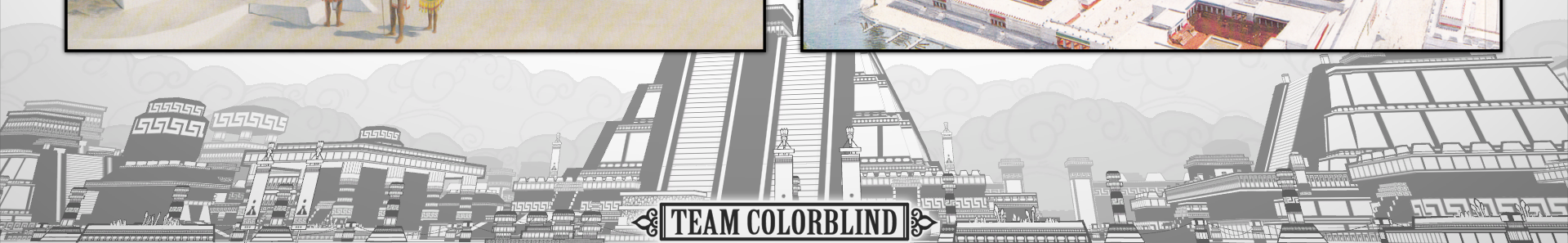


# Diego Rivera:





# Scott & Stuart Gentling:





# Hyde SB:





# Keith Henderson:



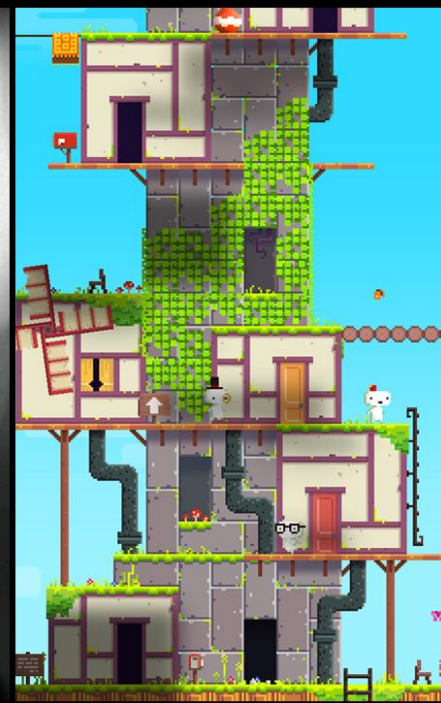
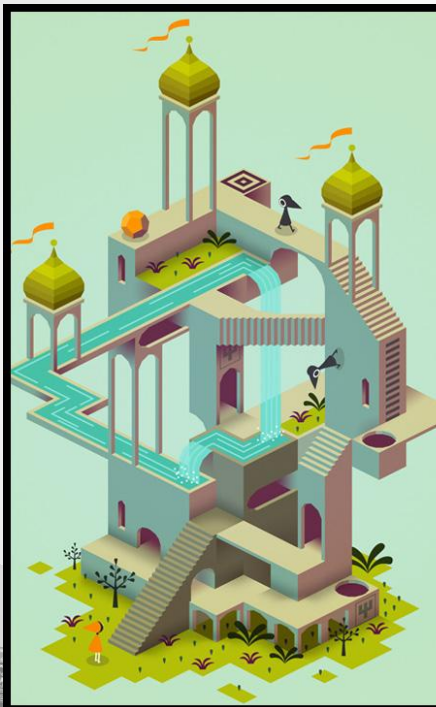
# Artistic Goals:

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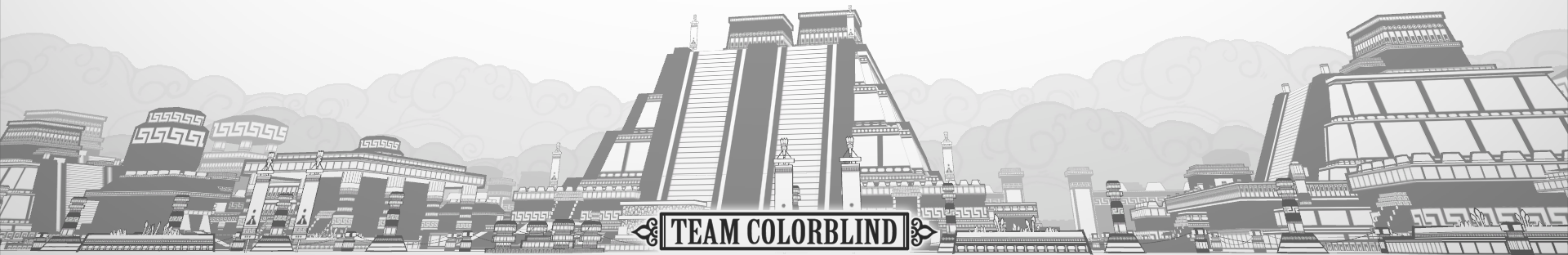
- Highly stylized
- Black and white as a personal challenge
- Successfully emulating the Aztec aesthetic
- Being promotable; easy, fun, and exciting to look at



# Standing Out Is CRITICAL

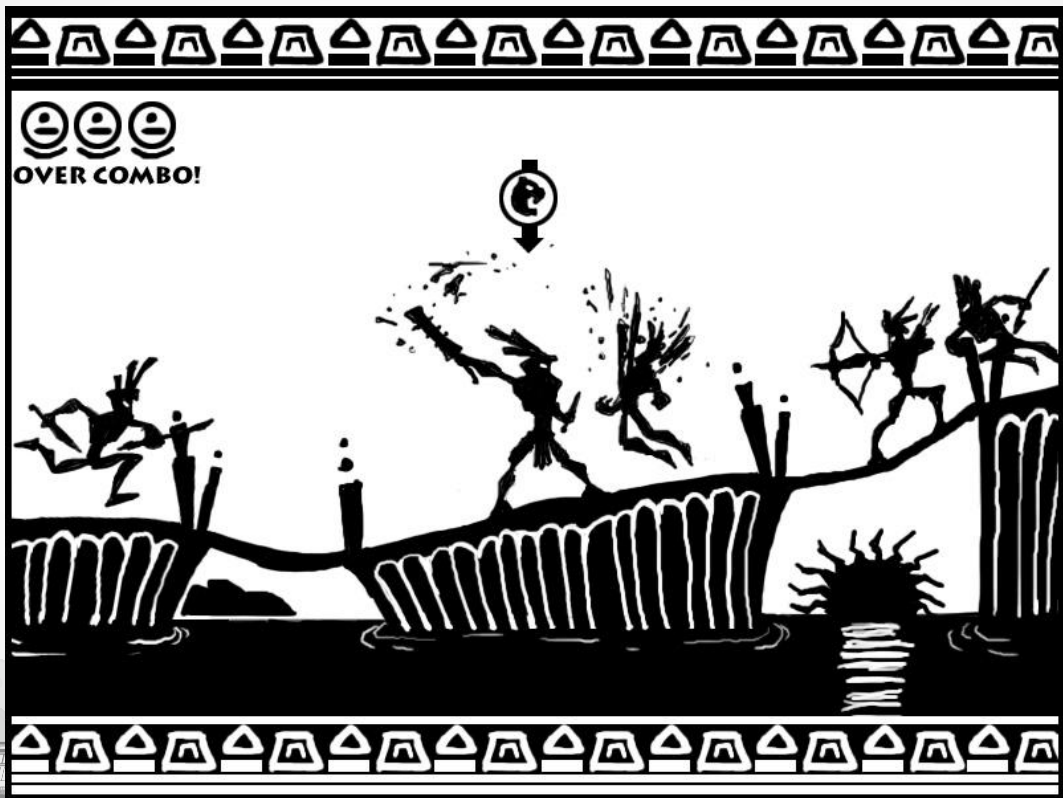


# Early Development

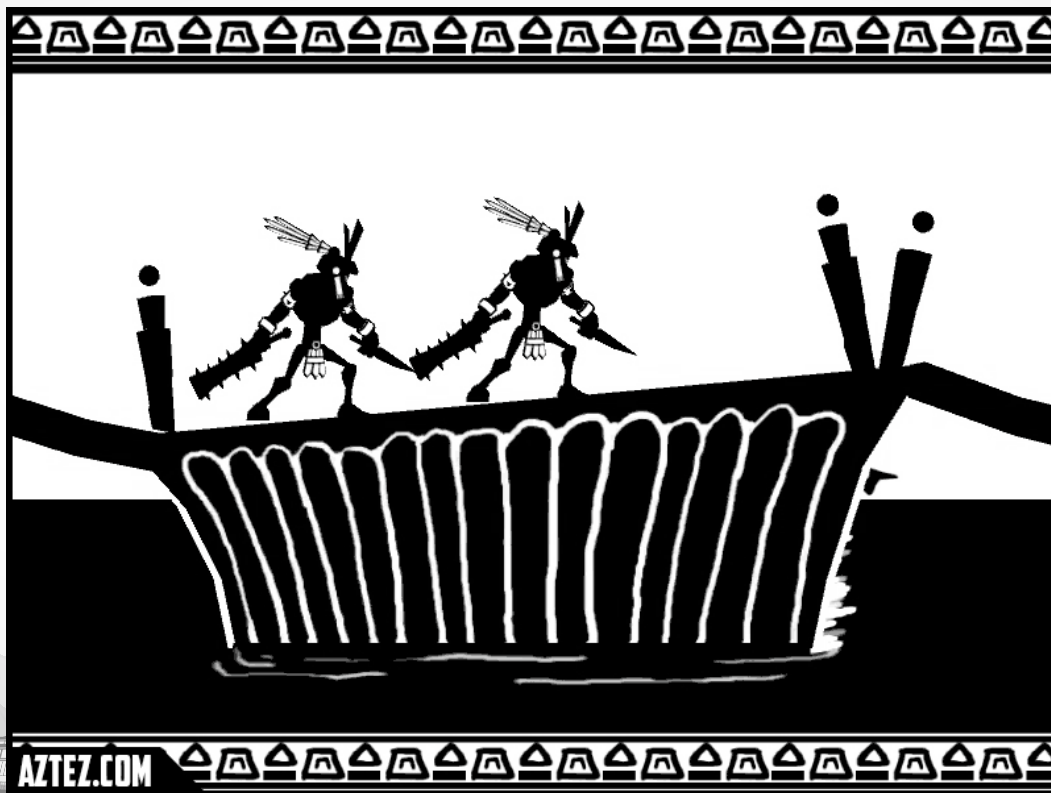




# The First Concept

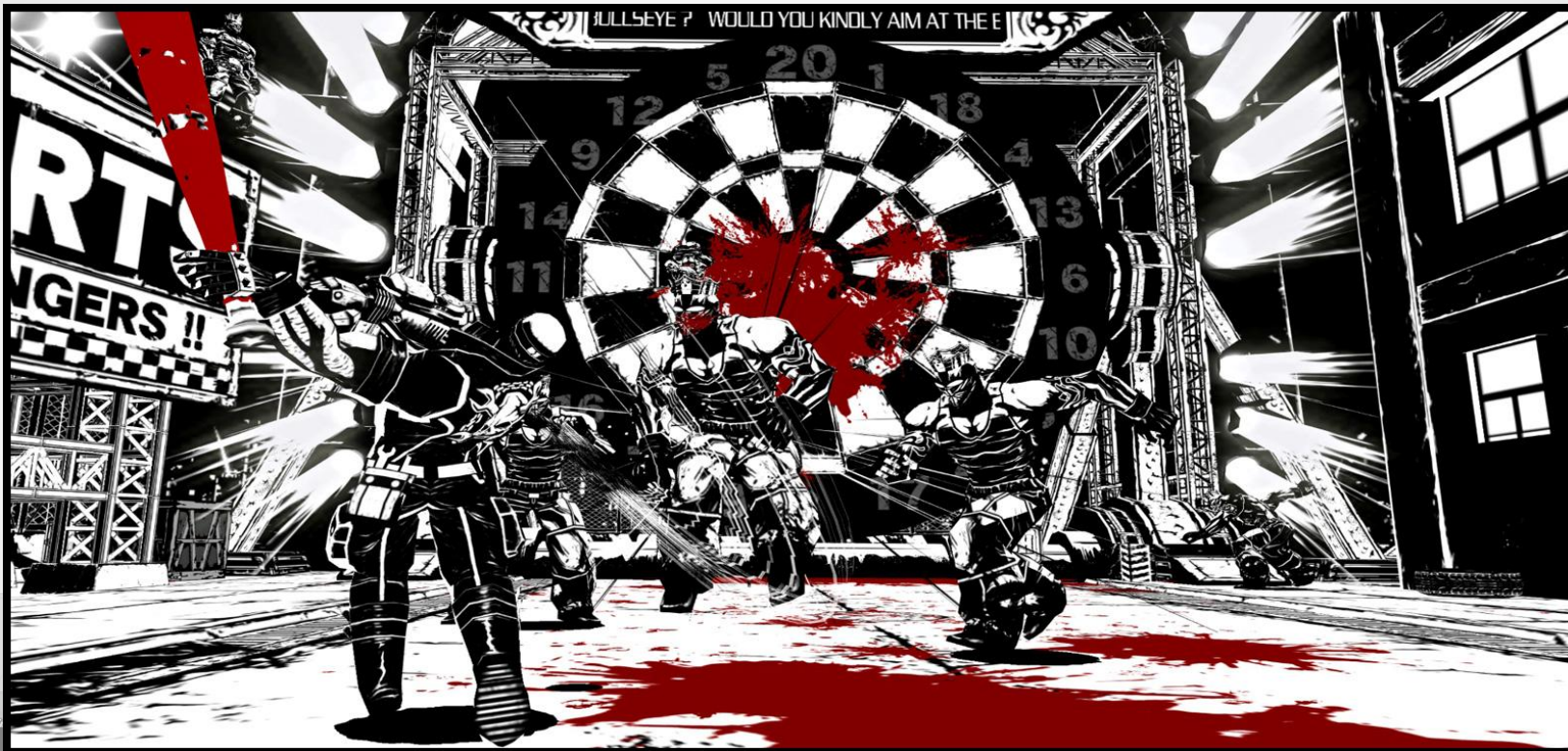


# The First Prototype

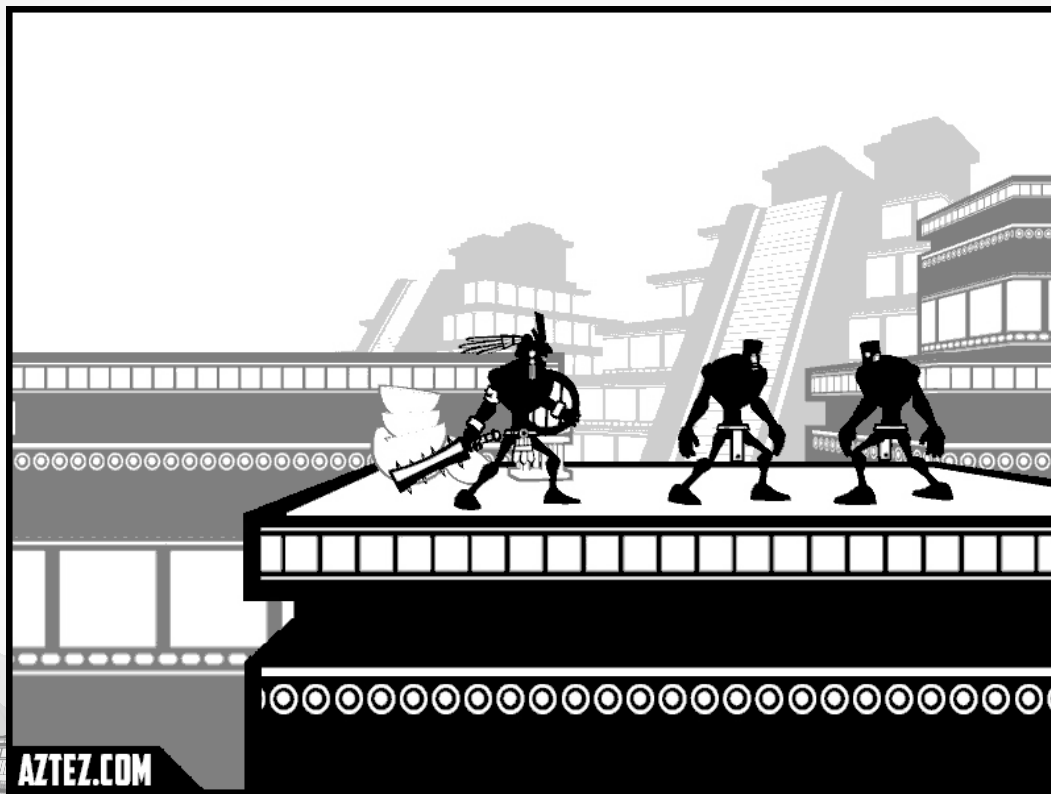


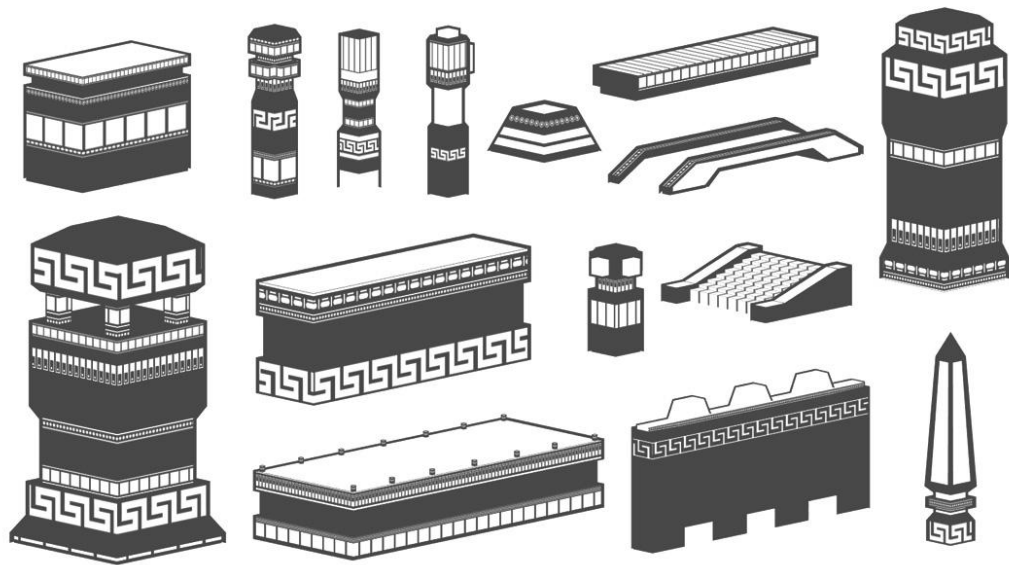


# Not Being Madworld



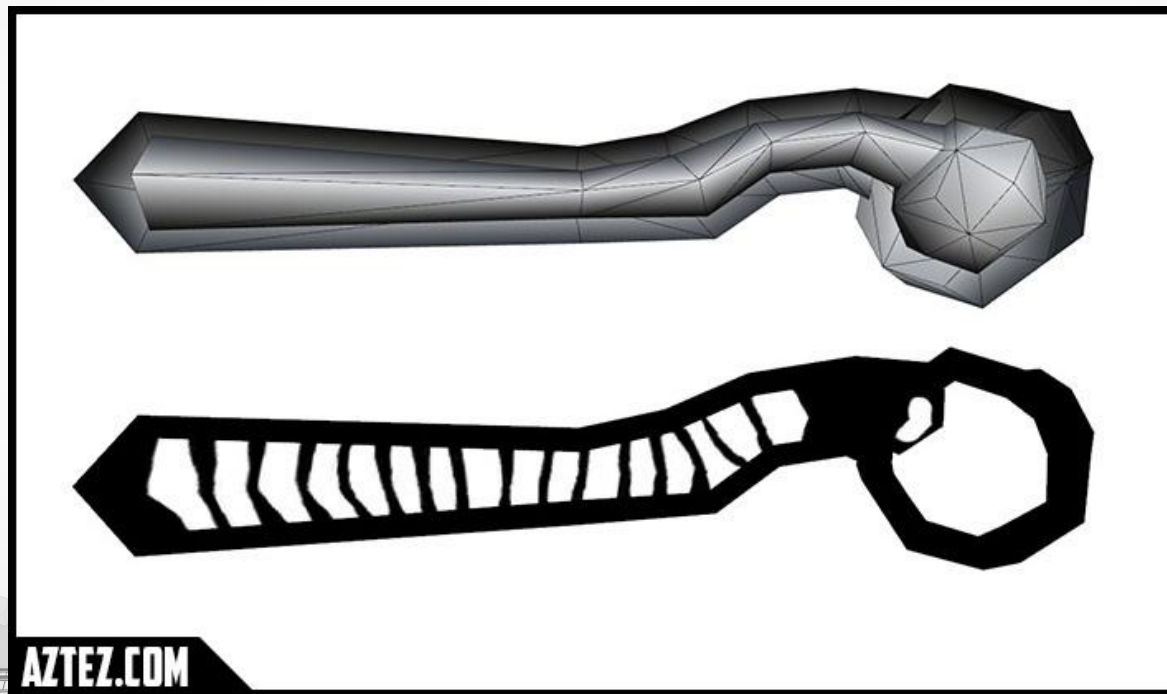
# Grayscale Proof Of Concept 1





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# Technique: Traditional Object Outlines

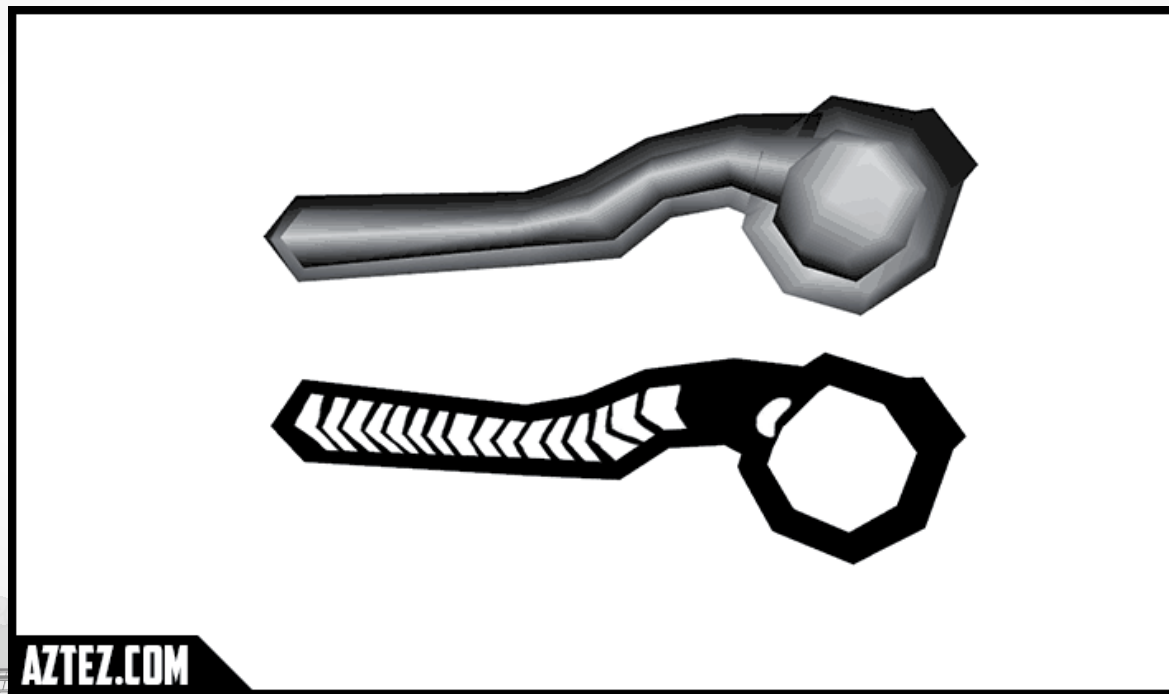


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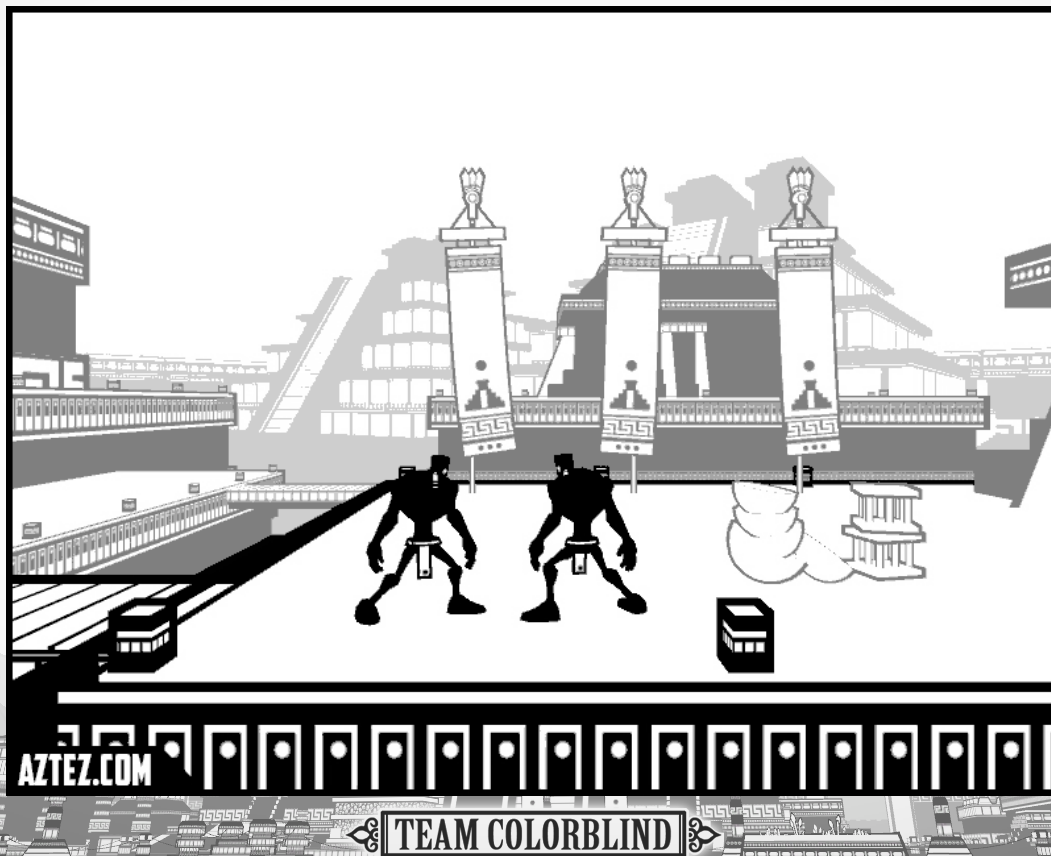
# Technique: Traditional Object Outlines



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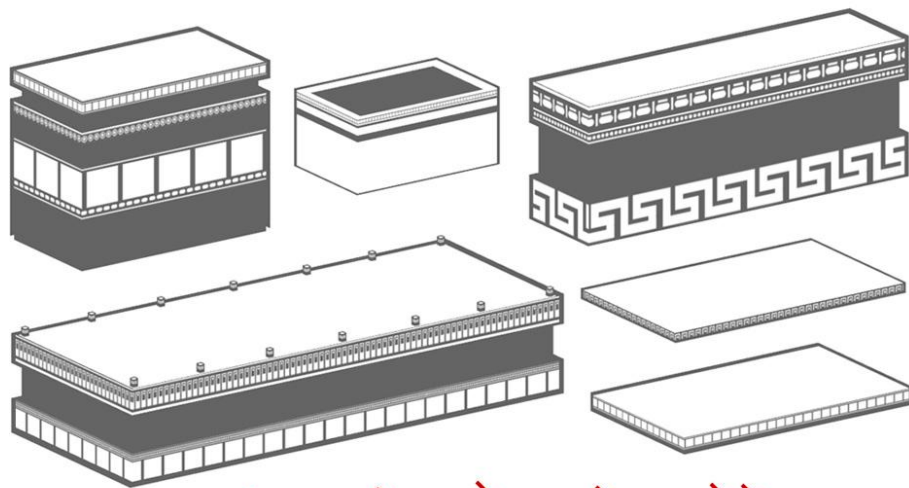
# Grayscale Proof Of Concept 2



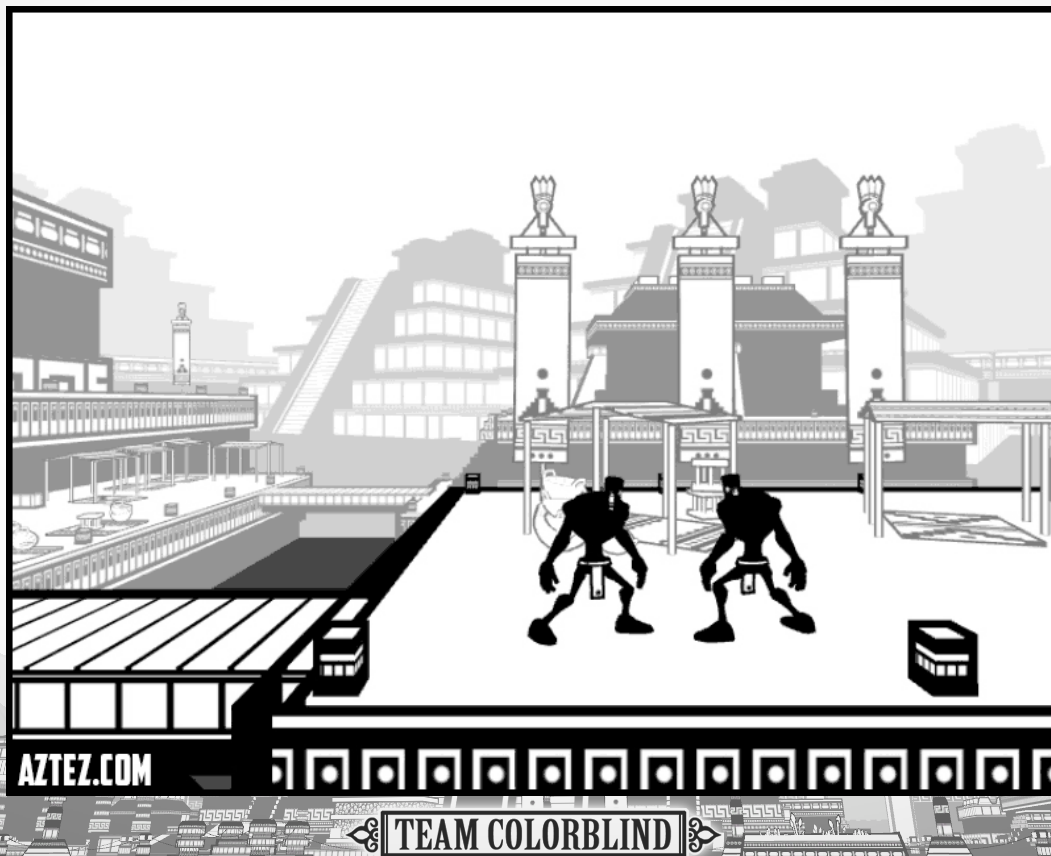


# Technique: Lego-Style Construction

UTILIZING INTENTIONALLY "VAGUE" OBJECTS TO CREATE SUPER OBJECTS



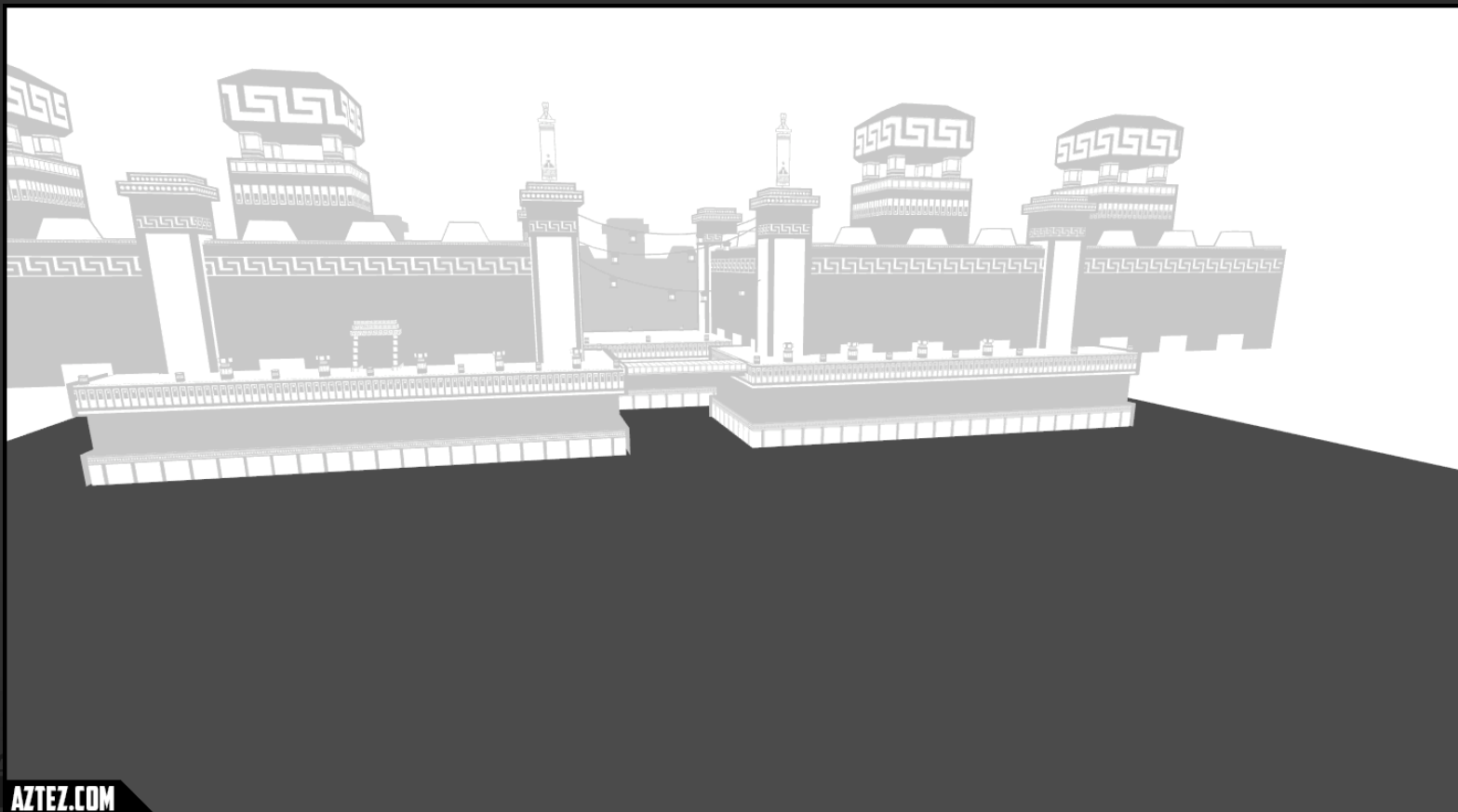
# Grayscale Proof Of Concept 3





# Finished Proof Of Concept Environment

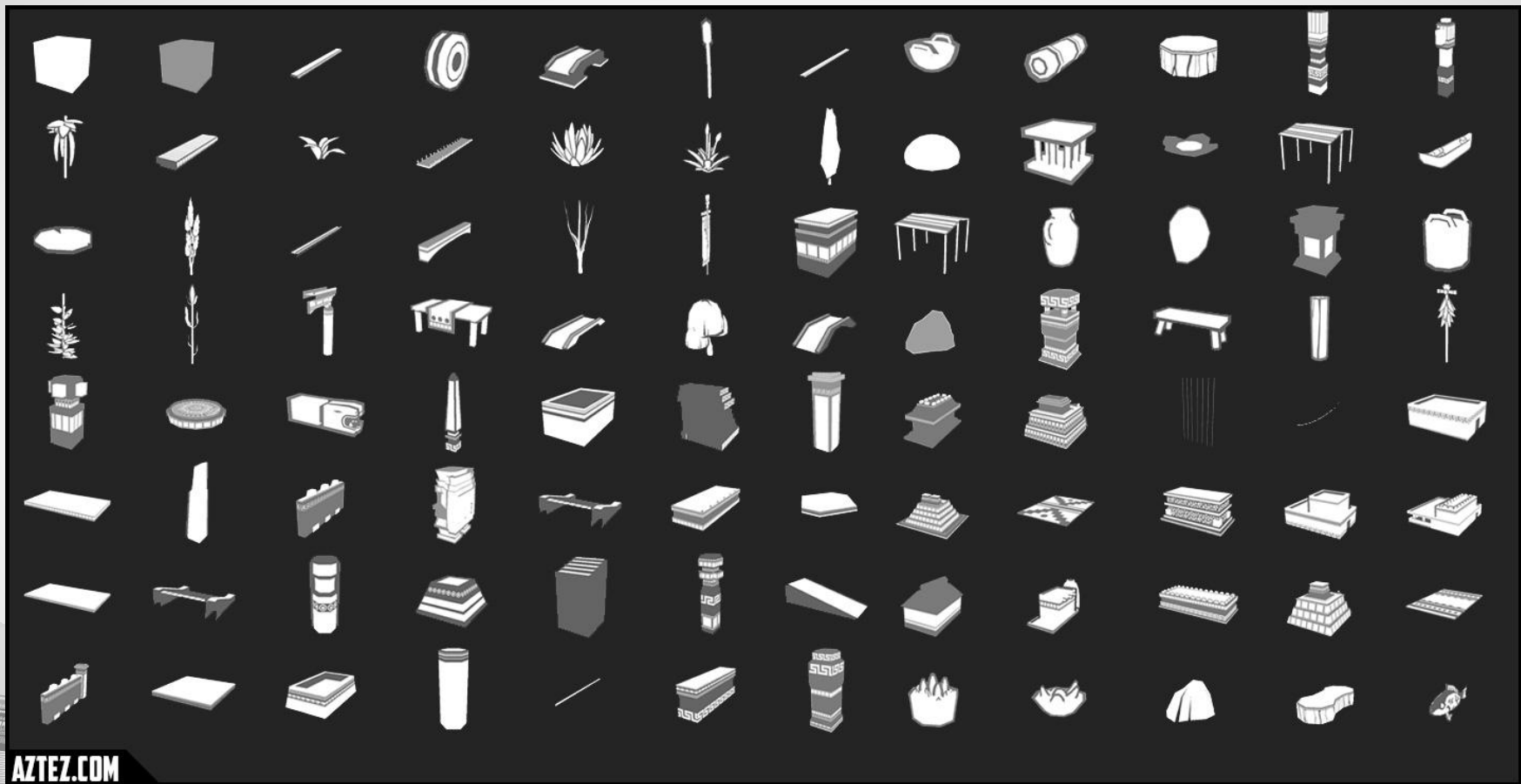




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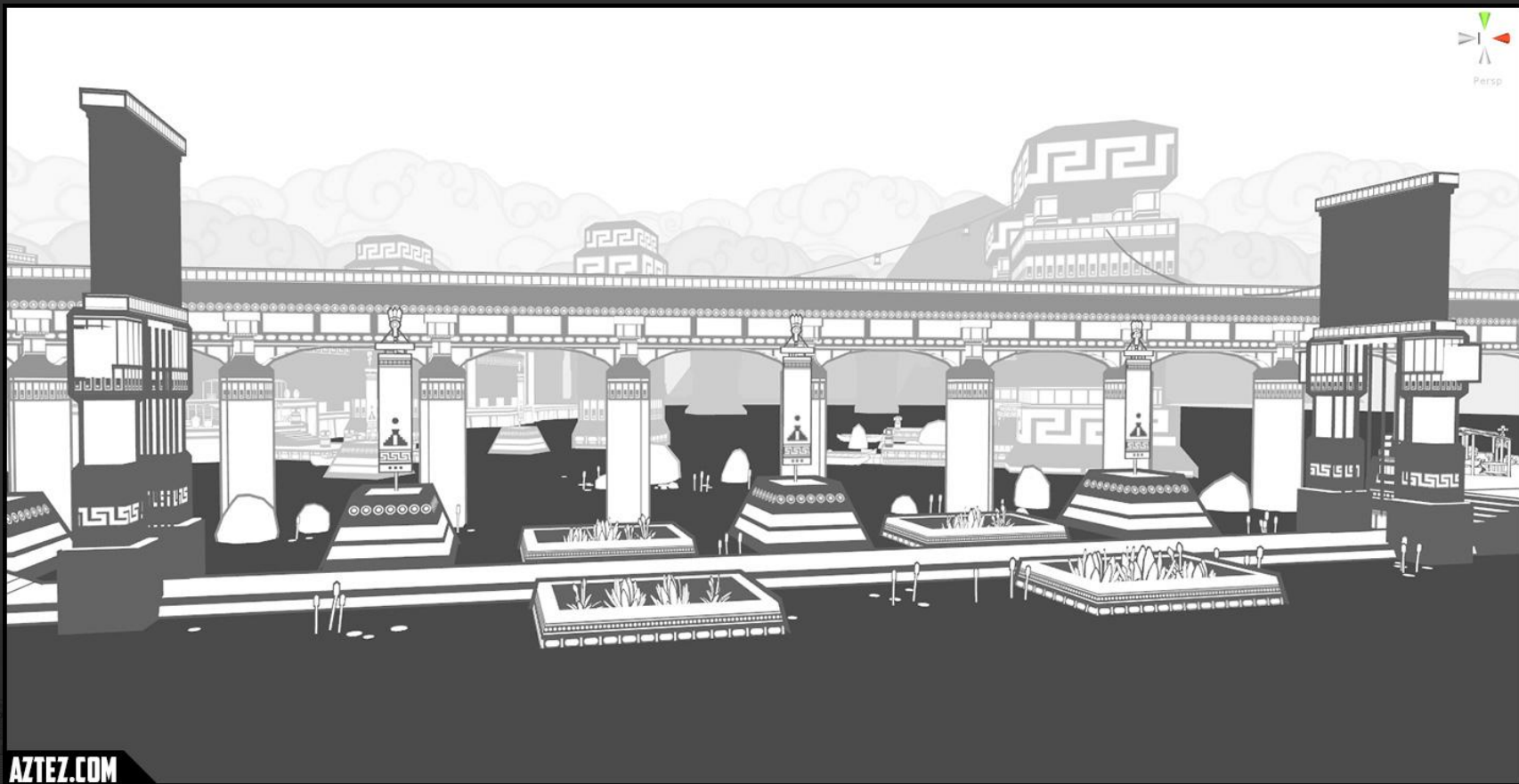
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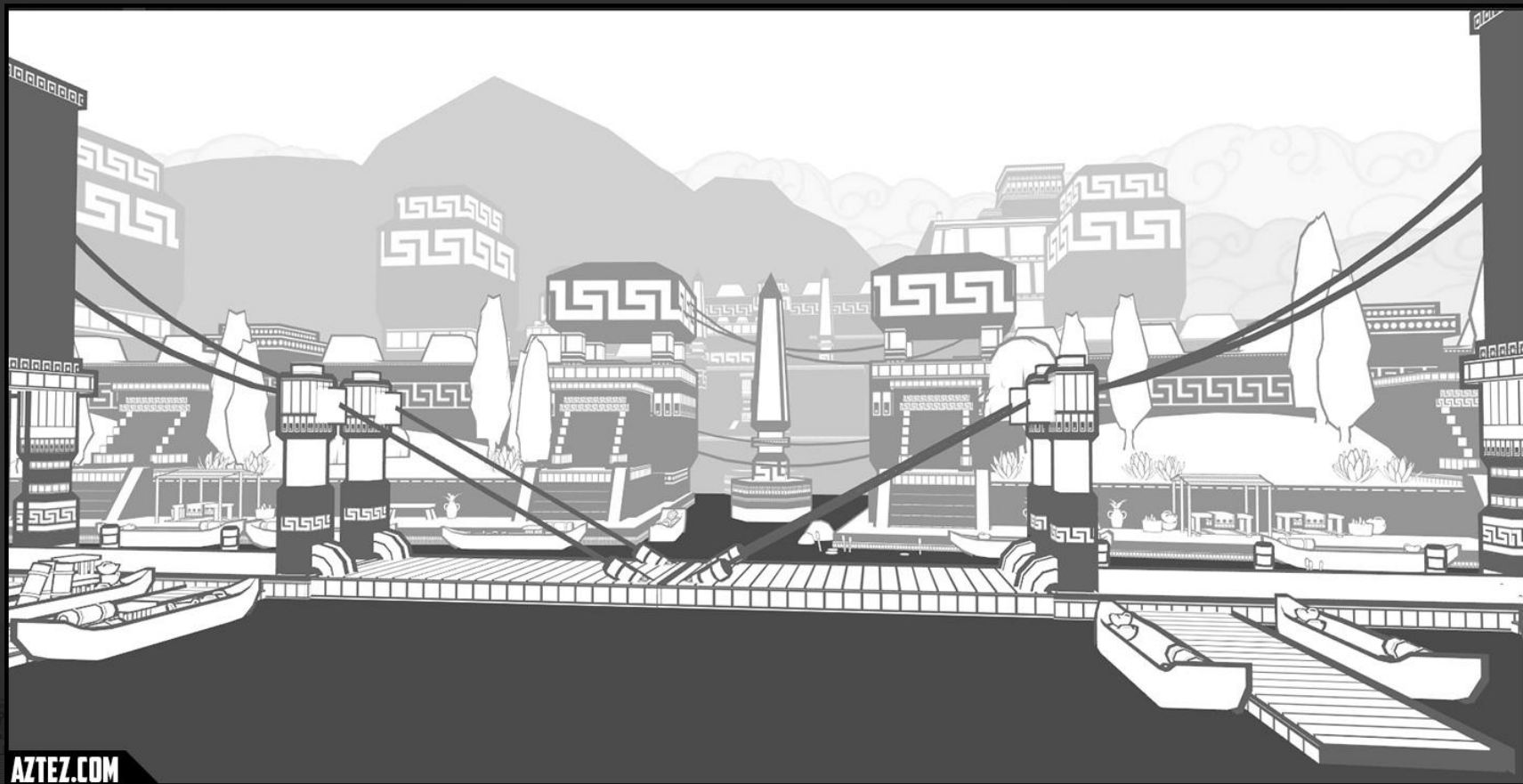
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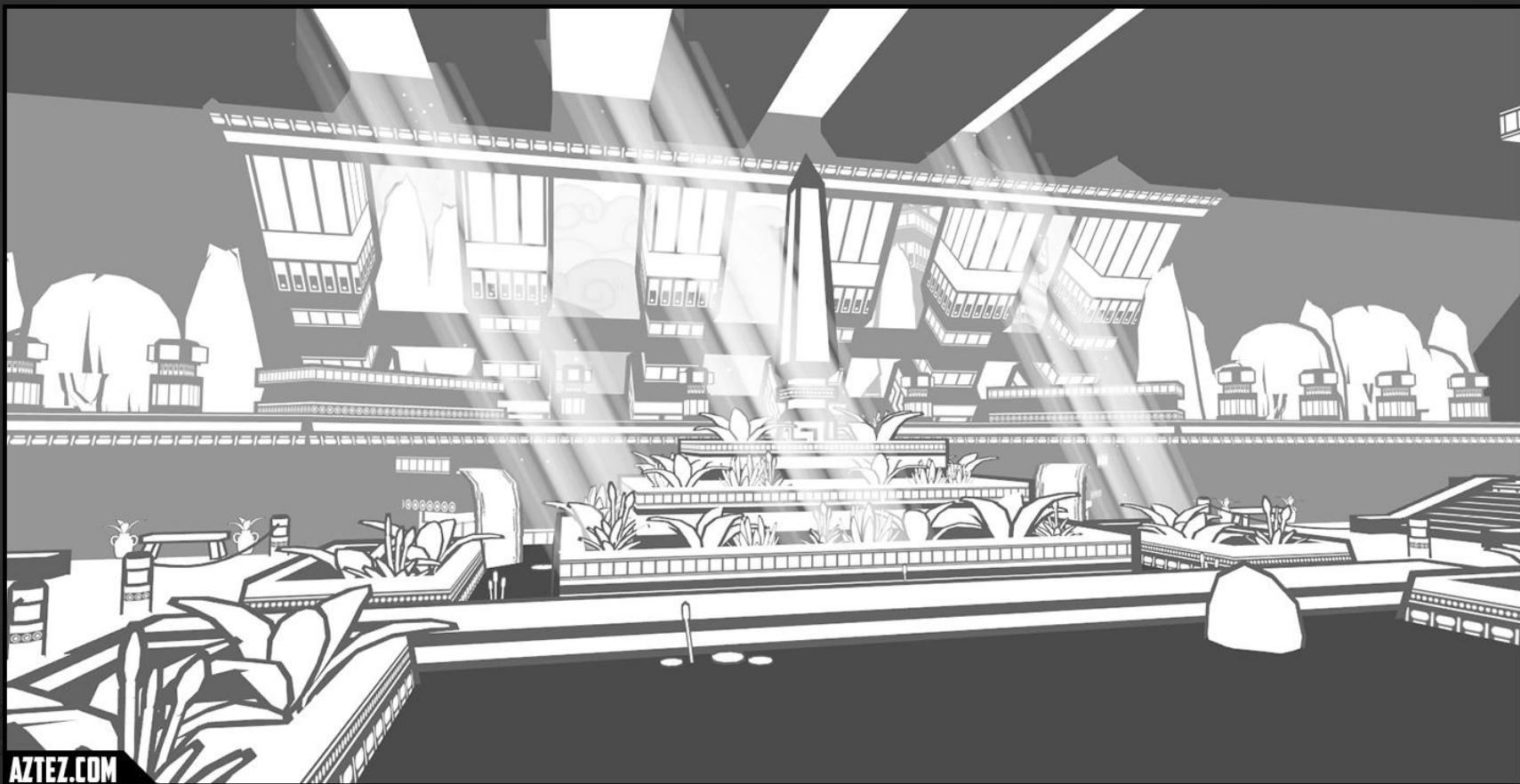
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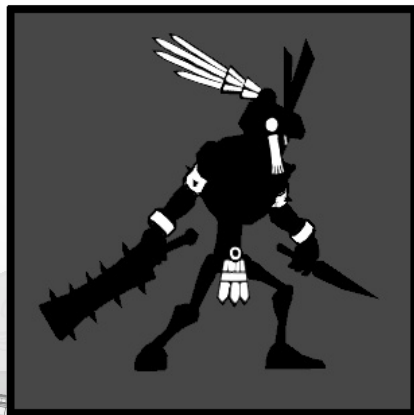
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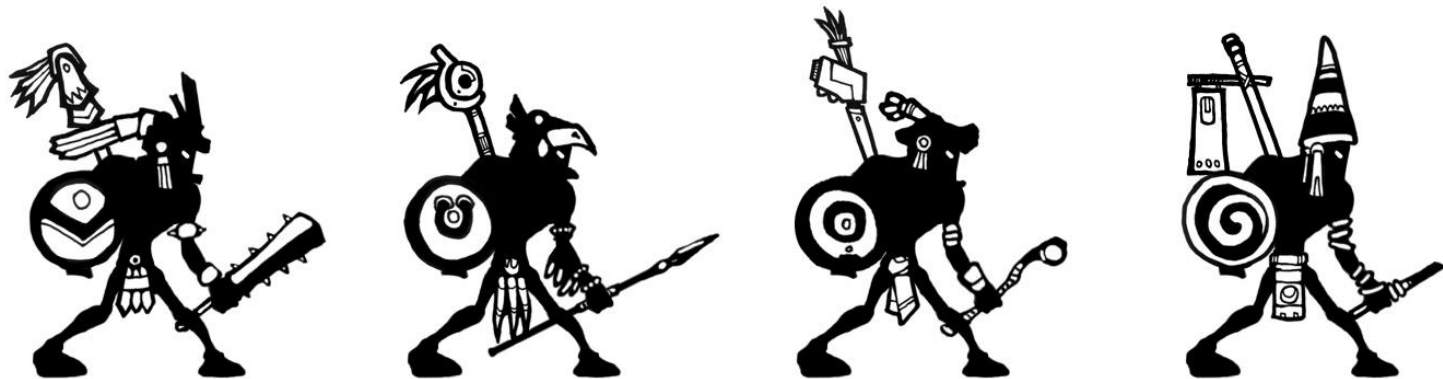
# Character Production



# Early Concepts



# Refined Concepts

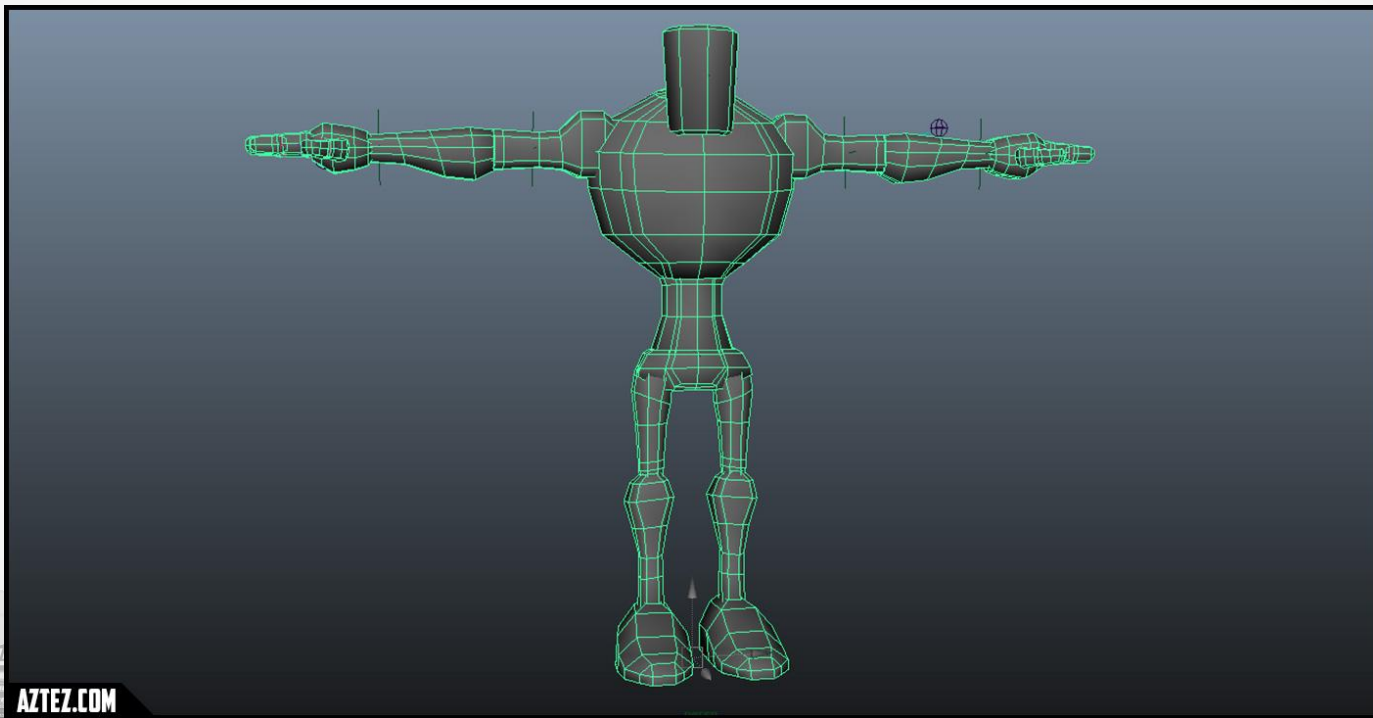


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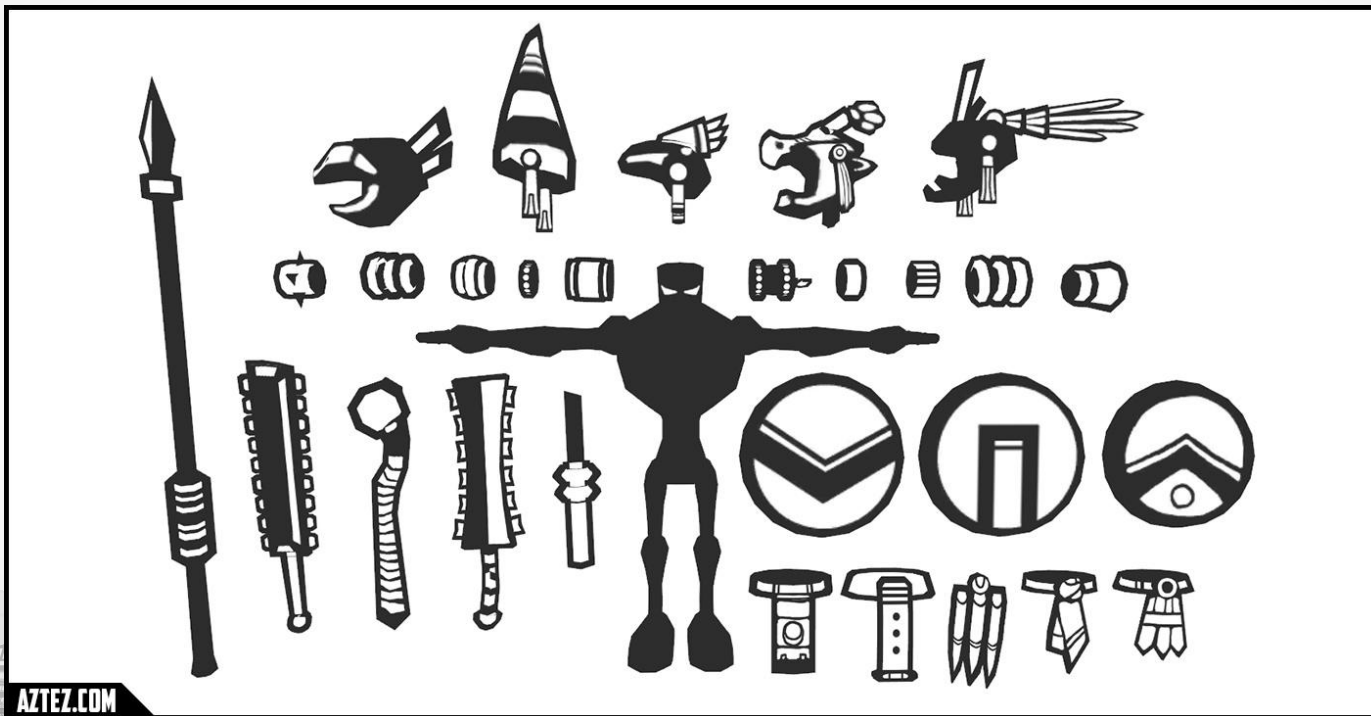
# Technique: Master Character



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# Technique: Master Character



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# Clarity Issues



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# Exact Clarity Problems:

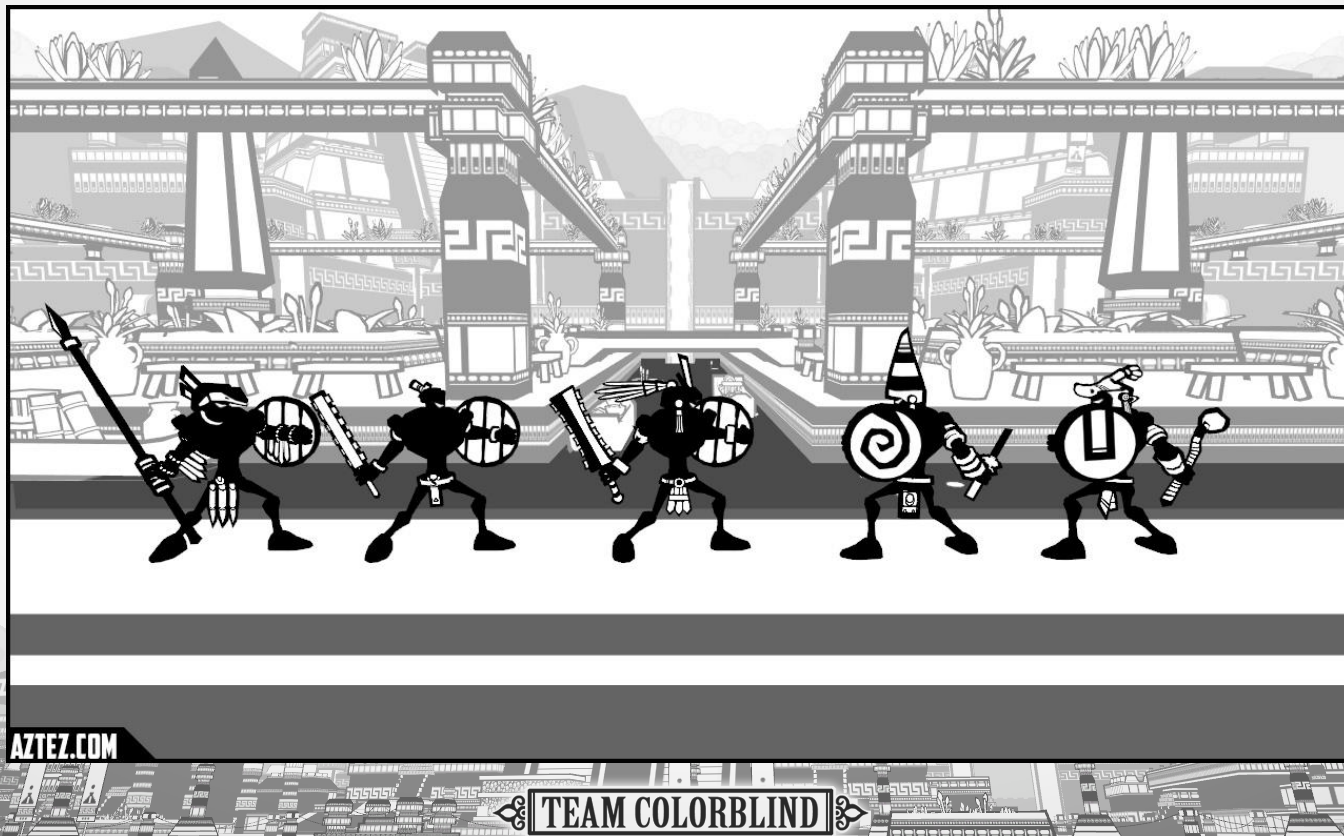
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- Both the enemies and the player were black.
- The player and the enemies were the same size.
- The enemies all had the same equipment sets and animations.

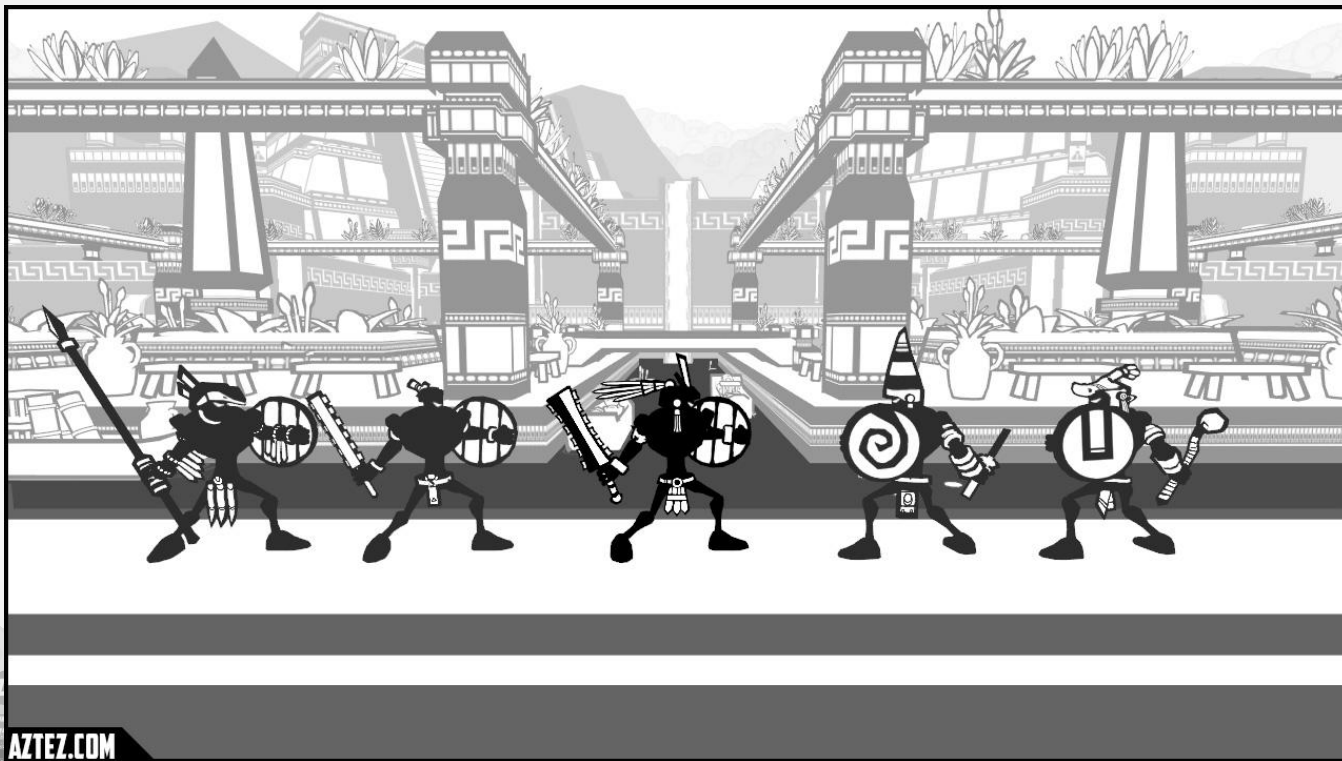




# Original Homogenized Look



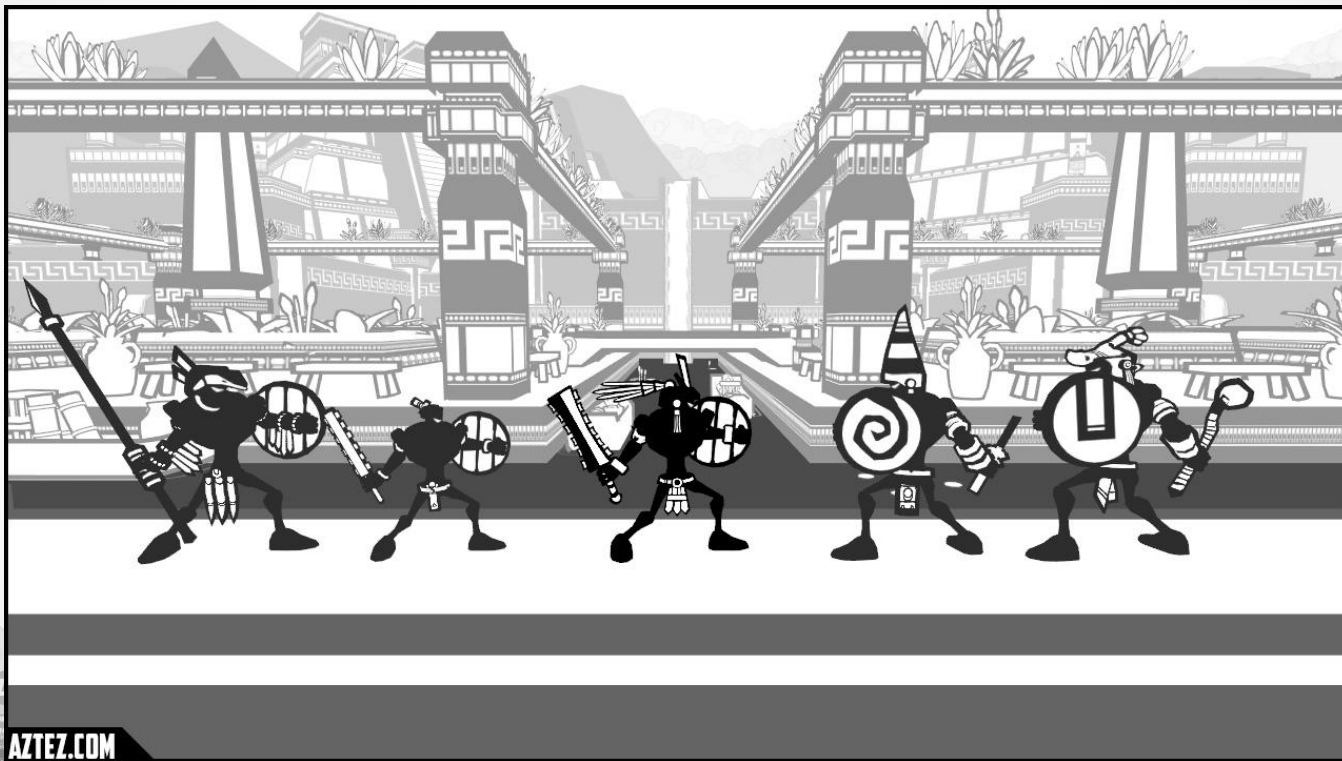
# Value Difference



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# Size Difference



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# Final Concepts

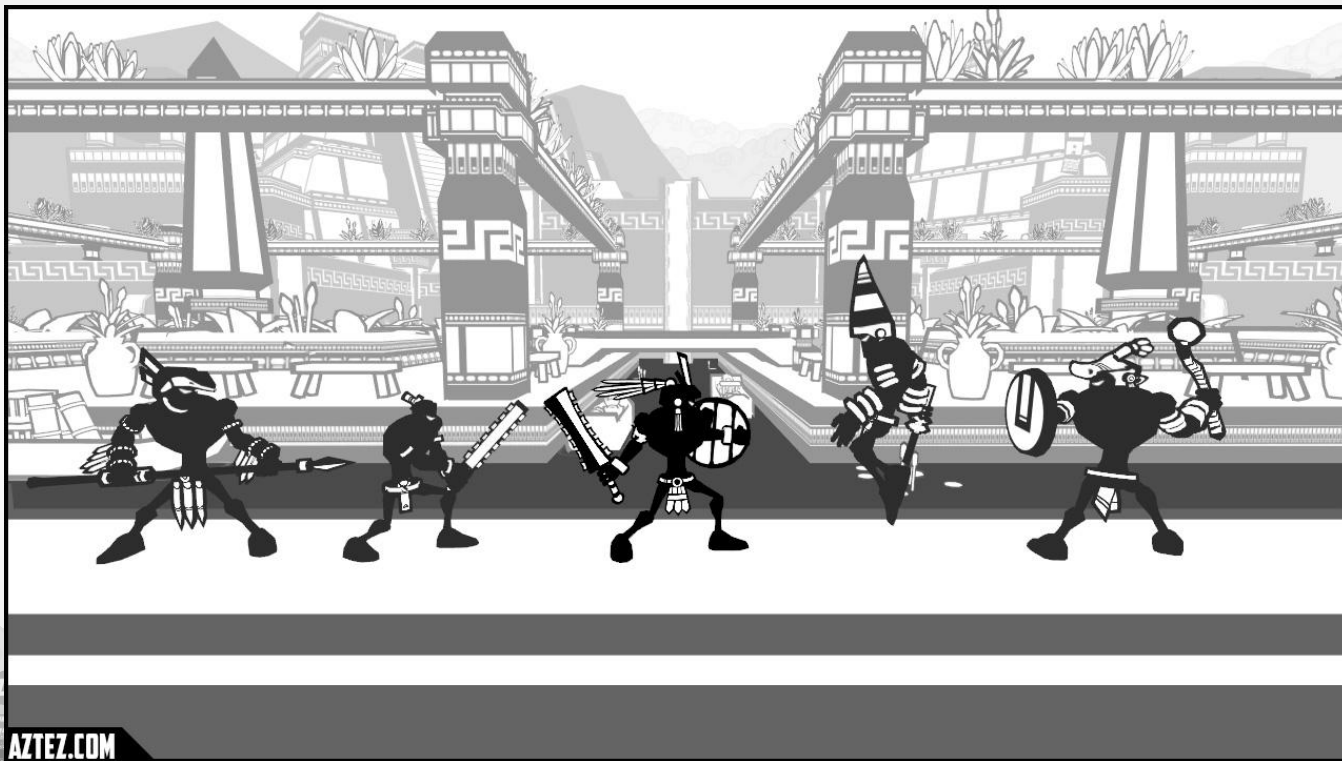


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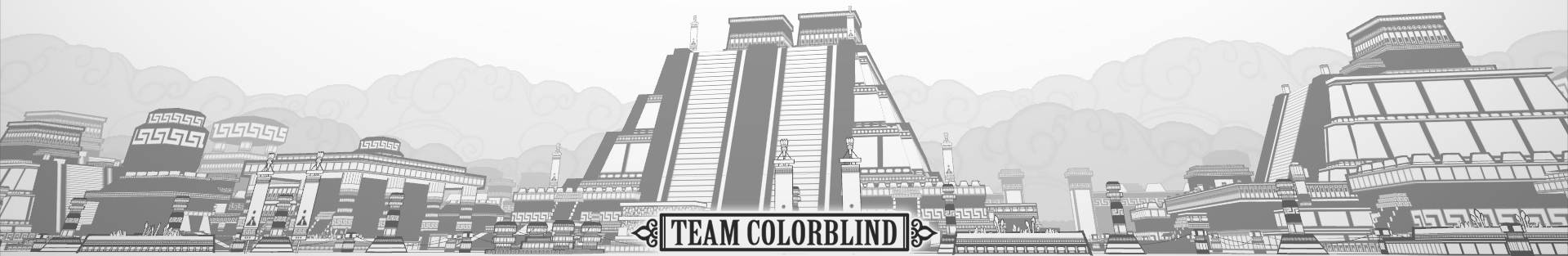
# Animation & Equipment Difference



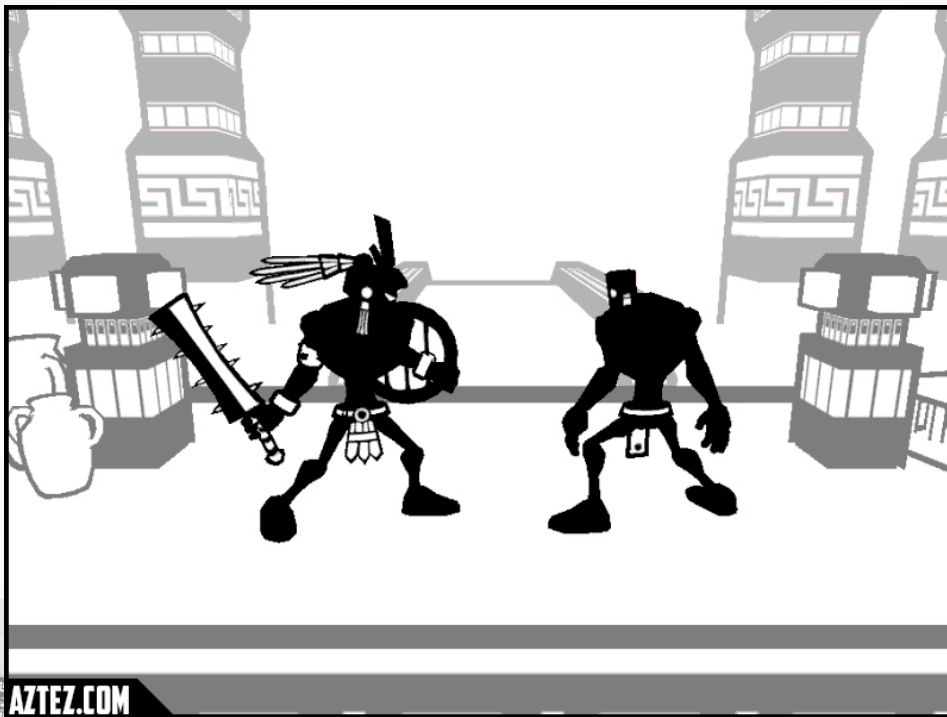
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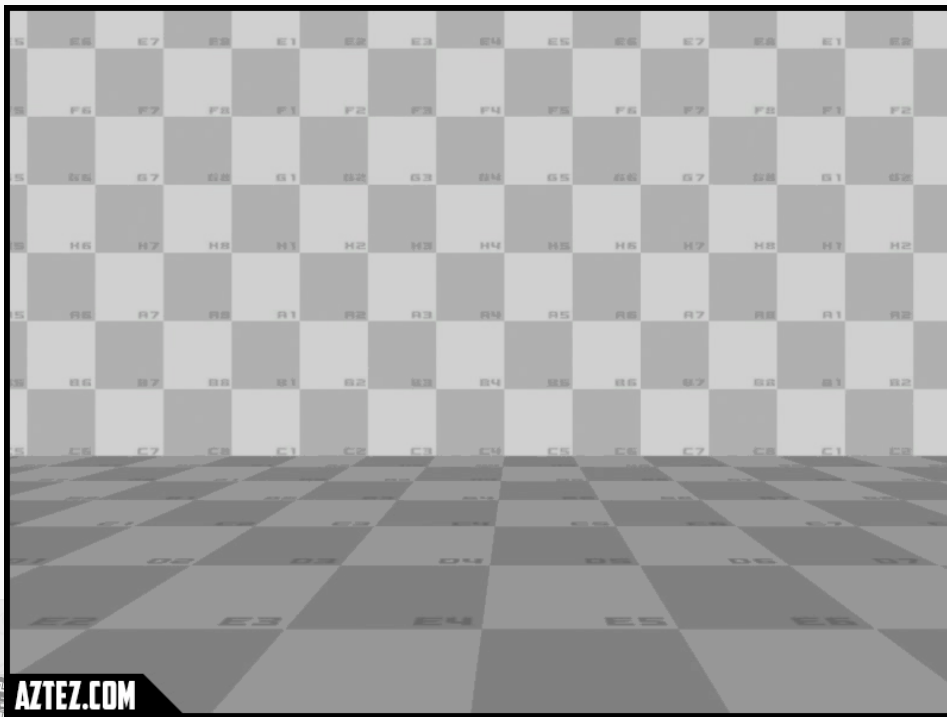
# Visual Effects



# Early Combat Effects Test

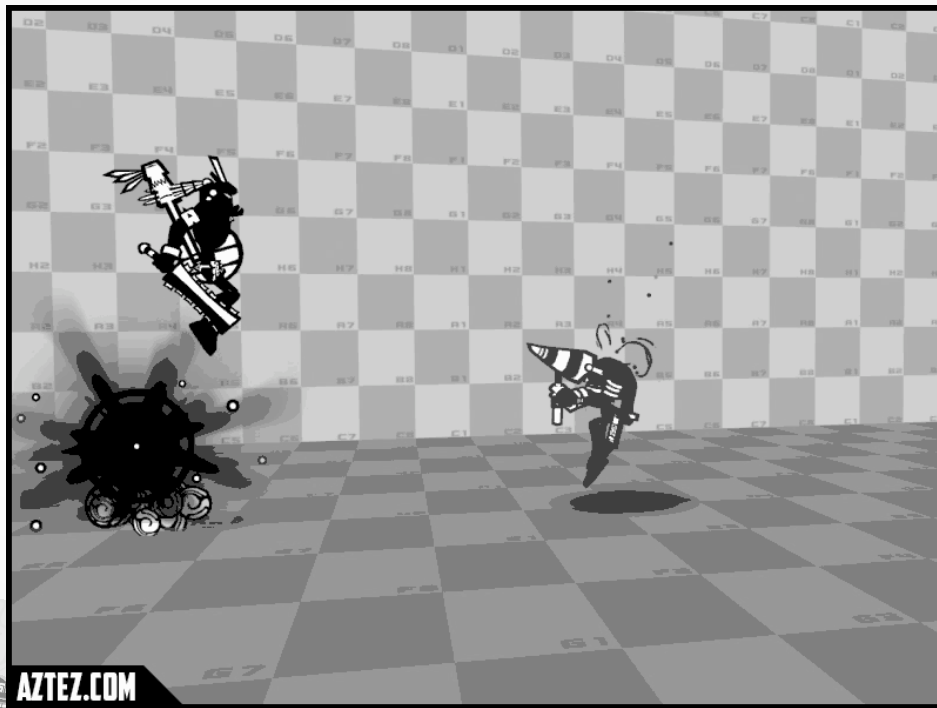


# Technique: Super Effects

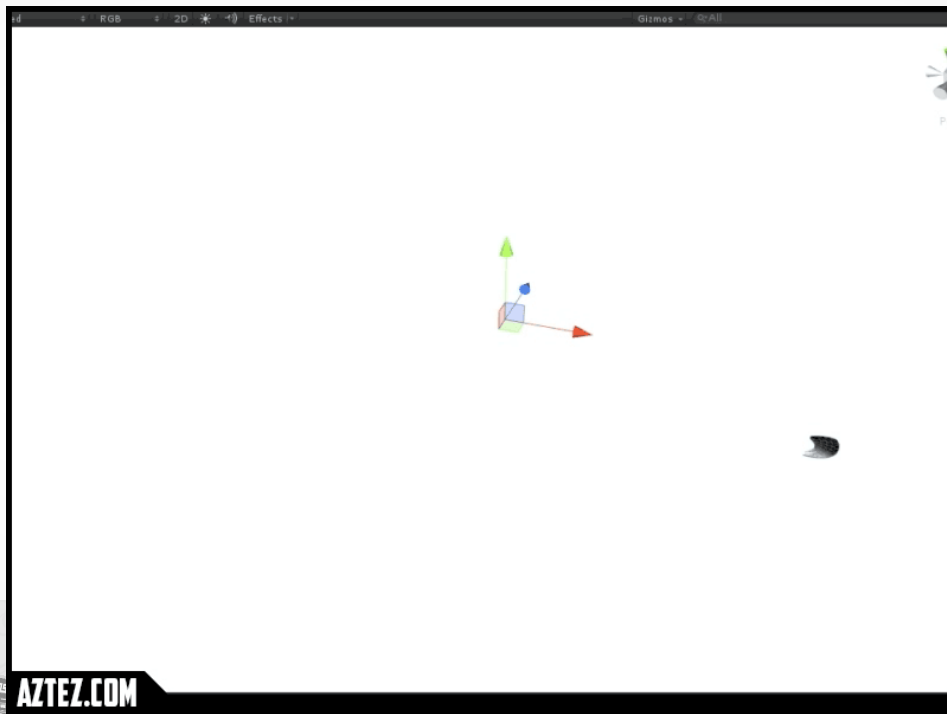




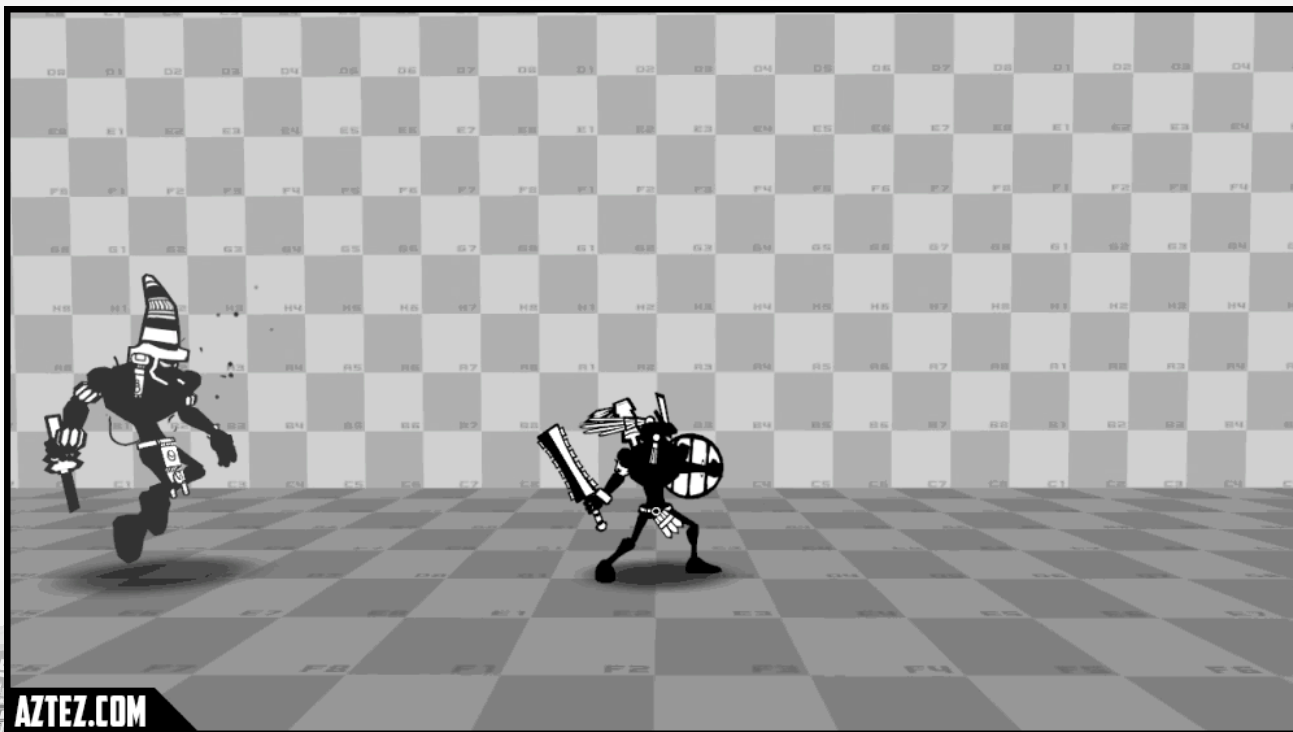
# Technique: Slow Motion Evaluation



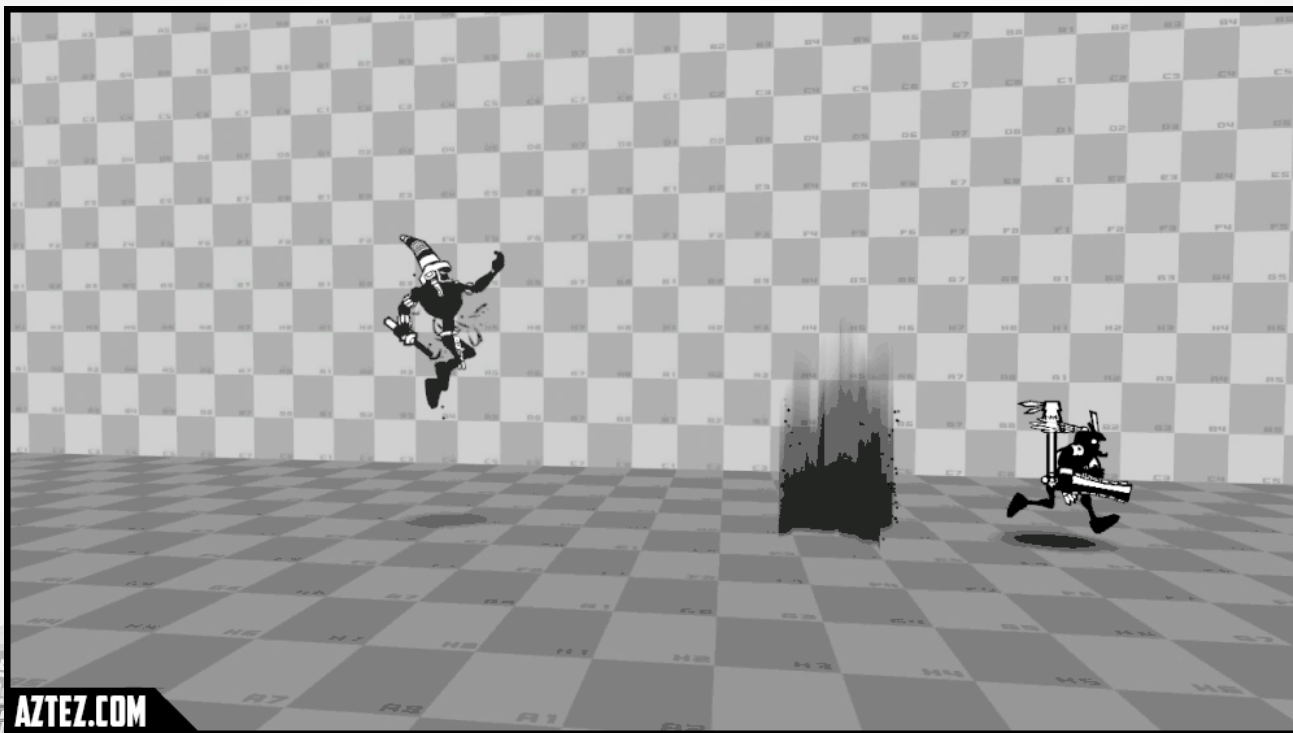
# Technique: Mesh Based Weapon Swings



# Effect Showcase: Priest Bombs

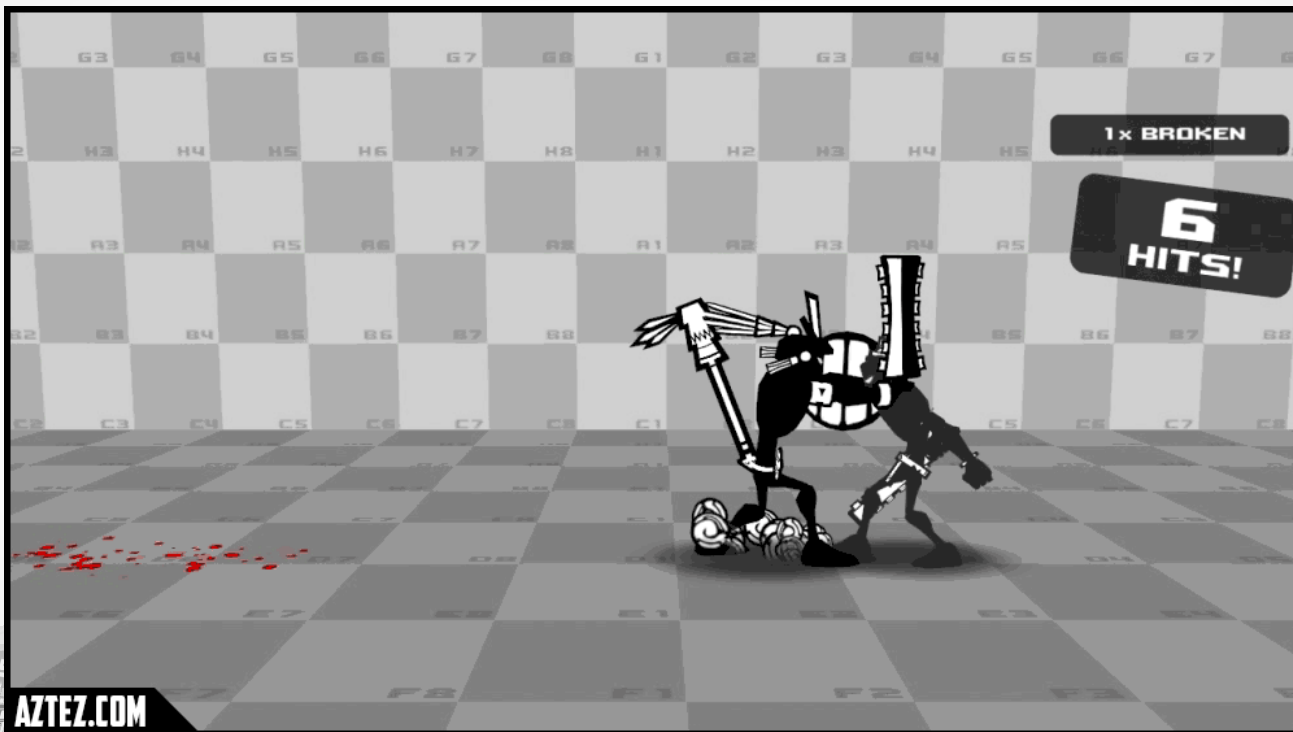


# Effect Showcase: The Black Column

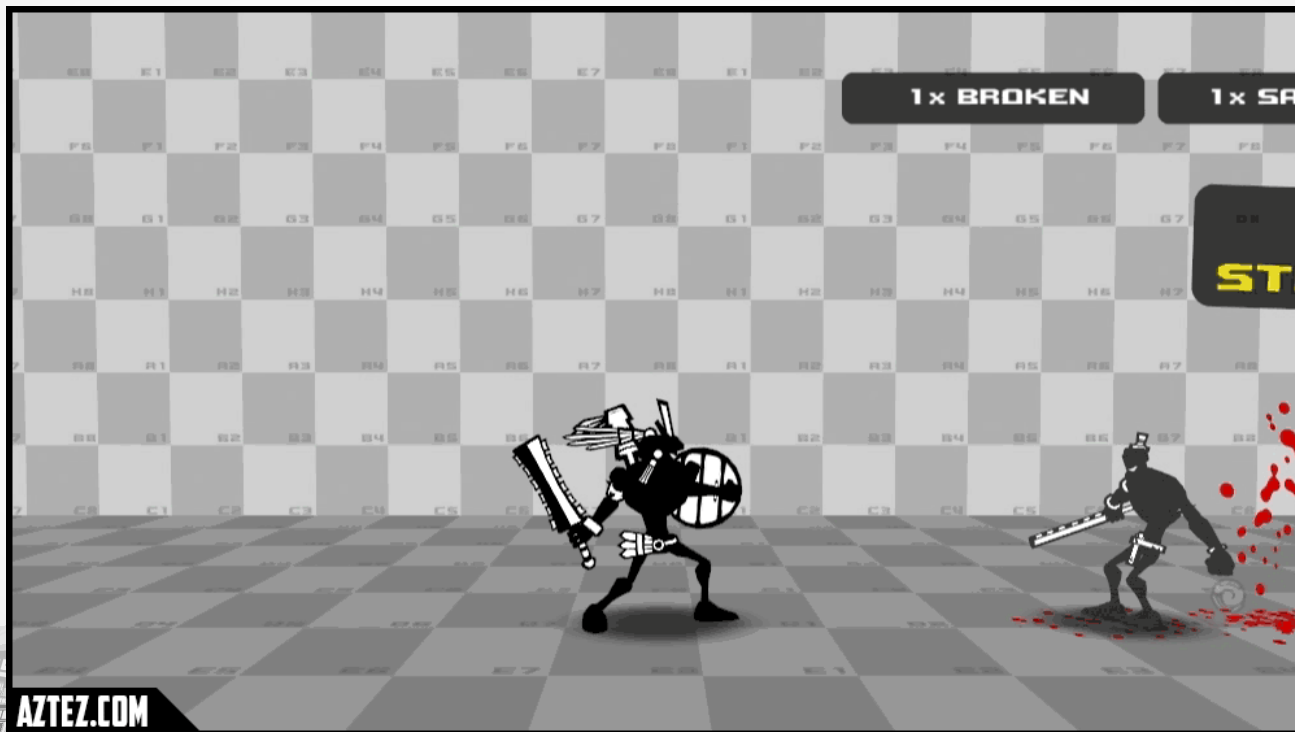




# Effect Showcase: Sacrifice



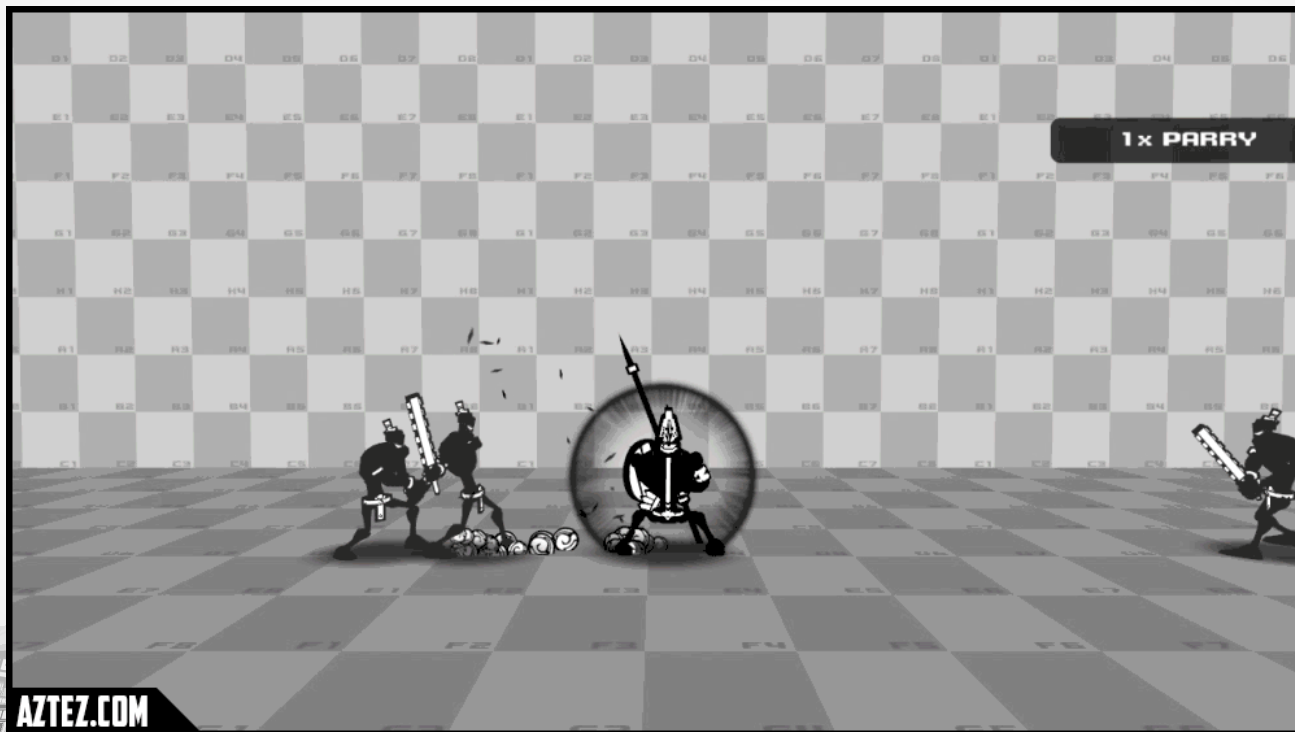
# Effect Showcase: Blood Vacuum



# Effect Showcase: God Summoning



# Effect Showcase: Big Stupid Giant Weapons





# Animation And I



# Inspirational Films: Little Nemo



Little Nemo: Adventures In Slumberland © Tokyo Movie Shinsa

# Inspirational Films: Beauty & The Beast



Beauty And The Beast ©Walt Disney Pictures

# Inspirational Films: 300

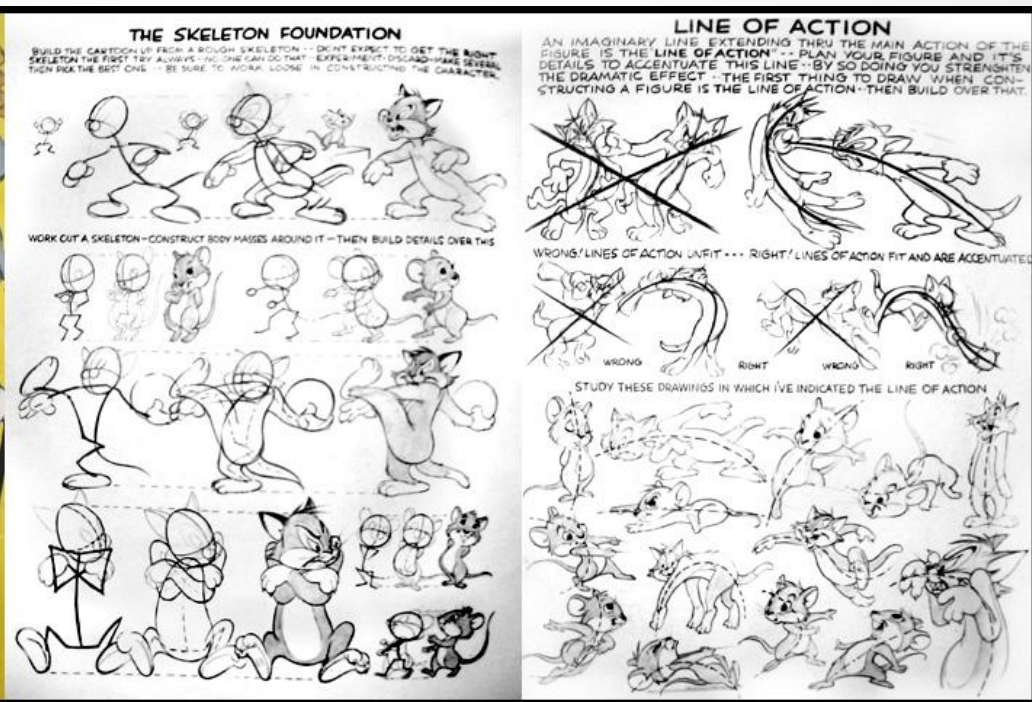
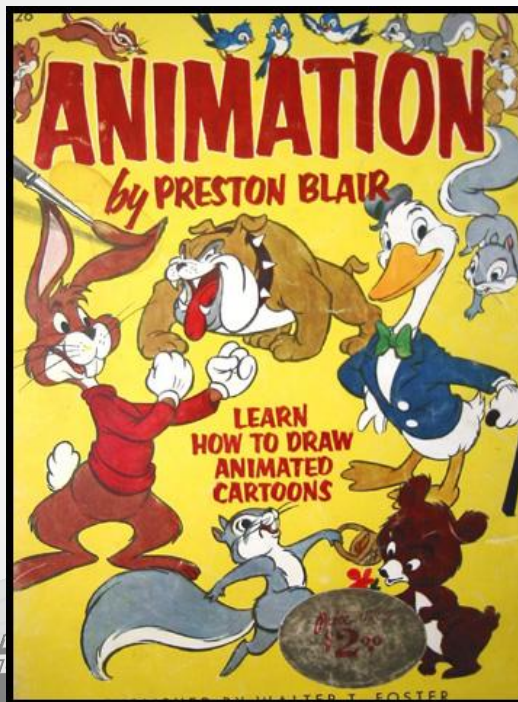


300 ©Legendary Pictures

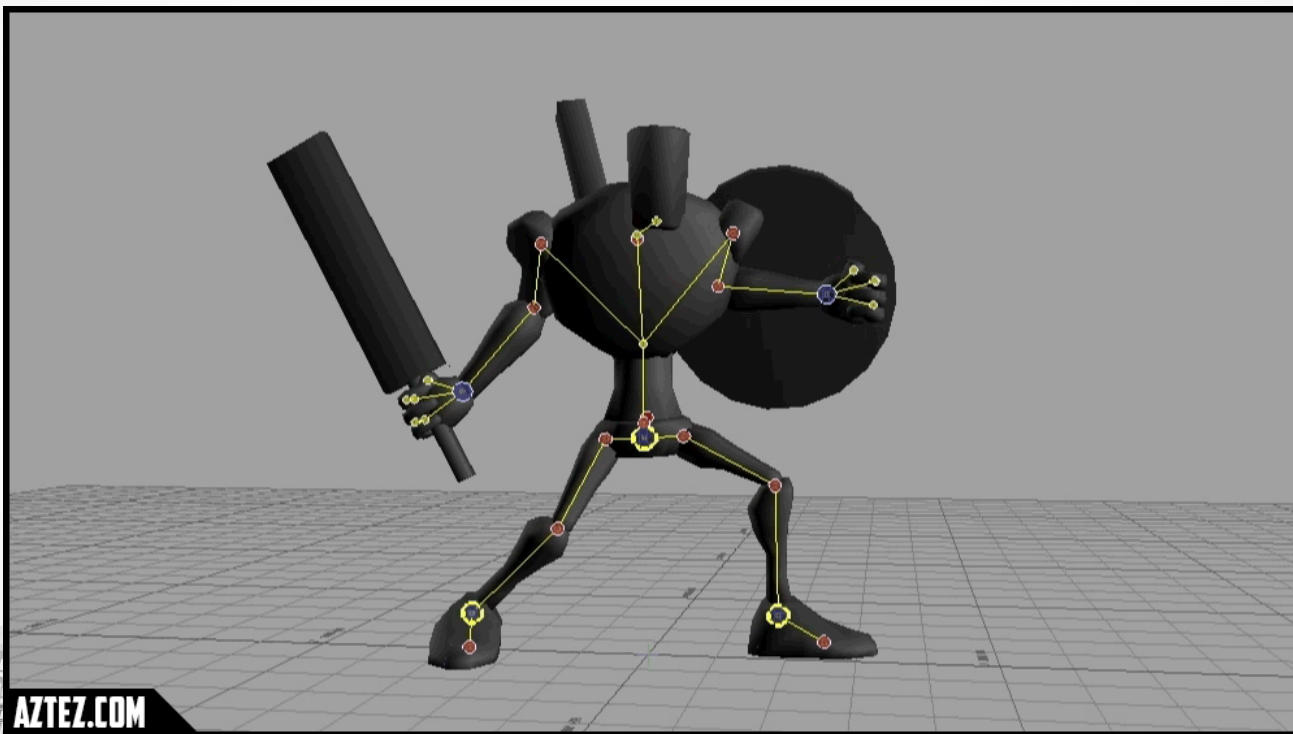
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# Becoming A Better Animator: Studying



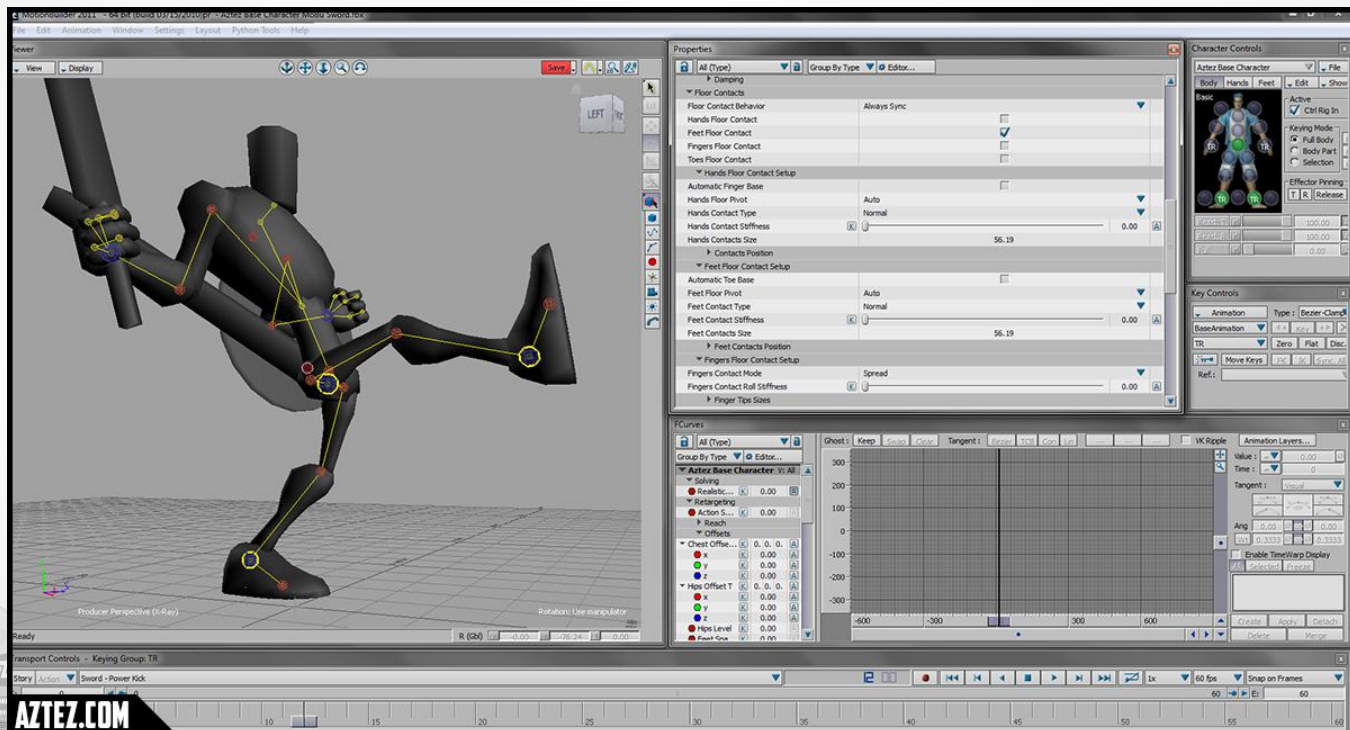
# Becoming A Better Animator: Doing



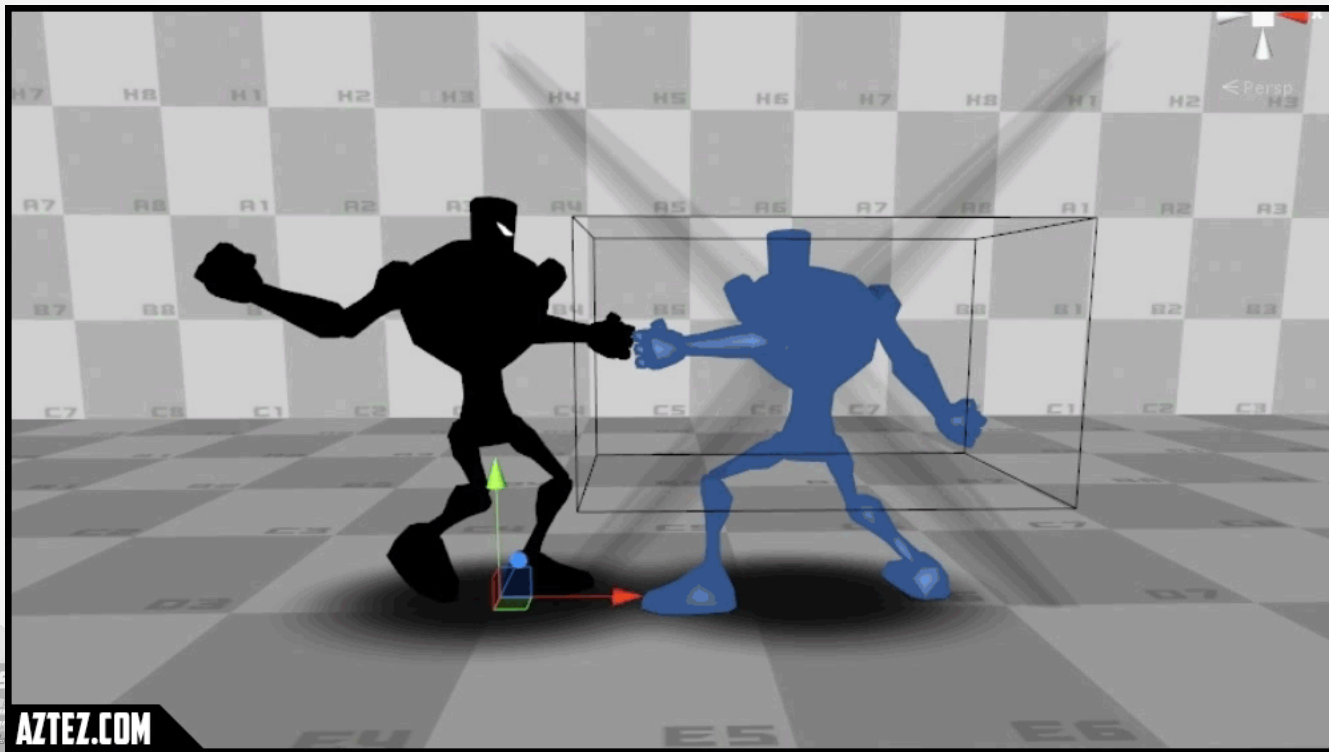
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# Taking Advantage Of Motionbuilder



# Technique: In-Editor Previews





# Combat



# Combat Goals:

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- Highly impactful and powerful to play.
- Sensational and amazing to watch.
- Deep and expressive system for longevity's sake.



# Inspirational Games: Maximum Carnage



# Inspirational Games: Capcom's AVP



# Inspirational Games: Bayonetta





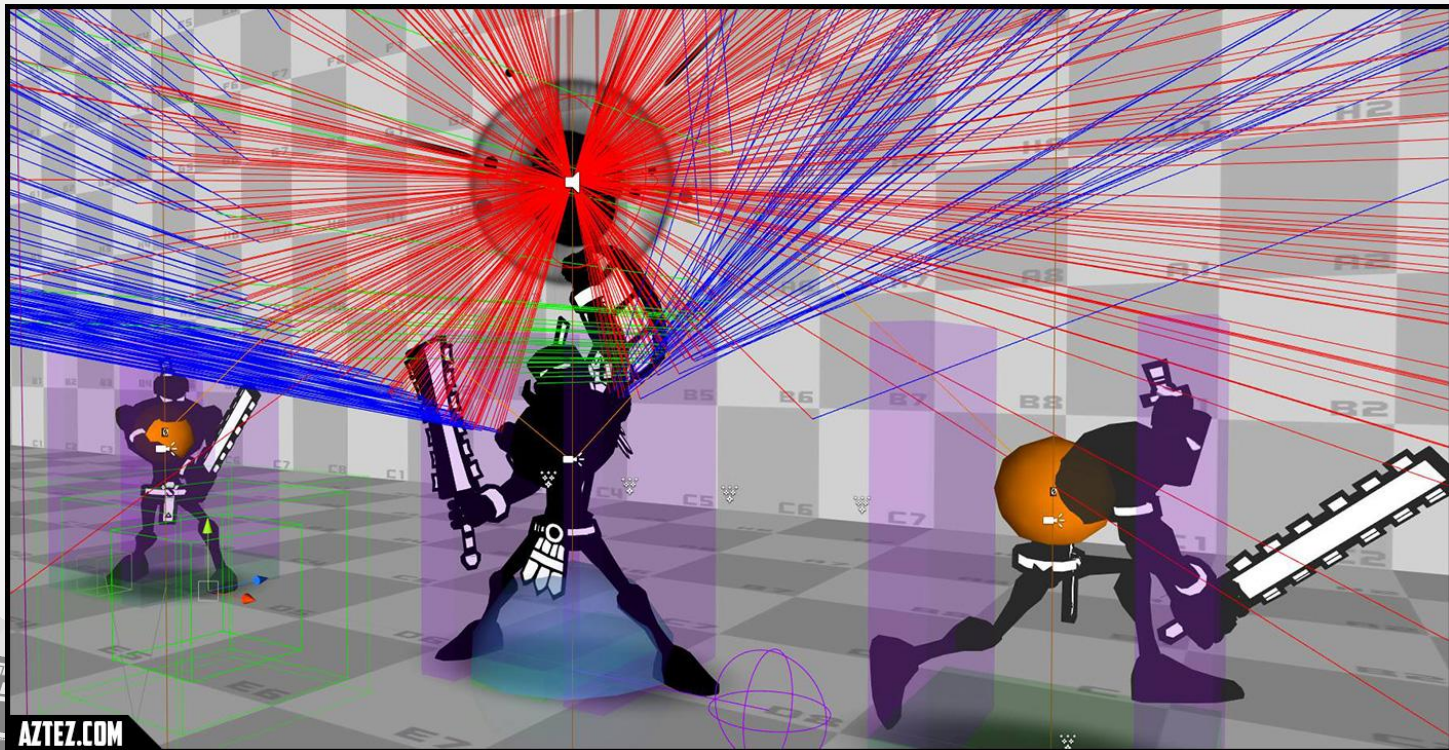
# Combat Montage



# Beautiful Debug Tools



# Blood Vacuum Motion

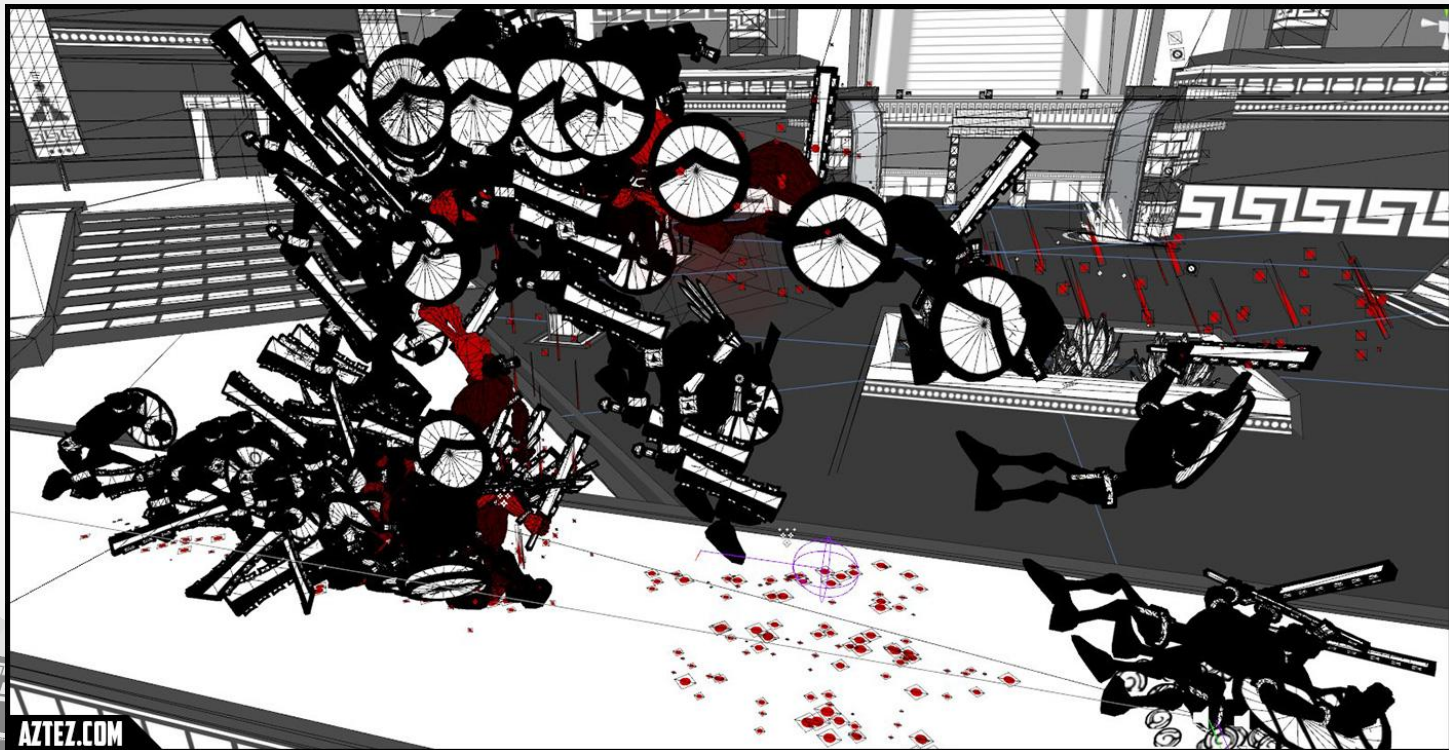


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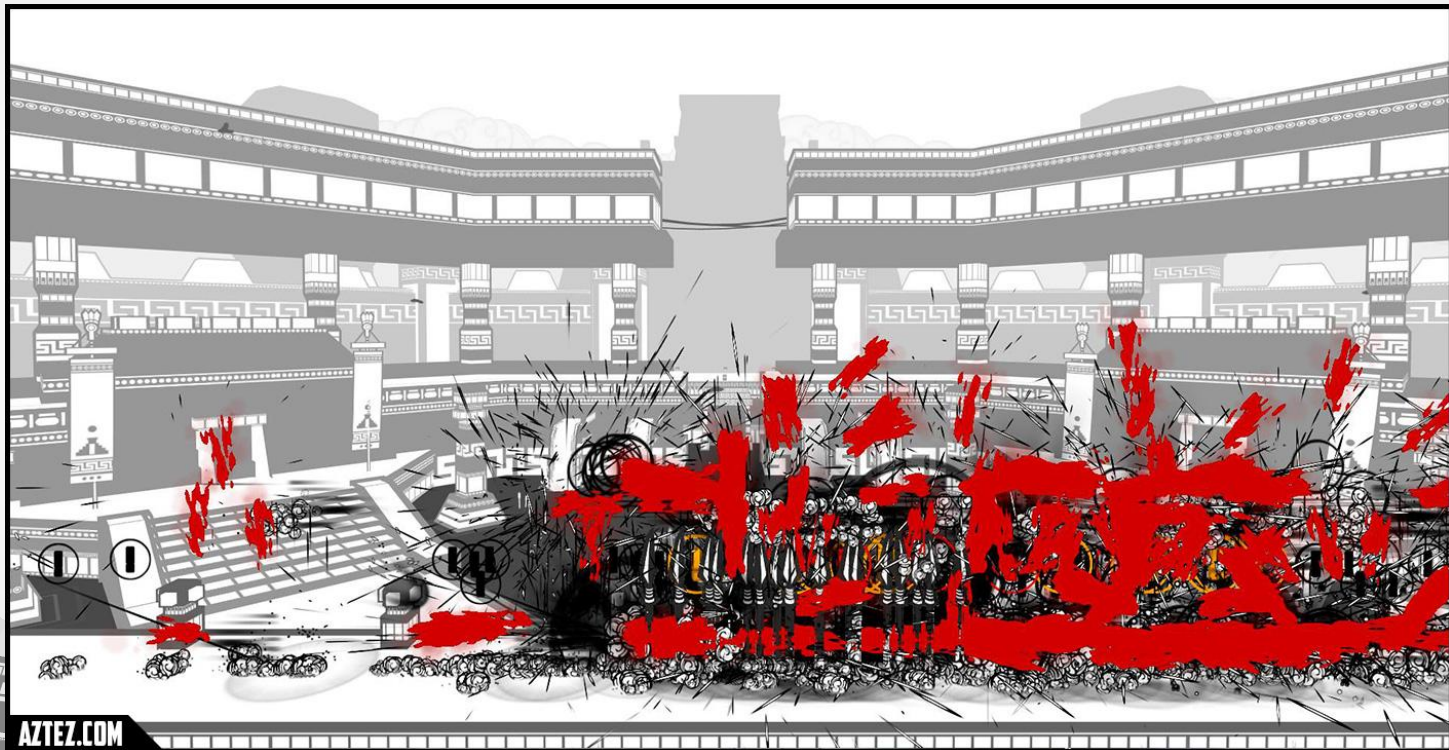
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# Mesh Baking Test



# All Effects From An Entire Fight

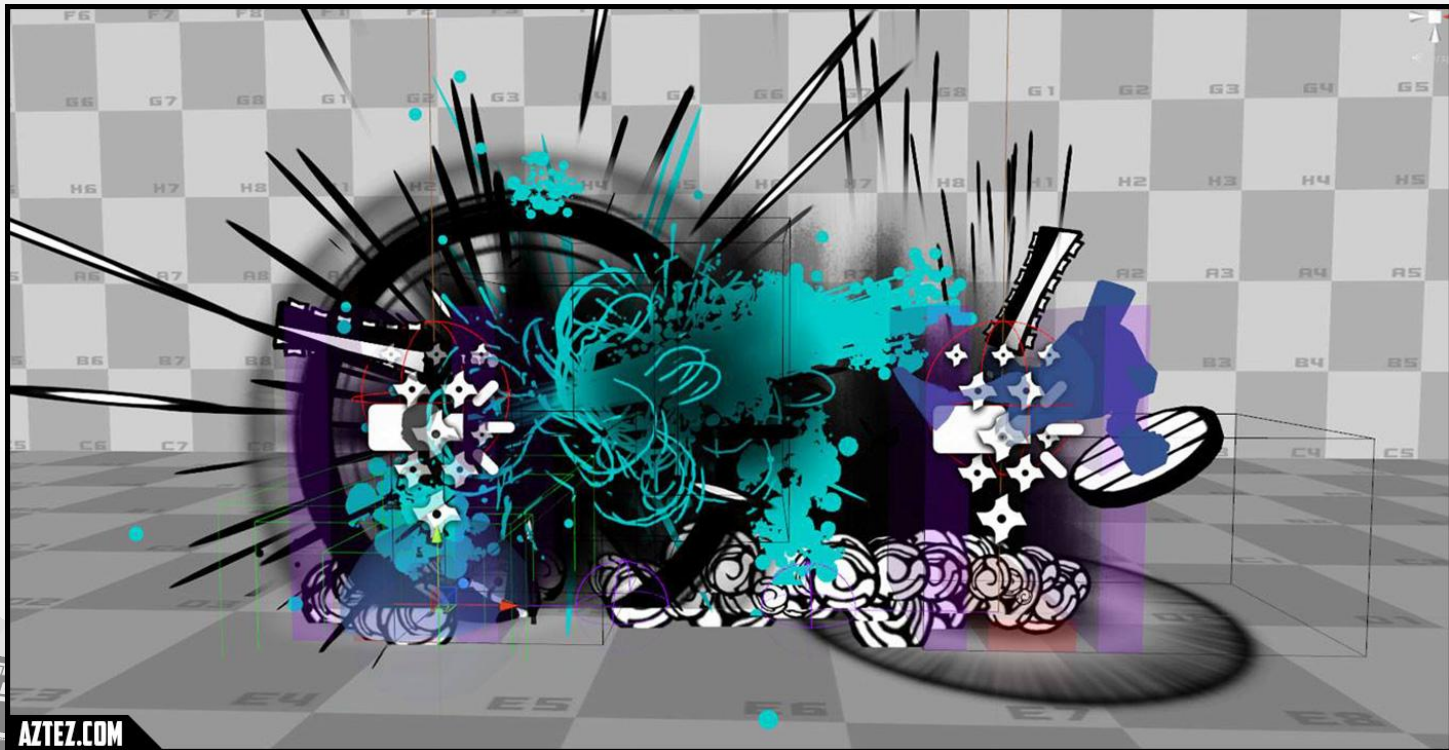


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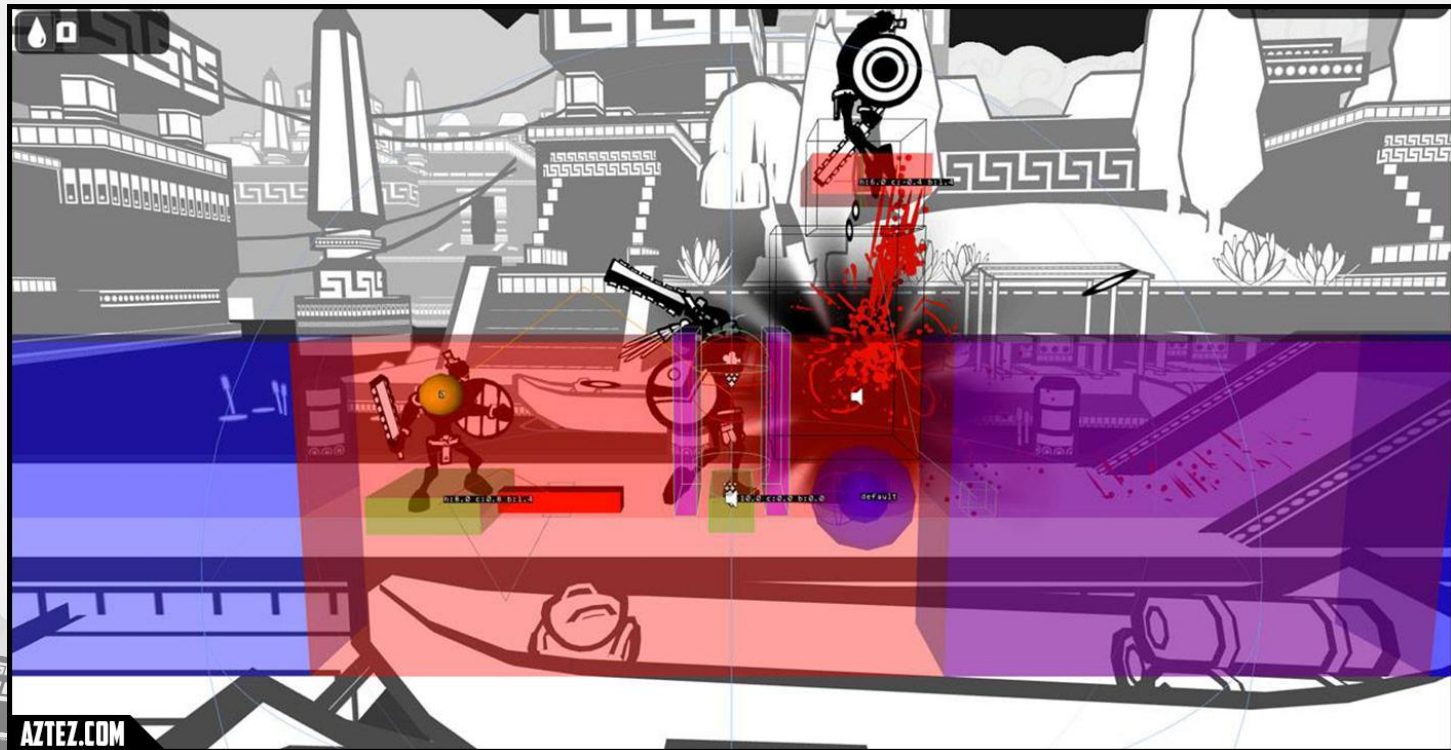
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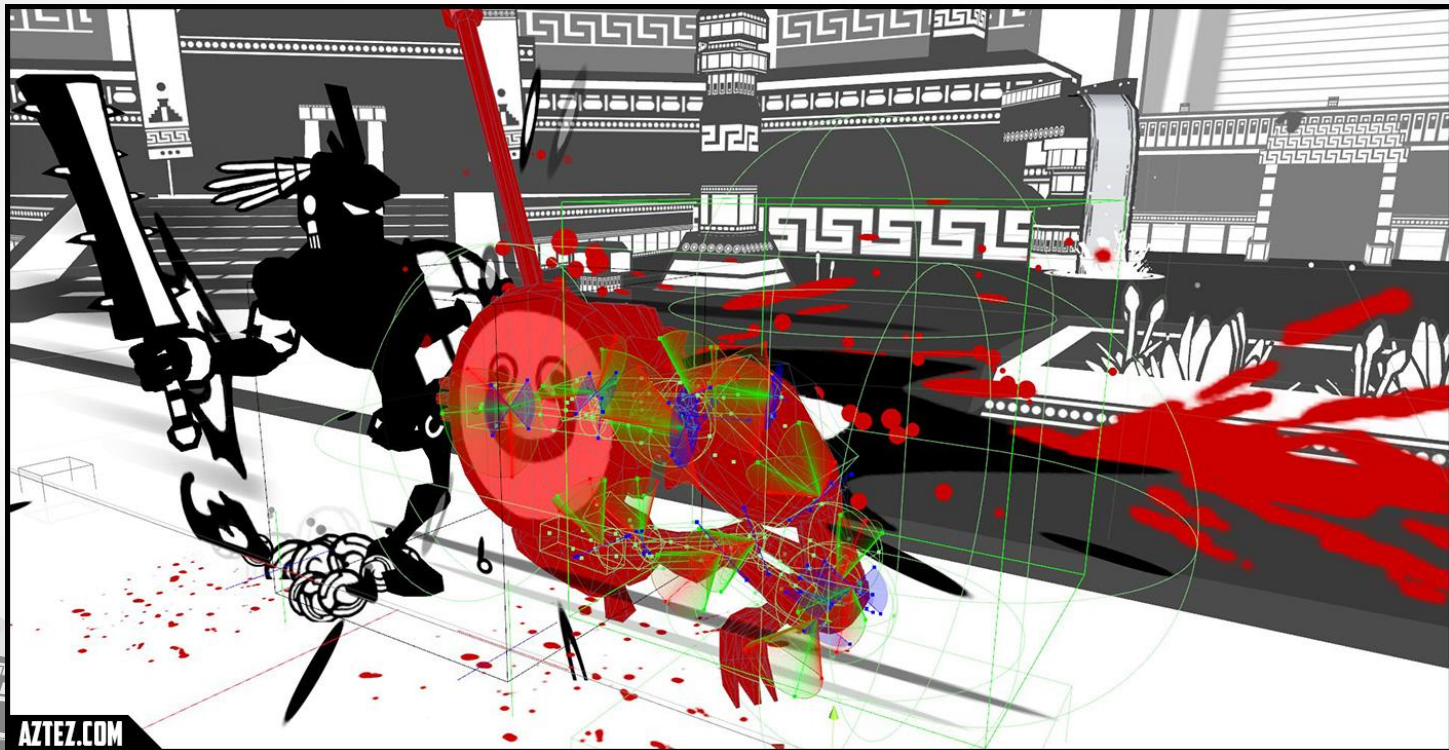
# Every Effect From A Single Attack



# Player/Enemy Zones



# Ragdoll Information

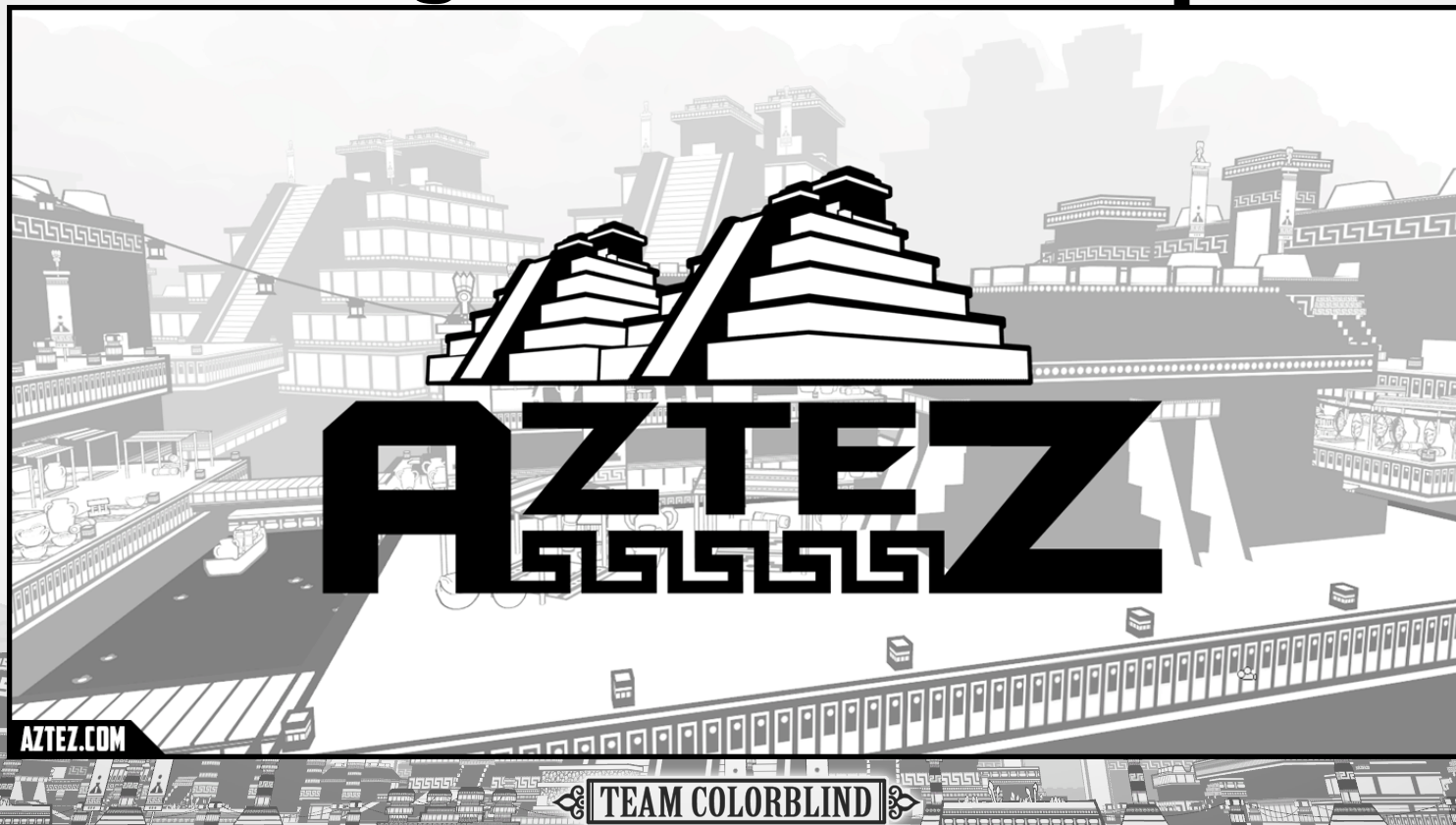




# Marketing

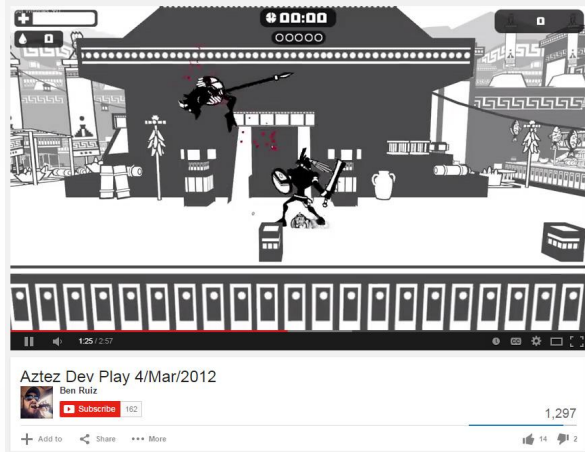
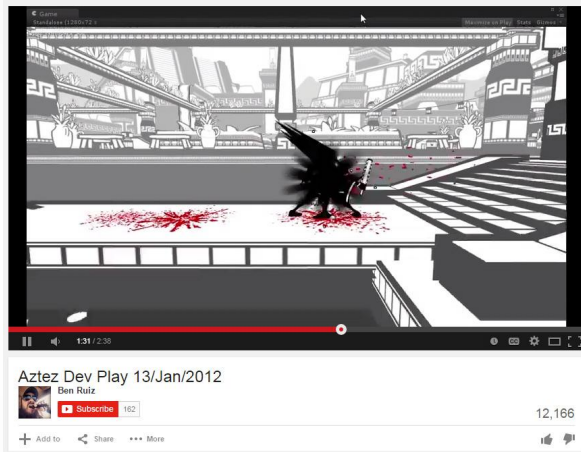


# Flailing Promotional Attempts

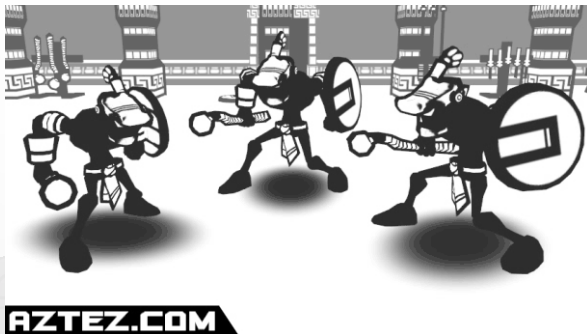




# The Dev Plays



# Our Very Successful GIFs

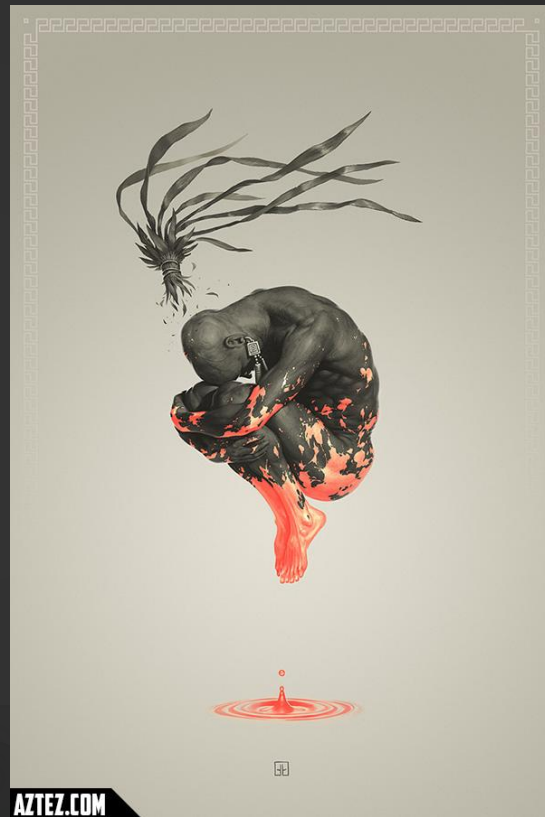




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# Be Silly Sometimes



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# Oculus Compatibility





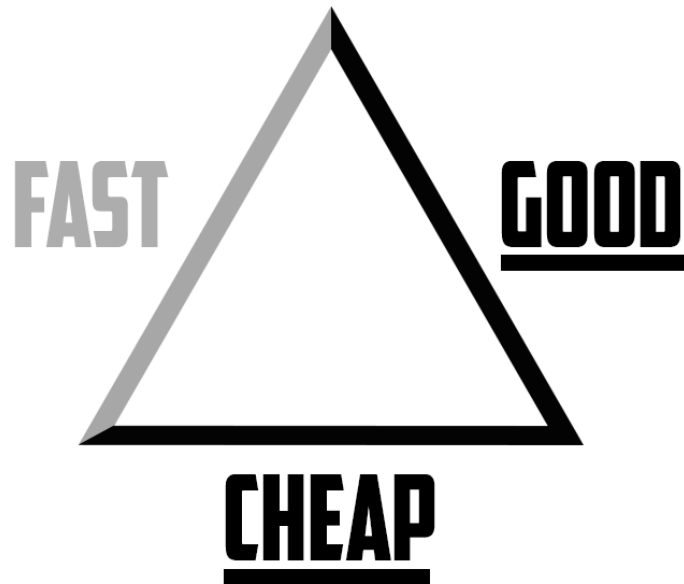
# Final Lessons



**“Pick Any Two”**



# “Pick Any Two”



# Lessons Learned

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- Going hardcore DIY will take a LOT of time.
- Aztez wouldn't have been possible without it's style.
- Shortcuts, shortcuts, shortcuts!
- Must monitor and limit perfection impulses.





*Fun.*

