GLM Design Bible

Max Wilson

As the divine cosmic creator is crafting and inventing organisms, you're created but swiftly deemed a mistake by your creator. It flicks you through the cosmos landing upon a colourful and vibrant planetoid deemed Planet Trash. Its environment is biodiverse and saturated with colours of blues, purples and greens. The landscape is formed from the slow and mesmerising decay of thousands of unique limbs and biological "mistakes'' as each form melts into one another like melted candy or the mixing of water colour paints. This biodiverse environment has stylistically structured itself similar to a reef with several underwater motifs and allusions.

After being deemed the creator's little "mistake" you start with your limbless body, your only attack being that of a simple head butt and pathetic spit. To prove your creator that there's no such thing as a mistake you adventure across an almost limitless maze of randomised encounters/rooms containing many unique enemies and puzzling traps and obstacles, all facets of the levels are randomised. You slay any monstrous rejects you encounter collecting Genes to spend on permanent stat upgrades like speed and attack. That's not the only thing you steal.

After completing a stage you have access to random physical alterations such as growing an eye that increases ranged attack range or a tentacle that does less damage but can attack enemies from further away inflicting a sticky slow debuff. Your goal is to show your creator who's boss! As you evolve and mutate into perfection.

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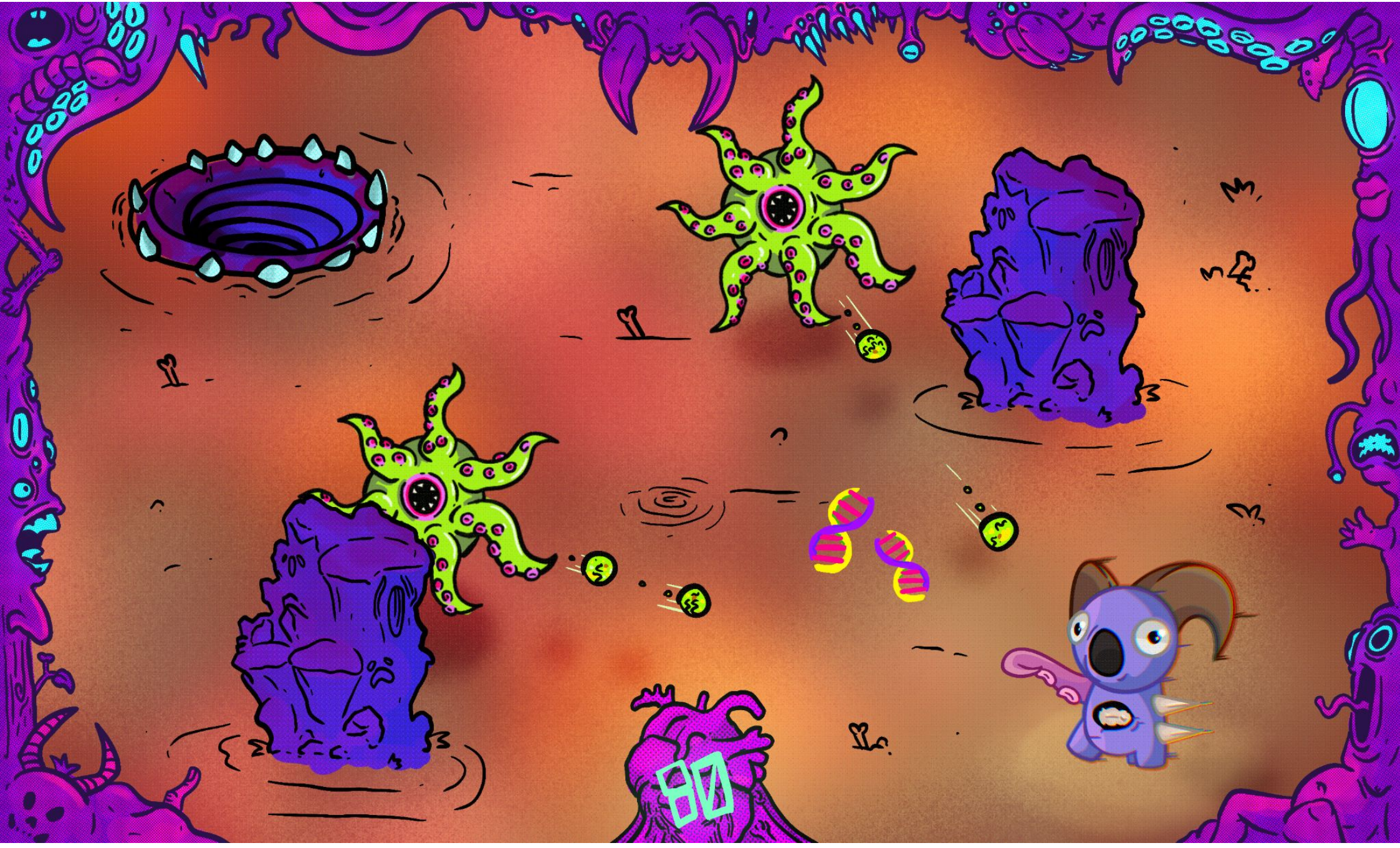

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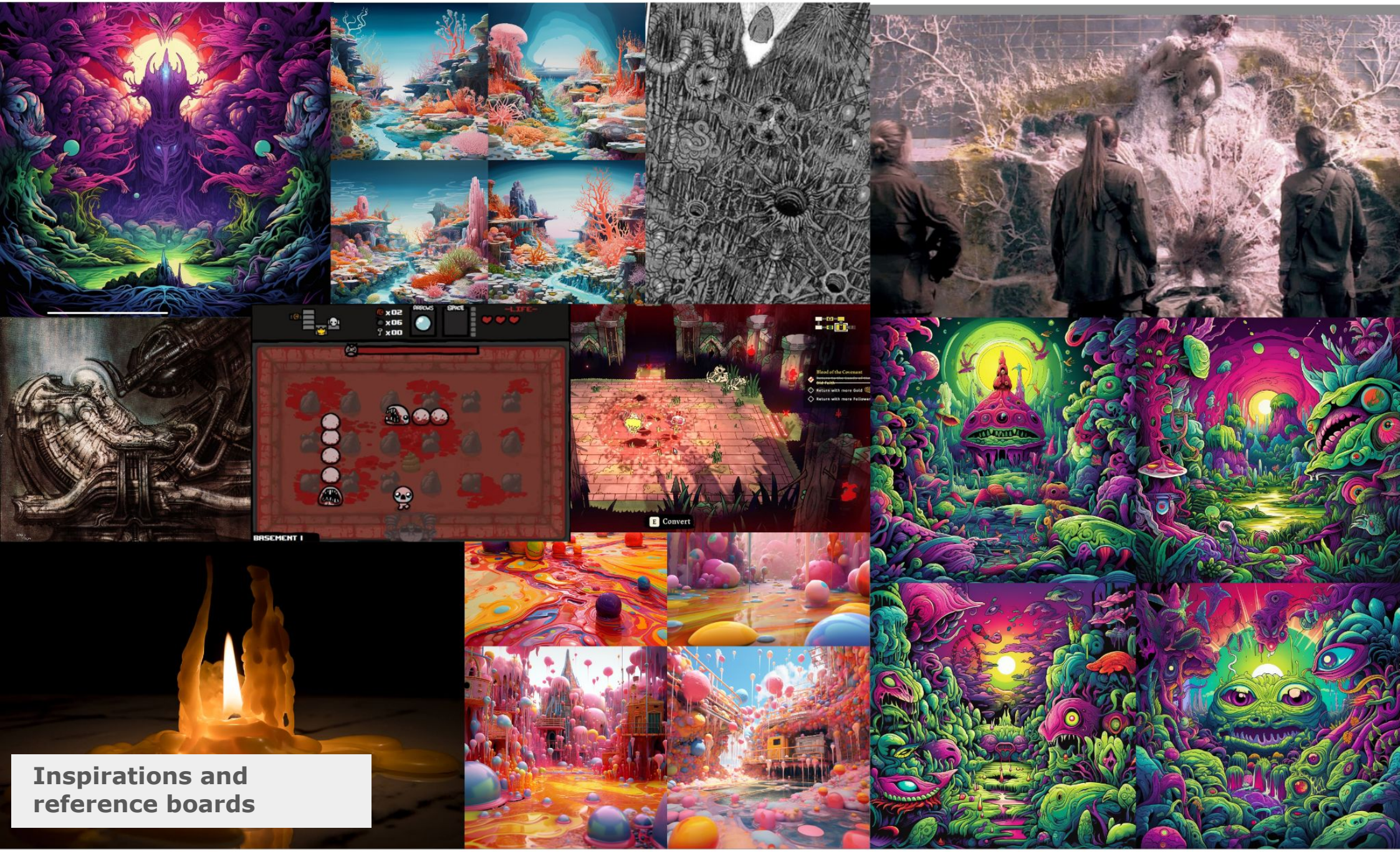

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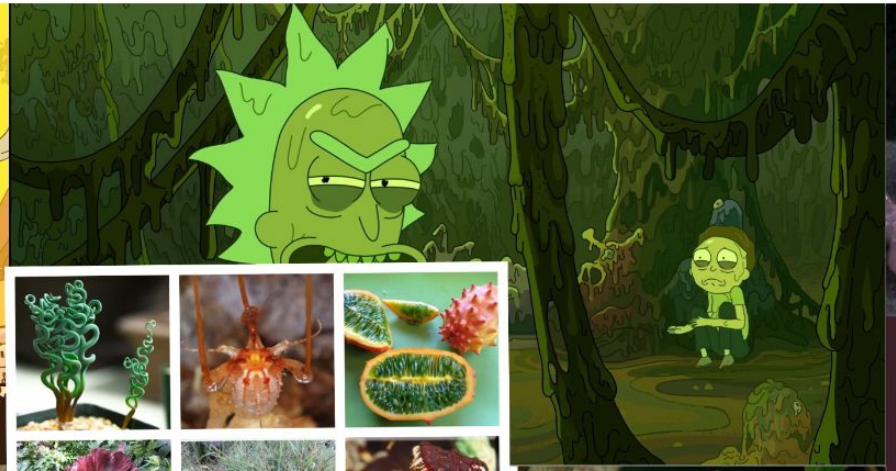

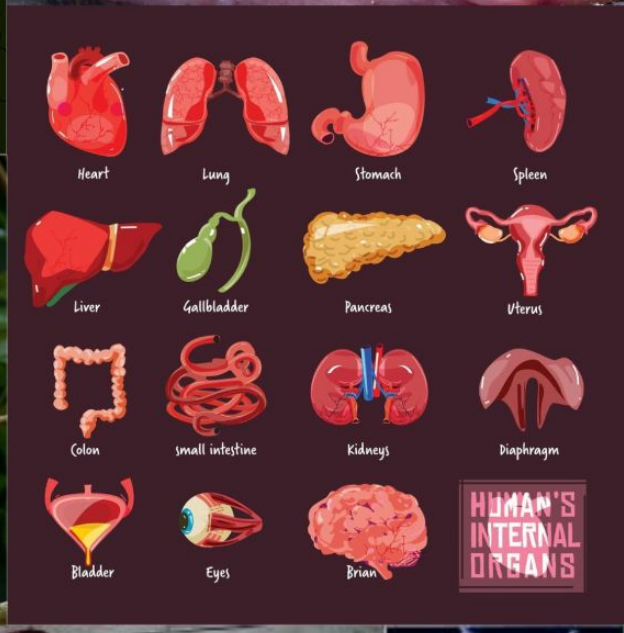

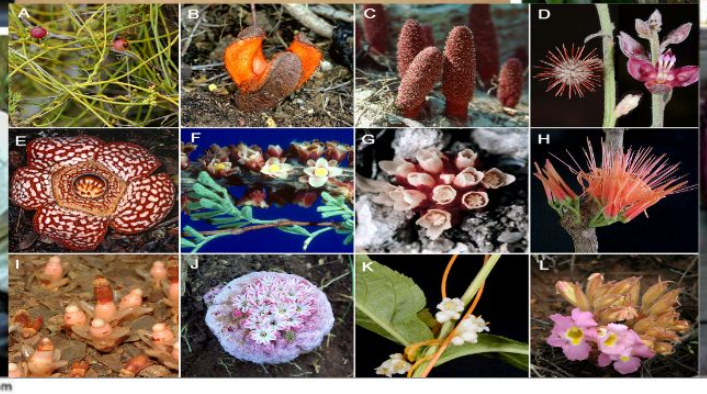

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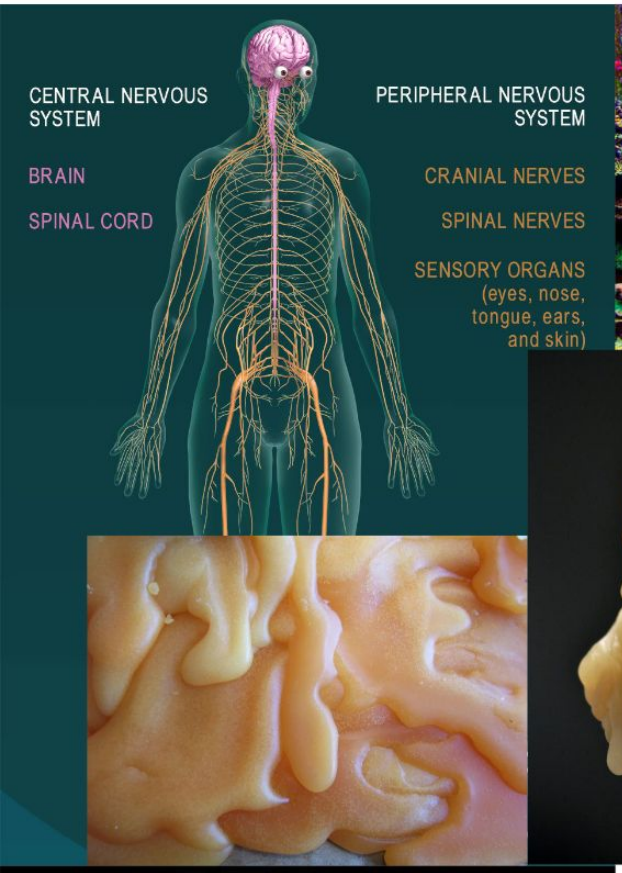

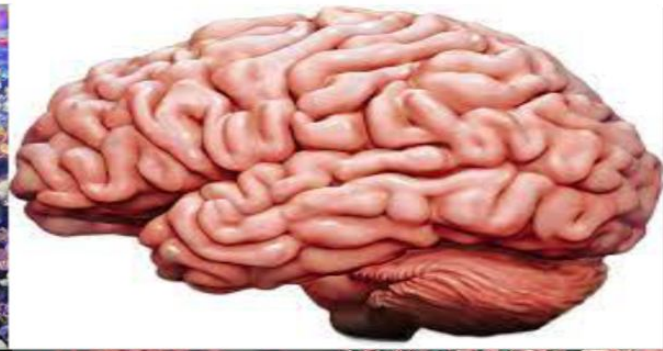

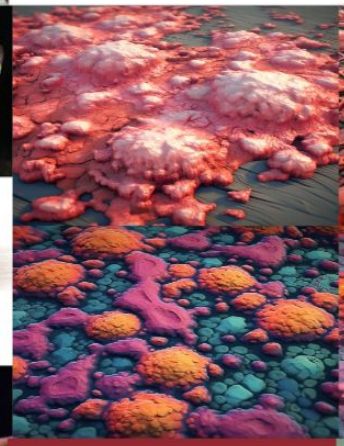

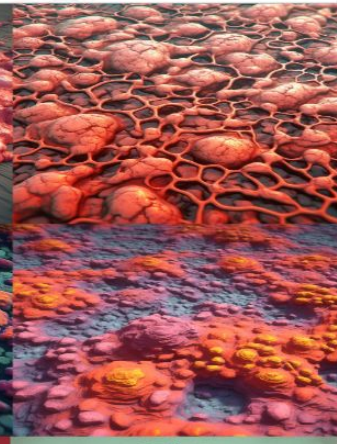

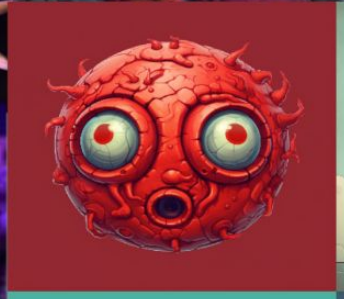

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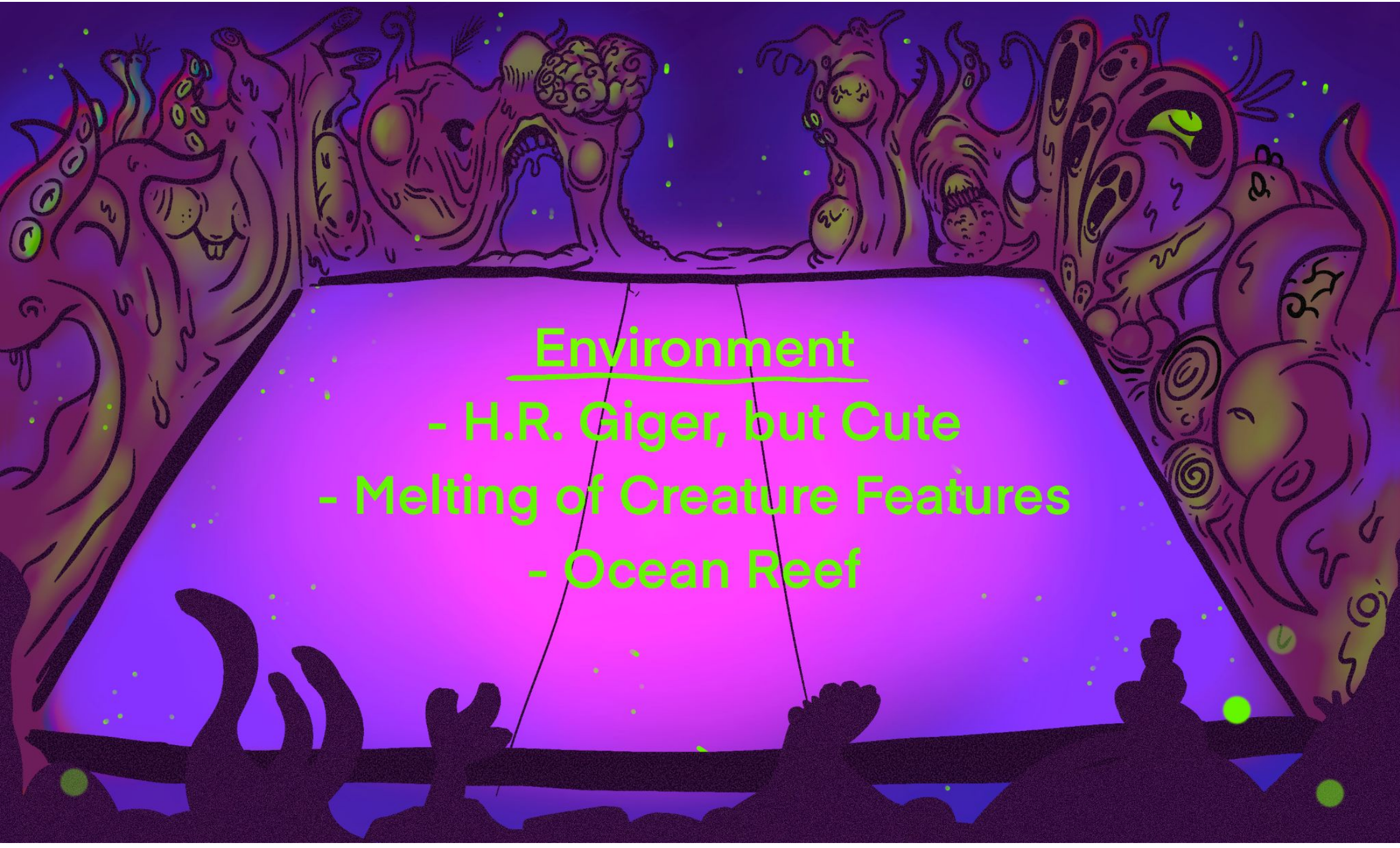
Environment
- H.R. Giger, but Cute
- Melting of Creature Features
- Ocean Reef

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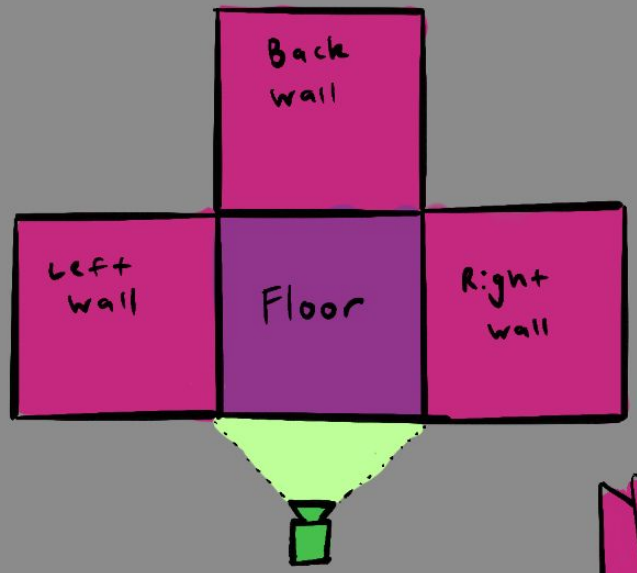

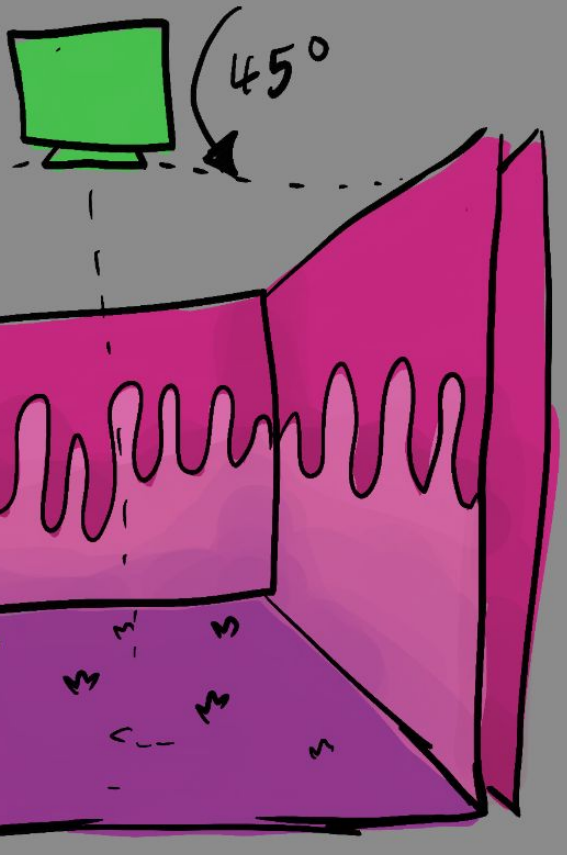

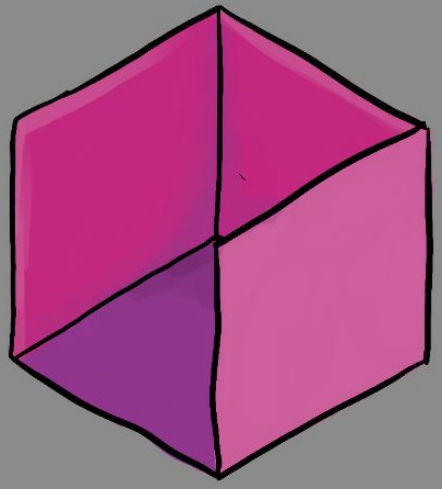

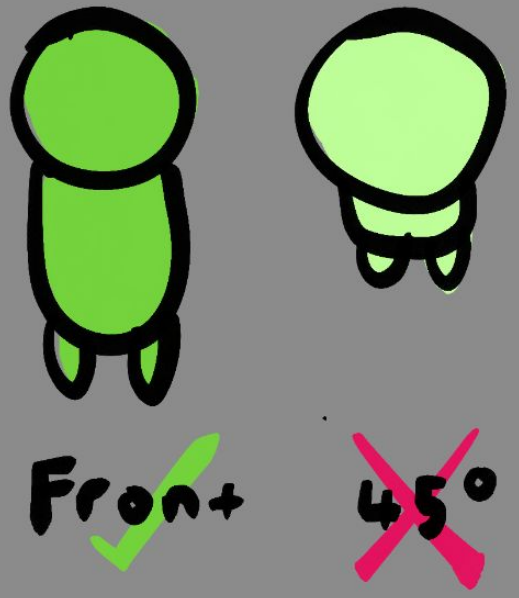

Draw the illustrations of props, characters and environments front on as they will be slanted at 45 degrees in front of the game camera which is also slanted at 45 degrees. This unique camera angle will give depth to the 2D sprites in the 3D game world

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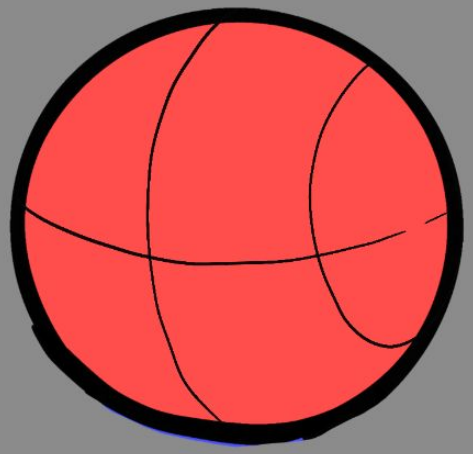
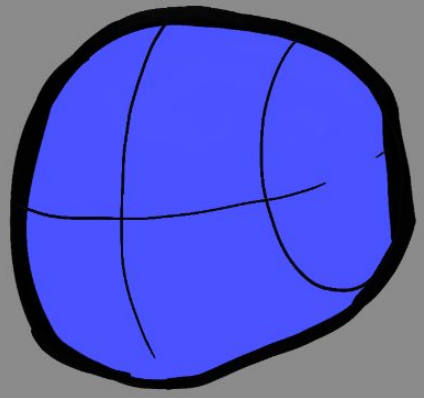
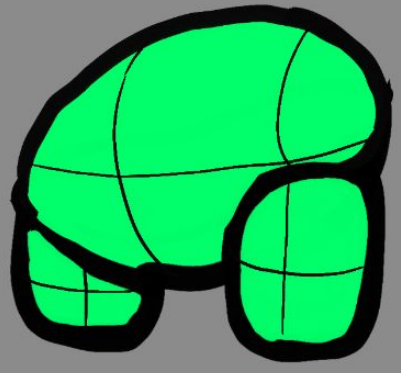
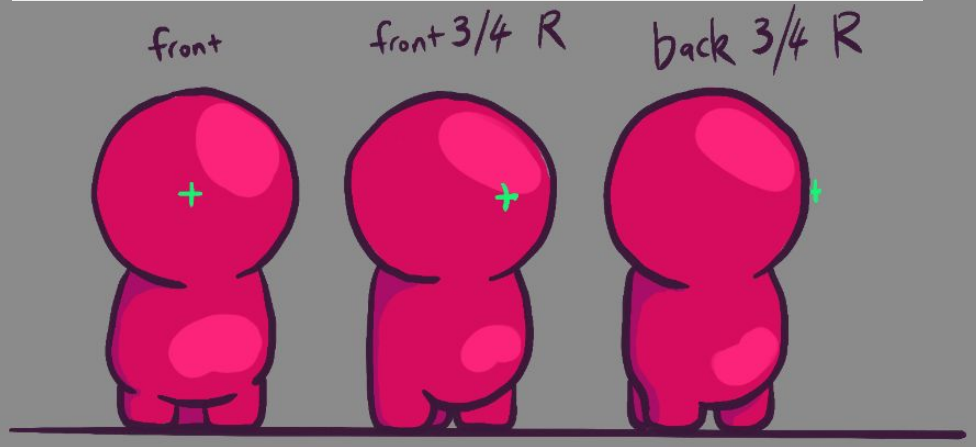


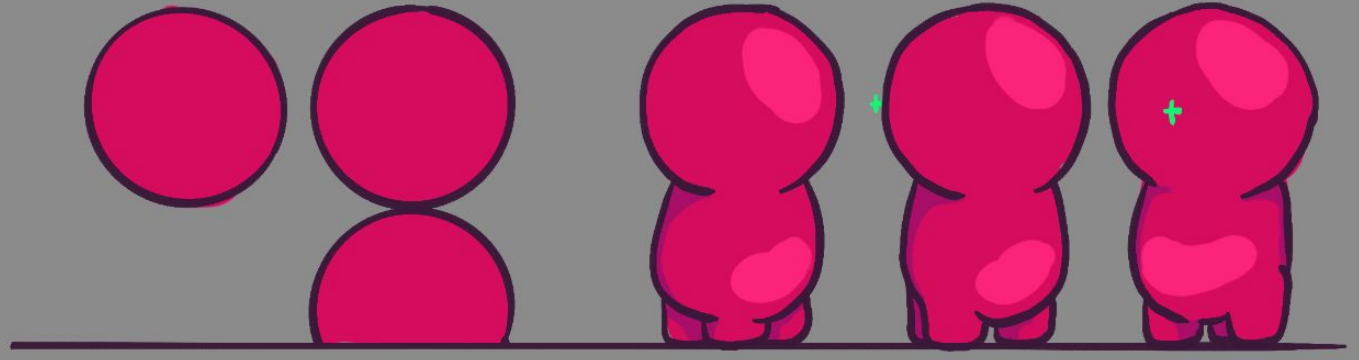




The player character is separated into three segments. Head, torso and legs. Its design is short and pudgy basically acting as a blank slate for players to customize.

The player character is also hues of magenta and is one and a half heads tall.





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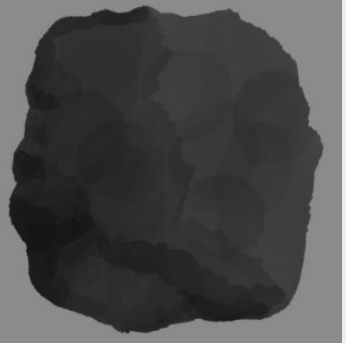
-No sharp lines
-Avoid solid shapes

-Circles and spheres are excellent and should be utilised

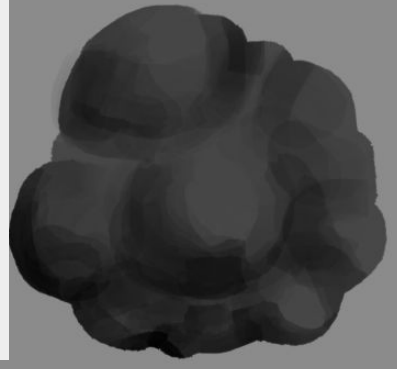
-Round the corners
-Inflate and balloon the basic shape

-Continue to push it
-Using the shape in a unique way



-Keep shapes inconsistent, bumpy even
-As if its growth is chaotic and ever changing
-You can attempt to pull of a inconsistent shape as well as a hard solid edged shape but there needs to be a solid reason why - such as teeth

-Using many smaller circles to create the larger shape



-Push the irregularities - like a tumor

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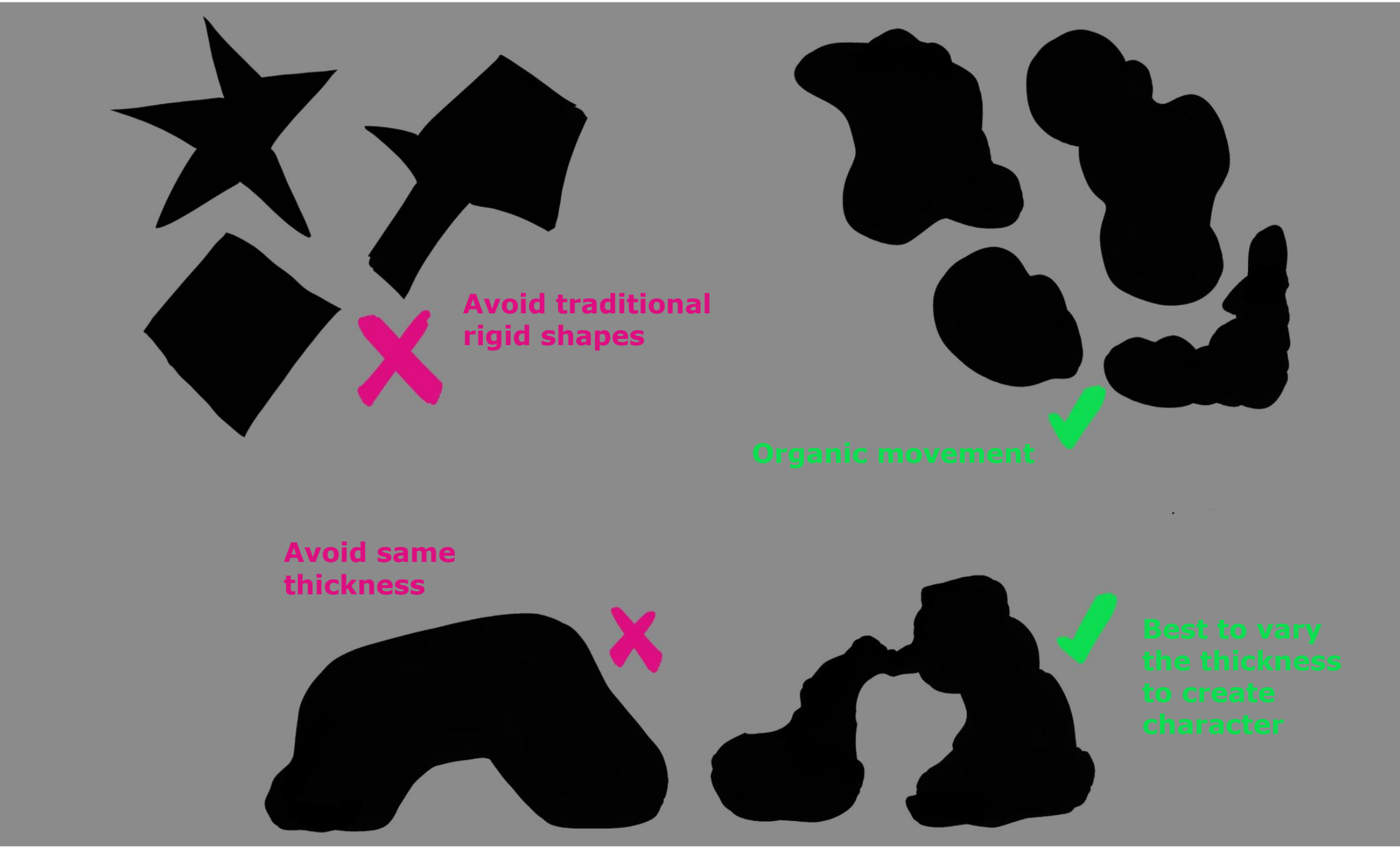

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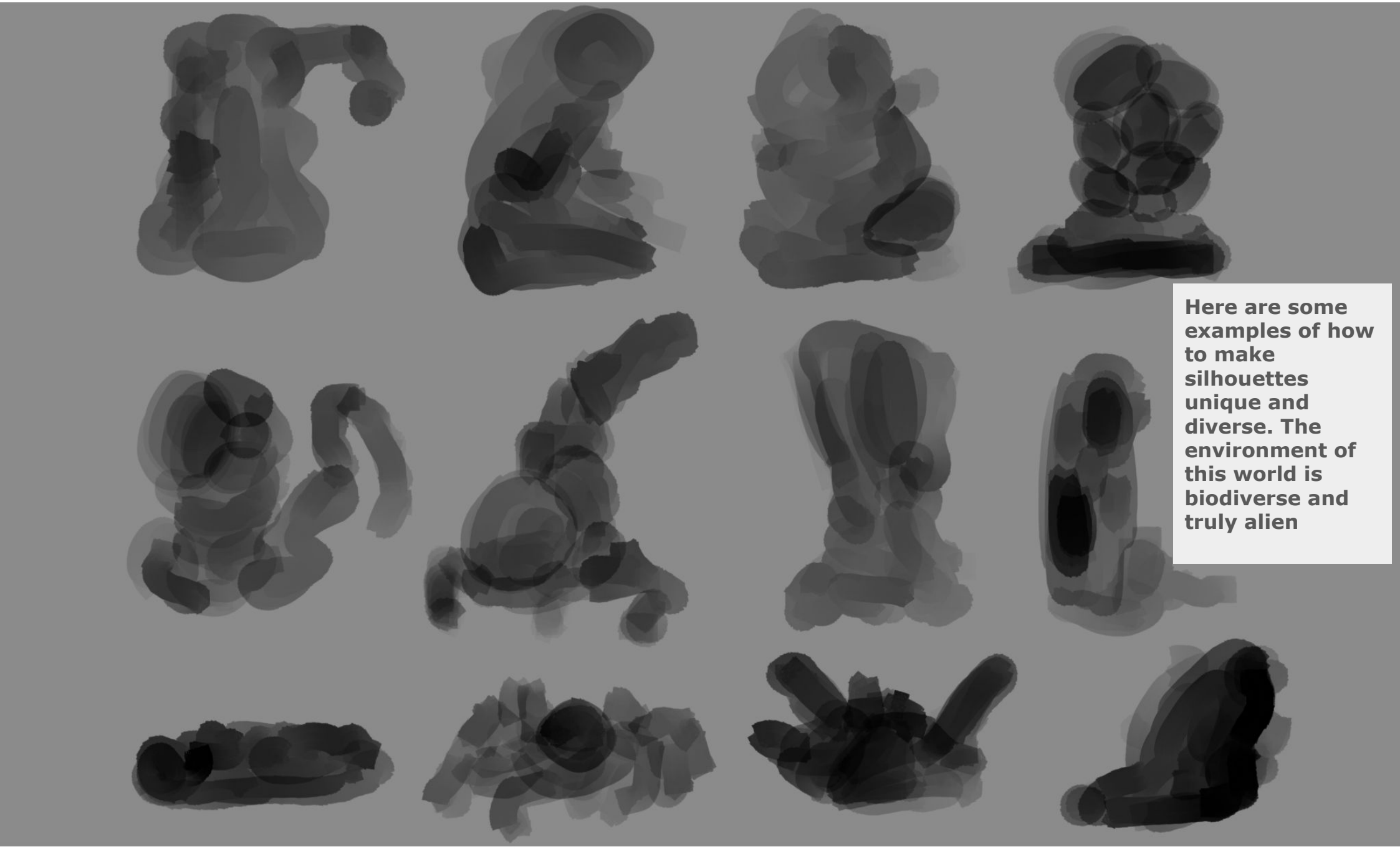

Here are some examples of how to make silhouettes unique and diverse. The environment of this world is biodiverse and truly alien

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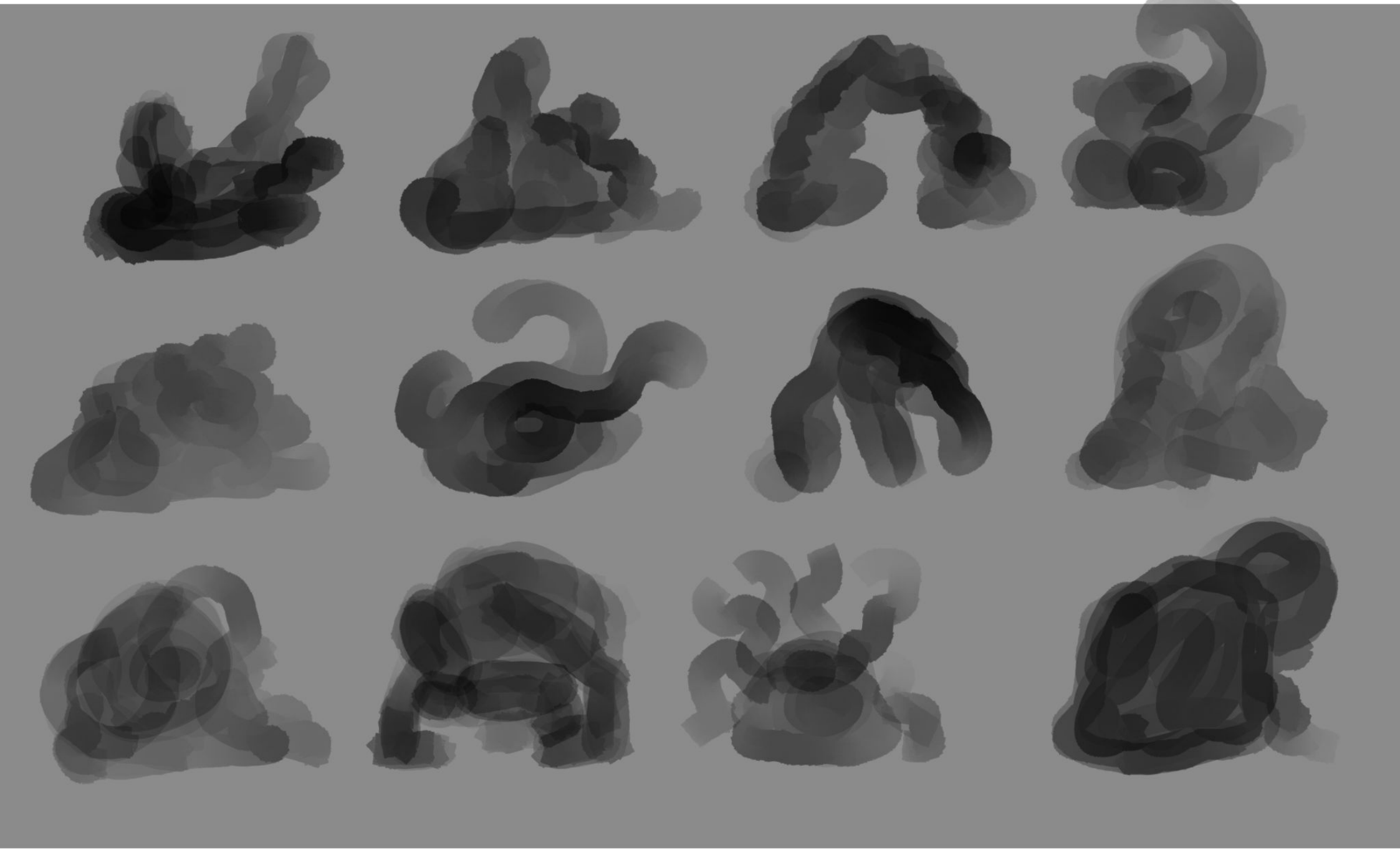

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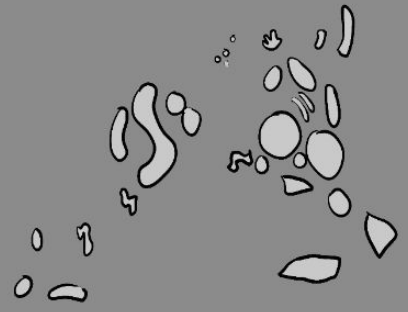
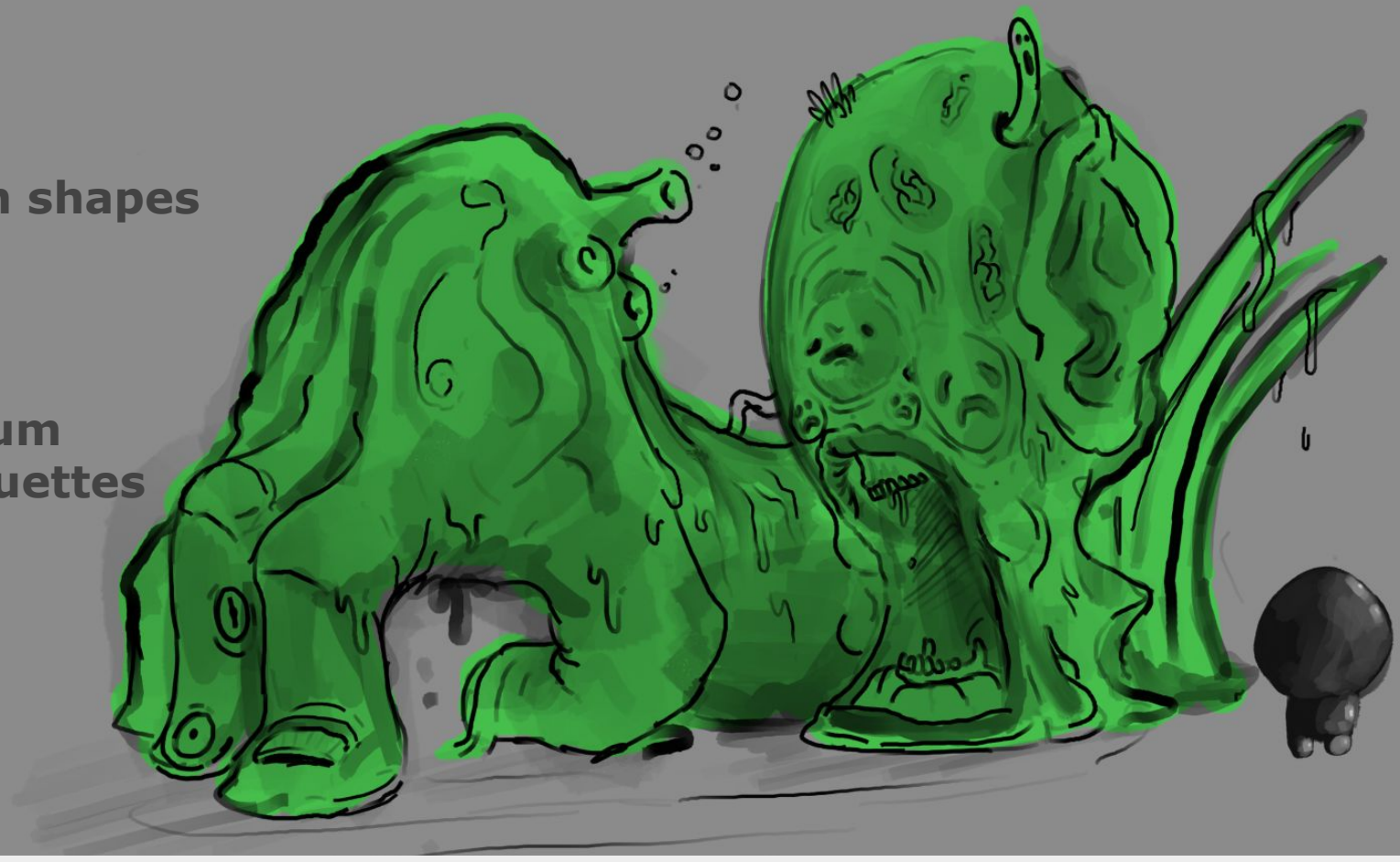
Main shapes

Medium Silhouettes



Small details and silhouette breakers



- Play with anatomy of both human, creature and alien.
- Exaggerate size and scale of proportions, giving the idea of inflation or growth.

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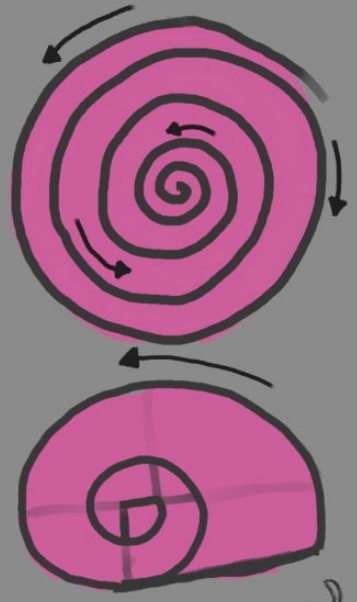
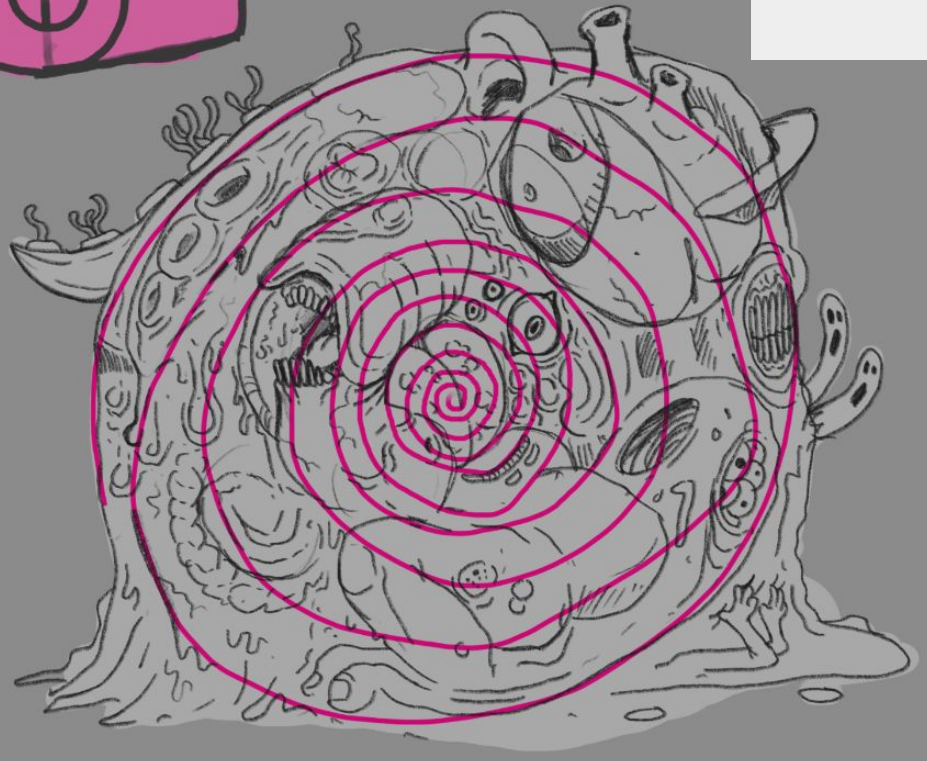
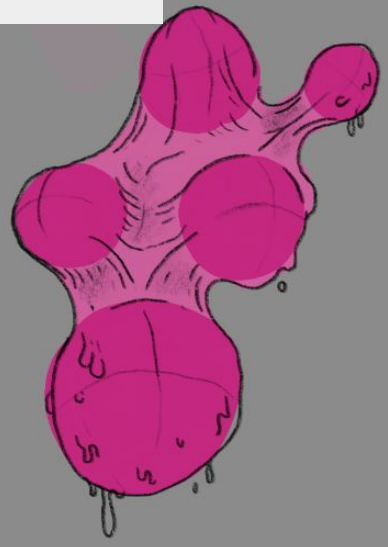


- Organic
- Inviting
- Flowing
- Growing

Using a spiral as a guide to give the illusion of movement and growth

- Flowing nature
- Organic and natural forms and lines





- Using spheres to show movement and the constant yet slow melting
- Melting of was and mixing a variety of forms

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Concepting environmental props make sure they hold the same identity and motifs as the environment such as melting, creature features and that sense of movement. These three illustrations are examples of environmental props that hold personality. Try and replicate this style when illustrating.

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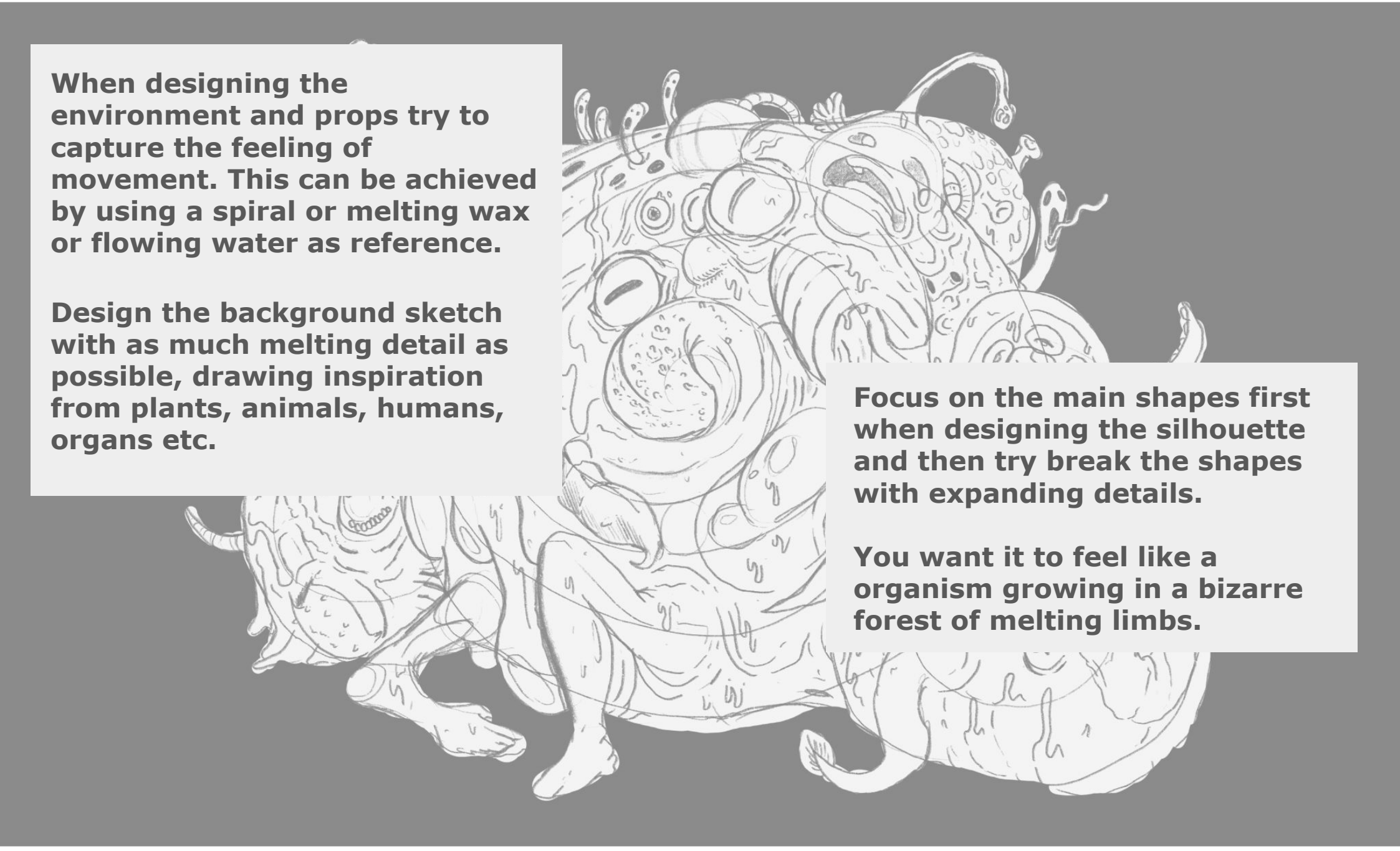

When designing the environment and props try to capture the feeling of movement. This can be achieved by using a spiral or melting wax or flowing water as reference.

Design the background sketch with as much melting detail as possible, drawing inspiration from plants, animals, humans, organs etc.

Focus on the main shapes first when designing the silhouette and then try break the shapes with expanding details.

You want it to feel like a organism growing in a bizarre forest of melting limbs.

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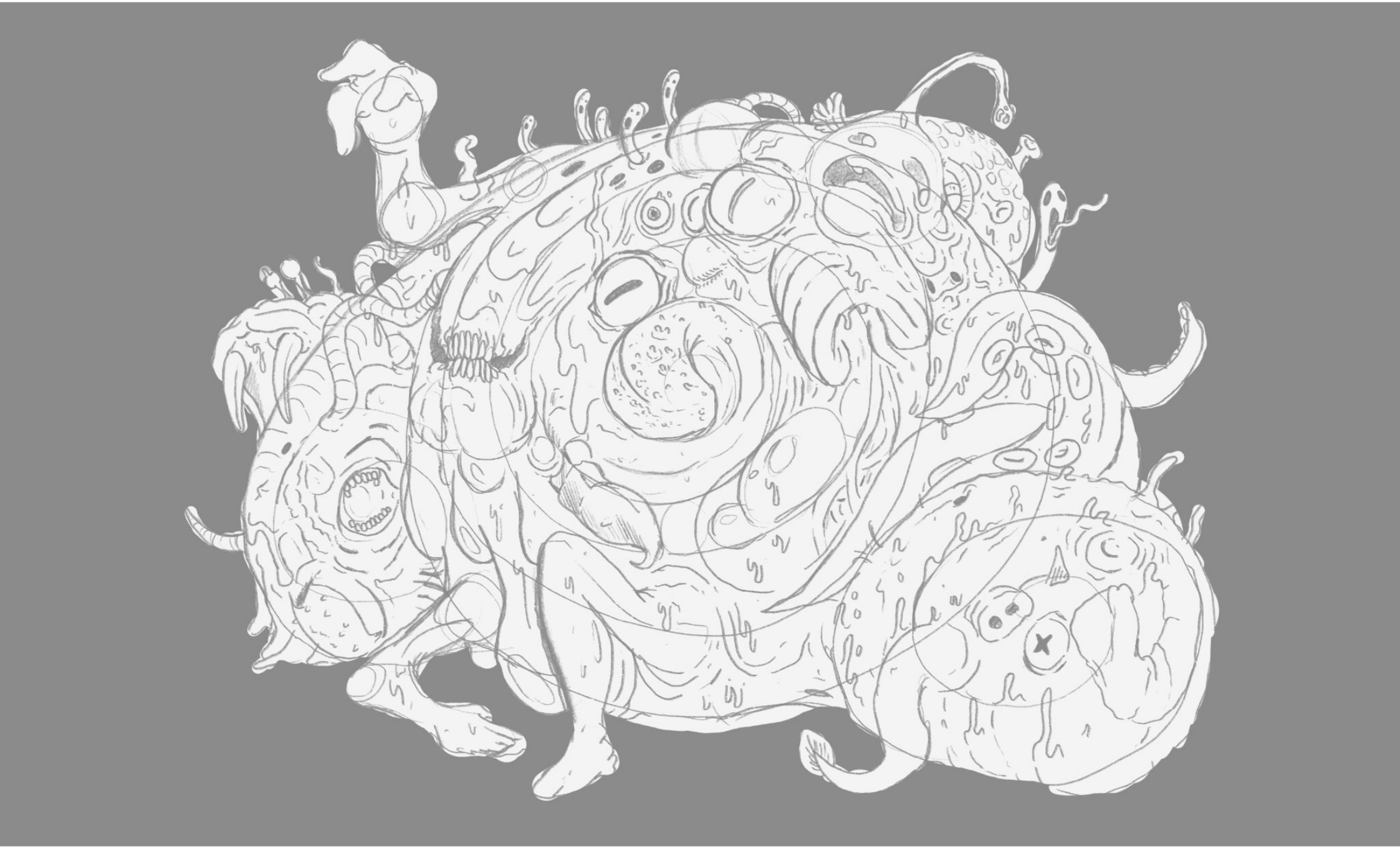

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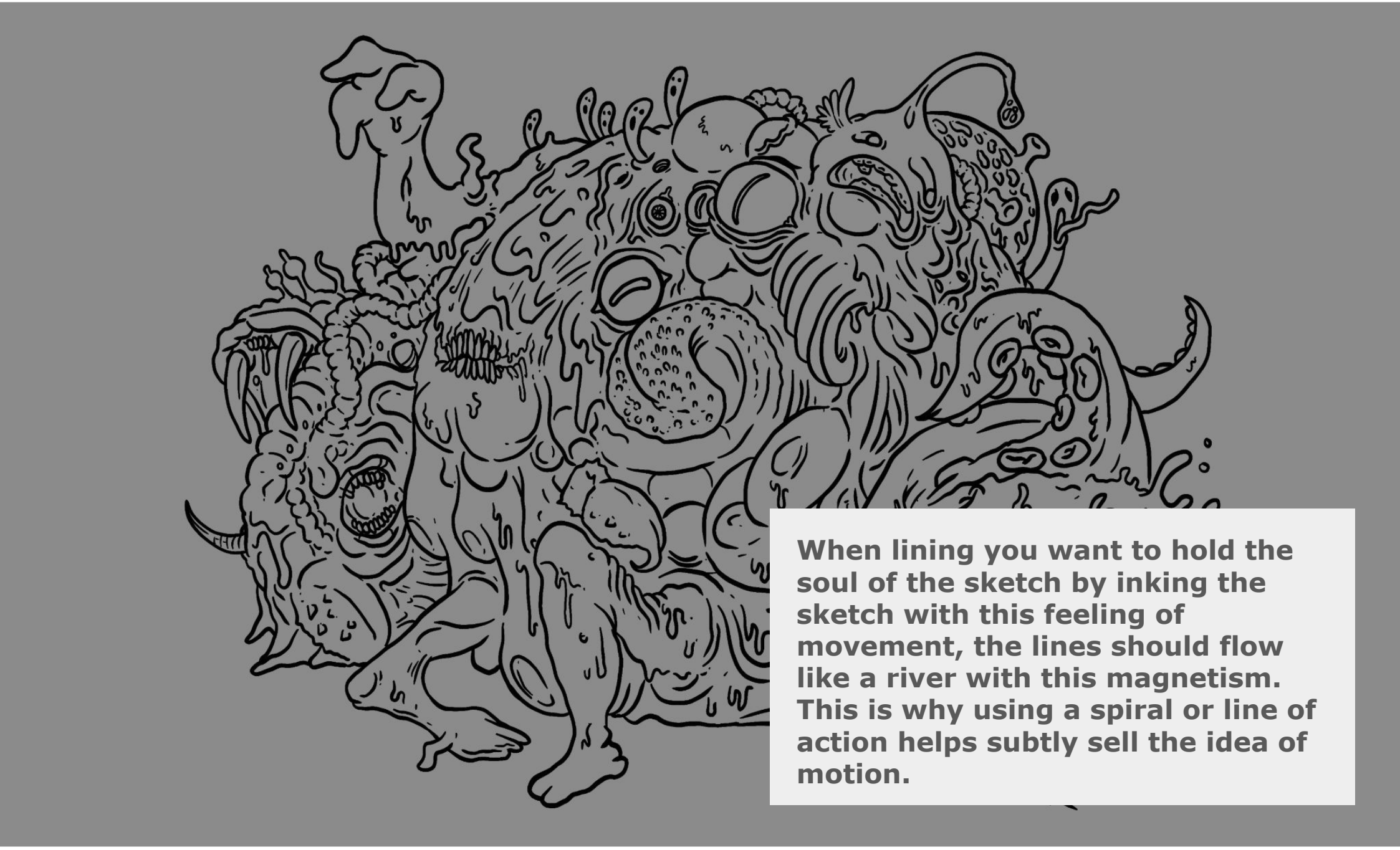

When lining you want to hold the soul of the sketch by inking the sketch with this feeling of movement, the lines should flow like a river with this magnetism. This is why using a spiral or line of action helps subtly sell the idea of motion.

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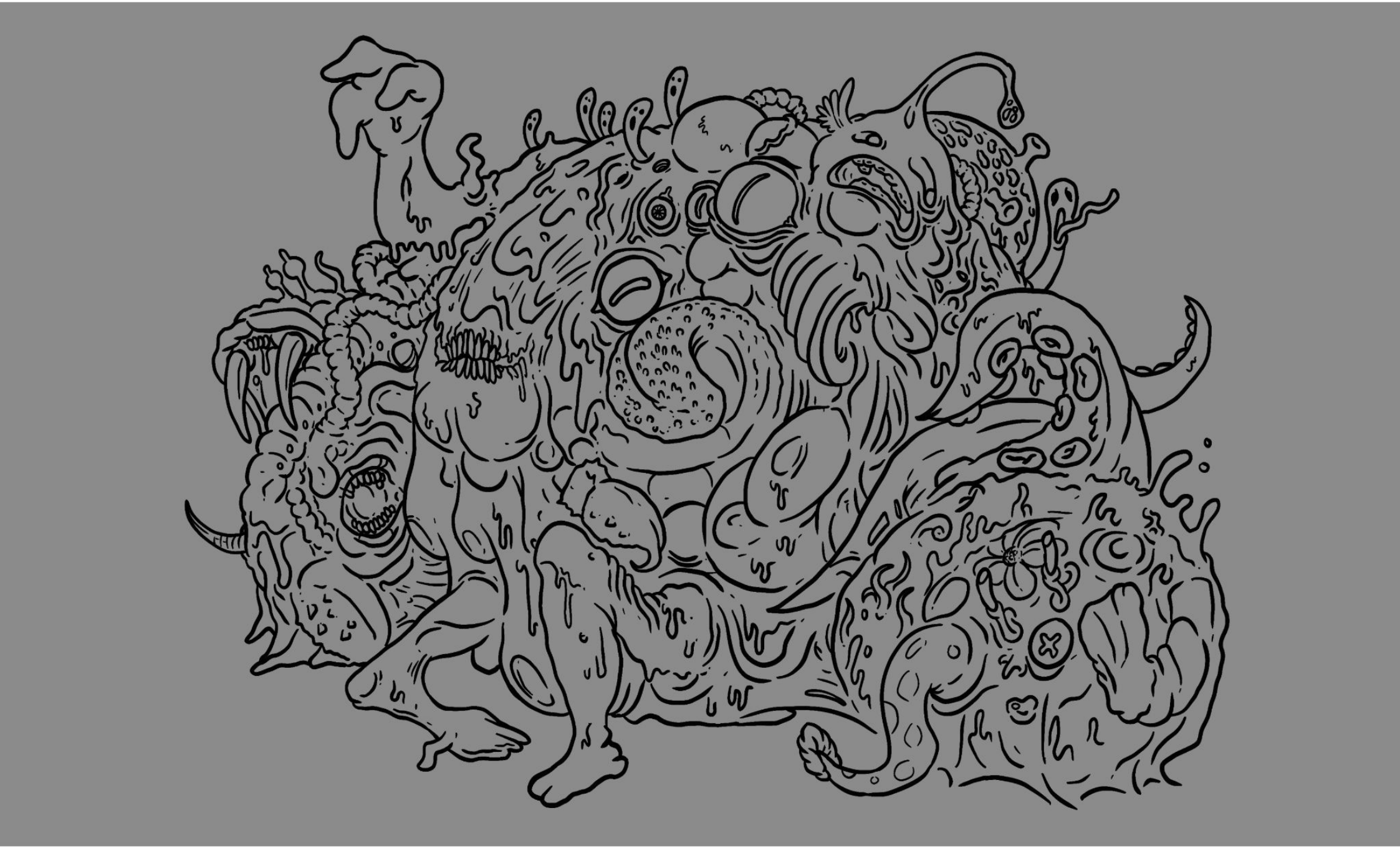

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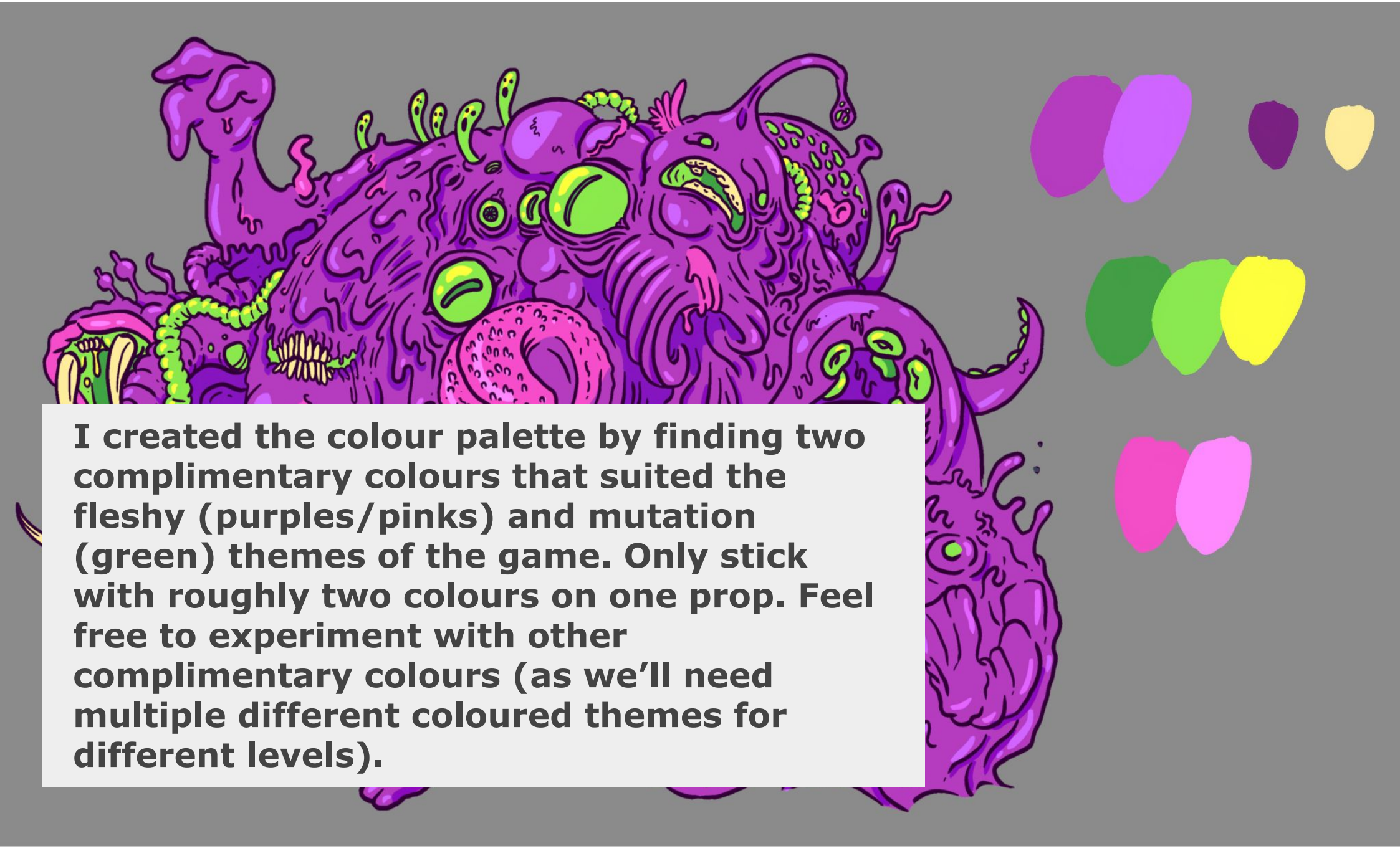

I created the colour palette by finding two complimentary colours that suited the fleshy (purples/pinks) and mutation (green) themes of the game. Only stick with roughly two colours on one prop. Feel free to experiment with other complimentary colours (as we'll need multiple different coloured themes for different levels).

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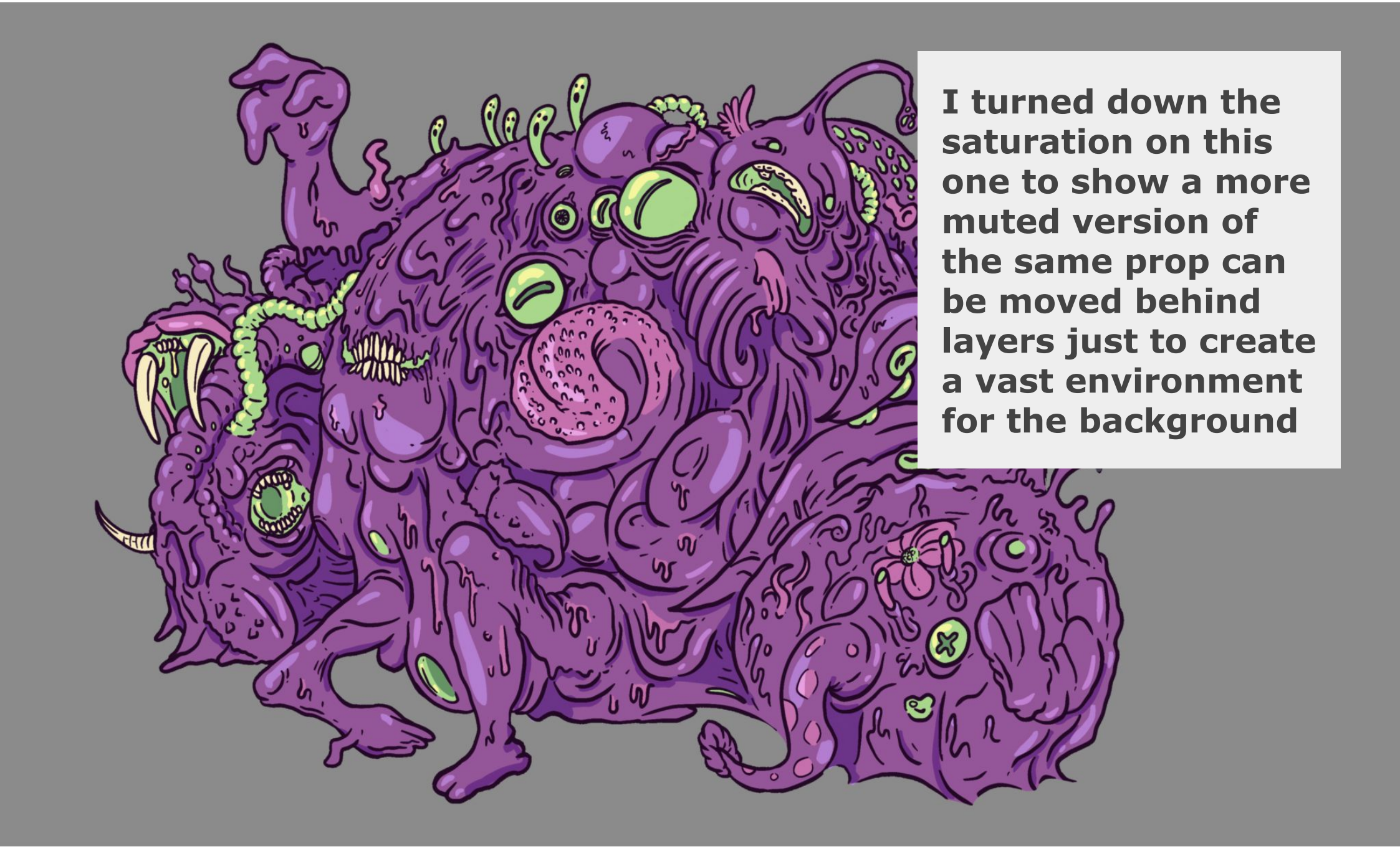

I turned down the saturation on this one to show a more muted version of the same prop can be moved behind layers just to create a vast environment for the background

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Avoid designing bland ideas, try pushing the concept with a few sketches focusing on the line of action and silhouette.

Items used by the player character will need to be animated and contain a attachment point (shown via the green dot) this is the point it will attach to the player character.

Since the player character lacks depth in personality the items will need to hold that personality. When ideating items and props make sure you design the silhouette as strong and unique as possible with constructing shapes and making sure its recognizable to what the item could do, such as a thorny tentacle curling with its spikes hanging out of its suckers. Pushing its personality by breaking the silhouette with contrasting shapes and forms.

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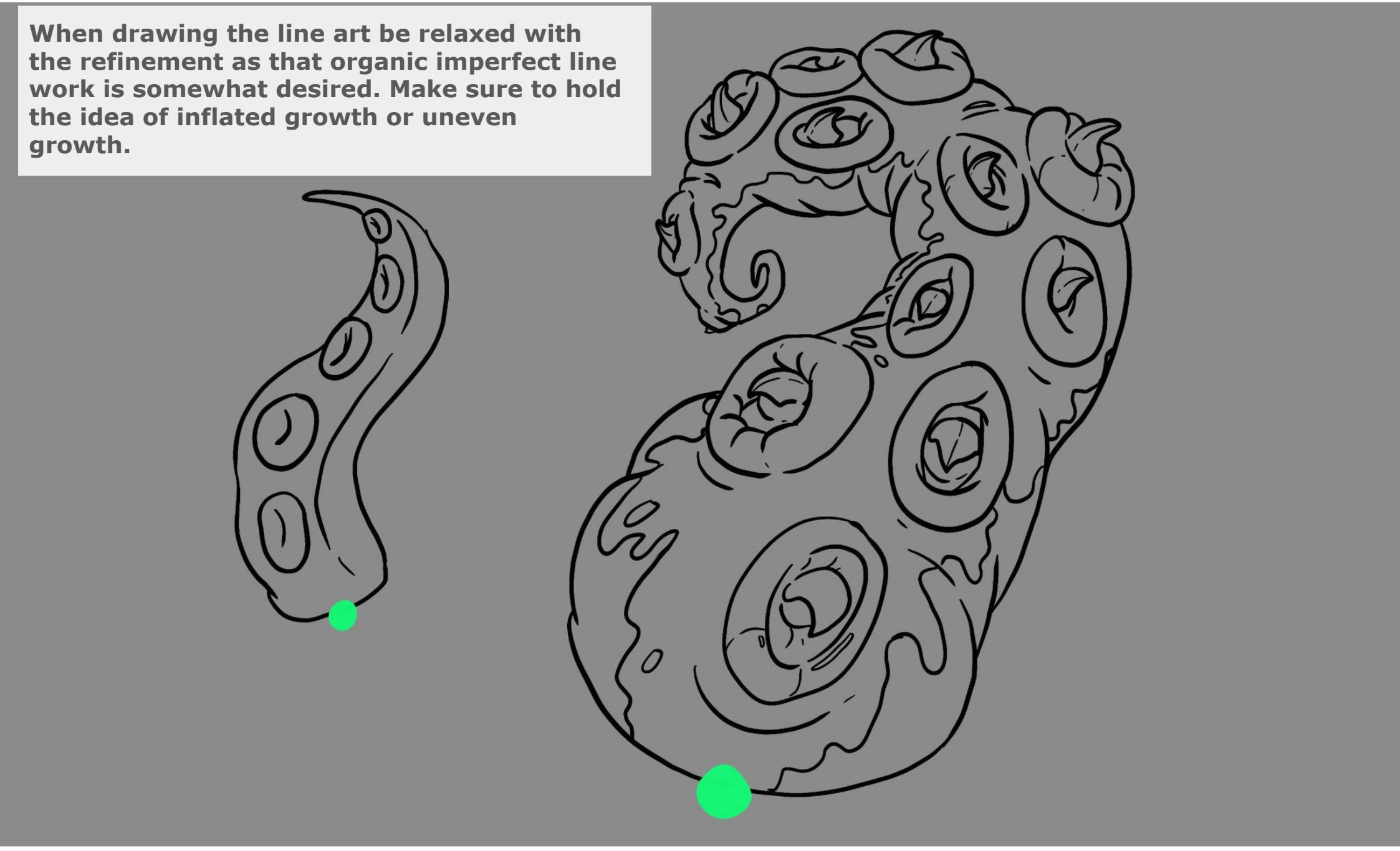
When drawing the line art be relaxed with the refinement as that organic imperfect line work is somewhat desired. Make sure to hold the idea of inflated growth or uneven growth.



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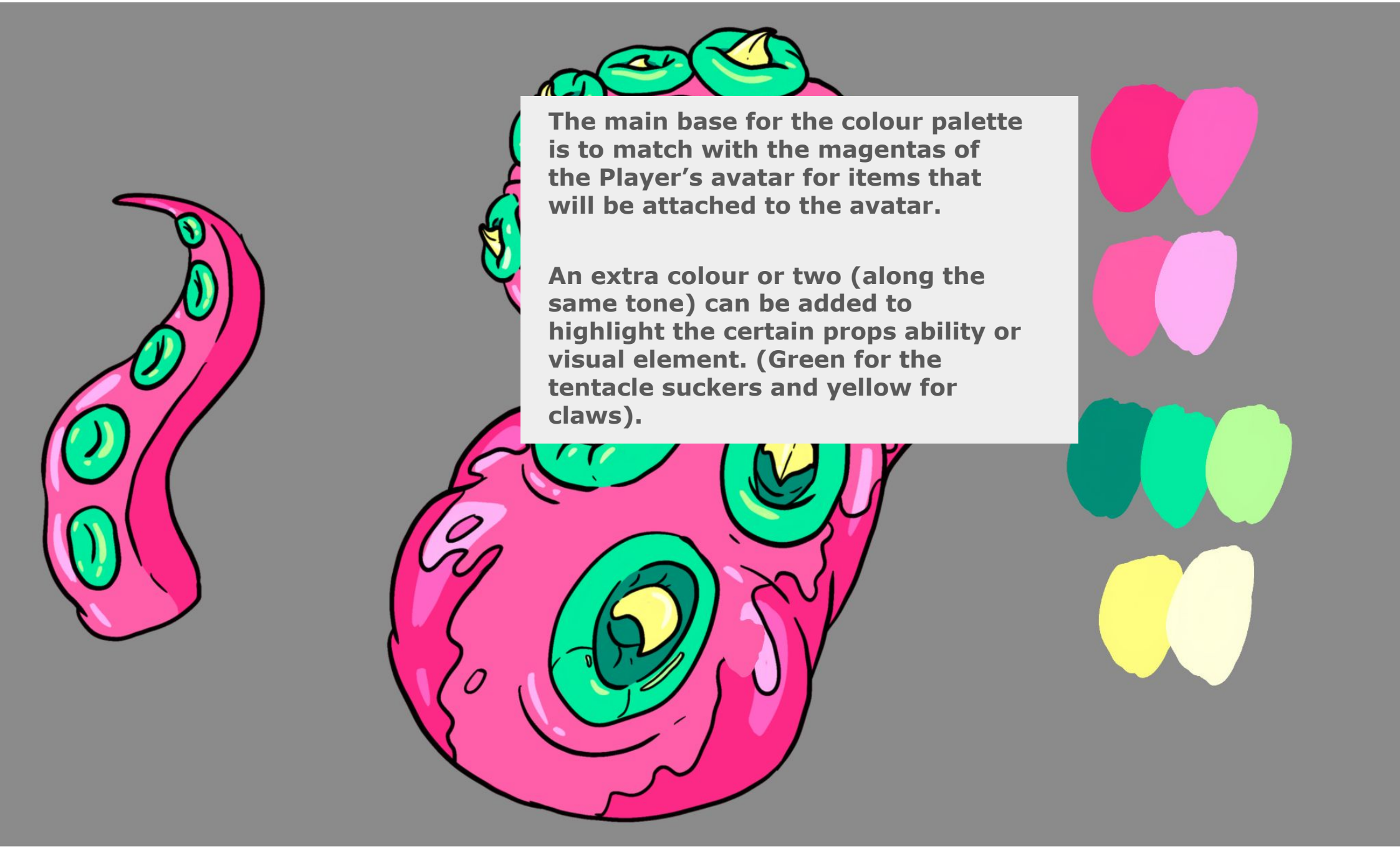

The main base for the colour palette is to match with the magentas of the Player's avatar for items that will be attached to the avatar.

An extra colour or two (along the same tone) can be added to highlight the certain props ability or visual element. (Green for the tentacle suckers and yellow for claws).

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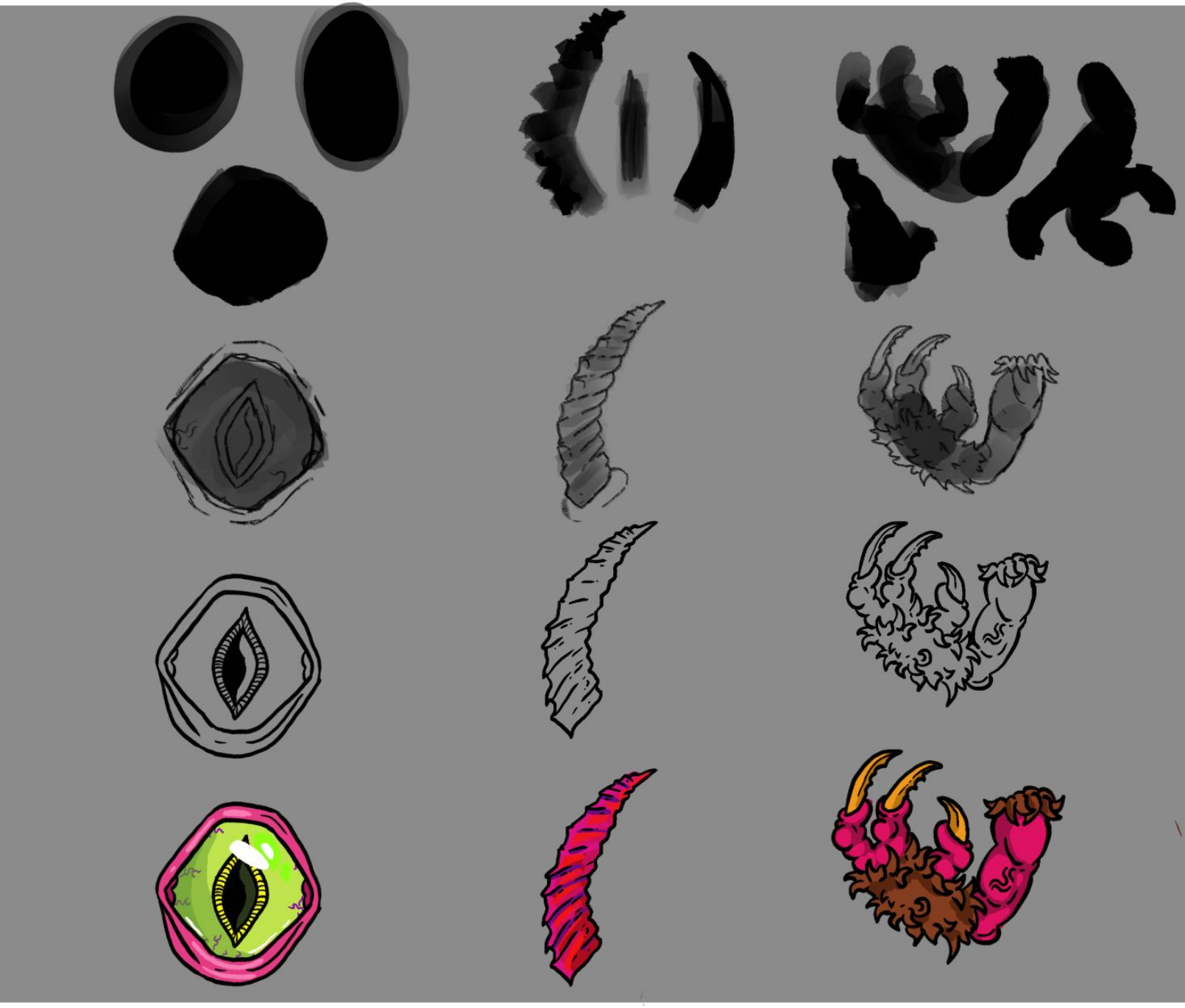

- Start with various silhouettes aiming for the most unique and compelling
- Sketch out that silhouette giving the item personality
- Organic lining
- Colour the props the similar colour palette to the player character

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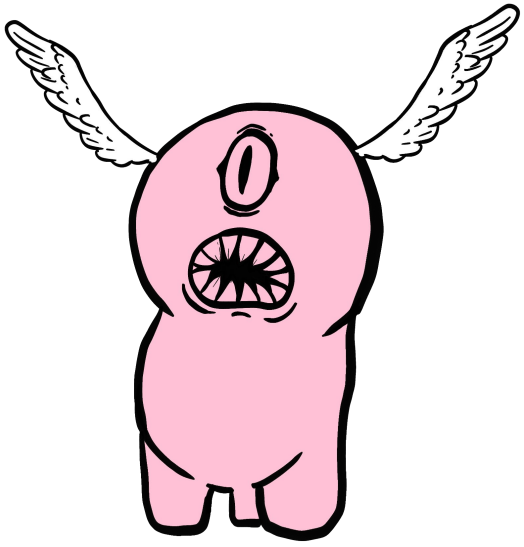
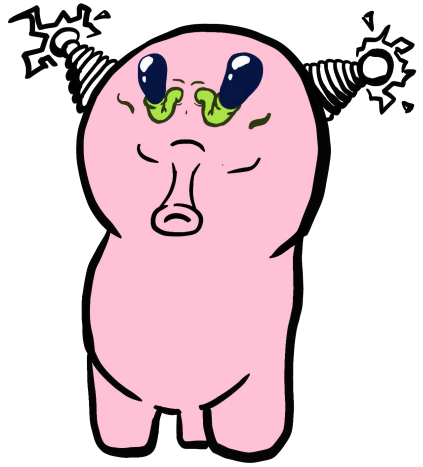
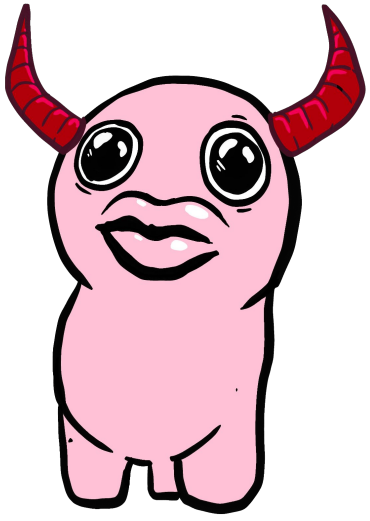




Explore any ideas you might have



Break these rules if there's a good reason to why