RISE OF INDUSTRY

ART BOOK

DAPPER PENGUIN STUDIOS

KASEDO GAMES

Landscape & terrain with natural lighting techniques

We used a simple 2 point light system. One light as the sun and shadows while the other is used for subtle color highlights. We weren't able to make use of global illumination, so the second light adds a bit of fake "bounce" instead.

Early Alpha Terrain

LOW POLY

Towns: the fruit of your labor

It was important to us that towns felt substantial enough. We achieved it by specific placement spawn algorithms and setting up houses in city block layouts.

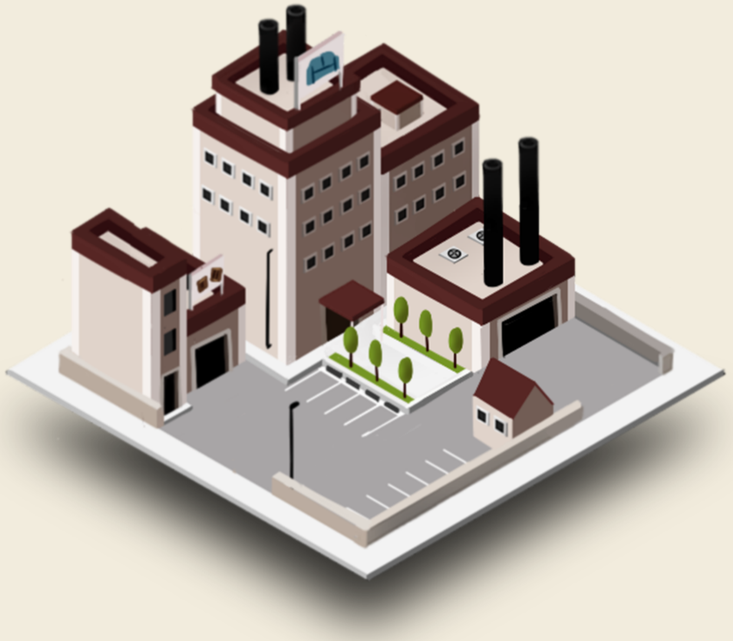
Early Alpha Towns

Towns include housing, as well as miscellaneous buildings like gas stations, police stations, libraries, and more.

TOWN ADVANCEMENT

If a town is prosperous and supplied with goods, it will advance.

Even though we went with the low poly art style it was important that each scene had little details in order to keep it visually interesting and believable.



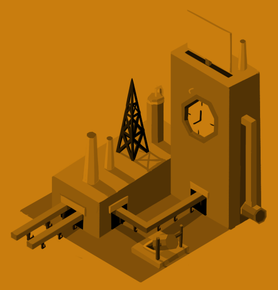
Early Alpha Carpentry Center Concept

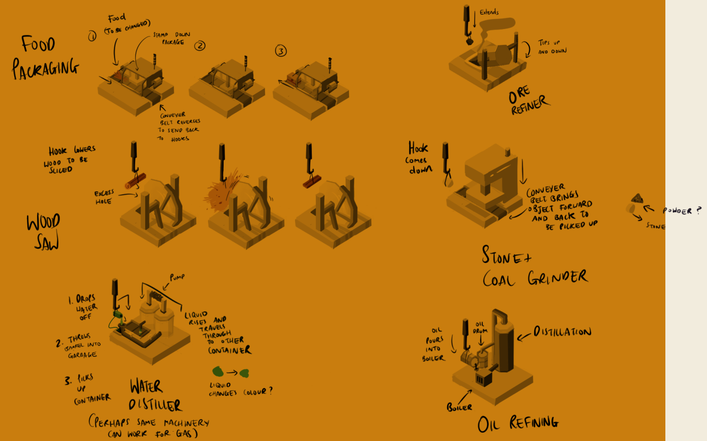
Final Carpentry Center

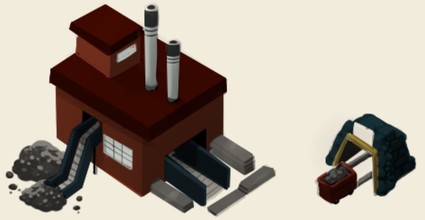
From concept to final rendition, we went through many iterations and changes to achieve the desired look and feel.

The look we wanted with buildings was to design them in such a way that they look natural and integrated when placed next to each other. Even though it is a grid based system, building combinations can still achieve a more organically placed appearance.

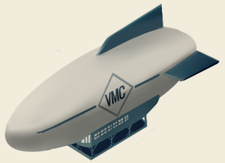
With farms, we wanted to create the feeling of a sprawling, industrial farmscape. We achieved this by use of fields that are the same size as the farm's hub, resulting in the ability to neatly place the fields in a grid around the hub.

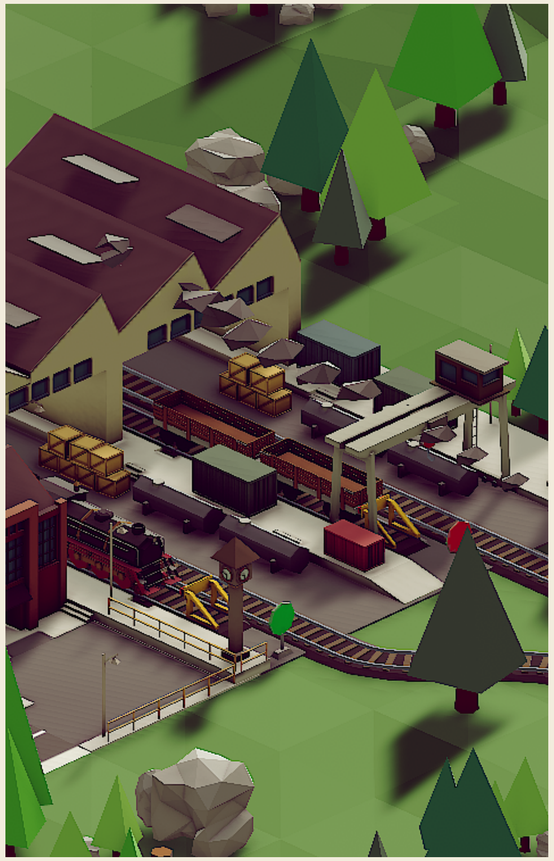


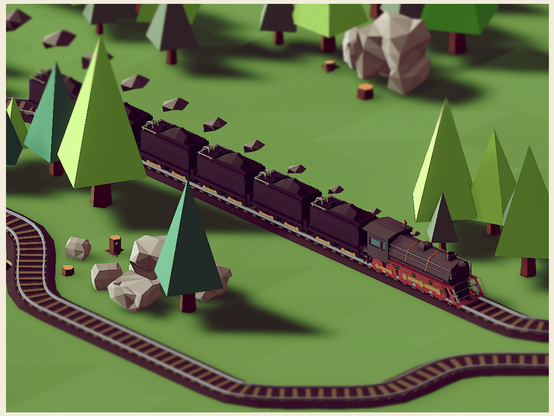




Early concepting phases was an integral part to figuring out how buildings would work and function with the grid tile method. This is also the stage where we could play around with an art style that would work best with the isometric view and do well in regards to performance.







COLORS

Colors were chosen specifically to stay in line with building materials that were used in the early to mid 20th century.

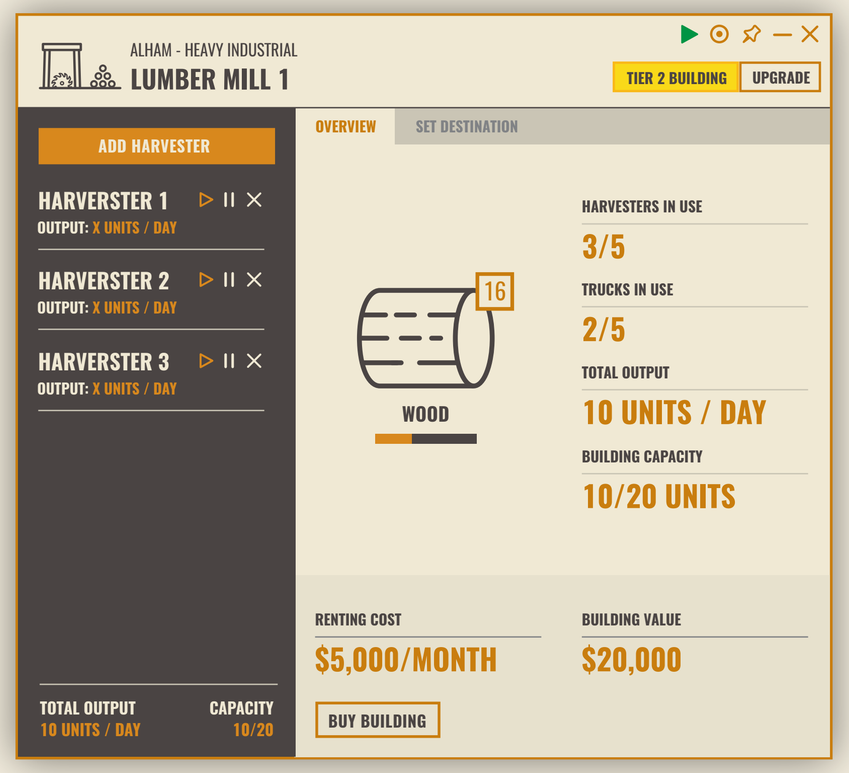
BRICK

CONCRETE

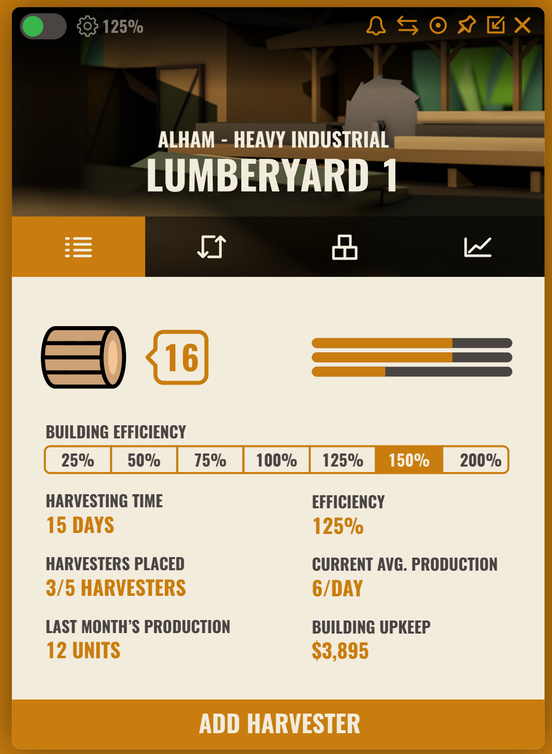
STEEL

VEGETATION

WATER



Early Alpha UI



Final UI

THANK YOU FOR THE SUPPORT!

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