

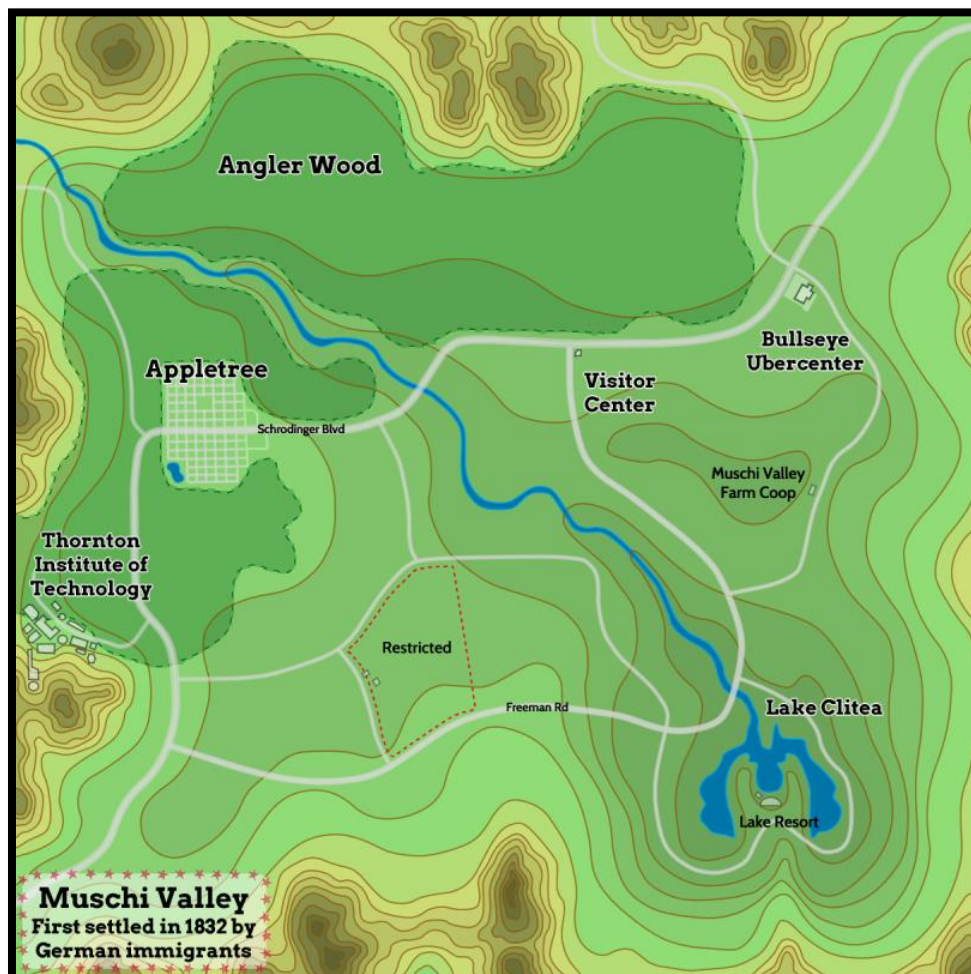
# Location Art - Initial Specifications

## Background:

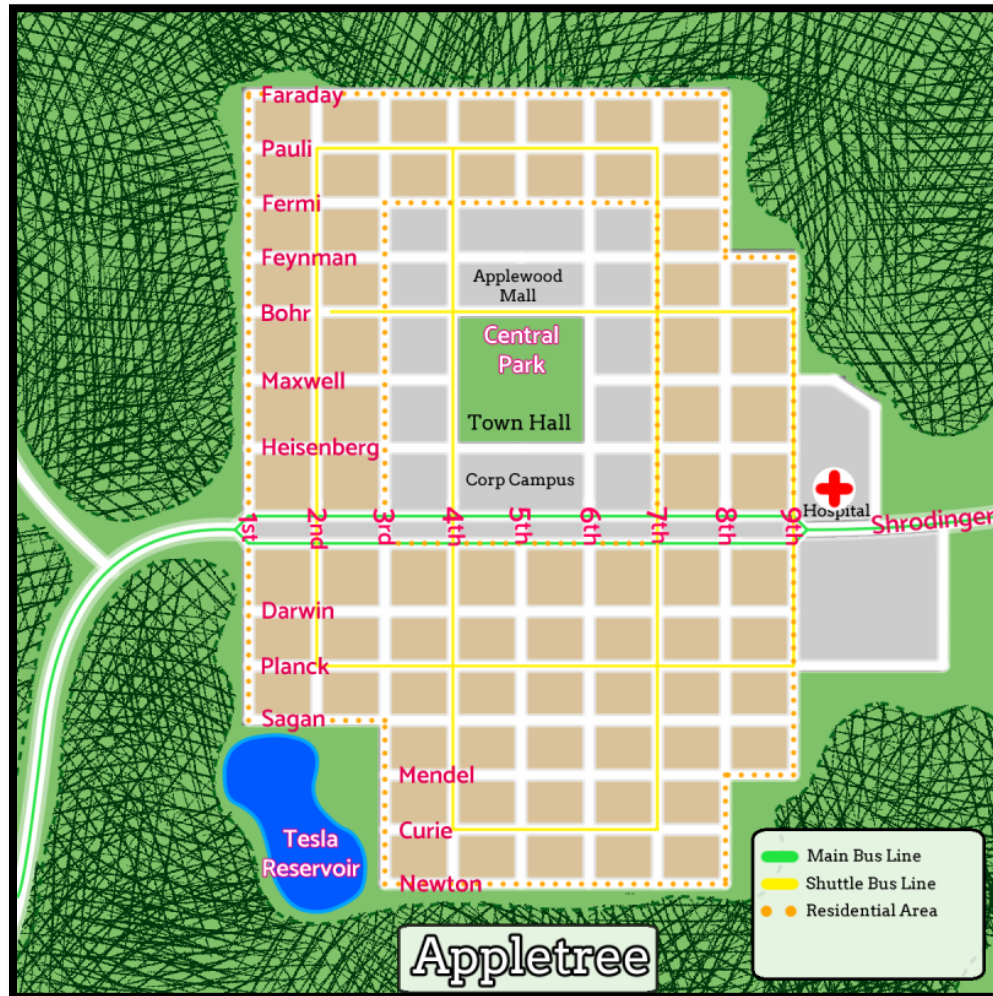
The game is set in the near-future, 2032, in a similar parallel universe. Generally, for the BG work, this won't really matter except perhaps for some more futuristic details when it comes to tech items like TVs and such. The general location of all the art is in a place called Muschi Valley (map forthcoming) and the town of Appletree. Appletree is exactly what you'd call a "planned community" being built and founded a little under a decade before the present time in-game. It was designed to give the feeling of an early twentieth century town with a welcoming and warm aesthetic. The use of red brick walls is quite common, though there are hints of modern design, such as larger windows. There's also a certain fakeness lingering on the edges, as it isn't a genuine town. Think of a Disney park, with how they build a fantastic environment, but off to the side there's the employee entrance to the tunnel network... that kind of thing.

Appletree was built exclusively to serve as the home for employees of The Institute, a part of the military industrial complex largely focused on research and development of new technology, with a wide spanning range of contracts and interests for different agencies and private concerns. Aperture Science or Black Mesa should come to mind. The people of Appletree either work for the institute, a few associated corporations, or work in the services and retail sectors in businesses serving the town population like restaurants and stores. The town is unusually clean and well-kept, which is a part of what makes it odd.

## Topographical map of Muschi Valley:



## Map of Appletree:



## Art Details:

The art will be primarily used as a reference image seen on-screen in a wide and short window, which can be clicked to view a larger version. The dimensions of the finished art should be 1500 to 1800 wide by 500 tall. The 300px gap is to allow you wiggle-room for perspective and the best framing/layout of the image. Basically, a widescreen view. In-game, the default view will be 750-900x250.

## Image Series:

It's important for me to have an artist complete all of the art for a single location area, though it would be preferred to have a majority of location art by the same artist in order to maintain the same style and overall aesthetic in order to avoid discontinuity. Each map area will have several different views of the different locations, though some can be reused as appropriate. Imagine it as kind of what the player would be seeing if they were in that location. There are 5 main series of location art that we're initially concerned with. In no particular order:

**Downtown exterior:** largely outdoors with views of brick shop fronts and restaurants, as well as some views of some places like town hall and the central park.

**Home Interior:** Different views of the inside of a home, essentially one-per-room. All the basic rooms you'd find in a house will be covered, and there will be a few variations of the main locations (living room, kitchen, bedroom) to represent different size homes.

**Residential Area:** This is the area surrounding the player home, and includes some views of inside their apartment building, the street, parking lot, park, and convenience store.

**Bullseye Ubercenter:** (AKA knockoff Target, could be imagined as the disturbing spawn of a sexual union between Target and Walmart.) Some basic views of different shopping areas, and the exterior.

**Special Locations:** This is less of a unified set, and lower priority. It includes views from various places you can reach within town, such as the inside of a fancy or family restaurant, inside of a clothes store, view of inside the mall, and that sort of thing.

## Trial Art:

One of two options, for a more thematic view of the town and area. The aspect ratio of this image can be different than the standard location art, and could be 3:4 or even 4:5, with a width of at least 1200px.

A) A view of Muschi Valley: Looking south-southeast over the valley from Schrodinger Blvd, somewhere near the visitor center. You should be able to see mountains in the distance, as well as Lake Clitea, and plenty of wild fields with an occasional copse of trees. The feeling should be of a fertile valley ripe with potential for a new start / new life. generally hopeful and pleasant, and should look pretty.

B) A view of Appletree, from outside the city approaching from the east. The city is surrounded by forest, but the forest at the southeast of the town is far less dense so you can show more there if you wish. The town doesn't need to be intricately detailed but should give an impression of a clean welcoming place, almost homey, but perhaps with a hint of danger off on the edges.