

PROJEKT KIOSK

ART BIBLE AND STYLE GUIDE
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DIT  LAB



tone

The general tone of *Projekt Kiosk* contrasts a cold dystopian setting with warm and cozy vibes. This contrast is represented in both its visuals and themes - the warmly-lit workspace that acts as the player's perspective stands in contrast to the cold and dim morning skies of the world outside. Genuine personal interactions occur with customers under the kiosk's warm light, defying the shrouded and impersonal urban setting that surrounds them.

Visuals

The game's visuals are a combination of 2D illustrations and 3D renders - Characters are drawn in 2D, and UI elements make use of flat iconography and gradient backdrops. 3D renders are used to bring anything in the world space to life - namely the kiosk, its devices, and sellable goods.



COLOR AND VISUAL IDENTITY

Projekt Kiosk's main color is a vibrant orange-yellow (#ffc000). This is used for the title art, user interface, and other visual elements. This color is used to communicate brand identity in cases such as promotional material and UI elements.

In-universe, the game makes use of iconography that feels official, governmental, and/or corporate. This communicates the dystopian nature of the setting and the overreach that organizations have in its world.

These elements are kept visually flat and minimalistic.



MAIN COLOR: FFC000

PROJEKT KIOSK

FONTS

The title art, headings, and large UI text font in Projekt Kiosk is MODERNIZ.

The body and small UI text font is Roboto Regular. Emphasized body text is Roboto Bold.



CHARACTERS

The characters in Projekt Kiosk each have their own unique personalities and looks that hint to their backgrounds. One thing they all have in common is that they are urbanites with access to digital devices that has become essential for modern life.

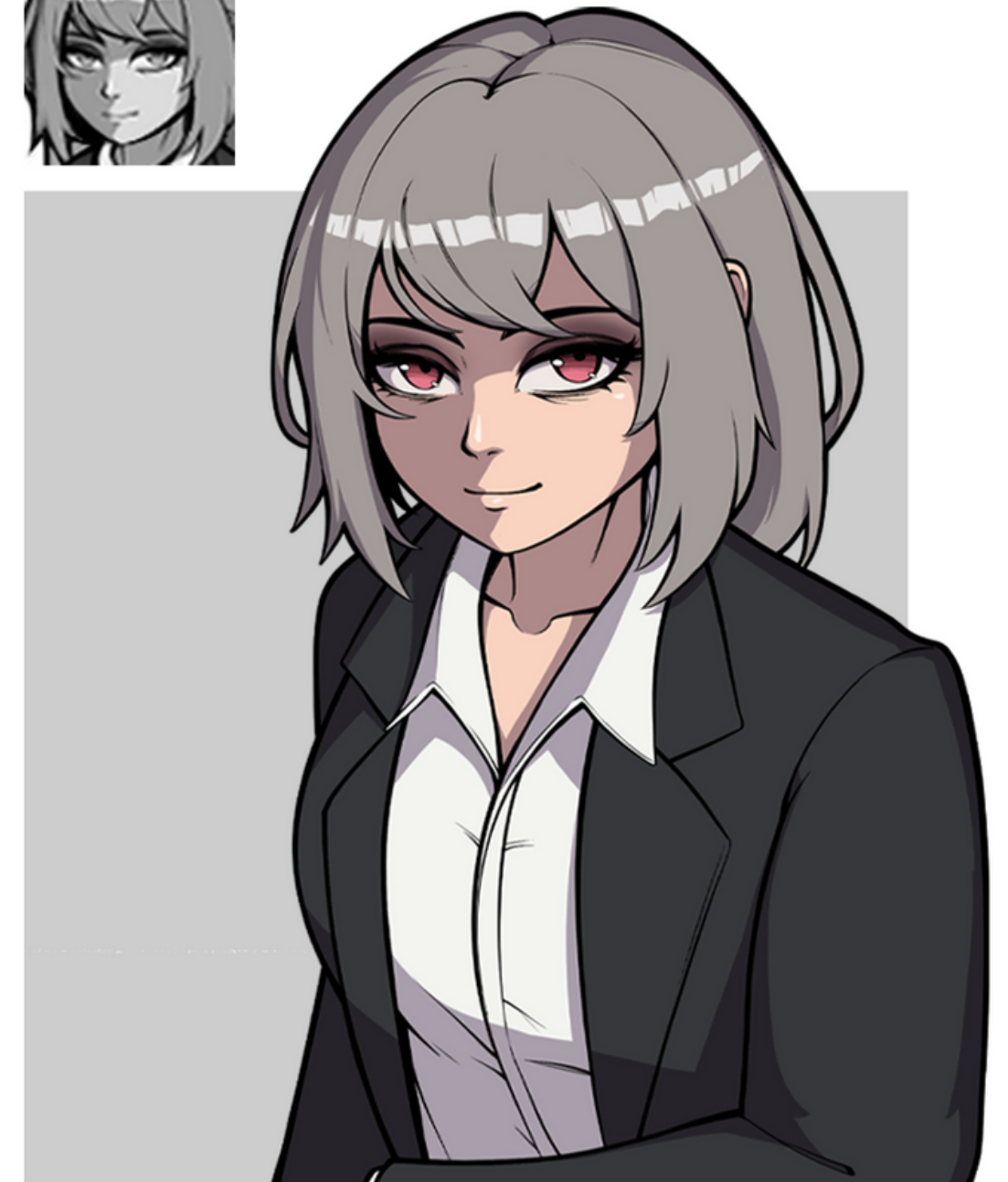
Characters are illustrated in stylized 2D. The style incorporates line art with line weight, a combination of hard and soft shadows, and some highlights.

Any character that presents their ID will have an accompanying ID photo.

HOSS LERMAN



ROBIN BANKS





3D RENDERS

3D renders make up the bulk of environment and prop art in *Projekt Kiosk*. These 3D assets are textured minimally, consisting of solid colors. Their material properties - such as metallic shines, matte surfaces, and transparencies are also rendered and represented in-game.

Because *Projekt Kiosk* is a 2D game designed to run on WebGL, every 3D asset is pre-rendered and converted into 2D sprites and images. With this method, assets are able to be rendered with realistic lighting with minimal system requirements.

This combination of minimalistic texturing and realistic lighting creates a stylized realism look for the game world.



CHECKMATE™
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WORKSPACE

The player's workspace is a pre-rendered 3D environment that provide the player with the tools they need in a diegetic way.

Interactive elements, labels, and interfaces are represented in the game world as much as they can be.

Reminders!
Alcohol and cigarettes:
Check identity
and age

Packages:
Check identity
and address



JANUARY 2030



**Bagging
Area**

Broottle



PARODIES

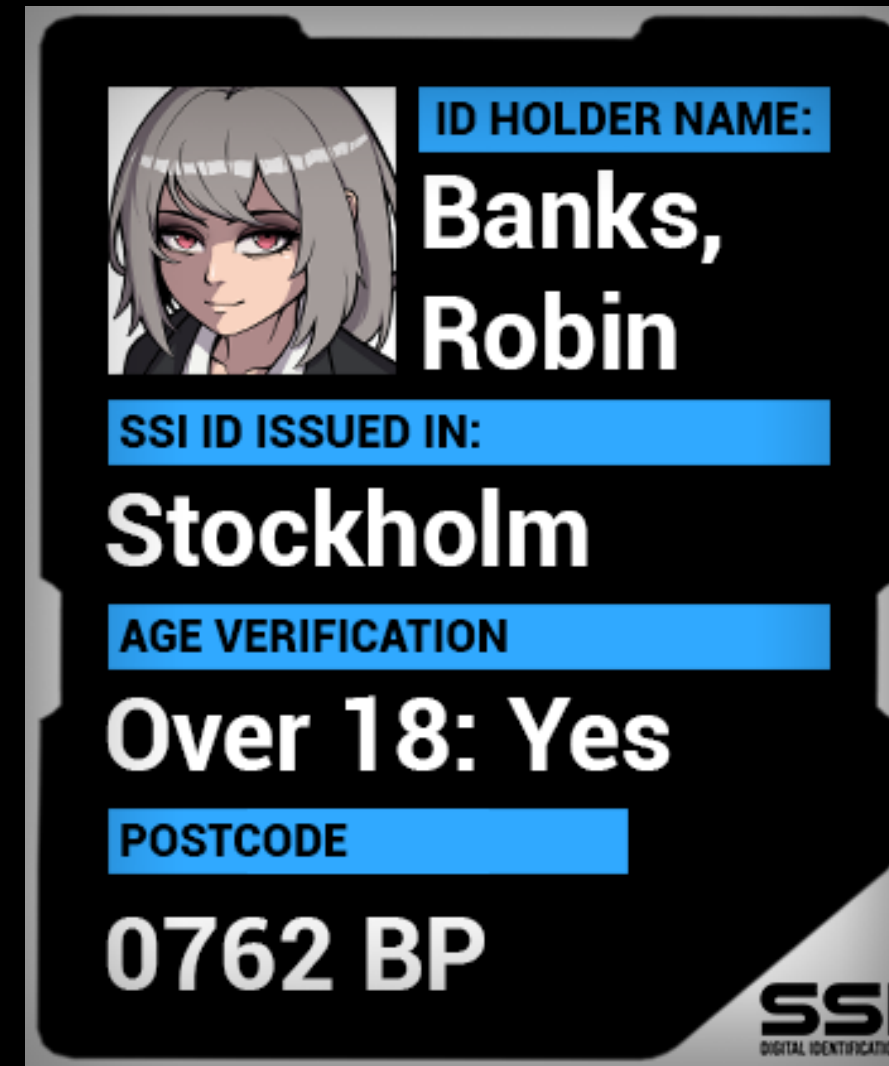
To emphasize the speculative and satirical nature of its setting, *Projekt Kiosk* makes use of fictional and parody versions of organizations, brands, and products.



USER INTERFACE

The user interface follows a minimalist, mostly-flat design philosophy. UI elements should contrast well against its backdrop, using dark gradients or negative space where needed.

Clickable UI elements should have highlighted versions to indicate their interactivity. These highlighted versions should be solid-colored with *Projekt Kiosk's* characteristic orange-yellow.



SPEAKER

Dialogue goes here.

Choice 1

Choice 2

Choice 3

Choice 4

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