OceanUS

Iceberg color

Safe Spot : Art Style Board
Ice/ Snow color values

Color Family 1

R: 232
G: 238
B: 249

R: 125
G: 143
B: 170

Color Family 2

R: 214
G: 223
B: 234

R: 142
G: 159
B: 171

Color Family 3

R: 191
G: 199
B: 220

R: 135
G: 150
B: 179

R: 107
G: 134
B: 181

R: 069
G: 096
B: 139

Submerged ice color values

R: 049
G: 124
B: 163

R: 022
G: 087
B: 119

R: 076
G: 150
B: 166

R: 106
G: 128
B: 135

Notes:
The Iceberg will consist of two layers :
-The White representing the ice/ snow
-The Blue representing the submerged mass underwater.
These layers enable the creation of dynamic forms that will
 be visually and interactively interesting.
Integrating the use of up to three color families for the
icebergs will also provide good variety on the EDG Screen.
Oceanus 2 team will deliver three Ice tile maps. Three
of varing detail to be passed to the programing artist.

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Animator reference: Variety of Texture Quality

vNote:

Oceanus 2 Team will deliver a 3D rendered , rigged model, and texture.

The delivered textures will be preliminary. The quality of the texture for final bear will depend on how the resolution of the animation will appear on the EDG Screen.

Oceanus 3 Team will make that determination after play testing on the EDG Screen.

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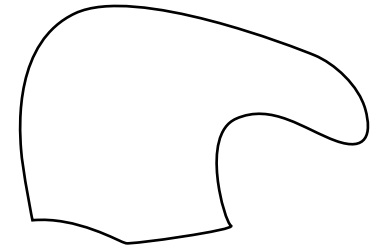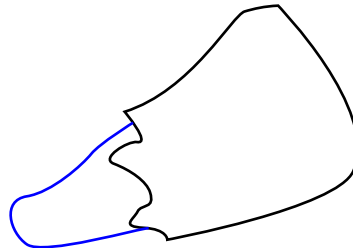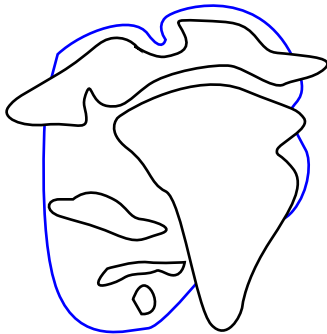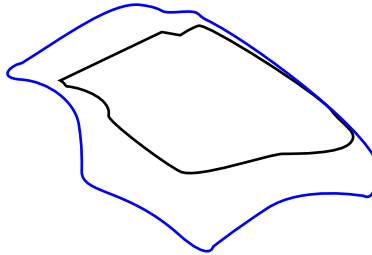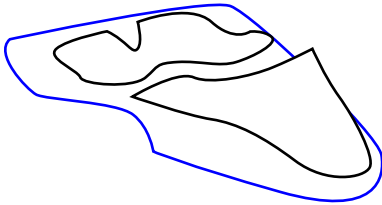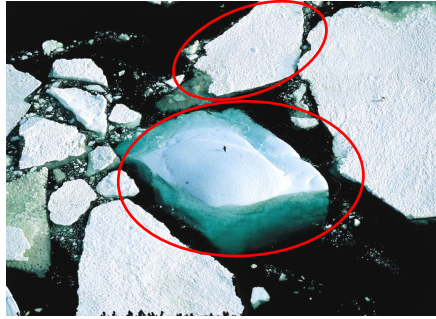
Iceberg Shape

Key:

_____ Above Water Ice

_____ Submerged Ice

Style Notes:
The iceberg shapes are geometric in overall form. Note the roundness and softness of the edges when a smaller mass breaks from a larger piece. The Blue submerged layer is not an exact shape match to the ice above water.

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Water

Image 1

Image 2

Image 3

R: 023 G: 033 B: 032	R: 073 G: 061 B: 061

R: 020 G: 036 B: 059	R: 043 G: 072 B: 160

R: 021 G: 010 B: 006	R: 080 G: 100 B: 091

Notes:

Above are three varied choices for the ocean water background for
the Safe Spot experience. Oceanus 2 will deliver tile map texture
for each color palette including two resolution choices. The high
resolution versions will have ripples in the water as in image 1.
Lower resolution options will be a smoother water surface as shown
in image 2 and image 3.
The quality of the texture for final the water will depend on
how the resolution of the animation will appear on the EDG Screen.
Oceanus 3 Team will make that determination after play testing on
the EDG Screen.