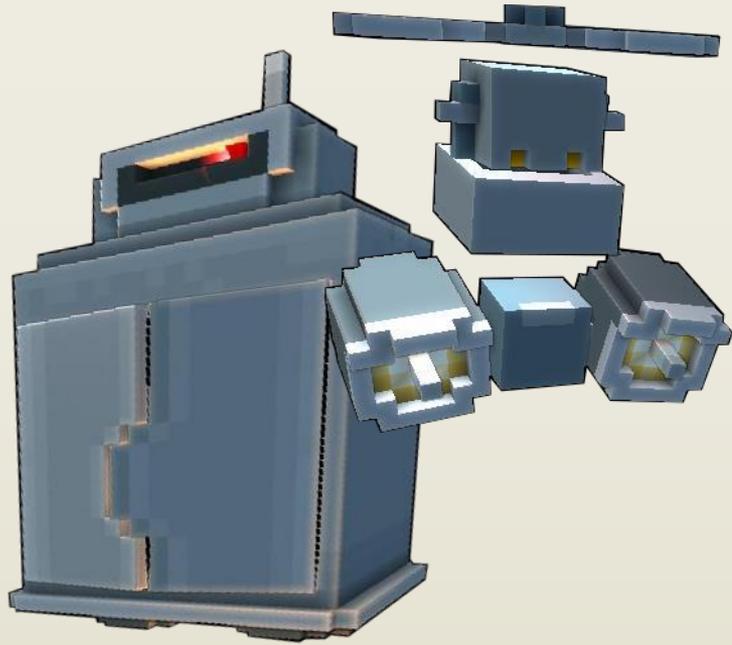


TROVE™

The Art Guide!



Trove uses voxel based modeling to create in game assets. This document will cover artistic style as well as the various technical rules for creating models for trove. Keep in mind that we receive lots of submissions every day so if a model does not meet our criteria; the model will be rejected and you may re-submit with fixes.



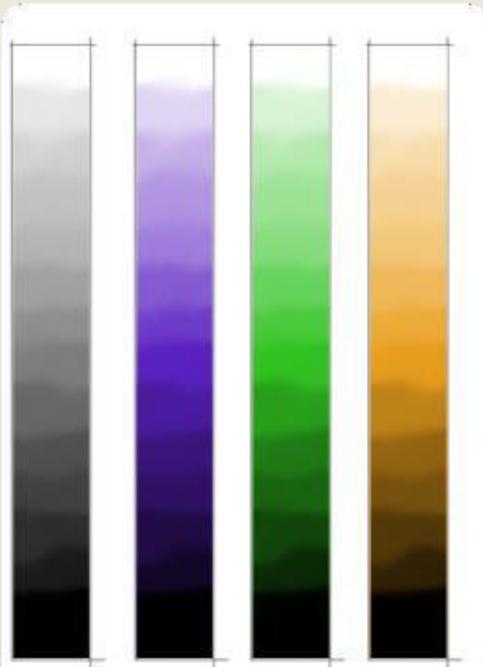
Style

Trove is meant to be funny and different. The main goal of the style of Trove is if it makes you smile or laugh, you are on the right track. So this means we can make more than just swords, axes, etc. They are great to have and we want them just as much as anything else, but crazy fun ideas are what give Trove its unique feel.

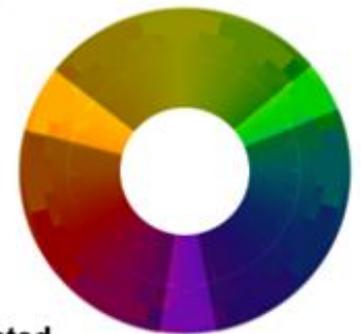


Color

Trove is very vibrant and colorful world. It is light hearted, fun, and many of its original ideas come from cartoon influences so your color palette should be bold yet compliment each other. Working with highly saturated color can become unwieldy if there is not enough of a balance from color to color. Be sure to pick a solid color palette and then blend between these colors.



Keep the value of your color choices in mind
Value is the relative lightness or darkness of a color.

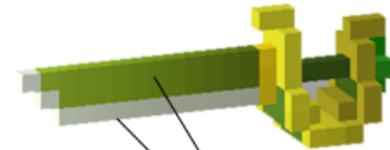
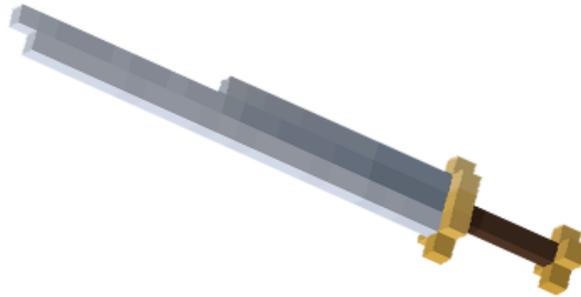


palette LOL!
This weapons' color palette is a purple and green mix extracted from a triad color scheme. The colors are strong, but work well together and there is a nice transition from color to color and The green is used as a nice accent.

Value and Shading

When creating a weapon, we want to see smooth gradients of color as opposed to abrupt transitions. This will create a much more pleasing look overall.

The colors of the metal on these weapons start as a dark color at the base and each voxel is tinted lighter towards the tip to give a clean look



Some strong transitions (like the blade edge or gold handle) are acceptable as there are few voxels to work with. As long as the colors work and portray the idea of the weapon well.

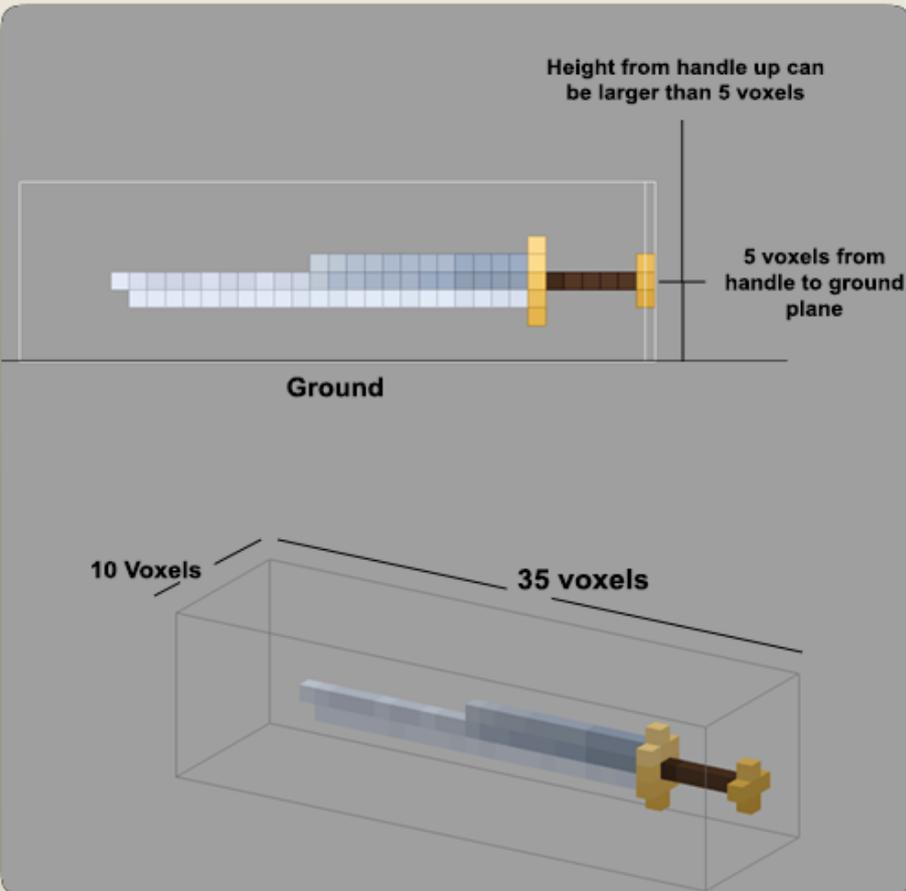


This is an example of an improperly made weapon. The colors are saturated but values are not there for shading to make those strong colors work.

Melee Weapon Scale

In order for items to look correct in game, they need to be the right scale. This will make sure they look correct in the hands of the player as well as in the world in general. This means we have to use a limited space to create weapons in in order for them to look correct.

The basic work space for a weapon is 35 x 10 x 10 voxels
(height is subjective – see image)



We measure the scale of our models in relation to a single voxel in the world. The height of our current player model, the knight, is 23 voxels high (24 voxels = one world voxel) so weapons cannot be too much larger than this or it will break the visuals in the hands of the player



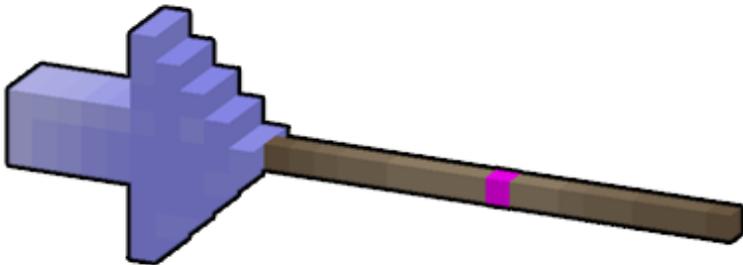
These guidelines can be somewhat loose as animations and weapon type can play a role in it looking proper in the players hands; it can be longer or wider but the general scale guidelines should be followed as closely as possible.

TIP: Build your weapon with the player model loaded to give a good idea of scale

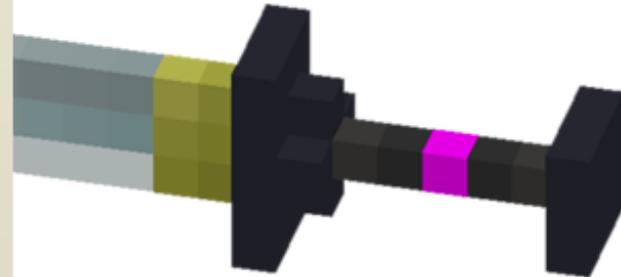
Attachment points & weapon handles

Our weapons know where to attach to the player's hand by a voxel on the asset being a specific color. This is called the attachment point. Wherever this attachment point is, is where it will attach to the player's hand.

Attachment points, like the one on this staff, need to be a hot pink color



Handles can only be one voxel thick and must be at least 3 voxels long. This will make sure that it sits in the player's hand correctly. If your handle is thicker than 1 voxel, it will clip through the player's hand.

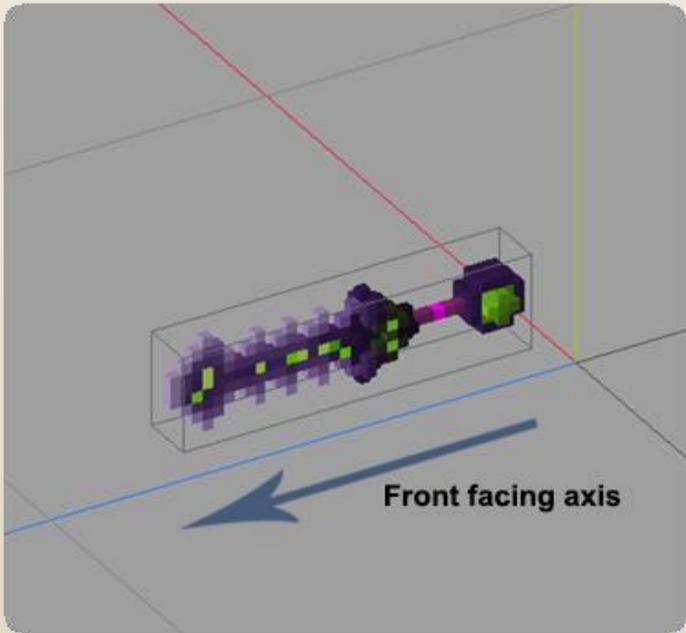


NOTE: There can only be ONE attachment point on a weapon and it must be an RGB value of 255 0 255 or the game will not read it.

Melee Weapon Check List

You're almost done making your weapon! Here are a few more guidelines to follow as well as a reminder check list.

Axis Facing



Your weapon must be oriented front edge down with the tip pointing down the Z axis (or whatever your FRONT facing axis is) this will ensure it is oriented correctly for Trove.

- Color palette is vibrant and complimentary
- Solid blending and shading between colors
- Scale of weapon matches the player
- Attachment point is in the correct location
- Attachment point has RGB of 255 0 255
- Weapon is pointing down the forward axis
- Weapon edge is facing down

File format

You may use any voxel editor you like but these are the file formats we take.

- Vox, kv6, qb, vxl, binvox, rawvox

Gun Slinger Weapons

The gun slinger is the second class in Trove who dual wields a set of pistols. These new weapons require a few alterations to their creation from that of melee weapons.

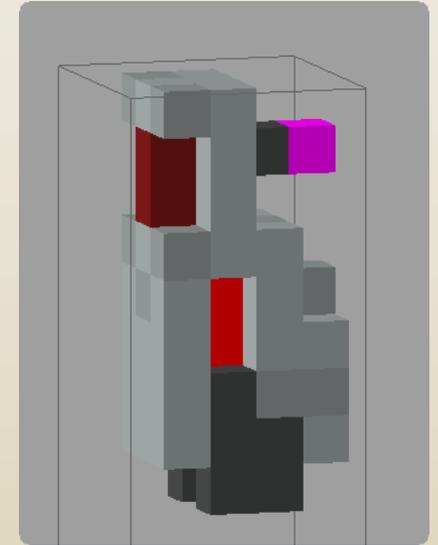
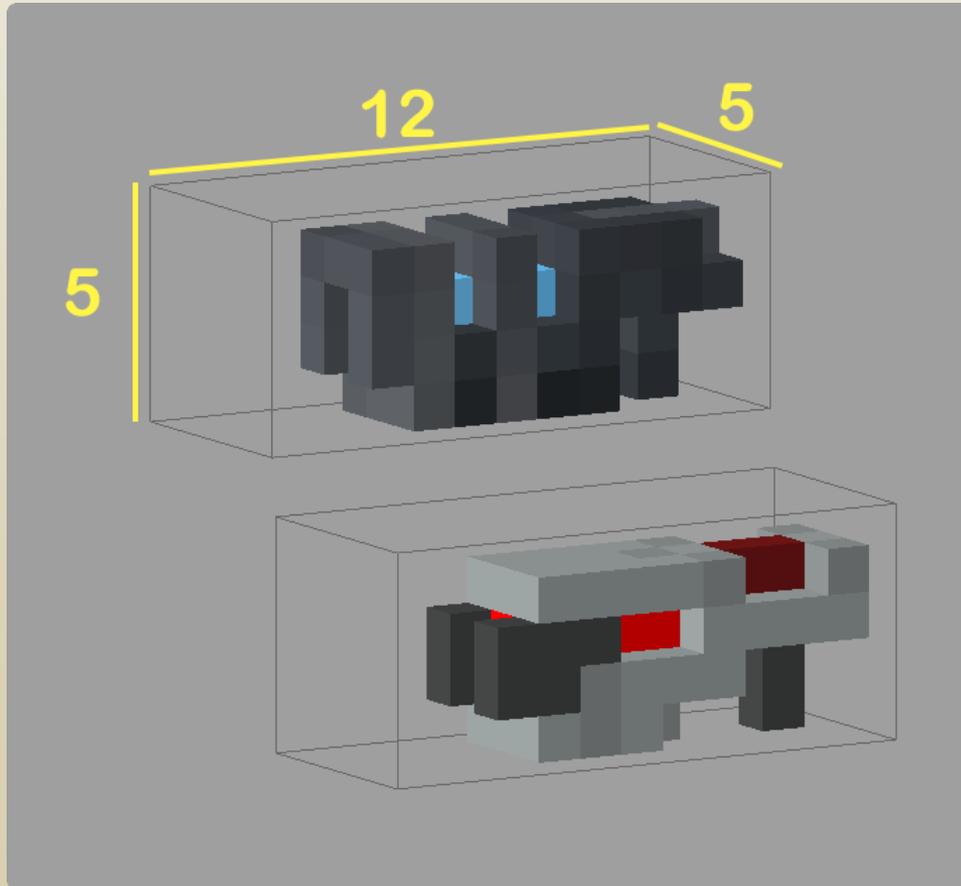


NOTE: that when you are creating pistols for the gun slinger you will only be making ONE gun and it will be used in both hands of the character.

Gun Guidelines

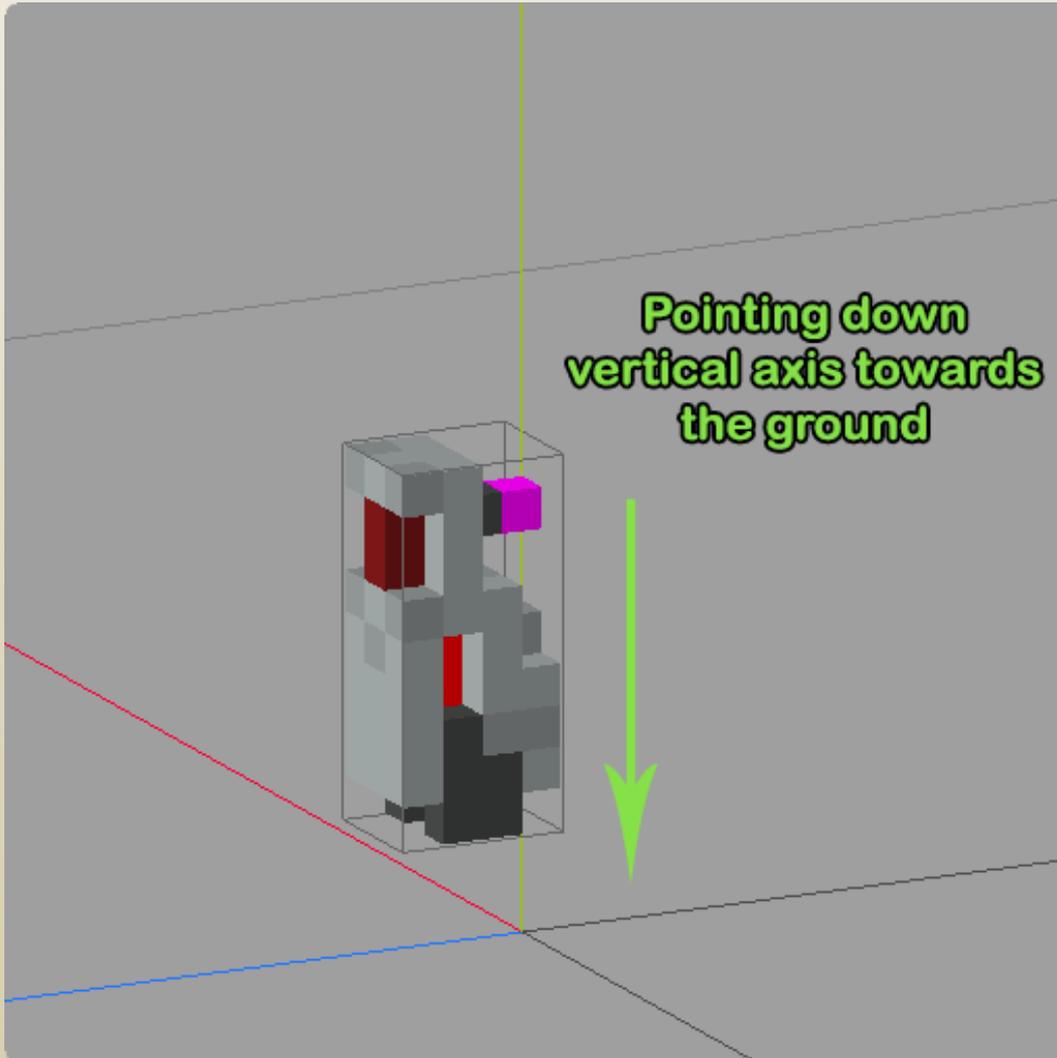
The max working space for a gun slinger pistol is **5x5x12** voxels.

Remember! You are only making ONE pistol. We will duplicate it and use it in both hands of the gunslinger.



NOTE: You still need to use the pink 255,0,255 RGB connection point. The handle should only be 2 voxels high and one voxel thick so that it rests in the players hands correctly like in the above example.

Your gun must be pointing DOWN towards the ground along the vertical axis of your editor.



Your finished model should look like this. Pointing down, with a 2 high handle that is one voxel thick with the pink connecting point at the base fitting within a 5x5x12 working area.

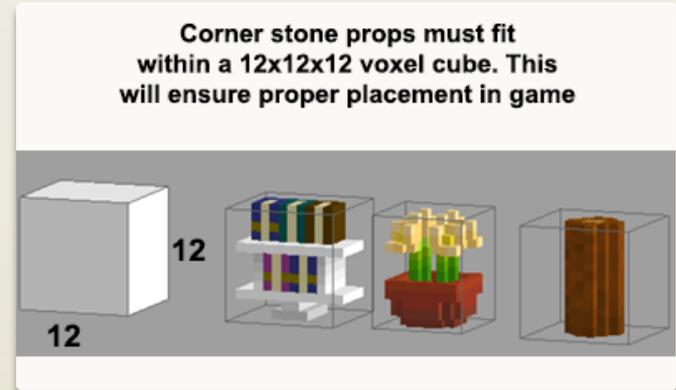
Pro tip: towards the barrel of the gun you may be able to expand a little bit outside of the 5x5 size as it will be further from the player, but it may be suggested you change it during review on our sub-reddit.

Cornerstone Props

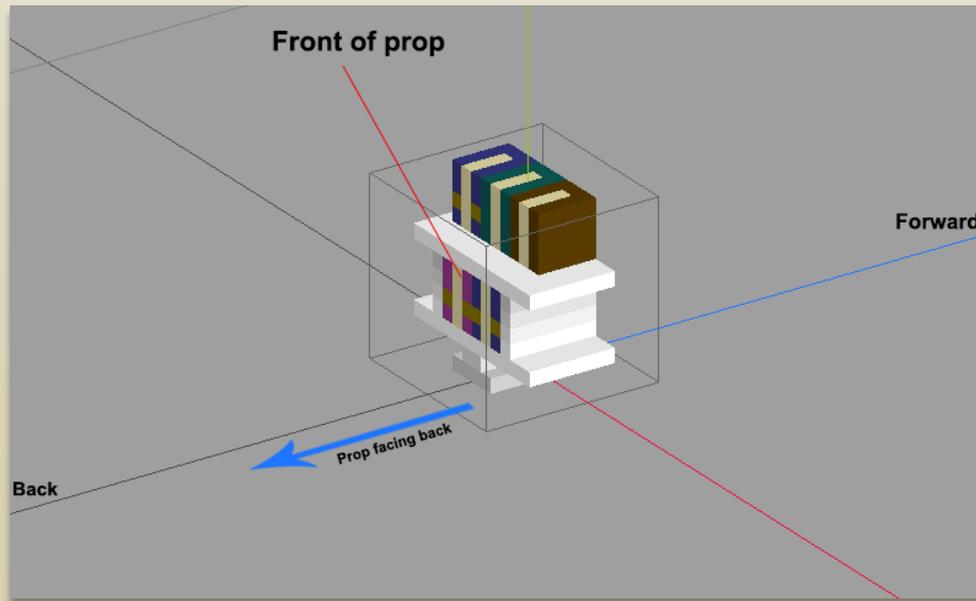


Size and Scale

Cornerstones can be filled with props to help deck out your living space. When making these assets make sure they follow the same style and color guidelines as anything else: good color schemes, smooth gradients, and make sure to keep things simple; too many individual voxel shapes can give a noisy effect in game once lighting is added.



NOTE: Objects MUST be 12 voxels high so they can stack

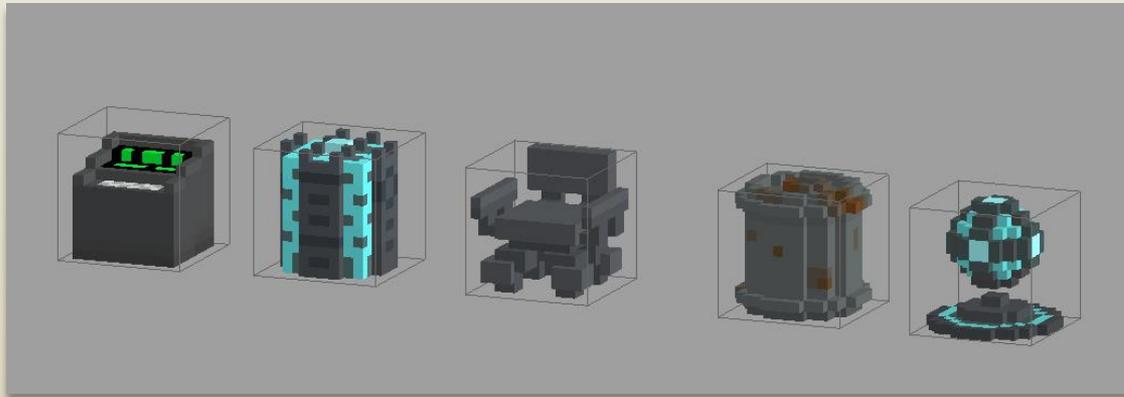


Unlike weapons, props need to be oriented with their front facing the back (negative axis) to allow for correct placement.

Tip: No attachment point is needed for props

Prop Themes

For cornerstone props; we want them to match the theme of existing biome types (more and more biomes will be added as time goes on) For example: robotic cornerstone props need to look like they come from the snowy robot biome...



When creating your props, make sure they fit within the descriptions of the biomes listed in the biome description doc included in this art package
(File Name: Trove Biome Guidelines)