

Cat Stack 3D Art Style Guide

Perspective

2.5D, primarily front-facing

Lighting, Colours

Lighting: Ambient, focus is on the playing field and playable objects must be illuminated

What Should stand out?

Least

Environment

Cat+table

Objects

Most

Environment Colours: muted, themed

Sky/Window colour: 4997d0

Sky/Window secondary colour: 4986d0

Kitchen:



Kitchen Main Accent 3 – #E8C141

Kitchen Main Accent 2 – #F7F4D8

Kitchen Main Accent 1 – #F7F1E7

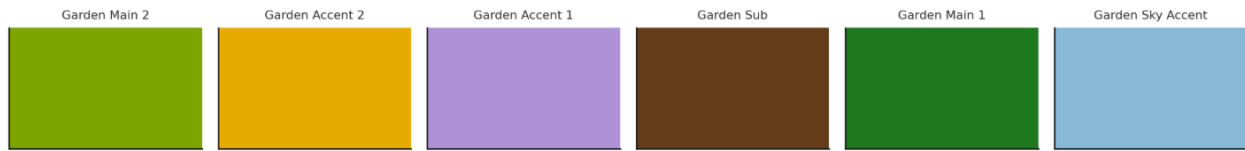
Kitchen Main – #D98042

Kitchen Sub – #A07C42

AI Concept for visualisation of colour palette



Garden:



Garden Main 2 – #9DB943

Garden Accent 2 – #E8C043

Garden Accent 1 – #C3AEDF

Garden Sub – #8C7156

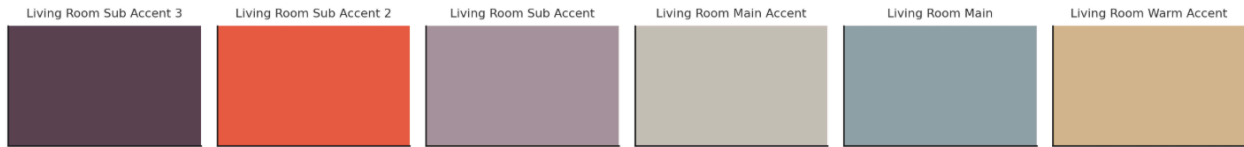
Garden Main 1 – #589B58

Garden Sky Accent – #A4CADF

AI Concept for visualisation of colour palette



Living Room:



Living Room Sub Accent 3 – #82717D

Living Room Sub Accent 2 – #E78271

Living Room Sub Accent – #BBADB3

Living Room Main Accent – #D1CBC6

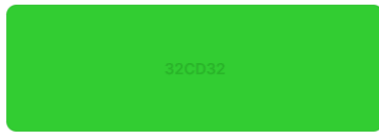
Living Room Main – #AAB5BA

Living Room Warm Accent – #DAC3A6

AI Concept for visualisation of colour palette



Shapes:



Easy

...



Medium

...



Hard Difficulty

...

Easy Shapes Colours: 32CD32

Medium Shapes Colours: 00D0FF

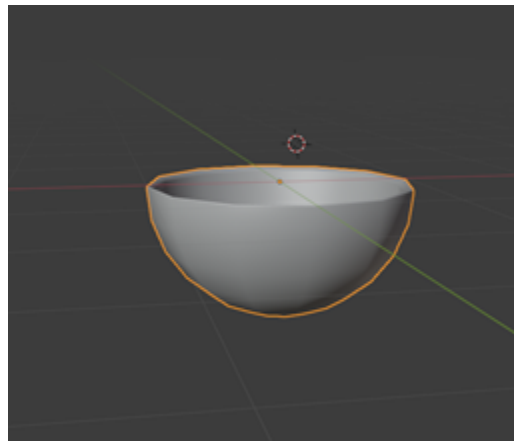
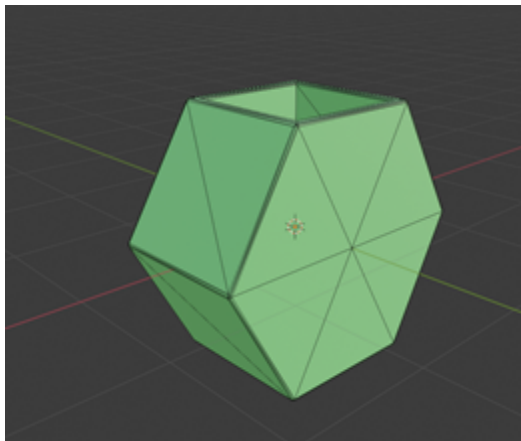
Hard Shapes Colours: FF0800

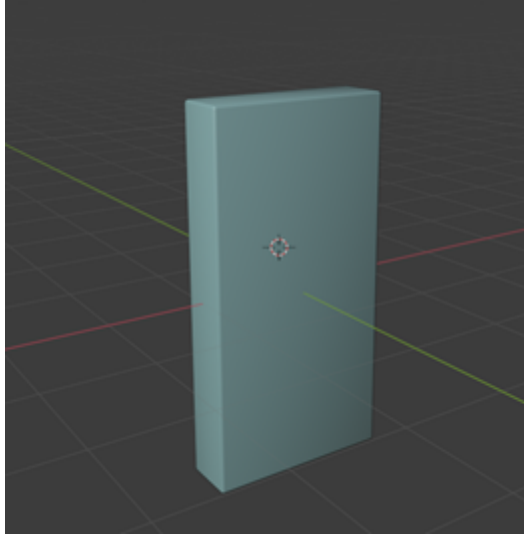
Shapes colours: Fun, bright, simple

Props/Environment

Simplistic, slightly blurred to focus on play area

Props should be colours differently or shaped uniquely to stand out from blurred background.





Playable Objects

Clear shapes that represent the difficulty classes, players should be able to identify and plan on how to use shapes based on sight.

Rounded surfaces, chamfered edges, “soft” looking objects.

Cat

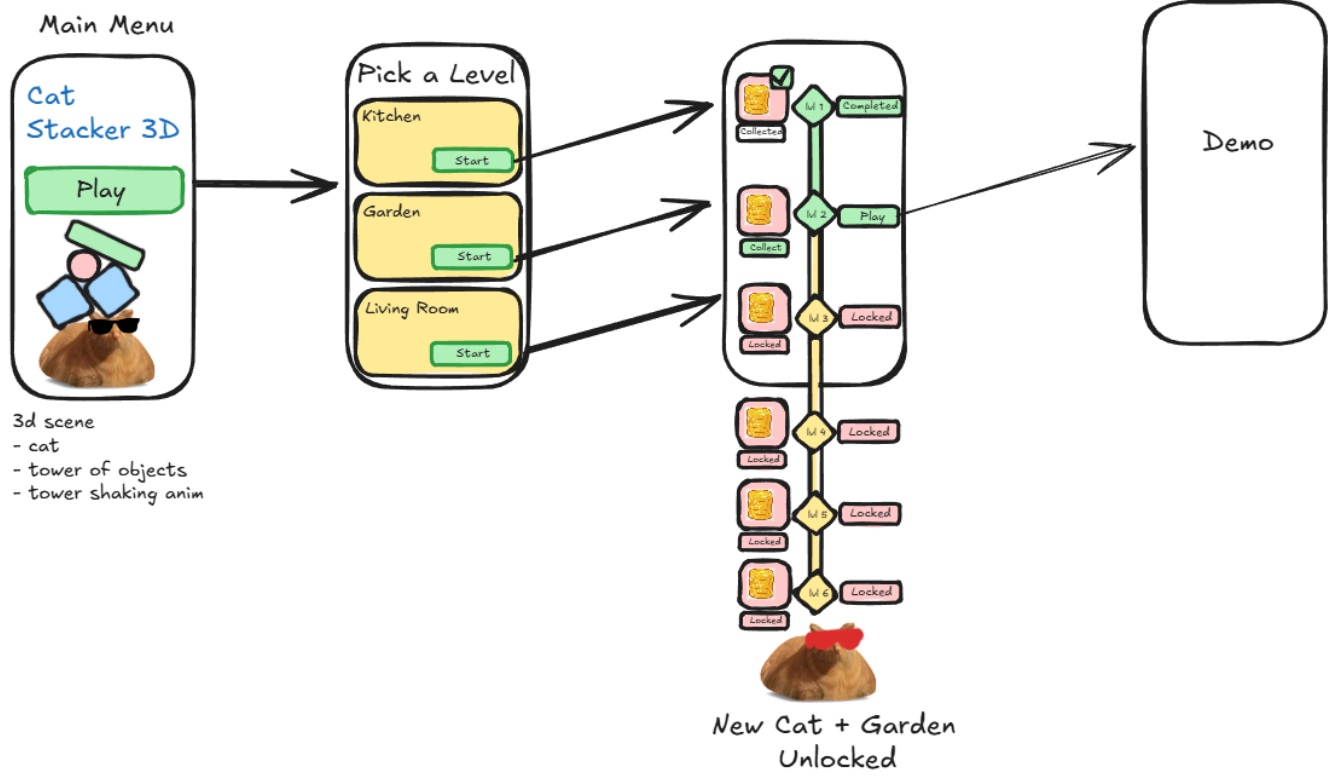
LOAF

Chamfered edges, rounded surfaces

Skins to change colour, neutral?

UI

Cartoon-like, Casual, 2-tone



No copying memes 1:1

Fun cat skins (inspired by memes?)