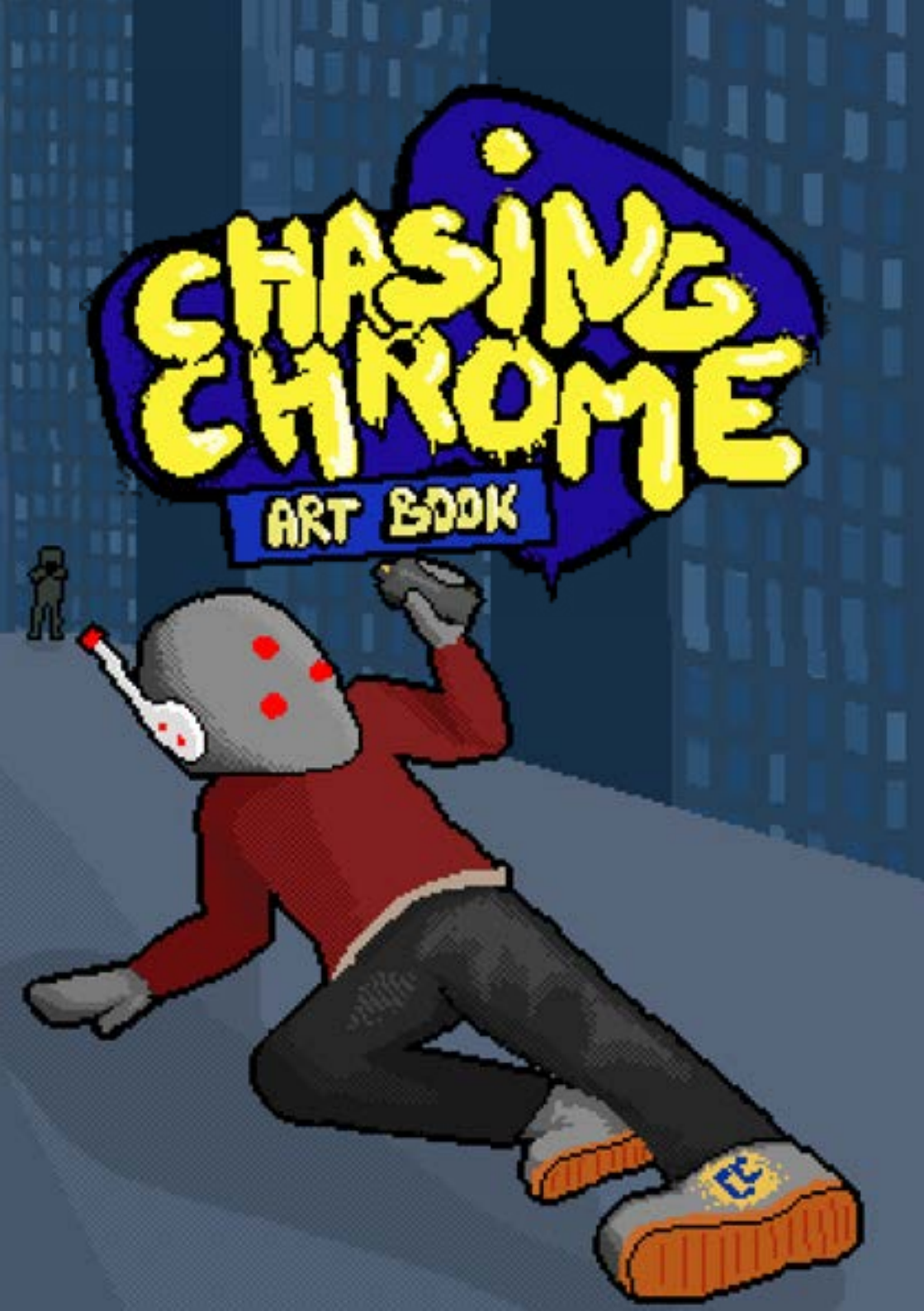

CHASING CHROME
ART BOOK



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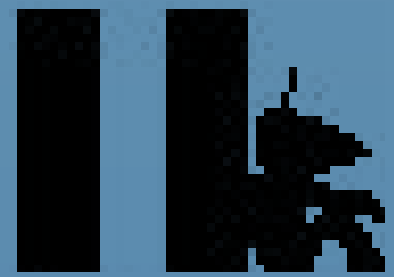
Video game creators:

David García
Carolina Galán
Adrián Hernández

INTRODUCTION

This book presents all the artwork created for the beta of the game Chasing Chrome. This work corresponds to the Final Project of the students Carolina Galan, David Garcia and Adrian Hernandez. The different animations of characters, enemies and props will be shown, as well as the final result of the world.

The game takes place in a near future in which a totalitarian state dominates the world. The protagonist will be a citizen who does not agree with this totalitarianism so he expresses himself through graffiti art.



PLAYER

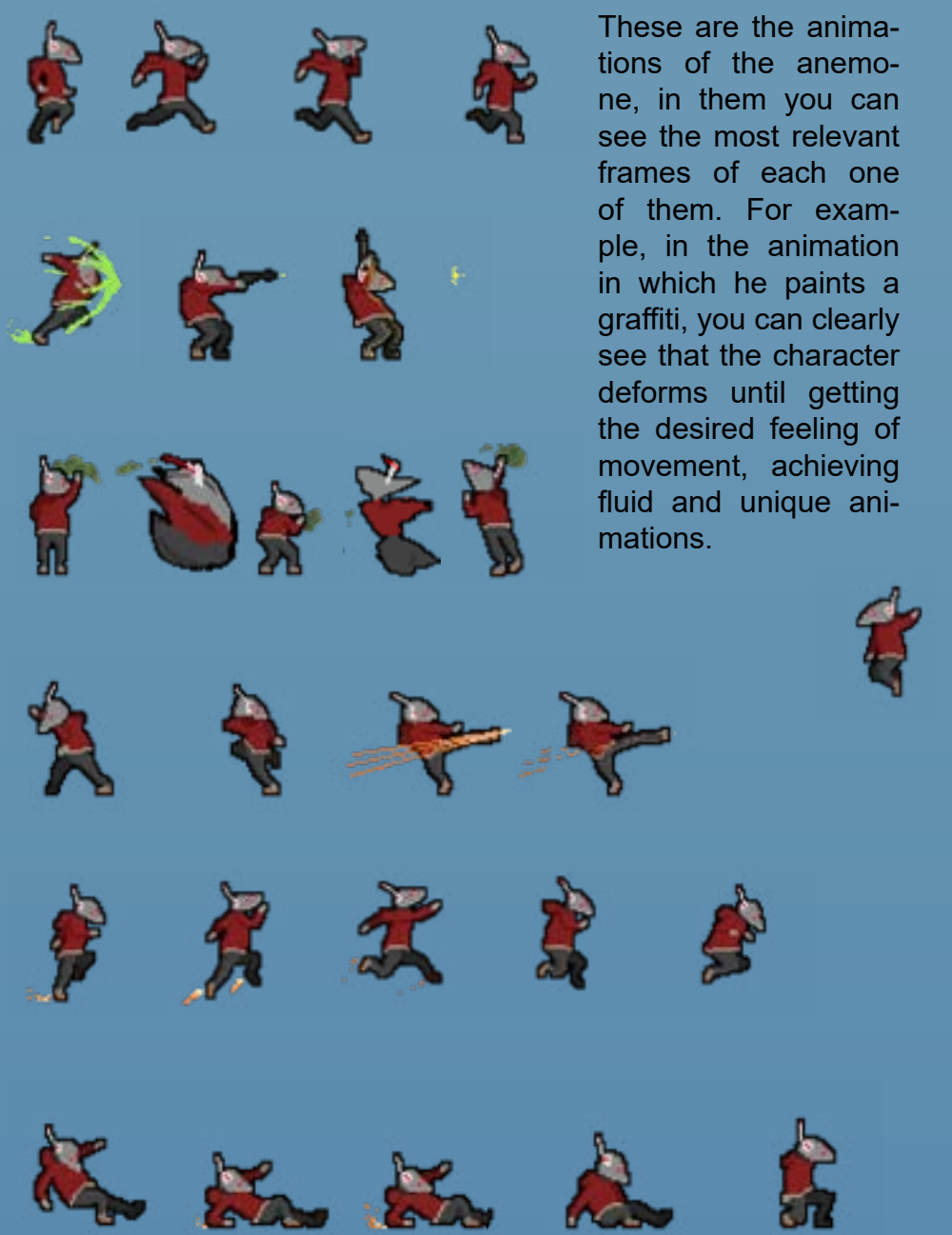


In this inhospitable world it takes courage to survive, and even more so to oppose the regime.



An anonymous young man fighting against the system and seeking to be a little freer in the little world he knows.
He wears baggy clothes and a helmet, whether to make his life easier or to hide his identity. Be that as it may, this attire has become that which identifies him.

His hobbies? Parkour, graffiti and pissing off the guards.



These are the animations of the anemone, in them you can see the most relevant frames of each one of them. For example, in the animation in which he paints a graffiti, you can clearly see that the character deforms until getting the desired feeling of movement, achieving fluid and unique animations.

ENEMIES

The world is controlled by the regime, but this would not be possible without its servants. These guards are in charge of watching over every corner of the city under the symbol of the eye.



Privet, the melee enemy. His weapon is a truncheon and he is the lowest ranking guard.





Corporal, the enemy who carries a pistol. Stronger than the previous one, he can shoot you from a distance. Although the appearance is the same, so be careful not to confuse them.







Finally, the enemy Major, he carries a large shield that gives him armor against the first hit he receives. Although he still has the same appearance, he is easier to distinguish because of this large shield. A strong enemy, so, of course, care must be taken.









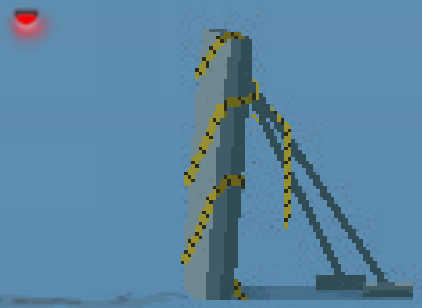


PROPS

The world is full of items that will help our protagonist to defeat the worms and improve in the art of sneaking. These are the elements with which he will be able to interact.



In addition, there are harmful elements that slow him down in his flight so he has to avoid them.



On the other hand, you have to decorate the stage and for that there are the rest of the props. These can also serve to illuminate or even guide and warn the player.

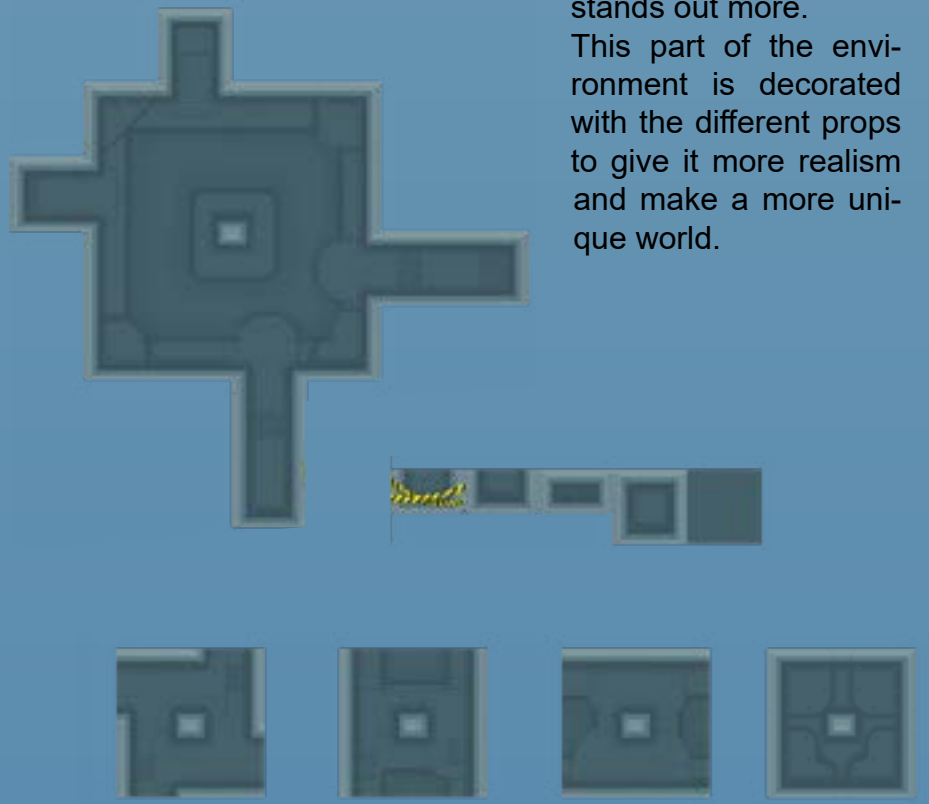


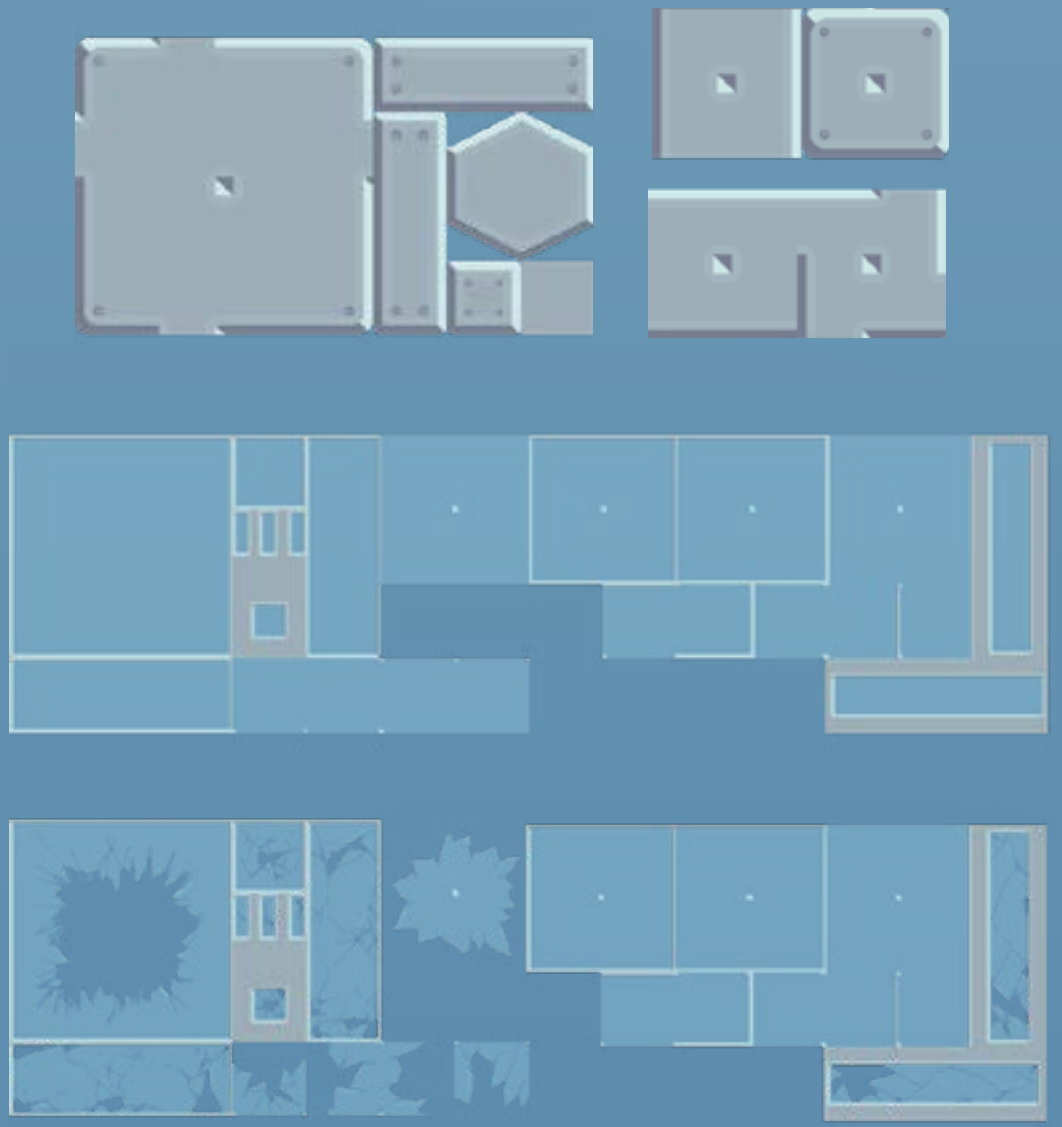


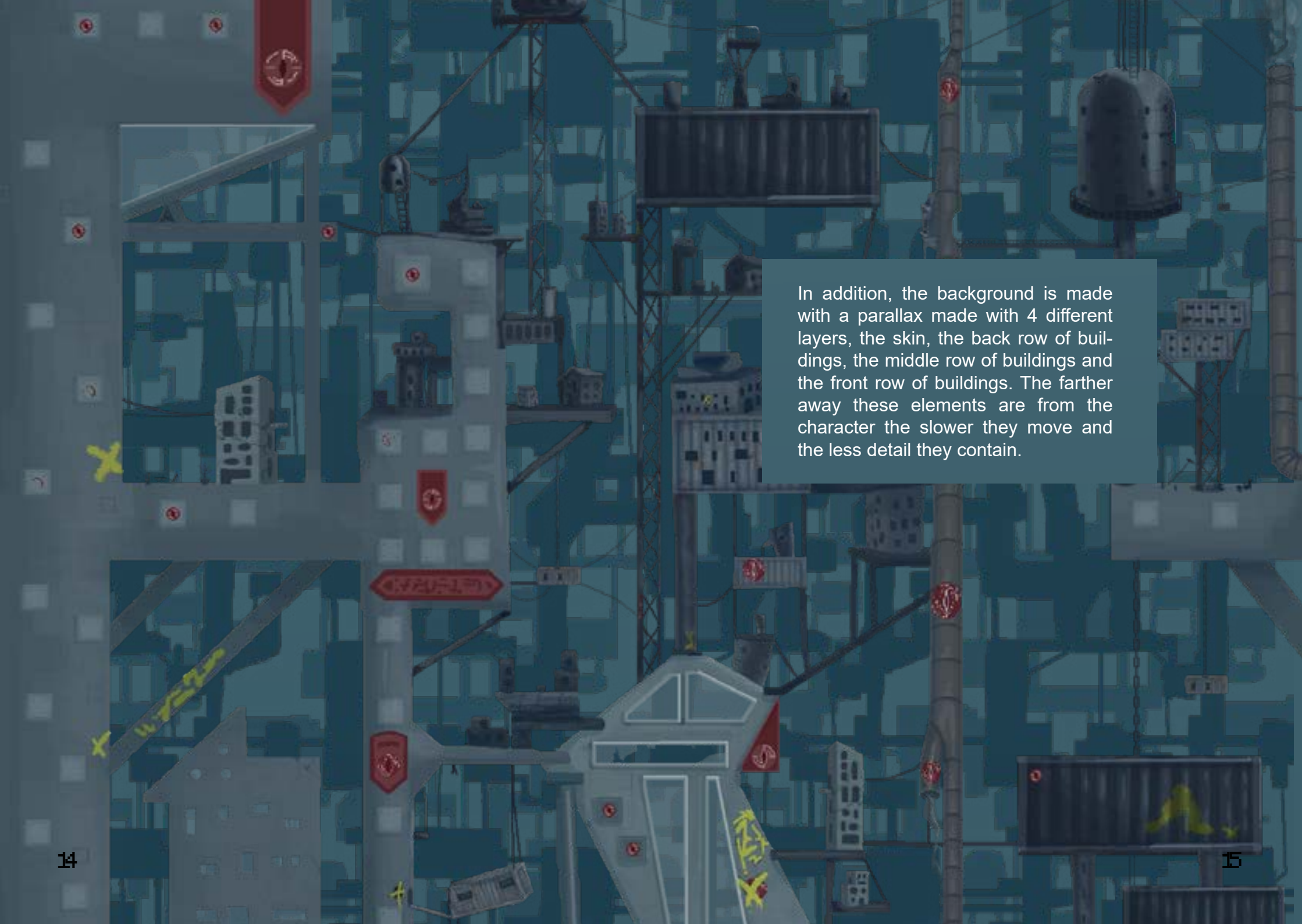


WORLD

The backgrounds are made by means of tilesets. These tiles are repeated and arranged in such a way that the world is coherent and realistic.
To achieve the effect that the floor is different from the walls and to focus the player's attention on its playable plane, the floor tileset is considerably darker so that the part where the character can move stands out more.
This part of the environment is decorated with the different props to give it more realism and make a more unique world.







In addition, the background is made with a parallax made with 4 different layers, the skin, the back row of buildings, the middle row of buildings and the front row of buildings. The farther away these elements are from the character the slower they move and the less detail they contain.


EXIT
16
17







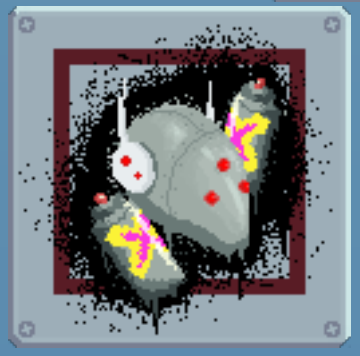
GRAFFITI

Our protagonist, being a graffiti artist and wanting to inspire the population with his art, has a wide repertoire of works that he will use to bring life to this lifeless city. Here are the examples we have in our current version.











BACKGROUNDS

Title Background





Main Menu Background

Menus Background





Death Background

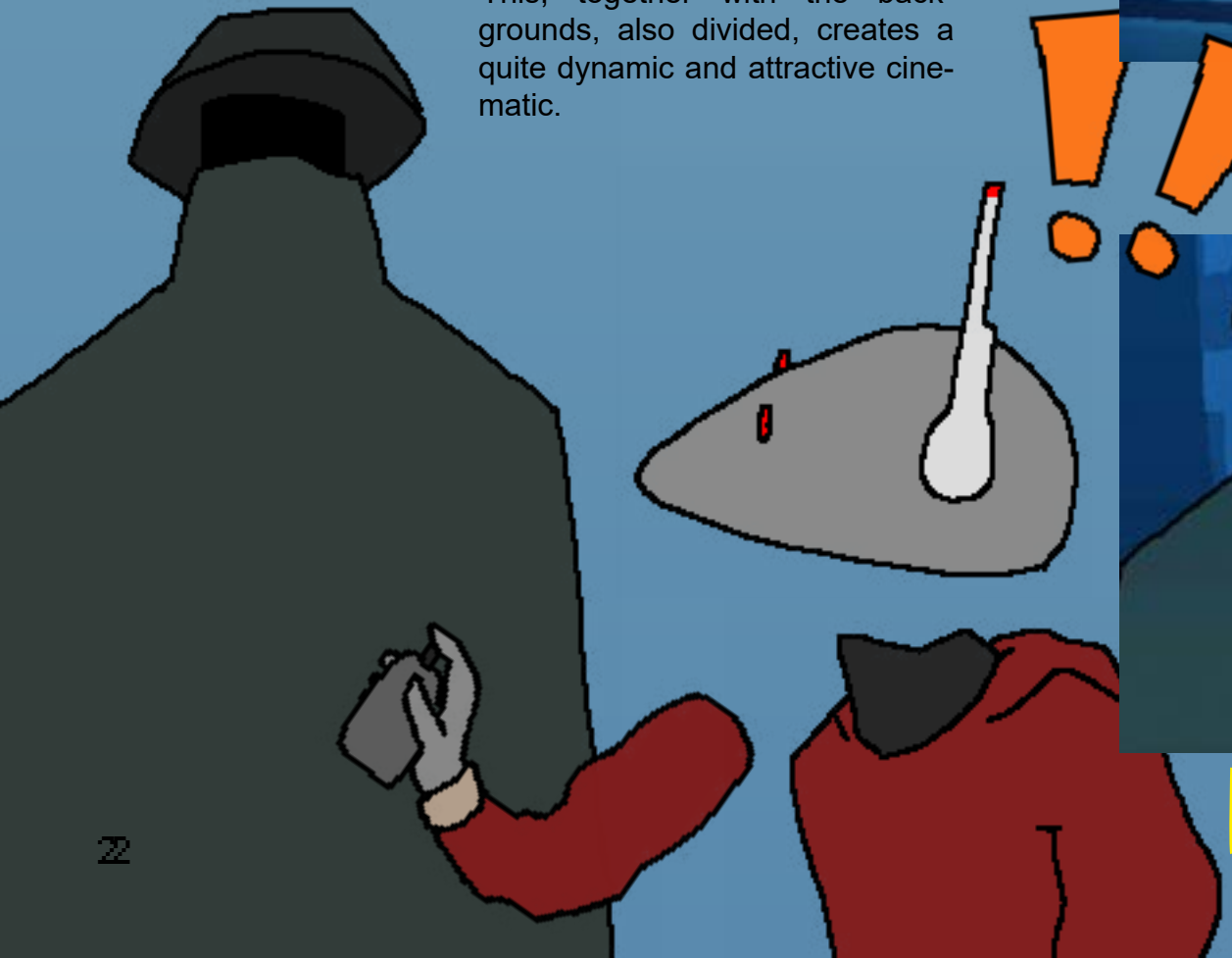
CINEMATIC

For the cinematics we have used individual pixelart drawings, then they have been joined in an editing program to create the different shots. Here is an example of how the same character has been divided to be able to move its different parts, and, on the right, you can see the final result.

This, together with the backgrounds, also divided, creates a quite dynamic and attractive cinematic.







THANKS

Thank you for supporting this project and for your interest in the video game creation process. This artbook is mainly focused on the art taken for the beta of the game, so if you want to follow the development process you can follow us on social networks.

Special thanks to all the beta testers who have helped us to perfect the project.




CHASING CHROME
STUDIOS