

# Nexus Art Style Document



| Version | Date          | Revision Log     |
|---------|---------------|------------------|
| 1.0     | June 12, 2025 | Created Document |
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# Art Direction – 3D Assets

## Overall Style

1. **Visual Style:** PS1-inspired, low-fidelity aesthetic
2. **Textures:** Crunched, handmade-looking — **real-world sourced, pixelated**
3. **Color Palette:** Slightly faded, era-appropriate tones. Avoid saturated/modern "gamey" hues.
4. **Theme: 90s corporate office** — nothing modern-looking. CRTs, beige PCs, floppy disks, plastic chairs, etc.

## Texture Guidelines

### Resolution:

- Standard Assets: 256x256
- Small Props: 128x128 (e.g., mugs, floppy disks, staplers)
- **Do NOT upscale photos — downscale intentionally.**

### Sourcing:

- Use real-life images, but **avoid copyrighted textures** (no CGTextures, Quixel, etc.)
- Find reference photos from royalty-free sites, blog images, or take your own.
- Use **ShoeBox** to extract and crunch textures:
  - Launch ShoeBox > Copy image from google and paste it into shoebox
  - Click to outline the shape
  - Export as PNG > Resize to correct resolution

# Modeling Guidelines

- **Low Poly First:**
    - Only include geometry that is **functionally visible**.
  - **Shape Language:**
    - Boxy and basic
    - Keep silhouettes readable and chunky
- 

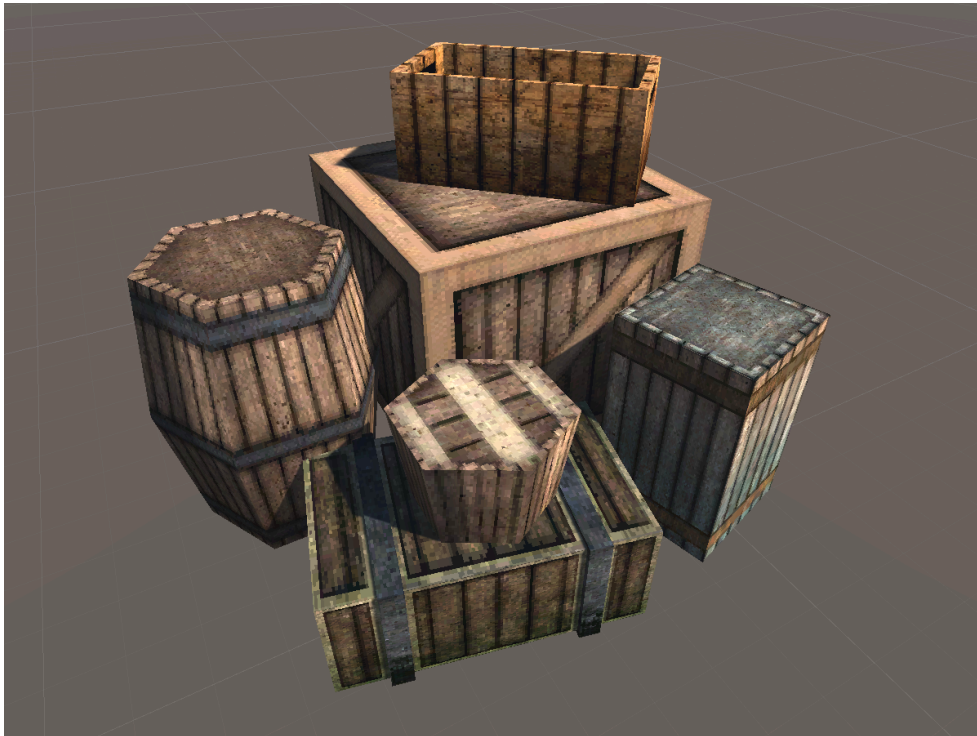
## Avoid These

- ✗ No normal maps, AO bakes, or PBR shaders
- ✗ No modern tech (flat screens, wireless mice, etc.)
- ✗ Avoid glossy/smooth materials — matte and pixelated are preferred

## References



Image from Half life 1 (though their textures may be around 64x64 or 128x128 rather than our 256x256)



Some PSX style assets on the internet. The dithering (the grainy dots on the textures) will be added in the engine. So don't need to create that on the models themselves. Notice how little faces they have. The boxes are just the default 6 faces and the barrels are just a 6 sided cylinder with the middle edge scaled out a bit. This is what we want.

## Video Guides

My video: <https://youtu.be/Ouj9sN1nuSw>

- ▶ PS1 Style Texturing & 3D Modelling Tutorial | Blender & Texture Ripper Walkthrough
- ▶ How to Make PS1 Style Objects - Blender Tutorial
- ▶ So I Learned To Make PS1 Graphics In Less Than 24 Hours
- ▶ The Simplest Guide to Ps1 Graphics In Blender