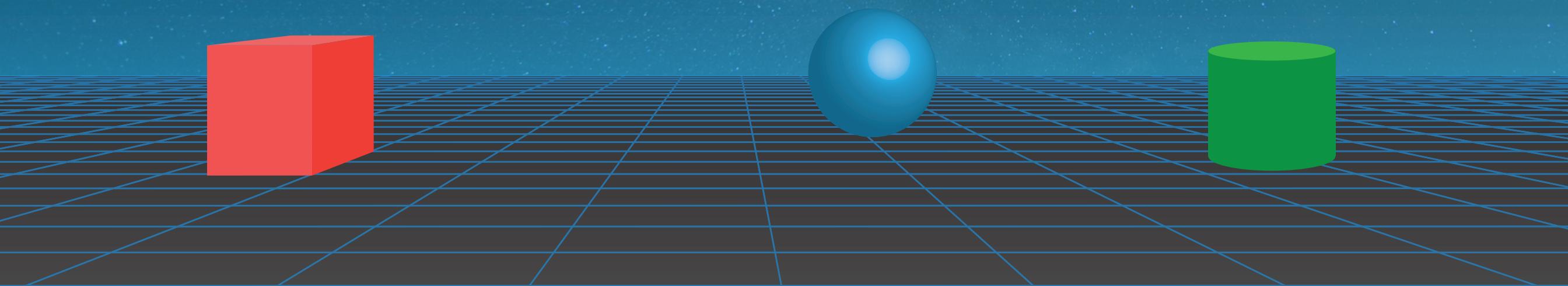


# SketchVR

## ART STYLE GUIDE



TEAM 5FLAGS  
CENTRE FOR DIGITAL MEDIA



# CONTENTS

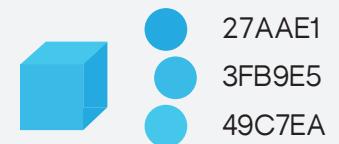
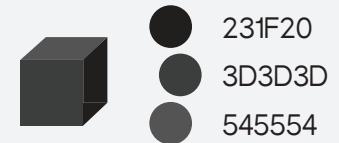
SECTION	PAGE	OVERVIEW
Color Scheme	1	<i>This Art Style Guide reflects on the very basic elements that create the SketchVR experience. The inspiration comes from night sky and galaxy where darkness is used in contrast to daylight in shades of blue. Overall, the core purpose of this Art Style Guide is to showcase various elements that goes into SketchVR's initial design.</i>
Button Design	2	
Icon Set	3	
Typography	4	
Menu Style	5	
Controls	6	
Environment	7	

# COLOR SCHEME

-  Black  
231F20
-  Blue  
27AAE1
-  Grey  
F1F2F2
-  White  
F9F9F9

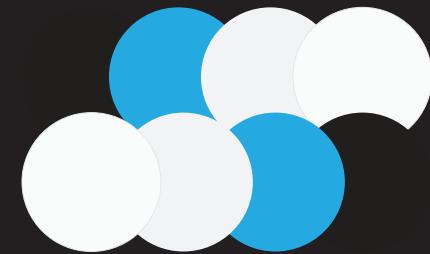
Working in VR requires constant absorption of light emitted through the headset screen. Making the primary color black makes the experience relatively easy on the eyes. Blue, Grey and white shades are used as complimentary colors to black, which are great for visual feedback and clarity when used on black. All these colors compliment well with each other and can be used in any combination.

## 3D SHAPES

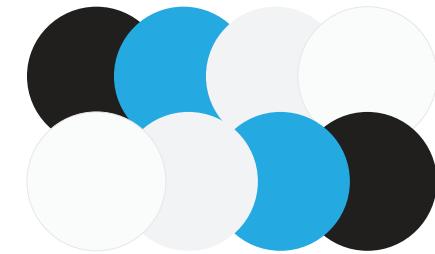


Colors for 3D shapes to add light source reference on xyz axis.

## BLACK CONTRAST

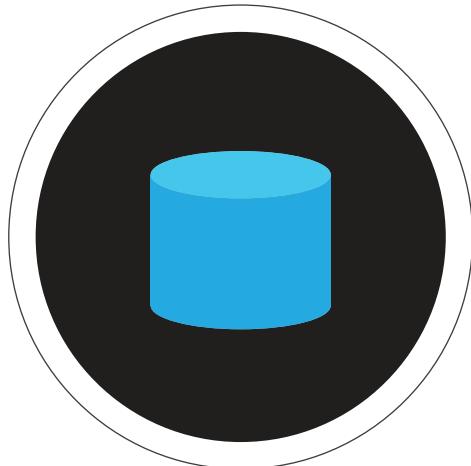


## WHITE CONTRAST



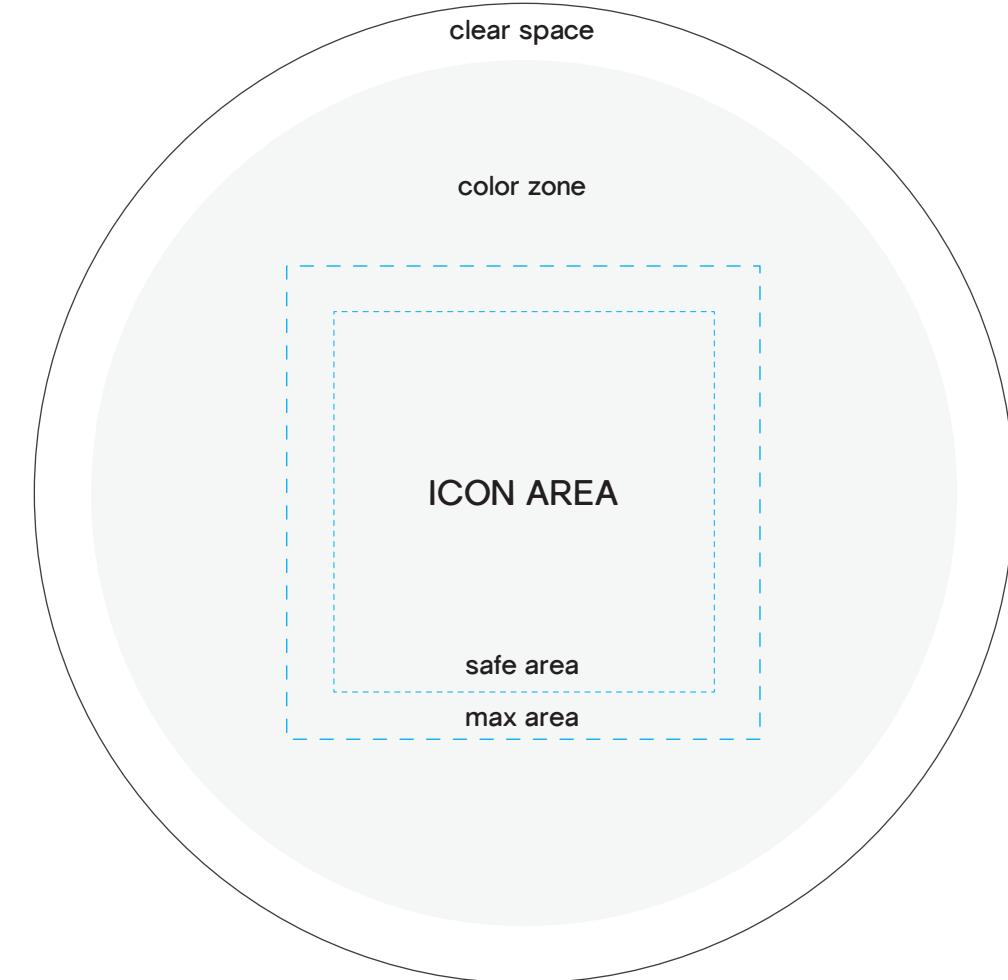
# BUTTON DESIGN

Buttons are designed to reflect the 360 degree experience within VR, that's where the round shape is important. Also, having no edges on the basic shape structure of the buttons leave less information load on the user as there are no sharp edges involved. There are 4 main segments that form the button; icon area, color zone, clear space and outline. Clear space adds transparent section to the button which is see through. Using different colors on the segments, different button color combinations can be created.



Cylinder Button

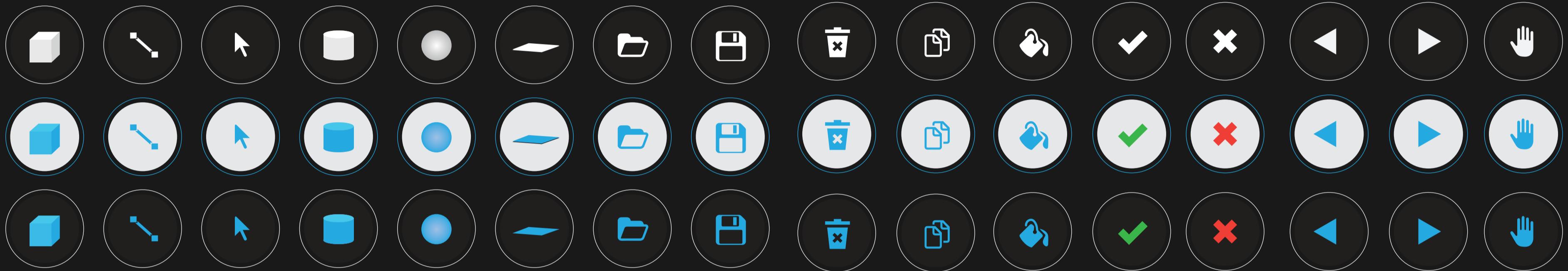
EXAMPLE



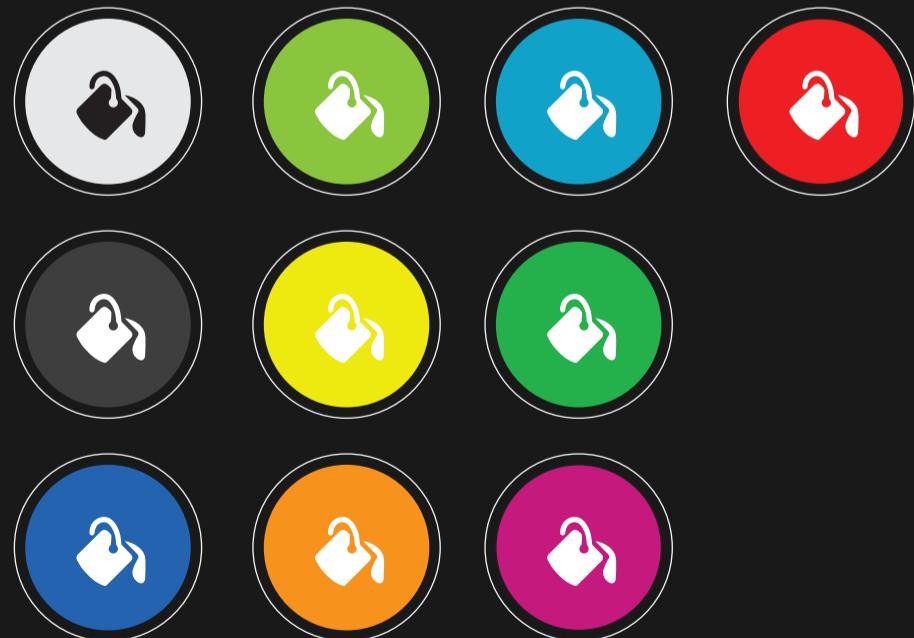
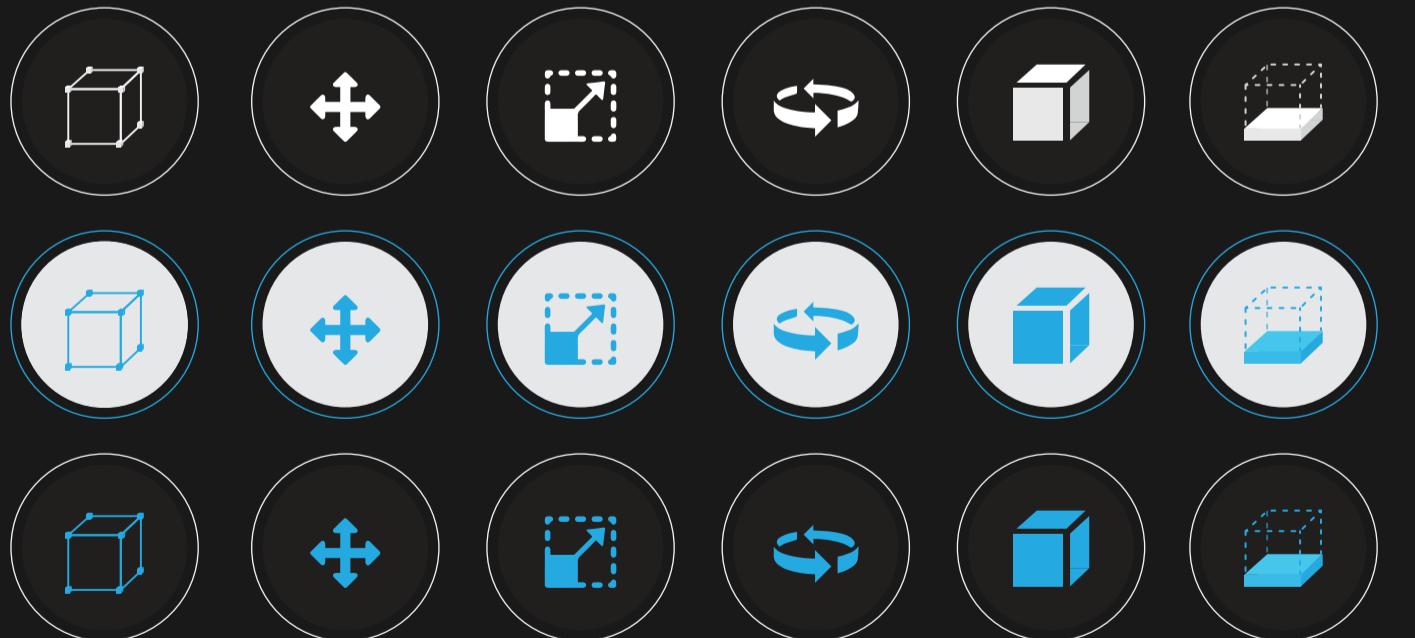
Button Design

FRAMEWORK

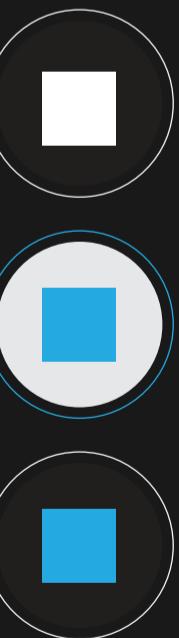
# ICON SET



COLORS



STATE



Idle

Hover

Active

# MENU STYLE

Buttons spacing, grouping, interaction state and text feedback are important details to keep.

These are important for visual clarity and consistency.

Option A is always attached to a controller, whereas Option B is always snapped on the environment, free of any controller attachment.

A

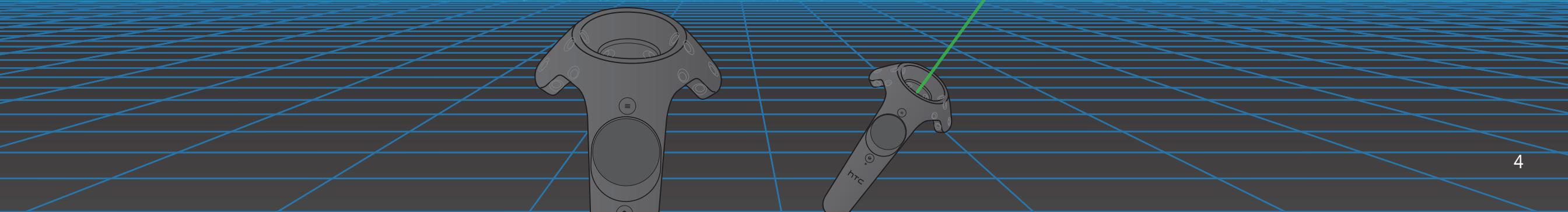
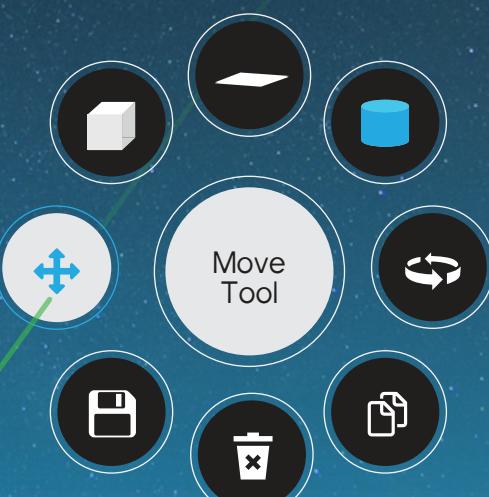
Toolbox Menu  
attached to a controller



Move Tool

B

Toolbox Menu  
snapped on the environment



# TYPOGRAPHY

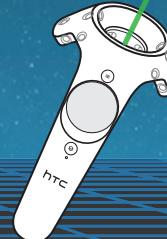
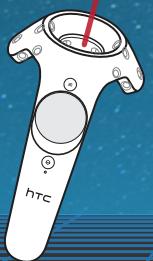
NAME	TYPE	USE
<p>There is no set standard for font size in virtual spaces as it is always dependent on the user's position. Even in fixed menu interfaces, the ability to move closer or farther from the interface can change the font size.</p>	Light	Paragraph , Reference
Gravity	Book	Sub Headings , Button
<p>Clarity and readability are primary focus of this typography.</p>	<b>Bold</b>	Headings , Title

# CONTROLS

Whenever the controller laser is in contact with an interactive element then the color should always turn green.

If the controller laser is not in contact with an interactive element then the color should always be red.

This is to achieve interaction feedback through lasers, which act as the primary function of a pointer.

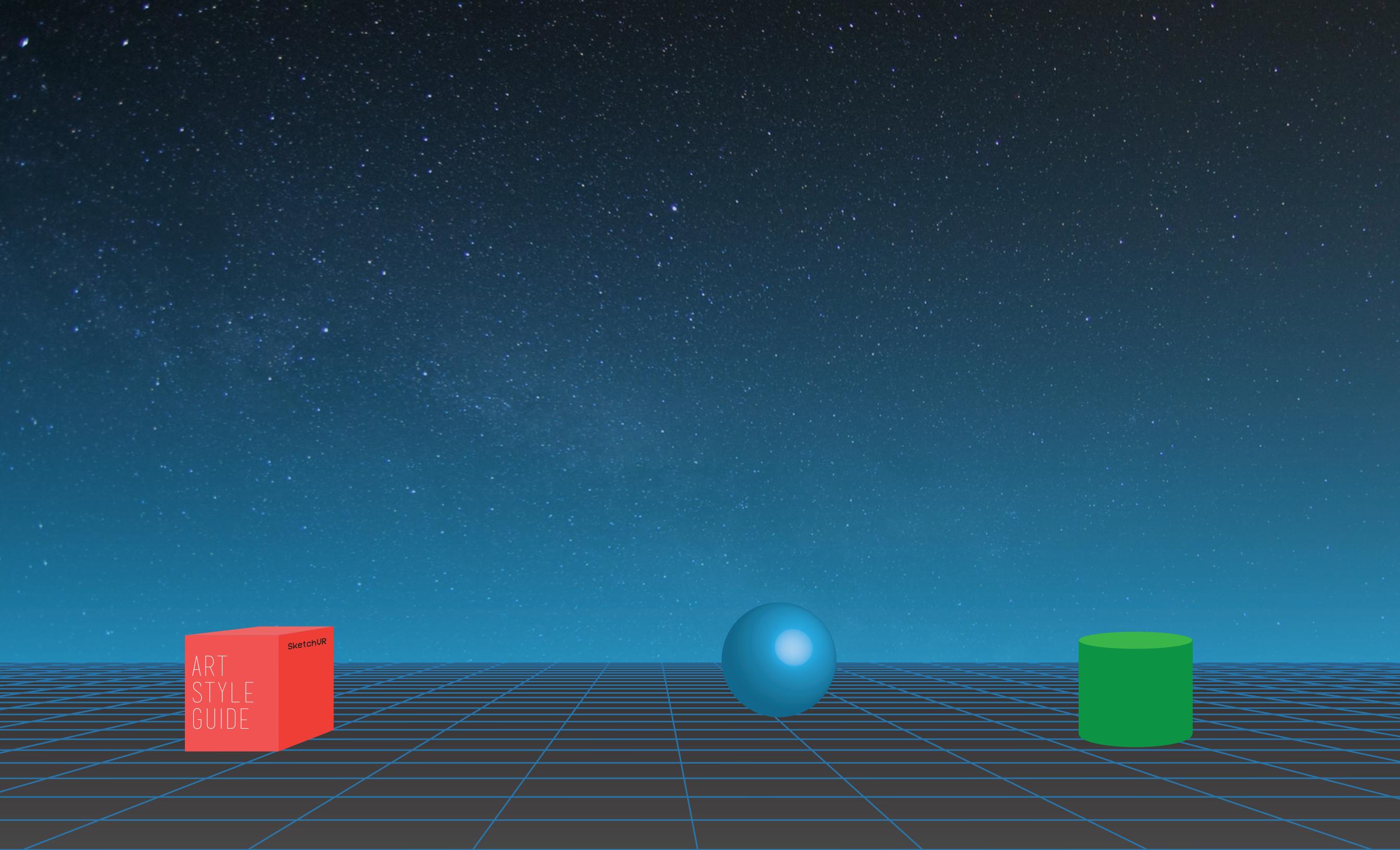


# SKYBOX

A night sky as seen from a certain point in space. The feeling is of infinite space. Where you are the creator of things that only your mind can perceive. Darkness keeps the clarity as it acts as the primary background.

# GRID

A simple boxed grid is kept as the floor. It can be used as a free floating grid or a fixed ground floor. It can feel infinite or finite depending on it's position in space.



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