

CONTROL

CTIN 499

Jessica Dong

Style Guide V2

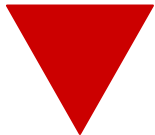
Introduction

Control is a supernatural third-person action-adventure game

Player will master a combination of supernatural abilities and fight through a deep and unpredictable world.

The place player will be investigating is called the Oldest House which is corrupted by the mysterious force – the Hiss.

COLOR PALETTE



Color Palette



#a10b35ff



#e63c2eff



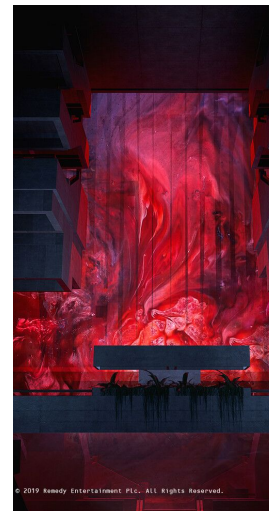
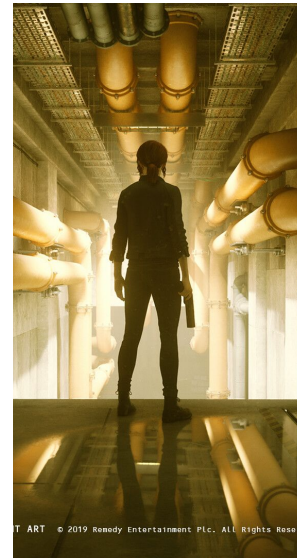
#e8c244ff

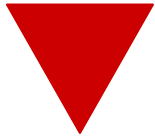


#1c4756ff



#3d3965ff



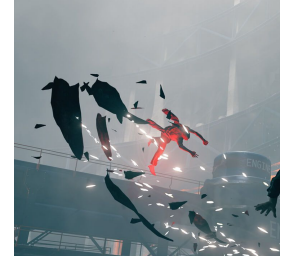


Color Palette



Red:

- Danger and enemies
- Red light form



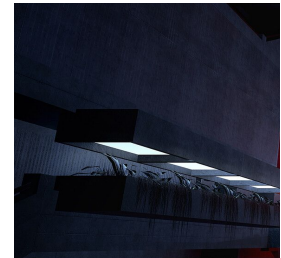
Yellow and orange:

- Props (tubes, signs ...)
- Differentiated areas



Dark blue:

- The tone of interior
- Massive concrete walls

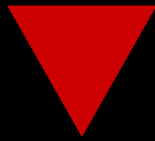




Color Palette

Hallway

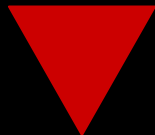




Color Palette

Main lobby

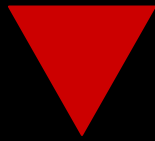




Color Palette

Underground area



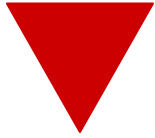


Color Palette

Department area



ENVIRONMENT



Environment: Architecture

Brutalist Architecture

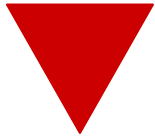




Environment: Architecture

Brutalist Architecture Reference





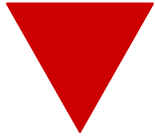
Environment: Visual Elements

Depth



Repetition, Symmetry



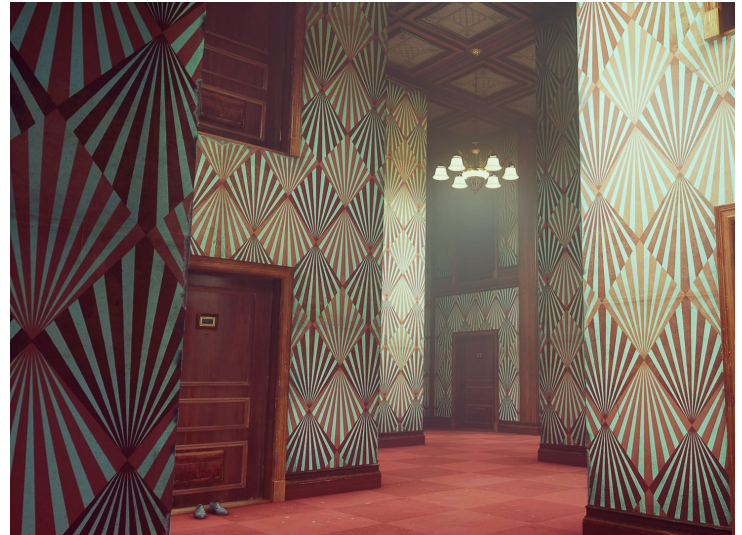


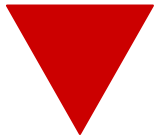
Environment: Visual Elements

Recursion



Repetition





Environment: Lighting

Back lighting, Mist, Volumetric light,



Contrast





Environment: Atmosphere

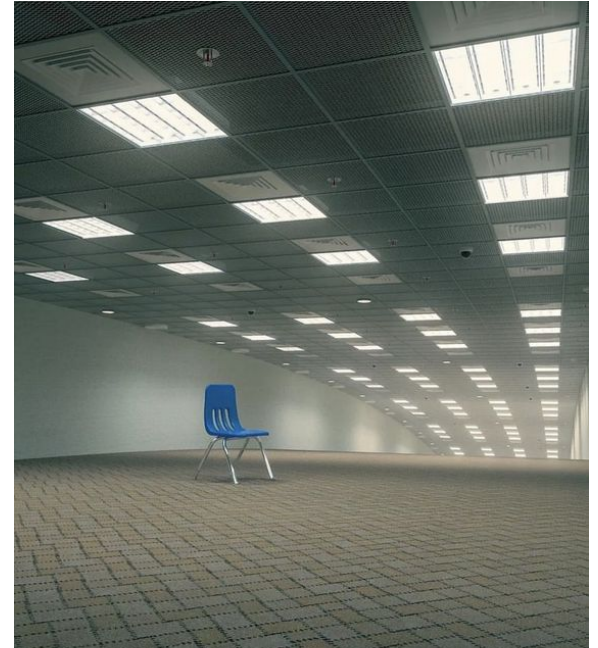
Industrial, SciFi,



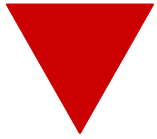
Authoritative



Liminal space, Surreal,



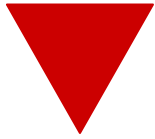
CHARACTER



Character: Protagonist

Jesse Faden





Character: Data

Affiliation: Director of the Federal Bureau of Control

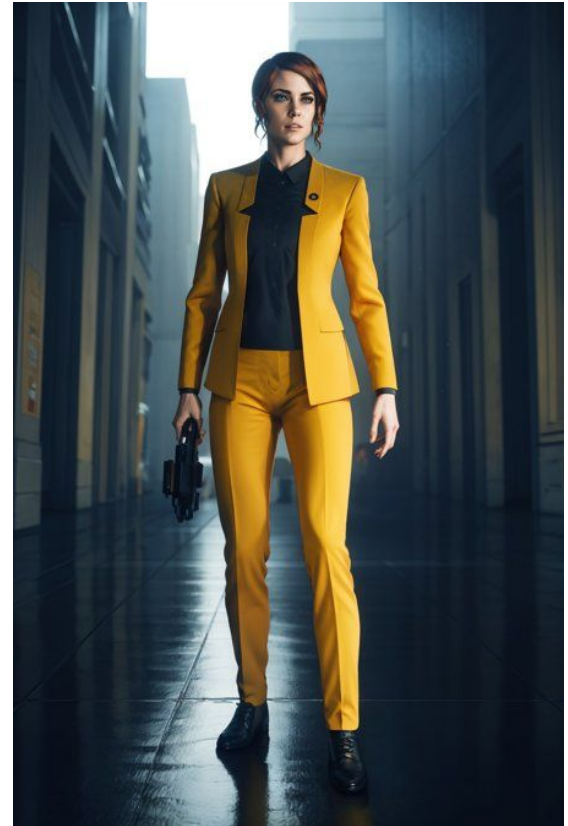
Age: 32 (2023)

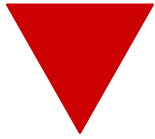
Height: 5 ft. 8

Actor: Courtney Hope

Outfits: Suits, sharp style clothes

Other: Red hair, blue eyes

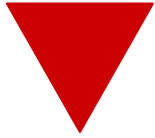




Character: Weapon

Shapeshifting, Brutalism





Character: Enemy



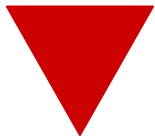
Type 1

- Human-like creatures
- Different uniforms
- Glowing red light

Type 2

- Mutant/corrupted human

UI

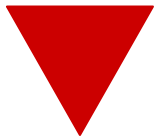


UI: Font

ITC Avant Garde Gothic

Area title: ITC Avant Garde Gothic





UI: Font

Interstate

Location&Objective: Interstate

Basic Commercial

Supporting info: Basic Commercial





UI: Color Palette



Title, markers



Status, progress



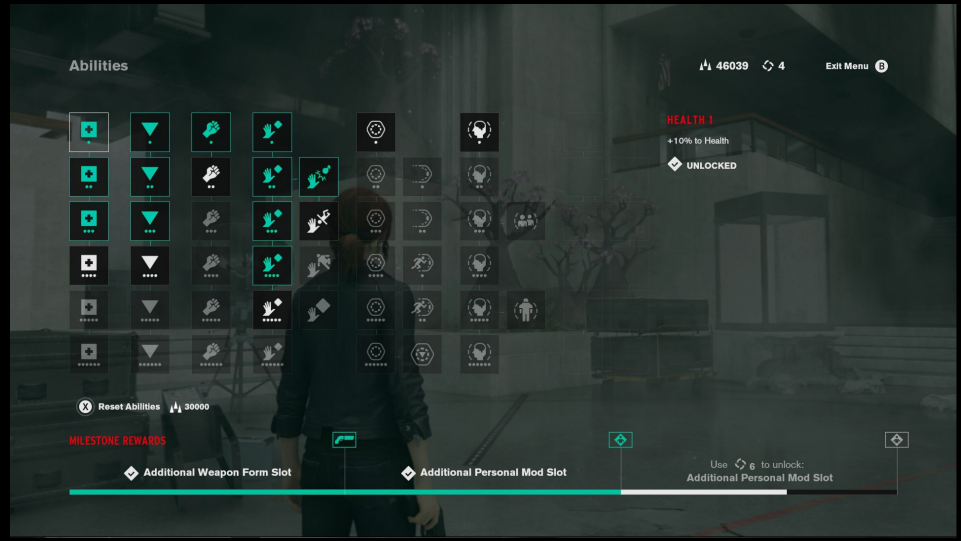
Title



Text, icons



Background





UI: Menu

Transparent, Overlay



VFX

VFX: Destructible Environment

Reactive environments and dynamic destruction



VFX: Explosion

Particles, Flames, Smoke, Dust, Realistic style



PHYSICS MATERIALS generate correct particles, decals, lights and sounds in **NORTHLIGHT**, and runtime simulation is using **PHYSX**

VFX: Screen Filter

Distortion effect to represent corrupted areas



and finally, some additional filters, such as **COLOR DISPERSION** are applied

VFX: Fluid Effect

Distorted fluid effect for monsters, computer graphics

OUTPUT

Reprojection

Exposure 1.000

SCENE

- scene_humanoid
- scene_head
- scene_bunnies
- scene_office
- scene_simple_env
- scene_light_ambient
- scene_light_red
- scene_light_moving

MASK | DISSOLVE

Clear Dissolve Invert

Dissolve Amount 0.090

MASK | BACKBUFFER BRIGHTNESS

Enable Invert

Intensity 0.568

Contrast 4.000 Midpoint 0.230

MASK | OBJECT ID

Add Mask Objects

MASK | OBJECT VELOCITY

MASK | DISOCCLUSION

MASK | RECTANGLES

TRANSFORM | NOISE

TRANSFORM | FLUID SIMULATION

TRANSFORM | SHARPEN

Enable Intensity 0.713

TRANSFORM | NORMAL DISTORT

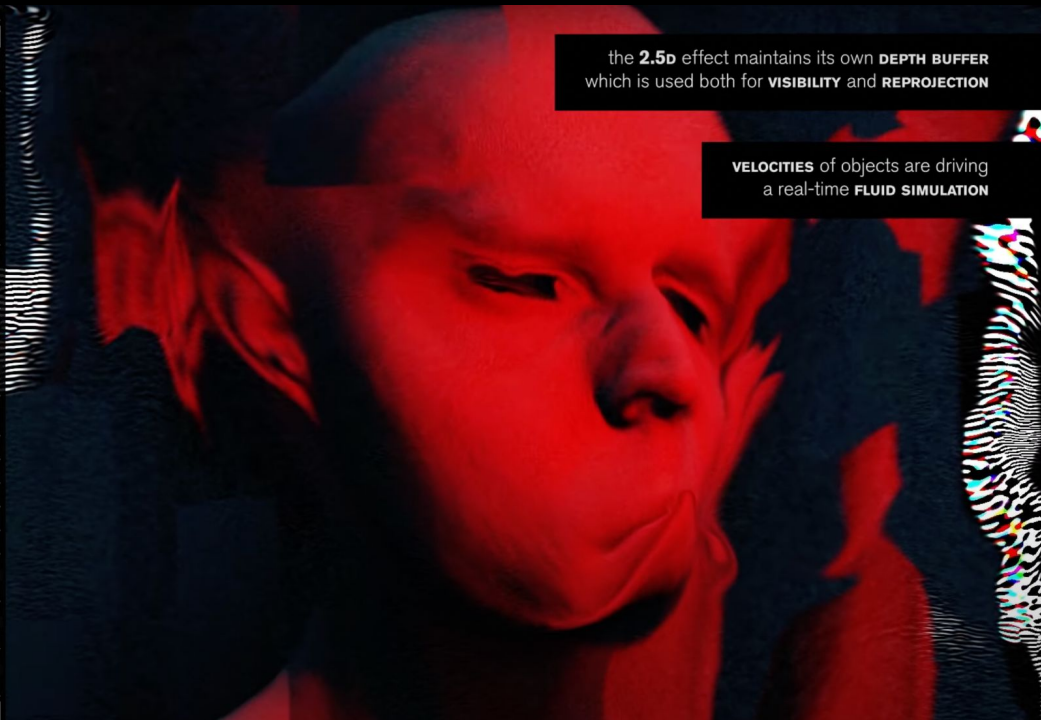
Enable Intensity 0.147

TRANSFORM | HUE DISTORT

Enable Intensity 0.253

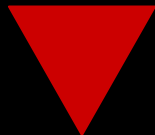
AUDIO

env_kit_static_radio_freq_scan_001.wav



the **2.5d** effect maintains its own **DEPTH BUFFER** which is used both for **VISIBILITY** and **REPROJECTION**

VELOCITIES of objects are driving a real-time **FLUID SIMULATION**



VFX: Double Exposure

Double exposure effect to show some key videos

PRESENCE MOMENTS use **DOUBLE EXPOSURE** of stylized live action footage on top of **REAL-TIME VISUALS**





VFX: Animation

Pre-baked simulations



set pieces combine **DYNAMICS PROPS**
and **PRE-BAKED SIMULATIONS**



Reference

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<https://controlgame.com/#about>

<https://fontsinuse.com/uses/48689/control-video-game>

<https://www.artstation.com/artwork/N5kO5b>

<https://www.archpaper.com/2021/08/brutalism-bolstered-control-success-why-is-the-movement-so-trendy/>

<https://youtu.be/6-SRtd9NTvw?feature=shared>

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