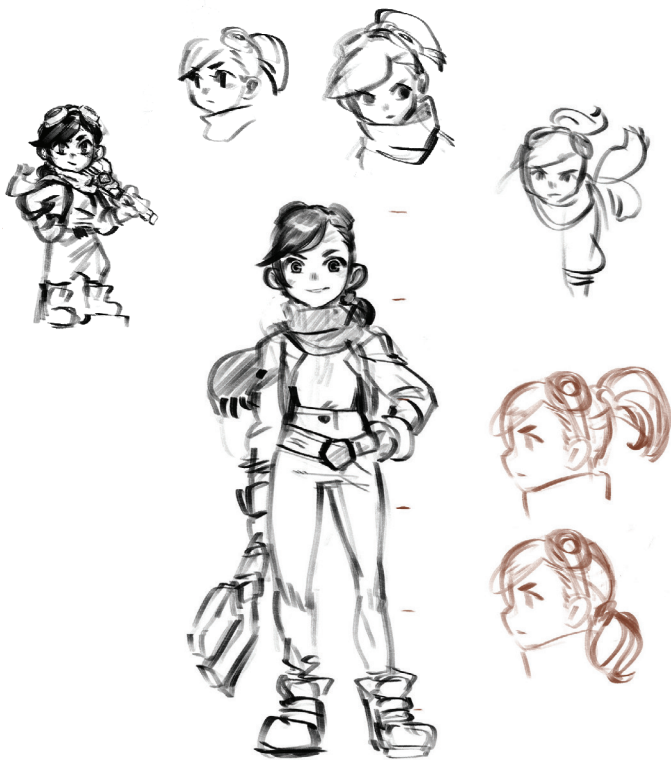


The background of the cover is a vibrant teal color with a complex, circuit-like pattern. A bright, glowing white and yellow light source is positioned at the top center, creating a lens flare effect that illuminates the scene. The light reflects off the circuitry and creates a sense of depth. The title 'SPARKLITE' is prominently displayed in the center, rendered in a bold, stylized, orange-yellow font with a thick black outline and a white drop shadow. Below it, the words 'ART BOOK' are written in a similar but smaller font. The overall aesthetic is futuristic and high-tech, with a focus on light and circuitry.

SPARKLITE

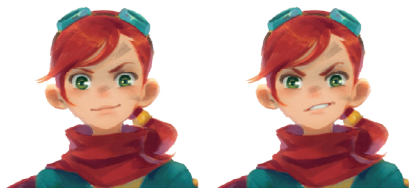
ART BOOK

**ADA**

THE HEROINE

Ada is a genius engineer and adventurer at heart. She started as a geometric shape during our prototyping phase, but was developed over the course of many concepts and sprite iterations. The talented artists we worked with were not only able to establish her iconic sprite, but also able to capture Ada's courageousness, selflessness, and intelligence in her sketched art.

3 CHARACTERS [ADA]





a b c d



◆ RUNNING POSE



◆ SHOOTING



◆ LIGHT SHOT:
SOFT KNOCKBACK

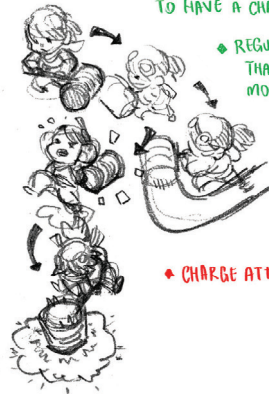
◆ CHARGED SHOT:
HEAVY KNOCKBACK

◆ HAMMER

◆ SWAP THE WEAPON INSTEAD OF CHANGE TEMPORARILY. THIS WOULD GIVE THE OPPORTUNITY FOR THE WRENCH TO HAVE A CHARGE ATTACK TOO.

◆ REGULAR ATTACK: STRONGER THAN WRENCH, BUT WITH MORE DELAY.

◆ CHARGE ATTACK



◆ WRENCH



◆ COMBO ATTACKS: BASICALLY THE SAME MOVES, BUT WITH MORE BODY MOVEMENT



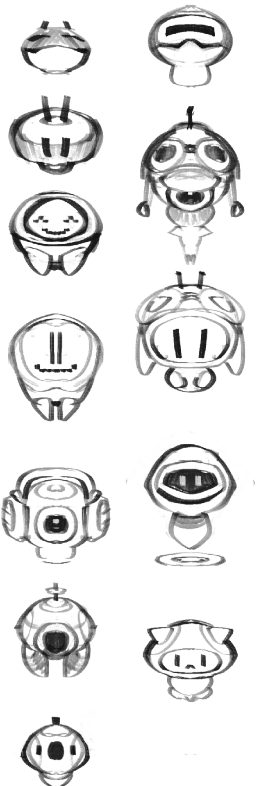


WINGNUT

ADA'S COMPANION

Ada never adventures without her trusty companion, Wingnut. In addition to being good company, his flight capabilities help him navigate terrain and he was built to accept various utility attachments. Not only is he Ada's best friend, but he's always available to offer a helping hand.







RIZZLE



MASTER INVENTOR



NOPPER



LAB DOCTOR



TEDDY



MONSTER HUNTER



MARGO+POGO



TWIN EXPLORERS





HAWKINS

WIDGET SALESMAN



CRUZ

TOWN PILOT



OPTO

TOWN ORACLE



ROCKY

JETPACK RACER



CORWIN

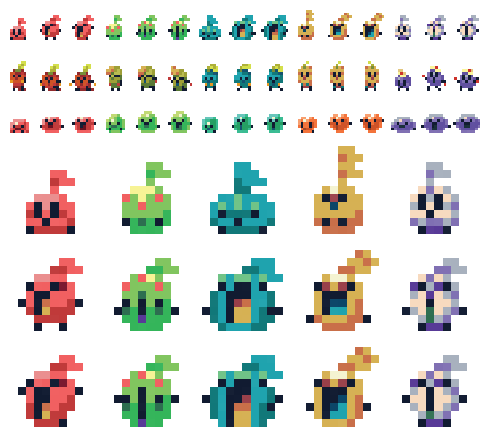
CREATURE BIOLOGIST

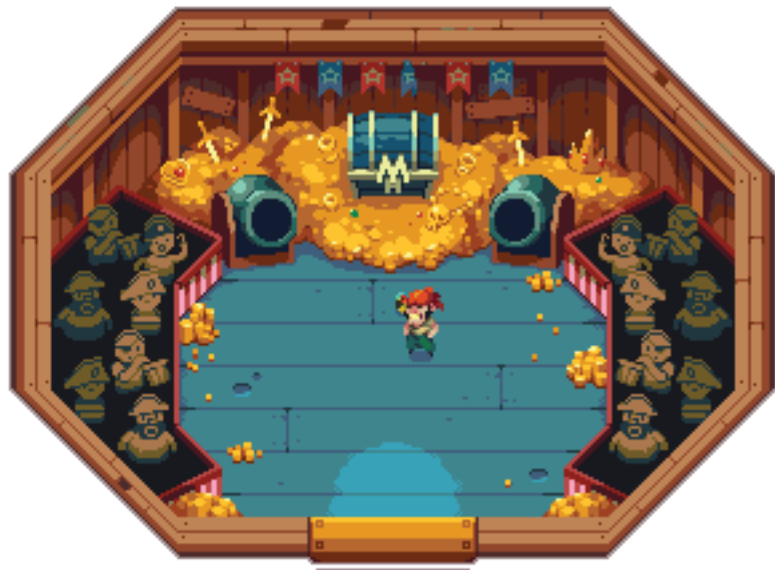




HARMONY & THE BEATS

GEODIA BAND





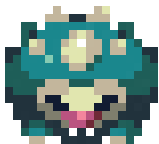
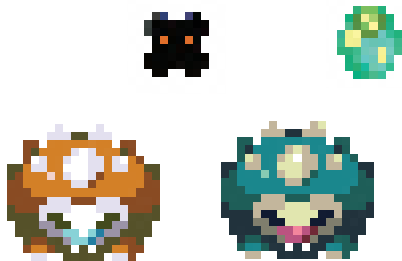
MONTY
MINI-GAME HOST

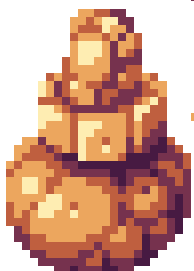
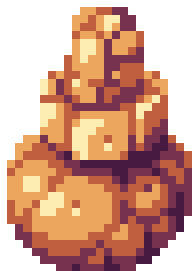
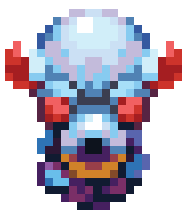


CREATURES

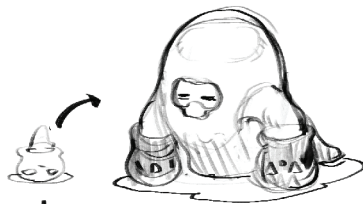
MUTANT SPECIES

Geodia is in peril from the pollution caused by the consumption of Sparklite, known as Corruption. The wildlife have mutated in an attempt to fend off this malice. Like a defense mechanism, these creatures will attack anything, so we wanted them to appear threatening while still representing their natural forms.





♦ DIVE BOMB WASP

♦ SECRET OF MANA REF.
(I LIKED THIS ONE BETTER)♦ IF YOU KILL 999 WASPS,
WASP QUEEN APPEARS

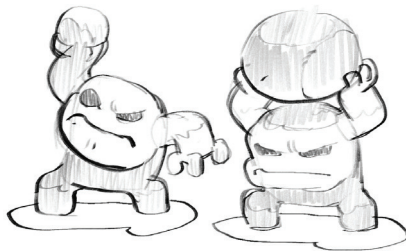
◆ CATERSPLITTER / CATERSPLITER



◆ WEAK SPOT:
A SLIGHTLY DIFFERENT
(OR COLORED) NODE

◆ WHEN IS KNOCKED BACK, THE NODE THAT
WAS HIT IS PUSHED BY X, THEN
ITS NEIGHBORS BY X/2 AND SO ON

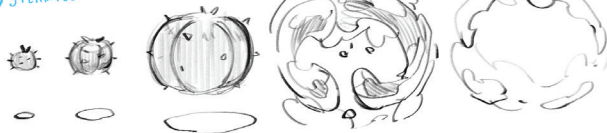
◆ SANBGOLEM B



◆ CAN THROW SMALL OR LARGE ROCKS
◆ TAKES THEM FROM INSIDE OF HIS HEAD/MOUTH



◆ STEAMPOT



◆ SANBGOLEM C



◆ HOMING SUMO SLAP

◆ SANFLEA



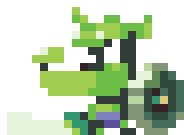
◆ JUMPS ON THE PLAYER
LIKE A FACEHUGGER

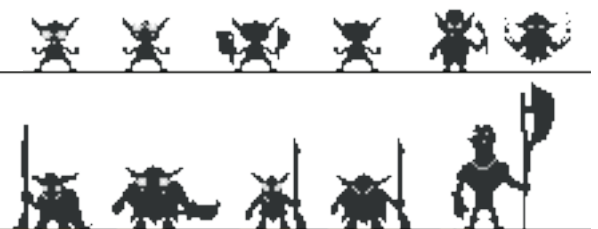


GREMLINS

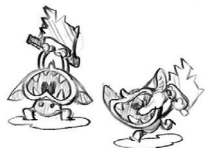
THE BARON'S MINIONS

Just smart enough to be dangerous, Gremlins are The Baron's workforce. They smash and bash their way deep into the depths of Geodia in search of Sparklite. Visuals for the Gremlins started as just concept silhouettes of what they could look like, and were filled in and later evolved into their finished sprites.





♦ CRAZY LUMBERJACK GREMLINS



- ♦ THEY BECOME FURIOUS WHEN THEIR SAW GOT BROKEN

♦ CHEMIST GREMLIN



- ♦ THROW A BOTTLE OF POISON/ACID ON THE PLAYER
- ♦ COULD BE USED ON THE SWAMP TOO?

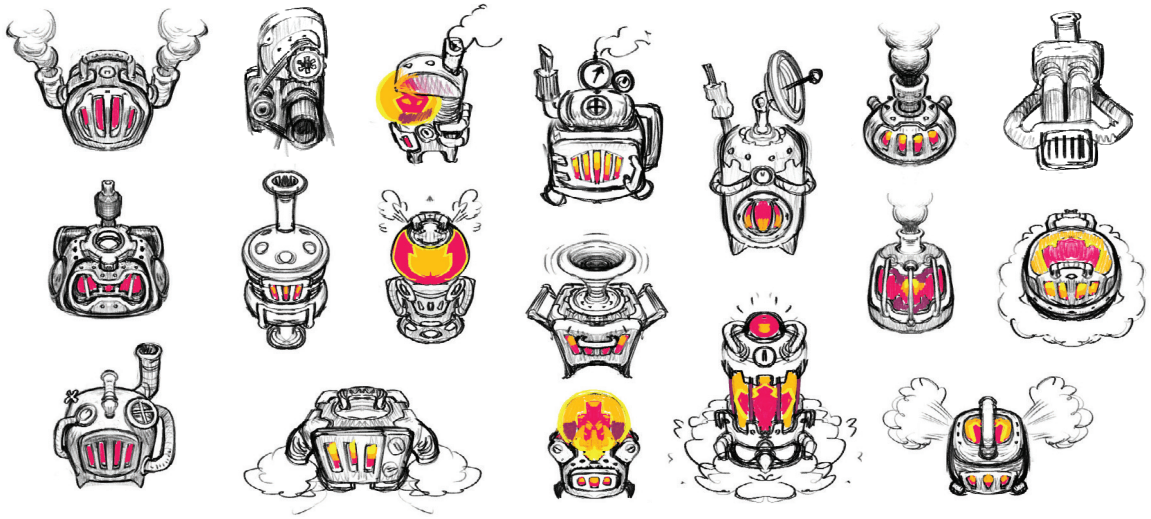


♦ GREMLIN BRUTE VARIANT LUMBERJACK VERSION



- ♦ SAME MOVES, BUT STRONGER

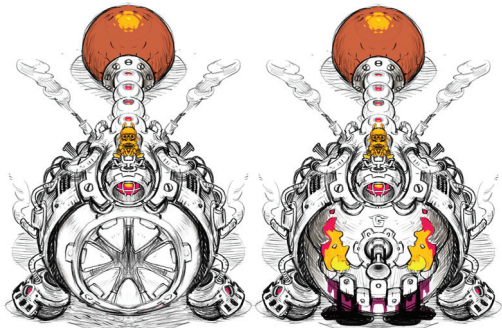
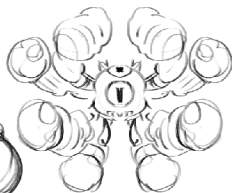
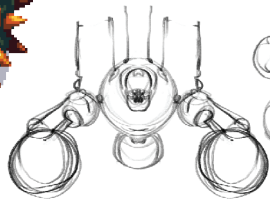
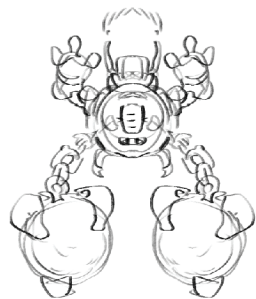


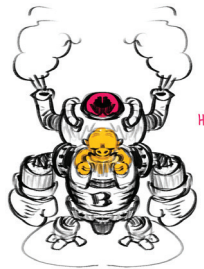
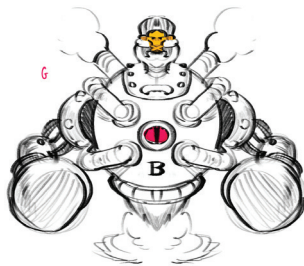
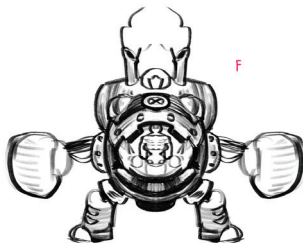
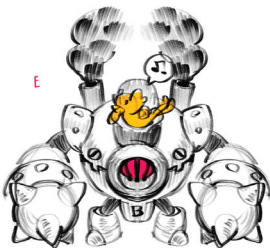
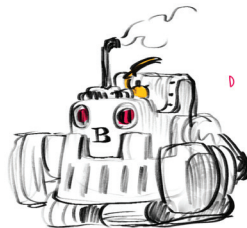
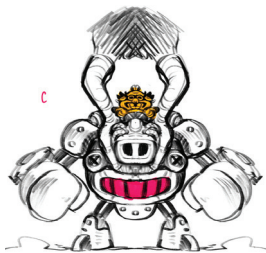
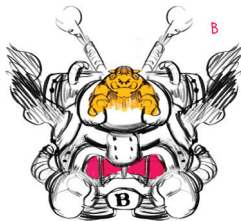
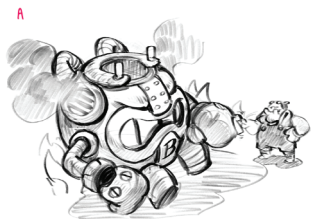


BORIS

& THE TUNNELING TITAN

Boris is one of many Gremlin Foremen that The Baron has tasked with finding and breaking into ancient Vaults. Using his Tunneling Titan, Boris has managed to access one in the Vinelands. We originally thought he would command some sort of mech suit, but opted for a hybrid wrecking-ball boring-machine to differentiate him from Timbert.



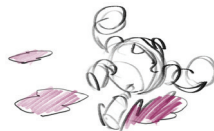
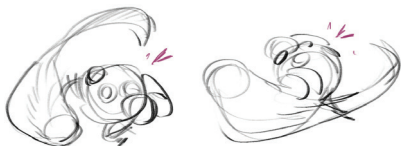


Combo attacks Following the player

Leaves a muck puddle From where it passes

If it's combo attack-passes through these puddles, it may slip and Fall

AOE attack gets rid of all the muck puddles on the map





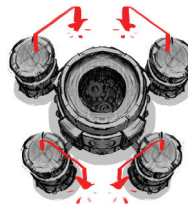
TIMBERT & THE LUMBERING TITAN

Wreaking havoc in the Goldenwoods, Timbert has used his Lumbering Titan to clear a path to another Vault. This multi-part mech Titan is comprised of eight independent pieces, all moving together programmatically. The artist first sketched a series of possible attacks, which served as a foundation and helped guide iteration for this boss battle.

THIS IS THE BASE

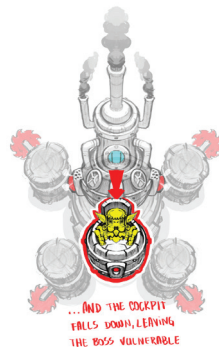
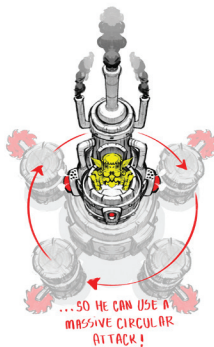
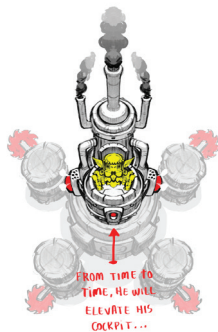
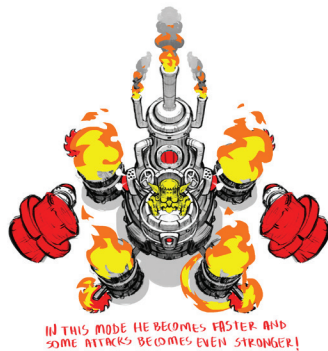
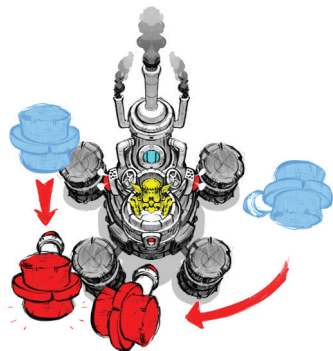


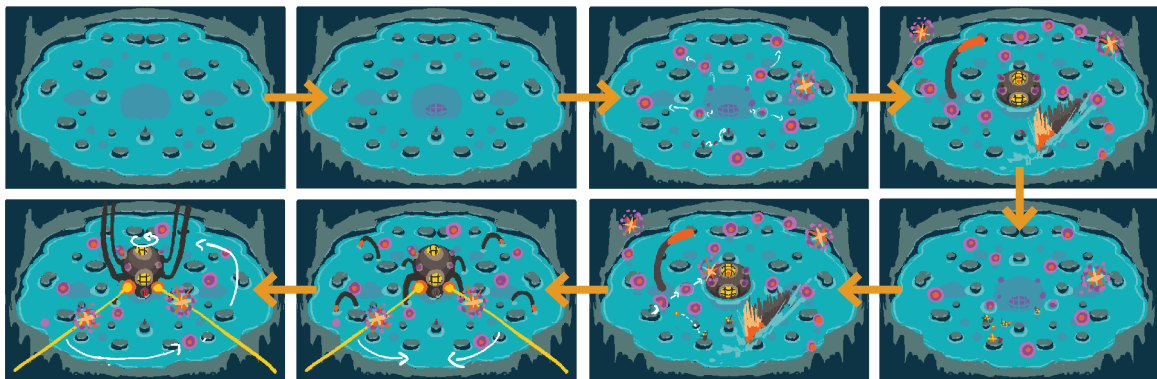
USES THESE KIND OF
HAMMERS AS FEET



ALSO HAVE THESE RETRACTABLE
SAWS THAT SPIN AROUND





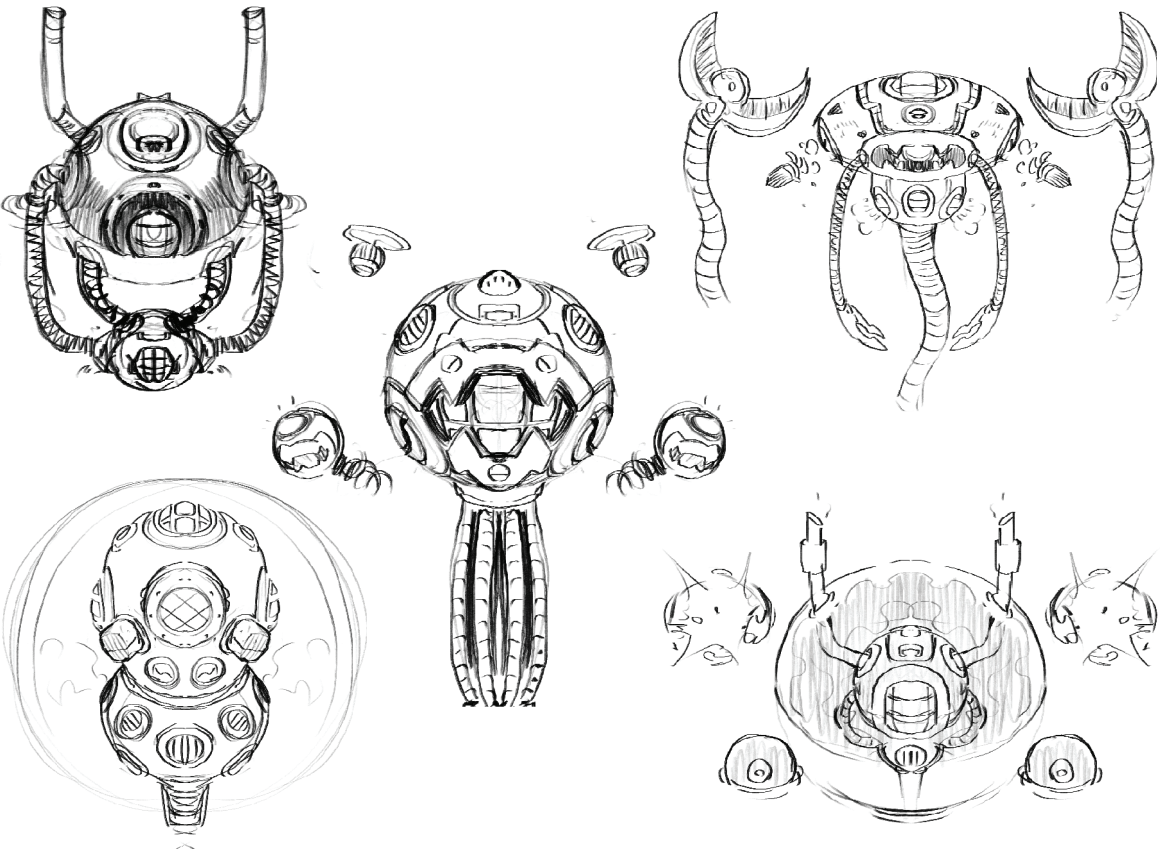


SCUBERT

& THE IRONCLAD TITAN

Scubert is found beneath the surface of what's now known as the Acid Bog. In search for a Vault, his Ironclad Titan spews acid, polluting the swamps of the land. Our vision of Gremlin technology is that it's rudimentary, inelegant, and chunky, so, of the many concept sketches, we focused on one that resembles old, heavy diving gear.



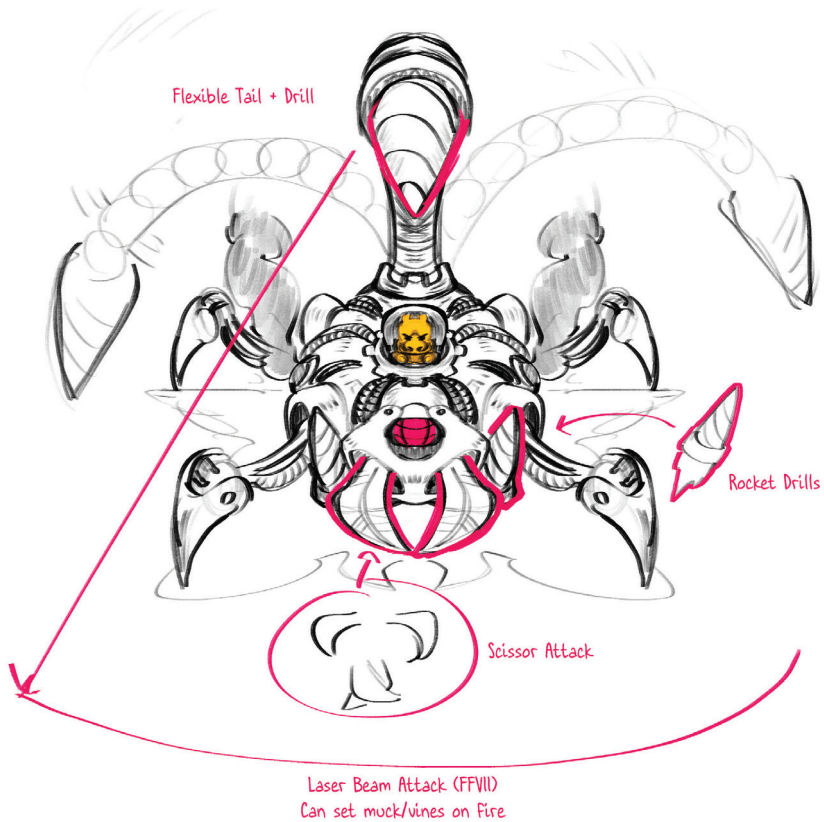




SCORCH

& THE SANDSHIFTING TITAN

The Shifting Sands were an oasis before Scorch arrived, but soon after, the damage from his Sandshifting Titan rendered the land arid and uninhabitable. Like all of our bosses, after a sketch is chosen, the artist would mock up a 3D model to dial in the scale and perspective, and then paint over it in pixel art.





THE BARON

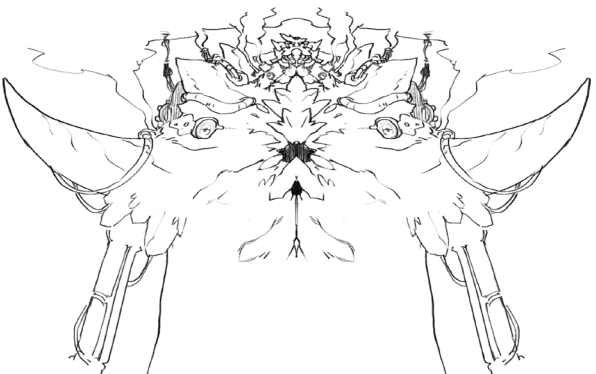
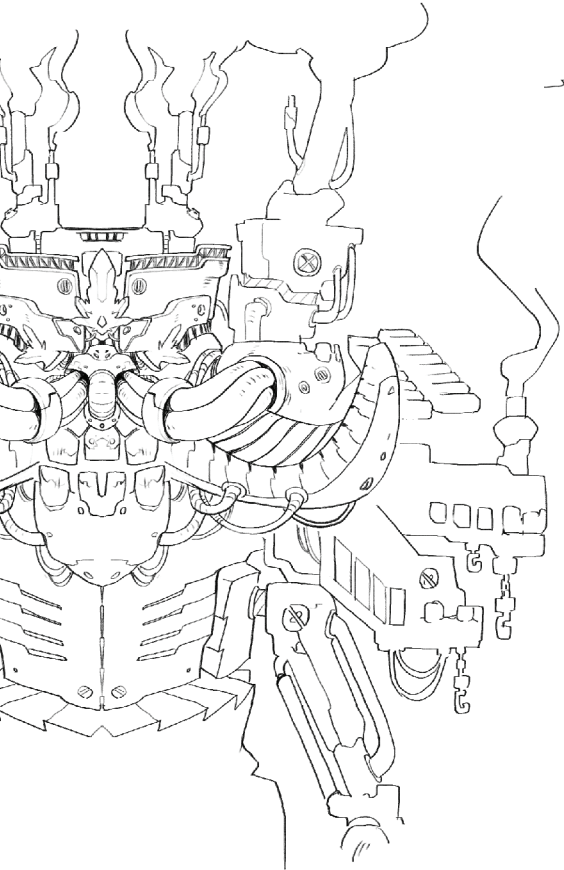
POWER-HUNGRY INDUSTRIALIST

At the core of Geodia lies the Foundation Stone, birthplace of Sparklite itself. If The Baron can access the Foundation Stone, he can consume it for ultimate power. We envisioned The Baron having three forms: unrevealed and cloaked, revealed human form, and his final corrupted form. He is the embodiment of “absolute power corrupts absolutely.”





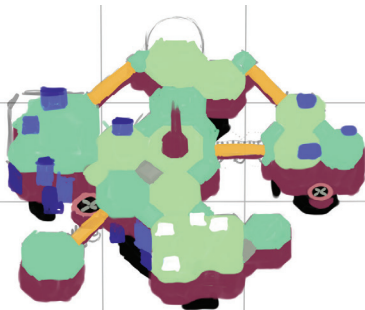






THE REFUGE

FLOATING SKYTOWN

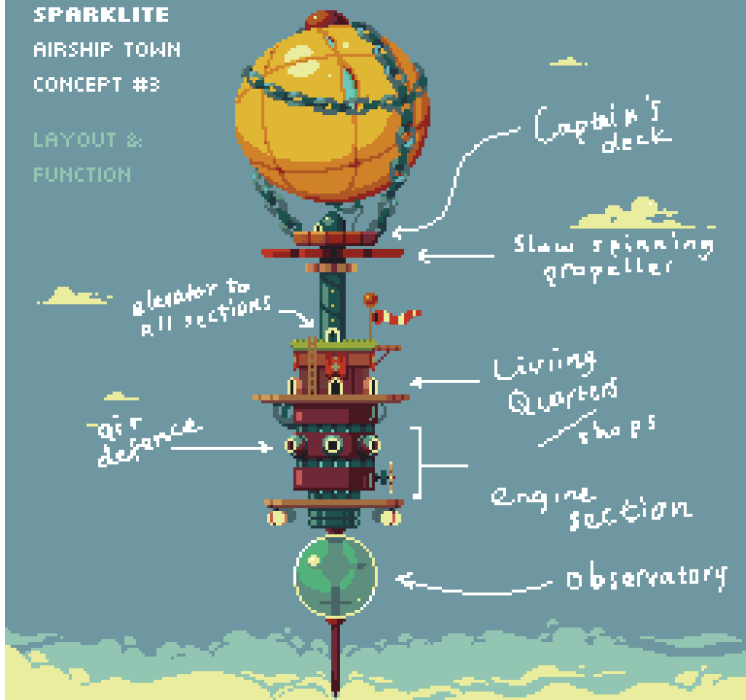


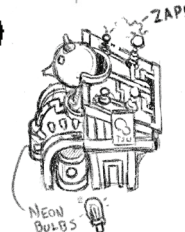
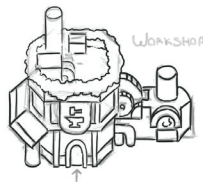
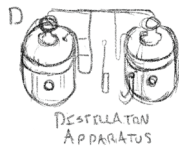
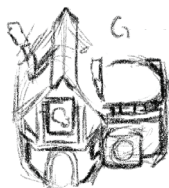
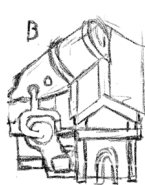
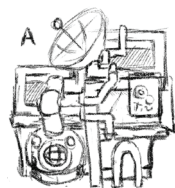
SPARKLITE

AIRSHIP TOWN

CONCEPT #3

LAYOUT &
FUNCTION



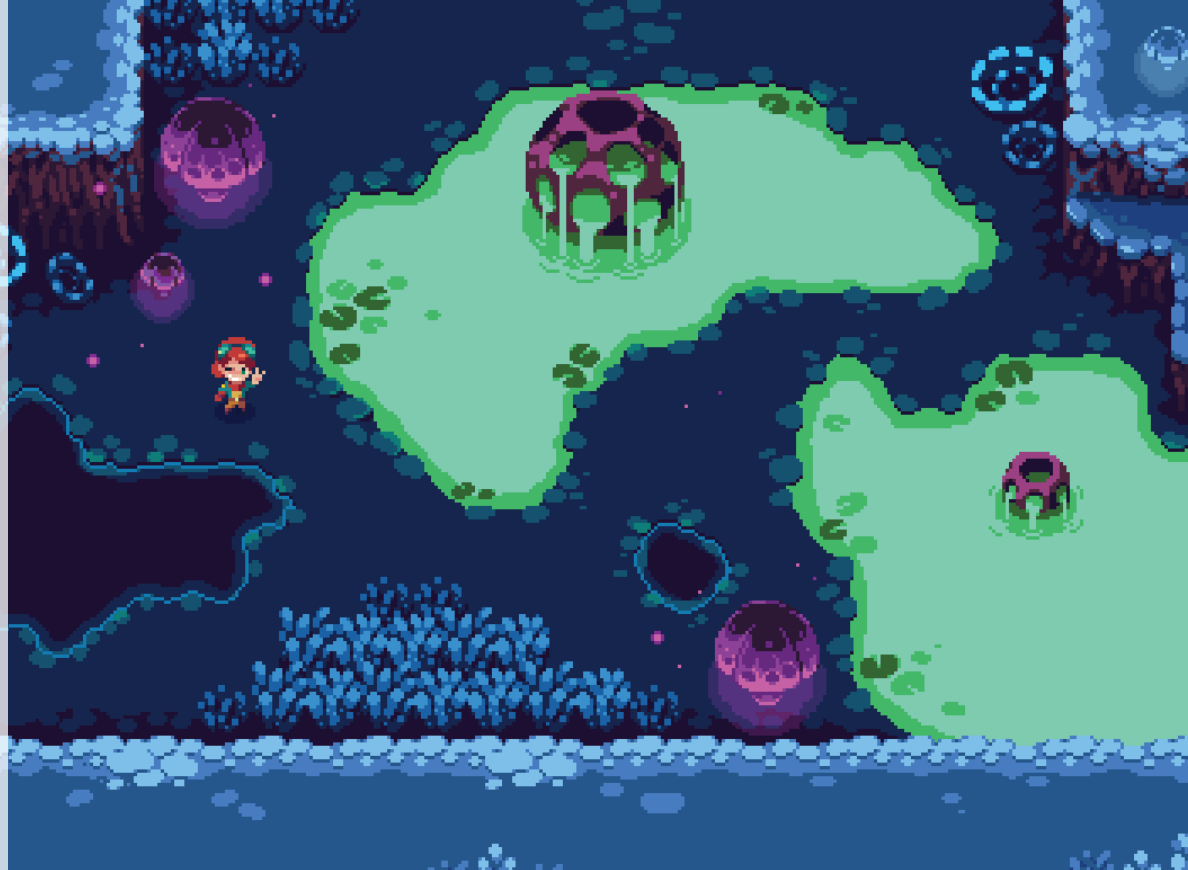


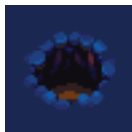
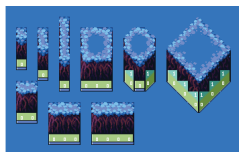
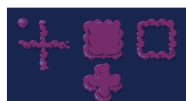
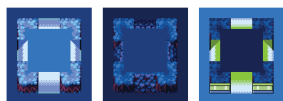
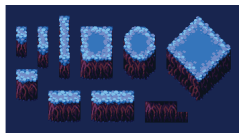
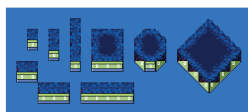
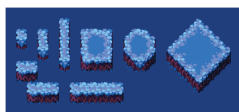






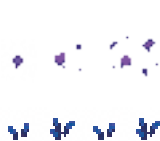
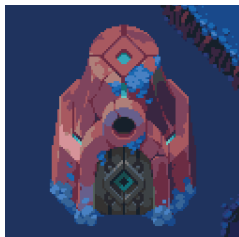




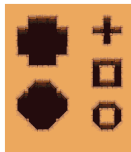
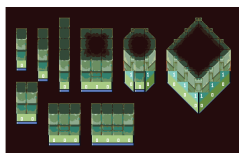
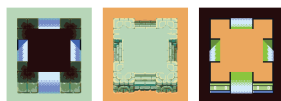
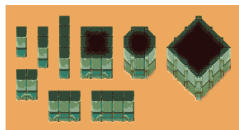
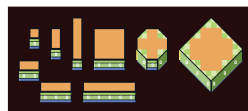
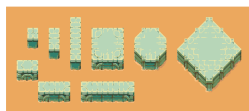
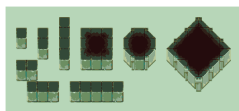


ACID BOG

SWAMP BIOME





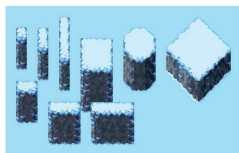
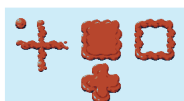
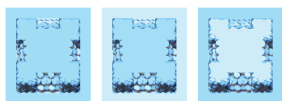
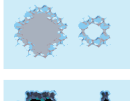
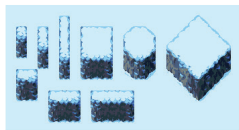
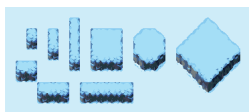
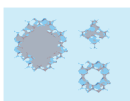
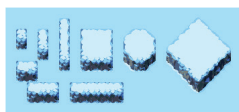


SHIFTING SANDS

DESERT BIOME

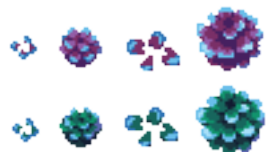
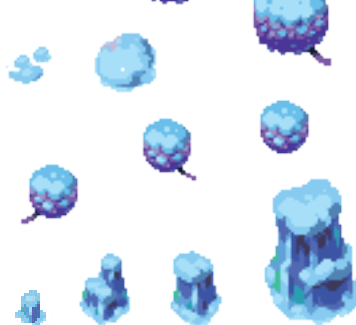






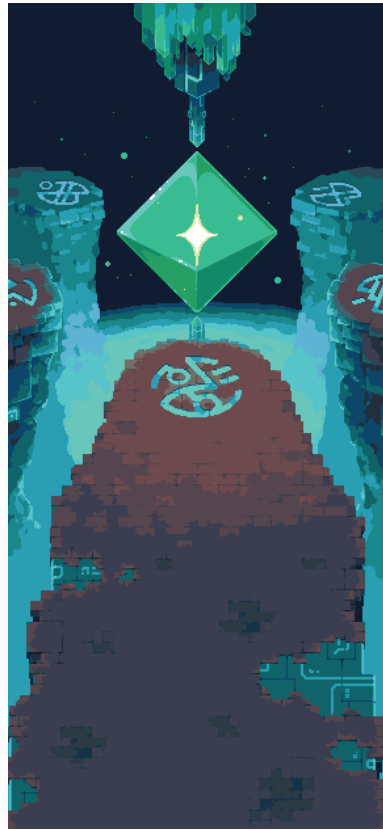
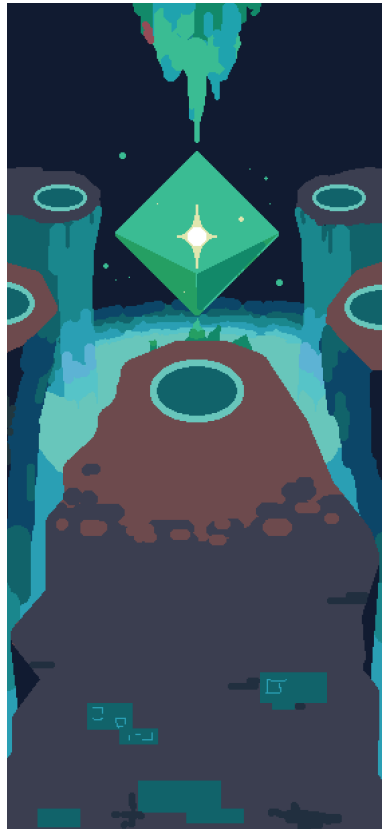
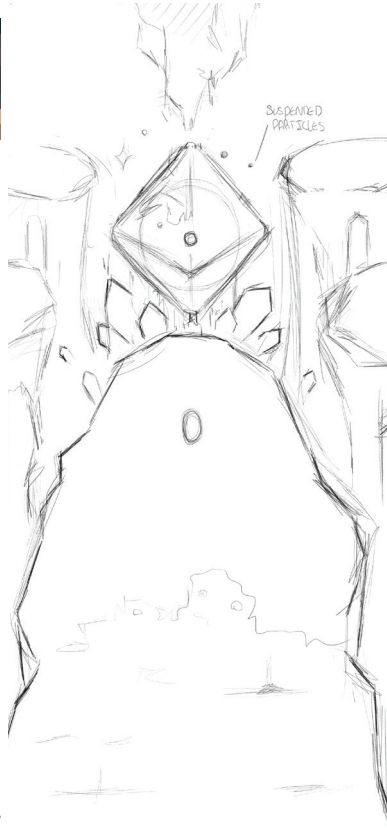
TITAN'S RIDGE

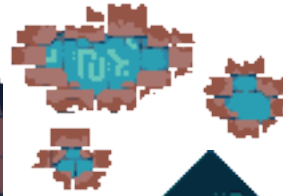
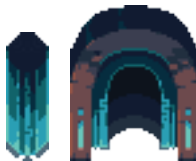
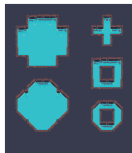
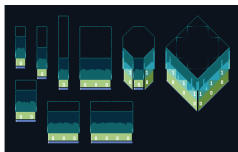
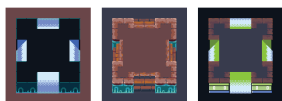
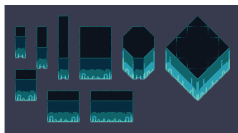
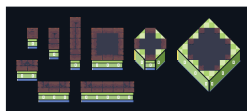
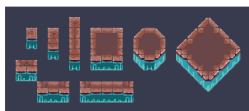
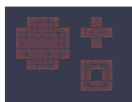
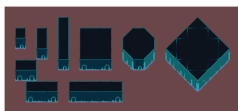
MOUNTAIN BIOME





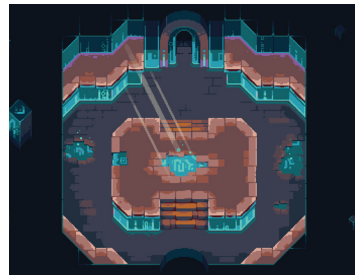
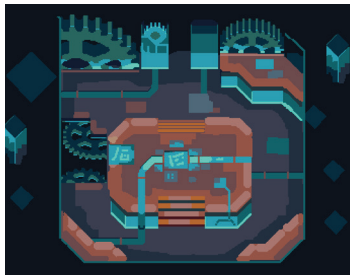
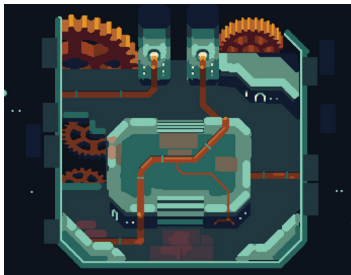






VAULTS

TEMPLE BIOME





BOOM BALLOON

ADA CONTROLLED BLIMP



SPARK PULSER

HANDHELD PULSE CANNON



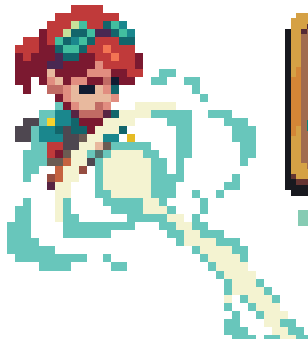
SPARK SLINGER

GLORIFIED PEA SHOOTER



SPARK BLITZER

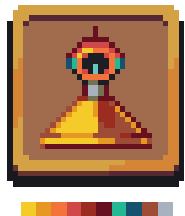
INTENSE ENERGY SNIPER





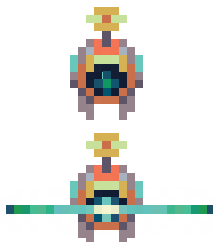
MUCK BUSTER

WINGNUT'S VACUUM



CLAW DIGGER

WINGNUT'S EXTRACTOR



FLARE BANG

WINGNUT'S FLASHLIGHT



ANDERS GULLMARSVIK

FOUNDATIONAL ARTIST

@pxlitch

Anders was a foundational pixel artist on this project, solidifying the art style and aesthetic that would be used across the game. Marking a pivotal moment in Sparklite's art development, his work includes original mockups of the Vinelands (pg. 34), Goldenwoods (pg. 36), and Caves (pg. 44), along with developing the original skytown and iterating on the sprites of Ada and the small Gremlins.

RAFAEL FRANCOI

CHARACTER ARTIST

@rathaelos

Rafael was a primary artist throughout production, performing amazing work ranging from character animation, to boss design, to full illustration. His achievements include all bosses (sketches, sprites, and animation), The Baron, final versions of Ada and her friends (including Wingnut), most of the mutant creatures, and the large Gremlins. He also created all of the artwork for the Signature Edition of Sparklite, along with marketing materials, and the cover art.

ENCHAE

ENVIRONMENT ARTIST

@EnchaeC

"Enchae" was another primary artist throughout production, creating fantastic artwork for the environments and set pieces of Sparklite. His achievements include the entire biomes for the Acid Bog (pg. 38), Shifting Sands (pg. 40), Titan's Ridge (pg. 42), and Vaults (pg. 46), along with finalizing the remaining biomes to create a consistent look. He also created the final artwork for The Refuge platform and its buildings, Monty's Haul interior, and too many props to list.

ADDITIONAL ART

Sparklite also received help from these talented artists, and we are thankful for every contribution.

Roman [@Gonzo_Indie]

Monty's Haul & Digsite Exterior

Lu Nascimento [@viiolaceus]

Gyrocopter Art Set & Sketches

Lianne Cruz Horvath [@sleepydino]

Intermediary Ada Spriting

Drew Walton [andrewdeedswalton.com]

Prototype Characters & Building Concepts



We are truly grateful to have worked with such wonderful artists - thank you all.



Edward Rowe

@edwardrowe



Lucas Rowe

@lucasrowe



Kevin Mabie

@kevinrmabie

