

Intro and Concept Summary



Concept:
You are a battle-scarred blacksmith returning home to rebuild your ruined smithy in a medieval fantasy town where magic is rare and devastating.



Style Summary

Hands-on realism meets gentle low-poly charm

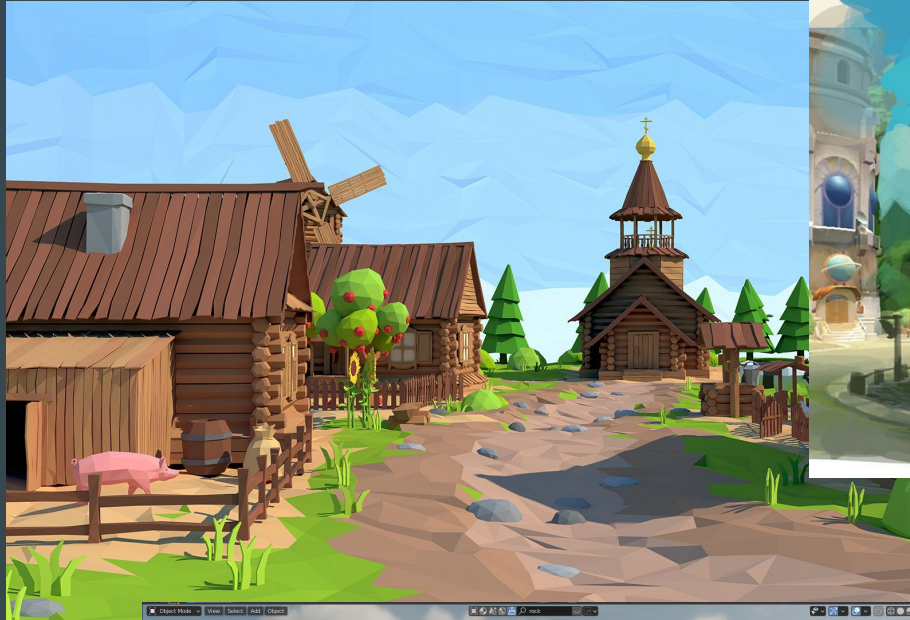
Key Visual Pillars		Base Role		Colour Usage	Palette
<ul style="list-style-type: none">Authentic believable tools, physics, and environmentsSoft low-poly models with rounded edgesWarm, Natural earthy tones balanced with cool steel highlightsDynamic realistic shadows with soft falloff	Detail	Base Metal	<div>#77716E</div>	Forging surfaces, anvil, tools	
	Geometry	Charcoal	<div>#2E2B2A</div>	Hearth interior, soot accents	
	Palette	Ember Glow	<div>#D3582A</div>	Firelight, critical heat indicators	
	Lighting	Weathered Wood	<div>#A07C48</div>	Workbench, shop beams	
		Soft Sky	<div>#A5C3D1</div>	Outdoor backdrops, window light	

Lighting & Contrast
Real-Time Simulation: directional sunlight, volumetric furnace glow

Contrast Focus: high contrast between glowing metal and darker surroundings for readability

Environment Visuals

Village Moodboard



Environment Visuals

Smithy Moodboard



Game References



Bitcraft Online



Vintage Story



TABS



Spell Brigade