OpenVic II

Dev Diary 3

Art Showcase 1

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Hello folks! Apologies for the longer wait between dev diaries, but now that we are getting into the swing of development it is likely that the rate of these dev diaries will slow down somewhat. Nevertheless progress has been significant so far, especially in the art team which has been cracking on excellently.

A question we get a lot is "Why do you need new art anyway, Victoria 2 already has art". There are a number of reasons for this, prime among them are the legal concerns. The more degrees of separation we can achieve from Victoria 2 the better. There's also obviously the creative aspect, where we feel it's a more holistic idea to remake the game's assets as well as the code, and in my opinion the most important factor is so that we don't require a Vic2 install on your machine to play OpenVic2 which should enhance the game's eventual accessibility.

With that out of the way allow me to present you some of our art so far.

First up we have many of the new technology photos put together by the team, with many of them being done by our good friend Tupinamba. These will replace the large icons in the technology screen and are labelled as such.
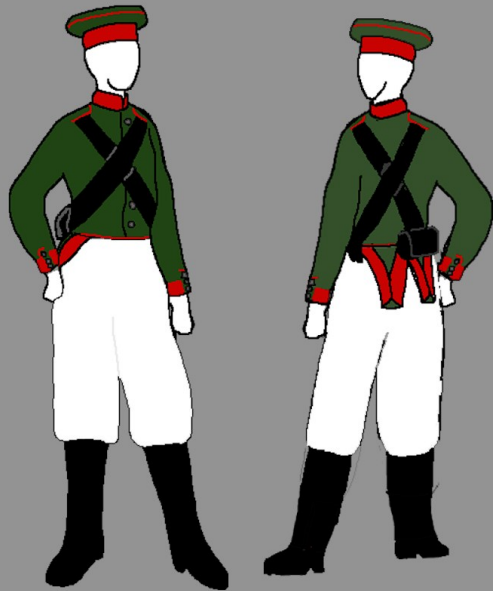
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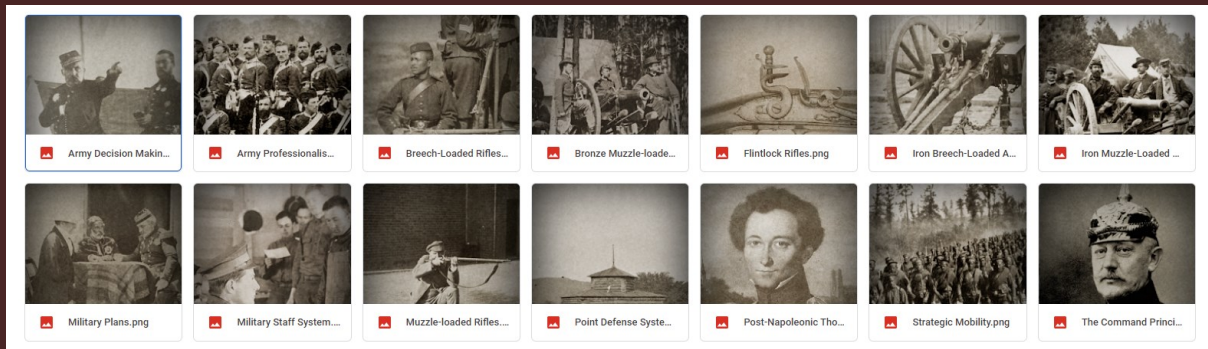
Next up we have the beginnings of some unit models by Bon Marche, and the references and research done by Enigmatic! This is top top top work as I'm sure you can agree and we are all very excited to have such talented individuals working with us on this project.
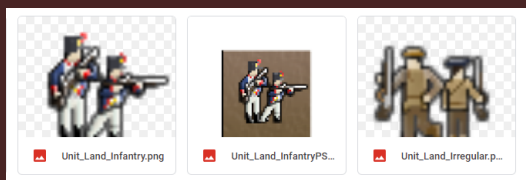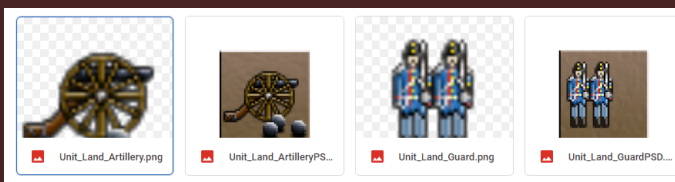
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REFERENCES:

UNIT TIER: RUSSIAN 1830

Here we have some icons courtesy of The Skeleton Appears, and JunkJen, who have both been doing some amazing work re-styling and upscaling the original Vic2 Icons.

Unit_Land_Artillery.png

Unit_Land_ArtilleryPS...

Unit_Land_Guard.png

Unit_Land_GuardPSD....

Unit_Land_Infantry.png

Unit_Land_InfantryPS...

Unit_Land_Irregular.p...

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And finally, we have some loading screen splashes, brought to us by PeuPeu who you might remember from the second update video. His work has been excellent so far and he's done so many that I can't include even a fraction of them here, only the most recent ones.

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We've also had some excellent work from qazdr6 on the UI, which is looking amazing! Both the paper and gunmetal variants look extremely slick.
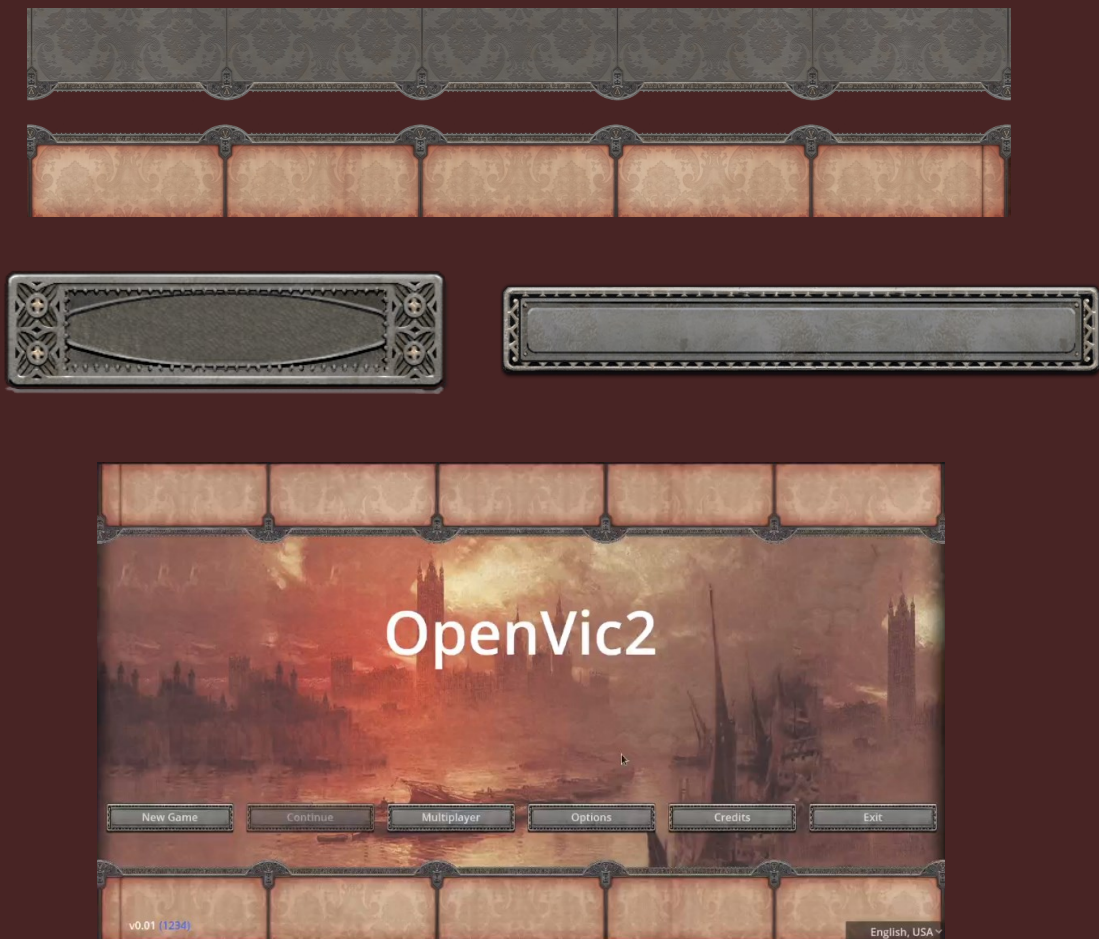
In other news, our first dev cycle has concluded and we are now commencing dev cycle 2. But other than that, that's all for today folks. Hopefully you've enjoyed viewing the update, and we'll see you next time with whatever we decide to discuss.