

# BLFC 2017 “JUGGERNAUTS” STYLE GUIDE

## REVISION HISTORY

4-11-2017: Revised DAVD Chisel design.

4-06-2017: Removed badge art dimension size.

Added conbook/artbook dimension size.

3-19-2017: First style guide copy completed.

## TECHNICAL DETAILS

### DropBox Folder

The following DropBox folder contains all our theme inspiration and images to help you out with this guide. At times this guide will make references to this folder!

<https://www.dropbox.com/sh/zq705iho3rjyprs/AABO-yNh5tn5t5brLO6MU7Cya?dl=0>

### General Rules and Bonus Points

A few general rules before we begin.

These are all general guidelines of material we will reject or look forward to having. Exceptions can always be made just be sure to have it cleared with the BLFC Art Lead ([art@biggestlittlefurcon.org](mailto:art@biggestlittlefurcon.org))

DO NOT	DO
<ul style="list-style-type: none"><li>• No heavy Violence.</li><li>• No gore, blood or dismemberment.</li><li>• No Drugs.</li><li>• No Pornographic content or fetishes.</li><li>• No Overlaying Text.</li></ul>	<ul style="list-style-type: none"><li>• Layered files. <u>More on this in the Layers Section.</u></li><li>• PSD files</li><li>• Text on separate layers</li><li>• Cute stuff preferred.</li><li>• Signature on separate layer.</li></ul>

- No obtrusive watermarks. Discrete signatures are fine.
- No copyrighted characters

## Personal characters

While we do not mind personal characters being drawn and included in the BLFC Art portfolio, please do keep in mind that these drawings are meant to be used for website, convention book and products. We do ask that usage of personal characters be kept to characters that aren't overtly unique. As attendees should be able to easily identify themselves in the characters portrayed.

## BLFC Usage of your work

BLFC will use any images submitted for the website, convention book, posters and advertising.

BLFC will make sure your signature is visible and provide a link to your art gallery.

BLFC WILL NOT use your work for "for profit" products without your expressed and written permission on each product.

Should you desire, you may request to approve each specific usage of your work.

## Layered Files

We are looking to be able to edit these files ourselves to make it easier to fit the images into flyers, the website and for other uses.

We are looking for a semi-flattened file at the end, in which each character is its own layer separate from the background layer.

**IMPORTANT: Keep your signature on a layer by itself.** Sometimes we may need to crop artwork and we do not wish to crop your signature, allow us to move it to new location as necessary.

## Color Palette

Cyan/Blue.

It is this year's theme color, overusing blue is great! Don't be afraid to let the background carry this color and don't be afraid to push "blue" in a different ambient color to fit your image better.

## Resale

The characters shown are only examples, artists can create their own characters while following this style guide.

You are permitted to make merchandise and sell said merchandise from your creations!

## Files & Sizes

Please submit all art as a .PSD or .TIFF layered file to [art@biggestlittlefurcon.org](mailto:art@biggestlittlefurcon.org)

## Dimensions (minimum): for conbook and artbook

Width: 1800 pixels

Height: 1800 Pixels.

## Poster Dimensions:

Width: 24 Inches

Height: 36 Inches

DPI: 150 DPI preferred. 300 DPI Greatly appreciated.

## NDA

You don't have to keep any of the information in this document private. This document is freely available to all attendees. You are not signed on to an NDA.

## WORLD & SETTING

The world has been under attack from Juggernauts for over 20 years now. Cities have been attacked, demolished and built defenses to deter the Juggernaut attacks.

## D.A.V.D.S



Pilots of D.A.V.D. gear dispatched during a Juggernaut attack. Are equipped with either a **hammer** or a **chisel** used to break the **Juggernaut's Pearl** for its defeat.

### GENERAL INFORMATION

Soon after the surprise victory at Port Arthur, shards from the first shattered pearl were discovered to share the same gravity defying properties as the pearl that powers Sanctuary. With this technological advance and the knowledge that the juggernaut scourge could actually be defeated the world's first Juggernaut fighters were formed.

With the newly obtained pearl shards, Defensive Aerial Versatility Devices were made in hopes of finally being able to defend against what was considered to be an unstoppable disaster. D.A.V.D. gear as it came to be called enabled an able bodied citizen to fly effortlessly to any height and position themselves to strike at the Juggernaut's newly-found weakness. The distinctive blue streaks they leave behind as they fly are usually met with cheers from the citizens below.

To recreate the victory at Port Arthur an attack strategy was born. The hammer and chisel formation has D.A.V.D. pilots working in teams. The two-person team must cooperate effortlessly to be in the perfect positions to achieve victory.

# D.A.V.D. HAMMER UNIT



SKINSUIT



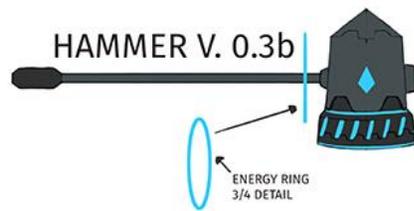
ARMOR



D.A.V.D. GEAR



"KITSUNE TAILS"  
WHEN D.A.V.D. GEAR  
IS ACTIVATED



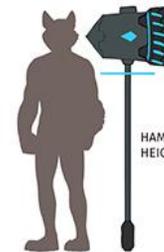
HAMMER V. 0.3b

ENERGY RING  
3/4 DETAIL

HAMMER IS POWERED BY A PEARL SHARD WITH TWO MODES.

FLIGHT MODE:  
MAKES THE WEAPON LIGHT TO CARRY

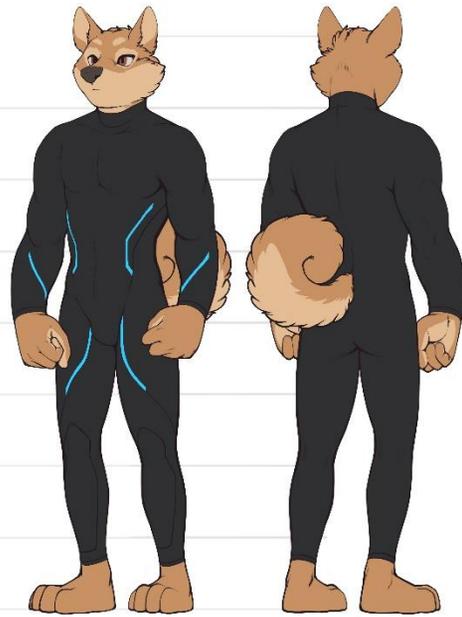
SWING MODE:  
PROVIDES THE WEAPON WITH WEIGHT  
TO GIVE IT A POWERFUL SWING



HAMMER  
HEIGHT: 6FT 5IN

"Hammer" – Goal is to distract the Juggernaut so the other half of their team ("Chisel") can position their chisel, and then swiftly fly in and strike, shattering the pearl.

# D.A.V.D. CHISEL UNIT



SKINSUIT



ARMOR



D.A.V.D. GEAR



CLAW V.0.8a

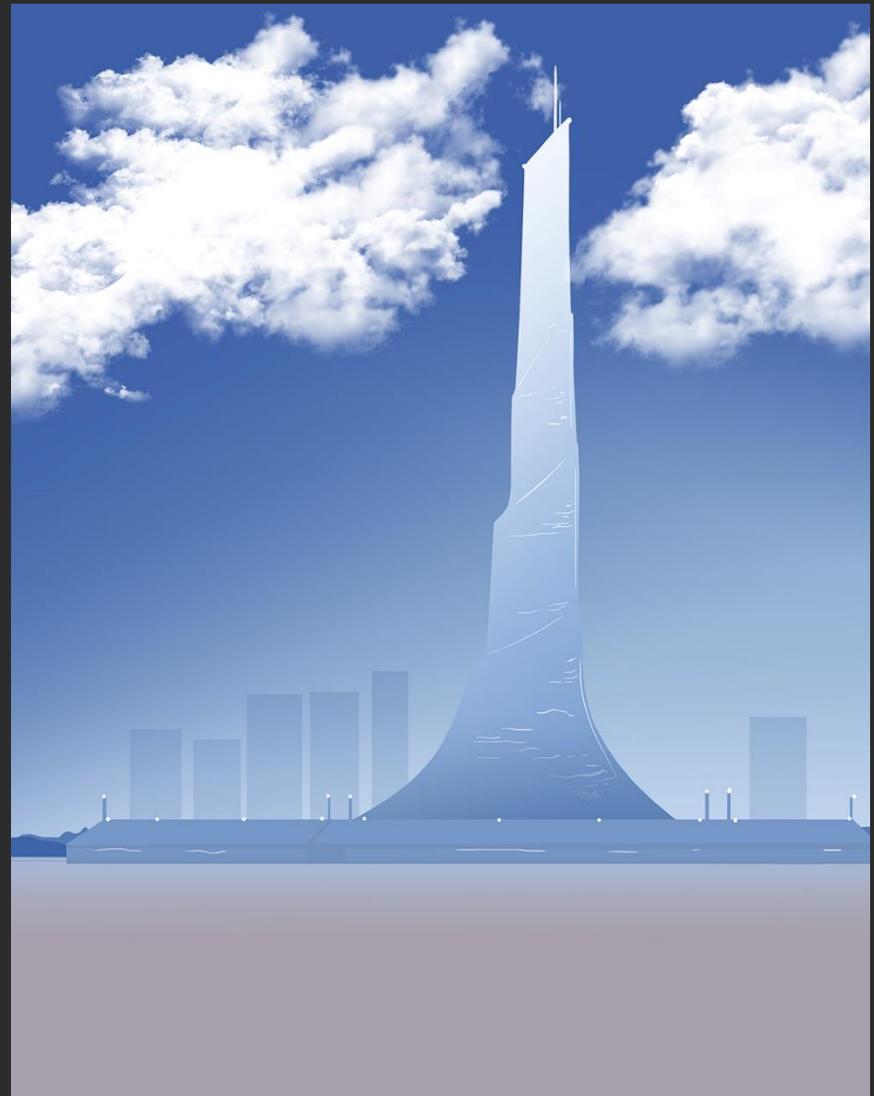


CHISEL V.1.4c

"Chisel" – Goal is to perch on target Juggernaut's pearl with a clawed glove and position their chisel weapon so the other half of their team ("Hammer") can strike it, shattering the Juggernaut's pearl.

## THE LANCE

Tall spires built in every major city to evacuate citizens during a [Juggernaut](#) attack. They glow bright blue as to be seen from miles around, a beacon of hope. It curves up like a [Lance](#) pointed at the sky.



A large structure that serves as an EVAC point for the citizenry during a Juggernaut attack.

## GENERAL INFORMATION

Lance structures were built in response to the second rash of attacks and the introduction of Sanctuary to the world stage. Many cities tried to build their own versions of a "dock" for Sanctuary with only a few successes. A public statement from Sanctuary itself proposed a standardized facility that any city could build, and was soon accepted with raucous support from people all over the world. Country after country vowed to aid in yet another world-wide endeavor for the safety of all.

These buildings were originally called spires until the victorious battle of Port Arthur. It was here during a desperate fight a Juggernaut stumbled and fell onto a massive statue in the center of town depicting a Knight in a heroic pose brandishing a shield and lance. By a fortuitous stroke of luck, when the Juggernaut was toppled, the statue's lance pierced and cracked the Juggernaut's pearl, which is now known to be their only weak point.

The Lance is easy to find during EVAC situations due to its immense size and bright blue glow, the glow was chosen as a stark contrast to the ominous Monolith. People are moved to the dock located at the top of the Lance via numerous large elevators. From the dock people board the safety of Sanctuary.

At the first sign of a Juggernaut attack the massive structure is lit up and is vibrant enough to not be missed even during the daytime. Sirens sound to alert both the public to its location and the local contingent of D.A.V.D. fighters of an assault. The skeleton crew that mans the structure is then increased 10-fold and is mainly tasked with crowd management and elevator operation to efficiently evacuate the city's population.

Historically, Sanctuary has been very successful in saving major populations since the very first Lance was built.

## NOTES

The base of a lance is roughly 5 football fields in diameter to accommodate mass evacuation for large cities, surrounded by rings of parking lots. The structure is wide at the bottom and then angles up in an almost exponential curve up into the clouds.



# HUSHPUPIES

LANCE guards and city police



trim patterns  
barcode



## SANCTUARY

A large floating city created on the onset of the initial [Juggernaut](#) attack. Organization HUB for [the D.A.V.D.s](#), orchestrates evacuations by accepting the fleeing populous at the tip of the [LANCE](#).

### GENERAL INFORMATION

After the attack of year zero the world was humbled by a seemingly unstoppable power. Fears of a second attack had every country scrambling for a response. One proposal was the idea of Sanctuary, where people fleeing another devastating attack, from even the biggest of cities, could have somewhere safe to go, up in the sky and out of harm's way. This proposal gained overwhelming support, but proved too costly for any one nation to tackle. Only through the combined efforts of several countries and the mysterious pearl left by the first juggernaut did Sanctuary come to form.

World renown playboy and accomplished engineer Dr. Brontes was the first to discover the mysterious pearl's gravity defying properties. It was through these technological breakthroughs that Sanctuary became so effective. It can travel to any city within hours and is large enough to accept refugees from the world's largest population centers.

Technological advances have led the way to Sanctuary building a fully functional city with a dense permanent population housed mostly in massive skyscrapers. Sanctuary has slowly become a highly sought after place of residence throughout the years. Application to live in Sanctuary has become highly selective and roughly only 2% of applicants get accepted to live on the gigantic floating structure. Typically, permanent residents are high level government officials, world renowned experts, celebrities, and generally people of major influence across the world stage.

At the first sign of an attack, Sanctuary's contingent of D.A.V.D.'s are assembled and prepare for deployment while the floating city barrels toward the site of the attack. When Sanctuary arrives at the battleground it simultaneously docks at the city's Lance structure and unleashes the world's largest division of D.A.V.D. fighters. The structure then stays at the Lance accepting the city's refugees until eventually flying further away from the Juggernaut attack site.

## MONOLITH

A black rectangular column that rises to the sky. Made of black plumes of ash that rise from the ground. It can appear anywhere, nothing is affected where it appears. Containing a [Juggernaut](#) that emerges from it.

## Monolith

Juggernauts emerge from the Monolith. The Monolith starts as a black mist or ash that silently rises from the ground, slowly it forms up to a black pillar of ash that continues forever into the sky. The Monolith is impenetrable by light and forms what looks to be a black liquid wall once the Monolith is completed. The Monolith can rise through solid matter, when the Monolith disappears the solid matter is left intact.

A Juggernaut emerges from the Monolith, a cable made from the same material tie and leash the Juggernaut to the Monolith.

Multiple Monoliths have been sighted during an attack.

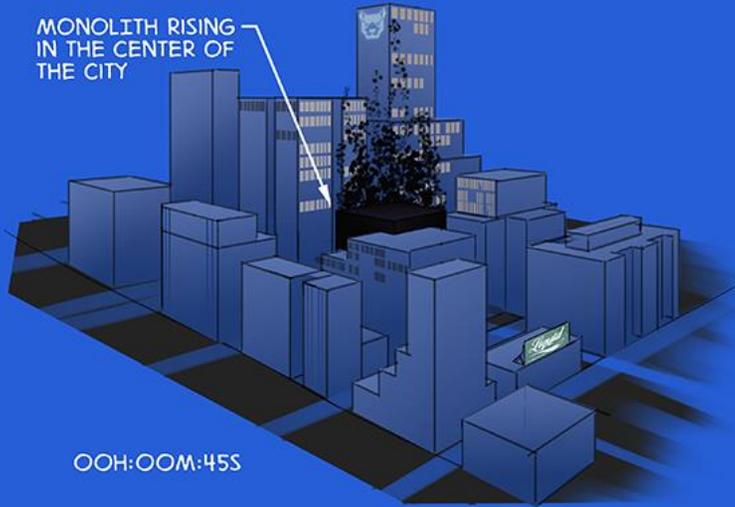
Only one Juggernaut can come out of a monolith

# MONOLITH

·NOTES·

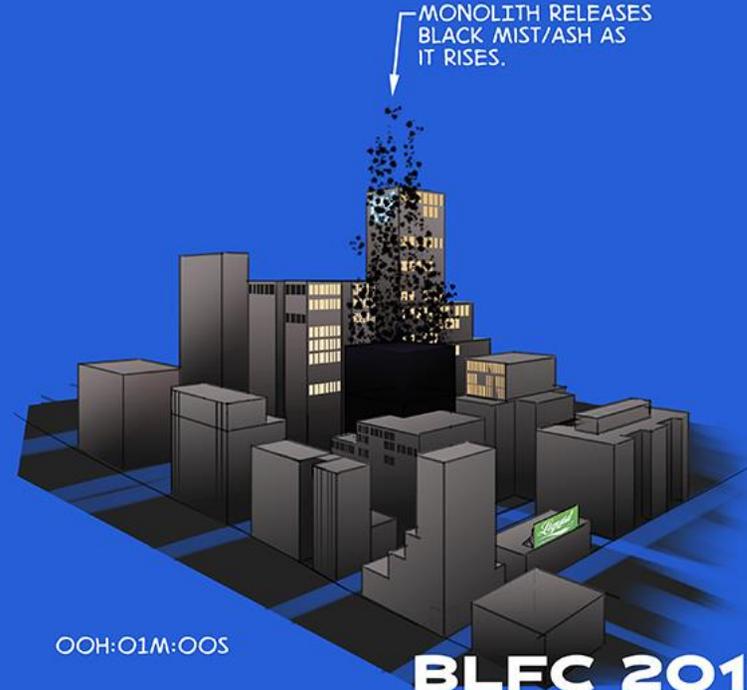
- 1 PILLARS OF BLACK MIST/ASH.
- 2 SLOWLY RISE FROM THE GROUND.
- 3 JUGGERNAUTS EMERGE FROM THESE MONOLITHS.
- 4 ONCE GONE, THE ORIGINAL MASS ENCOMPASSED IS LEFT UNHARMED.
- 5 PROXIMITY DOES NOT CAUSE DAMAGE.

MONOLITH RISING  
IN THE CENTER OF  
THE CITY



OOH:00M:45S

MONOLITH RELEASES  
BLACK MIST/ASH AS  
IT RISES.



OOH:01M:00S

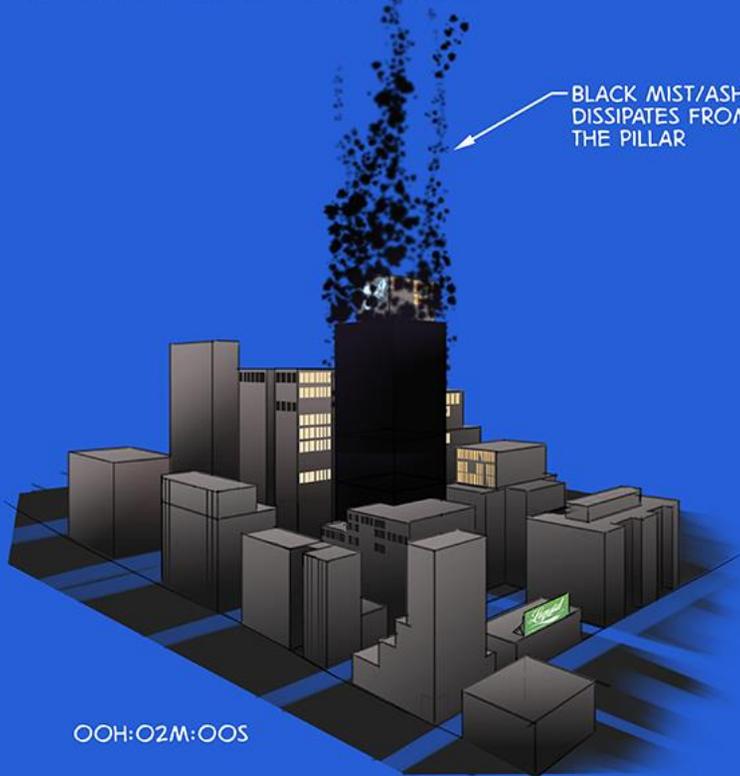
**BLFC 2017**

# MONOLITH

·NOTES·

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- 4 ONCE GONE, THE ORIGINAL MASS ENCOMPASSED IS LEFT UNHARMED.
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D  
C  
B  
A



OOH:02M:00S

4

3

2

1



MONOLITH RISES UP TO THE SKY

JUGGERNAUT EMERGES ONCE MONOLITH IS COMPLETE

OOH:05M:00S

## BLFC 2017

D  
C  
B  
A

# MONOLITH

·NOTES·

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D  
C  
B  
A

D  
C  
B  
A

4

3

2

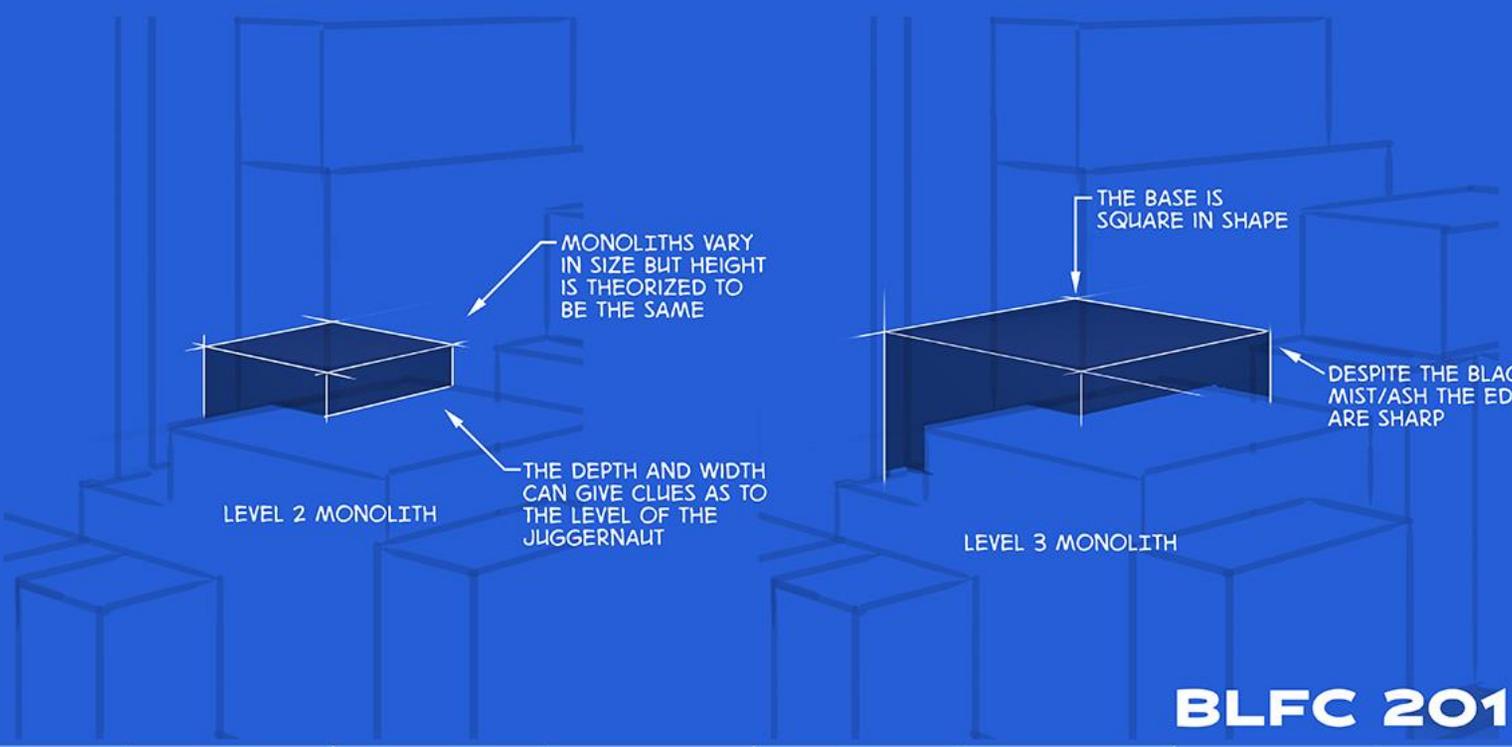
1

4

3

2

1



**BLFC 2017**

# JUGGERNAUTS

Juggernauts are the monsters/kaijus of our story.

Juggernauts are characterized by their gigantic size, white pupil-less eyes, the red pearl(s) present on their body and the black cables coming out of the back of their neck.

The monsters that emerge from the monolith. Varying in size, species and intelligence. They terrorize and destroy our cities mercilessly. Their weak points are the Pearls on their body. Eliminate at all costs.

## Lexicon Descriptor

The Juggernauts are creatures of tremendous size, abilities, and of varying species. Their origin is unknown; Juggernauts emerge from a black pillar, the monolith, that rises from the ground. Their intent is unknown; communication and behavioral analysis has proven fruitless.

Juggernauts are extremely dangerous and citizens are advised to follow EVAC procedures should one appear.

## Origin

How Juggernauts are created and where they come from is unknown. Multiple explanations have been proposed but no concrete facts have emerged. The public have assigned responsibility to government experiments, aliens, or religious beliefs. There is no clear answer as to the origin of the Juggernauts.

Their first appearance has been labeled Year 0 due to the catastrophic change to the world. Several years passed before the next appearance, now attacks are a regular occurrence. (Usually every few months.)

## Behavior

Juggernauts are highly aggressive feral creatures, however their intent for attacking a city is unclear. Their attacks do not appear to have any correlation with city size, nuclear material, or food source.

Opposition from DAVD's or GOLIATHS is met with extreme ferocity, sometimes to the point of it being the Juggernauts primary focus.

Cooperation among Juggernauts is rare but has proven to be devastating. They will also attack each other, often ignoring advances from DAVDs or GOLIATHS.

Their intelligence is often correlated with the number of Pearls present on the creature's body. In a few instances creatures with a single Pearl have been reported to have high intelligence as well.

Their strength and possessed abilities are also correlated with the number of Pearls present. Common abilities include regeneration, energy projection, invulnerability, lava breath. Abilities continue to be discovered.

Essentially Juggernauts are controlled by regular civilians playing the video game World of Titans somewhere far away from the city being destroyed. The players do not know they are destroying real world cities.

Juggernaut behavior is strange to a normal viewer due to the way a player behaves in the game. The player could potentially be trying to earn achievements (destroy 15 buildings in a minute, jump 1000 times), might be trying to accomplish the goal the game has given them (destroy building A, B, C, D in a certain order, demolish everything), might be playing while drunk, might be having connection issues, or might be idle.

Juggernauts may appear to even be having fun :3

## Categories

Juggernauts are classified on the "Donnyvich Scale", each is classified under different categories based on the number of Pearls present on their bodies. The Pearls are believed to provide power to the creatures, as the destruction of these Pearls lessens the strength and abilities of the creature. The lower the category of the Juggernaut the weaker it is. Juggernauts possessing up to 5 of these Pearls have been recorded, however it is not known if that is the limit. More Pearls mean more abilities, which make the Juggernaut harder to defeat.

Category 3 Juggernauts range in the 60 to 70 meters tall.

Category 4 Juggernauts range in the 80 to 90 meters tall.

Categories of a Juggernaut are the experience level of the player. The more crystals the Juggernaut has the higher the level of the player and the more powers and abilities a player has. This means that a lower level player can simply be skilled at playing as a Juggernaut, similar to griefer players.

## Destruction

The Juggernaut's hide is tough and hard to penetrate. Conventional weapons have proven to be inefficient methods of deterring attacks.

The revelation of a Juggernaut's weak point happened during the attack on Port Arthur, it was here that the Juggernaut stumbled and fell upon a statue of a hero with a lance. Civilians on the ground reported that the lance penetrated the Pearl of the Juggernaut, cracking the Pearl, the monster quickly disappearing after that.

Upon complete destruction of these Pearls the Juggernaut's body turns into a cloud of black ash, the cable connecting the Juggernaut to the monolith retract into the monolith after which it floats up into the sky. Leaving behind only shards of the Pearl.

### Quick Descriptor

Juggernauts bad!