

A Critique About Corporate Clash's "Ye Olde Toontowne" and "Acorn Acres" Playgrounds

Preface

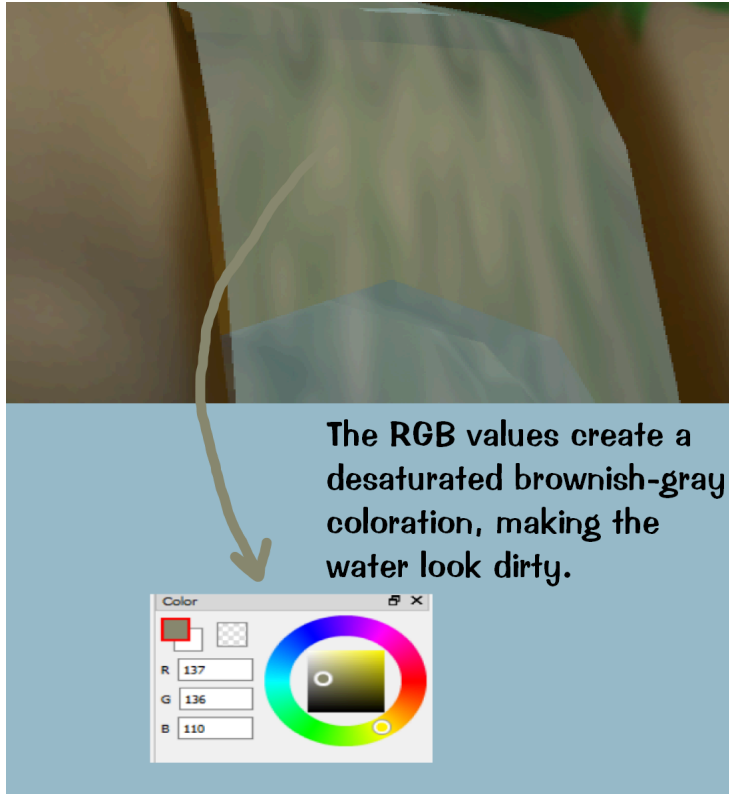
No disrespect intended to anyone, including the Corporate Clash staff members who helped bring Ye Olde Toontowne and Acorn Acres to life. I appreciate all of the work that has gone into creating the visuals of these areas! This is simply a critique I have surrounding the coloration of these two Playgrounds.

Acorn Acres

Beginning with Acorn Acres, I feel that this Playground has uncharacteristically desaturated water. When viewed in-game, the water looks almost gray in color. I feel this gives the water an unintentionally "polluted" look, as if the Cogs have tampered with the Toons' water supply.

In-game images of Acorn Acres' Playground:





The water within the Playground's waterfall cave has a more visible blue coloration. However, I still feel this water looks drab and thus somewhat unfitting for a cheery Toon area.

In-game image of Acorn Acres' waterfall cave:



Due to being dissatisfied with the water's coloration, I experimented with adding more saturation to the water by editing the appropriate texture files. I took screenshots of my edits within a Panda3D "pview" window (resulting in the sky/background appearing gray, since pview does not automatically load in the sky. I decided to only load in the main area model since it is the primary focus for this document).

Comparison of the official in-game appearance to my texture edits:



To explain the rationale behind my texture edits, I decided to make the water have a more vibrant blue coloration since I figured this would make the water look more cartoony (possibly fitting better with the Toony theming of the area) and would also make the water look cleaner. Furthermore, I figured a vibrant blue would match the vibrant appearance of the water in certain other areas within Toontown, such as Donald's Dock (known as "Barnacle Boatyard" in Corporate Clash).



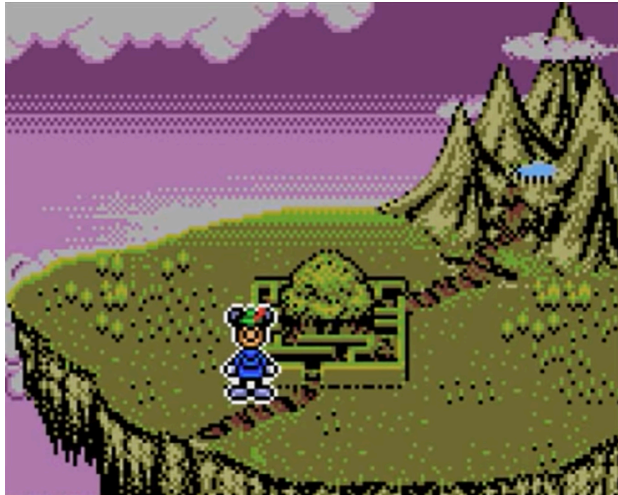
Donald's Dock

While the water was the main focus, I made other adjustments as well. For instance, I made the cliff more vibrant via making its coloration brighter and more orange. This coloration change was inspired by the vibrant orange mountains that can be seen in a certain area within the video game titled "Legend of Illusion Starring Mickey Mouse", which was released for the Master System and Game Gear consoles in the 1990's.



Legend of Illusion

The reason for changing the color of Acorn Acres' cliff was to make the cliff's colors more cheery and fantastical, similarly to the reason why Legend of Illusion's mountains are a vibrant orange. The mountains in Legend of Illusion actually do not start off as a vibrant orange; instead, they start off as a much duller color due to the land being "sickly" when Mickey first arrives. The mountains become a "happier" color once Mickey restores the land's health.



Legend of Illusion (Before restoring the land)

Since the Acorn Acres Playground is in its proper "healthy" state whereas the Cogs have not been able to successfully drain the area of its resources and Toony energy, I felt it would be interesting to experiment with making the cliffs reflect that (just like how Legend of Illusion's mountains reflect the health of the area).

I also tried an alternative cliff recolor where instead of orange, I used the cliff colors seen in Disney's Toontown Online's version of the Acorn Acres area. In Toontown Online, the cliff uses various colors for the rocks, ranging from dark brownish-grays to dark greenish-grays. These color differences are subtle, giving the cliff an overall dark gray coloration without the cliff being completely monotone in color.



Chip and Dale's

Acorn Acres



**Some of the various colors
within this cliff.**

Comparison of the official in-game appearance to my texture edits:



The reason for trying these cliff colors was to see if the cliff could be made more colorful while keeping its coloration muted like commonplace rocks. I also simply wanted to see what the Corporate Clash cliff would look like with Toontown Online's cliff colors.

In addition to changing the coloration of the water and the cliff in my edits, I also made the grass and dirt path more saturated and bright. The rationale behind this is similar to my rationale for the other adjustments; to make the environment's coloration more cartoony and cheery.

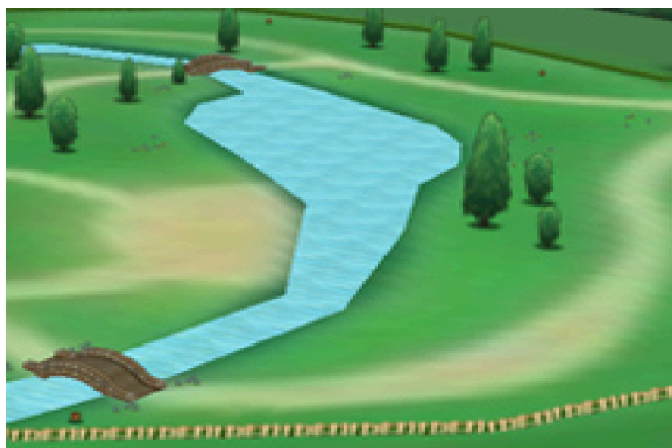
Overall, when it comes to the Acorn Acres Playground, I feel that the main element that should be recolored is the water. While I did make edits to the cliff, grass, and ground, I don't feel like these particular elements are lacking in saturation to the point of being uncharacteristic of a Toon area. The grass and ground aren't desaturated to the point of looking gray, and the cliff is made of rocks (which are known for often being gray) therefore it makes sense for the cliff to have muted colors. In general, I don't think muted colors are always uncharacteristic for Toons or their areas. Therefore, my edits for the cliff, grass, and ground are only an experiment, and not a suggestion. My edits for the water, however, are both an experiment and a suggestion. I personally feel that the water in a healthy, fun Toon environment shouldn't be gray, therefore it would be a fitting move for Corporate Clash to make Acorn Acres' water more vibrant.

Alternatively, I feel that Corporate Clash could reduce the transparency effect on Acorn Acres' water, since I suspect that the dull appearance can be primarily attributed to the fact that the water is see-through. When viewing the Acorn Acres model using Panda3D's pview tool (which in my case, does not automatically apply transparency effects to Acorn Acres' water), the water looks brighter and cleaner since the ground's colors don't mix with the water's colors.

Comparison of the official in-game appearance to the official textures when seen using Panda3D pview:



Without transparency, the colors look more similar to the water colors used for Toontown Online's version of the Playground, whereas the water is a light blue coloration.



Chip and Dale's Acorn Acres

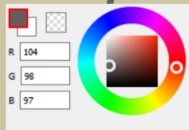
I feel that Corporate Clash's Acorn Acres's water receiving reduced transparency would not only make the water's appearance fit the healthy, Toony nature of the area, but would also serve as a neat visual callback to Toontown Online.

Ye Olde Toontowne

Moving away from Acorn Acres, the second Corporate Clash Playground I made texture edits for is Ye Olde Toontowne. Unlike with Acorn Acres where I feel that only the water could be considered an issue, I feel that Ye Olde Toontowne has additional issues with its coloration that extend past the water. Though, beginning with the water, I feel that Ye Olde Toontowne's water is similar to Acorn Acres' in that it looks polluted due to having a gray coloration. In fact, Ye Olde Toontowne's water is actually *more* gray than Acorn Acres' water, with it being so gray to the point that I once saw someone who doesn't play Toontown say that they mistook the water for an asphalt road when they saw an overhead image of Ye Olde Toontowne.

In-game images of Ye Olde Toontowne's Playground:





The water is very gray. It is even more gray than Acorn Acres' water.

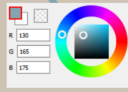
This is not just due to the transparency effect placed onto the water; the water texture itself lacks saturation while also being relatively dark in coloration compared to Acorn Acres' water textures. This leads to Ye Olde Toontowne's water appearing particularly dull and dingy, which is very uncharacteristic for a joyful Toon area.



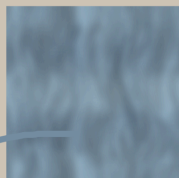
ttcc_aa_waterfall.png



ttcc_aa_bg_river.png



Acorn Acres' water textures have either a desaturated cyan color or light blue color.



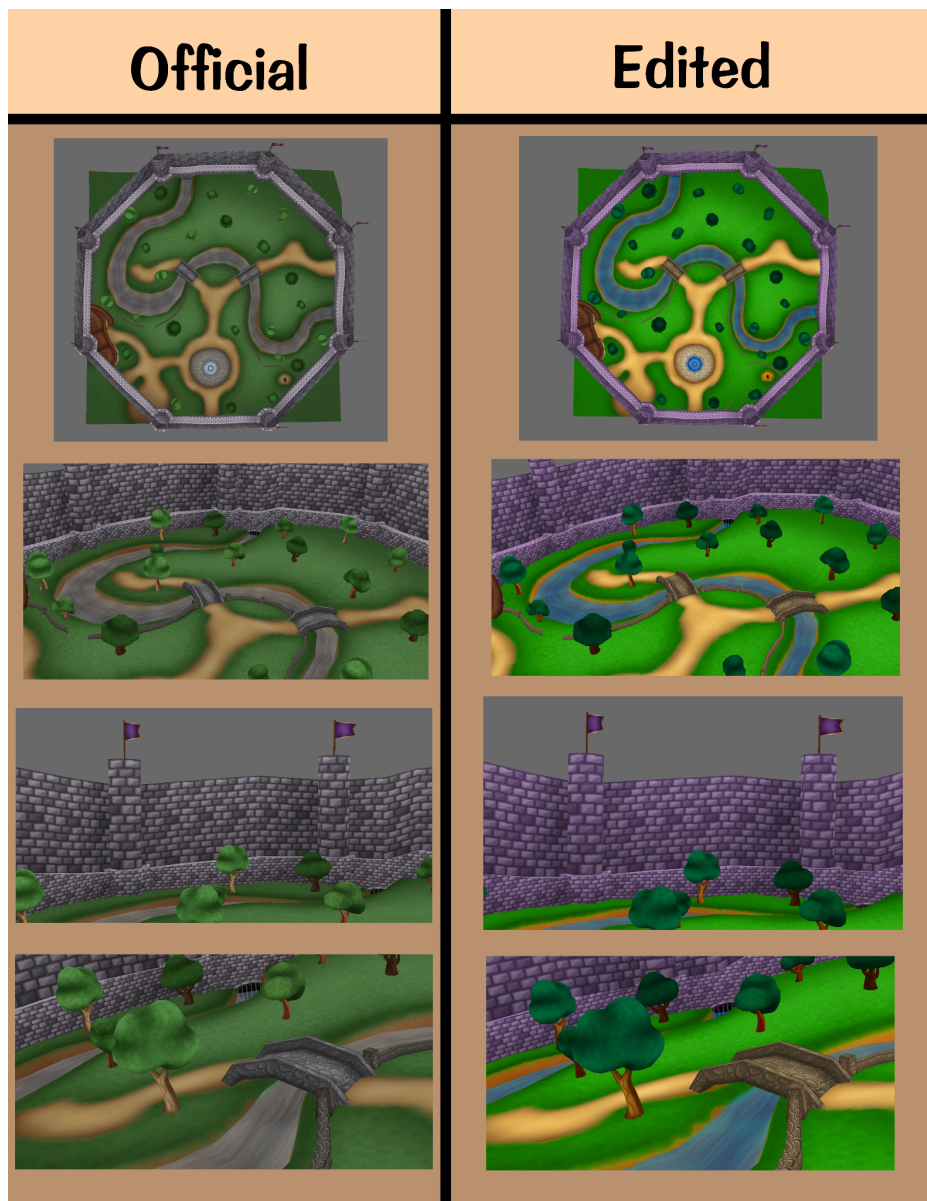
ttcc_yott_water.png



Ye Olde Toontowne's water texture has a deeper blue color compared to Acorn Acres' water textures, making the texture appear darker in coloration.

Certain other elements in the environment (e.g. the grass, dirt path, etc.) are either jarringly drab and do not fit visually with the other Toon areas in the game, or have duller colors that could fit a Toon environment but I feel could be changed anyways in order to make the area more visually appealing.

Comparison of the official textures to my texture edits:



To explain the rationale behind my texture edits, similarly to the Acorn Acres edits, I gave the water a brighter, more cartoony coloration to fit with the Toony theme of the area and avoid a “polluted” appearance. I made the grass more vibrant as well, since I feel that the official coloration makes the grass look “sickly” as if it’s been absorbing the Cogs’ factory smog. Additionally, the vibrant grass is meant to give the area a more friendly look, as I personally find the darker coloration (combined with the lack of saturation) to look uninviting, more like the kind of grass color I would see in a foreboding graveyard than a joyous medieval village. I made the dirt path brighter and more saturated as well in order to complement the new brighter coloration of the grass.

The trees were made more saturated and also had the hue of their leaves shifted to be slightly more bluish because I wanted to experiment with making the trees’ green contrasted from the green of the grass in a different way besides making the leaves lighter/darker than the grass. I figured emphasizing the contrast between the trees and the grass would be visually interesting. I recolored the various stones found in the Playground (e.g. the ones forming the bridges, the stone fences, etc.) via giving them a slight orange tint. This was another edit inspired by Legend of Illusion, as that game has various bricks with a warm tint to them that I feel makes certain areas that Mickey explores (e.g. Goofy’s kingdom) look more comfortable and inviting.



Legend of Illusion

Another change I made to Ye Olde Toontowne's textures is that I gave the brick walls and towers surrounding the Playground a slight purplish tint. This tint change was suggested by a friend of mine who happened to witness me while I was in the process of editing Ye Olde Toontowne's textures. I think my friend's suggestion fits well with Ye Olde Toontowne's purple color scheme (with the environment having a purple sky, purple flags, purple street signs, etc.). Additionally, I think purple fits for the walls since purple is a color that can symbolize royalty, and Ye Olde Toontowne already has some medieval royalty mixed into its theme. I attempted to avoid making the walls' tint too saturated however, since I feel a grayish look fits for medieval stone walls and having the walls be less vibrant compared to the surrounding environment provides extra contrast.

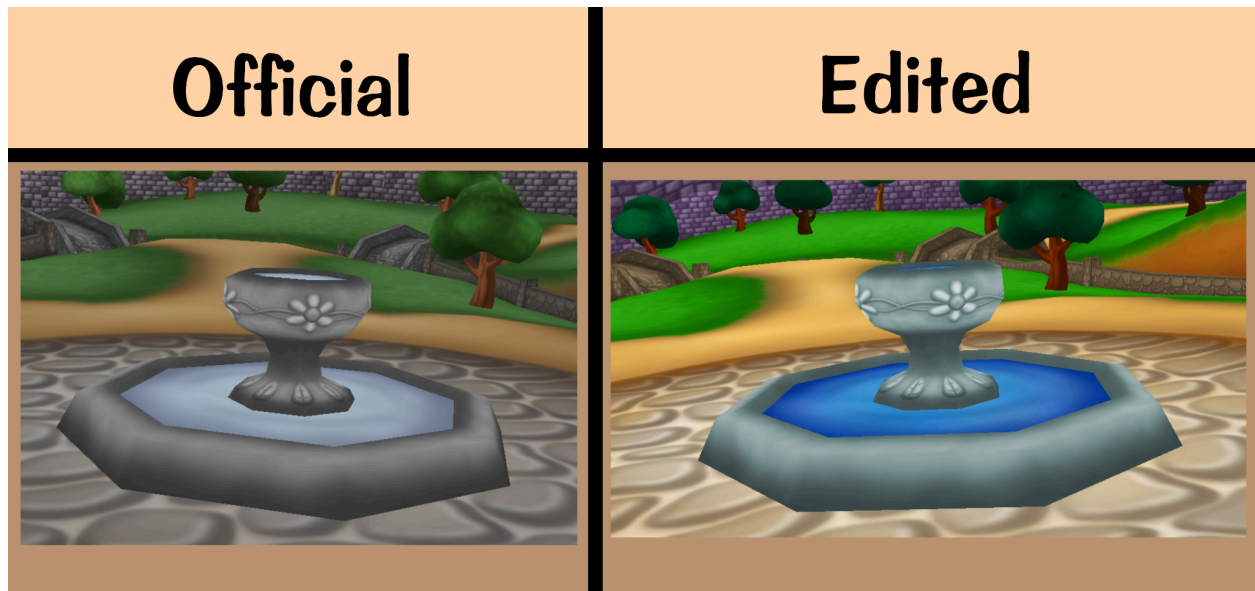
Prior to taking my friend's suggestion, I tried an orange tint, again inspired by Legend of Illusion's warm tints for certain brick-filled areas. I feel that the purple tint would provide better contrast against the Playground's buildings since several of said buildings already have a warm color.



**Initial “Legend of
Illusion”-inspired tint**

The final change I made to Ye Olde Toontowne's textures involved the fountain part of the Playground's model.

Comparison of the official textures to my texture edits:



For the fountain, I made the water more vibrant just like the other edited water in the Playground. Additionally, I gave the fountain a slight cyan hue and brightened its coloration. This was done to add contrast between the coloration of the fountain and the coloration of the stones underneath it. I felt that letting the stones have a warm-colored hue while letting the fountain have a cool-colored hue (the opposite of the stones' hue) would make things more fun visually. Additionally, I'm not sure what material this fountain is intended to be made out of, but I assumed it was meant to be made out of metal, specifically silver or a similar gray-colored metal. Since metal does not generate heat on its own (resulting in metallic objects sometimes feeling cold when touched), I figured a cool-colored tint would fit for a metallic object.

All-in-all, for Ye Olde Toontowne, I feel that most of the Playground could use a “Toon-up” to its coloration. In my opinion, the current coloration makes the area look dreary, almost as if the Cogs sucked the life out of it.

Summary

To conclude this document, I will summarize the main changes I propose for Acorn Acres’ and Ye Olde Toontowne’s coloration:

1. Make the water more vibrant for both Acorn Acres and Ye Olde Toontowne so that it will no longer look dirty and dingy, and will also more closely match the level of water color vibrance seen in other Toon areas. For Acorn Acres in particular, this could potentially be done via making the water more opaque.
2. Make the grass more vibrant for Ye Olde Toontowne so that the environment will look healthier.
3. Make the gray stones, bricks, and fountain more vibrant for Ye Olde Toontowne in order to make the environment look more inviting and whimsical.

That concludes my critique, thank you for reading. Additionally, to make sure I’m being clear, the content within my critique is not intended to be a forceful demand; while I described the coloration of these two Playgrounds as being an “issue”, if the Corporate Clash staff does not alter the coloration of these two Playgrounds, then I would be fine with this decision despite disagreeing with the art direction.

Image Credit

Images in this document are taken from the following sources:

- Toontown Corporate Clash Wiki on wiki.gg
- Toontown Online Wiki on wiki.gg
- Toontown Corporate Clash's files
- [Master System Longplay \[069\] Legend of Illusion Starring Mickey Mouse](#)