

DINNER PARTY

Concept Document
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Detective Noir

The art would be very monochrome as if it was emulating a crime noir movie or comic. The color scheme ties into the theme of the game (murder) and sharp contrast between light and dark would make it easy for players to tell what's happening on the screen. This concept would have a darker, more serious mood and a more compelling story to keep players hooked.



College Party

The theme of this concept would be a stereotypical college party. It would feature foods that are associated with parties, like pizza and alcohol. The color scheme would be bright and loud, and the graphics would be simpler, with more of an emphasis on forms rather than realism. This art style will appeal to the casual market, with easy to understand visuals and virtually no plot to follow.



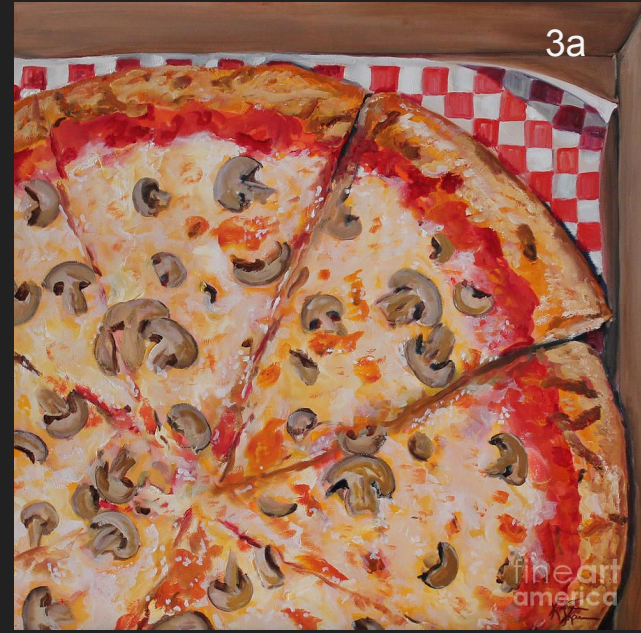
2a



2b

“Fine Art”

The art would be much more realistic, with no outlines and a bright color scheme. The setting for this version would be a little more ambiguous, with the focus on the art itself rather than the world the game takes place in. With this concept, we could use a variety of different foods since we are not constrained by the theme of a single type of party. This style would appeal to an older audience, and would also not involve heavy plot involvement.



3a



3b



3c

Multi-Chromatic

The theme for this style is Geometric-chromatic. This style is made up of brightly colored shapes and designs that make up the objects displayed. This style would focus on a cohesive color scheme, and filling even the tiniest details with life and color. This style would be very visually interesting to the audience, as well as a unique break from traditional video game art styles.



4a

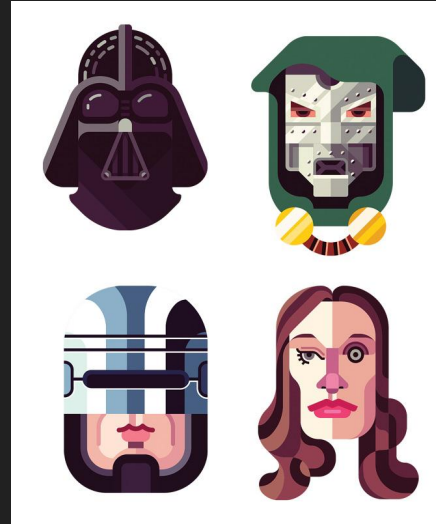


4b

Simple Flat shaded

This theme is made up of flat colored, lineless shapes, and a complimentary color scheme. The style primarily uses light silhouettes to portray form, and the corners are kept rounded. The style would make our game stand out against other similar titles visually, while still being an engaging and bright experience. The simplicity would help us push clarity, and provide a visually engaging experience to the player.

5a



5b

Saturated Impressionism

Our final theme comes from modern art. This theme will use color and shape language in a non traditional way to convey visual information. With this style we would focus carefully on visual balance, with areas of high detail and color, and vice-versa. We would use a tertiary color scheme, making strong use of objects' silhouettes to sell our imagery.

6a



6b

Works Cited

- Slide 2
 - 1a: <http://forbiddenplanet.blog/2015/reviews-lovecraft-meets-crime-noir-brubaker-phillips-fatale/>
 - 1b: <https://www.austinchronicle.com/daily/books/2014-07-07/july-is-crime-month-noir-at-the-bar/>
- Slide 3
 - 2a: https://encrypted-tbn0.gstatic.com/images?q=tbn:ANd9GcQEKJ0VB1IAoOnMD0Go93FJo_6jwUKpMX4bSrBOdp7t8Ud8UIBF1A
 - 2b: <http://www.ourclipart.com/clipart/red%20solo%20cup%20clip%20art/>
- Slide 4
 - 3a: <https://fineartamerica.com/featured/mushroom-pizza-kristine-kainer.html>
 - 3b: <https://www.centralmaine.com/2017/07/05/for-the-love-of-paint-and-cake/>
 - 3c: <http://wangfineart.blogspot.com/2015/06/slices-of-orange-daily-painting.html>

Works Cited Cont.

- Slide 5
 - 4a: <https://pixel77.com/wp-content/uploads/2013/06/Pop-art-motifs-influence-modern-design-28.jpeg>
 - 4b: https://as.ftcdn.net/r/v1/pics/733ca8e9342ed11b00e18db9f5bd8d1362be97ea/landing/images_illustrations.jpg
- Slide 6
 - 5a: https://static.vecteezy.com/system/resources/previews/000/175/460/non_2x/healing-hands-illustration-vector-with-flat-color.jpg
 - 5b: <http://www.thunderchunky.co.uk/wp-content/uploads/2014/04/daniel-nyari-wired-italia-cyborgs.jpg>
- Slide 7
 - 6a: https://cdn3.bigcommerce.com/s-x49po/products/1006/images/7173/IMG_0813_05970_15747.1409746104.500.659.JPG?c=2
 - 6b: <https://images.fineartamerica.com/images-medium-large-5/contemporary-modern-art-original-abstract-landscape-painting-blue-essence-by-megan-duncanson-megan-duncanson.jpg>