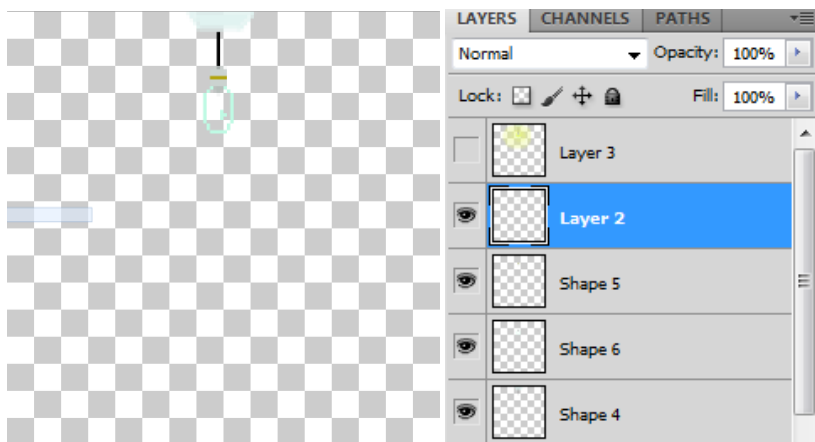
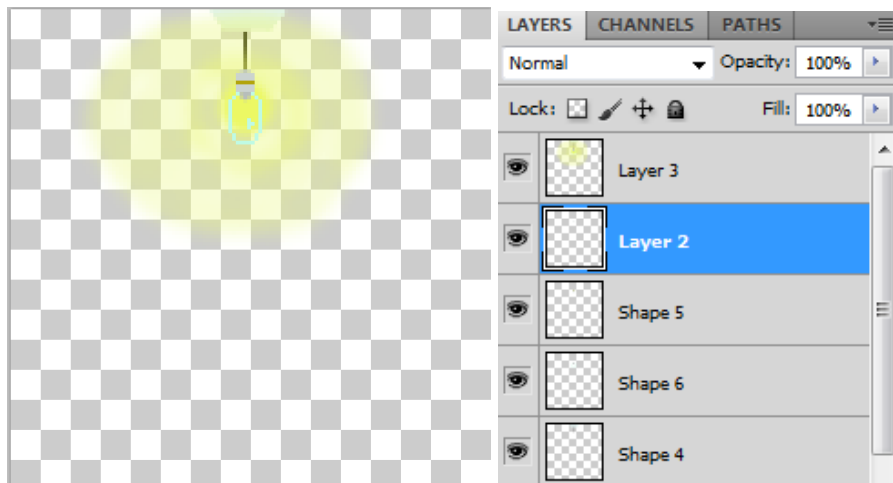


Developing the Coded Solution- Biology Graphics

In the platformer, the user will have to interact with numerous objects to progress through the levels and collect batteries. In terms of creation, before any object can be implemented, it needs to have visual assets associated with it. Much like the backgrounds, the creation of each asset is layer based and is developed on Photoshop, as it is the software I have the most experience with and allows me to make images in layers, this helps for quick modifications of images for animation. Each image is then saved as a PNG as it is a better alternative than GIF or JPG for high colour lossless images and supports translucency. This decision comes at the cost of no support for animation, but this can be overcome by using layers and treating it like a flip note.



Here we have the bulb used in the level C1, when zoomed in you can see the detail that goes into the smallest objects. When looking at the layers, it becomes clear that the on state is just an additional layer added to the off state.



Every asset in the project is created in a similar way. Biology uses some of the following:

