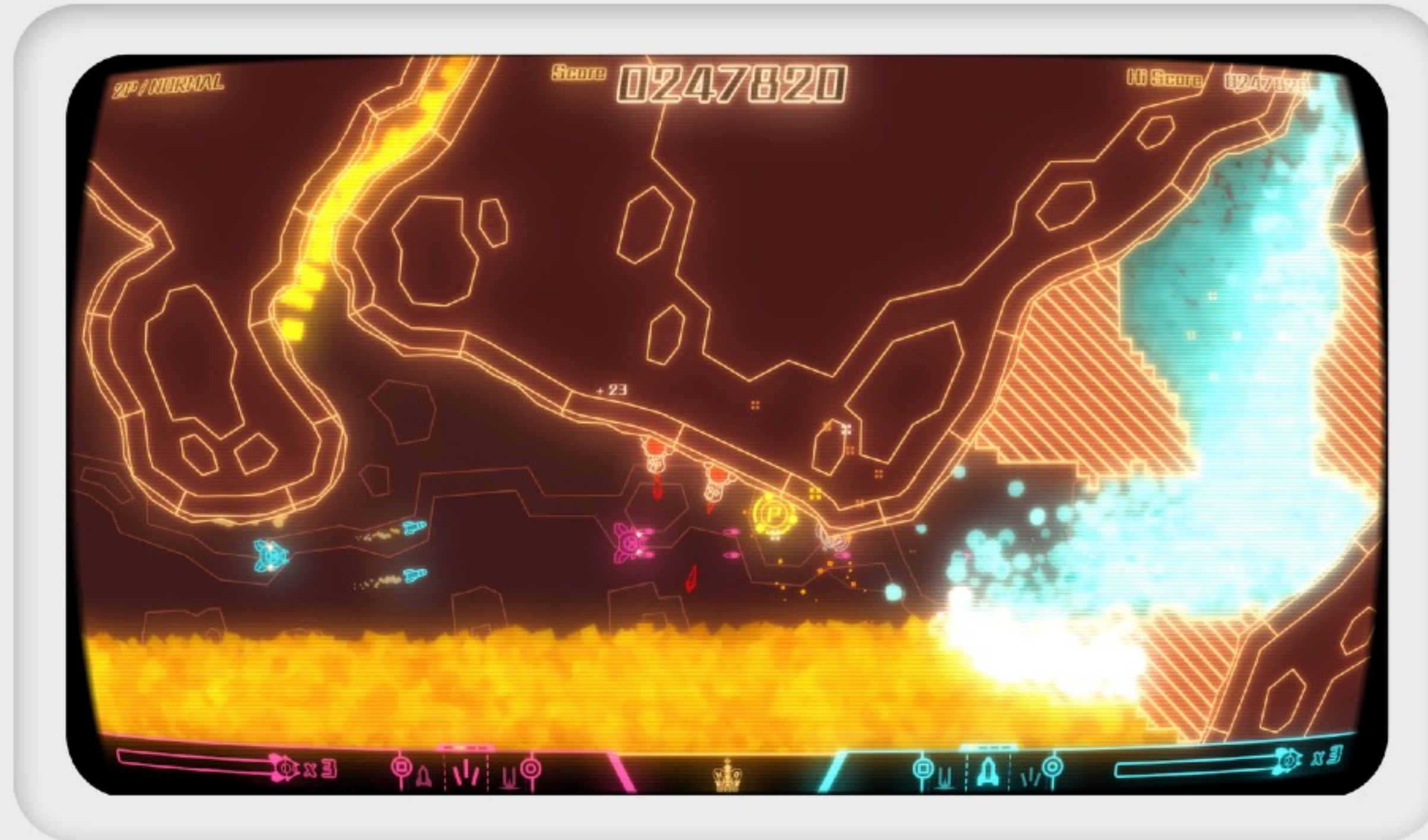


UI/ In Game

UI in Game



Concept Animation

In game, I created icons, numbers, parameters, score, animations of when the icon appear, switch to the next screen, result screen or etc. My concept image was to creat a simple screen with font without using extra icons or informations as much as possible.

You can see on Youtube → [Go to Youtube link](#)

SIDESCROLLER

THE SIDE STORY

Score 00719697











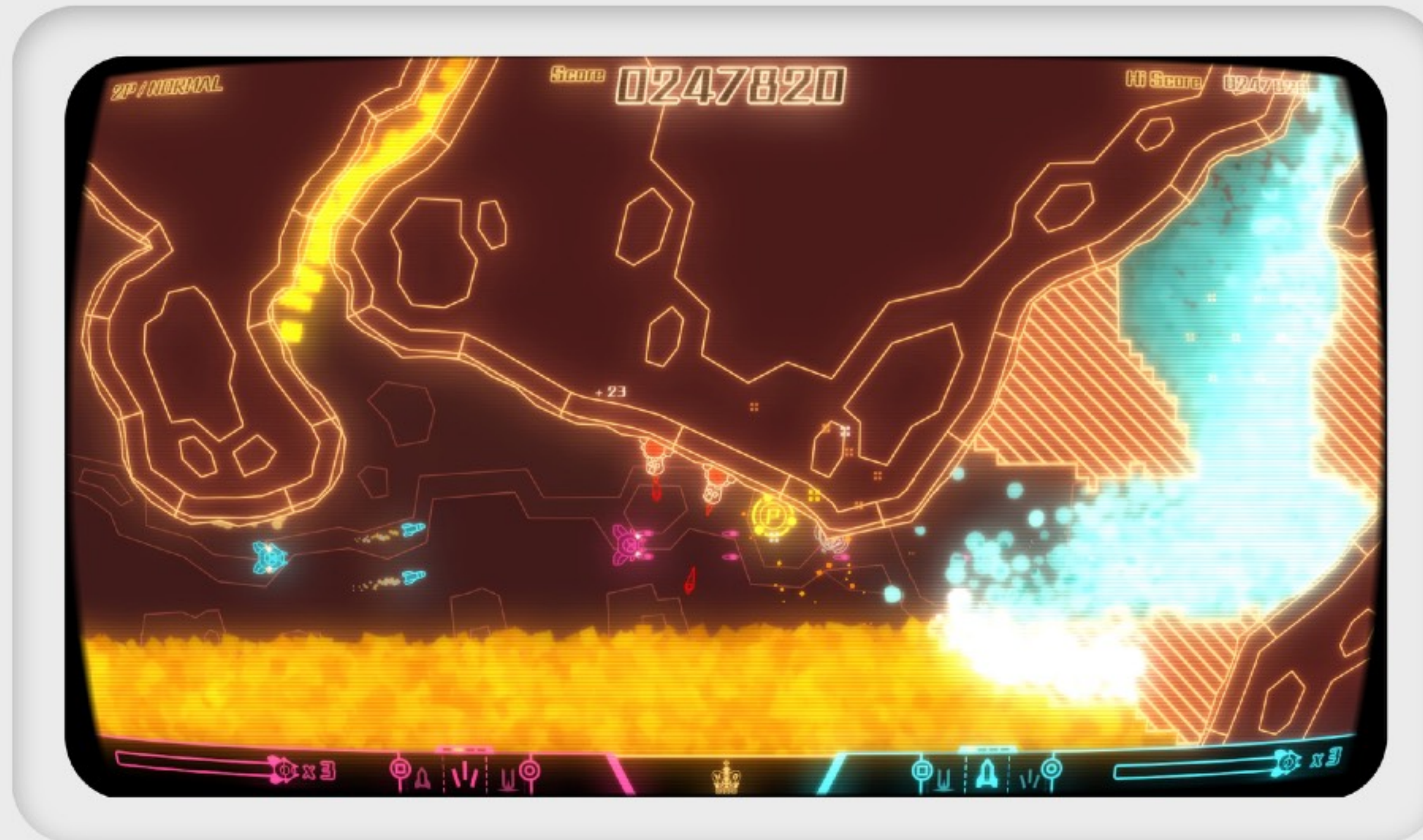
back

SIDESCROLLER

THE SIDE STORY

Score **00719697**

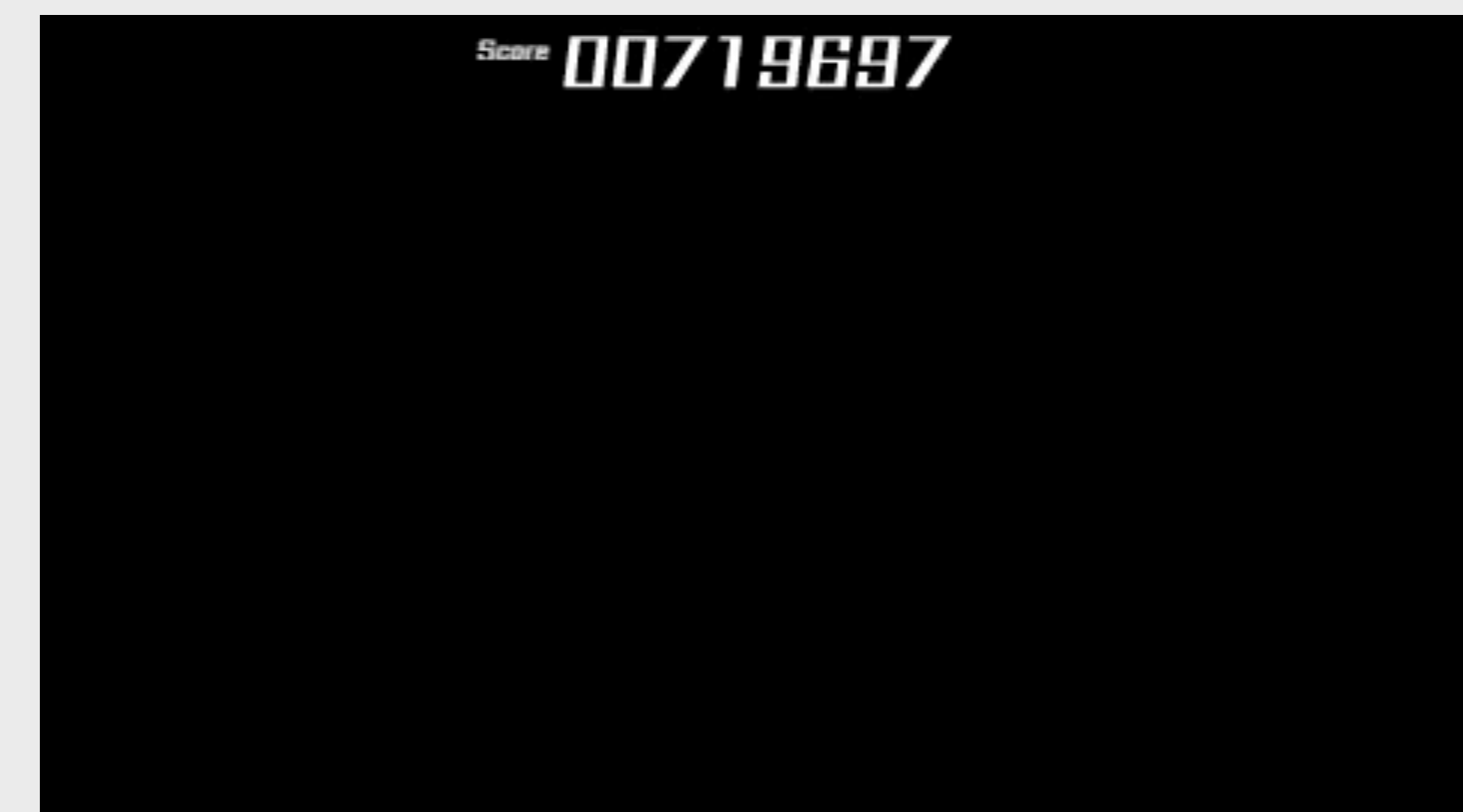
UI in Game



In game, I created icons, numbers, parameters, score, animations of when the icon appear, switch to the next screen, result screen or etc. My concept image was to creat a simple screen with font without using extra icons or informations as much as possible.

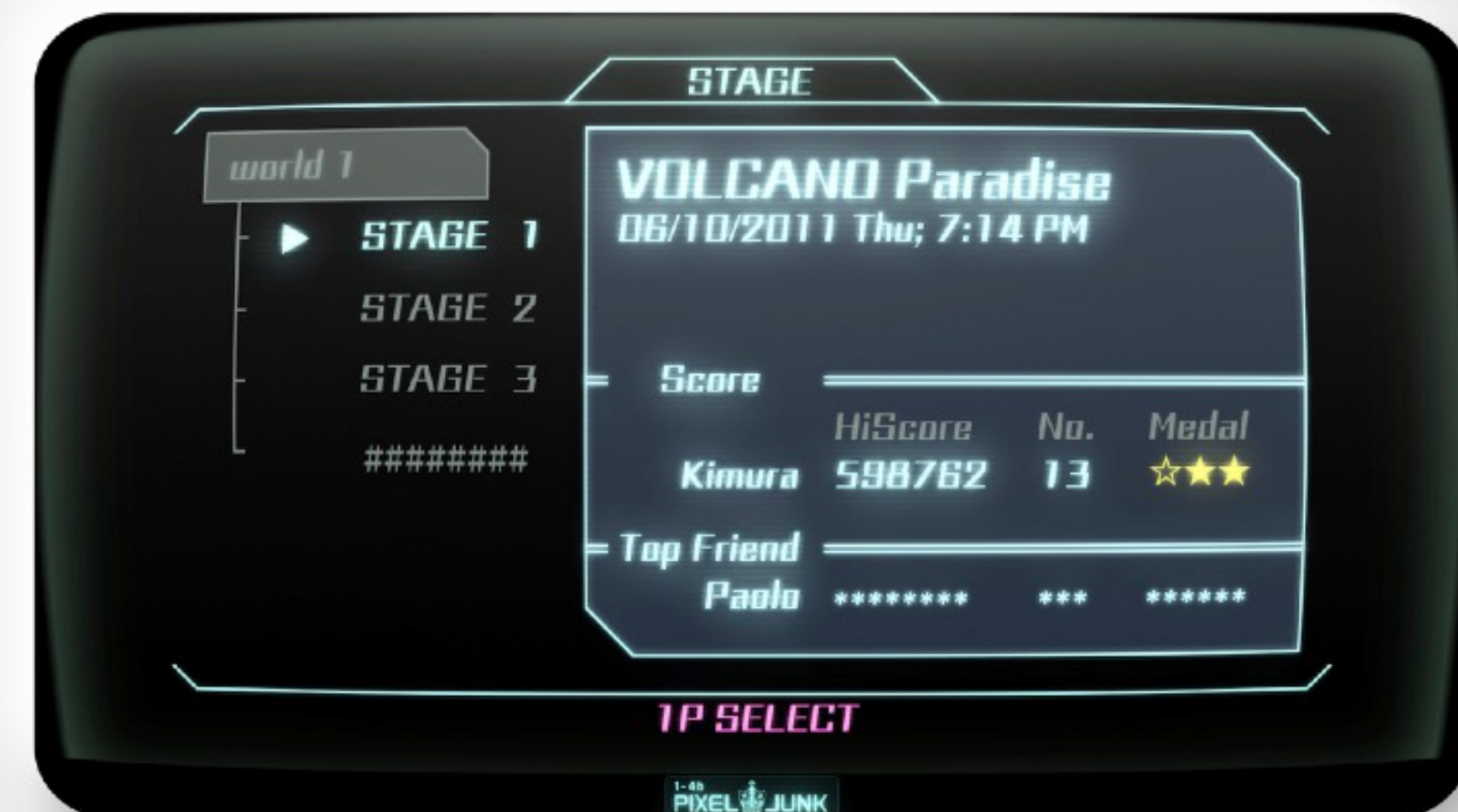
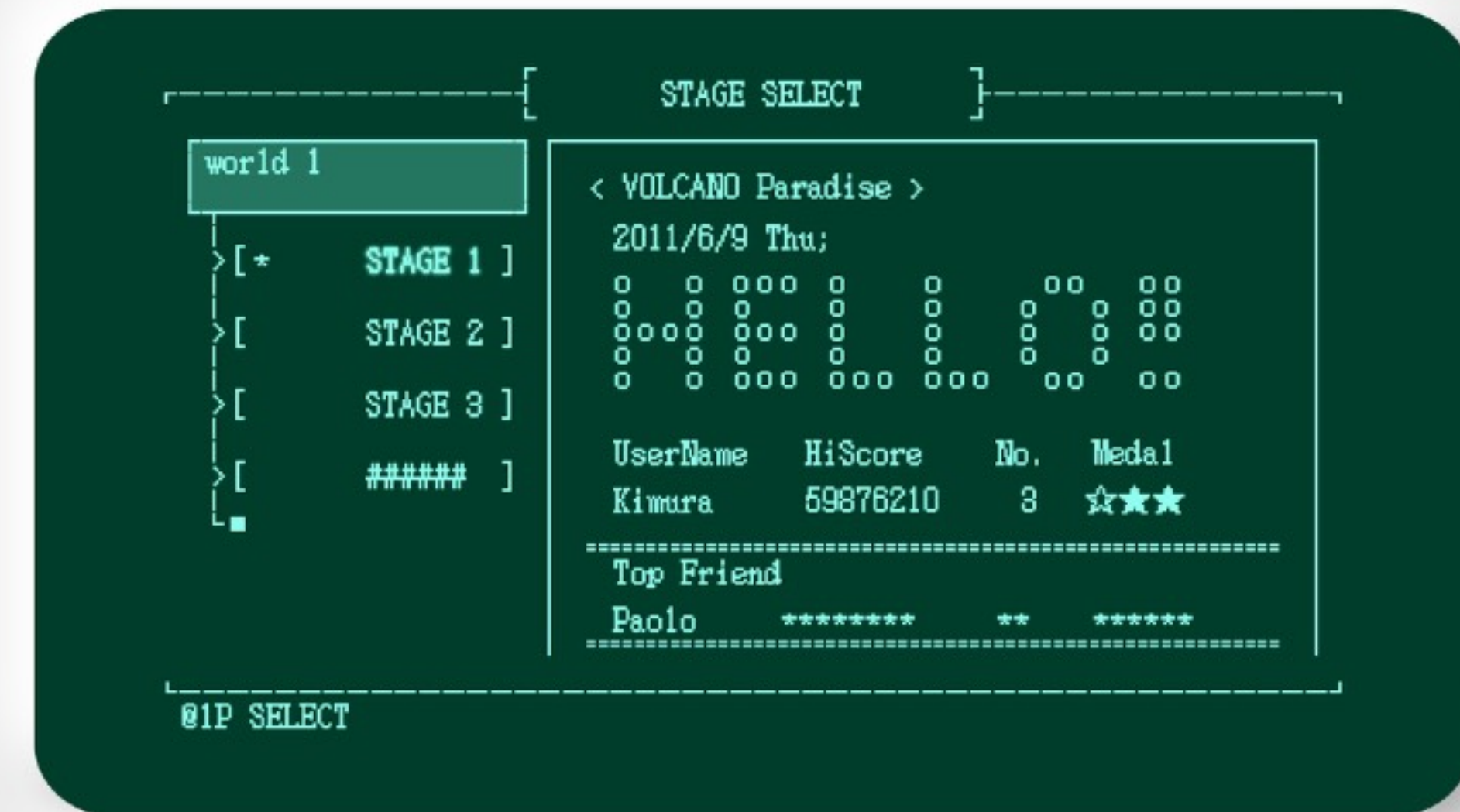
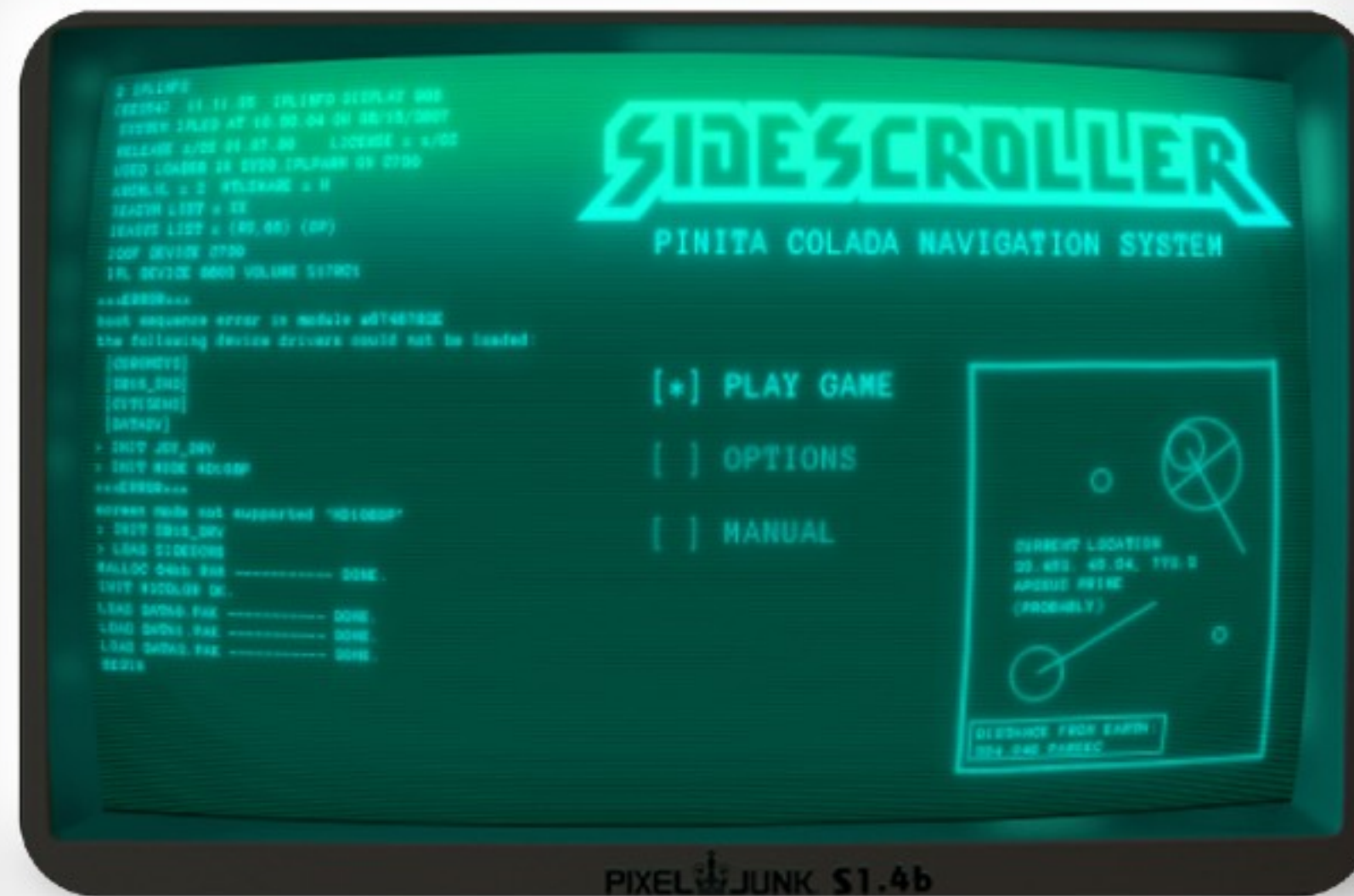
You can see on Youtube → [Go to Youtube link](#)

Concept Animation



UI/ Concept

I created various UI concepts before the game image was decided. I made the images like science fiction or using fonts of old consoles.



UI/ Movie

Title video creation with main music by using After Effects. The concept was "computer counterattack". Although it was not adopted, the view of the title screen was well received.

I also created the end movie of this game → [Go to Youtube link](#)



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