Q-games.Ltd

UI Artist

Creat all of Game UI/Icons
Animation of Game Menu/UI
Animation switch screen
Direction of gaming image.

PIXEL JUNK®
SIDESCROLLER

Q-Games, developer of the award-winning PixelJunk series, returned with a nostalgic concept take on the series with its new side-scrolling shooter, PixelJunk SideScroller. Based on the unlockable stage from PixelJunk Shooter 2, PixelJunk Sidescroller is a complex and dynamic fluid simulation system, which fills the game world with flowing liquids and hazardous gases, while putting a new spin on arcade shooters. Blast holes in walls or use your ship itself to drill past scorching hot magma. The fluids react in real-time to the player's actions and to other liquids, creating unique and exciting situations with every play.

Game Start Menu

Start Menu Concept Animation

The concept of "SideScroller" was the old PC screen in the 1980's or old concle game of Japan, like "Space Invaders". Follow the concept, I did not use icon so much, mainly created with letters and animation. I made all of UI, Animation of Game Menu, Icons and Direction of game image. For example, switching to the next stage, how to move when Result or Option appear, Top screen, how to disappear the Icon in game, etc.