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Art Concept for Pac Man

Characters:

When remaking Pac-man’s art we wanted to keep the classics around but change it to give it a new feel. We decided to give the ghosts new faces and personalities based on the personality of the ghost. Each ghost was animated to give an expression and a new look. We wanted to give the ghost a personality because it has been expressed that each ghost has a different personality and you really don’t experience this in the Original game. Blinky is shadow, Pinky is speedy, Inky is Bashful, and Clyde is Pokey. We kept the art style the same with it still in pixel art and kept the fruit the same. Pac man received a new face and animation. The pellets that are used to keep score returned with a new color but the same round shape.

Background:

The Background and font where kept to the closest we could find to the original. When you think of Pac-man one of the main things you think about is the 8- bit font and the blue and black background. We have all learned to love this from Pac-man and we wanted to keep this the same in our remake. We also added music to the game, we couldn’t find the exact audio Pac-man origonally had but we found musis that fit with the feel and theme of the game and kept it electromic.

