Artwork created for Spring Interactive.

35% artwork / 65% interacion

For all the artwork created for my Spring interactive project, I used Aseprite. I also used photoshop to create moodboards and some first versions of the textures.

I used pixelart because we started using it in Concept art for Games module, and I liked it, and it was simple to use.

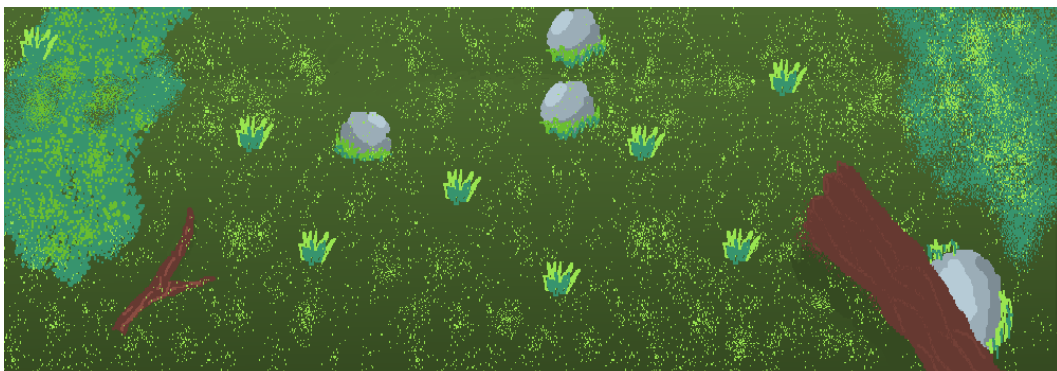## Forest background and ground

Moodboard used for inspiration:

Forest ground:

For ground I used, spray paint brush to create moss and grass.

This was combined with stones and sticks to create the ground.

Forest background:

For forest background I used tree textures, which I created before and multiplied them, so it appears there is thick forest in background.

I also added some leaves and made it greener.

Trees

For the trees first I wanted them to be different shapes, and make the backgrounds transparent, this didn't work though so I made 4 different rectangle shaped variants.

First tree version (on left) and final verisions:

you can see the transparent background didn't work well.

The final version is simpler, using more vibrant colours to pop.

Mushrooms

Making the mushrooms was simple, I used google images as reference and drew 9 different mushrooms in Aseprite, pretty quickly. I also tried photoshop, but the small size of the sprites made this hard.

Here are some of the textures for the mushrooms:

Picking the mushrooms wasn't hard, just browsing in my memory and looking at the internet.

Basket

The basket itself was simple to do, the viewed basket was harder though. I took inspiration from Minecraft crafting menu, lining the picked mushrooms in 3*3 array.

For the basket I added B key, to tell user what to press to open the basket.

Audio and font:

Font was downloaded from this link:

https://www.dafont.com/czech-tales.font

I downloaded the sound of the forest from this link:

https://pixabay.com/sound-effects/forest-with-small-river-birds-and-nature-field-recording-6735/