

# Art By Liam for Team Project

During the Art project I was in charge of doing some of the art and also some of the code, I drew mainly characters and backgrounds, along with sprites that would be important, I mainly took inspiration from the Super Smash Brothers series for the art, a good example was the platforms.

## Platforms

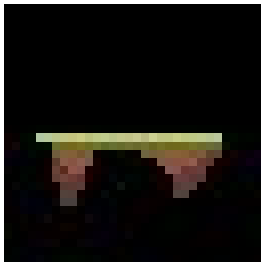


As you can see the platform I drew took inspiration from the Smash Bros 64 stage, “Meta Crystal”

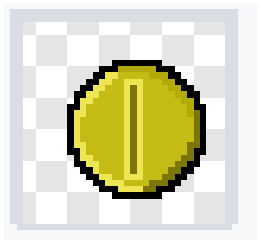


Similar case however mine does contain less details, and is a flat 2D sprite, rather than 3D.

Many other sprites I drew took inspiration from games, mainly games I enjoy to play



This grass platform was inspired by the Design of Sky Sanctuary from Sonic 3 and knuckles and simplified to look like something more reminiscent of Angel Island or even a grass platform present in a new super mario bros game.



MY COIN

Versus



Mario Coin

## CHARACTER DESIGN

For the project I drew 2 characters, the main one I would like to talk about is Character 1.



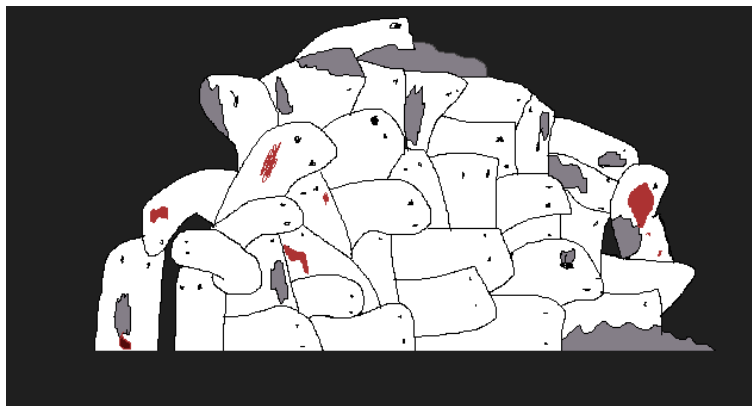
You may have noticed Character 1 is very similar to how I drew the characters for the Spring Interactive Game I made, however there are some changes, we decided to “Rayman-ify” the character, so all our limbs are disjointed, this was an intentional decision, to make the characters easier to animate, but also add some style to our game,

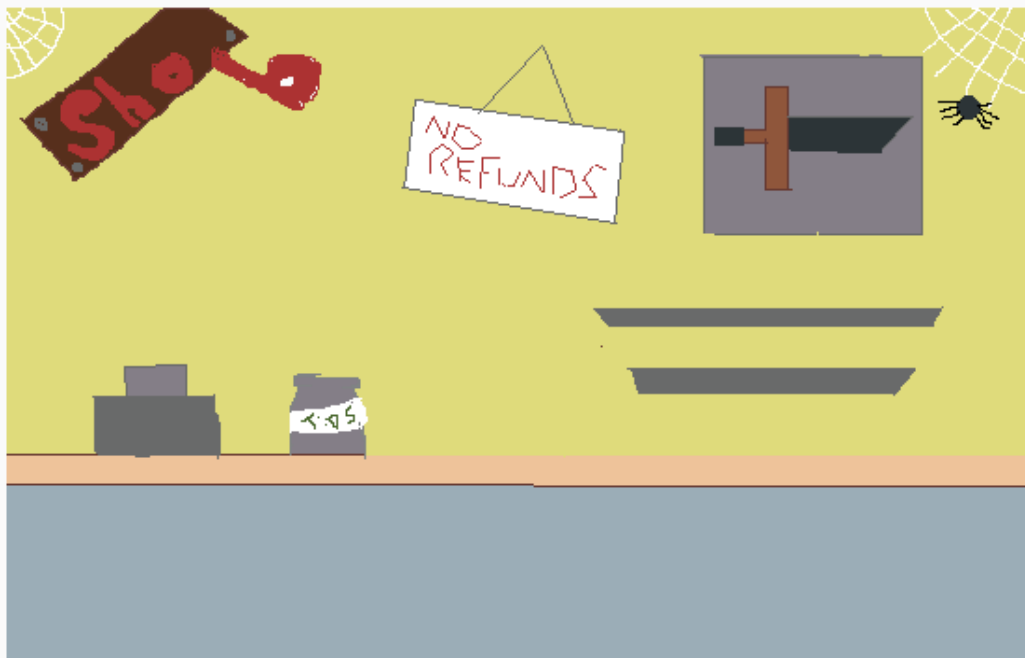




The other character is a hybrid between a Rabbit and a normal person in my style, or at least attempted style

## BACKGROUNDS





These are the 3 backgrounds I drew, or more accurately, two backgrounds and a splash screen, the splash screen was designed to try and create some interest before the game

begins, the player may look at it and be like "oh that's cool " and try our game, it also contains a reference to my Spring Interactive, the character on the bulletin board, is Dan, character 1 from my spring interactive. The shop is generally supposed to a pretty shitty rundown shop, the mountain of Sandbags was an idea I had which I really wanted to turn out well, the idea is that it is all the previous sandbags used and they are now old and broke up, I am very happy with how the background came out and think it looks good, the sandbags themselves were modelled after Smash Bros sandbags, used in Homerun contest.