

Designing Layered scenes



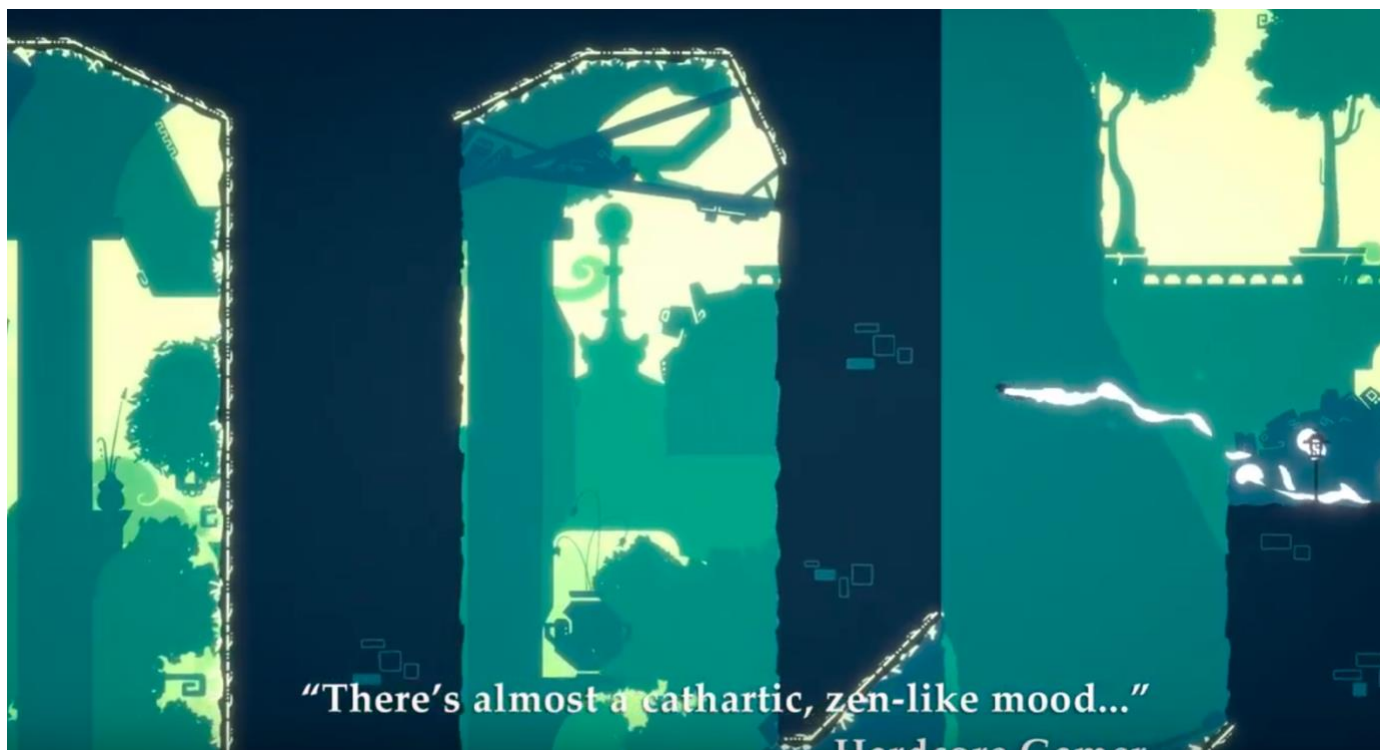
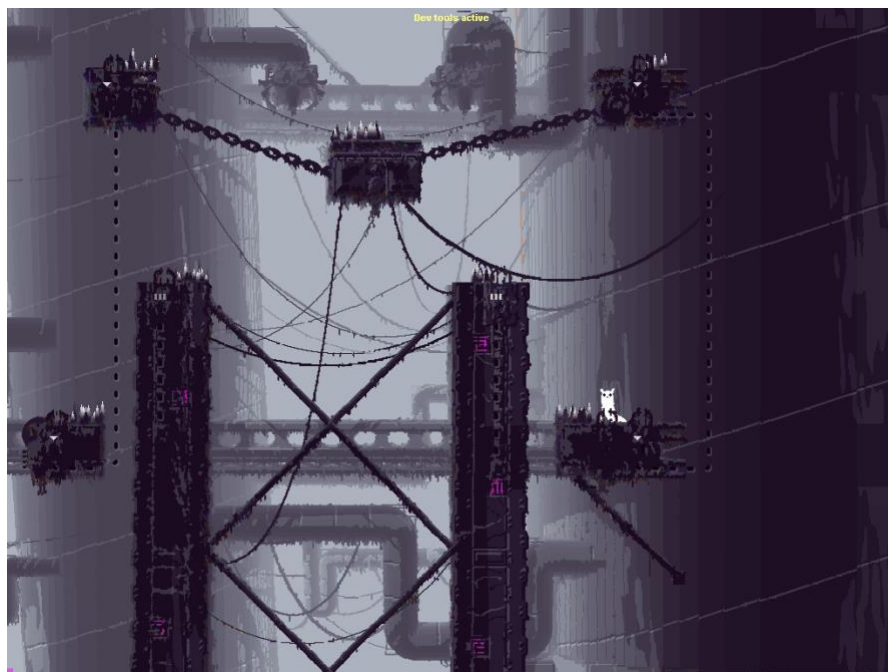
Phases:

- Research and planning

Research

To get some inspiration and I had a look at other 2d layered designs, I looked at some designs on Pinterest. After doing some brainstorming, I realized I wanted to compose a horror theme game.

Inspiration images:





Since its Halloween season, I decided on the designing a horror themed game. I looked at some common techniques applied in horror themed games and applied it to my illustration.

Development of Illustration 2 (silhouette styles scene)

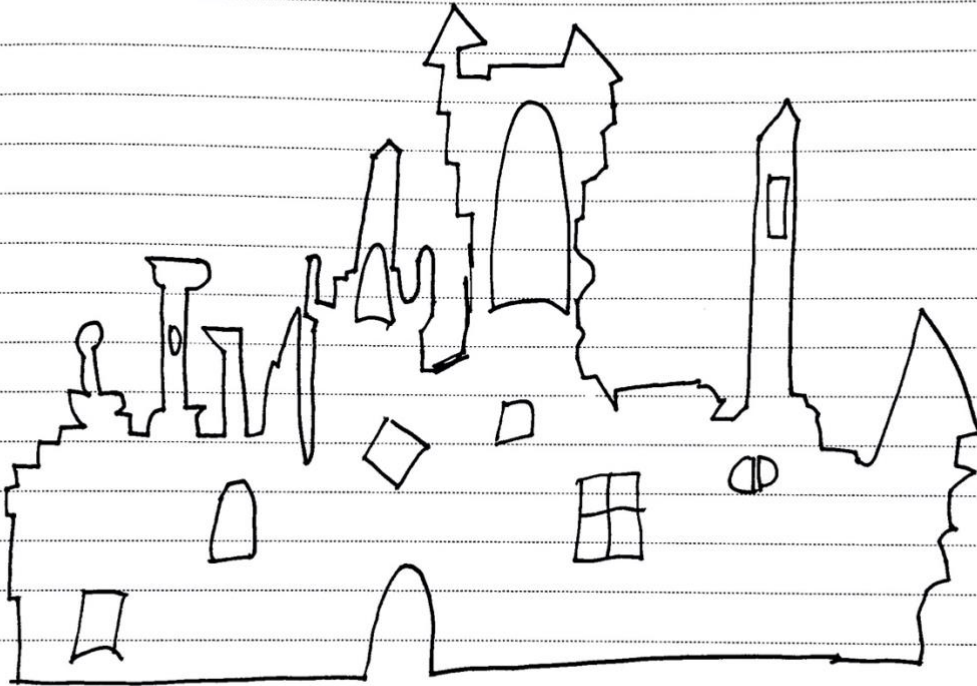
As I had decided the theme of the illustration, now I had to focus on the elements that would accentuate the theme.

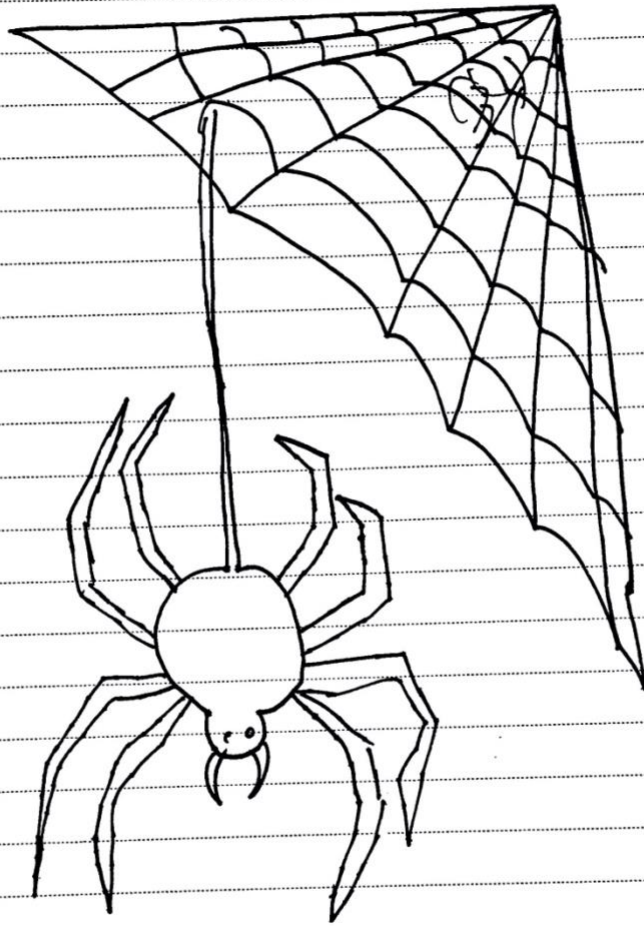
Elements to include:

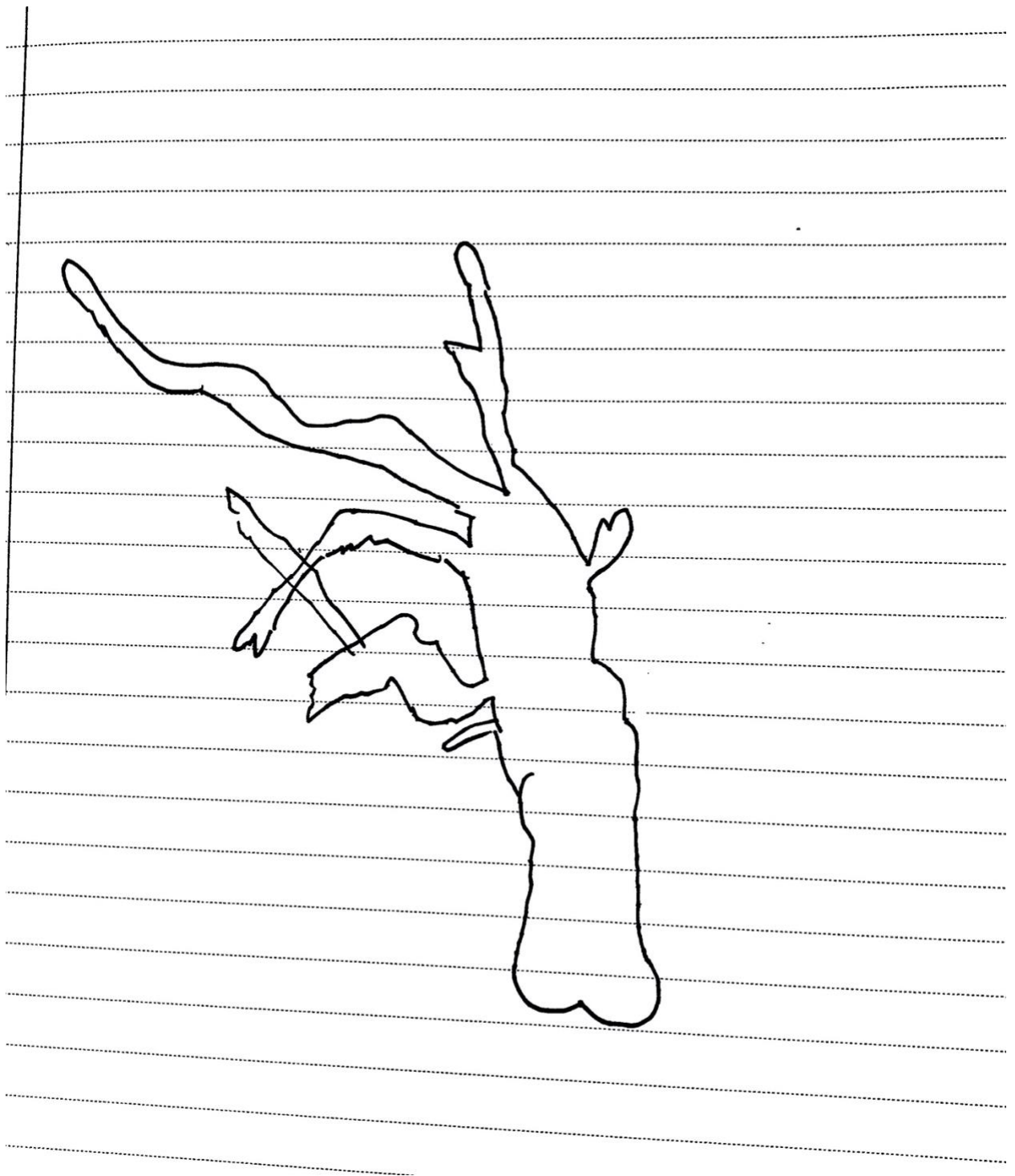
- Horror themed buildings like abandoned houses, castles, haunted church
- Possibly animals generally associated with Halloween or horror themes (spiders, bats, cat)
- Include trees. Focus on trees with no leaves, just branches (curved and pointed branches would add to the horror theme).

I Drew some sketches, which made it easier to make vector shapes using the pen tool.

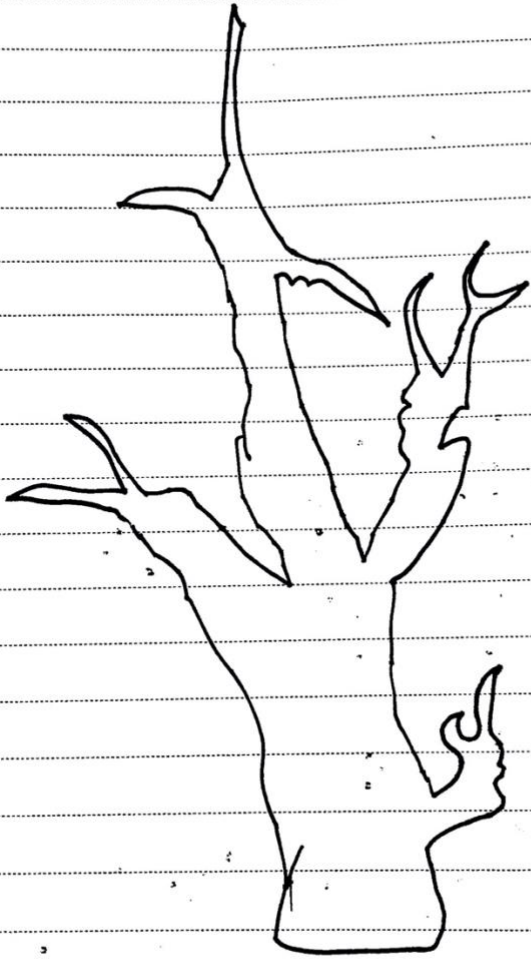
SKETCH 3



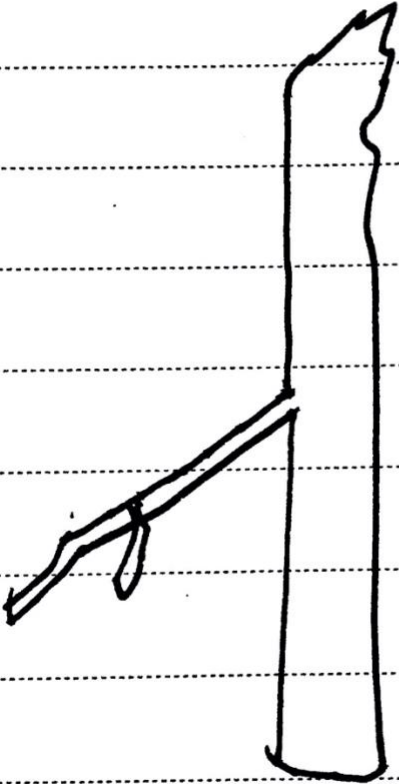




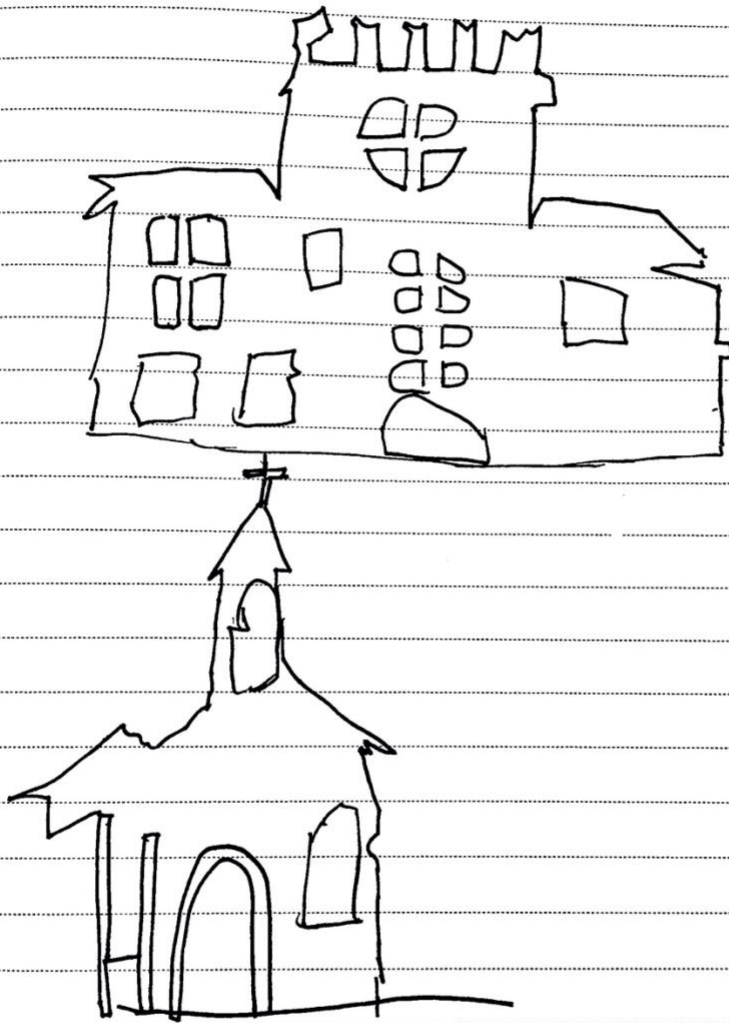
TREE SKETCH



Bridge Sketch

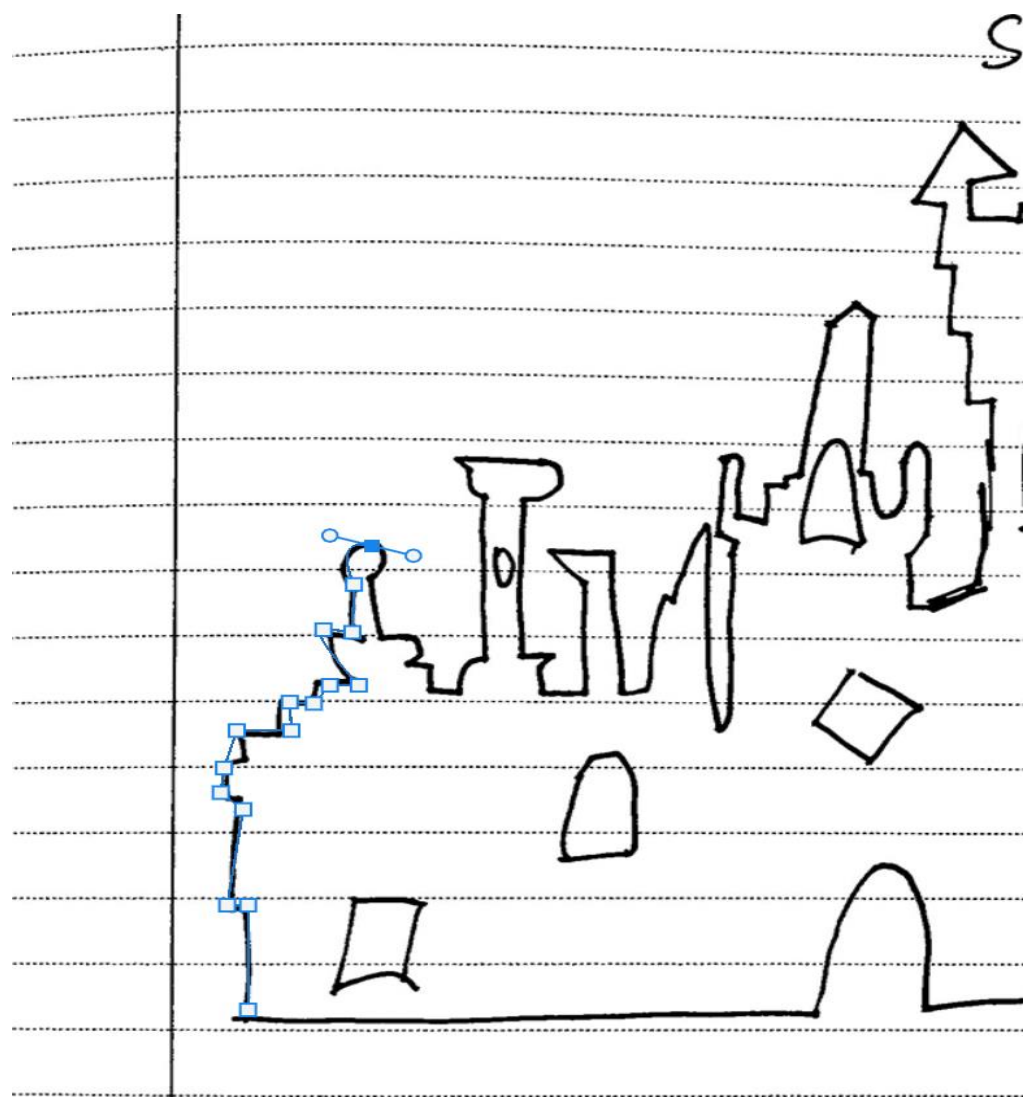


MORROR HOUSE SKETCHES

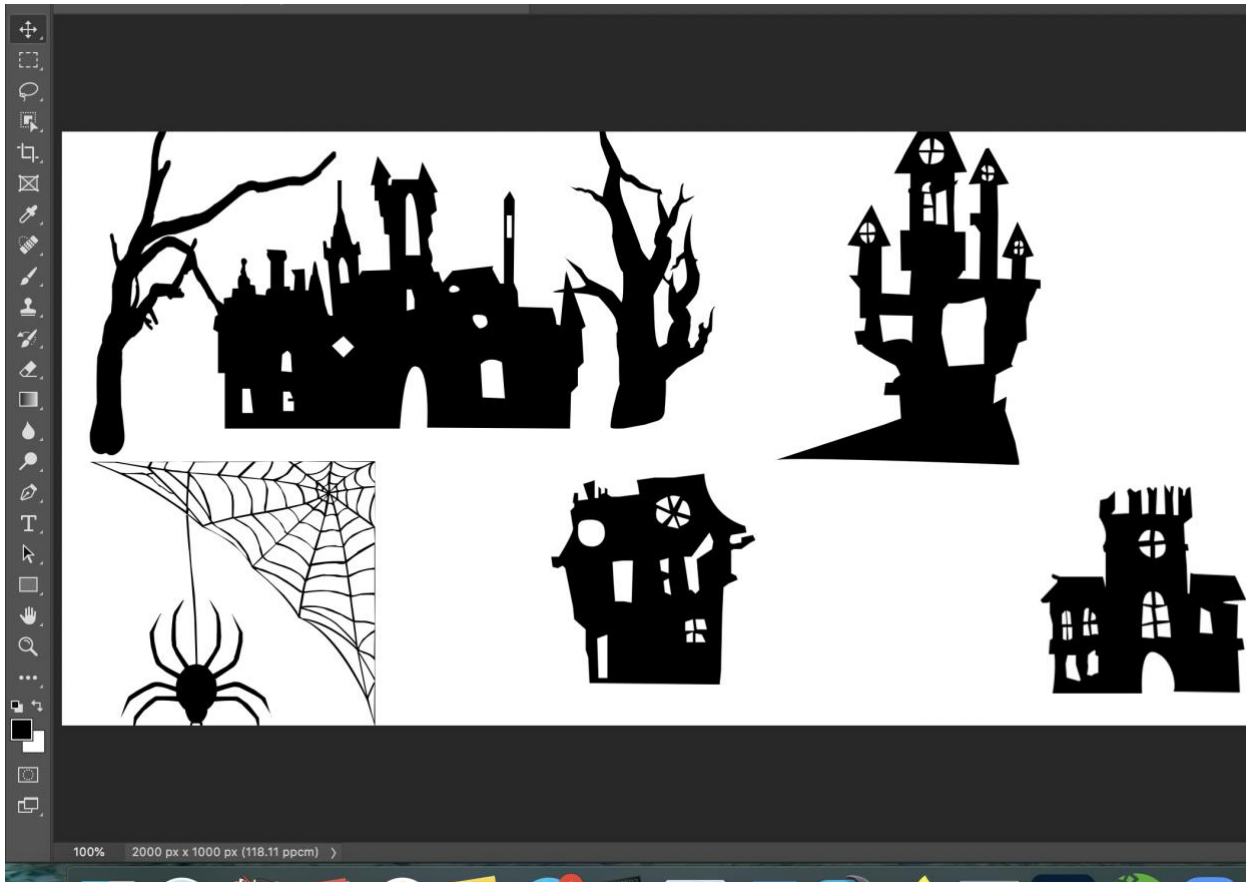


The next step was to place the sketches on photoshop and trace them using the pen tool. Initially I was a bit rusty with the pen tool but then I practiced the Bezier game and got better.









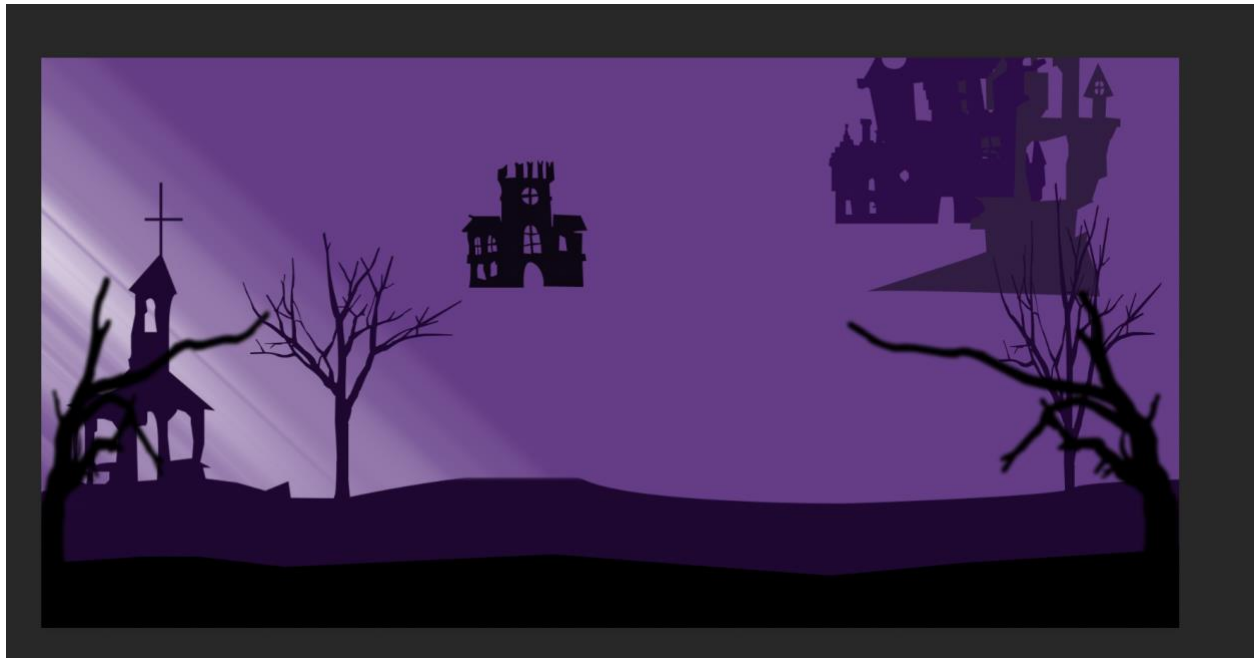
These are main vector shapes in the 2D illustration. A few elements were added afterwards including the bridge and moon.

I decided to use a purple monotone color scheme for the illustration as it I thought it best fits my theme.

The next step was to arrange all the elements in a way to create sense of depth using layering.



Arranging the elements in the scene.



Here I placed some elements in the scene and played around with some effects to create shadows/reflections of the moon. (The moon was not placed in the scene yet). I ended up not using the white shadow effect in the final illustration as it did not fit in well.



Here I added some Gaussian blur in the foreground layer to give the effect that it is close the viewer/render camera.

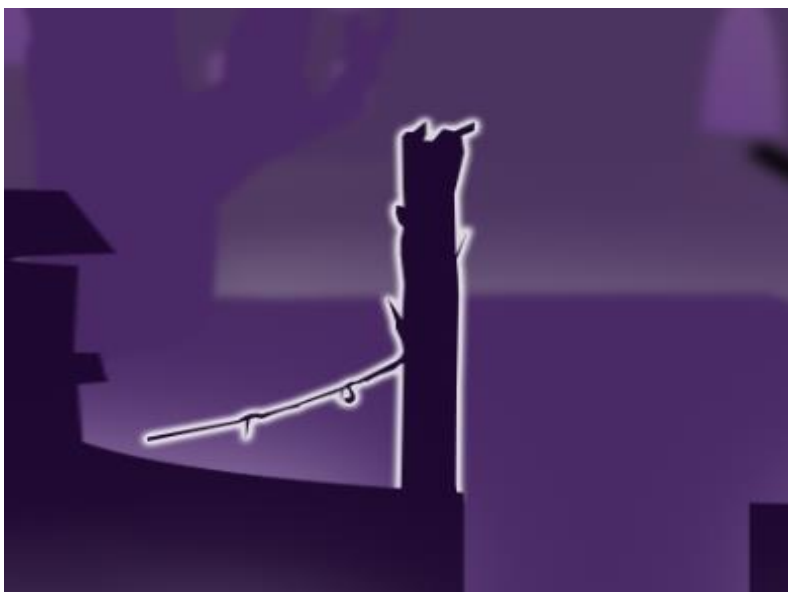


Here I have arranged the elements in layers to create a sense of depth.

Upon arranging the elements/objects in layers I realized that the objects in the 3rd/furthest layer are hard to see due to their light colour, so I changed the color. I also added some white shadow/reflection effects between layers to enhance the depth of field effect.

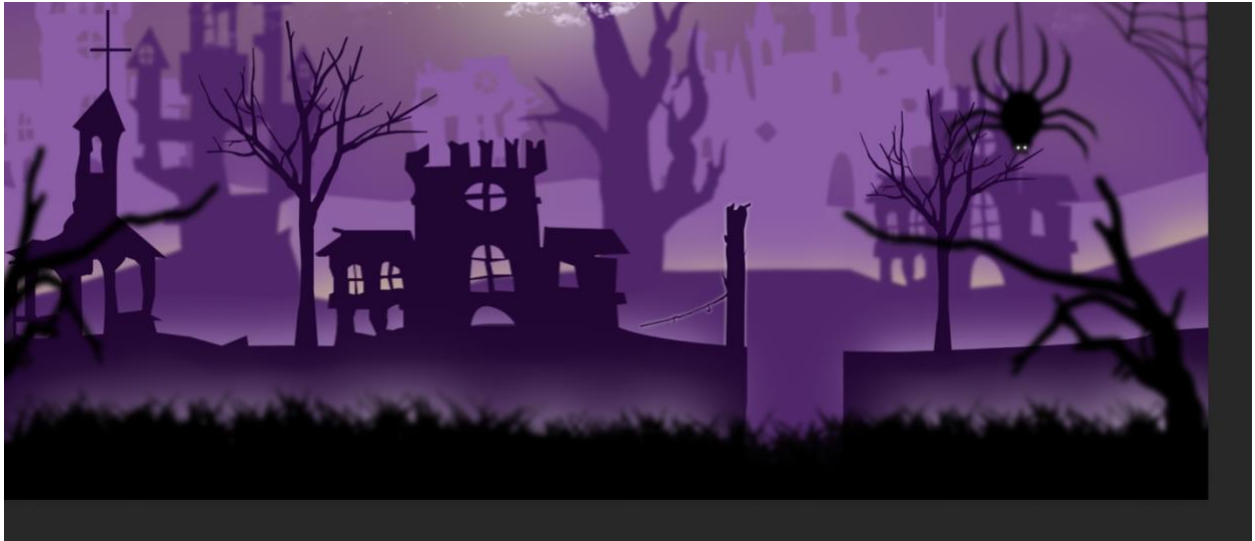


Here I added the moon and added some glow effects as I did not look realistic without the glowing effects. Placing the moon behind the big tree, enhanced the sense of depth. I also create some clouds using by converting shapes into a paint brush. (used the techniques discussed in the tutorial to make clouds). The clouds further enhanced the depth of field and also reflected the moons glare.



The bridge in the scene was highlighted and I added outer glow in the object in order to highlight it as an interactive object in the

game. (The glow makes it easier for the player to identify interactive objects).



To enhance the depth of field in the layers, I tried to add a different coloured effect in the 3rd layer (yellow instead of white). I realized later that this did not work and had to be changed.

Then I decided to enhance the depth of field effect using clouds.

Clouds were placed in different layers with varying opacities and colours in order to distinguish the layers and also add to the depth effect.



In this scene, the colour of the 3rd layer has been changed to make the layer more visible. Clouds have been added in the 3rd layer to enhance the depth effect. Shining firefly paint brush effect has been added around the moon to give a magical look to it.

In order to make the game appear more scary/mysterious I added a few more clouds in the foreground, applying this technique also helped create a enhanced depth of field.



here more clouds can be seen in the foreground.

Reflection:

Challenges Faced and how I Overcame them:

It was challenging to create a depth of field effect that looked accurate.

I tried a variety of techniques to achieve the final look. The colours had to be changed, blur settings had to be changed, clouds were added to enhance the depth and I also used a soft white paint brush to add a sort of glow behind each layer which helps distinguish the layers easily.

Getting the right settings for the cloud brush was also a challenge and it took several attempts to achieve the final cloud look.