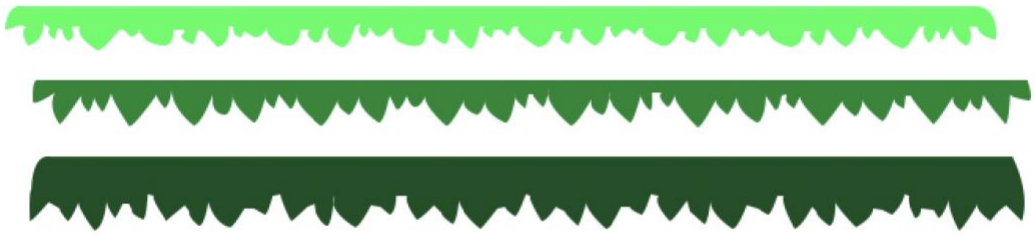
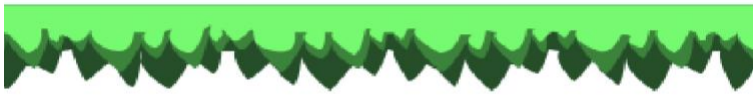
Illustration: 1 (Repeated Elements)

Phases:

- Research and planning

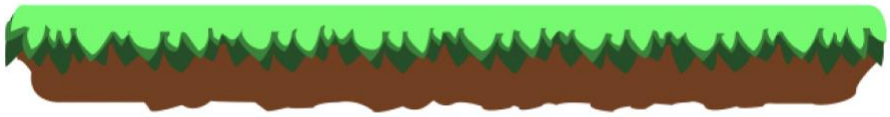


I did not know how to add the shadow effects in smart objects, so I decided to make 2-3 layers of the same object (with slightly different styles) and then Aligned them on top of each other.

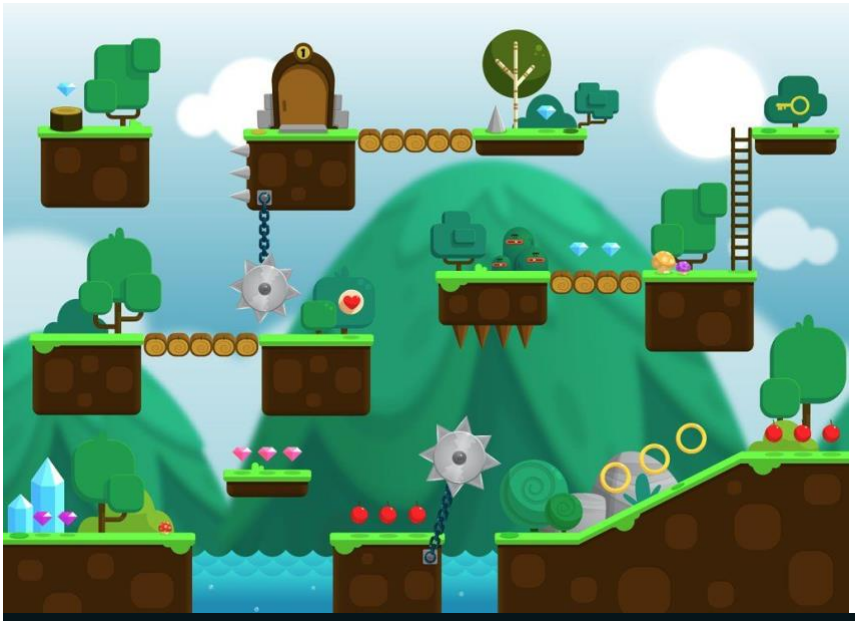


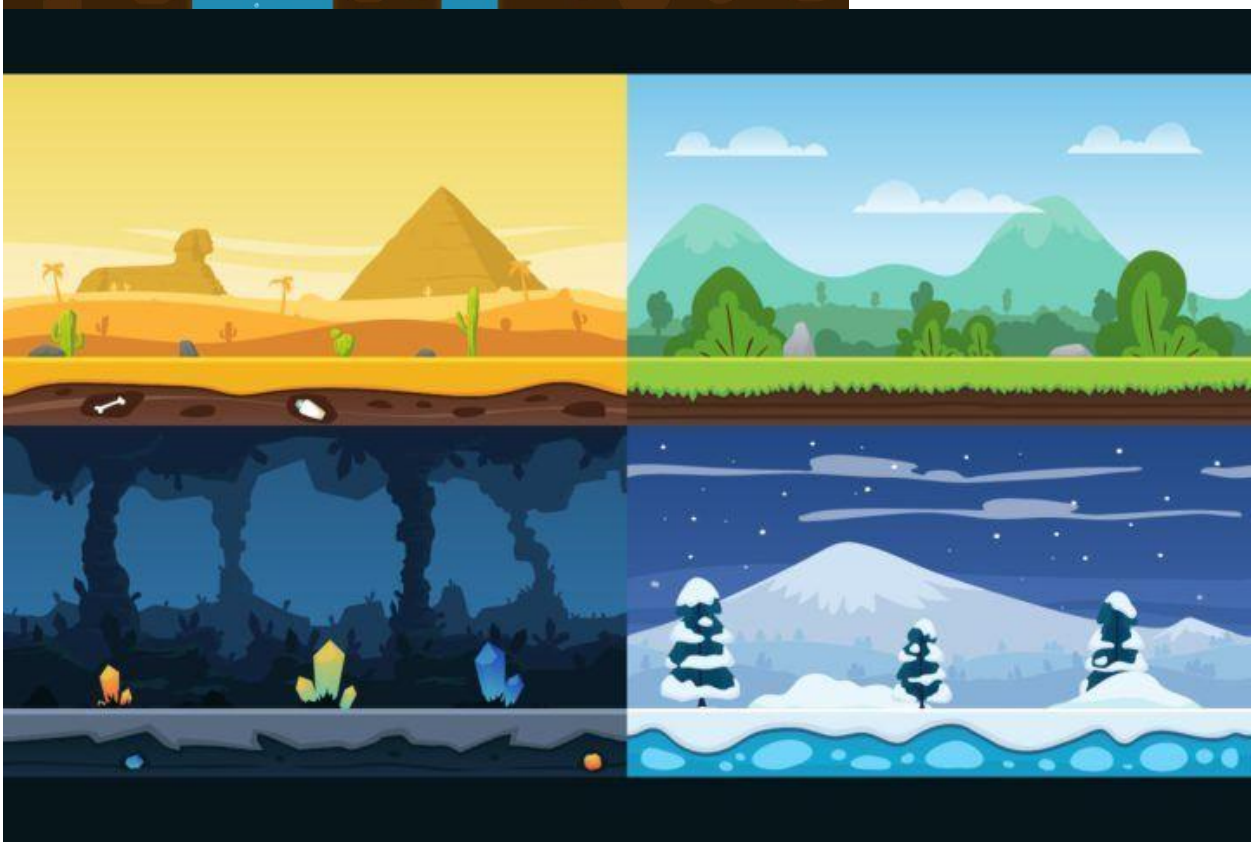
After implementing this technique, I realized that It did work and added the shadow effect that I was trying to achieve.

Then It started looking like a more realistic piece of floor/ground when I added the soil vector shape to it.



Inspiration images





Reference links:

https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.pinterest.com%2Fpin%2F687643436832013008%2F&psig=AOvVaw3uW7veI-I-2m4bbokZlzj7&ust=1602869227584000&source=images&cd=vfe&ved=0CA0QjhxqFwoTCPiqz6mPt-wCFQAAAAAdAAAAABAD

https://www.google.com/url?sa=i&url=https%3A%2F%2Fitch.io%2Ft%2F215888%2Fparallax-horizontal-game-backgrounds-free&psig=AOvVaw3uW7veI-I-2m4bbokZlzj7&ust=1602869227584000&source=images&cd=vfe&ved=0CA0QjhxqFwoTCPiqz6mPt-wCFQAAAAAdAAAAABAH

https://www.google.com/url?sa=i&url=https%3A%2F%2Fopengameart.org%2Fcontent%2Fparallax-2d-backgrounds&psig=AOvVaw3uW7veI-I-2m4bbokZlzj7&ust=1602869227584000&source=images&cd=vfe&ved=0CA0QjhxqFwoTCPiqz6mPt-wCFQAAAAAdAAAAABBV

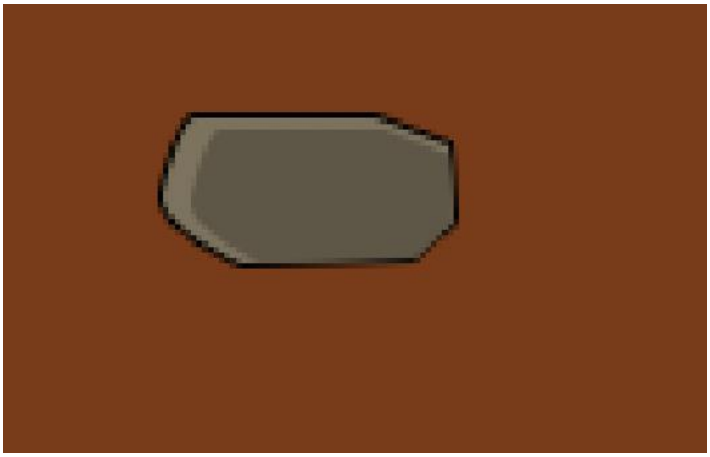
https://www.google.com/url?sa=i&url=https%3A%2F%2Fopengameart.org%2Fcontent%2Fparallax-2d-backgrounds&psig=AOvVaw3uW7veI-I-2m4bbokZlzj7&ust=1602869227584000&source=images&cd=vfe&ved=0CA0QjhxqFwoTCPiqz6mPt-wCFQAAAAAdAAAAABBV

After looking at some reference images and brainstorming, I decided to make a list of objects that needed to be included in my scene:

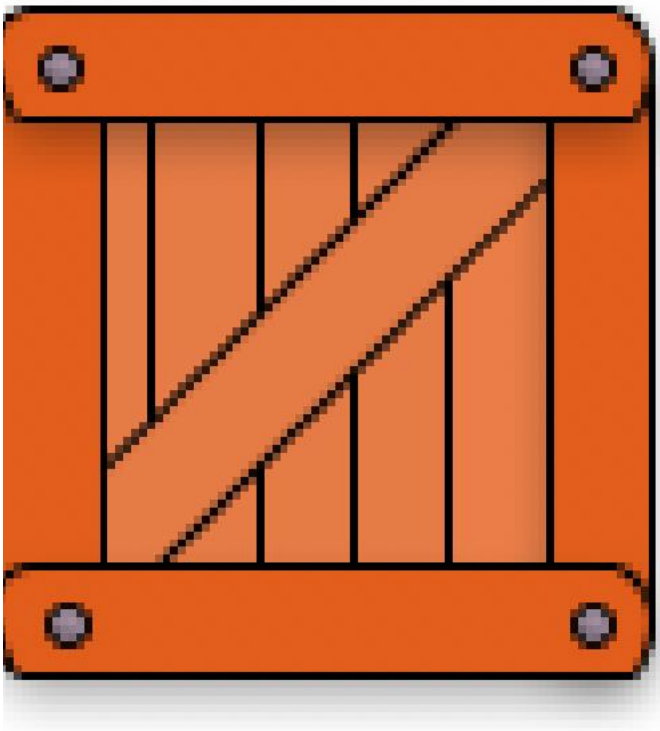
- Clouds
- Trees
- Treasure chest
- Wooden boxes
- Wooden barrels
- Rocks/stones
- Lake/ocean

I wanted to create a forest-like theme for this illustration, so I decided to stick with organic objects like trees and wooden objects.

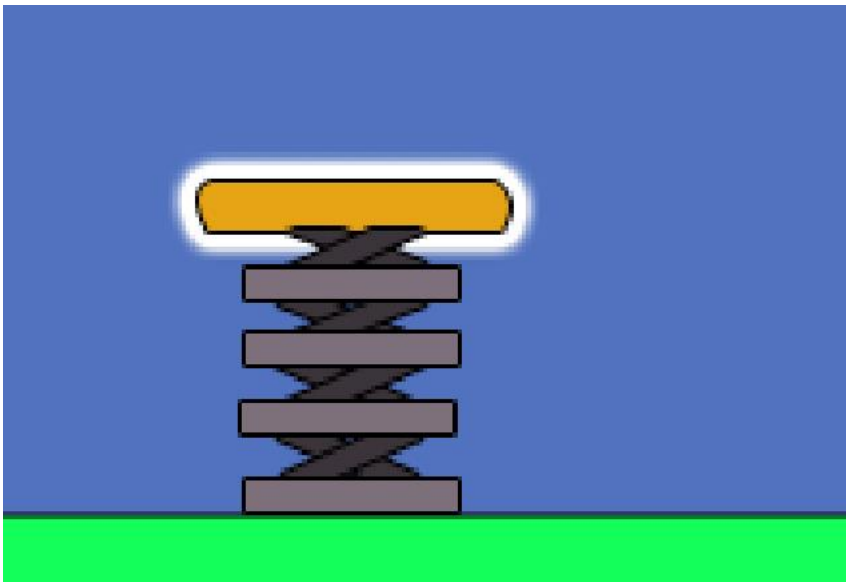
Added some rocks in the soil. The rock has 3 parts, one is the actual shape, second is the darkened shadow shape and third are the small darkened circles. Glow has been added to make the rocks more prominent in the scene and to add some magical effect.



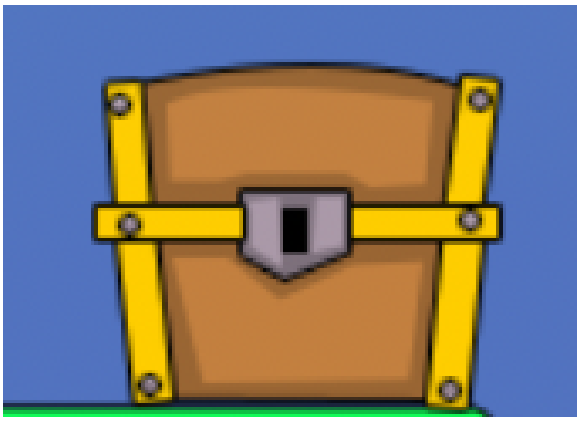
This image shows how the rock looked without much effects.



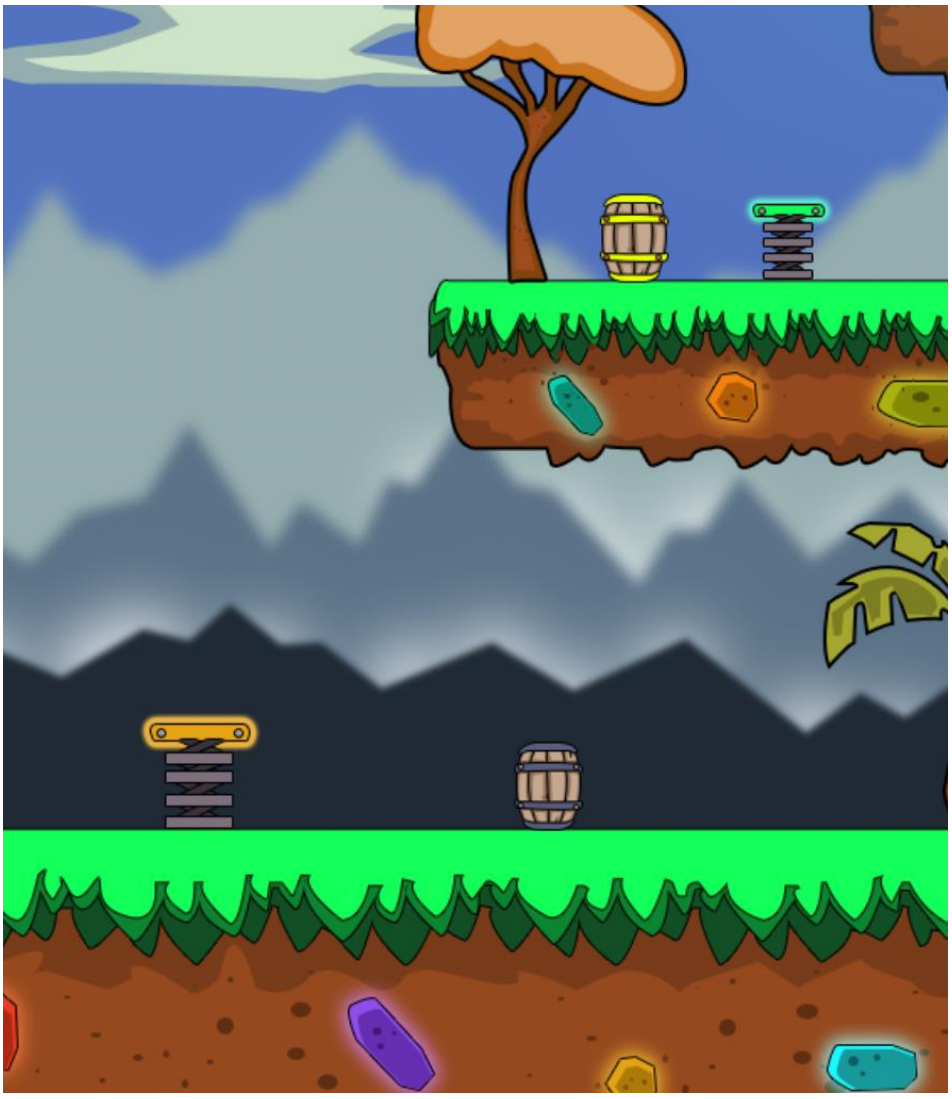
Made a box out of rectangles. Use of repeated smart objects.



Used the same smart objects as the ones used for the box to create a spring kind of shape. The top of the object has been highlighted so that the player knows its an interactive object.



I made a treasure chest using the smart objects of the box and also used some shapes from the trees.



After adding the mountains in the background, I realized that the depth was not clearly visible so in order to enhance the effect, I added some glowing paint behind the layers.

A new shape(barrel) can be seen in this screenshot. The barrel was also made using the shapes of the box and the spring.

placed the sketch of the bridge in the scene in order to then trace it with the pen tool.

As seen in the last screenshot, I had palm trees in my scene. Later realized that the palm trees do not fit the theme. There were mountains in the background so to focus on the environment, I decided to add some coniferous trees.

Then I decided to change the colour of the mountains to match other Elements in the environment.

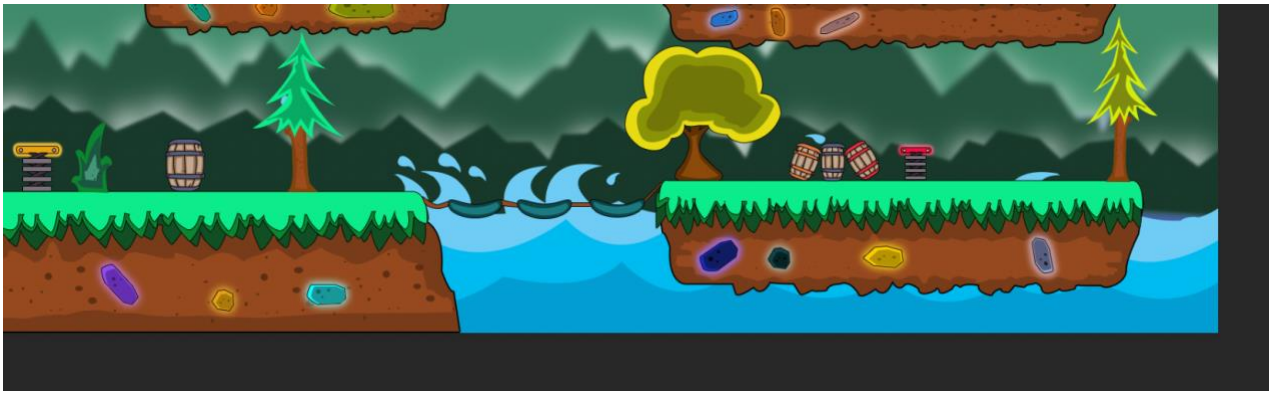
Here I have added some extra objects in the scene.

I placed the sun before the last layer of the mountain to give the effect of a sunset. A layer of yellow paint has also been added behind the

mountains to highlight the sun's rays. I have added some blurry texture to the background layer to further enhance the depth of field of the scene. Some noise and grain have also been added in the background layers to enhance the depth of field .

Now to fill up the empty space in the background, I decided to add a water body in the scene.

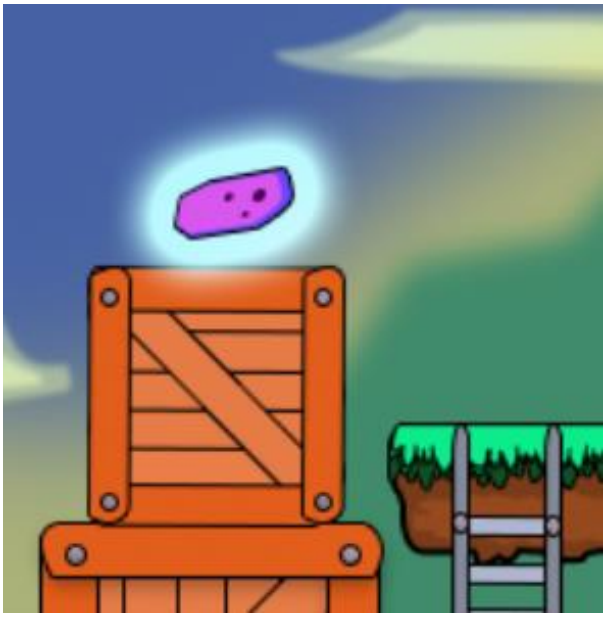
I made 3 vector shapes to add some illusion of depth in the water body. I also made some extra drop shapes to make the water body look more detailed/realistic.



After some adjustments in the layers, the waterbody was placed in the

scene.

I had to make some adjustments in order to fit the water body behind the foreground layers.



I have made a ladder using the smart objects from the box. There is an extra shiny gem on the boxes which the player can collect. The extra glow was added to enhance the prominence of the object.

added coins right above the spring to give sense of direction of the jump.