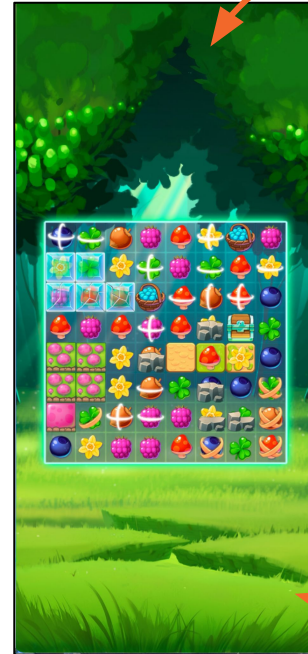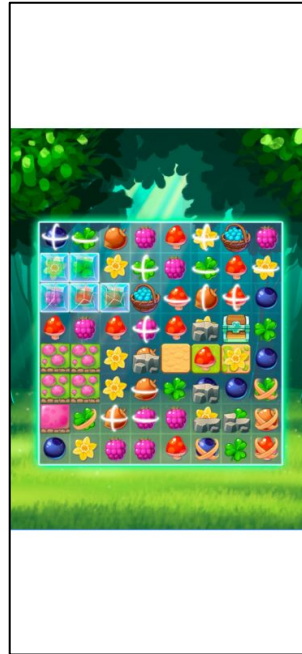# Art Test
UI Game Artist

Rudy Baldi

SOFTGAMES

Use of AI to fill up the empty space

With the iPhone dimensions there is some empty space on top and bottom of the image. I used
Krita and the plugin **Stable Diffusion** to fill up the blank space. Quick win solution!

Prompt: Foliage

Prompt: Grass

References for the look and feel

I always start my tasks by looking at references either in the top games in the market or in the art community.

Gardenscapes
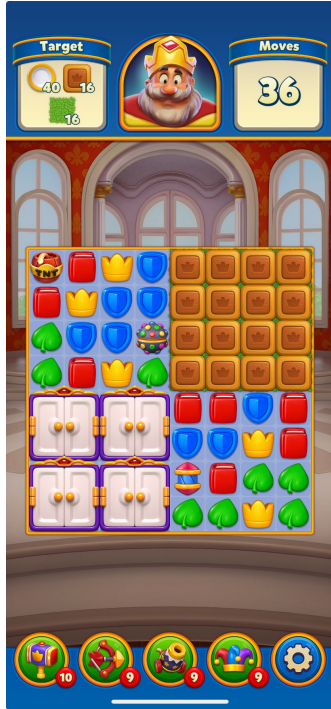#5 Top grossing Puzzle game in SensorTower

ForestMatch
I also found the game on Facebook and it's good opportunity to show my creativity by proposing something different.
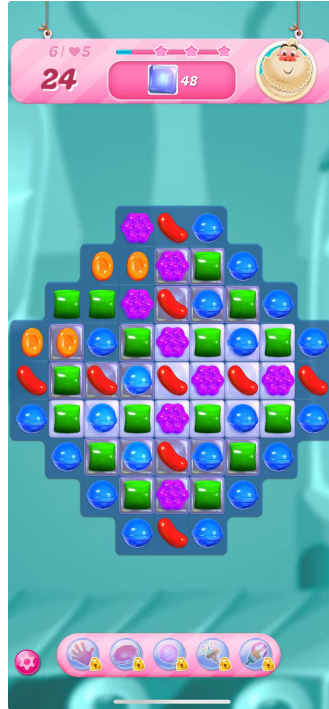

UI from Pinterest
Some nice UI founds in the art community

References for the UI Layout

Royal Match
#1 Top grossing Puzzle game
Layout for a Portrait orientation

Candy Crush Saga
#2 Top grossing Puzzle game
Layout with a star progress bar

Toon Blast
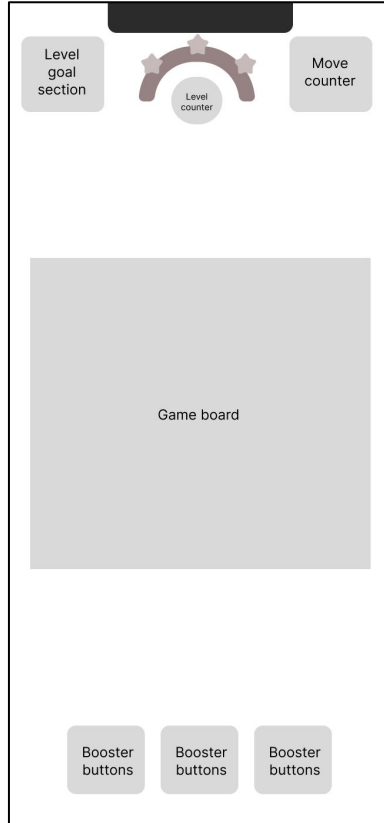#2 Top grossing Puzzle game
Layout with a star progress bar

All references takeaways
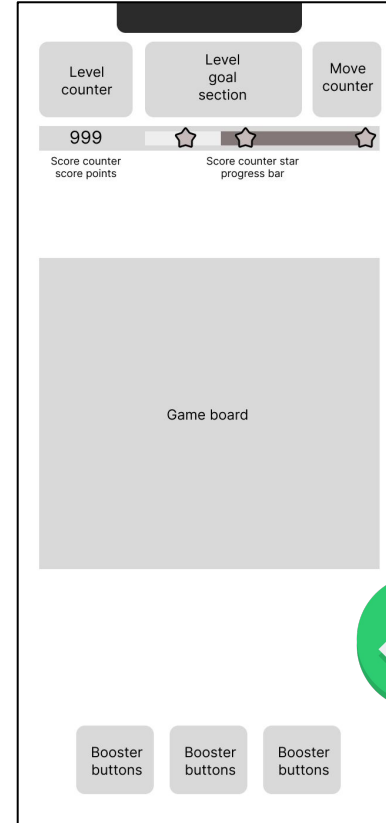- Use of brownish colors
- Organic
- Round shapes

UI Layout

To position the information accurately, I created a simple layout to visualize how the features work together. A UI layout (or mockup) allows the team to quickly and effectively evaluate and validate key design elements, ensuring alignment before moving forward.

Level goal section		Move counter
	Level counter	

Game board

| Booster buttons | Booster buttons | Booster buttons |

Inspiration: Royal Match layout

Score counter
star progress bar
score points

	Level counter	Level goal section
	Move counter	

Game board

| Booster buttons | Booster buttons | Booster buttons |

Inspiration: Candy Crush layout

Level counter	Level goal section	Move counter

999

Score counter score points

Score counter star progress bar

Game board

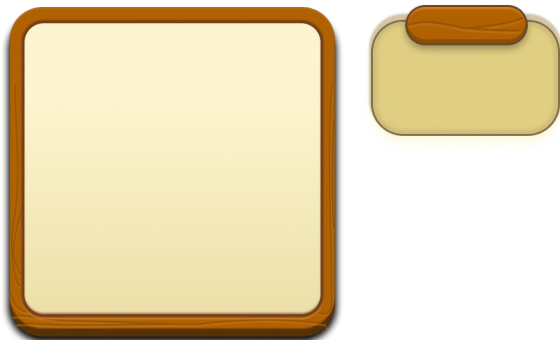| Booster buttons | Booster buttons | Booster buttons |

Inspiration: Toon Blast Layout

UI Art production

I chose a Boy Scout theme to align with the game's forest vibe. This approach incorporates organic materials and integrates Boy Scout objects that complement the game mechanics.
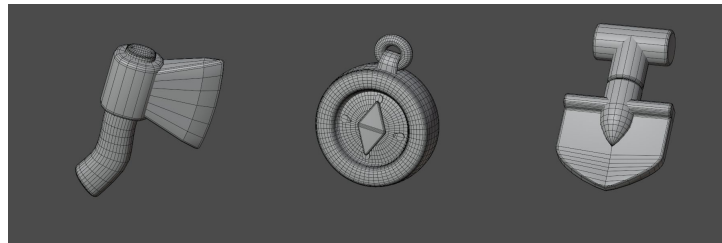
Wooden material
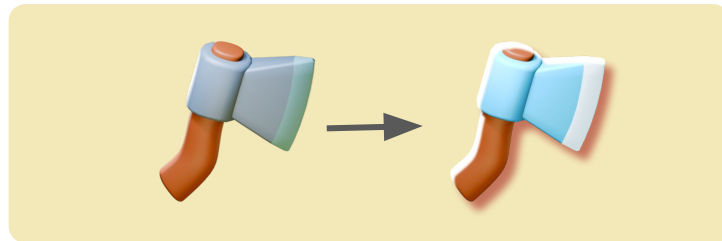natural colors neutral/lower saturation in order to
contrast well with game UI

3D modeling

Tweaking colors and add FX in a photo editing software

Raw 3D render   After color tweaks

Button with higher saturation, extrusion and glossy
effect to makes them popup and appears as
actionable.

Final look with button

Clear row   Shuffle   Remove 1
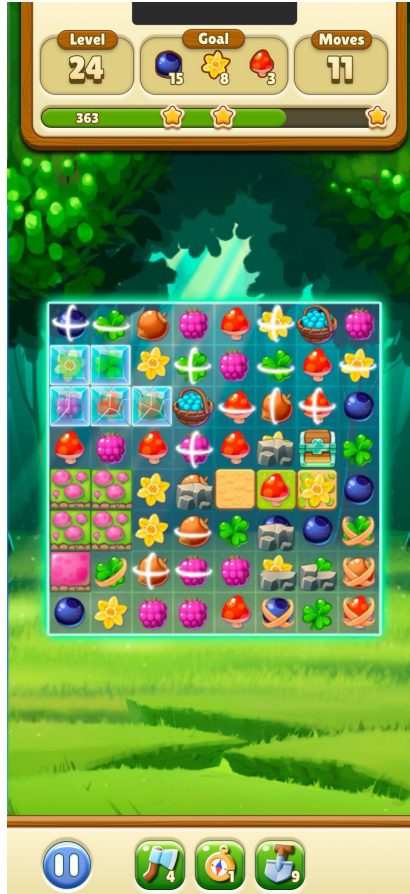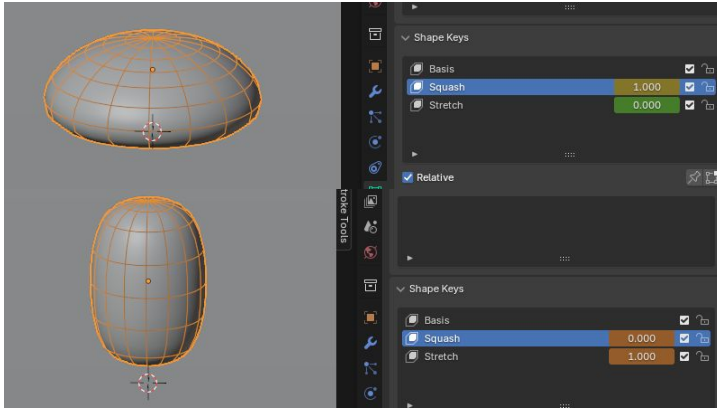   board
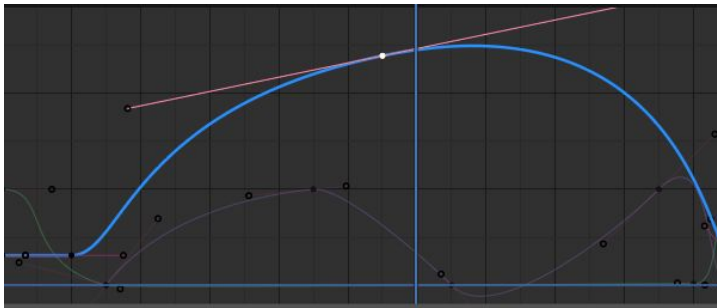   element

Integration

To have the iphone dimensions file (1125x2436px) refer to the file **InGameUI.png** attached to my email
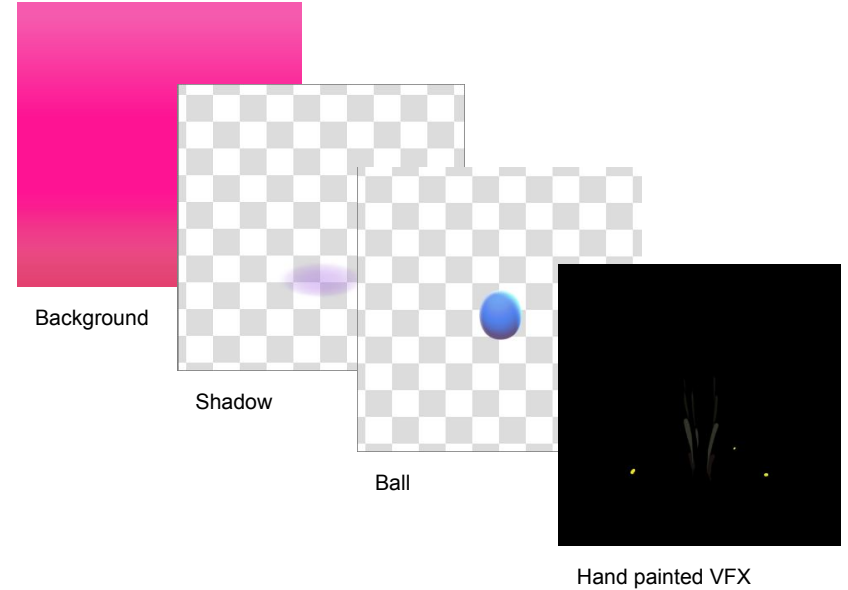
Animation made in Blender. I used the technique of squash and stretch to give a bit more substance on the ball. Squash and Stretch operated with ShapeKeys


Extensive use of curve animation to push it to the next level of quality.

Background

Shadow

Ball

Hand painted VFX

When I'm happy with the animation I export the shadow and the ball separately without background to be able to have full control on the color. In VFX it is called render pass.

Then I can render a frame by frame animation or a sprite sheet. This will be compatible with the technology HTML 5.
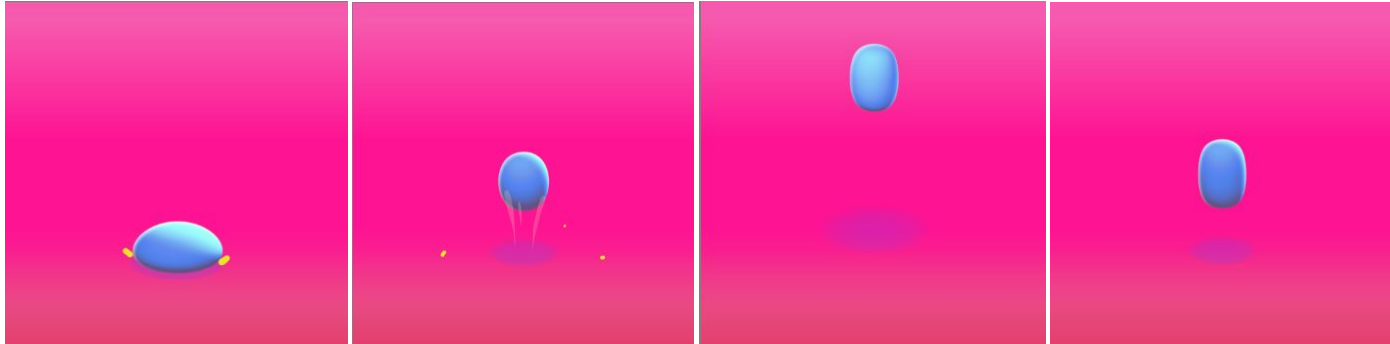
refer to the file **BoucingBall.gif** attached in my email

THANK YOU!

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