

# Test Game Artist

Rudy Baldi

for



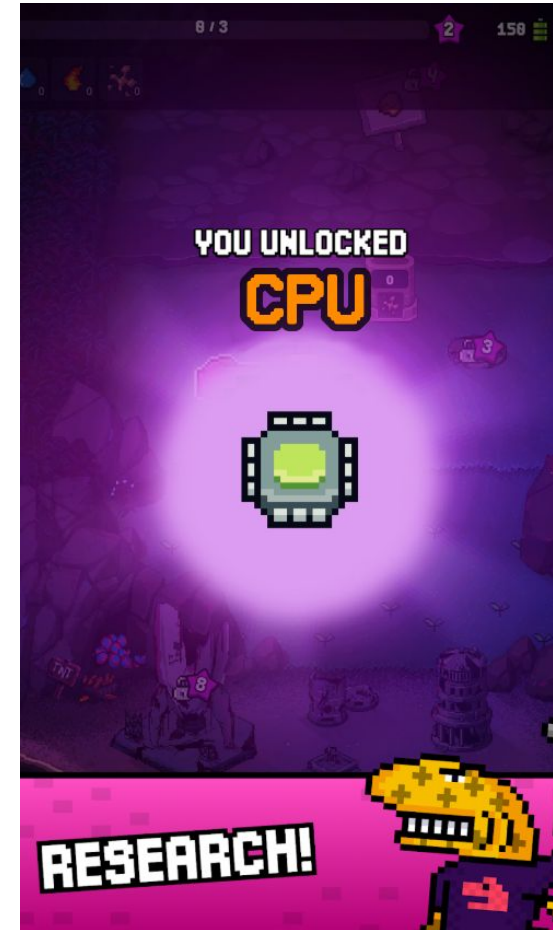
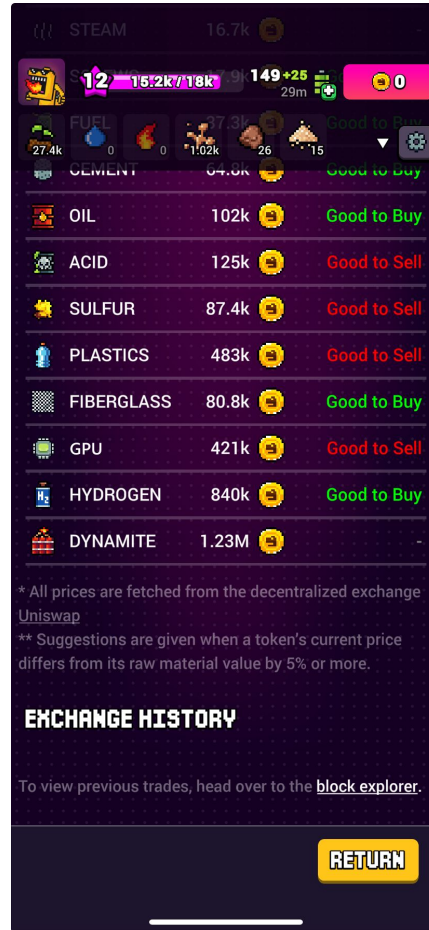
## 1. Create a New Resource

I chose CPU chips as my new resource because the game's progression suggests a technological evolution in resources and buildings.

CPU chips fit seamlessly into this theme, aligning with the game's futuristic advancements.

## 2. Design the Resource Icon

Checking how it fits into the game



### 3. Design and Animate the Factory

**Keywords:** Modernity, Sci-Fi, Computer factory, graphic card, Apple HQ

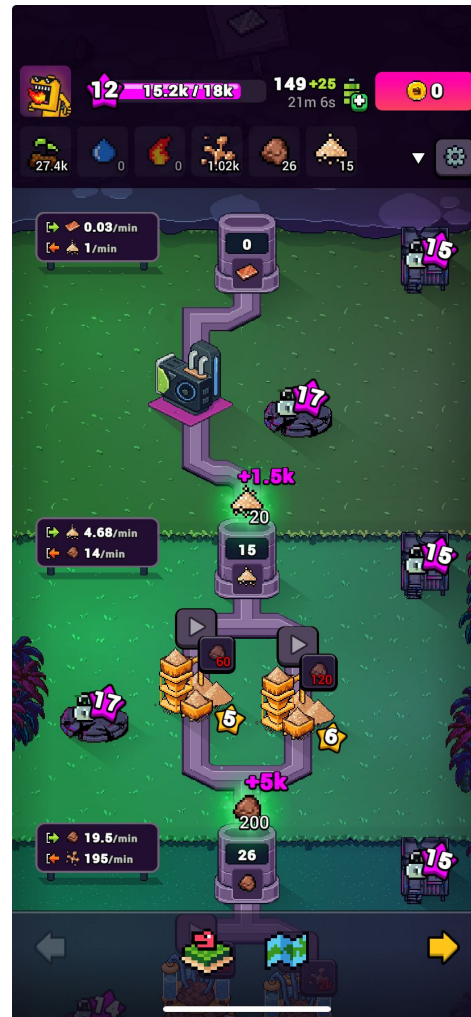
#### References



**Sketches:** I choose version #2 to be aligned with the designs rather silly of the game. This a giant graphic card.



Final result



## 4. Final note

For full transparency, the test took me approximately 8 hours (Icon, Factory and animation). And a bit more to put in place the document your are reading.

Initially, I reached a point where I could stop but wasn't satisfied with the result, so I chose to push further and create something I'm proud of. Additionally, I had to learn Pixel Art techniques and familiarize myself with Aseprite, which was new to me.

Thank you!