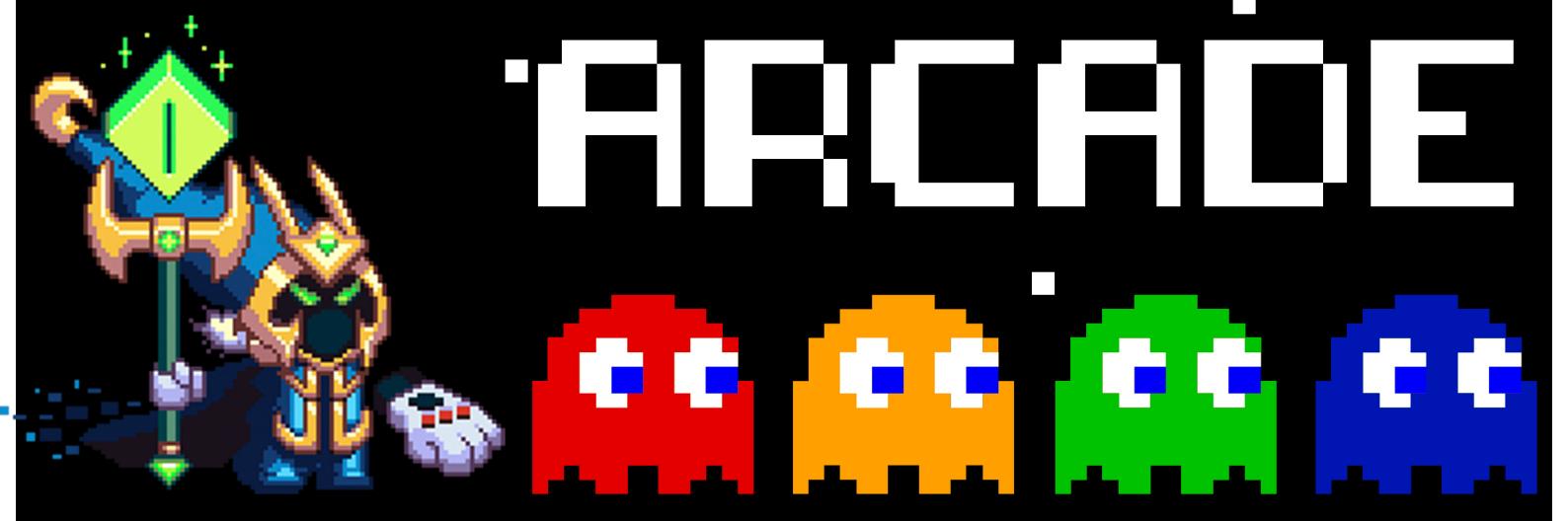
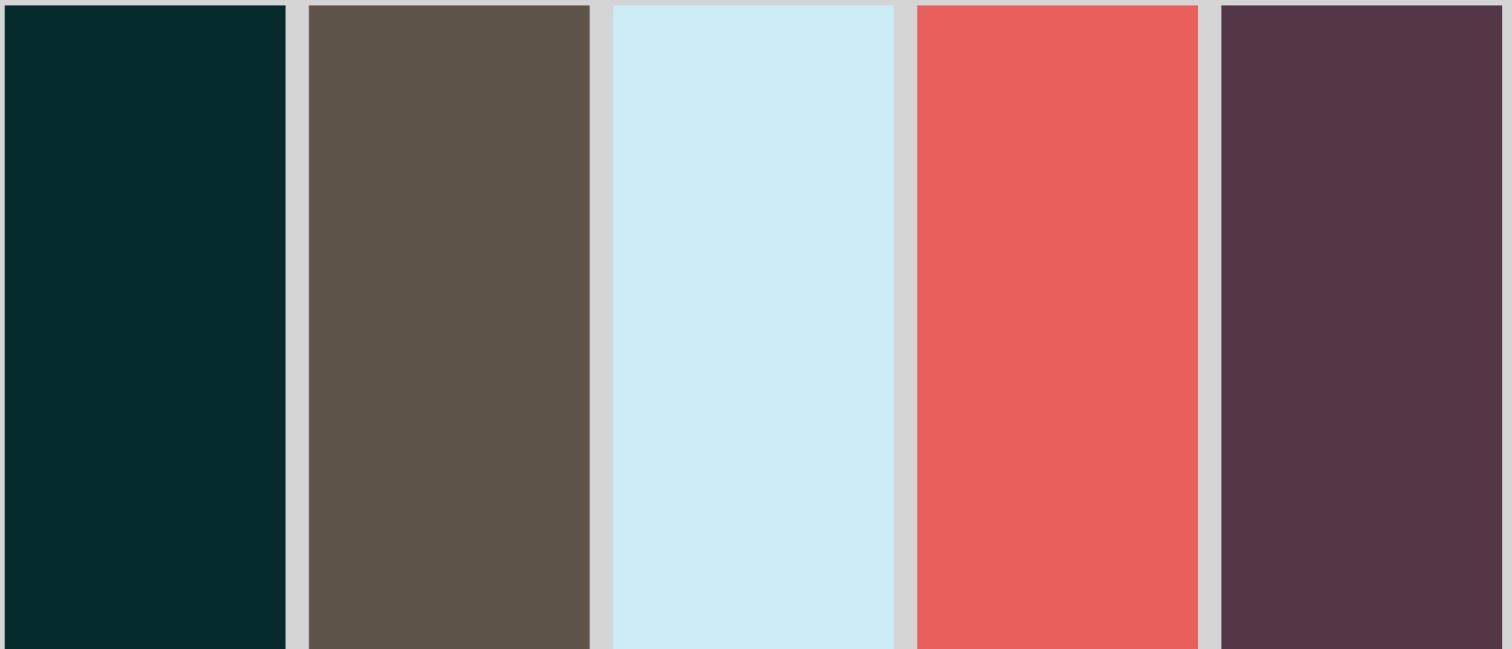




ARCADE



Color scheme for web



HEX	#042a2b	HEX	#5f5449	HEX	#cdedf6	HEX	#e85f5c	HEX	#533747
RGB	4 42 43	RGB	95 84 73	RGB	205 237 246	RGB	232 95 92	RGB	83 55 71
HSV	182 91 17	HSV	30 23 37	HSV	193 17 96	HSV	1 60 91	HSV	326 34 33
CMYK	91 2 0 83	CMYK	0 12 23 63	CMYK	17 4 0 4	CMYK	0 59 60 9	CMYK	0 34 14 67

Chosen typefaces for web

Verdana Bold (*headers/menu*)

Open Sans Regular (*text body*)

Myriad Pro Italic (*descriptive text/photo credits*)

Article example for Pixel Art

Pixel art - what is it?

Pixel art - a form of digital art, created through the use of software, where images are edited on the pixel level. The majority of graphics for 8-bit and 16-bit computers and video game consoles, as well as other limited systems like graphing calculators, is pixel art. As an artistic style it is nothing like any other art form, as it is very niche and isn't even considered art by many. However, if you know anything about gaming, as this is the most used medium for the style, you should know that this is where the inception of gorgeous games began.

History of Pixel art

The term "pixel art" was first published by Adele Goldberg and Robert Flegal who were working in Xerox Palo Alto Research Center in 1982. However, the concept goes back about 11 years before that. As an example Richard Shoup's SuperPaint system (1972) can be attributed to the pixel art style as well. There are some similarities of technique and style between pixel art and older artistic movements like Impressionism, Abstract Art, and especially Cubism.

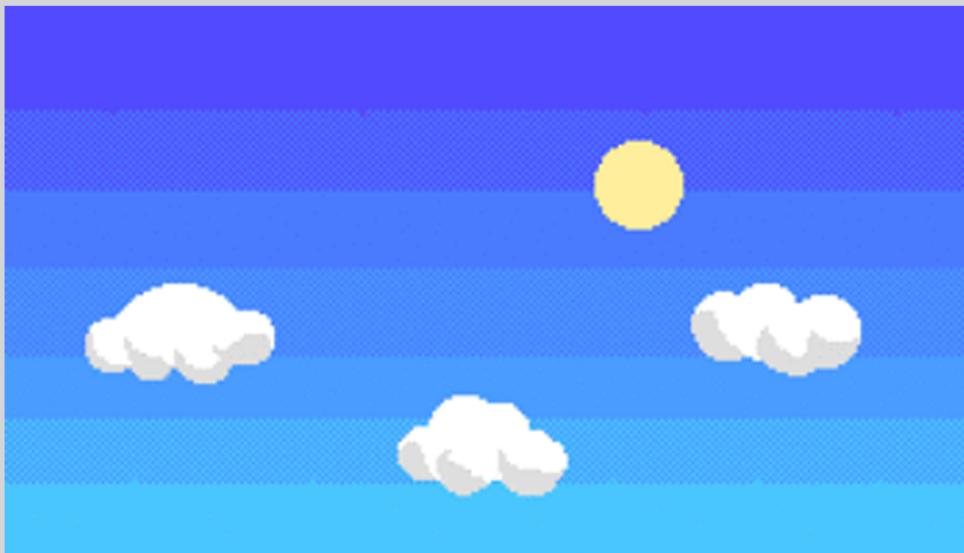
Attributes and categories of the style

Pixel art is commonly divided in two subcategories: isometric and non-isometric. This is commonly seen in games to provide a three-dimensional view without using any real three-dimensional processing. Open up any 80's strategy game on the SEGA gaming console and you'll see exactly what that means. One subcategory is planometric, which is done at a 1:1 angle, giving a more top-down look. Another subcategory is "rpg perspective", in which the x and z (vertical) axes are combined into a side/top view. The rpg perspective is still used today on some of the most popular mobile games like 'Jetpack Joyride' and so on.

Uses of it today

Pixel art was very often used in older computer and console video games. With the increasing use of 3D graphics in games, pixel art lost some of its use. Despite that, this is still a very active professional/amateur area, since mobile phones and other portable devices still have low resolution and therefore require skillful use of space and memory. Icons for operating systems with limited graphics abilities are also pixel art. The limited number of colors and resolution presents a challenge when attempting to convey complicated concepts and ideas in an efficient way. Modern pixel art has been seen as a reaction to the 3D graphics industry by amateur game/graphic hobbyists. Pixel art still remains popular and has been used among hand-held devices such as the Nintendo DS, Nintendo 3DS, PSP, PS Vita and Cellphones.

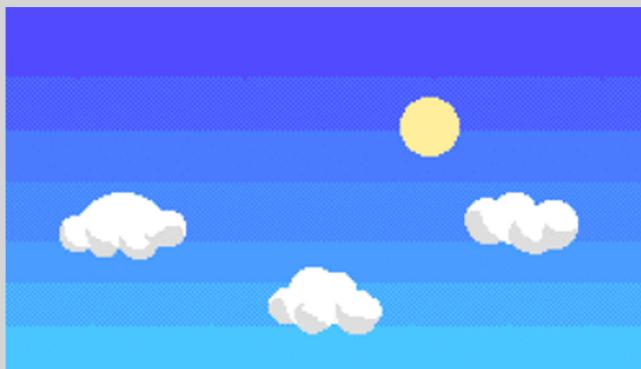
Image asset examples



name : pixel-sky_[1500x855].png

dimensions : 1500 x 855

size : 450 kb



name : pixel-sky_[1000x571].png

dimensions : 1000 x 571

size : 257 kb

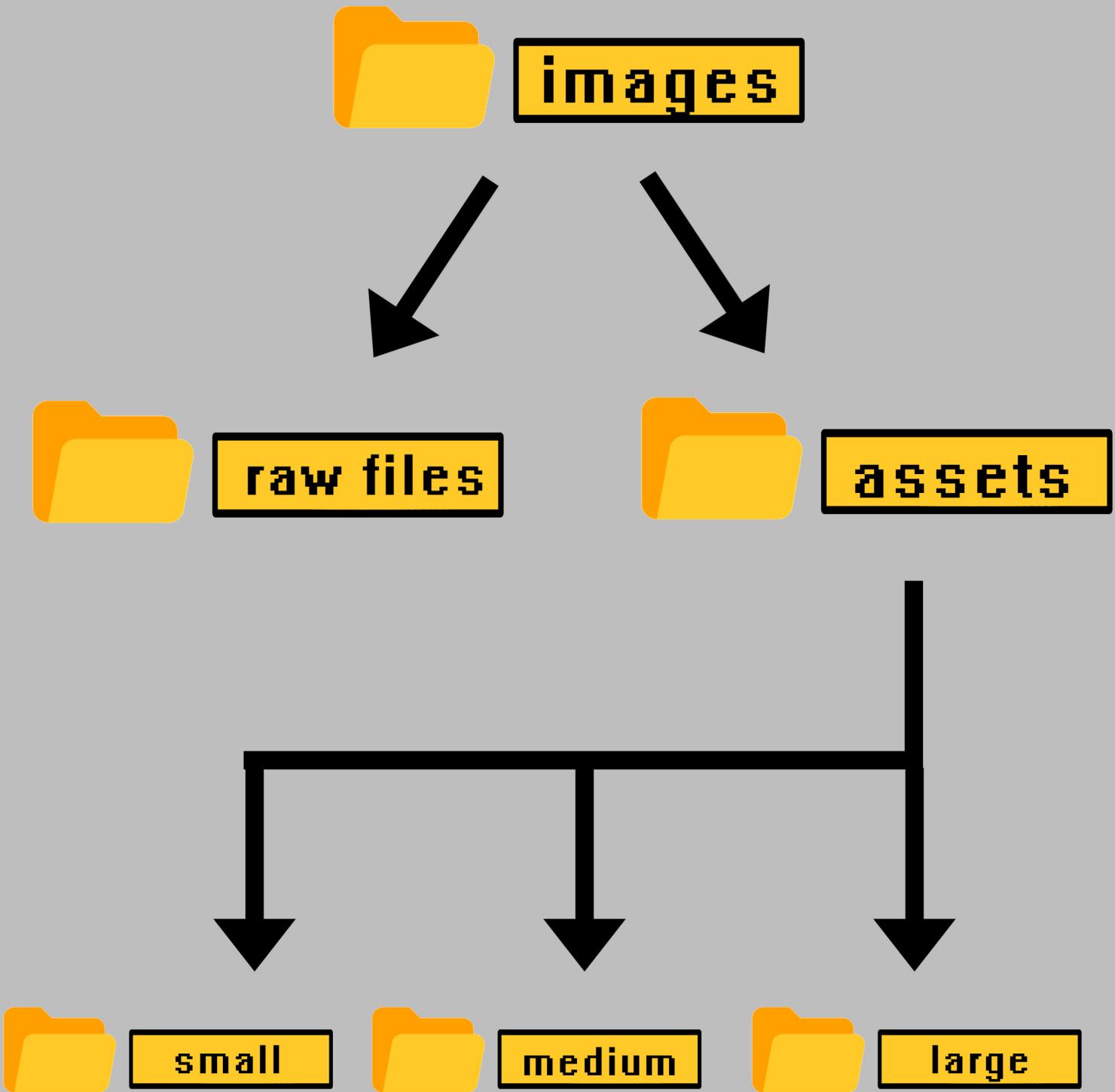


name : pixel-sky_[500x286].png

dimensions : 500 x 286

size : 97 kb

Folder Structure



Sketches and black/white logo

