

CI410 Week 10 Lab (11/12/20)

This week I want you to look at the emotional aspect of creating concept art. The emotional impact an environment, character, creature or weapon and so on has on the player is a main aspect of storytelling. These basic thematic ideas will go towards creating a high concept for your game and will help inform the design team of your concept ideas.

TASK 1: Emotions List:

Pick 3 emotions from the list below and find images of textures and/or situations that remind you of those emotions. There are no right or wrong images you might choose for this.

Happy	Frustrated
Sad	Annoyed
Grumpy	Anxious
Mad	Calm
Angry	Excited
Silly	Loved
Confused	Gloomy
Cheerful	Afraid
Curious	Sick
Confident	Embarassed

TASK 2: Textures Word Play

Some of the same words we use to describe textures can be used to describe feelings too. Have you ever felt a little *prickly* or had a *rough* day? Ever been in a *sticky* situation?

Look at the list of textures below. Think of 10 KEYWORDS you would use to describe your game. Which of these (you can also create your own words) best describe the emotion you want the player to feel when playing your game.

Textures List:

Smooth	Prickly
Hard	Wrinkly
Soft	Squishy
Fluffy	Silky
Rough	Velvety
Sticky	Bristly
Bumpy	Feathery
Slippery	Coarse
Fuzzy	

TASK 3: Textures for Your game

1. You are to think of ONE main element from your game; either the environment, a main character, or a weapon/tool/main prop
2. Collect images of TEXTURES which best reflect the conceptual idea behind the item ie. Don't collect images of whole characters or weapons (eg NOT a whole sword) but crops of just the different textures making up the item. Eg. A sword could be described in textures by images of (for example) shiny metal, pitted metal, scratched metal, rust, wood grain, polished wood, blood stains and so on.
3. Place these textures on a moodboards which would then be passed on to the designer in charge of creating the finished sword.
4. If you have time, create similar moodboards for more elements of your game but from a TEXTURE perspective only.
5. Place these moodboards in your appendices for your game document

FREE Texture Websites

<https://lostandtaken.com>

<https://freestocktextures.com>

<https://www.textures.com>

<https://www.stockvault.net>

Step-By-Step exercise instructions making a Moodboard

How to:

1. Create a Word File or Photoshop document **A4, RGB, 72dpi**
2. Using either screengrabs (Mac – Apple+Ctrl+Shift+4, the image will be placed in memory, just paste into the Photoshop document, or the Snipping tool (PC)) - Or saving the images Place your images in Photoshop
3. Resize the images using the resize handles
4. Save as a Photoshop file