CI410 Week 8 Lab (29/11/20)

This week we will be looking at originating some graphic design ideas for the game you are creating for your main assignment or for a new game.

We will be looking at creating some TYPE ideas and COLOUR SCHEME ideas.

These are type and colour ideas which you would either work up yourself into more finished artwork or pass on to maybe the concept artist or other member of the design team to work up.

TUTORIAL WORKSHOPS: Step-By-Step exercise instructions

1. **WORKSHOP 1: Typography**

    1. **Moodboard:** Find examples of title type from either other games or media (film, DVD etc) create a moodboard (as you did last week) showing examples of the type styling you would like for the game box/title page for **your game**. Use Powerpoint, Photoshop or Word for your moodboard creation.
    2. **Create:** Using Dafont.com (https://www.dafont.com/theme.php?cat=501) type the name of your game into website you are to create into the Preview box and generate possible logos or type styling for your game.
    3. **Screenshot** the type and put these into a moodboard.
    4. Make sure you annotate the moodboard with a description of the font choice and why you chose it.

2. **WORKSHOP 2: Colour Schemes**

    1. Using images you collected last week for your environment moodboards, upload a selection of these images to the Adobe Color website https://color.adobe.com/create/image to help generate some varied colour schemes for your own game design.
    2. Document these either as a moodboard (annotated with description of your colour choices) or in a Word document.

Moodboards - How to:

1. Create a Powerpoint, 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