CI410 Week 9 Lab (4/12/20)

This week we will be looking at game styles and coming up with some ideas for the game you have created for your main assignment. These are the basic thematic image ideas which you would then pass on to maybe the concept artist or other member of the design team to work up.

Step-By-Step exercise instructions

Consider the following game styles:

Abstract games
Stylised games
Realistic games

Task 1
Collect at least 5 examples of games which adhere to each of the above game styles to show you understand each style. Look through the week 9 lecture notes for more information on the above styles. Place into a moodboard-style document with comments and annotation.

Task 2
Create a page of game style examples which best reflect the style you are creating for your main project game. Use examples of the style showing examples of characters, environment and assets to help illustrate your intended game design style.

Add notes on the specific style you intend to use in your own game and talk specifically of the character style and specific environment or asset style (eg. Weapons, tools, clothing, vehicles etc).

This tutorial can be used as information for your main report or in the report appendices to support your main report.

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