

One of the reasons I chose the CAPTCHA interaction to style my speculative, synthetic experience around due to it's iconography and how recognisable they are.

Because of this, it was important to create a visual language for my CAPTCHR that resembled that of CAPTCHA.

Thankfully, the graphic design of CAPTCHAs are super minimal and pretty similar across different versions.

Maintaining the colour scheme of real CAPTCHAs, I used a restricted palette consisting of three different shades of grey.



Brittle Cloud
dbdbdb



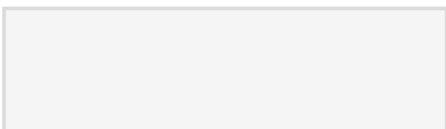
Sunk Battleship
bababa



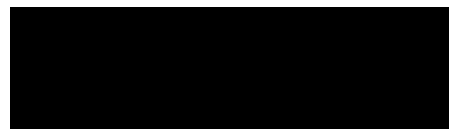
Seagull Slate
787878

The buttons used to either activate a CAPTCHR or 'continue' after completing a CAPTCHR needed to stand out from the grey palette. To achieve this I made them a tad lighter and gave them a border.

While the text used in CAPTCHAs vary from light grey to white to blue, I wanted mine to be black.



Potato Mash
f4f4f4



Darth Vader's Helmet
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