

CMPM 163

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HW1 - Part D



The game I want to talk about for Part D is Okami. Okami was originally released on PS2 and I have been recently replaying it on the HD re-release on Steam. The aesthetic of the game focuses on sumi-e style Japanese painting with heavily defined black outlines to make the in game objects look like they were painted in. The graphical effect I want to focus on is the way that they created this black outline in the game.

If you look closely at the upper rock in the bottom right corner, you can see that its black outline starts to separate from it near the bottom where it meets the ground. This is what clued me in to what I believe is the method of applying this effect. The designers simply load in 2 models of every 3D object that needs this effect. One of the models is normal sized and one is slightly larger, with the normal sized one placed inside the larger one. Then they add the regular texturing to the inner model while adding a transparent texture to the outer model, so that you can see through the outer model to the inner model. Then they made the inside face of the outer model completely textured black. What this did is make it so that any object when viewed from the outside would be looked at through the outer invisible side of the model, then at the edges where the inner model ends the camera can see just the outer edge of the black side of the outer model which creates a thick outlining effect when viewed from any direction.