

# Visualizing the LGBTQ+ Character Representation in Games

Sofia Utsch\*

Luiza Magalhães

Pedro Ramos

Universidade Federal de Minas Gerais



Figure 1: Lesbian protagonist "Ellie" from the award-winning game *The Last Of Us*.

## ABSTRACT

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed diam nonummy nibh euismod tincidunt ut laoreet dolore magna aliquam erat volutpat. Ut wisi enim ad minim veniam, quis nostrud exercitation ullamcorper suscipit lobortis nisl ut aliquip ex ea commodo consequat. Duis autem vel eum iriure dolor in hendrerit in vulputate velit esse molestie consequat, vel illum dolore eu feugiat nulla facilisis at vero eros et accumsan et iusto odio dignissim qui blandit praesent luptatum zzril delenit augue duis dolore te feugait nulla facilisi.

**Keywords:** Radiosity, global illumination, constant time.

## 1 INTRODUCTION

## 2 OVERVIEW

### 2.1 Subsection 1

## 3 DISCUSSION

### 3.1 Subsection 1

#### 3.1.1 Subsection One

#### 3.1.2 Subsection Two

## 4 EXPERIMENTS

## 5 CONCLUSION

---

\*e-mail: