

## 3D NPR in the spirit of Amiga games (improvement)

Basic Idea:



- reduce color palette – can't be 8 bit, try 64 colour per channel
- use ordered dithering for the lovely crosshatch pattern and transparency
- do other necessary NPR (?)
- probably requires more detailed geometry (?)
- try extreme discretization of shading – need steep transitions but still large cues to depth and shape
- need to find appropriate model (!)

## NPR Post-processing of Video Games for Color-blind (improvement)



- use a color palette with colors **visible** to color-blind people
- map colors that are invisible to visible colors to increase the detail
- need to figure out how to do 1-1 mapping to avoid redundancy and confusion of colors
- possible loss of detail (?)
- **use chromatic shift (as per *Chromatic Shadows for Improved Perception* by Solteszova et al.)**
- use as a library to intercept draw calls and apply post-processing