

PROGRAMMING ARTIST

Programmer art refers to temporary assets added by the [programmer](#) to test functionality. When creating the graphics, speed is a priority and aesthetics are secondary (if they are given any consideration at all). In fact, programmer art might be intentionally bad, to draw attention to the fact that the graphics are merely placeholders and should not be shipped with the final product. This practice might also speed its replacement.

Common forms of programmer art include [stick figure sprites](#) in platformer games, and [fuchsia textures](#) in games using [3D models](#). Games with a "top-down" perspective tend to use alphanumeric characters and simple [2D graphics](#) to represent characters and landscape elements.

Not all programmers decide to replace the assets in their software prior to release, though. This is especially common in [indie games](#), since indie developers generally lack the resources to commission large amounts of assets for their games.