Video Game Metadata Schema: Controlled Vocabulary for VISUAL STYLE

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Overview

A1. Style

A1.1. Abstract

A1.2. Cel-shaded

A1.3. Comic book (Anime/Manga)

A1.4. Handicraft

A1.5. Lego

A1.6. Map-based

A1.7. Pixel art

A1.8. Realistic
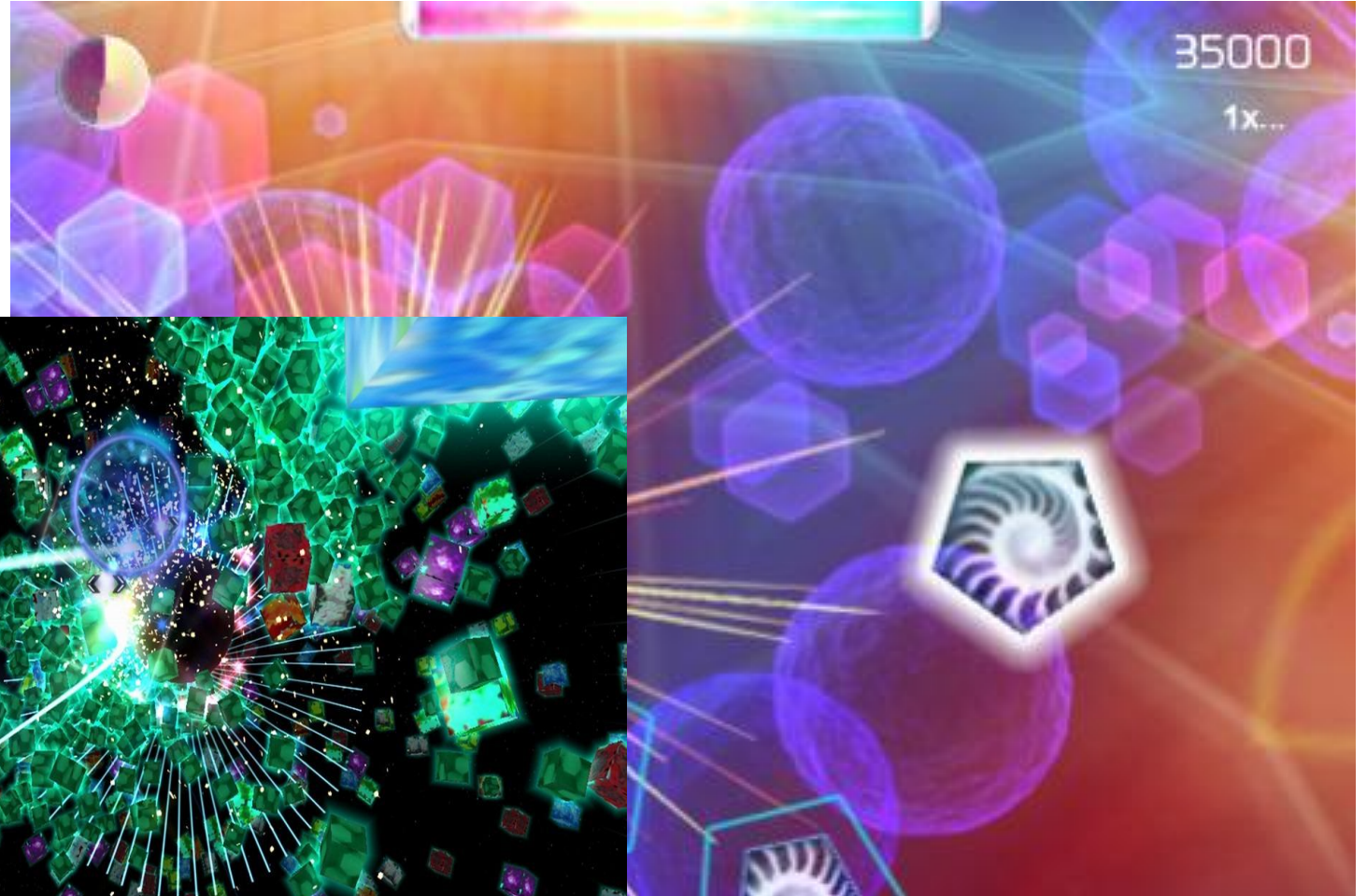
A1.9. Silhouette

A1.10. Stylized

A1.11. Text

A1.12. Watercolor

A1.13. Other: style

A2. Color

A1.1. abstract

Abstract is a visual style describing distinct, non-character based forms. Fractal imagery using a palette with strong colors is a good example. These styles can be symmetrical, geometric, or feature kaleidoscopically swirling patterns.

A1.2. Cel-shaded

A technique of rendering light and shadow to enhance the illusion of a 3D surface, giving the modeled entity a cartoon-like appearance due to the effect of rounding the edges and eliminating gradations of color. It also gives a feel of hand-drawn animation.

A1.3. Comic book (Anime/Manga)

A visual style replicating common artistic elements found in mass-market comic books, such as accentuated character features and broad line strokes.

A1.4. Handicraft

A visual style replicating aspects of hand-made and hand-crafted objects. It includes a strong emphasis on specific textures and surfaces. Examples include paper, yarn, and clay.

A1.5. LEGO

The distinctive look of LEGO™ figures and sets.

A1.6. Map-based

A visual style emphasizing maps and map-based gameplay. Game spaces usually consist of small rectangular or hexagonal graphic images like tiles, and players typically have a top-down or isometric view throughout gameplay.

A1.7. Pixel art

The use of pixelated, typically sprite-based visuals found in early 8 and 16-bit games, and in modern games intending to replicate it.

A1.8. Realistic

A style portraying characters and environments by attempting to achieve visual parity with real-world references.

A1.9. Silhouette

A style in which characters or environments are represented as a solid shape of a single color, or only a couple of colors, usually black. The interior of a silhouette is often featureless, and the whole is typically presented with a sparse background.
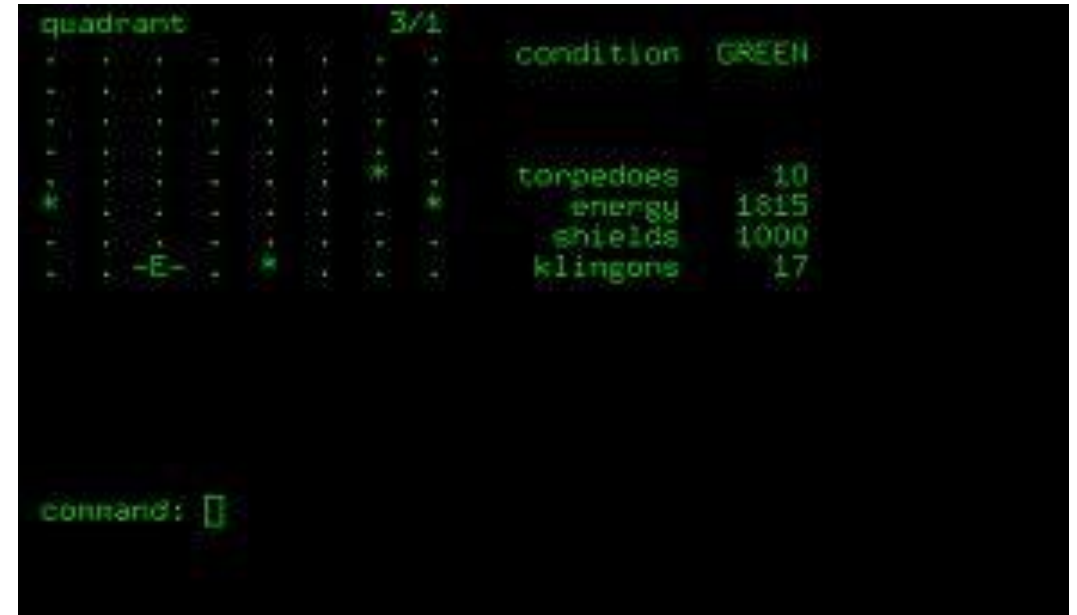
A1.10. Stylized

An illustrative style capturing or distorting distinctive features of a character or object in order to capture a visual likeness. Simplified characters or objects can be considered stylized.
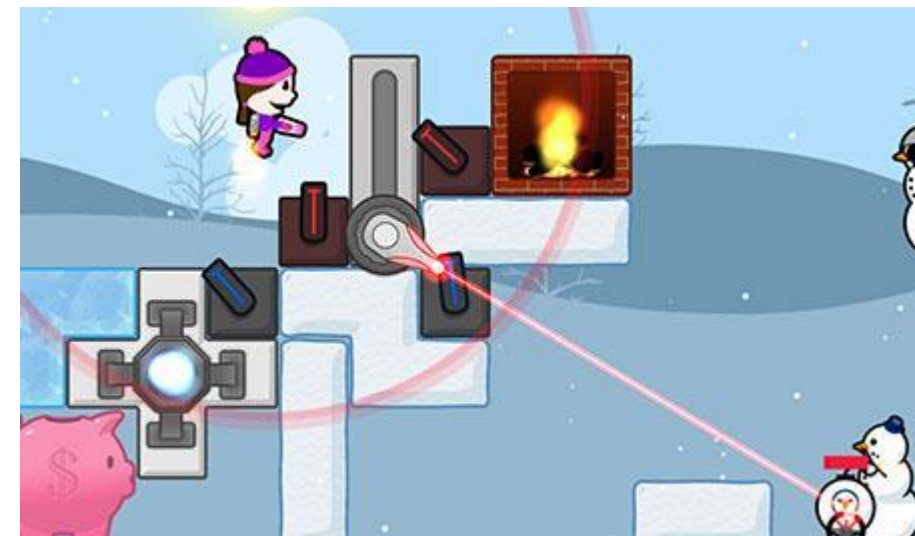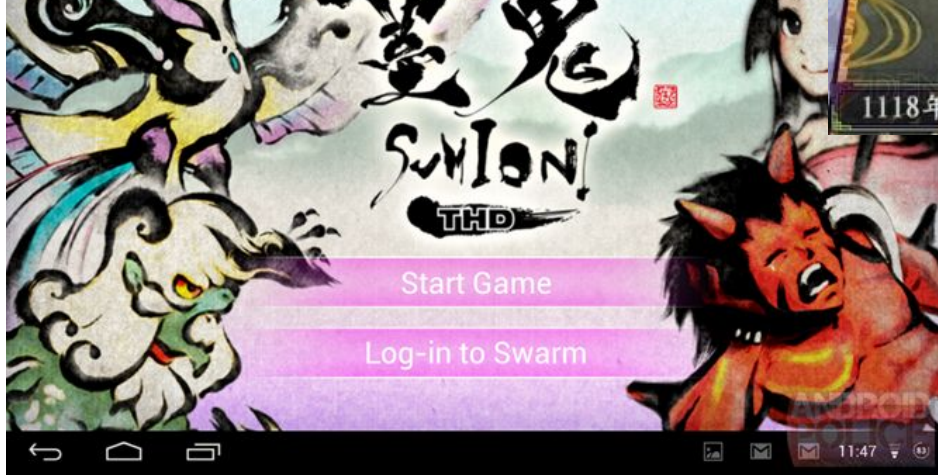
A1.11. Text

A visual style where the game is primarily conveyed through text.

A1.12. Watercolor

A visual style where characters and environments are presented as though they are painted in water color.
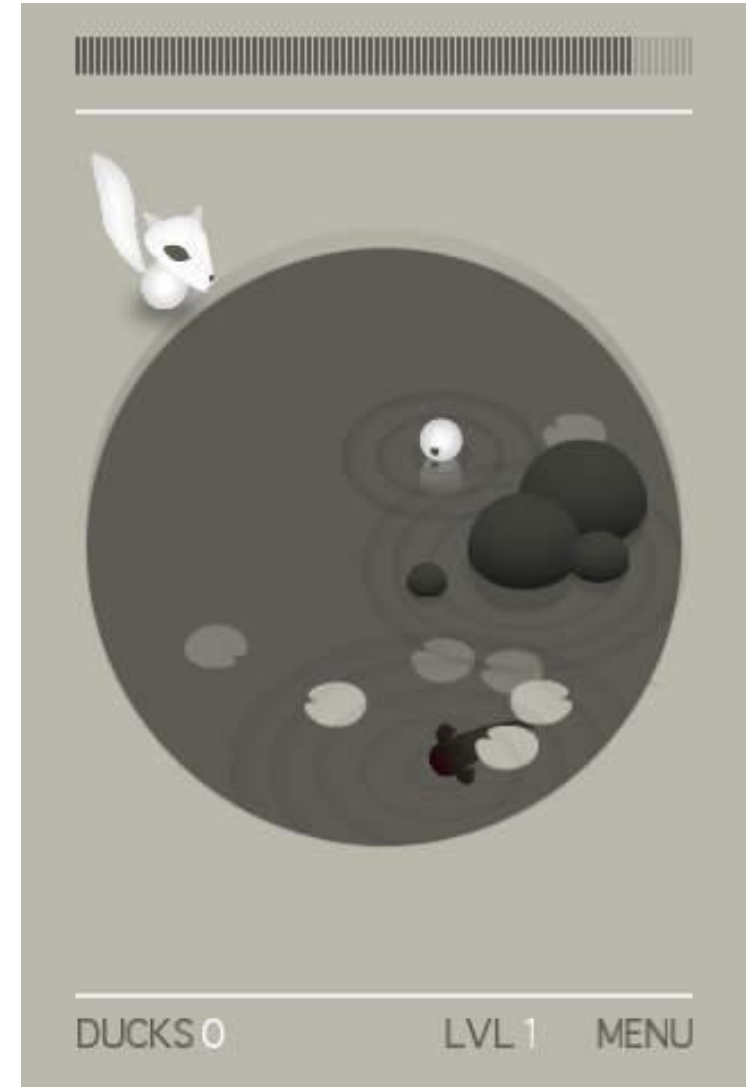
A1.13. Other: style

- When the visual style cannot be described by any of terms in the style facet, please record "other."
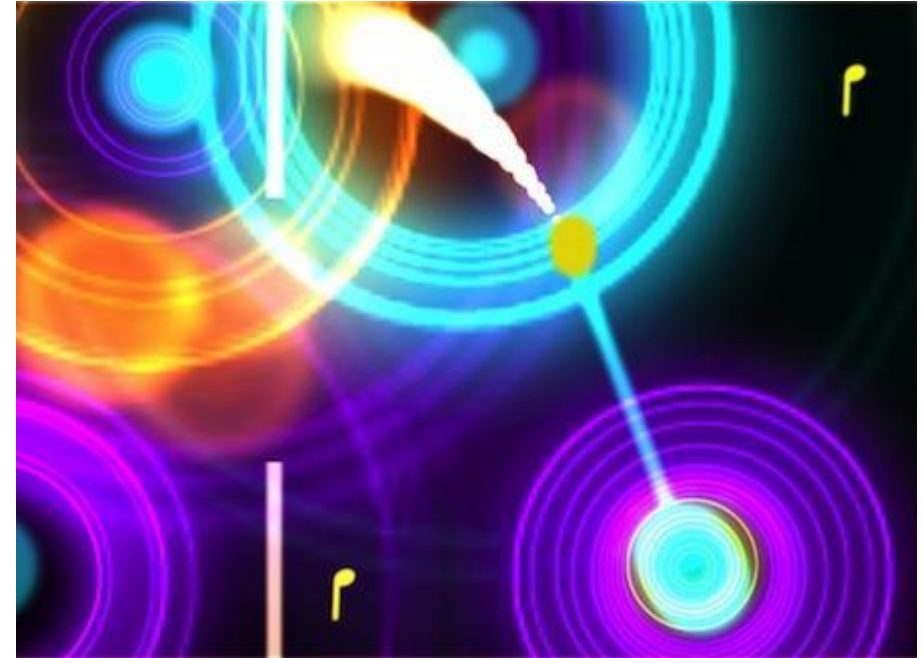
A2.1. Achromatic

A style that mainly portrays characters or environments in shades of black and white.

DUCKS 0   LVL 1   MENU

A2.2. Colorful

A visual style using many and varied colors.

A3.1. Bright

A visual style characterized by highly saturated colors.

A3.2. Dark

A visual style characterized by having highly desaturated colors.