Good graphics

It's so easy a blind man could do it

Alan Hazelden
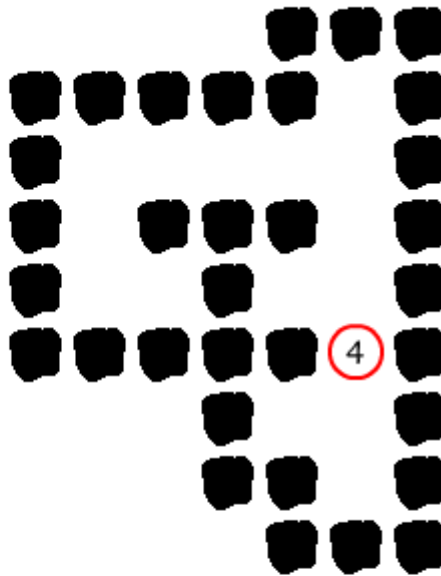alan@draknek.org
http://www.draknek.org/

- Not much!

- A game from April:

- Now looks like this:

- Where to find an artist?
    - Here
    - TIGSource
    - Twitter?
- Collaboration requires communication

Be consistent

Colour palettes

- Choose nice colours!

- Saturated colours are evil

- Don't use pure black/white

- Limit yourself to 4-16 colours

- Don't Look Back

Colour palette: examples

- These Robotic Hearts of Mine

- Not the Sharpest Sword in the Box
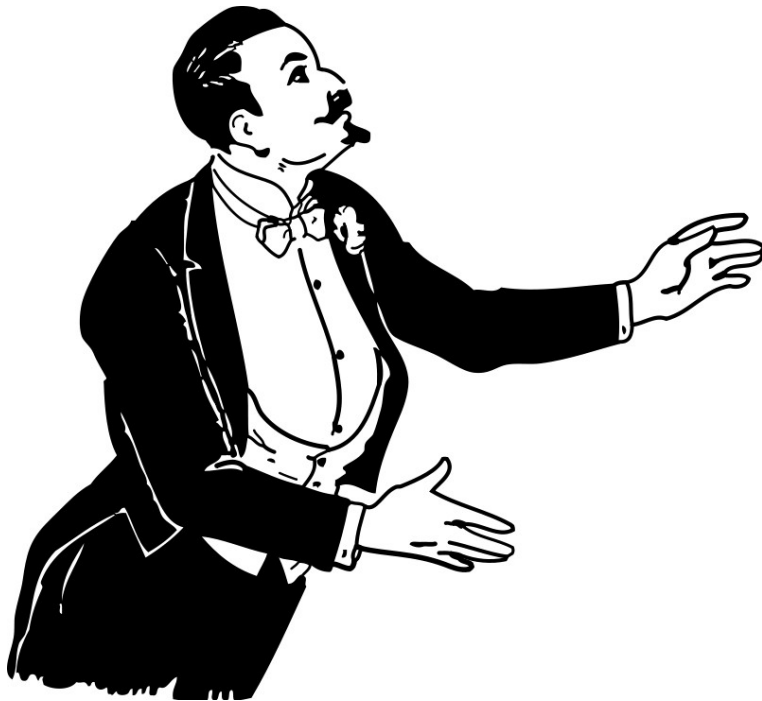
- Limbo

- Proteus
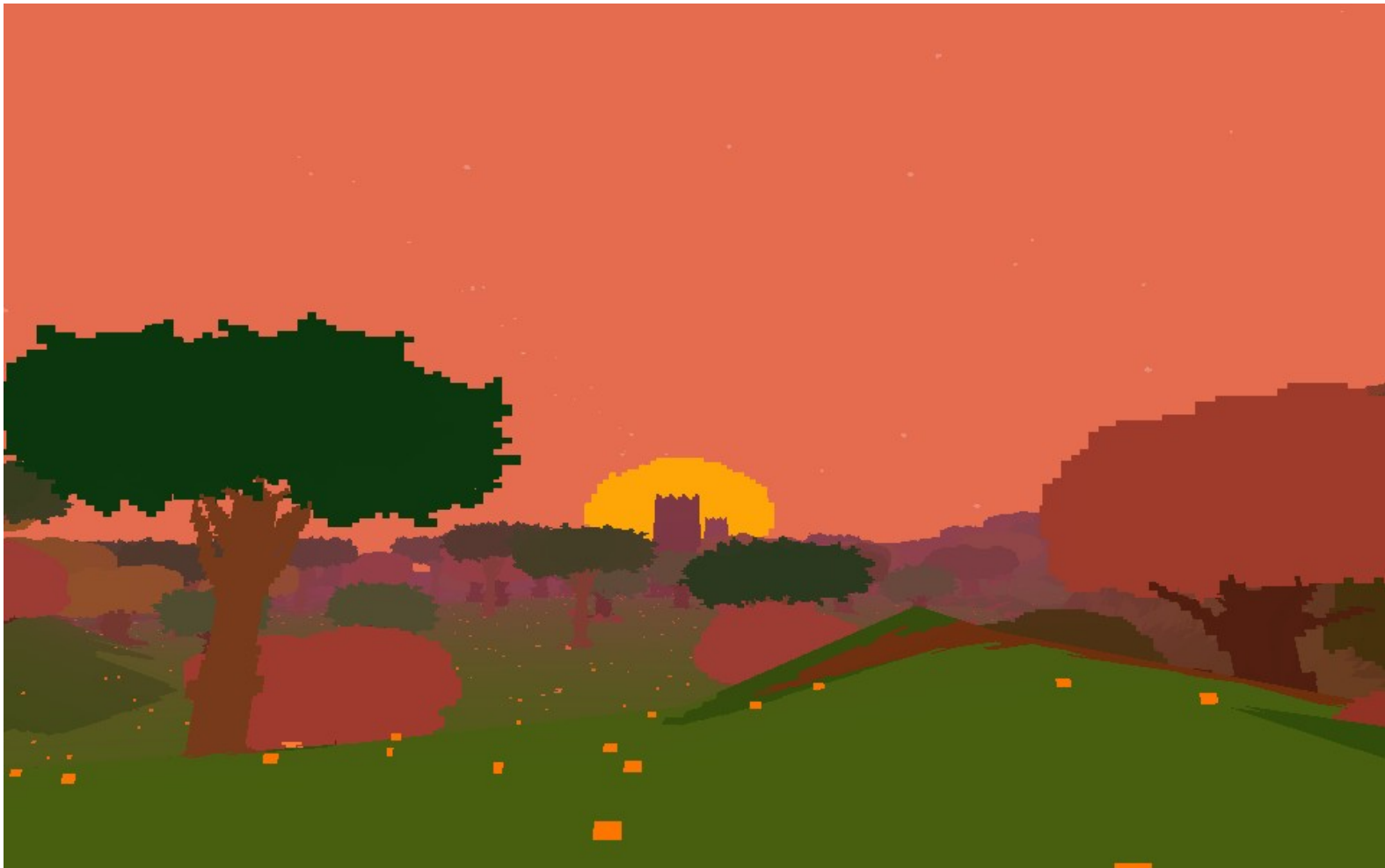
Colour palettes

- Search for "arne 16 color palette"

Colour palettes: tools

- https://kuler.adobe.com/

- http://www.colourlovers.com/

- http://www.colorblender.com/

- http://www.degraeve.com/color-palette/

- http://devmag.org.za/2012/07/29/how-to-choose-colours-procedurally-algorithms/
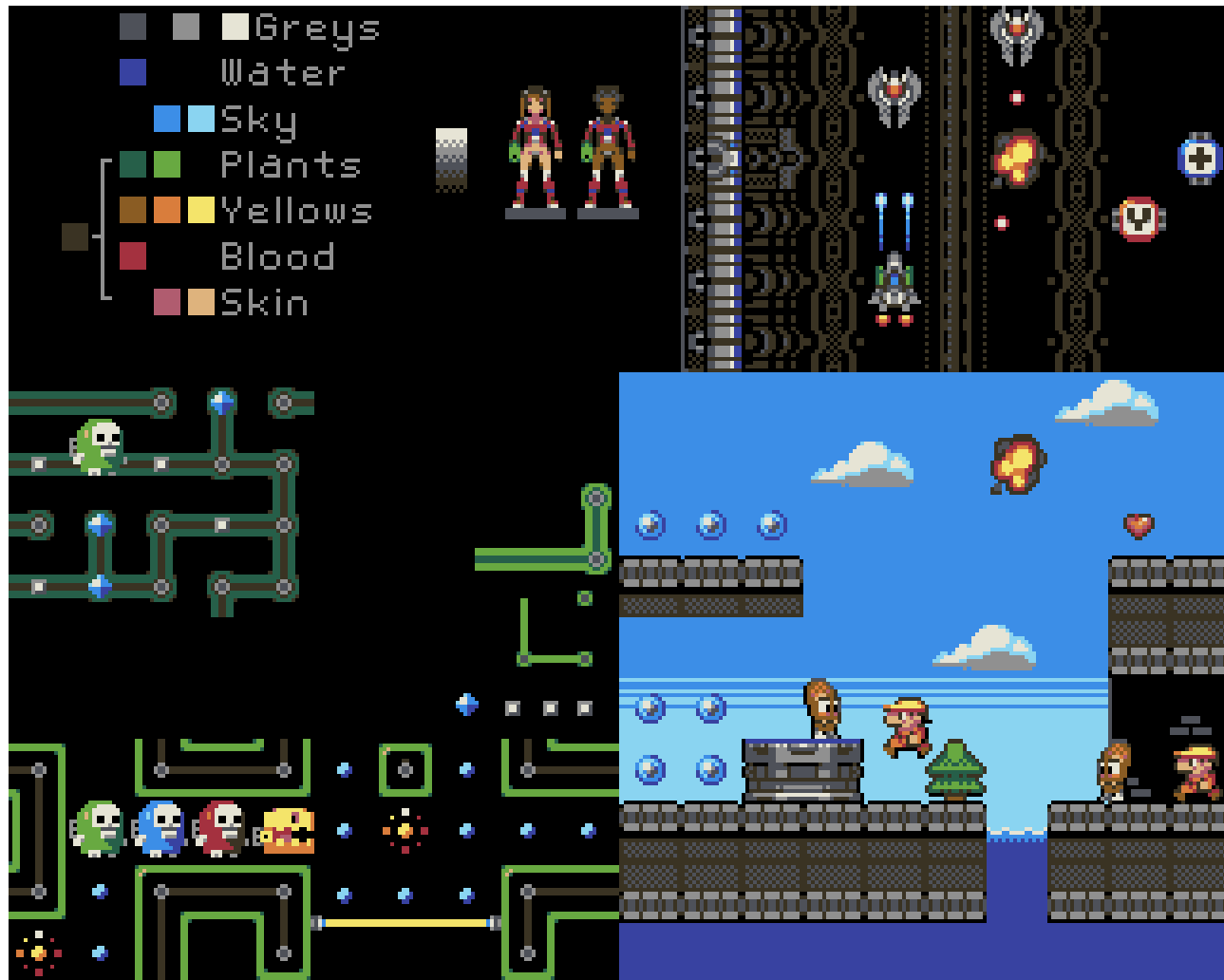
Be consistent
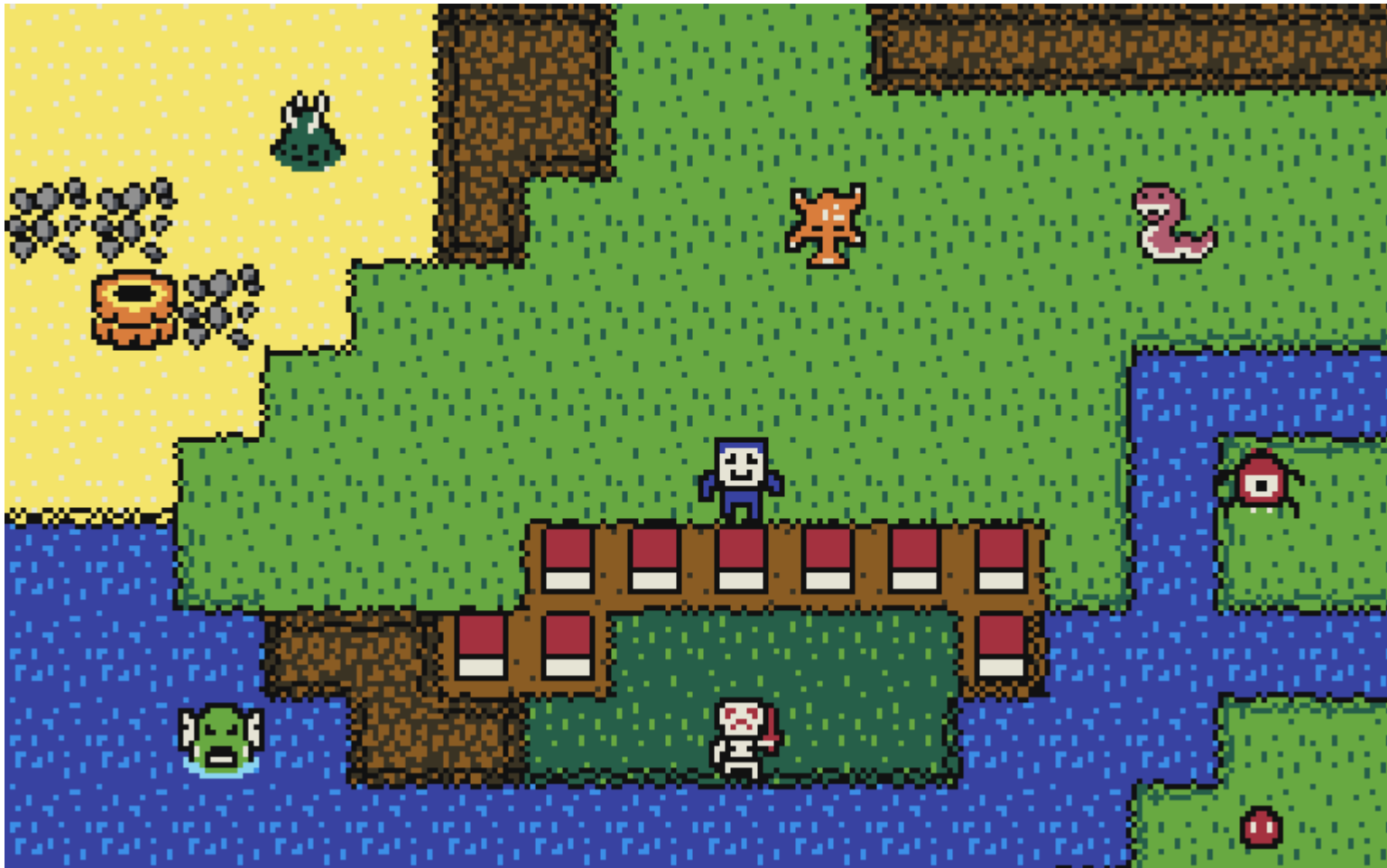
Pixel art

- Choose a low screen size
- Don't mix pixel resolutions
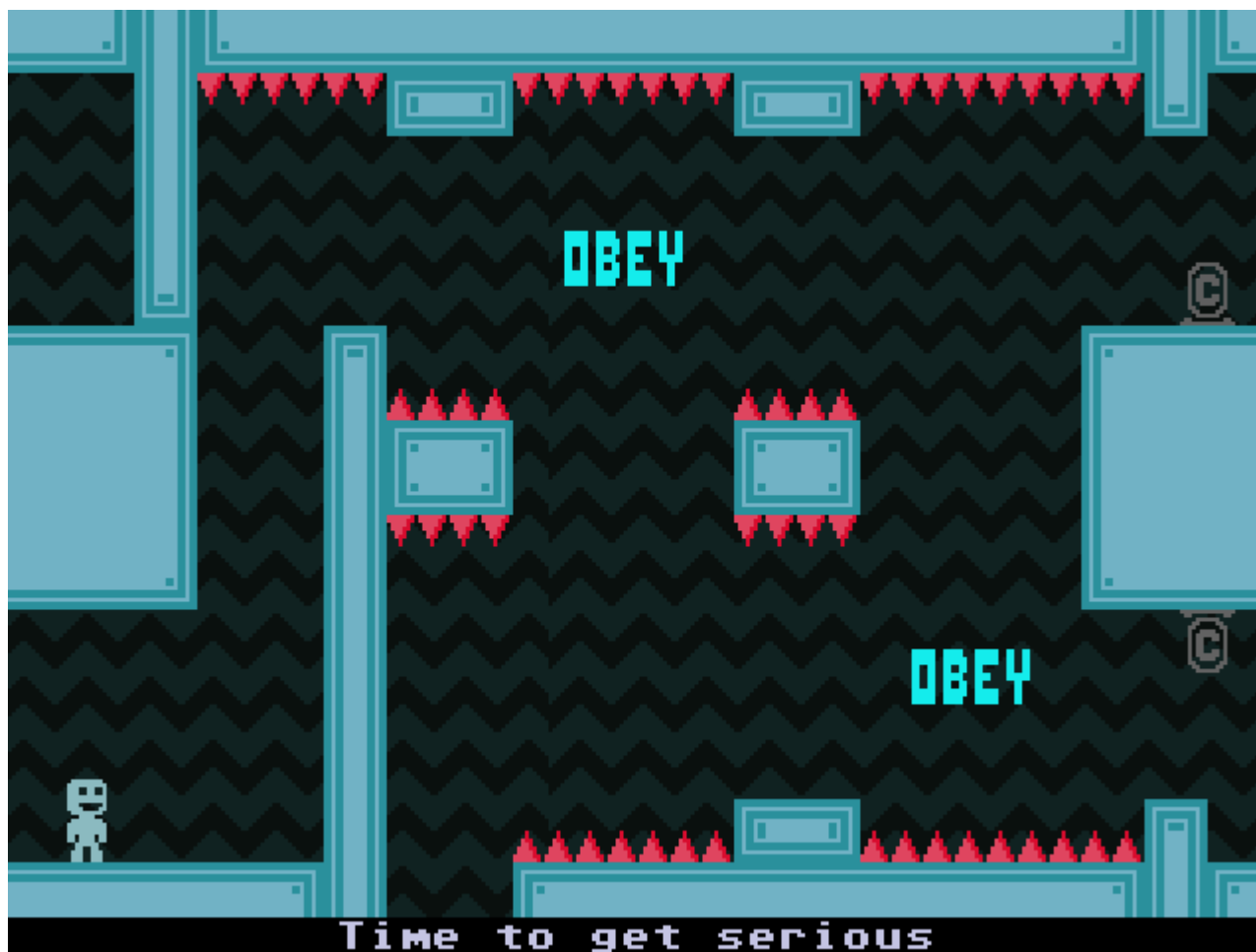- Plenty of tutorials online

- Legend of Parasite

Pixel art: examples

- VVVVVV

- Terrible Tiny Traps
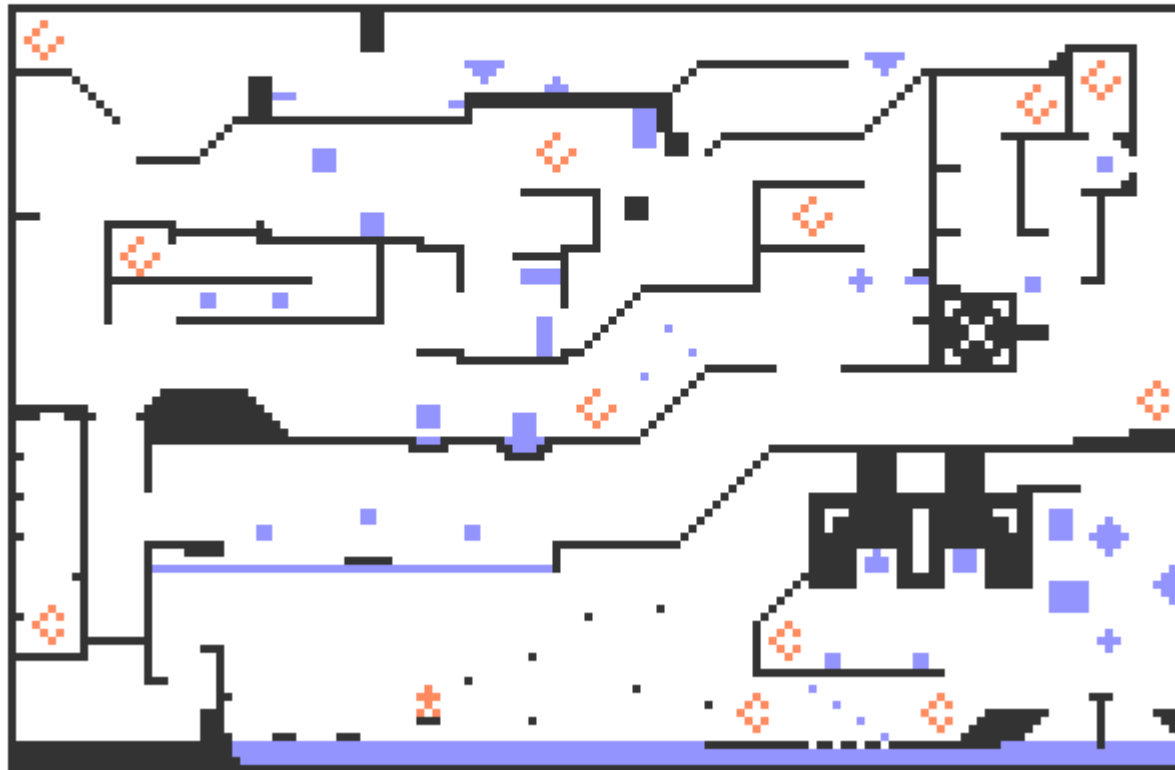
Pixel art: examples

- Nitrome's icon games
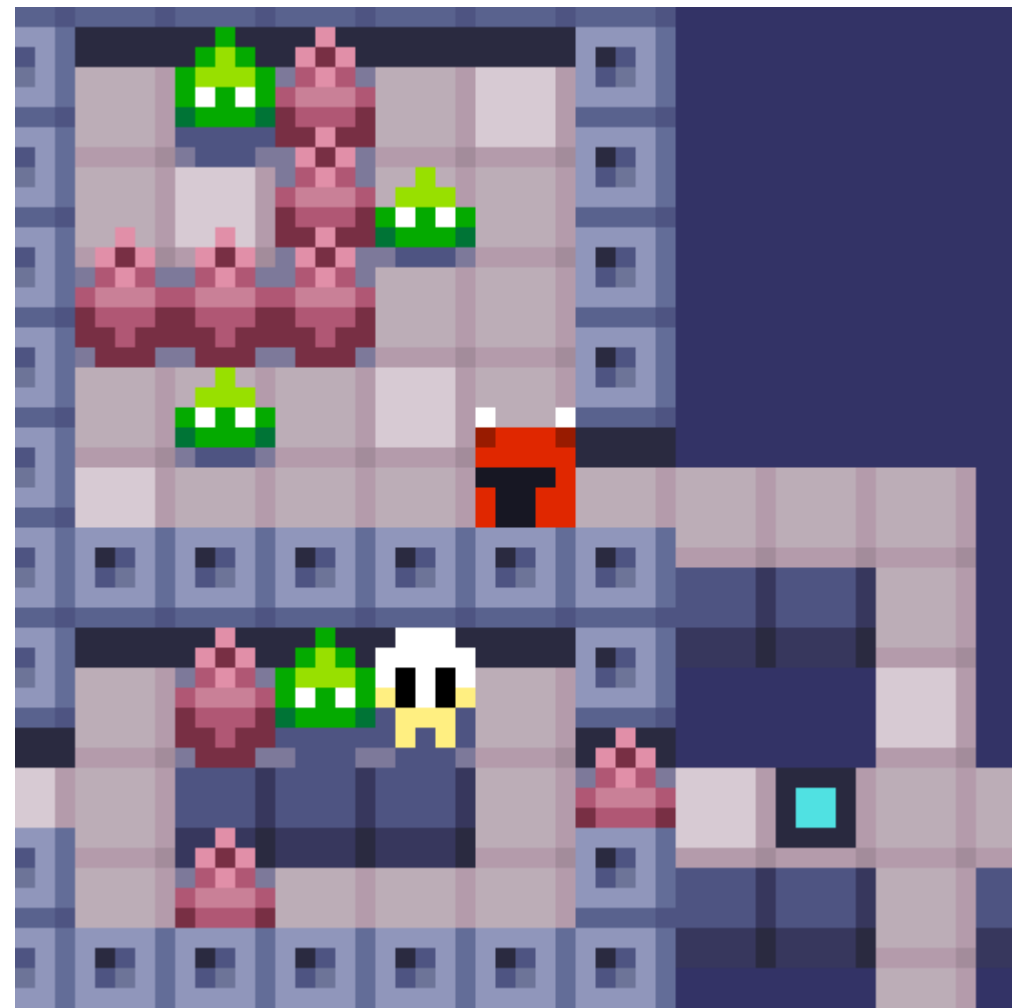
Be consistent

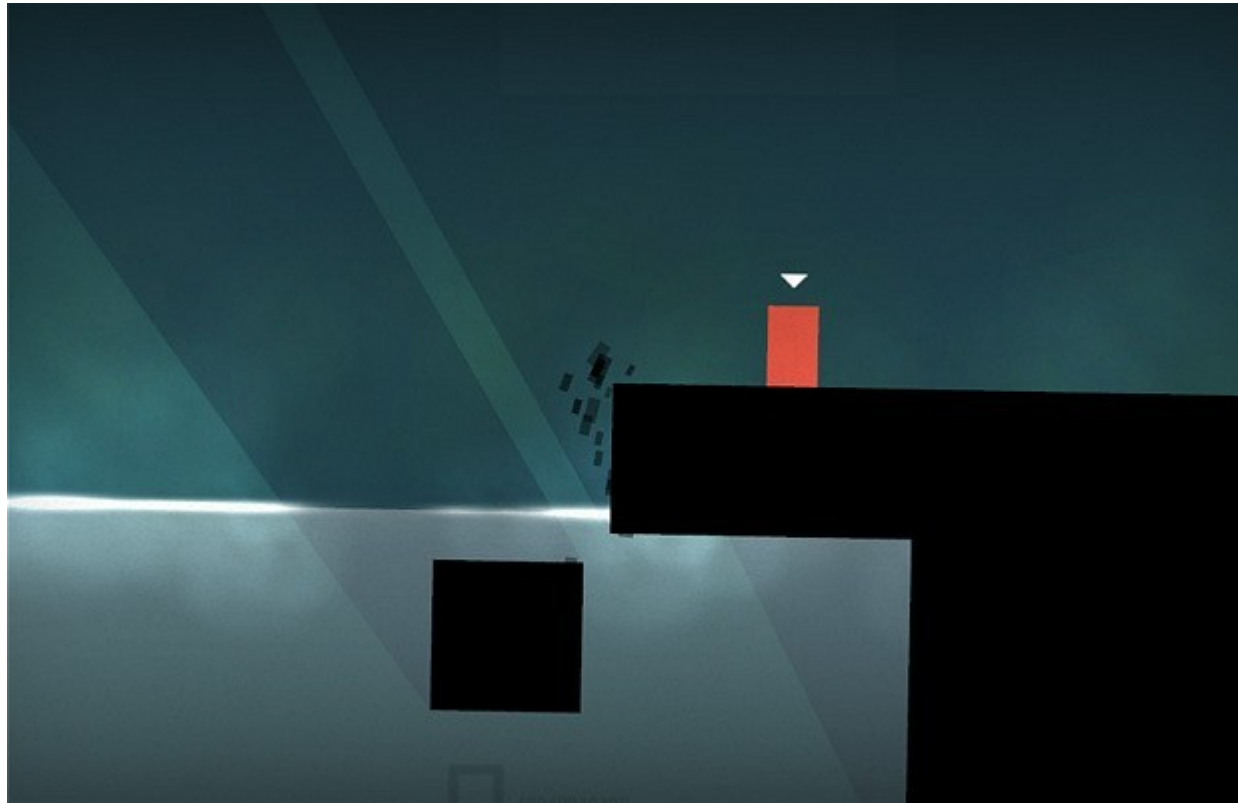- Super Hexagon

Vector graphics: examples

- Geometry Wars

Be consistent
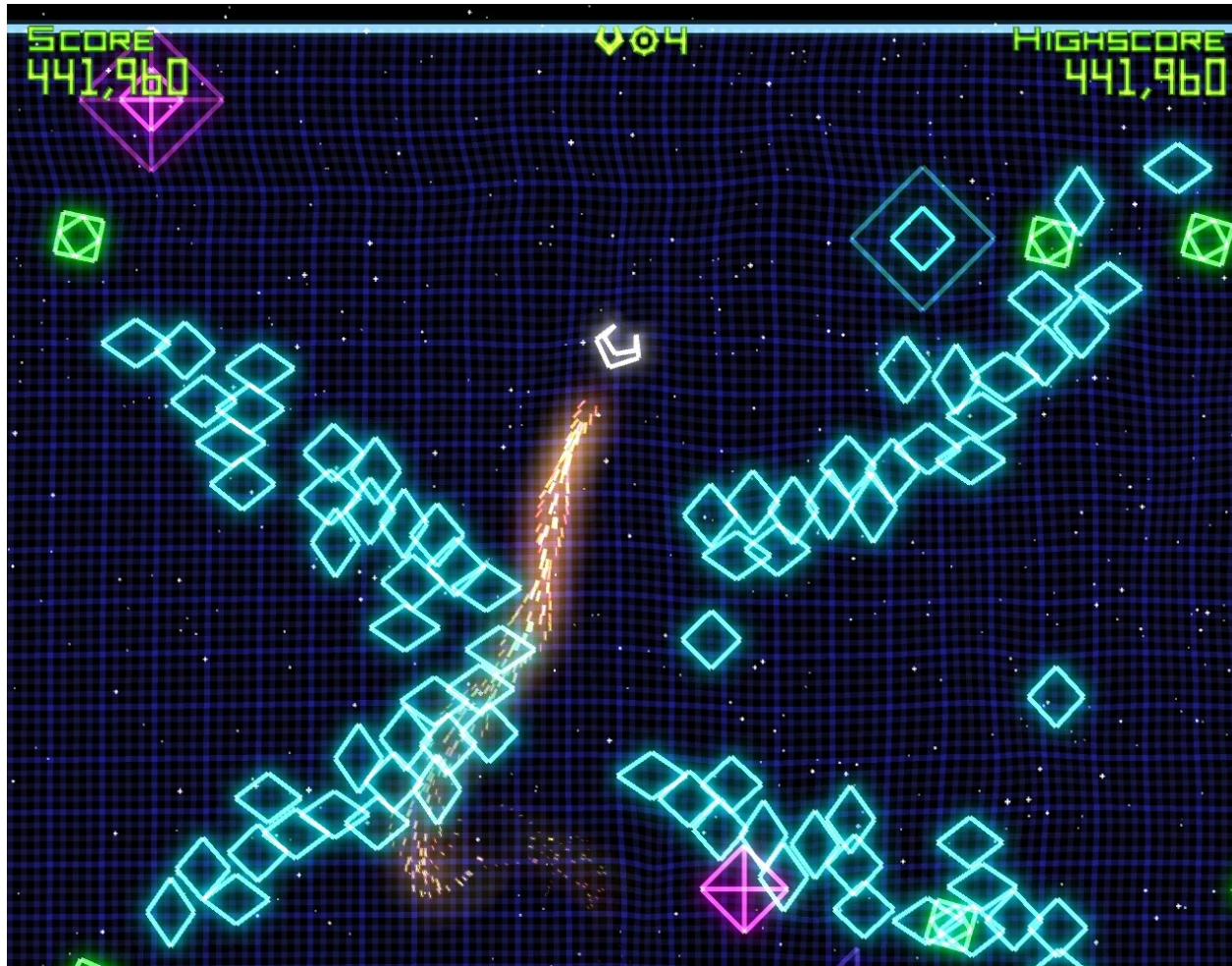
- Thomas Was Alone

- Impasse

- Sokobond

Abstract shapes: examples

- Voxatron

- English Country Tune
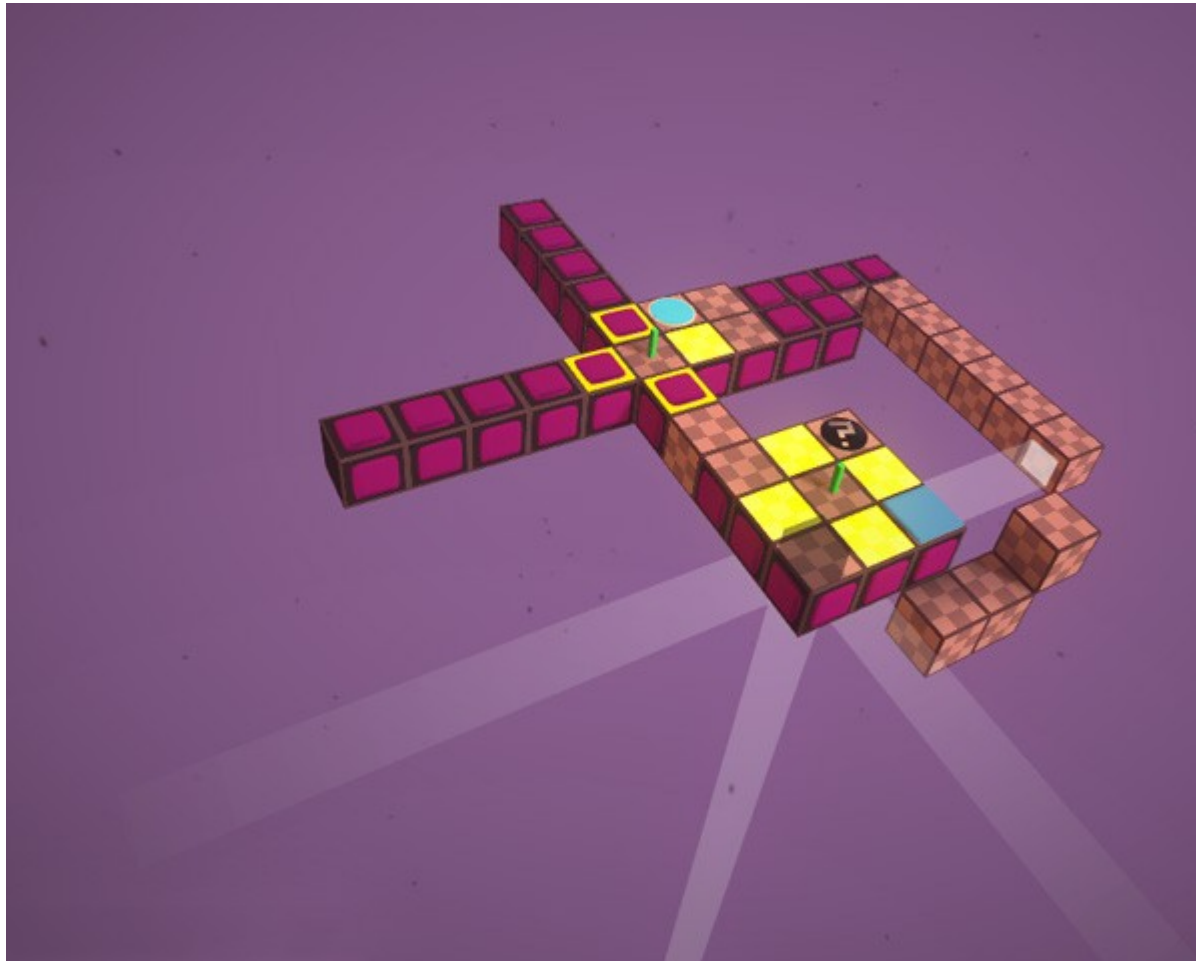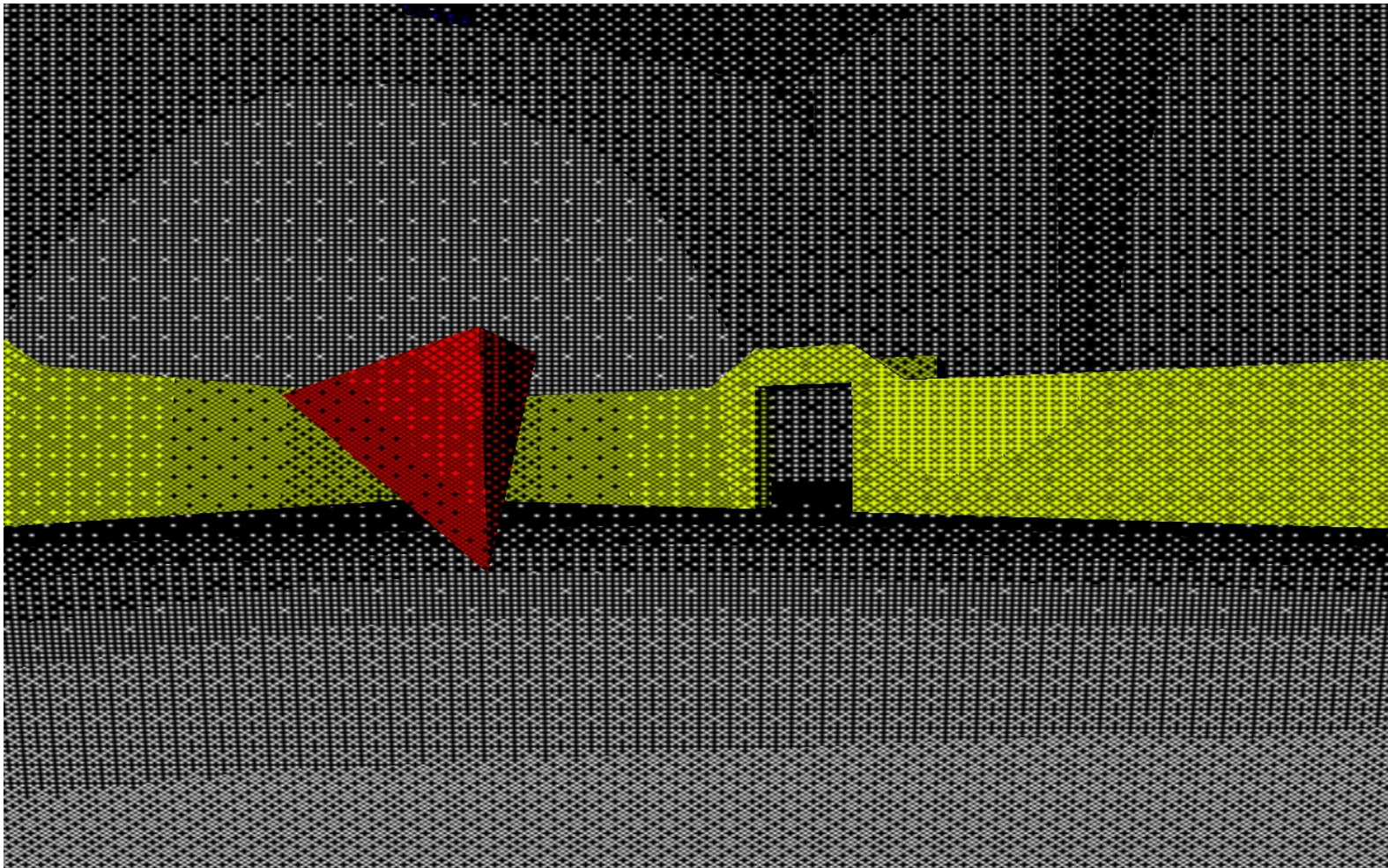
Be consistent

- At a Distance

- Appy 1000mg

- Lone Survivor
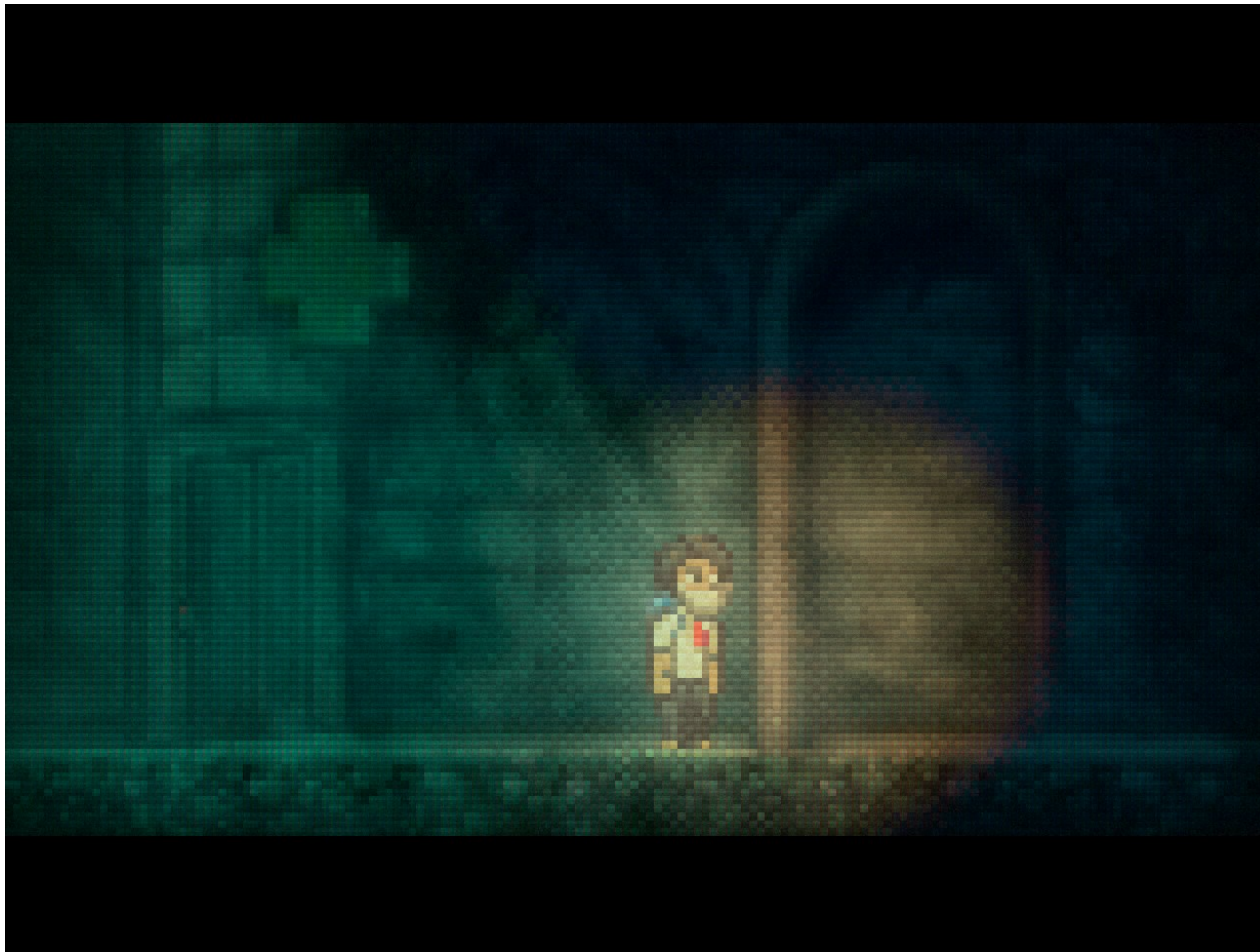
Be consistent

Text

- Never use the default font!

- Who needs graphics anyway?
  - Interactive fiction
  - Roguelikes

Other effects

- Screen shake

- Particles

- Glowy-ness

- Add faces

- Tweening

- You can do a lot with one sprite, scaling, rotation and blending

- Only clear the buffer to 90% alpha

Be consistent

MS Paint graphics

- RunMan: Race Around the World

Be consistent

Draw & scan graphics

- Sissy's Magical Ponycorn Adventure

Be consistent

- Frutorious

- "We don't have an artist and we can't draw so we make stuff out of plasticine and felt and photograph it"

- "It literally took about 2 hours to make all the characters"

Be consistent

Ignoring all the rules

- memrrtiks, suashem

Be consistent

More resources

- Cactus's GDC 2009 talk:
  - http://www.youtube.com/playlist?list=PLC261E393485CD2F1

- Juice it or lose it:
  - http://www.youtube.com/watch?v=Fy0aCDmgnxg

- Seriously, watch them!

alan@draknek.org

Twitter: @draknek

http://www.warwickgamedesign.co.uk/forums/

Notices

- Upload your games!

- Tigsource competition: "Sports"

- Fuck This Jam

- Next week: playing games

  – Bring friends