Attention Please: Contrast and Drawing Focus In Your Game

TVGS Art Orbit Sept 2017

Who is this for (hopefully)?

- General concept about color/contrast usage
- For designers (game or graphic) and artists
- In a small dev group, every bit of constructive criticism can be important

Why?

- Draw the right attention to the correct places
- Helps readability

Issues with reliance on color

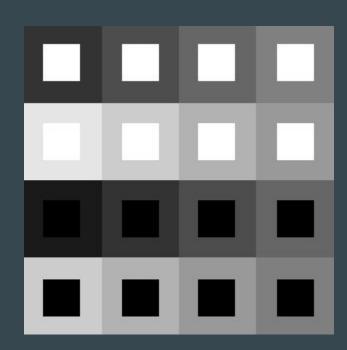
- Color blindness can be an issue (a different matter worth investigating)
- Needs to pair up with distinct shapes for best results
- Animation helps a lot in drawing attention too

2 Main sections

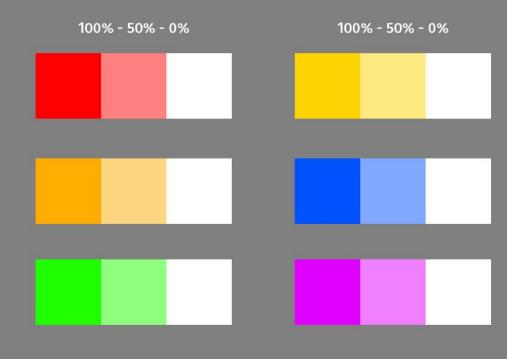
- 1. Gameplay elements
- 2. GUI or UI design

1. Gameplay Elements

- Playable characters
- Enemies
- Platform or space (2D or 3D environment)
- Power-ups, coins, and more



Saturation Contrast

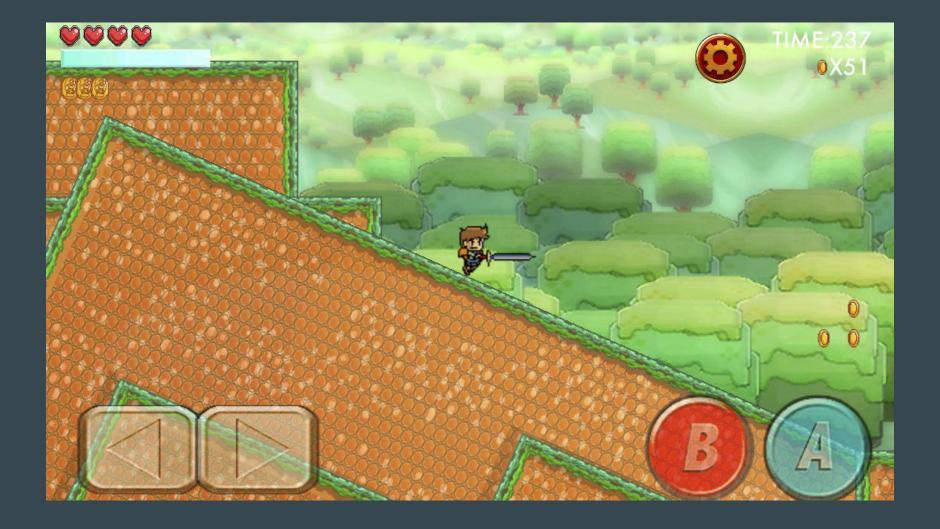




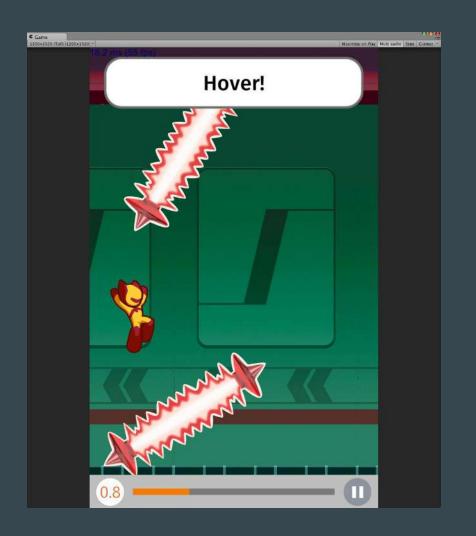


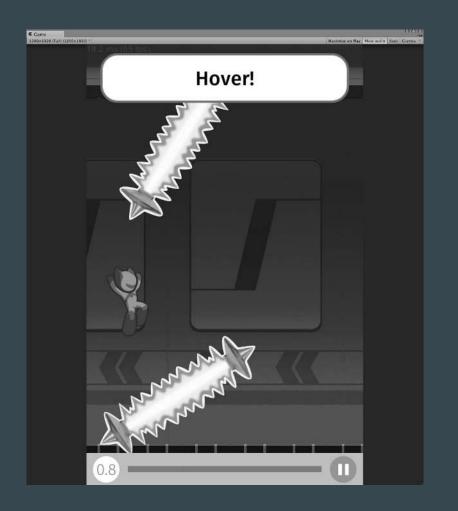


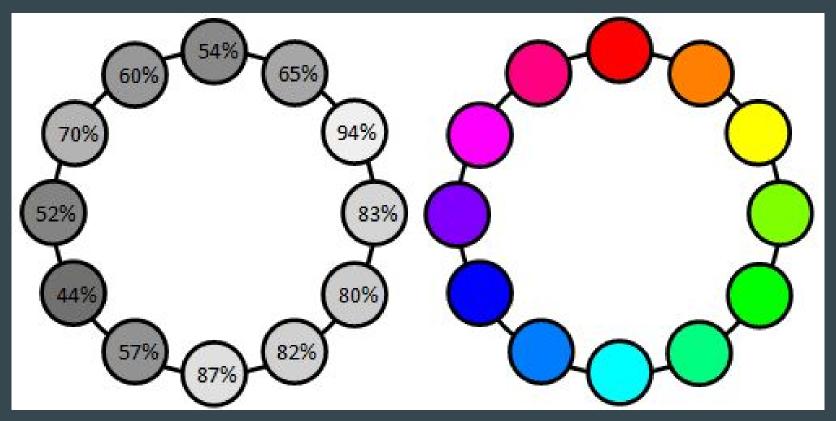












Color Luminance











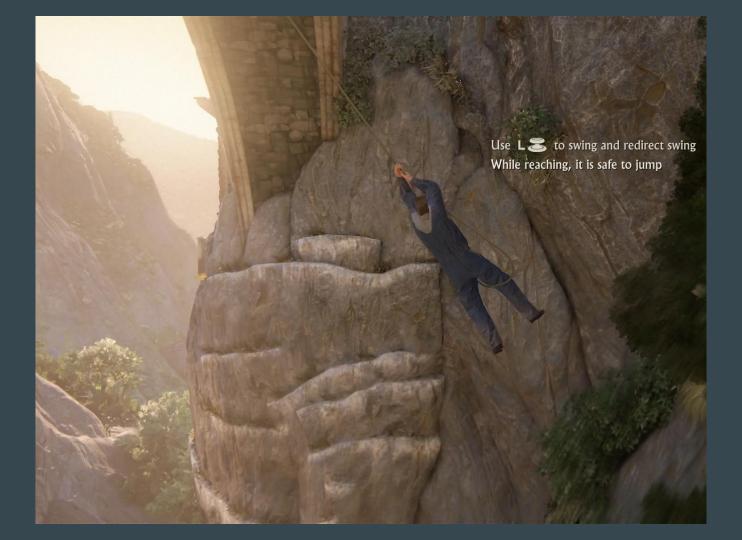














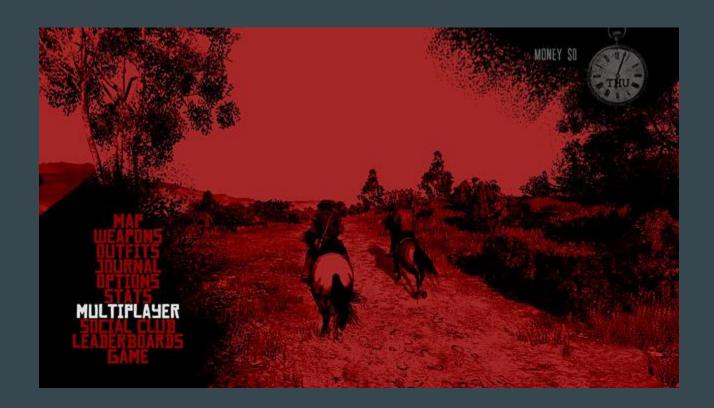


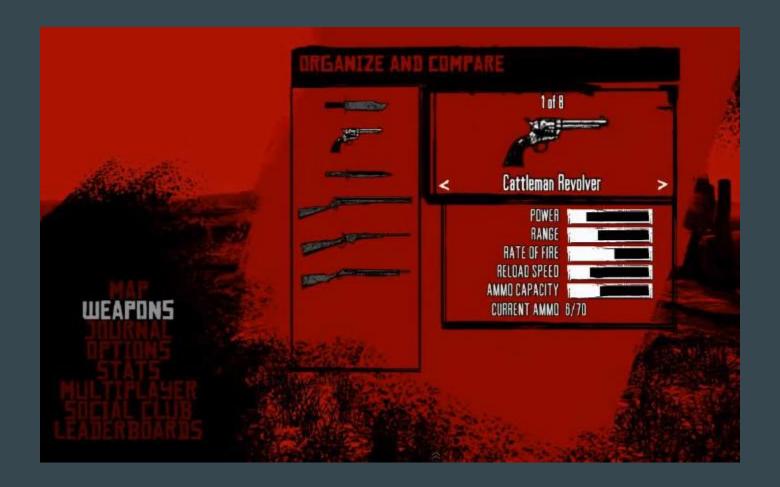
2. GUI (Graphic User Interface) design

- Gooey?
- Visual representation of interact-able stuff and information

- A whole new world by itself







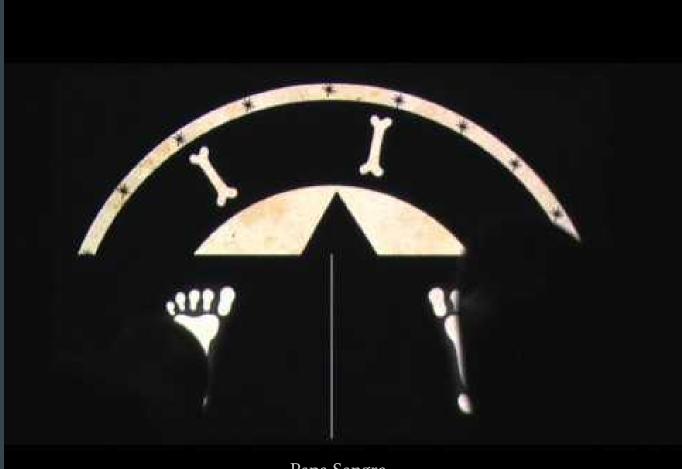




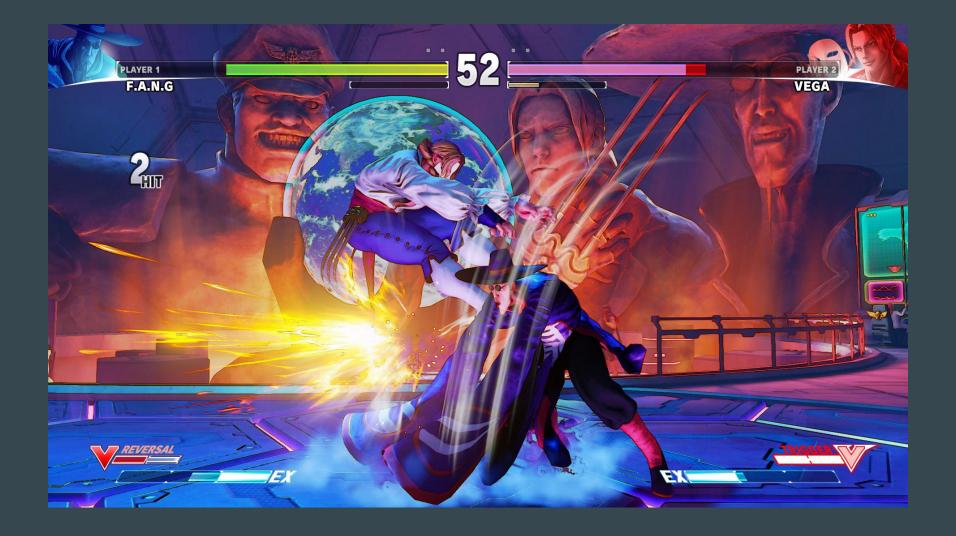






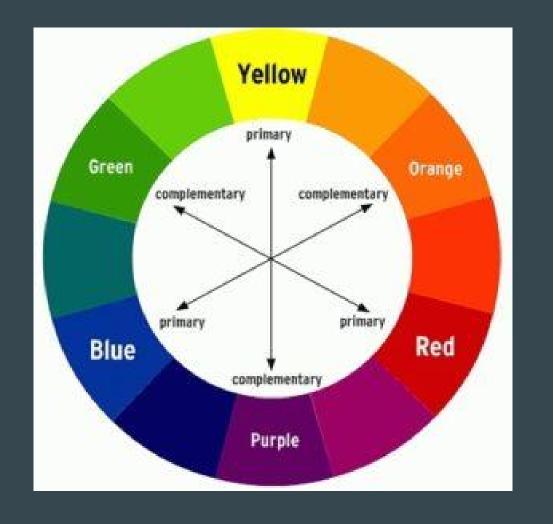


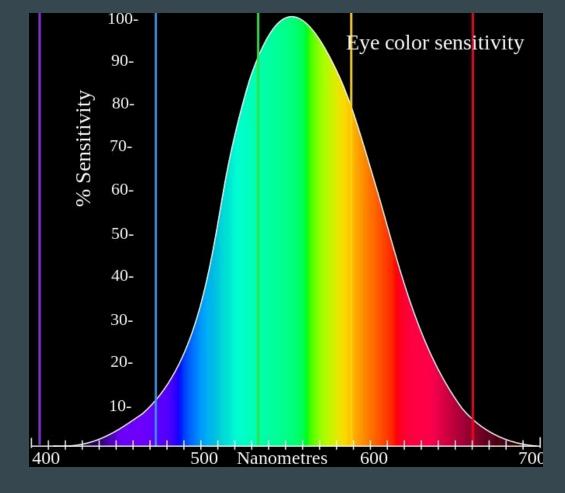
Papa Sangre











Critique/brainstorm time

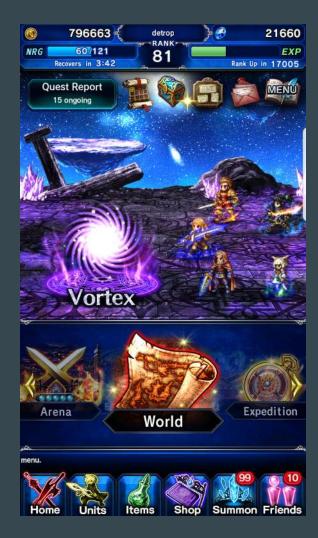
- What?!













Blue and Orange



(just kidding)

