

SAE Institute Australasia

Creo

Exemplars

Student Works

26-9-2024

GAD178.1 2D Asset Design for Games

SAE University College

Follow this and additional works at: <https://creo.sae.edu.au/exemplars>



Part of the [Game Design Commons](#)

SAE Institute Australasia

Creo

Exemplars

Student Works

26-9-2024

2D Asset Design for Games

Anthony Robinson

Follow this and additional works at: <https://creo.sae.edu.au/exemplars>



Part of the [Game Design Commons](#)

Recommended Citation

Robinson, Anthony, "2D Asset Design for Games" (2024). *Exemplars*. 164.
<https://creo.sae.edu.au/exemplars/164>

This work is made available to you by SAE Institute. Reusing any part of this work remains the right of the copyright owners. All Rights Reserved. This work has been accepted for inclusion in Creo's Exemplars Collection by an authorised administrator of Creo. For more information, please contact library@sae.edu.au.

Project Document

GAD178

Project 1

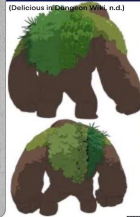
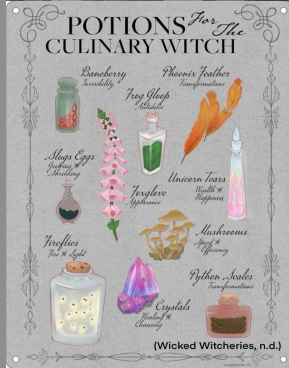
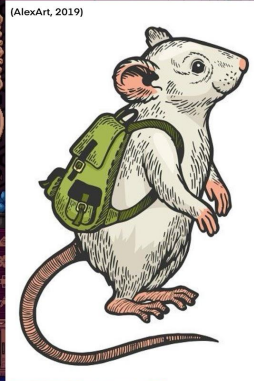
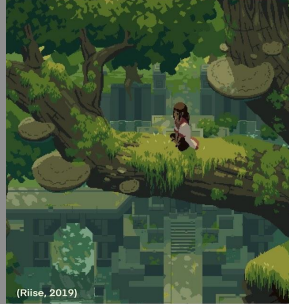
Introduce your game concept:

The local village's witch is always handy to brew up a potion for any occasion, but what happens when they can't cure their own ailment? As their familiar, you've made it your mission to help the witch cure this mystery sickness by finding the highest quality magical ingredients.

The game I want to create is a fantasy, witch themed narrative driven point and click adventure. Players will play as a witch's familiar, a small mouse, and their goal is to venture out to collect ingredients for their witch to make potions for the local village. The player will encounter many magical friends and foes while exploring this world in search for useful ingredients, but they are just a small mouse with no weapons or defence. They will have to read the environment to navigate alternative paths, and decide whether the magical creatures they encounter are actually there to help or not.

As players explore the world, they will need to be conscience of the noise they're making and the environments they walk on as to not disturb the local wildlife. Taking the path along the river and splashing in water may invite danger!

Moodboard:



Composition studies:

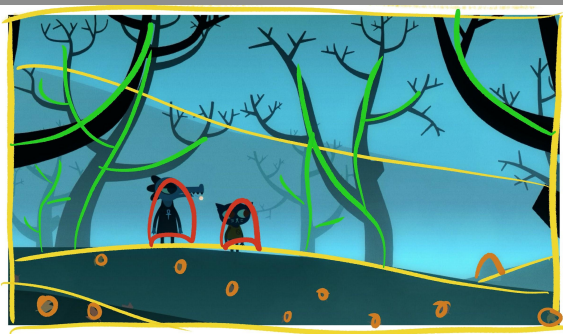
A



- Contrast colours
- Shaded = look no touch
- trees + lighting guide the character to next area
- pitch black door to other area
- spiral layout.

Eastward

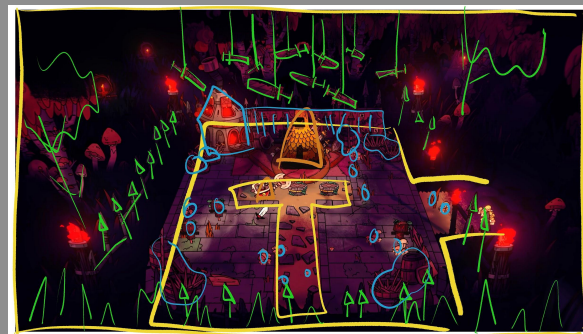
B



- Rolling hills = perspective
- Characters dark or light
- Shade of trees
- leaves on only 2 layers of hills (foreground)
- contrasting saturation

Night In The Woods

C



- Clear platform surrounded by black
- Hazed rooms lined with trees/spears
- Rite of things
- contrasting colours: yellow path, yellow NPC

Cult of The Lamb

(Chappell, 2024, own work)

Images A-F taken from personal console screenshots.

Composition studies:

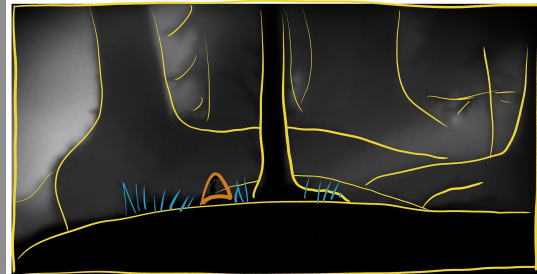
D



- Clear leading lines
- contrasting colours: yellow tunnel vs blue opening

Stray

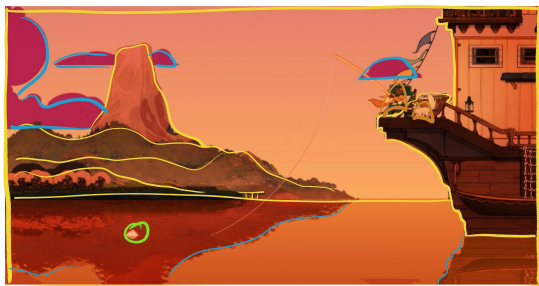
E



- Monochromatic = dramatic colour contrast.
- lighting through trees
- hard and soft edges: character is snorepet, eyes pop

Limbo

F



- Rule of thirds
- shadows in foreground
- harmonious colours
- glowing UI
- sharp silhouette

Spiritfarer

G



- light characters vs dark background.
- wave composition
- contrasting colours
- bright interactable assets
- BG+FG soft lines
- colour barrier
- Glow effect.
- FG vs. light separation
- sharp lines

Cuphead
(Fontes,
2022)

Concept thumbnails:

A

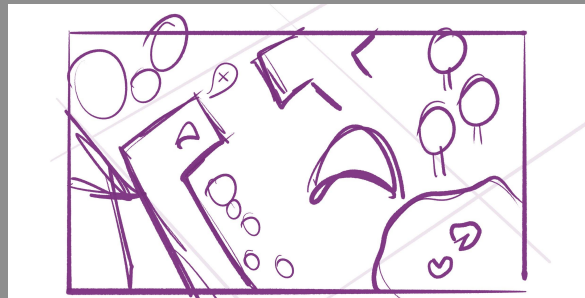


Shop!

Assets needed:

- books
- potions
- scroll
- window
- interact prompt
- jars
- bench
- plants
- poster
- characters
- bookshelf

B



Isometric view of back garden

Assets needed:

- Rocks
- pond
- trees
- house edge
- grass
- characters (mouse, goblin)
- interact prompt

C



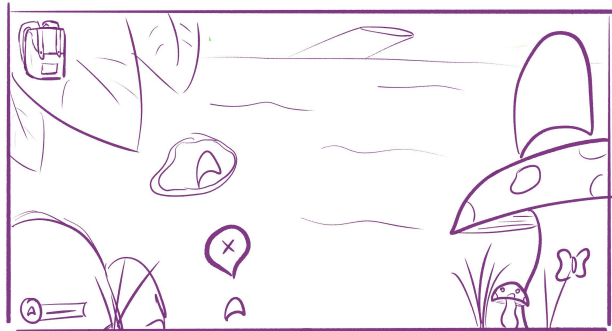
Stealth area: don't wake the gnome!

Assets needed

- gnome
- window
- ui
- pillow
- bookshelf

Concept thumbnails:

D

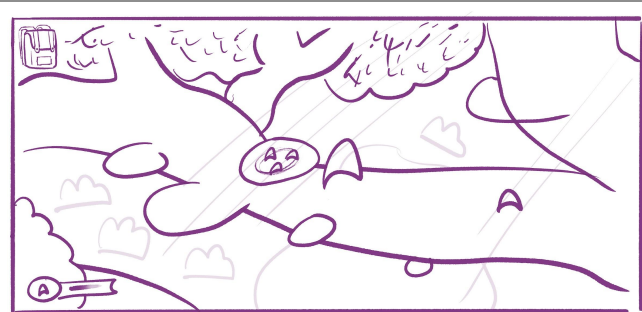


Encountering magical creatures!

Assets needed:

- rocks
- leaves
- Giant log (BG)
- characters
- grass
- mushrooms
- Bugs

E



Exploring a giant tree!

Assets needed:

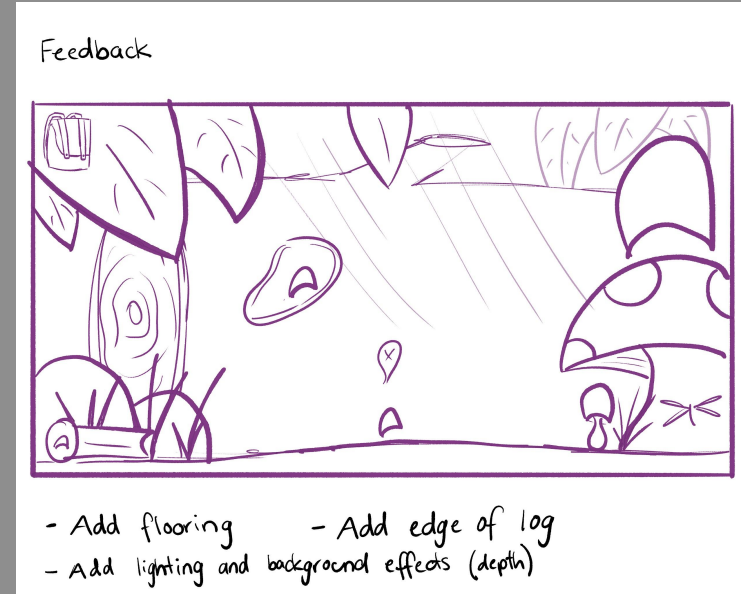
- tree
- characters
- Nest
- Particle effects: sun rays
- leaves
- water under the tree
- mushrooms
- bushes under the tree

Feedback:

Feedback received week 2: My visually strongest thumbnails are D and E. A few changes needed include adding a floor to D and more detail to assets like the log in the background to make the piece clearer. Change executed below:

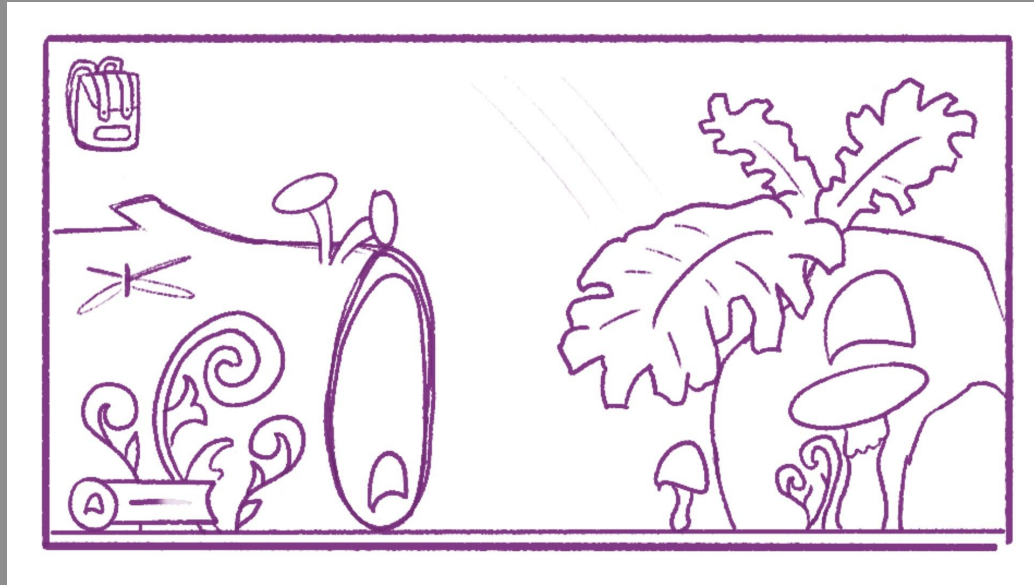


Before



After

Chosen thumbnail:



I chose this thumbnail as I thought it would be a good starting point for my first attempt at doing this kind of work. It is a simple design with common assets i can reuse throughout multiple other scenes.

Asset List:

2d Asset Prod - Project 1 ☆ Workspace visible Board

Power-Ups Automation Filters LC Share

To Do

- Log
- Mushrooms
- Plants
- Rocks
- Insect
- Flooring
- Leaves
- Ground level
- Player
- NPC
- Backpack (inventory)
- Sneak bar
- Sunrays
- + Add a card

In Progress

- 6 asset sketches
- + Add a card

Completed

- Moodboard
- Moodboard references
- Composition study 1
- Composition study 2
- Composition study 3
- Composition Study references
- Thumbnail 1
- Thumbnail 2
- Thumbnail 3
- + Add a card

+ Add another list

Labels

Search labels...

Labels

- Environment asset
- Research
- FX
- Pre-planning
- Character
- UI asset

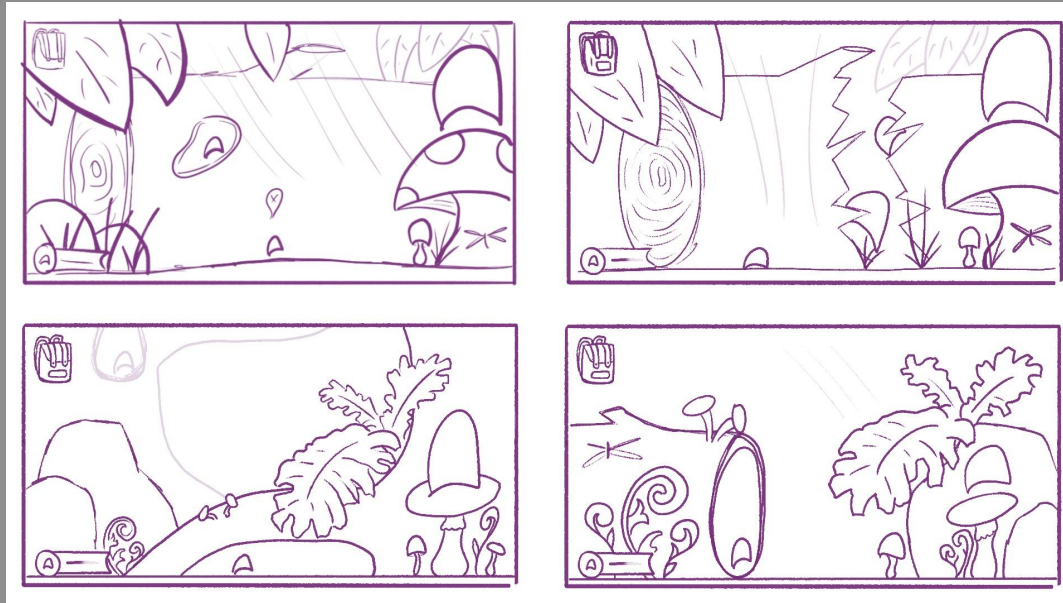
Create a new label

Enable colorblind friendly mode

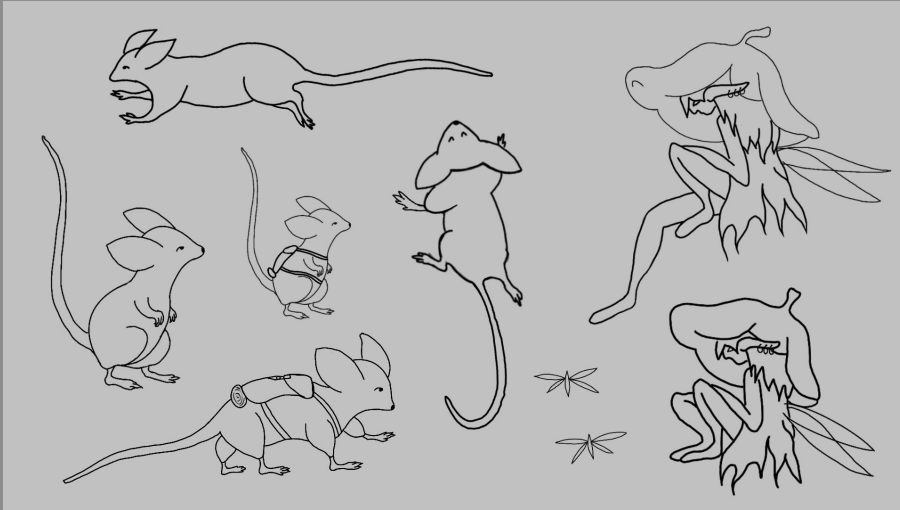
Link:

Feedback:

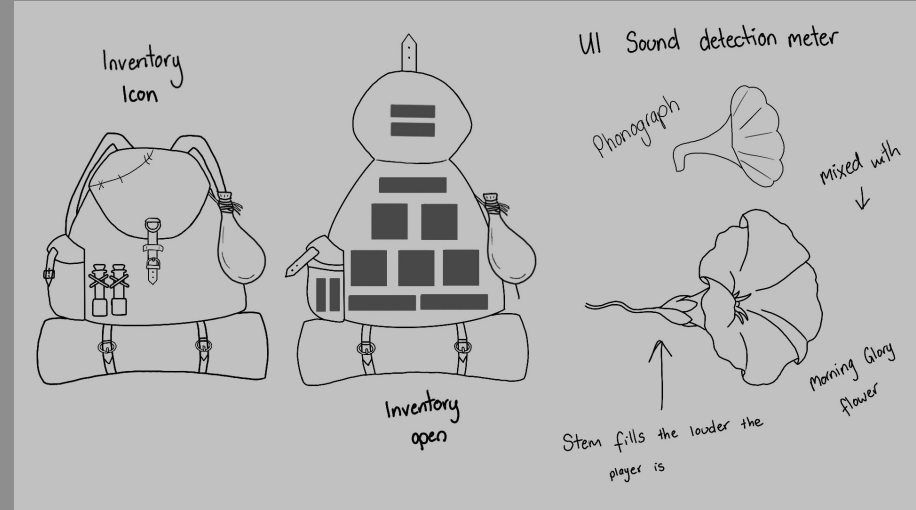
Received week 3: I decided to make iterations of my chosen thumbnail to explore more options. After 2, I was getting a bit bored of the log flat on the ground so played around with a tree that had a giant root in the similar environment. After this, my favourite were the bottom 2 and I learnt that we will be doing another scene later in the class so I can still do both.



Asset thumbnails:

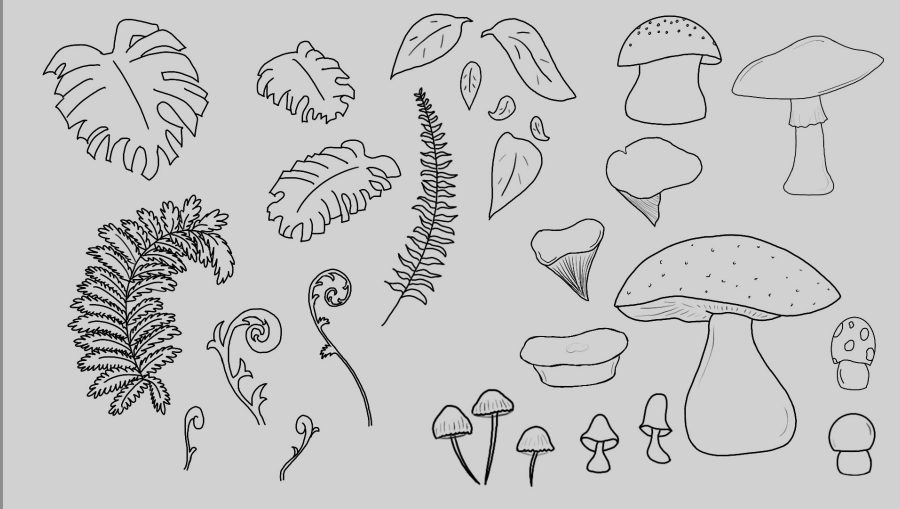


Main character (mouse) and NPC (pixie)

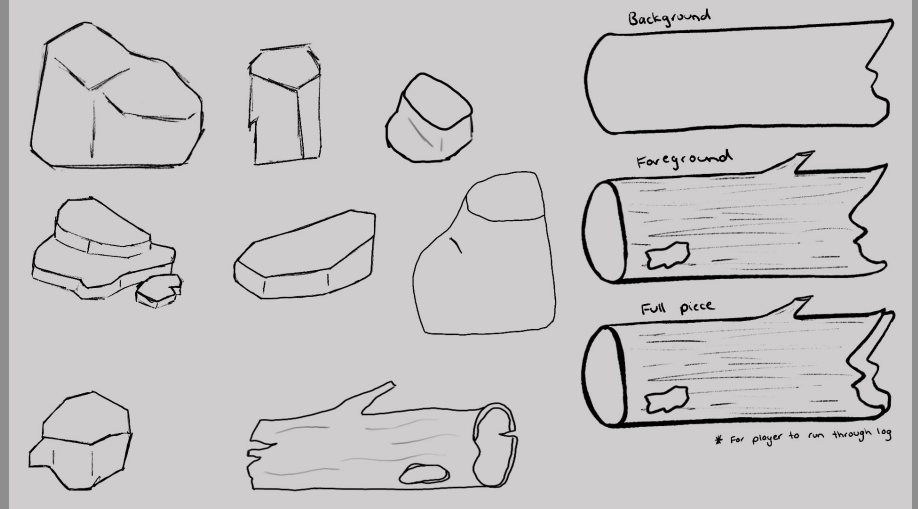


UI - inventory icon and sound detection meter

Asset thumbnails:



Plants and mushrooms

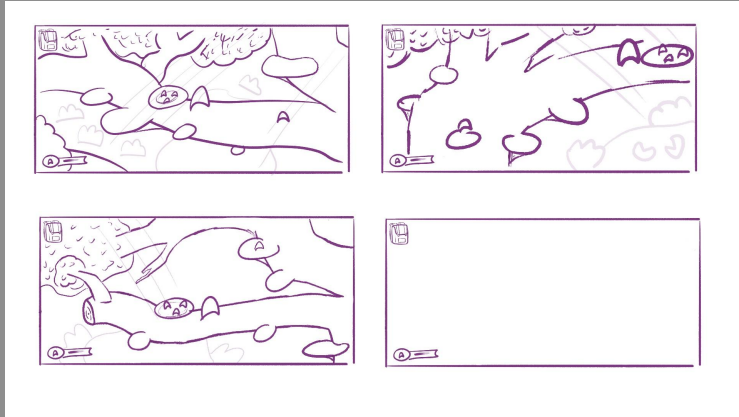


Rocks and logs

Feedback:

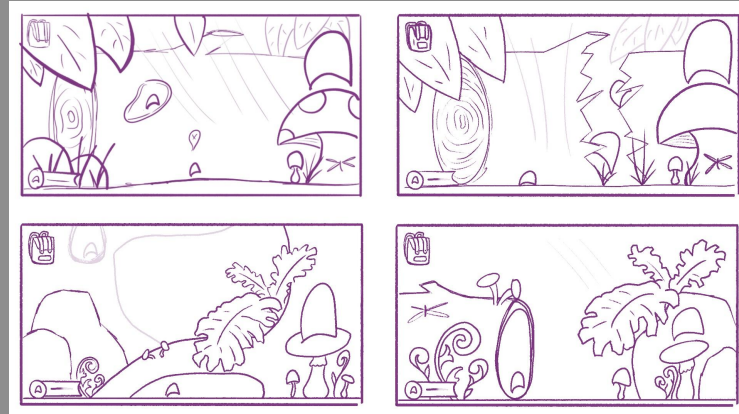
I asked for feedback regarding the UI as I want it to be quite simple and the only asset being the inventory (backpack) and the sound detection meter. I didn't want the sound UI asset to look like just a plain bar that goes up and down. Anthony suggested a megaphone which reminded me of the pixar film A Bug's Life where Flick makes a telescope out of a leaf and a water droplet so I ran with that inspiration and started researching antique hearing devices (antique because they often look fantasy-like): phonograph, dictaphone, antique hearing aids, ear trumpets, gramophones etc.

Extra work:



Iterations

From my visually strongest thumbnails, I initially wanted to do the figure on the left but couldn't think of a 4th iteration so went with the figure on the right.



Extra work:

The entire idea for this game came from a very clear image in my head that I have had for a while of the shop (thumbnail A). However, the original idea was for a 3D game. I love games that have huge set pieces, whether they are interactable or not (example: the world serpent in God of War, as shown on my moodboard) so my original idea was for the player to see the world from the perspective of a small creature. The first hurdle I encountered was transforming this idea to 2D, which I believe it could work with a mixture of side scroller and isometric depending on the scene.

Research (main character design):

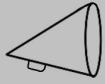
I started sketching out normal common mice but quickly became bored so started looking into different breeds and decided to base my main character design off of two different mice:

- Field mouse. They use their tail and hands to climb and have more rounded bodies
- Long-eared Jerboa. They have an exaggerated fantasy look to them that I love, but I didn't want the character to look like a tiny kangaroo.

Extra work:

UI : Sound detection bar

megaphone



could be made from a wrapped leaf

gramophone



could be made from a flower

ear trumpet



could be made from a shell (snail maybe).
magic item, glows and fills the spiral the louder the character is

Research:

These are the different ideas I played around with for the sound detection UI based off a conversation with my lecturer and the pixar film A Bug's Life.

I ended up combining a gramophone and an ear trumpet because I like the shape of the phonograph and the swirl of the ear trumpet

The vision is to have it glow and move from the inner circle to the outer the louder the player is.

The final design came from melding the 2 ideas together and finding a flower that looked like a phonograph.

Reference list:

- AlexArt. (2019, May 7). *Mouse backpack color sketch vector*. Creative Market. <https://www.pinterest.com.au/pin/288652657382846041/>
- Coates, E. (n.d.). *Tunic*. Game UI Database. <https://www.gameuidatabase.com/gameData.php?id=1385>
- Fontes, R. (2022, October 9). *Cuphead: The delicious last course (Nintendo Switch) review* [Image]. Cubed3. <https://www.cubed3.com/review/6728/1/cuphead-the-delicious-last-course-nintendo-switch.html>
- Golem [Image]. (n.d.). In *Delicious in Dungeon Wiki*. Retrieved June 17, 2024. <https://delicious-in-dungeon.fandom.com/wiki/Golem>
- Hoops, J. (2023, June 27). *The cosmic wheel sisterhood demo had me spellbound for nearly three hours*. The Escapist Magazine. <https://www.escapistmagazine.com/the-cosmic-wheel-sisterhood-demo-preview/>
- Laufman, D. (n.d.). [image of mushrooms in forest]. Derek Laufman. <https://www.dereklaufman.com/personal-work>
- Manakirel. (2019, November 23). *Vintage interface V2* [image]. Nexus Mods. <https://www.nexusmods.com/stardewvalley/mods/4697>
- Morgans, M. (2018, May 26). *Roots in myth: The foretold fate of Jörmungandr* [Image]. VGR. <https://www.vgr.com/roots-myth-foretold-fate-jormungandr/>
- Pronskaya, Y. (2015, n.d.). *Collection of potions*. ArtStation. <https://www.artstation.com/artwork/n4VoK>
- Riise, D. (2019, n.d.). *Branch*. ArtStation . <https://www.artstation.com/artwork/dO9wKQ>
- Robertson, P. [@probzz]. (2021, April 30). *a fine selection* [image attached] [post]. X. <https://x.com/probzz/status/1388052686268878848>
- Suther, A. (2022, July 18). *Stray review* [image]. Tech Raptor. <https://techraptor.net/gaming/reviews/stray-review>
- Wicked Witcheries. (n.d.). *Wicked witcheries - Witchcraft supplies & gothic gifts* [Pinterest post]. Pinterest. Retrieved 2024, June 6, from <https://www.pinterest.com.au/pin/281897257919559666/>