

# Critiquing Game Visuals:

Common Problems and How to Solve Them

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MARCH 18-22, 2019 | #GDC19



#### Content

#### **Game Art Basics**

- Critique: Instinctual, Traditional, and Practical
- Vocab: Color, Composition, and Style
- Examples





#### **Example of an Example**







# Critique

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- 1. Judge
- 2. Justify







- 1. Judge
- 2. Justify







- 1. Judge
- 2. Justify







- 1. Judge
- 2. Justify











#### **Traditional Critique**

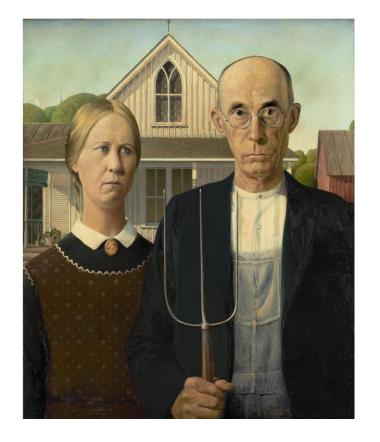
1. Describe







- 1. Describe
- 2. Analyze







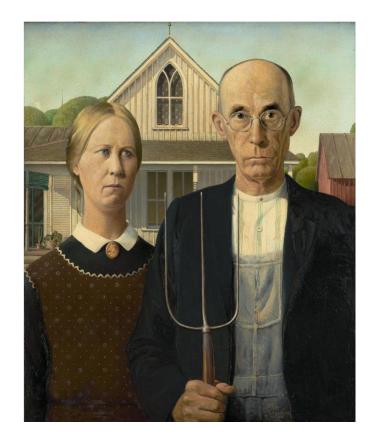
- 1. Describe
- 2. Analyze
- 3. Interpret







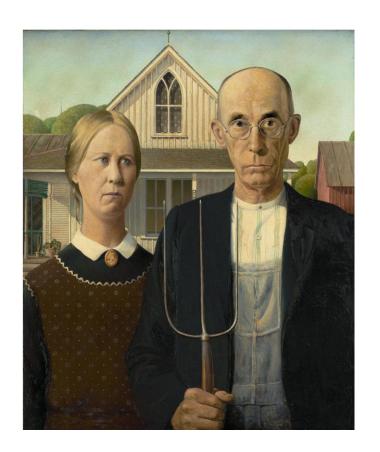
- 1. Describe
- 2. Analyze
- 3. Interpret







- 1. Describe
- 2. Analyze
- 3. Interpret
- 4. Judge







- 1. Describe
- 2. Analyze
- з. Interpret
- 4. Judge











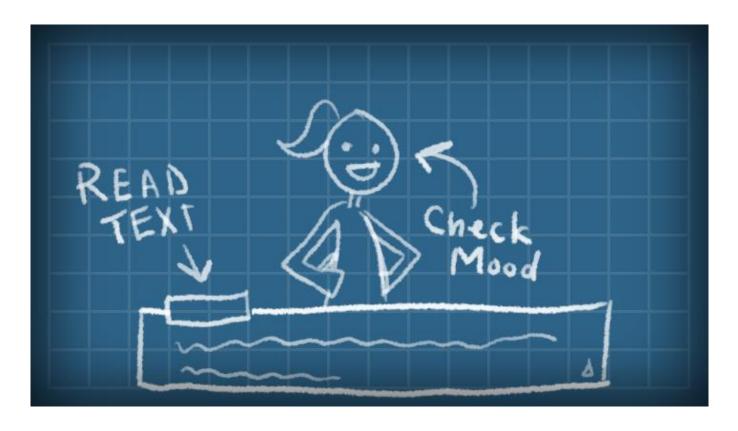
- 1. Define Your Goals
  - Information







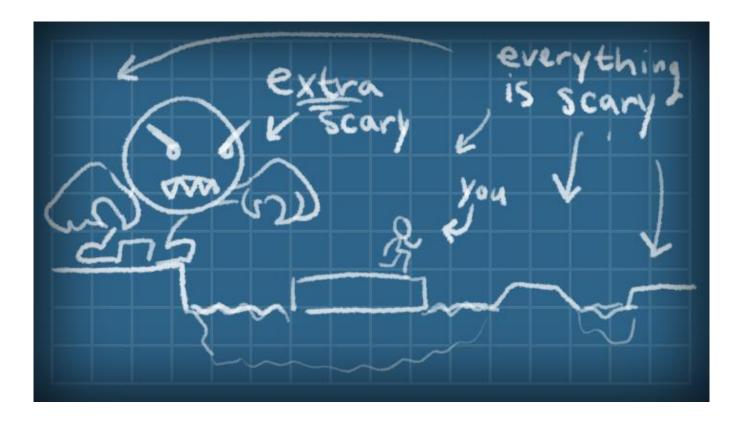
- Information
- Focus







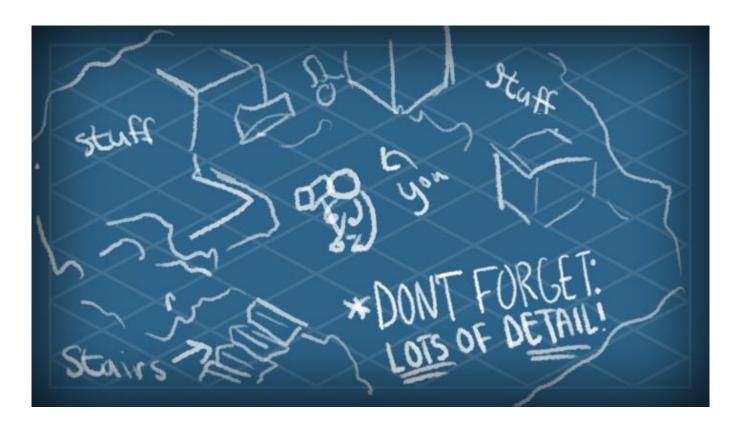
- Information
- Focus
- Emotion







- Information
- Focus
- Emotion
- Style







- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness





- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness







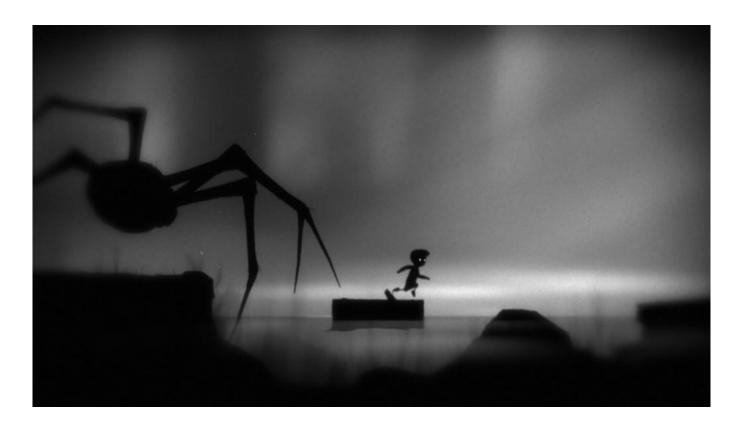
- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness







- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness







- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness







- Information
- Focus
- Emotion
- Style
- 2. Determine Effectiveness







# Art Vocab

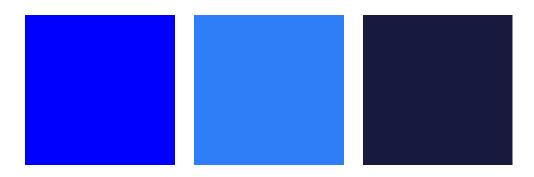
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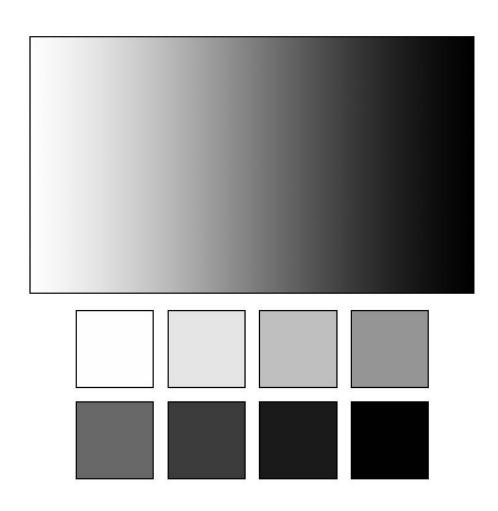








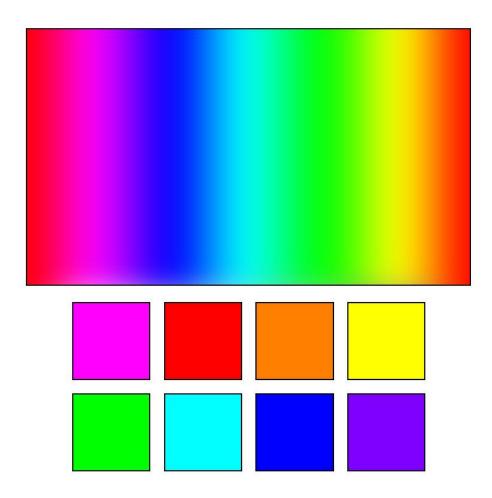
Value







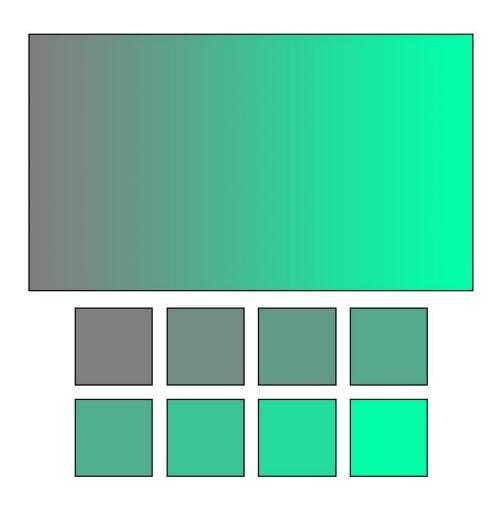
- Value
- Hue







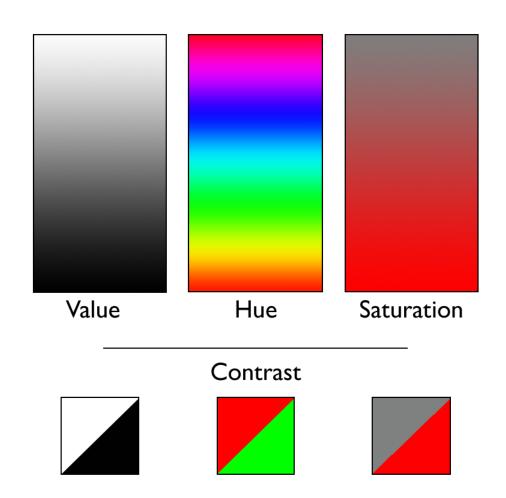
- Value
- Hue
- Saturation







- Value
- Hue
- Saturation







- Value
- Hue
- Saturation







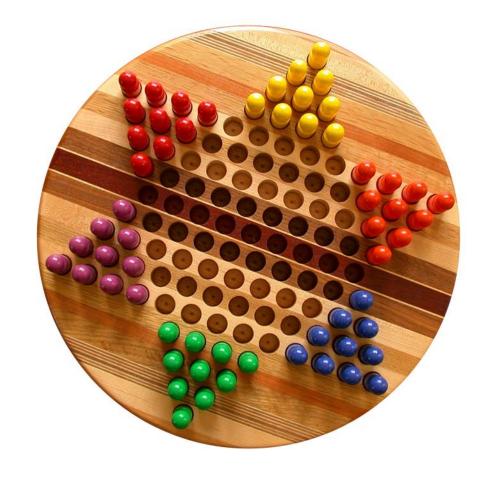
- Value
- Hue
- Saturation







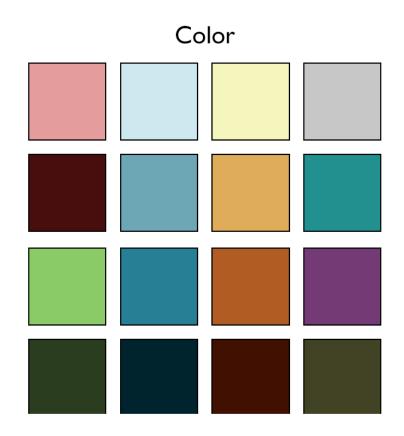
- Value
- Hue
- Saturation







- Value
- Hue
- Saturation
- Contrast
- Color











- High Density
  - Chaotic, Busy, Noisy







- High Density
  - Chaotic, Busy, Noisy







- High Density
  - Chaotic, Busy, Noisy







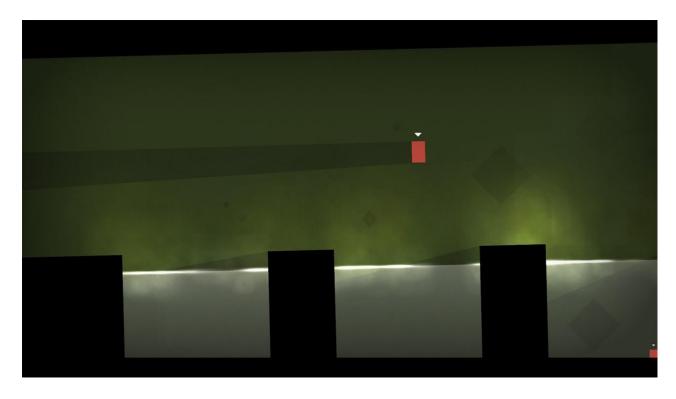
- High Density
  - Chaotic, Busy, Noisy
- Low Density
  - Open, Minimal, Airy







- High Density
  - Chaotic, Busy, Noisy
- Low Density
  - Open, Minimal, Airy







- High Density
  - Chaotic, Busy, Noisy
- Low Density
  - Open, Minimal, Airy









































**Stylized vs Realistic** 

Color







**Stylized vs Realistic** 

Color







- Color
- Line







- Color
- Line







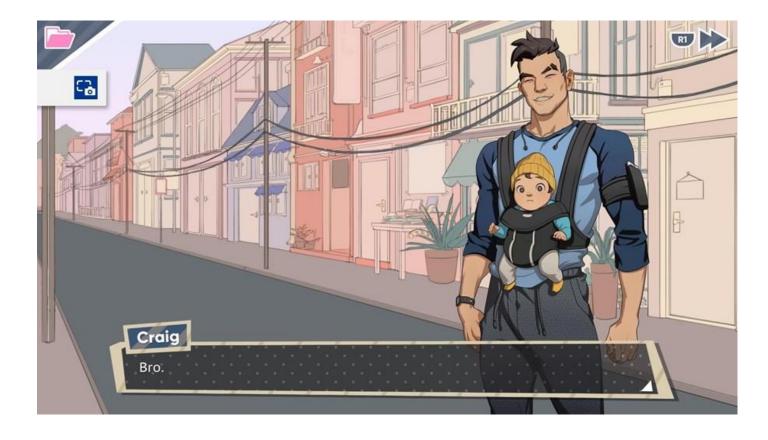
- Color
- Line
- Proportion







- Color
- Line
- Proportion







- Color
- Line
- Proportion
- Light & Shadow







- Color
- Line
- Proportion
- Light & Shadow







- Color
- Line
- Proportion
- Light & Shadow







#### **Stylized vs Realistic**

- Color
- Line
- Proportion
- Light & Shadow

#### Intentionality

Cohesive







#### **Stylized vs Realistic**

- Color
- Line
- Proportion
- Light & Shadow

#### Intentionality

- Cohesive
- Inconsistent







# Examples

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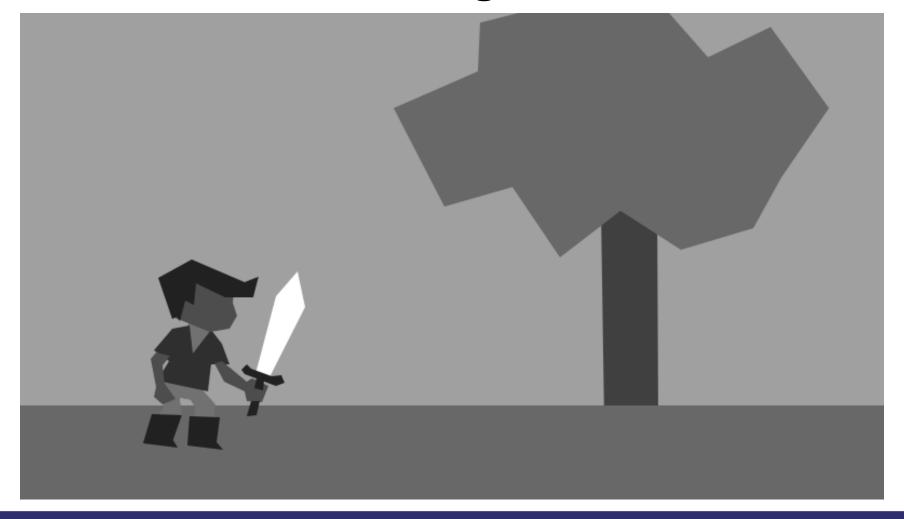


























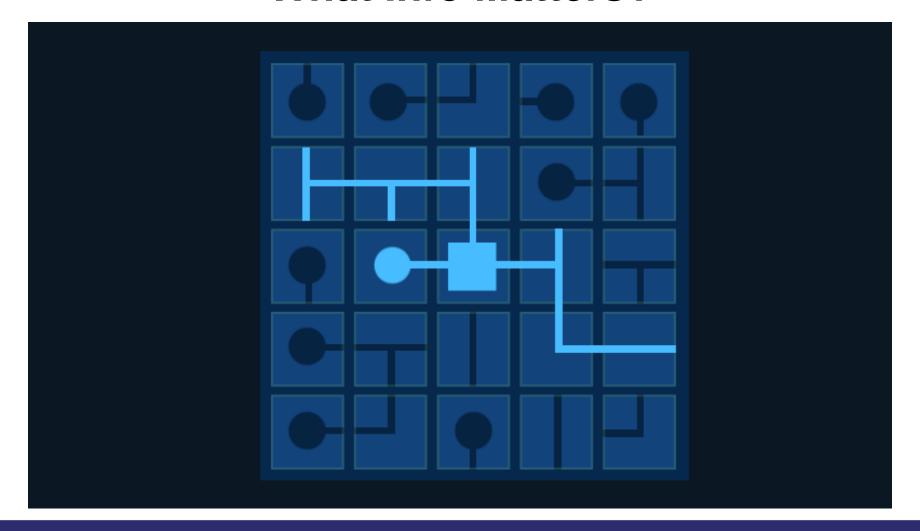








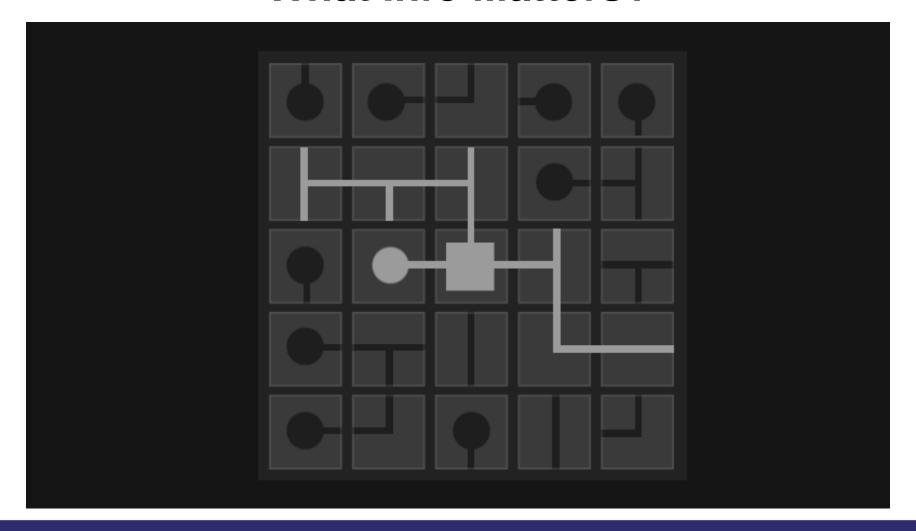
#### **What Info Matters?**







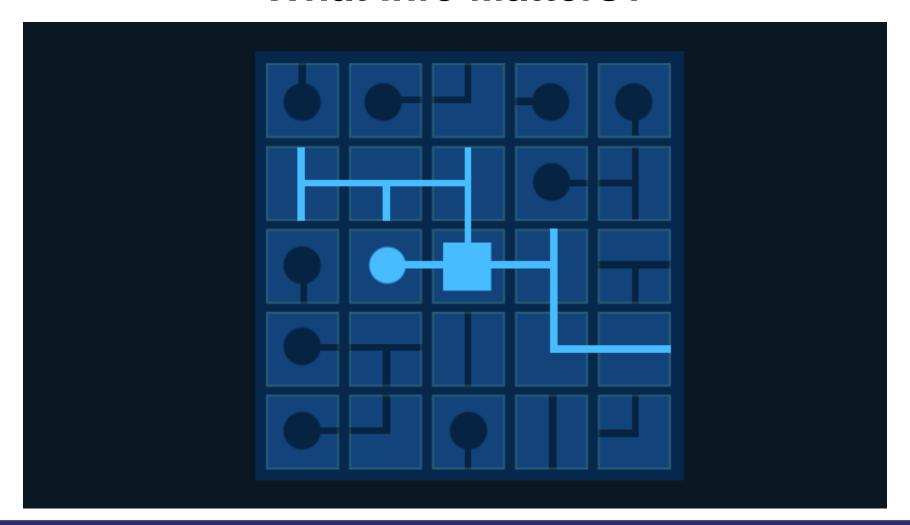
#### **What Info Matters?**





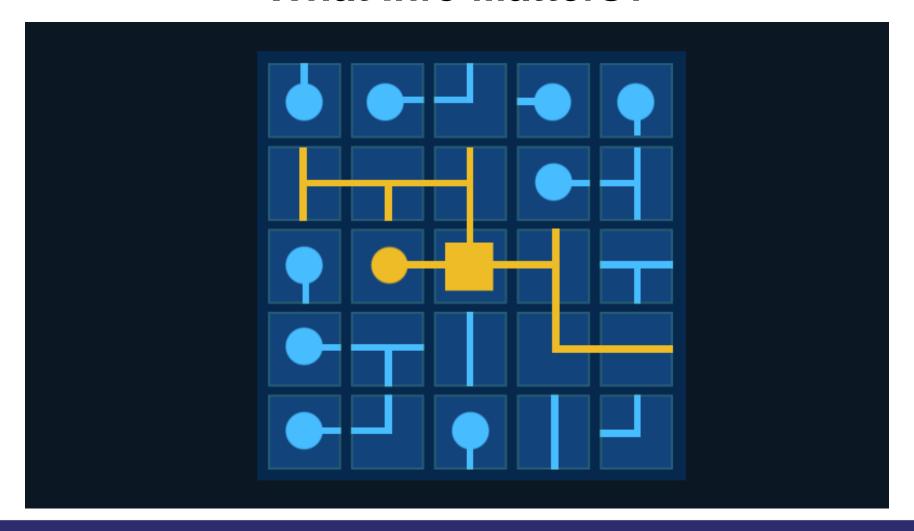


#### **What Info Matters?**



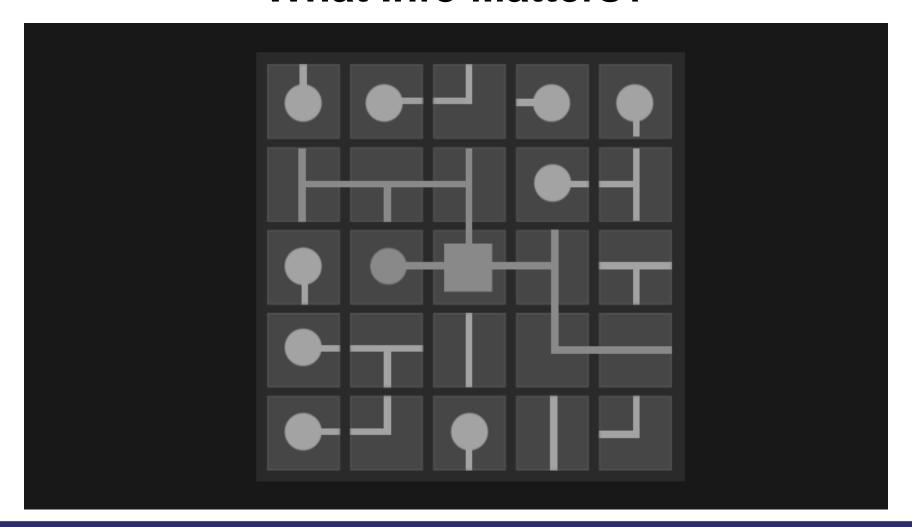






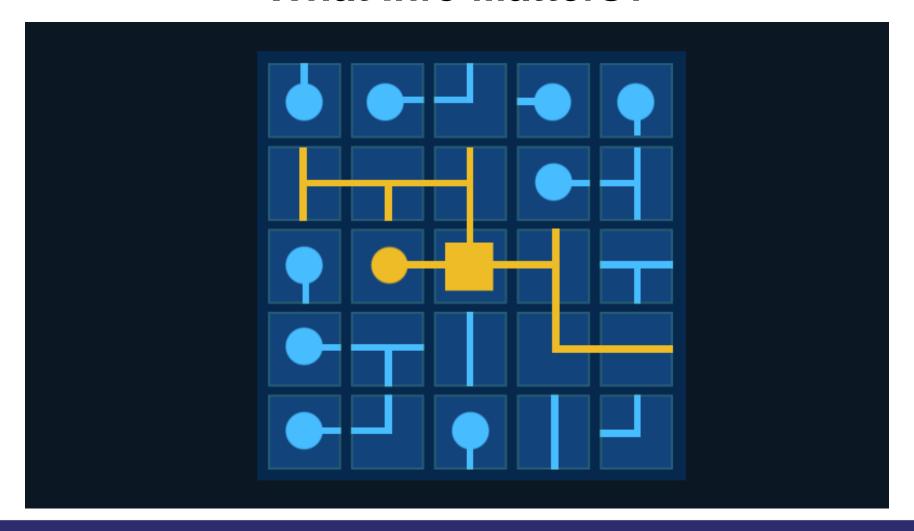






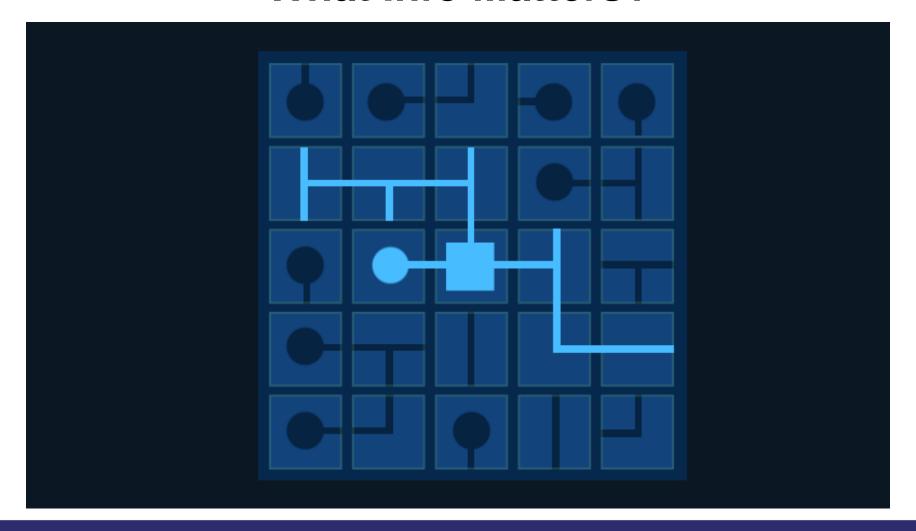






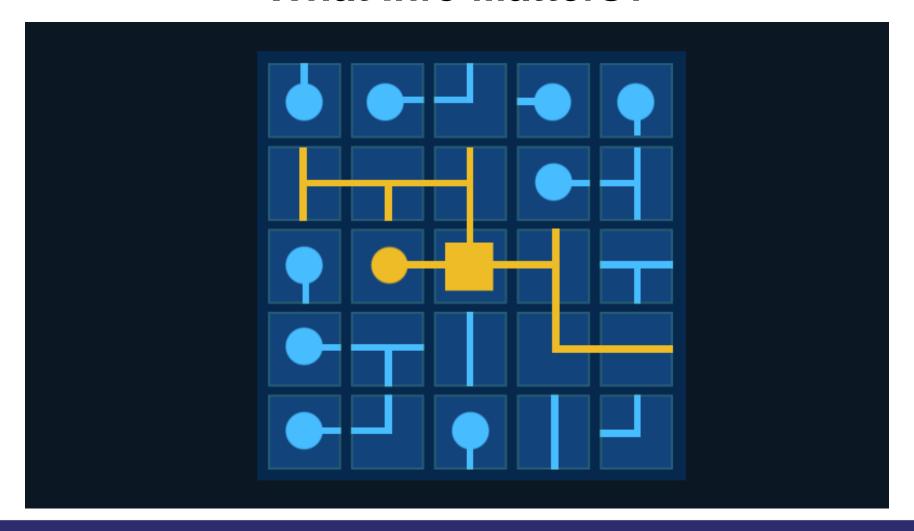












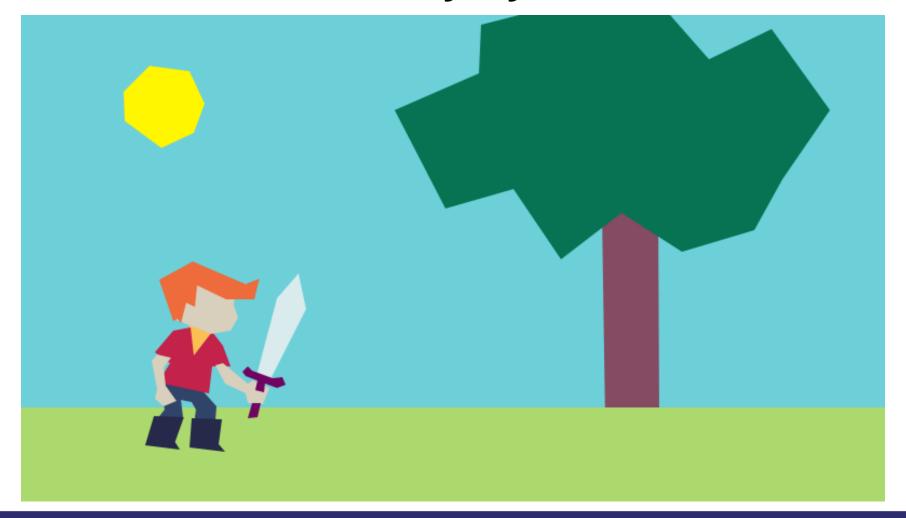


























































































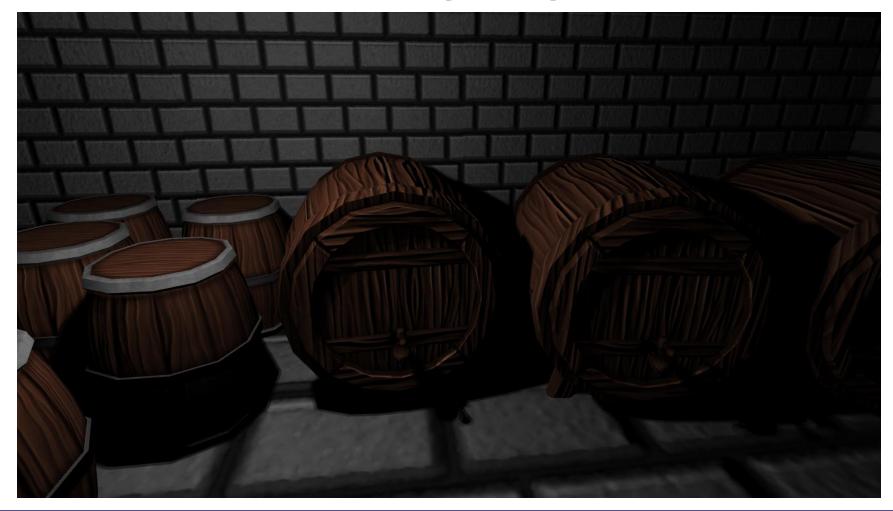




























































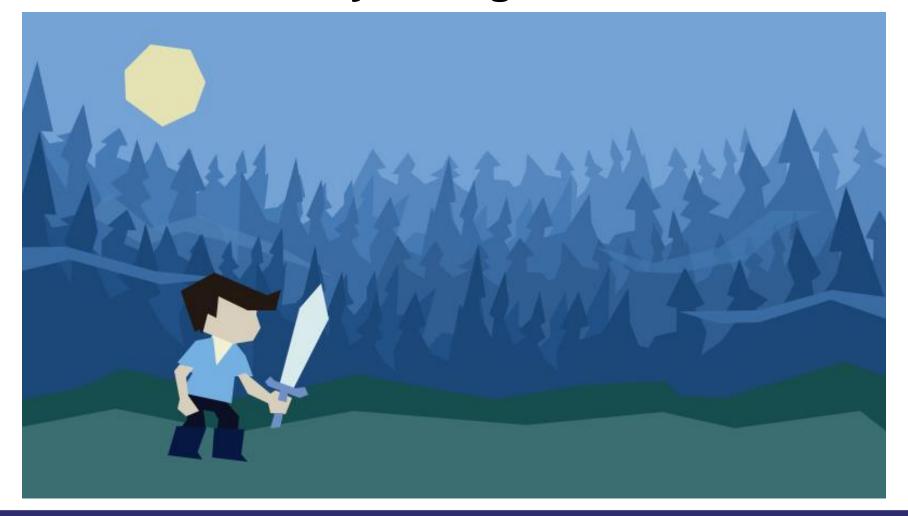


















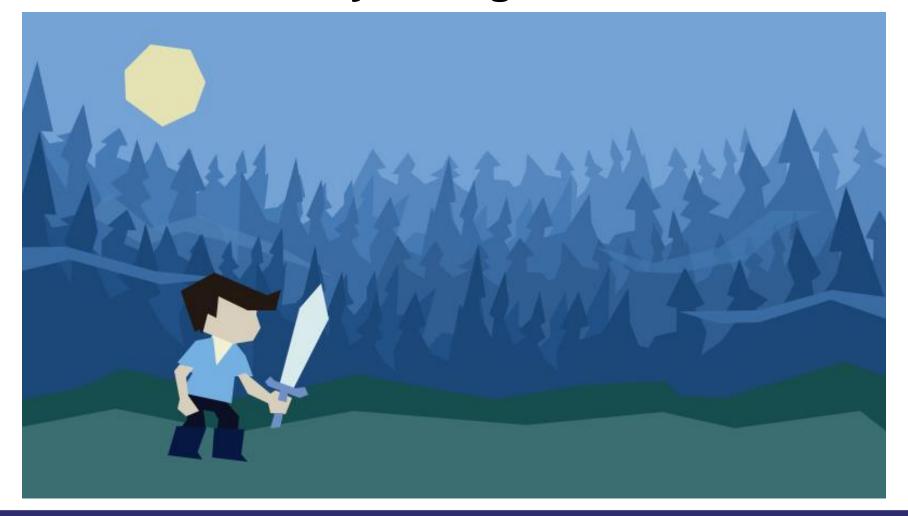








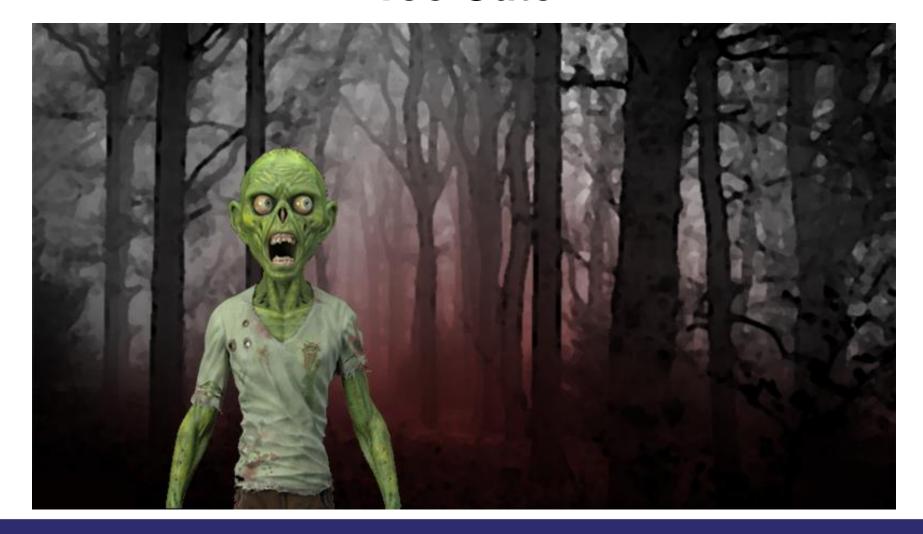






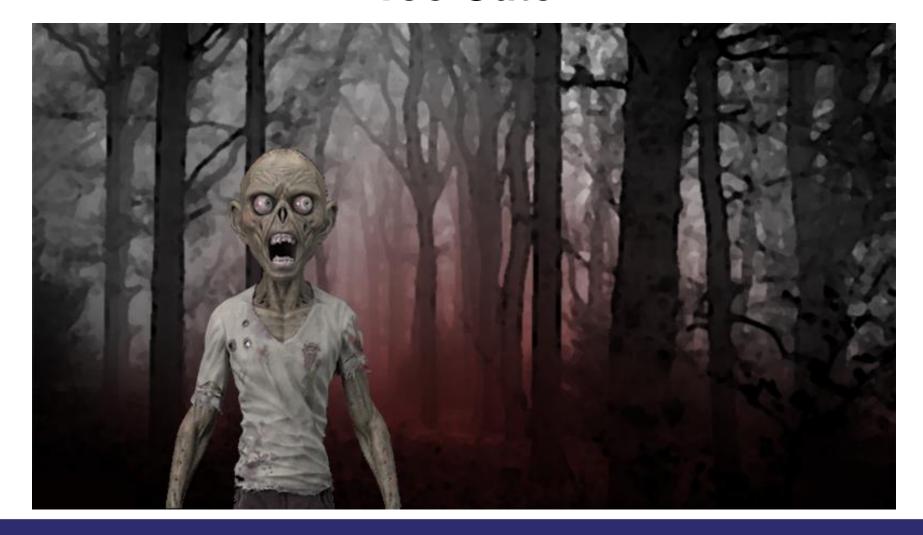


#### **Too Cute**



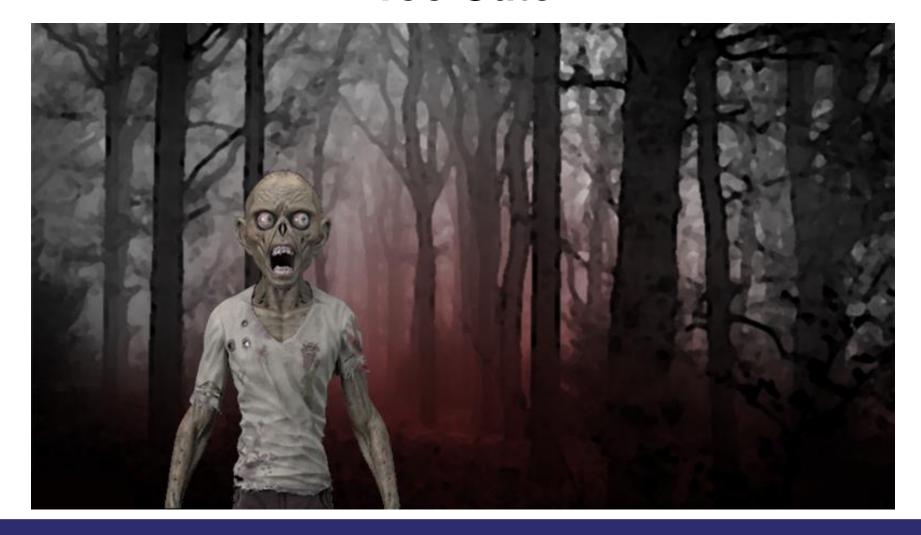






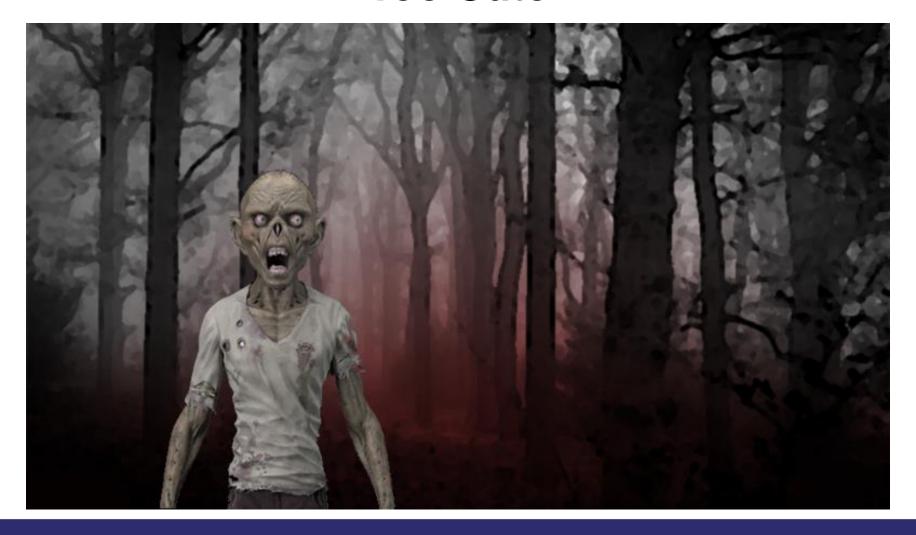






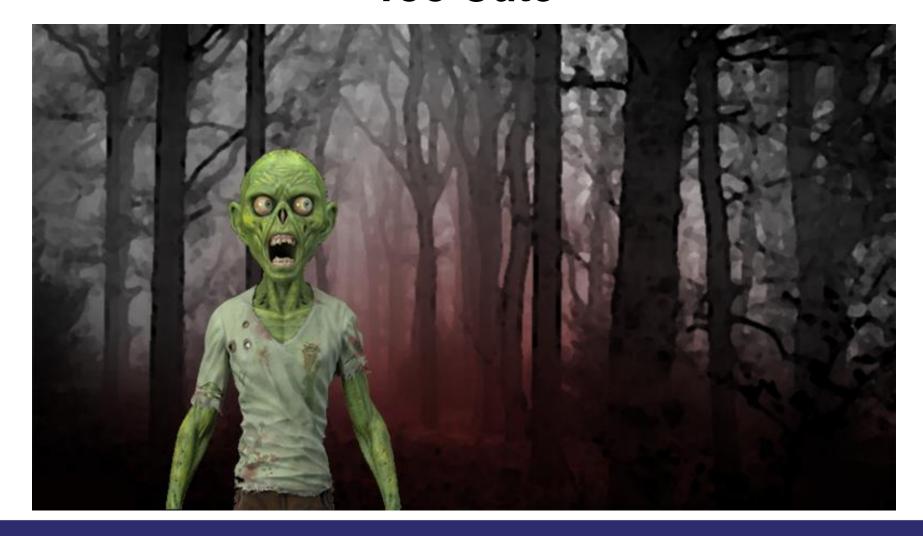






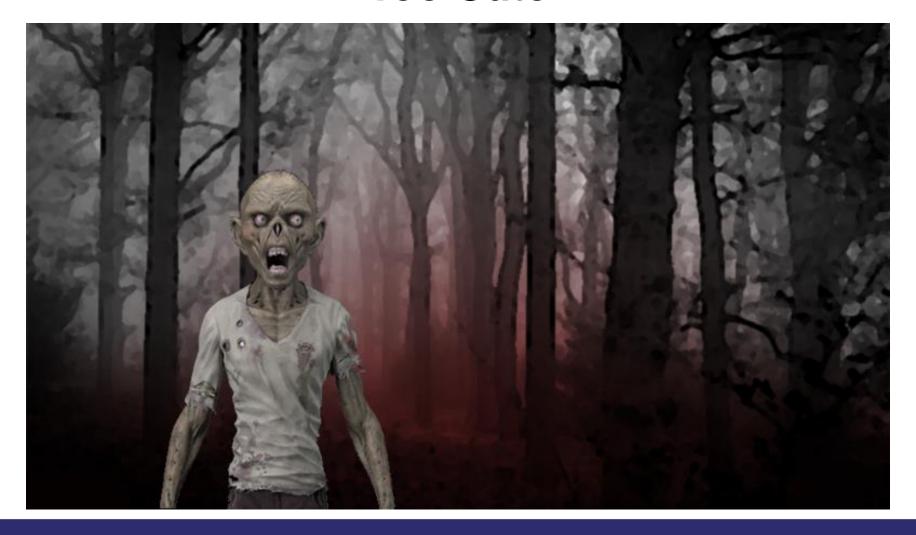






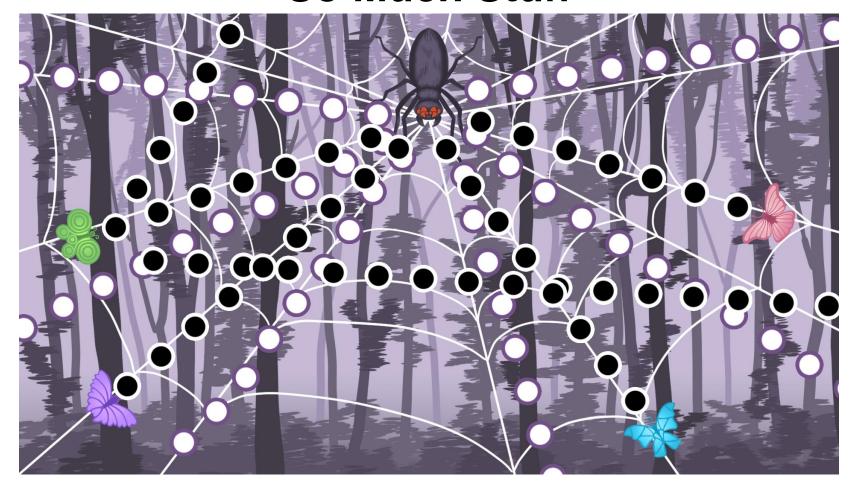


















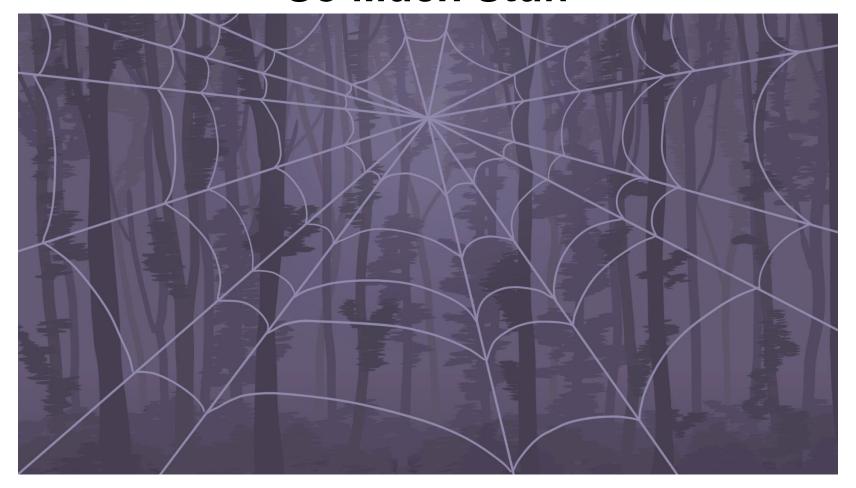






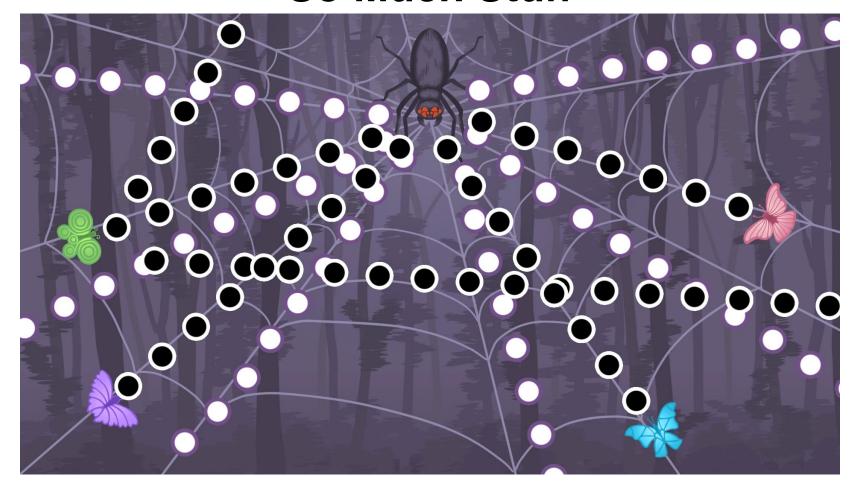






























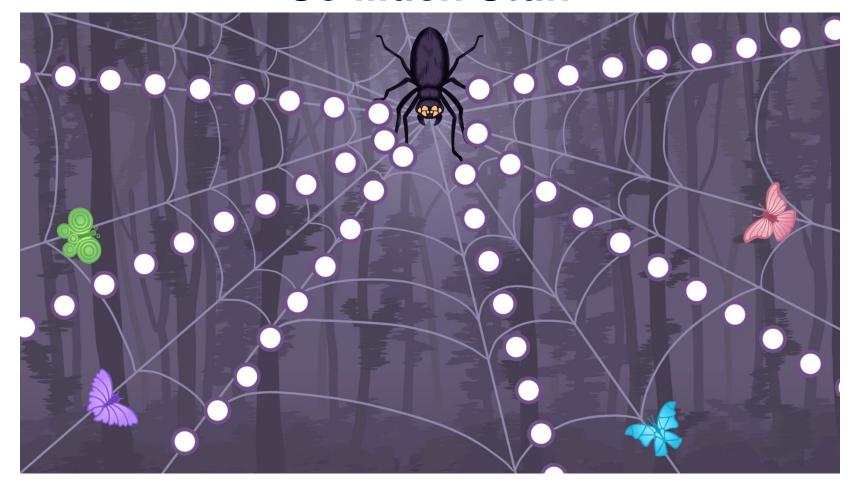






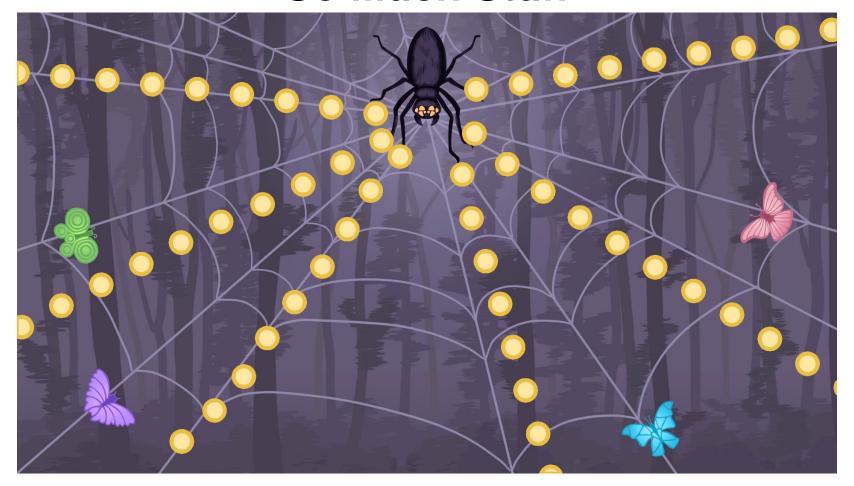
























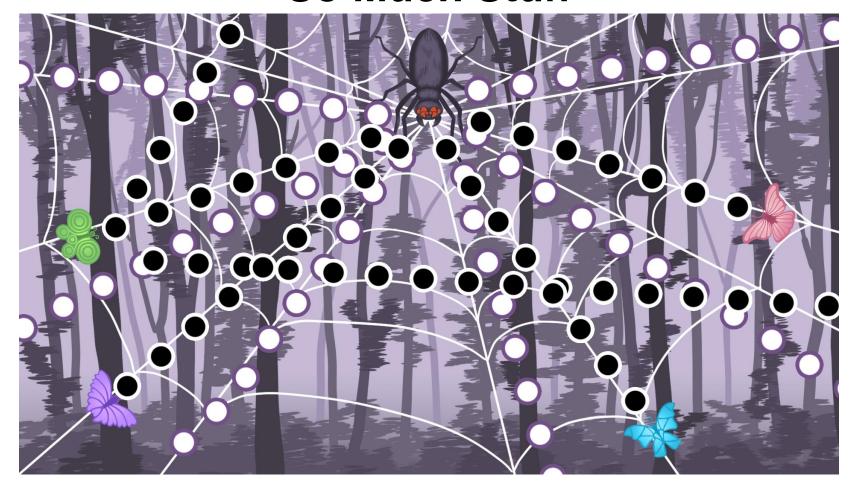






















# Recap

- Critique
- Color, Composition, and Style
- Application
  - Every Game is Different
  - Every Art Problem Has Many Solutions





# Thank you!

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