

MIKE'S ART SIDEBAR

&

RESTAURANT

(some notes on the game art)

@mikeambrogi

WHY HAVE ART?

**ART BUDGET:
MIKE FOR 6 HOURS**

WHAT MATTERS:

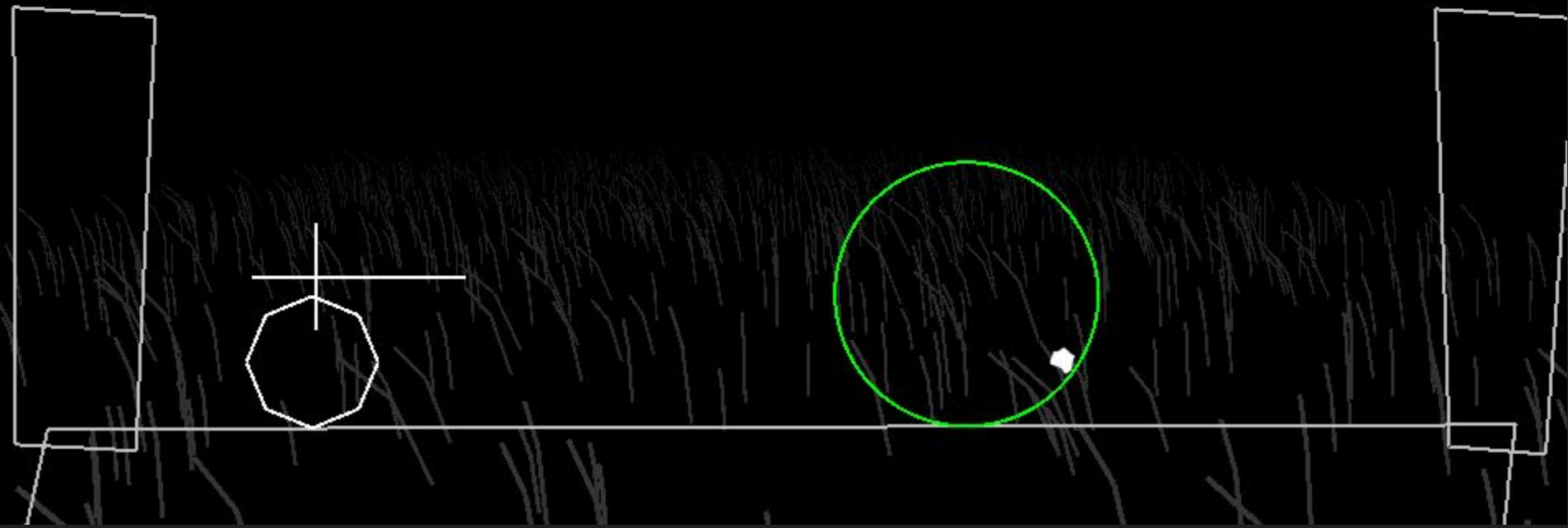
1 - Gameplay Clarity

2 - Appeal

2 - Specificity/Character

(and have fun doing it)

GAMEPLAY CLARITY



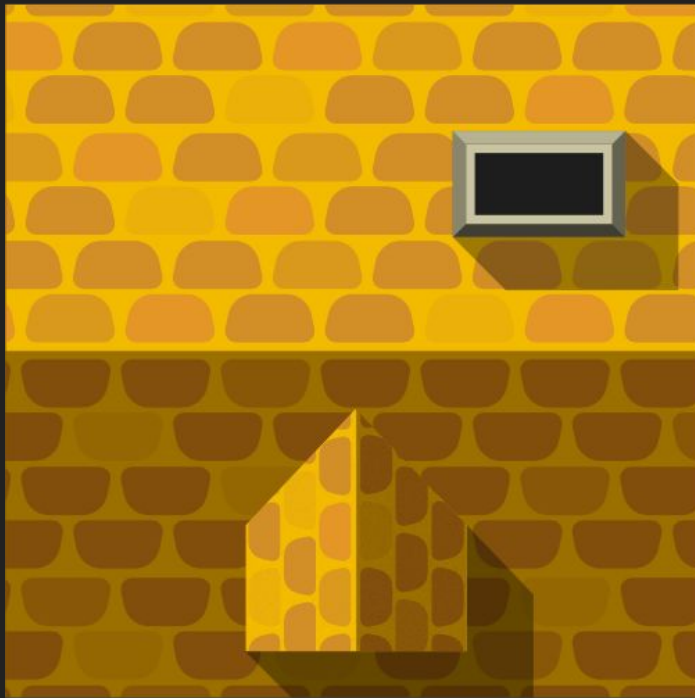
APPEAL



APPEAL



SPECIFICITY



vs.



Bearsy vs Hatterson



BEARSH CLAN



VS



HATTERSON



BEARSH CLAN

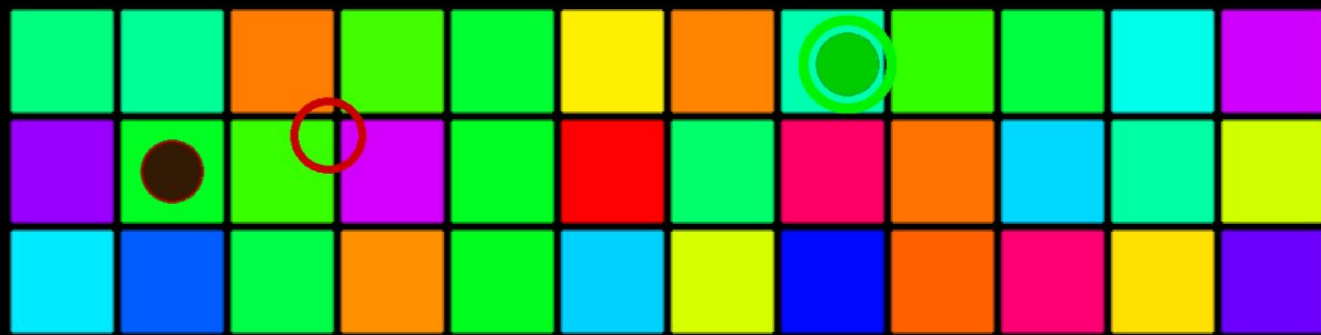


s Hatterson

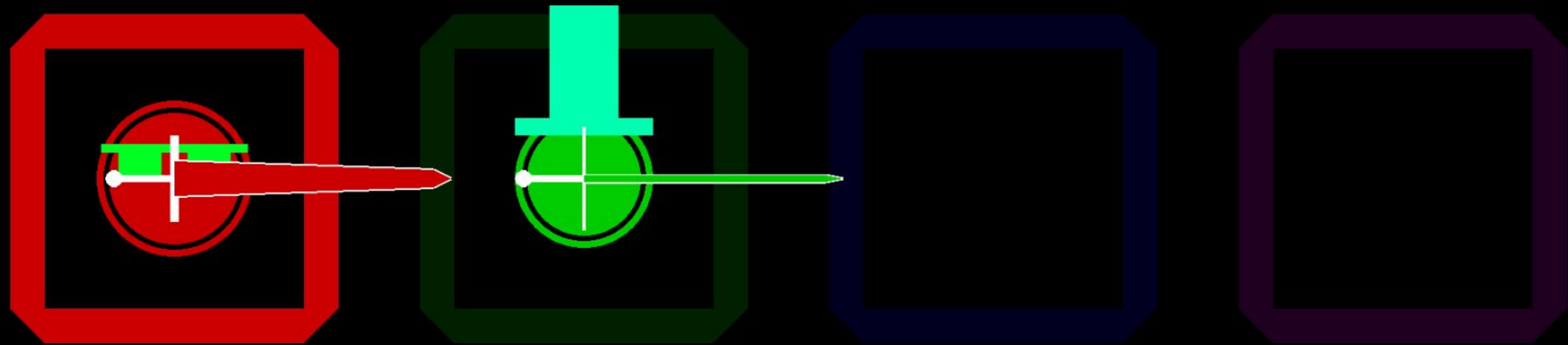


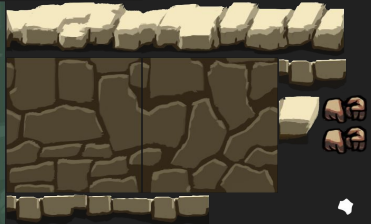
<- BACK

FREE FOR ALL to 3 rounds, 5 points per round

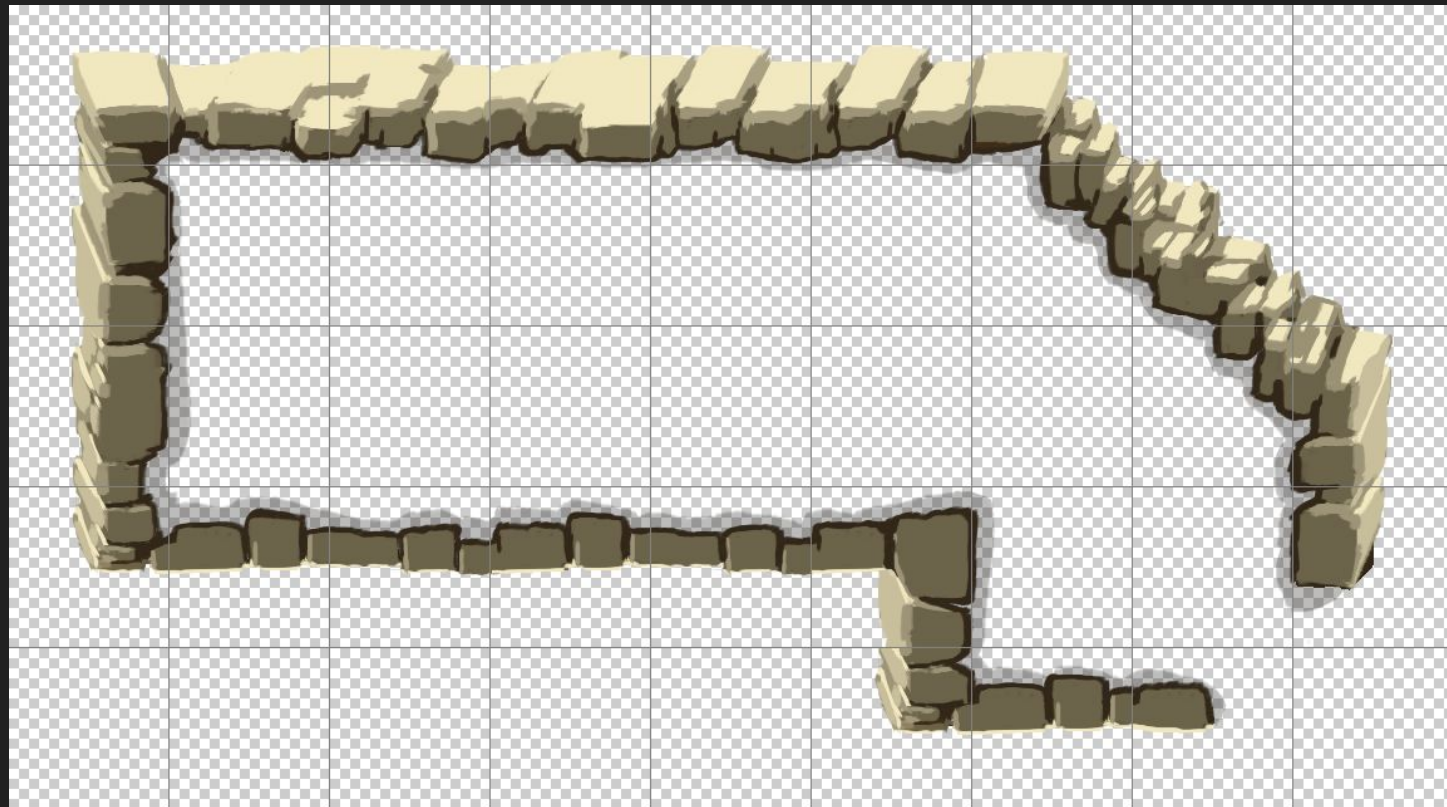


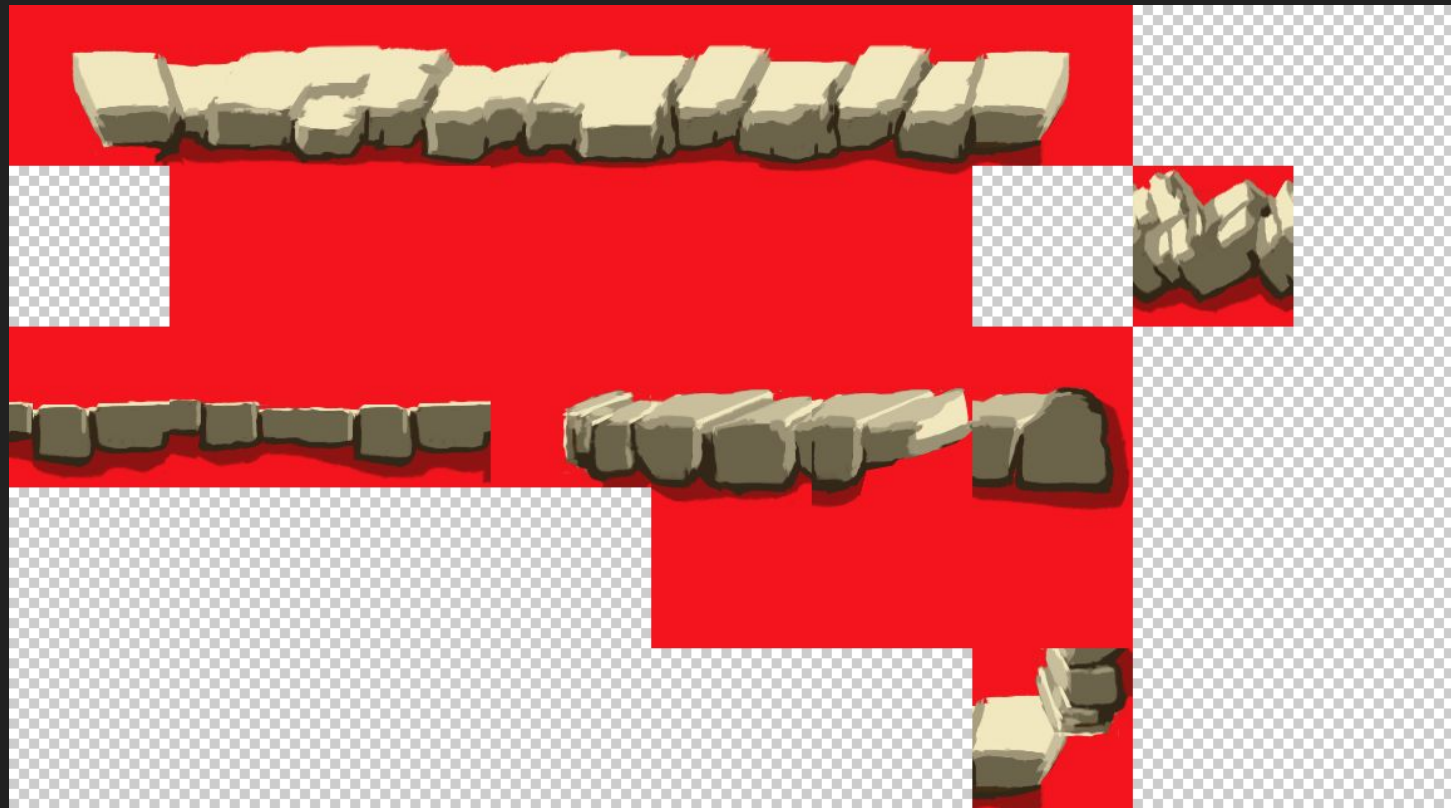
CHOOSE YA DUDES

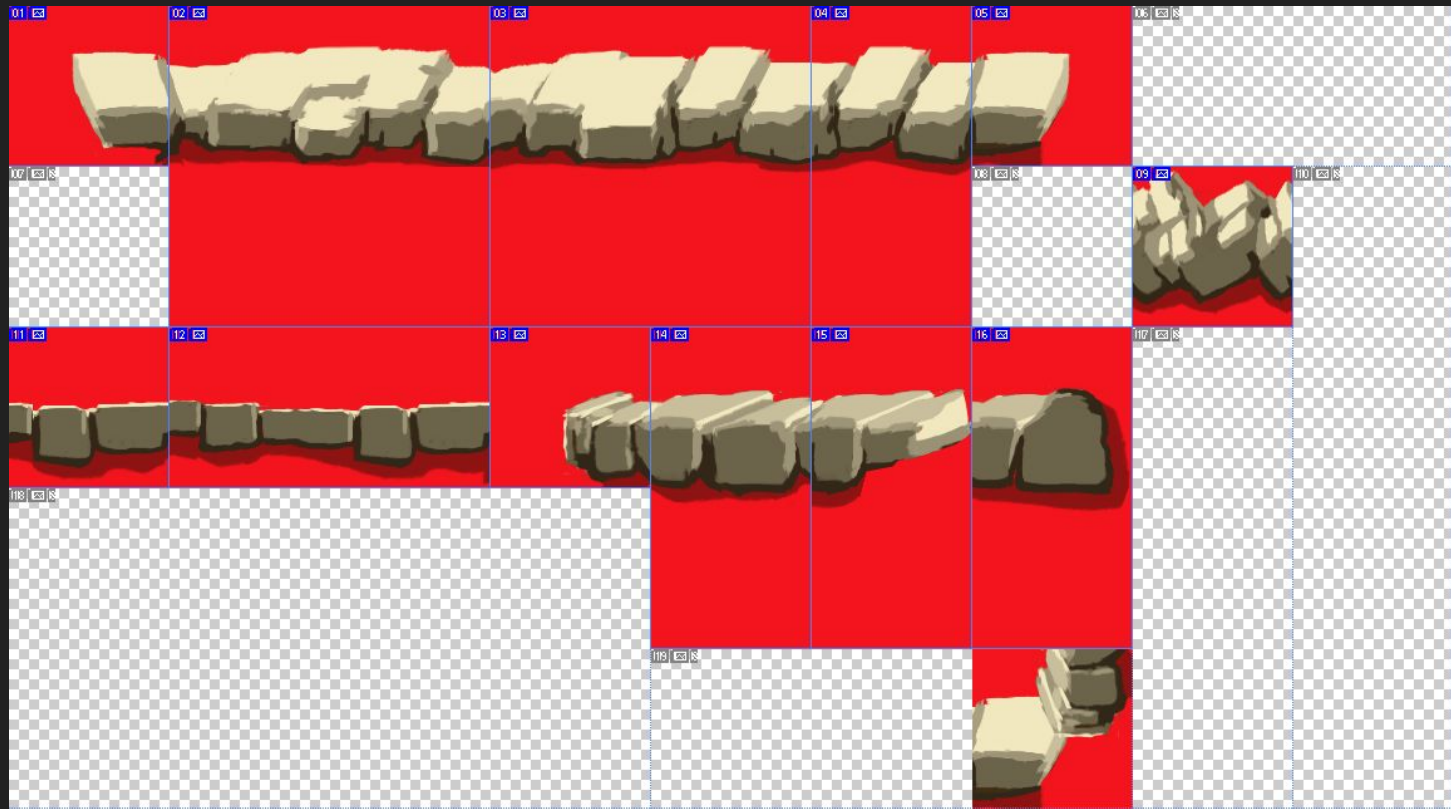


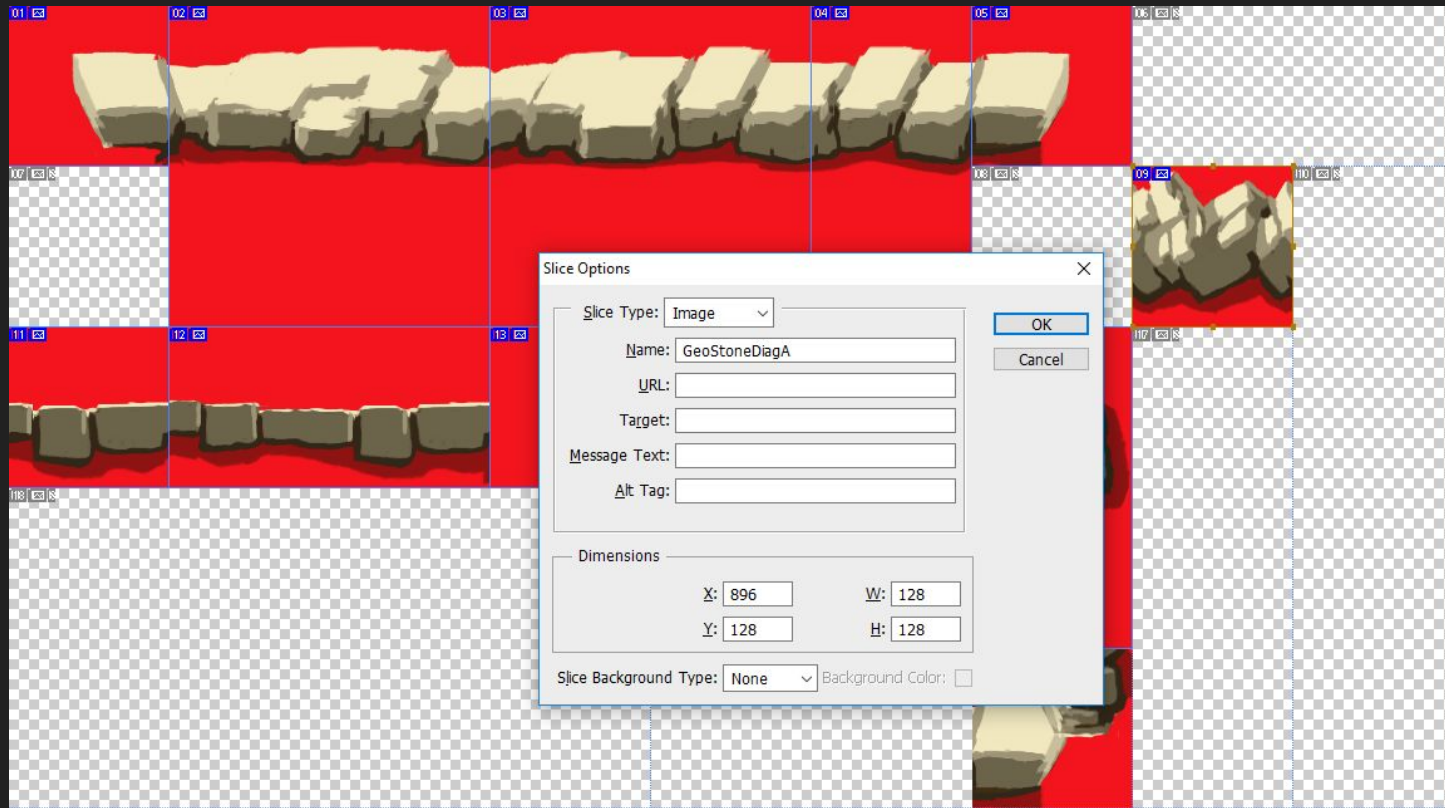


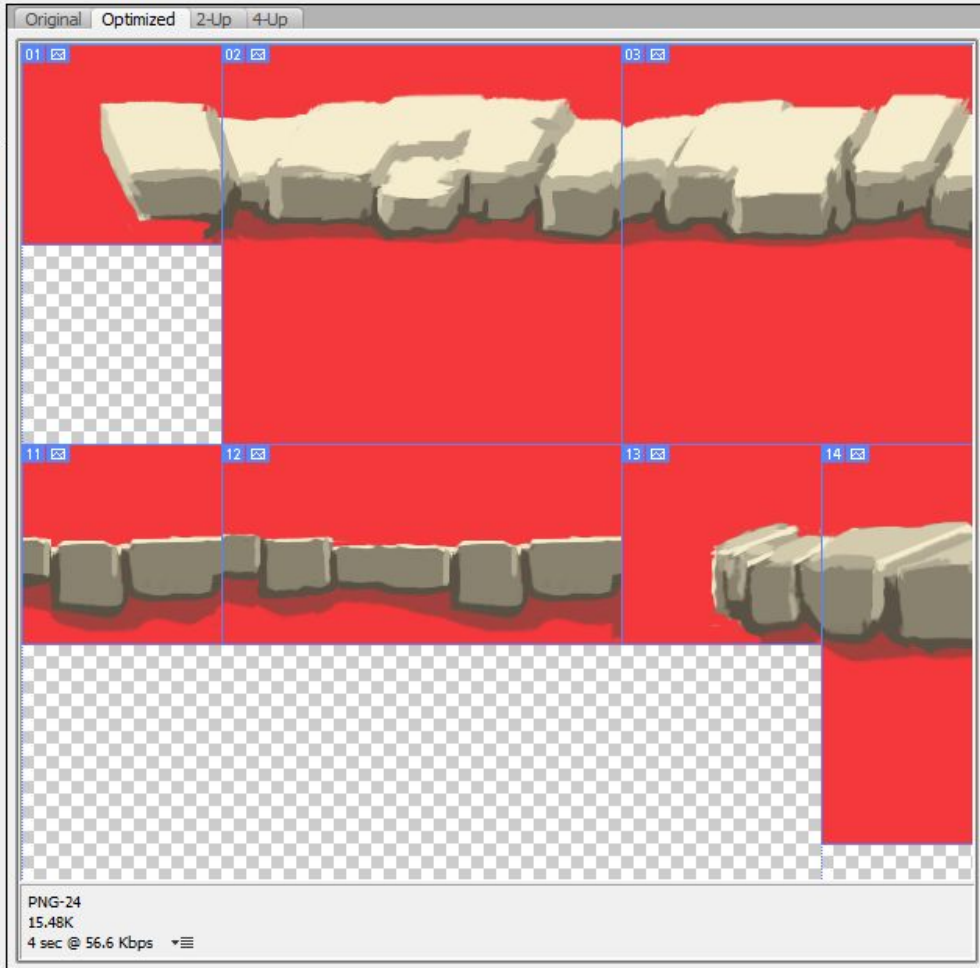












Preset: PNG-24

PNG-24

Transparency Matte: --

Interlaced

Convert to sRGB

Preview: Use Document Profile

Metadata: Copyright

Color Table

Image Size

W: 1152 px Percent: 100 %

H: 640 px Quality: Bicubic

Animation

Looping Options: Once

er > Warrior > AssetRaw > GeoMasses > images



Search images



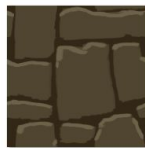
GeoStoneBottomA.png



GeoStoneBottomWideA.png



GeoStoneDiagA.png



GeoStoneFillA.png



GeoStoneSideA.png



GeoStoneSideCapBottomConvex.png



GeoStoneSideCapTopConcave.png



GeoStoneSideCapTopConvex.png



GeoStoneTopA.png



GeoStoneTopCapConvexL.png



GeoStoneTopCapConvexR.png



GeoStoneTopWideA.png



GeoStoneTopWideB.png

THANKS!