







Game Art?

Game art is the visual elements you see while playing a game. Without visual game artists, a game would be nothing more than ideas

Common visual elements provided by game artists:

- Concept art
- Sprites
- Character models
- Environments

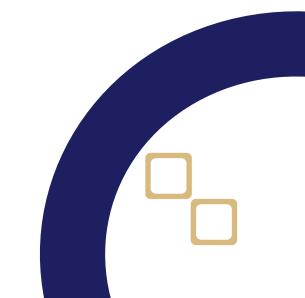


















Would You Be a Good Video Game Artist?

Anyone who has artistic talent and a passion for games would be a good fit for a career in game art.

Becoming a video game artist is incredibly rewarding because you're the one that gets to create the characters, objects, and scenery in a game.

This can also include anything from clothes and surface textures to vehicles, weapons, monsters/enemies, visual effects, and even pre-production work like storyboards and concept game art.

People who boast a lot of creativity and imagination would also enjoy a career as a game artist.

Although comic books, movies, and tv shows can be pretty imaginative, they don't compare to the interactive worlds of video games.

There's nothing quite like creating captivating environments and characters that players can actually interact with, explore, and get lost in for hours on end.









1. Digitize your drawings:

First, you need to digitize your drawings by scanning them or taking high-quality photos of them.









2. Import your drawings into a digital art software:

Import your drawings into a digital art software like Adobe Photoshop, Adobe Illustrator, or Procreate. You can use these tools to clean up your drawings and make any necessary adjustments.









-Digital Art Software

- 1. Adobe Photoshop a widely used software for photo editing and digital art creation, offering a wide range of brushes, filters, and effects.
- 2. Procreate a digital painting app for iPad that offers a variety of brushes, customizable canvas sizes, and layer options.
- 3. Clip Studio Paint a versatile software for digital painting, illustration, and comic creation, with a range of tools and features tailored to these fields.









العطاء الرقمي Digital Attaa

-Digital Art Software

- 4. Corel Painter a software that simulates traditional painting techniques such as watercolor, oil painting, and pastels, with a variety of brushes and customizable brush settings.
- 5. Autodesk Sketchbook a digital painting and drawing app with a minimalist interface and a range of brushes and tools.
- 6. Affinity Designer a vector graphics software for creating illustrations, logos, and other graphics, with a range of tools and features for precision and control.
- 7. Krita an open-source digital painting software with a range of brushes, customizable brush settings, and animation capabilities.

These are just a few examples of the many digital art software available.





يام الرقمي Digital Attaa

How do I turn my DRAWINGS into GAME ART?

3. Create a color palette:

Choose a color palette for your game art. This will help ensure that all of your art has a consistent look and feel. You can use tools like Adobe Color to create a custom color palette.

https://colorhunt.co/

https://coolors.co/image-picker





4. Create layers:

Organize your art into layers. This will make it easier to edit and manipulate your art later on.









5. Use vector graphics:

If possible, use vector graphics instead of raster graphics. Vector graphics are scalable and can be resized without losing quality.









6. Export your art:

When you're finished, export your art in the appropriate file format for your game engine. Common file formats for game art include PNG and JPEG.









7. Implement your art into the game:

Finally, implement your art into your game using your game engine of choice. Make sure to test your art in the game to ensure that it looks and functions correctly.











Remember that game art is not just about creating pretty pictures, but also about creating assets that work well within the game engine. This means paying attention to factors like file size, resolution, and compatibility with the game engine you're using.







First program







Adobe illustrator









The Difference Between Adobe Photoshop and Adobe Illustrator?

Two amazing programs utilized strongly by artists is Adobe Photoshop and Illustrator. These two programs have a lot in common but their differences are bigger than their similarities. Photoshop is based on pixels while Illustrator works using vectors.



Illustrator is an advanced vector graphics editor and design program.



Adobe Photoshop is a raster graphics editor







Second program





Pixilart











Third program







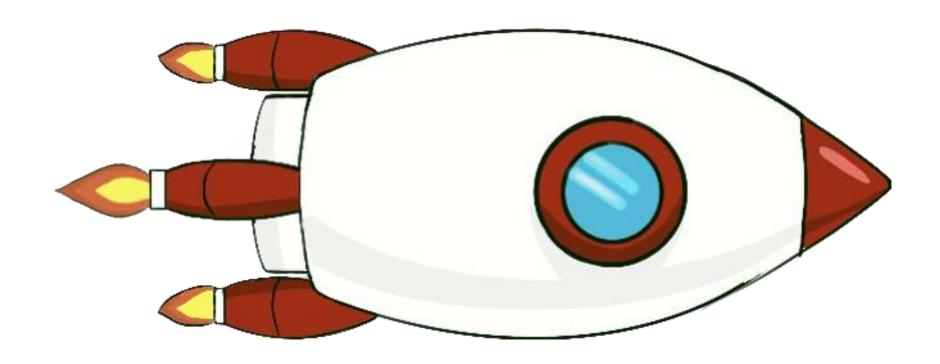


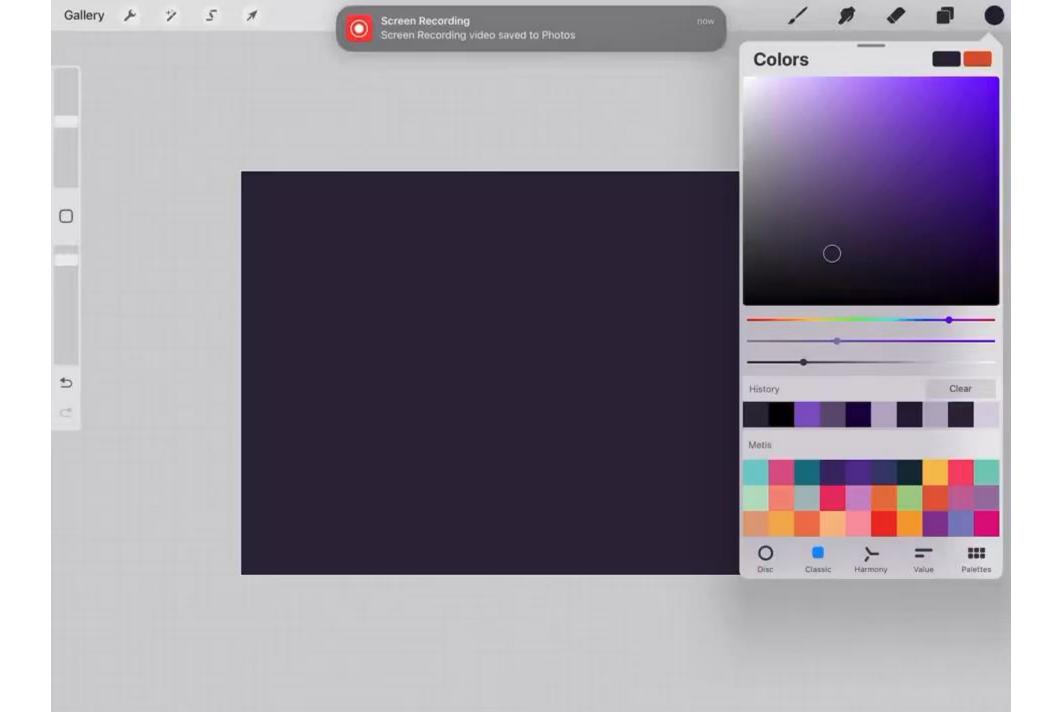


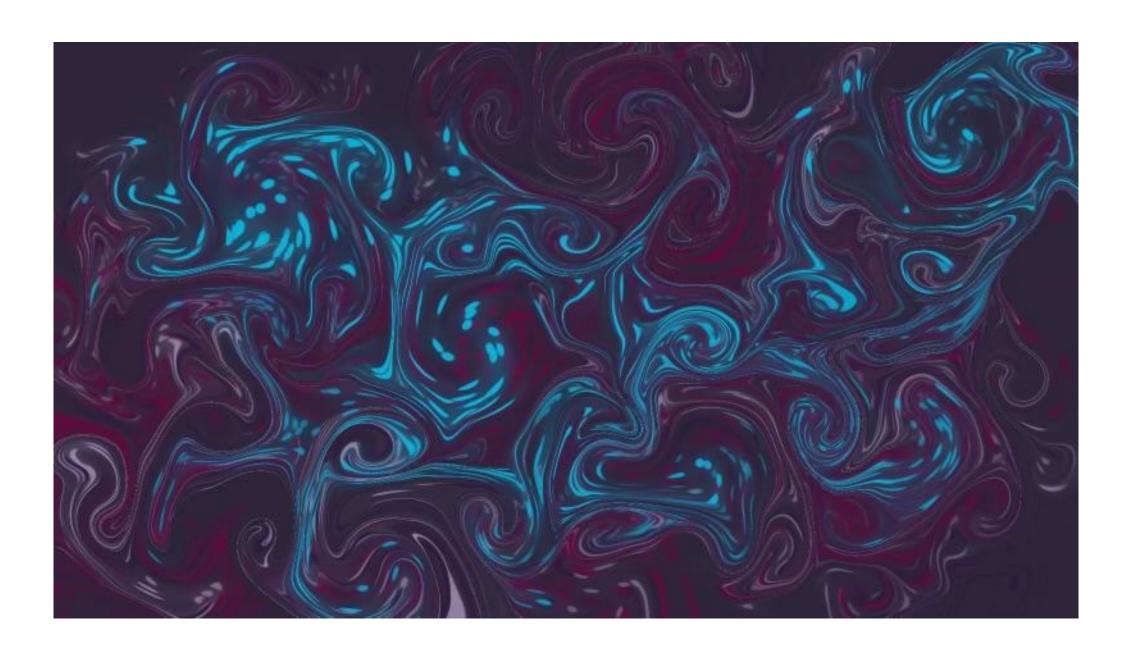


















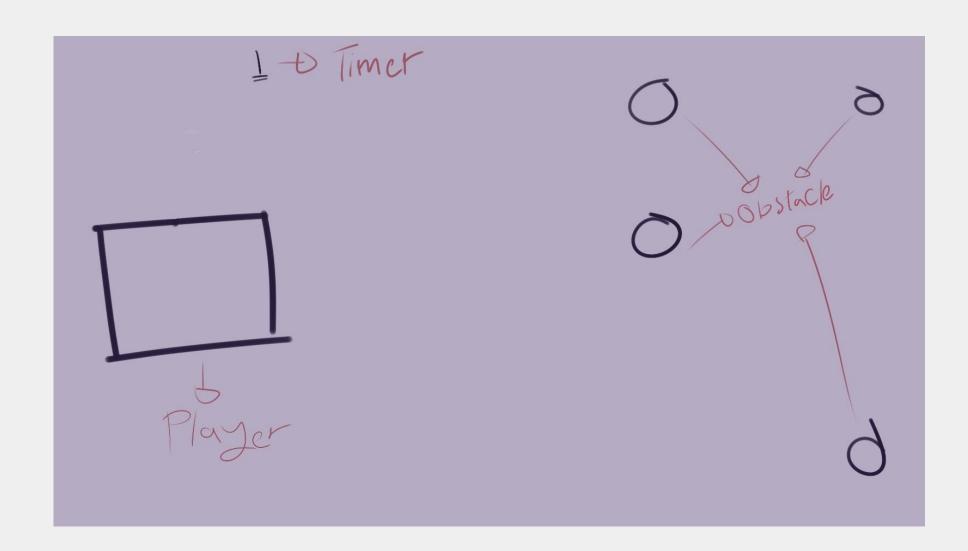


The assets for our game







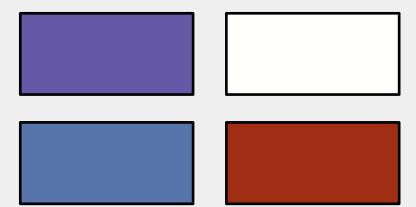






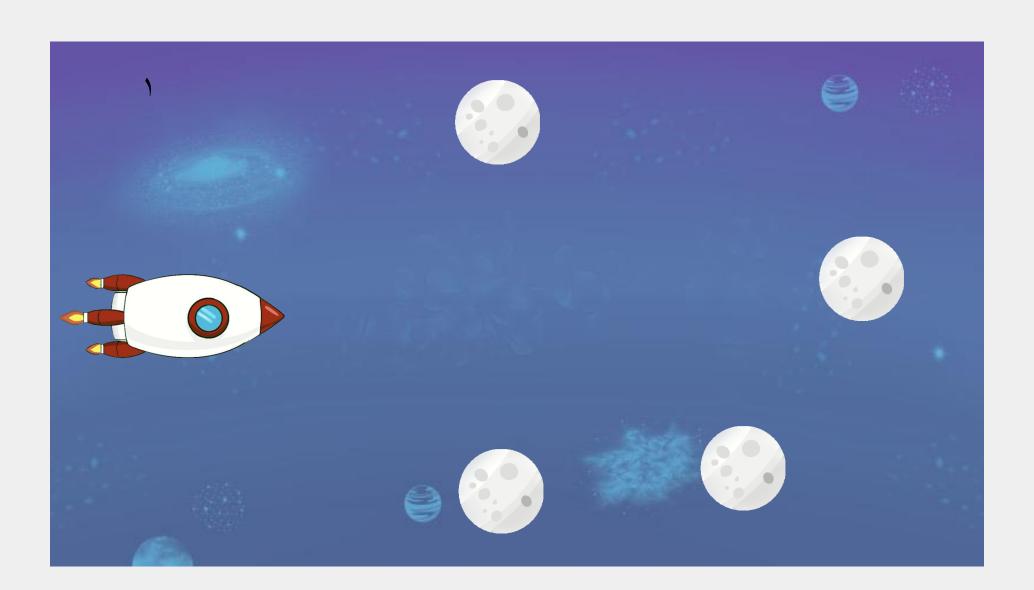


color palette:















Game Engine

Unity 2020.3.19







Any Questions?







