Game Jam Workshop

with LiU Game Jam

- Brainstorming
- Art and Graphics
- Making a game in Godot

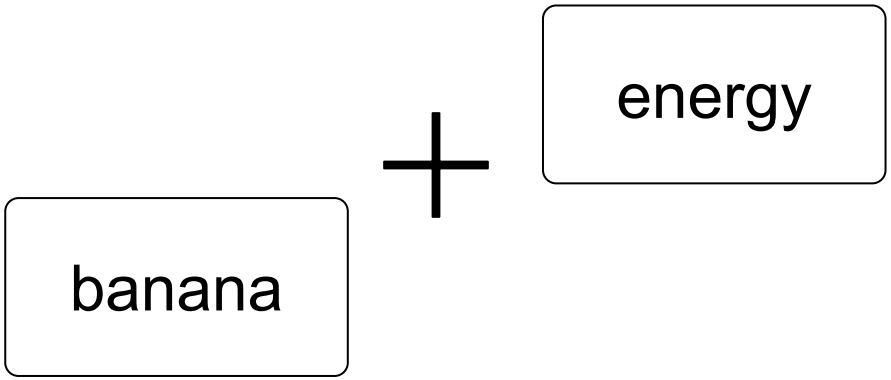
Brainstorming

- Theme generation
- Pitching ideas

Theme generation

Theme generation

Theme generation



Theme generation

BANANA ENERGY

Brainstorming phase

- 10 minutes
- Pitch ideas to each other
- Present one of them at the end
- Names are important!
- More ideas are better

Today’s brainstorming session

Our theme for today is…

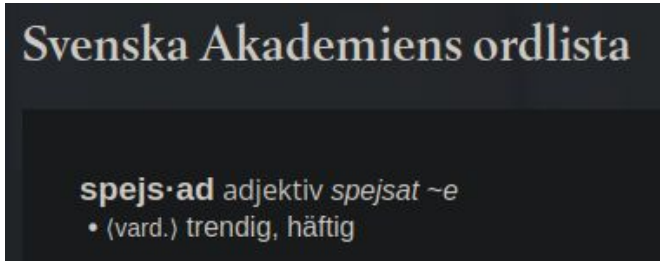
Today’s brainstorming session

Our theme for today is…

SPACED TRAINS

Spaced trains

- Try to consider different interpretations
  - Trains: choo-choo
  - Trains: someone who is training
  - Spaced: something in space
  - Spaced: (swedish slang) cool, trendy
  - Spaced: with spaces in-between
  - Spaced: spacebar
  - etc



Time to brainstorm

Brainstorming tips and tricks

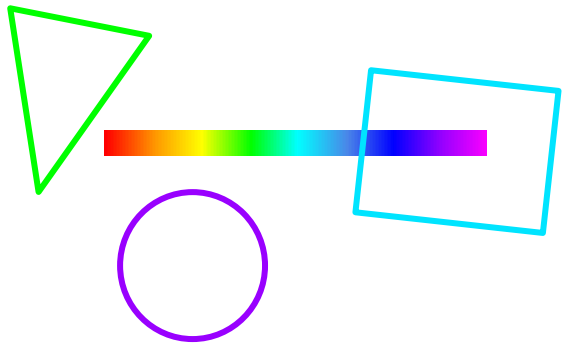
- Start by trying out as many ideas as you can. The first is rarely the best!
- You don’t have to figure out the entire game immediately.
- What kind of feel should the game have?
- Consider alternative theme interpretations
- A good name makes the game!

Game Jam Art and Graphics

How to make reasonable art without talent

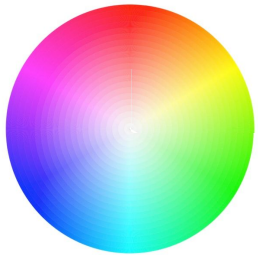
- Color and shape theory
- Artstyle
- Tools

Color and Shape Theory



Color terminology

- Color wheel



- Hue
  - Where on the color wheel is the color
- Saturation
  - The intensity of the color
- Value
  - How light / dark is the color

- Hue
  - The “pure” color with full saturation and no darkness
- Tint
  - Pure color + white
- Tone
  - Pure color + gray
- Shade
  - Pure color + black

Colors, feelings and temperature

- “warm” colors → “warm” feelings
- “cold” colors → “cold” feelings
- Other correlations exist
  - Happy = yellow
  - Blue = sad
  - …

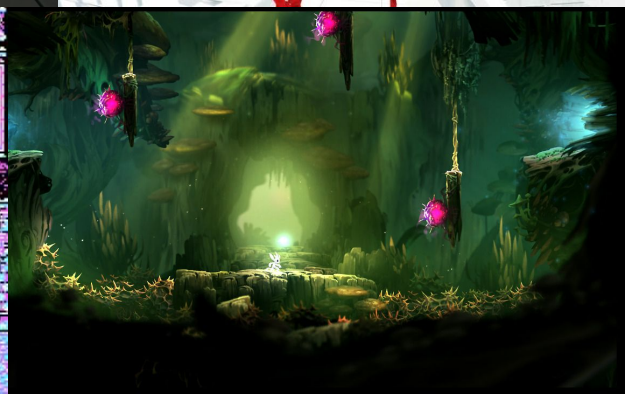
Color palettes

- Monochromatic
  - One hue
  - Tint, tone and shade vary
- Analogous
  - “Wide” monochromatic
- Complementary
  - Opposite hues
- Split-Complementary
  - Complementary + analogous
  - Easiest to make visually pleasing
- Online tools
  - coolors.co
  - colorhunt.co
  - …

Limit your color palettes! (the biggest secret for great game art)

- Create a small palette using the previous examples and stick to only those colors

- Many games utilise this
  - Retro and modern



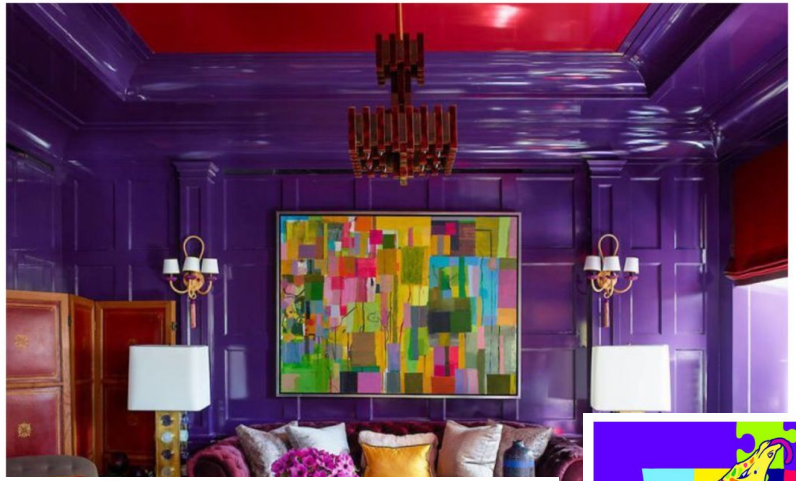
Shape theory

- Similar to color theory and psychology

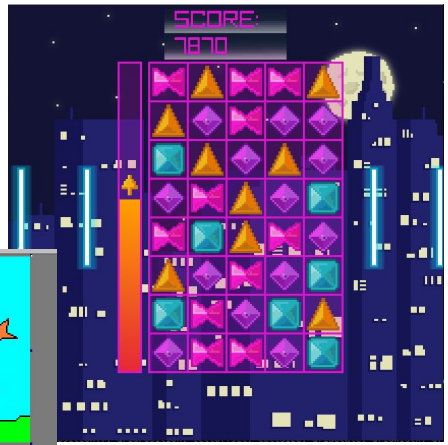
- Triangle
  - Sharp
  - Power
  - Danger
- Square
  - Stability
  - Strong
  - Balance
- Circle
  - Organic
  - Soft
  - Unity

Dissonance

- Opposite of harmony
  - Feelings of unease
- Childish and chaotic
- Both color and shape

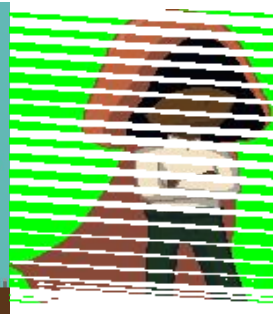


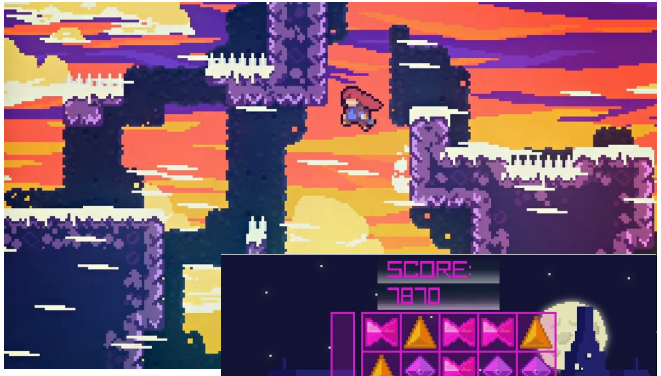
Artstyle

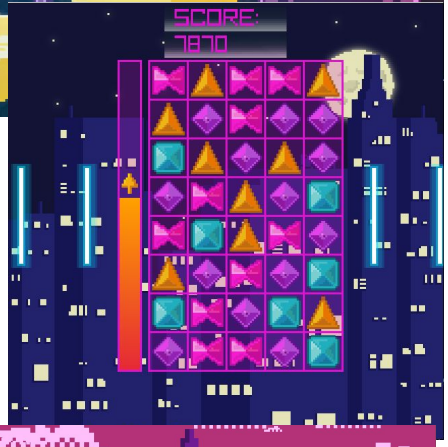


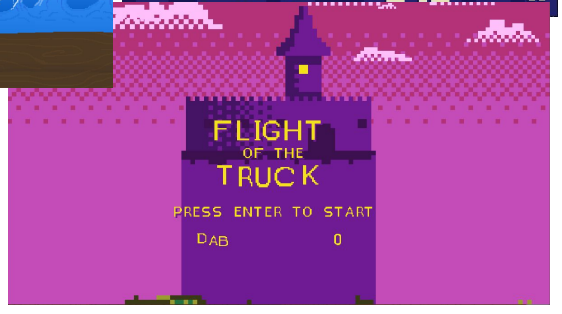
Pixel art

- Very stylized and can be very simple
- Decide the resolution early!
- Easy to do even without a drawing tablet
- Still many different styles within it!



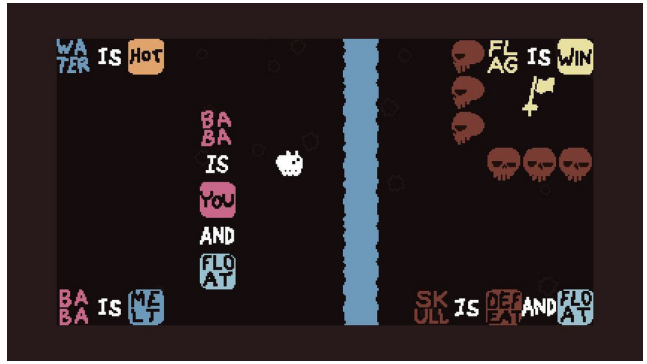


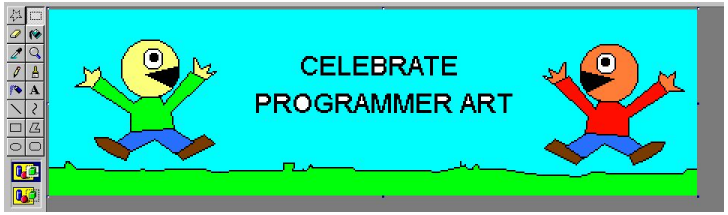


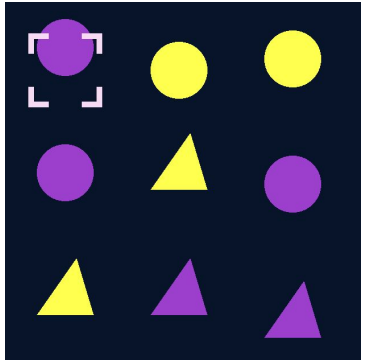


“Programmer art”

- Embrace the “unfinished” look and have fun
- This is NOT bad art, it is just not polished
- Simple and comes without pressure



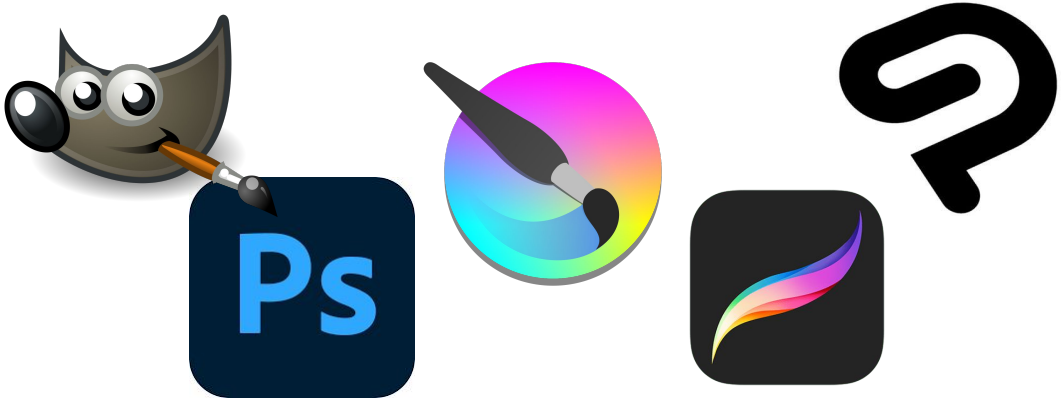




Consistency and reasonability

- It’s a game jam, you have a limited time budget
- Limit yourself to a quality you can keep up for 10+ pieces of art, better to have 10 consistent sprites than 1 gorgeous and 9 rushed
- The art does not stop at the sprites/models/textures, the UI is a part of the visual experience too
- Utilise external resources, if using stock photos or AI art gives the visual story you want use them!

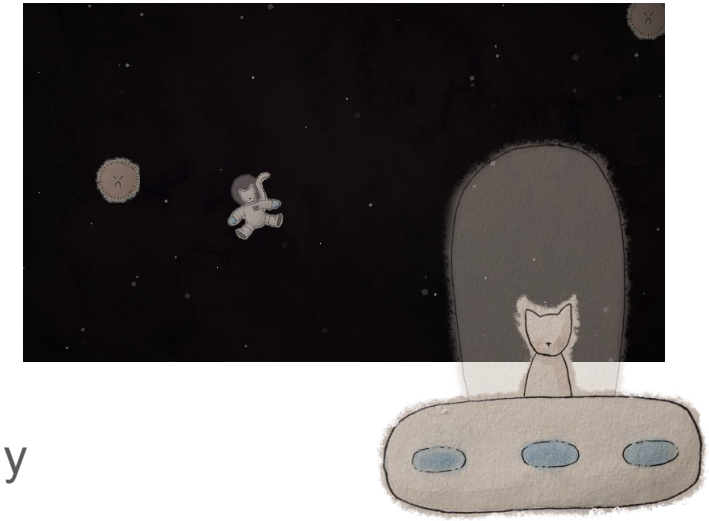
Tools



Digital tools

- Krita ★
  - Free and works on most systems
  - Powerful tool with support for vectors, rasterized art, animation, pixel art, and more
  - Can download brushpacks from the community
- Clip Studio Paint
  - Free trial but not officially supported for Linux
  - Powerful tools and well established
- Procreate
  - iOS specific and not free
  - Powerful tool with many features
  - Simple interface
- Ms Paint
  - Windows specific (online version exists) and Free
  - Simple and restrictive
- Gimp
  - Free and works on most systems
  - Designed for photo-editing
- Piskel
  - Free online tool (offline tool available too)
  - Pixel art specific
  - Animation support
- Many more tools exist! use the one that suits you

Physical mediums



- Watercolor, pen and paper, acrylics, …
- Have a decent camera or scanner available
- Some touch ups might need to be made digitally
- Stay creative and if you are more comfortable with physical mediums, you can always stick with them

Time for a break…

Now, let’s make a game!!

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