
Studio 3

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week 1

In this semester I want make a short pixel animation.

As a kind of independent visual style, pixel originated from the earliest electronic devices. Since the imaging ability of early liquid screen displays was only black and white, the earliest pixel games or animations were very simple

example:<https://www.youtube.com/watch?v=1pXm2NqfHM>s

In the age of handheld devices, outstanding games like pokemon, shining soul and zarda make full use of this pixel style.

In the era of 3D games, pixel games were once regarded as nostalgic games, because the limitations of pictures were gradually replaced by some exquisite 3D pictures. But pixels have evolved in recent years from nostalgia to a style.

In recent years, many pixel independent games have achieved success, which makes me very hope to make a game with pixel style



This picture from game <dead cells>

week 2

the first thing to do is to perfect the backstory of a game

My concept comes from the game <Alan wake> in 2010. In this game, the protagonist of the game is fighting against the enemy covered by shadow.

Many games use shadow as the core of game. So in my game concept, I hope the shadow can be used as a transformation. In many games, it is divided into good and bad camps. Good is often light and bad is often dark. Light and shadow are the main gameplay in my concept of the game. The bad man in the light you need his help in the dark, the enemy in the dark is your guide in the light.

In the next few weeks, I will mainly complete the learning and production in pixel art area.

Of course, it is still very difficult for one person to finish the whole game.

But I want to do as much as I can



<https://www.youtube.com/watch?v=51y9JlpzZbU>