

Exploring visual aesthetics in 3D Video Games with 2D styles

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Annotated references:

Article I read for gathering knowledge on NPR rendering and stylized shader techniques. It was also useful for defining differences between artistic and technical approach.

- GOOCH A., GOOCH B., SHIRLEY P., COHEN E., 1998: A non-photorealistic lighting model for automatic technical illustration. In SIGGRAPH '98: Proceedings of the 25th annual conference on Computer graphics and interactive techniques (1998), pp. 447–452.
<<https://www.cs.utah.edu/~shirley/papers/gooch98.pdf>>

This conference presentation provided useful information on how a studio approaches a visual look which based on an existing 2D style. The presenter also highlighted which techniques they used during the production.

- Motomura, J., 2015. GuiltyGearXrd's Art Style: The X Factor Between 2D and 3D. [online] Gdcvault.com. Available from: <http://www.gdcvault.com/play/1022031/GuiltyGearXrd-s-Art-Style-The> [Accessed 23 May 2017].

I used this video game as a case study for analysing the effect of textures. I used a screenshot from the game to analyse and point out the characteristic of the research they achieved.

- Telltale Games, 2013-2014., The Wolf Among Us, video game

Supportive References:

Assets:

Sculpted model by Diana Varro, Texturing Reka Kadar

Books & Articles:

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