Cute Cartoon Redesign For My Pet Mobile Game

Description

Adopting A Beloved Cartoon Style Of Art

If you've read my previous blog post about the beginning of developing my video game, you'll know I was not satisfied about the initial concept design of the user interface. Everything just doesn't feel right and looks really bizarre. It's because I've used a realistic photo of a cat as reference instead of cartoon-style drawings.

I'm drawing everything really simple! So simple that I can be confident about designing and coding the game in Unity Game Engine. The inspiration comes from my childhood. My childhood cartoons were Disney and Looney Tunes…it was never about Japanese Anime. With that idea in mind, browsing through references on Google for inspiration was a breeze.
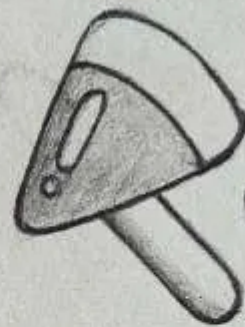
This is what I came up with:

The goal of this now new design is to have no sharp edges as sharp objects would make it look scary and curved edges would make it look harmless. At least that's how my imagination works when it comes to cuteness.
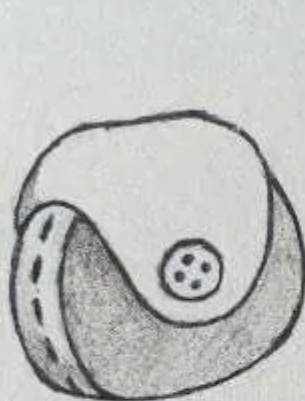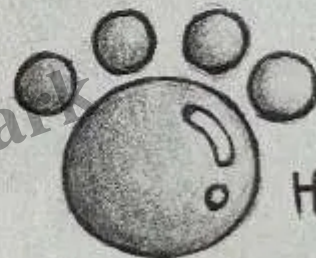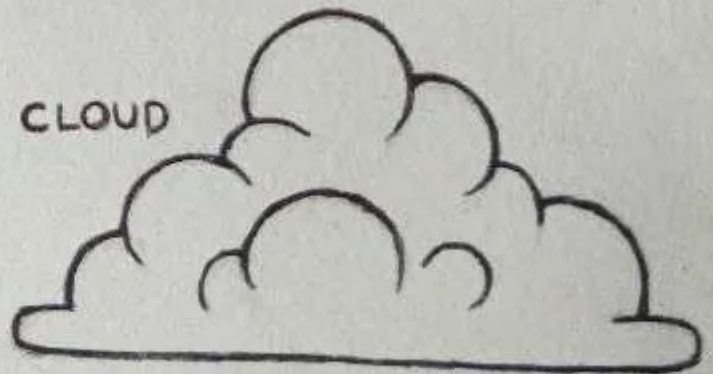
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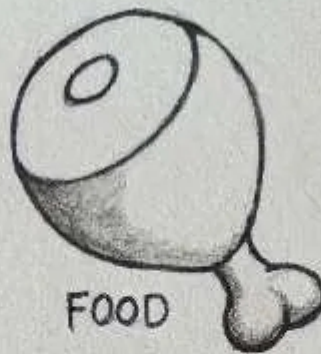
FOOD

HUNT

HEALTH

HOME

HUNGER

THIRST

CLOUD

Made the game asset icons have realistic pencil shadings but I don't think this will look good in-game so they will need to have flat colors.

I'm so proud of myself on the rework of the game asset UI design. Things just keep getting better and better. I've had flashbacks of my old art style when I did merch designs before and thought those skills from my past would be applied to video games.
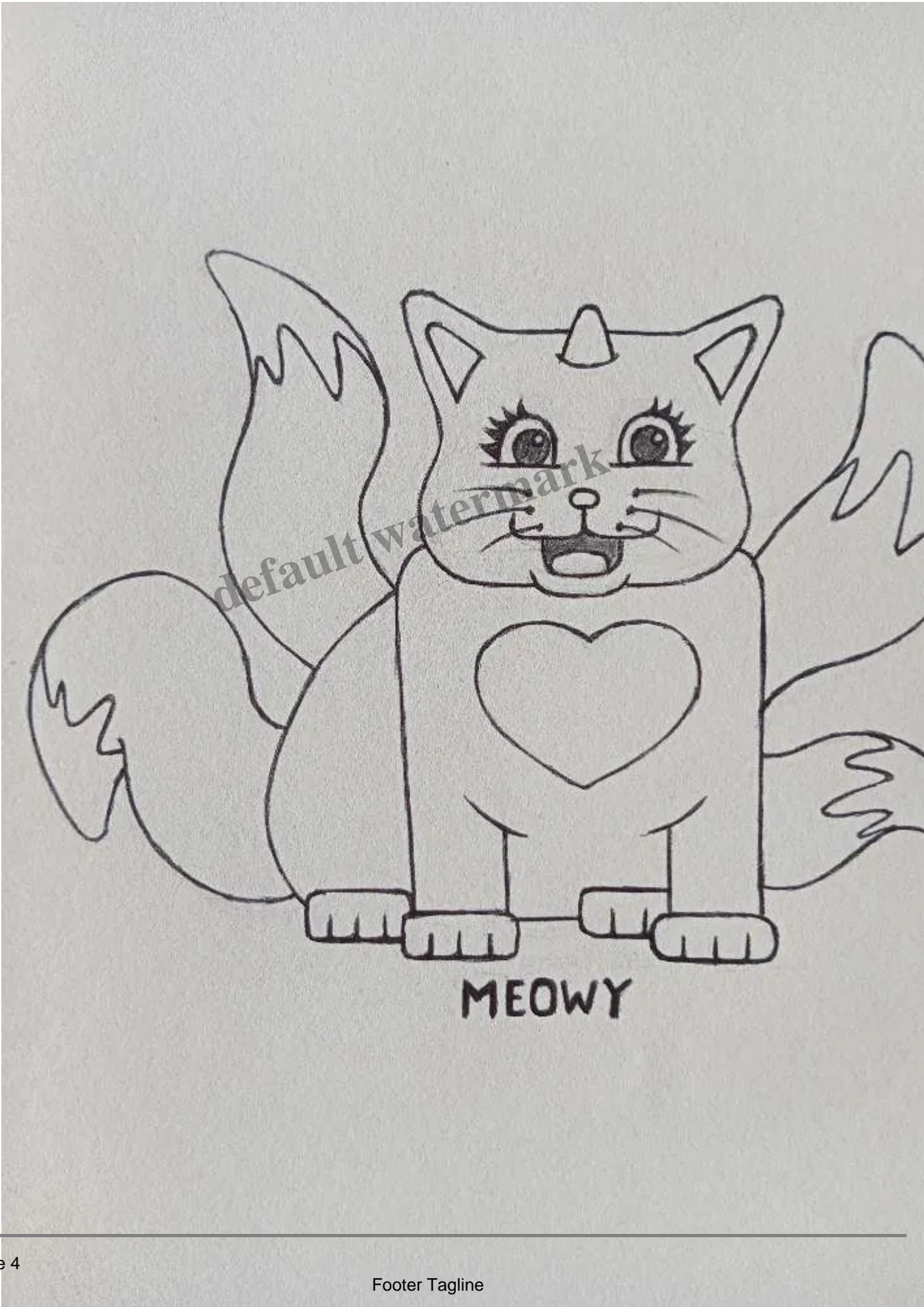
MEOWY

Now I'm so confident to say that my video game character 'Meowy' is a very cute pet now.

This is the finalization of my concept art / design for my video game. The next update about this game is the coding part. Should I also make a portfolio page here? I've already made a few pencil and ink drawing illustrations for my video game anyways and having a showcase of my latest skills would be beneficial for promoting my talent and the game itself.

Category

1. Video Game Development

Tags

1. Concept Art

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Author
3nvikta