



RealTime VFX: A Visual Language Spectrum

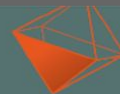
Sarah Grissom
Senior VFX Artist at FXVille



About Me



Sarah Grissom
@smgrissom







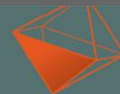
ARTISTS

VS

DESIGNERS

- Flavorful
- Narrative
- Evocative

- Literal
- Functional
- Informative

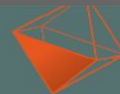




VISUAL LANGUAGE SPECTRUM



- What is a visual language spectrum?
- How can you use this spectrum for your game?
- Continued discussions



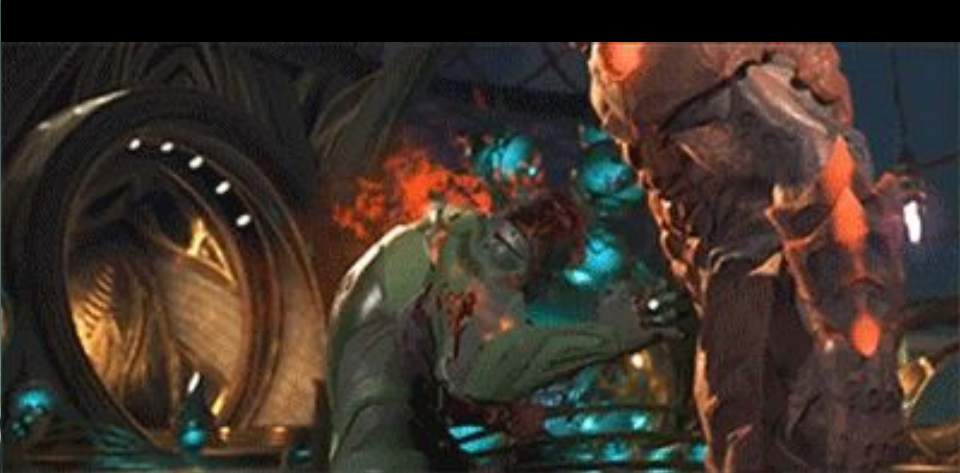


VISUAL LANGUAGE SPECTRUM



PRACTICAL



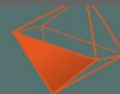
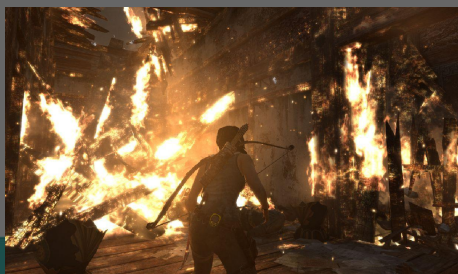




VISUAL LANGUAGE SPECTRUM

PRACTICAL

SYMBOLIC







VISUAL LANGUAGE SPECTRUM

PRACTICAL

SYMBOLIC



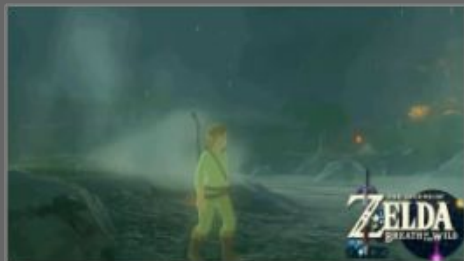




VISUAL LANGUAGE SPECTRUM

PRACTICAL

SYMBOLIC

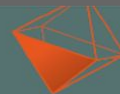




Application

Your Game

- Genre
- Game Modes
- Mechanics





Application

Pre-Production

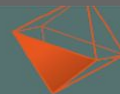
- Plan for VFX, Establish Rules

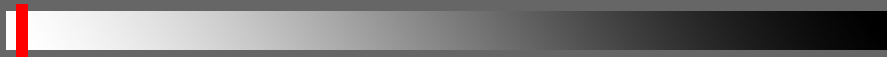
Production

- Enforce Rules, Critical Decisions

Post-Production

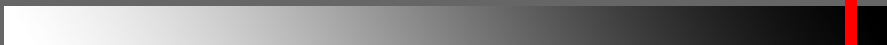
- Reflection



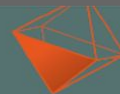


GENRE





GENRE



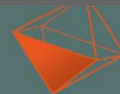


GAME MODES





WITHIN MECHANICS





WITHIN MECHANICS





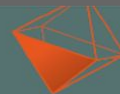
WITHIN MECHANICS





PRE-PRODUCTION

- Discuss with Art and Design pre-emptively.





PRE-PRODUCTION

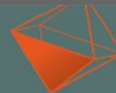
- Discuss with Art and Design pre-emptively.
- Find your inspiration, plot it out





PRE-PRODUCTION

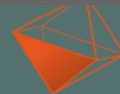
- Discuss with Art and Design pre-emptively.
- Find your inspiration, plot it out
- Ask for Concept Art, Ask for UI support





PRODUCTION

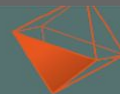
- Tie-Breakers. Refer back to pre-production decisions.





PRODUCTION

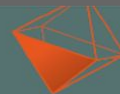
- Tie-Breakers. Refer back to pre-production decisions.
- Sprint planning
 - Practical FX: More Labor
 - Symbolic FX: More Iteration





PRODUCTION

- Tie-Breakers. Refer back to pre-production decisions.
- Sprint planning
 - Practical FX: More Labor
 - Symbolic FX: More Iteration
- Measure against your own VFX for consistency, intent





POST- PRODUCTION

- Post-Mortem
- Patches, Updates
- Listen to Buzz! Are players understanding your VFX?
- Do it all again!

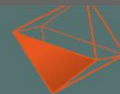




SUMMARY



- ~~Art vs Design~~
- Production cycle
- Make your own Rules
(*and break them*)





Thank you!

Questions? Comments? Get in touch!
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