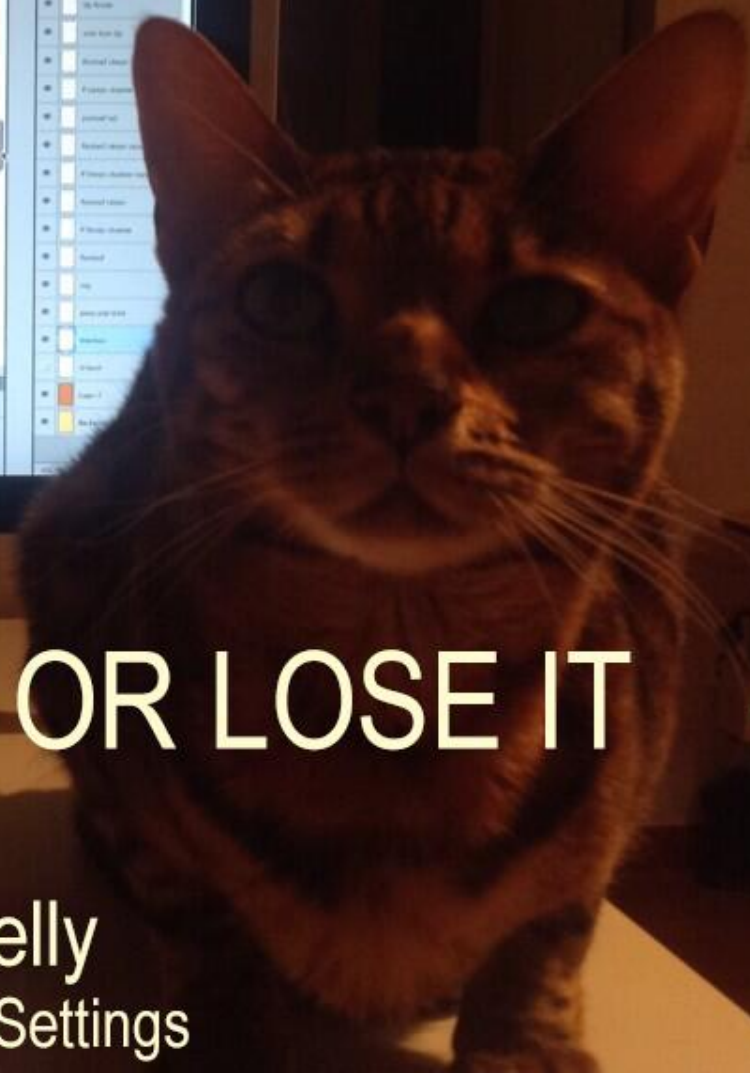
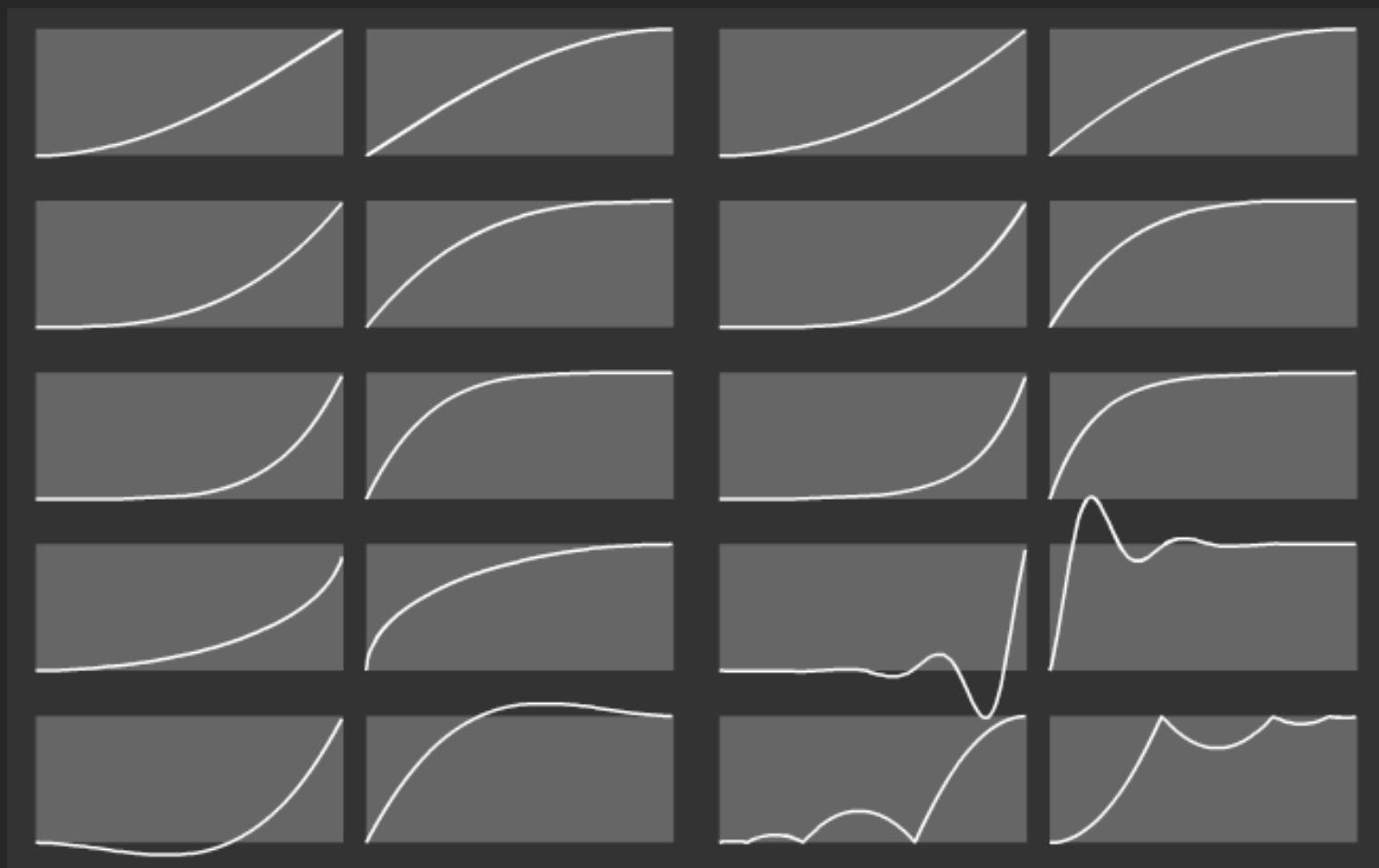


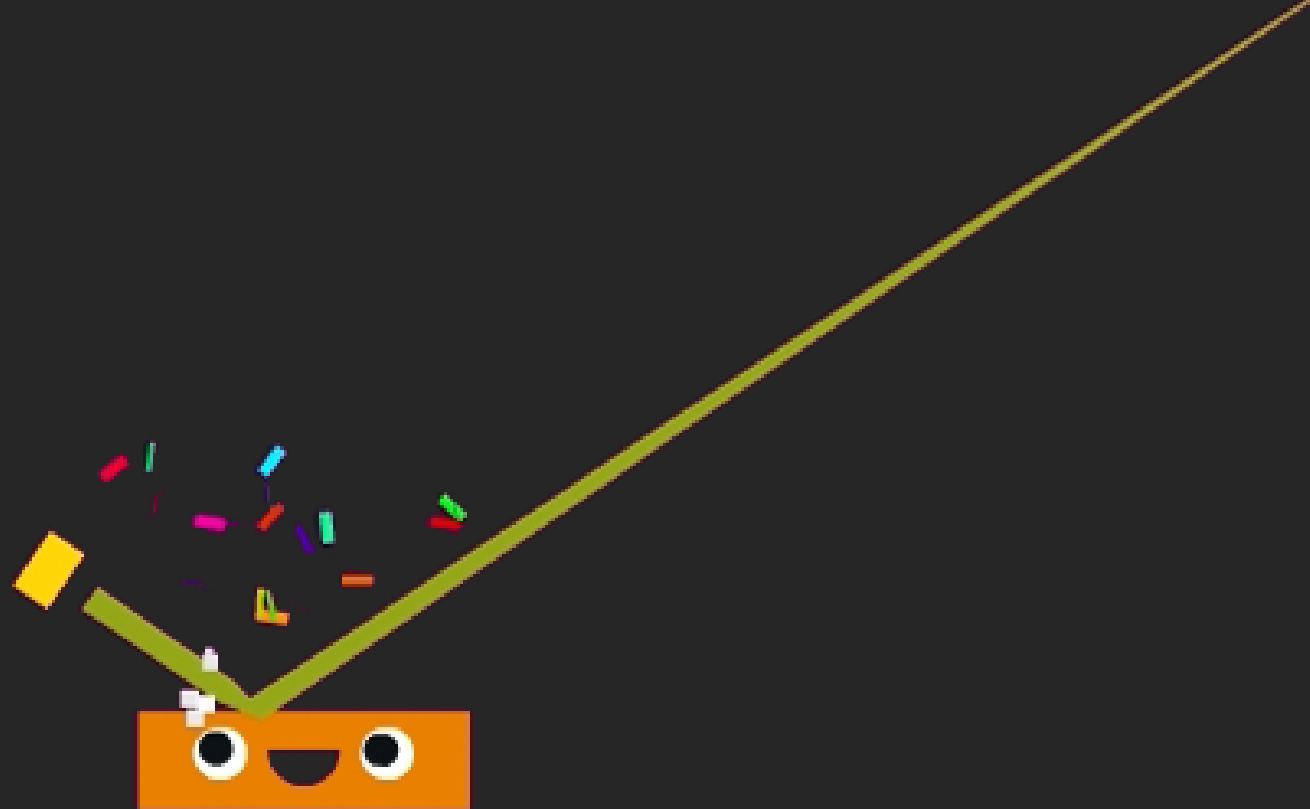
DON'T JUICE IT OR LOSE IT

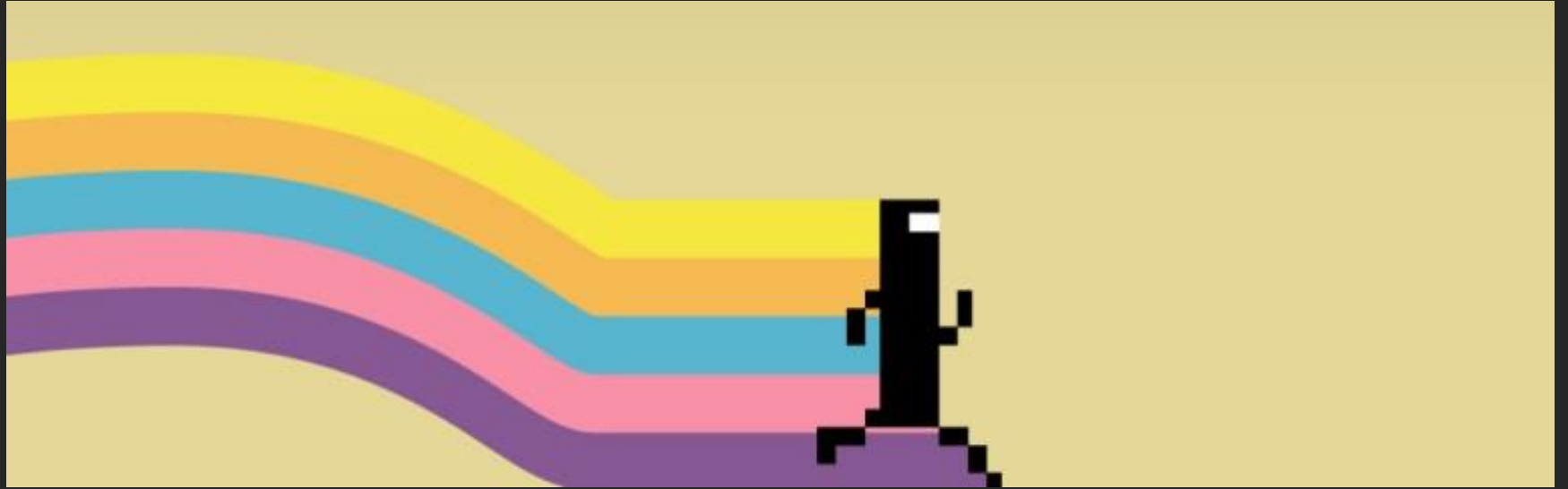


@folmerkelly
CEO, Sets and Settings







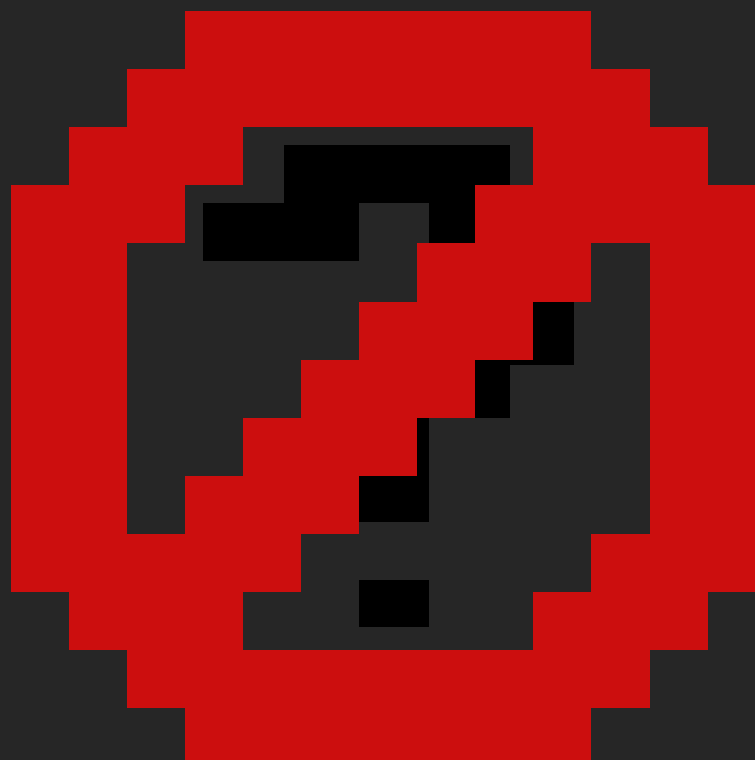












What is polish



What is polish

- Visual feedback

What is polish

- Visual feedback?

What is polish

- Immersion

What is polish

- Immersion
- Context

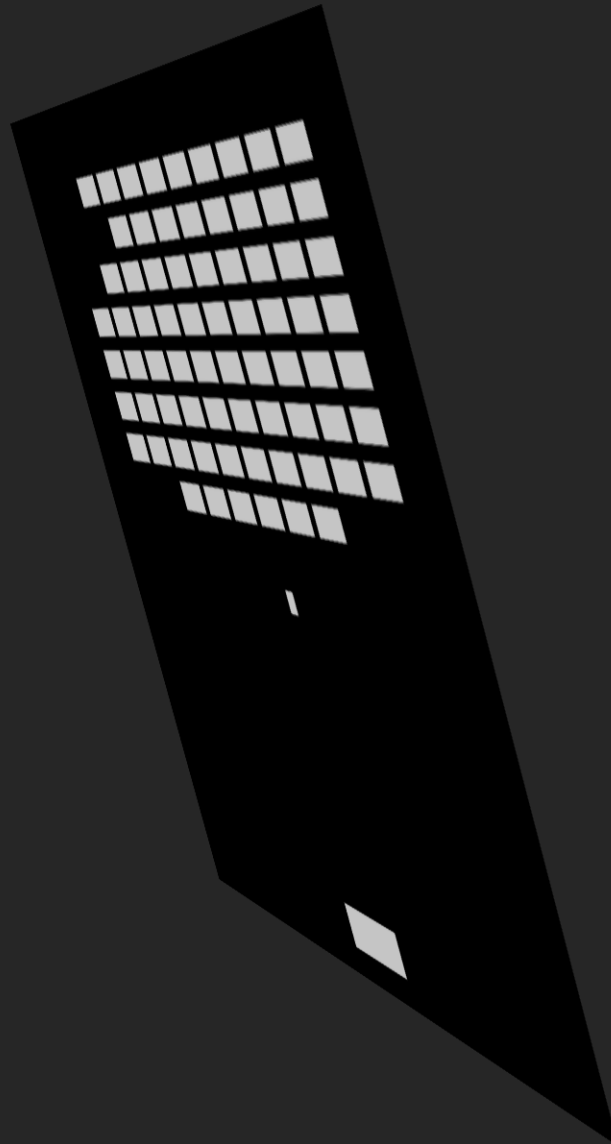
What is polish

- Immersion
- Context
- Make players believe

What is polish

- Immersion
- Context
- Make players believe

EXAMPLES



Platformers kicking up dust

Platformers kicking up dust

- Sprites emit dust particles while walking

Platformers kicking up dust

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- Great way to juice up a walk cycle

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- Sprites emit dust particles while walking
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Tweening hard elements

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- Tweens are easy to implement

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gradients and dynamic lighting on pixel
art / limited palette games

gradients and dynamic lighting on pixel art / limited palette games



Legend of Dungeon

gradients and dynamic lighting on pixel art / limited palette games



The Deer God

Shadows in the sky

Shadows in the sky



The Binding of Isaac

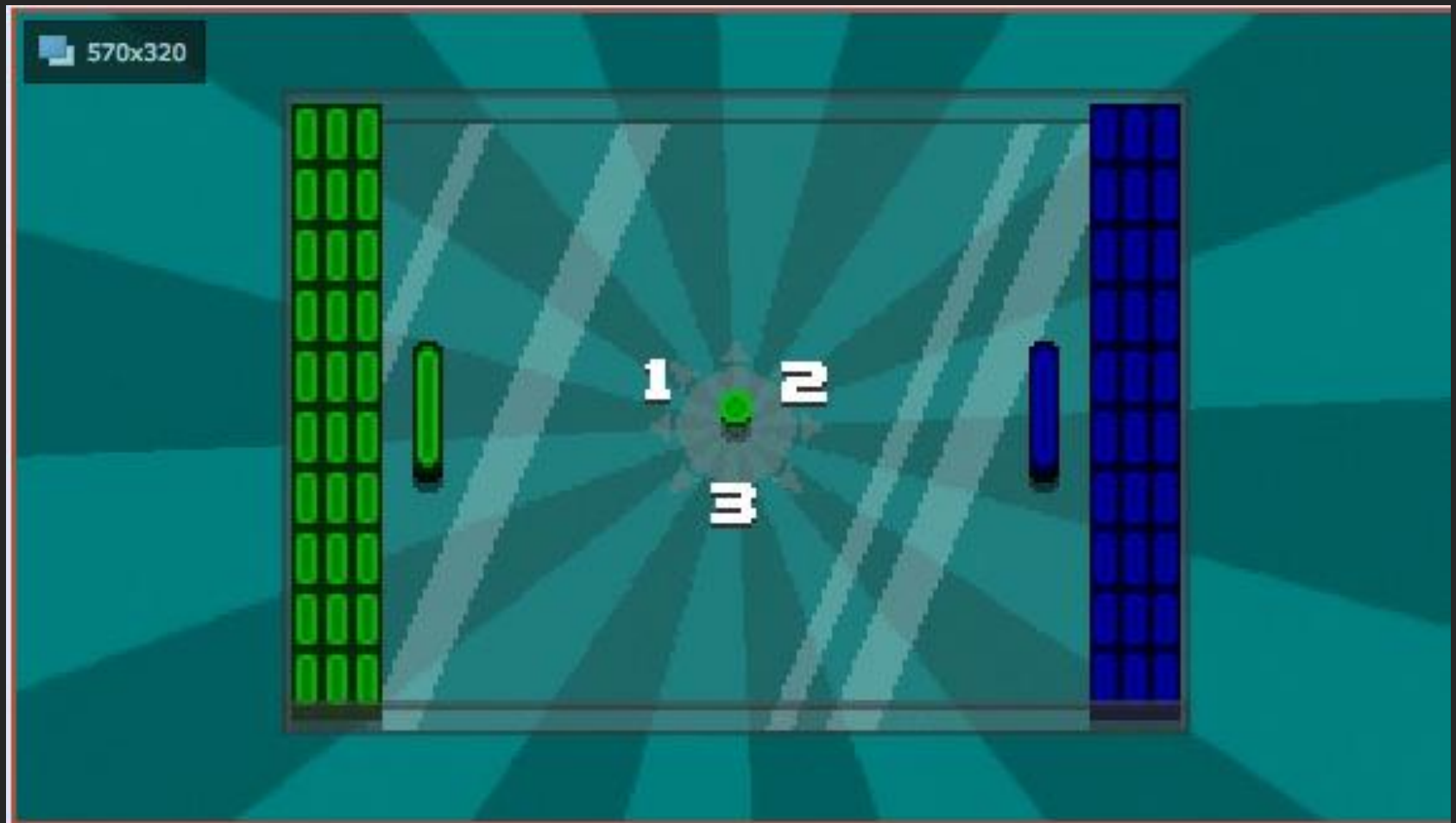
Shadows in the sky



Smash Hit

Juice for the sake of juice

Juice for the sake of juice



Unreleased

Juice for the sake of juice



Unreleased

Why does any of this matter

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Why does any of this matter

- Details are a part of the world you create

Why does any of this matter

- Details are a part of the world you create
- Details are a part of the story you tell

Why does any of this matter

- Details are a part of the world you create
- Details are a part of the story you tell
- Details deserve our attention

Why does any of this matter

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QUESTIONS?