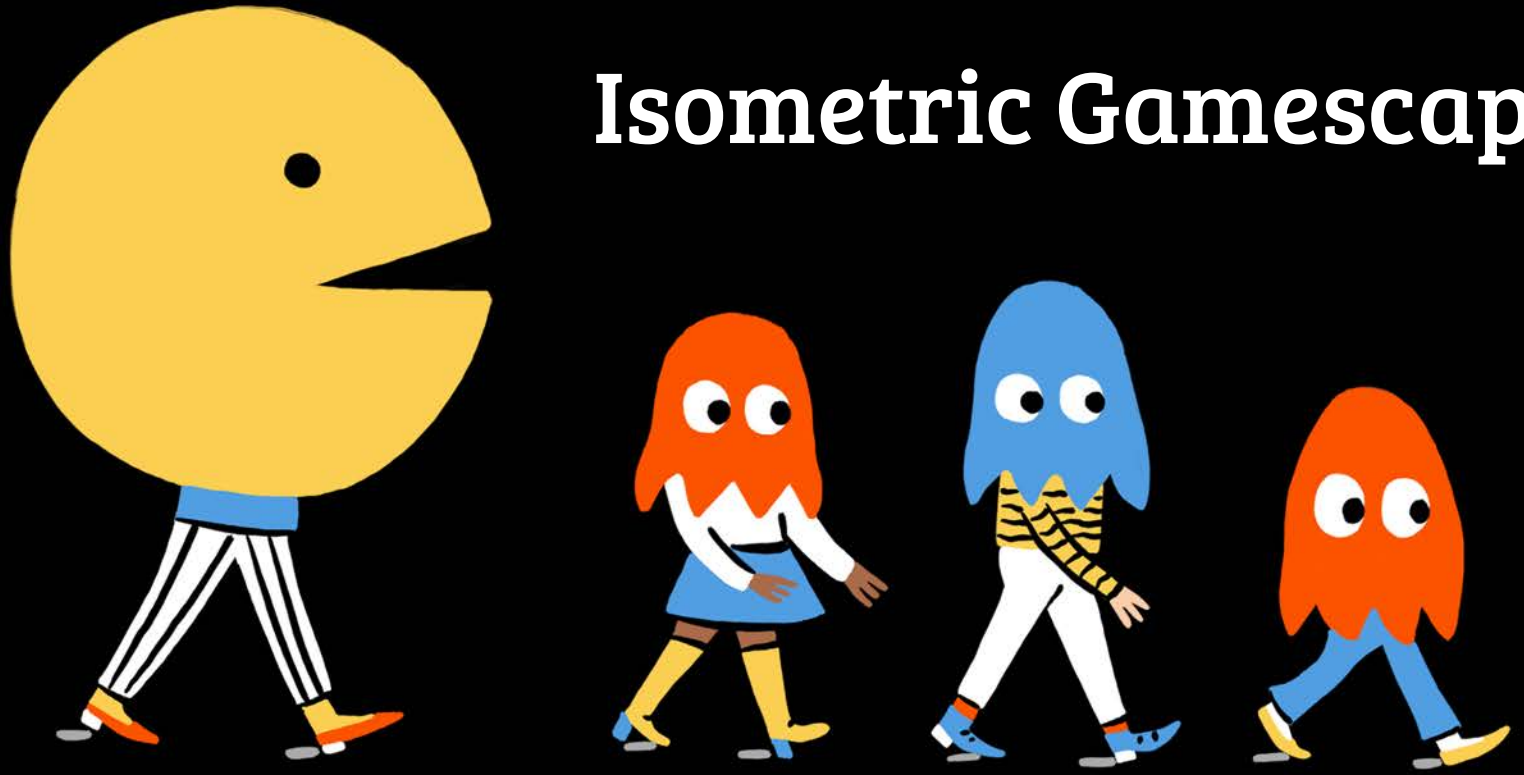
Isometric Gamescape



Happy Friday!

March Daily Drawing and **Project 1** is due today. Although the official deadline is **April 11th,** it's better to complete things asap so we don't end up rushing through 2 projects at the end.

I'll give you 5 min to take pictures and upload whatever you have on FreshGrade

Isometric Gamescape

In this project, you will use isometric perspective to create a gamescape inspired by your favorite game. (virtual/physical game)

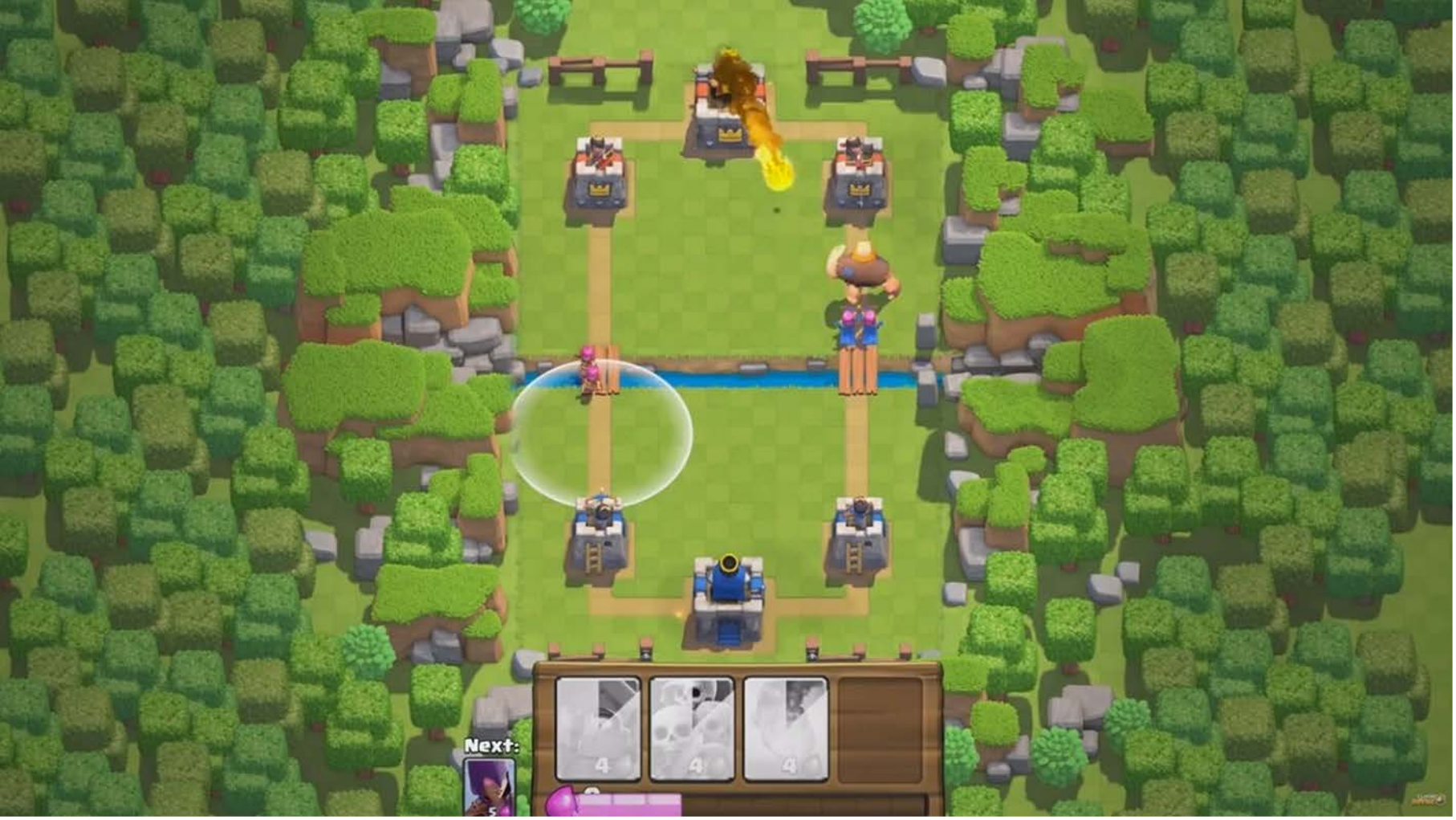
You will begin by brainstorming ideas and drawing inspirations from your favorite games. Next, you will create an isometric structure that will be the base for your gamescape. You will add in your characters and other game features (rewards/obstacles, tools/gadgets, secret pathways, mission/story-line...etc). Lastly, you will finish off your design with colours–we will be painting it!

This project focuses on 3 things:

1. How can we adapt and apply what we know for use in new contexts?
2. How can we build interesting and dynamic forms using simple shapes?
3. How do we use colours intentionally to create a particular feeling, effect or meaning?

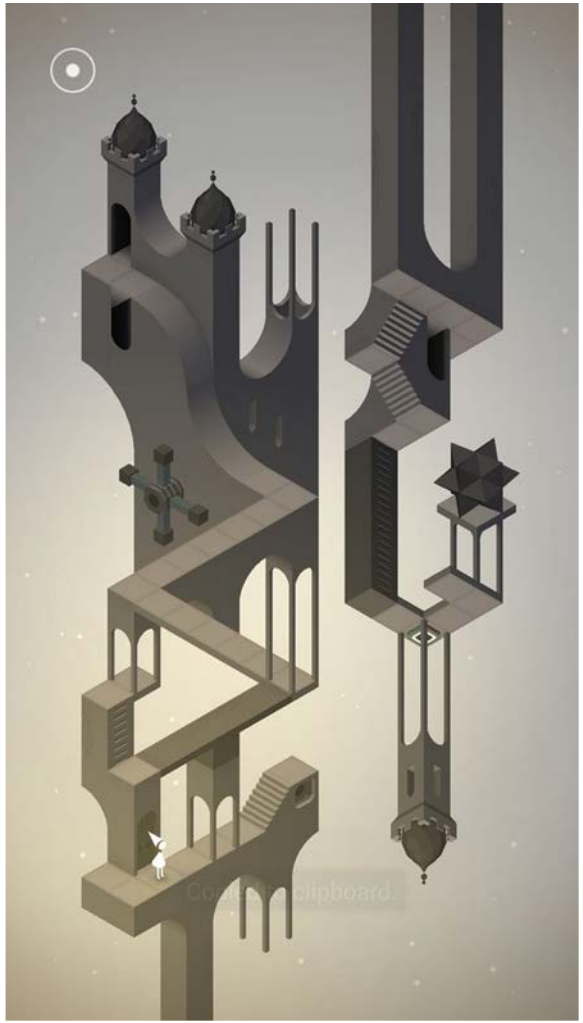
https://www.youtube.com/watch?v=rLl9XBg7wSs

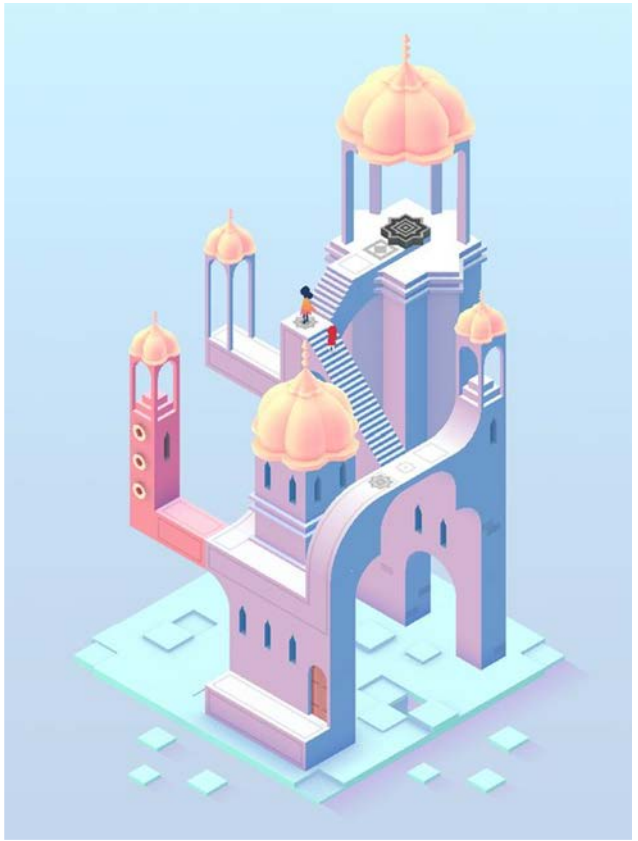
3:50



Clash royale

Omori





Monument Valley

Think about what you want your gamescape to look like

1. Think about a game that you like. This could be a virtual game or a physical game (like a board game) If you don't play games, check out "Monument Valley," which inspired this project. (Don't choose a game that is violent)

2. What inspirations can you draw from it? What elements would you take with you as you design your own gamescape?

1. Jog down/ sketch out some ideas. Make sure to save any images of the game that inspired you.

1. **Begin your design on grid paper. Draw lightly so you can make changes easily. Start with the general structure. Add in the details later.**