STEM Fuse – GAME:IT   **Unit 1**

Color Theory and Artistic Technique Worksheet -10 pts.

Name:_____   **Date:_____**

Read the 3 page explanation of how the Spyro the Dragon was created and what types of decisions regarding color and art the developers made and why. Pay attention to the amount of detail that a graphic artist has to be aware of when designing a game. The game not only should look "cool", it should be different than a competing game and convey the emotion of a particular point of the game, such as danger or victory.

While reading the tutorial, answer the following questions:

What was the original color for Spyro?_____

What color did Spyro change to?_____ Why?_____

_____

On page 2, there are 3 examples of different skies. Describe the differences in each:_____

_____

_____

_____

Which sky do you like best? _____ Which one seems most dangerous?_____

According to the author, what is the simplest way to show game players the "safe areas"?_____

_____

What techniques can a developer use to make sure a player doesn't get lost?_____

_____

What type of college degree did this author, who is also one of the Spyro developers, graduate

with?_____