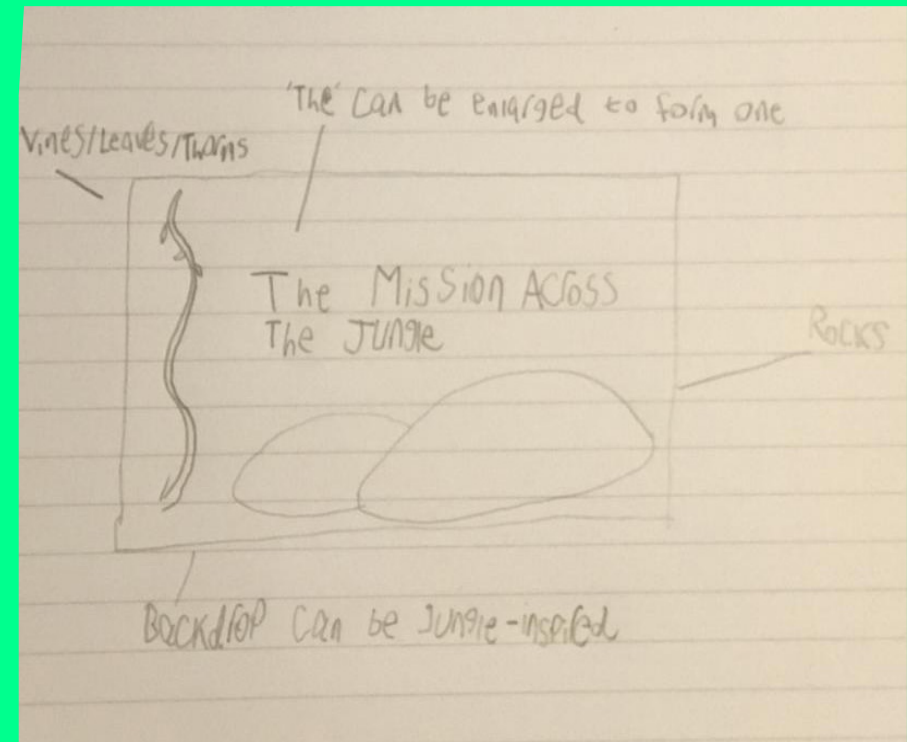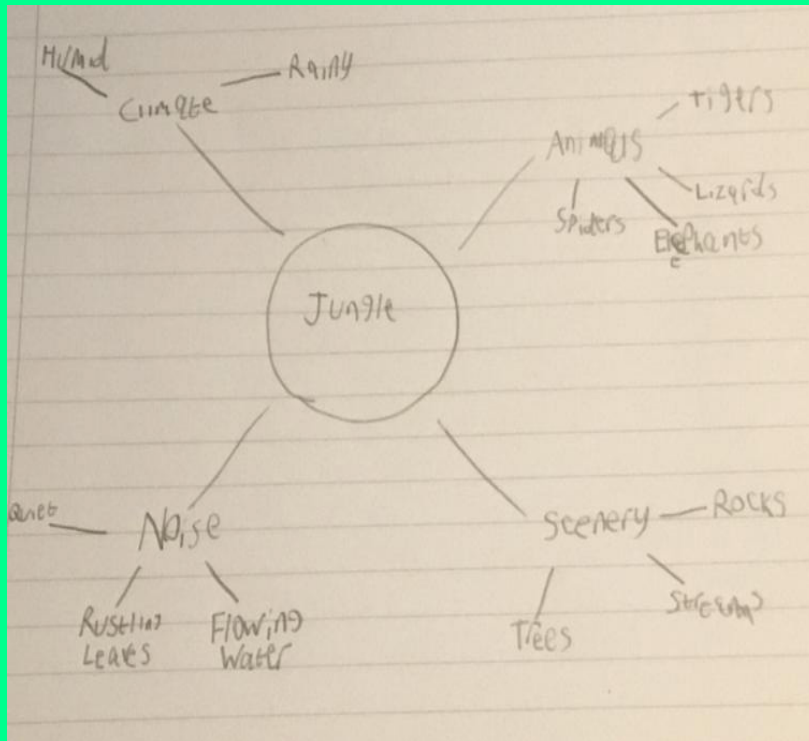# The Mission Across The Jungle 2D
Game Title

Liam Benstead | 20200339

Pre-Production

I started to plan out my final art piece and agreed to create a more stylized title artwork for my 2D platformer. I jotted down some ideas based on the settings of the game and its codes and conventions, then I quiickly made a rough mock-up sketch of what its going to resemble.

Part 1: The Setup

I outlined where exactly my game title should go, complete with guidlines to act as the border essentially. I changed the font to a basic preset font provided by Illustrator which I could always go and change later to be less random and more in line with the aethetics of the game.

The Mission Across The Jungle

Part 2: The Start

Now I would put the starting touches to this artwork. My first thing was to get used to the pen tool, drawing some rocks that will act as hard objects and semi-terrain in a jungle setting with a black and grey outline to make it appealing. I had to do something about the font, so I searched on dafont.com and looked for a jungle-y custom font to use as this is what the player would look at upon starting up the game.

THE MISSION ACROSS JUNGLE
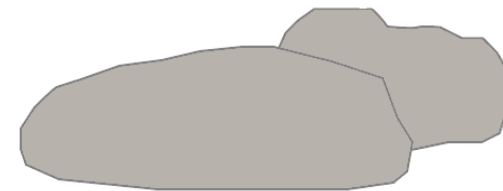
Part 3: The Vines

For the next part, I went ahead and thought about how to stylize around the title. I decided to use something called the Width tool. Before that, I created a waving line with the Pen tool and applied a stroke to it, this would allow me to increase the width using the aforementioned tool to shape a vine-like graphic to my artwork for aesthetics. I applied another vine within the first one, making sure both ends touch the lettering of the title. I changed the background to that of a jungle-y colour like a lightish-green colour.

# Part 4: The Decoration & Layering Convention

Next were the features. I started by adding trees in the background to show a kind of dense outlook on the jungle and bushes towards the bottom of the tree trunks to encapsulate the natural landscape. I also added bits of clothing on the rocks to suggest that somebody has been there.

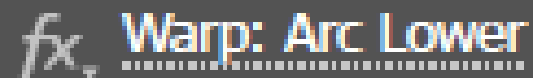All of the features have it's own organised layer.
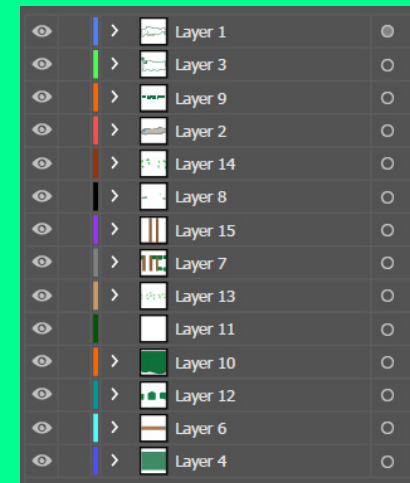
Another feature was with the forest floor. There were only plain grey rocks, so I had to get creative. My creative mindset immediatly thought up a puddle of water from any rainfall as I got to work creating a saturated puddle with some water still left in.
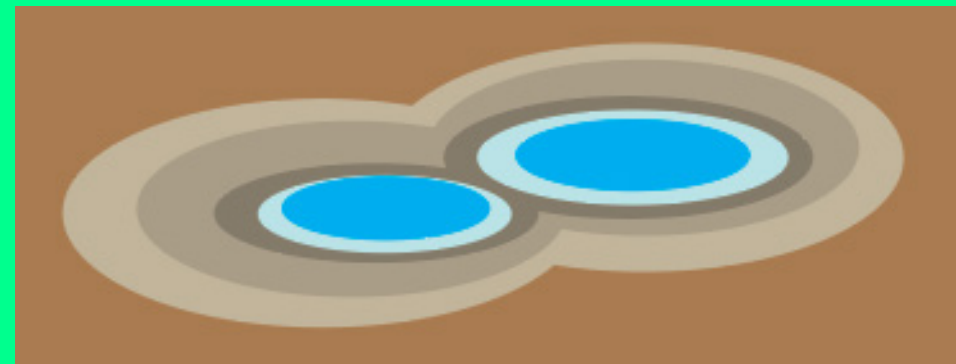
Part 5: Font Styles

Next up was to spruce some life into the font, which I felt was still a little bit random. I had to do something. Upon checking the properties, I stumbled across some effects tools for more life within the font. I decided to settle on an Arc Lower warp effect after finding nothing relating to the codes and conventions of the jungle scenery to make it so that the font kind of looks 3D when viewed. I also applied a texture to the font that closely matches what you typically find in a jungle.

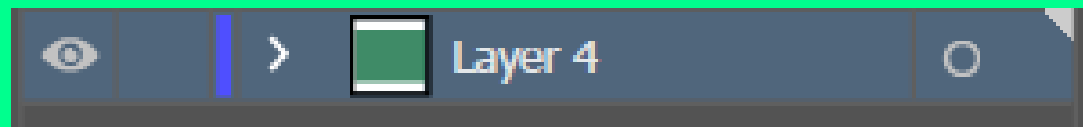

fx, Warp: Arc Lower
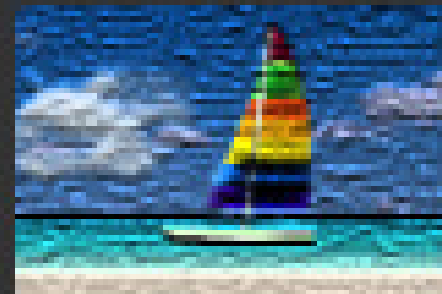
Mosaic Tiles

Epilogue - The Finished Product

Here is the finished product. My evaluation would be that I'm impressed by how aesthetically pleasing it looks coupled with it's graphic style the art is trying to convey. I was initally planning to add some paw prints or maybe an animal within the font. I would maybe aim for a design like that in my improvements, but I'm impressed at how I snuck in some vector graphic imagery in here.

Bonus: Adjustments

Upon receiving feedback, I decided to go back and change a few things. I removed the black stroke from the rocks and added two more layers to act as shading, with the light facing from the camera as if it was on the right behind the image. I also adjusted the text and changed the warp effects to Twist, changing its bend slightly. The big 'The' text had to be duplicated and smaller so there could be two of the same. The background also had to be changed to allow the viewer to see the title more clearer so that they know what the artwork is all about and what to expect.

Custom Font References:

https://www.dafont.com