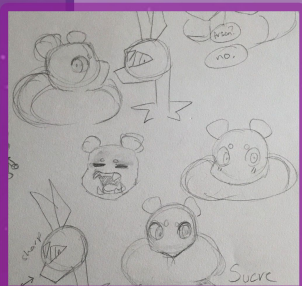


IN YOUR DREAMS

ALIYAH RICE - GRAPHIC DESIGN - SPRING 2021

THE PROCESS



With all assets created for this project, I began with rudimentary sketches. It is important to create several in order to zero in on which design resonates with you the strongest.

Color palettes, line-work, font, and other elements are experimented and finalized. These define the branding assets as well as the characters in the game.



Edits and finalization of the designs is initiated. I ensure that the graphic design details are in place, and that the character designs and concepts display enough personality.

SYNOPSIS

What color are your dreams? In Your Dreams is an indie game in early development created by yours truly. The story follows Sucre and Amargo, two dreamwalkers who became intertwined when one crossed the mind of the other. Drawn to a certain entity within the Ducid Realm, Sucre must assist Amargo with her search for the source, helping resident dreamers along the way and uncovering the various secrets the Realm seems to willfully hide. This project includes the ground work, process, and (hopefully) final designs for the logo, packaging, poster, and protagonist/antagonist characters. From preliminary sketch to final product, I hope you enjoy the first sneak peek into the beginning of an indie game creation.

ABOUT THE CONCEPT

As a graphic designer, nothing brings me more inspiration or joy than playing RPGs and the creations of Indie game designers. It has always been a personal dream of mine to create a video game of my own or have a hand in creating aspects of one. This led me to pursue a degree in graphic design, which is vital for important elements of a video game such as the logo, packaging, branding, etc. In addition, I have always wanted to delve deeper into other aspects of creating a video game, especially creating the concepts and finished designs of characters that would show up in the game.

RESULTS & FUTURE

The feats that I have accomplished with this project have been both insightful and fulfilling. Within my time frame to complete this project I created a logo, game packaging, a poster, and reference sheets for the main characters of the video game. These designs may or may not be tweaked in the future, but having the branding guidelines and color palettes to play with in the future set the groundwork for the future of In Your Dream's design. Of all the things I had to design in this project, I believe that the logo was by far the hardest to design. Although I had a simple design in my head, choosing a color palette and logo layout was extremely difficult, and I wracked my brain several times over. Despite all the obstacles I faced this project was a resounding success, leaving opportunity for the future.

The main question now is what is the next step for In Your Dreams. Although I plan to go into the workforce following graduation, I am making it a personal goal to work on the production of the rest of In Your Dreams. This includes coding, music, sound design, etc. I plan on compiling a team and pursuing the creation of In Your Dreams to its completion! Although I was able to design several assets for this project, several other characters and the world itself need to be designed. I will also be taking time to step into other aspects of video game design besides the graphic aspect in order to finish this story. I hope you enjoyed my journey! See you in your wildest dreams.

- Aliyah Rice

