



# Video Game Metadata Schema: Controlled Vocabulary for VISUAL STYLE

University of Washington Information School Game Metadata Research  
(GAMER) Group and Seattle Interactive Media Museum

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## **Main Contributors**

Jin Ha Lee, Ph.D. (University of Washington)

Andrew Perti (Seattle Interactive Media Museum)

Hyerim Cho (University of Washington)

Andy Donovan (University of Washington)

Christopher Magnifico (University of Washington)

Kimberly Pittman (University of Washington)

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# Overview

## A1. Style

- A1.1. Abstract
- A1.2. Cel-shaded
- A1.3. Comic book (Anime/Manga)
- A1.4. Handicraft
- A1.5. Lego
- A1.6. Map-based
- A1.7. Pixel art
- A1.8. Realistic
- A1.9. Silhouette
- A1.10. Stylized
- A1.11. Text
- A1.12. Watercolor
- A1.13. Other: style

## A2. Color

- A2.1. Achromatic
- A2.2. Colorful

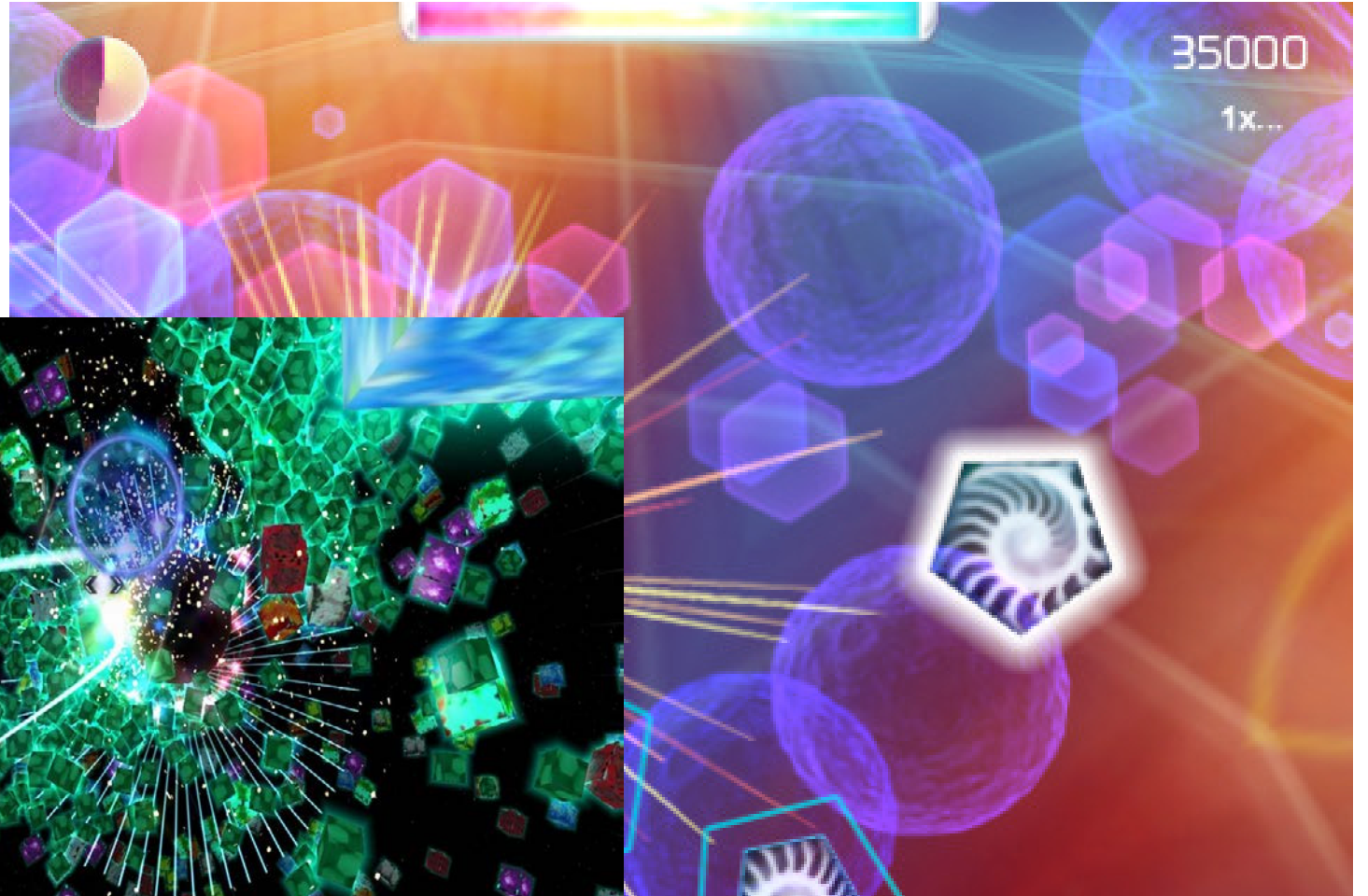
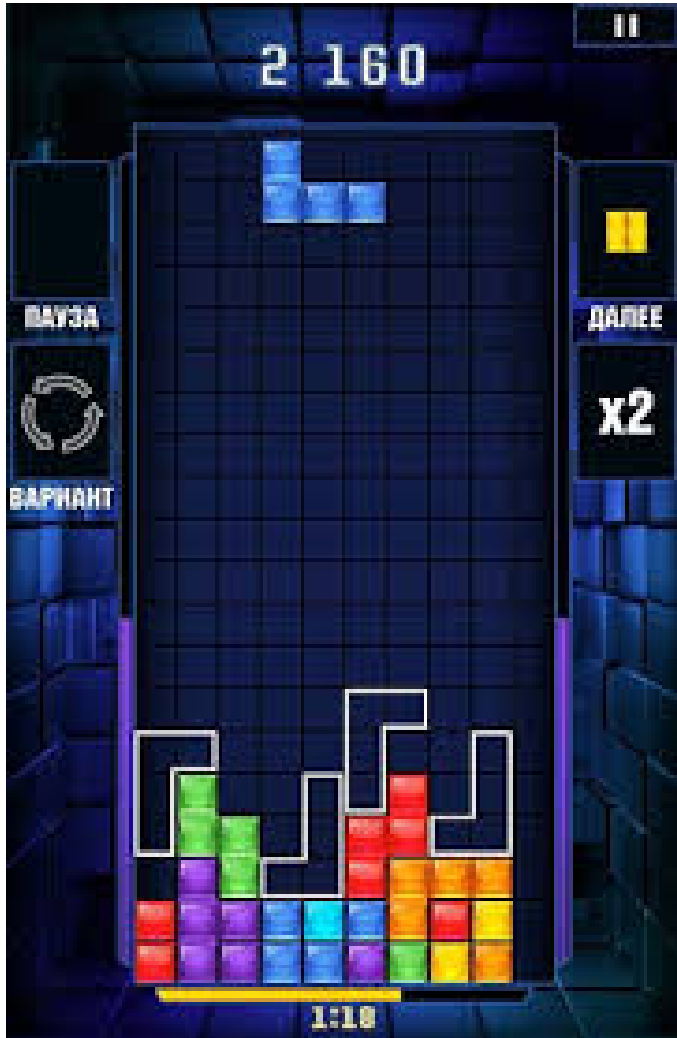
## A3. Light

- A3.1. Bright
- A3.2. Dark

17 terms in total

# A1.1. abstract

Abstract is a visual style describing distinct, non-character based forms. Fractal imagery using a palette with strong colors is a good example. These styles can be symmetrical, geometric, or feature kaleidoscopically swirling patterns.



# A1.2. Cel-shaded

A technique of rendering light and shadow to enhance the illusion of a 3D surface, giving the modeled entity a cartoon-like appearance due to the effect of rounding the edges and eliminating gradations of color. It also gives a feel of hand-drawn animation.



## A1.3. Comic book (Anime/Manga)

A visual style replicating common artistic elements found in mass-market comic books, such as accentuated character features and broad line strokes.



# A1.4. Handicraft

A visual style replicating aspects of hand-made and hand-crafted objects. It includes a strong emphasis on specific textures and surfaces. Examples include paper, yarn, and clay.



# A1.5. LEGO

The distinctive look of LEGO™ figures and sets.





# A1.6. Map-based

A visual style emphasizing maps and map-based gameplay. Game spaces usually consist of small rectangular or hexagonal graphic images like tiles, and players typically have a top-down or isometric view throughout gameplay.



# A1.7. Pixel art

The use of pixelated, typically sprite-based visuals found in early 8 and 16-bit games, and in modern games intending to replicate it.



# A1.8. Realistic

A style portraying characters and environments by attempting to achieve visual parity with real-world references.



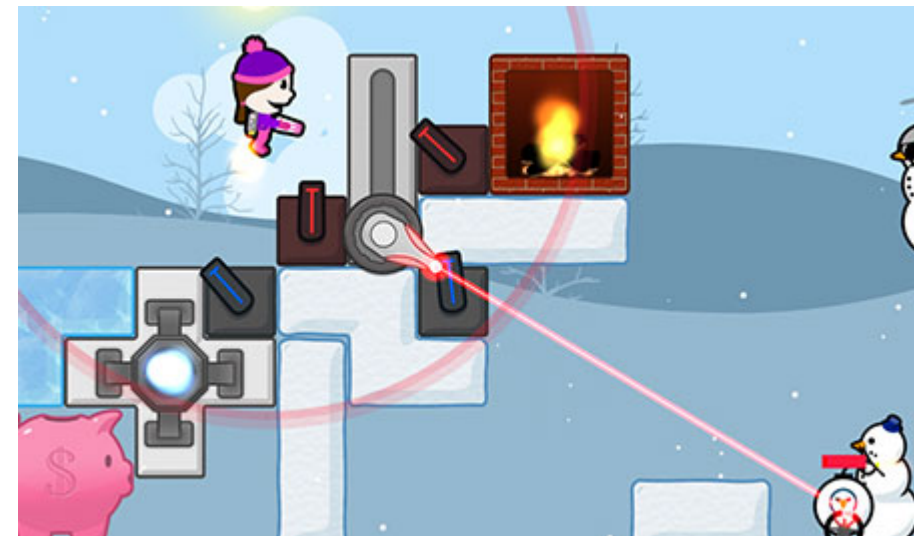
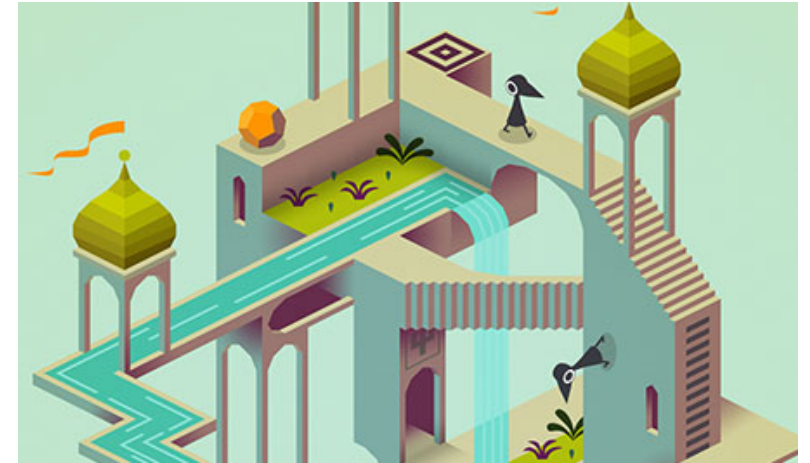
# A1.9. Silhouette

A style in which characters or environments are represented as a solid shape of a single color, or only a couple of colors, usually black. The interior of a silhouette is often featureless, and the whole is typically presented with a sparse background.



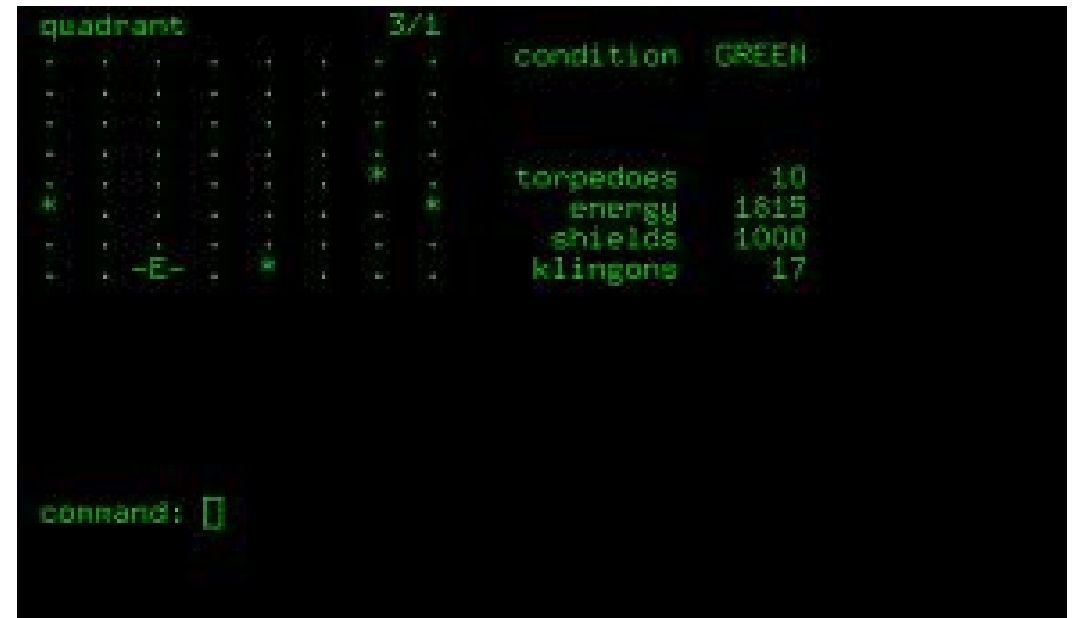
# A1.10. Stylized

An illustrative style capturing or distorting distinctive features of a character or object in order to capture a visual likeness. Simplified characters or objects can be considered stylized.



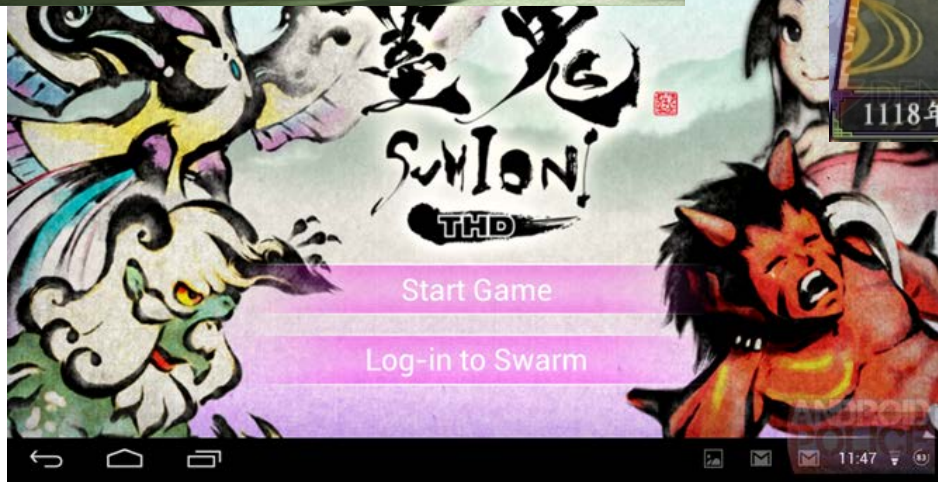
# A1.11. Text

A visual style where the game is primarily conveyed through text.



# A1.12. Watercolor

A visual style where characters and environments are presented as though they are painted in water color.



## A1.13. Other: style

- When the visual style cannot be described by any of terms in the style facet, please record “other.”



# A2.1. Achromatic

A style that mainly portrays characters or environments in shades of black and white.



## A2.2. Colorful

A visual style using many and varied colors.



# A3.1. Bright

A visual style characterized by highly saturated colors.



## A3.2. Dark

A visual style characterized by having highly desaturated colors.

