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Thread: [Game Design Assets - Crystal / HP and Mana Bar](#)

AzuzToGo - May 17, 2016, 5:04 pm

Some of my first Game Design UI / Asset I have made. I drew in inspiration from people in the industry/games and other designers and artists.

I will add other works of designs I will make too :)

Goals for Game Designing:
3D Assets(Realistic Texture & Cartoony)
Hand Painted / Drawn assets
Full UI

TehDuh - May 17, 2016, 5:39 pm

Very nicely done! Keep up the awesome work! Will keep on checking this thread to see what you come up with next.

Freedee - May 18, 2016, 1:06 am

I like it a lot, and you've really succeeded to attain the cartoonish look that you were aiming for :). Have you tried adding some small bubbles into the health and mana pools, and reflections onto the rocks? I could imagine that it might be a good way to refine the result :P

- Sincerely.

voidex - May 18, 2016, 7:11 am

its done like the popular games do (thats good) 10/10

T3C1992 - May 18, 2016, 7:36 am

The small detail you put into the mana/hp bar is what makes it so good. 10/10 for me as well!

AzuzToGo - May 18, 2016, 12:42 pm

(May 18, 2016 01:06 AM)Freedee Wrote: [CITE](#) I like it a lot, and you've really succeeded to attain the cartoonish look that you were aiming for :). Have you tried adding some small bubbles into the health and mana pools, and reflections onto the rocks? I could imagine that it might be a good way to refine the result :P

- Sincerely.

That's a good idea! I will try an add some of the bubbles! Reflection on rocks? I don't really understand that part.

Two-Ton 21 - May 19, 2016, 12:05 pm

I'd suggest following a how-to crystal tutorial on DeviantArt. That really helped me. Great start.

