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# A Study on Principles of Scene Design in Chinese Cartoon Games

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## Abstract

This article has briefed some important roles Scene Design plays in cartoon games (CG). Then it analyzes some fundamental principles of Scene Design in CG. It also discusses how to produce a suitable scene by centering on the theme and images in CG, and how to create appropriate ambience by making good use of Scene Design. Finally it introduces some frequently-used software for digital scene design.

## Keyword

Carton Game, Scene Design

## I. Introduction

Scene Design, as a vital part of Cartoon Games(CG), refers to a sum of image designing, though exclusive of role imaging, which is changed at different time points in CG. Outstanding Scene Design can be a boost for a better and more attracted CG, a highlight in theme embellishment and hence create a remarkably rendering result. Moreover, fine Scene Design can value-add CG and have direct impact on style and artistry of the whole creation.

## II. Functions of Scene Design in CG

Scene Design is a highly-demanding combination of both creativeness and artistry. Scene Design in CG is more than drawing pieces or surroundings setting, and it is defined as a CG-serving art woven by time and space helping to unfold scenarios, realize dramatic conflicts as well as depict main characters. Meanwhile Scene Design relies on CG script, character imaging and specific clues of time. As a result, Scene Design in CG functions as a key hinge to

making frames. CG design shall generally base landscape changes, perspective changes, camera motion paths and ambience construction on creative Scene Design work.

More often than not Scene Design will have a say in scenario development. For example, in an ancient storytelling, scale and style of ancient buildings are strictly set, while those ancient characters in the game should live and act in some buildings as well as confines appropriate to their social strata, thus an eventful game is rolled out with all of these scenes well designed.

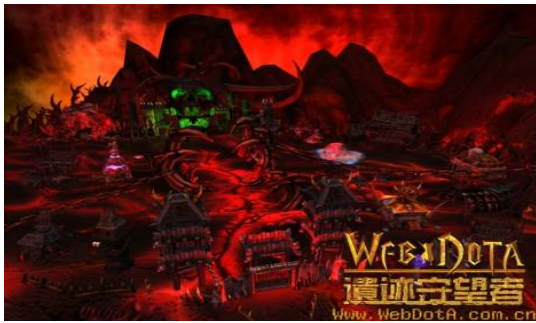
Picture one unfolds an ancient Chinese scene. A Chinese-styled costumed poet is riding a horse setting footprint on mountains and waters. On the mountains are laying ancient buildings with Chinese features. What a picturesque creation with poetry! Scene Design has well presented such a time-plus-space concept ancient periods.



Picture 1 : Ancient scene

Apart from its impact on roles and scenarios in a game, Scene Design will also make a difference in appreciating CG. Viewers and players are touched and infected by direct and comprehensive CG complex created and conveyed by Scene Design to become nervous, sad, joyful or excited as scenarios unfolded. In a creative way of coloring, composing and imaging, Scene Design can inject certain subjectiveness into CG to reaffirm its visual effect and make a magic world of horror or grace better than ever.

Picture Two sets a scene of horror. Dark color tones so depress viewers that a sense of dread comes into being. Color red resembles blood or bleeding, and green spots against a dark red backdrop do make something creeping from within as in an alien area.



Picture 2 : Horror scene

Picture Three is an elegant creation with soothing effects. Color green as the key tone conveys a natural sense of simplicity while properly scattered buildings bring viewers back to civilized world. Such a scene of grace is made of a natural and civilized combination.



Picture 3 : Elegance scene

### III . Principles of Scene Design in CG

#### 3.1 Theme and Tone in a Comprehensive Construct

To succeed in Scene Design in CG, designers shall bear in mind some subjectiveness of the creation and understand the scene setting and role imaging on a macro manner. The threshold for Scene Design lies in a good command of the theme which is reflected in visual details of different scenes. A suggested correct and complete designing mindset shall be a threefold one: overall conceptioning, pieces and parts constructing, and finally overall generalizing. To put it in a simple way, get acts and actions of roles as a basic designing while take into full account of scene switching; also reassure importance of imaging so as to carry on an amazing story by expressiveness and narrativeness originated from imaging rather than too much explanativeness.

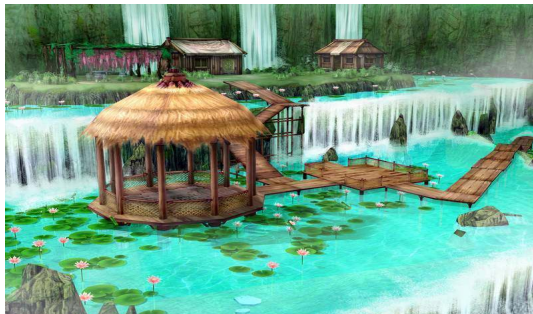
Meanwhile, designers shall set a key tone for CG to present visual images in scenes. Key tone in CG can be defined as some unique style through the game manifested by role images, colors, pace of storytelling and peculiar scene designing. A fixed key tone to CG is what an ever unchangeable theme to a movement which can be joyous, sorrowful, dignified or hilarious.

#### 3.2 Appropriate Ambience in Construction

Scene Design in CG is a presentation of art and also an outlook on the world. No matter what type of CG is made, a visual world distinct from the real world can be created under visual art presentation principle by applying 2D or 3D space mode. In a sense, appropriate ambience construction tops Scene Design job in CG for an imaginary world,

which is day or night, dark or bright, fresh or strange, with various environment, climate or colors will bring different experiences to players. Next, designers shall make ways to producing another 'real' world by simulating such objectively existing real factors as era, region, climate, custom, etc. This created 'real' world may not necessarily live up to the real world we are living in but may as well a made-by-designer epitome. Last but not least, designers shall strive to strike a unified balance between making a real world and creating an exaggerated world. CG is not a purely representation of all 'real's but an epitome of some 'real's which are stemming from but more interesting than human society. Of course an outstanding designer with inspirations and imagination is cut for the task. All in all, both constructing appropriate ambience and balancing the real and the exaggerated shape an outlook on the world for CG and matter a pound whenever a CG a success or a failure is to be judged.

Picture Four produces a scene of peace and tranquility. Quiet ambience, as a pool of still water, is complimented by waterfalls and running rivers to create a contrastingly harmonious scene. Some farm houses at distant shot and some pavilions at close shot put viewers into delicacy of experiencing the scene and beyond.



Picture 4 : Appropriate Ambience scene

#### IV . Frequently-used Softwares for Scene Design in CG

Digital technology which enables designers to creative something brand-new gives rise to

breakthroughs and fundamental changes in Scene Design in terms of either creative tools or creative means. Digitalized Scene Design can be categorized as realistic style, decorated style, and cartoon style and so on. Digital tools for creating various styled scenes are often as follows: computer-aided Scene Design which is highly demanding for painting skills; computer-generated images or photos; 3D software, such as 3DS MAX, MAYA, to model-build a scene. Computer-aided composing or generating could make Scene Design an easy job in creating an incredibly visual world by mixing up a number of prototypes which belong to different time and space. Some frequently-used software for computer composing or generating include PAINT, AFTEREFFECTS, MAYAFUSION, FLINT/INFERNO, etc. Such software is powerful tools in Scene Design with distinct features to deal with different needs in designing, while 3D- software-aided designing can heighten sense of depth and sense of dimension in a space. All in all, with aids of computer software, "impossible is nothing" has stepped up with time passed to become the middle name of Scene Design in CG.

To have a good command of any 3D software, powerful but sophisticated, would cost a potential designer substantial quantity of time and efforts and basic skills in designing shall not be practiced too much. Designers-to-be shall above all practice such fundamental skills as 3D imagination, being well-versed in views and perspectives, and being familiar with relations between objects and coordinates. Next, they must well master some basically important and frequently-used operations such as selection, move, rotate, scale, mirror, align, array, views, etc. Then they could commence on learning 2D editing which has often paved the road for generating 3D effects. Some final tips for becoming a successful scene designer are to attach importance to basic skills for producing special effects, to bear in mind some commonly-used fabrics and parameters in scene designing as well as principles for uploading pictures or photos, to familiarize the relationship between parameters of lighting and effects of fabrics, to reinforce ability to appreciate art work, to enrich know-how on painting and color applying, and last but not least to be a good observer towards real world and real life.

## V . Conclusion

Responding back to the opening statement while laying here as a conclusive comment: Scene Design in CG is more than drawing pieces or surroundings setting, and it is defined as a CG-serving art woven by time and space helping to unfold scenarios, realize dramatic conflicts as well as depict main characters. In creating a potential CG sensation, Scene Design shall always pinpoint a key note with set sentiment. Successful Scene Design will add to smoothness and musical sense of beauty while inappropriate Scene Design will do nothing but ruin the CG totally. Therefore, CG designers shall bring the push, done by Scene Design, towards sentiment and ambience constructing into full play so as to produce best comprehensive effects apart from mixing sounds and pictures and shaping audio and video art together.

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