



COLOR PICKING 101

Phil Strahl



Harmony

Scheme

Dominant Color

1



WHAT
COLORS
FIT MY
GAME?





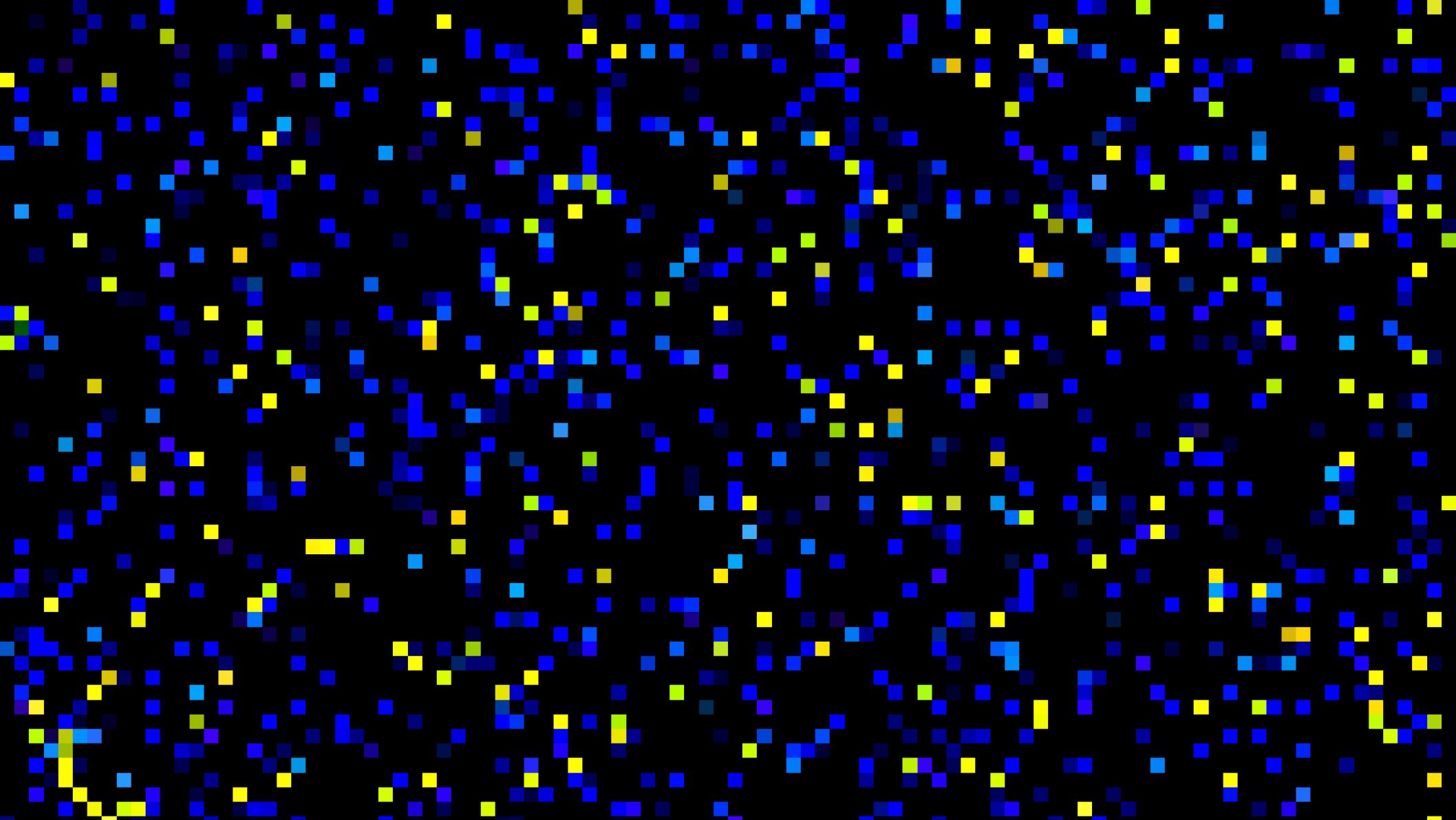


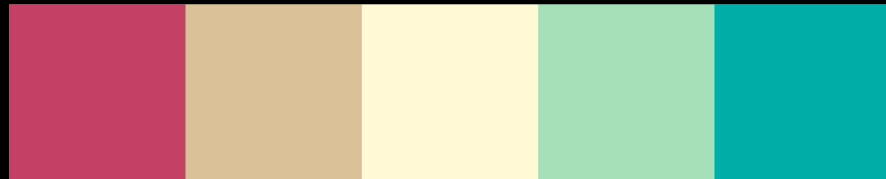
2

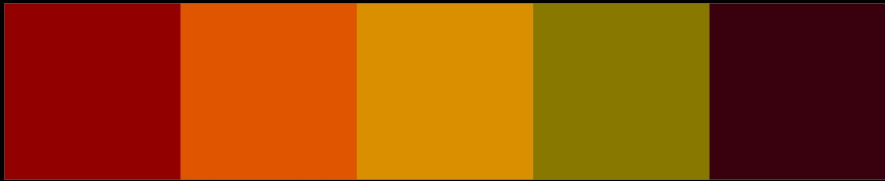
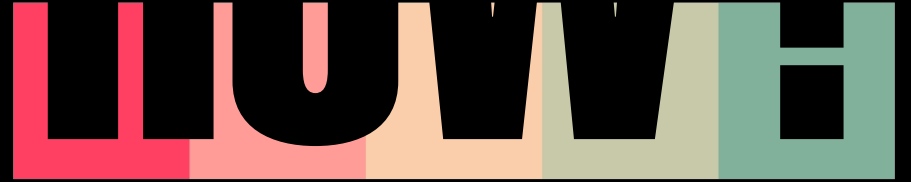
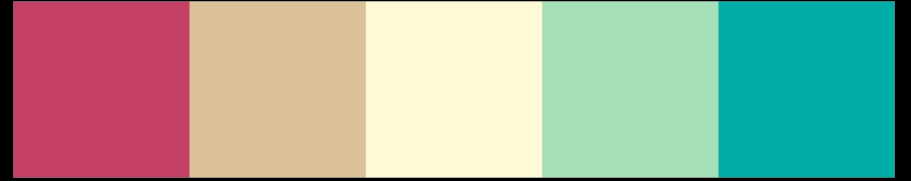


HOW
TO
CHOOSE?

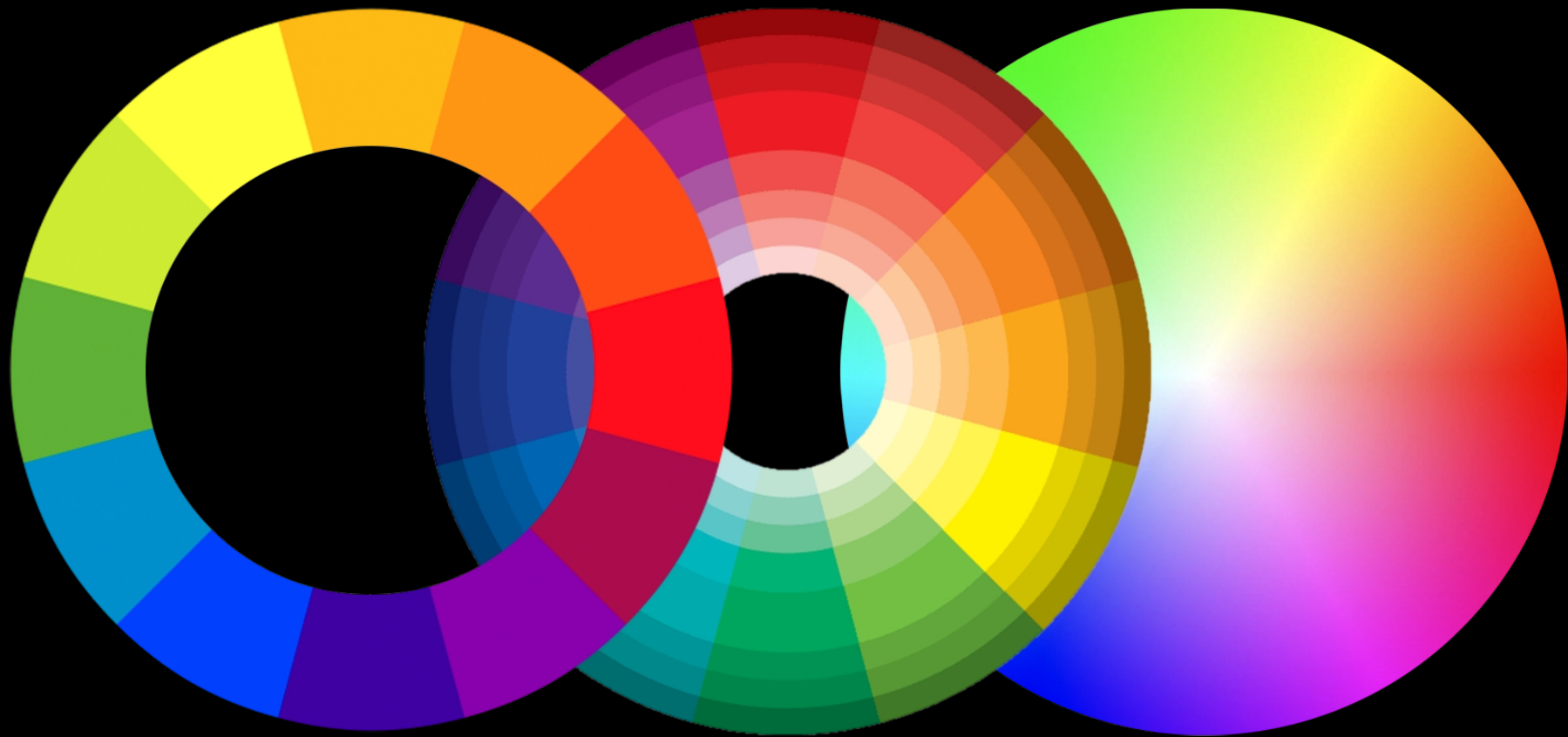








COLOR HARMONY

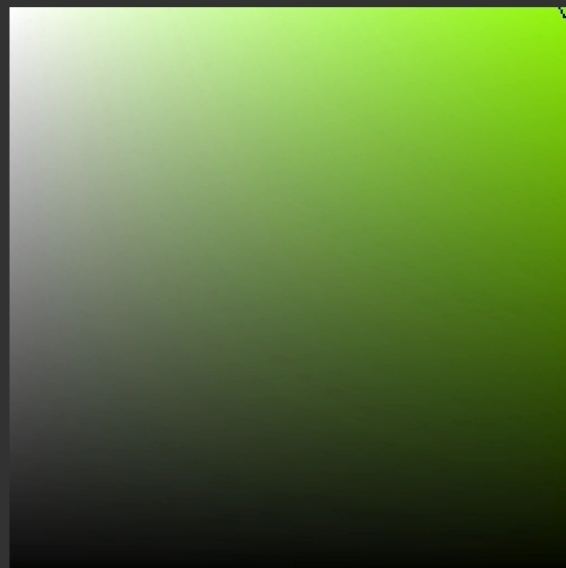




SHADE

TINT

HUE



new



current



OK

Cancel

Add to Swatches

Color Libraries

☒ H: 104 ° ☐ L: 88

☐ S: 100 % ☐ a: -76

☐ B: 100 % ☐ b: 82

☐ R: 54 C: 62 %

☐ G: 255 M: 0 %

☐ B: 0 Y: 100 %

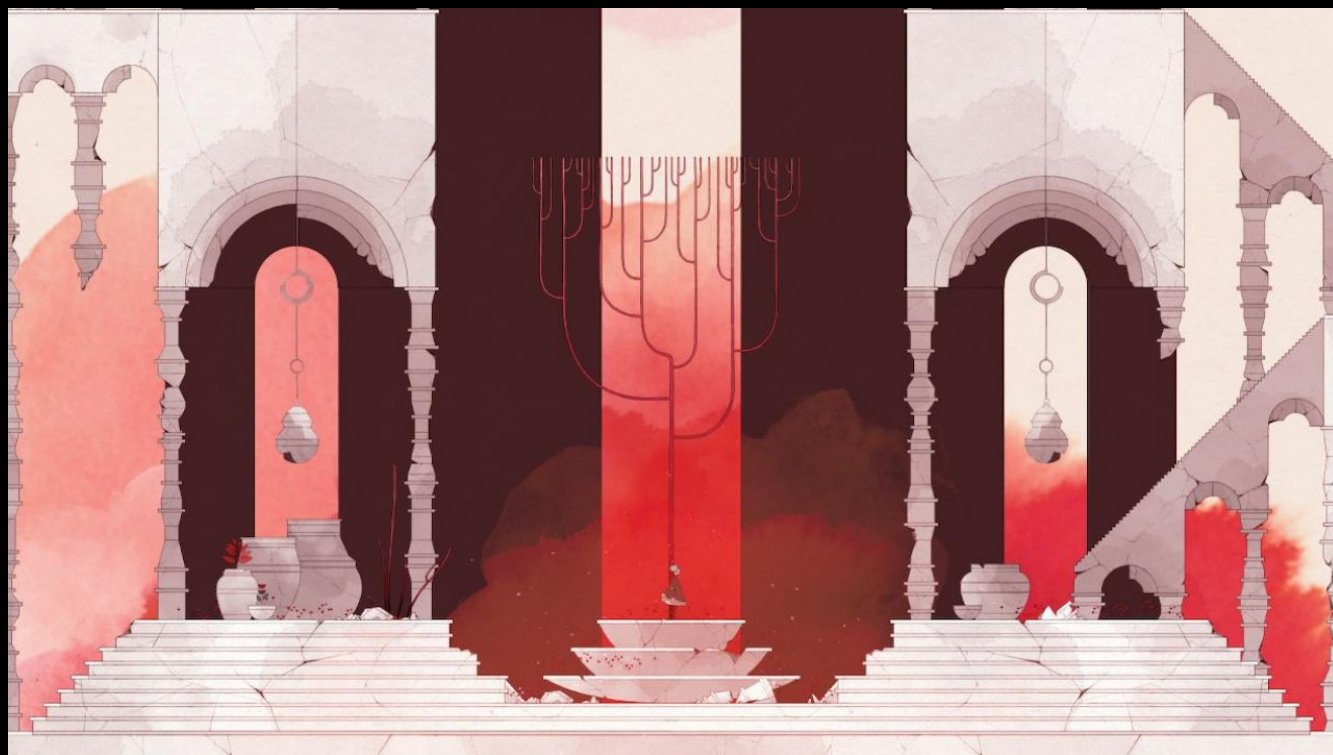
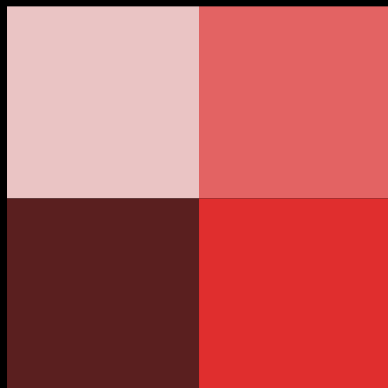
b6ff00 K: 0 %

☐ Only Web Colors





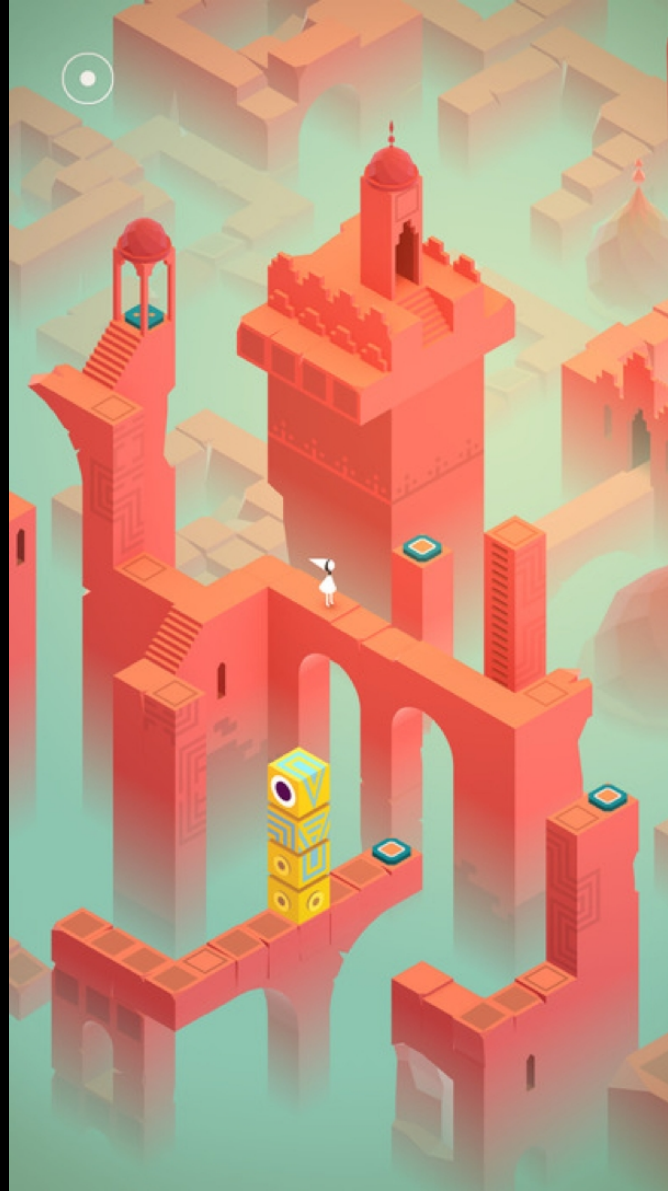
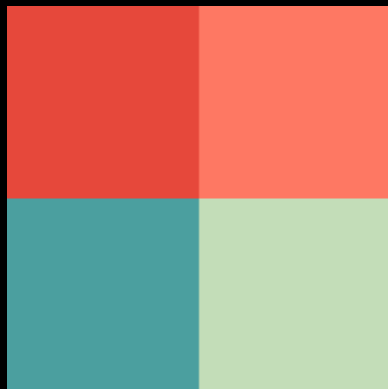
MONOCHROMATIC



Gris
Nomada Studio, Blitworks
2018



COMPLEMENTARY



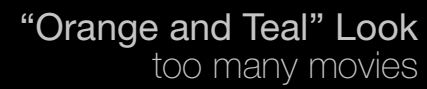
Monument Valley
Ustwo Games
2014



COMPLEMENTARY

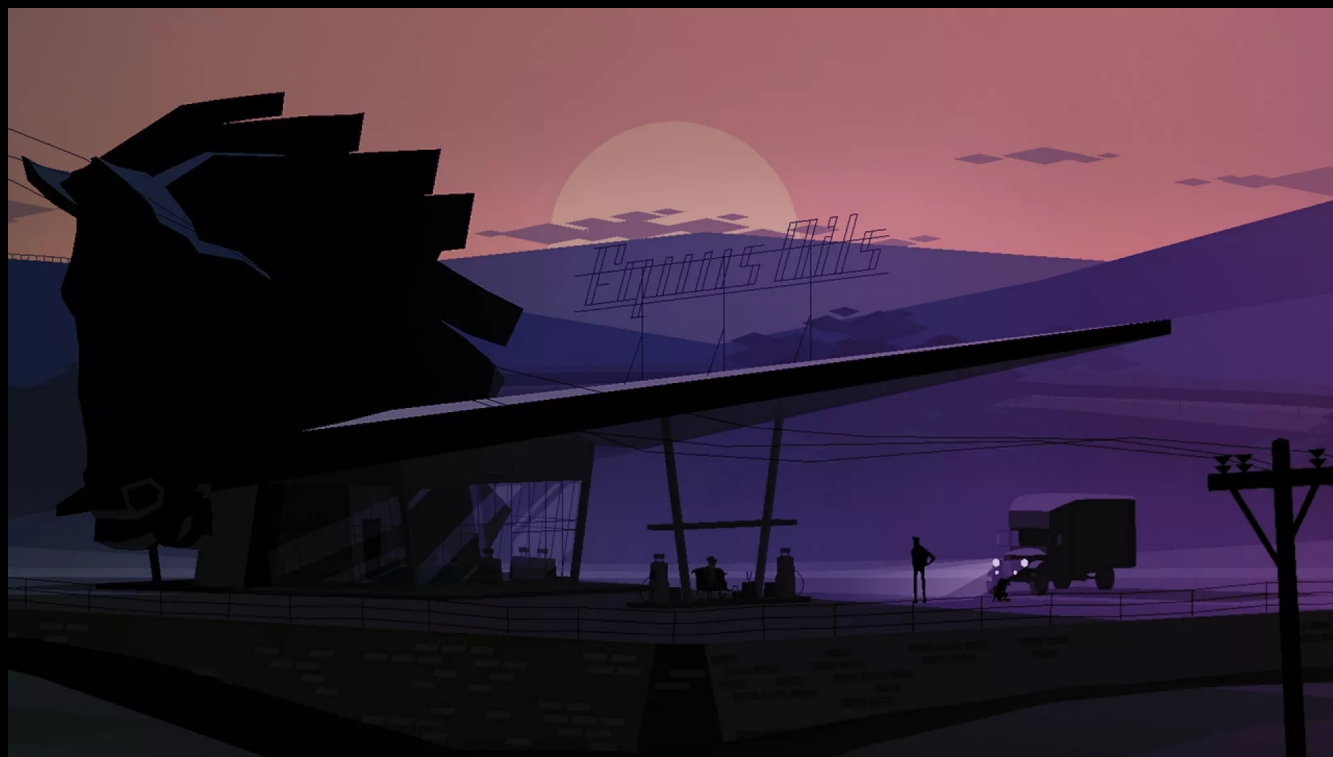
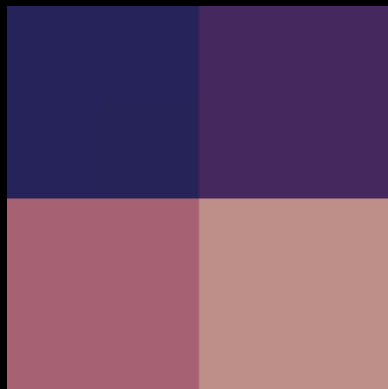


Control
Remedy
2019

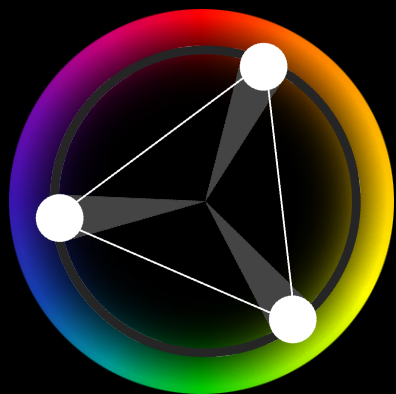




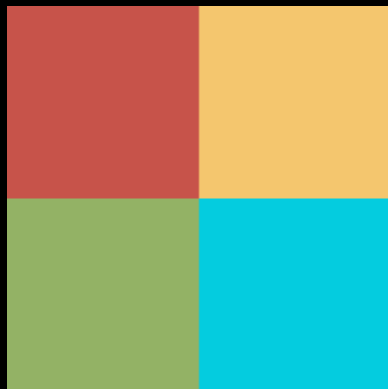
ADJACENT



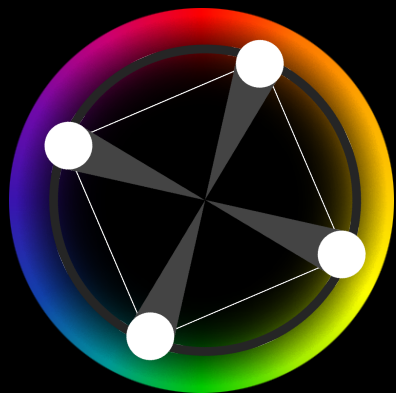
Kentucky Route Zero
Cardboard Computer
2020



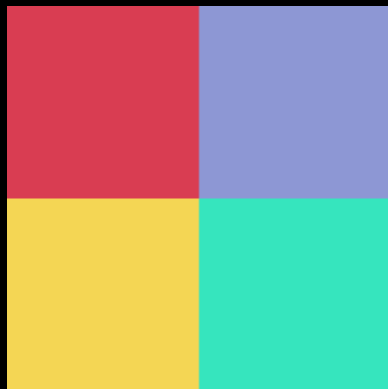
TRIAD



Old Man's Journey
Broken Rules
2017

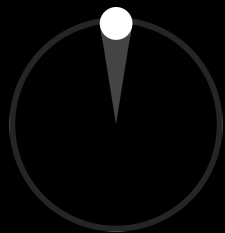


TETRAD

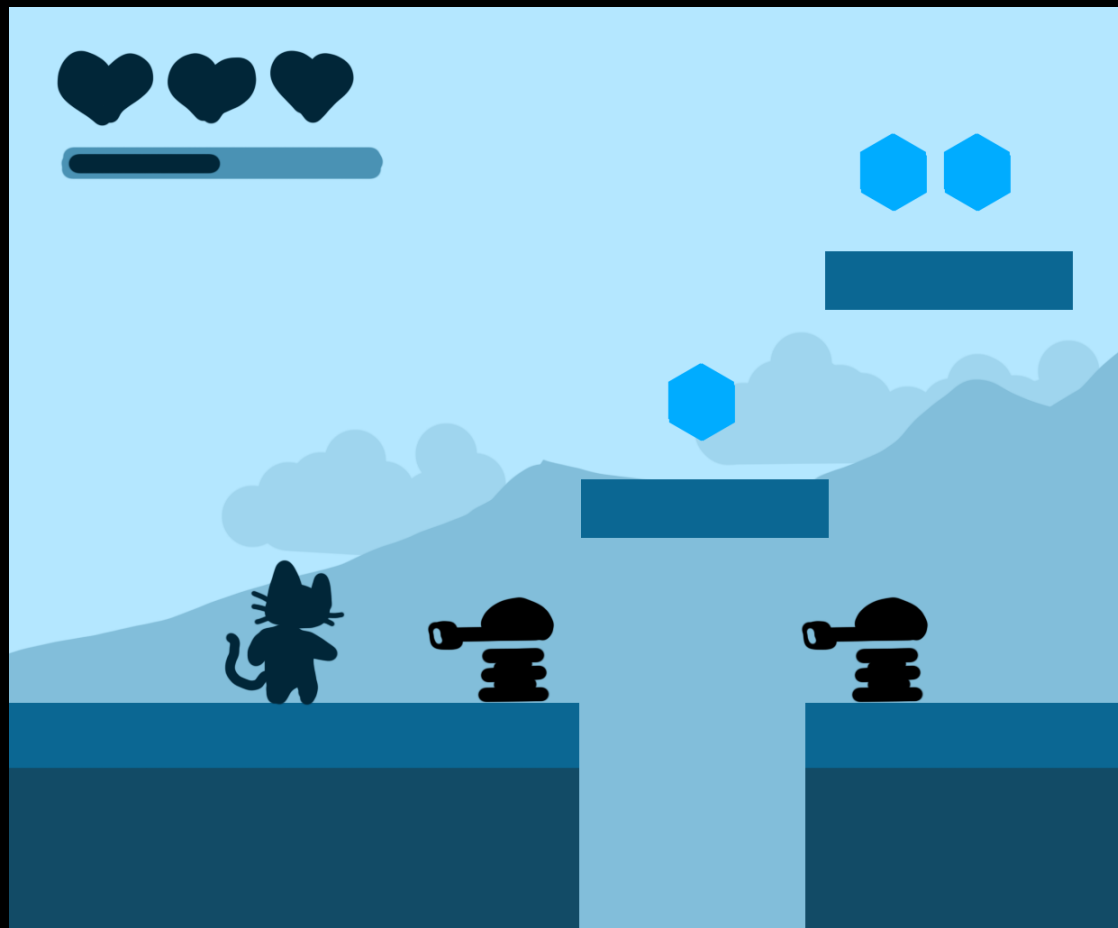


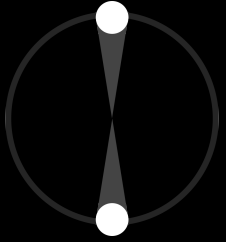
Super Mario Odyssey
Nintendo EDP
2017



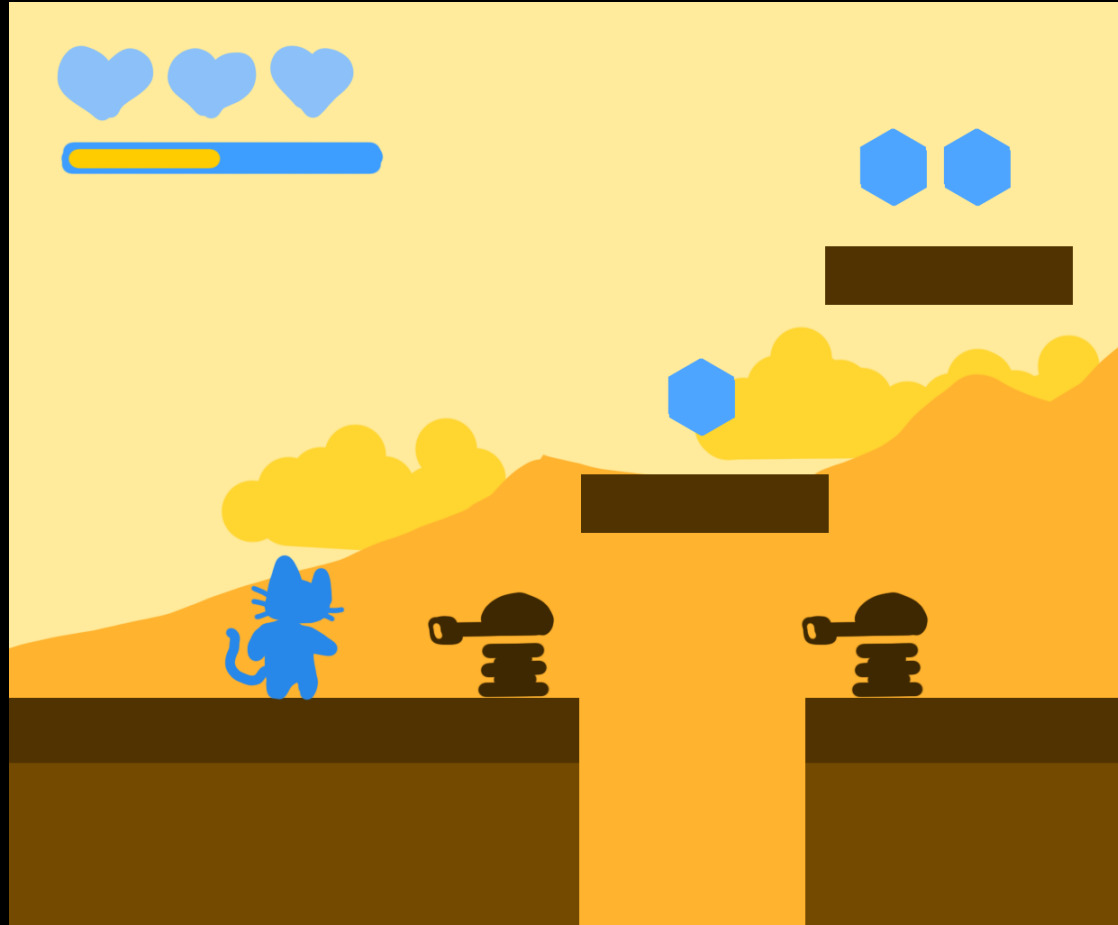


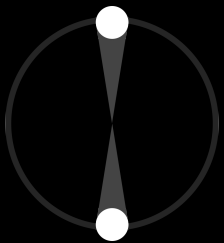
MONO-
CHROMATIC



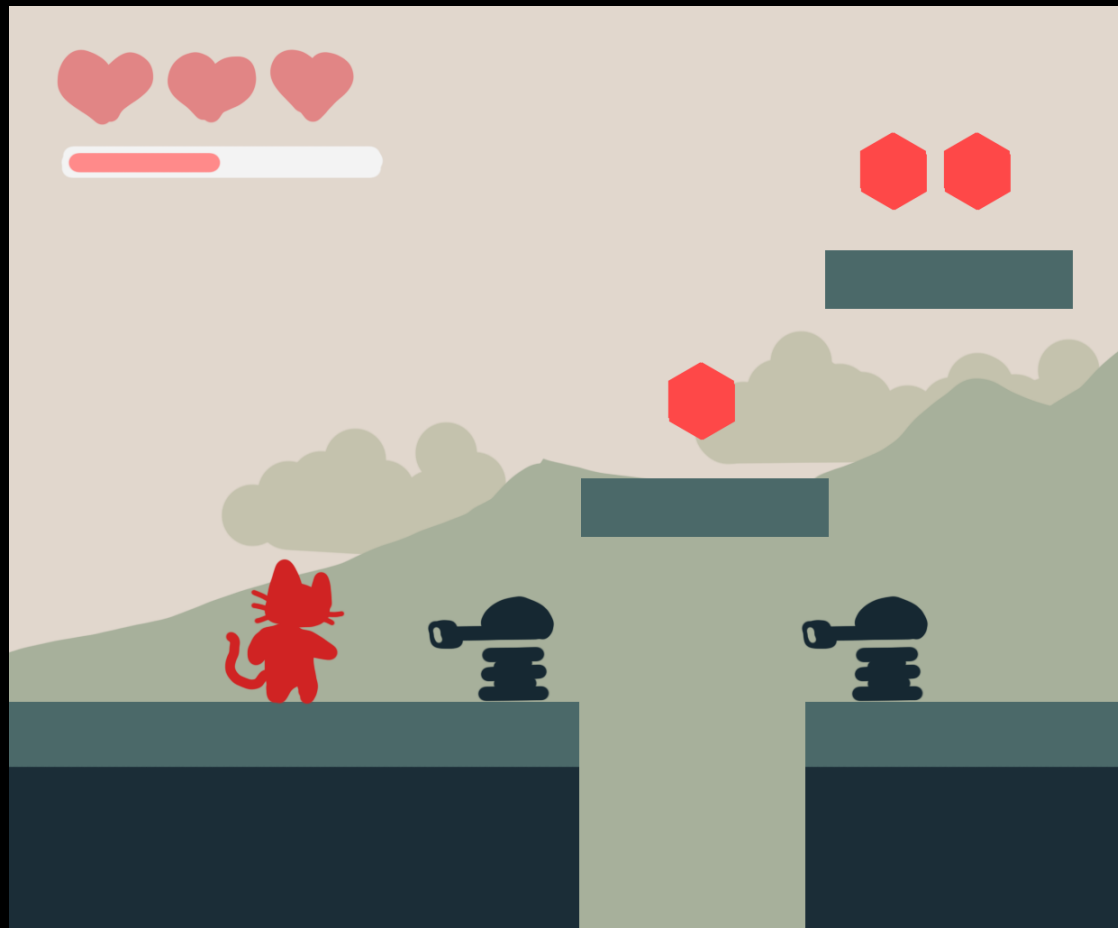


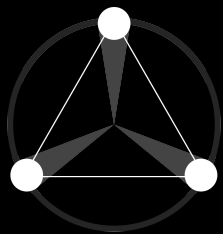
COMPLEMENTARY





COMPLEMENTARY





TRIAD





TIME UP !





COLOR PICKING 101

Phil Strahl / Pixel Prophecy
@pixelprophecy

Color in games: An in-depth look at one of game design's most useful tools

HERMAN TUELLKEN

► [link](#)

The Psychology of Color for Game Development

DISRUPTED LOGIC

► [link](#)

Color Scheme Generators

- <https://paletton.com>
- <https://www.canva.com/colors/color-palette-generator>

Color Theory in Games: An Overview

DVNC INTERACTIVE

► [link](#)