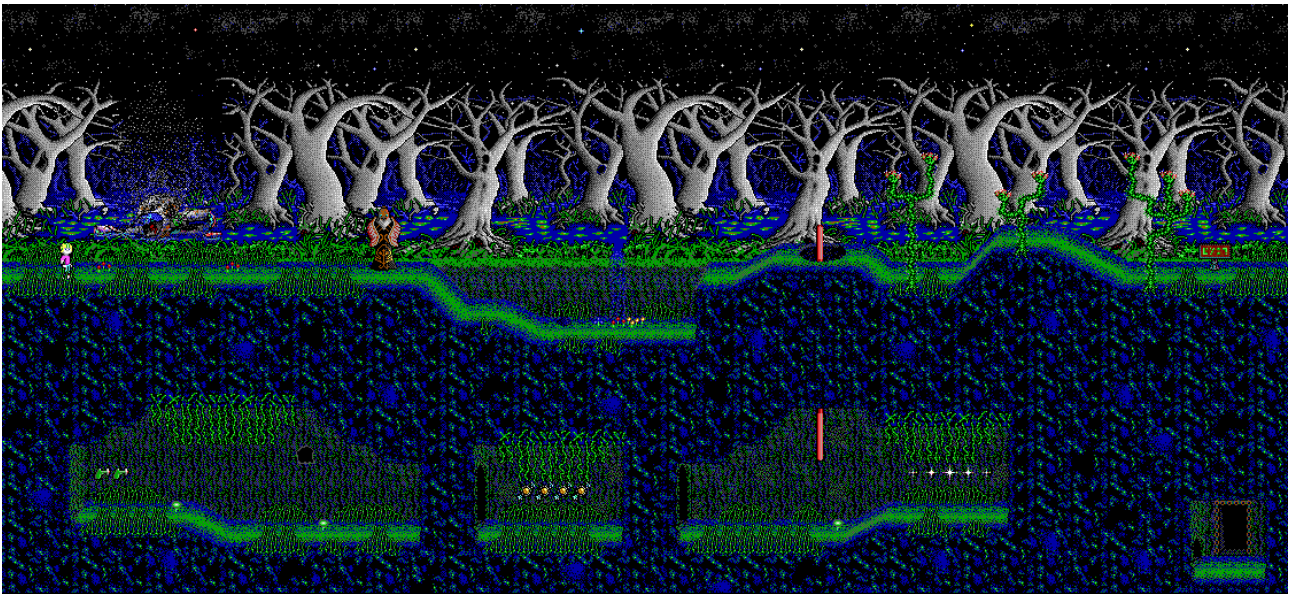


# PCKF

## - Modding Theory - Graphics Development



all hints and tips by Public Commander Keen Forum Members  
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[pckf.com](http://pckf.com) // [keenmodding.org](http://keenmodding.org)

## Graphic Development

### 1. [Detail Objects](#)

“Colorscheme; what color will this mod be? I consider this very important, color sets the 'atmosphere' of the mod, from dark and foreboding to light and cheerful.” (Levellord, 2005)

“There's nothing wrong with using the entire spectrum in a single level, but having a place where you can vividly see twelve different colors of brick onscreen is going to be jarring!” (XkyRauh, 2003)

### 2. [Color Theory](#)

“Here's another thing that levels should have. Things that have no purpose whatsoever. Sounds strange, I know, but think about it. In Keen 4, you get into the first level, and immediately you're greeted by trees with eyes! Those trees have no purpose whatsoever, but try and imagine Keen 4 without them... they add a lot to the atmosphere.

And in the Keen 4 caves, there are those little crevices in the walls where you see little tiny blinking eyes from a creature that never shows itself. In Keen 5, the backgrounds almost dominated the game, with all of the piping and machinery that didn't do anything.” (Isoap, 2003)

“One of the easiest ways to give your mod 'pop' is to have a few tiles set aside that are minor variations of already existing tiles. Let's say you've got a wall in the background that's made up of bricks... an easy detail tile would be a brick missing from the wall. Toss a few of those in here and there, you break up the monotony.”  
-XkyRauh Aug 18, 2004

These kind of details will enhance your audience's experience of your mod and make things more exciting, even if these extra graphics don't actually do anything in terms of gameplay. Additionally, keep in mind you may want to save some graphics to appear only once in the entire game.

“Single time artwork is brilliant: the starting position of xkykeen1 was great, and to start with I wasn't too sure what was going on! :) The tantalus machines in keen2 were great at first, though after they repeated enough I started to lose interest. The mangling machine in keen3 was one of the best single occurring graphics in the original keen games.” (Freeyorp101, 2006)