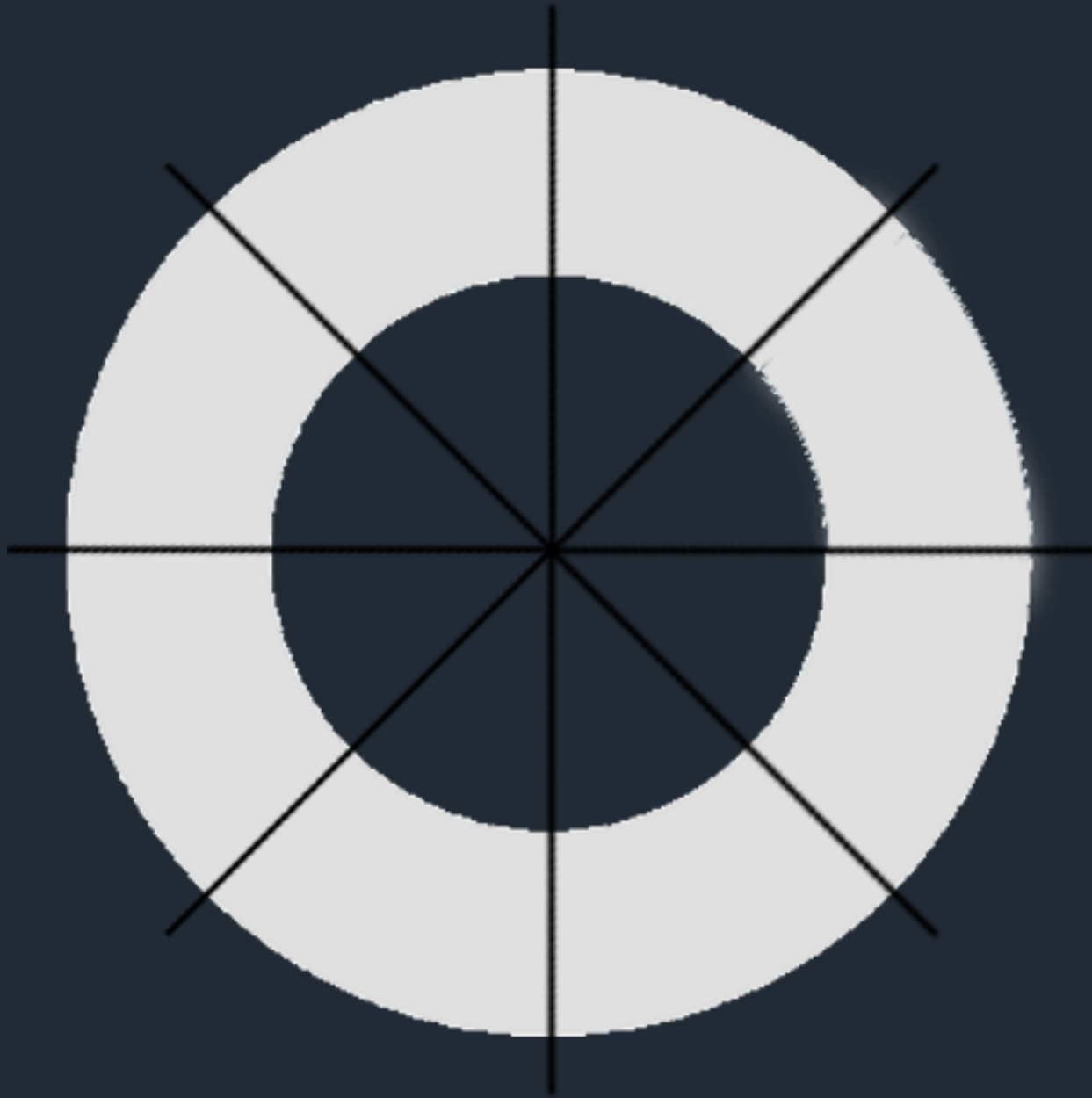


UI Concept Production Example



- Made one large circle and cut a smaller circle out from its centre.
- Drew a line and duplicated/rotated it 45 degrees ($360 / 8$ segments) 8 times



- Added effects such as outer and inner glow to the circle.
- Used darker shades of the same colour to obtain a radial gradient look



- Cut out unnecessary sections from the lines drawn earlier
- Added effects to these lines and changed them to be more subtle



- Made a solid green copy of the circle
- Hard lines included from the start



- Using the green circle and hard lines I can now take a clear section of the radial design
- Using the more designed version would be less accurate due to small differences in colors



- Taking the section as a cut I can create a highlight design for a segment
- Added effects to this segment to give it a clean and distinct look



- Adding my selection segment on top I can display a selection state in my concept
- Icons added as an example to show how it could look in game;
- Clockwise from the empty segment: action log, inventory, schematics, commands, settings, restart, exit