

## Digitizing 2D sketched animated character for graphical imagery therapy (GIT) game

### Abstract :

The paper centers on the digitizing of 2D sketched animated character, to be incorporated in game environment aimed at Graphical Imagery therapy. Two aspects are taken into account: The healing pattern of visual therapy through the use of colors, shapes and form and the use of designing software compatible for gaming software. The character is designed in 3D Studio Max. This software has integrated modeling and animation tools with visual effects and game compatibility. The character is developed through a “sphere” and modifiers are applied to change the shape into a tumor character. Textures are applied and final character is developed by adding bones to make its multiple moves. It is made compatible for game software while exporting it from .max to .fbx extension. The result depicts the designing of proposed 3D enemy character, symbolizing ugly tumor with human features. The final exported extension is easily incorporated in gaming environment.