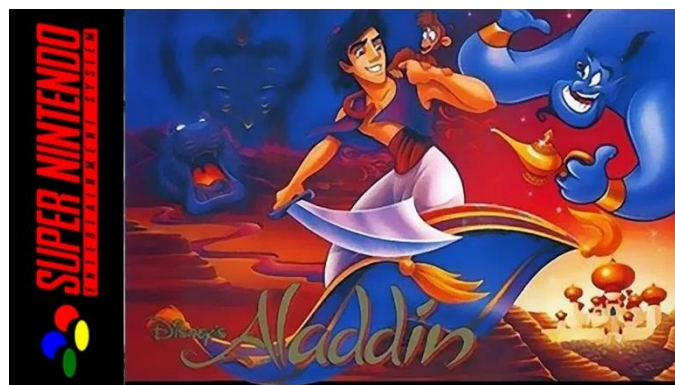




GENIE

ALADDIN – SNES – 1993



<https://youtu.be/G9m2gAuWkOY?t=1080>

FLORIN-NICOLAE VIORICĂ, AGD, YEAR 1, SEM 1, GAME ART

Contents

Introduction	3
Shape [ANNEX 1].....	3
Color [ANNEX 6]	3
Proportion.....	4
Size Comparison [ANNEX 2]	4
Silhouette [ANNEX 4]	4
Antithesis [fig 6.4, ANNEX 12].....	4
Style [ANNEX 3].....	5
Function	5
The Genie Levels [ANNEX 7]	5
Conclusion.....	6
ANNEX 1 – base pose	7
ANNEX 2 - lineup.....	7
ANNEX 3 - expressions	8
ANNEX 4 - silhouette.....	9
ANNEX 5 – game, lamp	10
ANNEX 6 – game, story	11
ANNEX 7 – game, Genie levels, inside the lamp	13
ANNEX 8 – game, bonus level	16
ANNEX 9 – game, menu	16
ANNEX 10 – bonus, between levels	17
ANNEX 11 – sprite sheet	18
ANNEX 12 – Jafar and cobra themes	19

Introduction

Genie is a supporting character for the main protagonist, Aladdin. He is a powerful and magical being who can grant wishes and provide helpful items, such as power-ups and weapons. He is used in themes of the story, such as friendship and self-reliance, and creates a sense of otherworldliness and fantasy. He is a guide and a helper for Aladdin throughout the game. These can be spotted straight away by his blue color and round shapes.

In the game, he is used for the save game/password screen, the bonus roulette, health, UI elements, and an entire world with 3 genie-themed levels. Genie is used in his basic form in most instances. He appears dressed as a magician on the password screen, in the world inside the lamp, and in the bonus level. Inside the lamp, he also appears as various useful objects, including clouds, balloons, and platforms.

It is not specified in the game that Genie has morphing abilities. It is only known that he can grant wishes and helpful items.

Shape [ANNEX 1]

Genie's shapes are generally round and curvy, defining the character's elements of magic and mystery. He is soft, warm, mild, cute, friendly, and relatable as defined by his roundness. Curvy shapes are used to create a sense of elegance, grace, and movement, as the character is always in flux. He must not pose any danger, as he does not have any corners.

His general shape is round and balloon-like, indicating he floats, an anti-gravity shape. To further develop this theme, the genie-themed levels are filled with clouds and balloons, in his specific style (color and shape).

While floating, the lower part of his body is like a reversed triangle pointing at his lamp. His upper body can also fit into a reversed triangle. This can symbolize risk and excitement, being an extravagant character.

Color [ANNEX 6]

The color scheme used for the character is split complementary. The main color is blue, combined with red and yellow, all pure saturated colors. The hue and saturation are intended for younger audiences, being playful and innocent. The colors used in Genie's character design represent his god-like power and magical abilities.

The blue skin is commonly associated with deities, further emphasizing Genie's powerful and regal nature. Blue is a color for calmness, comfort, nurture, strength, peace, trust, and imagination. Genie is a supporting character and an anchor for the hero.

Red and yellow bring warmth, passion, excitement, energy, cheerfulness, and joy to Genie. These draw the attention of the player, add to the magical/unstable component, and the role of comic relief. They create a visual contrast with the blue character, making it stand out more.

Yellow is used on the shackles for the idea that they are not real physical shackles but rather a representation of the Genie's magical powers being bound, as it represents imagination and intelligence. It is also used on the earring and hair ribbon to create a cohesive appearance.

Red inspires power, energy, and passion.

Proportion

The proportion of Genie is stylized and exaggerated, with a larger head and upper body, and a smaller lower body. It helps to create a sense of expressiveness and movement.

He is 4 and a half heads tall. A larger head size creates a sense of emphasis on the character's face, important for transmitting his expressions and emotions.

The larger, muscular upper body creates a sense of power and strength. His strength is more metaphorical than physical, as his magical abilities far surpass anyone else's.

His lower body changes from a tail that points to the lamp to a pair of feet that are far smaller than the rest of the body. The skewed proportion can indicate the character as a comic relief, whose main purpose is to be the joke. It also gives him instability and continuous movement.

Size Comparison [ANNEX 2]

Genie is often represented as being larger than other characters, as a way to emphasize his powerful and magical nature. At the same time, he is the smallest character when he fits into the lamp. The material he is made of seems "air-like", as it would be the only thing that could compress as much.

Silhouette [ANNEX 4]

Genie's silhouette features a muscular upper body, with strong arms, a tail, specific hair and beard, and pointy ears. His head is noticeably relatively large in comparison to the rest of the body. He is also recognizable by his overall roundness and large size.

Several shapes in Genie repeat themselves in the palace's bodyguards, more exactly the muscular upper part that signifies strength, bigger than the rest of the body.

Antithesis [fig 6.4, ANNEX 12]

When taken out of the context, Genie's silhouette is comparable to an Anaconda that has risen from the ground in all its power. It would seemingly show there might be something hidden in Genie that is not as good.

However, it could be just a foreshadowing mechanism for the main villain, Jafar. This has a cane in the shape of a cobra, and he channels all his power through the cane. Even more, in the last level he takes the shape of a gigantic cobra himself as the final boss of the game. After he gets beaten, he asks for powers like Genie's, but ends up trapped in a black lamp that is dark/bad (as opposed to Genie's golden lamp that shines).

Jafar as a djinn has a similar shape to Genie, being red instead of blue, to show how dangerous he is. Both their silhouettes would be the same, symbolic of the interchangeable nature of good and evil and relativity based on of how one chooses to use their power.

Style [ANNEX 3]

Genie is drawn in stylized and exaggerated manner. His animation is known as “Disney Animation”, characterized by hand-drawn animation techniques, the use of detail, and expressive and realistic characters. The style used is known as “Disney Renaissance”, a period from 1989 to 1999, in which the studio produced musical animated feature films that were mostly based on well know stories.

Genie is created from exaggerated features and bright, bold colors. The design is also influenced by Middle Eastern and Islamic art, with the use of swirling patterns, round and curvy shapes, and skewed proportions with larger upper bodies.

The game uses pixel art, being limited by the 16-bit technology of the era, which did not allow for more detailed graphics. The limitations of the medium require the use of simple shapes and bold colors to draw details and features.

Function

Genie’s shackles give a visual representation of the character’s status as someone who is imprisoned in the lamp, is bound to grant wishes to the person who holds the lamp, and is not free to act as he pleases. They also expand on common themes in Aladdin, confinement, and limitation. In the last few frames of the game, we can see the shackles gone, once Aladdin wishes Genie to be free.

Genie’s tail further emphasizes the character’s magical nature and it differentiates him from a human character. It symbolizes both his animalistic nature and his spiritual one, being powerful, mischievous, and unpredictable. This is the way djinns were originally represented in mythology.

Both his tail and his hair can be used to further emphasize his emotions, making him more dynamic and expressive.

His sash is another element of Middle Eastern and Islamic culture. It was used to add a sense of nobility or regality to the characters’ appearances, giving the idea of them being powerful and regal.

The Genie Levels [ANNEX 7]

There is a world in the game, with 3 levels, where various elements have Genie themes. The dominant colors in the world are the same hues used in Genie’s design, creating a sense of continuity and immersion for the player, and showcasing the character’s abilities.

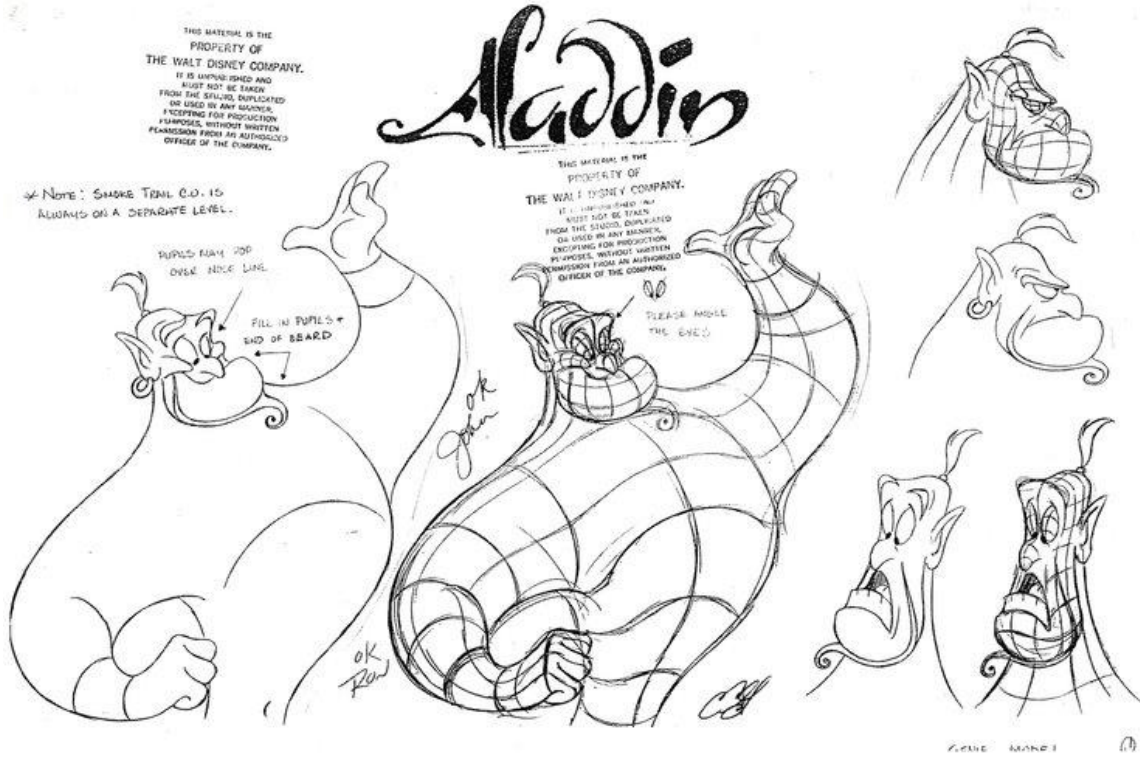
Some of the platforms have Genie’s face carved on them, the same as the distant background. Other helpful elements are represented by Genie – including clouds in the shape of his hand, balloons, springs, and various platforms in the shape of his face.

Balloons and clouds further support the character's fluidity and air-like characteristics.

Conclusion

Genie is a supporting character in Aladdin, and his entire style is designed to depict friendliness, goofiness, magical powers, and expressive nature.

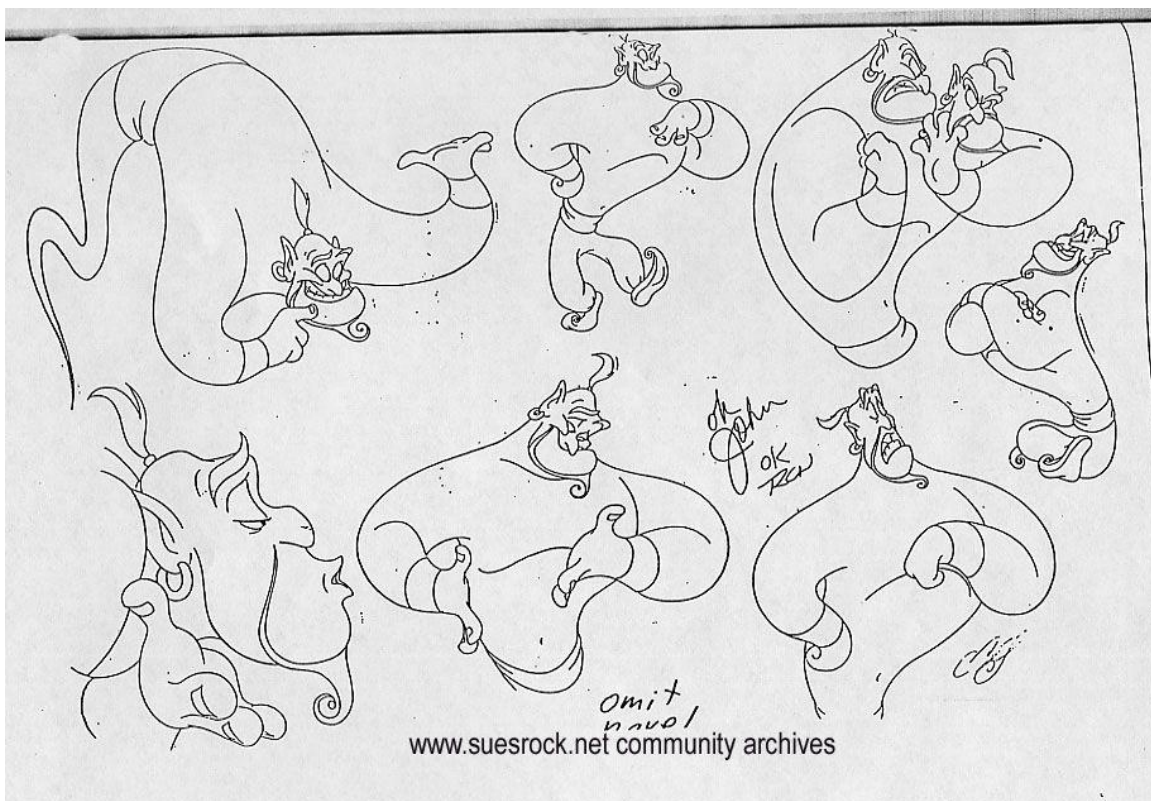
ANNEX 1 – base pose



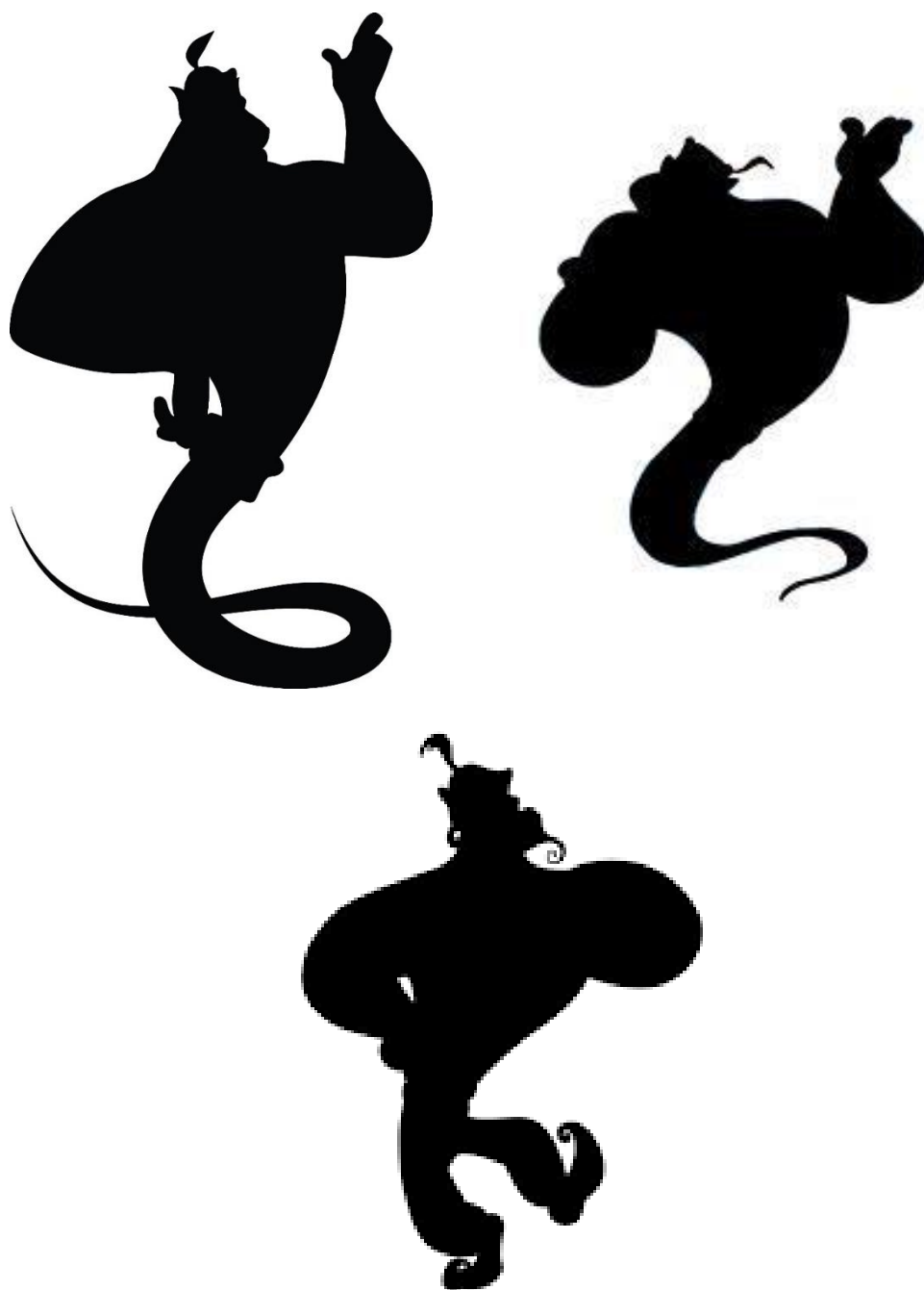
ANNEX 2 - lineup



ANNEX 3 - expressions



ANNEX 4 - silhouette



ANNEX 5 – game, lamp



Fig 5.1 – game intro



Fig 5.2 – 1ups throughout the game



Fig 5.3 – finding the lamp in the story

ANNEX 6 – game, story



Fig 6.1 – Genie tells Aladdin he has 3 wishes



Fig 6.2 – Aladdin and his friends escape the caves



Fig 6.3 – Genie grants powers to his new master



Fig 6.4 – The evil genie



Fig 6.5 – Genie tells Aladdin to wish himself a prince



Fig 6.6 – Aladdin wishes Genie free



Fig 6.7 – Genie pose



Fig 6.8 – Genie goofing around, saying goodbye

GENIE – ALADDIN, SNES, 1993

ANNEX 7 – game, Genie levels, inside the lamp



GENIE – ALADDIN, SNES, 1993



GENIE – ALADDIN, SNES, 1993



ANNEX 8 – game, bonus level



ANNEX 9 – game, menu



ANNEX 10 – bonus, between levels



ANNEX 11 – sprite sheet



ANNEX 12 – Jafar and cobra themes

