

VIDEO GAME ANIMATION



These days, we're used to the bright, often realistic images in our video games, but it wasn't always this way. Back in the day, video games weren't just simple pixels; they were simple in color, as well! From playing Pong in black and white to the full-color games available today, video game colors have come a long way.

STARTING OUT IN BLACK AND WHITE

It might seem odd now, but at one time, video games were played on **black screens** with **white or green graphics**.

1958

William Higinbotham invents **ELECTRONIC TENNIS**.

It was **black and white**, using a **cathode-ray tube** like early televisions.

1972

Arcade version of "Pong," another tennis game, debuts.

"Pong" cut costs with a **CHEAPER B&W HITACHI TELEVISION** screen.

MAGNAVOX was the first game to use this technique, but the four-player version of "Pong" also used overlays.

1975

"PONG" comes out with a **HOME EDITION**.

1978

Again, **BLACK AND WHITE**, as the hardware, **COULD NOT KEEP UP** with color graphics. However, colored overlays were used, and the graphics were reflected onto a **CARDBOARD BACKGROUND USING MIRRORS**.

"**GALAXIAN**" is the first game to use **RGB COLORS**.

1985

SEGA MASTER SYSTEM is released with **32 ON-SCREEN COLORS**.

1989

Game Boy is released by Nintendo. This handheld game was **BLACK AND WHITE** and more popular than competing color models because the **BATTERIES** lasted much longer.

SEGA GENESIS game console is introduced. It displays up to **64 COLORS** at a time.

1991

The **SUPER NINTENDO** debuts with **256 COLORS** available on screen.

1994

SONY PLAYSTATION appears with **16.7 MILLION COLORS** displayed.

1998

GAME BOY COLOR is released.

It could display **56 colors** at a time (out of over **32,000**), and a **liquid crystal display** allowed batteries to last up to **10 hours**.

Original Game Boy Paks are compatible with this model; **4-10 colors** are overlaid to create a colored game.

2007

VIDEO GAME sales hit **\$41.9 BILLION**.

2010

In 2010, Sharp introduced the **QUATTRO 3D TV**, which offered **RGBY**, red, green, blue and yellow.

2011

"**CALL OF DUTY: BLACK OPS**" and "**MODERN WARFARE 3**" (WITH OVER **16.7 BILLION COLORS**) are produced with **COLOR BLIND ASSIST** to aid those with color blindness.

ON-SCREEN VIDEO GAME COLORS BY THE CONSOLE

Atari 5200 (1982)

256 COLORS

Sega Master System (1985)

32 COLORS

Nintendo (1985)

52 COLORS

Atari 7800 (1986)

256 COLORS

Sega Genesis (1989)

64 COLORS

Super Nintendo (1991)

256 COLORS

Sony PlayStation (1994)

16.7 MILLION COLORS

Nintendo 64 (1996)

32,000 COLORS

Sega Dreamcast (1997)

16.7 MILLION COLORS

Today's video games are played on a range of **different consoles** and offer **millions of colors**. **Speed** has also drastically improved, making it **possible to render** many hues in order to provide the best colors possible. However, some game developers still prefer the **simpler, brighter graphics** for their game-playing experience.

SOURCES:

BY: COLOURlovers.com

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