DARK SOULS III

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Themes

The overarching vision for dark souls
can be seen within almost every element
of the game, including the UI.
This vision consists of an ancient and
desolate world, humanity, and the age
of fire.

DARK SOULS™ III

Title

Unlike most games, there is no
imagery allong with the title.
The title is just a bit above
center verticaly.
The purpose of this page is to set the
mood of the game and is greatly aided
by the music.

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Menu

Orange is the only color present
on the title screen, even this is
dull and faded. The colors orange
and black are representitive
of fire and humanity respectively.

Black Flame

Pyromancy discovered by grave wardens
after High Lord Wolnir fell to the Abyss.

Creates a giant, black flame in hand

Black flames born from the Abyss bear no shadow.
They are said to be the impenetrable fires of humanity.

Embers

Orange embers can be seen around the edges of the pages.

Notebook

The right edge of select UI elements appear to be a stack of paper, or a book. Particularly apropriate for something that documents the lore of various items.

Loading

Uses the iconic bonfire to symbolize loading. Bonfires are associated with rebirth, making them appropriate for a loading icon.

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Item Descriptions

Item descriptions are shown during loadings screens to help pass the time. The player does not need to have access to these items to see them. This helps build a sense of mystery.

Inventory

Tools

《L1 R1》

Estus Flask+9

14		15	1	1
10	10	4	5	5
5	5	8	3	3
2	6	6	40	30
	4	6	10	5

Estus Flask+9

The Undead treasure these dull green flasks.

Fill with Estus at bonfires, and drink to restore HP.

The journey of an Undead has always traced the bonfires, and no journey of import has been made without an Estus Flask.

Player Status

Level	94
Hollowing	99
Vigor	35
Attunement	12
Endurance	35
Vitality	15
Strength	14
Dexterity	60
Intelligence	10
Faith	8
Luck	9
HP	1209 / 1209
FP	103 / 103
Stamina	163
Equip Load	48.6 / 70.7
Poise	33.74
Item Discovery	109
Attunement Slots	1

Select an item to interact with

✖:OK ⭕:Back ⬜:Hide item info △:Switch L1 R1:Switch category R3:Simple ▭:Help

Warn Edges

The edges of the paper appear to be warn.

Rings

The inventory appears to have rings holding the pages.

Equiped Items

Identified by a wax seal baring the Dark Sign.

Contrast

The blue-blacks within the menus bring out the orange icons. The only icon that is completley blue is Hollowing. Hollowing is associated with humanity, being the opposite of fire.

Lined Paper

This blackened paper is lined. These lines are present only to portray the descriptions as some type of notebook.
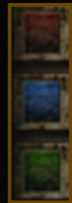
Player Status
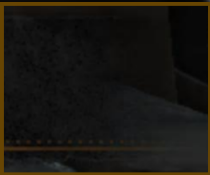
Level	94
Hollowing	99

Core stats

These are some of the only icons with color due to there importance

Fade

The Upper and lower borders of the menu fade into the background. This helps ground the menus in the world

Ashen one, if thine heart should bend…

Estus Flask+9

14

0

Core Stat Bars

This is the most important part of the UI during gameplay. They are extremely saturated so they are readable.

Covenant & Hollowing

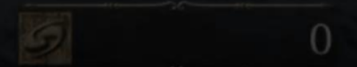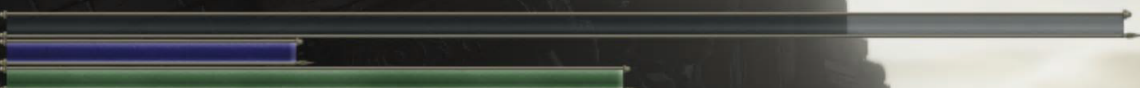Because these are not essential to moment to moment gameplay, they are not heavily saturated.

NPC Dialogue

The area around the dialouge is faded to black. This helps draw the eye towards the dialogue.

Equipment

The equipment background is transparent to help ground the visual in the world.

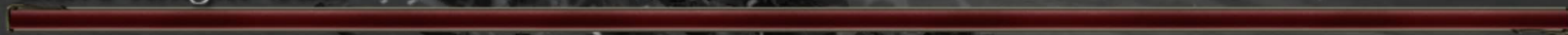Ashen one, if thine heart should bend...

0

YOU DIED

Estus Flask+9

14

Slave Knight Gael

0

Stat Bars & Equipment

These are fully saturated. This is done so the player knows exactly what whent wrong when they are defeated.

YOU DIED

This is written in a deep red, the same color as health. A horizontal faded bar runs across the screen to help draw attention.

Background

The background has been desaturated. This is done to shift focus away from the game world.

YOU DIED

Slave Knight Gael

14
Estus Flask+9