
Project 1



Making & Unmaking

What will you be doing?



For your project 1, You will be creating a Game or Animation Jam project with a final outcome of a full pitch presentation and a stretch goal of a short prototype or Animatic example. You will be looking each week a certain aspect in what makes a game or animation.

- Research & Marketing (looking at similar ideas, genre & audiences)
- Logic & Mechanics (game) (Creating loops, dependencies and level as well as a game prototype)
- GODOT Lessons (Game design)
- Storyboarding and script writing (Animation) (Creating story synopsis , storyboards, and ultimately a very short animatic example)
- Appeal/style (Creating screen, character, logo mockups) You will alongside be compiling research and practical tasks within your own time. Your final outcome will be a group presentation.

Theme: Making & Unmaking

Your theme for this project is Making and Unmaking. This encompasses the process of creating and destroying. Your project should weave in the idea of creation and erasure as prompted concepts. You should take into account games and animations that focus on creating in any form, this will help you understand the ideals of play and storytelling and incorporate it into a functional presentation outcome. With this you will learn how to build your own idea of A world and a complete project to go with it.



Mini Task 1:

For our first task today please make a group of minimum 4. This will be your project 1 groups. After this you need to complete the following:

Each group will receive a single image. From this image I want you to come up with a 30 second animation concept to pitch to me.

You will have 10 minutes to come up with this idea

You will have 30 seconds to pitch it to me.

It has to stay relevant to the image.

PITCH ME YOUR IDEA:



What is a prototype?

Prototypes should be a simplified version of the final game. Your goal as a prototype is to get the core of the game working, balanced and with limited bugs to fix. It is needed to provide structure for a pitch to the team leads and present the direction of the game.

Similar to animatics, prototyping is showing the middle stage to dev work, connecting initial concepts with the finalised game product. Its purpose is to make a skeleton structure of the game for later development as well as outline what the game is and how it will play. As said before a lot of prototypes do not include assets as it is the core work not the artistic style nor aesthetic.

What is an animatic?



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- Animatics are the in-between of a storyboard and a full animation, they act as a middle-ground to understand the motion for the scene but allow needing adjustments and changes without too much hassle.
 - Animatics are semi-motion reels showcasing the keyframes for the scene, this creates a choppy motion but allows animators to understand the action and where it needs to go. It is bridging the storyboard to life and bridging the gap between stills and animated action.

Let's watch these videos!



Storyboarding: <https://www.youtube.com/watch?v=fTrUcTAXQz8>



Prototyping: https://www.youtube.com/watch?v=Qcg3CCw_Fho

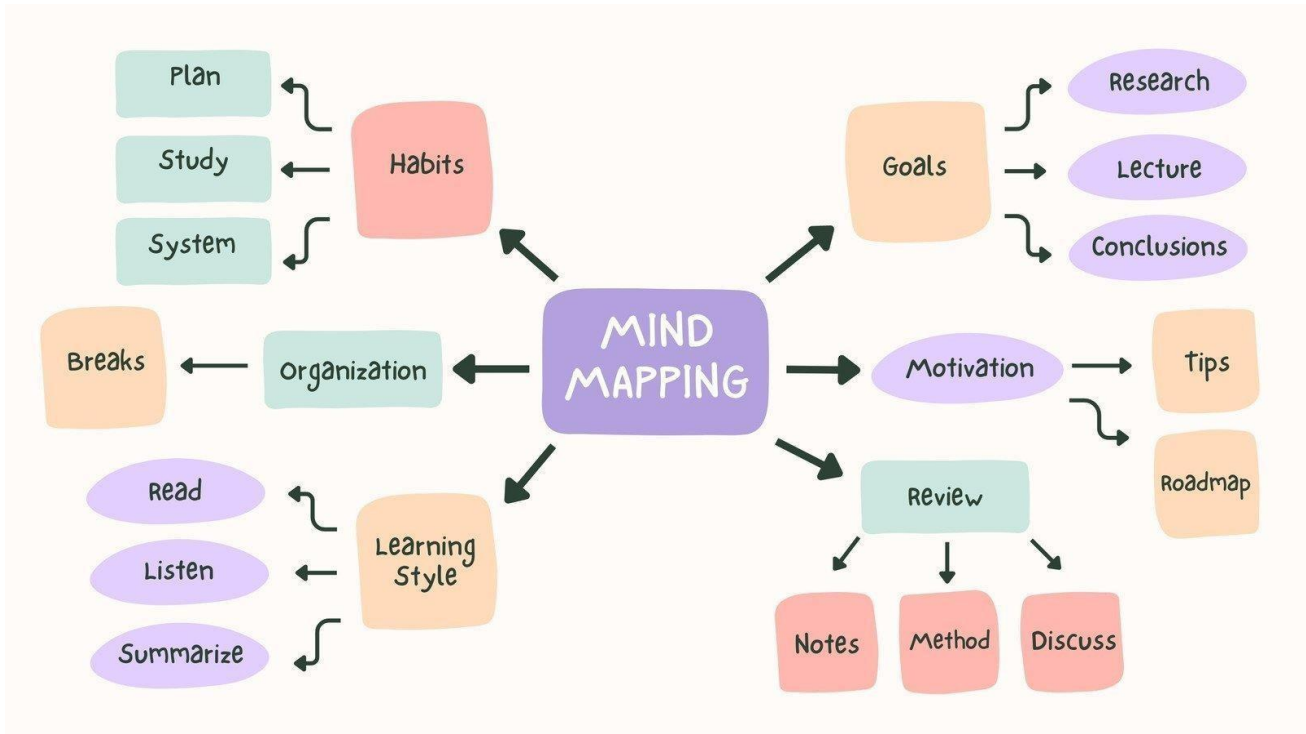
Animatic example:



<https://www.youtube.com/watch?v=MvflWd9t95I>

Mini Task 2:

Now from the notes on the video and what we discussed, in pairs please create 2 mind maps for what you think makes a good Animatic and a good prototype. Consider and imagine you are about to develop your own game and Animation, what would you think about?



Practical Task:

For your first practical task of the project over the next week you need to take a look at an existing Animation or Game of your choice. You will need to re-write either a scene or cutscene to fit into the game or animation. You can take the idea in any direction you want but you will need to have the following tasks completed and in a presentation by next week:

- Character re-design, re-draw minimum 2 characters in a concept sheet from the media you chose that will feature in your idea.
- Story board, have a go at creating a storyboard for the scene idea.
- Script, write up a short bit of dialogue that would be in the script
- Moodboard, create 3 moodboards exploring your character, environment and style you chose for your scene
- Analysis, create a 2-paragraph analysis of the piece of media you chose, the scene from it you chose and reasoning behind your redo of the scene.



Remote Learning task:

For this week, please take a look at the Animation: Over the Garden wall and create an analysis for it. Please as well take a look and answer the following questions:

Questions:

- 1. Who is the studio behind Over the Garden Wall? What style and genre is it?
- 2. What effect has Over the Garden wall made in a social and online setting?
- 3. How does Over the Garden Wall differ from similar ideas in the market?
- 4. What aspect of Over the Garden wall do you find most interesting?
- 5. What inspiration could you take for your own project 1 idea from Over the Garden Wall?