

Studio 2

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RMIT MAGI

Master of Animations, Games & Interactivity





## RATIONALE

When I got into MAGI, I had a rough plan of building up a project that associates with social issue. I have been working in commercial graphic design field for some years. When started out the program, I was aiming to bring some motions into my comfort zone of still graphics.

After working in Studio 1, I discover that I'm interested in how game and animation can be used as an engaging medium for social issues.

I enjoy researching social issues and scripting out an approachable narrative that can be present with short animations or narrative-base games. During the process, I also discover I'm passionate about exploring how animation, combined with game, can create many unique ways of storytelling.

I decided to build a short game with a human trafficking theme, . I have worked on character design, character background stories, outline of game chapters, and chapter structures. I also got my hands on creating a short game

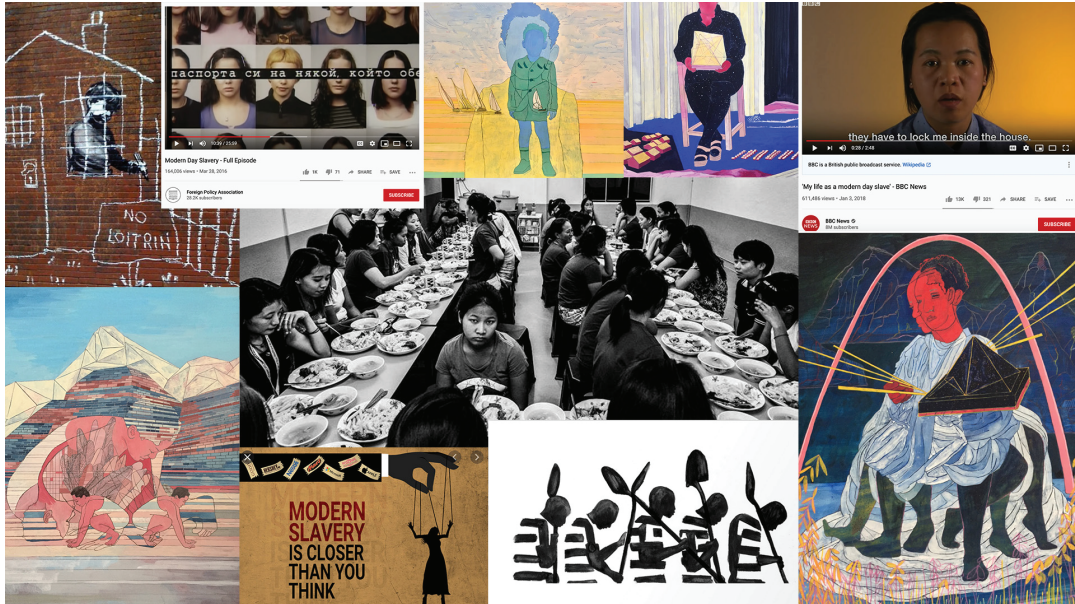
test in Unity. Through these explorations, I have gradually refined my production plan and have been adjusting game structure to better convey the main theme.

I chose game as a medium with an intention to engage the young-age acidness (under 18). While there are about 20% of trafficking victims are children (about 10 millions from United Nations Office on Drugs and Crime report), the goal is utilize the game to raise awareness of the issue and how to spot possible trafficking victims, who live among us. The game aims to convey:  
spotting human trafficking victim,  
build trust and creating peer bounds  
offering help

I will continue with building the game in Studio 2. In order to create an immersing story, I will look into creating cutscenes / vignettes that will help protagonist, characters, and storyline develop. I'm aiming for the clips being in 2.5D and animated illustration style.



# RATIONALE



Mood board for the theme

## Research:

### 1. Modern Slavery by Xyza Cruz Bacani

<https://bangkok.oneplace.events/art/modern-slavery-by-xyza-cruz-bacani>

### 2. Modern Day Slavery

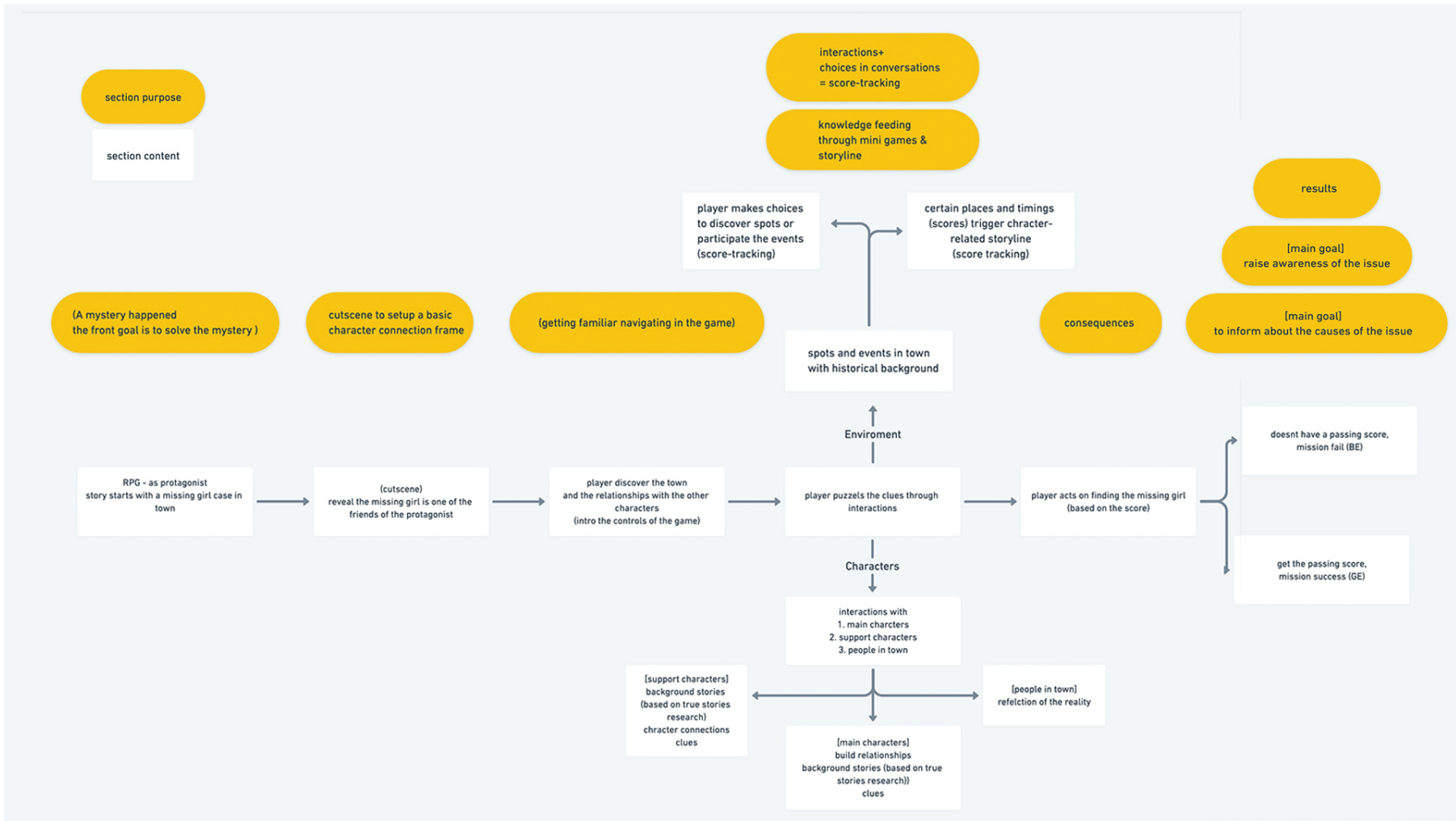
<https://www.youtube.com/watch?v=ielKBf5Jp6E>

### 3. My life as a modern day slave

<https://www.youtube.com/watch?v=59KGc6UyjAw>

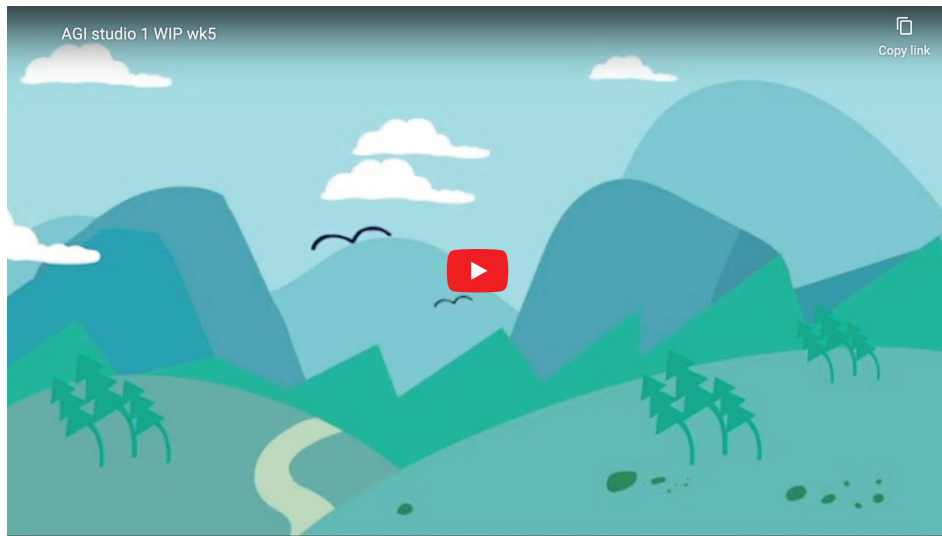


# RATIONALE



game structure

# RATIONALE



Animated scenery clip with Adobe Animate



Interactable assets



# RATIONALE



character design



## CONTEXT

Cutscenes / cinematic in games are crucial elements for both characters and game development. The style of the cutscenes can also be a good aid for building the right narrative vibe.

### Guild Wars 2 (ArenaNet)

In the online role-playing fantasy game, the cinematic / cutscenes provides background stories and tactical information about the characters and quests.

Their style of the cutscenes are blend with concept art, still and animated, and gameplay.

i.e. <https://youtu.be/sYTcWpjdIX8>  
[https://youtu.be/JJdh050pP\\_8](https://youtu.be/JJdh050pP_8)





## CONTEXT



GRIS (Nomada Studio)  
Platform-adventure game.

i.e. <https://youtu.be/yykq-4wKLiU>



ENCODYA (Chaosmonger Studio,  
Nicola Piovesan, Assemble Entertainment)  
Point-click Adventure game

i.e. <https://youtu.be/7WPFnWBwk8A>

# CONTEXT



The Wild at Heart (Moonlight Kids, Humble Games)  
Storybook style fantasy adventure game.

i.e. <https://youtu.be/xBryltoGzxE>



# METHOD



## Characters:

### 1. Experiment

To craft smoother clips, I will look into creating animated characters with Adobe Character Animator and perhaps ToonBoom for the first few weeks (compare with Adobe Animate). Aiming to have a better control of the postures and facial expressions of the animated character.

Then base on the experiment, I will then progress into making the cutscenes of the game, applying the animated characters.

### 2. Animated character tests

## Narrative:

1. 2 cutscenes, one opening and one for ending for chapter 1, which leverage critical moments of the game narrative.
2. 1 mini character scene, follows the opening, as an intro for the protagonist
3. Research RL case studies for narrative
4. Sketch story boards for the scenes
5. Mysterious opening / Conversation mini character scene / Narrative progress





## METHOD

### Scenes / stage / background :

#### 1. Experiment

I will proceed creating the cutscenes.  
Working with Adobe Character Animator  
(or ToonBoom) and Adobe Premier Pro  
(or Adobe After Effect).

#### 2. Adobe Premier Pro to create 2D environment

#### 3. Background images Props and graphic assets

### Sound (music / SFX) :

#### 1. Brainsotrm

Brainstorm sound effects for the  
scenes. At this point, I'm considering  
using SFX from Soundsnap.





# OUTCOME

**Field:** Visual Novel / Role Play Game

**Cinematic:** 2 cutscenes (or vignette) of the game + mini character scene

**Style:** Animated illustration

**Game:** a short playable chapter

**Style:** 2.5D RPG

Animation and game serve as a relatively approachable medium to tell stories comprehensively with interaction, graphics and sound.

The outcome (2.D or 2.5D cutscenes) shall outline the beginning of the intro of the protagonist and the story. This part of the project is to reveal the relationship between the protagonist (player) and the victim, and how they develop throughout the game.

The cutscenes will be utilized as an aid of explaining backstory and a tool of sustaining immersion of the narrative vibe. The cutscene will also serve as the marks of the progression of the game.