

The Pitch of Minor Project: Fortune

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Overview:

My previous work describes Cyo's adventure as the main line. At the same time, in order to study the impact of the narrative storyline and make color and sound highly compatible, I decide to use game to provide people the interactive of the story plot. I will choose the corresponding music type according to the development of the plot.

When discussing about the story at the beginning, I had an idea in my mind: To shape a small monster and the maze scenery. Although it is small and short, it is very keen on exploring. Cyo's messy life is highlighted through its resistance for destiny, thus a pathfinder is urgently needed to guide Cyo. As a result, Chimera, an illusory monster, comes into being, and guides Cyo to get rid of the puzzle and go bright future. Chimera, as the guide in Cyo's life, is to make Cyo face its own heart and become strong to overcome every difficulty.

This scene mainly explains the adventure experienced by the character, a small monster Chimer with magic power, encounter other monsters, In the end, when defeat all the monsters and drop in the terminus one time, Chimer feels frustrated for this puzzle, but unconsciously sees the fog is lifting. It follows the path on the way to meets terminus. The first challenge is that Chimer must find the way to cross the maze.

Rationale: Intention

Thematic Research:

My wish in this project is to explore the concept of the game design, and in the past, I had always to show animation videos by Maya such old-fashion way. Through this project, I will learn more about program skill and make progress in Visual Studio. At the same time, I will further learn post-production techniques such as 3D game design and development software like Unity. In this practice, I would design some character by using Zbrush modeling, Substance Painter and MAYA to produce and little, short animation clips and also attempt to create simple game in Unity.

The main driving factor for me to make this game is the online game Maple Story, which is a popular MMORPG game. Although I am not creating RPG, this game has given me a lot of imagination and inspiration, whether it is its exquisite graphics, special effects music, or openness and freedom. The whole exploratory nature and the background story deeply moved me.

Context: Field

Game Design (Gameplay Design)

Game Programming(AI Design)

2D Art(draft)

3D Animation (for games)
Sound Design(BGM, effects)
Plot Design(Dialogue Writing)
Idea of the Project:

Using of the tools:

Method: Conceptual, Technical, Craft & Management

Gameplay Design:

The character of Chimer in the game is consistent with Arcane power. That was deeply impressed by the maze games. I will also look for a lot of references, combine with some impression of the game characters, play mechanism...and feel that the role of five body character would fits this game. The game is 2.5 version and use by God's perspective, and it is the descendant of the monster. The glow around the body is a symbol of defensive instinct that represents its resistance to the unknown.

Monster Design:

The first idea that comes to my mind about the monster in Super Mario whose shape of the four fangs, the beams and columns supporting the houses with the thick tree trunks, and the arched eaves are typical buildings of the original style. In the beginning, I think the little monster in the game set out directly in a simple shape, but lately I think it should set out from variety of structure. So, I'm going to design a monster with two creatures mixed and combine some characters.

This is also in line with the current theme of the monster, highlighting the wildness of nature. The ability to detect and track monsters adds to the excitement and challenge of the game.

Scenery Design:

At first, I thought that dungeon was popular according to the common style of mazes. Later, I combined the characteristics of ruins of the temple and designed the Pillars and low walls with grass or vines. At same time, the entire environment would affect player directly, giving a cool feeling of character detection, and its overall tones are mainly fresh color and light and the warm colors, due to Chimer's naive character, it was given some pair of blocks as obstacles.

Outcomes: Tools

Production Details:

Adobe Effects will be used for editing the film, special effects and sound effects.

Maya will be used for animation,

Substance painter will be used for character texturing,

ZBrush is used for character modeling, there is no overly complicated content, and sculpture models are used heavily.

For Unity and Programming, query, I collected and sum up related data for integration, conduct research and analysis, and determine the picture frames. Meanwhile, organize classic case videos found on the Internet for learning. Finalize each component of the game.

I will compare and analyzed the integrated material, divide the styles of different animation character, and plan the following production process rationally.

I would start designing, sculpt the models in ZBrush, and complete the dock scene modeling in MAYA. Summarize the weekly progress every week and carry out planning and arrangements according to the master plan.

When I finish the rest of the scene, landscape and boat in MAYA and texture painting in Substance Painter and begin to rigging the character and key frame in MAYA.

In the last week, starts to render and produce the gameplay video in AE.

Overall, programming and the operation of Unity are the most time-consuming, which are completely new and unfamiliar to me who focused on animation before, and I should try my best and energy to learn them.

Impact of Project:

Through in last studio, I developed my directorial vision of narrative, visual, and interactive media, started engaging on character Chimera and strengthen my technique operating skill, learn more about how to reflect the philosophy of life through the development of storylines, and feel the feelings in animation stories, like a streamlet trickling across the atrium to warm the heart. At this time, I will further learn preproduction techniques such as Unity and special effects production of 2.5D.

Chimer symbolizes the disadvantaged groups that are excluded in the real life due to inborn or acquired defects. Chimera symbolizes the image of mentors in the life to help the disadvantaged groups to get through difficulties. Through this game, what I want to convey is as follows: Even in adversity, do not lose hope of survive. Instead, you should face challenge positively, and believe that through this ability, you can discover the reward that you get the terminus one day.

In short, aesthetics, rationalization, and human-orientation are emphasized.

Scenery Conception

