

 **Game Views**

First person

Close and claustrophobic 

AUX POWER
██████████
FLASHLIGHT

HEALTH 100

AMMO 5 3



Game Views

First person

Third Person

expansive and
environment views



Game Views

- First person
- Third Person
- Side View

Restricted left and right



Game Views



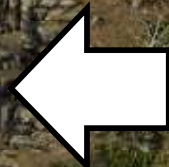
First person

Third Person

Side View

Overhead/Isometric

Large viewing area



 Genre



Action 

Fast paced trigger finger



 **Genre**

Action

Adventure (incl RPGs)

**Player-Environment
interaction** 



Genre

Action
Adventure (incl RPGs)
Strategy

Logical thinking and
protracted plans



Genre

TIME

0'00

Action

Adventure (incl RPGs)

Strategy

Puzzle and sports

Individual

HI-SCORE

2000

SCORE

SPEED LV.

LEVEL

NORMAL

PUSH ANY KEY



Online or not

Online games allow freedom of movement.

Non linear games tend to dictate movement towards the story.

Deathmatch maps are too circular, whereas single player too straight.

Running fast rather than looking good is important in online games.



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Image submitted for critique - CGNetworks.com | CGTalk.com





SCORE 5600
TIME 0:32
RINGS 3



➔ **Sonic**

 **SONIC**
x 3





➔ **Crash Bandicoot**

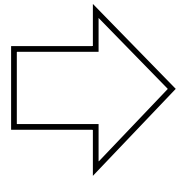


➔ **Spyro**

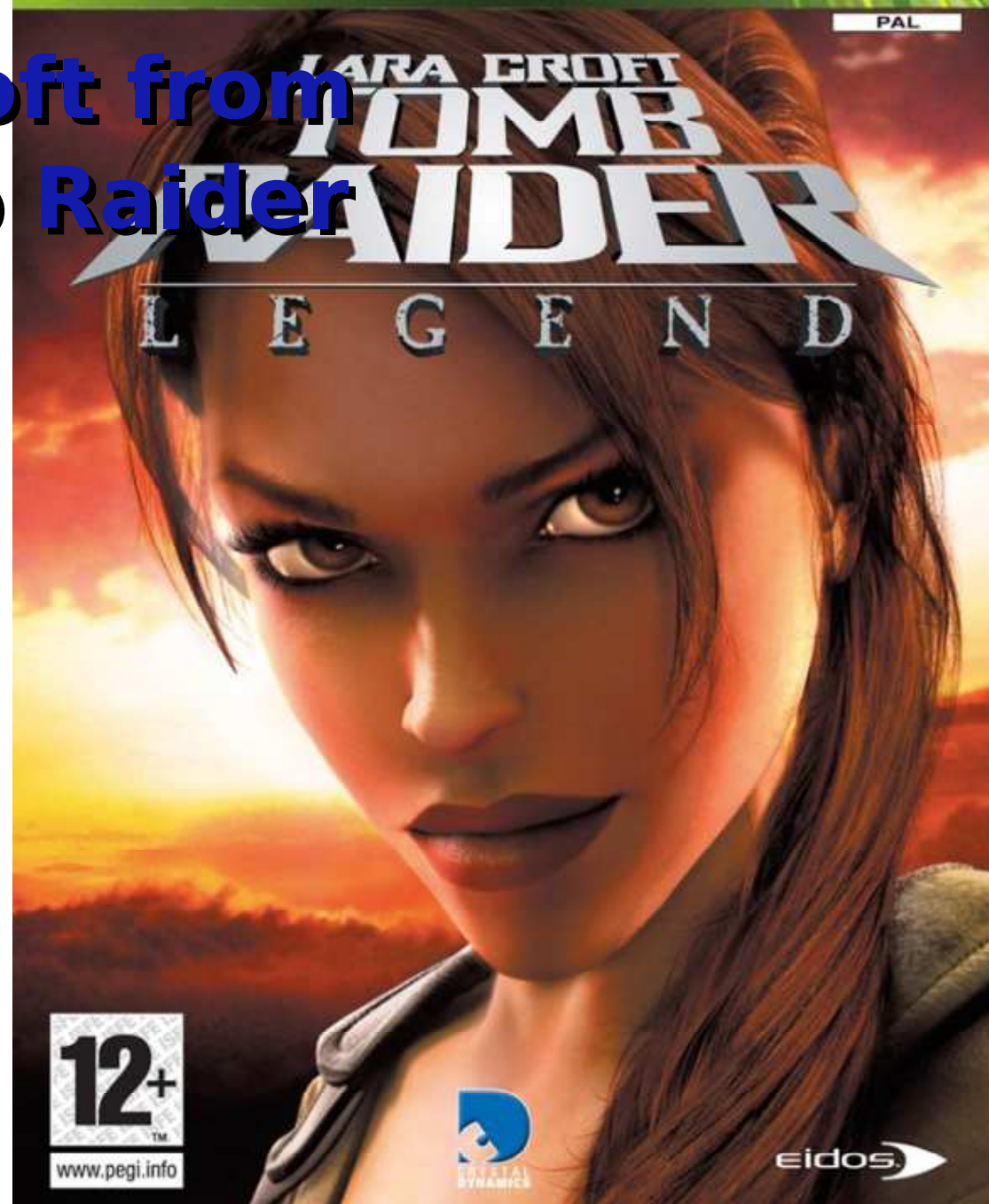


➔ **Jak and Daxter**





Lara Croft from Tomb Raider



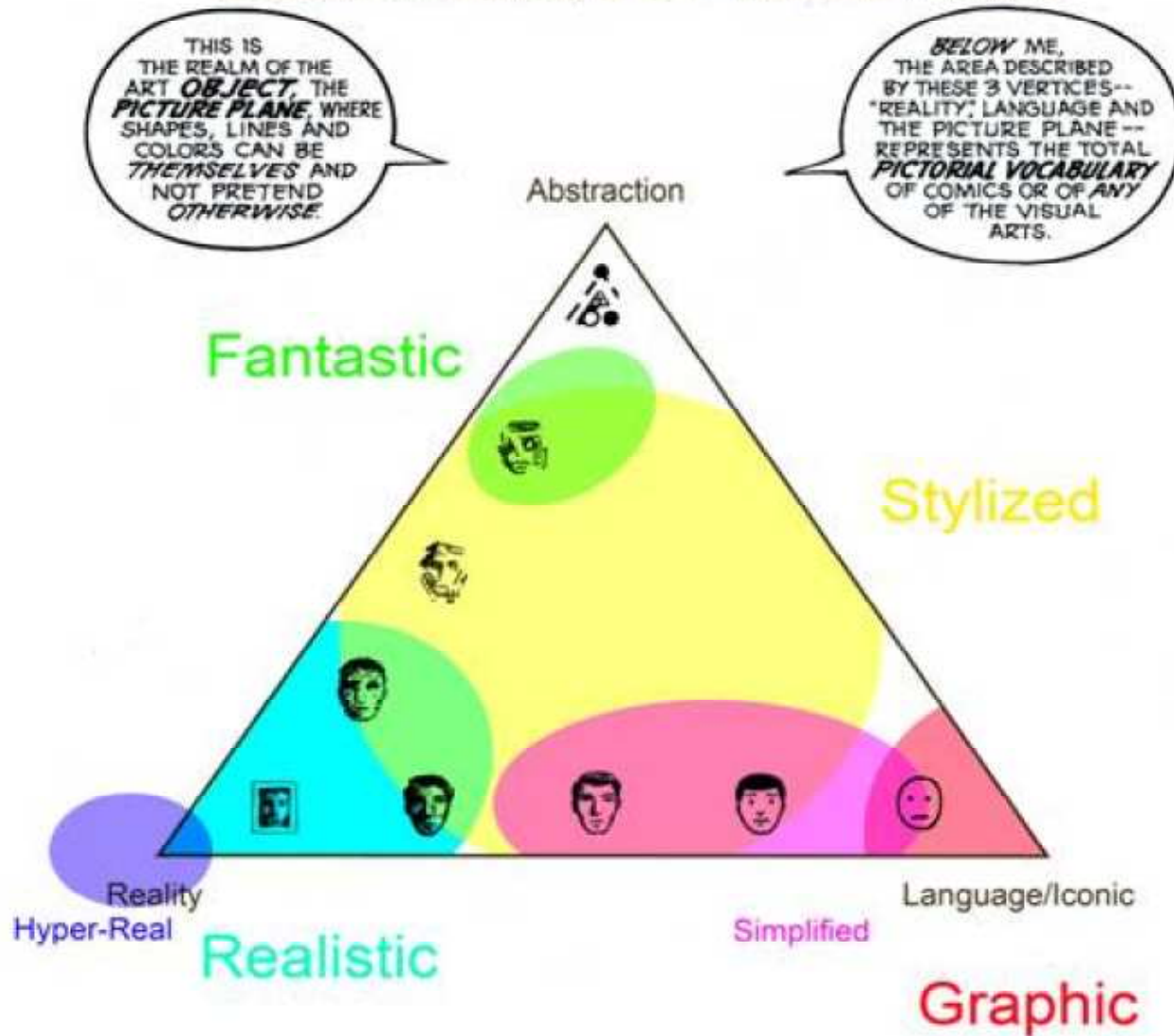


Unreleased Okami



→ Style

Scott McCloud's Picture Plane



From Understanding Comics by Scott McCloud



Research and Development

Do lots of research



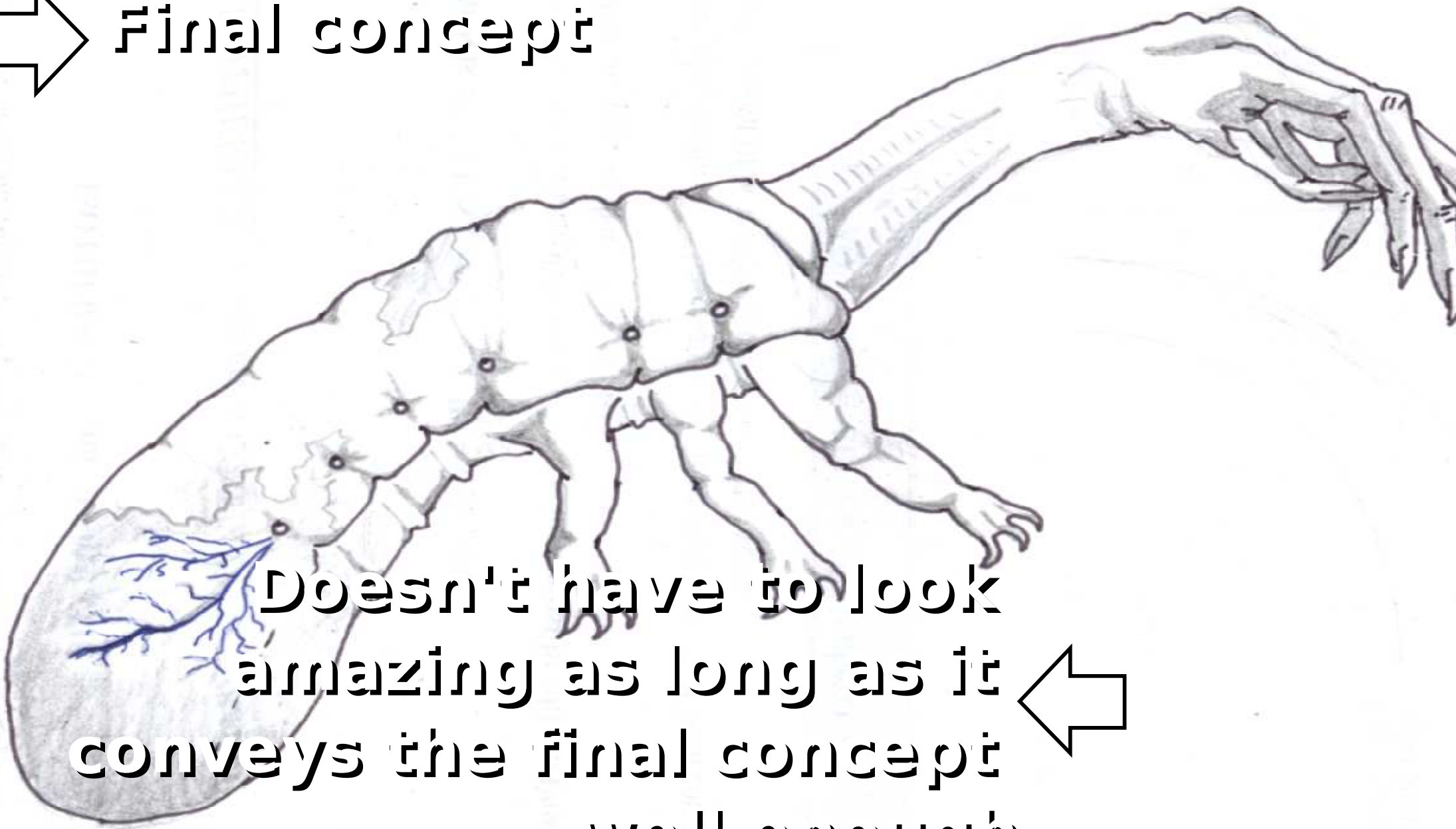
Research and Development



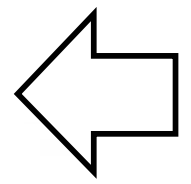
There is many interesting things around you to draw inspiration from

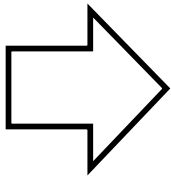


➔ Final concept



Doesn't have to look amazing as long as it conveys the final concept well enough





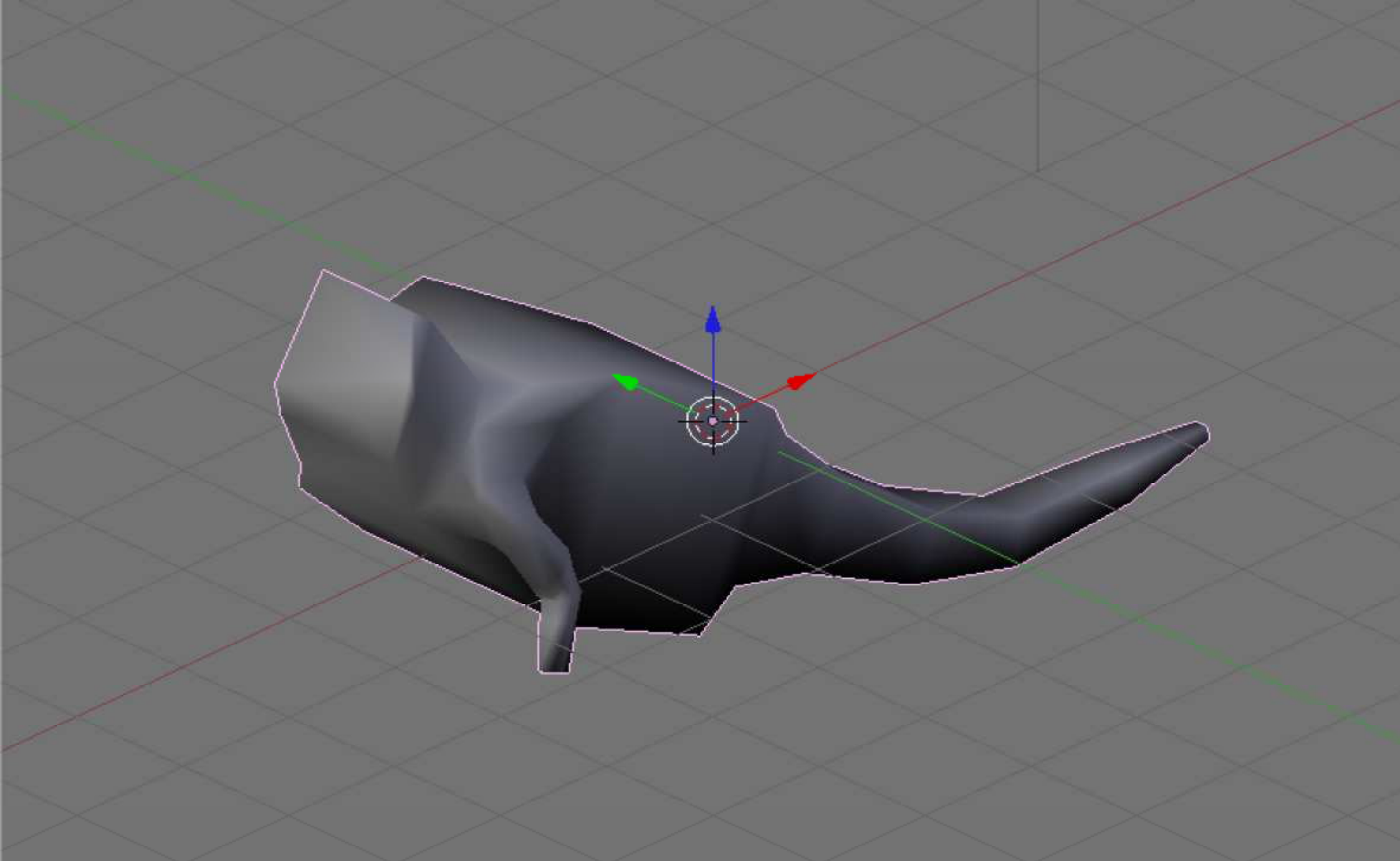
Modified concept after input



Ideas might be changed, don't feel too attached.

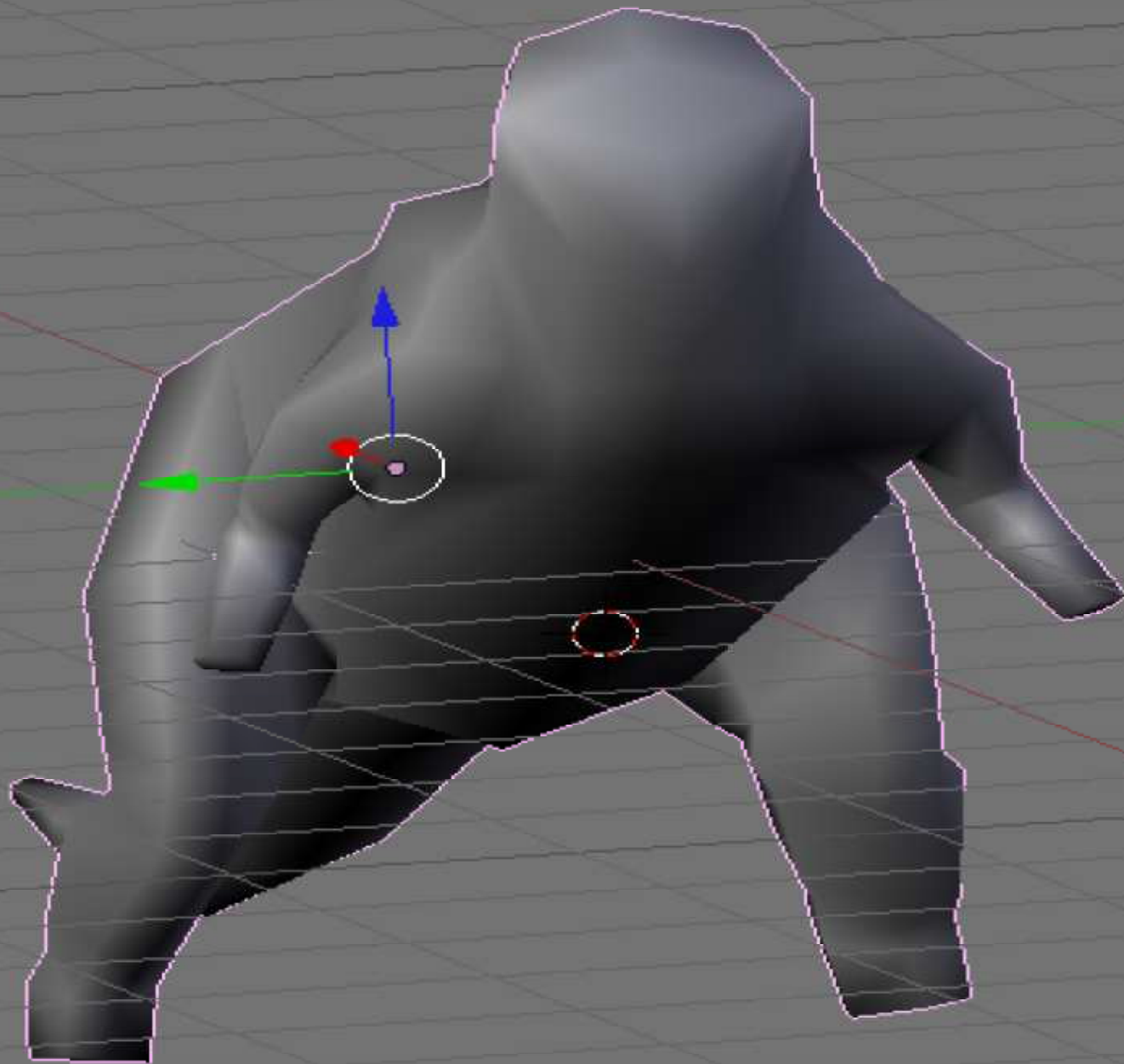


Death Guppie
2006 Crystal Core
creative comm



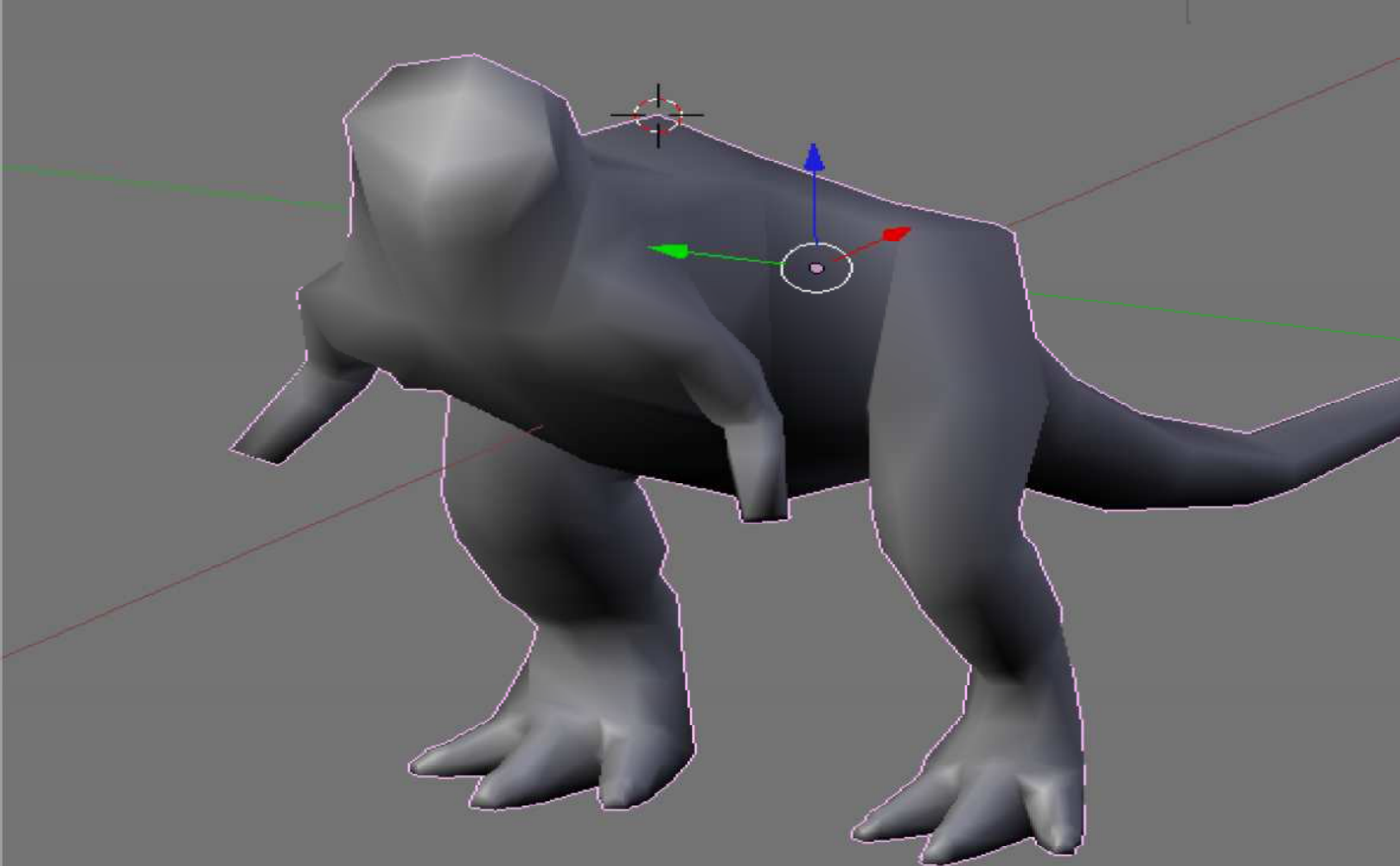
(1) Cube





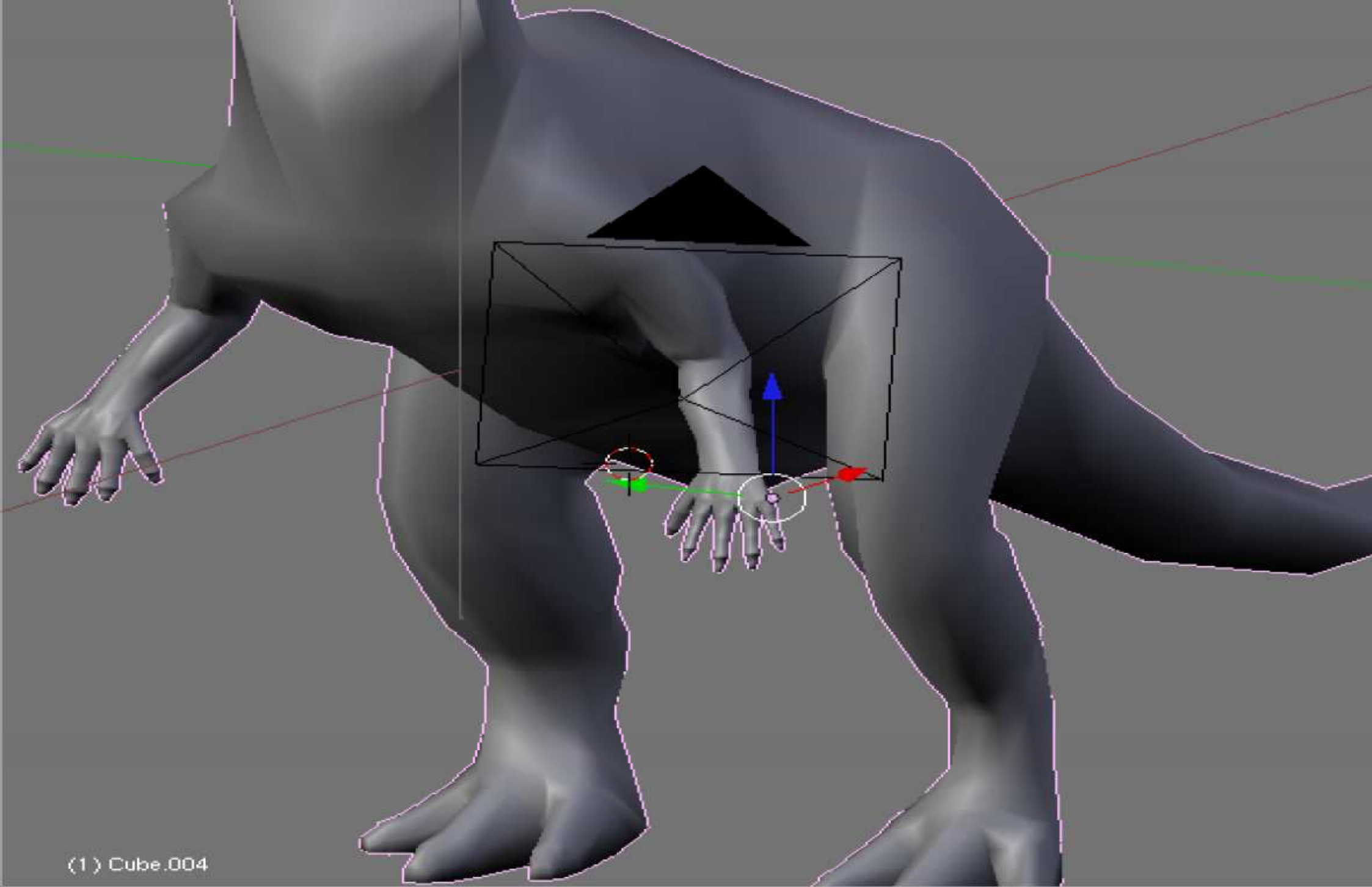
(1) Cube





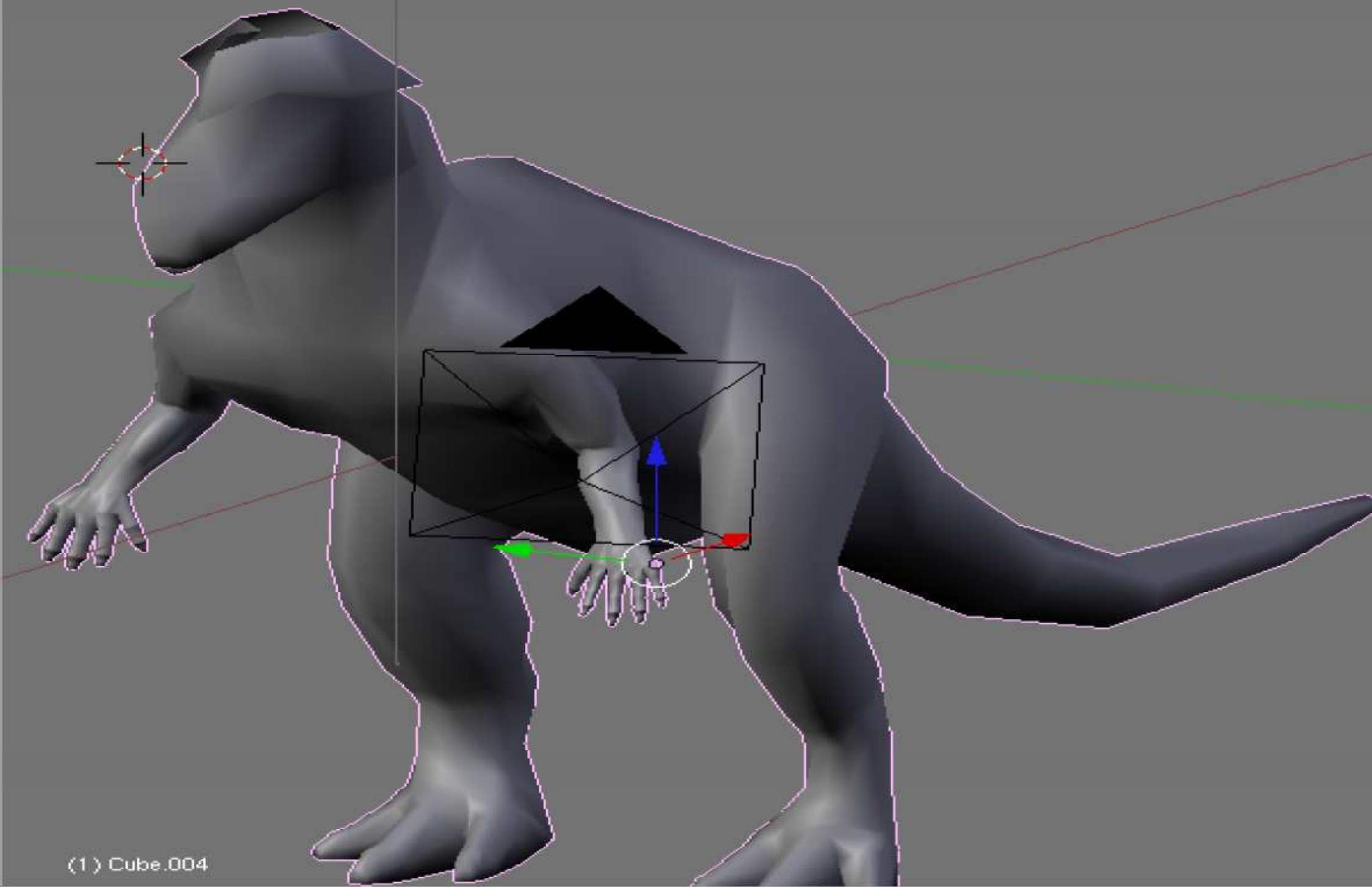
(1) Cube.003





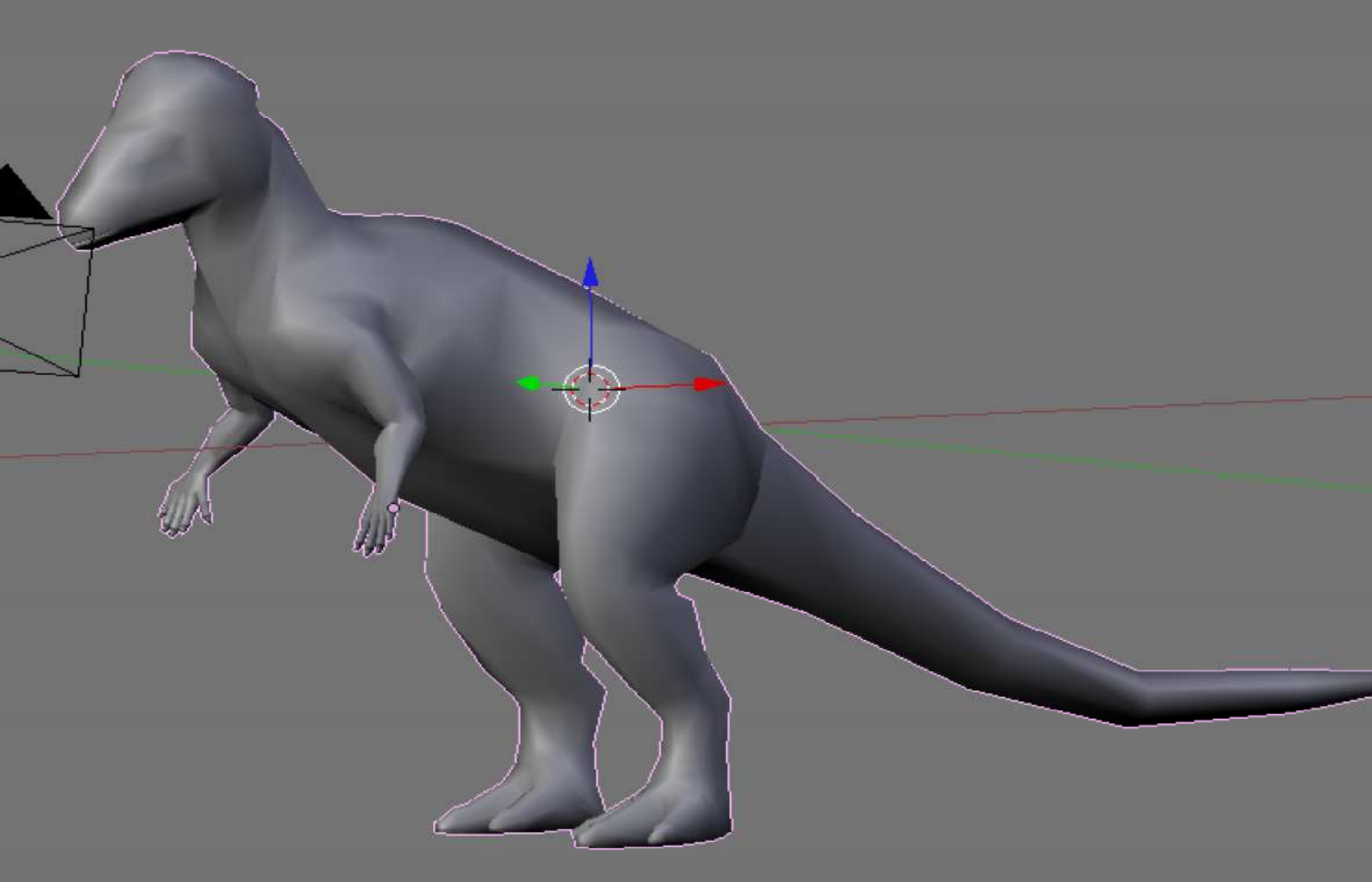
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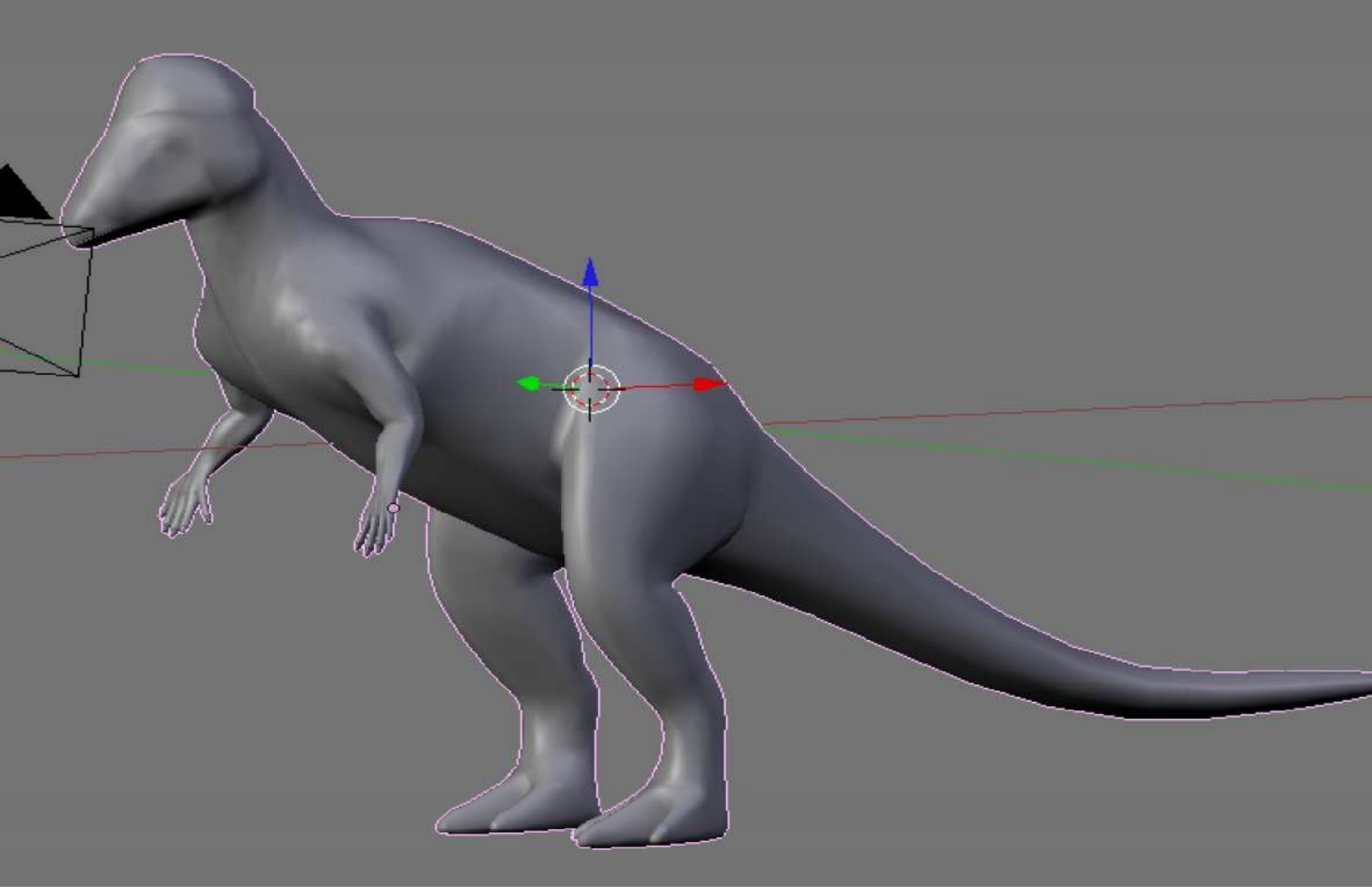


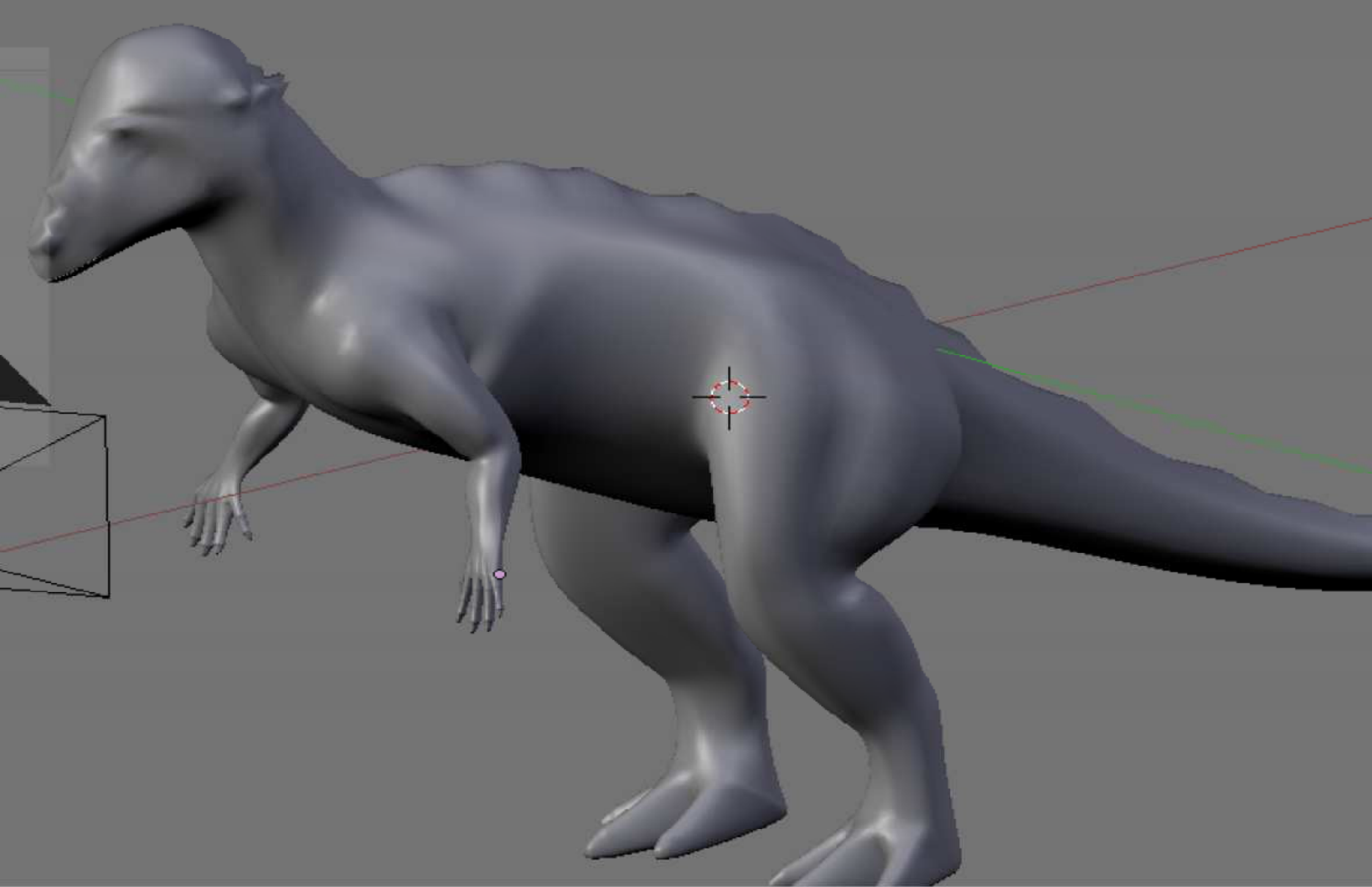


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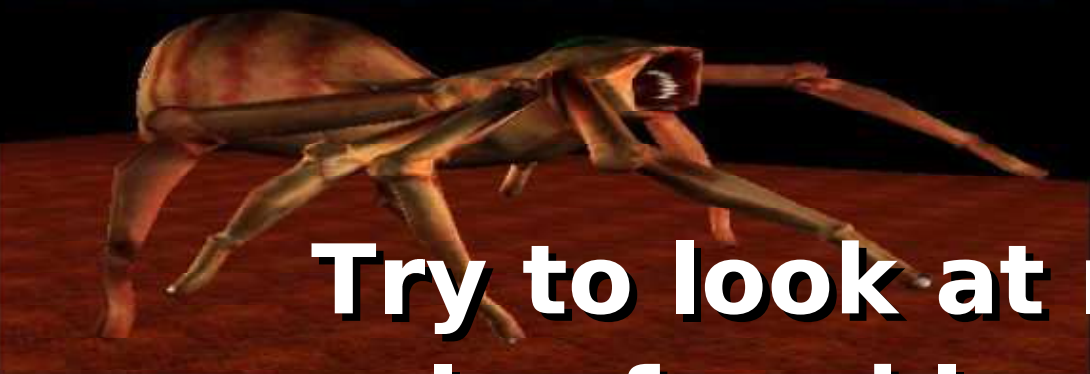




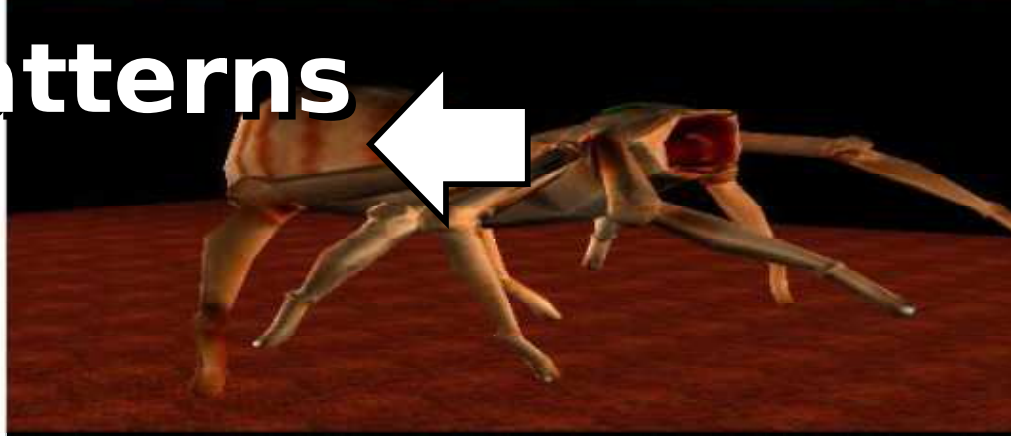




Texture mapping



Try to look at real life examples for skin patterns



Mas r Pag