

Final Project Proposal

My project is going to be a Video Game concept; I am not going to be making anything that you can actually play. I will have a 10-20 second animation from characters I have modeled that will play on the website when you launch it. The website will then have flash animation going on at the top along with information sections below it.

Company: Savage Entertainment

Savage Entertainment is a premier developer and publisher of entertainment software. We focus on creating well-designed, highly enjoyable entertainment experiences. Video Games are our passion, every experience we release comes well balanced and ready for your enjoyment.

For a long time there has been a distinction between Western Game Development (U.S.) and Eastern Game Development (Japanese). Our goal is to bridge this gap and show that western developers can put the same passion, depth, and game experience in a video game as our eastern counterparts. We hope to break into the eastern market like no other company has before. To accomplish this we must bring together an amazing story line with in-depth game play and cinematics.

We hope to appeal to all gamers. This game will have the excitement that younger gamers crave, and the storyline that a more mature gamer might need.

Description

My Game concept is going to be called "Savage Lands". It is going to start off with me animating 3 characters. I plan to have one of the characters being a younger boy, in his teens. He is going to be dual wielding two swords for my animation. The second character is going to be a really big man, think Samoan type from Hawaii. This character is going to be wielding a humongous two-handed hammer, under the hammer will be a blade so it's sort of a two-handed sword/hammer. The third character will

be a female character. The female will be using some sort of a ranged attacking weapon, gun/bow/crossbow. If I am going to simulate Japanese style RPG they will be wearing ridiculous looking clothing that will fit very well in the games world. I will be using all 3 models so that I have a profile picture of each character on the website.

The animation is going to start off with the young boy running really fast next to a hill. The hill as well as the ground is going to have the skin of a gravel pit, sort of desert with small rocks. There will also be small spots of grassy areas with scraggly thin trees in them. He is going to have both of his swords in each hand and to the sides of his body, like if he was holding his arms to fly but behind him more. The camera is going to zoom down next to the boy and circle around back of him, when it hits behind him you're going to finally see the monster in front of him. Right as it hits behind he is going to slice with both swords, by this time the camera will be on the right side of the boy as he skids to a stop. When the camera finally comes to a stop in front of his face he will have his arms cross with his swords sticking up angled slight by his shoulders. At the last few seconds of the animation he is going to open his eyes and put a half grin/smirk on his face. This is the 10-20 second opening animation of my website.

The reason I am modeling all 3 of the characters is after the animation plays, I want it to fade away and have all 3 of my characters standing on the left side of the window where the animation played. The characters will be standing on the same background as in the animation. They will be moving slightly as if they are breathing and this will loop around as you view the website. As you move to the right of the window it will fade from the background and my game title will show up.

I will also have a website that is going to utilize flash on the top to play the animations. The lower parts are going to be CSS and informative regarding the game. The window that the animations are going to be playing in will be a custom designed window and will have the companies' logo that I create on the top of it in the middle. Under the window will be a bar with different links to different sections. There will be a home button to come back and watch the animations anytime. A story button

that details what events happened leading up to the beginning of the game. Character profiles will show all 3 of my characters and have a small profile including age, origins, weapons of choice, etc. The profiles page will also have a rendered out image of each character, on a white background.

Multimedia page will have different pictures rendered out as well as another link to the animation. The product information will detail what genre of game it is, the developer, publisher, format, and release date as well as a possible game cartridge cover.

The website is going to be laid over a white background, the pages will have a light grayish color to them for the information to be put on top of. There will be a border to the page that is going to be a long skinny sword. Outside of this sword will be a background image, a possible flash animation of clouds moving and going behind the page contents and coming out the other side. I will be creating any graphics, animations, and story lines or profiles you see on this page. Everything is going to be fictitious.

Project List

Unit Renders- Resize as needed

Opening Animation- 700x393.75 pixels widescreen

Web Page- 970 pixels wide, will scroll as far down as needed.

Graphics/Logos- Custom made

Background Animations- Custom made in Flash

Timeline

Present-August 25th – All characters modeled and ready for rendering as needed, Animation completed

Sept 1st - Changes that are recommended for animation characters made, website started

Sept 8th - Website mockup made

Sept 15th More website completed, company logo started

Sept 22nd - Company logo and game logo done, added to website in appropriate areas

Sept 29th - Corrections made on logos after critiques

Oct 6th - More Corrections made, filling webpage with information

Oct 13th - No Class

Oct 20th - Information fill on webpage, logos completed

Oct 27th - Flash animation that plays after 3d animation worked on

Nov 3rd - background flash animation (clouds moving) completed

Nov 10th - Website put together, functioning, taking critiques

Nov 17th Final critiques suggestions taken and finishing touches put on

Nov 24th - PowerPoint completed

Dec 1st - finishing touches everything

Dec 8th - Finishing touches everything

Personal Budget

3ds Max, V-Ray plug-in

Adobe suite - Photoshop, Flash, Dreamweaver, In Design, PowerPoint

Final Cut Pro

Personal Computer, modeling, animating, rendering

Sounds and effects, ~100\$ from sound student or professional

Client Budget

Software - \$10,000

Hardware - \$150,000, rendering PC's, modeling PC's, Production Mac, Sound Video

Design Team Salary - hard to look this up, don't fully know the team it would consist of as far as everyone involved, I just estimated 10 computers for a 10 man team as far as hardware.

Benefits

This Project is going to give me an idea of what I like the best, animating and modeling or web design. Maybe it will be flash web design that involves animating the flash. I am bringing in 3 elements to this project, CSS, Flash, 3d animation to help figure this out.

I am going to get even more knowledge than I already have in each of these areas. I am going to learn how to configure V-Ray to render high quality images in 3ds max. I will be able to create more realistic models in 3ds max as well as animate them to move life like. I will learn how to use more CSS to get my page layouts more proficient. I will be able to create a movie in high definition using final cut pro as well as make it widescreen. I will be teaching myself how to create background flash animations that loop and reloop seamlessly as not to see a gap or even be able to see where it reloops at.

I am doing this project because I believe regardless of which of these 3 elements I find my favorite, I am proficient and enjoy each of them enough to get a job doing any of them. I want this project to be the best thing I have created to date. My goal is to have people saying WOW, a student created that, it looked like a professional game studio did it.