

CHARACTER DESIGN

MR. CANTU



CHARACTER DESIGN

- WHAT KIND OF CHARACTER WILL YOU MAKE?
 - HEROIC
 - EVIL
 - SERIOUS
 - COMEDIC



CHARACTER DESIGN

- MAKING A BACKSTORY
 - SETS ENVIRONMENT
 - MOTIVATIONS
 - CREATES PERSPECTIVE



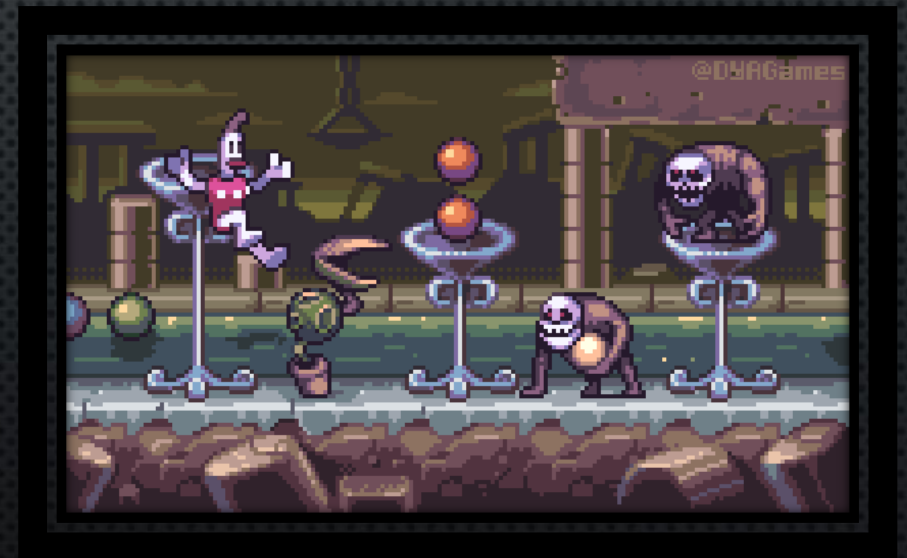
CHARACTER DESIGN

- DEFINING YOUR CHARACTER
 - RESEARCH CHARACTER TYPES
 - UNDERSTAND REAL LIFE PERSPECTIVES



CHARACTER DESIGN

- THE CHARACTER STYLE
 - AVOID STEREO TYPES
 - CHARACTER DETAILS
 - ART STYLE
- GAME TONE
 - HAPPY
 - SAD

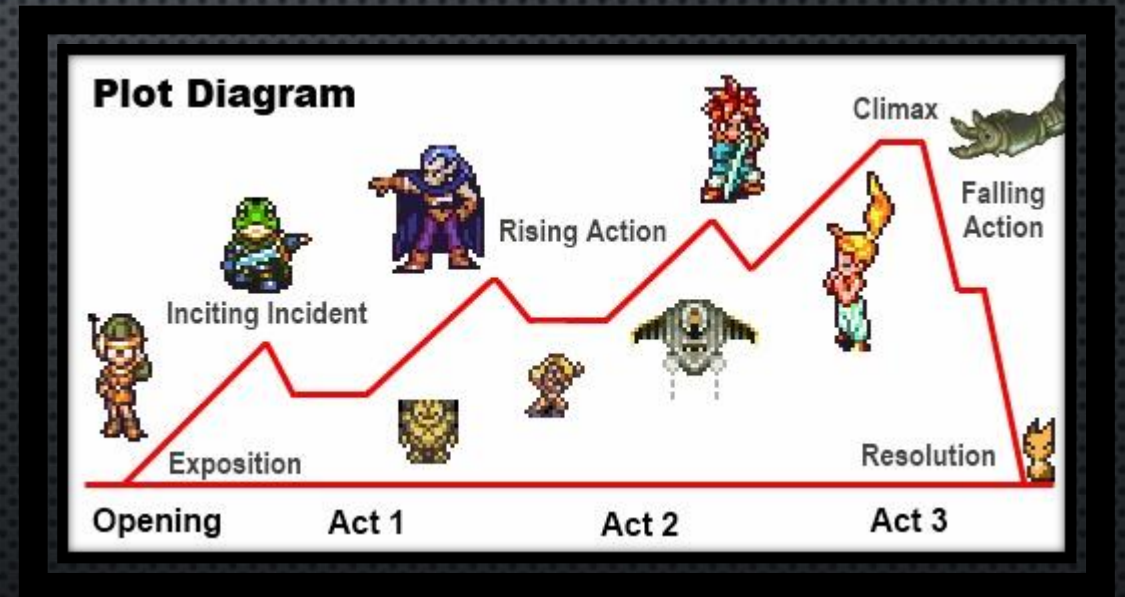


VIDEO GAME STORYBOARD

MR. CANTU

ELEMENTS OF STORYBOARDING

- PLOT
 - WHAT IS THE GAME ABOUT
- CHARACTERS
 - WHO IS THE HERO AND WHO ARE THE ENEMIES
- ACTION
 - MECHANICS OF THE GAME



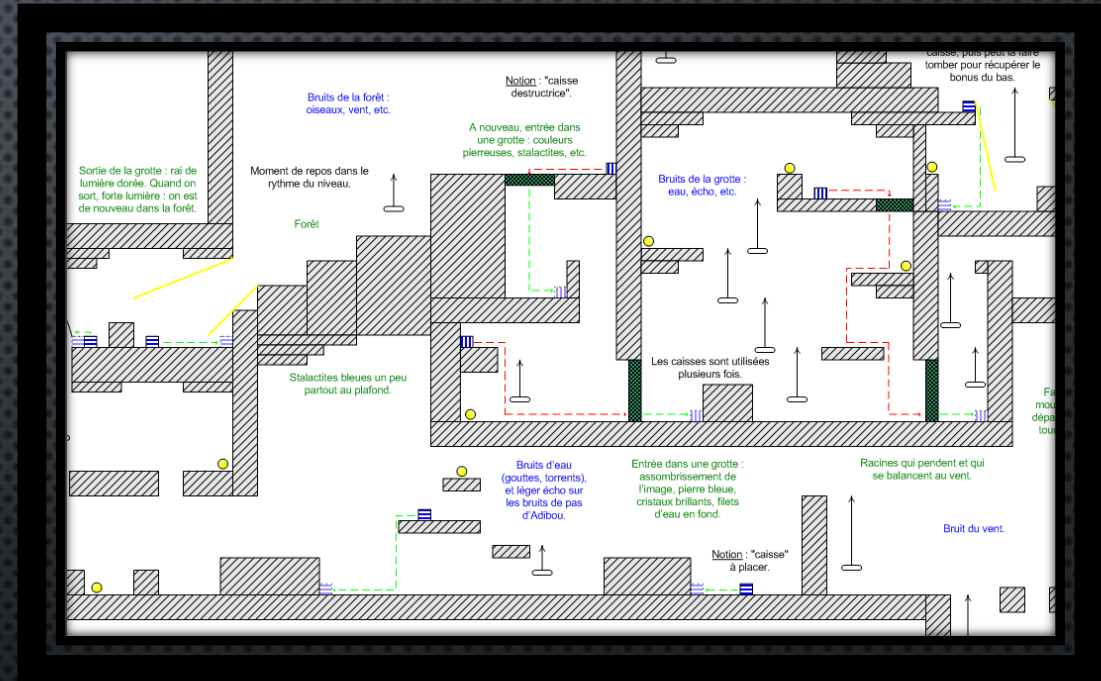
ELEMENTS OF STORYBOARDING

- THEME OF THE GAME
 - SERIOUS OR PLAYFUL
- ART STYLE
 - HOW ARE THE CHARACTERS DESIGNED?



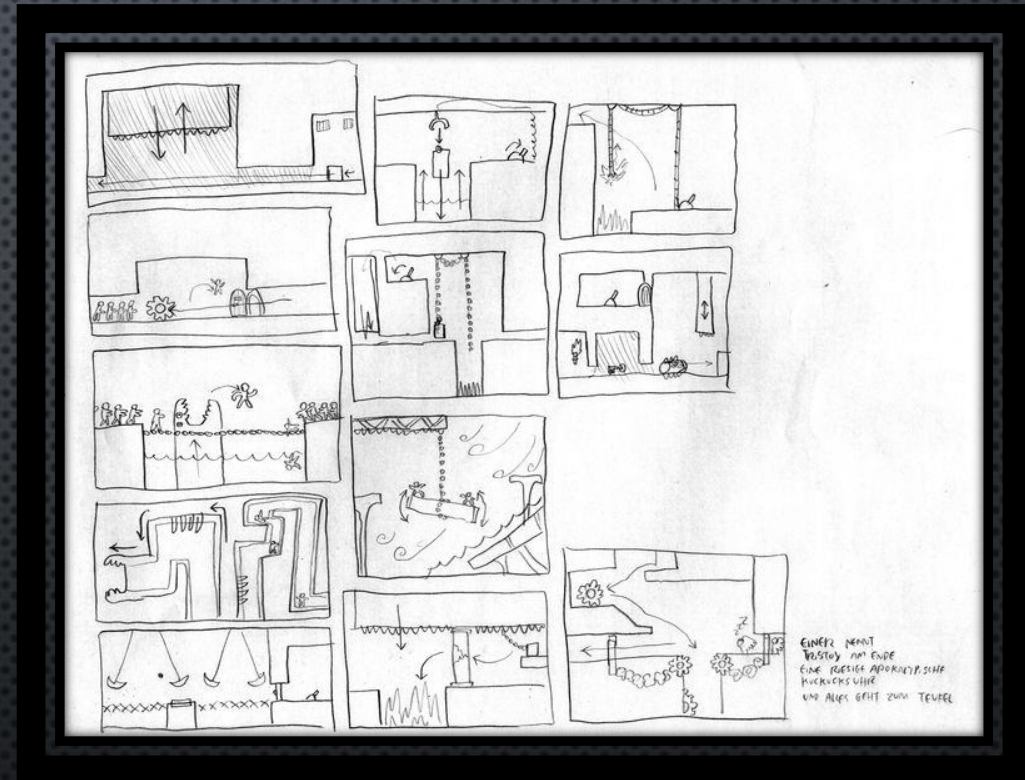
STORYBOARD CONSTRUCTION

- BREAK DOWN YOUR DESIGN DOCUMENT
 - CREATE A VISUAL MAP OF YOUR GAME
 - IMPORTANT DETAILS AND OUTLINES
- QUESTIONS TO ASK:
 - IS IT NECESSARY TO DRAW EACH LEVEL?
 - WILL THIS MAKE THE INFORMATION CLEARER?
 - DO THE DRAWINGS COMMUNICATE THE STRUCTURE?
 - DOES THE STORYBOARD CONTAIN ALL THE INFORMATION YOU HAVE?



STORYBOARDING

- CONSTRUCT YOUR PANELS
 - DIMENSIONS OF YOUR PANELS
 - THICK BORDER BETWEEN PANELS
 - DESCRIPTION OF EVENT
 - HOW YOUR GAME WILL BE PLAYED



STORYBOARDING

- ONCE PANELS ARE COMPLETE ASK YOURSELF:
 - WHAT CAN THE CHARACTER DO? IN THIS LEVEL? THROUGHOUT THE GAME?
 - WHAT IS THE GOAL OF THIS LEVEL? WHAT IS THE GOAL OF THE GAME?
 - WHO IS THE ENEMY? IN THIS LEVEL? THROUGHOUT THE GAME?
 - WHICH WEAPONS OR TOOLS ARE AVAILABLE?
- REVISE PANELS IF NEEDED