
Project 2 : Environment

Explore digital drawing techniques using vector graphics to develop the aesthetic appearance of a hypothetical game background and environment. You are asked to consider and develop the design of the basic screen appearance within the game you began developing in your previous project work. You will create an environment that demonstrates design principles, incorporates layers and tiling in your process, and further investigate the use of vector graphics to create assets and illustrate a game concept. All environment graphics should be designed larger than they will appear in game and cropped using a “clipping mask”. Print layout will include full environment design, mobile device mockups, and organized assets in a tile set format. Sketches will be transferred to vector graphic to create a 2D environment for a side/vertical scroll “tapping style” or infinite runner style mobile game. You will focus on the use of flat, solid color, layered, vector graphic shapes. Project 2 will be incorporated into your future project work and can be refined after the project is complete.

Project Requirements

- Project Includes:
 - Harmony or Disharmony of shape in relation to “Character”
 - Layers: foreground, middle ground, background (player in foreground)
 - Objects: hazard/enemy, obstacle/wall/barrier, items/awards
 - Elements that repeat or tile
 - Optional: include “Character” from Project 1
- One Page Layout Includes:
 - Complete layout for screen/level
 - Key of all assets, tiles, and repeated elements in tile set format
 - Color and Pattern swatches
 - Mobile Device mockup examples
- Final Layout to fit on 13” x 19” paper (poster size, template to be provided)
- Submit digital image through D2L dropbox: PNG (web safe) PDF (print/archive)

Criteria for Evaluation

- 10 points – Requirements
 - 5 points - Meets Requirements
 - 5 points – Complete, Well-Developed Assets
- 15 points – Technical Execution
 - 5 points – Quality of Tiling or Repeated Elements
 - 5 points – Quality of 2D Spatial Layers
 - 5 points – Layout and Tile Set
- 15 points – Aesthetic and Presentation
 - 5 points – Design Principles in Environment Appearance
 - 5 points – Visual Relationship between Elements within Environment
 - 5 points – Use of Color, Pattern, and Tiling
- 10 points – Solution
 - 5 points – Creativity
 - 5 points – Inventiveness and Expression

Dates and Deadlines

- June 7
 - Project Introduction and Preliminary Research
 - Process Demo, Work Session and Individual Project Meetings
- June 9
 - **Due Preliminary Sketches and Concepts**, In-Progress Critique, Work Session
 - Critique Notes, **Midterm Drawing Assignment**, and Project Work Session
- June 12
 - Process Demo, Finalizing and Preparing Project, Work Session
 - **Project 2 Due, Critique and Discussion**