

Alexis Larson
8/25/2020
DGM 3650 -Team Preference Pitch

1st Preference:

The first option I would like to propose would be working for Soma Games. I would be put to work on multiple projects including both an entertainment game & a serious game. My position would be a part of a growing team of artists, led by Art Director Erin Marentette & joined by notable teammates Jeffery Wilson, Amy Rose, Brandon Simonds, Joel Carlson & Anna Dale, & other intermittent interns.

Soma Games has multiple games under their belt (5 of which are publicly listed on their website). They have been contracted by the book publishing company, Penguin Random House & the Jacques Estate for a license for 5 entertainment games* for the Redwall IP. The games are based on the Redwall book series by the late Mr. Brian Jacques; the series is most often described as Wind In The Willows meets Lord of the Rings. It features animal characters, in classical representations of good versus evil, in a medieval setting.

Prospects for my employment have been good thus far. I have been employed at Soma Games for approximately 1 year now, on the marketing team. As my skill sets have expanded, so too have my opportunities for different positions at the company, leading to a new promotion to the art team. In regards to the long term viability of the company, Soma Games has the backing of the publishing company, the Jacques Estate, as well as notable investors, such as The Maclellan Foundation, a nonprofit based out of Chattanooga, Tennessee; whose investment was to the tune of \$1.2 million. Additionally, the license was designed with future expansion in mind: since the original deal, Soma Games has increased the contract to 7 games**; one of the additions to the contract is a serious game in the form of a literary application.

The entertainment game will be part of Act II & Act III of The Lost Legends of Redwall: The Scout. The Scout follows the events of the first novel of the series, but from a different perspective. While players will get to see & participate in the events of the novel, providing an alternative perspective has opened up the possibilities for more open gameplay. While the story is linear, the overworld is being added to regularly for a more immersive experience to new & old fans alike. Job roles/skill sets include:

- Concepting
- Modeling
- Texturing
- Asset Editing
- Set Dressing
- Lighting/Color Passes

The serious game is a literary application aimed to provide “edu-tainment” for children to young adults (approximately 8 to 15 years). It is based on the same world/content as the previously mentioned game, but promotes reading literacy development, critical thinking skills & ethical/moral decision making via interactive & dynamic plot outcomes. Job roles/skill sets include:

- UI Asset Creation
- Storyboarding
- Camera Staging
- Matte Painting
- Modeling
- Asset Editing
- Set Dressing
- Lighting/Color Passes
- Post Processing

The ETA for release on Act II is the end of September. For Act III, this has yet to be determined, but based on previous release schedules, it may be around 1 year out. The literary application’s release date is not determined officially yet either.

The final details I need to verify with Chris Skaggs, CFO & Rande Bruhn, LOAP, are the following: whether or not I would need to have UVU Professor, Marty Clayton, sign an NDA in order to view the work I do for Soma Games, & whether or not my work is allowed to be viewable on the members of my class via GitKraken/boards. They are currently out of the office until Friday morning, & so I was unable to get this answer at this time. I will reach out to them at the soonest available time to get the answers, then provide them to Marty in a timely manner.

** The license has expanded beyond the original scope (described in the 3rd paragraph)*

*** This is the number of games publicly announced under the license thus far & does not include any that have yet to be made known to the public.*

2nd Preference:

I have done some research into the other options for the teams in following semesters. If placed with one of the other project teams, my priority is to play to my strengths, less so about which specific project sounds most interesting. Those strengths include a variety of skill sets, but the ones I am most keen on developing are:

- Modeling
- Animation
- Texturing
- Lighting
- UI/Graphics
- Matte Painting

However, if I had to pick the one project that appealed to me the most, I would choose the Theme Park Project. The reason I feel that I would be a good fit for this project is my background in the field of education & interaction with small children in a variety of scenarios. I have spent approximately a year abroad as an immersion-based, ESL Teacher.

My responsibilities in this position included managing classes of children, from preschool to 6th grade, in group sizes ranging from 6 to 30. I had to provide engaging lesson plans/activities & administer disciplinary action, as well as conduct meetings with parents, teachers, counselors, & administrators.

Key skills I learned from this experience include public speaking, presentation, improvisation, interpersonal & business conduct, and communication. I believe these skills could be applied in ways that encourage user engagement and investment, particularly for children.

In addition to studying psychology in the arts, much of my personal time is devoted to developing my aesthetic eye. I have used this in the past for creating designs that appeal to young audiences & across age groups. This includes color & shape language, graphical design, motion, character appeal.

I feel that it would be a good fit for me, as my personal goals include developing my repertoire of family/child-friendly content. I have a vested interest in building a reputation in content that becomes a part of my audience's nostalgia, which is the same reputation I wish to establish when I do create my own studio.

3rd Preference & beyond:

I would like to make note that I have not had issues in the past with squeamishness, so I may be a good candidate for the medical/anatomical/or other more "gross" applications; particularly in the texturing & animation that may involve musculature, bodily functions/fluids, guts & so forth. I also do not have issues with motion sickness & for that reason, I may be a good candidate for teams that are working on VR projects.