

## **2016-17 COMP120 Contracts**

### **Contract #1 - Sci-Fi Mood Board**

*Paradot Indie Games*

A local indie developer is looking for help creating a mood board for the setting of a new science fiction role-playing game. The developer is hoping to set the game in a contrast of three environments: a biodome; the bridge of the space ship; and crash wreckage. The developer wants something interactive and animated to help set the scene and provide direction for the in the game aesthetics.

### **Contract #4 - Animated Power-Up Designs**

*Paradot Indie Games*

A local indie developer is looking for help creating animated power-up designs for a 2D science-fiction scrolling platform game. The developer is open to suggestions regarding the content and function of these power-ups (i.e., extra life, points, stat bonus, etc.), but is requesting about 4 - 9 animated designs that are eye catching. The style is yet to be determined and the developer is open to proposals in this respect.

### **Contract #7 - Appropriation Art Exhibit**

*Kernick Arrrrt! Gallery*

A local art gallery is seeking new talent to display work in line with the philosophy of the "appropriation art" movement. They are looking for a novel exhibit, containing at least three works that use computer generated special effects to enhance an existing painting in different ways. The art upon which the new artwork is based must be a pre-existing work and the effects must be transformative.

### **Contract #9 - Memes for Game**

*The Dawkins-chan Foundation*

Memes! Lolcats! Doges! We want them! At least 3!