|  |  |  |
| --- | --- | --- |
| Start Time  Hour:Min:Sec:Fr | Stop Time  Hour:Min:Sec:Fr | Reasons and Justification for selection of clip  Justify why you have selected your clip with indication to   * Colour * Movement * Pace * A flowing sequence |
| Filename  Give full extension path |  |  |  |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\SpritesPlanning\SpritesPlan.gif | 00:00:10:00 | 00:00:20:00 | Starting off with this is a great introduction to the showreel, as it is the baseline for inspirations I had when making games and products through the first year of college. It shows my concepts of the characters I would use for my Dependency In Progress and Combat In Progress games and – when shown side-by-side with the outcome doc, it helps the viewer understand the link between these docs |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\SpritesPlanning\SpritesOutcome.gif | 00:00:10:00 | 00:00:20:00 | Showing this beside the sprite plan will help to drag a bit of colour on the screen to keep the viewer watching. It also lets information flow between the two docs and makes a binding link through them. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Level Editing\MyFirstLevel.gif | 00:00:20:00 | 00:00:30:00 | The same case goes for this pair; The plan will inform the viewer of the source of the product shown beside it |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Level Editing\MyFirstLevelWalkthrough.gif | 00:00:20:00 | 00:00:30:00 | The product will add colour and movement to the reel, making sure I’m not only using colourful techniques to grab the watcher’s attention but I’m also using movement techniques to keep them engaged. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Combat in progress\CIPGameplay.gif | 00:00:30:00 | 00:00:40:00 | Moving onto combining movement and colour to a single gif, this also links back to the start of the reel as many of this game’s graphics come from those inspirations in the sprite planning. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Graded Unit1\GradedUnit1UsedAssetsScroll.gif | 00:00:40:00 | 00:00:50:00 | To add a sort of looping feel, we’ll move back to another plan that was made and we’ll finish this portion of the showreel as my first steps into the world of game design. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Outside work\MeatPlantTEXTURED-1.png | 00:00:50:00 | 00:00:55:00 | Aside from a small transition away from the first segment, these will be presented as commission pieces that I had made in my free time, showing that my experience so far in college has brought me success outside in my free life. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Outside work\Mothman.png | 00:00:55:00 | 00:01:00:00 | This will be shown at the same time as the one above, letting the watcher know that this was not a one-time thing. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Outside work\PinkMantis.jpg | 00:01:00:00 | 00:01:05:00 | Again, this image will be shown with mothman and the meat plant but has a different kind of style despite still being pixel art. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Game captures\ParasiteRoots.gif | 00:01:05:00 | 00:01:25:00 | With another transition, this gameplay will be introduced as my contributions to the 2023 Global Game Jam. I will point out that the art design is not fully my own and will show that the background art is my work. I will make sure the viewer knows that the programming was entirely mine, showing for a second time that I am capable of programming in game development. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\CodeCaptures\AIFollowCode.gif | 00:01:05:00 | 00:01:15:00 | To support my claims of my programming work, this will be displayed for half of the time that the gameplay is on screen |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\CodeCaptures\CameraFollowCode.gif | 00:01:05:00 | 00:01:15:00 | Linking with the AI Following Code, this code capture will display for the same time period, making sure things are organised. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\CodeCaptures\AudioManagerCode.gif | 00:01:15:00 | 00:01:25:00 | Replacing the code in the second half of the roots gameplay showcase, this will give the viewer more movement to watch and also show them that I can work with audio in Unity. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\CodeCaptures\TestingCode.gif | 00:01:15:00 | 00:01:25:00 | This will tie every code capture together when shown with the audio manager code, showing the viewer that I can not only write code, but also set up to test that same code. |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\GradedUnit2\GDDScroll.gif | 00:01:25:00 | 00:01:45:00 | After another transition from outside works, this will be an extended showtime of what I find to be the GDD I am most proud of. The way that the document is set up means that the viewer can be entertained by the colourful tables and art. It also shows development on the starter section as my writing has most definitely improved since then |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Socials\TwitterSC.png | 00:01:45:00 | 00:02:00:00 | To finish the reel off at a clean 2 minutes, I will show my twitter that has been set up under the name of Amethyst Goblin |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Socials\LinkedInScroll.gif | 00:01:45:00 | 00:02:00:00 | At the same time, my LinkedIn will be shown. My already made posts will let the viewer see that I’ve been showing my work on multiple projects |
| U:\ShowreelMaterials\Showreel\Showreel Prep\Editing\Raw\Groups\Socials\ItchScroll.gif | 00:01:45:00 | 00:02:00:00 | Lastly, the viewer will get to see my itch.io. This will show how developed I am now and will give them a view at the calm scrolling movement and pretty art colours. |