

**Glasgow Caledonian University**

**Industry Led Project**

**with Hudson Martins, Head of FX at AXIS STUDIOS**

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Game Teaser Brief “The Awakening”

## Brief

The aim of this brief is to give participants an experience similar to that of working in a professional CGI production studio, on a short form cg rendered film teaser, of high quality finish.

In a team of 3 cg artists, the aim of the project is to plan, storyboard, develop, produce and deliver a high-end Game Teaser for a sci-fi game entitled “The Awakening”.

This project requires development of a character, environment & supernatural FX with significant planning & testing, to finalise the look development & pace of the edit, to invoke atmosphere, excitement & impact.

It is essential that the final look and feel of the game teaser & the individual finished assets are of high end professional standard which could be described as near photoreal high quality game art style, with strong visual production value.

The project will require you to utilise & develop lighting, shading, FX, compositing & colour correction skills. The character will have to be rigged to show subtle movement / slight animation, to bring it to life.

Below are some very rough boards to allow potential team members to start thinking about creative ideas, so you can be ready with questions & be prepared for the first meeting with the client.

It is intended that each team would work to design their own particular mood boards & look development style, to be guided by the client

Also below are links to some finished game teasers produced by Axis Studios, to provide a helpful visual reference to give an accurate idea of the quality of finish to aim for.

**Deliverables**

* All development and content folder and files.
* Final Game Teaser.
* 360 renders of the character.
* 360 renders of the environment.
* High quality still renders of the content being created.
* All design & development work demonstrating entire concept creation to final completion, from start to finish.
* Accurate workflow diagrams illustrating the pipeline for each of the main processes & the overall production.

**Delivery Specs**

* Duration: approx 15 seconds
* Video image size: full HD 1920x1080 but letterboxed to 2.39
* Frame rate: 24 fps
* Format: mp4

## Axis Studios: Game Teaser Examples

<http://axisstudiosgroup.com/work/the-elder-scrolls-online-summerset-teaser/>

<http://axisstudiosgroup.com/work/the-game-awards-teaser/>

<http://axisstudiosgroup.com/work/outriders/>

**Teaser Storyline Set Up**

This guide is to be used with the storyboard below:

*It is calm and magical until a final energy explosion the end (matter of 15 frames).*

Beat goes:

These shots are longer, approx 3-5 seconds each to truly feel them.

1. *We open on a medium closeup following magical tendrils crawling over a rocky surface.*

2. *We go to an extreme close-up seeing organic alien growth building up form the tendrils. Clearly this is not a usual rock.*

3. *We see the tendrils start to form an unusual hippogryph creature. The symbols glow brighter and brighter until a beat where the symbols get brighter and the tendrils taper off.*

*The scene starts shaking and we cut.*

4. *To a wide of the rocky sculpture with the hippogryph glowing and slowly ascending from underneath the ground.*

*The symbols and now the tendrils are glowing brighter and charging up until they release a massive pulse of energy slam-cutting us to black.*

