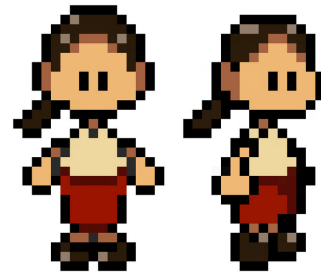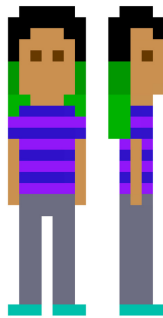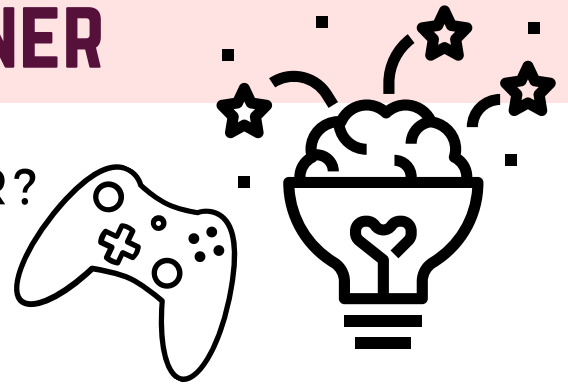# Asset Designer

WHAT IS AN ASSET DESIGNER?

ASSET DESIGNERS WORK TO CREATE IMAGERY, SOUNDS, AND ANY OTHER SENSORY INFORMATION PRESENTED TO THE PLAYER

🔍 **Useful Resources for Asset Designers** ✕

Visual art programs and resources

- LOSPEC- Tools, editor, and tutorials for pixel art
- PISKEL- Online animation and editor for pixel art
- BLENDER- Suite for 3D modeling, rigging, etc.
- DUST3D- 3D modeling software

Audio programs

- MILKYTRACKER- Software package for old-style video game music production
- LMMS- Ready-to-use music production program
- AUDACITY- Audio editor and recording program
- Freesound.org - Royalty free sounds

LEVEL-UP LEAGUE SESSIONS

IN-PERSON
WEDNESDAYS @ 3:30
BIZZELL LL118

ONLINE
TUESDAYS @ 3 | REGISTER AT
LIBCAL.OU.EDU FOR LINK

Asset Designer

Anything you see, touch, or hear in a game is the asset designer's work

Check-in with a University Libraries Staff member at each Level-Up League weekly session to get points for goals you've hit!

Weekly Goals	...passable (1 point)	Adequate (3 points)	Impressive (5 points)	CHAMP! (10 points; there can be only one!)
Week 1: Decide on asset type (2D, 3D, etc)				
Week 2: Practice making assets with varying styles				
Week 3: Practice making assets with varying styles				
Week 4: Submit minimum 2 asset sheets/models/compositions/effects*				
Week 5: Get team feedback, submit notes				
Week 6: Start checklist for assets needed/completed				
Week 7: Submit minimum 3 asset sheets/models/compositions/effects*				
Week 8: Submit minimum 3 asset sheets/models/compositions/effects*				
Week 9: Draft design document for sounds and visuals				
Week 10: Update design document for sounds and visuals				
Week 11: Submit design document				
Week 12: Build out app				

*based on Storyteller's descriptions