

CI410 Week 7 Lab (20/11/20)

This week we will be looking at originating some initial design ideas for either:

- The game you have created in your lab tutorials
- The game you are creating for your main CI410 assignment
- Or for a new game

These are the basic thematic image ideas which you would then pass on to maybe the concept artist or other member of the design team to work up.

Step-By-Step exercise instructions

You are to think about the very basics of the design you have come up with. You are to collect imagery which captures the mood of your game world/environment under the following headings:

You are to collect imagery and place it on an A4 sized moodboard (see instructions below). You are to create 3 separate A4 moodboards under the headings below. These can be created in either Word or Photoshop (see instructions below). The images you collect should not be from actual games but from the real world to illustrate what you would like your world to look like:

- **Environment setting:** This is a general, physical location of where your game environment takes place. Where does it take place? Urban, Rural, Ocean? Interior or Exterior? What about time period, in the past, present or future?
- **Location:** This is the actual place where your idea is set. It is a more specific place within the environment setting. Eg. it could be a building, boat, castle or other specific location.
- **Theme:** This is the subject matter of your location. It is a unifying and dominant idea that brings your environment together. Theme is more abstract. Eg. a particular design style, time of day, time in history, weather, atmosphere, mood, feeling or an event.

How to:

1. Create a Word File or Photoshop document **A4, RGB, 72dpi**
2. Using either screen grabs (Mac – Apple+Ctrl+Shift+4, the image will be placed in memory, just paste into the Photoshop document, or the Snipping tool (PC) <https://tacomacc.instructure.com/courses/1139933/pages/how-to-use-the-snipping-tool>) - Or saving the images Place your images in Photoshop
3. Resize the images using the resize handles
4. Save as a Photoshop file