





# Schedule

1. Strings fighter: a millennial history of struggle between elements of writing
2. From thoughts to drawings: bringing history to life
3. Strings in action: the Art in Strings Fighter
4. Technology and planning: the right choices can make all the difference



# **STRINGS FIGHTER: A MILLENNIAL HISTORY OF STRUGGLE BETWEEN ELEMENTS OF WRITING**



# A Millennial History Of Struggle Between Elements Of Writing

- What is Strings Fighter?
  - 2D multiplayer fighting game with RPG elements settled in the communication universe, with characters formed by letters and symbols



# A Millennial History Of Struggle Between Elements Of Writing

- Main characteristics
  - 2 playable characters
  - 1 scenario
  - On-line multiplayer with ranking
  - Solid evolution system



# A Millennial History Of Struggle Between Elements Of Writing

- History

From ancient Egypt to nowadays

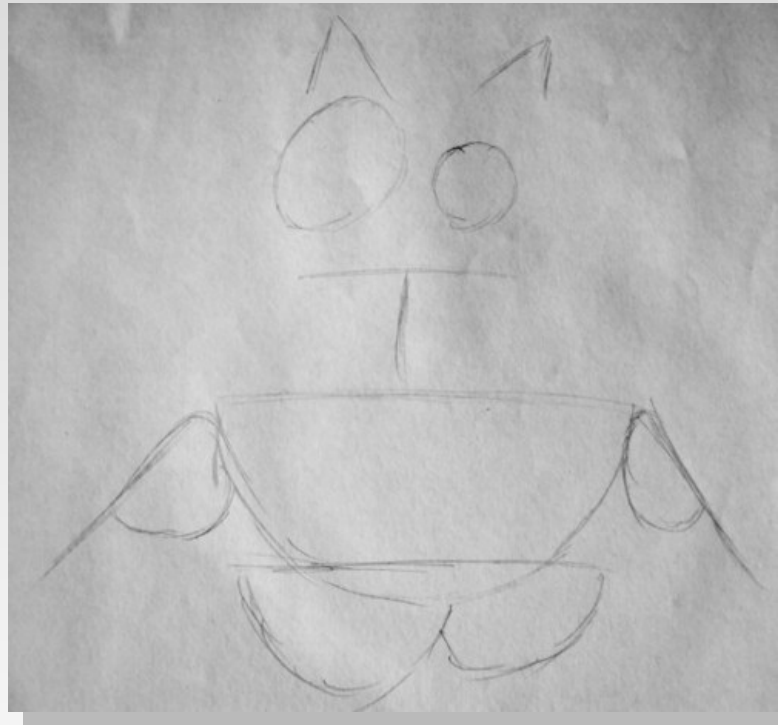


# **FROM THOUGHTS TO DRAWINGS: BRINGING HISTORY TO LIFE**



# From Thoughts To Drawings: Bringing History To Life

- Dobot, letters who loves Wally





# From Thoughts To Drawings: Bringing History To Life

- Ankh, A Symbol who hates Adiros



# From Thoughts To Drawings: Bringing History To Life

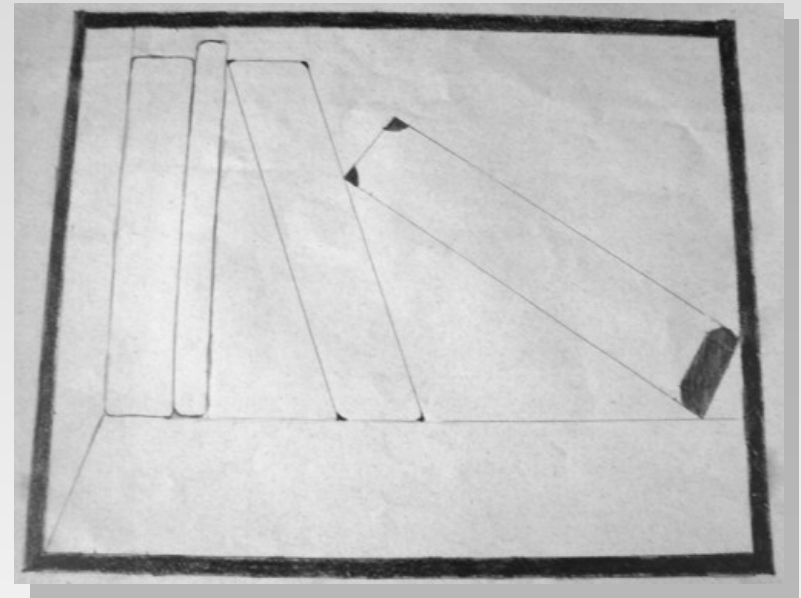
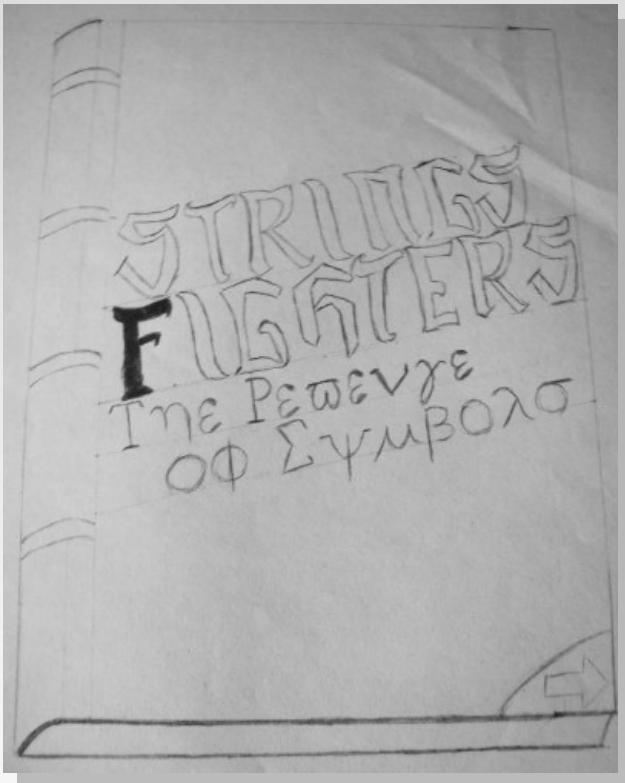
- Adiros, God who hate the war between Letter and Symbols





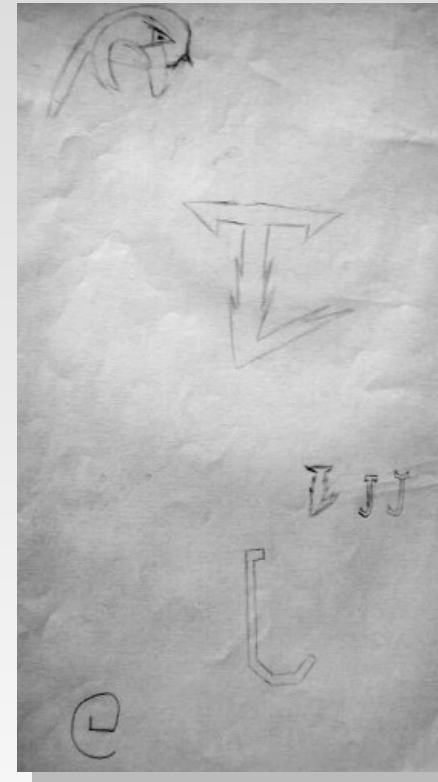
# From Thoughts To Drawings: Bringing History To Life

- A Book, my hobby inserted in a game



# From Thoughts To Drawings: Bringing History To Life

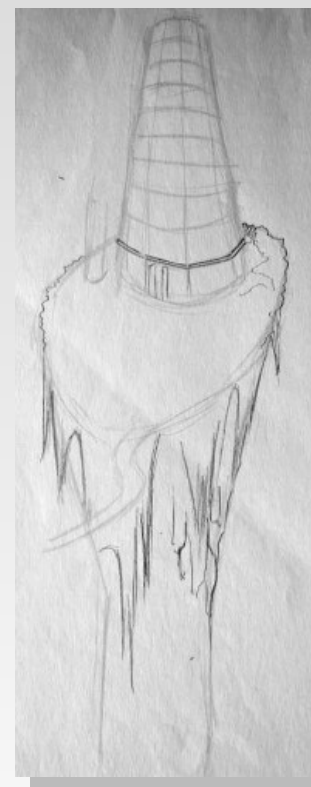
- Drafts and resources unsued





# From Thoughts To Drawings: Bringing History To Life

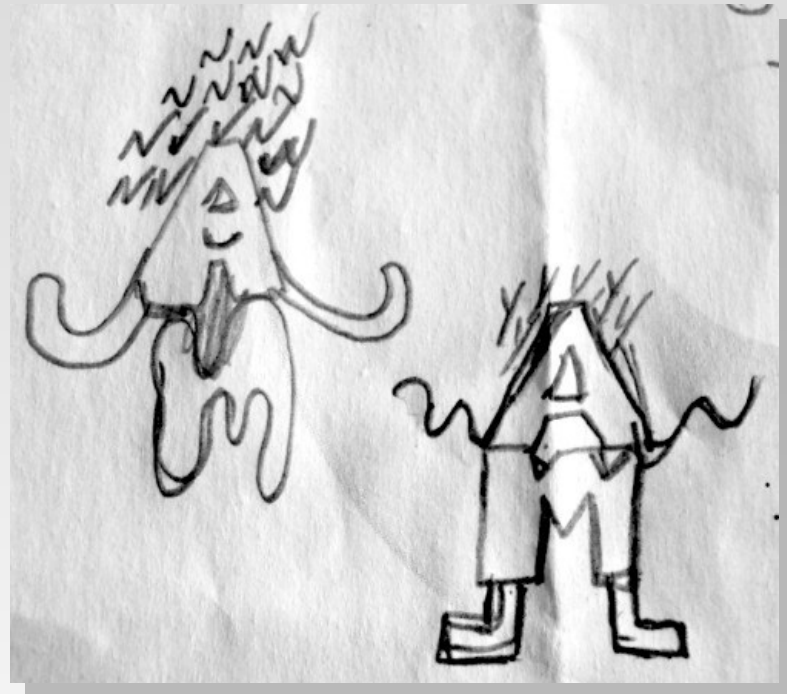
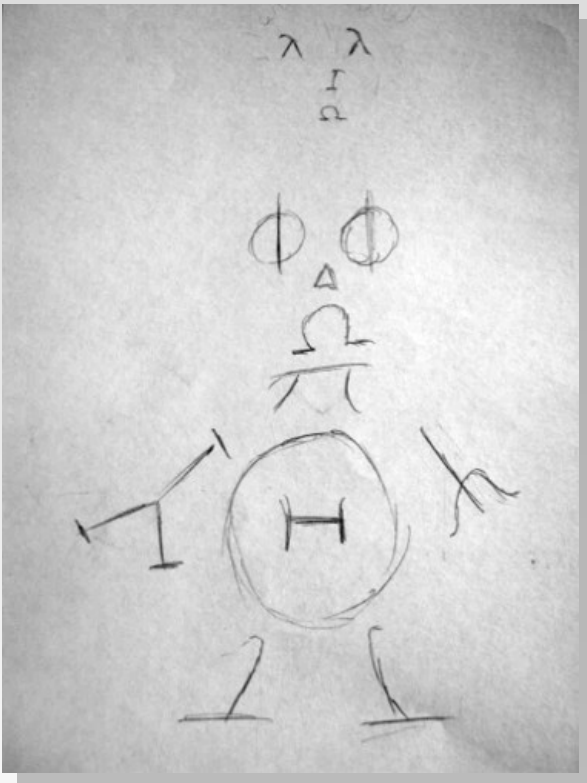
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# From Thoughts To Drawings: Bringing History To Life

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# **STRINGS IN ACTION: THE ART IN STRINGS FIGHTER**



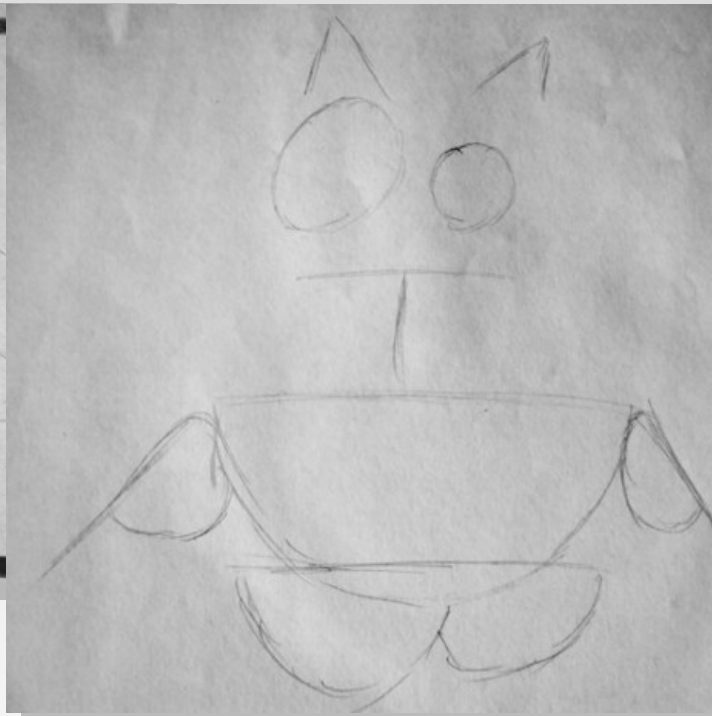
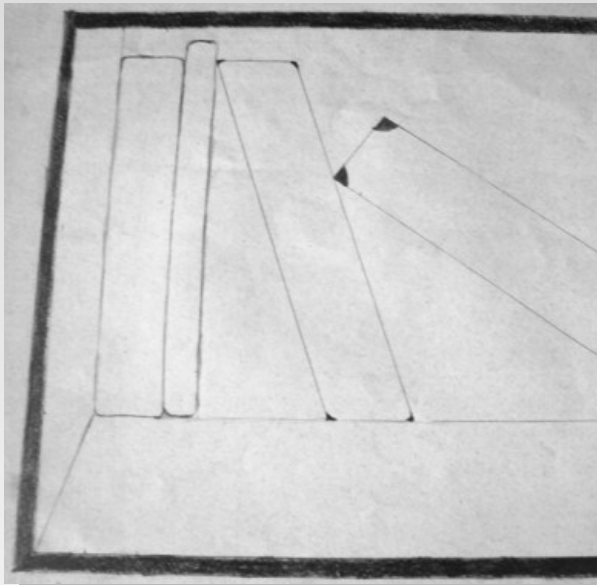
# Strings in action: the Art in Strings Fighter

- The three main stages:
  - Modeling
  - Animation
  - Texturing



# Strings in action: the Art in Strings Fighter

- “Nepkin-Style”





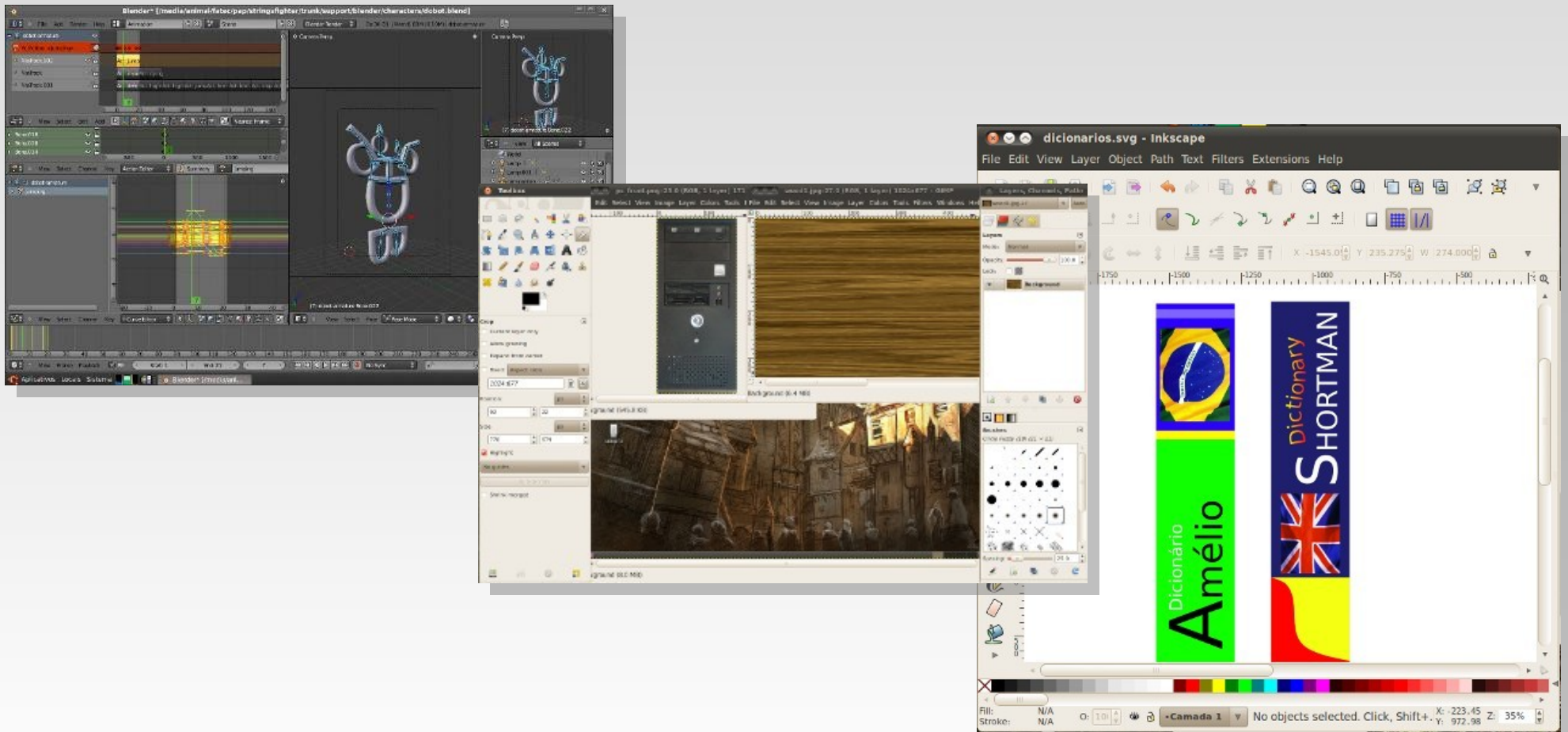
# Strings in action: the Art in Strings Fighter

- 3D Pipeline: Creation
  - 3D Tools
    - BLENDER 3D
  - 2D Tools
    - GIMP
    - INKSCAPE
  - Exporters



# Strings in action: the Art in Strings Fighter

- BLENDER 3D, GIMP and INKSCAPE



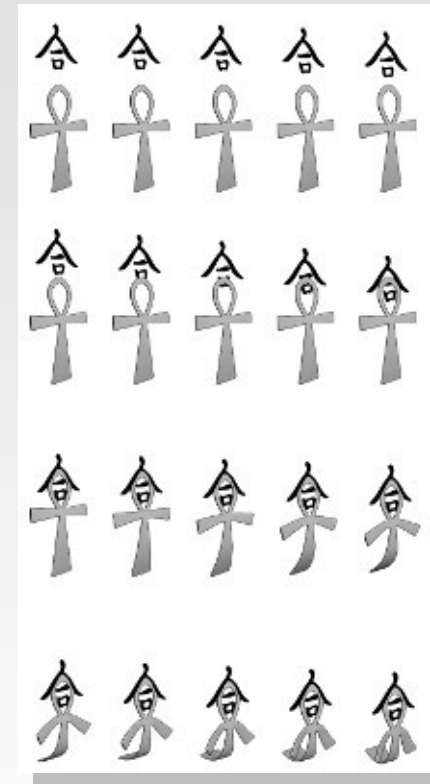
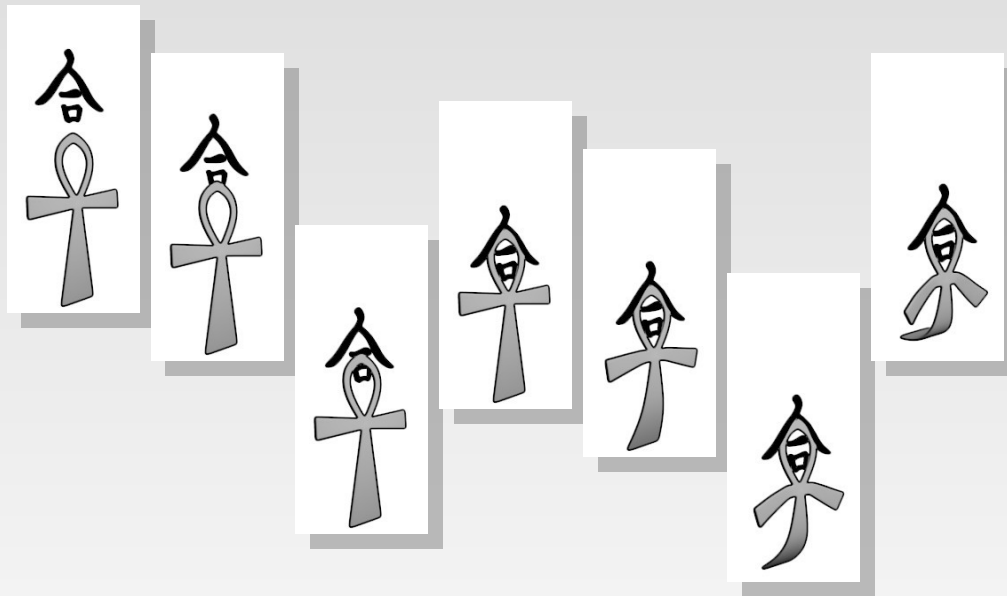
# Strings in action: the Art in Strings Fighter

- Stage of 3D Art Creation



# Strings in action: the Art in Strings Fighter

- 3D Pipeline: Conversion
  - Export from modeling to custom formats.





# Strings in action: the Art in Strings Fighter

- 3D Pipeline: Finalizing
  - Textures
  - Renders
  - Shader





# Strings in action: the Art in Strings Fighter

- Solid





# Strings in action: the Art in Strings Fighter

- Texture







# Strings in action: the Art in Strings Fighter

- Render





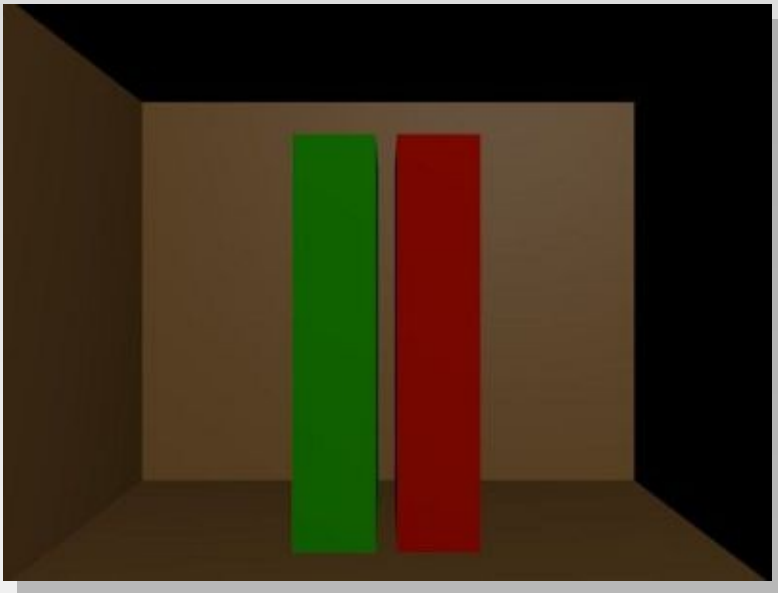
# Strings in action: the Art in Strings Fighter

- Shader



# Strings in action: the Art in Strings Fighter

- Language Select





# Strings in action: the Art in Strings Fighter

- Characters Select





**TECHNOLOGY AND PLANNING:  
THE RIGHT CHOICES CAN MAKE  
ALL THE DIFFERENCE**



# Technology and planning: the right choices can make all the difference

- Game Design X Business Design
  - Requirements
  - Different cycle of development
  - Technology is mandatory



# Technology and planning: the right choices can make all the difference

- Critical points
  - Game genre
  - Architecture and heterogenous scenario
  - Gameplay and player's entertainment



# Technology and planning: the right choices can make all the difference

- Conclusion
  - Tools integration
  - Huge knowledge of architecture and analysis
  - Understanding of game play leads to the right choices





Questions?