

Independant project proposal.

Harry Hixson 2005116. BA

Games Design

by Harry Hixson

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Dissertation

Dissertation question: How do the different themes and art style impact horror games?

Proposal for dissertation and independent project:

1. Introduction

For my dissertation and independent project, I will be looking into the different themes and art styles that are present in a variety of horror games then using the themes and art styles to create 3d dioramas to show how each theme impacts the colours and design theory used for each diorama.

A quick definition of what the horror genre is:

“In literature, horror is a genre of fiction whose purpose is to create feelings of fear, dread, repulsion, and terror in the audience—in other words, it develops an atmosphere of horror.” [1]

2. Background to the Proposed Research

With the research for the dissertation and independent project I will be looking at a wide variety of horror games that span over different themes and art styles such as five nights at Freddie's, evil within, silent hill, monster madness, dead space and dying light.

I will also be looking at different reviews that have talked about the different themes and art styles and how they can change the dynamic of the game compared to other horror games with different themes and see if there any clear differences between them, I will also be looking into different horror themed 3d dioramas that other people have made to help get an understanding of different modelling methods that could be used on my dioramas.

The list of possible themes and art styles I could use in my independent project:

- Cartoon - blinky and the ink machine [2]
- Psychological - silent hill: downpour [3]
- Action - dying light [4]
- Sic-fi - dead space [5]
- Retro - doom 64 [6]
- Fantasy - bloodborne [7]
- Surrealism - until dawn [8]
- Gothic - Blair witch [9]
- Non - supernatural - Friday 13th [10]

"The oldest and strongest emotion of mankind is fear. And the oldest and strongest kind of fear is fear of the unknown."

~ H.P. Lovecraft, author [11]

"There is a mystery about this which stimulates the imagination; where there is no imagination there is no horror." - Arthur Conan Doyle [12]

3. Aims & Objectives

My aims/objectives for this project are:

- To outline a clear understanding of my project
- To create a minimum of 5 dioramas
- To make characters that clearly show the different themes I will use
- To show comparisons between horror games that share similar themes but different art styles

With these I hope it will make the work move smoothly throughout the project and stop any possible bottlenecks that could show up during the year.

4. Outline of Project Process

Research into the processes of making the environments and how it will link with the models I will create to go with those models, for example I will investigate all the key components that go into making an environment that has a cartoon style but also how I can add the sense of horror as well.

4.1 Data Collection

I will be collecting the data that I acquire for my research from multiple review sites and possibly different game studios, some of the sites and games studios I could use for data collection are:

- IGN
- PCGamersN
- Culturedvultures
- Capcom
- Bethesda
- Techland
- Behaviour Interactive

4.2 Risks & Limitations

The risk of this project is the possibility of work getting lost or getting deleted at any point of the project so to limit that possibility I will make sure to back up my work in multiple areas for example the cloud, a hard drive and external hard drive/usb.

Another limitation I could run into with a project like this is time management and how outside circumstances can come between me and the completion of my project, but to help with this I will create a gant chart that I can use to help manage my time more efficiently and if needed it can be easily adjusted to accommodate any changes that may pop up and it will also show how the time was adjusted.

5.1 Hardware Resources

For the hardware I require for this project I will need a pc that can handle real time rendering and will be able to process the amount of data that will be inside each of the models. Ideally, I will use the pcs that are in the universities games studios.

5.2 Software Resources

The software i will primarily need is:

- Zbrush - a 3d modelling software that is perfect of organic modelling such as human models
- Maya - maya is a software that will allow me to rig the models I make so I can easily pose them to fit the styles I will use
- Unreal engine - unreal will be used to render and present my work but to also add some details to the diorama such as lighting
- Adobe substance painter - substance painter will be used to texture the models I will be making in zbrush

5.3 Other Resources

Other resources I could possibly use while working on this project are:

- Academic papers
- Books on design theory
- Horror genre books
- Horror films - animated and non-animated

5.4 Planning Chart

For a planning chart I will be using a gnat chart to help plan out what exactly I am doing at any given time during the project, even though this gnat chart is a rough draft of my gnat chart will look it also gives me a rough idea on how I can structure it to give me the most efficient path to complete my project.

gant chart	tasks					
dates	research/ disertation	pre-perdution	modeling/rigging	texturing	engine	
November						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
December						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
January						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
February						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
March						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
April						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	
week 3	monday	tuesday	wednesday	thursday	friday	
week 4	monday	tuesday	wednesday	thursday	friday	
May						
week 1	monday	tuesday	wednesday	thursday	friday	
week 2	monday	tuesday	wednesday	thursday	friday	

6. Reference List

[1]	"In literature, horror is a genre of fiction whose purpose is to create feelings of fear, dread, repulsion, and terror in the audience—in other words, it develops an atmosphere of horror." Horror: Definition and Examples LiteraryTerms.net
[2]	blinky and the ink machine [software], Kindly Beast, 2017
[3]	silent hill: downpour [software], Japan, Konami, 2012
[4]	dying light [software], Techland, Poland, 2015
[5]	dead space [software], United States America, EA Redwood Shores, 2008
[6]	doom 64 [software], Midway Studios San Diego, 1997
[7]	Bloodborne [software], Japan, FromSoftware, 2015
[8]	Until dawn [software], Supermassive Games, 2015
[9]	Blair witch [software], Lionsgate Games, 2019
[10]	Friday 13th [software], Gun Media, 2017
[11]	"The oldest and strongest emotion of mankind is fear. And the oldest and strongest kind of fear is fear of the unknown." ~ H.P. Lovecraft, author Horror/Scary: Horror Sub-Genres and Tropes - Writing.Com
[12]	"There is a mystery about this which stimulates the imagination; where there is no imagination there is no horror." - Arthur Conan Doyle Arthur Conan Doyle quote: There is a mystery about this which stimulates the imagination... (azquotes.com)

7. Bibliography

[Horror: Definition and Examples | LiteraryTerms.net](#)

[Dying Light - IGN](#)

[PS4-exclusive Until Dawn is playable on PC with the latest PS Now update | PCGamesN](#)

[Horror/Scary: Horror Sub-Genres and Tropes - Writing.Com](#)

[Arthur Conan Doyle quote: There is a mystery about this which stimulates the imagination... \(azquotes.com\)](#)

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GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

51 / 100

Instructor

1. Engagement with Literature Skills (50%)

References and quotes have been used in the text, though some of these are disjointed and do not seem to link to a general topic being discussed. They are thematically linked, but add little to the proposal's narrative. These quotes would be better if they were included in a paragraph of related information.

You list games and review sites as sources of information, but nothing of the horror genre in books, movies or other sources. Be warned that if you only use games as research you will only ever make derivative products! Go deeper to make your work more original and expand your world view or the work will be a pale imitation of things that already exist.

2. Knowledge and Understanding Skills (51%)

The proposal states you want to make 5 dioramas – that's more than one a month, with all that's included within each environment, plus supporting research and design work. This is too much to take on in the time given – it would be more realistic to have three dioramas built to a higher standard with supporting portfolios. Consider the scope in a realistic way and do not set goals that are unrealistic or you will never achieve them.

Characters have been mentioned in the proposal. I was under the impression that you were making dioramas/environments. Making characters as well will mean you have to scale your project down even further, so we need to discuss this as a priority going forward.

3. Cognitive and Intellectual Skills (54%)

Some potential areas for research have been suggested in the proposed work, with examples of games related to these topics/subgenres listed.

The outline of the process is somewhat vague – this should list the production processes involved, software, possible timescales, etc.

4. Practical Application Skills (52%)

The project planning is a rough draft but it doesn't break down the finer elements of the project – what about different kinds of research, and if you have five dioramas, why has only one phase of production been included? You will need to increase this chart to five times the size to incorporate your proposal. We will have to look at this in more detail going forward or it will not be useful as a project guide.

5. Transferrable Skills for Life and Professional Practice (48%)

Remember to use capitalization on names of games and check for typos, as there are a number in the proposal – punctuation and grammar is critical at third year level.

More focus on a rationale/reason for creating the project and less on bullet points might make the proposal a little more informative. It is a little vague at present and could do with a bit more justification.

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