

Dissertation Proposal.MathewBiju2005077.B A Games Design *by Mathew Biju*

Submission date: 21-Oct-2022 12:57PM (UTC+0100)

Submission ID: 187194415

File name:

24675_Mathew_Biju_Dissertation_Proposal.MathewBiju2005077.BA_Games_Design_443262_393329943.docx
(187.3K)

Word count: 1013

Character count: 5305

Comparing Character designs in games
and movies?

Research Proposal

Mathew Biju

Contents

Page 3- Introduction and Background to the Proposed Research

Page 4 - Aims & Objectives, Project Design

Page 5- Resources & Planning

Page 6- Gant chart

Page 7- Bibliography

1. Introduction

For my project, I am looking at character designs and, also making them and 'why character design is important'. This will also be looking into why characters in games are better or not great compared to their movies. The project looks at the importance of character designs and why is it different for every genre and what makes them interesting to play and watch. It will also look at why certain demographic prefer certain character design over the other.

2. Background to the Proposed Research

For my proposed research I want to look at different designs and styles of characters in video games and, also in movies. I want to do this topic is because character design has always been an interest to me. I always was interested in how they were created. This also allowed me to understand on how character design can change throughout time. I enjoyed drawing people and mythical creature as a child and do drawings daily part of my life. There have been studies based on character design which could potentially help in my research. The topic of character design has been controversial on certain topics in video games. This could be interesting take in my project because it could help me explain why there is a problem in the first place. I also will be looking into what is a character design in video games and movies. Finding research what is different about characters in games compared to movie characters. I want to find out if any gaming characters influenced any of their movie counterpart, I want to talk look at various on styles that is created such as 2d, 3d designs for characters. I want to look why they more unique in games than in movies. I want to look at various character and creatures and look at why some characters are like each other in certain genre. I will be looking into body positions and angles. I want to find which style of character design is appealing to the public and gamers. Also, which games and movies produces the most popular characters in current timeline. This leads to looking into games which has a story to the characters, also looking into characters which is based on video games. Furthermore, looking into the importance of variation of 1 character or a multiple.

3. Aims & Objectives

My aim and objectives are to see the differences between the designs between video games character and also character designs in movies. I want to see if there is they follow the same routine in making them and what makes them unique. Creating different characters in different styles and poses. Also drawing in 2d character and monster design. Also planning to rig a character to do a small animation on movement on 3d character and creatures. My other aim is to look at the differences in designs within similar games.



4. Project Design

4.1 Outline of Project Process

I'm going to look at characters design in games and movies as research. Alongside playing games and watching animated movies based on superheroes and ancient mythology. For the first couple of months, I will be going to life drawing classes



4.2 Data Collection

For this I will be looking into various genre of games and movies where they create characters like monsters, robot etc. I will also play various types of video games from 3d, 2d and any pixel games. I will be focusing into the creation of the process on making the characters and is there anything that inspired the characters to look and behave the way they are.

4.3 Data Evaluation

I will compare the designs and movement from the characters, monsters. I will also look at background which set the characters mood and environment to see whether there is anything that is like the movie counterpart. Also comparing the character designs from books such as comic books and history books.

4.4 Risks & Limitations

The risk and limitation I might face is that some games will be hard to find or to get. There are no life drawing lessons, Finding on videos on certain characters will be limited to some of them. Looking for specific designs can be issue due to being deleted or not being able to find instantly. Potential risk is the computer crashing, for to prevent this I'm going to make sure that I have back up folder on a different monitor. The other way in order to not losing my work is getting a back-up usb drive. Other risks is making the characters and uv unwrapping the 3d characters.

5. Resources & Planning

5.1 Resources Required

5.1.1 Hardware Resources

The import hardware that I need is computer and a graphic tablet. these should have ability to run the required system for me to use 3d model, animation and drawings. using gaming consoles such as PlayStation, Xbox, pc on playing games. looking for games on specific genre such as action, thriller, superheroes and mythology-based games.

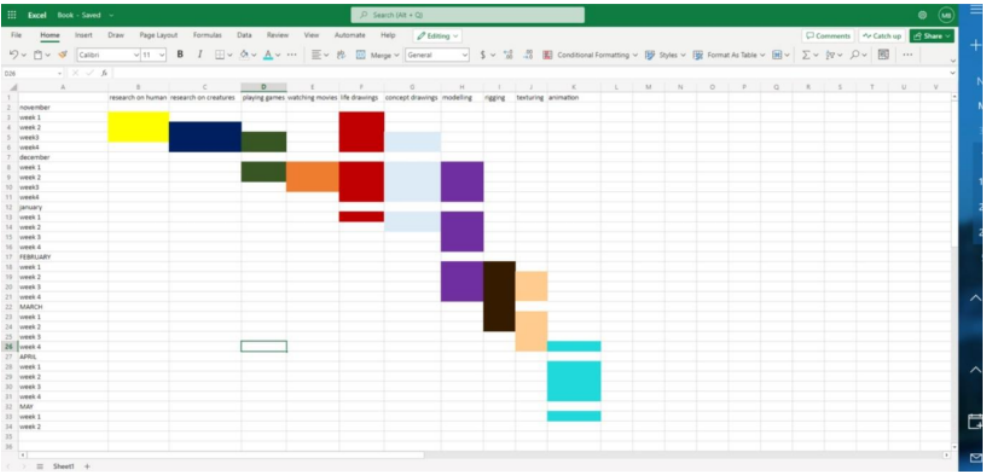
5.1.2 Software Resources

The software that I need and will be using are maya, z-brush, photoshop. The resources that I require is mainly a computer. Gaming equipment for me to use. Going to cinemas to go watch movies or going into movie websites.

5.1.3 Other Resources

Other resources are going to life drawings lessons using pencil and paper. I need to look for books on people, animals, books on history and mythology. The resources that I require is mainly a computer, books, going to life drawing classes. Looking for different types of paints, colour pencils and also drawing books. Books on body poses and proportion, books on animal behaviour. Books on clothing texture and character skin. Looking for room availabilities. Also buying movie DVD's and gaming consoles.

5.2 Planning Chart



7. Bibliography

<https://www.mographmentor.com/education/character-design-what-it-is-and-why-its-important/> HYPERLINK

theseus.fi/bitstream/handle/10024/126784/MarikaNieminen_Thesis.pdf?sequence=1&isAllowed=y

<https://www.gamedeveloper.com/design/character-design-for-games>

<https://www.gamedeveloper.com/blogs/storytelling-in-games-and-interactive-media-chapter-5-character-design>

FINAL GRADE

52/100

GENERAL COMMENTS

Instructor

(Brief marking criteria)

(20%) Research-informed Literature

Marks awarded for:

o Identifying what has already been done within the field

o Topic familiarity

o Literature review using appropriate sources - journal papers and book chapters rather than just web sites

o Selection of relevant models & concept

- There should be consideration given as to whether this concept has already been covered in the field. Think of ways that you can potentially break new ground with your project.

- Some effort to fit ideas into a wider concept but could benefit with a bigger focus on fundamental character design practices.

- Bibliography present but really should have some references/sources in the proposal. (Even if just quotes.)

8/20 Marks Awarded

(20%) Knowledge and Understanding of Subject

o Explaining why this project is worth doing

o Description of how the work to be done by in the project relates to the work identified in the literature review

o Discussion of any ethical issues raised by the project

- Relation of written work to practical work explained throughout.
- Could have more regarding the proposed purpose/result of this project overall. What are the benefits for wider practice from this study? Consider things like this when writing your final piece.

10/20 Marks Awarded

(30%) Analysis

o Identification of a specific problem to be investigated

o Discussion of different ways in which the problem might be investigated

o Discussion of what the project needs to do in order to be a success

o Description of any deliverables that will be produced by the project

- Could use more of a view to answer a question as opposed to simply accompany a practical project. What can your work result in? How can your discoveries effect the concept of character design in general for the reader?
- Some different ways in which idea could be applied have been detailed.
- Concise breakdown of what is needed for project to succeed.
- Deliverables produced detailed.

17/30 Marks Awarded

(15%) Practical Application and Deployment

o Well-defined aims and objectives o Clear statement of which research methods are to be used and why they are appropriate

o Clear statement of which analytical methods are to be used and why they are appropriate

o Clear statement of which tools are to be used and why they are appropriate

o List of any deliverables

o Clear planning chart showing both timing and resource use

o Limited and relevant appendices

- Relatively clear aims but could perhaps use better framing in academic language (see comment attached)

- Research methods detailed

- Could use more explanation as to the value of the research methods chosen. Why are these the ones chosen? How have you determined them as appropriate?

- Deliverables noted.

- Clear planning chart given.

- Some appendices/bibliography

9/15 Marks Awarded

(15%) Skills for Professional Practice

o Correct spelling, grammar and punctuation

o Flow of narrative/fluency

o Coherence o Word processed

o Correct use of referencing with bibliography

o Strict word limit

- Follows fundamental prof. practice norms

- Could use a little more time put into ensuring grammatical errors at a minimum in final piece

- Look into techniques for framing statements and narrative flow throughout.

8/15 Marks Awarded

PAGE 1

PAGE 2

PAGE 3

PAGE 4



Comment 1

Consider wording. Try and use academic framing when setting up the questions that your work will ask.

E.g: Analyse the differences between character design practices in comparative mediums, focusing on that of video games and their film counterparts.



Comment 2

Explain why and how the project will benefit

PAGE 5

PAGE 6

PAGE 7
