

BA Computer Games Design

**Advanced Character Performance
ACCA6031**

"Searching for the right way to draw – animate - evoke a performance"

Morgan Jones 2210512



To what extent does character design effect emotional engagement and player immersion in video games?

- Aesthetics/Stylistic choices (Shape language, colour palette etc.)
- Narrative (Personality, backstory, relation to the game world etc.)
- Performance/Animations (Movement, facial features and expression etc.)

Performance Capture



[1]

- Motion Capture records major body movements of a performer.
- Performance Capture also records voice lines, subtle movements such as facial expressions and gestures. [3]



[2]



[4]

What industries use performance capture for animation?

TV & Film



[5]

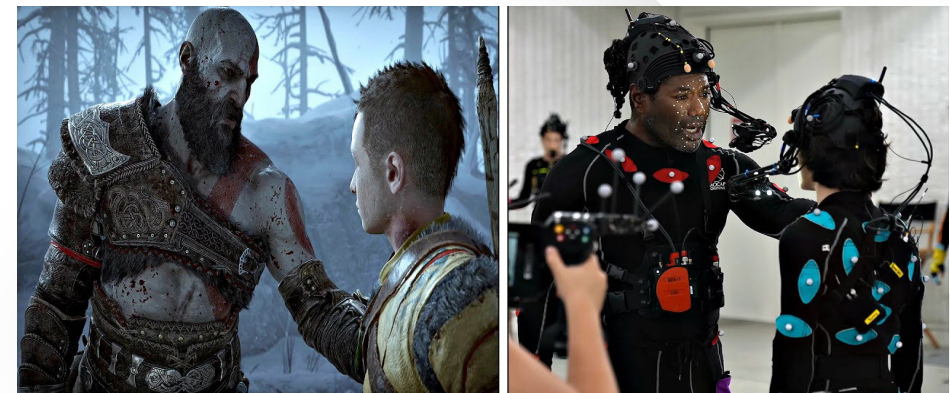


[6]

Video Games

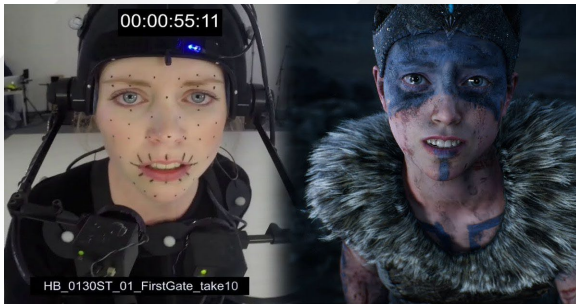


[7]



[8]

Why use performance capture over traditional animation methods?



[9]



[10]

Pros:

- Realism and Accuracy
- Efficiency and speed
- Consistency
- Versatility in function

[11]

Cons:

- Not suitable for all animation styles
- Physical constraints
- Cost and Complexity
- Post-processing requirements



[13]



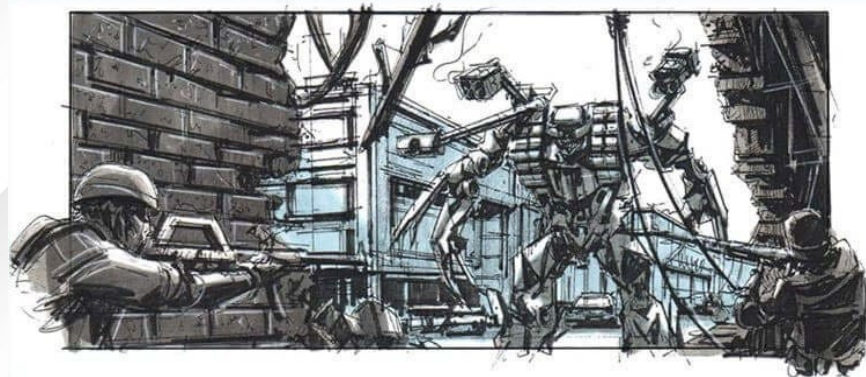
[12]

[14]

Pcap Previz: Storyboard

Transformers

Blackout's Rampage



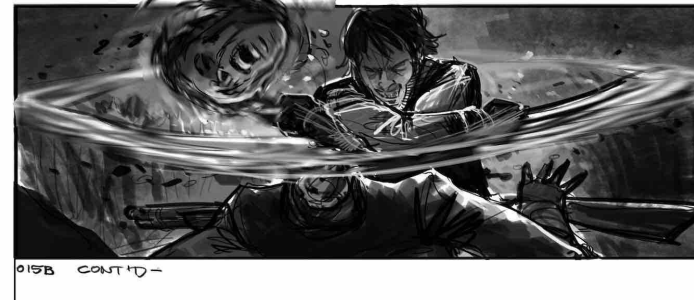
[15]

Logan

Decapitation Scene

LOGAN

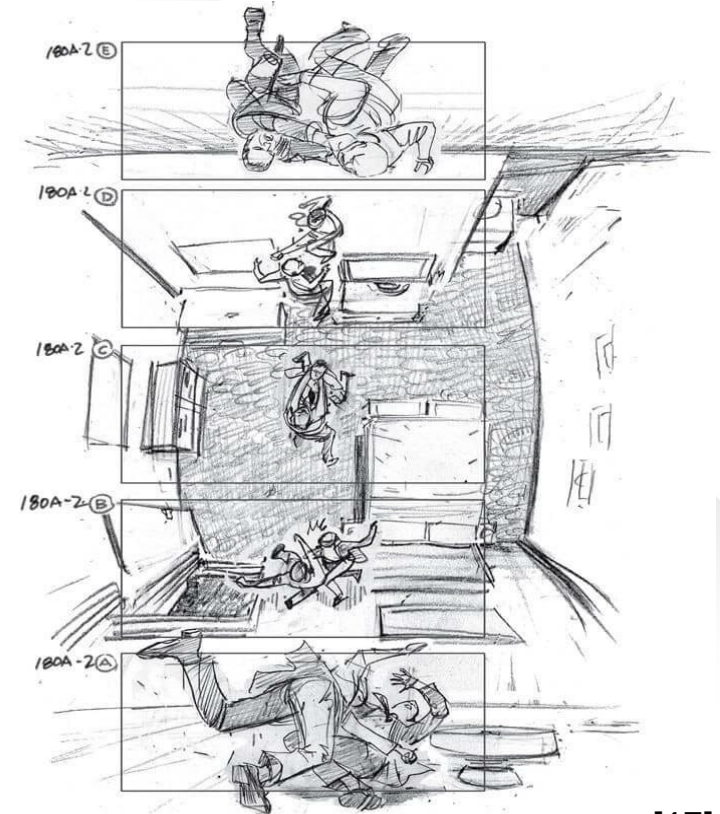
SC FA Farmhouse Attack Storyboards by Marc A. Vena 006



[16]

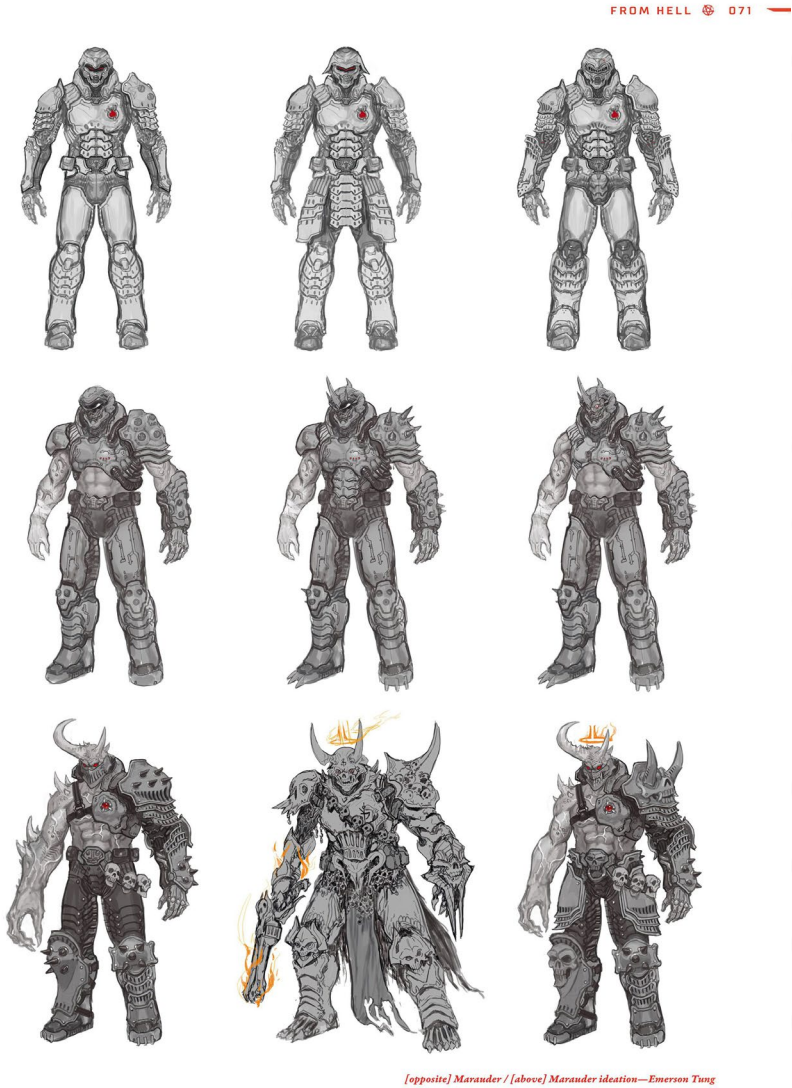
Inception

Hallway Fight Scene

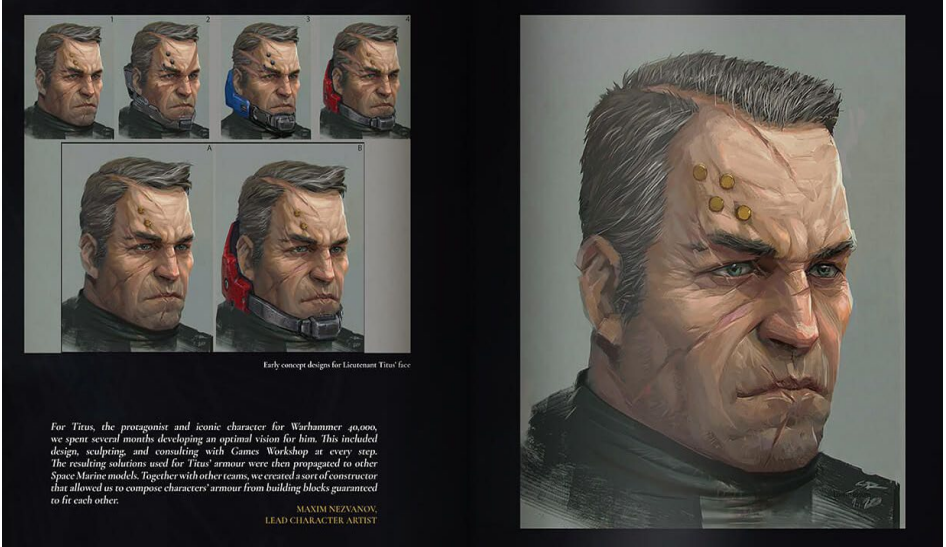


[17]

Pcap Previz: Character Concepting



[18]



[19]



[20]



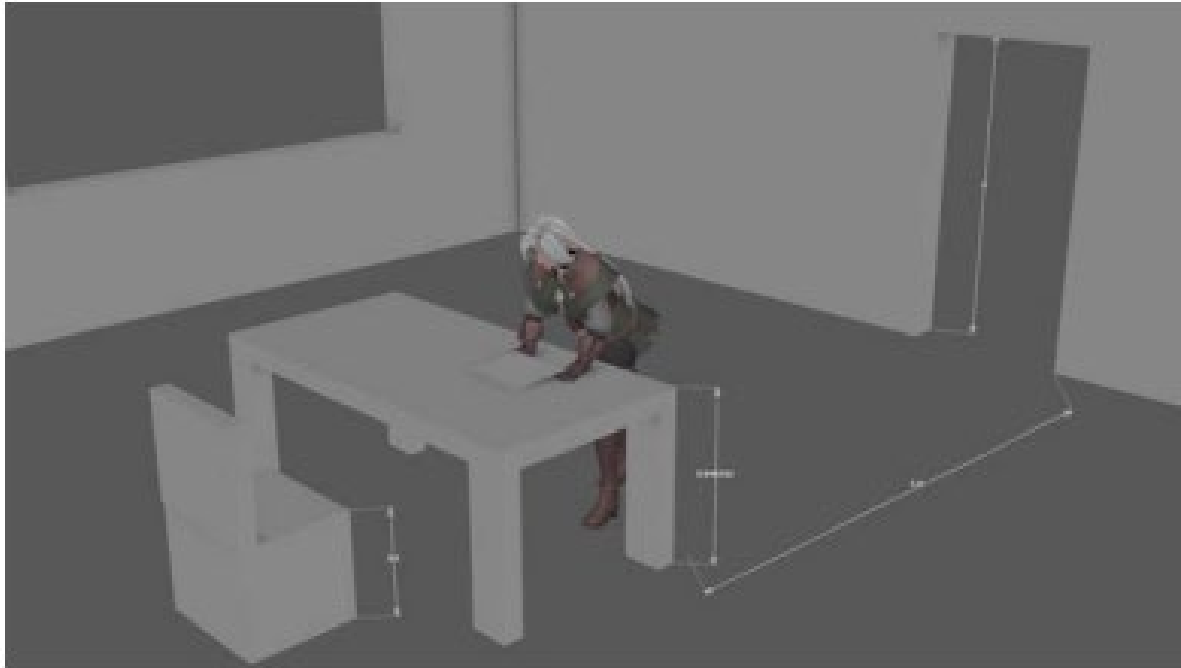
[21]

Pcap Previz: Shot List

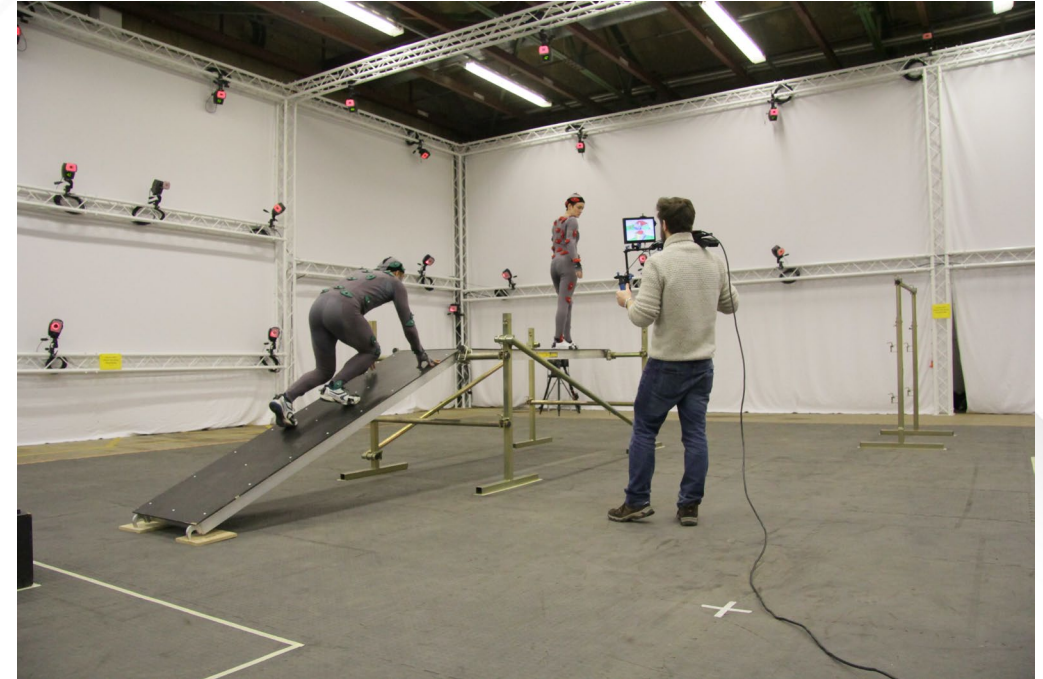
	A	B	C	D	E	F	G
1	#	Name	Description	Props	Character	Set Builds	Notes
2	001	elf_idle	Idle with no weapon		Elf		
3	002	elf_idle_combat	Idle with sword	Sword	Elf		
4	003	elf_walk	Walk forward		Elf		Take 3 is best
5	004	elf_run	Run forward		Elf		
6	005	elf_walk_start_forward	Start walking forward		Elf		
7	006	elf_walk_start_right	Start walking to the side		Elf		
8	007	elf_walk_start_back	Start walking backward		Elf		
9	008	elf_run_start_forward	Start running forward		Elf		Take 5 is best - look for consistent speed
10	009	elf_run_start_right	Start running to the side		Elf		
11	010	elf_run_start_back	Start running backward		Elf		
12	011	elf_walk_stop	Walk to stop		Elf		
13	012	elf_run_stop	Run to stop		Elf		
14	013	elf_climb_050cm	Mantle over 050cm box		Elf	050cm Box	Cut - 50cm is too small for game
15	014	elf_climb_100cm	Mantle over 100cm box		Elf	100cm Box	
16	015	elf_climb_150cm	Mantle over 150cm box		Elf	150cm Box	
17	016	elf_climb_200cm	Mantle over 200cm box		Elf	200cm Box	
18	017	elf_vault_100cm	Vault over 100cm box		Elf	100cm Box	
19	018	elf_vault_150cm	Vault over 150cm box		Elf	150cm Box	
20	019	elf_attack_combo_sword_1	Sword attack right	Sword	Elf & Orc		Start from right swing
21	020	elf_attack_combo_sword_2	Sword attack left	Sword	Elf & Orc		Start from left swing
22	021	elf_attack_combo_sword_3	Sword attack overhead	Sword	Elf & Orc		Start from overhead swing
23	022	elf_block_sword	Block generic attack	Sword	Elf & Orc		
24	023	elf_dodge_sword_left	Dodge left attack	Sword	Elf & Orc		
25	024	elf_dodge_sword_right	Dodge right attack	Sword	Elf & Orc		

[22], [23]

Pcap Previz: Set Building



[24], [25]



[26]



Traditional Animation Principles that can apply to Performance Capture

Atriox – Halo Wars 2



Appealing and Engaging [27]

- Capture audience's attention.
- Visually striking characters.
- Dynamic movements

Stylistic Qualities [28]

- Interesting character design.
- Colour palettes, textures & materials.
- Iconography and branding



[29]

Bane – Batman: Arkham Origins



Interpretive Qualities [30]

- Anger: Gnash teeth when throwing the punch.
- Strength: Speed, impact and aftermath.
- Camera angles: Low-angle shots aid emphasis on power through Bane's large stature.



[31]

Anduin Wrynn – World of Warcraft



Internal Psychological stages^[32]

- Emotions, motivations and thoughts.
- Subtle facial expressions and gestures.

Anduin's PTSD:

1. Grievence
2. Anger
3. Confusion
4. Sorrow



[33]

Arno Dorian – Assassin's Creed: Unity



External Acting Stages^[34]

Evil soldier? = The way the child runs away from him.

Arno has killed before = How casually he walks up to the guard.

Arno is trained in combat = The finesse and timing of his kill.

Posture = Portrays confidence



[35]



Ellie – The Last of Us: Part II

THE LAST OF US
PART II



[36]

Storytelling Through Visuals in Video Games



[37]



[38]



[39]

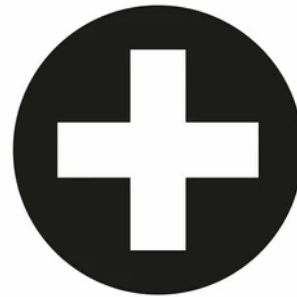
Proposal – Storytelling Through Animation



[40], [41]



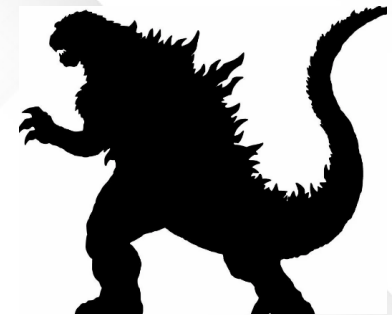
[42]



Health State



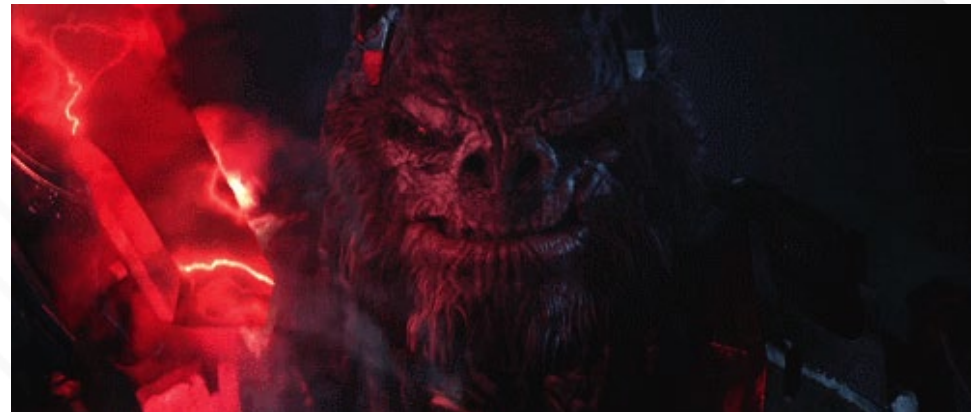
Emotional State



Enemy



Thanks for listening!



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