

Video Game Animation

Using Adobe After Effects, create an animation for your video game design.

Dimensions

The Composition settings for your animation should be as follows

Preset: NTSC D1 Widescreen Square Pixel

Width 872 px

Height 486 px

Frame Rate 29.97

Duration at least 0;00;30;00

Title Screen

At the front of your animation, include a 5 second title screen created in Illustrator with the name of the game, the designer of the game (you) and any other information that you feel should be presented. Your title screen should be EXCITING! Include at least 2 illustrated elements or characters from the game in your title screen to give the audience a preview of what is to come.

Animation

Game animation...

Should be at least 25 seconds in length, not including the 5 second title screen.

Must include at least two of your previously designed characters.

Must include at least two different game environments or backgrounds

Must show appropriate game speed and may not be presented in slow motion

Audio

Include a soundtrack with music and sound effects that extend throughout the entirety of your animation.

Music soundtracks must be instrumental and may not include lyrics.

Soundtracks created in Garage band are recommended.

Sound effects may be downloaded (soundbible.com, soundation.com) or self-generated and recorded by you.