

Planning and Preparation

As with all element on this course, good planning and preparation, can make for a much better end product.

In the case of the video for Eviance, a lot of work when into developing customised graphics, to represent both characters and concepts , such as 'clinical trials'.

Also a script had to be developed, in conjunction, with the graphics designer and the video editor, as all would have to merge together

Also even to begin, the script much be recorded, for the voice over, and so decisions must be made to decide on the pace it will be read and delivered.

Even the first edit, and assemble of graphics and script , could still be consider preparation work. This is because, it is not until you see everything together, and watch it in real time, that you can see how things work together.

It is only at this point, that you can begin the final edit, as you decide what works, and what changes need to be made.

While script writing and graphic design can be time consuming, it is a small amount of work compared to the amount of work required to set up the first level of a video game.

Not only are scripts required , but also the whole level environment much be designed, but artistically and graphically.

This is done with the aid of a level design document, and also in coordination with a team of artists , 3d modellers, sound design, programmer and coordinators.

For our level , each tree, insect , building and object need to be designed, textured and have a sound assigned to it, and then it all needed to be assembled so that programming could begin, so see if we would get it all to work.

And while there was a lot of work involved in adjusting designs and re-touching things to bring them together, it was very satisfying to see them all come together.