Gold Guardian

IM Stupro

Kolloquium

21.07.20

Trailer

https://youtu.be/1pL3E8wlvLs

Team

Concept Artists

Thi Mai Khanh Huynh
2.Semester

Evgin Talyatov Hyusmenov
1.Semester

Aaron Löffler
2.Semester

Game Design

Florian Groß
Extern
Coding

Ruben Young
7.Semester
Projektleiter

3D Artists

Jennifer Grasberger
6.Semester

Marina Firmhofer
6.Semester

Ann-Sophie Breininger
6.Semester

Remzi Künbül
8.Semester

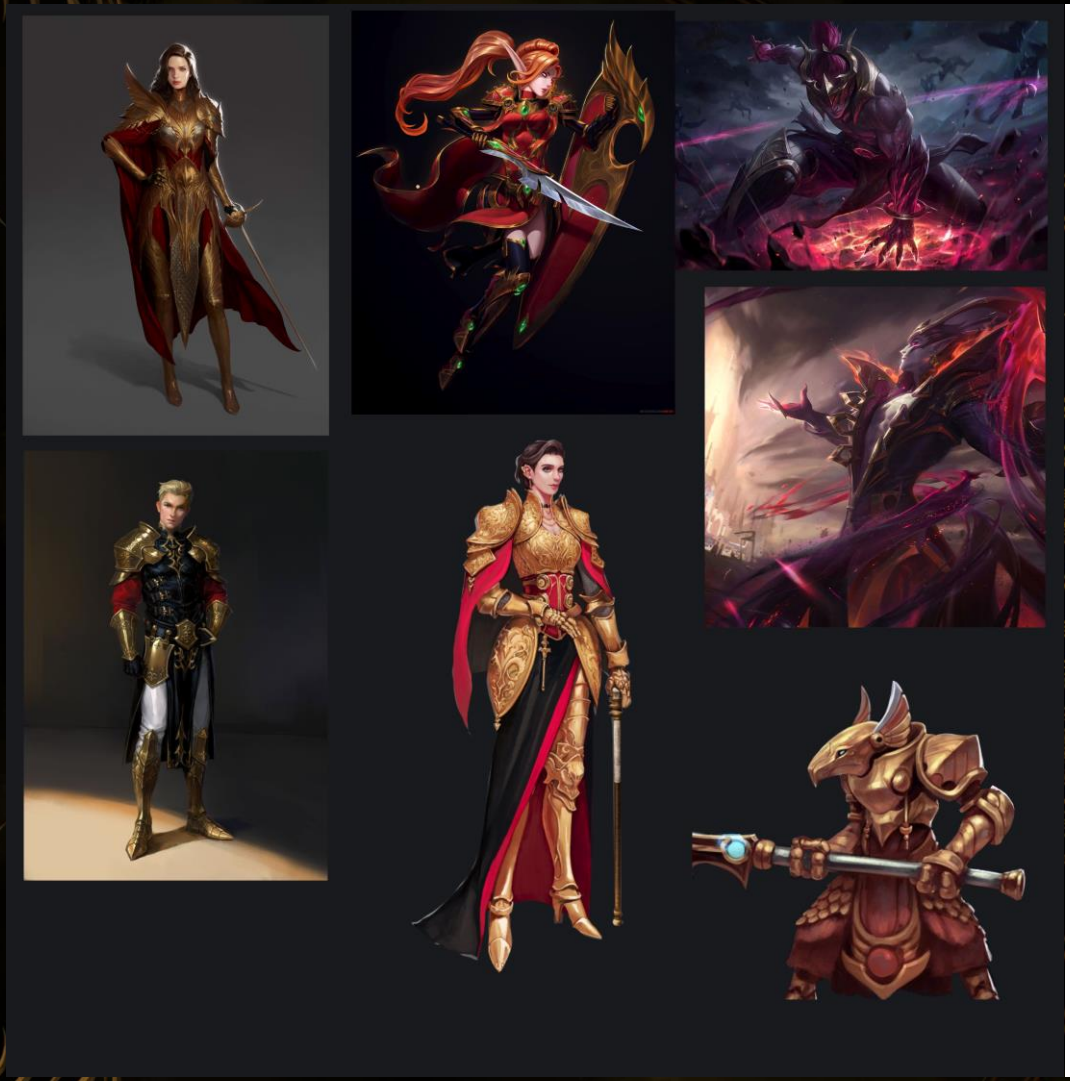
Soundtrack

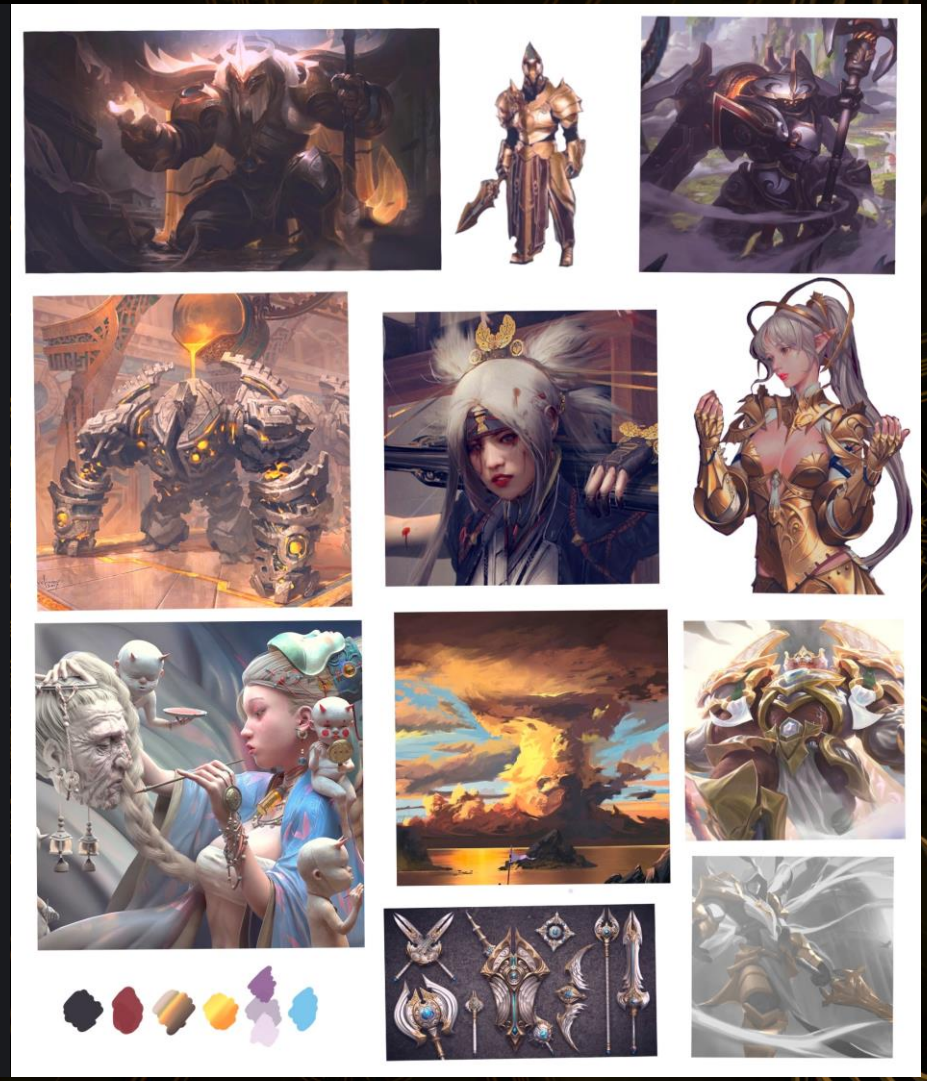
Clemens Hildebrand
3.Semester

Key Facts

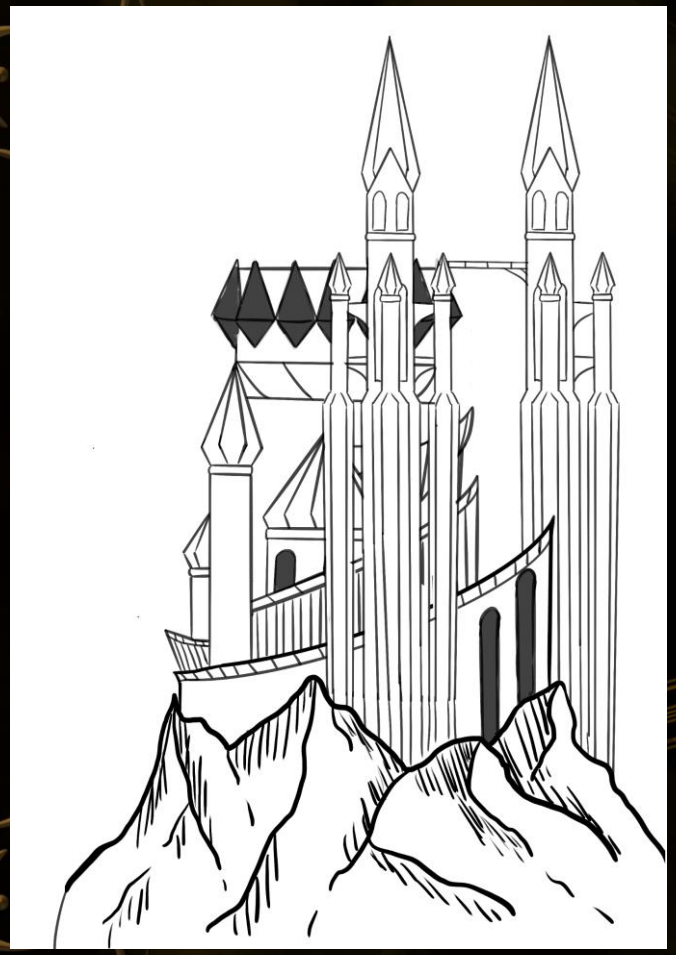
- 3d Third Person Single Player Tower Defense Hack & Slay Game
- FSK 12
- Kampfsystem: Mix aus Super Smash Bros & Dark Souls
- Umsetzung: Unreal Engine mit Blueprint
- Steuerung: Maus + Taste
- Zielsetzung: Grafik & Spaß am Spiel

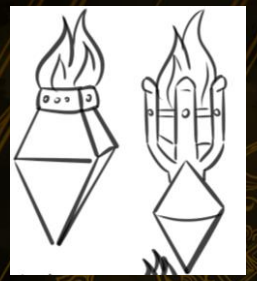
Concept Art - Moodboard

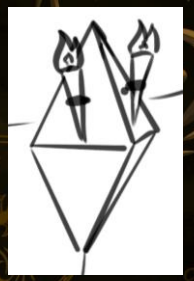


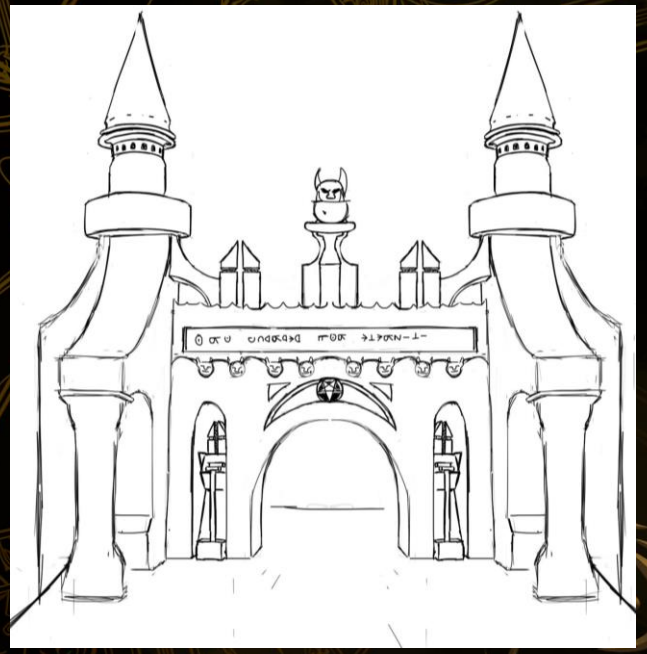


Tower - Concept Art

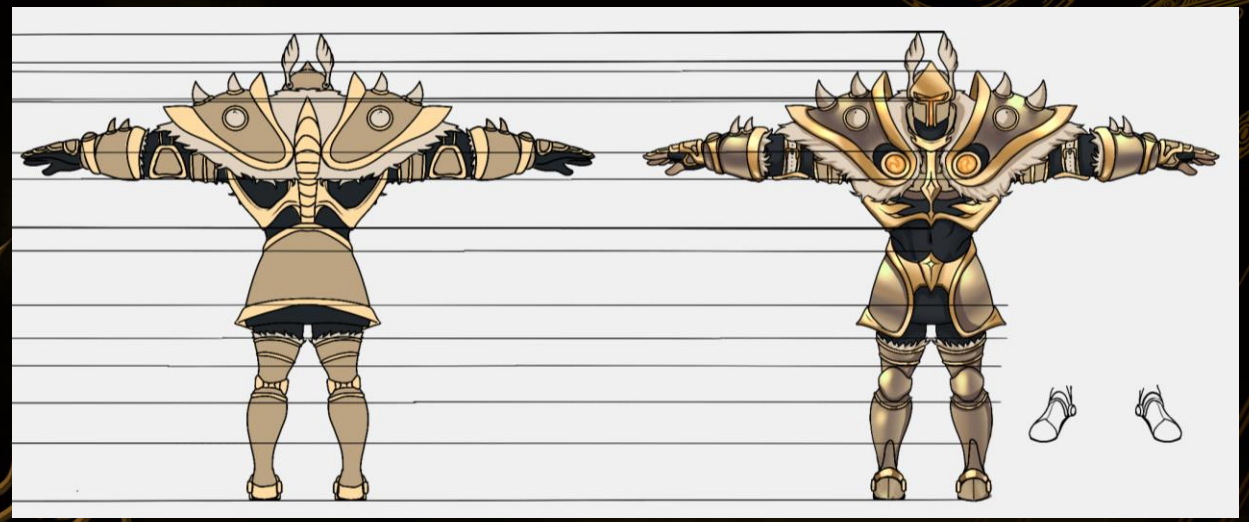


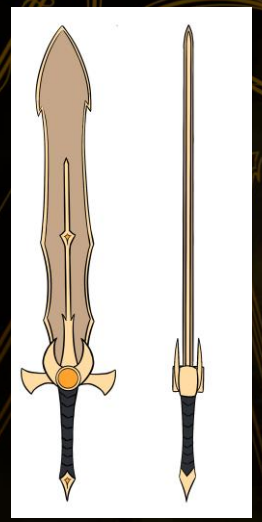


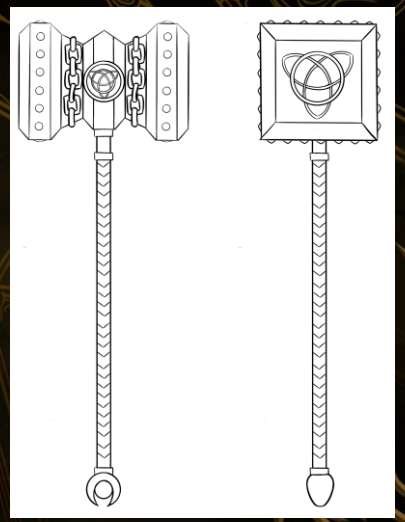




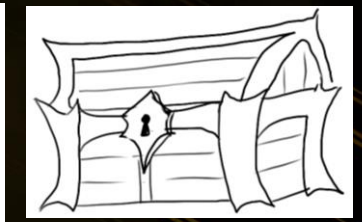
Guardian - Concept Art

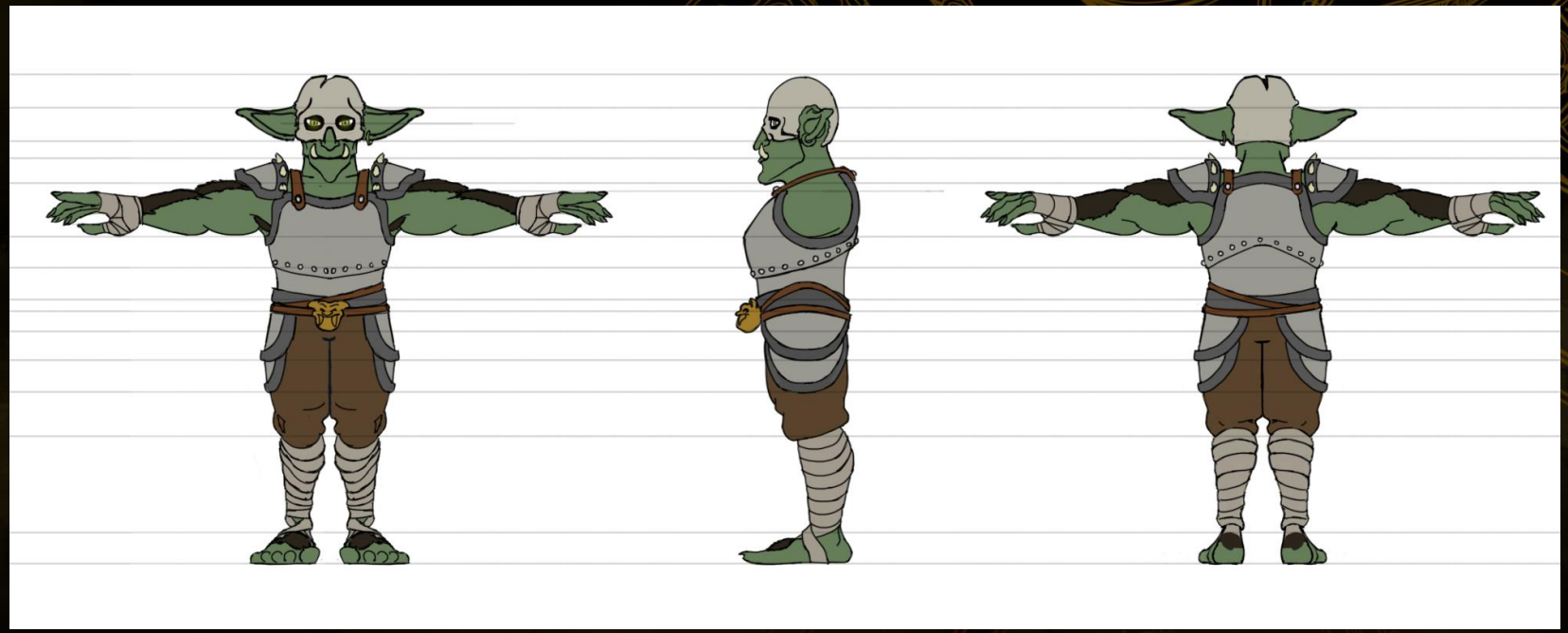




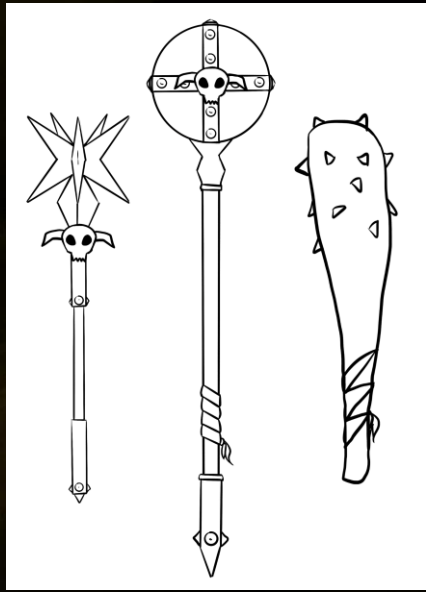


Goblin - Concept Art





Boss - Concept Art



Character - Turntable

Goblin

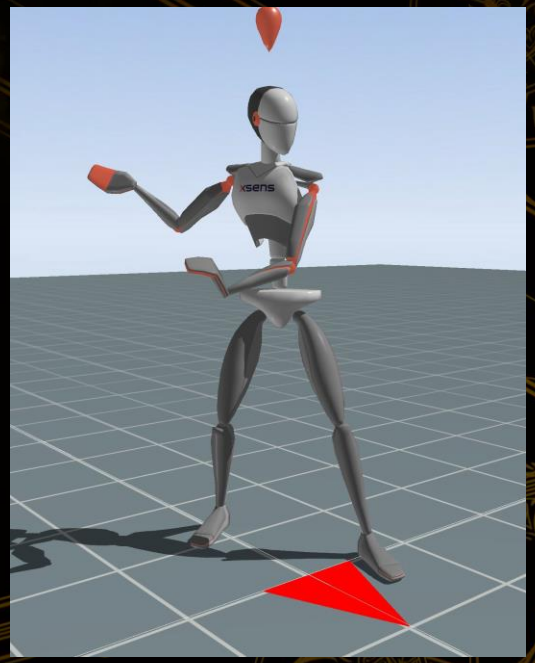
Guardian

Boss

https://www.youtube.com/watch?v=ibGIpdn63fY

Animationen - Xsens

Motion Capturing

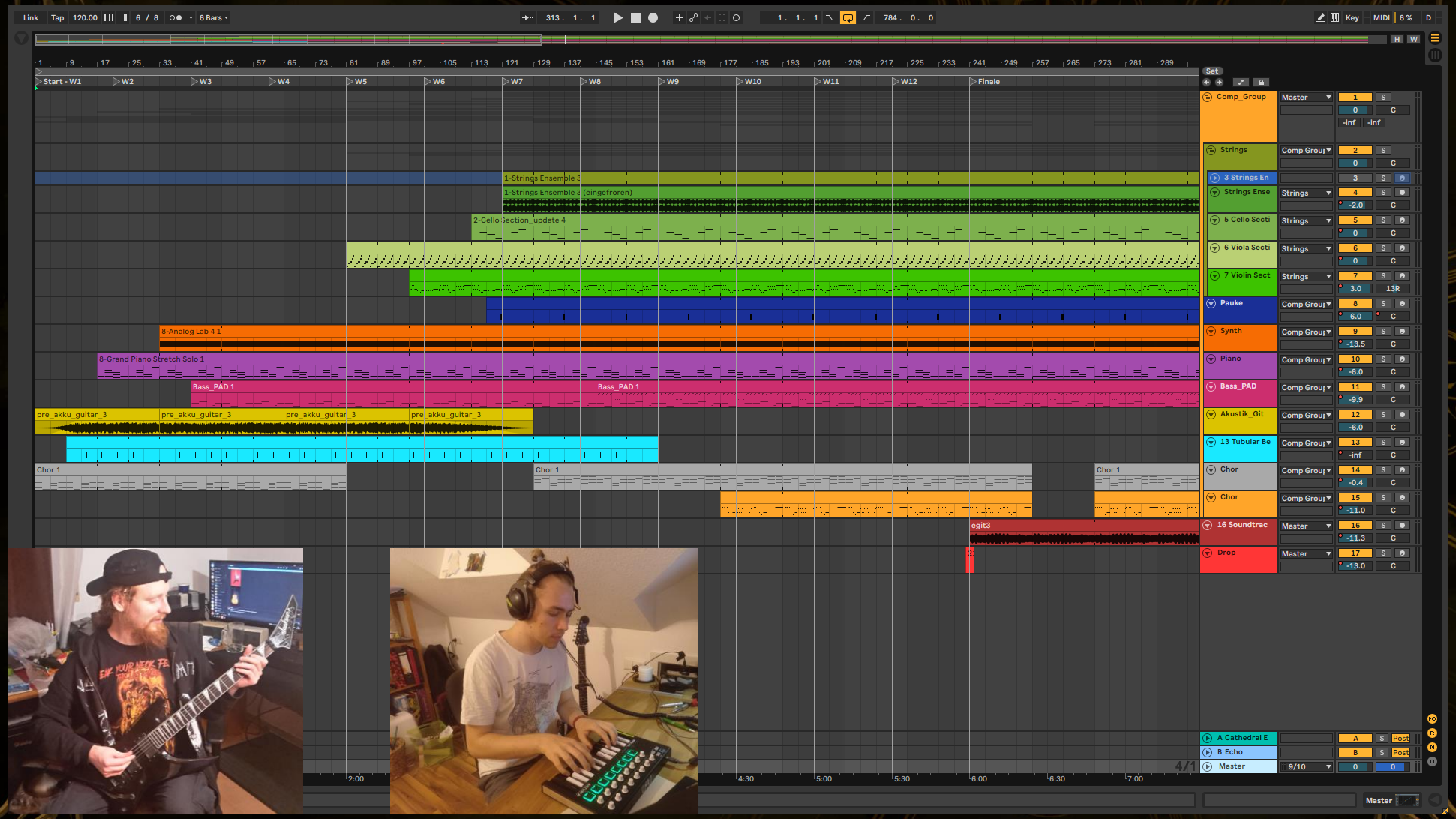


Xsens Software

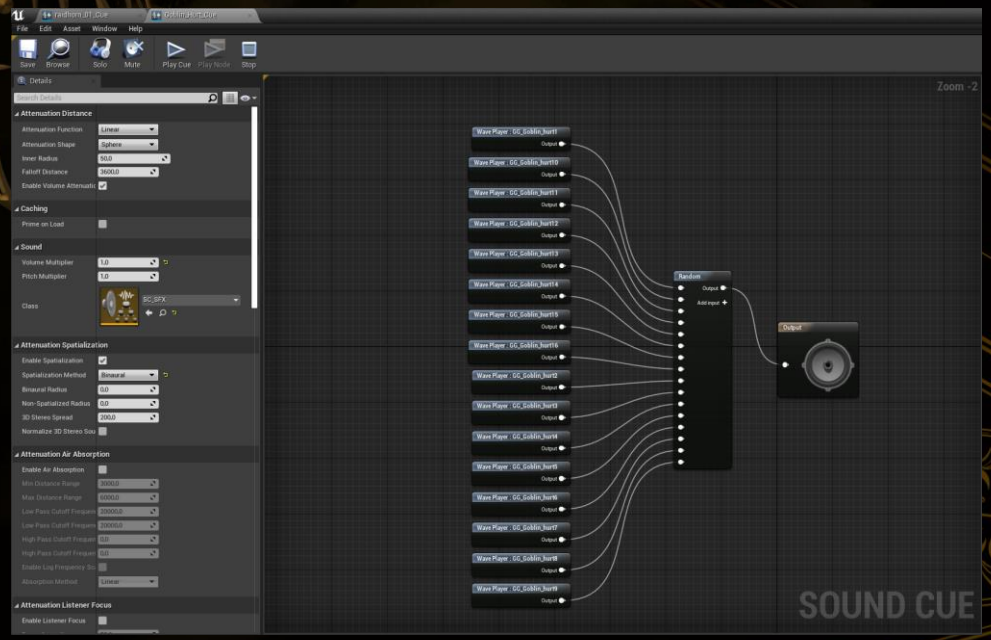
Game

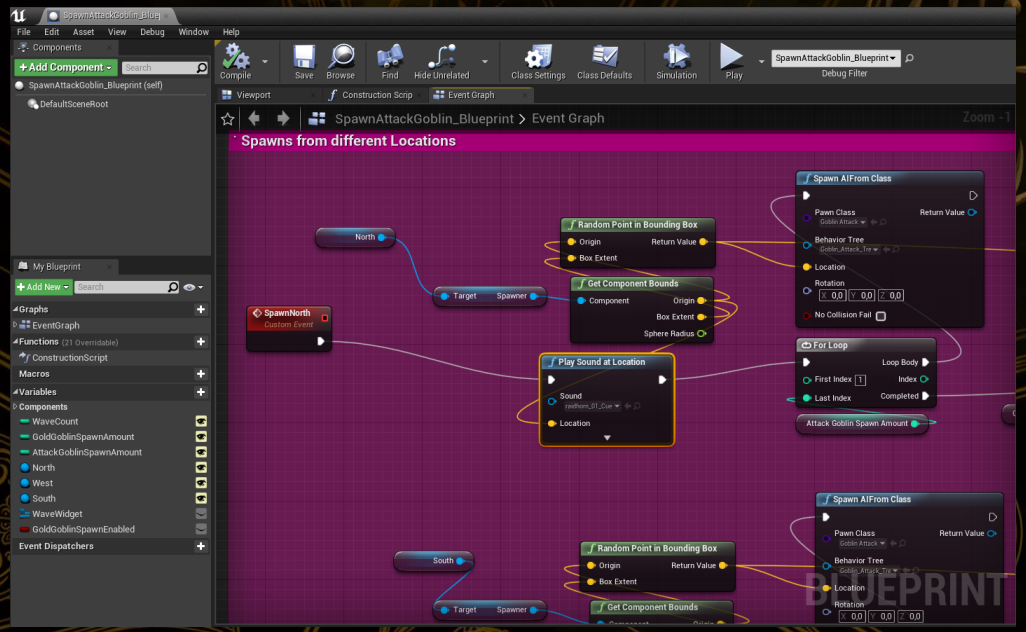
https://www.youtube.com/watch?v=Jy2T9TI3iyE

Soundtrack


Start - W1
W2
W3
W4
W5
W6
W7
W8
W9
W10
W11
W12
Finale
1-Strings Ensemble 3
1-Strings Ensemble 3 (eingefroren)
2-Cello Section_update 4
8-Analog Lab 4 1
8-Grand Piano Stretch Solo 1
Bass_PAD 1
pre_akku_guitar_3
Chor 1
egit3
Comp_Group
Strings
3 Strings En
Strings Ense
5 Cello Secti
6 Viola Secti
7 Violin Sect
Pauke
Synth
Piano
Bass_PAD
Akustik_Git
13 Tubular Be
Chor
16 Soundtrac
Drop
A Cathedral E
B Echo
Master

Sounddesign





https://youtu.be/QYLmSmF506o

Walk Through

https://www.youtube.com/watch?v=neebxA0qIfk

Herausforderungen

- Technische Möglichkeiten
- Kommunikation
- Organisation
- Keine Vorkenntnisse

Vielen Dank für Ihre Aufmerksamkeit!

Fragen?