

Progress Report

BA3a Studio Work

Where I am at currently

1. **Started Initial research and planning stage for Prototype + Pitch Doc/GDD**
2. **Completed Art Test for Sprung Studios**
3. **Now re-thinking project structure**

1. Started Initial research and planning stage for Prototype + Pitch Doc/GDD

Aiden Lesanto: Reflective Journals
Documenting the development of my projects during my final year at Norwich University of the Arts

Home Research Report Studio Work Mini Tasks Portfolio Reading List

Posts in Category: Studio Work

Studio Work

Initial Thoughts and Ideas, Potential Goals

On October 7, 2015

STUDIO

SET A SMART GOAL FOR PROJECT
→ COMPLETE A W+SD[1] PROTOTYPE

- LEVEL DESIGN IDEAS / ATMOSPHERE + SHADER?
- MOVEMENT — (ACCELERATION OVER TIME?)
- ITEM COLLECTION — SATISFYING, FEEDBACK
- SOUND — MUSIC, SFX

STRETCH:

- MOBILE / IPAD
- FULL LEVEL (RATHER THAN TEST ZONE)
- SYMBOL / ALPHABET CAVE PAINTING
- UI / HUD DESIGN + FUNCTION

2. Completed Art Test for Sprung Studios



3. Now re-thinking project structure



Sprung Studios



Personal Project

- Majority of final project will be work completed at Sprung Studios
- Minimal will be my personal Studio Project
- Will work Full-Time between January and April submission

What I have learnt

- **Beginnings of UE4 and 3D Prototyping**

- Confirmed that UE4 will be a suitable engine for my project
- Got started with Blueprints

- **More insight into Industry/Studio practices**

- Understanding of expectations and requirements for job roles and project content
- Idea of my place/role in the industry

- **Further Illustrator practice and experience for producing UI Art**

Plans for January 4th Submission

- **Reconsidered research + planning for my Prototype**
 - Outline of GDD/Pitch Doc
 - Start of UE4 Prototype or early experiments
 - Considerations or early sketches for Brand + Identity
- **Research journal for all Studio Work so far**
- **Completed Secondary Tasks and Art Test**
- **Prep work for Sprung Studios (if possible)**