

Game Design & Development III

CGR 255

Professor Morrison

Art Bible Requirements

Purpose

The primary purpose of an Art Bible is to develop a means amongst the artists and designers that makes for a consistent-looking final product. The primary developer accountable for this (loosely-termed) “document” is the Art Director; although, the Designer should certainly feel encouraged to have input considered in whatever decision-making processes are going on.

In some development companies, the Art Bible might extend to something referred to as an “Asset Bible”. The only addition here is for the Sound Director to include the various sounds to be used for the title. Just note that this is rare. In most cases, the Sound Director will keep a personal library of the sounds; but in cases where documents like this go onto an Intranet, the sound assets are often shared.

Instructions

Create a finalized Art Bible that includes any and all art assets, concepts, character studies, etc in a contained format. For this semester, your team will be required to make the Art Bible into a fully-functional website complete with thumbnail gallery/TOC, descriptions, and viewing capabilities such as zoom.

Scoring

Scoring is based on the following criteria:

- Development
 - o Is it fairly clear how complex characters and objects evolved?
- Technology
 - o Zoom, Flash, etc?
- Organization
 - o Is a thumbnail/TOC included?
 - o Is it a comprehensive site or just a page with links to other sites?
 - o Does the reader have direction?
- Subjective
 - o Tangible quality of art.
 - o Bonus points for sound gallery.