UAL Awarding Body - Level 3 Art & Design Extended Diploma
Unit 13 - Project Proposal

Candidate Name	**Paris Dawson**
Candidate Number	**204250**
Pathway	**Animation and Games Design**
Project Title	**The Contract**

Your Statement of Intent (SOI) must provide an outline brief of your Final Major Project (FMP).

Prepare your SOI carefully, referring to the guidance in each section below. The guidance should be seen as a prompt and not be regarded as being prescriptive.

The SOI must be a minimum of **500** and must not exceed **1000** words. Each section has a guide to best structure your statement in order to meet the grading criteria. You are reminded that the bibliography and timescale should be included and developed with great consideration and detail.

SOIs judged to be of insufficient or excessive length or those inappropriately structured will fail the criteria for an acceptable SOI and be returned. The SOI must be word processed.

Section 1: Review (Approx 200 words)

Explain the journey you have gone through in this past academic year - perhaps through the previous year as well. What were the greatest milestones of your learning? How do you feel you have developed as an artist? Explain how you have decided on your specialism – was it a turning point in a specific project? Have you always identified as a specific type of artist? If so, how have you developed and furthered your skills to get to this point? Explain how your journey has ended up here, with this idea, for this final major project.

My journey throughout these past 2 years has been very interesting and I have learned a variety of new skills and knowledge, and through my greatest milestones of college, which were my model, rigging, and animation projects. I feel like all of that has helped make me the artist that I am now and that I liked and excelled the best in, I feel a lot more developed now as a game designer because I know more than just basic functions and can use more developed tools and programs. I think definitely from our first Maya and unity project the New York rooftops I always had a passion for modelling and creating maps and objects etc., but only recently I discovered a small passion for animating too I liked how it was done, and there was endless possibilities to what you could do with it. All of this while developing my skills has brought me here to this idea for my final project. My main concept is that it is a hunting game where you play as an assassin trying to hunt targets down, what I will be doing with this is making a pre recorded cut scene of the main character searching for one of his targets while using a variety of different hand movements, something similar the cut scenes in Call Of Duty Modern Warfare 2 (Infinity Ward 2009).

Section 2: Project Concept & Proposed Artist Statement (Approx 300 words)

This is where you explain your FMP project idea and concept. Be specific about what you intend to communicate and what you hope to achieve by producing this work. How will your work engage or affect your audience and what will they discover by interacting with or viewing your work? Describe the theme/concept of your work – is it based on fact or fiction? Are you creating or reacting to a mood, an emotion, a sense of atmosphere or sensation? What is the title of your Project? What will you work towards producing? What will be your final outcome?

The concept of my Final major project is that it's a first person shooter game where you play as an assassin who hunts down various targets for different contracts; this is just the backstory of my project. What I will be doing is creating a pre recorded cut scene animation which involves modelling and texturing a small environment and a futuristic gun to go with it, I will then go on to create rig and animate basic hands that will be exploring the environment while holding the gun, looking for clues on his target, also at the same time you will be receiving notifications about the whereabouts of your target. The main focus for my project will be the reloading animation I will be exploring the different games and how they use they're reloading animations to create a mix of my own . I think this will really engage my audience because of the tense environment it will be in, and along with anxious music to help develop eager and frightened emotions in my audience, I think they will discover the uneasy atmosphere that I am trying to create by using a variety of uncomfortable and nervous emotions. My game is based on fact and fiction starting with Battlefield (EA 2002) how they use first person views and gun reloading animations etc., ranging to the game series Assassins Creed (Ubisoft 2007) and how the hud is used to show your inventory and show you the targets that you need to kill, these are very important to the development of my project as I will want to try out different experiments with models animations and numerous forms of movement that can make my project stand out more. My project is called The Contract, and I will work towards creating a game animation capable of making my audience feel the tense and anxiousness by using a variation of models, animations and music to get this point across.

Section 3: Methods (Approx 150 words)

Refer to any techniques and processes you intend to use. Describe the range of media and materials relevant to your project and how you may use them to explore and develop your ideas. Include aspects of studio practice, workshop procedures or the use of particular equipment and software etc. In the timetable, provide an indicative timescale for your project and indicate the manner in which you intend to divide your time in order to investigate, develop, produce and evaluate your project appropriately. This should be a meaningful plan to you and should be personalised to your project.

For my project I will be using a variety of different techniques because I will be using 2 different types of game design, which are modelling, and animation and rigging. Because of this I will have to use a range of materials and techniques to help me complete this project to the best of my ability including UV texturing because I need high definition textures, a variety of joints, ik chains, skin binding, and parenting to help rig and animate my character. Because of my recent practice in Maya using more advanced techniques in animating and modelling will most definitely help me to develop my ideas for the project and help improve the general look of my models and animations, also other programs like Photoshop, and After Effects will be contributing a lot to some of the work I need to do for this project.

Section 4: Evaluation (Approx 150 words)

How will you critically review and analyse your work and determine if it is successful? How will you identify directions for ongoing development? Do you have a method to record the critical response to your ideas? How do you propose to assess the success of your Final Major Project and what will be your methods of evaluation?

I will analyse and review my project to the standards I know are good enough by using the brief, my own knowledge and help from other sources I think replicate my project well, for instance Splinter cell (Ubisoft 2002) and Halo (Bungie 2001). To determine weather I am successful in my project is easy because I will only be successful if I effectively complete everything I plan to do for the duration of this project, and I will continue to develop my ideas further if I use my sources well and various other forms of inspiration. I will also be recording my critical response on my website about how I feel my progress is going, my different ideas, and room for development. The success of my project will mainly depend on my time allocation and inspiration from other sources, as these are the main priorities I need to keep to ensure the success of my Final Major Project.

Proposed Research Sources and Bibliography (Harvard Format)

What are the influences, starting points and contextual references and why are they relevant to your ideas? Indicate the subject areas you intend to research and the likely sources of information including any museums, specific locations, performances, etc you plan to visit. You should explain the value of this research and then compile an accurate bibliography correctly acknowledging all references including texts, periodicals, websites and video/DVD's etc

Infinity Ward 2009, Call Of Duty Modern Warfare 2, video game, Xbox 360, PS3, PC, Infinity Ward, United States
EA 2002-2016, Battlefield series, video game, Xbox One, PS4, Xbox 360, PS3, PC, Xbox, PS2, EA, United States
Ubisoft 2007-2015, Assassins Creed series, video game, Xbox One, PS4, Xbox 360, PS3, Ubisoft, France
Ubisoft 2002-2013, Splinter Cell series, video game, Xbox 360, Wii U, PS3, PC, Xbox, PS2, Ubisoft, France
Bungie 2001-2016, Halo series, video game, Xbox One, Xbox 360, Xbox, Bungie, United States