

Erik Fontano

Senior Project Documentation



Pre-Production

The Concept:

Idea: A music-based game that involves travelling in a location that fits the sound of the music and unlocks the entire song as you continuously find the music symbols.

Influences: Journey, Rock Band, Guitar Hero, Dancing Line

Materials: PC, Maya, 3DS Max, Unity.

Unity Assets: Gaia, CTS, Path Painter, Interactive Particles.

The project was started in February as an independent study with Gregg Perkins who taught me Unity as part of a project assistant job for a museum piece.

Artist Statement

I have always been driven to create something that you can get lost in. It has been my dream ever since I was a child to create my own world, after playing games and watching animated

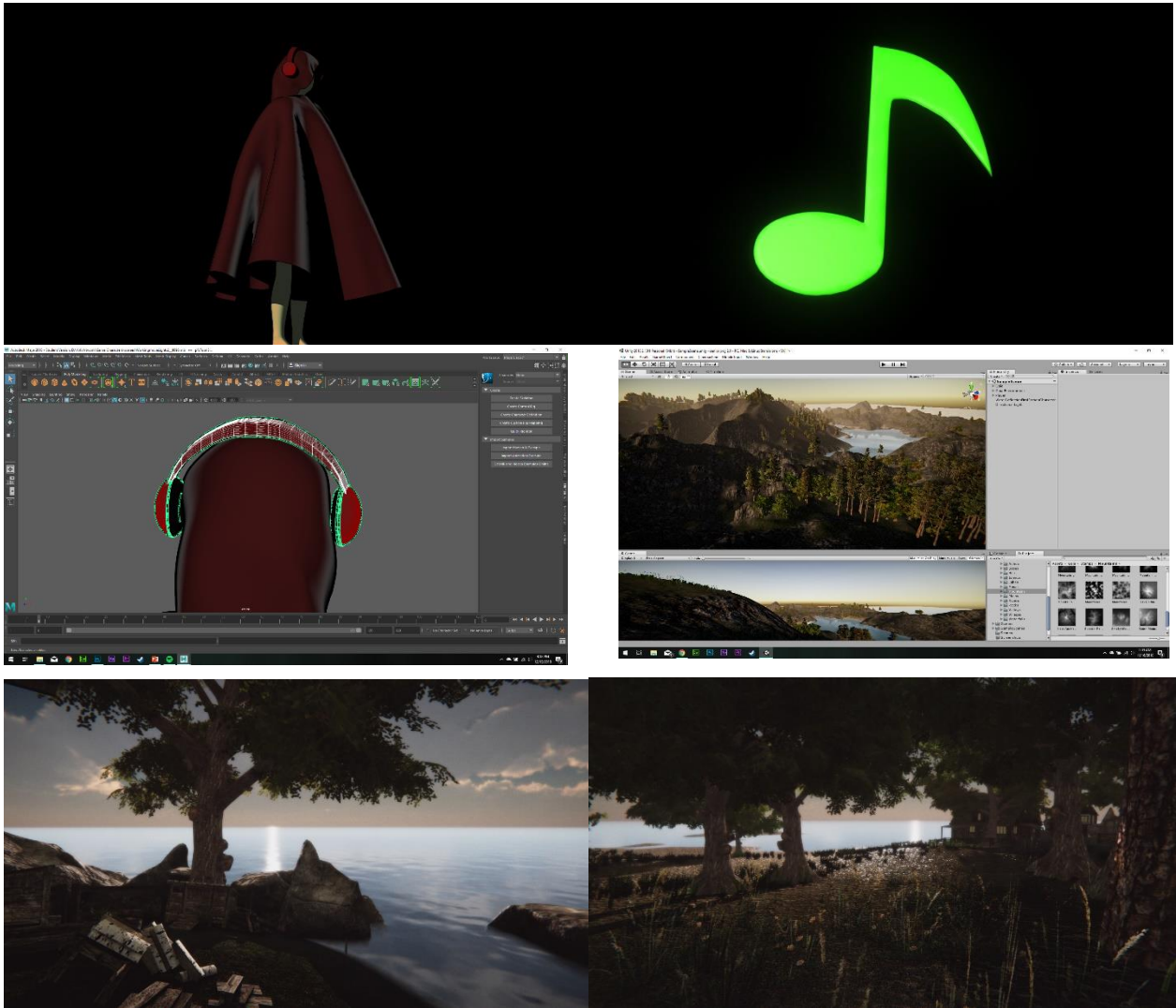
shows and movies it introduced a medium in order to do so. Games like Mass Effect, Dragon Age, Journey, and Transistor showed me that you can create a story and a universe that you yourself feels involved and immersed in. Ever since game design is something I have wanted to pursue. I enjoy being able to design and create my own worlds and then be able to explore or story tell in it, any way I see fit.

I create in programs such as Maya, 3DS Max, Unity, and Photoshop. Maya and 3DS Max let you design literally anything as long as you can imagine and find the know how to do so. You can manipulate physics, and reality. Unity is the outlet to create the games, and let it be functional. Self-teaching and working with Greg Perkins have opened up the possibilities for me. Photoshop, and the other Adobe programs let you manipulate and fine tune, as well as create in their own ways anything you want. I typically design the concept on paper, then translate that to whichever program will let me do what I need to, film I go to After Effects and Premiere. Photo, I go to Photoshop and Illustrator. 3D is Maya, 3DS Max, and Unity.

I am very influenced by video games, movies, books, anime, and tv shows as well as art, specifically DADA art. Mass Effect and Dragon Age are very influential on what I do and why I do it. Those games opened up the option for me to go into to develop my dreams. Being able to mold your character to your own play style and to your own personality as well as multiple ways to end the game were amazing. Full Metal Alchemist Brotherhood, a Japanese anime was very influential on my youth, as well as movies from Pixar. Books were my initial outlet into other worlds, with series like Pendragon, Artemis Fowl, Eragon, and many more.

I would like to continue with 3D design and Game design. After school I may pursue a master's in game development at UCF to make it easier to get into the field. I would like to one day work at a company like Digital Extremes or Bioware. Digital Extremes is very successful for the game Warframe, which is entirely free and requires a user to spend 0\$ to get anywhere in the game, as well as very good at listening to the community. Bioware may have lost its charm with the last few releases, but they have so much potential to be great again and create worlds to captivate their fans. Wherever I end up I want to be creating something I can be proud of and do something creative.

Production



Post Production/Future

- Breaking up songs into obtainable pieces, each level unlocking the entire track.
- Eventually work with an artist to feature a record released through the game.
- Each sequel would be a new release, new musician, new art/world.