Claymation Game

Project Proposal
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Project Definition:

An interactive claymation game

Objectives and goals:

I'm planning to do with this project:

-to design an enjoyable game with claymation technique in a more interactive way and combine interactivity with claymation ,

-to attract attention and interest of people in claymation game,

-to use claymation for another purpose, area more than stop motion: 'game'

-to learn Html 5 and Processing very well

Target audience/user:

The target audience is people who are interested in playing new types of game and claymation. There is not any strict age limitation.

Background information:

According to the concept of graduation project, we have to choose a project which we like to do for all semester. Due to that reason, I focused around making cartoon, video or photography. I really interested in photography when I was a child. I want to learn their details and advanced techniques. These options and interest area of mine have formed the beginning of my project.

Then, I made some researches about 3D, clay animation or claymation and stop motion videos. On the other hand, I realized that my drawing is not good at to make an animation like frame by frame. I watched lots of videos and I intended that I can make a stop motion video which includes both technique video and photography. However, I have to find, define a concept or content for my project before deciding the technique. After making some more researches, an idea about games which are designed with clay animation came to my mind. I have searched on the internet and I found some claymation games on the net like the Dream Machine, Skull Monkeys, the Neverhood and Clay Fighter. However, most of them are adventure oriented. Actually, I want to do more enjoyable and funny game like the claymation in this video: http://vimeo.com/51523265 This is also a claymation video, but like a game with some funny sound. I inspired from it and I also want to add an interactive point to this clay animation game.

I will develop my photography, video editing, sound design ability and also coding skill by doing this interactive clay animation game.

Detailed project description:

It will be basically an interactive and enjoyable game from claymation. Claymation technique is usually used for stop motion or animation videos, but we can also use this entertaining technique for another area like 'game'. In this way, we will also provide an interactivity feature for stop motion technique. In a normal stop motion video, you just watch it in an order, but I will provide a new perspective and interactivity which implements to change order of the images in the stop motion video how the participant wants while he or she is playing it by designing this game. When taking pictures of the claymation, it will coded at processing or HTML 5 for to add interactivity of this clay animation. Finally, I will design an enjoyable clay animation game for people who want to play it in their spare time.

Scope of the project:

The project is focused on to break the rule of clay animation by adapting it into a game. The project is occurred from three areas: clay animation, game and stop motion video. I will focus to create an enjoyable and interactive game. The main point is using clay for games, not to create an advance level computer game.

Moreover, I will learn sound design and also making interactive stuff with processing and other software.

Required know-how and resources:

I have to learn:
  - the stop motion photo and claymation technique
  - sound design and its required programs
  - taking good photos in different light conditions
  - process of making a game
  - new softwares and coding skill for making game

Difficulties & risks:

During the work in progress period, learning new software for the project like Adobe After Effect or code based programs will cause some difficulty for me. Due to clay cases like drying or damaging while taking photos of them and light conditions, taking lots of serial photos will be another difficulty. Creating an interactive game with some code skill might cause some problems for me too.

Criteria of Success:

- to complete claymation game and to test it,
- to develop myself about video, sound editing, processing and claymation design,
- to overcome the code parts of claymation game
- to create an amusing and playable game

Phases of the project:

- learning claymation technique and requirement programs for game,
- designing a game content and defining an environment,
- creating characters for claymation,
- shooting the frames for game scenes,
- editing the frames,
- designing sound for game,
- coding and testing the game