

Claymation Game

Project Proposal

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Project Definition:

An interactive claymation game about platform

Objectives and goals:

I'm planning to do with this project:

- to design an enjoyable platform game by combining claymation technique with interactivity
- to attract attention and interest of people on claymation game,
- to create a renewed clay animation instead of one continuing stop motion video

Target audience/user:

The target audience is game players who are interested in playing extreme, indie and platform games. There is not any strict age limitation; children can also play this game.

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 decided to create a simple platform game from clay. I also want to add an

interactive point to this clay animation game by changing the linear direction of the video which is directed by player.

It will be basically an interactive and enjoyable game from claymation to say more clearly. 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 be designed at Flash 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.

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

Detailed project description:

There will be an environment and a character which is designed from clay. I will shoot many photos of them like stop motion technique according to the storyboard of game concept. Then, I will organize these photos like a mini stop motion clip. The players set the order of images in the direction of their decision while they are playing game and they will create one claymation from lots of claymation clips. The game will also be played with keyboard buttons on the computer.

Scope of the project:

The project is focused on to break the one direction of clay animation by adapting it into a game. The main scope of the project is focusing to design an enjoyable and interactive platform game from clay.

And I will not create an advance level computer game with 3D.

Required know-how and resources:

I have to learn:

- the stop motion and claymation technique
- sound design and its required programs
- process of making and coding a game
- new software to run the game

Difficulties & risks:

During the work in progress period, learning new software for the project like Flash 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. Moreover, there will be lots of possibilities, while I am taking photos of clay. Thus, I have to calculate these possibilities in a good sequence.

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 design an amusing and playable game from clay

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

