



PROD. NO. SHADING AND RENDERING

SCENE

16

TAKE

3

ROLL

2

DATE

MARCH 15, 2018

SOUND

DRONING

PROD. CO.

MIT

DIRECTOR

ME!

CAMERAMAN

AUDREY, LANDON, JOSH

it's a wrap
2.744 Product design

but first!

human use analysis showcase



Georgette Tso

coming due!

Tuesday, March 6

Tuesday, March 20



concept sketches

feedback
on feedback!



storyboard feedback

general comments from the client!

“5 Wits team loved reviewing the concepts from the class”

storyboard feedback

as we move into more detail

Each room should stand alone.

Designs/concepts that require the guest to traverse multiple doors/spaces/rooms (which is like 5 Wits) will not work well for Open World.

storyboard feedback

as we move into more detail

Automatic reset is essential.

A game cannot rely on staff resetting things or on the memory/obedience of the guests to “put things back.” The reset needs to be foolproof, because guests will do every crazy thing you can imagine – and many, many things you can’t imagine.

storyboard feedback

as we move into more detail

Several of the room designs involved picking up small objects to use elsewhere in the room.

Guests will walk out with objects in their pockets (it only takes 1-in-1,000 guests to mess things up), small objects should be entirely avoided. That goes for both game elements and props.

storyboard feedback

as we move into more detail

Design for extreme durability, it is difficult to imagine how abusive a small sub-set of guests are – you should be engineering for those extreme cases.

If it **can** be broken, they will break it, elements and set dressing must be built so it is not possible for a human to break it.

storyboard feedback

as we move into more detail

Several storyboards strung 3-4 games together in one room. While this works in the long rooms at 5 Wits, the Open World concept is generally looking for one awesome, clever challenge/objective per room.

storyboard feedback

as we move into more detail

Each room design is limited to one, relatively small (100-250 square foot), INTERIOR box.

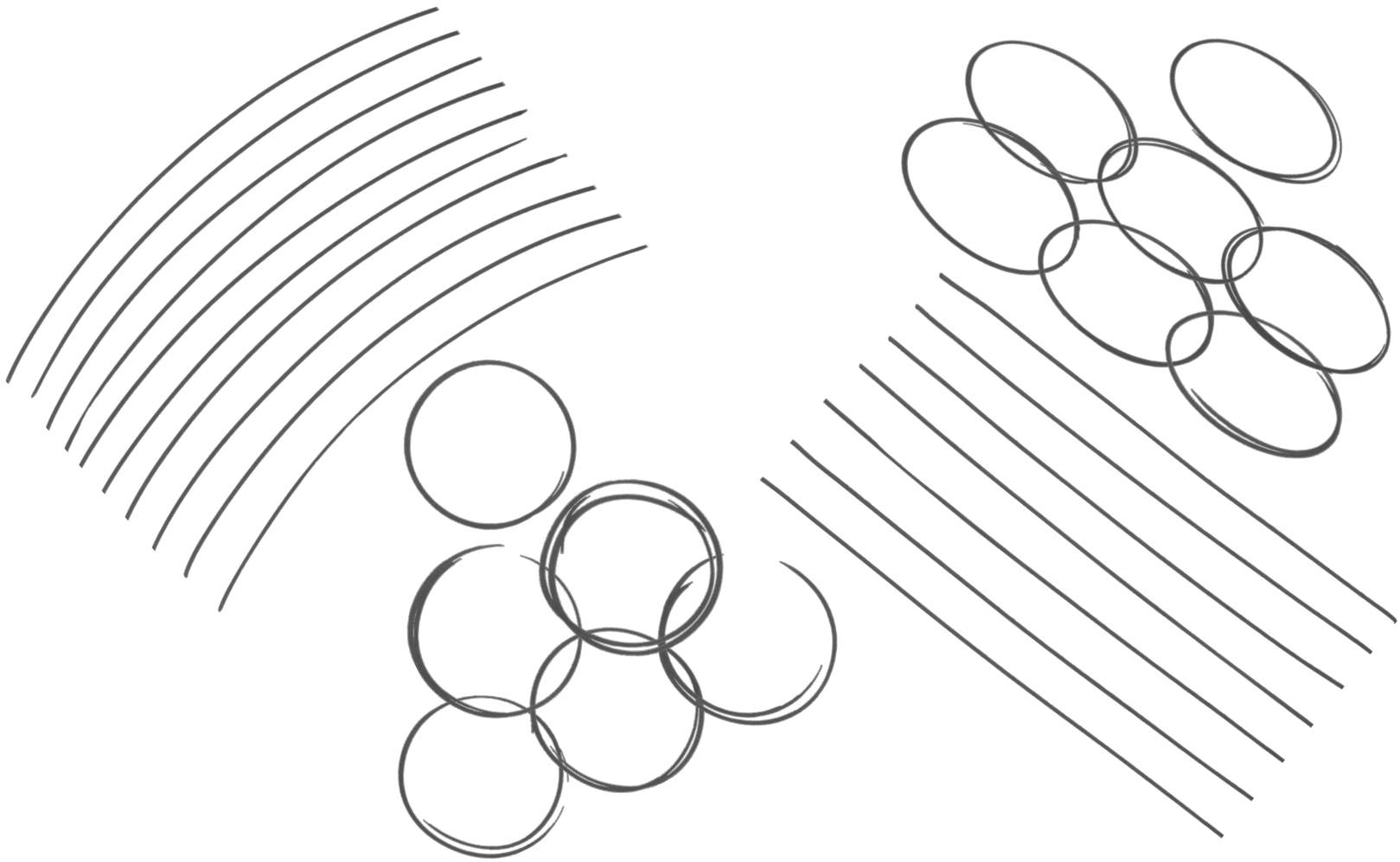
We will typically stay away from: “You are in the forest” “You are up on a roof” “You are on the surface of the moon” “You are inside a human body” because these are all space and budget intensive to execute convincingly. Better themes lend themselves to the small, enclosed, rectilinear environment: inside an ancient temple, an art museum, a futuristic space ship, etc.

storyboard feedback

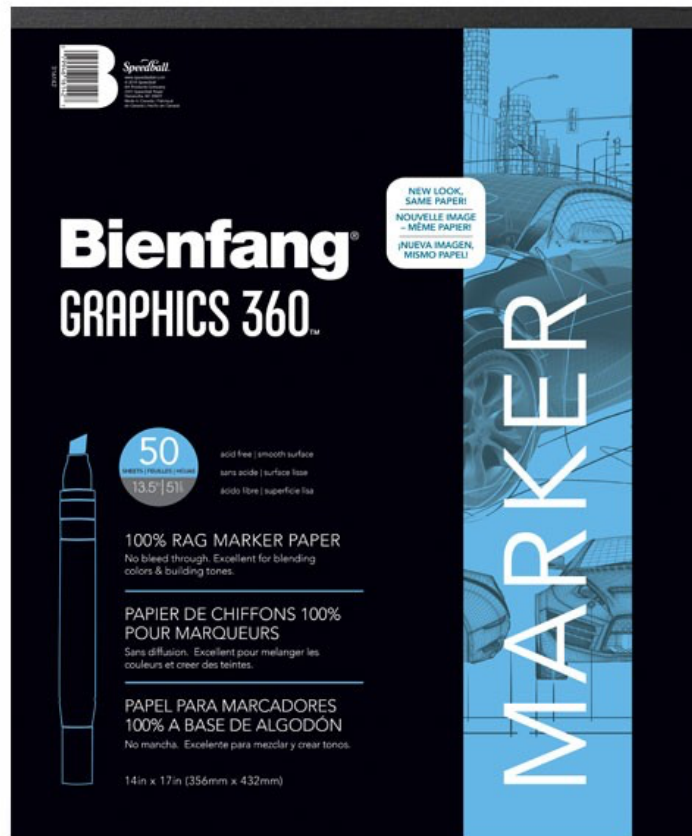
as we move into more detail

The victory condition for each game needs to be sensed somehow – consider how win/loss will be robustly detected, with no human in the loop.

and now
warm up!

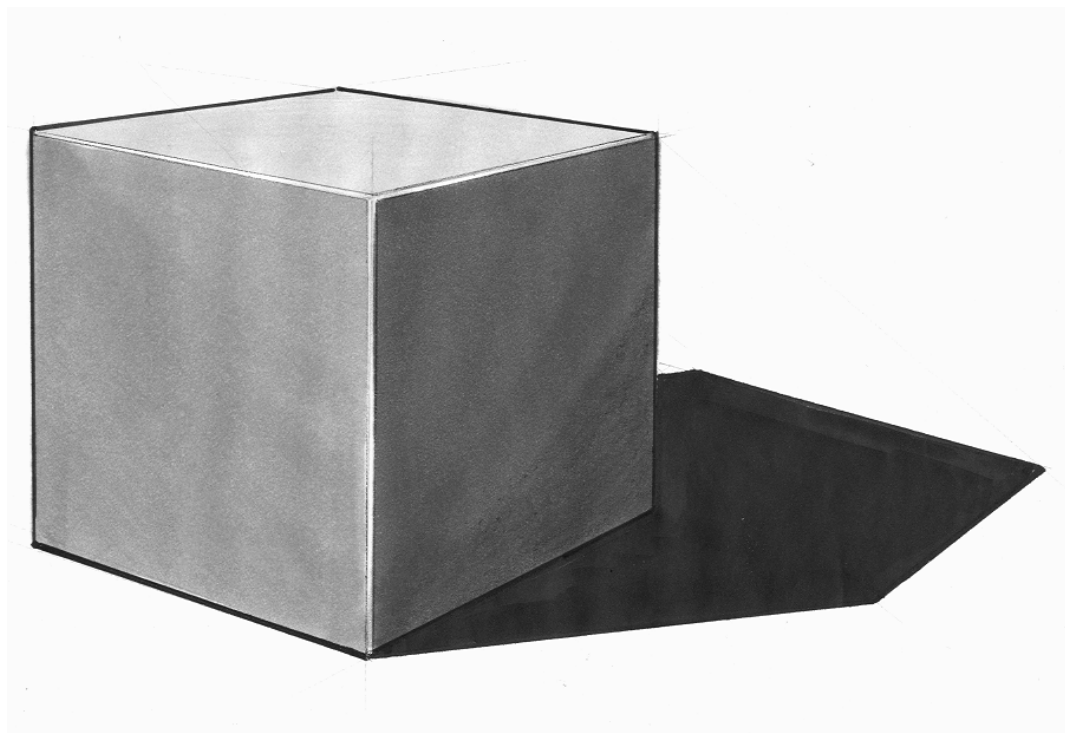


marker paper tips!



marker technique

cubes



marker technique

the cylinder



marker technique

the sphere

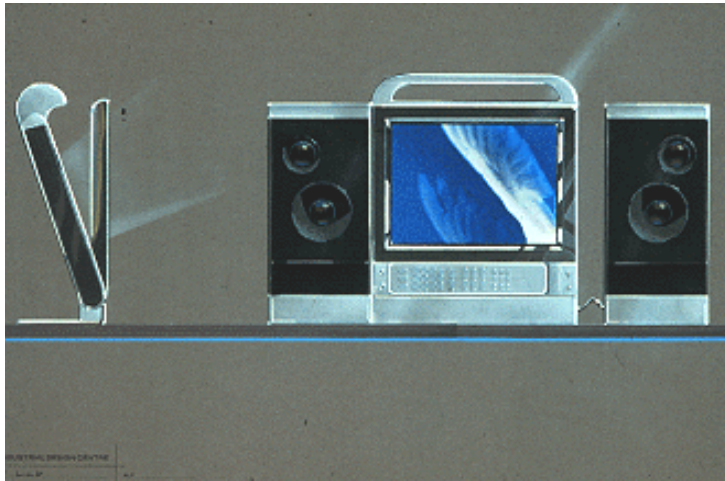


letting the paper do the work

rendering



canson rendering

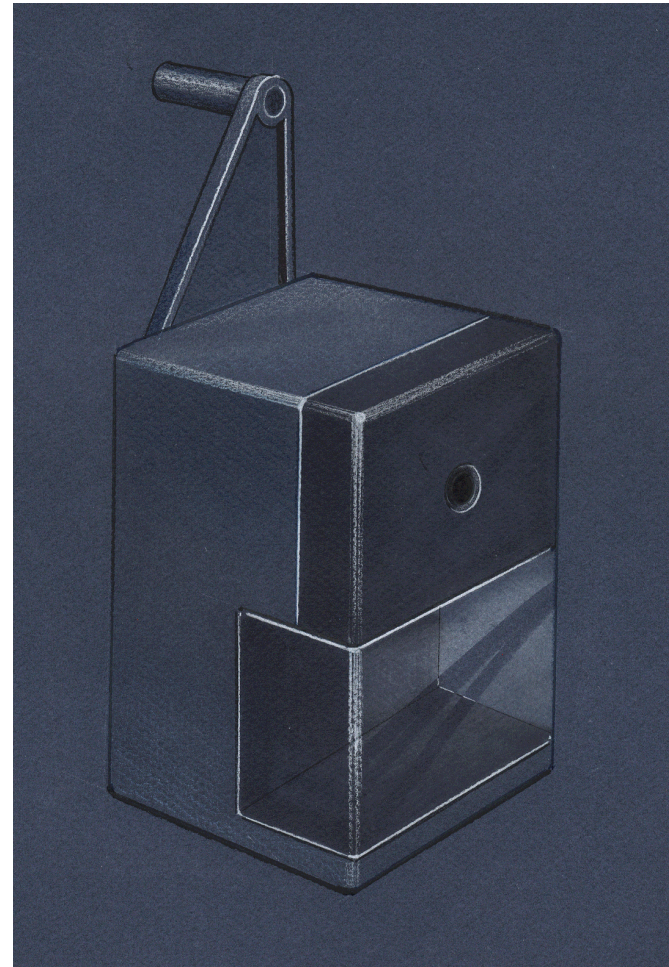


canson
rendering



not this!

canson drawing exercise



marker/pencil on Canson (10 min)

what's next?



Tuesday

sketch models!