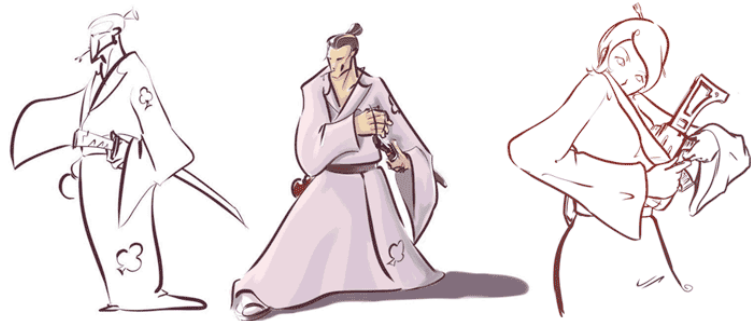


# Project Two: Character Design

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1. Complete a brief, hypothetical game design including setting, conflict, and objectives. Invent a character based on this design. Be original in your thinking and avoid copying common genres.
2. Create and keep an organized project folder. Remember that others in the class may eventually use your character!
3. Complete these:

- At least one page describing the game.
- Research and reference material.
- Developmental sketches.
- Character sheet / image planes.
- Finished 3-D model.
- UV-layout and texture maps.
- Rigging completed.
- Turntable animation.
- Three animation cycles.



Character design from <http://www.stylesg.com>

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4. Model your character using techniques from the book and also those discussed in class. Generate a low-poly model suitable for smooth deformation during animation and for efficiently computable movement while used in a game engine.
  5. Submit a .zip archive of your project folder with renders included in the "images" folder.
  6. Animate at least three animation cycles (such as walk, run, attack), and import your animated character into Irrlicht.
  7. Attend class on the due date to present your work and critique others' work. [You may include other screen captures or slides with your presentation, but you may not start Maya].