Speech Outline

Your name: Cely Garcia
Your topic: Visual Novel Game: The Disappearance Act - Art Director

Introduction	
Attention-Getting Device	Write the very first words of your presentation here (e.g., a question, interesting statistics, an anecdote, an puzzling visual, etc.).
Motivation to Listen	- How do we bring these characters alive in gaming?
Establishing Credibility	Write what you will tell the audience why they should listen. - The process of creating characters for the game isn't easy. It takes a multiple sketches to make them look good and accurate based on the description from Elijah — director. You can't rush art. It has to be perfect.
Preview of Main Points	Write what you will tell the audience why they should listen to you. - To feel how frustrating it is to draw characters from multiple attempts and finding art style that suits the theme of the game. There are rough sketches before the final decision that we (me, Elijah, and Shaina) decide about which ones looks better than the previous. Researching visual novel video games with different artstyle of the theme in the game that we are highly inspired by Omori and Danganronpa. Plus, drawing the expressions of each characters that are drawn has to be from their personality/characteristic accurately.. Write how you will tell the audience what you are going to talk about. - I will be showing the audience with rough sketches, note-taking for our characters from feedback, and be creative as possible from inspirations. Also, how it can be difficult to visualize and draw the character with the art style we combined.

Body of Speech Main Point 1 Main Point 2 Main Point 3	List the main points of your presentation. 1. Character design can be difficult, however being a creative person does the work. 2. Process of making the characters and finding the art style. 3. Art in gaming is important.
Conclusion Signaling the End Summary of Main Points Reference to Introduction Closure with Impact	Write a reminder to signal (e.g., "To conclude" To conclude, the process of character design and game art in our game can be frustrating from multiple attempts through rough sketches to final sketches, however it is worth the risk for being a creative person with many feedbacks, and research is your best friend. Also, I never feel alone in this project in this role due to the fact my friend who is happily volunteer to work with us in the art team, and to help her boost her portfolio. This is a great opportunity for myself as a future game artist to develop character designs skills and visual skills. Write how you will remind the audience what you talked about. Write how you will refer to something you mentioned in your introduction. Write how you will close with an impact (a quote, a call for action, a rhetorical question, etc.).