

Culmination Prosal

Emerging Media of Technology-Gaming Design

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## Project Description

I used to think that my favorite profession and job would be game design. While I was studying at city tech I found that I would enjoy the process of narrating a story and making 2D animations more. So my goal will be to join an Animation Studio in the future to work on storytelling and character design. I hope to use this culmination project as an opportunity to produce my own first animated story. It will be a part of my resume as a result of my studies at city tech. My main focus will be on the story itself and the drawing expression.

Inro to my story: In a small temple there lived a god. The happiest thing the god does every day is to appease His devotees. Giving them a better life. The people in the small town would be sheltered by the god from birth to death. But one day, something unusual happened to Him, and the peace was broken. God's lost the things He held dear and He disappeared because He lost all His devotees.

## Methods

I will first use google Jamboard to create a storyboard to draw the main story down and design the plot. Then use procreate to design characters and scenes. Finally, I will use procreate to create the animation. Use adobe premiere to edit the animation and complete the final touch.

## Project deliverables

- Storyboard PDF
- Story Concept
- Animation File
- Concept and Design Art
- OpenLab Portfolio
- Poster

## Schedule

Culmination Gantt Chart			
Tasks and Milestones and Deliverables			
Start Date	End Date	Description	Duration(Days)
2/5	2/15	Character Design and story first draft	10
2/15	2/22	Storyboard create	7
2/22	2/26	First meeting with technical Advisor, fix storyboard	5
2/26	3/15	Start Drawing the animation	15
3/15	3/19	Second meeting with technical Advisor, fix problem	4
3/19	4/12	Continue working on animation	30
4/10	4/12	Music and sound Production	2
4/13	4/26	Final production of animation	13
4/27	4/29	Final discussion with technical advisor	2
4/29	5/3	Final deliver	3

## Required Resources & Budget

Culmination Budget				
Software				
Quantity		Unit Cost	Ext Cost	Note
1	Adobe premiere	\$0.00	\$0.00	Student License
1	Google Jamboard	\$0.00	\$0.00	Free
1	Procreate	\$0.00	\$0.00	Own
1	Sound affect resources			Online free Resource
		<b>Hardware Subtotal</b>	<b>\$0.00</b>	
Equipment				
Quantity		Unit Cost	Ext Cost	Source
1	Laptop	\$0.00	\$0.00	Own
1	IPad and pen	\$0.00	\$0.00	Own
1	Headphone	\$0.00	\$0.00	Own
		<b>Equipment Subtotal</b>	<b>\$0.00</b>	
		Subtotal	\$0.00	
		10% Contingency	0	
		<b>Total Cost</b>	<b>\$0.00</b>	

## ePortfolio Site

- <https://openlab.citytech.cuny.edu/hyen-eportfolio/2022/03/01/culmination-project/>