



Game Development – Portfolio Requirements

Required Portfolio Components

1. Letter of Reference

Please include a letter of reference from one of the following that speaks to your artistic and creative interests, work ethic and study habits:

- Teacher
- Mentor
- Employer
- Work colleague
- Volunteer organization
- Community group

2. Digital Samples

Please submit any 3 of the 5 types of digital samples listed below.

Important: All sample files should be properly labelled with the name of the digital sample being submitted. The file name for the sample submitted is indicated in red for each type of sample. Failure to clearly label the sample could result in your portfolio submission being considered incomplete.

1. Create a 3D Model of a pomegranate. **File name: 3D Pomegranate**
 - a. Research what a pomegranate looks like. It is a type of fruit.
 - b. Research and use a 3D software of your choice to create the pomegranate
 - i. Possible software includes Blender, Maya, 3DS Max
 - c. Submit a rendered image of the fruit in a .PNG, .JPEG or Targa format
 - d. Include a paragraph that outlines the issues you encountered when creating this sample.

Free Blender software link:

<http://www.blender.org/download/>

Blender tutorial link:

<https://www.youtube.com/watch?v=gDJklu8xvk4>

Maya software link:

<http://www.autodesk.com/education/free-software/maya>

Maya tutorial link:

<https://www.youtube.com/watch?v=NxVP2XHZYFM>

2. Create a one point perspective drawing of a room in Photoshop, Gimp, Inkscape or other drawing program. It can be a line drawing or colored. The room must contain a window with a frame and a door with the frame. **File name: Perspective Drawing**
 - a. Research one point perspective room images
 - b. Watch the tutorials below
 - c. Create the room with the window and door
 - d. Save the image in a .PNG or .JPEG format

Free software programs:

A vector based software tool: <https://inkscape.org/en/>

A bitmap or raster based software tool: <http://www.gimp.org/>

Tutorials:

1 pt perspective room

<https://www.youtube.com/watch?v=7ZYBWA-ifEs>

1 pt perspective room with window and door details

<https://www.youtube.com/watch?v=t8yeXbpGgWc>

3. Unity terrain. Your choice of any environment created using the Unity terrain tools. Unity is a free download and there are many tutorials available. A few are included below. **File name: Unity Terrain**
 - a. Research Unity by clicking on the links provided.
 - b. Follow the tutorials provided
 - c. Create a terrain of your own design

- d. Create a PC or web build of the terrain. Please include all build files created and not just the html file. Best practice is to create a new folder on your desktop and direct the build to save to that folder. You can then zip that whole folder and include it in your portfolio

Free Unity download: <https://unity3d.com/get-unity>

Unity terrain tutorials:

<https://unity3d.com/learn/tutorials/modules/beginner/live-training-archive/terrain-sculpting>

<https://www.youtube.com/watch?v=vqv-eBug02g>

<http://docs.unity3d.com/Manual/terrain-UsingTerrains.html>

<https://unity3d.com/learn/tutorials/modules/beginner/editor/build-player-settings>

4. Create a flow chart to show all the steps required in making a grilled cheese sandwich. Please refer to the flowcharting symbols link provided below. You could create this using MS Word and the shape tools provided or find a free online flowcharting software. Your flowchart must contain the following decision points:

File name: Sandwich Flowchart

- a. Think about all of the steps you take to make a grilled cheese sandwich
- b. Include the following decision points:
 - Is the stove burner turned on?
 - Is the pan hot enough?
 - Is the bread grilled on both sides?
- c. Use Word or other software to create the flow chart
- d. Save flowchart in a .PDF format

Flowcharting concepts:

<http://www.egusd.net/franklinhs/techstandards/intermediate%20files/Flowcharting.pdf>

5. Composite 3 images together to create a park scene. **File name: Park Scene**
- a. Choose an image of a park that will be your background
 - b. Find images of a park bench, a dog, and a balloon
 - c. Use a photo editing program such as Photoshop or Gimp to remove or isolate the object from its original image
 - d. Place the images into the background park image so it blends and looks like one image
 - e. Please submit the original images and final composite image
 - f. Final composite image should be saved in a .PNG or .JPEG format

Photoshop software: <https://creative.adobe.com/products/>

Free Gimp software: <http://www.gimp.org/>

Gimp tutorial: <https://www.youtube.com/watch?v=a1fHUsBztVY>

Portfolio Assessment

Success in the Game Development program requires students to demonstrate strong communication, creativity, design and storytelling skills. Computer, problem-solving and organizational skills are also highly valued in applicants and in industry. Teaching faculty assess these skills to determine if the applicant has the foundation on which to build a career in this industry. When evaluating portfolios, emphasis will be placed on the ability to communicate ideas visually and a demonstrated aptitude with the creation of digital assets.

Portfolio Checklist

You must complete this checklist and include it with your portfolio. It will also help you organize your submission and ensure that it has all of the required components.

Please check off which of the following have been completed and included in your portfolio

- Portfolio checklist
- Letter of Reference

Please check off which three of the following samples you are submitting

- 3D pomegranate
- Perspective Drawing
- Unity Terrain
- Sandwich Flowchart
- Park Scene