Activity 5.21 Game Levels and Character

OBJECTIVE: V105.04

*Produce two related game levels and a 3D character*

**Introduction:** Video games usually involve a basic scene or setting for the story. The scene needs to set the mood or tell part of the story of the game. Lighting, camera position, and materials, textures, and environmental effects all play a part.

**Materials:**

* 3D modeling package
* A Image with a material found on the internet with the building you will create.

**Lesson:**

**Level 1:**

1. You will create a level scene for a game. The scene will be on a cartoon type city street or town at night. All building will be original. You will create one building with Mr. Herman as a class as well as your own building you want to put in your city.

Images by Vincent Mazzo

1. Then create an original building to your city in a new Max window. Examples of ideas are below. Each student should select a different building. Save your new building and share with the other students who can merge all of the building into their toon towns.

Examples:

Church, school, grave yard, basketball court, park, Chinese restaurant, Bridge and river, Capital Building, Hospital, Fast food restaurant, Hotel, Sports Arena, football stadium, baseball field, flower shop, child care, Theater, Police station, Fire Department, Gas station, Car dealer, farm, Acme building, Fair, other ideas you have. (see examples)

1. Other items can be added to increase realism. The goal is to produce a realistic looking city/town street.



Images by Vincent Mazzo

**Original Character. Now we need a character to run through our game.**

1. Create an original character for your levels.
2. Place your character in the scene.

**Extension:**

Rig the character and have them move in the levels.



# Daniel's Sewer

Student Images

Game Levels Rubric

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Beginning****1** | **Developing****2** | **Accomplished****3** | **Exemplary****4** | **Score** |
|  **3D models/ Visual Appearance**  | 3D models **do not** followgraphic design compositionrules. Proportions, balanceand/or use of color are not correct and inappropriate for the level. | 3D models show **basic** designqualities. Proportions,balance, and/or color usageare lacking and have trouble fitting into the level setting. | All 3D models show **good** designqualities including 3D,balance, and texture/colorusage and somewhat fit into the game setting. | All 3D models show **excellent**design qualities includingproportion, balance, andcolor/texture usage and fit into the level correctly. |  |
|  **Level I creation Toon Town**   | The game level contains few if any of the necessary elements, is not proportional, and not aesthetically pleasing. | The game level contains some of the necessary elements, is partly proportional, and not very aesthetically pleasing. | The game level contains most of the necessary elements, is mostly proportional, and is somewhat aesthetically pleasing. | The game level contains all of the necessary elements, is proportional, and is aesthetically pleasing. |  |
|  **Level II creation Sewer**   |  The game level is a copy of another example or not a sewer, is not proportional, and not aesthetically pleasing. | The game level is not very creative, is partly proportional, and not very aesthetically pleasing. | The game level is somewhat creative, is mostly proportional, and is somewhat aesthetically pleasing. | The game level is highly creative, is proportional, and is aesthetically pleasing. |  |
|  Character  | 3D character is missing or very primitive, demonstratespoor skill in modeling and texturing, and is not appropriate for the game levels | 3D character is not very creative, demonstratesbasic skill in modeling and texturing, and is not completely appropriate for the game levels | 3D character is somewhat creative, demonstratesmedium skill in modeling and texturing, and is somewhat appropriate for the game levels | 3D character is creative, demonstratesadvanced skill in modeling and texturing, and is appropriate for the game levels |  |
| **Project Final** | Missing 2 or more projectrequirements or requirementsnot followed, and missing more that 3 elements, and/or is 5+ days | Missing an important projectRequirement, and elements, and/or is 3-4days late | Project guidelines mostlyComplete, mostrequiredelements present, and/or is 1-2days late. | All required elements present,guidelines followedcompletely, and is submitted ontime. |  |