

Project 2- Story/ Environment Design
Video Game Unit
Digital Illustration and Design

Name _____

*Objective: - You will be designing an environment for your character (essentially your video game) –
-Create a back story for your character(s). Your video game is based on the back story of your
character(s). You will submit a written backstory (for 50 pts)*

- Backstory – DUE _____
 - Create a 2-3 paragraph back story about your character. This will be the premise for your video game and set the “stage” for your game
- Environment Sketches– DUE _____
 - These sketches can be VERY ROUGH and should help you experiment with what objects/things/people you would like to incorporate in the background. These sketches might not be what your finished environment will look like BUT they are enough to show me where you are going with it. You will do several sketches on one page in your sketchbook or on the back of this handout.
- Environment– DUE _____
 - You will digitally illustrate your environment in full color

You will be turning in the environment for your background with and without your character in it. (so 2 different versions) saved as a .jpg

<p>Evaluation Creativity Time, Effort, Precision Composition Use of Photoshop Tools Craftsmanship</p>
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	5 Exceptional	4 Good	3 Satisfactory	2 Minimal	1 Unacceptable	Total
Creativity	Original Vision/ Good Artist Voice. Effective pursuit of an idea and the work is original	Engagement with a good idea or visual theme. Competent level of Artistic Voice.	Good level of Artistic Voice. Some idea(s) cliché or derivative.	Little investigation. Week investment in any idea. Low level of Artistic Voice/ Cliché, plagiarized or derivative.	Little or no Artistic Voice is discernible/Clic hé, plagiarized or derivative.	X4=20
Time, effort, precision	Time and effort was used to be extremely detailed and precise with Photoshop	Time and effort was used to be detailed and precise with Photoshop	Some time and effort was used to create a detailed, precise project, more was needed	Little to no effort or time was put into being precise or detailed.	No effort or time was put into be detailed and precise	X4=20
Composition	Strong Composition. Meaningful use of Art Elements and Design Principles. Beginning Integration of concept and drawing skills.	Competent Composition. Competent use of Art Elements and Design Principles. Evidence of thought in the artwork.	Basic Composition, Art Elements and Design Principles. Drawing technique and skills need more practice for improvement..	Ineffective/ awkward Composition, Art Elements and Design Principles.	No Thought was given to composition and /or the elements and principles of art.	X4=20
Photoshop Use of Tools	Beginning Mastery of technique/ tools Photoshop. Informed risk- taking/ experimentation in the creation of a successful artwork.	Competent use of techniques/ tools Photoshop. Regular risk- taking/ experimentation in the creation of a successful artwork.	Use of techniques/ tool skills need more practice for improvement. Limited risk- taking/ experimentation	Some growth is evident, but consistently weak use of techniques/ tool skills is demonstrated.	Little use of Tools/Techniq ues in Photoshop to draw or enhance artwork in Photoshop	X4=20
Craftsmanship	Overall craftsmanship is extremely, neat and professional.	Craftsmanship is neat and professional	Craftsmanship is mediocre, more could have been present	Craftsmanship is lacking and the final product is suffering because of it.	No craftsmanship is present, final product is extremely unprofessional.	X4=20
	A= 90-100	B= 80-89	C= 70-79	D= 60-69	Total	/100

Environment

Backstory- Written/Typed about the game

_____/ 50 pts