



Transferable Skills Between Animation and Game Design



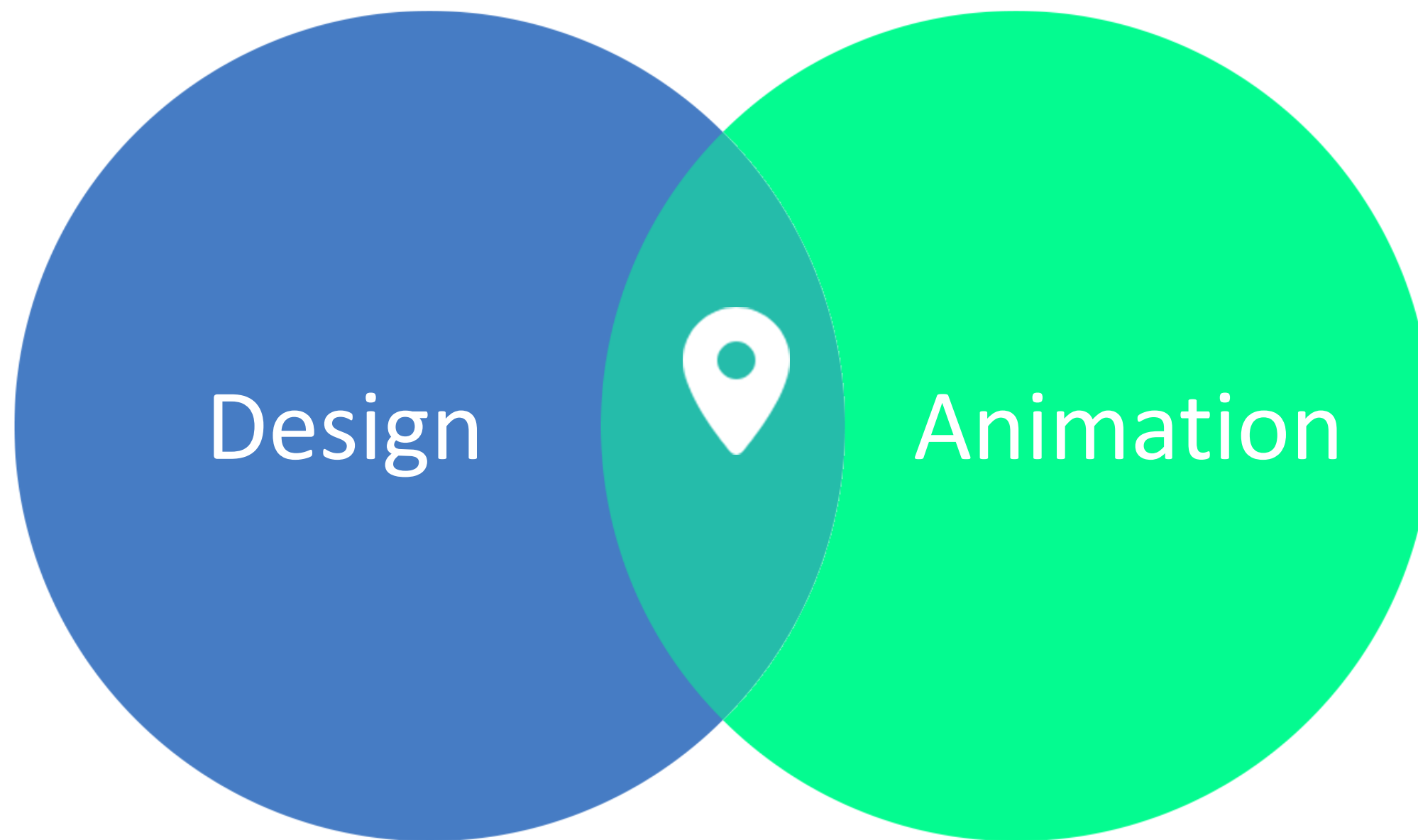
Zack Wolfe
Game Designer
Animator

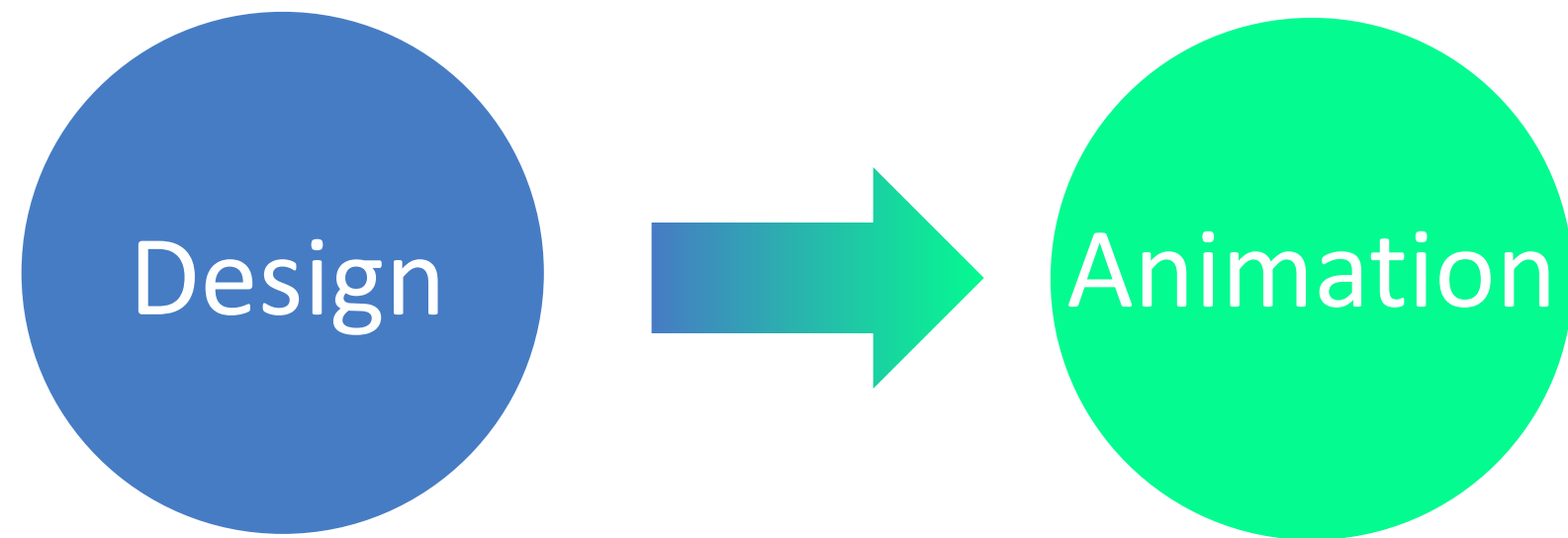
GAME DEVELOPERS CONFERENCE
MARCH 18–22, 2019 | #GDC19

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vertexpop 





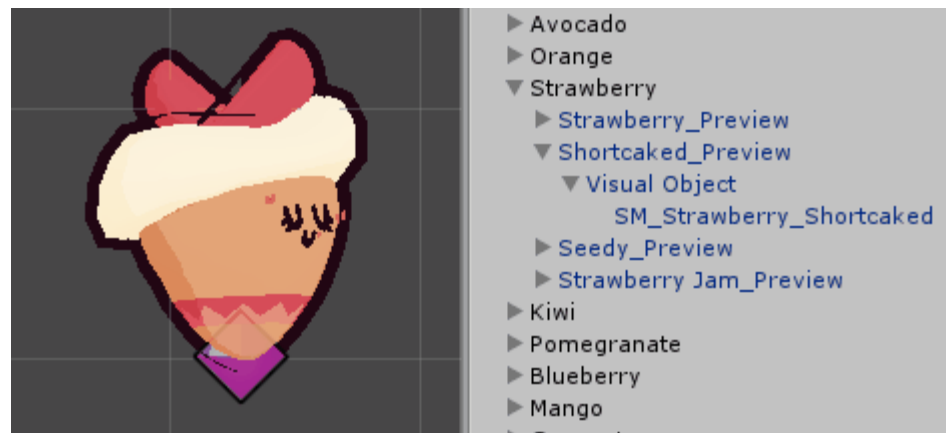
'Designing' Animations



Upcoming Title, OddBird, 2019

‘Designing’ Animations

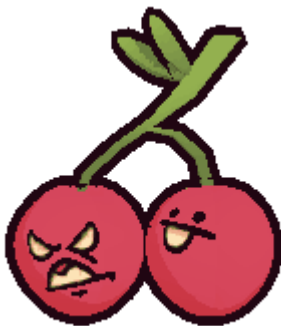
Modular/Reusable Setup



	A	B	C	D	E	F	G	H	I	J	K	L	M	N
1	Apple	G_Bounce	Golden Delicious	G_Looking	Granny Smith	Old Walk_Granny	Macintosh Computer	G_Looking		Name				
2	Orange	G_Happy	Blood Orange		Mandarin Orange	G_Blissful	Naval	Swim		Idle	Interact			
3	Strawberry	G_Bounce	Seedy	Glare	Shortcake	G_Blissful	In a Jam	Wobbly		General				
4	Avocado	G_Dumb	Russian Doll	G_Dumb	Hipster	Drink Coffee	Guac'	G_Looking		G_Looking	✓	Surprised	Total	
5	Banana	Scream	Unripe	G_Looking	Frozen	G_Nervous	Rotten	G_Steam		G_Steam	✓	PunchScale	Surprised	✓
6	Pineapple	G_Bounce	Fineapple	G_Showy	Furious	G_Angry	Pina Colada	G_Drunk		G_Drunk	✓	"	PunchScale	✓
7	Kiwi	G_Bounce	Extra Fuzzy	G_Blissful	Bruised	Old Walk	Kiwi (Bird)	G_Dumb		G_Dumb	✓	"	Jump Spin	✓
8	Pomegranate	G_Happy	Bloated	G_Dumb	Renegade	Ready To Fire	Kingly	G_Looking		G_Happy	✓	Jump Spin	Jump Scared	✓
9	Peach	G_Happy	Fuzzball	G_Dumb	Handsome	G_Showy	UGLY	G_Steam		G_Bounce	✓	"	Jump	✓
10	Dragonfruit	G_Showy	Short and Yellow	G_Happy	Radical	Skrrrt	Dragon	G_Dumb		G_Showy	✓	"		
11	Blueberry	G_Bounce	Blubbery	G_Dumb	Kitty-Kat	KittyBounce	Bad Kid	G_Dumb		G_Nervous	✓	Jump Scared		
12	Lemon	Hyper_Lemon	...a lime?	G_Looking	Nuclear	G_Hyper	Meringued	G_Looking		G_Blissful	✓	Happy shake		
13	Grapes	G_Looking	Raisin	Old Walk	Groovy	G_Showy	Footkick	Dropkick		G_Hyper	✓	PunchScale		
14	Mango	G_Bounce	Monstrous	Intimidating	Athletic	G_Hyper	Popsicle	Wobbly		G_Angry	✓	Jump		
15	Durian	G_Looking	Stink-Bomb	G_Steam	Pacifist	G_Blissful	Deathball	G_Angry						
16	Coconut	G_Looking	Young	G_Bounce	Beach Bum	G_Drunk	Strike!	Strike		Duplicate				
17	Tomato	G_Looking	Definitely A Fruit	G_Nervous	Sun-dried	G_Steam	Meatball Marinara	G_Steam		Swim	✓	PunchScale	Happy shake	✓
18	Rambutan	G_Looking	Clean-Shaven	G_Nervous	Shaggy	G_Looking	Pufferfish	Swim		Old Walk	✓	Surprised		
19	Cherries	G_Bounce	Annoyed	Argument	Mismatched	Mismatched	Absorbant	G_Dumb		Old Walk_Granny	✓	Shake cane		
20	Watermelon	G_Looking	Doofus	G_Dumb	Poolside	G_Drunk	God-bod	Lift Weights		Hyper_Lemon	✓			
21	Xub'nub	Hyper_XUBNUB	Tim'Jim	G_Angry	Cho'Rax	G_Hyper	Abductee	G_Looking		KittyBounce	✓			
22										Wobbly	✓			
23														
24										Specific				
25										Strike	✓	Jump Spin	Shake cane	✓
26										Skrrt	✓	PunchScale	Drop Coffee	☐
27										Lift Weights	✓	"		
28										Argument	✓	"		
29										Intimidating	✓	Surprised		
30										Ready To Fire	✓	Jump		
31										Scream	✓	Jump Spin		
32										Glare	✓	Surprised		
33										Dropkick	✓	Surprised		
34										Drink Coffee	✓	PunchScale		
35										Mismatched	✓	Drop Coffee		
36										Hyper_XUBNUB	✓			
37														



Unique



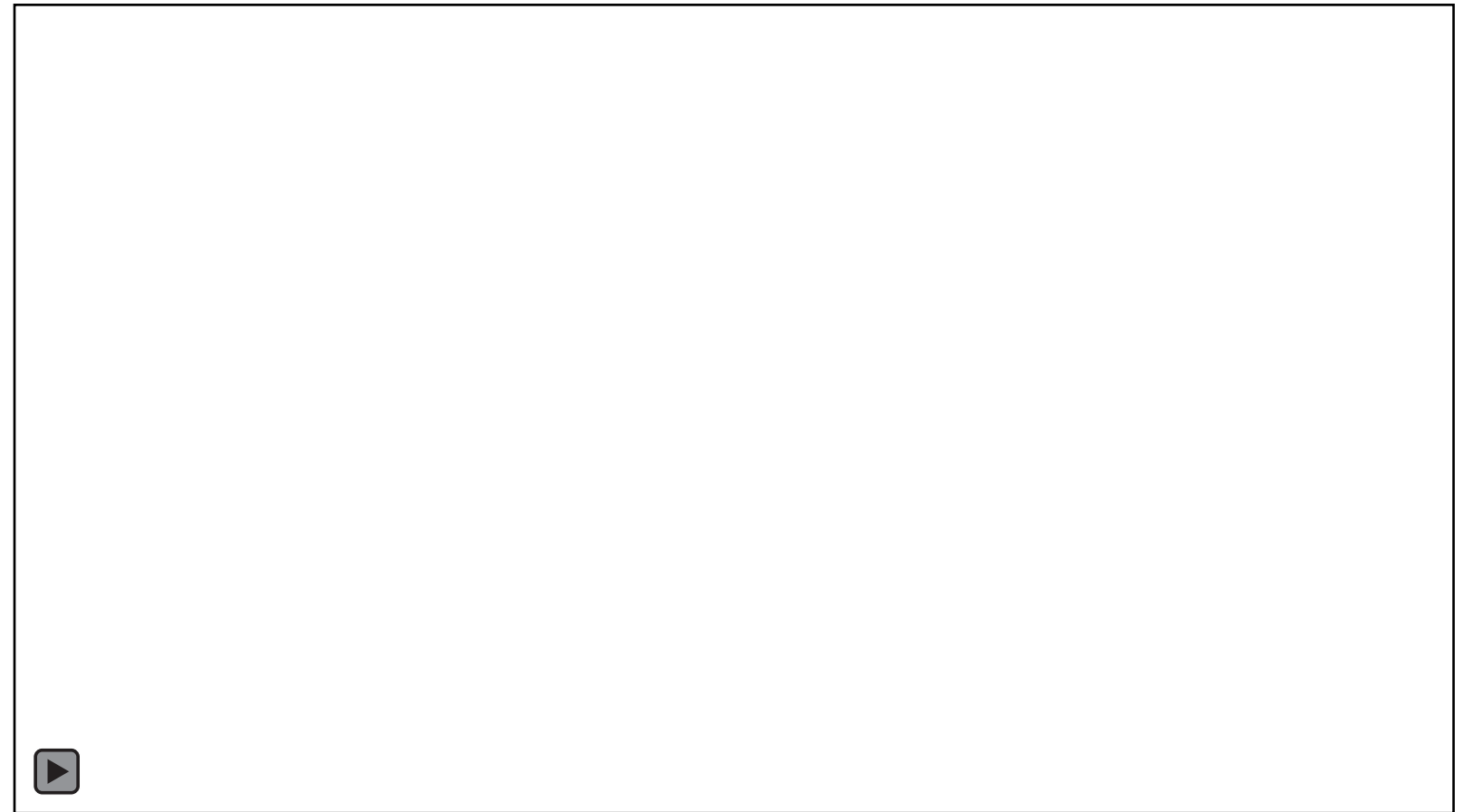
Re-used



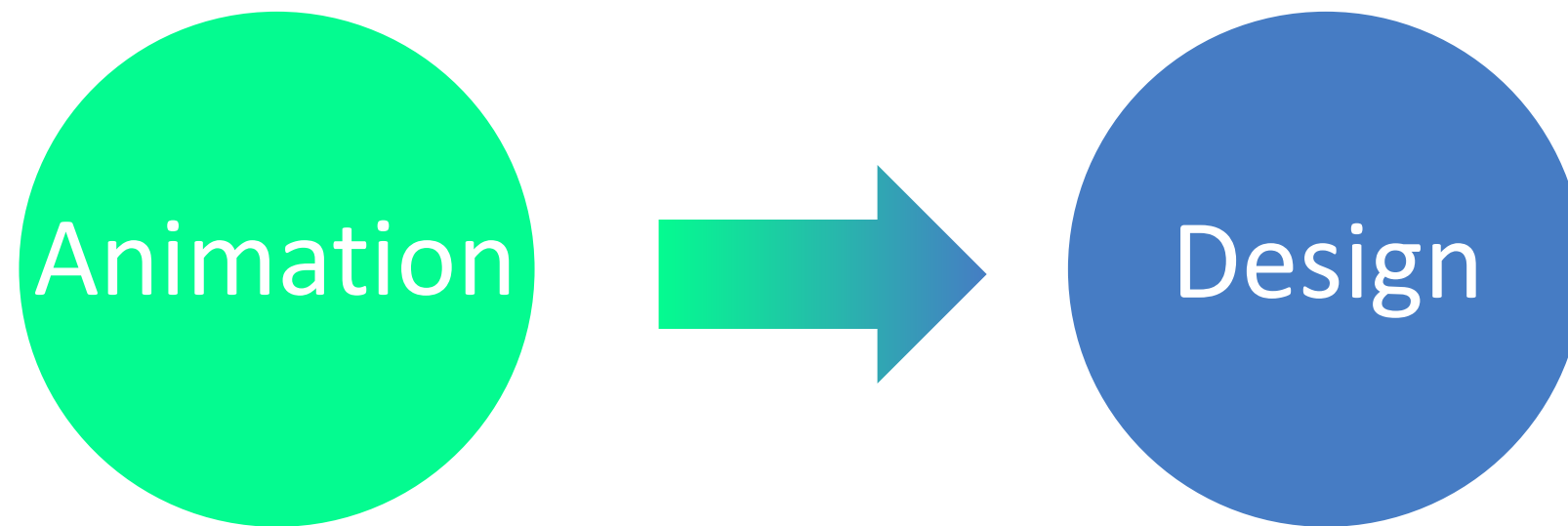


Mechanics Informing Animation

- Collaborate with designers
- Giving context
- ‘Show, don’t tell’



*Super Random Heroes,
OddBird, 2018*



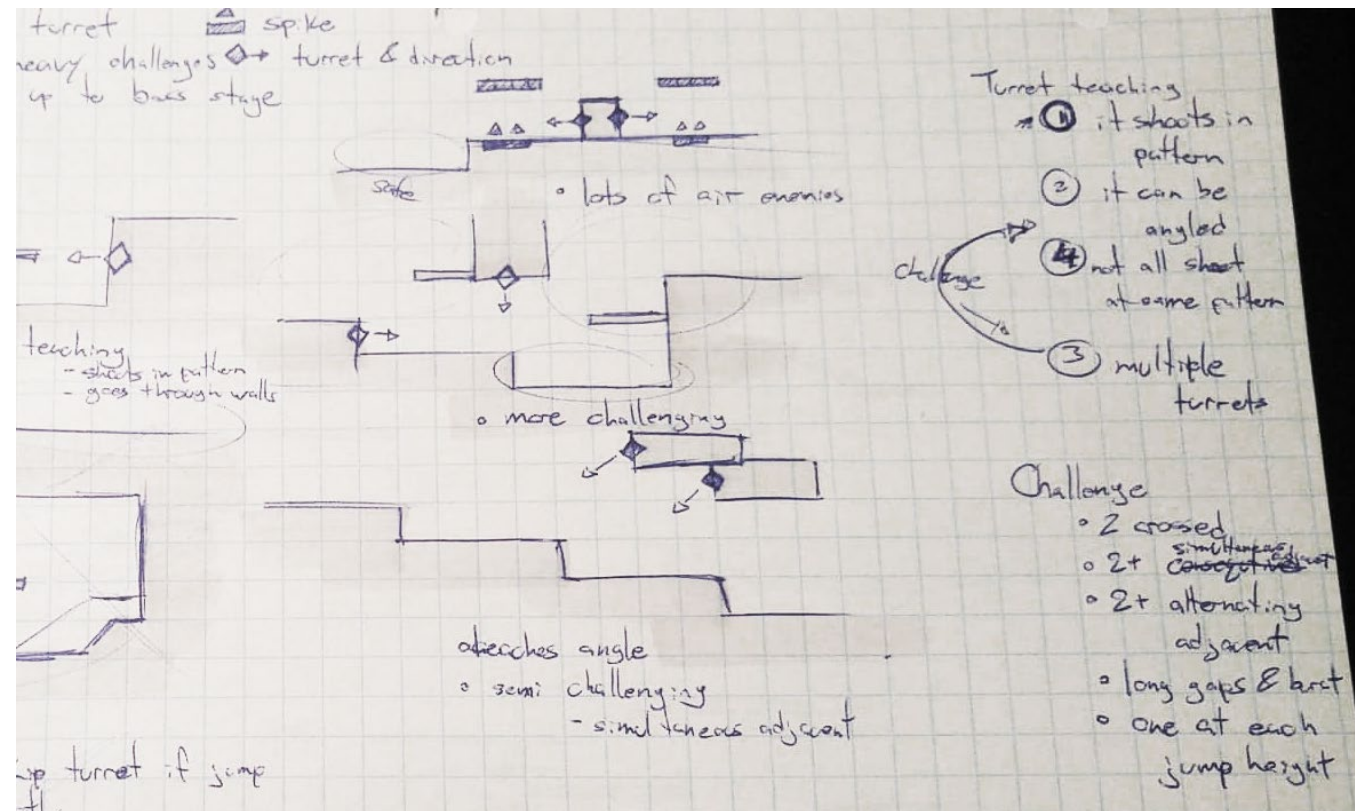
Animation Principles Informing Design



*Animator's Survival Kit,
Richard Williams*

How do you design:

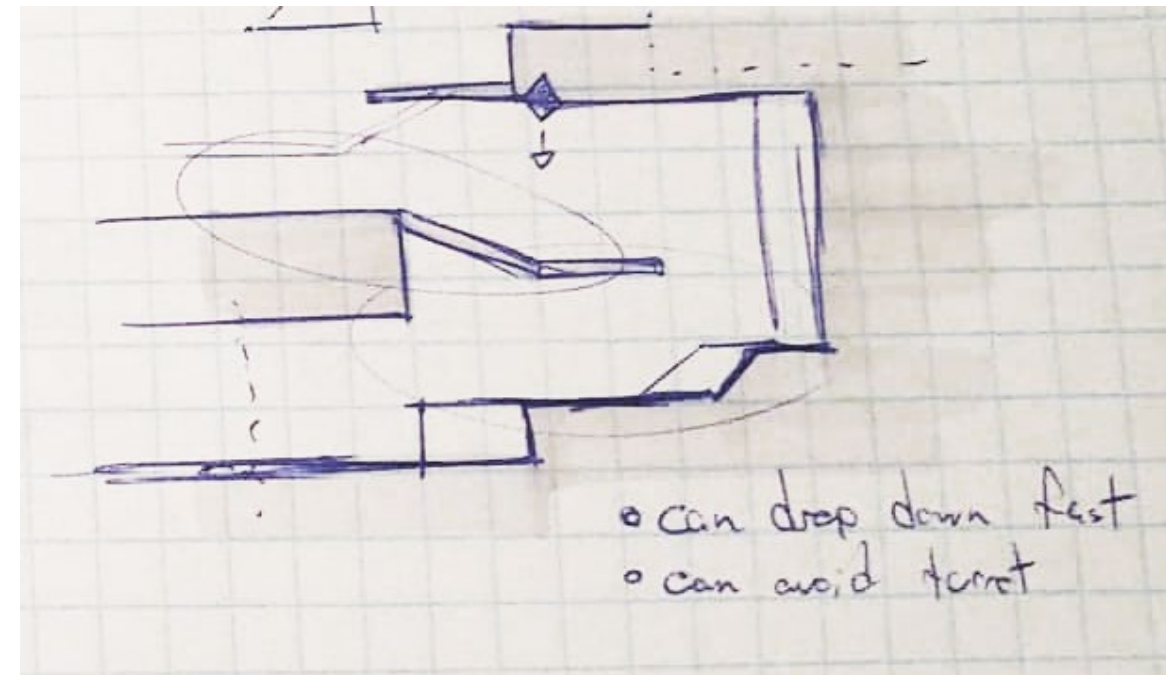
- Timing
- Anticipation
- Staging
- Overlap



Super Crush K.O., Vertex Pop, 2019

Visual Language

Communicating an emotion, or some kind of information
without using words*



Super Crush K.O., Vertex Pop, 2019



Wrap up

- Increasing the quality of your work by seeing it from a different perspective
- Learn from the people around you
 - Coworkers
 - Dev friends
 - People in completely different fields



So.

You forgot to flip the canvas



11:18 AM · May 17, 2018 · Twitter Web Client

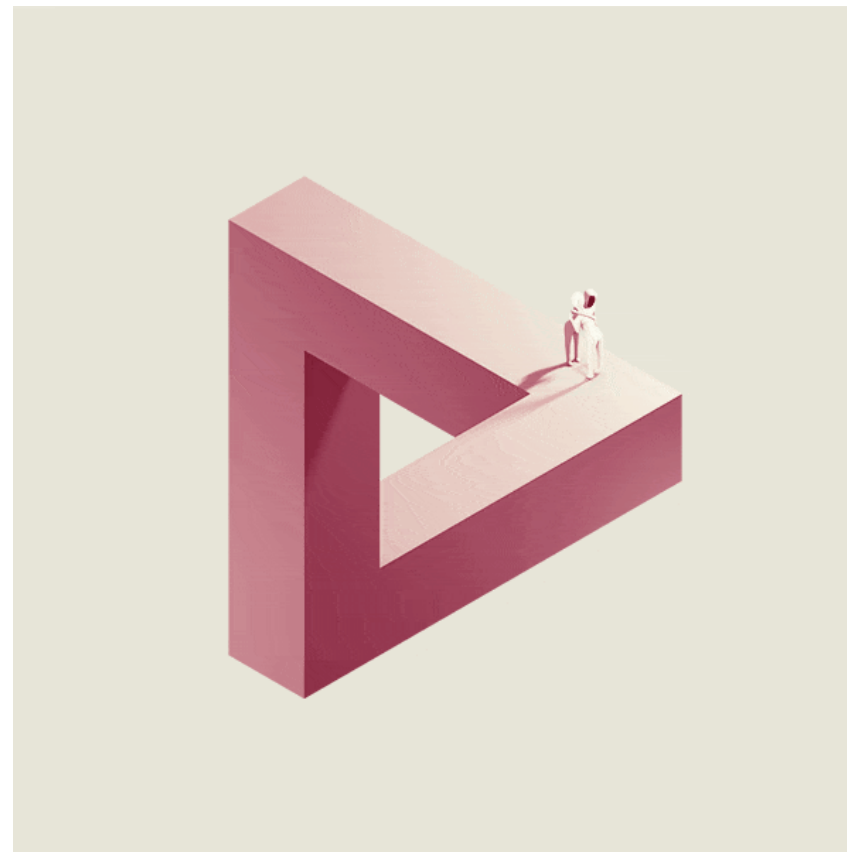


What to ask others

- What they consider before starting
- Principles they follow as they work
- Criteria they use to measure the quality of their own work

Bonus

You may find more creative solutions to a problem.





Thanks!

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