

# Welcome to the Industry

BEHIND THE SCENES IN GAME DEVELOPMENT

Steffi Walthall

# About Me

Steffi Walthall

Savannah College of Art &  
Design (SCAD)

Major: Interactive Design and  
Game Development

Concentration: Game  
Development



# So, What is Game Development? And Who Can Do It?

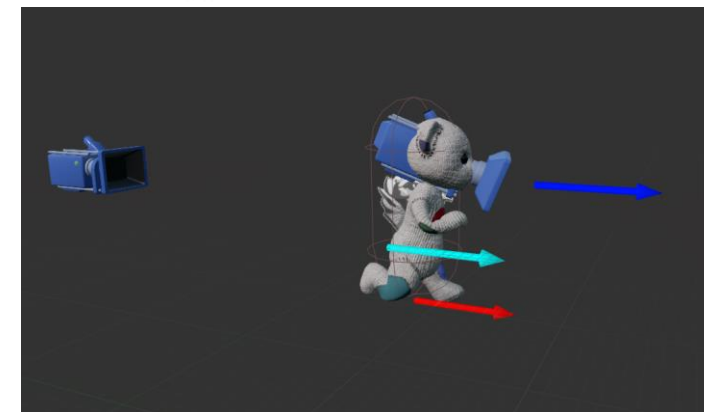
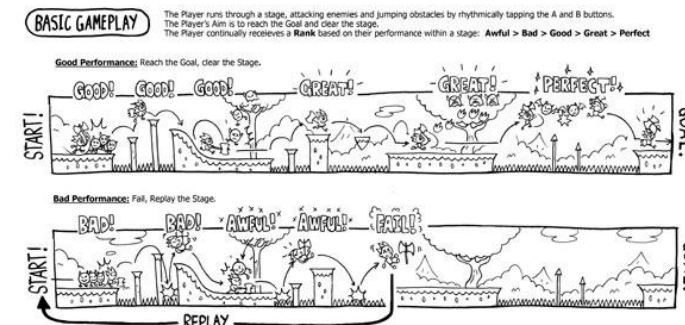
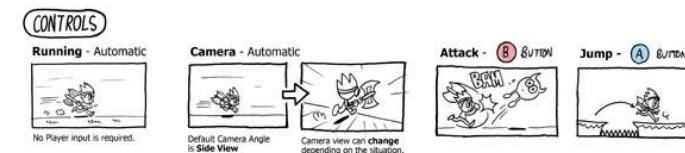
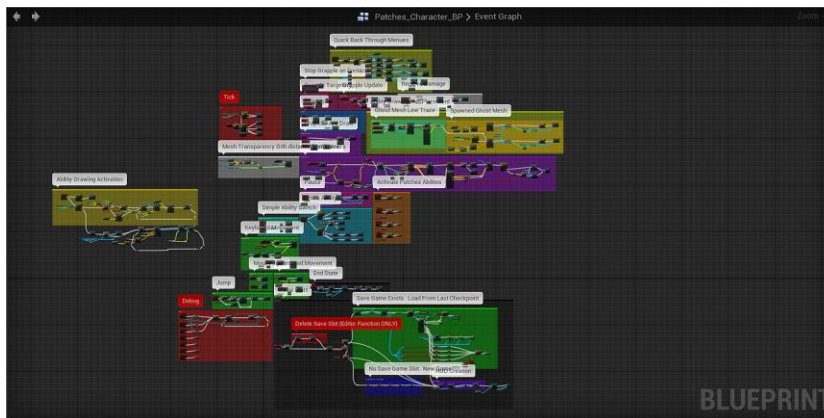
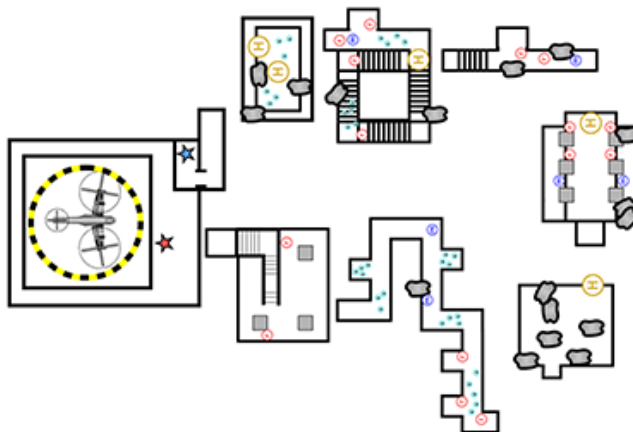
- ▶ Game Development is the process of creating a game.
  - ▶ 3 Stages
    - ▶ Pre-Production: Planning, Pitching, and Designing
    - ▶ Production: Art Creation and Programming
    - ▶ Post-Production- Testing, Marketing, Release
- ▶ Everyone!!
  - ▶ Single Person Development (Indie)
  - ▶ Large Companies/Production



# What Can I do in the Industry?

## Design & Tech

- ▶ Game Designer
- ▶ Level Designer
- ▶ Programmer
- ▶ Quality Assurance

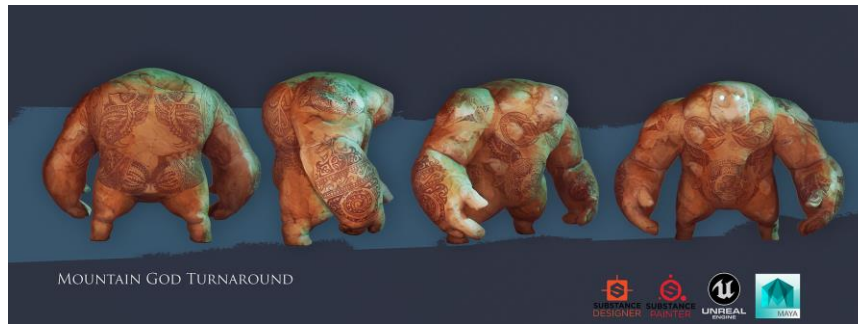




# What Can I do in the Industry?

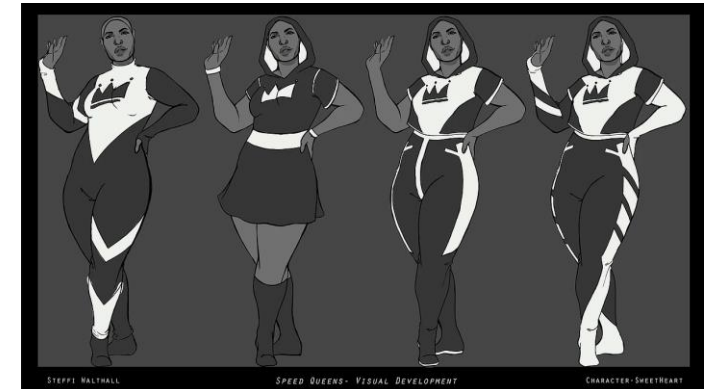
## Art

- ▶ Concept Artist
- ▶ Character Artist
- ▶ Animator
- ▶ Visual Effects Artist
- ▶ Environment Art
- ▶ Lighting Artist



# But Steffi, What Have You Done?

- ▶ Focus: Concept Art and Illustration
- ▶ At SCAD: Character Art, Art Direction, Environment Art, Story-boarding, Character Technical Direction
- ▶ Games
  - ▶ *Grave Mistakes* (2015)
  - ▶ *Lua* (2015)
  - ▶ *A Knight of Dreams* (2016)
  - ▶ *TeddyMare* (2017)
  - ▶ *Amber Waves* (2017)



# How Do I Get Started?

- ▶ Engines

- ▶ Epic Unreal Engine 4
- ▶ Cryengine
- ▶ Unity
- ▶ Gamemaker Studio

- ▶ Software

- ▶ Sculptris
- ▶ Krita
- ▶ Blender



**UNREAL  
ENGINE**



**CRYENGINE®**



**SCULPTRIS**







The background is a dark purple gradient with several decorative elements: a small pink rectangle in the top right corner, a large dark purple circle in the upper right, a medium dark purple circle in the lower right, and a large, faint dark purple circle in the lower left. The text "Questions?" is centered in a white, sans-serif font.

Questions?