

Capstone Process Book

Steve Launstein
DAGD 498 / 499
Capstone
09/08/2020 -

Business Materials

The image features a dark blue background. A diagonal line runs from the bottom-left corner towards the top-right corner, dividing the space into two sections. The upper section is a dark purple color, and the lower section is a dark brown color. The text "Business Materials" is written in a light yellow, serif font in the upper-left area of the purple section.

Business Card Digital



STEVE LAUNSTEIN

3D ANIMATOR / VIDEO PRODUCER

PVMETALVIDEO.COM

PVMETALVIDEO@GMAIL.COM

517-525-0464

Business Card Printed



Resume Digital V1



STEVE LAUNSTEIN

3D Animator and Video Producer

EDUCATION

FERRIS STATE UNIVERSITY Grand Rapids, MI

*Bachelor of Applied Science
Digital Animation and Game Design
(Expected Graduation Jun 2021)*

- Awards & Honors
The National Society of Collegiate Scholars

LANSING COMMUNITY COLLEGE Lansing, MI

*Associates Degree
Computer Graphics Animation
(Jun 2017)*

- Awards & Honors
Phi Theta Kappa
Suma Cume Laude

PROGRAM PROFICIENCY

- Adobe After Effects
- Adobe Premiere Pro
- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop CC
- Adobe Illustrator

✉ pvmetalvideo@gmail.com

☎ 517-525-0464

🌐 pvmetalvideo.com

EXPERIENCE

WAREHOUSE MANAGER

*Launstein Hardwoods, Mason, MI
Jun 2002 - Present*

- Organize inventory
- Task management
- Work with a team
- Find and field employee recruitments
- Communicate with customers
- Provide customers with products

JUNIOR PROJECT

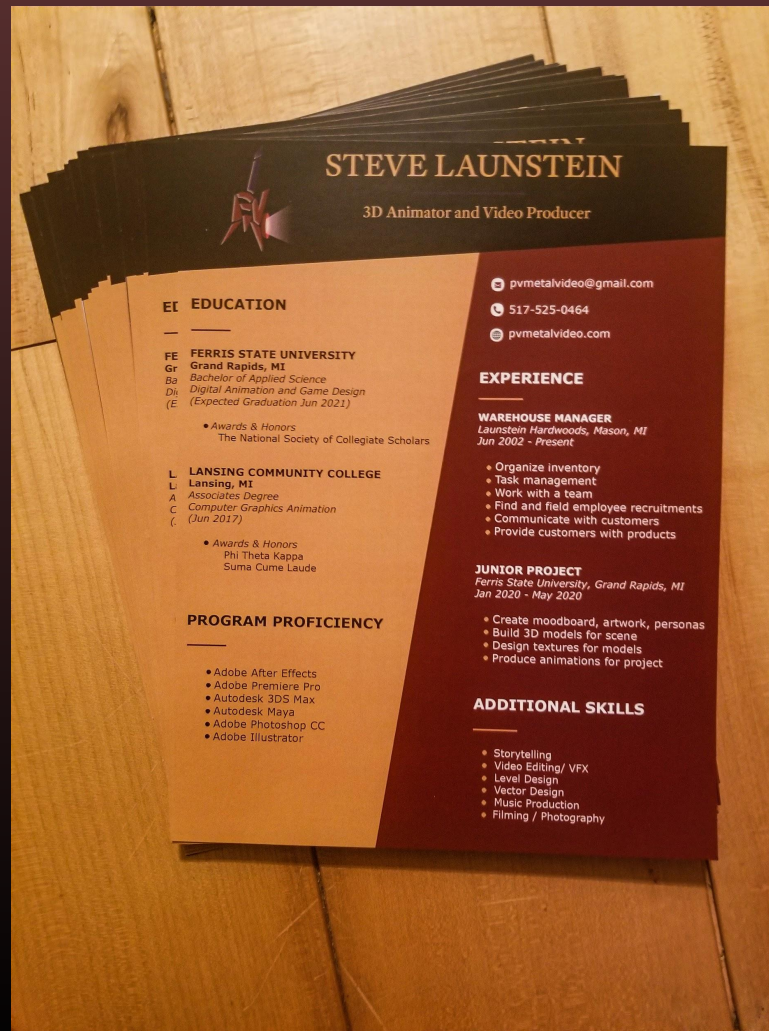
*Ferris State University, Grand Rapids, MI
Jan 2020 - May 2020*

- Create moodboard, artwork, personas
- Build 3D models for scene
- Design textures for models
- Produce animations for project

ADDITIONAL SKILLS

- Storytelling
- Video Editing/ VFX
- Level Design
- Vector Design
- Music Production
- Filming / Photography

Resume Printed



Resume Digital V2



STEVE LAUNSTEIN

3D Animator and Video Producer

EDUCATION

FERRIS STATE UNIVERSITY

Bachelor of Applied Science

Digital Animation and Game Design

(Aug 2021)

- *Awards & Honors*
The National Society of Collegiate Scholars

LANSING COMMUNITY COLLEGE

Associates Degree

Computer Graphics Animation

(Jun 2017)

- *Awards & Honors*
Phi Theta Kappa
Suma Cume Laude

PROGRAM PROFICIENCY

- Adobe After Effects
- Adobe Premiere Pro
- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop CC
- Adobe Illustrator

ADDITIONAL SKILLS

- Video editing / VFX
- Level Design
- Filming / Photography

✉ pvmetalvideo@gmail.com

☎ 517-525-0464

🌐 artstation.com/pvmetal

EXPERIENCE

WAREHOUSE MANAGER

Launstein Hardwoods, Mason, MI

Jun 2002 - Present

- Organize inventory
- Task management
- Work with a team
- Find and field employee recruitments
- Communicate with customers
- Provide customers with products

JUNIOR PROJECT - WHIRLPOOL

Ferris State University

Jan 2020 - May 2020

- Create moodboard, artwork, personas
- Build 3D models for VR scene
- Design textures for models
- Produce animations for project

CAPSTONE PROJECT - VIDEO GAME

Ferris State University

Jan 2021 - Apr 2021

- Storytelling
- Video Editing/ VFX
- Level Design
- Vector Design
- Music Production
- Filming / Photography

Resume Digital Black & White

STEVE LAUNSTEIN

3D Animator and Video Producer

EDUCATION

FERRIS STATE UNIVERSITY
Bachelor of Applied Science
Digital Animation and Game Design
(Aug 2021)

- *Awards & Honors*
The National Society of Collegiate Scholars

LANSING COMMUNITY COLLEGE
Associates Degree
Computer Graphics Animation
(Jun 2017)

- *Awards & Honors*
Phi Theta Kappa
Suma Cume Laude

PROGRAM PROFICIENCY

- Adobe After Effects
- Adobe Premiere Pro
- Autodesk 3DS Max
- Autodesk Maya
- Adobe Photoshop CC
- Adobe Illustrator
- Unreal Engine

ADDITIONAL SKILLS

- Video editing / VFX
- Level Design
- Filming / Photography

✉ pvmetalvideo@gmail.com

📞 517-525-0464

🌐 artstation.com/pvmetal

EXPERIENCE

WAREHOUSE MANAGER
Launstein Hardwoods, Mason, MI
Jun 2002 - Present

- Organize Inventory
- Task management
- Work with a team
- Find and field employee recruitments
- Communicate with customers
- Provide customers with products

JUNIOR PROJECT - WHIRLPOOL
Ferris State University
Jan 2020 - May 2020

- Create moodboard, artwork, personas
- Build 3D models for VR scene
- Design textures for models
- Produce animations for project

CAPSTONE PROJECT - VIDEO GAME
Ferris State University
Jan 2021 - Apr 2021

- Author story for player character
- Create concept art and personas
- Produce character animations
- Rig character models
- Compose sound fx and music
- Implement assets in Unreal Engine

My Website

<https://www.pvmetalvideo.com/>

Home Page



PVMETAL ANIMATION

My site for all of my artistic stuff

Digital Art

Physical Art

Animation/Film

Game Design

Assets

Music Lyrics

DIGITAL ART

Pages

Photoshop

Graphic Design

Color

Games

Photoshop Projects

Fear and Loathing

Me in a shot from my favorite movie, Fear and Loathing in Las Vegas.



Psychostick

A photo of one of my favorite bands turned into a painting.



Food Self-Portrait

Me made out of fruits and vegetables.



Lifewar Movie Poster

Featuring me, my son, Jack Black and Claptrap. Name courtesy of Demon Hunter



Cross-section

My cupboard with things in it. The KoolAid Man also made an appearance.



Physical Art Page

PVMETAL

Home

Digital Art

Physical Art

Videos

Games

Assets

Music Lyrics



Pages

Cartooning 1

Cartooning 2

Cartooning 3

Cartooning 4

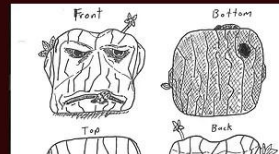
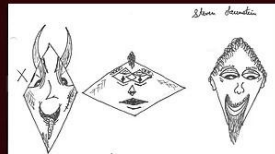
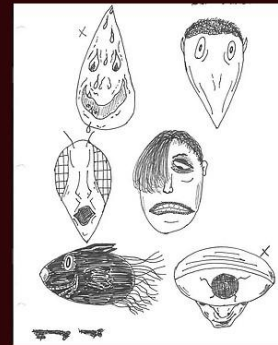
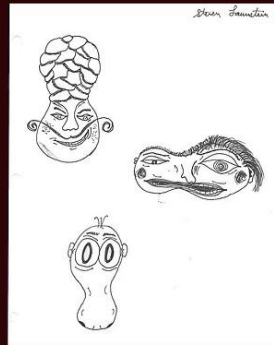
3-D Design

Figures

PHYSICAL ART

Cartooning

Faces from Shapes



ANIMATION AND FILM

Pages

3-D Animations 1

3-D Animations 1

3-D Animations 2

2-D Animations

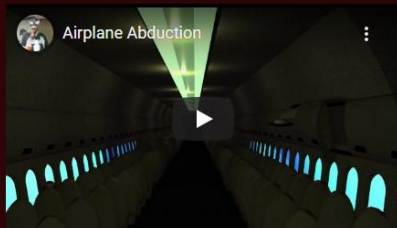
AE Videos

Films

Portfolio

Airplane Abduction

My first actual 3-D animation, and one of my favorites even in its simplicity.

*Modern Fantasy*

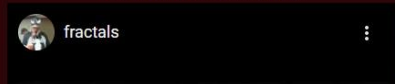
This did not turn out quite as I envisioned, but it was the best I could do in the time I had.

*Fuck Monsters*

Meant to be used for various shots for a larger trailer-type video.

*Fractal*

Just an animation showing an example of fractals for Art of Geometry class.



Games Page

PVMETAL

Home

Digital Art

Physical Art

Videos

Games

Assets

Music Lyrics



Pages

Design Process

Gameplay Videos

Author Videos

Walk Cycles

Bottom

GAME DESIGN

Design Process

Juvenile Disaster

Game ideas for a game which I have not begun to make yet. The Art Bible and Gameplay Mechanics were my section.

PDF



Holocraft Level

The level that I created to go into the Fall of Stardust Game.

PDF



The Fall of Stardust

A team collaboration on a separate level of

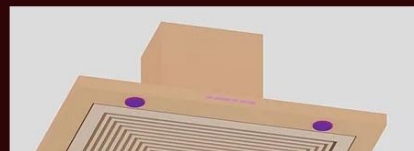


3D ASSETS

[Pages](#)[Junior Project 1](#)[Junior Project 2](#)[Junior Project Assets](#)

Junior Project Kitchen Assets

These are assets that I modeled but did not texture (Except for the table).



Song Lyrics Page

PVMETAL

[Home](#)

[Digital Art](#)

[Physical Art](#)

[Videos](#)

[Games](#)

[Assets](#)

[Music Lyrics](#)



MUSIC LYRICS

*These were heavily influenced by horror stories and brutal music.
If you are offended by anything, it would be best to click away.*



Contact

Contact Me

<i>First Name</i>	<i>Last Name</i>
<i>Email</i>	<i>Phone Number</i>
<i>Type your message here...</i>	
<input type="submit" value="Submit"/>	

Resume



STEVE LAUNSTEIN
3D Animator and Video Producer

 pvmetalvideo@gmail.com

My Artstation Portfolio

www.artstation.com/pvmetal

My Artstation Profile Page

The image shows a screenshot of a user's profile on the Artstation website. The profile is for Steven Launstein, a Digital Animation and Game Design Student from Mason, United States of America. The page features a dark theme and a grid of 14 portfolio images. The navigation bar includes options like ACTIVITY, LEARNING, MARKETPLACE, PRINTS, JOBS, BLOGS, CHALLENGES, MAGAZINE, BOOKS, PODCAST, GUIDES, and an UPGRADE button. The profile header includes the user's name, bio, location, and website link (pvmetal.artstation.com). Below the header are tabs for Portfolio, About, Likes (129), Following (25), Followers (7), Challenges, and Message. There are also buttons for Manage portfolio and Portfolio display options.

ARTSTATION Search

UPLOAD

ACTIVITY LEARNING MARKETPLACE PRINTS JOBS BLOGS CHALLENGES MAGAZINE BOOKS PODCAST GUIDES UPGRADE

Steven Launstein
Digital Animation and Game Design Student
Mason, United States of America
pvmetal.artstation.com

Portfolio About Likes (129) Following (25) Followers (7) Challenges Message


Manage portfolio Portfolio display options

Portfolio images (clockwise from top-left):
1. PVMETAL logo with contact info: PVMETALVIDEO.CO, PVMETALVIDEO@G
2. A beer on a bar with a textured surface.
3. A futuristic blue building underwater.
4. A close-up of a glowing yellow and orange circular object.
5. A character with green and black armor running in a city.
6. A red car in front of a building with 'AND Pontiac' sign.
7. A landscape with a sunset and a silhouette.
8. A character in a red and black suit on a rooftop.
9. A close-up of a glowing yellow and orange circular object.
10. A character with a colorful headdress.
11. A character in a red and black suit.
12. A close-up of a woman's face with white hair.
13. A dark, abstract scene with a red and black background.
14. A close-up of a glowing yellow and orange circular object.

My LinkedIn


www.linkedin.com/in/steven-launstein-515149b9

LinkedIn Main Page

 Search


[Home](#) [My Network](#) [Jobs](#) [Messaging](#) [Notifications](#) [Me](#) [Work](#) [Try Premium Free for 1 Month](#)

Steven, complete these steps to get the most out of LinkedIn: ✕




Make 30 connections to get more access to jobs.

↓











Get notified about new jobs
Over 20 million job postings available. Don't miss out.




Profile started!
Continue adding experiences and skills to showcase your accomplishments.

Tap into proven talent. - In-demand talent, on demand. Upwork is how. Ad ...

Manage my network

-  Connections 22
-  Contacts 134
-  People I Follow 1
-  Groups
-  Events
-  Pages 12
-  Newsletters
-  Hashtags 14

No pending invitations Manage




 **Add personal contacts** ✕

We'll periodically import and store your contacts to help you and others connect. You choose who to connect to and who to invite. [Learn more](#)



[Continue](#)

[More options](#)

Online events for you See all

-  Multifamily Investment
-  Webinar: What is Product
-  PWN London Webinar: Virtual





Steven, boost your job search with Premium



See who's viewed your profile in the last 90 days

Messaging ✕ ... ↵

 ☰

-  **Doug Fritch**
Doug: Thanks
-  **Whitney Longcore**
You: 🙌
-  **Shawn Brokenshire**
You: It is fun at times, but I'm definitely...
-  **Justin Roland**
You: I think he did

LinkedIn Profile

Contact

pvmetal@yahoo.com

www.linkedin.com/in/steven-launstein-515149b9 (LinkedIn)

Top Skills

Photoshop

SketchUp

Film Editing

Honors-Awards

Summa Cum Laude

Phi Theta Kappa Membership

Steven Launstein

Student working toward a Bachelor's Degree for Digital Animation and Game Design

Greater Lansing

Summary

I currently have an Associate's degree for Computer Animation, and I am in the process of getting my BAS in Digital Animation and Game Design.

Experience

Launstein Hardwoods

Warehouse Manager

June 1998 - Present (22 years 6 months)

Education

Ferris State University

Working toward Bachelor's, Digital Animation and Game Design

Lansing Community College

Associate's degree, Computer Animation/ Game Design - (2014 - 2019)

Grand Rapids Community College

Working toward Bachelor's, Digital Animation and Game Design

My Demo Reel

[PV Metal - YouTube](#)



PVMETAL VIDEO

PVMETALVIDEO.COM

PVMETALVIDEO@GMAIL.COM

Event Attendance



Game Dev GR Virtual Meetup 1

A meeting for game designers and aspiring game designers to share what they're working on, as well as tips and tricks for working in the game industry.

Hosted by Garrett Hoofman and Jake Beimers

Details

New virtual meetup!

Bring your ideas, and lets talk about it, or check out what everyone else is doing. This is a good time to chat about your project, or someone else's project, and get some good ideas and feedback.

Free fee to click the Discord link below to join. The event will be hosted in the "GameDevGR Virtual Meetup" voice channel under "MEETUPS".

GameDevMI Discord:

Want to join us sooner? Join the Discord channel: <https://discord.gg/YWSCjSh>

Attendees (8) See all

- Steven Lauritsen Member
- Victor Mandia Member 4 shared groups
- Garrett Hoofman Organizer 1 shared group
- Chris Kaminsky Member

Wed, Nov 18 - 6:00 PM EST
[Virtual] Let's work on things!

You + 1 going
Edit RSVP

GameDevMI #gamedevgr <https://www.meetup.com/GameDevGR/>

Meetup
[Virtual] Let's work on things!
Wed, Nov 18, 2020, 6:00 PM: New virtual meetup! Bring your ideas, and lets talk about it, or check out what everyone else is doing. This is a good time to chat about your project, or someone else's pro

looseleaftea (Coding, Musician) Today at 3:00 PM
I am feeling under the weather and probably will not be on tonight 😞 (instead will probably be laying around playing Watch Dogs)

Soren (Midnight Fire Games) Today at 3:22 PM
At least we will rest easy knowing someone will be watching the watchers

Jeff_S Today at 3:42 PM
I'm looking forward to my first meetup! I'm bummed its virtual though. Oh well, what isn't anymore.

Brandt Howard (KickKnackGames) Today at 3:51 PM
we got a treat for yous guys tonight

Jake Beimers (Beely Star) Today at 3:56 PM
@GameDevGR Meetup has started 😊

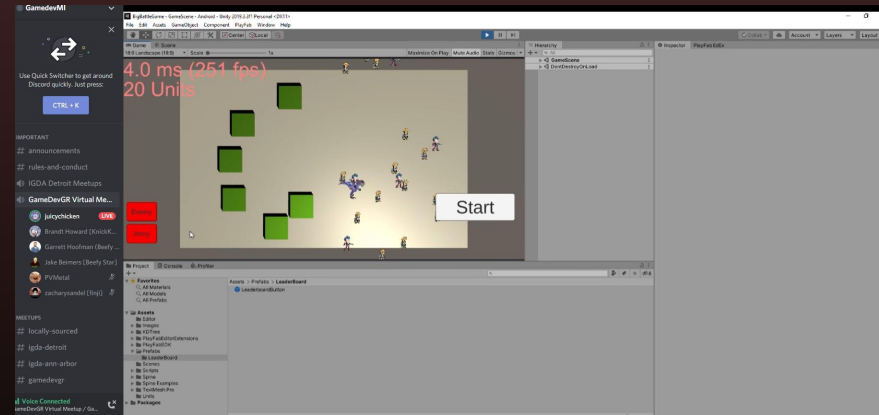
Game Dev GR Virtual Meetup

On thing I learned was a little bit about how to export one skeleton to use for multiple similar meshes in Unreal, from a game that Brandt Howard is working on.



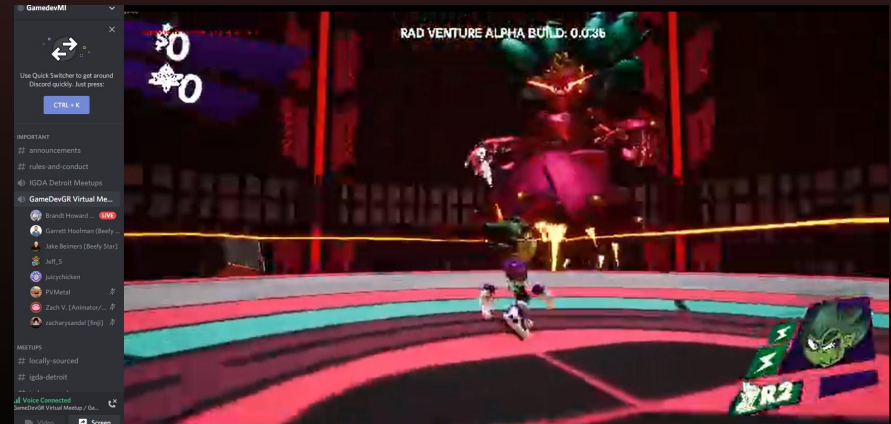
Game Dev GR Virtual Meetup

I also learned of an online program that helps to save and extract information to and from your game to a website. This allows you to pull saved game states quickly and easily into your game.



Game Dev GR Virtual Meetup

I gained some insight, as well, into how to go about creating an interesting boss and boss fight by watching Brandt show some of the things that went into this stage of his game “Rad Venture.”



Rad Venture Boss Fight



Game Dev GR Meeting 2

Chatted with game devs on Discord

The image shows a screenshot of a Discord virtual meeting. The interface is dark-themed. On the left, there is a sidebar with a list of channels and a list of participants. The main area displays a grid of video thumbnails. At the bottom, there is a control bar with various icons and a timer.

Channels:

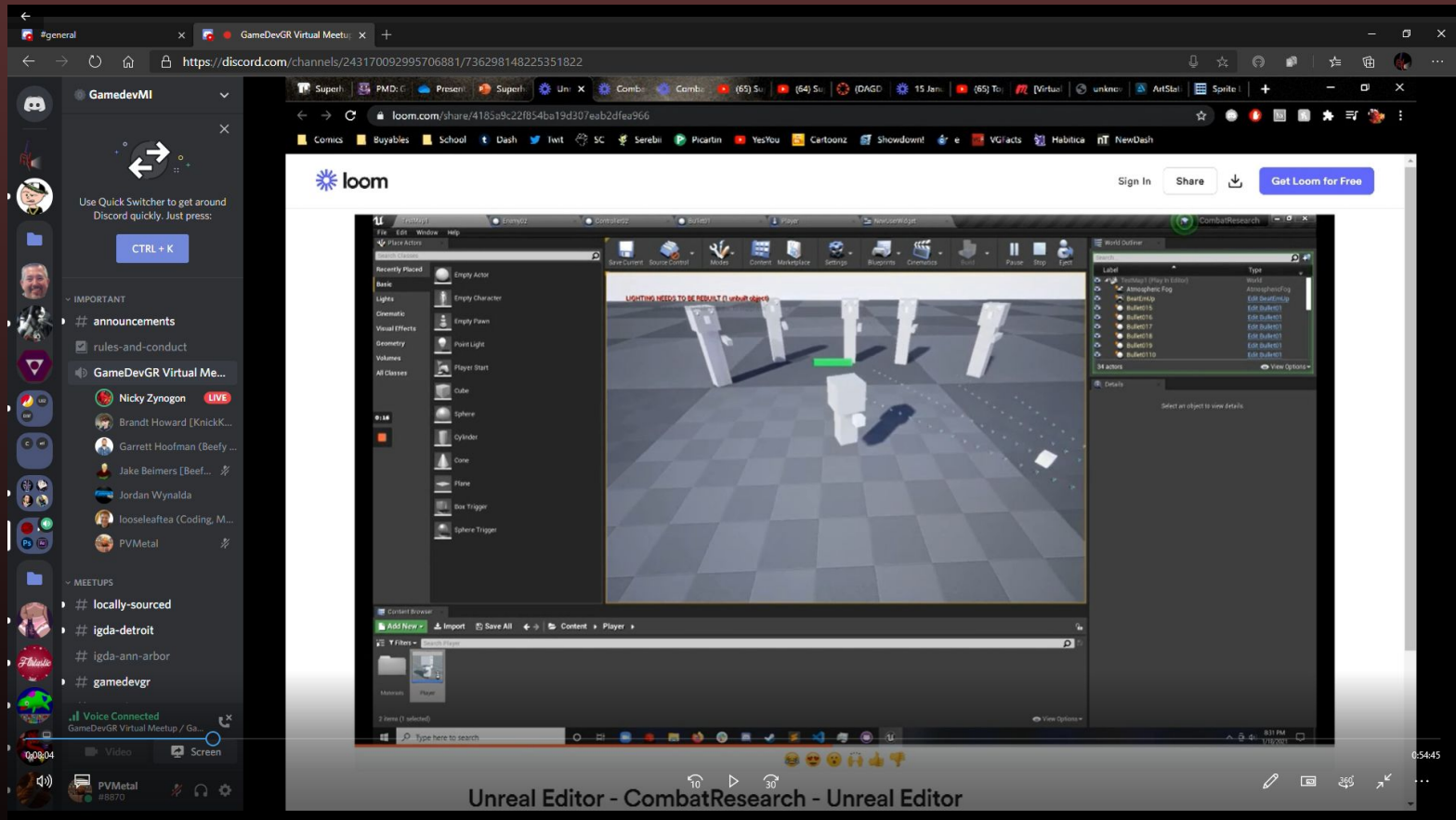
- General
- GameDevMI
- announcements
- rules-and-conduct
- GameDevGR Virtual Me...
- locally-sourced
- igda-detroit
- igda-ann-arbor
- gamedevgr

Participants:

- Brandt Howard [KnickK...]
- Garrett Hoofman (Beefy ...)
- Jake Beimers [Beefy Star]
- Jordan Wynalda
- looseleaftea (Coding, M...)
- Nicky Zynogon
- PVMetal

Meeting Controls:

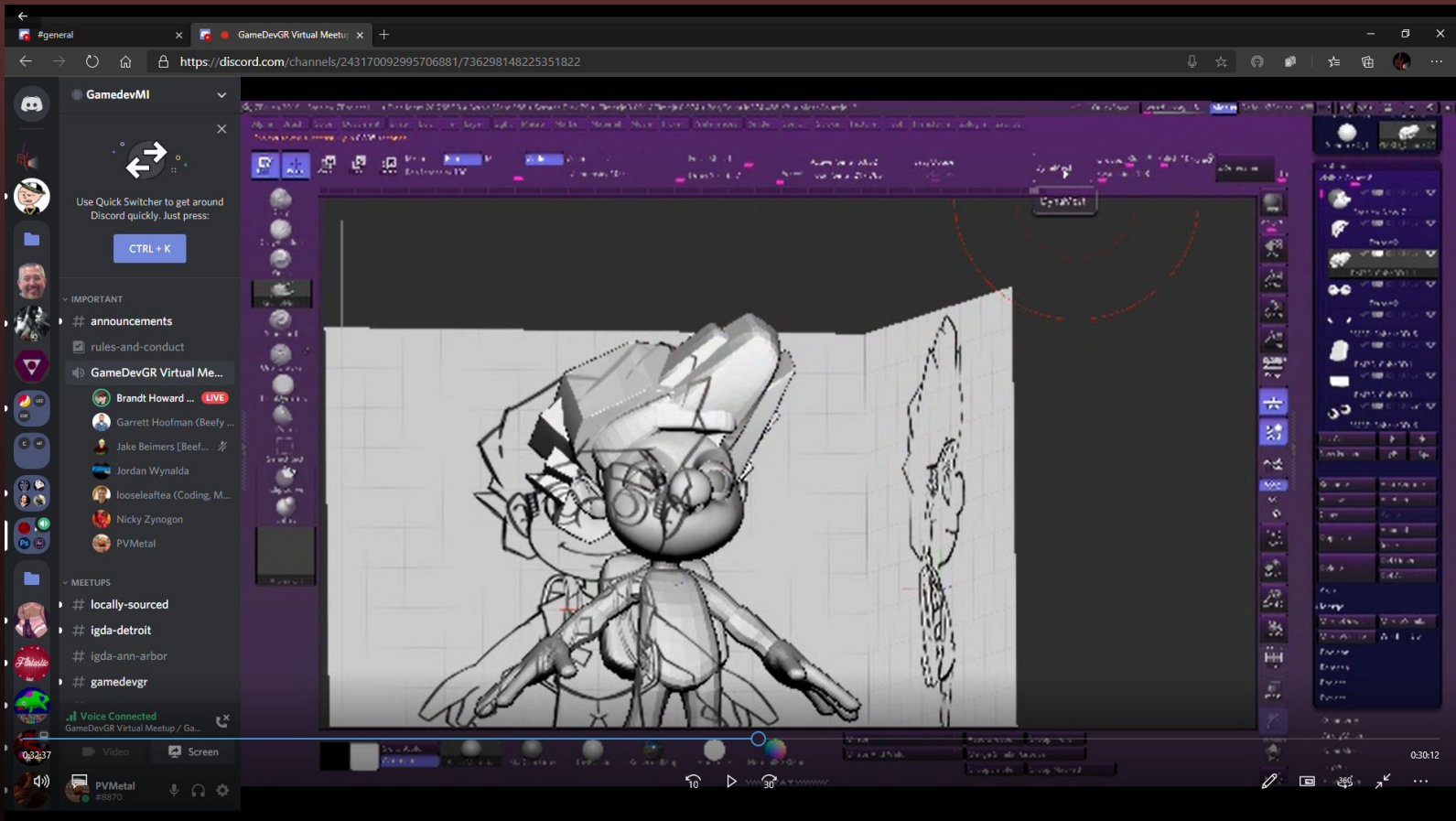
- Use Quick Switcher to get around Discord quickly. Just press: **CTRL + K**
- Voice Connected: GameDevGR Virtual Meetup / Ga...
- Video: On
- Screen: Off
- Timer: 0:44:44



Showed off our progress on Superhard to the group

Learned about a cool game about competing elemental powers

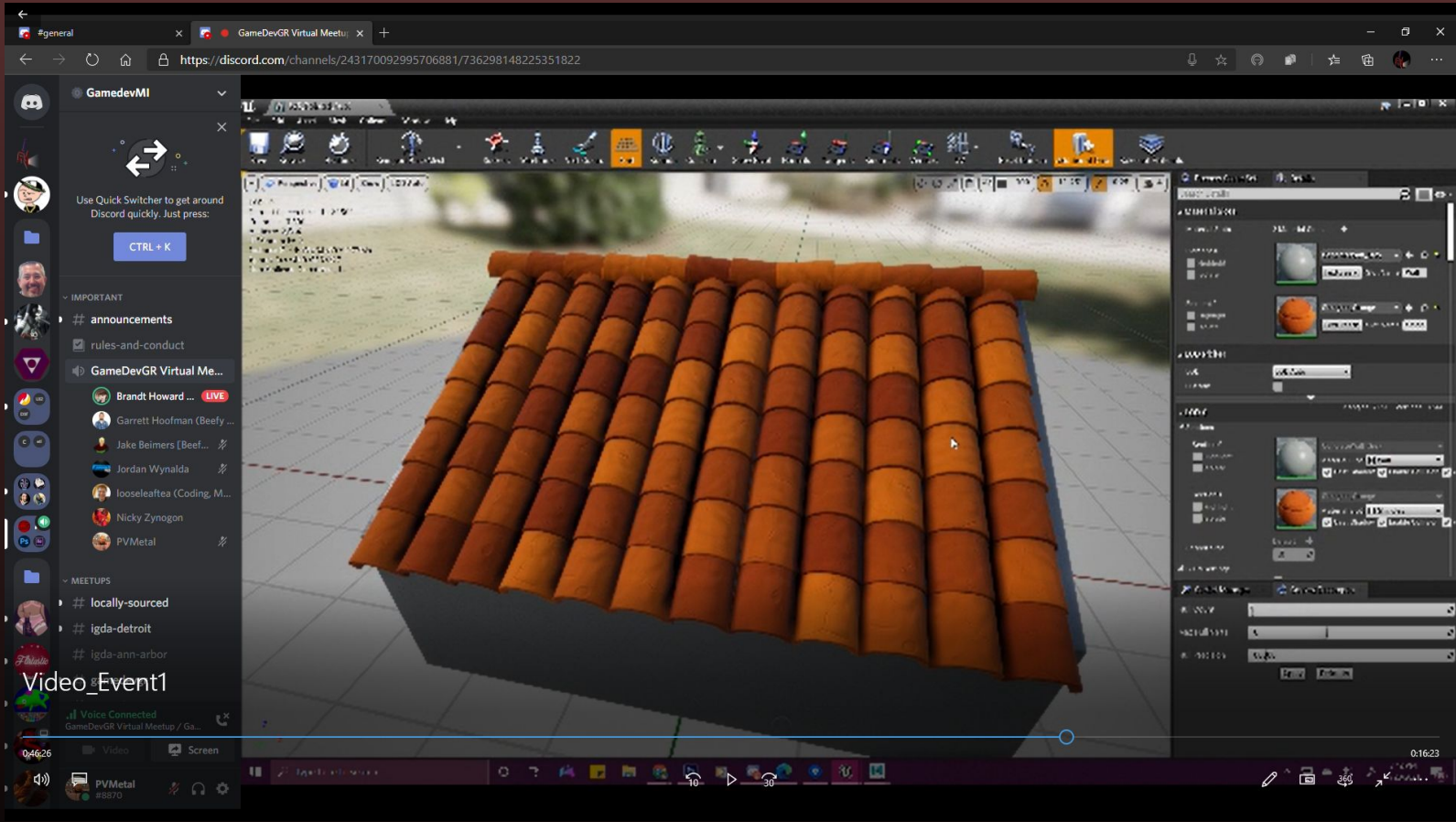
The screenshot shows a Discord server interface with a game window titled "Wizard Tactics" open. The game is a 2D platformer where two players, "Frozen" and "frost", are competing on a blue, icy terrain. The score "30" is displayed at the top center. The game interface includes health bars for "Player 1" (46 / 50) and "Player 2" (39 / 50), and a bottom control panel with various icons for movement and actions. The Discord server sidebar on the left shows the channel name "#general" and a list of members, including "looseleaftea (C... LIVE)", "Brandt Howard [KnickK...", "Garrett Hoofman (Beefy ...", "Jake Beimers [Beef... ✂", "Jordan Wynalda ✂", "Nicky Zynogon", and "PVMetal".



Gave Brandt some suggestions on improving this character's hair

Learned a few things about eye shine on characters





Saw a cool shingle texture a friend of Brandt made for roofs

Coffee House Coders

The image features a dark blue background. A diagonal line runs from the bottom-left corner towards the top-right corner, dividing the space. The area below this line is a dark brown color, while the area above is a slightly lighter, medium blue. The text "Coffee House Coders" is positioned in the upper-left quadrant, rendered in a light yellow or gold serif font.

Chatted with some coders about various coding strategies

The image shows a Zoom meeting interface. At the top, there is a gallery view of participants: Steven Launstein, Carlos, gregdickerhoof, Prithvi Gopal H..., Brian Johnson, and Sean. The main video feed shows a man with white hair, glasses, and a beard, wearing a dark blue shirt, sitting in a chair. He is looking slightly to the right. The background consists of white horizontal blinds and a tall, cylindrical lamp. The bottom of the screen shows the Zoom control bar with a progress bar at 0:03:20, a name 'gregdickerhoof', and various icons for Mute, Start Video, Participants (6), Chat (10), Share Screen (30), Record, Ask for Help, Reactions, and a 'Leave Meeting' button. The time 0:11:21 is shown in the bottom right corner.

The screenshot shows the LiveCode IDE interface. The top menu bar includes 'LiveCode', 'File', 'Edit', 'Tools', 'Object', 'Text', 'Development', 'View', 'Window', and 'Help'. The main window is titled 'Turing Machine' and contains a code editor with a complex string of symbols: `{(){} } [] (<>)<>()>{(){} [] ()}{() []<{}[[{}[()]}] }>{}<{({[])}[]}{<>[]<>(<[])}{}{}`. Below the code editor, there are buttons for 'Make', 'Check Any', and 'Check Each'. The output area shows a grid of characters, including 'X', 'x', 'X', 'x', and various symbols, representing the state of the Turing Machine. The interface also shows a file explorer on the left with folders like 'stuff', 'work', 'elec parts', 'torque assist', 'for Aric', 'A2D2 Sp', 'A2D2', and 'A2D'. The bottom status bar shows '0:02:45' and '0:06:39'.

Zoom Meeting 2021-02-03 19-46-00

Learned a little about what a turing machine is

Saw an interesting idea of how to organize flash drives by coding

The screenshot shows a LiveCode application window titled "thumb drives (1) *". The interface is divided into several sections:

- Inspector:** A list of 36 Lexar flash drives with their capacities and colors. A red Lexar drive is highlighted in the center.
- Content List:** A list of files and folders for the selected drive, including "gifts.xlsx", "edison telegraph.pptx", "BBDU-DUT1.zip", "Radar Small Target Actuator Rig v2.pptx", "BBDU-DUT3.zip", "Radar Small Target Actuator Rig v4.pptx", "Book1.txt", "data.txt", and "data.xls".
- Folder List:** A list of folders, including "Volumes", "Lexar", "varigrd", and ".Trashes".
- Buttons:** "Enhance", "Get Content List", "Get Folder List", and "done folders".

At the bottom of the screen, there is a Zoom Meeting overlay with the text "Zoom Meeting 2021-02-03 19-46-00" and a "Close Find" button.

LiveCode File Edit Tools Object Text Development View Window Help

Inspector Code Message Box Group Edit Group Select Grouped Messages Errors User Samples Tutorials Resources Dictionary Test

cyber-doj-0-problems (20)

roman (1) *

Decimal Input

238 → CCXXXVIII

238

Decimal Output

Years

1700

100

1

1000 238

10000

70

I	MMMMMMMMMM	1000	0	<input type="checkbox"/> Simpleroman	1 I
V	DDDD	500	0	xxvi	2 II
X	CCCC	100	2	26	3 III
L	LLLL	50	0	From Roman	4 IV
C	XXXX	10	3	List	5 V
D	VVVV	5	1		6 VI
M	IIII	1	3		7 VII
					8 VIII
					9 IX

CXXVII

Zoom Meeting 2021-02-03 19-46-00

0:06:54

LiveCode

0:02:30


Learned some about how to make a roman numeral generator

Ann Arbor Game Dev Meeting 1

Joined meeting

← Back ↶ ↷ →

Archive Move Delete Spam




Weekly meetup (Online)

View on Calendar


When
6:00 PM - 9:00 PM

Where
Online event

Are you going? [Edit](#)

 **Meetup** <info@meetup.com>
To: pvmetal@yahoo.com

Sat, Feb 13 at 12:59 AM






YOU'RE GOING!

Weekly meetup (Online)

Ann Arbor Game Developer Meetup

- Sunday, February 14, 2021
at 6:00 PM ET
- Online event
Please join the video call prior to the start of the event.

[See event details](#)

Never miss a last-minute change. Get the app.



Learned some about making a face changer with toon shading

Learned about making weapons that change as well



Scrivener

Overview

Features

Testimonials

FAQs

Download



Scrivener

Typewriter. Ring-binder. Scrapbook.
Scrivener combines all the tools you need
to craft your first draft, from nascent
notion to final full stop.

▶ Watch the video

BUY NOW

DOWNLOAD FREE TRIAL



Found out about a cool site to help make organized writing

Showed off our animatic for Superhard





Made a doggie peeing on a fire hydrant

Software Testing Tools



This presentation was about various tools to be used for software testing



**Favorite FREE
Tools for Today's Testers**

By
Jess Lancaster

 **TechSmith®**

Twitter @jessclancaster
LinkedIn jesslancaster

I will show the programs that seemed the most useful for me in the next slides, but this is the full list of tools that were discussed:

<http://www.mindmup.com>

<http://www.xmind.net>

<http://testingeducation.org>

<http://bitwarden.com>

<http://www.generatedata.com>

<https://www.techsmith.com/jing-tool.html>

<http://www.tog1.com>

<http://trello.com>

<http://www.satisfise.com/tools/htsm.pdf>

<http://www.metstesting.com>

<http://www.testiatarantula.com>

<http://testlink.org>

<http://www.ityerm2.com>

<http://testing.gershon.info/reporter>

<https://www.nvaccess.org/download>

<http://portswigger.net/burp/communitydownload>

Check My Links @ Chrome Web Store

<http://www.seleniumhq.org>

<https://cucumber.io>

<http://www.soapui.org>

<https://www.getpostman.com>

<http://jmeter.apache.org>

<https://technet.microsoft.com/en-us/library/bb896645.aspx>

<https://www.piriform.com/ccleaner>

Mindmap sounds very handy for planning many different projects

MINDMAPPING — MINDMUP OR XMIND

Who: Testers that want to visually design tests or organize test ideas in an easy-to-understand format

What: Cloud-based mind mapping or desktop tool

Where:

<https://www.mindmup.com/>

<https://www.xmind.net>

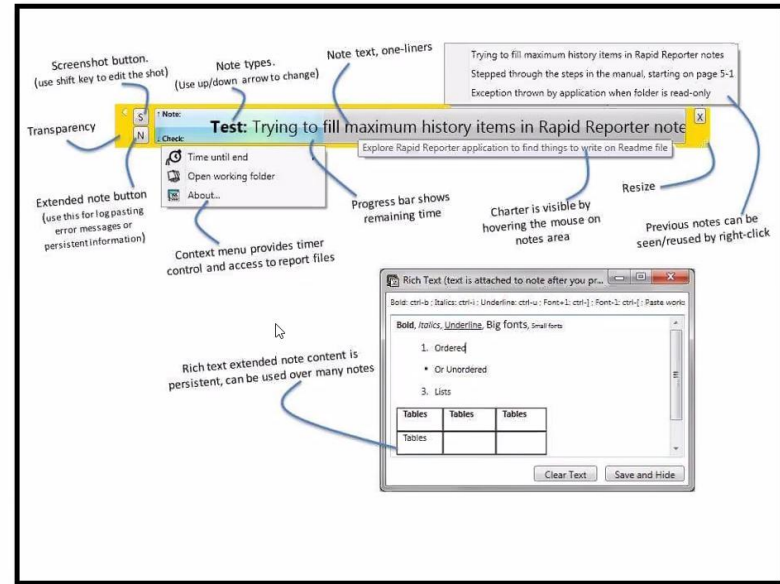


RAPID REPORTER

Who: Any Tester wanting to do session-based testing with notes management

What: A note taking application that aids in the reporting process of SBTM – Session-Based Test Management. SBTM is a method for managing exploratory tests, which relies on notes taken during an uninterrupted testing session and a review of these notes afterwards.

Where: <http://testing.gershon.info/reporter/>



This is meant for software testing, but it seems great for lots of things

This may be a very simple way to capture; I plan to try it soon

TECHSMITH CAPTURE

Who: Any Tester wanting to take quick and easy screenshots or short videos and effortlessly share them out

What: Image and video capture of your screen + webcam and system audio

Where:

<https://www.techsmith.com/jing-tool.html>



TechSmith Capture™

Share Ideas Instantly with TechSmith Capture (Formerly Jing)


Whether for work, home, or play, TechSmith Capture provides a simple, free way to create basic screenshots and screen recordings and share them with others.

Free Download


View

Ann Arbor Game Dev Meeting 2

Signed up meeting

 **Meetup**
www.meetup.com [Visit site](#)

• You're confirmed for: Weekly meetup (Online) Yahoo/Inbox ☆






SUN, FEB


Weekly meetup (Online) [View on Calendar](#)

When
6:00 PM - 9:00 PM

Where
Online event

Are you going? [Yes](#) [Maybe](#) [No](#)

 **Meetup** <info@meetup.com>
To: pvmetal@yahoo.com   Mon, Feb 22 at 8:09 PM ☆



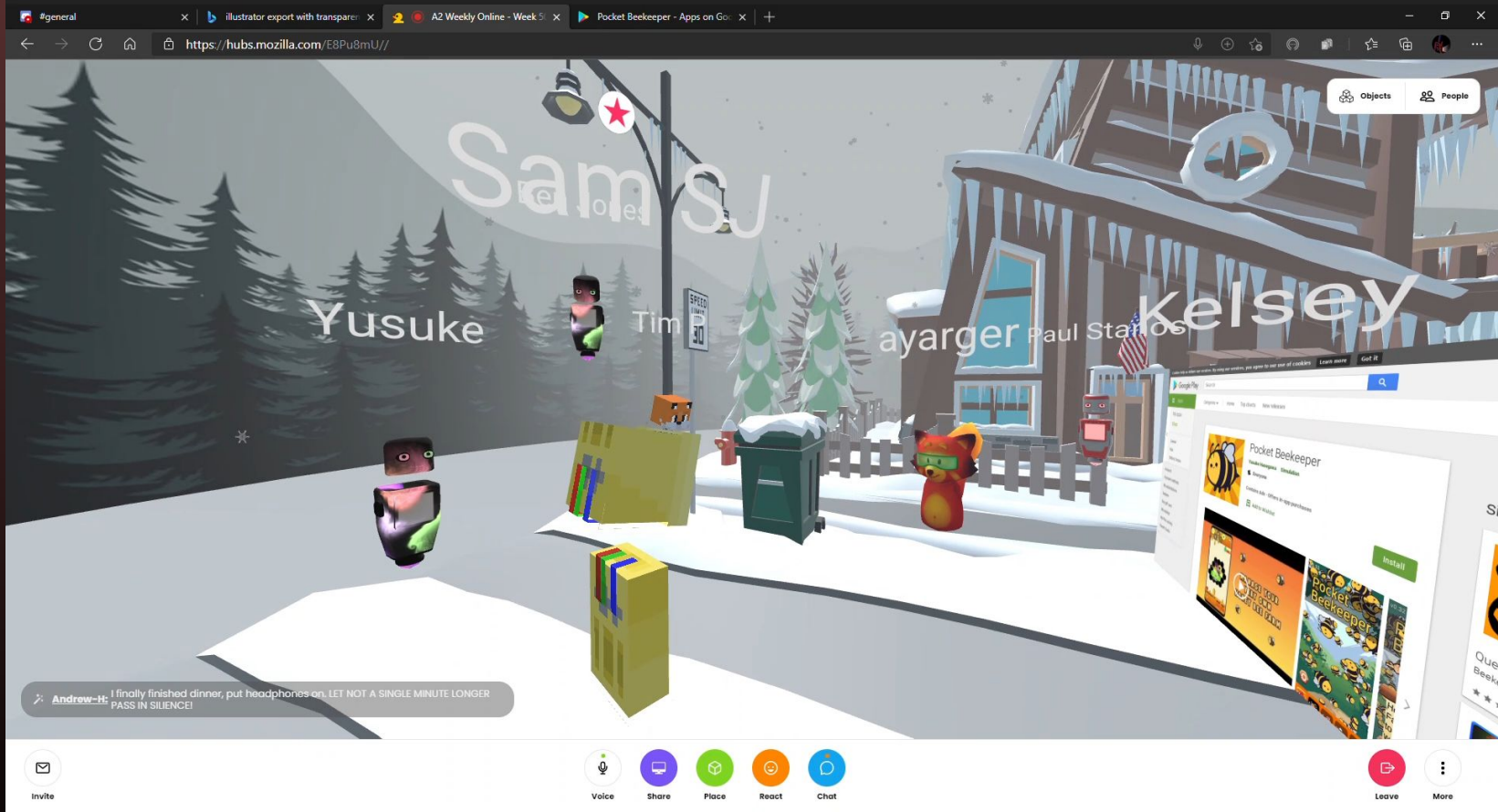
YOU'RE GOING!

Weekly meetup (Online)

Ann Arbor Game Developer Meetup

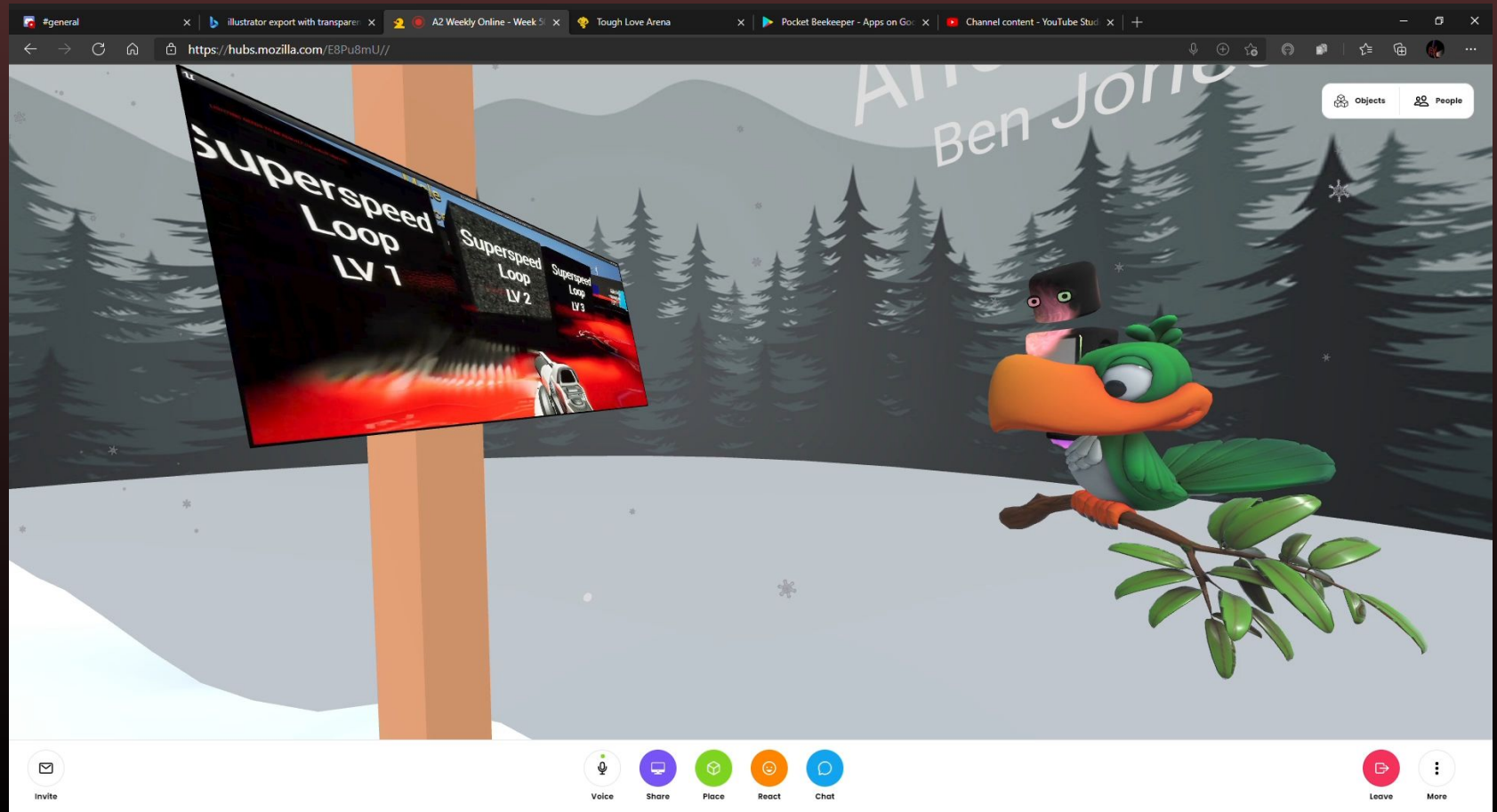
- Sunday, February 28, 2021
at 6:00 PM ET
- Online event
Please join the video call prior to the start of the event.

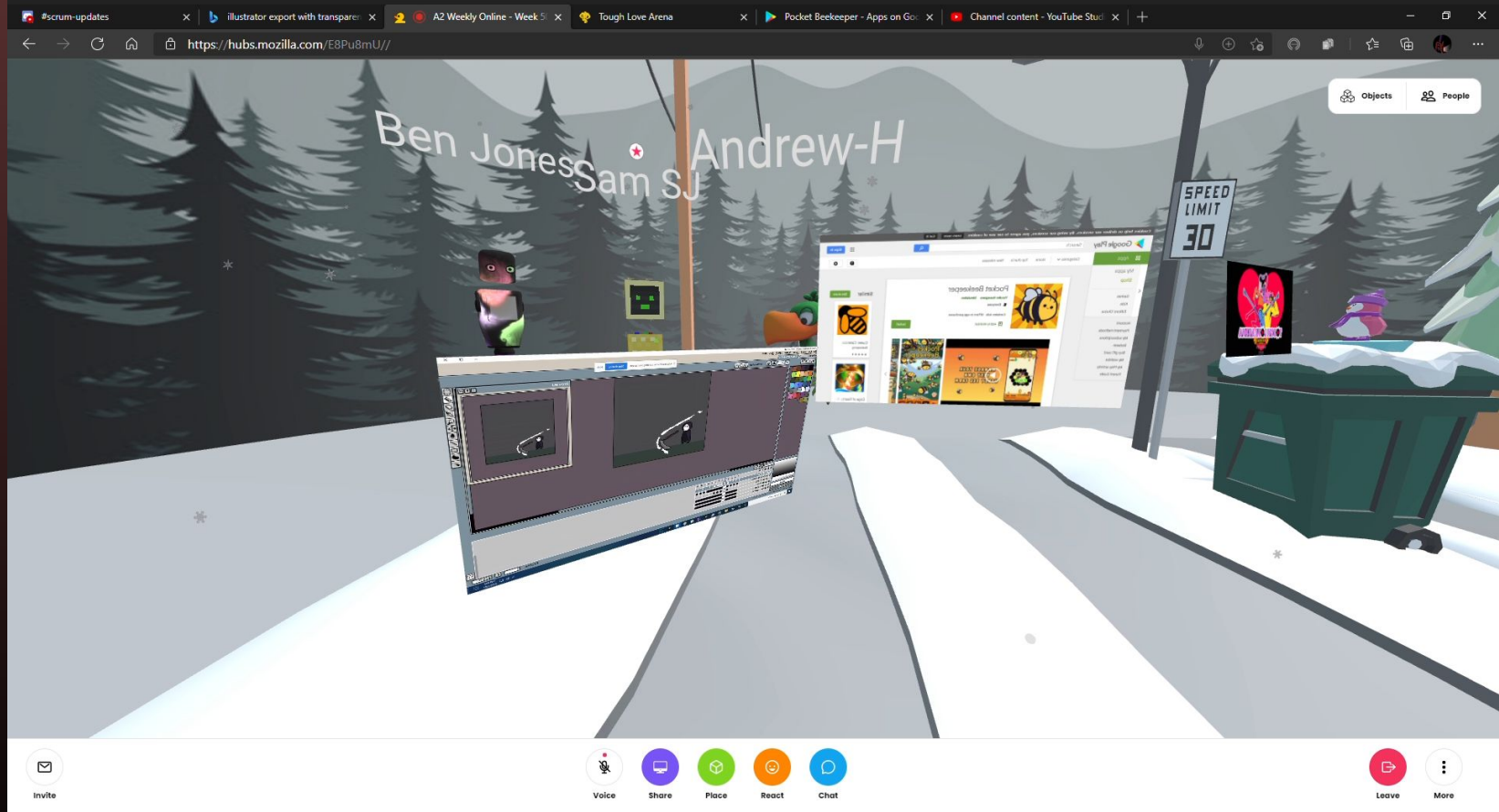
[See event details](#)



Heard some about Pocket Beekeeper, a game one of the guys made

Showed what I had been working on for Superhard





Watched one of the guys work on an attack animation for his game

Ann Arbor Game Dev Meeting 3

Joined meeting



Weekly meetup (Online)

[View on Calendar](#)

When
6:00 PM - 9:00 PM

Where
Online event

Are you going? [Yes](#) [Maybe](#) [No](#)



Meetup <info@meetup.com>
To: pvmetal@yahoo.com



Wed, Mar 3 at 5:28 PM



YOU'RE GOING!

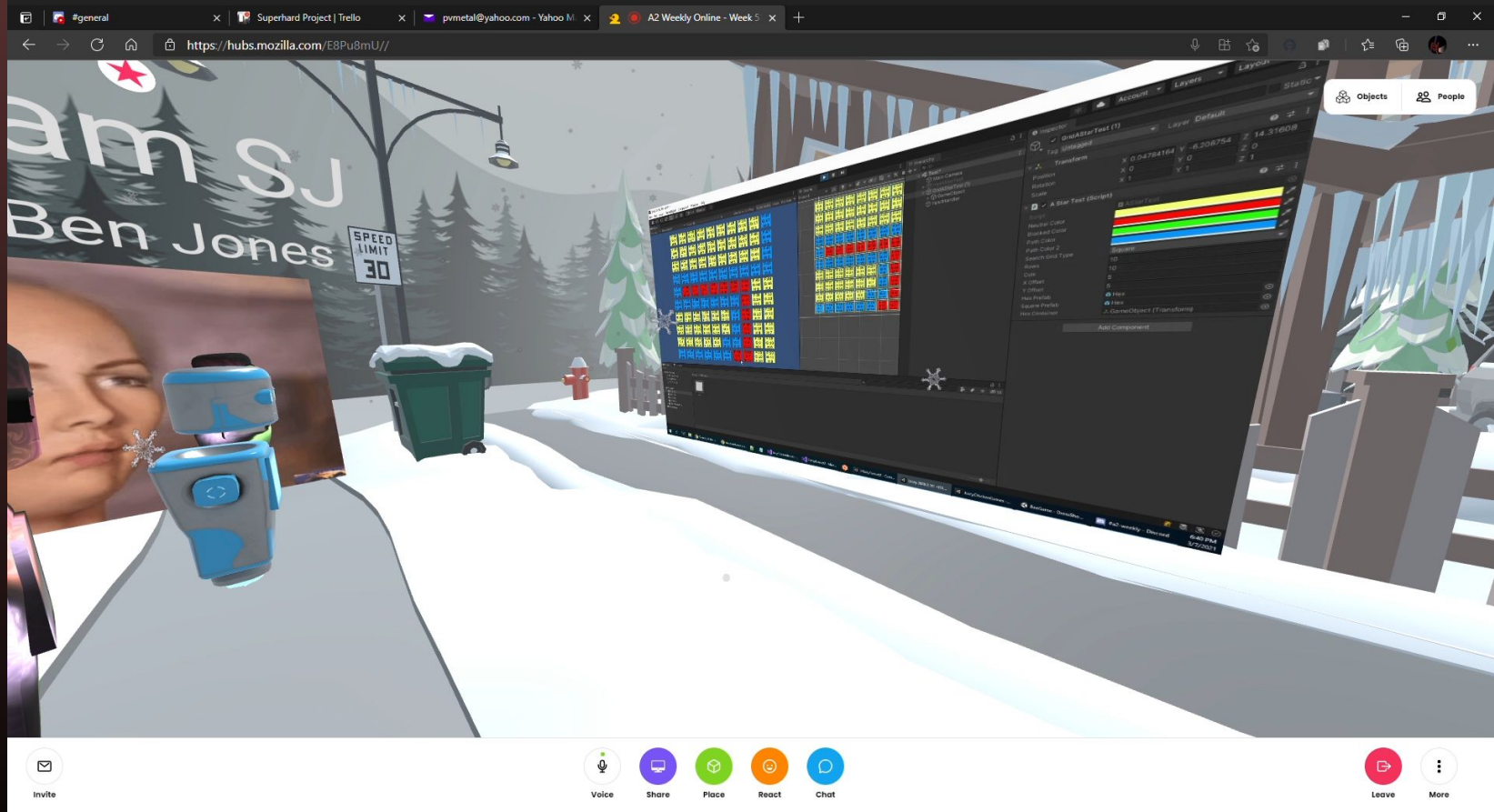
Weekly meetup (Online)

Ann Arbor Game Developer Meetup

- Sunday, March 7, 2021
at 6:00 PM ET
- Online event
Please join the video call prior to the start of the event.

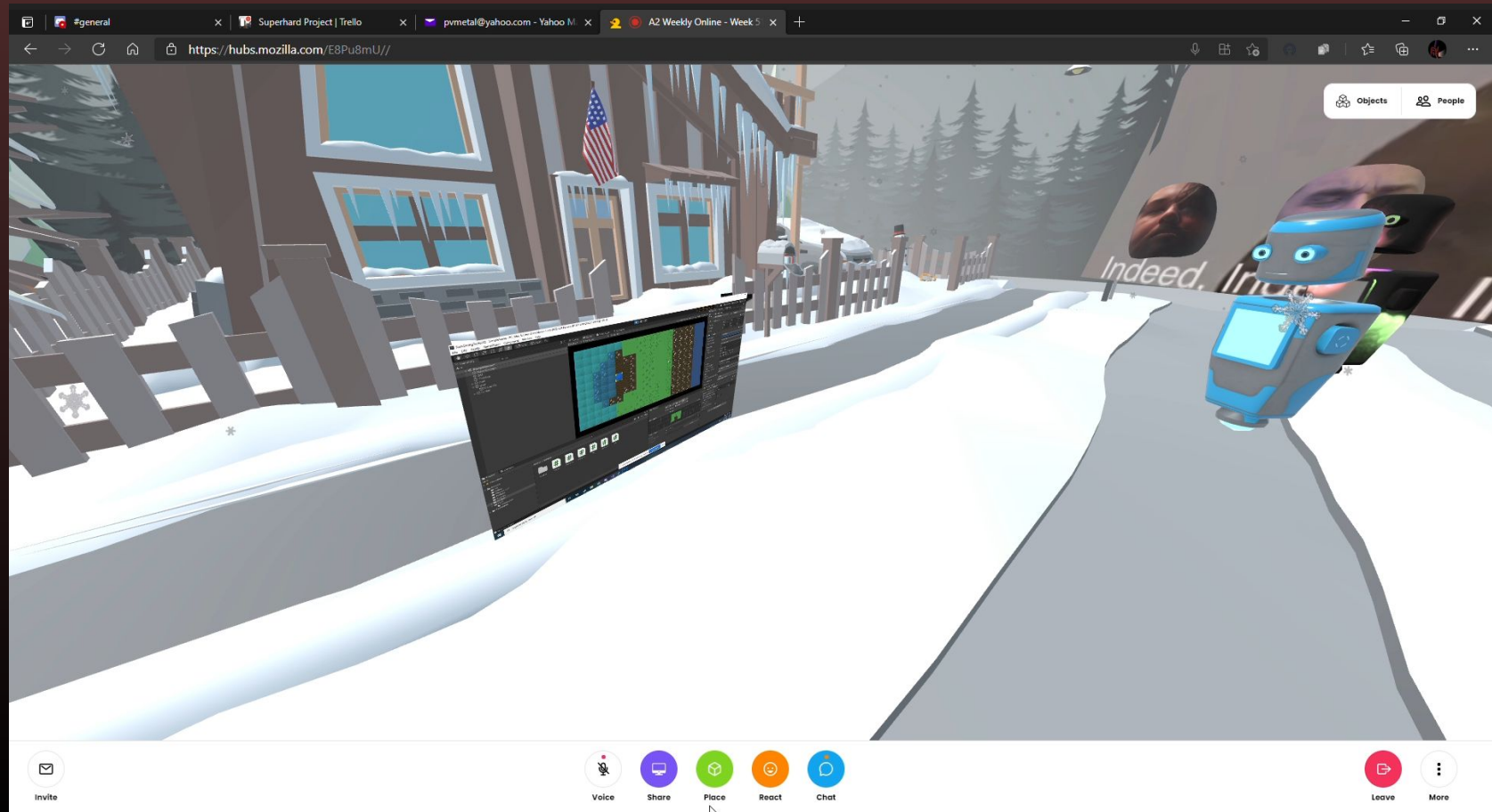
[See event details](#)

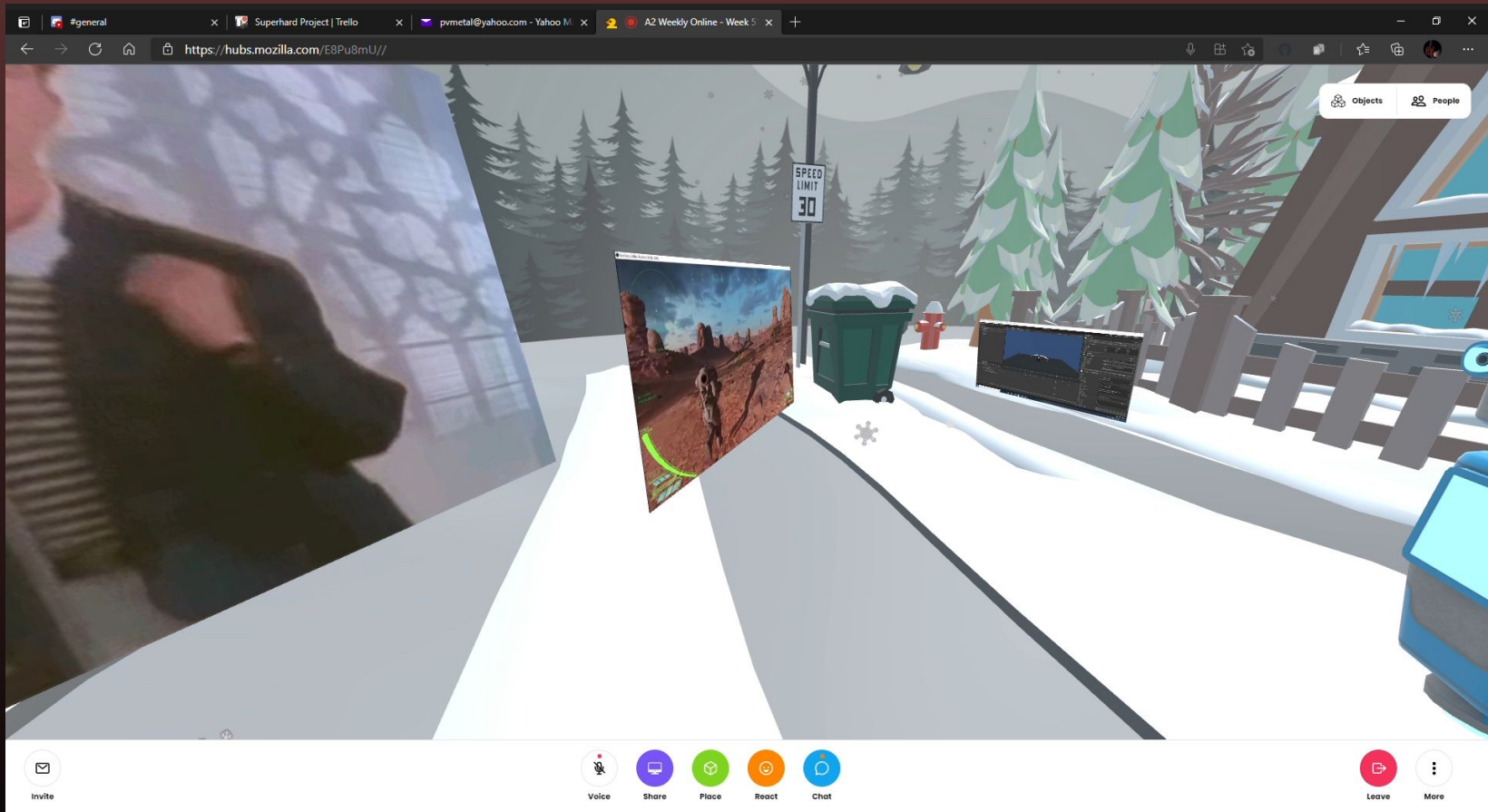




Checked out a pretty cool way to test code visually

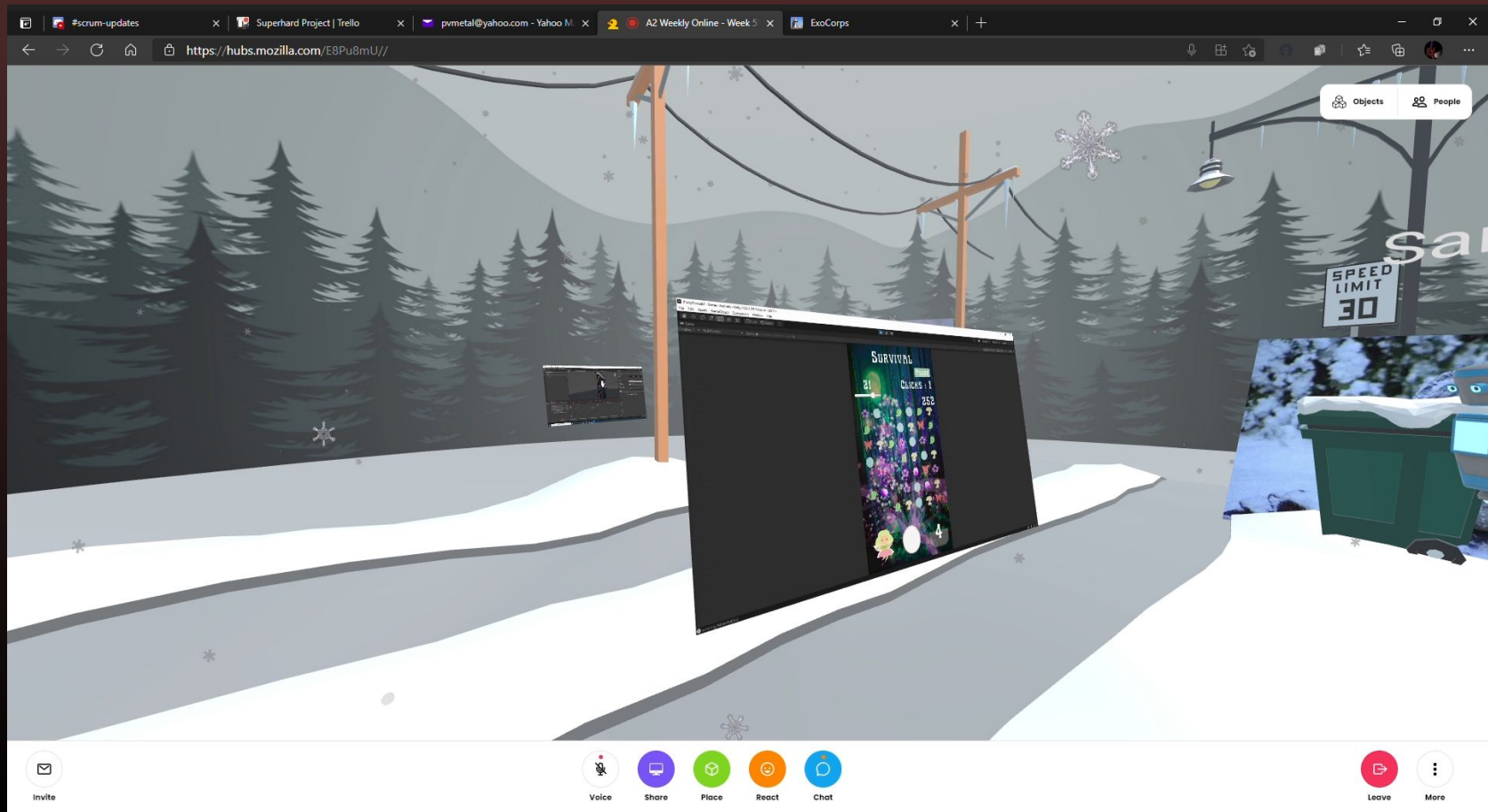
More visual code testing, but using 3D blocks this time





Heard about some of the process of making the game Exocorps

Talked about another guy's matching game, Plinky Forest



Thoughtful Webinar:

HTML & CSS



Email Confirmation

See you at: Thinkful Webinar | Free Crash Course: HTML & CSS

Yahoo/Inbox

See you at: Thinkful Webinar | Free Crash Course: HTML & CSS

View on Calendar

Thinkful Webinar | Free Crash Course: HTML & CSS

When
8:00 PM - 10:00 PM

Where
Online event

Are you going? [Yes](#) [Maybe](#) [No](#)

Meetup <info@meetup.com>
To: pvmetal@yahoo.com

Thu, Apr 1 at 3:17 PM

meetup

YOU'RE GOING!




Thinkful Webinar | Free Crash Course: HTML & CSS

Thinkful Ann Arbor | Careers in Tech

Thursday, April 1, 2021
at 8:00 PM ET

Online event
Please join the video call prior to the start of the event.

[See event details](#)

Introduced to a site called codepen.io

The screenshot shows a web browser window with the URL `https://www.bigmarker.com/conferences/129ac185599d/bigroom`. The page title is "Thinkful Webinar | Free Crash Course: HTML & CSS". The browser tabs include "Thinkful Webinar | Free Crash Course: HTML & CSS" and "BigMarker Webinar Room".

The main content area displays the CodePen website. The header includes the CodePen logo, a search bar labeled "Search CodePen...", and buttons for "Sign Up" and "Log In". Below the header, there is a "TRY OUR ONLINE EDITOR" section with a "Start Coding" button. The main content area features a "Trending" section with "Challenges" and "Spark" sub-sections, and a "CodePen PRO" badge. The central focus is a code editor showing HTML, SCSS, and JS code snippets. The HTML snippet is `<div class="rect"></div>`. The SCSS snippet is `.rect {}`. The JS snippet is

```
var colors = ["#74B087", "#DE7300", "#74B087"];  
  
function animate() {};
```

On the right side of the browser window, there is a chat window titled "Chat Q&A Polls Handouts". The chat window shows a list of messages from users Ron P, Andrew S, and Kaleigh A. The messages are as follows:

- Ron P (8:14:00 pm): Tags and Elements? checking my ears?
- Andrew S (8:16:16 pm): Element is a unit of code that produces something on the screen. A tag is how you label those elements.
- Andrew S (8:16:46 pm): My answers may not be 100% accurate, but I will do my best to help y'all.
- Andrew S (8:17:55 pm): HTML is for rendering things onto the screen. CSS is for designing what they look like.
- Andrew S (8:18:05 pm): Does anyone know where he is getting his questions from??
- Kaleigh A (8:18:16 pm): It's a recording from a prior webinar
- Andrew S (8:18:26 pm): OHHHH I missed that.
- Ron P (8:18:27 pm): dunno, maybe private chat?

The chat window also includes a "Type your message here..." input field and a "Send" button. At the bottom of the chat window, there are buttons for "Add to Q&A" and "Send".

The screenshot shows a web browser window with the URL `https://www.bigmarker.com/conferences/129ac185599d/bigroom`. The page header includes the text "Thinkful Webinar | Free Crash Course: HTML & CSS" and "Hosted by Thinkful Webinars".

The main content area displays a Codepen editor. The HTML tab is active, showing the following code:

```
<h1>Hello, world!</h1>
<h2>Hello from h2</h2>
<h3>hello from h3</h3>
<p>Paragraph elementParagraph elementParagraph elementParagraph element</p>
<a href="https://google.com">Google</a>
```

The rendered output shows a white background with the text "Hello, world!" in a large font, "Hello from h2" in a smaller font, "hello from h3" in an even smaller font, a paragraph of text, and a link labeled "Google".

On the right side of the interface is a chat window with the following messages:

- Alyssa T** (8:23:41 pm): I'm leaving. I didn't sign up for a recorded webinar. I wanted a live instructor to be able to respond to questions. I can get all this information from the pdf download in the Handouts. Once again, Thinkful has dropped the ball.
- Kaleigh A** (8:24:05 pm): There are resources you may find from watching
- Kaleigh A** (8:24:19 pm): I didn't know about codepen.io until this and I like what I'm seeing
- Steve L (you)** (8:24:40 pm): I didn't either, it's pretty cool
- Andrew S** (8:24:57 pm): I'm leaving as well.
- Alyssa T** (8:25:02 pm): You can find that out from doing a simple google search
- Andrew S** (8:25:22 pm): If anyone would like to connect, <https://www.linkedin.com/in/andrewlsugg>

At the bottom of the chat window, there is a text input field "Type your message here..." and a "Send" button. Below the chat window are several reaction icons (thumbs up, thumbs down, etc.) and a "Add to user" button.


Had a refresher on coding basics, and saw how nice codepen is

Thoughtful Webinar: Tools of the Trade



Email Confirmation

See you at: Thinkful Webinar | Technical Project Management: Tools of the Trade Yahoo/Inbox ☆




TUE, APR


Thinkful Webinar | Technical Project Management: Tools of the Trade [View on Calendar](#)

When
9:00 PM - 11:00 PM

Where
Online event

Are you going? [Yes](#) [Maybe](#) [No](#)

 **Meetup** <info@meetup.com>
To: pvmetal@yahoo.com Thu, Apr 1 at 3:18 PM ☆






YOU'RE GOING!

Thinkful Webinar | Technical Project Management: Tools of the Trade

Thinkful Ann Arbor | Careers in Tech

- Tuesday, April 6, 2021
at 9:00 PM ET
- Online event
Please join the video call prior to the start of the event.

See event details

Homepage - Communication in x | pvmetal@yahoo.com - Yahoo M x | BigMarker Webinar Room x | SCAD GamingFest | SCAD.edu x | +

https://www.bigmarker.com/conferences/dd1e8f672f74/bigroom

Thinkful Webinar | Technical Project Management: Tools of The Trade

RECORDING

THINKFUL

Technical Project Management: Tools of The Trade

A look at the Technical Project Manager in tech companies today, along with tools needed to break in and succeed in this in-demand role.

Chat Q&A Polls Handouts

Public Private Twitter

Carol S 9:03:04 pm
Sounds fine now.

Aris D 9:03:54 pm
👍

Anne Marie C 9:04:02 pm
Ha ha ha ha

M M 9:04:04 pm
👍

Steve L (you) 9:04:07 pm
Nice

Adam H 9:04:07 pm
hello, sorry I'm late

James R 9:04:12 pm
Tip #1. Aliexpress

Thomas L 9:04:14 pm
👍

Send

Add to Q&A

Began with an intro into project management tools

Got a history lesson on how project management began

Homepage - Communication in x pvmetal@yahoo.com - Yahoo M x BigMarker Webinar Room x SCAD GamingFest | SCAD.edu x +

https://www.bigmarker.com/conferences/dd1e8f672f74/bigroom

Thinkful Webinar | Technical Project Management: Tools of the Trade RECORDING

Chat Q&A Polls Handouts

Public Private Twitter

please define technical project management versus project management

A Anne Marie C 9:05:38 pm
Sounds better now!

T Tiffany L 9:06:02 pm
I am Fullstack Developer and Tech Lead @ Chayn - looking to make a career change to Project Management, still trying to figure out if I would be interested in Product. Mostly will lean into the Tech side of things

R Rebecca P 9:06:40 pm
Either one of you hiring?

R Rebecca P 9:11:09 pm
I'm a grad of Thinkful's Data Analytics Immersion Program

J James R 9:11:53 pm
Try indeed, dice, hired, monster, and linkedin jobs

R Rebecca P 9:12:29 pm
Oh, it's all good at Thinkful they have a thing about cold outreaches

Type your message here...

Technical_Project_M...pdf Open file
Thinkful_Outcomes.pdf Open file
Thinkful_101.pdf Open file

Show all

The slide features the Thinkful logo and navigation links: Industry Overview, Applied Examples, FAQ's, and Take Action!. The main title is 'Evolution of Project Management'. Below the title, there are three images: a black and white photograph of a steam locomotive, a Gantt chart, and a network diagram. To the right of these images is a photograph of an industrial facility with large pipes and structures.

Homepage - Communication in | (1 unread) - pvmetal@yahoo.com | BigMarker Webinar Room | SCAD GamingFest | SCAD.edu

https://www.bigmarker.com/conferences/dd1e8f672f74/bigroom

Thinkful Webinar | Technical Project Management: Tools of the Trade


RECORDING

Chat Q&A Polls Handouts

Public Private Twitter

THINKFUL Industry Overview Applied Examples FAQ's Take Action!

Which Project Management Software Is Best?



Rebecca P 9:12:29 pm
Oh, it's all good at Thinkful they have a thing about cold outreaches

Todd B 9:15:10 pm
Gantt Chart

James R 9:16:03 pm
I wish more PMs use pert charts and BPMN

Rebecca P 9:21:00 pm
Thank you! I've hadn't much luck lately

Rebecca P 9:24:25 pm
That would be a bomb!

James R 9:43:09 pm
I like kanbanflow

James R 9:43:37 pm
It has a free tier, customized columns

Send

Add to Q&A

Show all

Technical_Project_M...pdf
Thinkful_Outcomes.pdf
Thinkful_101.pdf

Learned about a few good management programs

Learned about the hierarchy of importance and management workflow

Thinkful Webinar | Technical Project Management: Tools of the Trade

RECORDING

Chat Q&A Polls Handouts

Public Private Twitter

Rebecca P 9:11:09 pm
I'm a grad of Thinkful's Data Analytics Immersion Program

James R 9:11:53 pm
Try indeed, dice, hired, monster, and linkedin jobs

Rebecca P 9:12:29 pm
Oh, it's all good at Thinkful they have a thing about cold outreaches

Todd B 9:15:10 pm
Gantt Chart

James R 9:16:03 pm
I wish more PMs use pert charts and BPMN

Rebecca P 9:21:00 pm
Thank you! I've hadn't much luck lately

Rebecca P 9:24:25 pm
That would be a bomb!

Send

Add to Q&A

Technical_Project_M...pdf
Thinkful_Outcomes.pdf
Thinkful_101.pdf

Show all

The screenshot displays a webinar interface. The main content area shows a slide titled "The Project Lifecycle" with a navigation bar at the top containing "THINKFUL", "Industry Overview", "Applied Examples", "FAQ's", and "Take Action!". The slide features a horizontal flowchart with five chevron-shaped boxes labeled "Initiation", "Planning", "Execution", "Control & Monitor", and "Closure". To the right, a chat window is open, showing a list of messages from participants like Rebecca P, James R, and Todd B. The bottom of the screen shows a file manager with three PDF files: "Technical_Project_M...pdf", "Thinkful_Outcomes.pdf", and "Thinkful_101.pdf".


Homepage - Communication in x (1 unread) - pvmetal@yahoo.co x BigMarker Webinar Room x SCAD GamingFest | SCAD.edu x +

https://www.bigmarker.com/conferences/dd1e8f672f74/bigroom

Thinkful Webinar | Technical Project Management: Tools of the Trade RECORDING ...

THINKFUL Industry Overview Applied Examples FAQ's Take Action!

Team Design



Know Your Strengths:

- Timothy:** Python/Java (Backend)
- Sarah:** Advanced Algorithms (Graph Theory)
- Joel:** CSS/Java (Android)
- Marie:** UI/UX (Storyboarding Specialty)
- Audrie:** Process Improvements/Support

Chat Q&A Polls Handouts

Public Private Twitter

Thinkful Webinars 9:45:00 pm
Did you learn something cool? If so, we would love to hear about it. Give us a shout out on your favorite social media with #ThinkfulWebinars

Rebecca P 9:45:53 pm
Yes!

Anne Marie C 9:46:21 pm
Great point learn the concepts, the tools will follow.

Wayne McClure ★ 9:47:34 pm
<https://www.tutorialspoint.com/Naive-Pattern-Searching>

James R 9:48:08 pm
RDFox is a great way to learn incremental reasoning based on pattern matching

James R 9:49:14 pm
Created by oxford university AI, it uses datalog for pattern matching
<https://www.oxfordsemantic.tech/>

Send

Add to Q&A

Show all

Technical_Project_M...pdf Open file Thinkful_Outcomes.pdf Open file Thinkful_101.pdf Open file

Got tips on various ways to manage a team

Concluded with suggestions of ways to begin a management career

Homepage - Communication in x | pvmetal@yahoo.com - Yahoo M... x | BigMarker Webinar Room x | SCAD SCAD GamingFest | SCAD.edu x | +

https://www.bigmarker.com/conferences/dd1e8f672f74/bigroom#qa-active

Thinkful Webinar | Technical Project Management: Tools of the Trade

RECORDING

Chat Q&A Polls Handouts

Public Private Twitter

Although it is very serious business

P Pani M 10:18:52 pm
Thank you for the informative session!

R Rebecca P 10:19:10 pm
Do you have a slack profile

C Carol S 10:19:16 pm
Thank you for a very informative session!

S Steve L (you) 10:19:30 pm
There was some good information here, thanks for the lesson!

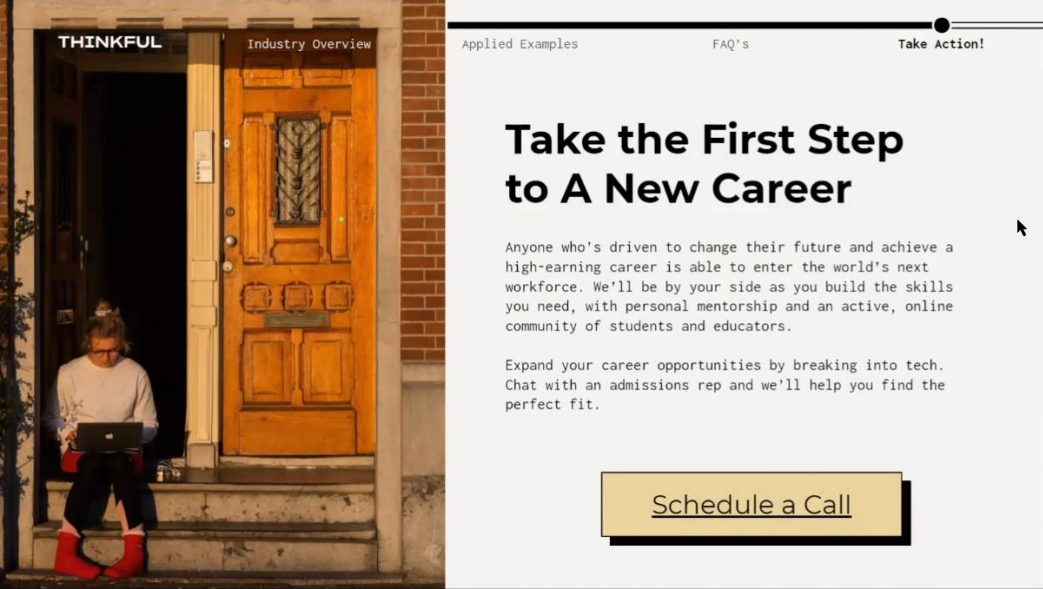
A Aris D 10:19:46 pm
Thanks for all of the information!

R Rebecca P 10:20:07 pm
Thanks for tolerating me and I really enjoyed your presentation. I think you did a remarkable job and it was informative and entertaining

Type your message here... Send

Add to Q&A

Show all



The slide features a photograph of a woman sitting on a wooden door step, working on a laptop. The text on the slide includes:

THINKFUL Industry Overview

Applied Examples FAQ's Take Action!

Take the First Step to A New Career

Anyone who's driven to change their future and achieve a high-earning career is able to enter the world's next workforce. We'll be by your side as you build the skills you need, with personal mentorship and an active, online community of students and educators.

Expand your career opportunities by breaking into tech. Chat with an admissions rep and we'll help you find the perfect fit.

[Schedule a Call](#)

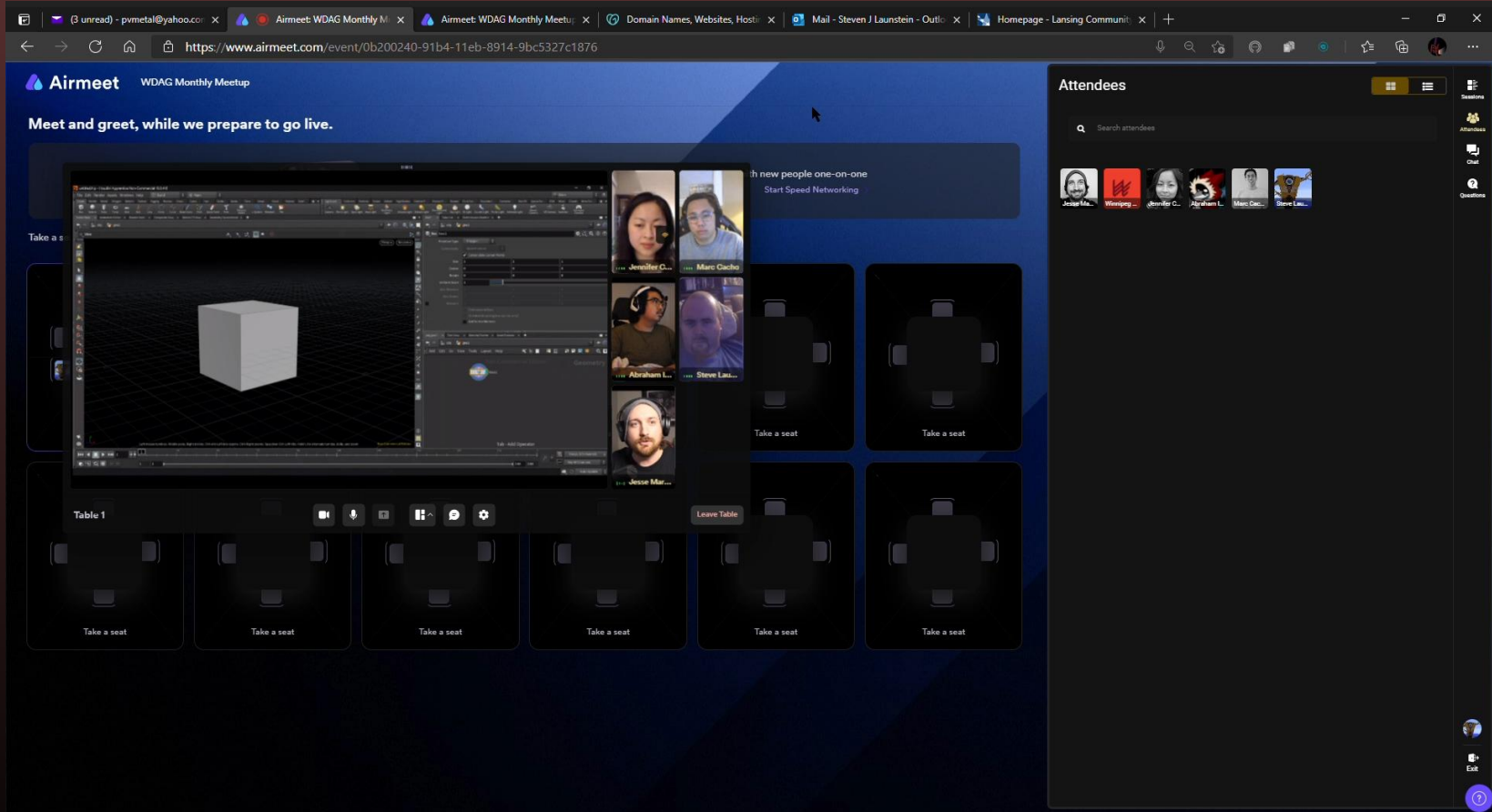
Technical_Project_M...pdf
Thinkful_Outcomes.pdf
Thinkful_101.pdf

Winnipeg Digital Art Group

WDAG Monthly Meetup

Email Confirmation

The screenshot shows an email client interface with a dark blue header bar containing navigation icons for Back, Archive, Move, Delete, and Spam. The main content area features a blue sidebar on the left with a calendar icon showing the number '8' and the text 'THU, APR'. The email header includes the subject 'WDAG Monthly Meetup' and a 'View on Calendar' link. The event details specify 'When: 7:00 PM - 9:00 PM' and 'Where: Online event', with an 'Edit' link for 'Are you going?'. The email body is from 'Meetup <info@meetup.com>' to 'pvmetal@yahoo.com', dated 'Tue, Apr 6 at 7:39 PM'. The main content of the email features the Meetup logo, a 'YOU'RE GOING!' notification, and event details for 'WDAG Monthly Meetup' by 'Winnipeg Digital Art Group' on 'Thursday, April 8, 2021 at 7:00 PM CT'. It identifies the event as an 'Online event' and requests that attendees 'Please join the video call prior to the start of the event.' A red 'See event details' button is prominently displayed. At the bottom, there are social media icons for Facebook, Twitter, and Instagram, followed by a footer containing a disclaimer: 'You're getting this message because your Meetup account is connected to this email address. Unsubscribe from similar emails from this Meetup group. Manage your settings for all types of email updates. Meetup will always read your information about your account, security, privacy, & policies, and payments. Read our Privacy Policy.'



Got some tips on different ways to model

Spent the rest of the time talking all things modeling and programming

The screenshot displays a virtual meeting interface for "Airmeeet W DAG Monthly Meetup". The browser address bar shows the URL: <https://www.airmeet.com/event/0b200240-91b4-11eb-8914-9bc5327c1876>. The main content area features a grid of video feeds. The top row includes three active feeds: Jennifer Chair (Creative Lead, 5D Space Development, Winnipeg, Canada), Marc Cacho (Game Art Student, Toronto Film School, Winnipeg, Canada), and Abraham Innocentes (Concept Artist / 3d Modeler, Freelance, Winnipeg, Canada). Below these are two more active feeds: Steve Launstein (Animator, Animation Mason, United States) and Jesse Maroffe (3d Shader Finalist, Tangent Animation, Winnipeg, Canada). The rest of the grid consists of "Take a seat" placeholders. A "Leave Table" button is visible at the bottom of the grid. On the right side, the "Attendees" panel shows a search bar and a list of six attendees with their profile pictures. The bottom right corner of the interface includes icons for "Exit" and "Settings".

Grad Audit

The image features a dark blue background. A diagonal line, colored in a dark brown or maroon hue, runs from the bottom-left corner towards the top-right corner, dividing the space. The area above the line is a lighter shade of blue, while the area below is a darker brown. The text 'Grad Audit' is positioned in the upper-left quadrant, rendered in a light yellow or gold serif font.



David B Baker

Thu 11/19/2020 10:31 AM

To: Steven J Launstein



Steve,

I just pulled up your degree on 'mydegree'.

On the Gen Ed side of things,

From what I can see, you still need a Speech Communication class such as COMM 105, 121,221 or 251.

You need a 'self and society' 200 level or higher.

I believe we've spoken about those classes. If you need more LCC equivalents, please go to <https://www.mitransfer.org/>

On the Ferris DAGD side of things,

We were able to have deviations applied for the DAGD degree. You are currently in DAGD 498 and will be taking Capstone in Spring 2021. You still need DAGD 491 Internship (take that summer 2021). After that you are all set.

Your audit is completed. We don't need to meet. Please figure out what you will be doing for the General Education classes so we can do a Application for Graduation next semester. Please use this as evidence for your DAGD 498 class.

Thank you,

David Baker



Applications

Steve Launstein
DAGD 499
Capstone

Argo

Digital Media Specialist

Description

Digital Media Specialist

Argo AI ★★★★★ 8 reviews
Dearborn, MI

Apply Now



Job match details

Your resume might be missing qualifications

Education & Certificates

Experience & Skills

? Bachelor's degree

Make sure your resume is up to date

Changes may take some time to be reflected in the above message.

Update Resume

Who we are:

Argo AI is in the business of building self-driving technology you can trust. With experienced leaders in the field and collaborative partnerships with some of the world's largest automakers, we're building self-driving technology that is engineered to scale globally and transform mobility for millions.

Talented individuals join our team because they share our purpose to make it safe, easy, and enjoyable for everyone to get around cities. We aspire to impact key industries that move people and goods, from ride hailing to deliveries.

Meet the team:

This new position is part of the expanding Communications team that is responsible for telling the Argo AI story, building the brand and managing the company's reputation with internal and external audiences. The

Confirmation

Digital Media Specialist

Argo AI ★★★★★ 8 reviews
Dearborn, MI

Apply Now



Job match details



Your application has been submitted.

- A confirmation will be sent to **pvmetalman@gmail.com** upon delivery.
- Indeed will send an application status update within 2 weeks.

Continue


Close

Meet the team:


This new position is part of the expanding Communications team building the brand and managing the company's reputation with

Email

← Back ↶ ↷ → 📁 Archive 📁 Move 🗑️ Delete 🛡️ Spam ⋮ ▲ ▼ ✕

 **Greenhouse No-reply** ⓘ

• Thank you for applying to Argo AI pvmetalman/Inbox ★

 **no-reply@greenhouse.io** <no-reply@greenhouse.io> [Unsubscribe](#) 📧 Fri, Feb 12 at 11:26 AM ★
To: pvmetalman@gmail.com

Steven,

Thanks for your interest in applying to Argo AI! Your application has been received and will be reviewed.

If your application seems like a good fit for the position for which you applied, we will contact you soon.

Regards,
Argo AI

Do not reply to this email. This email is sent from an unattended mailbox. Replies will not be read.

We may collect and use personal data submitted in accordance with our [Privacy Policy](#) and other privacy notices based on your location ([EU](#)).

↶ ↷ → ⋮


[Reply](#), [Reply All](#) or [Forward](#)

Send 🔗 📧 📧 😊 🔗 B *I* 🎨 AA ⋮ 🗑️

Creative Circle

Web Designer

Description



Web Designer

Creative Circle · Ann Arbor, MI

Posted 3 days ago · 73 views


[Easy Apply](#) [Save](#)

See how you compare to 12 applicants

[Try Premium Free for 1 Month](#)

Job	Company	Connections
<ul style="list-style-type: none">12 applicantsAssociate	<ul style="list-style-type: none">201-500 employeesStaffing & Recruiting	You have 0 connections at this company. Add >

Posted by



Melissa Chapman
Creative, Advertising & Marketing Industry Recruiter se...

PREMIUM
[Send InMail](#)

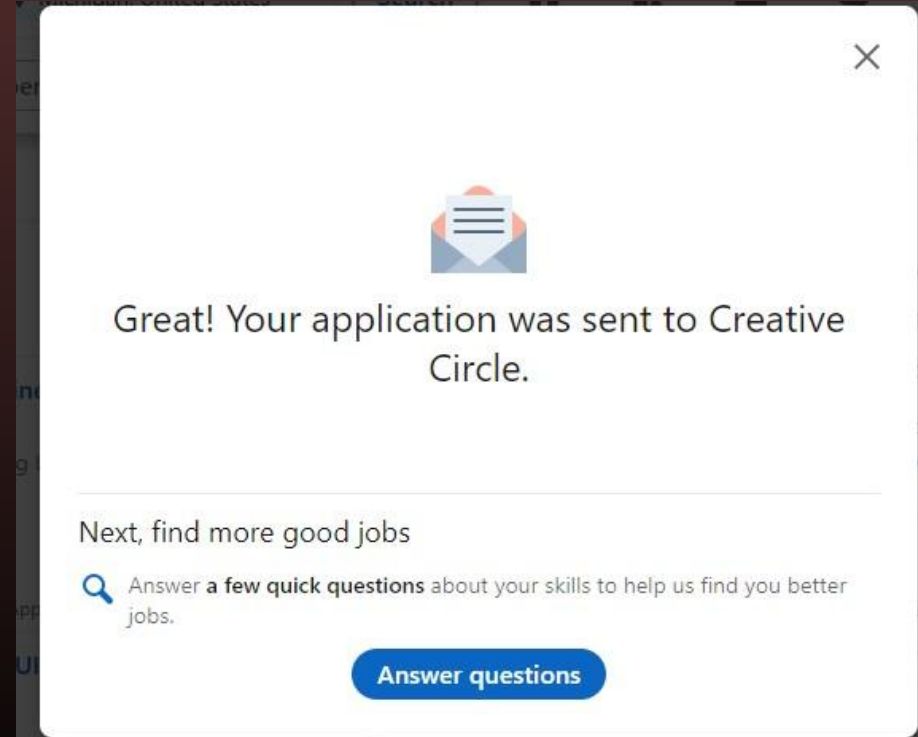
Position: Web Designer
Location: WFH during Covid-19
Status: Full Time
Estimated Duration: Full-Time
Starts: December 2020
Rate: \$70,000 range

Job Description:
One of our retail clients is searching for a Web Designer to join their team full-time to design, produce, and manage interactive development projects on their eCommerce site.

Responsibilities for the Web Designer:


- Designing various digital deliverables including: website redesign, social media, banner/display ads, and more
- Ensure visual consistency across site and media
- Conceptualize and implement digital designs and solutions that align with marketing

Confirmation

A white confirmation dialog box with a close button (X) in the top right corner. It features a blue and white envelope icon with a document inside. The main text reads "Great! Your application was sent to Creative Circle." Below this, there is a section titled "Next, find more good jobs" with a magnifying glass icon and the text "Answer a few quick questions about your skills to help us find you better jobs." A blue button labeled "Answer questions" is positioned at the bottom right of the dialog.

Great! Your application was sent to Creative Circle.

Next, find more good jobs

 Answer a **few quick questions** about your skills to help us find you better jobs.

[Answer questions](#)

Recommended for you

Eddy Studios

Videographer and Editor

Description

Videographer and Editor

730 Eddy Studios
Zeeland, MI 49464
Employer actively reviewed candidates today

[Apply Now](#)

Job match details

Your resume might be missing qualifications

Education & Certificates Experience & Skills

? Bachelor's degree

Make sure your resume is up to date
Changes may take some time to be reflected in the above message.

[Update Resume](#)

Job details

Salary
\$20 - \$30 an hour

Job Type
Full-time
Contract

Number of hires for this role
2 to 4

Qualifications

- Video production: 3 years (Required)
- US work authorization (Required)
- Associate (Preferred)

Confirmation

Videographer and Editor

730 Eddy Studios
Zeeland, MI 49464
Employer actively reviewed candidates today

[Apply Now](#)

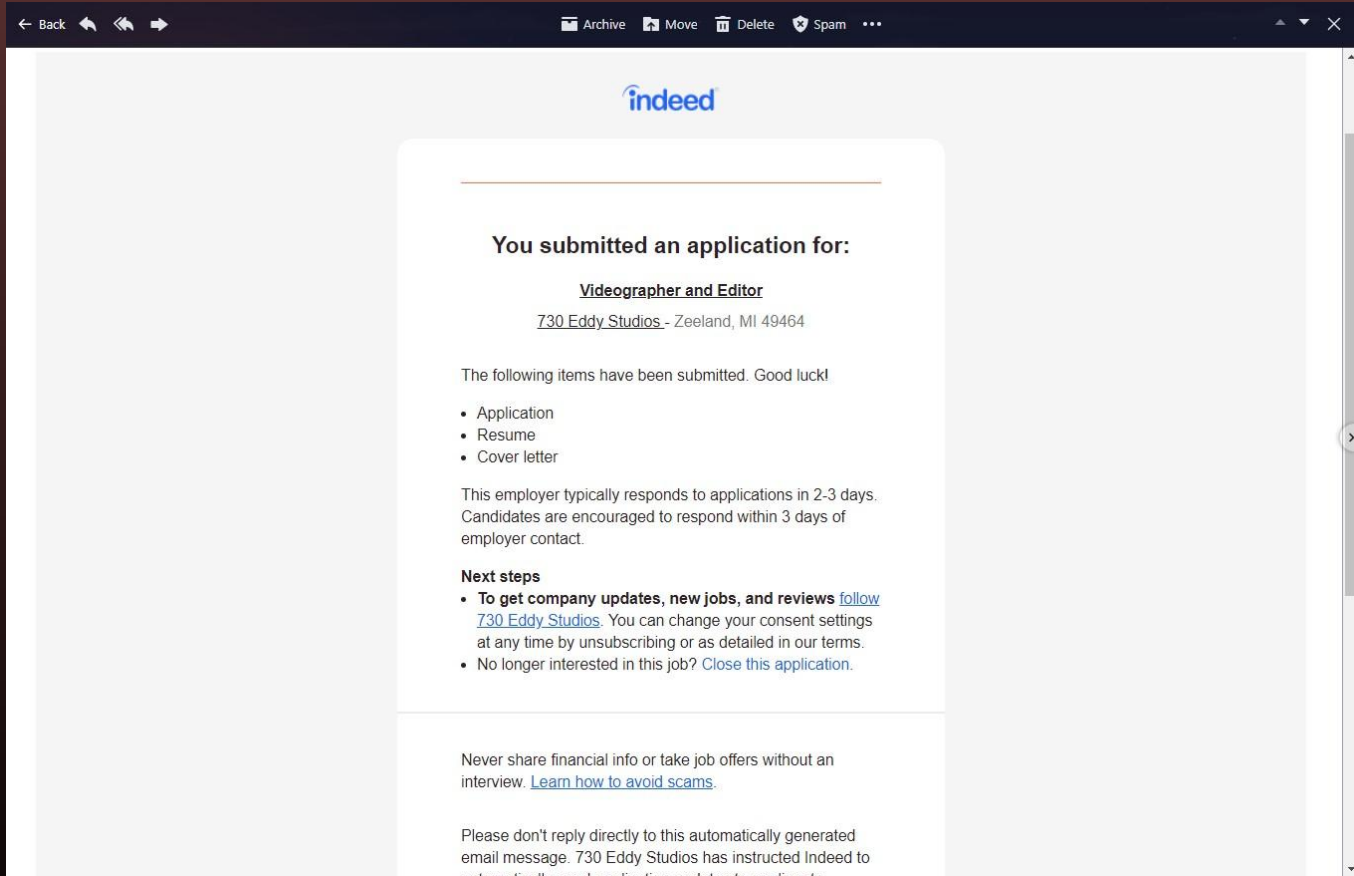
Your application has been submitted.

- A confirmation will be sent to pvmetalman@gmail.com upon delivery.
- This employer typically responds to applications within **2 days**.

[Continue](#)

[Close](#)

Number of hires for this role
2 to 4



Email

Floyd

Graphic Designer

Description

Confirmation

Graphic Designer

APPLY NOW

at Floyd ([View all jobs](#))
Detroit, MI

About Floyd:

Floyd is changing the way people consume, keep, and enjoy furniture. Our products are built around the idea that well-designed furniture should be accessible, long lasting, and ship to your door (not to mention beautiful). We create innovative products that challenge the common convention of furniture and the experience of buying it. Floyd is a venture-backed company with over 30+ enthusiastic individuals working to change how the world engages with furniture.

Where You Come In:

We are looking for an outstanding graphic designer with a strong sense in the fundamentals of design. This job is for you if you value (and are maybe even a little obsessed with) typography, layout and clean aesthetics. You will create engaging and on-brand graphics for a variety of digital & print media to help execute on Floyd's brand vision. The ideal candidate is someone who can take a concept, an idea, or a solid creative brief – and bring it to life. This role is dynamic, exciting, and essential to our continued success. Most importantly, we are looking for a team player that can work under deadline pressure and help in juggling new tasks & ongoing production work.

Your responsibilities will be primarily the following:

- Preparing production-ready assets for product launches & campaigns
- Lifecycle email + social (post/story) production design
- Digital advertisement design & updating
- Print collateral design & sourcing production
- Processing & updating assets for the website + LivedIn blog
- Designing layout-heavy pieces such as instructions & presentation decks

[View more jobs at Floyd](#)

Thank you for applying!

Your application has been received. If there is a fit, someone will get back to you about next steps.

Best of luck!

[Back to application](#)

Powered by [greenhouse](#)

[Read our Privacy Policy](#)

General Motors

Creative Animation / VFX Intern

We use cookies to offer you a better browsing experience, analyze site traffic, and personalize content. Read about how we use cookies and how you can control them by visiting our [Cookie Settings](#) page. If you continue to use this site, you consent to our use of cookies.

Cookie Settings

Creative Animation/VFX Intern

Warren, Michigan, United States of America | JR-000025971

Apply Now >

Posted Jan 25th 2021

About GM

There's never been a more exciting time to work for General Motors.

To achieve our vision of a world with Zero Crashes, Zero Emissions and Zero Congestion, we need people to join us who are passionate about creating safer, better and more sustainable ways for people to get around. This bold vision won't happen overnight, but just as we transformed how the world moved in the last century, we are committed to transforming how we move today and in the future.

Why Work for Us

Our culture is focused on building inclusive teams, where differences and unique perspectives are embraced so you can contribute to your fullest potential as you pursue your career. Our locations feature a variety of work environments, including open work spaces and virtual connection platforms to inspire productivity and flexible collaboration. And we are proud to support our employees volunteer interests, and make it a priority to join together in efforts that give back to our communities.

Job Description

Please note, you must submit a Portfolio to be considered for this position – See Instructions Below

Spring/Summer 2021 Internship

This is a remote position, the selected candidate can reside and perform the work from anywhere within the

Share via



Jobseekers Also Viewed

[Creative Clay Sculptor Intern](#)

[Database/MES developer](#)

[Creative Interior or Exterior Designer Intern](#)

[Color and Trim Designer Intern](#)

[Controls Engineer](#)

Career Home

We see a world with
ZERO CRASHES
ZERO EMISSIONS
ZERO CONGESTION

Search for Jobs

search



Search



Clear All

Current Search

Location/Country/Territory

- United States of America (529)
- Canada (94)
- Israel (47)
- Brazil (22)
- Mexico (21)
- More
- #### Location
- ##### Region/State/Province
- Michigan (363)
- Texas (104)
- Ontario (80)
- Georgia (35)



Congratulations!

Thank you

Process completed

Thank you for sending us your online submission. If your employment profile corresponds to our requirements, a member of our human resource department will contact you. We invite you to view the job openings available in our Career section and to further explore the functionalities of your account.

Feature Validation Engineer

JR-000024734 | Milford Proving Ground - Bldg 104 - Vehicle Integration | Posted 2 Days Ago

Software Developer, Java/Microservices/BigData/Machine Learning

JR-000024355 | Arizona IT Innovation Center - Arizona IT Innovation Center, More... | Posted 2 Days Ago

System Feature Validation Engineer

JR-000025452 | GM Global Technical Center - Estee Engineering Center | Posted 5 Days Ago

Software Engineer - QA

JR-000014454 | Milford Proving Ground - Bldg 22 & 23 HR, Security, Medical, Powertrain | Posted 7 Days Ago


Description

Confirmation

Email

← Back ↶ ↷ → Archive Move Delete Spam ...

Regarding your application to Creative Animation/VFX Intern - JR-000025971 Creative Animation/VFX Intern (Evergreen) (Open) pvmetalman/inbox ☆

 generalmotors@myworkday.com
To: pvmetalvideo@gmail.com Wed, Feb 3 at 6:07 PM ☆

Dear Steven :

Thank you for your application! We appreciate your interest and will review your information carefully. If your skill set is a potential match for this position, a member of our Global Talent Acquisition Team will contact you. Remember that you may log into your Workday account with your username and password at any time to review your candidate profile. While you are there, be sure to check out additional positions that might interest you!








Sincerely,
General Motors Global Talent Acquisition Team

GENERAL MOTORS


This email was intended for pvmetalvideo@gmail.com

↶ ↷ → ...

[Reply](#), [Reply All](#) or [Forward](#)


Send      **B** *I*  **AA** ... 


LinkedIn Main Page


 Search

[Home](#) [My Network](#) [Jobs](#) [Messaging](#) [Notifications](#) [Me](#) [Work](#) [Try Premium Free for 1 Month](#)

Steven, complete these steps to get the most out of LinkedIn: ✕









 Make 30 connections to get more access to jobs.
↓

 **Get notified about new jobs**
Over 20 million job postings available. Don't miss out.

 **Profile started!**
Continue adding experiences and skills to showcase your accomplishments.


Tap into proven talent. - In-demand talent, on demand. Upwork is how. Ad ...

Manage my network

-  Connections 22
-  Contacts 134
-  People I Follow 1
-  Groups
-  Events
-  Pages 12
-  Newsletters
-  Hashtags 14


Ad ...

Steven, boost your job search with Premium



See who's viewed your profile in the last 90 days

No pending invitations Manage




 **Add personal contacts** ✕

We'll periodically import and store your contacts to help you and others connect. You choose who to connect to and who to invite. [Learn more](#)

[Continue](#)





[More options](#)

Online events for you See all

-  **Multifamily Investment**
-  **Webinar: What is Product**
-  **PWN London Webinar: Virtual**

Messaging ✕

 ☰

-  **Doug Fritch**
Doug: Thanks
-  **Whitney Longcore**
You: 🙌
-  **Shawn Brokenshire**
You: It is fun at times, but I'm definitely...
-  **Justin Roland**
You: I think he did

Hook

Hook Motion Designer

Motion Designer

at Hook [\(View all jobs\)](#)

[Apply Now](#)

WHO WE ARE

Hook is a Creative Production Agency. With a collaborative, maker-centric team, and an emphasis on production-led design, we develop creative campaigns, short-form content, and websites for well known brands.

Our mission is to integrate creative and production to help grow brands faster. But we believe what's most important are the people who work with us and the experience they have along the way. We want clients to think of us as the best agency they've ever worked with, and we want everyone at Hook to feel like this is the best job they've had yet.

And so, Hook is organized around the idea that small, diverse and autonomous teams create better work—and a better work experience. At around 20 people each, our pod-like teams are built with a mix of designers, writers, producers, animators, and technologists. Individuals at all levels and from all backgrounds, all empowered to connect with the client and make the creative challenge their own.

WHAT IS A MOTION DESIGNER AT HOOK?

Motion Designers are animators, editors, and post-production experts who bring visuals and narratives to life with an array of time based media deliverables. Motion Designers are skilled in animation and video/audio editing software, these individuals fluidly move between tool sets in order to focus on ideas and concepts that successfully enhance a campaign's message.

To accomplish this task, Motion Designers function organizationally within the Motion Department (reporting to The Motion Director), while operating within project-based teams alongside Design and Creative in order to develop thoughtful, aesthetically compelling, and technically efficient content that delights audiences while exceeding client-set success metrics.

In addition to high-level execution, a great Motion Designer is responsible for being an effective creative collaborator. They are perceived as an invaluable resource, able to contribute ideas and visuals that are creative, surprising, on-brand, and with minimal oversight. They swiftly support projects from development, all the way through delivery.

WHAT YOU'LL DO

- Develop insightful, aesthetically compelling, and functional motion graphics that support creative ideas toward the goal of solving client challenges.
- Support motion efforts with a strong, hands-on approach to content development and exploration with a high aptitude for team-oriented workflows.
- Maintain a positive relationship with both Creative and Design staff, ensuring that final results meet the requirements of both departments.
- Support client-facing conversations focused where motion expertise is required.
- Maintain and promote an internal awareness of industry design trends and standards with a strong focus on processes and tools.

Confirmation / Email

[View more jobs at Hook](#)

Thank you for applying.

Your application has been received. If there is a fit, someone will be getting back to you.

[Back to application](#)

Powered by [greenhouse](#)

[Read our Privacy Policy](#)

The screenshot shows an email client interface with a dark blue header. The email is from 'Byhook No-reply' with the subject 'Thank you for applying to Hook'. The sender is 'no-reply@byhook.com' and the recipient is 'pvmetal@yahoo.com'. The email content reads: 'Hi Steven, Thanks for your interest in Hook. We will review your application and if it seems like there could be a fit for this position or any other we will reach out. Stay healthy and safe. Wishing you well, Hook. ** Please note: Do not reply to this email. This email is sent from an unattended mailbox. Replies will not be read.' The interface includes navigation icons at the top, a 'Send' button, and a rich text editor at the bottom.

← Back ↩ ↪ → Archive Move Delete Spam ...

Byhook No-reply

Thank you for applying to Hook Yahoo/Inbox

no-reply@byhook.com
To: pvmetal@yahoo.com Wed, Feb 3 at 5:55 PM

Hi Steven,
Thanks for your interest in Hook.
We will review your application and if it seems like there could be a fit for this position or any other we will reach out.
Stay healthy and safe.
Wishing you well,
Hook
** Please note: Do not reply to this email. This email is sent from an unattended mailbox. Replies will not be read.

Reply, Reply All or Forward


Send [Rich Text Editor Icons]

Inno-Versity

eLearning Developer-
Storyline and Animation Specialist

Description

Confirmation



eLearning Developer-Storyline and animation specialist


Inno-Versity | The Global Learning Leader · Grand Rapids, MI

Posted 1 week ago · 56 views


✔ **Applied just now** [See application](#)


See how you compare to 11 applicants

👉 [Try Premium Free for 1 Month](#)

Job	Company	Connections
<ul style="list-style-type: none">• 11 applicants• Associate	<ul style="list-style-type: none">• 51-200 employees• E-learning	 3 alumni

Recommended for you


 [View assessments](#)
You've taken **3 out of 3** Skill Assessments available.

 [Prepare for interviews](#)
Practice your answers to common interview questions and get feedback.

We are seeking a dynamic and professional Creative Specialist who is self-directed, detail oriented, and an independent learner. Creative Specialists are talented individuals who are both innovative and motivated.

Responsibilities

- Create custom branded interactive e-learning courses
- Collaborate with clients and other instructional designers to achieve desired




Great! Your application was sent to Inno-Versity | The Global Learning Leader.

See more jobs where you'd be a top applicant

Jobs where you're a top applicant


Top 10% of 92 applicants	Top 20% of 180 applicants	Top 10% of 100 a
--------------------------	---------------------------	------------------



Chris and millions of other members use Premium

[Try Premium for free](#)


← Back ↶ ↷ → Archive Move Delete Spam ...



Your application for the eLearning Developer-Storyline and animation specialist job was submitted successfully.

Here's a copy of your application data for safekeeping.

Personal information

	Name	Steven Launstein
	Email	pvmetal@yahoo.com
	Headline	Student working toward a Bachelor's Degree for Digital Animation and Game Design
	Phone	+1 (517) 525-0464
	Address	409 W. Every Rd., Mason, Michigan, United States, Michigan 48854, United States

Profile

Education


2014 - 2019	- Computer Animation/ Game Design Lansing Community College
n/a	- Digital Animation and Game Design Grand Rapids Community College

Email

Service Express

Graphic Designer

Description



Graphic Designer

Service Express · Grand Rapids, MI

Posted 1 day ago · 631 views

[Easy Apply](#) [Save](#)

See how you compare to 145 applicants
[Try Premium Free for 1 Month](#)

Job	Company	Connections
<ul style="list-style-type: none">145 applicantsEntry level	<ul style="list-style-type: none">501-1,000 employeesInformation Technology ...	<ul style="list-style-type: none">7 alumni

Are you a skilled Graphic Designer who has a passion for great design and who understands color schemes, color contrast, typography, spacing, proportions, composition, and visual hierarchies? Then we have the job for you! Service Express is looking to add a **Graphic Designer** to our growing Marketing Department!


How You'll Spend Your Time

- Creating a wide range of marketing, promotional, & sales enablement materials from concept to design to help support all aspects of Service Express!
 - Including but not limited to direct mailing projects, signage, brand-standard templates, newsletters, proposals, and professional-level presentation graphics
- Collecting feedback, updating, and modifying materials based on departmental needs while maintain brand standards and aesthetics
- Serving as a project manager and working cross departmentally to ensure consistent communication & deliverables
- Researching and identifying new trends
- Developing technical skills and staying up to date with the latest tools

Ideally You'd Have

- 1-3 years graphic design experience
- Strong working knowledge of Adobe Creative Suite (Photoshop, InDesign, ...)

Confirmation




Great! Your application was sent to Service Express.

See more jobs where you'd be a top applicant

Jobs where you're a top applicant

- Top 10% of 92 applicants
- Top 20% of 180 applicants
- Top 10% of 100 a

 Chris and millions of other members use Premium

[Try Premium for free](#)

GN Greenhouse No-reply



• Thank you for applying to Service Express

Yahoo/Inbox ★

GN • **no-reply@greenhouse.io** <no-reply@greenhouse.io> [Unsubscribe](#)
To: pvmetal@yahoo.com

📧 Fri, Feb 12 at 10:15 AM ★

Hi Steven,

Thanks for applying to Service Express. Your application has been received and we will review it right away.

If your application seems like a good fit for the position we will contact you soon.

Thank you for your interest,
The Service Express Talent Acquisition Team

** Please note: Do not reply to this email. This email is sent from an unattended mailbox. Replies will not be read.



[Reply](#), [Reply All](#) or [Forward](#)

Send



Email

Shinola

Graphic Designer

Description

Graphic Designer

Shinola ★★★★★ 40 reviews
Detroit, MI

[Apply Now](#)

Job match details

Your resume might be missing qualifications

Education & Certificates Experience & Skills

? Bachelor's degree

Make sure your resume is up to date
Changes may take some time to be reflected in the above message.

[Update Resume](#)

Overview

At Shinola, we make beautiful, enduring, handcrafted goods that are built to be lived in, worn out, and well loved. Our thoughtful craftsmanship, timeless design and spirited stories inspire our customers to live well, with confidence & joy—in a style that is uniquely their own! Because we are a growing and evolving company, each employee is a key stakeholder, making decisions every day that directly impact our overall vision and direction. At Shinola, you'll have the opportunity to make a significant contribution at the start of what we believe will become an iconic American brand. Come be a part of what AdWeek called "America's Coolest Brand"!

What You'll Be Doing:

The graphic designer will be an integral part of the Shinola creative team. You will work alongside a team of passionate individuals to create, hone and evolve the Shinola brand. As part of an inter-disciplinary team responsible for the branded look, feel and content creation for the brand. (S)he will produce world class designs with an incredible attention to detail that **inspire people and invite them into our world through beauty, craft and creativity.**

Job Highlights:

- Develop and champion great ideas. All sorts of ideas. Big ideas. Little ideas. Crazy ideas!

Confirmation

Graphic Designer

Shinola ★★★★★ 40 reviews
Detroit, MI

[Apply Now](#)

Job match details

Your application has been submitted.

- A confirmation will be sent to **pvmetalman@gmail.com** upon delivery.
- Indeed will send an application status update within 2 weeks.

[Continue](#)

[Close](#)

The graphic designer will be an integral part of the Shinola creative team. You will work alongside a team of passionate individuals to create, hone and evolve the Shinola brand. As part of an inter-disciplinary team responsible for the branded look, feel and content creation for the brand. (S)he will produce world class designs with an incredible attention to detail that **inspire people and invite them into our world through beauty, craft and creativity.**

 Greenhouse No-reply



• Thank you for applying to Shinola

pvmetalman/Inbox ★

 **no-reply@greenhouse.io** [Unsubscribe](#)
To: pvmetalman@gmail.com

📧 Fri, Feb 12 at 1:57 PM ★

Steven,

Thank you for applying to Shinola. Your application has been received and will be reviewed as soon as possible.

If your application seems like a good fit for the position we will be in contact with you.

Shinola

** Please note: Do not reply to this email. This email is sent from an unattended mailbox. Replies will not be read.



[Reply](#), [Reply All](#) or [Forward](#)

Send



Email

Stardock Corporation

Junior Games Artist

Description

Junior Games Artist

Stardock Corporation
Plymouth, MI 48170 • Temporarily remote
Employer actively reviewed candidates 2 days ago

[Apply Now](#)

Job details

Job Type
Full-time

Qualifications

- US work authorization (Preferred)

Full Job Description

We are currently seeking a full-time, Junior Artist, to collaborate with our existing team on assets for an unannounced project. The ideal candidate will be skillful in creating a variety of assets and have a strong artistic eye. Furthermore, the artist should be comfortable with a technical pipeline involving different tools along with a proprietary in-house engine. Overall, this candidate must be passionate about creating game experiences beyond simply creating assets. This is a salaried, full-time position located in our Plymouth, MI studio with remote options available currently.

Primary Responsibilities Include:

- Produce high quality 2D and 3D assets according to design specs, technical requirements and best practices.
- Coordinate with the games team to ensure project visual and technical standards.
- Complete art on schedule with project milestones.
- Continuously learn and explore the pipeline of game development.
- Additional responsibilities will be assigned as needed.

Education and/or Experience Desired:

- Experience creating a variety of 3D game assets as displayed in a visual portfolio.
- Experience creating 2D art such as textures, concept paintings, and icons.
- Knowledge of standard industry tools such as: Z-Brush, Substance Designer, Substance Painter, Photoshop, 3D Studio Max, Maya, World Machine.

Confirmation

Junior Games Artist

Stardock Corporation
Plymouth, MI 48170 • Temporarily remote
Employer actively reviewed candidates 2 days ago

[Apply Now](#)

Your application has been submitted.

- A confirmation will be sent to pvmetalman@gmail.com upon delivery.
- This employer typically responds to applications within **6** days.
- Indeed will send an application status update within 2 weeks.

Great! Your profile is up to date

As things change, come back to ensure we have the details right.

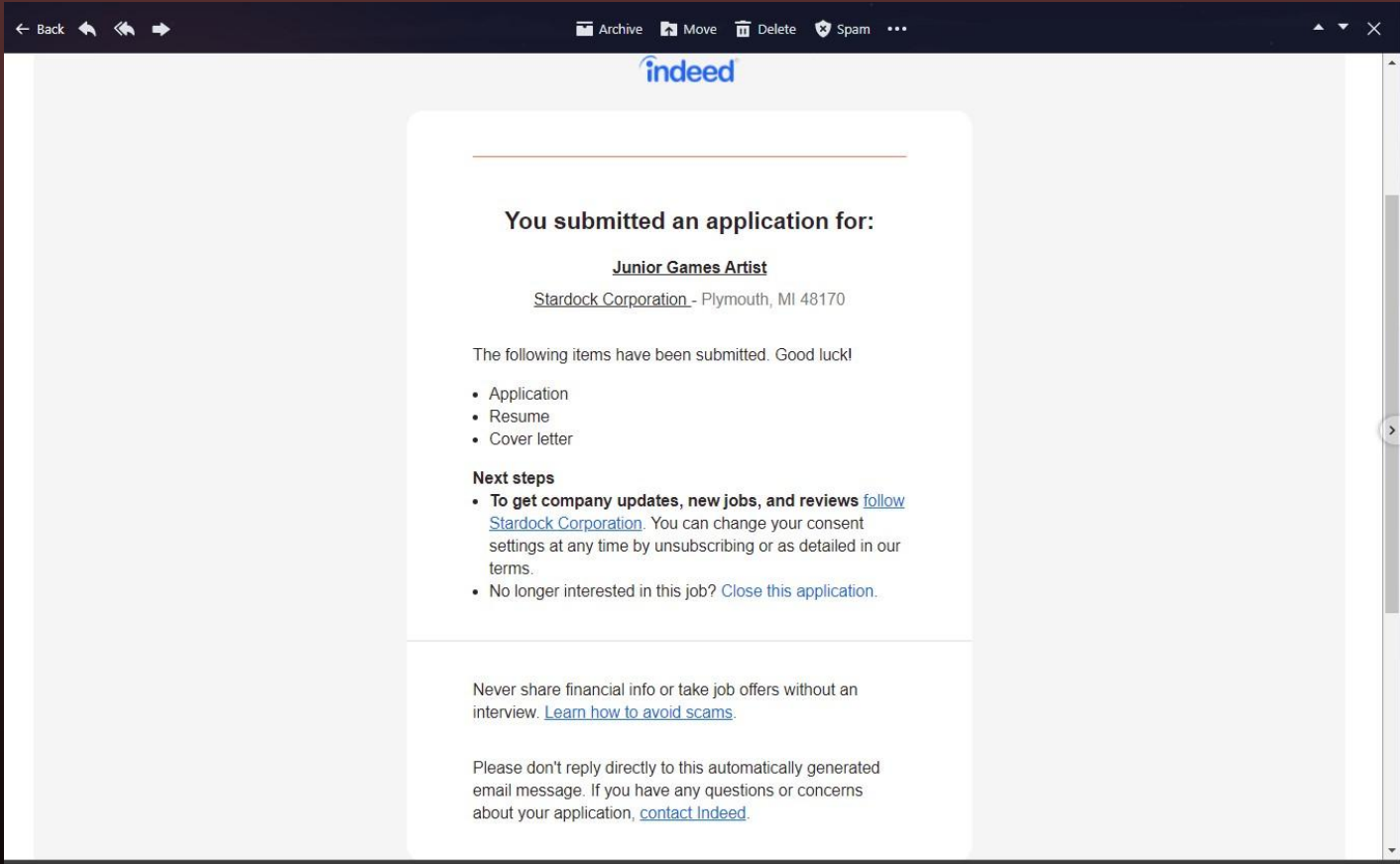
[View your profile →](#)

[Continue](#)

[Close](#)

Education and/or Experience Desired:

- Experience creating a variety of 3D game assets as displayed in a visual portfolio



Email

The Stow Company

Graphic Designer

Description

Graphic Designer

The Stow Company ★★★★★ 37 reviews

Holland, MI 49424

Employer actively reviewed candidates 2 days ago

Apply Now



Full Job Description

Company Overview:

We are The Stow Company. Headquartered in Holland, Michigan, and established in 1984, we manufacture a complete range of organization solutions for the home. We are a strong, dynamic and growing organization looking for positive people who desire a long-term career opportunity with an industry leader.

Primary Purpose of Position:

The Graphic Designer will create graphics to communicate ideas that inspire, inform, and captivate consumers. Understand the effectiveness of created materials and leverage consumer insights to continuously improve creative elements to meet business objectives. Familiar with a variety of the creative field's concepts, practices, and procedures. Relies on experience and best judgment to plan and accomplish goals. Performs a variety of tasks. A wide degree of creativity is expected.


Essential Functions and Responsibilities:


- Creative development of physical branded materials including printed literature, installation instructions, packaging, and sample kits.
- Creative development of digital materials including website design and assets used across digital advertising, social media posts, and email marketing campaigns.
- Creative development of any internal company-wide graphics as needed
- Creative development of web content while taking into consideration User Interface (UI) design and using the best practices of User Experience (UX) design
- Meet with internal stakeholders to determine and document the scope of the project
- Maintain project documentation including creative briefs, quotes, approvals, invoices, and final artwork files
- Communicate all design work requests and interface with leadership to ensure projects are prioritized appropriately to meet business needs
- Artistic layout and effect of web pages while considering resolution and page load time
- Manipulate photos during post-editing including, but not limited to color correction, compositing, rearrangement, etc.

Confirmation

ity pre-rendered 3d
rators.

Graphic Designer
The Stow Company ★★★★★ 37 reviews
Holland, MI 49424
Employer actively reviewed candidates 2 days ago

[Apply Now](#) 

 **Your application has been submitted.**

- A confirmation will be sent to **pvmetalman@gmail.com** upon delivery.
- This employer typically responds to applications within **4 days**.
- Indeed will send an application status update within 2 weeks.

[Continue](#)

[Close](#)

o cre

age.

he c
atio

Vade Nutrition

Graphic Designer / Video Editor

Description

Graphic Designer/Video Editor

VADE Nutrition
Wixom, MI
Employer actively reviewed candidates 9 days ago

[Apply Now](#)

Job match details

Your resume might be missing qualifications

- ? Adobe InDesign
- ? Adobe Lightroom

Make sure your resume is up to date
Changes may take some time to be reflected in the above message.

[Update Resume](#)

Job details

Salary
\$28,000 - \$50,000 a year

Job Type
Full-time

Number of hires for this role
1

Qualifications

- Graphic Design: 1 year (Preferred)
- Video Editing: 1 year (Preferred)

Confirmation

Graphic Designer/Video Editor

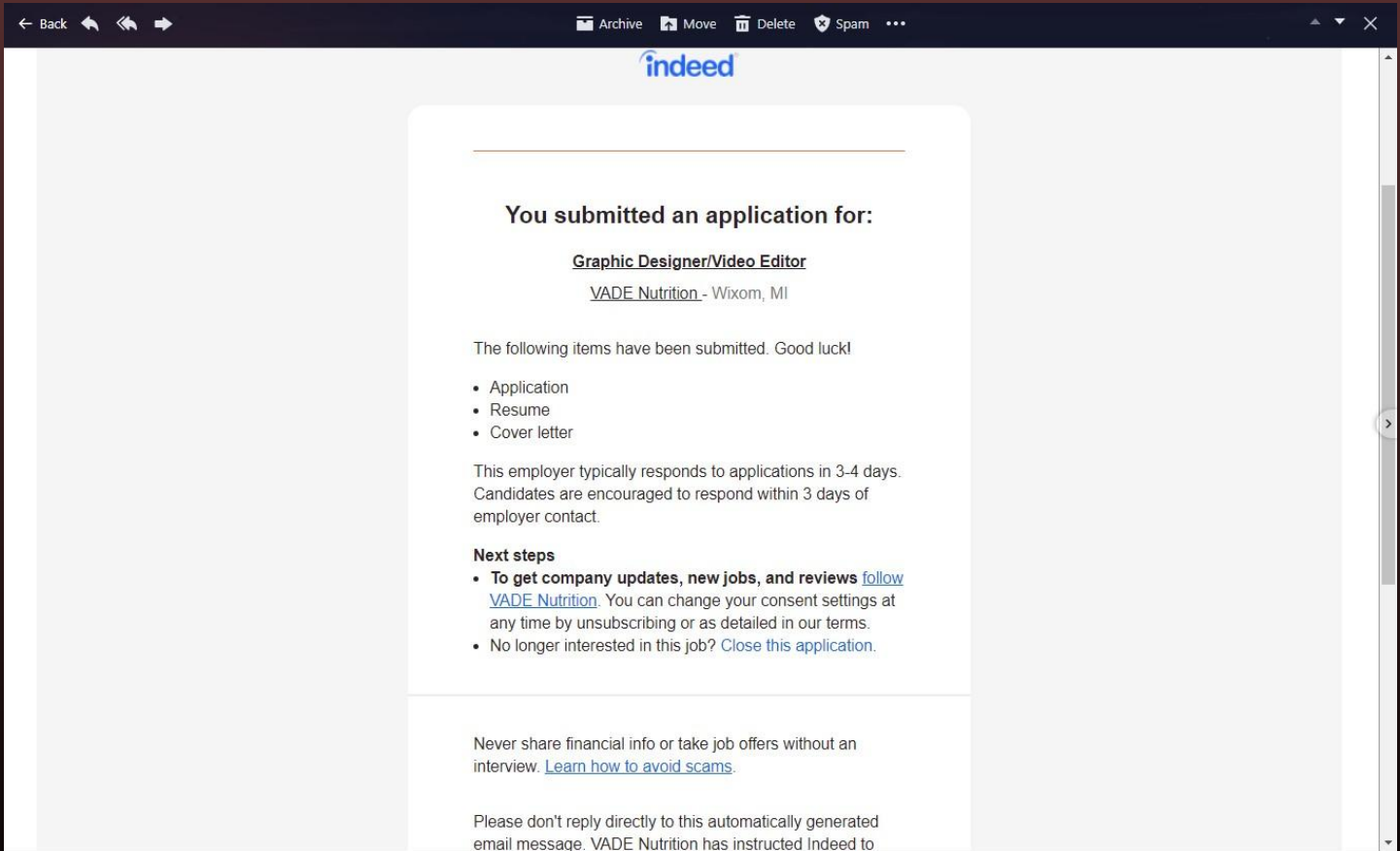
VADE Nutrition
Wixom, MI
Employer actively reviewed candidates 9 days ago

[Apply Now](#)

Your application has been submitted.

- A confirmation will be sent to pvmetalman@gmail.com upon delivery.
- This employer typically responds to applications within **3** days.

[Re-open assessment](#)



Email

Ability Concepts

Press Shift to toggle Sprint. You must alternate between Holding Q and E to maintain both durability and cooling while running. Speed increases gradually as you continue to run unhindered.

Keeping Durability in the sweet spot allows you to keep running without everything smashing through you.

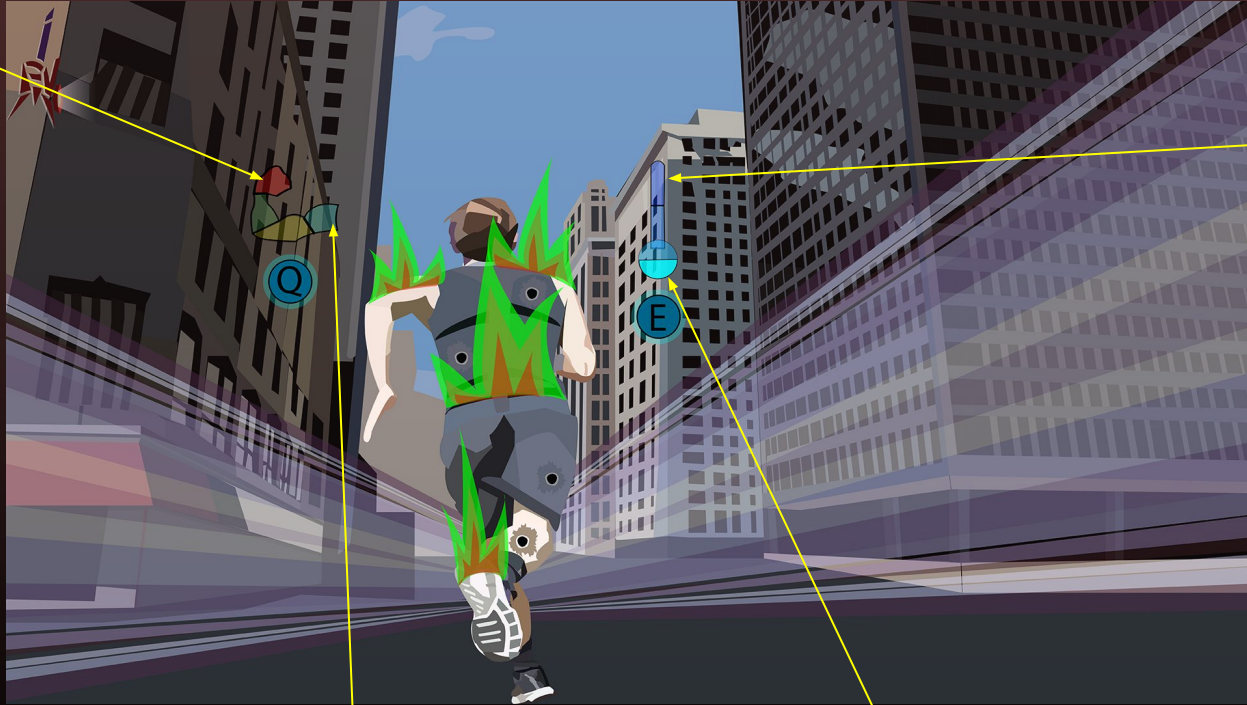


Keeping cooling in the sweet spot prevents you from heating up to the point of burning or disintegration.

Running Success

Running Fail

Charging durability too far will cause you to slow down drastically.



If the meter fills too far, you will begin to slow and take damage. At the top you will freeze, which allows obstacles to shatter you instantly.

By not maintaining cooling properly, you will begin to burn and take constant damage.

If you don't charge the durability meter enough, every tiny obstacle will become a deadly projectile, causing constant damage and possibly instant death, if you hit a large object.

If the cooling meter depletes completely, you will burn to ashes.

To punch, you have to Right-Click, or hold it down to charge. You must maintain both punching strength and durability while charging punches.



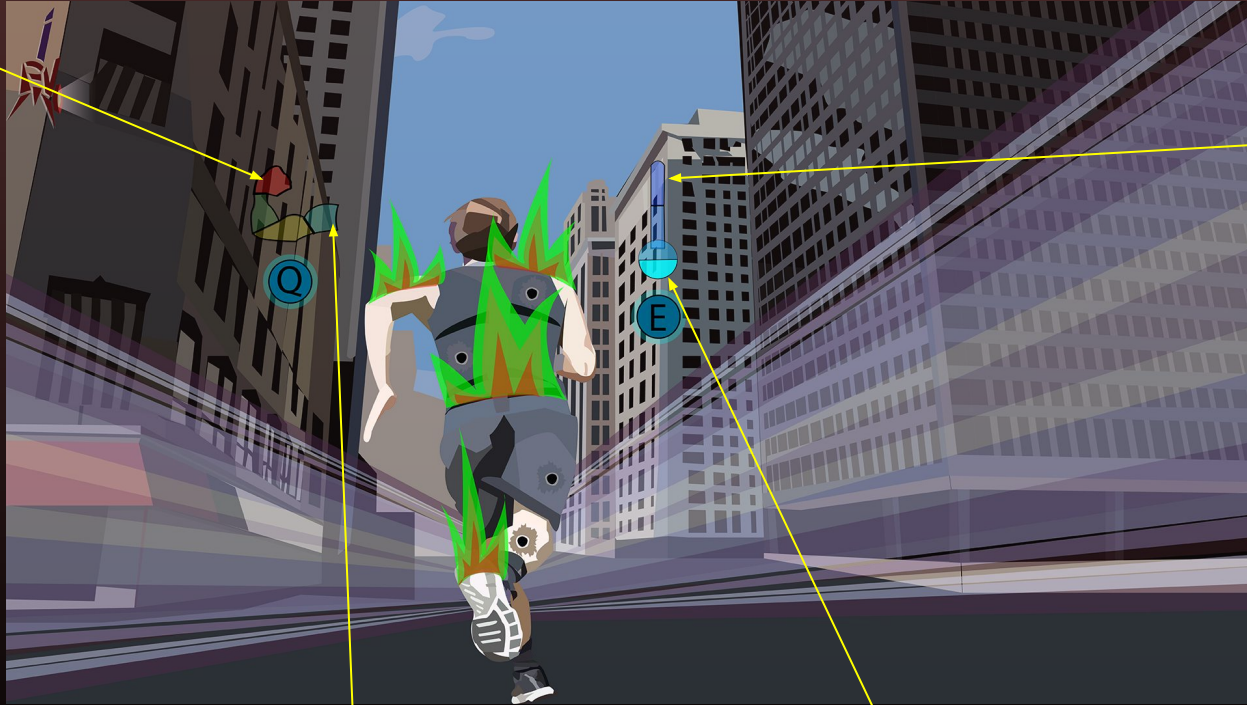
Maintain the power meter to punch hard without destroying your opponent completely.

Maintain the durability meter to hold your ground while throwing powerful punches, and avoid breaking your bones.

Punching Success

Running Fail

Charging durability too far will cause you to slow down drastically.



If the meter fills too far, you will begin to slow and take damage. At the top you will freeze, which allows obstacles to shatter you instantly.

By not maintaining cooling properly, you will begin to burn and take constant damage.

If you don't charge the durability meter enough, every tiny obstacle will become a deadly projectile, causing constant damage and possibly instant death, if you hit a large object.

If the cooling meter depletes completely, you will burn to ashes.

To punch, you have to Right-Click, or hold it down to charge. You must maintain both punching strength and durability while charging punches.



Maintain the power meter to punch hard without destroying your opponent completely.

Maintain the durability meter to hold your ground while throwing powerful punches, and avoid breaking your bones.

Punching Success

Punching Fail

At the highest level, your movements will become sluggish, making your attacks easy to dodge.

Not charging the durability meter enough will result in damaging yourself.

At the lowest level, it will cause broken bones.



Charging your attack completely will cause you to punch a hole through the enemy, or you to go flying.

Not charging enough will cause weaker attacks.

At the weakest level, attacks are weaker than they would be if you just click the button.

Maintain a balance between durability and power in order to maximize damage to the enemy without damaging yourself or killing the enemy. Charging too far while fighting weaker enemies will punch through them, on strong enemies it will send you flying or break your arm.

To hover, jump twice. Use W to raise altitude, and S to lower altitude. Jump again to freefall. Press Shift to begin flying forward, and this will control much like sprinting.

Maintain the durability meter to avoid damage from in-air obstacles.



Maintain the cooling meter to avoid freezing and free falling to your death.

Flying Success

Flying Fail

Undercharging the durability meter will cause any object, such as birds, to puncture through you.

Overcharging will cause you to become too heavy and begin falling.



Overcharging your cooling meter will cause you to freeze and fall to your death.

Maintain a balance between durability and cooling. This works in the same way as it does when running.

Personas



Bill Persona

Characteristics

Chaotic Peaceful



Free-Spirit Goal-Driven



Playful Serious



Creative Methodical



Needs

- Play a game that isn't too serious
- Open-ended gameplay
- Must be visually appealing and easy to navigate UI

Feature Importance

Graphics



Physics



Story



Challenge



Background

Bill is a teacher who adores learning about science and the different applications that can be used with it. He can enjoy good films, but because he struggles to suspend his disbelief when physics are ignored to make a more visually appealing scene, he prefers watching ones that take science into account. He also plays video games when he can, but he strives for games with realistic physics.

Familiarity

Bill graduated college with a degree in physics. He has a great deal of knowledge regarding the scientific world.

Interests

- Watching videos about the science regarding anything, even surrounding superpowers
- Watching or reading things that teach him new things.
- Watching films and playing games that are scientifically accurate.

Bill Kendall

36 years old

Teacher

Massachusetts

“A person who never made a mistake never tried anything new.”



Tobey Parker

21 years old

Student and Restaurant Host

Michigan

"If you are interested in what you do, that keeps you going!"



Background

As Tobey works his way through college, while working part-time to make ends meet, he spends as much time as he can reading comics, watching superhero movies and playing his games. He is still trying to decide whether he wants to major in game design or graphic design to create comics.

Familiarity

Tobey knows a lot about characters and movies in superhero and fantasy genres. He also knows a great deal about superhero video games.

Interests

- Playing video games that are entertaining, challenging, or both
- Watching superhero movies and reading comics

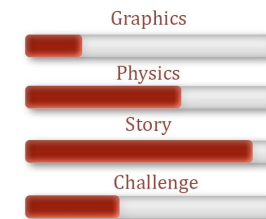
Characteristics



Needs

- Play a game with an interesting story.
- Play the game however he feels like playing.

Feature Importance



Leah Persona



Leah Raymond

29 years old

Youtuber and cosplayer

California

"A girl should be two things: who and what she wants"

Background

Leah has had a deep love for video games since she can remember. Her love for games and their characters drove her to begin cosplay as a teenager, which is a passion that she has pursued ever since. In her early twenties she started a Youtube channel that mixes her costume-creation with gameplay of her favorite games.

Familiarity

Leah spends most of her game time playing Grand Theft Auto and similar open-world games. She also enjoys the occasional RPG, which are the most common inspirations for her cosplay.

Interests

- She loves playing open-world games, such as Grand Theft Auto.
- She has developed a great skill for games, and loves a good challenge.

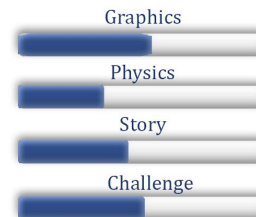
Characteristics



Needs

- A free, open-world experience
- Interesting characters

Feature Importance



Persona Resources

Persona Resources:

Bill Picture: <https://engoo.com/app/lessons/teacher/CPPU1mFIEe9iCchN91BRw>

Bill quote by Albert Einstein from: <https://www.brainyquote.com/profession/quotes-by-physicists#:~:text=A%20person%20who%20never%20made%20a%20mistake%20never,about%20what%20makes%20the%20universe%20exist.%20Be%20curious.>

Tobey Picture: https://www.freepik.com/free-photo/happy-man-gamer-sitting-home-play-games_8056661.htm

<http://www.freepik.com> - Designed by drobotdean / Freepik

Tobey quote by Stan Lee from: <https://wealthygorilla.com/stan-lee-quotes/>

Leah Picture: Photo by [Andre Hunter](#) on [Unsplash](#)

Leah quote by Coco Chanel from: <https://www.goodreads.com/work/quotes/6602229-the-gospel-according-to-coco-chanel-life-lessons-from-the-world-s-most>

Bio Sheets

The image features a dark blue background. A diagonal line, colored in a dark red or maroon hue, runs from the bottom-left corner towards the top-right corner. This line divides the background into two distinct regions: a lighter, medium-blue area above the line and a dark brown area below it. The text 'Bio Sheets' is positioned in the upper-left quadrant, within the lighter blue region.

Melvin Bio

Melvin Densworth aka Superhard

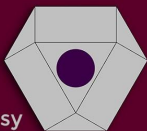
Male - 21 years old

Gamer and budding superhero

Las Deriva, CA

Disposition:

- Light-Hearted
- Awkward / Clumsy
- Caring



Background

Melvin spent most of his time playing games in his mother's basement and wandering around the park, until one day he accidentally realized that he had extraordinary superpowers. Soon after, his mother was abducted, and he started on a quest to learn how to use his superpowers, fight crime, and rescue his mother.



Likes

- Video Games
- Comic Books
- His fanny pack

Dislikes

- Rom Coms
- Sports
- Country Music



Personality

Cautious Reckless

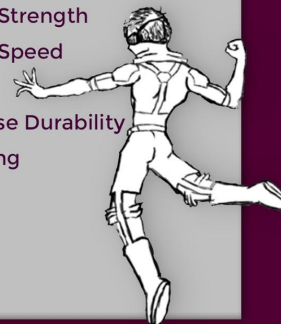
Selfless Self-Serving

Trusting Cynical

Playful Serious

Abilities

- Super Strength
- Super Speed
- Flight
- Increase Durability
- Freezing



Melvin aka Superhard

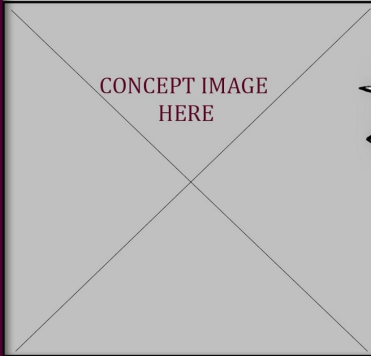
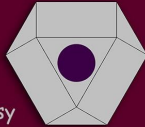
Male - 21 years old

Gamer and budding superhero

Location TBA

Disposition:

- Light-Hearted
- Awkward / Clumsy
- Caring



Background

Melvin spent most of his time playing games in his mother's basement and wandering around the park, until one day he accidentally realized that he had extraordinary superpowers. Soon after, his mother was abducted, and he started on a quest to learn how to use his superpowers, fight crime, and rescue his mother.



Personality



Likes

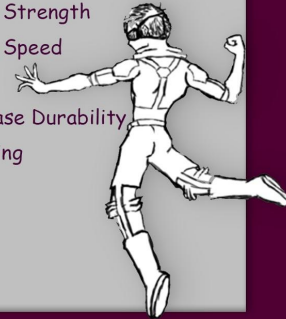
- Video Games
- Comic Books
- His fanny pack

Dislikes

- Rom Coms
- Sports
- Country Music

Abilities

- Super Strength
- Super Speed
- Flight
- Increase Durability
- Freezing



Shatterpoint Bio

Personality



Abilities

- Create ultra-hard glass material
- Throw razor-sharp glass shards

Motivation

Disgusted with the human race's slow rate of technological and theoretical evolution due to their worries of petty things, Dr. Simpson aims to prove to everyone how insignificant and inefficient they have become.

Background

Dr. Simpson combined his talent as a physician and his long-standing love for space by working for NASA, practicing "space medicine." On his first trip to an undiscovered planet, stellar winds sent a concentrated mass of space dust into his mask, damaging his face as well. This mysterious dust combined with the glass-like material of his helmet and altered his DNA, causing him to become Shatterpoint, the man of glass.

Likes

- Stargazing
- Science

Dislikes

- Blunt Objects
- Extreme Temperatures
- Religion



Dr. Simpson aka Shatterpoint

Male - 39 years old

NASA Medical Doctor

Hometown:
Washington, DC

Disposition:

- Irritable
- Determined
- Stubborn



Lucy Greendale

Female - 23 years old

Waitress and Photographer

Hometown: Erie, PA

Disposition:

- Driven
- Sarcastic
- Secretly Caring



Background

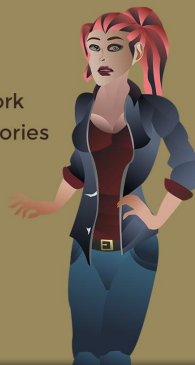
Lucy has had a love for photography since she can remember, and since she was old enough to work, began a job as a waitress to begin pursuing her dream of becoming a professional photographer. Her artistic interests came from her mother, and the family moved out of Lucy's home town while she was very young to pursue better job opportunities. She also finds humor in most situations, though her dry demeanor leads many people to think of her as very serious and sometimes even rude.

Likes

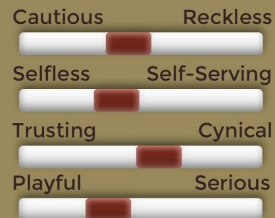
- Photographic artwork
- Comedy & horror stories
- Video games

Dislikes

- Romance books
- Spiders
- Running



Personality



Talents

- Photography
- Communication
- Agility

Association with Melvin

- Has been neighbors with Melvin since childhood.
- Has long had a secret crush on Melvin

Jamie Bio

Personality

Cautious Reckless



Selfless Self-Serving



Trusting Cynical



Playful Serious



Talents

- Best LaCrosse player on his team
- Can play hackey sack for hours

Association with Melvin

- Acquainted with Melvin from his frequent visits to the store.
- Became a Superhard super fan when Superhard stopped a robber in his store.



Background

Jamie was born into a family business at a convenience store that has been in his family since it was begun by his great grandfather in New York. His family moved their home and business when Jamie was five, due to an increase in crime in their home town. Jamie has long been content with working in the family store and playing LaCrosse, as well as spending free time just hanging out with his friends and going with the flow.

Likes

- Lacrosse
- Superheroes
- Action movies

Dislikes

- Golf
- Scary movies
- Math

Jamie Crane

Male - 28 years old

Convenience Store Clerk

Hometown: Westchester County, NY

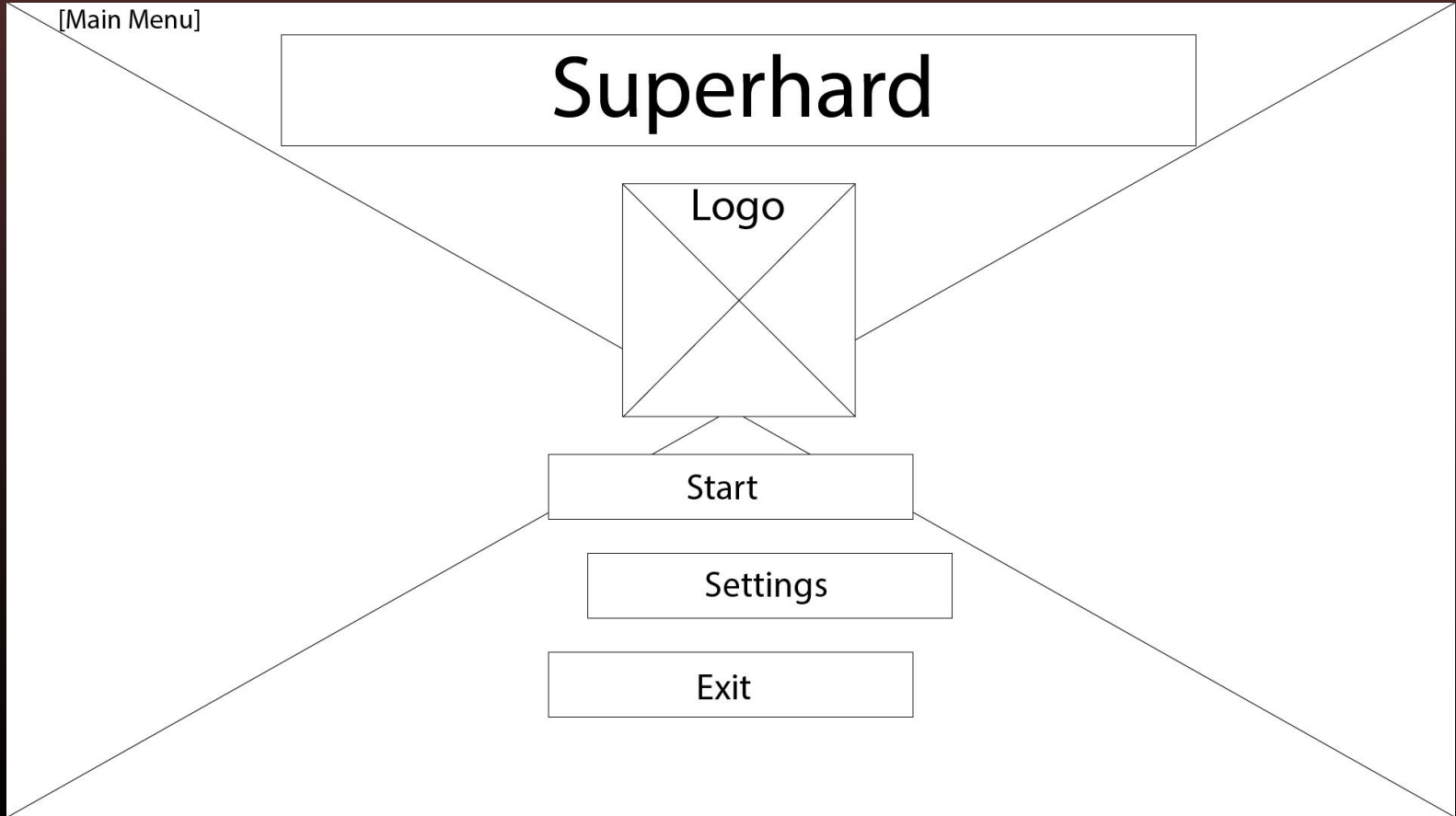
Disposition:

- Carefree
- Naive
- Friendly



Wireframes


Main Menu



[Settings Menu]

Settings

Motion Blur

Resolution 

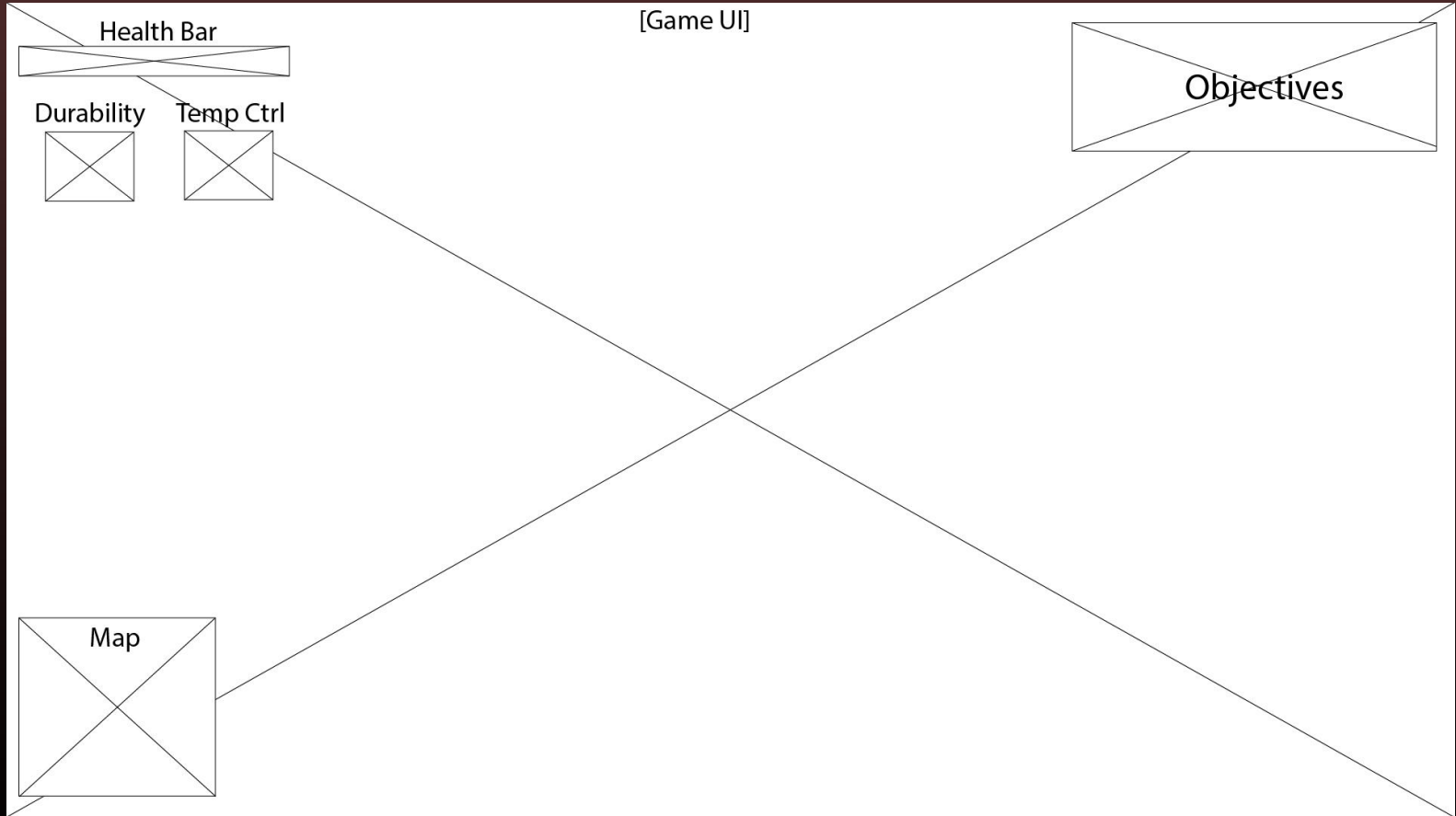
Music Volume 

SFX Volume 

Return

Settings

Game UI



[Pause Menu]

Objectives

Resume

Settings

Save

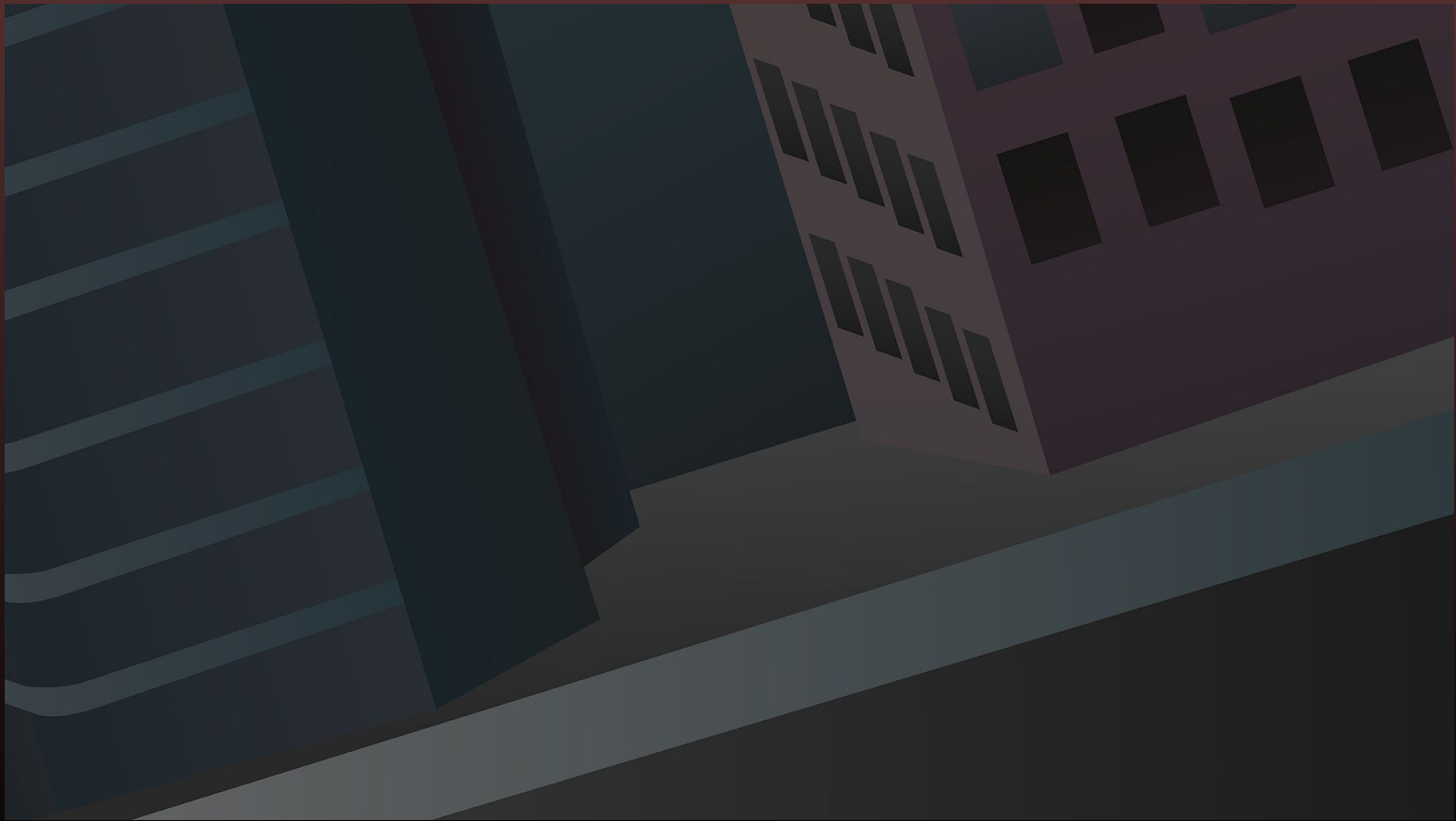
Exit

Map

Pause Screen

Animatic Backgrounds

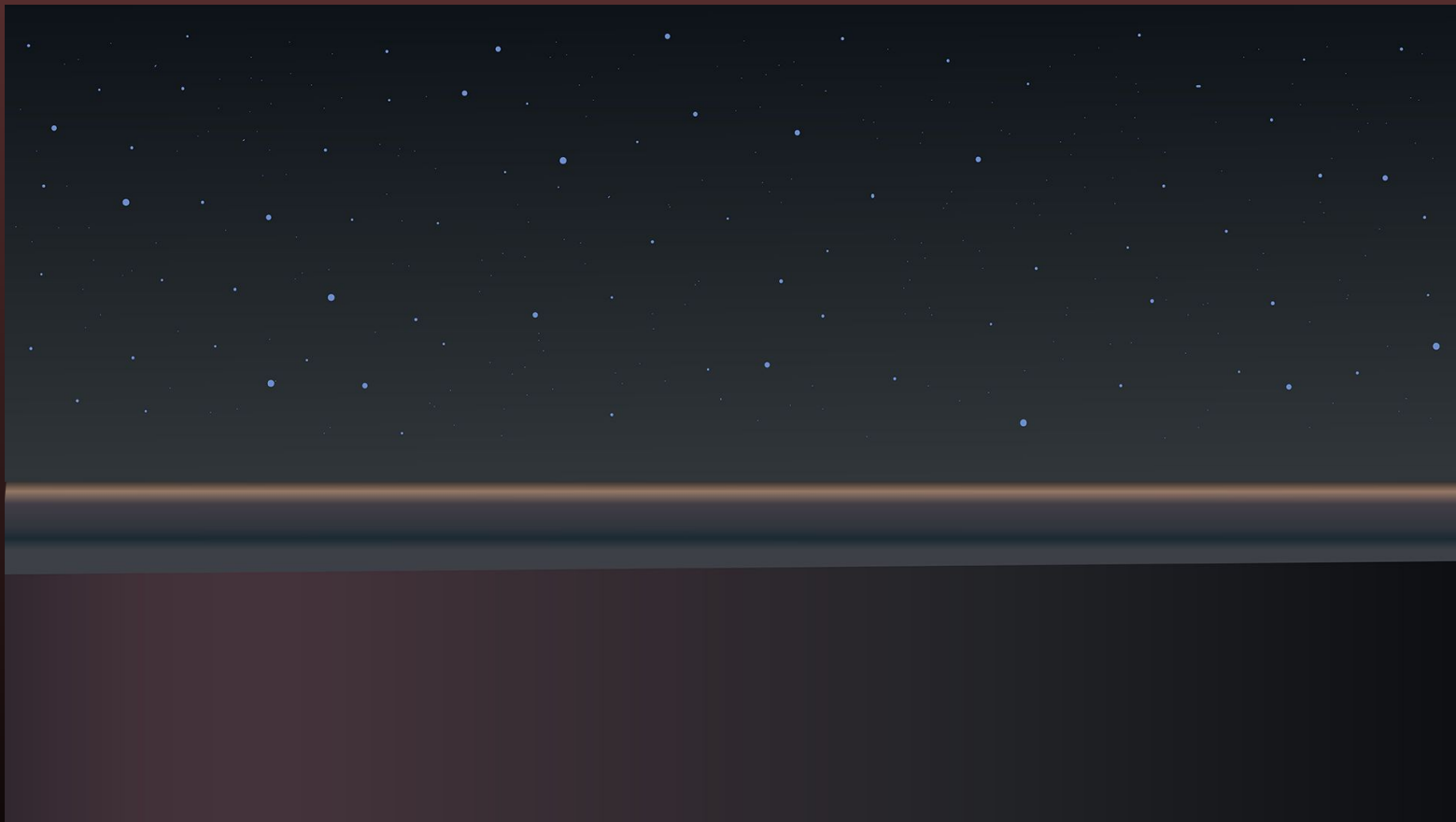
The background of the slide is a dark blue color. A diagonal line runs from the bottom-left corner towards the top-right corner, dividing the slide into two sections. The upper section is dark blue, and the lower section is a dark red color.



Animatic Page 1 & 2

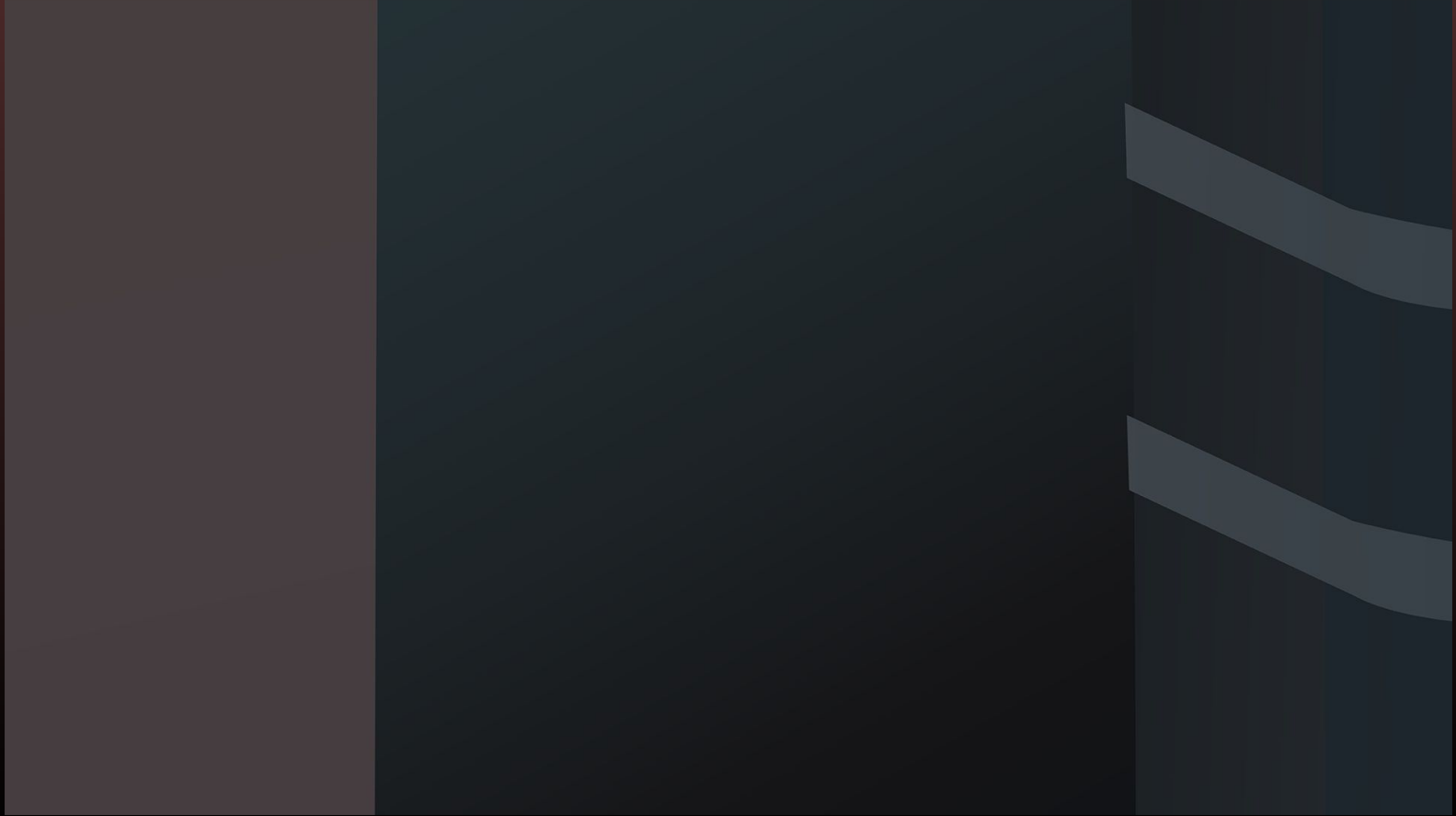
Animatic Page 3





Animatic Page 4

Animatic Page 5





Animatic Page 6

Animatic Page 7





Animatic Page 8

Animatic Page 9

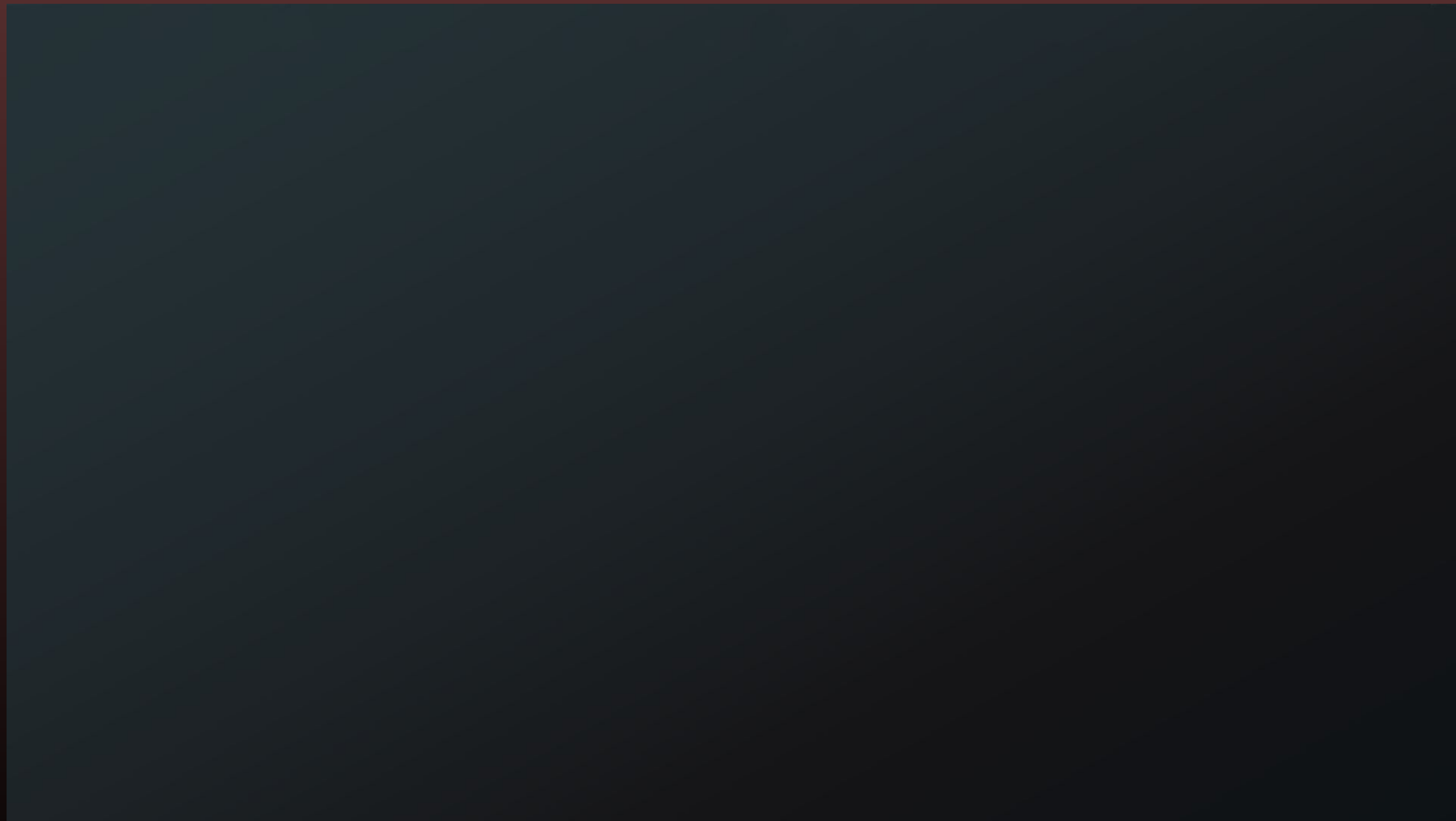




Animatic Page 10

Animatic Page 11





Animatic Page 12

Origin Story

Story Original Pages 1-3

Page 1

Superhard

"You thought you could beat me! Somehow, in your evil villain brain, you thought you could stand a chance against me! I am vengeance, I am the night, I am... Superhard!"

"Dude, Superhard? Were not shooting a porn here. Dad you're just quoting Batman."

"Whatever, you're just mad that I kicked your ass."

"Nah, you just got lucky. I'll wipe the floor with you next time. So the go."

As the screen says "lost left ear" and switches to the title screen, Melvin mutters to the monitor, "I'd beat you in real life too."

After shutting down the computer, Melvin heads upstairs to look for dinner, tripping over the first stair on the way. As he catches himself and slams back up the stairs, he yells, "hey mom, did you make anything for dinner?"

He reaches the kitchen with no reply from his mother, and after making himself a sandwich, he goes outside and begins walking toward the park.

On his way he comes across a we'veone sight.

"Hi Lucy!" He says, a bit too emphatically, "Beautiful day today, huh?"

"It's dark and cold and about to storm," she says as she raises her hands in a "what's wrong with you" gesture.

"Well, it must just be you then."

"What must just be me?"

"You - the beauty... It must just be you that beautiful." "Now, with lines like that, how do you keep all the money away?" Lucy grins in mocking amusement.

"Yeah... I'm heading to the park, wanna come along?" Melvin somehow begins to trip, though he was standing still

Page 2

"I'll pass, Melvin. Maybe talk to me if you ever move into your own place." Lucy continues on her walk.

Melvin has to continuously increase his voice as Lucy walks away; "I'm only living with my mom until I find a way to save the world!"

Lucy barks with laughter that momentarily causes her to stumble, and she keeps walking until Melvin loses sight of her, which prompts him to continue on his own stroll.

After spending some time lost in thought, watching many people and animals come and go from his vantage point on a park bench, Melvin begins playing a new game on his phone. Monsters bite and destroy, body parts fly, health bars deplete, and Melvin loses all sense of time as he plays.

He is in the process of losing his life to a virtual gorilla when a far away voice says "hey buddy, can you pass that back?" He spends an awkwardly long moment orienting himself back to reality before finally noticing the frisbee lying at his feet.

As the frisbee is still en route to players, Melvin turns back to his game. Vampire bite, blood splatters, and people scream.

He continues destroying monsters and begins to wonder why they chose to make the screams continue for so long as he fights, the screams keep getting louder, until he notices that one of them seems to be right next to his ear.

A sudden shriek seems to pierce his skull, and he snaps back to reality.

His sense of reality begins to come back to him as the source of the shriek, a young blonde lady, runs past him toward the street.

Page 3

A man lies on the ground a frisbee lying by his severed arm. Blood pools around him, rapidly becoming a dark green stain on the ground. One man stands next to the body, frozen with shock, a wet stain spreading down the front of his pants, Melvin vaguely recalls seeing this man standing near the one who asked for the frisbee.

Melvin looks on, dumbfounded, and comes to realize that the gathered onlookers are looking not only at the man on the lawn but also at him. This soon leads him to notice that the men fleeing all seem to be fleeing from him.

The standing frisbee man finally breaks the paralysis of shock and runs away. This manages to bring Melvin back to reality, in a vague sense at least, and he realizes what has actually happened.

"Wait, that wasn't me! I can't do that!" He yells to the man on the ground.

With no sense of how much time has passed, Melvin once again finds himself being propelled back to reality, this time by the sound of the frisbee player screaming.

Still in lingering shock, Melvin acts without conscious thought. He stands, and has time to think that he just needs to be home, when he sees his boss rapidly approaching him.

He fully realizes what is happening only when he attempts to stop. As he tries to slow himself down, he barely has enough time to register the matter before he moves through it and he hears it crashing behind him as he loses his footing and begins to roll. He soon trips and the roll becomes a skid, face first.

He closes his eyes and can only think about how desperately he does not want to lose his face, and the ground begins to slow its deadly tick in what seems to be an eternal stretch of time.

As he lies on the ground regaining his breath, he has time to acknowledge the chaos that remains in his wake. Mailboxes a trash cans litter yards and street, some mail and trash still settling to the ground. A tree is toppled onto the sidewalk, a mess of bark, splinters and leaves strewn about. A car door is skidding past him, down the curb, and he sees the source of the door, a red Sedan, about a block down. He looks at the sidewalk in amazement when he notices a deep gouge down its length in the shape of his face.

This sight jolts a sickening thought into him: My face! In a panic, he pats and rubs his face at a frantic pace after a long moment of uselessly pawing at his face, the panic begins to recede just enough to finally begin to register what he is feeling. He runs his hands over a few scratches, and his nose and lips feel slightly raw and swollen, but somehow his face seems to be intact.

The relief of his still-existent face leads him to the return of semi-rational thought, and he decides to rush to his house and lock himself inside. He bolts into his bedroom, locks the door, and lies on the bed to try and think rationally about what had just happened to him. But before any useful thoughts can present themselves, he is deep in sleep.

He awakens to more daylight, and after looking at the clock, realizes that he must have slept for at least fifteen hours. "Or maybe not," he thinks. "That crazy dream is probably just messing with my head."

He heads down to grab some breakfast, or lunch at this point, and stops to watch some T.V.

As he watches a mouse hit a large log on the head with a hammer the mouse should not be able to lift, Nelson huddles at the thought of the insane and very realistic dream that is unusually persistent in his head.

He is taking a big bite of cereal as a bulletin slides across the bottom of the T.V. screen. -- "Isabel to the owner. Suspect still at large. --- Unknown terrorist organization has given police reason to suspect that they mean to launch an attack involving nuclear weaponry. Details are unknown as of this moment but it is under deep investigation.

"Hey mom!" Nelson yells through the house, "did you see the news? White going on?" Silence. "Mom!!"

He walks to his mom's bedroom and knocks on the door. "Mom, are you o.k.?" He opens the door and stands frozen in shock for some time.

His mother's bed is in pieces all about the room, her nowhere in sight. Sunlight shines into the bed in a disturbingly angelic group of rays, cutting through a hole in the ceiling a few feet in width.

Nelson runs outside in a panic to search for his missing mother. Upon stepping out the door, her mouth emits an involuntary high-pitched shriek that he would have been immeasurably embarrassed by under normal circumstances. At the moment, however, he barely registers the noise at all.

He walks around the house to search for his mother, and soon sees a trail of blood leading along the yard and continuing on into the distance.

This sight causes an instinctual connection within him, and he doesn't hesitate to begin searching for the terrorists that he read about on the T.V. He doesn't consider the idea that they may not be connected to the disappearance; it is just what happened.

As he begins heading toward the city, he realizes that he has no actual destination in mind, and he is afraid to begin running again, with no idea what kind of chaos might ensue.

His fear intensifies into rage as he thinks about the people who took his mother, and he finds himself beginning to run.

He soon realizes that he is running down the middle of the street, and a car is rapidly approaching him. He cannot control his trajectory, and yells as the car becomes closer and closer.

Unable to stop, he jumps, screaming, in hopes that he can roll across the car and survive. Suddenly he finds himself rising above the car, and he continues to rise higher and higher, until he is soaring above the neighborhood.

His screams of terror become yells of excitement as it occurs to him that he is doing something that he has dreamed about since he can remember. "I can fly!" he yells to the town below with a laugh of elation.

He smiles as he soars through the air, and points himself toward a tall building in the distance.

His cross of happiness cut off in surprise as a large gash opens up in his arm, leaving a splattering trail of blood behind him as he flies. He looks behind him and sees a piece of a head falling toward the ground.

This prompts him to fly toward the targeted rooftop as quickly as he can, before another collision causes more damage. As he huddles toward the building, he begins to feel an odd burning sensation throughout his body, and looks back just long enough to see a trail of smoke amidst the splatter of his blood.

Story Original Pages 7-8

Page 7

8 screaming in pain and determination to survive, he approaches the building, and draws himself the best that he can to prepare for landing. He makes contact, tries to stop himself with his feet and goes back into another roll. This time, however, he is prepared for the skidding damage and stabs himself to toughen his skin in whatever way he managed to the day before.

He skids to a stop, and is fairly certain that he avoided damage from the building, but is quickly reminded of his injuries from the bird, and the burning sensation and smoke trail by the all-encompassing pain through his body.

He looks down and sees flames smoldering on his belly, and frantically swats at them until they go out. After this he checks his bloody arm, and breathes a sigh of relief when he sees that the cut is not as deep as he feared.

He lies on the rooftop for some minutes, steadying his breathing and trying to make some sense out of what has been happening to him.

Once he gets his breathing under control, he starts thinking about where his powers could have come from. He has trouble coming up with a coherent solution, but for a reason he doesn't quite understand, his mind keeps flashing back to a sandwich he had the other day, in a restaurant by the nuclear power plant.

He is thinking about the odd taste and greenish color of that sandwich when his mind transitions to the disappearance of his mother, and the terrorists who he knows have her.

In exhaustion, he stumbles over to the edge of the building and sits down with a groan.

Page 8

"I can see everything from here," he says to himself. "I must be able to find those evil terrorists from up here!"

"But I'll have to learn how to use those powers. I have to become a hero! I need a good costume, and most importantly, supplies..." His eyes widen in an epiphanous realization, "the first thing I need is a fancy park!"

Nelvin sits on the edge of the high-rise building, contemplating the possibilities of what is to come. He could not only rescue his mother, but he could save countless lives as well... maybe even the world! He would need practice, and in no time he would be the real-life Batman. "What could possibly go wrong?" He muses. Nelvin, he hears a warning scream for help. "Lesson one begins," he breathes, and drops into the city streets below.

Story Page 1

Superhard Origin

“You thought you could beat me! Somehow, in your evil villain brain, you thought you would stand a chance against me! I am vengeance, I am the night, I am... Superhard!”

“Dude, Superhard? We’re not shooting a porn here. And why are you just quoting Batman?”

“Whatever, you’re just mad that I kicked your ass.”

“Nah, you just got lucky. I’ll wipe the floor with you next time. Gotta go.”

As the screen announces that the “host left server,” and switches to the title screen, Melvin mutters to the monitor “I’d beat you in real life too.”

After shutting down the computer, Melvin heads upstairs toward dinner, tripping over the first step on the way, and catching himself before landing on his face. He continues up the steps, yelling “hey mom, did you make anything for dinner?”

He reaches the kitchen with no reply from his mother, and after making himself a sandwich, decides to go outside and take a walk to the park. On his way he comes across a welcome sight.

“Hi, Lucy!” he says, a bit too emphatically, “beautiful day today, huh?”

“It’s dark and cold and about to storm,” she says as she raises her hand in a *what’s wrong with you* gesture.

“Well, it must just be you then.”

“What must be me?”

“You.. the.. beauty... It must just be you that’s beautiful..”

“Wow, with lines like that, how do you keep all the women away?”

“Yeah... So I’m heading to the park, wanna come along?” Melvin somehow begins to trip though he was standing still.

Story Page 2

"I'll pass Melvin, maybe talk to me if you ever move into your own place," Lucy continues on her walk.

Continuously increasing his voice as Lucy walks away, Melvin says "I'm only living with my mom until I find a way to save the world!"

Lucy is possessed by such a sudden, strong bout of laughter that she stumbles and almost falls to the ground, catching herself just in time to stand bent over for a few moments before she regains enough composure to continue walking to her destination.

After some time spent lost in thought, watching people and animals come and go from his vantage point on his favorite park bench, Melvin begins playing a new game on his phone. Monsters bite and destroy, body parts fly, health bars deplete, and Melvin loses all sense of time as he progresses through the endless levels.

He is in the process of losing his life to a virtual zombie when a far-away voice says "hey buddy, can you pass that back?" He spends an awkwardly long moment orienting himself back to the real world before finally seeing the frisbee lying at his feet.

As the frisbee is en route to the players, Melvin turns back to his game. Vampires bite, blood splatters, and people scream.

He continues destroying monsters and begins to question the judgement of the game developers; the crowds in the game just keep screaming, to a bit of an overwhelming excess. Then he notices that one of those screams seems to be coming from right next to him.

A sudden shriek seems to pierce his skull, and this snaps him back to reality. He looks up in time to see a young blonde lady run past him toward the street.

A man lies on the ground, the frisbee lying next to him; though the frisbee seems to be a darker shade of red than it had been previously. Next he notices the dark-green color spreading around the man's arm, which leads him to see that the arm is not attached to the man.

Story Page 3

An onlooker backs away and fumbles with his phone for a moment before finally beginning to make a call. The man who Melvin vaguely remembers as the frisbee man's friend has no such impulsion. He stands looking onto his mangled friend in horror as a wet spot spreads through his pants, and after a few moments he averts his gaze, seemingly staring into nothing, and turns to run away.

Melvin looks on, dumbfounded, and gradually begins to realize that the gathered onlookers seem to be looking not only at the man on the ground, but also at Melvin. This leads him to think that the crowd seems to be moving away from him, rather than the injured man.

With no sense of how much time has passed, Melvin finds himself once again propelled back to reality, this time by the sound of the armless man's pained screams.

In lingering shock, Melvin acts without conscious thought. He stands, and has just enough time to think that he just needs to be home, when he sees his house in the distance, rapidly approaching him.

He fully comprehends what is happening only when he attempts to stop. As he tries to slow himself down, he has just enough time to register the mailbox before he finds himself passing through it, and hearing it crash behind him as he loses his footing and he begins to roll. His foot soon catches on the ground, and the roll becomes a skid, with his face functioning as his brakes.

He closes his eyes, and can only picture the obliteration of his face that must be occurring. *I have no face!* He has time to think as the ground begins to slow its deadly trek in what seems to be an eternal stretch of time.

He lies on the ground, gasping to regain his breath after his face finally brings him to a halt. Once he manages to get his breathing under control, he begins to acknowledge the chaos that was left in his wake.

Smashed mailboxes and trash cans litter the street and sidewalk, trash and mail still settling to the ground. A tree is toppled to the sidewalk, a mess of bark, splinters and leaves strewn about. A car door is skidding past him, down the curb, and he sees the source of the door, a red Sedan, about a block away. He looks at the sidewalk in amazement at the deep gouge running down its length in the shape of his face.

Story Page 4

This sight jolts a sickening memory back to him: *My face!* In a panic, he pats and rubs his face at a frantic pace. After a long moment of futile groping, his panic begins to subside just enough for him to finally begin to register what he is feeling. He runs his hands over a few scratches, and his nose and lips feel slightly raw and swollen, but his face is somehow otherwise intact.

His relief at the continued existence of his face leads him to the return of semi-rational thought, and he decides to rush into his house and lock himself inside.

He bolts into his bedroom, locks the door, and lies on his bed to attempt to think about the preceding events in a rational way. But before any useful thoughts can present themselves, he is deep in sleep.

He awakens to bright daylight, and after looking at the clock, realizes that he must have slept for at least fifteen hours. *Or not*, he thinks. *That crazy dream is just messing with my head.*

He heads down to grab some breakfast - *or I guess it's lunch at this time* - and stops to watch some T.V. while he eats.

As he watches a mouse hit a dog over the head with a hammer that the mouse has no business being able to lift, Melvin chuckles at the thought of the insanely realistic dream that is unusually persistent in his memory.

As he take a big bite of his cereal, a bulletin slides across the bottom of the T.V. screen. --- *isbee to the arm. Perpetrator is still at large. --- Unknown terrorist organization has given police reason to suspect that they intend to launch an attack involving nuclear weaponry. Details are unknown as of this moment, but it is under deep investigation. ---*

"Hey mom!" Melvin yells through the house. "Did you see the news? What's going on?" Silence. "Mom?"

He walks to his mother's bedroom and knocks on the door. "Mom. Are you OK?" He opens the door and stands frozen in shock for some time.

Story Page 5

The bed is in pieces all about the room, his mother nowhere to be found. Sunlight shines onto the ruins of the bed in a disturbingly angelic group of rays, emitting through a hole in the ceiling a few feet in diameter.

Melvin runs outside in a panic to search for his missing mother. Upon stepping outside the door, his mouth emits an involuntary high-pitched shriek that he would have been unconsolably embarrassed by under normal circumstances. At the moment, however, he hardly notices the piercing sound.

This site causes an instinctual connection deep within the synapses of his brain, and he doesn't hesitate to begin contemplating how to search for the terrorists that he read about on T.V. He doesn't consider the idea that they may not be related to the disappearance; it is just obvious fact to him.

As he begins toward the city, he realizes that he has no actual destination in mind, and he is afraid to begin running again; he has no idea what kind of chaos might ensue.

His fear condenses into rage as he thinks about the people who took his mother, and he finds himself running once again.

He suddenly realizes that he is running down the middle of the street, and a car is rapidly approaching him. He cannot manage to change his trajectory, and yells as the car keeps getting closer.

Unable to stop or turn, he jumps with a scream, in hopes that he can roll across the car and survive. The next moment he finds himself rising above the car... and continuing to rise, higher and higher, until he is soaring above the neighborhood.

His screams of terror become yells of excitement as it occurs to him that he is doing something that he has dreamed about since he can remember. "I can Fly!" he yells to the town below with a laugh of elation.

He smiles as he soars through the air, and points himself toward a tall building in the distance.

His cries of happiness are instantly cut off in surprise as a large gash opens up in his arm, leaving a spattering trail of blood behind him as he flies. He looks behind him and sees pieces of a bird falling toward the ground. And as he

Story Page 6

watches the grisly scene behind him, he begins to feel a strong sense of heat moving through his body.

Screaming in pain and determination to survive, he approaches the building, attempting to slow himself the best that he can to prepare for landing. He makes contact, tries to stop himself with his feet, and goes into another roll. This time he is prepared for the contact, and has concentrated on toughening his skin in whatever way he had managed to do it the day before.

He skids to a stop with relative ease (relative to the incident the day before), and is fairly certain that he avoids damage from the building. After catching his breath, he is quickly reminded of his injuries from the bird, which then brings to mind the heat moving through him, and then he catches a strong scent of smoke.

He looks down and sees flames smoldering on his belly, smoke steadily rising from the burning patch. He frantically swats at the flames until they go out, and then checks his bloody arm, breathing a sigh of relief when he sees that the wound is not as deep as he feared.

He lies on the rooftop for a few minutes, steadying his breathing and trying to make some sense out of what has been happening to him.

Once his breathing is under control, he begins thinking about where his powers have come from. He has trouble coming up with a coherent solution, but for a reason he doesn't quite understand, his mind keeps flashing back to a sandwich he had the other day, in a restaurant by the nuclear power plant.

He is thinking about the odd taste and greenish color of the sandwich when his mind transitions to the disappearance of his mother, and the terrorists who certainly have her.

In exhaustion, he stumbles to the side of the building and sits down with a groan.

"I can see everything from here," he breaths to himself. "I must be able to find those evil bastards from up here!"

Story Page 7

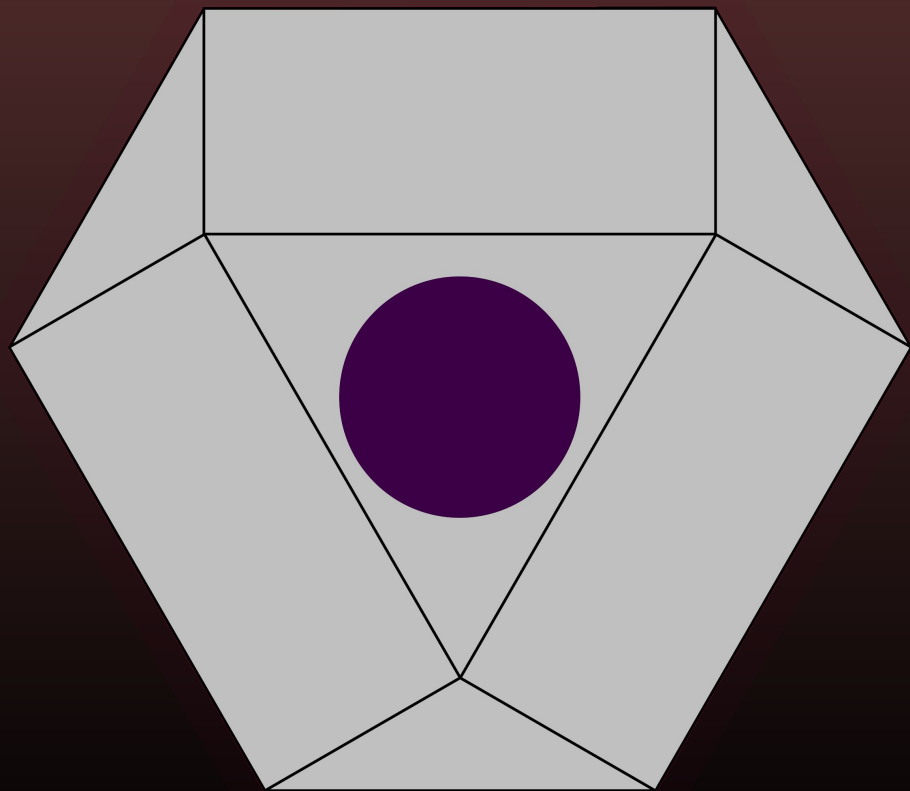
“But first I need to learn to control the powers. I have to become a hero! I need a good costume, and most importantly, supplies...” His eyes widen in an momentous revelation, “the first thing I need.. is a fanny pack!”

Melvin sits on the edge of the high-rise building, contemplating the possibilities of what is to come. He not only could save his mother, but countless other lives as well... maybe even the world! He would need practice, and in no time he would surely be the greatest hero the world has ever seen. “What could possibly go wrong?” he muses.

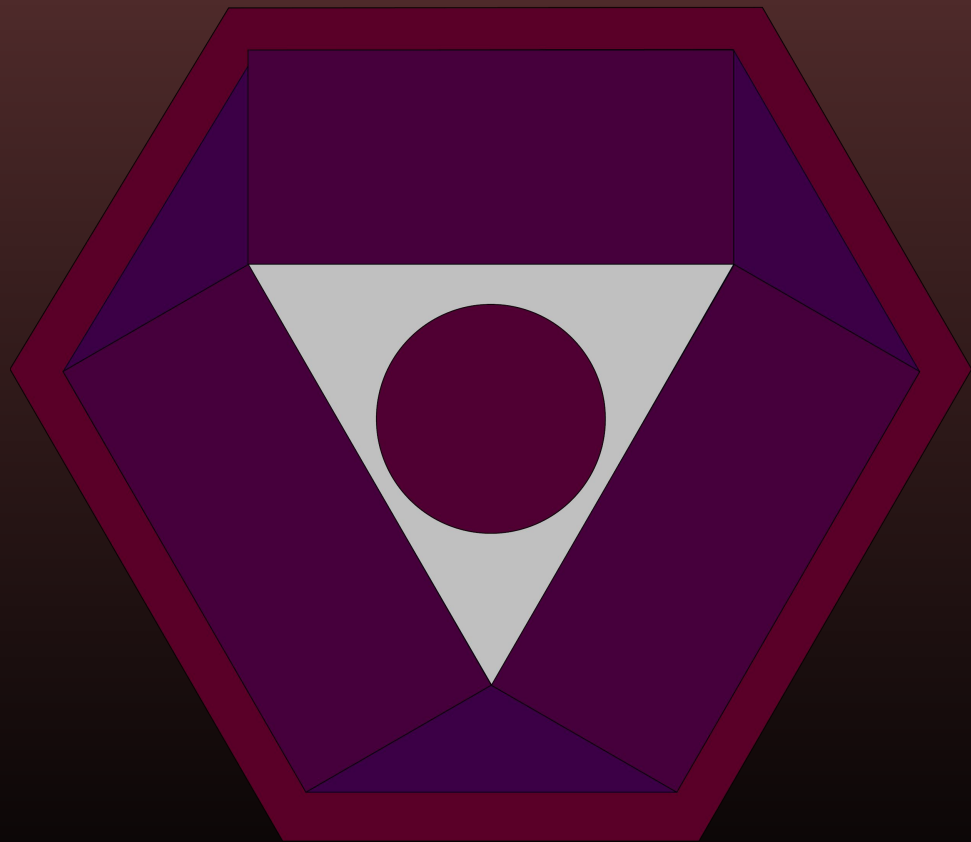
Below, he hears a woman scream for help. “Lesson one begins,” he breathes, and drops down the the city streets below.

Reworked Logo

Vector Logo



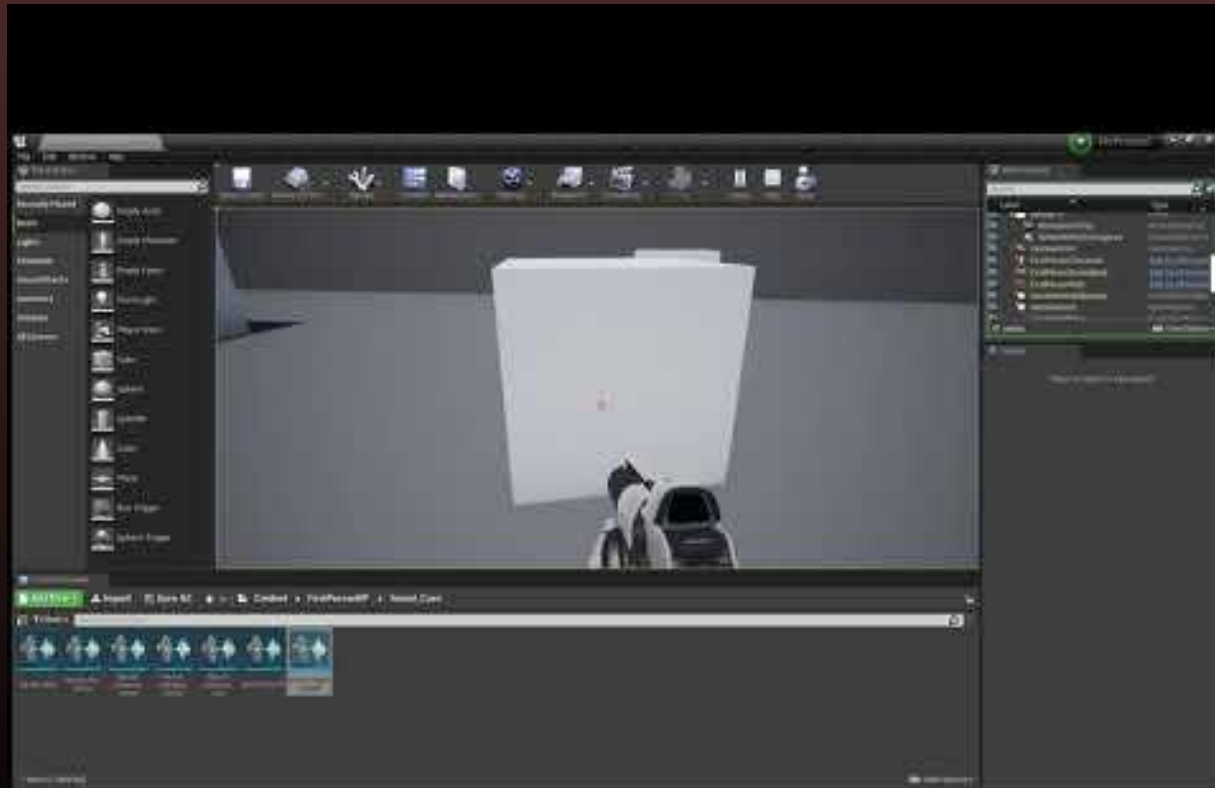
Color Scheme Logo



Sound FX

[Link to SFX](#)

Sounds In-Engine





Sound Museum V1

Sound Museum V2



Sound Museum V3



Music

Overworld Start



Action Start



Cutscene Start



Boss Start



Credits Start



Overworld Loop



Action Loop



Cutscene Loop



Boss Loop

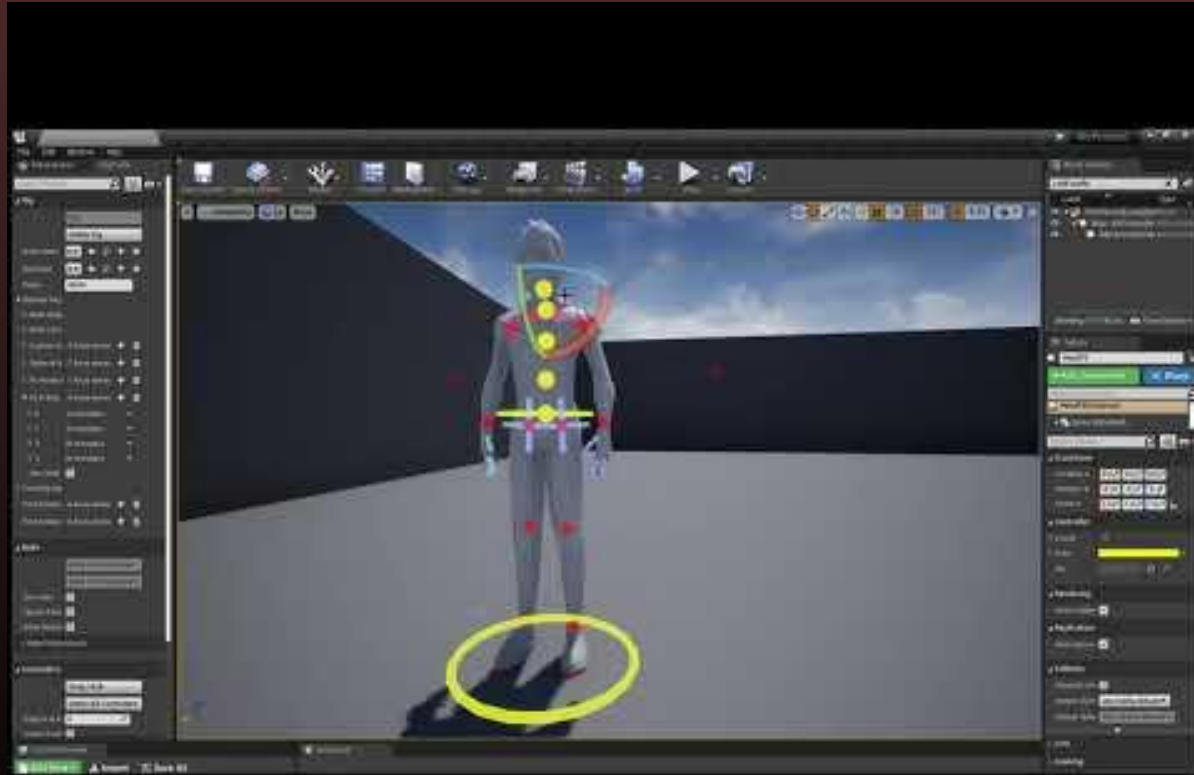


Credits Loop



Rigs

Melvin Rigged in Unreal

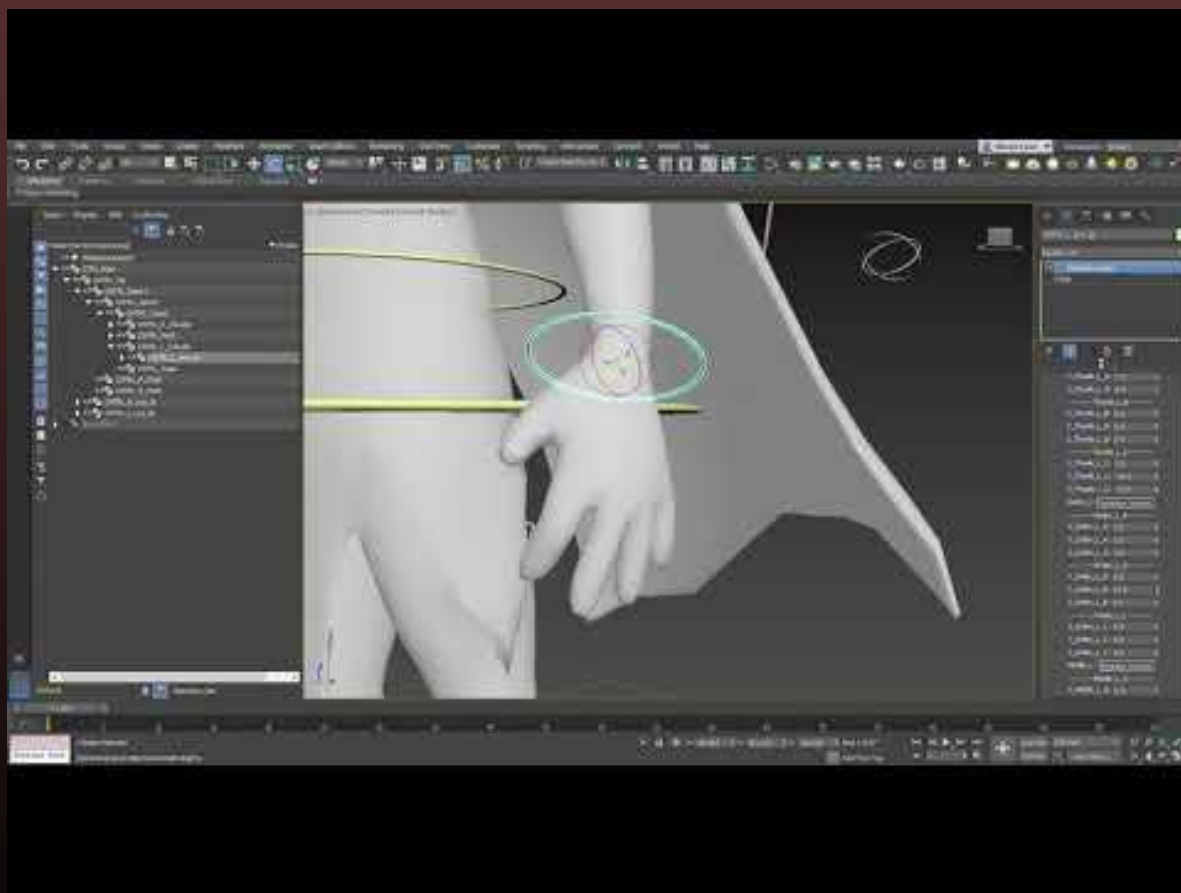




Shatterpoint Rig V1 in 3DS Max

Shatterpoint Rig V2

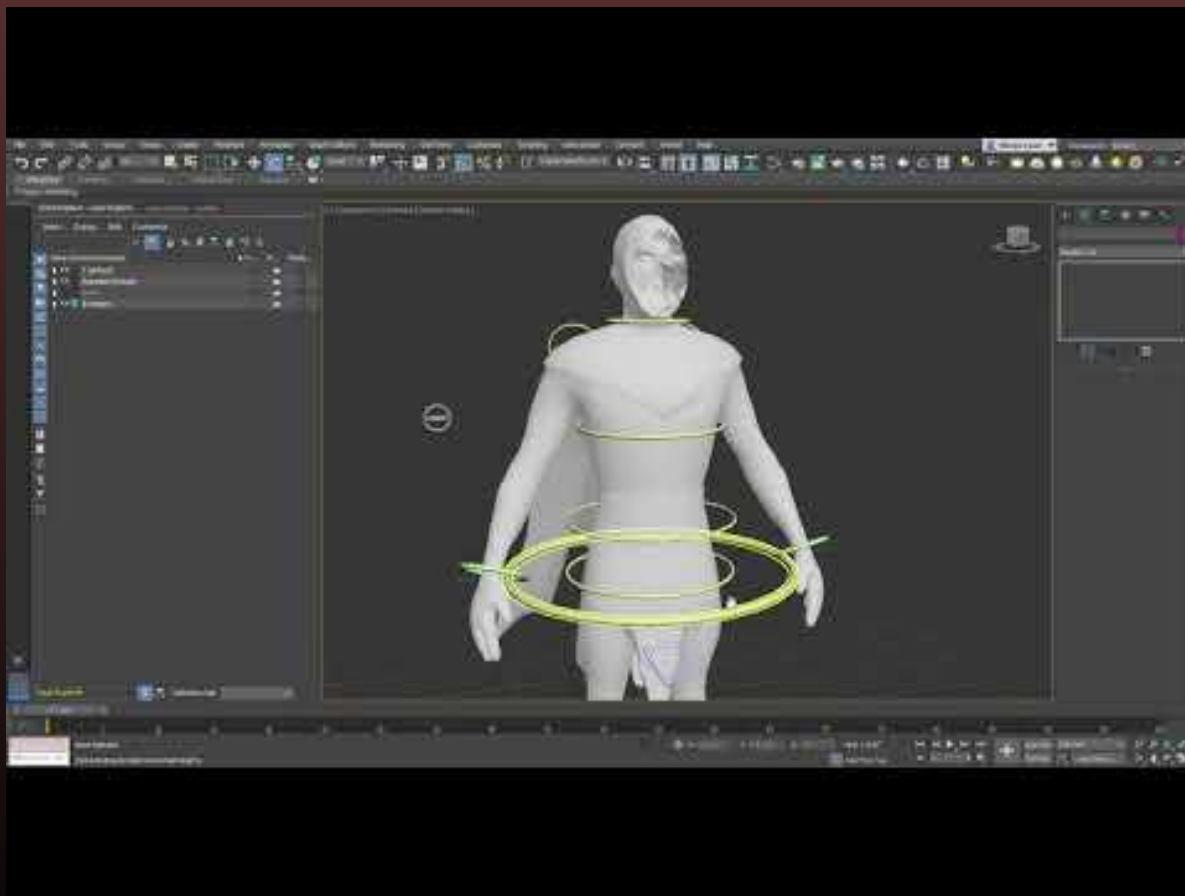




Shatterpoint Rig V3

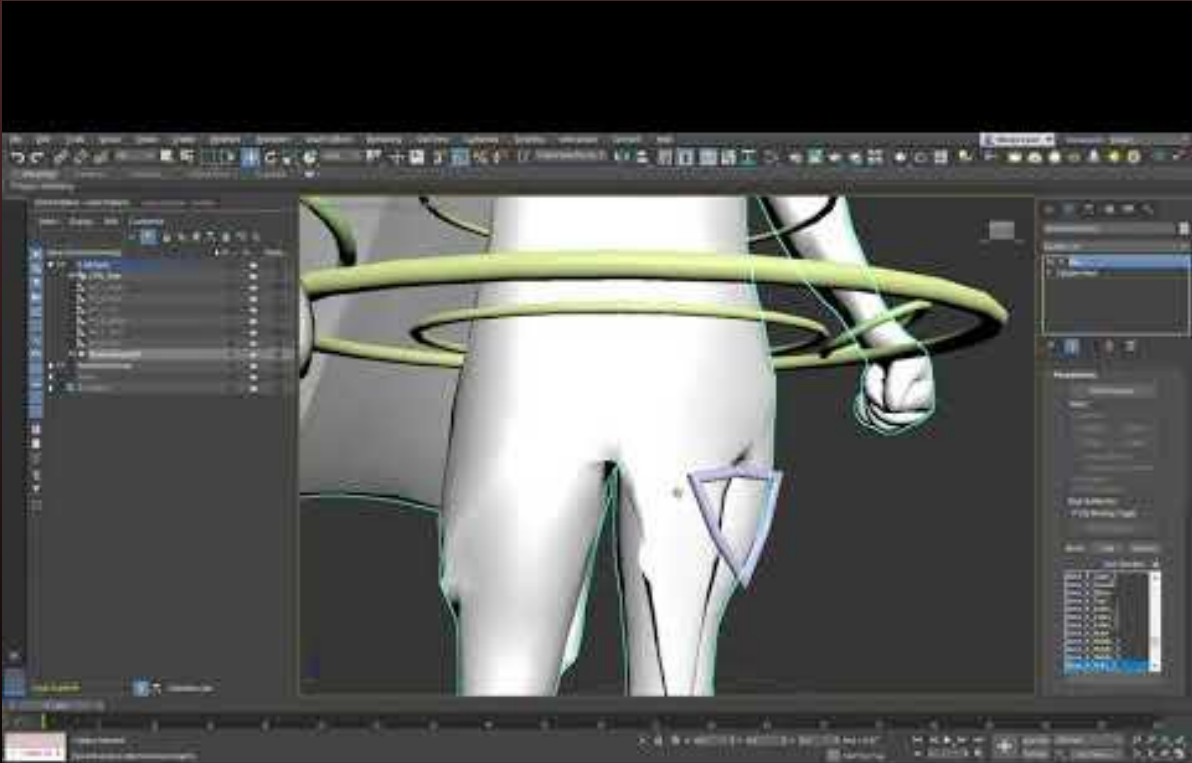
Shatterpoint Rig V4





Shatterpoint Rig V5

Shatterpoint Rig Final Fixes





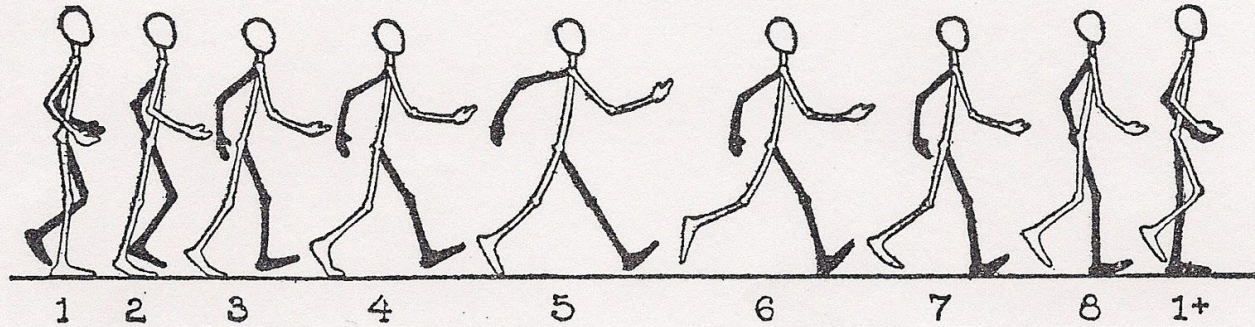
Female NPC Rig

Animations

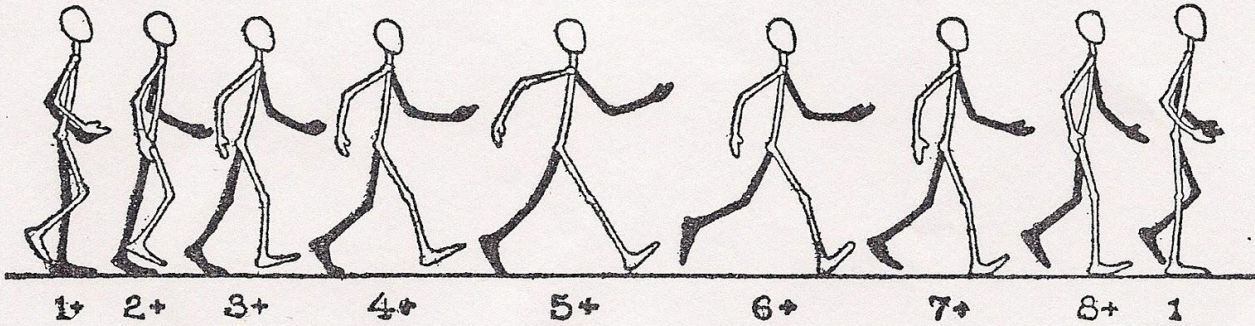
Animation Preparation

Learned to rig and animate in Unreal





105



SUCCESSIVE PHASES OF MOVEMENTS IN WALKING, ILLUSTRATING ESPECIALLY THE RECIPROCAL ACTION OF THE LIMBS.

General Walk Reference



Melvin Walk Reference

Melvin Run Reference





Melvin Stumble Reference

Melvin Superspeed Reference



Male NPC

Walking





Running

Backing Off - Trembling (Link Together)





Idle Standing

Idle Leaning



Female NPC

Walking



Melvin / Superhard

Melvin Walk V1





Melvin Walk V2

Melvin Walk to Stumble





Melvin Stumble V2

Melvin Walk to Run





Melvin Run to Walk

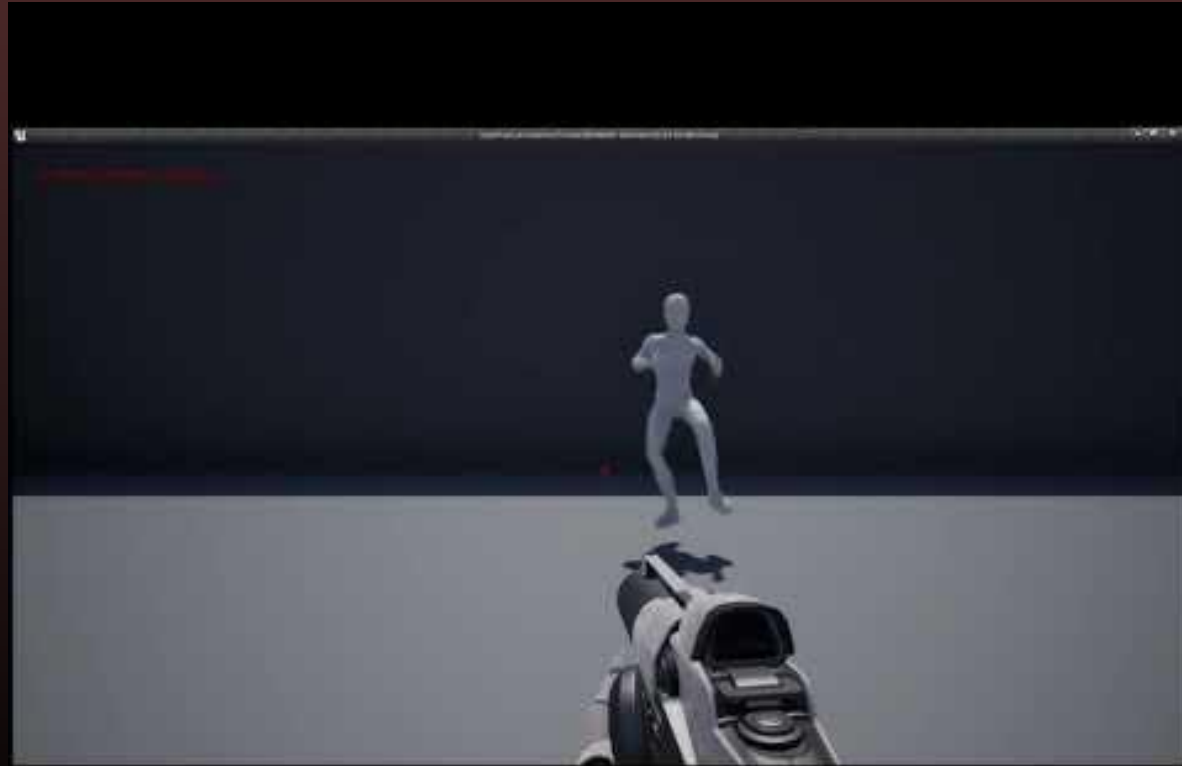
Melvin Run V1





Melvin Run V2

Melvin Walk to Jump





Melvin Run to Jump

Melvin Jump Loop





Melvin Jump to Hover

Melvin Hover Loop





Melvin Hover to Flight

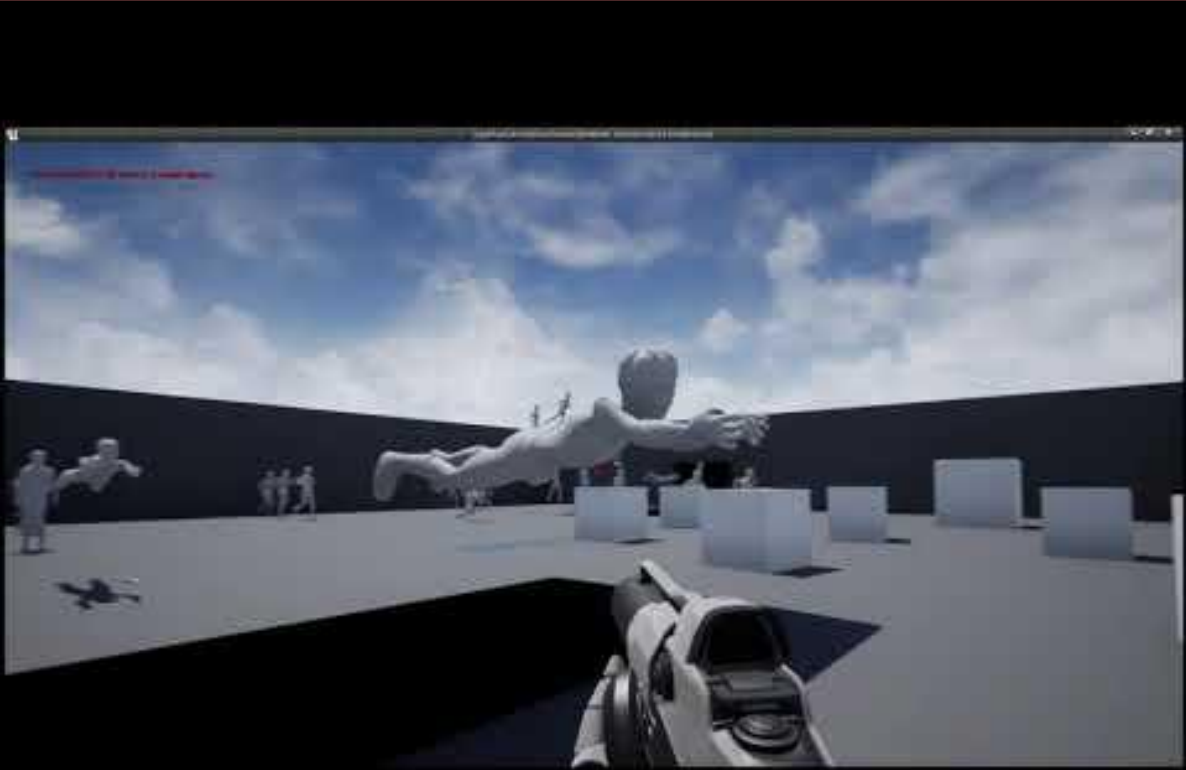
Melvin Flight Loop V1





Melvin Flight Loop V2

Melvin Flight Loop V3





Melvin Flight to Hover

Melvin Hover Loop





Melvin Hover to Freefall

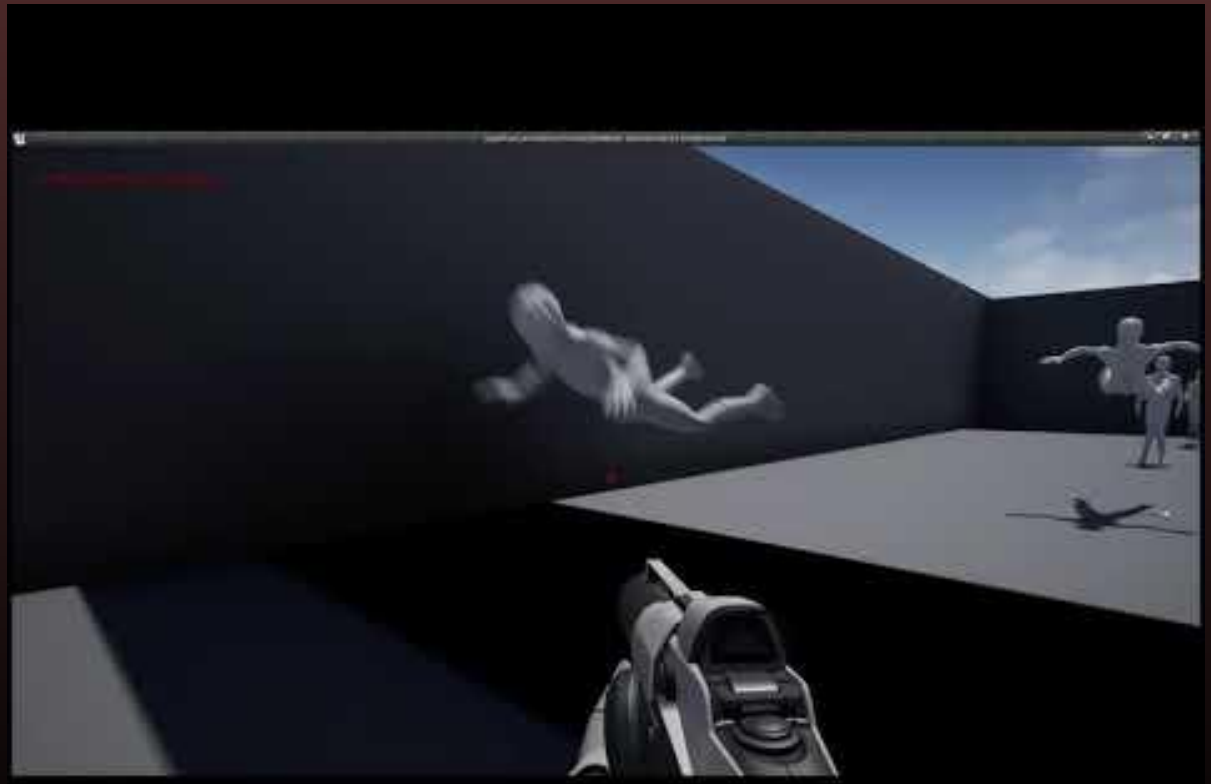
Melvin Freefall Loop





Melvin Freefall to Land V1

Melvin Freefall to Land V2



Melvin Superspeed Loop

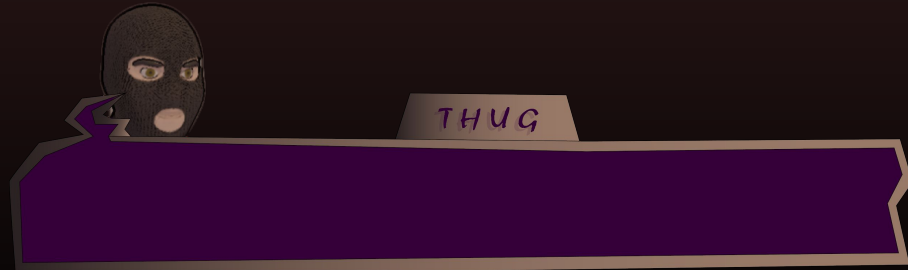
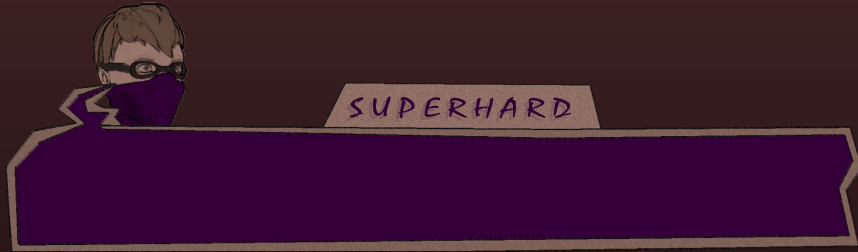


Melvin Animation - Palooza!



UI

Dialog Box Designs V1





SUPERHARD



SHATTERPOINT



LUCY

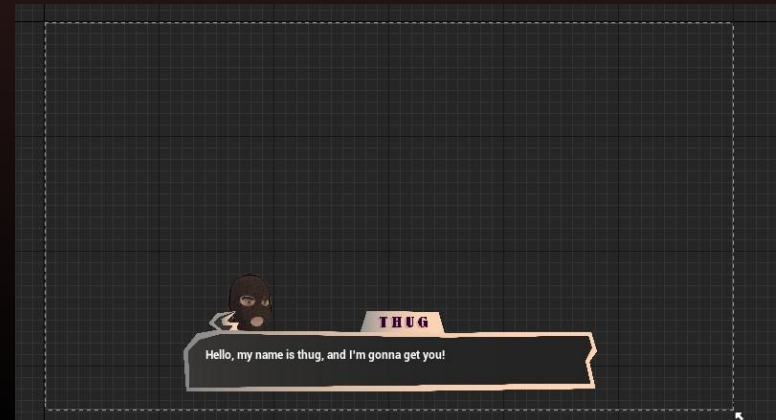
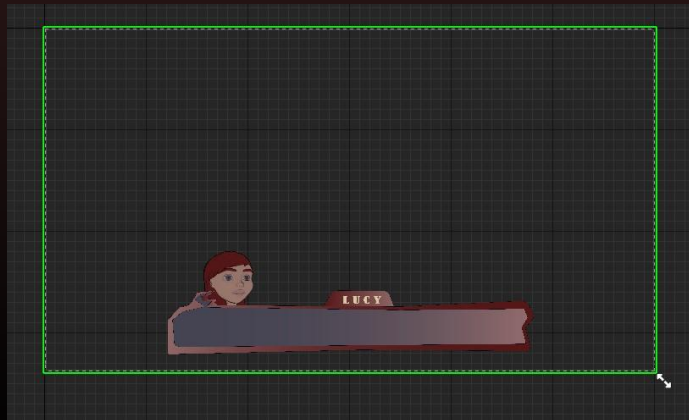
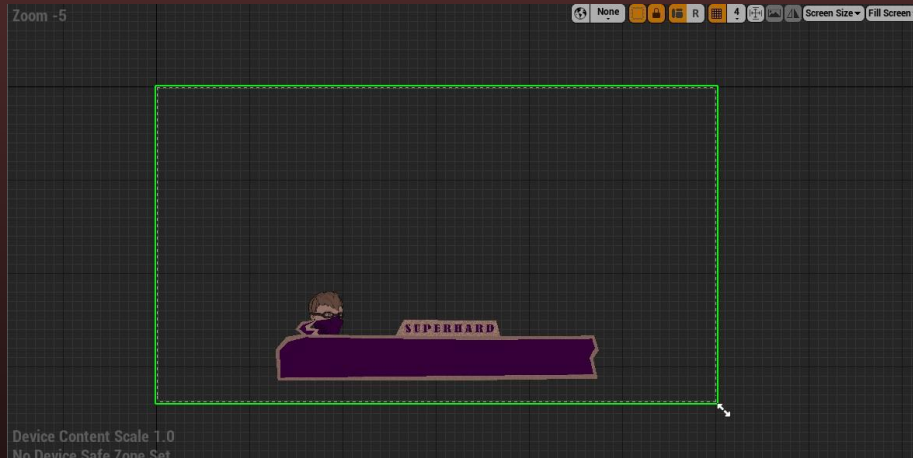


THUG

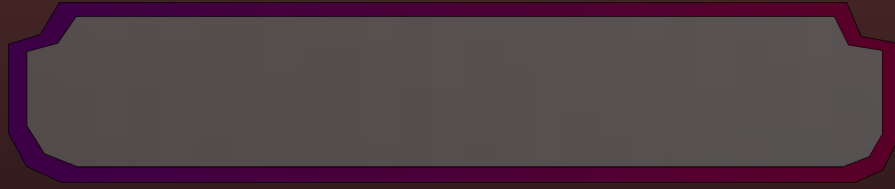


Dialog Box Final Designs

Dialog Boxes Implemented



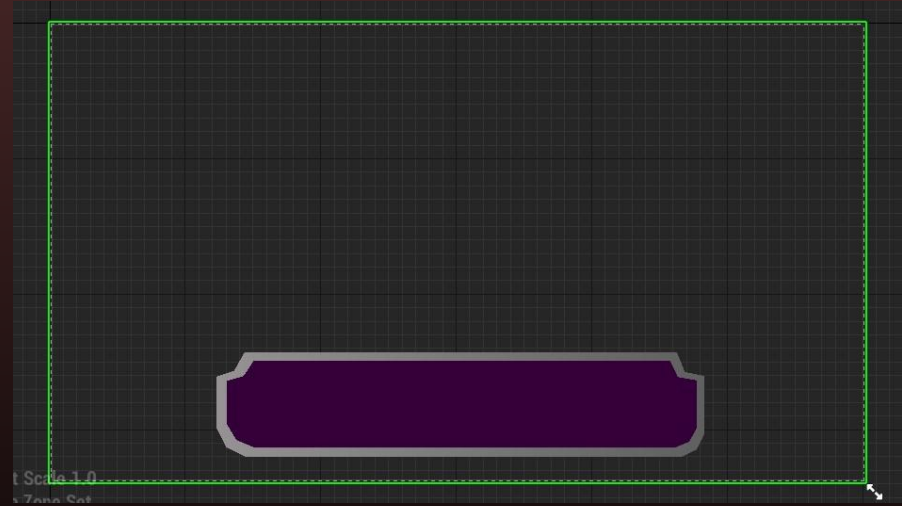
Design V1



Design Final

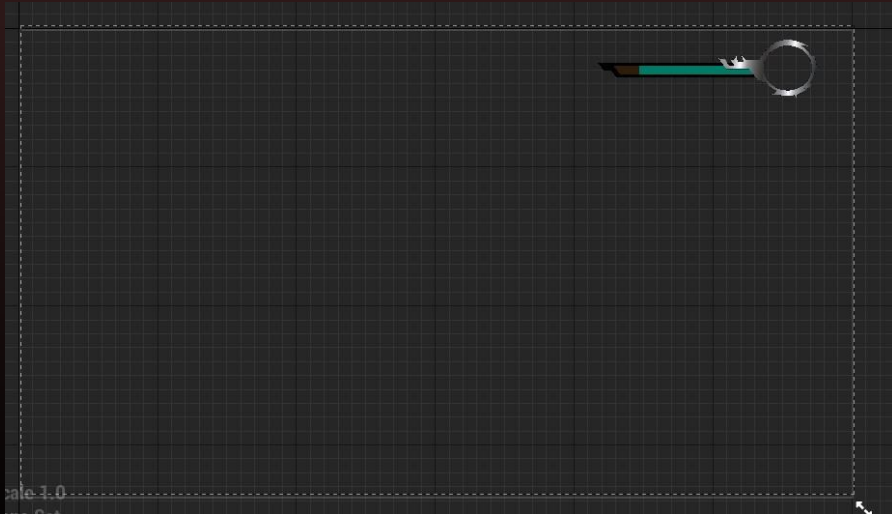
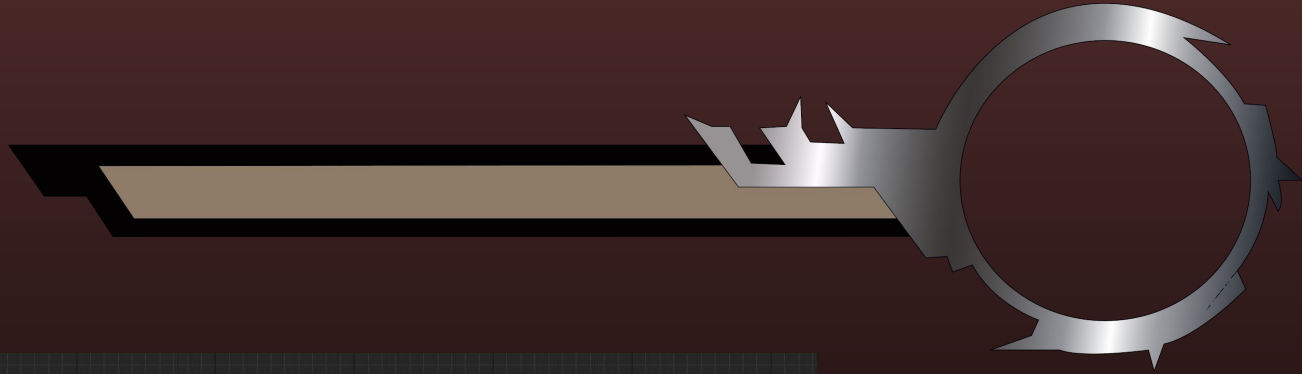


Implemented



Narration Dialog Box

Shatterpoint Health Bar Design / Implemented





Menus

Main Menu V1 Design



SUPERHARD

SETTINGS

START

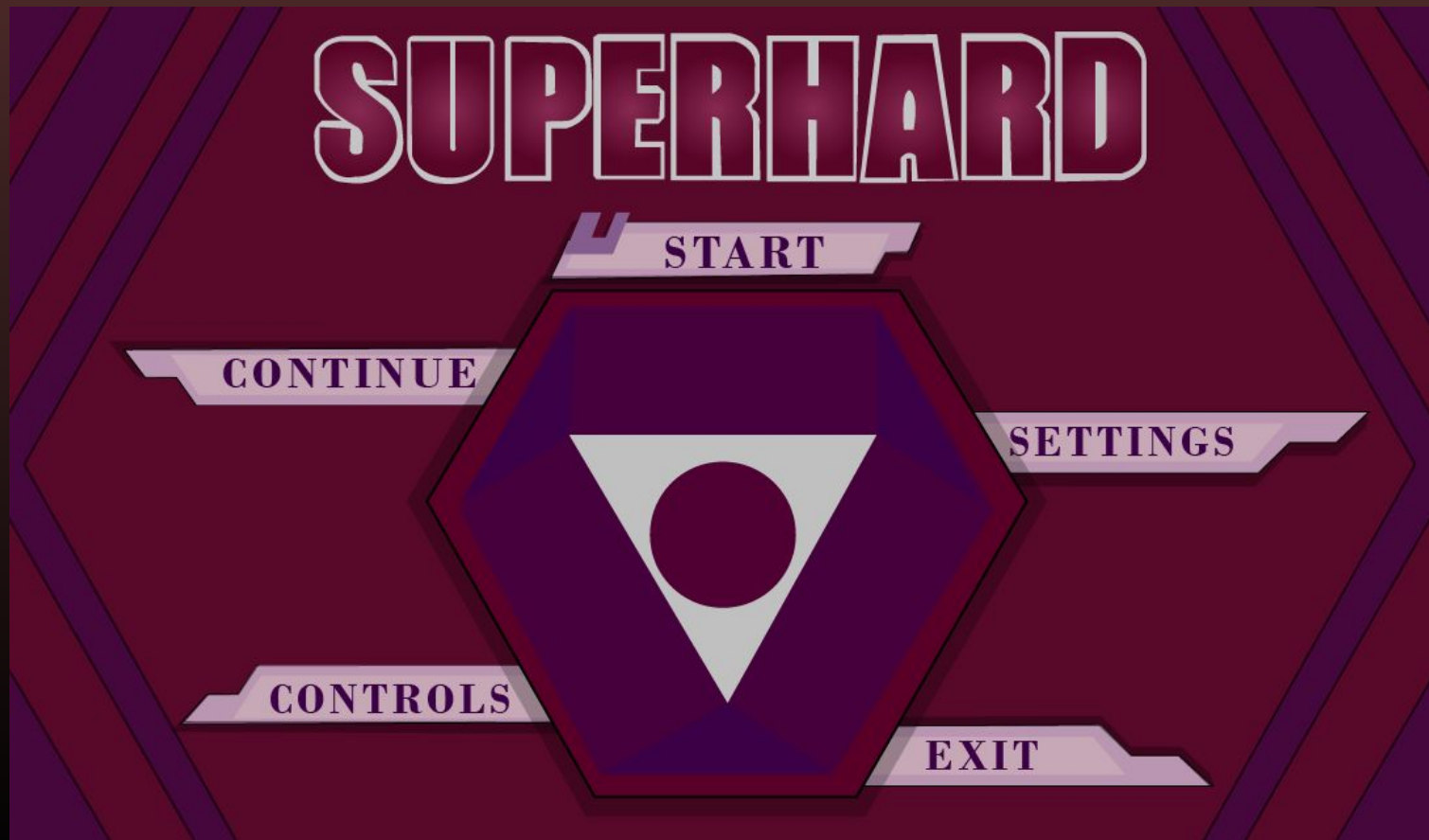
EXIT

LOAD

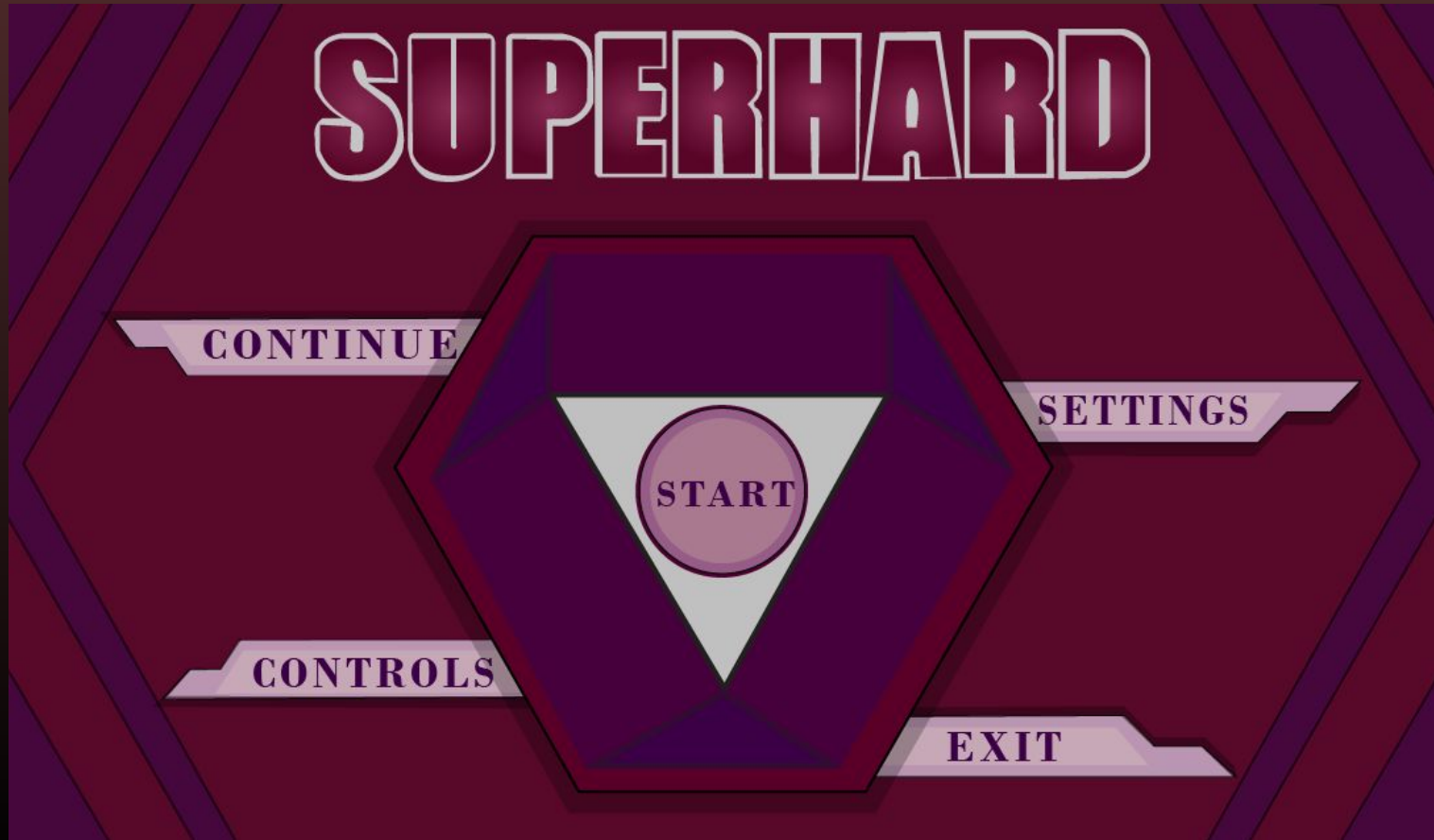
Content Scale 1.0
Safe Zone Set
100 (0.10)

Main Menu V1 Implemented

Main Menu V2 Design



Main Menu Final Design



SUPERHARD

CONTINUE

SETTINGS

START

CONTROLS

EXIT

Main Menu Final Implemented

Settings Design

SETTINGS

MOTION BLUR



RESOLUTION



MUSIC VOLUME



SFX VOLUME



RETURN

SETTINGS

MOTION BLUR



RESOLUTION



MUSIC VOLUME



SFX VOLUME



RETURN

Content Scale 1.0
ce Safe Zone Set

Settings Implemented

Load Screen Design



LOAD

FILE 1

FILE 2

FILE 3

RETURN



LOAD

Content Scale 1.0
Safe Zone Set

Load Screen Implemented

Save Screen Design



SAVE

FILE 1

FILE 2

FILE 3

RETURN



SAVE

Content Scale 1.0
Safe-Zone-Set

Save Screen Implemented

Pause Menu V1 Design

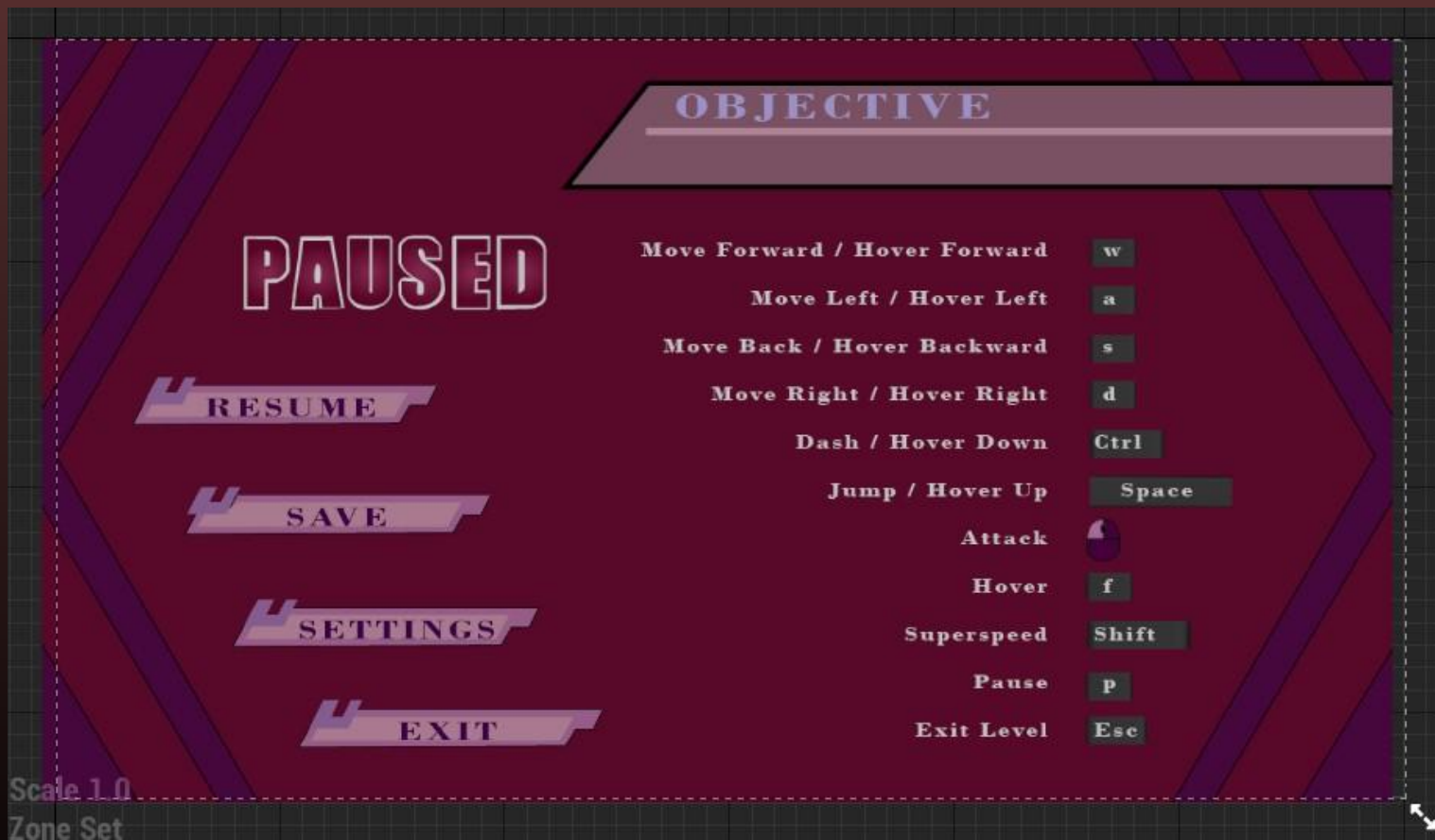




Pause Menu V1 Implemented

Pause Menu V2 Design





Pause Menu V2 Implemented

Pause Menu Final Design

PAUSED

OBJECTIVE

RESUME

SETTINGS

CONTROLS

EXIT

PAUSED

OBJECTIVE

RESUME

SETTINGS

CONTROLS

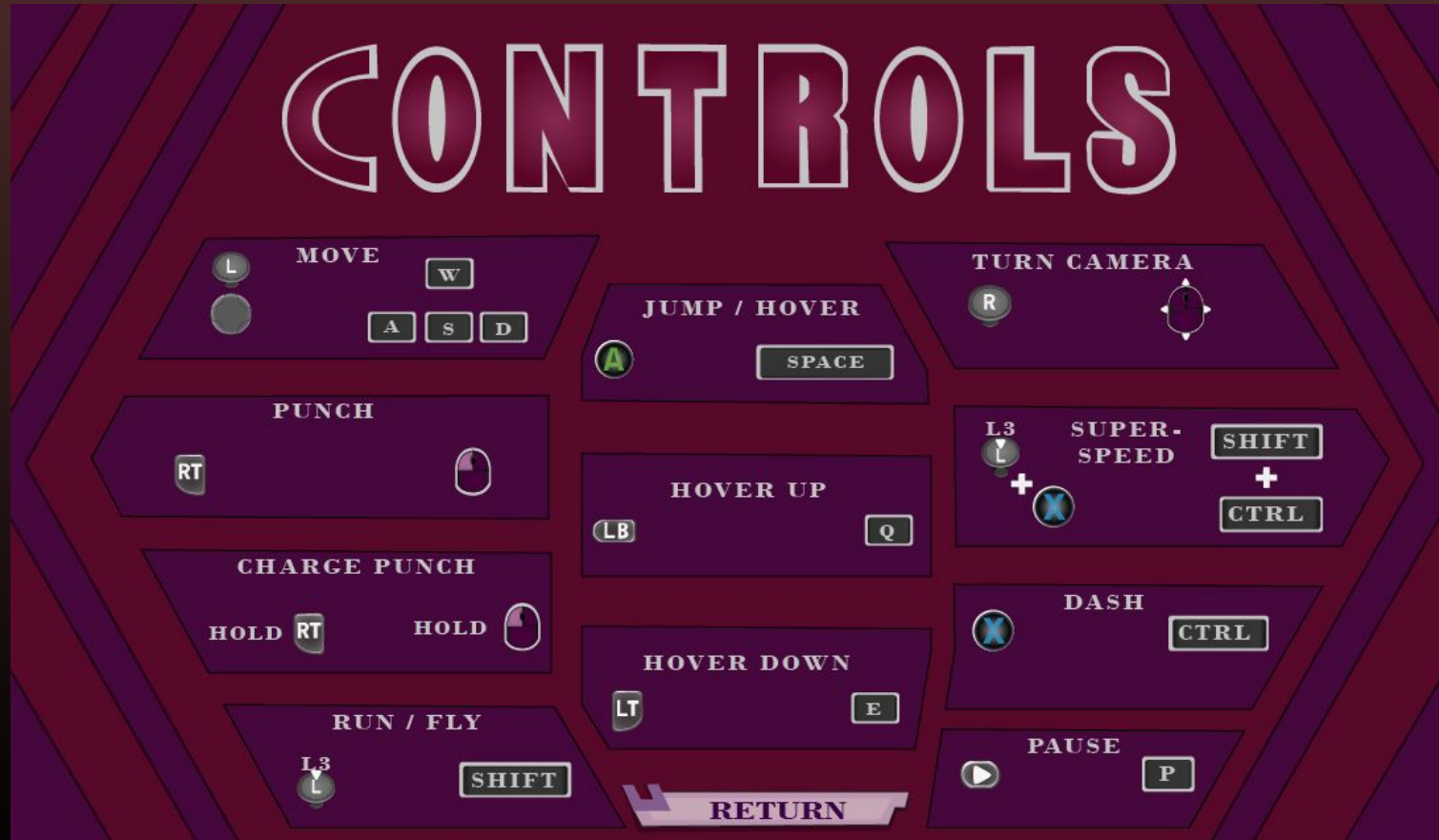
EXIT

Pause Menu Final Implemented

Note

We decided to nix the Load, Save and Settings Screens, and add a Controls screen, which meant making changes to the Pause menu and Main Menu as well.

Controls Screen Design



CONTROLS

MOVE
L
W
A S D

JUMP / HOVER
A
SPACE

TURN CAMERA
R

PUNCH
RT

HOVER UP
LB
Q

SUPER-SPEED
LS L + X
SHIFT + CTRL

CHARGE PUNCH
HOLD RT HOLD

HOVER DOWN
LT
E

DASH
X
CTRL

RUN / FLY
LS L
SHIFT

RETURN

PAUSE
P

Controls Screen Implemented

Game Over Screen Design

**SUPER
LAME!**





Game Over Screen In Action Video

Game Over Screen Implemented

