

Monday lecture

Monday, 3 November 2025 10:31

- how to make a good start game

- Sending round info for game initiation

Game process

- what is it?

- When part of game - personal experience
↳ eg. this happened to me

- Game as personal expression

- TIG source

- Exploration into what designers think you can do with games

- Game breaking

- Stripping back to building blocks of games
↳ changing how it's played out

- how can you:

↳ memory and input

↳ experiences

↳ emotions

- back to poetry in game:

- change in thought process during development

- making something new/different

making good games:

- feel - lack of 'fantasy'

- narrative

- Game play uniquely balanced and fun gameplay

What about ideas good that explore the
loose ends of life

- how to that late sending/creating / experience
into a game

Game examples:

- loneliness

- freedom bridge

- the killer — unique
- family to make
us see about the
villain first

Sending message
to all

- poem without using words

- bridge gap - interactive 'i' poetry

- expressing something through indirect representation

... .. & poetry

— Expressing something though indirect representation

— What is a poem?

— Imaginative

— Imaginative: signified vs material image

— Imaginative

— Subjective

— metaphor / ambiguity

— using poetry 'rules' to gain ones

opening game creation to new people
from more angles

having games that have possibly
be thought of as better in progress

why go should be interested

— Poet with game as a medium

— Can help with narrative - telling good stories

— *Shades of the Colossus*

— Once something familiar and
make it feel in familiar

Lessons from poetry

— Story can be essential

↳ meaning importance of what happens

— Language poetic devices

↳ Rhyme - Rhyme - like sounds - Symbolism

↳ down attention

↳ Prompt recognition

specific words how does this connect to
larger games?

Some mechanics change of pace

harsh break

— Imaginative ambiguity

↳ making use of phrases and
imaginations

↳ free association - 1/2 modern

↳ moral ambiguity - player question
own actions

- He imagines 'fun' Gameplay

↳ Pastry is a playful art form
but it's a different way to
games in the traditional sense

mono poly

Balanced fun = assigned design goal

- can play with changing this ↑

- Existence - possibly harder

↓
 Okay then base for score but copying base
 causes negative

↓
 Strong through machines

- Carbon capture

↓
 created eggs to coal and

↓
 carbon handle that black will kill
 player

↓
 very simple concept

- GB Rail

↳ sidings doors

↳ control rail routing

↳ bus bugs

↳ tank the and gun

↳ making physical
 rail way

↳ different concepts for same rough idea



Jordan Probo notes
 Contradiction!

- Fuel the gun

- Core mechanics

but. what if the mechanic isn't the
 most important part

- Holistic Probo typing

Test low elements can very desired effect
 ↓
 work back hard from this

work each hand from this

—

—

Reigns Shakespeare - These notes are for you

Journaling & how to building industry

- 2018 and
- solo practice / building your
- didn't know what a tech artist was
- bit of every thing (as tech-artist)
- wanted to build proper career version
- [↓] sent out his first in interview / portfolio

First Job

- QA for Global Shop
- using industry software like Jira
- QA testing - sent my into industry
- 22 Aug - Jr. Programmer - took for months
- missed company L.E.O. as other company
- [↳] in contact with 22 Aug
- change personality
- not working
- using industry tools
- small studios
- Left after 3 months - too difficult - can be disturbing
- [↓] add experience to CV
- worked on game called Logos
- [↳] look up Peter Harrison
- read readable UI

Erase all kittens

- very small team - 3 people
- more similar on different role
- indie dev experience
- applied for Sr. JS. dev role
- started to figure out career path
- more creative control
- ran out of money

was angry at back C++ case

media bank - Jr. Tech artist

- lower studio - 300+
- working across different team
- more software
- UI and art of building
- [↳] same engine extension
- [↳] scripts
- first cancelled game
- as techy learning new software
- never suffer in silence
- build up building tool



Focus on tech art and being persistent/not worrying about what applying to

- Epic bought media tools - can be strong
↓
stay on the price many many

fall guys - probably why Epic bought back

- like service AAA
- send love for tooling
- Building core skills
- cross platform dev

Shaders

OP & ins's action

lighting

Sort white ⇒ Unreal Engine 5

- massive AAA
- another new engine

Soft ware

- Slack - Giphy - unity
- VS + VS code - Unreal
- Jira - Maya
- Perforce - handling
- asset tracking + version control - substance

inter views

- what's the most important aspect of designing a game
- example of problem you had to solve
- how would you do this differently
- if you get stuck - what would you do
- Tech tasks: - code - use UI - bug fix etc.
↳ possibly cin

What is Tech Art?

- bridge gap between art and tech
↓
code
- can do different roles

2D Tech artist

- import - set textures
- compression
- write classes

FX artist

- particle systems
- develop environment effects

tech artist

- rigging

environment tech artist

- scene and lighting

audio tech artist

- implement sound systems [effects]

UI tech artist

- scripting in middleware

performance + optimization

- profiling game performance
- create platform
- LOD's
- bug fix

tools programmer

- automate repetitive tasks
- import/export tools

- setting up materials

graphics programmer

- develop render pipelines
- compute shaders

- lots of bug fixing

- advice

- find what parts can... ..

- advice

- find what parts you're interested in

- keep up with tech

Q appearing about work over linked in

- want experience

- don't tie to 1 role

- spoke into a bit - maybe other studios

- might be able to send you else where

Q how different 2D x 3D

- very

- assets + lighting + optimization
very different

- 2D $\Rightarrow$ 3D have to think about

- may have to go and do a course for content

- it's a lot that comes over

- 1/2 year

Q when applied for st. got JP

- don't be nervous

— Consider

→ Nothing to lose in applying

— look at startups / smaller teams

— Can learn a lot in short time

Q Plus before tech art

— Concept art

— then Programming

— Building Story

— making art more alive

Q What made you stand out

→ personal connection

— connections maybe more important

Q Sell guns engine design?

— not allowed to discuss

— mechanic $\approx 300 \Rightarrow$ more than 300 (lot more)
15-20 T.A. cosmetic

Q engine design

— learn on job — Pretty difficult

— ask people

... people

Q T.A. eng'g VS Code

- Eng'g more important
- might not even touch code

- 1/2 eng'g in almost every role

Q R&D VS AAA

- Big Change

- Smaller team needs more verification
- more direction from you in put

Q Org chart dev

- SPMO ~ 2-3 weeks meeting about what tasks to do.

- review by directors at end of SPMO

Q net working VS applying

- 50/50
- Higher level to needs networking
- 22 co-ops - networking