

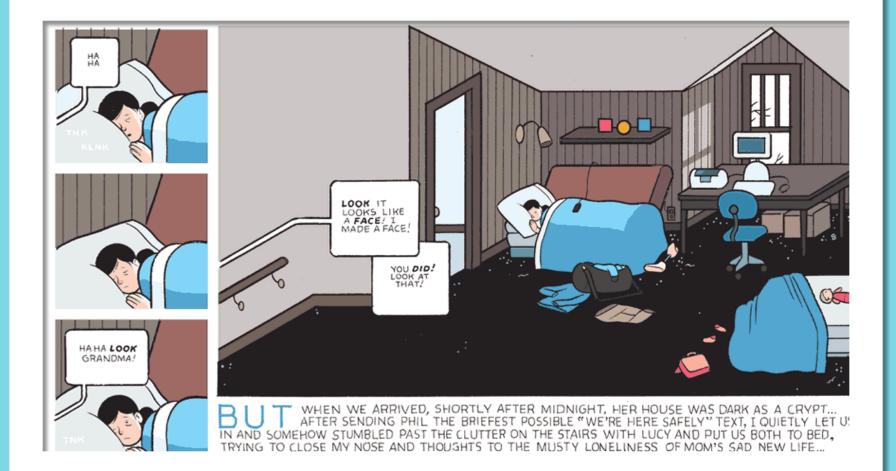
ECOMICS AS DESIGN DOCUMENTATION

NATTHEW DERBY SENIOR INTERFACE DESIGNER, HARMONIX GAME DEVELOPERS CONFERENCE SAN FRANCISCO, CA MARCH 17-21, 2014 EXPO DATES: MARCH 19-21









WHY I STARTED USING COMICS HOW YOU CAN MAKE A COMIC WHEN TO USE COMICS

WHY I STARTED USING COMICS







LINGS & LARTER AND LA

CREATORS. ROGKE AND.CON Sign In Register

Songs Creators Forums Docs Blog Downloads

GET YOUR MUSIC IN THE GAME



Attention Bands, Studios, and Labels: Create. Play. Get Paid. Join the Rock Band Network Today.

Use our tools to author playable tracks. Upload and submit your tracks for review by the Rock Band Creators community. Approved tracks become available in the Rock Band Network Store,* and you get a cut of every purchase.

AUTHORING A TRACK →

SIGN UP TODAY

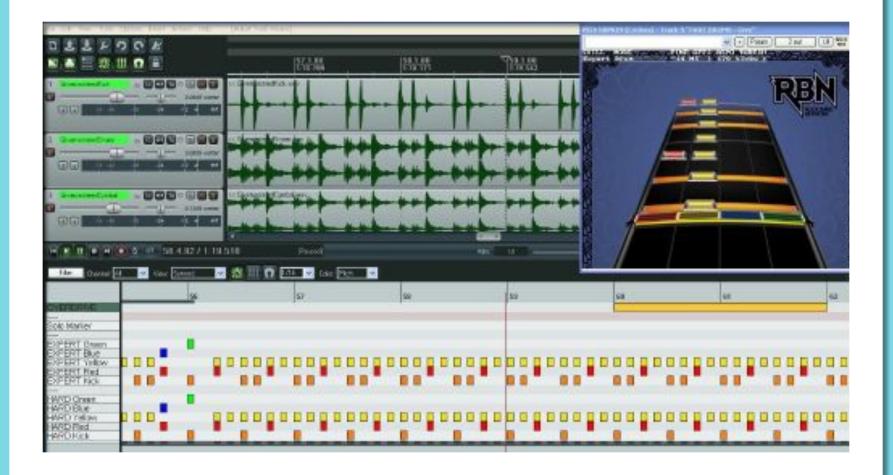
lect songs may also appear on PS3 and Wii

OVERVIEW

Not in a Band? You're Still Instrumental!

Even if you're not making your own music, you can be among the first to test out Rock Band Network tracks before they're released. Become a reviewer* and provide valuable feedback to the RBN authoring network for any song in development. Take part in this











PLAYTESTER

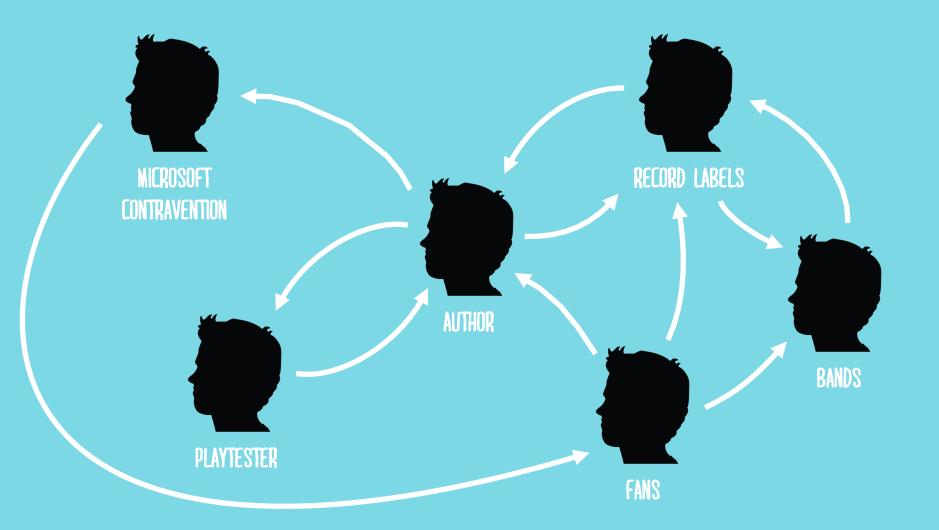
RECORD LABELS



FANS



BANDS













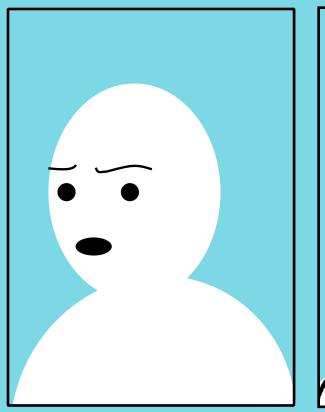






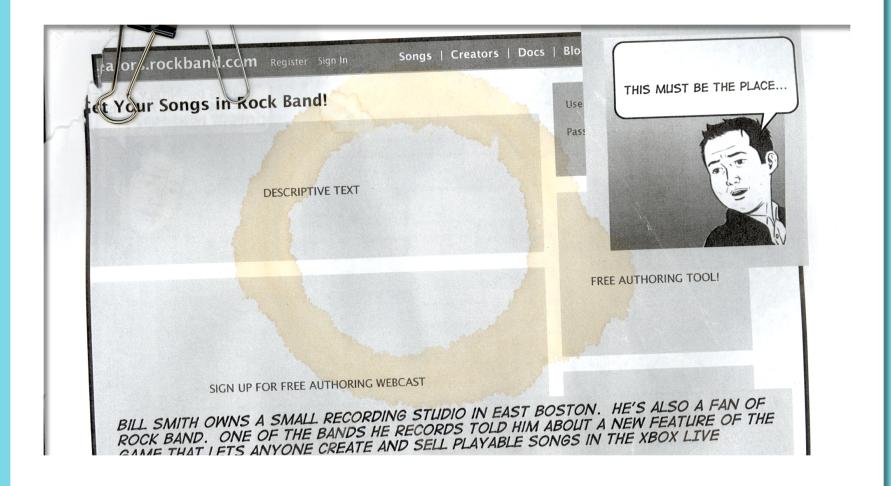


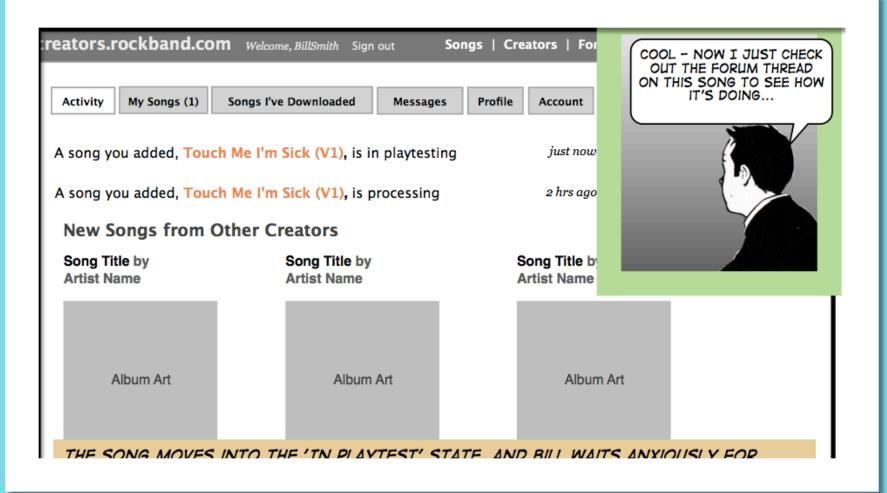


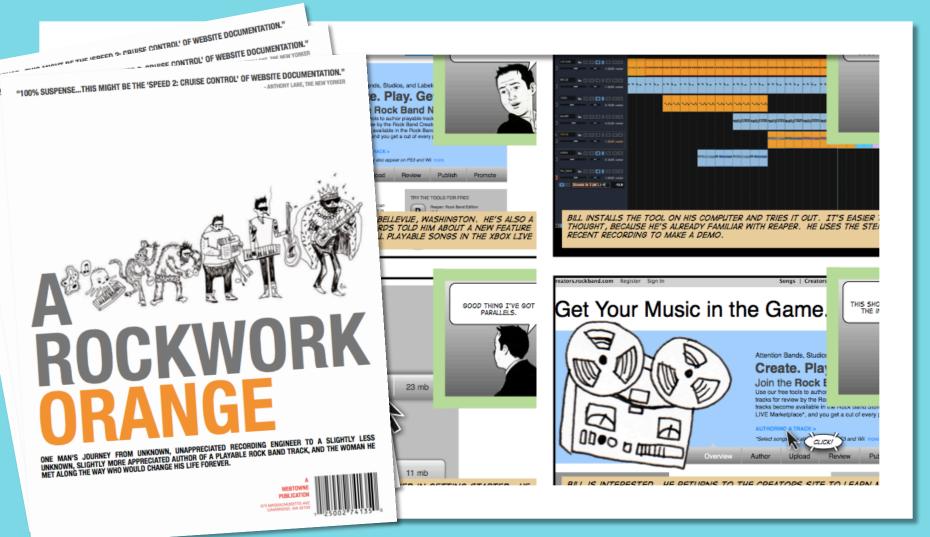


















이 동물 영화 등

ANIA)

MUSIC EVOLVED

© Disney.

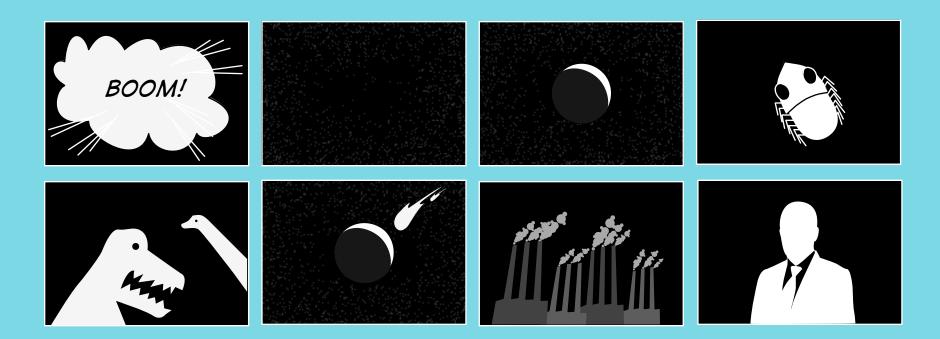


ALISON

II YEARS OLD FAVORITE DISNEY CHARACTER: ALICE READS FANTASY BOOKS ABOUT ANIMAL WARRIORS PLAYS GAMES ON HER DAD'S XBOX 360 AND THE 3DS HER PARENTS WOULDN'T GIVE HER UNTIL SHE TURNED IO RELUCTANTLY PLAYS TRUMPET IN SCHOOL BAND MAKES UP AD HOC GAMES WITH HER FRIENDS AT RECESS BEGINNING TO WORRY ABOUT BIG ISSUES LIKE DEATH AND HER PLACE IN THE UNIVERSE WANTS TO WORK WITH ANIMALS WHEN SHE GROWS UP

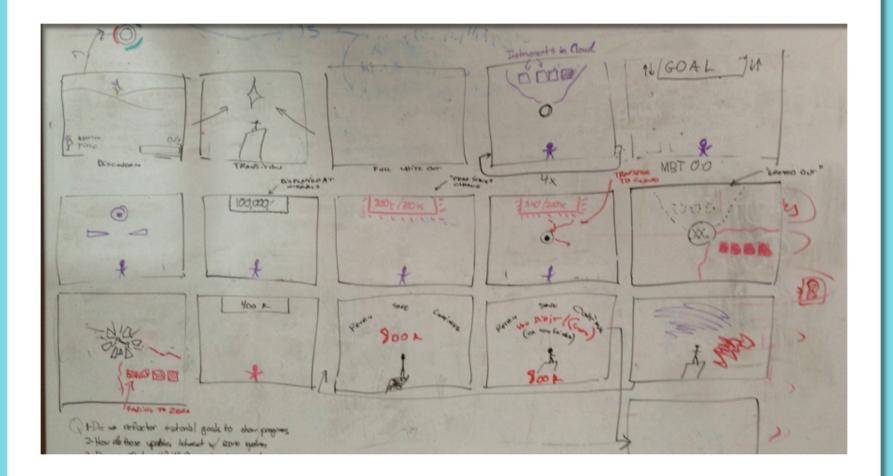


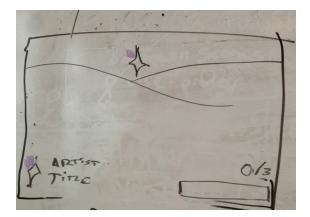
**** TIME PASSES **** VS.

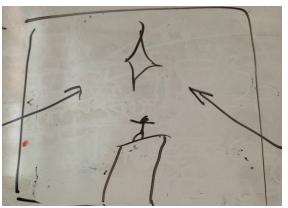


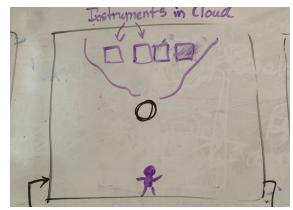




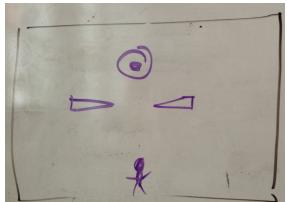


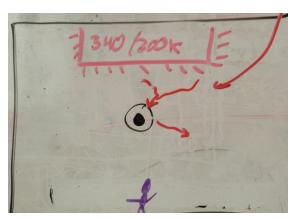


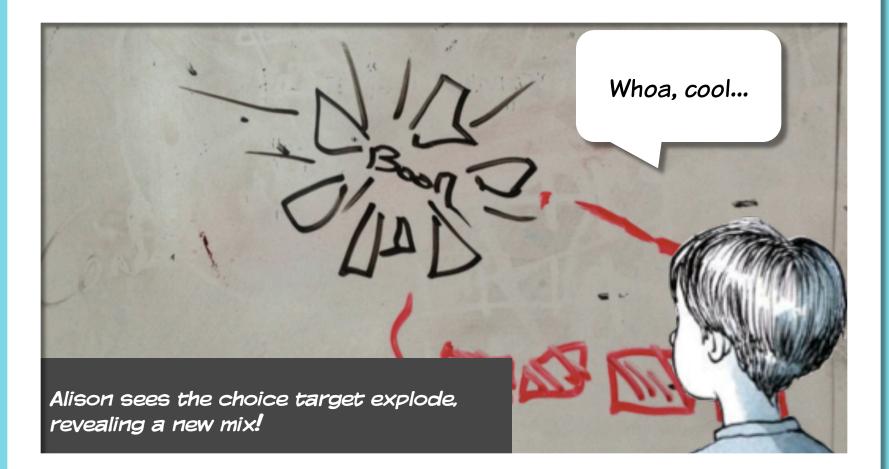




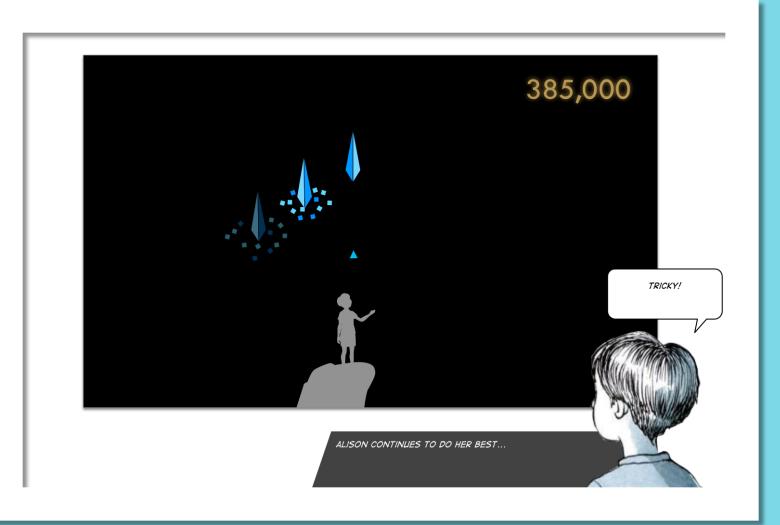


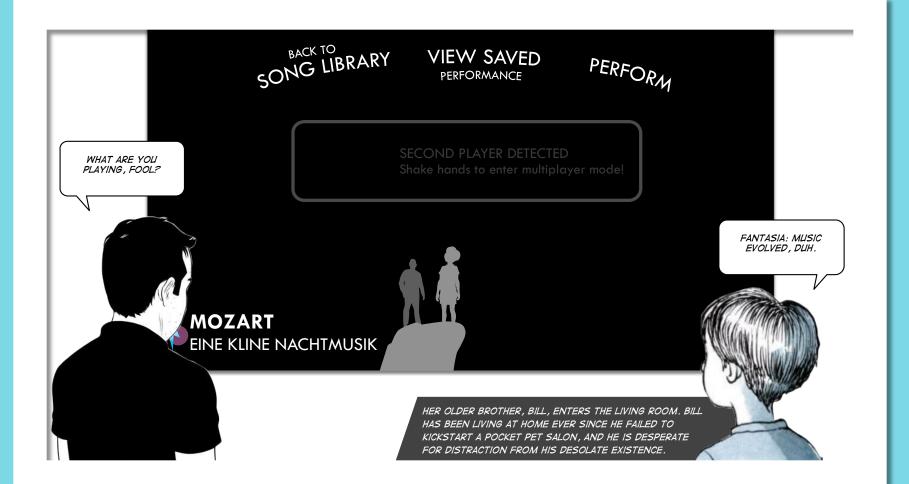






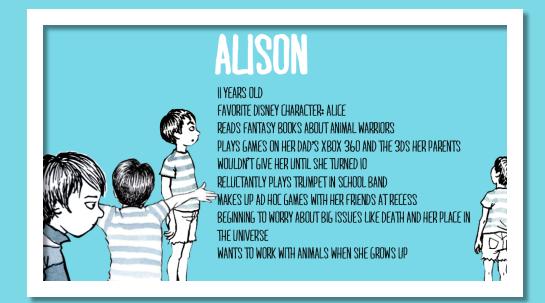






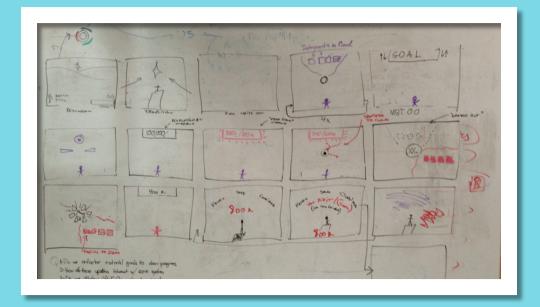
MAKING A SIMPLE DESIGN COMIC:

CREATE A CHARACTER - SOMEONE WHO ACCURATELY REPRESENTS YOUR TARGET AUDIENCE



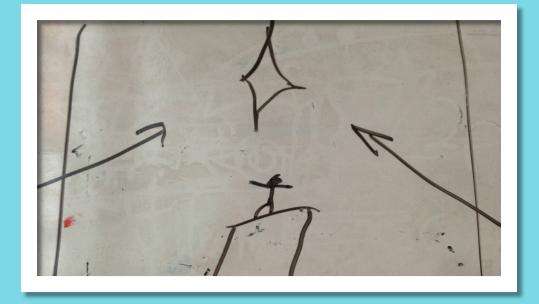
MAKING A SIMPLE DESIGN COMIC:

DRAW A SET OF FRAMES ON A WHITEBOARD — THE CONSTRAINT WILL HELP YOU DECIDE WHAT IS IMPORTANT



MAKING A SIMPLE DESIGN COMIC:

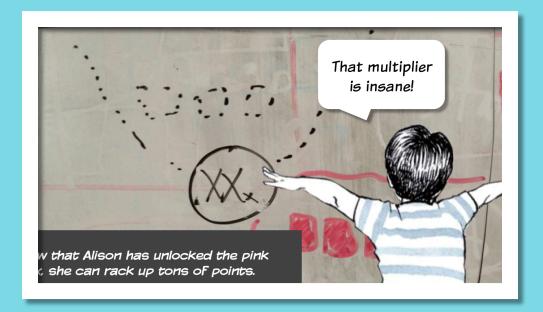
AS A GROUP, DECIDE ON THE IMPORTANT MOMENTS AND TAKE TURNS DRAWING THEM IN THE FRAMES



NAKING A SIMPLE DESIGN COMIC: TAKE PHOTOS OF EACH FRAME AND DROP THEM INTO POWERPOINT

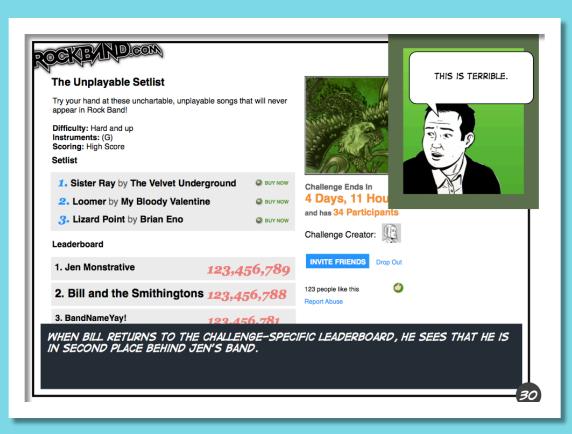
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MAKING A SIMPLE DESIGN COMIC: ADD YOUR CHARACTER, SPEECH BALLOONS, AND COMMENTARY



TO USE COMICS

WHEN YOUR FEATURE CHANGES MEANINGFULLY OVER TIME



WHENEVER YOU'RE NOT DESIGNING FOR "YOU"



WHENEVER YOU CAN DESIGN FASTER THAN YOU CAN DEVELOP



WHEN THE ALTERNATIVE IS A SCROLLING WALL OF TEXTUAL DOOM

١G	Isble RAM on the hardware – Erk (on the same call) suggested this is future, but unlikely before launch itte	can from the Xiest presentation Game Video Recording. It the clip
service on Xbox One that enables players to capture game moments and re- nt for Flux's expressive, player-generated musical content. This spec outlines	pacting any design we've proposed, but is worth calling out as a em that will force a player to choose what video content he/she f he/she exceeds the 20 minute limit (this will all happen at the video	 Date recorded Game title Clip title Length
It for Fusk's expressive, player-generated musical content. I his spec outlines this new platform service to ensure that the most interesting and engaging r sharing.	s we can get an exception, the latest TCR states that any audio usic will be stripped out of any shared video	n File size Cly updated n Rating
en – This will allow us to set up video clips for required milestone case players' expressive musical interactions and are of a known length. devennent in Fantasis features a uniquely generated <u>cutocose</u> that features the orded in the course of his/her progress through the level. These moments are se:	s create our own custom strings of metadata that we can apply to wit know what our constraints are in terms of length – this is a Disney licensing issues (see below)	 View count platform Location in game Objectives
ative decisions eent e	In feature content that includes audio from multiple artists/labels at discovery video capture will have this issue, and if a player can w portion of the game due to the buffer always running, this yre acute at we disable audio for discovery scene video capture, which is	 Level the use only Whatever string we want to add Observ Licensing will need to provide Artist and So
om 30 to 40 seconds in length – great for sharing Juld Happen – When a player accomplishes a noteworthy goal during not predict, we can isolate the duration of the video buffer to the triggering that the player can determine whether the event requires further editing, shrink the robots in The Press to get them through the tiny door so that they	vdesirable, as the player's expressive control over a scene is deeply in the game have only granted us permission to use short clips of stext of shared video content outside the 'walled garden' of Xbox	 content content
siage the player that a clip has been recorded when the machine is repaired, re the event was captured, and allow the player to perform any further ice. These clips are valuable because: e and share fun and delightful moments that aren't tied to achievements e	wy game content be posted to the internet through YouTube. We post directly to Facebook, for example. This means we need to has a gate that leads through YouTube (YT has a revenue sharing ail of the record labels) orgin, has a system that they use to tack views and associate them web. It's unclear whether we need to use their system or not	ES soft Game DVR Buffer is always running There's a mention in the TCBs of a title-side ability on a recent phone call that this is not possible Game DVR Buffer has a hardware-imposed max limit of S



HARMONIX @THESOUNDGUN