

This is a list of the **Requirements for your GAD Graduation Portfolio**, along with brief descriptions and suggested courses from which such material can be extracted. The lists of courses are not exhaustive—it is entirely possible you will find similar material in work you have done for other courses. Quantities for each of these items will be given in the relevant assignments.

1. **Game Design Document**- A fully developed GDD with all the necessary sections. Please note that a GDD is **not** the same thing as a proposal. GAD312, GAD322
2. **Storyboard**- Well-drawn, with such necessary detail as scene information, camera information, narrative, sound, timing, etc. At least 6 panels with color. Please note that these are **presentation** boards, which implies more refinement and polish than working boards. GAD132, GAD212, C211, GAD331, GAD323, GAD333
3. **Character studies/development drawing**- Drawings that show how characters are developed and “come to life”. C121, GAD324
4. **Interface design samples**- Interface Design Documents for one each of *active* and *passive (HUD)* interfaces. GAD332
5. **15 second to 90 sec Animation with original audio**- An original animation using original (not canned) audio. GAD331, GAD222, GAD333
6. **3D model with textures applied**- This is your own model, with your own textures applied. GAD223, GAD327
7. **Background/environment/layout treatment**- A background or “stage” suitable for framing animations or game play. This is like a concept drawing for an environment- **not** a 3D render. GAD323, GAD411, C121
8. **Life drawing**- Well executed drawing showing the human form. C122, GAD131
9. **Still image**- Digital image manipulation (think Photoshop), using source images. G133, G223
10. **Model sheet**- Depicts a character in several instances on one page. This should represent front, side and back views (a turnaround), perhaps along with a signature pose / action shot. GAD323, GAD223, GAD132, C121, GAD311
11. **Texture map**- An unwrapped texture map suitable for skinning a 3D model. GAD321
12. **Lit environment**- A 3D environment that shows mastery of lighting. GAD331, GAD411
13. **Game prototype**- A playable Flash game. GAD431
14. **Game mod**- A game mod created by a “production team” of students. GAD421
15. **Playable game level**- An Unreal game level created by the individual student. GAD412, GAD416
16. **Sound design example**- Custom made sound. GAD221, GAD226
17. **3D scripting sample**- A GameMaker script. GAD328
18. **A sketch book comprising at least 5 sketches**- Try to have sketches from imagination and from life