Game Design Unit 3 Cutscene

For Honor: Cutscene of the story mode, The castles door is broken down and the enemy troops run in. Their leader tells them to stop and calls for the leader of the castle, he come to him and the leader of the attack says that no one else has to die if they do trial by combat. The leader of the fort knows his skill and says that it would not be a fight, it would an execution. So they decided that they would have a second person to fight for them. The person who wins the battle will win and leave.

Scenery roles: The Environment artist sets the scene that there would a big change for the player character, with embers in the air and flames around and on the castle. The castle being broken apart by the siege. The Texture artist shows the grit, the wear, and the damage that the battle has given on the soldiers and the castle.

Character roles: The Character rigger make the models for the characters move in ways that they want it to move for the scene that they are making. In this scene they make the main characters move with bigger and bolder movements then the smaller minion characters to stress their importance. They also make sure that the body movement match character dialog to and tone of how they speak. The character skinner makes and textures the character models for the game. In this scene although this battle has just started you can tell that the war has been going for an exceedingly long time by all the dinks, scratches, and wear on their armor and weapons. The skinner shows the importance of the main characters through more distinctive and ornate armor and weapons. They make the grunt characters simpler and smaller to show the lesser role that they make.

Management role: The Art Director guides how the scene should look through the use of lighting, placement of characters and environment, and pacing of the scene.