

GPIII

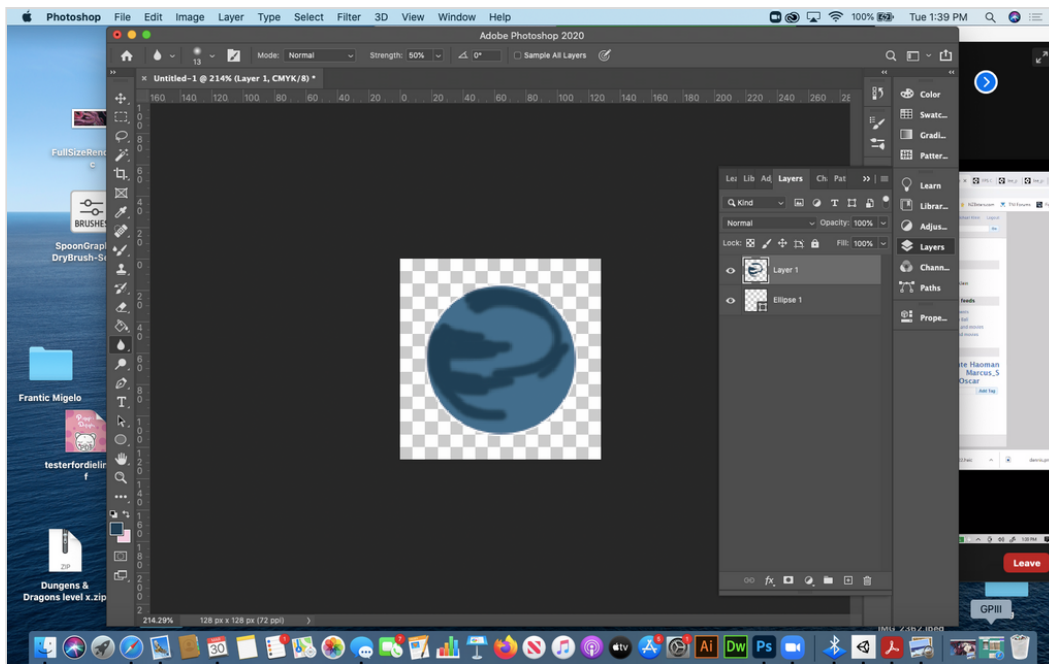
Graphic Principles III

PROFESSORKLEIN KLEIN FEB 24, 2021 02:45PM

Rachel Sanzari

<http://draw.to/D3tzwrRx>

gab ball

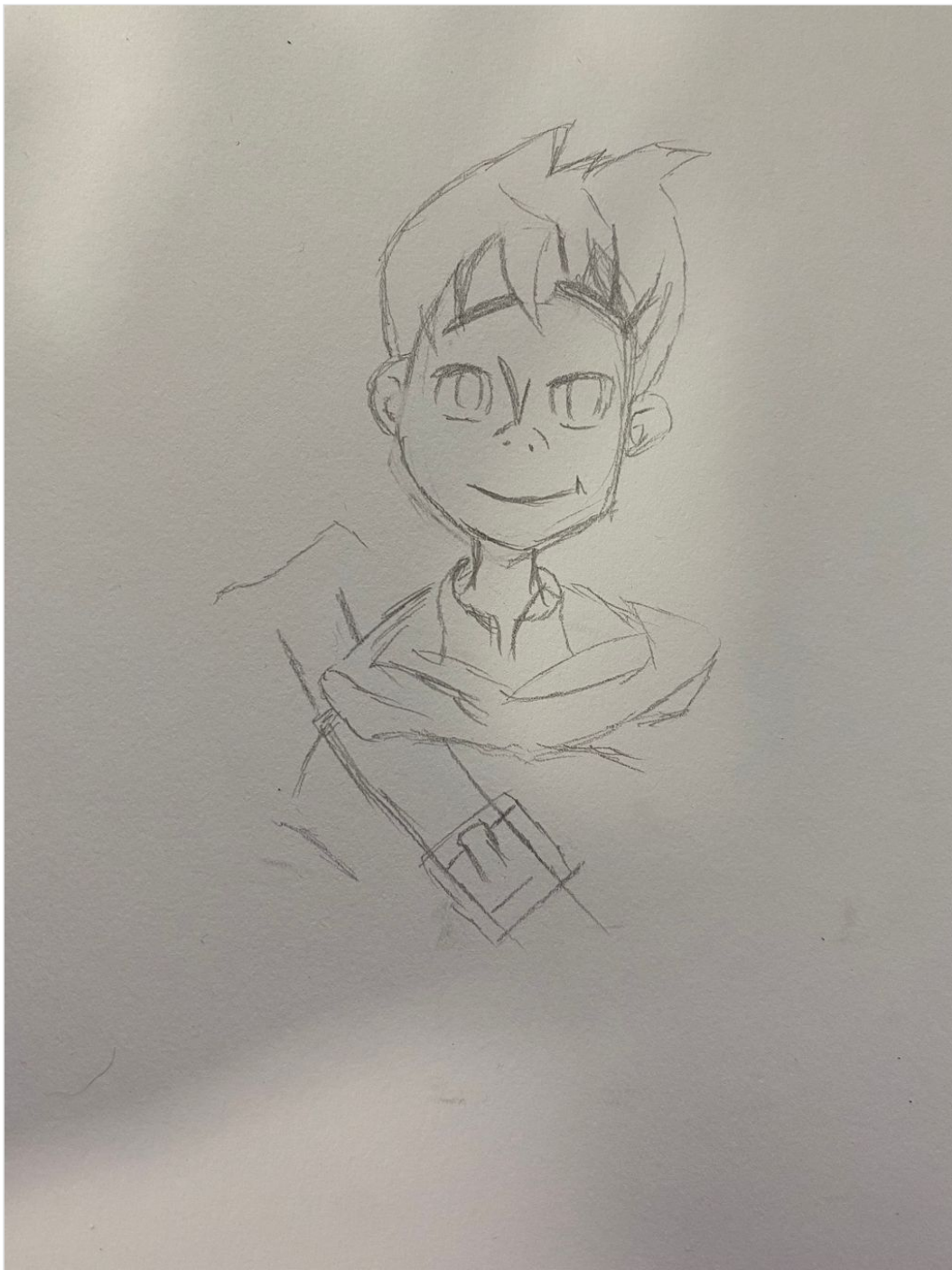


Juan's Character

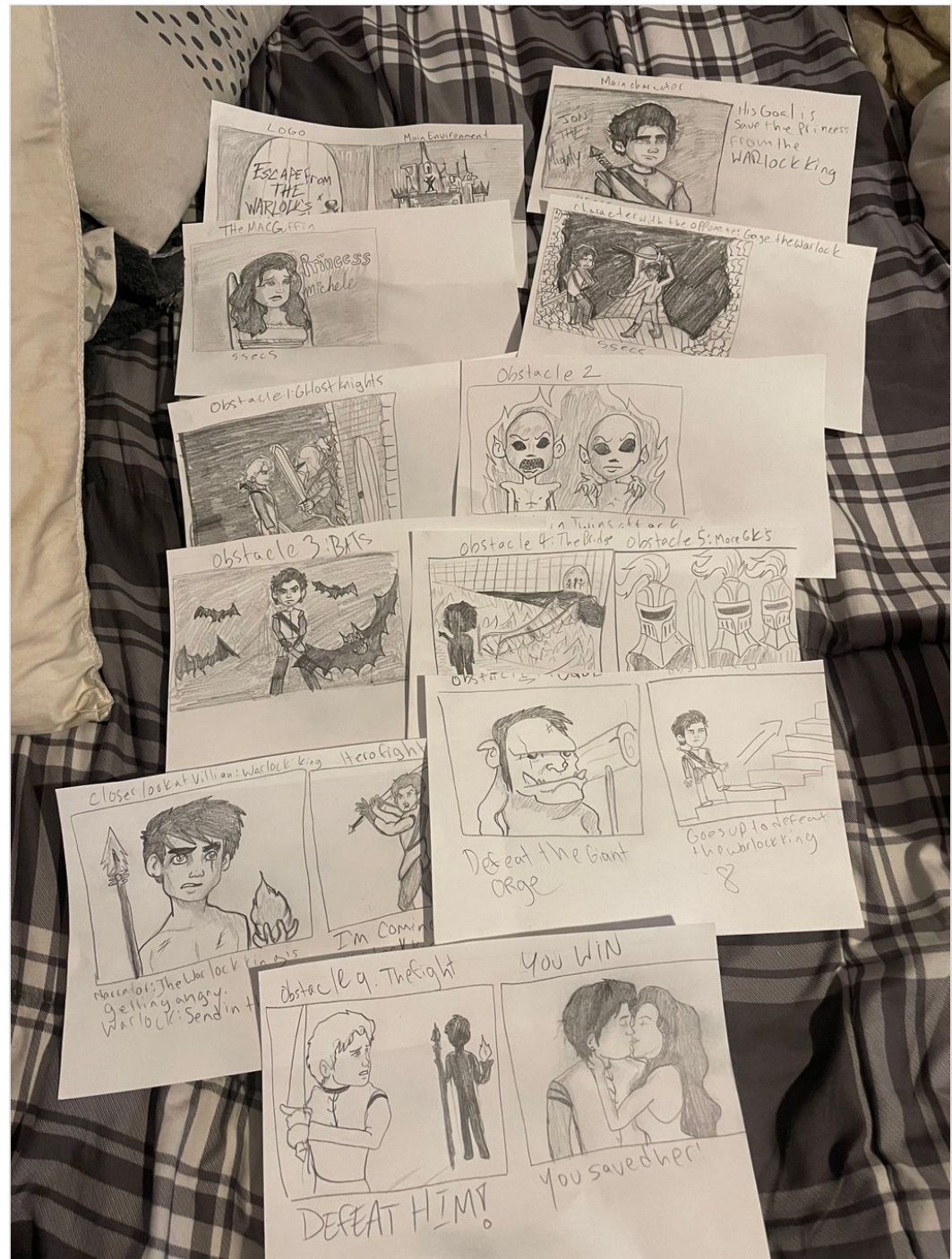
Rachel Sanzari Story board, part 1.

Story board,

Running to the hideout, Fighting enemies, finding strange energy sources, fighting the main boss, realizing it was a fake and learned she killed her mother.



Alyssa Lopez Finished Storyboard



Giovanny's Storyboard(updated)

Description of the scene:

Main Character looks around the void. Then the main character runs around to find an exit.

Dialogue: A

As our Main Character wakes up, It's his mission to get out and find an exit

Scene 3:

Description of the scene:

The Hero found a monster roaming around the void. The main character is now being chased. Now the hero needs to find a way to hide from the monster.

Dialogue: A

Now as our Hero roams around, he finally comes face to face with his first obstacle from the void. IT'S THE WARDEN OF THE VOID!!!!. HERO RUN BEFORE IT'S TOO LATE.

Scene 4:

Description of the scene: The hero comes to the end of his journey as he finds exit. The WARDEN guards the gate and an epic clash commences.

Dialogue: A

NOW, WE ARE AT THE END OF THE HERO'S JOURNEY!! It's up to the Hero to defeat Warden so he can escape. How will the epic clash be revealed? Play the game now to see the

Story Board for GPIII

by Giovanni Garcia

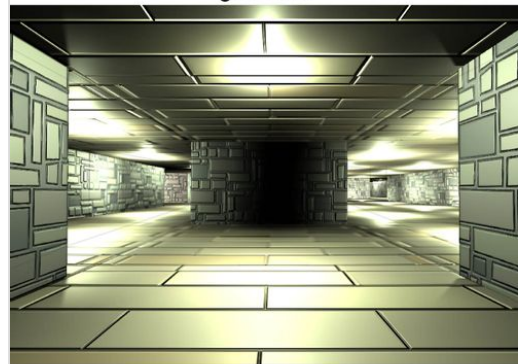
GOOGLE DOCS

Brian M

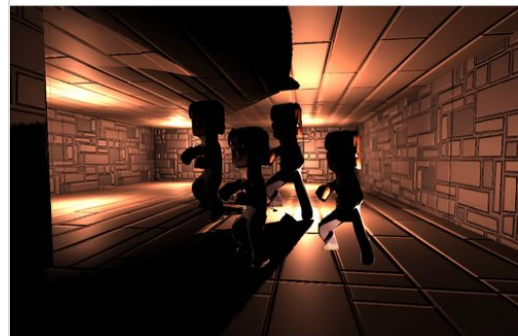
Storyboard



He's trapped in a Prison Maze and can't get out.



But beware: Which Jay is the real Jay??



Your friend Jay has ben kidnapped!



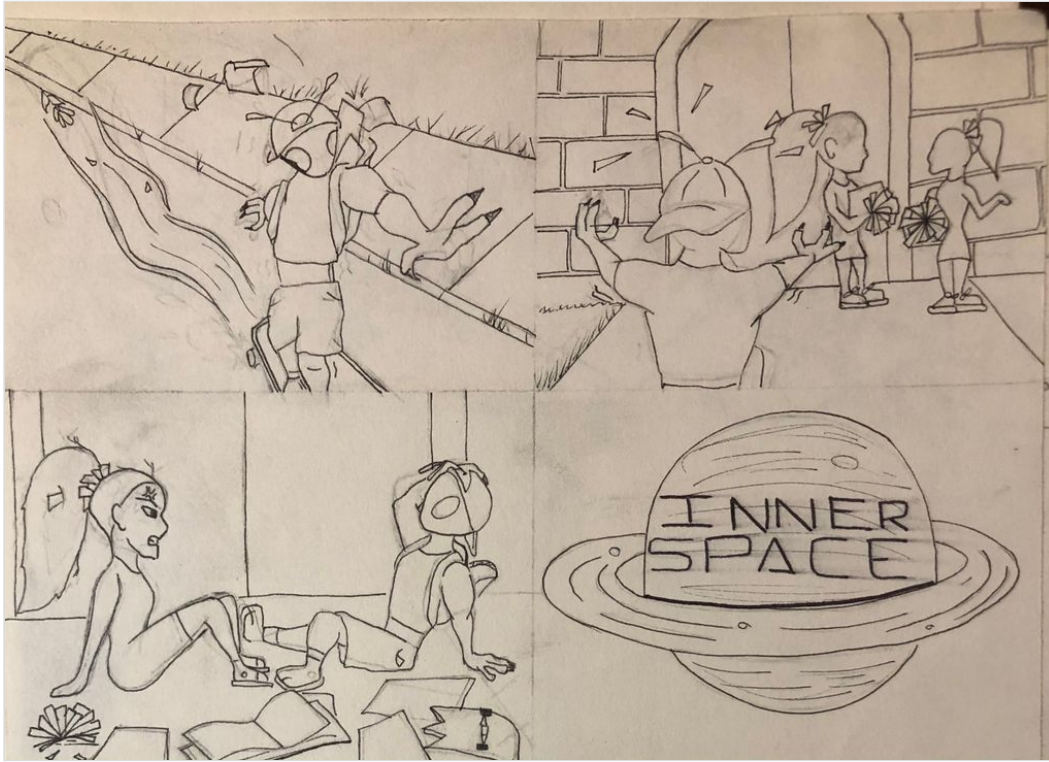
It's up to you to brace the treacherous maze and save your friend.



FINAL PADLET

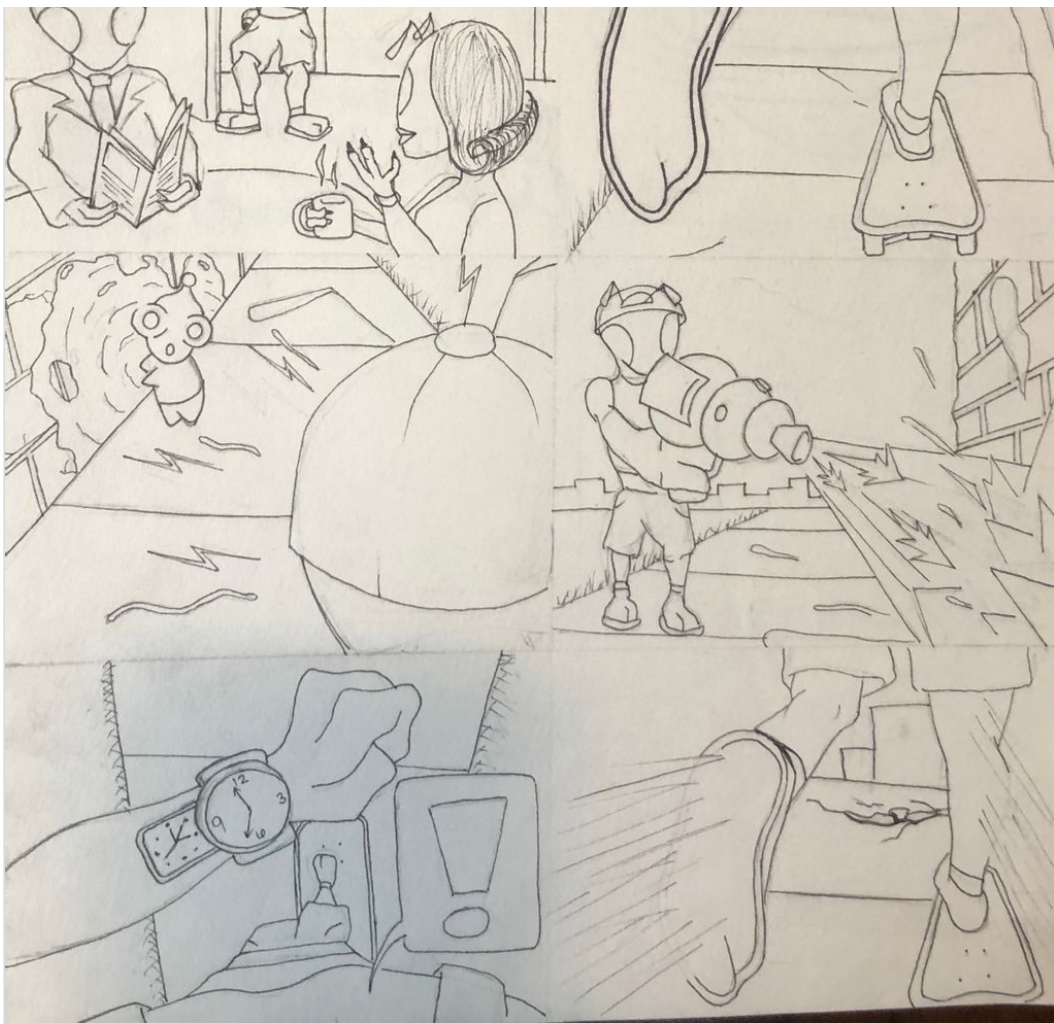
<https://padlet.com/professorklein2020/m9n2tvzqp8zb8k3>

Katherine Zavala



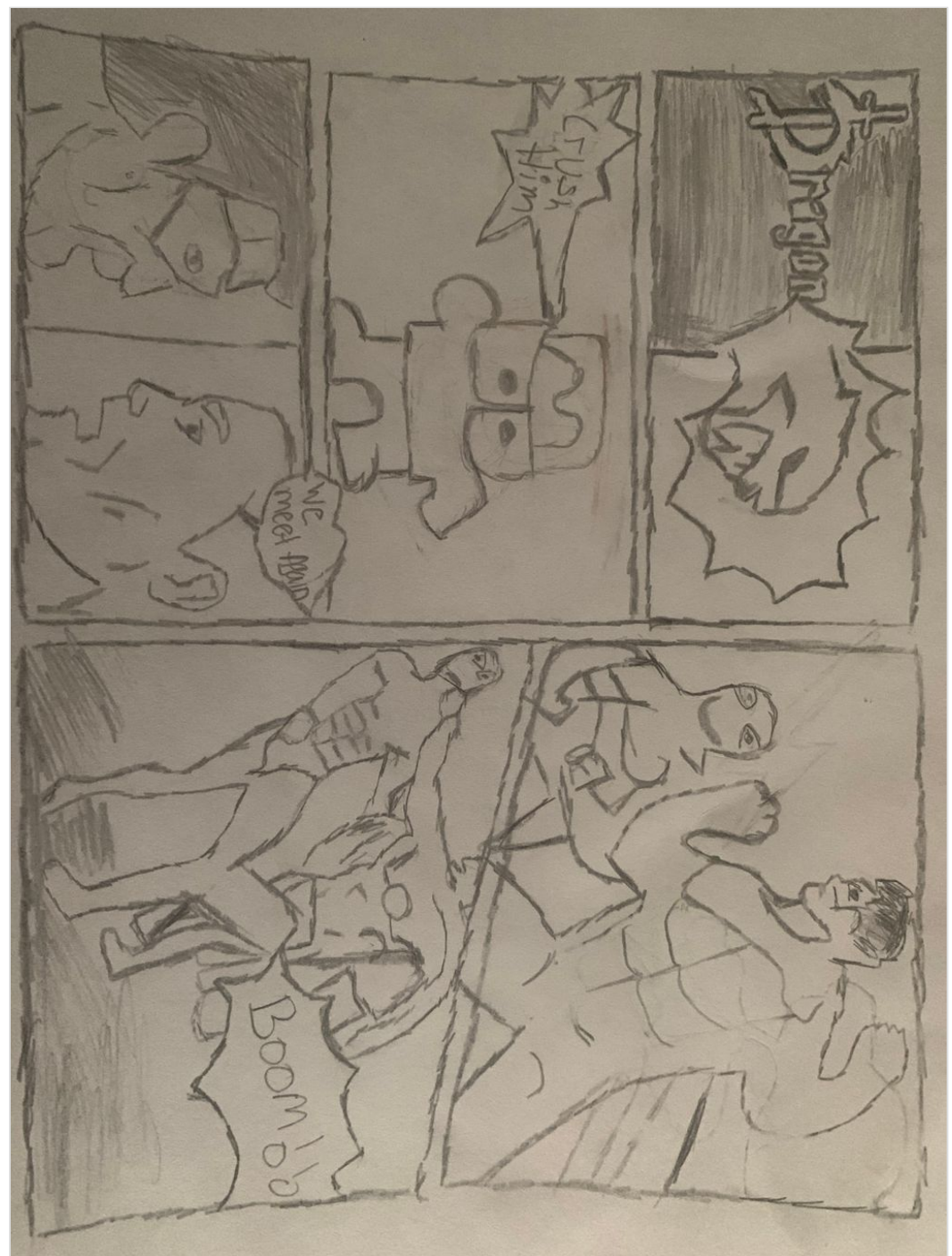
Katherine Zavala



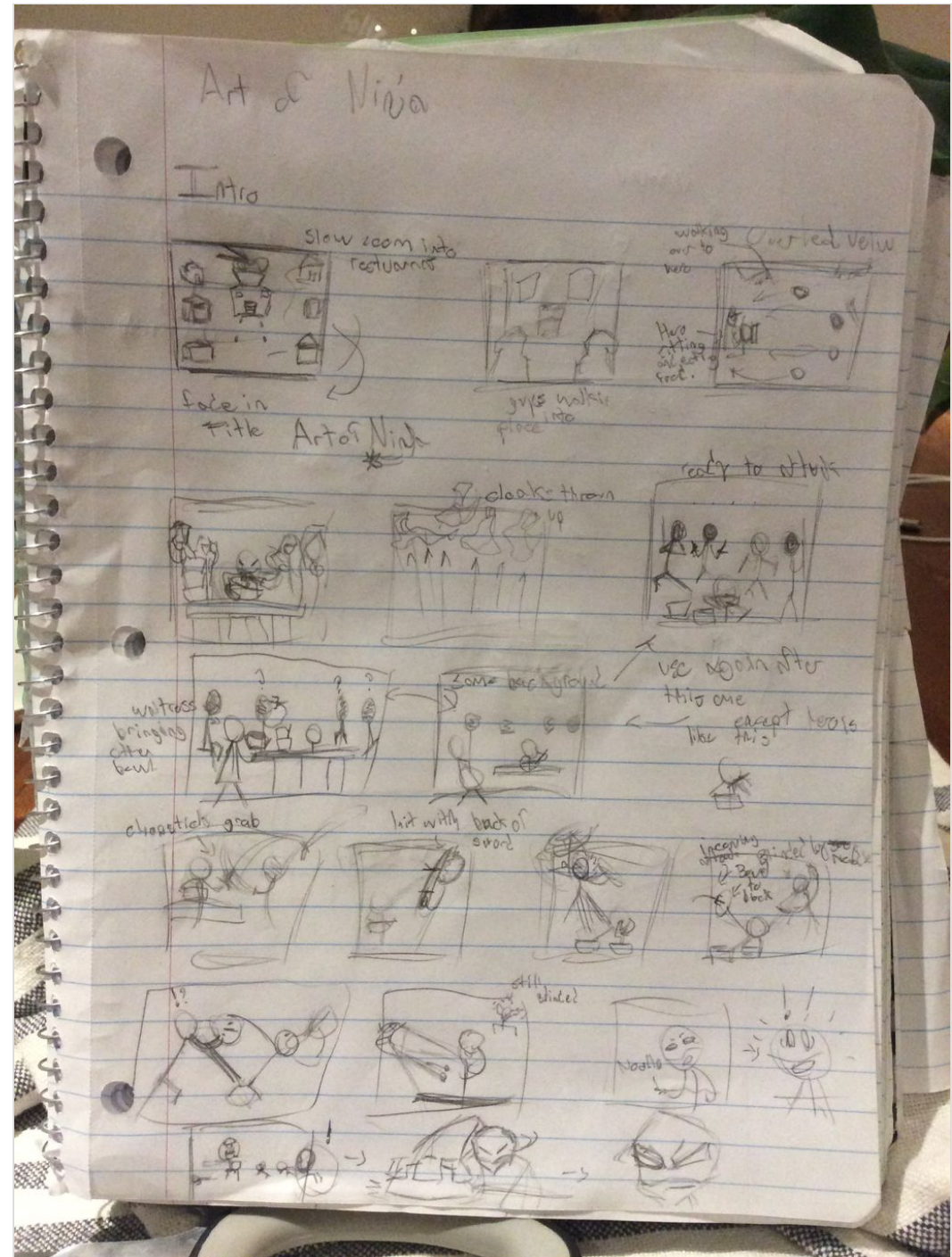
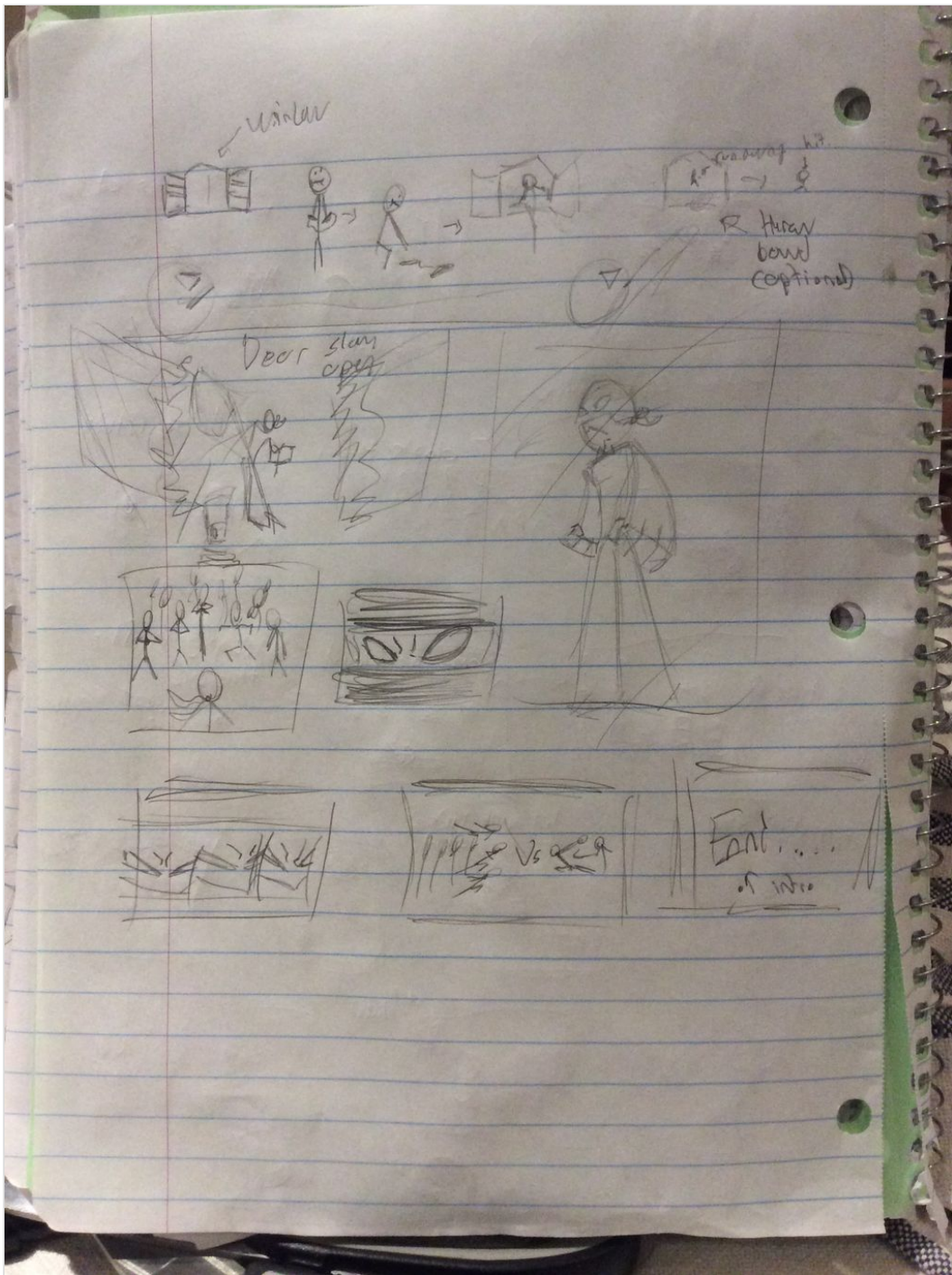


Pouchon Wilma

Storyboard

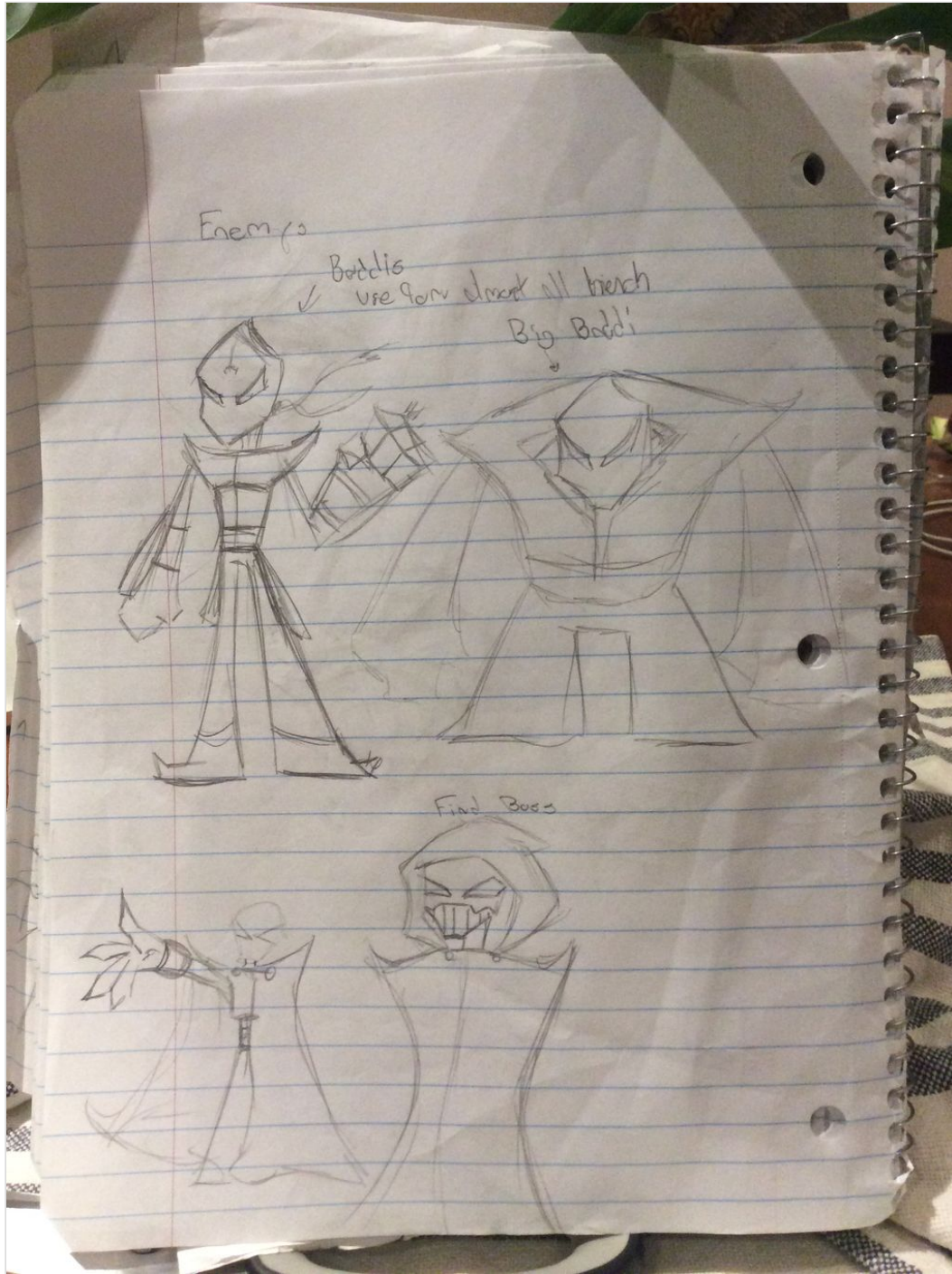


Storyboards 2/2



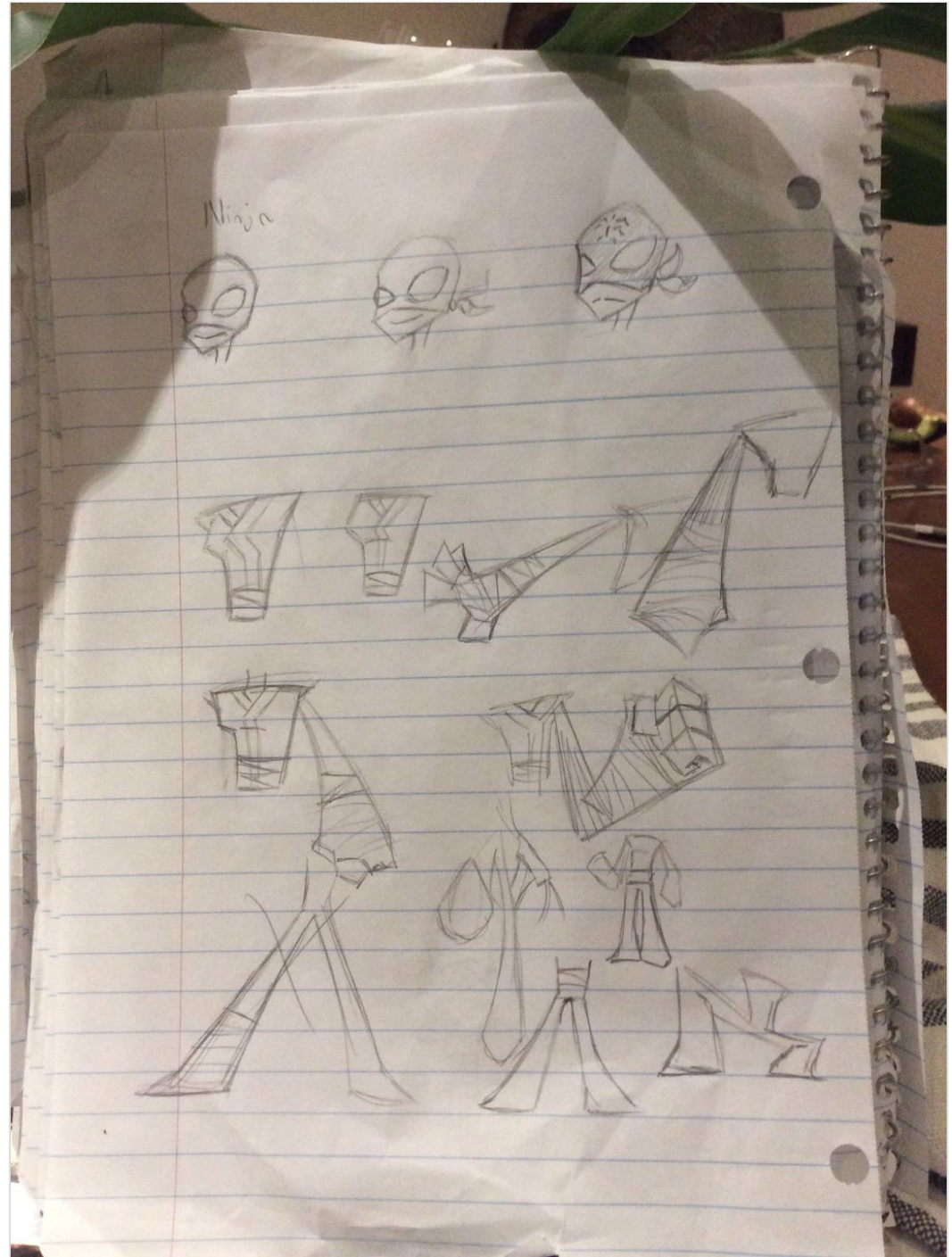
FG Bad Guy Design

Current designs of baddies in project.



Fabian G

Work InProgress



Jack (juan)

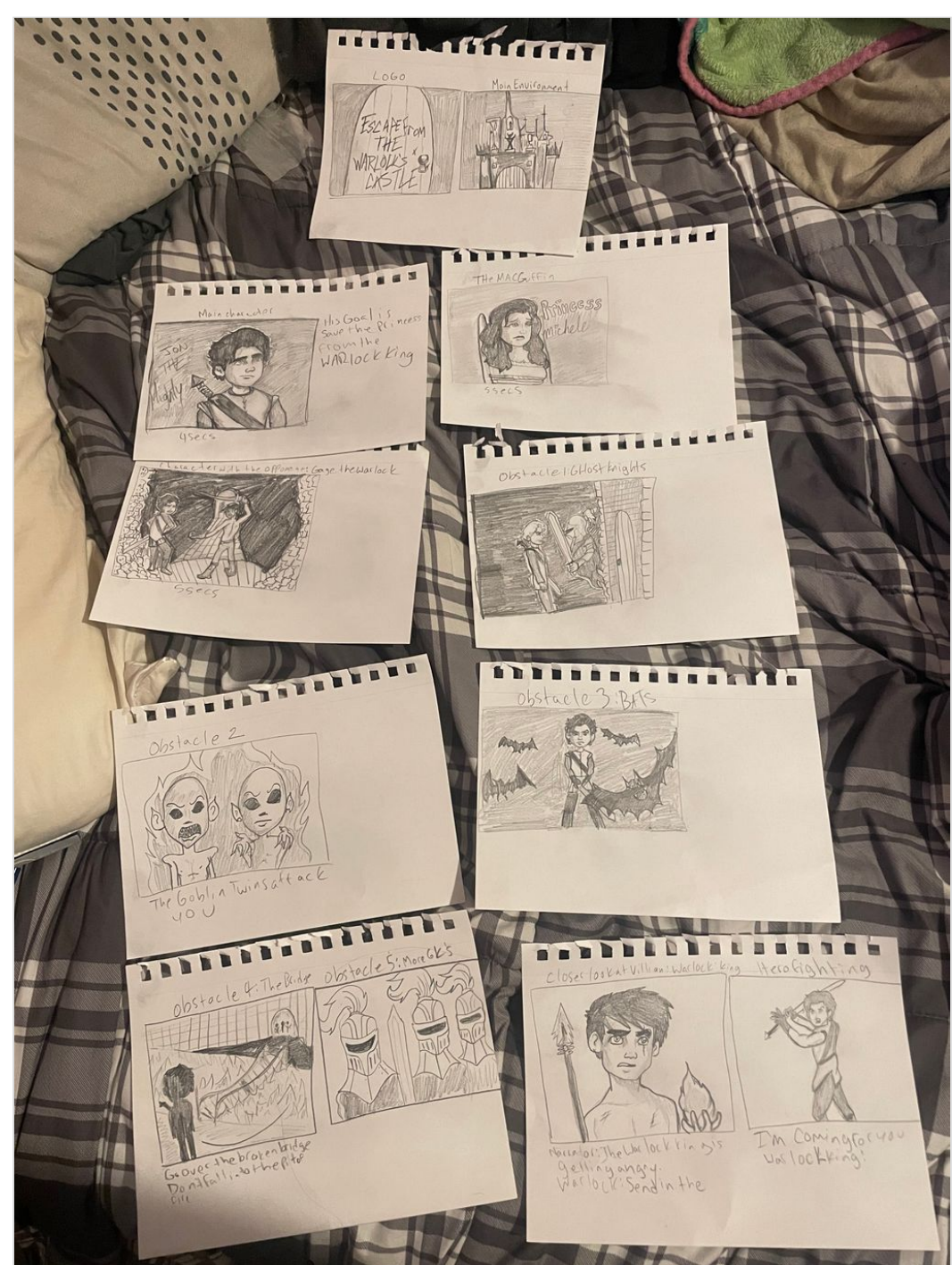
Photos

3.18 MB zip file

PADLET DRIVE



Alyssa Lopez Storyboard so far



Rachel Sanzari



QTE

http://berkeleycollege.professorklein.com/Winter_2021/Follow_Along/06_qte_game_opening/

TERRAIN LESSON

http://berkeleycollege.professorklein.com/Winter_2021/Follow_Along/EXTRA_terrain/

Giovanny's warm up

Do now for session 7

Thank you posted

draw.to - Draw something and share it!

Draw something and share it instantly via Email, IM, Twitter, Facebook, etc!

DRAW



Giovanny's warm up

Do now for session 8

Thank you posted

draw.to - Draw something and share it!

Draw something and share it instantly via Email, IM, Twitter, Facebook, etc!

DRAW



Giovanny's Warm up

Do now for session 11

Thank you posted

draw.to - Draw something and share it!

Draw something and share it instantly via Email, IM, Twitter, Facebook, etc!

DRAW



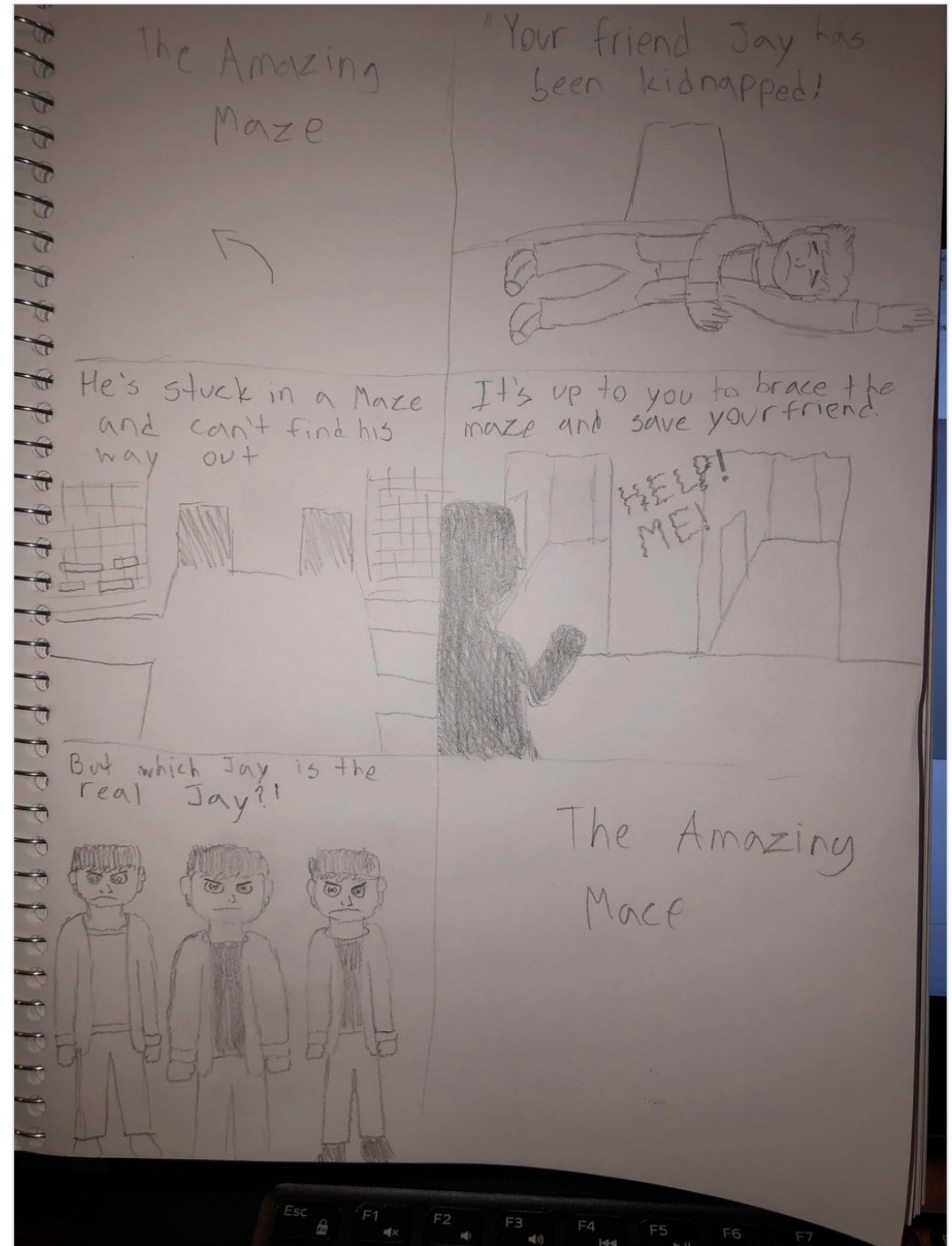
Brian

Characters



Brian

Storyboard

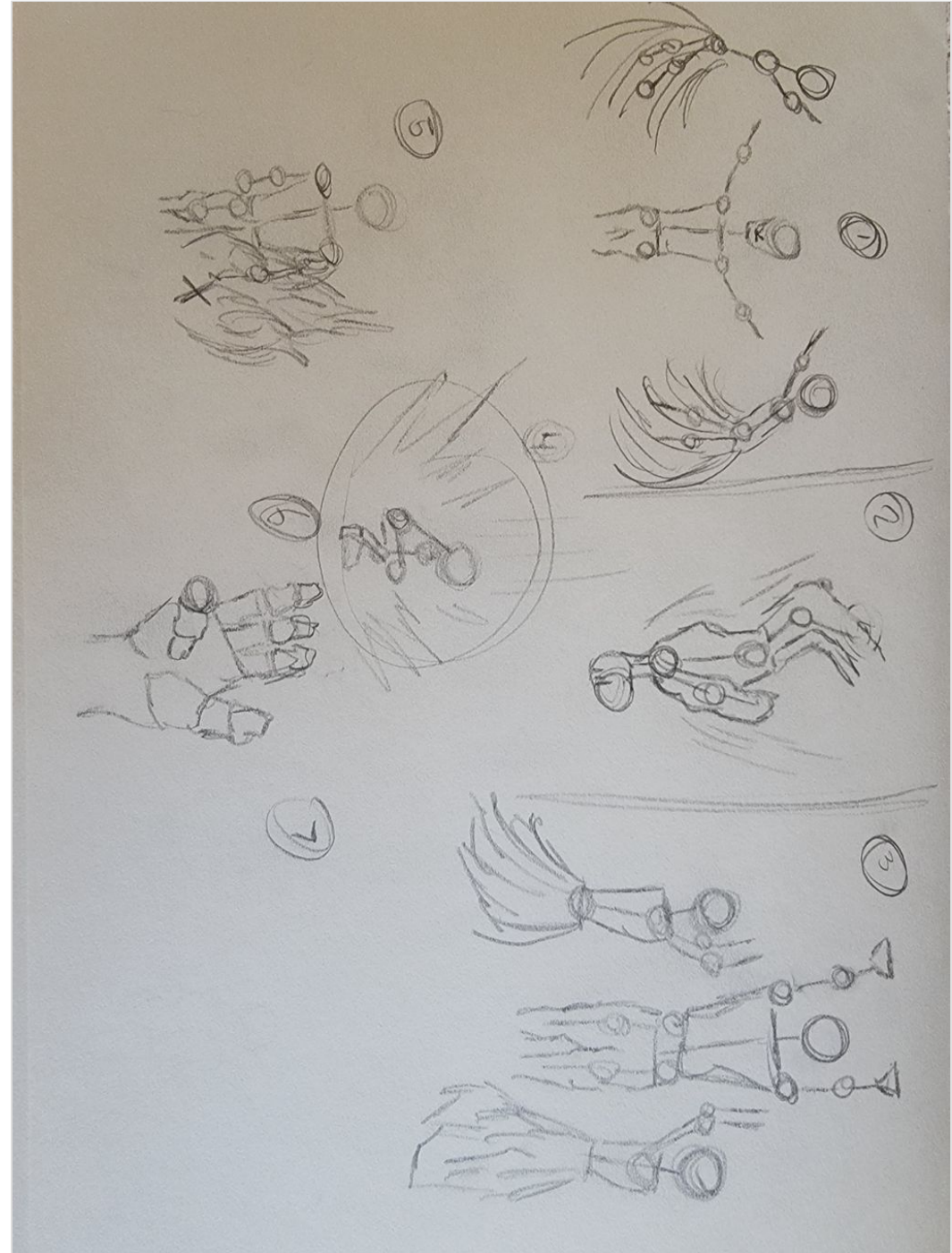


Brian

Game Logo



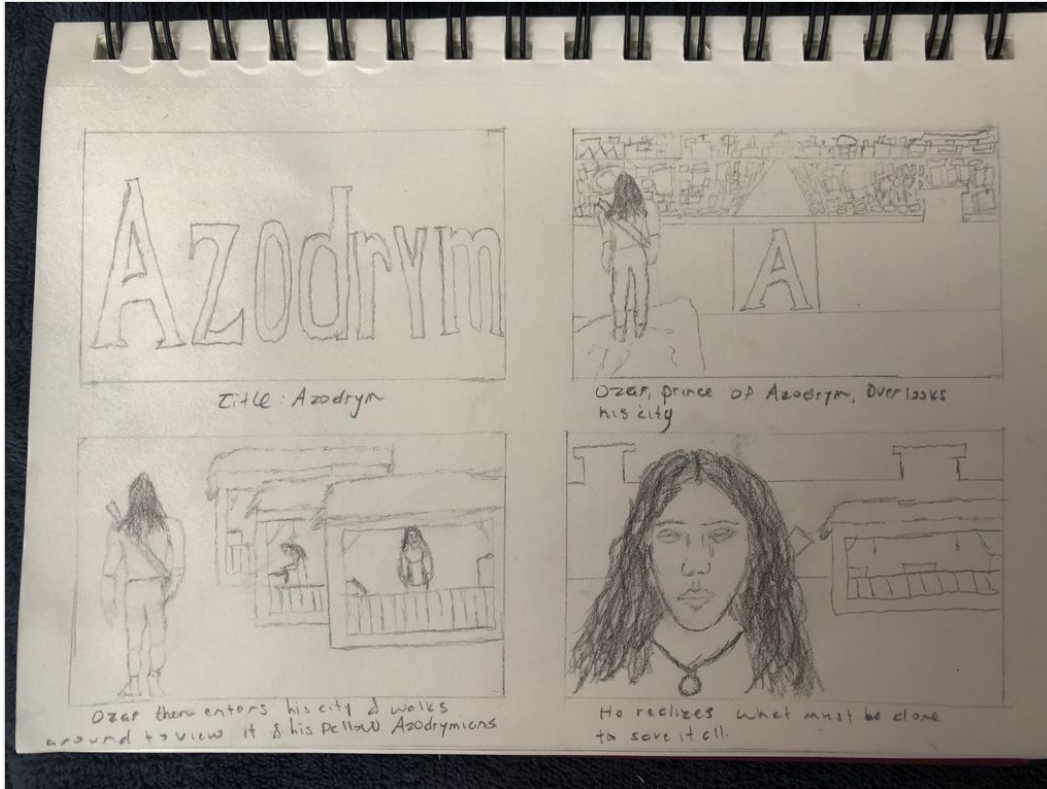
STEVENS BOARD





Dylan story board

Azodrym



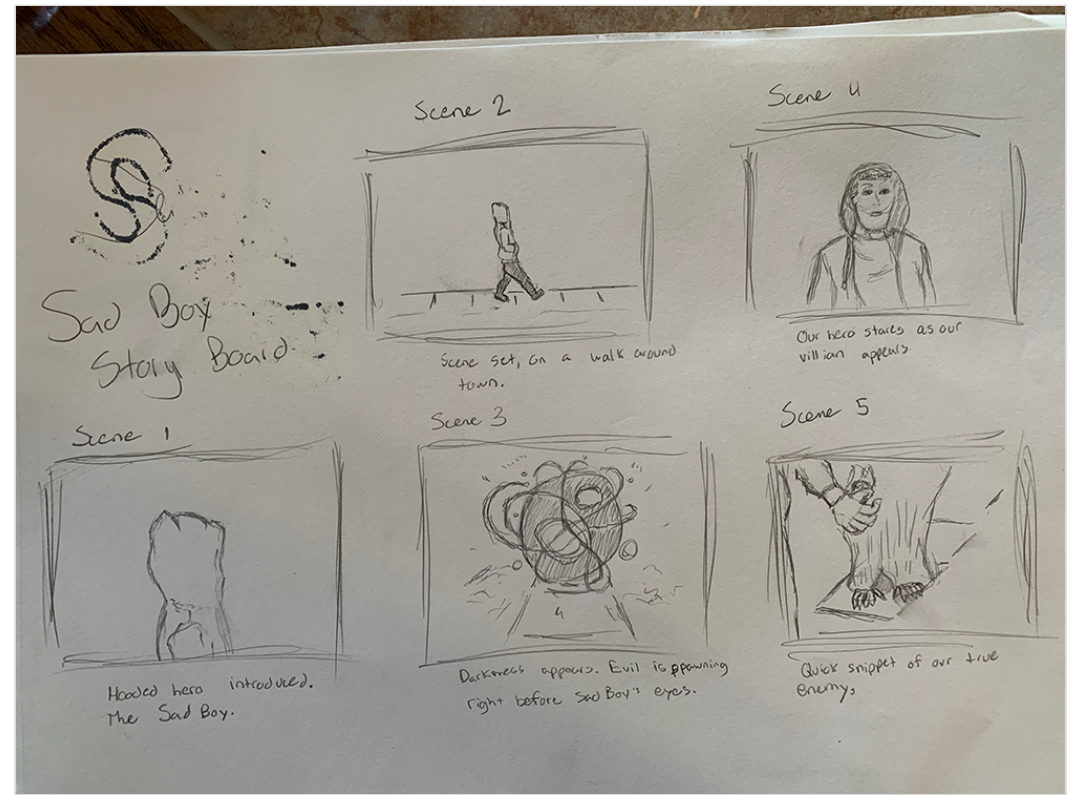
Progress

Art board

Darwin's Character



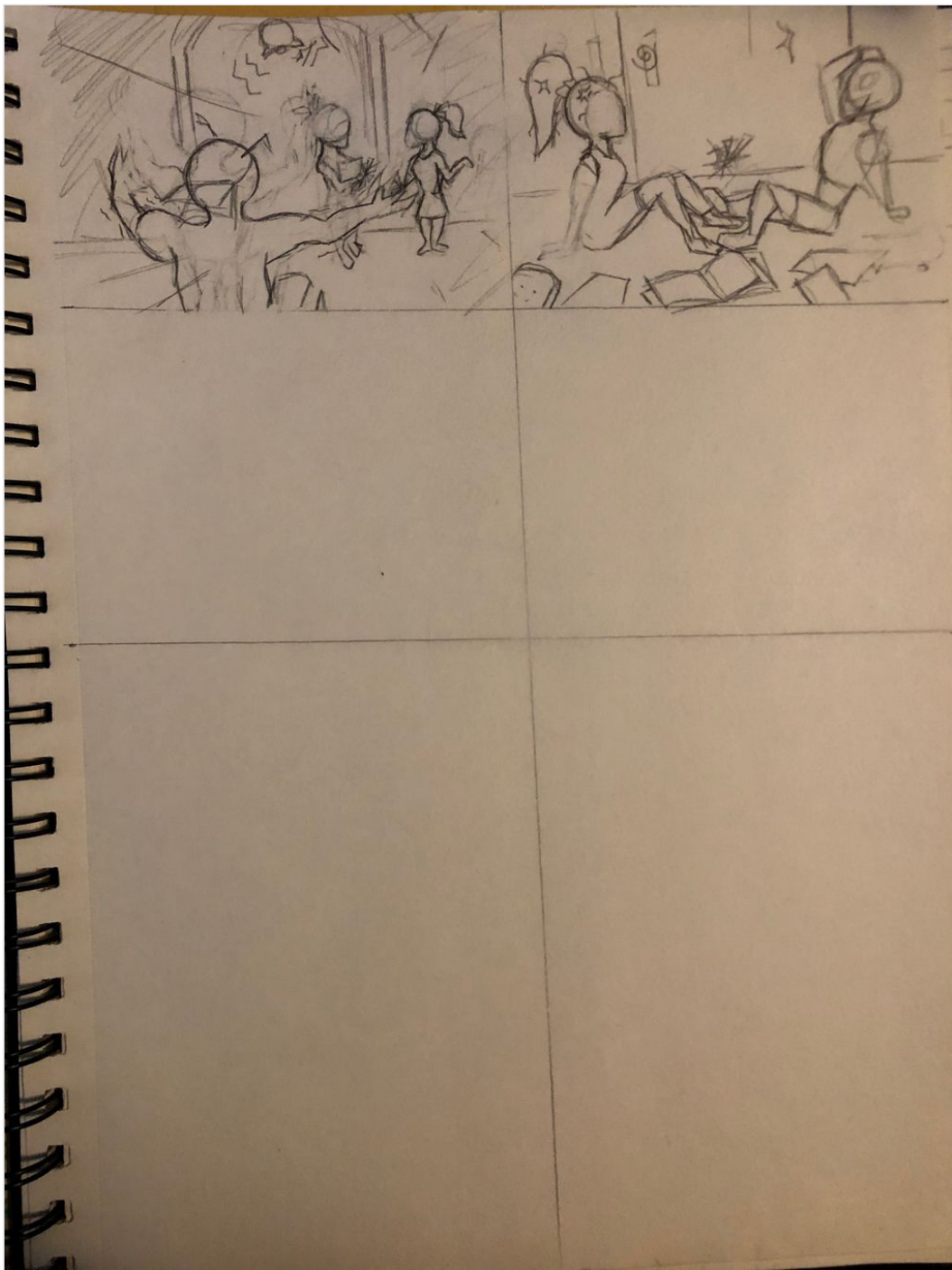
Logo



Katherine Zavala

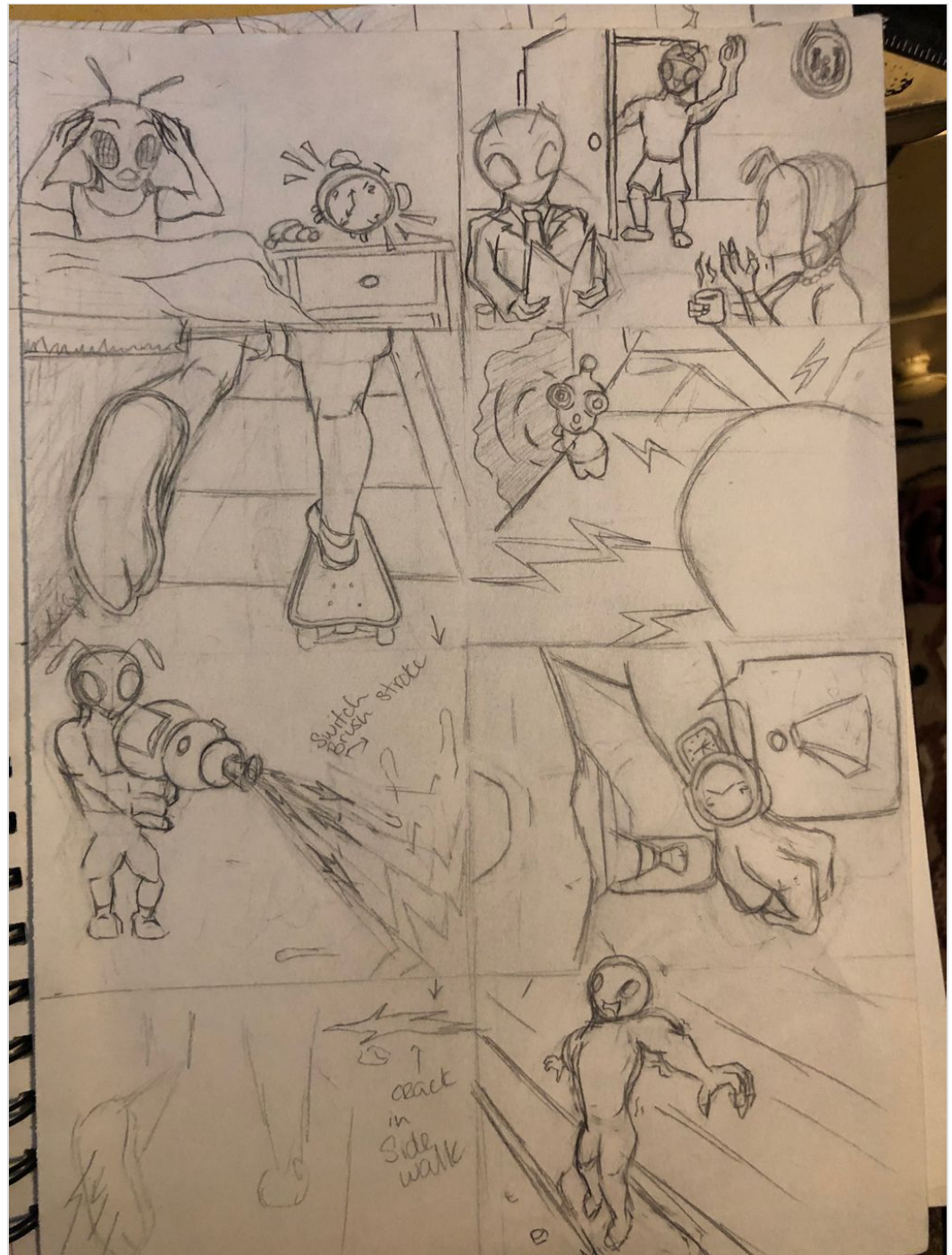
Last 2 panels

Marks Artboard so far... Sad Boy



Katherine Zavala

Inner Space





Giovanny's Character Design

This is the main character



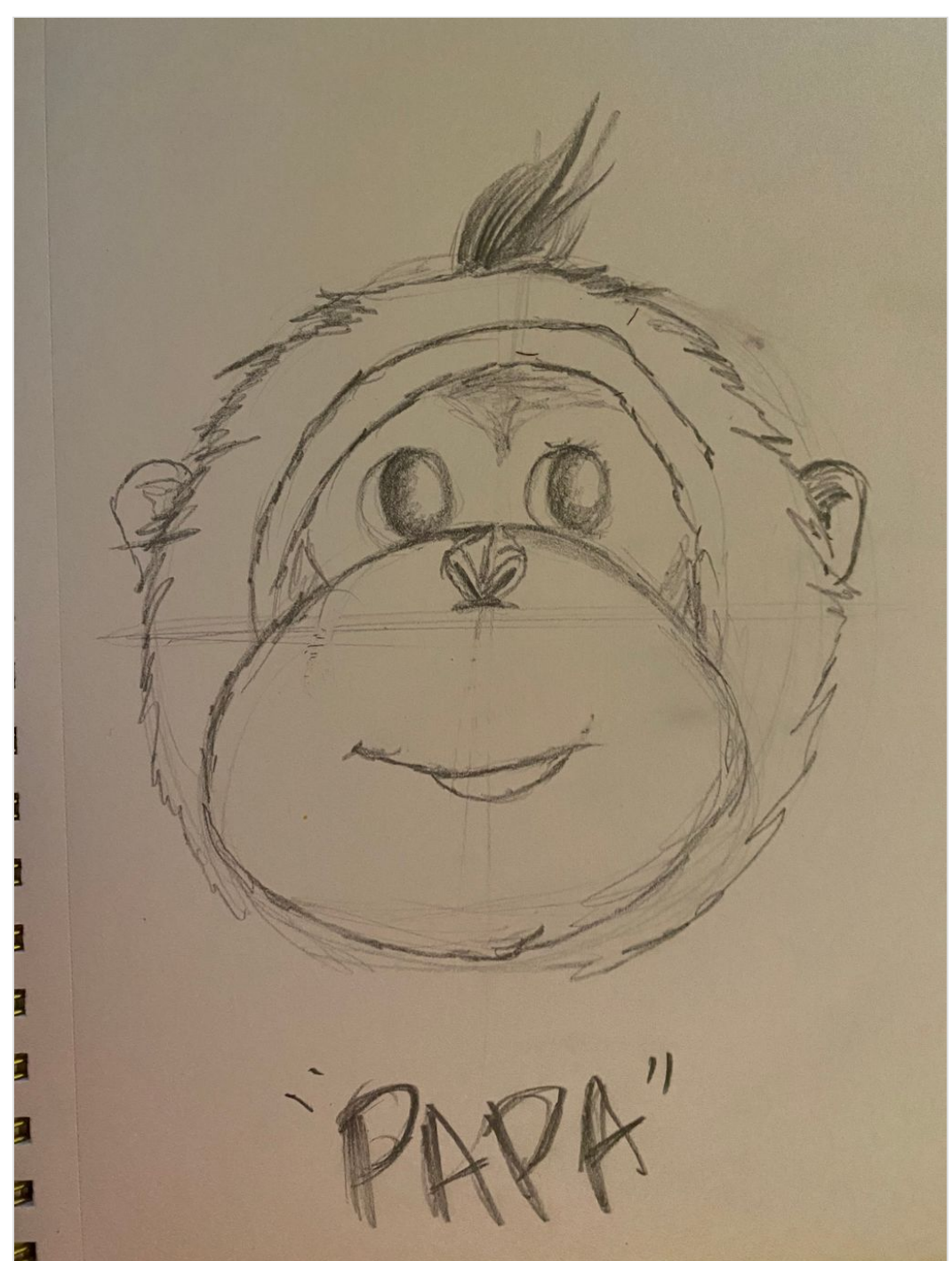
Rachel Sanzari

Antagonist. Named Waru, He mind-controls the main character's father, using his body to fight the MC. Based on a hell hound, can use fire powers and can uses portal to evade attacks.





close up of papa gab



Juan Character

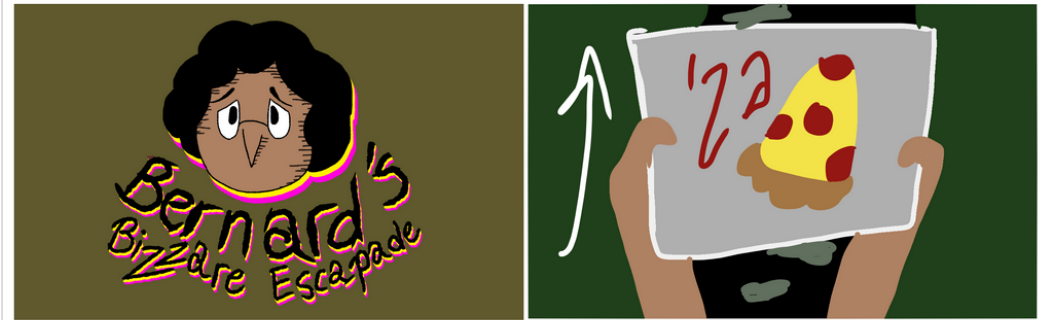
IMG_3929.HEIC

1.85 MB heic file

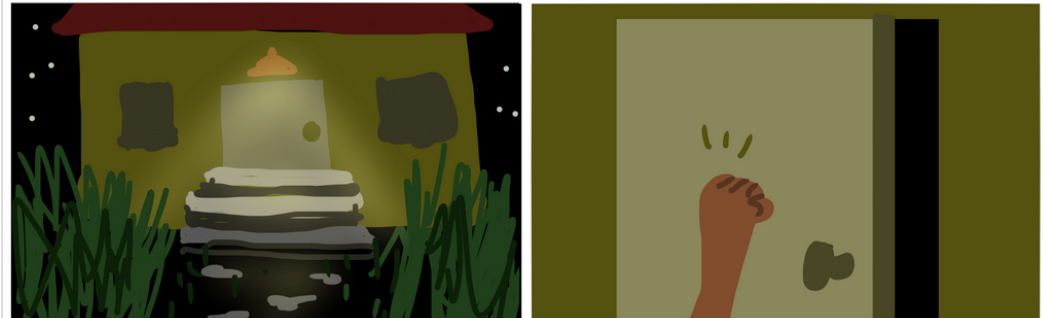
PADLET DRIVE



Lee Storyboard 1



Intro to Bernard's Bizzare Escape – only a few seconds before fading into the first scene The scene fades into a pizza box in Bernard's hands, then the camera pans upwards



After panning up from the pizza box in bernard's hands, he approaches the door to knock and deliver the pizza.

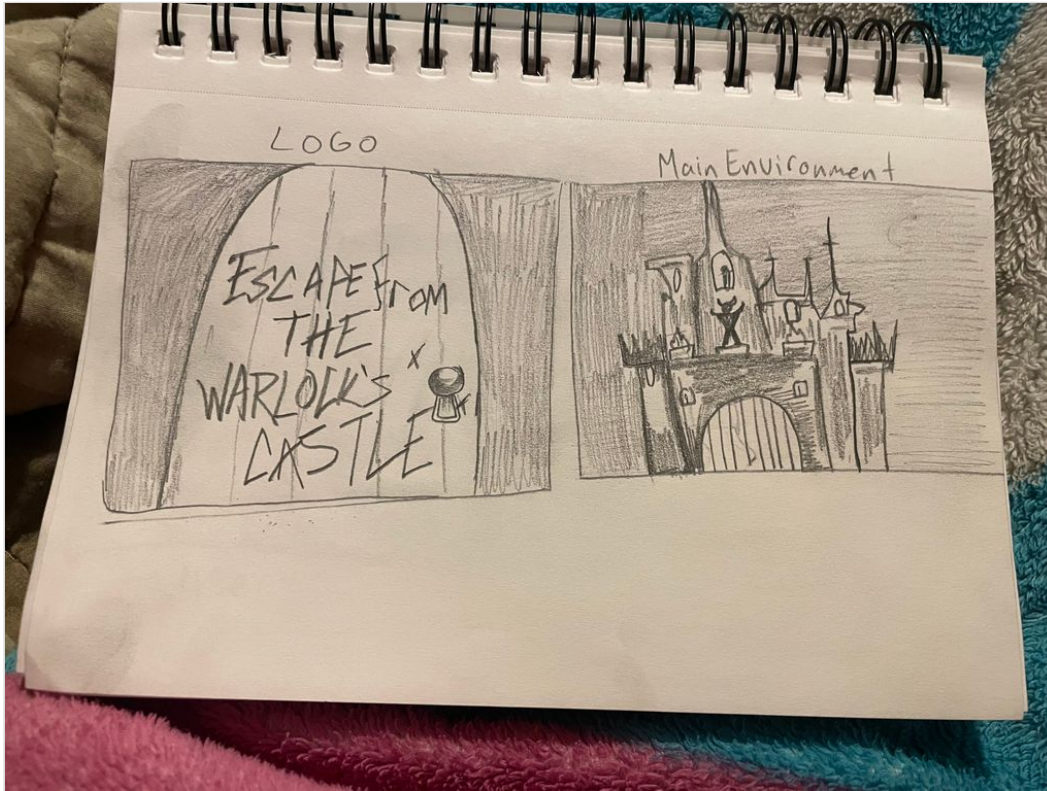
As Bernard knocks, the door creaks open. Bernard steps in to deliver and leave the pizza on a counter.



The door locks behind Bernard after he steps in.

The lights go out as the game begins. The player is now Bernard. The goal is to escape.

Alyssa Lopez storyboard page 1



ANIMATIC SEQUENCE

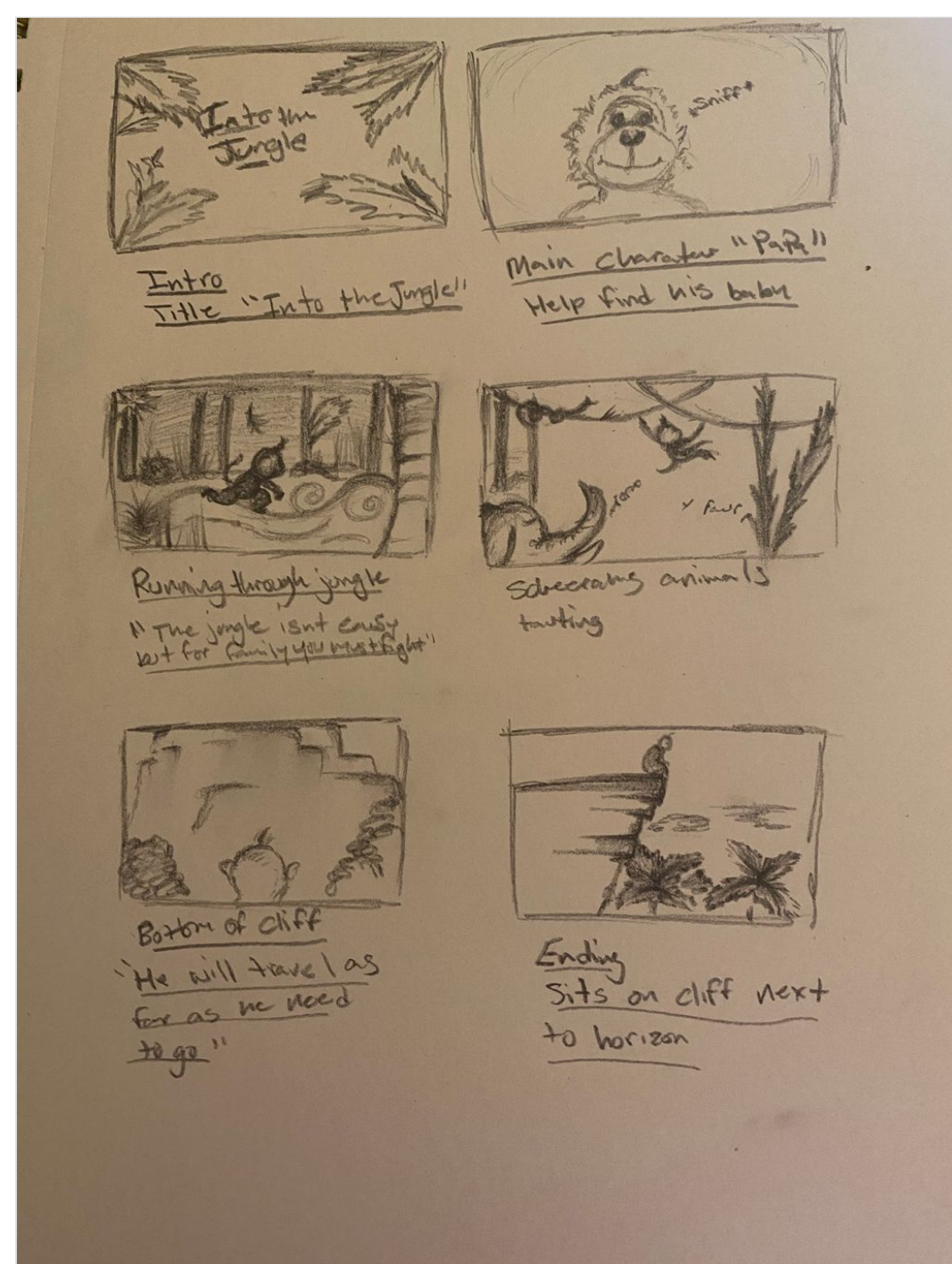
Index of

Index of
/Winter_2021/Follow_Alone/06_qte_game_opening/quick_video_creation_follow_along

/Winter_2021/Follow_Alone/06_qte_game_opening/quick_video_creation_follow_along

PROFESSORKLEIN

gab storyboard sketch



Alyssa Lopez final draft (main character)



Walkthru on YouTube



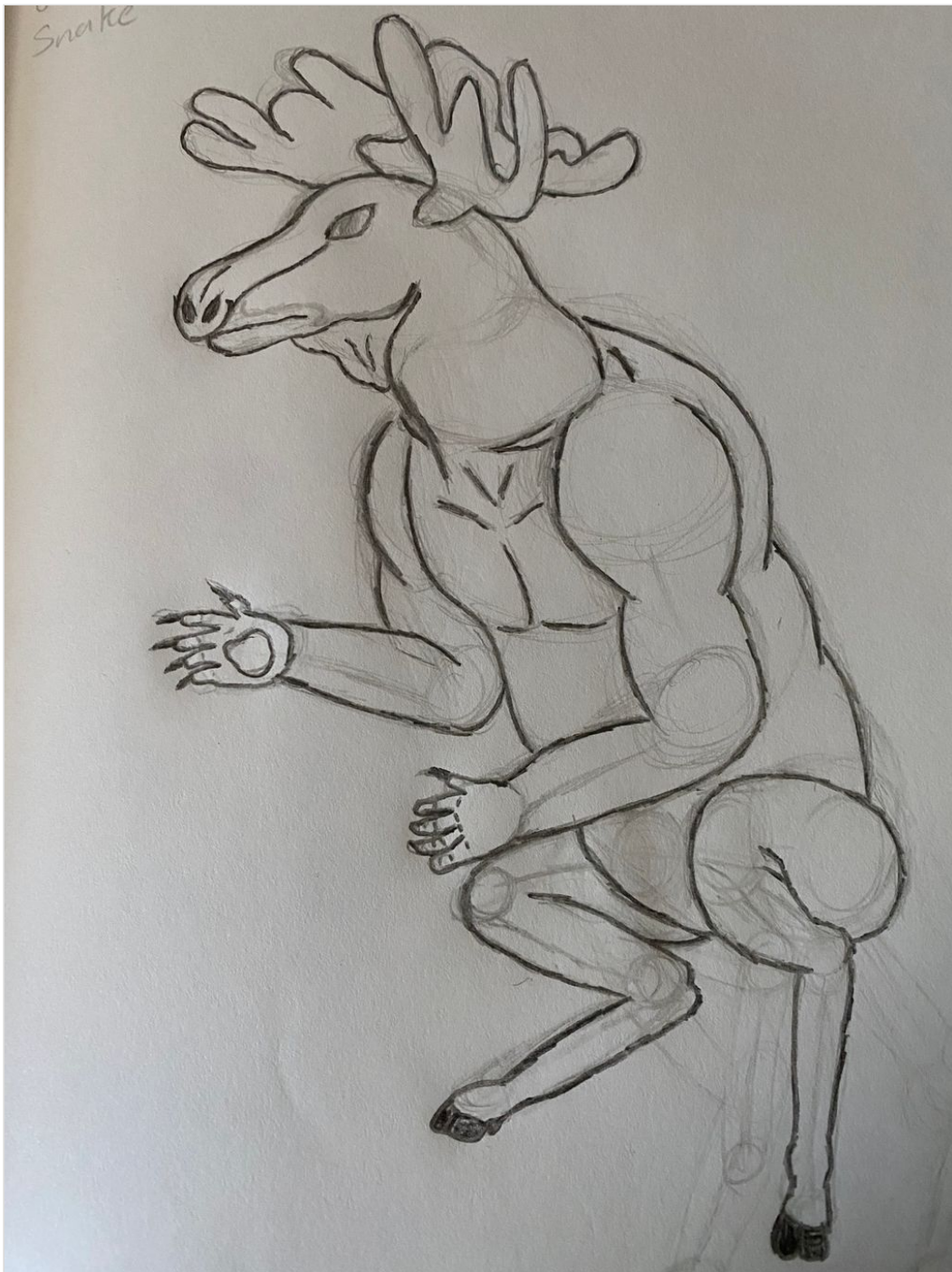
GP111 Collaborative FPS

by Michael Klein

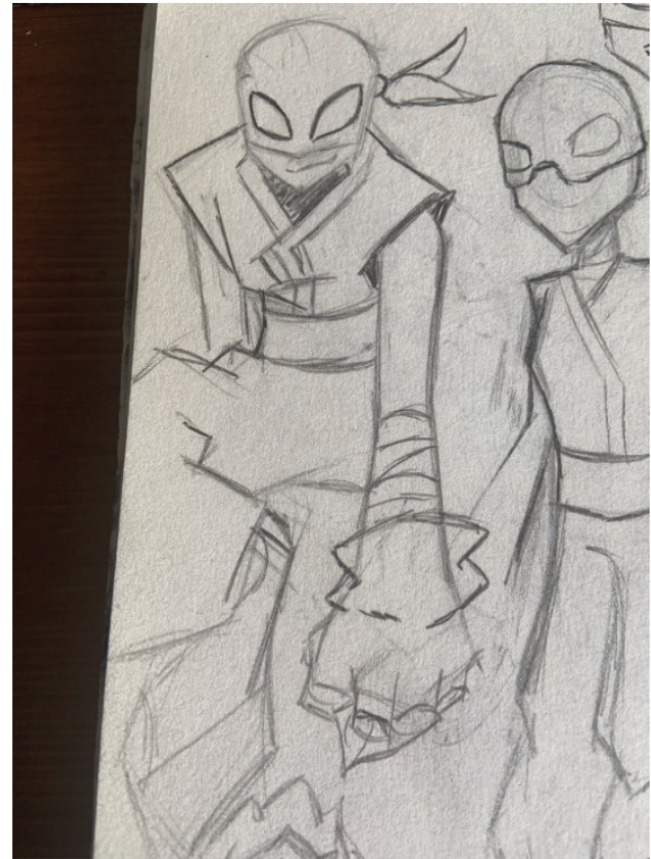
YOUTUBE

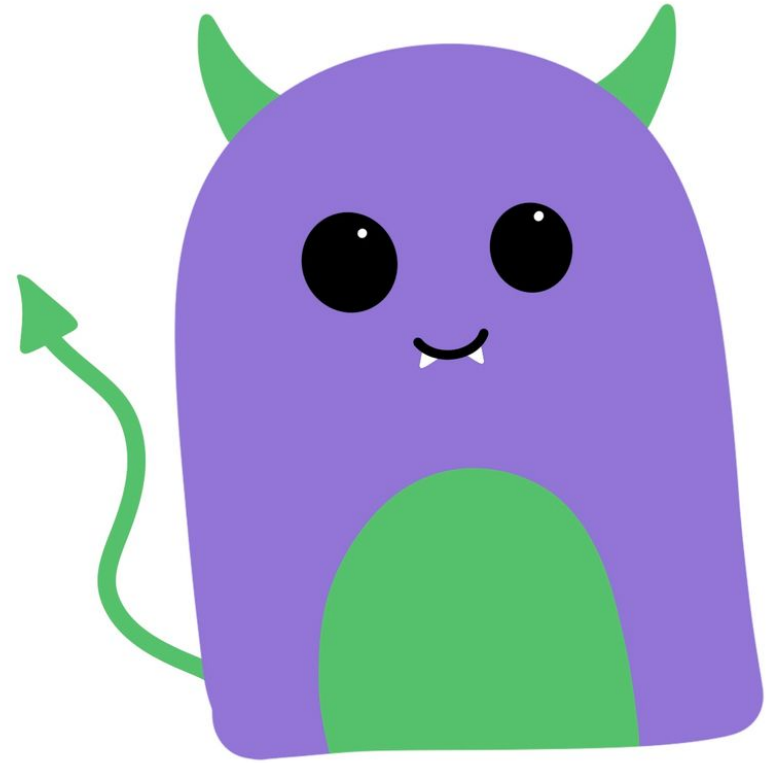
Giovanni's character design

This is the Monster



ART OF NINJA!





Dylan

char + first scene rough

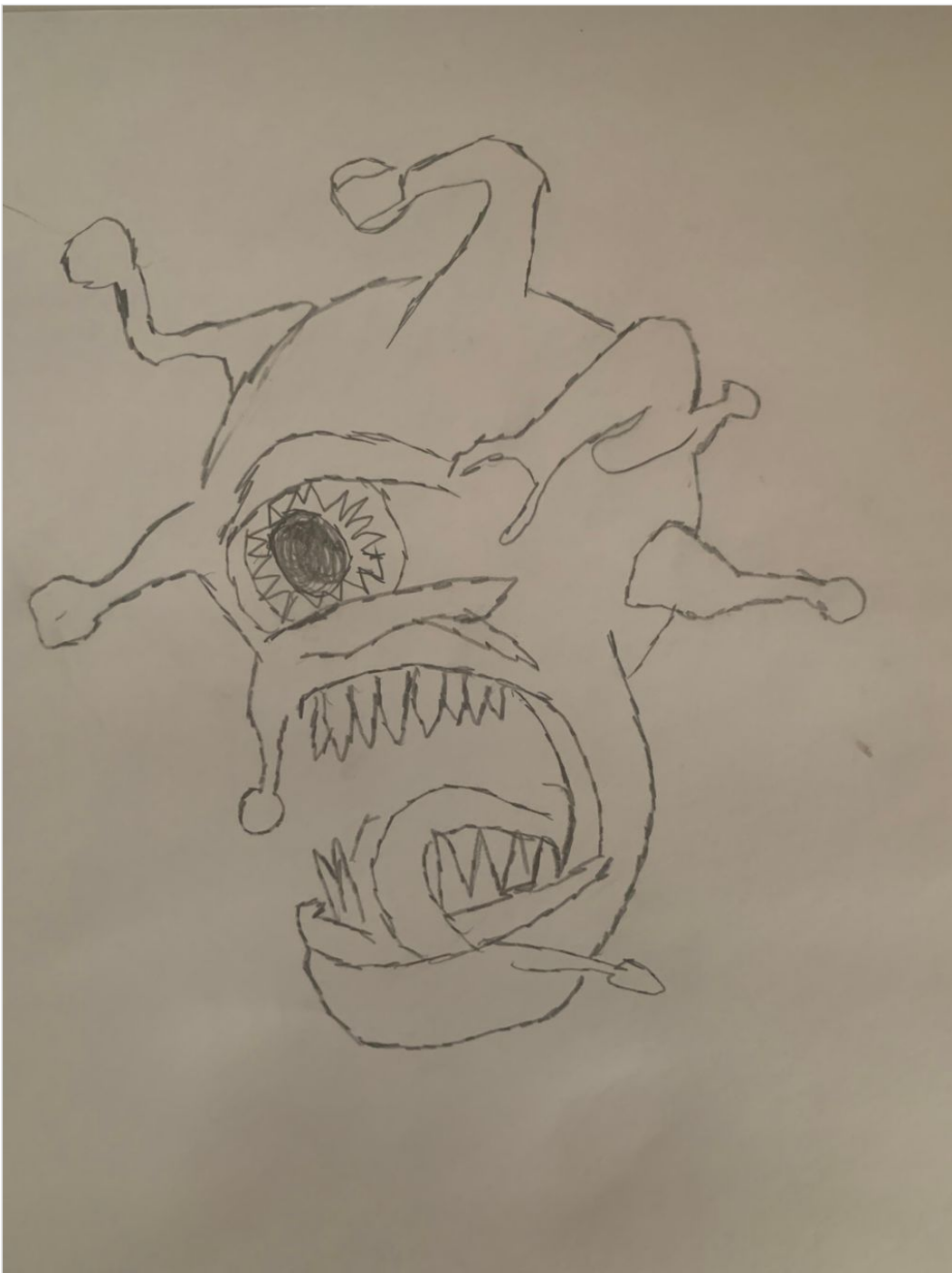


Darwin's Character

WIP



Pouchon character progress

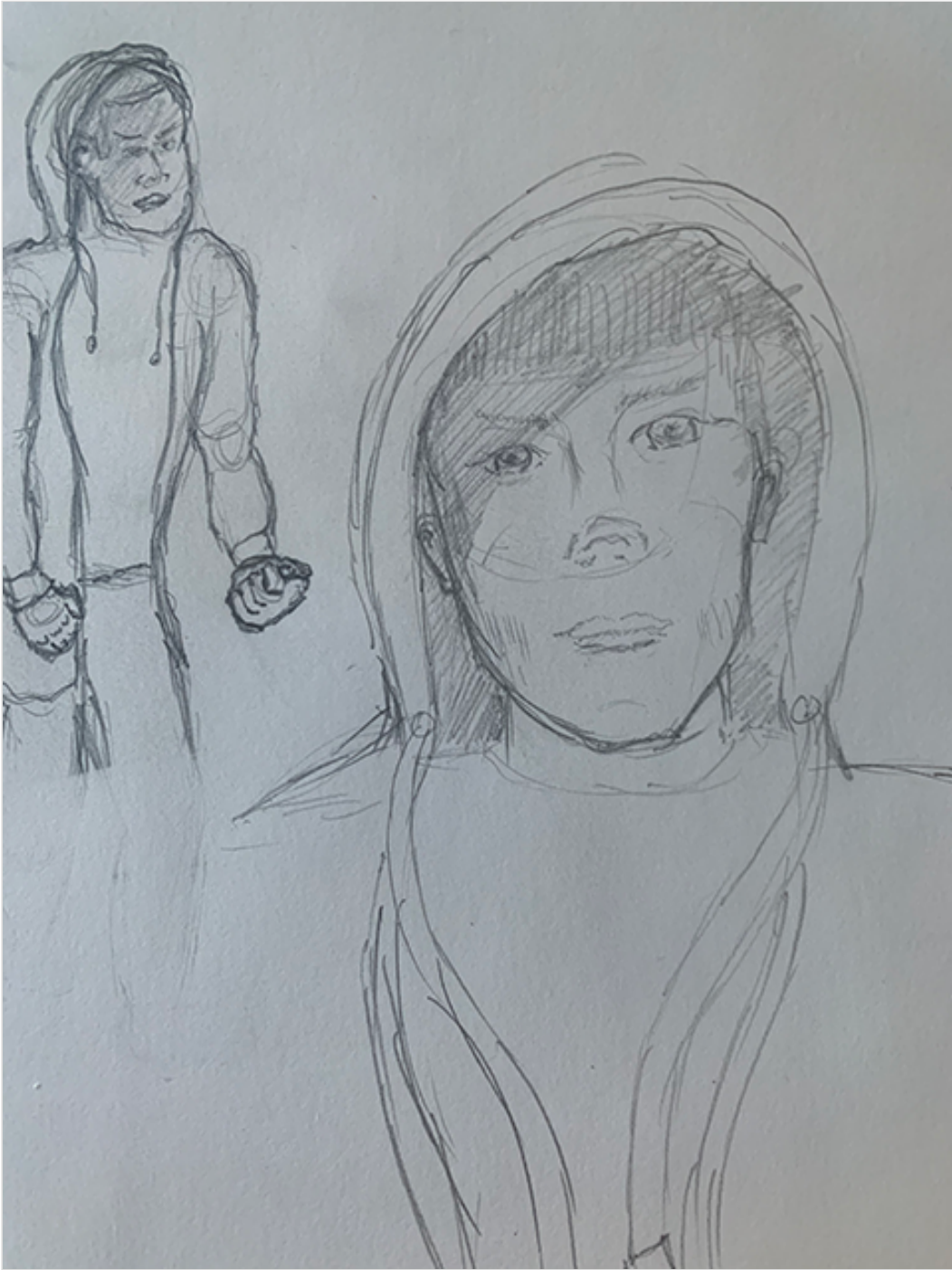


Katherine Zavala

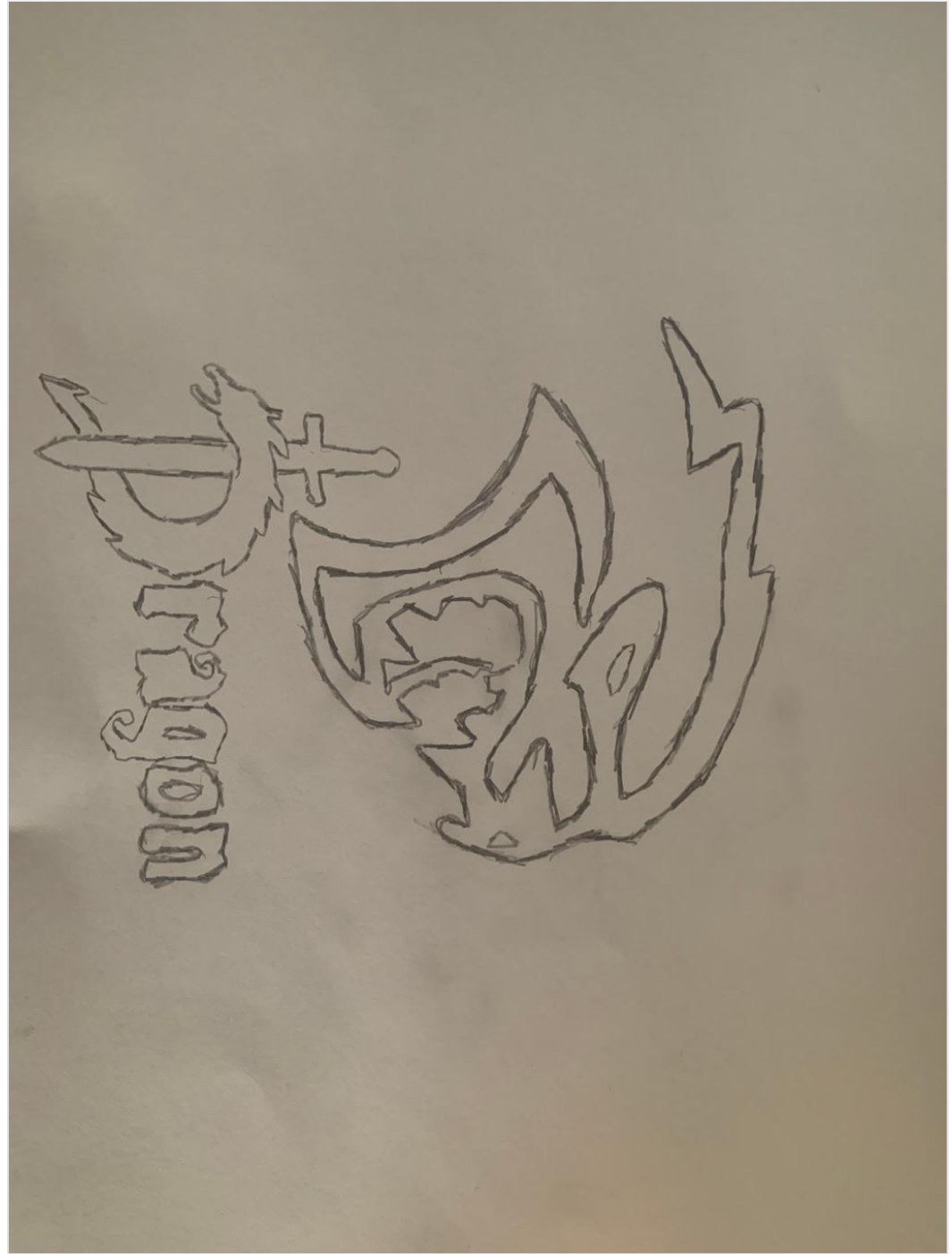
Logo Sketch



Marks Character Sketch



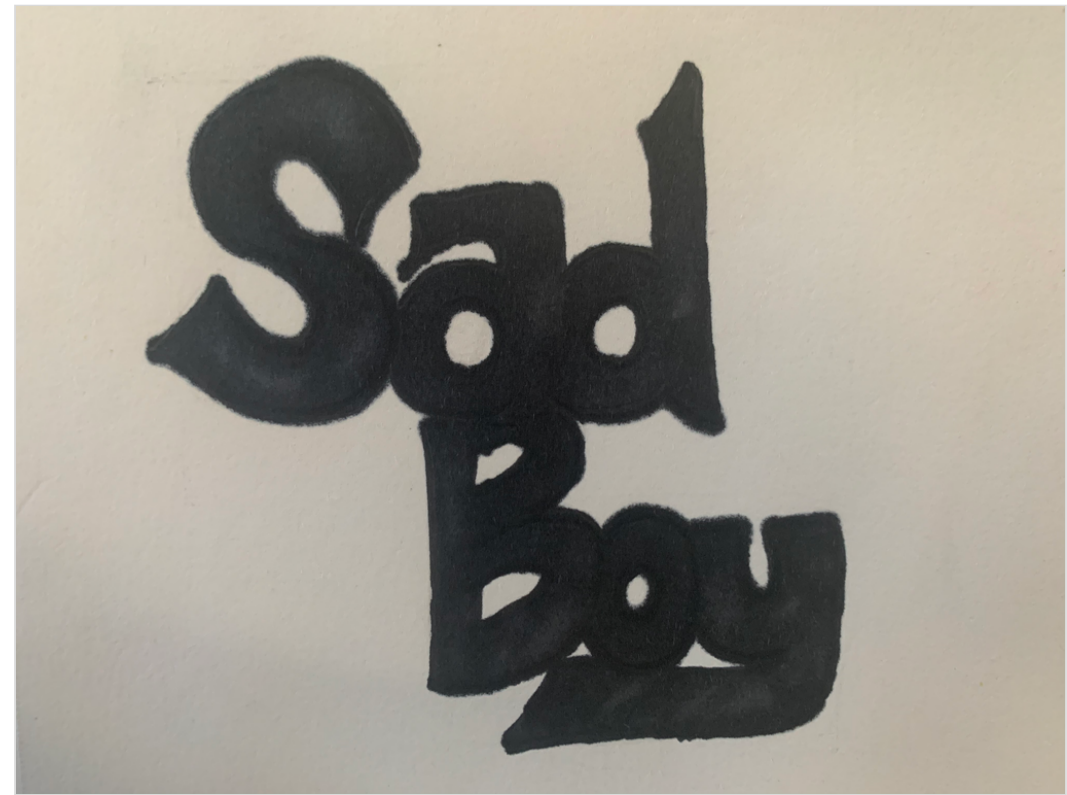
Pouchon



Prison Break (Isaac)



Mark's Refined Logo

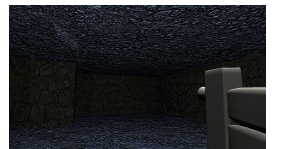


PROJECT TWO SHOWCASE

Basic Triggers & Normal Maps

Once you fall deep into the dungeon, a series of triggers will be set off so you can find Julia's blaster, which should allow you to defeat the monsters and rescue Bernard. Additionally, be sure to check out the coders and artists' additional unit work.

PROFESSORKLEIN



Rachel Sanzari

My main character's hellcat form (Snow Leopard.).



Juan



Sarah Reguigui



Rachel Sanzari

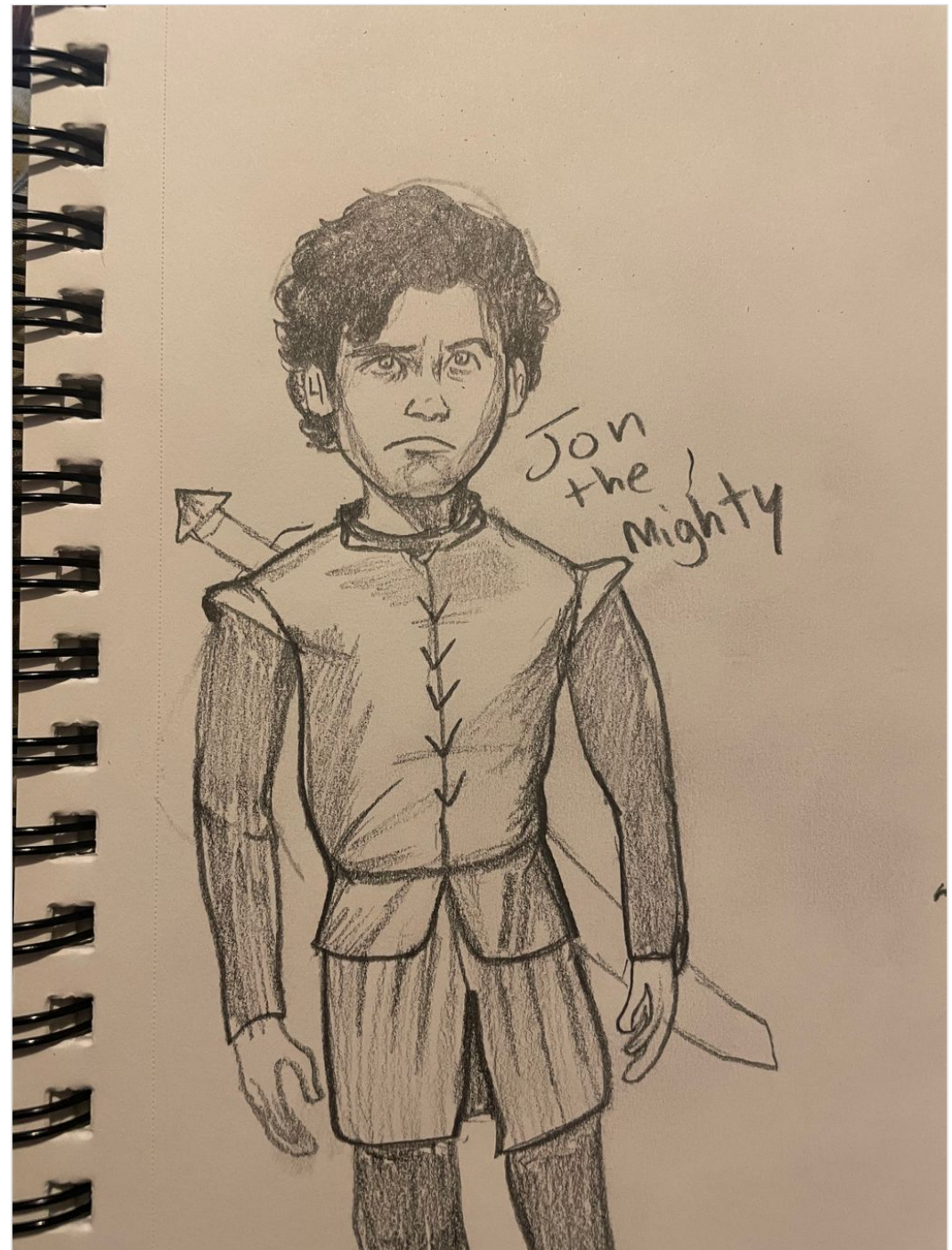
Main characters change form. Can change into a leopard and can use fire powers in this form. Based on a mythological animal, Hellcat.



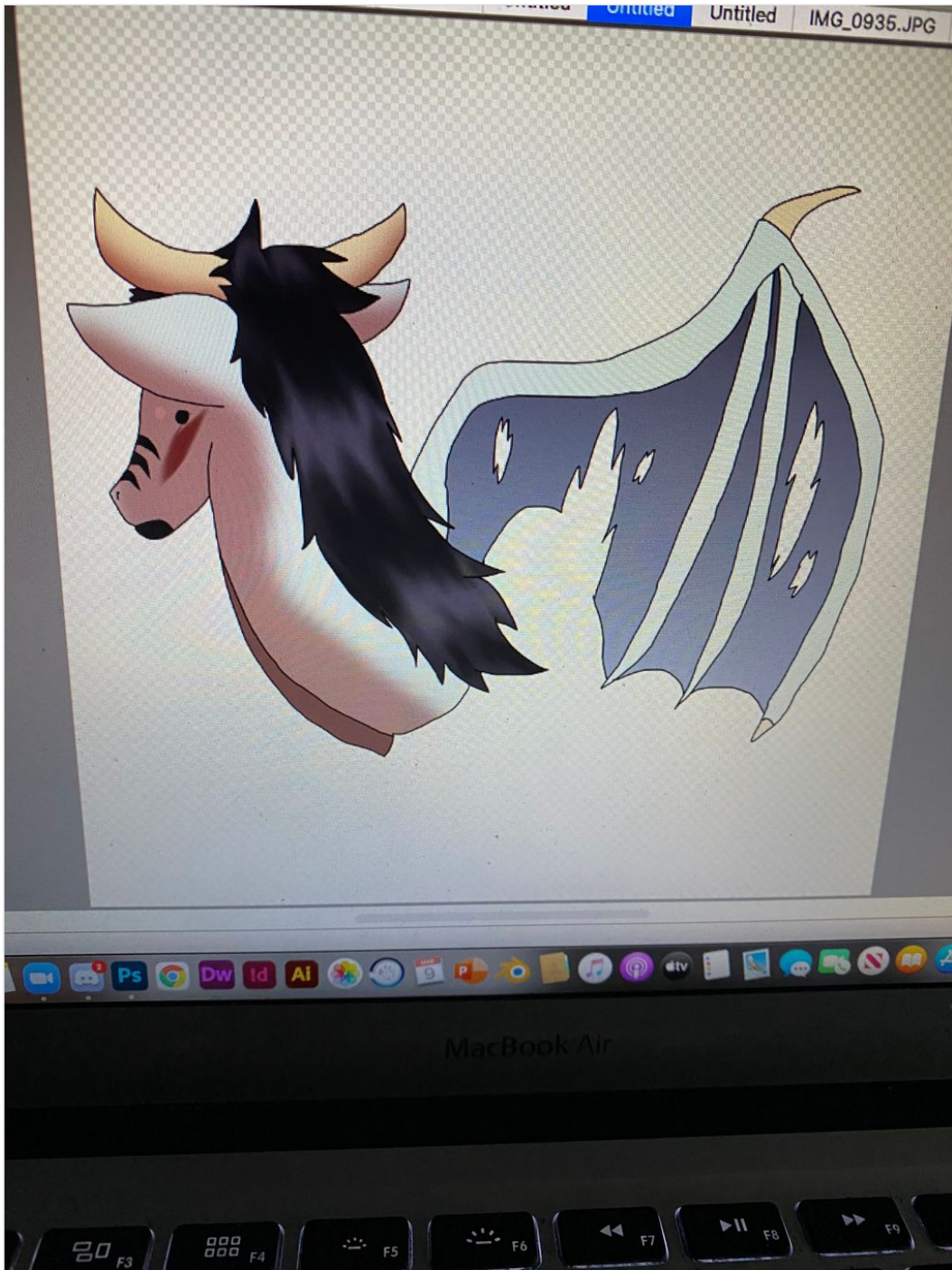
Officer Uranus



Alyssa Lopez rough draft character



Logo work in progress (Rachel)



Dennis



3Dzapper
PSD document
PADLET DRIVE

Rachel's bird Peaches



Rachel Sanzari

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CLIPCHAMP



<https://wideo.co/text-to-speech/>

Learn the Lingo, Camera Shots & Techniques in Storyboarding

Hey, all you aspiring storyboards artists out there! I hope you had the pleasure of following my first storyboard tutorial: How to Storyboard: A Basic Guide for Aspiring Artists A storyboard should not be a boring series of still drawings. There are different kinds of camera shots and movements to make a storyboard more alive, interactive, and interesting.

DESIGN & ILLUSTRATION ENVATO TUTORIALS+



Fabian G

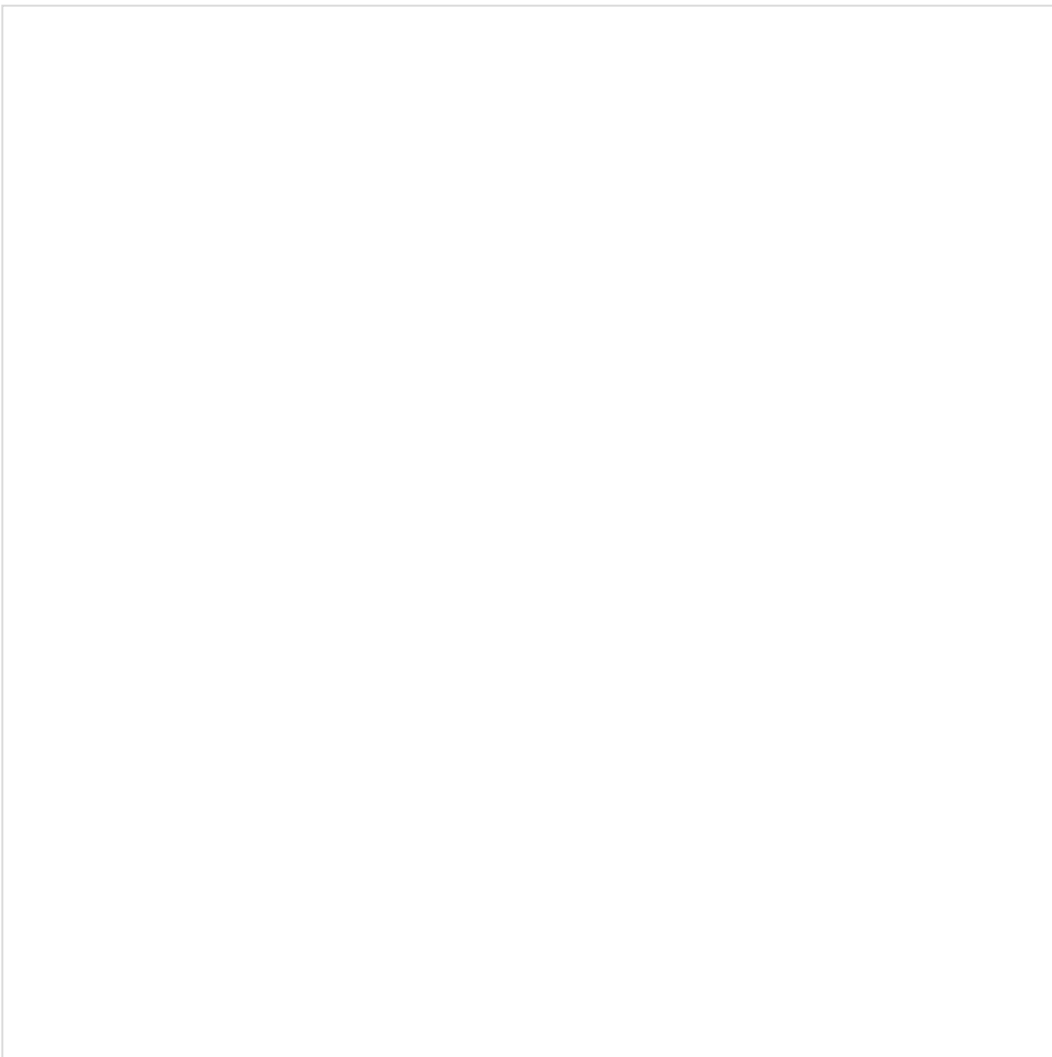
Character Obj

tinker

1.75 MB obj file

PADLET DRIVE





[edit](#)

[DOCS.GOOGLE.COM](https://docs.google.com)

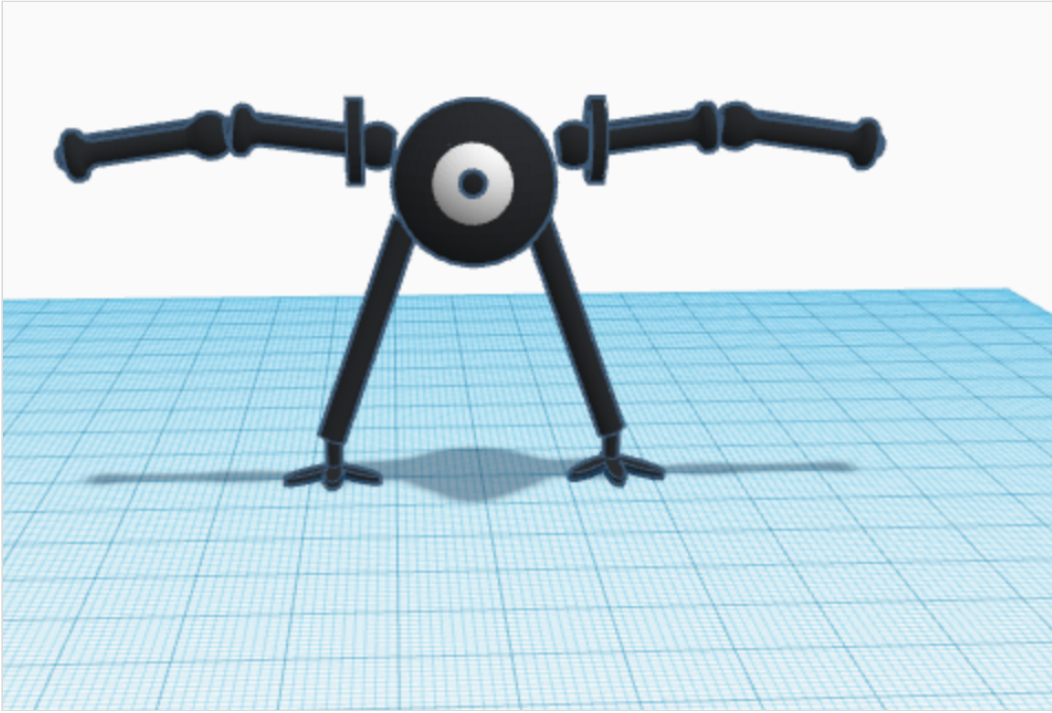


dragonslair.mp4

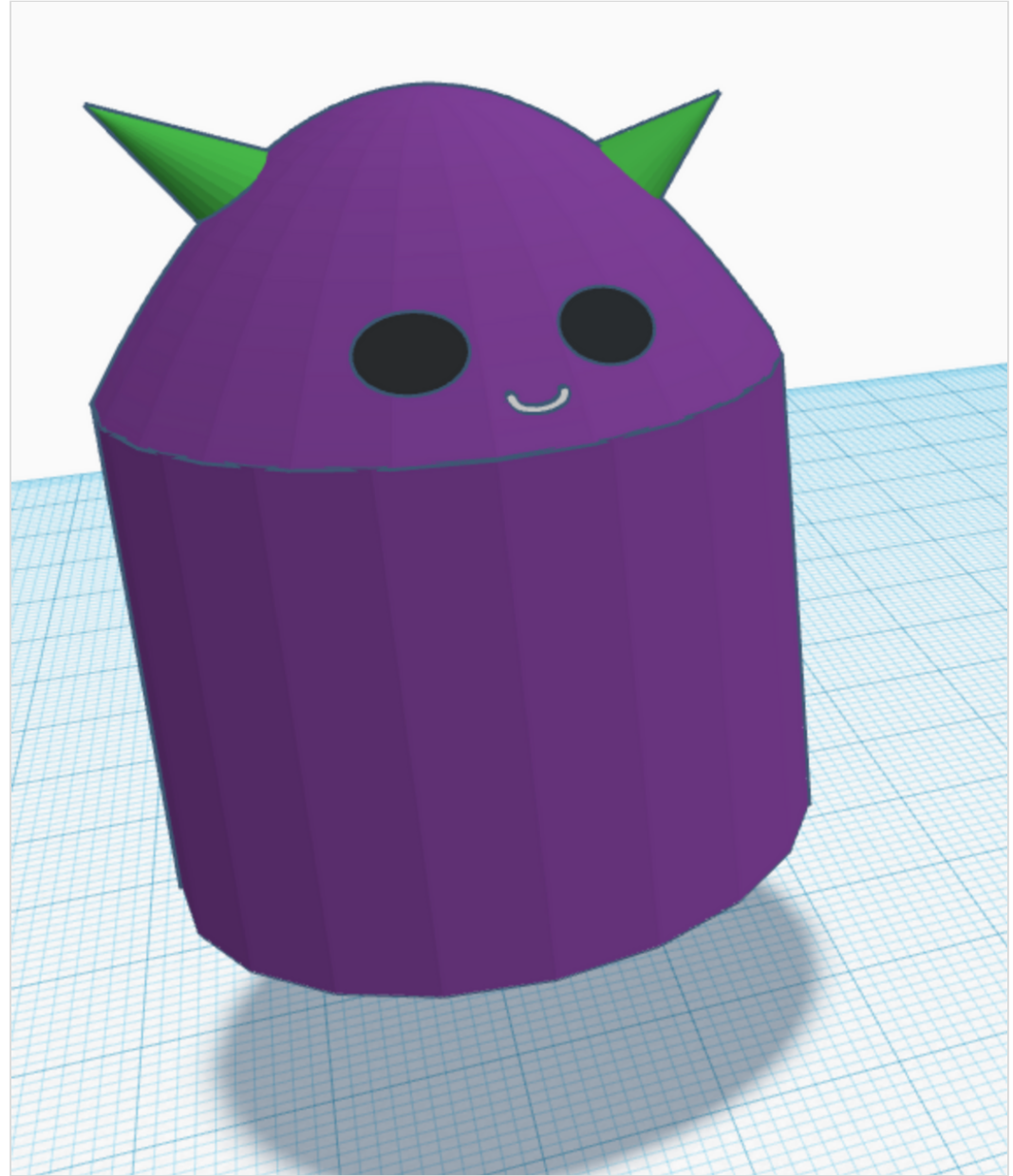
0:43 video

BERKELEYCOLLEGE.PROFESSORKLEIN.COM

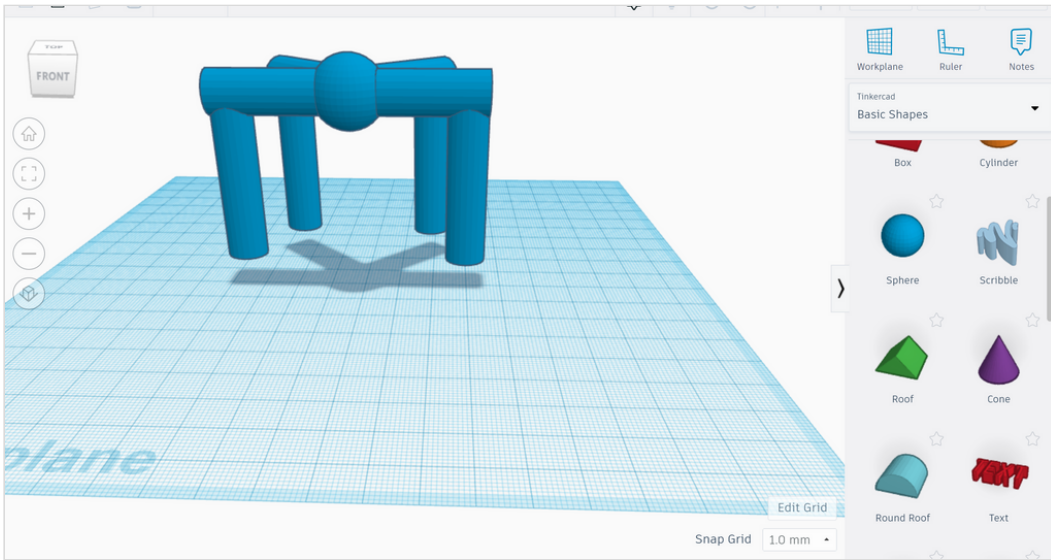
FABIANG



Sam Mucha monster WIP



Darwin's Monster



Darwin's Monster

tinker@Fight Idle To Standing Idle
 274 KB fbx file
 PADLET DRIVE



Darwin's Monster

tinker@Falling Down
 347 KB fbx file
 PADLET DRIVE

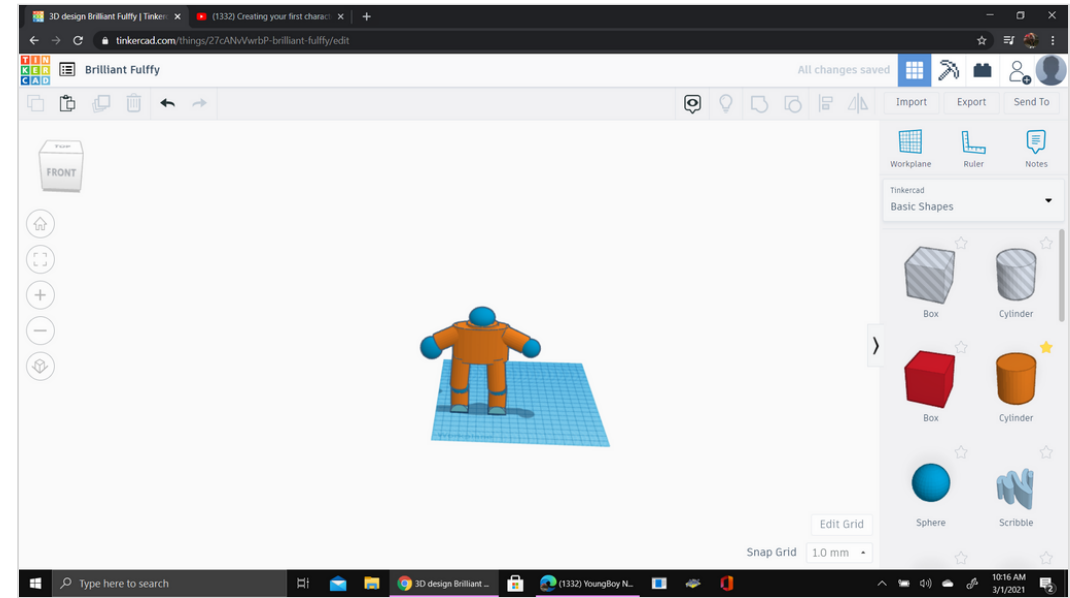


Darwin's Monster

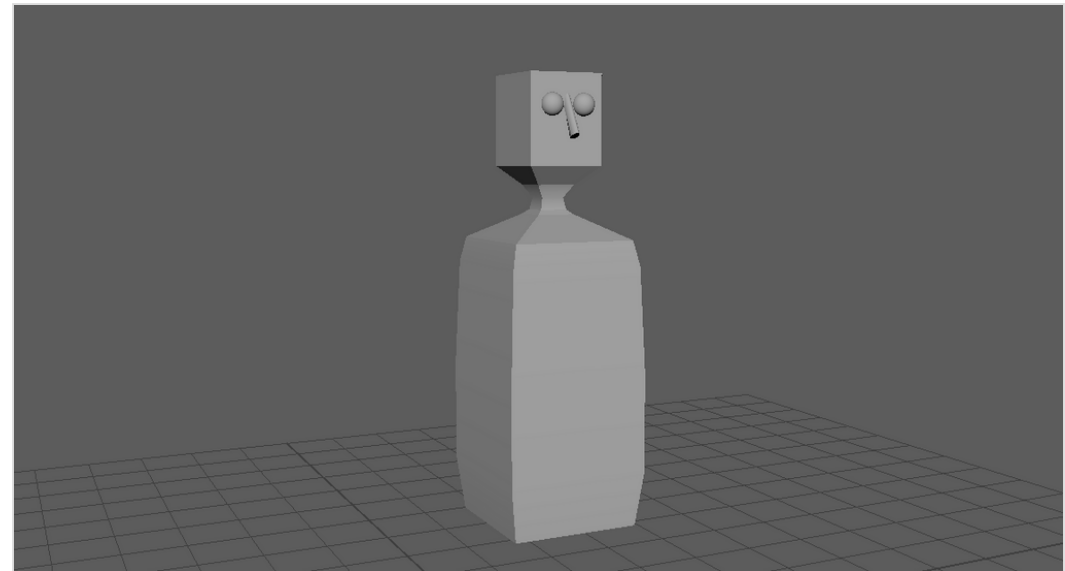
tinker@Brutal Assassination
 438 KB fbx file
 PADLET DRIVE



pouchon character



Isaac Salazar Character



Animation Title: _____ Artist: _____

Scene Number _____ Seconds Scene Number _____ Seconds Scene Number _____ Seconds



Description of the scene _____

Description of the scene _____

Description of the scene _____

Dialogue A _____

Dialogue A _____

Dialogue A _____

Dialogue B _____

Dialogue B _____

Dialogue B _____

Okay, let's consider the bottom panel. Notice how the large black areas on the building seem to point directly to the most important element of this picture, the leaping figure of Spider-Man above the roof. Of course you've already observed how the black designs in the figures of the police at the lower left serve to counterbalance the large black masses on the building. Another interesting point: the agitated staccato pattern of black and white on the officers seems to emphasize their action and frustration.


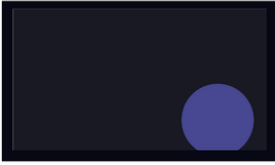



In summation, the penciler draws his panels in pencil, and then they must be finished by the inker. And, as you can see, it is up to the inker to decide where, and how boldly, to apply his black ink. The inker figures very importantly in determining the mood, the design, and the clarity of each panel. Thus, when you study a comicbook's artwork, you must always be conscious

panel_study

PDF document

PADLET DRIVE

Title		
		
Description	Description	Description
Dialogue	Dialogue	Dialogue

STORYBOARD_TEMPLATE (1)
 PSD document
 PADLET DRIVE

ZOOM SESSION TUESDAYS AT 12:30PM

Michael Klein is inviting you to a scheduled Zoom meeting.
 Topic: GRAPHIC DESIGN PRINCIPLES III 1211_GRD3320_GABL
 Time: Jan 5, 2021 12:30 PM Eastern Time (US and Canada)
 Every week on Tue, until Apr 13, 2021, 15 occurrence(s)
 Jan 5, 2021 12:30 PM
 Jan 12, 2021 12:30 PM
 Jan 19, 2021 12:30 PM
 Jan 26, 2021 12:30 PM
 Feb 2, 2021 12:30 PM
 Feb 9, 2021 12:30 PM
 Feb 16, 2021 12:30 PM
 Feb 23, 2021 12:30 PM
 Mar 2, 2021 12:30 PM
 Mar 9, 2021 12:30 PM

Mar 16, 2021 12:30 PM
 Mar 23, 2021 12:30 PM
 Mar 30, 2021 12:30 PM
 Apr 6, 2021 12:30 PM
 Apr 13, 2021 12:30 PM
 Please download and import the following iCalendar (.ics) files to your calendar system.
 Weekly: <https://berkeleycollege.zoom.us/meeting/tJEvfu-srDwtGtMRCuiVPaqrSUN80ng1A-jt/ics?icsToken=98tyKuCtrDIsHtaStxmARowMAIr4M-jzpmZajbdwrjzwChZjYxLkJddsauJxF4nx>

Join Zoom Meeting
<https://berkeleycollege.zoom.us/j/95296427707?pwd=TkhReG5meUV3MmpHTW9QU01FVlFmUT09>

Meeting ID: 952 9642 7707
 Passcode: 3s290m
 One tap mobile
 +19292056099,,95296427707# US (New York)
 +13017158592,,95296427707# US (Washington D.C)

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 +1 301 715 8592 US (Washington D.C)
 +1 312 626 6799 US (Chicago)
 +1 669 900 6833 US (San Jose)
 +1 253 215 8782 US (Tacoma)
 +1 346 248 7799 US (Houston)

Meeting ID: 952 9642 7707
 Find your local number: <https://berkeleycollege.zoom.us/u/aca9frZnn>

Join by Skype for Business
<https://berkeleycollege.zoom.us/skype/95296427707>

ZOOM SESSION MONDAYS AT 12:30PM

Michael Klein is inviting you to a scheduled Zoom meeting.
 Classes will be held solely on ZOOM until February.
 Topic: GRAPHIC DESIGN PRINCIPLES III 1211_GRD3320_GCBL
 Time: Jan 4, 2021 12:30 PM Eastern Time (US and Canada)
 Every week on Monday, until Apr 12, 2021, 15 occurrence(s)
 Jan 4, 2021 12:30 PM

Jan 11, 2021 12:30 PM
Jan 18, 2021 12:30 PM
Jan 25, 2021 12:30 PM
Feb 1, 2021 12:30 PM
Feb 8, 2021 12:30 PM
Feb 15, 2021 12:30 PM
Feb 22, 2021 12:30 PM
Mar 1, 2021 12:30 PM
Mar 8, 2021 12:30 PM
Mar 15, 2021 12:30 PM
Mar 22, 2021 12:30 PM
Mar 29, 2021 12:30 PM
Apr 5, 2021 12:30 PM
Apr 12, 2021 12:30 PM

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Weekly:

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Join Zoom Meeting

<https://berkeleycollege.zoom.us/j/94432655420?pwd=eUQxcXFYZGhucWIPL3FYVDIKME1aQT09>

Meeting ID: 944 3265 5420

Passcode: 1o999w

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ZOOM SESSION MONDAYS AT 9:00AM

Michael Klein is inviting you to a scheduled Zoom meeting. Classes will be held solely on ZOOM until February. Topic: GRAPHIC DESIGN PRINCIPLES III 1211_GRD3320_GBBL Time: Jan 4, 2021 09:00 AM Eastern Time (US and Canada) Every week on Monday, until Apr 12, 2021, 15 occurrence(s) Jan 4, 2021 09:00 AM Jan 11, 2021 09:00 AM Jan 18, 2021 09:00 AM Jan 25, 2021 09:00 AM Feb 1, 2021 09:00 AM Feb 8, 2021 09:00 AM Feb 15, 2021 09:00 AM Feb 22, 2021 09:00 AM Mar 1, 2021 09:00 AM Mar 8, 2021 09:00 AM Mar 15, 2021 09:00 AM Mar 22, 2021 09:00 AM Mar 29, 2021 09:00 AM Apr 5, 2021 09:00 AM Apr 12, 2021 09:00 AM Please download and import the following iCalendar (.ics) files to your calendar system. Weekly:

<https://berkeleycollege.zoom.us/meeting/tJMkd->

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[https://berkeleycollege.zoom.us/j/97901936567?](https://berkeleycollege.zoom.us/j/97901936567?pwd=T0lIS3QxRjNKK1RYMFVHVW9MU29vdz09)

[https://berkeleycollege.zoom.us/j/97901936567?](https://berkeleycollege.zoom.us/j/97901936567?pwd=T0lIS3QxRjNKK1RYMFVHVW9MU29vdz09)

[pwd=T0lIS3QxRjNKK1RYMFVHVW9MU29vdz09](https://berkeleycollege.zoom.us/j/97901936567?pwd=T0lIS3QxRjNKK1RYMFVHVW9MU29vdz09) Meeting ID: 979 0193 6567 Passcode: 5y441h

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(New York) Dial by your location +1 312 626 6799 US (Chicago) +1 929 205 6099 US (New York)

+1 301 715 8592 US (Washington D.C) +1 346 248 7799 US (Houston) +1 669 900 6833 US (San

Jose) +1 253 215 8782 US (Tacoma) Meeting ID: 979 0193 6567 Find your local number:

<https://berkeleycollege.zoom.us/u/acM92Hso0K> Join by Skype for Business

<https://berkeleycollege.zoom.us/skype/97901936567>

WEEKLY OPENING ACTIVITY

draw.to - Draw something and share it!

Draw something and share it instantly via Email, IM, Twitter, Facebook, etc!

DRAW

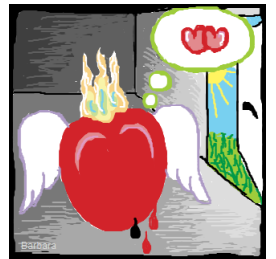
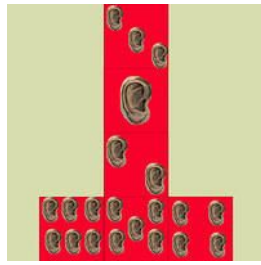


IMAGE GALLERY

Winter

PROFESSORKLEIN



Basic Rigidbody Experiment

Our goal create a simple scene with cubes mapped with 2D artwork. The cubes will fall onto the field.

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PROJECT ONE & PROJECT TWO

PROJECT ONE SHOWCASE
