Abstract Title: The Interconnectivity of Animation, Film and Game

David R. Gazdowicz

[1] *David R. Gazdowicz (College for Creative Studies, Detroit MI, USA)*

Abstract

The College for Creative Studies (CCS) in Detroit MI (USA), is a pre-eminent art and design school with programs ranging from Fine Arts to Product Design. The Department in which I teach, Entertainment Arts, has three main emphases, Animation, Digital Filmmaking and Game. I have the distinction of being one of the few instructors who has taught across all three of these tracks at CCS. I have been an instructor at CCS for over a decade along with working as a professional video/film editor and animator. Over the last thirteen years I have seen the animation, digital film and game fields quickly evolve and adapt to new technologies and trends. Technological advancements have made it easier for students to work across all three of these fields, especially in game. Animated character interaction, in-game cinematics and directors responsible for motion capture of character movement are but a few of the interconnected pathways that merge on this digital highway. I have seen the interconnectivity running through each of the emphases locking them together more often than separating them. A film student adapting virtual reality to tell their stories, an animator learning how to use a game engine to create real-time renders for their demo reel and a game student discovering that storytelling is just as important to game play as character mechanics might be, are but small examples of how game concepts and technologies are enhancing and speeding up the advancements across these three fields of study. Free access to game engines such as Unity or Unreal provide a pathway for students who are interested in making games. The surprise is that these students, who start off interested only in game, quickly realize that concept, design, and storytelling along with animation and the use of cinematic language are all wrapped up together.

Keywords— *Animation, Concept, Film, Game*

Professional Biography

David R. Gazdowicz has completed his MFA in Graphic Design at the age of 31 years from Eastern Michigan University, USA. He is an Assistant Professor at the College for Creative Studies in Detroit Michigan, (USA) where he teaches across multiple tracks of study within the Entertainment Arts department. The three tracks he focuses on are Game, Animation and Digital Filmmaking. He has developed course offerings across these tracks of study ranging from entry level courses in game concept and development to advanced motion graphics animation and design. He has been a video maker, animator and interaction designer in the Metro Detroit area for more than a decade. He has had work exhibited both locally and internationally.

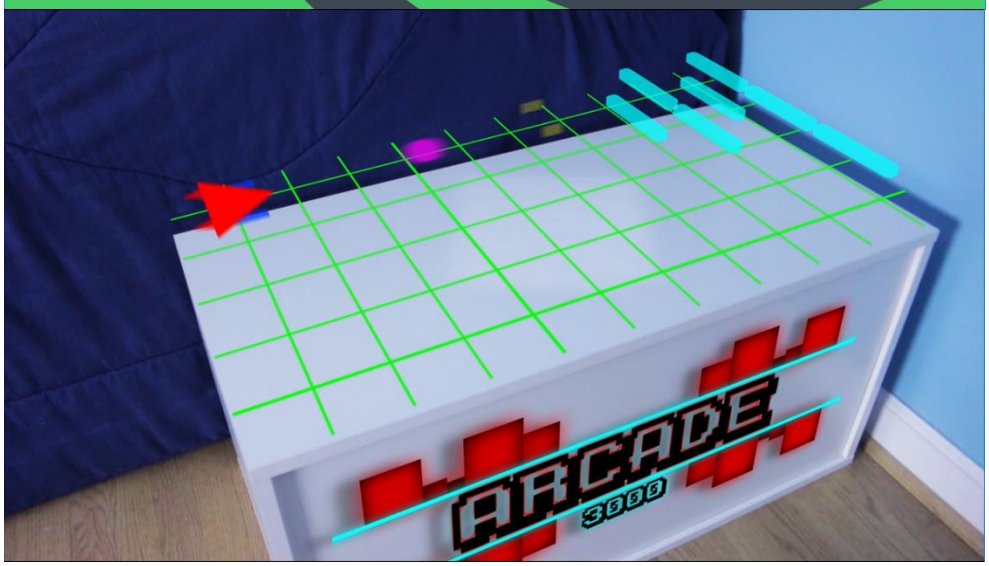
Recent Exhibitions/Screenings

- Media City Film Festival (2017), *FLR*, Windsor, Ontario, Canada
- Media City Film Festival (2016), *Continuum*, Windsor, Ontario, Canada
- College for Creative Studies Faculty Exhibition (2016), *Continuum*, The Valade Family Gallery, Detroit, MI
- Mini Micro Cinema (2016) *Robocop was Filmed Mostly in Detroit*., Cincinnati, Ohio
- Short film selected for the "Dearest Chicago, Please Love Me! Yours Truly, Detroit." screening. (2016) *Robocop was Filmed Mostly in Detroit*. Chicago, Il, USA

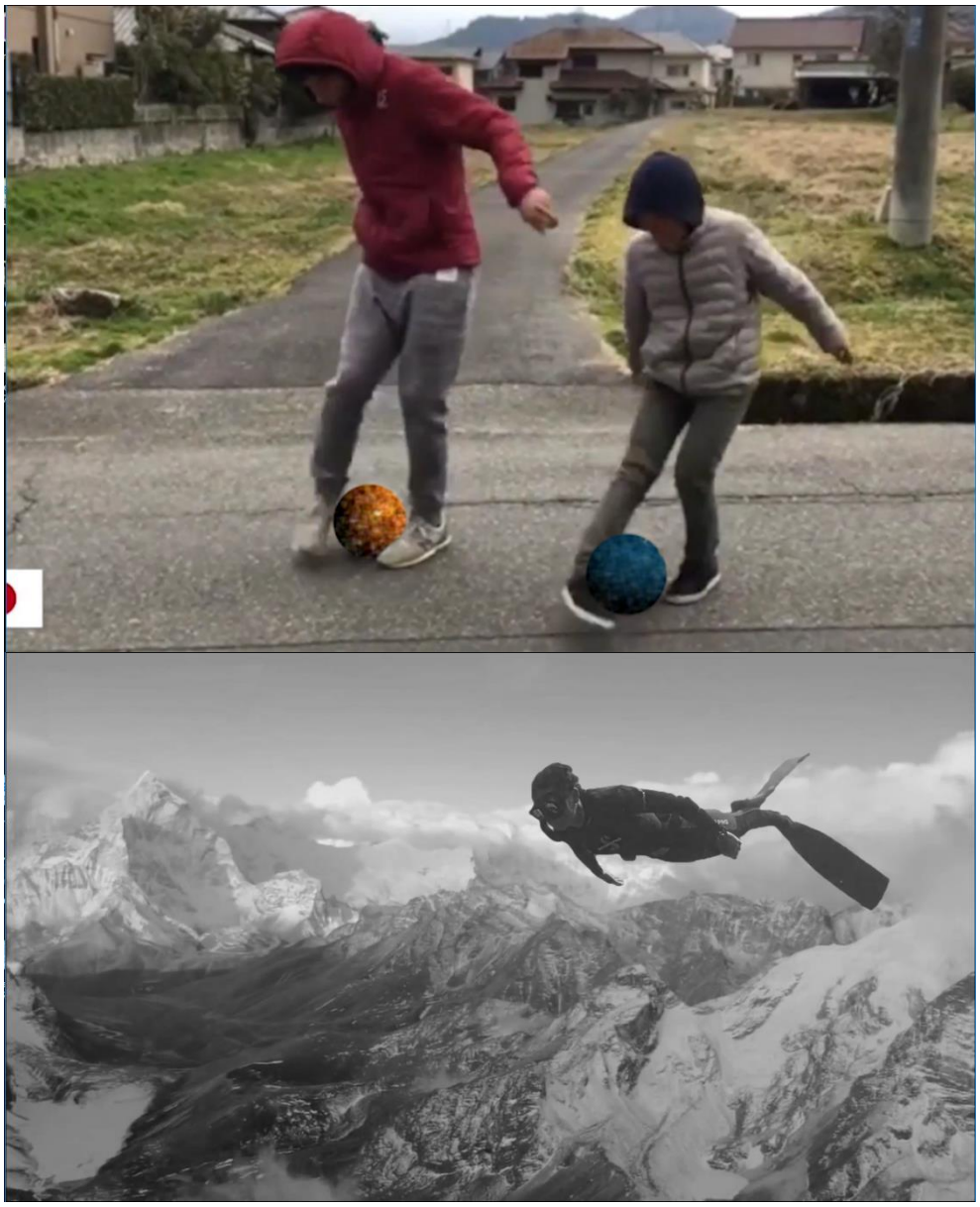
Select Images of Student Work

Animation:

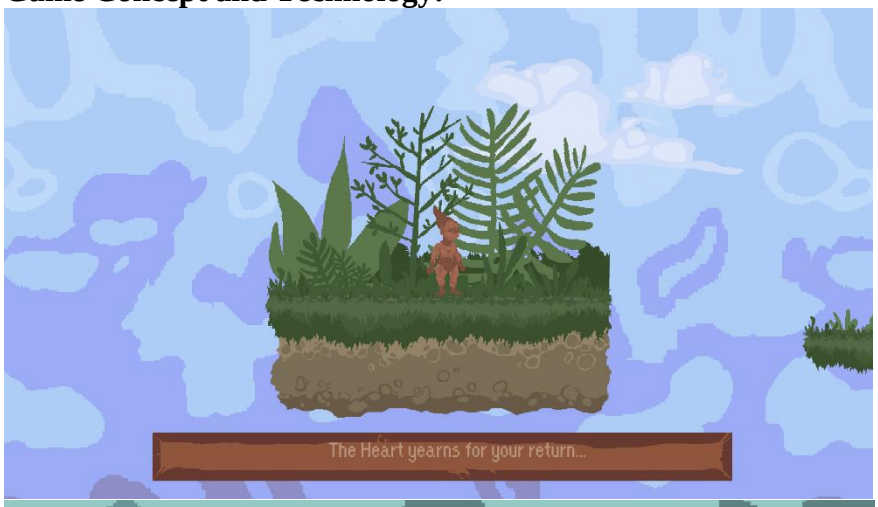




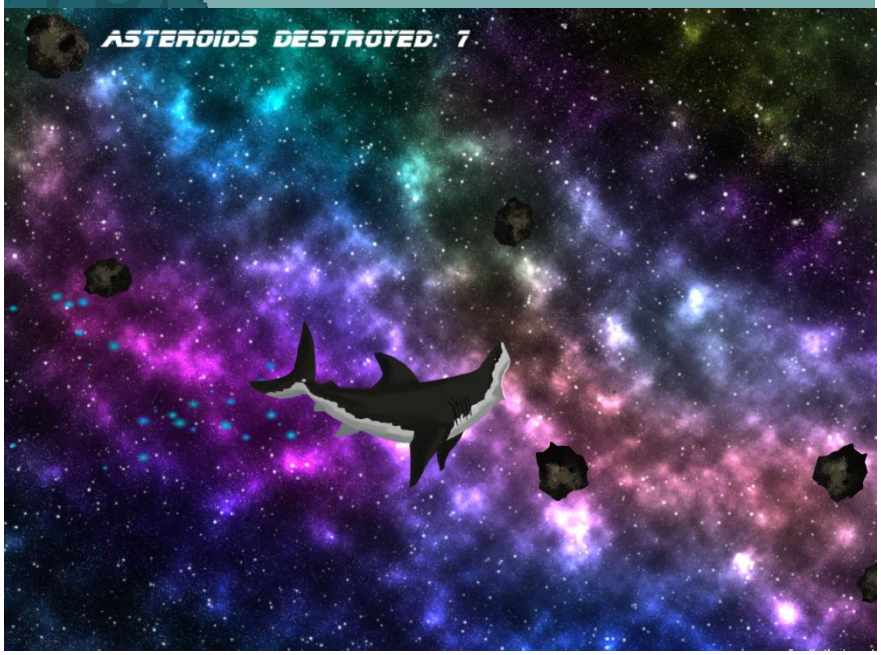
EuroSciCon



Game Concept and Technology:







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Any Comments:

My main focus is on providing students with a well-rounded experience within the fields of Game, Animation and Digital Filmmaking. I work to provide possible pathways between each of these tracks. Hopefully making it possible to have students who will be ready for a wide range of opportunities upon graduation.

This topic would fall within multiple Tracks: Tracks 5 - Digital Mdeia, Track 6 - Game Design, Track 7 - 2D Animation, Track 17 - Cinematography

Additional student work examples are available upon request.