

ABSTRACT

The aim of this project is to explore the possibilities of in-game character animation and how it can be used to drive interactive storytelling and gameplay.

First, the state of the art is examined by looking at examples of good use of animation in existing games and discussing their impact on gameplay and narrative. Relevant works from outside the games industry on the subjects of body language, acting and traditional animation are consulted for a broader perspective.

With this research as a starting point, a number of ideas on how character animation could be used interactively are explored in the form of several short clips of animation to try and find what information in-game animation could convey that would be useful or interesting to the player.

The production of these short clips, from modeling to texturing, to rigging and animation is briefly discussed and, finally, the report looks at some of the issues involved in implementing interactive animation in games.

The appendices contain a short article written about the project for “Develop” magazine, some development thumbnails and concept art, as well as the original project specification and a range of community feedback.