**Mission 9 – Becoming a content designer for 3D games**

Luke Michael Murray Towers

Animation 10

Saskatoon Catholic Cyber School

Jason Sand

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A Day in the Life of a Game Content Designer:

A content designer is a game designer that is focused primarily on creating the game content, such as items, characters, small puzzle, and even less important missions. As a content designer, I would get up in the morning and either head to the project headquarters or turn on my computer and get ready to begin work. I would then take a look at the general objectives left to complete and begin planning out what is required to complete those objectives. If an objective is to create an item, I would have to verify its use, obtain its visual look, plan how it is to be used, and then create the item. To create it, I would first use its visual plan and its intended use to create a 3D model of the item. At this point, I may have used up the entire day, so I will shut down the computer after saving the project, and resume work on that particular content the next day. As a content designer, the game content is separated into different priorities. For example, a main character would have a higher priority than a side quest or an unessential item. A content designer creates the content with the highest priority first, so that there will be plenty of time for design changes to be implemented and bugs to be corrected before the project runs out of time.

Where do I get the education?

To become a content designer, one would have to have education in animation and computer modeling. One would also have to be knowledgeable enough in scripting languages to plan out in-game puzzles and missions. One such program that teaches this knowledge is the Bachelor of Fine Arts or Bachelor of Science with combined major in visual arts and computer science from the University of Victoria<http://finearts.uvic.ca/visualarts/prospective_students/undergrad/>.

How much did you say I have to learn?!!

For most content designer positions, a Bachelors degree is preferred (job description for Cryptic Studios <http://www.crypticstudios.com/node/40>). If one does not have a bachelor’s degree, you would have to have had experience with game design beforehand, and grade 12 courses in Computer Science and Animation would be very helpful towards obtaining that experience.

Working with others (but I’m an introvert!!!):

When you are a content designer, it can go either way. Depending on the size of the project, the company, and the type of content being designed, a content designer can work in teams with other types of game designers or just work on their objectives themselves. Often, a game design team does not need to be in direct contact with other members of the team (i.e, work in an office together) but they can keep in close contact through technological communications, such as video conferences, emails, and even just plain old voice calls. So, overall, whether or not you work in a team, and what that team looks like depends on the various factors of game production.

Hey, this is actually kind of cool…

As a game content designer, you get to design items and quests. As a gamer, some of the most attractive parts of the game are the designs of the small extra missions and the items. So, just from my own personal standpoint, it would be fun to be a part of the process that creates those enjoyable pieces of gameplay. Also, as a content designer I would get to view and play around with the physical objects that I would recreate as items. For example, if one of the items resembled a samurai sword in visual appearance or use; I would, to better create a more accurate representation get a samurai sword and play with it. Or, if I was creating a vehicle of some sort, say a plane, then I would possibly be able to legitimize going on a plane ride. At any rate, it would be very fun to be a game content designer.