

Portfolio : Simon Gianada

Obsidian – Junior Aera Designer

1) Tabletop role playing

For several years now I regularly perform tabletop role play, sometimes as a player, but especially as a master of the game. This involves a lot of narrative creation, level and game design.

2) Ellen 3D plateformer

A level design project done on Unity with the 3D «probuilder» tool. I imagined a walk-trought and then built level of platerfomer 3d adventure for a few days.

3) My world

For many years I have imagined and create an imaginary world from A to Z on my free time. It involves working a lot with my imagination to create spaces at any scale (countries, regions, cities ..) and make plans. I also put on paper numerous visuals in drawing, write many stories and adventures and invents number of characters, creatures etc ...

4) Trackmania

Creation of tracks playable on the level editor of Trackmania with once again precise constraints for each race that would simulate technical constraints or game design.

5) The Crew

Level design project carried out over a week. I had to imagine and create the map of the city of San Antonio for the game the crew as well as to draw 3 circuits for races. All these productions had to follow very precise constraints.

I tried to show you as much as possible of my work here (the one that was most relevant to you) in as clear a way as possible. However, much of my work is not presented in this document, but on my French portfolio at this address : <https://simongianada.wixsite.com/portfolio/projets>

I invite you to browse it, first to visualize the visuals more easily, but also to discover my other projects (levels of Mario Bros, Graphics, GamJam and many others). I remain at your disposal if you need more details on a particular project or if you want an explanation in English of a project only present on my website. Good reading

Tabletop role playing

The realization of these spaces of game is a very good exercise of level design, it is indeed necessary to conceive a coherent level design and allowing a great freedom to the players (freedom wanted by the role play). I was able to create maps in very different environments and / or universes, which allowed me to practice a lot and to confront myself with level design issues.



we must give a realistic and credible aspect to all the spaces of play, it is necessary to fill the spaces, to imagine their possible interactions or to place allied or enemy characters. The role play allowed me to learn a lot about large-scale composition, not only thinking of a piece, for example, but also in its place in a much larger building.



During combat phases, a lot of balancing comes into play: it is necessary to offer combat at the height of the desired difficulty, varied and using the best environment.

Creating a paper role-playing game and not using already ready content does not only mean creating gaming spaces, but also all the rules-related aspects. Indeed, it remains a game and like any playable creation must be added to a solid gameplay and balanced rules easily understandable by the players. This involves creating game mechanics to determine how to play a successful game or fail an action primarily.

Over the years, the experience allowed me to add a lot of subtleties to my role plays with a multitude of rules or complementary parameters (examples: management of the hunger / thirst of the characters, additions of external factors which can modify the basic rules etc ..). This exercise brings me a lot because it is also necessary to be able to communicate these rules to the players in a clear way. It is in my eyes a very good training in the creation of video games.

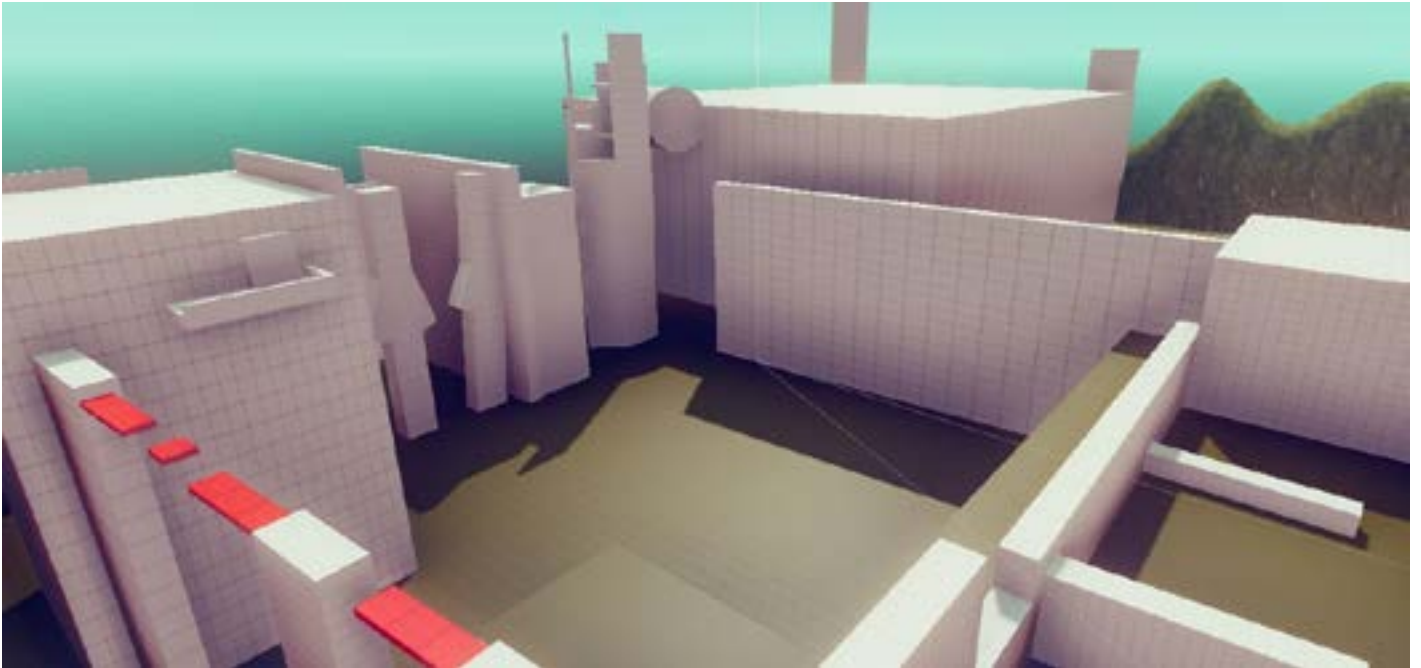
Ellen 3D plateformer



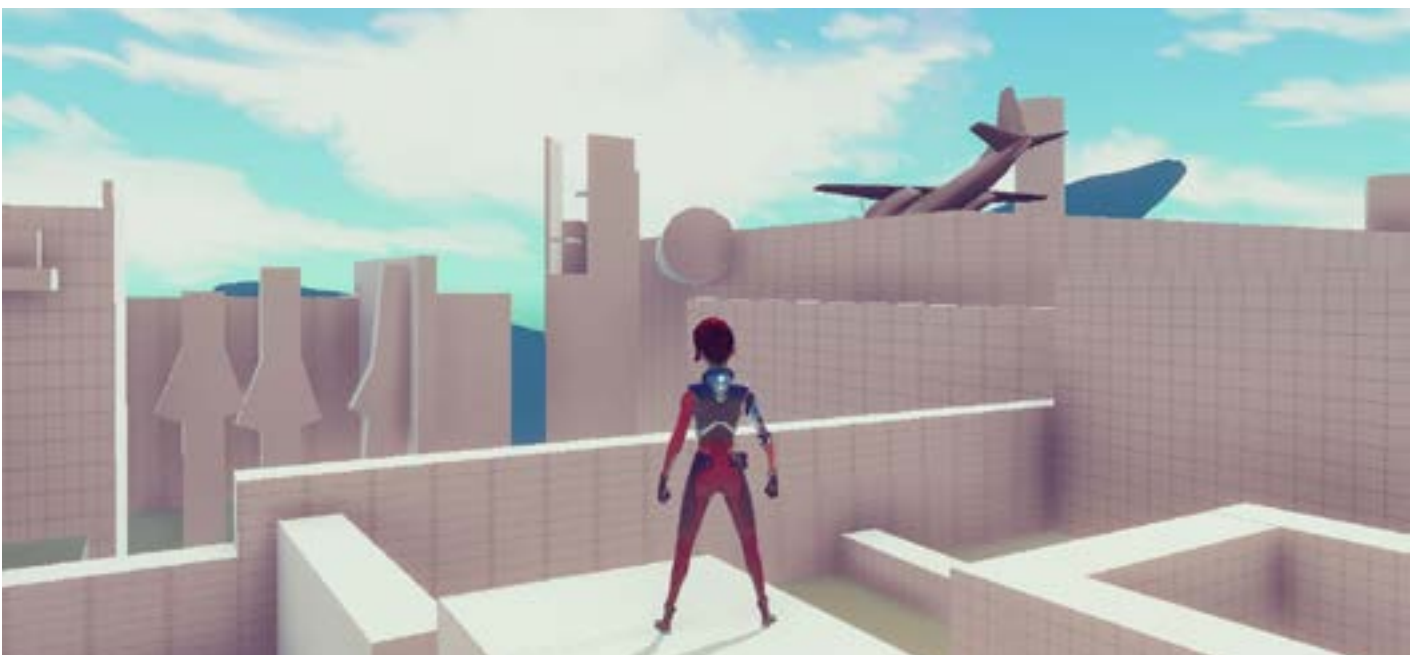
My goal for this production was to obtain a level design that offers an interesting progression with different game phases depending on the places crossed (bridge, gate, ruins of the city ..). This project allowed me to follow a very precise process of creation, not to start with historical research on architecture and composition. I then wrote about the first ideas and wrote a guide explaining my ambitions and game intentions for the whole of Ellen's progress. Finally, I built the course on the unit and then implemented the different scripted phases (landslides, plane crash etc ...).

When the player starts the game, he observes a plane falling in front of him until the plane crashes up a mountain, obviously in the heart of ancient ruins, Ellen will then have to cross a bridge in ruins passing by the edges of a vertiginous void. It will then progress to the ruins while avoiding a dangerous eruptions before finally arrive at the ruins at the top of the mountain.

The level design is studied in such a way that the player sees his objective during all his progression: the airplane escorts smoking smashing to the top of the mountain.



The last part of the level corresponds to the ruins of a fort located at the top of the mountain and forces the player to look for his way while avoiding the fatal fall..



This project is an example of an exercise that I am doing to improve my skills in area level design, especially in the progression of the player and the construction of the space (similar project carried out as part of my training with the context acropolis of Athens).

My world

For the past 5 years, I imagine and put on paper an imaginary world. Starting from a simple map, I decided to create from A to Z a universe with its people, its history, its geography, its creatures following my passion for the creations of Tolkien and many others. This exercise that I do in my free time allows me first of all to work my creativity in the imagination of visuals and content.

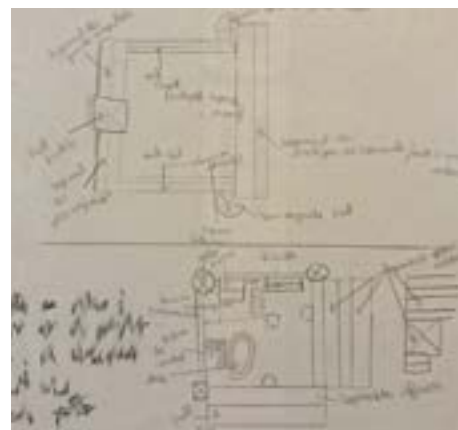
(See below for examples of state and village maps)



I take a lot of this world in constant creation to work my skills in level design: I imagine spaces every day on very varied scales. Indeed, I idealize and create very different environments such as countries, cities, neighborhoods or even buildings in geographers biographies or very different peoples.

This daily activity is one of my great pride because it shows my determination to continue for a very long time a creative task that includes various creative aspects (writing, level design, drawing ..)

Recently, I started to imagine and put on paper stories related to this world. For that I have to imagine what can sometimes be related to «a quest» in the video game industry, interesting characters with real problems ... This work joins the one I often perform during tabletop role play and do I recognize myself very much in seeing your offer.



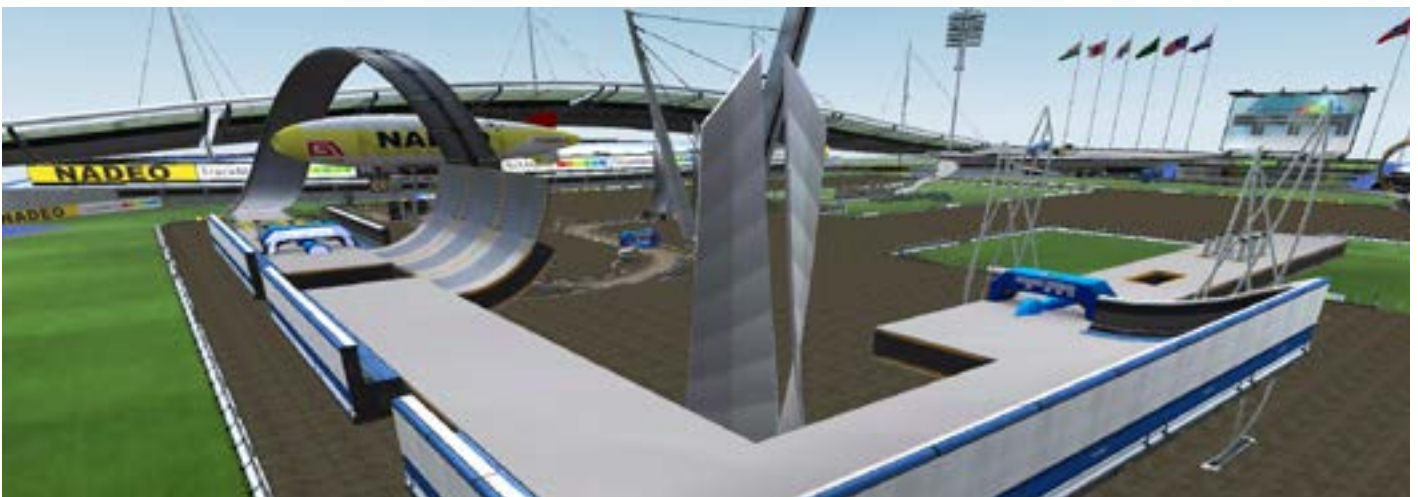
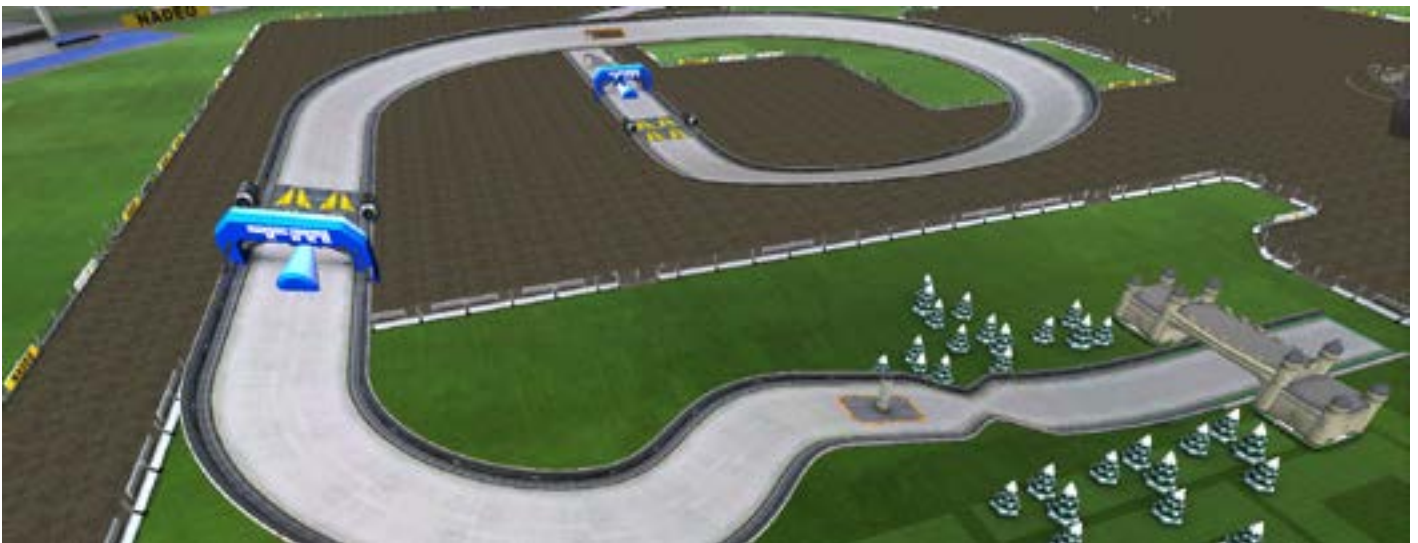
I invite you to contact me if you have questions about the creation of this world or if you want to have the opportunity to study documents of the latter (maps, drawings etc ..)

Trackmania



Imagination and circuit building on the level editor integrated with the game Trackmania Nation. The goal here was to offer very different circuits representing each of the different levels of difficulty offered by the game. I organized many playtests on these circuits with my friends to improve and balance them.

This project showed me the importance and the interest of discovering very different level editors belonging to various style games in order to open up his field of possibilities in the creation of level design.



The Crew

Simon Gosselin



Level design project corresponding to an entrance test (reworked) at Ivory Tower, Studio linked to Ubisoft and located in Lyon. The latter is based on the car game «The crew» first of his name, and specifically the city of San Antonio. Indeed the latter is not present in the game and the exercise asks to imagine the map of the city and several races taking place in the agglomeration. Many constraints framed this project as the maximum number of intersections, the number of neighborhoods, the duration of the races .. This project is very interesting because it taught me to work a level design which takes into account many constraints of development or game design choices.



To design the map of the city I learned a lot about the city, I studied the plan, researched how the city was built and how it had evolved to provide a space combining respect for reality and maximum efficiency of the city. In order to draw neighborhoods and race circuits I spent a lot of time in the «street view» tool and to play the game in order to propose optimal tracks.

Thank you for reading, if you want to access better visuals for these projects or discover others, french portfolio at this address : <https://simongianada.wixsite.com/portfolio/projets>