

全天教程

10月11日(周日)

13:30-18:00

3F/黄河厅

10月13日(周二)

9:00-12:00

3F/3C+3D 会议室

演讲题目: 高级敏捷开发实务

演讲嘉宾: [Clinton Keith](#), [Clinton Keith 咨询公司培训师和顾问](#)

演讲摘要:

本教程是面向那些熟悉 Scrum 软件开发过程,但是在实际游戏开发中应用 Scrum 遇到困难的游戏开发者。它强化了在实际操作过程中的原则,并将针对游戏开发中应用 Scrum 所面临的特有挑战进行探索。教程内容包括:

- 为什么要使用敏捷开发和 Scrum 过程
- 在 Sprints 和 Daily Scrums 过程中,以及作为游戏开发中的 ScrumMaster 角色所面临的挑战
- Scrum 和大型游戏开发团队
- 制定有效的长期敏捷开发计划
- 学习游戏开发的方法学

10月11日(周日)

9:00-18:00

5F/长江厅

演讲题目: 用高效美术生产流水线,达到美术生产力最大化

演讲嘉宾: [Kelly Snapka](#), [Volition Inc 工作室美术总监](#)

演讲摘要:

本场演讲将以 Saints Row 2 这样一款开放世界、可高度定制的游戏为实例,通过回顾其开发过程中的美术制作来讨论艺术指导和美术生产流水线技术。当今大批量的美术工作不仅要求风格独特,还需要高质高效地在预算内完成,本场演讲旨在为此种与日俱增的需求,提供切实有效的解决方案。我们还将探讨在项目生成期、生产前期、生产中、和生产后期,艺术指导工作的重心和优先级是如何改变的。讨论议题还将涵盖如何进行原画设计,如何设定工作范围并做出取舍,构架团队,如何进行建立艺术风格指导,构建生产线,组织研讨会,确定问题区域,避免典型错误等等一系列问题。



Full-day Tutorial

SUNDAY, OCTOBER 11

13: 30-18: 00

3F/Yellow River Hall

TUESDAY, OCTOBER 13

9: 00-12: 00

3F/ Room 3C+3D

Session: Advance Scrum and Learn

Speaker: [Clinton Keith, Coach and Consultant, Clinton Keith Consulting, LLC](#)

Brief Description:

This tutorial is for game developers who are familiar with Scrum, but find challenges in employing it for game development. It reinforces the principles underlying the practices and explores their adaptation for the unique challenges of game development. The tutorial will cover:

- The reasons for using agile & Scrum
- The challenges with Sprints, Daily Scrums and the ScrumMaster role for game development
- Scrum and large game teams
- Effective long-term agile planning
- Lean methodology for production

SUNDAY, OCTOBER 11

9: 00-18: 00

5F/Yangtze River Hall

Session: Maximizing Art Production with Effective Art Pipelines

Speaker: [Kelly Snapka, Studio Art Director, Volition Inc](#)

Brief Description:

This session discusses art direction and pipeline techniques through a retrospective look at art production over the game development cycle of an open world, highly customizable game, Saints Row 2. It aims to provide immediately applicable solutions that help meet the ever increasing demand to create large quantities of unique, high quality artwork, on time and on budget. The shifting focus and priorities of art direction is explored for the project phases of discovery, pre-production, production, and post-production. Topics covered include how to do concept development, how to scope work and make cuts, team structure, how to build an art style guide, how to build pipelines, how to run critique, how to identify problem areas and avoid typical pitfalls, and more.