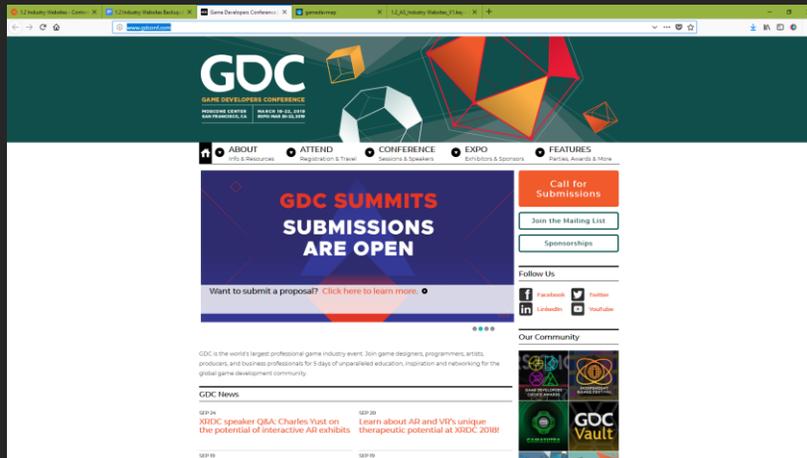


## 1. Game Developers Conference



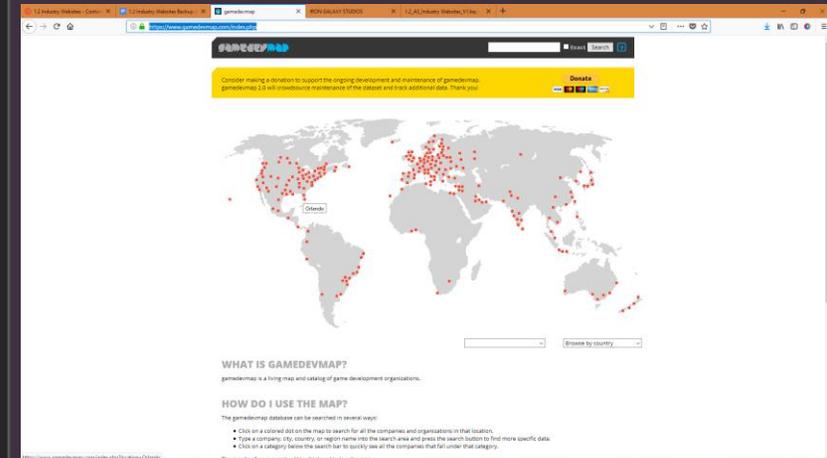
Degree: Game Development

Site URL: <http://www.gdconf.com/>

Examination: I have been familiar with the GDC [Game Developers Conference] for some time now and have wanted to go very much. I find it most interesting because it works as a TED Talk Convention, but purely for Gamers and Designers. I will continue to use this website forever because it has in depth analysis of anything from VR and Game Mechanics to Game Art and Animation. It gives assistance and understanding to those who visit and allows people to share their ideas with the mass to promote the spread of it. The more information we can share on the multitude of topics that are involved in modern entertainment, the more the future generations can improve on that knowledge. When learning to develop a bullet shooting from a rifle my first time, I would not have managed to learn even how to trace a line if it weren't for the experienced members of the community. Beyond online videos, forums, and discussions, they also branch to full-fledged conferences around the country and world! Being a part of the GDC makes a dev feel at home and like they are a part of a very large network of developers, because they truly are! One thing I found very interesting on the site is the range of simplistic and complicated topics covered; some videos are about swimming with dolphins in VR, where others are about deep learning and AI techniques for gaming and optimization for code.

That is one of the best parts of the site, it is for veterans and newcomers alike, even just for those who have a burning curiosity of games and want to improve their skills.

## 2. Game Dev Map



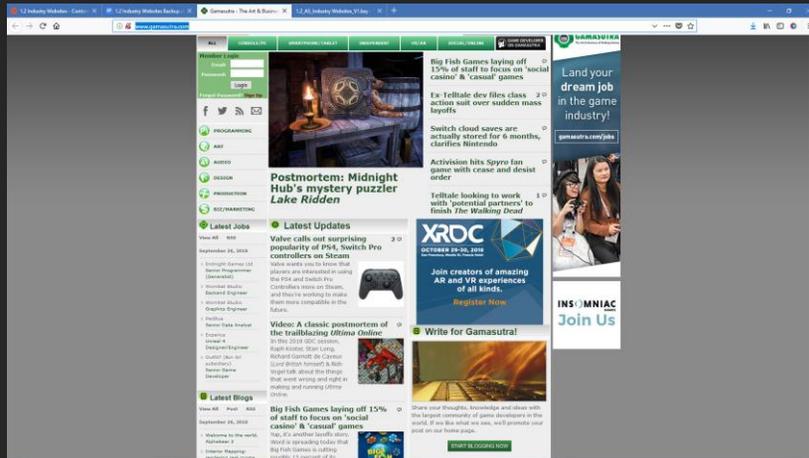
Degree: Game Development

Site URL: <https://www.gamedevmap.com/>

Examination: Before today, I had never heard of GameDevMap.com, but I found it super intriguing. There are studios that you would never expect in certain places, such as Iron Galaxy Studios having an HQ in Orlando, FL where the school is [Full Sail University]. It blows my mind just how many Game Studios there are in the world, and it shocked me even more to learn that they are in almost every country. One thing that this website taught me, which I don't believe was its intention, was that gaming is a more universal language than pictures are. Someone in China, Germany, Korea, Europe, United States, or even Norway will understand what a game is and what the purpose is if the artistic and mechanical direction is sound just like with an image; if the image is painted or drawn in a manner that you can tell what exactly it is, you understand the emotion and effects the artist was feeling that led him/her to making the piece. This map, to me, is like a map of my family, all the developers around the world all marked on a map. This makes me feel strong and as part of a

team. Not only will I be using this to potentially find jobs in the future, but also as inspiration to keep pushing onward into the future with innovation and dignity, because there is a massive army of those willing to create and imagine new things out there. As gaming becomes more popular, a map showing the changes over time would be neat on that website, but overall it really gave me hope for the future of gaming.

### 3. Gamasutra



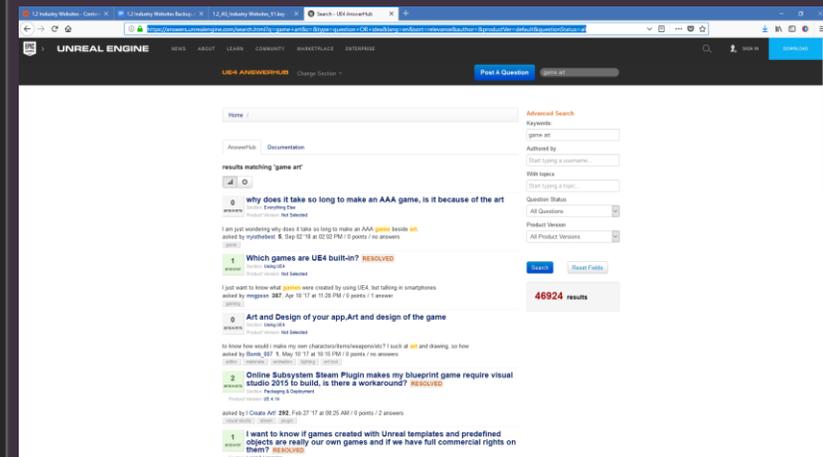
Degree: Game Development

Site URL: <http://www.gamasutra.com/>

Examination: Gamasutra is interesting to me because it has so much content for so many outlets of gaming and game design. Many of the YouTube channels that I get my video game news from get theirs first from Gamasutra, then write their own content to cover the same issue. When you login to Gamasutra's Home Page, you can see articles for everything from employee layoffs at indie publishers to Activision filing cease and desist orders against a fan's homemade Spyro game. I find this as one of the best ways to see what is and is not trending today, what people are and are not saying about current games and reviews, research how video game companies are lying to the people they serve if they are, delving into topics of research and histories of games, gamers, and game makers, and so much more. Gamasutra is much like an online library of

documents from all different writers and columnists. You can see a long history of reviews and industry changes, and even trace certain companies downfalls to a certain period when reviews and articles started switching from good to bad about them. Also, Gamasutra is very open to all platforms, holding articles and images about every one of them from the PS4, Xbox One, and Nintendo Switch, to the PC, GameCube, N64, and more!

### 4. Unreal Engine 4 Answer Hub



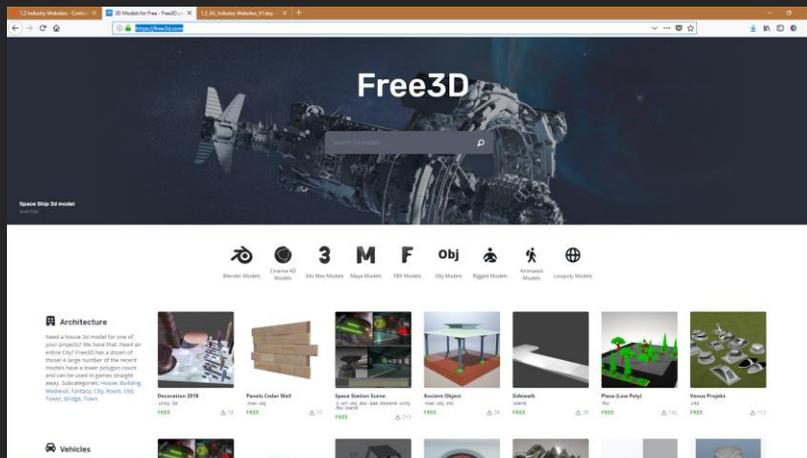
Degree: Game Development, Mobile Development, Game Art, Computer Animation, and More

Site URL: <https://answers.unrealengine.com/>

Examination: The Unreal Engine 4 Answer Hub has been my absolute favorite resource for gaming ever. If you use Unreal Engine to make games and have an issue, you come here and get an answer; 98% of the time someone else has already encountered the same issue and it has already been asked and answered. With the Answer Hub, you can ask how to maintain an audio workflow in UE4 [Unreal Engine 4], how to program the shooting mechanic, how to rig a character to animate, how to animate and film a cutscene, how to change optimization, how to apply camera VFX, how to conduct level design, how to develop and make a user interface and interact with it, and so much more. The UE4 Answer Hub

truly is a godsend, and I have learned so many new things on it! One thing I have learned is how to create and maintain components for actors within the engine. What that means is creating a contained environment for a single set of commands to run; one example I have is the HealthComponent for my FP\_Hero (the health for the player). The HealthComponent in my game is what monitors health and shield, health overcharge and recharge, death and life, damage taken and damage dealt, and more. Components can have their own sets of variables that are carried through each character, that way my Player can have 100% health whilst the enemy he hit with the bullet has 62% health. Everything on this website is invaluable information and can help improve your skills in some way, even if you are strictly an animator, it can help!

## 5. TF3DM (Free 3D)



Degree: Game Development/Design, Architecture, Sound Design, and More

Site URL: <https://free3d.com/>

Examination: TF3DM is a website I have used since I was much younger than I am now. Beginning my journey through Game Development continuously raised a very specific problem I had to quickly learn to overcome: art. I am no artist and I can't even draw a good stick figure, but I can make an entire project of mechanics work flawlessly together, so

where do I get the artsy and crafty stuff? Well, from TF3DM. They supply 3D models, sounds, textures, and sprites for any engine or platform, and they even sell models with Commercial Use Licenses for others to make money on. If I ever needed a free model, I would come here and type my idea into the search bar, then once I hit enter, I would get a massive list of what I had at my disposal. This website is like TurboSquid, but does not have paid models, it is all about giving people the freedom to do what they want, for free! They have sponsored content that links to non-free modelling websites to buy the commercial version, but I can normally find what I need. Without TurboSquid and TF3DM, I would never have been confident enough to begin my own journey into game development, I never would have tried to program or script anything and surely would not have tried to make a full-on game. Because of the assistance websites like these give, I can turn my passion into my career and future!

## Conclusion

To Sum It Up: Without the resources available to me from all walks of the industry, I could not make a game by myself, but the tools are there, and the resources give you what you need to be your own teacher. Because the two mixed industry websites that I chose range over such a vast populous of job titles, I would like to compare all angles of the industry. When making a game, your developer takes the art and makes it interactable, your designer, takes the interactable items and compiles them into a level, the animation ensures that the level and characters have life and movement that looks and feels in sync with the programming. Each profession in the gaming, architecture, animation, entertainment and new, movies, and all others industry must intermingle with the rest to ensure a project's success, without the cooperation and teamwork, nothing gets done. Just as I work alone for now, nothing would get done if I didn't communicate with those who knew about the topics I had to learn about.