

Asset Hand-In Instructions GGC 2019

This document is deprecated! Use:

<http://gotlandgameconference.com/2019/student-info/deliverables/>

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This document applies to all projects that want to exhibit at the Gotland Game Conference 2019, 4-6 June. The asset hand-in will form the basis for your projects' presentation on our websites, our advertisement, PR packages and the printed GGC Event Guide.

Deadlines: <http://gotlandgameconference.com/2019/student-info/>

Give us what you have as soon as possible. If you need to update your information later, simply fill out the Project Submission form again and contact Ulf

Overview

All material is uploaded to a project-folder on our FTP:

ftp://ggc-2019@193.11.13.60:2100/

Username: ggc-2019

Psswrd: [mailed out to groups
as they submit their ggc
application]

These assets must be provided before the GGC:

Game Prospect (use the template on the website)

Large poster (A1 or A2 size) prints for each game

Trailer

Trailer (max 80 sec) - see guide at the end of this document.

Make sure you include a good looking **thumbnail / title screen** (as jpg/png, same resolution as the video file) and that you have the rights for any audio!

Graphics

Minimum 4 good-looking in-game screenshots

Concept art, development photos, in-progress work etc - at least 4 images.

High-resolution logo / splash for your game (transparent background) (pref. PSD with layers)

High-resolution logo for your group / team / company, if one exist (transparent bg)

Project thumbnail for the [EventGuide](#): resolution 400x400px, PNG.

Think of the thumbnail you would make for the [Google Play app-store](#). Aspect ratio is 1x1 and it will be printed fairly small - so keep the design clean. Try to create a thumbnail that effectively communicates the core game play, or some characteristic aspect of the game. You can not fit the entire game view on the thumbnail - pick some detail to show off.

Texts

Provide all text through [the form](#):

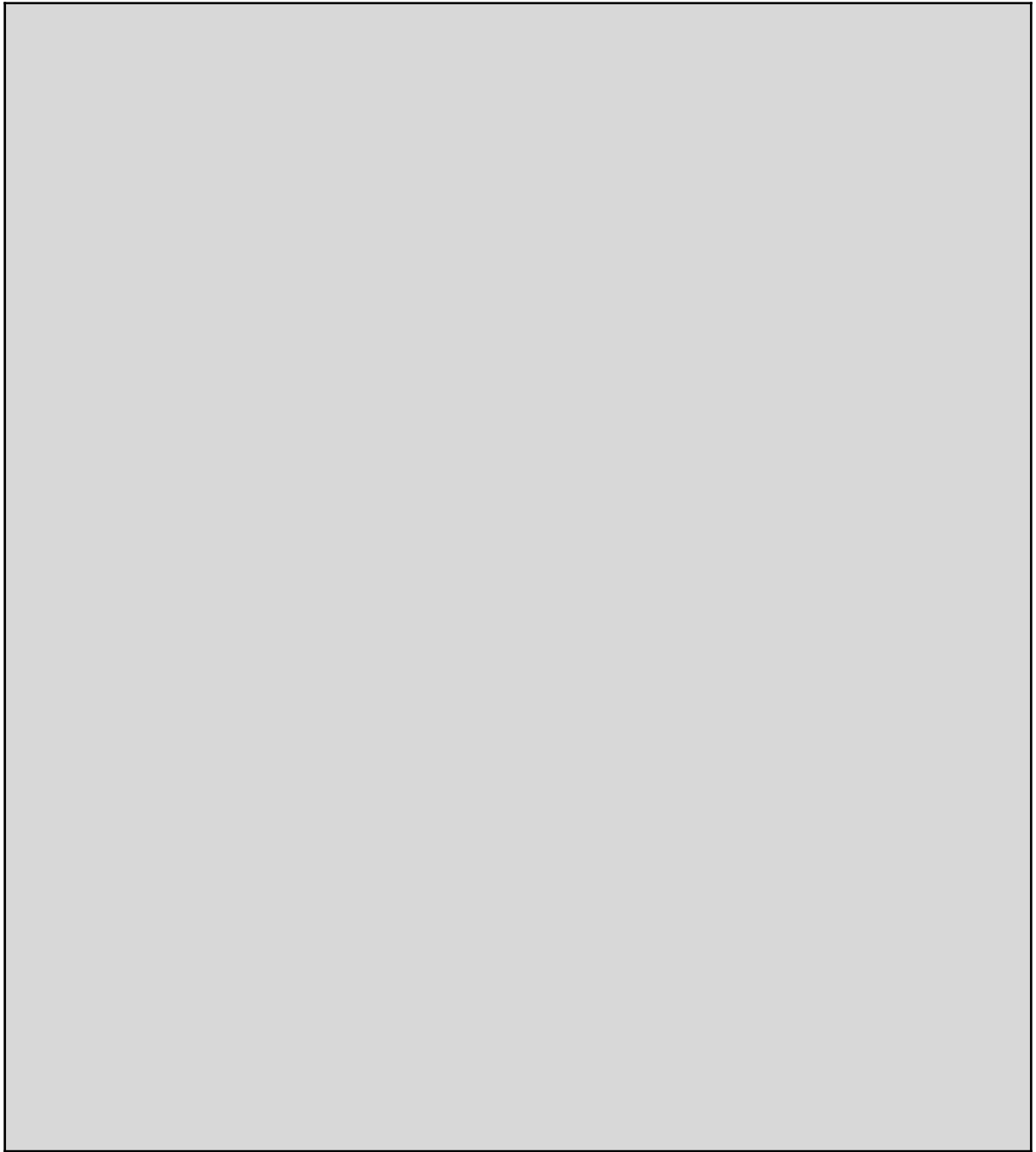
The form is the only way to apply for a spot on the show floor and in front of the jury. The texts are used in the printed Event Guide and on our websites - spell check and then spell check again!

VR Art Exhibition (more info t/c)

~~Create a folder with your name and year (eg: "Foo Bar 2nd year")~~

~~Put one plain text file with information about your pieces (titles, materials, tools, whatever is important to know). **Include contact information, portfolio / website etc too!** This information will be shown on a plaque next to each piece.~~

~~Put a maximum of 5 high-resolution images in the folder next to the text file.~~



Format

Videos:

16:9 aspect ratio
1920 x 1080px
mp4 container
H.264 video encoder (two pass)
AAC audio encoder
ca 5k bitrate at 1080p (higher if needed, don't skimp on this!)
If 60 FPS use 10k

Pro tip:

FRAPS and [OBS Studio](#) are great for screencapping video. OBS is Free and Open Source.

Try uploading your film to YouTube to ensure that you have encoded it correctly. If YouTube doesn't like your file, you need to do it over.

Don't forget to move the mouse pointer out of view (or disable it, in your capping software)

Run your game at the correct resolution (1920x1080) when you're frapsing, and make sure your software is licensed so there is no watermark in the video!

Graphics:

Approved file formats are .jpg, .png (and optionally .psd for logos). Try to stick to 16x9 layouts and **minimum** 1920x1080px resolution for art, screens and photos. There is no limit to the number of files - the more (good) content, the better.

Higher resolution is often better, but keep your screenshots and contents web-friendly. If your screenshots or logos are more than 5MB you're doing something wrong. Be reasonable with your size/quality trade-off.

These are used in PR materials, handed out to press and media, used on our websites etc. etc. Always put your project name / logo on screenshots, your names on concept art etc. Make sure your assets lead viewers back to your project!

Trailer

Duration: max 80 sec

A trailer can be maximum 80 seconds, but we recommend you keep it as short as possible.

The worst thing you can do is to bore the audience by showing the same content over and over. It is much better to have an attractive 20 second spot, than a boring 80 second waste of time. The trailer must sell the product, not demonstrate it (that's what a play-through is for). Don't forget to show off the game's logo (name) for maximum recognition.

- **The trailer will be published on our website and on our youtube-channel**
- **Make sure you clear the audio licenses!**
- **Make sure you provide a separate Title-screen (png/jpg)**

Good example trailers can be found on [our Youtube-channel](#):

- [Clapper](#)
- [Tribal Marathon](#)
- [Fly or Die](#)
- [King of the Thrill](#)
- [CoBots](#)
- [Colorless](#)
- [Mamarazzi](#)
- [Defunct](#)

- [Crocodile Chow Down](#)

Upload

All material is uploaded to the GGC FTP (see first page for URL and account info). We recommend the FileZilla FTP client: <http://filezilla-project.org/>

If you're unused to FTP, check this guide out: <http://wiki.filezilla-project.org/Using>

ALWAYS KEEP A COPY OF ANYTHING YOU UPLOAD! The FTP is NOT a backup!

You can not delete things from the FTP. Be mindful with what you upload, and always provide clear versioning in the file names (eg. dates or increasing numerals). If you need a file removed, contact Ulf.

Keep uploading content when you've made significant progress, even after the deadline. We have many uses beyond the prints and will always pick the best-looking stuff that's available to us.

The server is hosted on Campus Gotland so upload heavy files while on the UU network.

Folder structure:

You create a directory with your **project name**. In your directory you create one folder for pictures (**pics**) and one folder for the trailer (**trailer**).