# Topic\_08 game Prop Concept

## Research is everything!

## A picture containing plant, conifer, linedrawing, tree  Description automatically generated

* find real life reference of similar everyday objects. Collect library of visual references the more the better.
* Learn about the prop. What’s the story behind this object? What it does? Is any magic involve?
* Find examples of similar props – in games, in movies
* Compile reference board of images for prop idea development and inspiration
* Write short description of prop functionality
* Draw a concept



## Prop design principles:

* Suggestion of Functionality. (Have function and utility). If your intent to present a technology that has no real or existing counterpart, try to suggest a ‘narrative logic’ to the technology in its visual form.
* Suggestion of Substance. (Make metal look like metal; use screws or rivets to show how it is supposedly assembled. Use hinges to show if a lid can be opened.)
* Suggestion of History. This means they are deliberately ‘aged’ using various texture painting
* Suggestion of Magic (In some instances it is worthwhile to suggest a magical functionality)
* Striking silhouette
* Stylizing and Exaggerating of everything above





## Prop design combines the best elements from host of other designs.

## Diagram  Description automatically generated

Learn from Kevin Chen





