

ARCHITECTURE FOR GAMES

training on
architectural principles
applied to
game experience design



ARNALDO
RODRIGUEZ
CREATIVE CONSULTANT

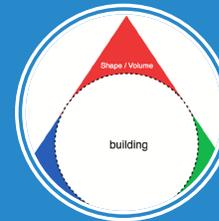
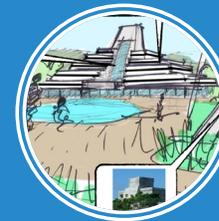
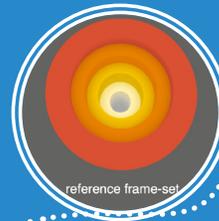
ARCHITECTURE FOR GAMES

“Architecture for games” is a training focused on applying design principles used in architecture to enhance game experiences. The main goal of this training is to provide game production teams (art and design) with tools to create consistent assets to support the game experience. This training engages the participants showcasing the important relationship between the whole and the parts, making the team really aware of the big picture while providing them with specific tools to guide their contribution towards a seamless game experience.

CURRICULUM:

The content of the training sessions go from the basic elements of composition for design to how to design a building identity:

- 1 Basic elements of architecture language:**
Learn the basic language elements to communicate content through spatial composition.
- 2 Architecture design practice:**
Consolidate the knowledge of the basic elements of architecture language through quick practical exercises.
- 3 Architecture history:**
Learn how to read architecture history towards accurate game reference.
- 4 Building design elements:**
Learn how to design buildings' identity for games.



CUSTOMIZATION:

This material is very adaptable to fulfill game team's specific needs, content and case studies; it could be expanded or modified upon request to provide a more efficient training solution helping attendees make the bridge between these tools and their daily tasks.



“I recommend Arnaldo for training sessions on Architecture. Arnaldo is a great professional that has a strong knowledge on Architecture. He was able to build and offer training sessions based on our specific needs which were valuable and appreciated by attendees.”

Jean-Philippe Noel - HR Generalist at Electronic Arts



Comments from participants:

“The overview of architecture concepts was very useful. It introduced people to the broad concepts so that now we know what to look for and where to base future research on, I particularly found his lecture on reference gathering to be very insightful”

“Being a 3D modeler I believe the Lego construction portion helped to illustrate the theories in actual practice”

“The analysis of design method (...) [was] very useful for anyone in the art field but also would highly benefit level designers too.”

for more info & pricing contact:



**ARNALDO
RODRIGUEZ**
CREATIVE CONSULTANT

rodriguezarnaldo@gmail.com
+1 604 724 4495