Production & Team Leadership Example:

Presentation Outline

Winning three prizes at IGF spelt a massive turnaround for the UK based, self-confessed "Last of the Bedroom Programmers", Introversion Software. One year on, Introversion returns to spill the beans on what happened when all of the hangovers, camera crews, excitement and hype surrounding IGF dissipated. We also will discuss the trials and tribulations of running a small, independent games company, including topics such as:

Nice start - and congrats on the awards - but we're going to need some specific details

How to make smallness your greatest asset. Profit-greedy and creatively stunted publishers favor the traditional "franchise and sequel" cash-in model, create huge amounts of custom made artwork and obsess about photorealism. We've taken a different approach with each of our titles

- Uplink: Back to basics of originality, innovation and minimalism
- Darwinia: Shunning photorealism for RETRO
- DEFCON: Ramping up the atmosphere

Details like these! Talk basically has Phase One approval at this point

Trapping into the opportunities now presented to indies via internet retail and distribution. New distribution opportunities such as online retail, digital downloads, Xbox Live Arcade and Steam – when couples with low budget marketing such as Word-of-Mouth and a properly cultivated online fanbase – allows us to compete with bricks and mortar publishers with large traditional advertising budgets.

Why now is a better time than ever for the budding independent developer. There is increased press coverage of the indie plight, and growing awareness of events such as the IGF make now an ideal time for the independent developer. We'll tell you how the ultimate accolade – winning at IGF – has changed our lives.

In short, we'll give you advice on how to attain commercial credibility and compete with the big boys of the games industry whilst retaining creative freedom.

Good to know there's more to the talk. Any lingering reviewer doubts now resolved!

(Modeled on a GDC submission by Tom Arundel)

Programming Example:

Presentation Outline

Classical methods for motion compression include subsampling, spline fitting, Principal Component Analysis and Wavelet compression. Most successful compression algorithms rely on features of human perception or on knowing the nature of the data that they compress. Unfortunately, none of these baseline methods has been designed especially for motion data.

Nice start - but what is this technique, anyway? Without that, we can't go ahead and approve the talk!

This presentation will introduce a novel compression algorithm especially designed for high quality motion capture data. People are very sensitive to high frequency errors (jitters) and environmental contacts (such as foot-ground contact) in motion. The presentation will include demonstrations of why this is true and how we can design a compression method to pay special attention to such features of animation.

The method will start with a collection of motion capture data and split this sequence into short sequence of frames called blocks. It will then find clusters of blocks (clips and motion) that look similar. Within every cluster, the method creates a compact representation of each block using a spatio-temporal principal component analysis. The loss during decompression during decompression can cause the feet to slide on the ground or filter out important high frequency information. The method then provides a secondary compression method (similar to JPEG for images) for the contact information so that important contact detail can be restored during the decompression.

Good detail here! Looks like high value for the attendees. But will this work in the real world?

Overall, this method provides 30-40 to 1 compression ration with very little visual degradation. It is possible to compress 90 minutes of motion capture data, sampled at 120HZ to under 6MB using this method. Furthermore, small chunks of motion can be efficiently decompressed (much faster than real-time), without decompressing any other frames (random access to the compressed form).

Yes it will! Approve this talk already.

(Modeled on a GDC Submission by Okan Arkan)