

# GDD 450 Promo Video(s)

## Due Date: Variable and Multiple

## Overview

Create a promotional video that sells your game.  
This is effectively an advertisement.

*All items and details (dates, typo fixes...) subject to change – always check with instructors, and watch the deadlines for dropboxes in D2L (Learn@UW-Stout)*

## Details

As a Team create a promotional video of your game.  
The content of this video must be rated E for Everyone.  
What the content is must be determined by your team.  
The obvious choice is game footage, however it is not limited to just that.  
Be creative. Make it sell your game.  
Think of this as a **“coming soon” trailer**.  
It may use artwork, sound, environments, story... not in the game (but somehow related)  
It may use physical (non-digital, real-world) elements  
Yet, as always, all elements must be legally used/useable.

## Turn-In

*Only one member of your team needs to submit this*  
Turn in the video as an MP4 file:

- Must be in MP4 format of
  - 16:9 ratio: 1280x720 pixels, video codec H.264, with audio as AAC
  - 640x360 pixels also ok if file size gets too big (record big then downsize)
- Unless otherwise noted
  - 15 to 40 seconds (*target around 25 seconds, excluding credits*)
  - may have voiceovers or text drop-ins added into it

## Suggested Software and Hardware

You are free to use whatever software your team has access to and is comfortable using.  
However **the final video must be using video codec H.264 and audio codec AAC.**

Video may be recorded with:

A smart phone, tablet, webcam, or other hardware your team has access to.

*See also suggestions for the team mp4 videos in general.*