

## Dare To Be Digital 2012 at the University of Abertay Dundee

For talented students and recent graduates, the annual Dare to be Digital video games development competition offers an exciting international challenge. Held at the University of Abertay Dundee in Scotland, it's closely watched by the video games industry and the British Academy of Film and Television Arts. Thanks to a Corel® Academic Site Licence (CASL), the latest graphics and digital media software was made available for all contestants.

The two-month event saw ClockinRock, the Irish team, developing a magic duelling game called Liminal Magibrawl for two players on Microsoft Xbox 360 with Kinect. Tony Murphy, the team's character modeler, was then studying for a Computing in Games Development degree.

"If you are trying to teach someone how to be a designer, they're not going to feel like a designer if they are using Microsoft® Paint. I would definitely recommend CorelDRAW. What it imparts to the student is that they are using something professional to create something that looks much more polished," says Murphy.



Poster for Dare to be Digital video game design competition

As a mature student with teaching qualifications, Murphy had long relied on Corel technology including CorelDRAW® to design stained glass windows. He also taught evening vocational classes in graphic design, photography and computing in County Meath, Ireland.

### Flexible licensing

The official Irish team was selected from several competing groups by The Digital Hub in Dublin. Murphy felt that having Corel graphics programs available at the university was essential so he added them into a team request.

Corel provides educational institutions with flexible and easy-to-administer licences covering one or three years. The affordable pricing is related to the number of full-time equivalent staff while upgrade protection ensures the latest versions are available.

CASL offered the teams in Dare to be Digital access to Corel's industry-leading software for creative graphics, digital art, video and photo editing.

The ClockinRock team found everything in place upon their arrival including Microsoft® Xbox® consoles with Kinect, workstations, graphics tablets and Corel software. Over the next two months, 15 teams of five students worked long hours developing their own games.

Murphy found that Corel software made it easy to import or export different textures for editing.

### OVERVIEW



**NAME:**

Dare to be Digital 2012 project

**ORGANISATION:**

University of Abertay Dundee

**LOCATION:**

Scotland, UK

**INDUSTRY:**

Higher Education

**PRODUCT:**

Corel® Academic Site Licence (CASL)

### PROJECT SUMMARY

When the University of Abertay Dundee received a request to provide Corel graphics software for its Dare to be Digital games development competition, it asked Corel Corporation for help. Thanks to a Corel Academic Site Licence, the university ensured that participants had access to all the software they required.

### ISSUES

Quickly deploy the latest Corel graphics software

### SOLUTION

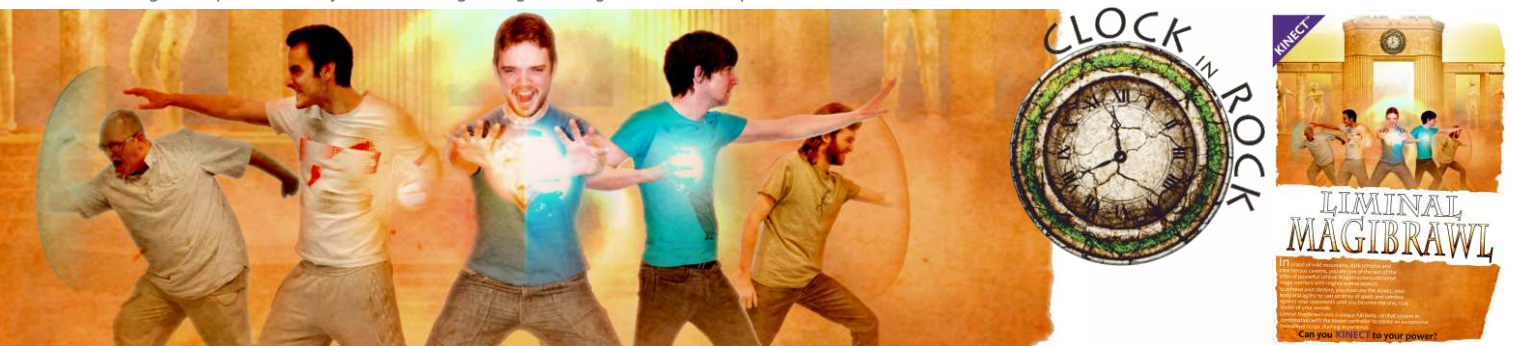
Corel Academic Site Licence, comprising:

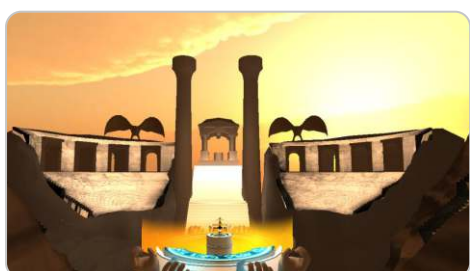
- CorelDRAW® Graphics Suite
- Corel® Painter®
- Corel® VideoStudio®
- Corel® PaintShop® Pro
- Corel® PDF Fusion™

*"Thanks to the Corel Academic Site Licence for Dare to be Digital 2012, we were able to ensure that competitors who had requested Corel graphics software could use it."*

University of Abertay Dundee

Liminal Magibrawl promotional flyer and team logo designed using CorelDRAW Graphics Suite





The game in action, the colosseum and the finished characters, textured using CorelDRAW and Corel PHOTO-PAINT

"The teams were also given the use of Wacom® Intuos® graphics tablets and this worked wonderfully with CorelDRAW, Corel Painter and Corel PHOTO-PAINT," says Murphy. "It was because of this that I got a chance to use Corel software to create textures. I would frequently have Autodesk® 3DS Max®, Pixologic ZBrush® and Corel programs open on my workstation."



Only limited by their imagination. The team designed logos, t-shirts and business cards to promote their game



Making the most of CorelDRAW Graphics Suite - creating the textures on the final character models

### Latest software

CorelDRAW also helped produce the team logo, t-shirts, a large display banner, games documentation and even business cards. Murphy enjoyed the latest versions of Corel software too, helping generate stunning effects.

The event culminated with the Dare ProtoPlay video games festival where the teams were voted for by the public and games industry professionals. Although ClockinRock didn't win, taking part was a valuable learning experience.

Murphy is actively looking for work while keeping his graphics skills up-to-date. "I use Corel software pretty much every day. If I'm doing my CV I'm not doing it in Microsoft® Word®, I'm doing it in CorelDRAW."

For educational institutions requiring the latest creative graphics, digital art, video and photo editing software, the Corel Academic Site Licence ensures predictable budgeting in tough economic times. And with no annual reporting requirements, licensing your software doesn't get any simpler than this.

*"If you are trying to teach someone how to be a designer, they're not going to feel like a designer if they are using Microsoft Paint. I would definitely recommend CorelDRAW. What it imparts to the student is that they are using something professional to create something that looks much more polished"*

Tony Murphy, participant



Corel Corporation  
1600 Carling Ave.  
Ottawa, ON  
Canada K1Z 8R7

Corel UK Limited  
Sapphire Court  
Bell Street  
Maidenhead  
Berkshire SL6 1BU  
United Kingdom

Corel GmbH  
Erika-Mann-Str. 53 (Haus 7)  
80636 München  
Germany