

- по текущему местонахождению (статусу) документов;
- отчеты должны содержать основные атрибуты документов и ссылку на них.

#### 5. Автоматизация процесса согласования:

- автоматическая регистрация документов;
- автоматическое сохранение всех версий документов в процессе согласования;
- создания шаблонов типовых сценариев согласования документов;
- использование для маршрутизации документа карточки задания, которую пользователи должны получать в свою личную папку;
- фиксация замечаний согласующих лиц в листе согласования.

#### 6. Подсистема информационной безопасности:

- идентификация и проверка подлинности субъектов доступа при входе в систему по паролю условно-постоянного действия или с использованием персональных программно-аппаратных средств строгой аутентификации;
- контроль доступа субъектов к защищаемым ресурсам (электронным документам) в соответствии со сформированной системным администратором.

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## **DEVELOPMENT OF GRAPHIC DESIGN OF CHARACTERS FOR GAME «NEVERLAND»**

Within the framework of this project, a graphic design of characters and decorative elements for an interactive 2D game was developed, and tools for their implementation were studied: Adobe Photoshop and Unity.

The main objectives of the project were:

1. Development of graphic design characters.
2. Choosing a color palette to indicate the key details of the characters.
3. Creating an animated model for introducing an interactive into the game.
4. Development of decorative elements and their animation.

To create characters, the graphic editor Adobe Photoshop CS6 was used. The character size in this project is 15x34 px, the graphic design is shown in Figure 1.

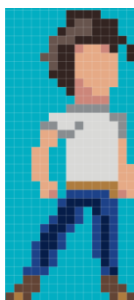


Figure 1 – Graphic Character Design

In the course of the work, a palette of 10 colors was chosen, 5 of which are the main colors of the character and 5 additional, which emphasize different details, such as a shadow or folds on clothes. After creating the model, 9 animated transitions were created: 5 animations are basic (running, walking, breathing, jumping in place and jumping on the run); and 4 combat animations that are responsible for the attack of the character (punch, kick, jump kick and weapon attack).

After the character model was drawn and animated, decorative elements were created and animated. Decorative elements include elements that are visible to the user, such as: background, candles, inventory, health indicator, endurance indicator and block of text, as well as various pop-ups like attribute indicators.

All animations of the model and decorative elements were drawn frame by frame. Next, each frame was moved to a separate window of 1920x1080 size and all frames were put in line. After all the animation was transferred, the background of the composition was deleted, after which it was saved in PNG format and was transferred to Unity for sprite separation and further use of these sprites for the project, Figure 2.

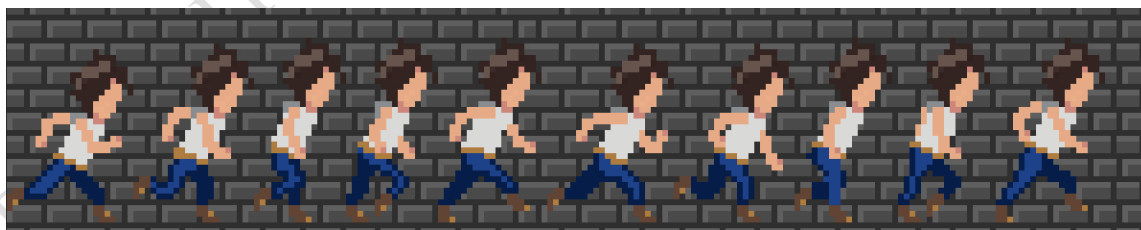


Figure 2 – Sprites for running animations

As a result of this work, the process of creating a character's graphic design and its animation was studied in detail, and the graphic design of decorative elements and their animations was developed.