

Global Game Jam 2010

Freebies

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Autodesk

About Autodesk in Games:

Autodesk provides powerful, integrated content creation tools and production-proven middleware, enabling game artists and developers to help create more innovative in-game experiences. For additional information about Autodesk, visit www.autodesk.com

- www.autodesk.com/edcommunity
 - **6-month trial versions for 3ds Max and Maya for students**
 - Curriculum and learning resources
- www.autodesk.com/creativecareers
 - Short interviews and biographies from young professionals
- www.area.autodesk.com
 - Entertainment and Visualization community site
 - Blogs, downloads, galleries, archived MasterClasses, and more

Mixamo

1. Registrants who don't have an account with Mixamo:
 - a. Create a free account on Mixamo, here: <http://www.mixamo.com/signup>
 - b. Make sure to enter a valid email address
 - c. In the "Promo Code" text box, enter the code: **GGJ2010**
 - d. Submit your account information
 - e. Activate your account from the email that Mixamo sends you
 - f. Check out the GGJ blog as well – Mixamo will be posting videos and other entries here leading up to the event!
 - g. That's it! Get to know Mixamo before the GameJam event occurs by checking out the following resources:
 - i. FAQ: <http://www.mixamo.com/c/faq>
 - ii. Tutorial videos: <http://www.mixamo.com/c/tutorials>
 - iii. Mixamo Community Forum: <http://community.mixamo.com/>
2. Registrants who already have an account with Mixamo:
 - a. Log in to www.mixamo.com
 - b. Go to "My Account" and enter the following code in the Redeem Promo Code box: **GGJ2010**
 - c. Make sure your email address in your account is valid

NOTE: the code won't reflect any free credits in the registrant accounts until the event begins. And those credits will expire immediately after the event is finished. Our expectation is that these motions may ONLY be used for the purposes of the Global Game Jam event.

FMOD

<http://www.fmod.org/index.php/download>

Game makers and hosts can download our software directly from our site. This is the full version of the audio tool. All of the game makers may use the program at no charge for the event. And those that wish, may also use the program after the event as they develop their skills. With the proviso that when they turn the games into commercial properties, “for sale”, there will be license fees applicable.

Teams can download any of the versions of FMOD here. This includes the programmers API and the Designer program. It has PC, MAC and iPhone versions available for the teams to use. (license fees will be applicable if the game goes to commercial release)

All of these are completely free to use for the Global Game Jam teams.(note the PS3, 360 versions are only available for registered developers)

From World of Warcraft to Guitar Hero and Forza 3, if you play games, chances are you've heard FMOD in action.

Firelight Technologies doesn't just make audio products, we pride ourselves on making audio solutions for computer games developers. FMOD is a complete audio engine, which will handle all of the sound requirements of a game from 3D sound, to interactive music. FMOD Ex includes all of the tools required to easily use these features in your game world. We have gained a strong reputation for ease of use, powerful software-mixed architecture and comprehensive cross-platform support.

Not only do developers tend to find that they save a lot of time and money using our established tools and libraries instead of patching something together on their own, but they find FMOD offers them ways to do things they might not have considered on their own.

Imagine Cup

(USA Instruction Only - but note that this competition is open globally but the deadlines might be different it is a great opportunity for students everywhere using MS products)

Here's an opportunity to take all the creativity you're producing for Global Game Jam and apply it to Microsoft's Imagine Cup- a competition that can be an important step in your budding career either as a game developer or an entrepreneur in the game business. All you need to do is first- go to www.imaginecup.us to register and submit a storyboard no later than February 1st. (Your storyboard could even be just your game at the end of the Global Game Jam – it does not have to be an actual storyboard). Then, take your killer game that you produced for GGJ, spruce it up a little if needed and submit to us no later than March 15th to have a chance of reaching the US finals, meeting leading VC's who can help advise to get your project off the ground, up to \$8000 in prizes and a chance to connect with Microsoft and Avanade recruiting teams, all of which will take place in Washington DC in April, 2010. For all non US students or a third opportunity to showcase your work, visit the worldwide site [here](#) for more details.

“Who says saving the world isn't fun? First, it's thrilling to make a difference, and with the power of gaming, people can have fun while fighting global issues. Blow us away! Build a full game from scratch. Make it something that is truly outside the box. The 2010 Imagine Cup theme is: “Imagine a world where technology helps solve the toughest problems.” When coming up with game ideas, get inspired and educated by reviewing the eight United Nations Millennium Development Goals. The competition pushes you to use your creativity and drive to make it to the United States Finals. And don't forget—you can also enter your project in the 2010 Worldwide Imagine Cup to compete for a chance to make it to the Worldwide Finals in Poland!

Here's how it works:

- Create a team of up to four US Students, 16 years or older, including you.
- Register your team for the competition at www.imaginecup.us
- Get to work on the storyboard for your game for Round 1. Your storyboard can even be your game (as is) from the Global Game Jam! We'll review your entry, and everyone is automatically included in Round 2 of the competition.
- From Round 2 entries, we'll judge your game demo, play instructions, and playable game (at least one level).
- Ten finalists (five teams from the fall and five from the spring) will move on to the United States Finals in April. By the time the Finals roll around, we'll expect you to have a complete, working game, along with screenshots, instructions, and a summary of your project. The ten finalists will be flown to Washington, D.C., to compete for the grand prize—\$8,000 in cash! Unfortunately, we can't guarantee you a spot in the Worldwide Finals, but you're definitely encouraged to enter the project you created for the U.S. Imagine Cup into the Worldwide Site competition.

You can submit your project as soon as today, but the deadlines are:

Spring Round 1: February 1, 2010

Spring Round 2: March 15, 2010

U.S. Finals: April 2010

For questions, email us at icus@microsoft.com. Good luck!"

IndieCade Competition

IndieCade, the International Festival of Independent Games, invites participants to submit games created at the Global Game Jam for consideration in its 2010 Festival, taking place in October in Culver City, CA. Now in its third year, IndieCade is the only stand-alone indie game festival in the U.S., and the only one that is open to the public. In support of the Global Game Jam, IndieCade has established a special discount for Global Game Jam games. To get the special discount, go to the submissions page at <http://www.indiecade.com> and use the code GGJ2010. An announcement will be sent to the Global Game Jam list when submissions open in February.

Mo' Minis

Go to <http://www.mominis.com> and Sign Up (each developer has to sign-up prior to downloading the Studio, making sure he notes GGJ as referrer) – Alternatively, you can use the following link:

http://www.mominis.com/Invitation/?utm_source=GGJ&utm_medium=E-mail&utm_content=Contest&utm_campaign=GameCast%2B2

After registration the developer downloads the Studio according to his/her OS.

After installing the Studio, the developer is invited to use our extensive 'Getting Started' section, filled with:

Tutorials - <http://mominis.com/tutorials/>

Graphics Library - <http://mominis.com/create/graphics.php>

Sample Games - <http://mominis.com/sample-games>

Fotolia

Fotolia is proud to sponsor the 2010 Global Game Jam. With royalty-free images starting at just \$1, you can now afford to add images to your apps without breaking the bank!

We love supporting young (and young at heart) coders and entrepreneurs. That's why we're offering each of you a free, premium 2 day subscription for the Global Game Jam event. Simply simply register **here**, and you'll get 5 free images each day during the event.

Over 1.5 million people prefer Fotolia, LLC for affordable, royalty-free images, graphics and HD videos. Founded in New York City in 2004, Fotolia spans the globe with websites in 10 languages and offices in 12 countries. With over 8,000,000 images to choose from, find it on Fotolia.

<https://www.fotolia.com/gamejam2010>

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Welcome Global Game Jam Developers

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Torque

Torque 3D software access for Global Game Jam teams

As a technology partner for Global Game Jam, Torque is proud to offer free licenses of our flagship Torque 3D game engine to all Global Game Jam participants. To take advantage of this offer participants are encouraged to visit www.torquepowered.com and click on the "Welcome Global Game Jam teams" blog post. The full directions for accessing free copies of Torque 3D will be posted on TorquePowered.com starting Wednesday January 20th.