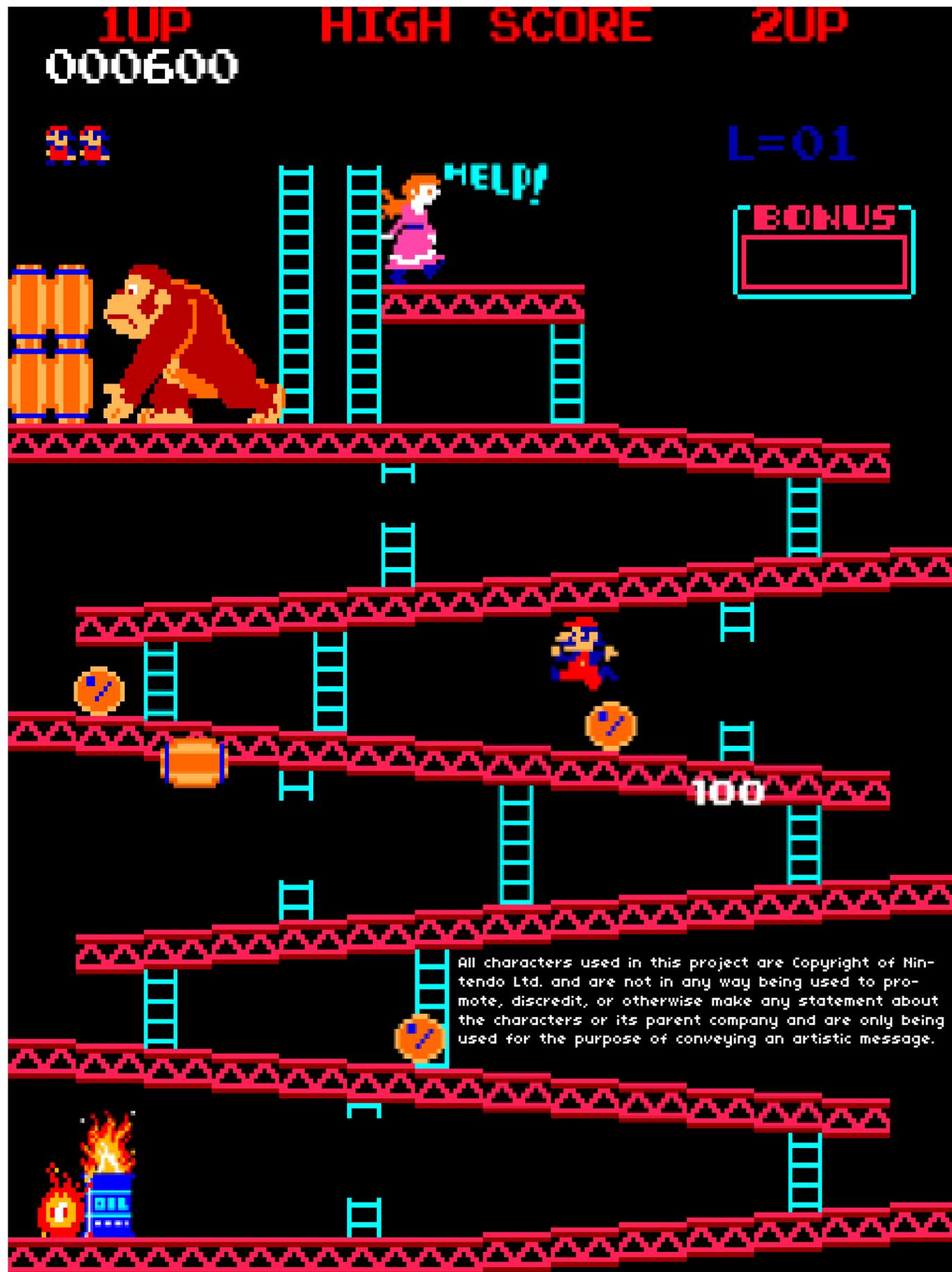


DONKEY KONG



## Initial Proposal

Donkey Kong --the classic arcade game about a gorilla who captures a damsel in distress and the lowly plumber who is charged to save her. He must overcome many obstacles, climb tall structures, and come face-to-face with the beast that stole his love away from him. In the end, the plumber saves his love and defeats the monster. The plumber, just your ordinary run-of-the-mill average man, overcomes all odds and becomes the hero.

What is college other than a long journey towards the top? A journey each and every student must submit to and then overcome it. A student must embrace the hardships he or she is charged with, learn from them, and then triumph over them, eventually reaching the end and becoming his or her very own, personal hero.

This proposal is intended to justify the construction of a structure similar to the one shown in the above photo in order to convey these stated messages in a way in which everyone, even your ordinary plumber can understand and enjoy. The building that is to be the construction site is located on University Avenue next such familiar places as The Swamp (the restaurant and the stadium), the Pita Pit, and I <3 NY Pizza. As well as being close to these popular student hang-outs, it also overlooks the north end of the University just across the street.

This building also fits the theme of Donkey Kong in that it has seemingly been under construction for years with no actual work done to it --the same environment in which the plumber scales in the age-old arcade game.

# DONKEY KONG

(working title)

Adam Grayson  
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## ABOUT THE ARTIST

Adam Grayson is a senior at the University of Florida (UF) in Gainesville, Florida. He is working towards his Bachelor's Degree in the Digital Media program under the college of Fine Arts as well as a minor in Computer Science. Over the years attending UF, Adam has taken multiple sculpture, installation, and digital classes, many of which will help in organizing, designing, and completing this project.

Ever since Adam was a young boy, he has always been enamored by video games. As he grew older, his passion for gaming developed and expanded into related areas such as anime, Japanese culture and society, computers/technology, art, and music (among other subjects). As such, many of Adam's projects are inspired by these areas of interest.

Throughout the years, Adam has been learning (teaching himself and being taught by others) many different skills in order to further himself as a digital media artist and hopeful video game maker (designer, production, sound, graphics, concept, etc. --Adam wants to do it all!). With this in mind, he is always searching for ways to both improve his previously acquired skills and learn new ones... constantly.

ADAM JEFFREY SAVAGE GRAYSON

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Website: <http://www.ajsgrayson.com>

## RESUME

### EDUCATION

UNIVERSITY OF FLORIDA, GAINESVILLE, FL \* Digital Media Major, College of Fine Arts. June 2006 - Present.

### TECHNICAL SKILLS

PROGRAMMING: C#, Java, HTML, Action Script, & CSS.

COMPUTER MODELING & ANIMATION: Autodesk 3D Studio Max & Autodesk Maya.

IMAGE CREATION, ANIMATION, MANIPULATION AND WEBPAGE DESIGN: Adobe Creative Suite.

VIDEO/SOUND CREATION & EDITING: Sony Vegas, Microsoft Windows Movie Maker, Apple Final Cut Pro, Cakewalk, & Apple iMovie.

PROGRAMMING, SOFTWARE DEVELOPMENT, & VISUAL DESIGN: Microsoft Visual Studio & Eclipse.

WORD, DOCUMENT, GRAPHIC, & DATA PRESENTATION: Microsoft Office.

DRAWING AND ANIMATION CREATION: Well experienced in the use of a Wacom Intuos Drawing Tablet.

### EMPLOYMENT

PERFORMANCE VIDEO, INC.: Freelance videographer responsible for set-up, videography, editing, and DVD authoring. 2004 - Present.

CHILDREN'S COMMUNICATION CENTER, INC.: General office duties, computer technical assistance, and web design initiated. 2002 - Present.

CAMP COUNSELOR, MACLAY SCHOOL: Responsible for program, guidance and supervision of boys aged 5 - 12 years. 2003 - 2008.

### AWARDS

DEAN'S LIST, UNIVERSITY OF FLORIDA: Fall, 2007; Fall, 2008.

FLORIDA ACADEMIC SCHOLAR'S AWARD, FLORIDA BRIGHT FUTURES: Fall, 2006 to Present.

EAGLE SCOUT AWARD, BOY SCOUTS OF AMERICA: Earned November 2005; Awarded January, 2006.

ORDER OF THE ARROW, BOY SCOUTS OF AMERICA: Elected by members of Boy Scout Troop for induction into national camping honor society. Inducted June 2003.

THE BEST & BRIGHTEST AWARDS 2006: Received Honorable Mention, third place award in the Technology category. May, 2006.

NATIONAL YOUTH LEADERSHIP FORUM ON DEFENSE, INTELLIGENCE AND DIPLOMACY: Faculty nominated and participated in week long forum, Washington, D.C. October 2005.

HIGH SCHOOL HONORS: National Honor Society; Key Club; 11th-12th grades. National Spanish Honor Society; 11th grade.

HIGH BAND HONORS: District Solo Band Competition - Achieved Superior Ranking in Trumpet, 5th, 6th, and 8th through 12th grades. Auburn University Honor Band; 2005. Tri-State Honor Band; 2004. USAA National Band Award; 11th grade.

THE AUDUBON SOCIETY, APALACHEE CHAPTER: Recognized for community environmental service. May 2006.

### FOREIGN LANGUAGE

SPANISH: Education through AP 5 & Travel to Spain 2007.

### MEMBERSHIPS & ACTIVITIES

TROOP 109, BOY SCOUTS OF AMERICA: Member since August 2000.

PHILMONT SCOUT RANCH, BOY SCOUTS OF AMERICA: Self-reliant 10 days/nights backpacking on 70+ mile trek through Sangre de Cristo Mountains in New Mexico. July 2003.

### GENERAL INTERESTS/HOBBIES

TECHNOLOGY: Exploration & use of technology in creative graphical, musical, & general programming applications.

COMPUTER: Software development & application. Hardware modification & application.

VIDEO GAMES: Proficient at gameplay & interested in game creation & application.

MUSIC: Have written music for and transposed music between trumpet, keyboard, guitar, drums, clarinet and ocarina.

ART: Interested in creative computer graphic & multimedia pieces & applications.

## THE PROJECT INSPIRATION

This project stems from the age-old tale of the damsel-in-distress. Girl gets captured, hero comes to save her, the kidnapper is defeated, and the maiden and hero live happily ever after. Sounds easy, right? Sure, why not? That's all there is to it in the movies. But how deeply have you ever thought about the actual struggle that is undergone by the hero? How many obstacles must he tackle? How many foes must he vanquish? How many times must he narrowly escape certain death? How far will he go to save his love? How many times must he save the fair maiden? And in the end, is it all worth it?

Donkey Kong is a classic arcade game created by Shigeru Miyamoto, considered by many to be the father of modern video games. Miyamoto created such stand-out video game series such as Donkey Kong, Starfox, The Legend of Zelda, (and more recently) Wii Sports, Wii Fit, Wii Music, Nintendogs, and, of course, Super Mario Bros. I've chosen to base this project off of Miyamoto's very first game (you guessed it)--Donkey Kong.

Donkey Kong is about a giant gorilla who was mistreated by his master, a carpenter named Jumpman (now known as Mario). Tired of being mistreated, Donkey Kong escapes from his master and steals Jumpman's girlfriend, Pauline. Donkey Kong then, with Pauline in his giant grasp, climbs to the top of a construction site and begins throwing objects down at his master. Jumpman is now faced with a very difficult task. Not only must he climb to the top of the tower to save his girlfriend, but he must also do so while avoiding the dangerous objects his ape is throwing at him. There are barrels, fires, springs, uneven platforms, falling blocks, and so on. At every turn, he .....In the end, after climbing multiple "levels" of the tower, Jumpman finally manages to rescue his girlfriend. Despite this, the game is not over; it restarts at the "first" level only at a harder difficulty. The game continues in this fashion many, many times over.

Jumpman was created as a carpenter to represent the average, everyday person; he is not a knight in shining armor nor is he Rambo or Bruce Lee or even Chuck Norris; he is just your ordinary working man. Despite his seemingly heroic shortcomings he nonetheless defies all odds and rescues his love.

The classic game of Donkey Kong is about overcoming insurmountable obstacles. This being done by, not a hero, but a regular, everyday person.

## CONCEPT

With this piece, I would like to articulate the hardships of the individual. Throughout our lives, humans are constantly undergoing unimaginable hardships, some harder than others. At times these troubles can seem too much to bear, yet what makes us unique and sets us apart perhaps from other beings is that we have the incredible ability to overcome, if by nothing else than sheer willpower. If we believe something hard enough, if we want something badly enough, we can always achieve it no matter what.

With that in mind, what is college other than an incredible obstacle? Not only is it an incredible feat just to make it to college (especially nowadays with the ever-rising GPA/SAT requirements), but also to attend for four or more years and eventually graduate? Absolutely amazing. So much work needs to be done, so much knowledge is acquired; relationships are made, relationships are lost; life lessons are learned and ever-lasting experiences are had, but when all is said and done, one must never belittle the amount of energy and devotion one puts into the eventual goal of graduating. Ironically enough, just like in the game, after such a tremendous feat is overcome, we begin it again (at what some would say is a "higher difficulty") with the rest of our adult lives.

As students, we may not be special yet, but we all have the potential to become greater than we or others ever expected; we have the capacity to become heroes, just as the lowly carpenter struggled to become.

## LOCATION

The proposed site of construction is the seemingly abandoned building on University Avenue and NW 18th Street. This building is right next to a chain of popular restaurants such as Pita Pit, Tijuana Flats, I <3 NY Pizza, Jimmy Johns, The Swamp, and so on. Because of all of these restaurants, the area is a very common hang-out for many of the students at the university. In addition to this, the building is located almost directly across from The Swamp (the stadium), and this is often arguably the most populated area on campus especially with the Gators doing as well as they are in sports (this is also a major entrance to the campus). University Avenue, the road, is also one of the main roads near campus. Because of these commonly populated areas, it is certain that the piece would gain a lot of attention. Aside from this, I believe the mentioned building is the perfect site for the piece as it inherently looks like the construction site environment that one sees in the game. Additionally, being five stories above the ground, Donkey Kong (referring to the depicted image of Donkey Kong on the top of the building rather than the piece as a whole) will be towering over both the people below and the surrounding buildings. On top of the (pun intended) pre-existing knowledge people may or may not have of the characters and the scenario from the game, this higher level of elevation along with the enormous size of Donkey Kong himself will serve to provide a sense of a huge obstacle that is overwhelming and in the way with the ever-moving Mario (Jumpman) continuously climbing the tower to rescue his love. The closeness to the school itself as well as the constant population of students in the immediate area will hopefully allow for the connection between Mario and the students/everyman and Donkey Kong and the obstacles we face each day.

## MATERIALS

The main component of this piece is planned to be a kind of flexible LED-lit tubing. These tubes are easily bent into different shapes, thus allowing for quick and simple manipulation. Semi-circular metal casing will be used to both reinforce the strength of the LED tubing and to provide a template into which the LED tubing can be fit for (re)installation purposes (it will allow the LED tubes to simply "snap" into place). The metal casing will also be mounted to the ground for support. The casing will need to be shaped only once; after that, the lighting can simply be bent and placed inside.

The LED lighting to be used will be LED Neon Flex Plus from LEDNeonFlex (online) unless further shopping and comparisons provides 1) more cost/energy efficient results and 2) better ease-of-use material. The company's web site can be found here:

<http://www.ledneonflex.com/index.php>

And the aforementioned product can be found here:

<http://www.ledneonflex.com/led-neon-flex-plus-5.html>

The lighting is weather and impact resistant; this greatly reduces worry of accidents due to things such as wind or rain.

## MATERIALS LIST

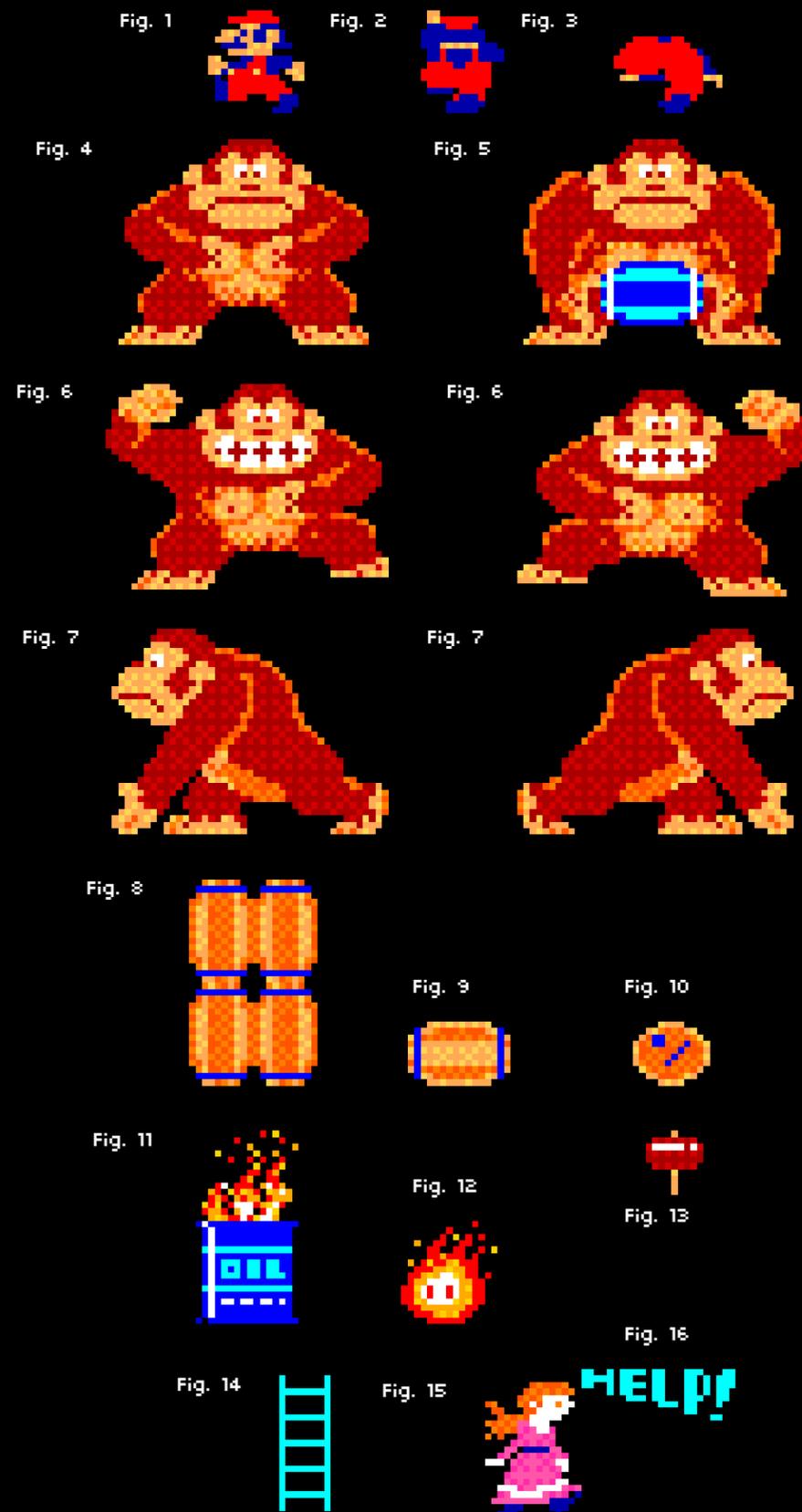
Material	Amount	Price/Unit	Total Price
LED Neon Flex (TM) Plus	~1,260 ft.	\$12-\$28/ft. (>150 ft.)	\$15,120.00-\$35,280.00
Aluminium Sheets	~1,260 ft. x 6 in. (52.5 sheets)	\$17.27 (8x18x0.025)	\$906.68
Electric Drill	1-3	\$199.00	\$199.00-\$597.00
Concrete Bit	1-3	\$21.22 (5 bit pack)	\$21.22-\$63.66
Concrete Anchors	~400	\$3.00 (25/pack)	\$1,200.00
Extension cords	65 (max)	\$5.42/25 ft.	\$352.30
Surge protectors	65 (max)	\$17.99	\$1,169.35
			TOTAL
			\$18,968.55-\$39,568.69

# SIZE

The building is four stories tall with a roof. Each floor is approximately twelve feet high.

The original video game characters and the environment are made out of pixels. I plan to create a direct relationship between pixels and inches. Each pixel will be the equivalent of four (4) inches. With that said, here are the sizes of each of the components:

Fig.	Character	Pixels (Width x Height)	Inches (Width x Height)
Mario			
1	Mario Run/Jump (right/left)	15x16	60x64
2	Mario Climb	13x16	52x64
3	Mario Step Up	17x12	68x48
Donkey Kong (DK)			
4	DK Stand	39x32	156x128
5	DK Toss Barrel (down)	40x32	160x128
6	DK Pound Chest (right/left)	44x32	176x128
7	DK Toss Barrel (right/left)	43x32	
Barrels			
8	Stack	20x32	80x128
9	Falling	16x10	64x40
10	Rolling (right/left)	12x10	48x40
11	Oil Barrel	16x30	64x40
12	Flame	15x16	60x64
13	Hammer	9x10	36x40
14	Ladder	8xXX*	32xXX*
15	Pauline	15x21	60x84
16	"HELP!"	24x8	96x32



# 3D RENDERS

