

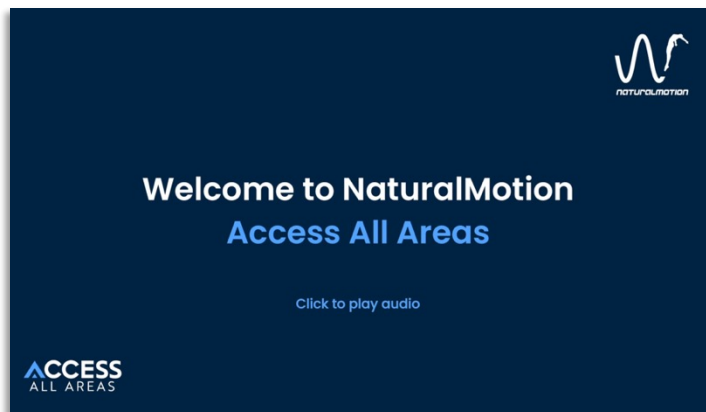
Welcome to ***Access All Areas***

This guide will show you how to make the most of the virtual environment

Access All Areas is a chance for students aged 14+ to explore careers in the games industry and examine the diverse range of talents and people needed to create amazing games.

We've created a virtual space, inspired by elements of our Zynga studios, to provide a range of content for you to get stuck into, showing you all that is involved in bringing games to life.

Make sure you move around, exploring all the rooms from different angles and perspectives, to make sure you don't miss a thing!



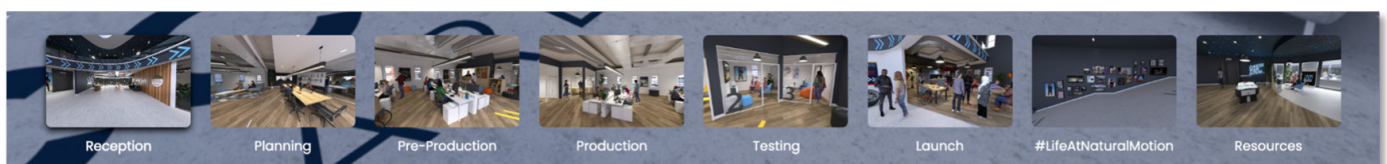
Desktop:

- To move around the environment, simply **click and drag** your mouse.
- You can also click along the **bottom panel** to jump between the rooms.
- Using your mouse, scroll up or down to **zoom in and out**.



Mobile:

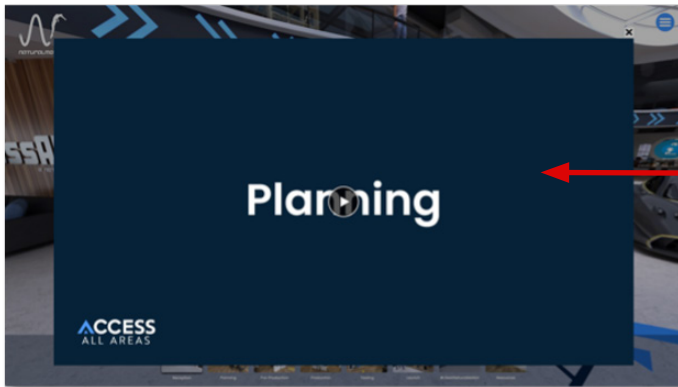
- You can interact with the environment in **landscape view**. If you swap to portrait, you will be instructed to rotate your screen.
- To move around the environment, simply **tap and drag** the screen around with your finger.
- Use two fingers to **zoom in and out**.



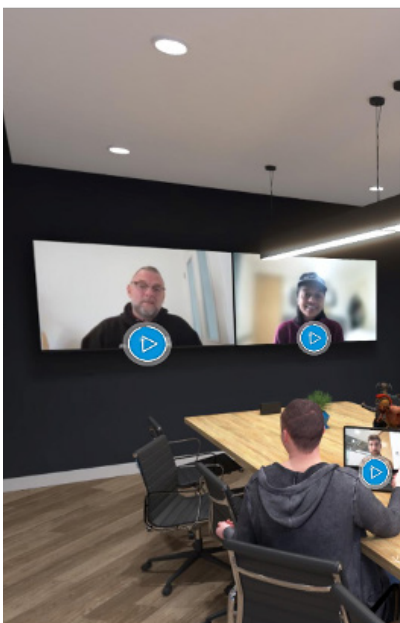
There are eight areas in total to explore.
Each area has a variety of content for you to see.

Click on the **red i icons** to learn more about each department.

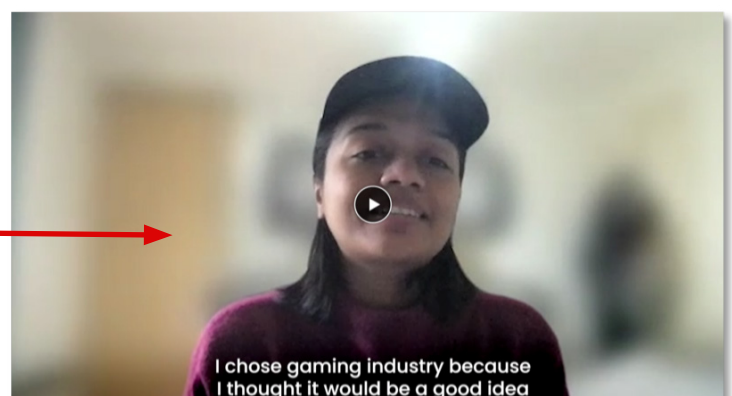
Select the **chevrons** on the ground to move between rooms.

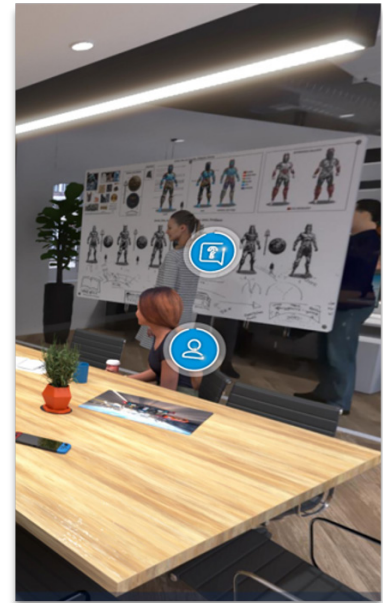


Click each of the **red icons** to see different types of content.

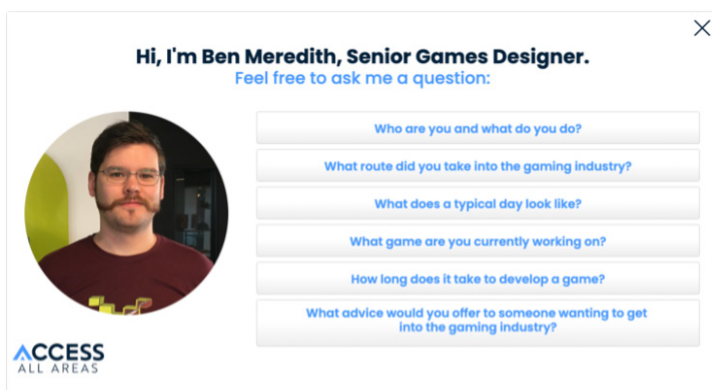


Click on the **play buttons** to watch video interviews with people working in different roles at NaturalMotion.

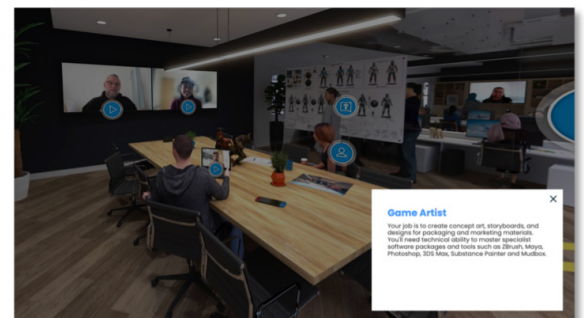




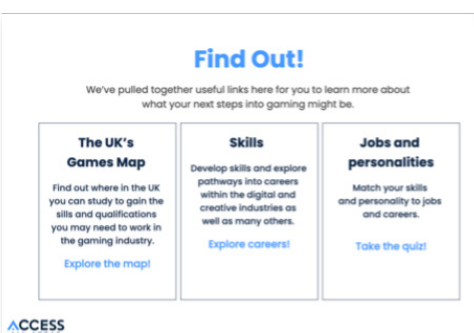
Click the **question ? marks** to find Q&As with people working in the games industry.



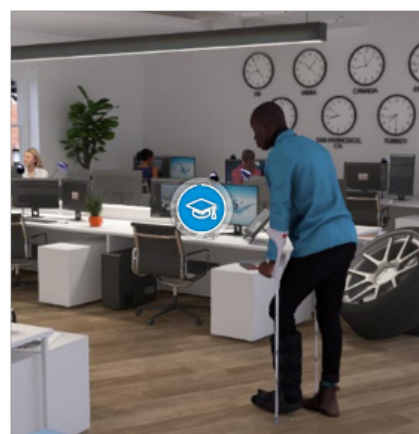
Click the **people icons** to find descriptions of jobs within the games industry. Maybe you'll find one you like!



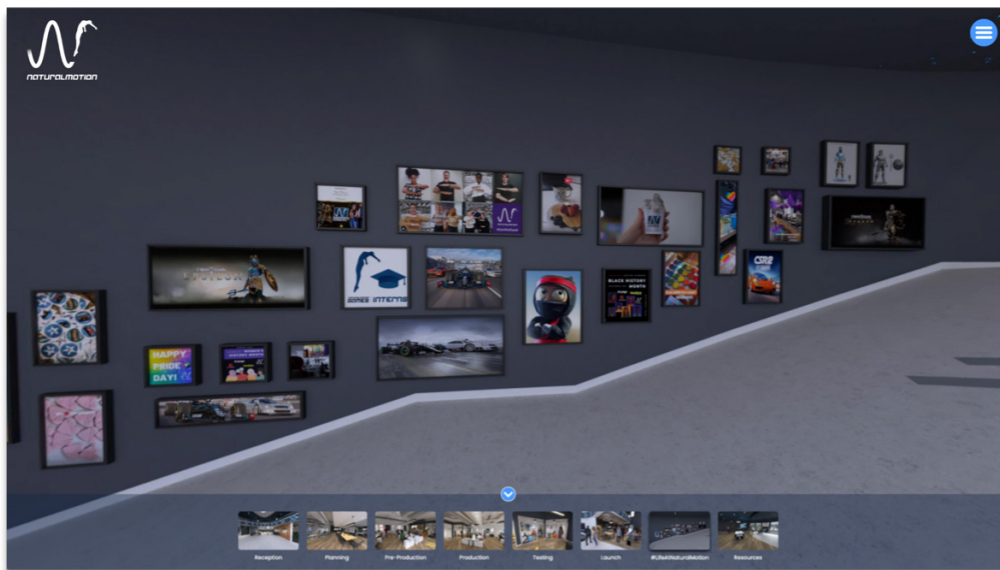
Click the **hat icons** to find useful links and resources to give you an insight into how to begin your career in the games industry.



Click the **information i icons** to discover the different stages involved in creating games as well as useful resources and pop ups.

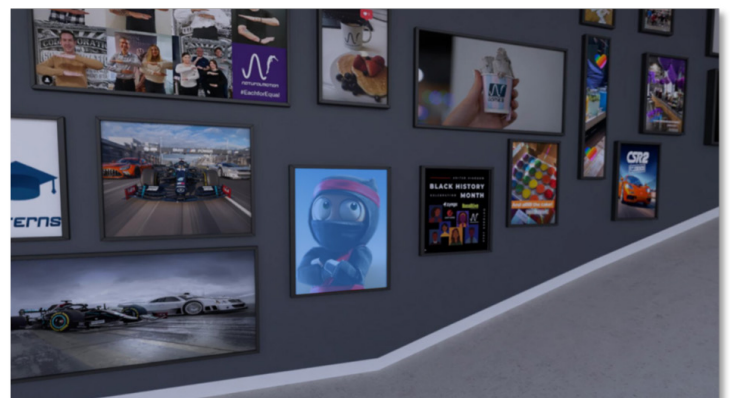
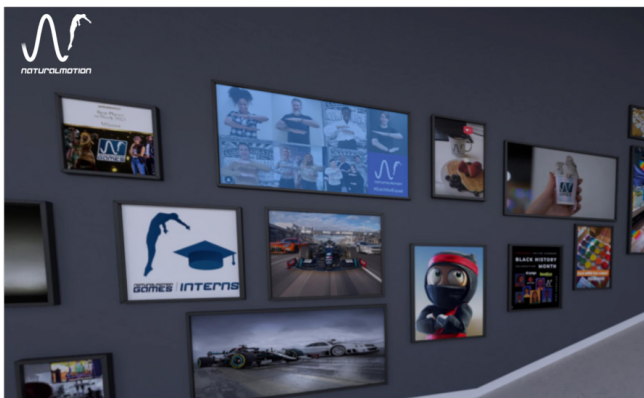


Don't forget to visit the **feature wall**
to see more of what goes on at **NaturalMotion**.



Search through the wall and find which frames
light up. See where the **pictures** take you.

Follow us online to stay updated with our news
and new releases **@zynga**



Finish your tour with a
trip to the **Resources Room**

Upstairs in the studio,
you'll find more **videos**
to watch as well
as **downloads** and
resources, setting you
up to begin your path
towards gaming.



Glossary

UI

User Interface

The user interface is the point where the human interacts with the game or device. This often refers to menus and display screens.

UX

User Experience

The user experience is how a user interacts with and experiences a product, system, or service.

QA

Quality Assurance

Quality Assurance is a way of preventing mistakes and ensuring the finished product is as good as it can be.

PM

Project Manager

Project managers are responsible for the planning, action, and execution of a project. It is their job to ensure the job is staying on track and to notice any potential hurdles or problems and work with the project team to overcome them.

Devs

Developers

Developers work to bring games from a concept to a playable reality. Often using coding to create visual elements, programming features, and testing all aspects of the game.

HR

Human Resources

The department of a business responsible for managing the human aspects of the organisation such as recruiting and training.

GFX

Graphic Design

Visual images or designs.

VFX

Visual Effects

The integration of live-action footage and other footage such as CGI elements to create realistic imagery.

MoCap

Motion Capture

The process of recording the movement of objects of people.

CGIComputer Generated
Imagery

The use of computer graphics to create or contribute to images in many forms of media, including video games.