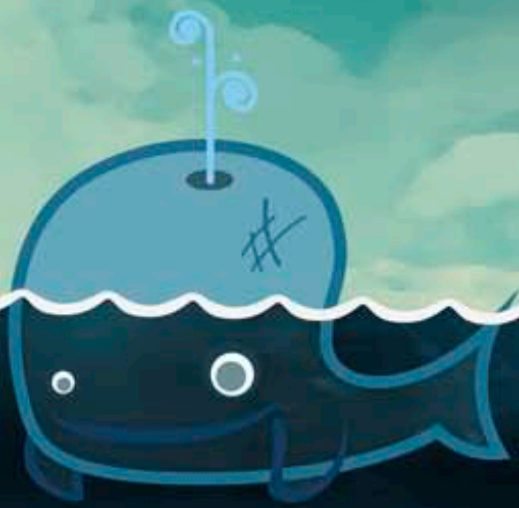


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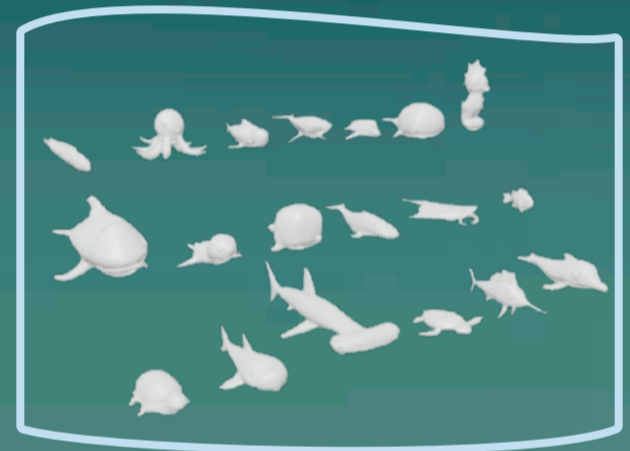
IN THIS EDITION: THE ASSET PRODUCTION QUEST CONTINUES AND MECHANICS.

ASSETS

This week the modelling process continued. The 3D artists were able to finish roughly around 90% of the models, this includes the animals that will be in the game, as well as all the non animated objects, such as cans and plastic bags. Also almost all the models were unwrapped and in regards to “static” objects almost all of them were textured and are ready to be implemented into the game engine.

GAME

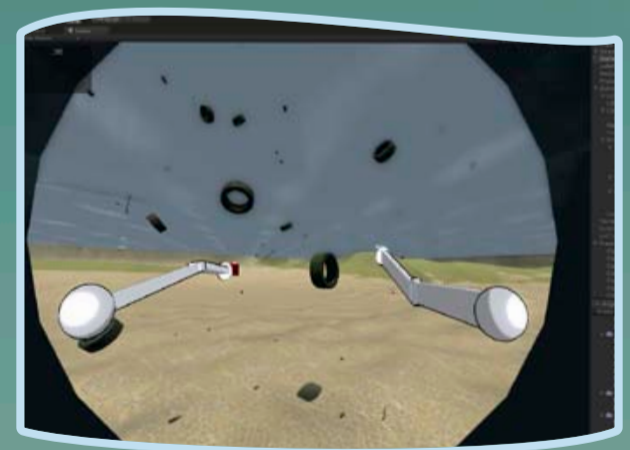
Because it is important to incorporate real world facts into our design, hazards were categorized to have three main interactions with the marine animals. In addition, a basic UI was designed to give the artists a framework for how hazard data information should be structured.



Assets

ALPHA V1.0

Our Alpha version included the submarine navigation and claws movement, spawning hazards and their interaction with the claws and the hazards to make them disappear both by contact and being attracted magnetic/suction like. The environment included caustic Efx, basic lighting and underwater depth simulation.



Alpha

NEXT WEEK

The production of assets should be completed. We will set the goal for Alpha 2.0 and build upon. We will also start rigging and animating the animals.

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