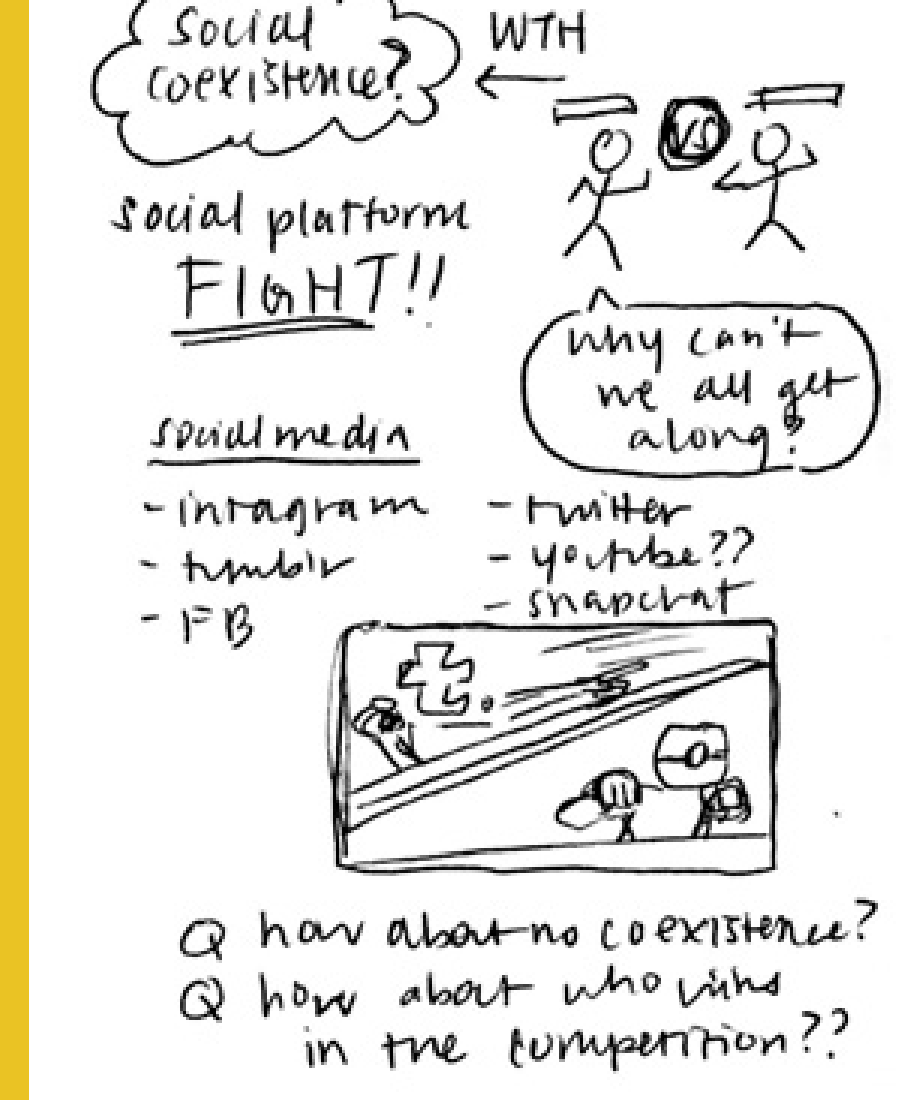
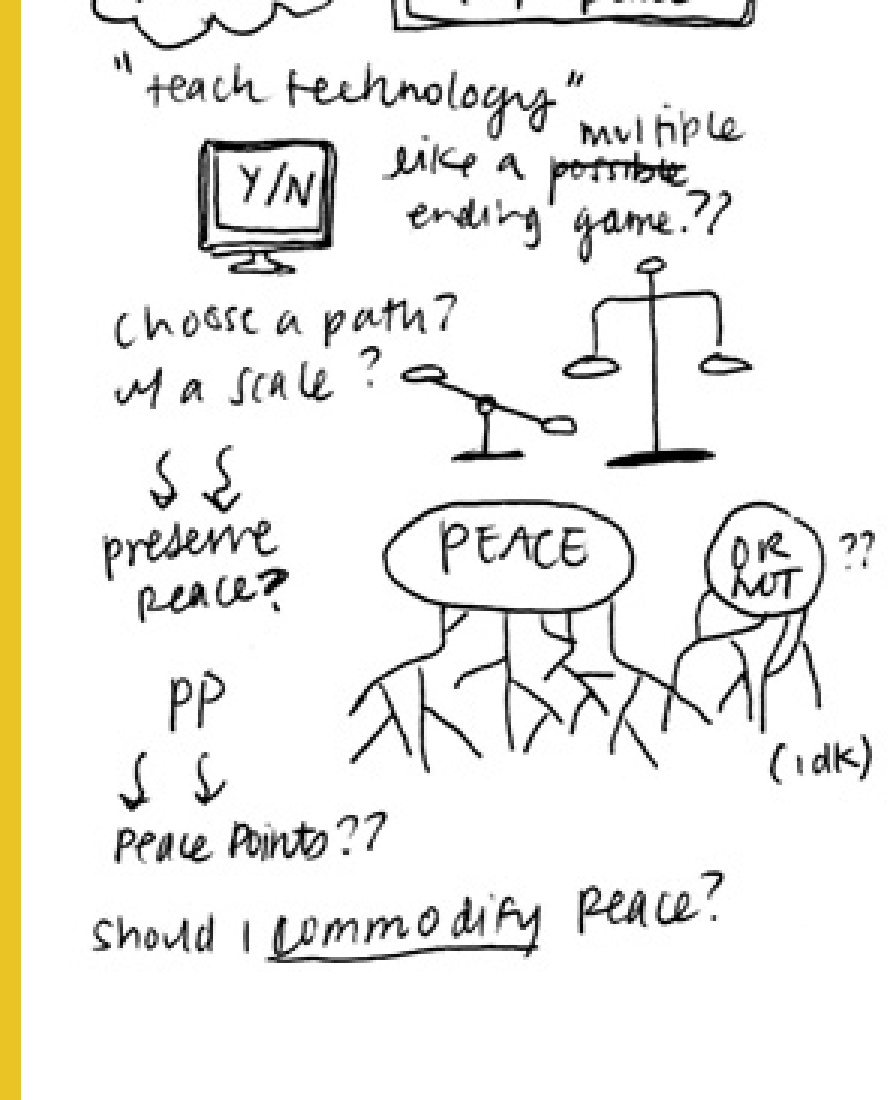
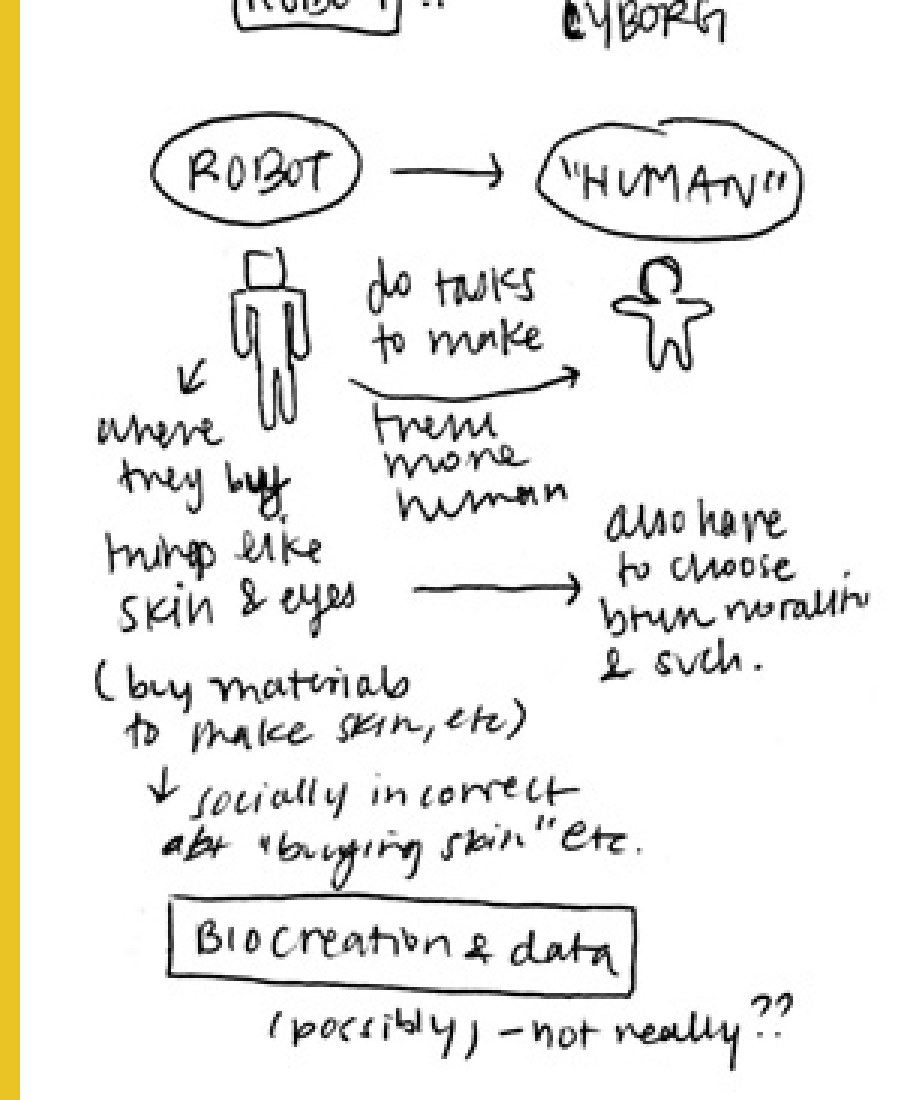


THE JOURNEY

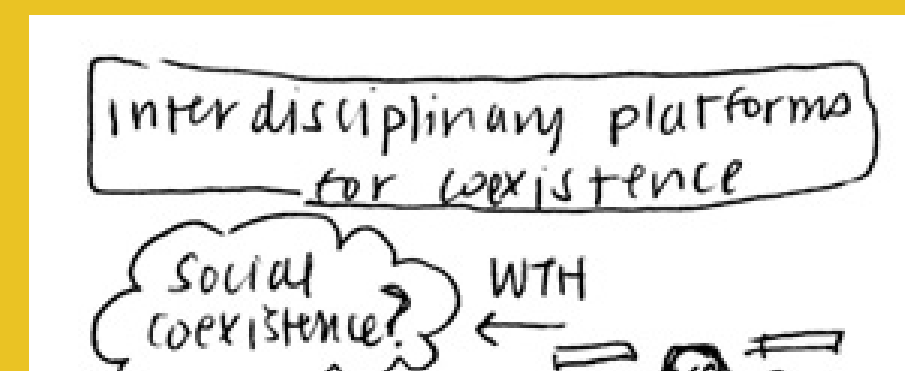
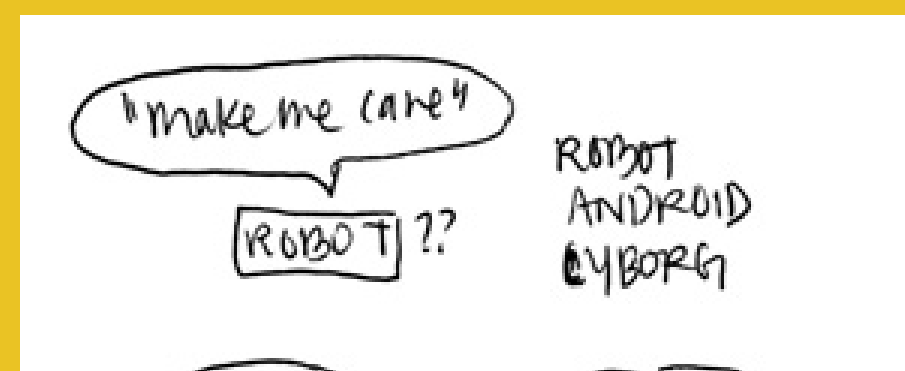
or i shouldn't have forced myself to do things i don't want to do



TOPIC BRAINSTORM.

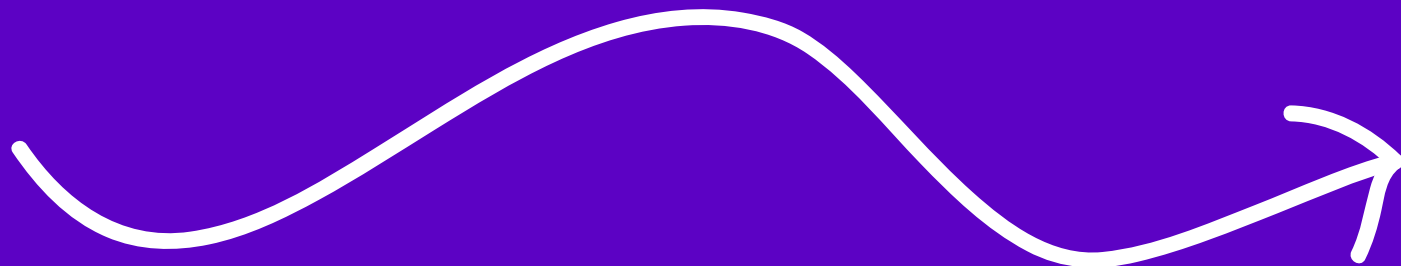
RETURN TO PORTAL

I'm still unsure on what I'll be making, but from what I could think up of, I might do a game of some sort.



WEEK 6

the proposal draft



WEEK 8

two storyboards

1. Title

Untitled *for now

2. Organizers and presenters' names and affiliations

Anh Lam – UC Davis, Design major

3. URL of the demo website or video

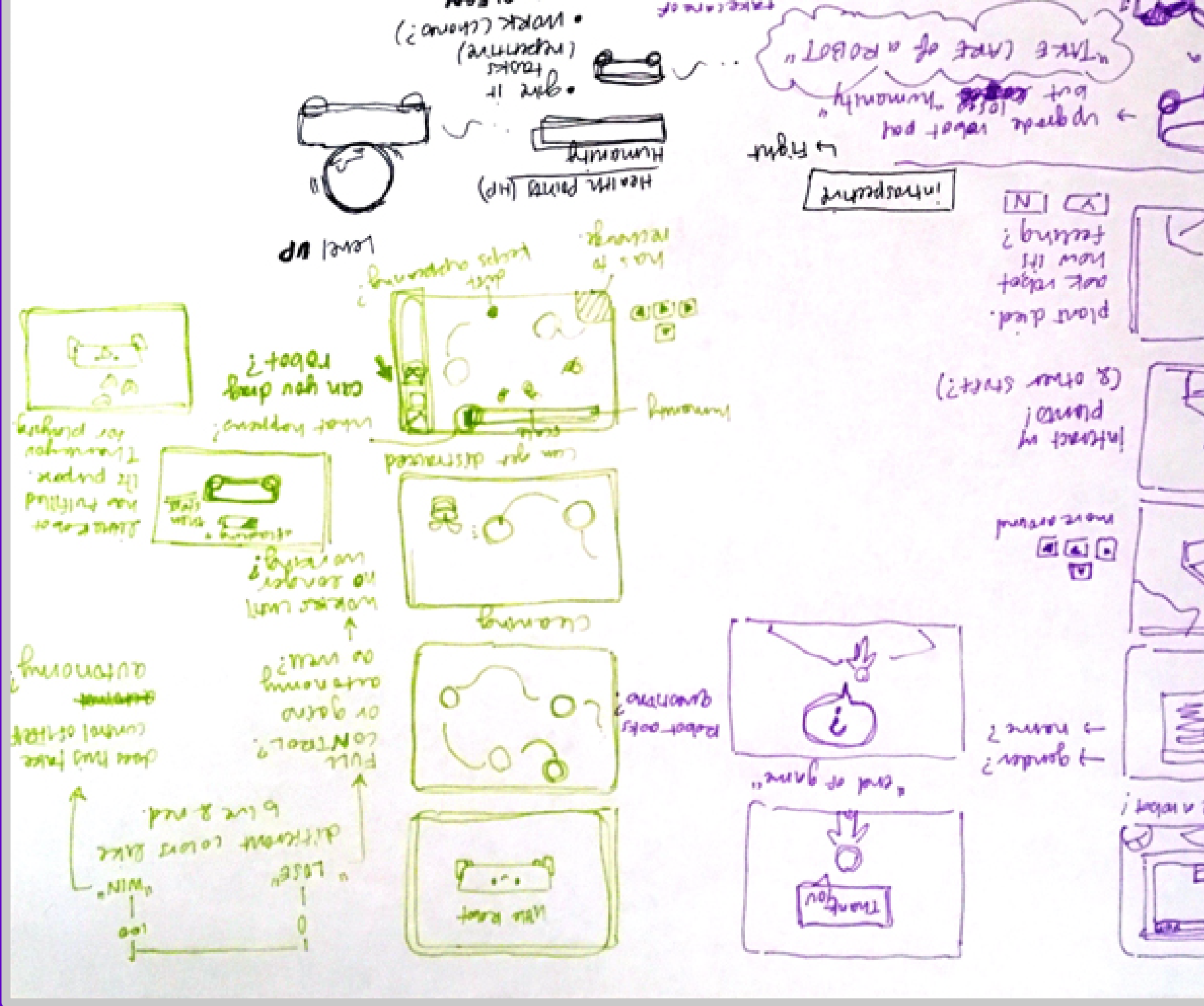
4. Abstract (ready for diffusion). 200 words maximum.

9hours.github.io/des157 *
*please refer back for more updates
*please refer to links under PROJECT

5. General description of the Project

The Game:
Taking care of a robot and teaching it how to be human. You can name the robot (or not). You can give the robot gifts. You can ask the robot how it's doing. The robot can perform different tasks and ask questions that you will have to provide the answers to (this might be difficult to code for).
What are the game mechanics?
I haven't hashed out what exactly I want yet, but I'm thinking of using the mouse (click and drag the robot) and the WASD keys to move the robot itself around.

6. From elenda: I'm not sure what they will be asking in this field, but I imagine they will want to see how you



1

no audience

2

no interest

3

library too
difficult to
understand

4

why should
i try changing
others?

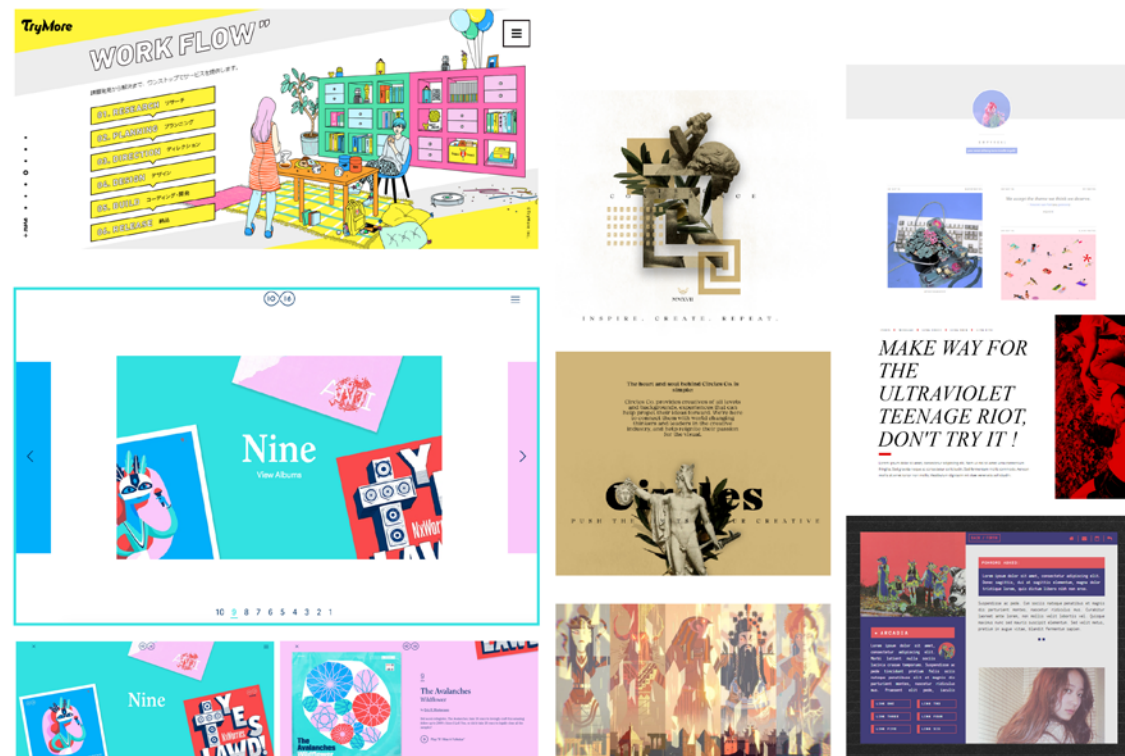
5

why should i
try changing
MYSELF?

VISUAL RESEARCH

A LITTLE LIGHT

WITH SIMPLICITY IN MIND (& BODY & SOUL)



SOME DARKNESS

3D LITE PHOTOS

