

01

02

03

04

05

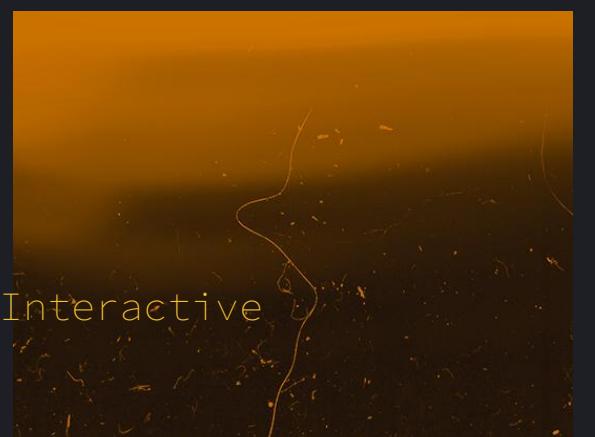
06

ANTLIA
1998

ORION
1998

Érimos Project

CONCEPT DISCOVERY



Akita Interactive



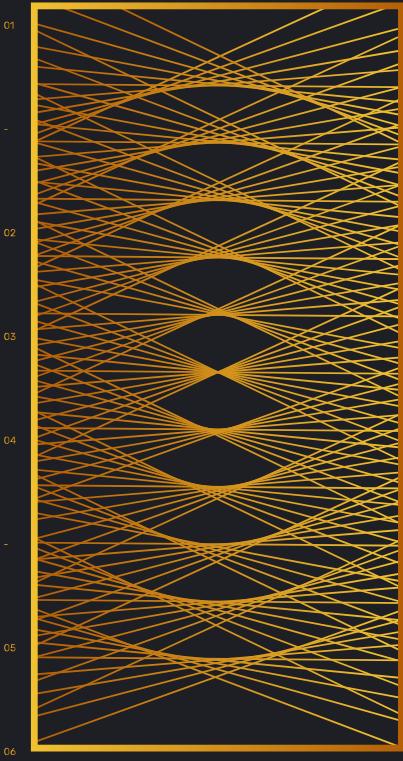


- | | |
|-----------------------------|------------|
| INFORMATION | 01. |
| VISION | 02. |
| CORE GAMEPLAY PILARS | 03. |
| MOODBOARD | 04. |
| STORY | 05. |
| SKETCHES | 06. |
| LEVELS | 07. |
| TECH AND TOOLS | 08. |
| VISUAL GOALS | 09. |
| COMPETITORS | 10. |



TABLE OF CONTENTS





01.

INFORMATION

General information

01

02

03

04

05

06





ÉRIMOS PROJECT

BY AKITA INTERACTIVE

Production

Claudia Martín
Mónica Martín

Leads

Isabel Lammens
Bernat Martínez
Baran Sürücü
Ehsan Zareh

Artists

Eduardo Godoy

Game Design

Vicenç Bosch
Marius Dambean
Clàudia Escuder
Eduard Gállego
Joel Herraiz
Phan Nguyen
Eric Torres

Programming

Armando González
Bernat Güell
Enrique Imbert
Miquel Miro
Edward Regas
Alvaro Soppelsa

01



02

03

04

05

06





02.

VISION

Short summary of the game from
different perspectives

01

02

03

04

05

06

01

02

03

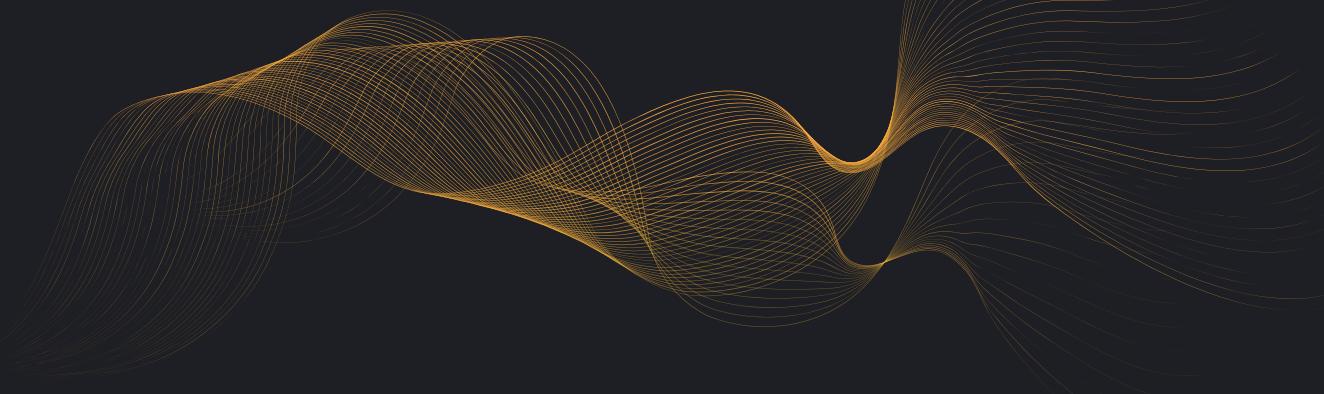
04

05

06

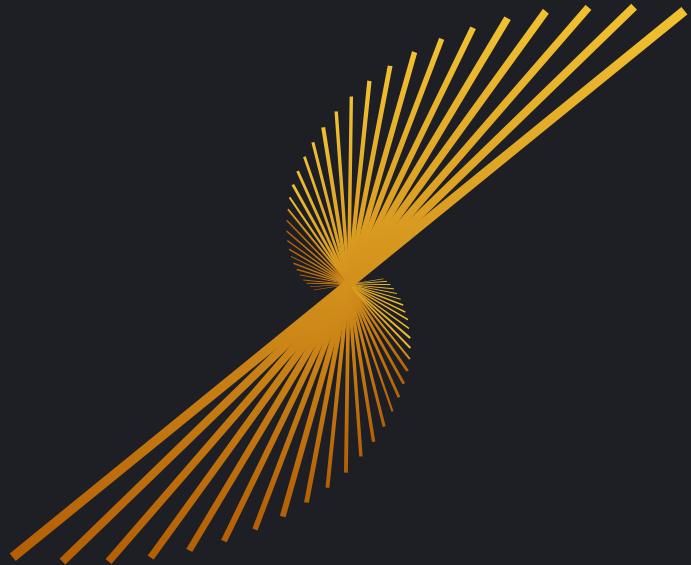
Érimos Project is a **fast paced** **hack-and-slash** set on a faraway desert planet **infested by parasites**. You will immerse yourself in a story shrouded in **mystery**, high octane action, and challenging **puzzle solving** that will test your timing and skill. Choose from a variety of parasites extracted from dead enemies that will become your **ever-shifting** **arsenal**, giving the game a high level of **replayability**. Collect relics to solve puzzles and traverse through the depths of the parasite's home in a culmination of action, rapid movement, and skill.





**“Meet your long-awaited destiny as you hack
through hordes of otherworldly beings.”**





03. CORE GAME PILLARS

01

02

03

04

05

01

02

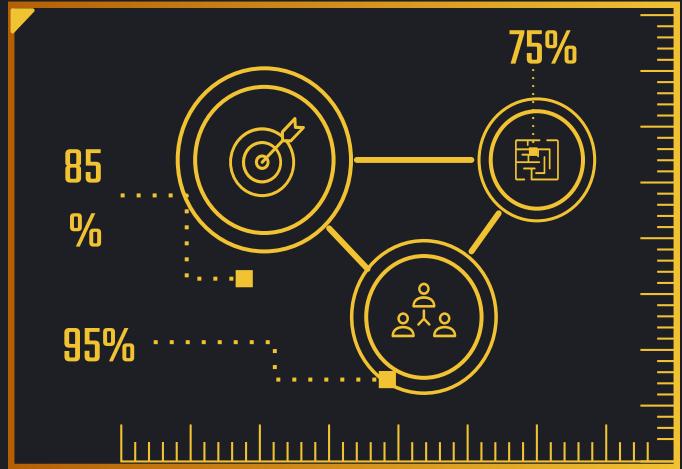
03

04

05

06





04. MOODBOARD

One page document to understand the game

01

02

03

04

05

06



01

02

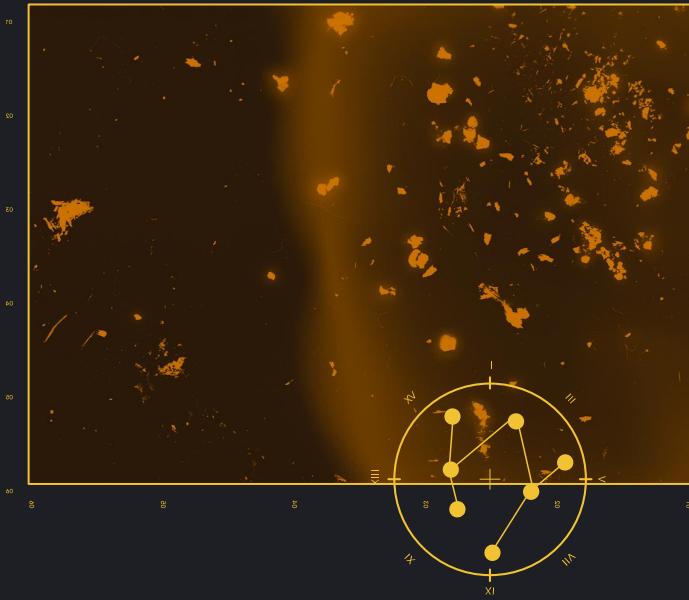
03

04

05

06

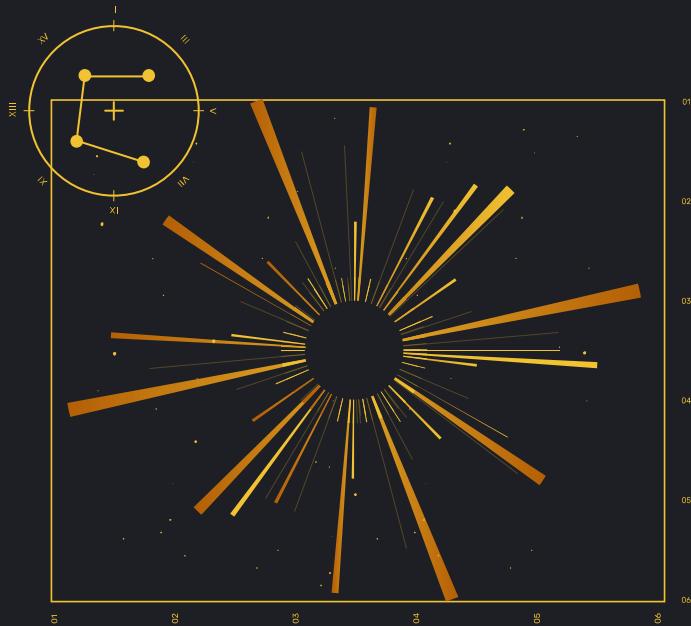
010203040506



05. STORY

General lore behind the game





06. CHARACTERS

Three differently themed proposals

01

02

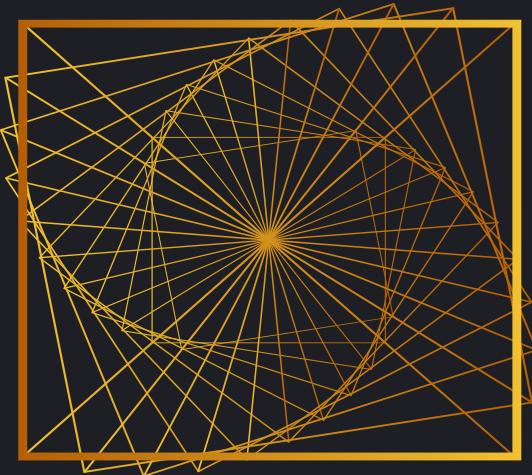
03

04

05

06





07. LEVELS

Level One, Two and Boss proposals

01

02

03

04

05

06





08.

TECH AND TOOLS

Art, Programming and Management Tools

01

02

03

04

05

01

02

03

04

05

06





Types of tools

Artistic

- 3D modeling
- Image Editing
- Animation

Organisational

- Task Board
- Visual Design Board
- Communication
- Source Control

Programmatic

- Integrated Development Environment (IDE)
- Game Engine





3D Modeling/Animation Software

01



3ds Max



Maya



Substance
Painter



02



ZBrush



03

04

05

06



1

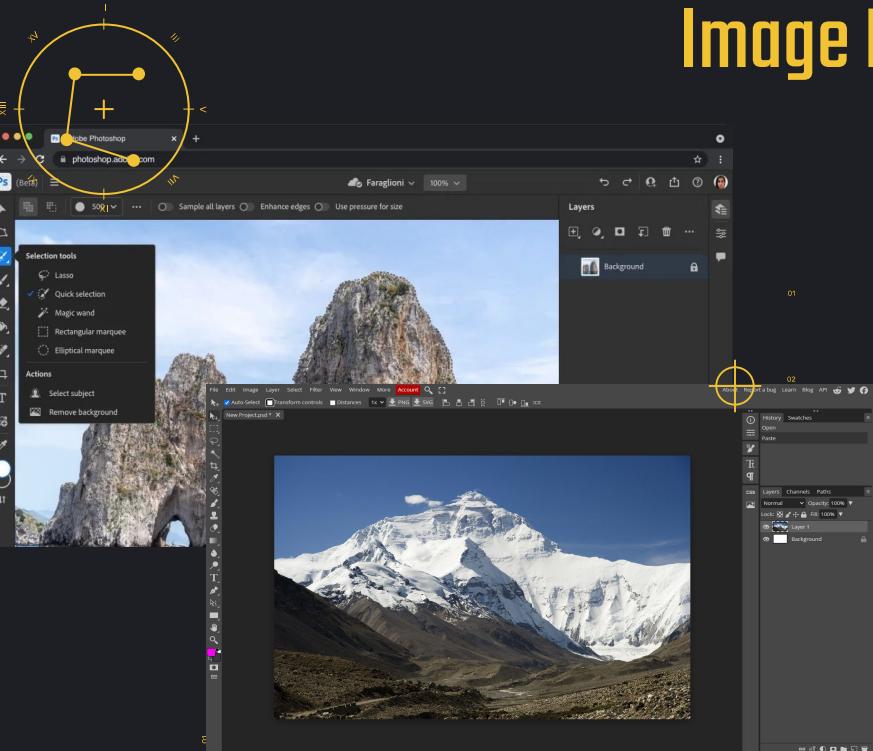
2

3

4

5

6



01

02

03

04

05

06



Image Editors

PhotoShop & Photopea



Professional image editor from Adobe and free browser-based alternative to it.



01

02

03

04

05

06



0

0

0

0

0

0



01

Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management
- No Dark mode

The screenshot shows a ClickUp workspace titled "Akita Interactive's Workspace (Board)". The interface includes a navigation bar with File, Edit, View, History, Window, and Settings options. Below the navigation is a search bar and a sidebar with Home, Notifications, Show more, Favorites, and Spaces sections. The main area features a task board with three columns: TO DO (4 tasks), PLANNING (0 tasks), and IN PROGRESS (0 tasks). The tasks listed are:

- Web > Web: Create page showing Game Vision Document (Due Mar 28 - Apr 3)
- Web > Web: Create page showing team info, photo, portfolio (Due Mon - Mar 20)
- Web > Web: Create page with the UML (Due Mar 28 - Apr 3)
- Web > Web: Create "blog" with several posts (Due Mon - Apr 3)

At the bottom of the task board, there are "+ NEW TASK" buttons for each column.

02

03

04

05

06





0

0

0

0

0

0



01

Visual Design Board



Virtual online White board
for sharing ideas and
designs

miro free* | Team B - Corrupted Titan | 🔍 | 🌐 | ☰ | 🔍 | Share

level proposals

Surface

Underground

2 special mechanics (different from HLD)

- clear corruption
- teleport (blink & backtrack)

General mechanics

- Shoot
- Dash
- Grab
- Attract (black hole bombs)

Special Bonuses

- Black Hole Bombs
- Explosive
- Dash
- Backtrack
- Navigate

Black Hole Bombs

Explosive

Dash

Backtrack

Navigate

Ranged weapon

Heskaht

Charge Shot

Passive ability

Spear Song

Sword stash (if there is a sword)

Adaptable Bio-Weapon

Interactive Environment objects

Combat Timing Mechanic (Xinda?)

General Enemy Mechanic

WEAPONS

See recent changes



02

03

04

05

06



0

0

0

0

0

06

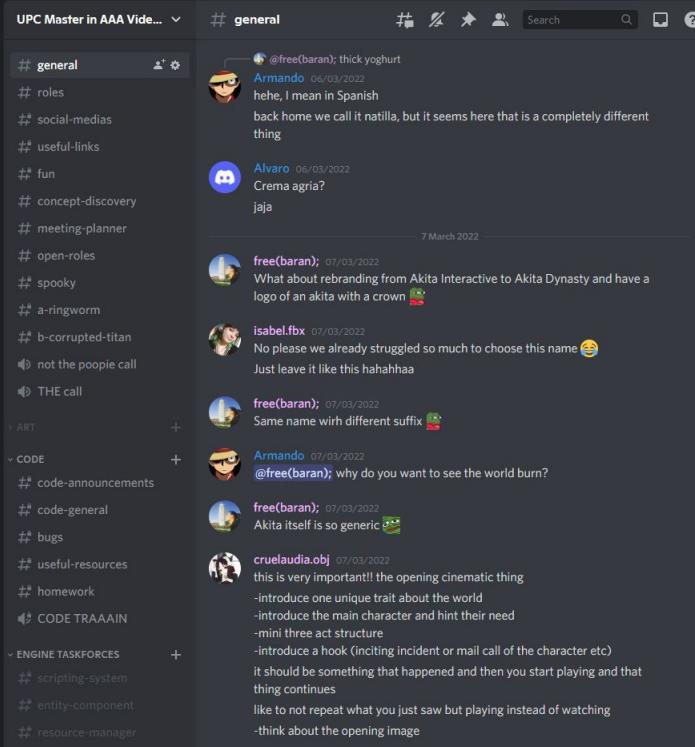


01

Communication

Discord 

- Free
- Easy to set up
- Multiple chat rooms for different subjects
- Voice calls and screen sharing
- Quick Code snippet and image sharing



The screenshot shows a Discord server interface for "UPC Master in AAA Vide...". The left sidebar lists several channels:

- # general
- # roles
- # social-medias
- # useful-links
- # fun
- # concept-discovery
- # meeting-planner
- # open-roles
- # spooky
- # a-ringworm
- # b-corrupted-titan
- 🔊 not the poopie call
- 📞 THE call
- ART
- CODE
 - # code-announcements
 - # code-general
 - # bugs
 - # useful-resources
 - # homework
 - CODE TRAAAIN
- ENGINE TASKFORCES
 - # scripting-system
 - # entity-component
 - # resource-manager

The main window shows the #general channel with the following messages:

- @free(baran); thick yoghurt Armando 06/03/2022 hehe, I mean in Spanish back home we call it natilla, but it seems here that is a completely different thing
- Alvaro 06/03/2022 Crema agria? jaja
- free(baran); 07/03/2022 What about rebranding from Akita Interactive to Akita Dynasty and have a logo of an akita with a crown 🐶
- isabel.fbx 07/03/2022 No please we already struggled so much to choose this name 😂 Just leave it like this hahahha
- free(baran); 07/03/2022 Same name with different suffix 🐶
- Armando 07/03/2022 @free(baran); why do you want to see the world burn?
- free(baran); 07/03/2022 Akita itself is so generic 🐶
- cruelaudia.obj 07/03/2022 this is very important!! the opening cinematic thing
 - introduce one unique trait about the world
 - introduce the main character and hint their need
 - mini three act structure
 - introduce a hook (inciting incident or call of the character etc)
 - it should be something that happened and then you start playing and that thing continues
 - like to not repeat what you just saw but playing instead of watching
 - think about the opening image



02

03

04

05

06



0

0

0

0

0



01

File Edit View Repository Branch Help

Current repository Hachiko-Engine

Changes History

Select branch to compare...

Merge pull request #14 from AkitaInteractive/improvements/memory-leaks-fix...
Armando · Feb 23, 2022

updating source folders to be lowercase
Armando · Feb 22, 2022

Merge pull request #13 from AkitaInteractive/separating-memory-leaks-reporting-code
Armando · Feb 22, 2022

separating memory leaks reporting code
Armando · Feb 21, 2022

Merge pull request #10 from AkitaInteractive...
I. Banu Sunucu · Feb 18, 2022

[Fix] Style fix in WindowHierarchy.cpp
miquelmineto3 · Feb 18, 2022

Merge pull request #11 from AkitaInteractive...
Armando · Feb 18, 2022

[ADD] Exclusions vendors
Eric · Feb 18, 2022

more prove
Eric · Feb 18, 2022

Change version of msbuild
Eric · Feb 18, 2022

Try rebuild
Eric · Feb 18, 2022

[Fix] No cache for sonar msbuild
Eric · Feb 18, 2022

[ADD] Sonar properties
Eric97or · Feb 18, 2022

Update path build-wrapper
Mónica Martín · Feb 18, 2022

Commented schedule lines
Mónica Martín · Feb 18, 2022

Updated name to run build-wrapper
Mónica Martín · Feb 18, 2022

Create sonar-project.properties for Sonar C...
Mónica Martín · Feb 18, 2022

Create build.yml for Sonar Configuration
Mónica Martín · Feb 18, 2022

Fetch origin Current branch main Last fetched Feb 28, 2022

Merge pull request #13 from AkitaInteractive/improvements/memory-leaks-fix...
Armando · 15/9992 ± 4 changed files +12 -14 Now

Reporting Separating memory leaks reporting code

Source\Engine.vcxproj @@ -1,17 +1,5 @@ 1 #include "core/hephc.h" 2 + 3 #ifndef _DEBUG 4 #define DEBUG_NEW new(_NORMAL_BLOCK, __FILE__, __LINE__) 5 #define new DEBUG_NEW 6 #define _CRTDBG_MAP_ALLOC 7 #include <cstdlib> 8 #include <crtdbg.h> 9 #endif 10 11 void DumpLeaks(void) 12 { 13 _CrtDumpMemoryLeaks(); // Show leaks with file and line where 14 allocation was made 15 } 16 17 enum class MainStates 18 { 19 @@ -27,7 +15,7 @@ Hachiko::logger* Logging = nullptr; 20 21 int main(int argc, char** argv) 22 { 23 atexit(DumpLeaks); 24 _CrtSetDbgFlag(_CRTDBG_ALLOC_MEM_DF | _CRTDBG_LEAK_CHECK_DF); 25 Logging = new Hachiko::logger(); 26 Logging->Log("Main thread started"); 27 int main_return = EXIT_FAILURE; 28 29 } 30 }

Source Control



02

03

- Recorded history of the codebase
 - Powerful tool for collaboration
 - Branch system for working in parallel
 - Industry standard
- 04
- 05
- 06





Visual Studio

- “Bread & Butter” Code Editor
- Built in compiler
- Debug and performance measuring tools

A screenshot of the Visual Studio IDE interface. The code editor window displays C++ code for a material importer. The Solution Explorer window shows a project named 'Hachiko' with multiple components. The Properties window is visible on the right. The Output window at the bottom shows build logs. The status bar at the bottom indicates 'Ready'.

```
1 // Hachiko
2 // Material.h
3 // MaterialImporter.h
4 // Texture.h
5 // MaterialImporter.h
6
7 Serial::ComponentMaterial(GameObject* container) :
8     MATERIAL(container) {}
9
10 Serial::ComponentMaterial()
11 {
12 }
13
14
15 EntMaterial::Import(AMaterial* assimp_material, const std::string& model_path, const
16 assimp::Material& assimp_material, model_path, model_name);
17
18 assimpMaterial->Import(assimp_material, model_path, model_name);
19
20 re = material->diffuse.loaded;
21 ure = material->specular.loaded;
22
23 EntMaterial::Save(JsonFormatterValue j_component) const
24 {
25     Material::Save(material, j_component);
26 }
27
28 EntMaterial::Load(JsonFormatterValue j_component)
29 {
30     assimpMaterial->Load(j_component);
31
32     re = material->diffuse.loaded;
33     ure = material->specular.loaded;
34 }
```

Output
Show output from: Source Control - Git
Opening repositories:
D:\Development\c++\Hachiko-Engine

Error List | Output | Find Symbol Results | Call Hierarchy



01



02

03

04

05

06





05

08

03

04

05

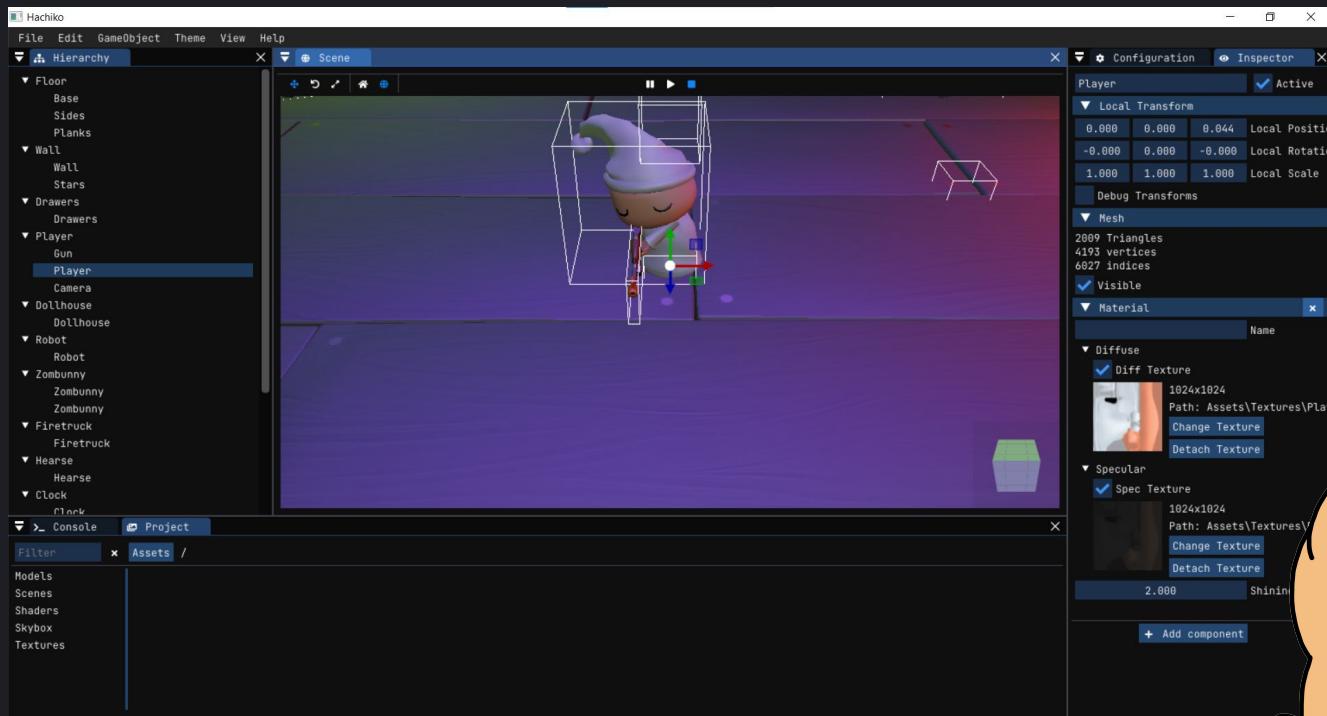
06



01



Game Engine: Hachiko



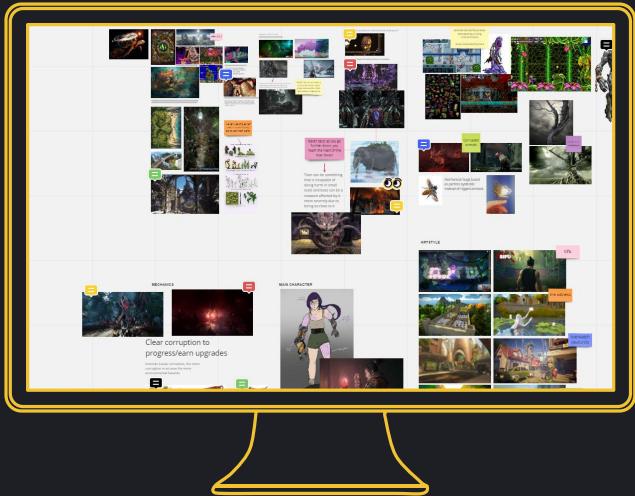
02

03

04

05

06



09.

VISUAL GOALS

General Art Direction



01

02

03

04

05

06

01

02

03

04

05

06



OVERALL ART STYLE

STYLIZED

CHARACTERS

Main references being
Overwatch, Sifu and Valorant.

Also Metroid, Mirror's Edge,
League of Legends, Psychonauts.



TEXTURES

PBR with some hand painted details.

Main references being
Overwatch, The Witness
and ***Sifu***.





Valorant

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





sifu

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





The Witness

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





10. COMPETITORS

Recent games with similar themes

01

02

03

04

05

06

01

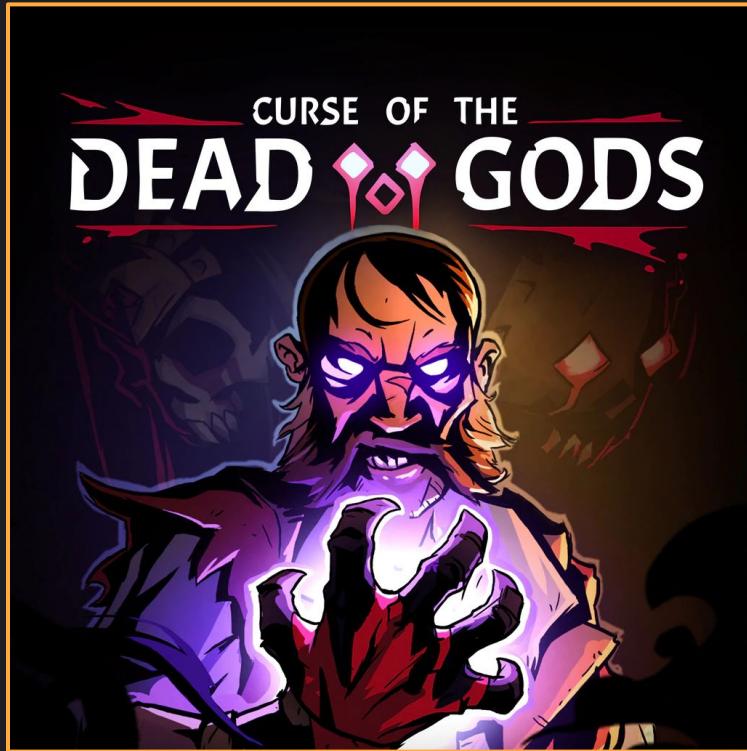
02

03

04

05

06



CURSE OF THE DEAD GODS

PASSTECH GAMES, 2021

Fast-paced action

Easy to learn, hard to master

Corruption meter





01

02

03

04

05

06

01

02

03

04

05

06



ELDEST SOULS

FALLEN FLAG STUDIO, 2021

Fast-paced combat

Souls-like

Big bosses



01

02

03

04

05

06

07

01

02

03

04

05

06



01

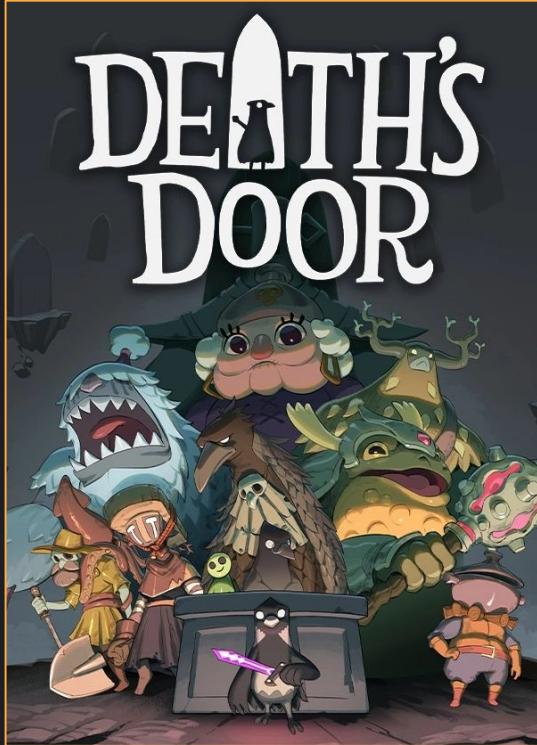
02

03

04

05

06



DEATH'S DOOR

ACID NERVE, 2021

01

02

03

04

05

06

Cartoon

Puzzle Solving

Combat

01

02

03

04

05

06



01

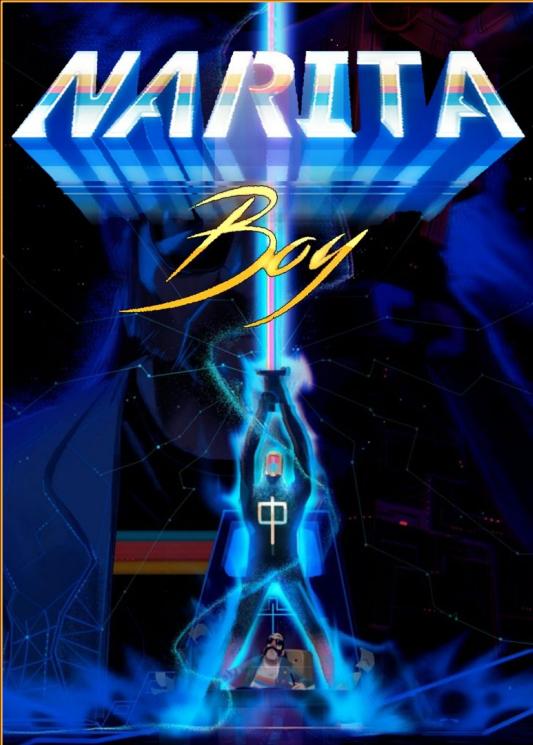
02

03

04

05

06



NARITA BOY

STUDIO KOBA, 2021

01

02

03

04

05

06

Retro - Old Fashioned

Platforming

Combat

01

02

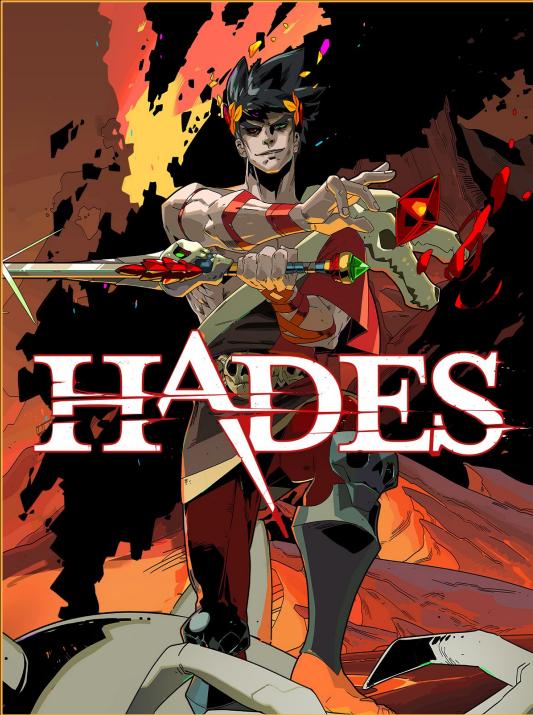
03

04

05

06





HADES

SUPER GIANT GAMES, 202

01
Greek Mythology

02
Rogue-lite

03
Fast-paced Action

04

05

06

07

08

09





01

02

03

04

05

06



THANKS

Do you have any questions?

akitainteractive@gmail.com
[akitainteractive.github.io](https://github.com/akitainteractive)



CREDITS: This presentation template was created by [Slidesgo](#), including icons by [Flaticon](#), and infographics & images by [Freepik](#)

PLEASE KEEP THIS SLIDE FOR ATTRIBUTION





TABLE OF CONTENTS

OVERVIEW

You can describe the section here

FEATURES OF THE TOPIC

You can describe the section here

ASSIGNMENT

You can describe the section here

ABOUT THE TOPIC

You can describe the section here

01.

02.

03.

04.





5

8

3

6

5

8



01

02

03

04

05

06

CONTENTS OF THIS TEMPLATE

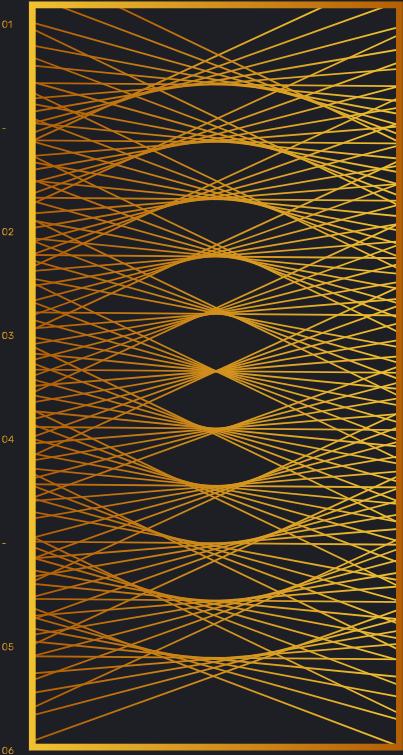
Here's what you'll find in this **Slidesgo** template:

1. A slide structure based on a lesson template, which you can easily adapt to your needs. For more info on how to edit the template, please visit **Slidesgo School** or read our **FAQs**.
2. To view this template with the correct fonts in ppt format, download and install on your computer **the fonts that we have used**. You can learn how to download and install fonts **here**.
3. An assortment of graphic resources that are suitable for use in the presentation can be found in the **alternative resources slide**.
4. A **thanks slide**, which you must keep so that proper credits for our design are given.
5. A **resources slide**, where you'll find links to all the elements used in the template.
6. **Instructions for use**.
7. Final slides with:
 - The **fonts and colors** used in the template.
 - A selection of **illustrations**. You can also customize and animate them as you wish with the online editor. Visit **Storyset** to find more.
 - More **infographic resources**, whose size and color can be edited.
 - Sets of **customizable icons** of the following themes: general, business, avatar, creative process, education, help & support, medical, nature, performing arts, SEO & marketing, and teamwork.



You can delete this slide when you're done editing the presentation.





01.

THE ASTROPHYSICS

You can add a subtitle for the section
if you need it here

01

02

03

04

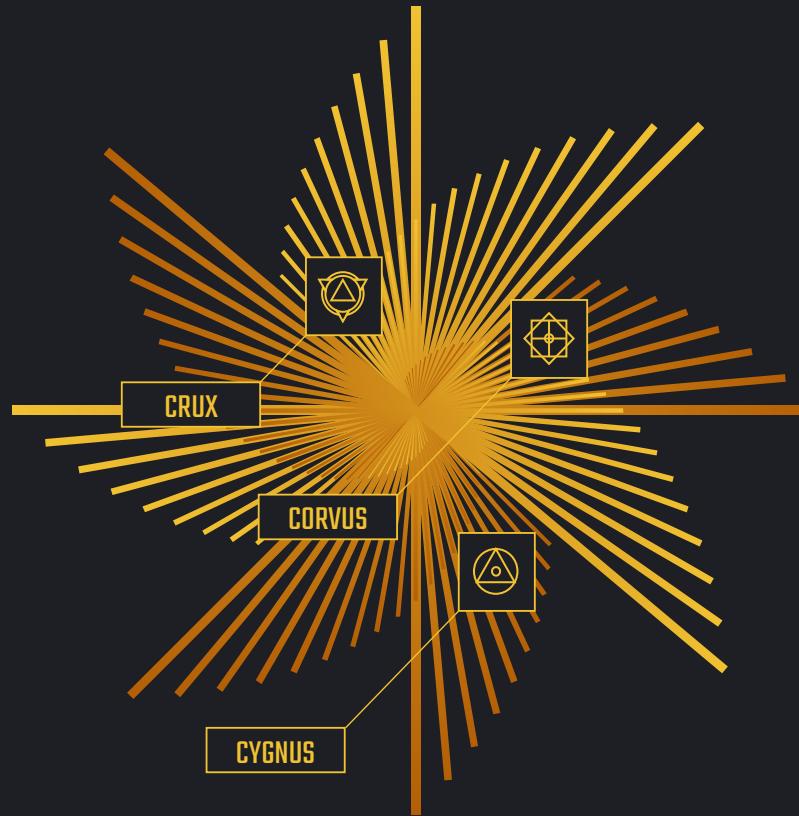
05

06



WHAT IS ASTROPHYSICS?

You can give a brief description of the topic you want to talk about here. For example, if you want to talk about Mercury, you can say that it's the smallest planet in the entire Solar System. Let's do it!



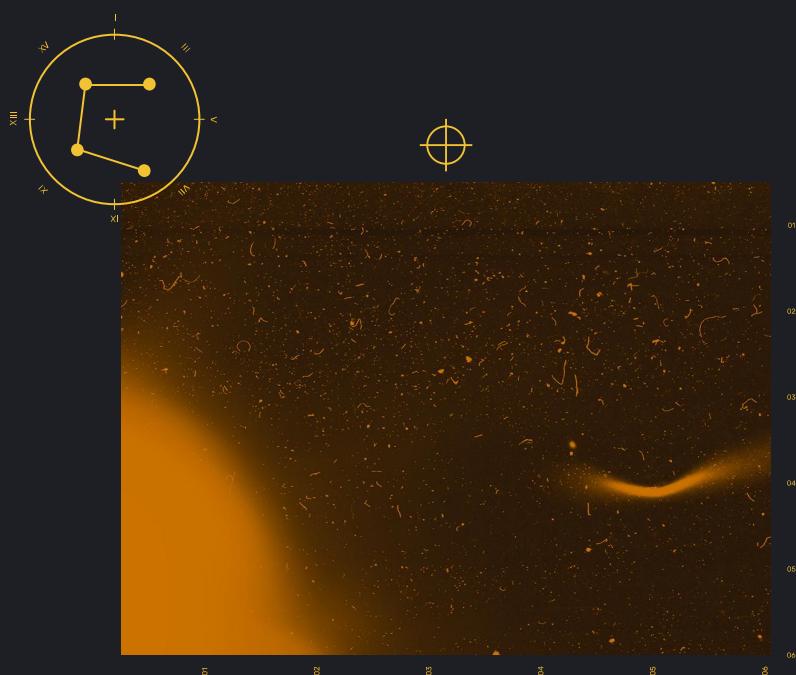


“This is a quote, words full of wisdom that someone important said and can make the reader get a lot of inspiration and knowledge.”



—SOMEONE FAMOUS





HOW DID ASTROPHYSICS RESEARCH START?

Venus is the second planet from the Sun. It is terribly hot, even hotter than Mercury, and its atmosphere is extremely poisonous. It was named after the ancient Roman goddess of love and beauty





DEFINITION OF CONCEPTS

01



MERCURY

02



MARS

03



VENUS

04



SATURN

05

Mercury is the closest planet to the Sun

Despite being red, Mars is a cold place

Venus is the second planet from the Sun

Saturn is a gas giant with several rings



1

2

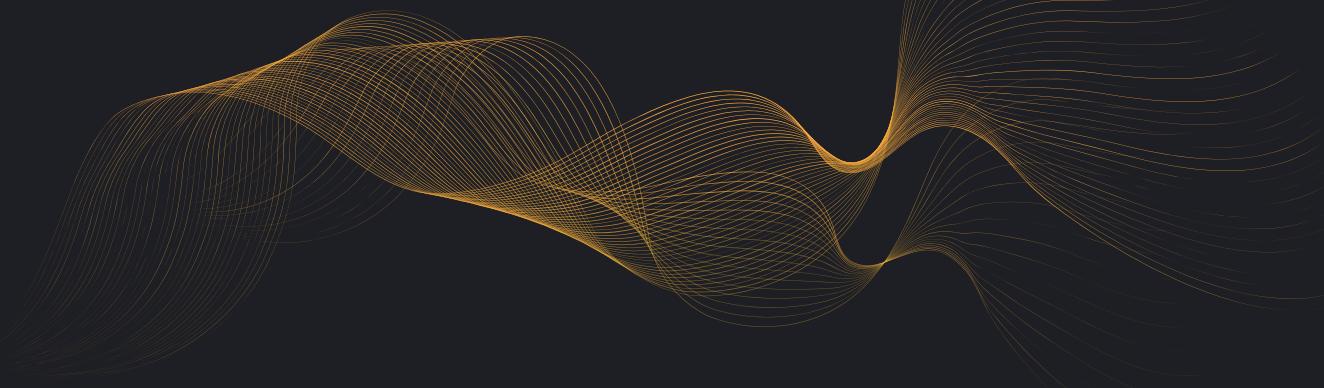
3

4

5

6

06



180,506,000

Light years away is located is the Westerlund star cluster
from Earth, in the southern constellation of Ara



003-1040559

1250 003-77156.8

1760 0009-14563.7

73273



333,000

Earths is the Sun's mass

9h 55m 23s

It's Jupiter's rotation period

386,000 km

It's the distance between Earth and the Moon

01 02 03 04 05 06

003-1040559 1250 003-77156.8 1760 0009-14563.7 73273



FEATURES OF THE TOPIC



MERCURY

Mercury is the closest planet to the Sun and the smallest one



VENUS

Venus has a beautiful name and is the second planet from the Sun



JUPITER

Jupiter is a gas giant and the biggest planet in the Solar System

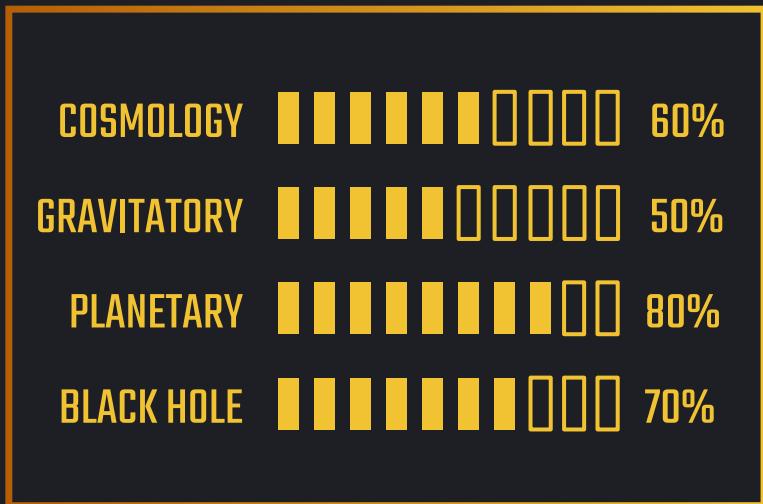




MORE INFORMATION

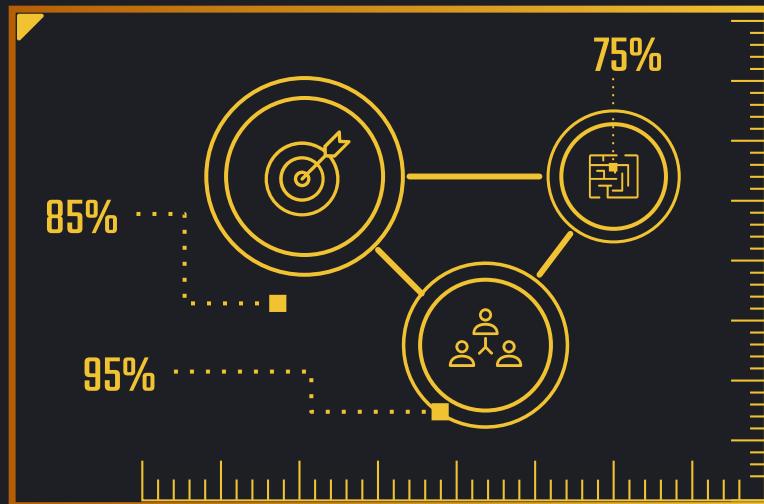
EVOLUTION

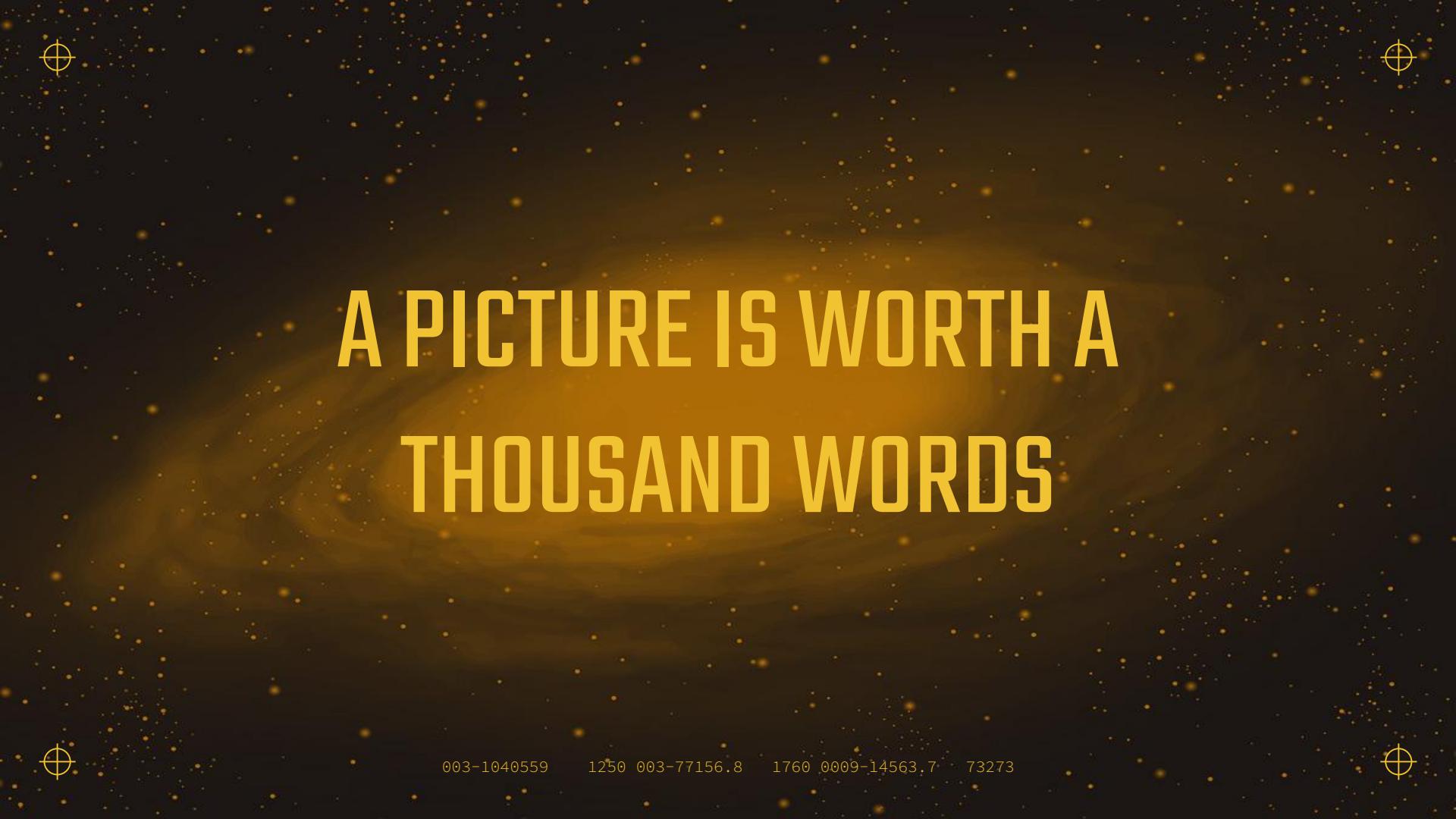
Mars is a cold place



GOALS

Venus has a beautiful name





A PICTURE IS WORTH A
THOUSAND WORDS



003-1040559

1250 003-77156.8

1760 0009-14563.7 73273





FIELDS OF ASTROPHYSICS

PHYSICAL COSMOLOGY

Mercury is the
smallest planet

GRAVITATION PHYSICS

Venus is the second
planet from the Sun

HIGH ENERGY

Mars is a very cold
place, not hot

PLANETARY

Jupiter is the
biggest planet

PLASMA PHYSICS

Saturn is the
ringed planet

SPACE PHYSICS

Neptune is far away
from Earth



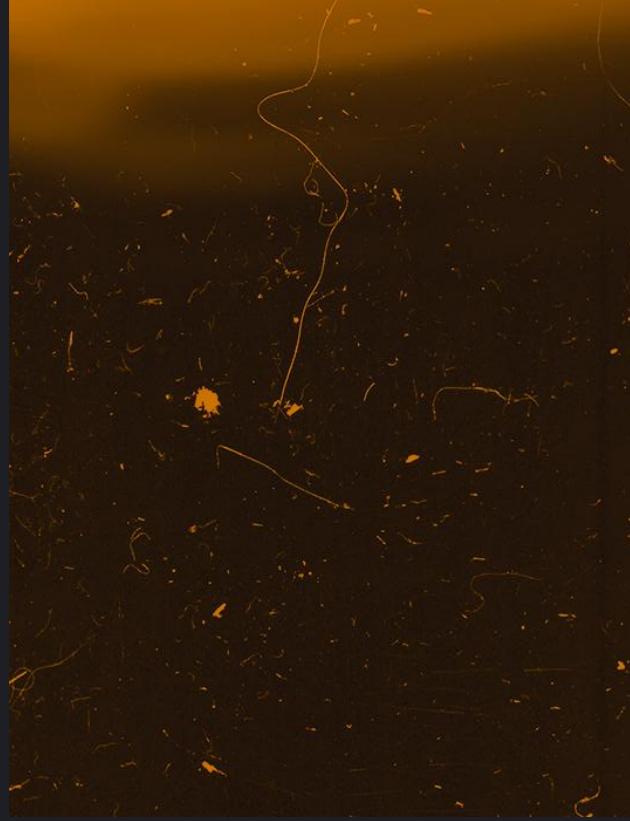


A PICTURE ALWAYS REINFORCES THE CONCEPT

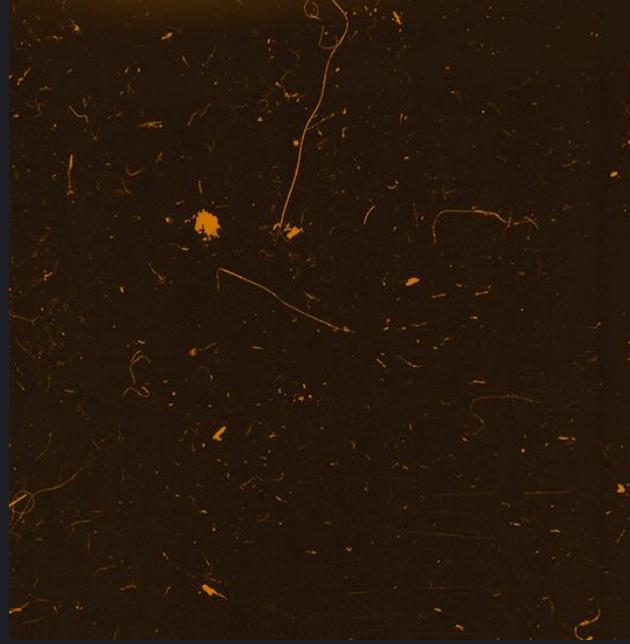
Images reveal large amounts of data, so remember: use an image instead of long texts



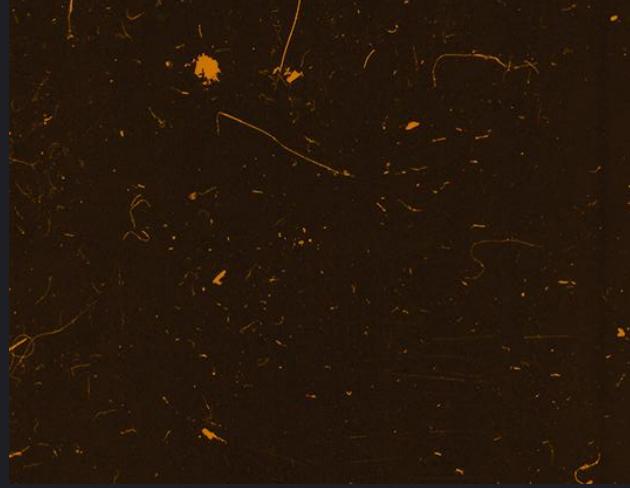
01



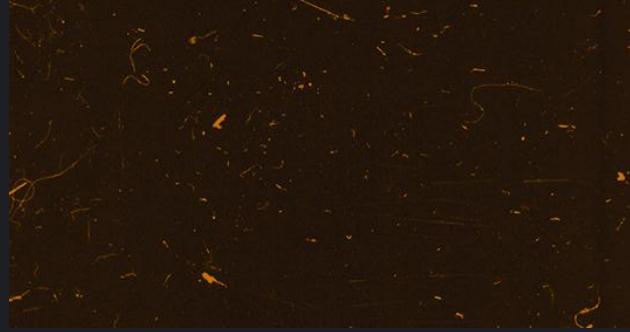
02



03



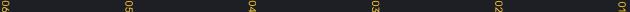
04



05



06





HOW ASTROPHYSICS STARTED?

While astronomy is one of the oldest sciences, theoretical astrophysics began with Isaac Newton. Prior to Newton, astronomers described the motions of heavenly bodies using complex mathematical models without a physical basis.

003-1040559 1258 003-77156.8 1768 0009-14563.7 73273

◀ ▶ ▶| ⚙ □ □□

Insert your multimedia content here

01

02

03

04

05

06

MULTIMEDIA DEMO

Share your results and opinions in the classroom forum using the hashtag **#AstrophysicsLesson**

01

02

03

04

05

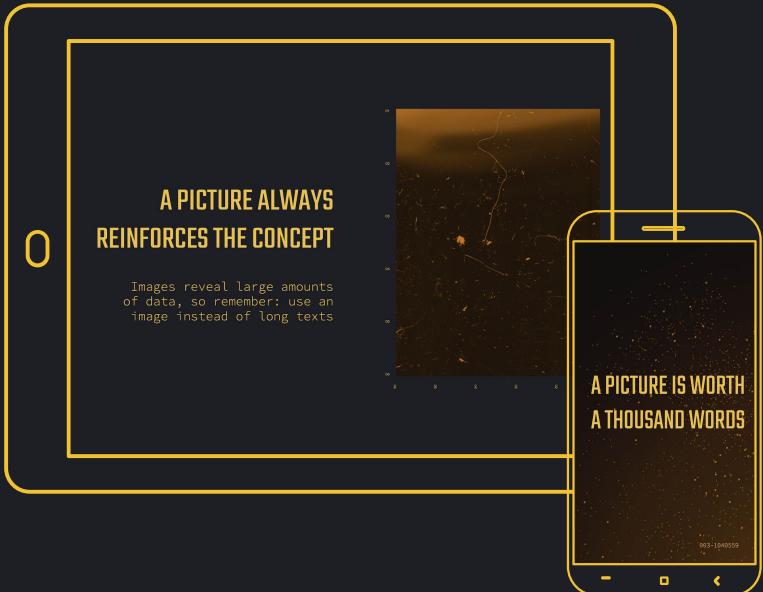




PC MOCKUP

You can replace the image on the screen with your own work. Just delete this one, add yours and center it properly





APP MOCKUP

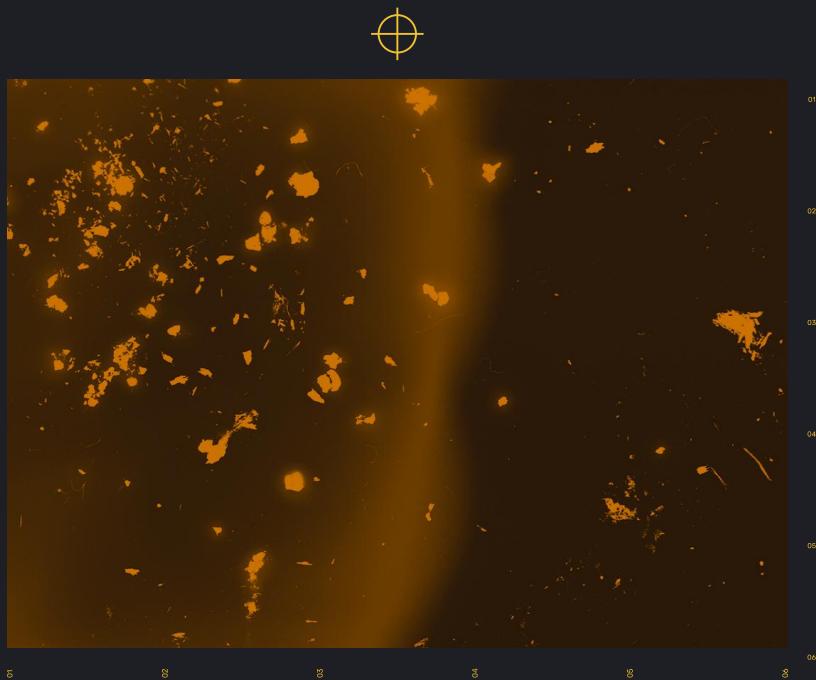
You can replace the image on the screen with your own work. Just delete this one, add yours and center it properly



DID YOU KNOW THIS?

What is a **magnetar**?

- A black hole with a very strong magnetic field
- A neutron star with a very strong magnetic field
- A body of any kind with a very strong magnetic field
- An ordinary star with a very strong magnetic field

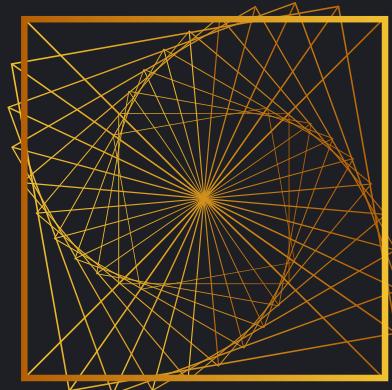




PROBLEM AND SOLUTION

THE PROBLEM

Mercury is the closest planet to the Sun and the smallest one in the Solar System—it's a bit larger than the Moon



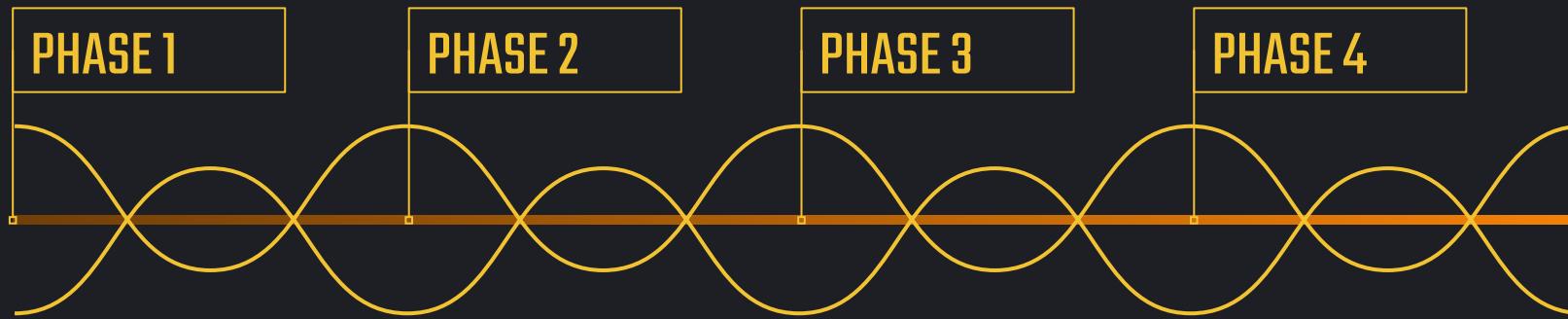
THE SOLUTION

Venus has a beautiful name and is the second planet from the Sun. It's hot and its atmosphere is poisonous





ASTROPHYSICS PROCESS



Create new
questions about
the topic

Make hypotheses
about the
correct result

Develop the
intuition and
the guesses

Contrast the
results with
the research



OVERVIEW DIAGRAM

ASTROPHYSICS LESSON



Mercury is the closest planet to the Sun



Venus is the second planet from the Sun

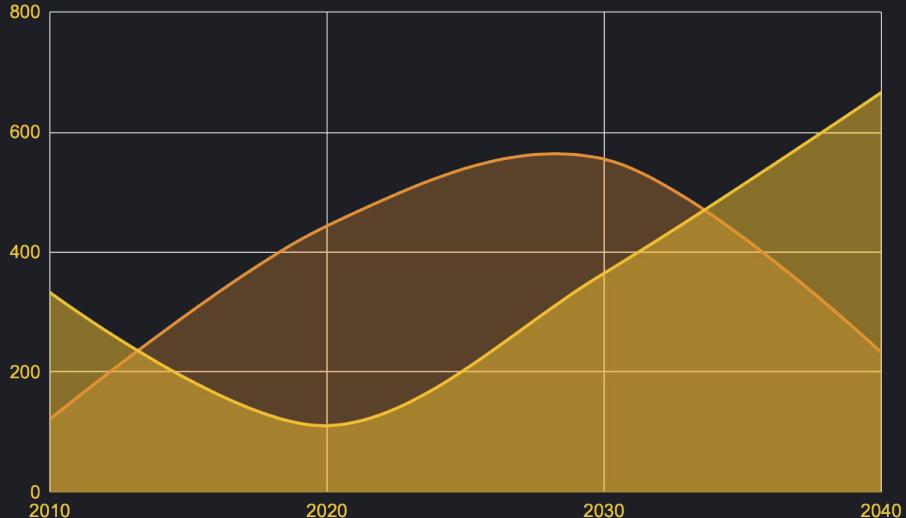


Jupiter is the biggest planet of them all





THIS IS A GRAPH



● FACTOR 1

Mars is a
cold planet

● FACTOR 2

Jupiter is a
gas giant

To modify this graph, click on the link, change the data and paste the new graph here





ASTROPHYSICS OBSERVATORIES



Spain



India

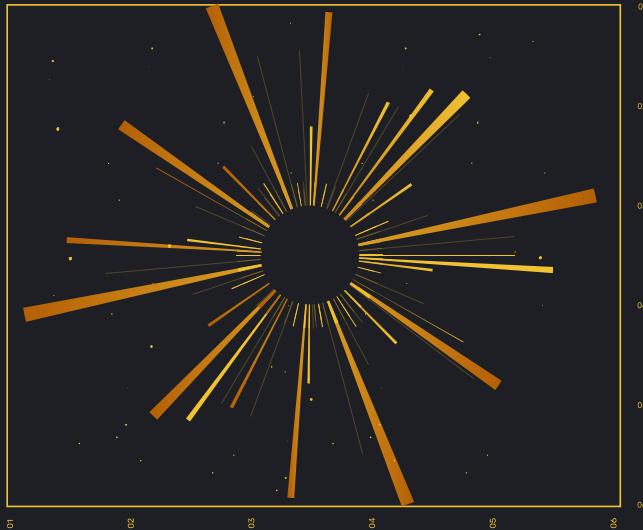
01 Mexico

02 Chile

03
04
05
06



THIS IS YOUR ASSIGNMENT



- How big is the Sun?
- If Jupiter acquired more mass, it would cease to be a planet and would become...
- What technology do we use to detect gravitational waves?
- Which type of stars have the longest life expectancy?





ASSIGNMENT

UNIT	CONCEPT	EQUIVALENCE	DONE
LIGHT YEAR (L.Y)	Distance traveled by light in a year	9.46 billion/km 63,235.3 AU	✓
ASTRONOMICAL UNIT (AU)	It's the distance between Earth and the Sun	149,600,000 km	✗
PARALLACTIC SECOND PARSEC (PC)	It's the parallax of one second	30.86 billion/km 3.26 l.y 206,265 AU	✓





THIS IS AN EXERCISE



01

02

03

04

The correct answer is,
from the event horizon of black holes

01

02

03

04

05

06





AWESOME WORDS

Because key words are great for
catching your audience's attention



003-1040559

1250 003-77156.8

1760 0009-14563.7

73273

ALTERNATIVE RESOURCES

PHOTOS

- Grey marble background concept
- Close-up metallic gray background
- Abstract clear metallic background close-up

VECTOR



73273

1760 0009-14563 .7

1250 003-77156 .8

003-1040559



01

02

03

04

05

06



01

02

03

04

05

06

RESOURCES

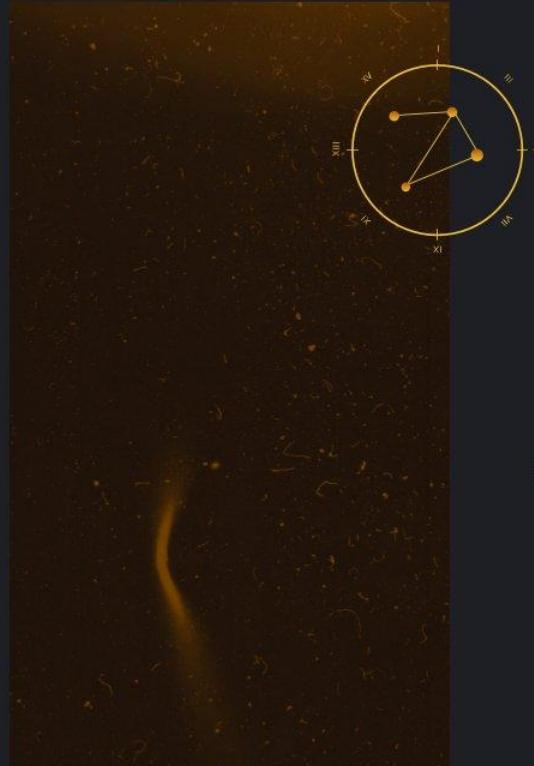
VECTOR

- Futuristic infographic collection concept
- Flat design of y2k poster
- Flat design of y2k poster
- Flat design y2k poster
- Flat design y2k poster
- Space icons

PHOTOS

- Close-up abstract red flame on scratched surface
- Abstract light leaks and dust
- Abstract nebula filled with dust
- Abstract starry night light leaks
- Gradient starry night background





WHAT IS ASTROPHYSICS?

You can give a brief description of the topic you want to talk about here. For example, if you want to talk about Mercury, you can say that it's the smallest planet in the entire Solar System. Let's do it!

This slide is only for Premium users



Go Premium now!



“This is a quote, words full of wisdom that someone important said and can make the reader get a lot of inspiration, knowledge and new information.”

—**SOMEONE FAMOUS**

01

02

03

04

05

This slide is only for Premium users



Go Premium now!



CHRONOLOGY OF ASTROPHYSICAL STUDIES

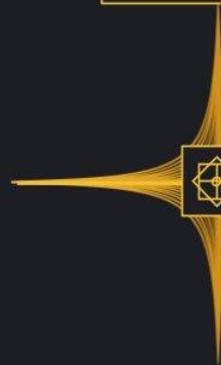
1951

1980

1987

1995

T
1
V



JUPITER

It's a gas
giant planet



MARS

It's actually
a cold place



VENUS

Venus has a
nice name



NEPTUNE

Neptune is far
away from us

This slide is only for Premium users



Go Premium now!



CHRONOLOGY OF ASTROPHYSICAL STUDIES

2001

2008

2015

2021

T
1
V

JUPITER

MERCURY

VENUS

NEPTUNE

It's a gas
giant planet

Mercury is the
smallest planet

Venus has a
nice name

Neptune is far
away from us

73273

1760 0009-14563.7

1256 003-77156.8

003-1040559

This slide is only for Premium users



Go Premium now!



DEFINITION OF CONCEPTS

MERCURY

It's the closest planet to the Sun



VENUS

It's the second planet from the Sun



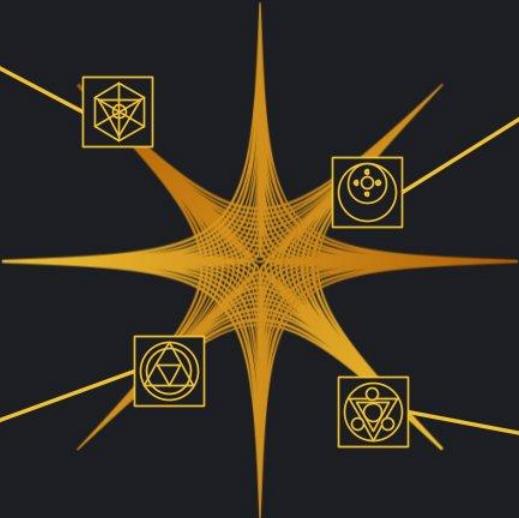
NEPTUNE

Neptune is far away from Earth



MARS

Despite being red, it's a cold place



This slide is only for Premium users



Go Premium now!



333,000

Big numbers are very useful. Use them!

55%

Big numbers are very useful. Use them!



75%

Big numbers are very useful. Use them!

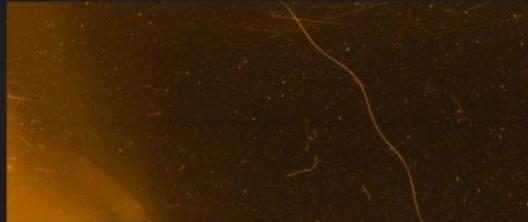
659 K

Big numbers are very useful. Use them!

This slide is only for Premium users



Go Premium now!



659 K

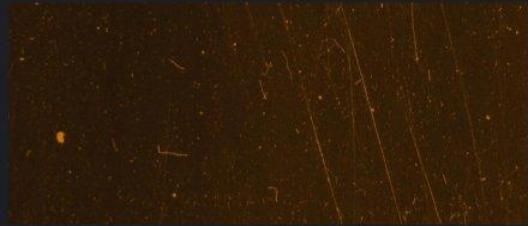
Big numbers are very useful. Use them!

333,000

Big numbers are very useful. Use them!

55%

Big numbers are very useful. Use them!



This slide is only for Premium users



Go Premium now!



VISUALIZATION OF ASTROPHYSICAL PHENOMENA

^
T
1
▼

COUNTRY	PHENOMENA	VISUALIZATION LEVEL
Brazil	Solar eclipse	40%
New Zealand		60%
Chile		10%
Brazil	Lunar eclipse	100%
New Zealand		50%
Chile		90%

This slide is only for Premium users

Go Premium now!

73273

1760 003-77156.8 14563.7

1256 003-1040559

003-1040559



FEATURES OF THE TOPIC

You can add a subtitle for the section if you need it here



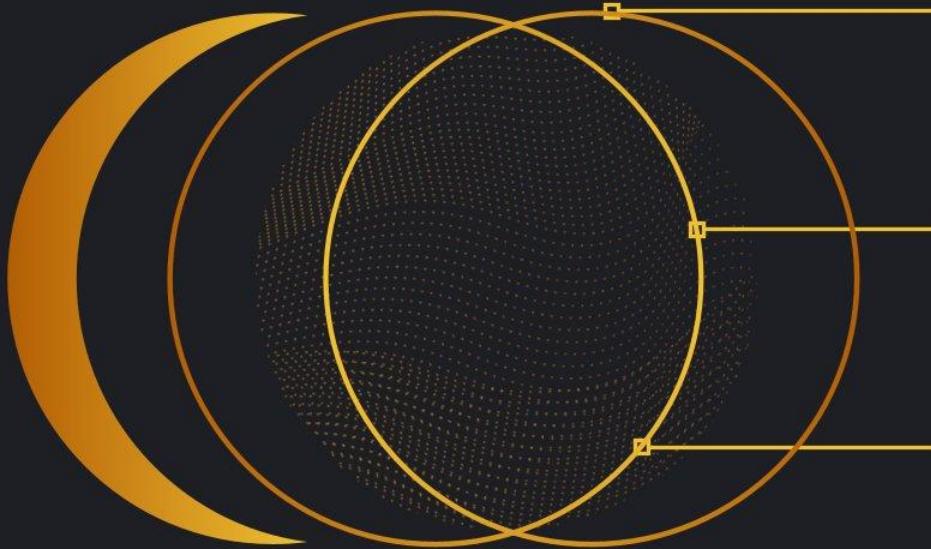
This slide is only for Premium users

Go Premium now!



CHARACTERISTICS OF THE TOPIC

◀ T
2 ▶



MERCURY

It's the closest planet to the Sun

VENUS

Venus has a beautiful name, but it's hot

MARS

Despite being red, Mars is a cold place, not hot

73273

1760 0009-14563.7

1250 003-77156.8

003-1040559

This slide is only for Premium users



Go Premium now!



TRIDIMENSIONAL CHARACTERISTICS OF THE TOPIC

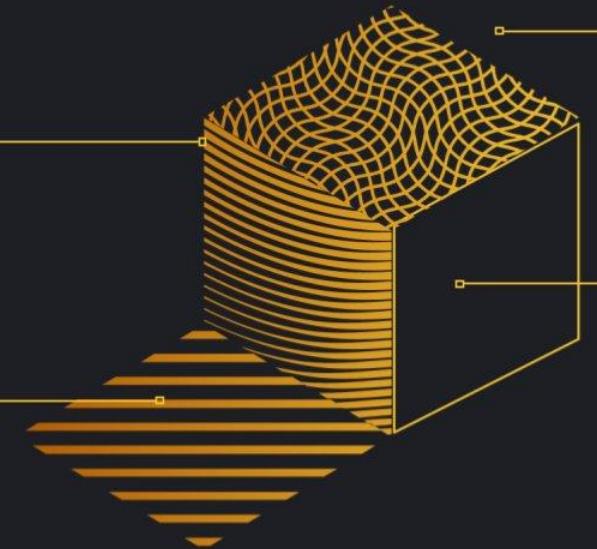
◀ T
2 ▼

MERCURY

It's the closest planet to the Sun

NEPTUNE

Neptune is far away from Earth



VENUS

Venus has a beautiful name

MARS

Despite being red, it's a cold place

73273

1760 0009-14563.7

1256 003-77156.8

003-1040559

This slide is only for Premium users



Go Premium now!



OUR USERS



65%



55%

OUR SUCCESS

AGE

18-25



26-30



APPROVED



70%



87%

This slide is only for Premium users

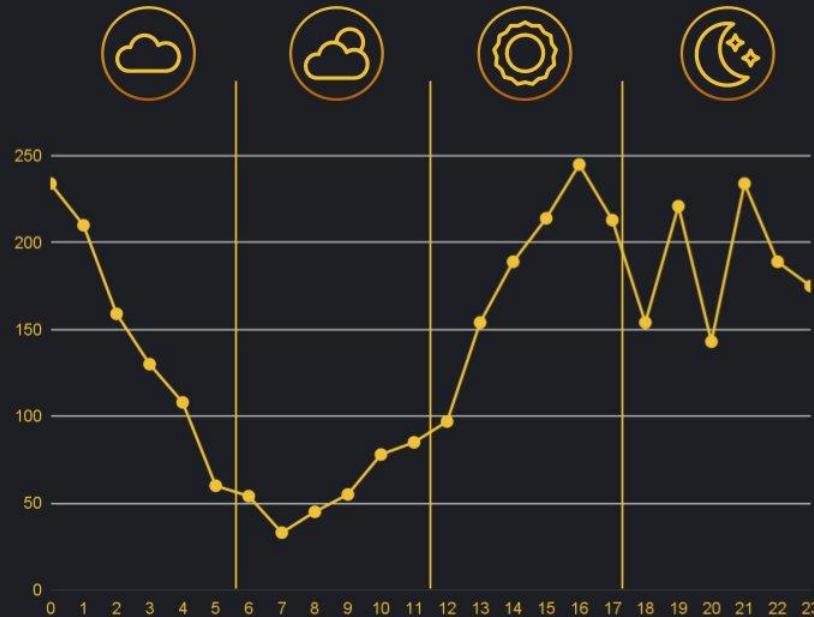


Go Premium now!



PHYSICAL COSMOLOGY ACTIVITY

↑
T
2
↓



HOURS OF ACTIVITY

- 00:00-06:00
- 06:00-12:00
- 12:00-18:00
- 18:00-00:00

This slide is only for Premium users

Go Premium now!



A PICTURE IS
WORTH A
THOUSAND
WORDS

This slide is only for Premium users



Go Premium now!





^
T
2
▼



AWESOME ASTROPHYSICS

Because key words are great for catching your audience's attention

This slide is only for Premium users



Go Premium now!



EVOLUTION FORECAST

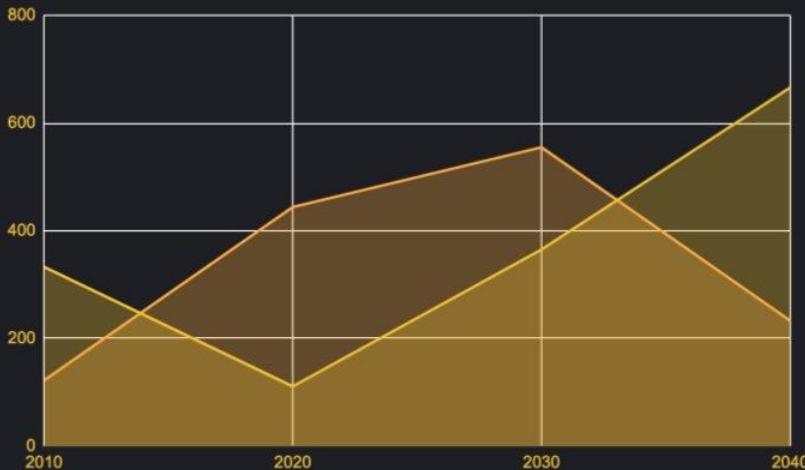
◀ T 2 ✓

2010

Neptune is far away from us

2020

Venus has a nice name



2030

Mars is a very cold planet

2040

Mercury is the smallest planet

73273

1760 0009-14563.7

1250 003-77156.8

003-1040559

This slide is only for Premium users



Go Premium now!



EVOLUTION OF PHENOMENA

2018

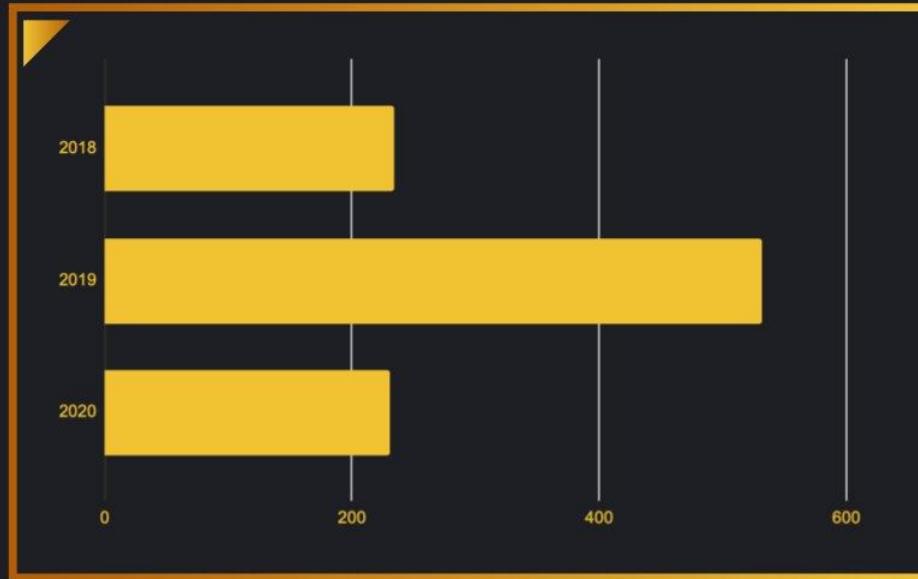
Neptune is far away from Earth

2019

Venus has a beautiful name

2020

Mars is a very cold planet



73273

1760 003-77156.8 1760 0009-14563.7

1250 003-1040559

003-1040559

This slide is only for Premium users



Go Premium now!

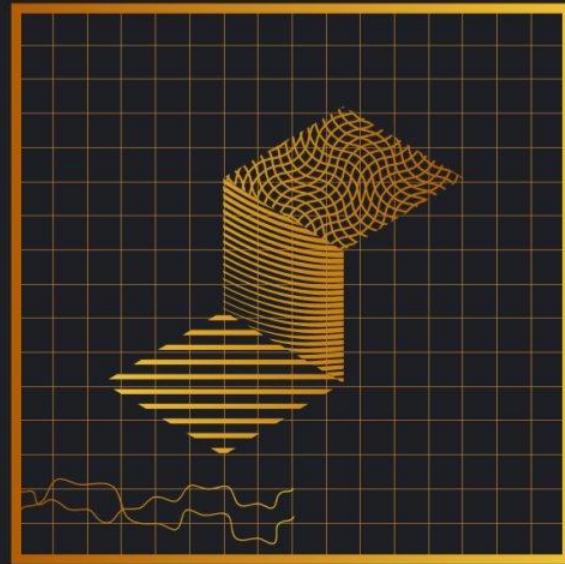


003-1040559 1250 003-77156.8 1760 0009-14563.7 73273



03. ASSIGNMENT

You can add a subtitle for the section if you need it here



This slide is only for Premium users



Go Premium now!



YOUR EXERCISE!

READ THESE FACTS AND MARK THEM IF THEY ARE TRUE OR FALSE

T
3
▼



NEPTUNE

It's the farthest planet from the Sun



MERCURY

Mercury is the biggest planet of them all



VENUS

Venus is the second planet from the Sun

This slide is only for Premium users



Go Premium now!



73273

1760 0009-14563.7

1256 003-77156.8

003-1040559

SUCCESS RATE



MERCURY

Mercury is the closest planet to the Sun



VENUS

Venus has a beautiful name, but it's very hot



MARS

Despite being red, Mars is a cold place, not hot

This slide is only for Premium users



Go Premium now!

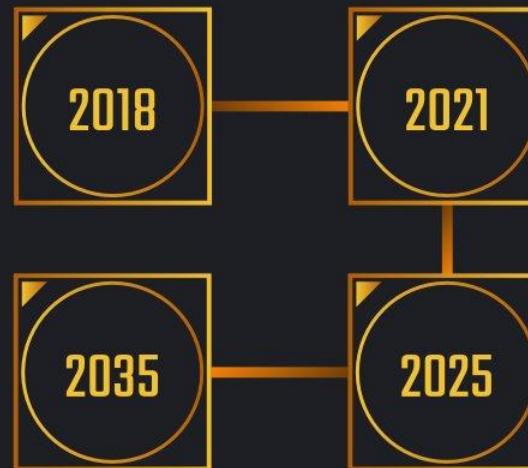


REVIEW THE CONCEPTS



MERCURY

Mercury is the closest to the Sun



MARS

Mars is a very cold place to live

VENUS

Venus has a beautiful name

JUPITER

It's the biggest planet of them all

This slide is only for Premium users



Go Premium now!



IMPORTANT DATES

JUNE 2021



SU	MO	TU	WE	TH	FR	SA
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				



VENUS

Venus has a
beautiful name



JUPITER

It's the biggest
planet of them all

This slide is only for Premium users



Go Premium now!

73273

1760 0009-14563.7

1256 003-77156.8

003-1040559



ABOUT THE TOPIC

You can add a subtitle for the section if you need it here

This slide is only for Premium users



 Go Premium now!



STUDENT PROCESS



ENGAGE

Mercury is the
smallest planet



EXPLORE

Mars is a cold
place, not hot



EXPLAIN

Jupiter is the
biggest planet



ELABORATE

Saturn is the
ringed planet

This slide is only for Premium users



Go Premium now!



WHERE TO STUDY ASTROPHYSICS?



This slide is only for Premium users

 Go Premium now!



ENROLLMENT PROCESS

↑
T
4
↓



NEPTUNE

Neptune is the farthest planet from the Sun

MARS

Despite being red Mars is a cold place, not hot



MERCURY

Mercury is the smallest planet of them all

This slide is only for Premium users



Go Premium now!



73273

1760 0009-14563.7

1250 003-77156.8

003-1040559

WORK STRATEGY



This slide is only for Premium users



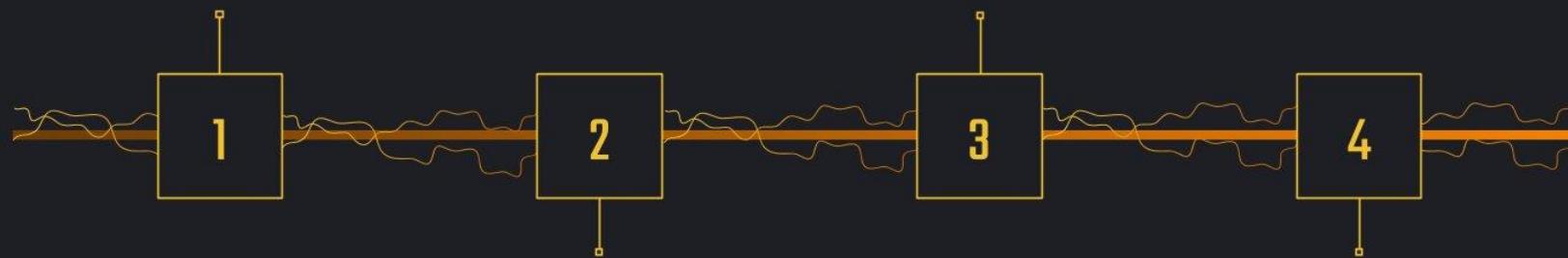
Go Premium now!



PROJECT DEVELOPMENT

MERCURY

Mercury is the
smallest planet



NEPTUNE

Neptune is far

MARS

It's actually a
very cold place

73273

1760 0009-14563.7

1250 003-77156.8

003-1040559

SATURN

Saturn is a gas



Go Premium now!

This slide is only for Premium users



PERCENTAGE OF SUCCESS

70%



MALE STUDENTS

Neptune is the farthest planet from the Sun

83%



FEMALE STUDENTS

Despite being red, Mars is a very cold planet

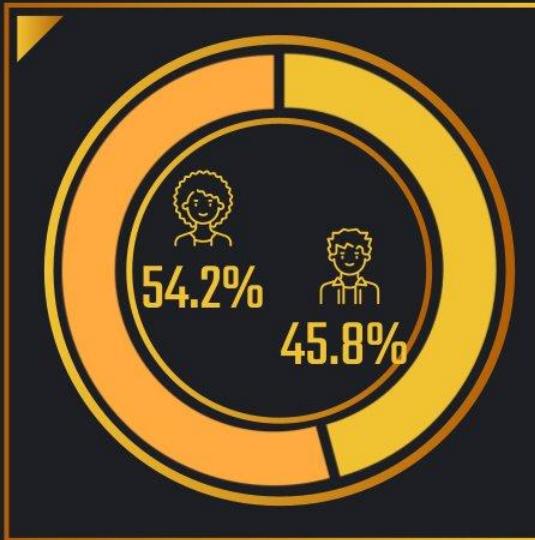
This slide is only for Premium users



Go Premium now!



MORE PERCENTAGES OF SUCCESS



- **MALE STUDENTS**

Neptune is the farthest planet from the Sun

- **FEMALE STUDENTS**

Despite being red, Mars is a very cold planet

Follow the link in the speech to modify its data and

This slide is only for Premium users



Go Premium now!



OUR STUDENTS

JENNA DOE

Speak a bit about
this person here



SUSAN BONES

Speak a bit about
this person here

TIMMY JIMMY

Speak a bit about
this person here



JOHN SMITH

Speak a bit about
this person here

01

02

03

04

05

This slide is only for Premium users



Go Premium now!



SPACE ICON PACK

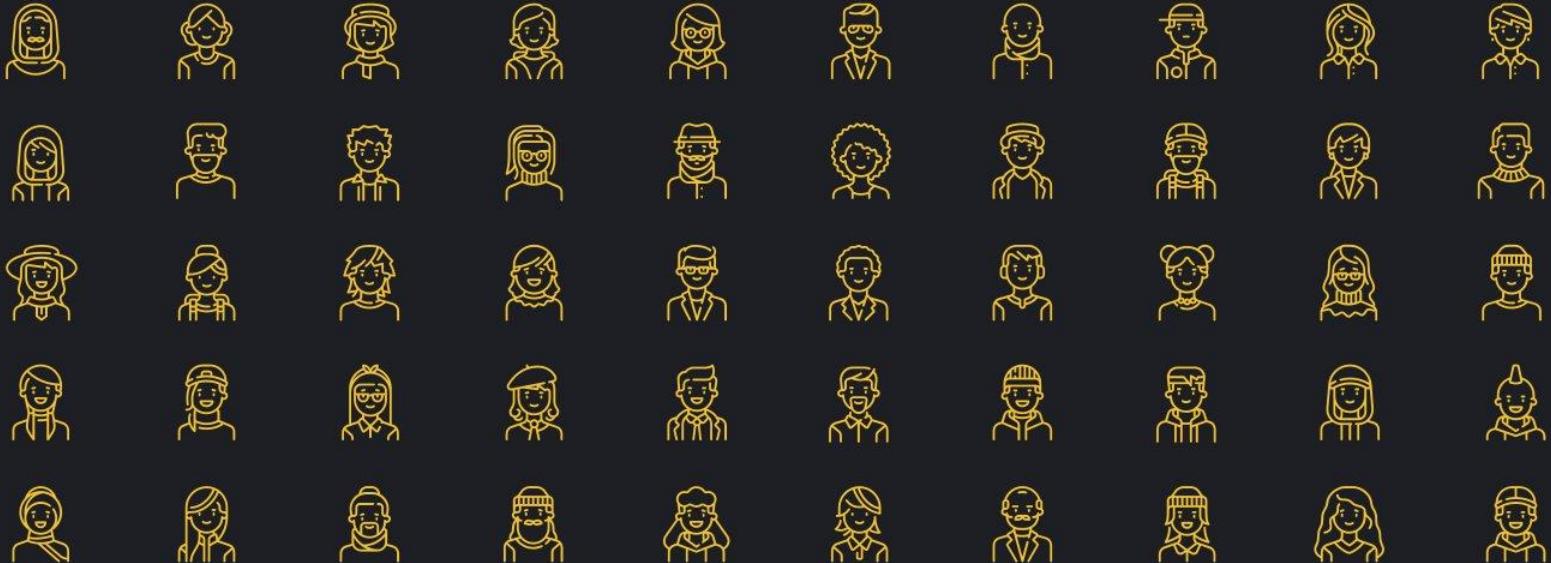


This slide is only for Premium users

Go Premium now!



SPRING AVATAR ICON PACK



73273

14563.7

1760

0009-1

1256

77156.8

003-

0040559

003-



Go Premium now!

This slide is only for Premium users



PREMIUM ALTERNATIVE RESOURCES

↑
T
O
↓



This slide is only for Premium users

Go Premium now!

73273

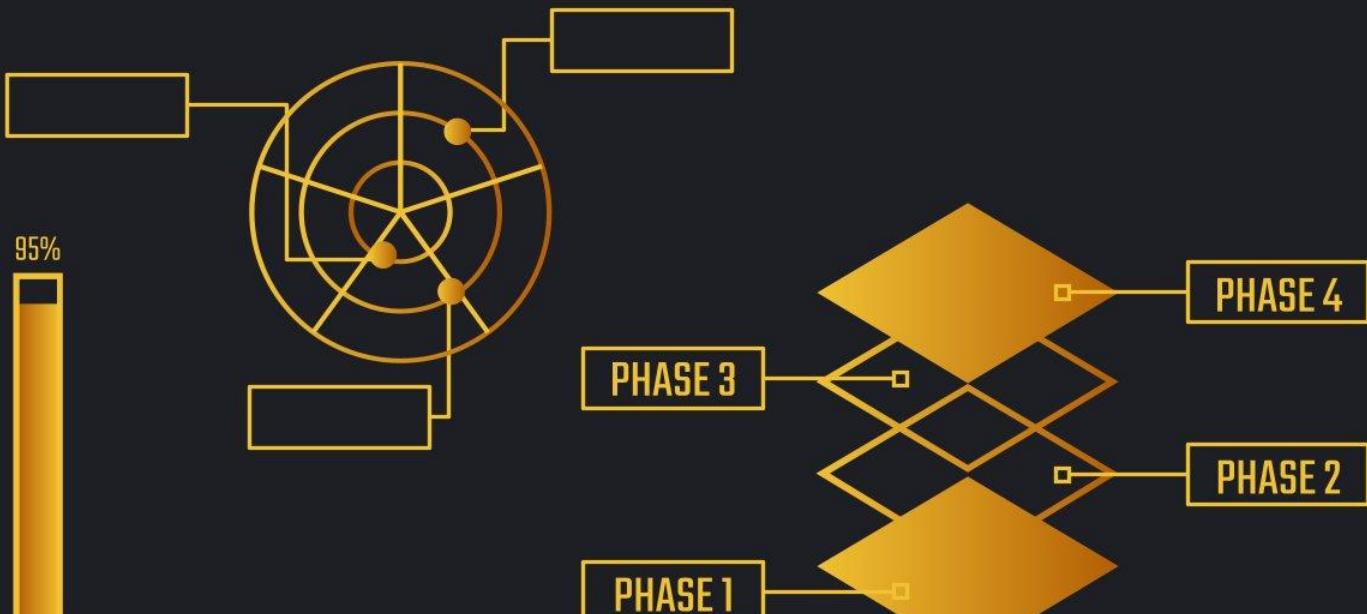
1760 0009-14563.7

1256 003-77156.8

003-1040559

PREMIUM ALTERNATIVE RESOURCES

↑ T
0
↓



This slide is only for Premium users

Go Premium now!



PREMIUM RESOURCES



Did you like the resources on this template? Get them for free at our other websites.

VECTOR

- Flat design y2k poster
- Flat design of y2k poster
- Futuristic graphic elements
- Flat geometric background
- Chemical symbols with golden outline

ICONS

- Space Icon Pack
- Spring Avatar Icon Pack

PHOTOS

- Abstract cosmic dust with crack in the universe
- Abstract night starry sky with red light

This slide is only for Premium users



Go Premium now!

Instructions for use (free users)

In order to use this template, you must credit [Slidesgo](#) by keeping the Thanks slide.

You are allowed to:

- Modify this template.
- Use it for both personal and commercial purposes.

You are not allowed to:

- Sublicense, sell or rent any of Slidesgo Content (or a modified version of Slidesgo Content).
- Distribute this Slidesgo Template (or a modified version of this Slidesgo Template) or include it in a database or in any other product or service that offers downloadable images, icons or presentations that may be subject to distribution or resale.
- Use any of the elements that are part of this Slidesgo Template in an isolated and separated way from this Template.
- Delete the “Thanks” or “Credits” slide.
- Register any of the elements that are part of this template as a trademark or logo, or register it as a work in an intellectual property registry or similar.

For more information about editing slides, please read our FAQs or visit Slidesgo School:

<https://slidesgo.com/faqs> and <https://slidesgo.com/slidesgo-school>

Instructions for use (premium users)

In order to use this template, you must be a Premium user on [Slidesgo](#).

You are allowed to:

- Modify this template.
- Use it for both personal and commercial purposes.
- Hide or delete the “Thanks” slide and the mention to Slidesgo in the credits.
- Share this template in an editable format with people who are not part of your team.

You are not allowed to:

- Sublicense, sell or rent this Slidesgo Template (or a modified version of this Slidesgo Template).
- Distribute this Slidesgo Template (or a modified version of this Slidesgo Template) or include it in a database or in any other product or service that offers downloadable images, icons or presentations that may be subject to distribution or resale.
- Use any of the elements that are part of this Slidesgo Template in an isolated and separated way from this Template.
- Register any of the elements that are part of this template as a trademark or logo, or register it as a work in an intellectual property registry or similar.

For more information about editing slides, please read our FAQs or visit Slidesgo School:

<https://slidesgo.com/faqs> and <https://slidesgo.com/slidesgo-school>

Fonts & colors used

This presentation has been made using the following fonts:

Teko

(<https://fonts.google.com/specimen/Teko>)

Source Code Pro Light

(<https://fonts.google.com/specimen/Source+Code+Pro>)

#1e1f24

#f1c232

#ffab40

Storyset

Create your Story with our illustrated concepts. Choose the style you like the most, edit its colors, pick the background and layers you want to show and bring them to life with the animator panel! It will boost your presentation. Check out how it works.



Pana



Amico



Bro



Rafiki



Cuate

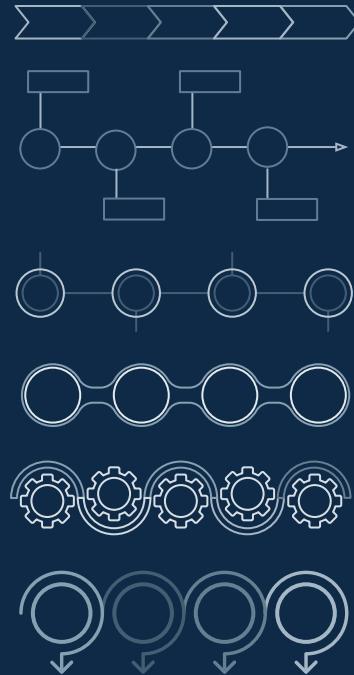
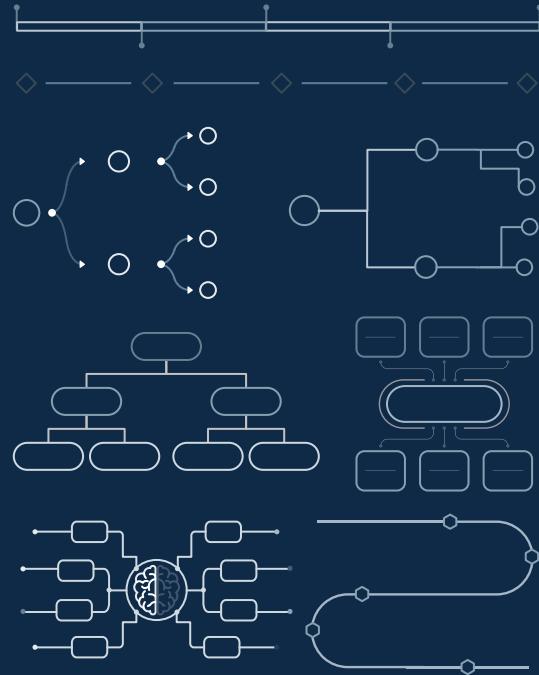
Use our editable graphic resources...

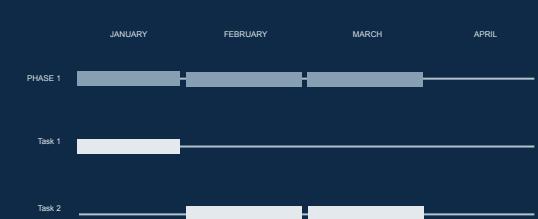
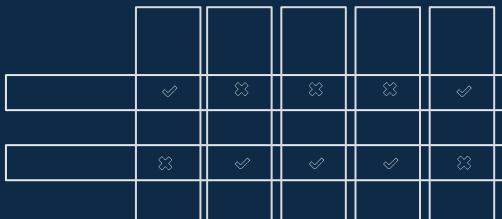
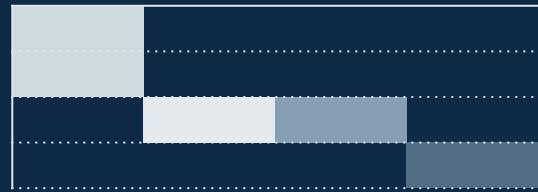
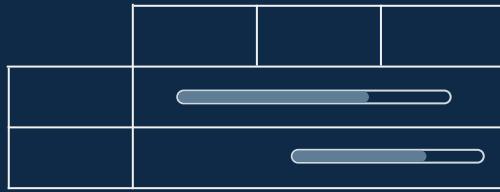
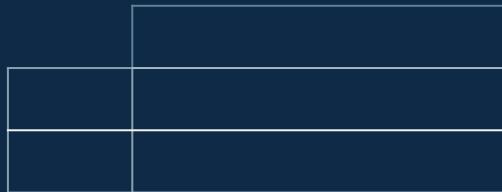
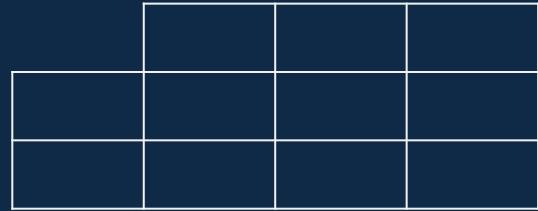
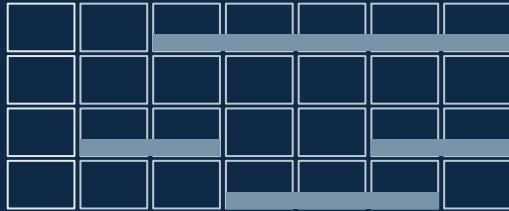
You can easily resize these resources without losing quality. To change the color, just ungroup the resource and click on the object you want to change. Then, click on the paint bucket and select the color you want.

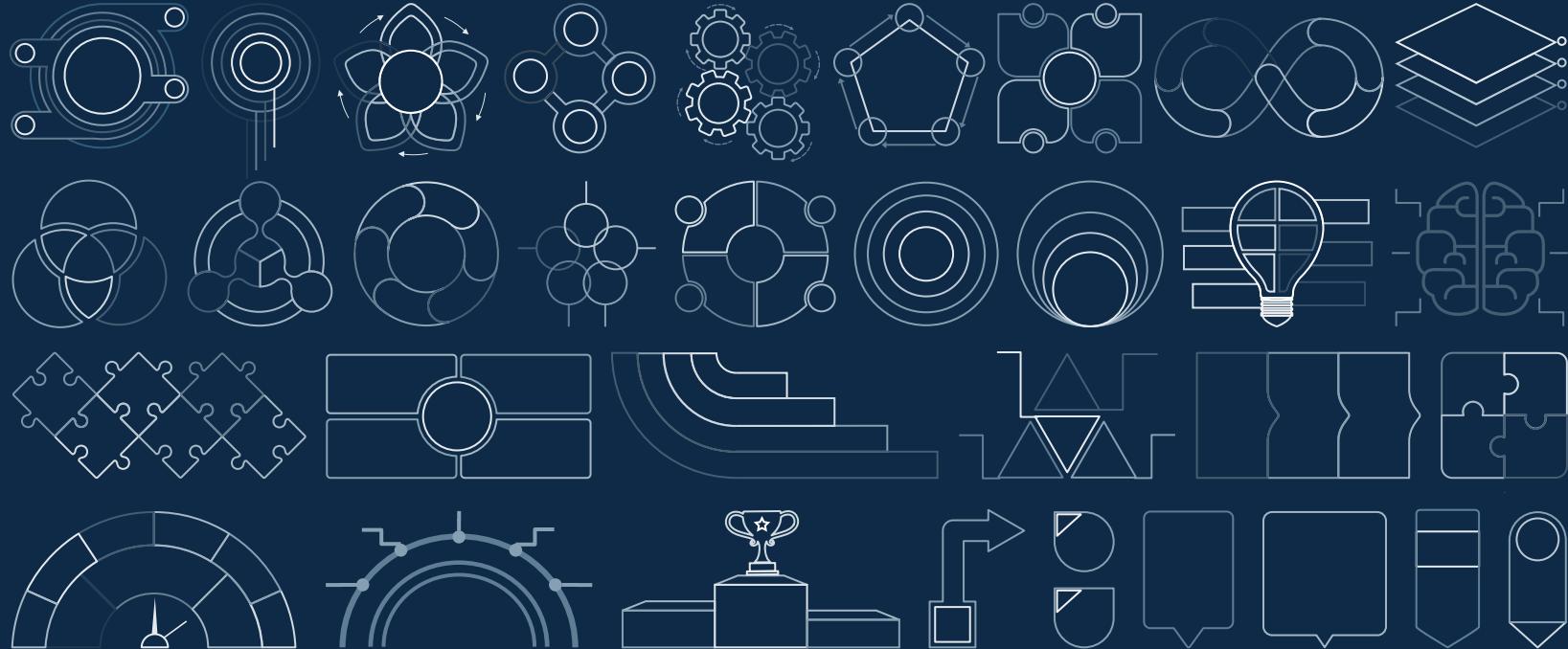
Group the resource again when you're done. You can also look for more infographics on Slidesgo.

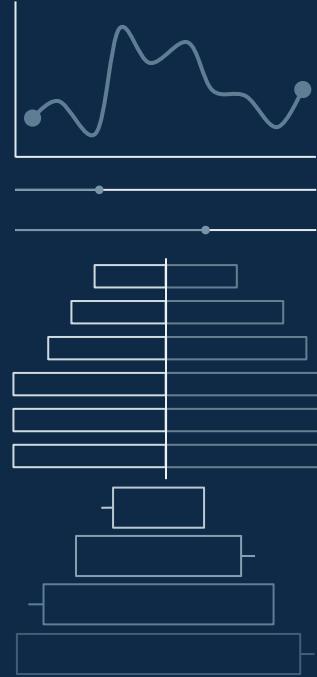
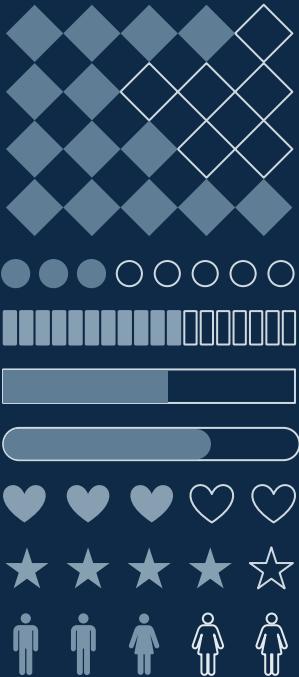
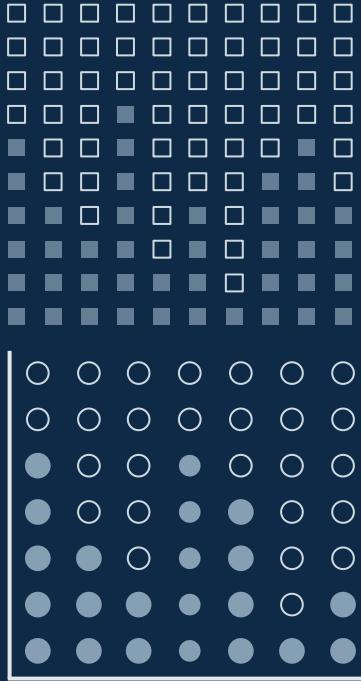












...and our sets of editable icons

You can resize these icons without losing quality.

You can change the stroke and fill color; just select the icon and click on the paint bucket/pen.

In Google Slides, you can also use Flaticon's extension, allowing you to customize and add even more icons.



Educational Icons



Medical Icons



Business Icons



Teamwork Icons



Help & Support Icons



Avatar Icons



Creative Process Icons



Performing Arts Icons



Nature Icons



SEO & Marketing Icons



