



PROCESS Book

BY:CAMERON EIDENIER

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INTRODUCTION:

- SOLAR WINGS IS A 3D SPACE COMBAT “FLIGHT” SIMULATOR CREATED IN THE UNITY 3D ENGINE THAT WILL ALLOW PLAYERS TO FEEL THE RUSH OF DYNAMIC PHYSICS BASED SPACE COMBAT ACROSS MULTIPLE CHALLENGING LOCATIONS.
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FEATURES

- PHYSICS BASED “FLIGHT” CONTROLS
 - BECAUSE THERE IS NO AIR IN SPACE AND THEREFOR LITTLE TO NO FRICTION PLAYERS WILL BE FREE TO PULL OFF SEEMINGLY IMPOSSIBLE FEATS AS THEY CHASE DOWN AND ELIMINATE THEIR FOES.
- COMBAT FLIGHT AI
 - ENEMY'S THAT DON'T FIGHT BACK ARE SIMPLY SPACE JUNK, STAY AWARE AS YOUR TARGETS ARE JUST AS EAGER TO TAKE YOU OUT AS YOU ARE TO GET TO THEM.
- OBSTACLES AND DANGER
 - EVERYTHING IN SPACE IS A HAZARD, KEEP YOUR EYES PEELED FOR SPACE JUNK AND ASTEROIDS WITH ENOUGH SPEED THEY CAN BE JUST AS DANGEROUS AS ANY LASER OR MISSILE.
- HOMING MISSILES
 - FAST AND DEADLY MISSILES CAN BE YOUR BEST FRIEND OR WORST ENEMY, ONCE THEY HAVE A LOCK IT'S A PRETTY GOOD BET THAT SOMETHING'S GOING TO EXPLODE. JUST REMEMBER THEIR MANEUVERABILITY LEAVES SOMETHING TO BE DESIRED SO USE THAT TO YOU'RE TO YOUR ADVANTAGE, WITHER ON THE FIRING OR THE RECEIVING END.
- LASERS
 - LASERS ARE PRECISE BEAMS OF DESTRUCTION, WHILE NOT AS POWERFUL AS KINETIC OR EXPLOSIVE WEAPONS IT'S THEIR RANGE AND NEAR INSTANT SPEED ARE WHAT MAKE THEM SO DEADLY BUT MAKE SURE TO KEEP IN MIND A LASER WILL ALWAYS GO EXACTLY WHERE YOU POINT IT FOR BETTER OR WORSE.

REFERENCE ART: SPACE



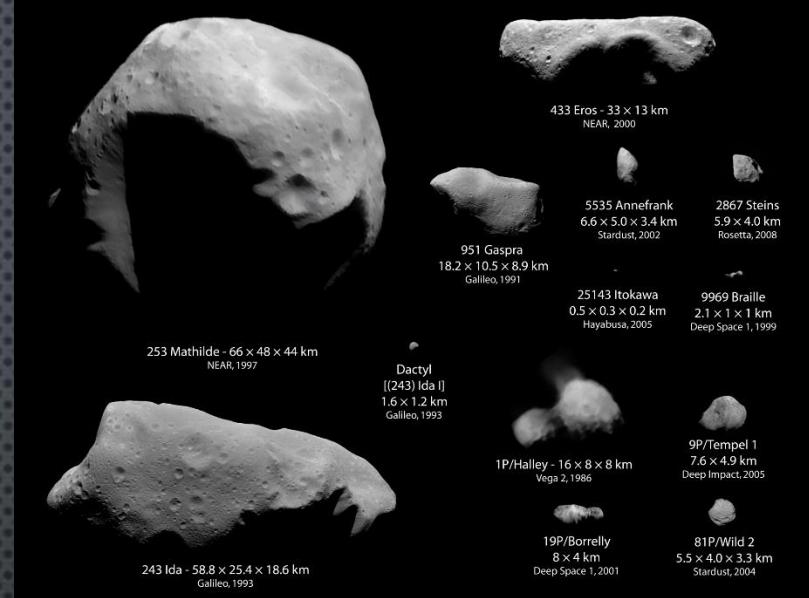


REFERENCE ART: SHIPS





REFERENCE ART: ASTEROIDS

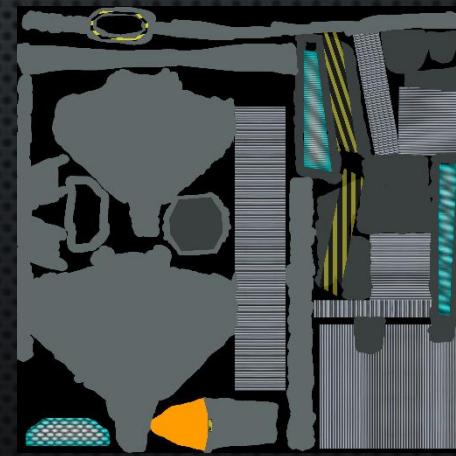




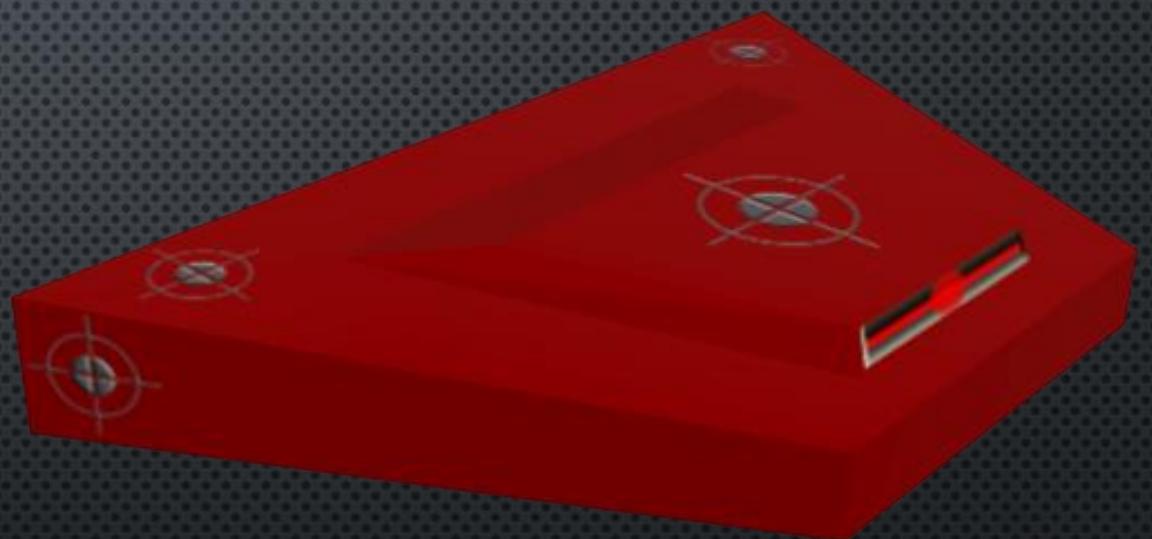
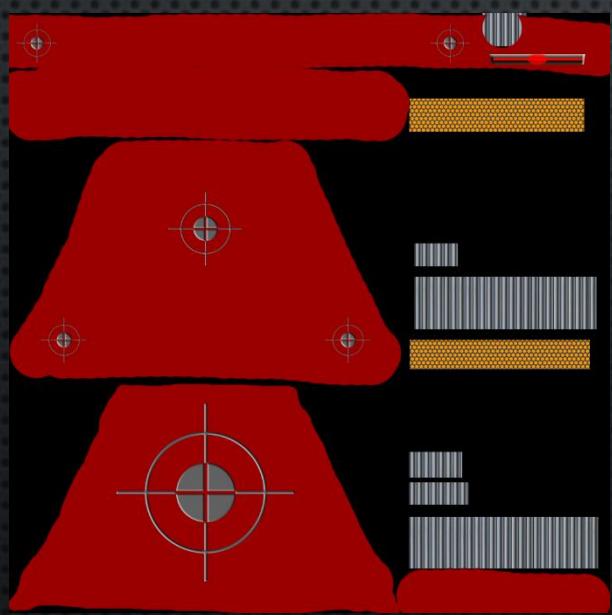
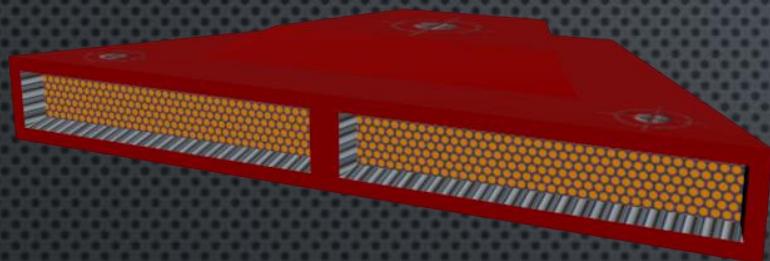
TECHNICAL ANALYSIS

- THE MOST DIFFICULT PART THAT OF THIS PROJECT THAT I FORESEE RUNNING IN TO WILL BE CREATING A AI FOR THE PIRATES THAT IS CHALLENGING ENOUGH FOR THE PLAYER WITHOUT IT FEELING LIKE IT IS CHEATING. I WILL ALSO NEED TO LOOK INTO “LEVEL OF DETAIL” (LOD) SCALING SO I CAN GET THE SCOPE AND LEVEL SIZE THAT I WANT AND STILL HAVE A HIGH AND STABLE FRAME RATE. LASTLY MY FOCUS IS PROGRAMMING SO CREATING 3D MODELS AND TEXTURES WILL TAKE A LITTLE LONGER THAN THEY NORMALLY WOULD.

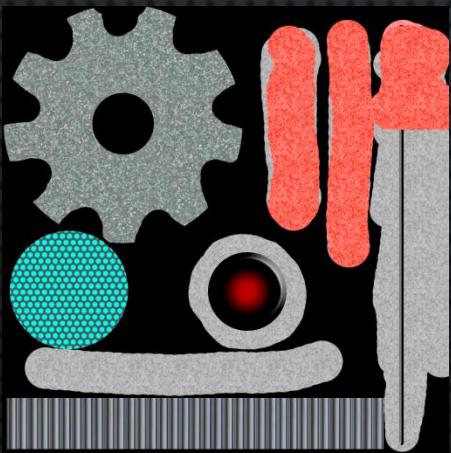
PLAYERS SHIP



COMBAT DRONE



ASTEROID AND MISSILE



CREDITS

- MUSIC:
 - ALL SYSTEMS GO
EXCITING, EFFUSIVE & DYNAMIC
COMPOSED BY: DAVID MOLYNEUX
PUBLISHED BY: DE WOLFE LIBRARY:DE WOLFE MUSIC CAT NO:DWCD 0344 TRACK 07 ISWC:T-
010.038.684-2

CREDITS

- SOUND EFFECTS

- LASGUN FIRE

By: 211REDMAN112

[HTTPS://WWW.FREESOUND.ORG/PEOPLE/211REDMAN112/SOUNDS/234083/#](https://www.freesound.org/people/211REDMAN112/sounds/234083/#)

- ROCKET EXHAUST 1

By: SMCAMERON

[HTTPS://FREESOUND.ORG/PEOPLE/SMCAMERON/SOUNDS/51469/](https://freesound.org/people/SMCAMERON/sounds/51469/)

- THUNDER

By: SOLOPLAYER08

[HTTPS://WWW.FREESOUND.ORG/PEOPLE/SOLOPLAYER08/SOUNDS/210044/](https://www.freesound.org/people/SOLOPLAYER08/sounds/210044/)

CREDITS

- ALL OTHER SOUND EFFECTS WERE GENERATED FROM:
 - AS3SFXR
BY: TOM VIAN
[HTTP://WWW.SUPERFLASHBROS.NET/AS3SFXR/](http://www.superflashbros.net/as3sfxr/)

CREDITS

- TEXTURES:
 - VARIOUS0855 (TEXTURE: #75232)
By: JONAS DE RO
<HTTP://WWW.CGTEXTURES.COM/TEXVIEW.PHP?ID=75232&PHPSESSID=B82LU5FIN4024I0R0GHD157AH7>
 - METALROLLUP0010 (TEXTURE: #3323)
By: CGTEXTURES
<HTTP://WWW.CGTEXTURES.COM/TEXVIEW.PHP?ID=3323&PHPSESSID=T1UOLTJ6P6S9TK51OG1RRPBAB1>

CREDITS

- SLIDE SHOW CREDITS CREATED IN UNITY USING:
 - SLIDESHOW
BY: CODX (LUCA GUARESCHI)
[HTTP://CODX.ALTERVISTA.ORG/](http://codx.altervista.org/)
- SPACE SKYBOX CREATED USING:
 - SPACESCAPE
BY: ALEX C PETERSON
[HTTP://ALEXPETERSON.COM/](http://alexcpeterson.com/)

CREDITS

- ALL OF THE MODELS, THE REST OF THE TEXTURES, AND THE PROGRAMMING, WERE CREATED BY
 - CAMERON EIDENIER
(ME)

CREDITS

- PROGRAMS USED:
 - AUTODESK 3DS MAX 2015 STUDENT
 - ADOBE PHOTOSHOP CS6
 - UNITY GAME ENGINE



MADE FOR FERRIS STATE
UNIVERSITY
DAGD 355

MID-TERM PROJECT

“ARCADE GAME”