

## CS 174A Project Proposal:

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We drew our inspiration from a game called Unfinished Swan. A sample playthrough can be found here:

<http://www.youtube.com/watch?v=dh2UN0naKVI&feature=youtu.be>

The basic idea is that the environment is uncolored, and as the player fires balls of paint he reveals the outline and structure of objects, animals, and the landscape of the playing environment. We want to expand on this idea and add additional elements such as differential lighting effects, texture mapping so that everything isn't just black or white.