

Team: **Mayappendix**

3D Final Project Milestone 2: Blocking and Grey Boxing

Our scene is heavily inspired by the game *Mirror's Edge*. The scene is a building with a roof, an upper floor, a lower floor, and an outside balcony. There will also be a crane in the city environment and a helicopter flying around the scene.

Upper floor:

The upper floor will feature an animated hanging art piece from the ceiling. There will be a slanted glass window on one side of the upper floor being held up by slanted beams from the floor. A catwalk and attic area will be about midway up the beams and the ceiling. On the floor will be a few couches and an elevator that can open and close (possibly codable to go between floors at the press of a button). There will be animated escalators connecting the upper and lower floors.

Lower floor:

The lower floor will feature another elevator door, and an artistic statue between all the escalators. There will also be an animated door leading to the outside balcony. Opposite the door, there will be a window into a room with an animated conveyer belt with boxes and various other objects on it.

Outside/Balcony:

The balcony will feature various objects that one might expect to find on the top of a city building. Air vents with animated fans inside, piping, and railing around the edges will be present. As part of the building model, there will be a helicopter pad. Apart from the building, a helicopter will be flying around the scene and an animated crane will be present nearby.

Models:

Noah Wilson:

Main Building - The building containing most of the other models in the scene.

Hanging Art - Animated perpetual movement sculpture hanging from the ceiling.

Statue - An art piece between the escalators.

Door to Outside - A door leading to the outside that can be opened when clicked on.

Daniel Timko:

Roof - A decorative roof for the building.

Catwalk/Attic - Area between floor and ceiling that will contain a catwalk.

Helicopter - Animated helicopter with spinning blades that flies around the scene.

Elevator - an elevator with doors that animate open on both floors.

Isaac Walerstein:

Couches - A couple couches for the nonexistent people that work here to sit on.

Air Vents - Industrial vents on the outside of the building.

Fans - Animated fans that blow air out of the building.

Crane - An animated crane that moves around, building something we'll never see

David Winstein-Hibbs:

Railings - Railings on the outside balcony so that people don't fall off.

Pipes - Piping on the outside of the building.

Escalators - Animated escalators that connect the floors.

Conveyor Belt - A conveyor belt with items that animates in a loop.