Ryan Hall

Building Worlds Final

For my building worlds final, I'm building an interactive illustrator based of science fiction genre Story. The story I'm going to us is H.G Wells Time Machine.

The user will be able to travel thought different times zones and view scenes.

This going to take a lot of scripting; relate to where the traveler is at what light is on what is instantiate in the scene, to also have cause and effect that change things in different scenes, little bit of rigging and animation.

This is relating back to ways of seeing by John Bergen. Taking an old narrative using modern Technology to visual it and interrupting its mean, conscious of that future technology and also use unity to explore the possibility of how that technology might work even thought it does not exist yet.