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Project 2 Proposal

For starters, I've had an idea of the general theme of the project I wanted to make for a while: something about nuclear warfare and mutually assured destruction. The problem is, I had so many concepts about how to bring this idea to life in a plethora of forms; I have considered everything from a mini-game starring the player controlling some devices and intercept 'nuclear missiles', to simple, randomly generated web-art that depicts a similar scenario. Finally, or at least for the moment being, I am settled with an interactive yet not fully controllable simulation that depicts the globe as it is, then, after a short time period, getting annihilated by an all-out nuclear war. The user, in the meanwhile, can do nothing but watch the event unfolds in front of his eyes (albeit from different angles and distances, hence the 'limited interactiveness') as if he's an artificial satellite in low orbit witnessing the self-inflicted extinction of its creators; alternatively, you could interpret that as the perspective of a normal human: helpless and powerless to do anything. Interactivity, as mentioned, will mostly just be the player controlling the view, although I think I will consider more 'interactions' that do not detract from the main theme.

As for challenges, I think the two major problems that I could think of are creating a convincing representation of 1. the globe in 3D and 2. the nuclear conflict. The nuclear conflict should be represented by generated 'missiles' that launches and lands at random places, creating a parabolic arc in the process. I have yet to experiment with complex 3D objects and their movements to see how things might pan out; in the worst-case scenario, I think I might need to downgrade it into a 2D map/image.

For visual aesthetic, it will be very simplified and minimalistic with a monochromatic color palette, everything will most likely be drawn using simple geometrical forms made out of faintly glowing lines in order to invoke that feeling of old computer-generated imageries or radar screens; both unpleasant things to watch once you learn their implications. Here are some visual references for my concept:



- 1) If everything goes well, my simulation will likely look like a toned-down version of this (screenshot from First-Strike: Final Hour).



- 2) If creating 3D objects ends up being too ambitious for me, I think I will result back to use simple 2D map/imageries (screenshot from DEFCON)



- 3) This is a poster that I designed in another class, the 'rain' being the short of 'black rain' and an analogue of nuclear missiles. This will be a visual style reference for my simulation, and I'll probably also borrow the title.