

SEA FLOOR/WHALE FALL "AQUARIUM"

Things

- flat fish/flounder
- hagfish
- octopus
- foreground (dark sand)
- background (dark water)

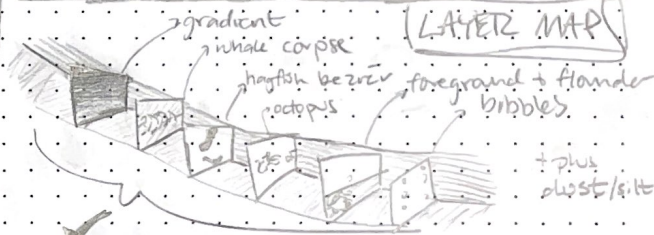
Assets

- flat drawing of water background (jpg/png)
- flat drawing of whale carcass (jpg/png)
- flounder drawing + foreground
- hagfish? - asset/drawing, or code as curve?
- octopus drawing

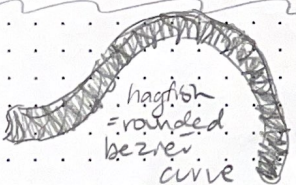
Decomp

- water bg = image imported/called, perhaps in function (draw) so no ghosting occurs.
- sand fg = image imported/called, includes flounder
- whale carcass = image, possibly part of foreground or separate as midground
- octopus drawing - rotate slightly
- bubbles = ellipses animated (w/opacity?)
- hag flow through also
- ↳ silt = partially transparent png?

LAYER MAP



all together now



bubbles = ellipses

