**System Analysis & Design**

**Project Objectives:**

Create a visually stunning 3D animation of the magical journey described in the story.

Visual Fidelity: High-quality textures, lighting, and animations to bring the magical world to life.

Art Style: mixing between reality and fantasy.

**Modeling:**

**Tree of Life:** Create a grand tree with golden leaves, surrounded by the Nile and mountains.

**Nile River:** Model the river with golden waters, boats, and pyramids in the background.

**Floating City of Gold:** Design a city with golden temples, rivers, and bridges.

**Temples and Palaces:** A temple with intricate details (e.g., columns, engravings, stained glass windows).

**Texturing and Lighting:**

Textures: Use golden, purple, and black textures to match the magical and ancient Egyptian theme.

**Lighting:** Implement dynamic lighting (e.g., sunlight, moonlight, glowing effects) to enhance the magical atmosphere.

**Animation:**

Golden Leaf: Animate the leaf’s journey through each scene, including flying over the Nile, passing through the gateway, and exploring the temples.

**Environmental Animations**: Add subtle animations (e.g., flowing water, moving clouds, glowing lights) to bring the scenes to life.

**Integration:**

Scene Integration: Combine all models, textures, and animations.

**Functional Testing:**

Scene Navigation: Test the navigation between scenes to ensure smooth transitions.

Animation: Check that all animations (e.g., the leaf’s journey, environmental effects) are smooth and realistic.

Final Export: AVI video

**Maintenance**:

Updates: Plan for future updates, such as adding new scenes or improving graphics.

**Scenes**:

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