IASC 3P04 Part 3: Project Lore

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Title: The Tragedy of the Staggered Village

Part 3: Project Lore

- Reason for existing (purpose or outfit style)
    - Medieval Romanesque (Hose, Tunics, Jackets, Leggings, Breeches & Long Gowns) and French Style (Robe, Tunic, Kirtle, Shirt, Doublet, Over-kirtle & cloak with hood)
- Visual details (color, materials, texture, aged/ weathered, language & images)

    Color:

    - Green, (Goblin)
    - Brown (Goblin)
    - Silver (Randoul)
    - Green & Purple Mix (Dragon Eldl)
    - Dark Gray and Black (Evil)
    - Orange and Red (Village fires)

    Materials:

    - Steel (Knight's Sword/ Armor)
    - Leather (Knight's Sword/ Armor)
    - Stone (Town structures)
    - Wood (Town structures, Goblin weapon)
    - Clay (Town structures)

    Aged/Weathered:

    - Armor and Sword should look worn down
    - Town should show age in the stone and clay structures

- The town should show evidence or aftermath of a battle

Texture:

- Goblin (Slimy)
- Randoul (Rough & Rigid)
- Dragon Eldl (Rough, Sharp & Rigid)
- Knight (Rough & Soft)
● Connection to the Virtual World (ownership, geographical, spiritual/magical, price)
  - Preca raining or very sunny or sad weather, icicle storms, sand storms that travel all over the planet
  - This would be a two sided world of the light and the dark side.
  - Destroyed village or city (The content that this village is on. Is called Preca its continental size covers (80% of Araxies) and the other 20% is called The Dark/Shadow Neukrea (This is where all evil resides)

● Scenery information- smells(burnt/clean), tastes (sour/bitter), feels (soft/hard, sounds (solid/hollow), see (realistic/imaginative)
  - Smells: Manure, Blood, Goblin stink, Wet grass (Battlefield). Pie, Flowers,Roasting meat (Castle)
  - Tastes: Dragon meat (Gamey), Porridge (bland), Pies (sweet),
  - Feel: Armor (Hard Metallic), Dragon Skin (Scaly and rough), Grass (soft)
  - Sound: Swords clashing (Clinking),Goblins shrieking (loud & piercing), War horns (reverberating)

● How/why this object would be interesting to the audience?
  - This object would be interesting to the audience because we are wanting to 3d model the knights, goblins and other materials that are used for the scenery and after we model them, we are printing some of the models (Knight, Goblin & Village House) that we created. So, people could touch, play, or visualize with them and they could see the details of the 3D print. We are also thinking of having a glass box to put in our 3D print or laser cut materials so we could showcase them around school or people could actually visualize our project that we created and the story behind it. This also means, the models won't be attached so if someone wants to just look at the Knight, Goblin or Village house they can)