

IASC 3P04

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Final Project Proposals

Summary of the Project.

The project follows a Knight named Randoul who travels to find the people who attacked his village. This takes him on a vast journey across his planet of Araxies. He fights many enemies along the way and goes through many different cycles of the planet's climate.

Describe the different immersive techniques.

We are going to try and immerse people by having them paint some of our items that we 3D printed for the project (some decorations, 2 Knights & 2 Goblins). We will also include acrylic paint beside the glass box so people would interact and for them to paint. We also will have a website QR code on our glass box, which will allow people to find out more about our project. This link will take them to our short story "The Tragedy of the Staggered Village" and other images of our 3D models.

World Building

Relevant details of the world and environment that support the final project immersion?

Key Information:

Landmarks

- Araxies
- Preca
- Dark Neukrea
- Willsden (village)
- Eoinric Peak (main castle)

Characters

- Randoul (Protagonist)
- Dravks (main villain)
- Eldl (Dravks acid dragon)

Eoinric Peak (Drekes Castle)

Short Story

How can events or characters interact or react? What emotional connections do you hope to have with the audience? How do you plan to achieve this?

I hope they have an emotional connection with Randoul close to the end of the story when he's struggling to make it home. But also, when he first makes it back to the village after it's been rebuilt. I hope by following him on this journey after seeing his emotions after his village was destroyed. To see him make it back home one last time, I hope it's home.

Link:

<https://docs.google.com/document/d/1SF53AhPj3aPIFQCpCeALi59IEtUeLzr2s7MlVPVcJdg/edit?usp=sharing>

Lore

Relevant details of the Lore that support the final project immersion?

- 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)
- 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)

I think if we can paint the picture well with the scenery we bring and models, mixed with the details of the characters and planet. I think that will really immerse people more.

Link: <https://docs.google.com/document/d/1bULjGLEh5fha7FCYuf8RQrHh57N0994FqB1tuOJp-1Y/edit?usp=sharing>

Location: Maybe the Makerspace, Library, or the CDH area. Potentially somewhere around the school.

PRODUCT & PROCESS

Idea

Specific details that describe the central concept and presentation.

(3D Models in the glass box, computer/Ipad in the back that shows the details of the landscape/atmosphere of the planet)

Include detailed sketches or schematics, material list, essential elements, and color scheme.

- The idea was to have a glass box to have all our prints in there so that would be the Barrells, Stones, Knights, and Goblins. Have an iPad or a laptop behind the glass of our scenery or background scene, we will also be creating a website or GitHub page for a QR code so people could scan the code and they could read what our project is all about and the process that we made for it. Also potentially have acrylic paint for people to paint the models that we printed.
- All the prints would be printed with white PLA, and also white resin print. All these materials are 3D printed.

Link: <https://docs.google.com/document/d/11WQOsHDk3Vpvxi1W1-ia2tm50Eq2dJn6956qtpmBjMY/edit?usp=sharing>

Process

Describe the assembly process. Including the tools and equipment required, the wait time for printing or drying, and crafting techniques.

Supporting The Process:

- Inside a glass case
- Have the pieces oriented so that it communicates a story
- Have a vibrant color pallet and design for the 3D models and 3D print it
- Possible, but the background of the Neakrea Castle and/or different decorations on the computer or PNG/JPEG photo

Steps for producing the design and the project itself:

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- Doing the sketches and 3D modeling (Barrell, Goblin, Knight, and other background scenery)
 - 3D print (Barrell, Stones, Goblin, Knight)
 - Put the background scenery all together
 - Create a GitHub page that has a QR code that takes you to the short story and compilation of the overall project
 - Put everything in the glass box (3D print and maybe the mini projector or laptop)
 - Present or display it

ONBOARDING TASKLIST

Week 7- October 19 Proper Preparation

- ☐ Finalize Project Idea
- ☐ Finalize crafting and immersive techniques

Week 8- October 26 Sketches Due

- ☐ Complete Sketches, material List and tasks.
- ☐ Collect and test materials.

Week 9-Nov.2 Proposal Due

- ☐ All 5 parts are included.
- ☐ Test run design using basic shapes and accessible materials
- ☐ First Rehearsal of Final Presentation using Mockups

Week 10- Nov 9 Mock Up

- ☐ Bring the decorations (Stones and Barrell) and Goblins for the Mock-up presentations
- ☐ Start the GitHub page for the QR code
- ☐ Continue modeling the background or scenery

Week 11- Nov. 16

- ☐ Model the knight
- ☐ Order the Plexiglass

☐ Make sure that the background or scenery is done

Week 12 Nov. 23

- ☐ Build the glass case (Plexiglass)
- ☐ Print the Knight
- ☐ Get the paint for the models
- ☐ Make sure that the page is ready to go and running

Week 13 Nov 30 Classroom Demo

- ☐ Presentation in front of classmates for feedback
- ☐ Provide feedback to Classmates.

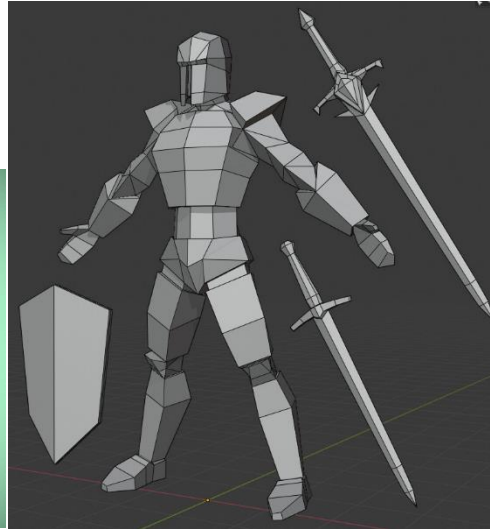
Week 14 Dec 7- Final Project Due

- ☐ Bring the Plexiglass case and the printed models
- ☐ Bring the acrylic paint
- ☐ Make sure to print the QR code for the page
- ☐ Set up the project itself at the location that we picked for viewing purposes

RESOURCES

Reference images

Include if you need them.



Group Members Rolls

Include if you need it.

- Patrick: 3D model the decorations (Barell, Tree, and Village), 3D prints the models, create the GitHub page for the QR code
- Kamran: 3D modeled the castle, and shield, created the short story, background for the scenery
- Logan: 3D model the Goblin, created the sketches for 3D view
- Odai: 3D model the Knight

Other information

Include if you need it.