

Unity Storyboard

Main idea - Seen through the eyes of an Orangutan and watching the habitat die

Scenarios - guns (hunting)
fire
poaching/catching/trading
deforestation

Style :
• realism
• low poly
• hybrid

Models I'm creating - Skull, cage, gun

Assets I'll need - ^{externals} nature pack (jungle), first person asset, skull, animals, people, guns, fire, sky pack, orangutan, bulldozer, chainsaw

Storyboard -

- Put in a world (1st person POV), things may be happy for a while but you start hearing distant sounds
- Bang! - A big fire suddenly rages
 - ↳ the environment has whimpers and skulls
- Another environment you hear gun fire and see cages as well as skulls
- In another environment you see the world falling down due to deforestation