

Beachside Town

Design Document

Overview

Project Purpose

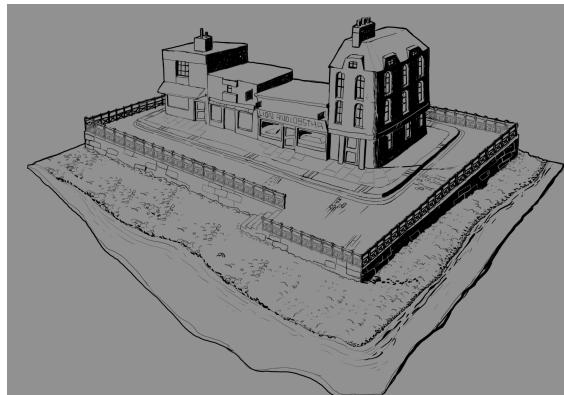
This 3D environment will be a part of an VR- or web-based design and visualization application called "Faces and Places." In this experience, the user can configure small environments using modular assets, including local residents of that environment. The environments can be viewed during the day or night. This particular environment is a preconfigured beachside town inspired by the city of Brighton, England, where one of Unity's offices is located.

Target Audience

This experience is targeted at users who enjoy:

- Peaceful exploration games like [Lost Ember](#)
- VR design apps like [Tilt Brush](#)
- Simulation or building games like [SimCity](#)

Concept art



Reference examples

<p>The Sims</p>  <p>© Electronic Arts</p>	<p>Planetbase</p>  <p>© Madruga Works</p>
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Project Requirements

Shaders / Materials	<ul style="list-style-type: none"> - Pleasing pastel colors - Flag blowing in the wind and waves in water
Lighting	<ul style="list-style-type: none"> - Bright sunny day or dark sky, depending on day vs night - In night mode, streetlamp and windows should be lit up - All lights should be baked
Animation	<ul style="list-style-type: none"> - Pedestrians idling - Shark swimming in the water or ball bouncing on the street to make the scene feel more dynamic
VFX	<ul style="list-style-type: none"> - Fire on the beach - Smoke coming out of a chimney
Cameras	<ul style="list-style-type: none"> - Multiple camera angle options, including (1) a wide angle shot that captures scene (2) a mid-range shot that features a store-front and (3) a close-up shot that focuses on a pedestrian
Post-processing	<ul style="list-style-type: none"> - More vibrant colors - Bloom on lights - Vignette
Audio	<ul style="list-style-type: none"> - Audio for wind and waves - Calming music for admiring the scene
UI	<ul style="list-style-type: none"> - Text to indicate the time of day ("Day" or "Night") - Menu with audio controls