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.

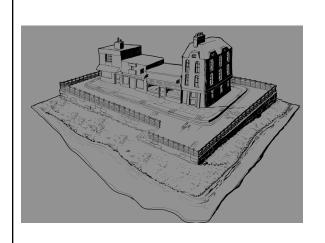
Target Audience

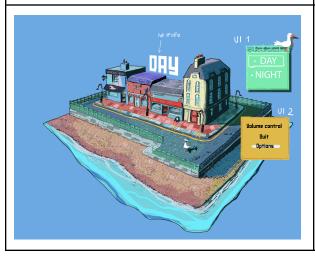
This experience is targeted at users who enjoy:

- Peaceful exploration games like <u>Lost Ember</u>
- VR design apps like <u>Tilt Brush</u>
- Simulation or building games like SimCity

Concept art









Reference examples





© Madruga Works

Project Requirements

Shaders / Materials	Pleasing pastel colorsFlag blowing in the wind and waves in water
Lighting	 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	 Pedestrians idling Shark swimming in the water or ball bouncing on the street to make the scene feel more dynamic
VFX	Fire on the beachSmoke coming out of a chimney
Cameras	 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	More vibrant colorsBloom on lightsVignette
Audio	Audio for wind and wavesCalming music for admiring the scene
UI	Text to indicate the time of day ("Day" or "Night")Menu with audio controls