

Trabalho Final

Computação Gráfica

Hopper Island

Demo de Jogo de Mapa Aberto

Introdução

Objetivo

- Criar um protótipo de jogo de mundo aberto consistindo de alguns cenários diferentes, dando ao jogador a possibilidade de explorar o mapa como bem desejar.
- Mapa aberto focado em cenários naturais, permitindo explorar efeitos e texturas de fogo, água, iluminação em cavernas, materiais diferentes etc.



Inspiração



- The legend of zelda tears of the kingdom
- Ilhas flutuantes
- Exploração de mapas

Ciclo de Desenvolvimento

- Blender
 - Modelagens
 - Texturização
 - Esqueletos/armadura de personagens
- Unreal Engine
 - User Interface (UI)
 - Telas/Mapa/minimapas
 - Vida/Fôlego
 - Mapas e transições
 - Iluminação
 - Gameplay



Exportação

Organização do trabalho e atividades

The image shows a Trello board titled "Computação Gráfica". The board is organized into four columns representing time periods:

- 06/06 - 13/06**:
 - Integração Semanal (due Jun 13, assigned to CG, RA, VS)
 - Modelagem - Ilha principal (due Jun 13, assigned to RA)
 - Texturização ilha de gelo (due Jun 13, assigned to VS)
 - Assets ilha de gelo (due Jun 13, assigned to CG)
- 13/06 - 20/06**:
 - Integração Semanal (due Jun 20, assigned to CG, RA, VS)
 - Mandar email perguntando sobre o dia da apresentação (due Jun 20, assigned to RA)
 - Modelagem da ilha de floresta e vulcânica (due Jun 20, assigned to RA)
 - Texturização ilha principal (due Jun 20, assigned to CG)
 - Texturização ilha vulcanica (due Jun 20, assigned to CG)
 - Arrumar a ilha de gelo (due Jun 20, assigned to VS)
- 20/06 - 27/06**:
 - Modelar Ilha de Floresta (assigned to RA)
 - Mecanica dos fluidos (assigned to CG)
 - Iluminação (assigned to CG)
 - UI - Interface (assigned to VS)
 - Assets Ilha de vulcânica (assigned to CG)
 - Assets Ilha principal (assigned to CG)
 - Assets Ilha de gelo (assigned to VS)
- 27/06 - 04/06**:
 - Assets Ilha de floresta (assigned to RA)
 - UI - Menu de pause (assigned to CG, VS)
 - UI - Barra de vida / Estamina (assigned to CG)
 - Novo Personagem (assigned to VS)
 - Apresentação (assigned to CG, RA, VS)
 - Documentação (assigned to CG, RA, VS)
 - Vídeo (assigned to CG, RA, VS)

Each card includes a "Add a card" button at the bottom.

Organização do trabalho e atividades

Screenshot of a GitHub repository page for "PCS3539-ComputacaoGrafica".

Repository Details: PCS3539-ComputacaoGrafica (Public)

Branches: master (selected), 2 branches, 0 tags

Alert: Your master branch isn't protected. Protect this branch from force pushing or deletion, or require status checks before merging. [Learn more](#)

Commits: 59 commits by caigossi (1 hour ago)

- Added out of bounds trigger and refined abilities (e6572e9, 1 hour ago)
- Add chest, house and some UI (2 hours ago)
- update unreal engine config (16 hours ago)
- Added out of bounds trigger and refined abilities (1 hour ago)
- add minimap pictures (last week)
- add deafult and initial map to the project (2 weeks ago)
- Remove useless blender files, add sprint button, underwater effects. ... (16 hours ago)
- initial commit (2 months ago)
- initial commit (2 months ago)
- initial commit (2 months ago)
- Adicionadas flores brilhantes (last week)

README.md: Computação Gráfica

Repository para guardar o projeto de tecnologia em computação gráfica da disciplina PCS3539

About: Repositório para armazenar os modelos da disciplina de tecnologia de computação gráfica

Files: Readme, MIT license, Activity, 0 stars, 1 watching, 1 fork

Releases: No releases published. [Create a new release](#)

Packages: No packages published. [Publish your first package](#)

Contributors: 2

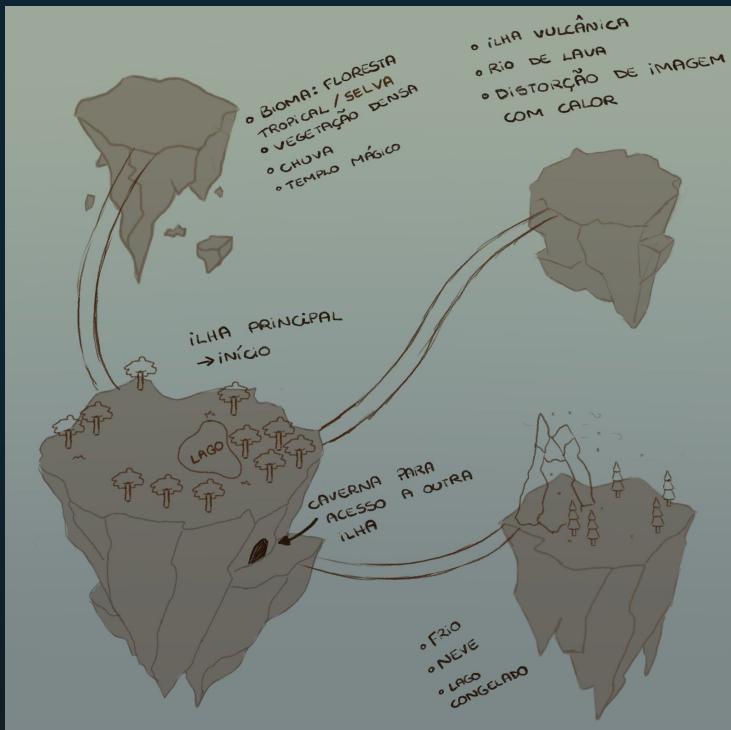
- VanderSant Vanderson Santos
- caigossi caio_



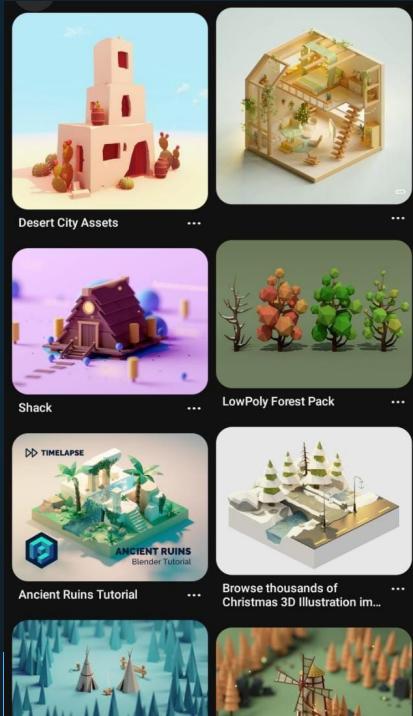
Idealização

Primeiros desenhos

- 4 ilhas principais
- Haveria uma caverna
- Poderia haver transição entre as ilhas
- Vegetação e clima mudariam dependendo da ilha



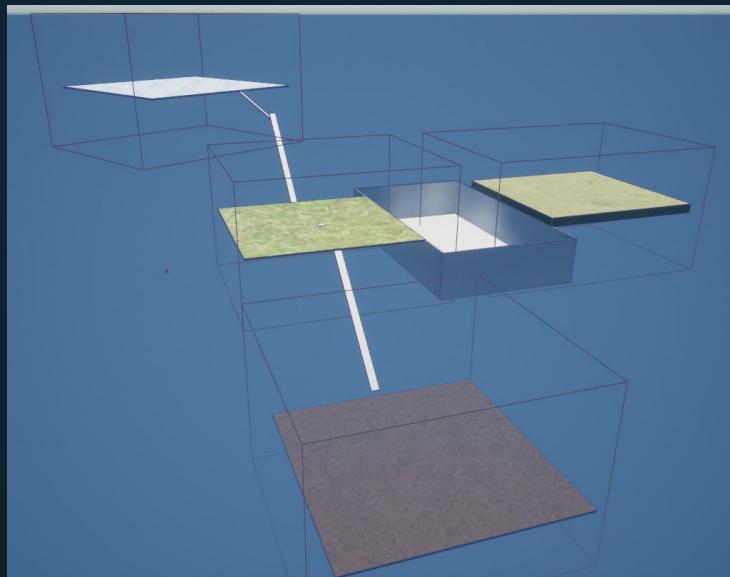
Ideias de vegetação de ilhas



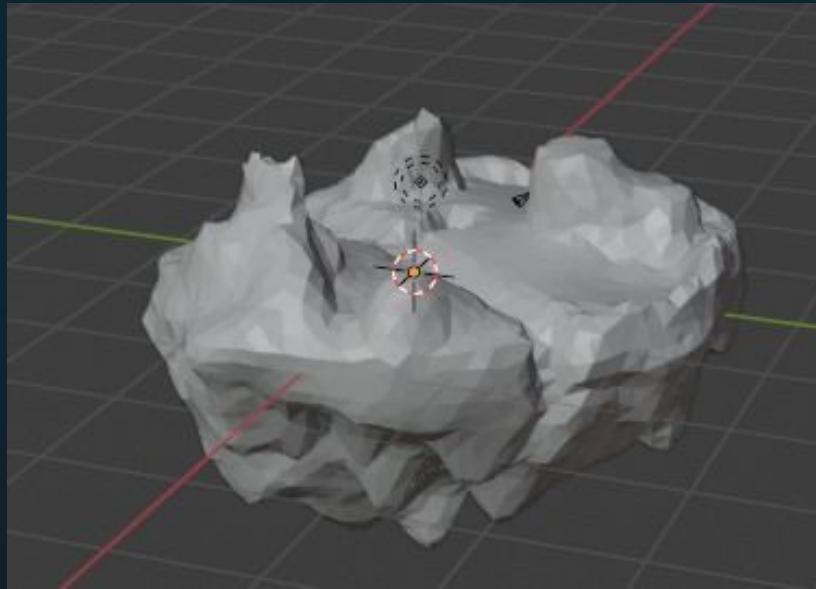
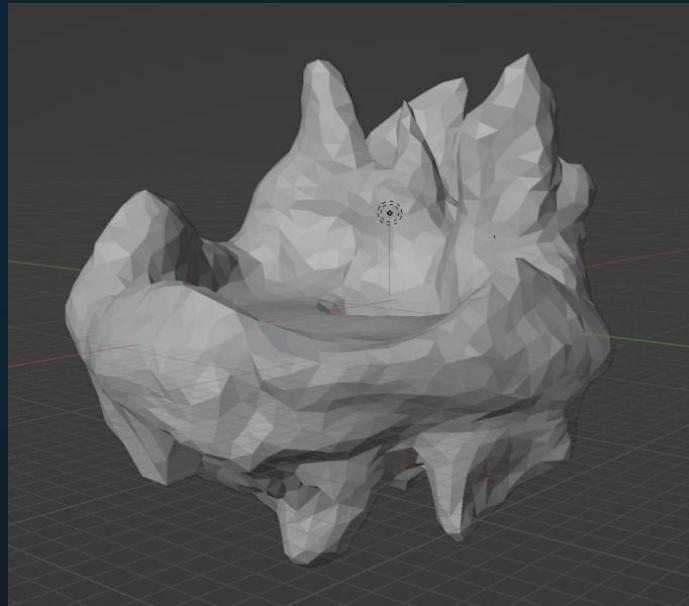
- Tipos de climas por ilhas
- Tipo de assets por ilhas
- Objetivos e objetos mágicos

Desenvolvimento

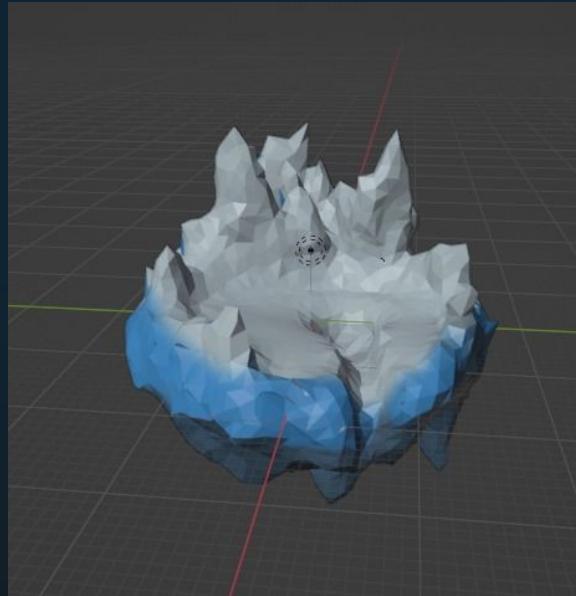
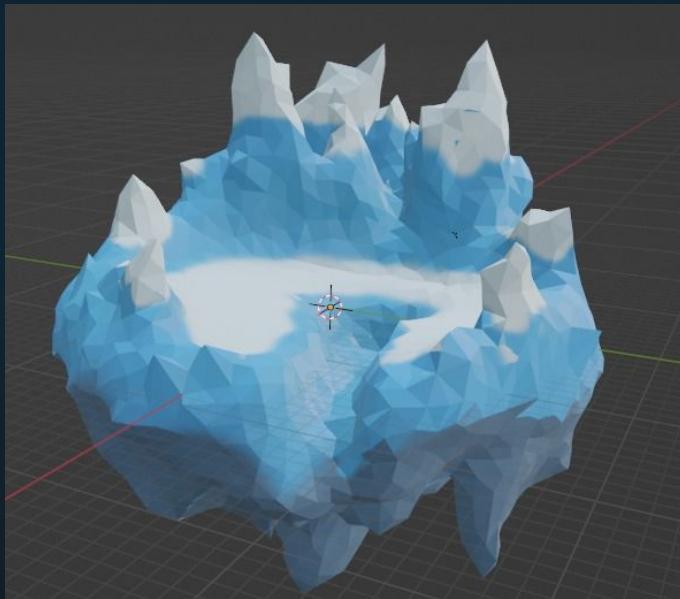
Unreal - Primeiros Passo



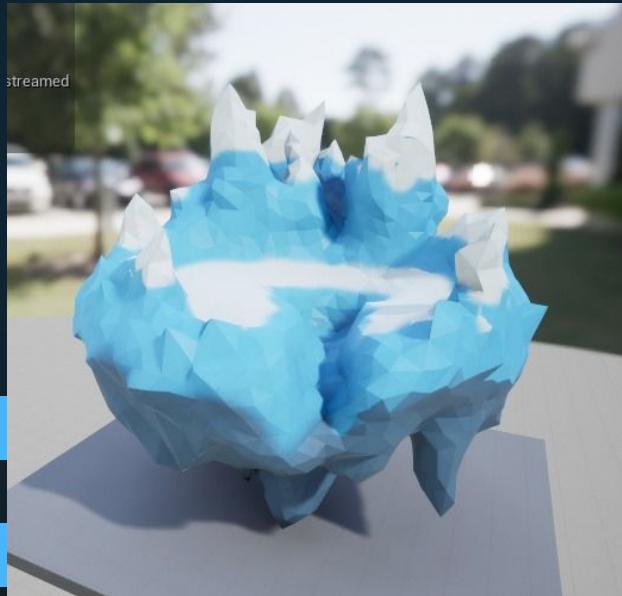
Blender - Ilhas



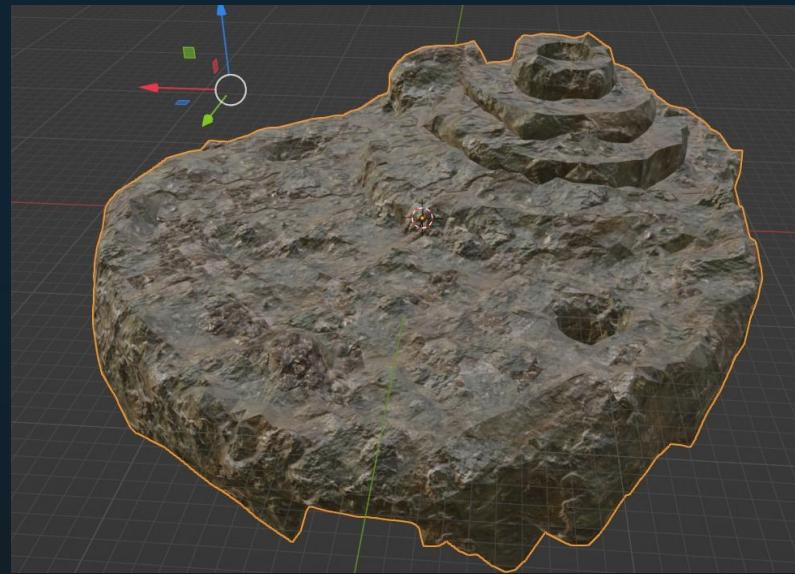
Blender - Texturização (somente Pintura)



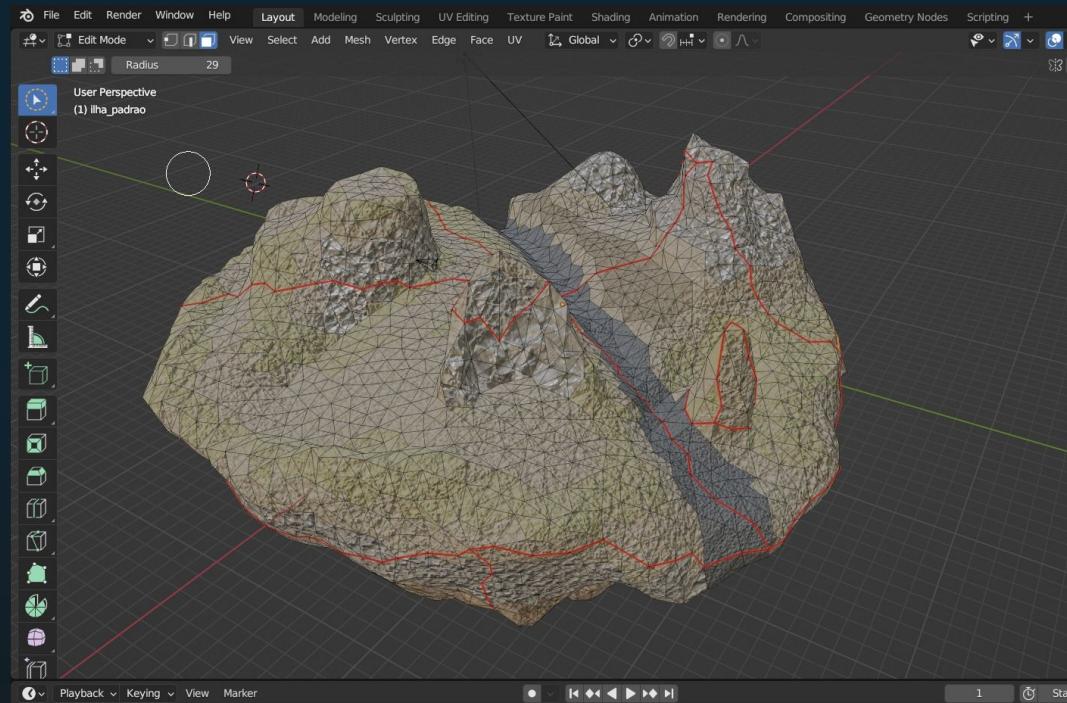
Blender -> Unreal Ilhas (Somente Pinturas)



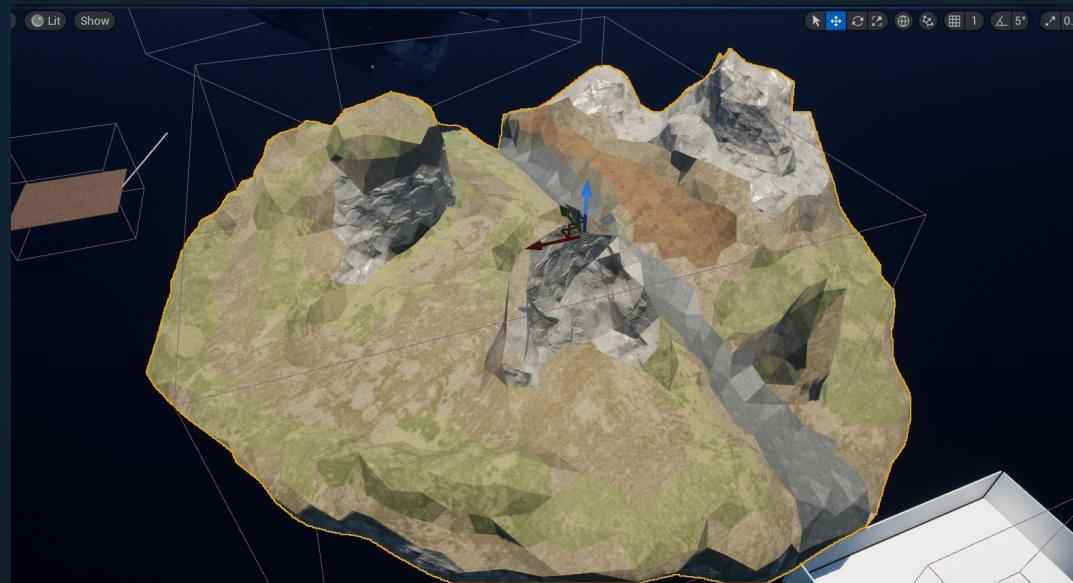
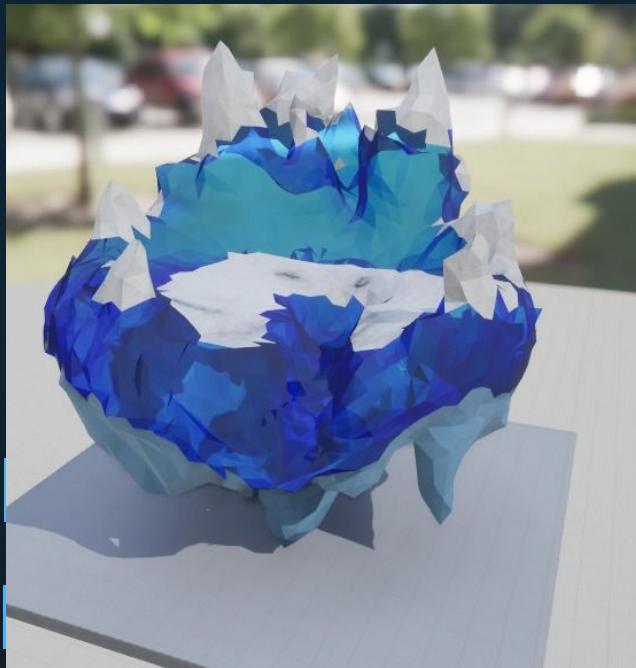
Blender - Texturização (Completa)



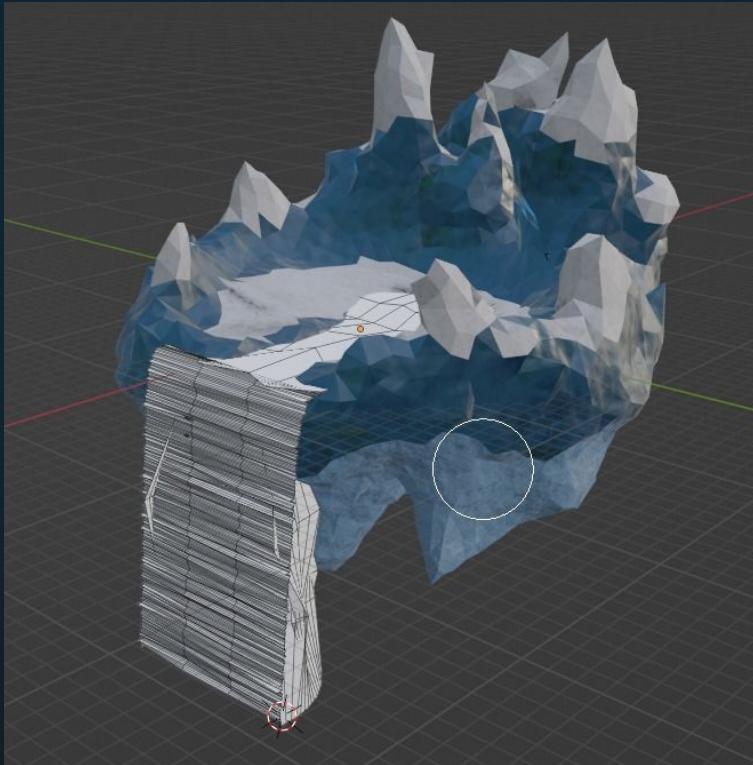
Blender - Texturização (texturizadas)



Blender -> Unreal Ilhas (texturizadas)



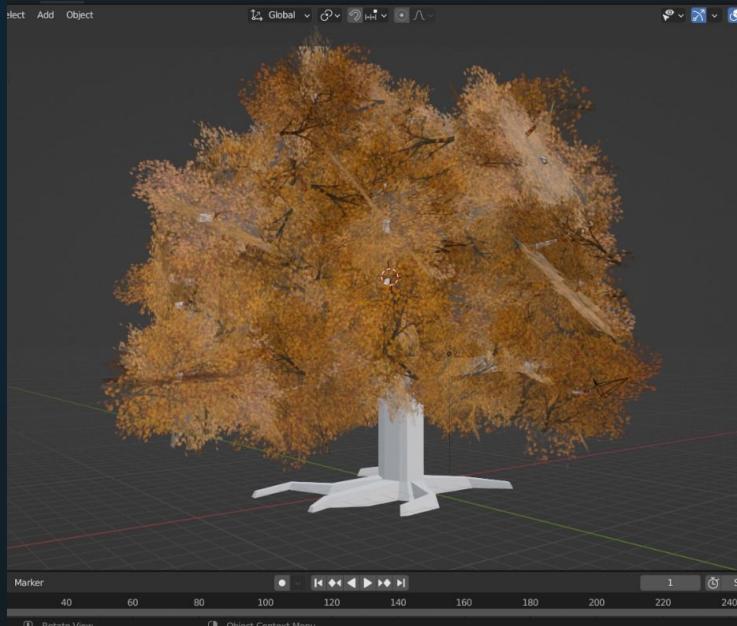
Blender - Água



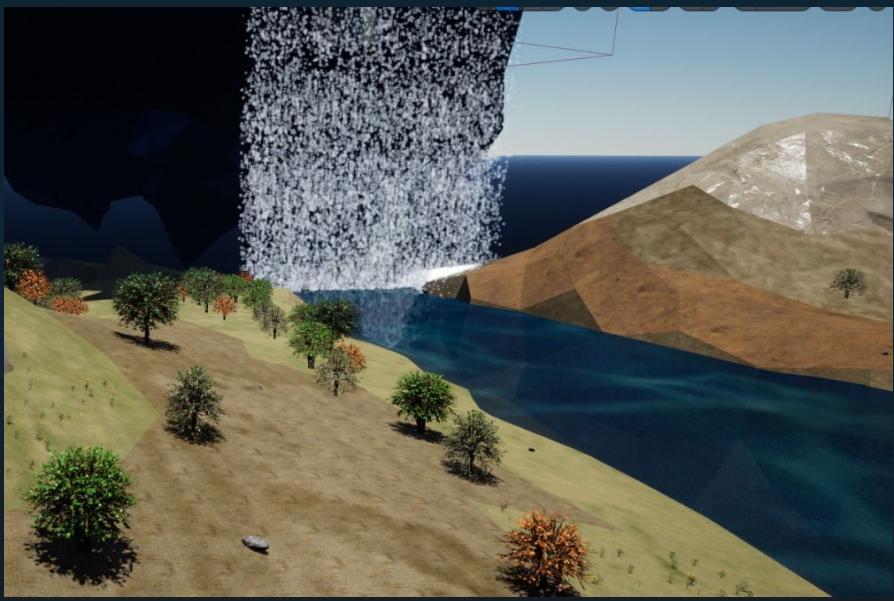
Blender -> Unreal Agua



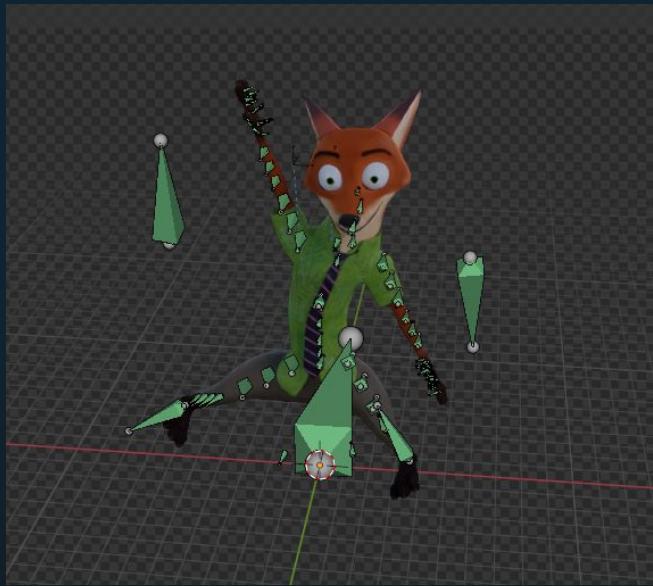
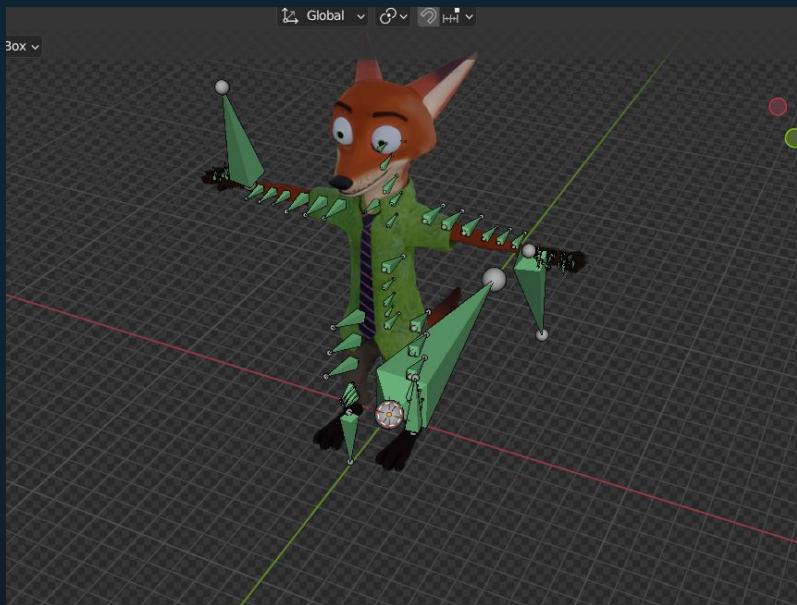
Blender - Assets



Blender -> Unreal Assets



Blender - Personagem



Blender -> Unreal Personagem



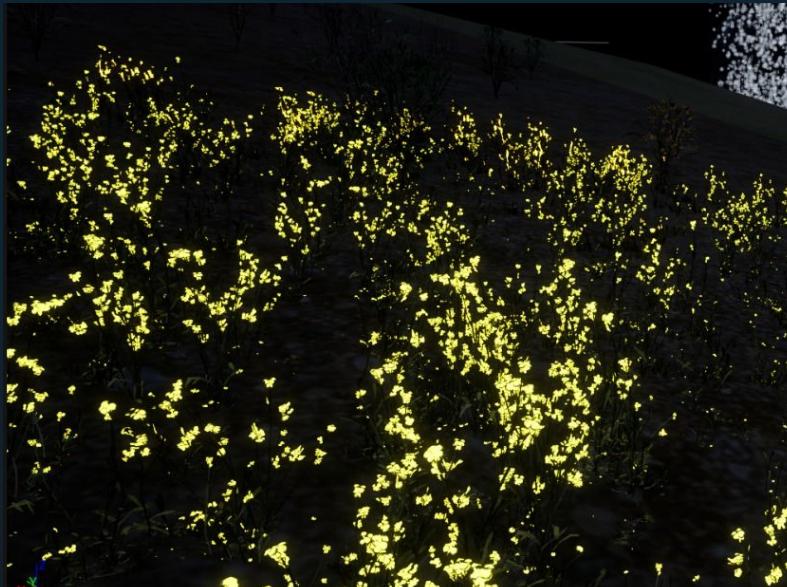
Unreal - User Interface (Telas)



Unreal - User Interface (Assets)



Unreal - Iluminação/ciclo dia-noite

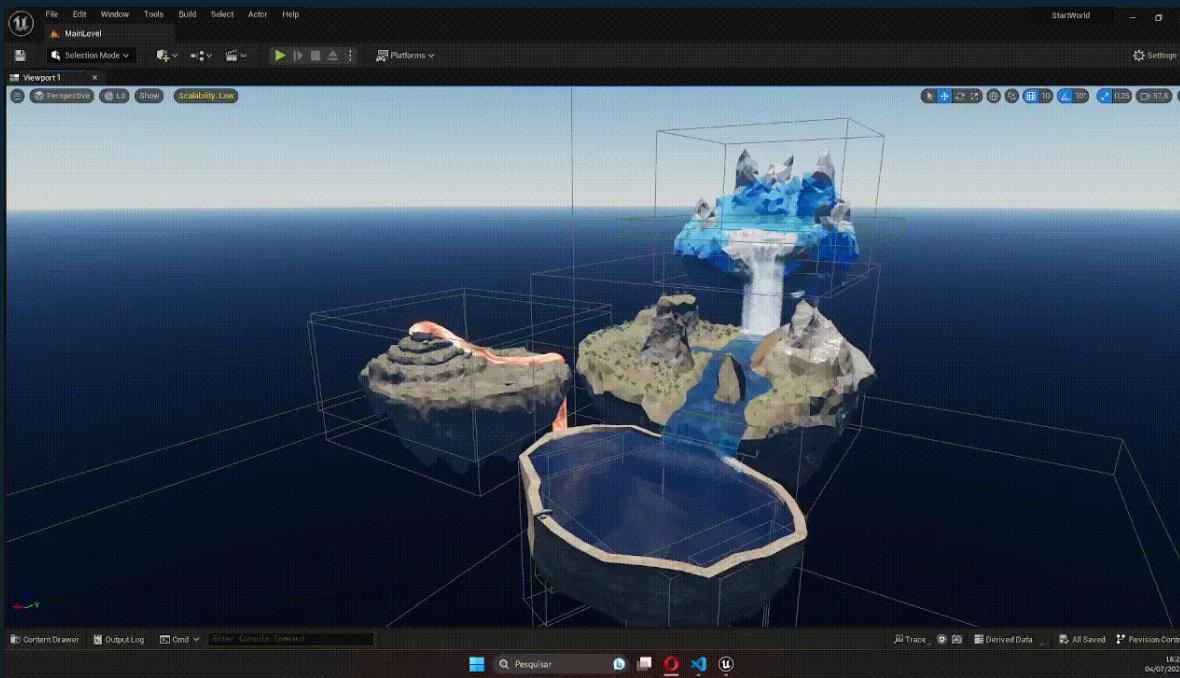


Unreal - baús e poderes

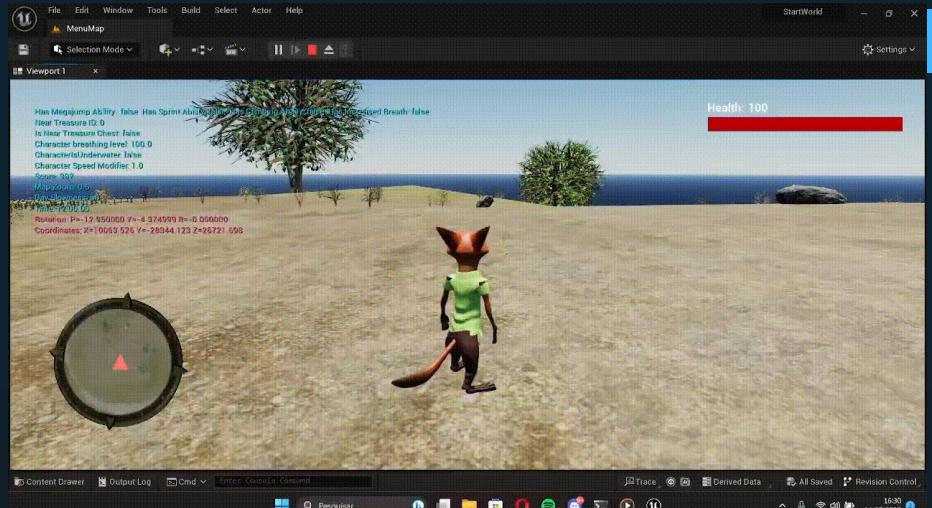
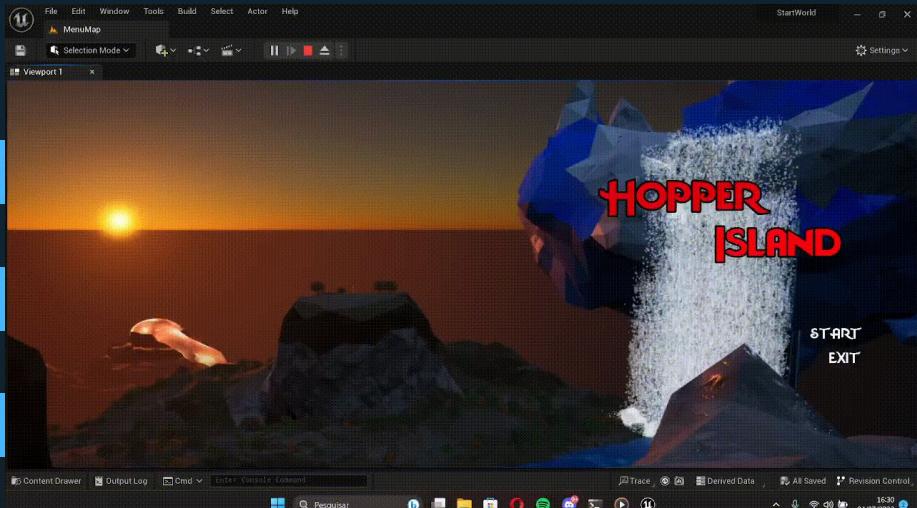


Resultados

Mapa



UI



Gameplay

**Será mostrado
na
Demonstração
Prática**

Obrigado!