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Final Project Proposal

My proposed project is a little pig running through a forest. The pig in itself will require my use of multiple types of primitives. My model will be created manually; though, I hope to dabble a little bit in procedural modeling while creating the forest. The effects I am interested in using for my project include: shadows, music/sound effects, interaction, collision detection/physics, and bloom.

Possible Plateaus:

- model the pig
- add shadows
- use bloom effect on pig (if it looks good)
- make pig move using keyboard controls
- create forest model

- 1) modelling pig
- 2) Modelling forest (procedural)
- 3) Add keyboard controls to “play” as pig [Wednesday]
- 4) Shadows
- 5) Collision detection/physics
- 6) Add other effects if there's time