
Intermediate Computer Graphics Semester Project Pitch

By: Albert Tran and Ryan Ho

The People



Albert Tran

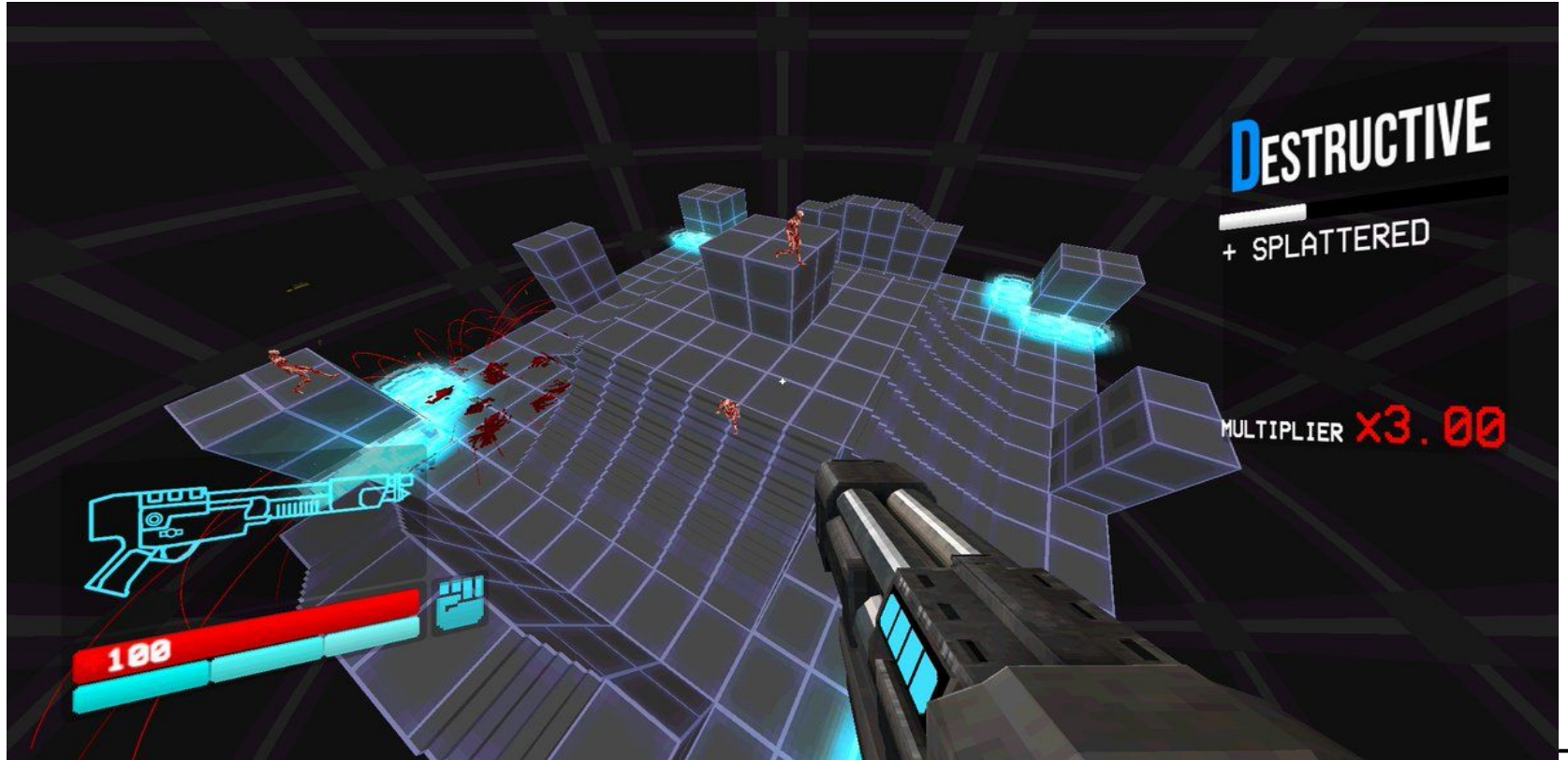


Ryan Ho

Albert Tran: Programmer (part of shader and particle effects), Texture artist, Modeller.

Ryan Ho: Programmer (main game and part of shader), Modeller.

The Game



A Screenshot of the game Ultrakill, game will have similar gameplay from a shooting perspective

The Process



Thank You For Listening!

References:

<https://github.com/Kodrin/URP-PSX>

<https://github.com/jmickle66666666/PSX-Dither-Shader>

<https://github.com/keijiro/Retro3D>

Arsi Patala. (2020). ULTAKILL. [PC]. New Blood Interactive
