

Hi, My name is Albert Tran, I'm working with Ryan Ho on a 3D first person shooter arena game. The game will function similarly to the Cybergrind gamemode of Ultrakill, where you fight in an arena of never ending enemies, you will use coins, each with different effects and a gun, the visual style of the game will be more retro, think old PSX or N64 games. With this said, how can Computer Graphics help to bring our game's style to life? By using a unique shader, we'll implement a few different techniques to create that stylistic toonish look and feel that many games have done before. Mainly we'll be using Rim Lighting, and Specular and Diffuse lighting models in our illumination model. Along with a few other Visual Effects (Such as texture pixelation, and particle effects for the coins, to signify which coins are being used) and some Post Processing work, (such as ambient occlusion and perhaps some color adjustment along with shadows) this should allow the more retro style we envision for our game to be brought to life. With this, since there are only two members both me and Ryan will be trying to split the work as evenly as possible, with both of us working on the programming aspects of the shader and game. At the end of the day, both me and Ryan wish to create a simple, fun shooter, with a unique look and style, which we hope the audience will try, play, and most of all enjoy.