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Final Project Proposal

My final project will be a recreation of the opening title of the 1991 video game *The Legend of Zelda: A Link to the Past*. [The original opening title can be viewed here](#) (0:03 to 0:23, specifically). My interpretation will not try to imitate the pixelated look, but have a high resolution with sharp edges. Getting this looking really great is not a small undertaking at my current skill level, but a working project which utilizes many of topics learned in this class is doable within one week.

Class topics and their possible utilization:

- Keyframes will be crucial in handling the events such as the triangles' rotations and final position, the sword dropping, and the sparkles glinting on the "Zelda" text.
- OpenGL lighting will be used to light the objects.
- Textures could be utilized on the castle and hills in the background.
- At the time of writing, I haven't done anything with shadows or shaders but I would like to utilize both. The shadows will help to create the feeling of depth (especially around the "Z" and the sword). A shader could be utilized in the water portion at the lower half of the frame— maybe by mirroring the top part of the background and running it through a shader to give it a "watery" effect.

Timeline (Very Rough):

- Day 1: Create and import rough draft 3D models of triangles, sword, castle, background, text using Blender. Mostly for location purposes.
- Day 2: Add lighting and carve out the keyframes.
- Day 3: Add shadows.
- Day 4: Add textures.
- Day 5: Add shader for water effect.
- Day 6: Update blender models and import.
- Day 7: Polishing.