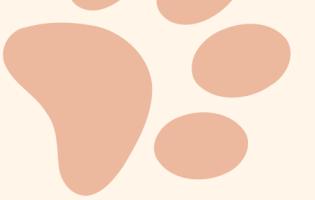




NEKO ATSUME

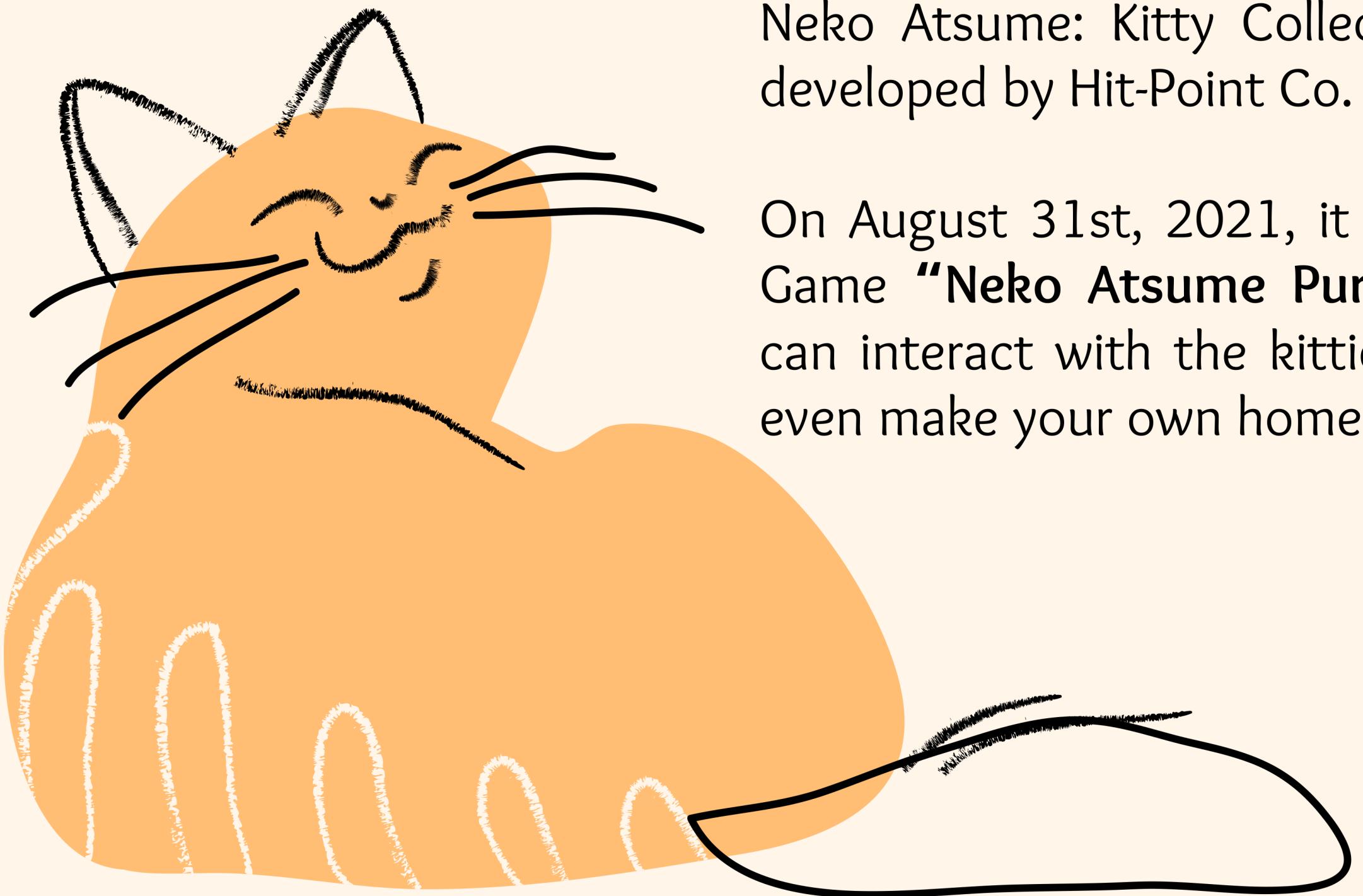
CGC Module 3 Summative | Virtudazo - A223



What is Neko Atsume?

Neko Atsume: Kitty Collector is a mobile cat-collecting game developed by Hit-Point Co. released on October 20, 2014.

On August 31st, 2021, it got its international release as a VR Game **“Neko Atsume Purrfect Kitty Collector”**, wherein you can interact with the kitties that visit your household live and even make your own home a stage for the simulation.



Why Neko Atsume?



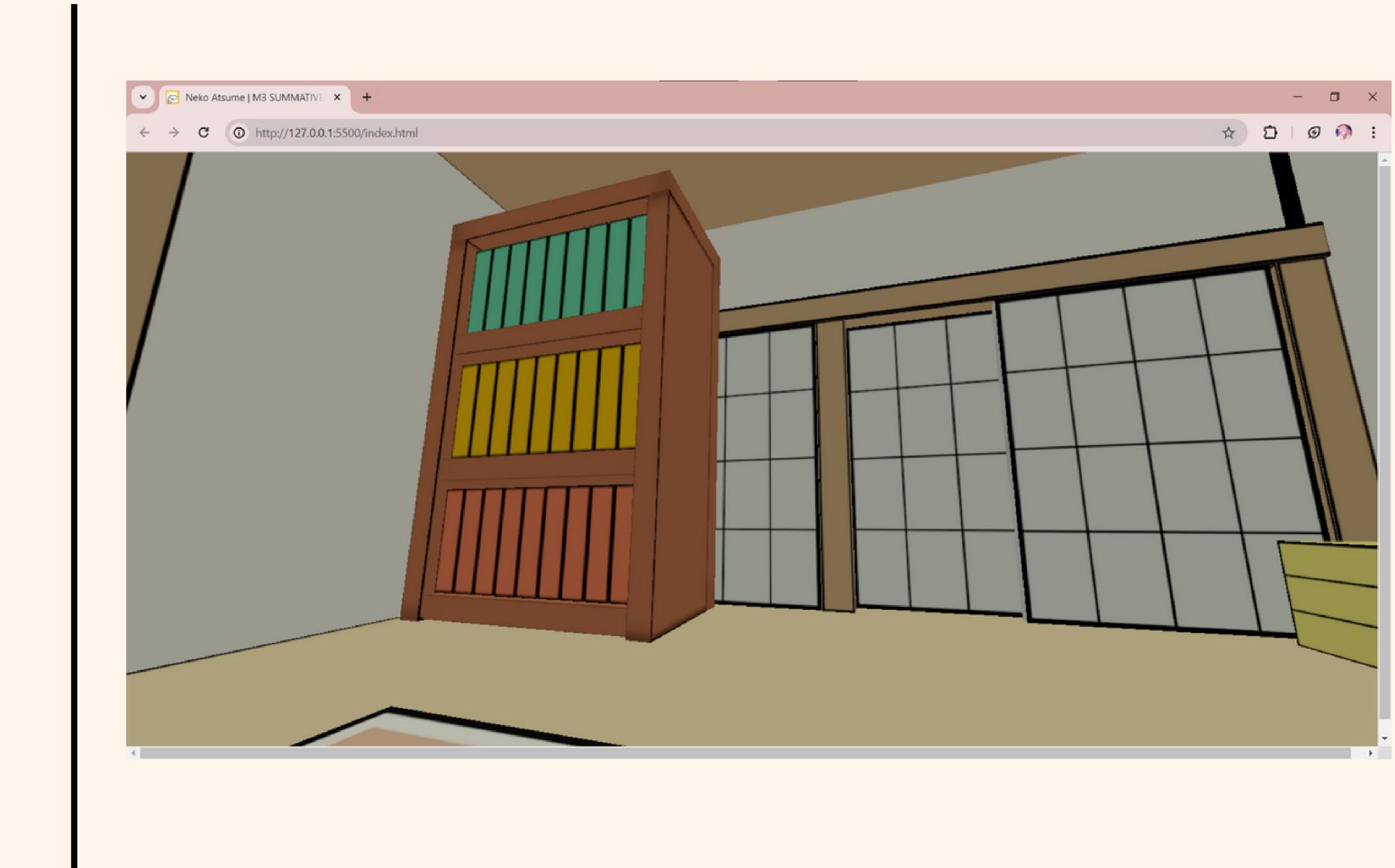
I love cats! This is probably one of the main reasons why I like the game. It's a very cute and adorable game. I remember opening my phone minute by minute to check if a new cat visited my house. It's always been a nostalgic game for me. I was thrilled to hear that it got its VR release as you can pet and play with the cats there.

To have a more visual feel of what the game looks like, I chose to replicate the indoor part of the VR game



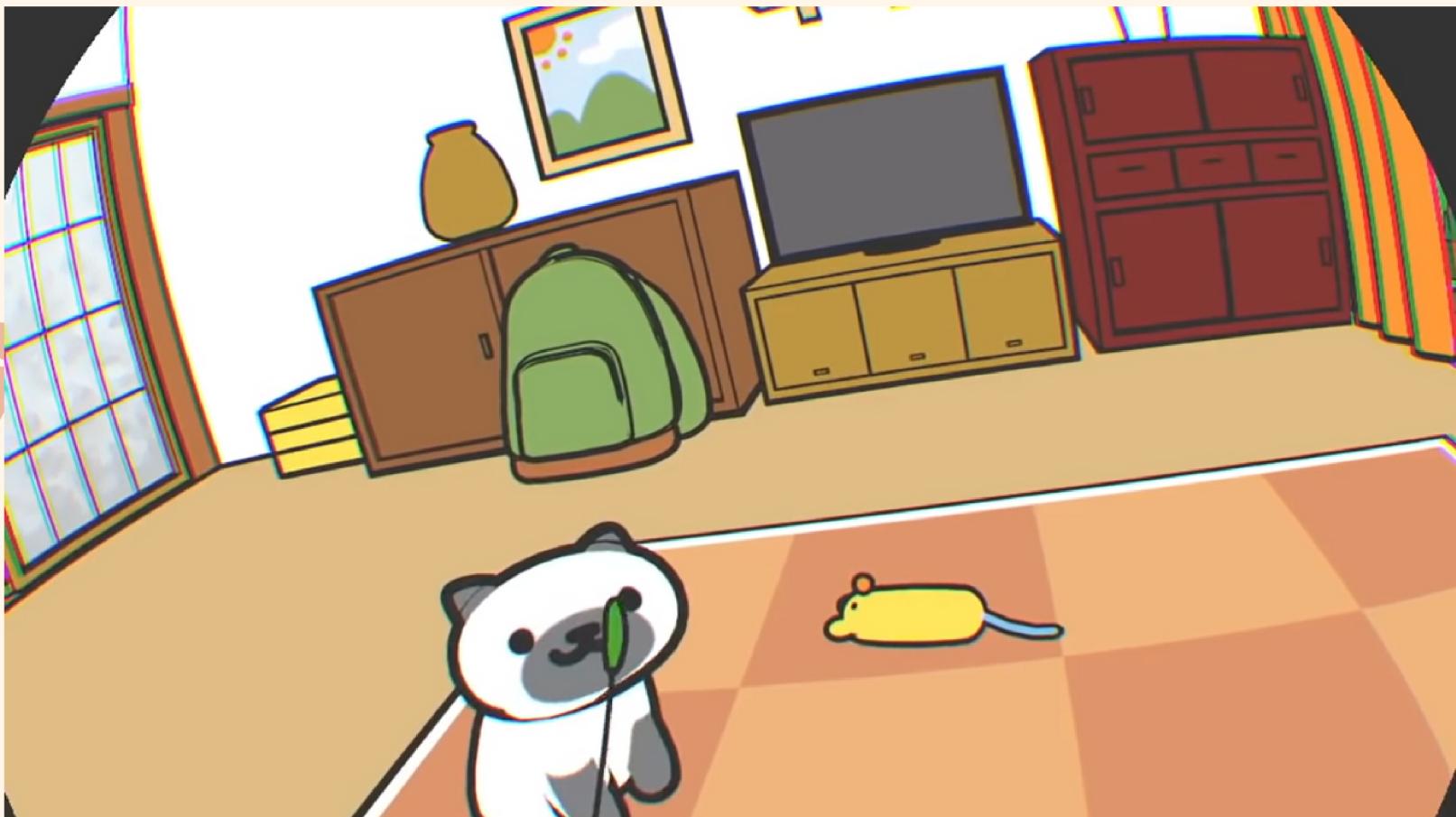
Comparison

VR version Game Scene | My ThreeJS Replication



Comparison

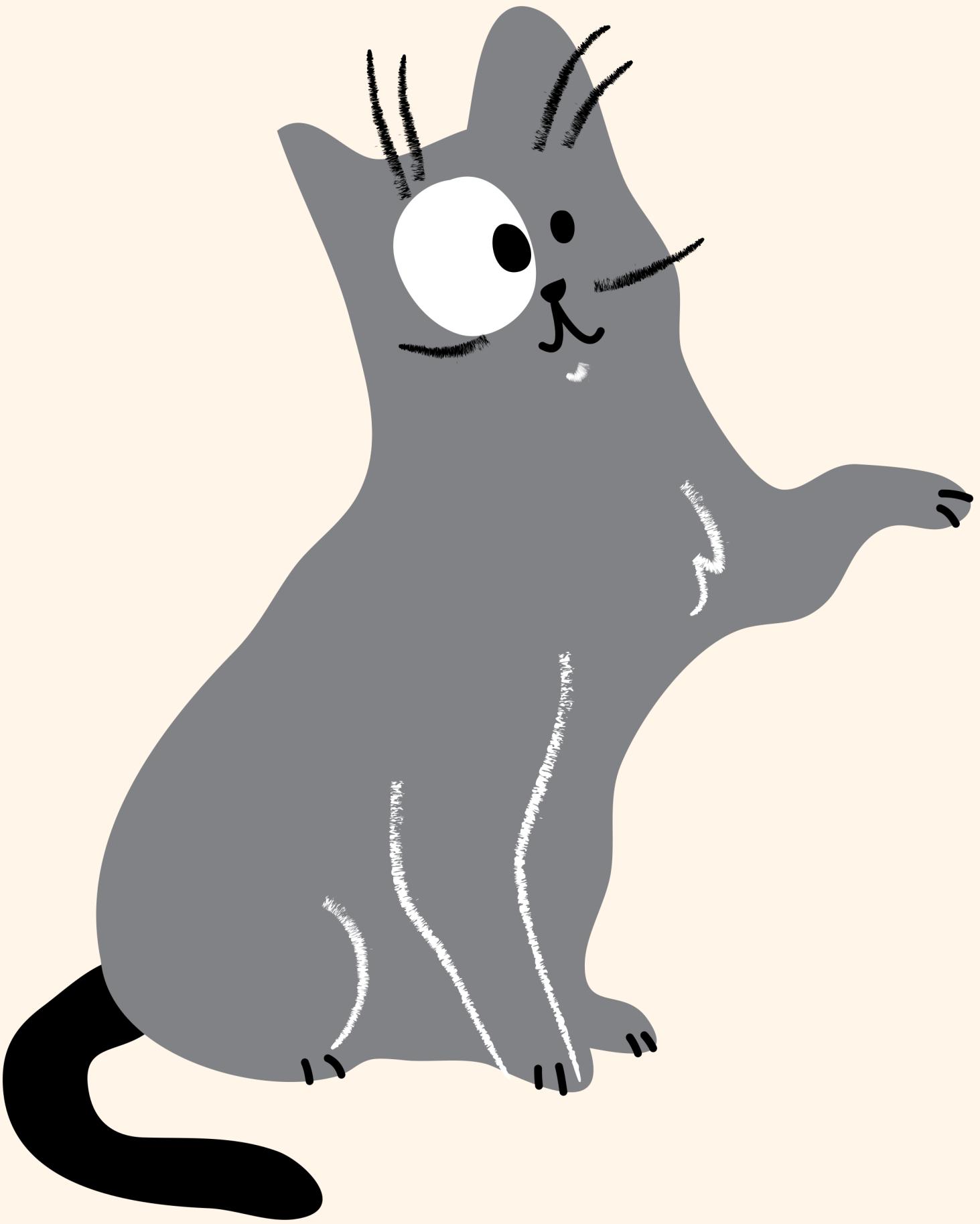
VR version Game Scene | My ThreeJS Replication



Comparison

VR version Game Scene | My ThreeJS Replication





Geometries

- mostly **BoxGeometry** (drawers, books, doors, etc.)
- **CylinderGeometry** (Flower pot and Cups)

Material/s

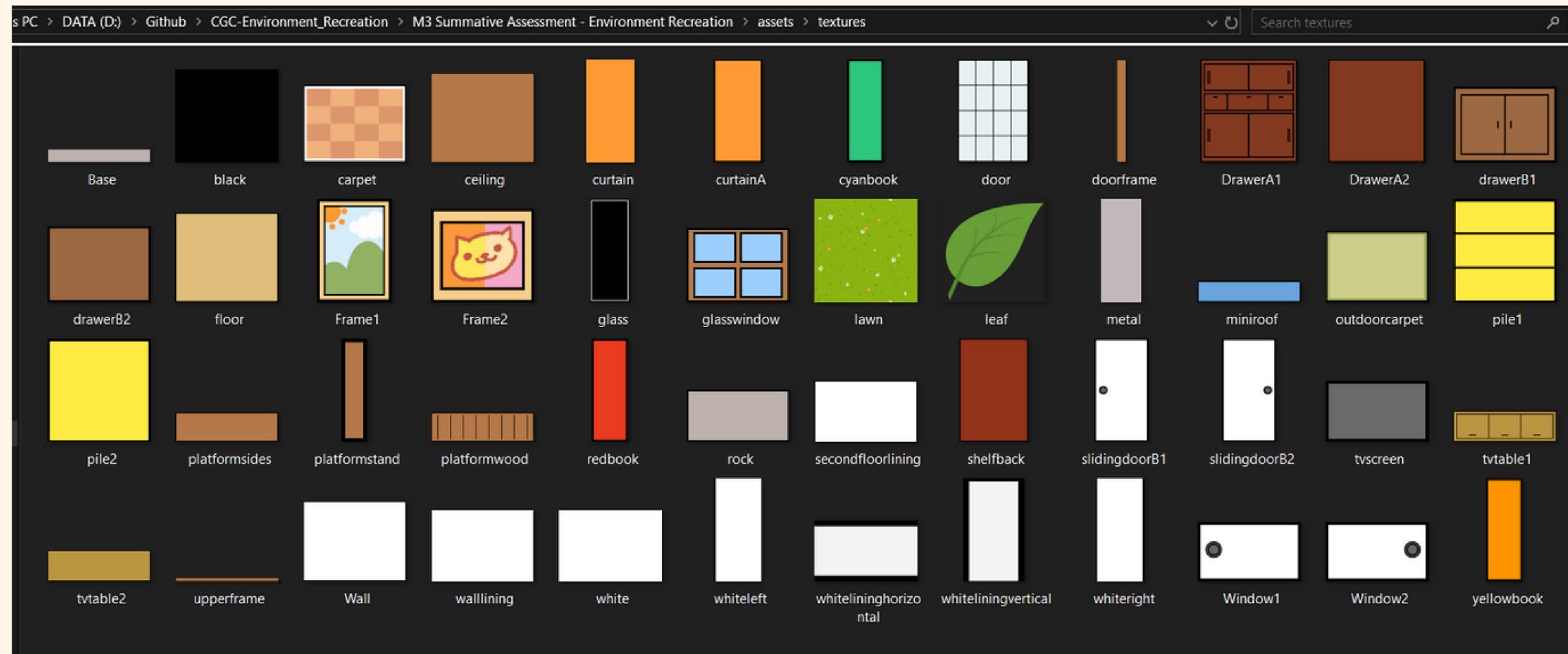
- **MeshStandardMaterial**

Lighting

- **DirectionalLight**
- **AmbientLight**



Textures



The textures were created by me and are tailor-made for the project to replicate the cartoony feeling of the game.



3D Models



Tubbs
by kenmao



Cat
by inksidze



Grass
by Anskar



Trees
by twistedc3

These 3D Models can be found on Sketchfab!



Particles



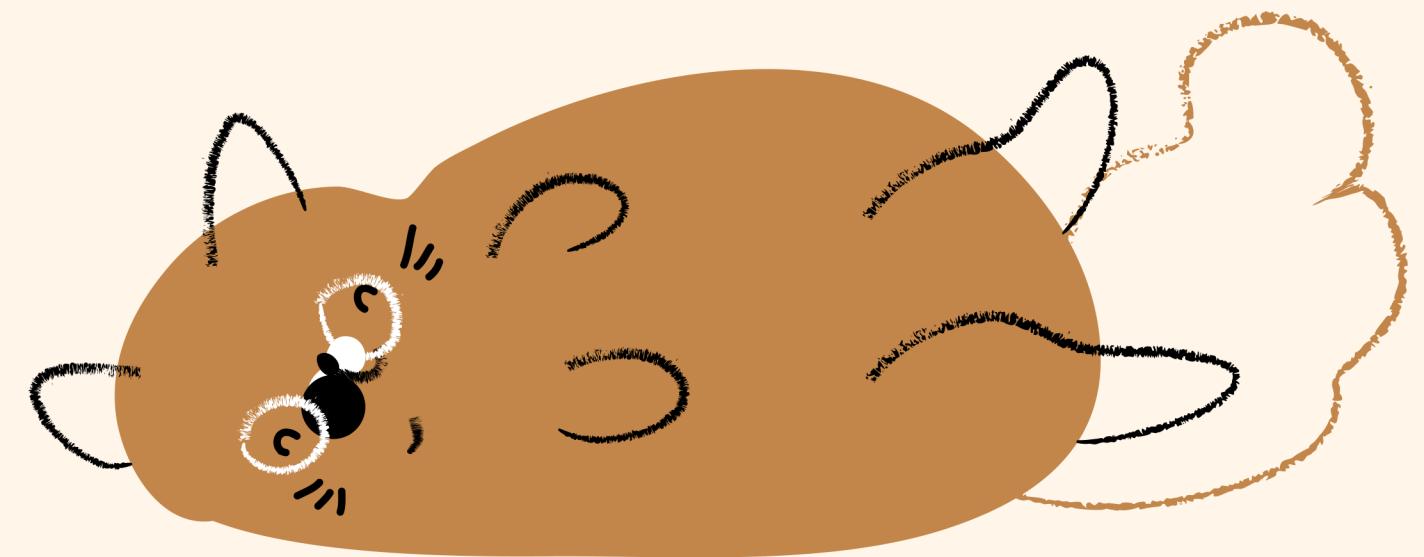
Falling leaves



What is the importance of ThreeJs functions (Geometries, Animations, Material, Lighting, Orbit Controls, Textures, and 3D objects) in making your output?

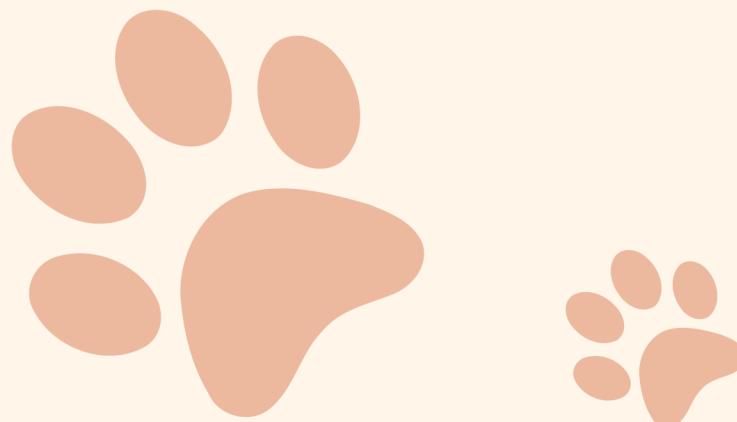
Geometries define the shapes. Animation enables dynamic movement over time. Materials define the visual appearance of objects. Lighting determines how some objects are light sources. Orbit Controls allows users to navigate the scene. Textures apply a visual look to objects, enhancing their appearance. 3D Objects give more life to the scene.

Each component plays a crucial role in creating immersive and visually appealing 3D Replication scenery using Three.js.



As a game developer, what do you think are the benefits in being able to recreate environments with game maps as inspiration?

Game maps are often inspired by real-world environments, providing realistic settings in which players can immerse themselves. By studying and recreating these environments, developers gain insights into effective design techniques and discover new possibilities for enhancing gameplay experiences. Using existing game maps can make developing new games faster by giving a solid base for designing levels and layouts. Additionally, using maps from popular games can connect developers with existing fan groups, creating excitement and anticipation for their new games.



**THAT'S ALL
THANK YOU!**

