Theme and Thematic

I aimed to meet the theme of Decay. My scene is a desert scene with animal bones scattered around to show elements of death, similar to [Gerudo Desert](#) from Breath of the Wild. I also aimed to capture the feeling of hopelessness. To do this, I created a heat distortion effect and slight swaying movement in the smaller props, since I felt like slight swaying movements show a lack of vigour of life, playing into the theme of Decay again.

Resources Used: Assets

For the terrain in the scene, I used:
- [Rippled Sand](#), which was used for the floor terrain.
- [Desert Western Rock Large](#), which was used as one of the rock assets to surround the scene.
- [Desert Western Rock Medium](#), which was used as one of the rock assets to surround the scene.

The props in the scene used are:
- [Desert Western Tree Branch Juniper 01](#), which is used for the small wobbling branches scattered throughout the scene.
- [Desert Western Tree Branch Dead Large 01](#), which is used for the tree branches jutting out the sand.
- [Animal Skull](#), which is used for the smaller skulls scattered throughout the scene.
- [Skull](#), which is used for the giant skull in the scene.
- [Cactus](#), which is used for the cacti in the scene.
- [Xeric Grass](#), which is used for the small grass in the scene.

Resources Used: Tutorials

I used this [tutorial](#) to create the heat haze effect with some minor adjustments, such as allowing myself more flexibility with scalar parameters and using time as additional input data.

What I'm most proud of

I'm most proud of the shifting sand in the terrain. I used similar techniques to the water waves shown in class, but the alpha logic in blending the regular sand material and the dune effect was surprisingly difficult. What I was able to showcase was a product of some trial and error and experimentation, so I'm most proud of it.

What I would improve

I would try to think about asset placement better. At the moment, I feel that my asset placements are mostly random and have no thought process behind it.