Roundtable Discussion

Jimmy Hwang

WURLD EXPLORATION GAME CONCEPT - FANTASY fours on character, ? TITLE/SCENE: PAGE: anno moves FUREST WE AN I BUT EMFTARL ROUAL CAVES + THE SKY/ MINES MUUNTAINS STEAMPUNK

TRIPPY

MOK LD

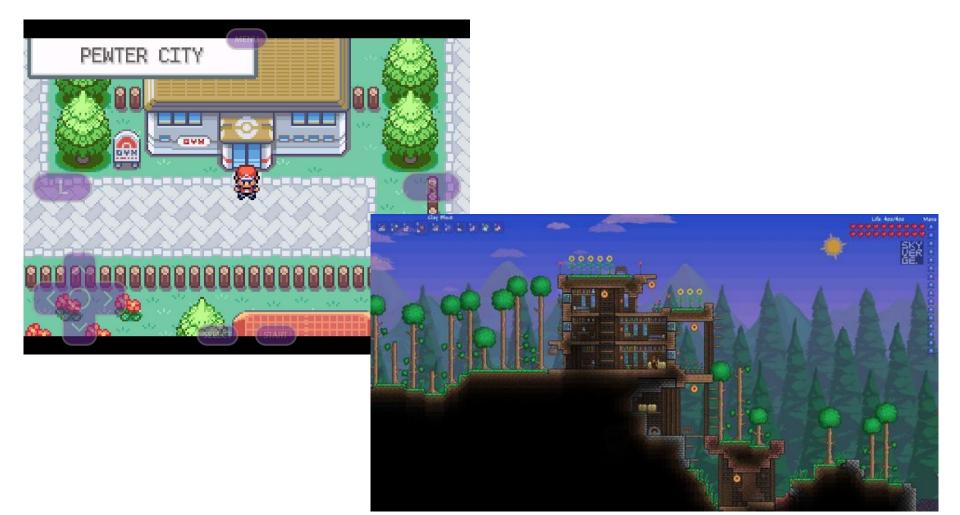
HAUNTED

NOTES:

MAGICAL

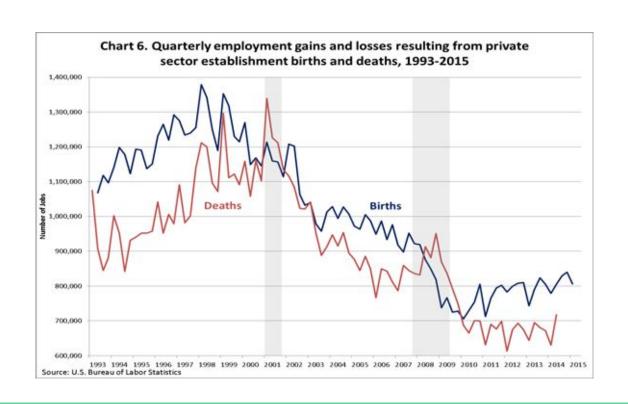
WATERFALLS

FIELD!



BIRTH & DEATH RATES PORTRAYED BY SHOUTING SMES Birth Wall may be Different patterns Txus on small delails faded on or (Shapes + Glas fo strike ground birth Tollath heavy represent stars) acations in the world Fade and w/ Northern Ughts More fulustic Similar oncept Colone & particles idea and similar Corcert w/ rain When reaching Concepts melerorites in the "end Space

https://www.youtube.com/watch?v=LlexW25Rfv8



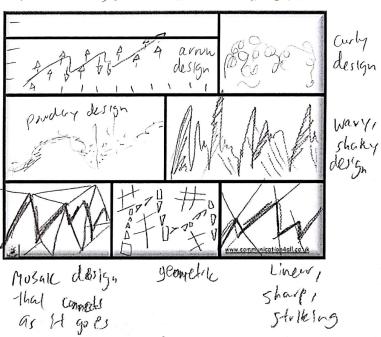
Name Music Video Acchelics Vising Equalizer TREBLE > RAAD (CHAUTIC, KONGH) MOVEMENT (SMUTH) Jerotading lines Rapid, elletic line movements for high pitches MOTION BASEDON BEATINASS Contaction of Shape through change of tound Share (fust) Movement w/ shapes from Bass transular to trable) CONCEPTS: "Black hee" concept with various sized shapes Chorchill Songs) trippy vibrations w/ lava lamp e 000 -> there ficusing in fluid movement of vilvation w/ sung Underwater theme W/scaweed as EQ melens/shorting Store representing ficus of Ed based on Optoslans

https://www.youtube.com/watch?v=TTi8hQcVvZc





STOCKS SEEN THROUGH DESIGN



https://www.gettyimages.com/detail/video/animated-s tock-numbers-graphs-and-charts-stock-footage/47271 2325



