

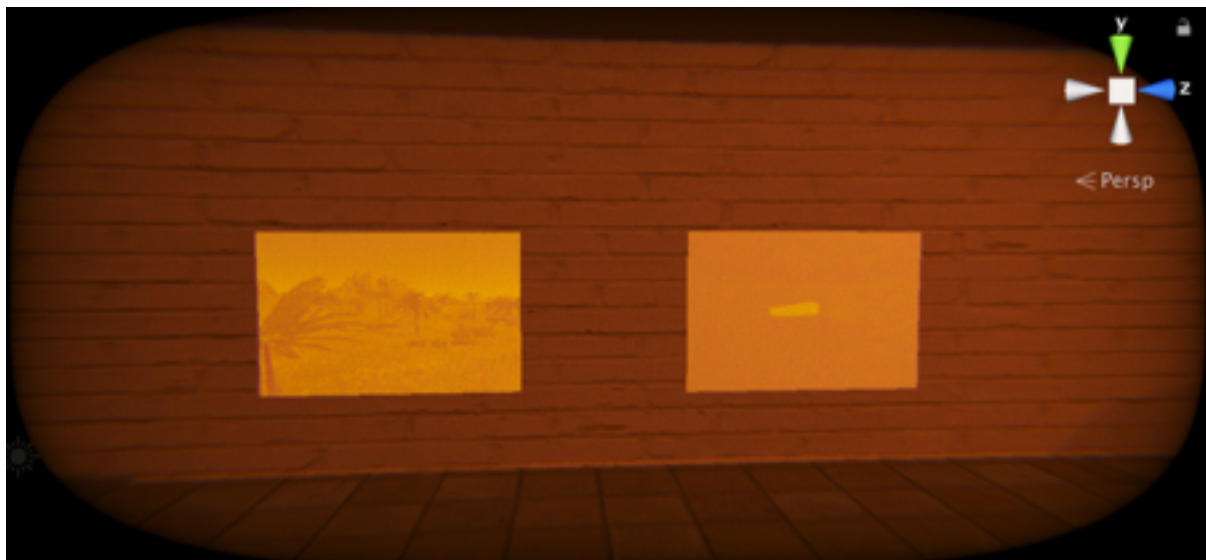
Eternal Mask - Ziggy Lumley-Tow

- Terrain (25%)
- Indoor section (25%)
- Appropriate textures on the indoor section (5%)
- With normal maps (add 5%)
- A simple single-state animation (5%) I utilised single state animation in two different ways, the first being the broken flashing light
- A complex animation that responds to trigger or mouse events (add 5%)
- Appropriately applied effects via a post-processing stack (5%)
- Particle effects (10%)
- Direct light sources beyond the default Directional Light (5%)
- Use of emissive materials (add 5%)
- Use of multiple cameras (e.g. overlaid cameras or rendering to a texture) (10%)

Total marks Claimed: 105%

In the terrain, I made a difference from my game design document was that I changed the dead trees to tropical palm trees as I could not find any good free dead trees on the asset store, however I feel as though the tropical trees still do represent a much hotter world.

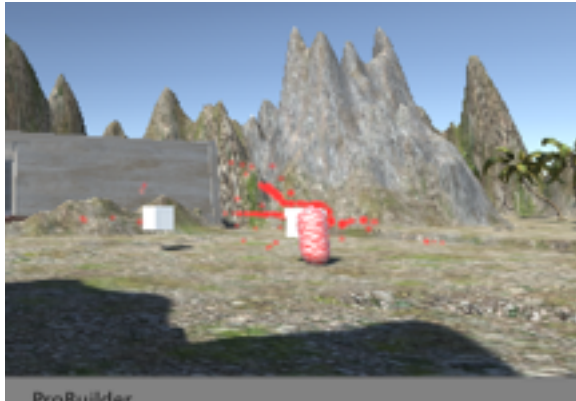
I used quads to make cameras show the player outside and where the AC parts are.



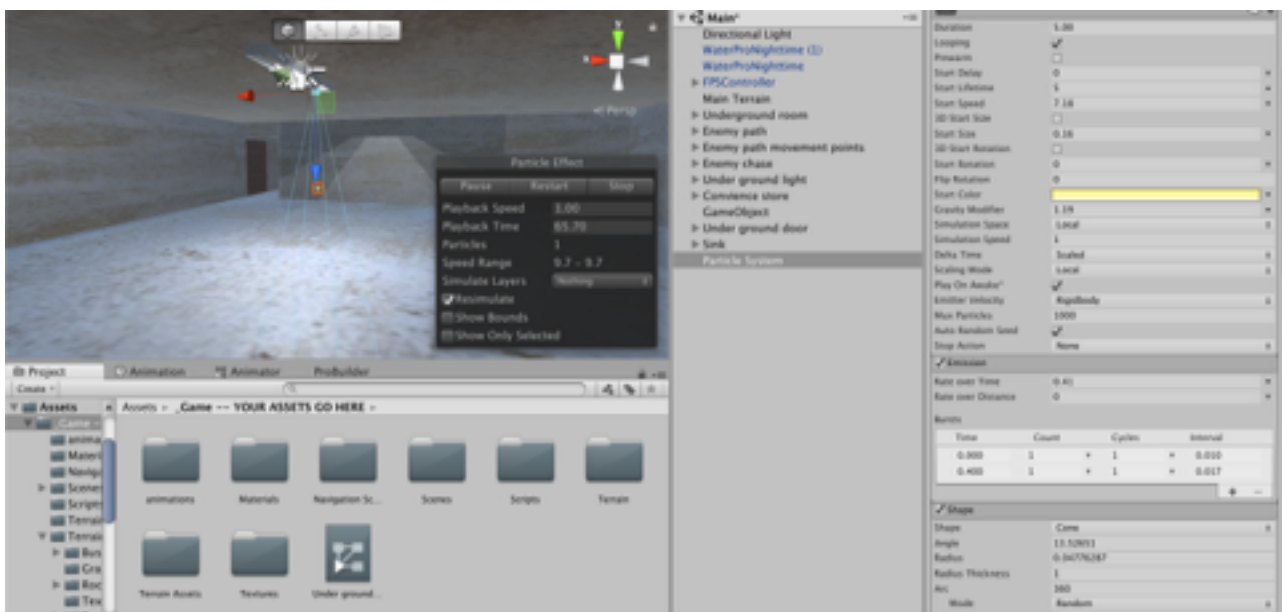
I used transparent textures as well as normal maps to make my house seem more realistic. One challenge I had was making the key disappear at the exact same time as the door opened, as well as making the key a cutout, because I thought that I had to set it as transparent like the windows.



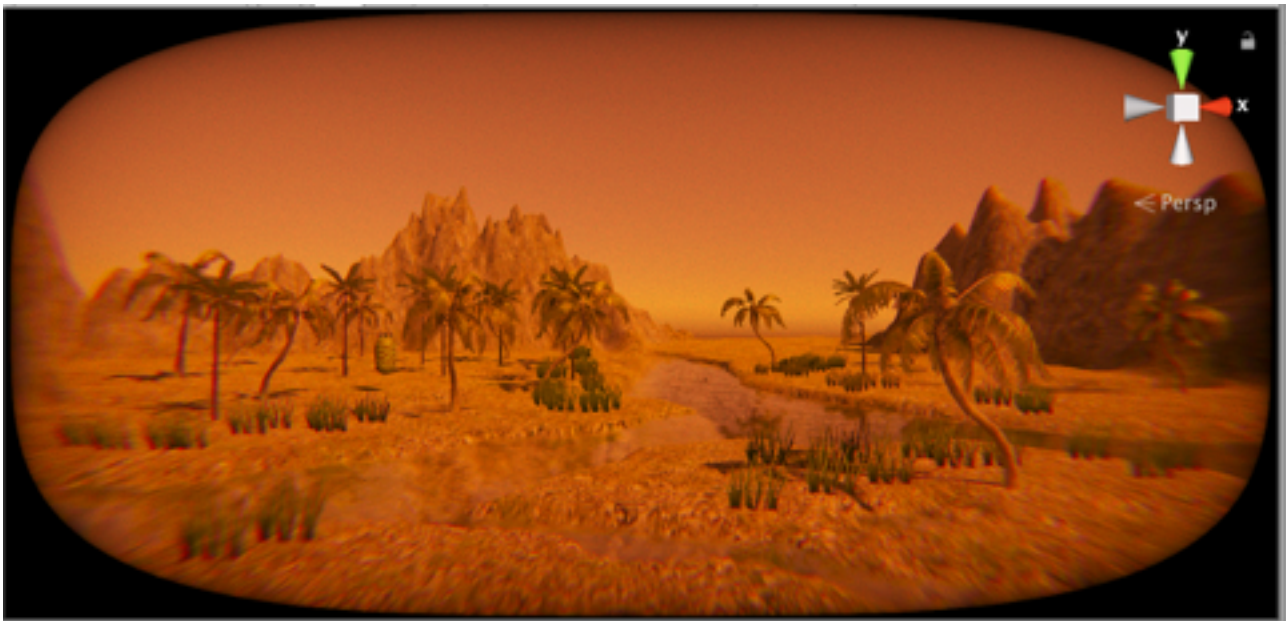
The particle effect to create the laser beam was also quite challenging, as at first the particles kept flying everywhere, I then realised it was simply because the particles were colliding with the nose of the robot.



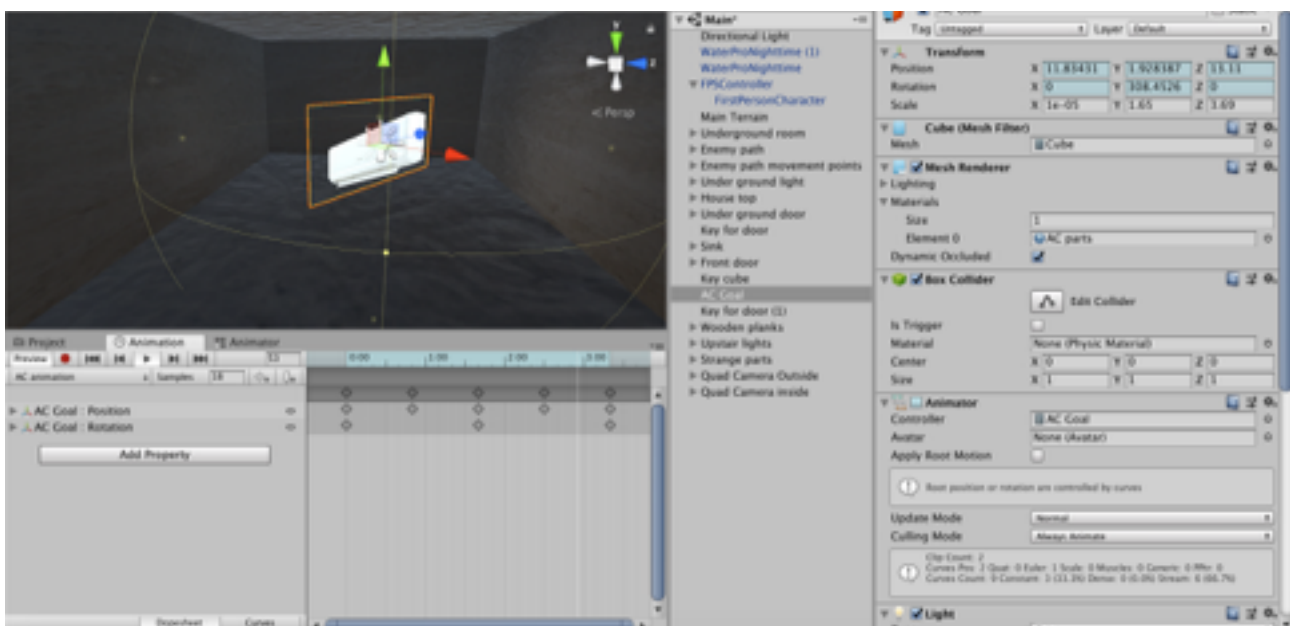
Another particle effect problem I had was making the broken lights sparks seem more random, I solved this by having random bursts of a single particle occasionally.



I utilised the post-processing effects to make it seem like the player was wearing a mask, and that the temperature was very high and unforgiving.



I combined emissive material and light on my Floating AC to create a cool light effect, I also used animation to make it spin around and bob creating a victory feeling in the player, as well as making it collectable.



Texture references:

White brick wall, texture by Texturise club, retrieved from:

<http://www.texturise.club/2013/12/seamless-white-brick-wall-texture-maps.html>

Dirty wall, texture by sketch up texture club, retrieved from:

<https://www.sketchuptextureclub.com/textures/architecture/concrete/bare/dirty-walls/concrete-dirty-wall-texture-seamless-19048>

Window

<http://pngimg.com/download/17691>

Wood, texture by sketch up texture club, retrieved from:

<https://www.sketchuptextureclub.com/textures/architecture/wood-planks/old-wood-boards/old-wood-board-texture-seamless-08729>

AC, Photo by :

<http://www.ac-repairplantation.com/basic-principles-air-conditioner-maintenance/>

Tile floor:

<https://www.pinterest.com.au/pin/571886852657889596/>

Key, , texture by Cubits, retrieved from::

<https://cubits.org/PlaypenGraphics/pages/552/>

Roof tilling, texture by sketch up texture club, retrieved from:

<https://www.sketchuptextureclub.com/textures/architecture/roofings/slate-roofs/dirty-slate-roofing-texture-seamless-03995>