

# At The End of The Life

INTERACTIVE 3D ART

A girl is standing in an endless dark space. She saw a shiny door somewhere at the end. She walks towards the light.

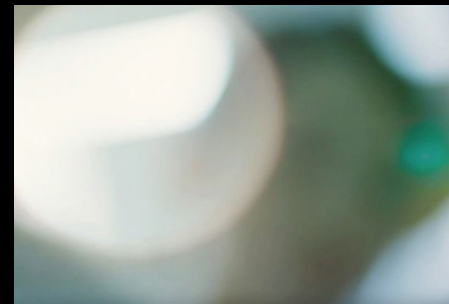
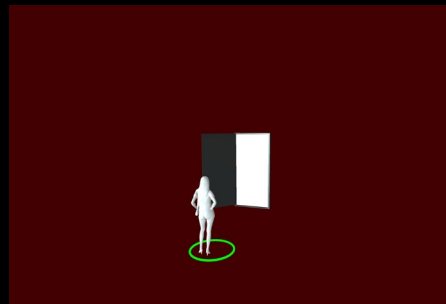
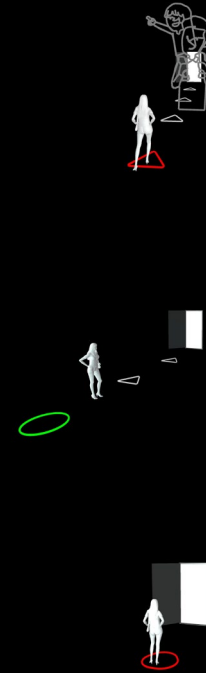
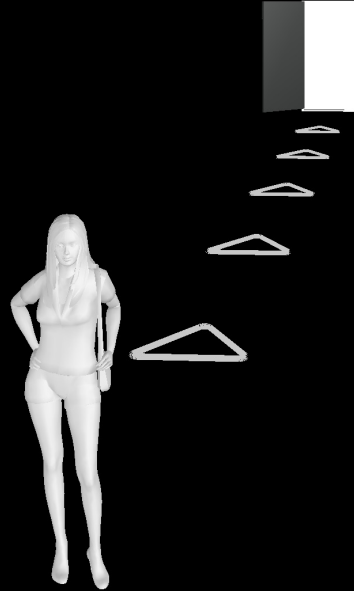
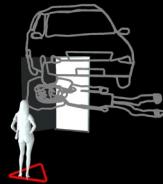
As she walks, precious people, precious memories pass by like a flash. Getting closer to the light. She didn't know why she was in this space and didn't remember anything. Eventually, she finds herself in a coma and on the border of life and death.

As she approached, she could see the open door, and the light poured out of the door.

She knew everything, and thought for a moment, but decided to go in through the door.

The screen turns white with light and beeps are heard.

When she opens her eyes, she sees her parents crying.



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[https://github.com/mwchoo/p5\\_interactive\\_3dart](https://github.com/mwchoo/p5_interactive_3dart)

<https://mwchoo.github.io/AAT4001/p9/>

## TARGET USERS

Someone who wants to seriously think about time, life, death, and family.

You can control a girl and a camera through an Arrow key.

The path to go is marked with a triangle, and whenever the girl's memory passes, the triangle turns into a green circle. (Use Morph)

I tried to implement the girl's walk and motion as realistically as possible.

I tried to mix 3D and 2D so that user could concentrate more on the work. Also, I put a lot of effort into the sound.

## KEYMAP



# Reference

DRAMA ‘싸우자 귀신아’, S01E11, 2016

[http://www.pandora.tv/view/jamdrama/57322151/#39158939\\_new](http://www.pandora.tv/view/jamdrama/57322151/#39158939_new)

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