OUTLINE:

text written like

—/ this /—

is hard for me to speak fast

and needs to be spoken slower

script target (in seconds): 110 (01:50)

slide 0 | Title Slide

Budget: 2.5s
Time Elapsed: 00:00
Time Left: 01:50
Start Frame: 0
Frames Budget: 62

I'm going to talk fast,

so you might need to pause

and

read the slides.

|——————————— BREATH ———————————|

slide 1 | Self Introduction

Budget: 0.5s
Time Elapsed: 00:02
Time Left: 01:47
Start Frame: 62
Frames Budget: 12

Heya,

slide 2 | Who am I?

Budget: 4.5s
Time Elapsed: 00:03
Time Left: 01:47
Start Frame: 75
Frames Budget: 112

my name is Herschel Pravin Pawar.

This video has been recorded as part of my

Aalto application.

|——————————— BREATH ———————————|

slide 3 | Coventry University Summer School Game
Jam

Budget: 2.5s
Time Elapsed: 00:07
Time Left: 01:42
Start Frame: 187
Frames Budget: 62

I participated in the

—/ <mark>Summer School</mark> /—

for

—/ <mark>Game Development</mark> /—

.

---

slide 4 | Result

Budget: 02s
Time Elapsed: 00:10
Time Left: 01:40
Start Frame: 250
Frames Budget: 50

We wrapped up with a game jam,

and these are the results.

---

slide 5 | Themes

Budget: 02s
Time Elapsed: 00:12
Time Left: 01:38
Start Frame: 300
Frames Budget: 50

The themes were

—/ <mark>Continuous Change</mark> /—

and

—/ <mark>2D Platformer</mark> /—

.

|————————————— BREATH —————————————|

---

slide 6 | The Team

Budget: 3.5s
Time Elapsed: 00:14
Time Left: 01:36
Start Frame: 349
Frames Budget: 87

We created

—/ <mark>Fractured Elements</mark> /—

,

featuring a player with cycling

−/ ==elemental== /−

powers

---

slide 7 | Main Mechanic

Budget: 04s
Time Elapsed: 00:17
Time Left: 01:32
Start Frame: 437
Frames Budget: 100

I focused on making the gameplay

while my partner focused on

the creative aspects of the game.

|—————————— BREATH ——————————|

---

slide 8 | Player Architecture

Budget: 06s
Time Elapsed: 00:21
Time Left: 01:28
Start Frame: 537
Frames Budget: 150

---

the player code I wrote

was reused for the final boss

and the high-level code was

−/ ==generic== /−

over

−/ ==weapons== /−

and

−/ ==elemental powers== /−

.

|—————————— BREATH ——————————|

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slide 9 | Game Maker ToolKit's 2023 Game Jam

Budget: 2.5s
Time Elapsed: 00:27
Time Left: 01:22
Start Frame: 687
Frames Budget: 62

I taught myself Godot

and

participated in a game jam.

```
            slide  10 | Result

        Budget: 03s
        Time Elapsed: 00:30
        Time Left: 01:20
        Start Frame: 750
        Frames Budget: 75
```

These were the results.

There were over

—/ <mark>six thousand seven hundred</mark> /—

submissions.

```
            slide  11 | Theme

        Budget: 1.5s
        Time Elapsed: 00:33
        Time Left: 01:17
        Start Frame: 825
        Frames Budget: 37
```

The theme was

—/ <mark>Roles Reversed</mark> /—

.

|———————————— BREATH ————————————|

```
            slide  12 | Gameplay

        Budget: 3.5s
        Time Elapsed: 00:34
        Time Left: 01:15
        Start Frame: 862
        Frames Budget: 87
```

In the game,

players control aliens

fighting to survive

against heros.

```
slide  13 | Main Mechanic

Budget: 6.5s
Time Elapsed: 00:38
Time Left: 01:12
Start Frame: 950
Frames Budget: 162
```

A random alien fires

while space bar is pressed

requiring the player

to choose between

having

—/ <mark>predictability</mark> /—

or

having more health.

|———————————— BREATH ————————————|

```
slide  14 | Bevy

Budget: 04s
Time Elapsed: 00:44
Time Left: 01:05
Start Frame: 1112
Frames Budget: 100
```

Recently,

I've been learning Bevy,

a

—/ <mark>Rust-based</mark> /—

—/ <mark>ECS</mark> /—

—/ <mark>game engine</mark> /—

.

```
slide  15 | EMPTY SLIDE

Budget: 4.5s
Time Elapsed: 00:48
Time Left: 01:01
Start Frame: 1212
Frames Budget: 112
```

So far,

I've remade pong.

I'm using the project to learn

how to make online

—/ ==multiplayer== /—

games.

|—————————— BREATH ——————————|

---

slide 16 | Other Projects

Budget: 1.5s
Time Elapsed: 00:53
Time Left: 00:57
Start Frame: 1325
Frames Budget: 37

Some other projects include:

---

slide 17 | VRCX Insights

Budget: 5.5s
Time Elapsed: 00:54
Time Left: 00:55
Start Frame: 1362
Frames Budget: 137

VRCX Insights

A

—/ ==data mining== /—

tool to extract friend circles

by corelating

people who are in the same room.

---

slide 18 | Output Metadata

Budget: 02s
Time Elapsed: 01:00
Time Left: 00:50
Start Frame: 1500
Frames Budget: 50

You can see

why I had to zoom out the image so much.

|—————————— BREATH ——————————|

> **slide** 19 | Booth Archiver
>
> Budget: 4.5s
> Time Elapsed: 01:02
> Time Left: 00:48
> Start Frame: 1550
> Frames Budget: 112

Another project is Booth Archiver,

which compiles your Booth wish list

into a spreadsheet.

> **slide** 20 | Krita/GIMP Palette Generator
>
> Budget: 04s
> Time Elapsed: 01:06
> Time Left: 00:43
> Start Frame: 1662
> Frames Budget: 100

I also created a tool

which quantizes given image

and

generates a palette from it.

> **slide** 21 | Rosettacode
>
> Budget: 03s
> Time Elapsed: 01:10
> Time Left: 00:39
> Start Frame: 1762
> Frames Budget: 75

I also contributed

the code I wrote

to Rosettacode.

|————————————— BREATH ——————————————|

> **slide** 22 | Kait
>
> Budget: 2.5s
> Time Elapsed: 01:13
> Time Left: 00:36
> Start Frame: 1837
> Frames Budget: 62

The textures for my OC

were made using Photoshop.

slide 23 | Other Creative Stuff

Budget: 02s
Time Elapsed: 01:16
Time Left: 00:34
Start Frame: 1900
Frames Budget: 50

Here are some of the artworks I've made

slide 24 | Goals for 2025

Budget: 02s
Time Elapsed: 01:18
Time Left: 00:32
Start Frame: 1950
Frames Budget: 50

These are some of my goals

for

2025

slide 25 | Goal — Short Description — Why?

Budget: 03s
Time Elapsed: 01:20
Time Left: 00:30
Start Frame: 2000
Frames Budget: 75

the most important being

—/ WGPU /—

and

—/ public speaking /—

|——————————— BREATH ———————————|

slide 26 | Why Aalto

Budget: 4.5s
Time Elapsed: 01:23
Time Left: 00:27
Start Frame: 2075
Frames Budget: 112

I'm active in

—/ Rust /—

and

—/ queer meetups /—

,

always striving to create a

—/ welcoming atmosphere /—

and

support others.

|———————————— BREATH ————————————|

<div style="border:1px solid black; padding:1em;">

slide 27 | Acknowledgement

Budget: 7.5s
Time Elapsed: 01:27
Time Left: 00:22
Start Frame: 2187
Frames Budget: 187

</div>

This

—/ collaborative /—

spirit is something I value deeply

and

is one of the main reasons that the

—/ multidisciplinary /—

,

project-based approach at Aalto resonates with me.

|———————————— BREATH ————————————|

<div style="border:1px solid black; padding:1em;">

slide 28 | Heavily Inspired by

Budget: 3.5s
Time Elapsed: 01:35
Time Left: 00:15
Start Frame: 2375
Frames Budget: 87

</div>

I believe that innovation

—/ thrives /—

when people from

—/ diverse backgrounds /—

come together,

```
slide  29 | End Slide

Budget: 6.5s
Time Elapsed: 01:38
Time Left: 00:11
Start Frame: 2462
Frames Budget: 162
```

and Aalto's

—/ environment /—

provides

the perfect space

to exchange ideas

and grow,

both technically

and personally.

```
slide  30 | Ending Note

Budget: 2.5s
Time Elapsed: 01:45
Time Left: 00:05
Start Frame: 2625
Frames Budget: 62
```

To close,

I'd like to share something

I saw on Tumblr

```
slide  31 | Tumblr Post

Budget: 02s
Time Elapsed: 01:47
Time Left: 00:02
Start Frame: 2687
Frames Budget: 50
```

Its a post by

—/ viridian masquerade /—

slide 32 | THE Line

Budget: 1.5s
Time Elapsed: 01:49
Time Left: 00:00
Start Frame: 2737
Frames Budget: 37

This resonated very deeply with me

slide 33 | EMPTY SLIDE

Budget: 05s
Time Elapsed: 01:51
Time Left: 00:−1
Start Frame: 2775
Frames Budget: 125

If I was more creative,

I'd adapt it to

learning

and

growth

but I'm not

the best I can come up with is

slide 34 | My heart

Budget: 02s
Time Elapsed: 01:56
Time Left: 00:−6
Start Frame: 2899
Frames Budget: 50

|——————————— BREATH ———————————|

...

...

...

Thank you.

slide 35 | THE END

Budget: 00s
Time Elapsed: 01:58
Time Left: 00:−8
Start Frame: 2950
Frames Budget: 0

- Target time: 01:50 -

- Total time: 01:58 -