

# Introduction Video

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Herschel Pravin Pawar

2026-01-03

## = Context

- This presentation was made for University of Aalto
- Text styled like this are links.
- Acknowledgements at the end of the presentation
- List of tables, images, and links are in Appendix at the end
  - Slides are available for download at <https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/script.pdf>

## = Self Introduction

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Figure 1: Herschel Pravin Pawar in a park with flowers on their ears

original file @ assets/me.jpg

Introduction Video = Self Introduction



# Herschel Pravin Pawar



kat



sakurakat.systems

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[GitHub:pawarherschel](#) Attributions available at  
[/uniofaalto2025](#) [assets/attributionstoml](#)

= Parrylord (Bevy)

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# “Chain Reaction”

Turn the tides, convert the bullet hell into bullet heaven  
by parrying the enemies' projectiles!



Figure 2: Preview image for the game "Parrylord" as seen on itch.io  
original file @ assets/parrylord.png

- First time using Bevy (an ECS in Rust)
- Created an online leaderboard

## = Result

Criteria	Rank	Score*	Raw Score
Audio	#41	2.750	2.750
Game Design	#57	2.708	2.708
Overall	#60	2.479	2.479
Execution	#66	2.375	2.375
Visuals	#81	2.083	2.083

Ranked from **24 ratings**. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Your Own Size (Godot)

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# “Tiny Worlds”

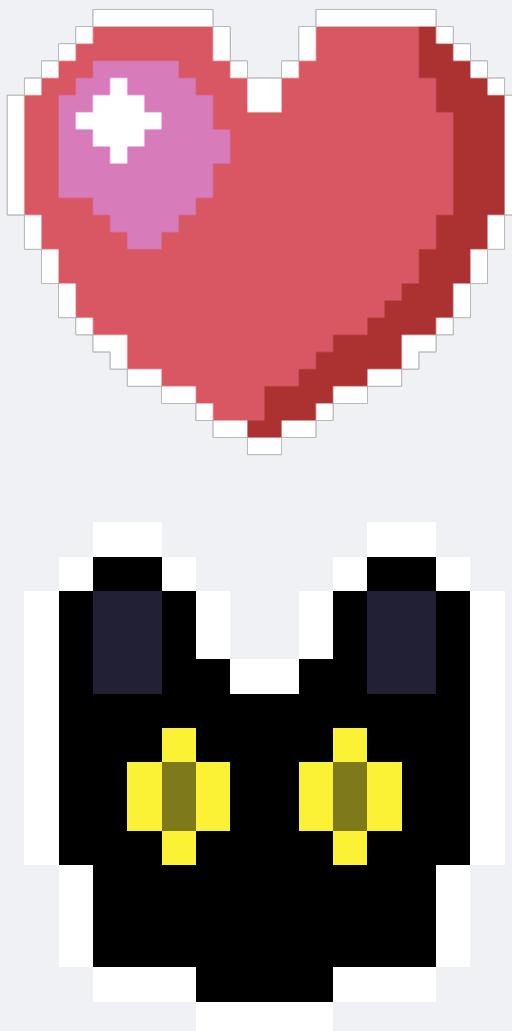
Uh Oh, you've been shrunk down to the size of a bug! Time to fight your way to the top of his treehouse in the hopes of a cure, or maybe just get some sweet revenge. Still, easier said than done; that looks like a long way up from down here. *Gulp*



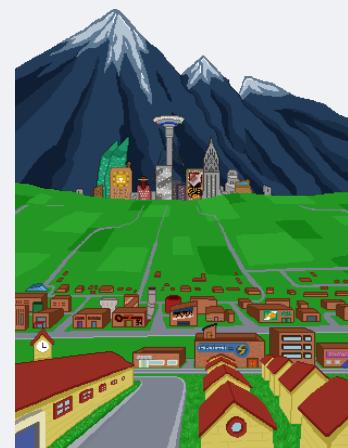
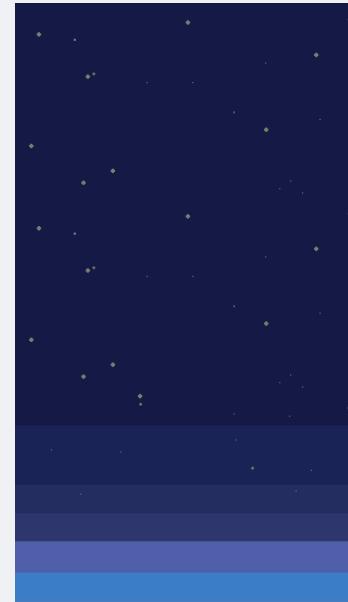
Figure 3: Preview image for the game "Your Own Size" as seen on itch.io  
original file @ assets/your-own-size.png

- Minor Role as Tech Artist and Coordinator
- Wrote my first shader :D

## = Showcase



## = The problem



## = Solution

TODO: show the blur and unblur here

## = Result

Criteria	Rank	Score*	Raw Score
Theme	#5	4.594	4.594
Story	#22	4.000	4.000
Overall	#24	4.094	4.094
Aesthetics	#44	4.219	4.219
Fun	#62	3.813	3.813
Music	#118	3.594	3.594
Sound	#159	3.344	3.344
Mechanics	#187	3.313	3.313

Ranked from 32 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Coventry University Summer School

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## = Result

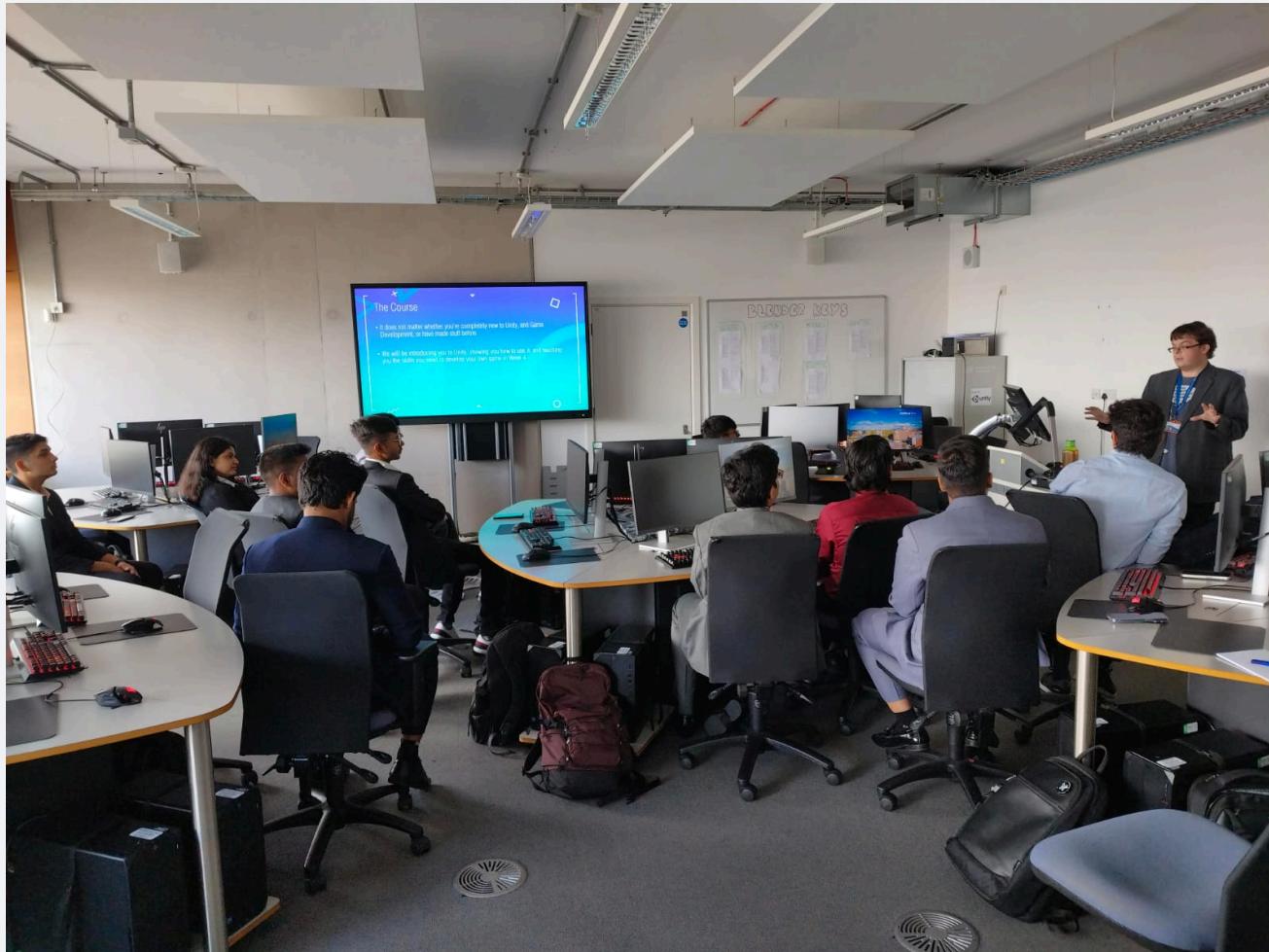


Figure 4: Photo of us in the lab

original file @ assets/covuni.jpg

= Fractured Elements (Unity)

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“*Continuous Change* ,”

“*2D Platformer* ,”

The main character of the game had latent powers which got activated one day when the elemental golems got activated. To gain control over their power, the player needs to defeat the golems.

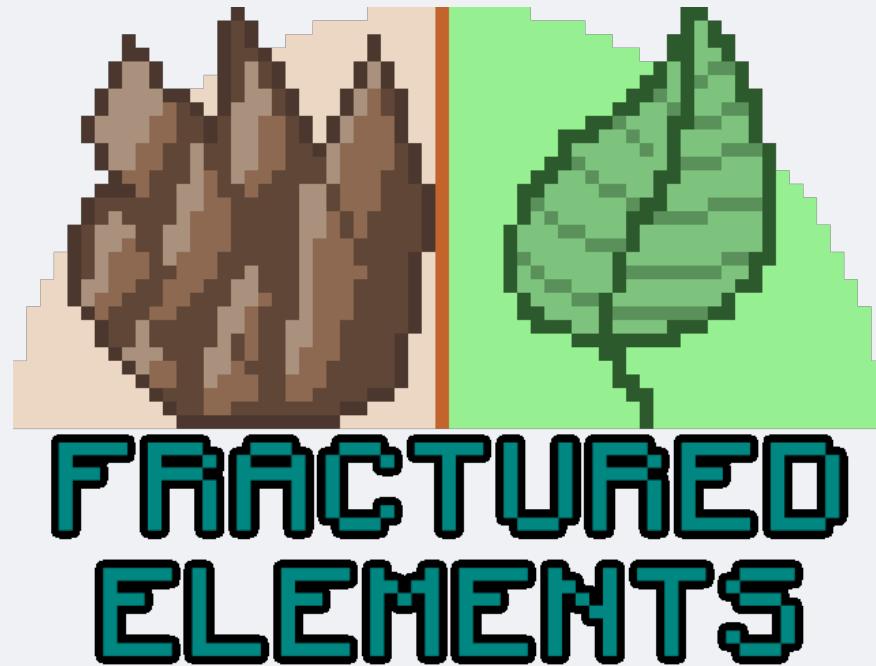


Figure 5: Logo for the game "Fractured Elements" which shows the two active elements of the player.

original file @ assets/fractured-elements.png

Introduction Video = Fractured Elements (Unity)



Figure 6: Photo of Shashank and me

original file @ assets/shashank-and-me.jpg

Herschel Pravin Pawar 2026-01-03

18 / 28

## = Result

Criteria	Rank	Score*	Raw Score
Gameplay	#2	3.286	3.600
Presentation	#2	3.469	3.800
Creativity	#3	2.739	3.000
Enjoyment	#3	2.921	3.200

Ranked from 5 ratings. Score is adjusted from raw score by the median number of ratings per game in the jam.

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Visually nice platformer game with a pixel art approach and switching characters that allow either melee or ranged attacks. Multiple levels make it interesting and force the player to master their jumping and attacking skills. There is a final boss for the finale. One improvement I would suggest is that I was unsure what caused me to change between the characters - I was not sure if it was timed, depending on where I was in the level or a button press. Well done to all involved in the game and the hard work you put into it!

= Cosmos Conquerors (Godot)

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# “Role Reversal”

It's time to turn the tables and show those heroes who's boss!

# *Cosmos Conquerors*

First game jam I participated in

## = Result

Criteria	Rank	Score*	Raw Score
Enjoyment	#4296	2.237	2.583
Overall	#4652	2.285	2.639
Presentation	#4720	2.237	2.583
Creativity	#4780	2.382	2.750

Ranked from **12 ratings**. Score is adjusted from raw score by the median number of ratings per game in the jam.

= Krita Palette Creator (Rust)

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Figure 7: The original full quality image  
taken in VRChat

original file @ assets/kpc/2.png



Figure 8: Quantized output of the image  
original file @ assets/kpc/2.png.5.png

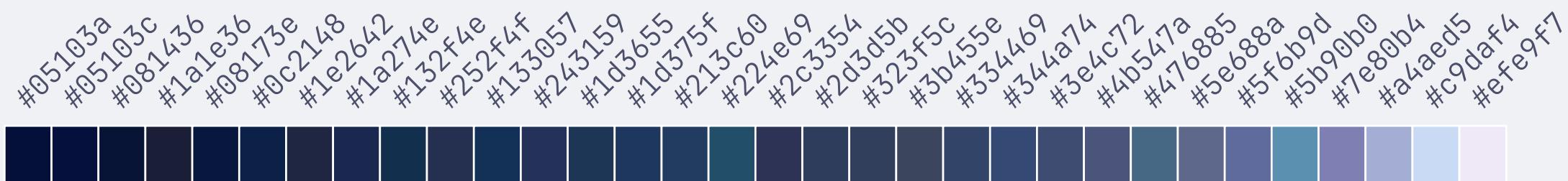


Figure 9: quantized colors produced by the program (32 ( $2^5$ ) colors)

original file @ assets/kpc/2.png.5.png.gpl

= Acknowledgement

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# = Heavily Inspired by

## ≡ Overall Vibe

- Acerola for the general vibes of the presentation
- No Boilerplate the introduction

## ≡ Creative Inspirations

- Chris Hay webcam editing style
- Leadhead game backgrounds while speaking to the camera

## ≡ Made with ❤️ using

- Typst An alternative to LaTeX written in Rust
- **TODO: Video Editor**
- Touying Slides framework
  - Metropolis Slides theme
  - Touying Exporter Exporting slides to html
- Catpuccin The colors :3

## ≡ Fonts

- Primary font jetbrains mono
- Alternative font SpaceMono Nerd Font Propo
- Emoji font Noto Color Emoji

## = Important Links

- Repository <https://github.com/pawarherschel/uniofaalto2025>
- Script Source <https://github.com/pawarherschel/uniofaalto2025/blob/main/script.typ>
- Script Source Download <https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/main/script.typ>
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## = Appendix

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= Links

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## = Links

dest	body	page
styled like this	" <a href="https://sakurakat.systems">https://sakurakat.systems</a> "	<u>1</u>
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<a href="https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/assets/attribution.toml">assets/attributions.toml</a>	" <a href="https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/assets/attribution.toml">https://raw.githubusercontent.com/pawarherschel/uniofaalto2025/refs/heads/main/assets/attribution.toml</a> "	<u>3</u>
Acerola	" <a href="https://www.youtube.com/@Acerola_t">https://www.youtube.com/@Acerola_t</a> "	<u>28</u>
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Leadhead	" <a href="https://www.youtube.com/@Leadhead">https://www.youtube.com/@Leadhead</a> "	<u>28</u>

## = Links

dest	body	page
Typst	" <a href="https://typst.app/">https://typst.app/</a> "	<a href="#">28</a>
Touying	" <a href="https://touying-typ.github.io/">https://touying-typ.github.io/</a> "	<a href="#">28</a>
Touying Exporter	" <a href="https://github.com/touying-typ/touying-exporter">https://github.com/touying-typ/touying-exporter</a> "	<a href="#">28</a>
Catppuccin	" <a href="https://github.com/catppuccin/typst">https://github.com/catppuccin/typst</a> "	<a href="#">28</a>
jetbrains mono	" <a href="https://www.jetbrains.com/lp/mono/">https://www.jetbrains.com/lp/mono/</a> "	<a href="#">28</a>
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Noto Color Emoji	" <a href="https://fonts.google.com/noto/specimen/Noto+Color+Emoji">https://fonts.google.com/noto/specimen/Noto+Color+Emoji</a> "	<a href="#">28</a>

= Images

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## = Images

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assets/me.jpg	1	Herschel Pravin Pawar	Unlicensed
assets/kibty.svg	1	Twitter (Modified)	CC-BY 4.0
assets/cc.logo.svg	1	Creative Commons	TODO
assets/parrylord.png	1	Herschel Pravin Pawar	TODO
assets/your-own-size.png	1	CosmicalOne	UNLICENSED
assets/your-own-size/cracked-wood-tileset.png	1	Herschel Pravin Pawar	CC-BY 4.0
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assets/your-own-size/04_sky.png	1	CosmicalOne	UNLICENSED
assets/your-own-size/05_sky.png	1	CosmicalOne	UNLICENSED
assets/covuni.jpg	1	UNKNOWN	UNLICENSED
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## = Figures

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## = Figures

caption	page
Figure 1: Herschel Pravin Pawar in a park with flowers on their ears original file @ assets/me.jpg	3
Figure 2: Preview image for the game "Parrylord" as seen on itch.io original file @ assets/parrylord.png	6
Figure 3: Preview image for the game "Your Own Size" as seen on itch.io original file @ assets/your-own-size.png	10
Figure 4: Photo of us in the lab original file @ assets/covuni.jpg	16
Figure 5: Logo for the game "Fractured Elements" which shows the two active elements of the player. original file @ assets/fractured-elements.png	19
Figure 6: Photo of Shashank and me original file @ assets/shashank-and-me.jpg	19
Figure 7: The original full quality image taken in VRChat original file @ assets/kpc/2.png	26
Figure 8: Quantized output of the image original file @ assets/kpc/2.png.5.png	26
Figure 9: quantized colors produced by the program (32 (2^5) colors) original file @ assets/kpc/2.png.5.png.gpl	26