KAIST RUN
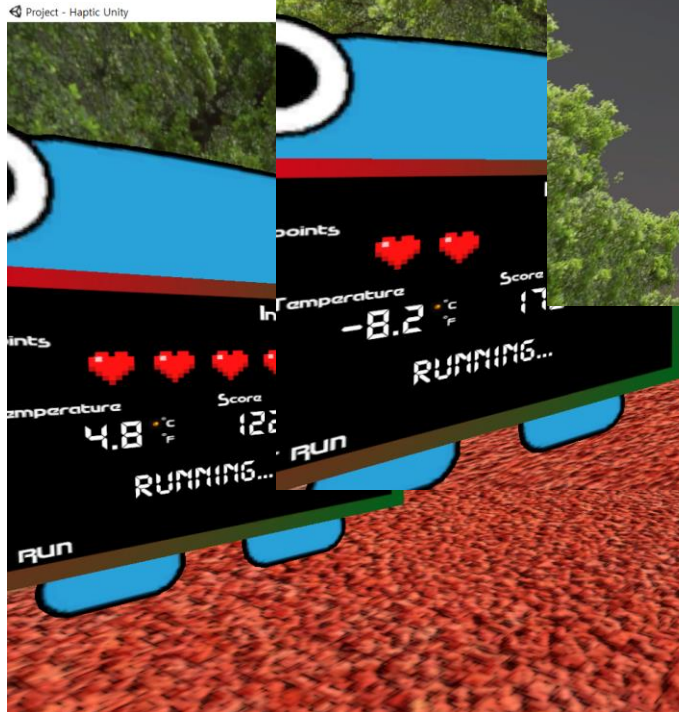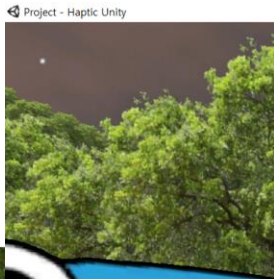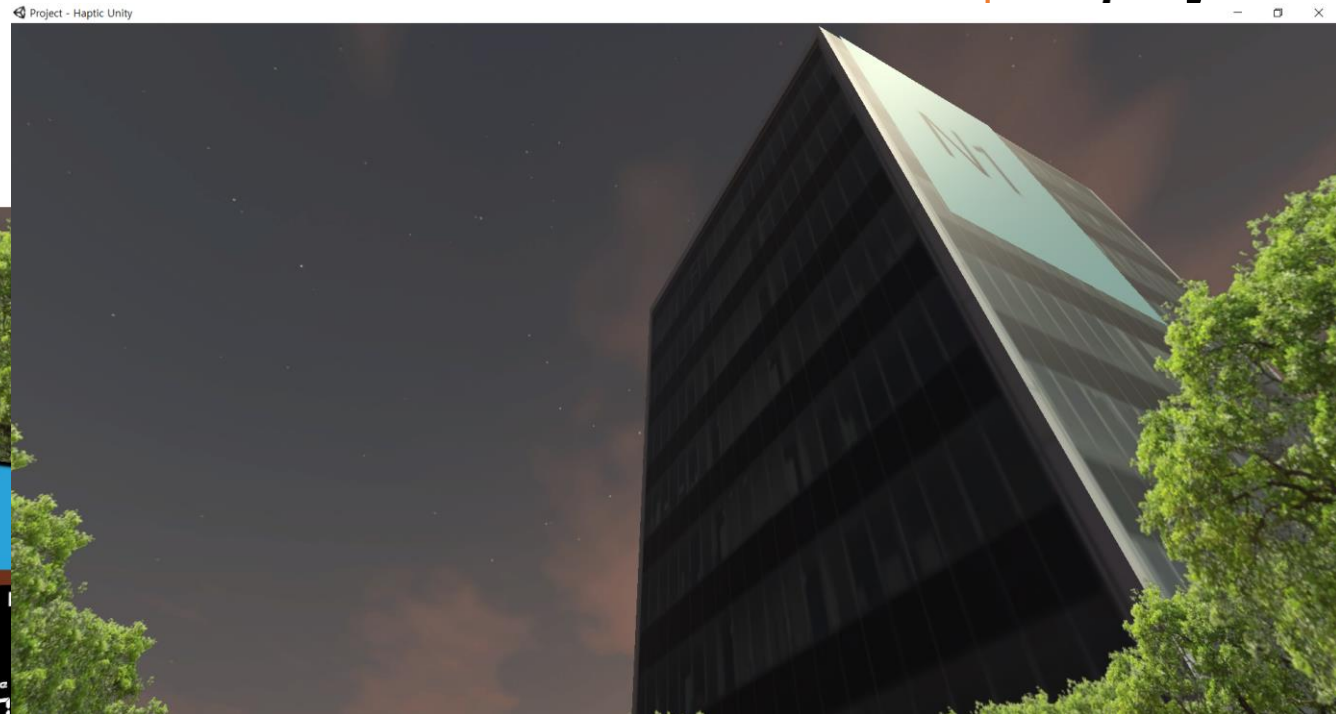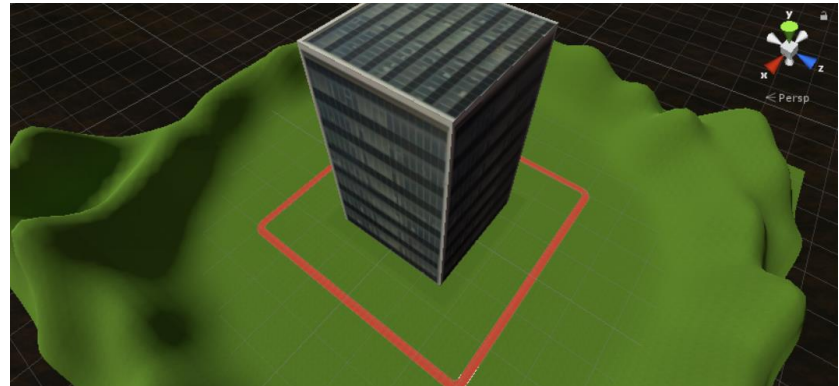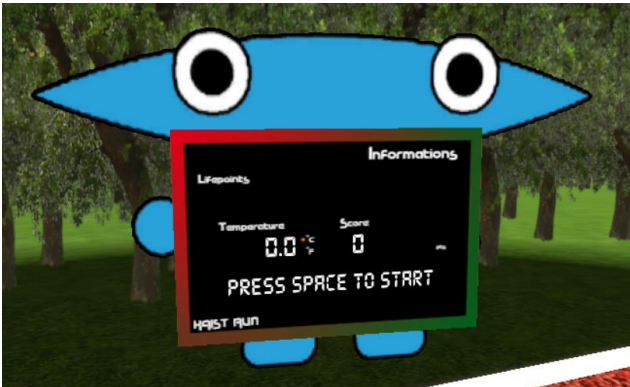
Team 5

고찬혁 김범기 Toghrul

Overview

Modeling

N1 building, track, obstacles(Police car, Geese crossing box, geese, cat, Book, Gun, Bullet), Mascot
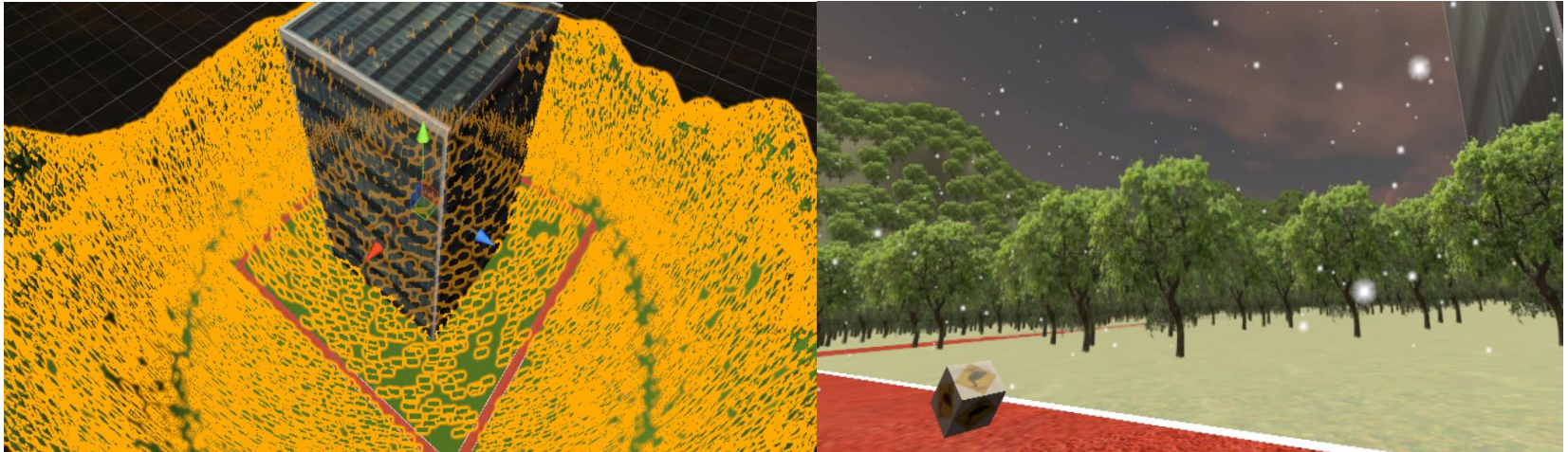
Rendering

- Add textures to all objects

- Billboarding for trees, geese and cats

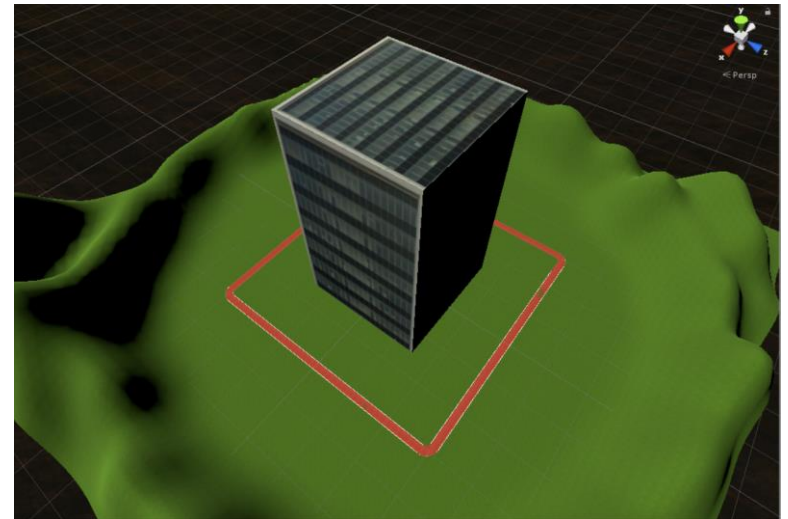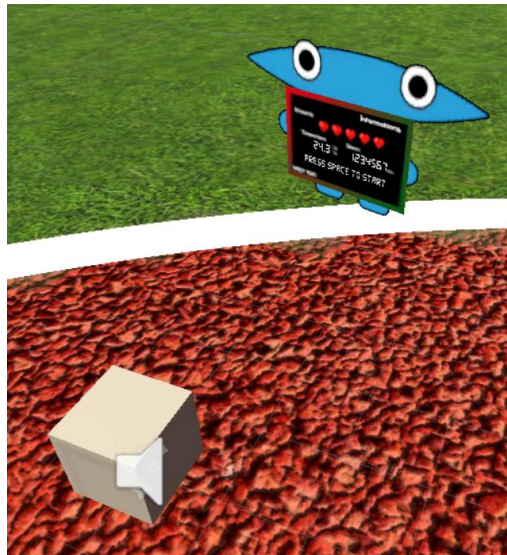- Snow falling particle

Motion

- VRTK(Camera control), Obstacle movement, Character/Mascot movement, Gun/Bullet movement

VR Environment Overview

- Circular track

- Terrain with different textures

- Trees, and building

- Obstacles, and character

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Interaction

- Gun Shooting with Phantom Omni
- Movement of character using keyboard left and right key
- Looking around

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3D Depth Effect

- Obstacles and character moves
- Billboarding in obstacles/trees
- Skybox
- N1 building, Terrain(Mountain)
- Bumping(Normal mapping)

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Focused Topic

- Generating obstacle according to the score, less obstacles at first, more obstacles at last

- Change of terrain textures due to the time passing

- Different obstacle has different behavior

- Billboarding technique adjusted to increase performance

Role of Each Member

- Toghrul
  - Gun Shooting with haptic machine
  - Character Movement along the track
  - Skybox

- Beomki
  - Obstacles Generator/Destroyer
  - Obstacles Movement
  - Collision event

- Chanhyuck
  - Modeling of Mascot with score, Cat, building, etc.
  - Make Background/Field, and changing their textures by the time passes
  - Score, life handling and connect between scripts
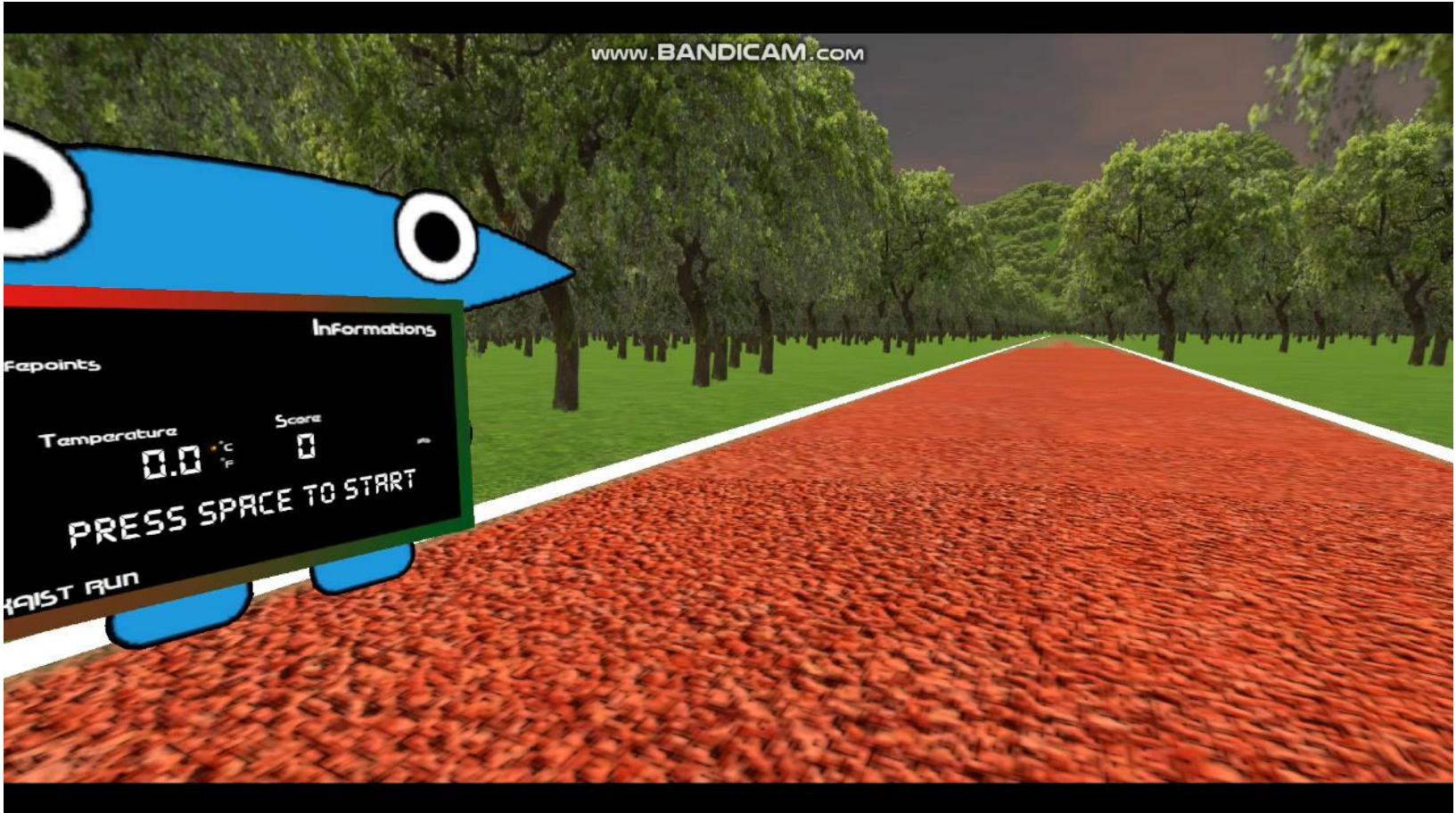 - Sound effects

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Promotion

- Use Haptic device to break big obstacle(book), and use keyboard to dodge others

- See beautiful scenery which symbolizes KAIST

- Keep running, and sympathize KAIST students

Play Demo

Thank You

Any Questions?

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