

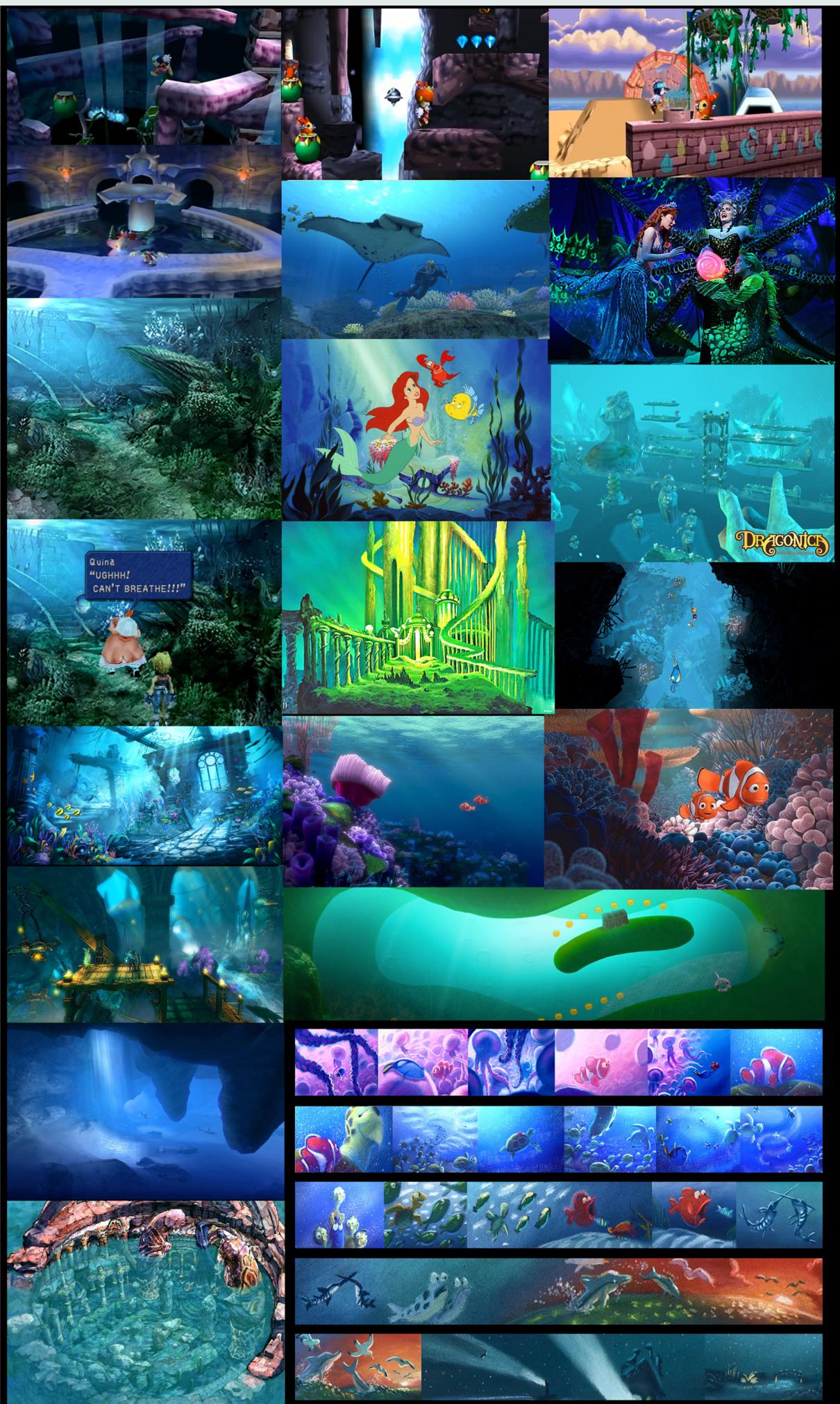
# WATER SHRINE



For Assignment 1 I plan on creating an ‘undersea’ water shrine; housing a giant crystal, in the vein of a Final Fantasy series installment. The scene will include the entrance gate to the shrine ‘courtyard’ where a typical turn-based boss might be fought, and a proceeding area housing the ‘Water Crystal’ the player would be looking for. The ‘architecture’ will be a mix of fantasy elements, oriental designs and naturally occurring sea plants and formations. The unique aspect to my scene will be the encompassing ‘Hydrothermal Vents’ also known as ‘Black Smokers’ that form the perimeter of the scene. I hope to incorporate either animated planes or particle effects to simulate the smoke on a few of the vents. I also would like to add some swaying seaplants or bubbles to liven the scene. The crystal itself will be gently turning or ‘floating’ on it’s pedestal.

# ASSIGNMENT 1 PART 1

# IMAGING AND ANIMATION



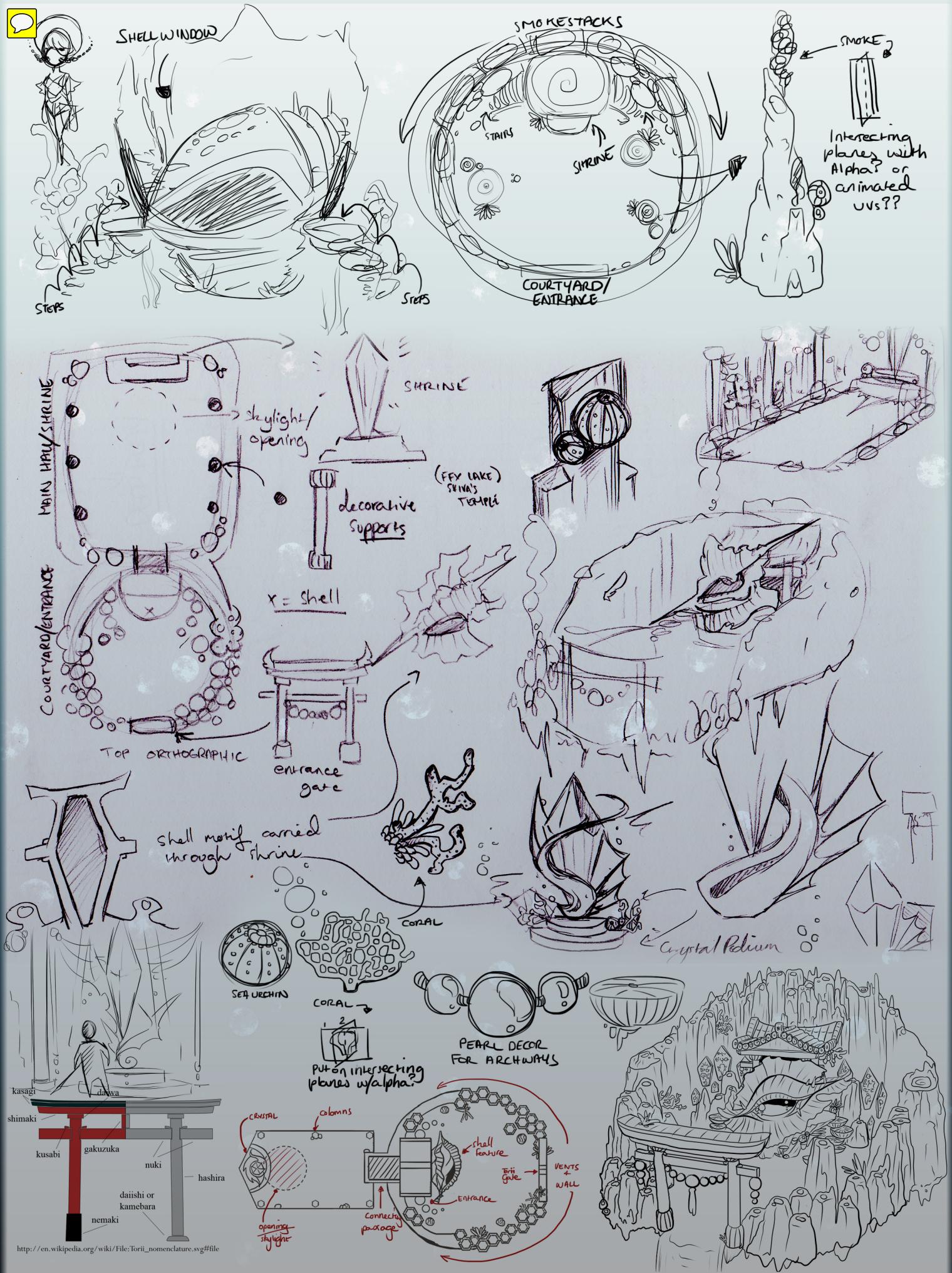
# ASSIGNMENT 1 PART 1

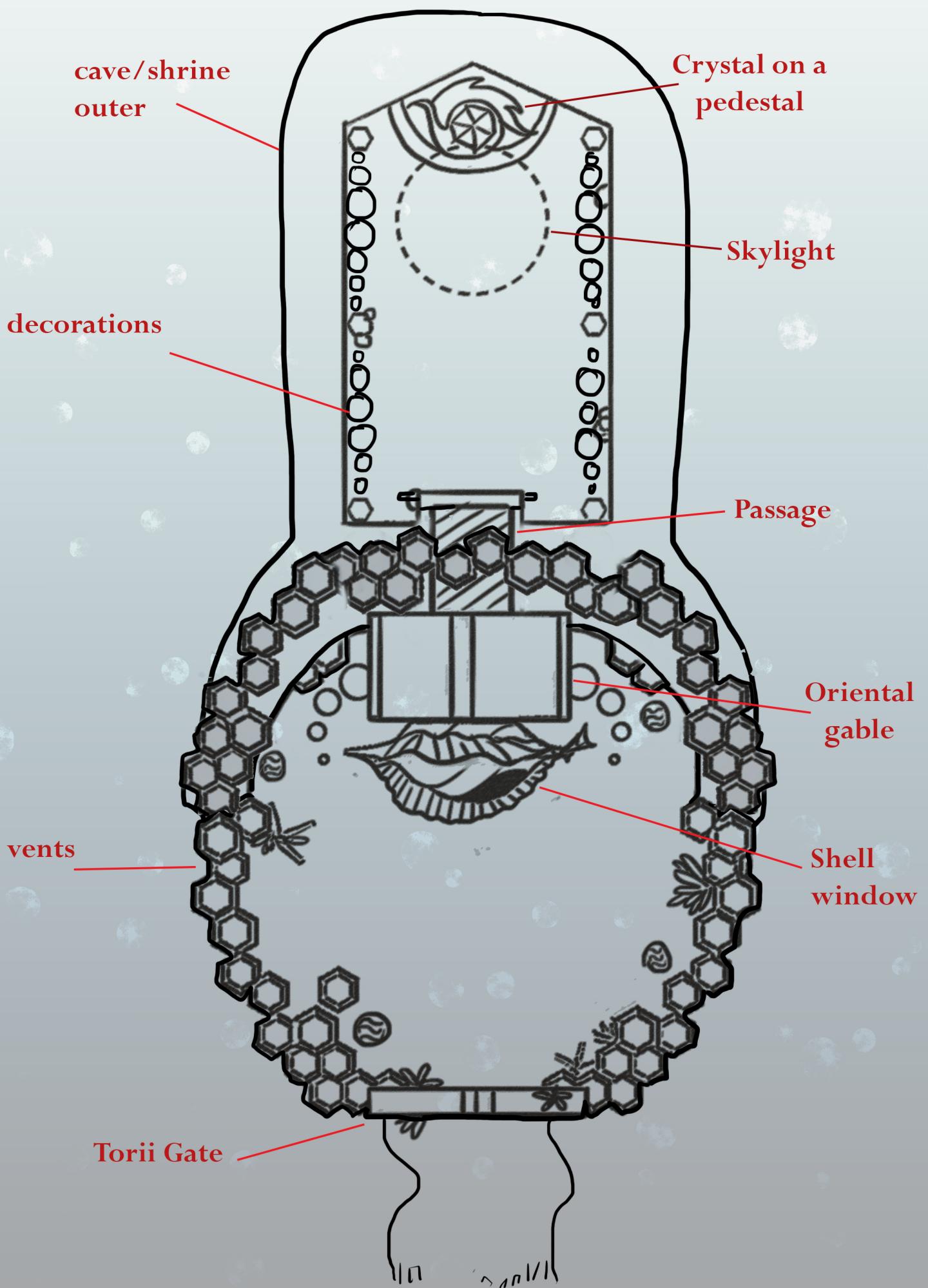
# IMAGING AND ANIMATION



# ASSIGNMENT 1 PART 1

# IMAGING AND ANIMATION



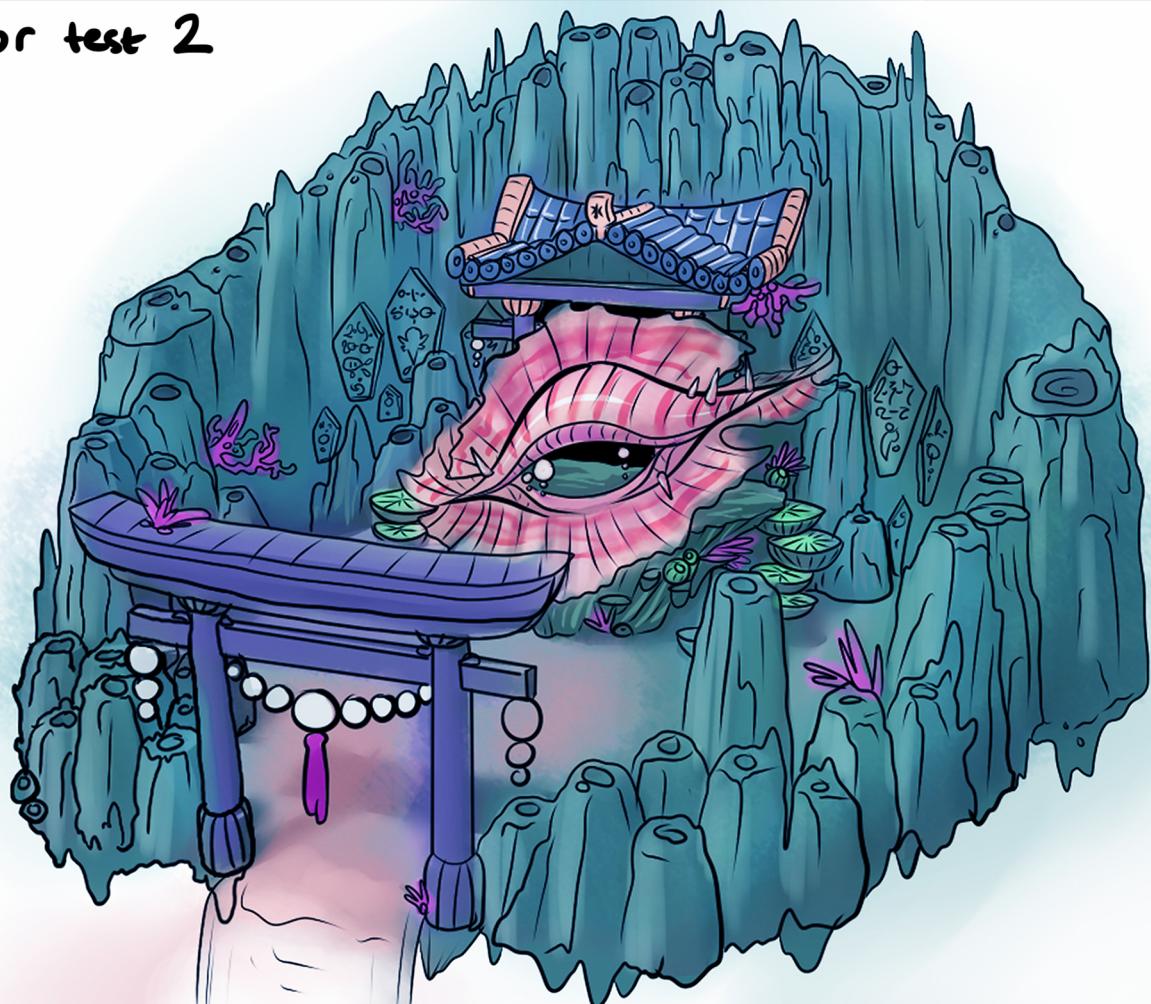




Colour test 1

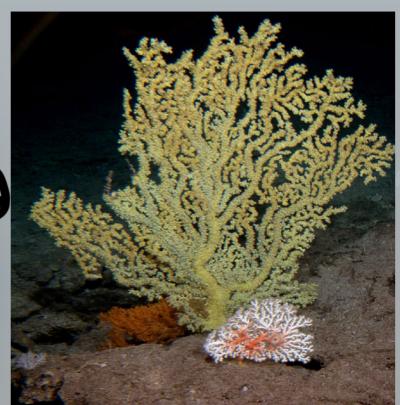
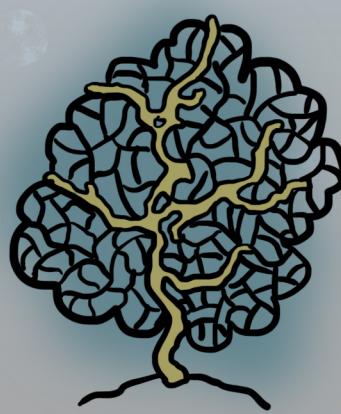
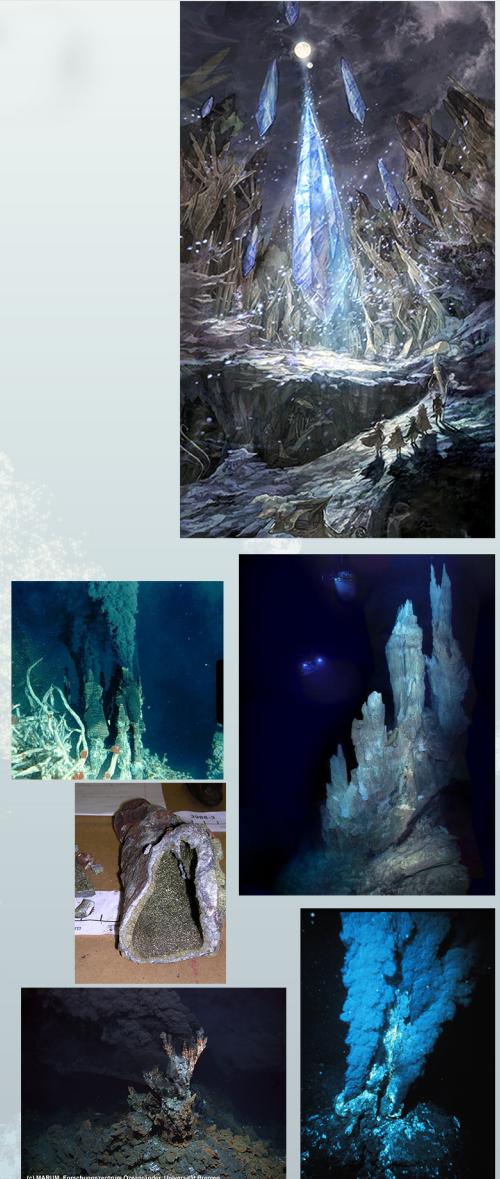
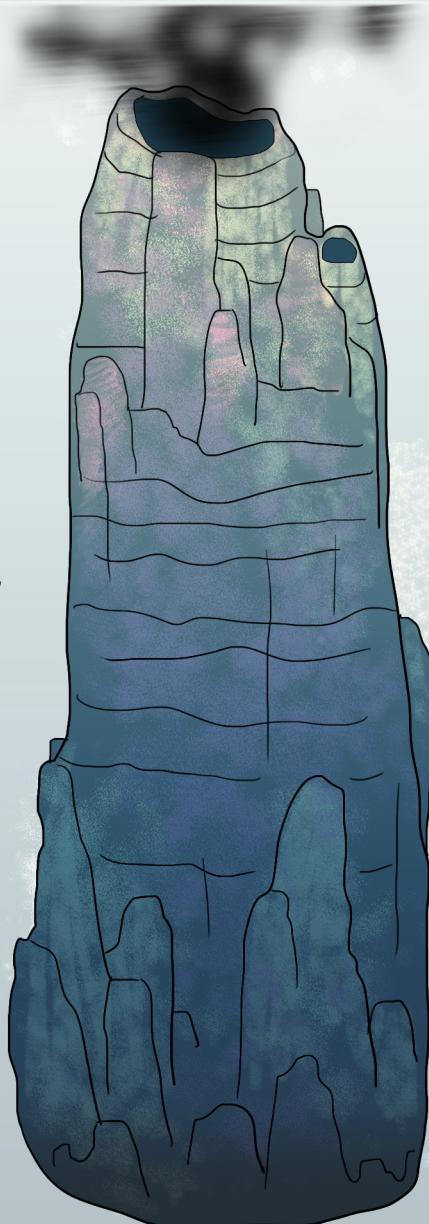
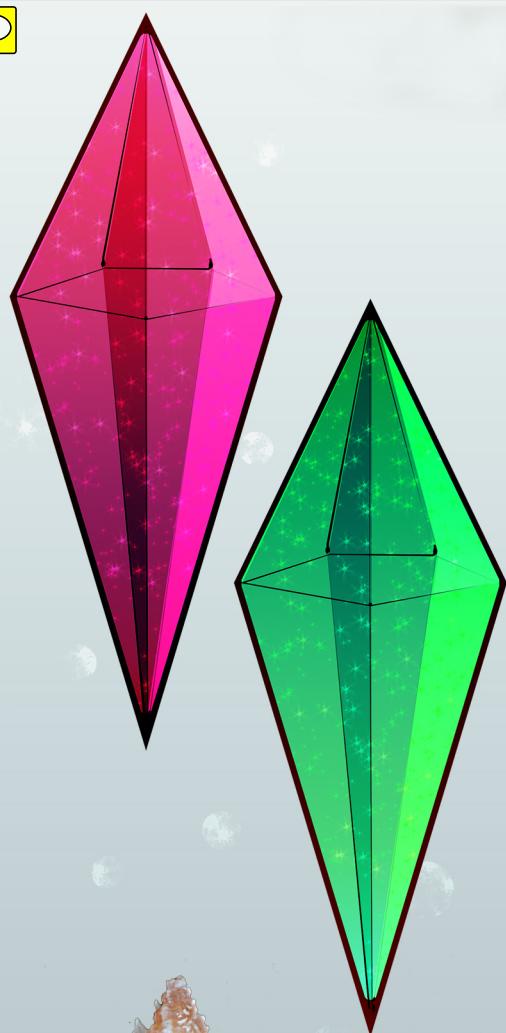


Colour test 2



# ASSIGNMENT 1 PART 1

# IMAGING AND ANIMATION



Different sections of the scene. 

