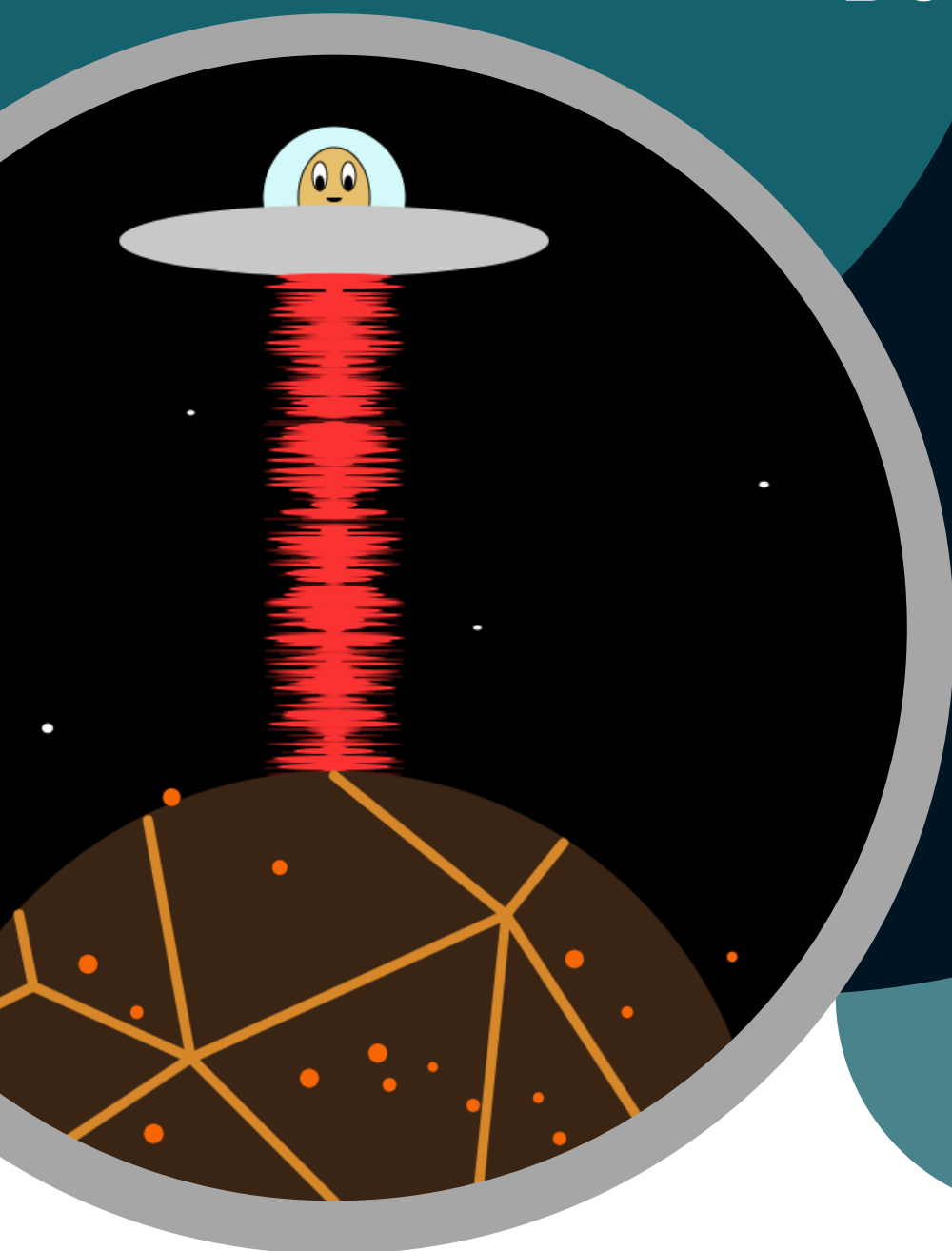


# HUMANITY DOOMED

## Documentation

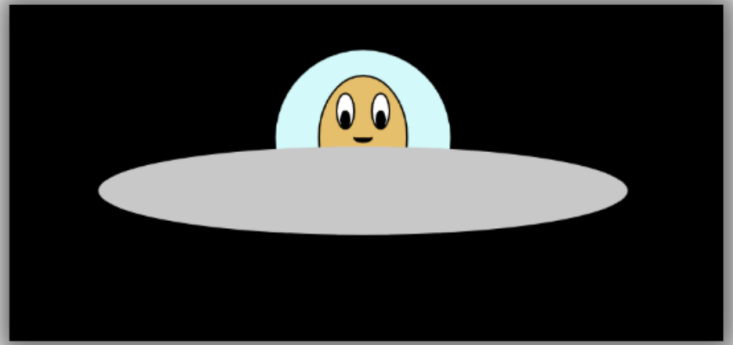
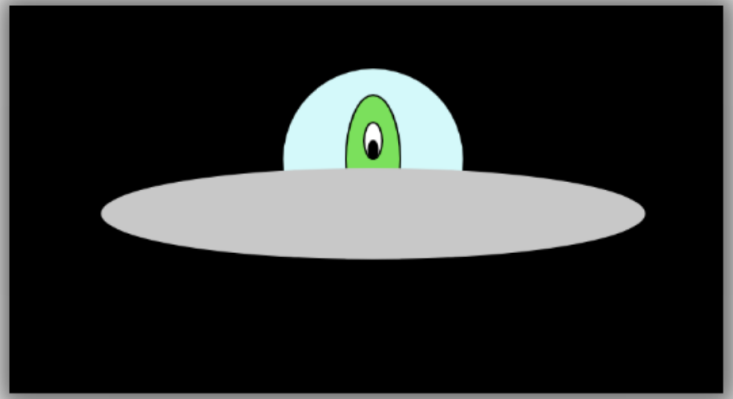


7TH FEBRUARY 2022

SCULPTED BY

**SYED FAHAD RIZWAN**

# BEGINNING



I began with a simple idea - to make UFOs that shoot lasers. So, I made a simple UFO via ellipses and arcs alongside an alien. Then I wondered if aliens ever destroyed the earth, it would be true apocalypse. Then, I realized that it's extremely unlikely. The only specie destroying humanity is humanity. Therefore, I changed the alien inside the UFO to a human.

# Making EARTH

After completing the UFO, I began to make 2 different versions of the earth: the regular having land, ice, and water and doomed having molten lava cracks alongside ornamental stars and 1/4th of the moon. I thought of assigning the earth a **health** variable which will deplete upon the alien using lasers, leading it from peace to doom to eventual invisibility.



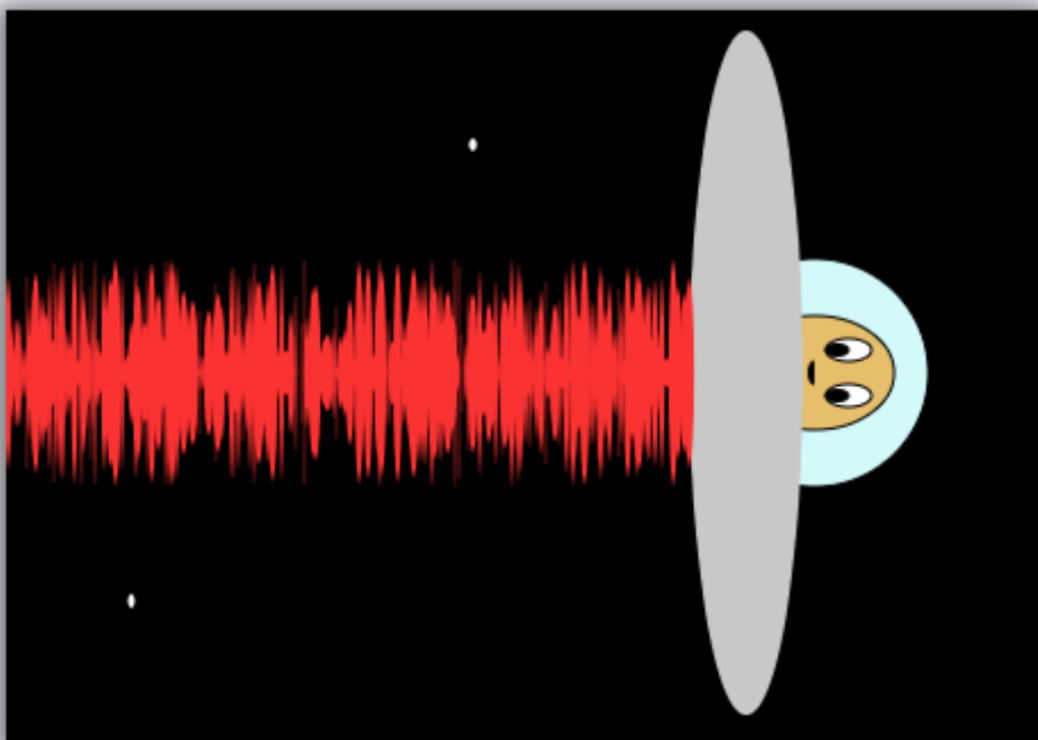
## PEACE

## DOOM



# RANDOM FUNCTION

The `random` function was incredibly helpful to code the varying sizes of the explosions and ashes, the alternating color of molten lava in the `doomed earth`, and give the stars a sparkling effect. Additionally, the `laser beam` was also randomized to some extent to amplify the impact of its strength and undulation.



# CHALLENGES AND SOLUTIONS

Coding went smooth. The pre-production and telling stories through art was something I struggled with, which made previsualization a great tool. Plus, I initially started on a 400x400 canvas which felt too limiting. Therefore, I transitioned to an 800x800 canvas. I've gotten much better at locating coordinates and using variables but there's still a long way to go.

The BIGGEST challenge was to simply apply everything I learnt in week 2.0 in the most efficient way and the only solution was practice. Once I acquired the power of the code, I activated my creativity mode and everything started to clarify itself out of respect.