Tea Tran

Independent Study Project Proposal

My project would be a collaboration with Hannah Bollar - a 3D role-playing game. The objective of the project is to implement post-processed shaders, procedural sky, shadow mapping, random walk for subordinate characters and model characters and objects in the game.

Post-processed shaders will be used to create weather effects such as rainy, foggy as well as stormy weathers, and a toon-shading effect for the game. The sky will be implemented to have changes in color to reflect day and night and its cloudiness. The subordinate characters automatically walk around so that they do not intersect with another solid object. I will model the characters and objects, as well as creating skeletons for characters.

Due to the format of the project, the presentation of results will be a demonstration. The project will be graded according to how functional and visually appealing the results of my implementation are.