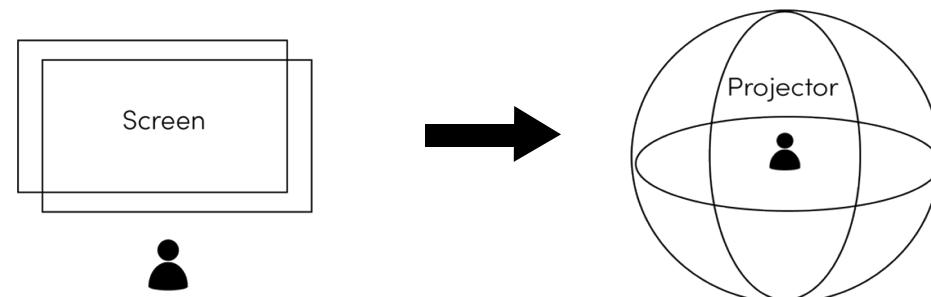


UNDERWATER  
PEACE

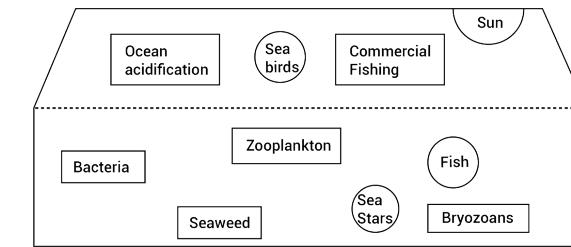
# DESCRIPTION

Underwater Peace is a concept game and an experiment for me to explore various forms of interactive games. The very first idea was to create a 3D web game built by Three.js and it was finished during my senior year. As I was more exposed to new technologies, I found that immersive environment offers players a more interactive experience, so I tried to transform the web game into an immersive environment by using Unity to make it more attractive and interactive. I hope, in the future, I can turn it into a virtual reality game by using depth camera as well as sound sensor.

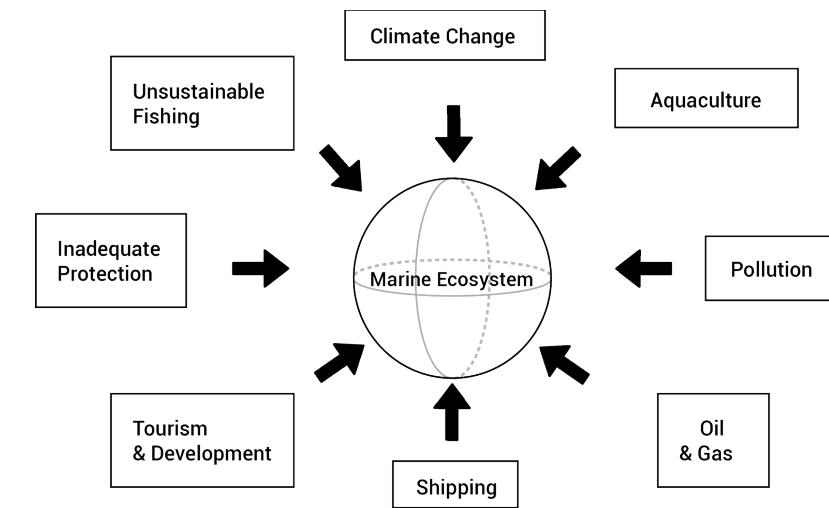


The concept of Underwater Peace is to construct a peaceful game free of complicated controls or intense story lines, in order for players to take a break from their fast-paced lives. At the same time I hope to remind people to protect our ocean ecosystem.

# RESEARCH

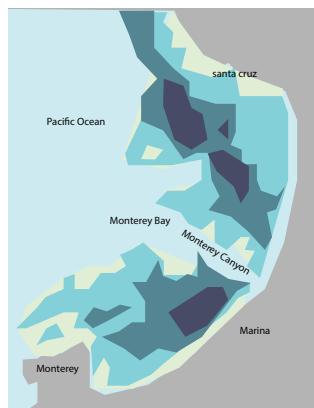


Marine Ecosystem cover 2/3 of the surface of the Earth, within the ocean habitat live more than one millions marine species. However, nowadays, our habitats are destroyed, some species are lost and the climate change because of the pollution caused by human beings. People always ignore the marine ecosystem and even have many behaviors that will destroy marine life without awareness.

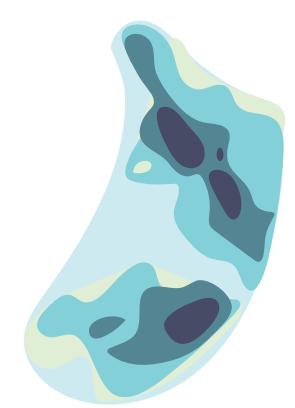


# ENVIRONMENT

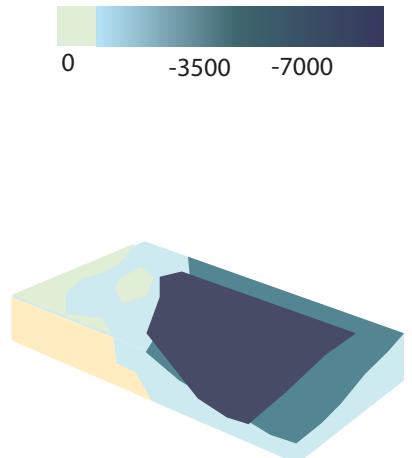
In 1972, Hovden Cannery, the largest fish-packing plant, closed down. In 1984, at the original spot of the plant, the world famous aquarium Monterey Bay Aquarium was opened. It gave visitors an intimate tour of Monterey Bay's beautiful natural communities and other extraordinary marine environment. The aquarium inspired tourists from all over the world to care for and protect our marine ecosystem. It also inspired me to start this project. Therefore, I chose Monterey Bay as prototype for my game environment.



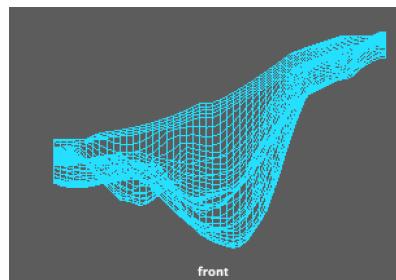
Monterey Bay Topographic Map



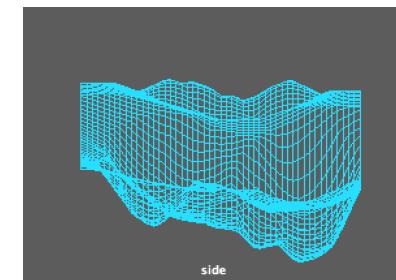
Low Poly Map Top



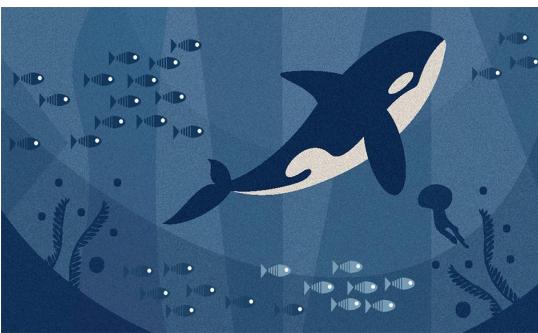
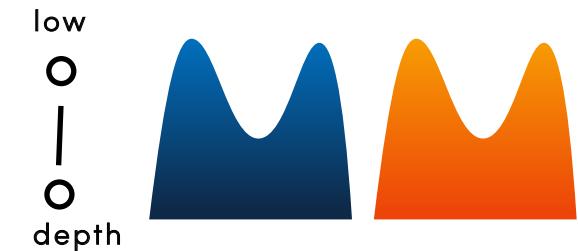
Low Poly Map Side



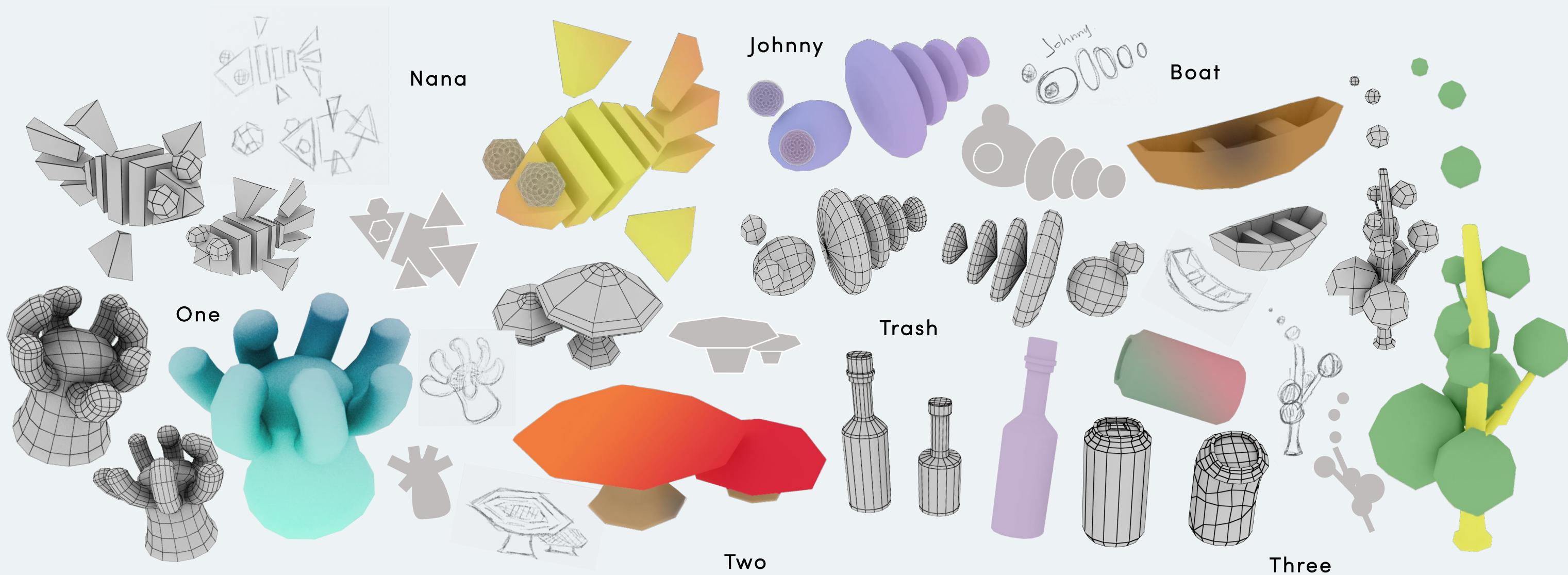
Environment Setting

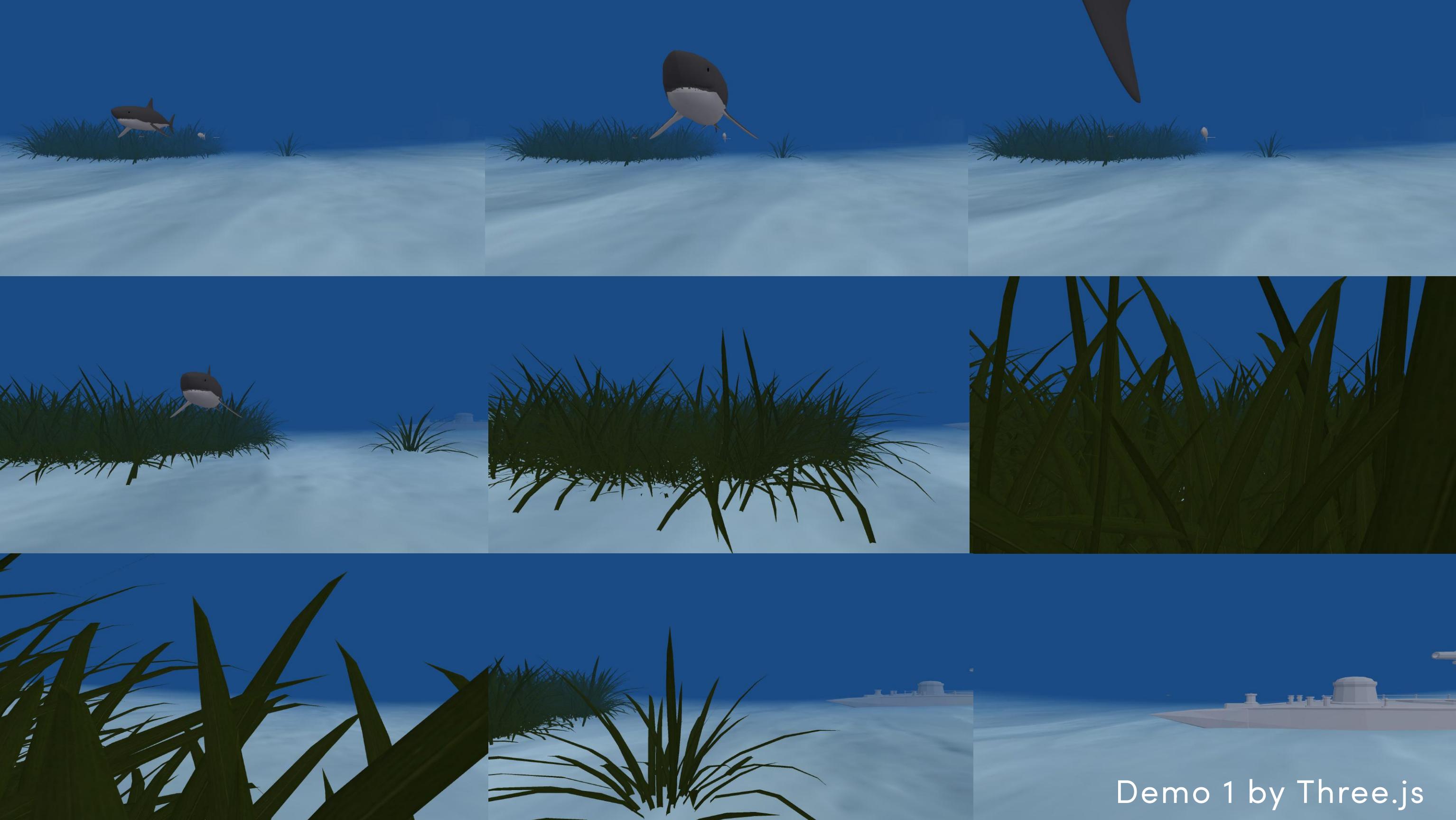


# CONCEPT ART



# ELEMENTS DESIGN





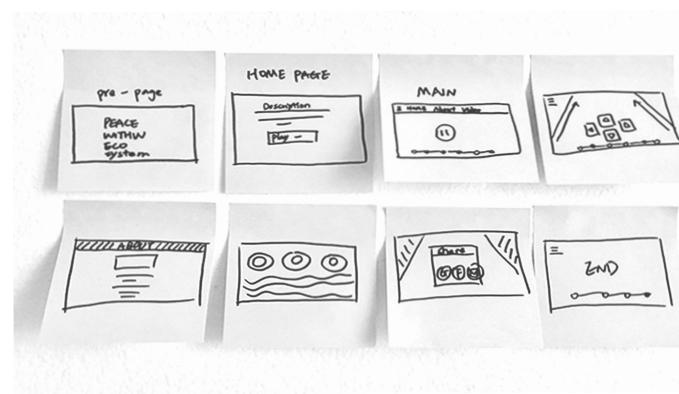
Demo 1 by Three.js



Demo 2 by Unity

# WEB SITE

## Paper Prototype



## Style Tile

### Font

Open Sans, Arial  
Sofia Soft Light  
American Typewriter

### Color Scheme

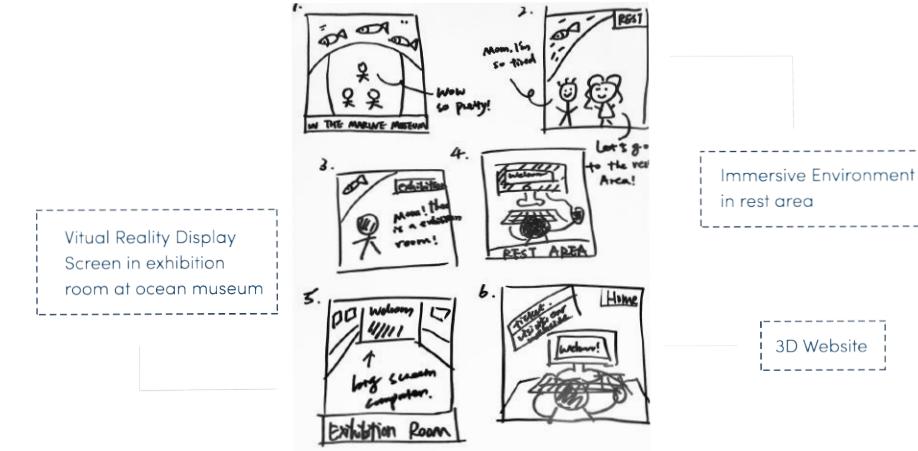


### Button Transition

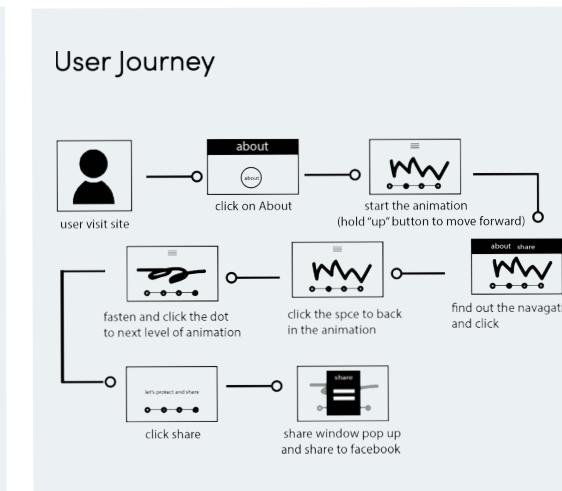
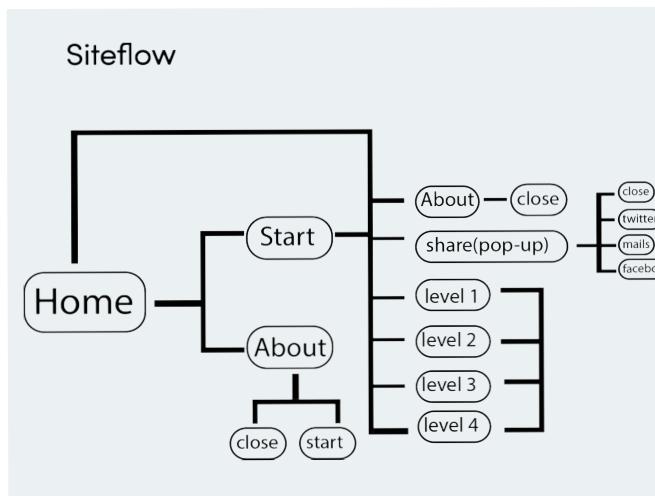


animation: size change  
hover: background change to white

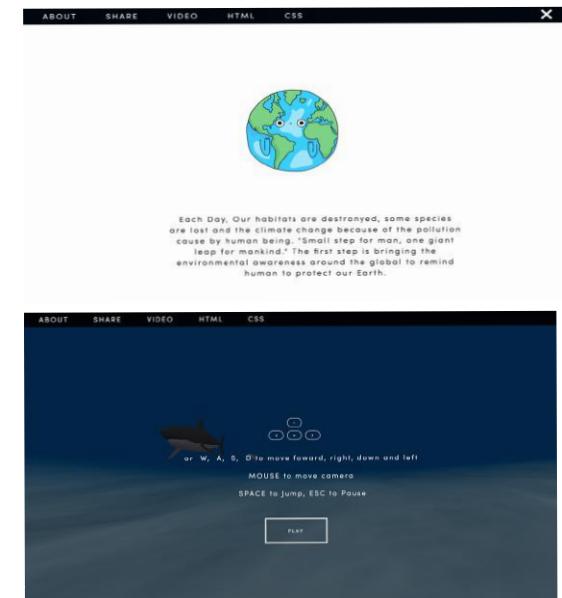
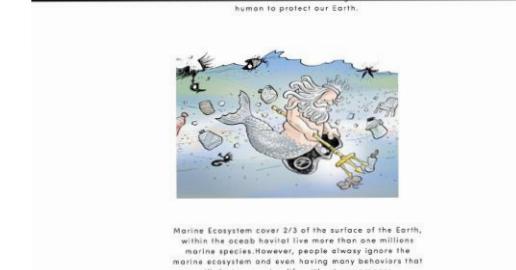
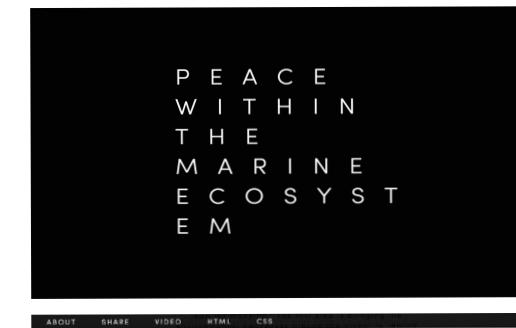
## Storyboard



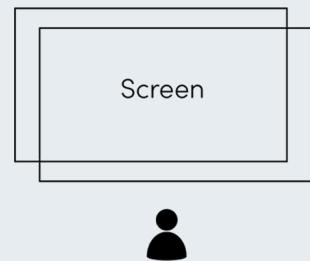
## Wireframe



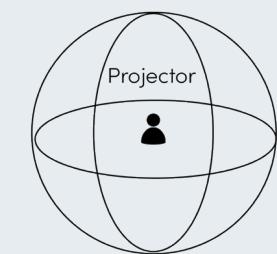
## Final Website



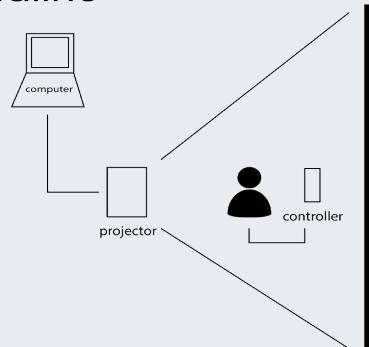
## Website



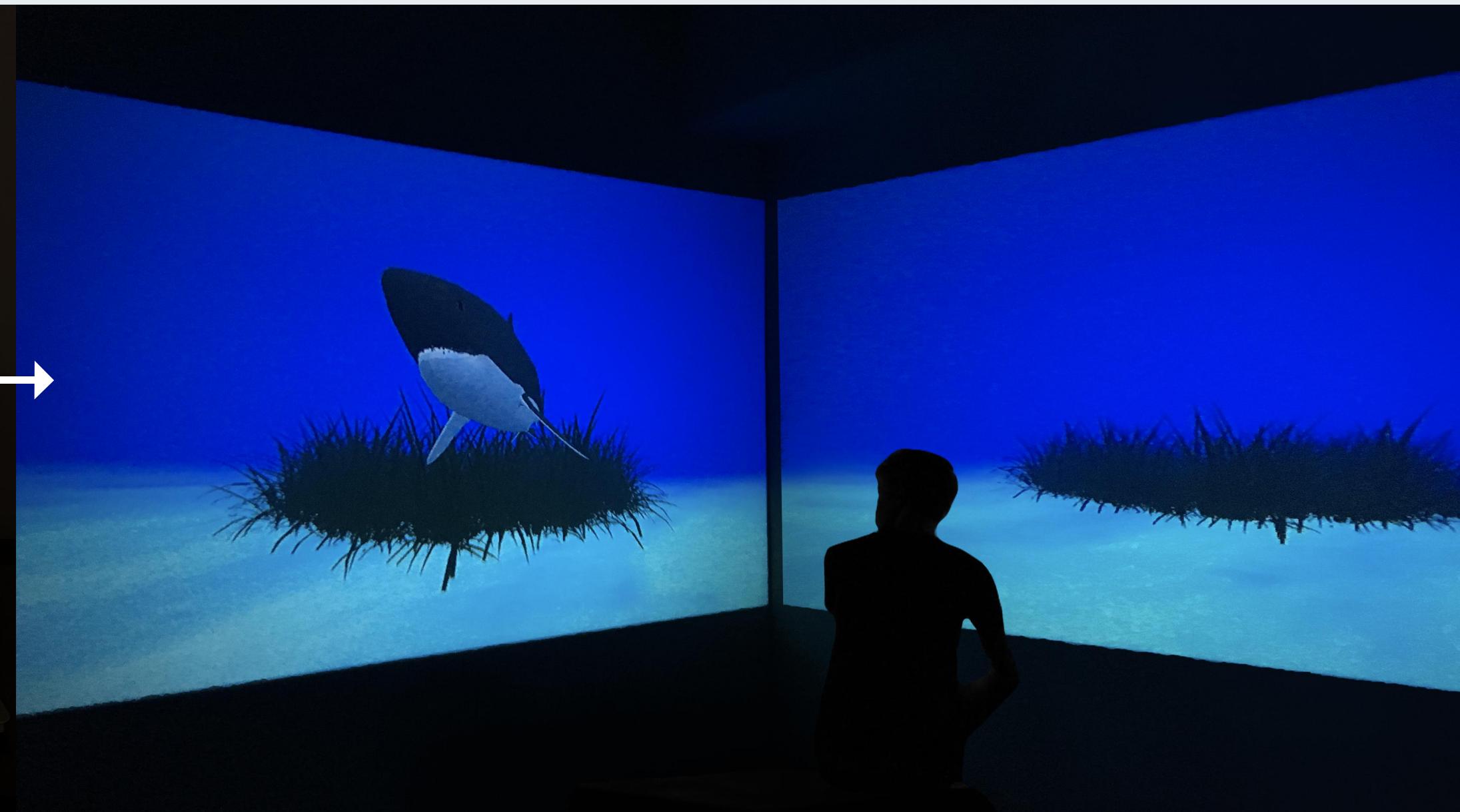
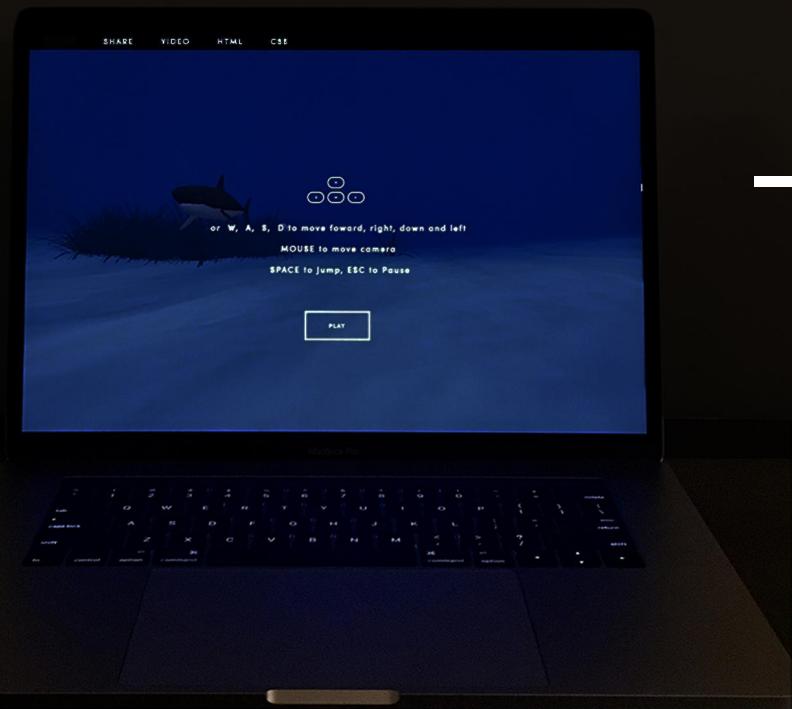
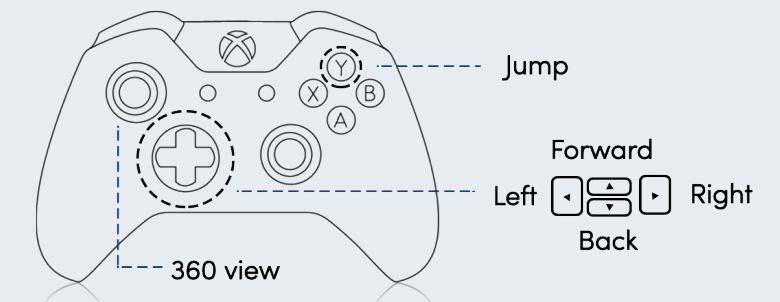
## Immersive Environment

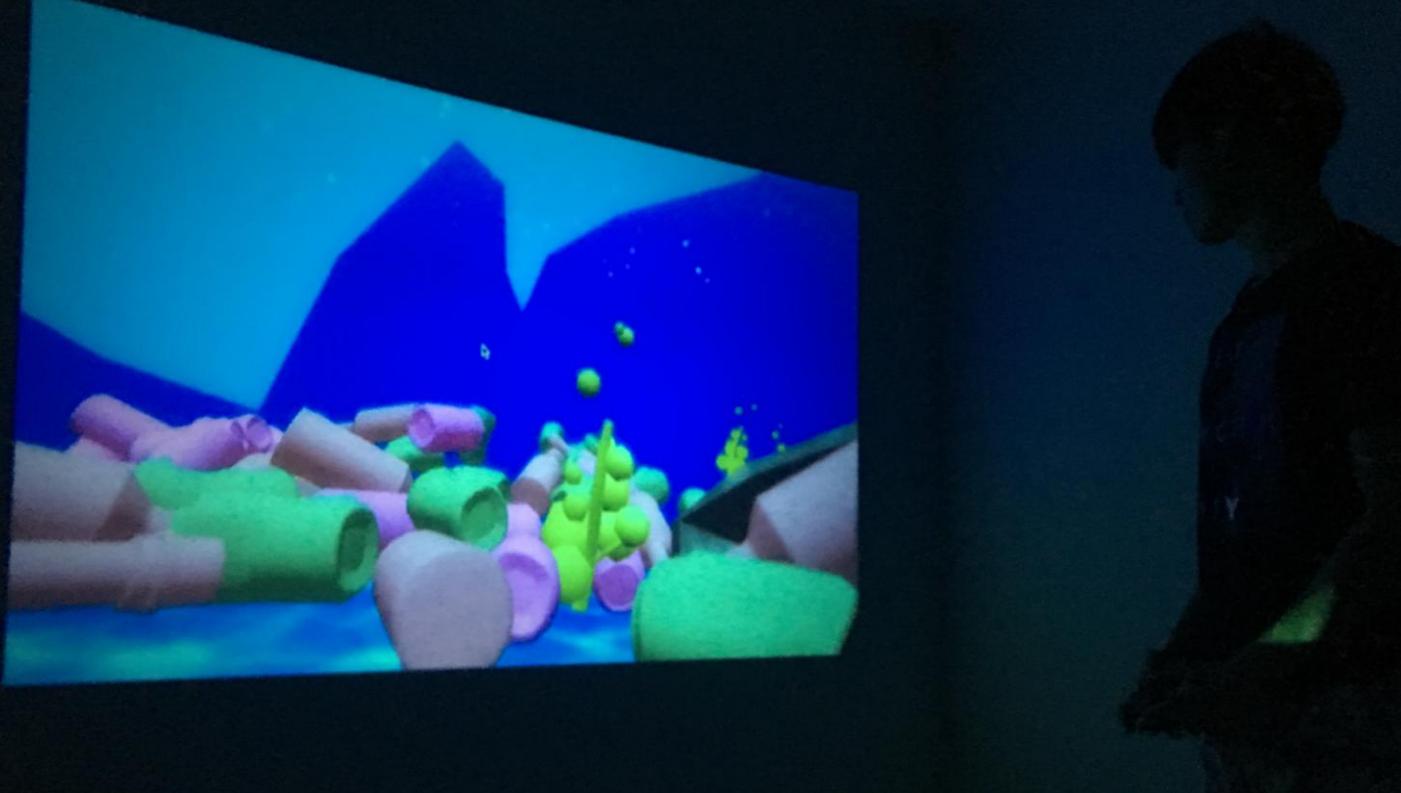
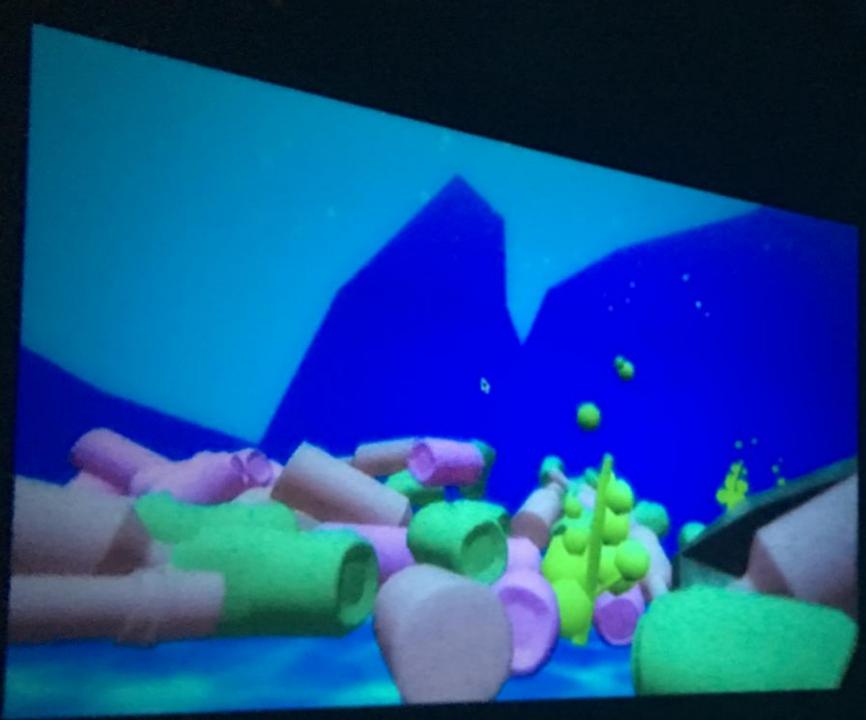


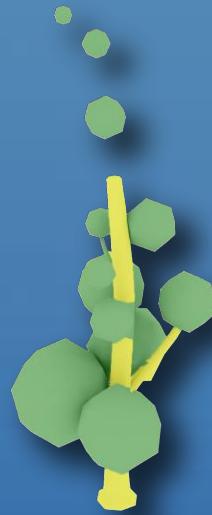
## Guildline



## Interaction: Controller







More Details on

<https://tinsleyfok.github.io/portfolio/html/works/up.html>