

# ----- **Galaxy Trek: The Voyage Home** -----

## **Team Members** -----

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## **Topic** -----

Life @ Planets

## **Script** -----

It is 2127 AD, and Earth has been conquered by rogue aliens from planets beyond Milky Way. Chris, an astronaut from NASA, decides to trek across the galaxy for any habitable planets. After a very adventurous journey through the Milky Way, he finally reaches Upsilon, a mythical planet, marking the beginning of the next galaxy, Andromeda. However, Upsilon is revealed to be a planet with beings similar to those found on Earth, thus leaving Chris in fear and dilemma.

## **Scenes** -----

- 1: Start Credits – Display the movie name.
  - 2: Display a brief storyline so far, so that the audience can easily get into the context of the short film.
  - 3: Earth is shown as conquered by rogue aliens from unknown planets, with chaos reigning everywhere. Earth is no longer the green and beautiful place as we know it.
- #The alien was animated in the downloaded environment, and whirring sounds were added as background score to accentuate the chaos and hopelessness felt all around.
- #Links:
- #a. Chaotic Environment (includes the aliens and various components of the environment itself, like buildings and

cars): <https://www.assetstore.unity3d.com/en/#!/content/2434>

4: Chris is shown walking towards his Starship, to begin his voyage in search of another inhabitable planet.

#Chris was modelled by myself, and was animated to walk naturally using Unity's animation state system, Mecanim.

#Links:

#a. Starship: <http://tf3dm.com/3d-model/wraith-raider-starship-22193.html>

#b. Mecanim animations: <https://www.assetstore.unity3d.com/en/#!/content/5330>

5: The Starship is shown leaving the surface of Earth.

#The movement of the Starship was modelled second by second, using inbuilt animations for every transformation in Unity.

The backgrounds were done using some Skyboxes.

#Links:

#a. Skyboxes: <https://www.assetstore.unity3d.com/en/#!/content/53752>

6: The Starship is shown passing by a few more planets.

#Implemented same as above.

#Links:

#a. Skyboxes: <https://www.assetstore.unity3d.com/en/#!/content/25117>

#b. Upsilon: <http://tf3dm.com/3d-model/planet-naboo-85714.html>

7: The Starship decides to land in Upsilon, sensing presence of some living beings, and favourable living conditions.

#Again, implemented same as above.

8: Upsilon is shown as a planet quite similar to Earth, with flora and fauna. Chris is approached by some human-like beings, and he warily walks towards to them.

#The new human-like beings, and a horse were models obtained from the Unity asset store, and placed in the downloaded environment.

#Links:

#a. Green Environment: <https://www.assetstore.unity3d.com/en/#!/content/69220>

#b. Human-like beings: <https://www.assetstore.unity3d.com/en/#!/content/31711>

#c. Horse: <https://www.assetstore.unity3d.com/en/#!/content/16687>

9: Ending with some element of suspense (possibly a question).

10: End Credits – Display both names and roll numbers.

## **Dialogues**

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"Conquered by aliens, the Earth has now become a dying planet. The time to leave our beloved planet is fast approaching...."

"Chris, an astronaut, decides to voyage across Galaxies in search of habitable planets. He travels through various planets in the Milky Way, but all in vain...."

"Atlas he reaches the planet Upsilon in the Andromeda galaxy. But what he finds there stuns him..."

"Scarily enough, the planet is home for many human-like species and animals....."

## **Links to Models**

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<https://drive.google.com/open?id=0B3-J9wHSpYNMkotdTZ2MmlZcTQ>

## **Link to video**

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<https://www.youtube.com/watch?v=ue-9FjHFtWU>