For my final project, I decided to create an interactive fantasy world with weathers and effects corresponding to a location in the real world. I wanted to convey the real time data of weather, time, and temperature in an artistic and meditative way that was easy on the eyes, detailed and informative, but not too busy or distracting. I included objects such as lotuses, lily pads, and a cherry blossom tree in my scene as I felt they helped in evoking a sense of tranquility. There are subtle changes throughout my scene: with 4 backgrounds in accordance to the time of day: sunrise, daylight, sunset, and night, which hours differ for each of the 4 seasons, bridge lights that turn on/off according to the time of day, 4 weather conditions: rain, snow, cloudy, and foggy, sparkles in the water during light hours, and flickering/shooting stars at night.

Users also have the option of manually adjusting certain aspects through togglable buttons, such as the weather, bridge lights, and music, to add the aspect of interactivity through customizations. I call this piece “Abridged,” as I found myself having to downscale my original plan of more customizations and effects in order to meet the project deadline in time. And also, because there is “a bridge” and I love a good pun.