

## Pandora Planet

### Short Pitch

A wonder world full of tropical and glowing plants and breathtaking silhouette.

### Long Pitch

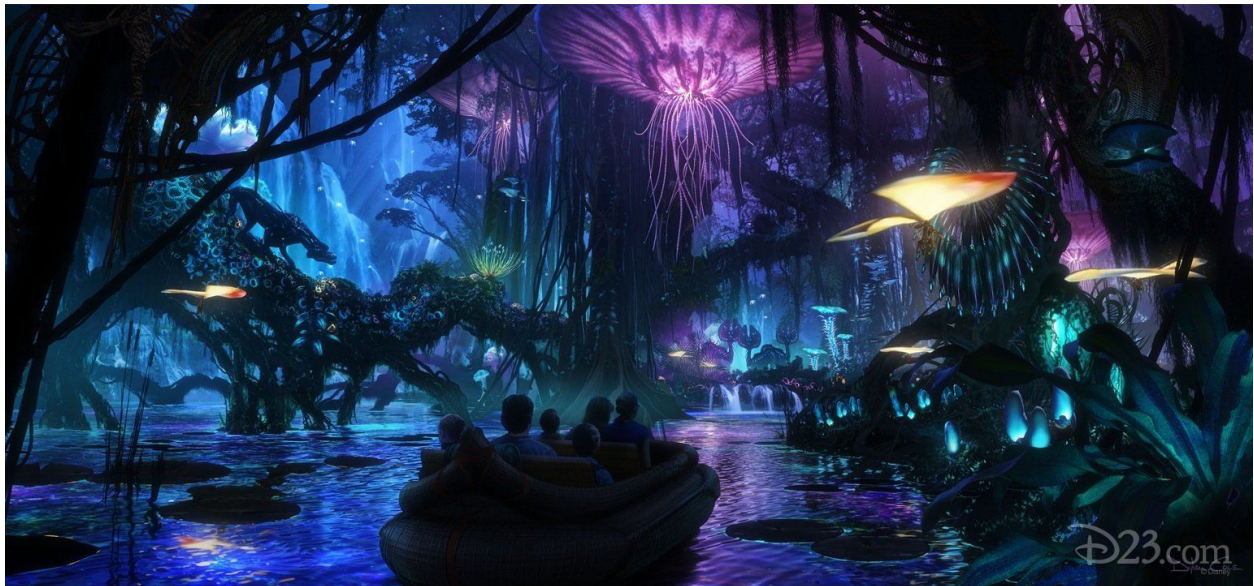
Pandora, a world of wonder and mystery, incredible danger and strange beauty. It is covered by a tropical rain forest in several times the scale of the size of earth.

In a dreamlike landscape, vast magnetic fields allow the Hallelujah mountains to float in the air, constantly moving. Every living thing on Pandora has a quality which make them to glow at night. Aside of the huge terrains of the planet that take amazing shapes, there is the tree of souls that connect all the living beings of the planet together.

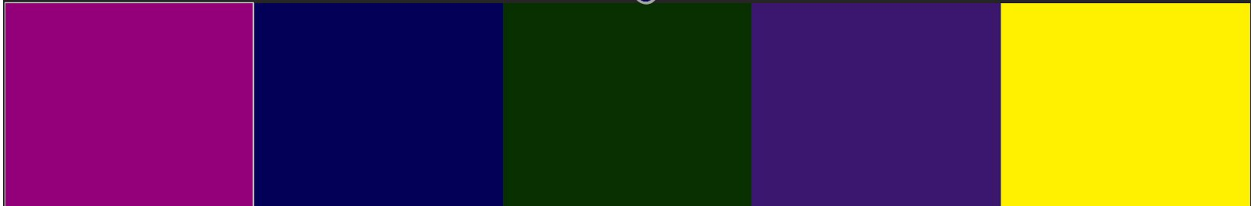
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#### 4. World #4: Fantasy:

This scene that I will be working on is inspired by the movie "Avatar" where things don't make any sense. The trees are very condensed and water is flowing calmly. The nature in this world should be calming and peaceful. There is glowing plants at the night time.



The scene should be at night time, therefore the color palette is involving navy, dark green, purple, magenta and yellow for the glow. There will be glowing particles flowing smoothly as well.



When the player get out from the room, the scene of the tropical rain forest will be shown:



There will be an arc like terrain in the background, multiple moons in the sky and floating islands. In the background there will be a beautiful scene of the tree of souls and glowing plants.



## Objectives and Achievements

1. Consistent art style, surfacing, lighting, and modeling details.
2. Realist art style
3. Each world should create a different sense. For example the fantasy feels calm and wonder, desert hot and dry, space isolated, etc.
4. Create animation, shaders, particles and sound effects.

## Schedule

Date	Due	Working for Next Week
10/12/2017	Project Pitch, Asset List, References, Whitebox	Modeling and Texturing
10/19/2017	Modeling and Texturing Setting up the scenes and the objects and textures	Setting up the scenes Particle systems, lightings, animations and sound
10/26/2017	Setting up the scenes and the objects and textures Particle systems, lightings, animations and sound	Final polish
11/02/2017	Full build of final project	Presentation

## Asset List

World	Priority	Set	Type	Asset	Material	Textures
fantasy	high	rock	Static mesh	sm_rock1	m_rock1	t_rock1
fantasy	high	vegetation	Static mesh	sm_tree1	m_tree1	t_tree1
fantasy	high	vegetation	Static mesh	sm_grass1	m_grass1	t_tree1
fantasy	high	river	mesh	-	-	-
fantasy	high	Glowing particles	Particle system	-	-	-

fantasy	high	ambient	Forest sound	-	-	-
fantasy	high	lights	lights	-	-	-
fantasy	high	Colorful sky	skybox	-	-	-