Week 1—Observation

For my major project, trying a different view of the character is an excellent method to do an adventure game in which character is not a person.

what's the essence of the point?
If the character is a giant, or if the protagonist is a small animal, their perspective will be very different. The perspective of the character is the theme I want to learn.

Week 2—Tinkering

For a game, the modeling work component takes a lot of time to complete, so the type of the model, the color of the model, and the rendering effect. These are the parts that need to be considered.
It lacks some lighting effects when rendering, which would be a little better.

Week 3 —Materiality

I have done 3D model in the digital world but have not work in real life, which is convenient for me to test the position of the lens in the video.

It is good to use different material combinations, but no more lens conversions are used.

Week 4 —Place

This is a small game designed to test the viewer's memory, use continually changing lights to create a dizzy feeling, and check whether the viewer remembers the changing shape.

The point I want to express may be confused with the position of expression, the order of the picture and the frequency of the image are not well controlled.

Week 5 —Object

When I revisit the content of the game, I wanted to add some elements to the game, so I decided to add some processes like water or the state of motion of the plant. By trying to find some small details can be added to the game.

During the production process, it was found that it was difficult to control the shape of the object, and the texture of the water did not achieve the desired effect.

Rationale

In the past five weeks, I have tried to combine my project with ADP's weekly theme. How can I put the "play" in my game trailer?

In the first week, I tried to determine the form and theme of the game, so I didn't think too much about observation and put some ideas on the paper. In the second week, I found that I didn't understand the connection between the theme and play very well. Tinkering, in my understanding, I can make very small things become very interesting in the whole game and can become an indispensable part. The third week comes to the combination of materials, the combination of real scene and digital media, may achieve unexpected results. In the fourth week of production, the concept of the game made was not very clear, and the balance between play and place was not controlled. The fifth week of the small parts, for a major level in the first level of my game, I want to study the state of the water, but ignore the relationship with play. The biggest problem of this course is the define of play.