

STUDIO 2 PITCH
WANTING XIAO

RATIONALE

After going through studio 1, I have developed a strong interest in game designing, and I want to continue exploring it in studio 2. And I still have a huge passion in 3D modeling and animation. I think these two fields complement each other. It allows me further develop the relationships and interactions of models in game field.

As a beginner in game design, I know my limits and abilities clearly. So instead of making a project with complex mechanism, making a simple (runner game) but detailed one is a better choice.

CONCEPT

I was inspired by the traditional Chinese festival Zhongyuan Festival (Hungry Ghost festival) and ancient legend *Hyakkiyakou*.

The image shows a dark pond at night, illuminated by several glowing lotus-shaped lanterns. The lanterns are in various colors, including white, yellow, and orange, and are floating on the water. A large, intricate, glowing circular pattern, resembling a traditional Chinese design, is visible on the water's surface. The overall atmosphere is serene and mysterious.

ZHONGYUAN FESTIVAL:

The number seven is of great significance in ancient China. According to book < I-Ching >, seven represents rebirth. On 15th July, the gates of hell will open and all ghosts will return to the world. They will go home to receive offerings, and homeless ghosts can only wander around looking for “food” . For those who are alive, they will put river lanterns to express their thoughts for their deceased relatives.



HYAKKIYAKOU

In ancient, monsters are active at night, while humans are active during the day. When night falls, the space of monsters will overlap with that of humans. If the road is empty at night, monsters will appear and go out in droves like a parade in search of food.

CONTEXT

My project of studio 2 will be a polished runner game with new mechanism, similar works are:



CUPHEAD



I AM FISH

METHOD

Unity

- Coding
- Mechanism
- Animation Controller
- Shader

Blender

- world building
- character modeling
- Animation
- Rigging

OUTCOME

A playable game