STUDIO 2 PITCH WANTING XIAO

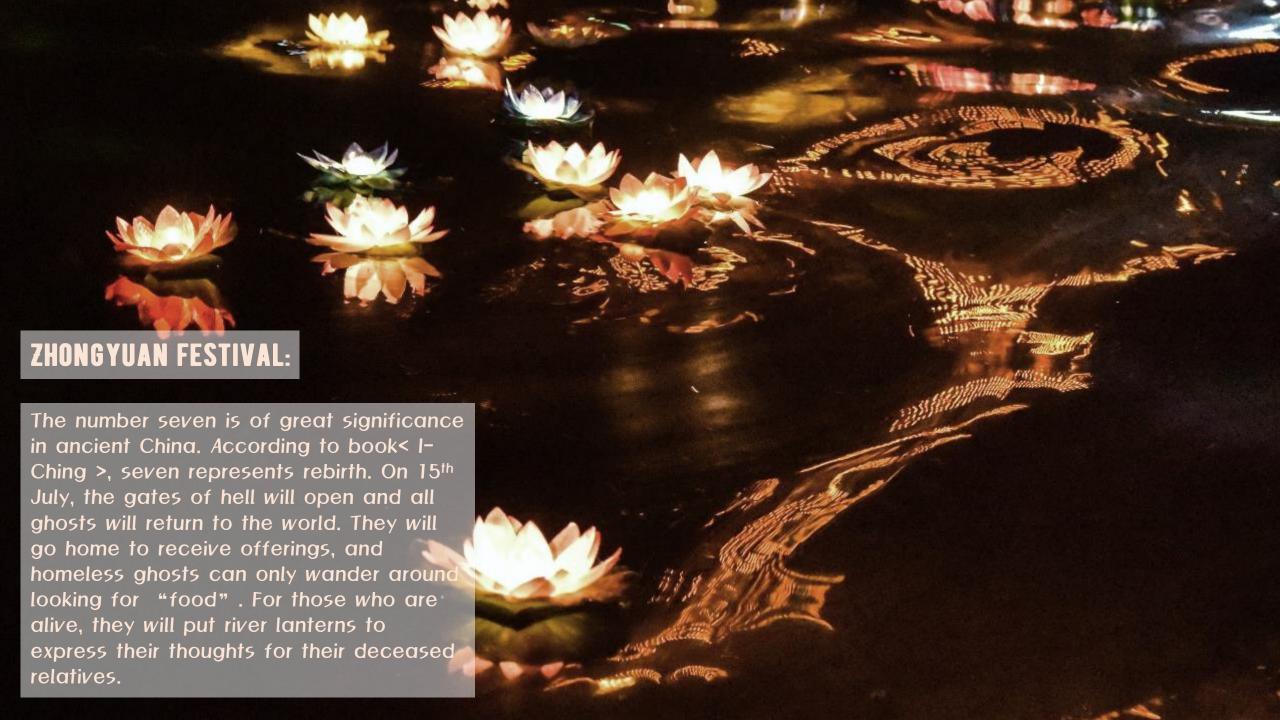
RATIONALE

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 in stead 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*.





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

