

PARTNERS

- Benemérita Universidad Autónoma de Puebla



- Tokyo University of Technology,
School of Media Science



- LUCA School



- University of Ostrava



- School of Art at Northern
Illinois University



- Harz University
of Applied Sciences

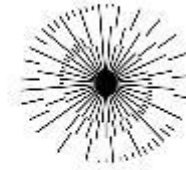




UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

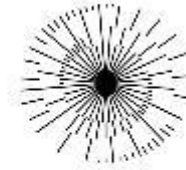
LUCA School of Arts, Campus C-mine Genk, Belgium



UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

Mentors:

Carina Erdmann, Steven Malliet

STUDENTS TEAM:

Agata Jankowiak: 3D Artist

Wiktoria Gawlik: 3D Artist

Zofia Gmur: Concept Artist

Julia Cieślak: 3D Artist, Level Designer

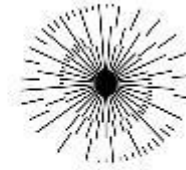
Gavin Brandt: Programmer



UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

REWILDING

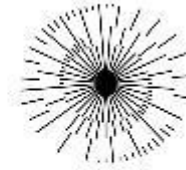
a single player open world exploration and survival experience where nature, the main protagonist, is visually evolving over time



UNIVERSITY OF SILESIA
IN KATOWICE



POLISH NATIONAL AGENCY
FOR ACADEMIC EXCHANGE



GAME LAB

GAME DESIGN DOCUMENT:

<https://docs.google.com/document/d/1EtPCCRI2U1msu6Efal81SBE7hzp9-x5MgiddRULW5kA/edit?usp=sharing>

RESOURCES @DISCORD:

<https://discord.gg/m3rxBXnb>

CONTEXT: REWILDING (Guest Lecture Rozan Van Klaveren)



DEVELOPING THE GAME CONCEPT

STORY A humanoid robot and an assisting drone are sent to an alien planet for research.

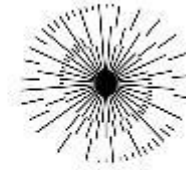
SETTING This game will be set in a distant future on an alien planet with untouched flora and fauna.

GAME STRUCTURE There will be three large habitats with different procedurally evolving plants and animals based on three periods of earth's past: Devonian, Carboniferous and Permian. All three habitats can be explored from the get go.

DEVELOPING THE GAME CONCEPT II

CHALLENGES Survival and weather (resource management) // Encounters (combat) // Relationship (empathy) // Choice (narrative) // Research mechanic.

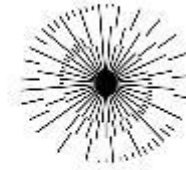
MULTIPLE ENDINGS The player will eventually develop a relationship with the environment. Furthermore the player becomes aware of humans' plans to take advantage of this peaceful and untouched world. So the player's AI may or may not become rogue.



INSPIRATION FROM NATURE: Nature hacks/controls Machines



'Zombie Fungus' infects insects and controls them image: Frank Deschandol www.gamelab.us.edu.pl



RESEARCH





RESEARCH II

Boxlapse

Growing Plants Time Lapse Compilation - 123 Days Of Growing in 2,5 ...

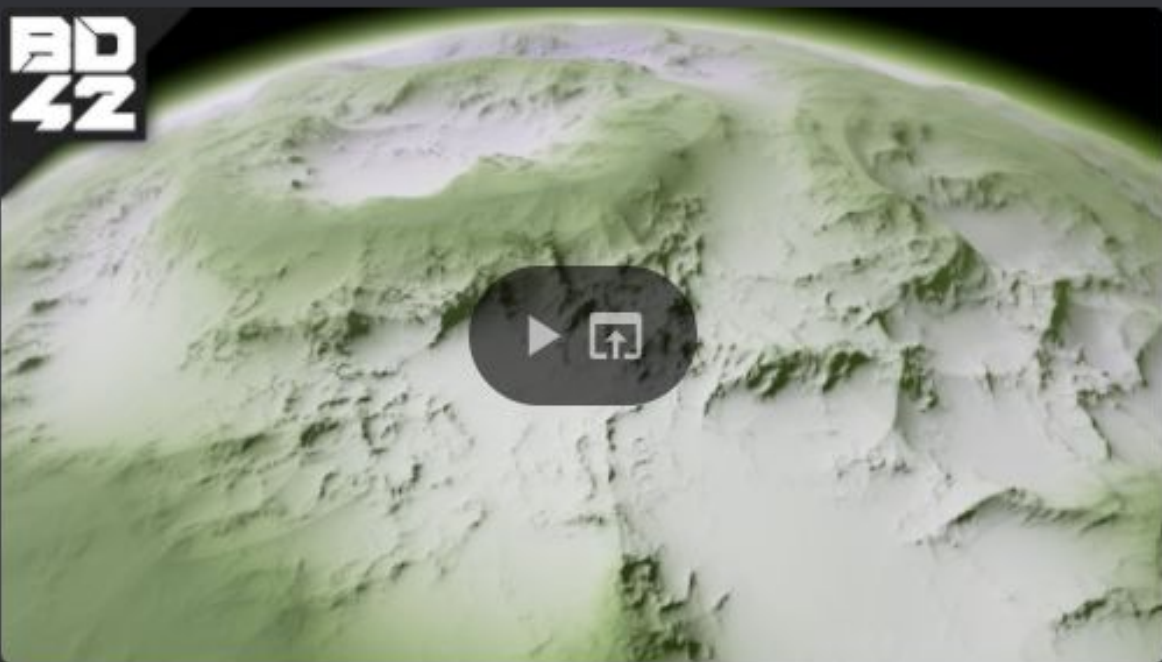


Maya 2014 tutorial : How to use the Blend Shape function



RESEARCH III

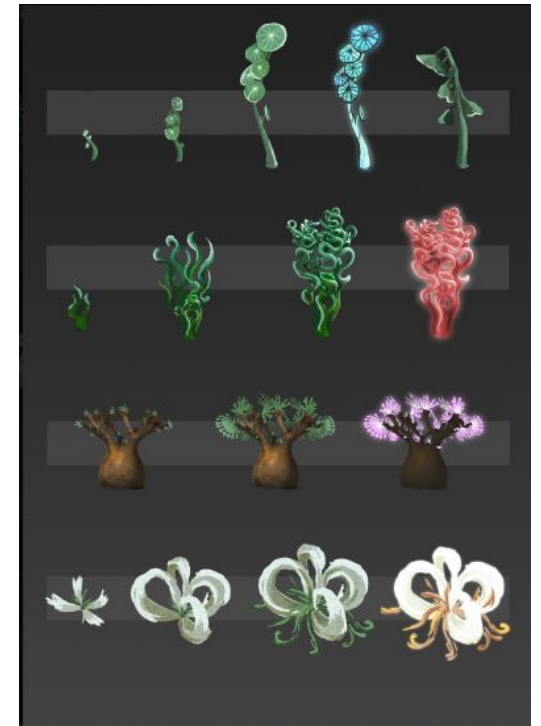
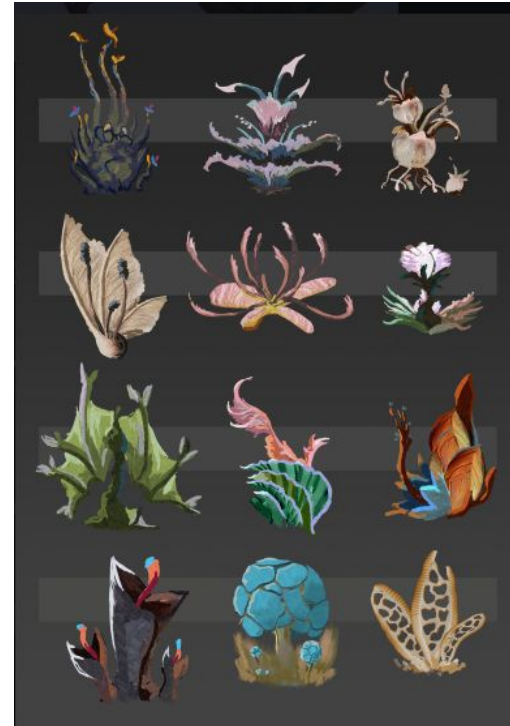
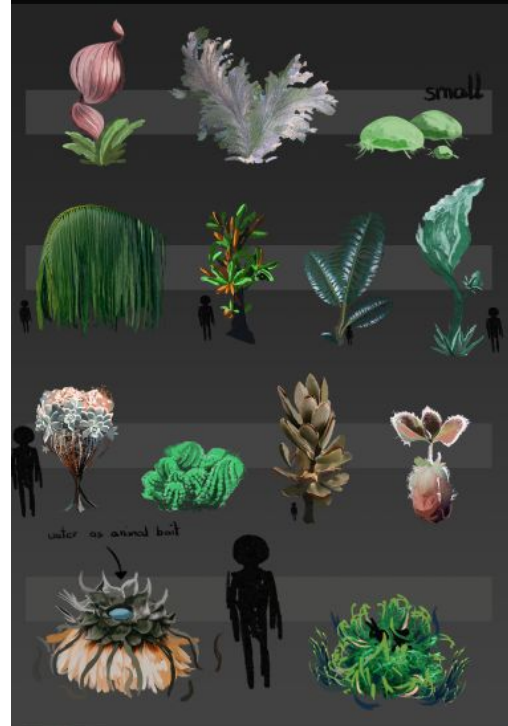
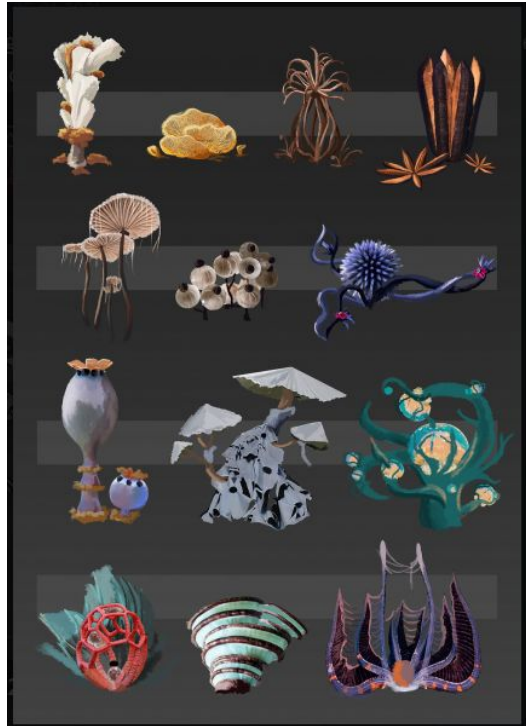
ENTIRE PLANETS IN UNREAL ENGINE 4!? This... could be huge.



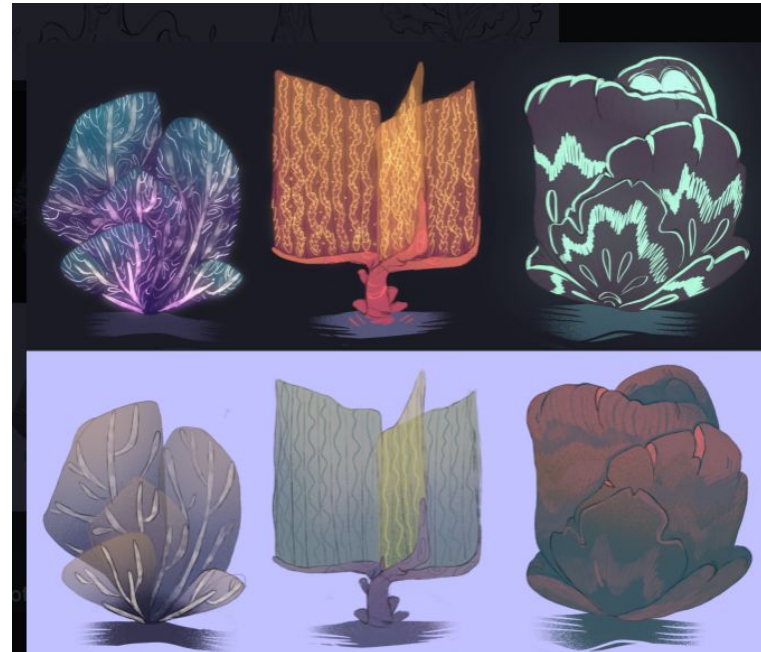
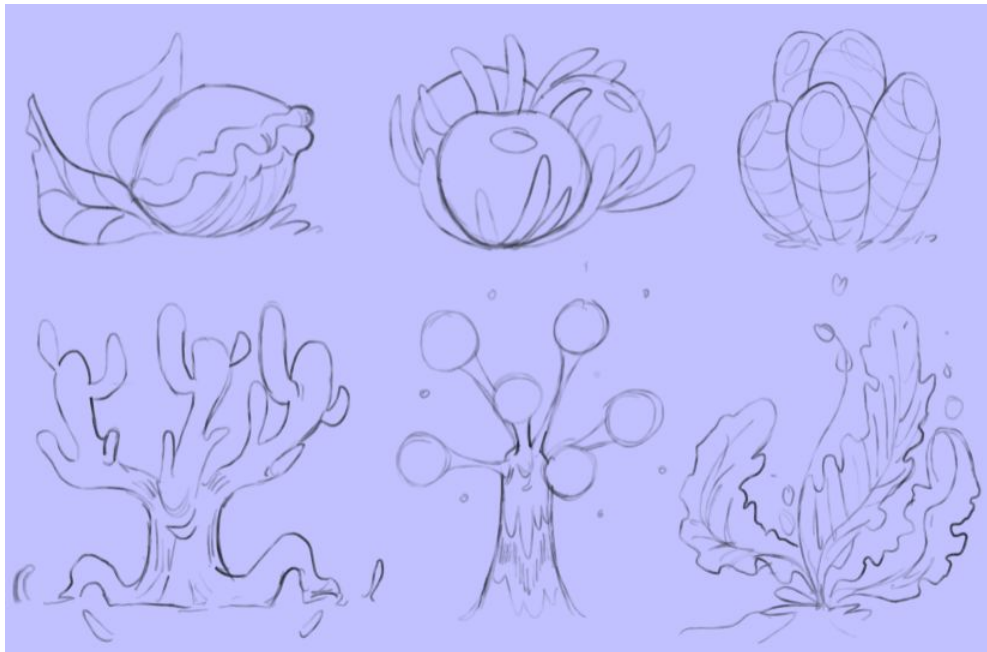
A procedural planet generator... made by Oskar Stålberg

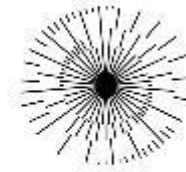


CHARACTER DESIGN



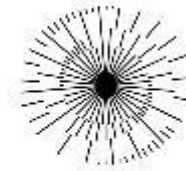
CHARACTER DESIGN



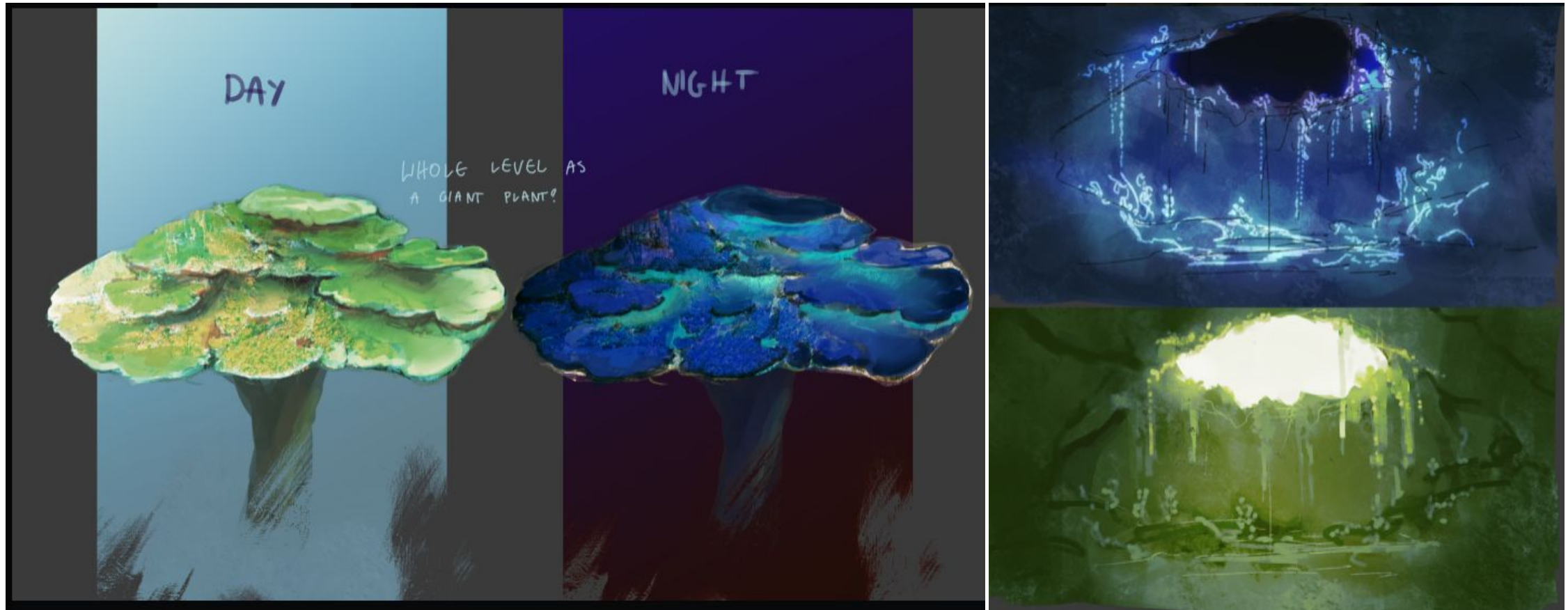


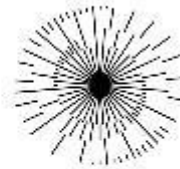
STYLING





LEVEL DESIGN





LEVEL DESIGN



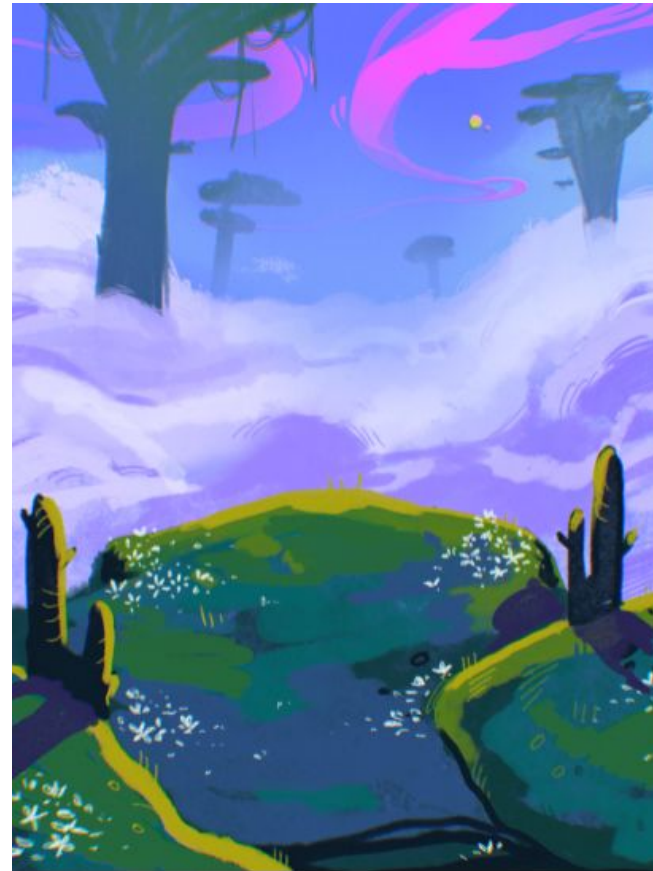
The Planet ☾ ☽ ☼ ☽

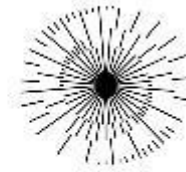
☞ DIFFERENT PLANTS DEPENDING ON HEIGHT?

☞ THE HIGHER WE GO, THE LOWER THE TEMPERATURE GETS

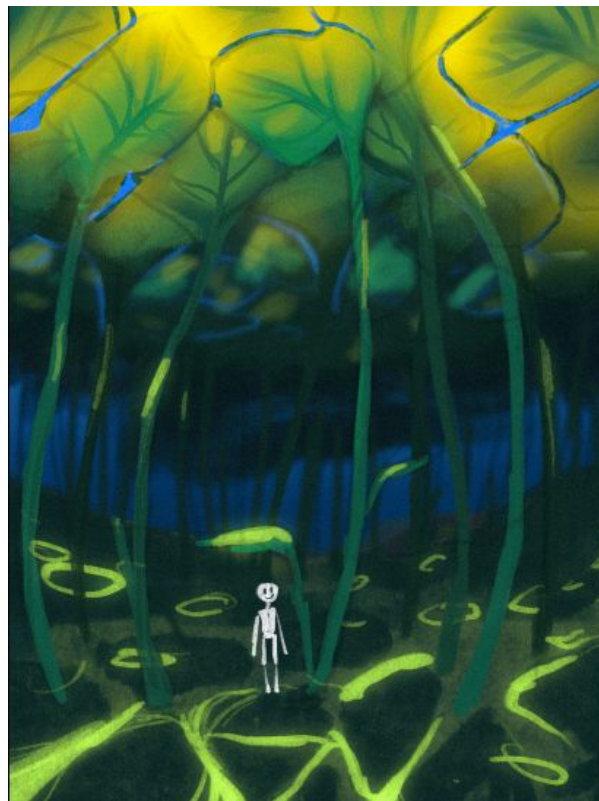
☞ THE PLANTS AT THE HIGHEST PARTS COULD BE SMALLER AND GROW SLOWER

☞ PLANTS AT THE LOWEST PARTS COULD BE THE BIGGEST AND MOST LUSH





LEVEL DESIGN



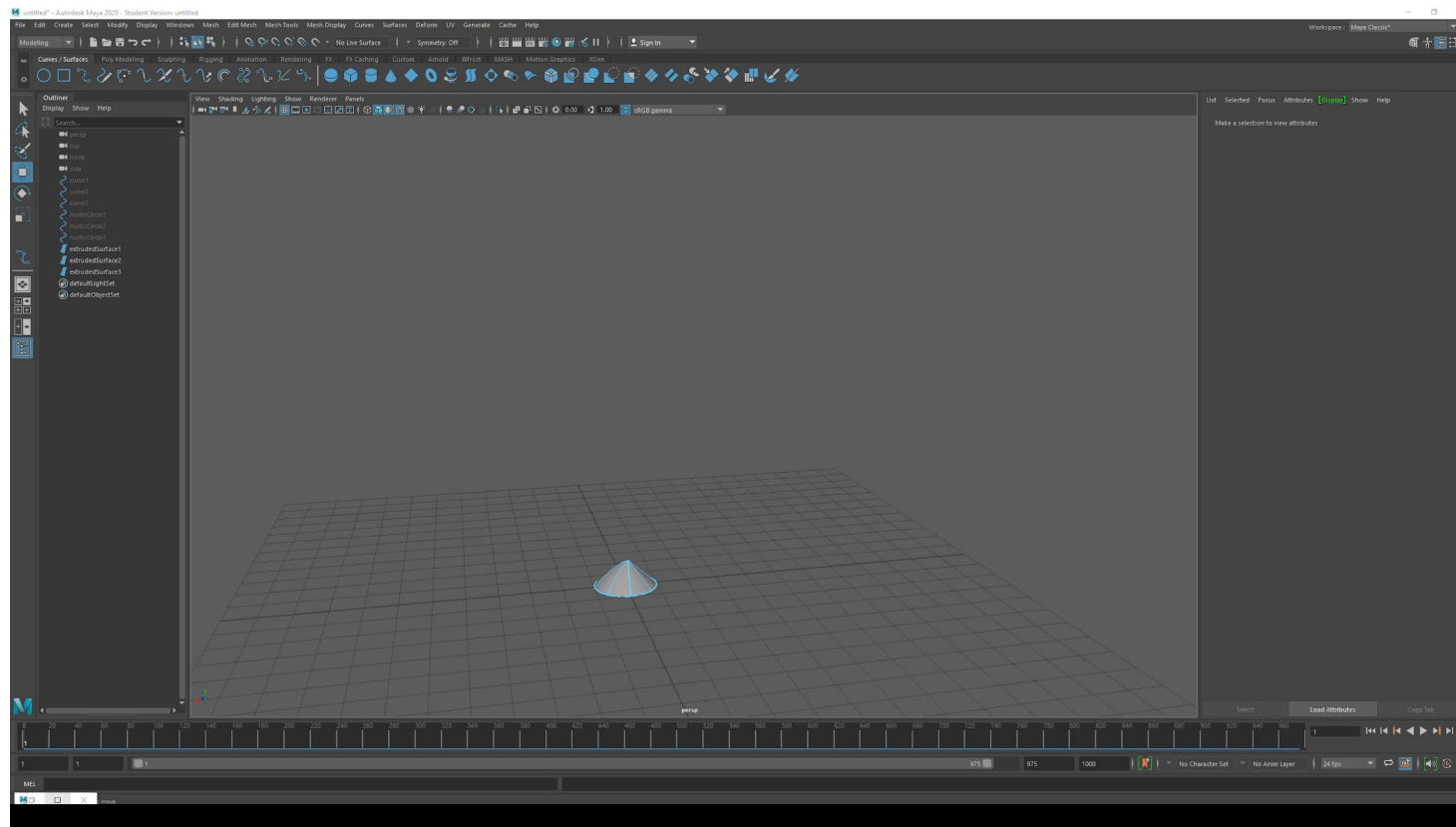
The Forest IYki



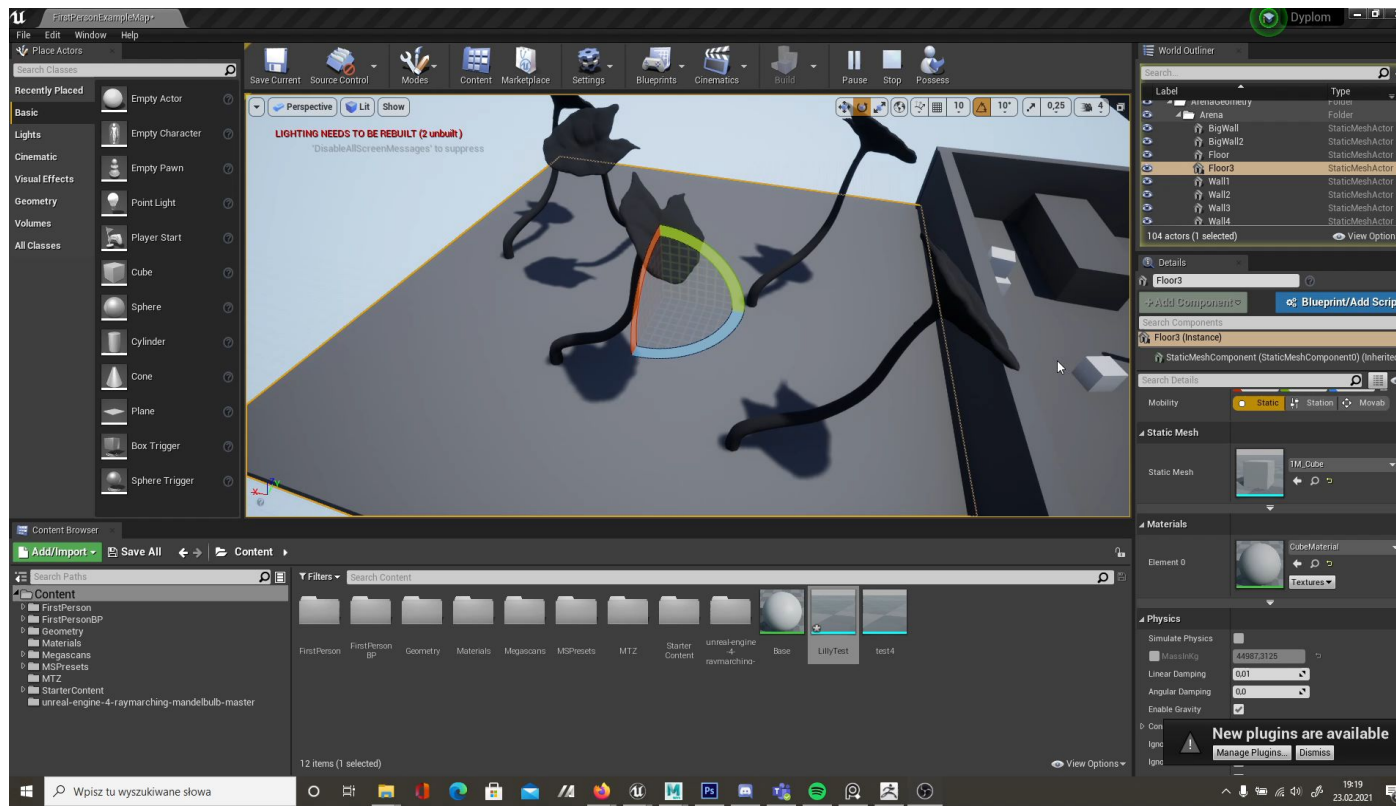
- DARK DURING THE DAY
- ONLY OCCASSIONAL SUN SHAFTS SHINING THROUGH
- HIGH TEMPERATURE AND HUMIDITY

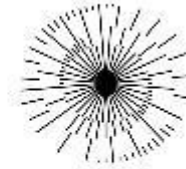
- BRIGHT DURING NIGHT THANKS TO THE FLUORESCENT PLANTS
- TEMPERATURE STAYS HIGH UNDER THE PLANTS

ANIMATION TESTS



ANIMATION TESTS



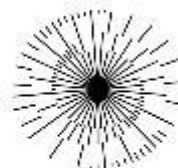


COMMUNICATION


All communications via Discord

Students are in frequent contact with each other (at least once / week)

Every two weeks there is a meeting with the mentors (1-2 hours) where students report about progress, artistic choices, planning, difficulties



GAME LAB - Rewilding ▼ # resources Share inspiration, first ideas, reference and research materials that may or ... 🔔 📌 👤

 ✕

An adventure begins.
Let's add some friends!


[Invite People](#)

▼ INFORMATION +

- # intros 👤 ⚙️
- # organization


▼ TEXT CHANNELS +

- # resources 👤 ⚙️
- # brainstorm 🗨️
- # concept
- # technical

 **Julia Ciešlik** 02/02/2021


https://drive.google.com/drive/folders/1nltI23sxr_kkrkI3rFCGRnWISzGEgrSW?usp=sharing - file tested in unreal engine, the scale of the model may be very small, axis can be inverted. For now I'm sending this file, if it doesn't work I'll try to fix it so that it works in unity.

abc file - alembic

 **Gavin** 02/02/2021

Thank you!

February 16, 2021

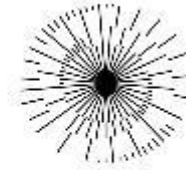
 **xurrc/ Agata** 02/16/2021

https://miro.com/app/board/o9J_lThy4OY=/

<https://miro.com/>

Miro: the collaborative whiteboard platform for distributed teams

Scalable, secure, cross-device and enterprise-ready team collaboration whiteboard for distributed teams. Join 10M+ users from around the world



NOTES / SUGGESTIONS

All input on general approach is welcome!

2021-2022: Organisation of a cross-university course?