

## PARTNERS

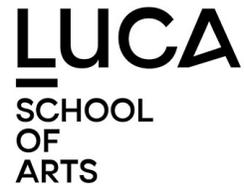
- Benemérita Universidad Autónoma de Puebla



- 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

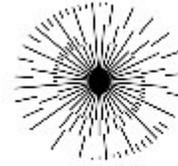




UNIVERSITY OF SILESIA  
IN KATOWICE



POLISH NATIONAL AGENCY  
FOR ACADEMIC EXCHANGE



GAME LAB

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

## **Mentors:**

Carina Erdmann, Steven Malliet, Veronika Romhany

## **STUDENTS TEAM:**

Agata Jankowiak: 3D Artist

Wiktoria Gawlik: 3D Artist

Zofia Gmur: Concept Artist

Julia Cieslik: 3D Artist, Level Designer

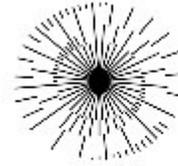
Gavin Brandt: Programmer



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## **REWILDING**

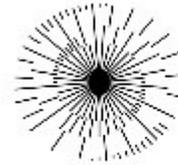
a single player open world exploration and survival experience where nature, the main protagonist, is visually evolving over time



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## **GAME DESIGN DOCUMENT:**

<https://docs.google.com/document/d/1EtPCCR12U1msu6Efa181SBE7hzp9-x5MgiddRULW5kA/edit?usp=sharing>

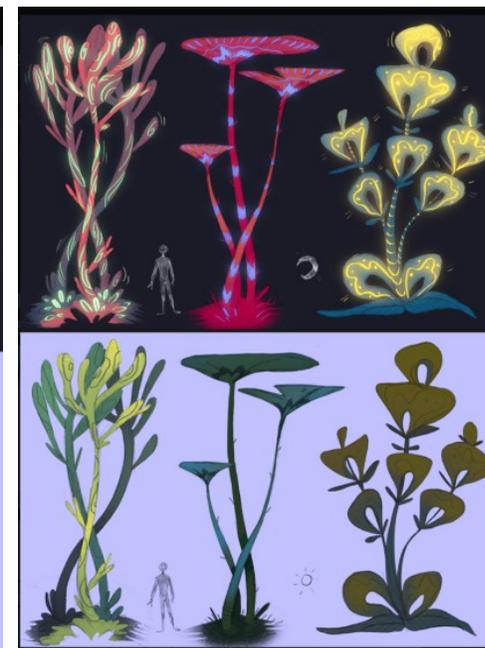
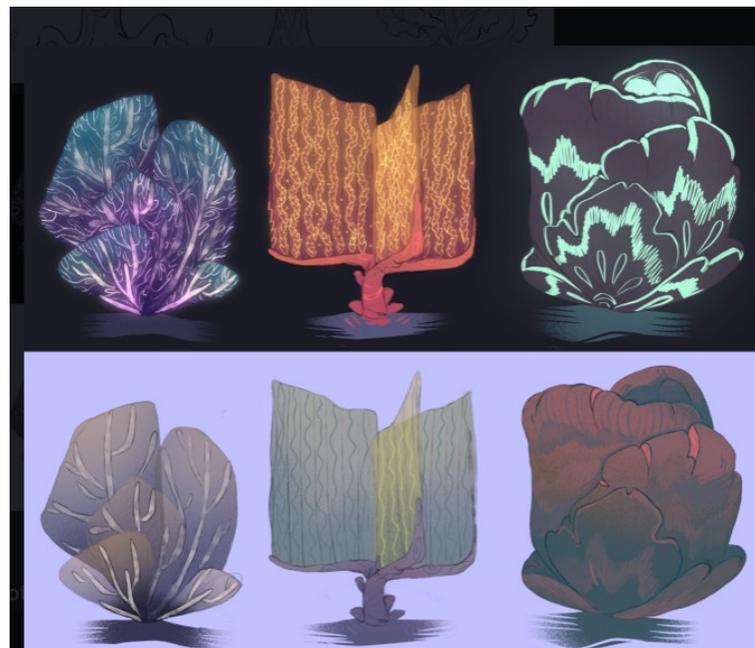
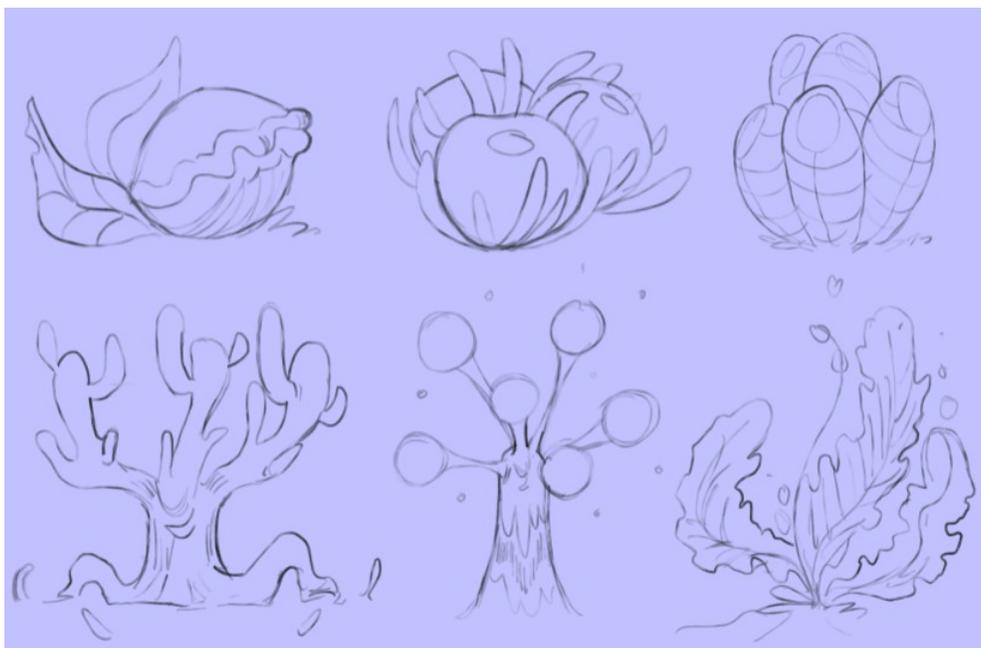
## **RESOURCES @DISCORD:**

<https://discord.gg/m3rxBXnb>

## **RESOURCES @GITHUB:**

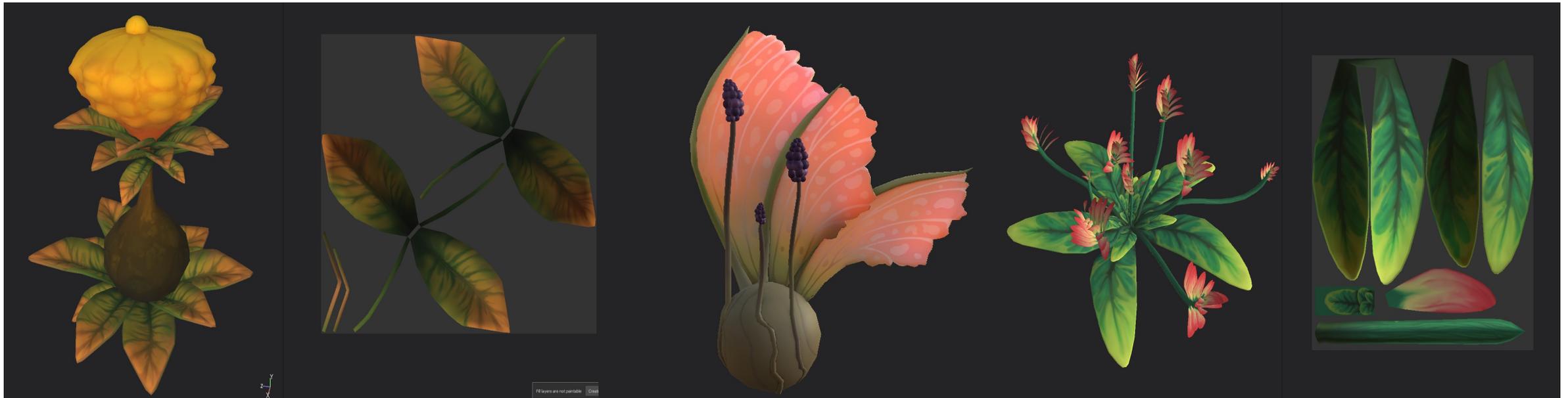
<https://github.com/rudnema/NawaProjectRewilding>

## CHARACTER DESIGN



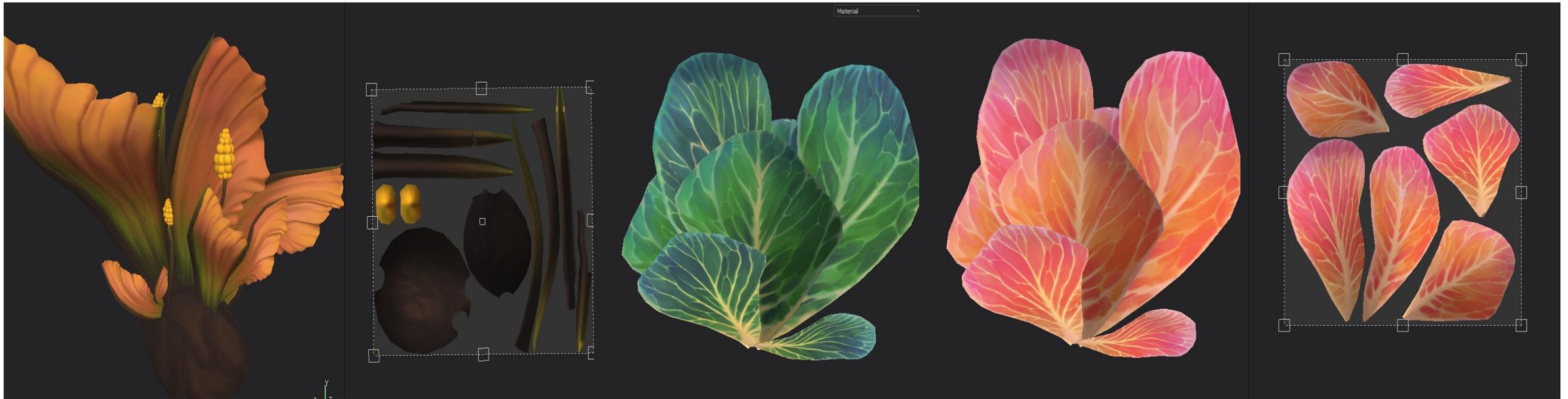
Plant concepts by Zofia Gmur

## CHARACTER DESIGN II



Texture, Modeling by Agata Jankowiak and Wiktoria Gawlik

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Texture, Modeling by Agata Jankowiak and Wiktoria Gawlik

## LEVEL DEVELOPMENT



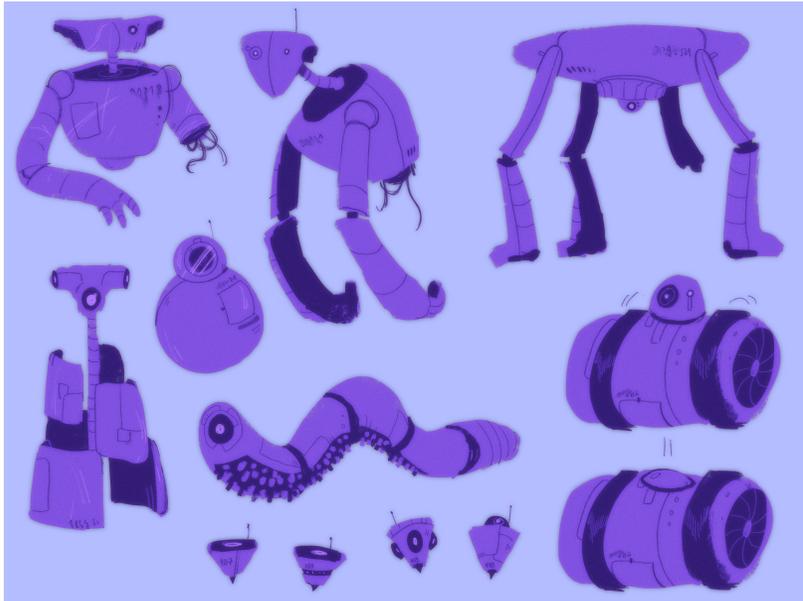
## LEVEL DEVELOPMENT II



## LEVEL DEVELOPMENT III

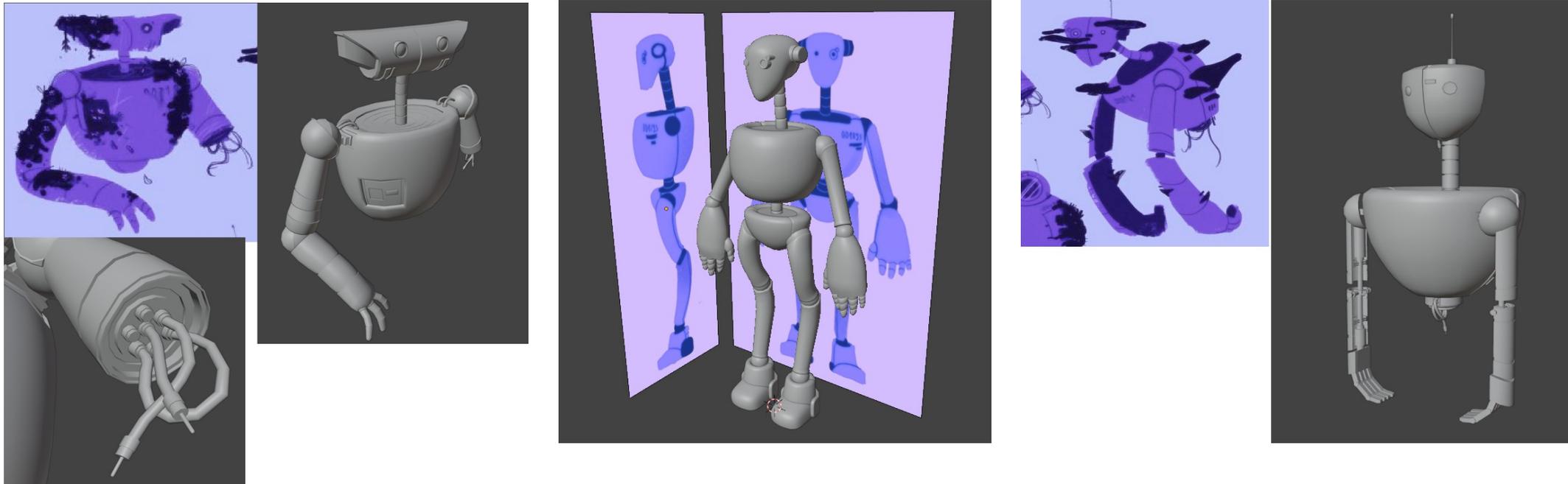


## CHARACTER DEVELOPMENT



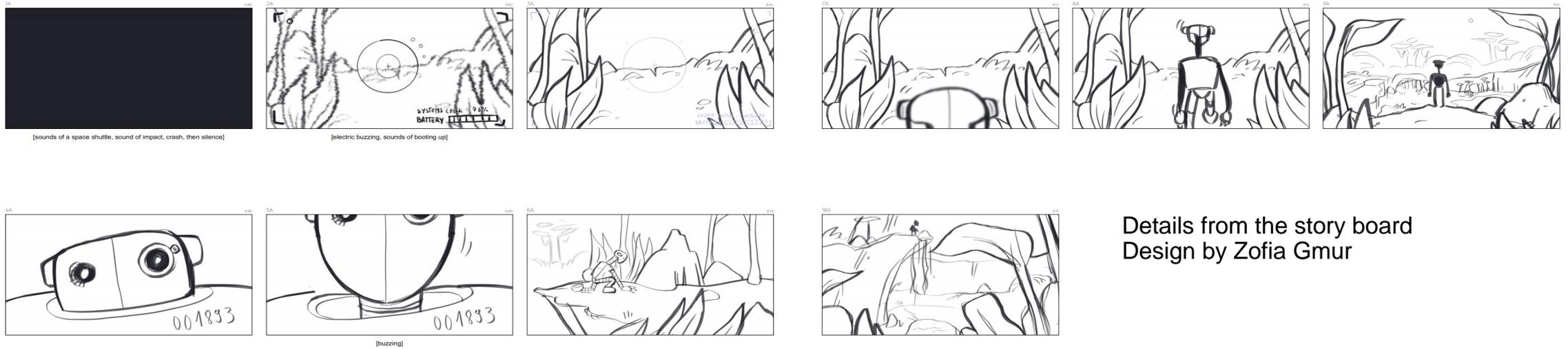
Character concepts by Zofia Gmur

## CHARACTER DEVELOPMENT II

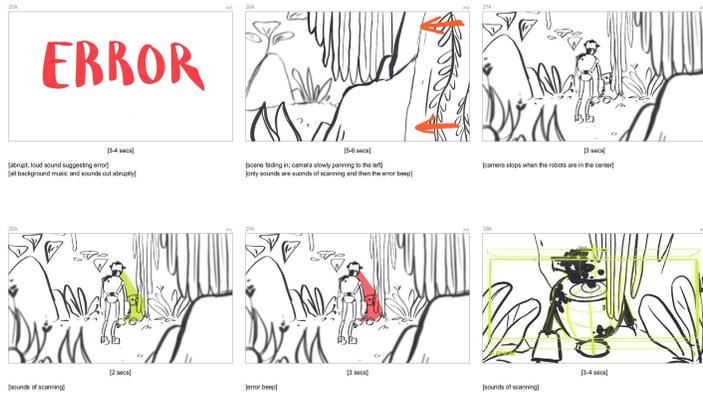


Character modeling: Wiktoria Gawlik

# STORY BOARD DEVELOPMENT



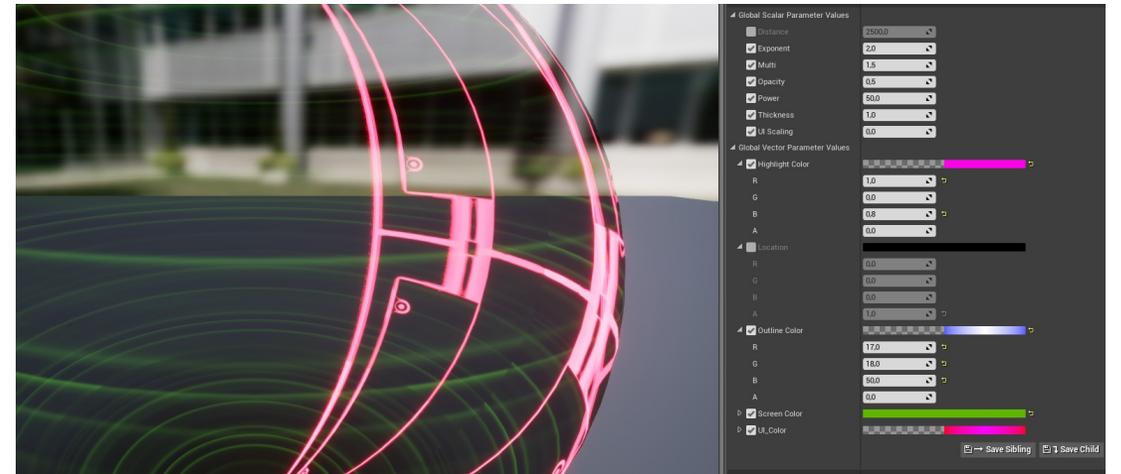
# STORY BOARD DEVELOPMENT II



Details from the story board  
Design by Zofia Gmur



## INTERACTION



Scanning feature, Unreal Engine: Julia Cieslik

## ANIMATION/INTERACTION TESTS

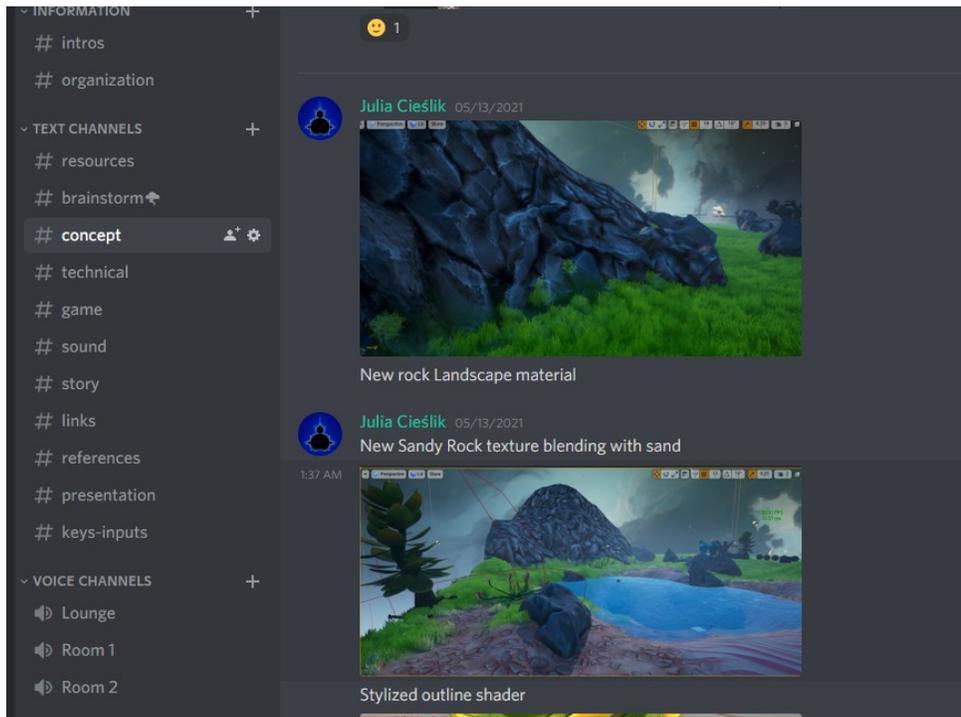


<https://youtu.be/mdUgBcfXRPE>



[https://youtu.be/0k\\_mt5o6ZGg](https://youtu.be/0k_mt5o6ZGg)

## COMMUNICATION



- All communications via Discord  
Students are in frequent contact with each other at least once / week
- Every week there is a meeting with the mentors (1-2 hours) where students report about progress, artistic choices, planning, difficulties
- According to the current state of development, students meet online often more than once a week. They utilize the thematized text channels on Discord, organize small meetings with the help of voice rooms and they frequently use the screen sharing feature