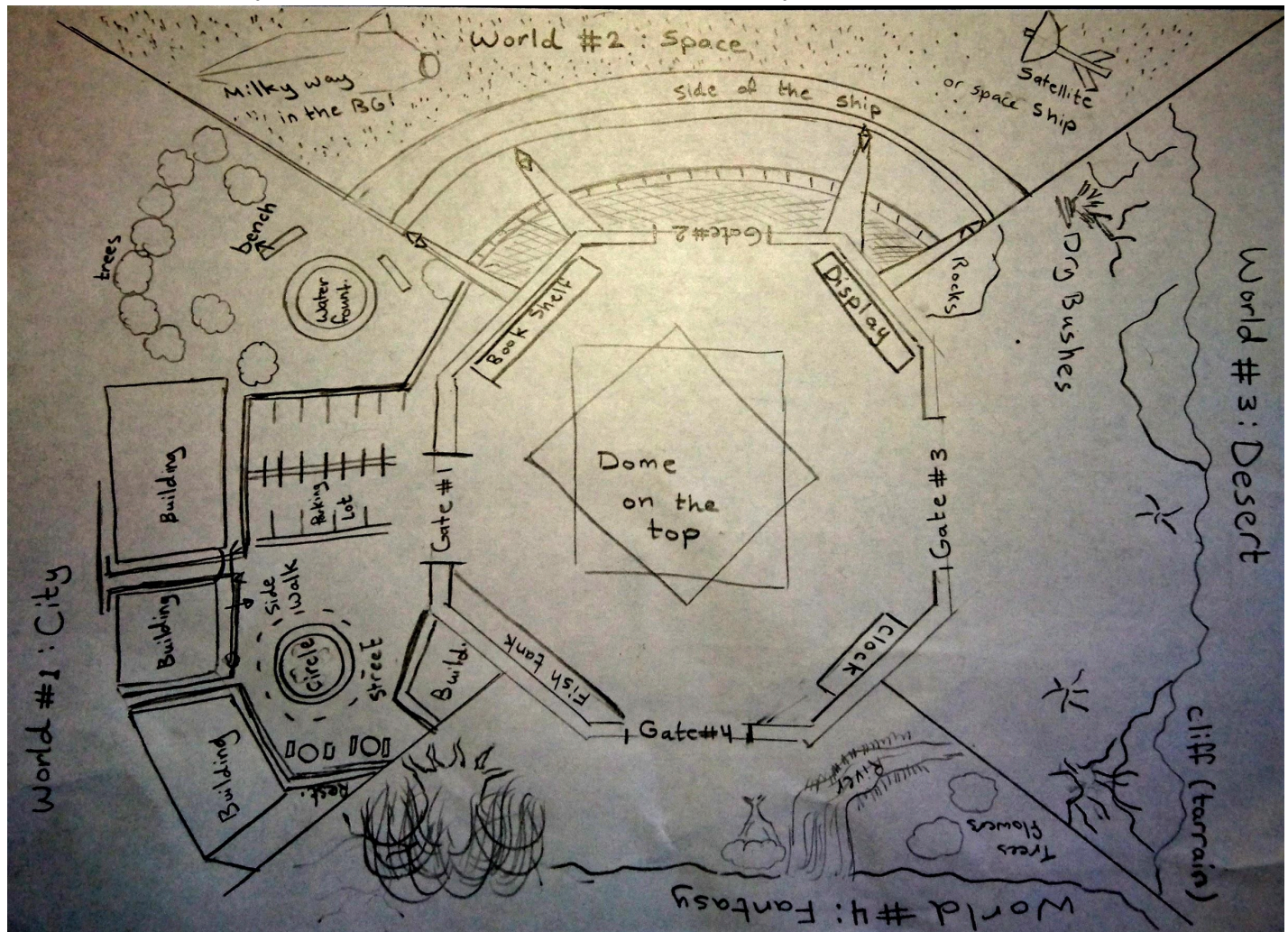## Worlds' Portals

Short Pitch

Walking in the Sorcerer Hidden Room which has four doors. Each door takes you to a different world.

Long Pitch

After entering the Sorcerer Hidden Room (Inspired by Dr. Strange Movie), the player will find 4 main gates, each gate takes them to a different world. The four worlds are: 1. Modern City of Italy, 2. A dock of a spaceship, (inspired by Passengers Movie) 3. Desert of Jedha (Inspired by Star Wars: Rogue One) and 4. A Fantasy World (inpired by Avatar movie).

The theme of the story will be inspired from different movies (mostly fictional ones)


Map of the Worlds' Portals: The Octagon in the middle is the Sorcerer Hidden Room with a dome on the top and 4 main doors. Each door takes you to a different world.

- **The Sorcerer Hidden Room:**

The room should be simple and does not have many things. It is shaped as Octagon and the roof is rounded as a dome. The emphasis of the room will be on the design of the walls. Symbols are the main theme. The gates are shaped as circle. Once you get close to one of them, it will open immediately. The lights will be dim and only certain areas will be lighted.

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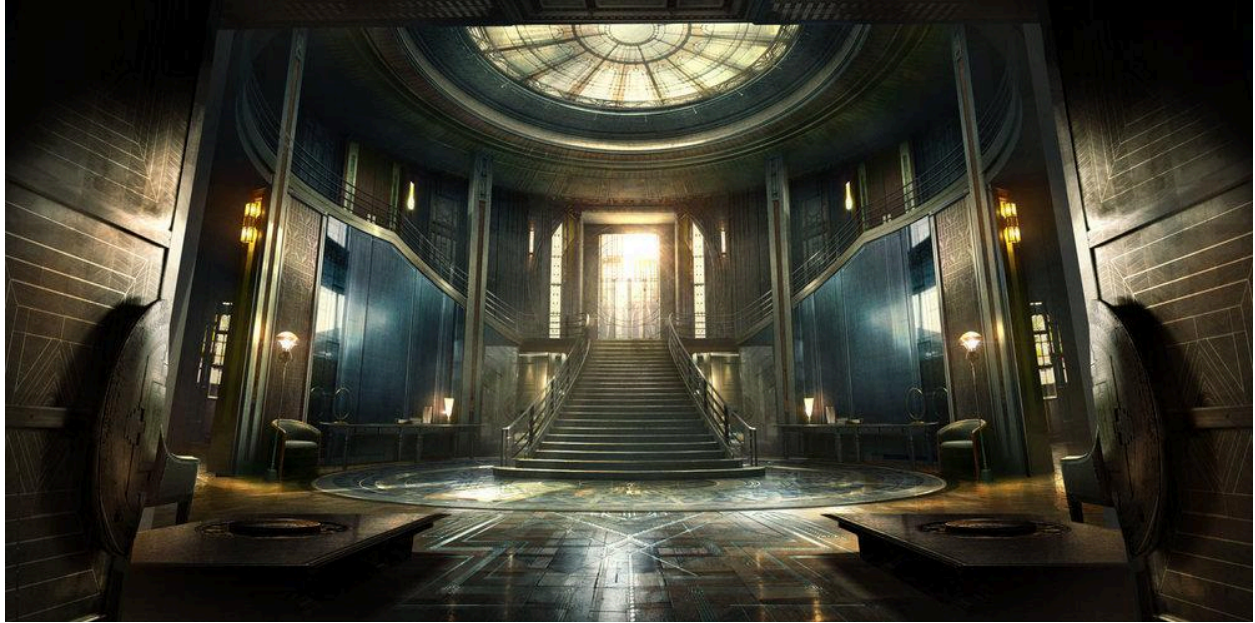
A color palette of blues, greens and oranges will be used in the room's environment. The navy color used to construct the walls of the room with symbol crafted all around it. The green will be for the light which will be emitted from the symbols. The red and shades of purple will be mixed with the navy for different objects inside the room such as torches, wooden shelves, vases, etc.

1. **World #1: City of Italy:**

When entering world #1: There will be a street leading to a circle full of flowers and bushes. The circle is surrounded by two buildings at least. There will be a front display of a shop and a closed restaurant with tables and chairs. Also there will be a small parking lot that leads to a small park full of trees, a fountain in the middle and benches. The streets will have sidewalks as well. I may put some models of cars parked on the side of the street.

To give the buildings some of depth, I may make a street leading to the downtown of the city coming out from the circle, but I will block it with signs and yellow tape. Also I may have an animation of some cars moving in the background.
The color pallette will have cool colors close to grey because of the crowdedness and the pollution of the city.

The sky should be blue (closer to grey) and has some clouds that may block the sunlight.

2. **World #2: Space World:**
Once you exit the second gate, it will take you to the dock of a spaceship. The spaceship then will have metal railing where it will stop the player from going further into the space. In other words the player will not be able to fall. The player will be able only to stand and enjoy the view of the space, stars, galaxies and satellite. If the player looks back they will be able to see the walls of their ship having lights. The sound of radio going off as an astronaut talking to the crew will give a sense of tense in addition to the breathing and heart beat sound.

Obviously the colors will be dark. A realistic space full of stars skybox. The surface of the ship will be gray metal and will have lights. The satellite moving slowly in the space will be a different shade of grey as well.

3. **World #3: Desert World:**
The desert should give a feel of dryness and lack of life. Sand and dust everywhere, different shapes of rocks and a high cliff as a terrain blocking the way of the horizon. There will be dry plants such as bushes and thorns as well. The sky should be clear and the sun is bright.

The color pallet will be a analogous of yellow, orange and brown. The rocks will be with hard edge due to the effect of the inhospitable environment of the high temperature in the day and very low temperature at night, in addition to the lack of water.
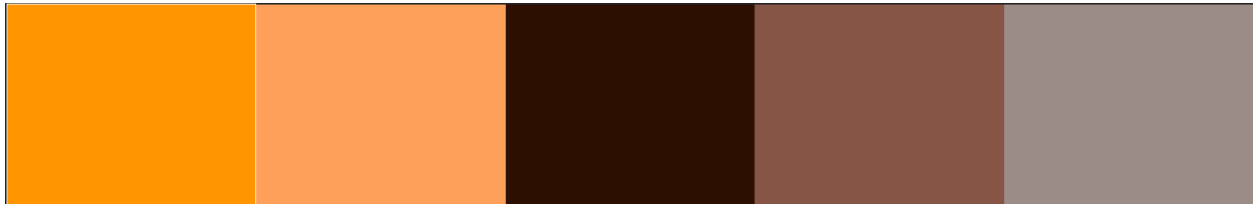

4. **World #4: Fantasy:**
This scene is inspired by the movie "Avatar" where things don't make any sense. The trees are very condensed and water is flowing calmly. The nature in this world should be calming and peaceful. There is glowing plants at the night time.

The scene should be at night time, therefore the color pallette is involving navy, dark green, purple, magenta and yellow for the glow. There will be glowing particles flowing smoothly as well.
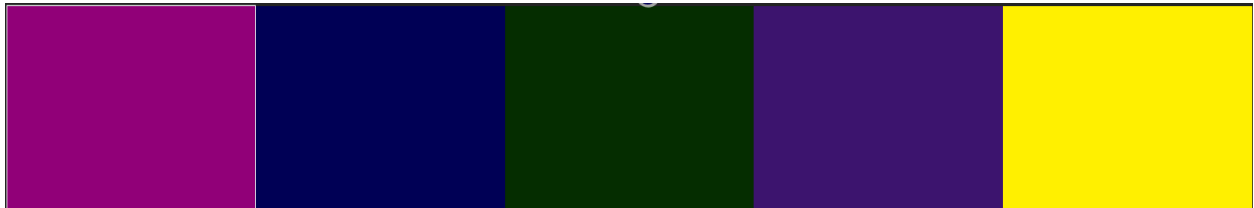
Objectives and Achievements

1. Consistent art style, surfacing, lighting, and modeling details.
2. Realist art style
3. Each world should create a different sense. For example the fantasy feels calm and wonder, desert hot and dry, space isolated, etc.
4. Create animation, shaders, particles and sound effects.

Schedule

Date	Due	Working for Next Week
03/30/2017	Project Pitch, Asset List, References, Whitebox	Modeling and Texturing
04/06/2017	Modeling and Texturing	Setting up the scenes
04/13/2017	Setting up the scenes and	Particle systems, lightings,

	the objects and textures	animations and sound
04/20/2017	Particle systems, lightings, animations and sound	Final polish
04/27/2017	Full build of final project	Presentation

Asset List

World	Priority	Set	Type	Asset	Material	Textures
Room	High	Structure of the building	Static Mesh	SM_Room	M_Room	T_Room
Room	High	Dome	Static mesh	sm_dome	m_dome	t_dome
Room	high	Gate	Static mesh	sm_gate	m_gate	t_gate
Room	Medium	shelf	Static mesh	sm_shelf	m_shelf	t_shelf
Room	Medium	Vase	Static Mesh	sm_vase	m_vase	t_shelf
Room	high	Ambient sound	Sound	ambient_sound	-	-
Room	high	Symbols glowing	texture	-	-	t_symbol
Room	high	dust	Particle system	-	-	-
Room	high	light	Directional light	-	-	-
City	high	building1	Static mesh	sm_building1	m_building1	t_building1
City	high	building2	Static mesh	sm_building2	m_building2	t_building2

City	High	Shop Display	Static mesh	sm_shop_display	m_shop_display	t_shop_display
City	High	table	Static mesh	sm_table	m_table	t_table
City	High	chair	Static mesh	sm_chair	m_chair	t_chair
city	high	circle	Static mesh	sm_circle	m_circle	t_circle
city	high	street	Static mesh	sm_street	m_street	t_street
city	high	Parking lot	Static mesh	sm_lot	m_lot	t_lot
city	high	sidewalk	Static mesh	sm_sidewalk	m_sidewalk	t_sidewalk
city	high	vegetation	Static mesh	sm_tree	m_tree	t_tree
city	high	vegetation	static	sm_grass	m_grass	t_grass
city	medium	vegetation	static	sm_flower	m_flower	t_flower
city	high	fountain	static	sm_fountain	m_fountain	t_fountain
city	high	water	mesh	water		
city	high	Cloudy sky	skybox			
city	low	fish	Static mesh	sm_fish	m_fish	t_fish
city	high	ambient	Sound	-	-	-
city	high	Directional light	-	-	-	-
Space	high	Ship part	Static mesh	sm_ship	m_ship	t_ship
space	high	lights	Emissive lights	-	-	-
Space	high	satellite	Static	sm_satellit	m_satellite	t_satellite

			mesh	e		
space	low	Glowing stars	Particle system	-	-	-
space	high	Space with galaxy	skybox	-	-	-
space	high	Ambient radio	sound	-	-	-
desert	high	rock	Static mesh	sm_rock	m_rock	t_rock
desert	high	vegetation	Static mesh	sm_bush	m_bush	t_bush
desert	high	vegetation	Static mesh	sm_dead_tree	m_dead_tree	t_dead_tree
desert	high	cliff	Static mesh	sm_cliff	m_cliff	t_cliff
desert	high	dust	Particle system	-	-	-
fantasy	high	rock	Static mesh	sm_rock1	m_rock1	t_rock1
fantasy	high	vegetation	Static mesh	sm_tree1	m_tree1	t_tree1
fantasy	high	vegetation	Static mesh	sm_grass1	m_grass1	t_tree1
fantasy	high	river	mesh	-	-	-
fantasy	high	Glowing particles	Particle system	-	-	-
fantasy	high	ambient	Forest sound	-	-	-
fantasy	high	lights	lights	-	-	-
fantasy	high	Colorful sky	skybox	-	-	-