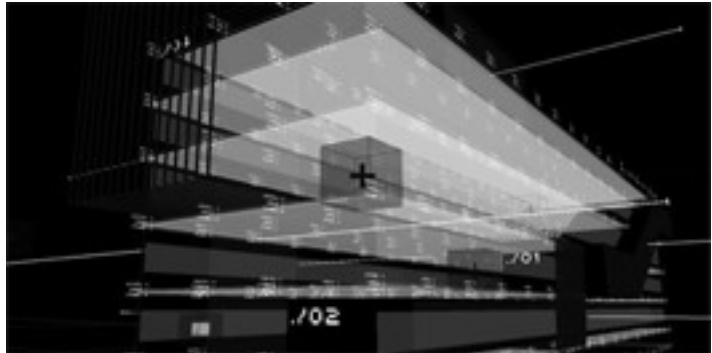


Project 2 Immersive Environment

Description: In this project you will build an operable immersive digital spatial environment. This can take the form of a games level, an architectural construction, or any other virtual, navigable space. You will need to consider and demonstrate several principles of digital environment design.

- + Balance
- + Rhythm Proportion
- + Concept
- + Order
- + Form
- + Craft



www.mix-m.org

The design will be explored as a first person walk-through. You can add static props, though be sure that they are in context with your scenario. You may wish to design a typical fps style games level. However, little is achieved by replicating approaches that already exist. Be creative, be original. Ask yourself how your original concepts can enhance the user's experience.

The main aim of this project is to create an interactive digital environment or construction that is interesting, inviting and stimulating, and begins to provide true immersion for the user.

Hand in:

1pm Friday 4th December

Project Requirements:

Limit your space

- + A short video (2 minutes max,) that explains your project.
 - + One paragraph of text that explains your project
- Placed in 362 dropbox (wel-file6)

Learning Outcomes:

The student should be able to:

- + use the computer as a design tool for exploration, representation, and documentation of digital spatial design environments
- + incorporate theoretical and creative processes digitally
- + demonstrate discrimination and refinement in developing visual concepts for the design process and presentation
- + integrate software applications

Assessment: The project will be assessed insofar as it:

- + investigates the relationship of real time digital space and inhabiting it.
- + creatively explores digital space as a tool for idea generation and communication.
- + effectively and coherently communicates explorations made and final design elements with digital media

Schedule:

day	time	
Monday 23th nov	10am -12pm	project intro
Tuesday 24th		
Wednesday 25th	10am-12pm	concept and basic layout
Thursday 26th		
Friday 27th	10am-12pm	MID REVIEW developed digital space
Weekend		
Monday 30th	10am-12pm	detail elements
Tuesday 1st dec		
Wednesday 2nd	10am-12pm	refined digital space
Thursday 3rd		
Friday 4th	10am - 2pm	final hand in

Readings:

A History and Analysis of Level Design in 3D Computer Games.

http://gamasutra.com/features/20060425/shahrani_01.shtml

3D Game Textures: (Intro to principles of texture mapping).

Create Professional Game Art Using Photoshop [This feature is an excerpt from 3D Game Textures: Create Professional Game Art Using Photoshop (ISBN 0-240807-68-5) published by Focal Press February 2006.

http://www.gamasutra.com/features/20060622/ahearn_01.shtml

Ching, F. D. K. (1997). *A Visual Dictionary of Architecture*. New York: John Wiley & Sons.