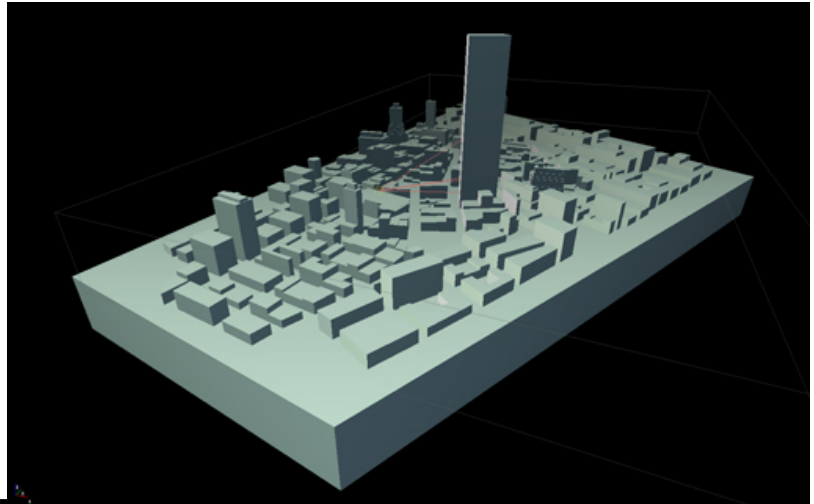


Project Three: Game Terrain



1. Use the game design completed for your character, or create another if you desire, and write a paragraph or more to describe your game terrain.
2. Collect reference and research materials.
3. Complete a few sketches and a general blueprint of your terrain.
4. Model and shade your terrain. If appropriate, bake lighting into your shaders.
5. Import your terrain into Irrlicht or an XNA-based engine with a moveable camera.
6. Submit all materials necessary: models, artwork, source code, executable, game design description, game terrain description.
7. Attend class prepared to present and discuss your work.