Centaurus Midway Progress Report

Ben Kalicky, Jesse Richardson Sarah Stout, Devon Torres, Patrick Hughes

Overview

Over the next ten weeks our group will be designing and creating a large explorable environment, Centaurus. We will be modeling and sculpting multiple buildings, stalls, and towers to create an immersive scene. Centaurus is a capital to an exiled race of scholars, these denizens constructed large towers seeking enlightenment and serving as a beacon to other lost denizens on pilgrimage. Over time these towers developed into larger settlements building out of the central tower, our Centaurus environment allows the player to explore this developed capital of the denizens.



Midway Goals

Models completed

Assets compiled in engine

Environment and layout blocked out

Textures and particles started

Character design concepts started















