



DOWN TO EARTH

Winter 2024

Art by Kenedee Smith

DOUBLE COIN

x SCADpro

AGENDA

The Team	3
Pre-production	6
Production	10
Development	18
Final Product	21

TEAM LEADS



JULIE COPENHAVER
Production Lead






















REBECA HEFFERAN
Animation Lead



JACK BELL
Development Lead



THE TEAM

	Athanases Evan	ITGM M.F.A.	Graduate	Dev Team		3D Animation	Junior	Animation Team
	Bell Jack	ARVR	Junior	Dev Team Lead		3D Animation M.F.A.	Graduate	Animation Team
	Cardenas Diana	Technical Animation	Junior	Animation Team		3D Animation	Senior	Animation Team
	Cheng Colin	Technical Animation	Junior	Animation Team		3D Animation	Junior	Animation Team
	Cho Annie	Technical Animation	Junior	Animation Team		ITGM	Junior	Dev Team
	Cook Zag	3D Animation	Junior	Animation Team		Sound Design M.F.A.	Graduate	Sound Design Lead
	CopenHaver Juliana	Production Design	Junior	Production Team Lead		ITGM M.F.A.	Graduate	Animation Team
	Davis Tyler	ITGM	Senior	Dev Team		3D Animation M.F.A.	Graduate	Animation Team
	Hefferan Rebeca	3D Animation	Junior	Animation Team Lead		3D Animation	Sophomore	Animation Team
	Huang Xiaoyue	3D Animation M.F.A.	Graduate	Animation Team				

PREVIOUS WORK





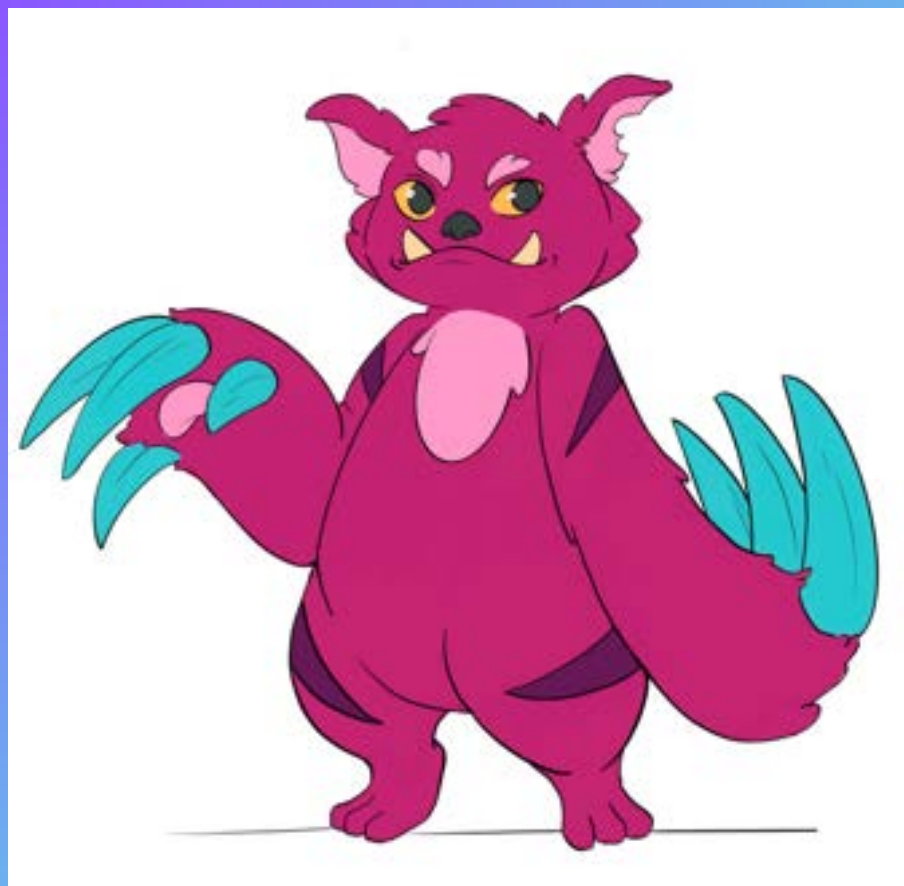
PRE-PRODUCTION



STORY TIMELINE



ENEMIES

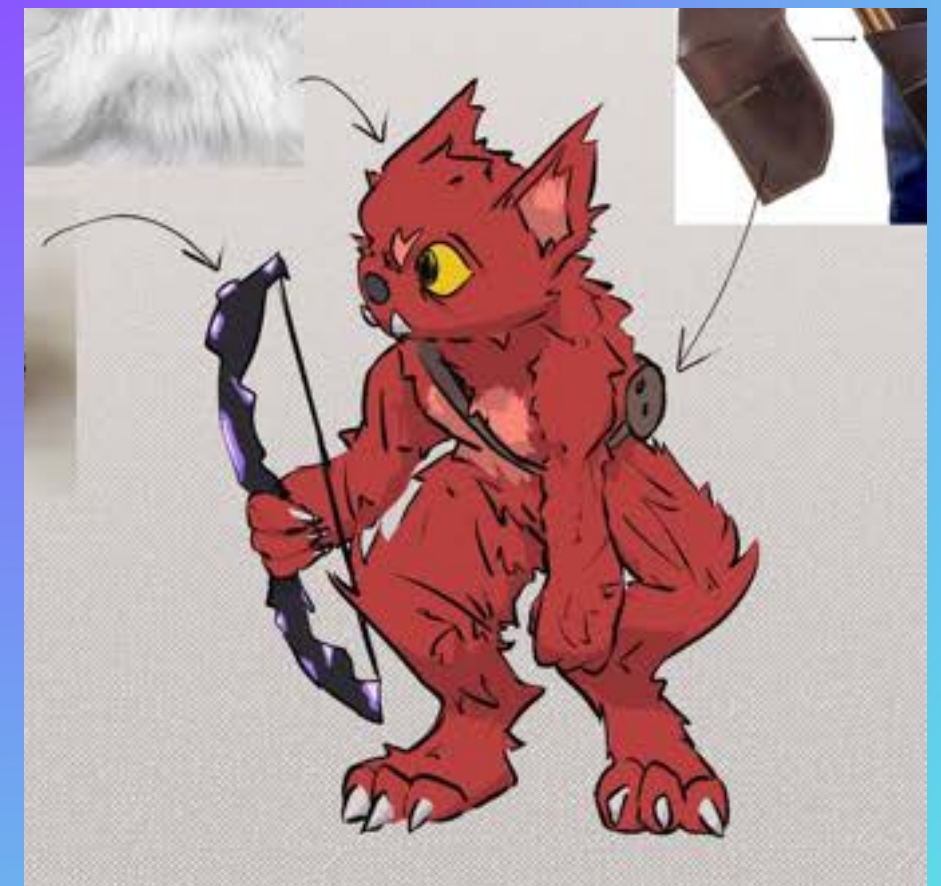


Art by Kenedee Smith

MELEE GLOON



Previous Concept



Art by Zag Cook

RANGE GLOON

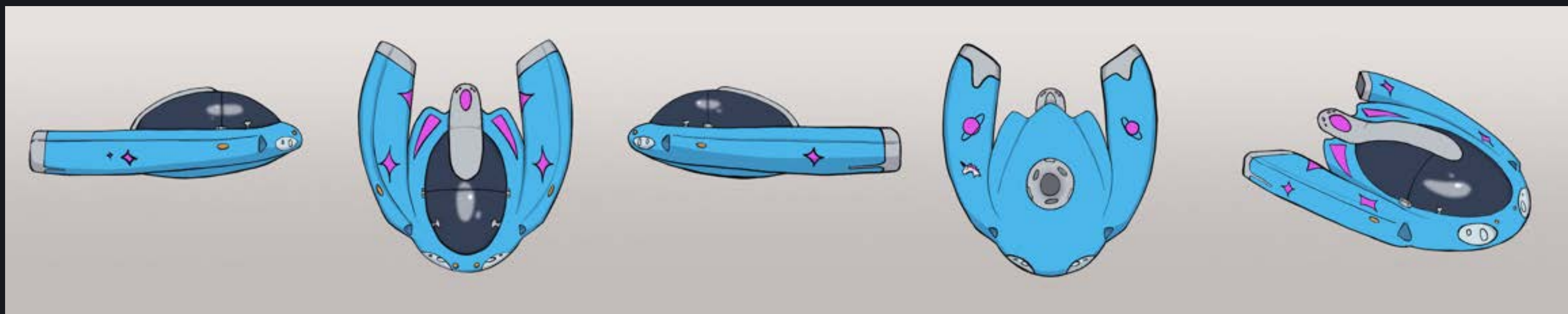
CONCEPT ART



Art by Kenedee Smith



Art by Zag Cook



Art by Zag Cook



PRODUCTION

A decorative border at the top and bottom of the slide features a dark purple background with various icons: blue musical notes, purple vinyl records, purple video game controllers, purple spheres, and purple triangles. The word "PRODUCTION" is centered in a bold, blue, sans-serif font.

LEVEL DESIGN



Previous Apartment



New Apartment Design by Tyler Davis

LEVEL DESIGN



Previous Park



New Park VFX by Brett Senneker

MODELS



Yara Model (Metahuman)



Range Gloon Model by Annie Cho



Melee Gloon Model by Colin Cheng

MOTION CAPTURE



Motion Capture Actress: Julie Copenhaver

ANIMATION



Animation by Valerie Manning



*Animation by Juan
Diego Yurrita Arrivillaga*



*Cleanup by Rebeca
Hefferan*

ANIMATION



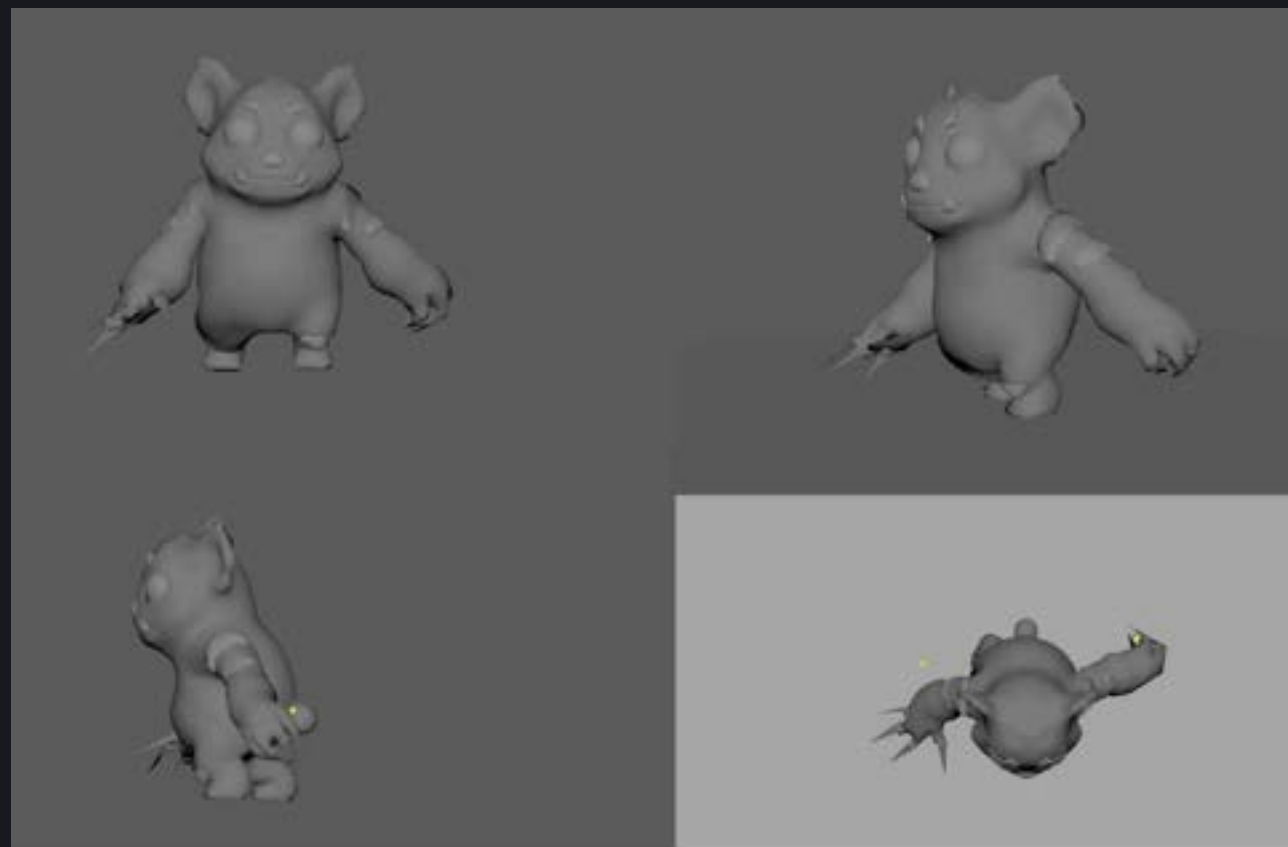
*Animation by Valerie Manning
Rig by Colin Cheng*



Animation by Konja Liu



ANIMATION



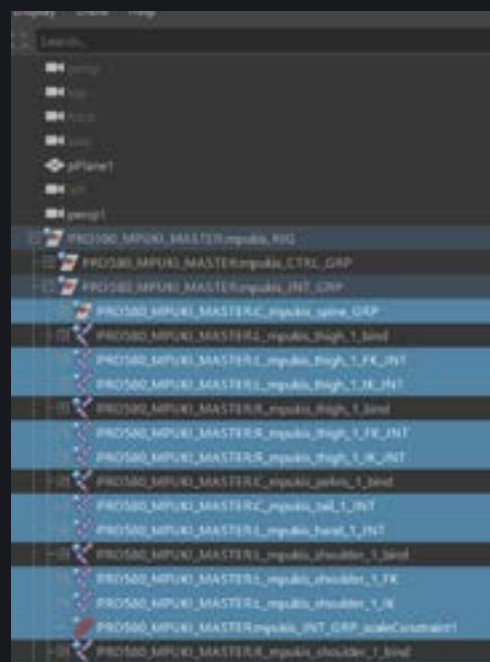
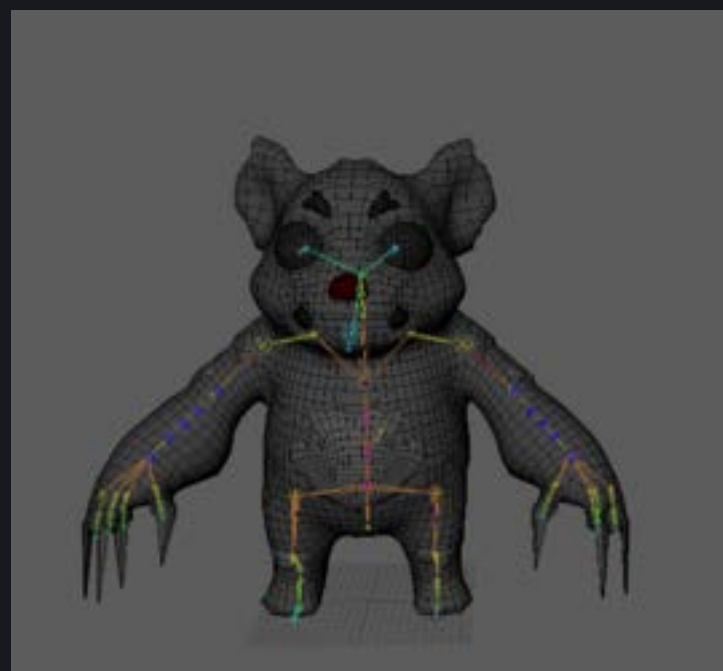
Animation by Rebeca Hefferan



Animation by Hope Lee



Animation by Valerie Manning





DEVELOPMENT

PATCHWORK

THE GLUE

```
1 using { /Fortnite.com/Devices }
2 using { /Fortnite.com/Devices/Patchwork }
3 using { /Verse.org/Simulation }
4
5 PatchworkToLightsDevice := class(creative_device):
6     @editable #The thing that triggers playing the note
7     Button:button_device = button_device{}
8     @editable #The sequencer that plays the 'F' Note
9     FPlayer:note_sequencer_device = note_sequencer_device{}
10    @editable #The trigger device hooked up to the 'F' Note Trigger, hooked up to the 'F' Note sequencer
11    FChecker:trigger_device = trigger_device{}
12    @editable #The Light that Lights up when the F Note plays
13    FLight:customizable_light_device = customizable_light_device{}
14    @editable #The trigger device hooked up to the 'Bb' Note Trigger
15    BbChecker:trigger_device = trigger_device{}
16
17
18    OnBegin<override>()<suspends>:void=
19        # Bind OnButtonInteractedWith function to the InteractedWithEvent of the Button device
20        Button.InteractedWithEvent.Subscribe(OnButtonInteractedWith)
21        FChecker.TriggeredEvent.Subscribe(OnFNoteRecieved)
22        BbChecker.TriggeredEvent.Subscribe(OnBbNoteRecieved)
23        FPlayer.Disable()
24
25    OnButtonInteractedWith(InAgent:agent):void=
26        Print("Player Enabled")
27        FPlayer.Enable()
28
29    OnFNoteRecieved(InAgent:void):void=
30        FLight.TurnOn()
31
32    OnBbNoteRecieved(InAgent:void):void=
33        FLight.TurnOff()
```



ENEMIES

```
1 pukiFollowGuardv2(pukiProp : creative_prop, guardCharacter : fort_character, zOffset : float)<suspends>:void =
2     # Creative prop follows guard to simulate custom NPCs (pre NPC Spawner)
3     # pukiProp: creative_prop - The prop to move
4     # guardCharacter: fort_character - The character to follow
5     # zOffset: float - The offset to add to the Z position of the guard to make the puki follow at a certain height
6     var PreviousTime : float = GetSimulationElapsedTime()
7     MoveSpeed := 5.0
8     loop:
9         Sleep(0.0)
10        if (pukiProp.IsValid[]) {
11            CurrentTime := GetSimulationElapsedTime()
12            DeltaTime := CurrentTime - PreviousTime
13            set PreviousTime = CurrentTime
14            guardPos := guardCharacter.GetTransform().Translation
15            guardRot := guardCharacter.GetTransform().Rotation.RotateBy(MakeRotation(vector3{X:=0.0, Y:=0.0, Z:=1.0}, DegreesToRadians(-9
16            pukiPos := pukiProp.GetTransform().Translation
17
18            LerpLocation := Lerp(pukiPos, guardPos, DeltaTime * MoveSpeed)
19            FinalLocation := vector3{X := LerpLocation.X, Y := LerpLocation.Y, Z := LerpLocation.Z + zOffset}
20
21            pukiProp.MoveTo(FinalLocation, guardRot, 0.1)
22        }else{
23            return
24        }
```




FINAL RESULTS



CHALLENGES

CHALLENGE 01: MATCH THE NOTES

CHALLENGE 02: MOVIN' AND GROOVIN'

CHALLENGE 03: RHYTHM RUMBLE

FINAL CHALLENGE



CHALLENGES

MATCH THE NOTES



*Music by James Slukhinsky
Challenge by Jack Bell*

CHALLENGES

MOOVIN' AND GROOVIN'



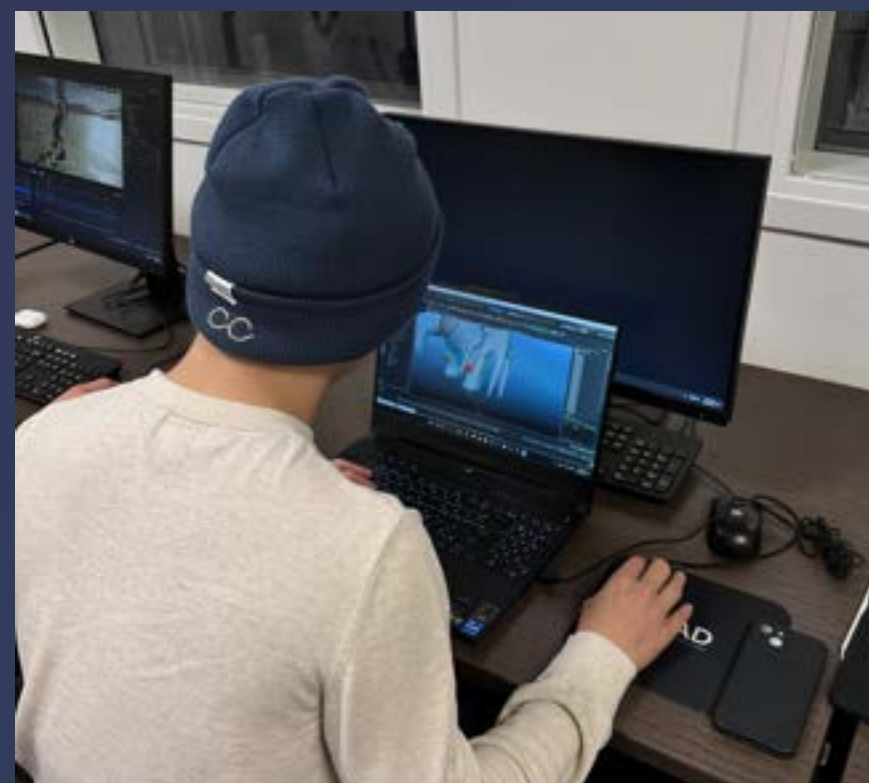
*Music by James Slukhinsky
Challenge by Evan
Athanasakes*

CHALLENGES

RHYTHM RUMBLE



*Music by James Slukhinsky
Challenge by Tyler Davis
and Evan Athanasakes*



Photos by Julie Copenhaver



DOUBLE COIN