

# CATERPIRATE

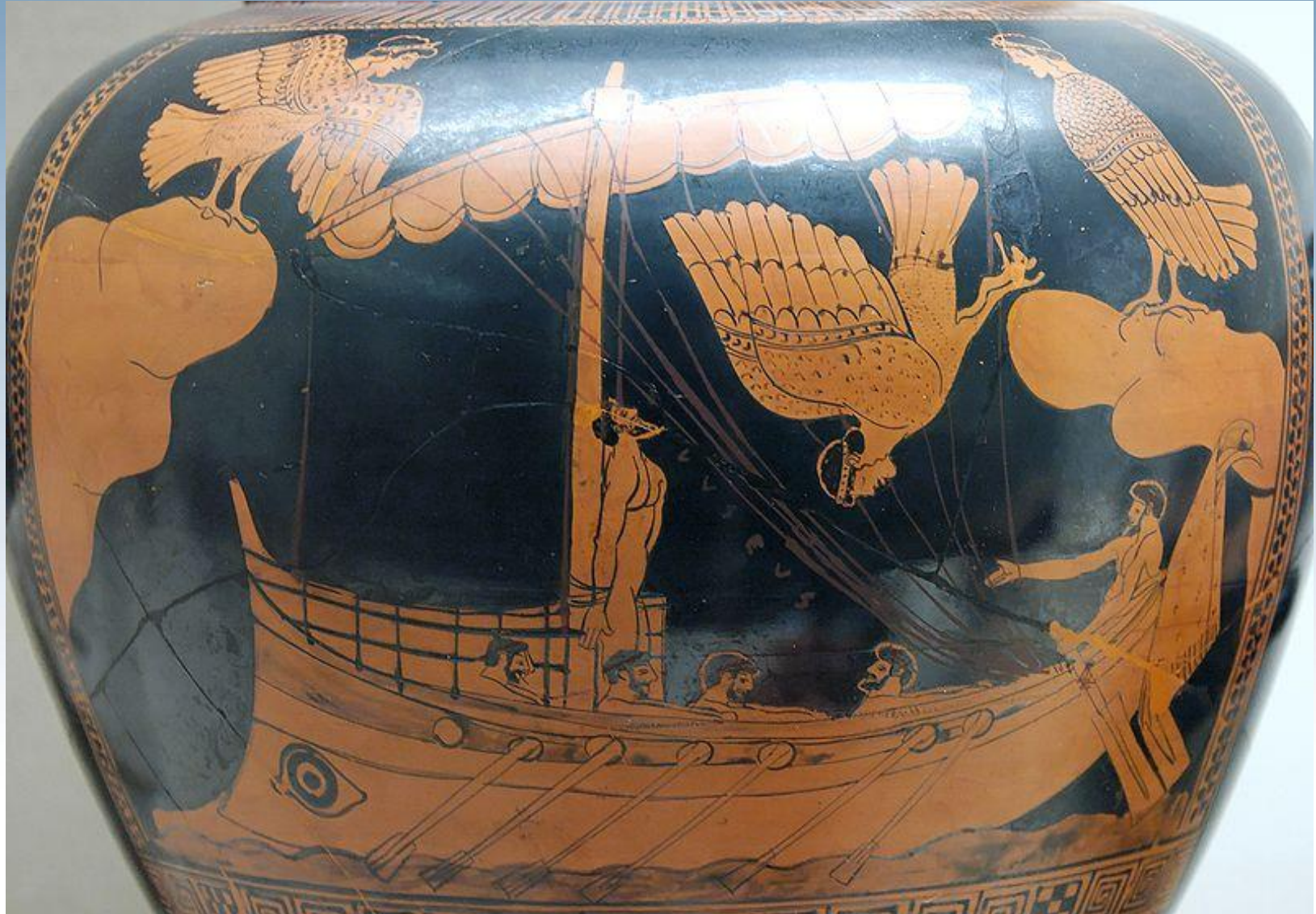
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ETH GAME PROGRAMMING LAB 2010

## ODYSSEUS' QUEST RACE TO ITHACA

PUBLIC PRESENTATION



# VISION AND COURSE THEME





# AFTER THE TROJAN WAR



# SAIL HOME TO PENELOPE





# A LOT OF CHALLENGES



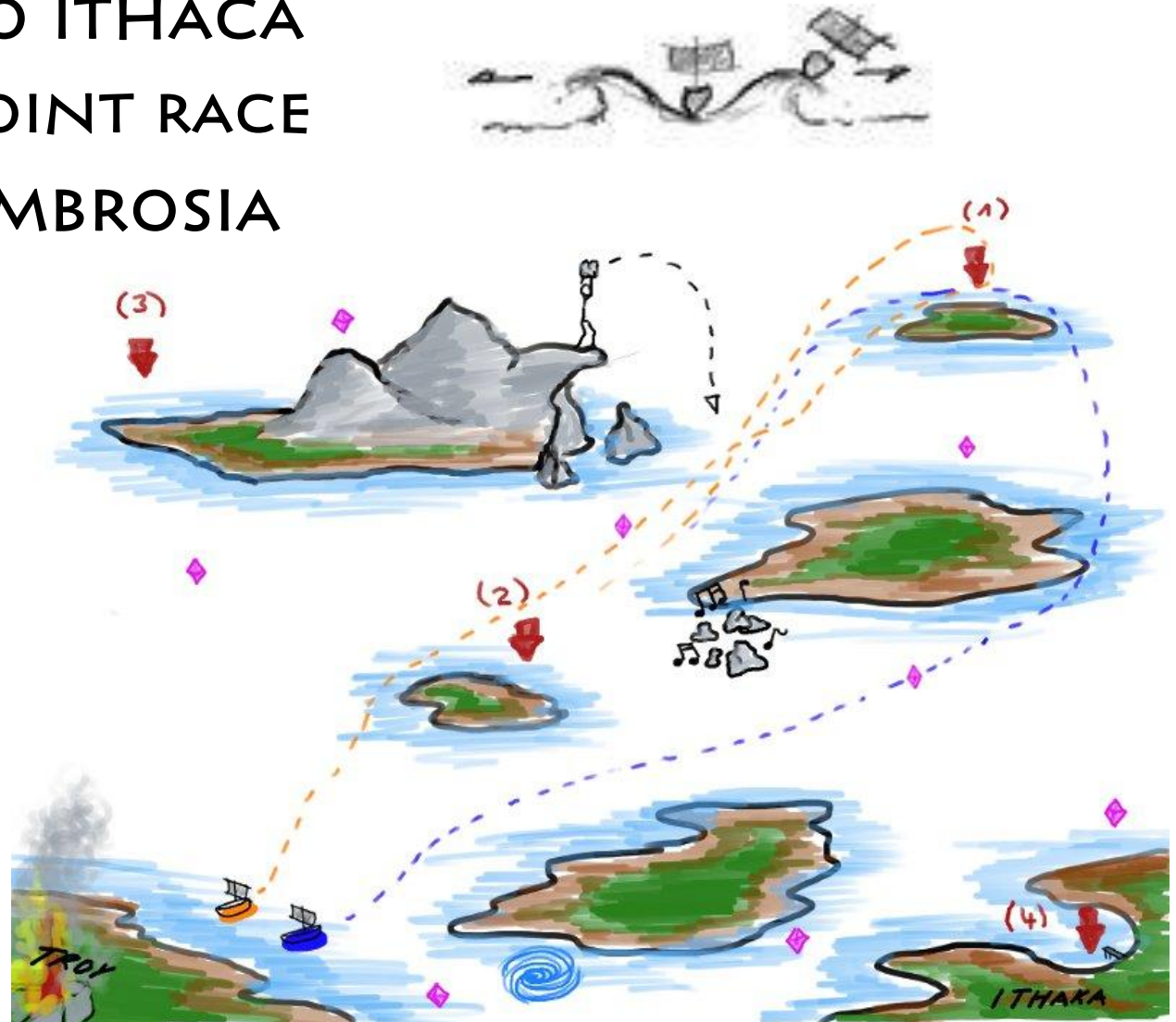
CHARYBDIS

SIRENS



# SKETCHES

- ODYSSEY TO ITHACA  
~> CHECKPOINT RACE
- COLLECT AMBROSIA  
FOR GODS

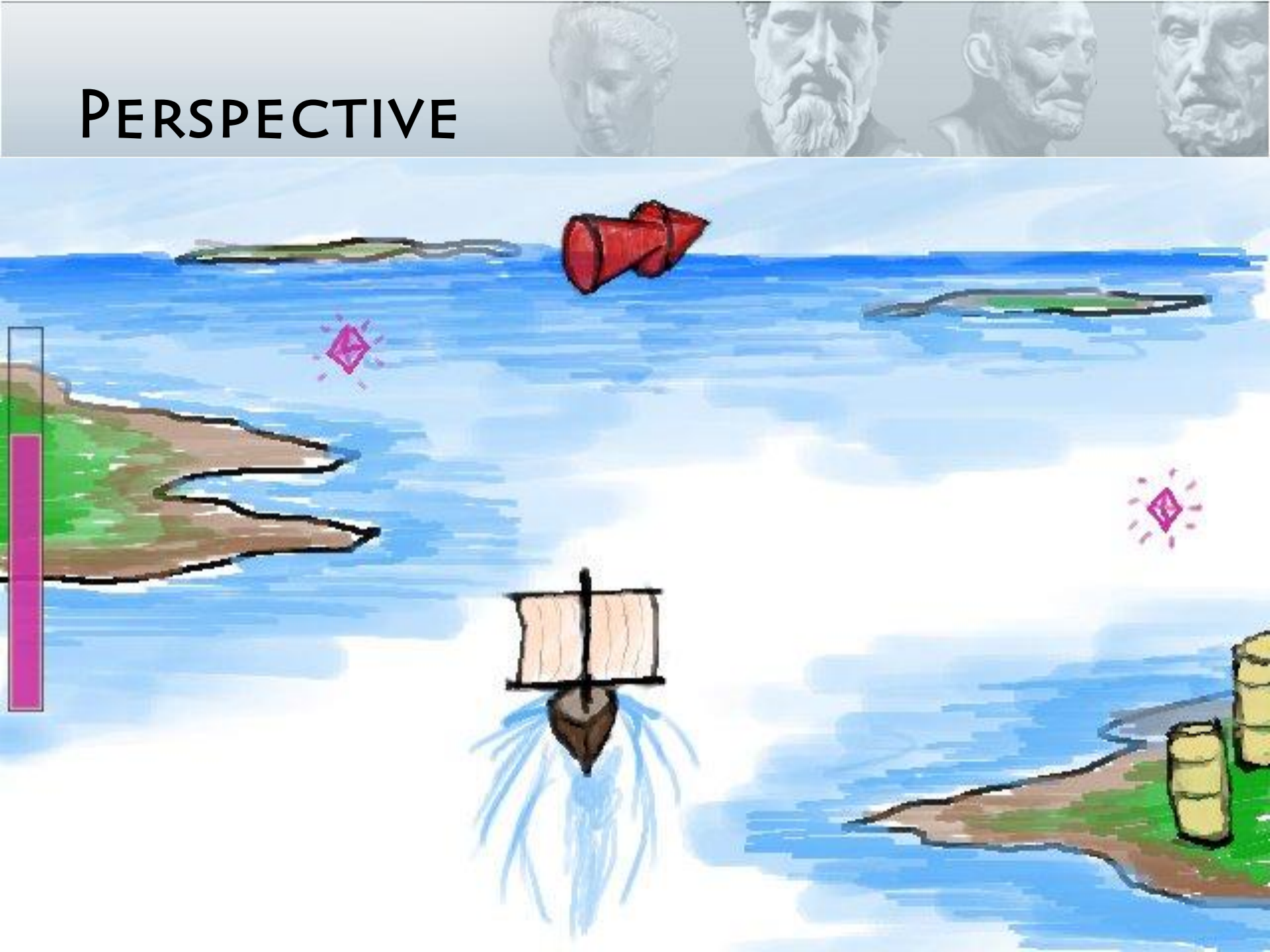




# PROTOTYPE



# PERSPECTIVE





# “MOVING” BOAT

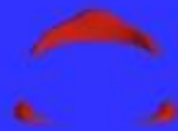


# CHECKPOINT AND TERRAIN





# HUD AND WATER



# HUD AND MOVING WATER

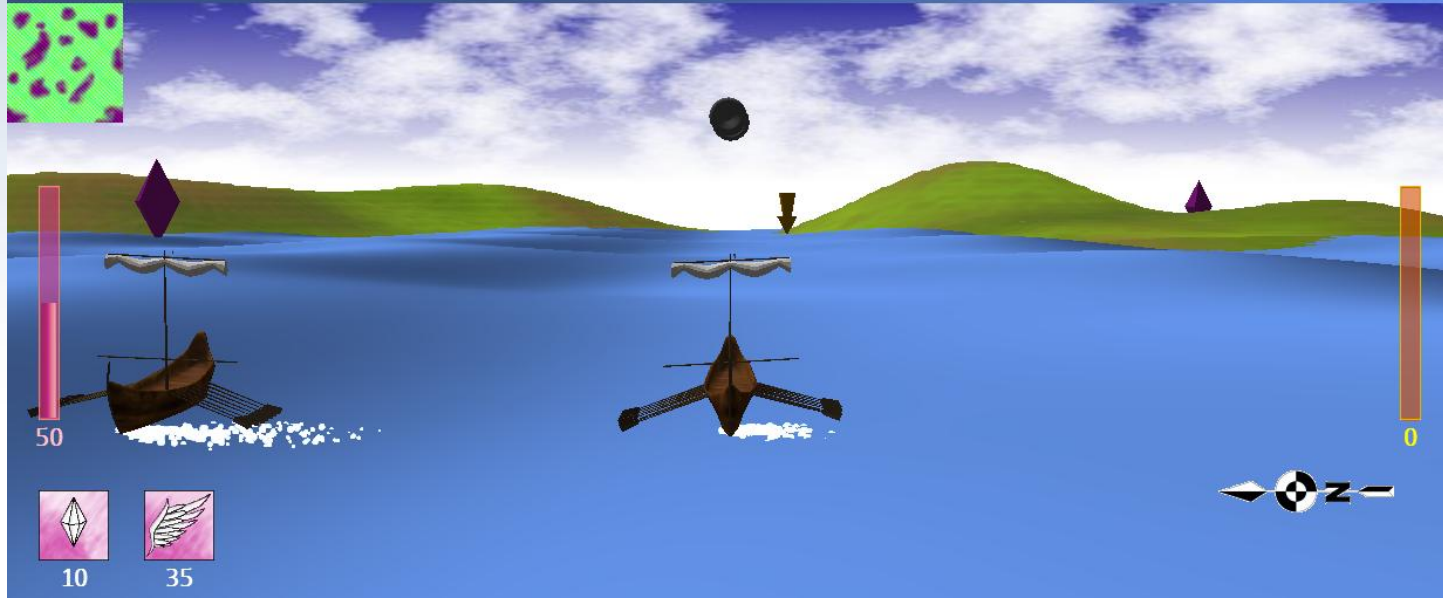
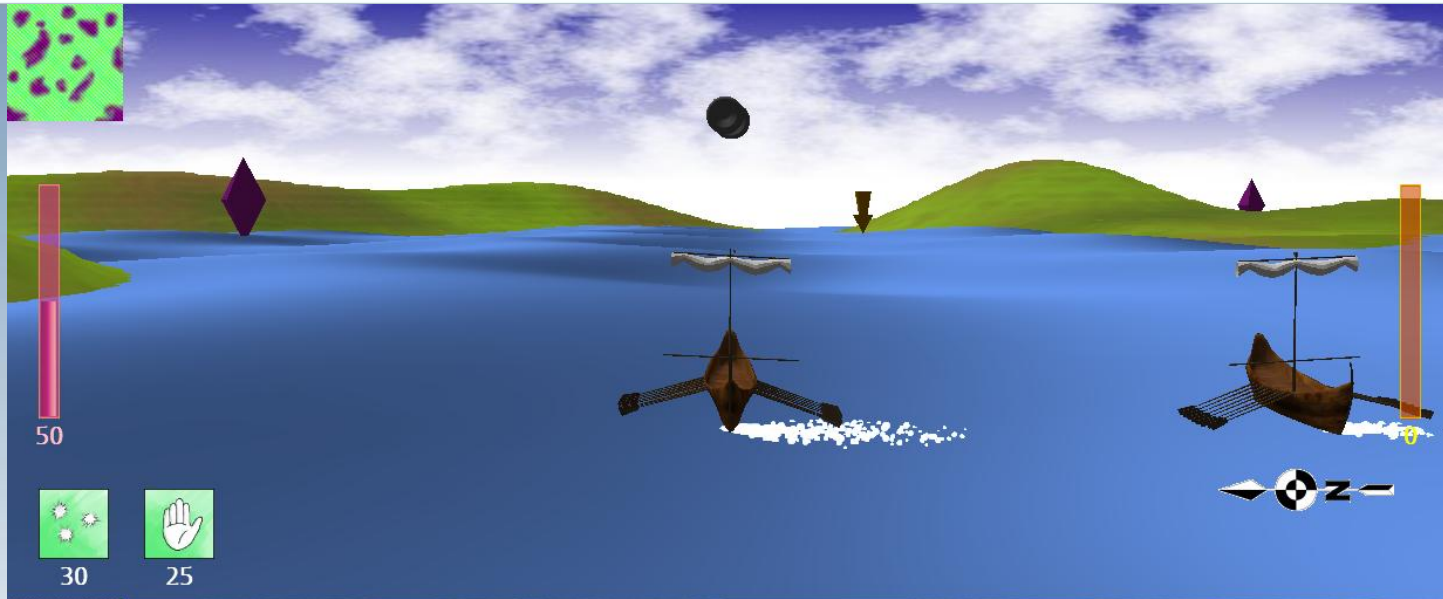




# ABILITIES AND WIND



# SHADING AND SPUME





# GLOW AND SHIP TYPES





# ENVIRONMENT



# COMPARISON





# LIVE DEMO

