

New Faithful

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Abstract

New faithful is a geyser concept.

The aim is to create a fairly realistic, although still noticeably rendered, environment that combines several of the most beautiful aspects of various geysers around the world, ie. mountains, trees, backdrops etc...

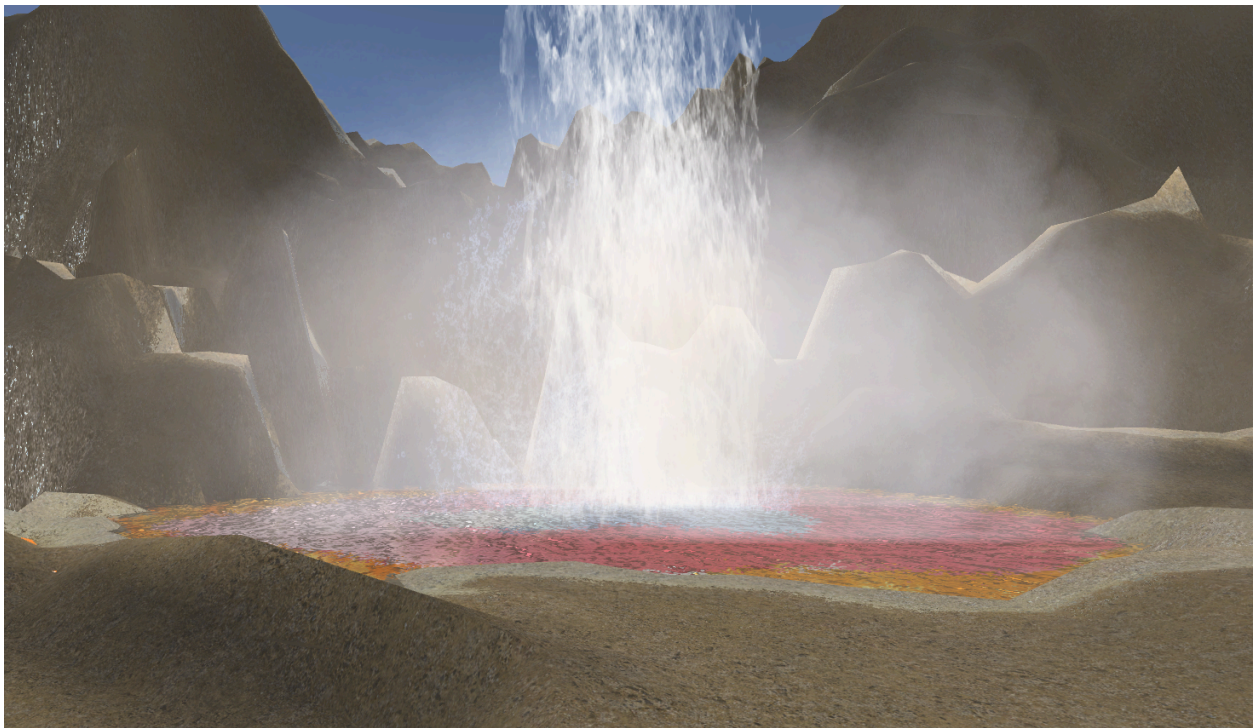
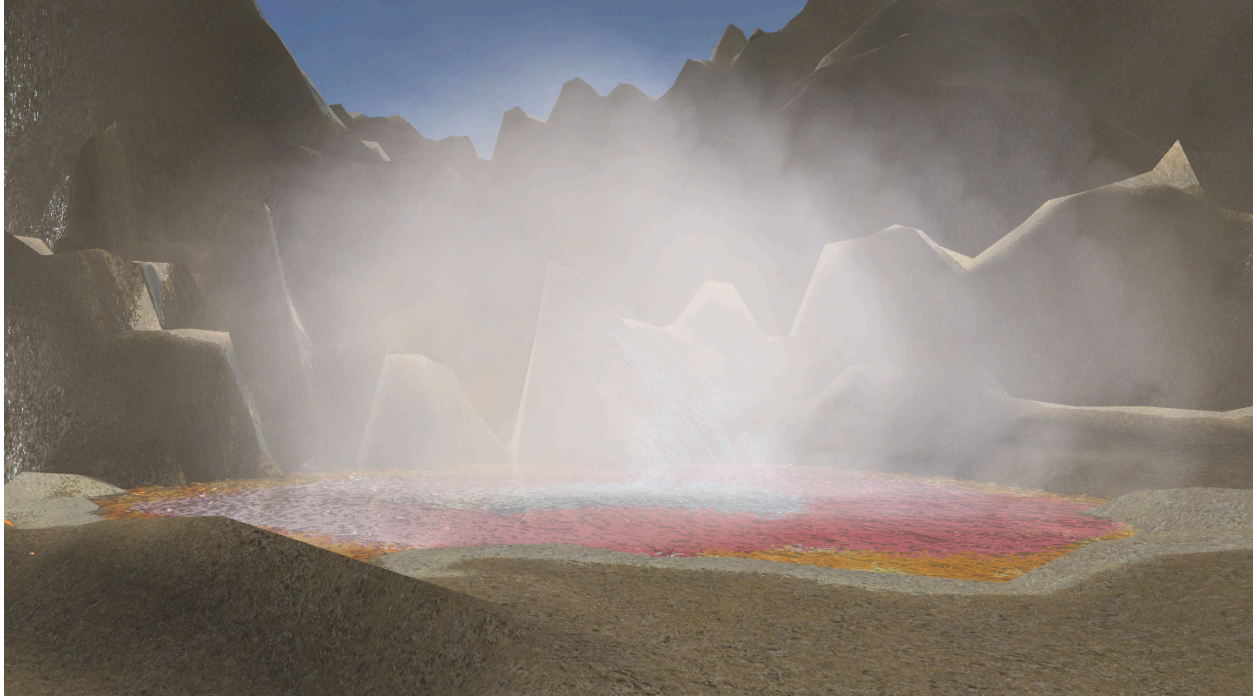
New Faithful is intended to erupt on a predetermined schedule, likely in the range of every 5 to 15 minutes. As the time approaches for eruption an increasing amount of steam and boiling reveal clues of the upcoming event. These clues create an environment of anticipation that is satisfied upon the geyser eruption.

Materials and Methods

The geyser is built in Unity, and can be directly output from Unity or rendered into a video format of convenience.

Design





Timeline

Development Milestones TBD	M1 (May)			M2 (June)			M3 (July)		
Concept Revisions	x								
Final Prototype	x								
Initial Testing	x	x							
Beta Version	x	x	x						
Software Development		x							
Audio Design			x						
Iterative Software Revisions			x						
Iterative Graphics Revisions	x	x	x	x	x	x	x	x	x
Iterative Software Revisions		x	x	x	x	x	x	x	x
On-site Testing									x
Revisions			x	x	x	x	x	x	x
Final Opening			x	x	x	x	x	x	x

Budget

ITEM	DESCRIPTION	EST. COST
Materials	Unity 3d monthly license	
	6 months @ \$125	\$750
Labor	Artist assistants, collaborators, etc.	
	30 hours @ \$60 hour	\$1800