

FROZEN STEAM

BFA

JOONWOO CHOI
Ver.Thesis

Overview

- **Frozen Steam is a steampunk dystopian theme Hack-and-slash style, top-down role-playing game.**
- In a post-apocalyptic world ravaged by ice storms, surviving villages rely on steam-powered robots to withstand the harsh conditions, but face constant threats from terrifying monsters. One day, a child ventures out and doesn't return, prompting a desperate father to brave the treacherous terrain to find him. Will he succeed in rescuing his son and returning to safety, or will he succumb to the dangers of the icy wilderness? Only time will tell
- Hack-and-Slash: it is type of gameplay focuses on combat with melee-based weapons, may also use a few projectile based weapons. It is sometimes known as character action game.

Thesis

- Visual effects that change with the environment through gameplay enhances the player experience and immersion that is not typically found in certain genre of Video Games.

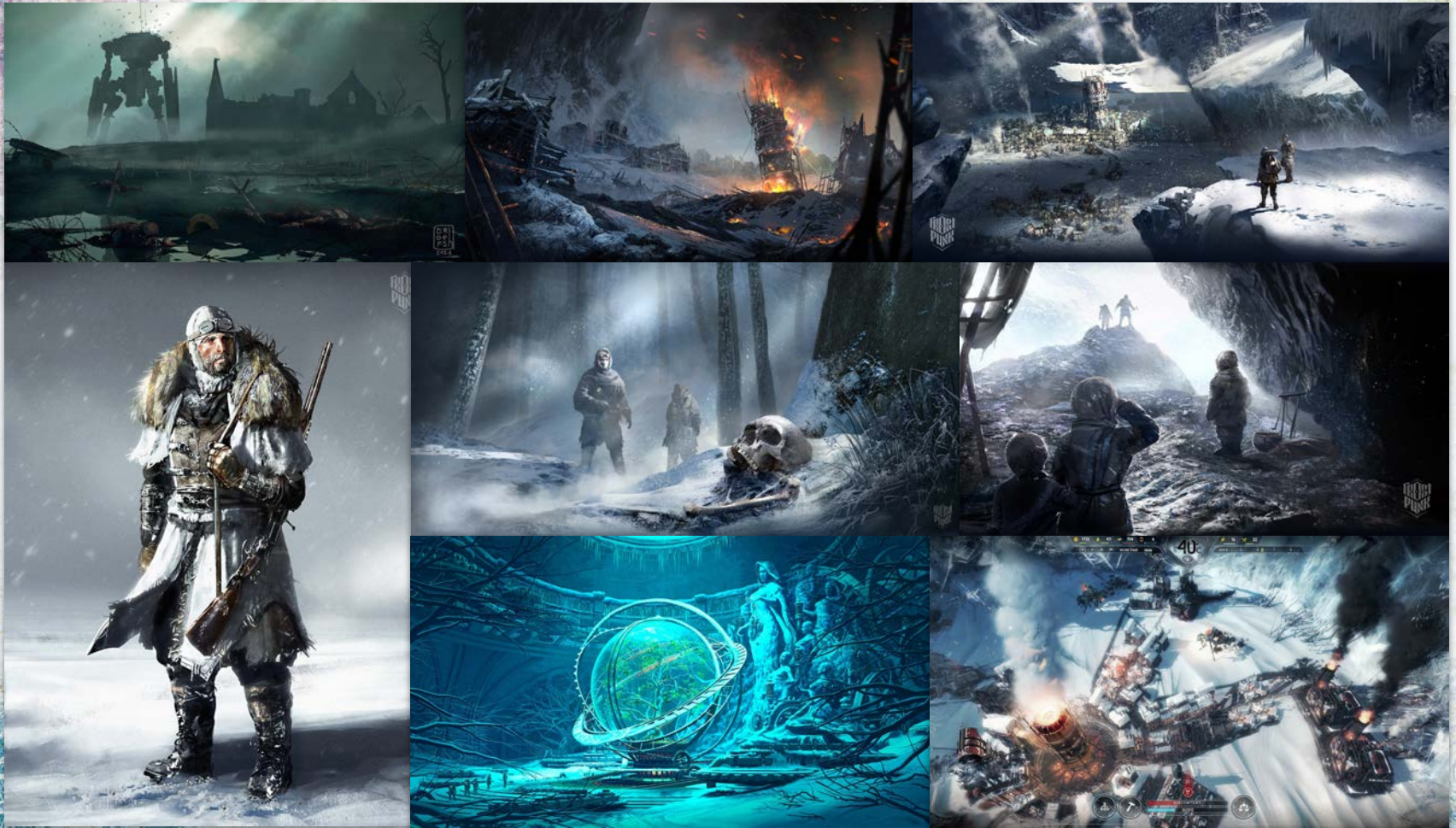


Goal

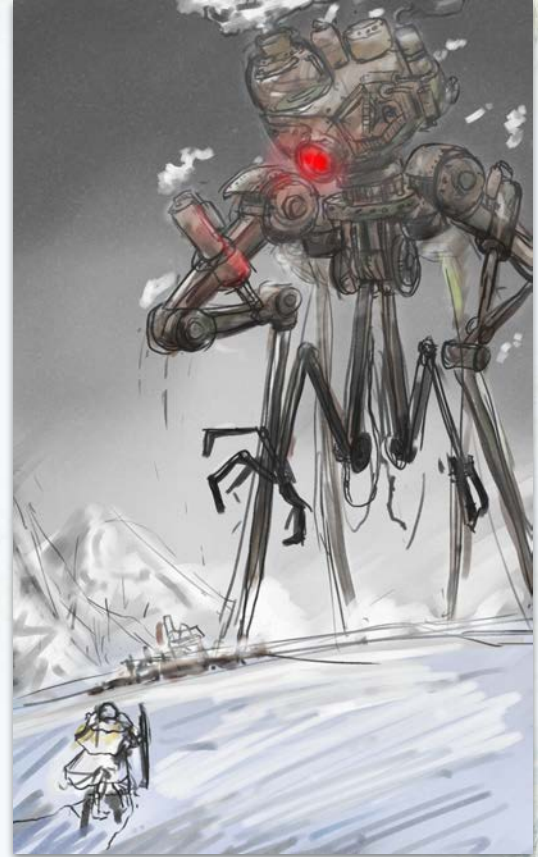
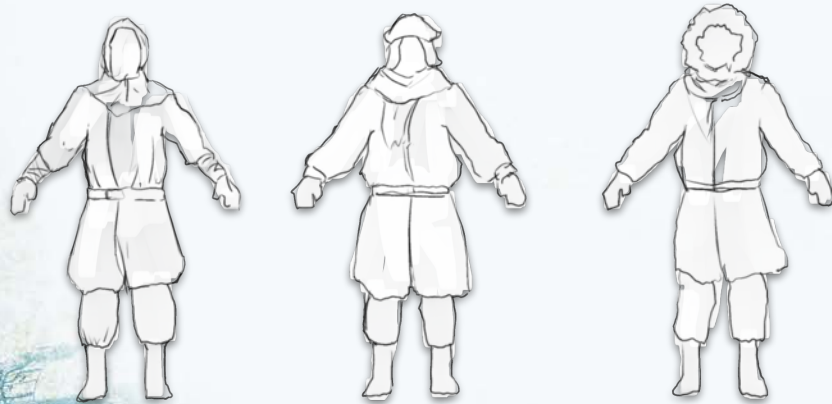
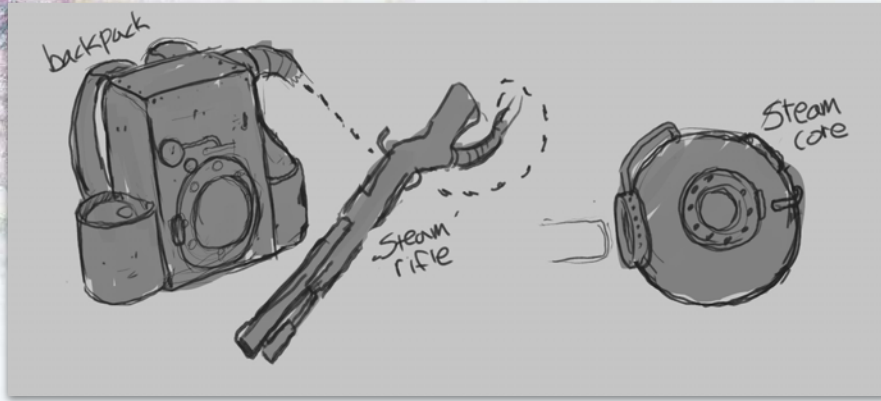
Creating video game with **immersive video game effect** in Unreal Engine



Inspiration



Original sketches

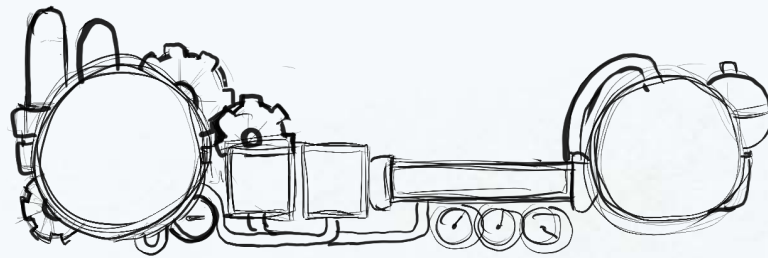


Original sketches



The image displays a series of hand-drawn sketches on a black background, illustrating a character's progression and various fire effects. The top row shows a character's growth: a small blue figure, a larger blue figure, a blue figure in a white, shell-like structure, and a large, complex, multi-layered structure. A red arrow points from the third sketch to the fourth, with the word "or" written in red. Below the fourth sketch is a large, multi-layered structure with many small, white, pointed elements. The bottom row shows a sequence of fire effects: a small flame, a larger flame, a flame with a long, thin tail, a flame with a long, thin tail, a flame with a long, thin tail, a flame with a long, thin tail, a flame with a long, thin tail, and a large, multi-layered structure with many small, white, pointed elements.

UI sketch



Assets



Old Effects



Maps



Lighting



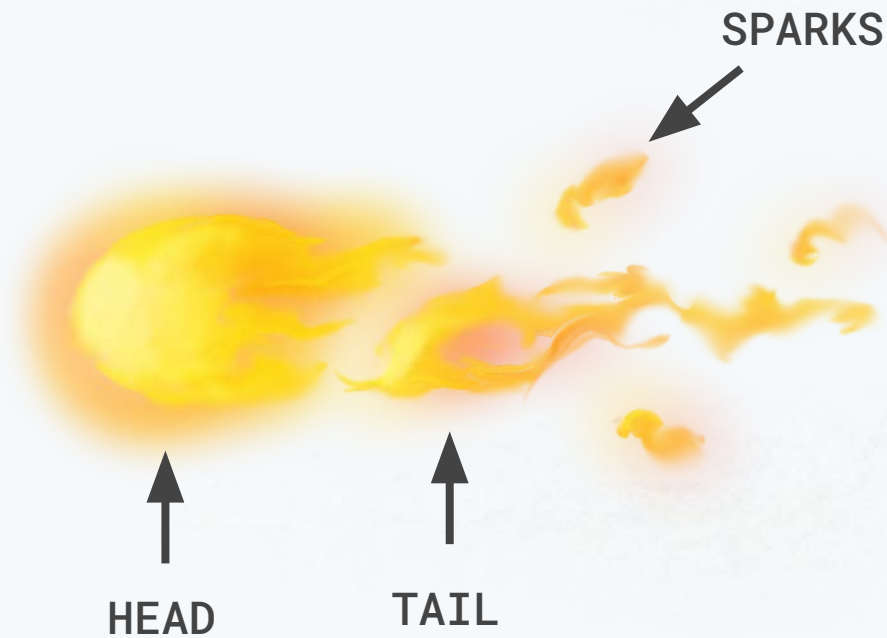
Lighting



Problem



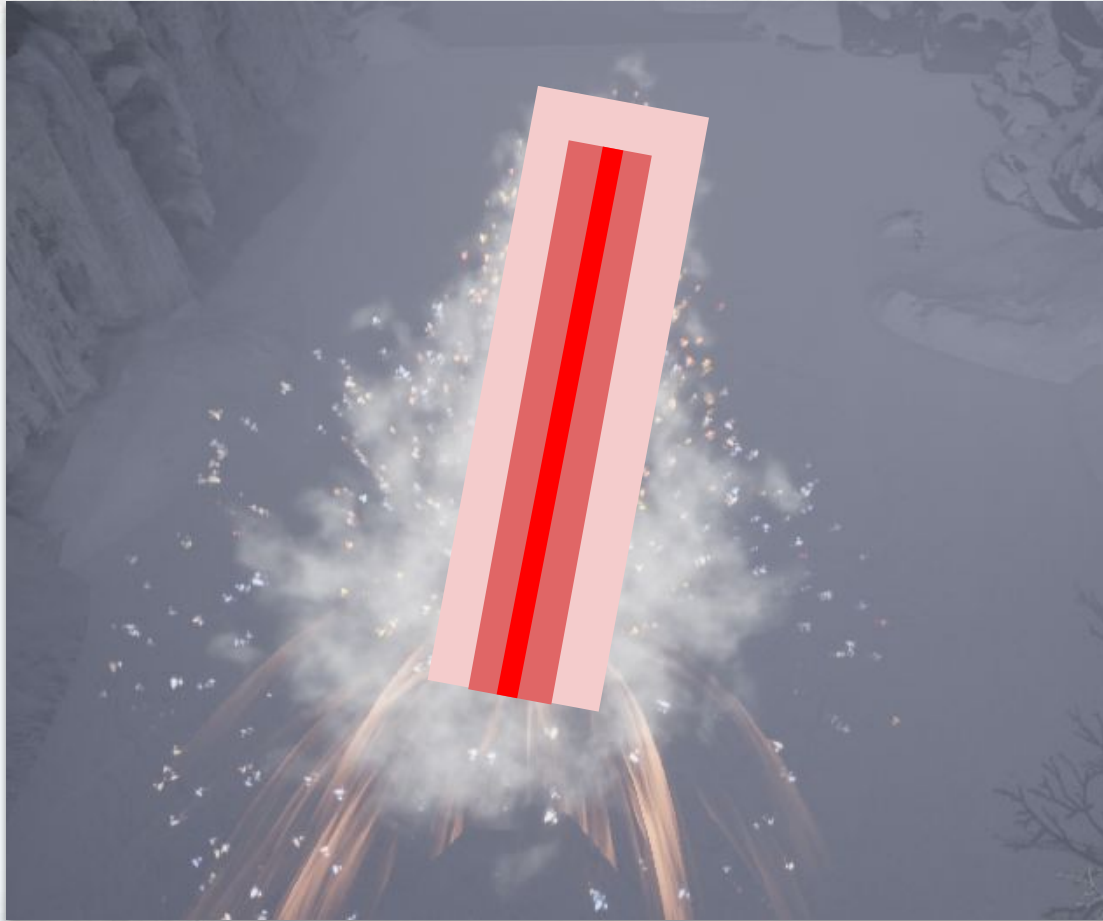
Theory



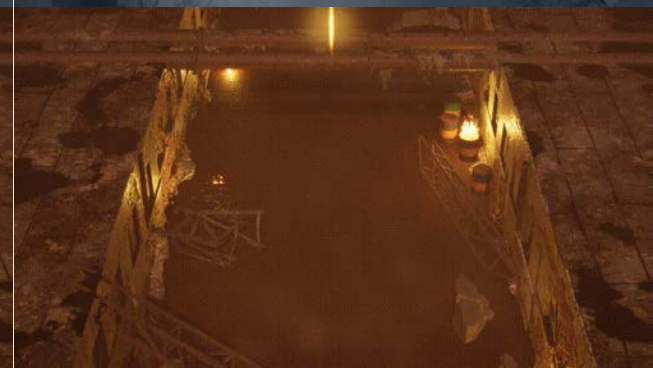
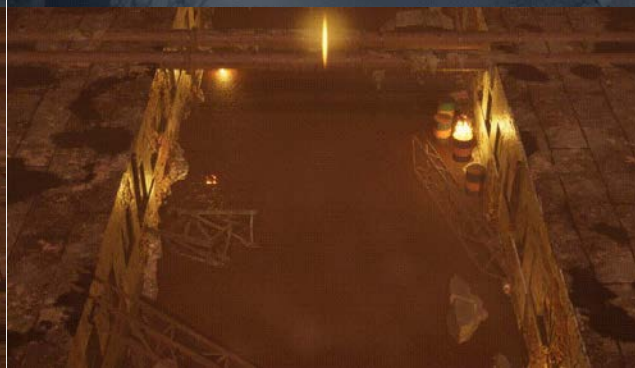
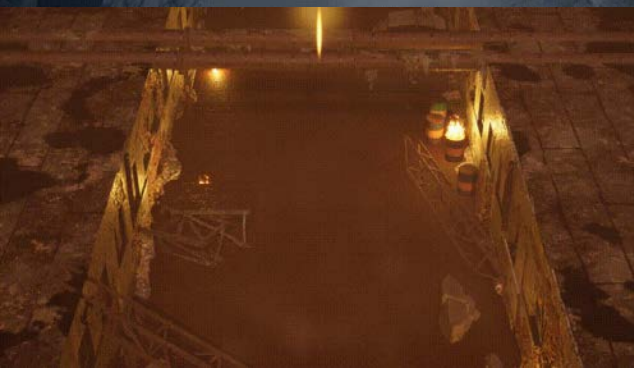
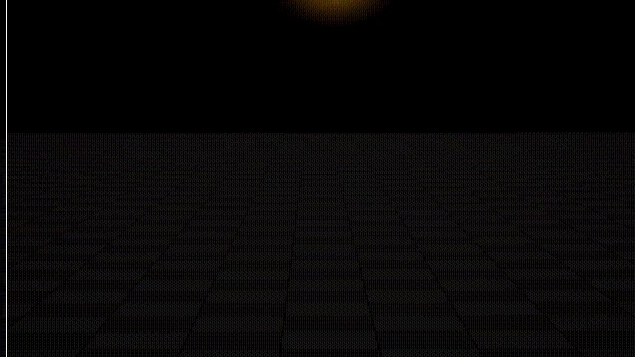
Problem



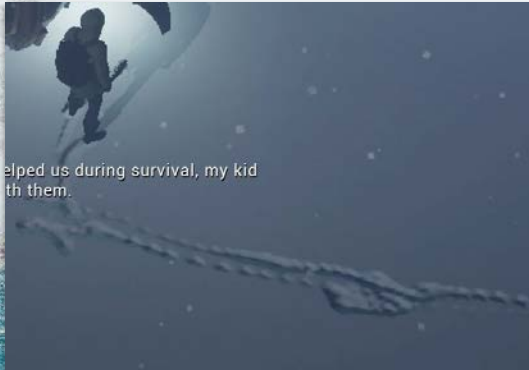
Problem







Effect - Environment



Demo



bibliography

- "VFX Apprentice: Training FX Artists for Games and Animation." VFX Apprentice | Training FX Artists for Games and Animation, <https://www.vfxapprentice.com/>.
- "FX102." fx102, <https://fx102.net/>.
- Jino, Riot, "/Dev: League's VFX Style Guide." /Dev: League's VFX Style Guide – League of Legends, <https://nexus.leagueoflegends.com/en-us/2017/10/dev-leagues-vfx-style-guide/>.
- "So You Wanna Make Games?? | Episode 7: Game VFX." YouTube, YouTube, 13 Dec. 2018, <https://www.youtube.com/watch?v=3QKK2o5rWSQ>.

Committee

- Anthony Scalmato
- Jared Bendis
- Robert Lauer
- Jeff Simonetta
- Harry Walsh

THANK
YOU