



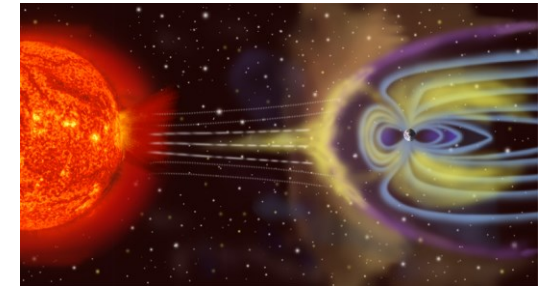
ASTEROID DEFENDER

Prof. Gabriel Zachmann
Computer Graphics and VR



Background: Research Project Asteroid Mining

- KaNaRiA: Collaboration between
 - DLR
 - Cognitive Neuroinformatics
 - Optimization and Optimal Control
 - Computer Graphics and Virtual Reality

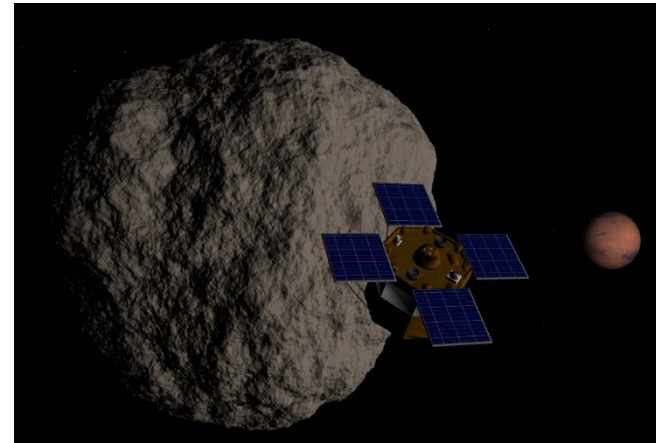


Goal

- Create a “serious” game
 - Advertisement
 - Test of our simulation system
- Requirements
 - Large audience
 - Intuitive interactions
 - Interesting gameplay



Pic: 4k.com



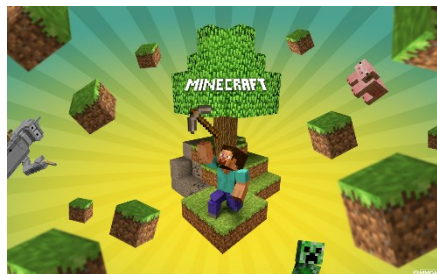


Basic Idea



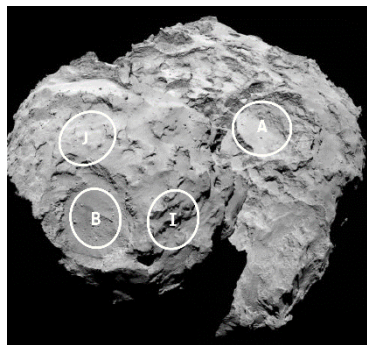
Pic: Wikipedia

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Pic: areagames.de

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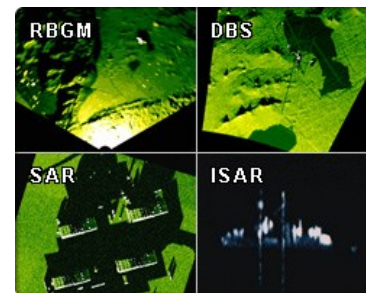
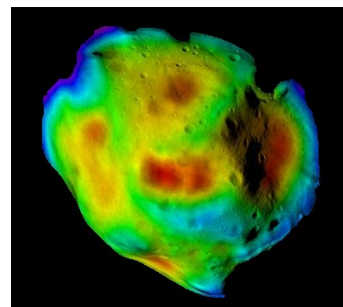
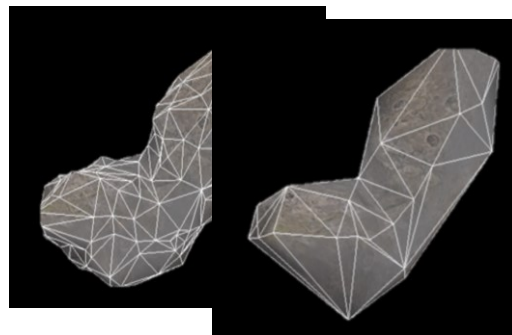
Pic: Acclaim Clipart



Pic: Amazon.com



Pic: Sega





The perfect Team



- 1-2 User-Interface-Developers
 - HCI-Knowledge
- 1-3 Game-Designers
- 1-3 Model-Designers (Blender, 3DSMax,...)
- Some Programmers
 - C++
 - Computer Graphics-Knowledge
 - Joint project with computer science (Starting also in winter term 2015)
- Summer term preparation course: Advanced Computer Graphics
- One semester full time project
 - 4 days a week work in our lab