

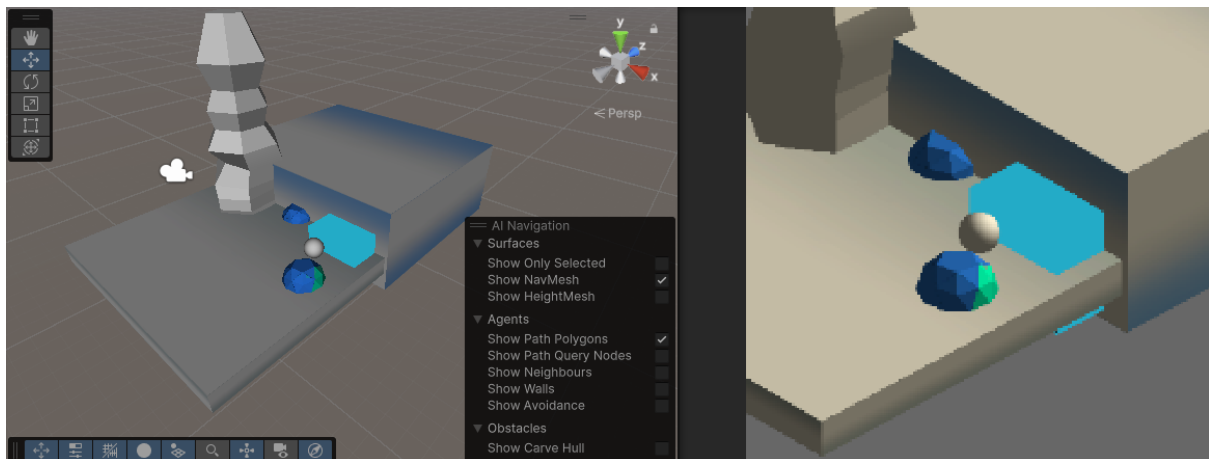
Project Pixworld

By Madis-Julius Tamberg (madis-julius.tamberg@ut.ee)

Idea

The idea of this project is to create a shader in Unity to render everything pixelated, to turn 3d projects into a pixel art game. With it creating materials such as grass to simulate the effect of having grass. Materials like skin that are shiny. Possibly even light simulation. The main effect is to reduce the need of creating textures for each thing, and have just materials on the 3d objects with paint on them, and the rendering pipeline creates the pixelated art style effect.

Here is an idea of what i mean from a super old project where i tested out creating shaders for the first time.



Objects used to have outlines here but due to upgrading the project from older unity ver to this it stopped working.

Technologies used

Technologies i will use is Unity game engine, HLSL, (Will be added more)

Milestone 1

- Set up a simple 3D scene with basic object to test out future features on.
- Create the shader that pixelates the render.
 - Decide if will be done via post-processing or each materials with its material simulation will have their own unlit or painted pixelated shader.
 - Nothing too fancy, just to pixelate the view.
- Decide which materials will be added in future.

