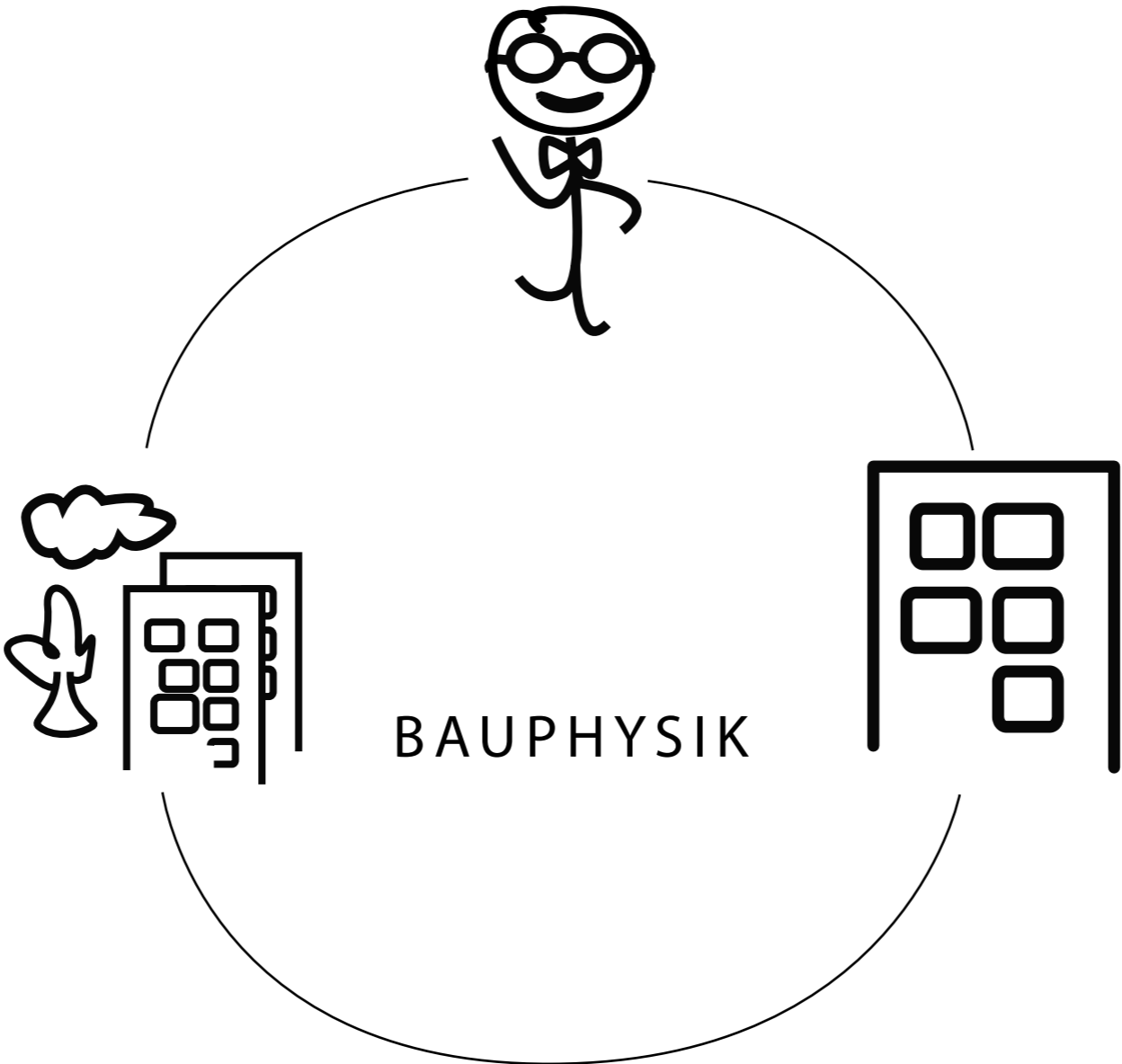


RESIDENTS IN BUILD VILLE

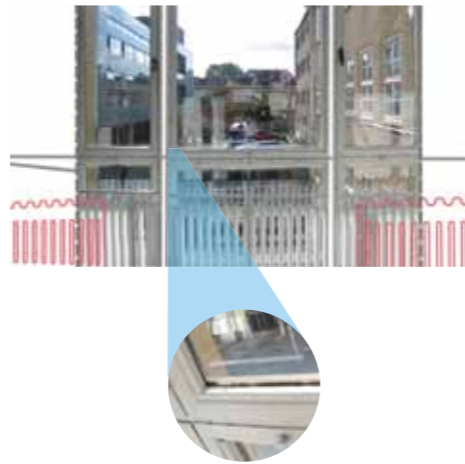
KONZEPT DES SPIELS



STORY BOARD DES SPIELS



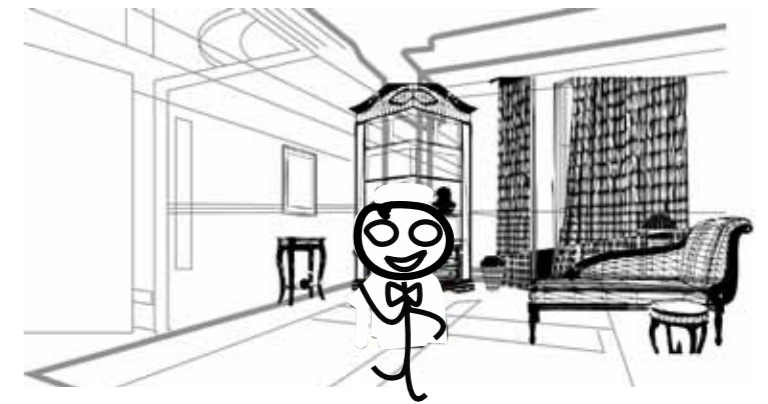
PROBLEM



ANALYSE



DIAGNOSE



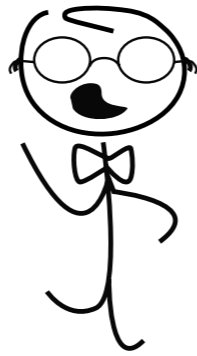
LÖSUNG

A U F G A B E N

Animation der Zufriedenheit

Design der Charakteren

ZUFRIEDENHEIT



P r o b l e m



Richtige

Lösung



Falsche

Lösung

ERLÄUTERUNG DER ZUFRIEDENHEIT

ZUFRIEDENHEIT



Zufrieden

Unzufrieden

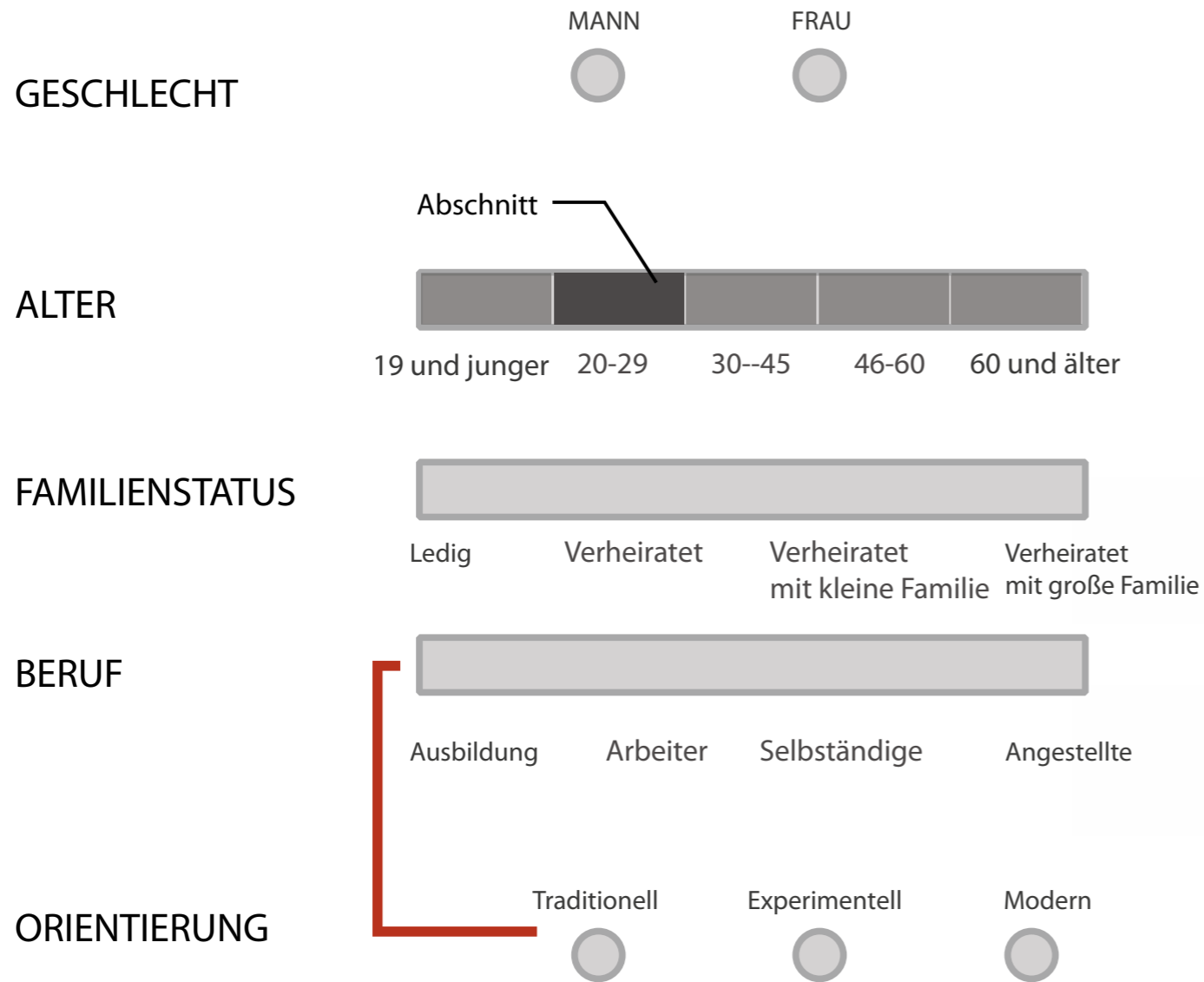


movements of the muscles
(ECOMAN THEORIE)

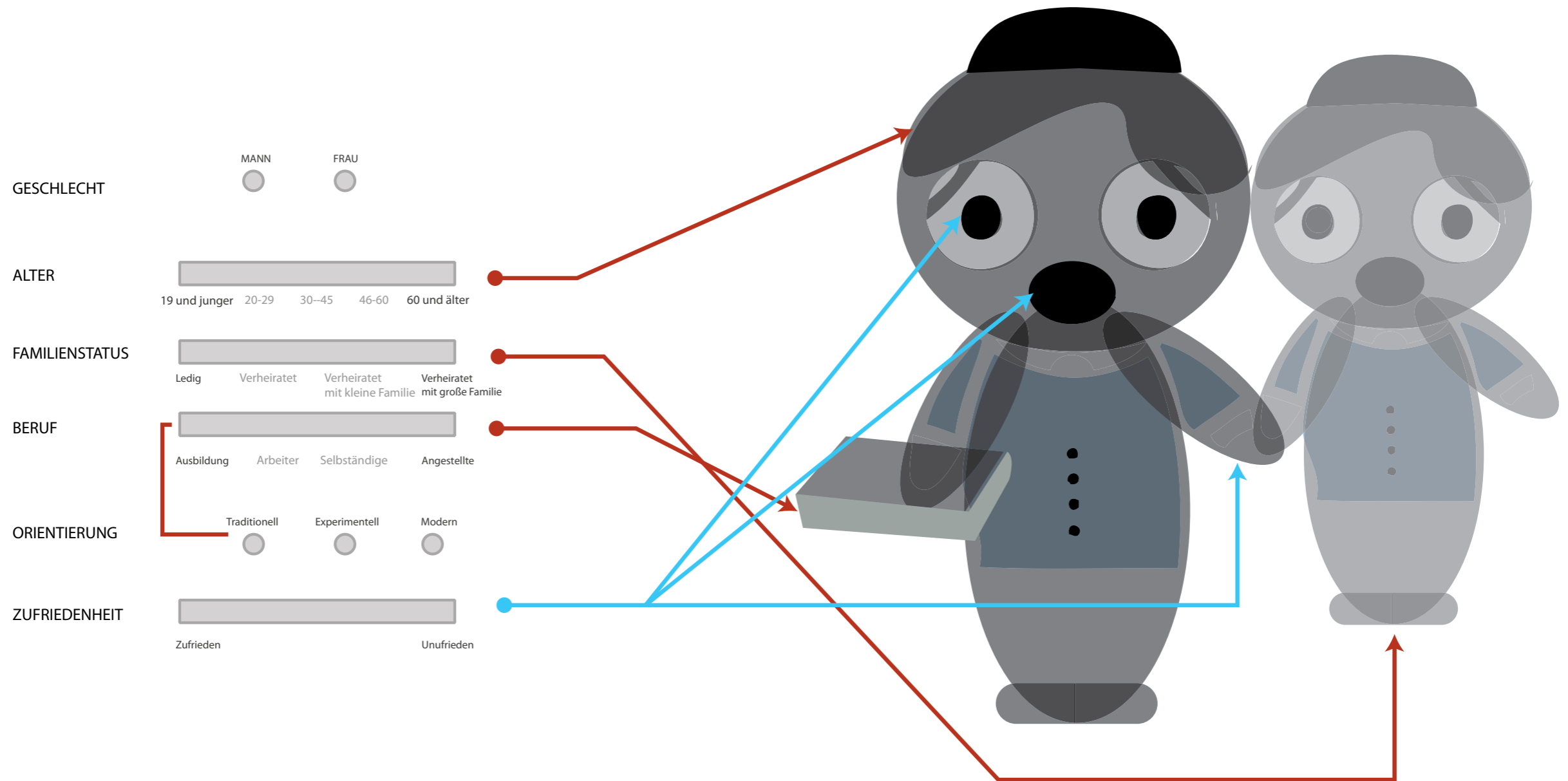
JAPANESE ANIME

INDIVIDUALISIERUNG

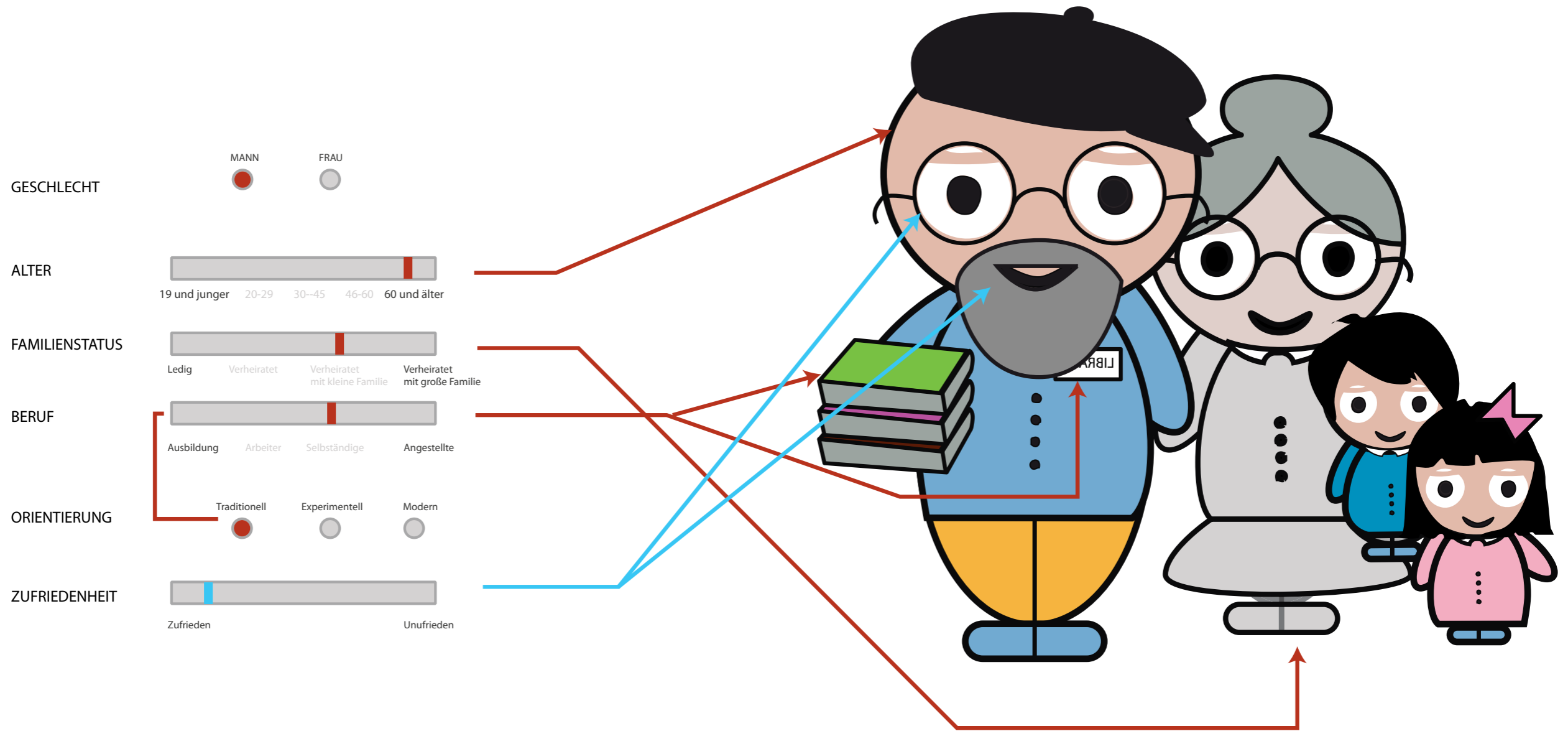
Analyse der Bevölkerung



GRUNDFORMEN



B E S P I E L



TECHNISCHE ANWENDUNG

```
basic_character_prueba | Processing 1.5
basic_character_prueba
PShape basicCharacter;

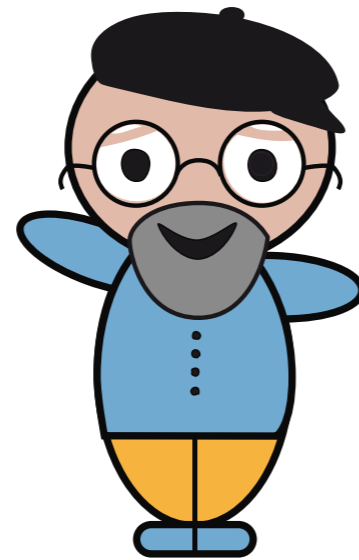
float mouthHeight = 120;
float mouthWidth = 60;
float mouthPosition = 30;
float mouthShapeXpos = mouthWidth/2 * 0.9;

float leftEyeX = -50;
float leftEyeY = -20;
float rightEyeX = 50;
float rightEyeY = -20;
float leftEyeSize = 40;
float rightEyeSize = 40;

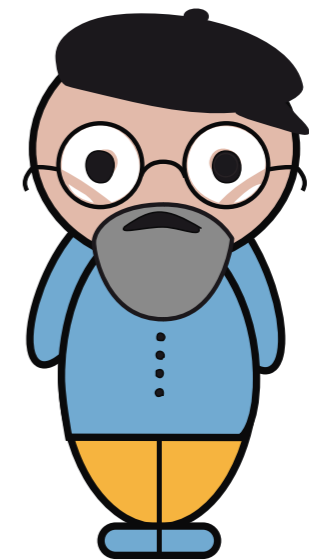
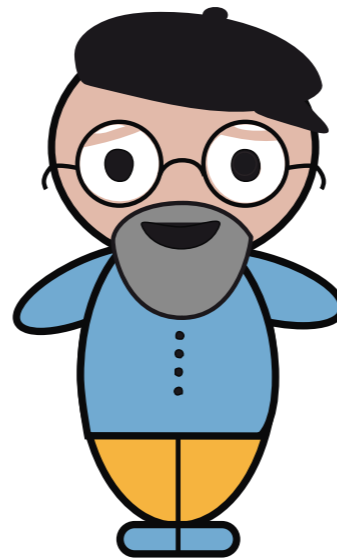
int armAngle = 5;
int angleChange = 5;
final int ANGLE_LIMIT = 60;

int armAngle1 = 1;
int angleChange1 = 4;
final int ANGLE_LIMIT1 = 50;

void setup()
1
```



Zufrieden



Unzufrieden

TECHNISCHE ANWENDUNG

- BERUF
 - Angestellte
 - Selbständige
 - Arbeiter
 - Ausbildung
- ORIENTIERUNG
 - EXPERIMENTEL
 - MODERN
 - TRADITIONELL
- ALTER
 - 60 uns älter
 - 45 bis 59
 - 30 bis 45
 - 20 bis 29
 - 19 und jungen
- FAMILIENSTATUS
 - große Familie
 - kleine Familie
 - Verheiratet
- GESCHLECHT
 - Frau
 - Mann
- KERN

basic_character_prueba | Processing 1.5

```

basic_character_prueba $
angle += 0.01;
*/
armAngle += angleChange;

drawRightArm();
drawLeftArm();

Angestellte.disableStyle();
fill(247, 180, 62);
stroke(0, 0, 0);
strokeWeight(5.0);
shape(cuerpo, 100, 200); // Cuerpo

Selbständige.disableStyle();
fill(115, 171, 210);
stroke(0, 0, 0);
strokeWeight(3.0);
shape(panza, 100, 200); // Panza

Arbeiter.disableStyle();
fill(226, 186, 170);
stroke(0, 0, 0);
strokeWeight(4.0);
shape(cabeza, 100, 200); // Cabeza

Ausbildung.disableStyle();
fill(137, 137, 137);
stroke(0, 0, 0);
strokeWeight(3.0);
shape(barba, 100, 200); // Barba

Experimental.disableStyle();
fill(255, 255, 255);
noStroke();
shape(oja1, 100, 200); // Oja1
sombbrero.disableStyle();
fill(0, 0, 0);
                    
```

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