

World of Clouds

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[Christmas day 2016. More construction work on my base to help with weight of snow ...](#)

By WoC | December 26, 2016 at 07:16 PM EST | [No Comments](#)

I also improved the camouflage spray painted the lighter values down to match the browns around me.









[Big coffee cups and people with big heads ...](#)

By WoC | December 21, 2016 at 04:22 PM EST | [No Comments](#)

Wondering why the bigger the coffee cup gets the smaller the ear on it.
I am wondering if they are made by people with big heads and small ears.

[Waiting for my brother today in coffee shop in downtown Bellingham ...](#)

By WoC | December 21, 2016 at 04:00 PM EST | [No Comments](#)



[Tent setup re - engineered ...](#)

By WoC | December 19, 2016 at 08:11 PM EST | [No Comments](#)

The weight of snow on the main tarp crushed me tent below and both tent poles snapped. So I had to re - engineer the whole setup a bit. Decided to go with the more traditional scout tent shape with the main tarp. I will see if this works better. The snow should now just slide off the sides. Lets see ...



[Rat is gone snow arrived and its heavy and it likes to crush tent poles ...](#)

By WoC | December 18, 2016 at 03:47 PM EST | [No Comments](#)

Snow buildup is slow and its heavy. 2 tent poles snapped on me. Aargh.

[Rat ...](#)

By WoC | December 17, 2016 at 03:36 PM EST | [No Comments](#)

Tied up with 3 paying VFX jobs. Game put in hold again for a little while. A rat chewed its way into me main tent last night and helped itself with a loaf of bread.

This morning I sealed all foods inside the tent in double layers of plastic and placed it inside a thick sports bag. I found the little bastard's nest underneath the 2nd tent I had set up under the tarp. I packed the 2nd tent away and destroyed its nest. I is a very tiny little beast I can tell by the size of the hole it ate through me tent. So I am not too worried.

Then I doubled up on the garbage bags not too far from my tent setup so I will see how it goes tonight.

One thing I didn't think of is the weight of the snow on top of the main tarp. Its very heavy and is pushing down on my main tent I sleep in making the ceiling really low at the moment. I hope the snow will melt in the next few days because I really don't have the time right now to re rig the whole thing. It takes half a day for that kinda work. Process is very slow.

Glad to have 3 jobs running but of course as it always is they came on top of each other. So its a mad rush to get them all done in time.

All in all things are going well and I do have money now that I can work with. Not enough to pay rent with but I can take care of my basic needs at least.

First snow hits Bellingham ...

By WoC | December 09, 2016 at 04:13 PM EST | [No Comments](#)



\$5 bill an more work coming in ...

By WoC | December 08, 2016 at 01:45 PM EST | [No Comments](#)

I got this \$5 bill from a Master lock and key I sold to a Canadian tourist on Craigslist. This is the first paper money in 2 weeks in my wallet so I decided to take a picture of it. Other than that I have 3 paying visual effects jobs running so it looks like its going to be a good Christmas at least.



Street lights with Blueprint and shoelaces ...

By WoC | December 06, 2016 at 09:44 PM EST | [No Comments](#)

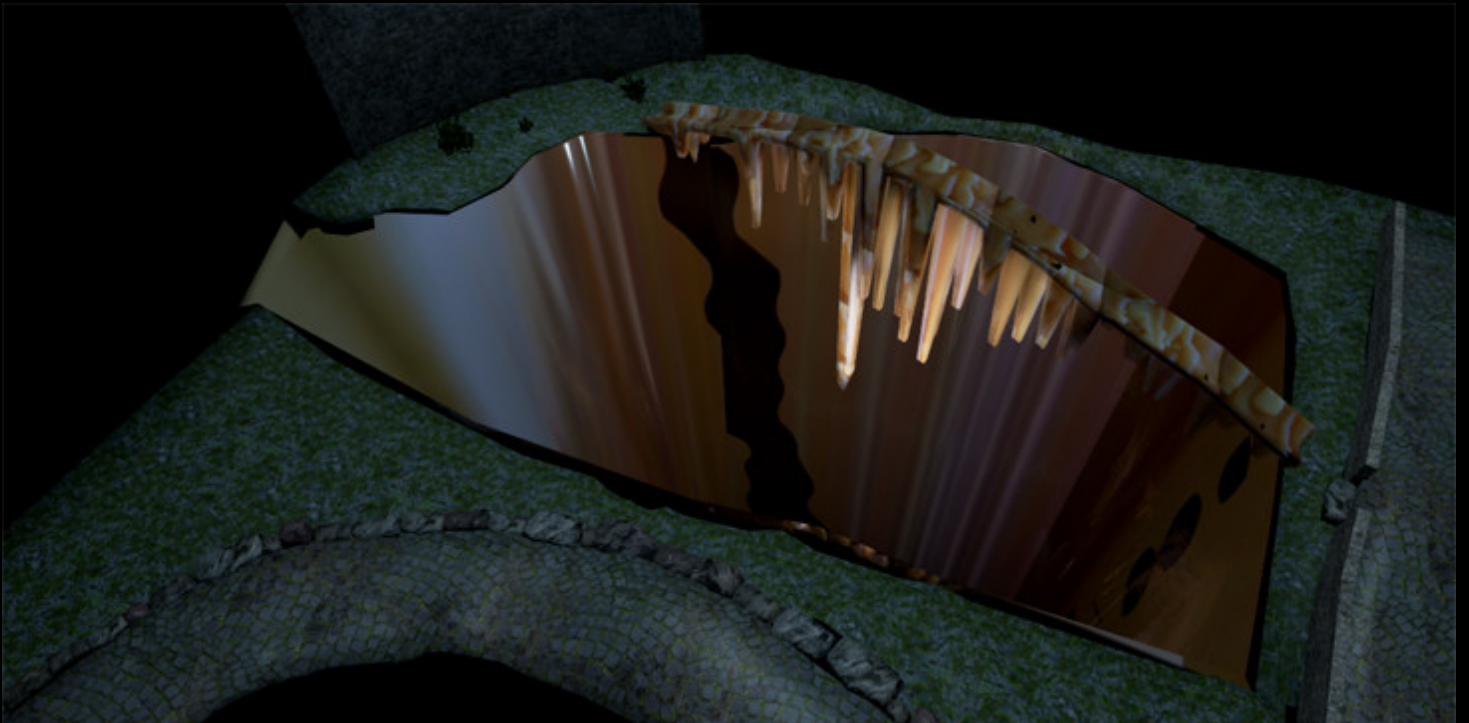
Created my lamps and street lights that turn on with Blueprint as the player turns the power station's generator back on.

Other than that I learned a lesson not to leave my boots outside to dry overnight with shoelaces half untied. They were frozen stiff this morning and it felt like I was trying to untie steel wire with my bare fingers.



[The great pit of wax where the Candle Heads came from ...](#)

By WoC | December 02, 2016 at 03:47 AM EST | [No Comments](#)



[More paying VFX work ...](#)

By WoC | December 02, 2016 at 02:53 AM EST | [No Comments](#)

More paying VFX work drifted in so tonight will be the last night I will work on my game until I get the jobs off my plate. I will have to rework my roadmap again.

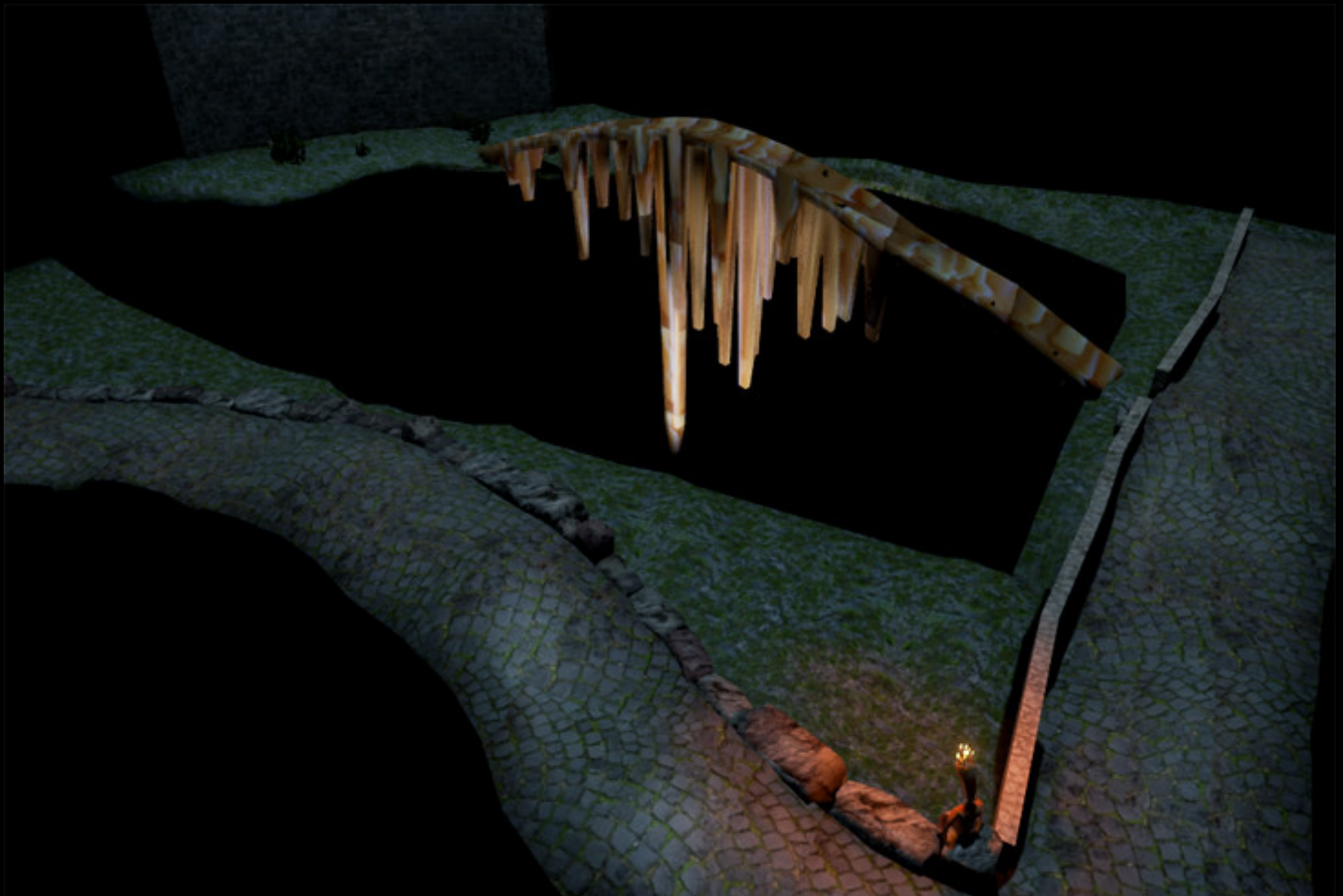
[Squirrel ...](#)

By WoC | December 02, 2016 at 02:51 AM EST | [No Comments](#)

Everyone is giving me grief over a squirrel who dug up and stole one of my avocado pits.

[Wax bridge completed ...](#)

By WoC | November 30, 2016 at 02:42 PM EST | [No Comments](#)



[Old helicopter ...](#)

By WoC | November 30, 2016 at 06:26 AM EST | [No Comments](#)

So I had this idea this morning to include an old helicopter in the lost city map. Also to move the power station up against the mountain to replace the observation tower. So after the player repairs the power station and all the city lights go on I thought it would be nice to be way up there against the mountain and look down on it. Then you take a ride in an old helicopter piloted by two toys down to the rooftop of the toy factory. From there you would walk over the wax bridge to the great wall where you will find the hidden entrance to the tunnels.

Edge rocks for streets and lighting level ...

By WoC | November 30, 2016 at 01:36 AM EST | [No Comments](#)

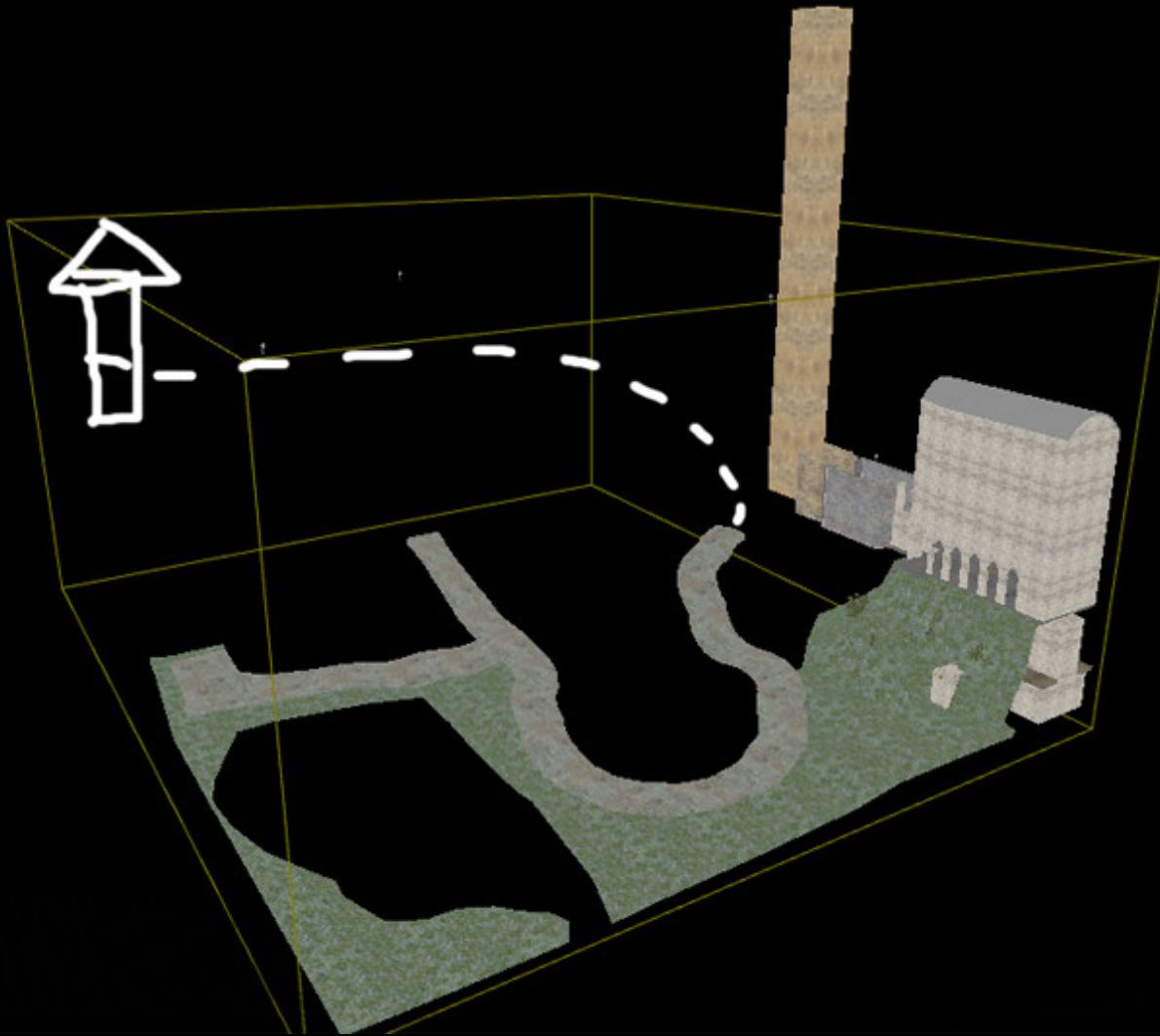
I deleted all 4 of the sky lights I had to create pools of light over the lost city and replaced it with only one big one. Made it a stationary light to give the suggestion of moonlight although there is no moon of course. I need the city to be visible yet dark. Later when the player restores power to the city all the lights will turn on and the look of the city will change completely. I am also placing of edge rocks along the curb of the road. So tedious it feel like I am building a real road.



Adding lookout tower and mountain pass ...

By WoC | November 29, 2016 at 07:13 AM EST | [No Comments](#)

Decided to add a mountain pass road and an observation tower to the lost city. Thinking maybe the lookout tower was the point of entry when the citizens dug downward until their shaft reached this cave or cavity where they built their new city. Maybe that tower was sealed up to prevent the flooded cave above them to leak its water into their new found cave. Maybe there is another story here ...



[Continuing on with the rest of the lost city below the temple ...](#)

By WoC | November 28, 2016 at 10:46 PM EST | [No Comments](#)



KMart and \$12 ...

By WoC | November 28, 2016 at 08:46 PM EST | [No Comments](#)

Well I decided this afternoon to return a camping chair I bought not too long ago at a local KMart here. I paid around \$12 for it. Wanted some cash today to get a few basic things so I said to myself screw it I will take this thing back and get some change in my pocket. I have been broke for about a week now and its getting to me. So the first thing I had to do is dry out the sleeve and tag hanging from it. I did that last night. Then the table itself was nice and clean and dry inside the work tent I had set up so that was not a problem to deal with. Then this afternoon I woke up, after working into the early hours of the morning, and the cardboard tag was a little soft from getting wet so it broke off the sleeve. Now KMart wouldn't return cash to me if the tag wasn't attached so I used crazy glue to glue the tag back onto the sleeve. That took some patience and skill. And yes of course I got crazy glue all over my hands. That is the rule right? Then the receipt was another story. It was really torn up but you could still read what is on it. At the KMart store the lady opened the receipt and the barcode tore in half. So she had to type in the whole long number below it by hand. That put her in a bad mood right away. But I did get my \$12 back and I am not flat broke tonight.

Being low on money doesn't really bother me at this time. Probably should but I have VFX work coming in and I am having so much fun building my game that nothing else really matters around me. I will of course return to a "normal life" once my game is blocked out but I don't see any other way to get through this but backwards and pants hanging on my knees.

Finished a rough version of the mural on the lost city's ceiling ...

By WoC | November 28, 2016 at 01:35 AM EST | [No Comments](#)

It features the bridge Blowers. How they came from the clouds one day over a single bridge

that they constructed. They came to help the inhabitants of the lost city build an underground hideout or near replica of their city when the flooding of their cave started. However this is not entirely true of course. The Bridge Blowers came with whole other intentions.



[Building the courtyard today where victims drank ...](#)

By WoC | November 26, 2016 at 06:58 PM EST | [No Comments](#)

... from the green water fountain so they would be drugged for easy passage up to the sacrificial chamber where their bones were extracted and grinded up into bone dust.



[Roy meets the first Candle Head in the lost city ...](#)

By WoC | November 25, 2016 at 05:33 PM EST | [No Comments](#)



Rain catcher works ...

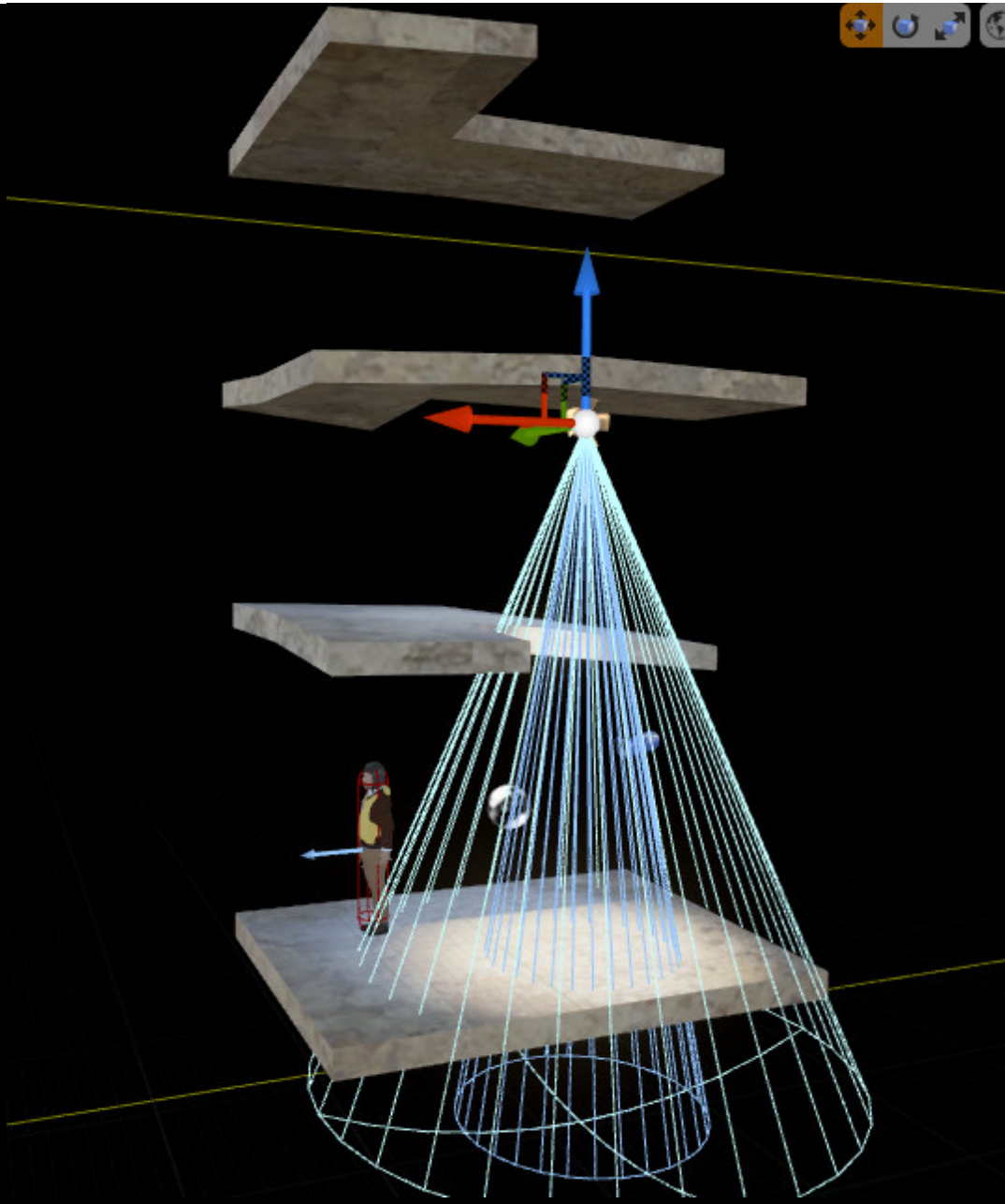
By WoC | November 24, 2016 at 05:09 PM EST | [No Comments](#)

My rain catcher filled a Vinte Starbucks cup with water overnight. Works fine. Now I just have to get the bleach to purify it for drinking. In the meantime I just use it for everything non drinking.

Kicking off on Lost city level ...

By WoC | November 23, 2016 at 04:57 PM EST | [No Comments](#)

Starting with the bottom of the building with stairs / ramps that leads up to the drydock are where the submarine stopped. I have to make it not possible for the character to walk back to previous levels so the way I thought of doing that is to work it into the story that he may have suffered a concussion during the plane crash. So he doesn't really remember always how he got from one place to another between levels. Here he finds himself at the bottom of the ramp building in the lost city but the stairs behind him have collapsed. So how did he get past that? Maybe jumped who knows. Then that prevents the player from turning around and going back up the ramps to the submarine level but yet it could be possible that he just jumped down the last floor past the broken stairs.



[Designed level 11 "Tunnels" last night ...](#)

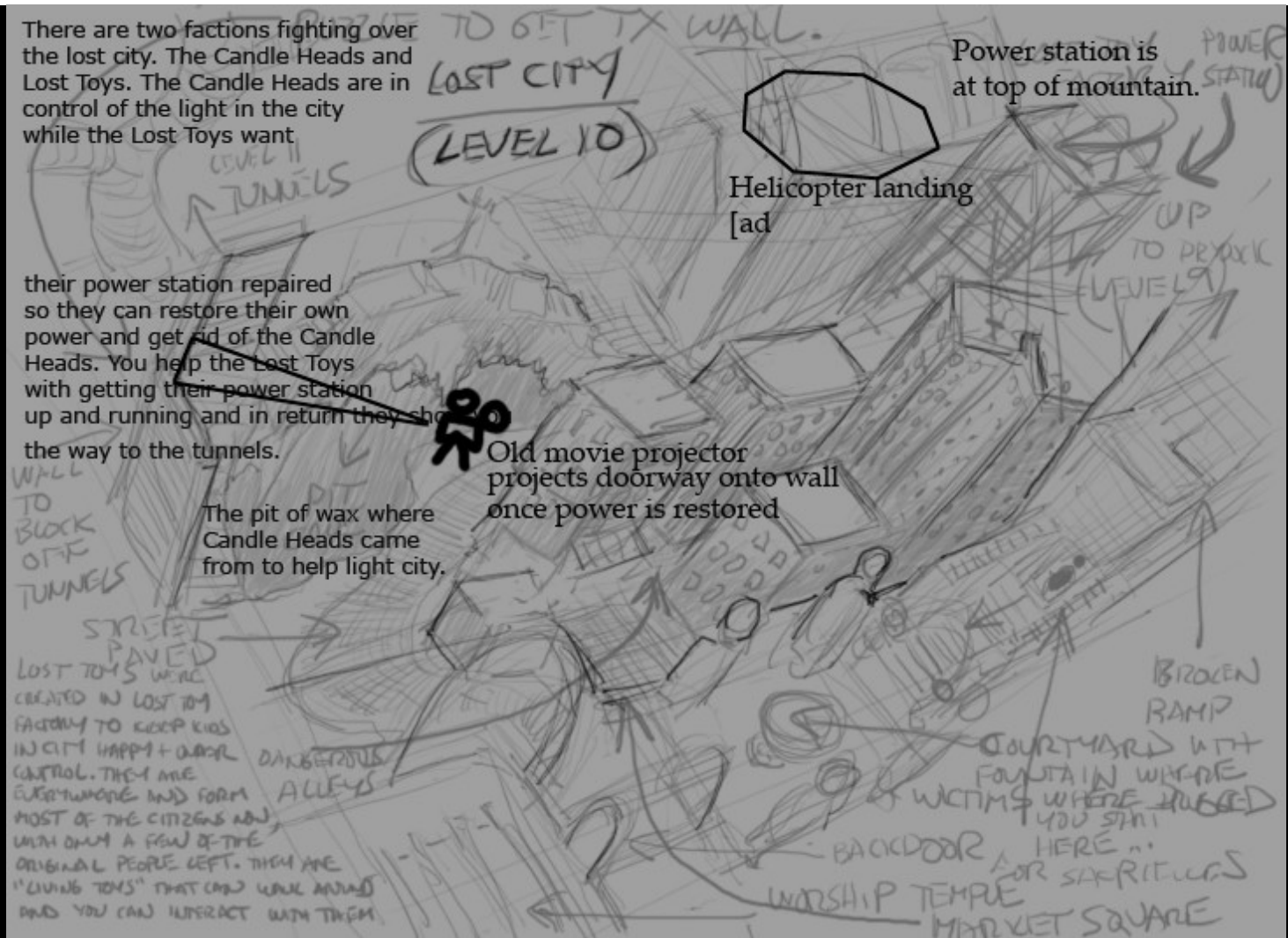
By WoC | November 23, 2016 at 03:25 PM EST | [No Comments](#)



Designed level 10 "Lost city" ...

By WoC | November 22, 2016 at 01:59 AM EST | [No Comments](#)

I just finished designing one of the 2 new levels "Lost city" (level 10). Explore a lost city under the flooded mountain cave. Meet the magical lost toys which seem to rule the city. Help them to repair their power station and restore power to their city. Learn the terrible secret of why the city was built, by who and what happened to the original citizens. Then proceed to the wall of a thousand stones and find a way through it to enter level 11 "Tunnels" A secret passage to the Monastery (level 12).



Finished my rain catcher ...

By WoC | November 21, 2016 at 08:44 PM EST | [No Comments](#)

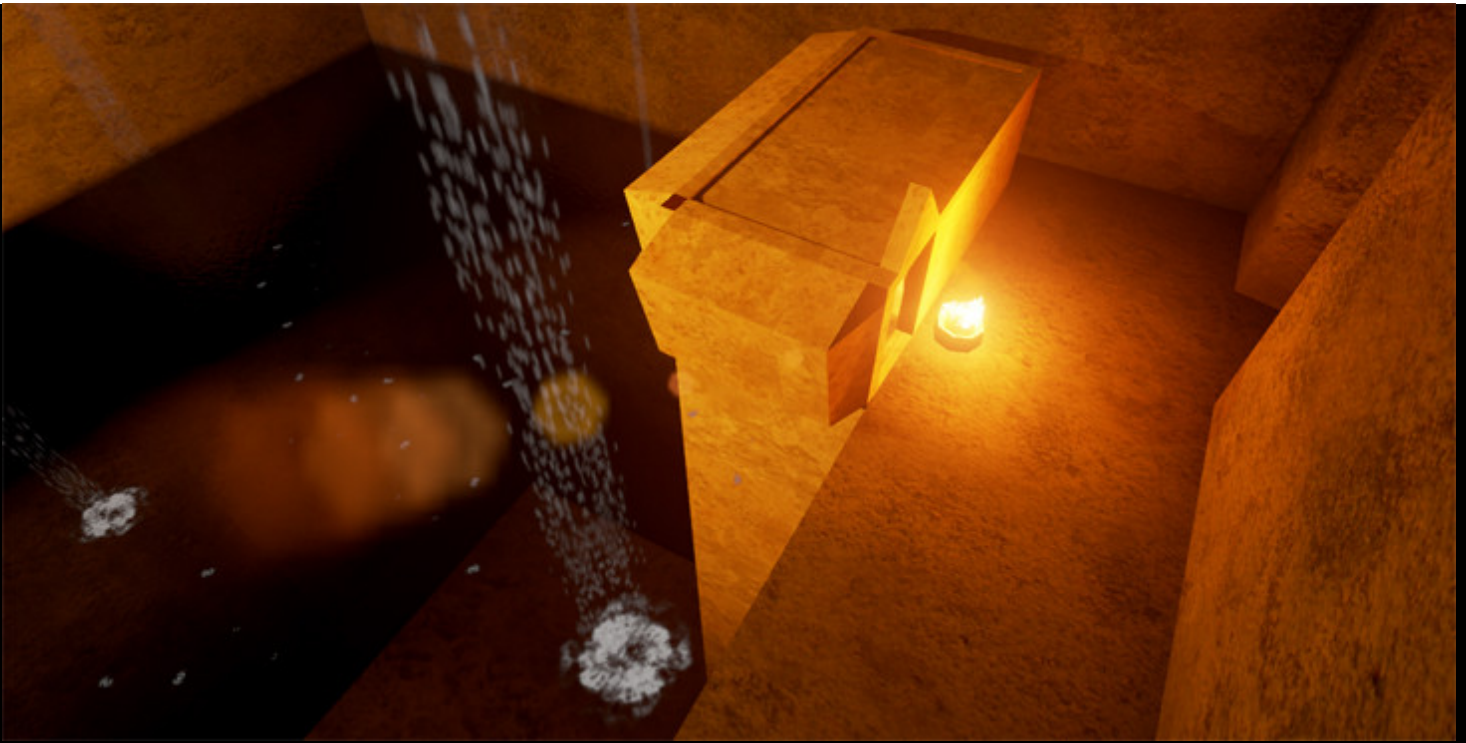
Finished my rain catcher with construction string, garbage bag, two straws and two Starbucks Vinte cups. I have black stocking over the mouths of the cups. Lets see if it works.



[Entrance to Lost city ...](#)

By WoC | November 20, 2016 at 03:37 AM EST | [No Comments](#)

Created the entrance to the Lost city level. You will be taking a series of ramps down a tower to the world underneath the cave floor ...



Garden ...

By WoC | November 19, 2016 at 03:13 PM EST | [No Comments](#)

I don't think any VFX or game studio is complete without a small garden so I decided to plant 3 avocado pits this afternoon and see what happens. I might as well. I know apple trees grow here because there is a house nearby which has 2 apple trees in its garden. I don't know how long I will be at this tent location but so far no one is mothering me there and remains undiscovered so I might as well get a little serious with it. I still plan to build a rain catcher at some point so I don't have to walk water back and forth all the time.

Setup still work in progress ...

By WoC | November 18, 2016 at 05:26 PM EST | [No Comments](#)

This may seem like a crazy setup to some of you but I save so much time and money this way and that means more time on my game project.

Setup is not complete yet. There is more to do. I have to camouflage the rooftop since I have helicopters that fly over every now and then.

Its actually pretty comfortable in there once you are in the tents.

Time to expand my forest game and VFX studio ...

By WoC | November 18, 2016 at 04:43 PM EST | [No Comments](#)

Added a "work module"

Another tent where I can sit and work in front of my laptop on a table and chair.

Feels like I am constructing the International Space Station or something)





Total number of levels ...

By WoC | November 15, 2016 at 09:06 PM EST | [No Comments](#)

I now have 16 levels in the game.

Added two more levels ...

By WoC | November 15, 2016 at 09:05 PM EST | [No Comments](#)

Decided early this morning around 4 am to add two more levels to the game. One will be exploring the lost city under water in the big cave of the mountain and the other will be secret tunnels that links the lost city with the Monastery.

I also worked out the detail of the significance of the bone dust and which race of beings used it for what purpose. The story is now taking shape in more detail.

I was tempted to post it all here today but think I will keep that under wraps for now. I don't think its s good idea to give it all away here before the game's release.

Saw my brother today.

They moved him out of the disabled section into the main dorm. Hope that will work out for him.

Then the police told him over the phone that they will mail the name of the insurance company of the driver who hit him to him so that is a step forward.

Added "exit chamber" to the submarine level ...

By WoC | November 13, 2016 at 12:17 PM EST | [No Comments](#)

I wanted to make the transition between the submarine level and the Monastery level more interesting and mysterious so I added an "exit chamber". Something ancient monks would have built to move in and out of the underwater caves. Other than that I have more paying VFX work floating through so I might be falling behind again with my roadmap. I also had a great idea last night on how I will submit the blocked out version of the game to Epic for the dev grant.

[I just updated my roadmap ...](#)

By WoC | November 07, 2016 at 11:25 PM EST | [No Comments](#)

Looks like I can be done with the blocking out of all the levels in 34 days from tonight. That is good news. Hopefully nothing will slow that down but somehow I doubt it. Then I just need two weeks after that to get a trailer, Kickstarter and Indiegogo campaign together. Hopefully it will all work out. we will see.

[Kicking off on level 10 Monastery ...](#)

By WoC | November 07, 2016 at 10:00 PM EST | [No Comments](#)

My brother has been discharged from the hospital PeacHealth here in Bellingham Washington state. That is after I had to fight with them to even give him a walker. They wouldn't even give that to him and that is with him barely able to walk. Multiple fractures in his pelvis. First time they admitted him they couldn't shove him out the door fast enough. Didn't even bother to notice that he had fractures in his pelvis and that he was in so much pain he couldn't walk or shift his weight. They probably only got him a cab to get him far enough away from their pathetic hospital. What a bunch of pathetic losers.

No he has a place where he is recovering and not doing too badly. He is walking faster with the walker so there is a sign that he is improving. The stupid cop who was at the scene of the accident hasn't file the paperwork yet, haven't returned any of my phone calls and only now a week later came back from his vacation. I guess the fat stupid toll collectors cant even get that right. Fuck then all anyways. They are too busy driving around writing out citations raping the public for money anyways. So screw them.

I am about to kick off on level 10. Monastery. Looking forward to it. There is still some work I can do on level 9 but I think its good for now.

I got another VFX job in but its another die for us for free job so just threw it back into their lap. I have better things to do.

As far as the job market goes looks like its just getting worse and worse for me. Nothing but crap coming my way. So screw that then. I will build my game hanging off the edge of a Starbucks seat and stinking everyone else out the door. Fuck all of them.

[Finished the entrance to the Monastery level ...](#)

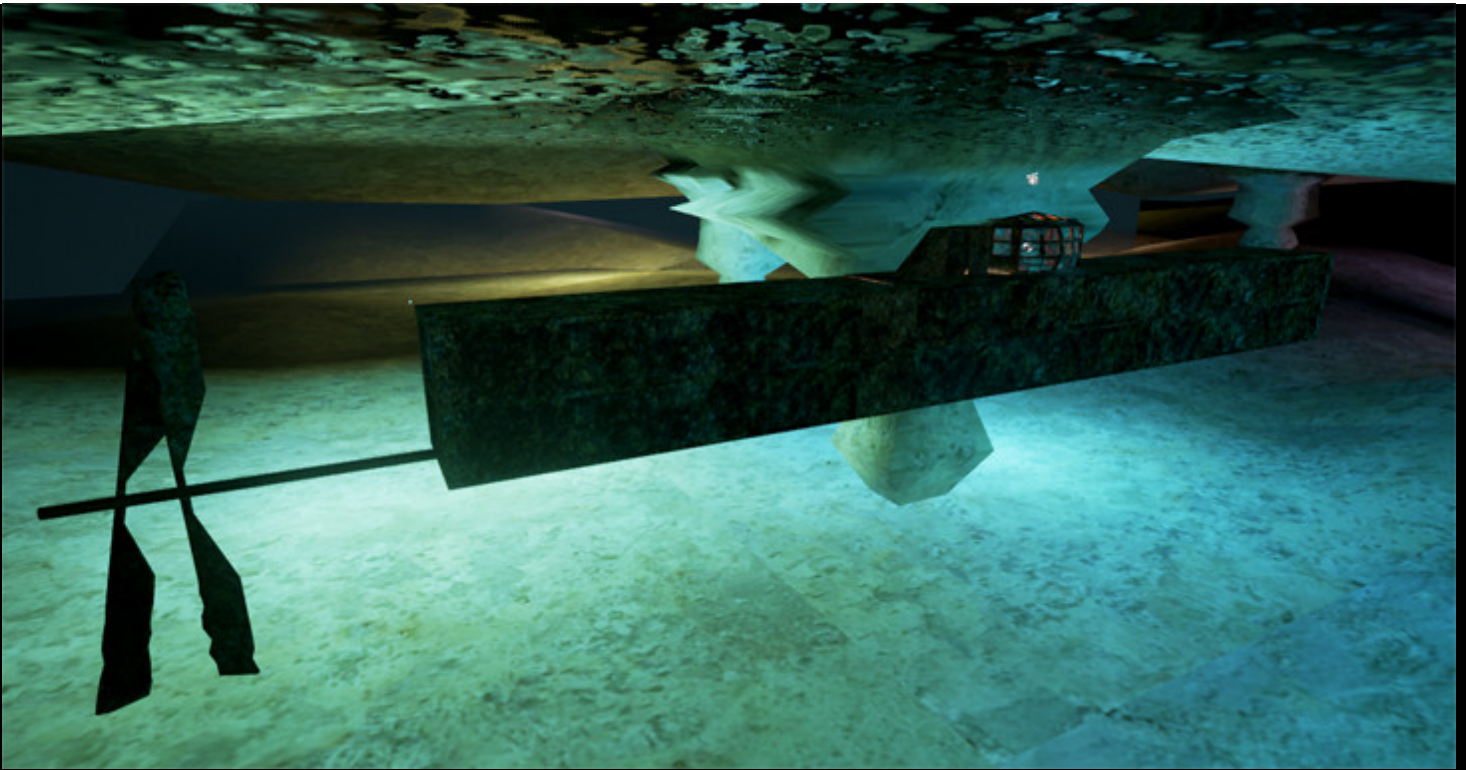
By WoC | November 02, 2016 at 09:54 AM EDT | [No Comments](#)



[Completed level 9 Submarine and on to level 10 Monastery ...](#)

By WoC | October 30, 2016 at 01:45 AM EDT | [No Comments](#)

My brother is back in the hospital.
He cant walk too much pain in his pelvis.
They are looking at him again trying to figure out what is wrong.
I finished level 9 today and will start blocking out level 10 as soon as I have a grip on my brother's case.



[My brother Francois got hit by a car today ...](#)

By WoC | October 29, 2016 at 07:52 PM EDT | [No Comments](#)

Nothing broken no bleeding and I think he is o.k.
 He was crossing the street here near a Safeway in Bellingham and a car hit him.
 An ambulance took him away to a hospital nearby just so he can be checked out.
 Gave the police officer my details so waiting to hear something.

[Submarine level works ...](#)

By WoC | October 28, 2016 at 10:28 PM EDT | [No Comments](#)

So I had to set the KillZ to - 100 000 to enable the character to stay inside the sub while its moving and not fall through the walls. (or the engine thinks that it walked off the map).
 Doesn't make 100% sense to me yet since the sub's voyage is on the X and Y axis but anyway.
 I can cover 19 000 frames which translates in just over 10 minutes at 30 fps. So very happy that I have a moving submarine now and I have a whole 10 minutes to explore it.

[Created my first loading screen with UMG and a Widget BP ...](#)

By WoC | October 26, 2016 at 05:49 PM EDT | [No Comments](#)

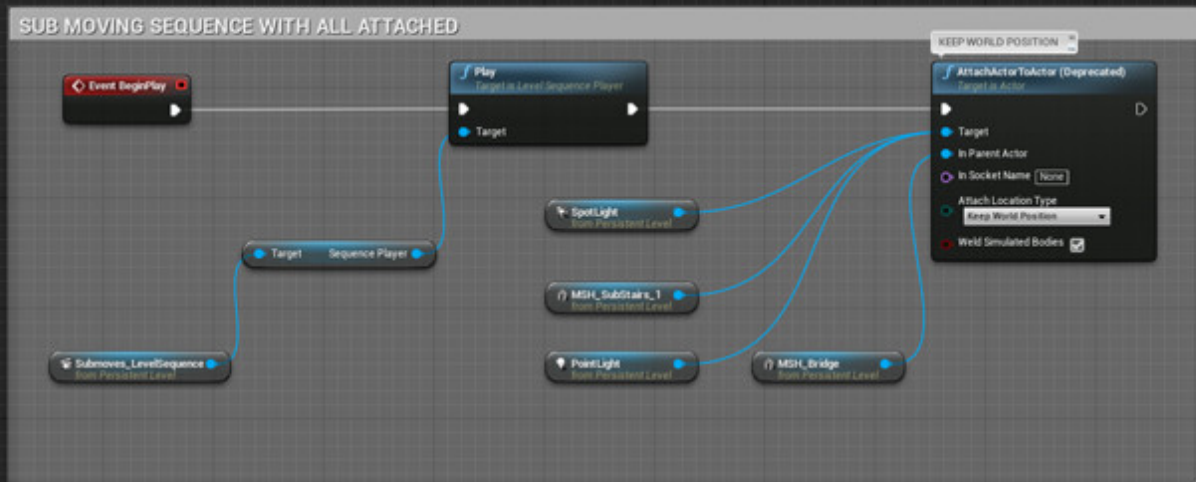
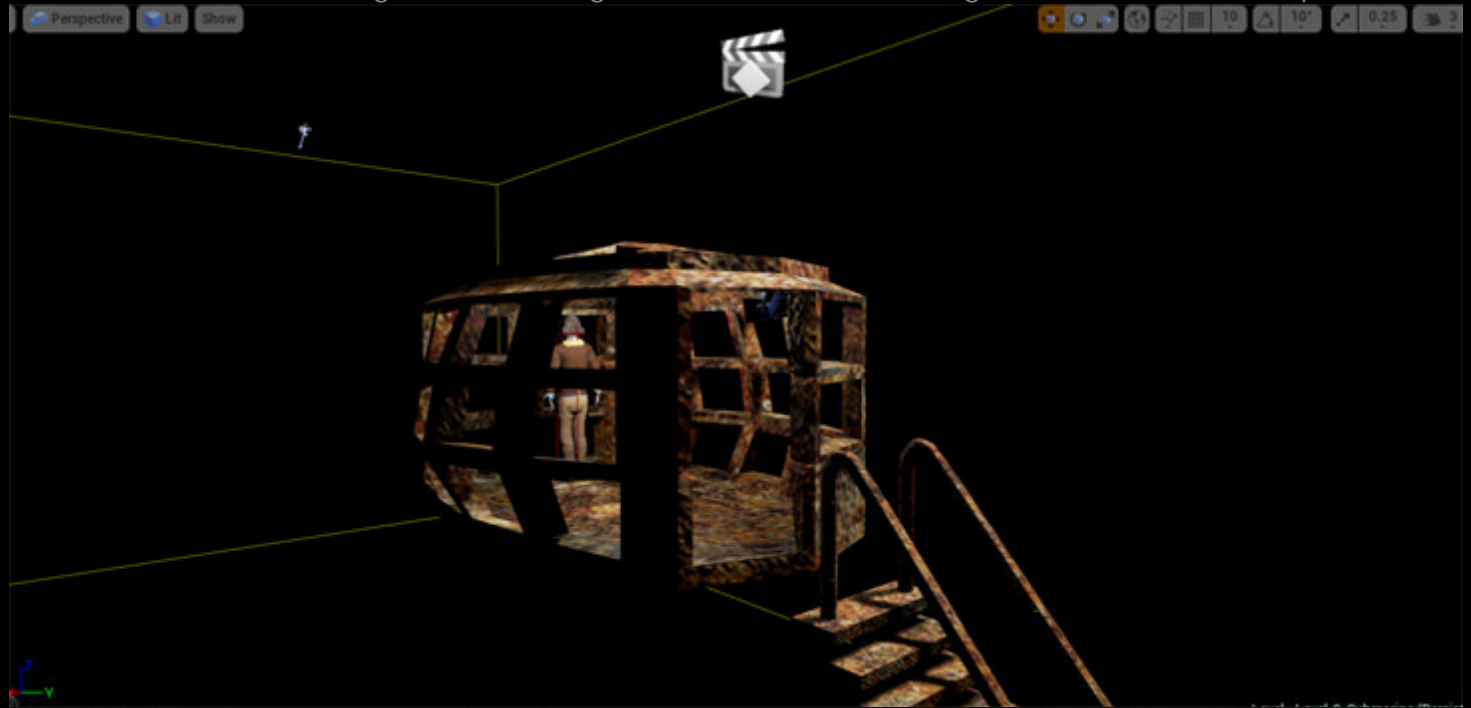
Created my first loading screen with Widget Blueprint today and it works fine. I am also happy to see I can do animations in the UMG and can add transparency with PNG files that have alpha channel. So that means I can do non square stuff and cross over into more sophisticated motion graphics.

[Created moving submarine with Sequencer tracks ...](#)

By WoC | October 24, 2016 at 05:16 PM EDT | [No Comments](#)

So very happy to see it actually works.
 I attach all the pieces of the submarine including the interior lights with an attach to track

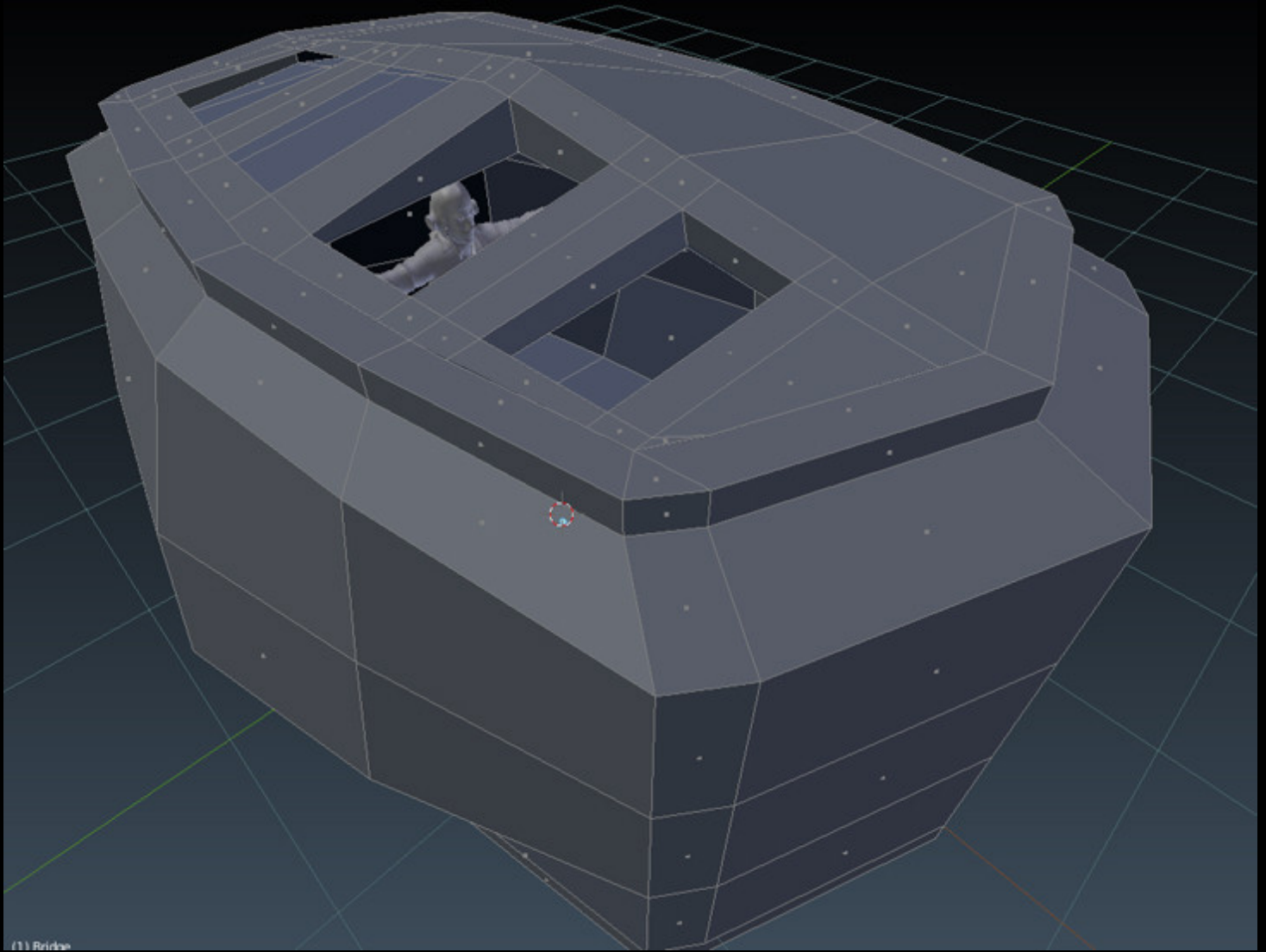
in Sequencer and attach actor to actor in blueprint. You can see the shadows moving as the sub dives and moves along. This worked great in Matinee and I am glad it also works in Sequencer.



[Kicked off on Submarine \(level 9\) ...](#)

By WoC | October 23, 2016 at 09:00 PM EDT | [No Comments](#)

This whole level takes place inside a moving submarine steering its way through a series of underground mountain caves.



[Uturn. Decided to scrap the signs in game idea ...](#)

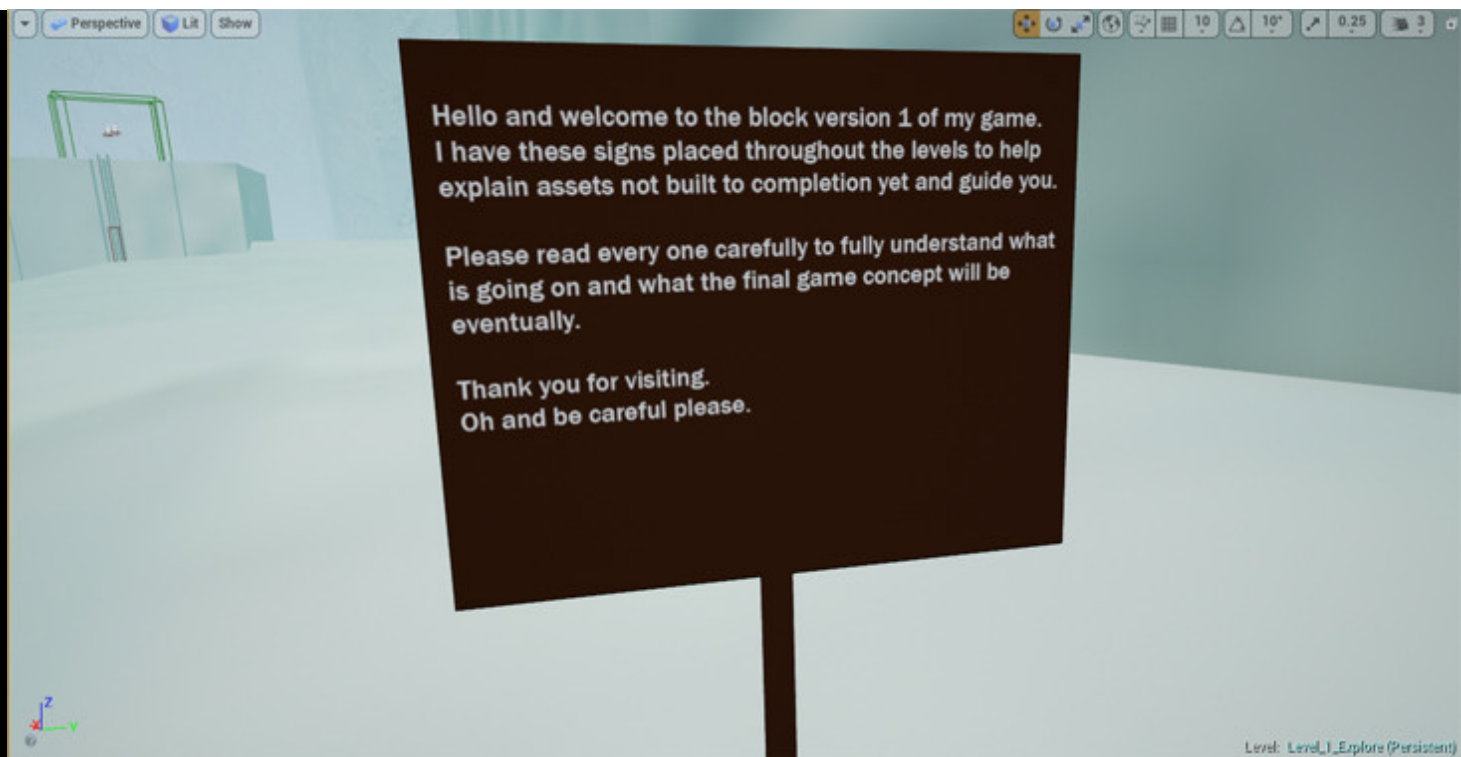
By WoC | October 23, 2016 at 07:14 PM EDT | [No Comments](#)

Don't like the idea.

I think when I submit this game to investors I will just include a ReadMe text file to help guide the player through the block version of the game.

[Decided to start placing signs in game for first block version ...](#)

By WoC | October 23, 2016 at 06:47 PM EDT | [No Comments](#)



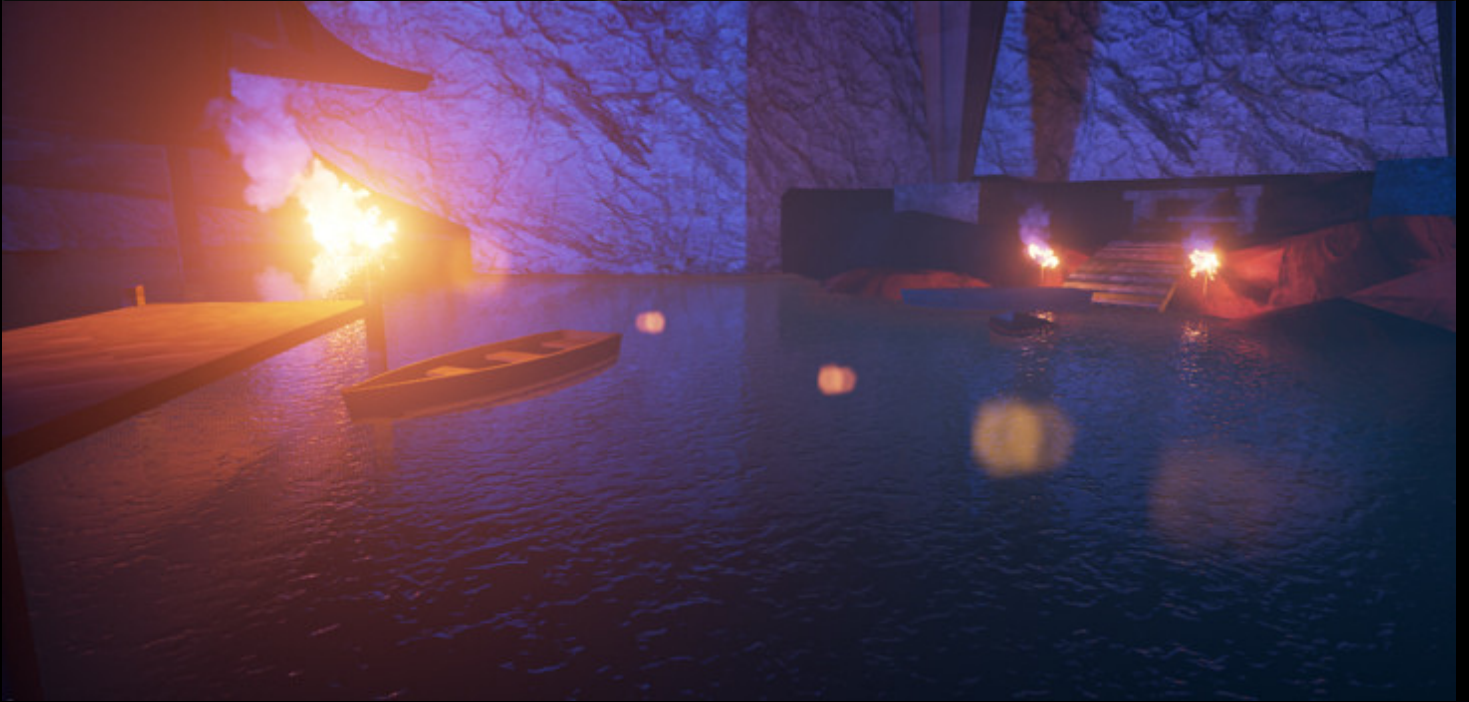
[Level 8 finally done blocking out ...](#)

By WoC | October 21, 2016 at 09:14 PM EDT | [No Comments](#)



[Water is in with better refraction than I had before ...](#)

By WoC | October 19, 2016 at 10:42 PM EDT | [No Comments](#)



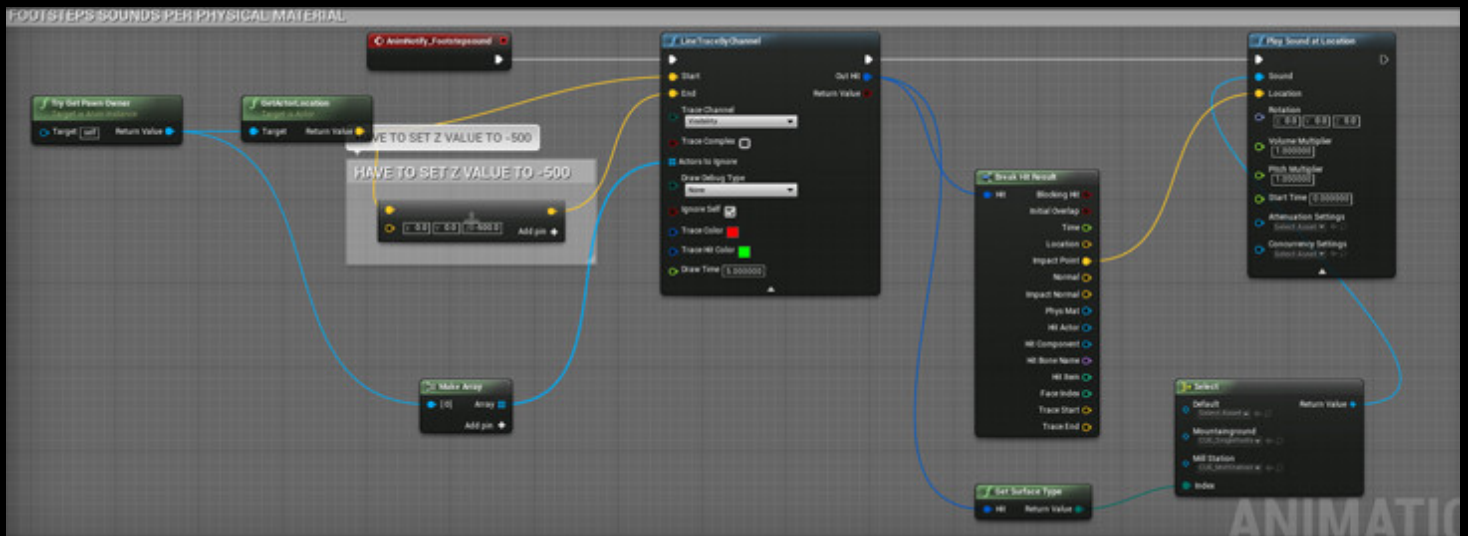
[Progress on level 8 ...](#)

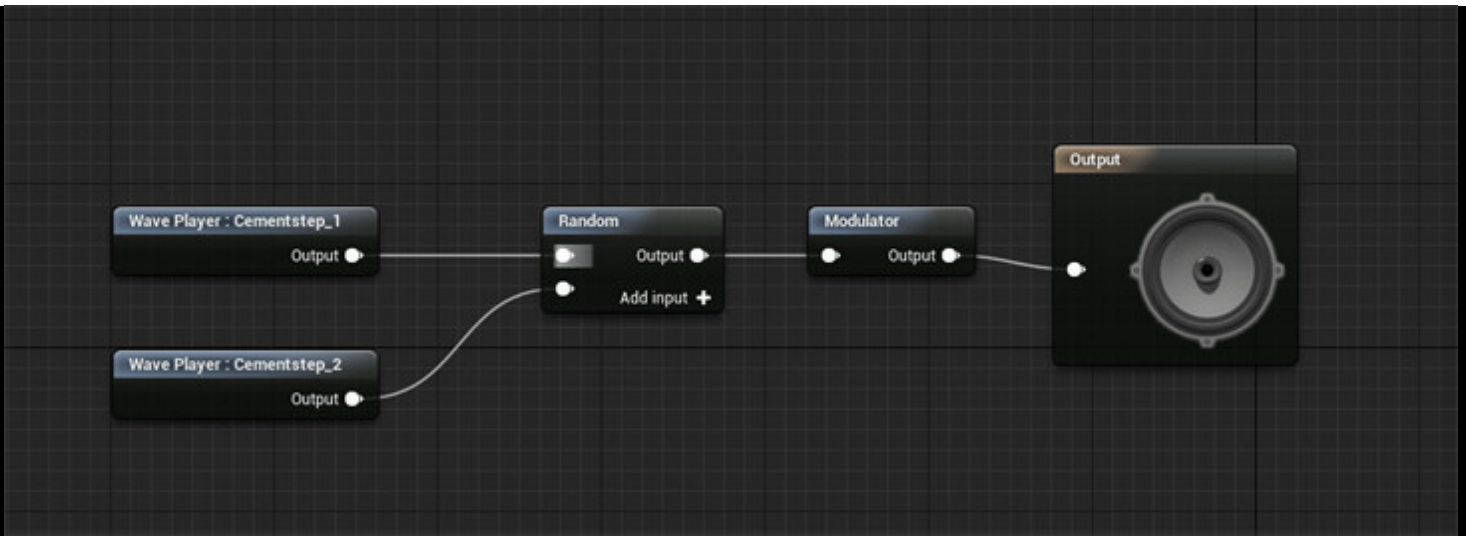
By WoC | October 19, 2016 at 04:26 PM EDT | [No Comments](#)



Figured out today to get footstep sounds on different materials ...

By WoC | October 17, 2016 at 04:34 PM EDT | [No Comments](#)

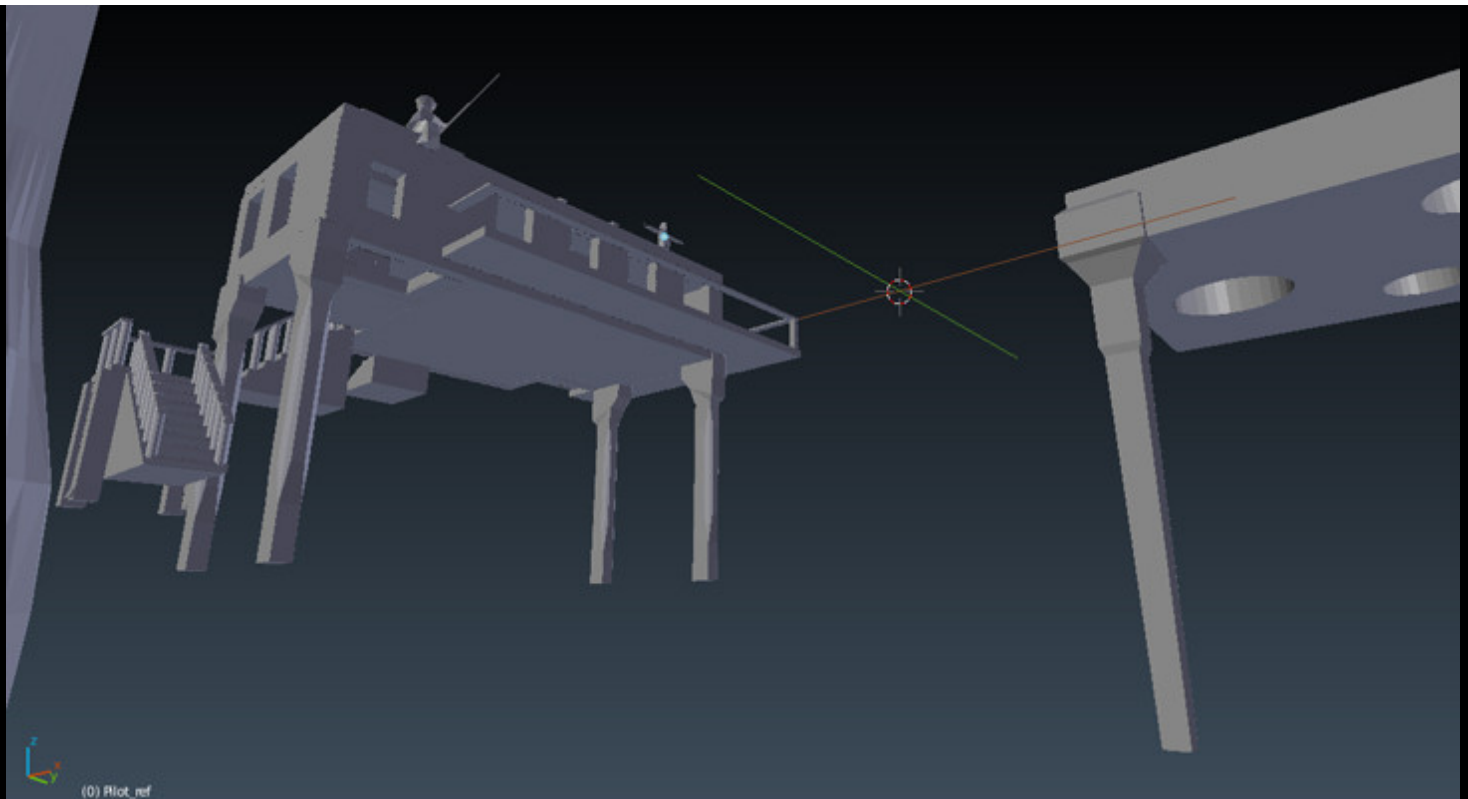




[Ironworks \(level 8\) blocking coming along fine ...](#)

By WoC | October 16, 2016 at 05:53 PM EDT | [No Comments](#)





The blocking out of level 8 coming along. I am tiling textures now with world coordinates and getting better results. I cleaned up my folders for materials and meshes a bit in the project file so everything is a little better organized. Otherwise its just raining hard here in Bellingham and broken tree branches litter the streets everywhere.

[Got ladder climbing montage with root motion to work yesterday ...](#)

By WoC | October 10, 2016 at 03:22 PM EDT | [No Comments](#)

First I had to import my character and animation again with 0.01 scale. Then fix the fbx exporter so no extra bones are created in Unreal. Then I had to make sure the root bone stays 1,0,0,0 so that it does end up tilting the capsule at the end of the climb.



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