Goal
To design an easy to use scenery sketcher where the user can draw a flat background and 3-d objects. The user is then able to add creatures that perform actions.

Background
In the background the user can...
• draw lines and filled objects,
• use texture fills,
• and customize these with several options.

Foreground
In the foreground the user can...
• create 3-d objects,
• draw on top of the 3-d objects,
• and add and control 3-d creatures.
3-d Object Creation

Creatures

Challenges
- Designing an user friendly interface that even children could use.
- Designing and coding a project from scratch.
- Simplifying everything.

Demo