Cryptoporticus

by Anthony Masinton

A game about museum architecture.
Created for the 2015 Heritage Jam
www.heritagejam.org

Game engine:
Unity3D. http://unity3d.com

3d modelling software:
Cinema4D. http://www.maxon.net

Audio recording:
End music recorded using Audacity. http://sourceforge.net/projects/audacity/

Portal system:
Tom Hulton-Harrop (2015). 'Portal Rendering with Offscreen Render Targets'.
Available: http://tomhulton.blogspot.co.uk/2015/08/portal-rendering-with-offscreen-render.html

Shaders:
Defaxer (2014). UnityVC.unitypackage (data-set). Available:
http://forum.unity3d.com/threads/standard-shader-with-vertex-colors.316529/

Ionic Column:
Denis Shtein (2015). ColumnN131011 (data-set). Available:
http://archive3d.net/?a=download&id=5f70fb1d

Day/Night Cycle:
Tanuki digital (2015). Tenkoku. http://www.tanukidigital.com/tenkoku/

Text:
Starscene Software (2015). FlyingText3D.
http://www.starscenesoftware.com/flyingtext3d.html

West Gallery Images and Models:
Society of Antiquaries of London (2005). Society of Antiquaries of London Catalogue of Drawings and Museum Objects (data-set). York: Archaeology Data Service (distributor). (doi: 10.5284/1000409).

Egypt Exploration Society, Amarna Trust (2011). The Virtual Amarna Project (data-set). York: Archaeology Data Service (distributor). (doi: 10.5284/1011330).

North Gallery Models:
Stanford Computer Graphics Laboratory (2014). The Stanford 3D Scanning Repository (data-set). Stanford: Stanford Computer Graphics Laboratory (distributor). Available: http://graphics.stanford.edu/data/3Dscanrep/

Teapot:
Knowles, Pyarelal (2014). wt_teapot.obj (data-set). Available: http://goanna.cs.rmit.edu.au/~pknowles/models.html

East Gallery Images:
National Gallery of Art (2015). NGA Images (data-set). Washington D.C.: National Gallery of Art (distributor). Available: http://images.nga.gov

Sounds:

Museum ambient
Cmusounddesign (2010). s_museum.wav (data-set). Used under Creative Commons by Attribution license. Available: https://freesound.org/people/cmusounddesign/sounds/89067/

Fail Sound
Kickhat (2015). Button Sound Closed 2 (data-set). Used under Creative Commons 0 license. Available: https://freesound.org/people/kickhat/sounds/264445/

Panel Activate/Deactivate
GameAudio (2014). Button Spacey Confirm (data-set). Used under Creative Commons 0 license. Available: https://freesound.org/people/GameAudio/sounds/220168/

Task Change Sound
Kickhat (2015). Open button 1 (data-set). Used under Creative Commons 0 license. Available: https://freesound.org/people/kickhat/sounds/264446/