

LANDSCAPES



DO NOW # 6

LANDSCAPES PART 1

1. What is a landscape?
2. What should be in a landscape in order to make it a landscape?
3. Can landscapes be a narrative, or tell a story? Why or why not?
4. In your opinion, what makes a landscape attractive, or pretty to look at it? Explain your answer.



FIREWATCH

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Firewatch is a game released in February of 2016.

It is a first person adventure mystery game where the player plays as a Wyoming park ranger named Henry. Henry is assigned to a watchtower in the wilderness. Throughout the course of the game, Henry discovers clues about mysterious occurrences happening in his patrol area.

Firewatch won the award for Best 3D Visual Experience at the Unity Awards 2016, Best Indie Game at the 2016 Golden Joystick Awards, and Best Narrative at the 2017 Game Developers Choice Awards. By the end of 2016, the game had sold over a million copies. A film based on the game is being developed by Campo Santo and Good Universe.

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LANDSCAPES PART 2

- Go on Google and search for images from the Firewatch game
- Find 2 or more images you are drawn to
 - copy and paste them onto a slide in your Do Now Portfolio
 - They can go on multiple slides if you prefer
- For EACH image you pasted into your portfolio, explain the things you like about that particular image
 - Example: If you say you like the color, what about the color do you like?



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LANDSCAPES PART 3

REFLECTION QUESTIONS

1. What color scheme is your landscape and why did you choose this color scheme?
2. Where does your landscape take place and why did you choose this place?
3. What details did you put in your landscape to help tell your story? Why did you choose these things to put into your landscape?