

# RUSH TO THE STATION

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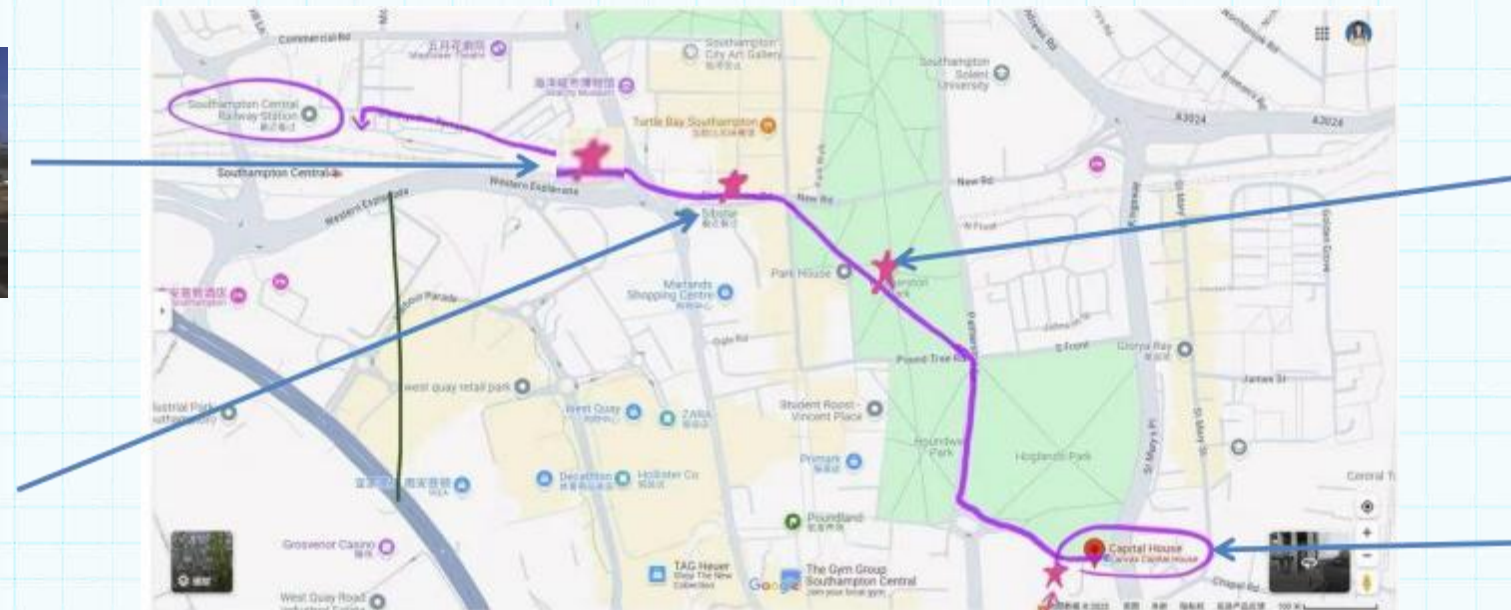


**Outcome**





# RESEARCH – Location Selection



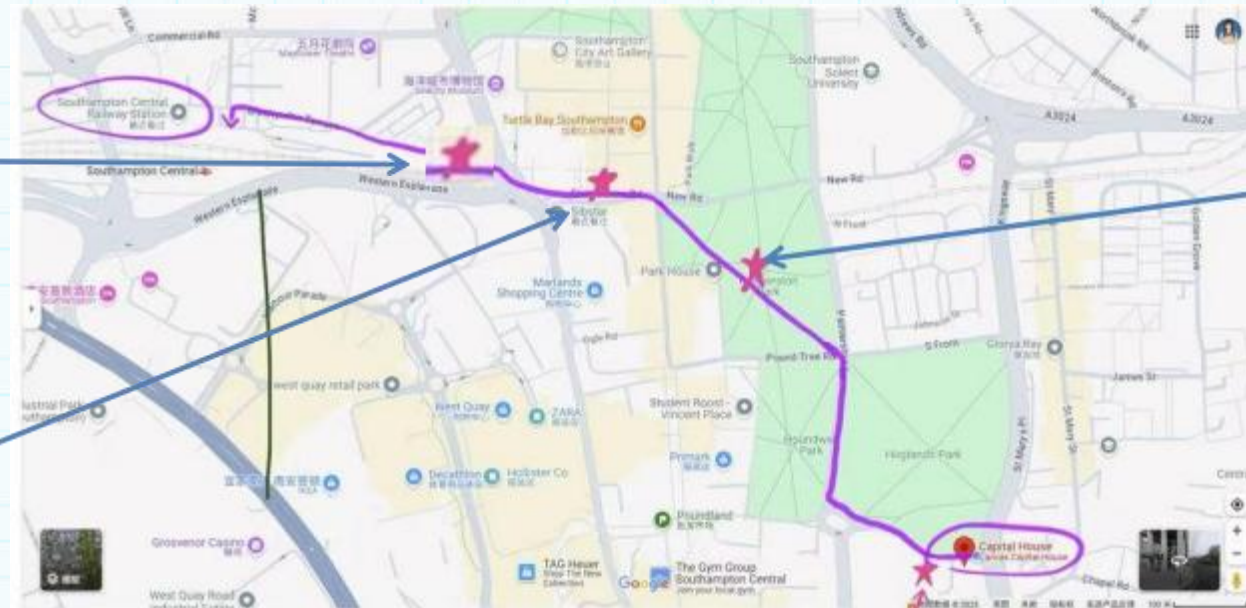
I chose the route from my apartment to Southampton Central Station because I walk it every day to school, so it left the deepest impression on me.



# RESEARCH — Element extraction

Car exhaust gets the smell

The smell of marijuana cigarettes

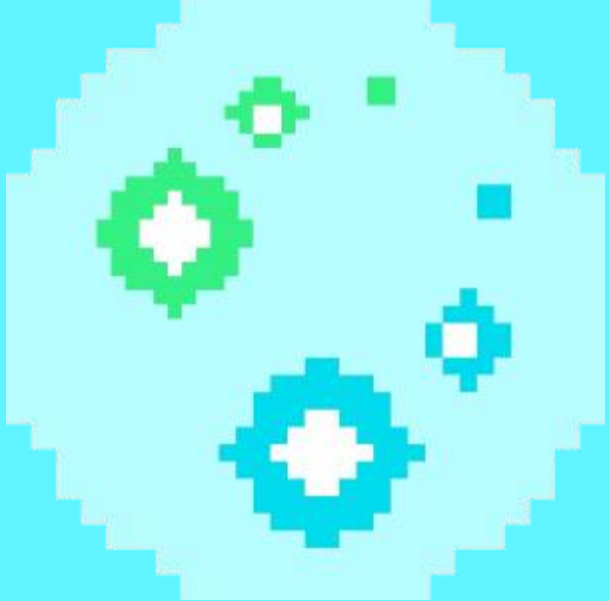
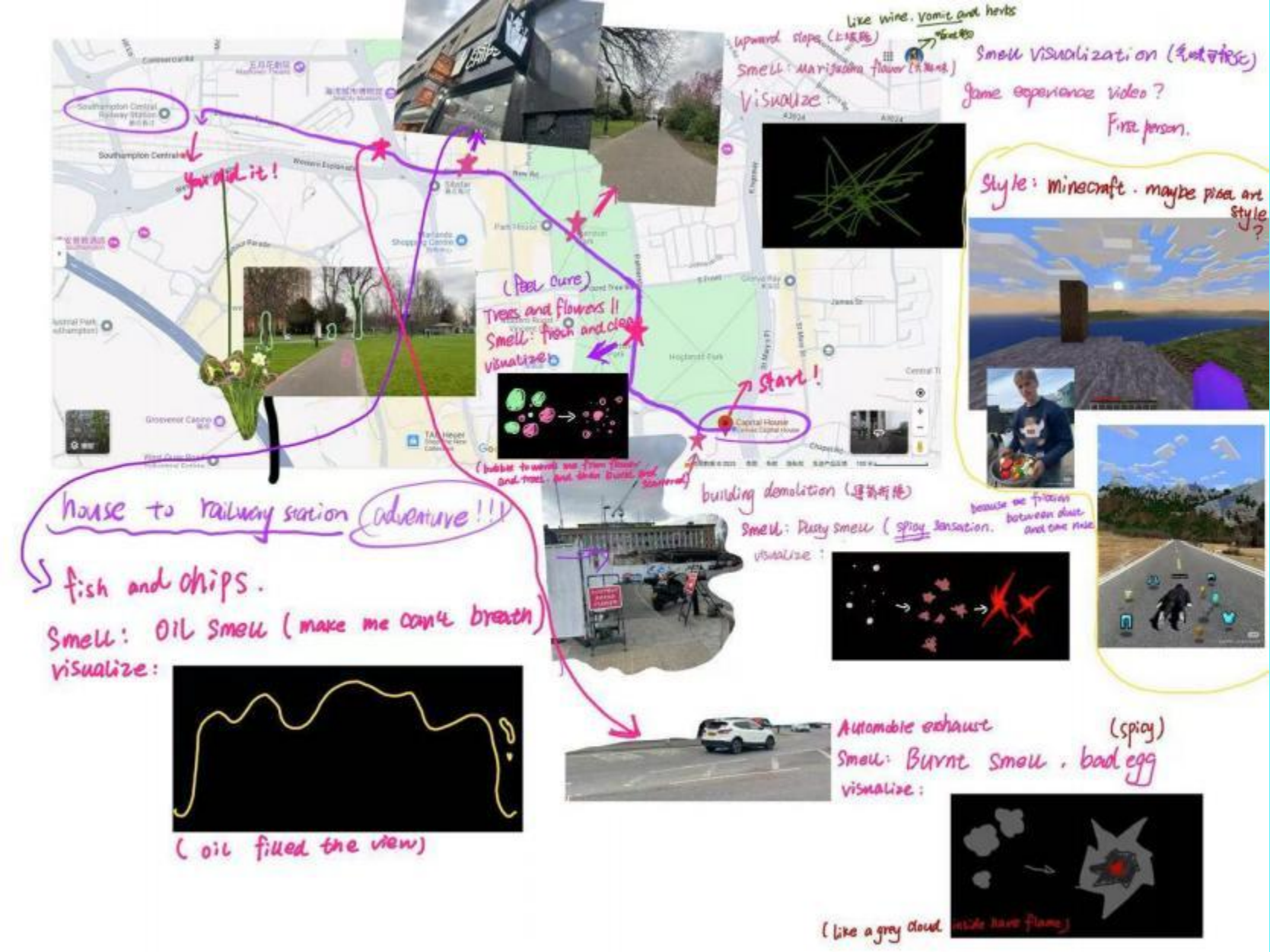


The smell of flowers and trees

I'm very sensitive to smells, so I wanted to document the odors I smelled on the road and recreate my reaction when I smelled them.

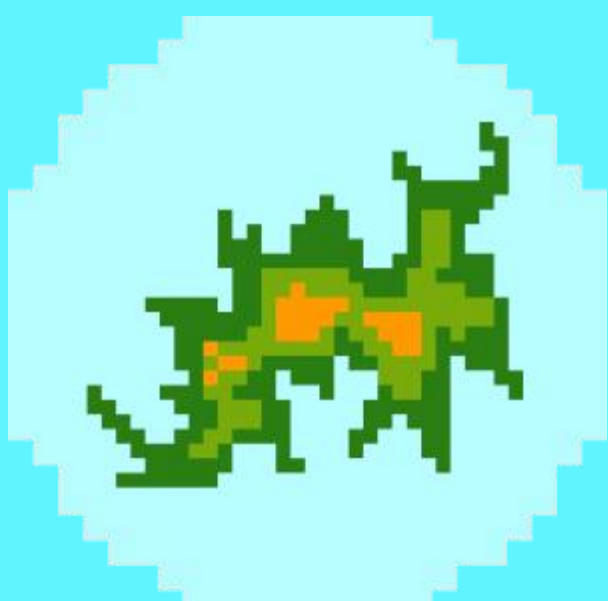


# SKETCH – Visual Design



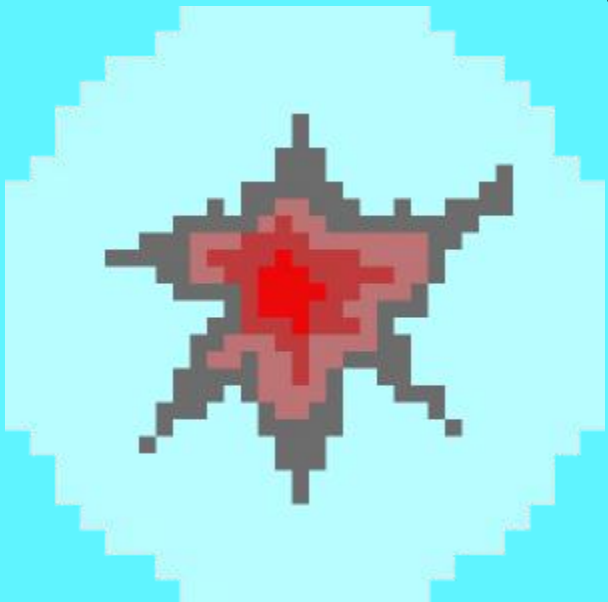
The smell of flowers and trees

Fresh Aroma



The smell of marijuana cigarettes

Dizziness. Hard to breathe.



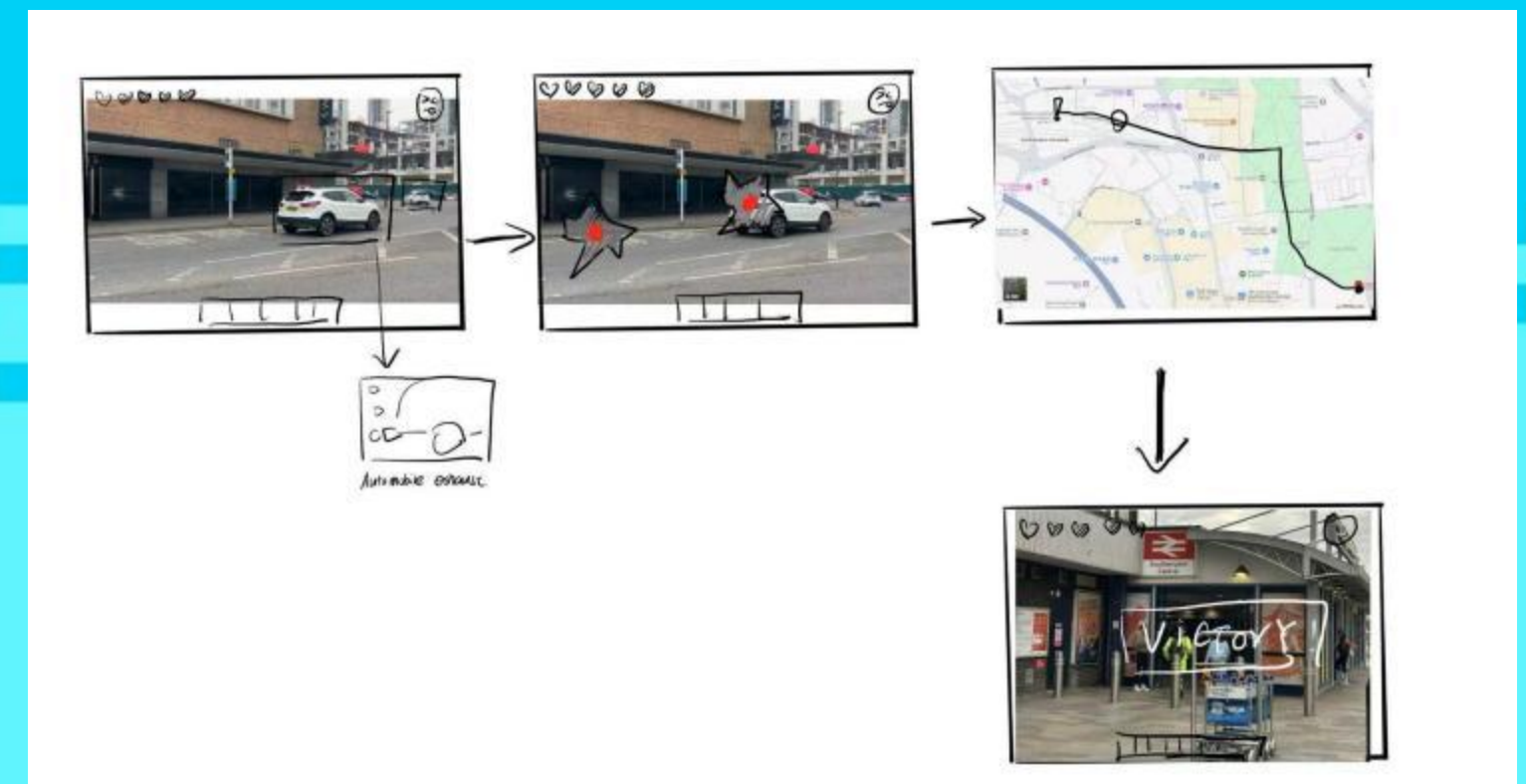
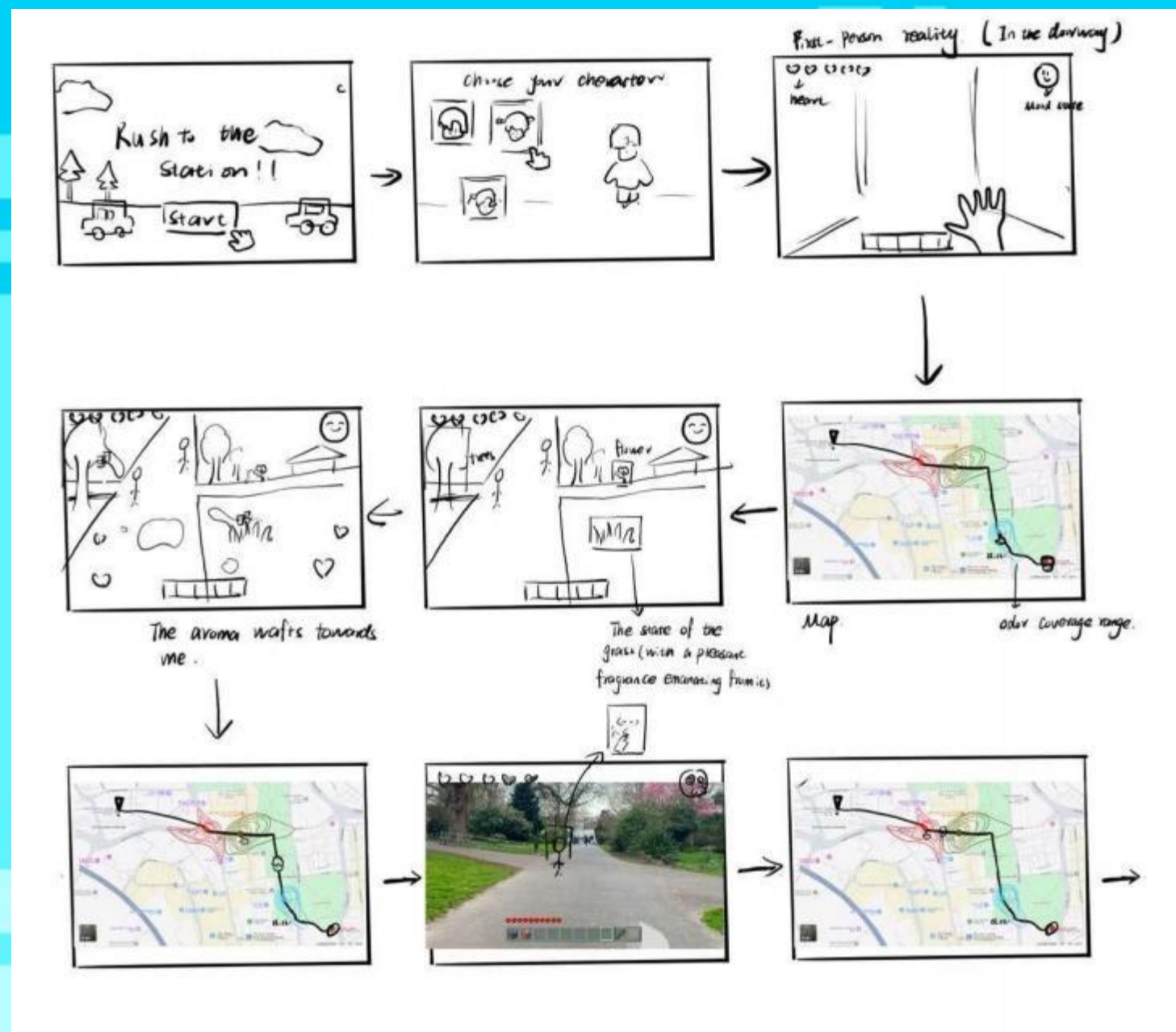
automobile exhaust odor

Pungent, burning sensation

I visualized the smells as sprites and used a pixel style, everything resembles a game.



# SKETCH – Animation Script



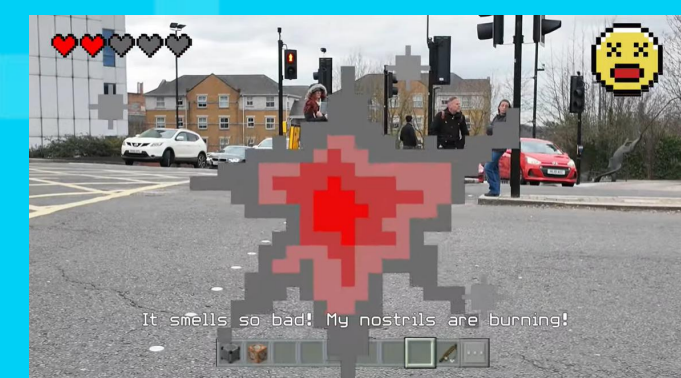
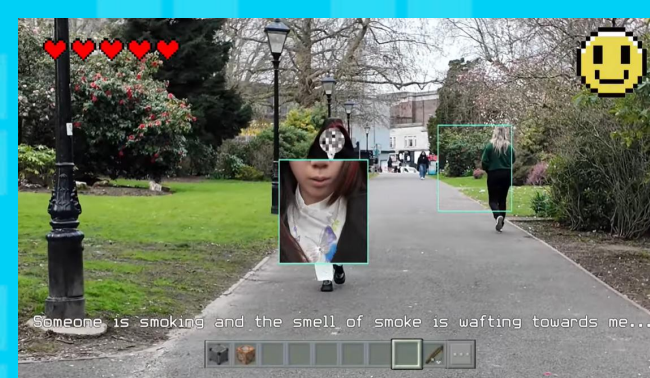
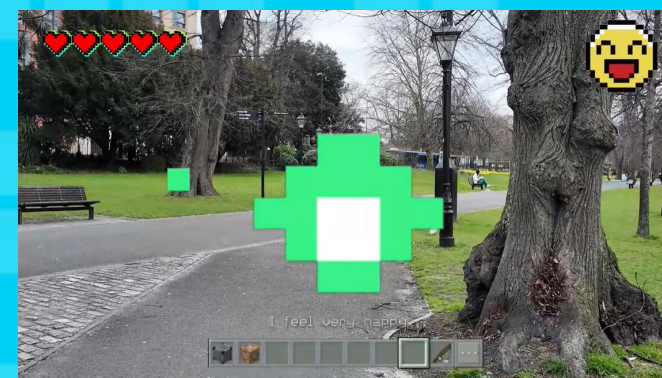
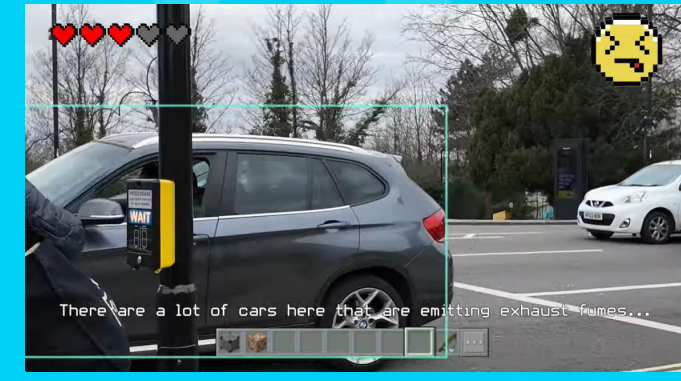
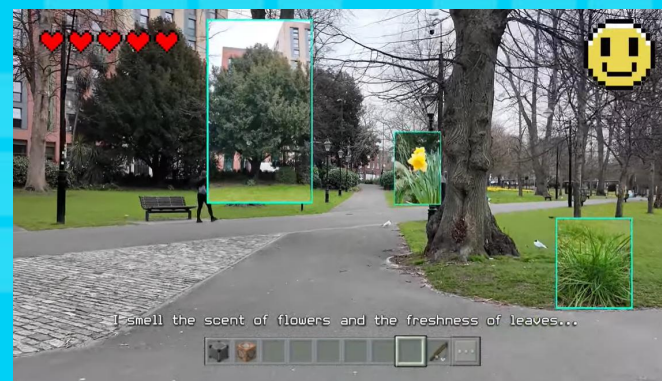
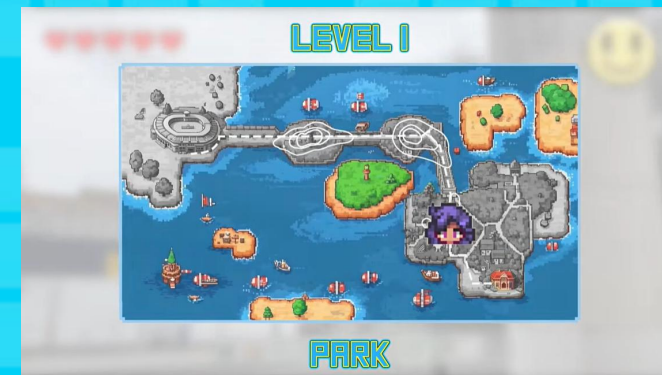
I decided to design a game-style experience video, where the scents I encounter on the way become levels to pass. In the end, I reach the station and win. The art style is inspired by Stardew Valley and Minecraft.



# OUTCOME

<https://www.youtube.com/watch?v=ylfYFCC6EGo>

I visualized the flavors I thought were impressive and used them as part of my breakout.



Select Character

The smell of flowers and trees

The smell of marijuana cigarettes

automobile exhaust odor





**THANKS!**