

雲

cloud





<http://interactive.usc.edu>



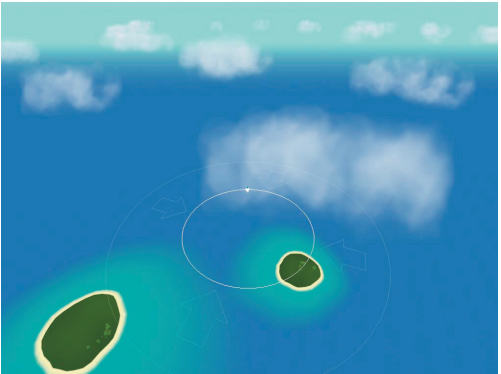
SYSTEM

Minimum Reqs:

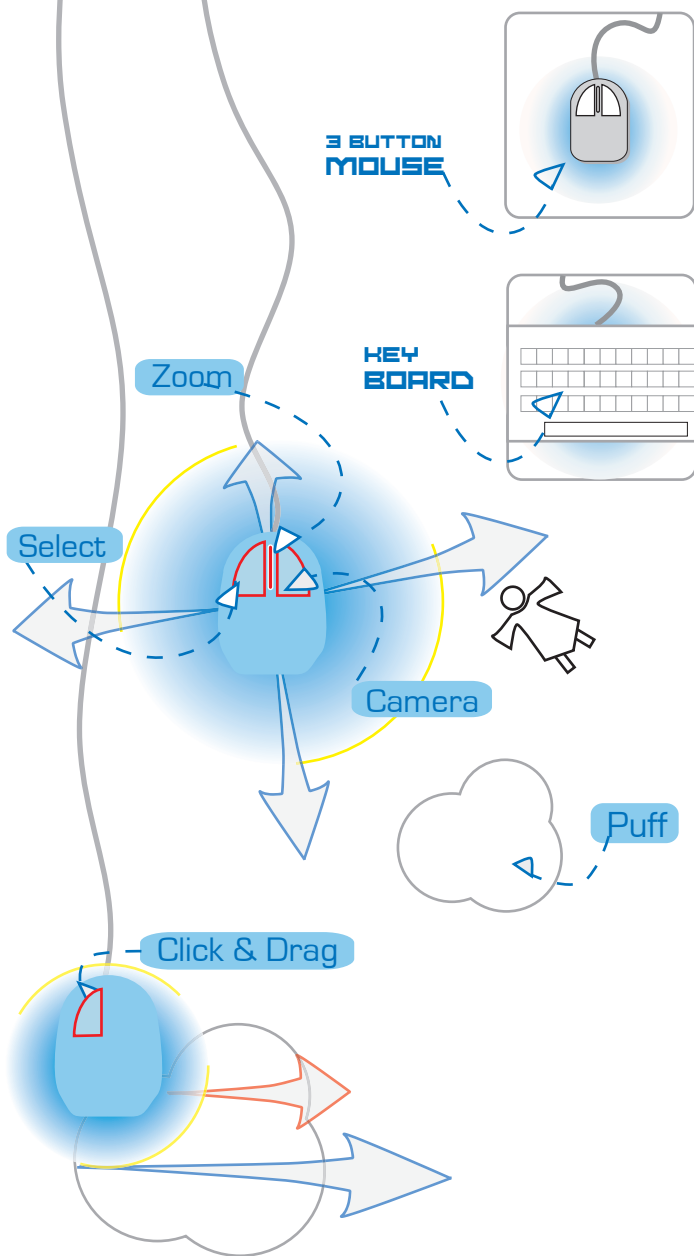
CPU:	> 1 Ghz P4
Memory:	> 512Mb RAM
Video Card:	> DirectX 8 > 64Mb
Sound Card:	> Built-in
Perephrials:	> Keyboard > Mouse w/ Scroll Wheel
Hard Drive:	> 150 Mb Space
Operating System:	> Windows XP
Mindset:	> Open and Ludic

INSTALL

- 1) Put in the Cloud CD and go to your CD drive X:\
- 2) Double click CloudInstall.exe
- 3) Click "Browse..." to choose a folder you want to put Cloud in. Make sure you have enough space (150MB) in that folder.
- 4) Click "Install"
- 5) Go to the folder you chose, double click Cloud.exe to start the game



CONTROLS

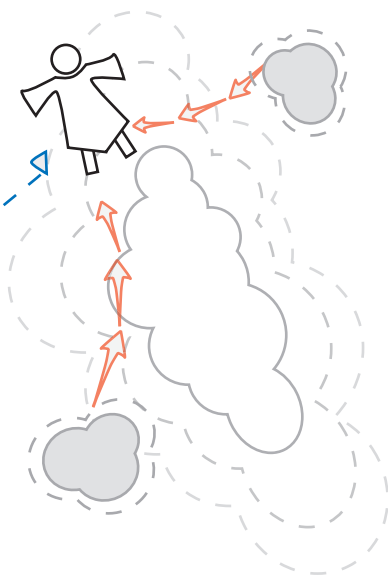


The screenshot shows the DREAM 1 interface. A blue cloud is being moved by a red arrow, with a label "Click & Drag" pointing to it. A yellow cloud is labeled "your Cloud". A grey cloud is labeled "Puff". A red box contains the text "Bright clouds are your clouds. Rule #1". A blue cloud is labeled "Cloud Attract".

Rule #1

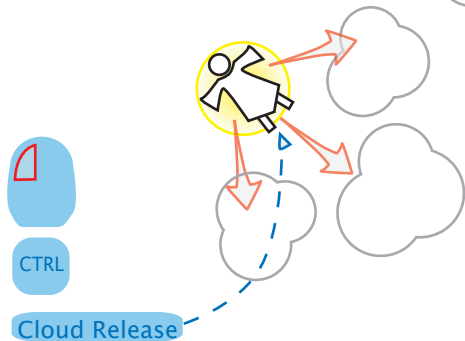
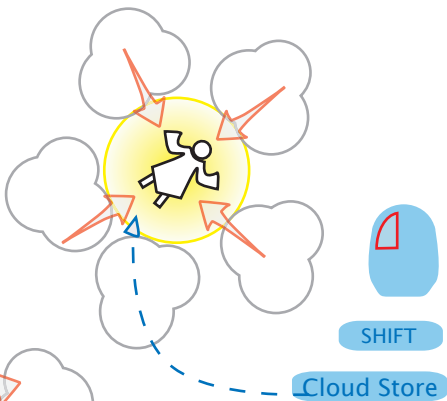
PUFFs will attract Puffs of equal or lesser size.

Rule #2

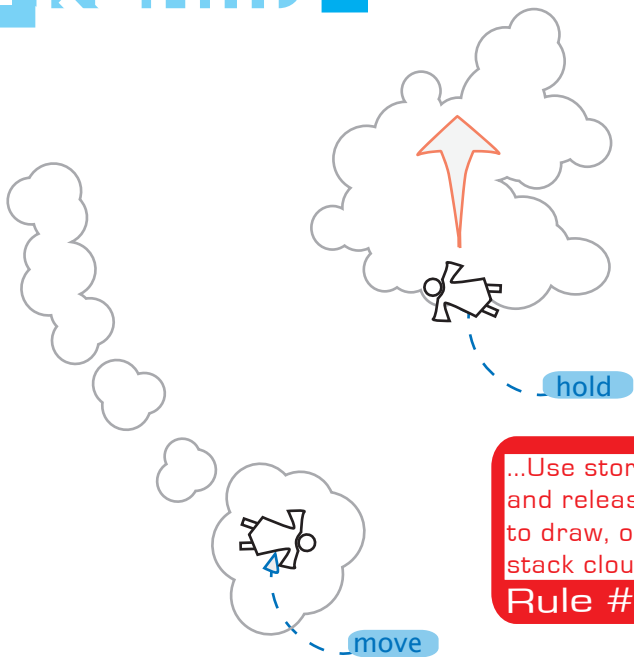


You can
store
clouds...

Rule #4

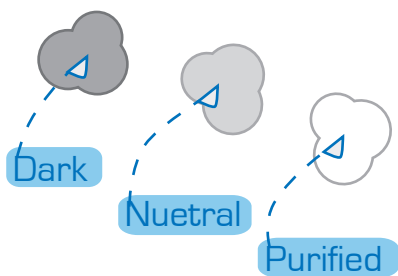
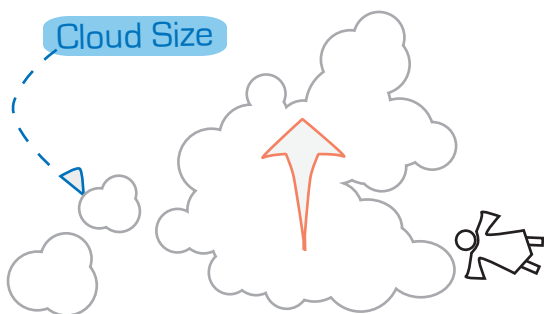


...and then
release
them.
Rule #5



...Use store and release to draw, or stack clouds
Rule #6

DREAM 3



Bigger
clouds are
stronger.
Rule #7

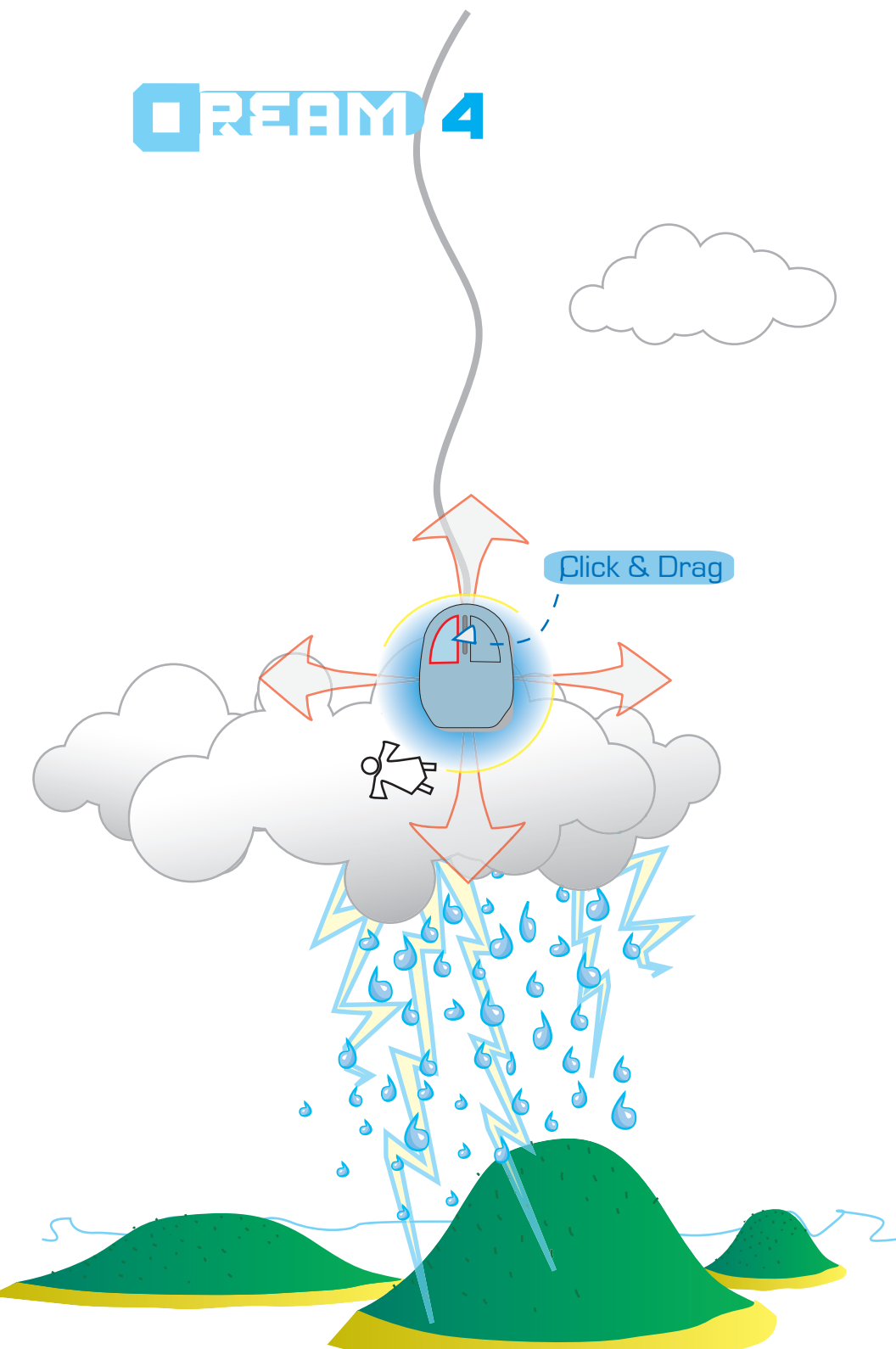


Cloud Fight



Cloud fights
create rain
and lightning
Rule #8

■ DREAM 4





Production:

Jenova "Xinghan" Chen
Stephen Dinehart
Kellee Santiago

Engineering:

Erik "Rick" Nelson
Glenn Song
Jenova "Xinghan" Chen
Aaron Meyers

Music & SFX:

Vincent Diamante

Art & Game Design:

Jenova "Xinghan" Chen

Writing:

Glenn Song
Kellee Santiago
Vincent Diamante
Jenova (Xinghan) Chen

Print Design:

Stephen Dinehart
Jenova "Xinghan" Chen
Kellee Santiago

Engineering Consultant:

John Deweese

Faculty Advisors:

Tracy Fullerton
Chris Swain



Jenova Chen is a third year MFA student in Interactive Media. Regardless of his Chinese name "Xinghan" (Milky Way), Jenova prefers the white moon and clouds on a bright blue sky. He is fond of daydreaming while listening to the rain. He believes if we totally relax ourselves, we can fly. Yet, he is still dreaming...

Stephen Dinehart is a dreamer and third year MFA student in Interactive Media. He often stares past the clouds and into space, wondering about the nature of reality. When no one is around he talks to bumble bees, beats drums, and praises the One.

Kellee Santiago is a third year MFA student in Interactive Media and loves to host Soul Train competitions in her living room. When Kellee looks at the sky, she mostly sees smog, but she loves watching beautiful sunsets, as the sun dips into the ocean.

John DeWeese is a programmer at EA. He hates mushrooms, and mushroom clouds, but gives props to the sun for all the green grass and steak.



Vincent Diamante is a second year MFA student at USC's Interactive Media Division. When he is not flying around Los Angeles writing music, he daydreams of the blurring line separating organic and electronic. He's confident that his video games must do something for fun while he isn't!

Aaron Meyers is a second year MFA student at USC's Interactive Media Division. Lately he's been spending a little less time making pixels dance to make time for a foray in robotics. When it comes to clouds, he prefers altocumulus udulatus.

Rick Nelson, programmer, is commonly accused of having his head in the clouds. He is hoping that his Engineering skills can help his studies as a second year MFA student at USC's Interactive Media Division soar to new heights. When he isn't daydreaming, he's known to put his skills to work!

Glenn Song is finishing his masters degree in Multimedia and Creative Technology at the USC School of Engineering. When Glenn isn't staring at a computer screen he is staring up at the clouds unless it's raining because that would be uncomfortable. Though his college daydream is ending, the sky is still the limit.

Special Thanks

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