

Looking at Katherine LeClair's landscape paintings resurfaced an idea that I had had several months ago. It's not directly related to the paintings themselves but it does share in the celebration of nature like the paintings do.

Premise-In this game the player explores the environments as a nature photographer out on different shoots in different locations. They have different things that they need to photograph but can also photograph anything and everything that happens around them. The game is an exploration of nature that let's players see and experience things they never even knew existed.

Gameplay-The player goes into an environment with a main objective to photograph. This could be a particular plant life or a certain kind of animal. The hyper realistic graphics will immerse the player in the world and allow them to take crisp photographs that they can use for their virtual job and post on an online portfolio. This will allow a community to grow and create their own virtual nature channel of sorts. Nobody's experience will be the same, and chances are that nobody will have the same photographs. The game requires patience, and careful observation. There will be elements of stealth, as not to disturb the natural habitat of the creatures. Players can explore with a friend via split screen or online multiplayer.

Purpose-The purpose of the game is to immerse people in a photorealistic world that recreates our own. We don't all have the opportunity to go into the deepest jungles and explore to our hearts content, but with a spot on recreation, players that have this desire can do just that. It will entertain as well as educate. The game will give people a chance to witness miracles of nature and reward the patience of the players. Those who wait for nature to unfold will see amazing sights.

Genre-Exploration

Platform-Playstation 3/Xbox 360

ESRB-I don't know what rating this game would receive, I would assume that due to its non-violent/non-sexual nature it would receive an E.

I think that the artist and this game relate to my mystery box because of the idea of exploration. Wanting to know more about what is happening and not having a story told to you, but letting you figure it out for yourself is appealing to me sometimes. I think that both these paintings and this game idea embrace this idea.

I think that the gesture of buying some of LeClair's works and paying her maybe a sum of around \$20,000 to do work on the booklet would be a fair agreement. Since the game takes nothing from her work, this would really just be a nice gesture.