

# Designing an Immersive Open-World Setting in the High-Fantasy Genre

## Thesis Statement

This project is an open-world, third-person playable game level using Autodesk Maya and Unreal Engine 5. The level is a village in a fantasy setting that uses visual world-building to present the story of a village that's been recently raided.

## Synopsis

The intention of this project is to create an open-world, third-person playable game level set in a high-fantasy village. The environment will tell the village's struggles through visual storytelling, showing how the village has responded to being raided. Architectural features and environmental wear will show the story of the village's struggles, creating an immersive narrative environment.

From a technical perspective, the project will be developed using Maya for modeling the various village structures, to include townhouses, local shops, sites for religious worship, and other commonly found buildings. The structures will then be imported to Unreal Engine to build the broader game environment, and to add textures, lighting, foley, and background music.

## Visual Reference of Similar Work



Lindenvale - Witcher 3 Location - [The Witcher 3: The 15 Best Cities In The Game](#)



Novigrad - Witcher 3 Location



The walls of the fortress and View of the old city - Dubrovnik - 22 July 2018 - Zysko serhii



Alter - Resident Evil Village - [Resident Evil Wiki](#)



The Village - Resident Evil Village - [IGN Resident Evil 8 Village Guide](#)



Frenzied Flame Village - Elden Ring - [IGN Frenzied Flame and Tower](#)