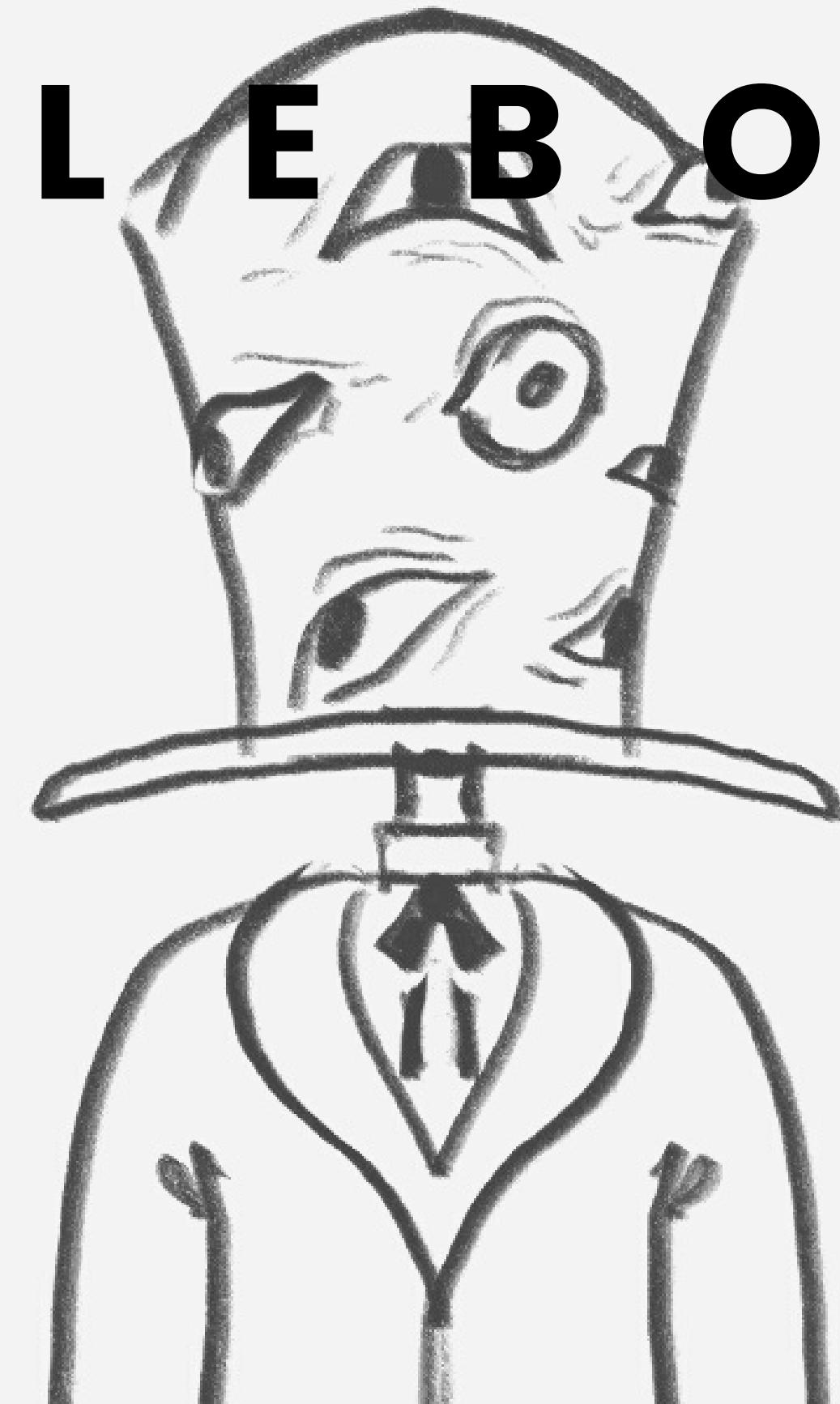
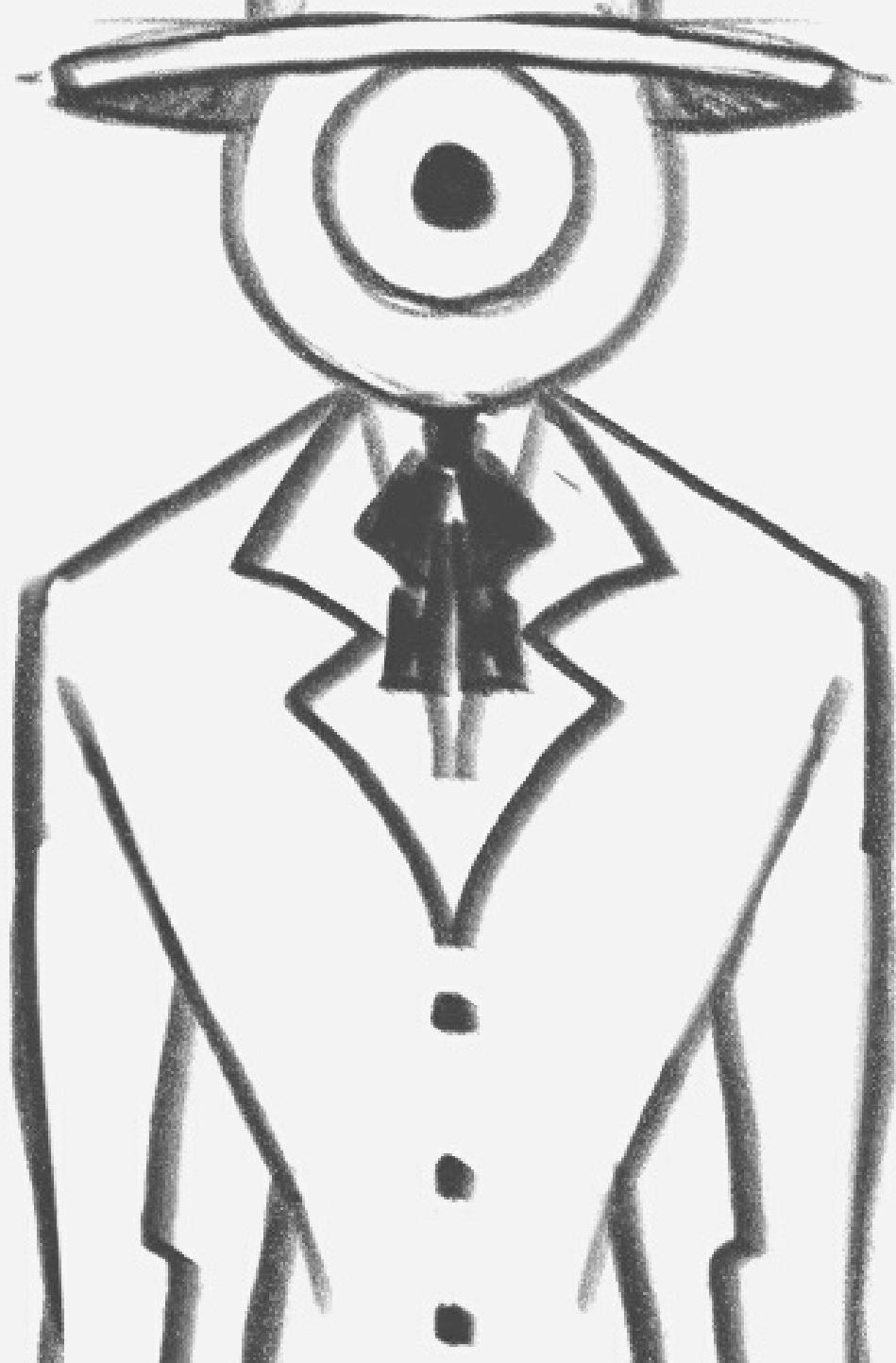
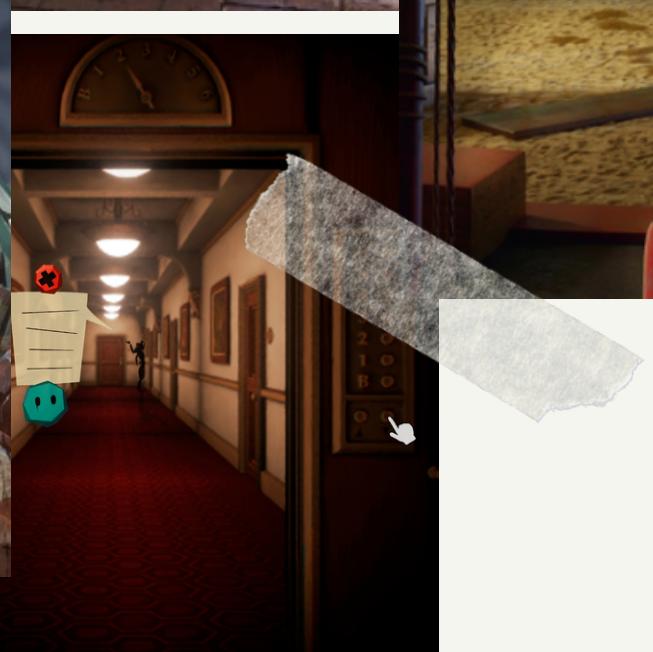
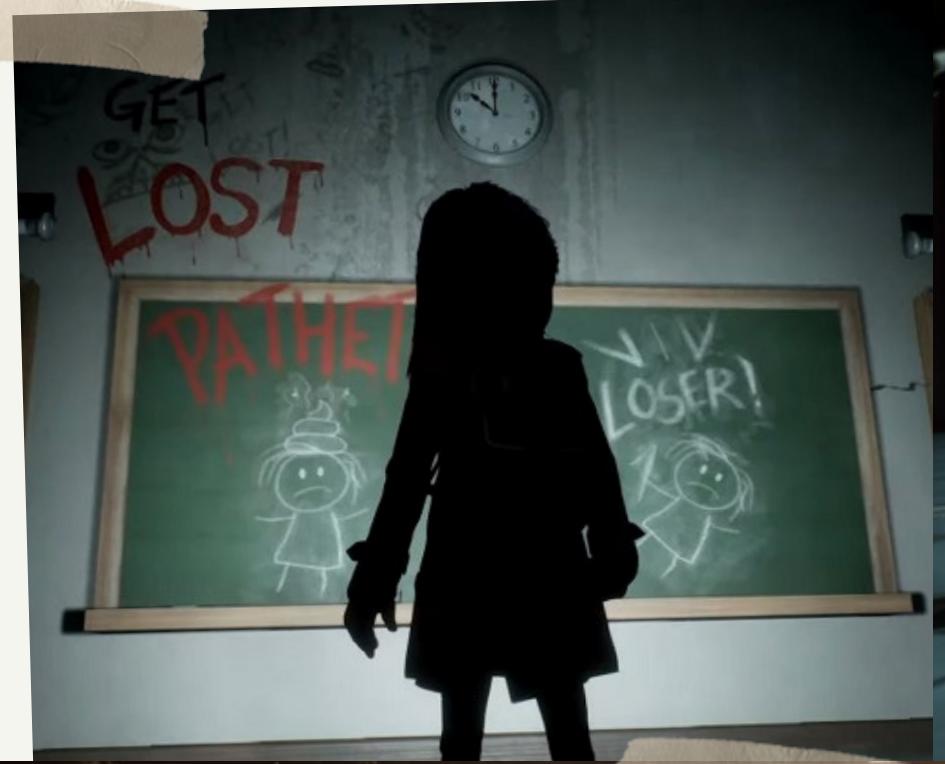


S P E C T A R E S T Y L E B O O K



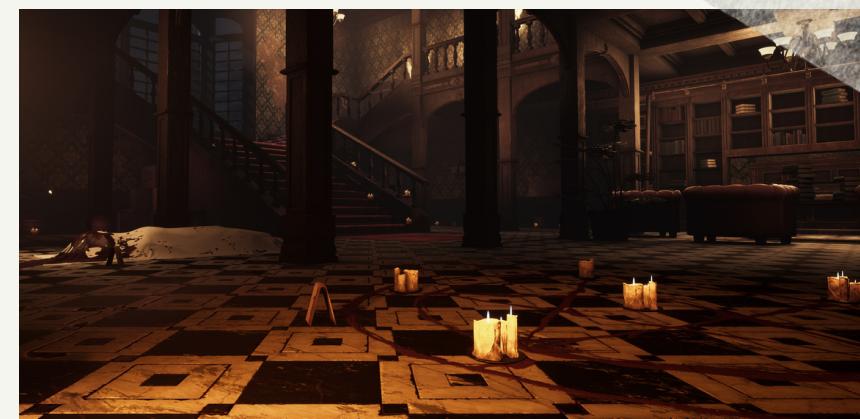
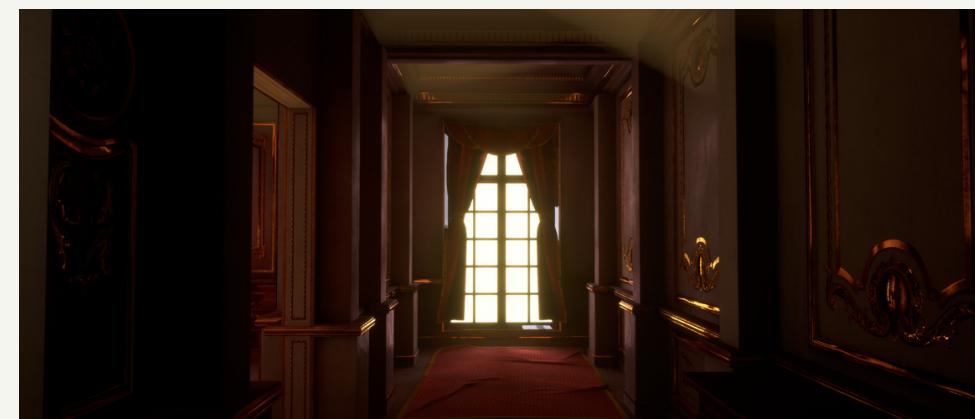
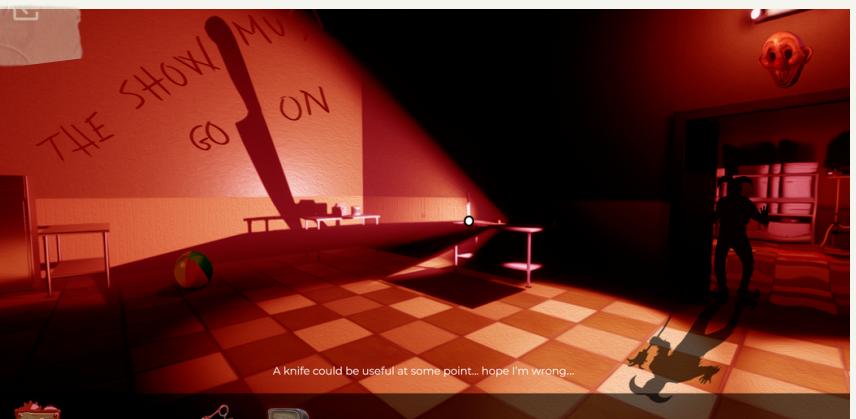
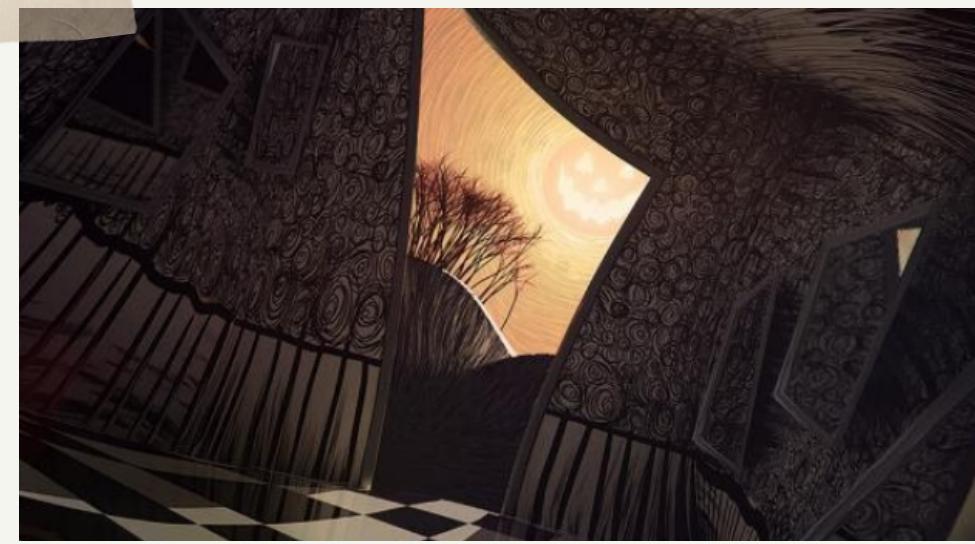
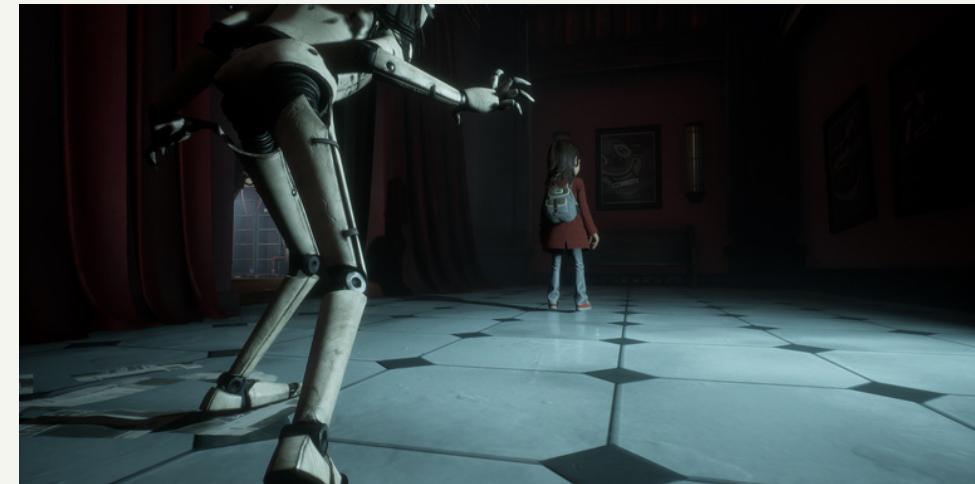
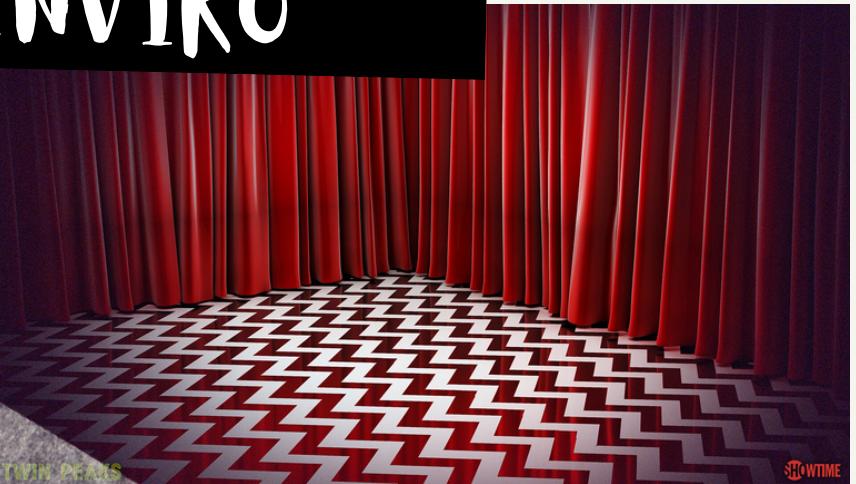
VISUAL



Pinterest: <https://cutt.ly/HgKBnMx>



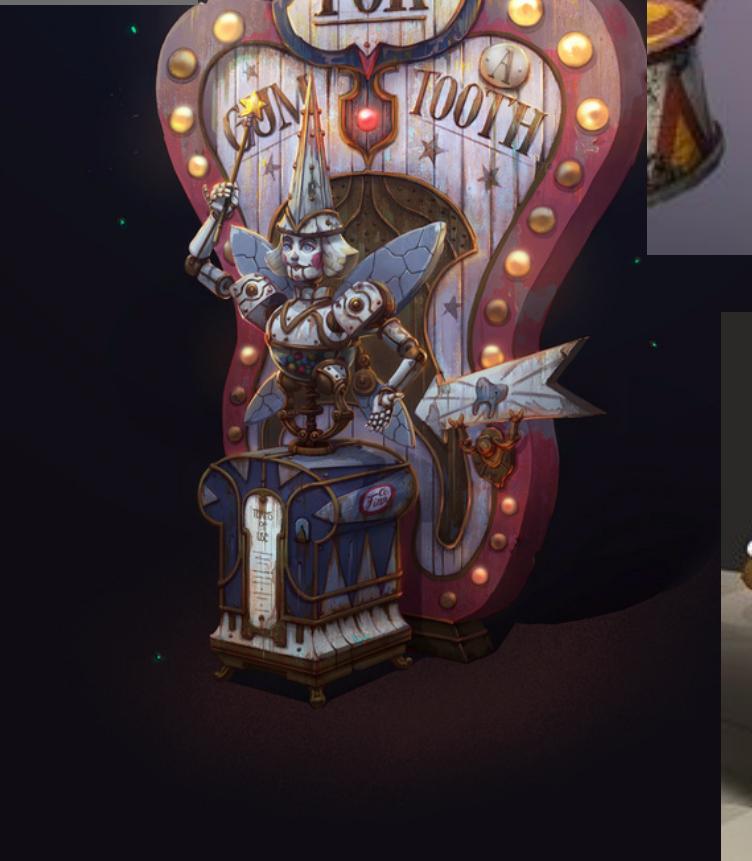
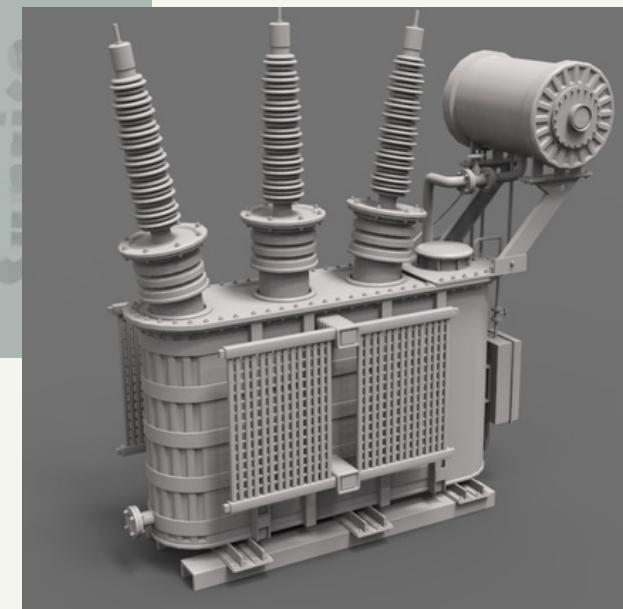
ENVIRO



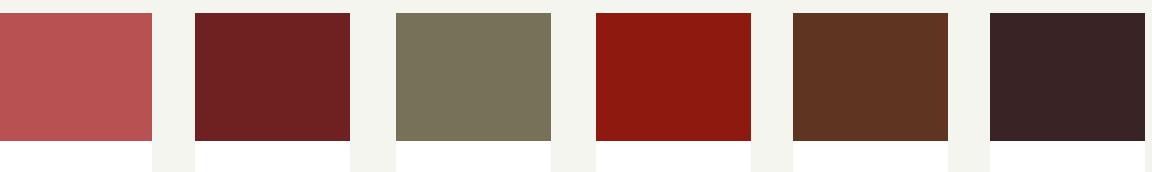
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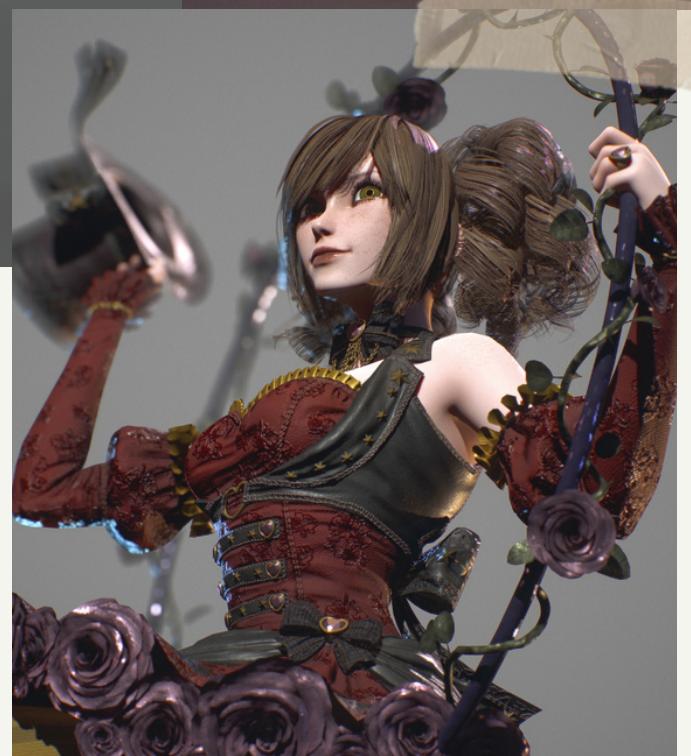
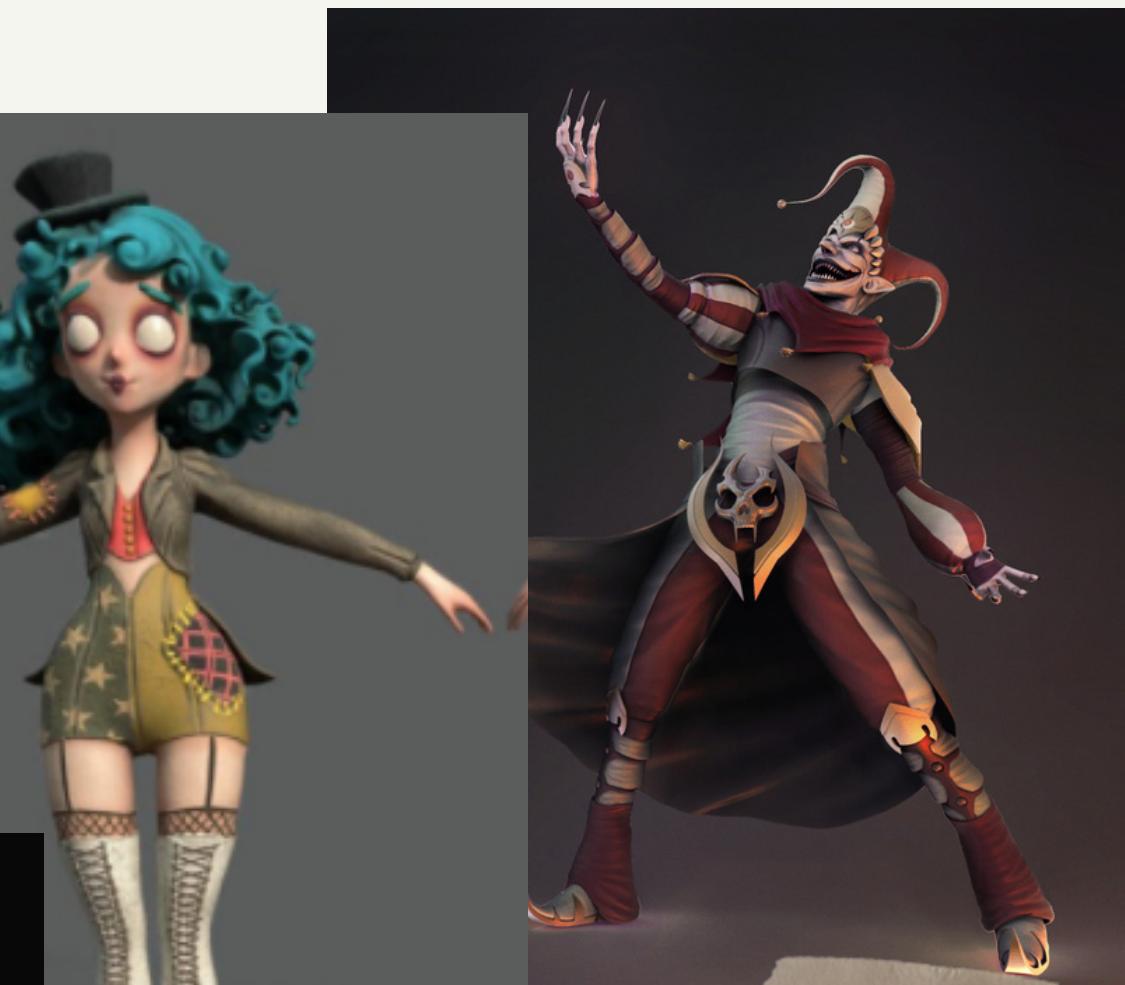
PROPS



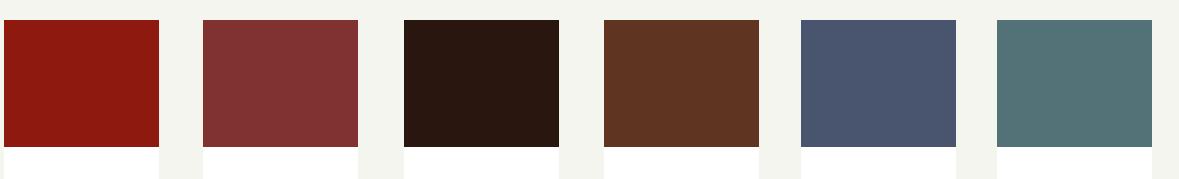
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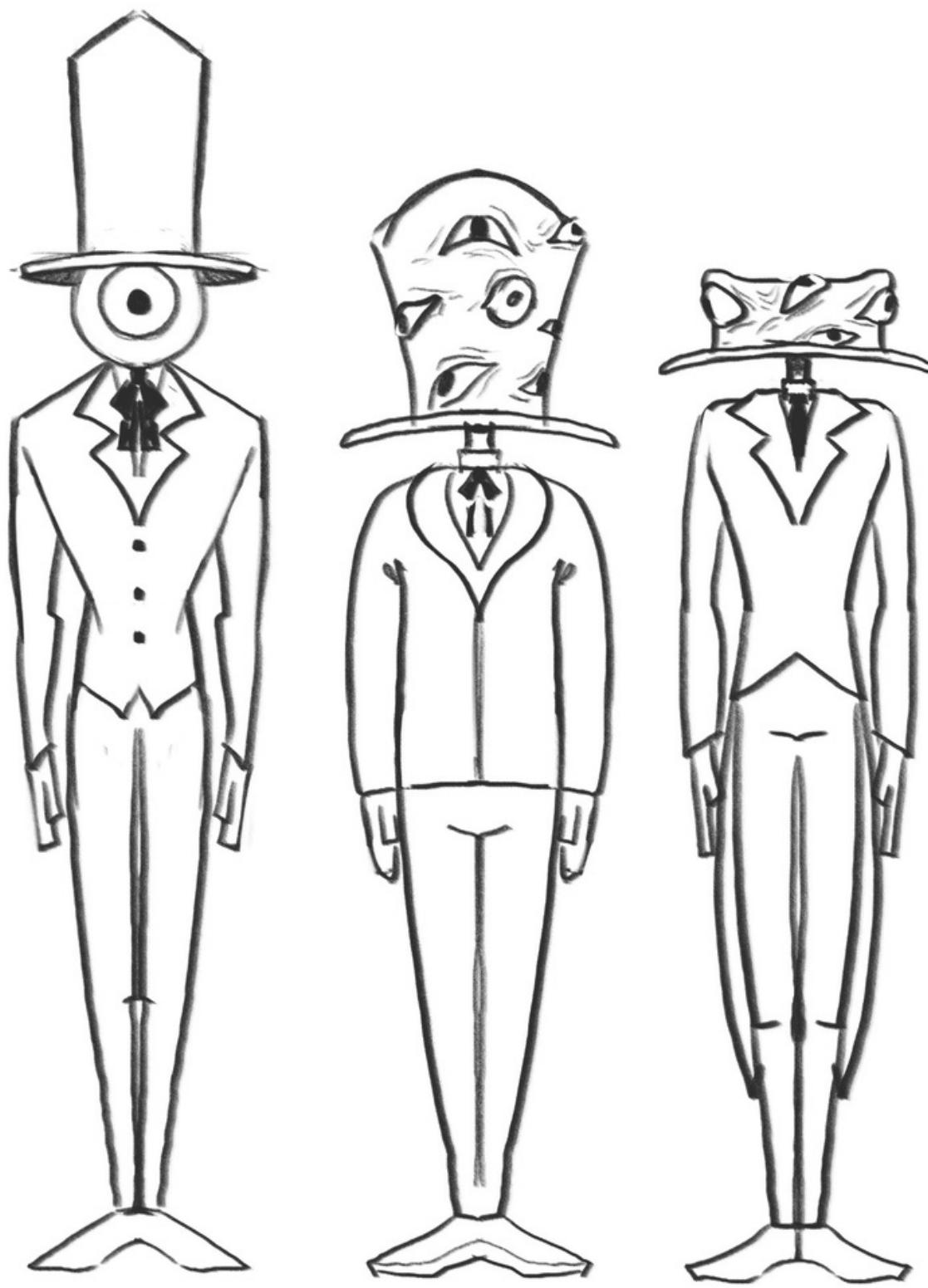


CHARACTERS



Pinterest: <https://cutt.ly/7gKBOvi>





thumbnails

3D **estilizado**, unas texturas no demasiado elaboradas para alejarnos del realismo que nos provocan las propias redes. Las luces serán guía para el jugador, de ahí que el ambiente será tenue con focos concretos a los que el jugador se dirigirá.

Los elementos **circenses** como metáfora de la actitud teatral de los usuarios es vital, y para mostrar la otra cara de la moneda, se integrarán con elementos carcelarios.

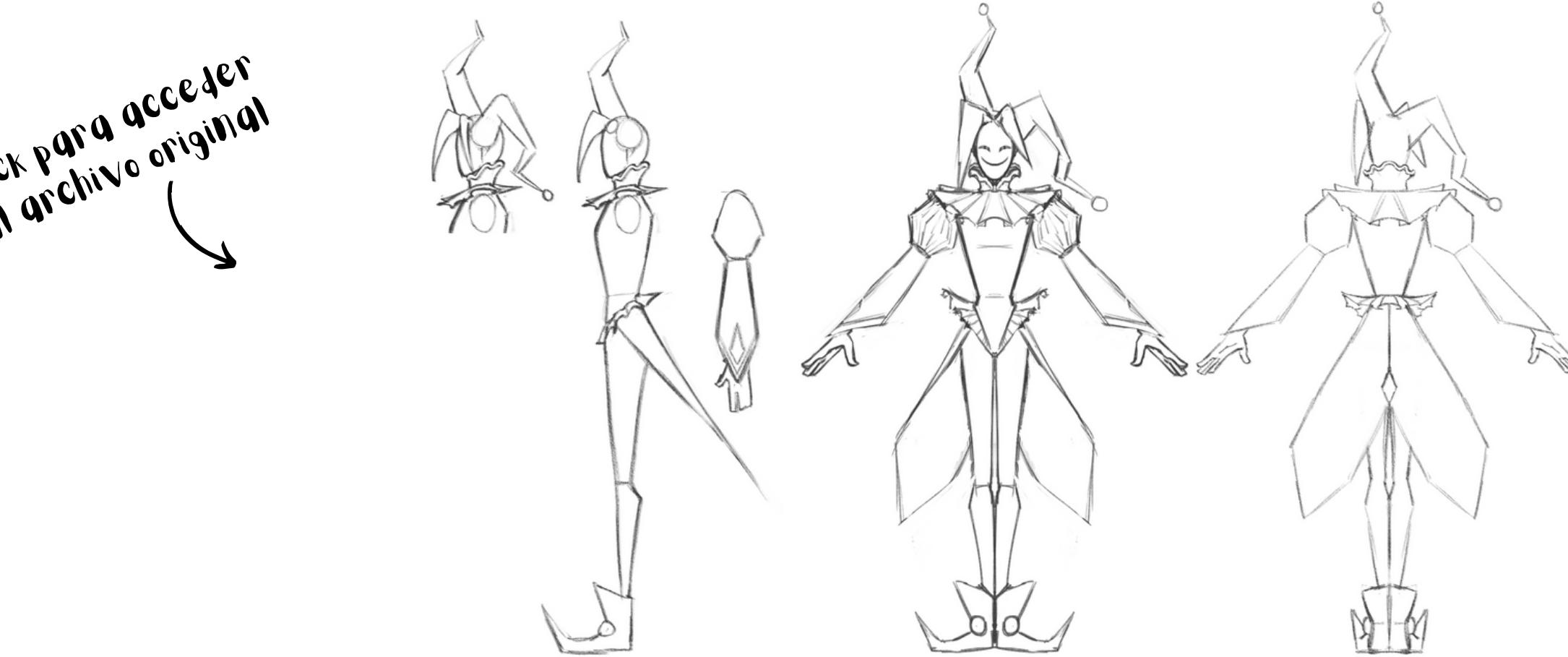
Uno de los puntos fuertes es que **Spectare** quiere demostrar que un juego no necesita ser realista para mostrar **terror psicológico** inmersivo.

ARLEQUÍN

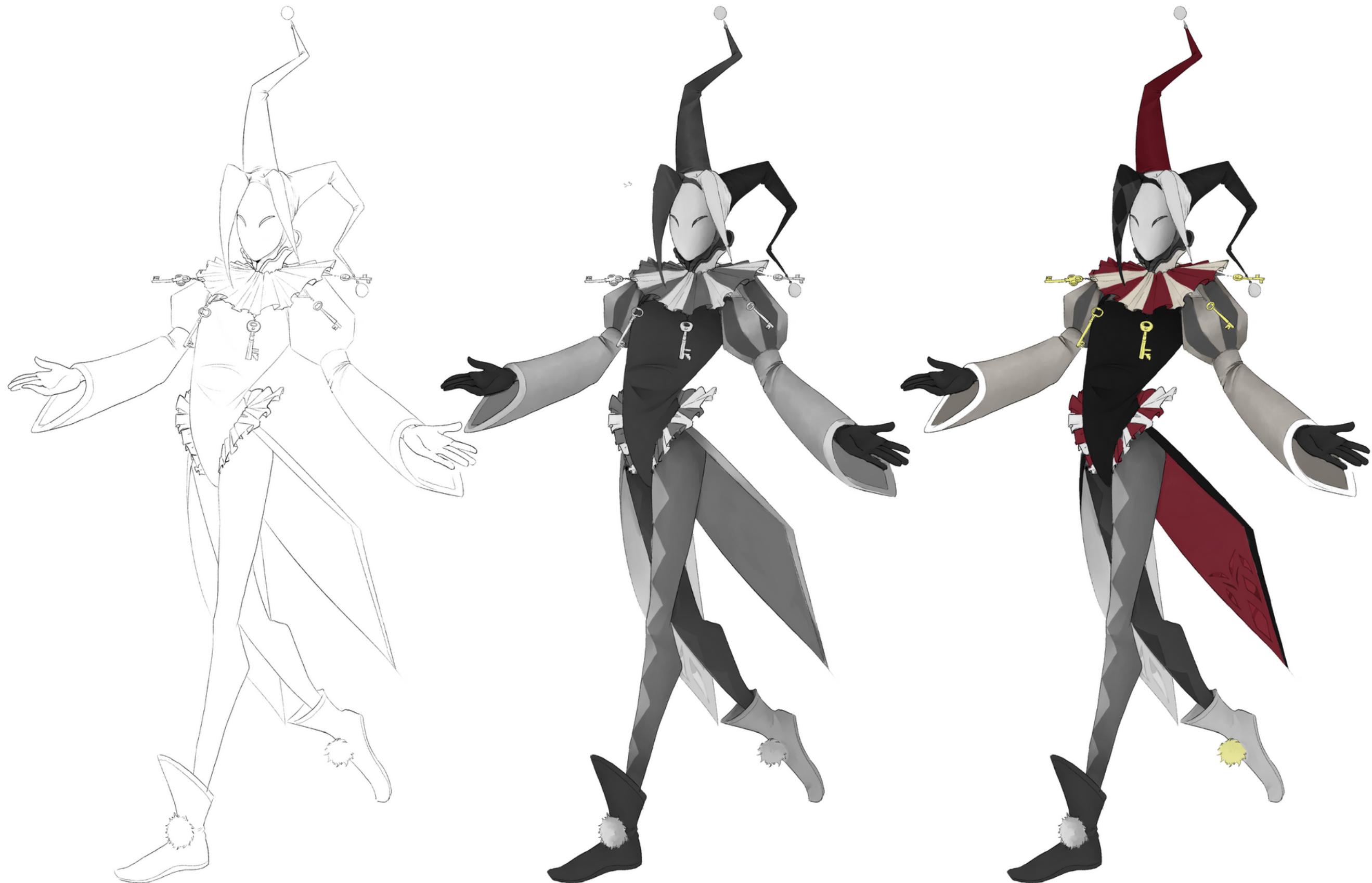


ARLEQUÍN

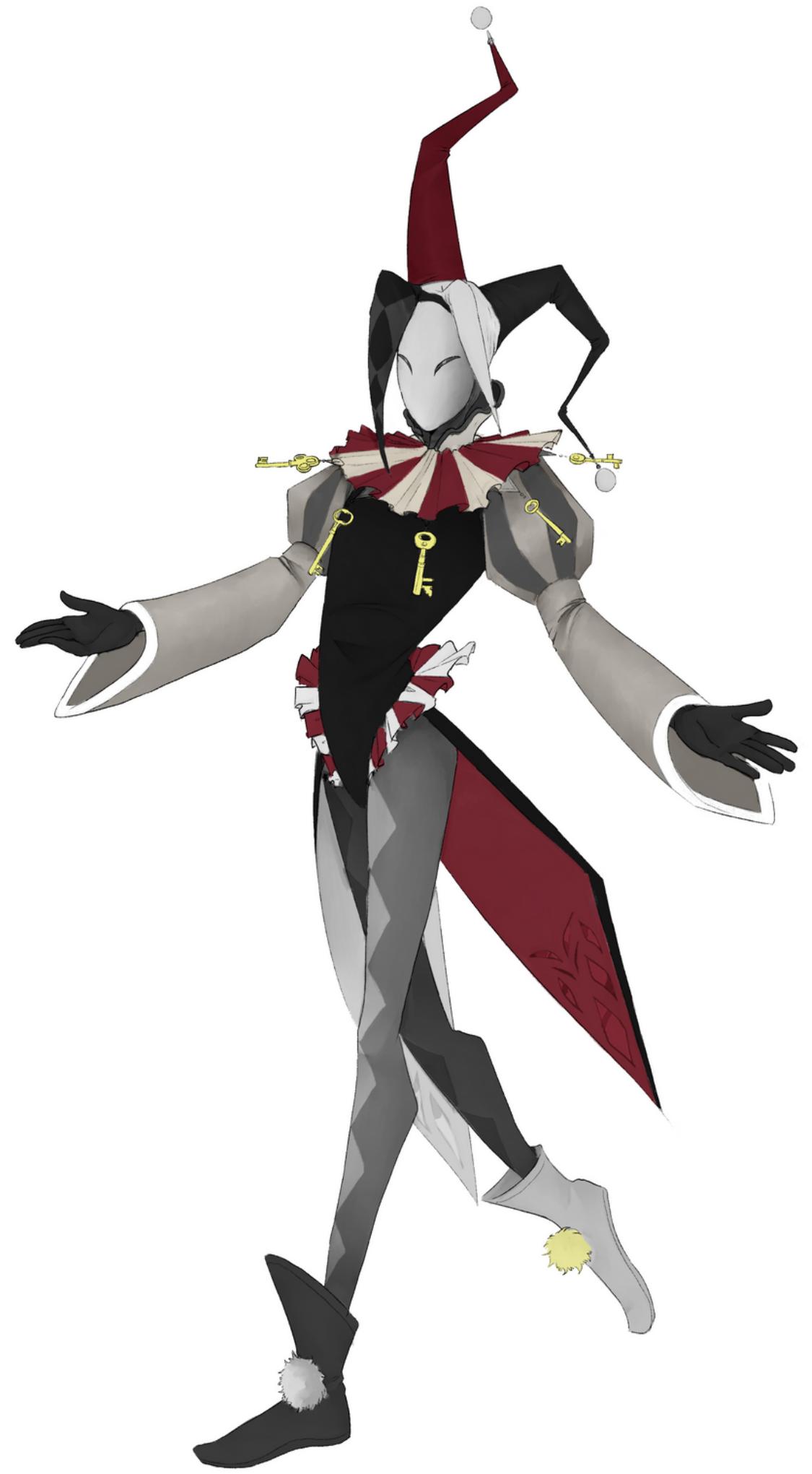
click para acceder
al archivo original



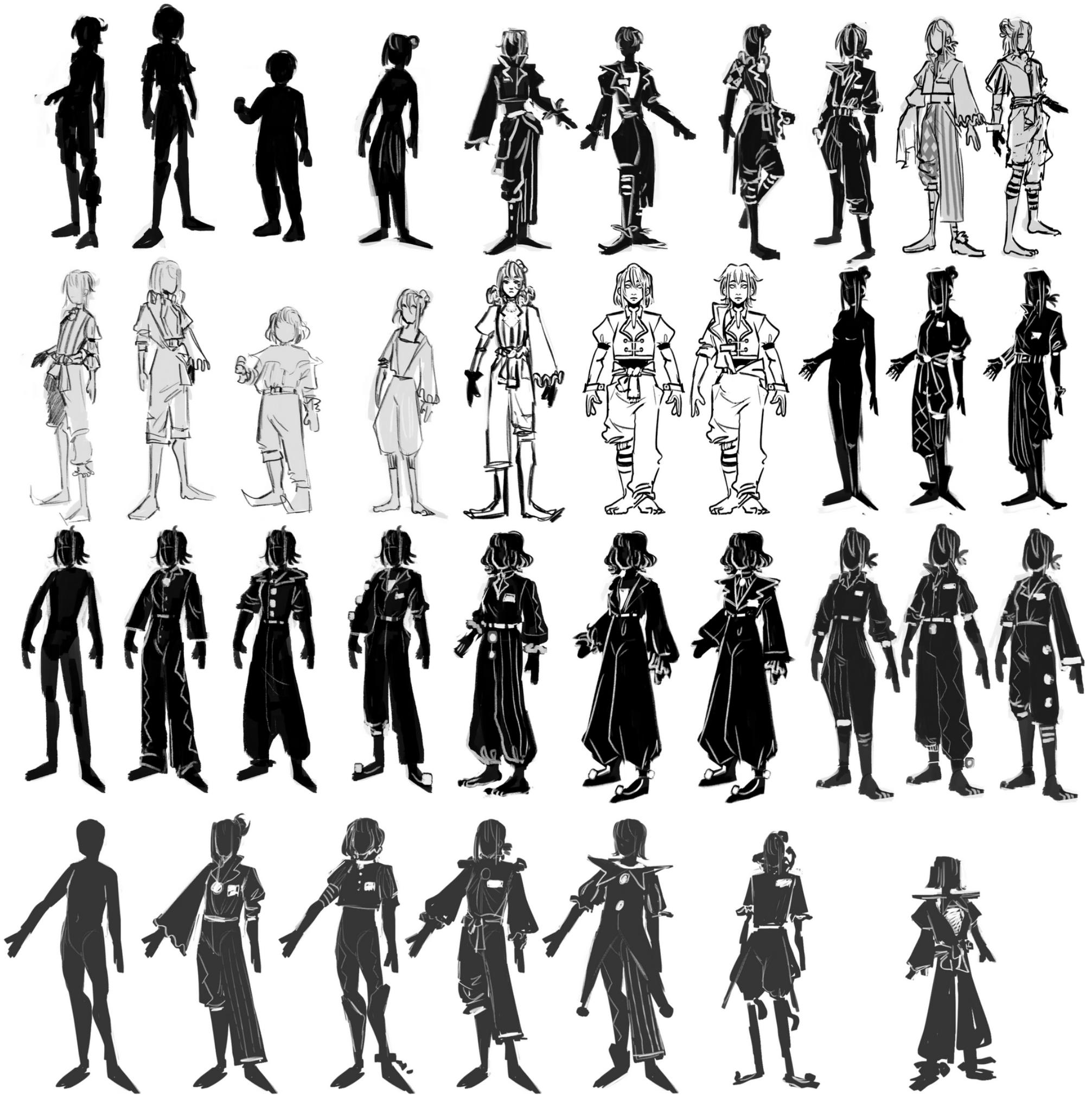
ARLEQUÍN



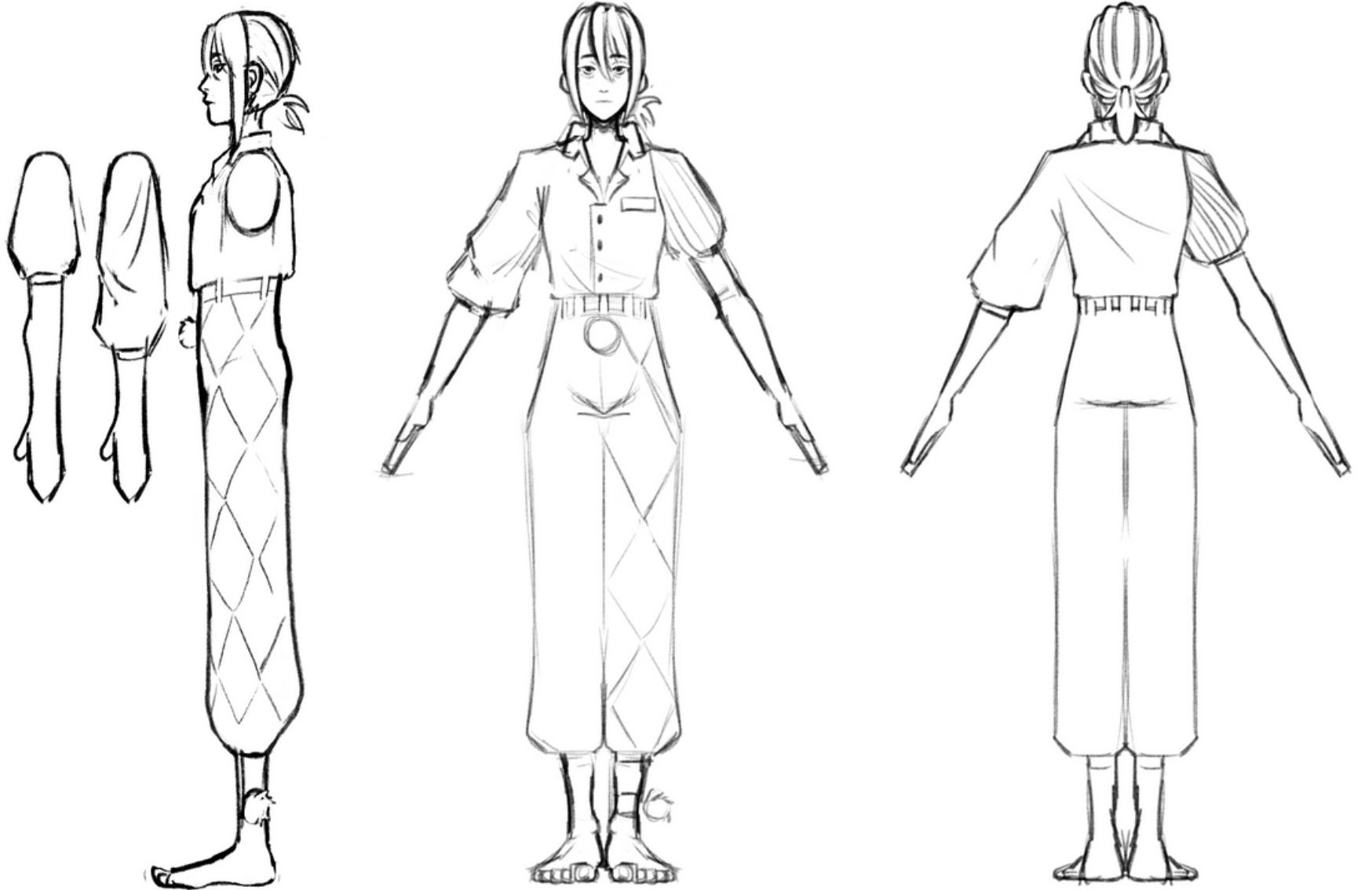
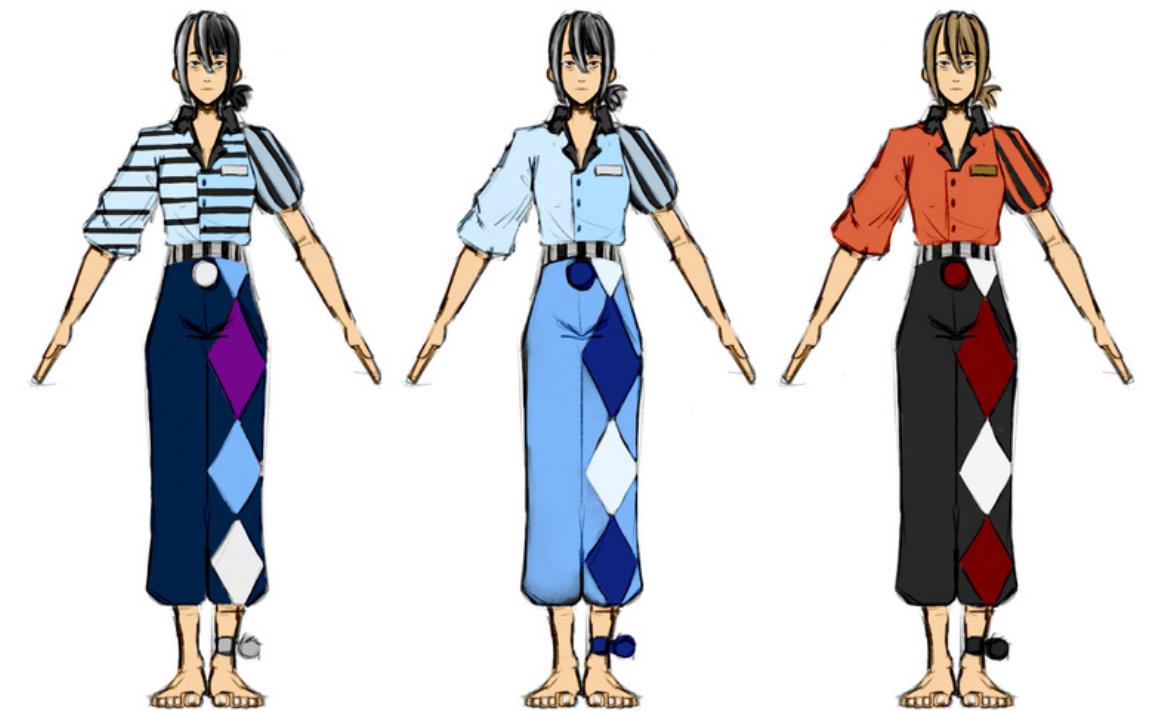
ARLEQUÍN



MAIN



MAIN



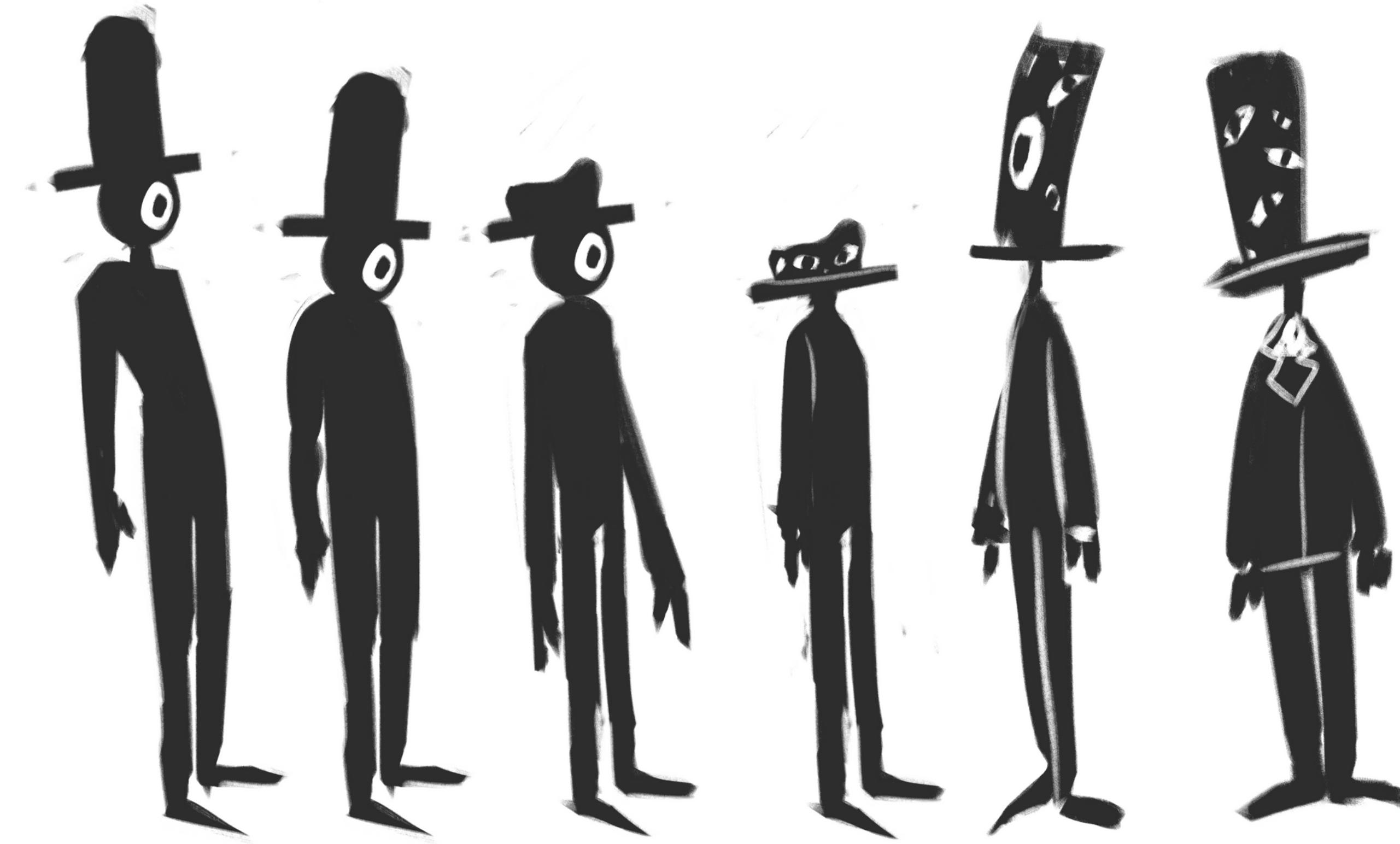
MAIN



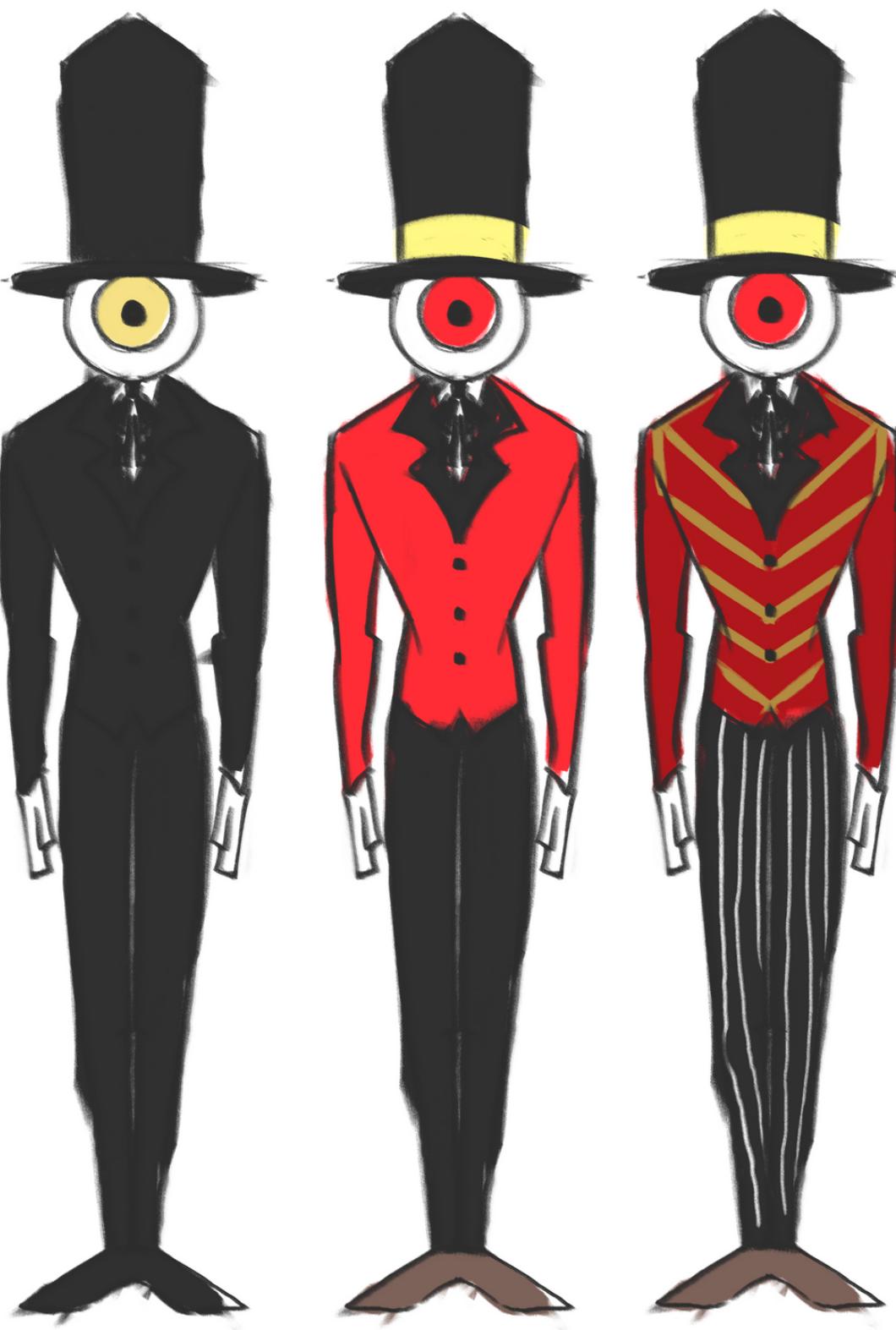
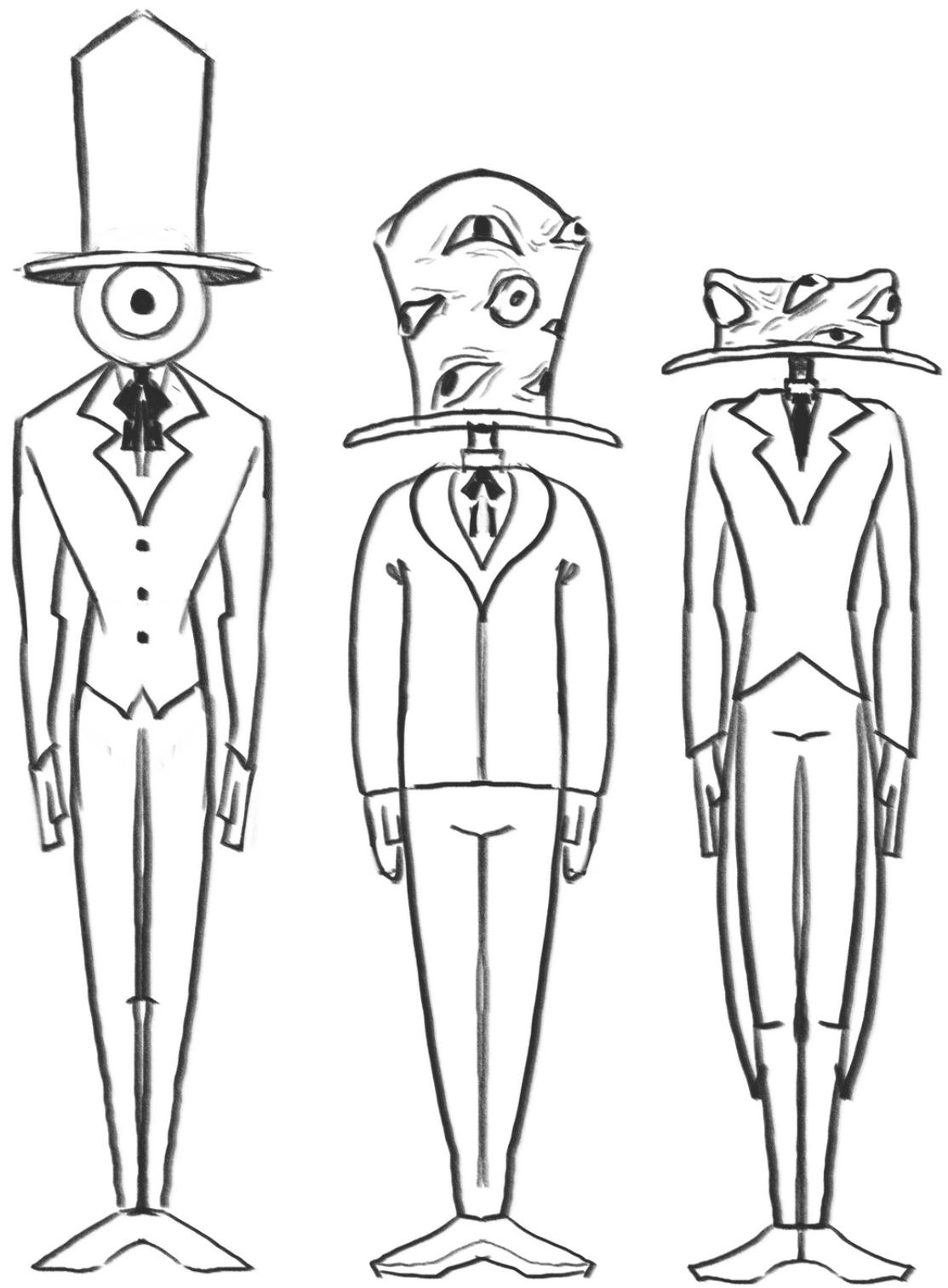
MAIN



NPCs



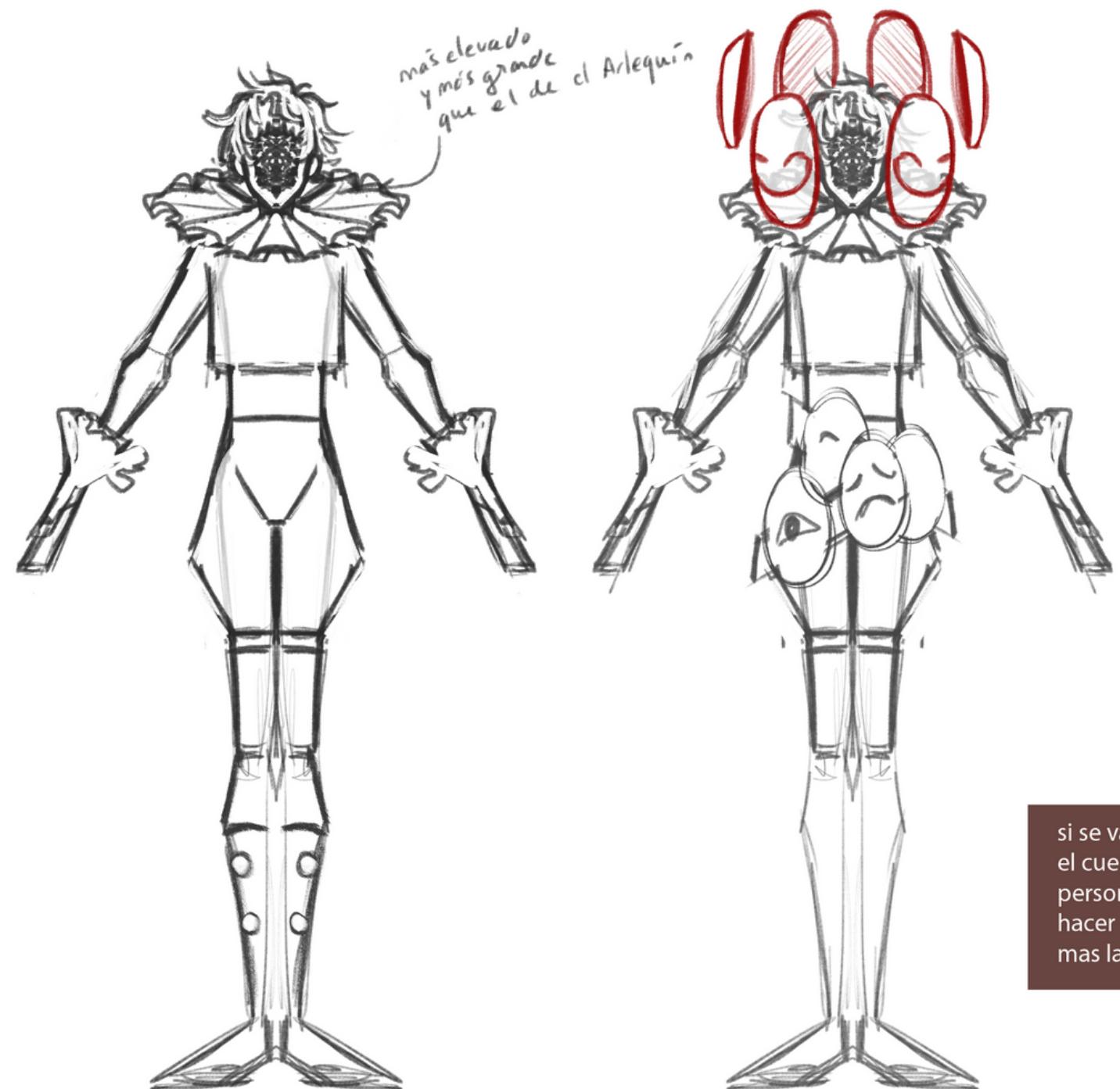
NPCs



NPCs



NPCs



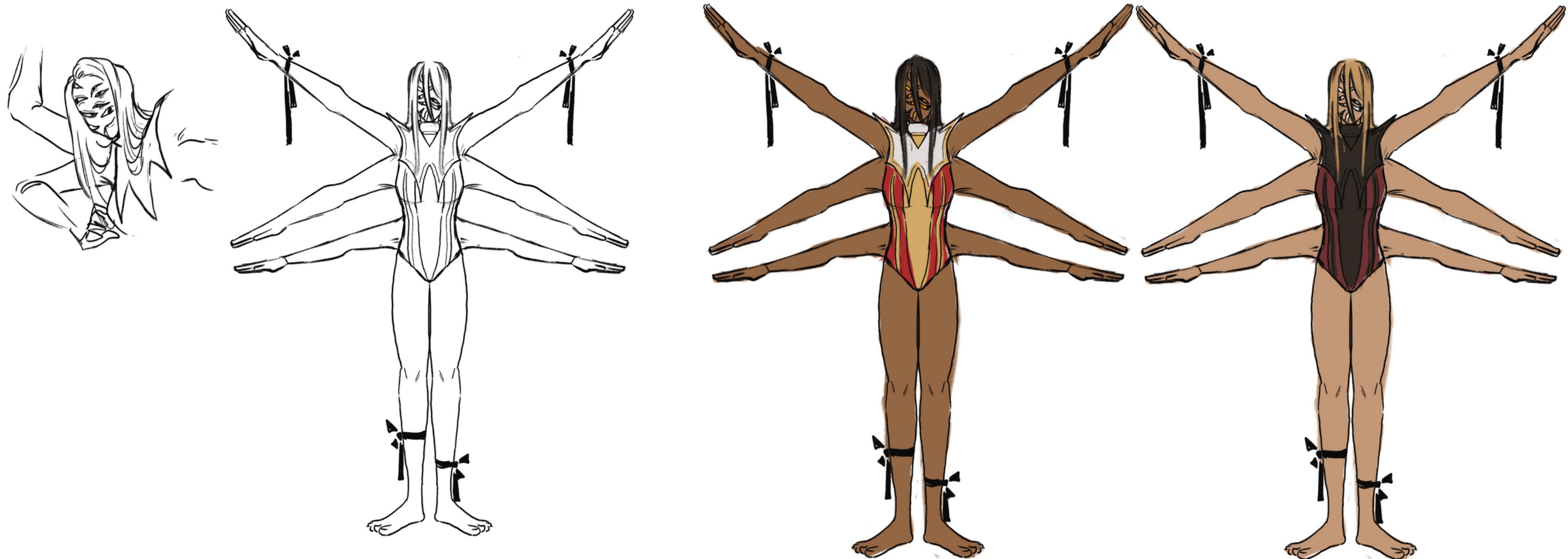
si se va a reutilizar
el cuerpo de otro
personaje para modelar:
hacer las extremidades
mas largas



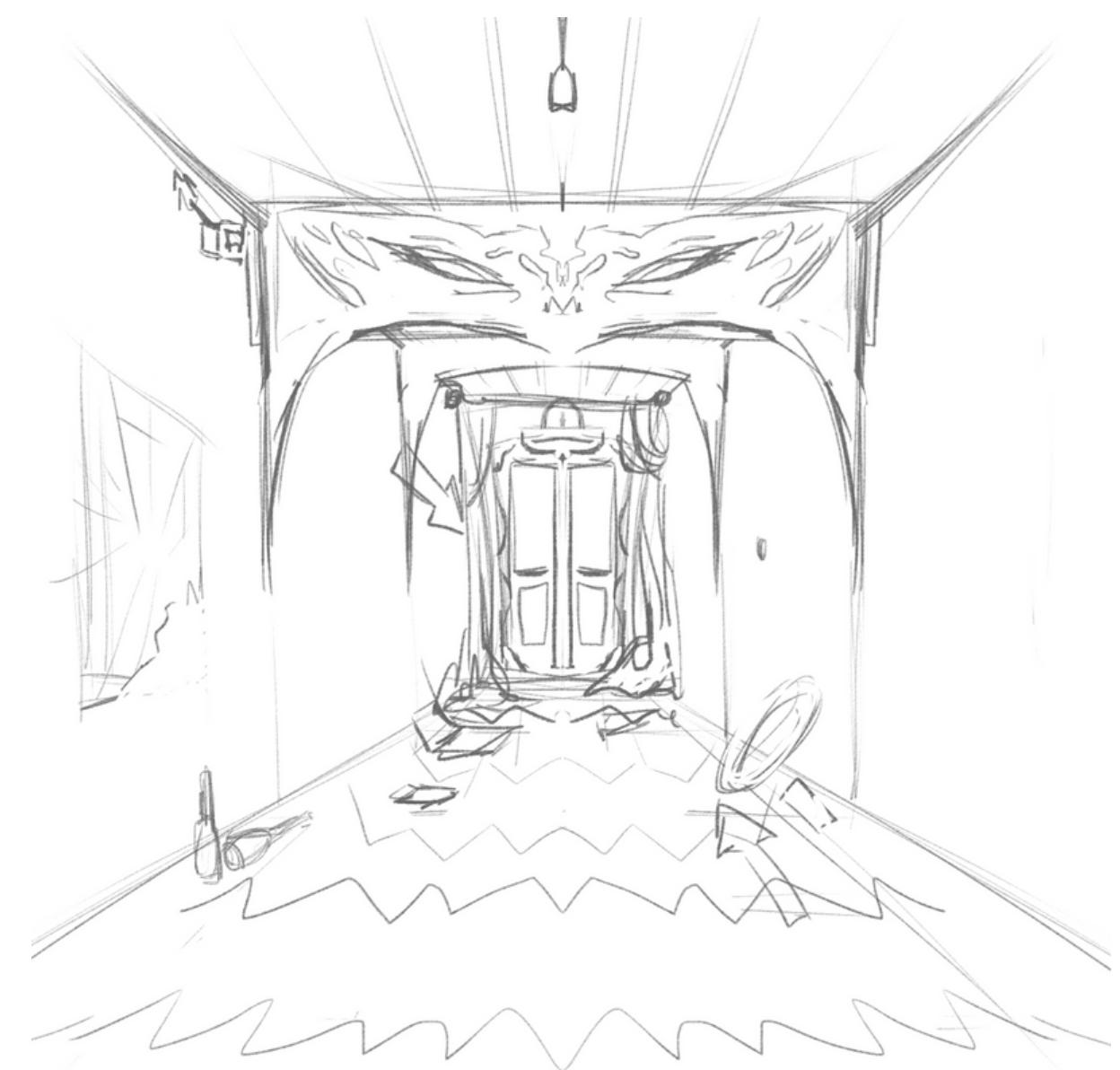
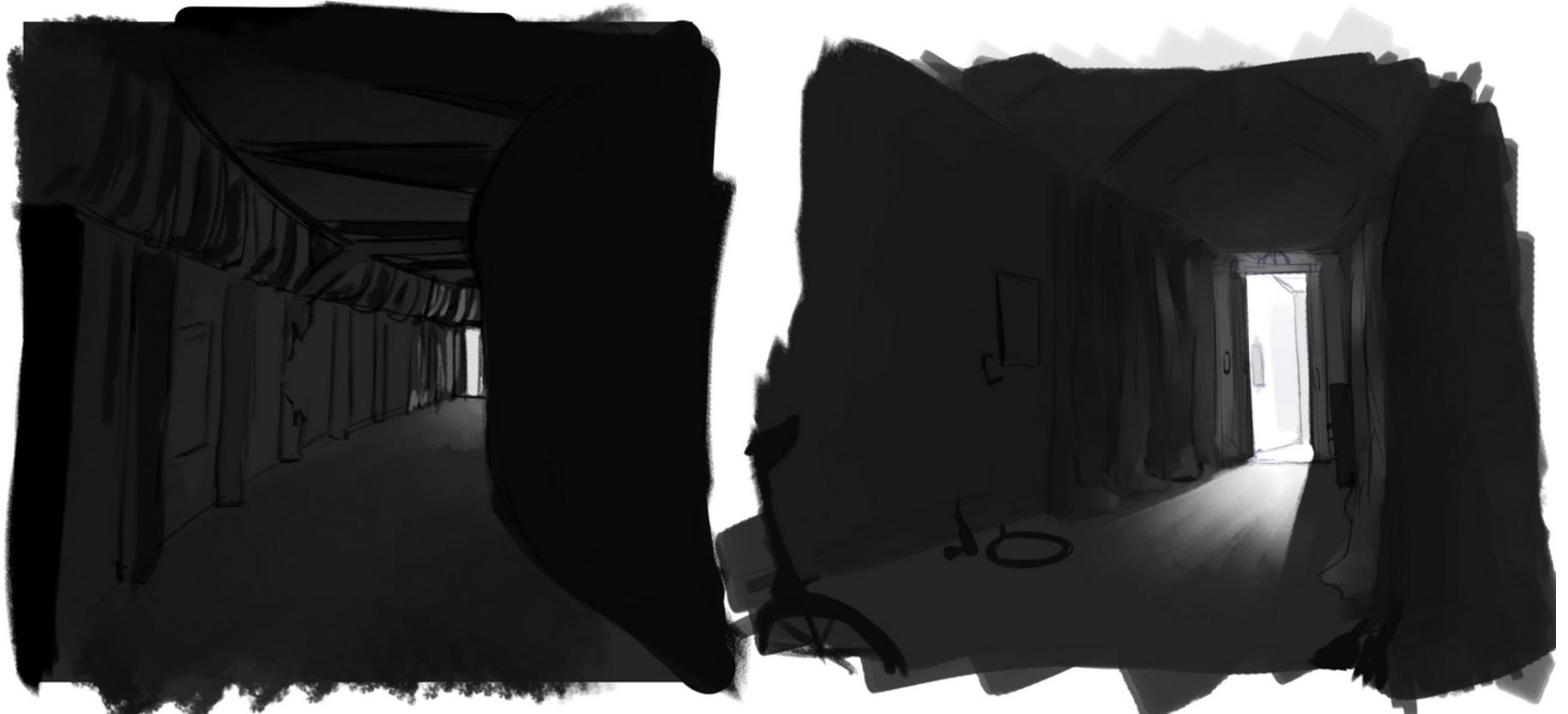
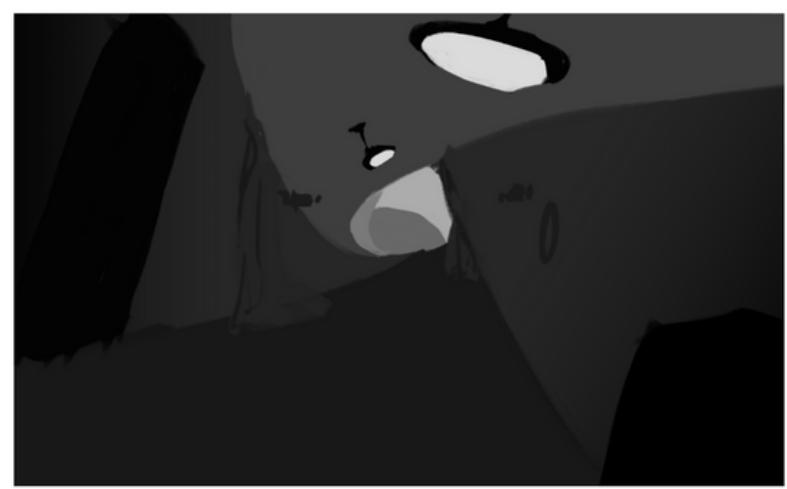
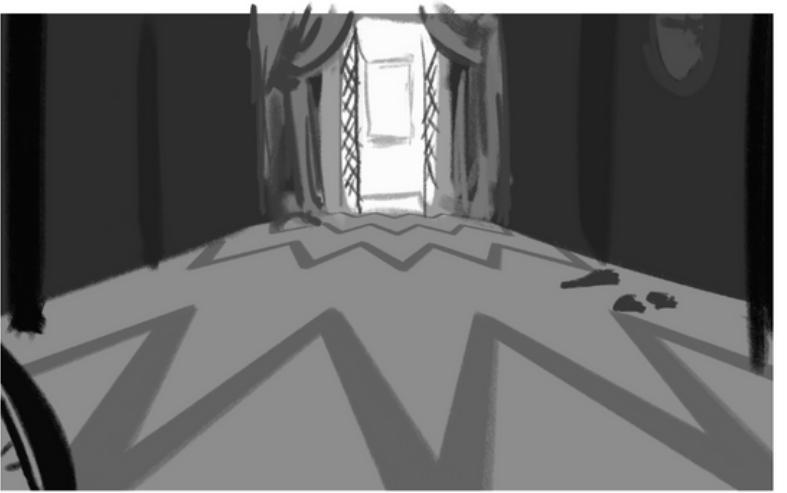
NPCs



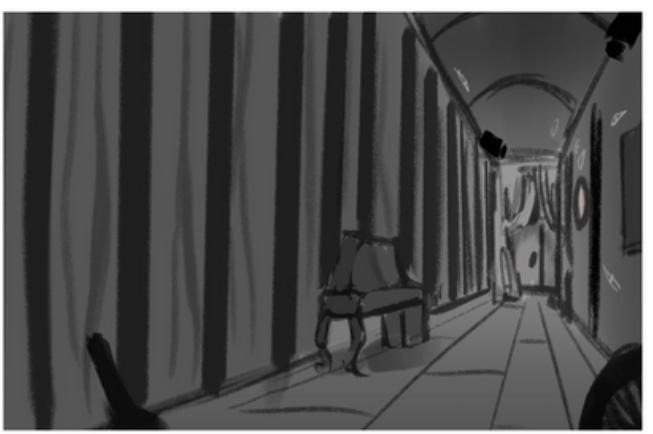
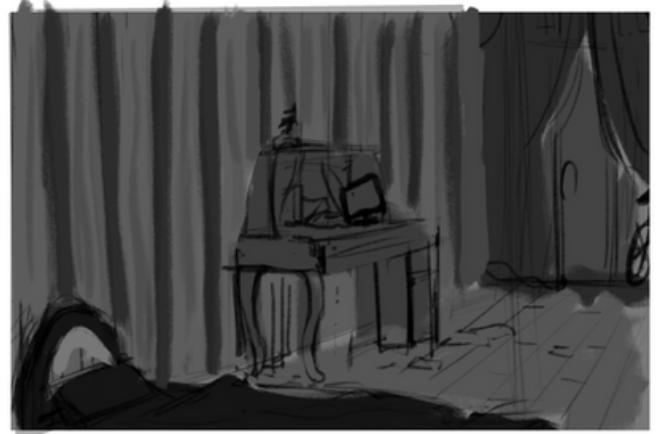
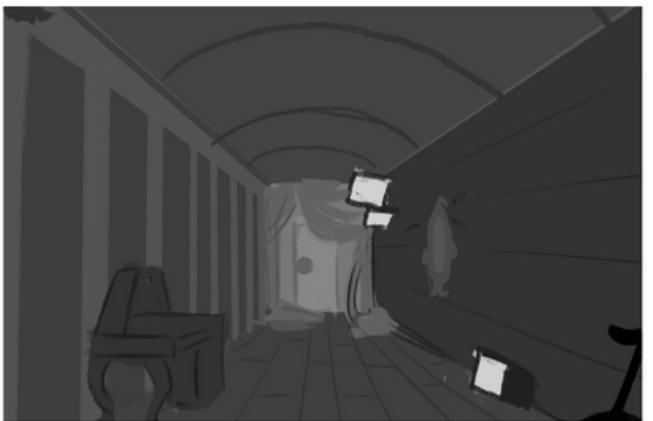
NPCs



CORRIDOR



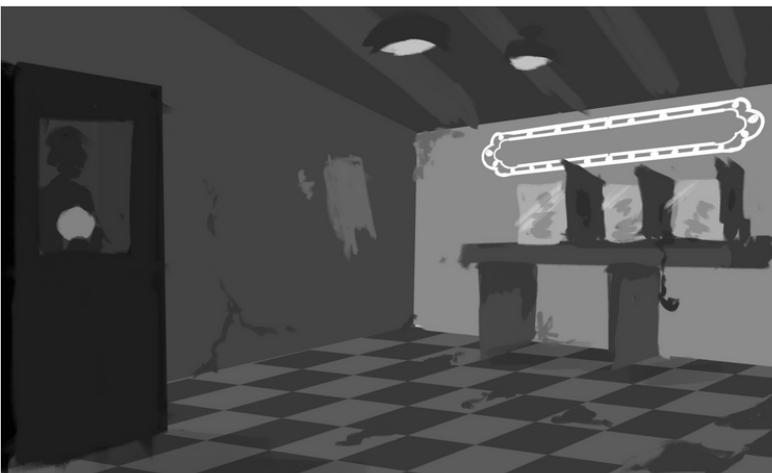
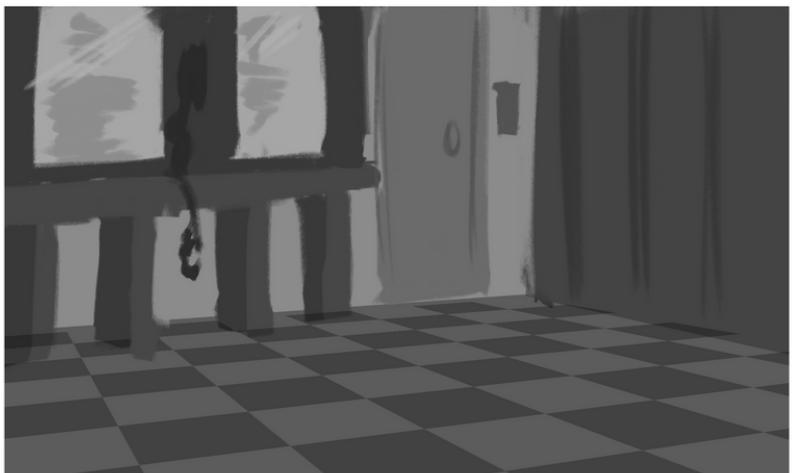
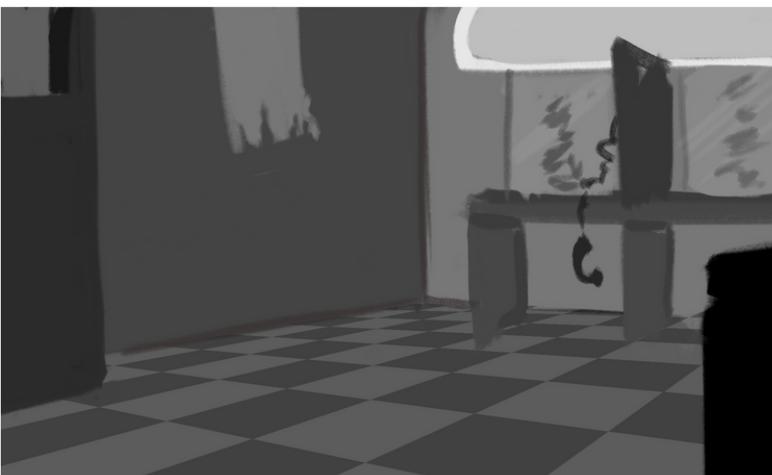
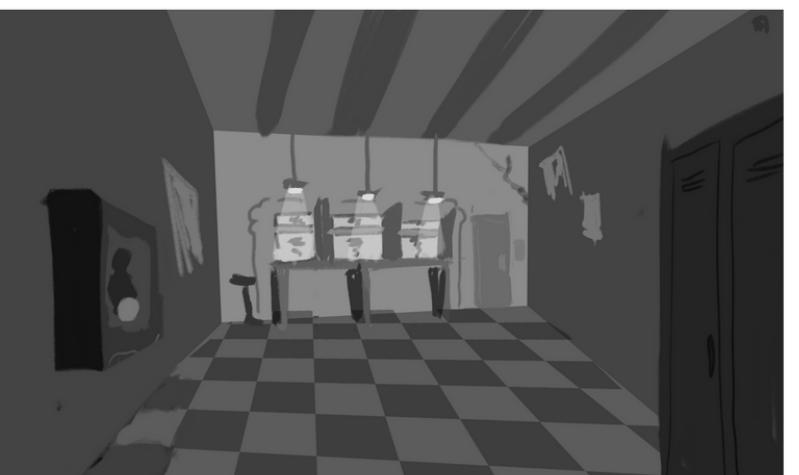
CELL



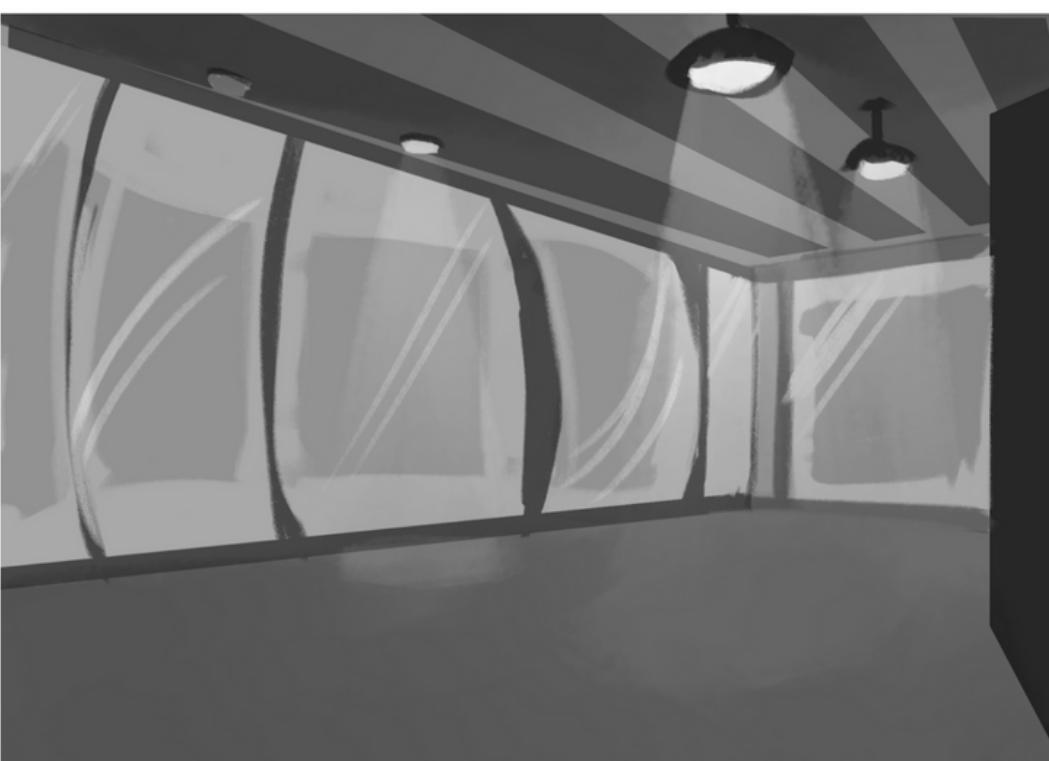
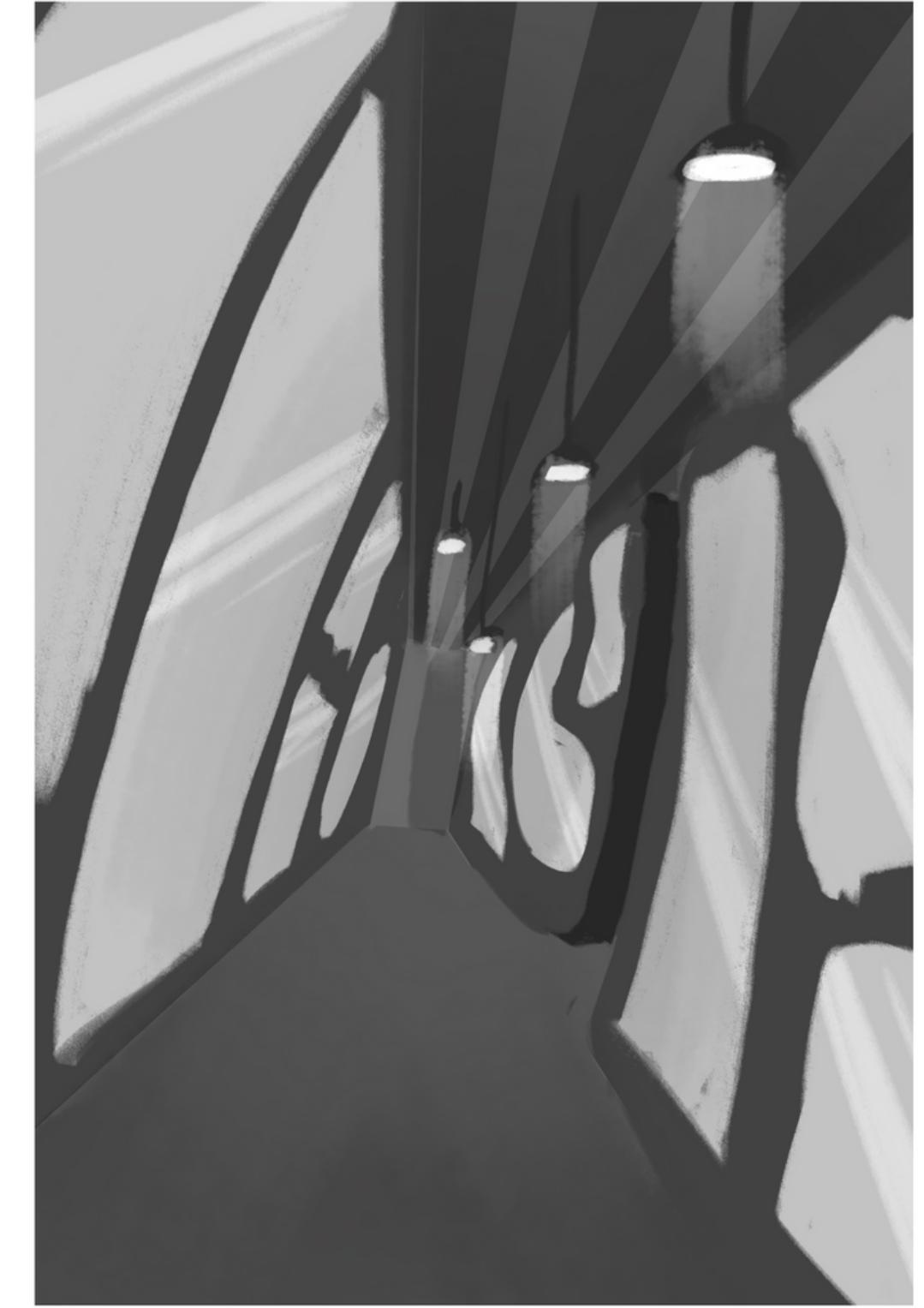
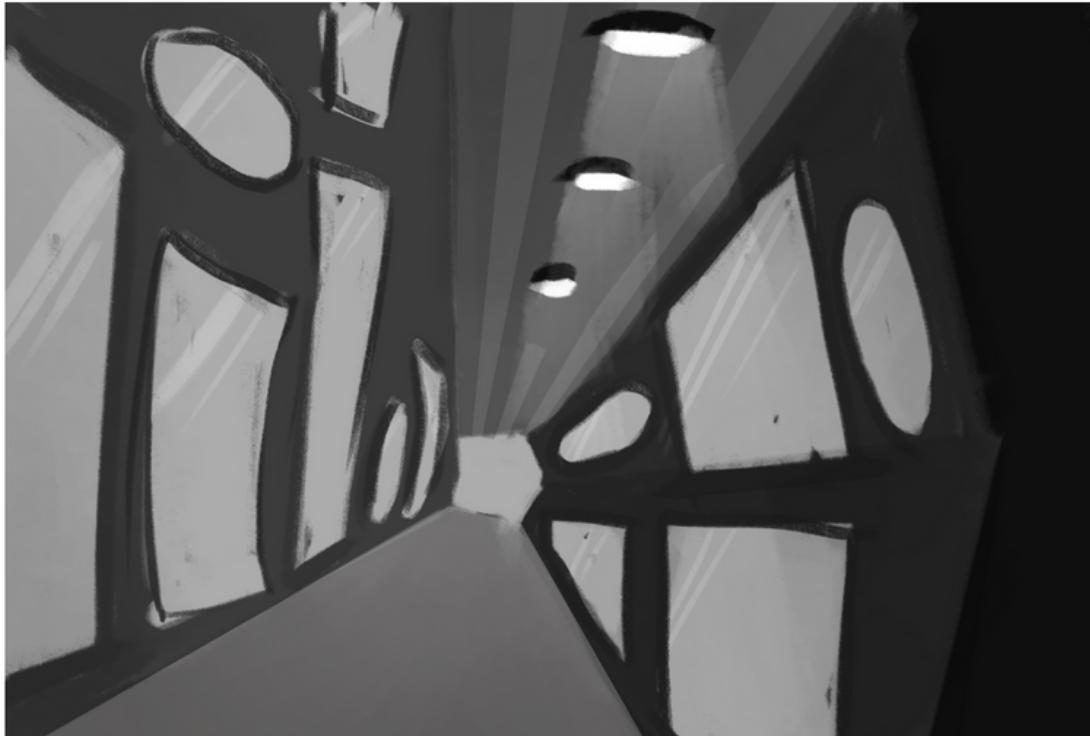
CELL



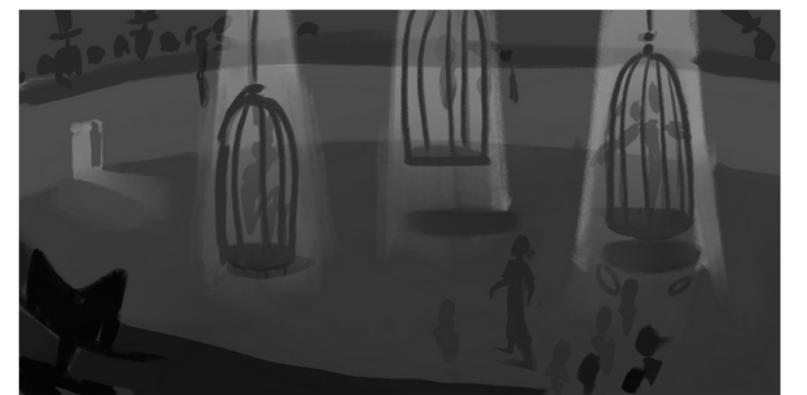
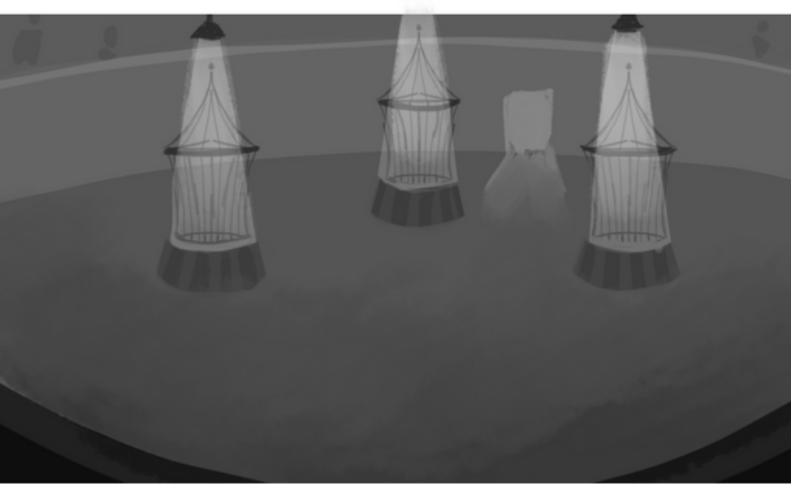
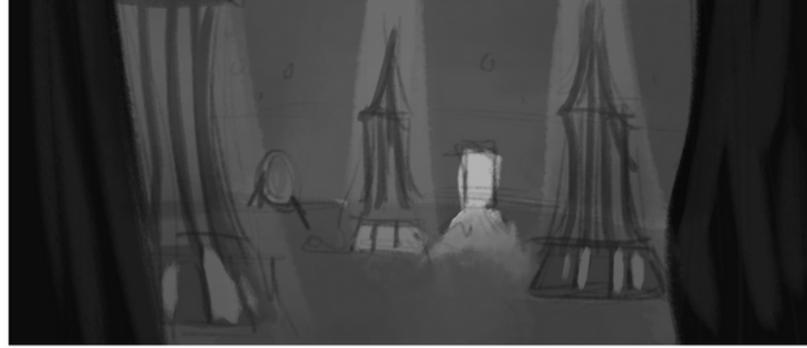
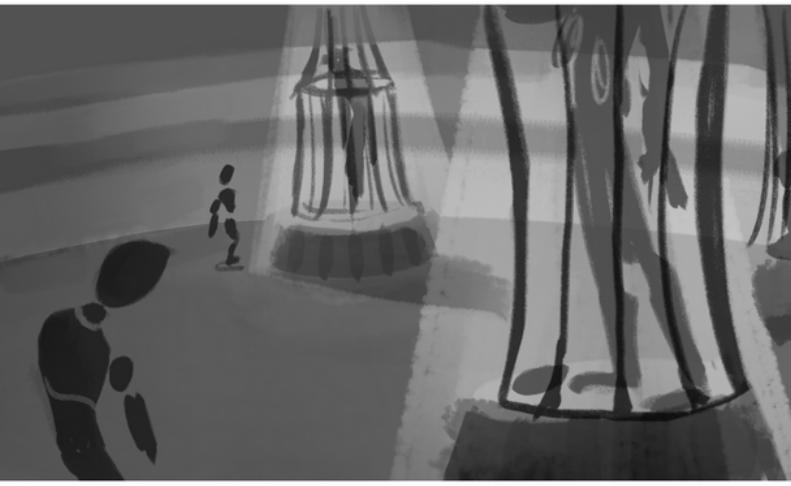
PHONE ROOM



MIRROR MAZE

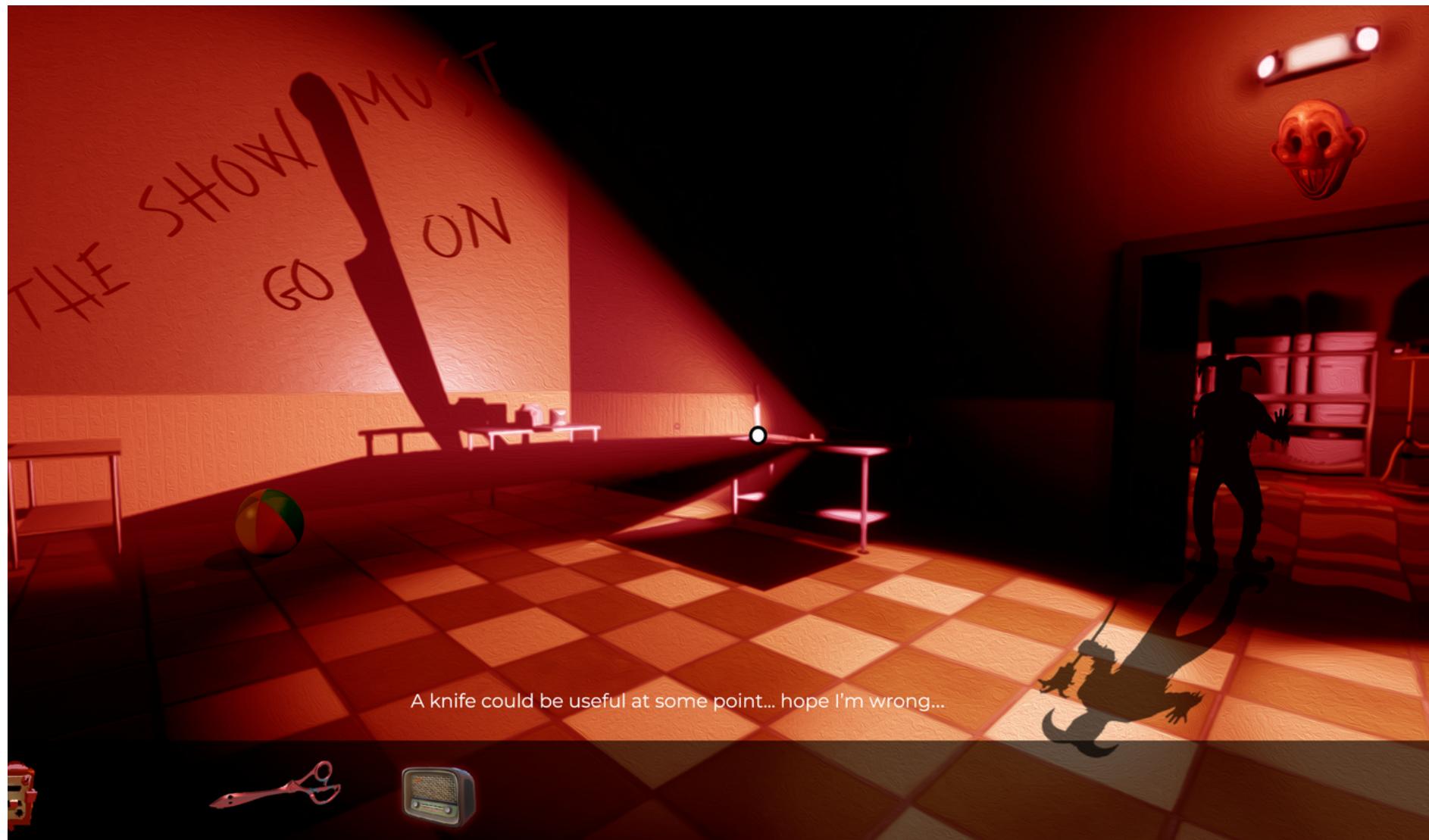


CAGE ROOM



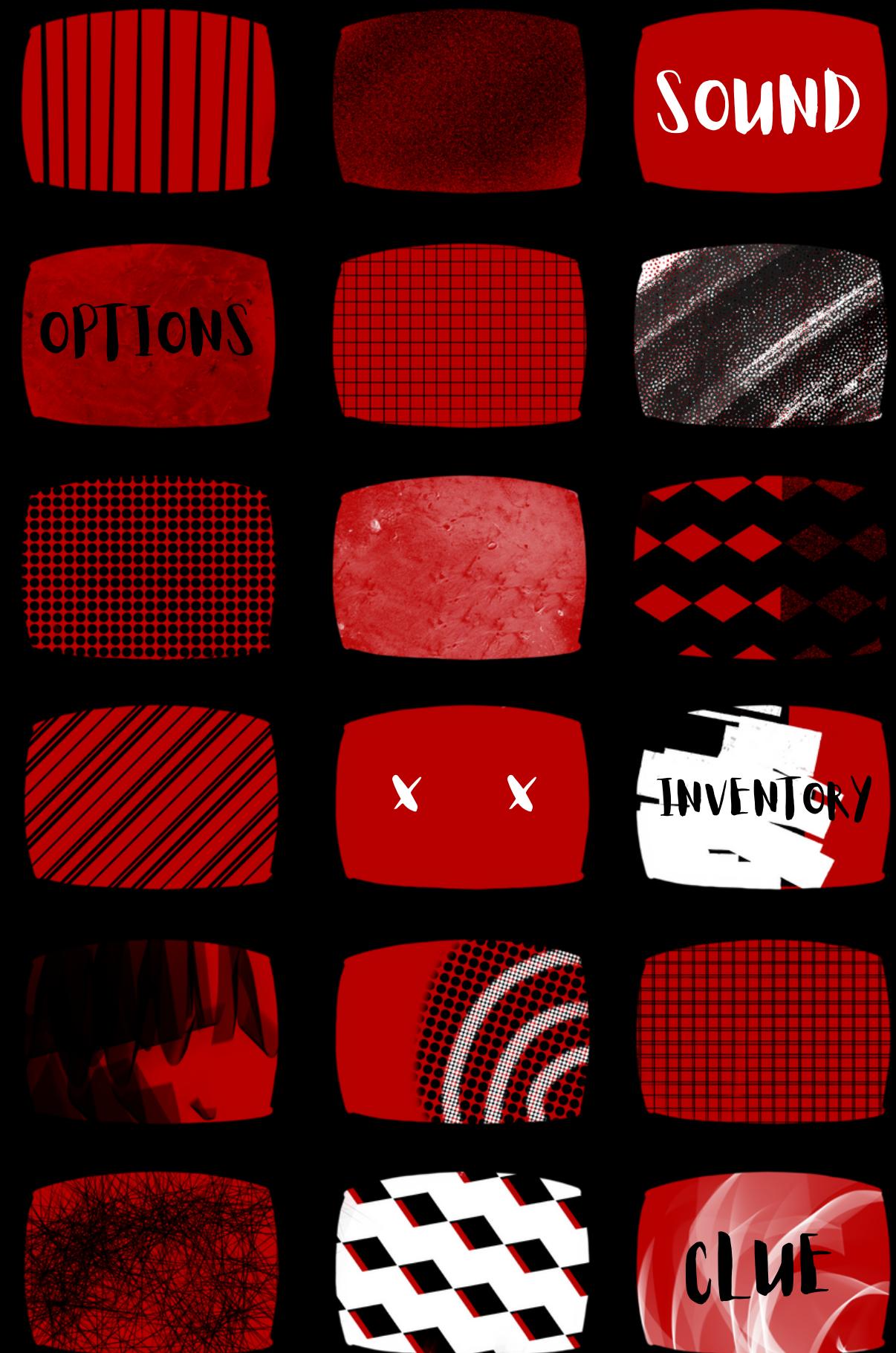
MOCKS UPS

gameplay



MOCKS UPS

options



OPCIONES

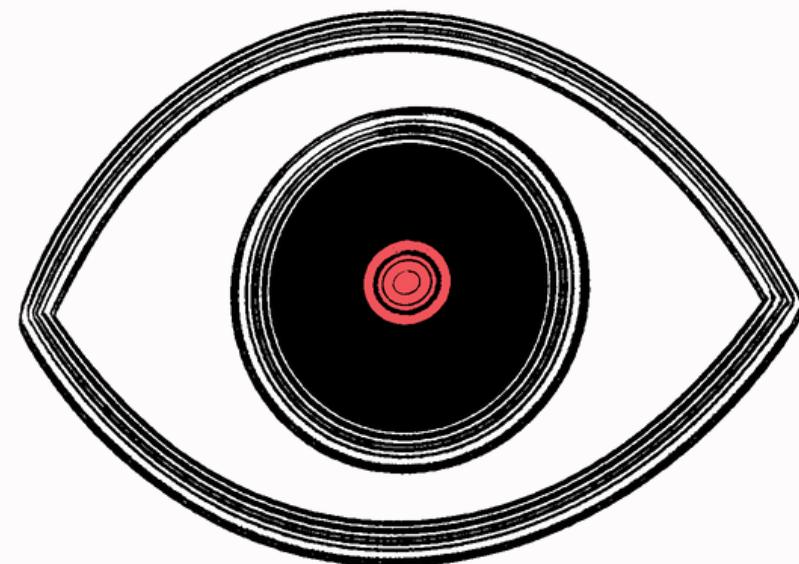
Distintas pantallas de tubo catódico, solo las esenciales son clickables.

El resto de pantallas están glitcheadas y muestran escenas de la carcel y el arlequín.

MOCKS UPS
LOGO TITLE

SPECTARE

SPECTARE



MOCKS UPS EXIT AND LOADING



Animated version

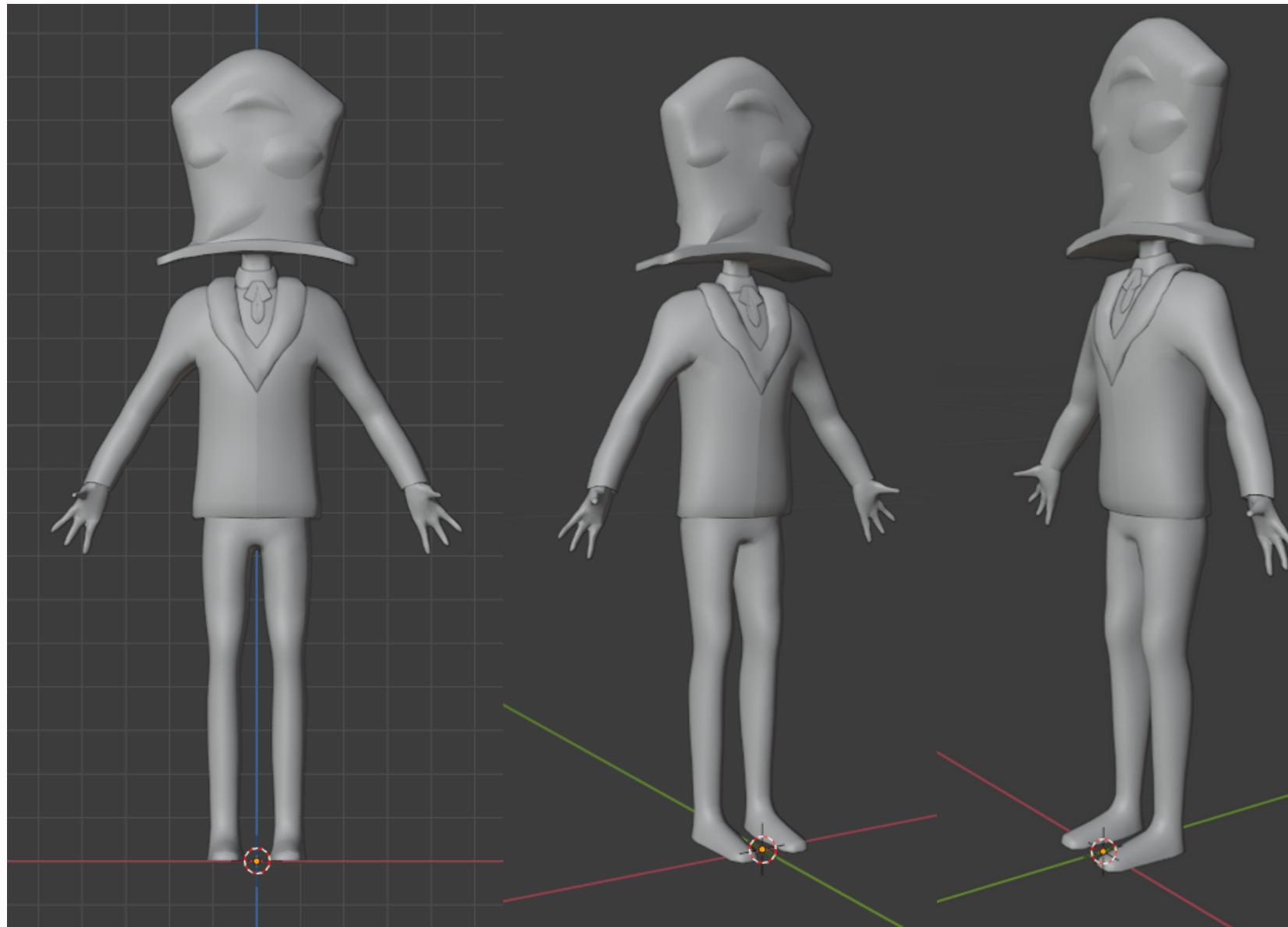
click! →



Animated version

LOADING

Muestra un diagrama geométrico de lo que experimenta una persona al entrar en el bucle de las redes sociales.



LOW POLY Y HIGH POLY

La low poly del NPC consta de 10k triángulos. Ha sido modelada en Blender. La high poly ha sido modelada en ZBrush.

3D
NPC

PROTOTIPO TEXTURIZADO

Prueba no definitiva de color.
Se ha decidido que se añadirá
más efecto volumen y un poco de
realismo en la ropa mediante
roturas.

Se ha utilizado Substance
Painter.

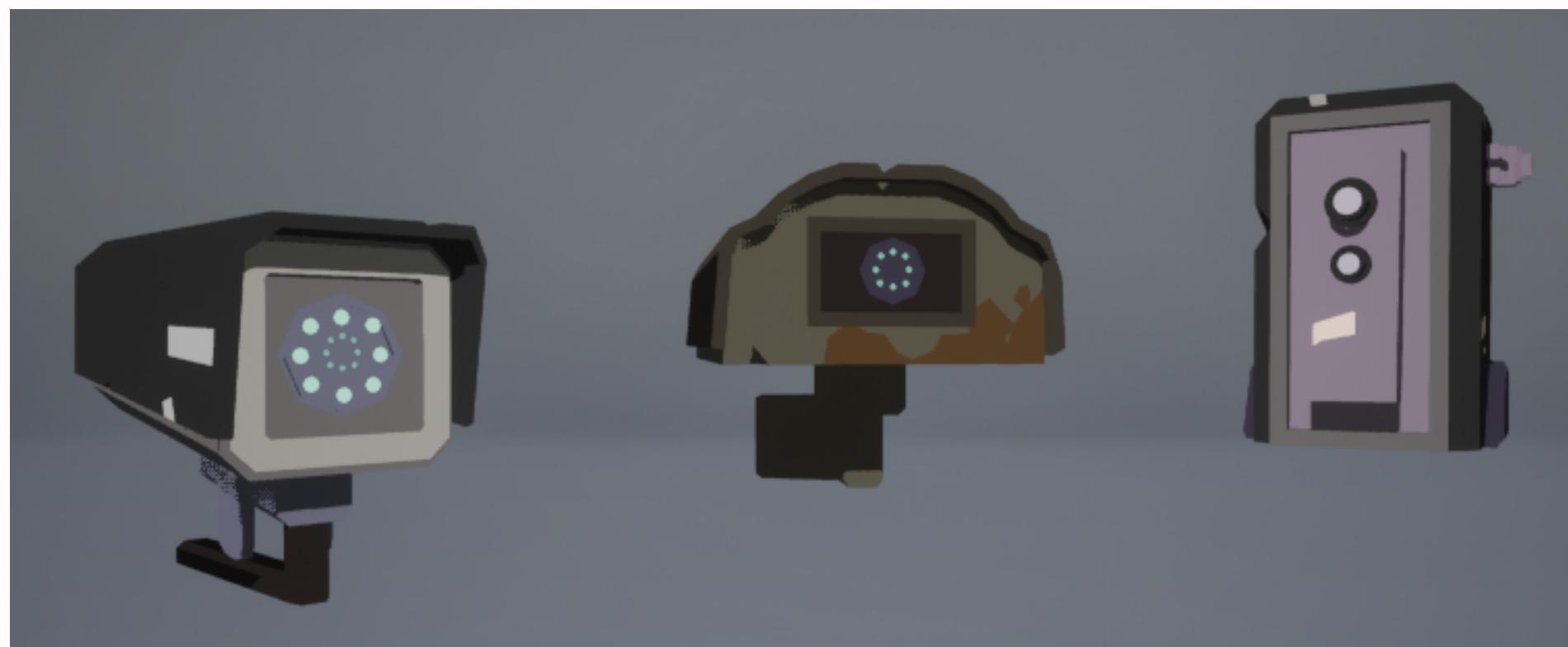


PROPS



INTERRUPTORES VARIOS

Todos con cel shading para comprobar el efecto de las sombras.



CÁMARAS DE VIGILANCIA

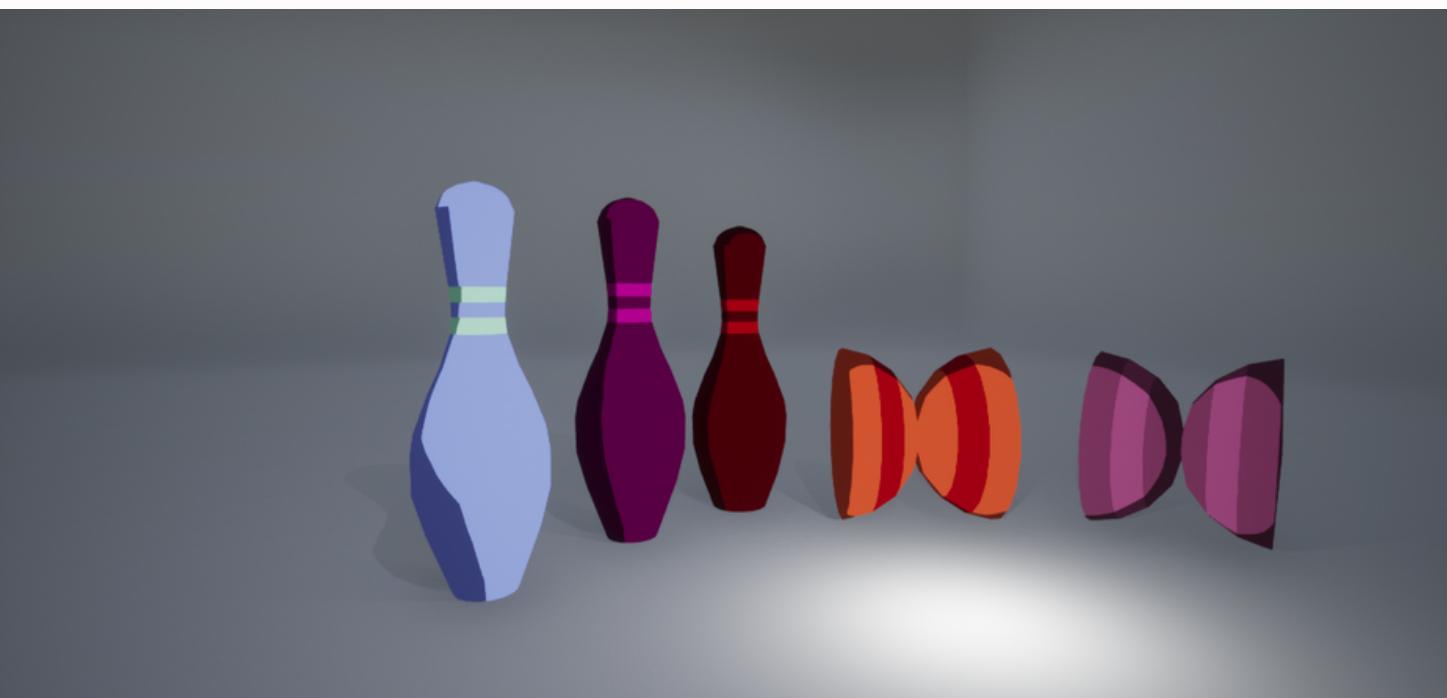
La parte de las luces tiene un emissive en Unreal para que se ilumine.

PROPS



CAMA

Cama donde despierta la protagonista. Debido a que es un asset que se queda en la penumbra no es necesario añadir cel shading.



MALABARES

Con cel shading. Irán repartidos en distintas zonas del circo.

PROPS



PANTALLAS VARIAS

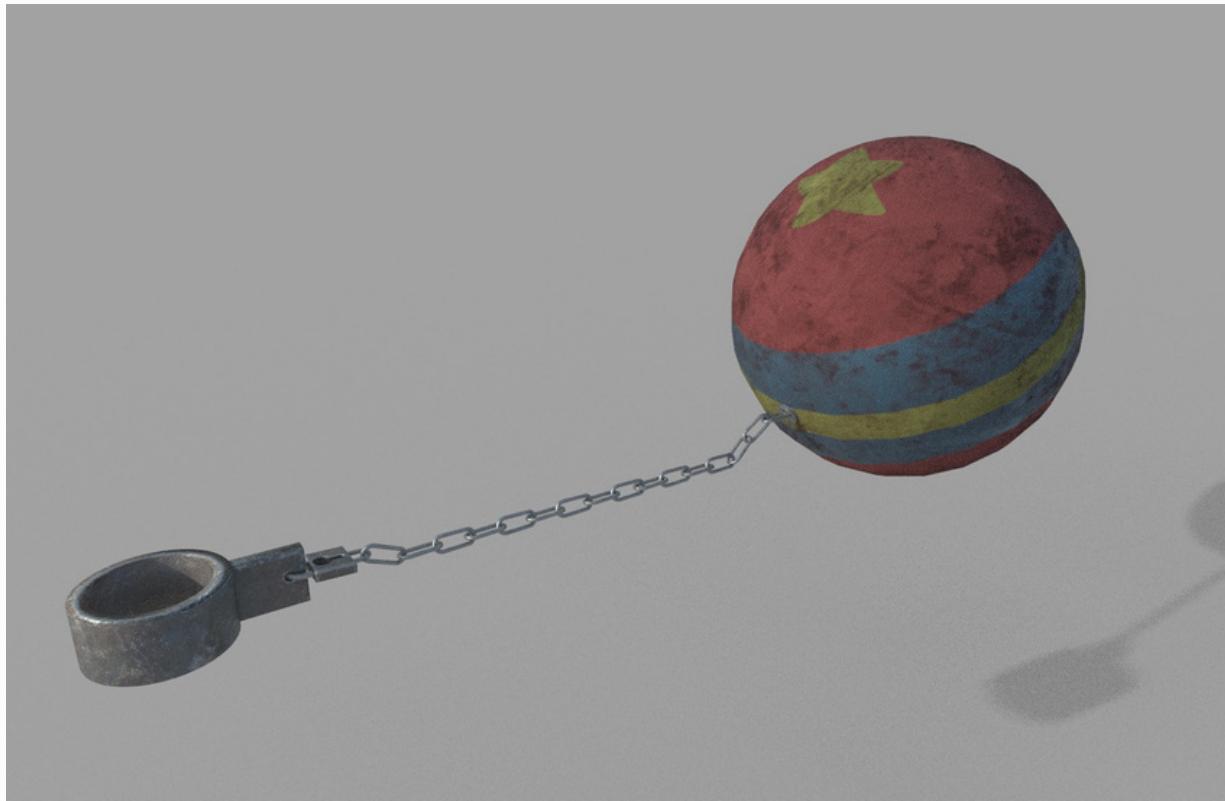
Todas con emissive en Unreal.



ESCRITORIO

Objeto importante para el gameplay. Leves deformaciones, suciedad y roturas. Con cel shading.

PROPS



GRILLETE

Objeto importante para el gameplay.
Texturizado NO final.



MONOCICLO

Objeto importante para el
gameplay. Leves
deformaciones, suciedad y
roturas.



PUERTA

Objeto importante para el gameplay.
Leves deformaciones, suciedad y
roturas. Con cel shading.

PROPS



COFRE

Se acentúan las formas angulosas y se añade cel shading.



LÁMPARAS

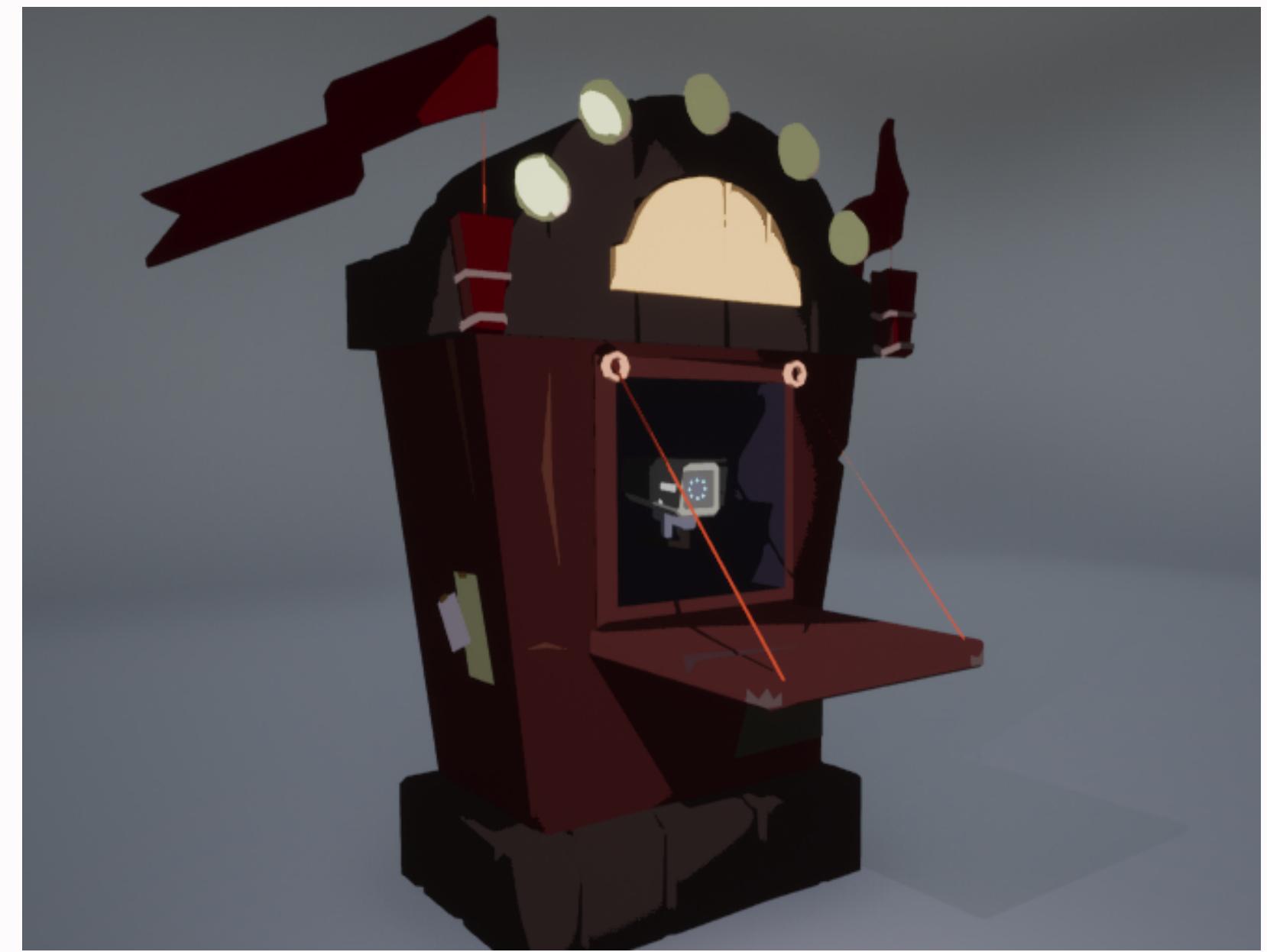
La parte de las luces tiene un emissive en Unreal para que se ilumine.

Se crean varias versiones.

PROPS



PLATAFORMA CUCHILLOS



MÁQUINA DE TICKETS

IN-GAME

