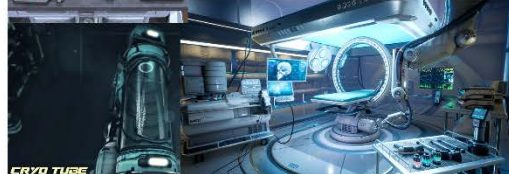


Direlect Spaceship Proposal

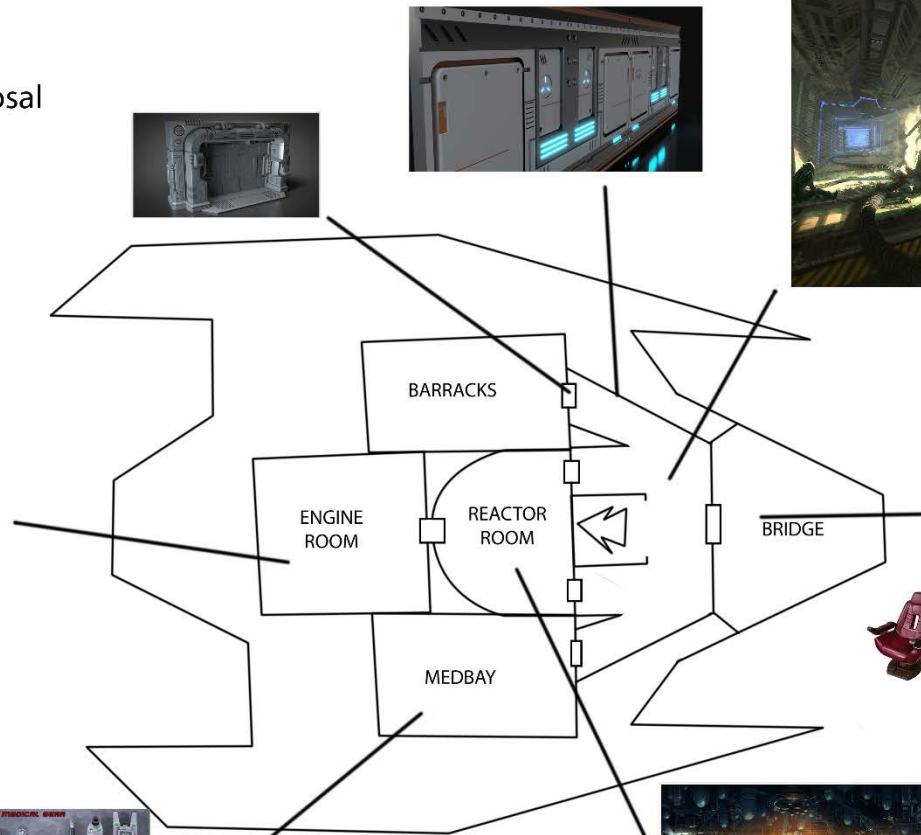
Matthew Meyers



Engine Room,
should be fairly damaged



Medbay will have the least amount of damage



The hallway will have moderate damage
I want to have debris preventing access
to the Barracks



Bridge will be extremely damaged
Consoles malfunctioning and strewn
everywhere. Things free floating in zero
gravity



Power core will have medium damage
I want to have the core animated like its
manfunctioning and unstable

Direlect Spaceship Proposal

Matthew Meyers



This floor is just the Storage Room
Various cases and storage devices strewn everywhere
I also want it to look like maintenance would be accessed here
hence the pipeline and wires

