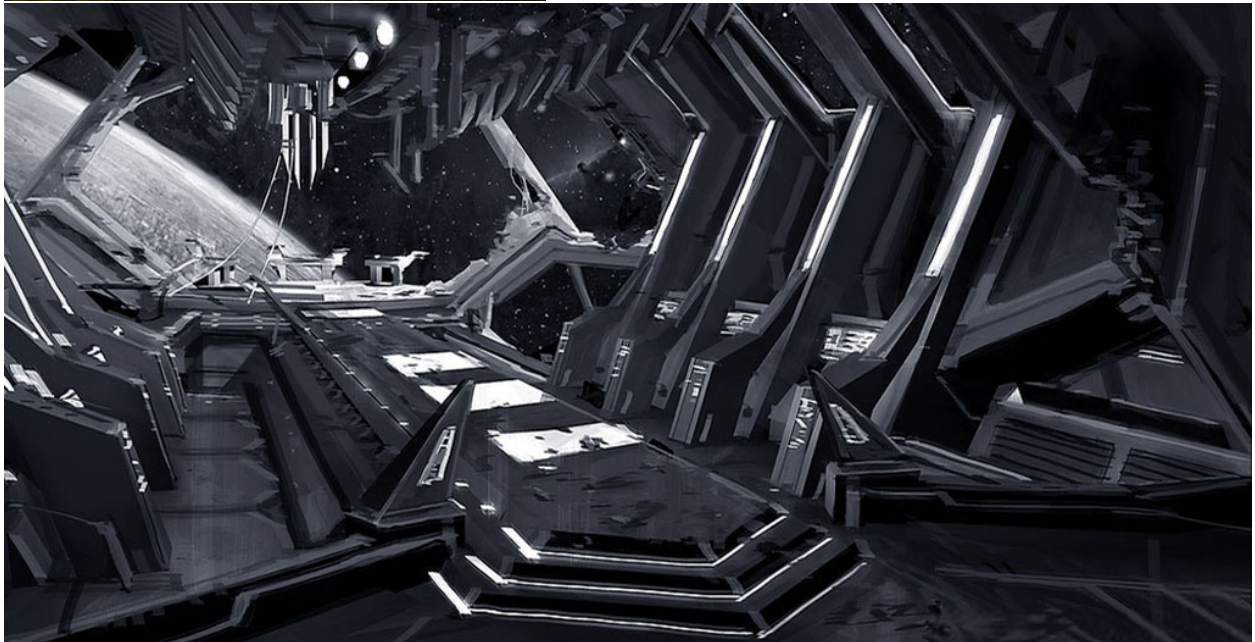


Game Level Design Project Proposal

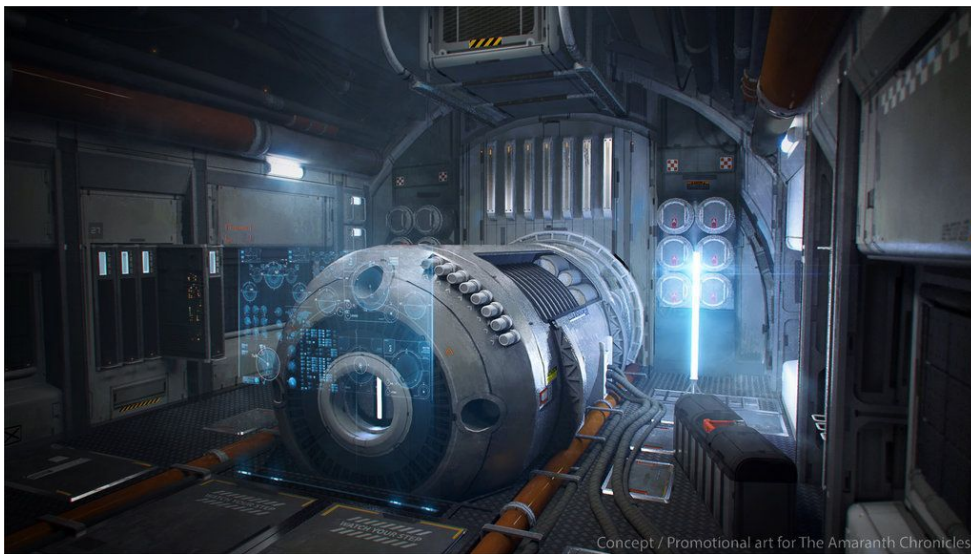
Direlect Spaceship Interior



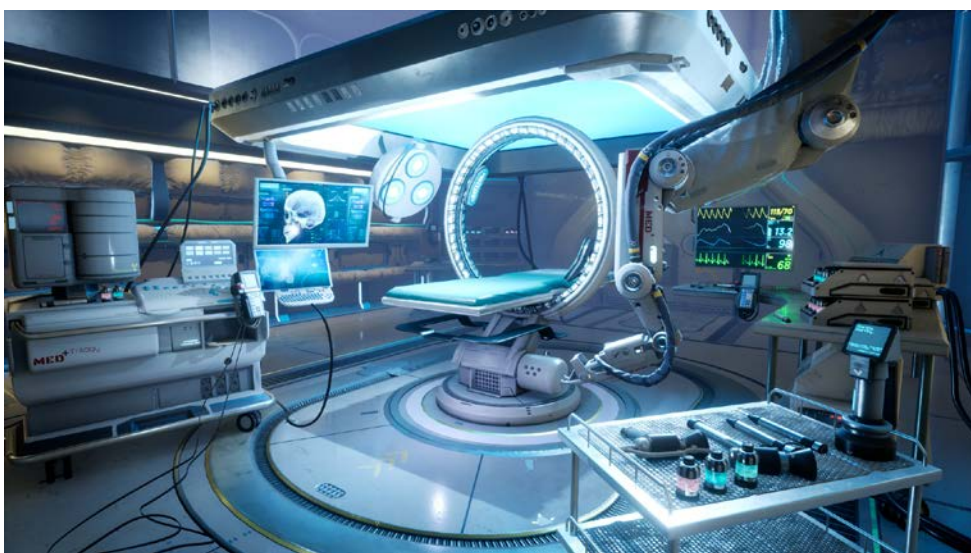
Spaceship will consist of multiple rooms connected by a hallway: A Bridge, an engine room, a medical bay, a barracks, a reactor room, and a storage room.



This is a ruined bridge to get an idea of how it will look ruined, the pretty bridge is more in line with the layout I want



Engine room



Medical Bay



Reactor Room



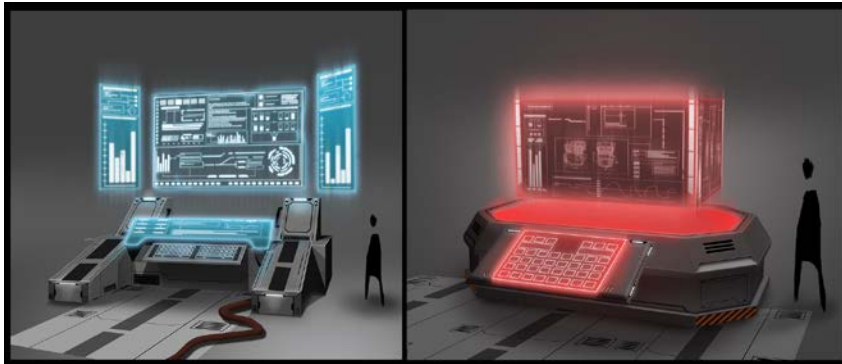
Storage Room

Individual assets

Many of these assets should be able to be done with Houdini, the ones I'm thinking of doing with Houdini will have [H] by them.



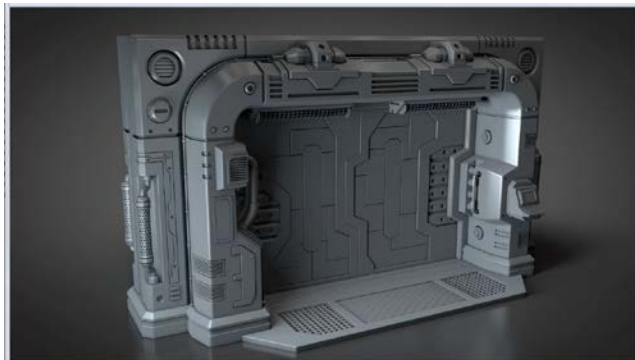
Command Chair [H]



Computer Console [H]



Misc. Small Containers [H]



Door



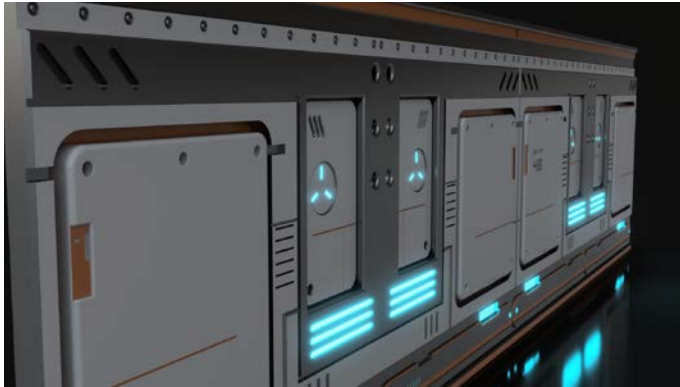
Misc. Medical Gear



Misc. Tools



Pallet Jack



Wall Panels and decorations



Pipes [H]



Power Core



Medical Cryo Tube



Wires [H]



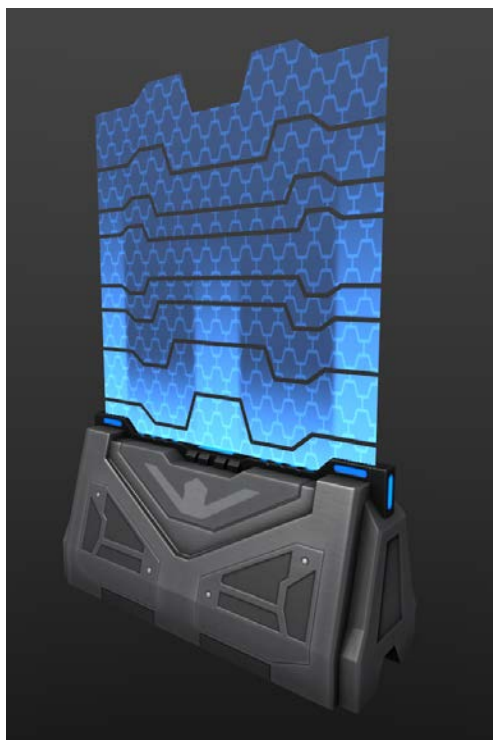
Broken weaponry



Busted security turrets



Ditto



Shield barriers [H]