Underground Metro scene

Possible to walk around the scene

Will be one of the metro station in Prague

Scene:

* Lights  
    
  The place will be dark but lit by different lights. Some flickering, others static, etc.  
  Light bulbs  
  Light Panels  
  Train light  
  Etc.
* Objects  
    
  There terrain will be a metro station  
  There will be a stopped (or maybe crashed) train  
  It was a total panic so there’s going to be languages, papers and all different sort of objects which will be movable.  
  We will be able to see graffities and other things we can find in the real world
* Character  
    
  The character will be a simple 1st person view without any mesh or skeleton
* How to proceed  
    
  I’ll try to make the most realistic scene possible  
  I’ll use some photogrammetry if needed so I can have realistic and high-res textures  
  I’ll have to draw all the objects and texture them in 3ds max or Maya