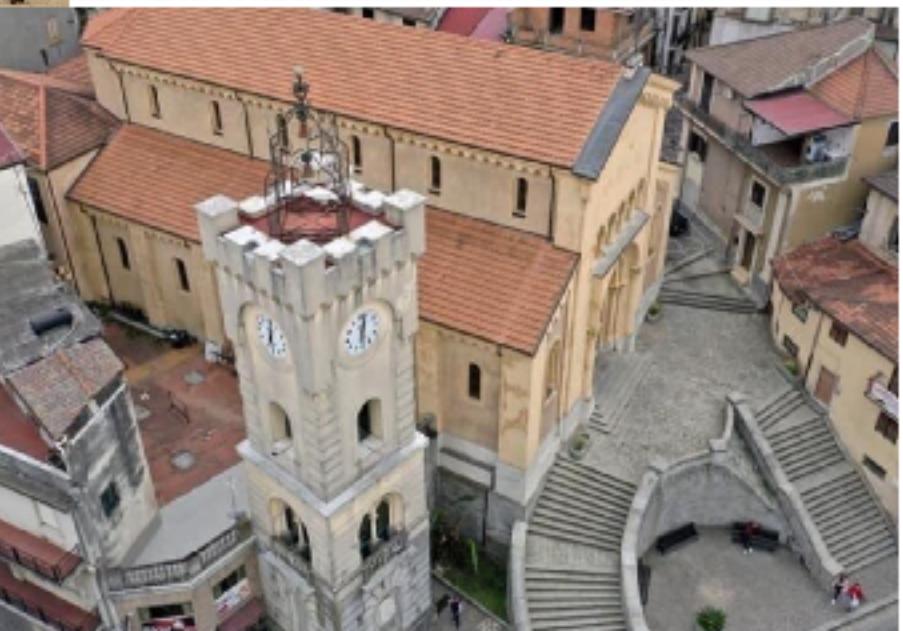




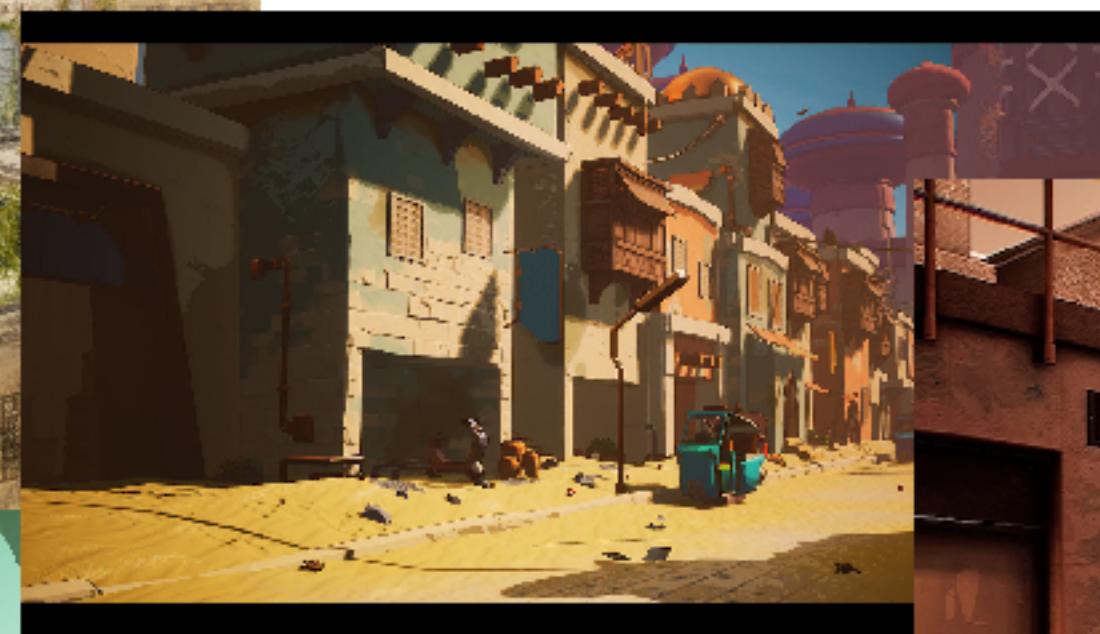
decay levels

- not fallout zone so not completely destroyed
- would be reliant on texture maps probably



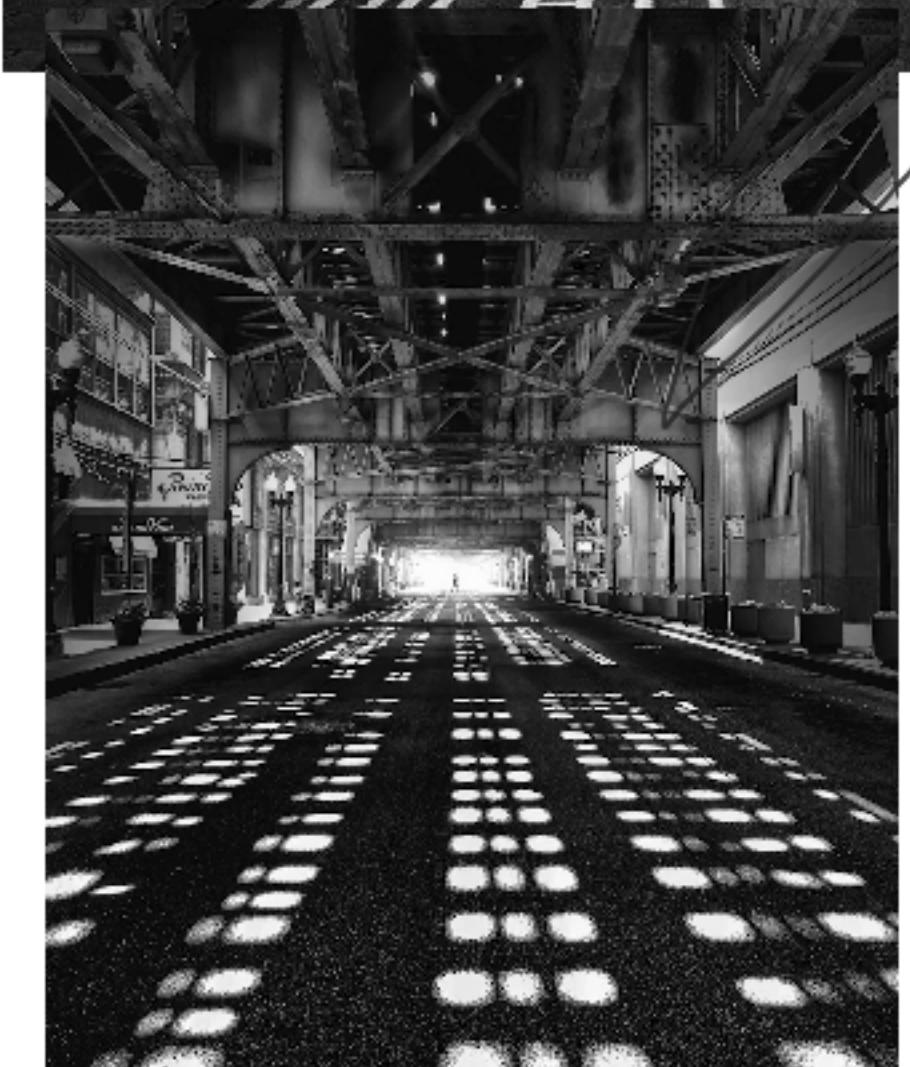
Setting + vibe  
• bad gov't = square shapes  
• uniform, close together  
• single family spaces?  
    → scope assist  
    → would also imply gov't allows for more space/privacy

Game inspo? Art type?  
• low poly but smooth  
• aesthetic isn't gloomy/creepy  
due to years post-apo  
• sense of loneliness but  
also invitation



idea? NO  
• color scheme is  
b&w  
→ lighting has more  
dramatics  
→ impacts aesthetics

blurry  
solutions  
results in color,  
but more like  
outlines?



# Effects and Colors

Dusty Places, Undisturbed - Particles?



Washed out;  
muted colors



Thought: graffiti on walls?  
No, because nobody has  
come back...



# Building Inspo.



Split up into separate homes? Doors?

Inner Courtyard for more DESIGN potential. Please. Give me some meat. I'm starving

# Foliage Inspo.

Overgrown, like eco apartments



Trees in inner courtyard (honey locust)

# Time Period

2010s - Player being there

1970s - Level Design



The infamous  
wood paneling

37.3% adults smoked in 1970s  
(American Lung Cancer Assoc.)



Focused on facilitating  
conversation

"sunk down"  
seating

TODO:  
macrame



# Player Look

- Only hands: first person
- Indeterminate Person (no discerning features visible)

Motorcycle gloves  
(stretch knuckles for  
mobility)



Motorcycle gloves  
(leather)



Gloves to hide hands  
(Driving gloves, not heavy)

