Tom Callister January 2017 Game Level Design

Operating room: a facility within a hospital where surgical operations are carried out in a sterile environment.

- Well-lit (overhead surgical lights)
- operating table
- viewing screens, monitors (computers)
- anesthesia cart
- tables to set up instruments
- storage space for common surgical supplies
- containers for hazardous waste and other disposables

Potential dynamic qualities:

- animated monitors with blinking lights, EKG lines/blips, changing screens
- self-adjusting operating table animation (to demo range of motion for high-tech table)
- IV drip (dripping liquid from IV bag into PICC line), pump motor (rotating to feed liquid, such as blood, into line)
- Silhouettes walking by outside windows
- Ventilators or humidifiers nebulizing clouds of droplets into the air
- Swinging door movement? (entry into O.R.)
- Clock with moving hands on wall





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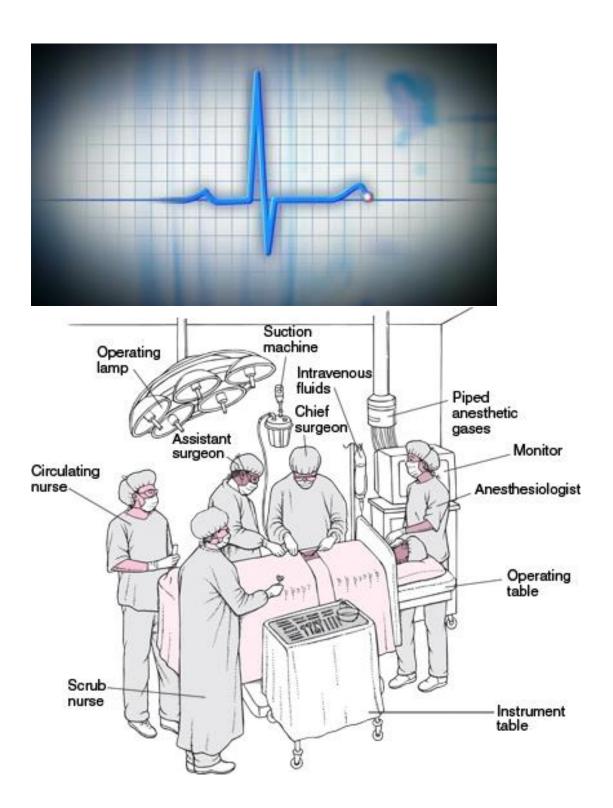






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waiting room at the hospital





