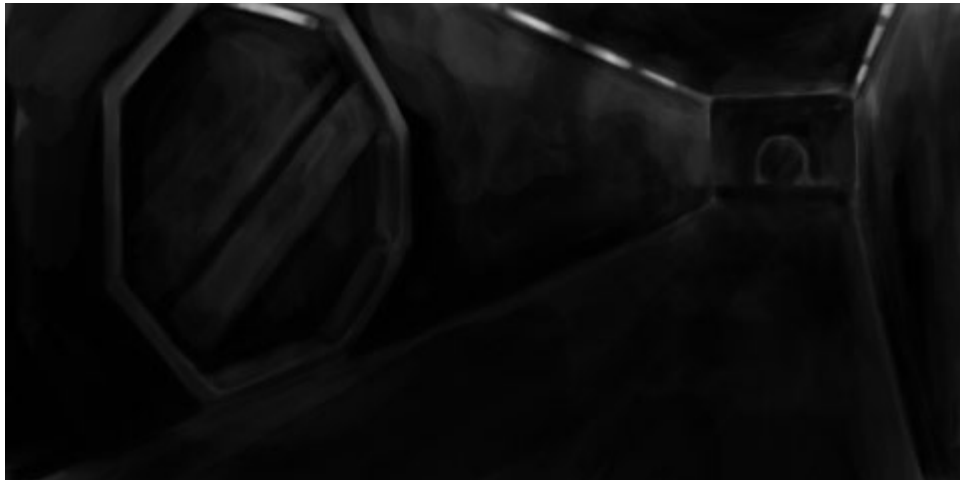


**Erten Laboratories Slave Complex**  
**ITGM 352 Environment level design**  
**Style Guide**

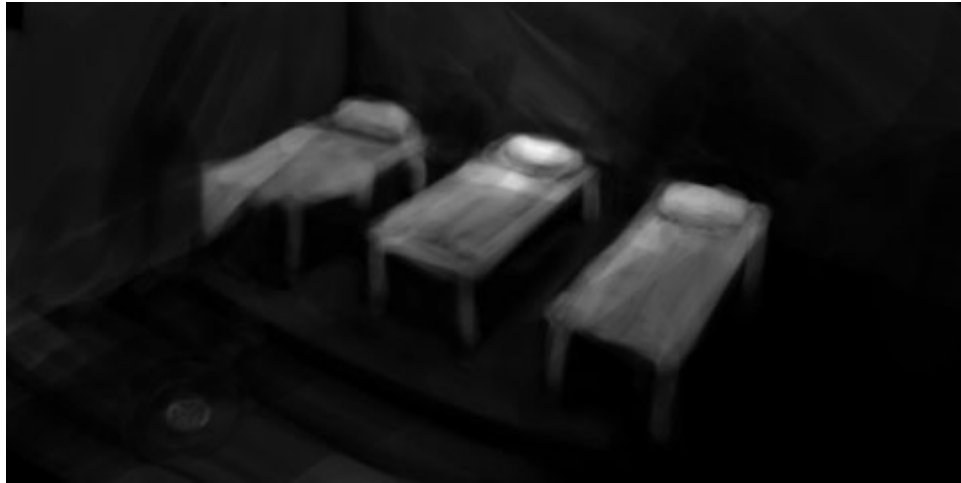
Name: Andres Ortiz  
Section: 3  
Quarter: Spring  
Year: 2008

|                            |  |
|----------------------------|--|
| Environment<br>Narrative   | <p>Erten Laboratories was established by power-seeking tycoon of the land right outside the capital city. It's heavily guarded and strictly run, oppressive, fierce and dank.</p> <p>This is the player's starting location in the game, and he/she is dropped in medias res into the environment to explore and lurk through the dim and dreary interiors.</p> <p>The player traverses through the abandoned, dysfunctional corridors of the slave enclaves until coming to the part of the complex that has been destroyed.</p>  |
| Environment<br>Description | <p>The player should experience disgust, fear and repulsion at being down there; a sense of mortification, and depression. It should be oppressive, fearsome, looming and uninviting.</p> <p>The walls should be lined with doors that lead to the small cells slaves are shut into—they should be sealed with only a small latch to open, much like solitary confinement chambers. A few cells can be cracked or wide open, revealing to the player uncomfortable living spaces—small metal cots, lack of plumbing and bare interiors.</p> <p>A few restroom facilities should be located at the ends of the slave enclaves but should be small, grimy and unappealing.</p> |



Architecture style and period

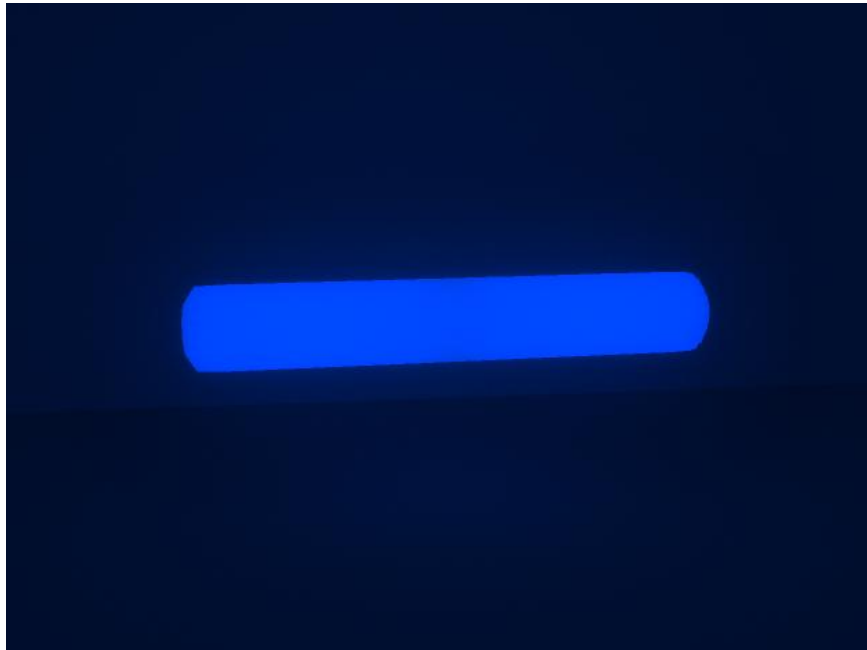
There is no real architectural style to base off of when creating the environment. Mostly, the focus should be on maintaining an industrial decay look and feel, with as little visual appeal as possible. In some places, a Nazi imperialistic flair would be appropriate, coupled with futurist, technologically advanced elements.



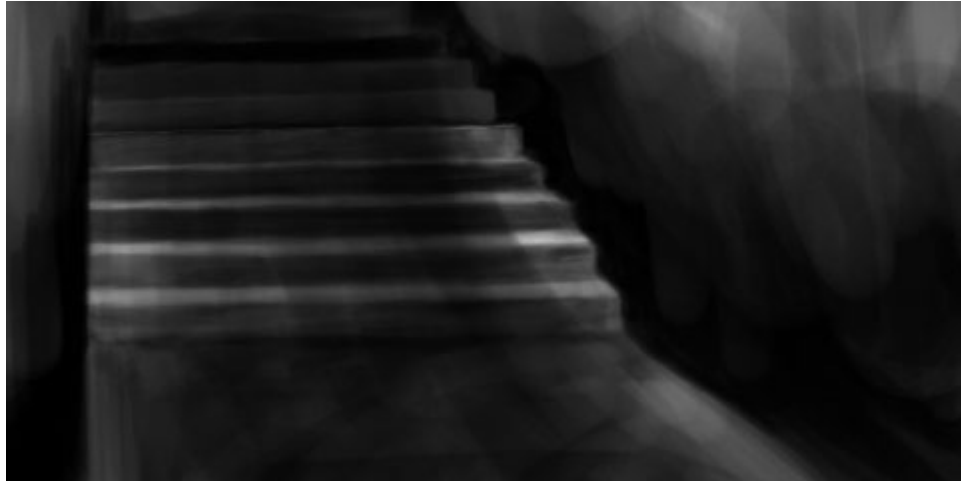
Lighting description




Very little light should be placed in the environment. There should be enough light for players to be able to distinguish their surroundings, but the point of the setting is to give a grim, morbid, eerie feel. Dim artificial lights should line the walls of the ceiling, illuminating the walls with an ominous blue glow.

Ex.



Other light sources should include small lights on electric control panels and maybe some white fluorescent panel lighting on the ceiling in some areas.



|  |   |  |   |
|--|---|--|---|
| <p>White balance</p>                     | <p>Film Type: <a href="#">Indoor Film</a></p> <p>Primary source:<br/>                 Type: <a href="#">Fluorescent blue/white tube lights</a><br/>                 Degrees Kelvin: <a href="#">1200 each or less, depending on visibility</a></p> <p>Secondary source:<br/>                 Type: <a href="#">Fluorescent white panel lights</a><br/>                 Degrees Kelvin: <a href="#">2500</a></p> <p>Tertiary source:<br/>                 Type:<br/>                 Degrees Kelvin:</p> |  |   |
| <p>Lighting color pallet</p>             |    |  |  |
| <p>materials and texture description</p> | <p>List and describe 5 common materials that will used in the environment and include small thumbnails photographs for each.</p> <p>Common material one: <a href="#">Concrete</a></p>   |  |   |



Common material two: [Steel](#)




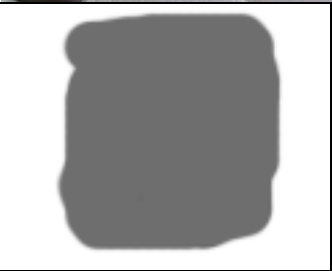
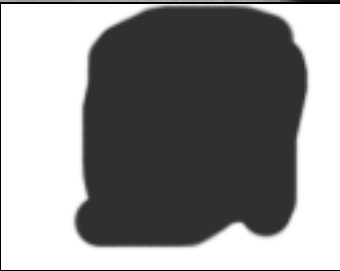
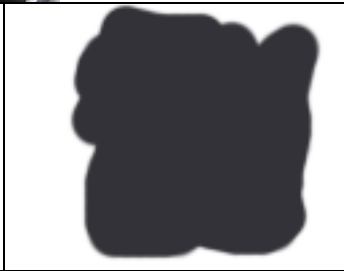
Common material three: [Plastic](#)



Common material four: [Polished granite](#)



Common material five: [Iron](#)

|                          |   |  |   |
|--------------------------|---|--|---|
|                          |   |  |   |
| Environment color pallet |    |  |  |
| Art Guidelines           | <p>Art Guideline are key rules an artist can follow to help establish a consistent look during production.</p> <ol style="list-style-type: none"> <li>1. Low, dim lighting</li> <li>2. Cavernous spaces and formidable, oppressive hallways</li> <li>3. Decay and deterioration</li> <li>4. Sharp angles and harsh, flat planes</li> <li>5. Cold, uninviting appearances</li> </ol>   |  |   |
| Model asset list         | <ul style="list-style-type: none"> <li>• Terrian <ul style="list-style-type: none"> <li>○ Hallways and chambers of the Erten complex</li> </ul> </li> <li>• 1 focal object, primary structures <ul style="list-style-type: none"> <li>○ Center chamber with support columns and cells on either side. Will probably have imposing steel staircases climbing up the various floors like in a standard U.S. prison.</li> </ul> </li> <li>• Secondary structures <ul style="list-style-type: none"> <li>○ Octagonal doorways, concrete/granite staircases, long hallways and support columns</li> </ul> </li> <li>• Tertiary object <ul style="list-style-type: none"> <li>○ Beds/furniture, broken piles of rubble and electrical/mechanical broken equipment</li> <li>○ Electrical panels on walls</li> <li>○ Light fixtures on ceiling</li> </ul> </li> </ul> |  |   |



Additional  
Notes:

Discusses anything else that is important to your project