

# Goal

## Theme: 19th Century Steampunk Britain

- This is a player hub where players pick up quests, change loadouts, and interact with different faction NPCs.
- This needs to be a clear POI where players can easily navigate and understand where they need to go.
- The aesthetic should be a blend of historical elements with steampunk technology.
- Create a fully rendered exterior mood concept.
- Create callout sheets with building details and any additional callouts that are specific to your design.



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## Method:

Mood paint to establish setting

Top-down mapping and planning of environment specifics

Black out that environment in 3d

Iterate over 3d blackout, and make 3d changes where necessary

## Problems:

- . understanding workflow from similar projects
- .gathering a photo bash library
- .location tutorials and methods from artists matching the established style
- . Explore the narrative outside of steampunk, (mutants, nuclear disaster)
- .study established and successful hub worlds



# High Street Kingsway

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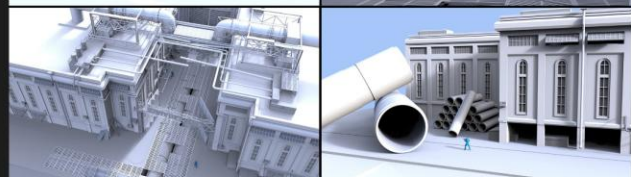
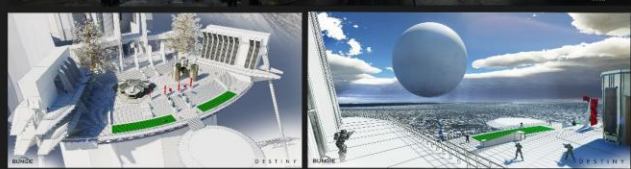
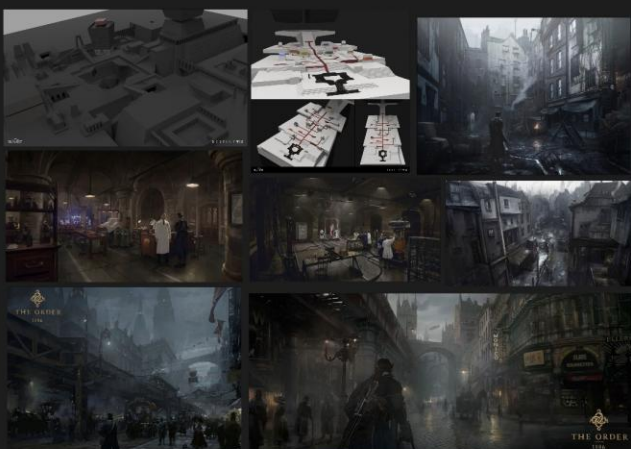




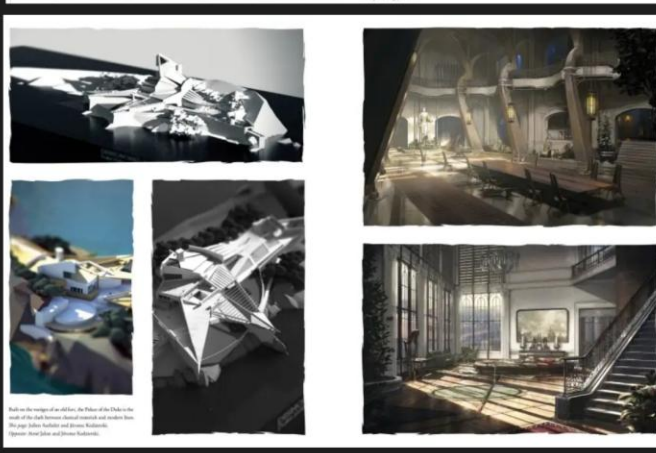
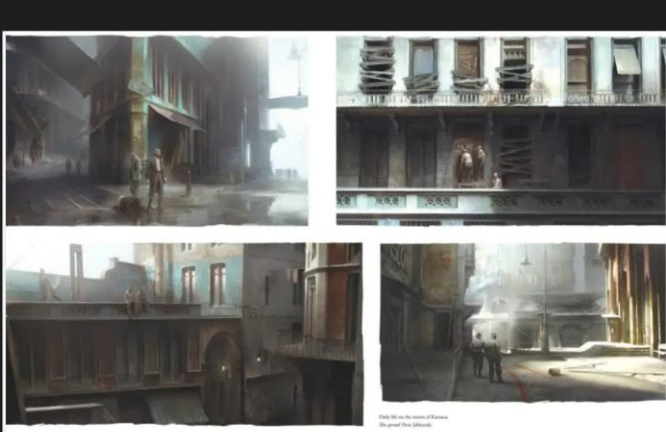
Keppel Stevens

High street Kingsway | commemoration of the Atom





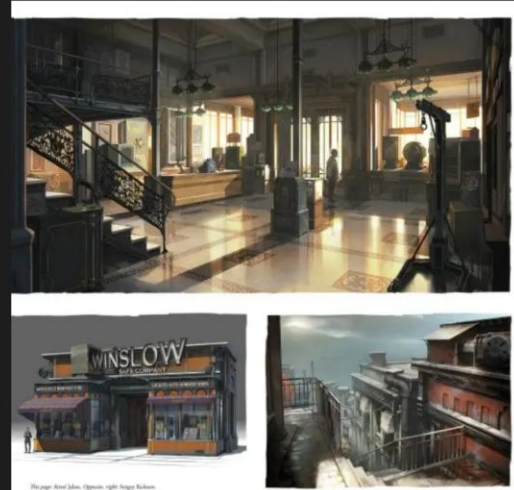
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BUNGIE DESTINY 2



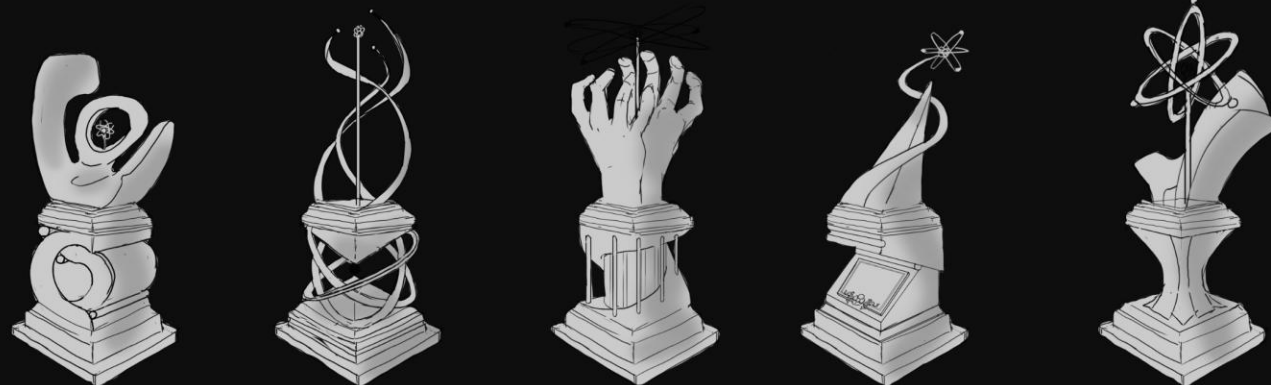
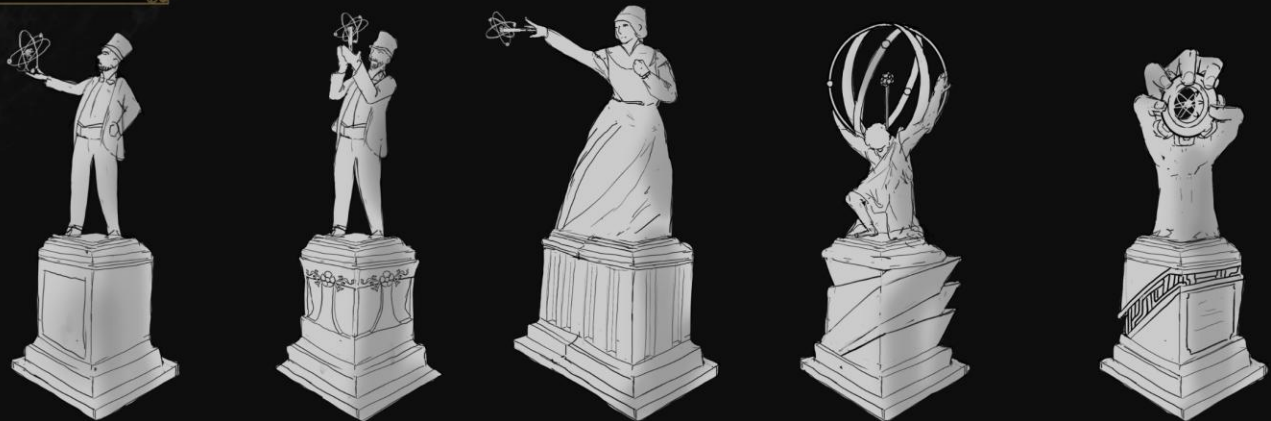
Sketches of our own facade showing how the design is related to the rest of the city. Credits: Alex John, Alex Poon, Peter Johnson, Jeff Van Leeuwen.



Top page: Alex John, bottom right: Peter Johnson.



POI - Exploration



POI - Design intention:

when designing the POI, its important to orient the structure around the world and the events within. I know i want to creates a comeemeative satue, similar to thos in my town and surrounding area, and i want to link that back to the bnarrative set in the breif.

i want the satue to commemorate the discovery of nuclear power within the world setting, helping the player fel imersed and for there to be the beginning of enviromental story telling without it being to on the nose.

and i want to satue to be smaller scale., as i want to insuate that care and funding for the city is also lessend, perhaps leading to the nuclear disaster.

Primery ref



strongest designn.

POI - mechanical exploration

possible motion

Turn table:  
The statue could rotate slowly on a mechanical turntabl. this could match the needless flamboyance present in steampunk.

Top part rotation:  
Alternatively only the top half of the statue could rotate at a constant pace.

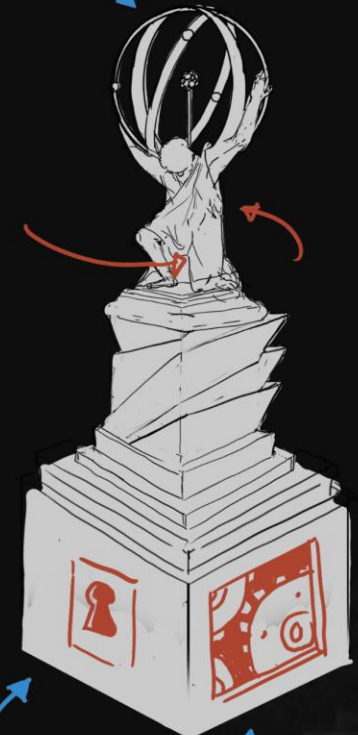
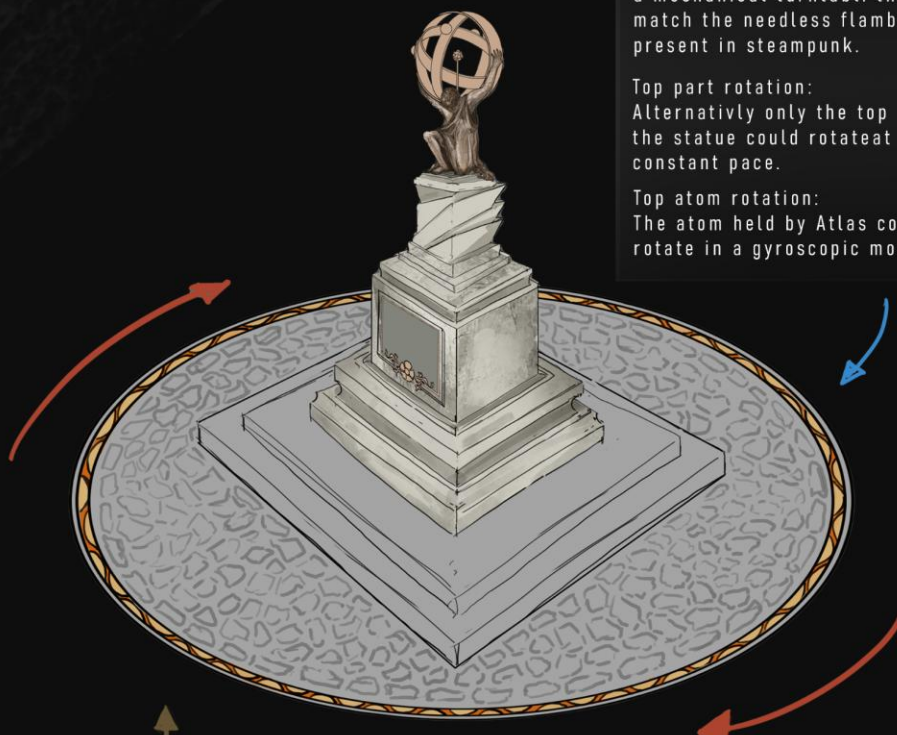
Top atom rotation:  
The atom held by Atlas could rotate in a gyroscopic motion

- - implied motion.
- - annotation arrow.

material rendering

material examples

- 1 - copper
- 2 - white stone
- 3 - cobble stone



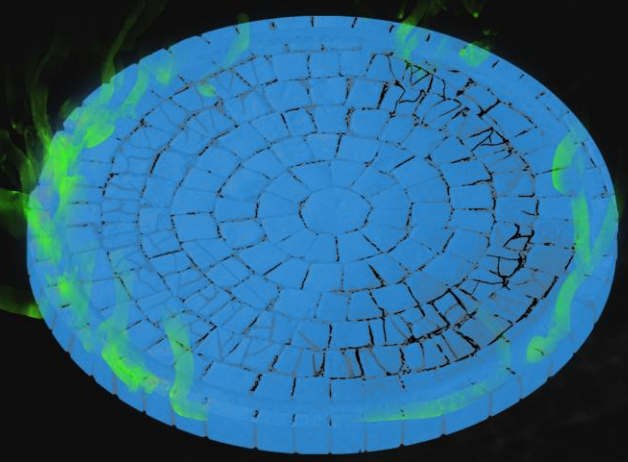
gamplay interaction.  
i think it would be interesting for a player to interact with the poi directly and for it to have narrative weight.

gamplay interaction 2.  
the player could use thes to return power to a local area. i think a cutout showing the mechanics cold potentially communicate the steampunk asthetic .

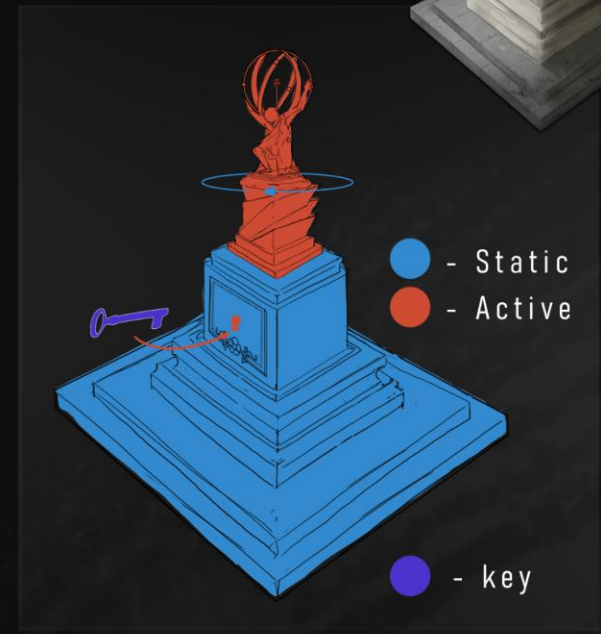
POI - interaction

powered down

re - activated



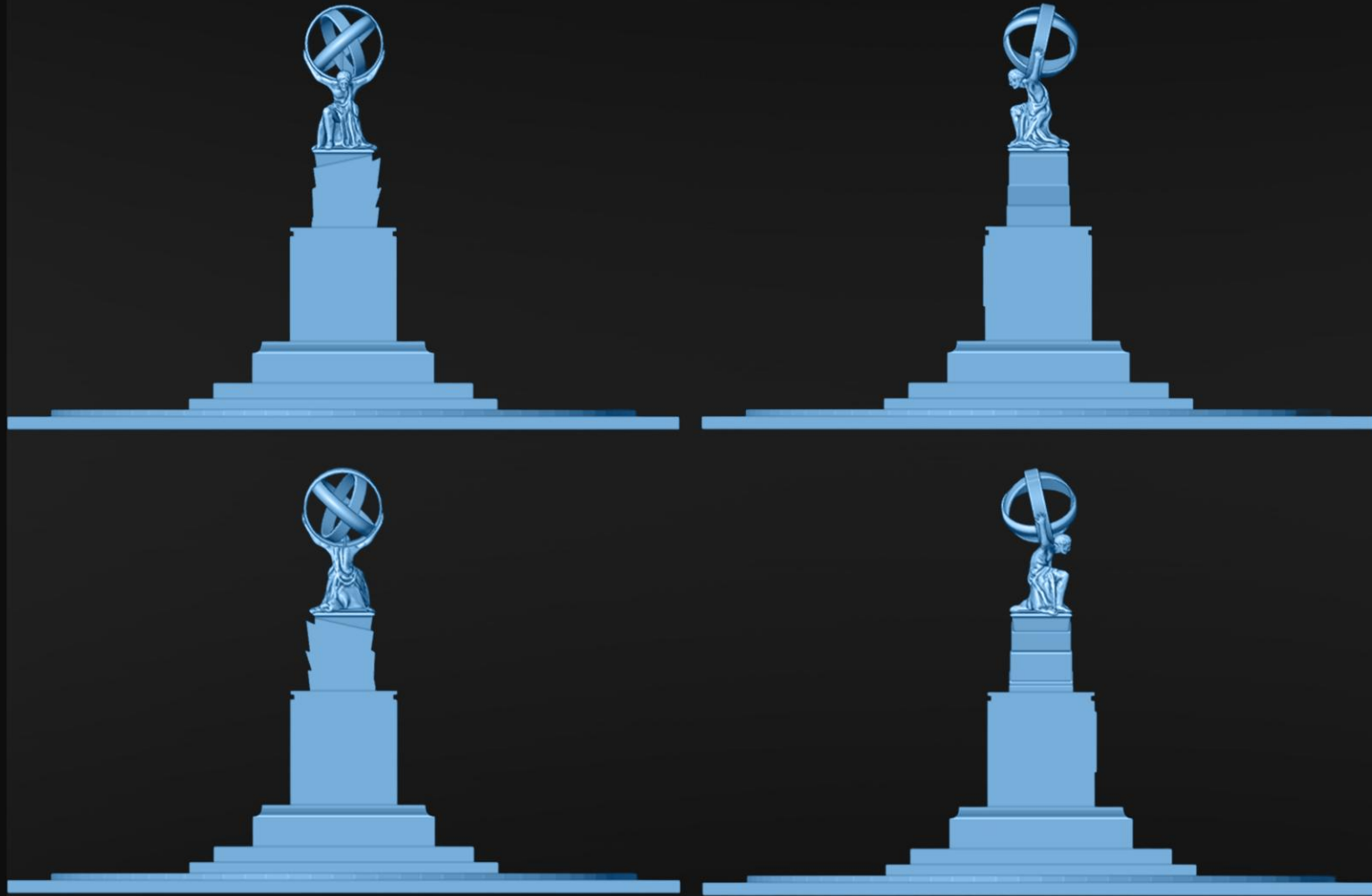
● - steam emission



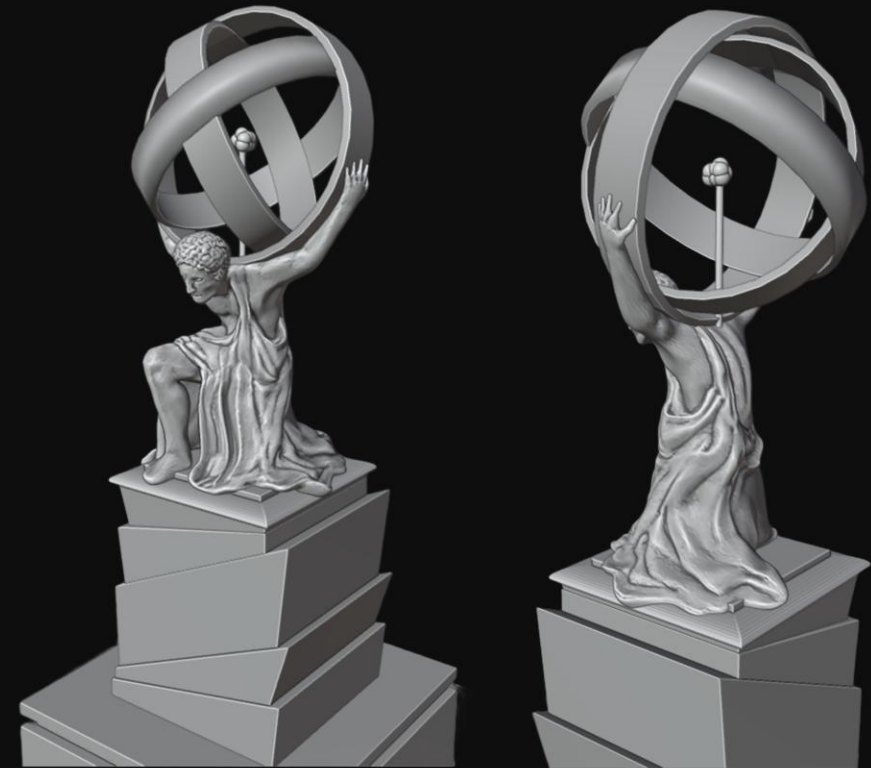
I designed the POI to have a central role in both the environment and in gameplay. The idea is to act similarly between a darksouls bonfire and a vantage point from assassins creed.

when a key is inserted into the statue, the active component will spin 180 degrees to face the player, and the cogs underneath will visibly start to glow with heat and emanate steam.

this will also have a visible effect on the local surrounding area, as it will return power to the environment, allowing npcs to repopulate the area and sell goods before the next ingame area. the statue will also serve as a check point and visual element to separate games spaces.



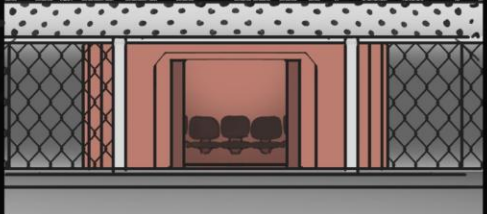
i spent a good amount of time modeling in z brush. blender and z brush combined is not something im used to, so tgis work folow was a first time me. it went suprisingly well, and there when no issues with the modle, which was i was suprising beacuse it was my first time transferring fbx files between softwares. i think i made the model fairly close to what i designed which im very prod of.



HUB - HIGH STREET KINGSWAY

Station front

FREEET KINGSW

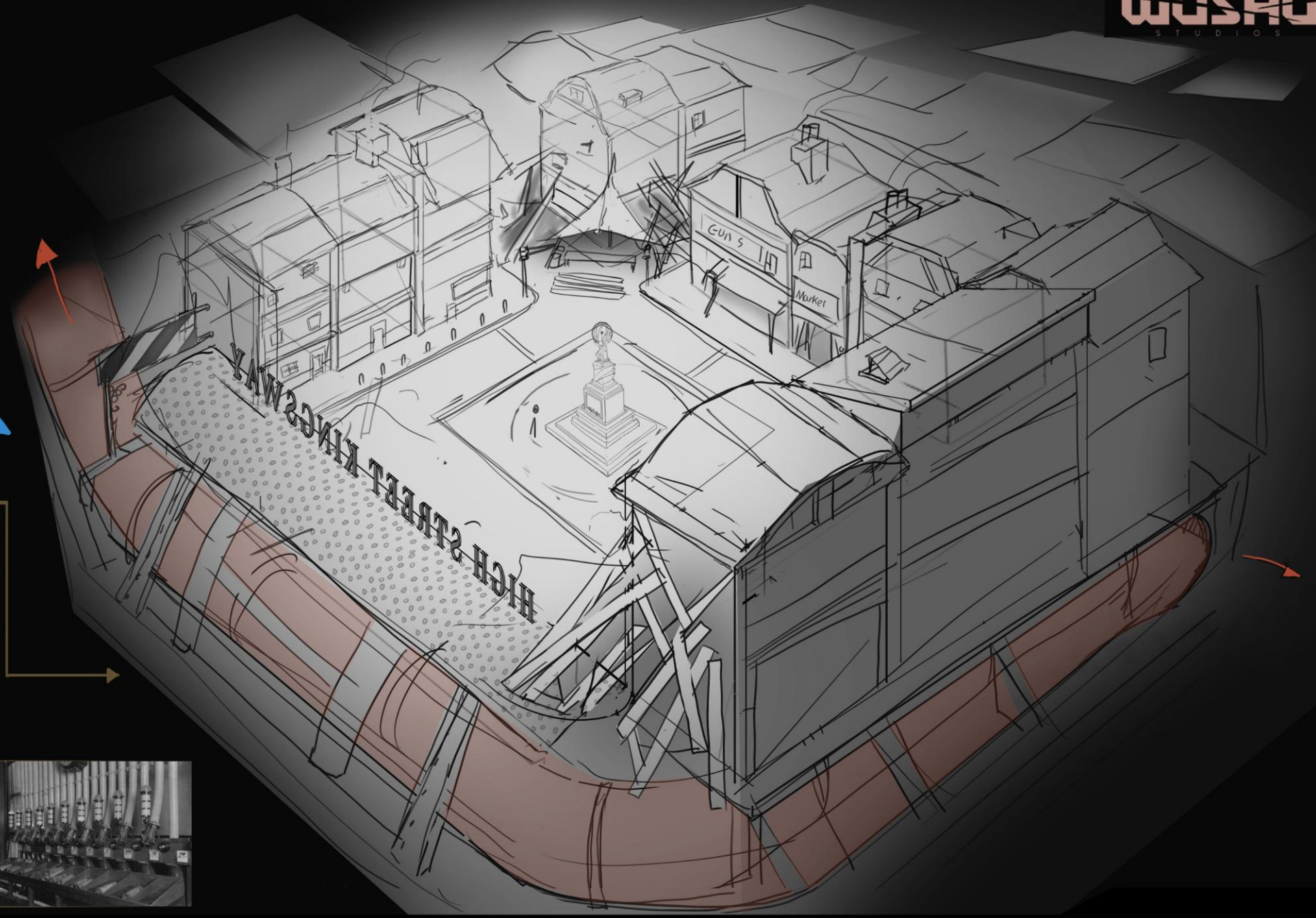


pneumatic tube  
carriage system

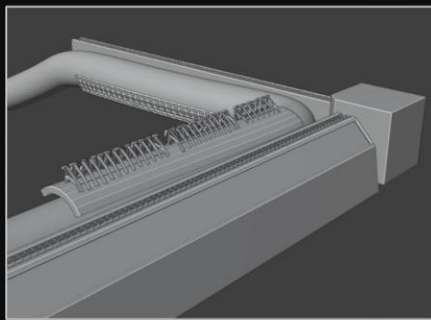
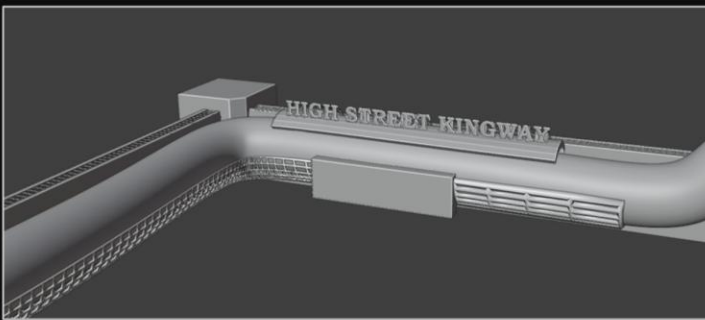
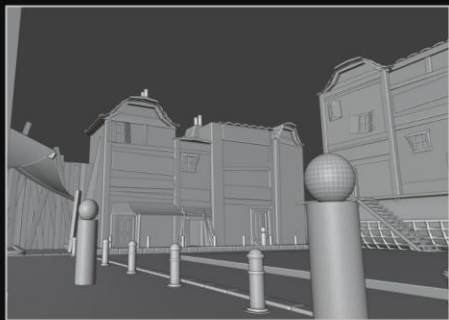
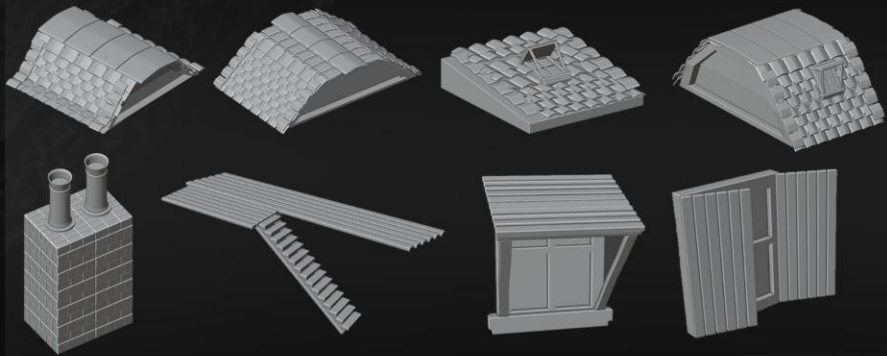
I wanted to include some form of fast travel, a common feature in hub worlds like Dark Souls or Destiny. It can also be used as a tool to help worldbuild and reinforce the setting.

Whilst researching I came across pneumatic tubes used to transport mail, used in the late 19th century, and I converted this established technology into the hub-world's steam-powered carriage system. This is particularly appropriate to the setting as the technology conceptually already existed.

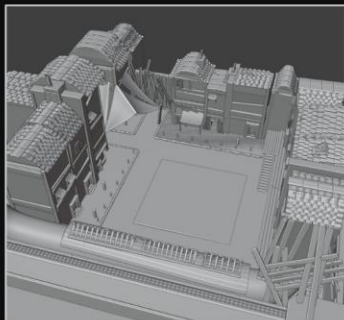
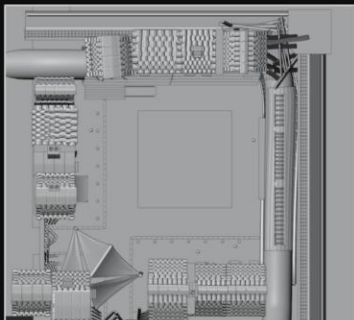
I also wanted to mirror the London tube, which, for some, is symbolic of London itself and by extension England, like double-decker buses or black cabs. This rehashing of familiar English symbolism is what I'm aiming to achieve with the inclusion of this fast-travel system.



HUB - block out modeling

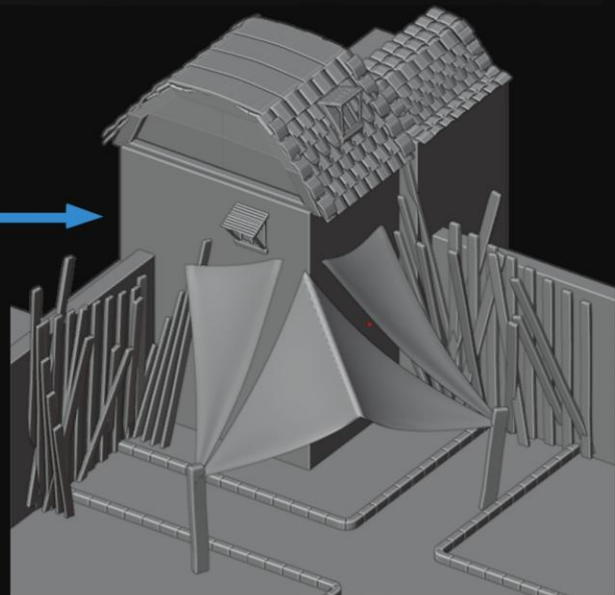


re-usable assets



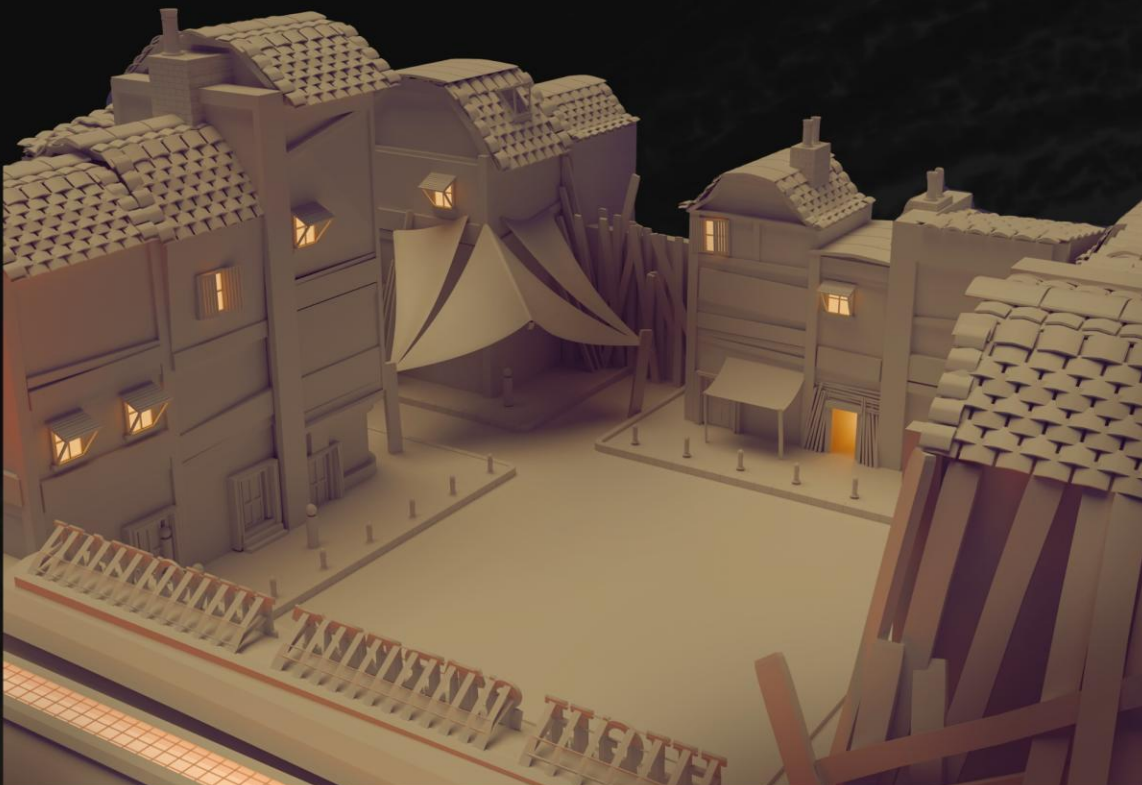
i spent the last 2 days creating my enviroment blockout to as close a scale as oist original drawing as possible. i still has work the needs done, but the majority of the larger forms are now made. i will continue to work on thsi moddle and texture it using nodes, following the enviroment pipline of my previous modual.

i will alo start to iterate on cinematic shots further as the model progresses.



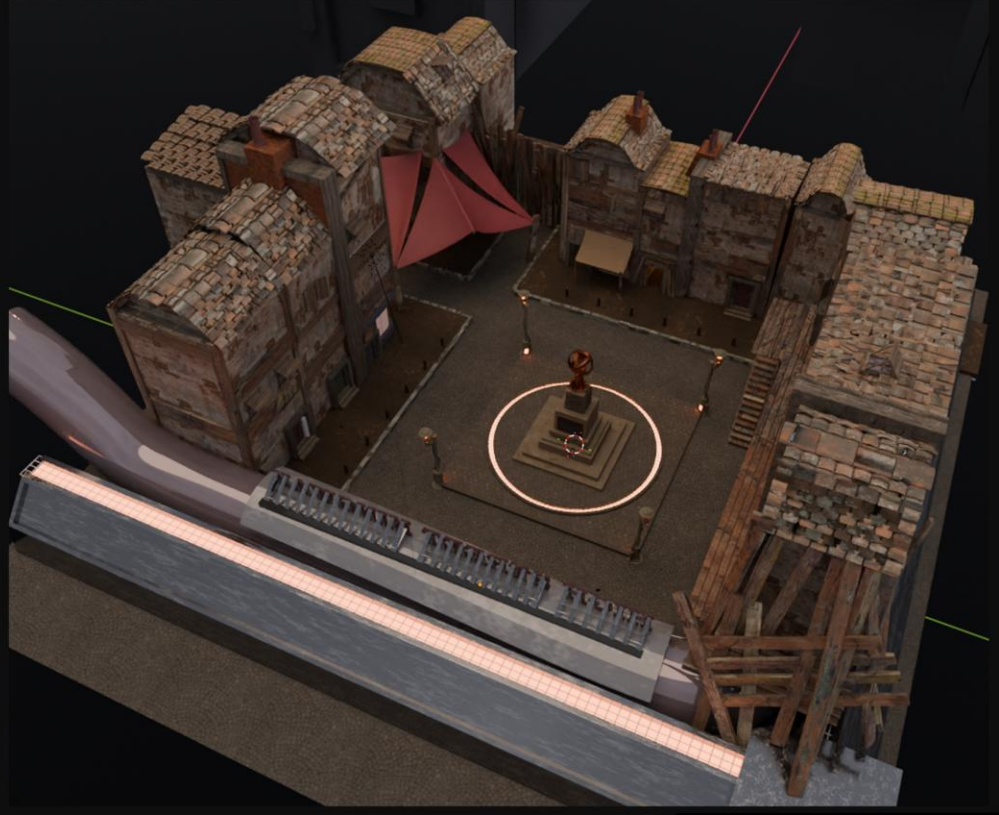
fast travel block out

HIGH STREET KINGWAY



Hub - Texturing

Textures used:



world building -  
steam powerd street lamp

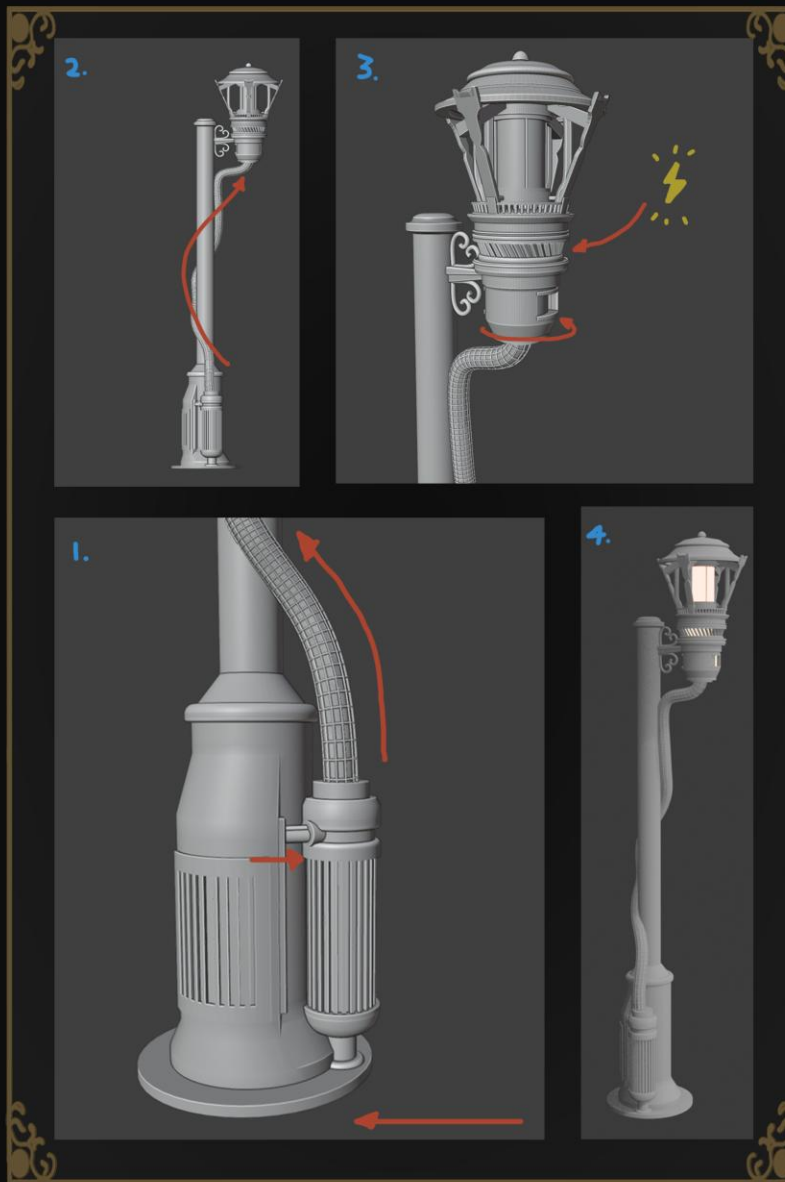
I wanted to try and encoporate steampunk asthetics into the enviroment in a meaningfull and functional way. i thought the best way to do that would be to take an exhistng and iconic fature of many streeto the era, that being the street lamps.

i tried to loosly introduce more industrial shapes into the lamp, whilst maintaining most of its traditional shapes and forms. My designn revolves around steam dynamos; real technology used in the late 18th century, usualy on a smaller scale.

the idea is that a larger underground channle of steam, directed after the POI is activaed, funnles into the compressor at the base, feeding upto a seatm dynamo, which then in turn power a turbing which creates electricity that powers the lamp.



steam dynamo:



## Faction - mutant hunters

WUSHU

i thought that the narrative mentioned in the brief, that being the presence of mutated monsters, and the fact that some time had passed since the nuclear disaster, it seemed common sense that the people of this world would want to start some kind of resistance against this issue. My answer to this was a faction located in the hub that would give the player missions to hunt down particularly dangerous mutants, likely the bosses of the game, that might block access to the POIs scattered across the map.



Mutant hunter sigle - It made sense to me, given both the location and scale of the issue, that a mutant hunter corp would at least have originally been government funded, now a remnant of a formerly powerful faction- the sigle then is the London coat of arms, adapted to represent the hunters.

