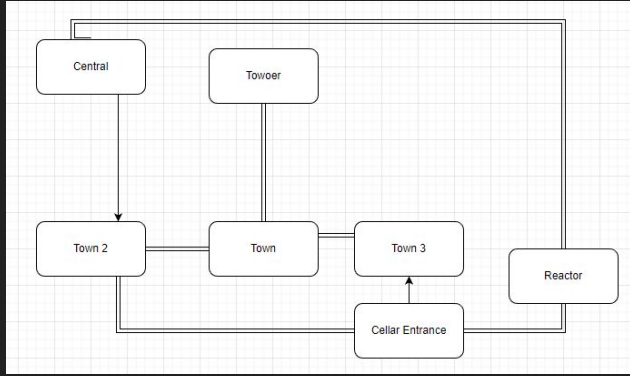
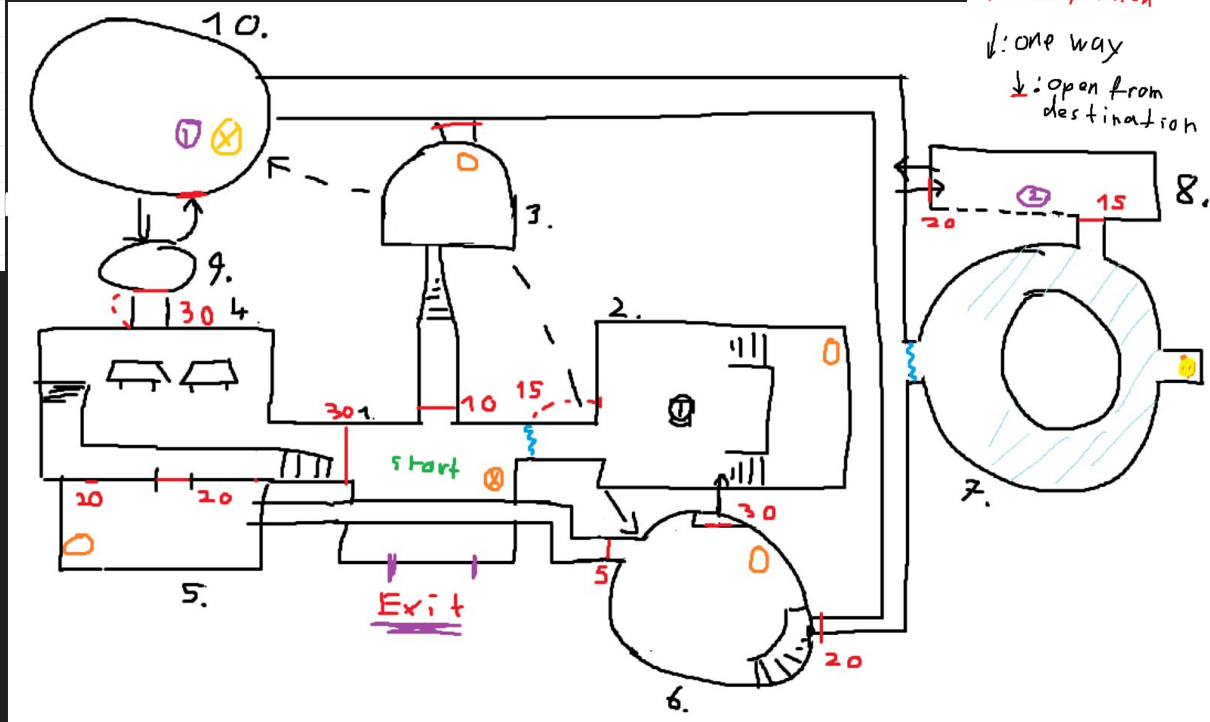


Level Engineering - Layout



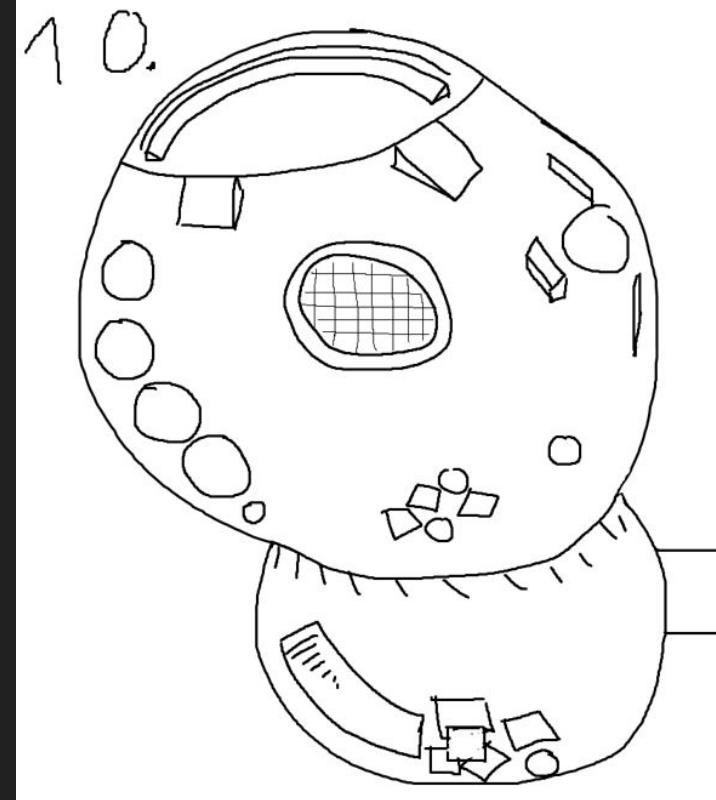
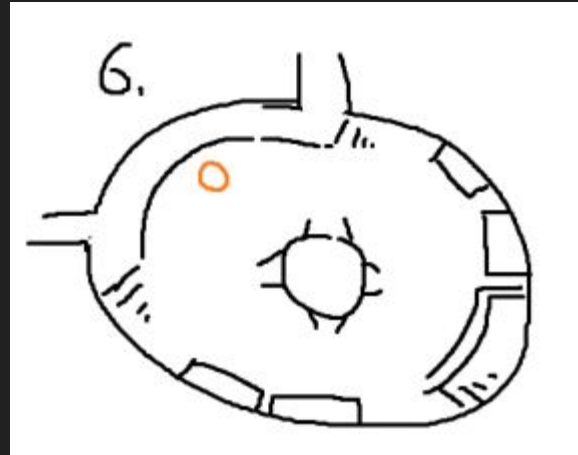
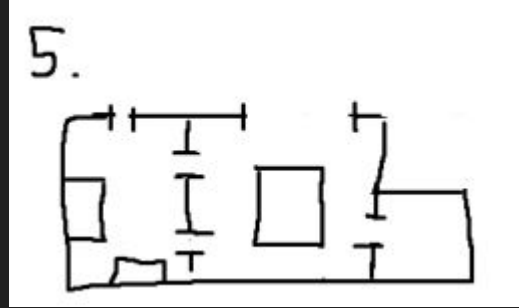
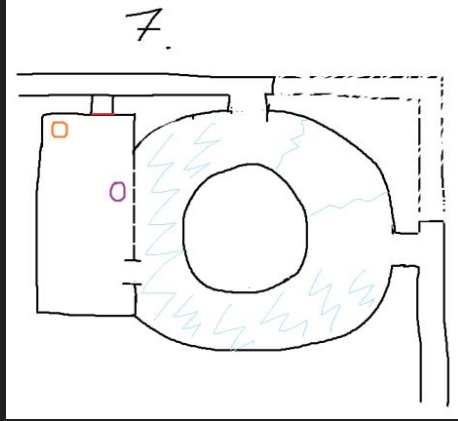
First Layouts and Sketches:



Based on Two Ideas:

1. See the whole map from a tower
2. Open the exit with two switches located in the sci fi area

Level Engineering - Single Room Layouts



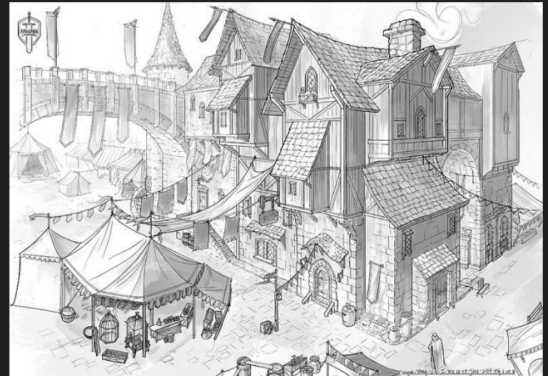
Lots of small sketches of single rooms

Level Engineering - Mood Board

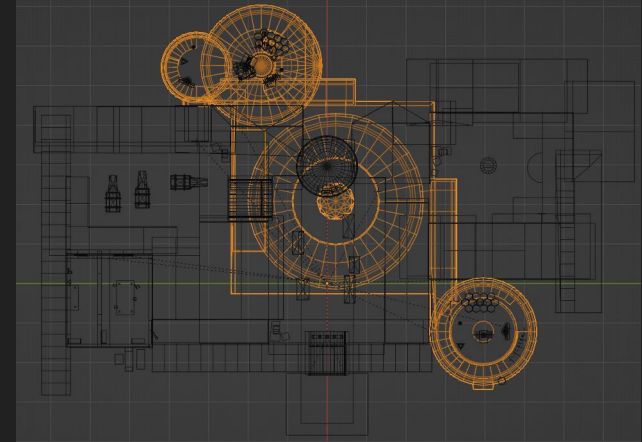
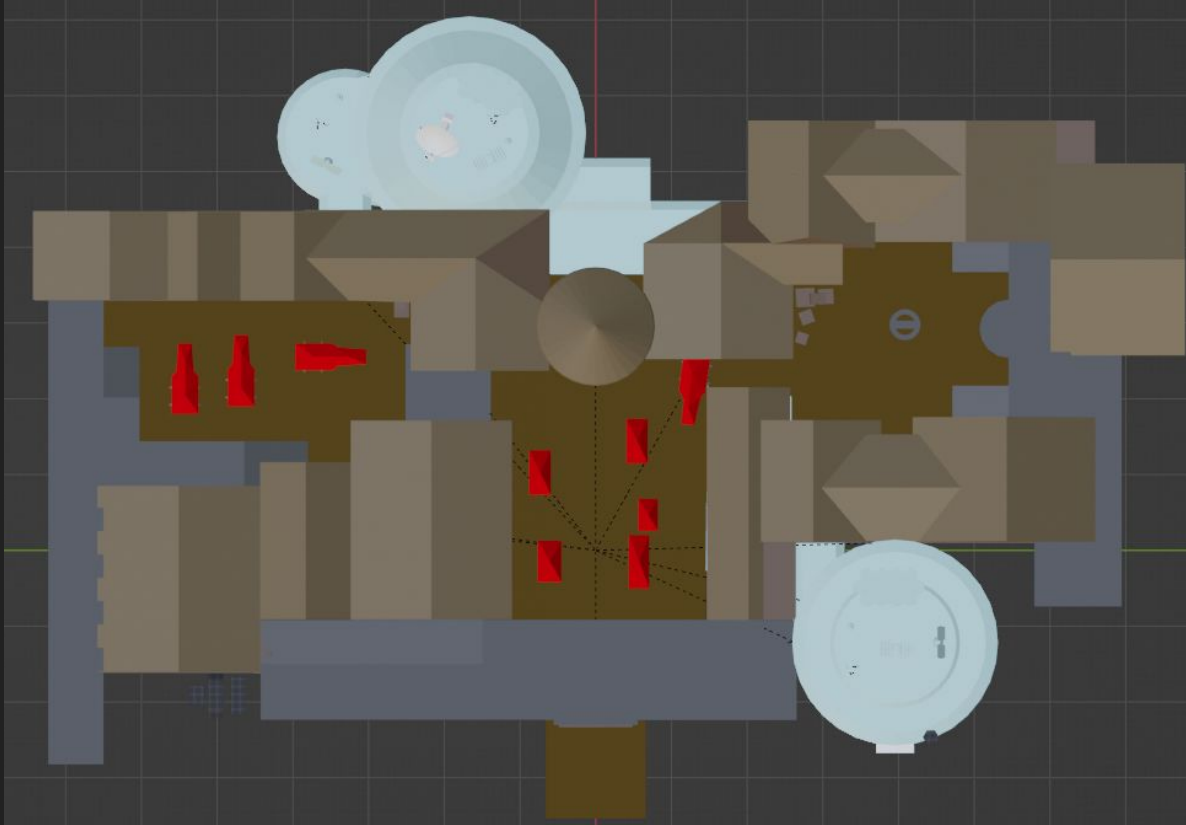
Sci Fi Stuff is hidden behind Medical Buildings



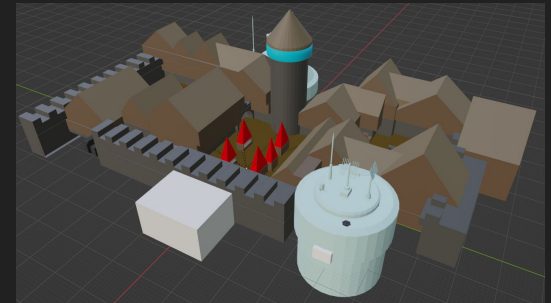
The Round Rooms are important



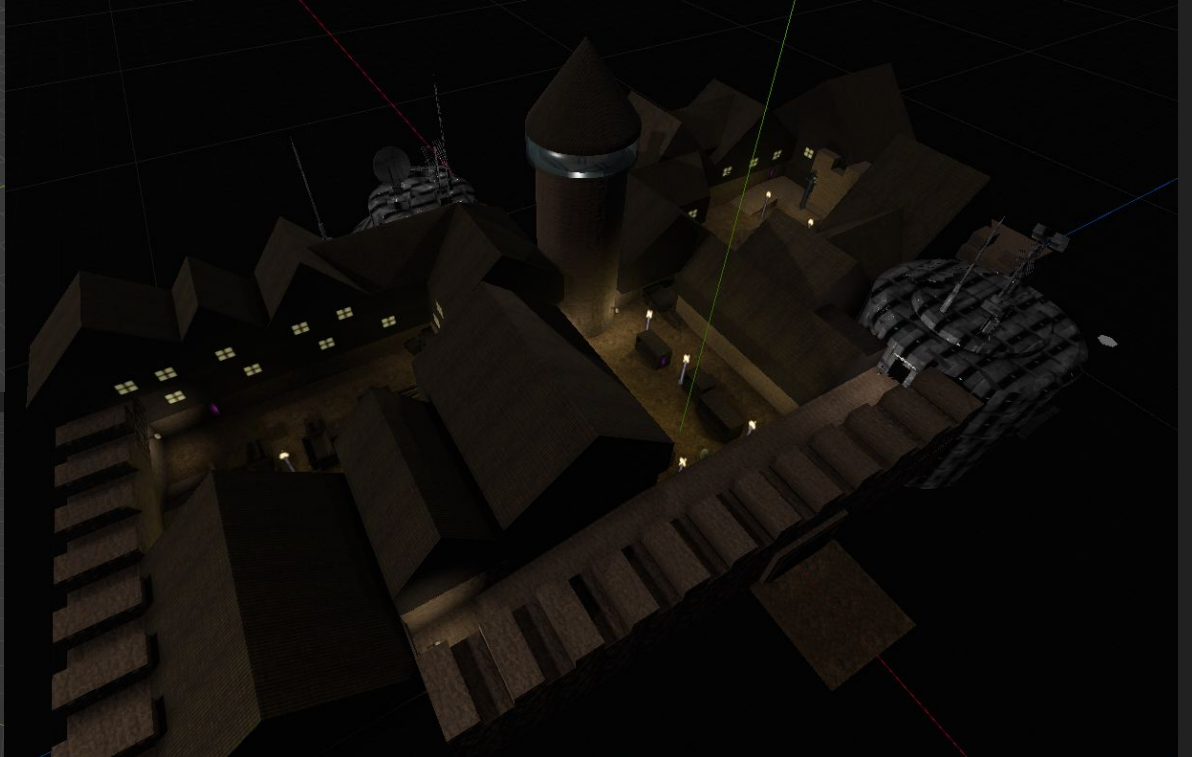
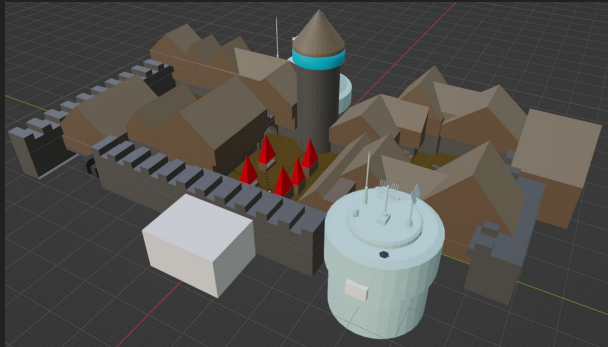
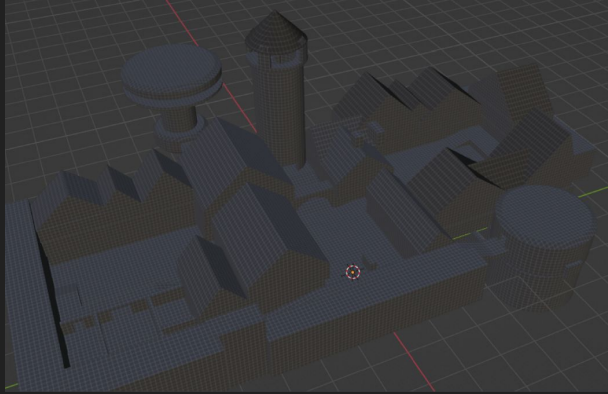
Level Engineering - Map and Final Layout



Map In Blender



Level Engineering - Control Center Process



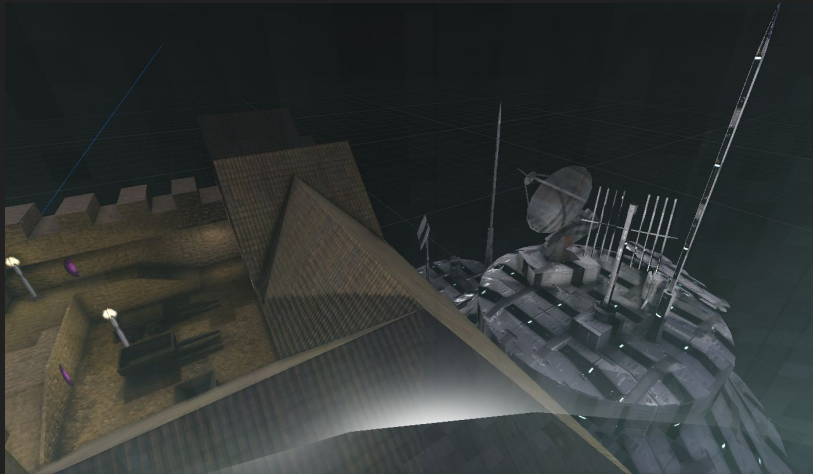
Level Engineering - Control Center Impressions

The first 3 Areas:



Level Engineering - Control Center Process

Command Room:
Outside and Inside



Reactor Room:

