

Radio Hall
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ITGM 721 Environment for Games
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Professor Jacques Khouri

Design Narrative

Project Description

Radio Hall is an environment I created for a character named Garret. Garret is a grasshopper, and likes to play the fiddle. The environment is within an old 1930s radio that has been gutted and refurbished as a home with a stage. I thought it would be interesting if while he played the fiddle people would walk by and think the old radio was still working. The interior is decorated with makeshift common items. There is a stage in the middle of the space where talent shows occur on a "HAM" can and cardboard box. Benches made of hay, and chairs made of spools and bolts with soda pop caps and are spread around the room for spectators to sit. Upstairs is a balcony section. The room is lit by Christmas lights and a flashlight.

Assignment Parameters

The project was the first of three environments that were to be created over quarter. The environment was to be an interior, and needed to have a number of concepts and references submitted for approval. Once we had our research complete we started learning Unreal 4 and the DCC app of our choice.

Research

Most research for this environment was web based. I took time to look at old nostalgic era, antique shop type items. I also looked at animated films that had small bug like characters (i.e. Bugs Life)

Target Audience & Competition

The target audience is those that like 3D animated cartoons or antiques. Anyone into animated films, young or old might like this.