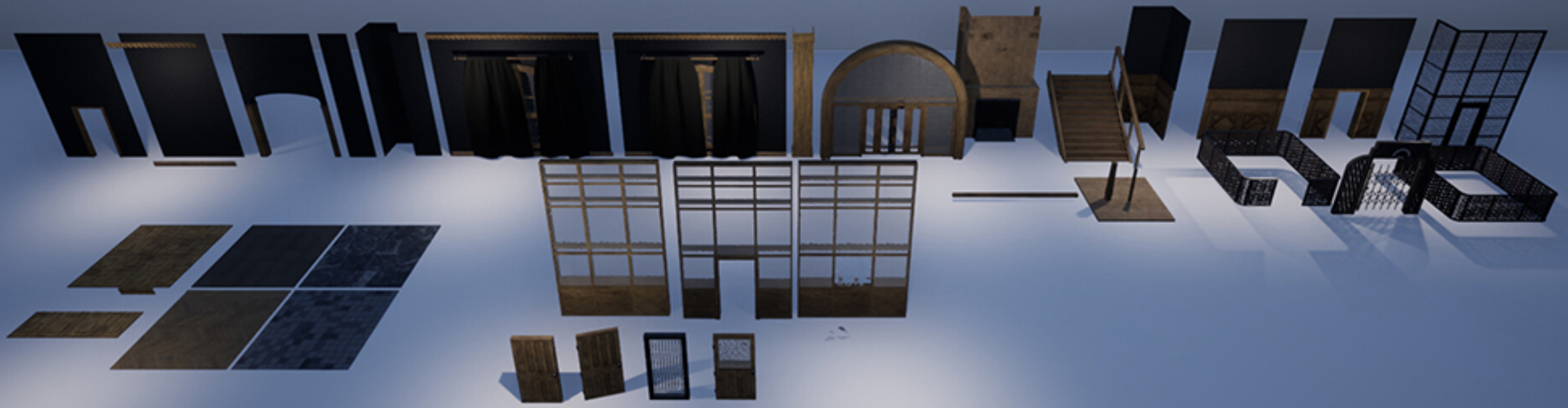
The environment had a 1940's-1950s upper-class hotel theme, that had a recent investigation for a crime scene. The scene consists of a main reception, library, ball room, elevator shaft and stairs to access the other floors. The focus of the scene is the reception as it has most of the storytelling elements on it.

For this project I wanted to focus on making a bigger Unreal Engine environment to potentially use in a game. I would be doing all the engine work and lighting as well as creating a modular set with some bespoke assets.

The goal of this collab work was to try match each other's style and workflow to ensure the environment kept a visual consistency. The goal of the scene was to create an easy-to-use modular set to create an environment, as well as improving on my lighting ability for a game-ready scene. Also to continue to work on composition and storytelling in a render.

Full Modular Set



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