



looks soulless feels soulful

3D WALKTHROUGH

@hannes.kills

WALKTHROUGH CONCEPT

An otherworldly environment meant to emulate what I love about liminal spaces– a mix of horror and comfort.

One of my freshman-year final projects was depicting the in-between-ness of moving cities as liminal spaces. This time, this environment will show a house no one is meant to live in for long.

Takes major inspiration from brutalist architecture, internet-famous liminal spaces, and Jared Pike's Dream Pool series.





Includes an upper ground (the brutalist/modernist architecture with doors and windows), and a lower ground (dream pools and liminal spaces with lights).





ARTIST: Jared Pike



ARTIST: Brent
Wong



WALKTHROUGH SEQUENCE

OPENING VIEW

(user can zoom in any
time)

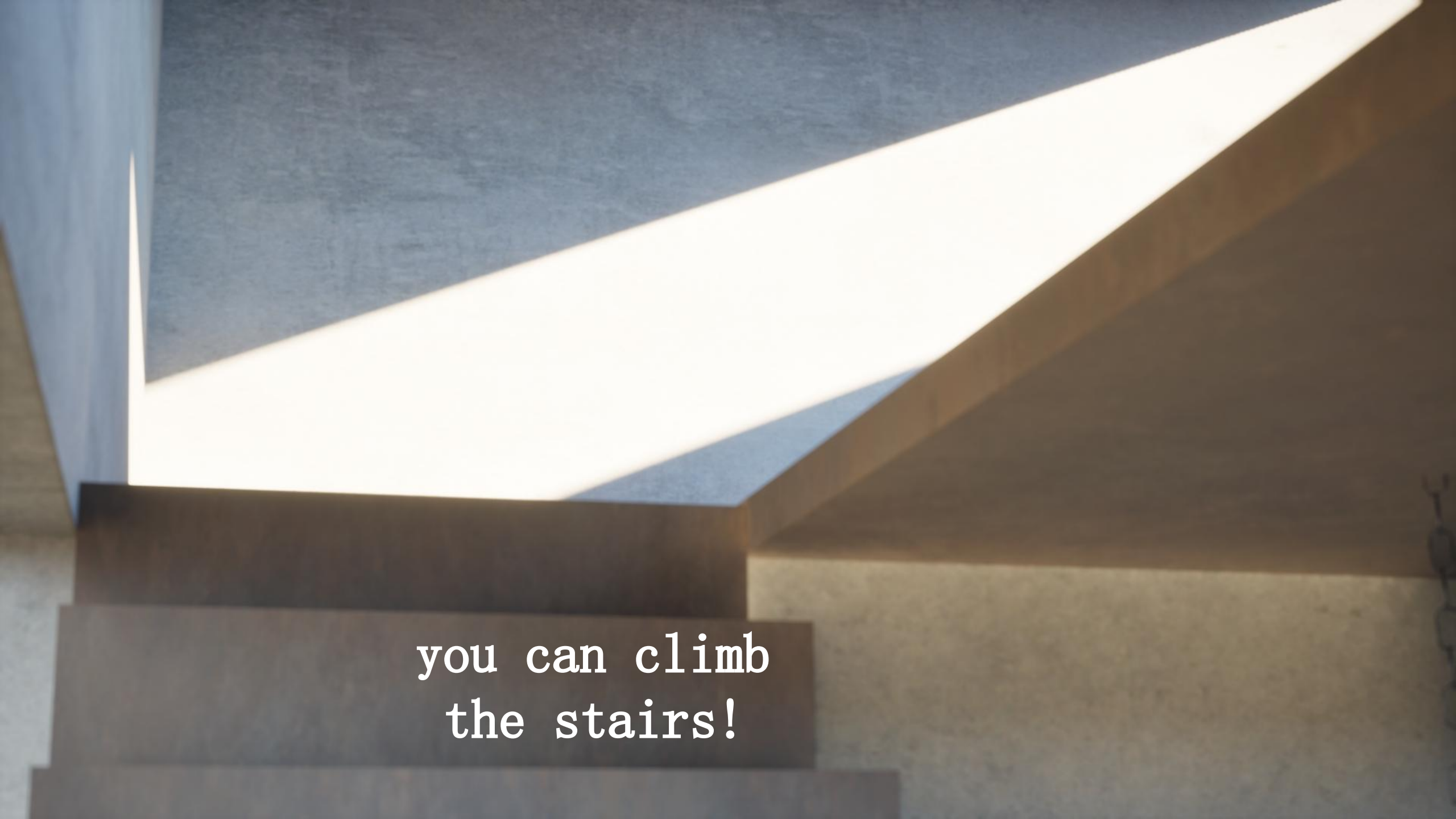


come
walk
in :)



(light can switch on
and off with 'E'
key)

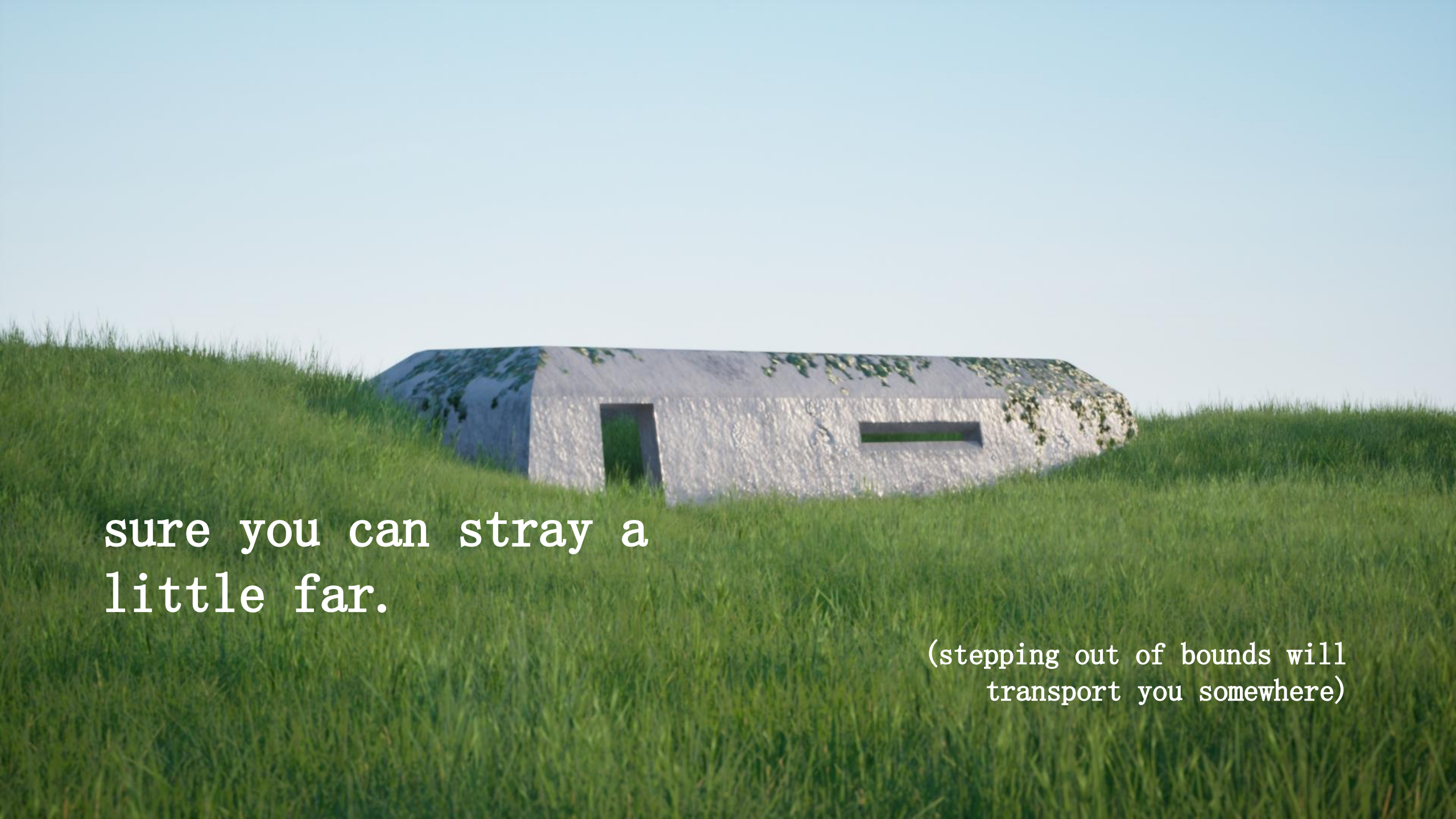


A low-angle shot of a modern staircase with a large skylight above it, casting a bright beam of light across the scene.

you can climb
the stairs!

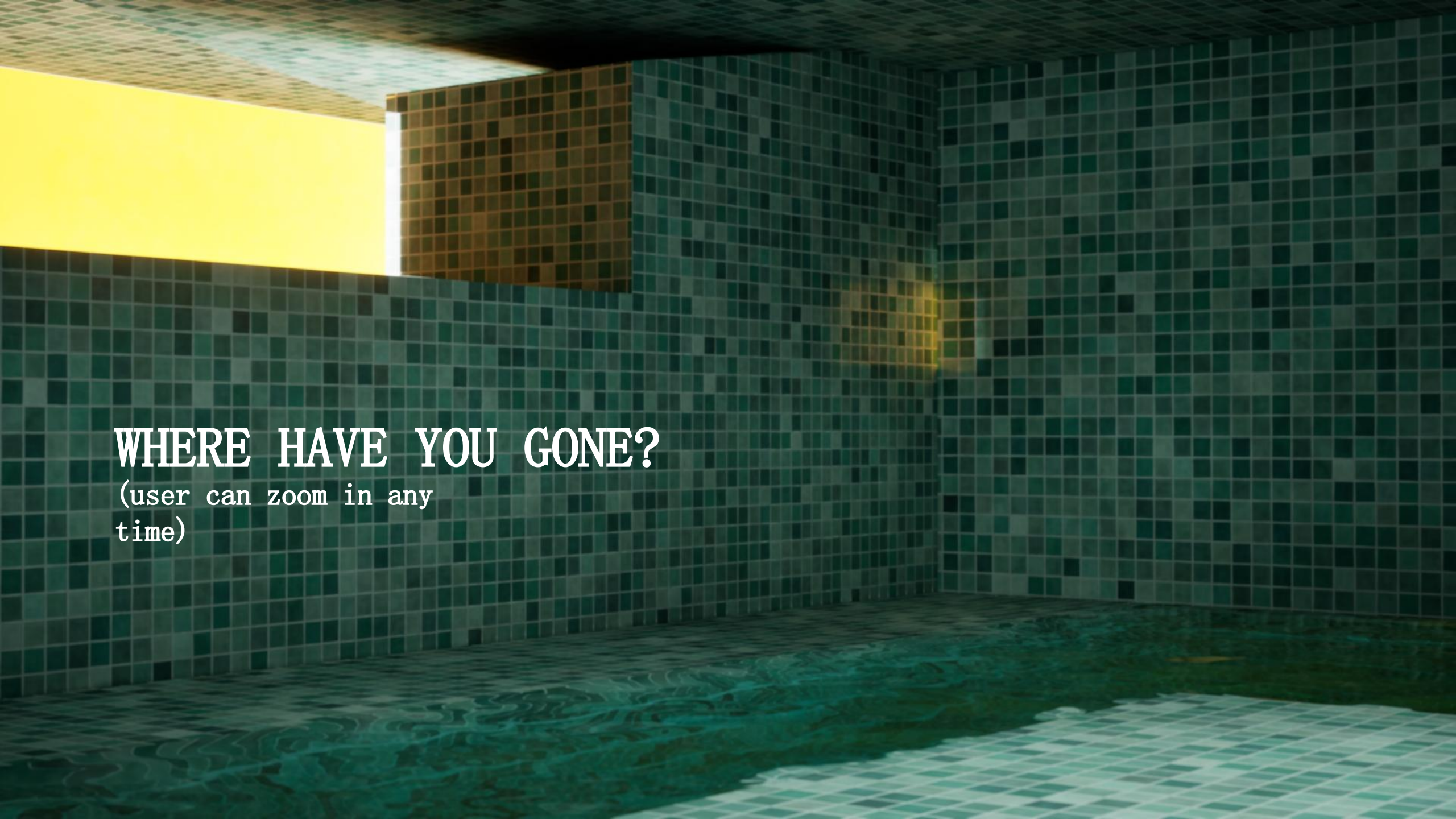
(music can be played when walking up
to the boombox and left clicking)



A low, rectangular stone bunker or pillbox is partially buried in a field of tall green grass. The bunker has a rough, textured surface and two openings: a larger rectangular one on the left and a smaller horizontal slit on the right. The top of the bunker is flat and also covered in grass. The background is a clear, light blue sky.

sure you can stray a
little far.

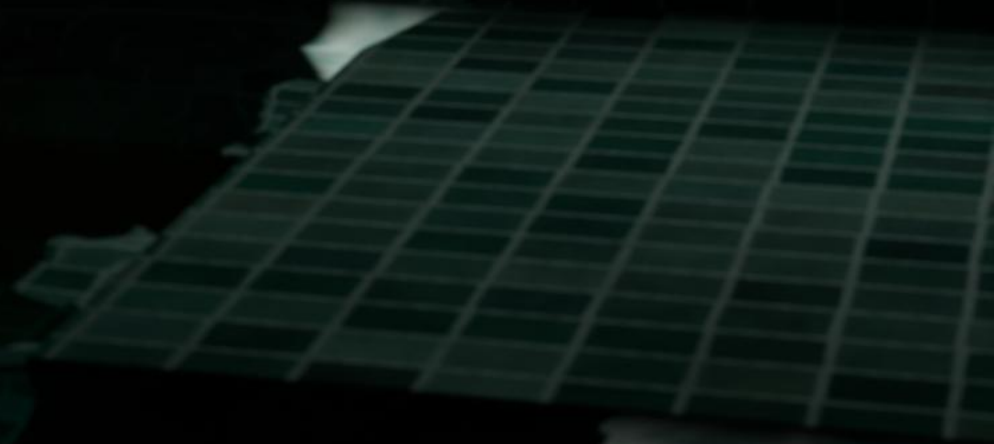
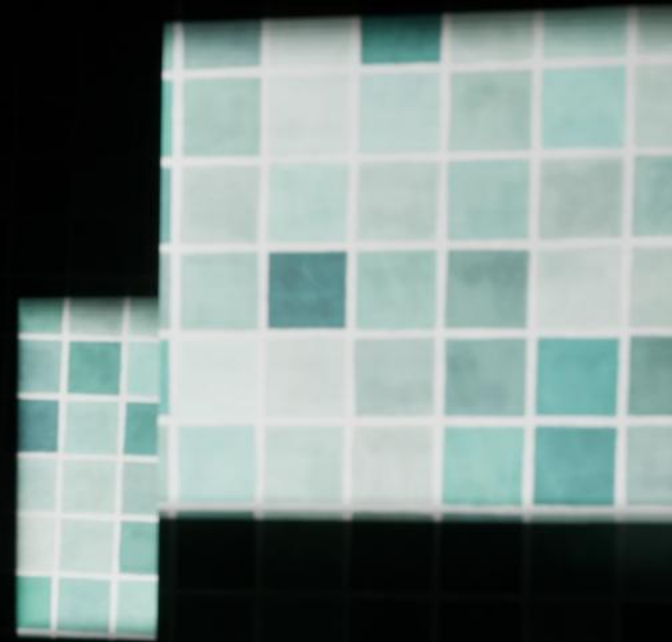
(stepping out of bounds will
transport you somewhere)

A 3D rendered scene of a room with teal mosaic walls and a pool of water. A bright yellow light source is visible on the left, casting a glow on the wall. A small, dark, rectangular object is mounted on the wall. The floor is covered in water with ripples, and a portion of the floor is covered with a light blue and white checkered tile pattern.

WHERE HAVE YOU GONE?

(user can zoom in any
time)

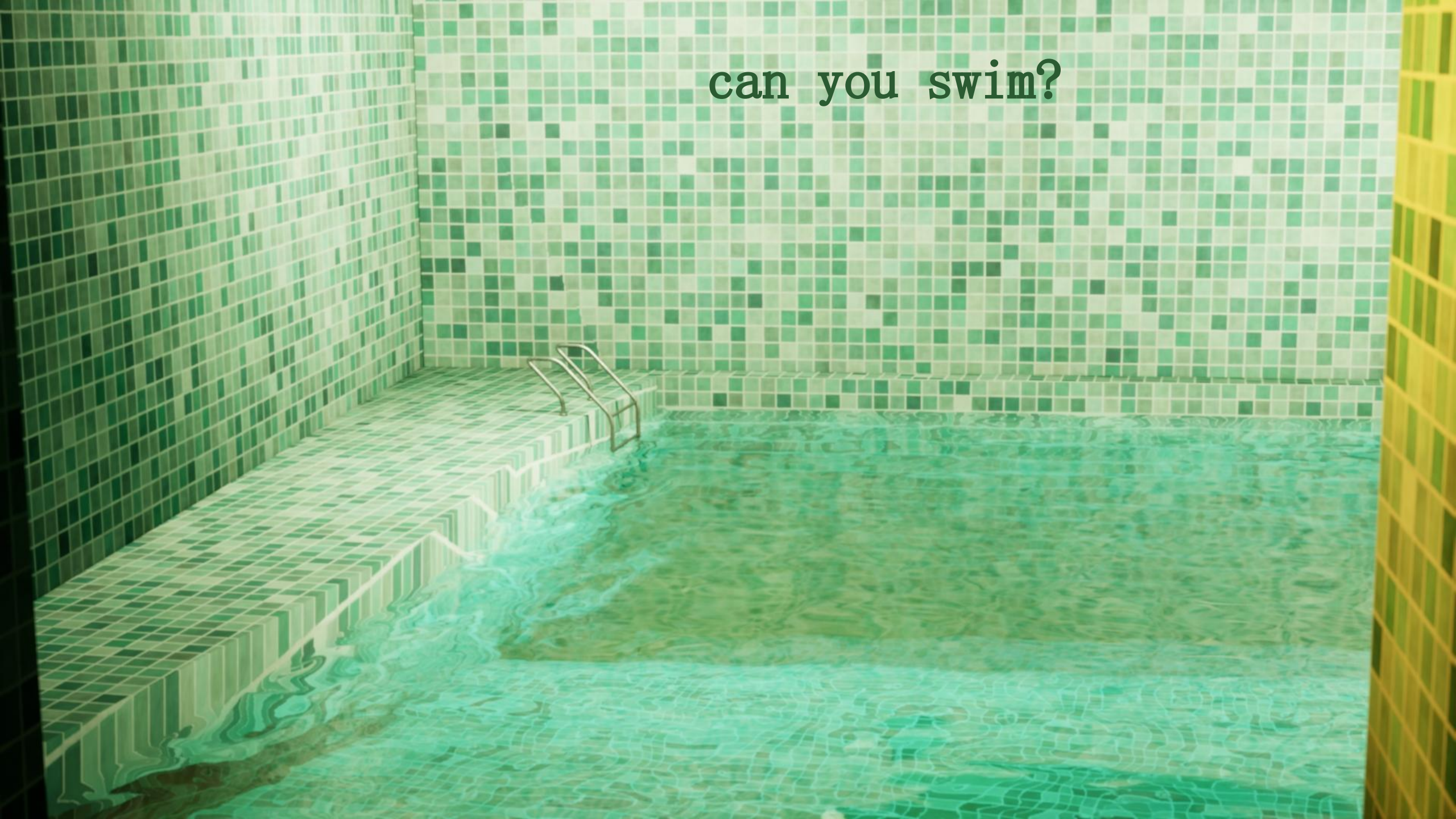
just turn
'round the
corner.

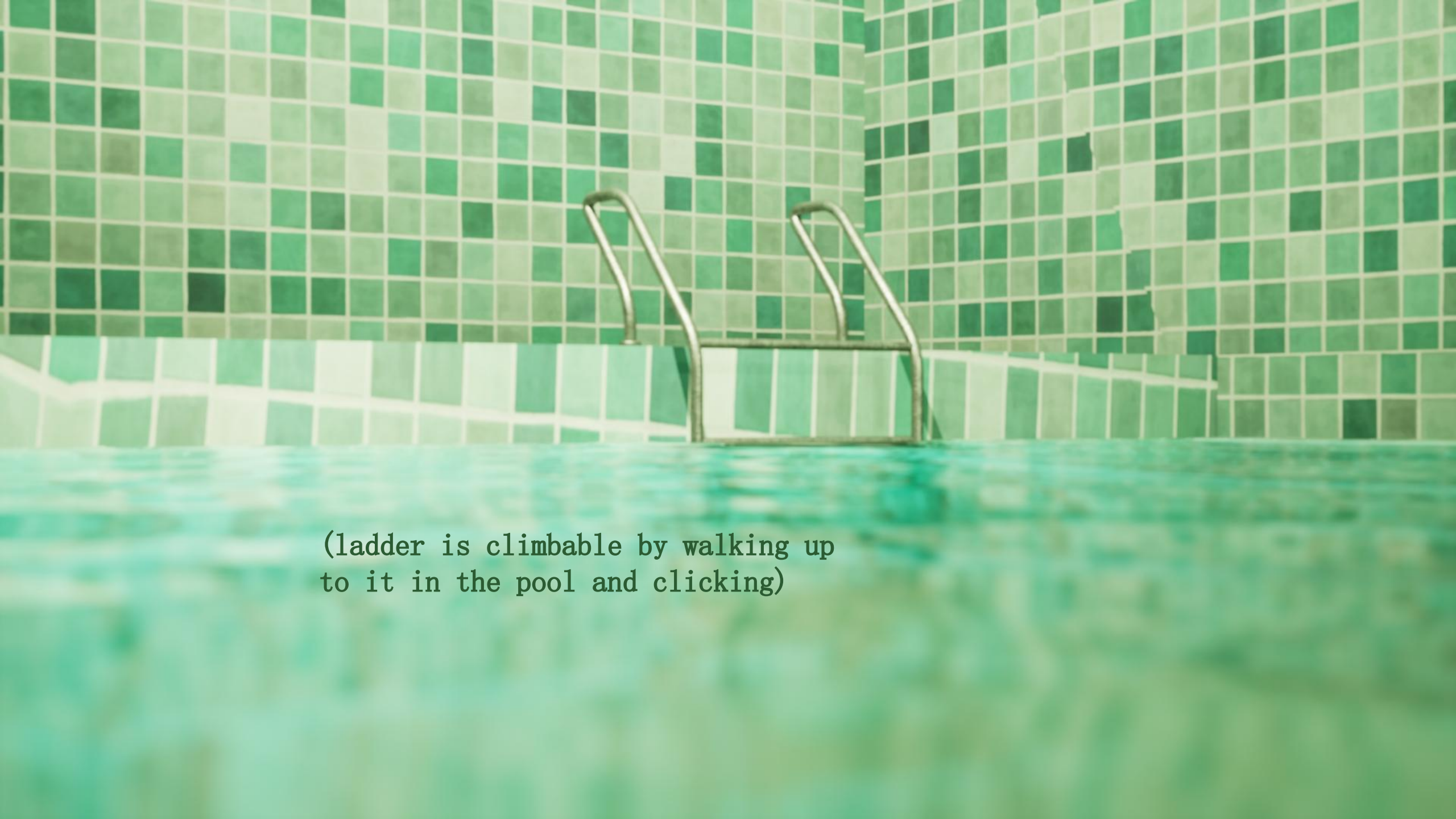




tight space!

can you swim?





(ladder is climbable by walking up
to it in the pool and clicking)

FINAL



[click for PACKAGED GAME](#)