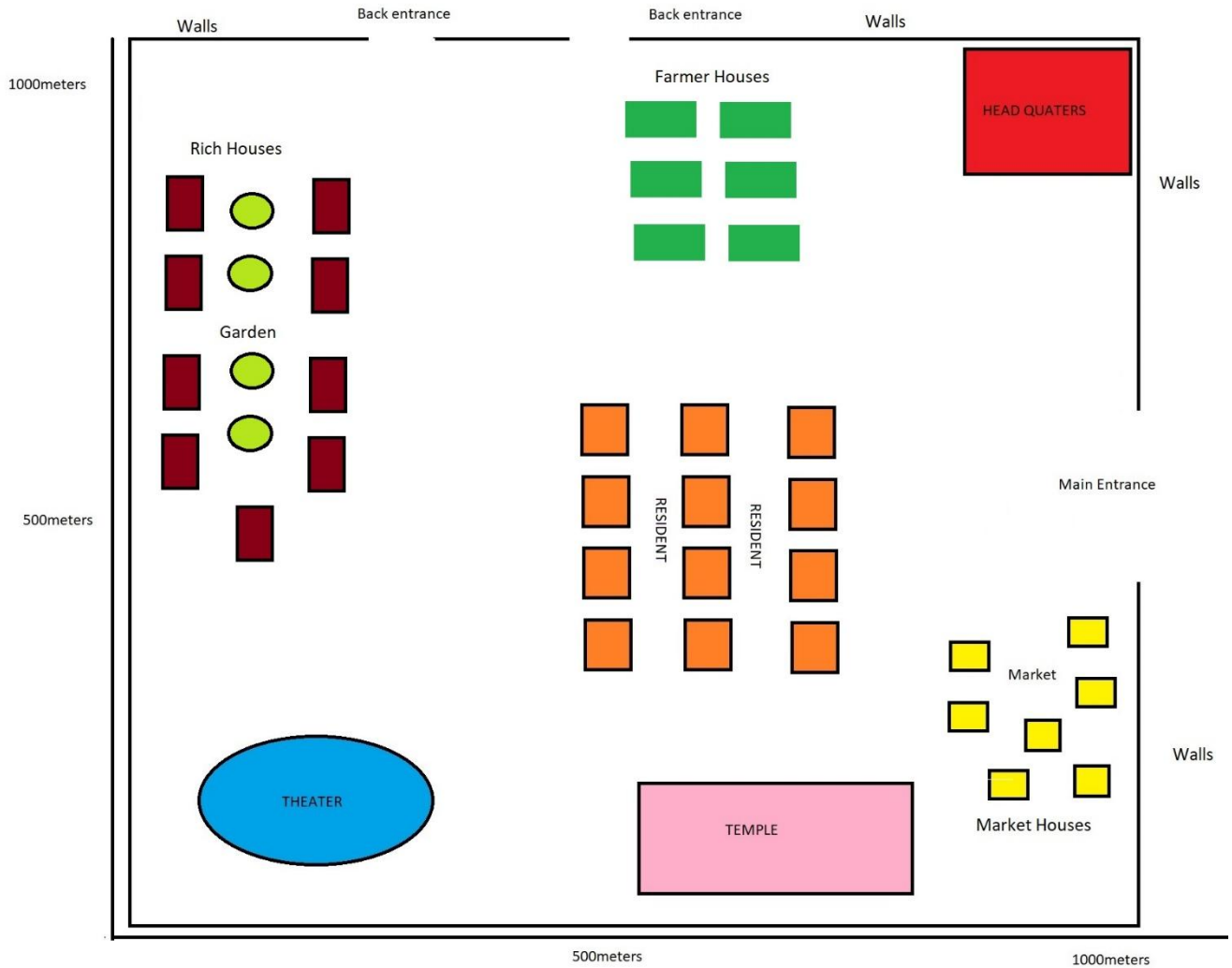
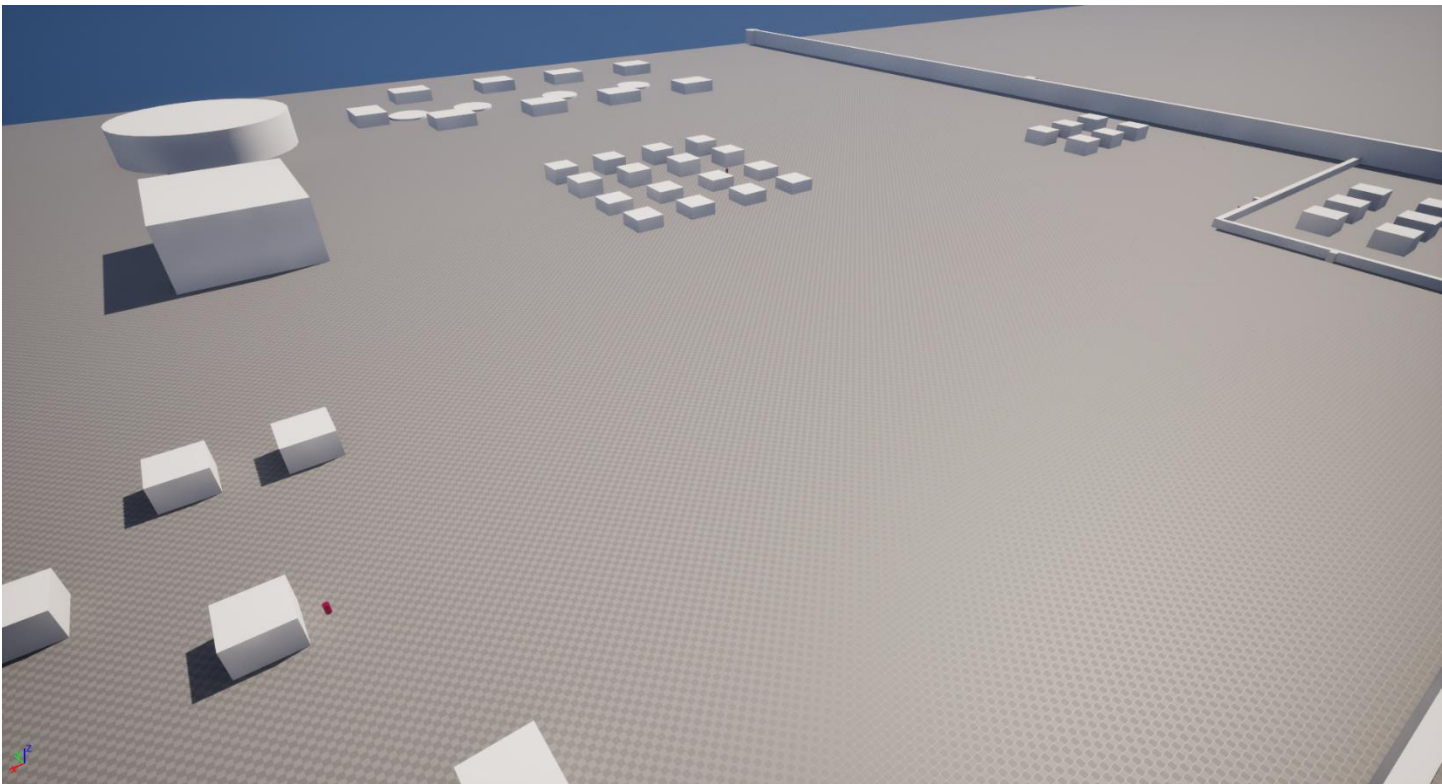
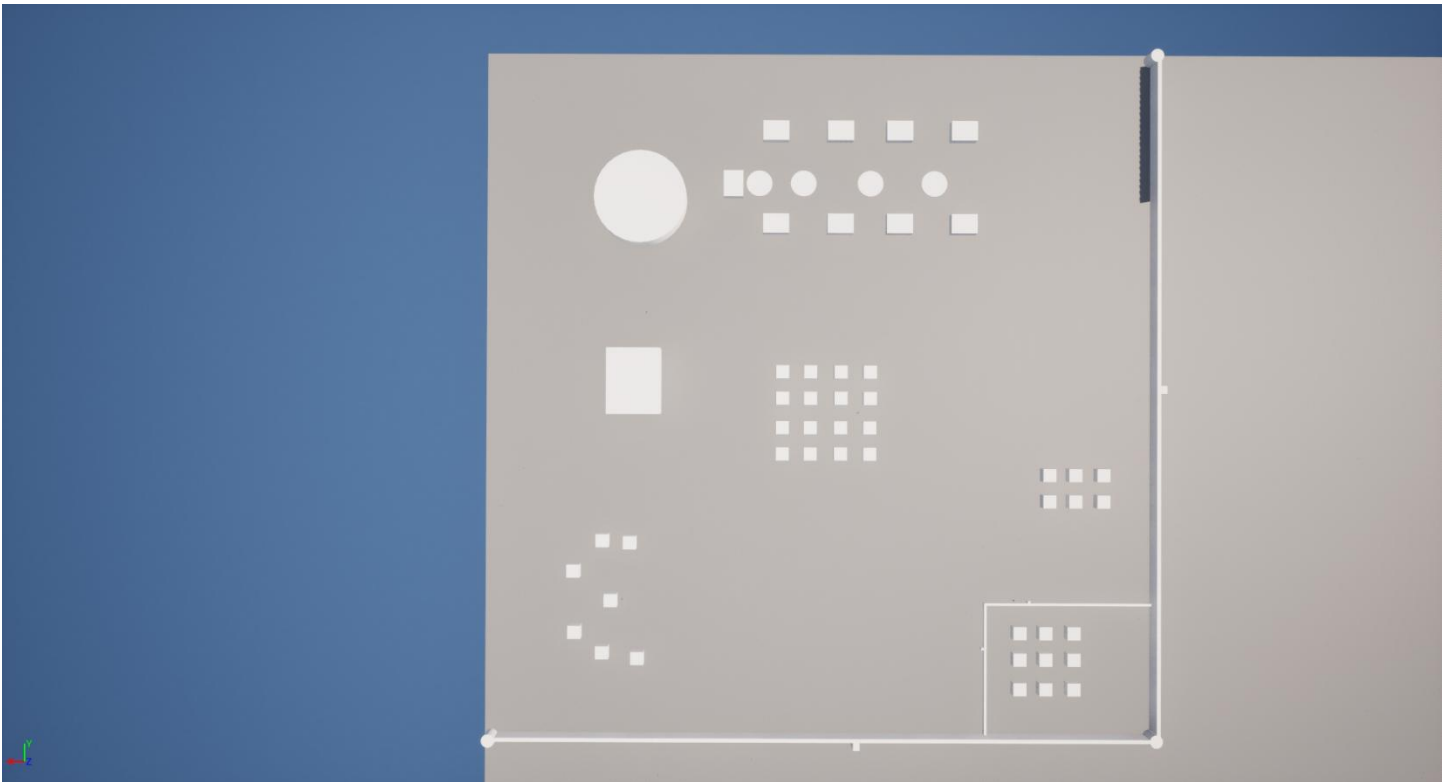


Block – Out Design

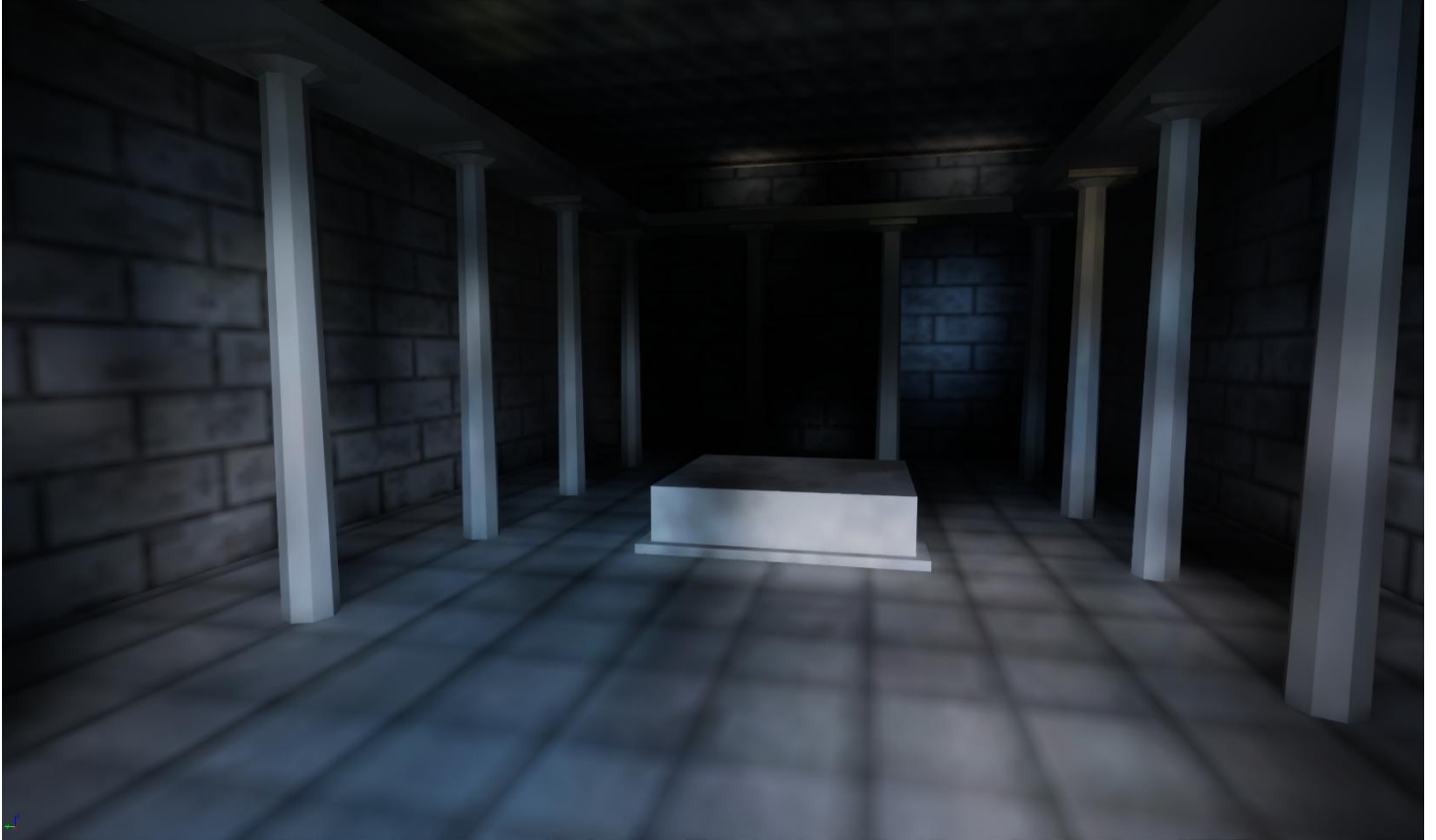
In this document I will present the development of the graphic design of the game level, from the initial stage of the idea in drawing, followed by the use of primitive objects, Then the addition of assets, textures and finally the lighting.

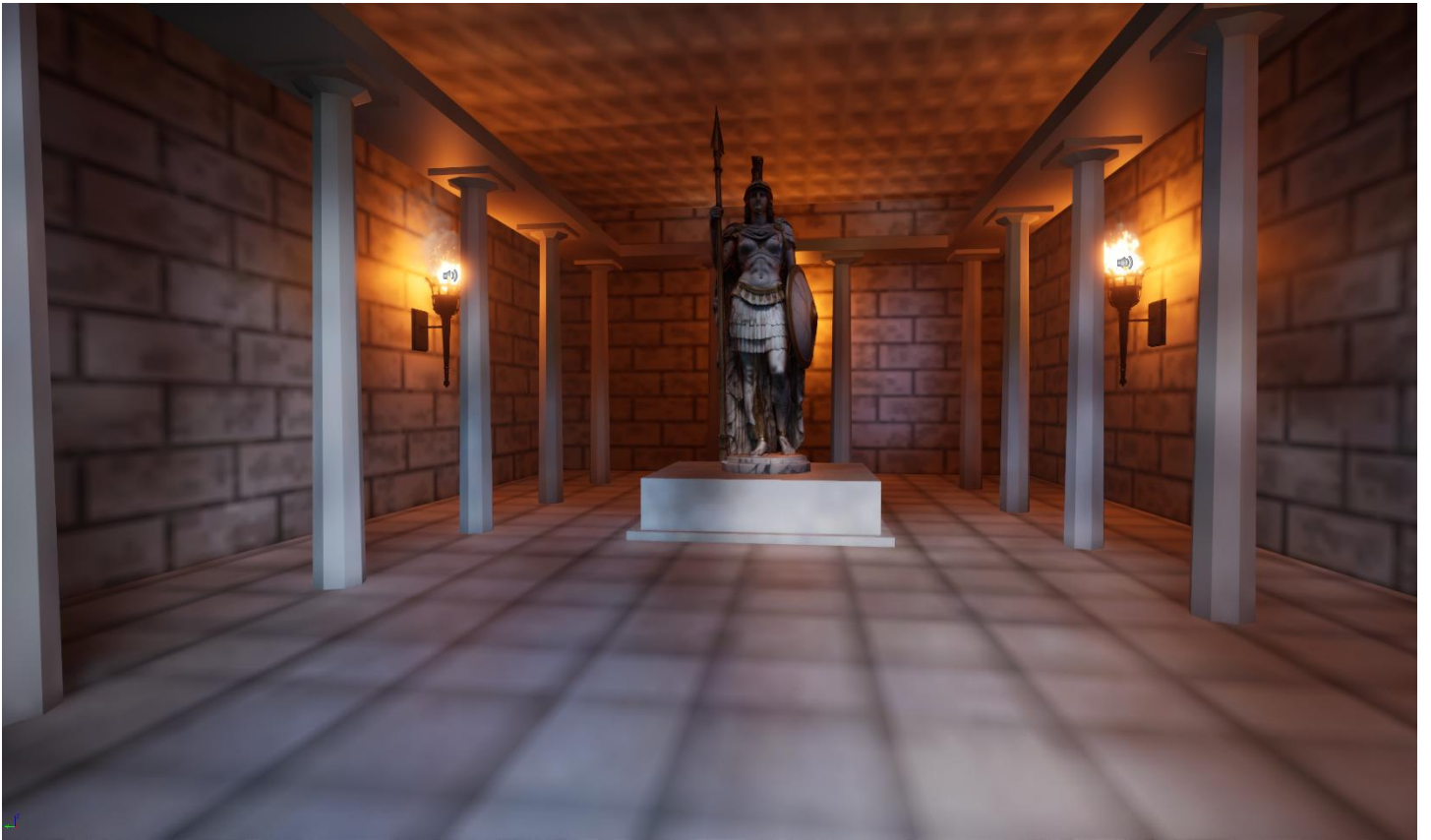
CITY





MAIN TEMPLE





Houses

Army House









Farmer Houses





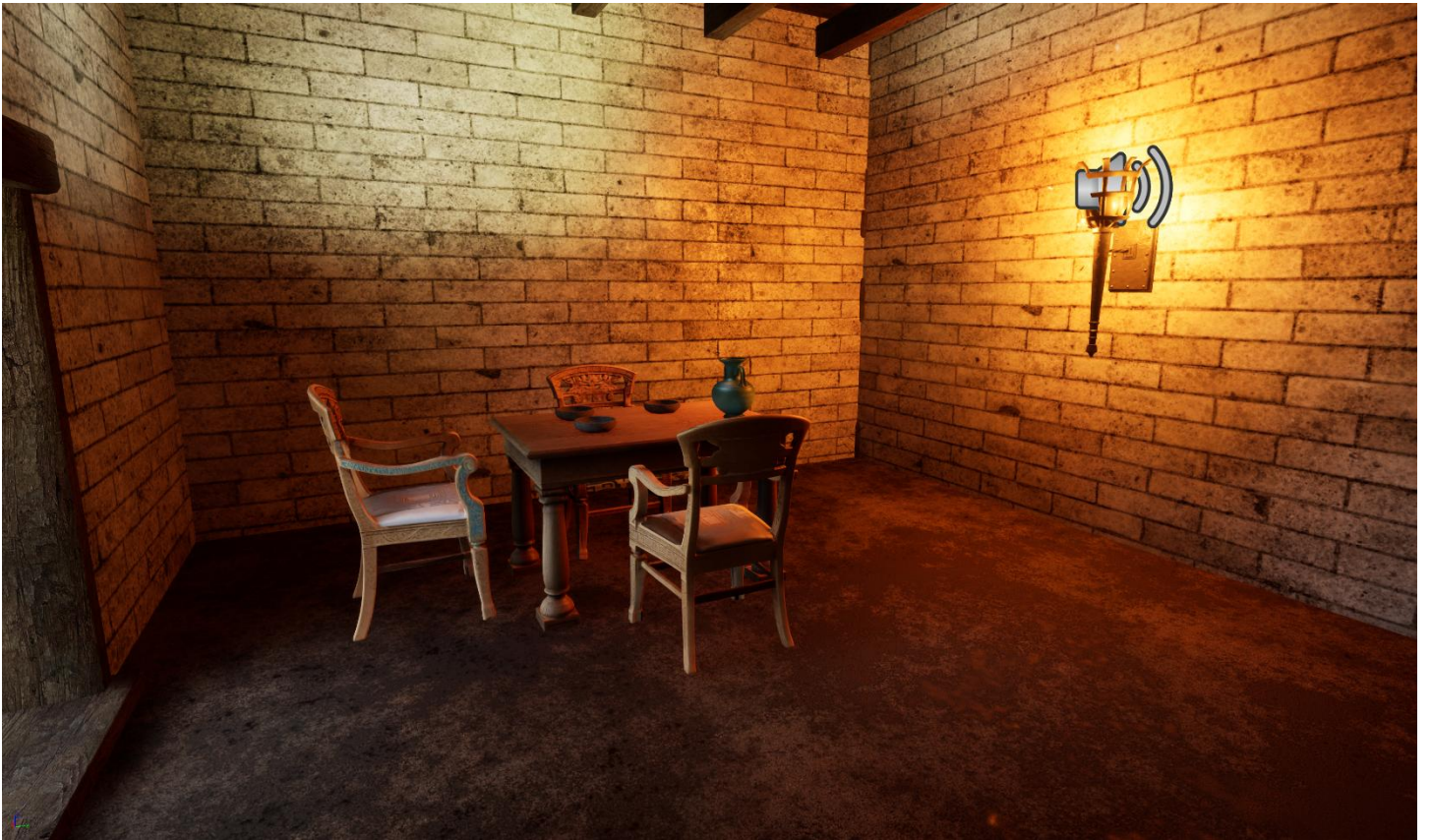




Market Houses







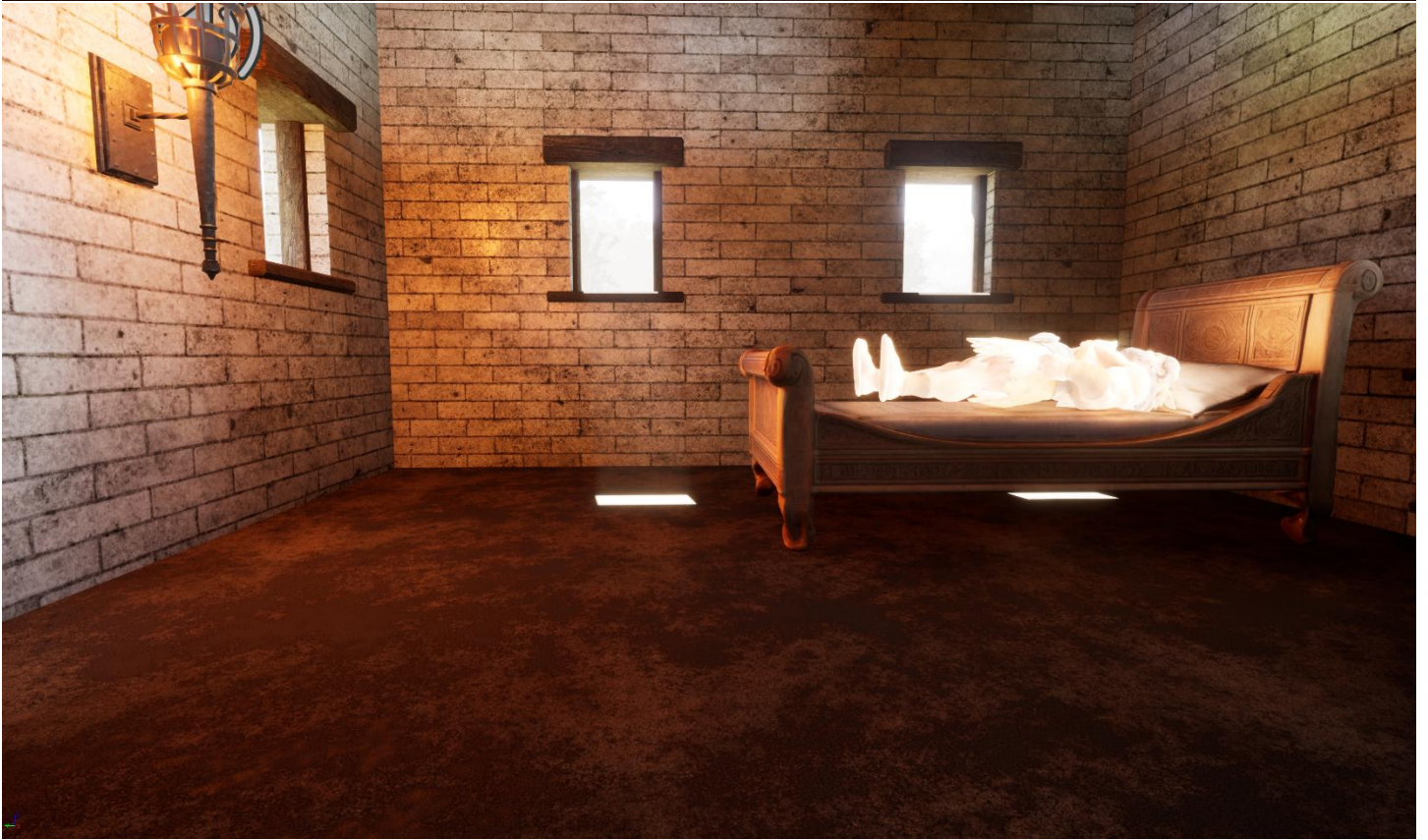


Resident Houses









Rich Houses



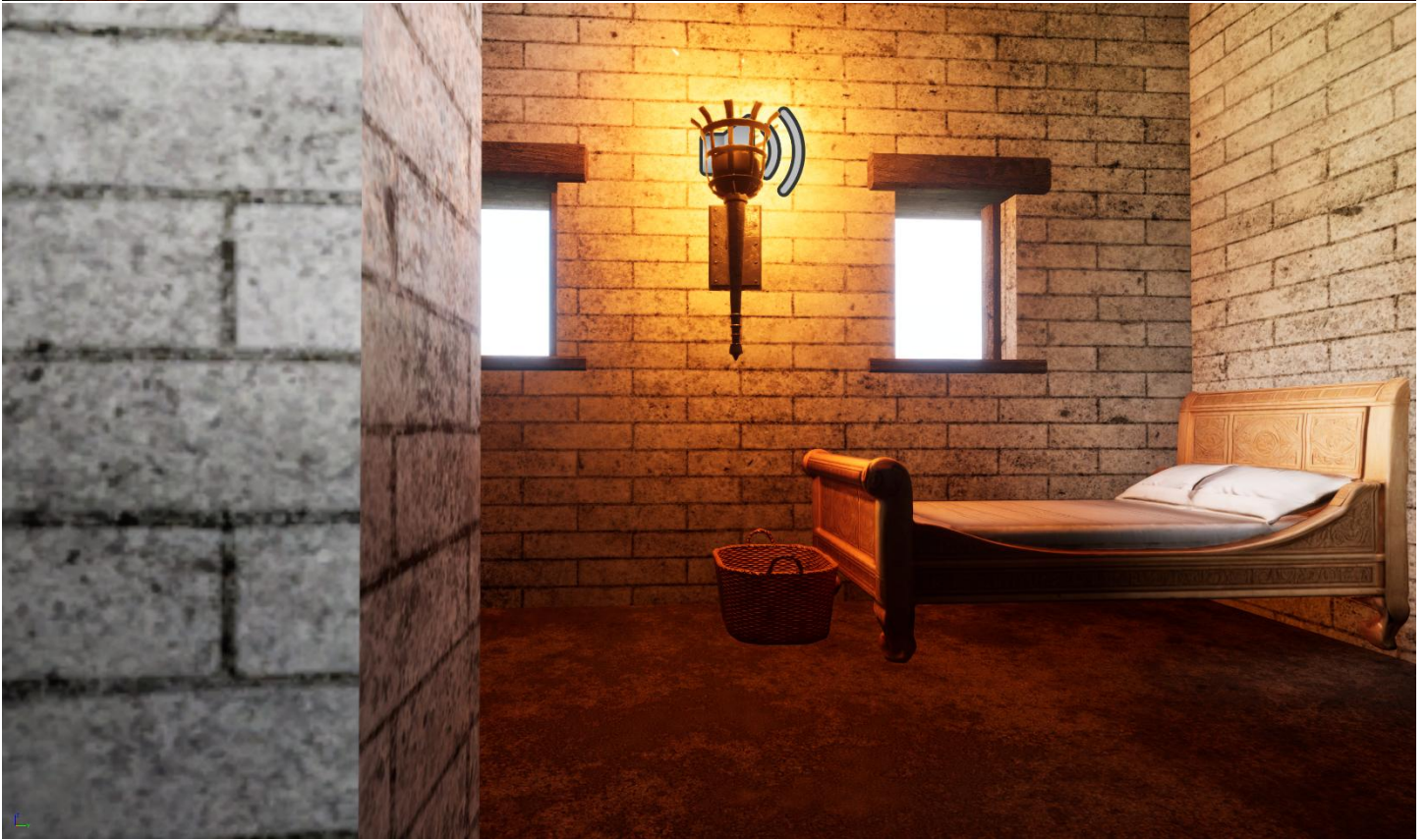




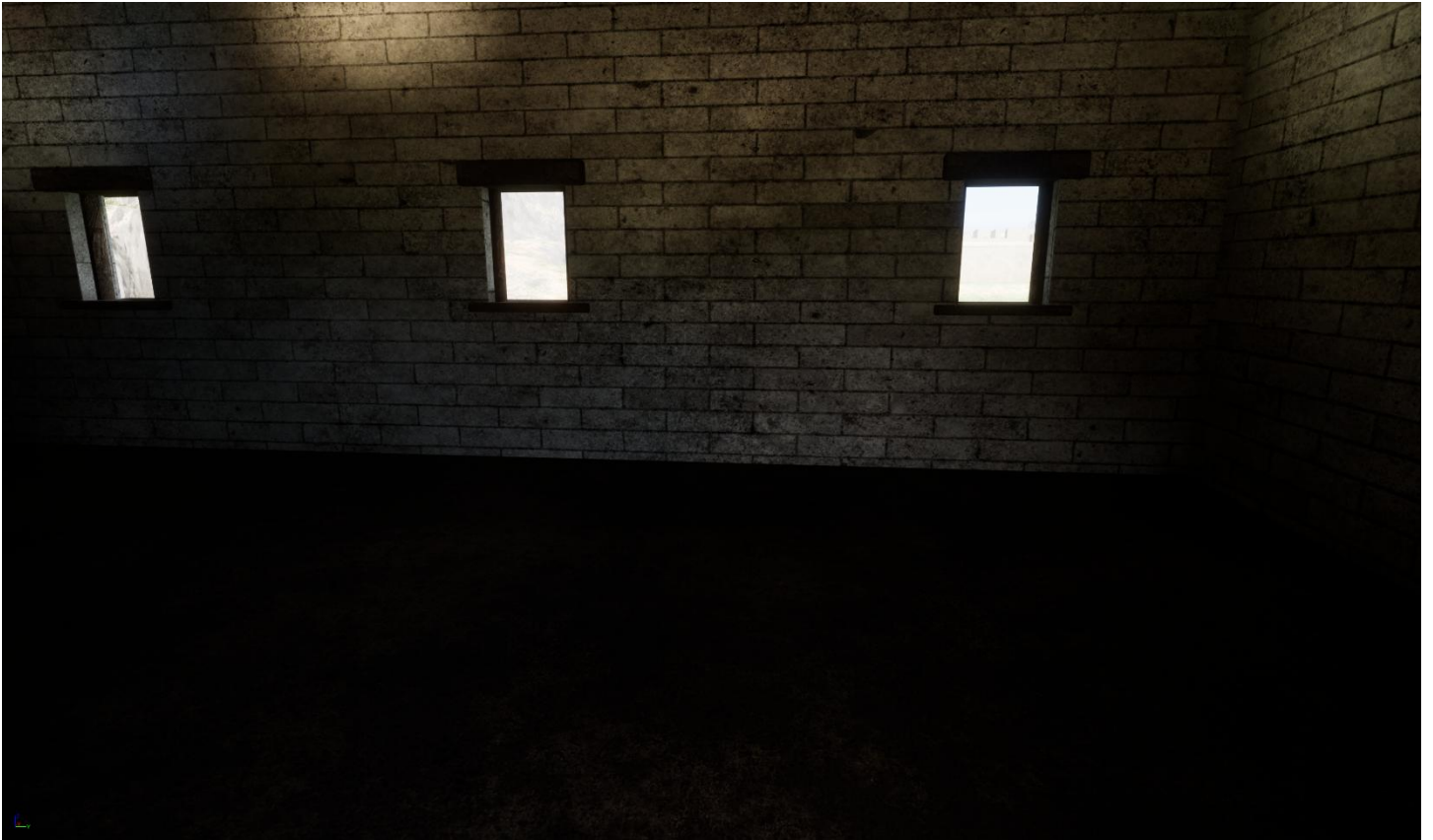




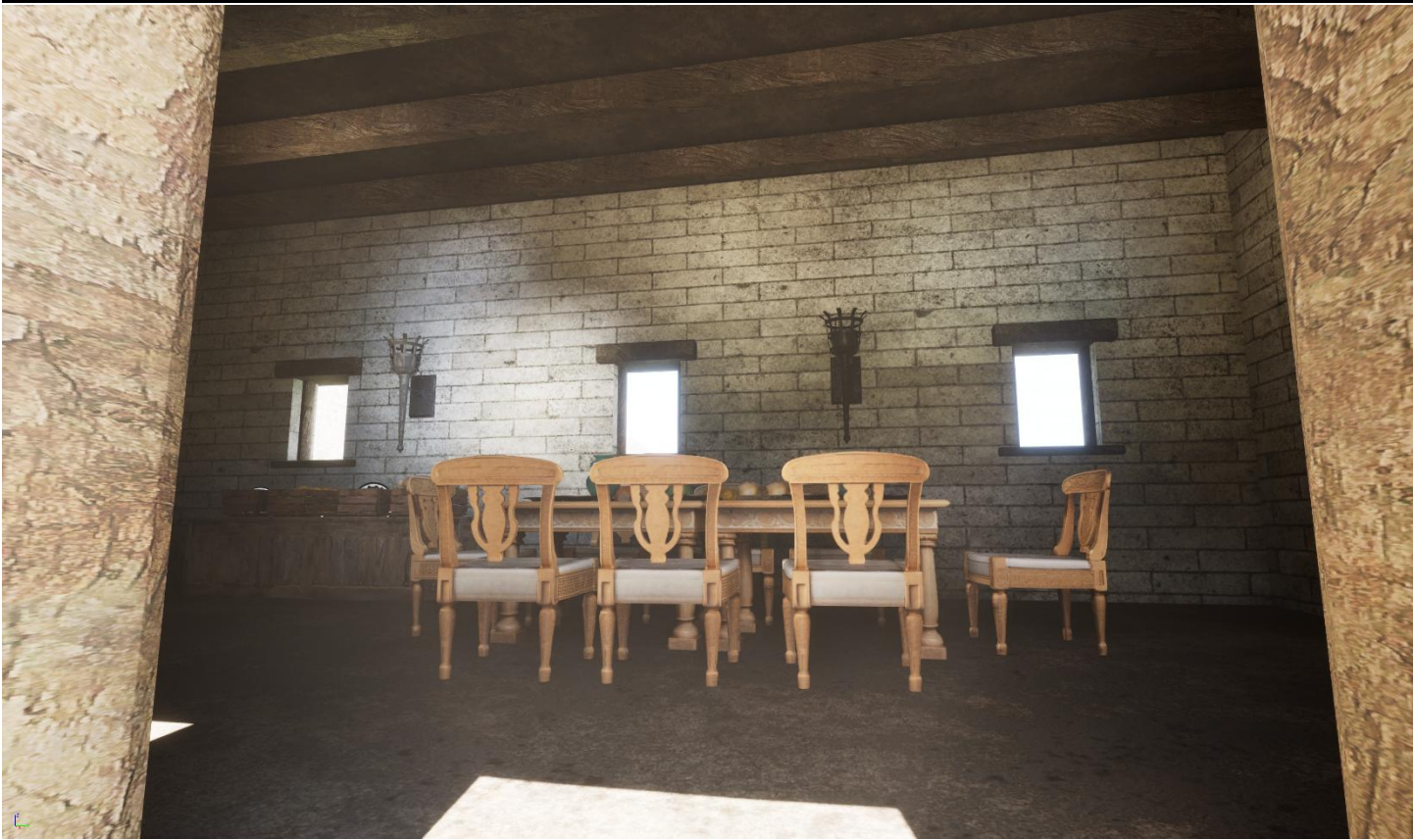




Rich Houses Corner







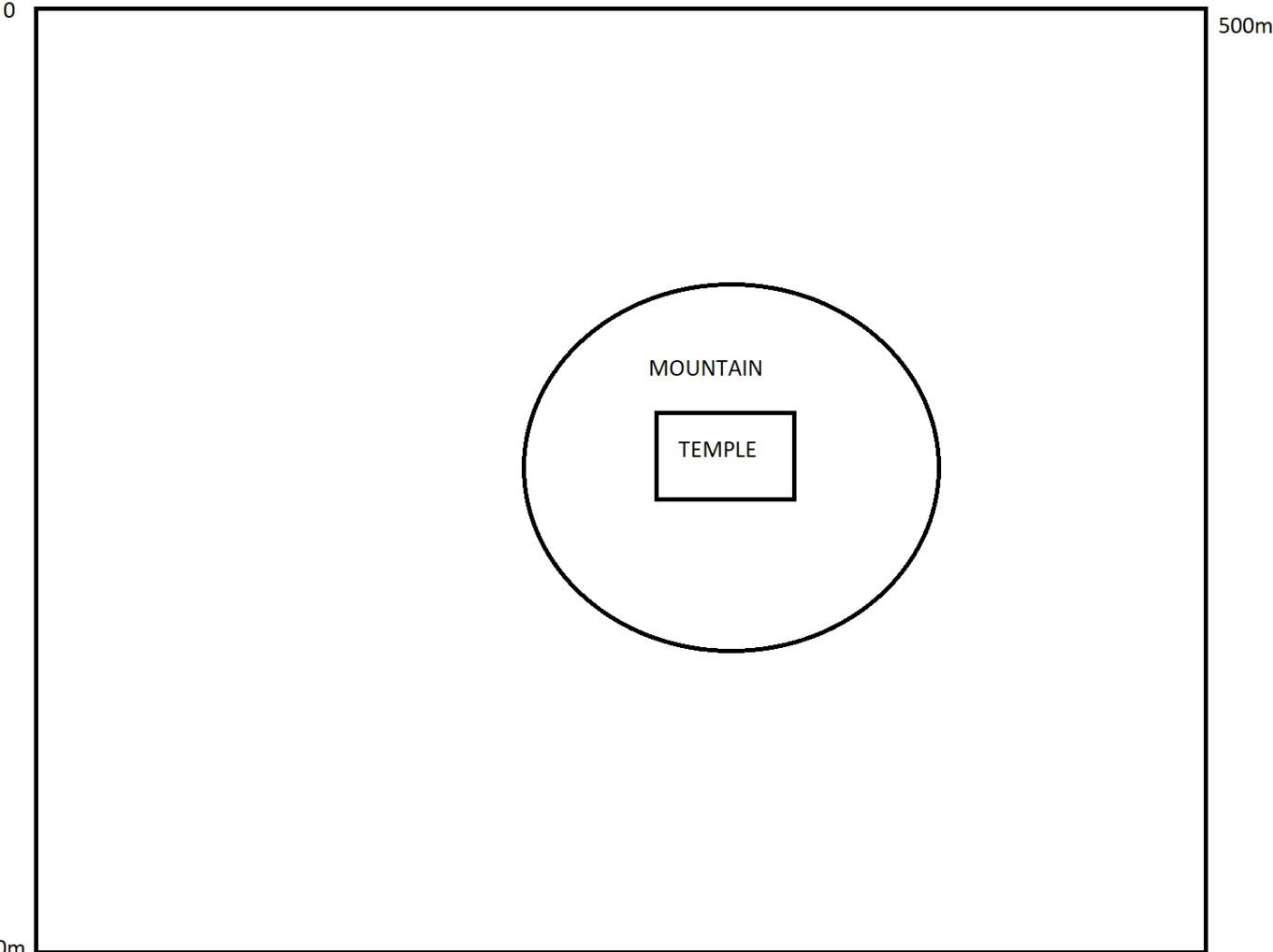


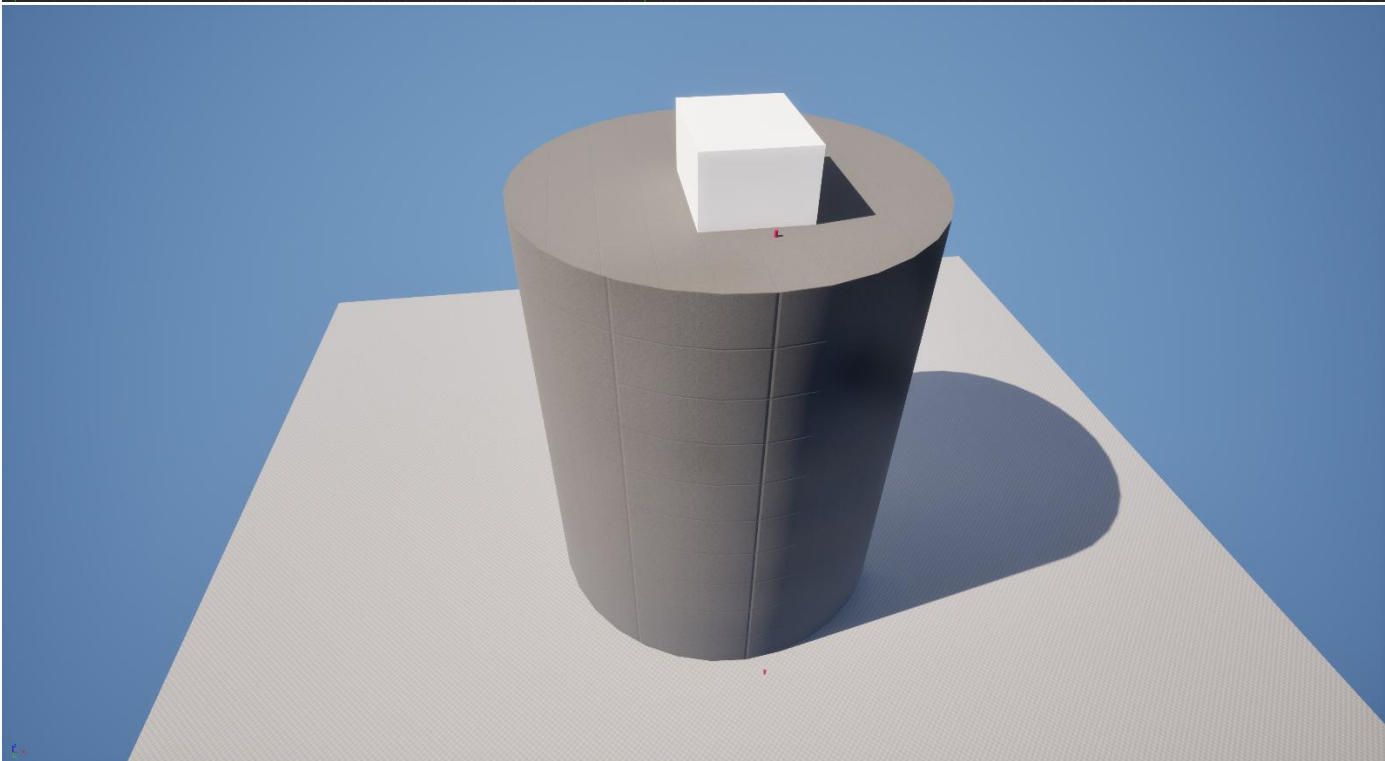
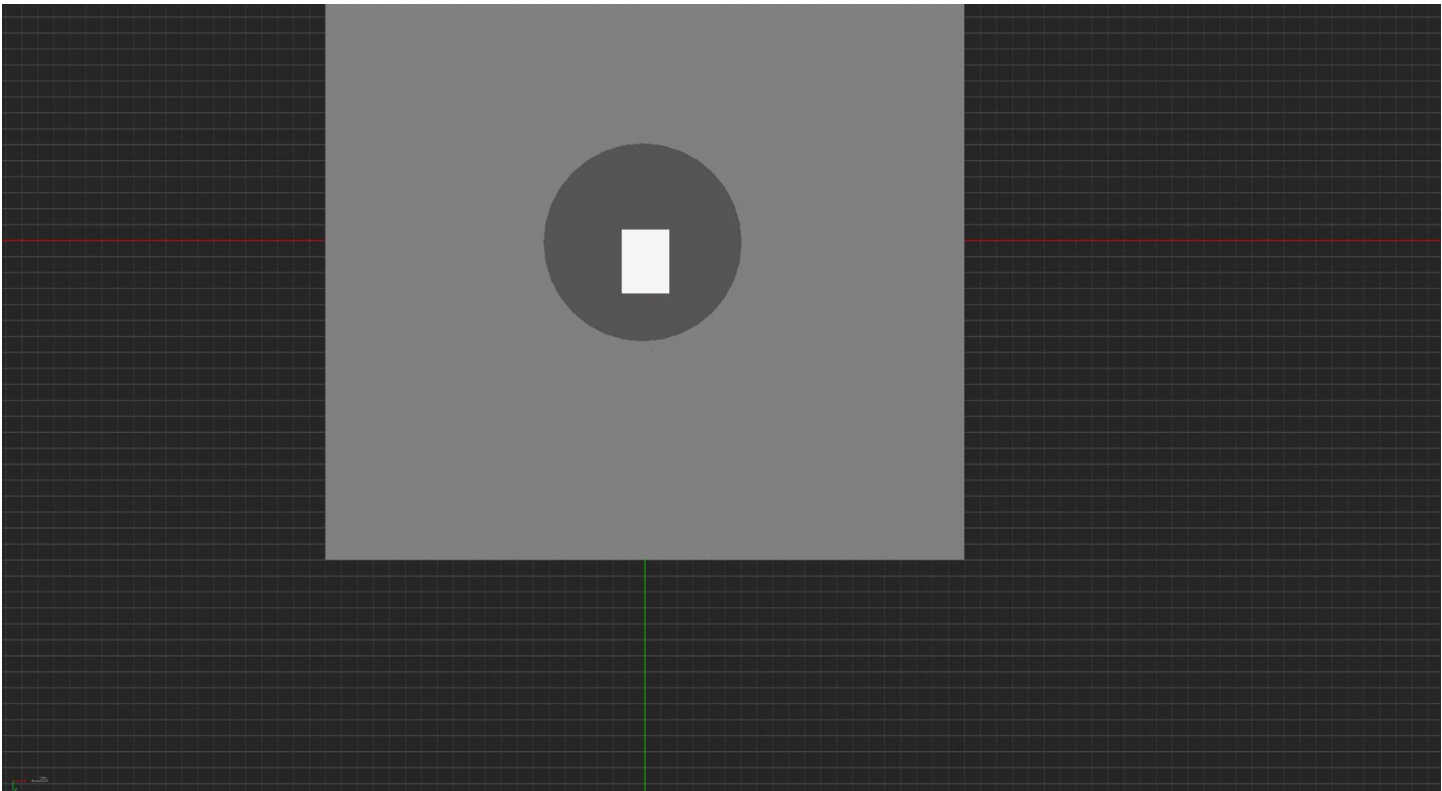


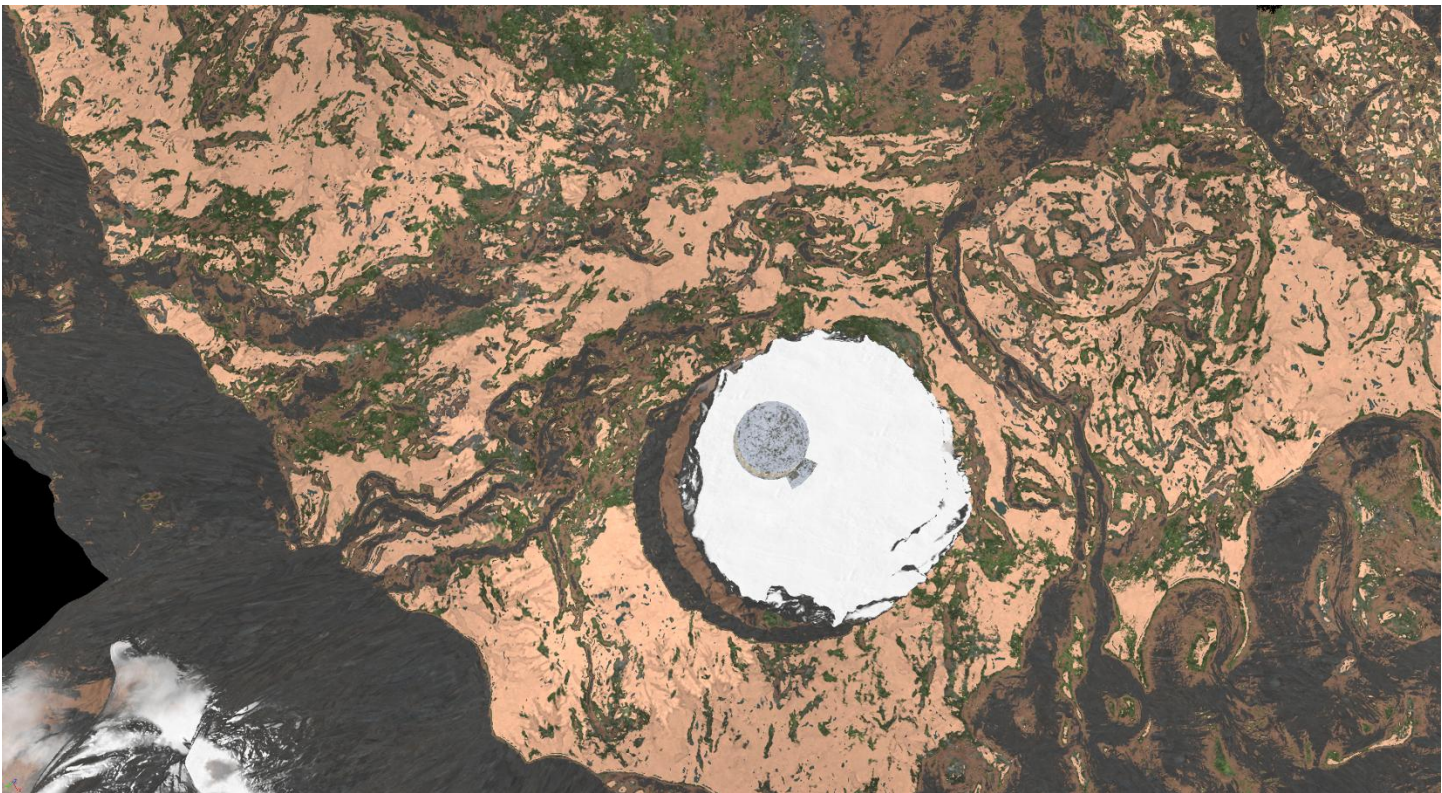
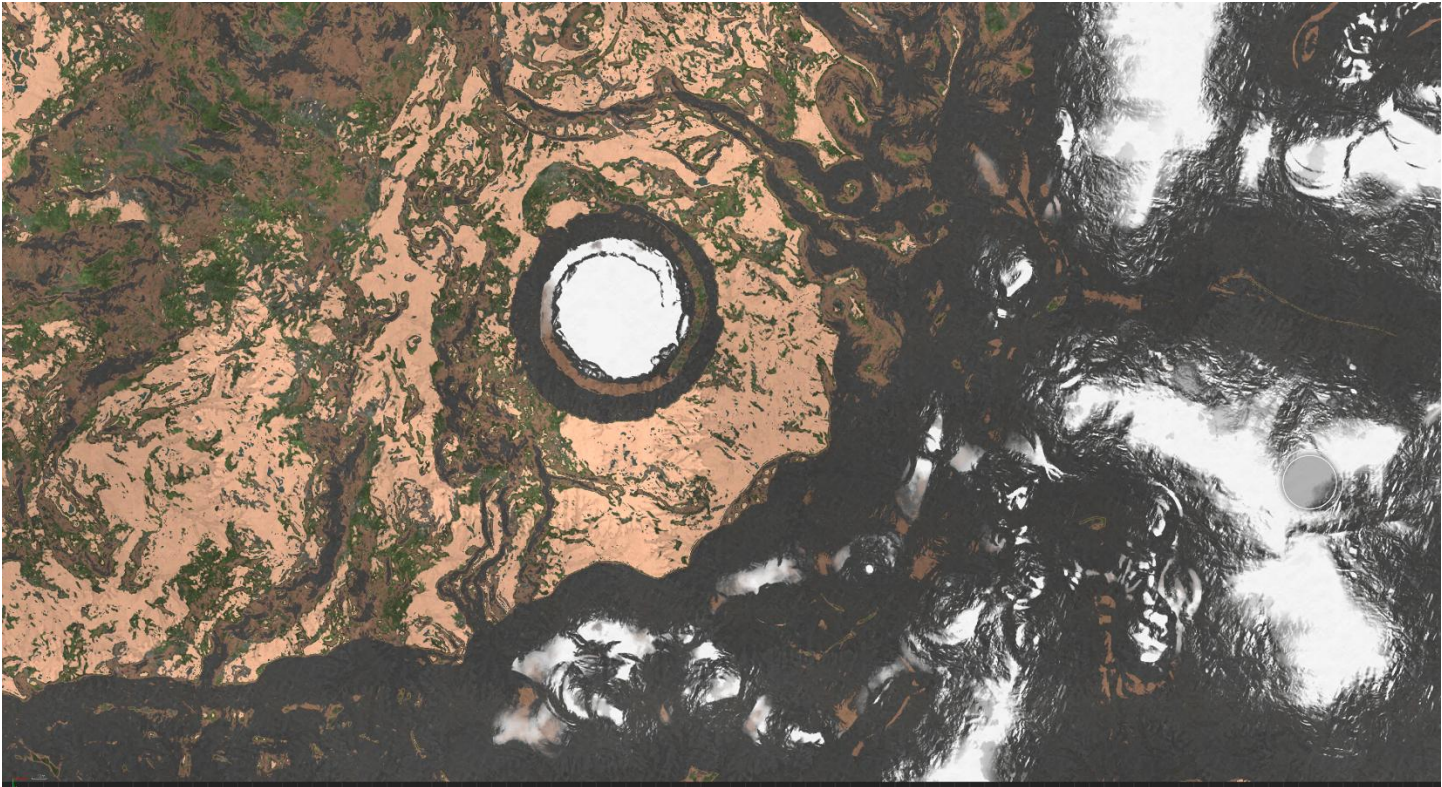


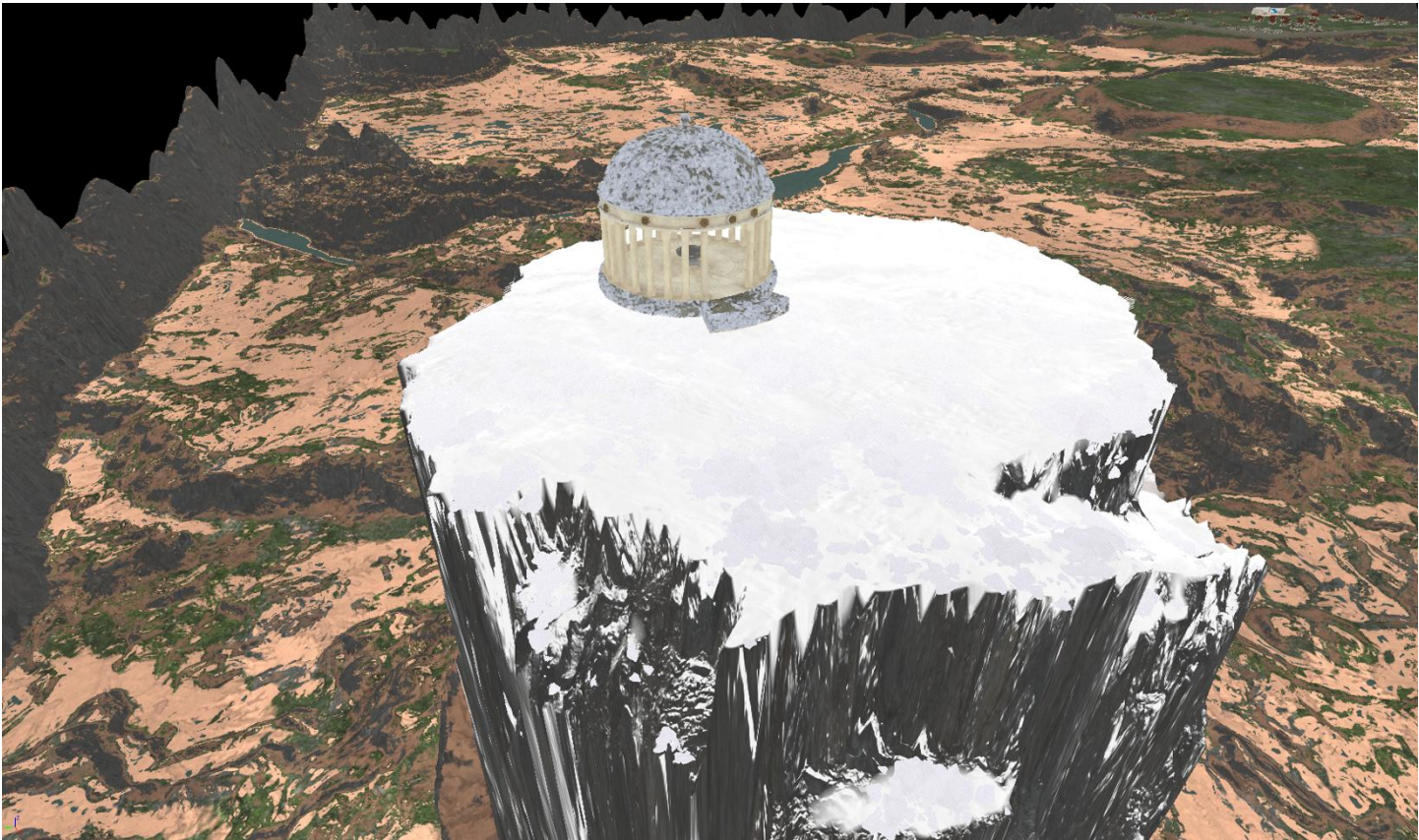


TEMPLE MOUNTAIN



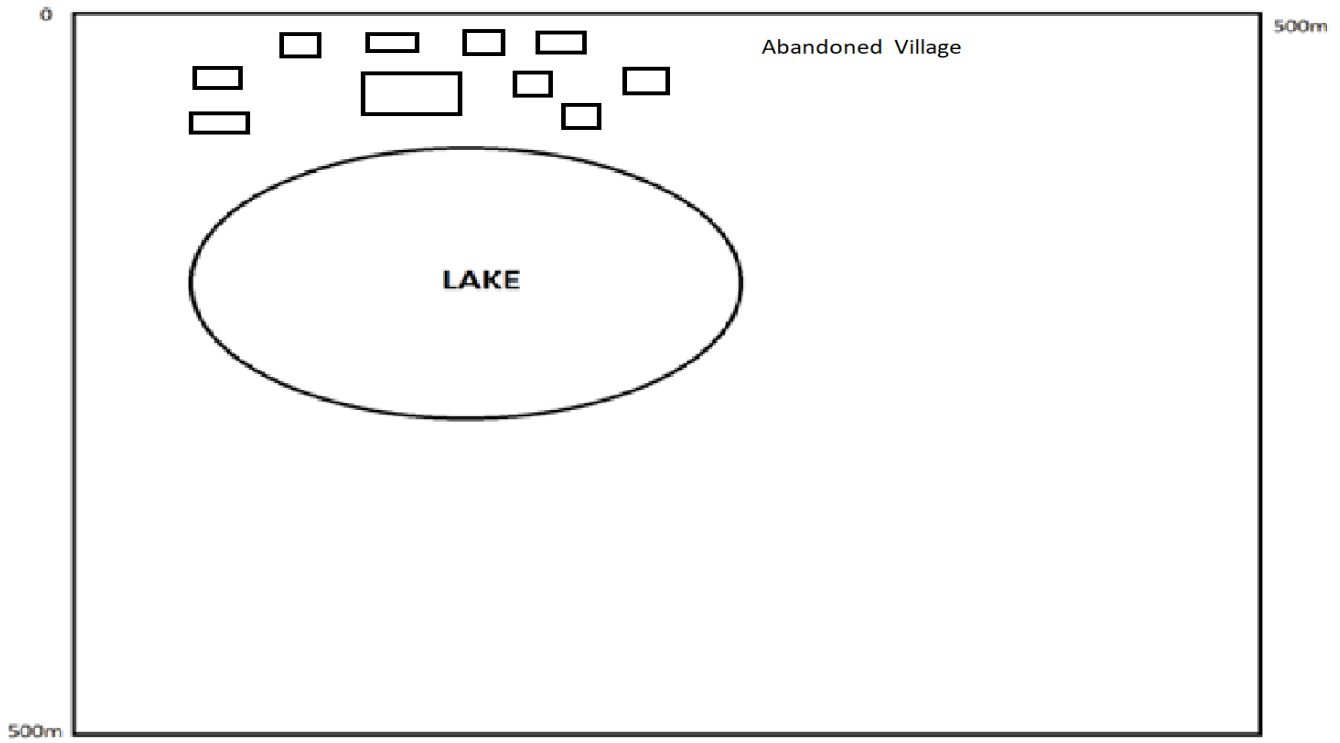




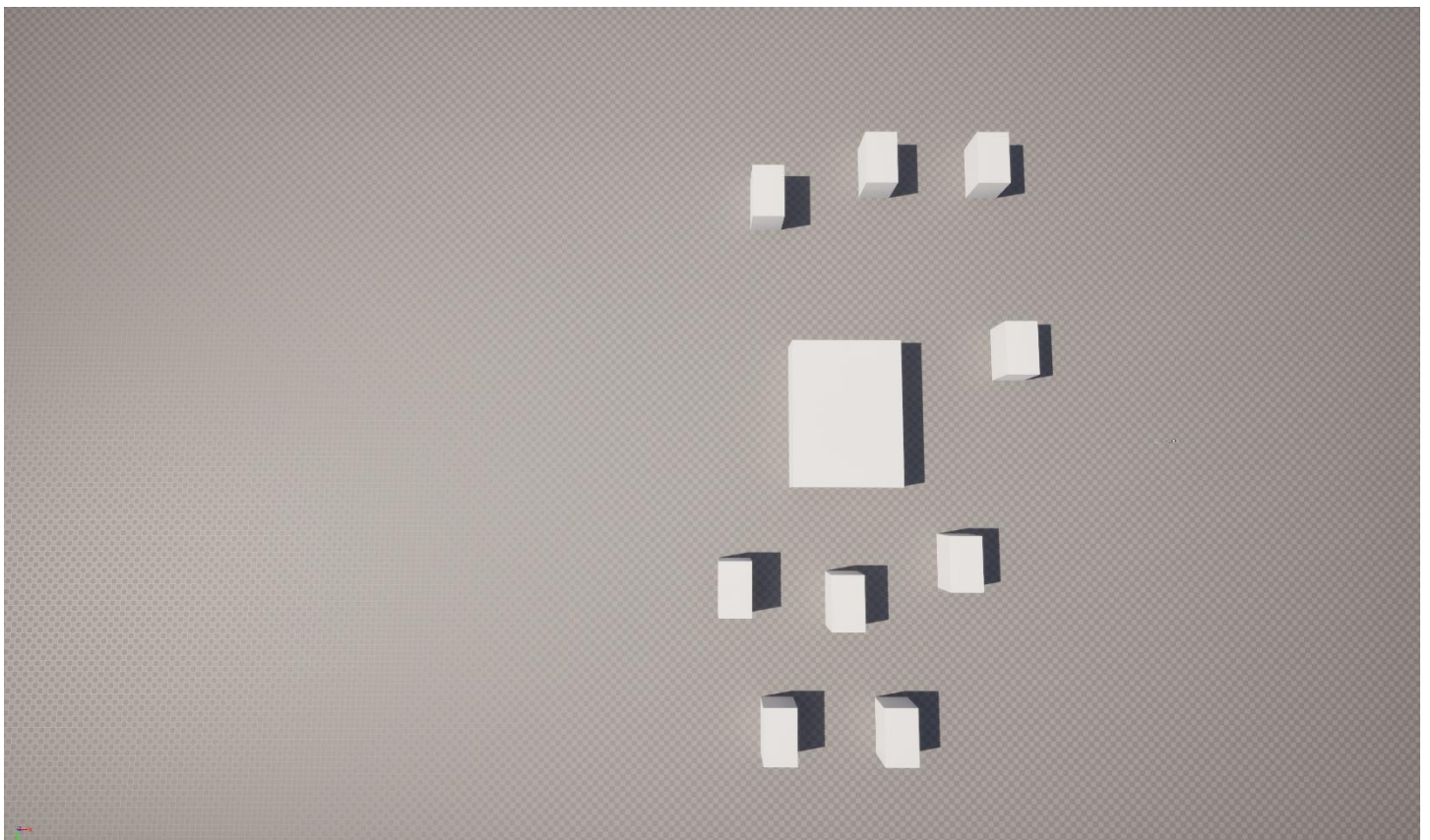




ABANDONED VILLAGE



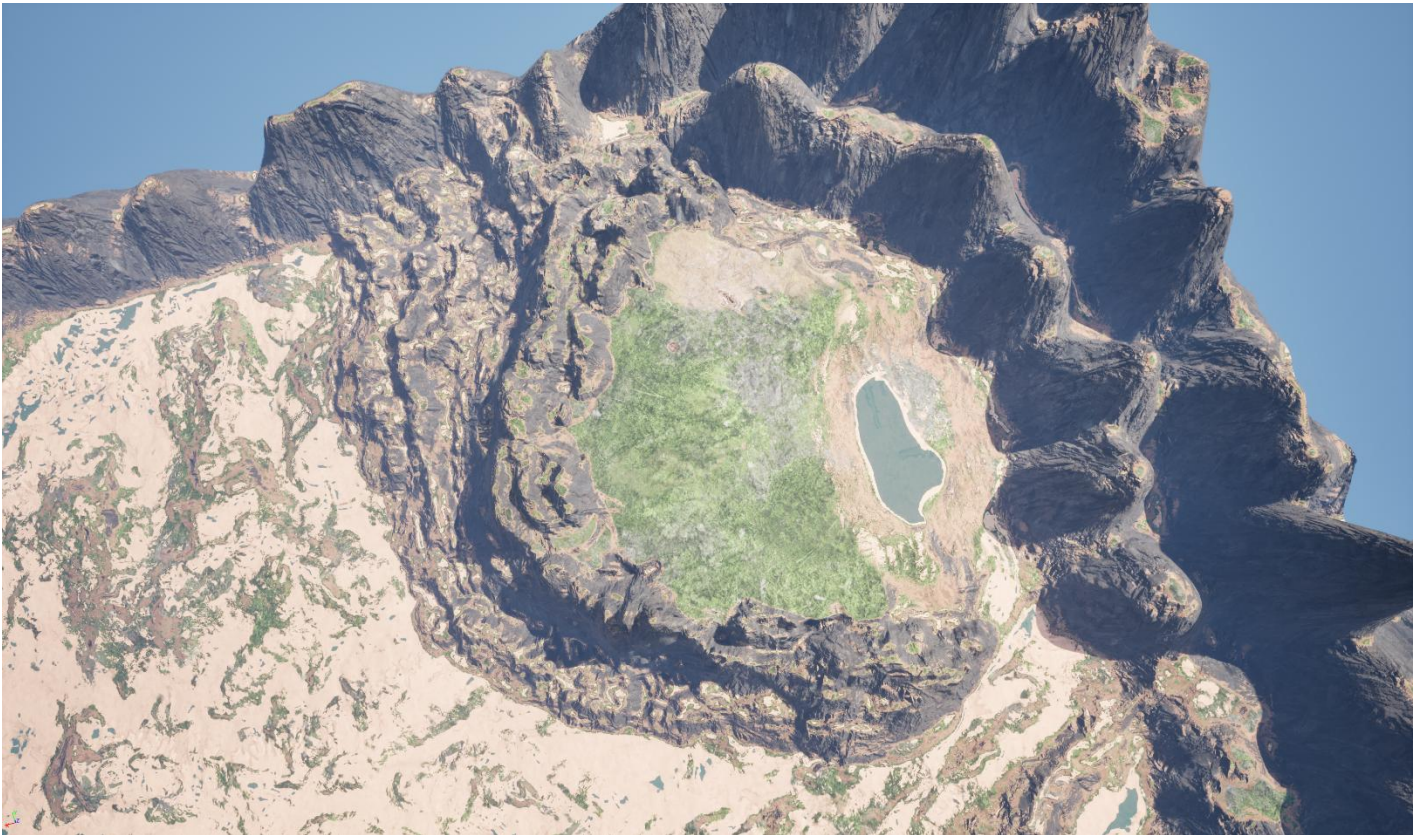
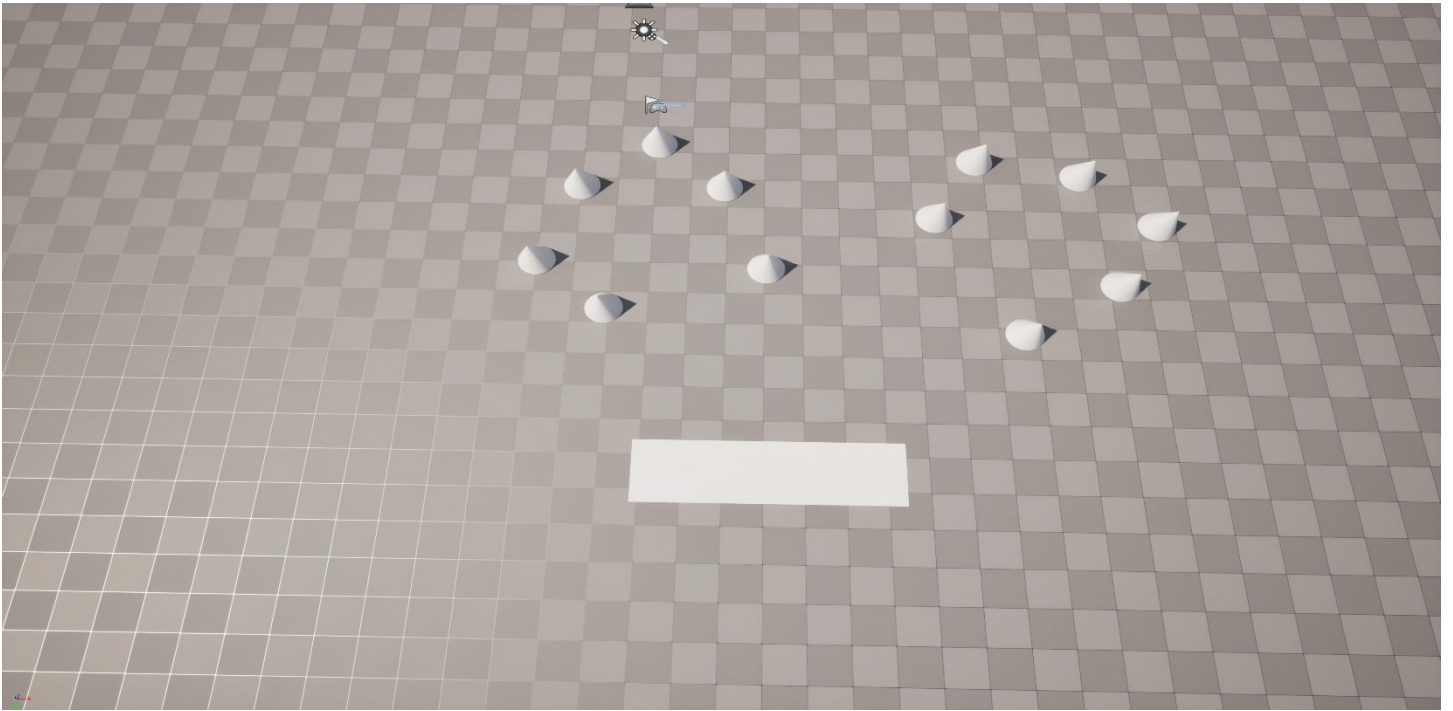
!







CAMP

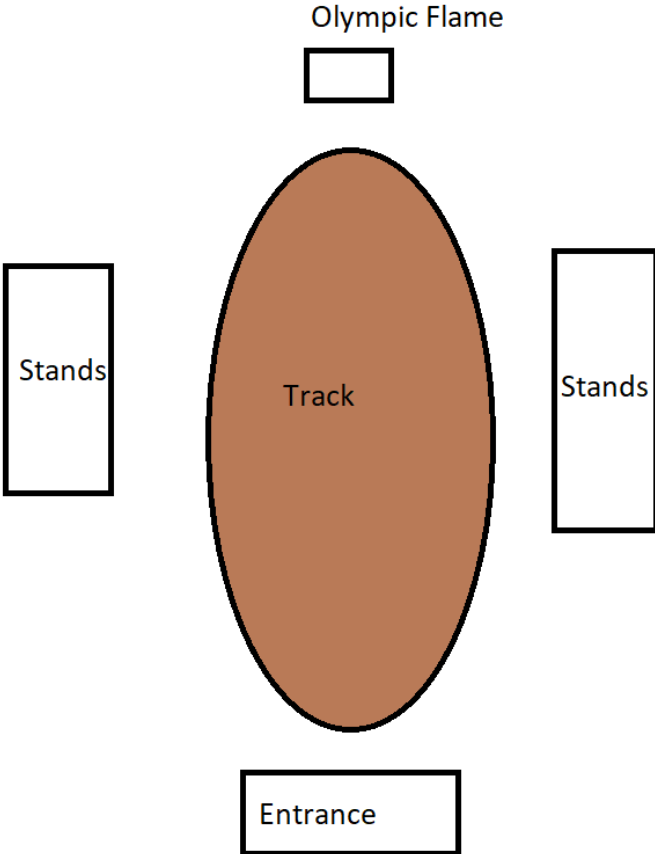


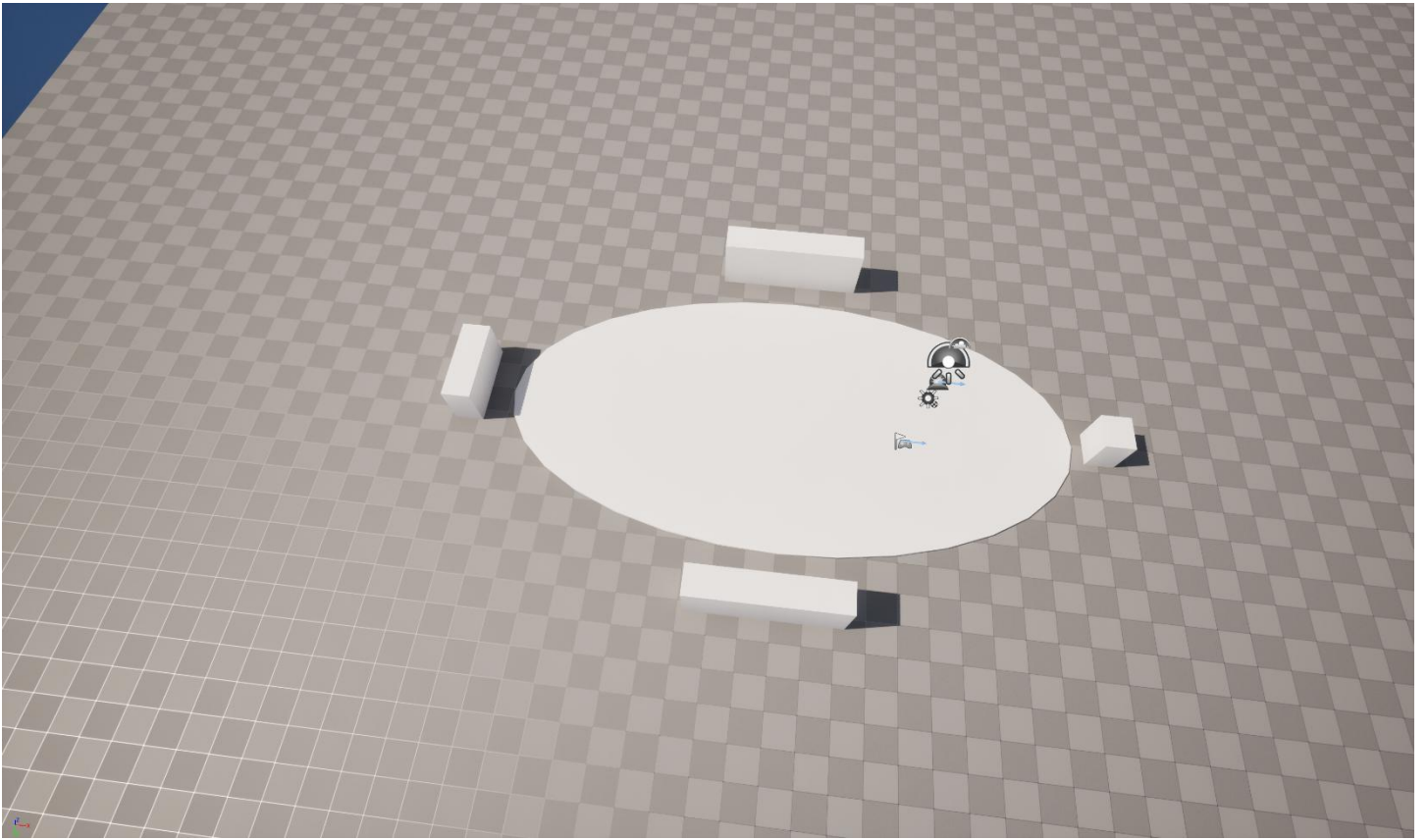






STADIUM









HOLE STAGE

