

# Environment Project Title

## **ITGM 352: Environment and Level Design Level Design and Mock-Up**

Name:Zong Lin Zheng  
School:SCAD Atlanta  
Quarter:Spring  
Year:2013

Page 2: Project A, Part 4: Establishing Shot (“gods eye view” render of the entire primitive

mock-up of the space)

Page 3: Project A, Part 4: Bubble Diagrams (all iterations)

Page 4: Project A: Overhead Drawing

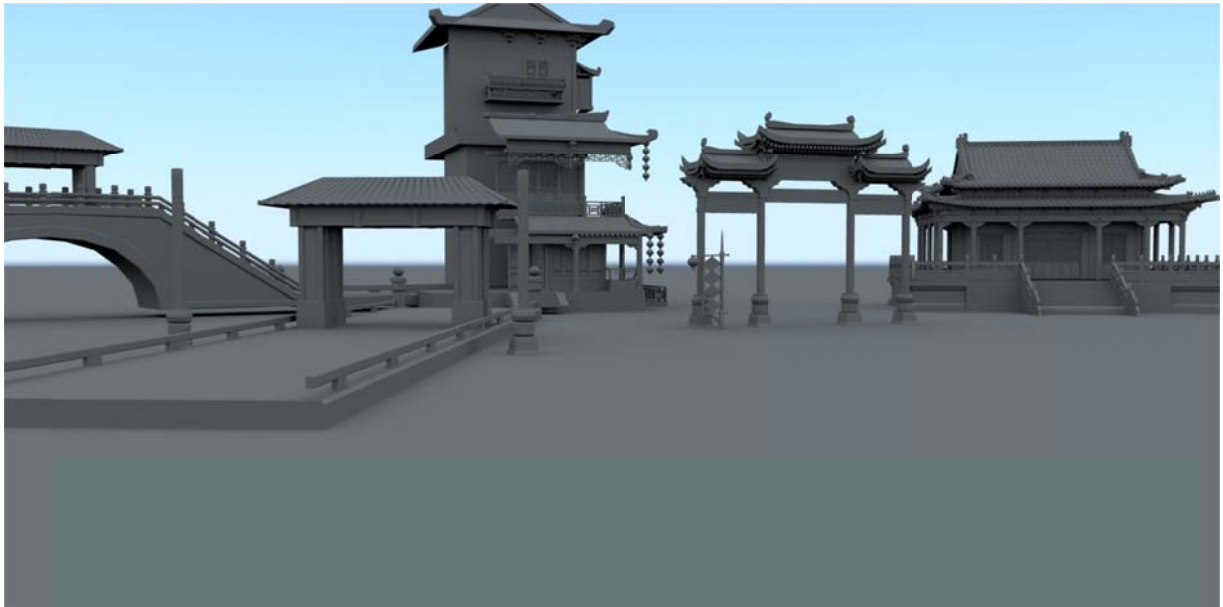
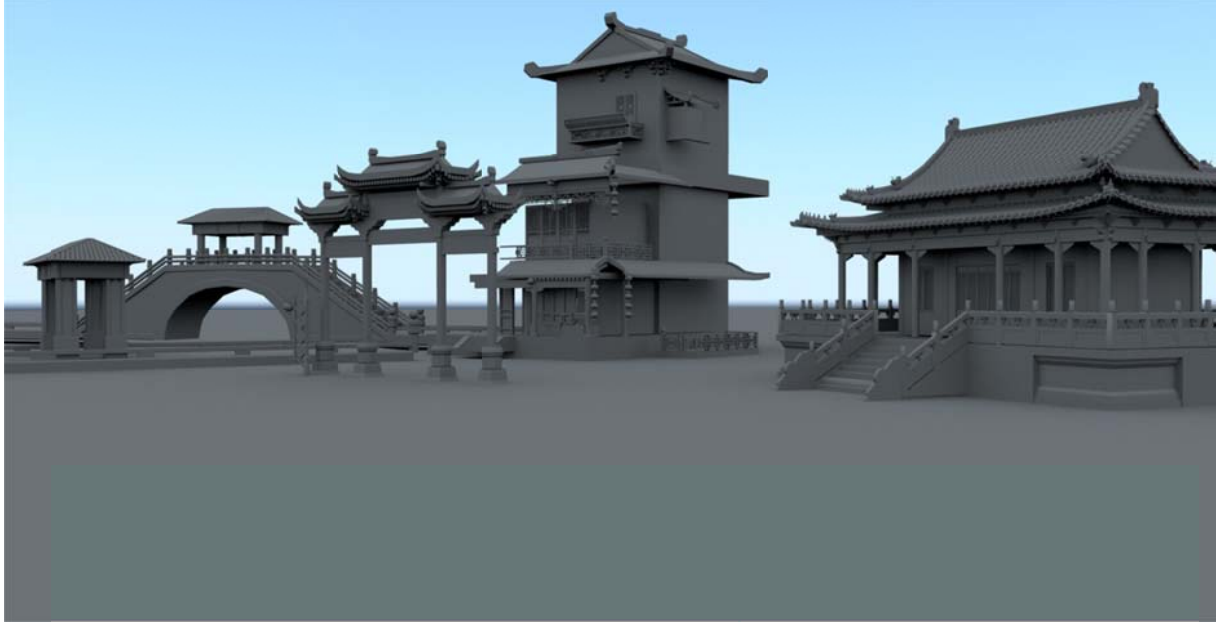
Page 5: Project A, part 4: Framing Camera A Render of Primitive Mock-up

Page 6: Project A, part 4: Framing Camera B Render of Primitive Mock-up

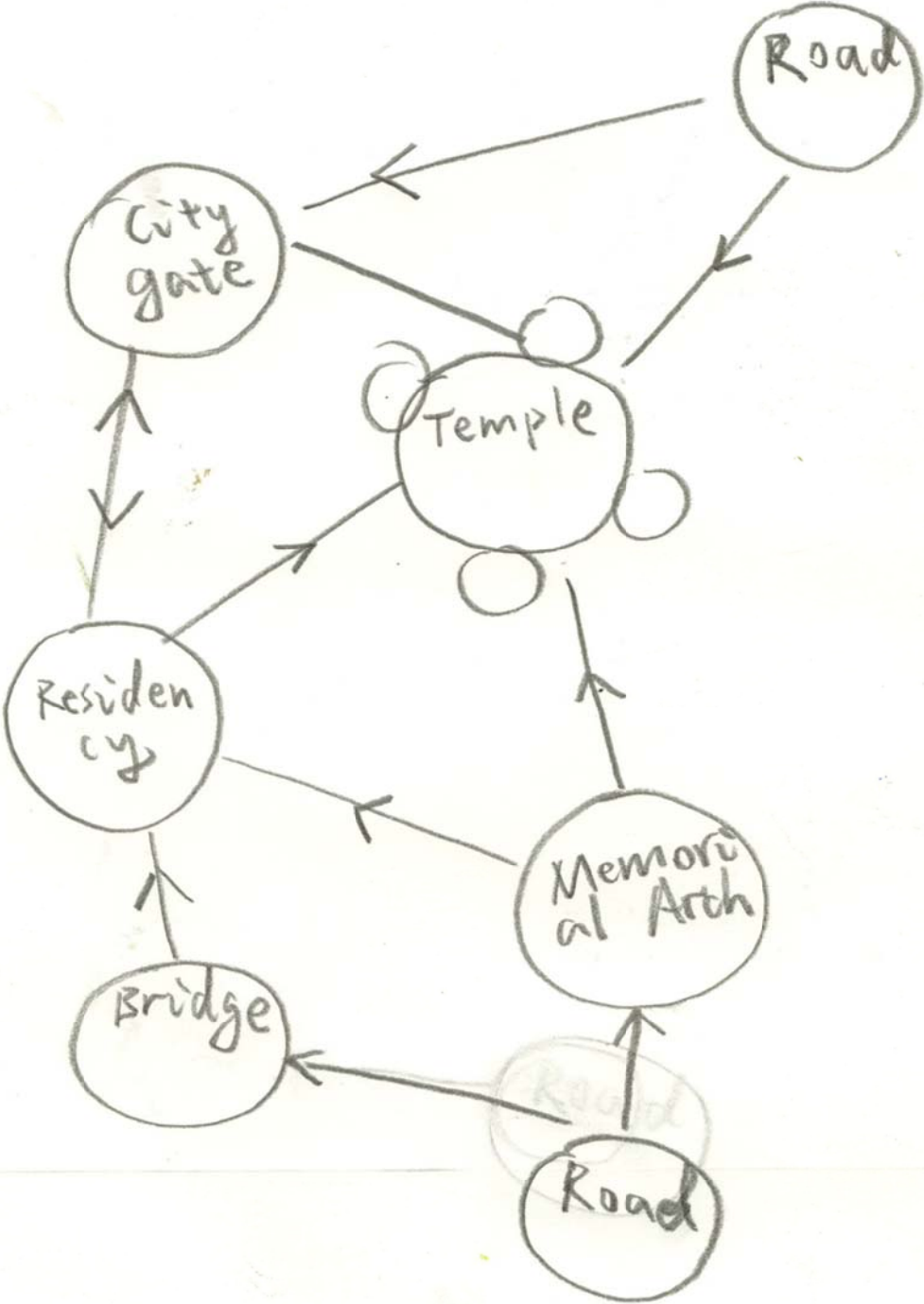
Page 7: Project A, part 4: Framing camera C Render of Primitive Mock-up

Page 8: Color Variations Derived from Art Board 3-D Mockup

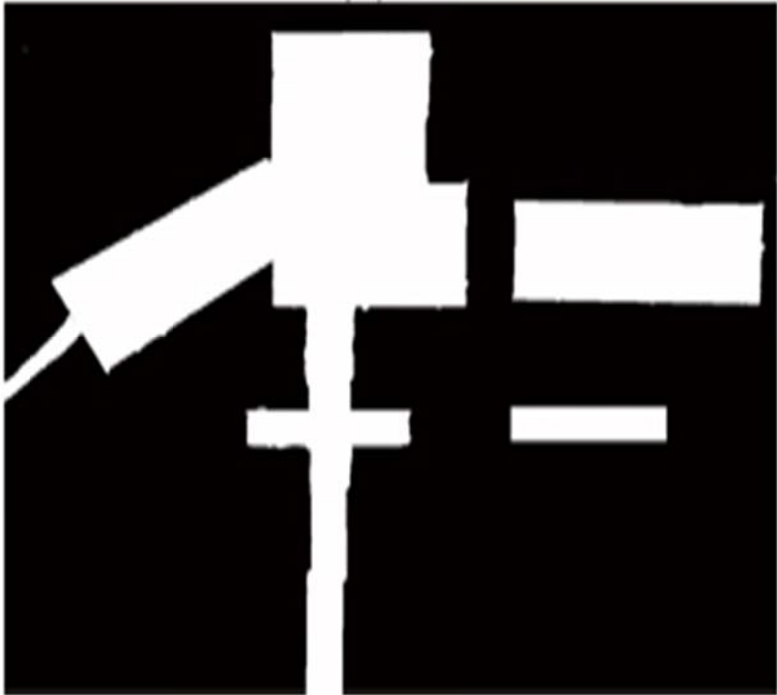
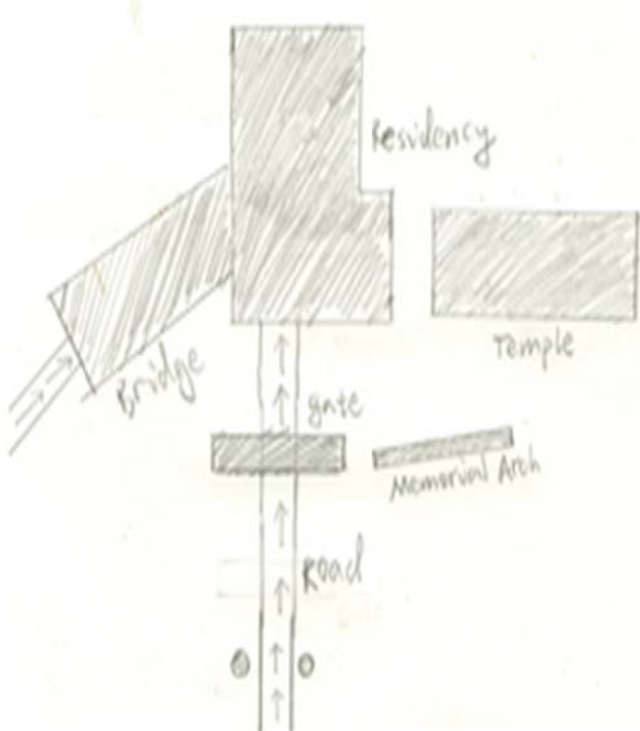
Establishing Shot



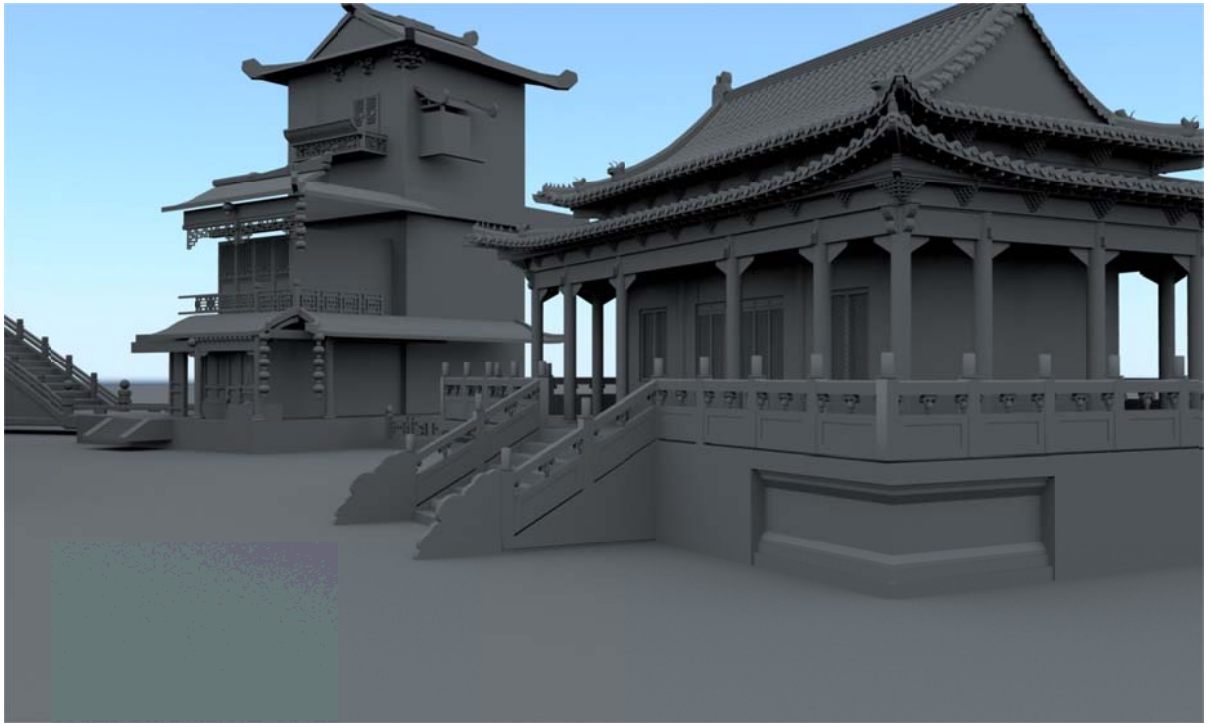
Bubble Diagrams



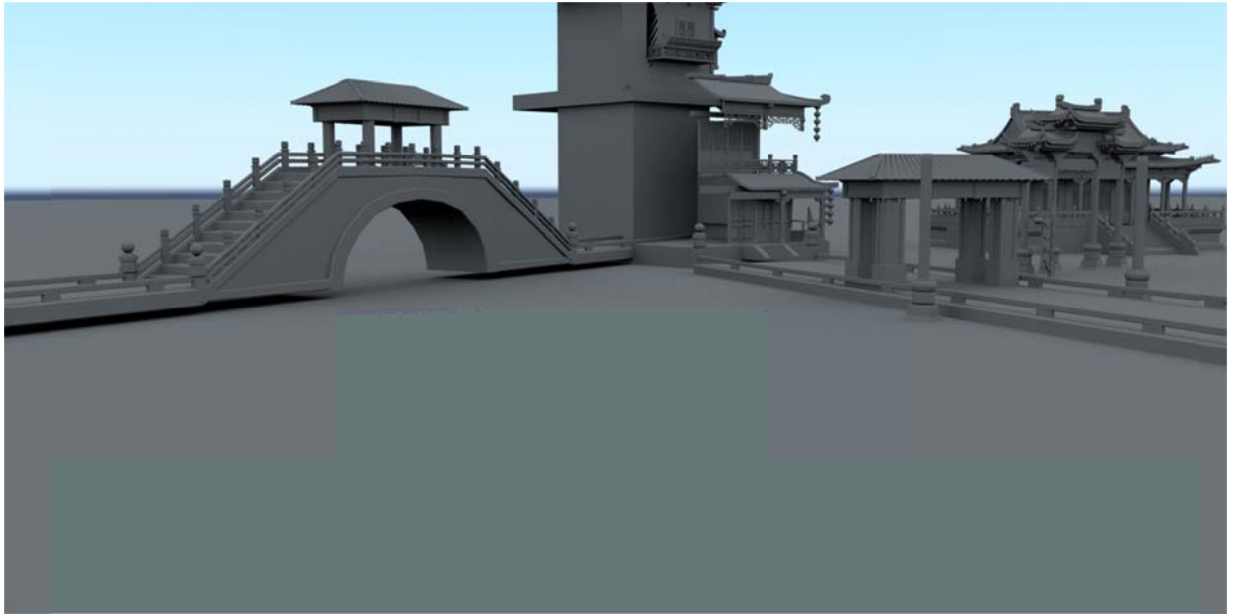
Overhead Drawing



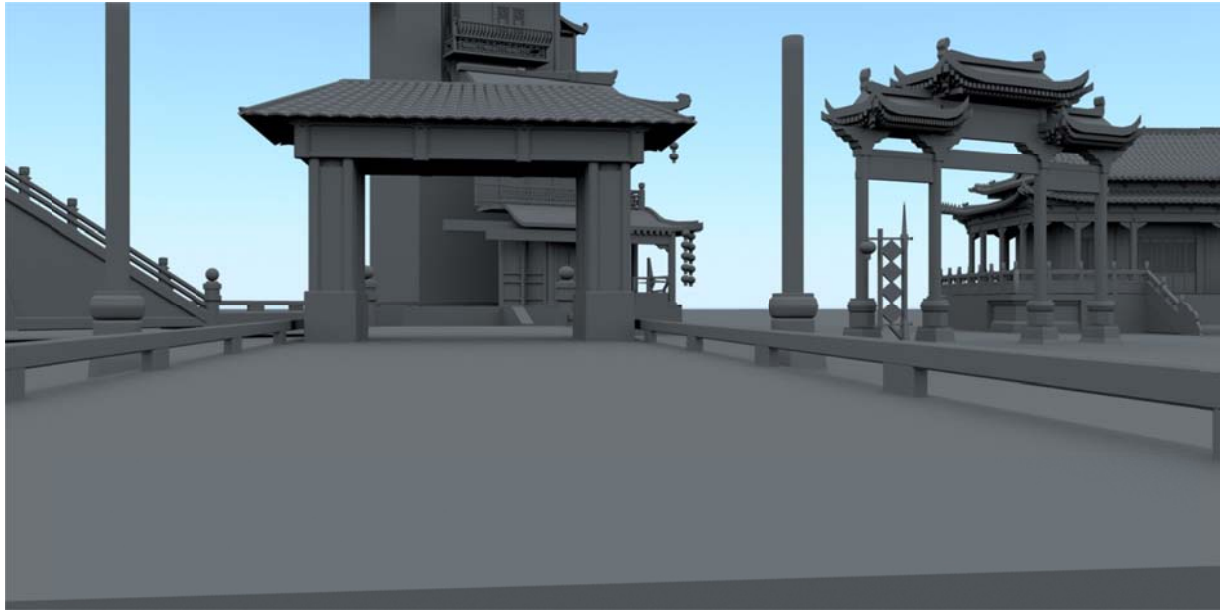
Framing Camera A Render of Primitive Mock-up



## Framing Camera B Render of Primitive Mock-up



Framing Camera C Render of Primitive Mock-up



Color Variations Derived from Art Board 3-D Mockup

