

# Beaux-Arts Train Station

Andrew Payne

4/18/13

Towers that contain  
bonus items (keys,  
fragments, hint  
points)

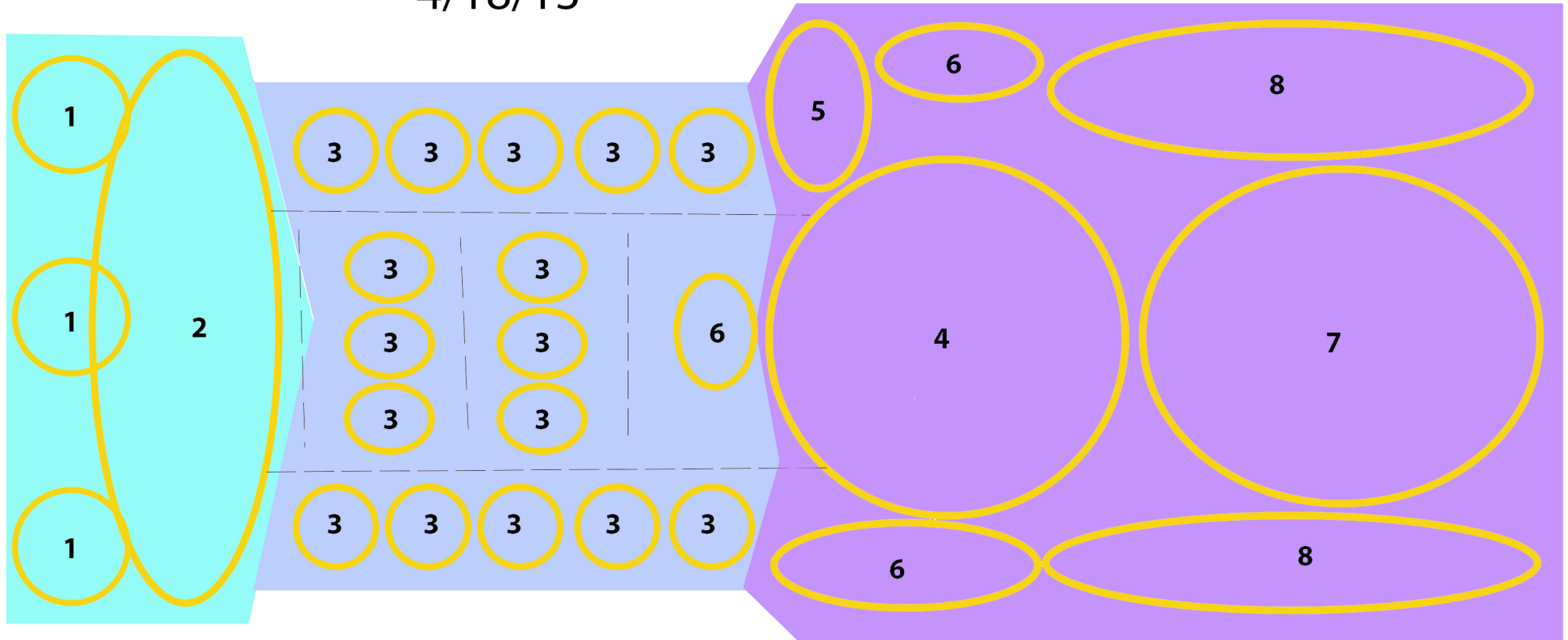


Upper Level  
Lower Level

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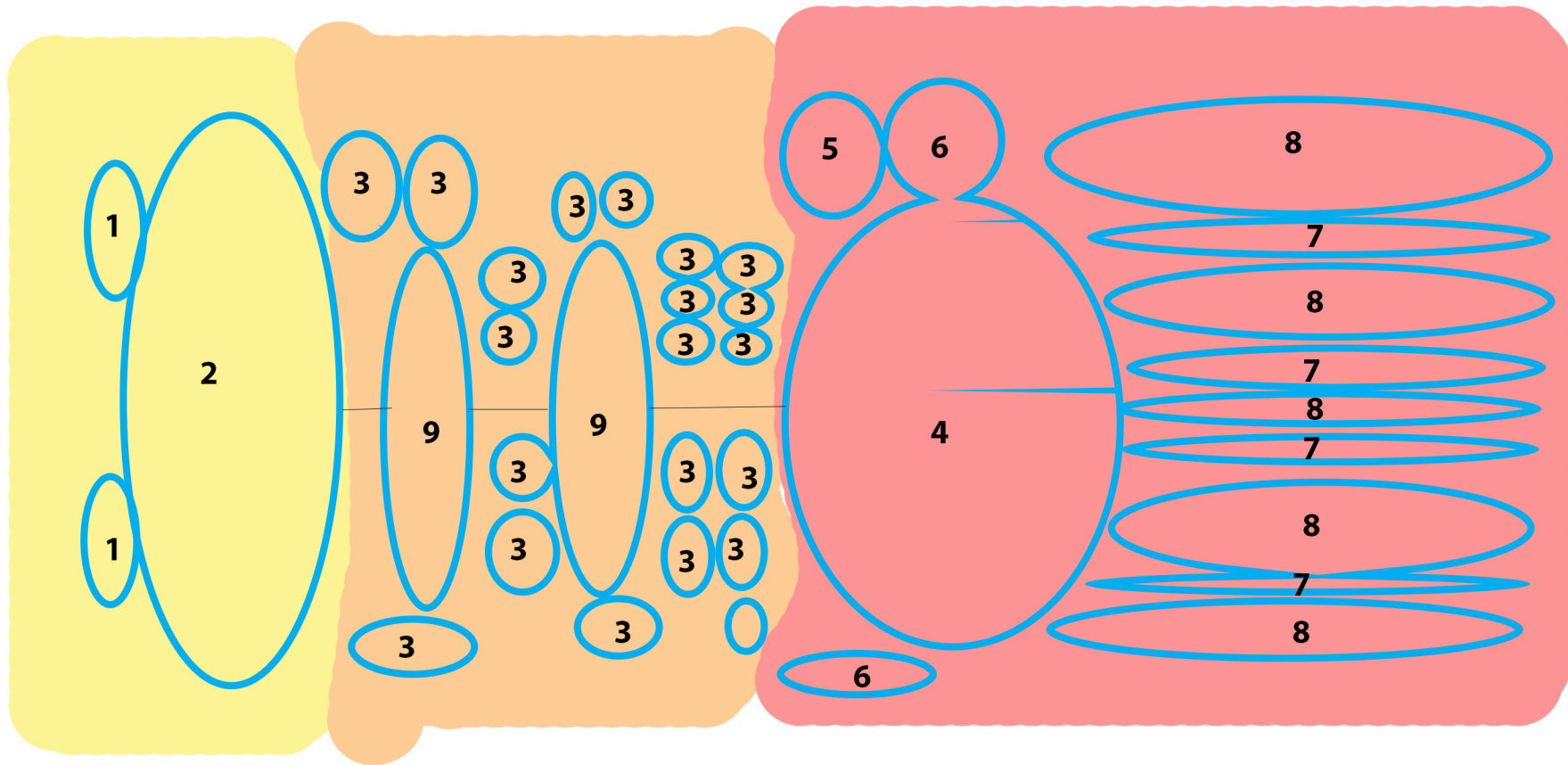
1. Towers - They contain pieces to the puzzle for Area 1. They also contain small puzzles that unlock character upgrades
  2. Main Entryway - A large open area filled with ticket booths and benches. This area will be the players primary exploration zone for Area 1.
  3. Stores - Some stores will be explorable in order to find clues to solve the puzzle for Area 2. Others will be sealed off and only be a storefront.
  4. Terminal Entrance - Benches and Kiosks will litter this area.
  5. Cafe - Contains puzzle pieces and character upgrades.
  6. Contained storage closet.
  7. Train rails - Lead out into the open world, but it will be blocked off.
  8. Walkways - Player exploration areas for Area 3.
- Corridors



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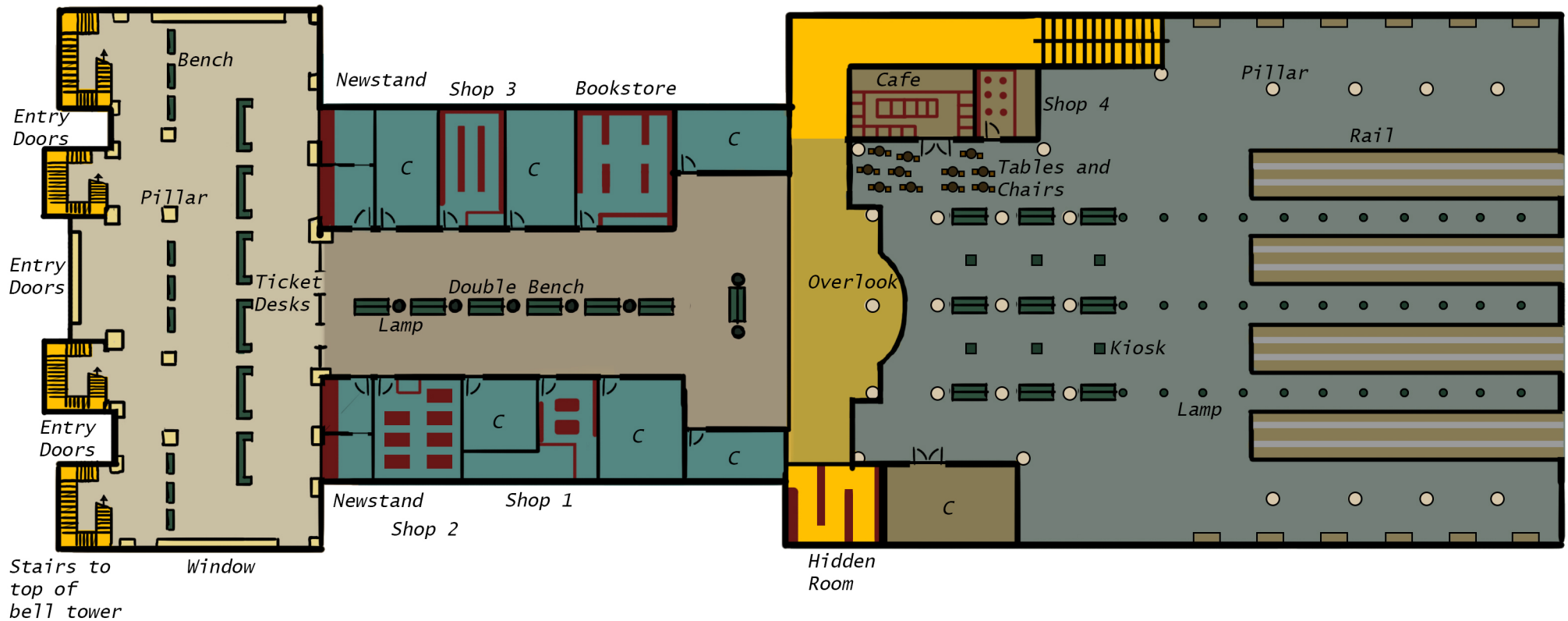
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4. Terminal Entrance - Benches and Kiosks will litter this area.
5. Cafe - Contains puzzle pieces and character upgrades.
6. Contained storage closet.
7. Train rails - Lead out into the open world, but it will be blocked off.
8. Walkways - Player exploration areas for Area 3.
9. Corridors - Main Exploration Area for area 2.



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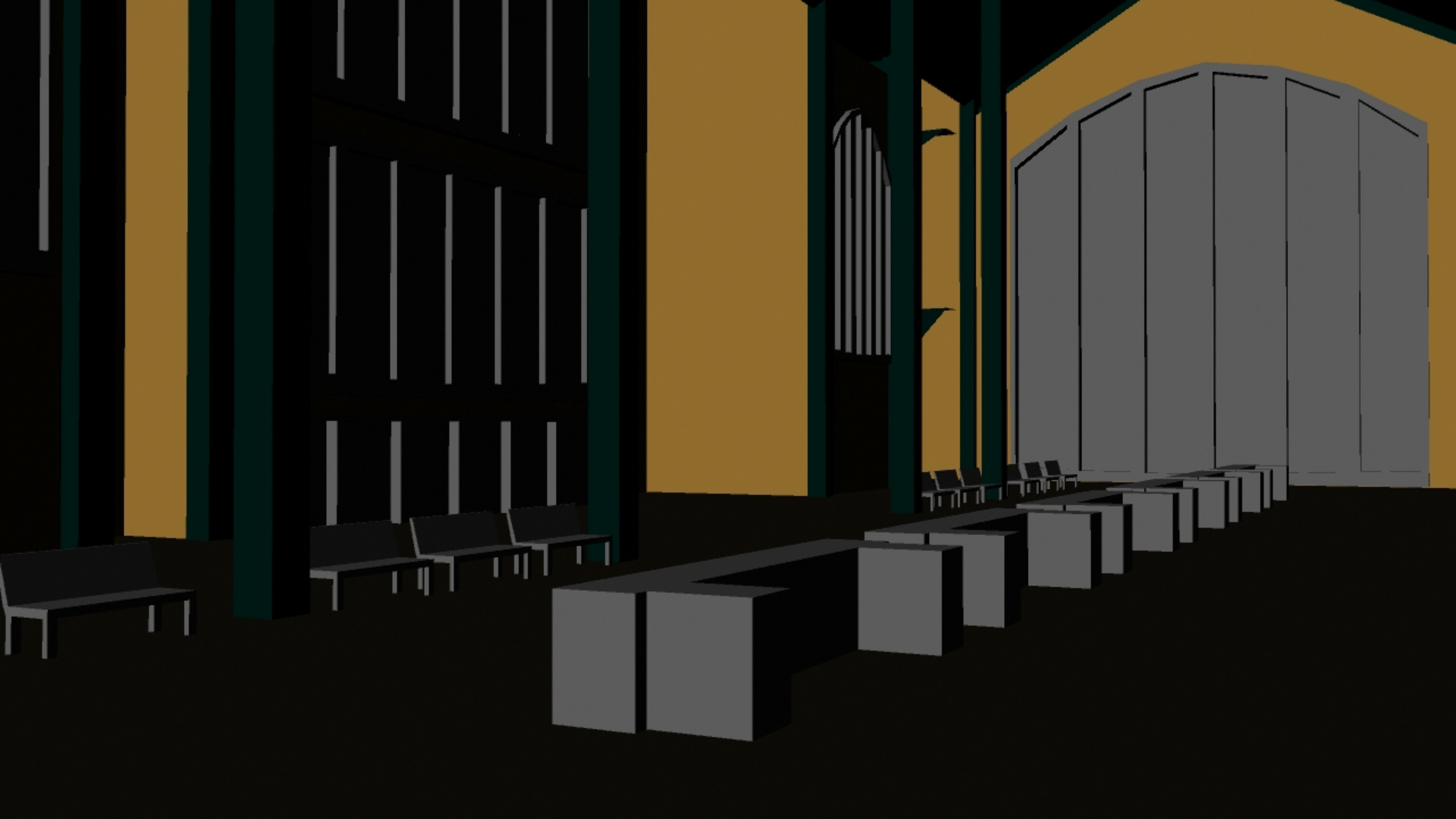


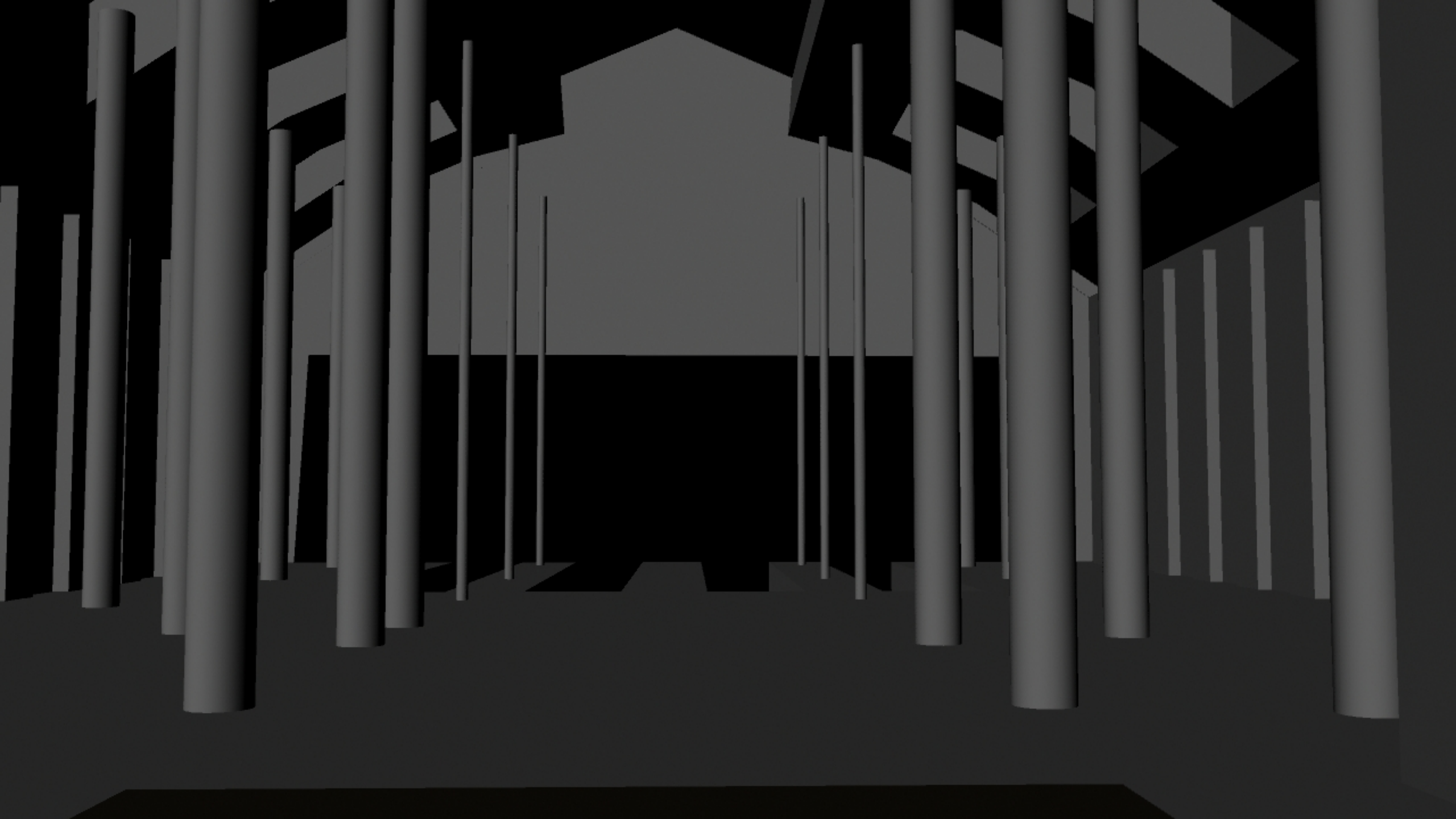
## KEY

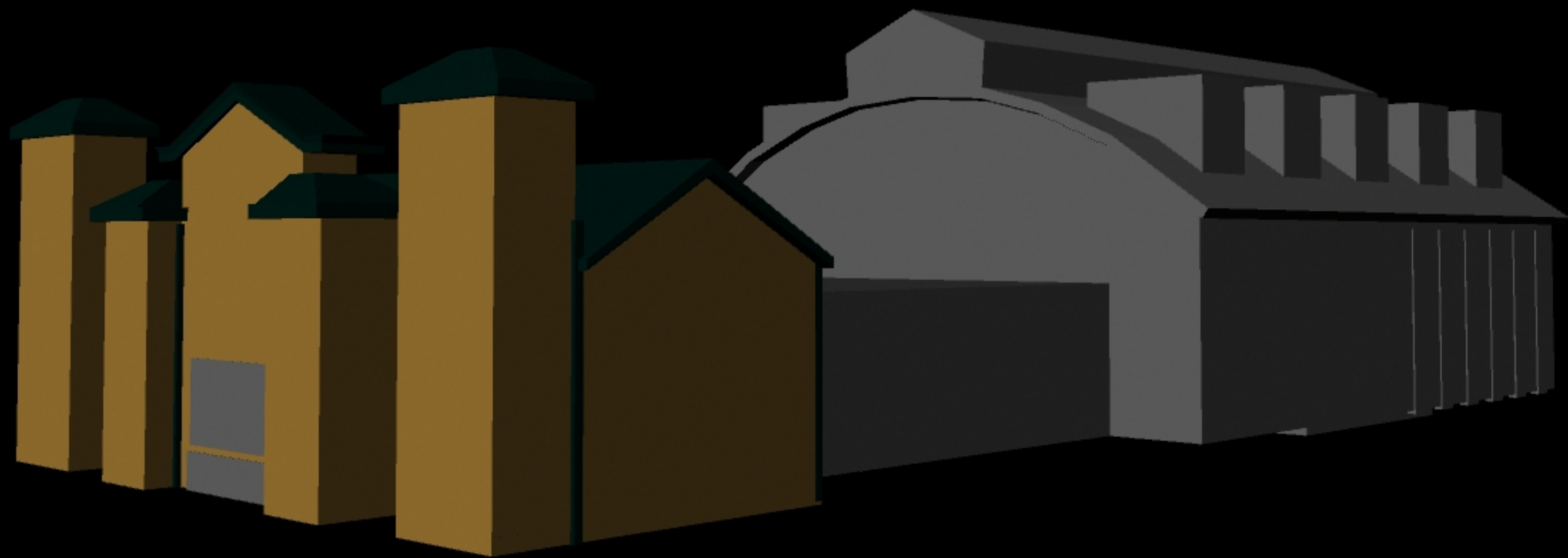
Upstairs

C = Closed off area



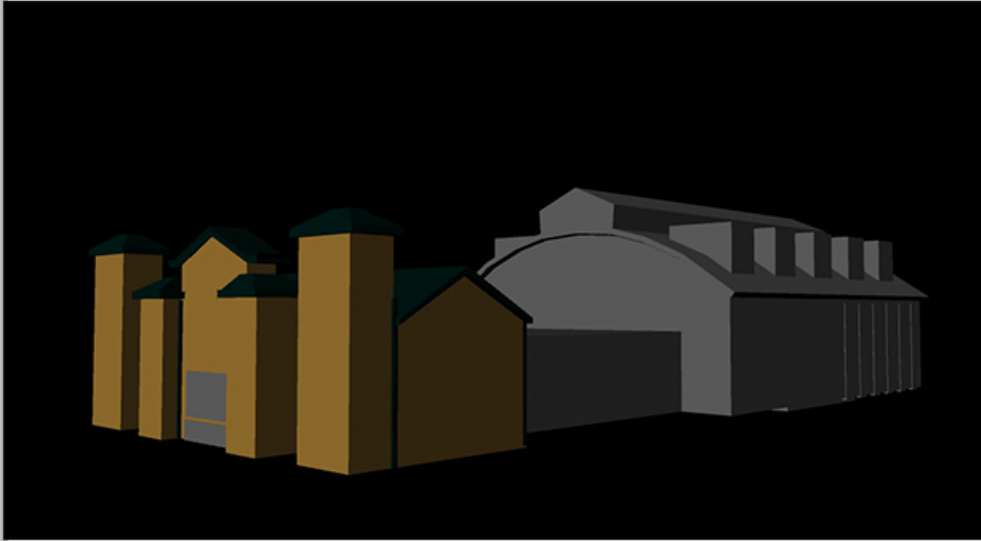




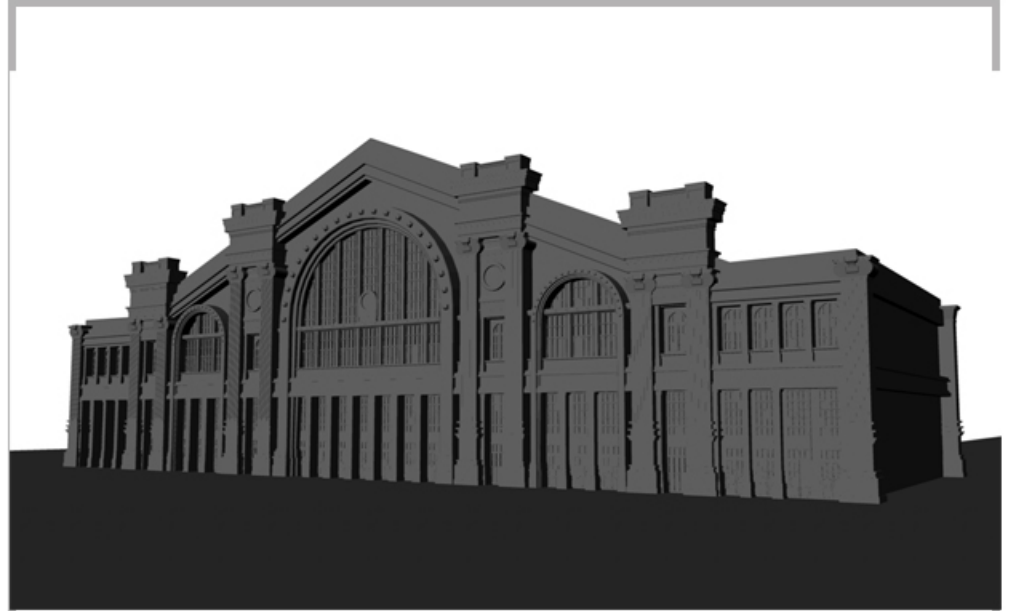




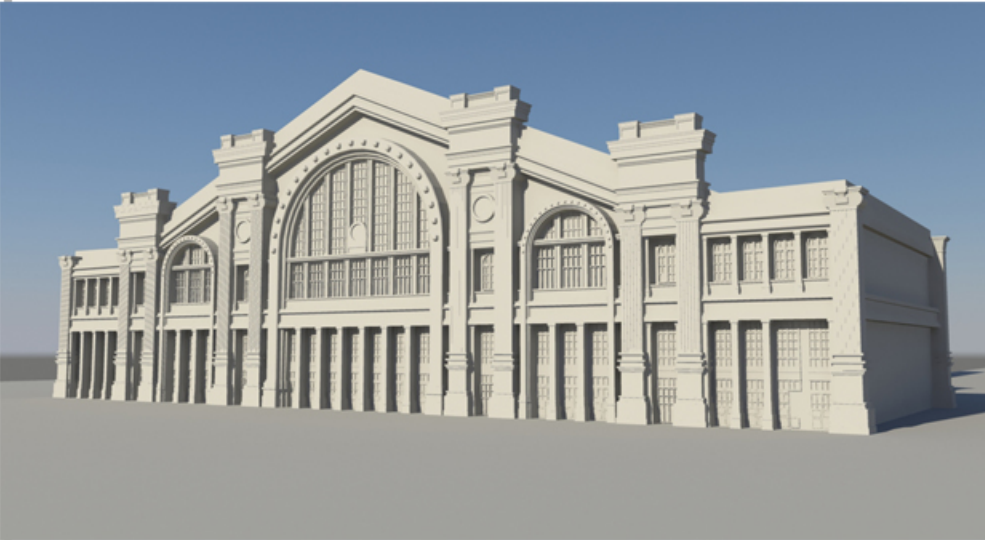
**STUDENT NAME: ANDREW PAYNE QTR: SPRING 2013 SEC: OL CAMERA: 1 AREA: EXTERIOR**



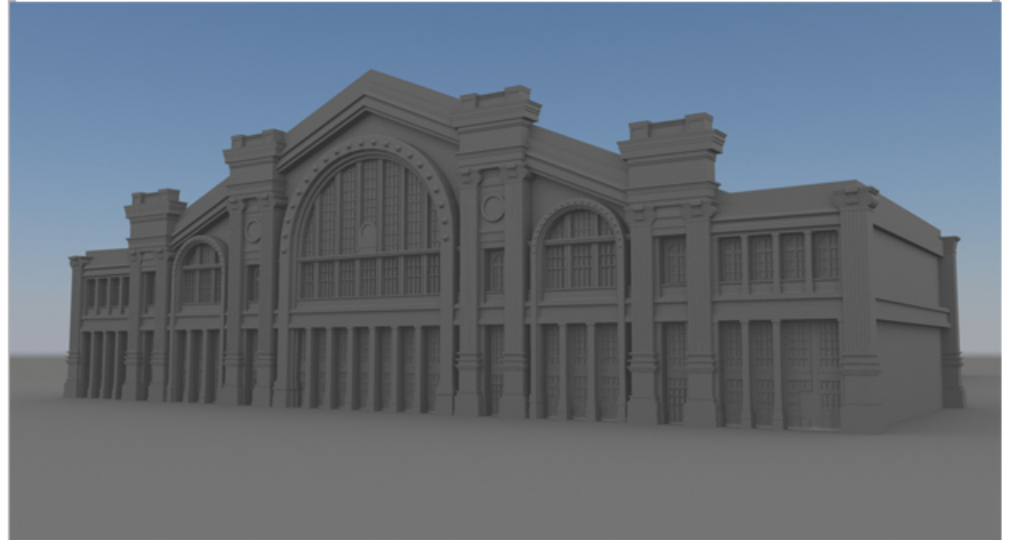
**PROJECT A: PART 4**



**PROJECT B: PART 2**



**PROJECT B: PART 3**

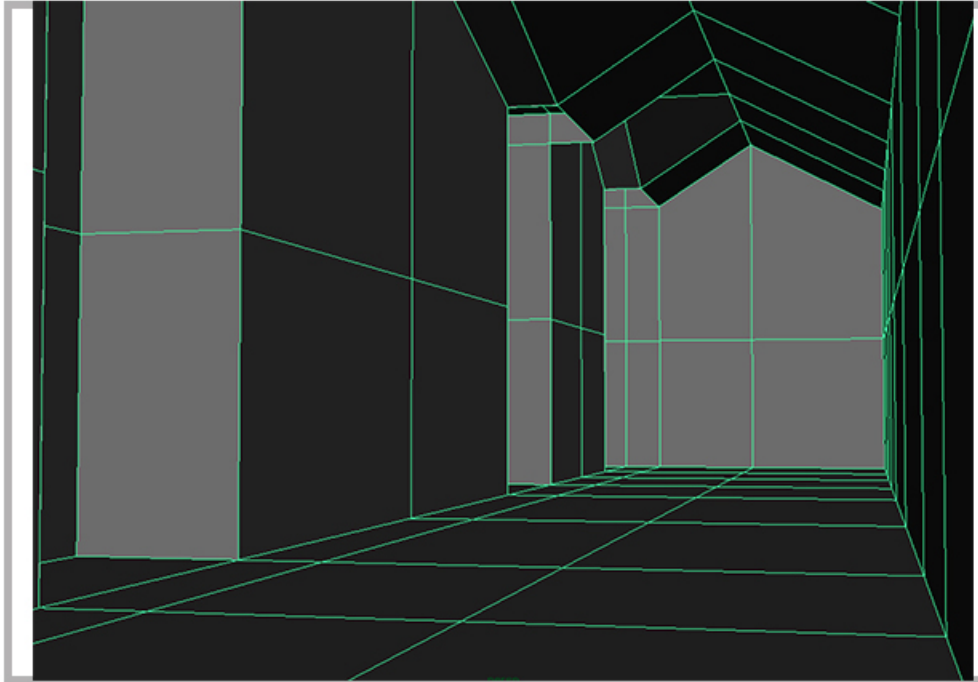


**PROJECT B: PART 4**

**OBJECT REPLACEMENT AND LIGHTING SETUP  
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

**PROJECT TITLE: \_BEAUX ARTS TRAIN STATION\_**

**STUDENT NAME: ANDREW PAYNE QTR: SPRING 2013 SEC: OL CAMERA: 2 AREA: ENTRANCE**



**PROJECT B: PART 2**



**PROJECT B: PART 3**



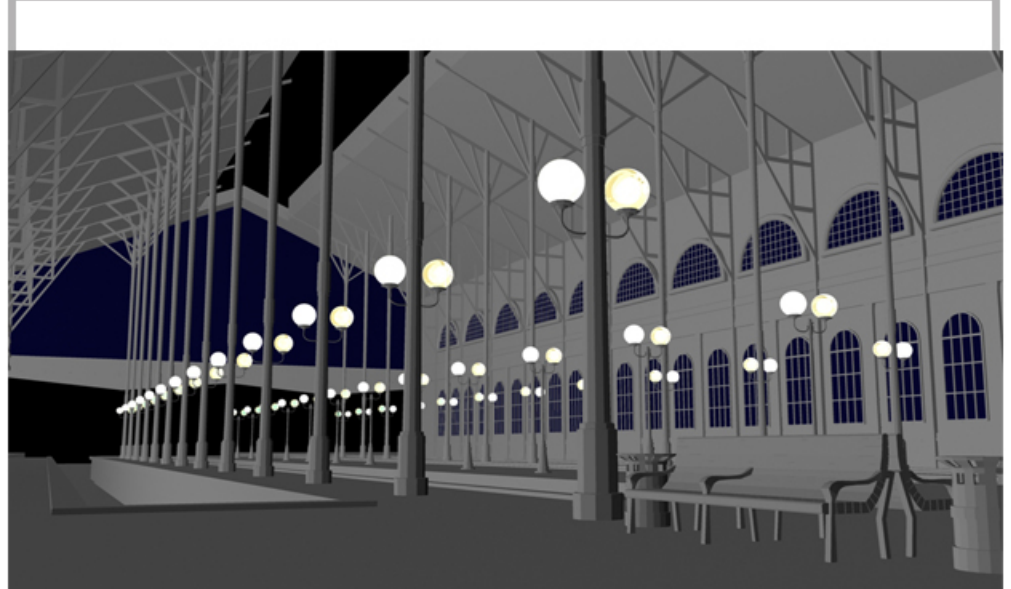
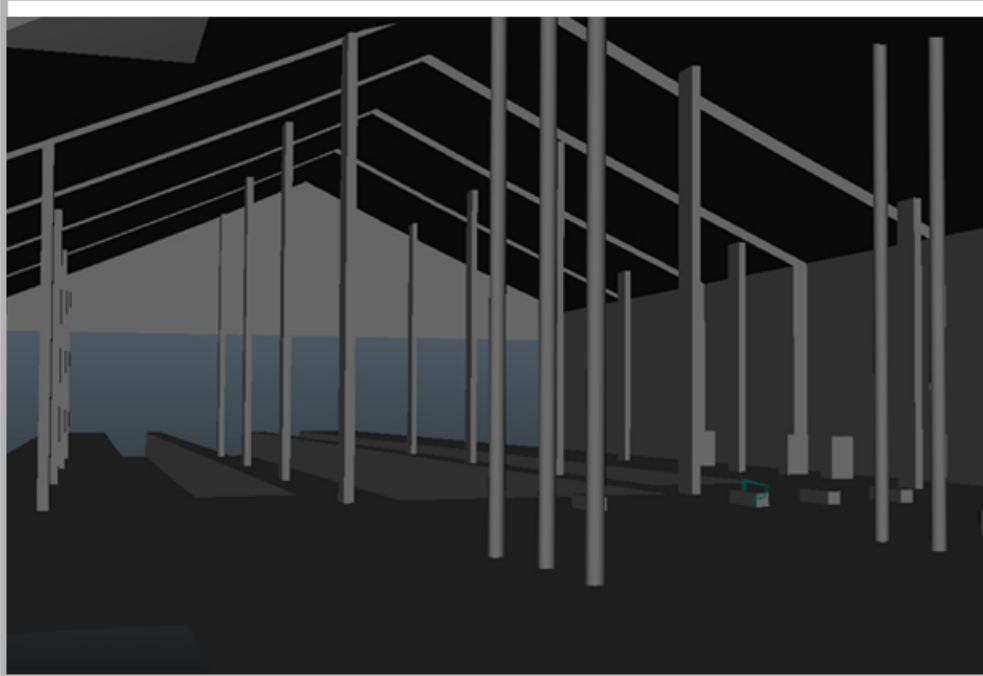
**PROJECT B: PART 4**



**OBJECT REPLACEMENT AND LIGHTING SETUP  
ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

**PROJECT TITLE: \_BEAUX ARTS TRAIN STATION\_**

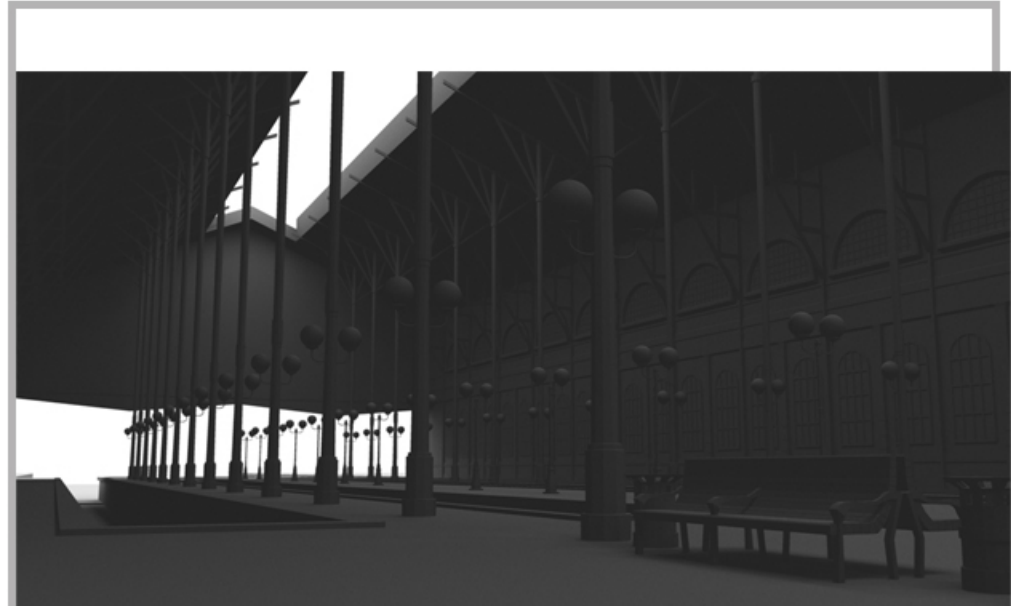
**STUDENT NAME: ANDREW PAYNE QTR: SPRING 2013 SEC: OL CAMERA: 3 AREA: LOADING AREA**



**PROJECT B: PART 2**



**PROJECT B: PART 3**

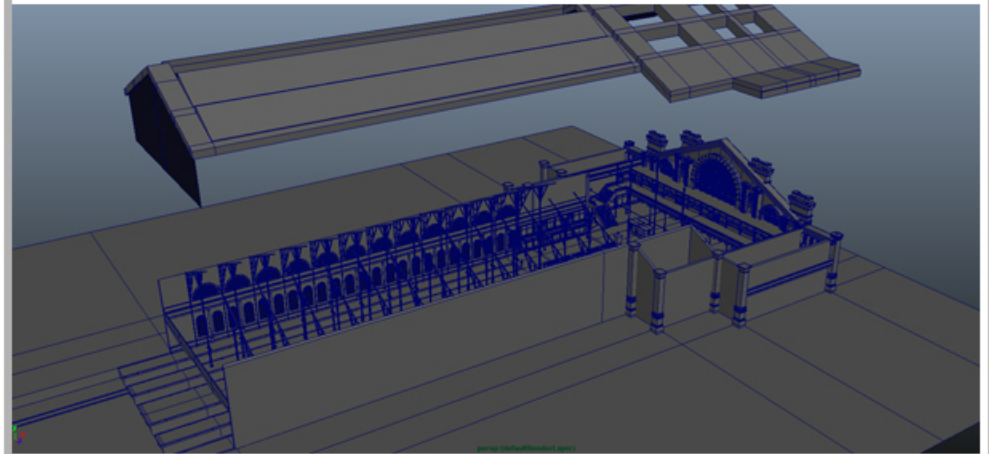
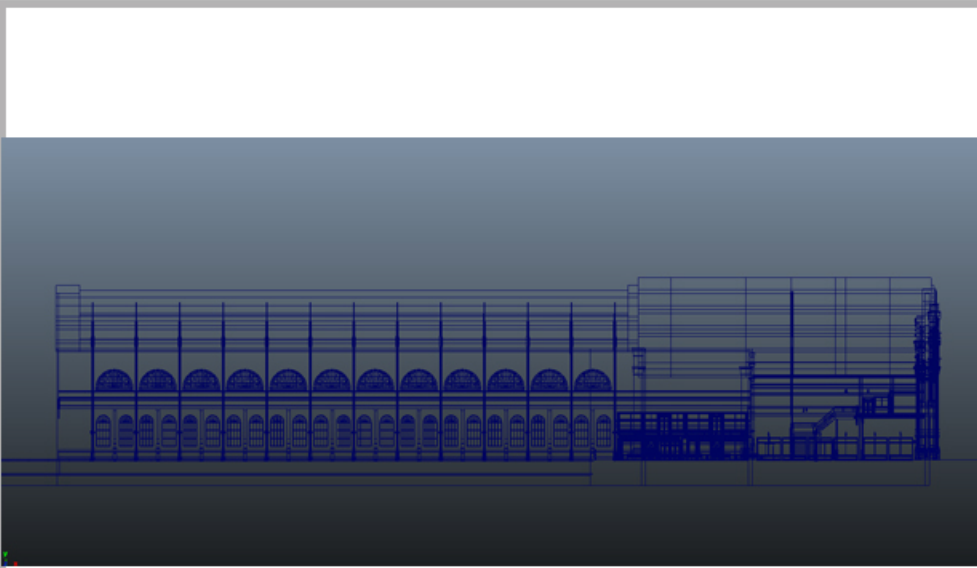
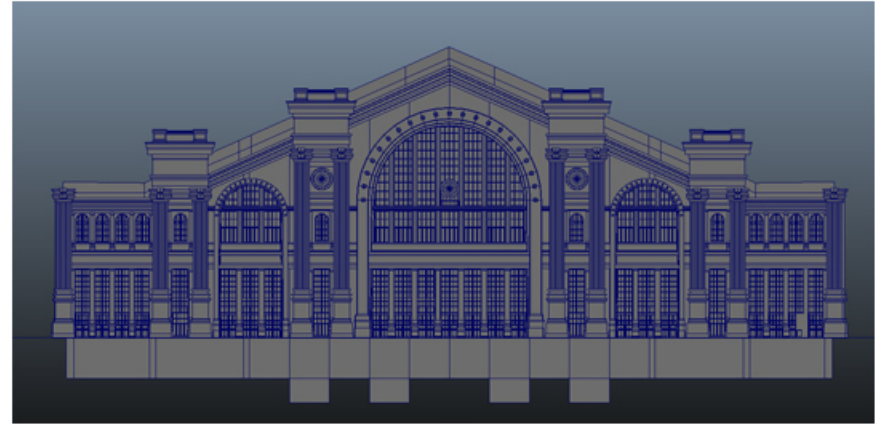
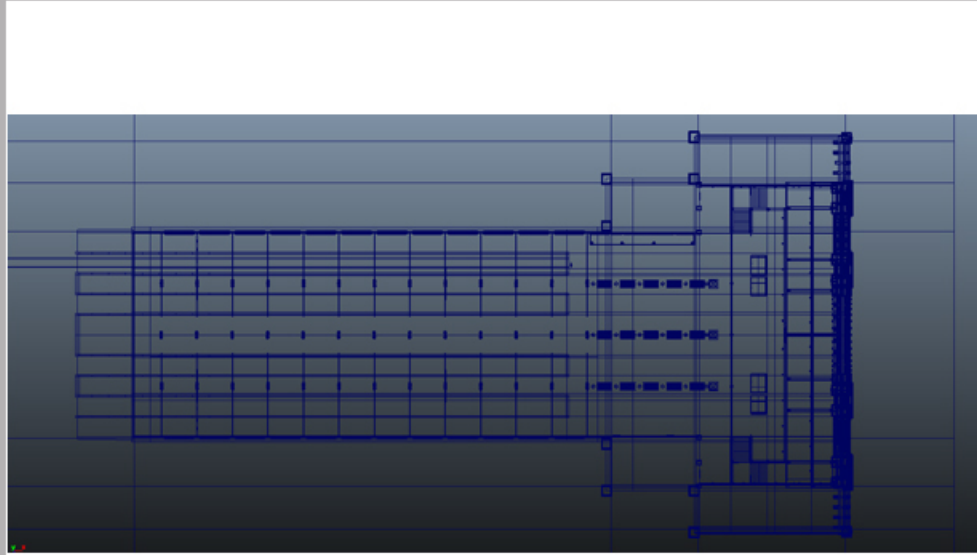


**PROJECT B: PART 4**

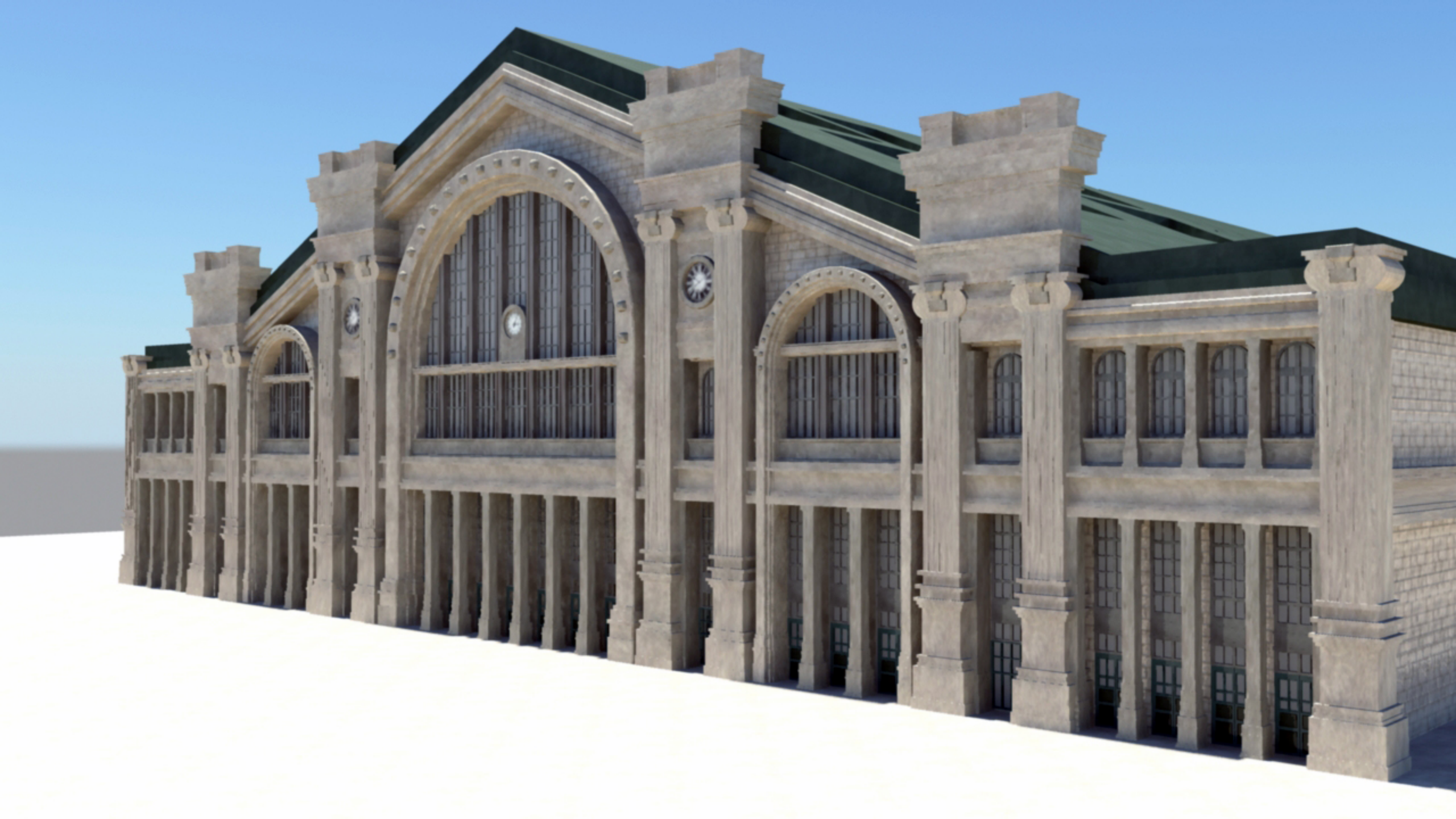
**OBJECT REPLACEMENT AND LIGHTING SETUP**  
**ITGM 352 ENVIRONMENT AND LEVEL DESIGN**

**PROJECT TITLE: \_BEAUX ARTS TRAIN STATION\_**

**STUDENT NAME: ANDREW PAYNE QTR: SPRING 2013 SEC: OL NEW STATION LAYOUT**







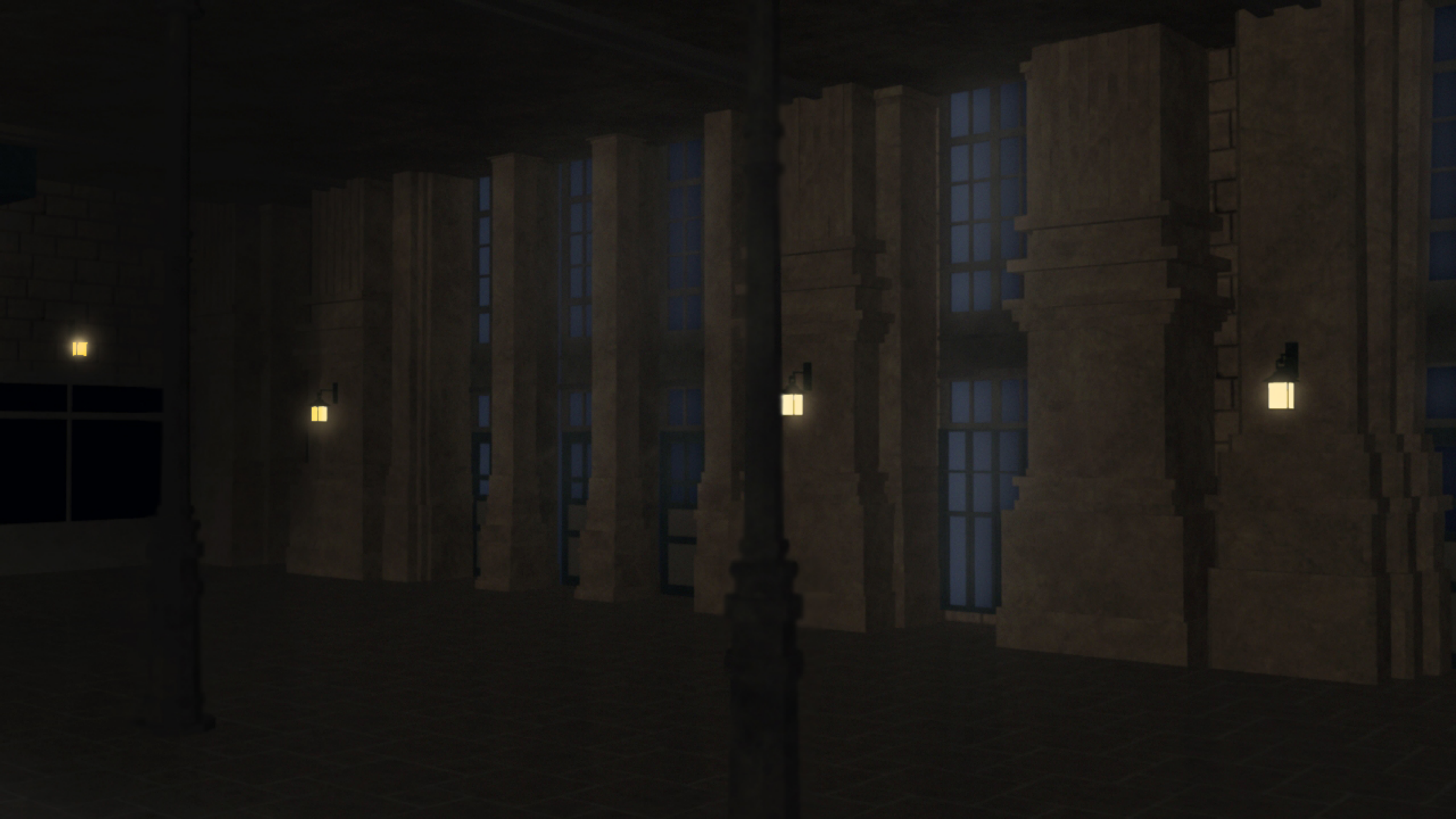




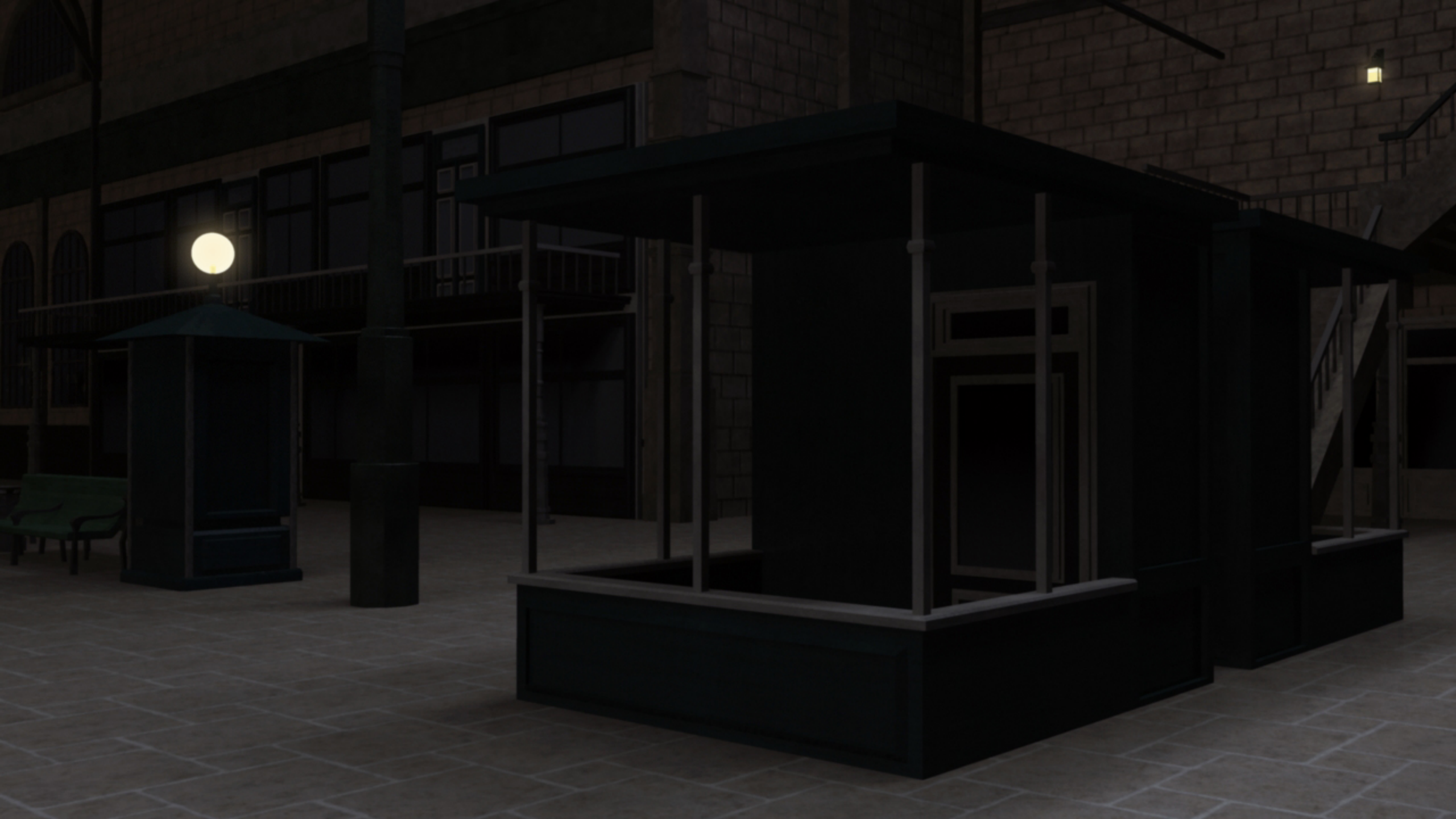














CAFE DU PAYNE



DISCOVER  
**FRANCE BY TRAIN**  
THE FRENCH RIVIERA  
FRENCH NATIONAL RAILROADS



LE RENARD ET LE CORBEAU









