

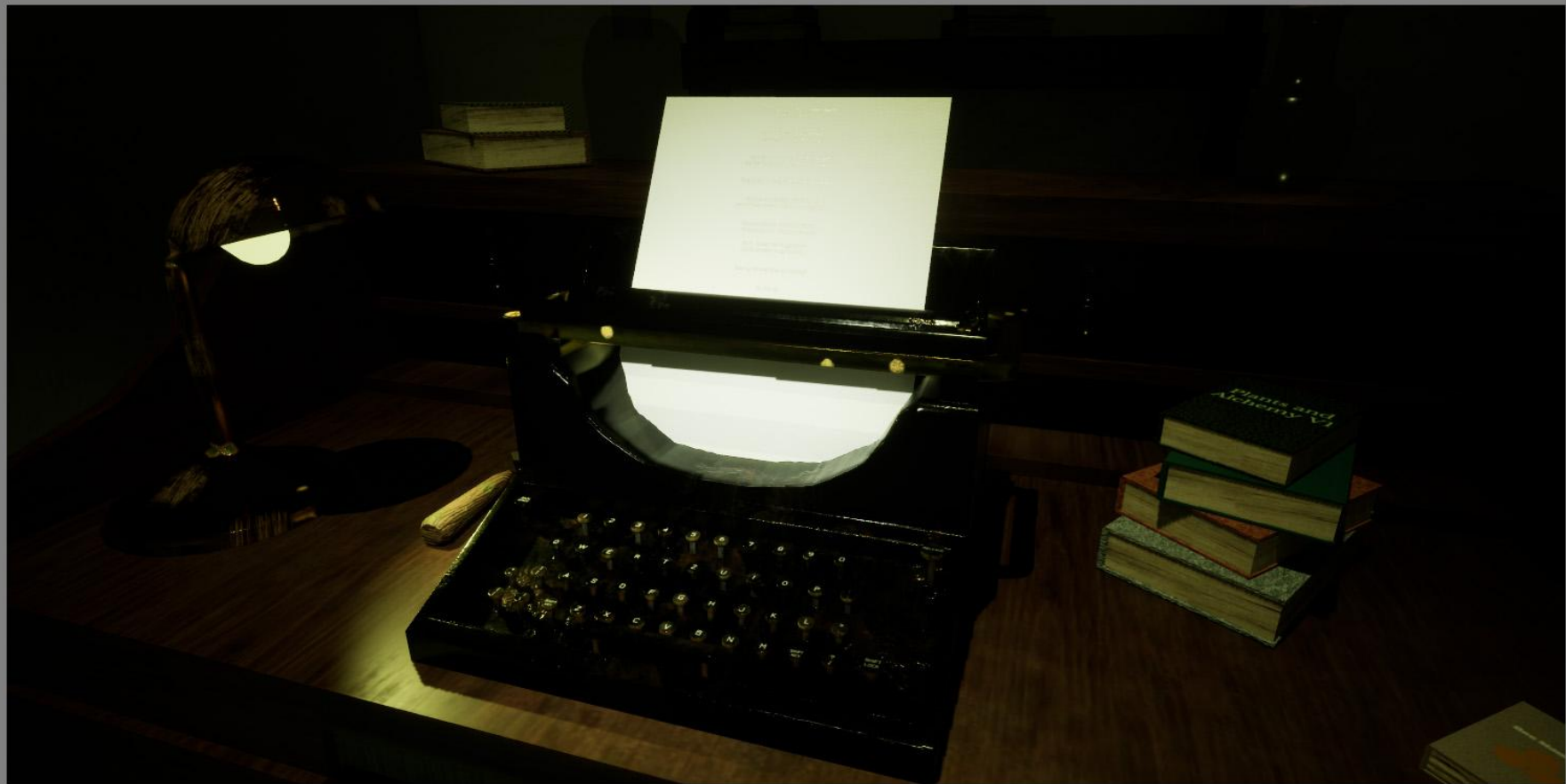
Final Environmental Applied Game Art “ESG”

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Description

“ESG” is a horror environment based on a VR game called Echoes of a Silent Garden that some students and I are developing. The feeling I was trying to invoke within the player is a sense of unease and dread. I also want the viewer to experience storytelling through the environment via placement of objects and materials such as blood. Overall the environment is meant to convey a horror atmosphere while implying some sort of fight occurred throughout the room.

Final Scene



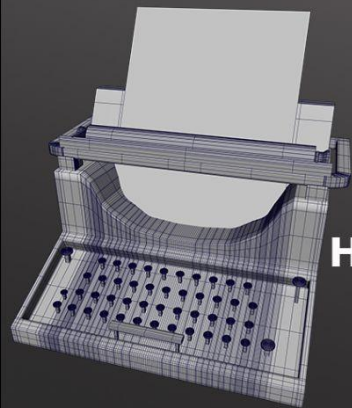




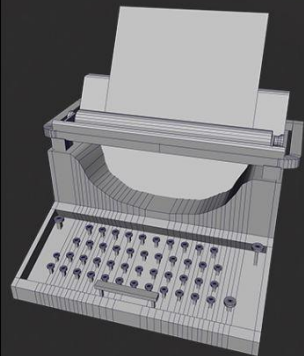




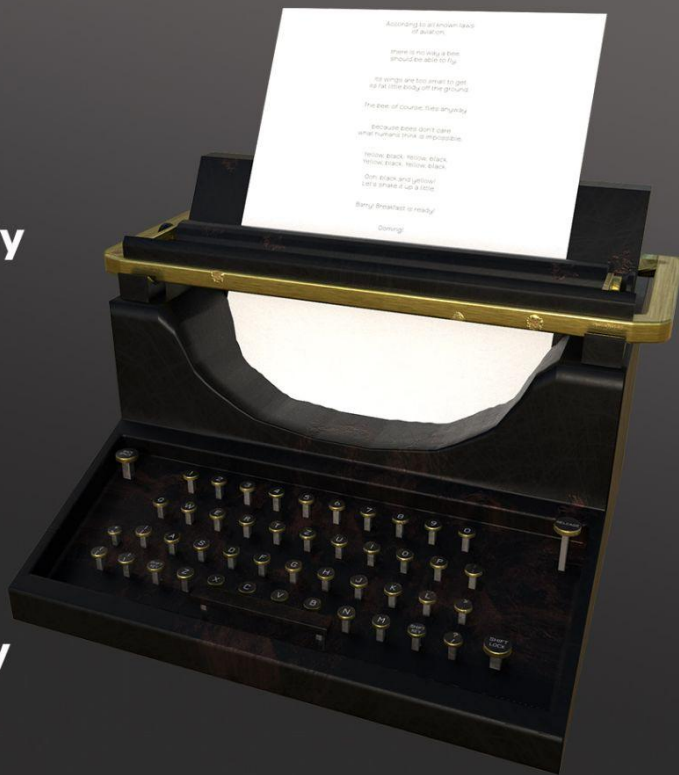
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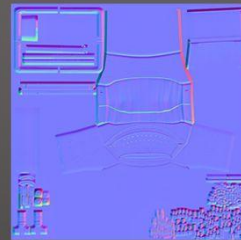
High Poly



Low Poly



Color



Normal



Metallic



Roughness

Joey Gadd

Final Video



<https://youtu.be/OYhzmzf76E>

Process Work











Thank You!