

ENVIRONMENT/LEVEL DESIGN SAMPLES

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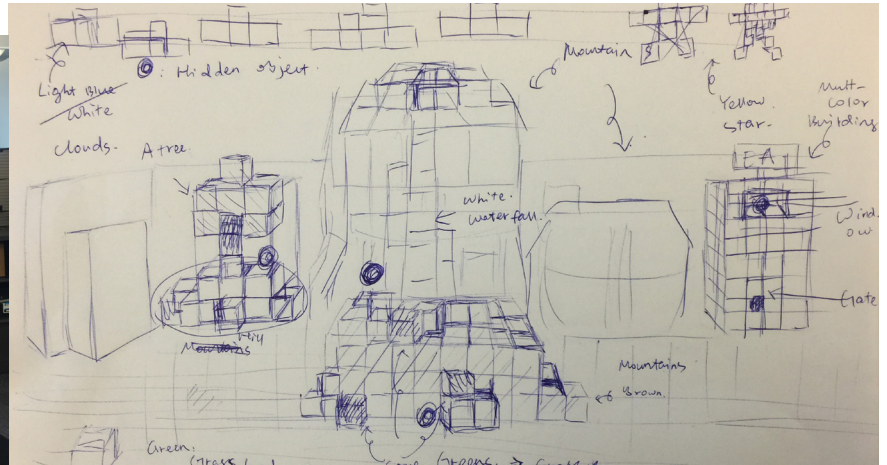
GOOGLE TANGO, 2015 SPRING (Prototype, 3 hours)

An augmented reality game that the player can first scan the room with area learning feature, then generate meshes based on the point clouds. The player can walk in the environment with motion tracking and depth detection.

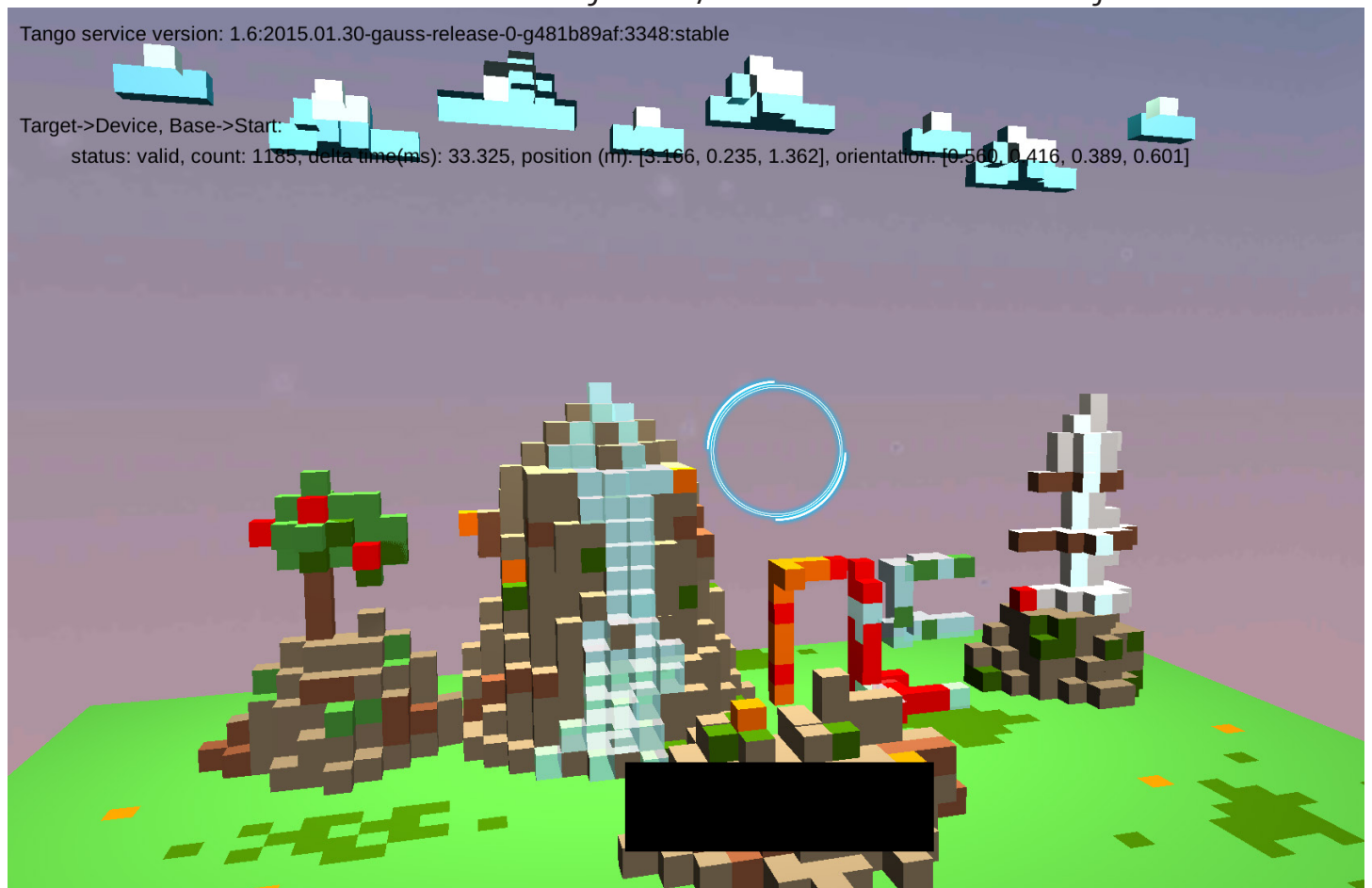
Photo of testing room



Sketch of the mapping of virtual environment



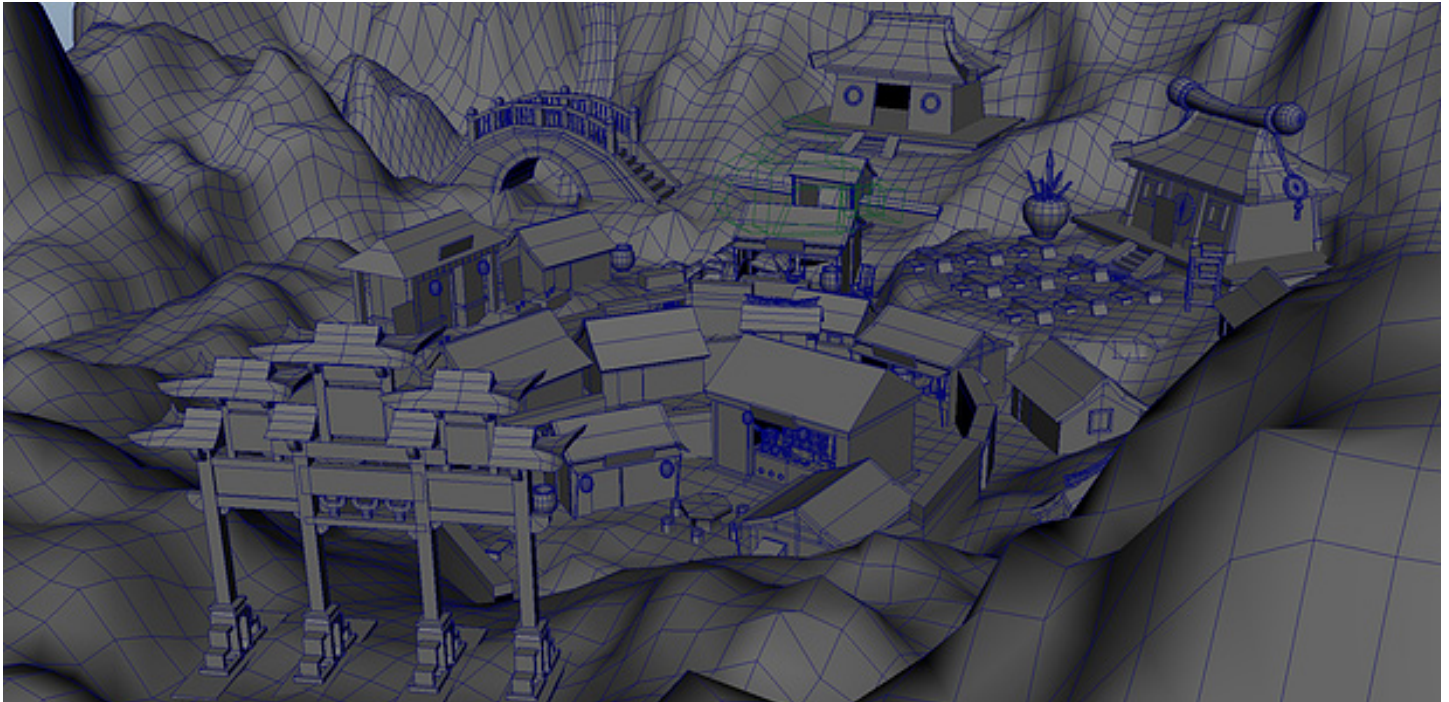
Virtual environment made of blocks, matched with real world objects



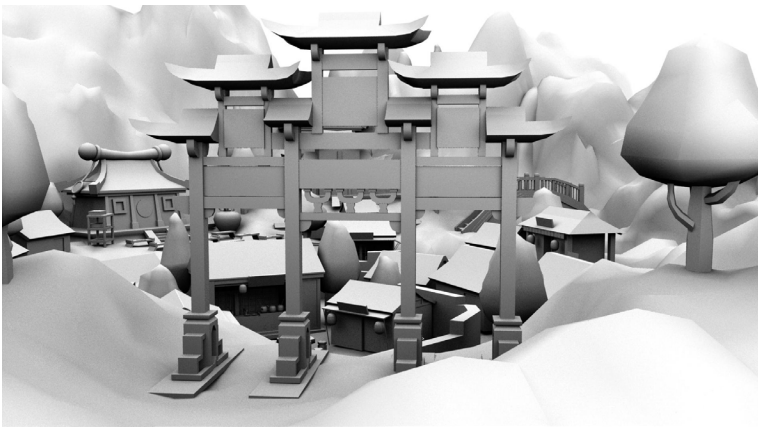
SIDE PROJECT, JOURNEY TO THE WEST, 2014 FALL (3 months)

An android game that aims to gamify cognitive behavioral therapy.

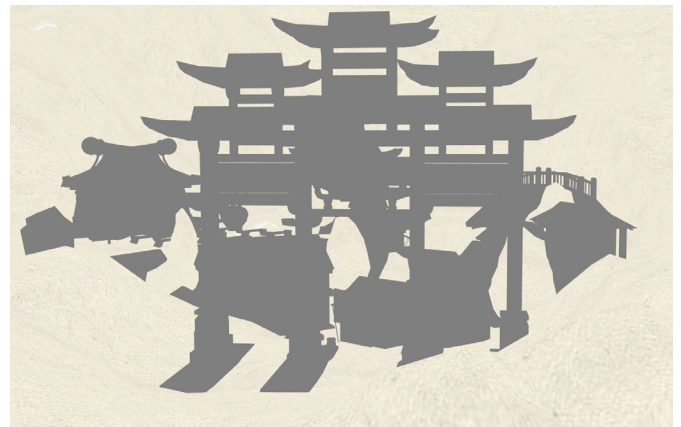
Main village design: Paifang/gate (establish shot), houses, inn, apothecary (mini games), school (intro story), temples (breathing mechanic), bridge with water (training level)...



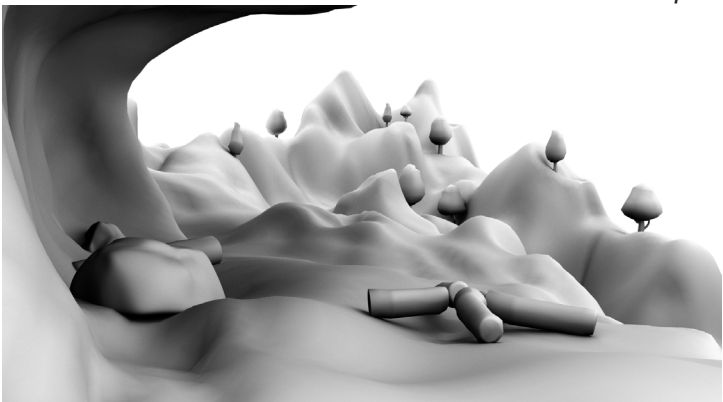
Occlusion render



Silhouette



Campsite Design



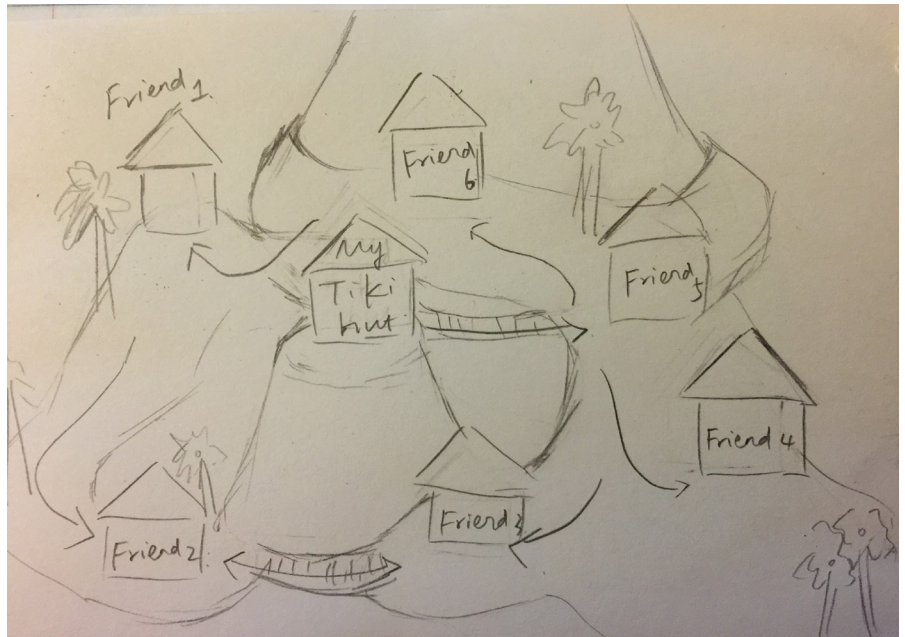
QUESTYINZ SOCIAL, 2014 SPRING (Street view design, 1 day)

An educational flash game addresses learn through playing.

Street view design (Friends list)

MyTiki hut is always in the center.

The player clicks on a friend's hut to walk there and visit another player.



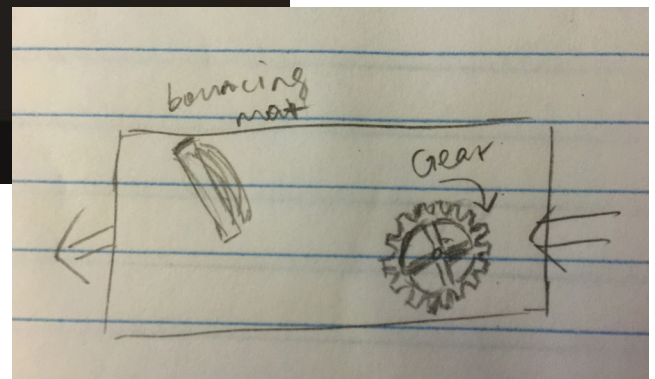
BVW ROUND 2, MAZE OF HEART, 2013 FALL (2 weeks)

A kinect game allows solving puzzles in your body.

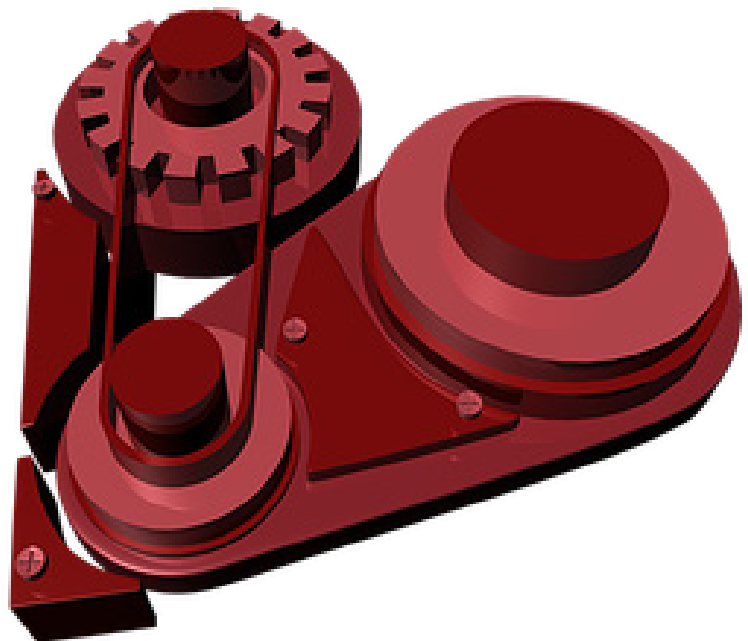
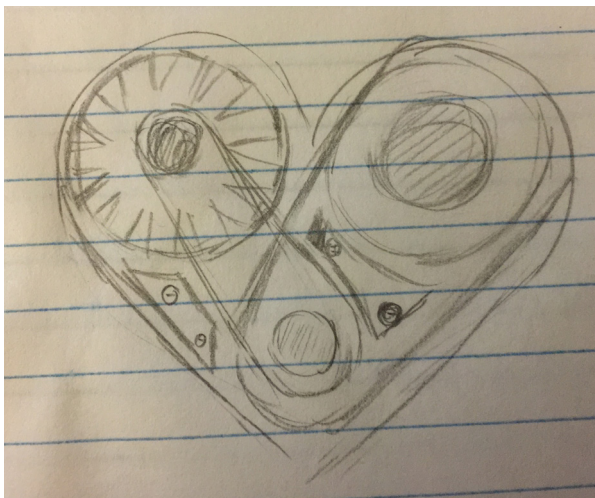
EXPERIMENTAL GAMES WORKSHOP FOR GDC 2015, FANALIST FOR DATA 2014



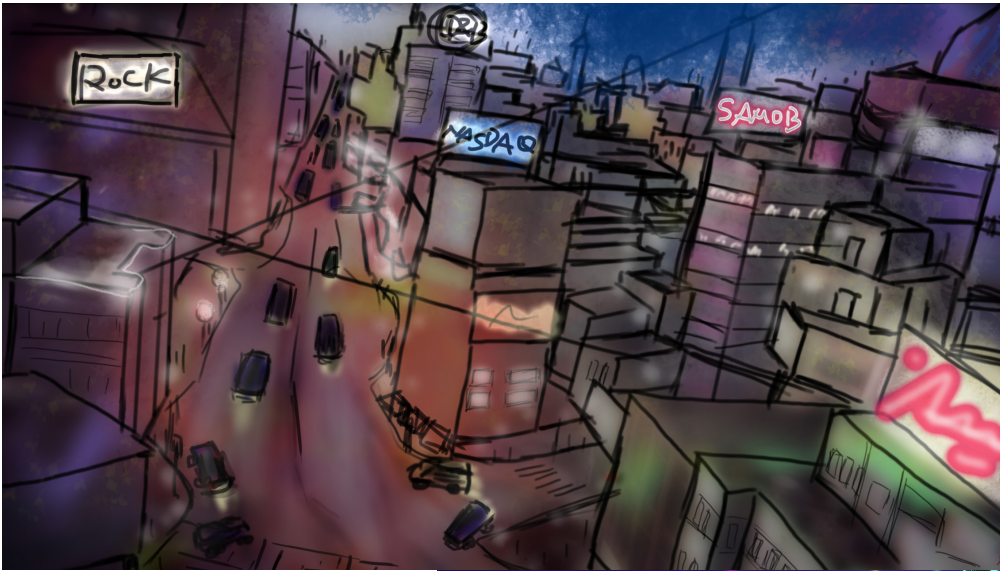
Puzzle sketch



Heart design (The player collects a cluster of heart pieces in each level)



GAME DESIGN CLASS FINAL PITCH, ROXICITY, 2014 SPRING (Concept+blockout, 10 hours)
GTA meets Guitar Hero. The quest to go from starving musician to rock god by doing whatever it takes.



City view sketch

*Final venue design
(Rim Light Shader in Maya)*



DAILY PRACTICE, MONUMENT VALLEY, LEVEL STUDY, 2014 (3 hours)

