

A night scene in a city street. The ground is paved with a manhole cover and scattered leaves. A large tree with vibrant red leaves stands on the right. A glowing blue light emanates from a small object near the tree. In the background, there are buildings with lit windows and a utility pole. The overall atmosphere is dark and atmospheric.

Night Call

A level design/environment by Ronan Houzé made with Soul City free UE4 asset

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I. Introduction

Night Call is a fictional city designed for a first person perspective game. The scene takes place at night in which streets merges with nature.

City is fill with tree, fluorescent lighting, suspended cables, debris and complicated roof. There are leaves along the curbs, weeds growing between the cobblestones, tall alleyway, thick with wires and smog.

The scene takes place in the suburbs. However, the view from the butte looking towards downtown which put emphasis on futuristic and more well organized place.



Montmartre - Paris
Credit : Glose

II. Overview

Intentions :

- Making an immersive and congenial city place
- Scene must takes place at night in suburbs
- This part of the city, falls into disrepair and decrepitude
(«No housing shortage around here...plenty of room for everybody»
Jf Sebastian - blade runner)

Keyword : benevolent, square, vastness city, verticality



a. City merges with nature

It doesn't take long after a place is abandoned for nature to reclaim its land. Clear-cut edges of an architectural structure collided with the indistinct, unstructured plants.

Leaves, trees, shrub, rocks and starry sky

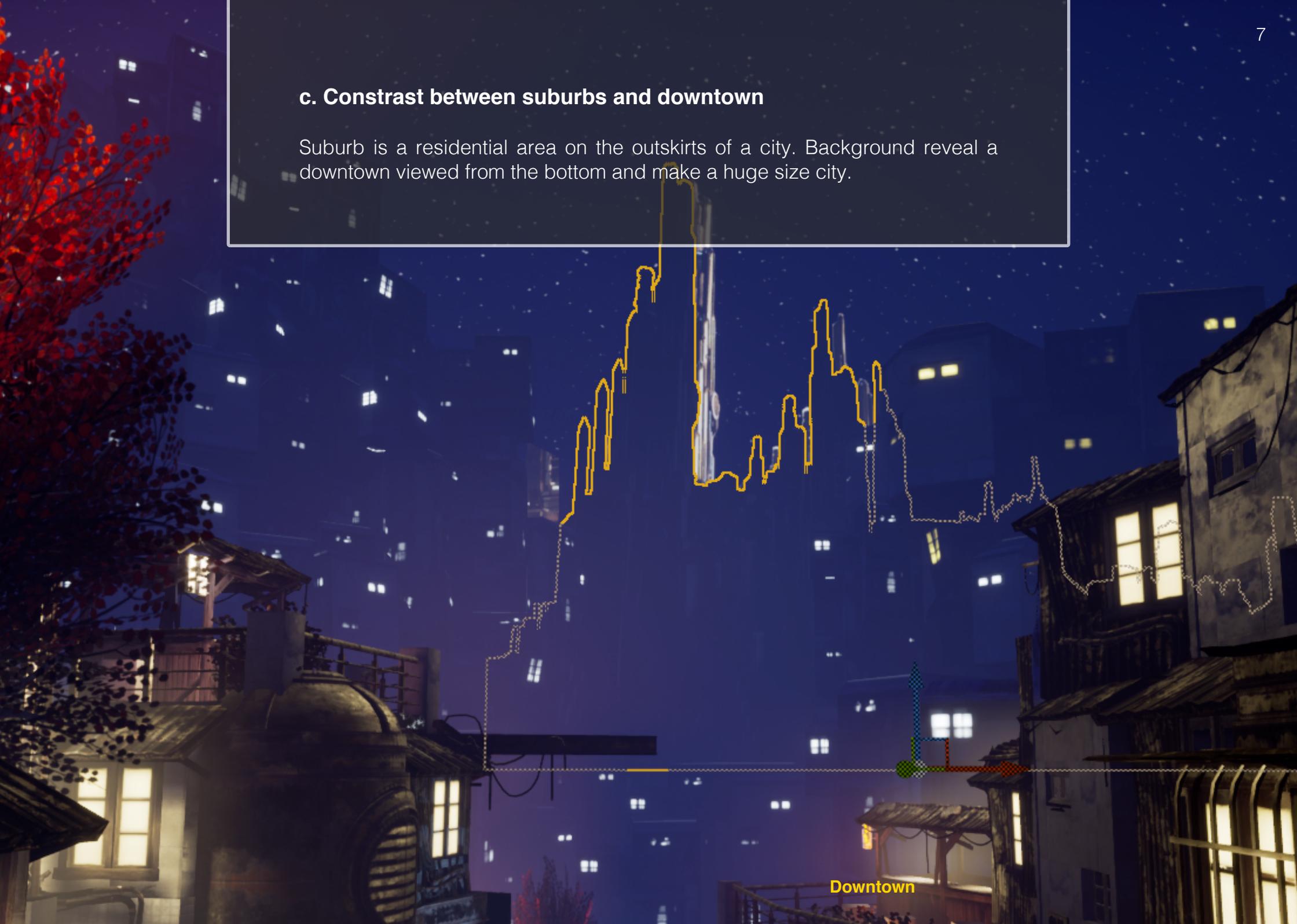
b. Drama of light

Light draws perspective, plan a route, plays a critical role in the mood and feeling.

Lit area, critical path

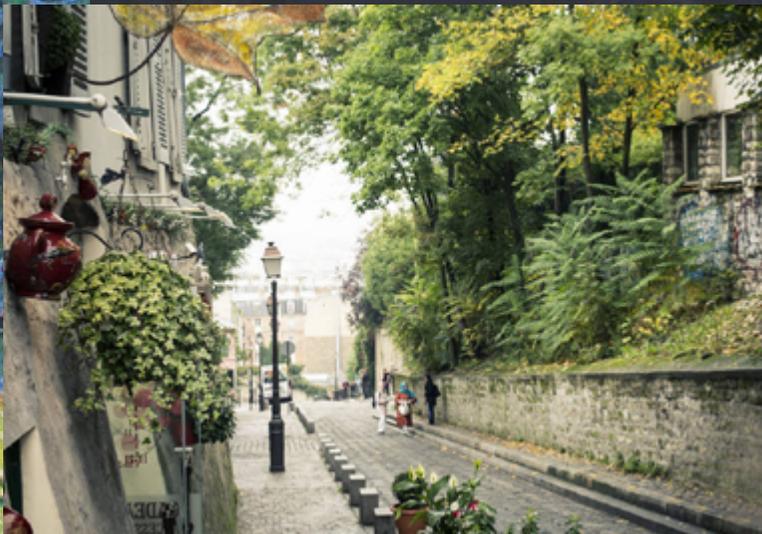
c. Contrast between suburbs and downtown

Suburb is a residential area on the outskirts of a city. Background reveal a downtown viewed from the bottom and make a huge size city.



Downtown

III. Inspiration



Montmartre
Credit : Marc Olivier Le Blanc



Internal view of the Atrium of the Portico of Octavia
Credit : Giovanni Battista Piranesi



Les cités obscures
Credit : François Schuiten



Montmartre
Credit : Kotomi (Flickr)

Terrasse des cafés
Credit : Van Gogh

IV. Walkthrough









