

**Sci-Fi Hallway Concept**  
**GM403 Game Design Strategies**  
**Spring**

**Assigned:**  
**Due:**

All environments start with a plan, especially when creating a modular environment. Start with a concept for your design. Create a single 11x17" illustration, full color, of your hallway environment. Make sure to use an angle that really gives an understanding of the look and layout of your hallway. It does not need to be a simple, rectangular hallway, but think about modular design and how you can best use that in the development of the look of your environment. Make sure to dress your environment in a believable fashion, taking into consideration what type of building, company, time period, etc. that this hallway might be a part of. You will be incorporating particles into the finished project as well, so keep that in mind; could be fire, sparks, steam, water, or something else.

**Things to think about:**

Were you creative in your hallway design?  
Did you take into consideration utilizing particles in your finished project?  
Is the environment set dressed in a believable fashion?  
Did you take into consideration modular design?

**What you will be turning in for the Sci-Fi Hallway – Concept 1.**  
11x17" .tif file of your Sci-Fi Hallway Concept

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**Grading Criteria:**

Grading is based on the below criteria for the Sci-Fi Hallway – Concept:

1. Created 11x17" .tif of Sci-Fi Hallway Concept \_\_\_\_\_/ [20 points]
2. Sci-Fi Hallway Concept colored, good composition, effectively shows environment \_\_\_\_\_/ [20 points]
3. Sci-Fi Hallway Concept takes into consideration requirements of modular design \_\_\_\_\_/ [20 points]
4. Sci-Fi Hallway Concept is dressed appropriately and believably \_\_\_\_\_/ [20 points]
5. Sci-Fi Hallway Concept is designed with particle incorporation in mind \_\_\_\_\_/ [10 points]
6. Critique, asked and answered questions about the Sci-Fi Hallway Concept \_\_\_\_\_/ [10 points]

Letter Grade \_\_\_\_\_

Total Points \_\_\_\_\_

**This grade is also 01% of the Cumulative Homework grade for this course.**

**Grading scale: A (90-100), B (80-89), C (70-79), D (60-69), F (0-59)  
Grades also reflect upon the time the project is submitted.**

- **All work must be handed in at the beginning of class. (10 minute grace period) Work submitted after the first 10 minutes of class, is Late.**
- **Assignments submitted late or incorrectly, if accepted at all, will be reduced in letter grade.**
- **Late work must be submitted during the next day following the due date even if no class is held that day.**
- **Assignment submitted beyond three days late will receive and F grade.**
- **Resubmissions of projects for better grades are not accepted, do the best work the first time.**
- **Deadlines are important.**

**HOMWORK EXPECTATION**

As stated in the syllabus for this course within the course description, this course has an expectation of **4 hours per week** to be spent on homework outside the classroom.

It is expected that the average student will spend **at least 2 hours** on the .5 week period of this assignment to the complete the previously described process of this particular assignment. The learning outcomes of this assignment are a result of the assignment process shown above and instruction rendered from the instructor, either during class or in this document.

These learning outcomes are generally comparable with those resulting from commonly accepted practice in the field. Each of these steps will be graded according to the rubric found above.