

One Room Project

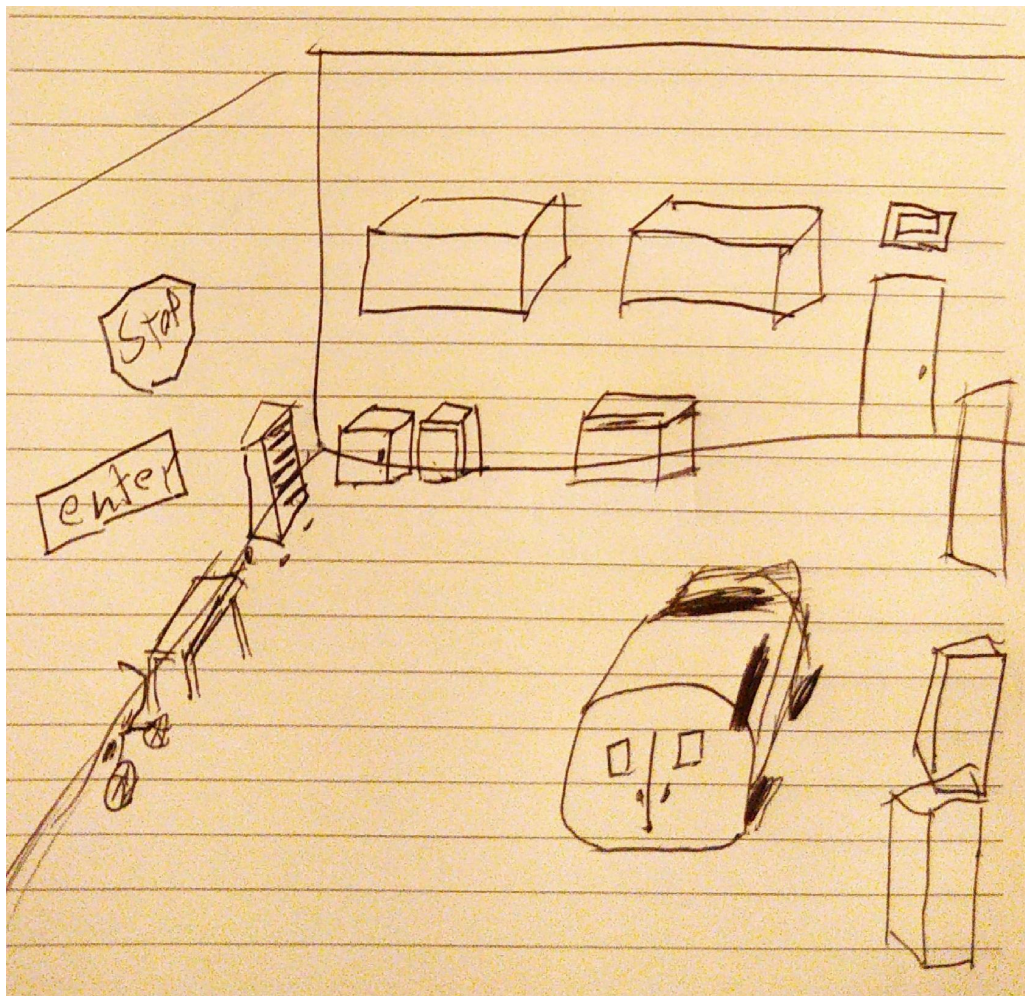
By Zachary Gomez

9/17/2020– 1-/1/2020

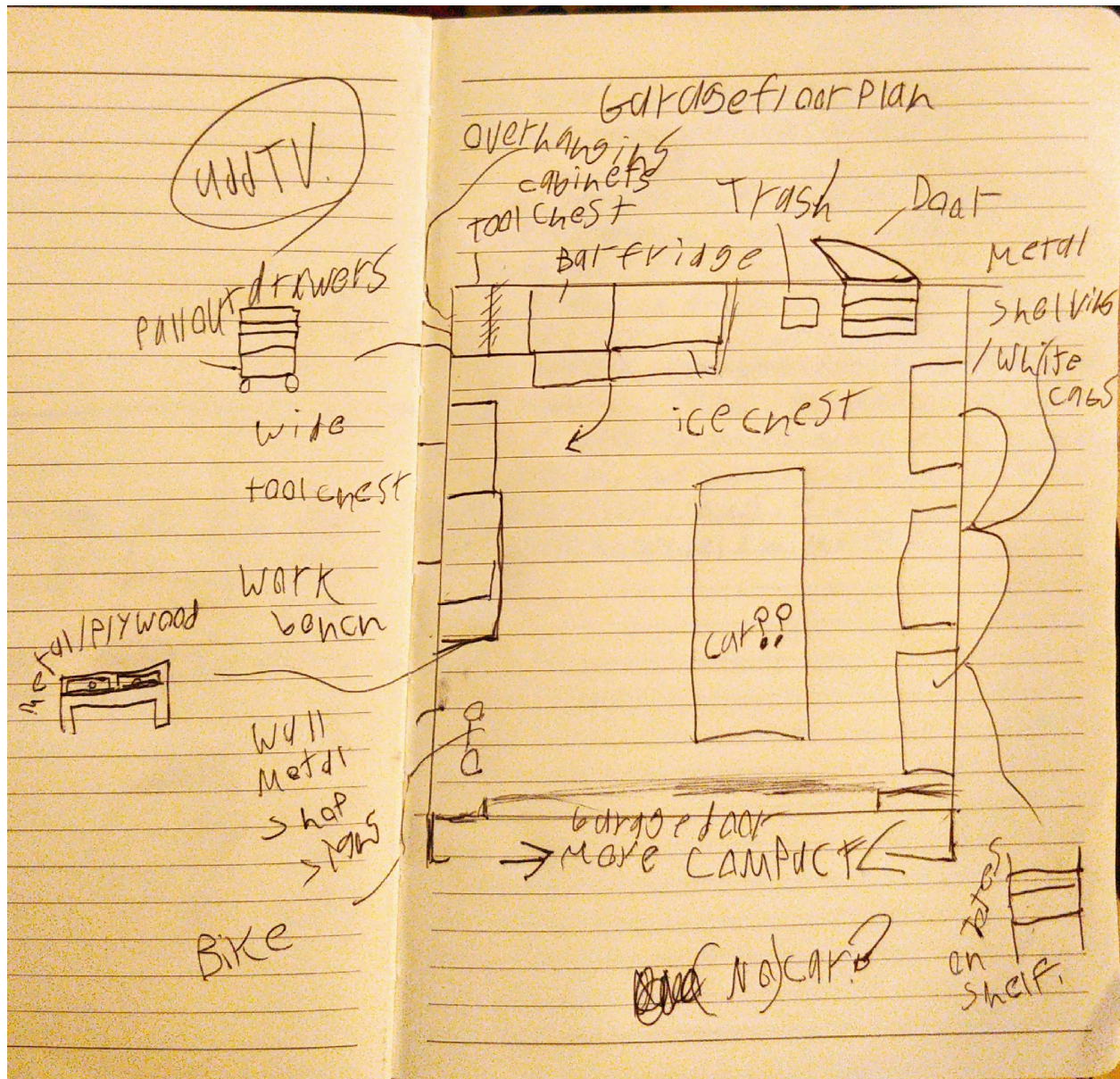
Why I wanted to create a garage.

The reason why I wanted to create a garage in Unreal Engine is that It's always the least thought about the place in most houses. Nobody puts into the thought of decor or making garages look nice. It's usually used as a means for tools or storing stuff. Which is what I intend to recreate the feeling of my garage at home but more thought out and organized. I want to make it feel slightly spacious. Well worn but still kept tidy. Have some miscellaneous tech that would normally be used while working on a project in the garage. (Music, television)

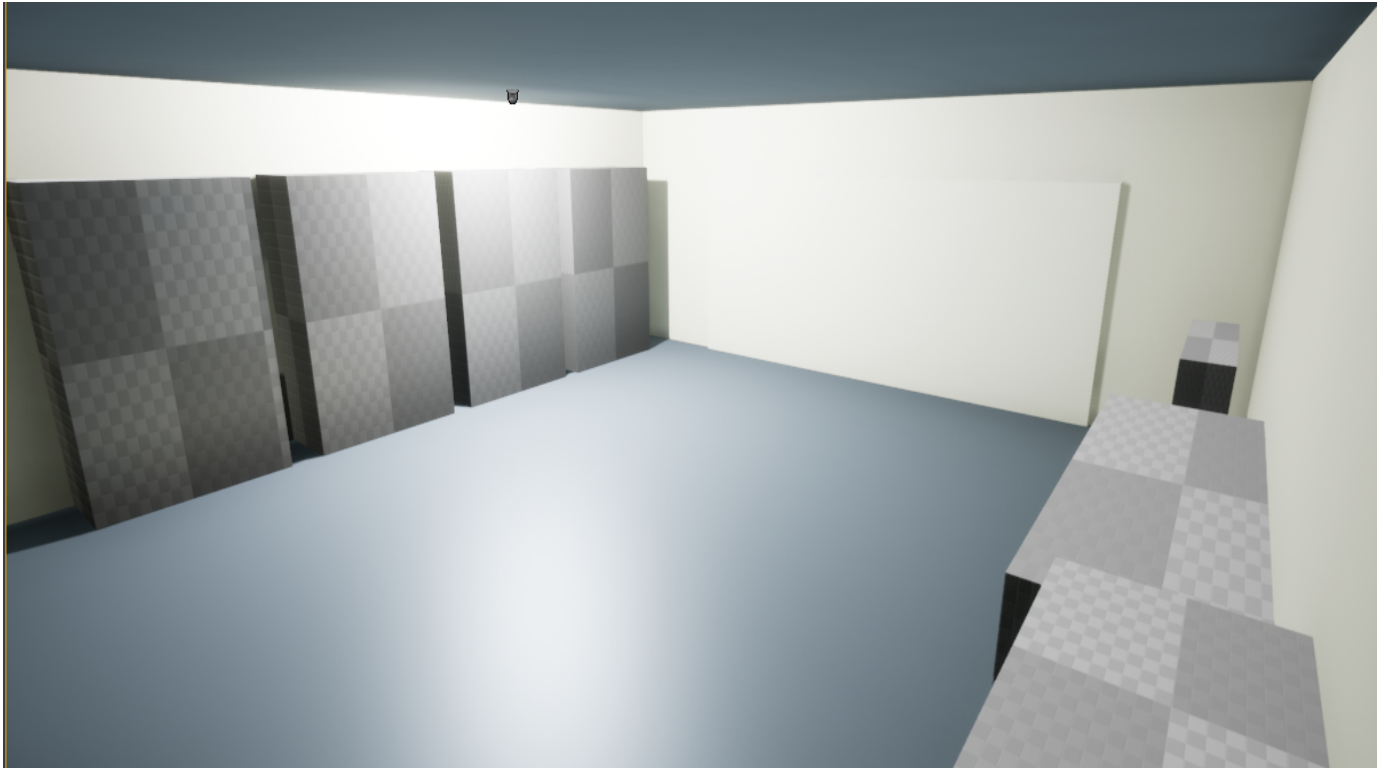
Concept drawing:



Layout design:



Greybox:



Final:





Changes:

Some different decisions I made in the final revision is implementing reflective surfaces on the ground and rays casting from the garage door windows. I also tried focusing on implementing a realistic sense of clutter on the shelving and tried to populate most surfaces with objects to make it seem lived in but tidy, not to the point of being messy.