

THE CHAIR HOARDER'S LAIR

VISUAL CINEMATIC DEVELOPMENT



THOMAS MEIBORG - GAME DESIGN - 3014530

THE CONCEPT

Genre: First Person Fantasy Action RPG

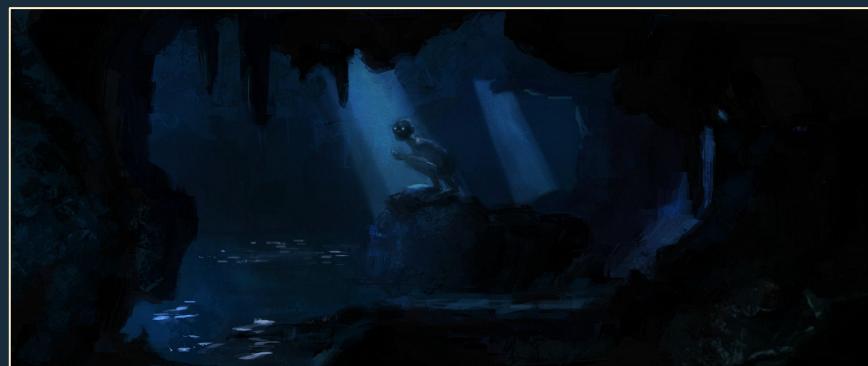
For this assignment I was required to create a visual cinematic experience using different techniques to guide a player to a point of interest. I designed the lair of a large, fantastical, cave dwelling creature obsessed with chairs; desperately searching for the perfect representation of what a chair is in its image. The environment is meant to give the player a sense of mystery, chaos and wariness ("Who or what put all these chairs here? And Why?") as well as to foreshadow a boss fight and the characteristics of the encountered creature. It must also lead them to what will trigger the engagement: approaching a chair that stands out particularly.

The cinematic experience consists of two parts:

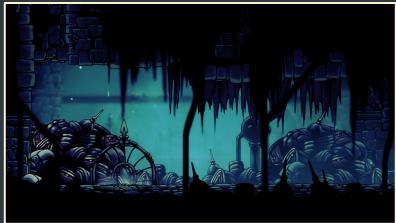
1. Firstly the player will move through a narrow passageway leading to the main open space within the cave.
2. And secondly the player walks through the main section of the lair where the boss fight will take place, stopping at the main chair at the center.

This would turn out to be the being's current obsession. Interacting with it would attract the boss, fuming and furious at the player for touching its valued possession. The monster would block the exit with a pile of chairs and attack with rage... Chairs would fly everywhere during the tussle (especially after its prized chair inevitably breaks from all the brutality)...

THEME MOODBOARD



COMPOSITION MOODBOARD



THE EXPERIENCE



1- THE PASSAGEWAY:

(00:05 - 00:17)



As the player moves through the cave leading into the lair, chairs will increasingly be hitting rule of thirds points in the field of view. The increasing repetition produces an accelerating rhythm and informs the player of the presence of an unusual amount of chairs. This combined with some contrast in the form of light, fog/dust and buzzing fireflies at the ends of the dark and narrow straits will guide the players to the main part of the domain and build up tension. I added dark and green tints to this section on top of some desaturation and contrast to further accentuate and build up something ominous is coming.

2- THE LAIR:

(00:18 - 00:54)



At the end of the dark(er) and narrow passageway, the first thing to come into vision will be a wonky, triangular stack of chairs; an omen of the danger and instability ahead. When the player gets only a little closer the tip of this stack will unveil the true extent of the hoarder's madness: a massive pile of thousands of chairs. As the player steps out of the passageway the rest of the lair comes into view and the air shifts... The open, but still dark, space makes way for blue hues and cold lighting, which blends into green, to shine through. These accentuate the cave dwelling creature's pensiveness (about chairs), bitterness and loneliness.

From the entrance, players get an overview of the lair. The goal is to lure them to the chair at the center of the room which I attempt with different forms of contrast:

To grant it more importance, it's illuminated with a gleaming light shaft from the ceiling and placed on slightly raised ground. I also made the center much less cluttered than the edges of the area, where all the "worthless" chairs lay... This should draw players to the center. Furthermore I've added a fog effect and particles to desaturate the background and give more depth to the entire scene. This helps make the main chair (and other objects like the stalactites) pop out more. I chose a model with a larger surface than its counterparts to make it more visible against the backdrop (many chairs were too thin and did not stand out). I want it to not be a very special chair in the eyes of the players... to make it more confusing why the chair hoarder is making such a fuss about it ("Why does this chair have so much importance in his room?"). It makes its obsession even less relatable and more apparent. In case of further development I would pick an even simpler chair.

Next to all this attention for one chair, there are some elements to build up tension and put the player on edge for the boss fight:

- Between the main chair and the entrance, the ground is lowered, making everything seem bigger, more impressive and more intimidating as the player moves inwards. This is to make the player feel small and vulnerable and to give an indication of the size of the lair's occupant; the cave could fit "something big".
- Secondly, hanging from the ceiling are sharp and triangular stalactites. These symbolize the danger looming over the player's head and that could fall upon them at any moment. The stalactites have different sizes and are unevenly distributed along the ceiling to help catch the eye and lead it towards the light rays that shine down upon the center chair.

Another element of the lair are the piles of chairs. In total there are 3 piles not counting the stack of chairs at the entrance. The very big sized one situated across the entrance to the left of the main chair, a medium sized pile straight to the right upon exiting the passageway ([00:36](#)), and a small one in the corner to the left of the entrance. These different sizes and shapes bring variation and make it more interesting for the player to look around; they lead the player's gaze to the chair in the center in different manners.

Additionally, using the rule of thirds (image A), repetition and sight lines (image B), I invite players to intuitively keep their line of sight on the playing field and points of interest (see next two slides):

A.

TOP OF CHAIR PILE

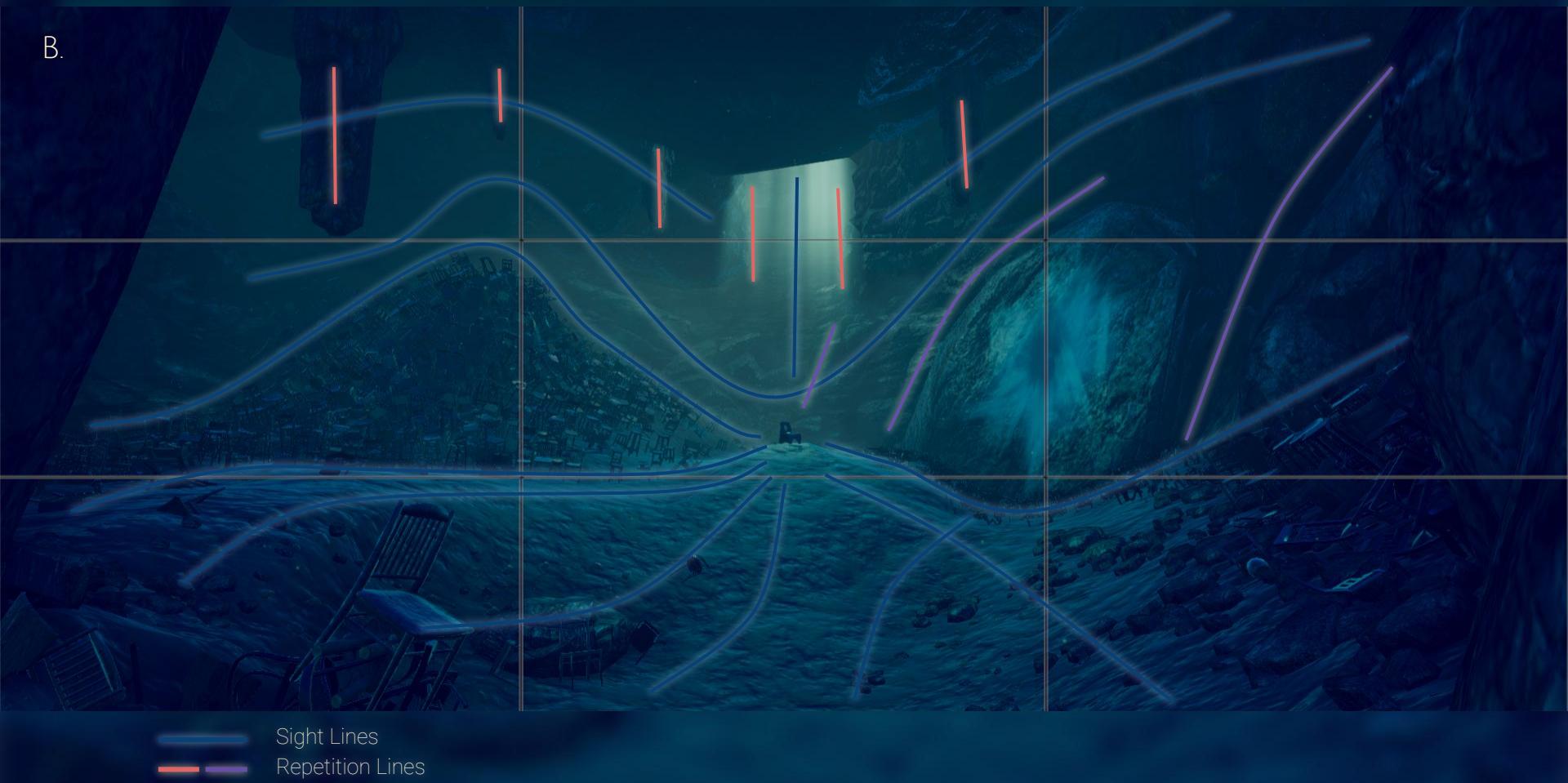
STALACTITE EXTREMITIES

TOP OF SLAB

TOP OF CHAIR STACK

HORIZON LINE

B.





In its search for the perfect chair, the monstrosity regularly bursts into frenzy at imperfect ones, violently smashing or throwing them against a rock that has eroded from all the collisions. White inner layers of stone exposed by the impacts and a flat surface make this slab contrast against the darker, rougher rock formations surrounding it. The impact marks and the debris of broken chairs alongside it foreshadow that more chairs are about to be broken; it hints at the deranged and violent obsession of the chair hoarder as well as to its madness, frustration and instability.

UNITY ASSET STORE PACKAGES:

- "3D Game Kit" by Unity Technologies
- "Rock and Boulders 2" by Manufactura K4
- "package of original chairs" by Anatoly Valovoy
- "Medieval Tavern Pack" by 3DeLucas
- "Raw Wooden Furniture Free" by AmbiMesh
- "BarProps" by SimpleModlesForMe
- "Wooden Chairs 2 Variations" by ANRUVAL_3D_MODELS
- "Wooden Park Chair" by Pixel Games
- "Wooden Box" by Pixel Games
- "Survival Villager Props(Free)" by Nikolay Fedorov

Some tools I used:

- ProBuilder
- PolyBrush
- Post Processing

THE END

