

# THE CHAIR HOARDER'S LAIR

VISUAL CINEMATIC DEVELOPMENT



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# THE CONCEPT

Genre: First Person Fantasy Action RPG

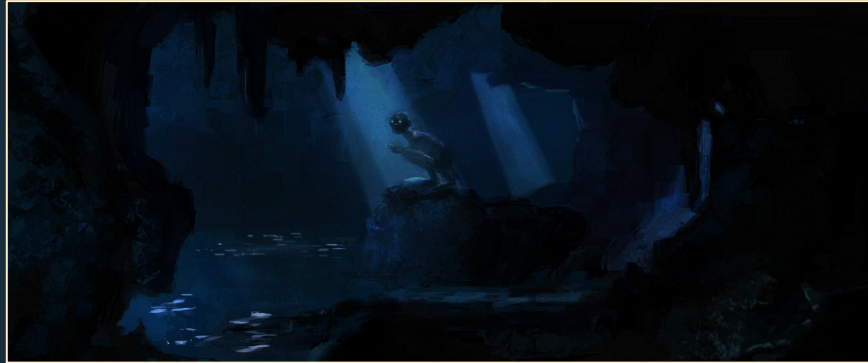
For this assignment I was required to create a visual cinematic experience using different techniques to guide a player to a point of interest. I designed the lair of a large, fantastical, cave dwelling creature obsessed with chairs; desperately searching for the perfect representation of what a chair 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.

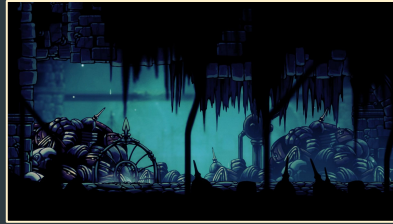
This would turn out to be the being's current obsession. Interacting with it would attract the boss, fuming and furious at the player for touching its valued possession. The monster would block the exit with a pile of chairs and attack with rage... Chairs would fly everywhere during the tussle (especially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







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.

STALACTITE EXTREMITIES

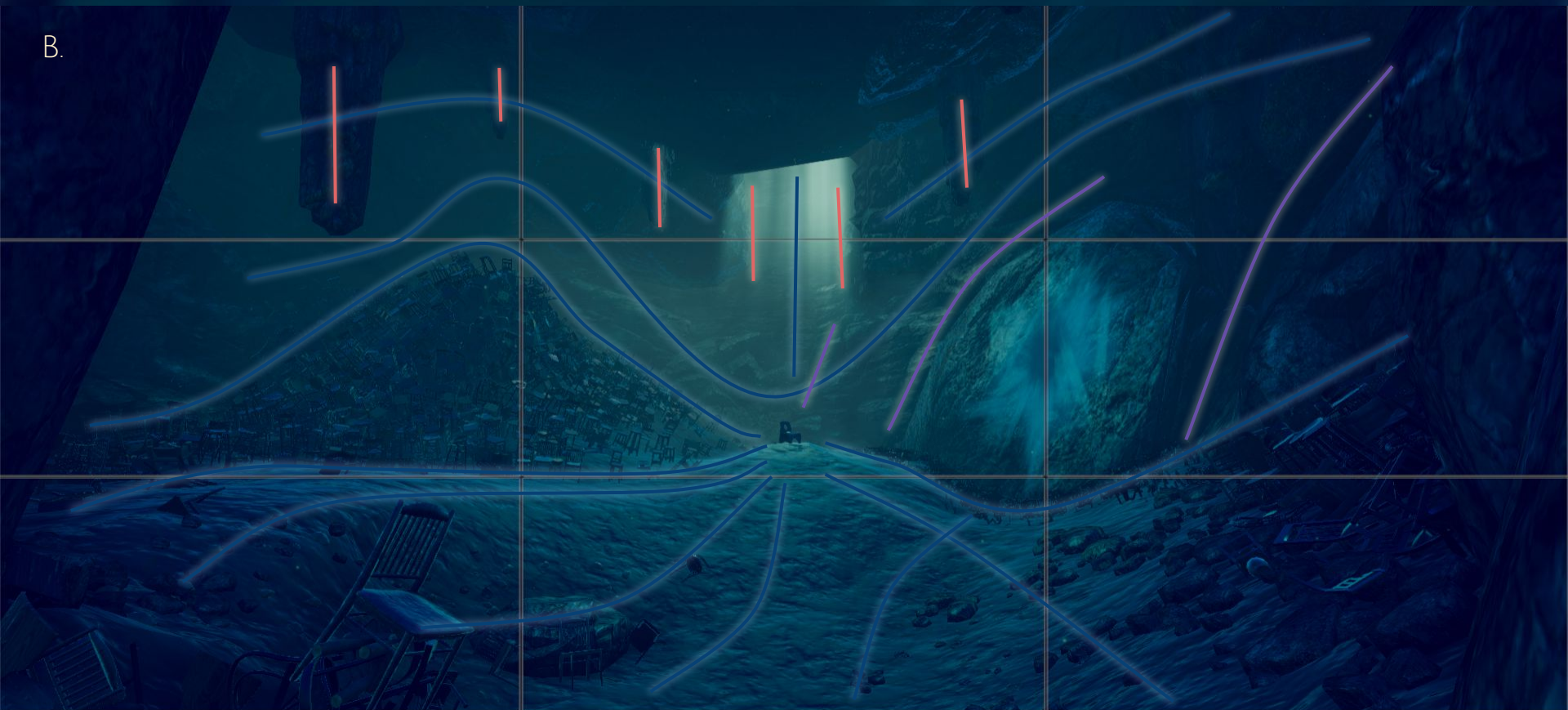
TOP OF CHAIR PILE

TOP OF SLAB

HORIZON LINE

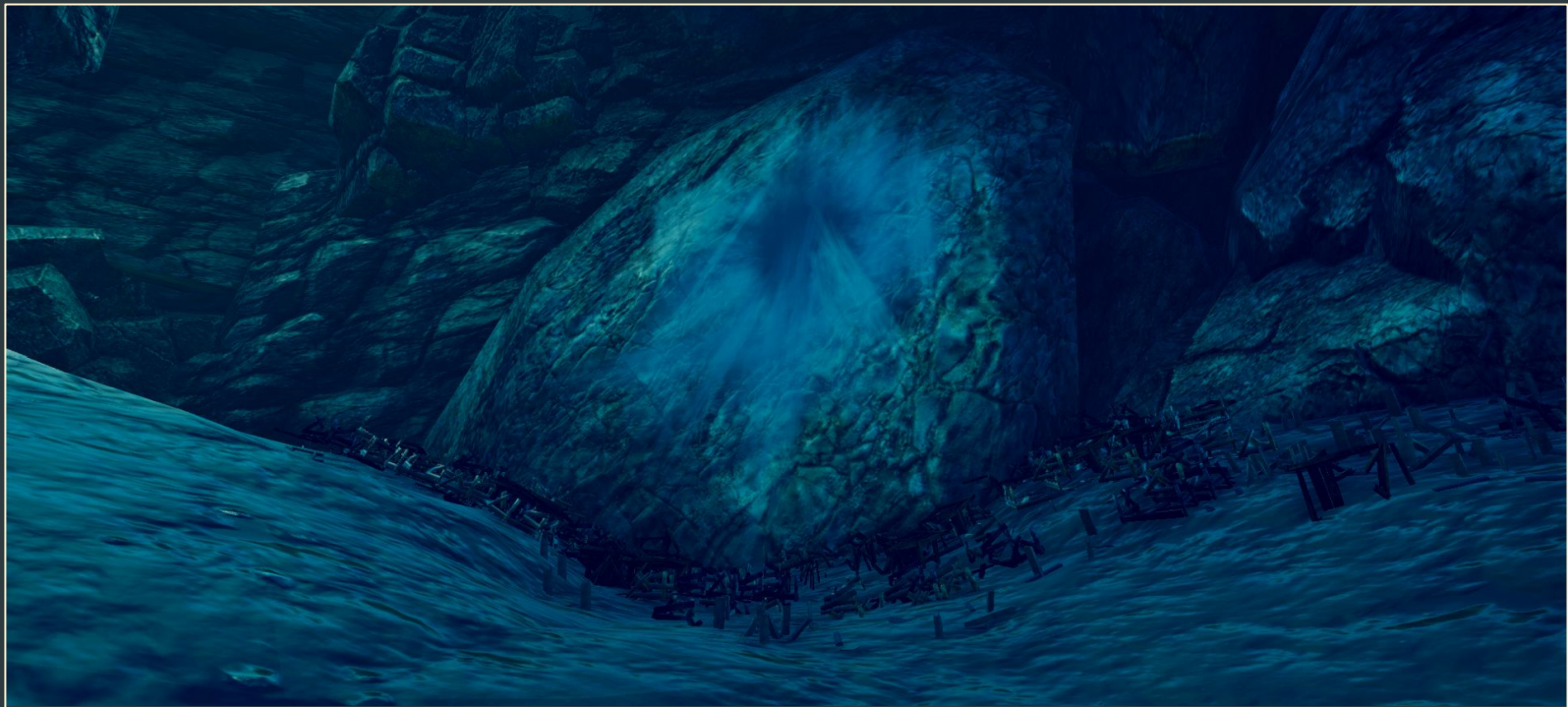
TOP OF CHAIR STACK

B.



— Sight Lines  
— Repetition Lines





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

