

# PROJET FENRIR

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# Thématique

Jeu futuriste

## Lieu

Lune / astéroïde / comète / météorite  
Station spatiale

## Démo

Intro / tutoriel / narration / fin

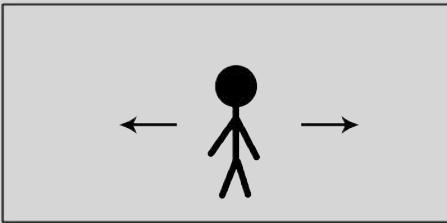
# SCENARIO



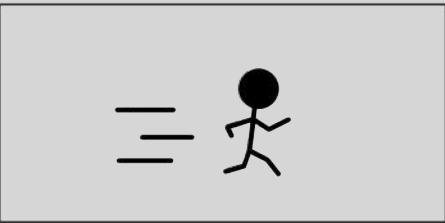
# GAMEPLAY

# Features du joueur

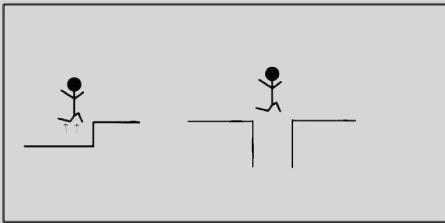
Marcher



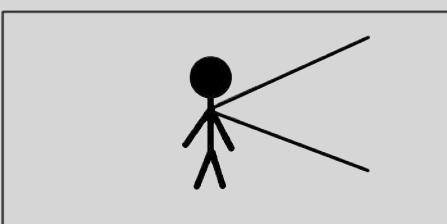
Courir



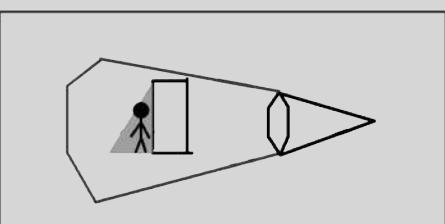
Sauter



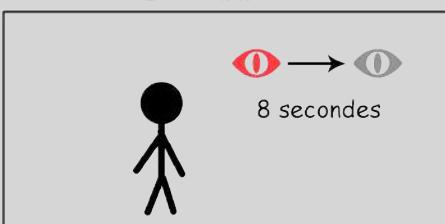
Eclairer



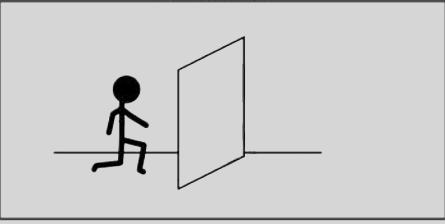
Se cacher



Etre immobile

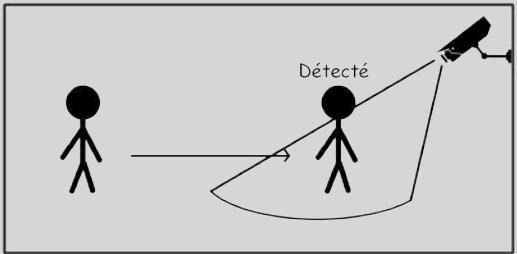


S'accroupir



# Features du joueur avec le décors

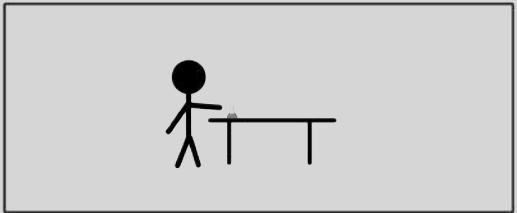
Détection caméra



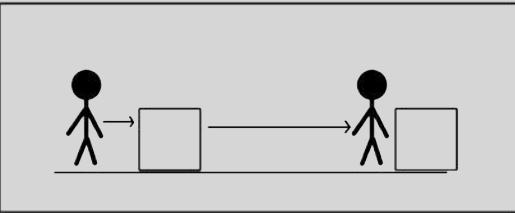
Ouvrir porte



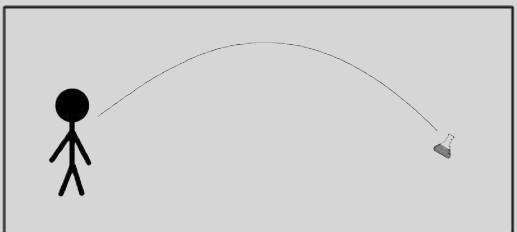
Ramasser



Pousser

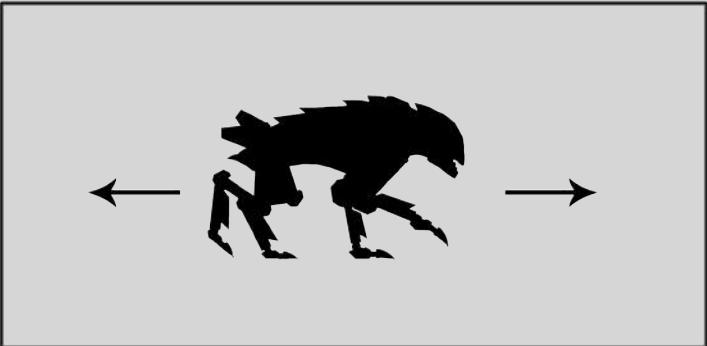


Lancer

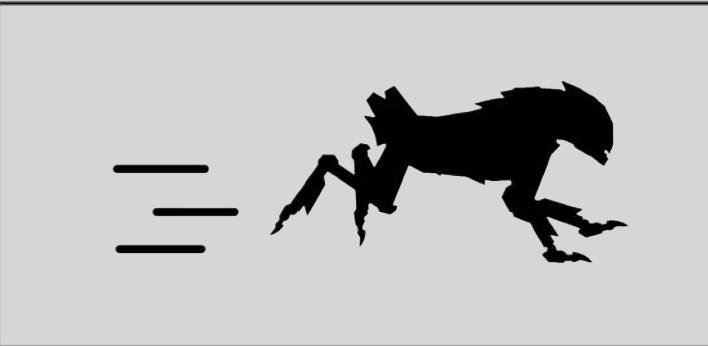


# Features du monstre

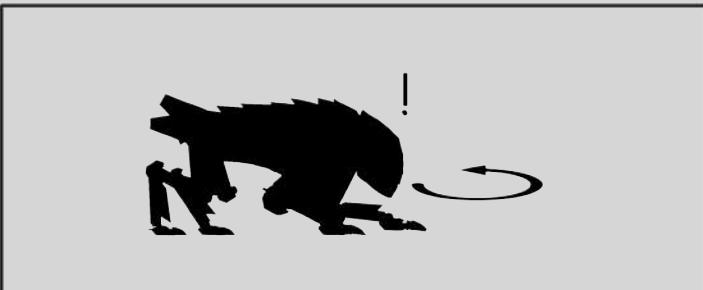
Marcher



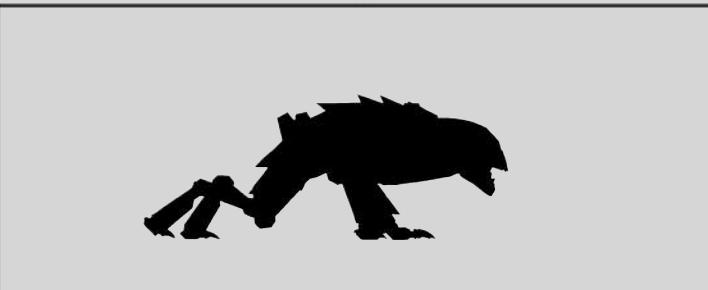
Courir



Observer

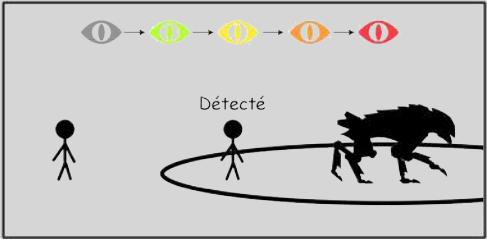


Rugir

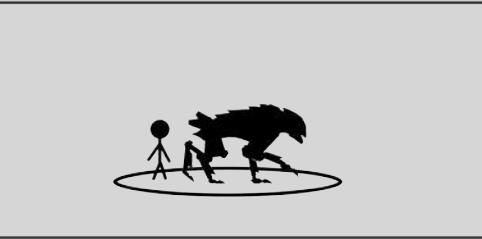


# Features du joueur avec le monstre

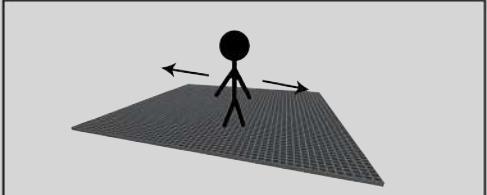
Détection sonore progressive



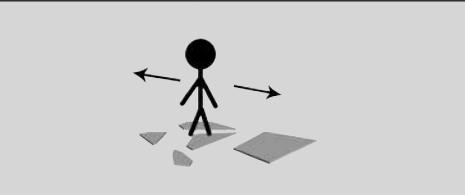
Détection sonore immédiate



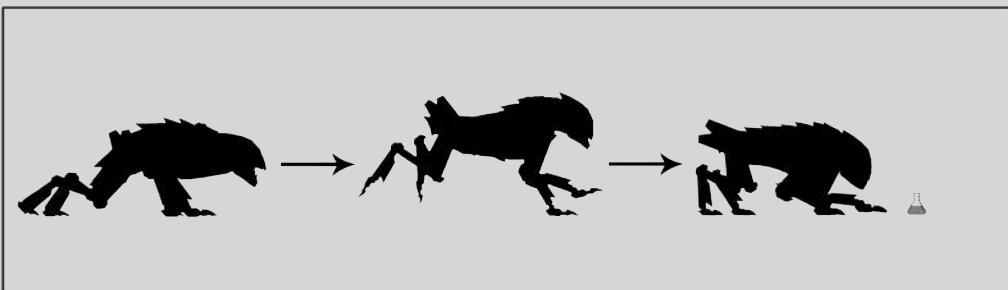
Bruits de pas sur une passerelle



Bruits de pas sur du verre

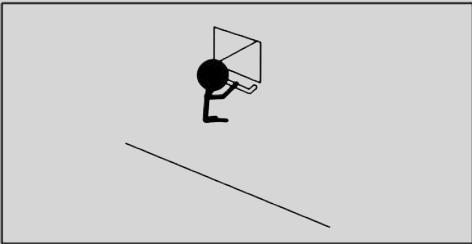


Réaction du monstre quand un objet est lancé

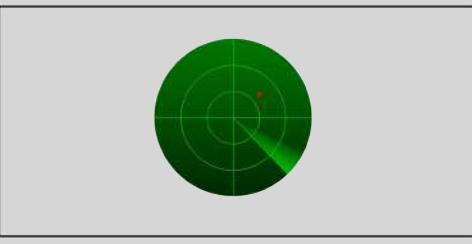


# Features kill

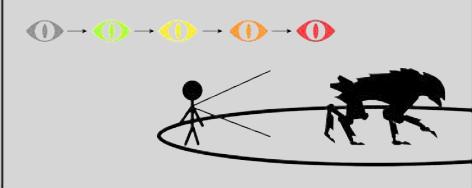
S'agripper



Détecteur du joueur



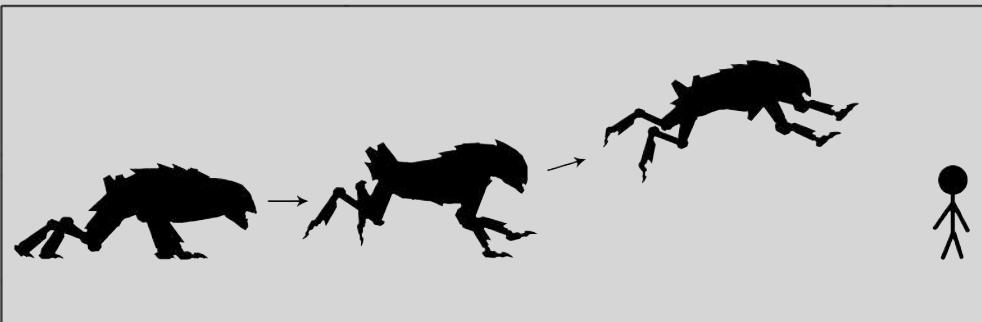
Détection lumière lampe torche



Sauter

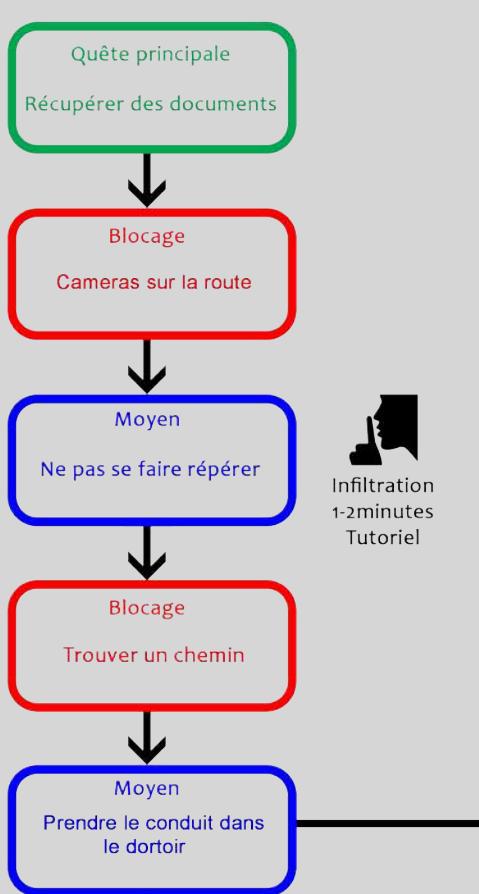


Animation quand le joueur est détecté

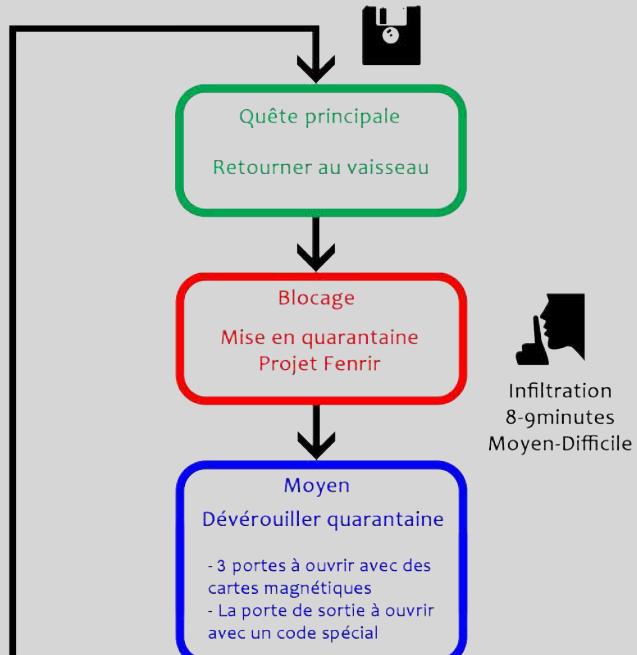


# LEVEL DESIGN

# Diagramme de quête et timeline



Infiltration  
1-2minutes  
Tutoriel

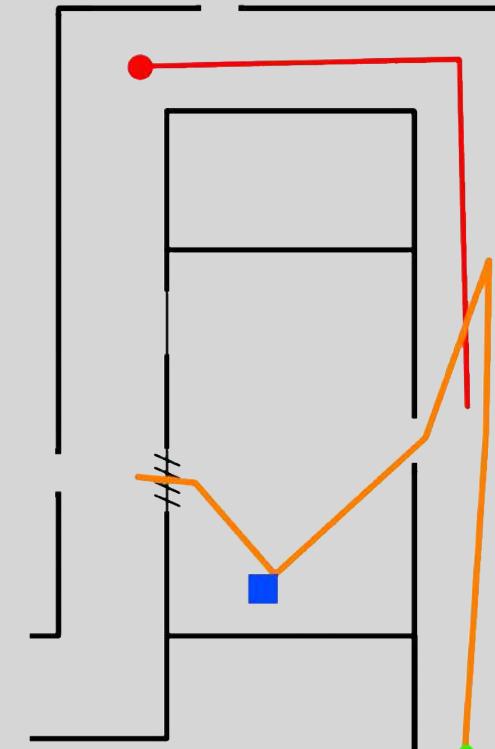
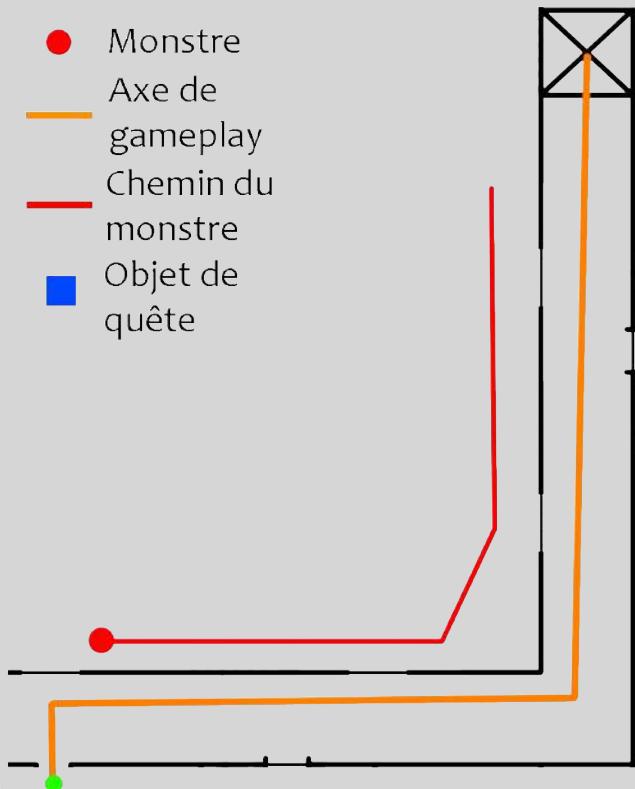


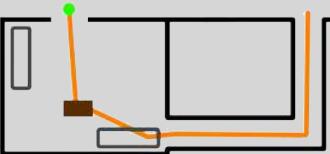
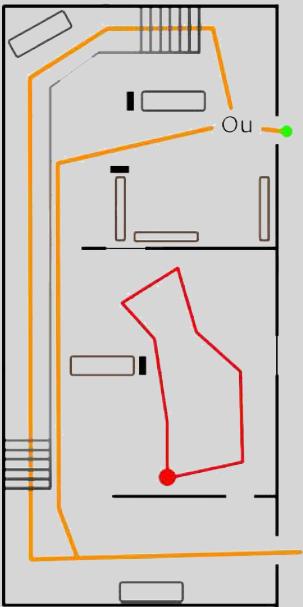
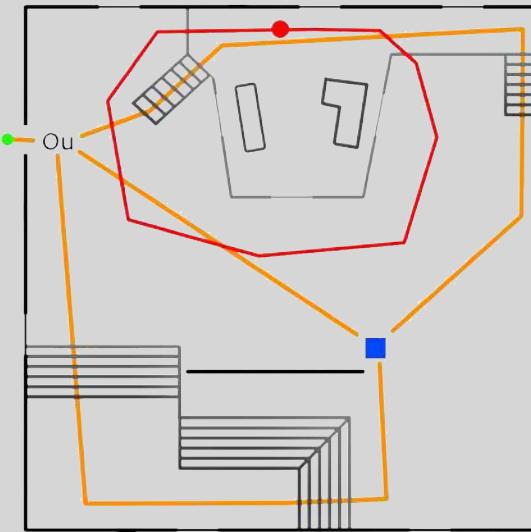
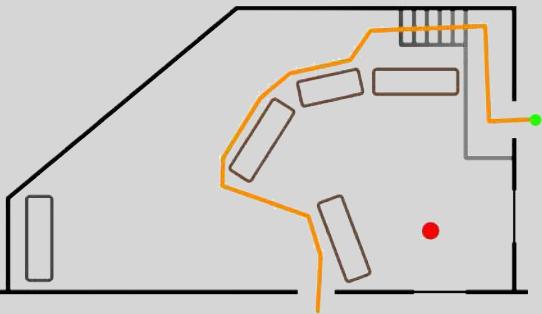
Infiltration  
8-9minutes  
Moyen-Difficile

Temps de jeu environ 10 minutes

# Exemples de situations

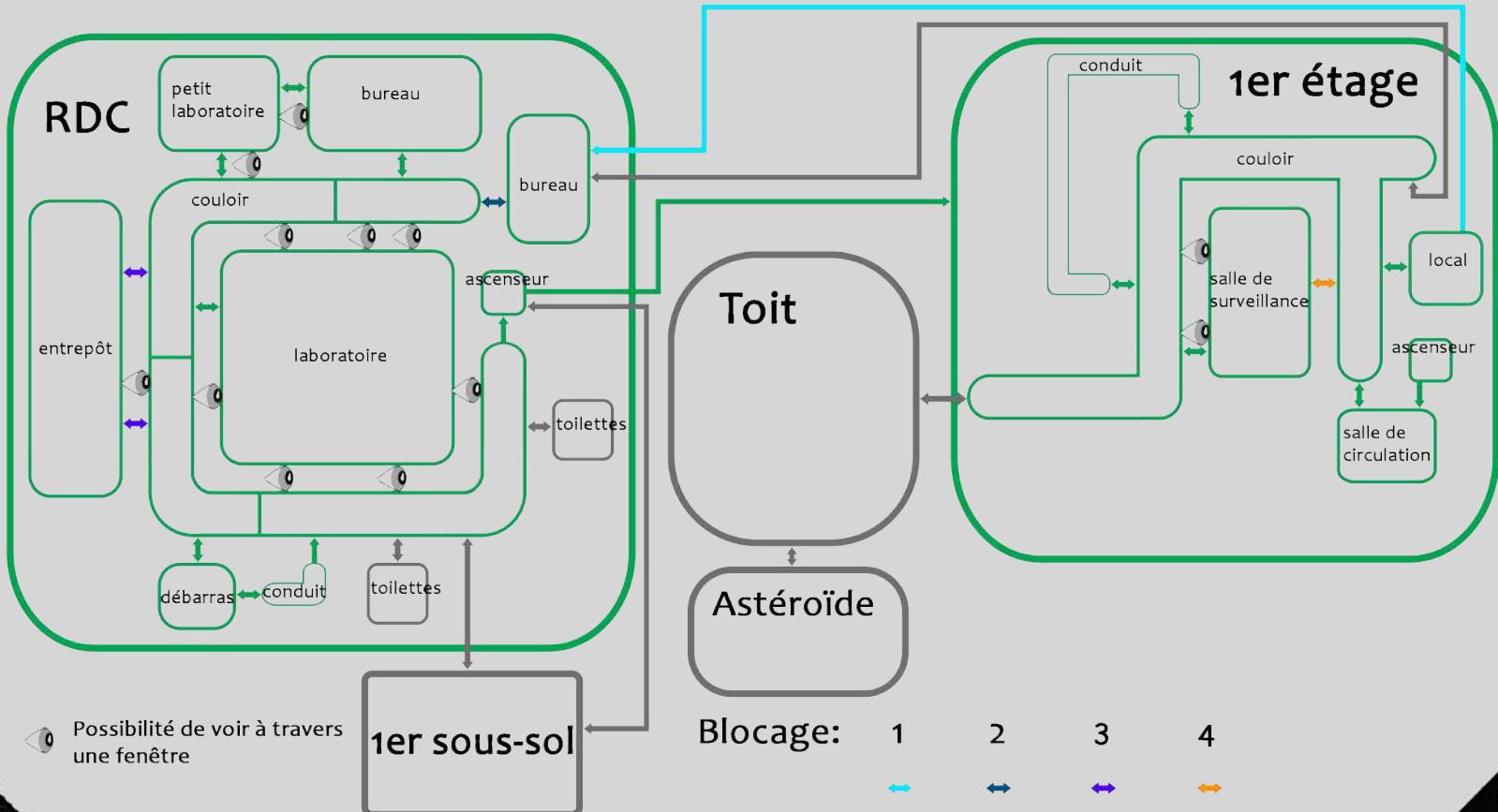
- Joueur
- Monstre
- Axe de gameplay
- Chemin du monstre
- Objet de quête





- Joueur
- Monstre
- Axe de gameplay
- Chemin du monstre
- Objet de quête

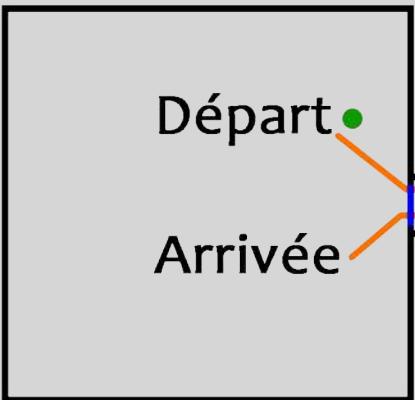
# Plan global de circulation



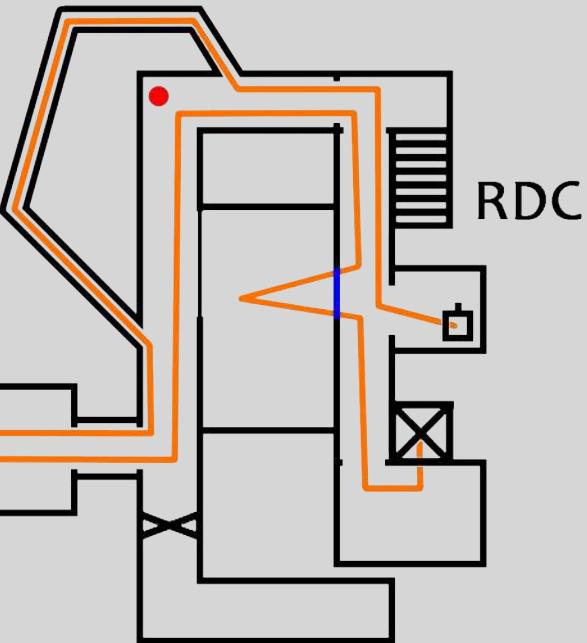
# Map joueur

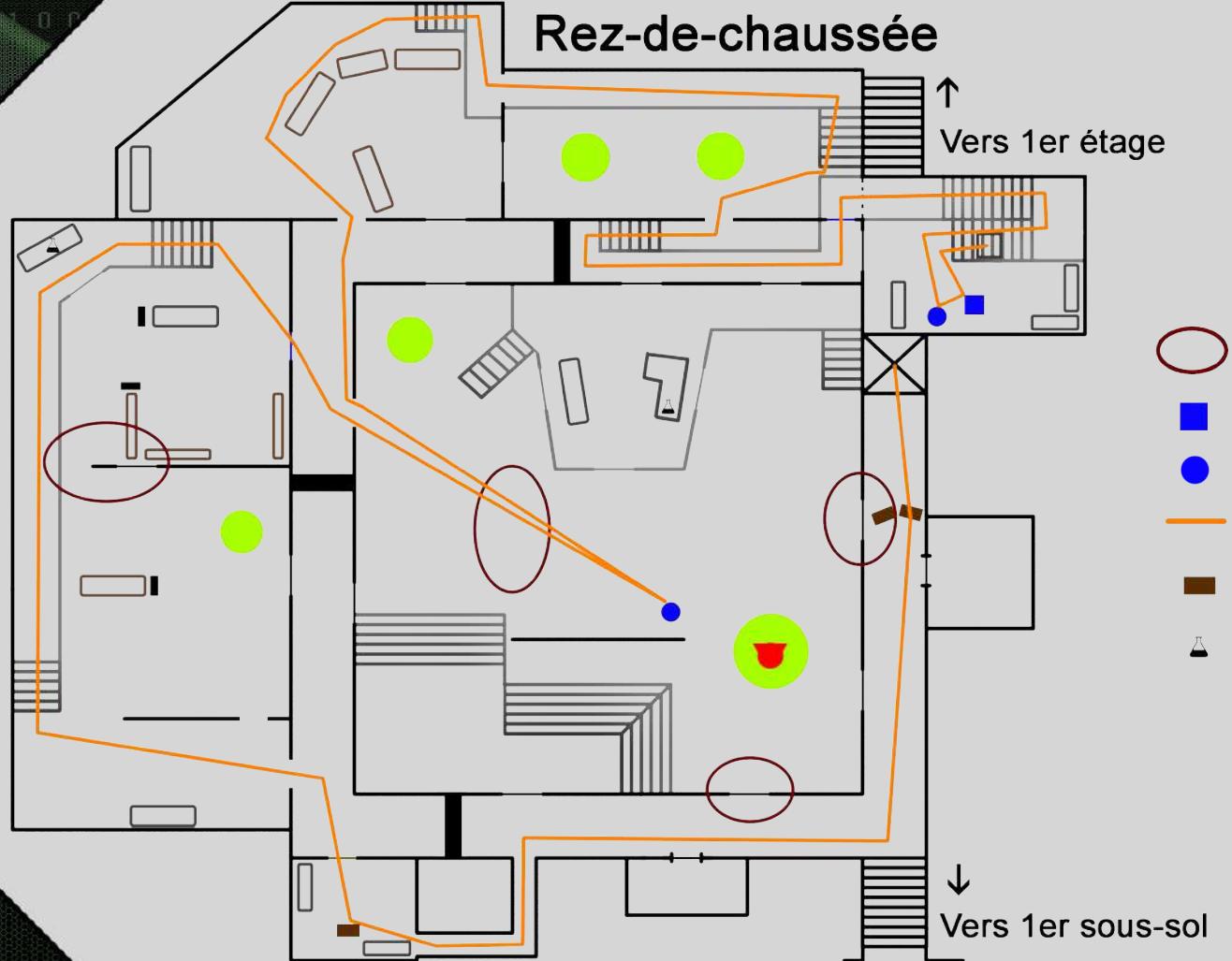
- Caméra
- Champ de vision
- Joueur
- Tablette
- Axe de gameplay

TOIT



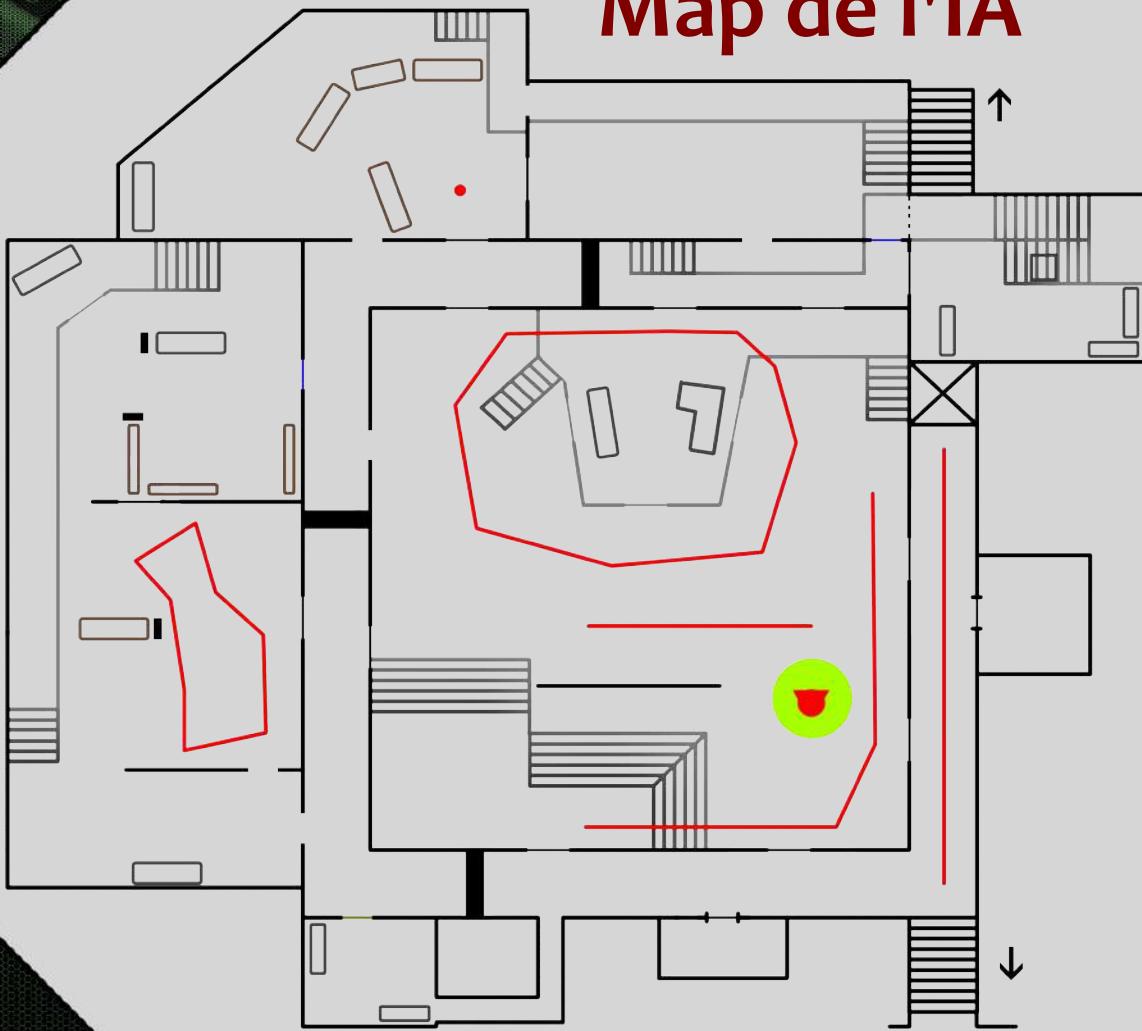
1er ETAGE





- Débris de verre
- Document
- Carte magnétique
- Axe de gameplay
- Caisse à pousser
- ▲ Objets que le joueur peut lancer

# Map de l'IA

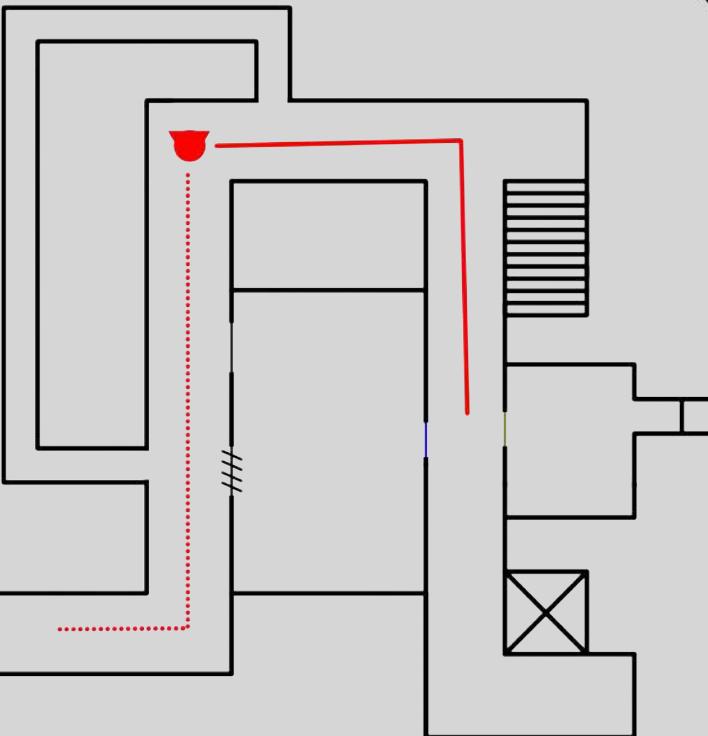
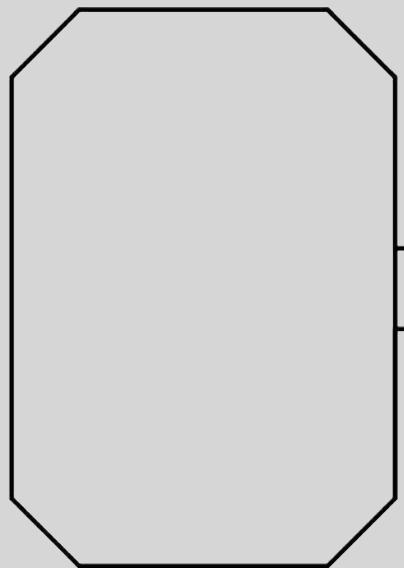


- IA
- Patrouille IA
- Position Fixe



— Patrouille IA

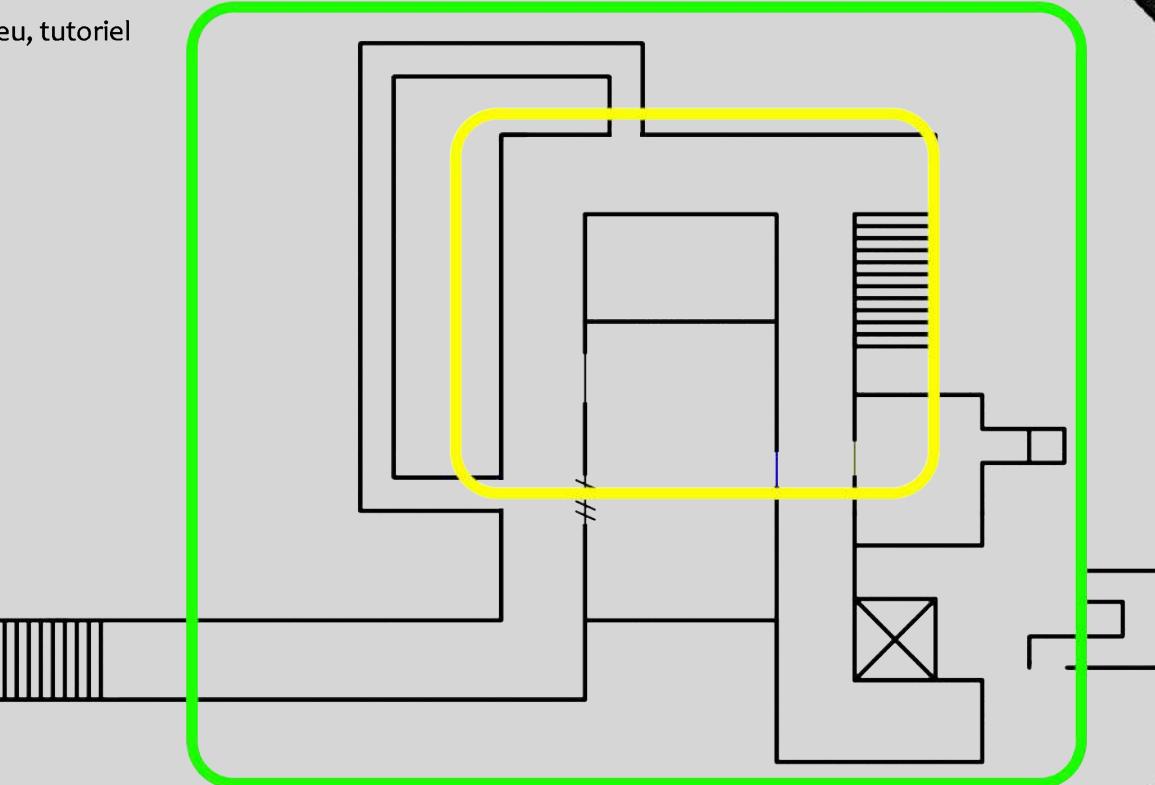
····· Patrouille IA cinématique



# Map de difficulté

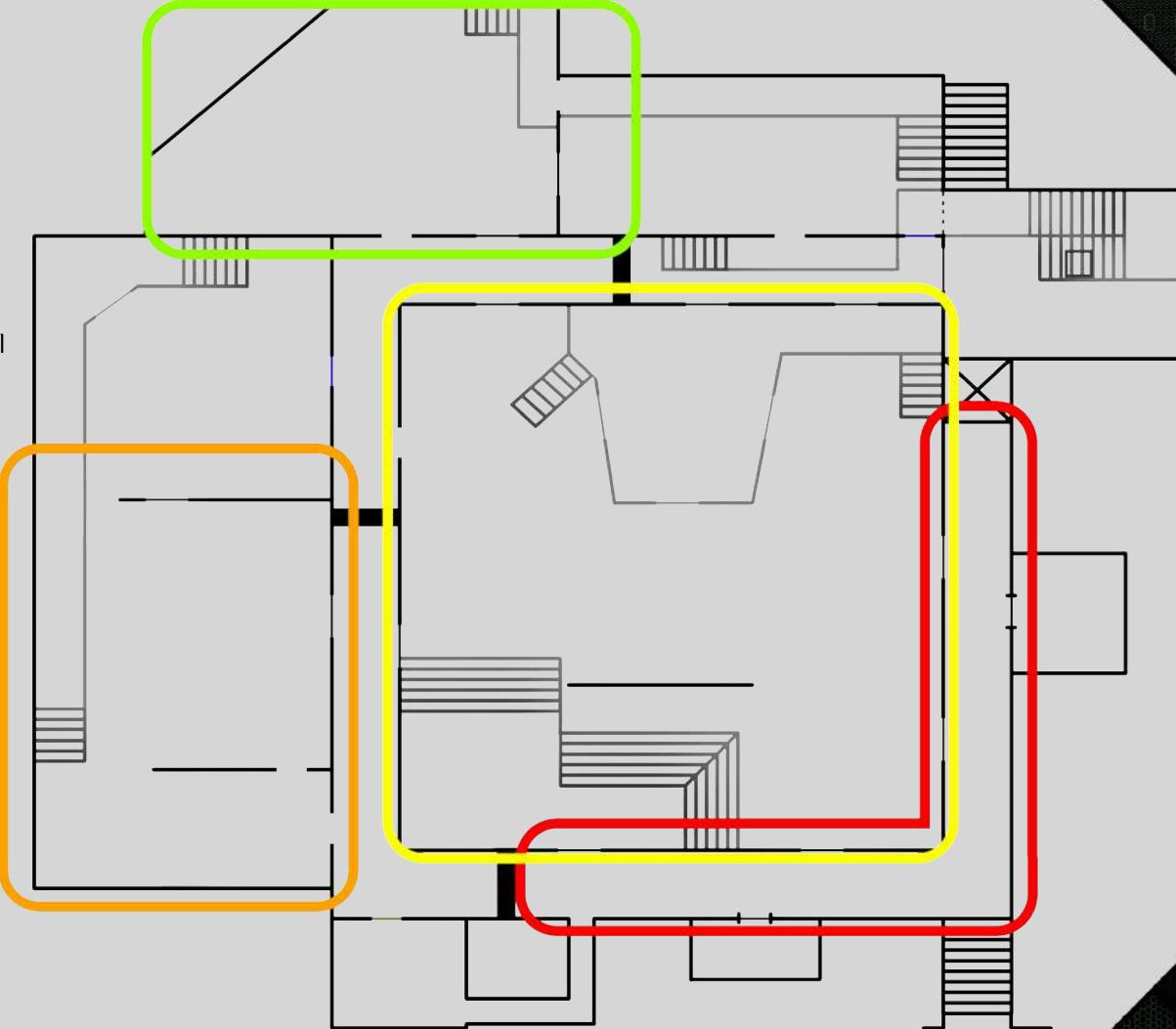
- Très facile
- Facile
- Moyen
- Moyen/Difficile
- Difficile

Début du jeu, tutoriel



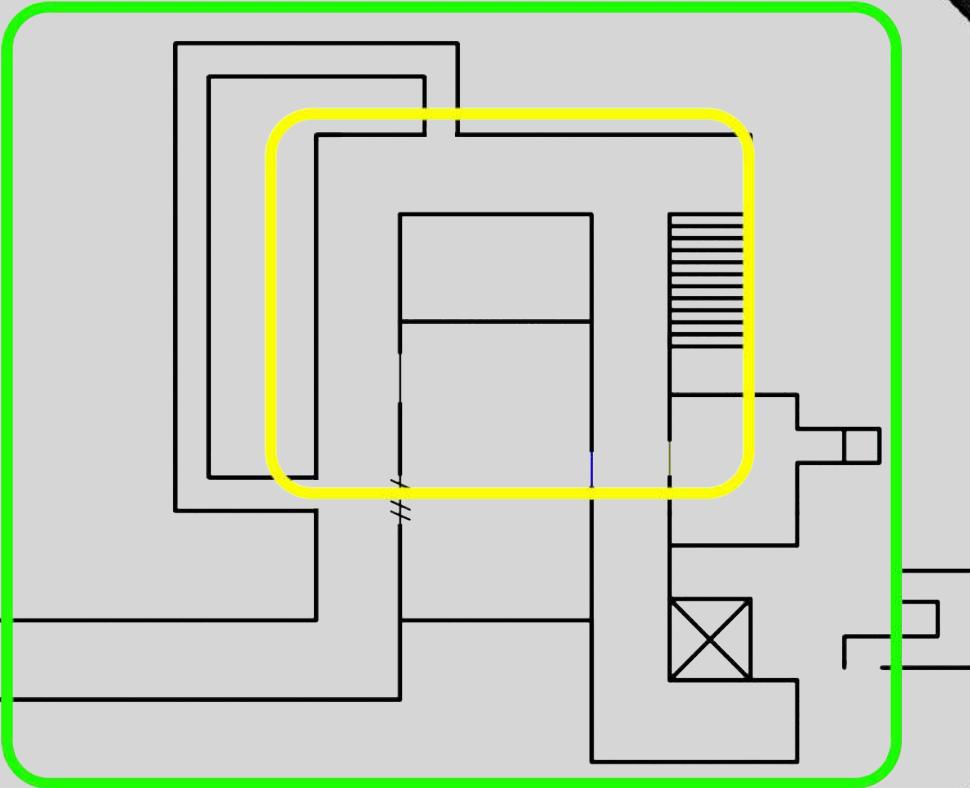
- Très facile
- Facile
- Moyen
- Moyen/Difficile
- Difficile

Début du jeu, tutoriel



- Très facile
- Facile
- Moyen
- Moyen/Difficile
- Difficile

Début du jeu, tutoriel



# Level design grâce aux lumières



Déverrouillée



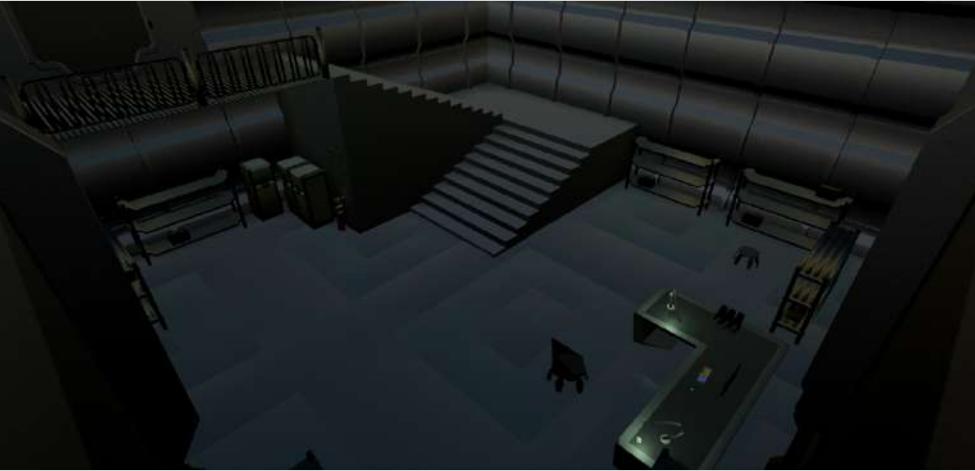
Verrouillée

# Porte d'ascenseur



# EVOLUTION

# Eclairages

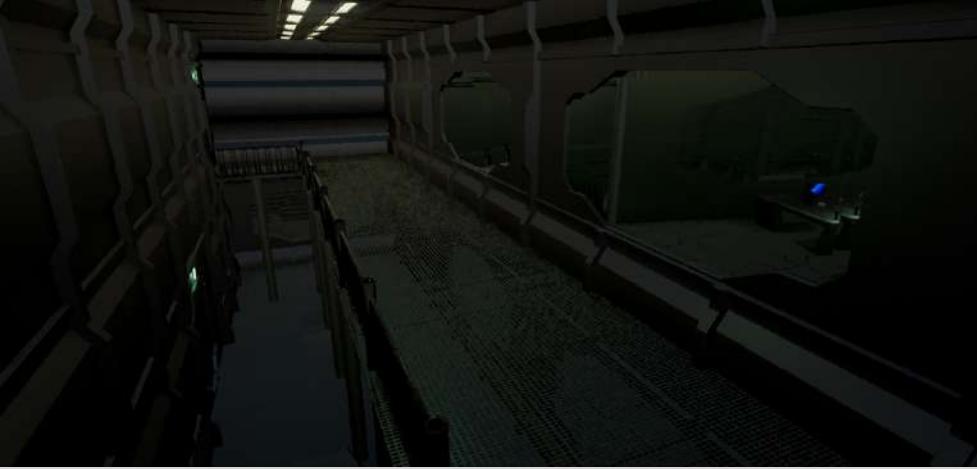


Avant



Après

Avant



Après



Avant



Après



Avant



Après



# Signes et feedbacks

Visuel  
HUD  
Mouvement  
caméra

Vous n'avez pas la carte magnétique de niveau 1.

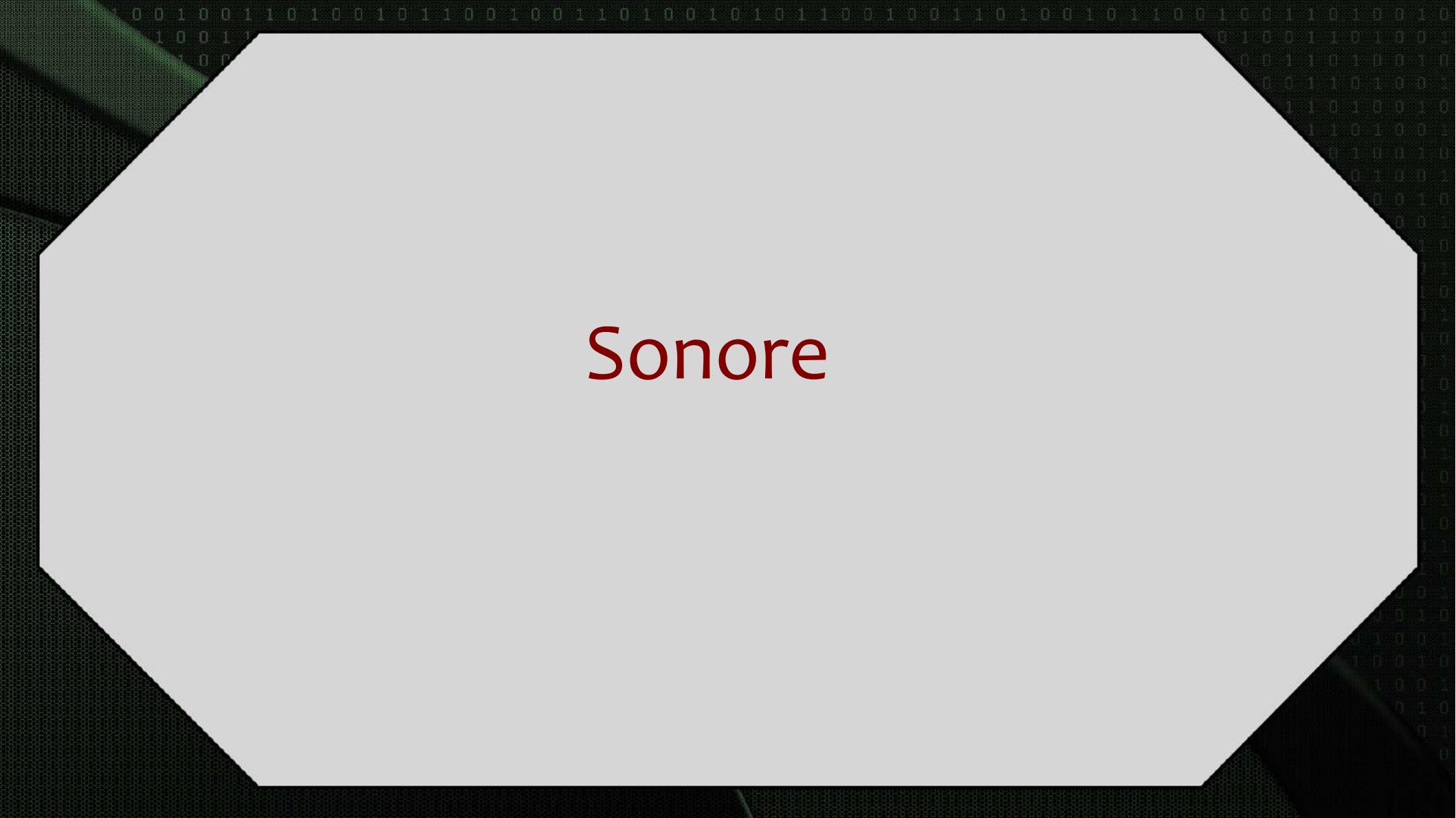


- S'infiltrer dans la station et récupérer le document confidentiel.



Vous devez récupérer la tablette contenant les mots de passe avant de partir.





Sonore

# **Etape 1**

## Bruits de pas

# **Etape 2**

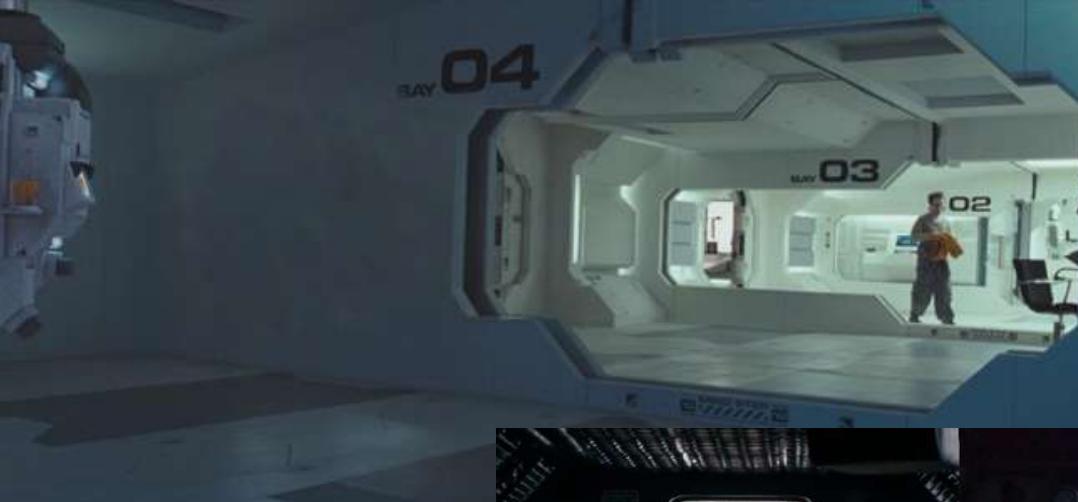
## Objets jetés

# Etape 3 Rugissement

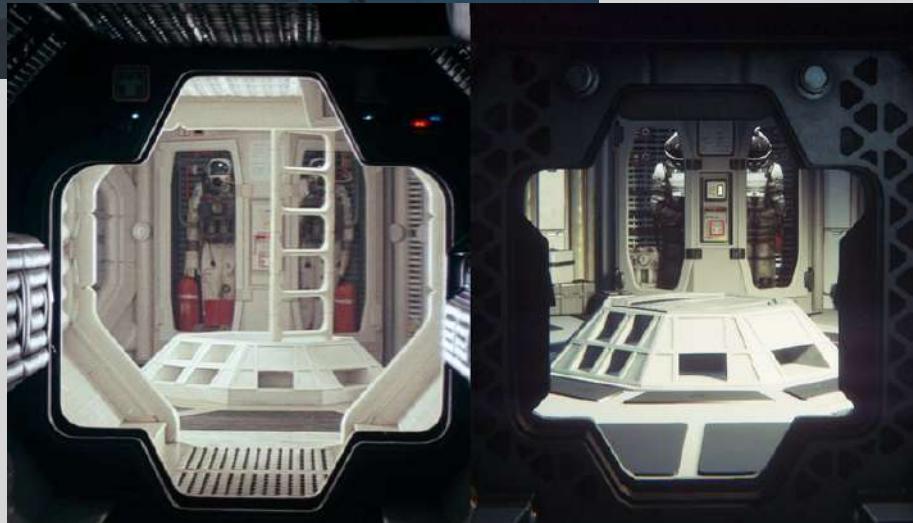


# **GRAPHISME**

# Recherches graphiques



Alien



Moon

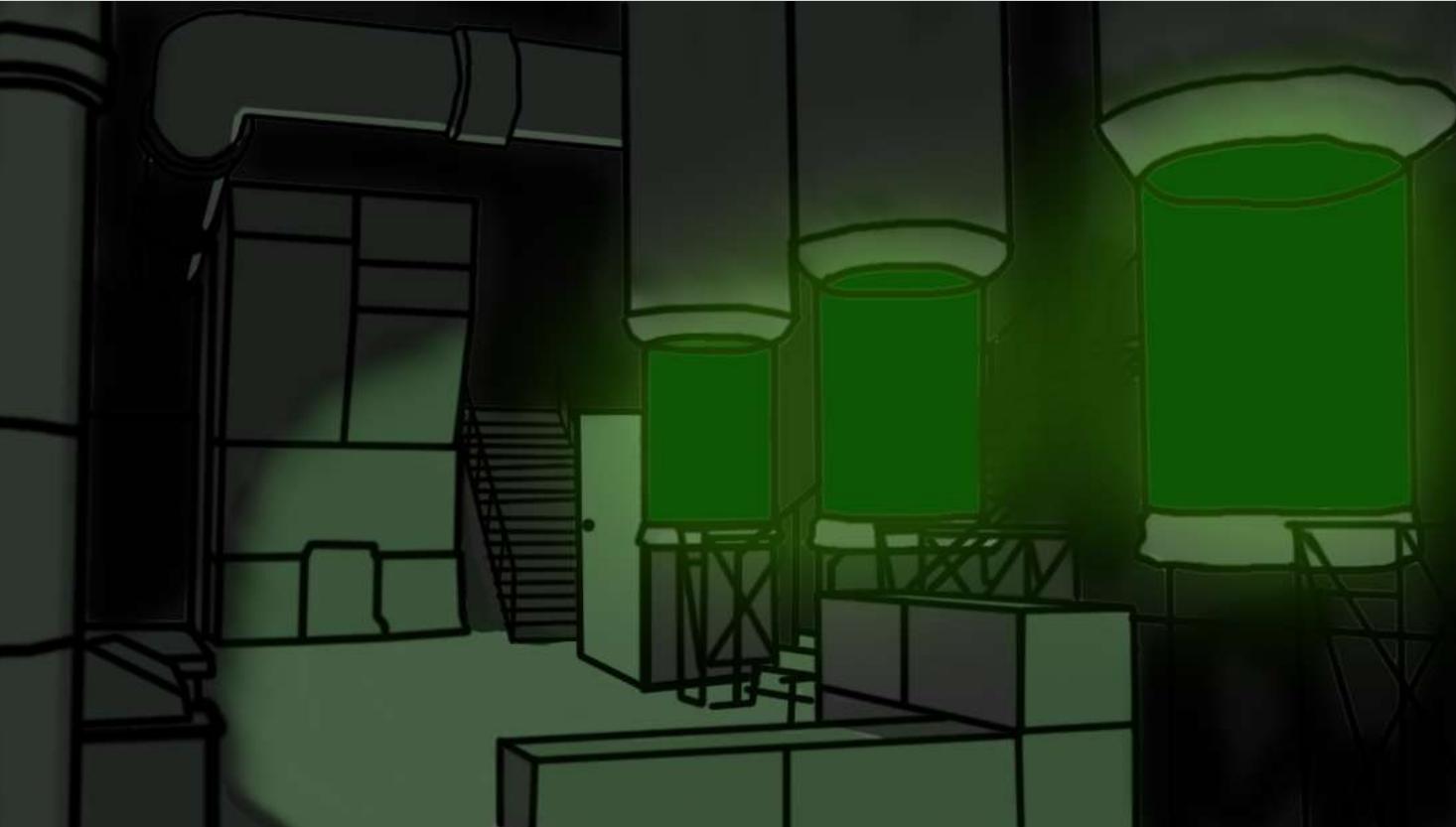


Ref artwork

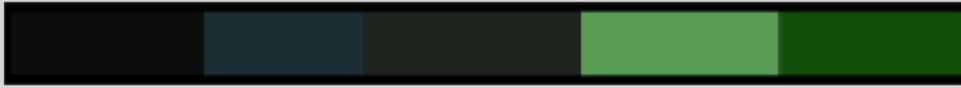


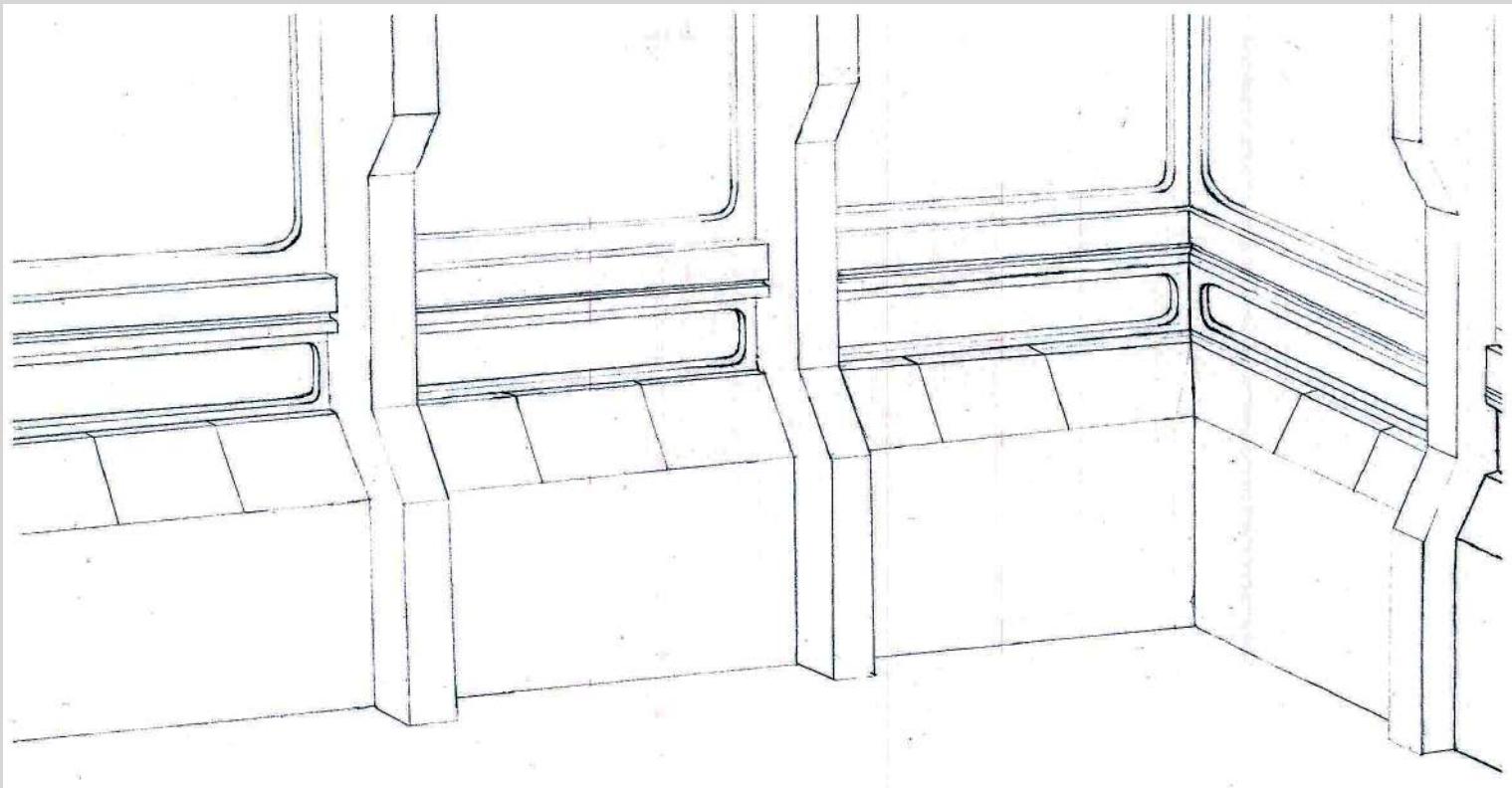
SOMA

# Artworks



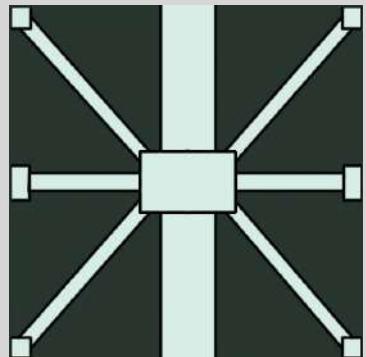
Laboratoire



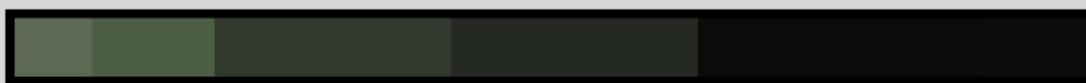
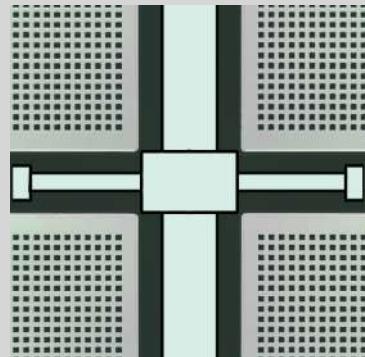


Bureau

Plafond



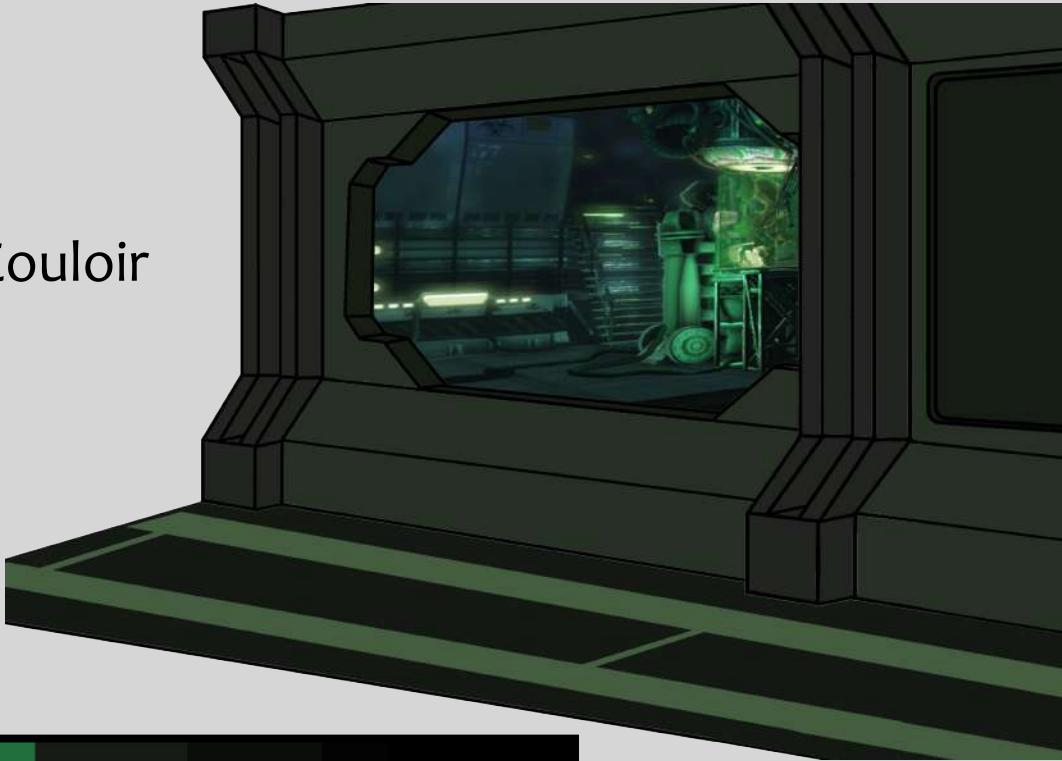
Plafond



Plafond couloir

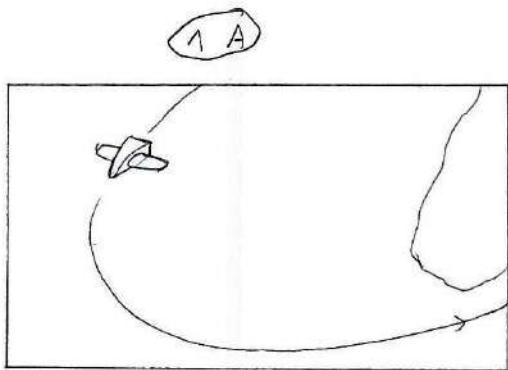


Couloir

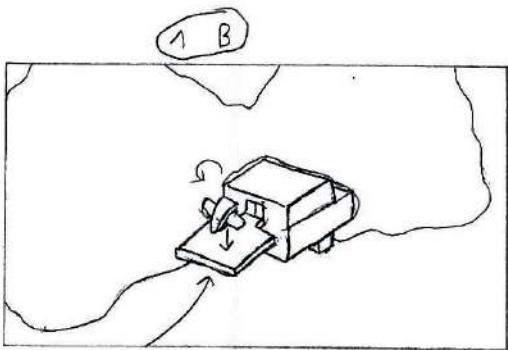


# Cinématique d'introduction

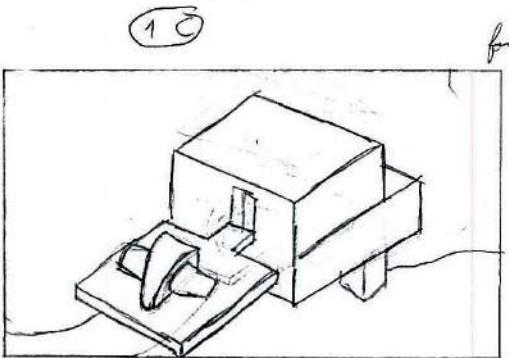
## Préprod



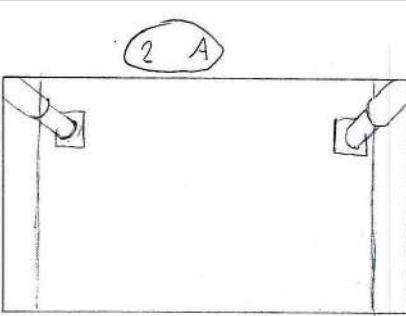
plan d'ensemble / plongée  
panoramique horaire  
déplacement du ruisseau anti-horaire  
le ruisseau arrive hors-champ



plan général / plongée  
fin du déplacement de la caméra et rotation  
du ruisseau et il tourne au dessus de la  
plateforme pour se positionner à atterrir  
enchainement sur un travelling avant

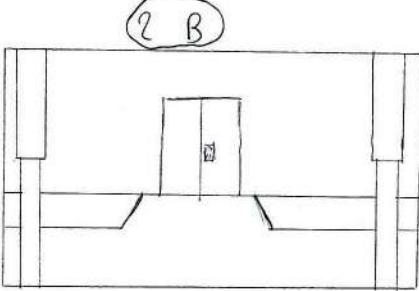


plan d'ensemble serré / plongée  
le ruisseau atterrit



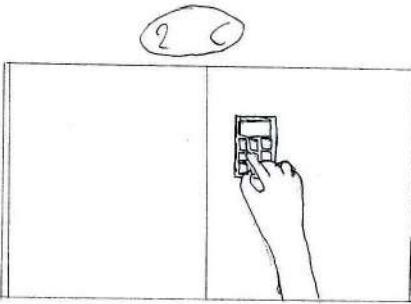
2 A

vue subjective à l'arrière  
le personnage est dans la maison  
et attend que la porte s'ouvre



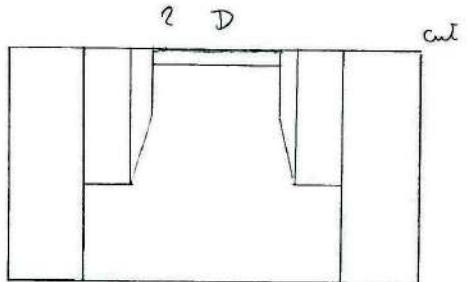
2 B

" " travelling avant  
Le personnage commence à s'avancer  
jusqu'à la porte



2 C

gross plan sur la porte à l'arrière  
Le personnage arrive devant la porte  
Tape le code d'accès et entre  
une fois la porte ouverte travelling avant

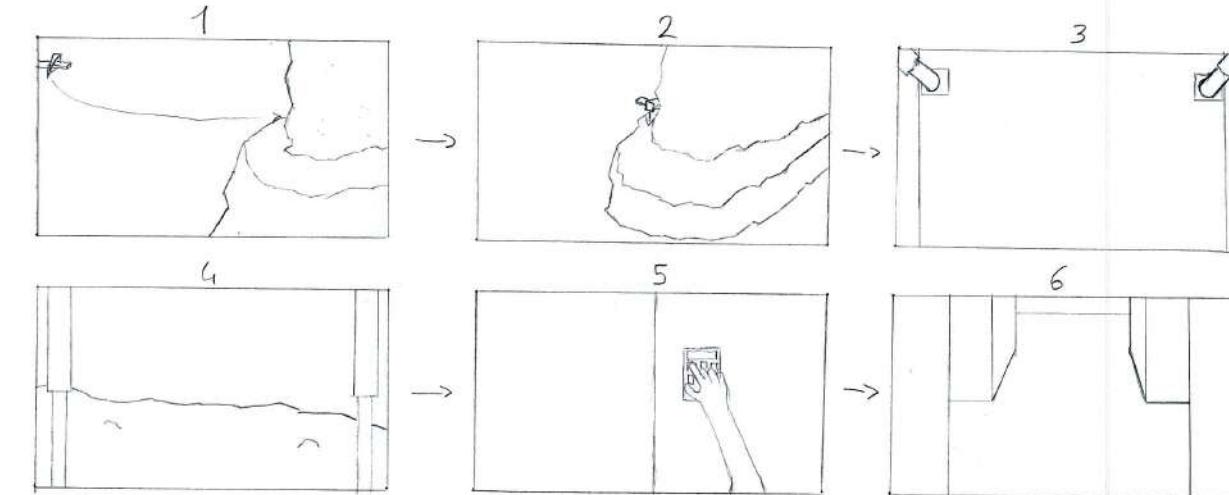


2 D

cut

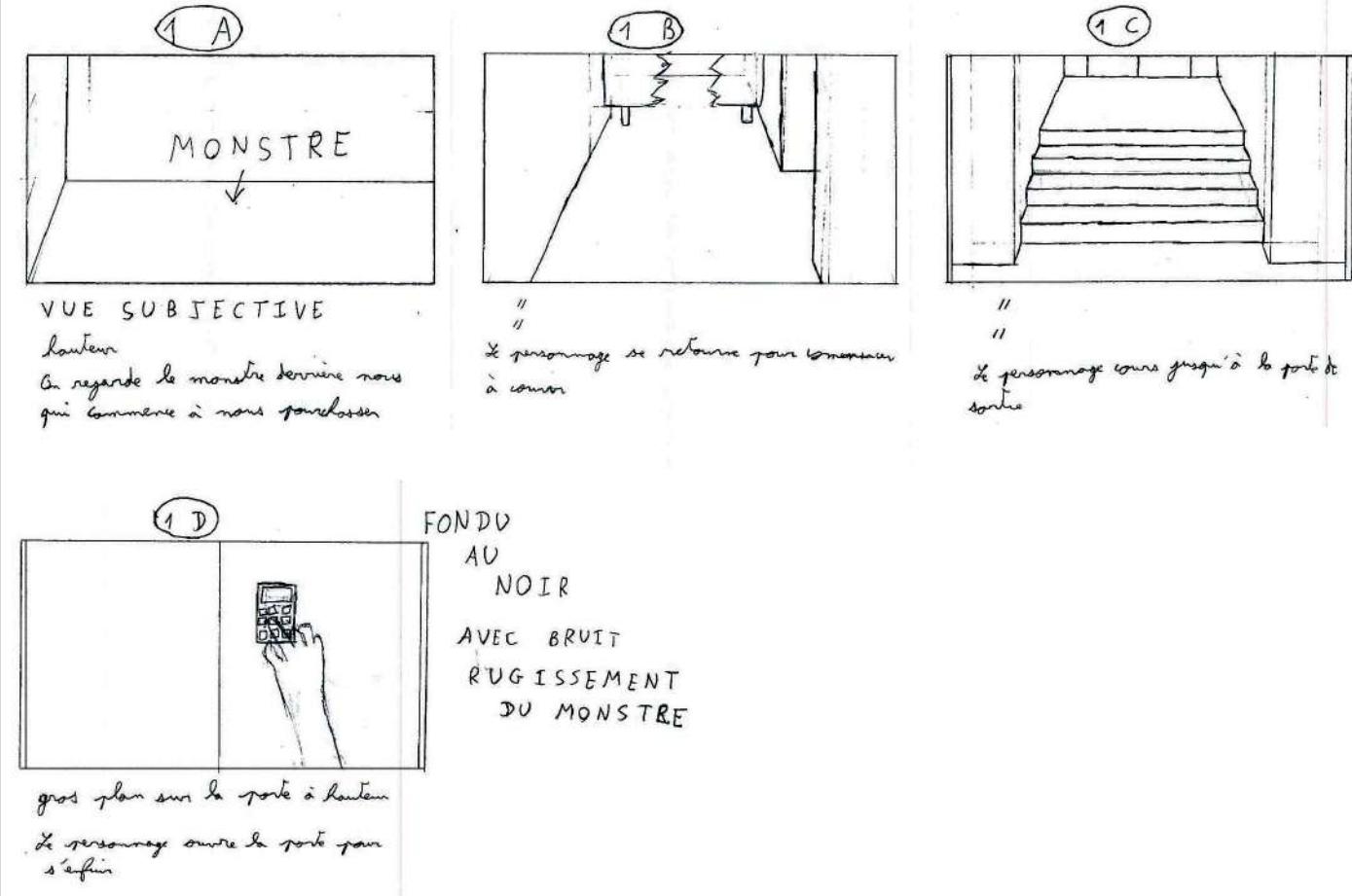
plan moyen légèrement en arrière  
en haut des escaliers

# Evolution



1	2	3	4	5	6
Plan d'ensemble / plongé	Plan serré/plongé	Vue subjective à hauteur	Vue subjective à hauteur	Gros plan sur la porte	Plan moyen léger plongé
Panorama horizontale	Le vaisseau attéri				
Déplacement du vaisseau anti-horaire	Fondu au Noir	Le personnage est dans le vaisseau et attend que la porte s'ouvre	Le personnage est dans le vaisseau mais cette fois la porte est ouverte	Le personnage arrive devant la porte tape le code/pirare	Le personnage se situe en haut des escaliers.

# Cinématique de fin



# Etude monstre

Les pattes



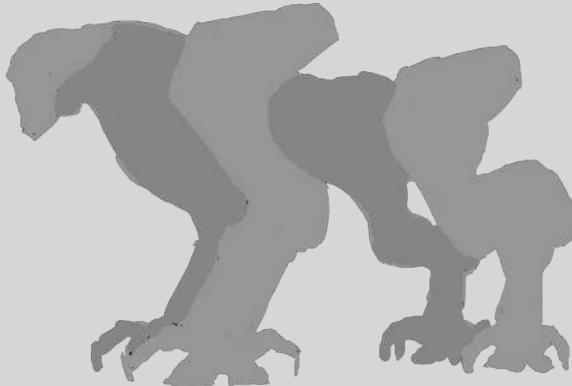
Les griffes



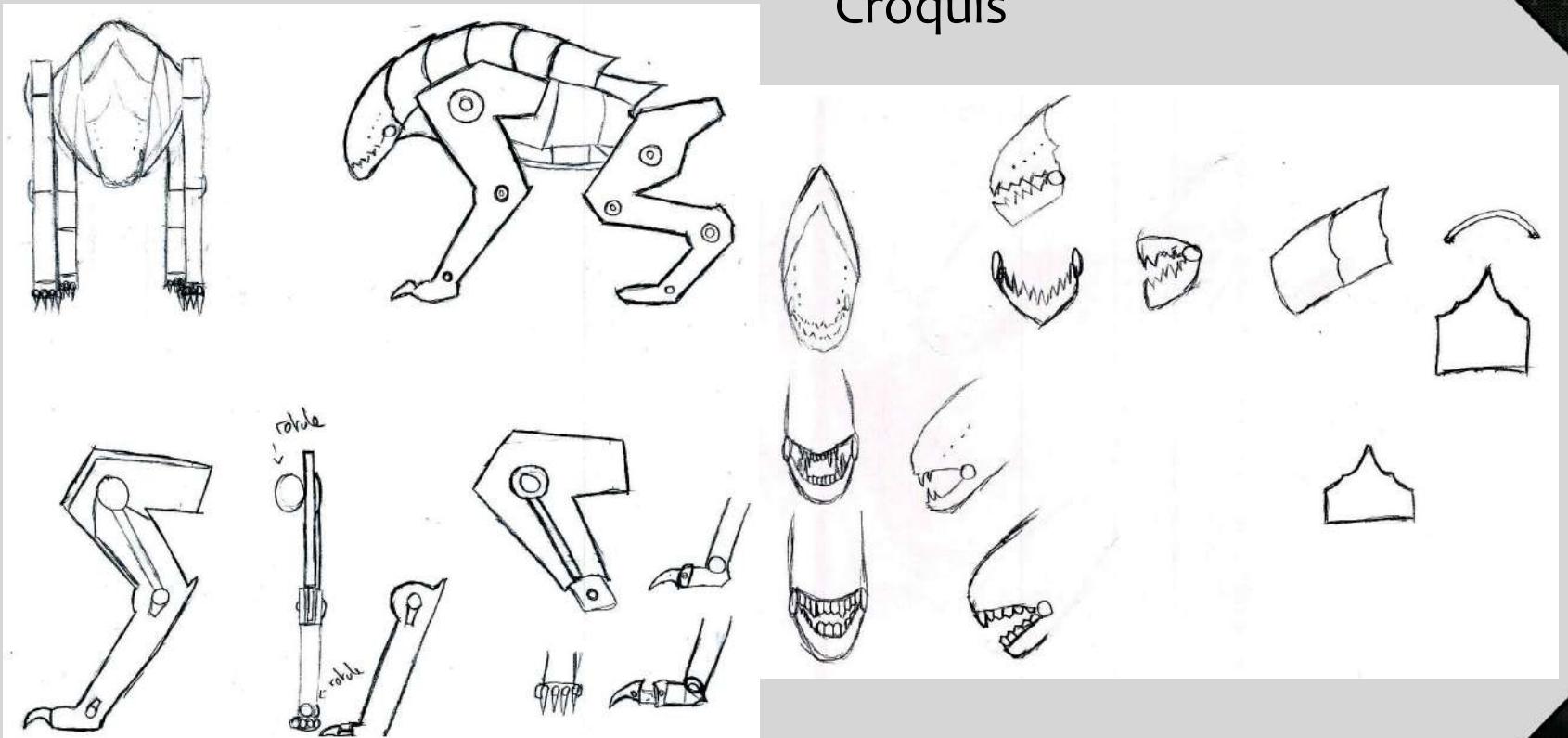
La forme



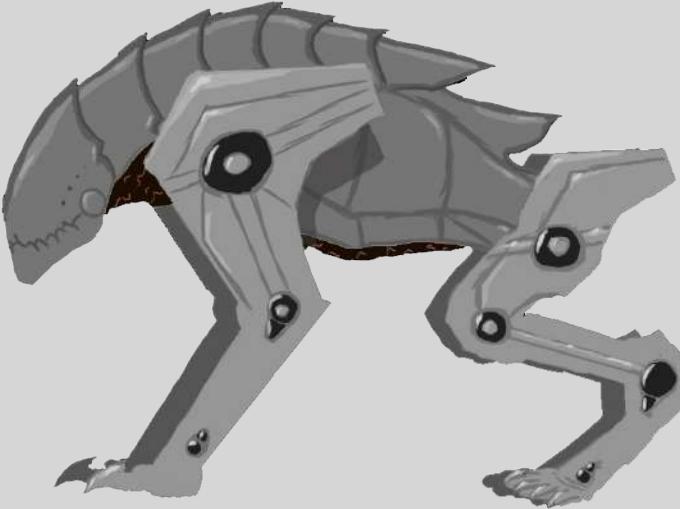
# Recherches de silhouettes



# Croquis



Photoshop final



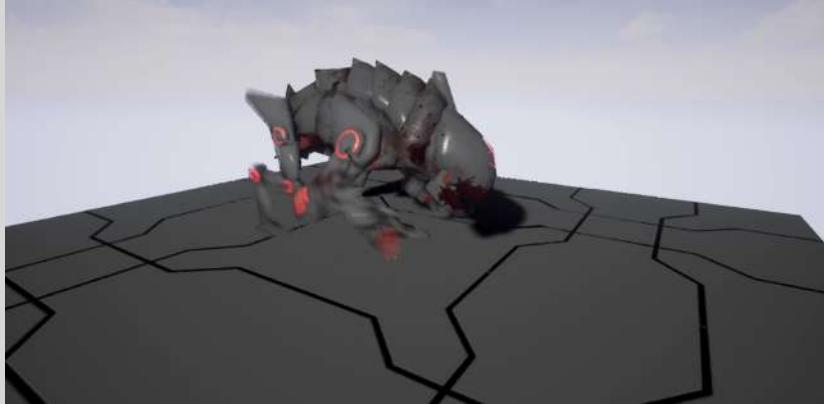


# Animation

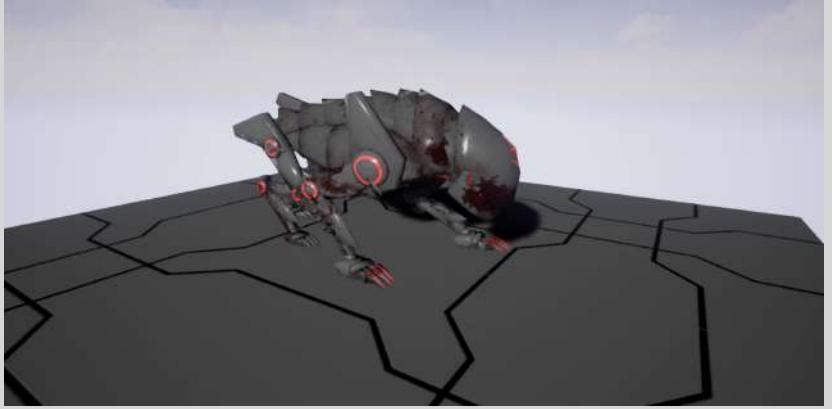
Marche



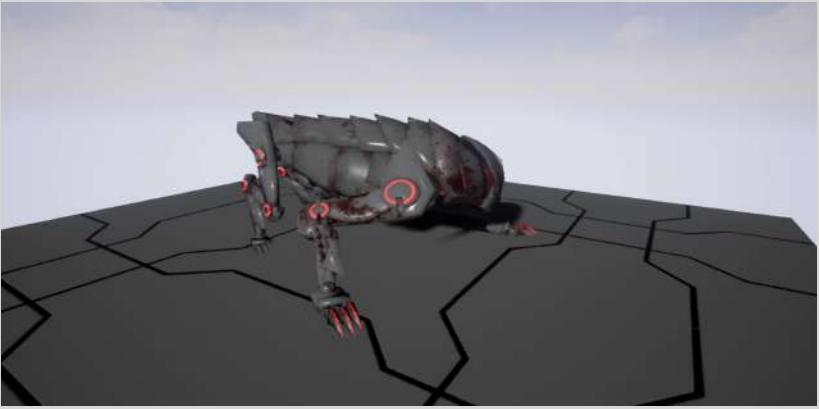
Course



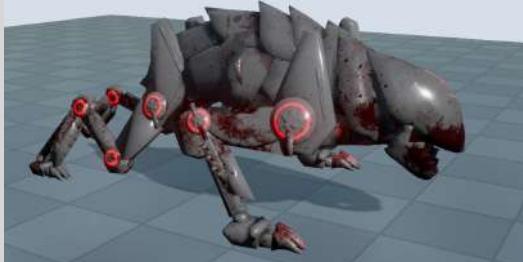
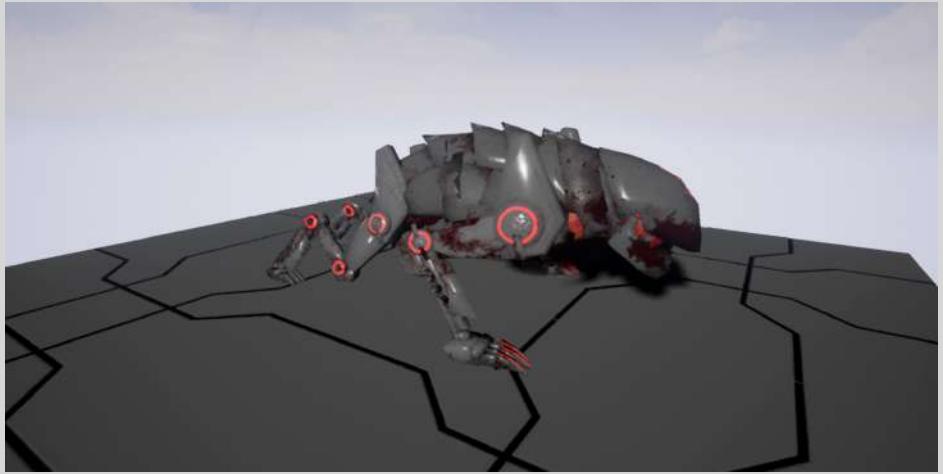
Respiration



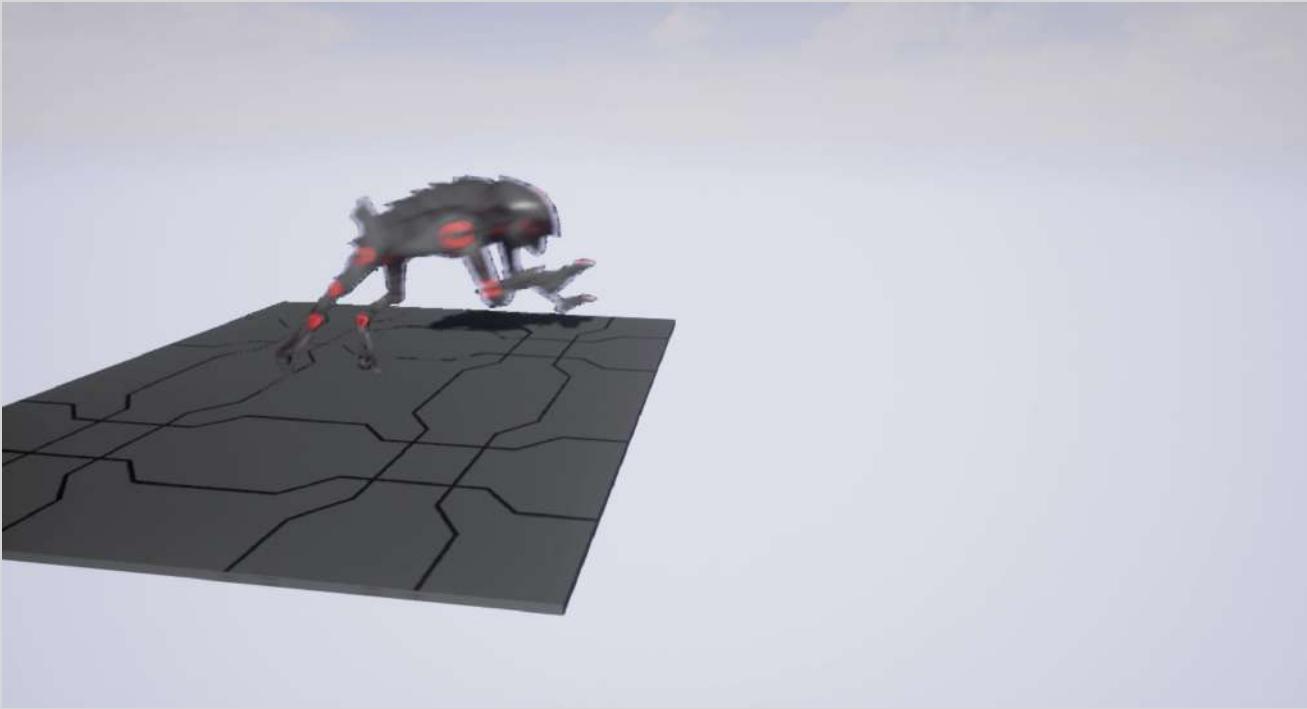
A l'affût



# Rugissement

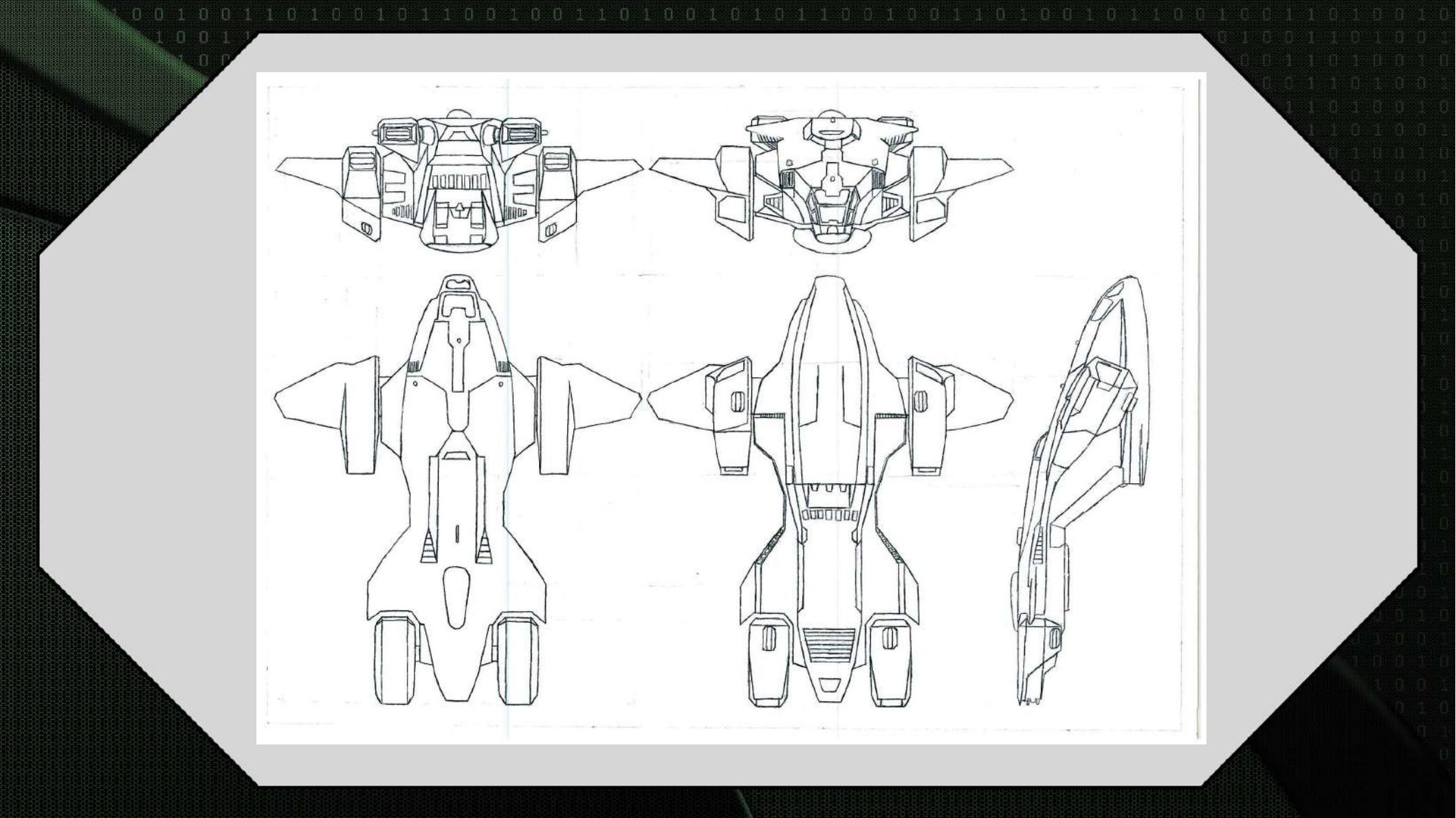
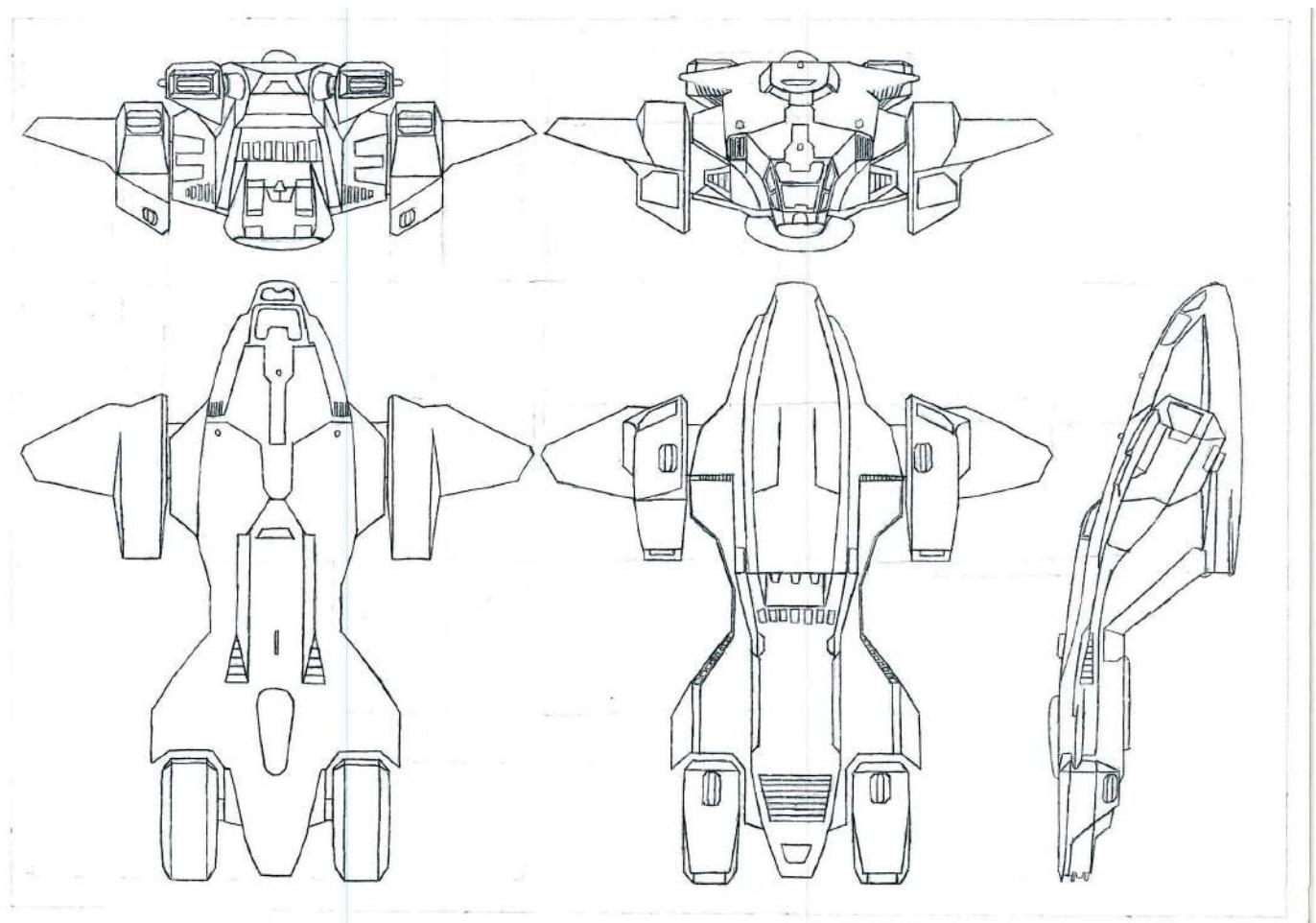


# Saut



# Etude vaisseau

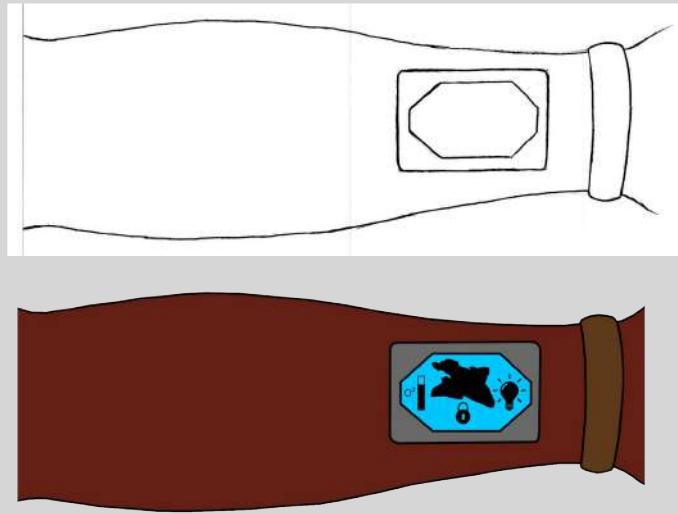
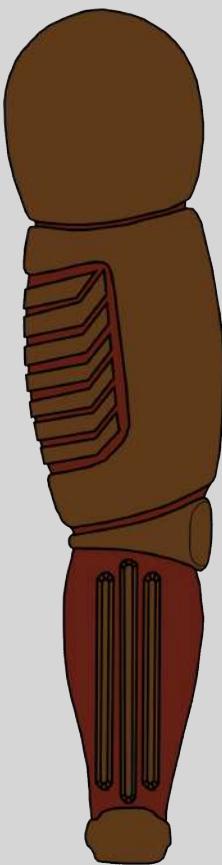
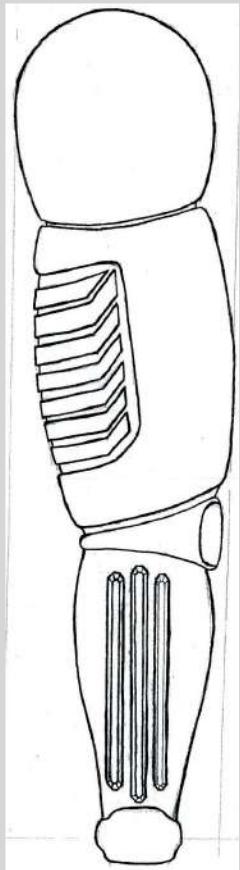
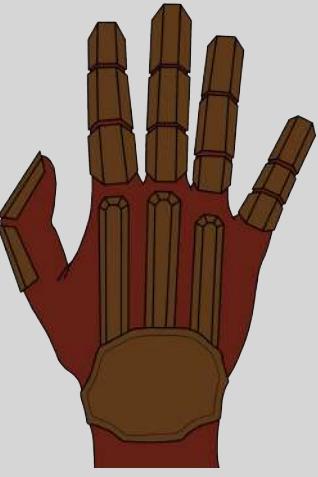
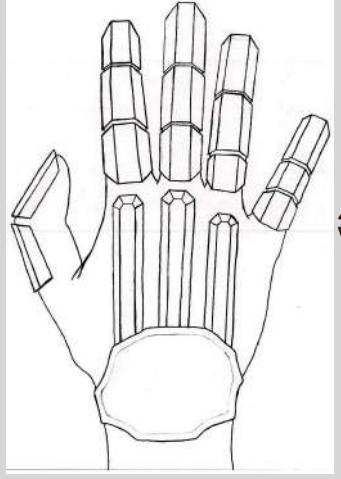






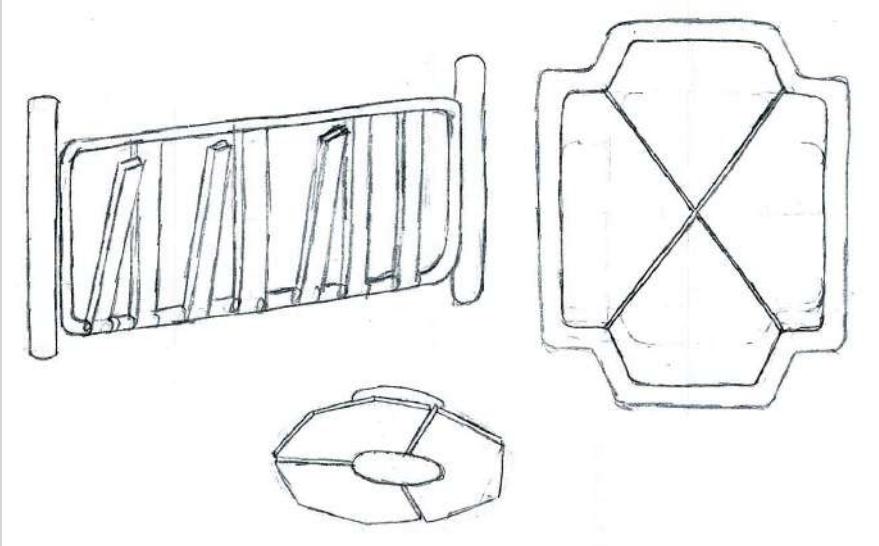
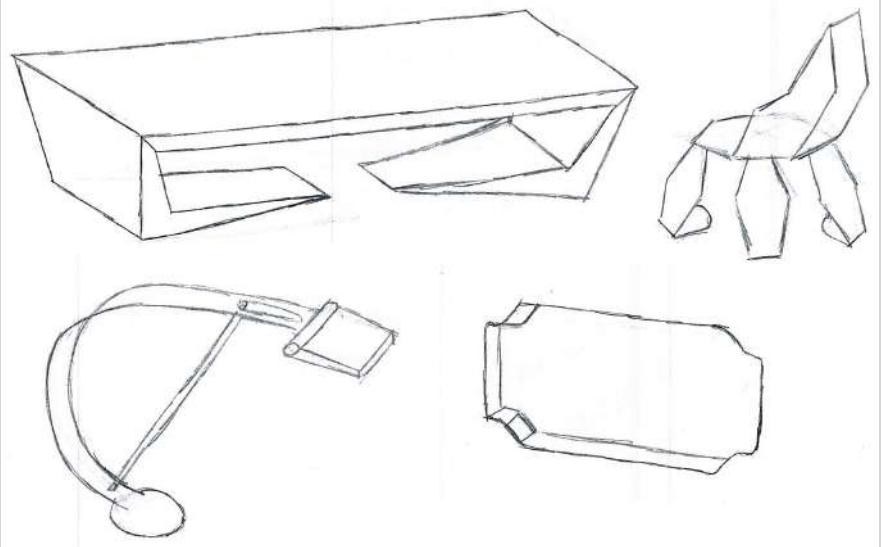
# Etude personnage



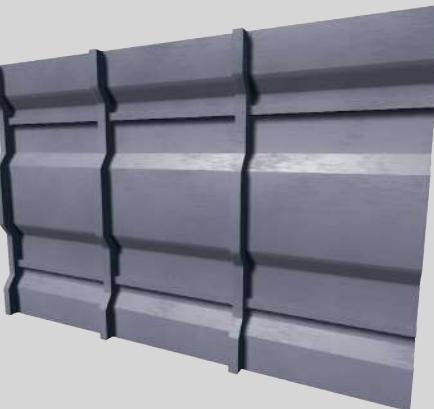
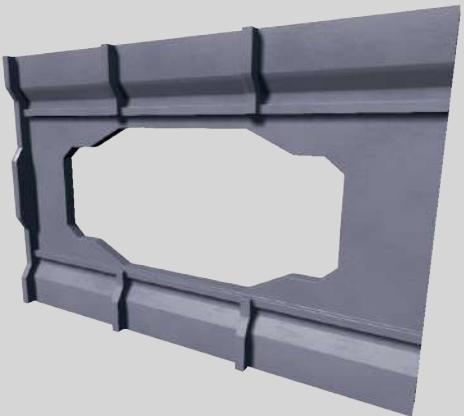
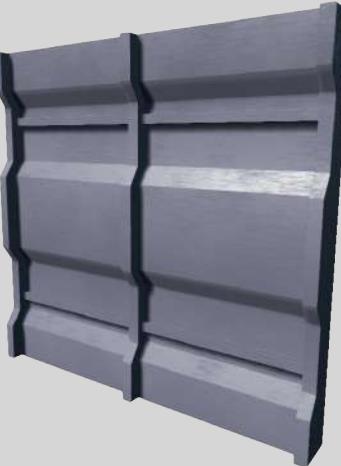


# CONCEPTION 3D

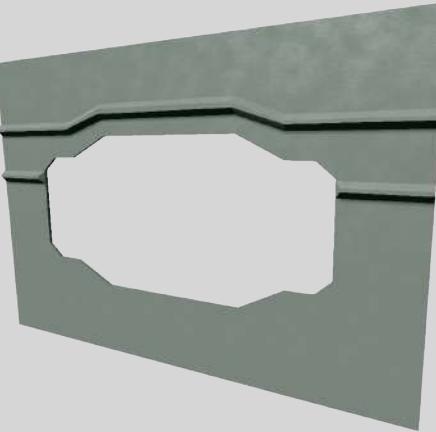
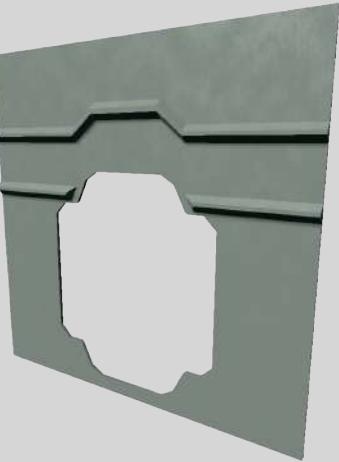
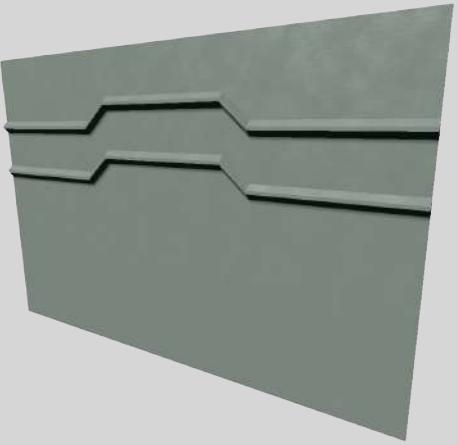
# Croquis



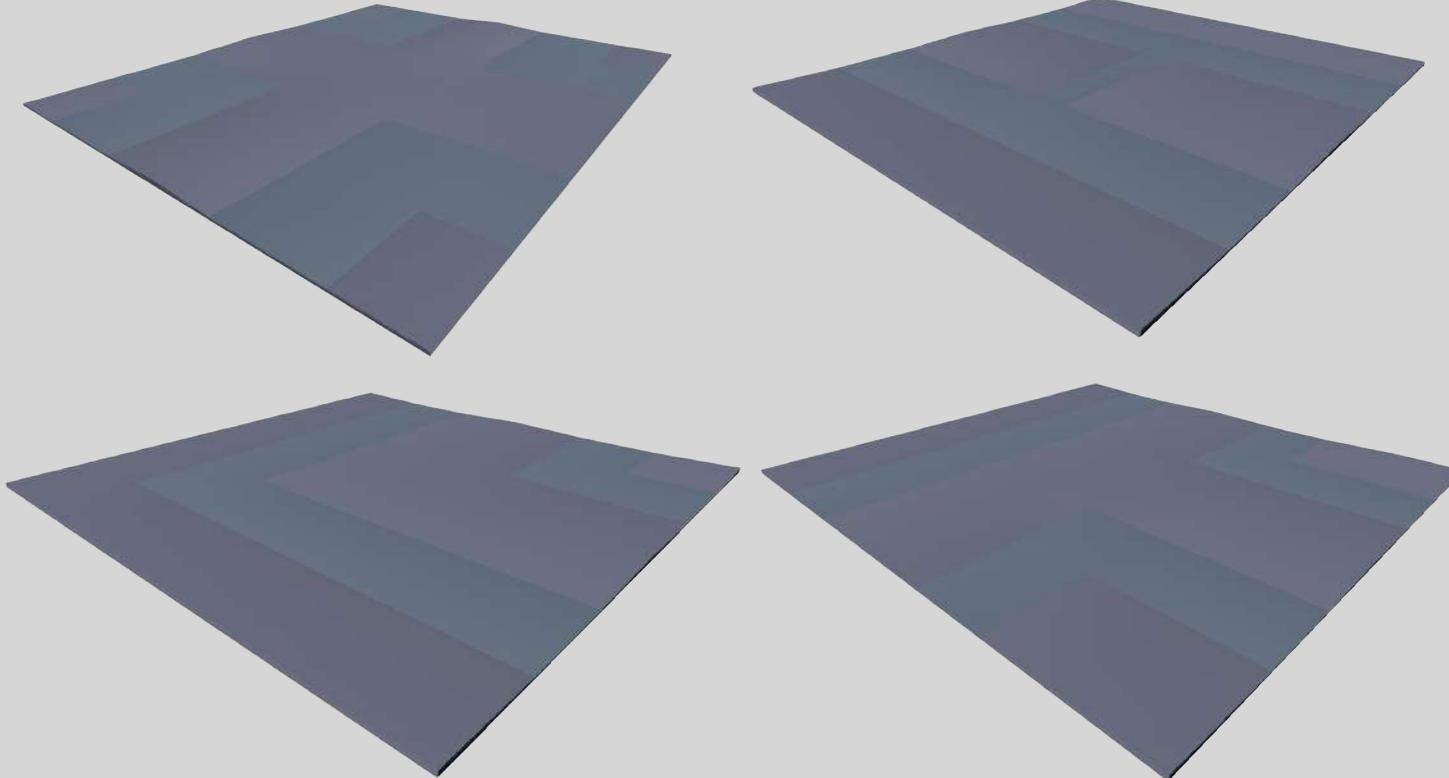
# Modules couloir et bureau



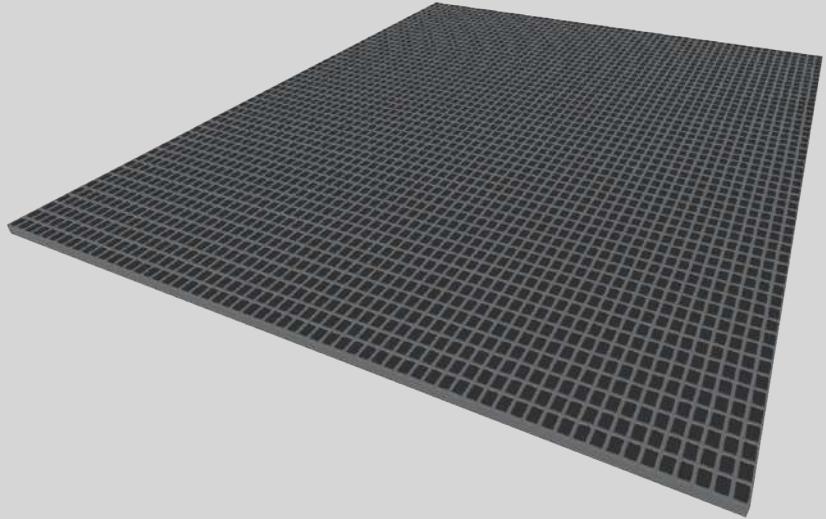
# Modules laboratoire



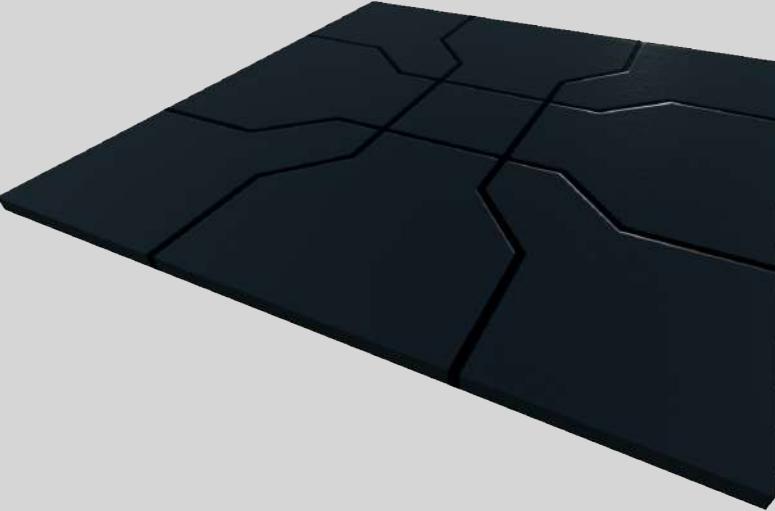
# Modules sol couloir et bureau



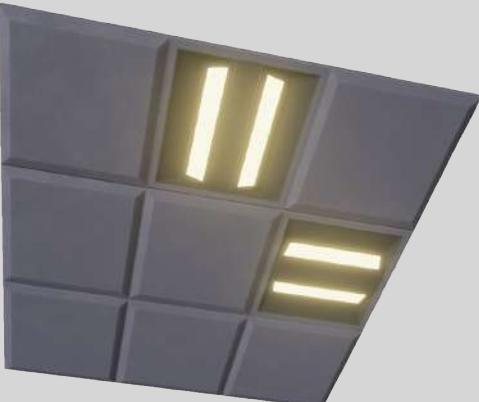
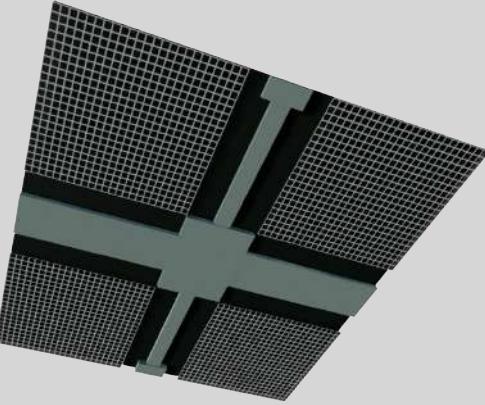
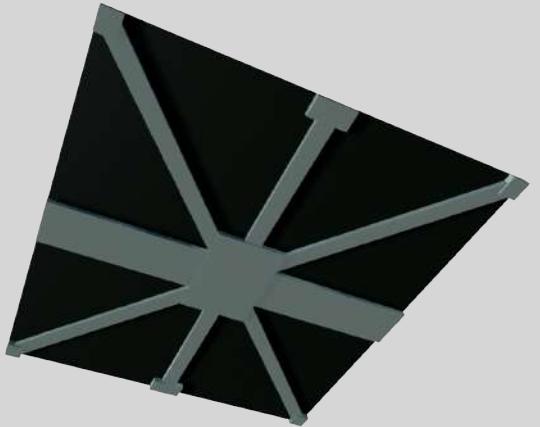
**Module passerelle**



**Module sol laboratoire**



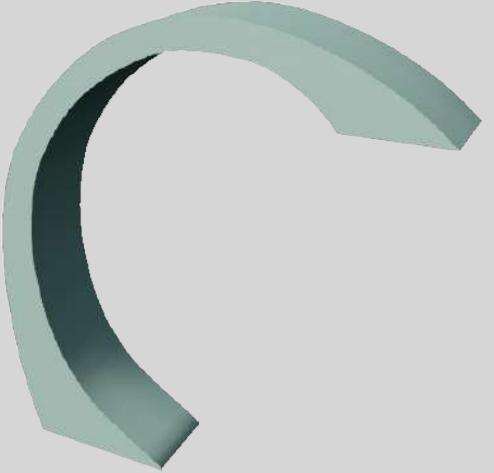
# Modules plafond couloir et pièce



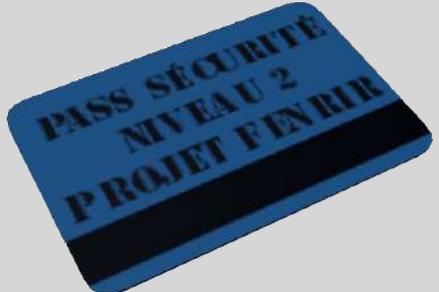
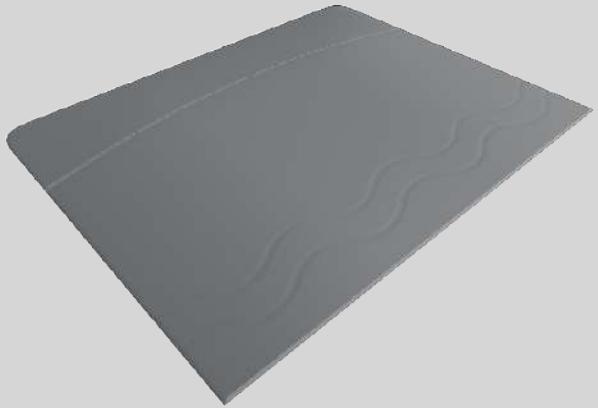
# Modules conduit



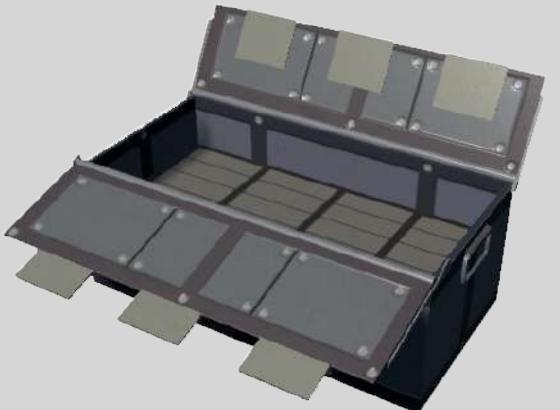
# Objets d'éclairage



# Objets de quêtes



# Objets de gameplay



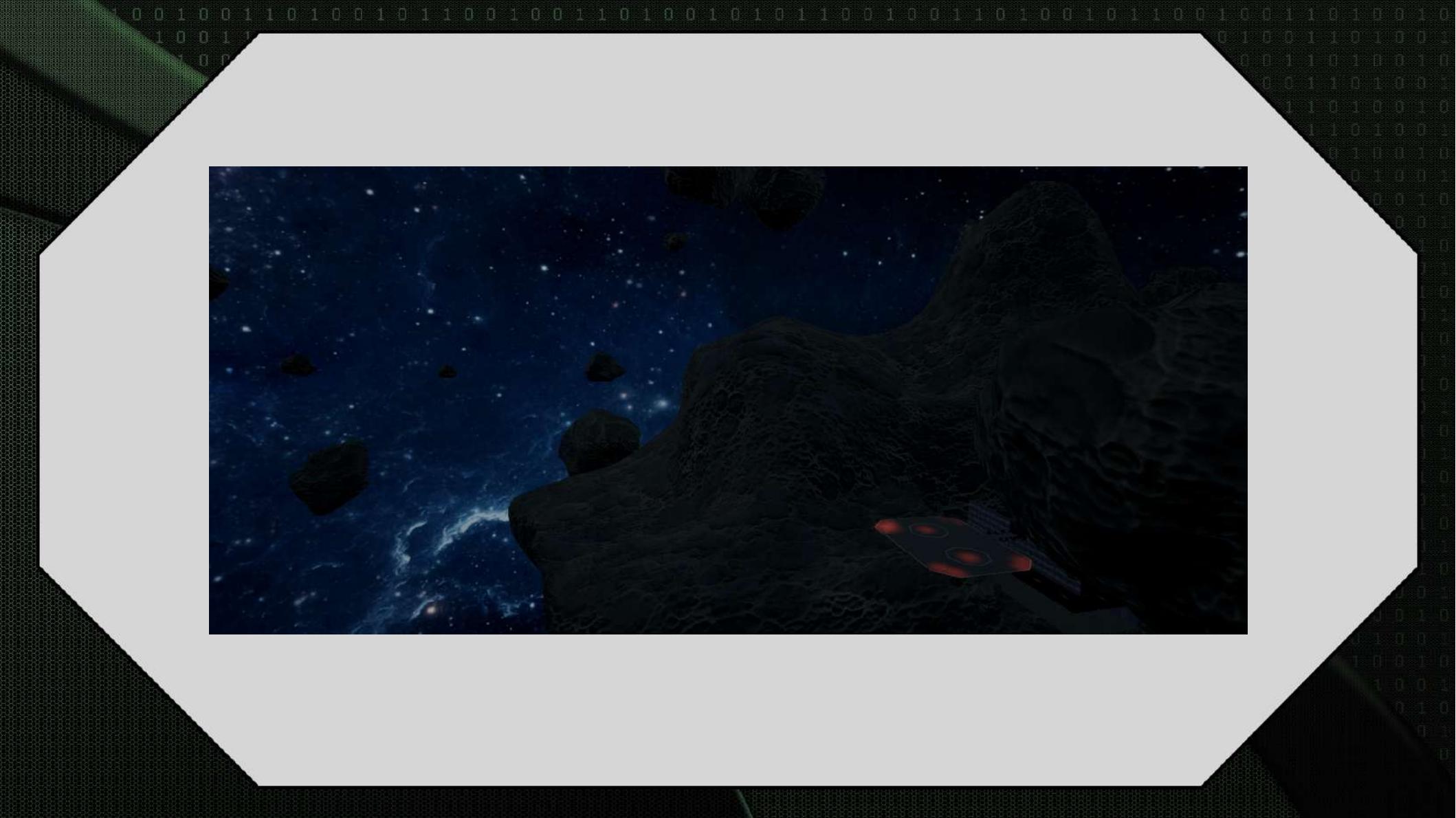
# Extérieur



Station fictive



Station antarctique



# Intérieurs et éclairages



Bureau



Couloir



Laboratoire



lieu du monstre



Lieu du monstre



Lieu du monstre

# Matériaux et texture

