

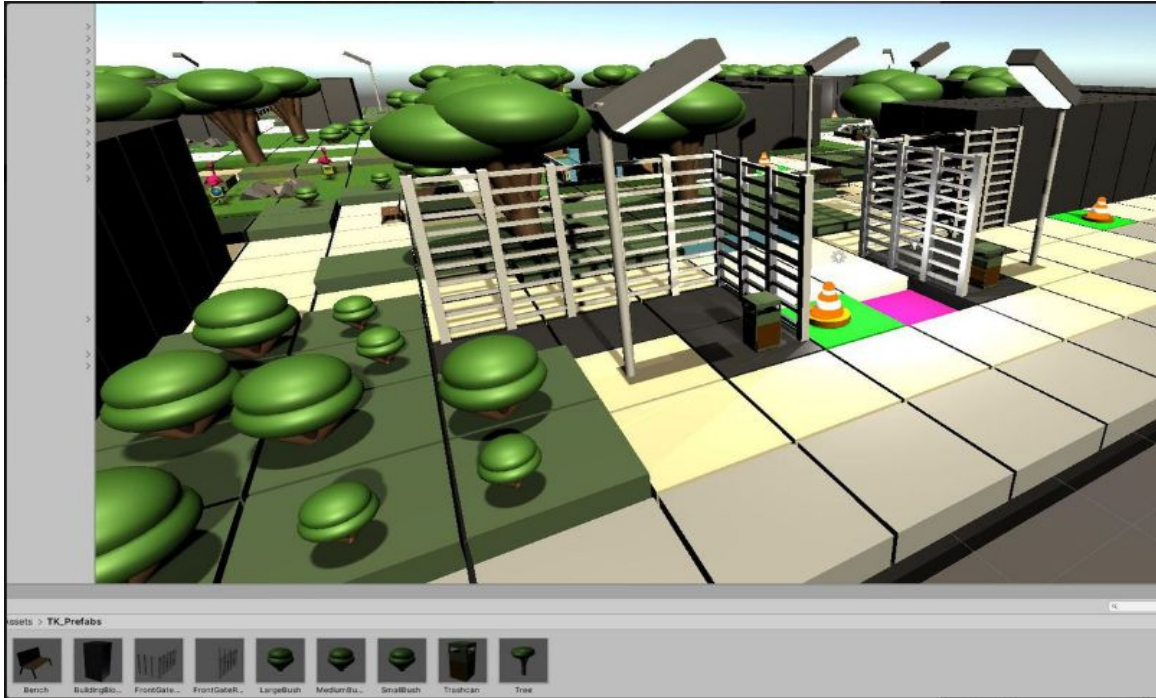
Project Dazel



Project *Dazel* is an Isometric zoo simulator. The animals themselves are meant to be holograms of the real thing. Essentially, a simulation within a simulation.

I'm credited as a level designer for the main Zoo level where the player walks around to visit the various attractions. The challenge for me here was to take a 2D map and turn it into a 3D world. When all you have is a basic layout or a blueprint, you have to really be creative when turning it into a realistic world. The hardest part was making original design decisions to improve immersion while staying true to the original designer's vision that he had when he created the blueprint. This project really taught me the value of the little details that a player will notice when walking around in the world. Top notch simulations will use every trick in the book to create immersion. We want the player to really feel like they're in a life-like Zoo with holographic simulations of the animals.





While some assets were provided to me, most I had to create. I needed to consider what a person would see at a Zoo. Most importantly, however, was deciding whether the overall design of the level made sense to the player. While the blueprint gave me the original designers intent, it was MY job to make sure that the finished product was fun, engaging, and intuitive. The key to immersion is making the world the player is experiencing, believable. Everything to the placement of the enclosures, the arrangement of the rocks and trees, as well as the frequency of waste bins positioned throughout the zoo. Each and every one was a design decision that I had to ask myself, "Does this make sense?"

