

Providence College

DigitalCommons@Providence

Art & Art History Student Scholarship

Art & Art History

4-26-2022

3D Game Spaces

Liam Back

Providence College

Follow this and additional works at: https://digitalcommons.providence.edu/art_students



Part of the [Game Design Commons](#)

Back, Liam, "3D Game Spaces" (2022). *Art & Art History Student Scholarship*. 23.

https://digitalcommons.providence.edu/art_students/23

It is permitted to copy, distribute, display, and perform this work under the following conditions: (1) the original author(s) must be given proper attribution; (2) this work may not be used for commercial purposes; (3) users must make these conditions clearly known for any reuse* or distribution of this work.

*Reuse of included images is not permitted.

By

Liam Back '24

379 spring 2022

3D Game Spaces

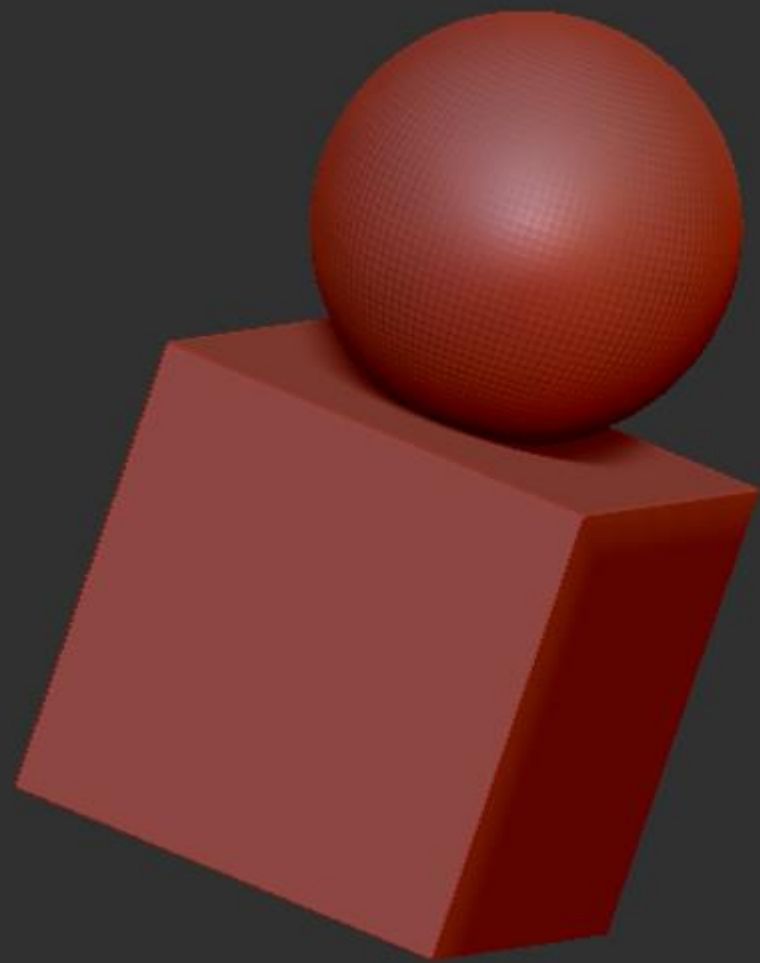
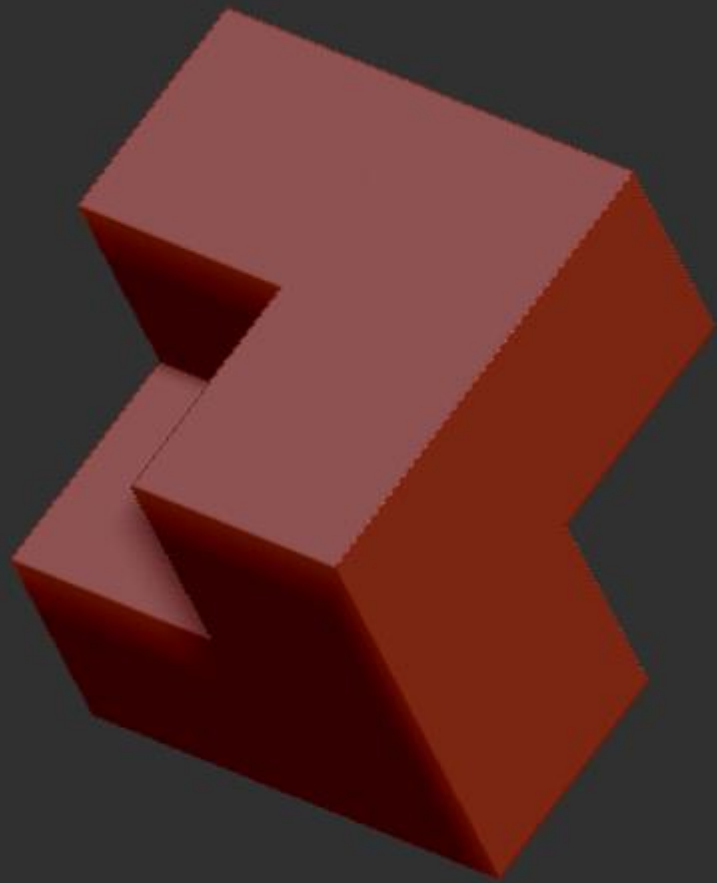
Game Illustration

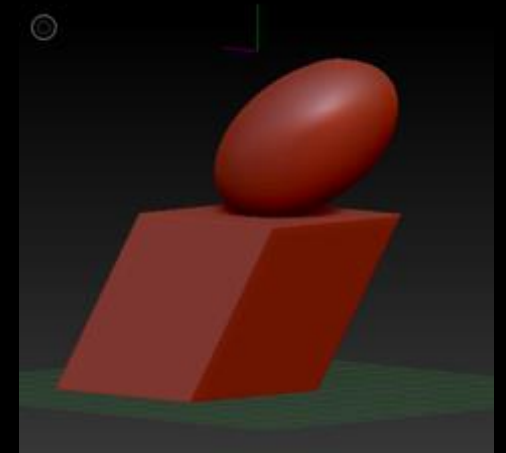
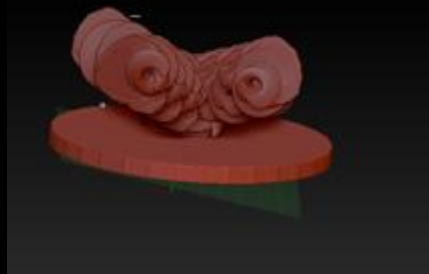
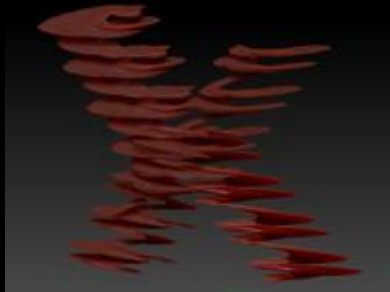
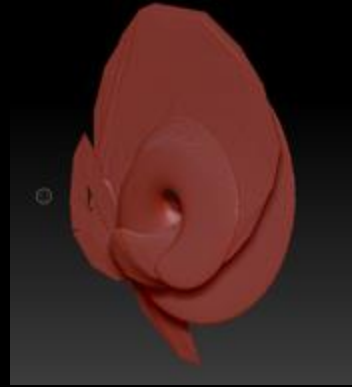
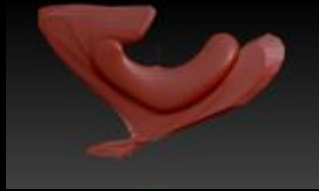
Where we
started

The Bauhaus
Chess game
1923

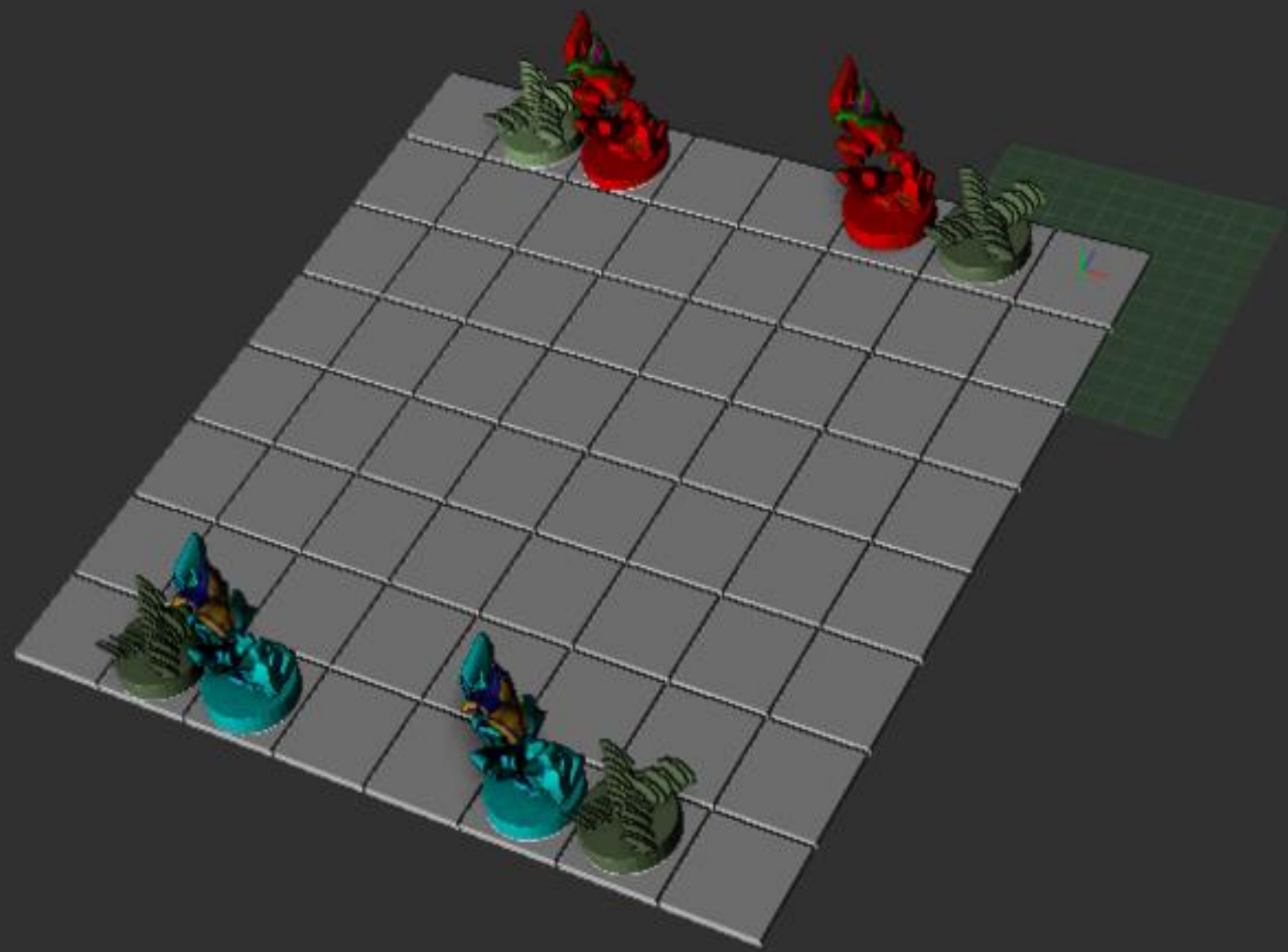


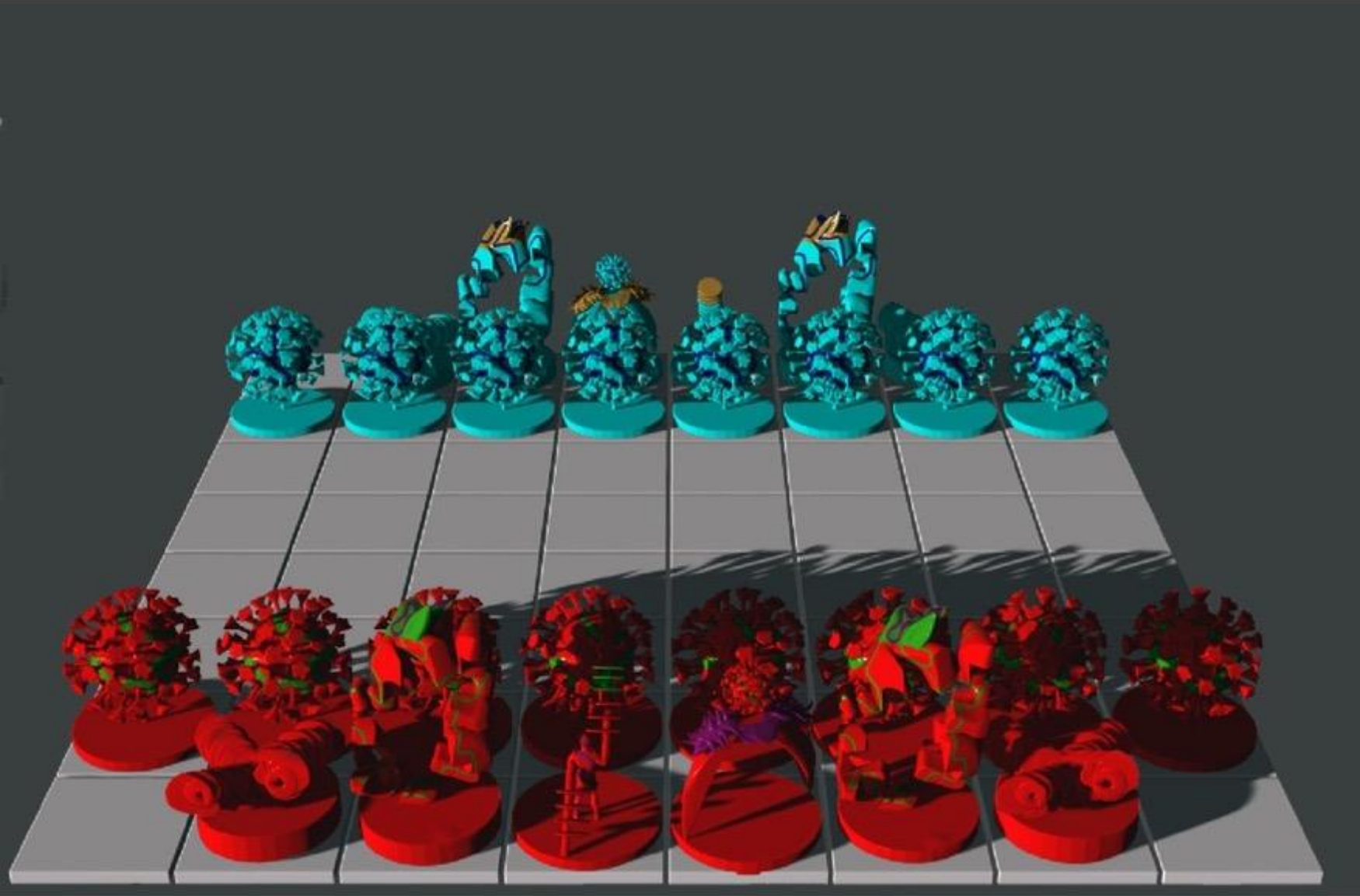
<https://shop.bauhaus-movement.com/bauhaus-chess-set-by-josef-hartwig>



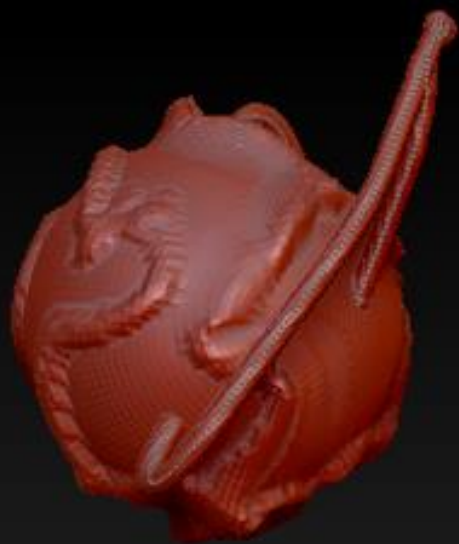


Before Creating our own version of the chess board

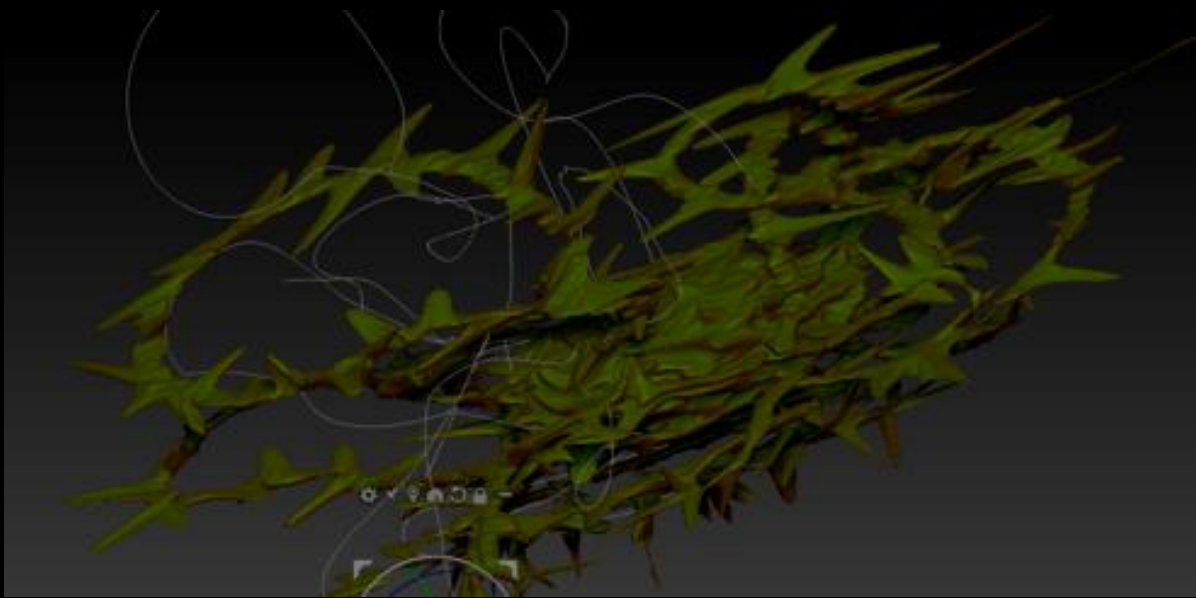
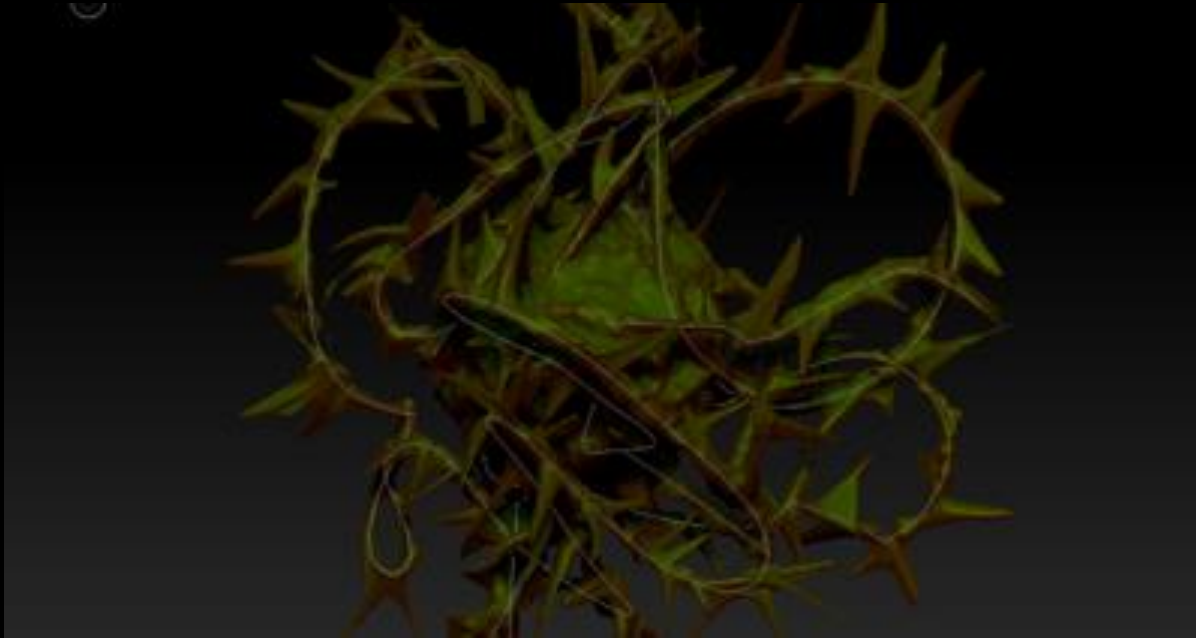


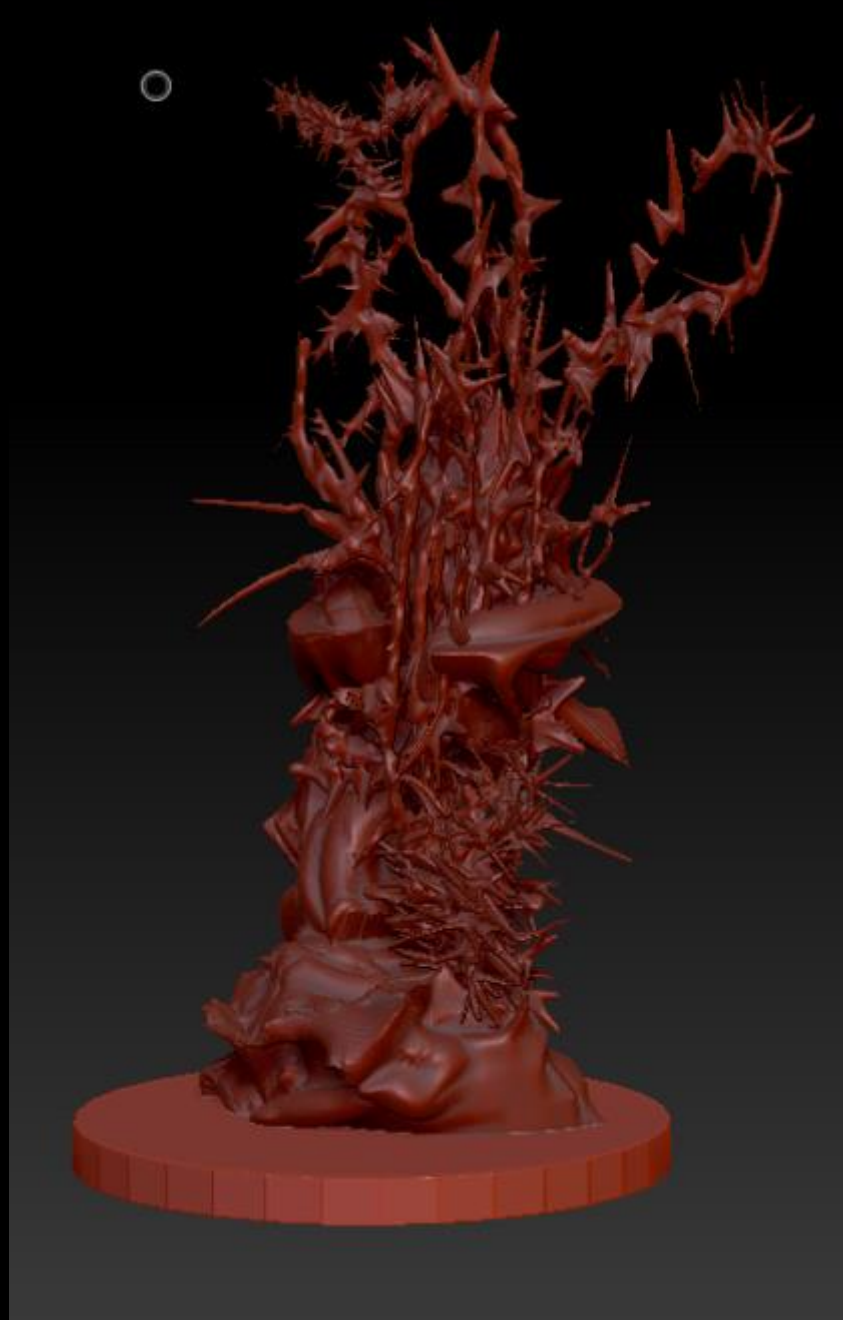


Designs became more and more complex



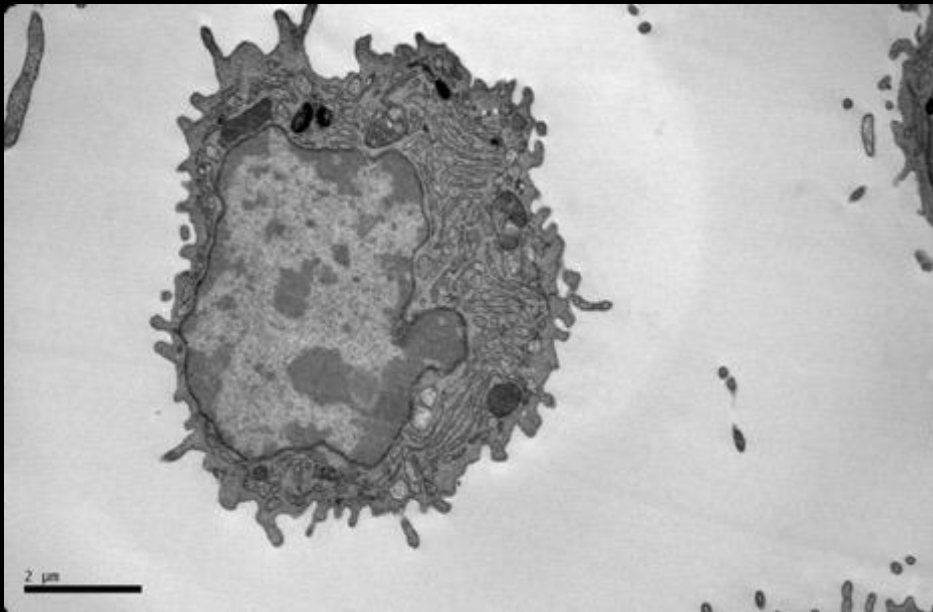






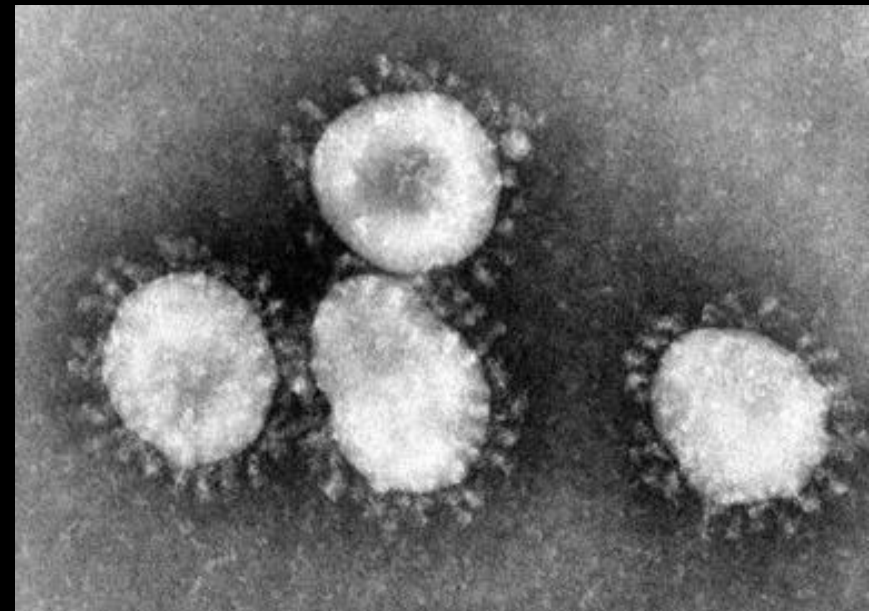
From here we morphed our Game pieces

The objective here was to make Dungeons and Dragons Game Pieces representing Pathogens and Anti bodies. Created in partnership with the Biology Senior Seminar class.

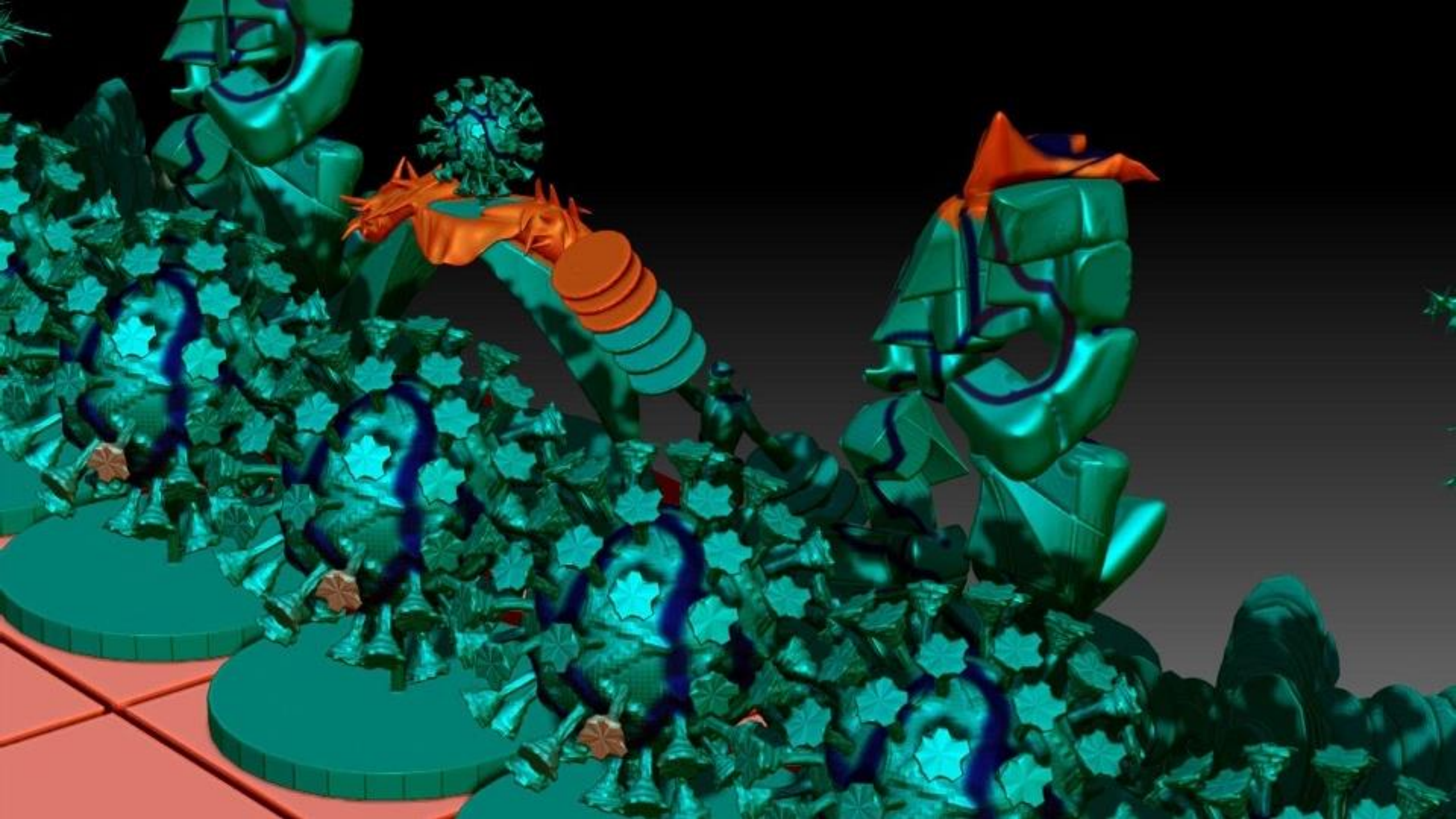


The Anti-body comes from a B- Cell

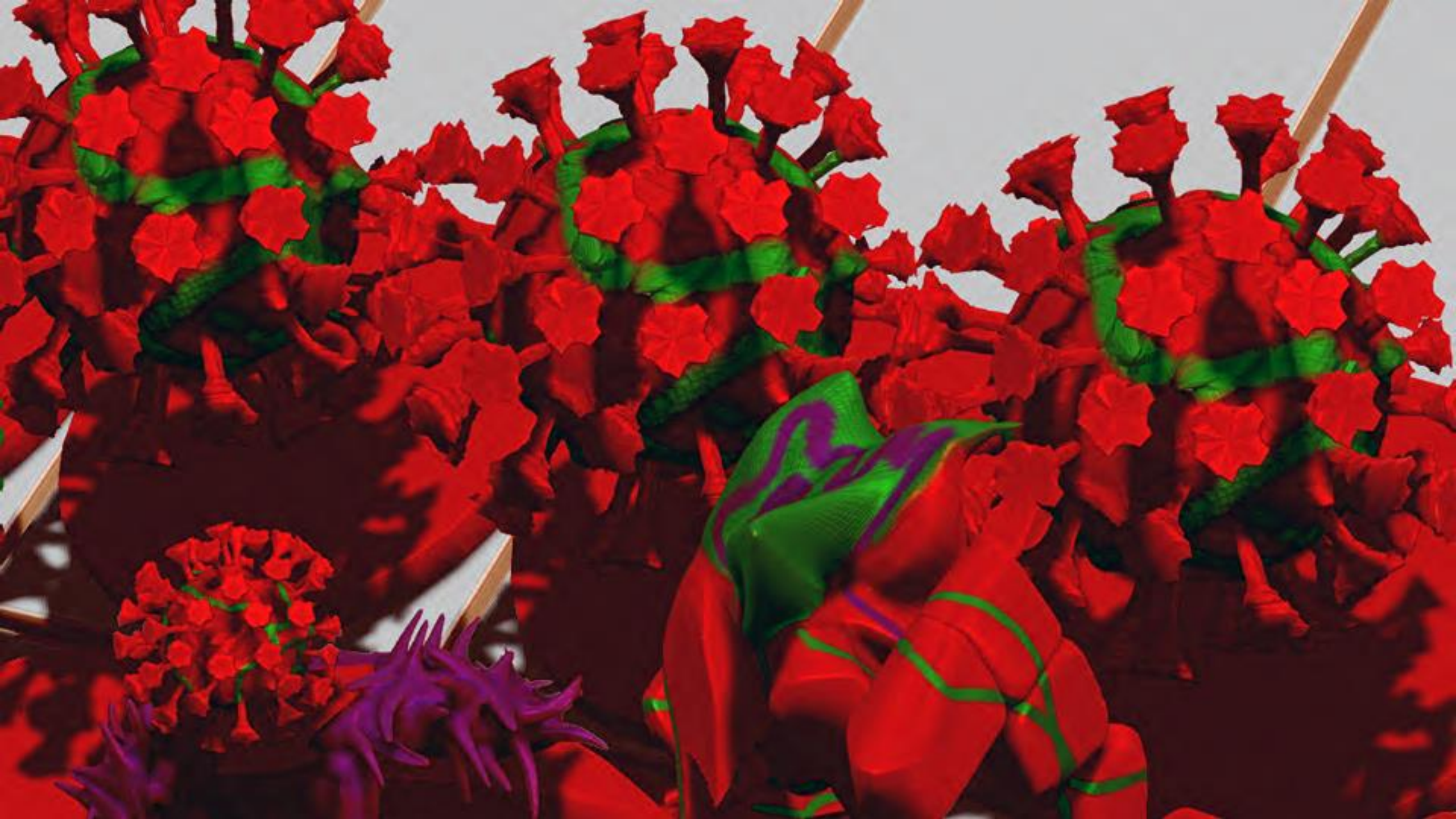
The Pathogen Comes from a Coronavirus (SARS-COV-2)



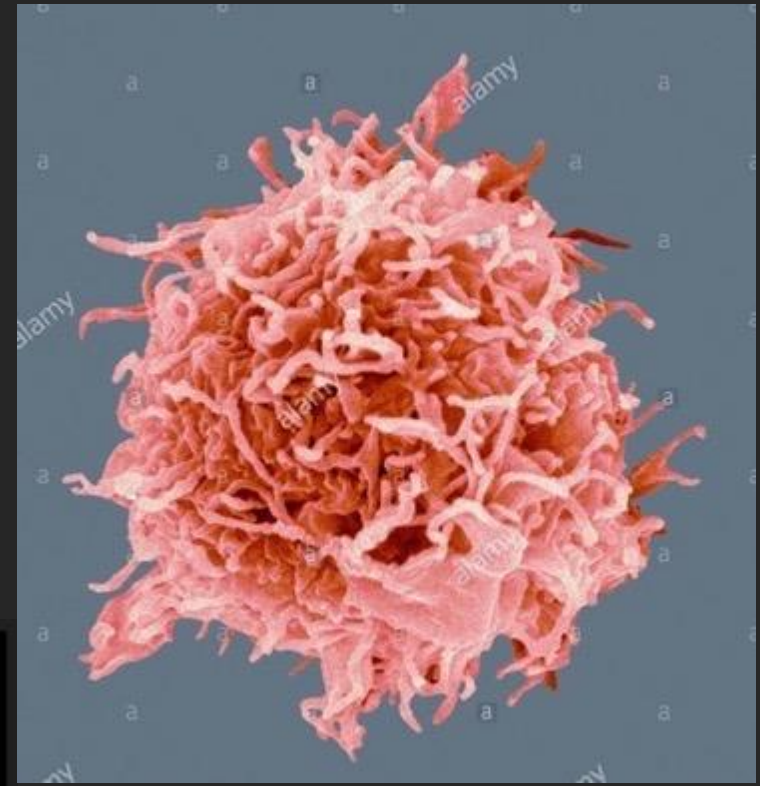




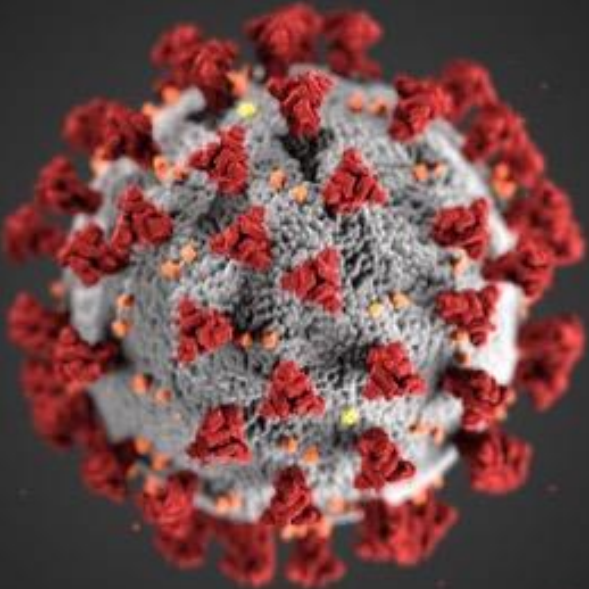
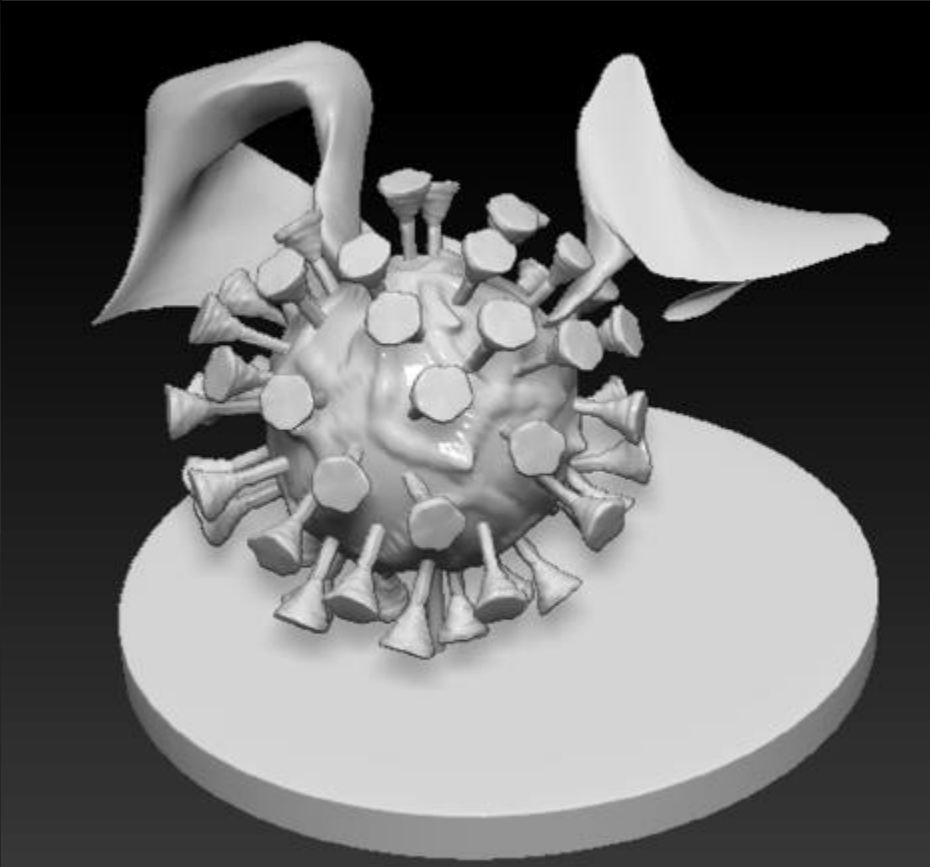
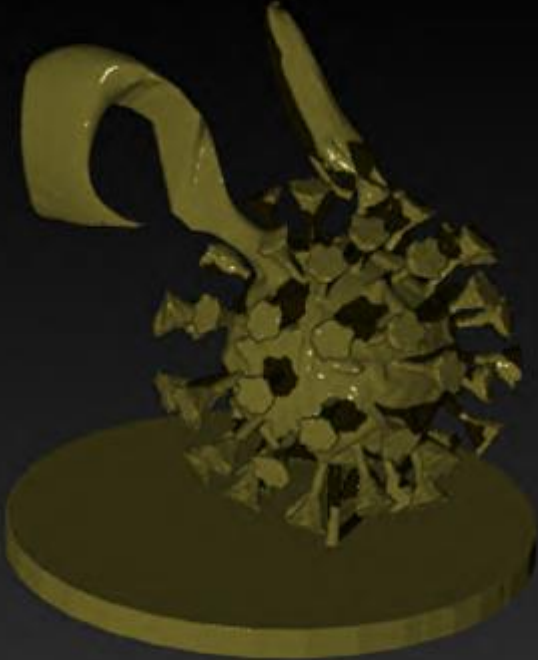




B- Cell



Covid 19

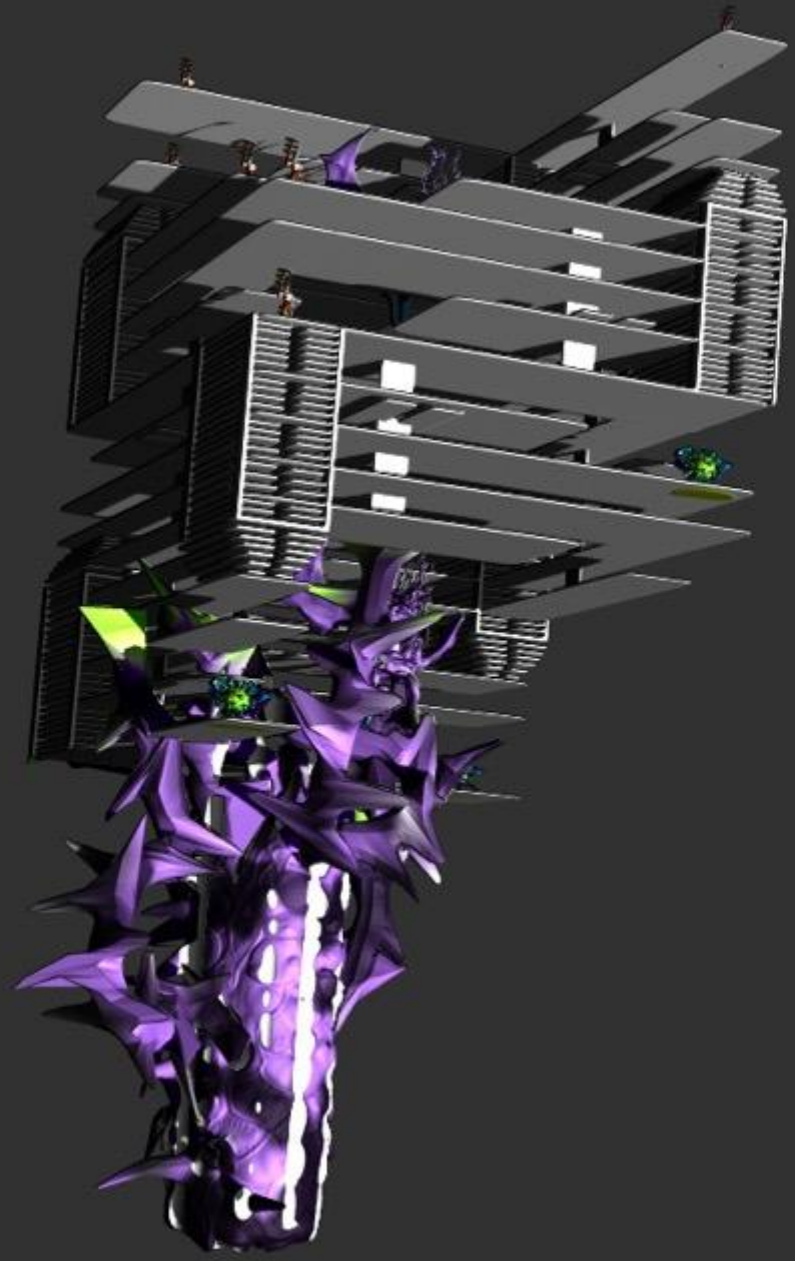




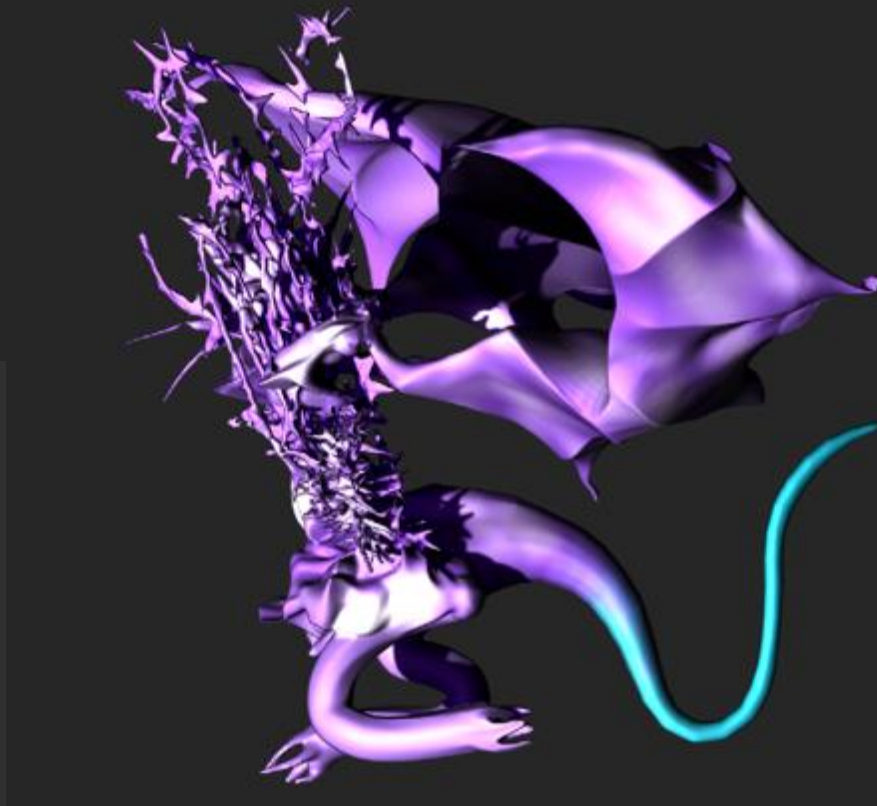
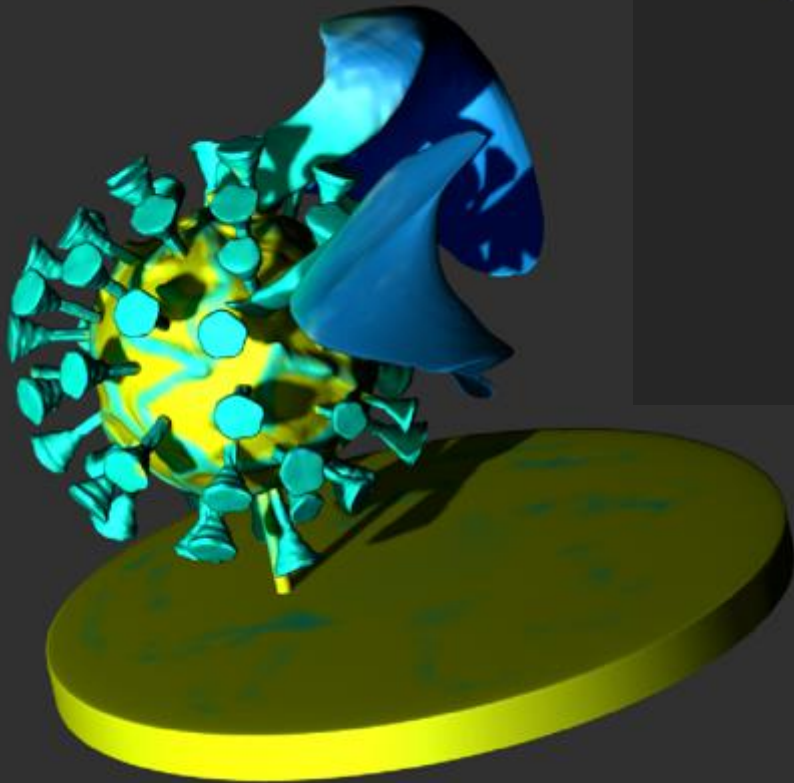
The Game Space:

Futuristic Architecture, floating in space. In conjunction (unwillingly) with an Alien organism space.

Two different Gaming spaces in cohesion is where the Games Plot begins

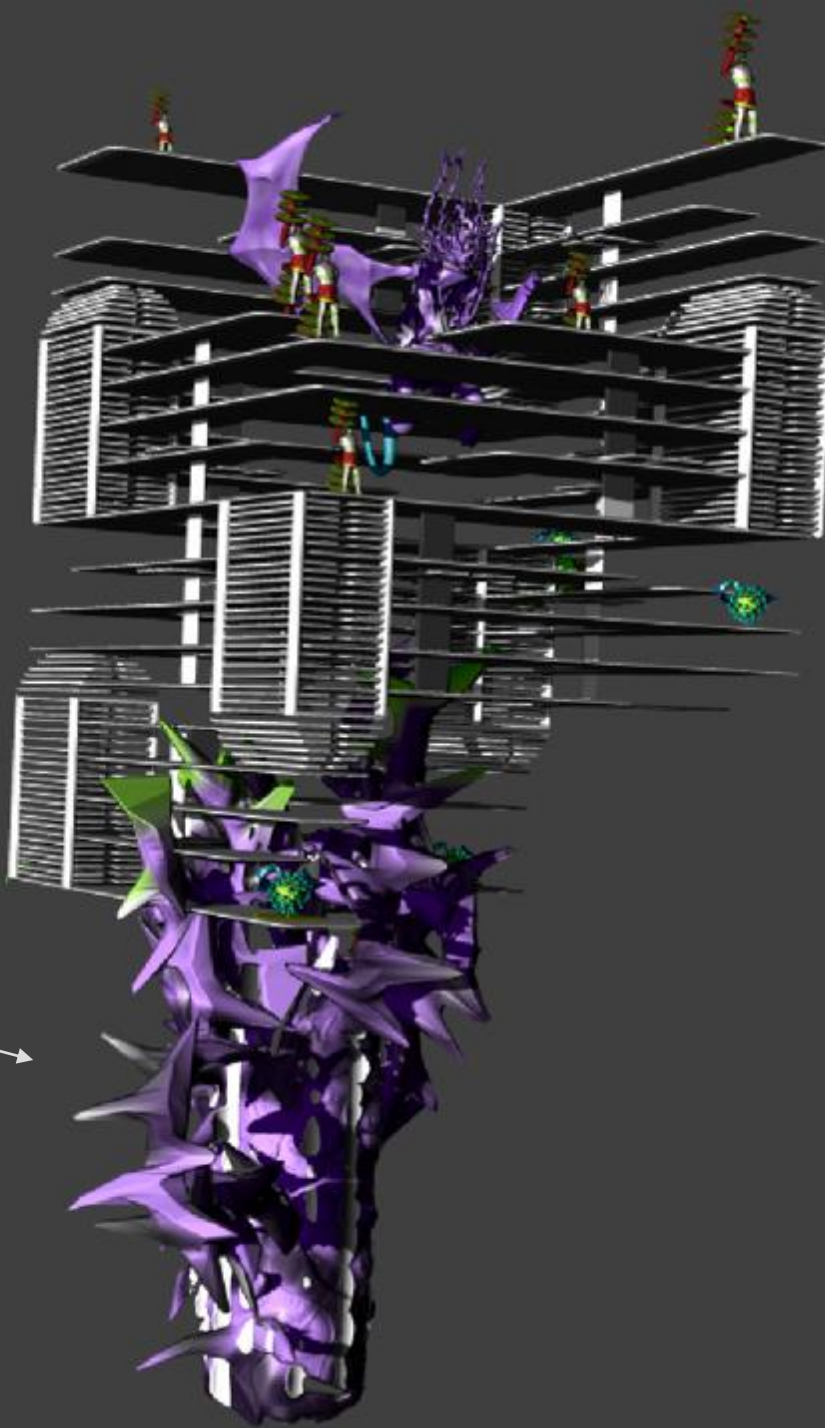


Characters

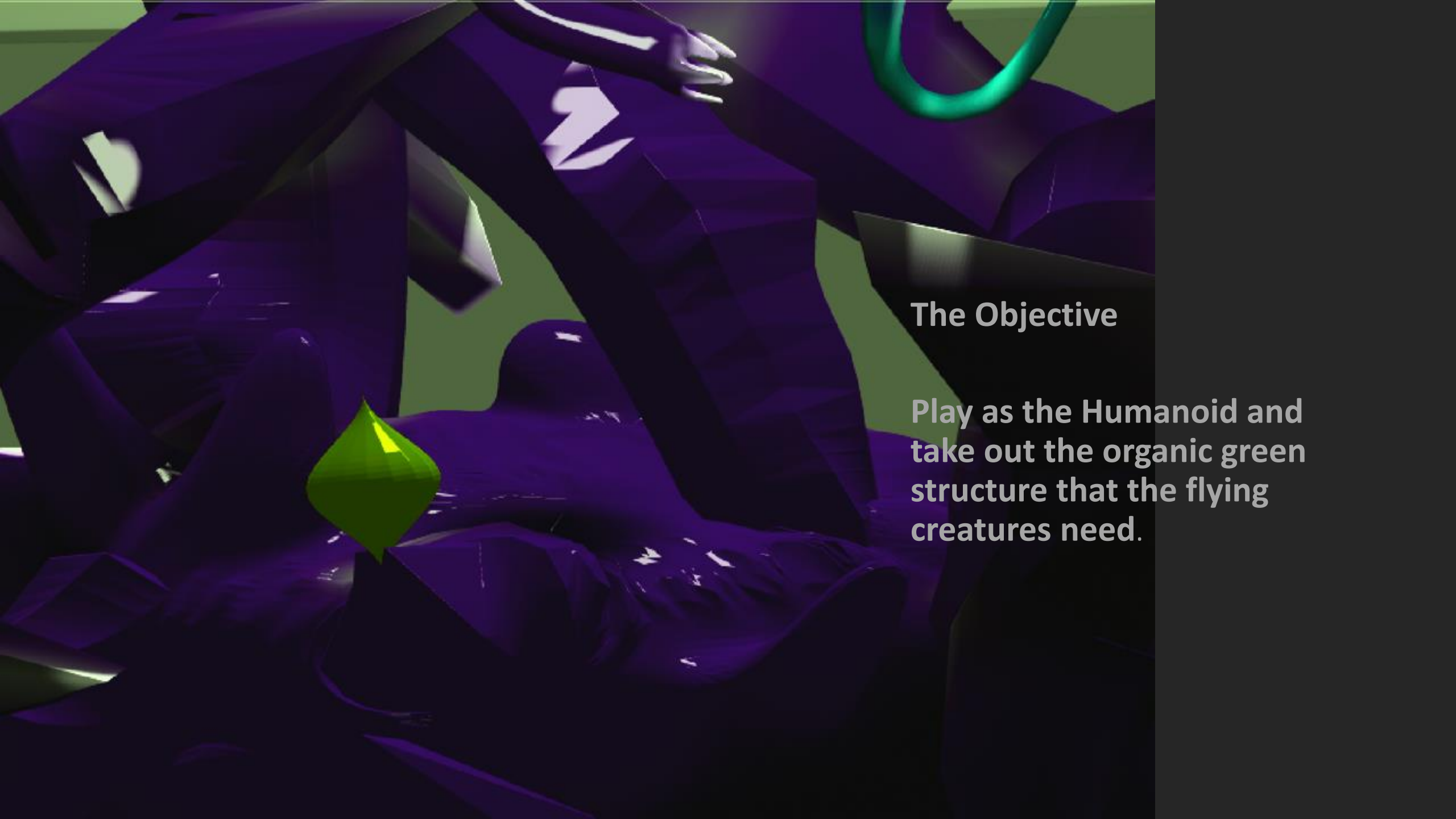


Two winged creatures, the bigger of these being the king of the game. The smaller of these winged creatures references a Covid cell. The Last is the humanoid. This piece is the main protagonist, who is trying to defend his game space.

Game Space One
Occupied by Humanoids and
consists of a skyscraper that
hovers in space.



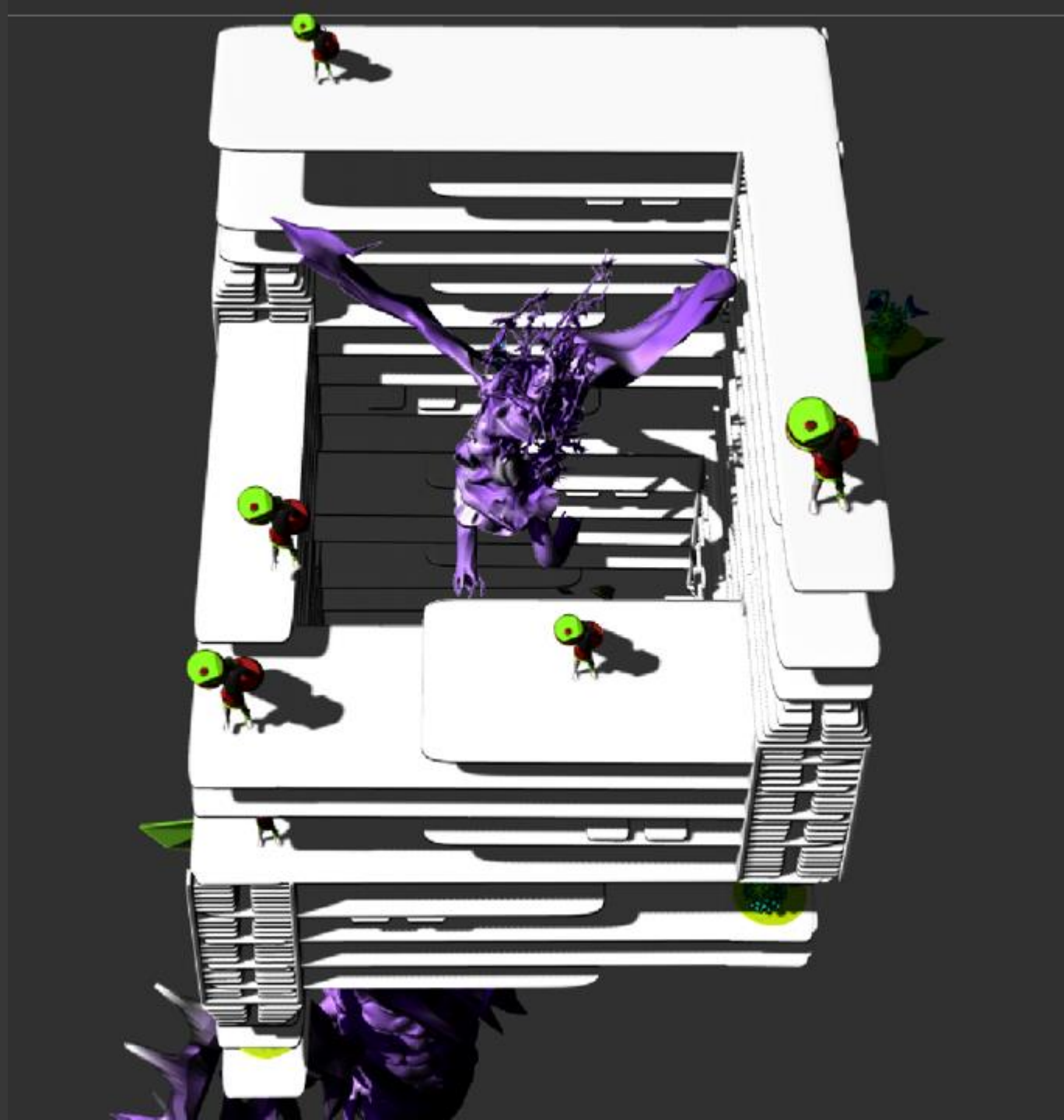
Game Space Two
Alien organism that supports
the life of the winged
Creatures. It has collided
with the Humanoid's world.

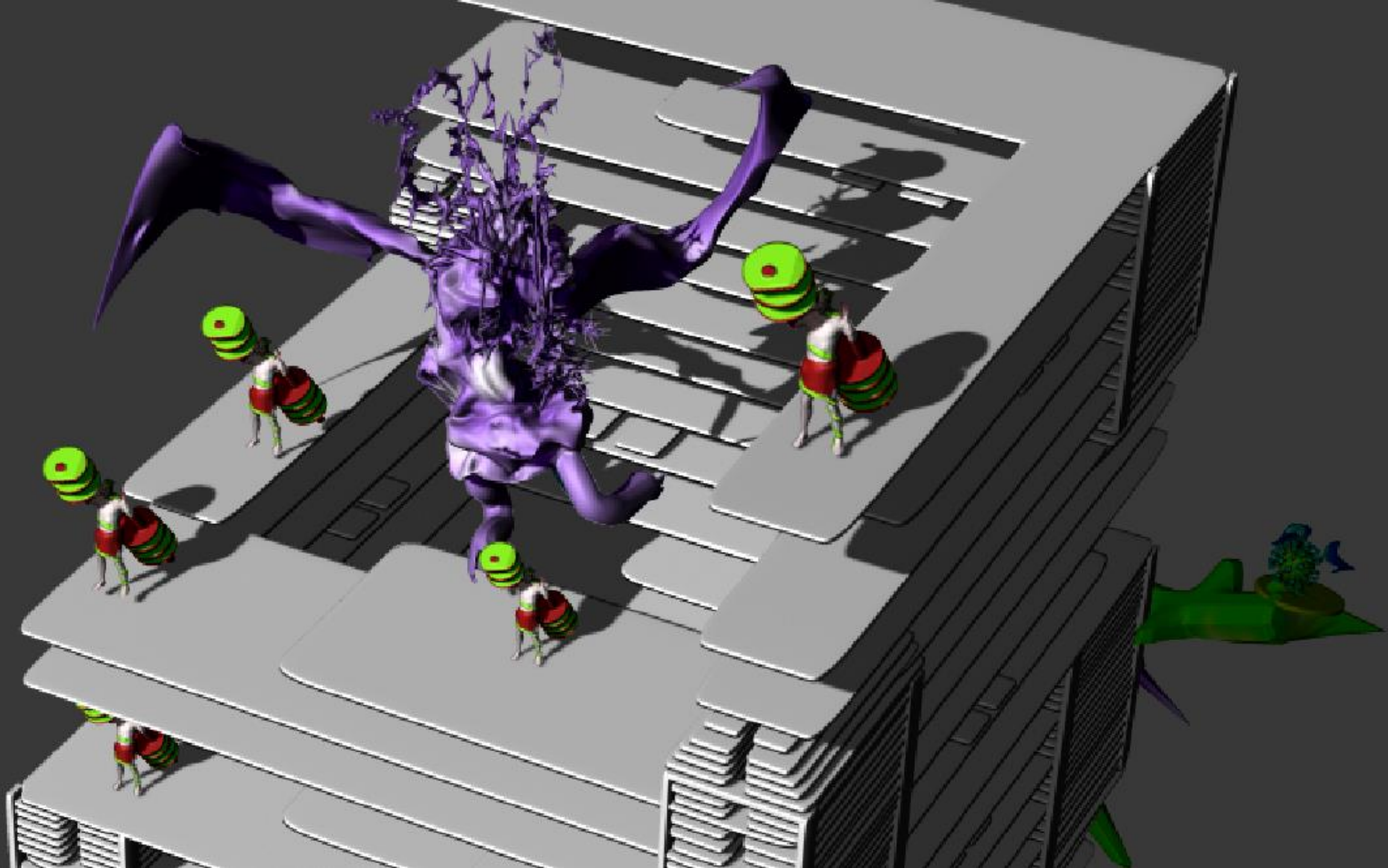


The Objective

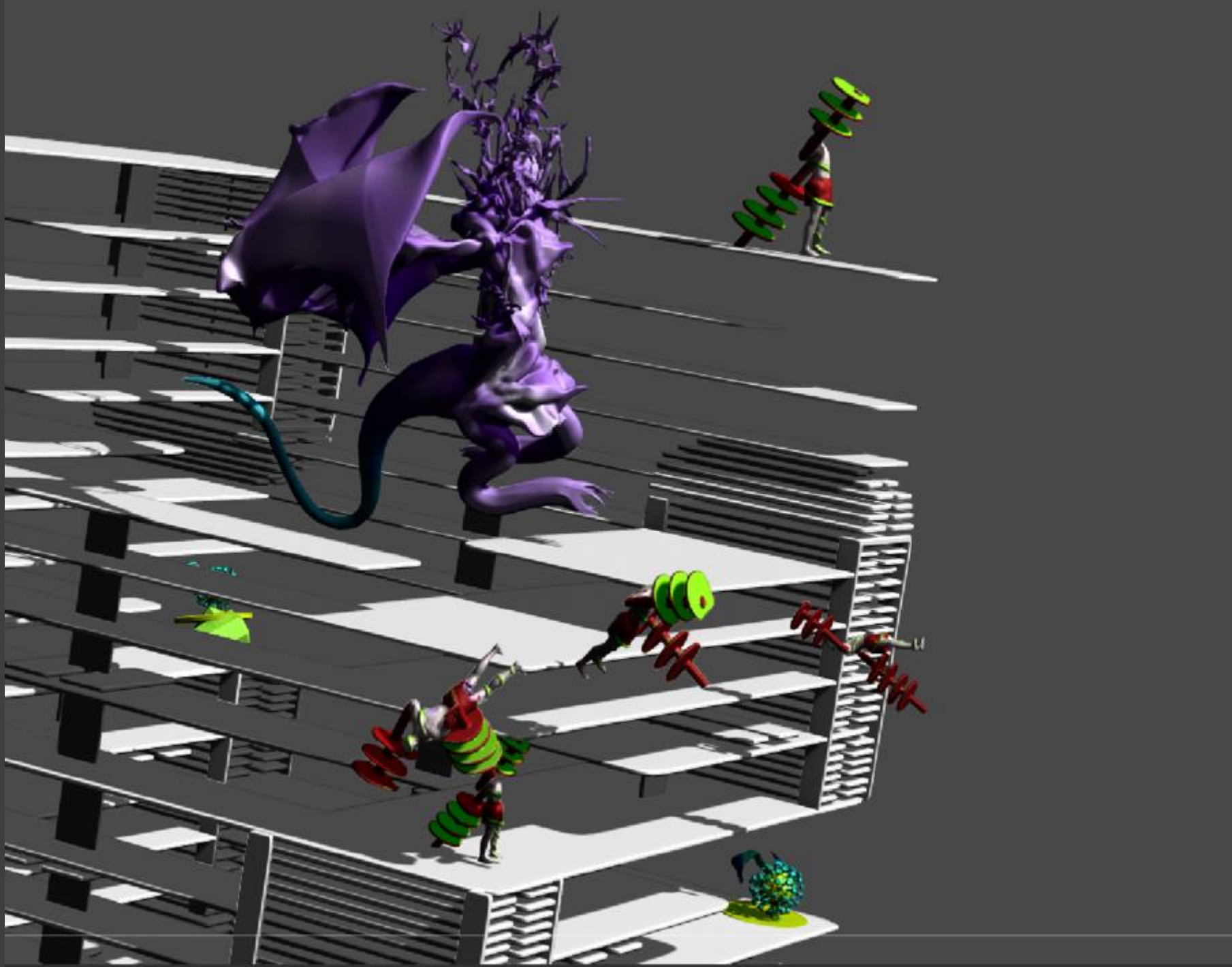
Play as the Humanoid and take out the organic green structure that the flying creatures need.

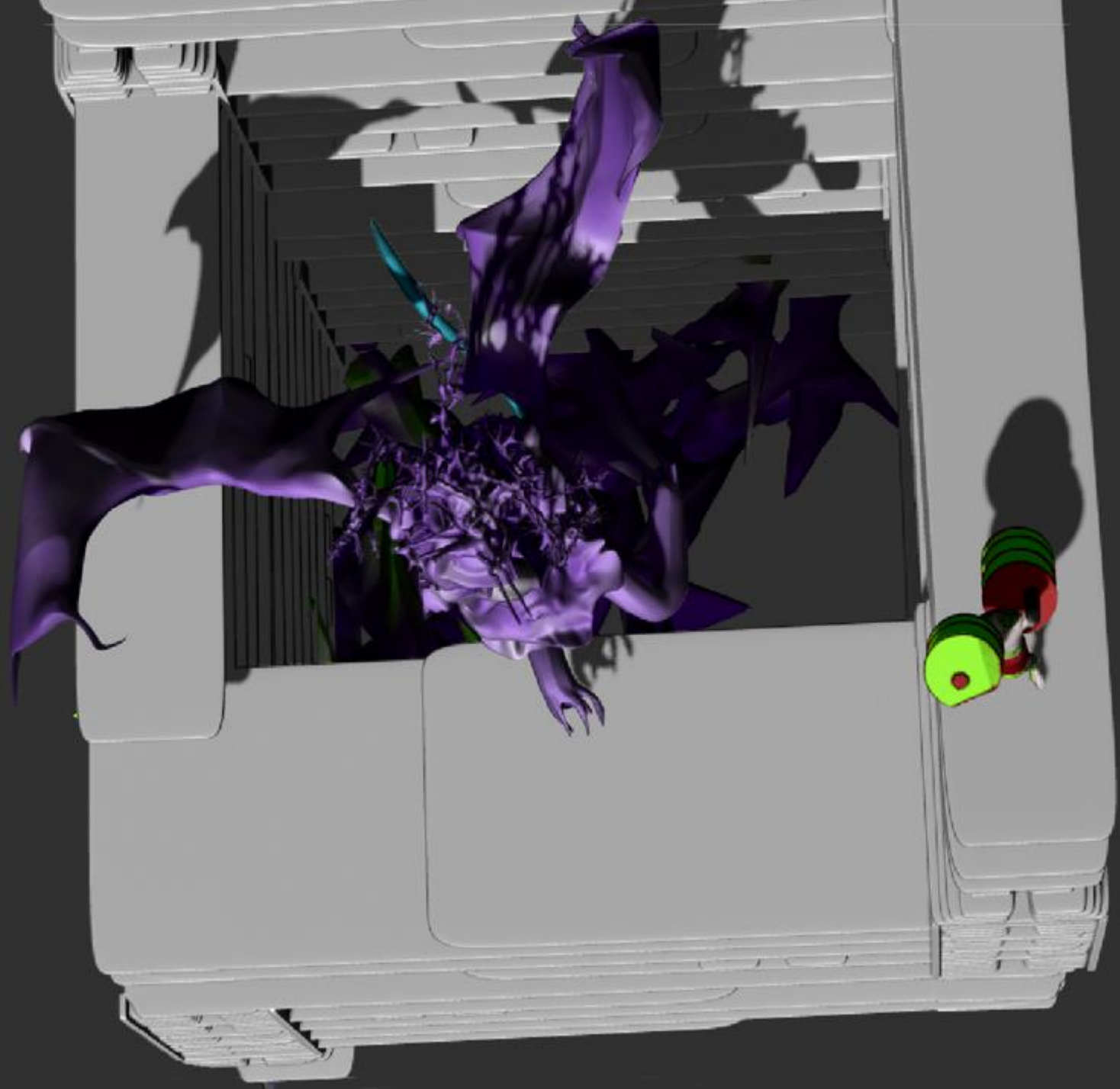
The Game Begins
with the King
Flying up through
Game Space One.

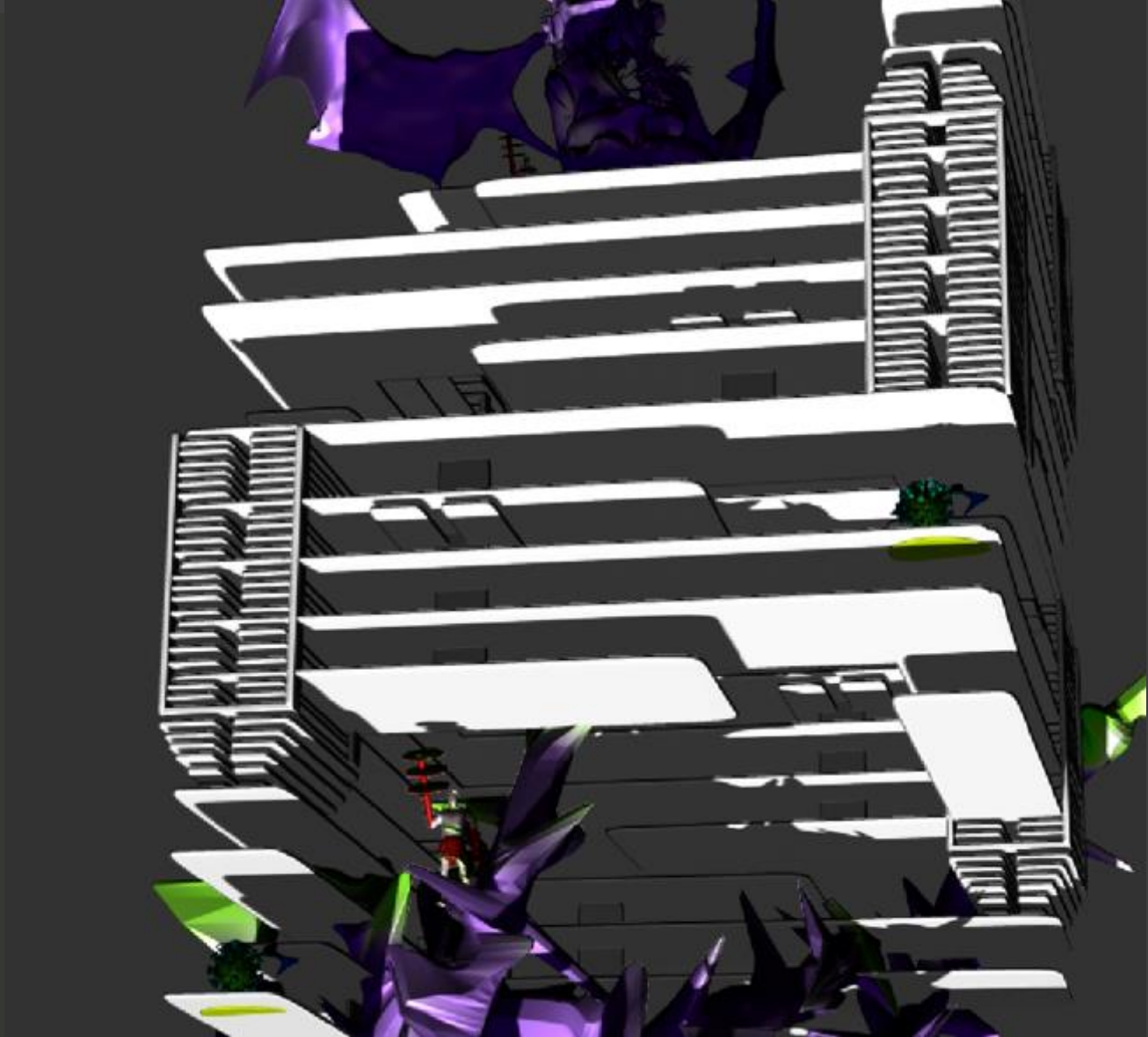
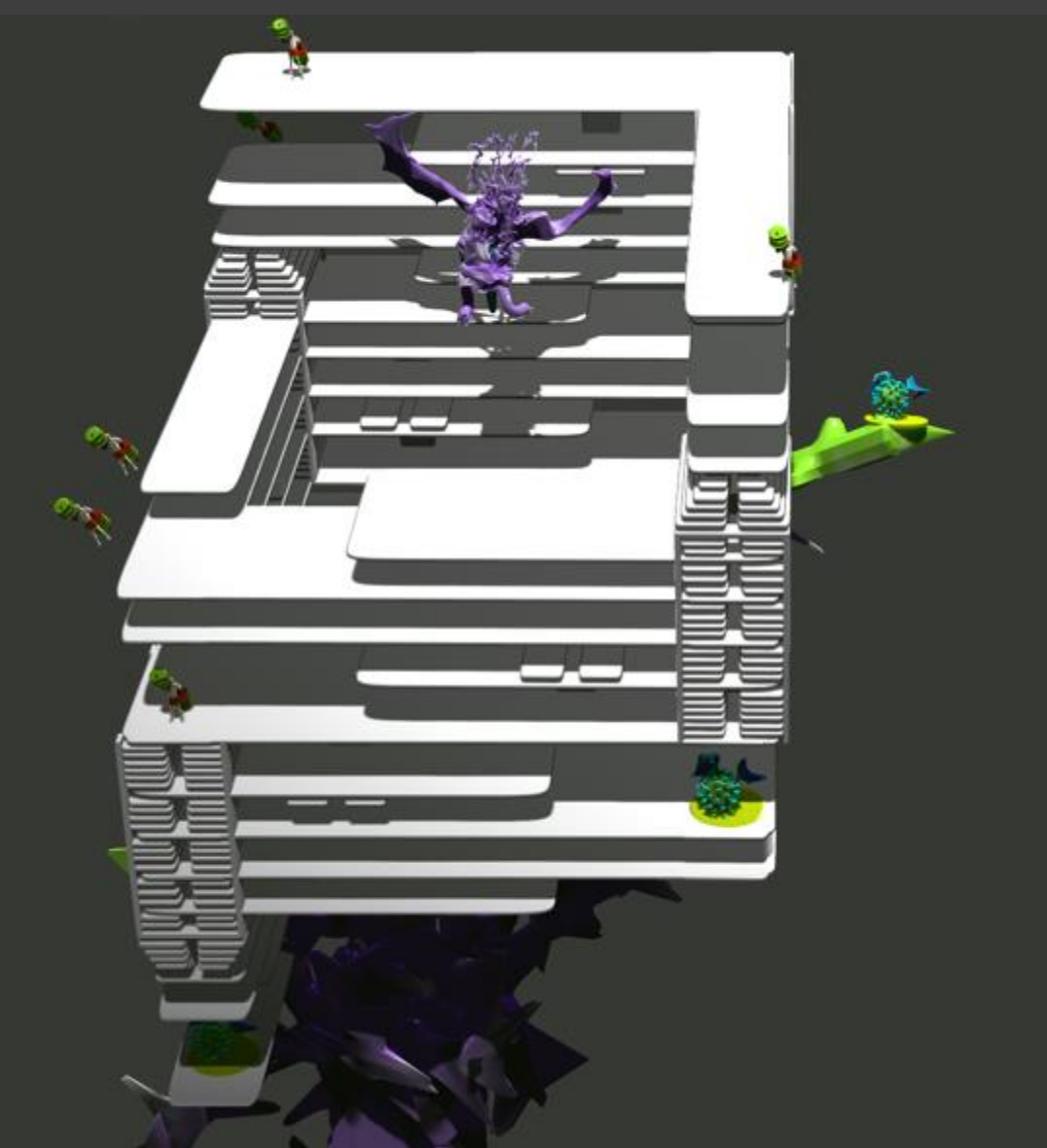




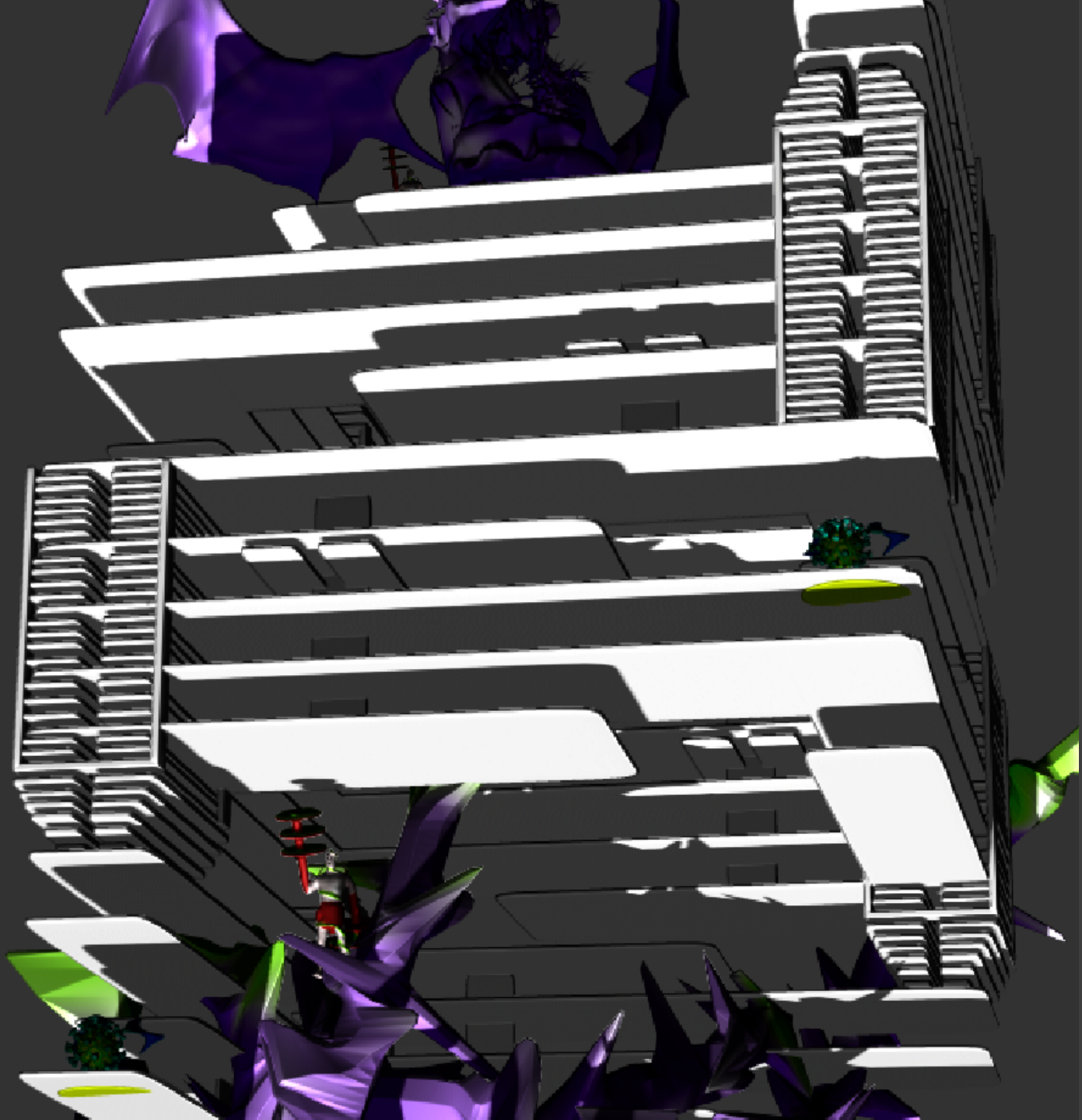
Winged king
blows Three
humanoids
into a void.







The Humanoid on the lowest level escapes the blast and moves closer to the objective.



He can see the organic structure.

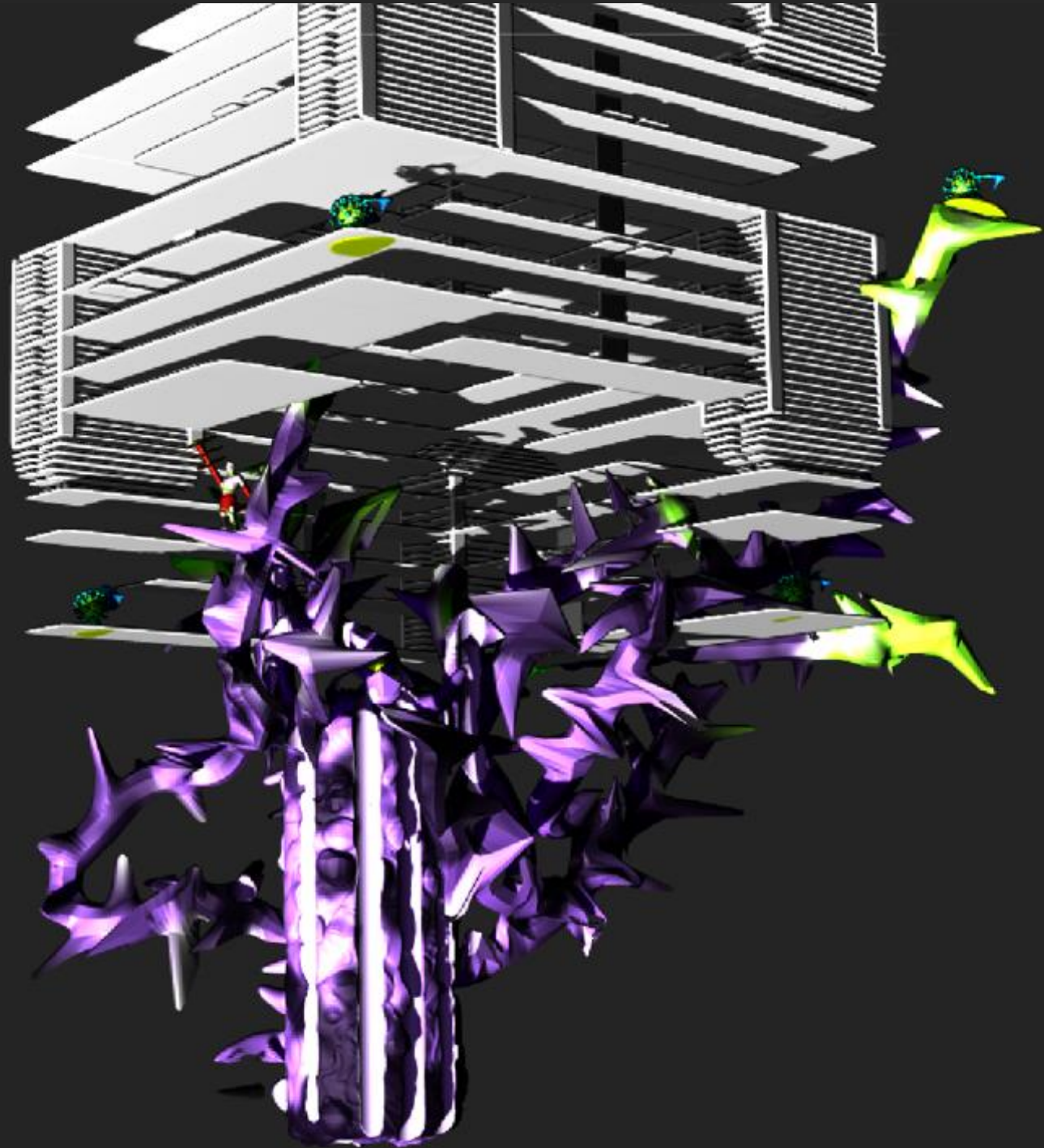


Combat with the green structure!!



The skyscraper starts to tremble.

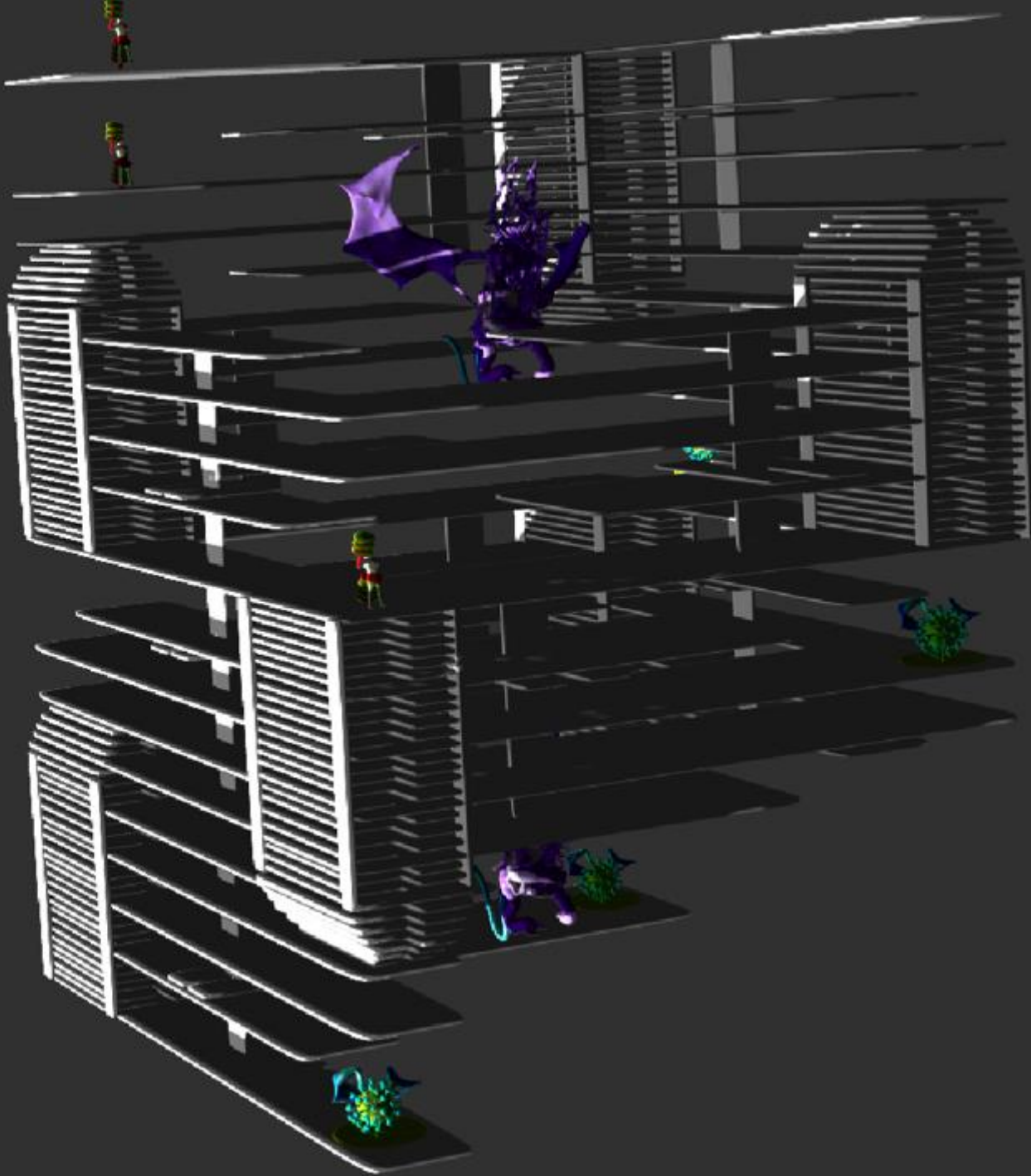




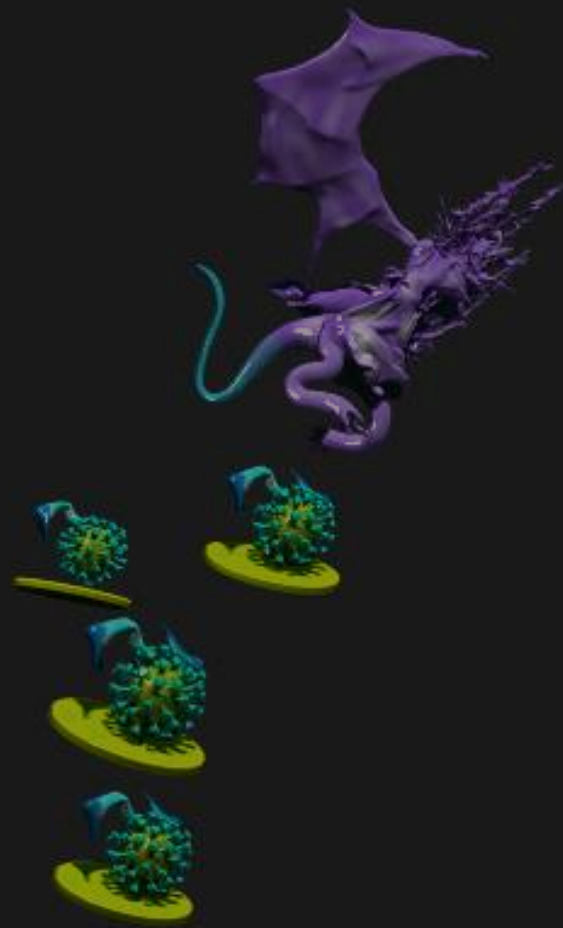
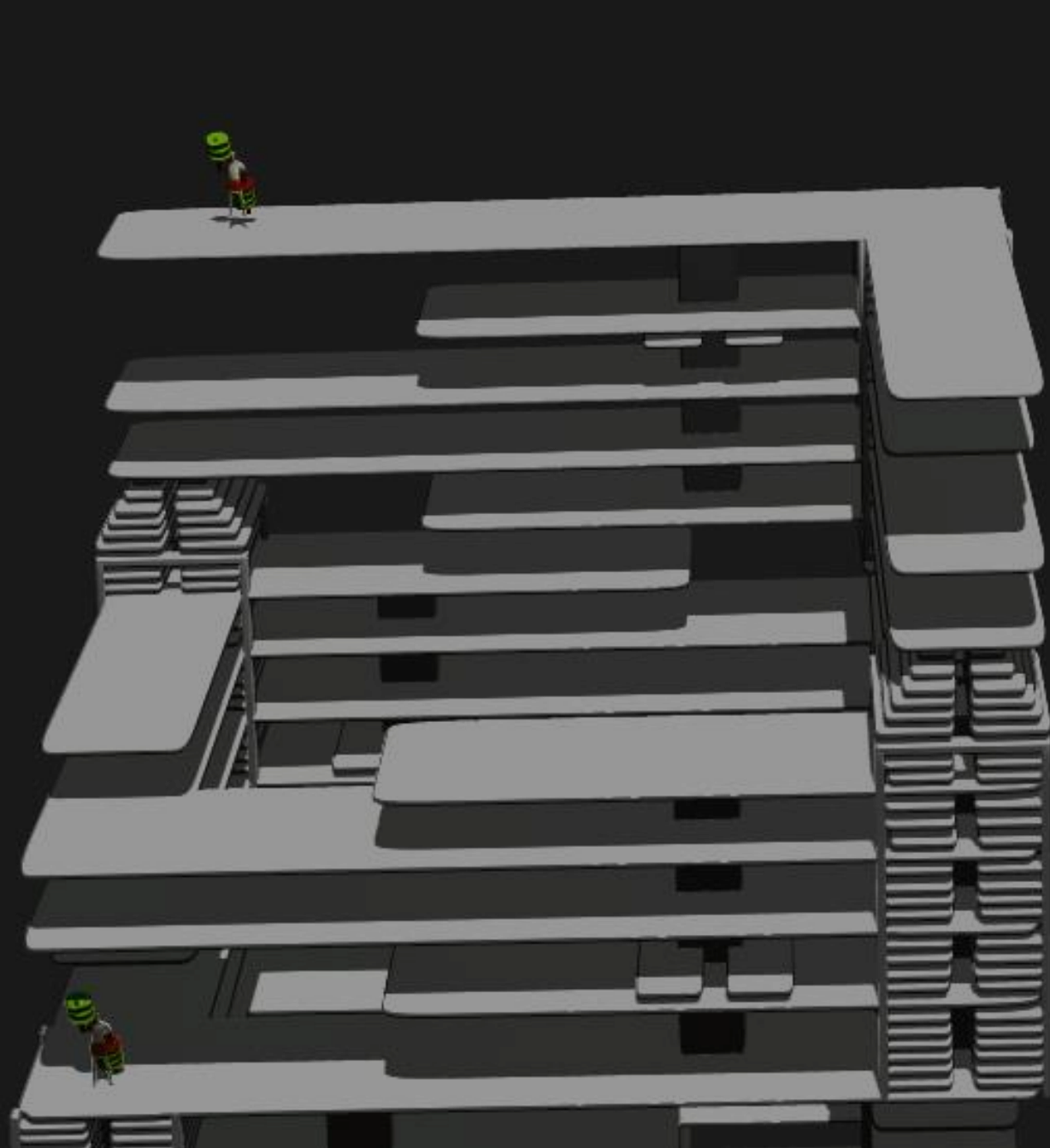
Gaming Space Two starts to fragment.

**Game Space Two
disintegrates**





Only Game Space One survives.



**Without a Habitat the Winged
Creatures fly away.**

