

What Modern Interior Design Teaches us about Environment Art

Dan Cox

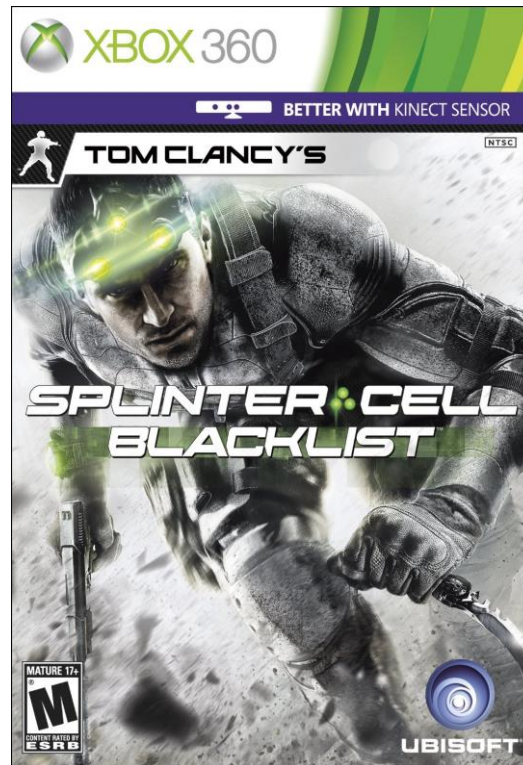
@danjohncox

Ubisoft Toronto



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Seneca









SARAH 101 :
Contemporary Living













Where do go from here?

- Interior Designers are Level Artists
- Interior Design Rules, Tips and Tricks
- Applying to Game Spaces

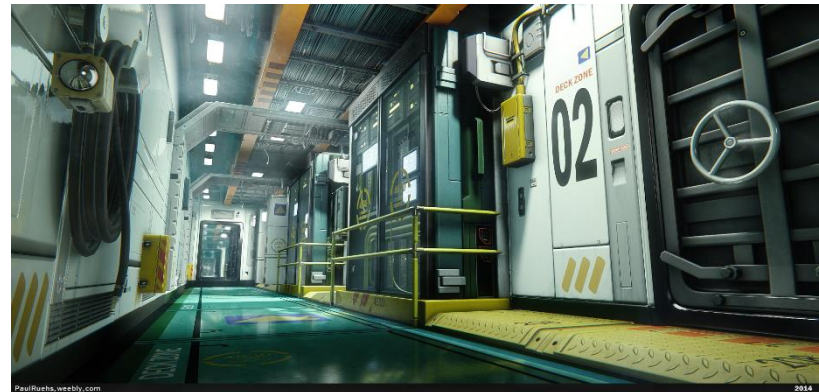
Level Artists are Interior Designers

Form and Function

Form



Form

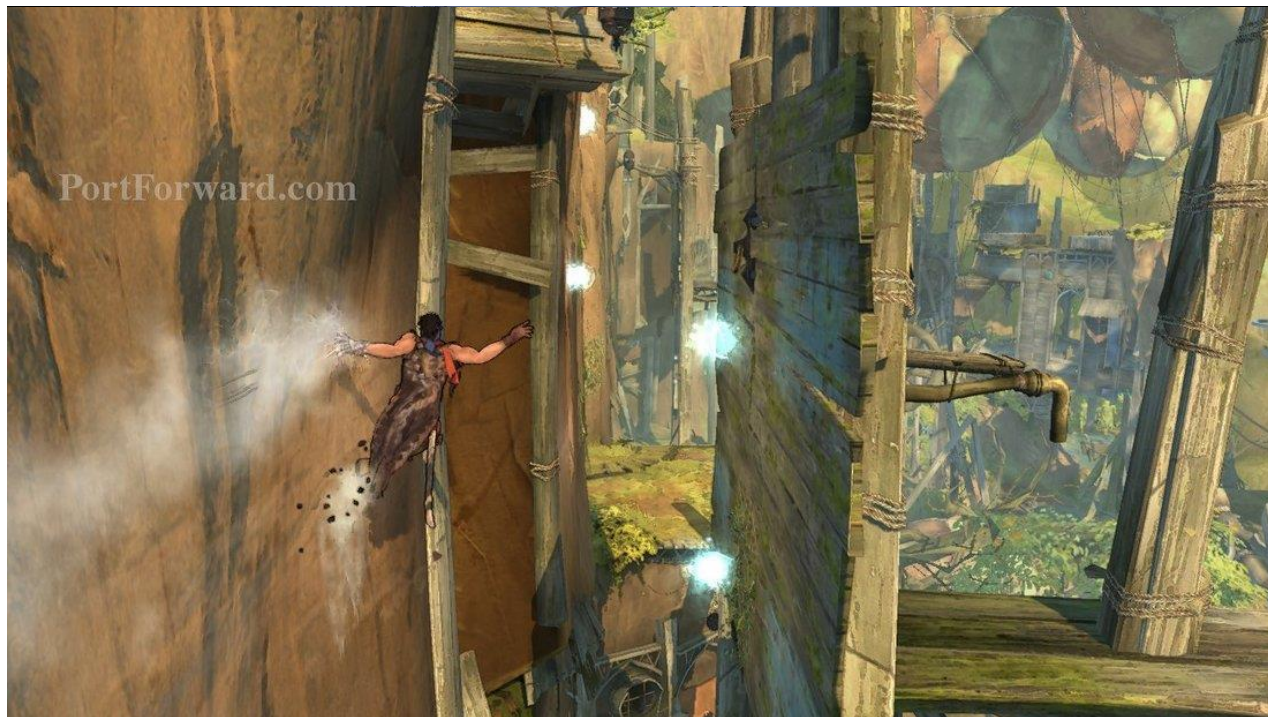


Function

Function



Function



Balance of Intent

Balance of Intent



Balance of Intent







Rules

Rules

Lighting

Balance

Emphasis

Contrast

Rhythm

Repetition

Proportion and scale

Fundamentals



Lighting



Fundamentals



Lighting

Fundamentals

Contrast

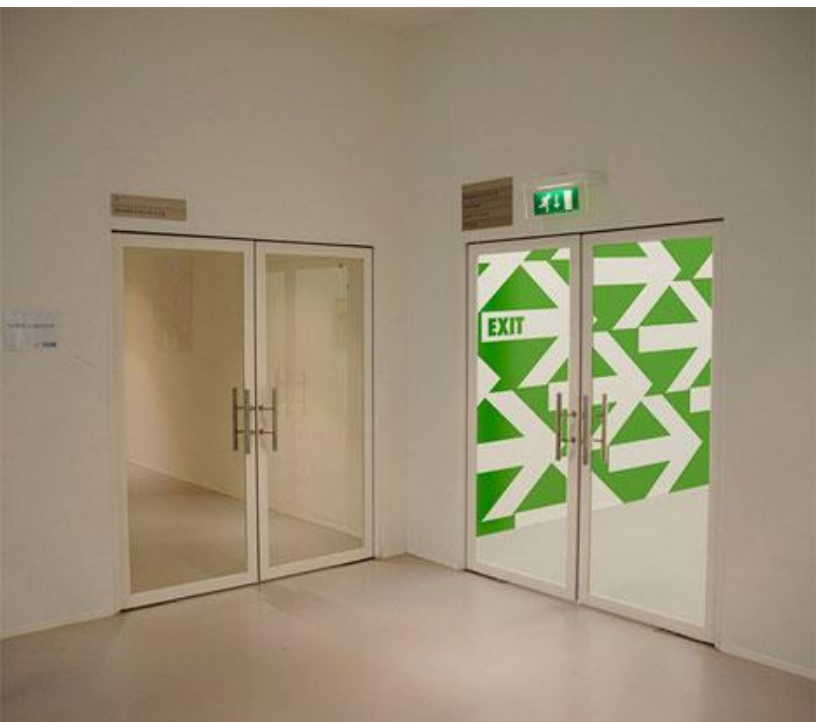


Fundamentals

Contrast



Fundamentals



Emphasis



Fundamentals



Emphasis



Fundamentals



Emphasis



Fundamentals



Emphasis



Fundamentals



Balance



Fundamentals



Balance



Fundamentals



Repetition



Fundamentals

Repetition



Fundamentals



Repetition



Fundamentals



Rhythm



Fundamentals

Rhythm



Fundamentals

Proportion and Scale



Fundamentals



Proportion and Scale



Fundamentals

Proportion and Scale



Fundamentals

Proportion and Scale



Interior Design Tips and Techniques

Tips and Techniques

Don't Fight the Architecture



Tips and Techniques

Don't Fight the Architecture



Tips and Techniques

Don't Fight the Architecture



Tips and Techniques

Don't Fight the Architecture



Tips and Techniques

Choose one color
as the dominant color

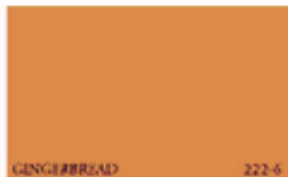
60%



- walls
- floors
- dominant fabric
- furniture

Choose an
intermediate color

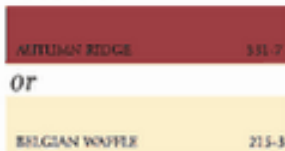
30%



- ceiling
- cabinets
- floors
- smaller furniture

Incorporate one
or two accent color(s)

10%



or

- trim and molding
- pillows
- rugs
- accessories

The 60-30-10 Rule



Tips and Techniques



Don't Fight the Architecture



Tips and Techniques



Don't Fight the Architecture



Applying This to Games

















































Still Applicable



In Closing

- Inspiration
- Better understanding of goals and intentions
- History
- Educational Accessibility

To Learn More

- Not games or movies



Interior Design Blogs



freshome
Interior Design & Architecture



**apartment
therapy**



To be continued...

COME & MEET ME

at the



UBISOFT®

2014

[GDC] LOUNGE

Today

from

4:30PM

to

5:30PM

Thank You

@danjohncox