Creating a Snaps blockout from concept art

The sci-fi theme, and experimental research facility setting for Serekh work well with a modular build approach.

The concept art design of the Service Room emphasizes its utilitarian architecture. It's clear, sharp-edged painting style is enhanced by the:

- Contrasting pools of water
- Orange lights of the Mechanical Arm room and illuminated tubes
- And a slight haze over the pools.

The Exolab room design includes repeating elements around the Mechanical Arm, with duplicated:

- Balconies
- Wall panels
- And platforms with the illuminated tubes.

This style of design can be executed in Snaps Prototype Prefabs. These are simple to connect and can help you create and revise level designs easily.

Here you can see the Service Room prototype being built by the Serekh level designer.

Snaps Prototype Prefabs work with ProGrids, which enables them to snap to a grid system. The simple mechanics for placing the Prefabs meant that the level designer was quickly able to iterate until he found the right way to realize the concept design for the room.

In addition to the modular creation of the room, whole sections like the water pools can be duplicated and aligned on the grid for increased efficiency.

You can use these Snaps Prototype Prefabs to create a similarly engaging environment for your own game. You can also use other Snaps Prototype packs to support modular level design for projects in other themes and genres, or create your own packs to share with others using ProBuilder.