

# Serekh: the Design Brief

*Volume 2: Serekh* from the Unity Icons Collective is an asset pack designed to be used in an action adventure game with AAA visual quality. Although designed for modular use, each volume released by the Collective is set in a shared sci-fi universe called **Buried Memories**. The universe explores emerging futures following a significant, earth-changing event.

The Concept Artist for Serekh worked closely with the Creative Director of Buried Memories throughout the design process. Their role involved designing two different rooms of a technical facility, with strong sci fi styling, designed to immerse the player in a cohesive environment with interesting contrasting elements.

They also provided a range of concepts for the Kirin, the central character: a strange humanoid creature with advanced technological weaponry, inspired by ancient mythology.

In this introductory course, you'll learn how Unity's High Definition Render Pipeline can be used to create AAA-visual quality in your own games.

Just like in Serekh, a clear and well-defined concept is a vital foundation for success.