

# Lighting Overview

Concept art was the primary reference resource for the Lighting Artist. The Serekh concept art styled the two different rooms with unifying features and clear points of contrast. It also provided the designer with a color palette for each room.

In the Service Room, the liquid pools on the floor are the main source of lighting. Although they are relatively dim, they do produce reflected lighting on the machine arms. They also light the characters present, so have been calibrated to light the player character

This effect was created by shining a light down into the pools, which act as reflectors. In a sense, the bottom of the pool acts as the emitter itself. This produces soft gradients whilst still providing some directionality to the light.

This more ambient approach to lighting the room helps to create a mysterious atmosphere.

The Prefab workflow made this process much more efficient; after configuring the lighting once, it could be instantiated throughout the room by the Artist.

They also provide a greenish light throughout the room, which contrasts with bright touches of orange provided by doors, tubes and the balconies.

The Exolab is primarily orange in colour. It has warmer lighting at the bottom of the room, around the Arm, transitioning to cooler lighting at the higher levels of the room.

This room includes Area Lights on the walls, and illuminated sets of tubes which have been created as Prefabs to increase efficiency.

The strong light in the centre of the room emphasizes the Arm and Pod, the objects of focus in the Exolab; the intensity is a clear contrast with lighting at the edges of the room, and in the Service Room.

There are also softer baked Area Lights and a large two-meter spotlight in the background -- these soften the shadows and create more color contrast between the warm orange and the cooler top of the room.

This faithful reproduction of the concept rooms with sensitivity to the needs of the player and requirements for high fidelity visuals, enabled the Artist to deliver the vision set for the project.