

CrossLight by Imen Hellali

Experience the Temple of God under a new light



General Idea:

Game Idea:

This Game revolves around the experience and the feeling the player will get while roaming in the game world.

Conception of the Game world:

The Game world consist of a forest, where it was ones habitable, yet now it is only an abended area.

Highlights:

The player is able to experience architecture through two buildings, namely two churches, while discovering at first hand the impact of the architectural design in the game of light and shadow.

The two visited churches will differ fundamentally in the architectural style, and will deliver totally different feelings.

Game Genre:

Exploration Game:

As the main purpose of this game was to highlight the architectural features, it was primordial that the player experiences the buildings without any intervention from the game world.

VR Game:

To increase the immersion for the player, and deliver a more faithful and closer look to the details in the building and area, it was decided to play the game in VR.

Design:

Inspired Works:

Tadao Ando:

Tadao Ando is a Japanese architect whose works are worldwide renown. His minimalist approach to designing buildings, while harmonizing them with nature, as if these latter were created by mother nature itself is just mesmerizing.

Tadao Ando most famous buildings have always relationship with gods. Let that be a buddha or Jesus, Tadao Ando buildings do not discriminate between religions. These work of arts stand delivering their beauty with a warm breeze of peacefulness and serenity.

Roman Medieval:

In Opposition to Tadao Ando approach of peace and call for harmony, the Roman Medieval buildings, exceptionally the churches were extremely extravagant. The purpose behind such a design is to demonstrate a status, let that be power, money or any kind of control.

During the roman medieval era, the religion was ruling the country, and they have a say in every decision.

Architectural Highlights:

Choice of buildings:

As this game aims to deliver different feelings to the player, it was decided to demonstrate two fundamentally different buildings in approaching the same topic, hence presenting two churches, which both come from different time and age, concepted with different views, yet serving the same purpose, that is worshipping the god.

The Two buildings were chosen to enhance the difference between the antique and the modern approaches.

Roman Medieval Inspired Church:

The church is shabby from the outside, yet extravagant from the inside.

Outside: The game world is located in a forest, to emphasize the abandonment and antiquity of the building, while blending it with its surroundings the building was created as discrete as possible from the outside.

Inside: Keeping faithfulness to the roman medieval style, the building was created with a high ceiling and many arcs.

The floor is composed of rough colored ceramic tiles, that show a path to the pulpit.

To create a wealth and an old roman feelings, the lectern and chairs were created with sculpted wood furniture, that were glazed with dark vernissage.

To accentuate the age and antiquity of the building: dust, rocks, trees, and mosses were distributed inside the building.

The main highlight of this building is its Tempered colored glasses, that refracts the lights which reflects on the surface of the furniture and show the outside nature, as if the leaves and reflected trees were trapped inside of these furniture.

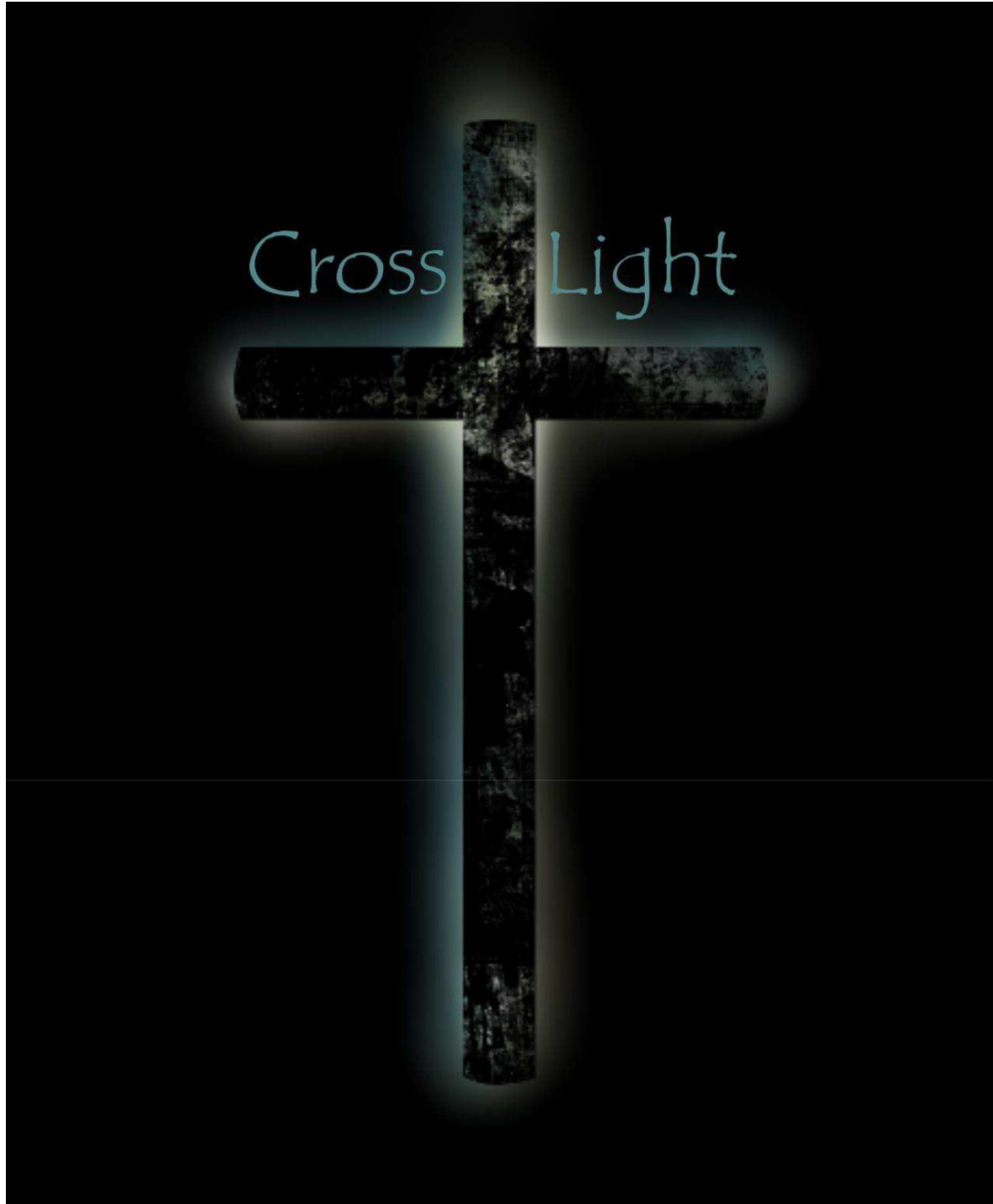
Tadao Ando Inspired Church:

The church is modern and windowless, simply designed and elegantly furnished.

Outside: The outside is minimalist in its design, built from asymmetric geometric tiles.

Inside: This church was equipped with cuboid chairs from white marble, to emphasize the serenity and simpleness. To highlight modernity and add a hunch of elegance, soft leather sitting cushions were added. Not forgetting that these two churches exist in the same world it was important to include at least one element that relates the other building to this one, namely the lectern that is used by the pope. In opposition to the first antique building where the religion was used as means of power-displaying, this modern building which deviated from those means, needs to keep some history alive. That is why the lectern was designed to be less on the minimalist and simple side but more on the extravagant side. To enhance the idea that this

building is windowless and is illuminated by the sun during the day, in addition to it being abended in a forest, some outside-rusty-lanterns were added, which illuminate the building during the night time.



Cross Light by Imen Hellali
Technische Universität München
Fakultät für Architektur und Informatik
Lehrstuhl für Architektur
Arcisstraße 21
80333 München