

Abandoned Amusement Park – Brief

George O’Keeffe | MA Game Art | 07/09/16



Context

In 2000, a new amusement park under the name of Jazzland opened in New Orleans, Louisiana. The aim of this park was to provide fun and entertainment to the New Orleans area, while also celebrating the rich jazz culture of New Orleans. After 3 years of unsuccessful operations as Jazzland, the amusement park was purchased by the Six Flags Entertainment company, a hugely successful amusement park corporation based in the United States. Six Flags evolved Jazzland greatly over the next few years, and eventually changed the name to Six Flags New Orleans, and promoted it to a flagship amusement park in their portfolio.

In August 2005, one of the biggest and most catastrophic natural disasters ravaged New Orleans, demolishing hundreds of homes and businesses. Six Flags New Orleans was no exception. During the

disaster, the park's drainage system failed, and the entire park was flooded. About 7 feet of dark-black sea water from Lake Pontchartrain poured into the park, and stayed this way for over a month, corroding and dissolving anything in its path.

Reports state that the 80% of the park was demolished, and any salvageable pieces were either stolen, or repurposed and brought to other Six Flags parks in the country.

Over ten years since the disaster demolished the park, a lot of the structures still remain, and the park has become a haven for urban explorers and film-makers because of its haunting post-apocalyptic-like remains.

Game Environment Proposal

Goal

I propose creating a next generation game environment based in an abandoned amusement park **in the style of** the remains of the Six Flags in New Orleans. I want to capture the eerie and creepy nature of the environment, creating a variety of experiences to expose and explore the player's inner fears. The environment would benefit from a variety of animated and intractable assets, that further heighten the discomfort of the player.



Setting:

An abandoned amusement park – similar to the Six Flags in New Orleans



Primary reference shall be taken from the Six Flags in New Orleans, but I also intend drawing heavily from other theme parks (working and abandoned) and other abandoned environments. Using all of these as reference I will combine the most important assets, and design my own theme park from scratch. As a theme park is typically populated, this abandoned theme park runs the risk of looking bare, and so I will shrink overly open spaces, and add more interesting set dressing elements. To compensate for scale, I intend on modelling a number of lower poly assets or imposters to populate the background of the environment, and will ideally frame their visibility within my smaller environment

Game Context & Camera Interface

First person urban explorer game.



As stated previously, the dilapidated environment is now a heaven for urban explorers, and so I have decided to root this environment in an urban explorer game. After looking at exploration videos as reference I have noted that the perspective is typically first person, and revolves around the explorers breaking into an abandoned space and exploring the ruins. Typically, the explorers use flashlights and night vision cameras in dark areas, so this would be an interesting addition. <http://bit.ly/2c7E4ze>

Lighting:

Night/Dawn with dark, almost black interiors.



As the theme park is supposed to be abandoned, the primary source of light comes from the morning sun, as well as the explorer's flashlights. I would love to incorporate a generator, where the explorers can enable lighting within the environment, even temporarily, however this is time dependent. The sky will be a relatively clear dawn sky, as explorers typically infiltrate the ruins at night and await morning.

FX and Interactivity

Subtle natural movement, with some interaction from the explorers.

The environment would really benefit from some subtle animation and movement, particularly with trees gently swaying, or the chairs of hanging rides and torn cloth gently blowing in the wind. Interactivity (maybe jump-scares) would also be ideal, but is time dependent.

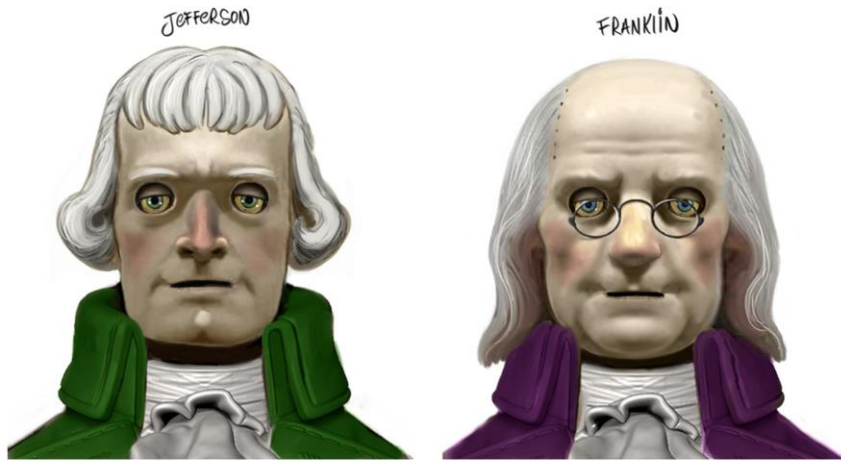
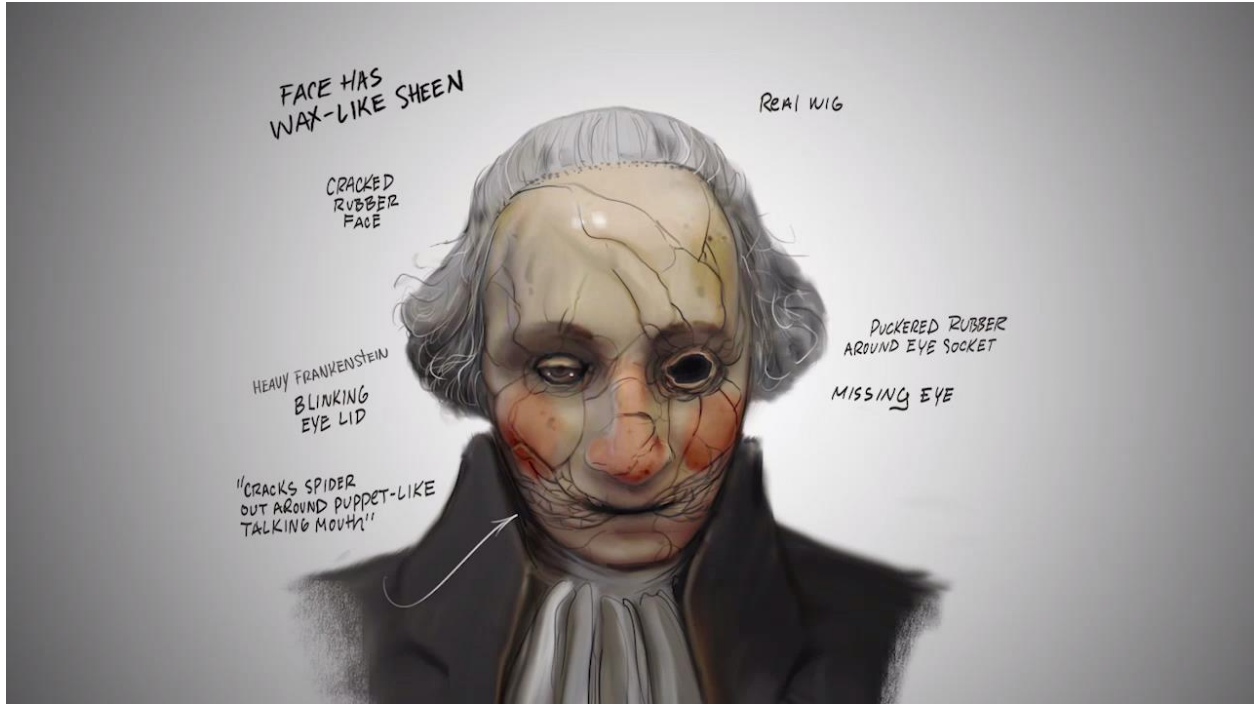
Materiality:

Fake looking, but intentionally fake.

Theme parks are typically constructed of cheap materials, and are designed with only aesthetics in mind. However, when damaged they reveal their cheap construction in a really interesting way - The paint wears away, and exposes the foam and fiberglass interior. It will be a real challenge to recreate this cheap material without accidentally making the asset look poorly modelled/textured.

Bioshock Infinite is just one example of a game that clearly replicates figurines in game. The Motorised Patriots are a really good example – damaged figurines that have come to life and escaped the Hall of Presidents museum. Their aesthetic is very clearly not a real character, but instead a living replica. They are a "*porcelain child doll, poor replica of George Washington*" and are seen as "*both funny, and kind of terrifying*" [Ken Levine (Creative director) and Nate Wells (Art Director) discuss the Motorised Patriot <http://bit.ly/2c0D1F7>]





DAMAGED STATES



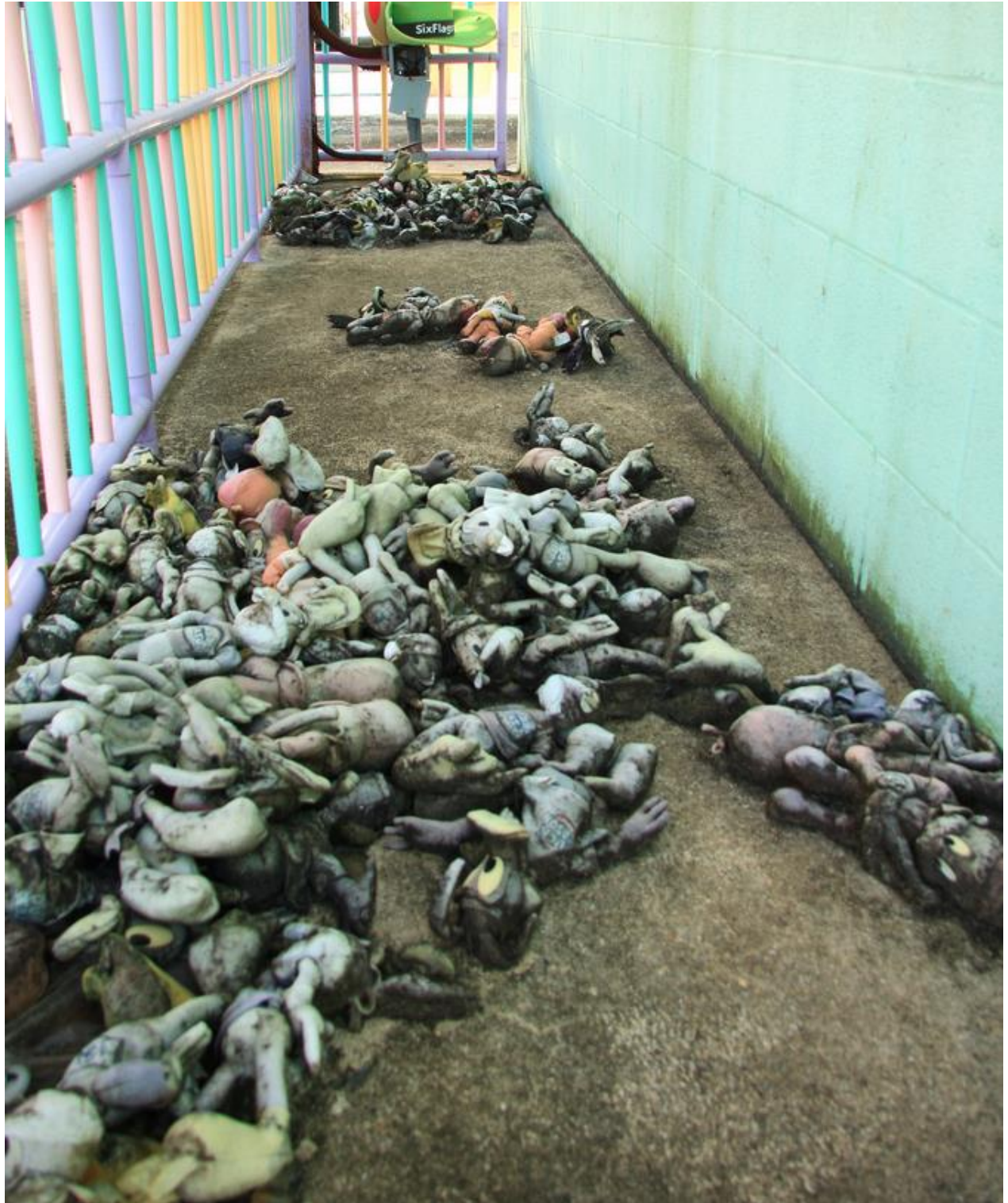
Mood and Tone:

Creepy and eerie.



The tone I want to explore in the environment is the same eerie and creepy atmosphere present in the urban exploring video discussed earlier. The environment is dotted with haunting imagery and the disturbing remnants of fun. Clowns statues with their faces torn open, damp and rotting stuffed animals, old park posters and leaflets blowing in the wind.





Set Dressing:

Remains of the theme park are scattered throughout.

Set dressing will be a huge factor in creating the creepy and eerie feel I want to achieve. There are a few assets I would like to include, in attempt to achieve this:



1. Creepy Clown Head



2. Rotting stuffed animals texture



3. Singular rotting stuffed animals



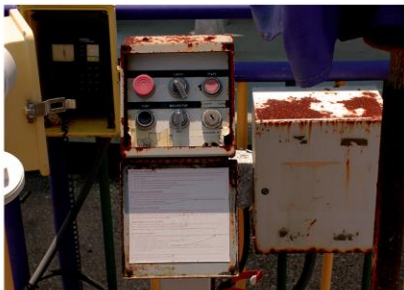
4. Old backpack



5. Rubbish bins full of water



6. Statues



7. Switch board



8. Speakers in barrels



9. Tickets and papers



10. Cloth & fabric blowing in wind



11. Signs



12. Fire hose

Rides:

Small-scale rides are more important in first person.



As this is a theme park, the main attractions are incredibly important. That said, however, I do not intend on spending my time modelling and texturing a number of roller coasters. Instead, I intend on focusing on the more small-scale rides and amusements. As silhouette is important, I intend on modelling a number

of roller coasters also, but they will be much lower in resolution (or even imposters) and not viewed up close.

Below is a list of the rides and attractions from within the Six Flags in New Orleans that I would like to recreate in order of importance (This may change as I explore other theme parks more).



1. Carousel



2. Ferris Wheel



3. Mardi Gras Madness



4. Flying Chairs



5. Skycoaster



6. Bumper Cars



7. Mega Zeph



8. Cool Zone



9. Other

Shops and Restaurants:

Old damaged shop fronts and restaurants exteriors.



Shop fronts and restaurant facades will really help to sell the idea of an abandoned amusement park. Theme parks typically have a main street near the entrance with overly cheesy shops selling overpriced gifts and fast food. Similar to the rides and set dressing in the park, the facades of these shops are constructed in a very cheap manner, where aesthetic is the main priority. They typically follow a key theme (like in Six Flags New Orleans the Mardi Gras area follows a mardi gras theme throughout). I aim to model and texture a few key building facades, using my architecture experience. Below are some of the more important building facades, but I aim to fill the rest of the environment with more generic ones.



Toilets



Sponge Bob



Games

Graffiti:

I will design creepy graffiti similar to that in Six Flags New Orleans



Graffiti will be the final finishing touch to the theme park, and should solidify the abandoned aspect of the park. Since it's abandonment the park has been tagged by a number of graffiti artists, both 'professional' and amateur. Some graffiti, like this one above, heightens the haunting mood of the theme park.

