

Built in 'extras'

physical spaces

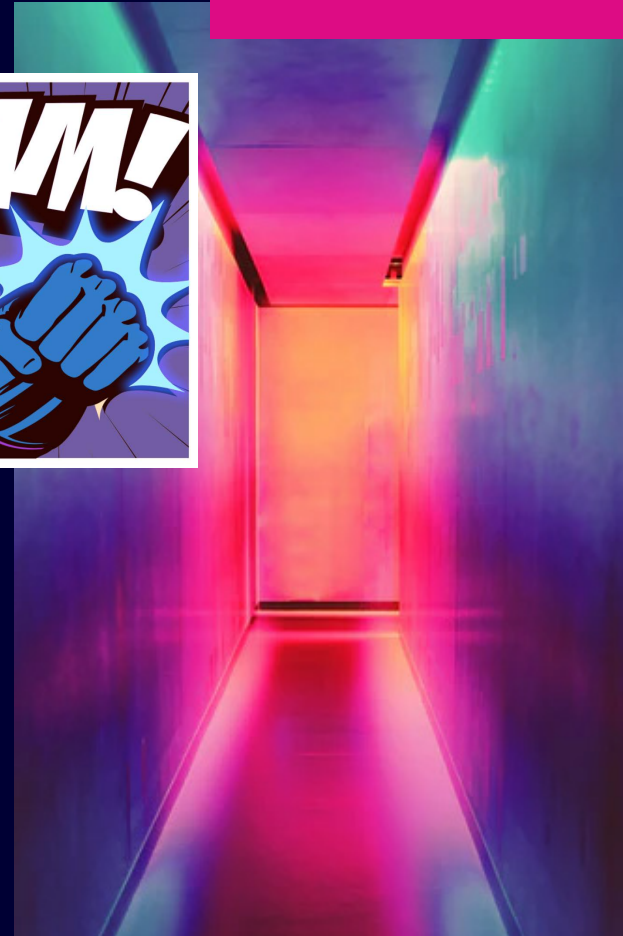
This project seeks to use Unreal's world building and gameplay interactivity feature to create extra or secret spaces that can be accessed under certain conditions. Possible use cases for privacy or secure access points for government or as fun hidden bonuses for visitors.

Some of the most fun features of video games are 'easter eggs'. Incorporating this concept into physical buildings with Unreal's simulation and interactivity merges architecture with digital technology.

I'm super interested in gaming and fascinated by the possibility of a hybrid world where digital spaces blend seamlessly into and become an extension of the corporeal world. Applying features of game engines to the built environment is both exciting and future-oriented.



In a batgirl comic she figures out a pattern in a virtual space to find a "cheat code" that one of the villains had coded into the virtual game. It gives her access to an item that normal users would not find.



CRTKL has a prime opportunity to position itself as a future-proof architecture firm by integrating new technology before we fall behind. By incorporating elements and features of intrigue, we attract more potential clients from various industries, leading to more revenue and growth.

Steps toward realization:

1. Explore Unreal's worldbuilding features and limitations
2. Verify on use case (necessity v. delight)
3. Test series of actions/voice commands needed to activate space