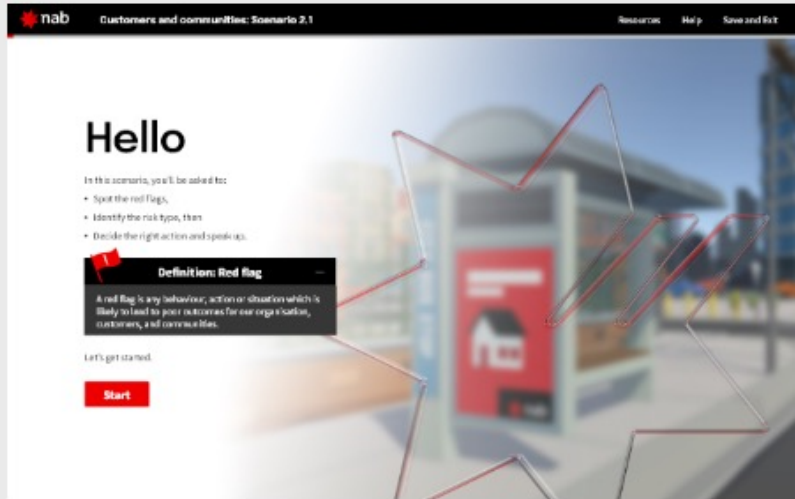


Environment - Scenes



1.0-1.2 – Presentation 1 – 2



2.0-2.1 – Presentation 2

A low poly style environment will be used to complete each scenario.

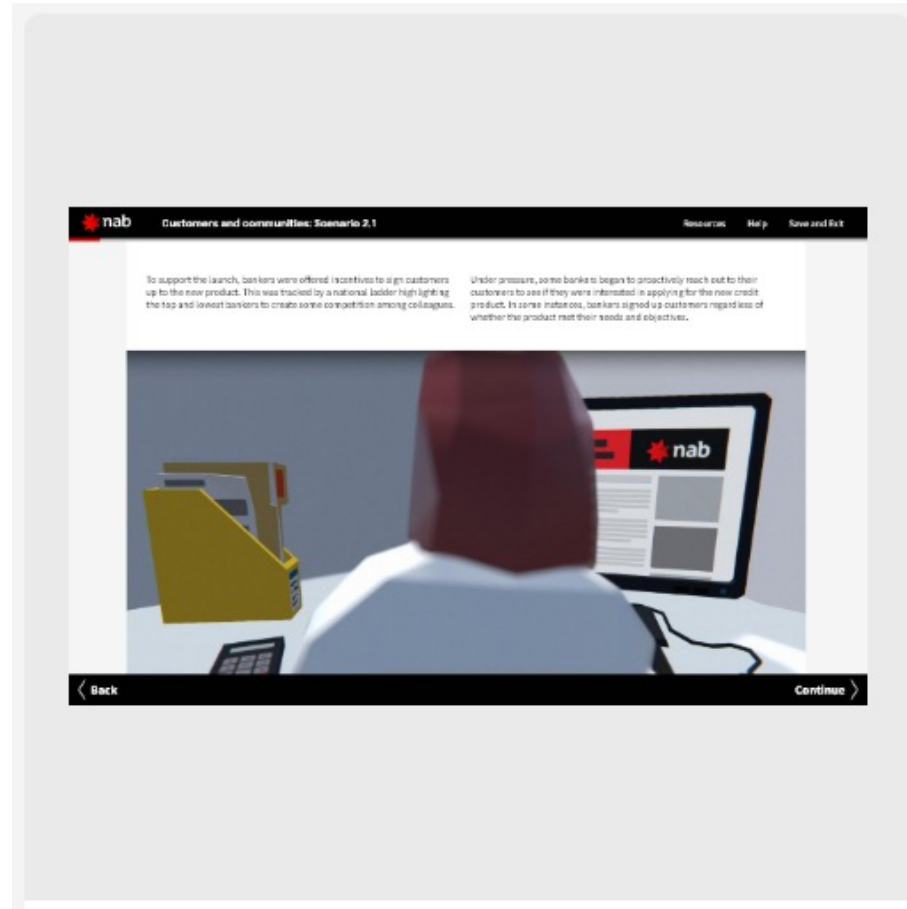
Examples of people imagery in situ.



2.2 – Presentation 3 – 1



1



2.2 – Presentation 3 – 2



Conscious people placement.

Only use where required.