

NOTE: Additional changes may take place in further versions of the level/project.
`r.Streaming.PoolSize 0` can be used if meshes are not displaying properly.

Goal

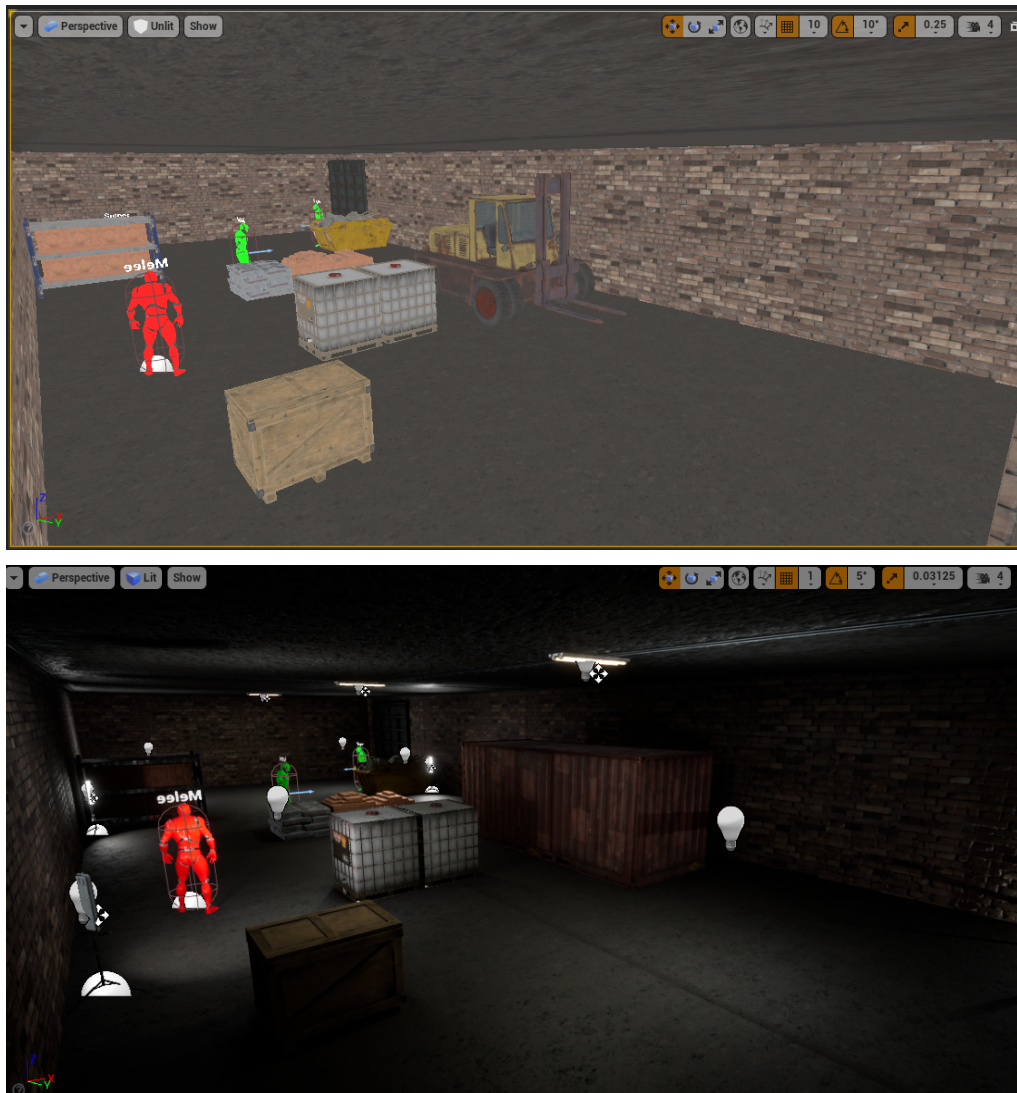
The primary objective for this milestone was to add lighting throughout the level. I had not thought much of how the lighting would be handled for most of the map besides lights/lamps you would find in real life, so when implementing the lights I tried to use those while also utilizing point lights to make it brighter in certain areas. I do think in the future it may be best to make it slightly brighter in certain areas, therefore for the next milestone the current light blueprints may be modified to help with this.

Hallway



Removed one of the brick stacks near the end of the hallway primarily due to how harsh the lighting was on it.

Storage Area



The forklift mesh was having UV issues so it was replaced with a shipping container. Originally I wanted some sort of large/tall object here, so the intended function still remains.