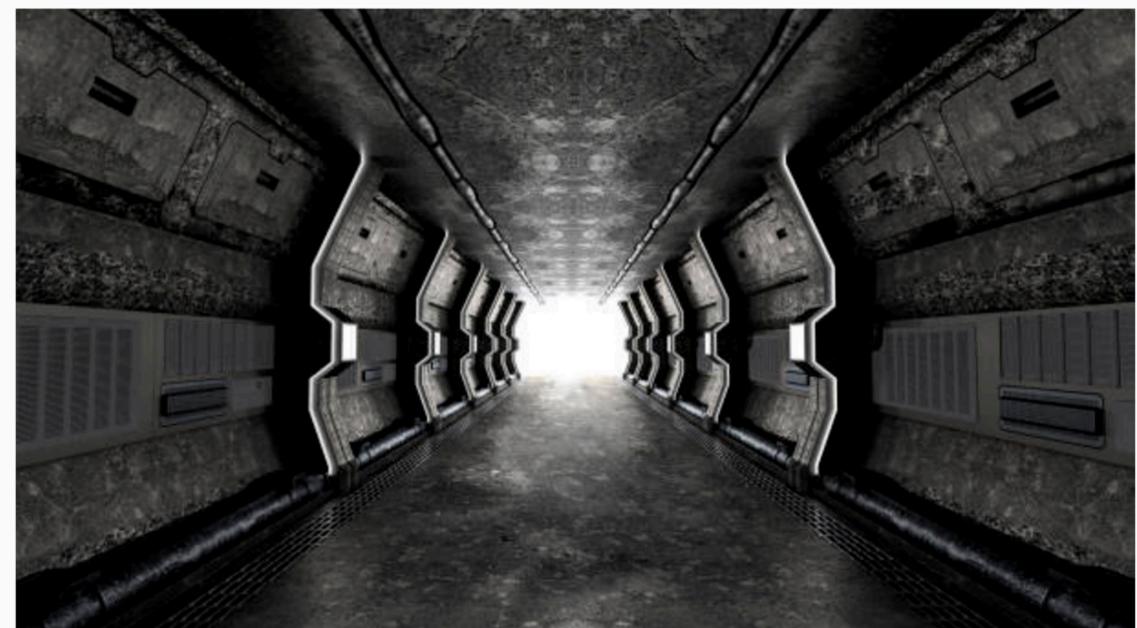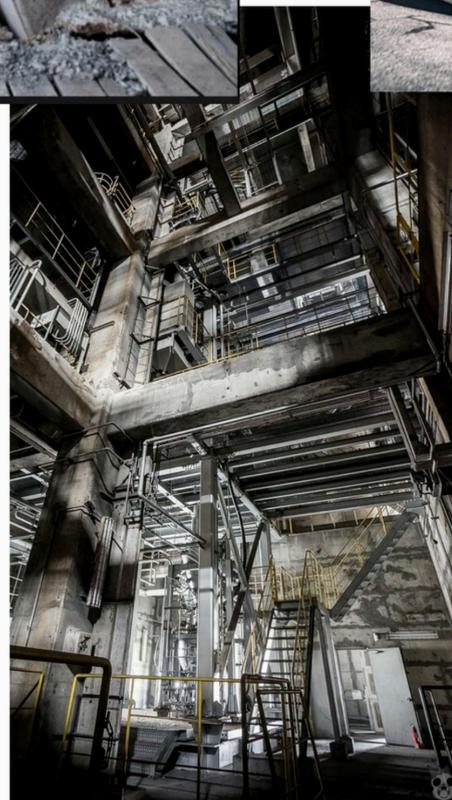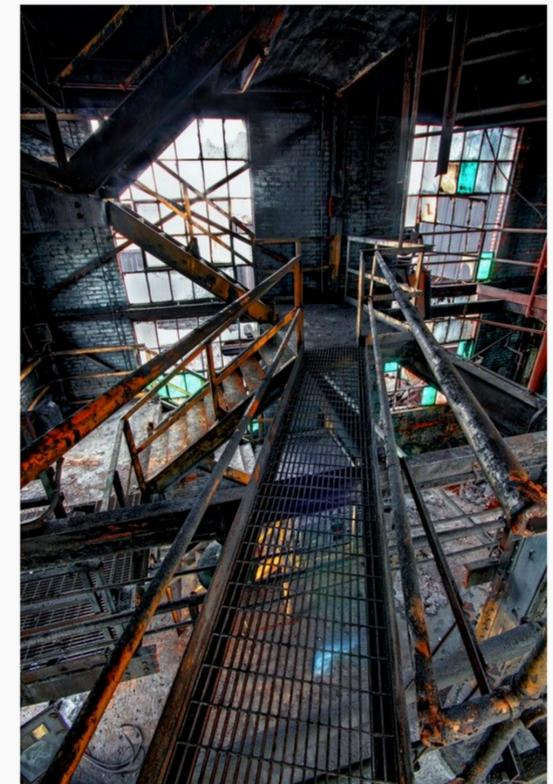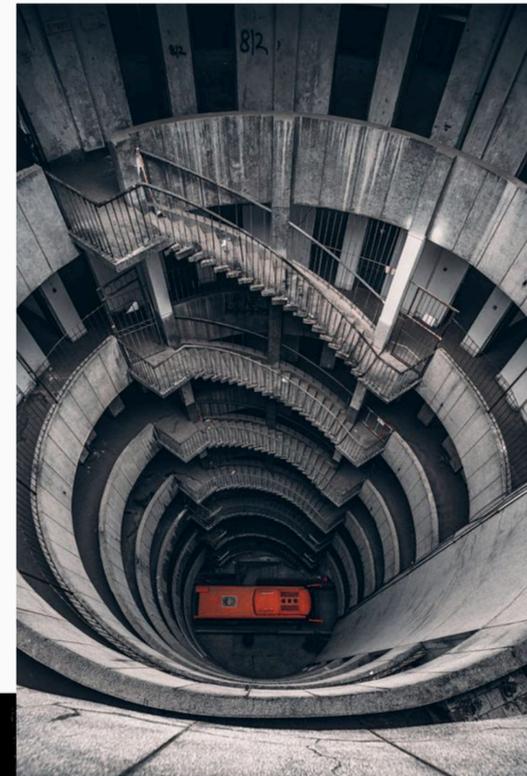# Collapsing Tower

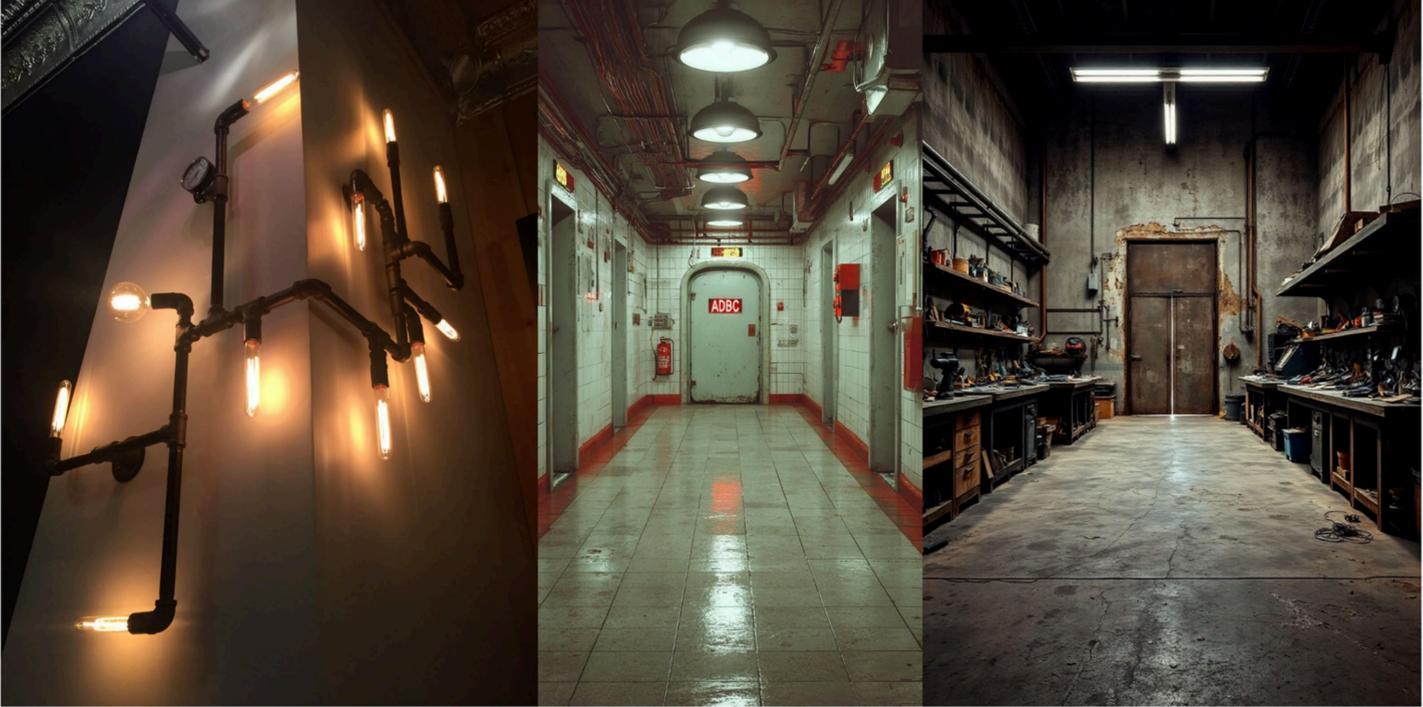Art Direction & Visual Design

Andris Robu

2026

MOOD

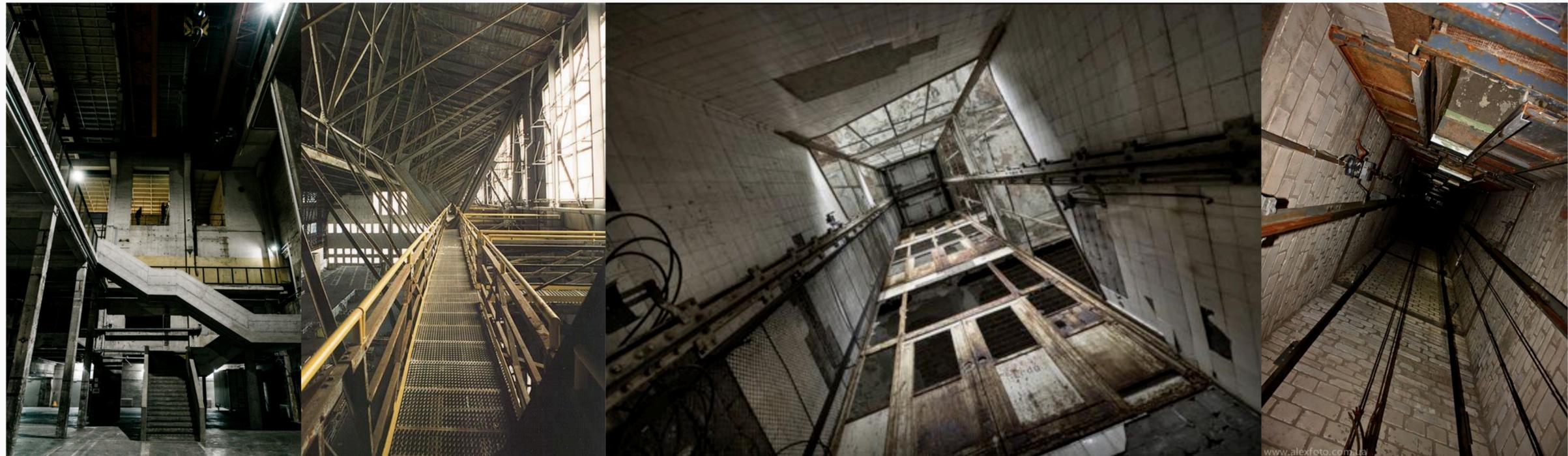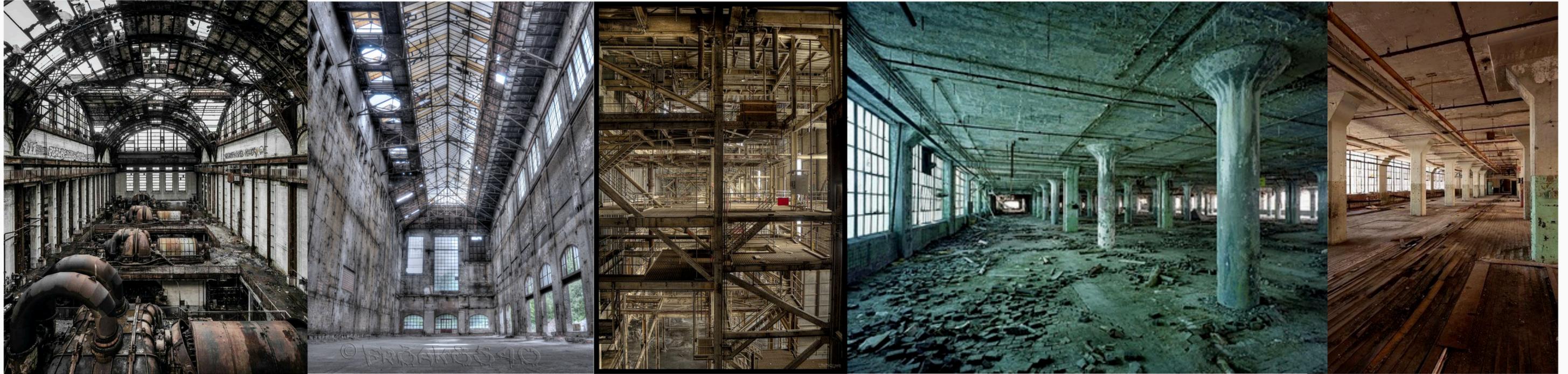A collapsing industrial tower where player must escape downward.

ENVIRONMENT

Exposed concrete and metal spaces with industrial lightning and occasional natural light.

ARCHITECTURE

Vertical spaces, stacked floors, and open shafts guiding the player downward.

CHARACTER

Industrial worker/inspector with practical gear and clothing layout.

UI

An interface representing an industrial environment.