# Methodology of creating the shop in "Apothecary"

The shop created for our project 'Apothecary' was from the start intended to be a representation of a fantasy wizards' shop. While at the start in discussions with my team member the idea of having the shop be a more confined space being that of a traveling shop in a cart, we instead opted for the vision of immersing players into the world in our minds. A big part of VR for me is how it takes you from the normal world and can transport you to somewhere completely different, that is why when concepting and designing the area for the project I wanted to go for accuracy to really transport the player into our world.

A way I went for accuracy when first designing the shop was to create and name the place it would be set in to give me a basis for how to design the shop and surrounding area. As you can see from the image, I used a tool on https://watabou.itch.io/medieval-fantasy-city-generator to randomly create a town around the size I wanted, then I looked and chose a street and building that would fit our size requirements for the project.


The next step for me was to get an idea of what the shop itself would look like, as the inside would be the most important part of the project, meaning that this should be thought about first. In order to get the feel of a fantasy apothecary shop I looked at the following reference images:
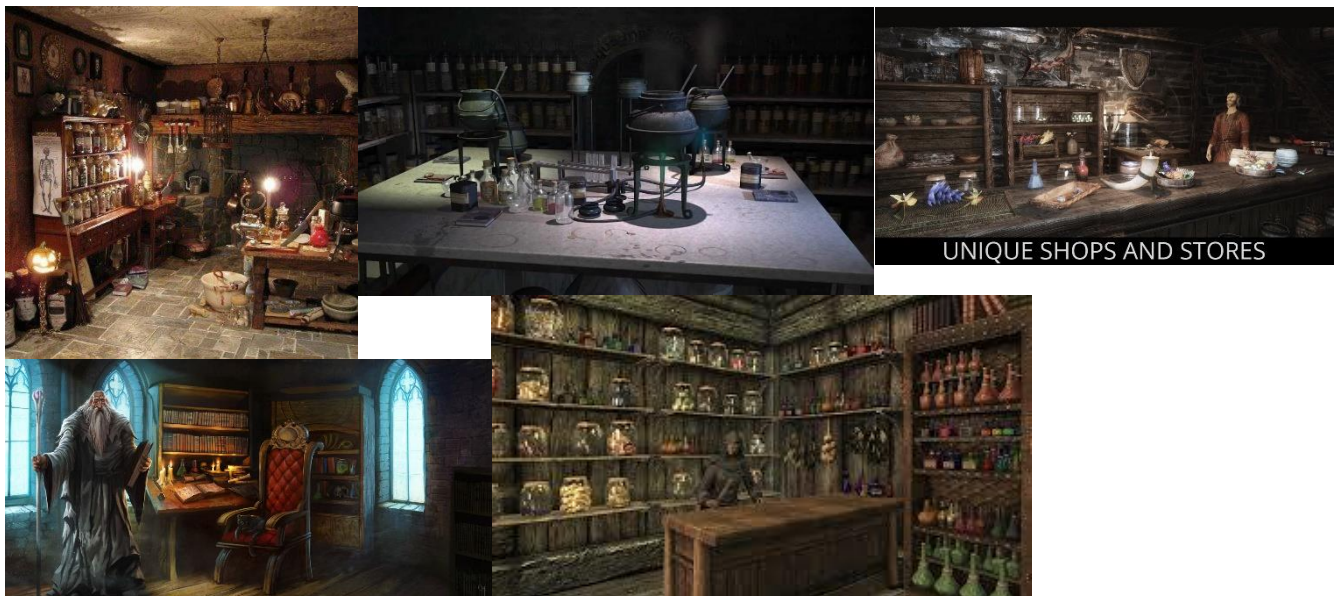
Another step I took to get the feel correct was to go into games like Skyrim and visit the various designs of shops the game has to offer. Finally, I went over a few simple concepts to finalise the vision of the interior and exterior of the shop. I looked at some of the old shops around York town centre and in the shambles due to them being white old buildings. While the outside of the shop will not be rendered, I felt that concepting the outside would give me a bit more of an idea of how to set out and design the interior of the shop more accurately.
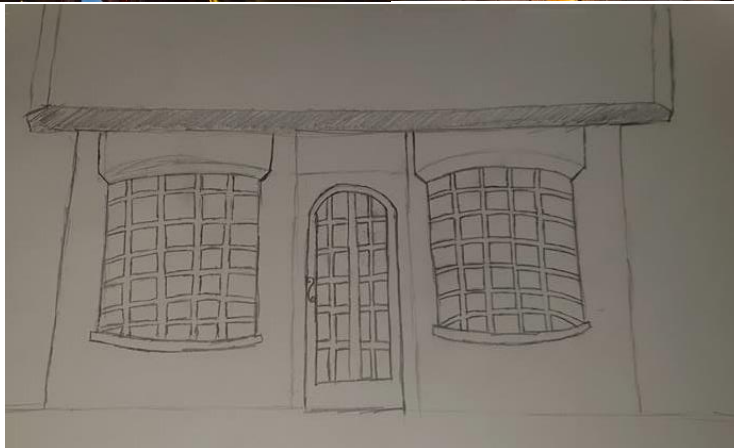
I found that a reoccurring theme in the magical shops in games was that the places where typically filled with jars and lit by candlelight and fire places to give a more fantasy/mystic feel to the environment. I also found that the shelves were filled with odd baubles as well as the equipment that the shop owner would use like scrolls and pots so in my design of the interior, I made sure to

include these. Due to this I decided that the main assets for the interior should include not just everyday items for the wizard but odd and magical trinkets to generate intrigue.

Once I had the idea for the shop's interior and exterior, I began work on sketching out the rough layout of the interior from a bird's eye view. After we had the idea of the size, we created a Whitebox of the level then tested the scale in VR and adjusted accordingly to make the space feel more immersive. Then I planned roughly what I wanted inside the shop and got to work on sourcing and creating the assets to then be placed in the playable space. After spending time arranging the assets and creating the outer walls and textures to fit our vision. You can see the final results of the work I created in the video of the shop included in the file. I believe we managed to give an immersive experience and successfully created the warm and magical atmosphere we were hoping for.