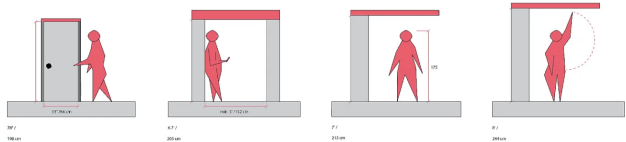


Scale and Proportions

We will be working with standard Blender units aka meters. One meter is one Blender unit. One meter is also 100cm, so working from measurements like the ones attached is easier than it seems if you're used to imperial!



DOOR FRAME

The lowest vertical barrier we experience is typically when passing through doors.

ELEVATOR CAB

Elevators typically have low ceilings, contributing to the claustrophobic effect.

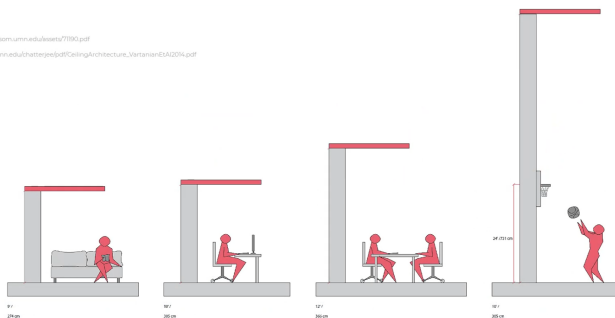
MINIMUM CEILING HEIGHT

Stipulated by law, the ceiling for a living space should be minimum 7 feet.

TYPICAL CEILING HEIGHT

The average ceiling height in domestic settings is 8 feet, for comfort and economic reasons.

Sources:
<http://blends.com/units/blender/7700.pdf>
<http://blends.com/units/blender/7700.pdf>



MORE SPACIOUS OPTION

In Victorian houses and more luxurious home designs, the 9 foot ceiling is preferred.

OFFICE SETTINGS

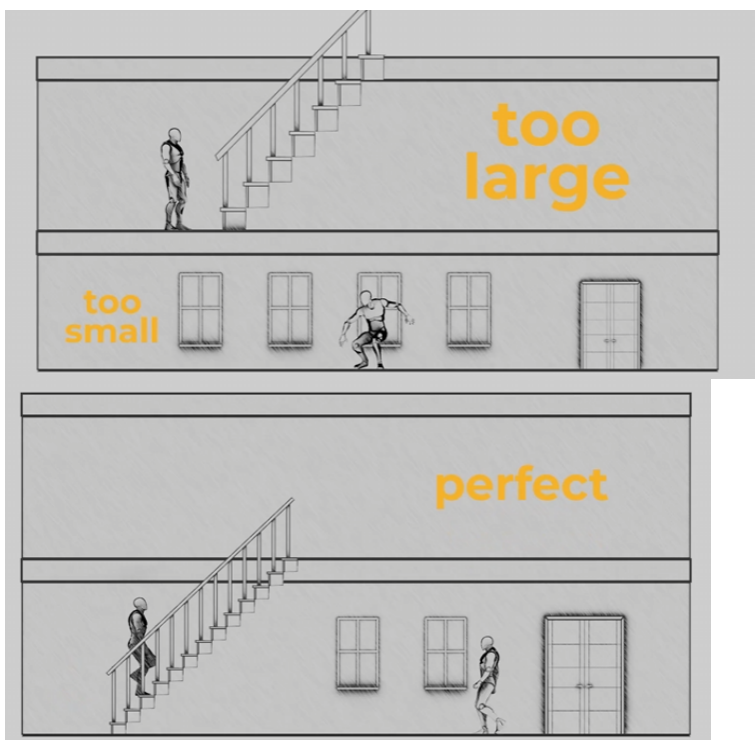
The ceiling height in offices range typically between 10 - 12 feet.

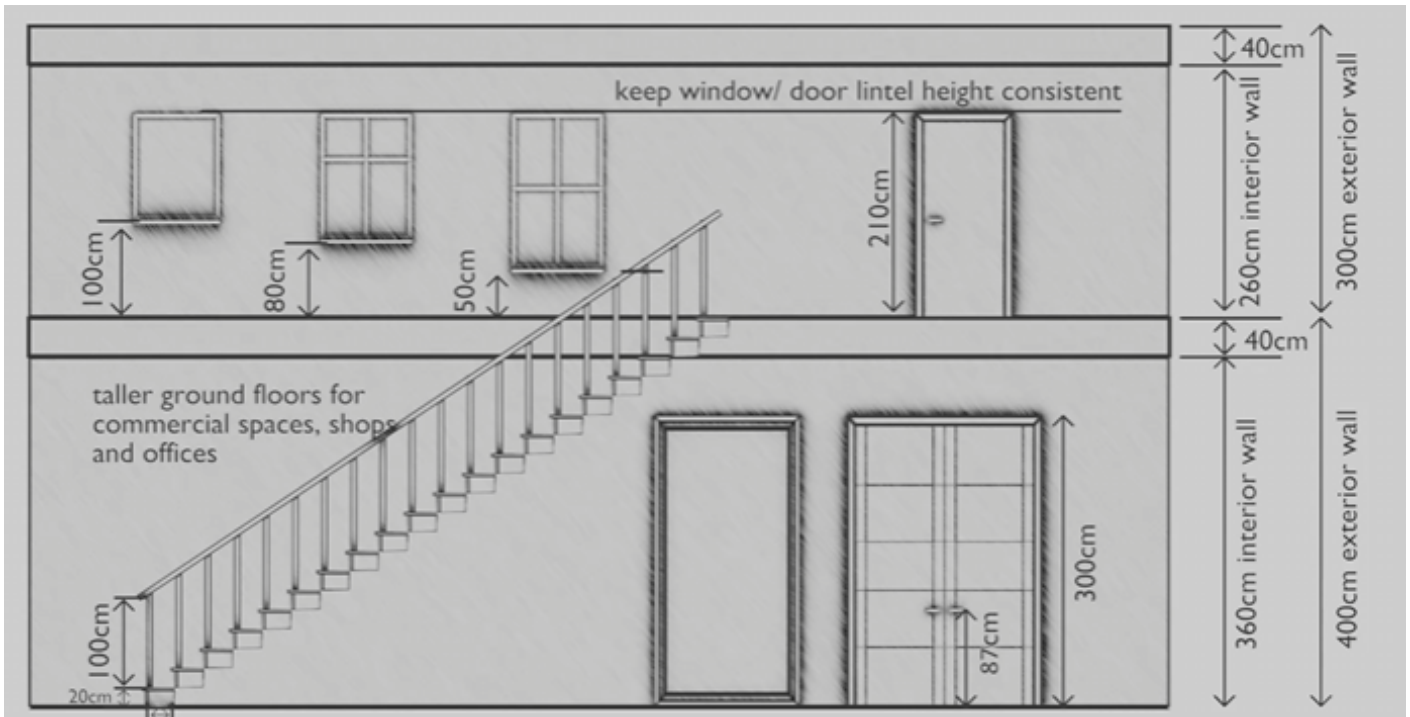
SOCIAL SETTINGS

Restaurants and social spaces typically have higher ceilings.

GYMNASIUM

Sports facilities require much higher ceiling to allow activities to take place.





For scale, please also utilize a "main_character" mesh (attached) to compare to your mesh whenever possible! When working, we will start with a blockout for your objects/ character that will be tested in the game engine.

reference photos sourced *Schoolism. Life - Lesson 71. Schoolism. Accessed 2/11/26.*

<https://schoolism.com/s/life/course/lessons/71>

Revision #2

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