Brutalism - Portal 2

ROLE

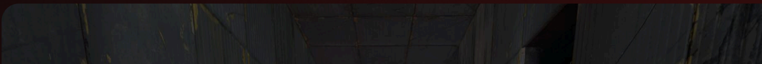
Level Design
Evironment Design
Spatial Design
Lighting Design
Gameplay Layout
3D Modeling
Visual Composition

IMPLEMENTATION

Portal 2 - Level Editor (Hammer)

Custom Plugins & Modding Tools

Published and playable via Steam Workshop



CONCEPT

Level Design Brutalism

is a playable level for Portal 2 that explores how architecture can guide gameplay.

Inspired by Brutalist design, the level uses geometric forms, lighting and spatial composition to direct the player through a linear but evolving experience. As the space opens up, new elements and challenges are introduced, maintaining engagement while reinforcing clarity and progression.

The project focuses on how environment and structure can shape intuitive navigation and immersion within a

game space.

Video:
https://www.youtube.com/watch?v=HIDvXMqpmig

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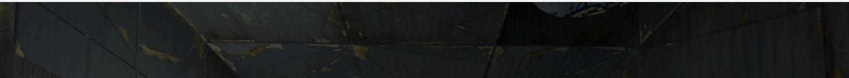
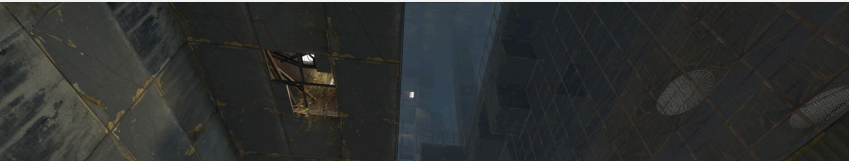
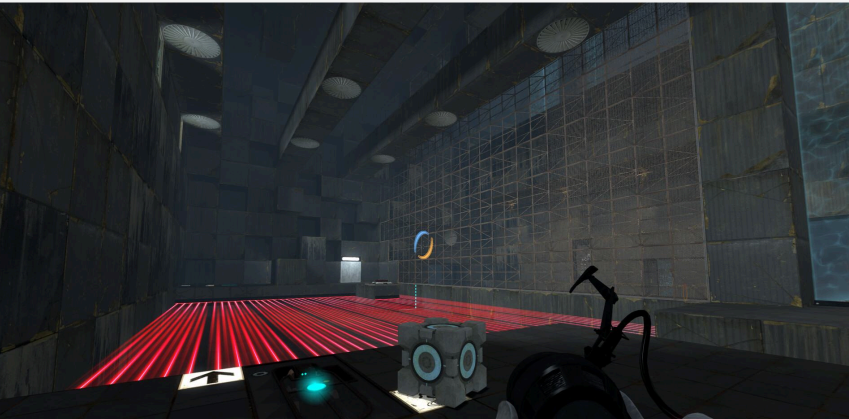
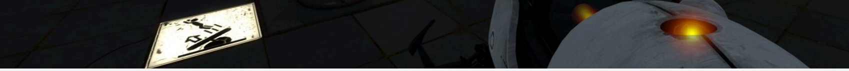
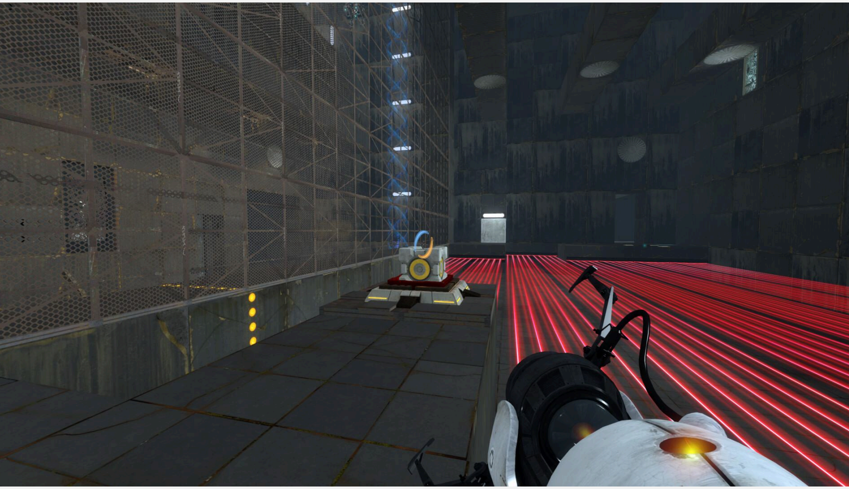
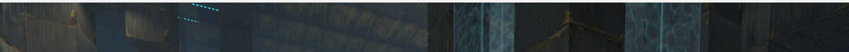


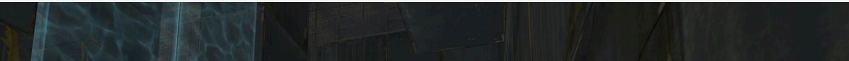


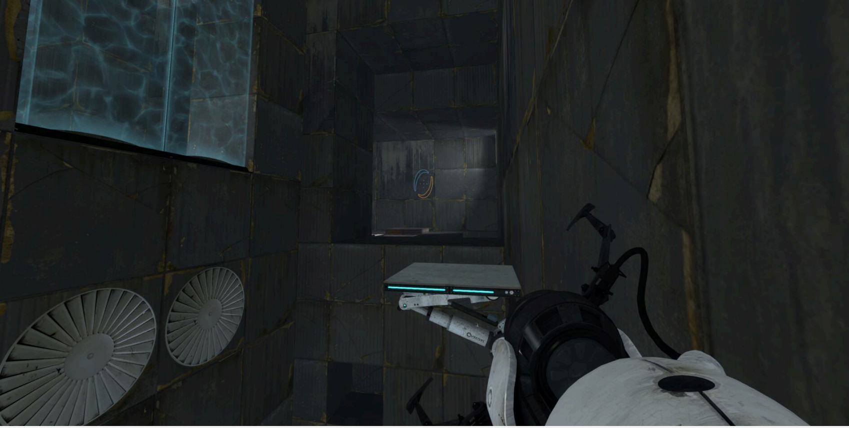


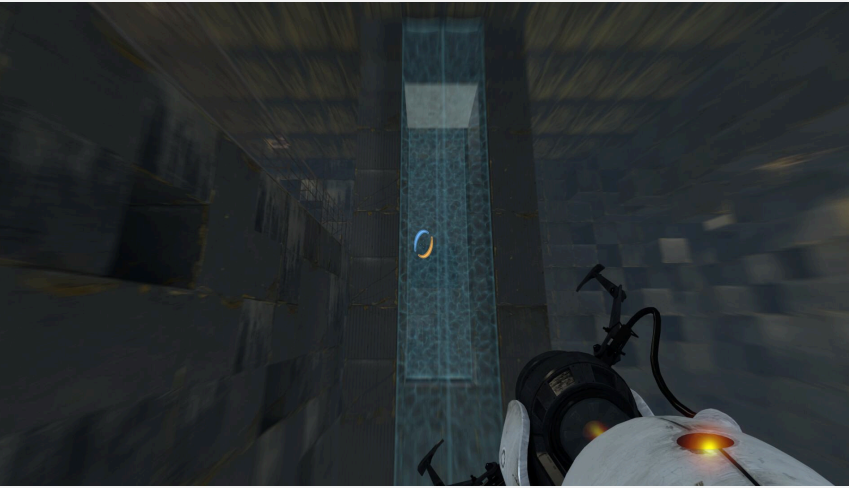


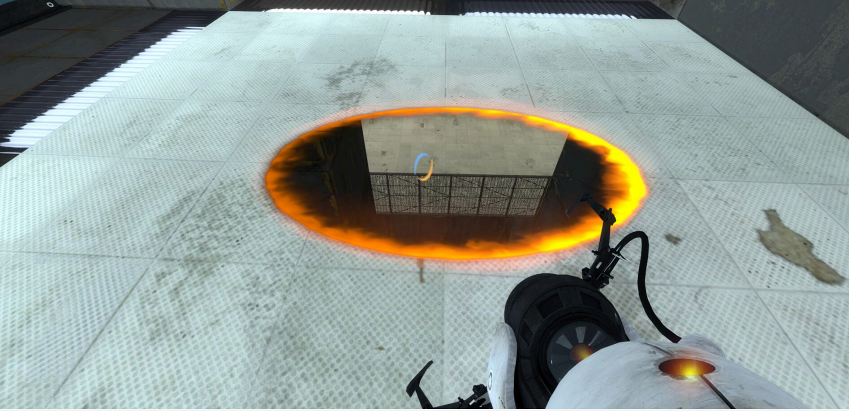


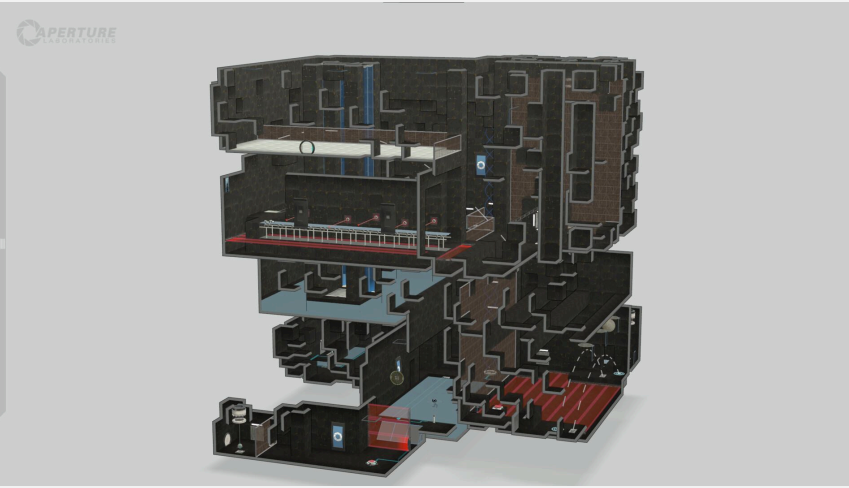


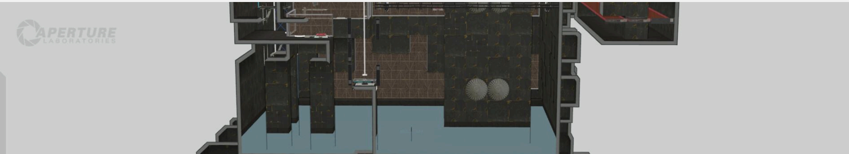









APERTURE
LABORATORIES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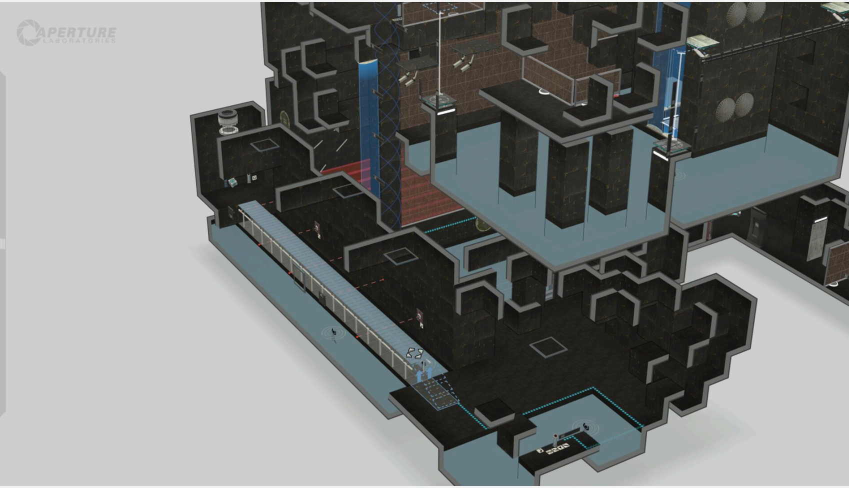
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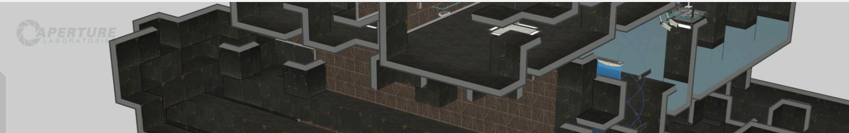
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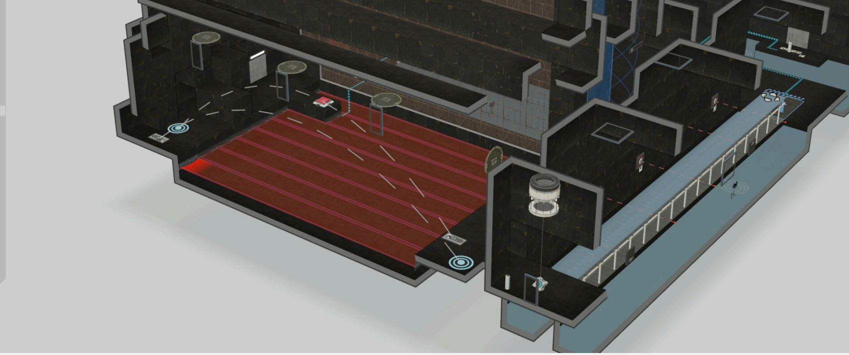

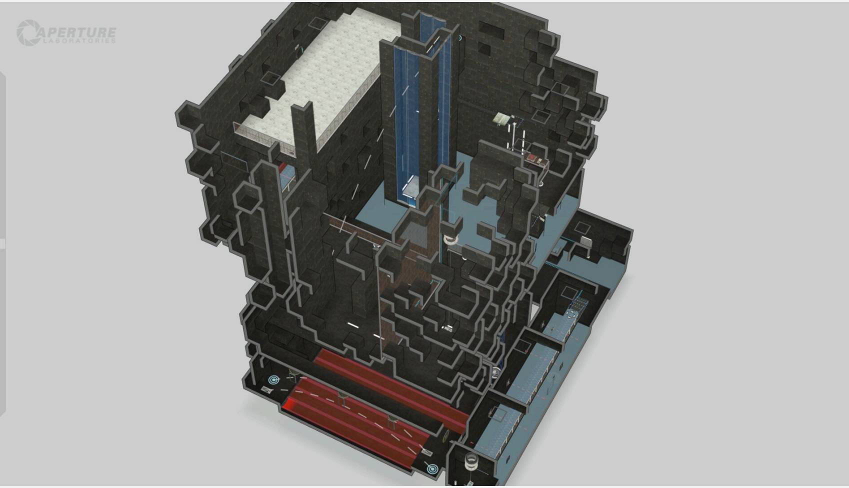

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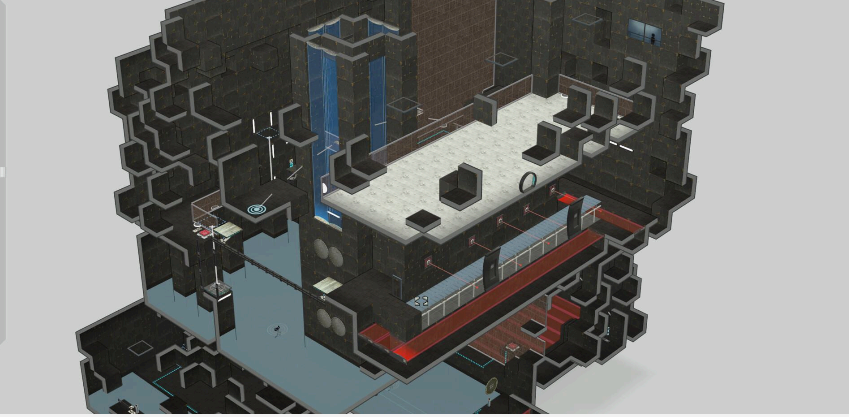
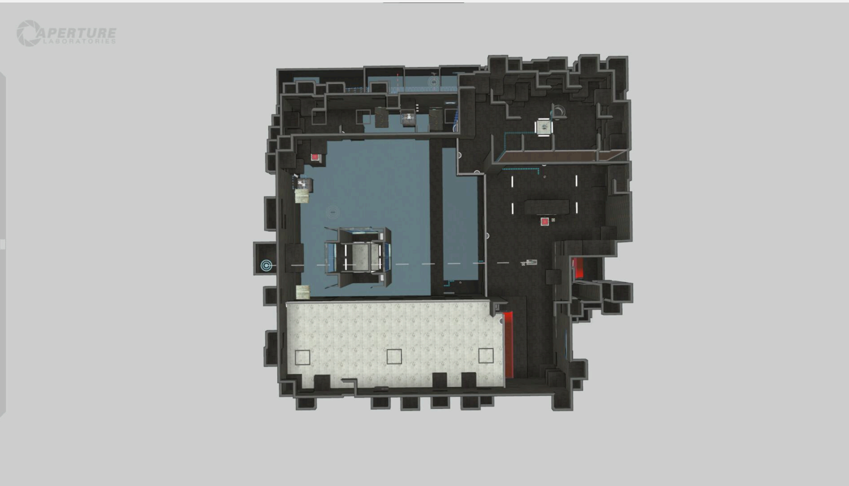
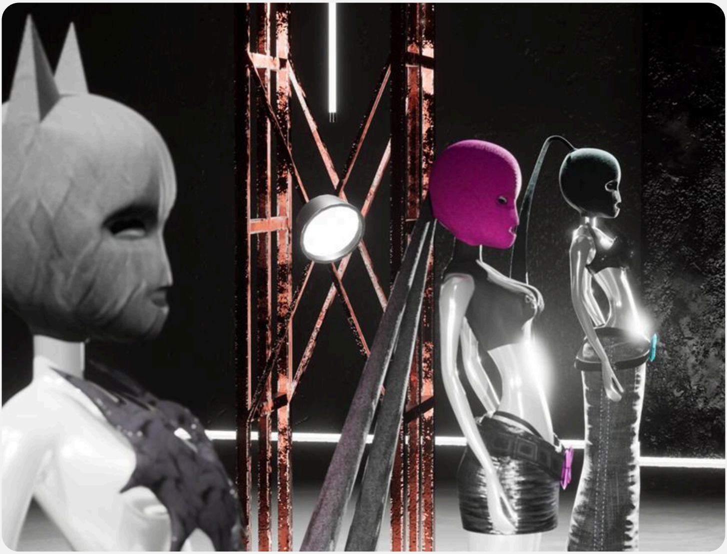



APERTURE
LABORATORIES

SELECTED WORKS

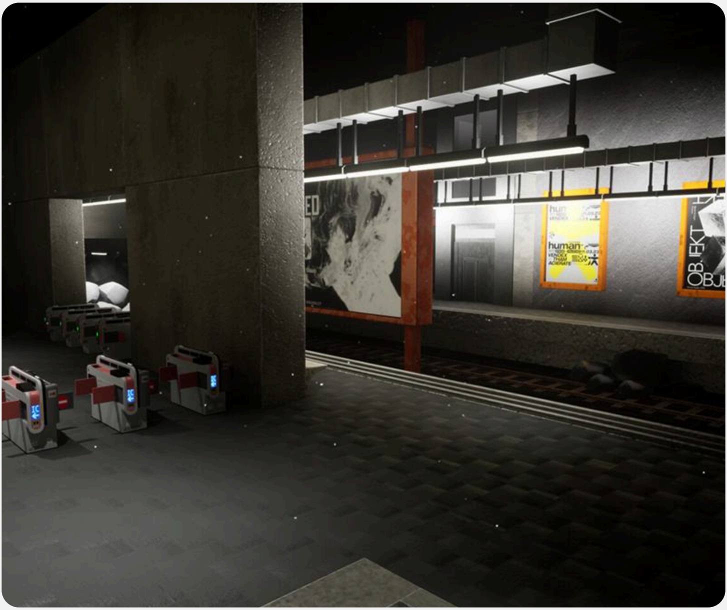


Alt Fasion - Showroom

3D FASHION EXPLORATION

ENVIRONMENT DESIGN

VIDEO


human
OBJEKT

Underground - Metro Station

LEVEL DESIGN

GAME DEVELOPMENT

UNREAL ENGINE

3D

GAMEPLAY

View full portfolio →

Isis Barahona

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