

# Hollow Knight: City of Tears Restaurant

A Themed Entertainment experience by Jillian Bevilacqua



## Source Material Summary



Years after the kingdom of Hallownest fell into ruins, a small bug knight must travel underground to unlock its secrets and defeat the infection at its core.

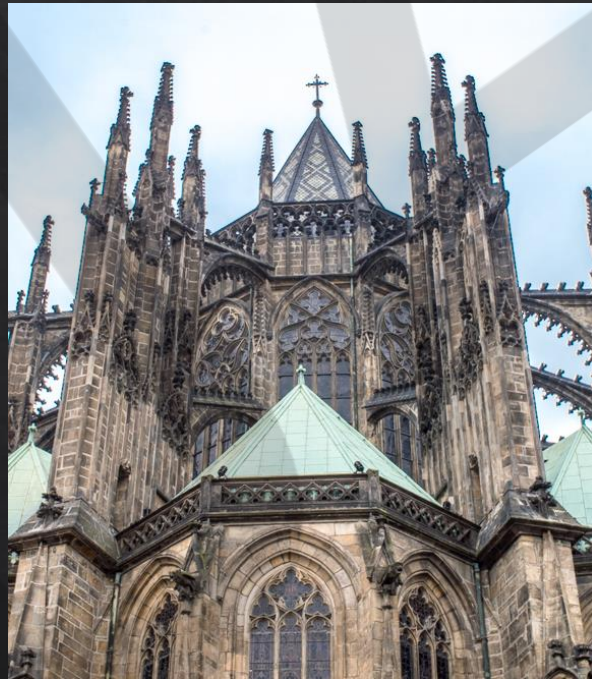
Hollow Knight is an indie platformer in the Metroidvania style. It was created by Team Cherry and released for PC in 2017.



# Concept

I created a restaurant themed around the City of Tears, which is the central hub of life in the now abandoned kingdom. Here, the wealthy meet the poor and the sadistic king's disregard for life becomes apparent as the player sees both the highest-class citizens and the lowest as victims to the infection the king allowed to spread. The city has a theater, kitchen, and hotel to explore, but no dining area. I wanted to create a dining area the wealthy bug folk would have used but construct it in a way that human audiences could enjoy the immersive, themed dining experience.

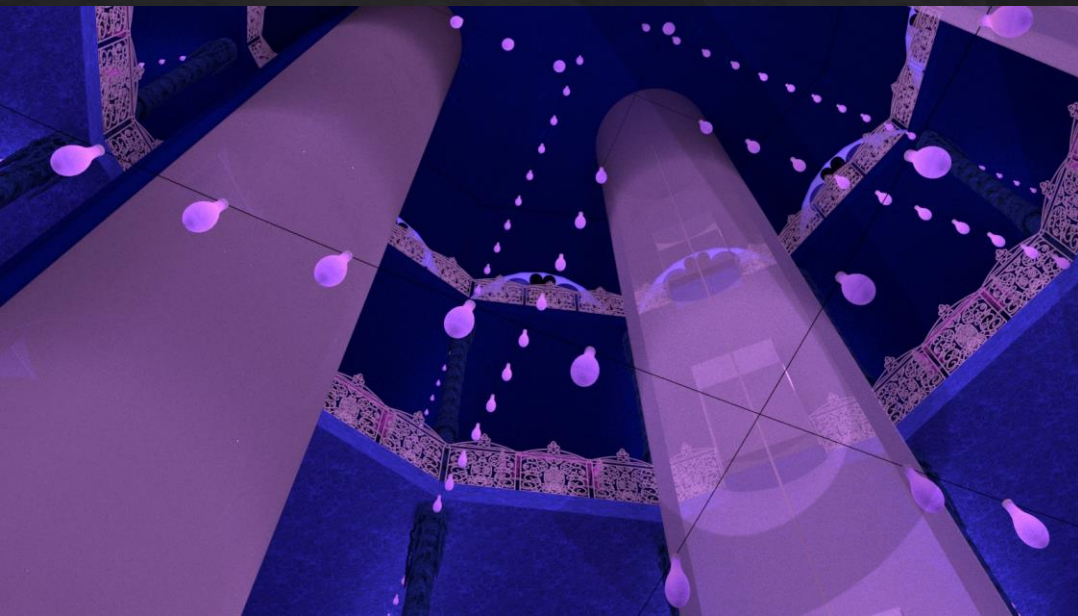
# Inspiration

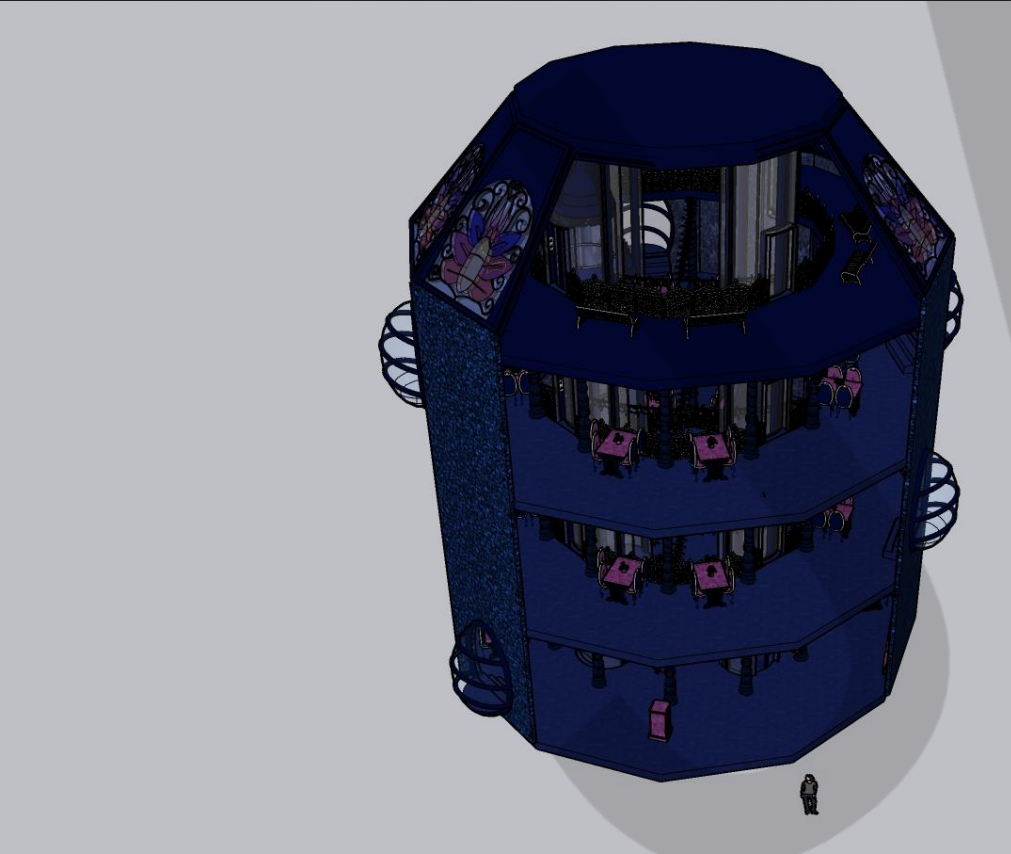
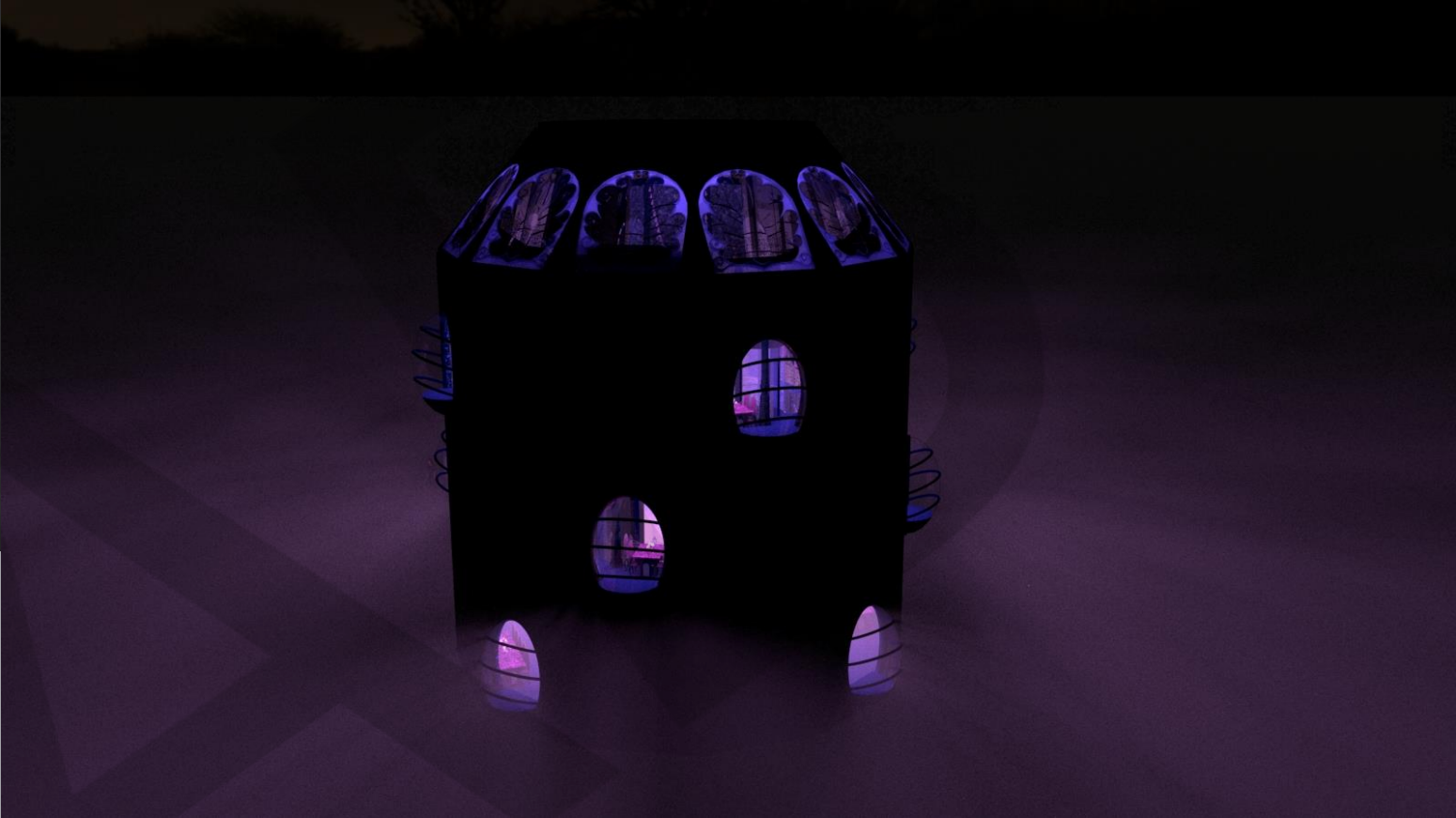


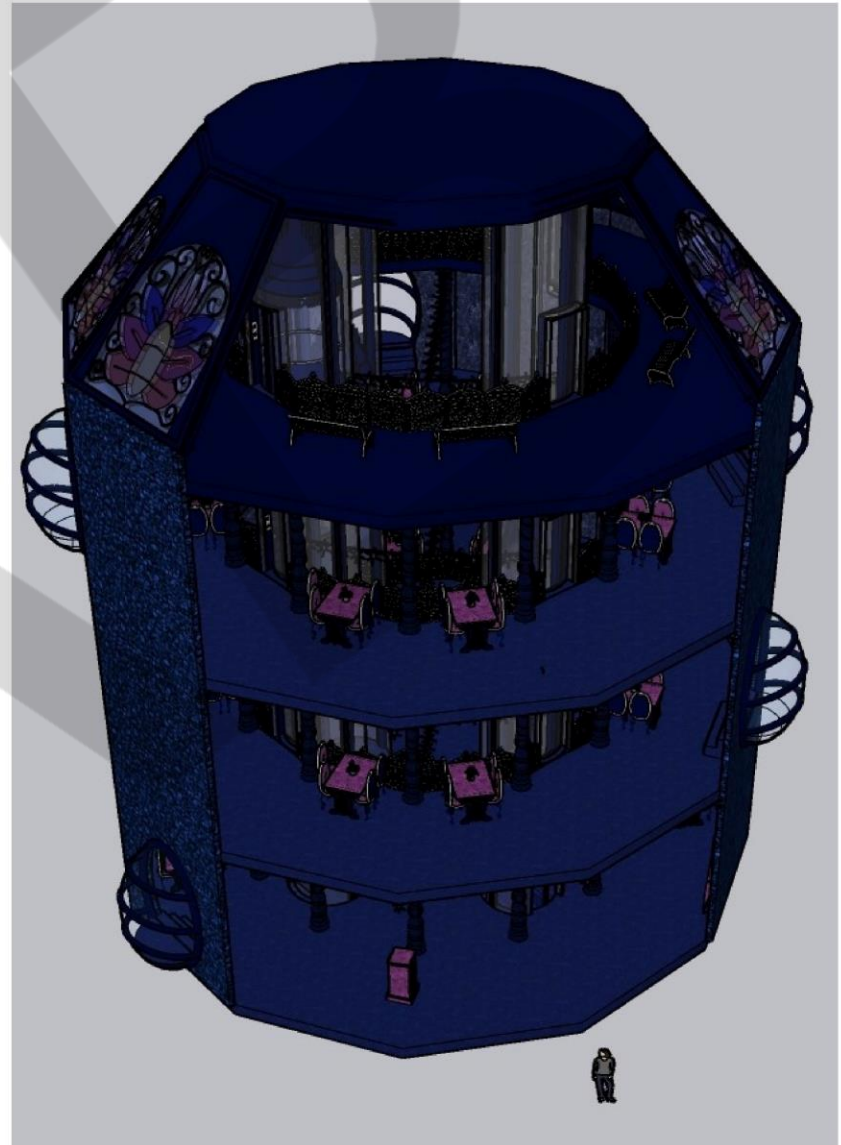
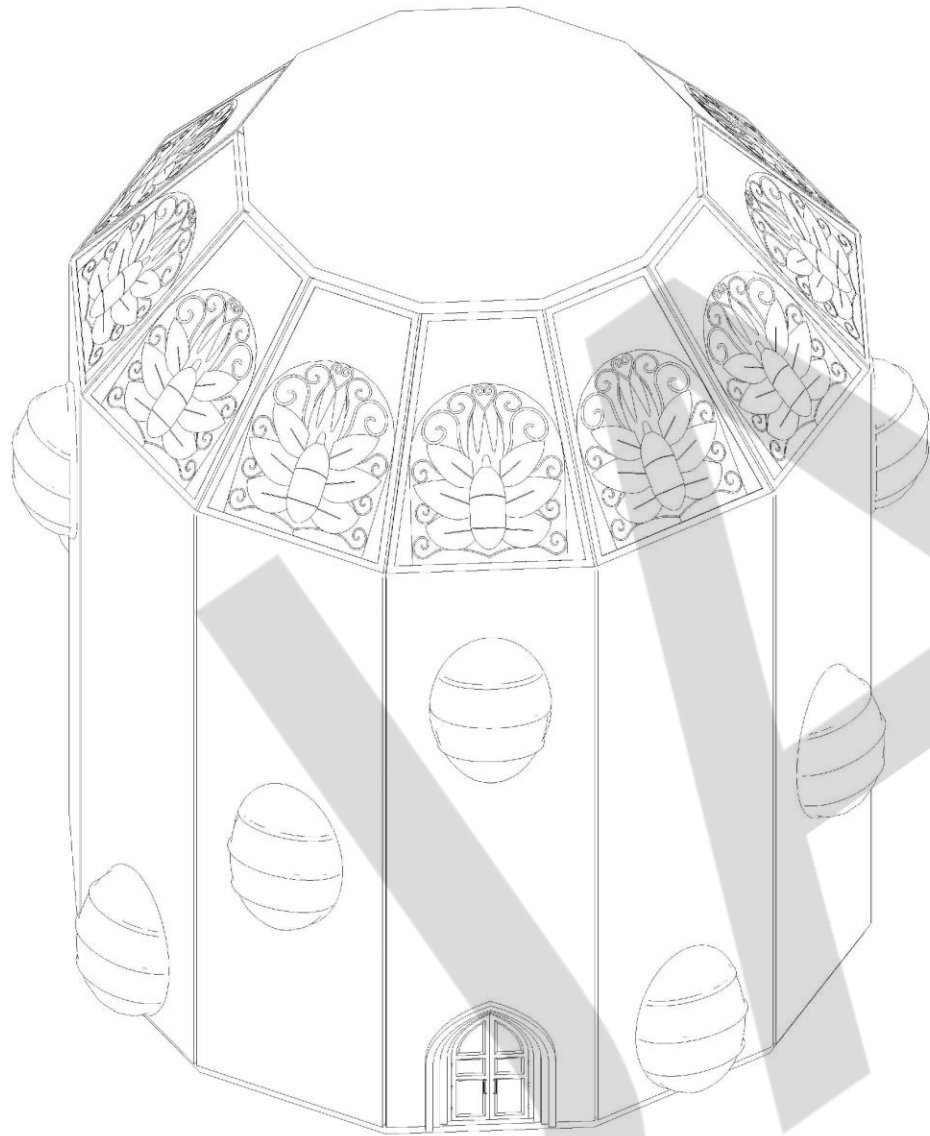
# Renderings



# Renderings



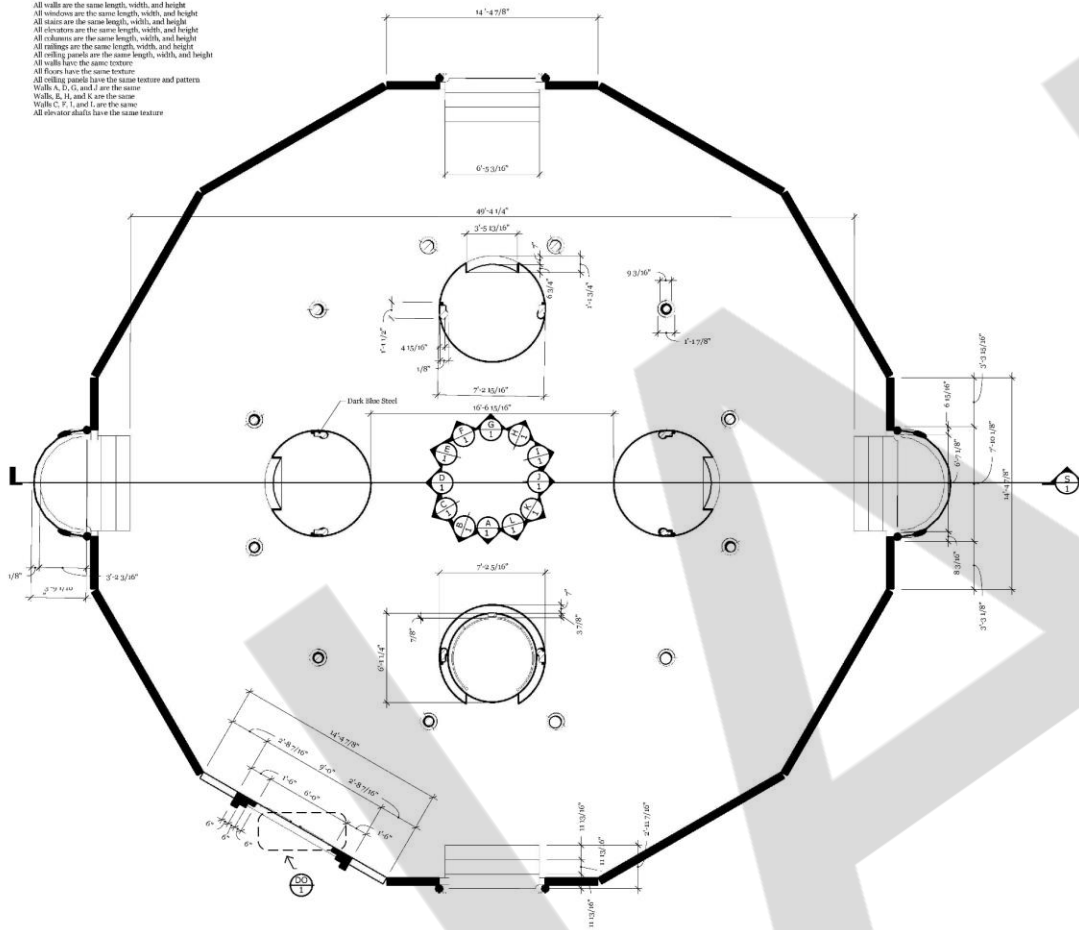




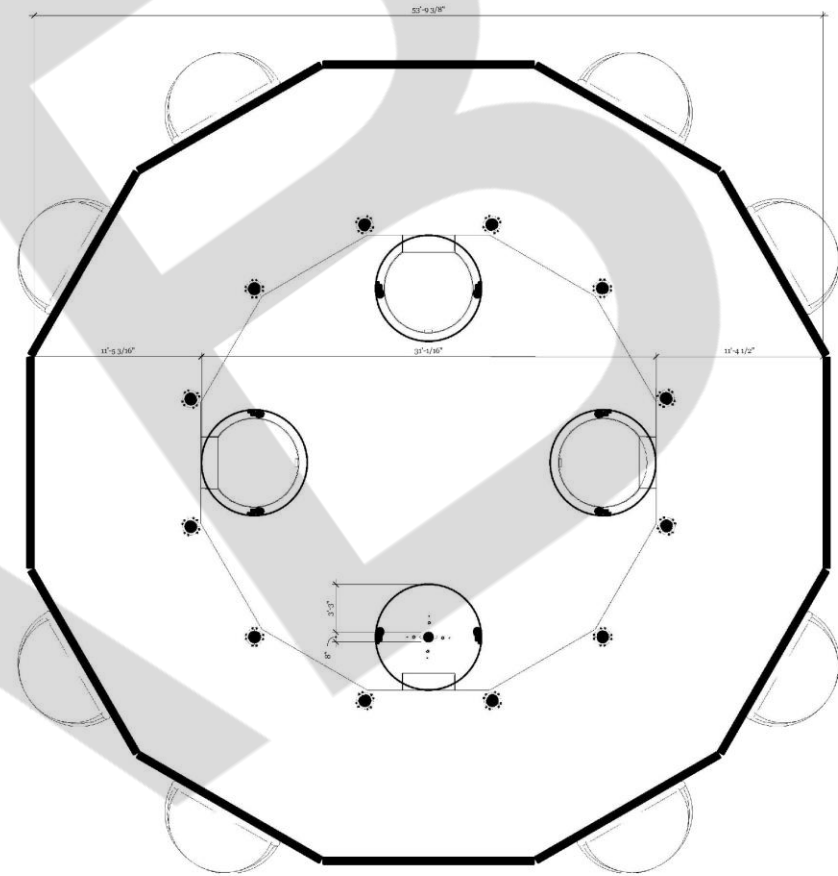
PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SHEET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				



NOTE:  
 All walls are the same length, width, and height  
 All windows are the same length, width, and height  
 All doors are the same length, width, and height  
 All elevators are the same length, width, and height  
 All showers are the same length, width, and height  
 All mirrors are the same length, width, and height  
 All ceiling panels are the same length, width, and height  
 All walls have the same texture  
 All floors have the same texture  
 All ceiling panels have the same texture and pattern  
 Walls A, C, E, and I are the same  
 Walls B, D, F, H, and K are the same  
 Walls C, E, I, and I are the same  
 All elevator shafts have the same texture

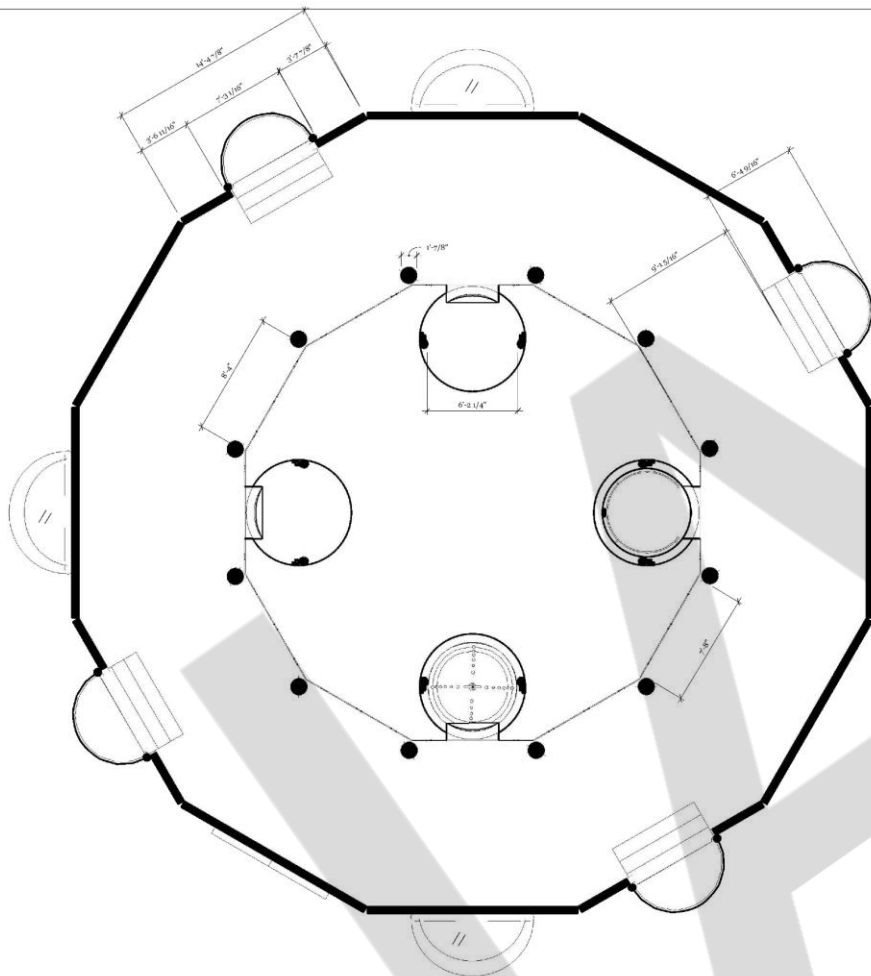


○ Ground Floor Plan  
 Scale 1/4" = 1'-0"

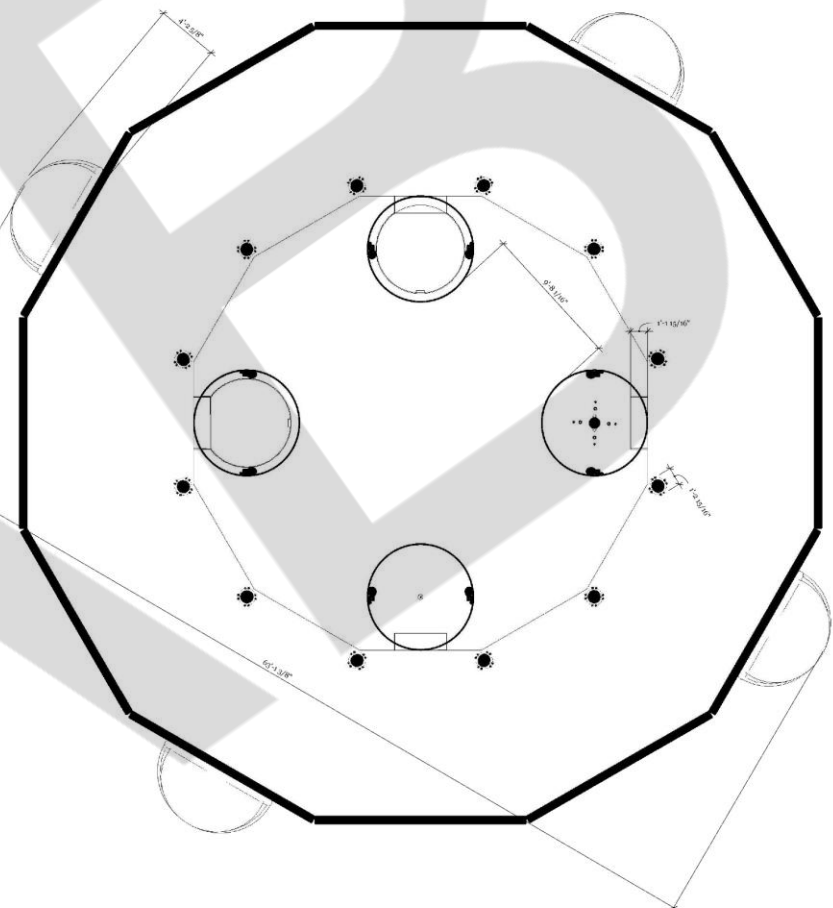


○ Ground Floor Reflected Ceiling Plan  
 Scale 1/4" = 1'-0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SHEET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		1
LOCATION	TBD				

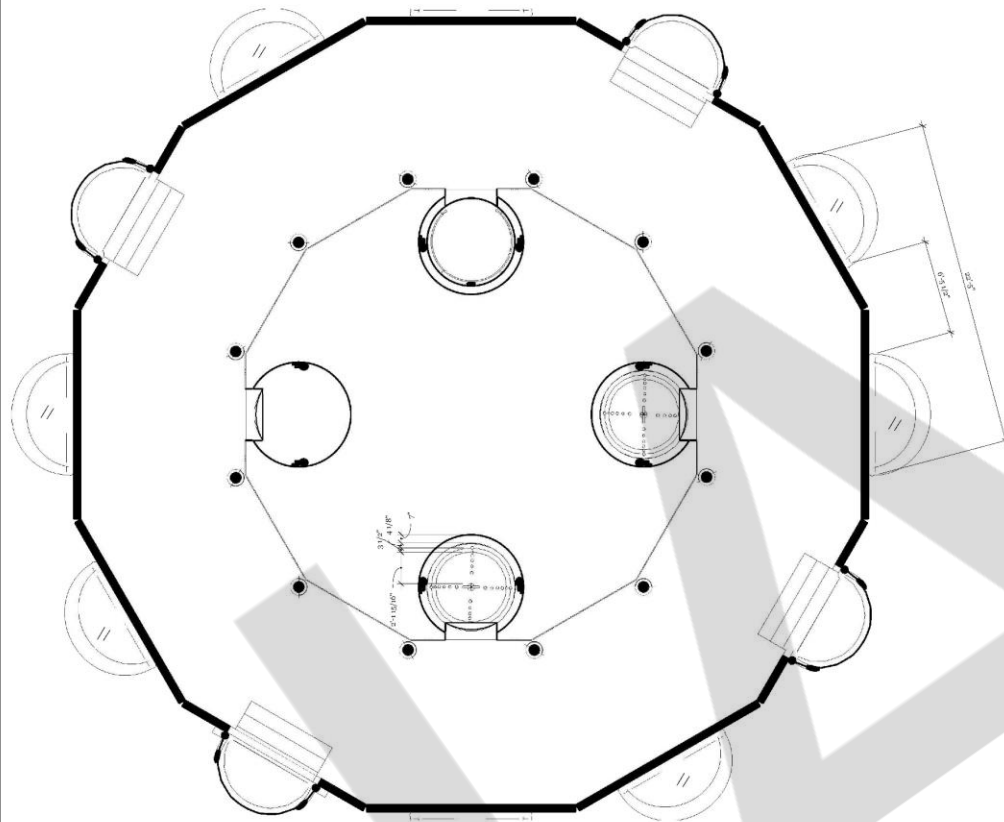


○ Floor One Plan  
Scale 1/4" = 1'-0"

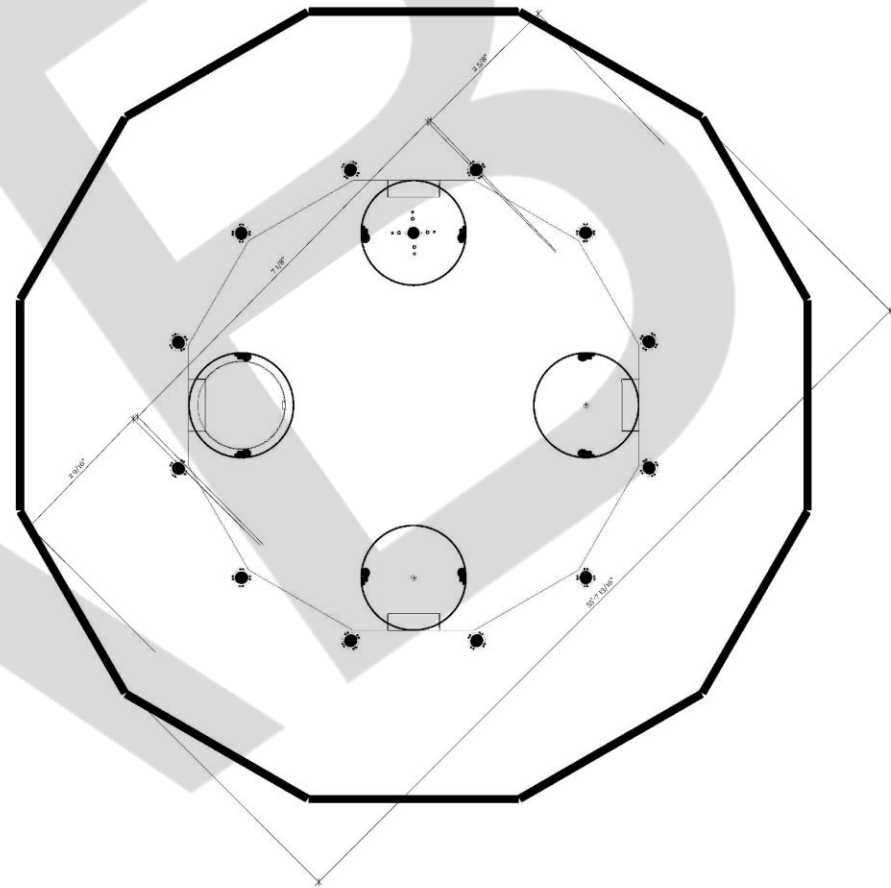


○ Floor One Reflected Ceiling Plan  
Scale 1/4" = 1'-0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	2
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				

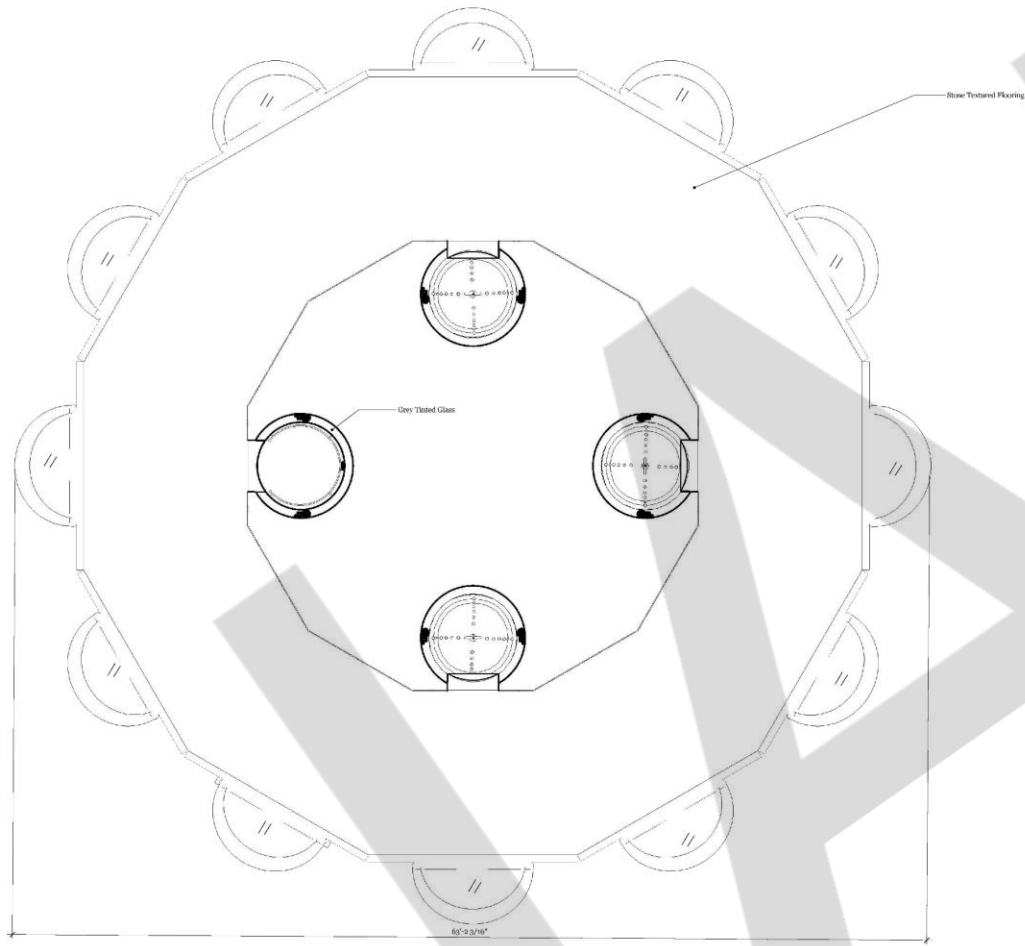



○ Floor Two Plan  
Scale 1/4" = 1'-0"

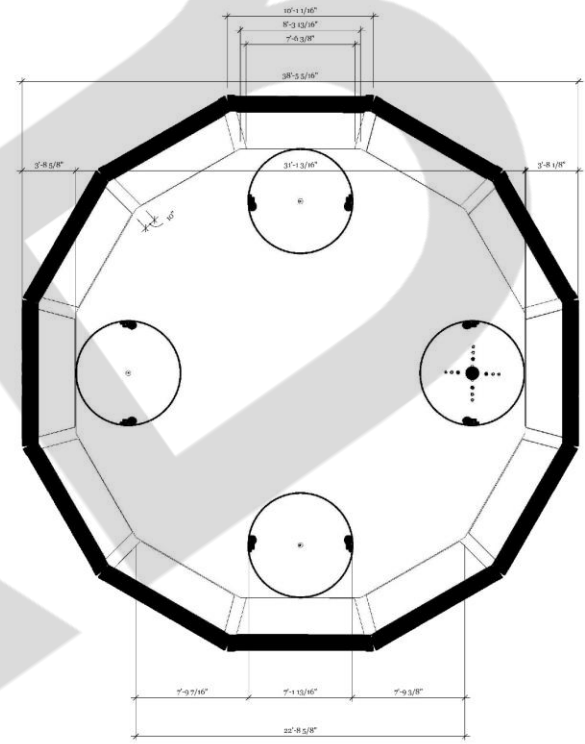


○ Floor Two Reflected Ceiling Plan  
Scale 1/4" = 1'-0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		3
LOCATION	TBD				

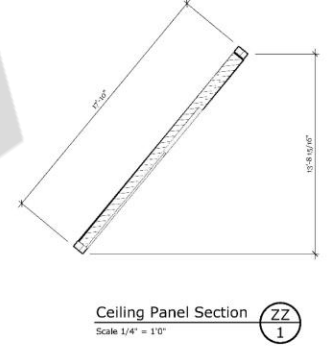
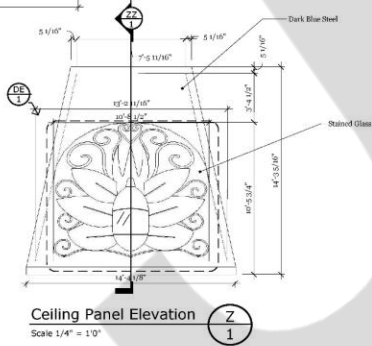
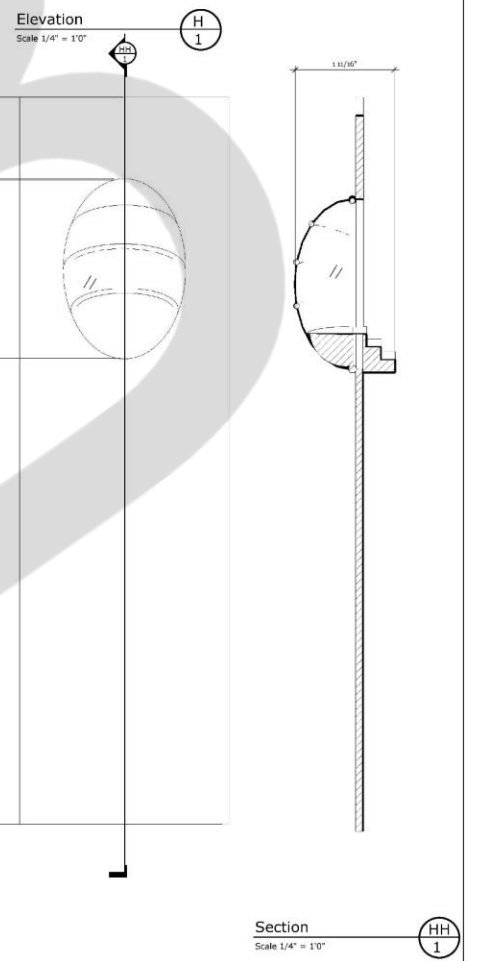
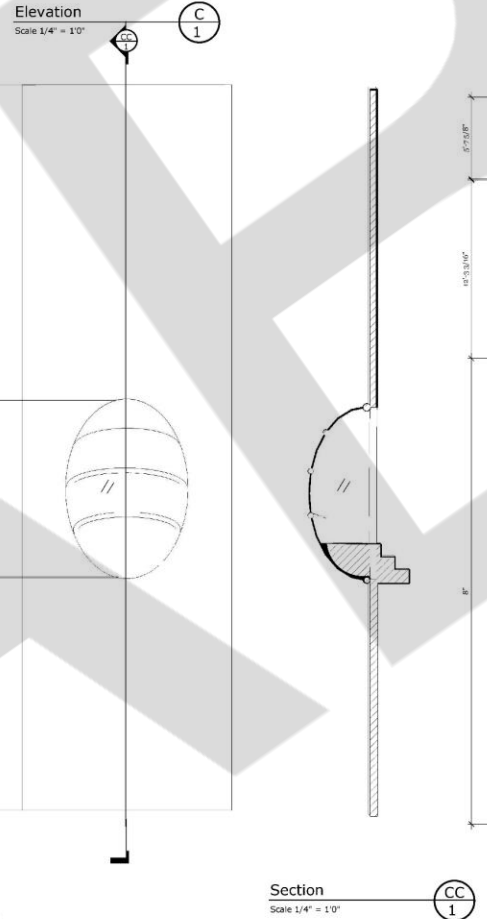
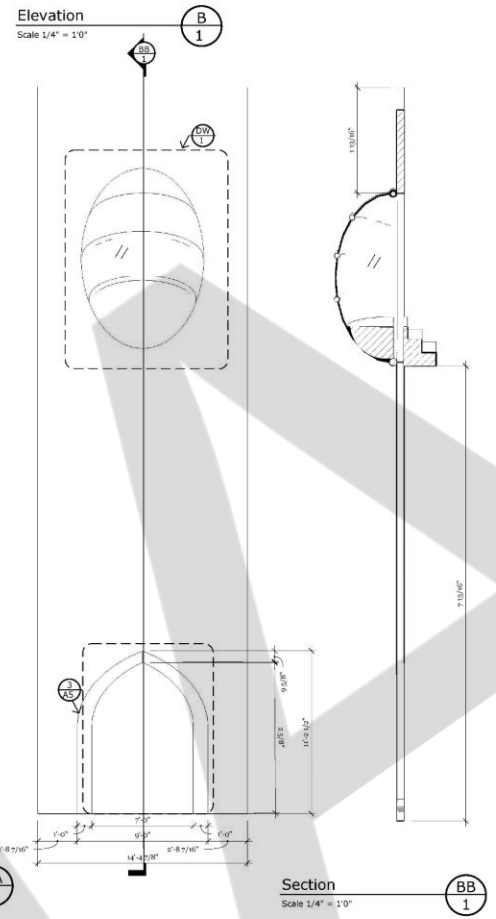
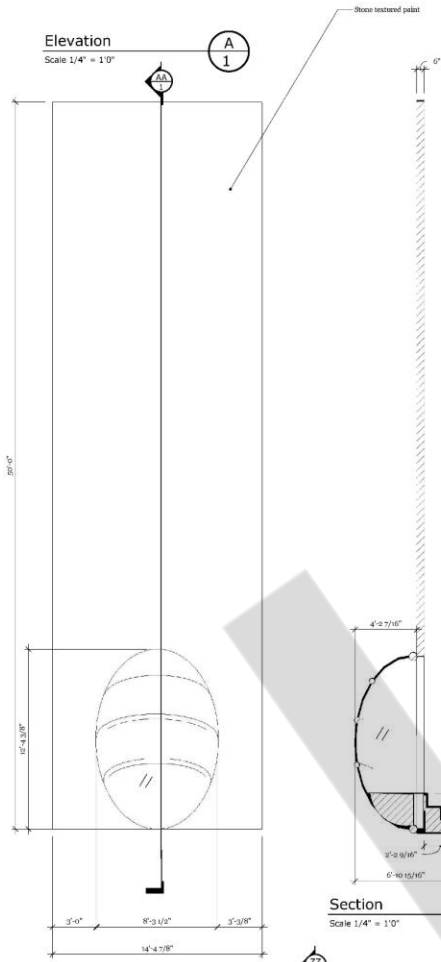



**Floor Three Plan**  
 Scale 1/4" = 1'-0"

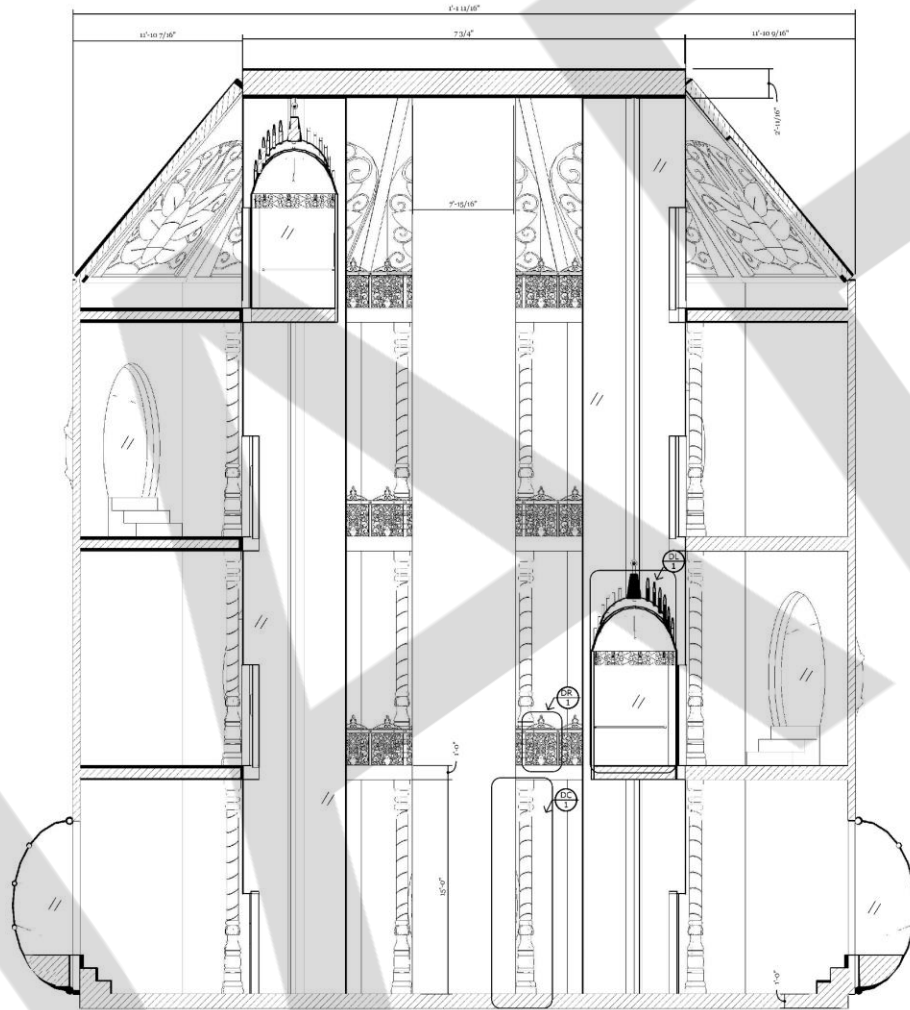



**Floor Three Reflected Ceiling Plan**  
 Scale 1/4" = 1'-0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	REV	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	4
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				

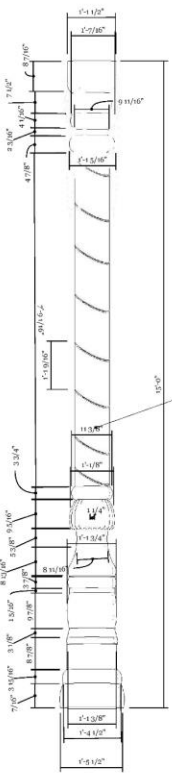


PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	BET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	5
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				

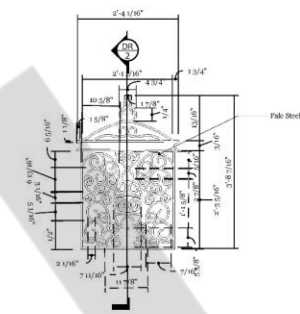


S Section  
1 Scale 1/4" = 1'0"

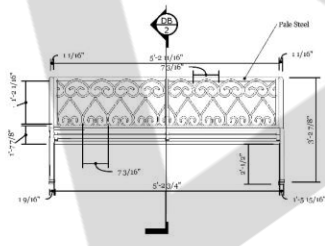
PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	6
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				



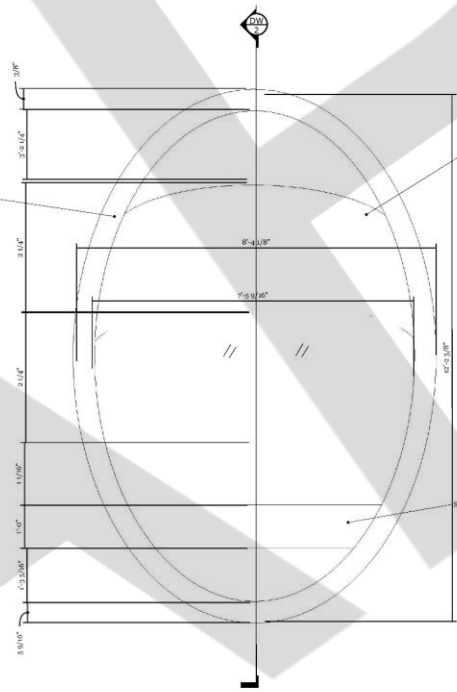
DC Elevation  
1 Scale 3/4" = 1'0"



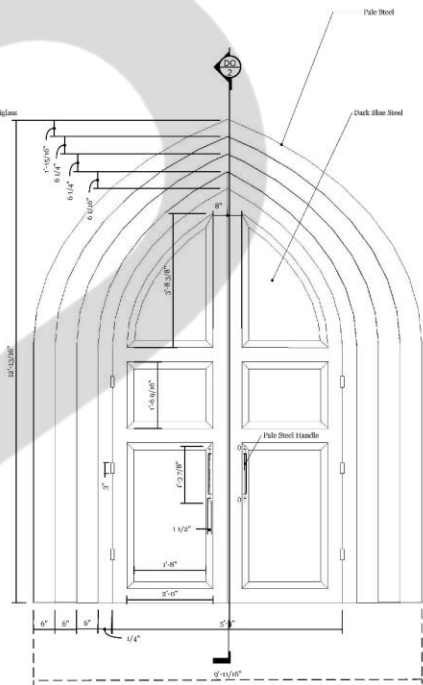
DR Elevation  
1 Scale 3/4" = 1'0"



DB Elevation  
1 Scale 3/4" = 1'0"



DW Elevation  
1 Scale 3/4" = 1'0"



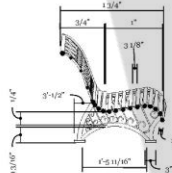
DO Elevation  
1 Scale 3/4" = 1'0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SHEET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	7
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				

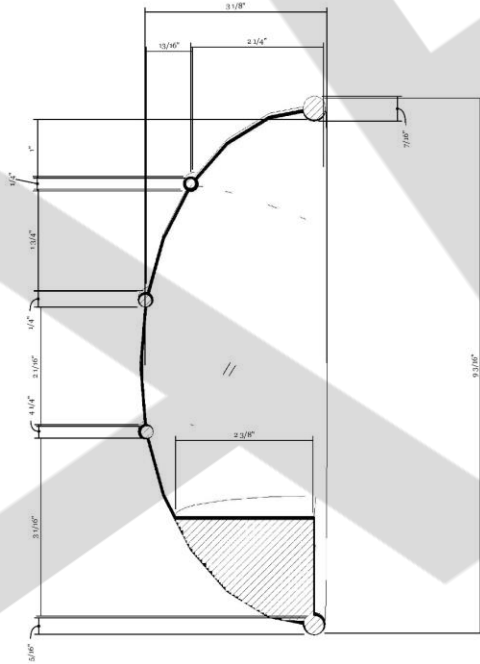
DR Section  
2 Scale 3/4" = 1'0"



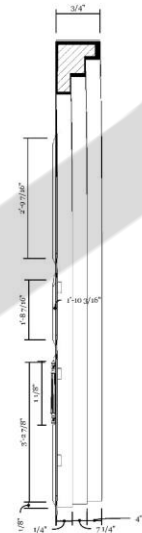
DB Section  
2 Scale 3/4" = 1'0"



DW Section  
2 \*drawing scale

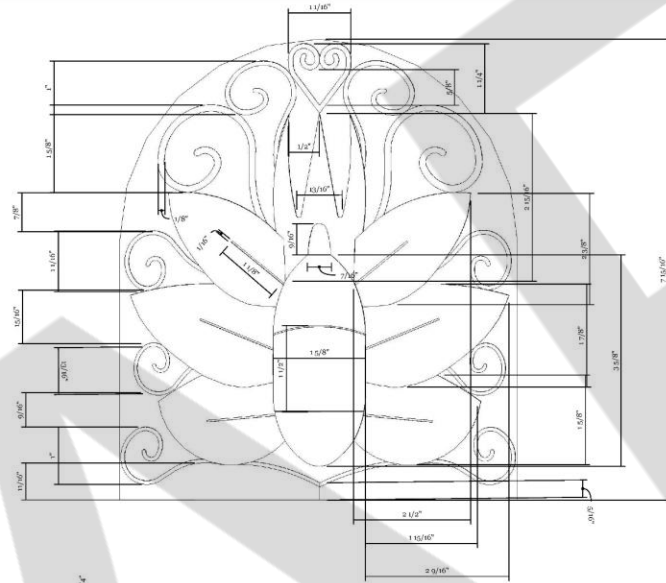


DO Section  
2 Scale 3/4" = 1'0"



PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	BET	100
DIRECTOR	J. A. Bevilacqua	SCALE	AS NOTED	DRAWING NO.	8
PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		
LOCATION	TBD				

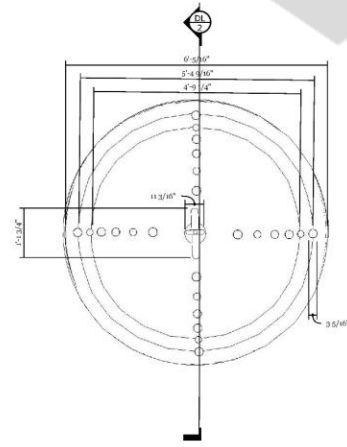




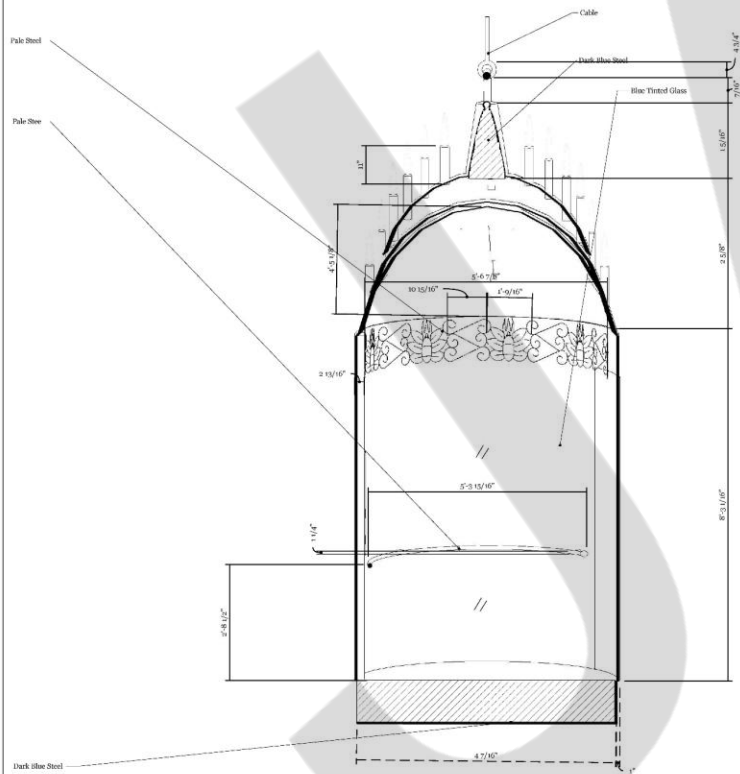
**NOTE:**  
This elevation is used on the rolling as well as to customize any necessary furniture (chairs, table, bar, hostess stand, etc)

**DL**  
**2** Elevation  
Scale 3/4" = 1'0"

**DE**  
**1** Hollow Knight Seal Emblem  
Scale 1'0" = 1'0"



**DL**  
**1** Top View  
Scale 3/4" = 1'0"



**DL**  
**2** Elevation  
Scale 3/4" = 1'0"

PRODUCTION	Hollow Knight City of Tears Restaurant	DATE	3/12/21	SHEET	100
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PRODUCTION DESIGNER	J. A. Bevilacqua	DRAWN BY	JAB		9
LOCATION	TBD				