Keeping level designers in the zone through level editor design

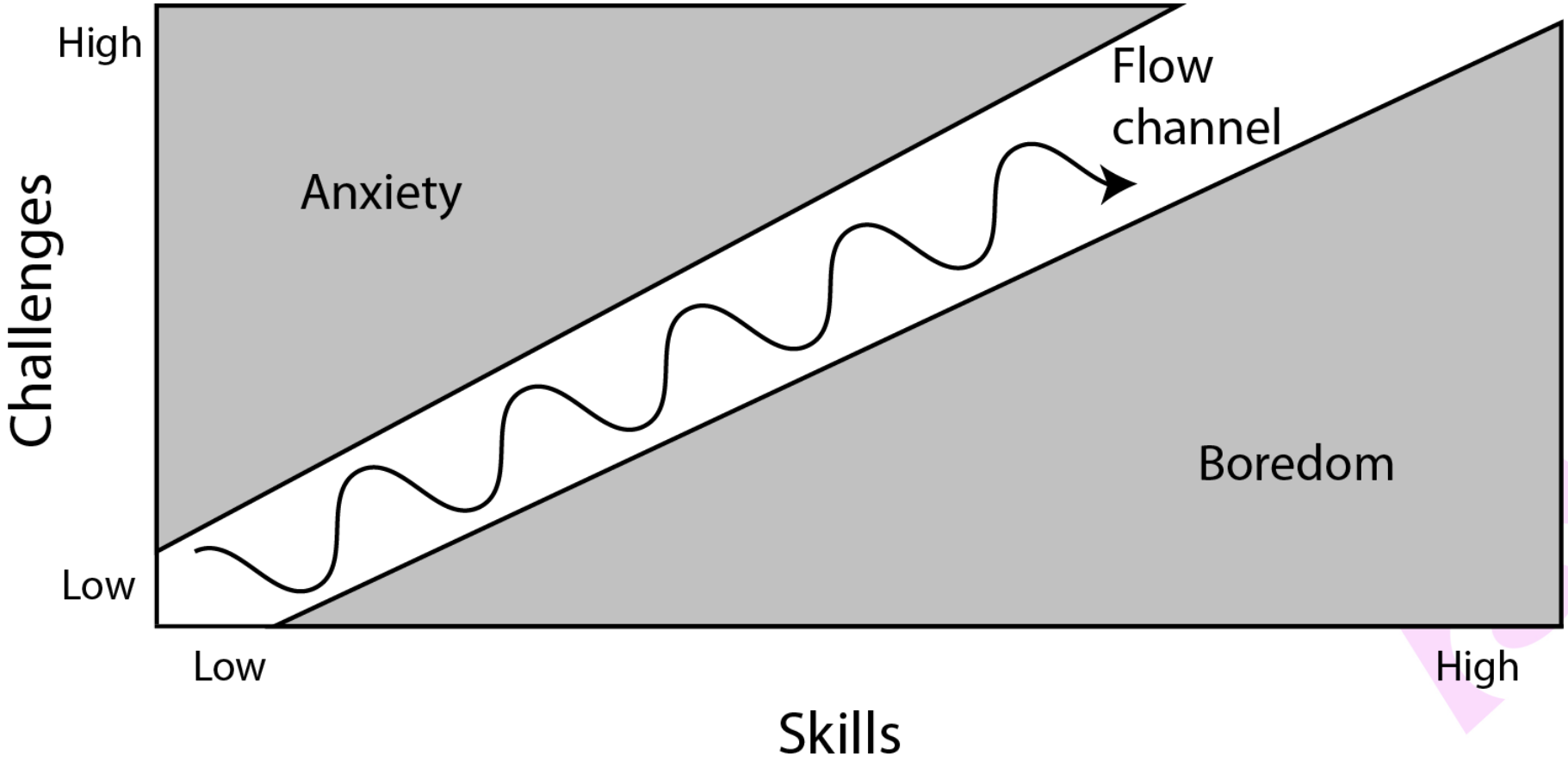
Robin-Yann Storm

CREATION KIT

UNREAL ENGINE

unity

MAX


High
Challenges
Low
Anxiety
Flow
channel
Boredom
Low
High
Skills

Game Design
Level Designer
Editor
Engine

UNREAL
ENGINE

unity

CREATION
KIT

MAX

- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

- Scripting/IO/Visual scripting
- Shader editing
- Nav editing
- Optimization
- Quests/Speech trees
- Etc.

Too little time!

RobinYannStorm@gmail.com

- Navigating the editor
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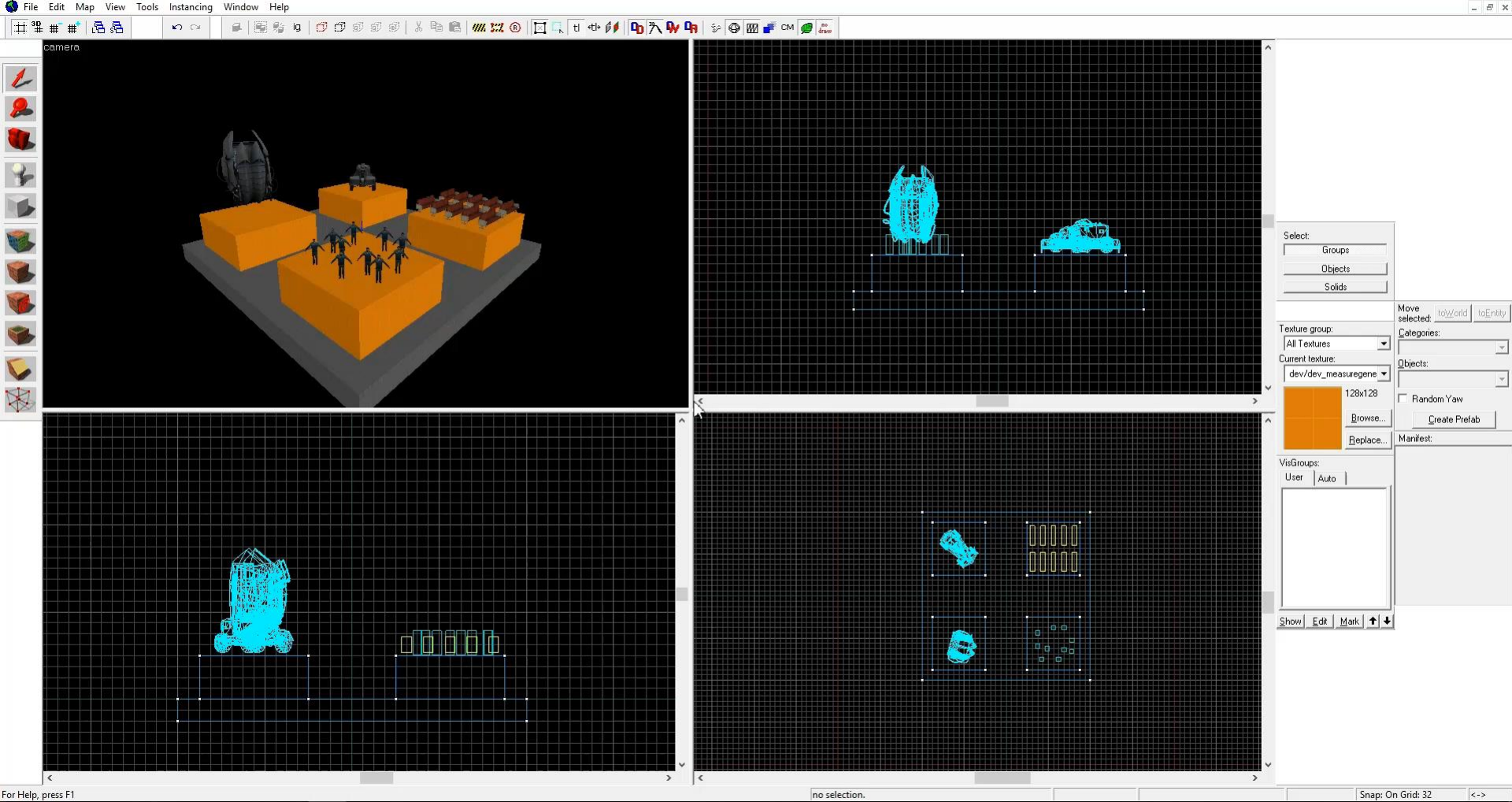
- Lighting
- Importing assets
- Placing assets
- Playtesting

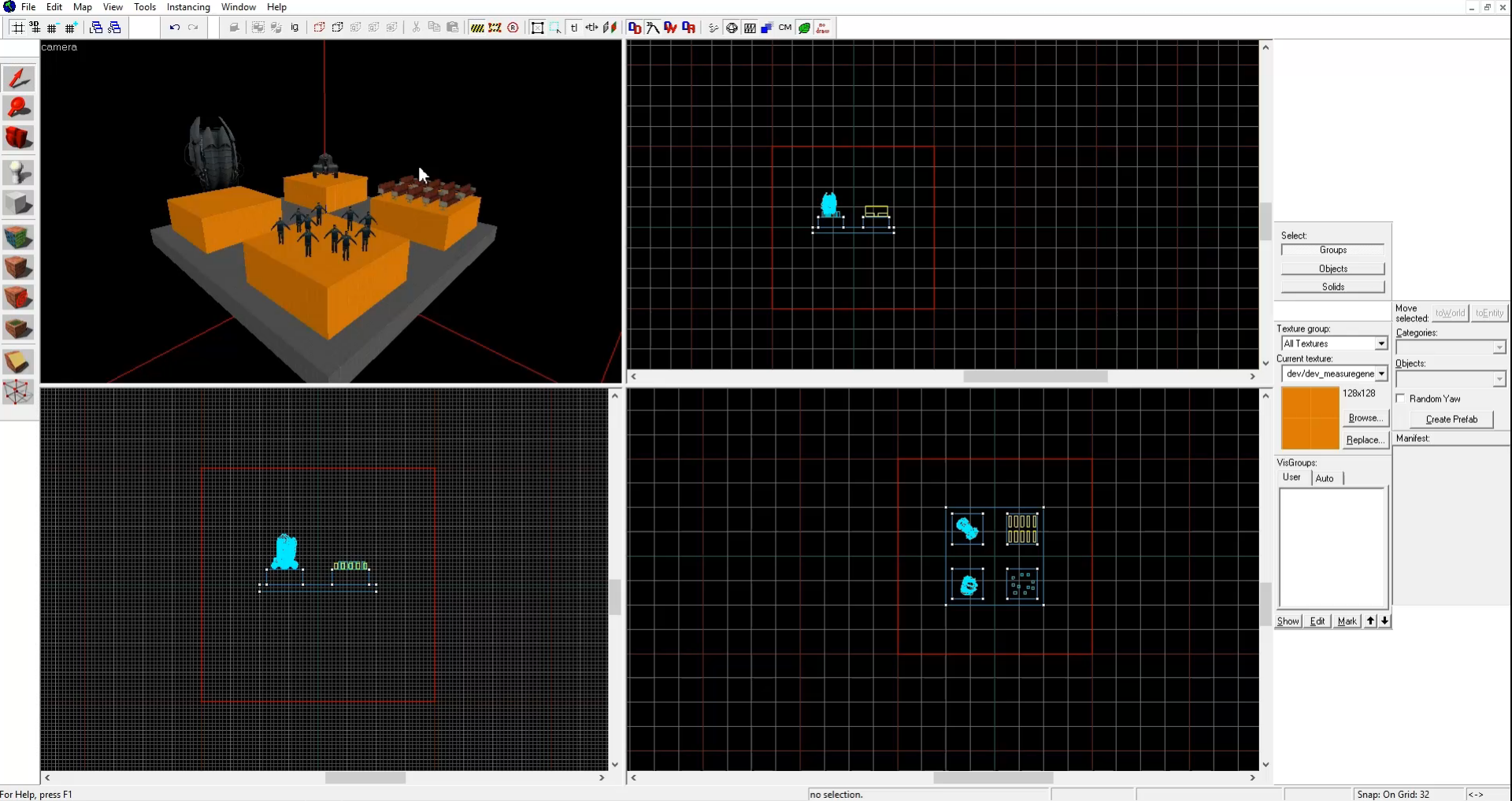
Navigation

Generating a flow state for navigation

- Get to where you need to be, fast
- Quickly see any part of the level from any angle

Navigation


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
VisGroups:
User
Auto
Show
Edit
Mark
Move selected:
toWorld
toEntity
Categories:
Objects:
Random Yaw
Create Prefab
Manifest:
For Help, press F1
no selection.
Snap: On Grid: 32


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
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Move selected:
toWorld
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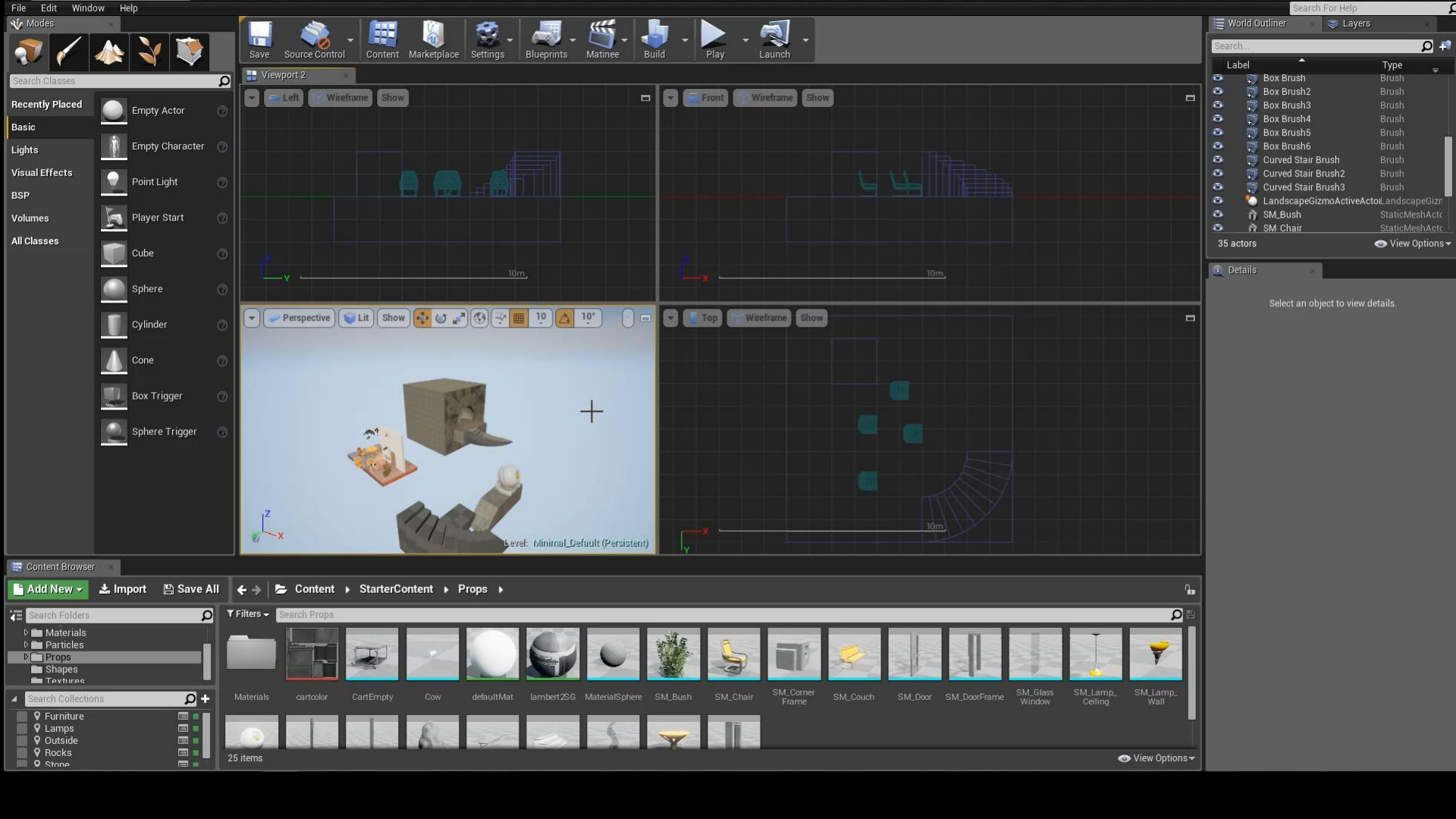
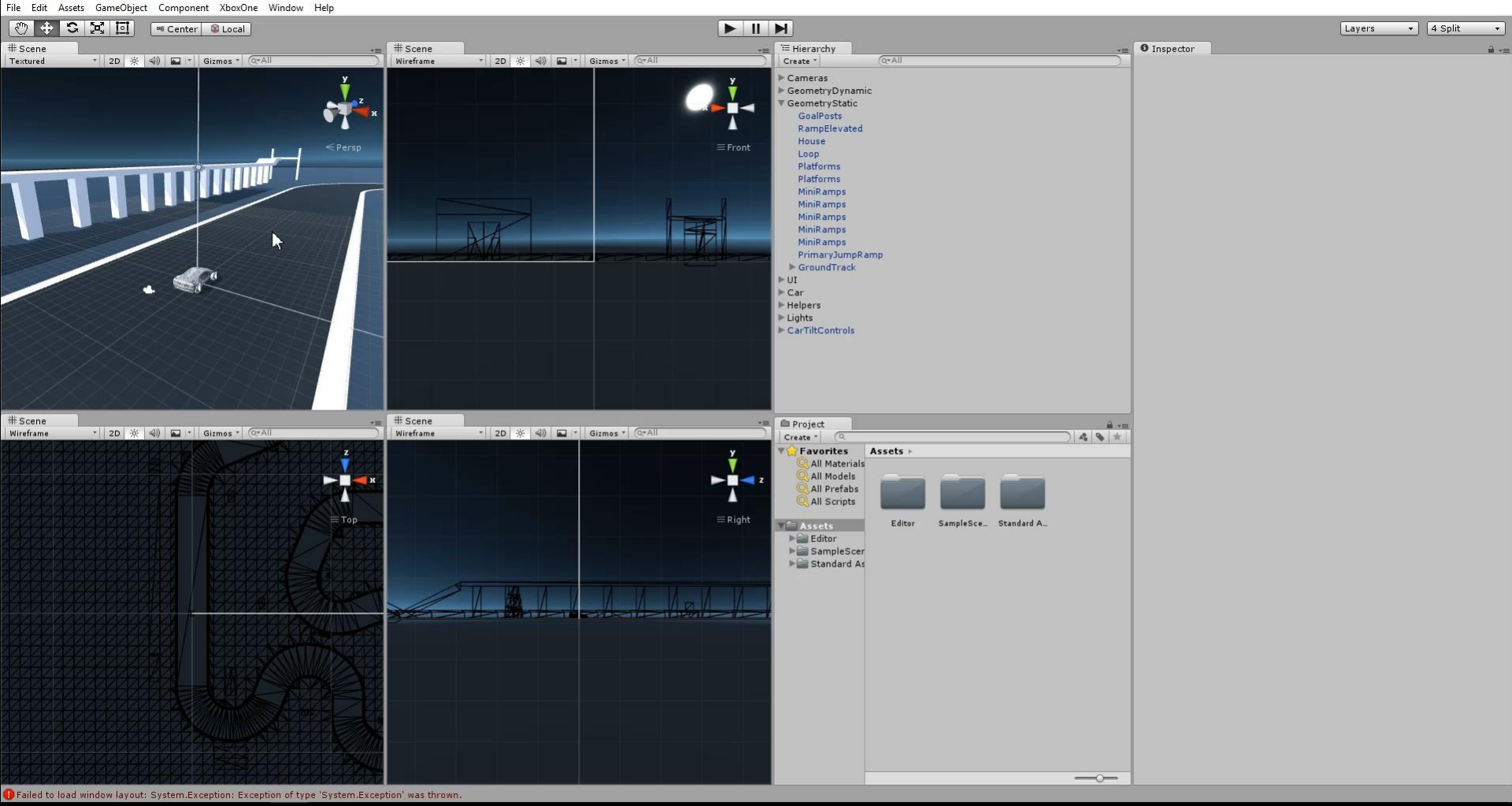
Categories:
Objects:
Random Yaw
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 32

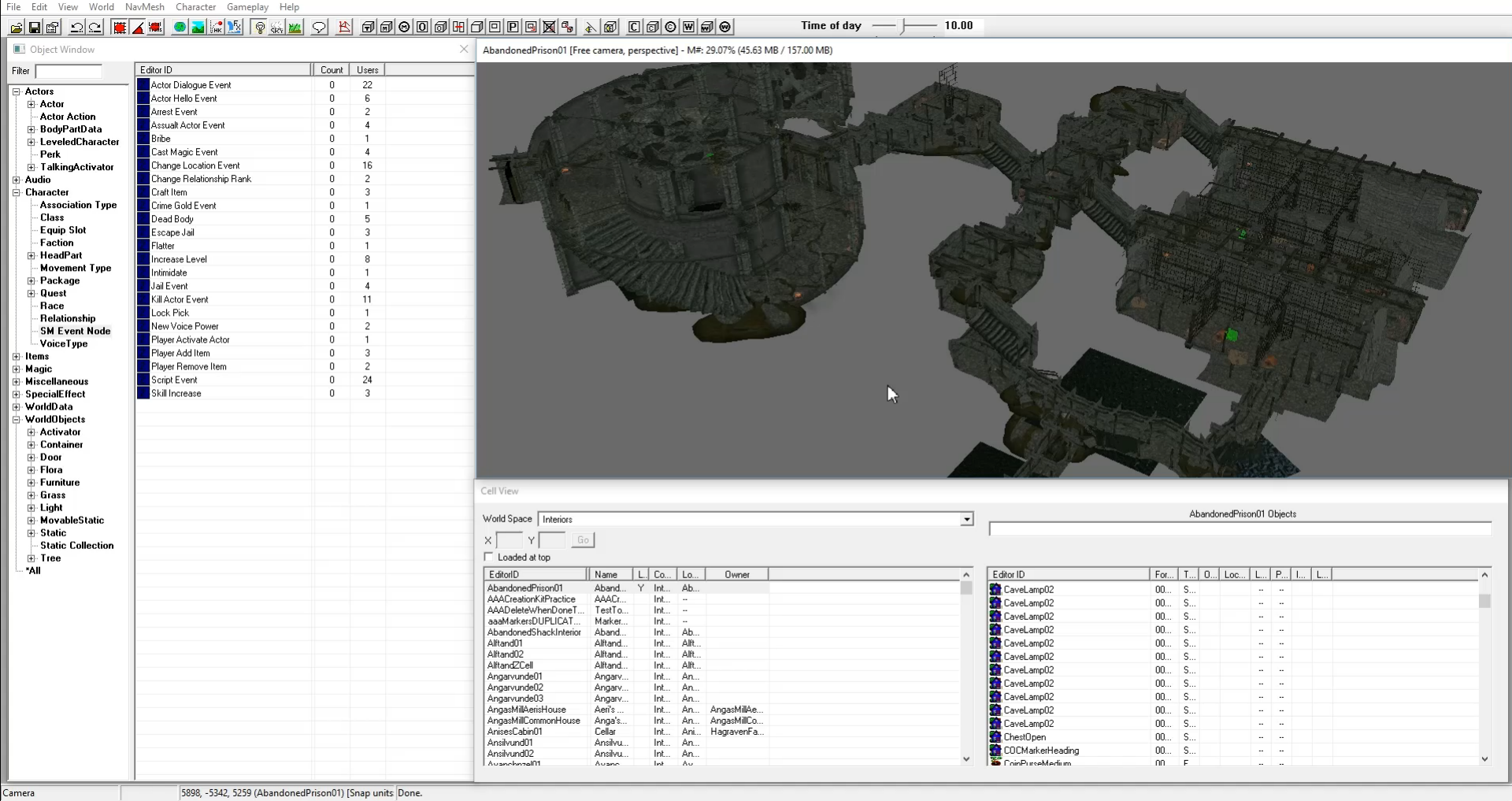
Navigation


File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Empty Actor
Empty Character
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Sphere Trigger
Viewport 2
Left
Wireframe
Show
Front
Perspective
Lit
Top
10m
Level: Minimal_Default (Persistent)
World Outliner
Layers
Search...
Label
Type
Box Brush
Box Brush2
Box Brush3
Box Brush4
Box Brush5
Box Brush6
Curved Stair Brush
Curved Stair Brush2
Curved Stair Brush3
SM_Bush
SM_Chair
35 actors
View Options
Details
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Props
Search Folders
Materials
Particles
Props
Shapes
Search Collections
Furniture
Lamps
Outside
Rocks
Filters
Search Props
Materials
cartcolor
CartEmpty
Cow
defaultMat
lambert2SG
MaterialSphere
SM_Bush
SM_Chair
SM_Corner Frame
SM_Couch
SM_Door
SM_DoorFrame
SM_Glass Window
SM_Lamp_Ceiling
SM_Lamp_Wall
25 items
View Options

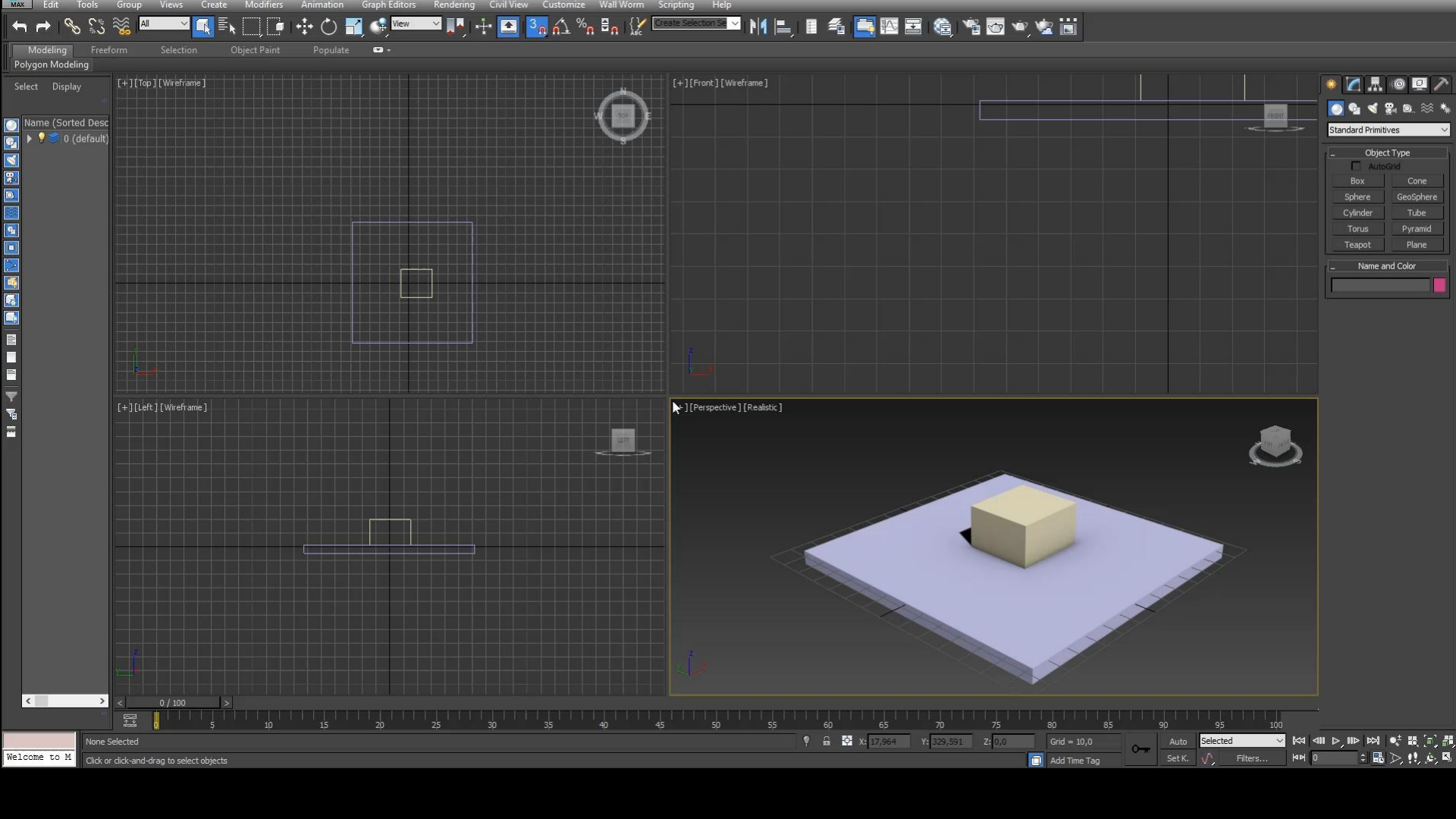
Navigation


File Edit Assets GameObject Component XboxOne Window Help
Center Local
Layers 4 Split
Scene
Textured 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Front
Hierarchy
Create All
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
UI
Car
Helpers
Lights
CarTiltControls
Inspector
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
Right
Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Editor
SampleScer
Standard As
Assets
Editor
SampleSce...
Standard A...
Failed to load window layout: System.Exception: Exception of type 'System.Exception' was thrown.

Navigation


File Edit View World NavMesh Character Gameplay Help
Time of day 10.00
Object Window
Filter
Actors
Actor
Actor Action
BodyPartData
LeveledCharacter
Perk
TalkingActivator
Audio
Character
Association Type
Class
Equip Slot
Faction
HeadPart
Movement Type
Package
Quest
Race
Relationship
SM Event Node
VoiceType
Items
Magic
Miscellaneous
SpecialEffect
WorldData
WorldObjects
Activator
Container
Door
Flora
Furniture
Grass
Light
MovableStatic
Static
Static Collection
Tree
*All
Editor ID
Count
Users
Actor Dialogue Event 0 22
Actor Hello Event 0 6
Arrest Event 0 2
Assualt Actor Event 0 4
Bribe 0 1
Cast Magic Event 0 4
Change Location Event 0 16
Change Relationship Rank 0 2
Craft Item 0 3
Crime Gold Event 0 1
Dead Body 0 5
Escape Jail 0 3
Flatter 0 1
Increase Level 0 8
Intimidate 0 1
Jail Event 0 4
Kill Actor Event 0 11
Lock Pick 0 1
New Voice Power 0 2
Player Activate Actor 0 1
Player Add Item 0 3
Player Remove Item 0 2
Script Event 0 24
Skill Increase 0 3
AbandonedPrison01 [Free camera, perspective] - M#: 29.07% (45.63 MB / 157.00 MB)
Cell View
World Space
Interiors
X
Y
Go
Loaded at top
AbandonedPrison01 Objects
EditorID
Name
Owner
AbandonedPrison01
AAACreationKitPractice
AAADeleteWhenDoneT...
aaaMarkersDUPLICAT...
AbandonedShackInterior
Alltand01
Alltand02
AlltandZCell
Angarvunde01
Angarvunde02
Angarvunde03
AngasMillAerisHouse
AngasMillCommonHouse
AnisesCabin01
Ansilvund01
Ansilvund02
Editor ID
CaveLamp02
ChestOpen
COCMarkerHeading
CoinPurseMedium
Camera
5898, -5342, 5259 (AbandonedPrison01) [Snap units
Done.

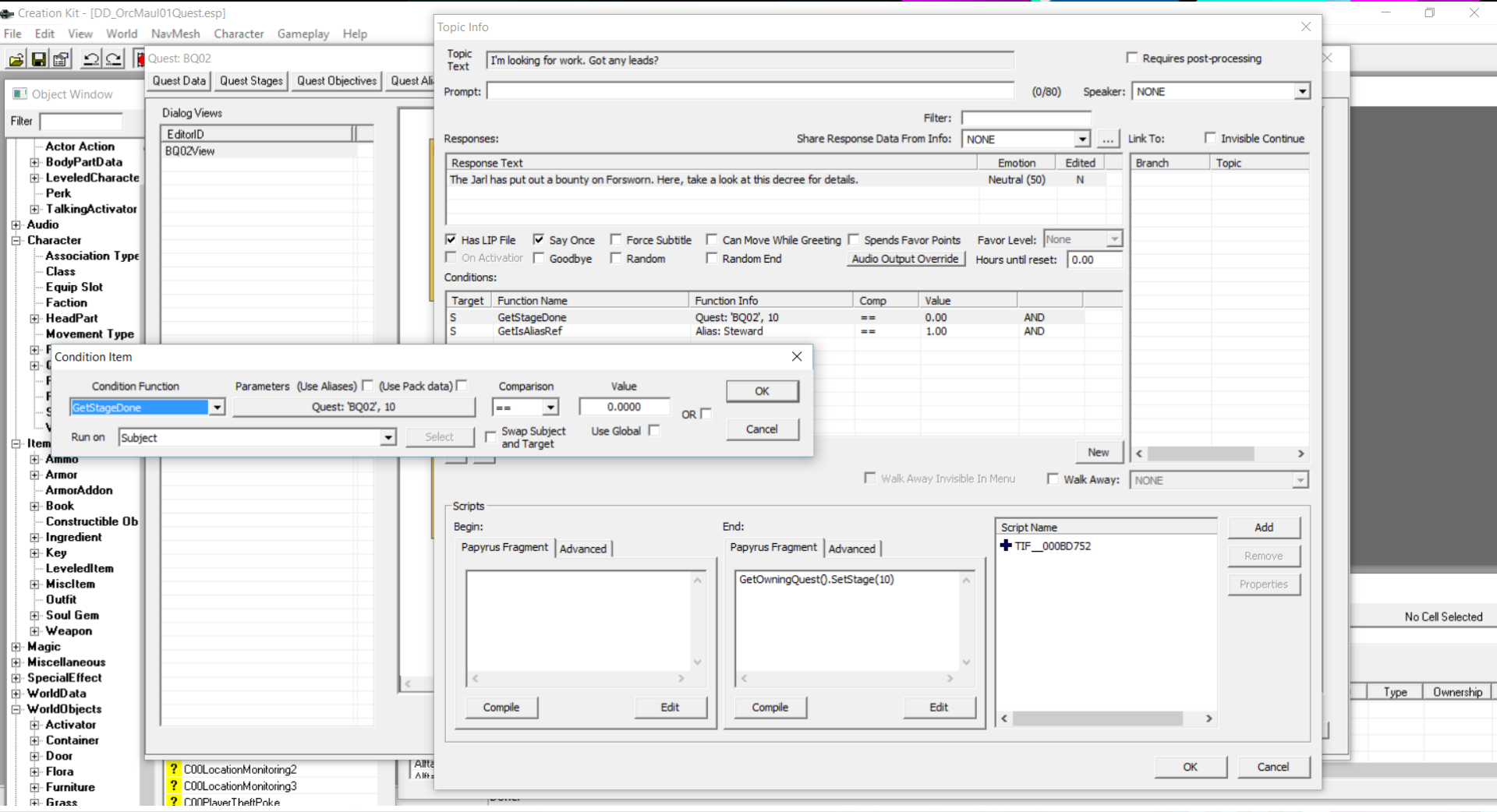
Navigation

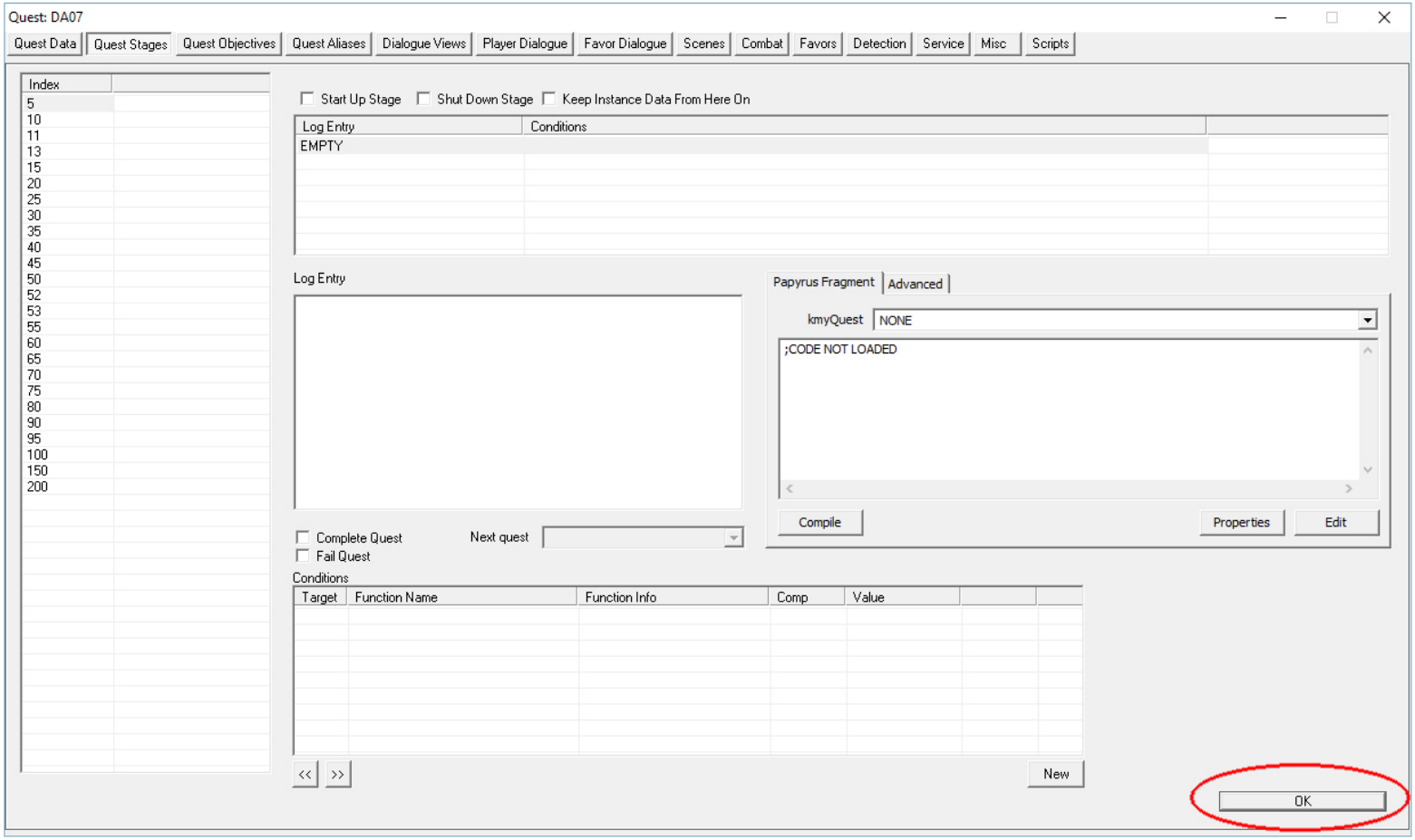

MAX
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Civil View
Customize
Wall Worm
Scripting
Help
Modeling
Freeform
Selection
Object Paint
Populate
Polygon Modeling
Select
Display
Name (Sorted Desc
0 (default)
[+][Top][Wireframe]
[+][Front][Wireframe]
[+][Left][Wireframe]
[+][Perspective][Realistic]
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
0 / 100
None Selected
Click or click-and-drag to select objects
Add Time Tag
Auto
Set K.
Selected
Filters...
Welcome to M

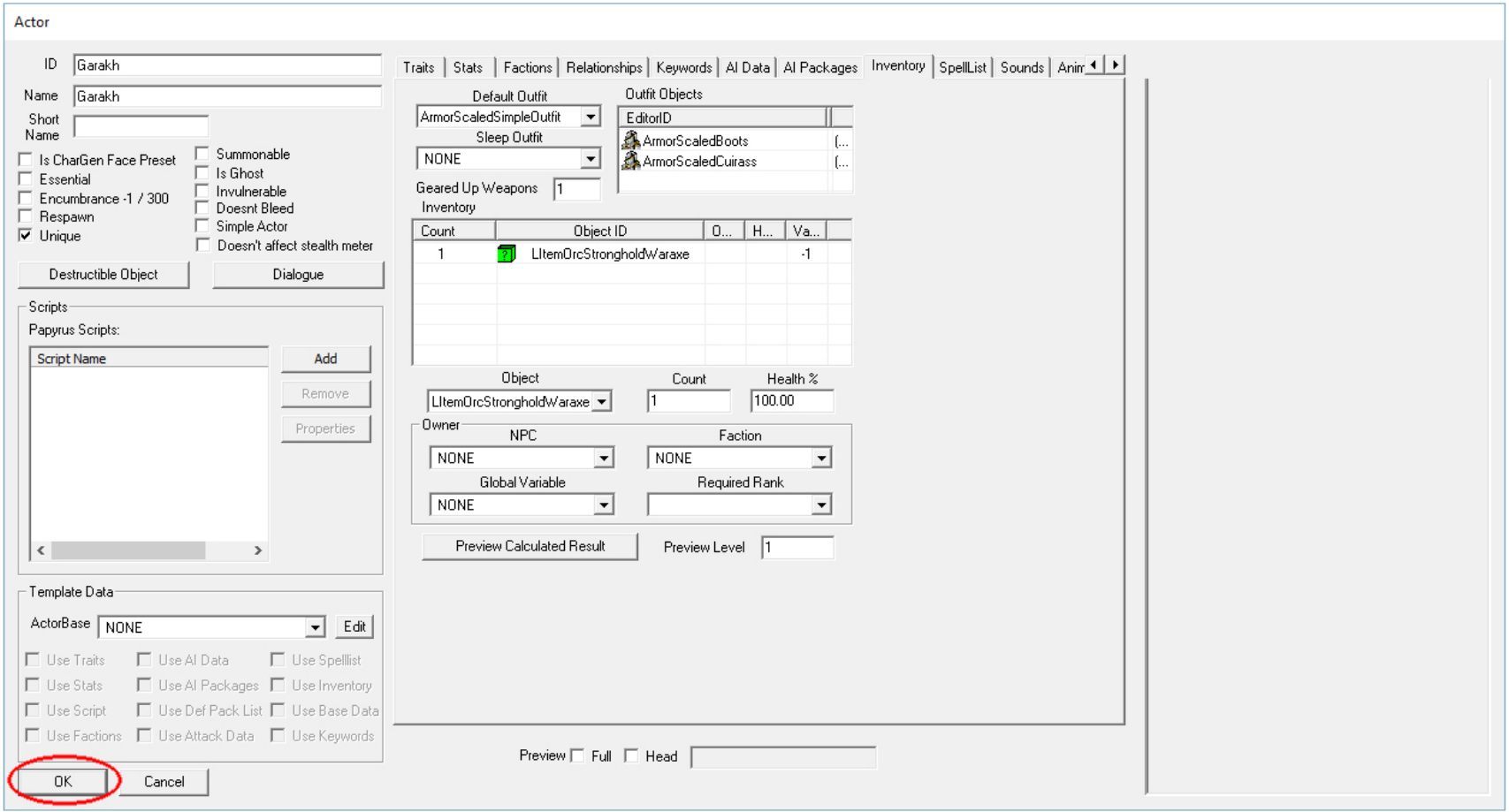
Navigation Take-away

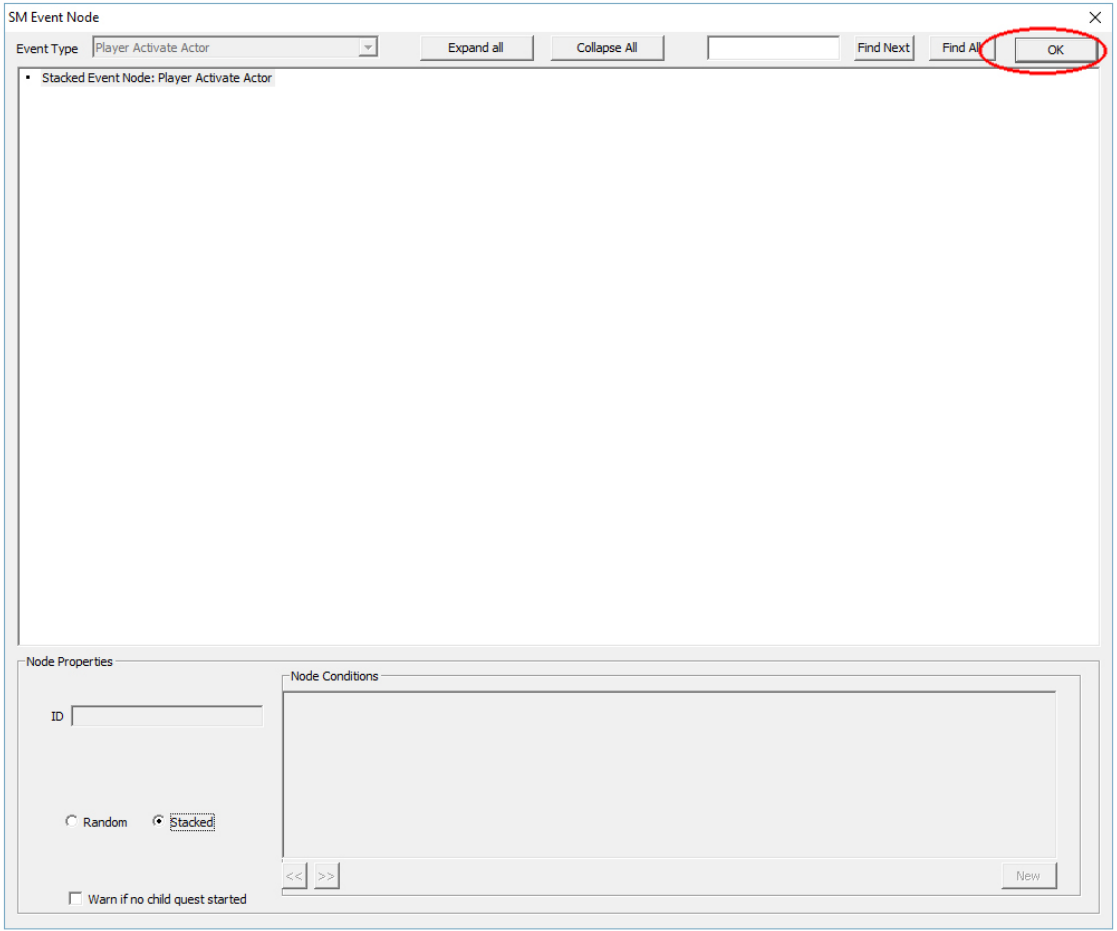
- Multi window
- Docking windows
- Flying/FPS camera & Orbital Camera

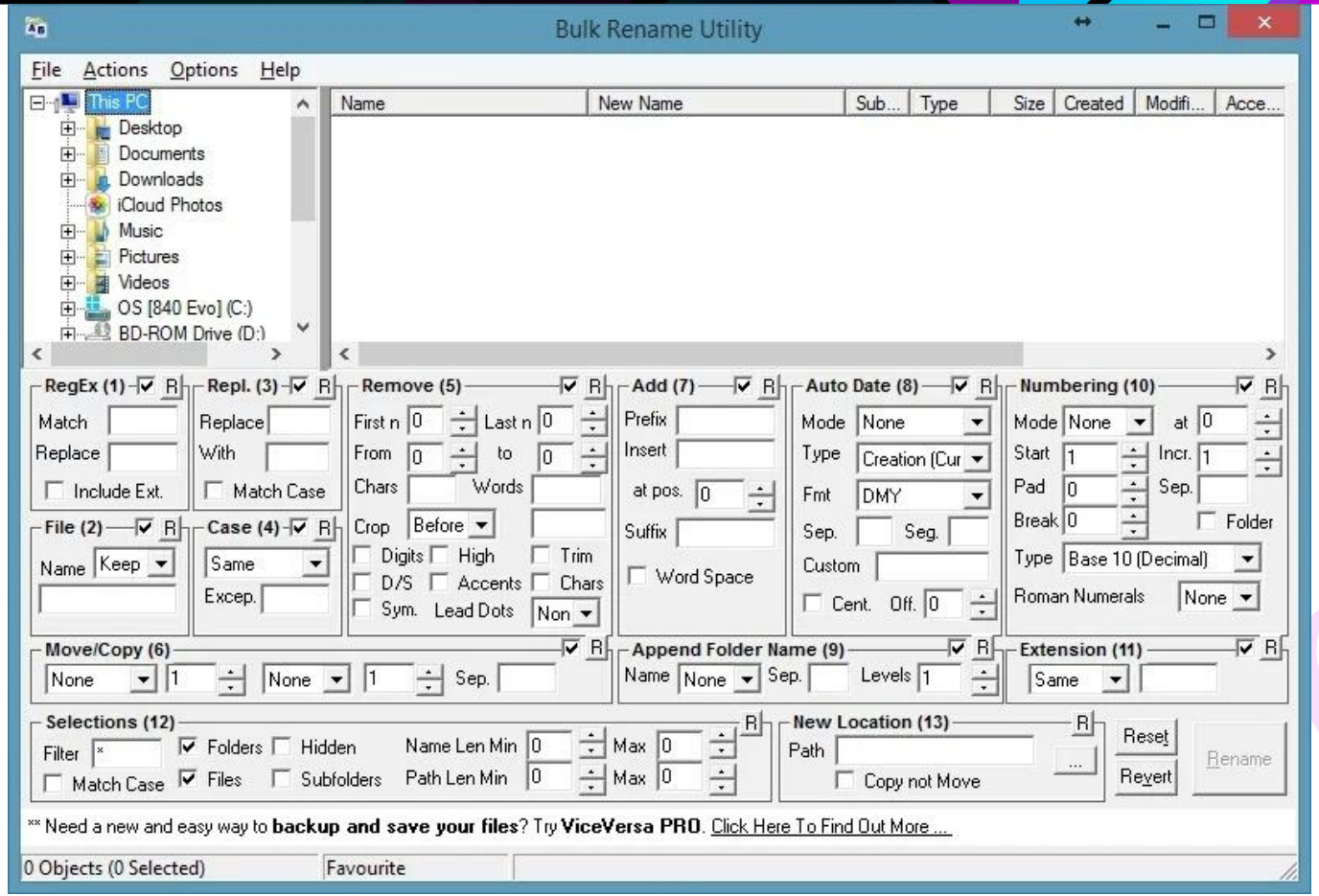
- Cordon system


Creation Kit - [DD_OrcMaul01Quest.esp]
File Edit View World NavMesh Character Gameplay Help
Quest: BQ02
Quest Data Quest Stages Quest Objectives
Dialog Views
EditorID
BQ02View
Topic Info
Topic Text
I'm looking for work. Got any leads?
Requires post-processing
Prompt:
(0/80)
Speaker:
NONE
Filter:
Responses:
Share Response Data From Info:
Link To:
Invisible Continue
Response Text
Emotion
Edited
The Jarl has put out a bounty on Forsworn. Here, take a look at this decree for details.
Neutral (50)
N
Branch
Topic
Has LIP File
Say Once
Force Subtitle
Can Move While Greeting
Spends Favor Points
Favor Level:
None
On Activation
Goodbye
Random
Random End
Audio Output Override
Hours until reset:
0.00
Conditions:
Target
Function Name
Function Info
Comp
Value
S
GetStageDone
Quest: 'BQ02', 10
==
0.00
AND
S
GetIsAliasRef
Alias: Steward
==
1.00
AND
New
Walk Away Invisible In Menu
Walk Away:
NONE
Scripts
Begin:
End:
Papyrus Fragment
Advanced
GetOwningQuest().SetStage(10)
Compile
Edit
Script Name
TIF__000BD752
Add
Remove
Properties
OK
Cancel
Condition Item
Condition Function
Parameters
(Use Aliases)
(Use Pack data)
Comparison
Value
GetStageDone
Quest: 'BQ02', 10
==
0.0000
OR
OK
Cancel
Run on
Subject
Select
Swap Subject and Target
Use Global
Object Window
Filter
Actor Action
BodyPartData
LeveledCharacte
Perk
TalkingActivator
Audio
Character
Association Type
Class
Equip Slot
Faction
HeadPart
Movement Type
Item
Ammo
Armor
ArmorAddon
Book
Constructible Ob
Ingredient
Key
LeveledItem
MiscItem
Outfit
Soul Gem
Weapon
Magic
Miscellaneous
SpecialEffect
WorldData
WorldObjects
Activator
Container
Door
Flora
Furniture
Grass
C00LocationMonitoring2
C00LocationMonitoring3
C00PlayerTheftPoke
No Cell Selected
Type
Ownership


Quest: DA07
Quest Data
Quest Stages
Quest Objectives
Quest Aliases
Dialogue Views
Player Dialogue
Favor Dialogue
Scenes
Combat
Favors
Detection
Service
Misc
Scripts
Index
5
10
11
13
15
20
25
30
35
40
45
50
52
53
55
60
65
70
75
80
90
95
100
150
200
Start Up Stage
Shut Down Stage
Keep Instance Data From Here On
Log Entry
Conditions
EMPTY
Log Entry
Papyrus Fragment
Advanced
kmyQuest
NONE
;CODE NOT LOADED
Compile
Properties
Edit
Complete Quest
Fail Quest
Next quest
Conditions
Target
Function Name
Function Info
Comp
Value
<<
>>
New
OK

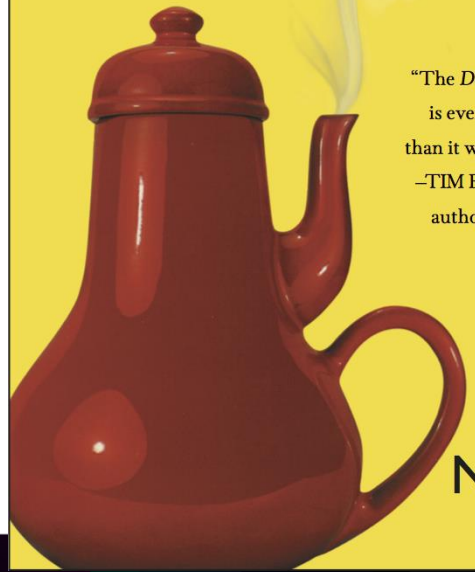

Actor
ID
Garakh
Name
Garakh
Short Name
Is CharGen Face Preset
Essential
Encumbrance -1 / 300
Respawn
Unique
Summonable
Is Ghost
Invulnerable
Doesnt Bleed
Simple Actor
Doesn't affect stealth meter
Destructible Object
Dialogue
Scripts
Papyrus Scripts:
Script Name
Add
Remove
Properties
Template Data
ActorBase
NONE
Edit
Use Traits
Use Stats
Use Script
Use Factions
Use AI Data
Use AI Packages
Use Def Pack List
Use Attack Data
Use Spelllist
Use Inventory
Use Base Data
Use Keywords
OK
Cancel
Traits
Stats
Factions
Relationships
Keywords
AI Data
AI Packages
Inventory
SpellList
Sounds
Default Outfit
ArmorScaledSimpleOutfit
Sleep Outfit
NONE
Geared Up Weapons
1
Outfit Objects
EditorID
ArmorScaledBoots
ArmorScaledCuirass
Inventory
Count
Object ID
1
LItemOrcStrongholdWaraxe
-1
Object
LItemOrcStrongholdWaraxe
Count
1
Health %
100.00
Owner
NPC
NONE
Faction
NONE
Global Variable
NONE
Required Rank
Preview Calculated Result
Preview Level
1
Preview
Full
Head


SM Event Node
Event Type
Player Activate Actor
Expand all
Collapse All
Find Next
Find All
OK
Stacked Event Node: Player Activate Actor
Node Properties
ID
Random
Stacked
Warn if no child quest started
Node Conditions
<<
>>
New


Bulk Rename Utility
File Actions Options Help
This PC
Desktop
Documents
Downloads
iCloud Photos
Music
Pictures
Videos
OS [840 Evo] (C:)
BD-ROM Drive (D:)
Name
New Name
Sub...
Type
Size
Created
Modifi...
Acce...
RegEx (1)
Match
Replace
Include Ext.
Repl. (3)
Replace
With
Match Case
Remove (5)
First n
Last n
From
to
Chars
Words
Crop
Before
Digits
High
Trim
D/S
Accents
Chars
Sym.
Lead Dots
Non
Add (7)
Prefix
Insert
at pos.
Suffix
Word Space
Auto Date (8)
Mode
None
Type
Creation (Cur
Fmt
DMY
Sep.
Seg.
Custom
Cent.
Off.
Numbering (10)
Mode
None
at
Start
Incr.
Pad
Sep.
Break
Folder
Type
Base 10 (Decimal)
Roman Numerals
None
File (2)
Name
Keep
Case (4)
Same
Excep.
Move/Copy (6)
None
Sep.
Append Folder Name (9)
Name
None
Sep.
Levels
Extension (11)
Same
Selections (12)
Filter
Folders
Files
Hidden
Subfolders
Match Case
Name Len Min
Path Len Min
Max
New Location (13)
Path
Copy not Move
Reset
Revert
Rename
** Need a new and easy way to backup and save your files? Try ViceVersa PRO. Click Here To Find Out More ...
0 Objects (0 Selected)
Favourite

REVISED & EXPANDED EDITION

The DESIGN *of* EVERYDAY THINGS



"The *Design of Everyday Things* is even more relevant today than it was when first published."
–TIM BROWN, CEO of IDEO, author of *Change by Design*

DON NORMAN

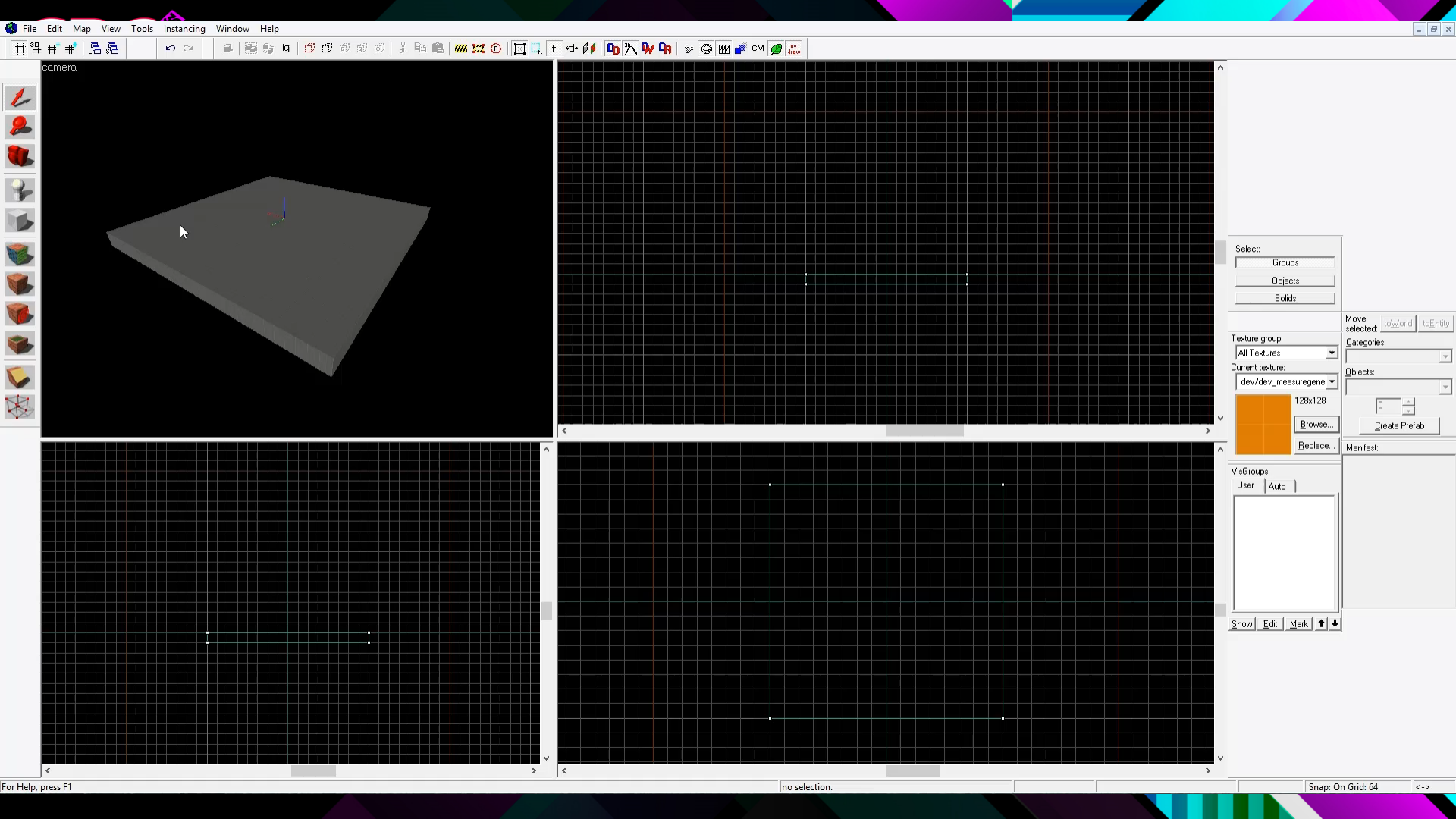
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Creating Basic Geometry

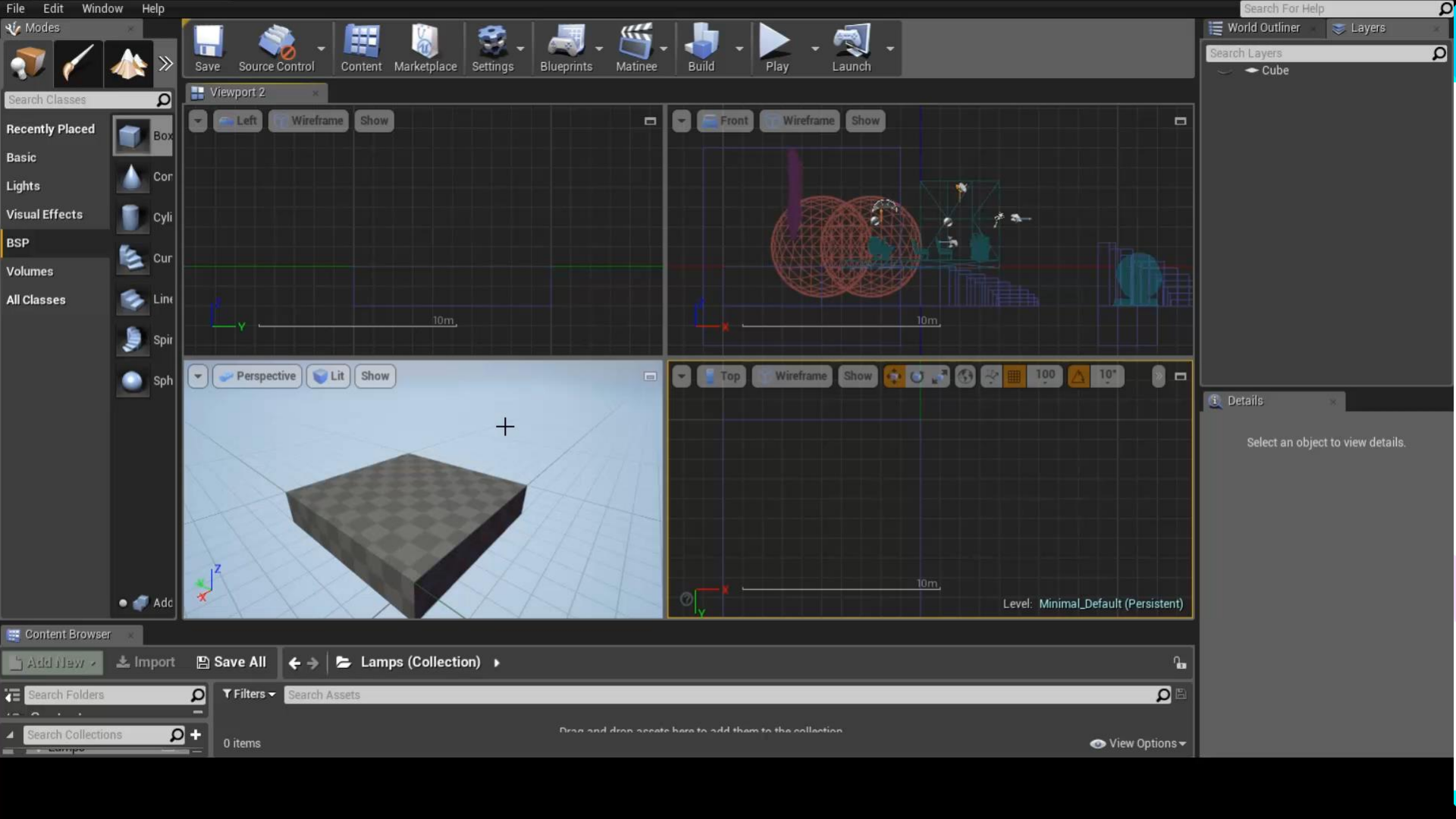
What does a level designer need for flow?

- Be able to quickly place & size basic geometry
- Replace large sections of the map quickly and accurately

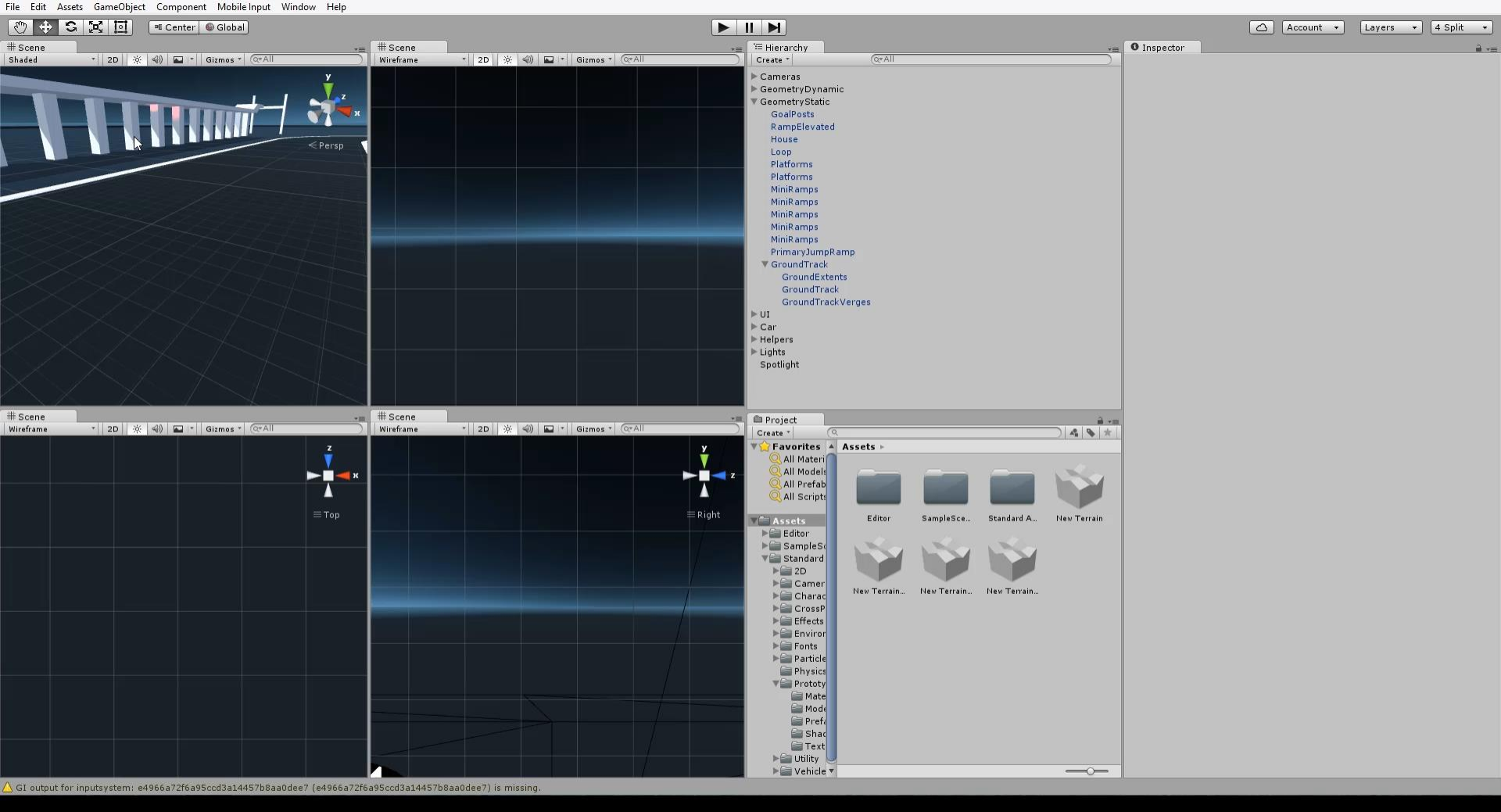
Creating Basic Geometry


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
0
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 64

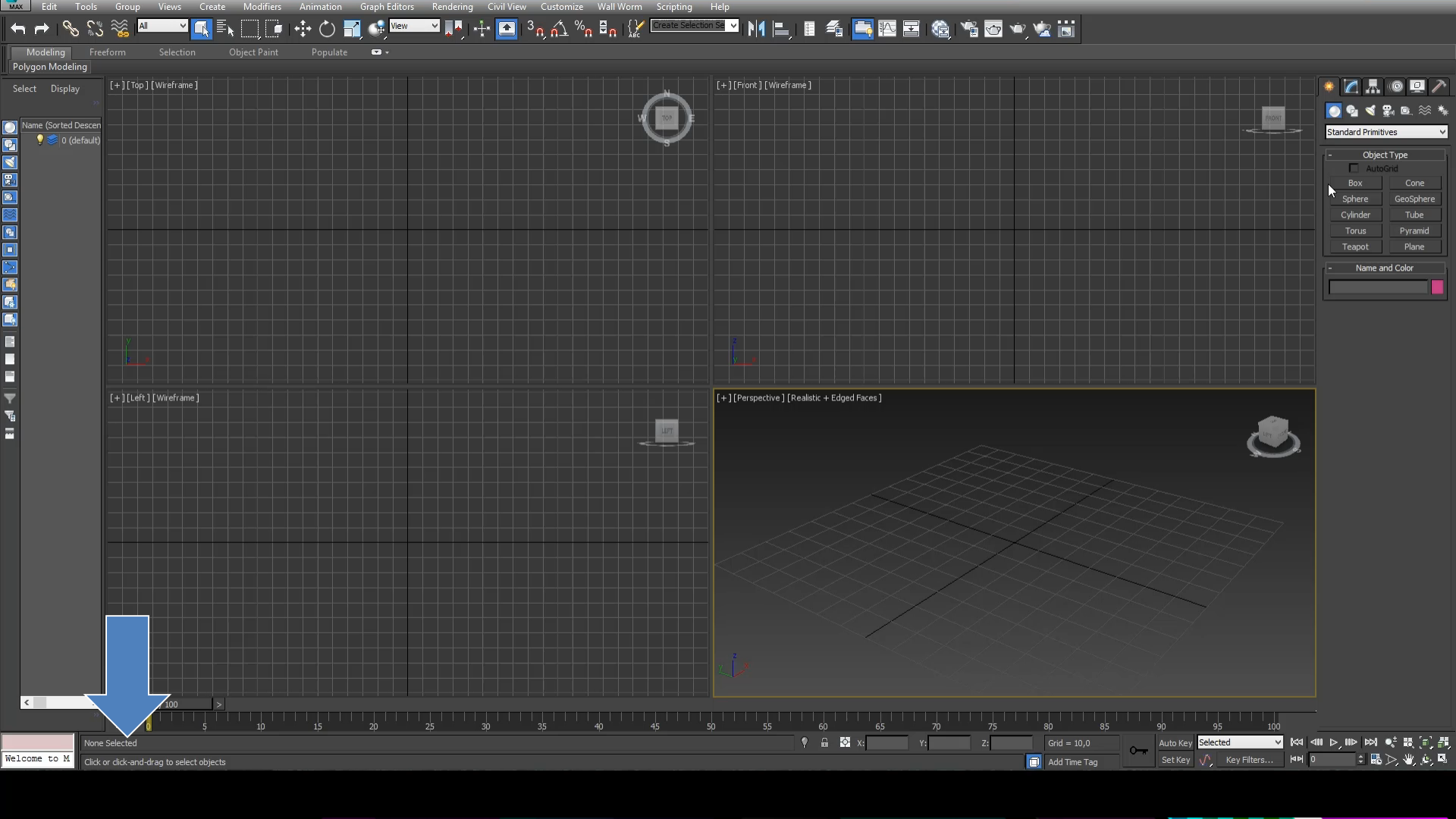
Creating Basic Geometry


File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Box
Cor
Cyli
Cur
Line
Spir
Sph
Add
Viewport 2
Left
Wireframe
Show
10m
Front
Perspective
Lit
Top
100
10°
Level: Minimal_Default (Persistent)
Details
Select an object to view details.
Content Browser
Add New
Import
Save All
Lamps (Collection)
Search Folders
Search Collections
Filters
Search Assets
0 items
View Options

Creating Basic Geometry


File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Account Layers 4 Split
Scene
Shaded 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Hierarchy
Create All
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
GroundExtents
GroundTrack
GroundTrackVerges
UI
Car
Helpers
Lights
Spotlight
Inspector
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
Right
Project
Create
Favorites
All Materi
All Models
All Prefab
All Scripts
Assets
Editor
SampleSc
Standard
2D
Camer
Charac
CrossP
Effects
Environ
Fonts
Particle
Physics
Prototy
Mate
Mode
Prefa
Shac
Text
Utility
Vehicle
Assets
Editor
SampleSce...
Standard A...
New Terrain
New Terrain...
New Terrain...
New Terrain...
GI output for inputsystem: e4966a72f6a95ccd3a14457b8aa0dee7 (e4966a72f6a95ccd3a14457b8aa0dee7) is missing.

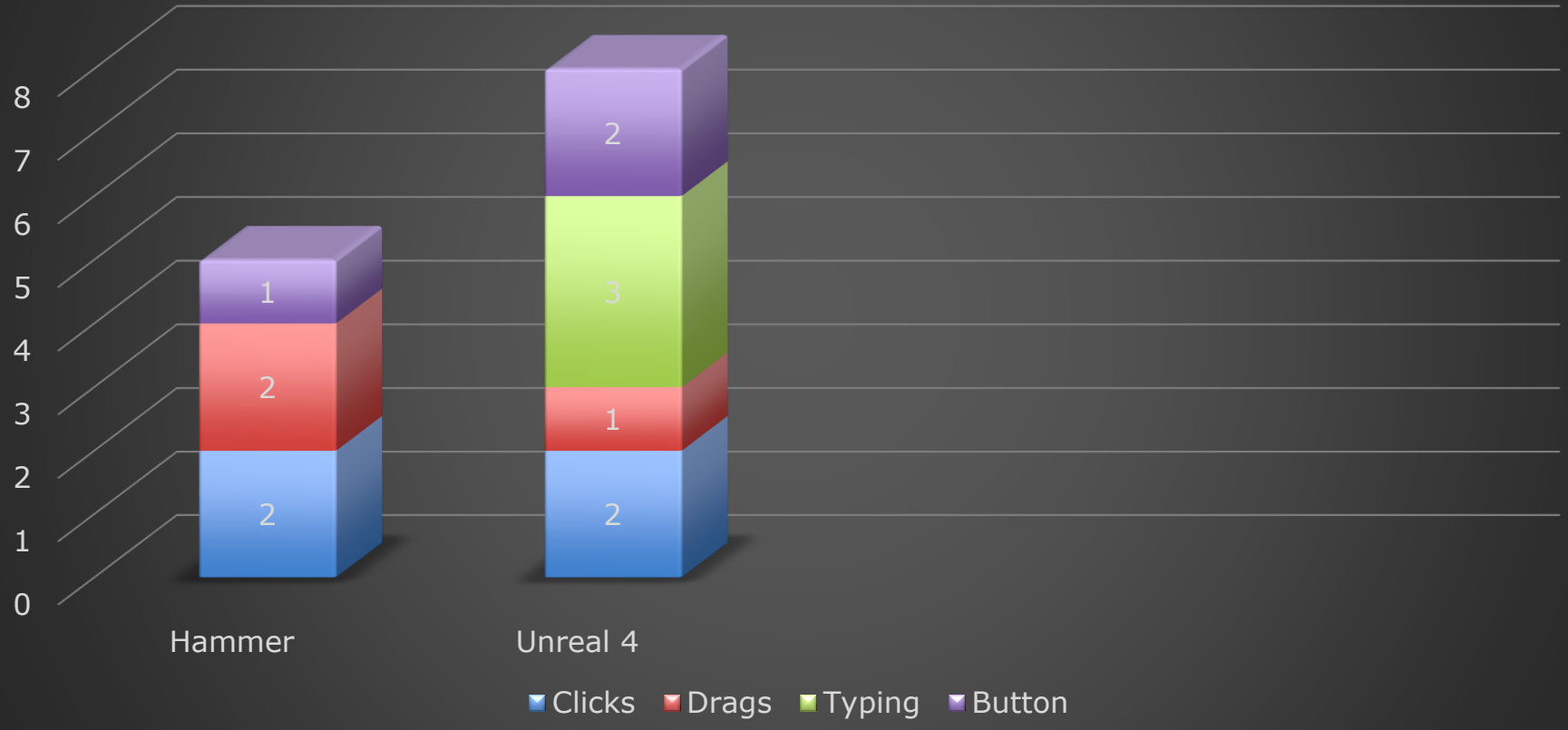
Creating Basic Geometry


MAX
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Civil View
Customize
Wall Worm
Scripting
Help
Modeling
Freeform
Selection
Object Paint
Populate
Polygon Modeling
Select
Display
Name (Sorted Descen
0 (default)
[+] [Top] [Wireframe]
[+] [Front] [Wireframe]
[+] [Left] [Wireframe]
[+] [Perspective] [Realistic + Edged Faces]
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
None Selected
Click or click-and-drag to select objects
Add Time Tag
Grid = 10,0
Auto Key
Selected
Set Key
Key Filters...
Welcome to M

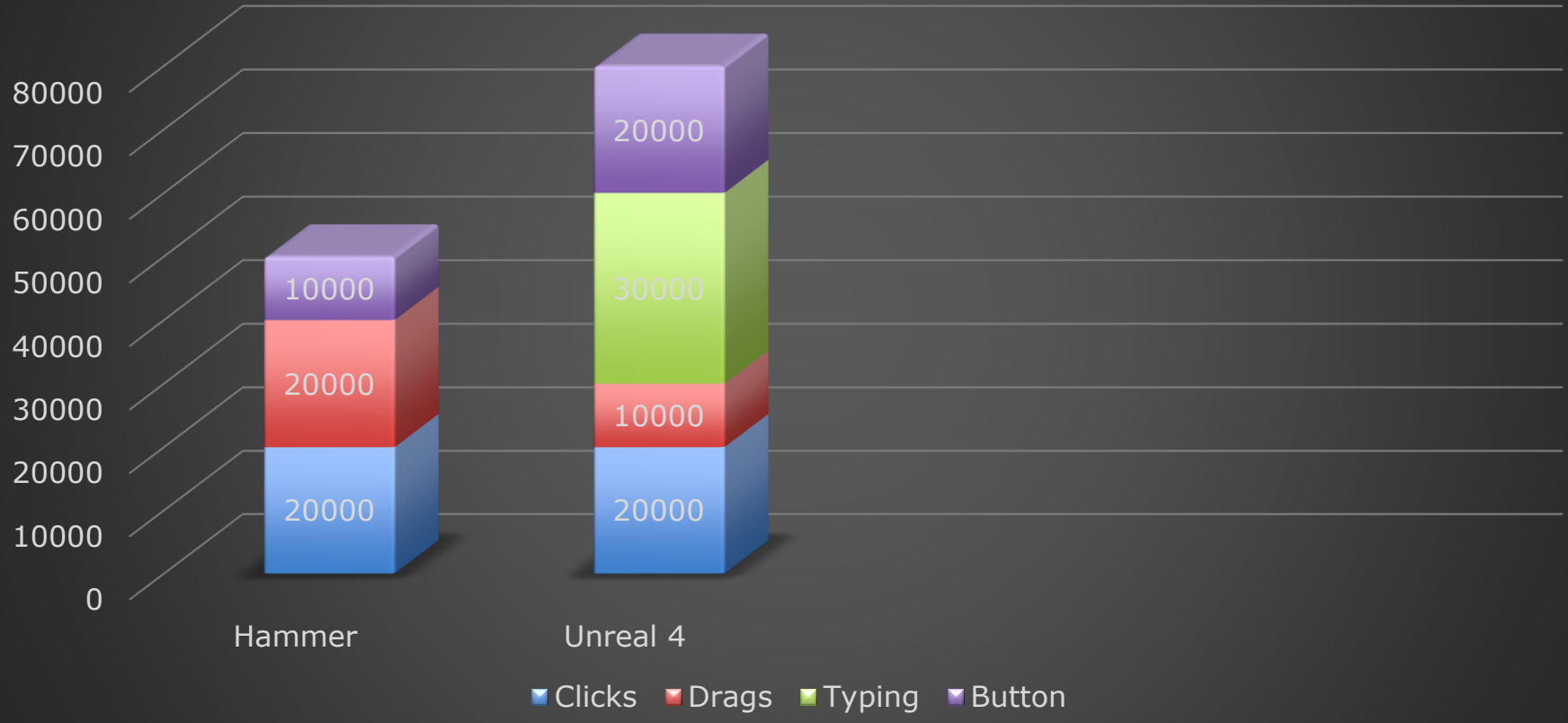
Creating Basic Geometry Take-away

- Quick placement & basic shaping
- Visible measurements
- Large variety of basic geometry
- Everything near the users' current view

Time differences via UX actions



Actions for 10.000 brushes

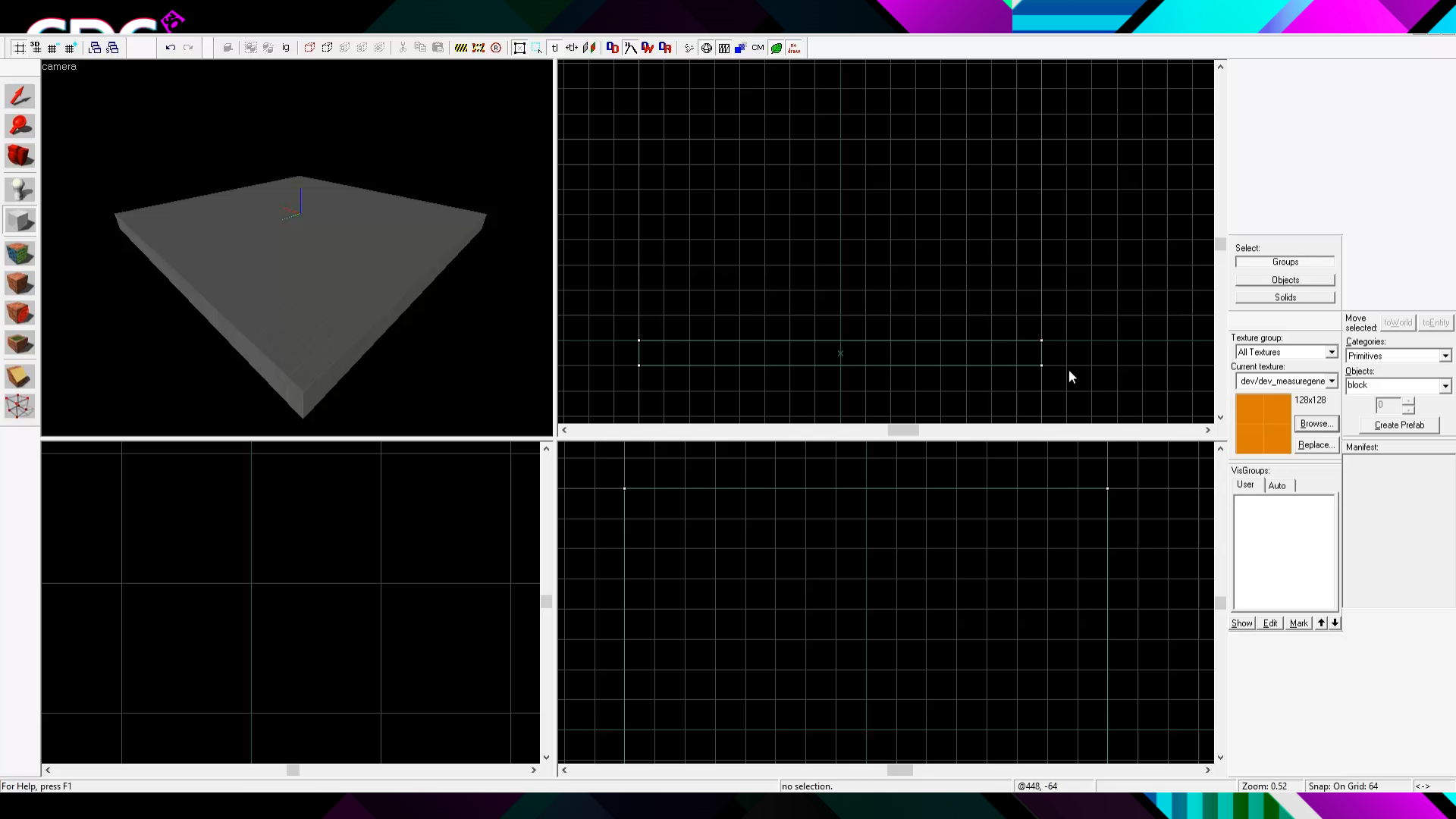


Creating Complex Geometry

What does a level designer need for flow?

- Be able to quickly place & size complex geometry
- Replace large sections of the map quickly and accurately

Creating Complex Geometry


camera
Select:
Groups
Objects
Solids
Move selected:
toWorld
toEntity
Texture group:
All Textures
Categories:
Primitives
Current texture:
dev/dev_measuregene
Objects:
block
128x128
Browse...
Create Prefab
Replace...
Manifest:
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Mark
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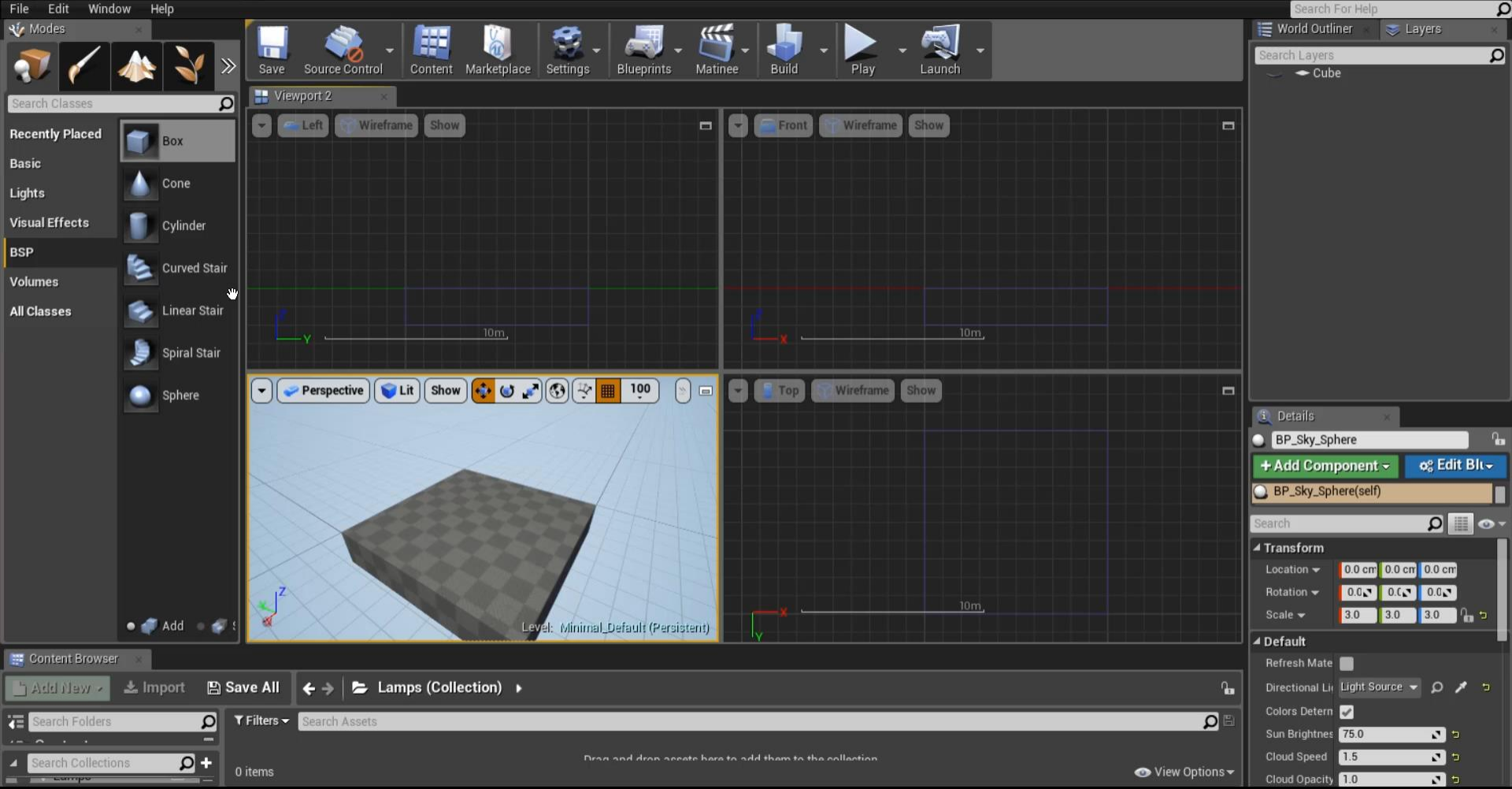
no selection.
@448, -64
Zoom: 0.52
Snap: On Grid: 64

Creating Complex Geometry


File
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Search For Help
Modes
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Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
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World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Box
Cone
Cylinder
Curved Stair
Linear Stair
Spiral Stair
Sphere
Add
Viewport 2
Left
Wireframe
Show
Front
Perspective
Lit
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Top
10m
Level: Minimal_Default (Persistent)
Details
BP_Sky_Sphere
+ Add Component
Edit Blt
BP_Sky_Sphere(self)
Search
Transform
Location
Rotation
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Default
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Cloud Speed
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Content Browser
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Import
Save All
Lamps (Collection)
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Filters
Search Assets
Search Collections
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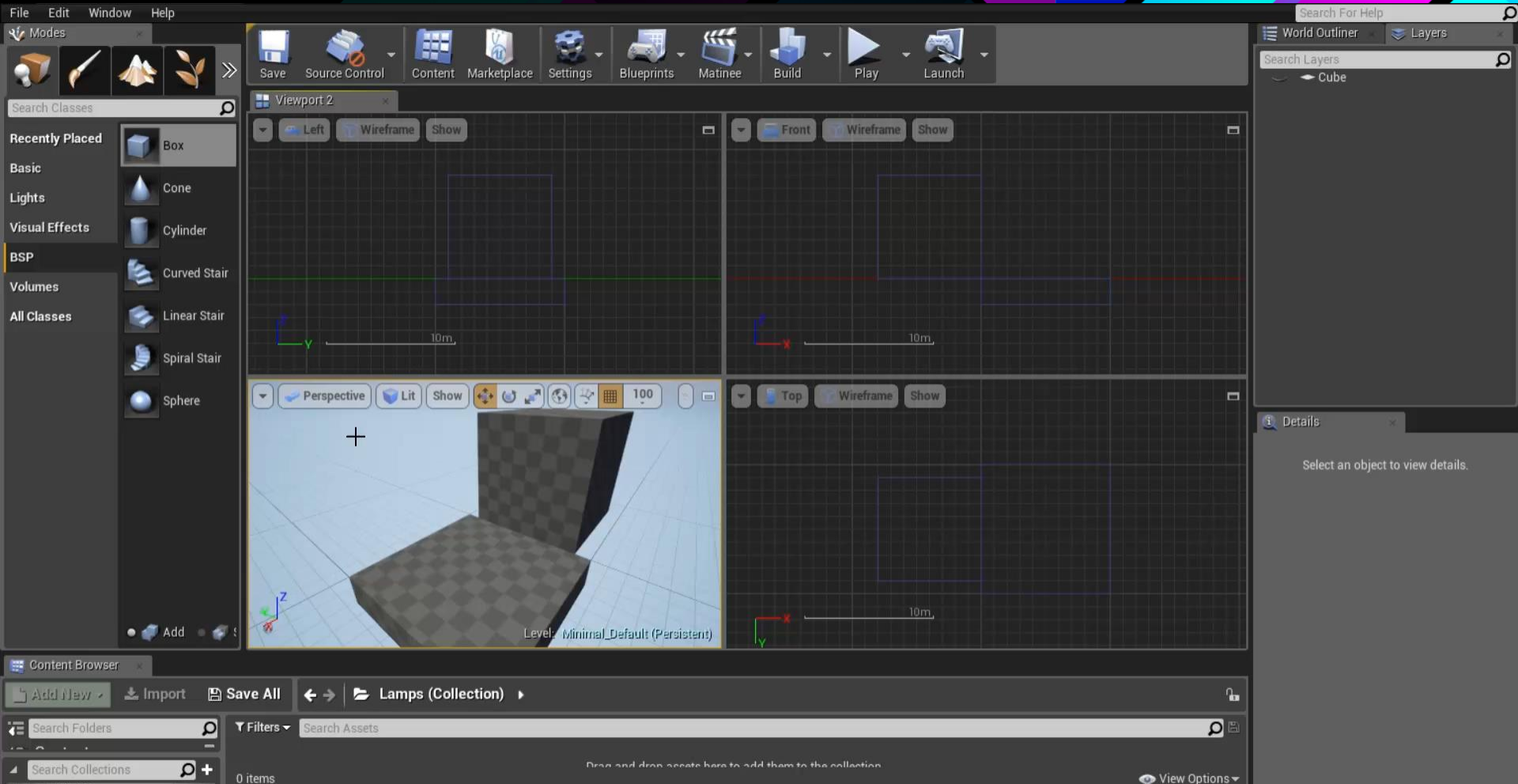
View Options


File
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World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Box
Cone
Cylinder
Curved Stair
Linear Stair
Spiral Stair
Sphere
Add
Viewport 2
Left
Wireframe
Show
Front
Perspective
Lit
Top
10m
Level: Minimal_Default (Persistent)
Details
Select an object to view details.
Content Browser
Add New
Import
Save All
Lamps (Collection)
Search Folders
Filters
Search Assets
Search Collections
0 items
View Options

Creating Complex Geometry Take-away

- Variety of primitives
- Complex pre-sets save time
- Numerical value changes
- Instantly visual

Interesting design comes from iteration and trying things out. If the editor does not facilitate this, then the design of the game will stagnate.

Rayman Legends: The Design Process Within the UbiArt Framework

By: Chris McEntee

Chapter Selection

How Is It Done?
What's the Magic Tech?
What is the UbiArt Framework?
Rayman Origins and Legends
Useful Systems and Tools
Gamepaly Geometry: Friezes
Pipe Friezes
Meta Friezes
Bezier Friezes
Whitebox Friezes
Whitebox Prototypes
Whitebox Sketching
LUA Scripting
Sequence Editor

What is the UbiArt Framework?

- 2D game engine
- Full HD at 60FPS
- **Artist friendly**

UBI art

13:12 | 58:25

Digitally Speaking

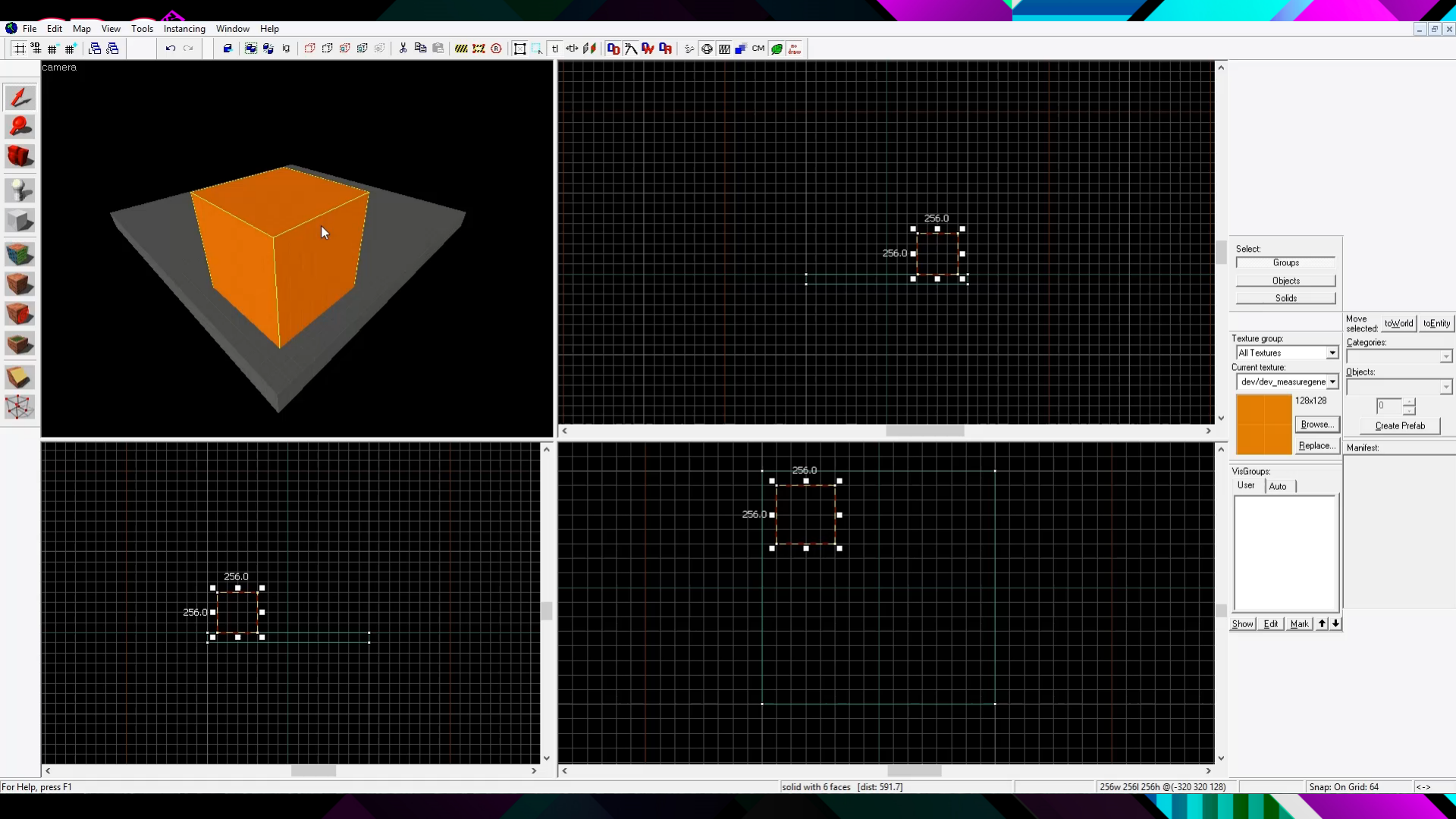
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Snapping tools

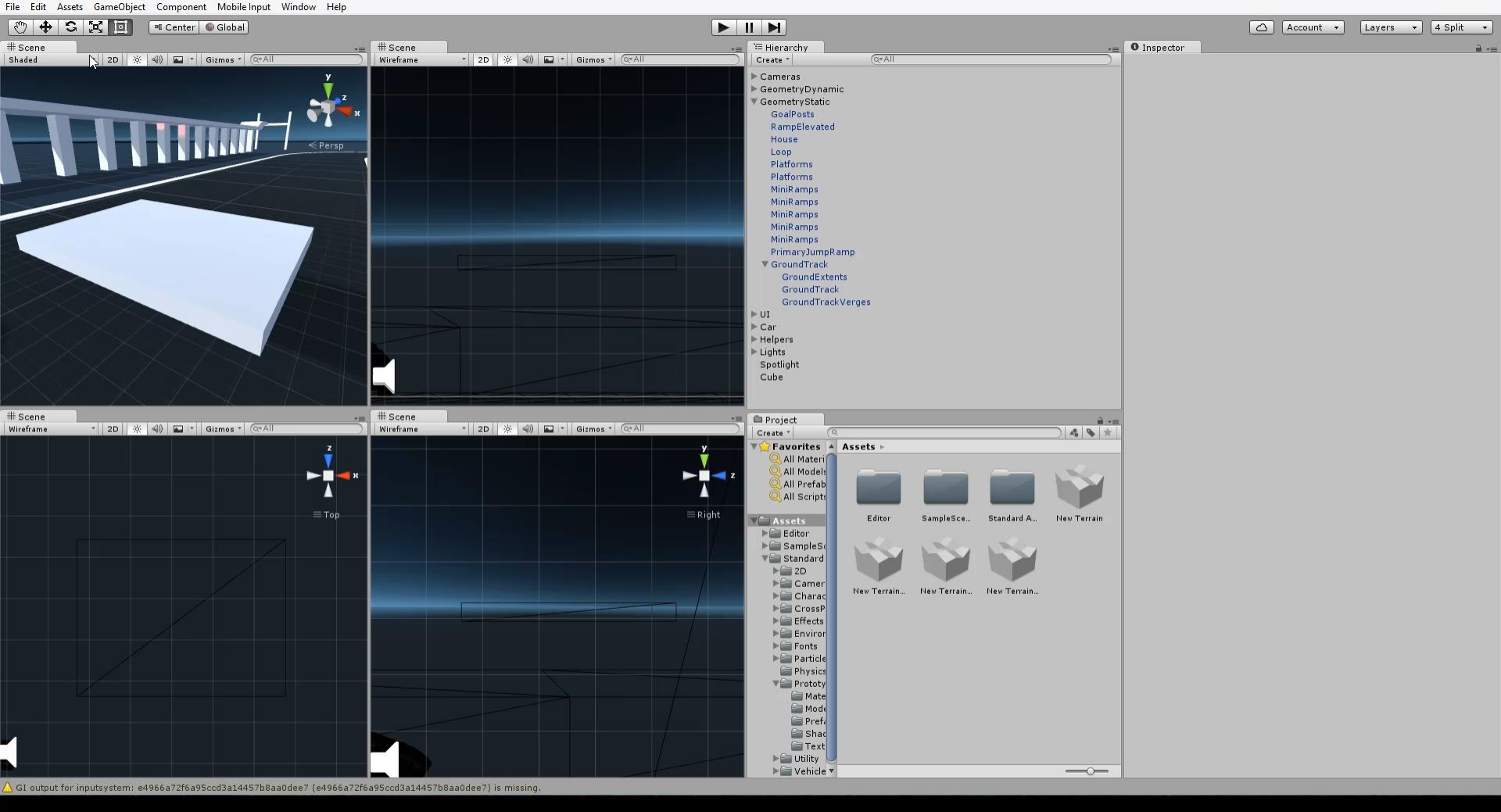
What does a level designer need for flow?

- Be able to quickly snap anything to anywhere

Snapping tools


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
256.0
256.0
256.0
256.0
256.0
256.0
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
0
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
solid with 6 faces [dist: 591.7]
256w 256l 256h @(-320 320 128)
Snap: On Grid: 64

Snapping tools


File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Account Layers 4 Split
Scene
Shaded 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Hierarchy
Create All
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
GroundExtents
GroundTrack
GroundTrackVerges
UI
Car
Helpers
Lights
Spotlight
Cube
Inspector
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
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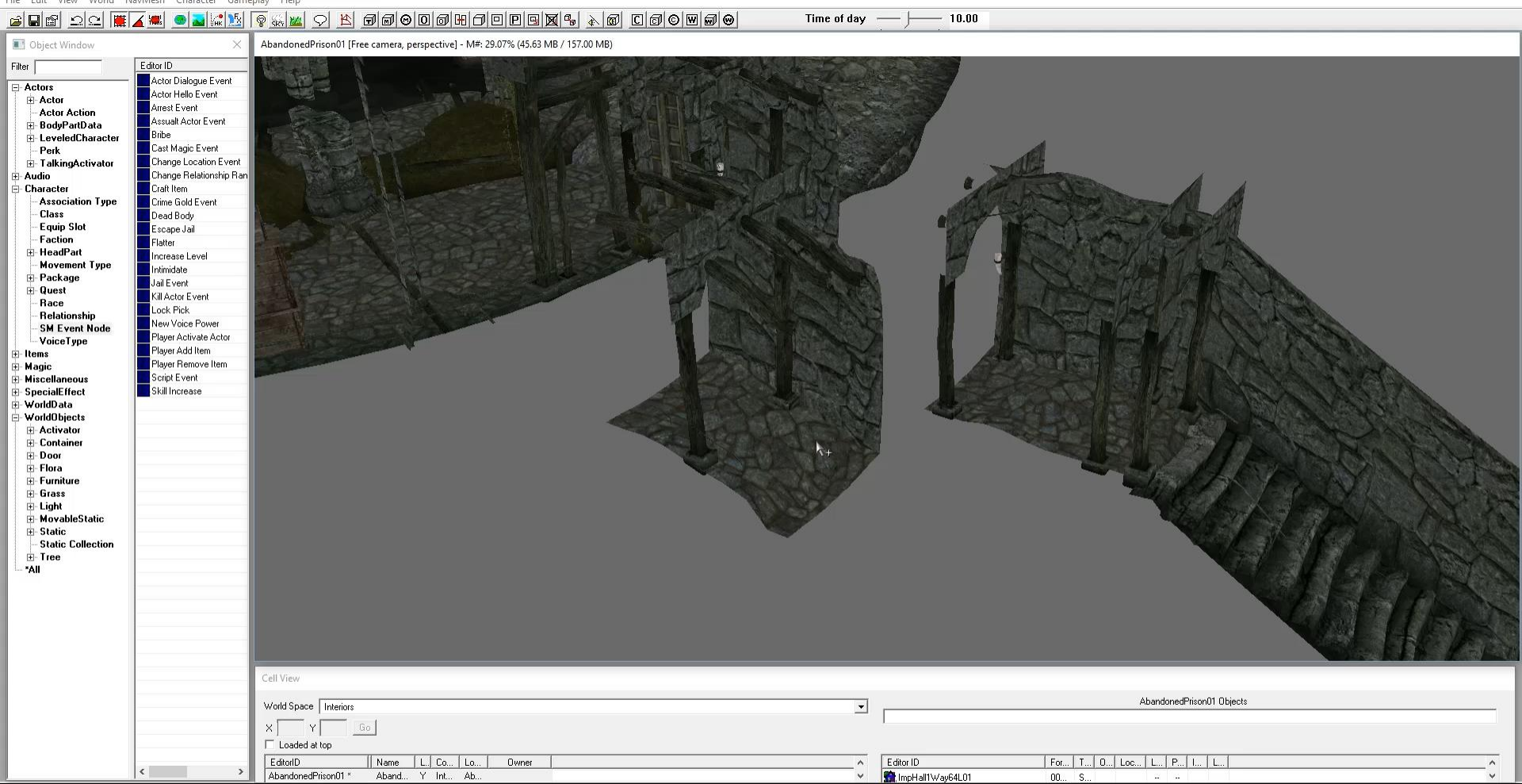
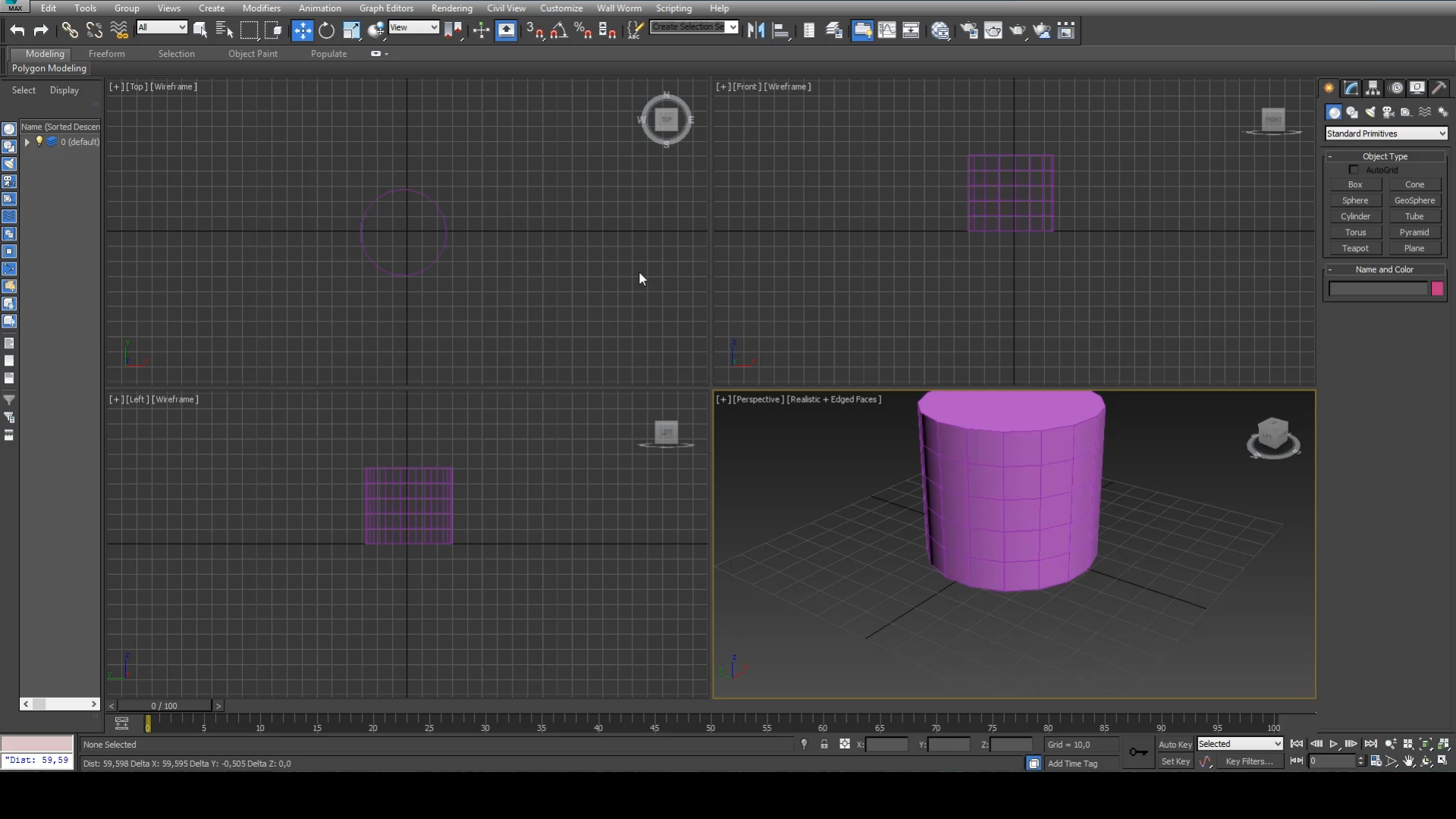
GI output for inputsystem: e4966a72f6a95ccd3a14457b8aa0dee7 (e4966a72f6a95ccd3a14457b8aa0dee7) is missing.

Snapping tools


File Edit View World Navmesh Character Gameplay Help
Time of day
10.00
Object Window
Filter
Editor ID
Actors
Actor
Actor Action
BodyPartData
LeveledCharacter
Perk
TalkingActivator
Audio
Character
Association Type
Class
Equip Slot
Faction
HeadPart
Movement Type
Package
Quest
Race
Relationship
SM Event Node
VoiceType
Items
Magic
Miscellaneous
SpecialEffect
WorldData
WorldObjects
Activator
Container
Door
Flora
Furniture
Grass
Light
MovableStatic
Static
Static Collection
Tree
*All
Actor Dialogue Event
Actor Hello Event
Arrest Event
Assualt Actor Event
Bribe
Cast Magic Event
Change Location Event
Change Relationship Ran
Craft Item
Crime Gold Event
Dead Body
Escape Jail
Flatter
Increase Level
Intimidate
Jail Event
Kill Actor Event
Lock Pick
New Voice Power
Player Activate Actor
Player Add Item
Player Remove Item
Script Event
Skill Increase
AbandonedPrison01 [Free camera, perspective] - M#: 29.07% (45.63 MB / 157.00 MB)
Cell View
World Space
Interiors
X
Y
Go
Loaded at top
EditorID
Name
Owner
AbandonedPrison01 *
AbandonedPrison01 Objects
Editor ID
ImpHall1Way64L01

Snapping tools


Edit
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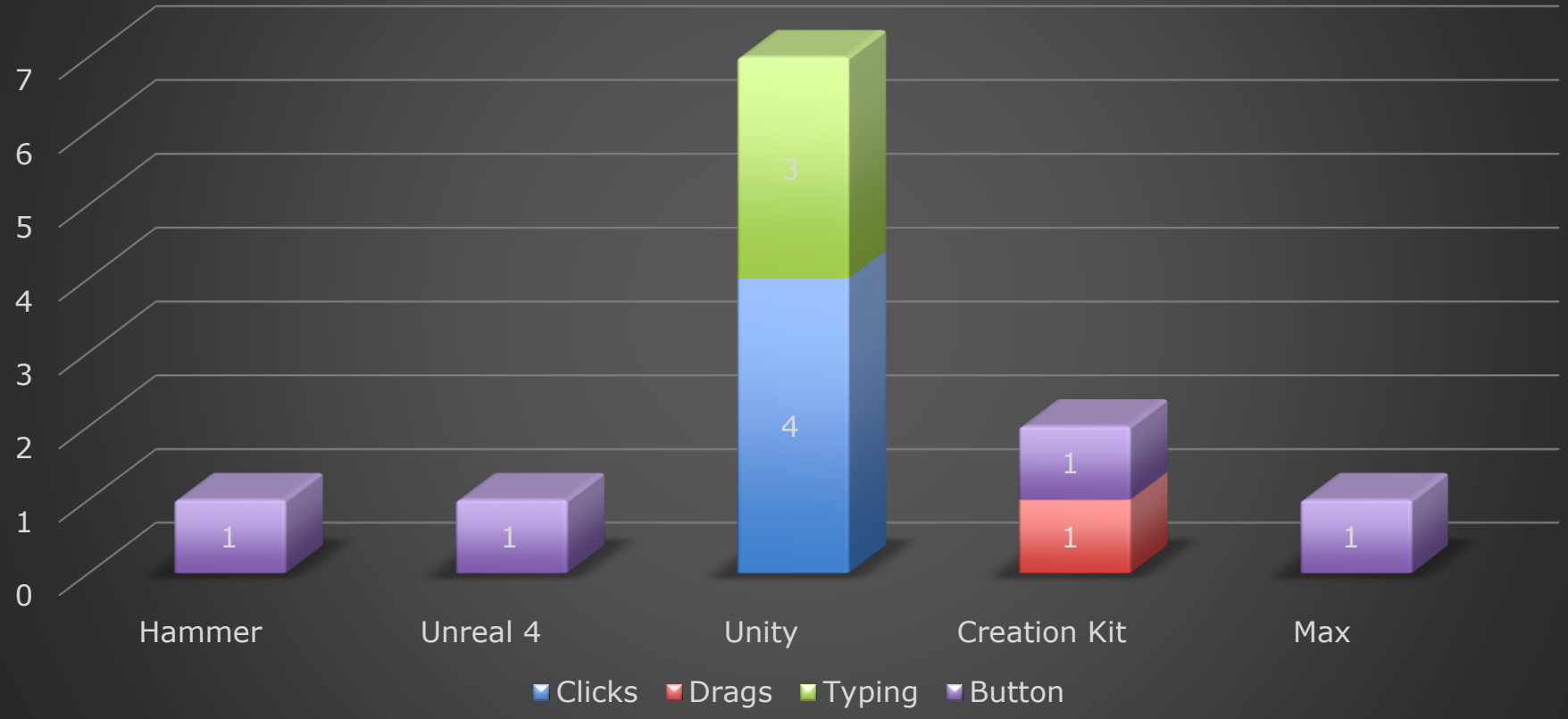
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Civil View
Customize
Wall Worm
Scripting
Help
Modeling
Freeform
Selection
Object Paint
Populate
Polygon Modeling
Select
Display
Name (Sorted Descen
0 (default)
[+] [Top] [Wireframe]
[+] [Front] [Wireframe]
[+] [Left] [Wireframe]
[+] [Perspective] [Realistic + Edged Faces]
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
Name and Color
0 / 100
None Selected
Grid = 10,0
Auto Key
Selected
Set Key
Key Filters...
Add Time Tag
"Dist: 59,59
Dist: 59,598 Delta X: 59,595 Delta Y: -0,505 Delta Z: 0,0

Snapping tools Take-away

- Large variety of snaps
- Vertex snap for modular games
- Off-grid snaps
- Create the possibility for complex level geometry
- Fast snap changes with hotkeys

Changing snaps, UX actions



ESC
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12
PRT SC SCR LK PAUSE
INS HOME PAGE UP
DEL END PAGE DOWN
NUMLK / * -
7 HOME 8 ↑ 9 PGUP +
4 ← 5 6 →
1 END 2 ↓ 3 PGDN ENTER
0 INS . DEL
TAB Q W E R T Y U I O P
CAPS LOCK A S D F G H J K L
SHIFT Z X C V B N M SHIFT
CTRL ALT ALT FN CTRL

SHIFT
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SHIFT
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ESC
F1 F2 F3 F4 F5 F6 F7 F8 F9 F10 F11 F12
PRT SC SCR LK PAUSE
INS HOME PAGE UP
DEL END PAGE DOWN
NUMLK 1X / 2X * 4X - 6X
7 HOME 8 9 PGUP +
4 5 6
1 END 2 3 PGDN
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TAB
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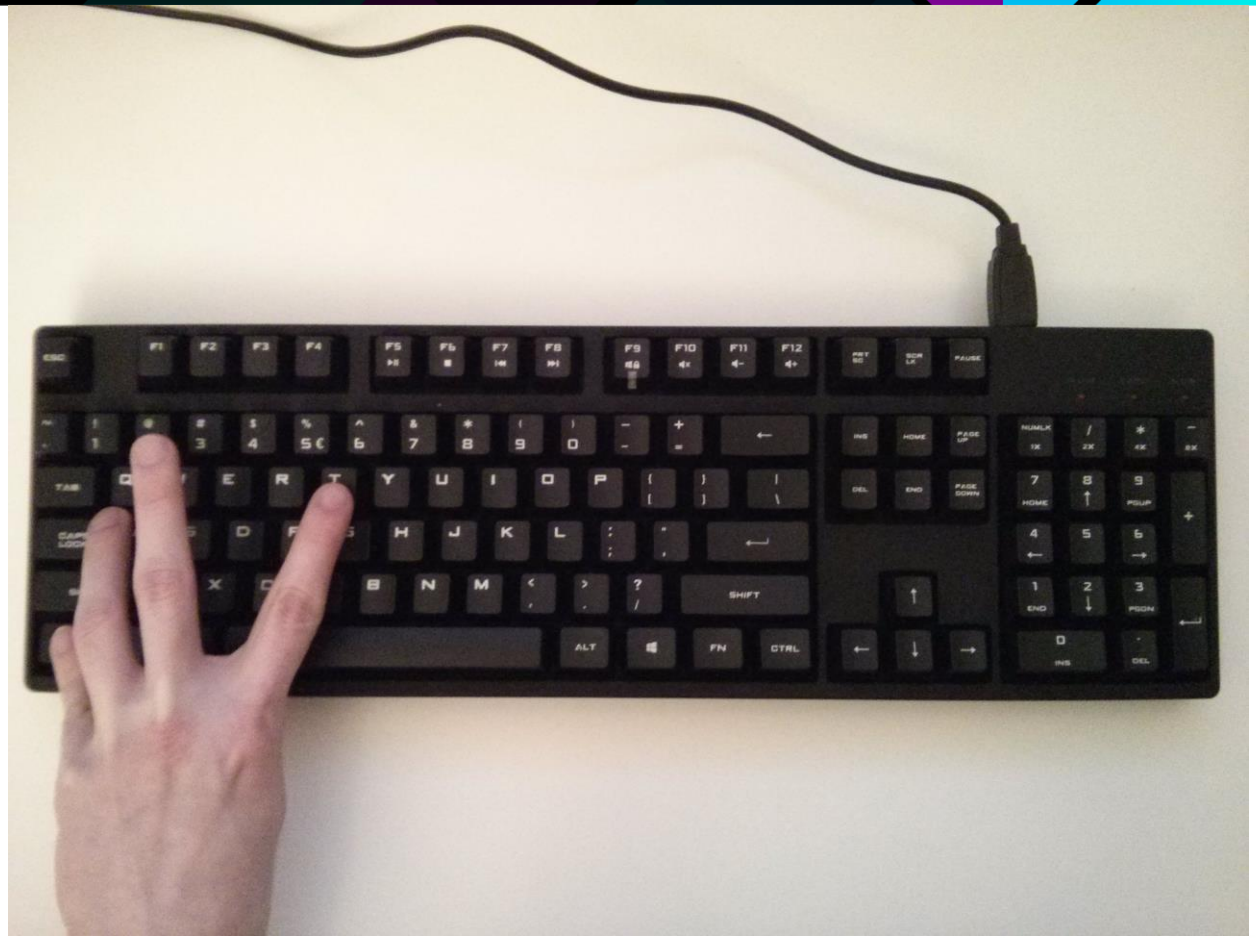
CTRL ALT FN CTRL


ESC
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PRT SC
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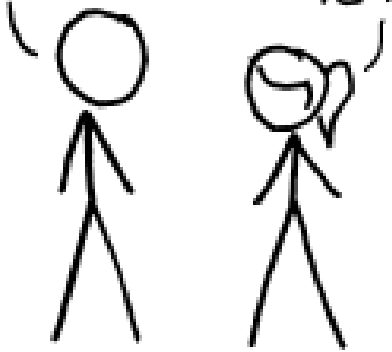
PAUSE
INS HOME PAGE UP
DEL END PAGE DOWN
NUMLK
TAB
CAPS LOCK
SHIFT
ALT
FN
CTRL
PGUP
PGDN

HOW STANDARDS PROLIFERATE:

(SEE: A/C CHARGERS, CHARACTER ENCODINGS, INSTANT MESSAGING, ETC.)

SITUATION: THERE ARE 14 COMPETING STANDARDS.

14?! RIDICULOUS! WE NEED TO DEVELOP ONE UNIVERSAL STANDARD THAT COVERS EVERYONE'S USE CASES.



SOON:

SITUATION: THERE ARE 15 COMPETING STANDARDS.

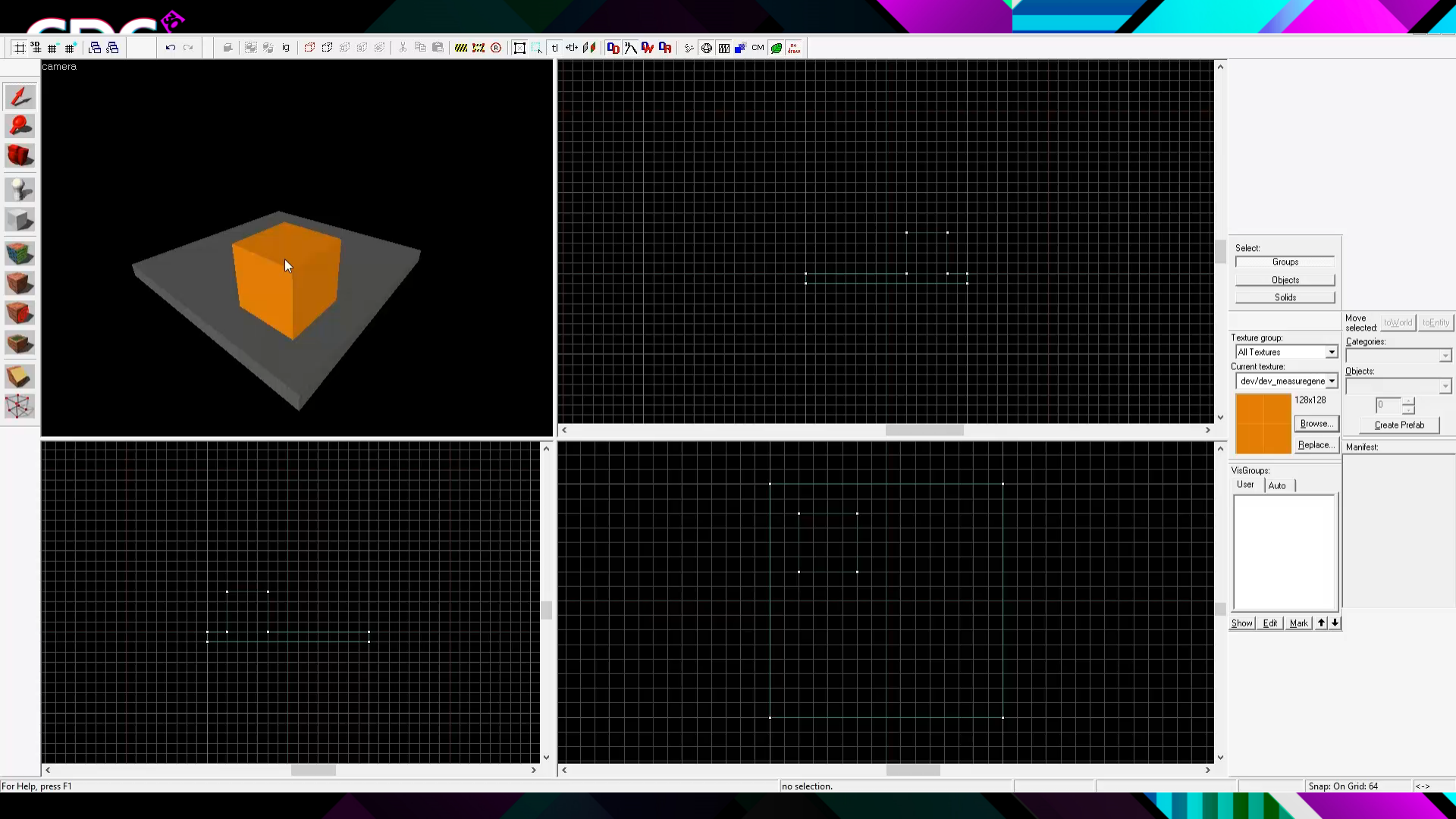
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Editing Geometry

What does a level designer need for flow?

- Be able to quickly and accurately edit geometry into any shape they might need

Editing Geometry


camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
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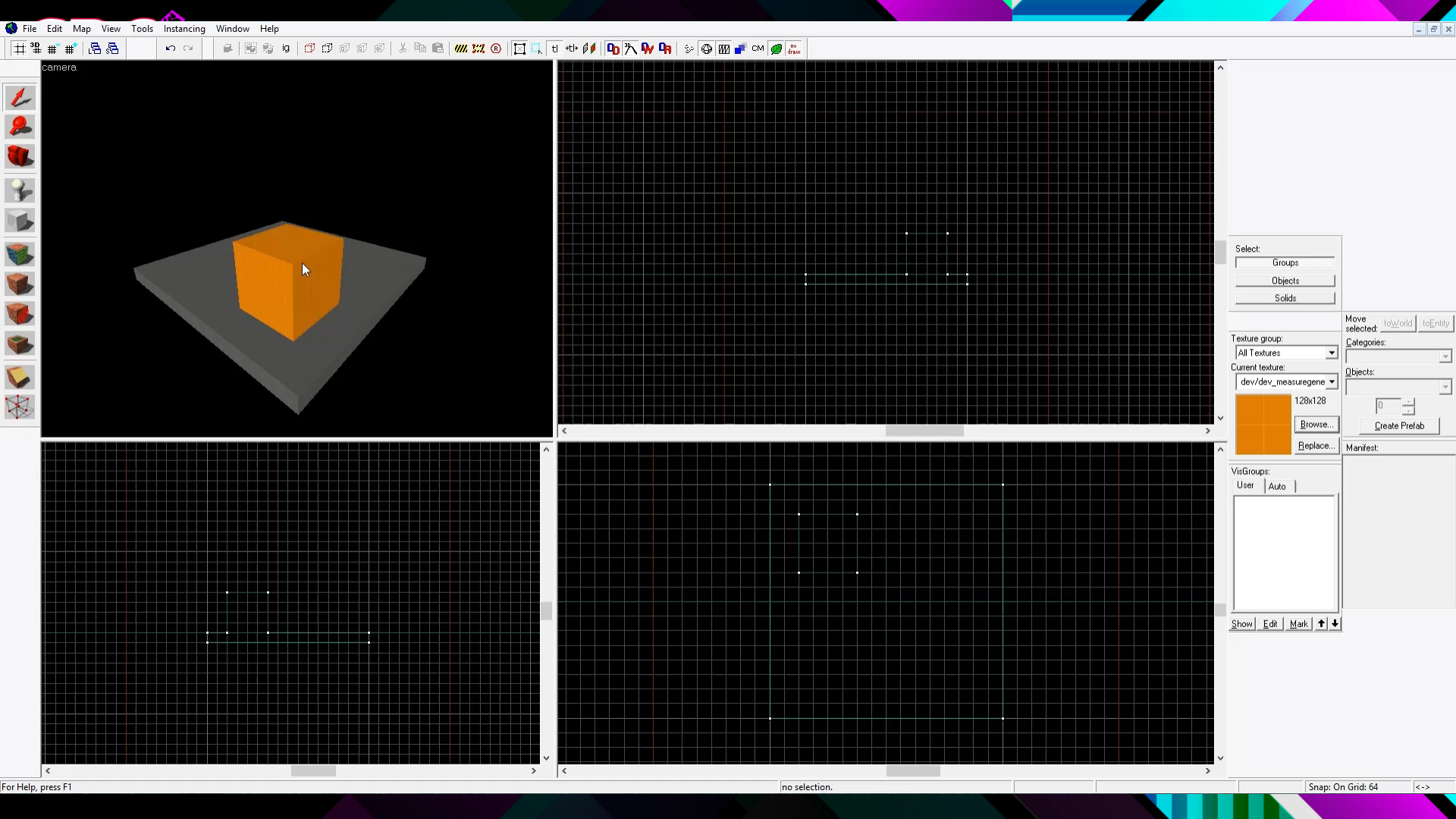
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 64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toWorld
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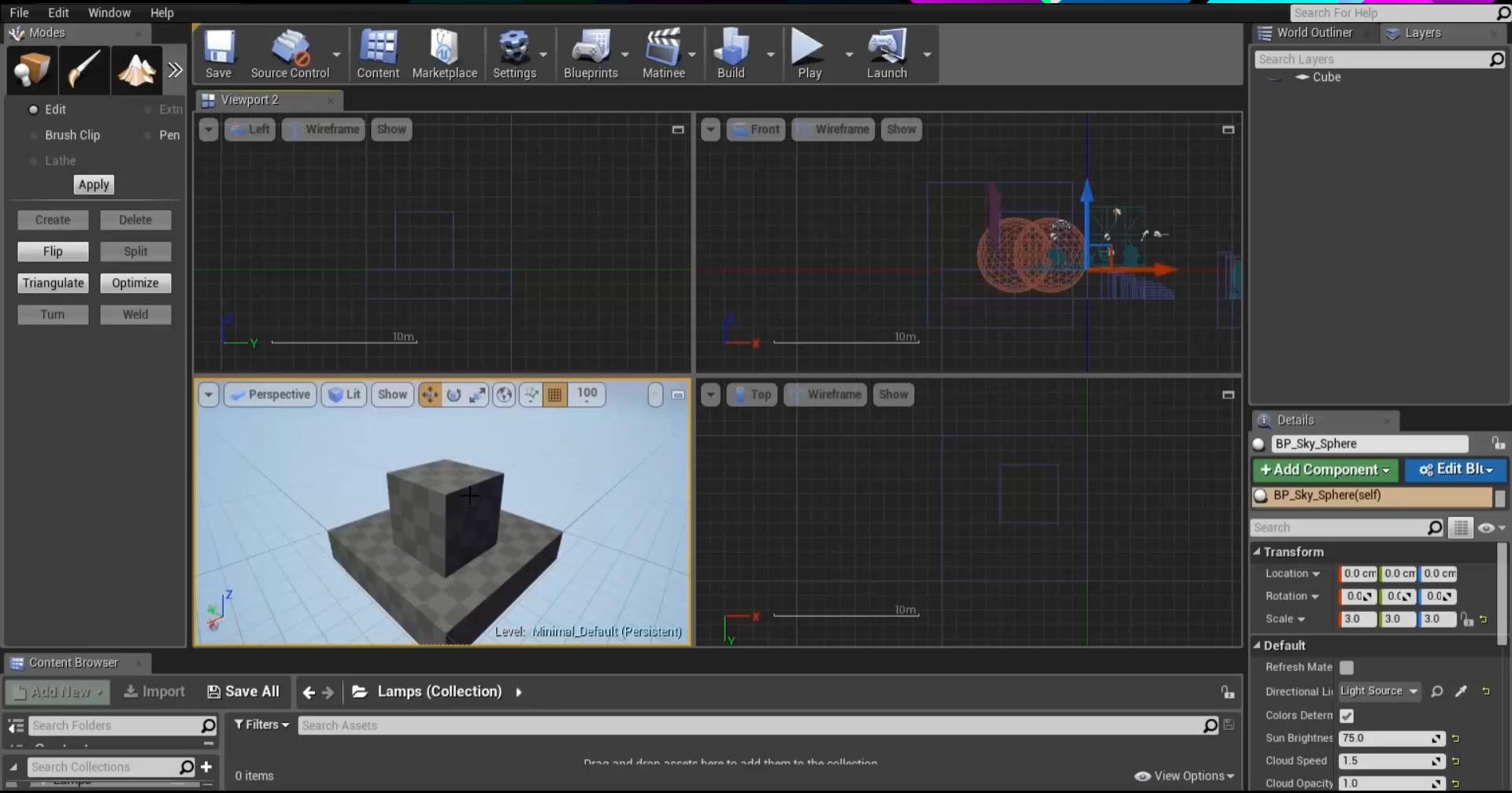
no selection.
Snap: On Grid: 64

Editing Geometry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Weld
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Source Control
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Blueprints
Matinee
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Wireframe
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Front
Wireframe
Show
Perspective
Lit
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Wireframe
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World Outliner
Layers
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Cube
Details
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Default
Refresh Mate
Directional Li
Light Source
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Sun Brightnes
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Cloud Speed
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Lamps (Collection)
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Filters
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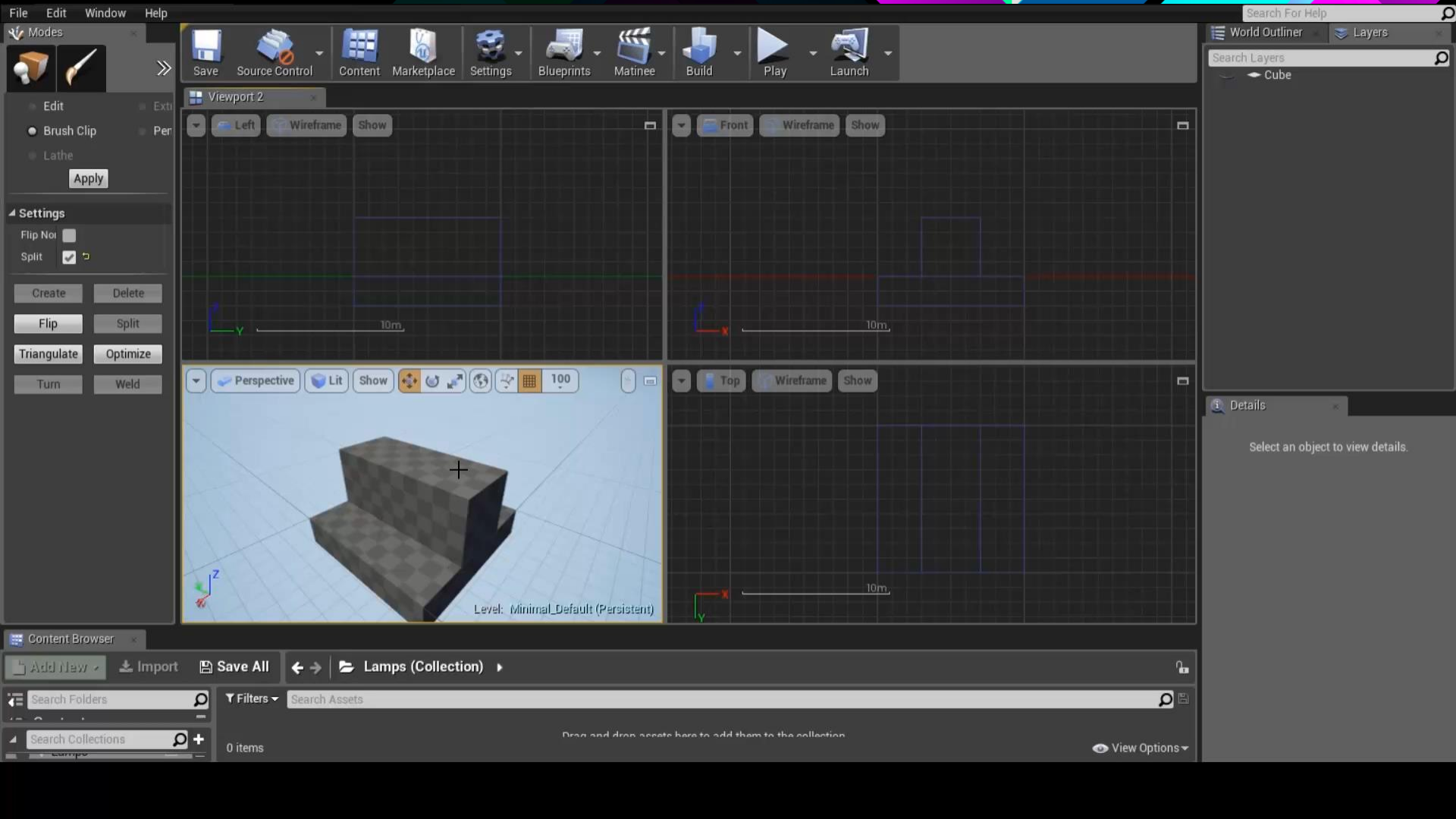
View Options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Weld
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Show
Perspective
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Wireframe
Show
10m
Level: Minimal_Default (Persistent)
World Outliner
Layers
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Details
Select an object to view details.
Content Browser
Add New
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Lamps (Collection)
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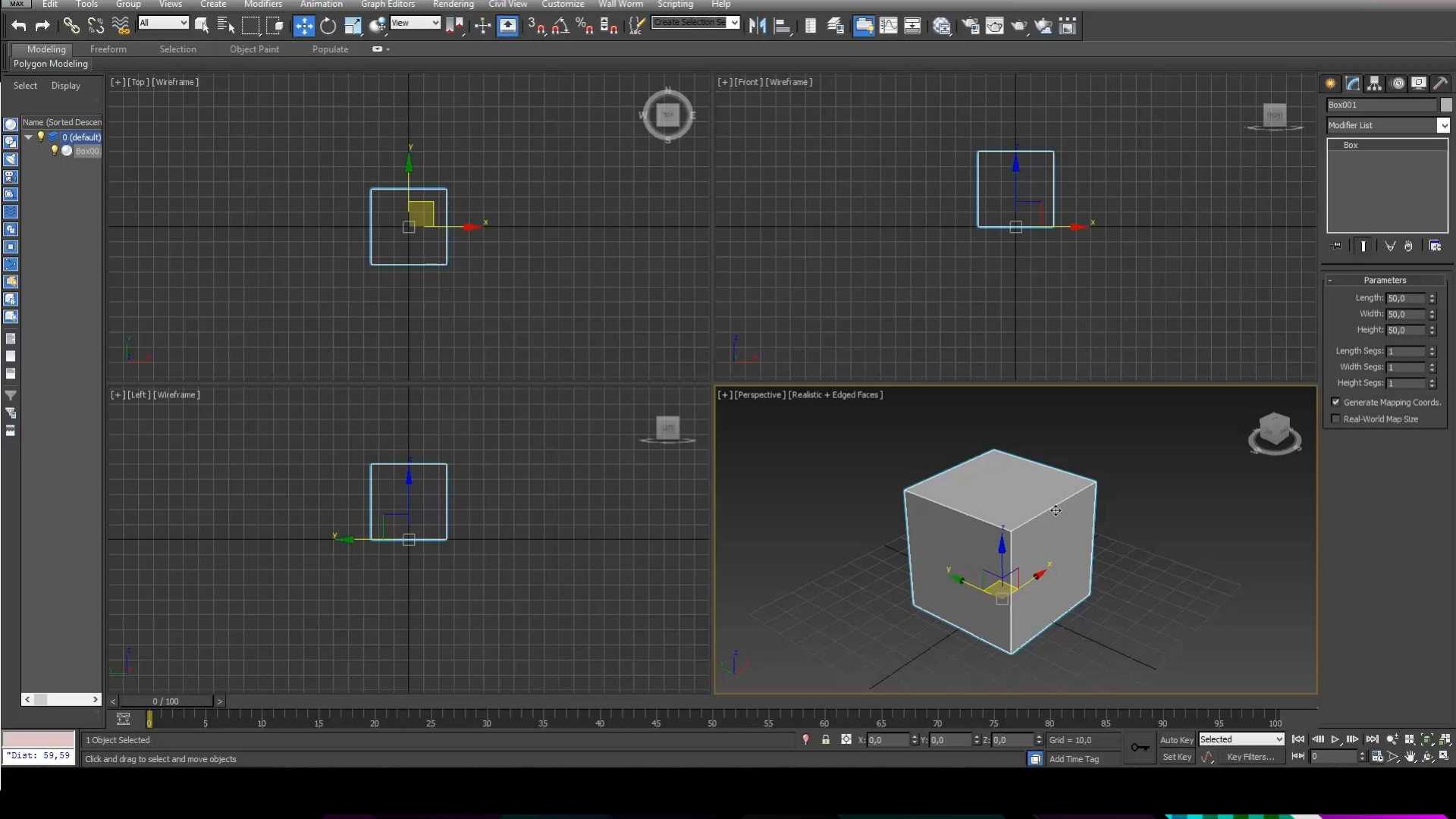
Search Assets
0 items
View Options

Editing Geometry


MAX
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Modifiers
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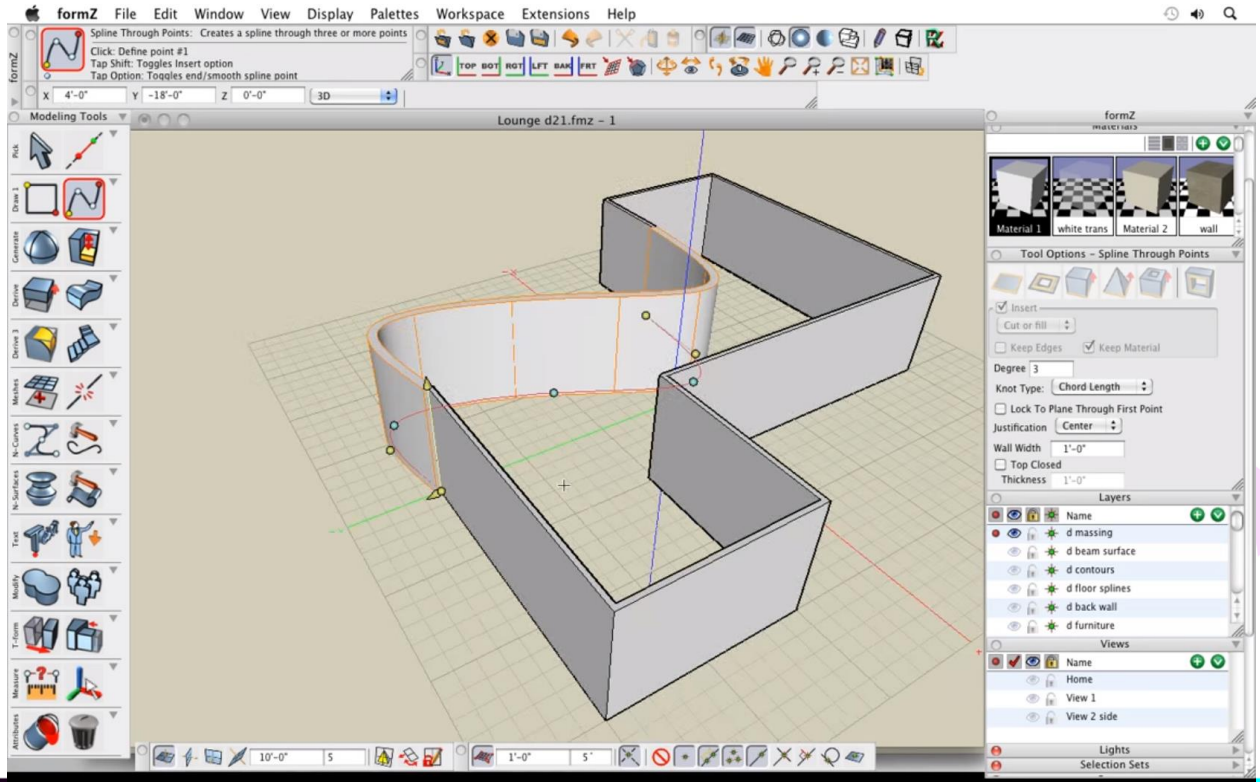
Graph Editors
Rendering
Civil View
Customize
Wall Worm
Scripting
Help
Modeling
Freeform
Selection
Object Paint
Populate
Polygon Modeling
Select
Display
Name (Sorted Descen
0 (default)
Box001
[+] [Top] [Wireframe]
[+] [Front] [Wireframe]
[+] [Left] [Wireframe]
[+] [Perspective] [Realistic + Edged Faces]
Box001
Modifier List
Box
Parameters
Length: 50,0
Width: 50,0
Height: 50,0
Length Segs: 1
Width Segs: 1
Height Segs: 1
Generate Mapping Coords.
Real-World Map Size
0 / 100
1 Object Selected
Click and drag to select and move objects
Grid = 10,0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
"Dist: 59,59

Editing Geometry Take-away

- Modifiers are insane
- Geometry editing tools need clear visuals

We can learn from other fields

- Architecture
- Design

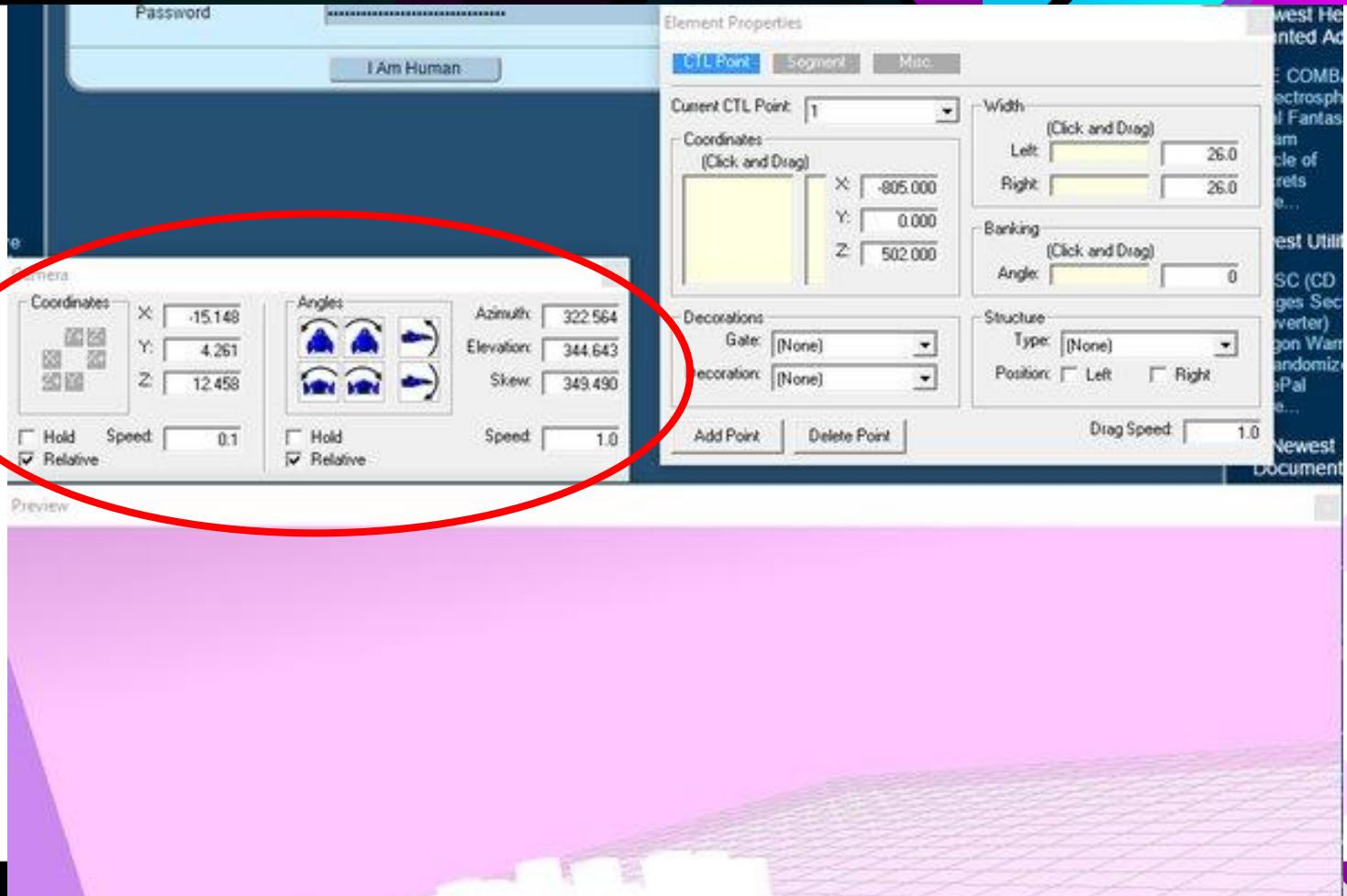


Just because the pipeline is functional

Doesn’t mean the pipeline is done

UX and UI matters for games
UX and UI matters for editors

B
Extinguish


Password
I Am Human
Element Properties
CTL Point
Segment
Misc.
Current CTL Point: 1
Coordinates
(Click and Drag)
X: -805.000
Y: 0.000
Z: 502.000
Width
(Click and Drag)
Left: 26.0
Right: 26.0
Banking
(Click and Drag)
Angle: 0
Decorations
Gate: (None)
Decoration: (None)
Structure
Type: (None)
Position: Left Right
Add Point
Delete Point
Drag Speed: 1.0
Coordinates
X: -15.148
Y: 4.261
Z: 12.458
Hold
Relative
Speed: 0.1
Angles
Azimuth: 322.564
Elevation: 344.643
Skew: 349.490
Hold
Relative
Speed: 1.0
Preview

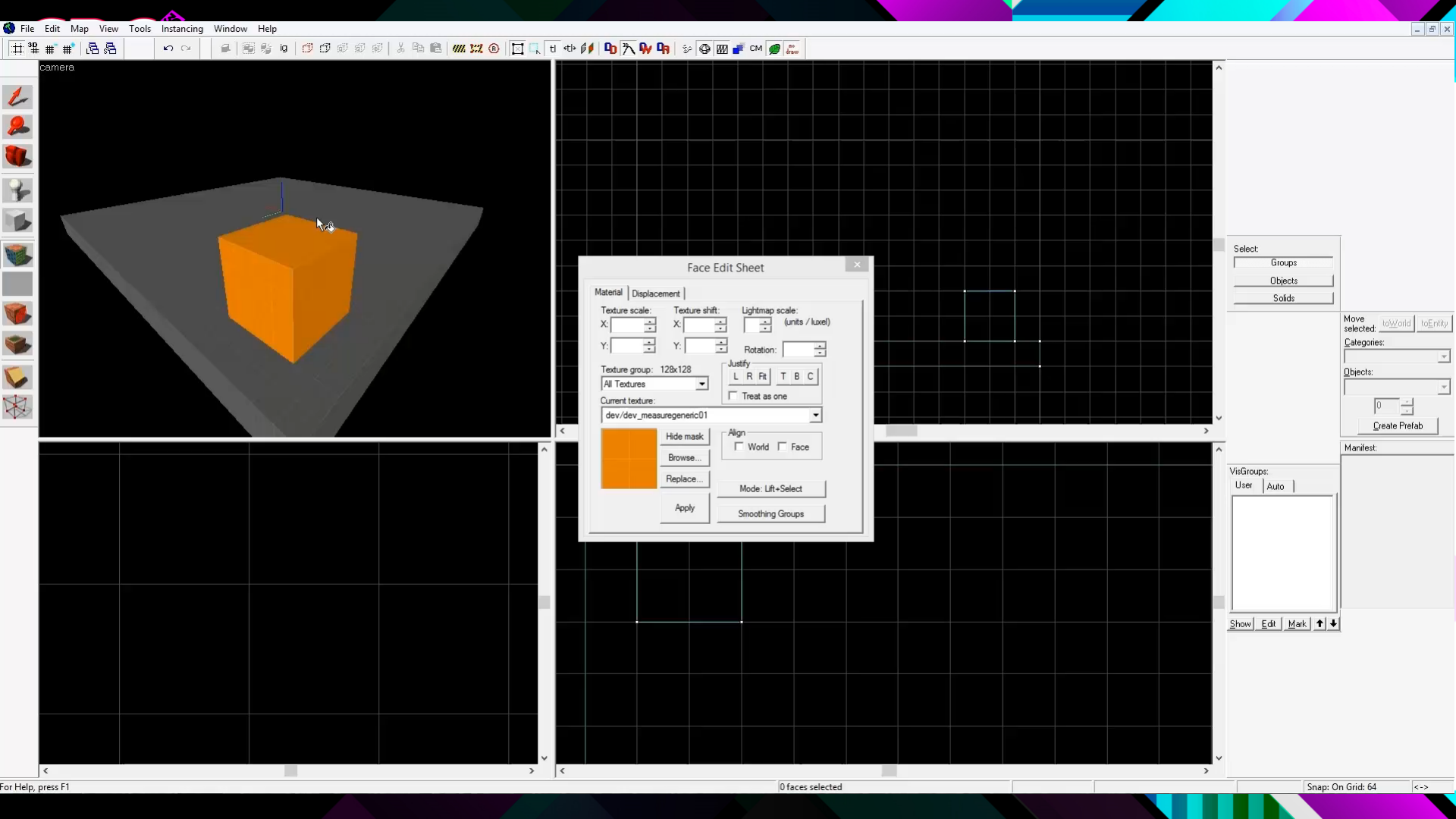
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Creating & Editing terrain

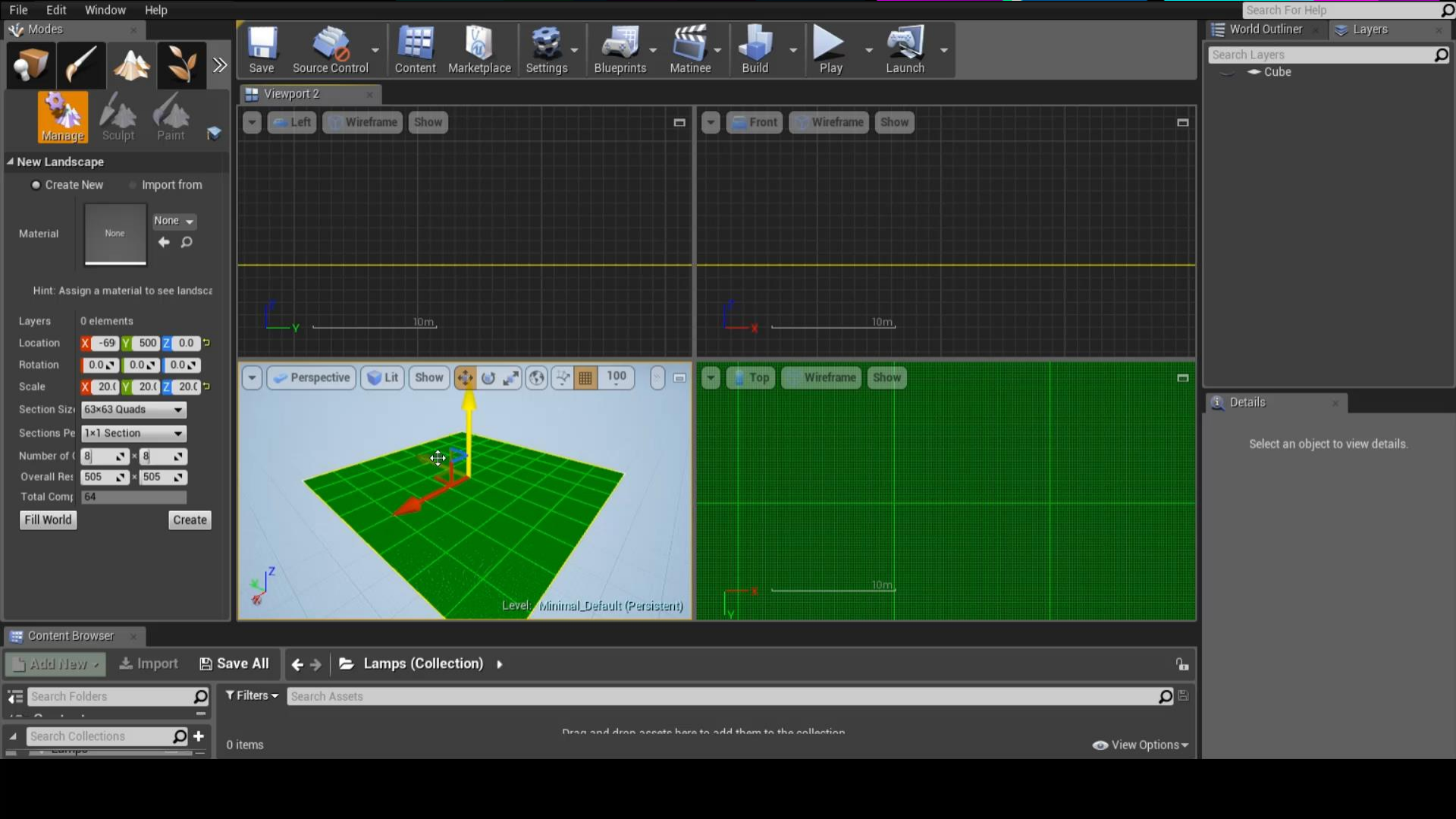
What does a level designer need for flow?

- Be able to quickly edit terrain into any shape they might need

Creating & Editing terrain


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Face Edit Sheet
Material
Displacement
Texture scale:
X:
Y:
Texture shift:
X:
Y:
Lightmap scale:
(units / luxel)
Rotation:
Justify
L
R
Fit
T
B
C
Treat as one
Texture group: 128x128
All Textures
Current texture:
dev/dev_measuregeneric01
Hide mask
Browse...
Replace...
Apply
Align
World
Face
Mode: Lift+Select
Smoothing Groups
Select:
Groups
Objects
Solids
Move selected:
toWorld
toEntity
Categories:
Objects:
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
0 faces selected
Snap: On Grid: 64

Creating & Editing terrain


File
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Search For Help
Modes
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Sculpt
Paint
New Landscape
Create New
Import from
Material
None
Hint: Assign a material to see landsca
Layers
0 elements
Location
Rotation
Scale
Section Size
63×63 Quads
Sections Per
1×1 Section
Number of
Overall Res
Total Comp
64
Fill World
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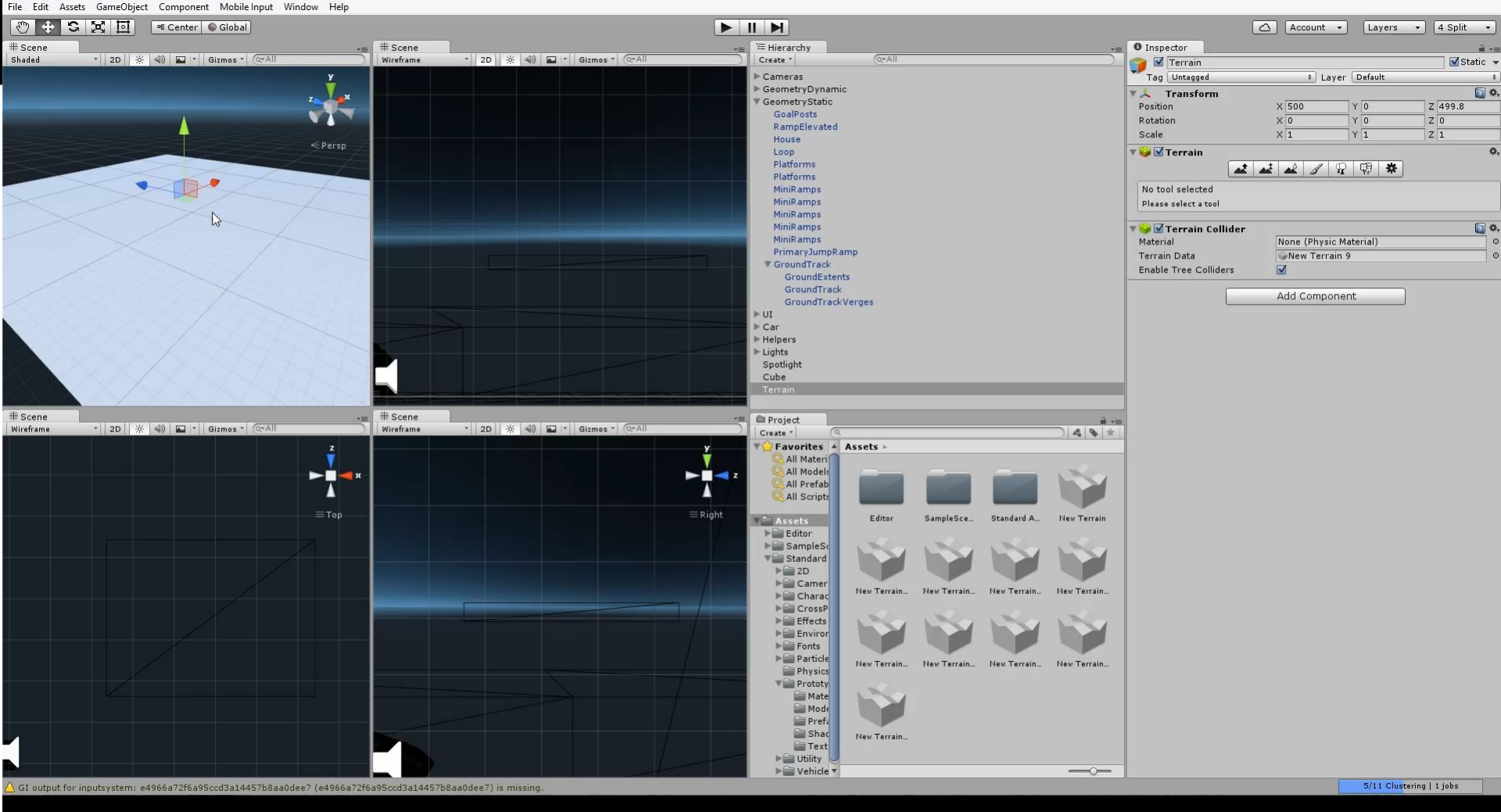
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
Viewport 2
Left
Wireframe
Show
Front
Perspective
Lit
Top
10m
Level: Minimal_Default (Persistent)
World Outliner
Layers
Search Layers
Cube
Details
Select an object to view details.
Content Browser
Add New
Import
Save All
Lamps (Collection)
Search Folders
Search Collections
Filters
Search Assets
0 items
View Options

Creating & Editing terrain


File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Account Layers 4 Split
Scene
Shaded 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Hierarchy
Create All
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
GroundExtents
GroundTrack
GroundTrackVerges
UI
Car
Helpers
Lights
Spotlight
Cube
Terrain
Inspector
Terrain
Static
Tag Untagged Layer Default
Transform
Position X 500 Y 0 Z 499.8
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Terrain
No tool selected
Please select a tool
Terrain Collider
Material None (Physic Material)
Terrain Data New Terrain 9
Enable Tree Colliders
Add Component
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
Right
Project
Create
Favorites
All Materi
All Models
All Prefab
All Scripts
Assets
Editor
SampleSc
Standard
2D
Camer
Charac
CrossP
Effects
Environ
Fonts
Particle
Physics
Prototy
Mate
Mode
Prefa
Shac
Text
Utility
Vehicle
Assets
Editor
SampleSce...
Standard A...
New Terrain
New Terrain...
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New Terrain...
GI output for inputsystem: e4966a72f6a95ccd3a14457b8aa0dee7 (e4966a72f6a95ccd3a14457b8aa0dee7) is missing.
5/11 Clustering | 1 jobs

Terrain Creation Take-away

- Large terrain tools vs Small terrain tools
  - Unreal vs Hammer
  - Complexity vs Speed
- Height maps
- Texture maps

Halo 2 Anniversary Blurring Concept & Production Art

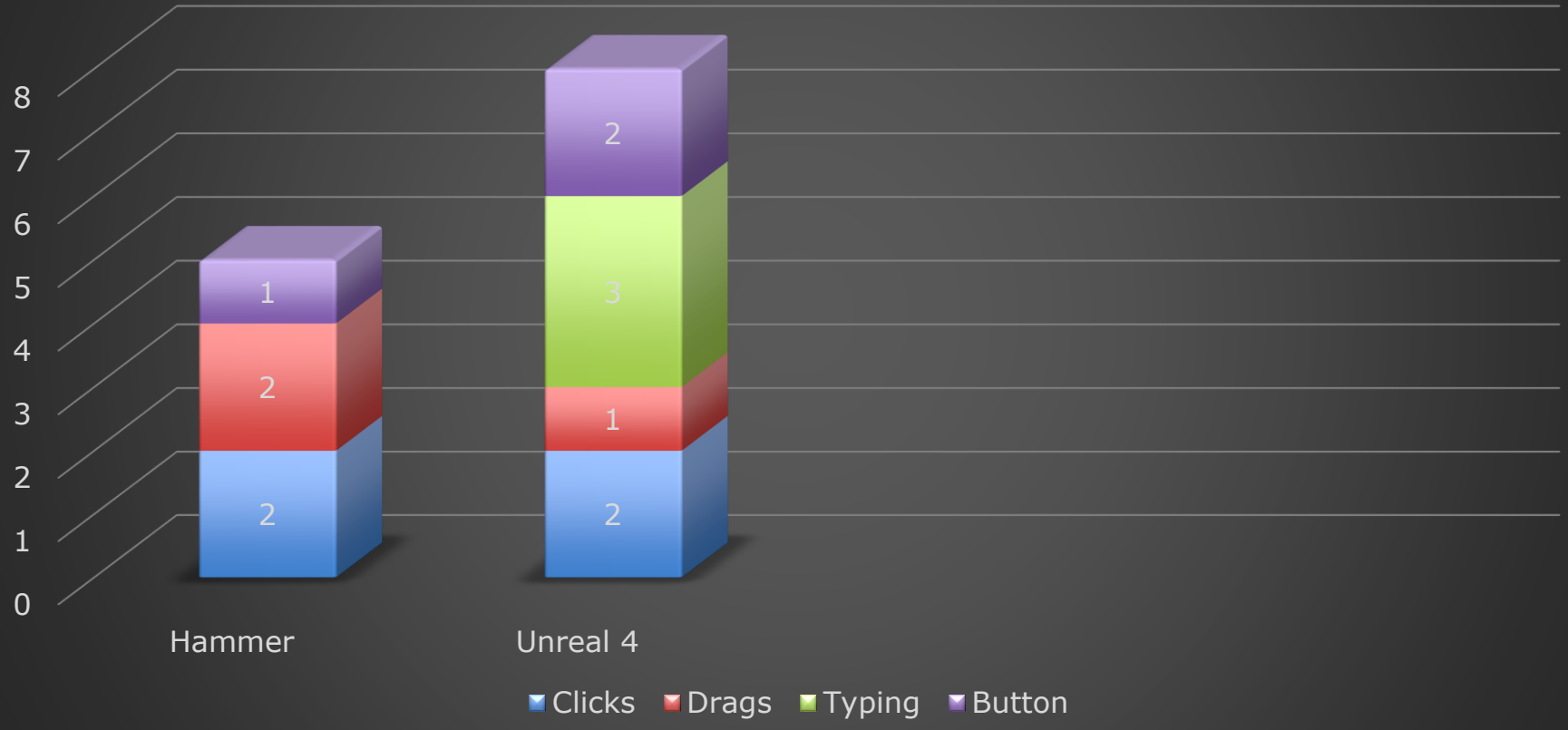
GAME DEVELOPERS CONFERENCE® 2015 MARCH 2-6, 2015 GDCONF.COM

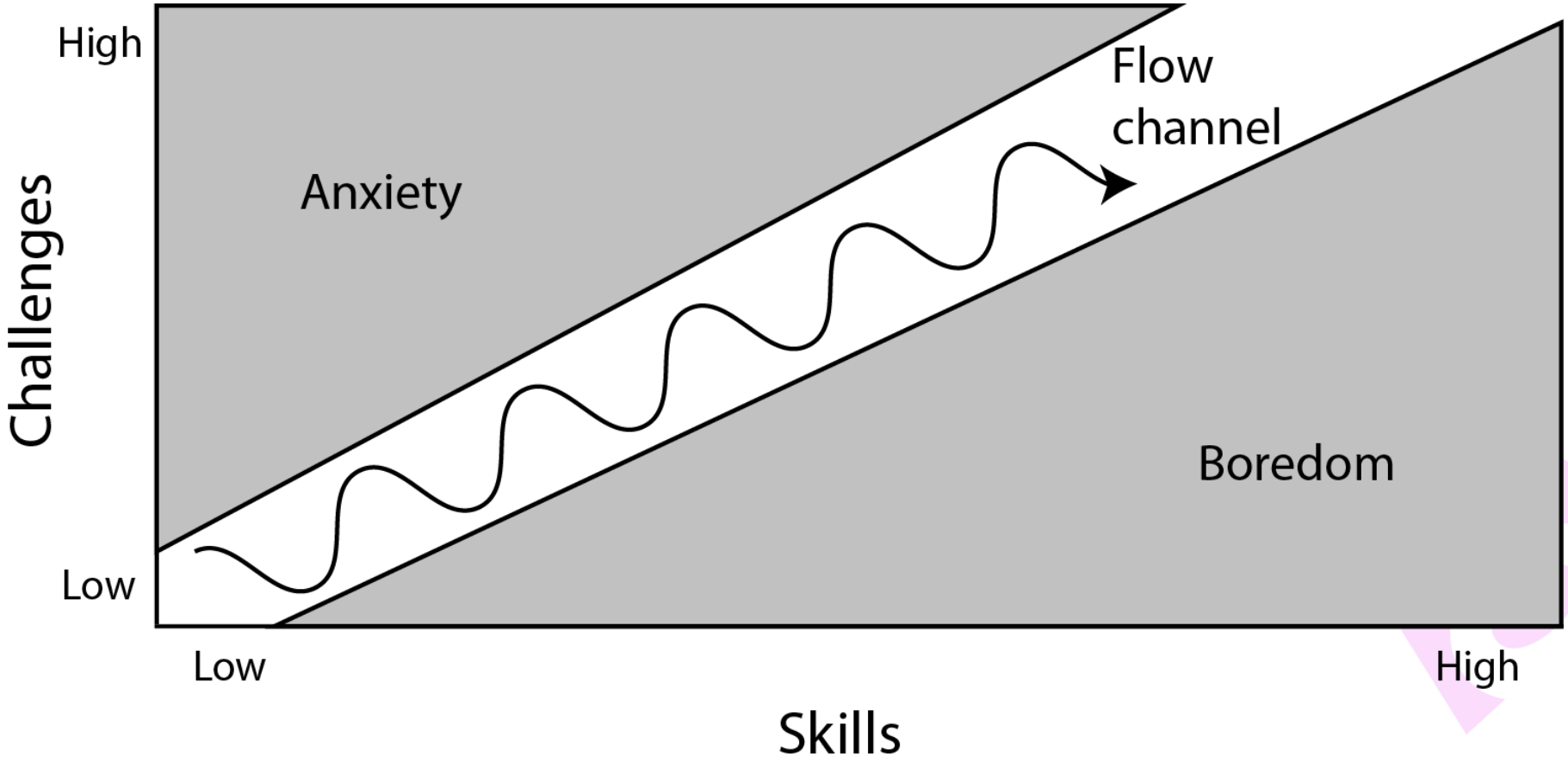
Utilizing Mozarts Correctly

- Automate process
- Avoid menial process task fatigue
- Avoid rocket powered shit shoveling
- Keep skilled workers doing skilled work
- Allows for tiers of workers

21:01 / 56:44

Time differences via UX actions




High
Challenges
Low
Anxiety
Flow
channel
Boredom
Low
High
Skills

Fatigue happens, when one of these runs out:

- Physical energy
- Mental energy
- Psychological energy

Fatigue happens, when one of these runs out:

- Physical energy – Uncomfortable
- Mental energy – Lose creativity
- Psychological energy – Cannot work

Just because the pipeline is functional

Doesn’t mean the pipeline is done

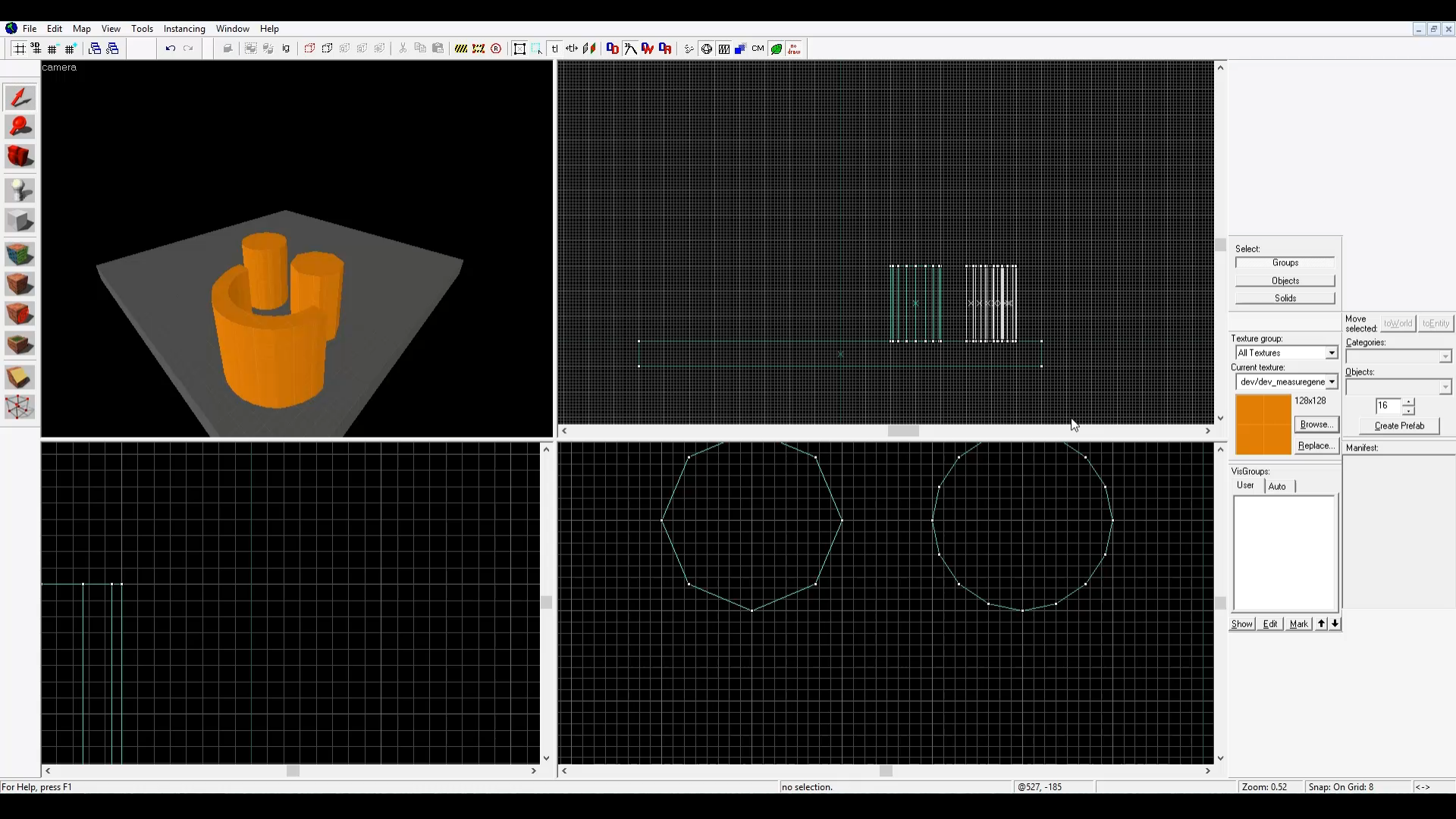
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

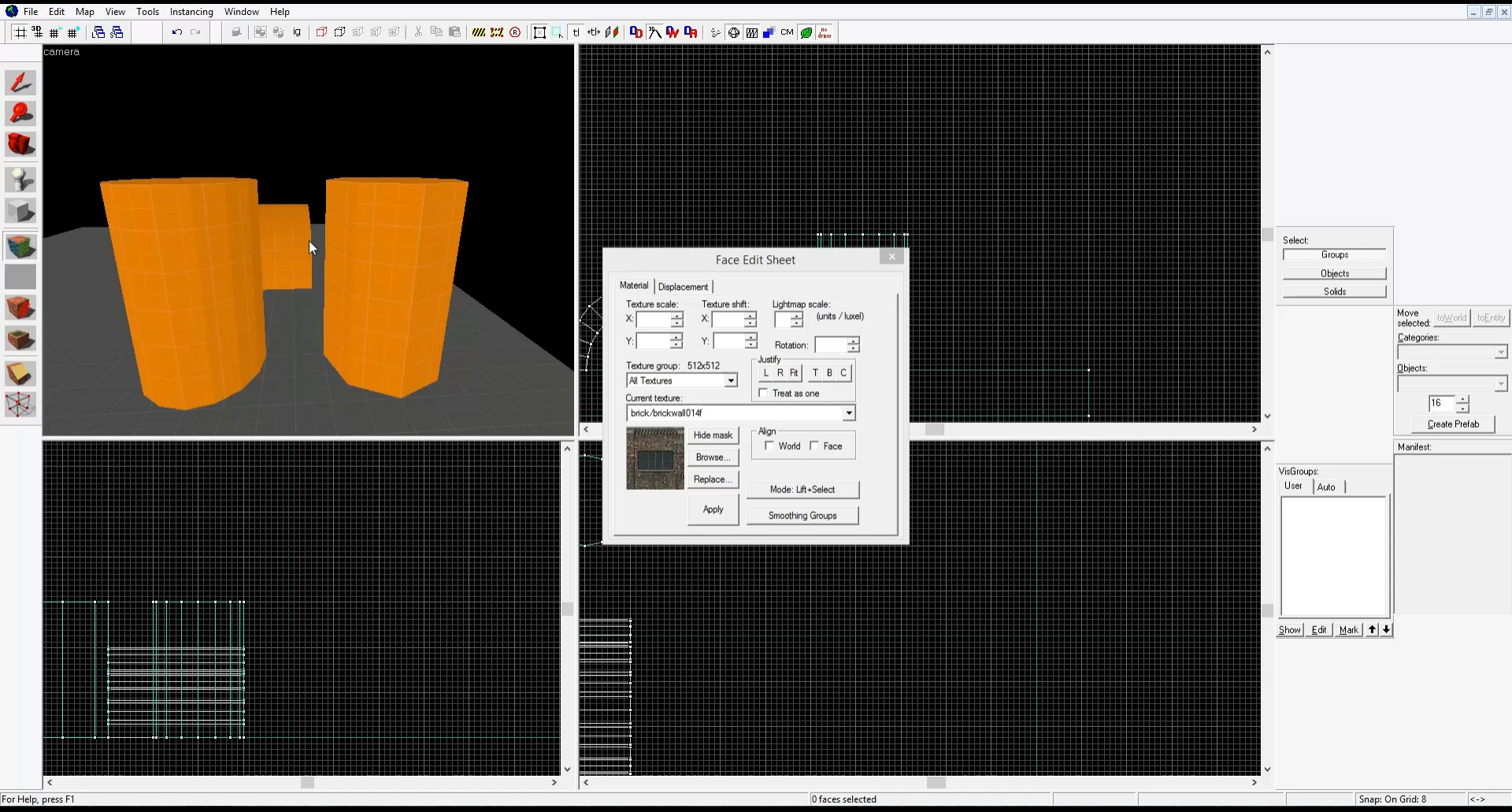
Texturing

What does a level designer want from texturing tools?

- Find available textures quickly
- Texture basic and complex geometry quickly
- Retexture large sections of the map quickly and accurately

Texturing


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
16
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
@527, -185
Zoom: 0.52
Snap: On Grid: 8


File Edit Map View Tools Instancing Window Help
camera
Face Edit Sheet
Material
Displacement
Texture scale:
X:
Y:
Texture shift:
X:
Y:
Lightmap scale:
(units / luxel)
Rotation:
Texture group: 512x512
All Textures
Justify
L R Fit T B C
Treat as one
Current texture:
brick/brickwall014f
Hide mask
Browse...
Replace...
Apply
Align
World
Face
Mode: Lift+Select
Smoothing Groups
Select:
Groups
Objects
Solids
Move selected:
toWorld
toEntity
Categories:
Objects:
16
Create Prefab
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Mark
For Help, press F1
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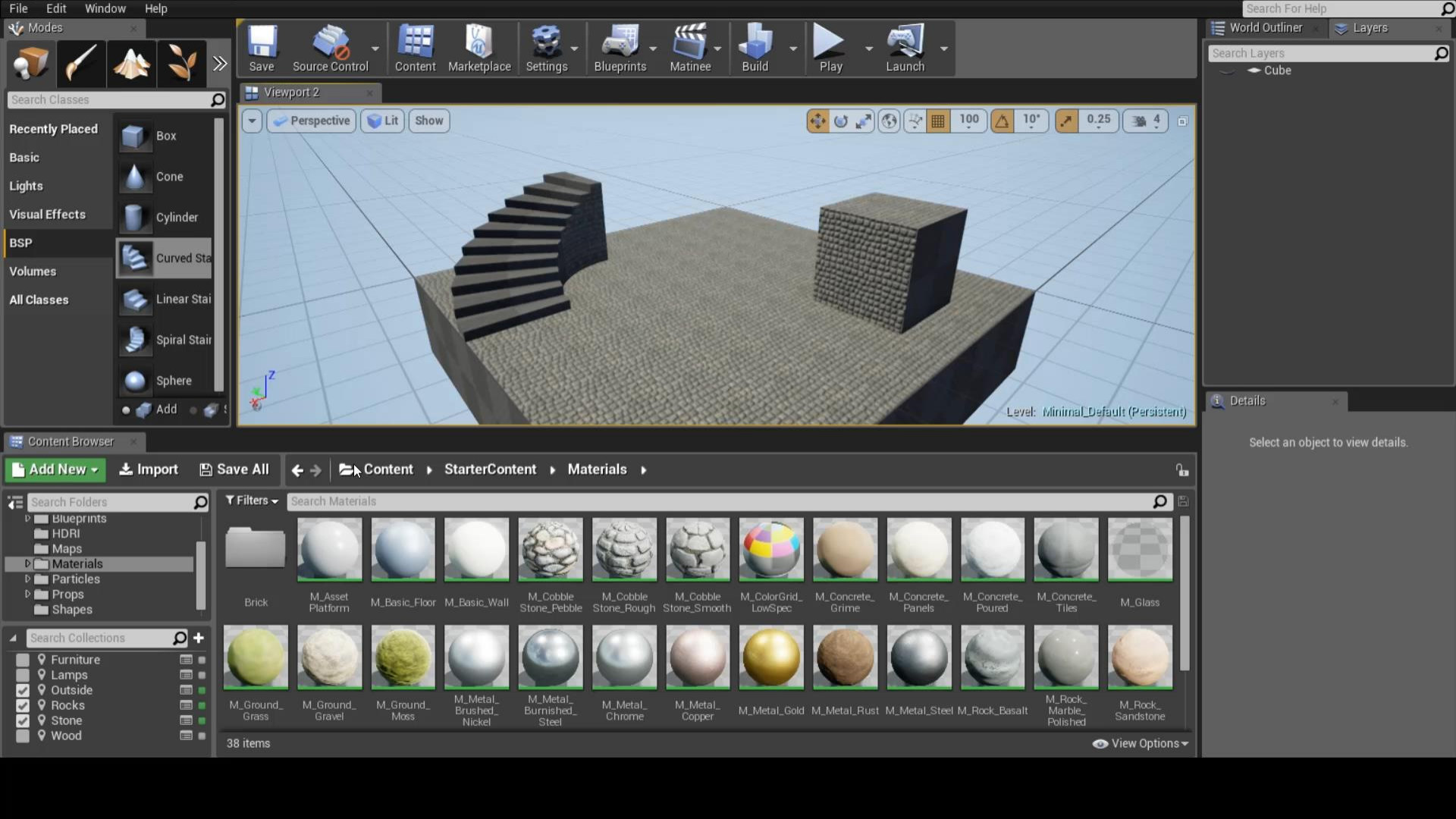
Snap: On Grid: 8

Texturing


File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Box
Cone
Cylinder
Curved Sta
Linear Stai
Spiral Stair
Sphere
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Viewport 2
Perspective
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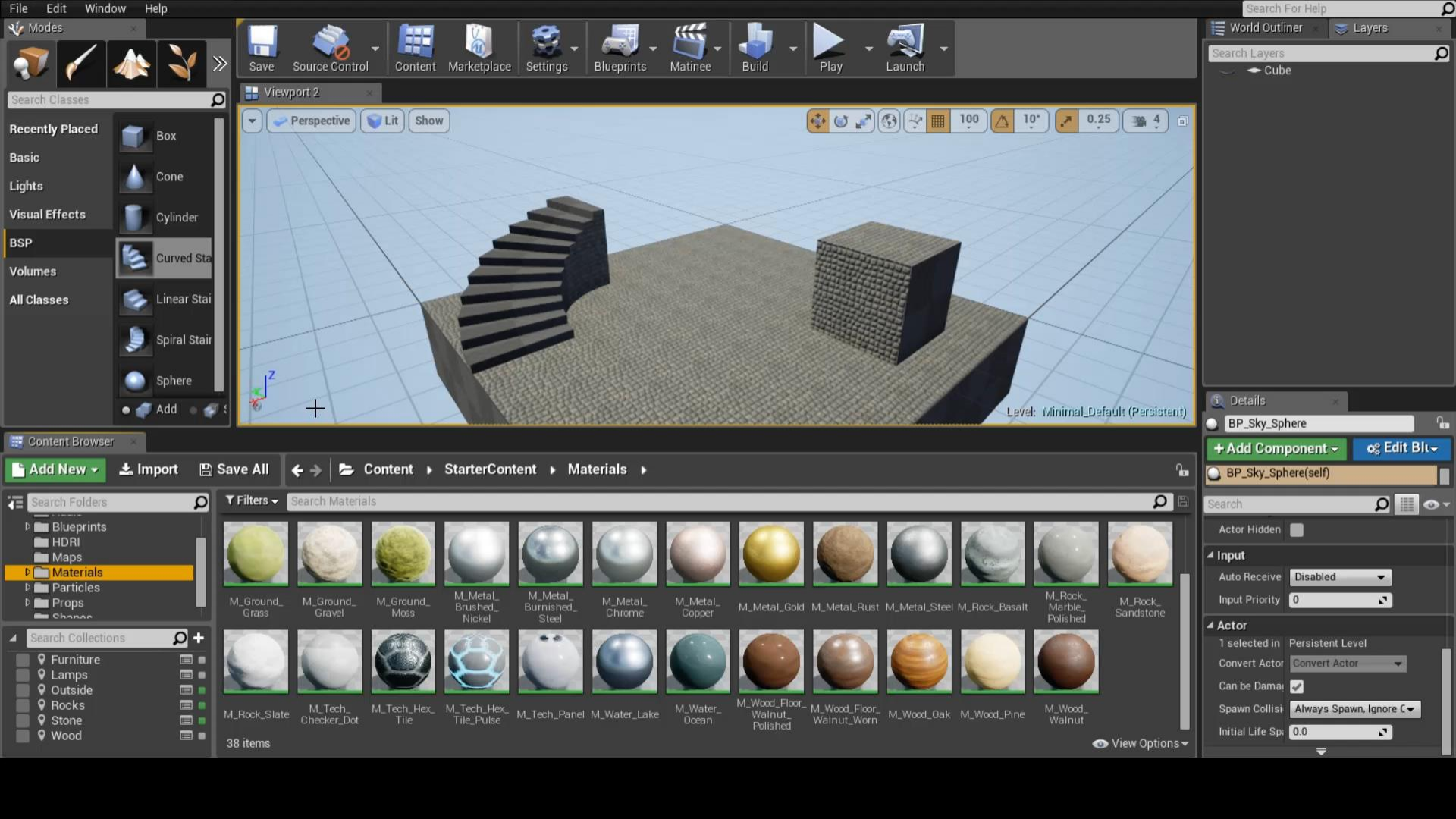
4
Level: Minimal_Default (Persistent)
Details
Select an object to view details.
Content Browser
Add New
Import
Save All
Content
StarterContent
Materials
Search Folders
Blueprints
HDRI
Maps
Materials
Particles
Props
Shapes
Search Collections
Furniture
Lamps
Outside
Rocks
Stone
Wood
Filters
Search Materials
Brick
M_Asset Platform
M_Basic_Floor
M_Basic_Wall
M_Cobble Stone_Pebble
M_Cobble Stone_Rough
M_Cobble Stone_Smooth
M_ColorGrid_ LowSpec
M_Concrete_ Grime
M_Concrete_ Panels
M_Concrete_ Poured
M_Concrete_ Tiles
M_Glass
M_Ground_ Grass
M_Ground_ Gravel
M_Ground_ Moss
M_Metal_ Brushed_ Nickel
M_Metal_ Burnished_ Steel
M_Metal_ Chrome
M_Metal_ Copper
M_Metal_Gold
M_Metal_Rust
M_Metal_Steel
M_Rock_Basalt
M_Rock_ Marble_ Polished
M_Rock_ Sandstone
38 items
View Options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Search For Help
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BSP
Volumes
All Classes
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Spiral Stair
Sphere
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Viewport 2
Perspective
Lit
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4
Level: Minimal_Default (Persistent)
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BP_Sky_Sphere
+ Add Component
Edit Blt
BP_Sky_Sphere(self)
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Input
Auto Receive
Disabled
Input Priority
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Persistent Level
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Convert Actor
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Always Spawn, Ignore C
Initial Life Sp
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Import
Save All
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Blueprints
HDRI
Maps
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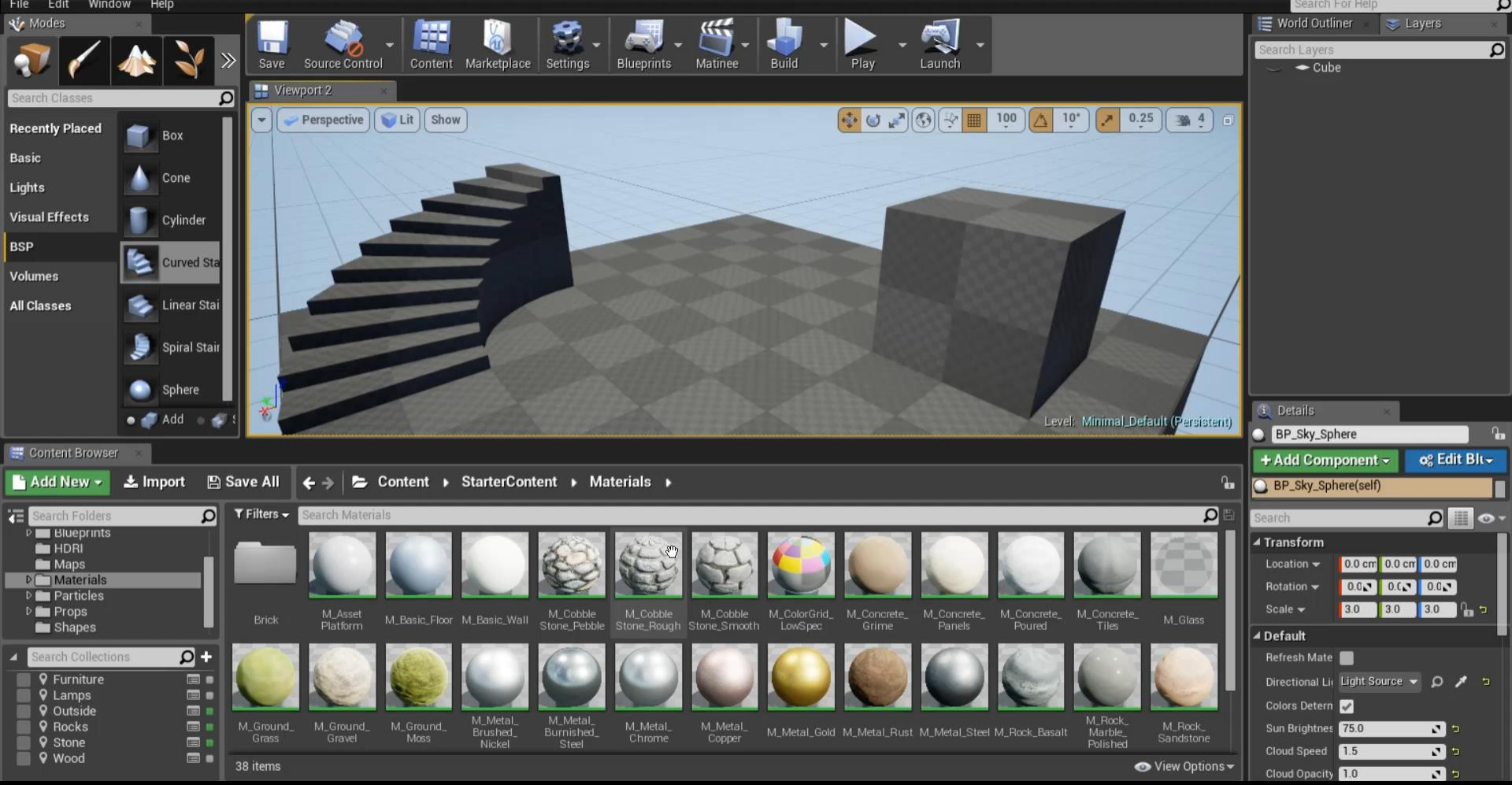
Particles
Props
Search Collections
Furniture
Lamps
Outside
Rocks
Stone
Wood
Filters
Search Materials
M_Ground_Grass
M_Ground_Gravel
M_Ground_Moss
M_Metal_Brushed_Nickel
M_Metal_Burnished_Steel
M_Metal_Chrome
M_Metal_Copper
M_Metal_Gold
M_Metal_Rust
M_Metal_Steel
M_Rock_Basalt
M_Rock_Marble_Polished
M_Rock_Sandstone
M_Rock_Slate
M_Tech_Checker_Dot
M_Tech_Hex_Tile
M_Tech_Hex_Tile_Pulse
M_Tech_Panel
M_Water_Lake
M_Water_Ocean
M_Wood_Floor_Walnut_Polished
M_Wood_Floor_Walnut_Worn
M_Wood_Oak
M_Wood_Pine
M_Wood_Walnut
38 items
View Options


File
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Search For Help
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Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
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Cone
Cylinder
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Add
Viewport 2
Perspective
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Level: Minimal_Default (Persistent)
World Outliner
Layers
Search Layers
Cube
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BP_Sky_Sphere
+ Add Component
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BP_Sky_Sphere(self)
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Transform
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Rotation
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Default
Refresh Mate
Directional Li
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Cloud Speed
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Cloud Opacity
1.0
Content Browser
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Save All
Content
StarterContent
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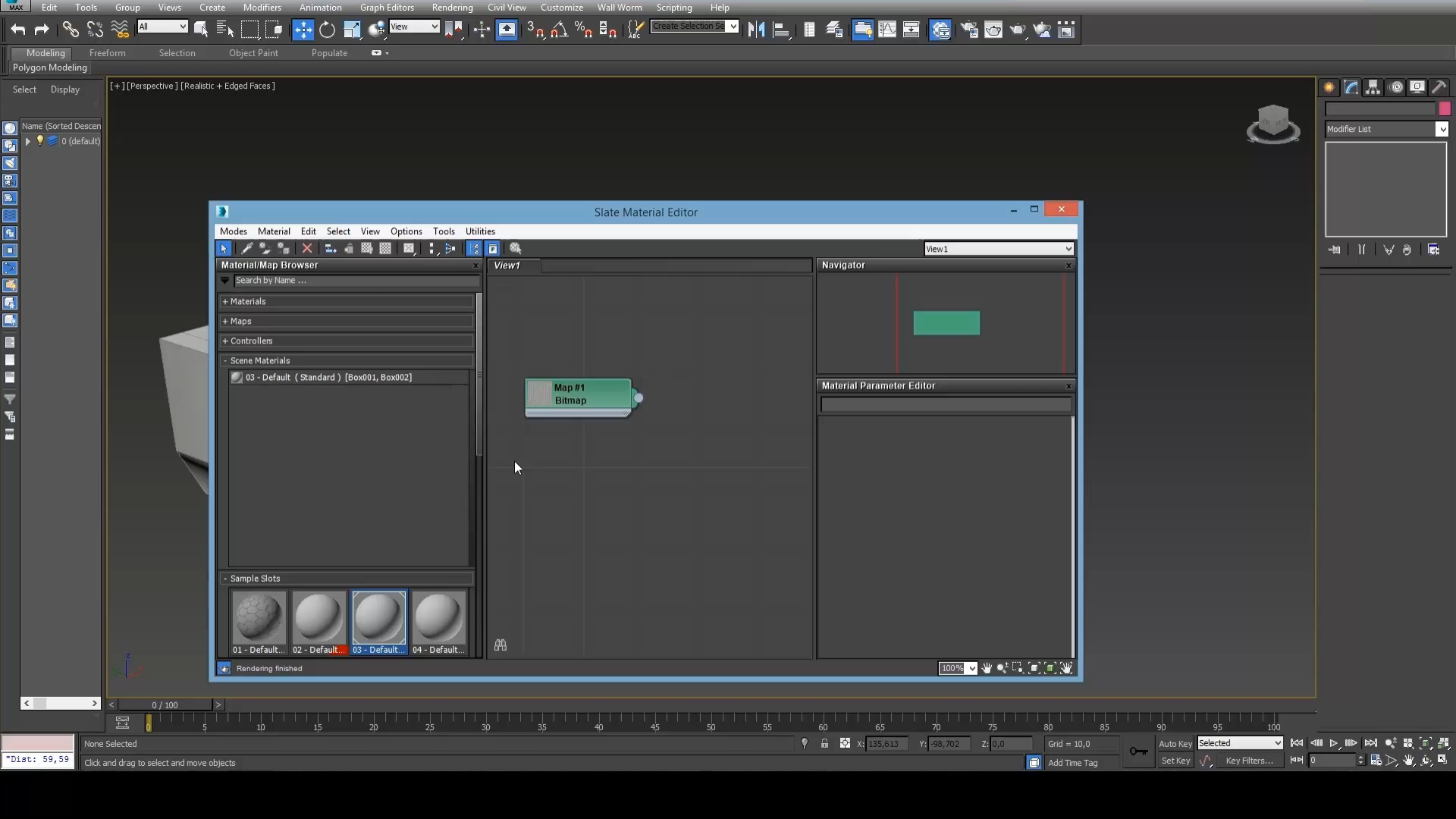
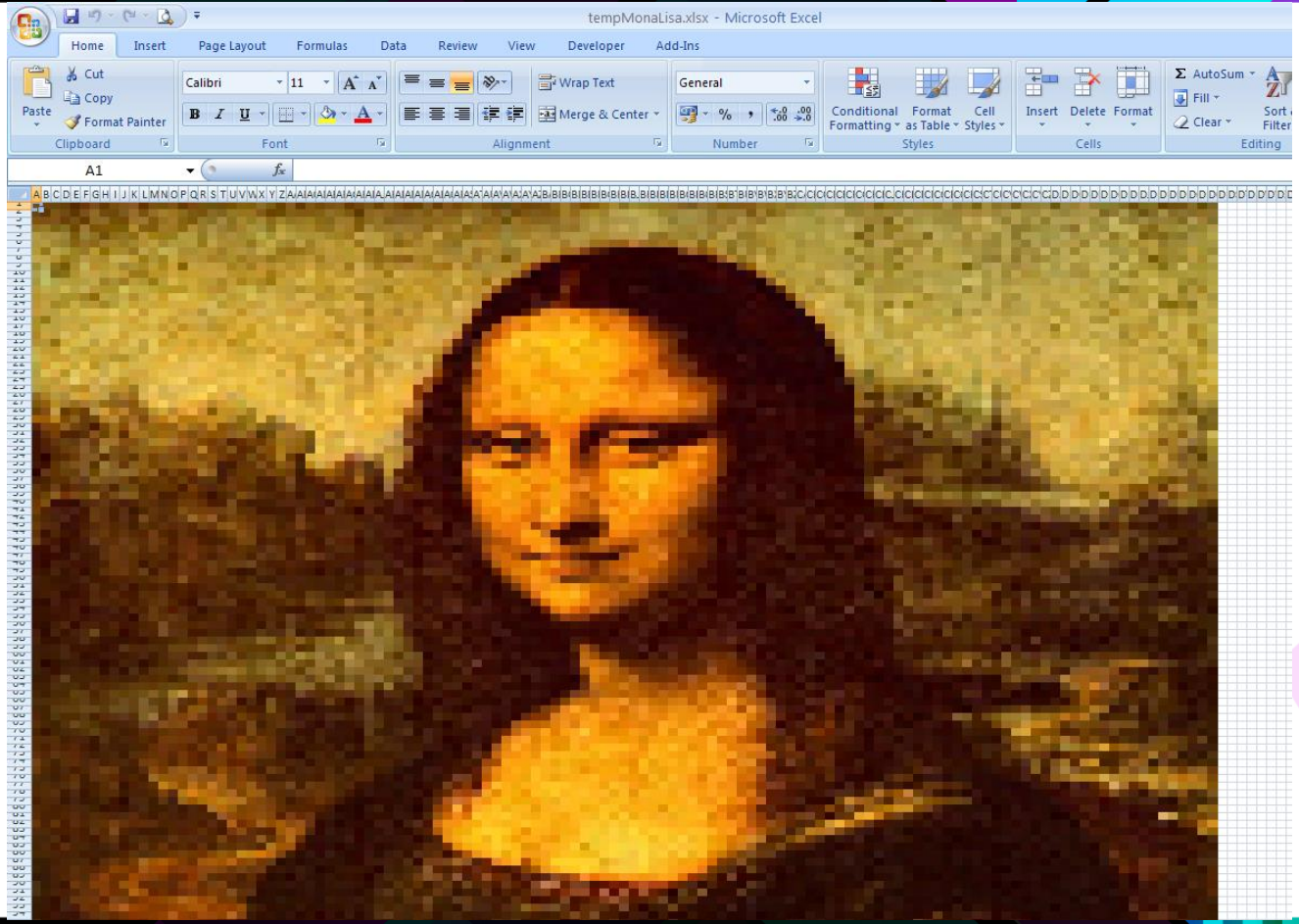
Search Folders
Blueprints
HDRI
Maps
Materials
Particles
Props
Shapes
Search Collections
Furniture
Lamps
Outside
Rocks
Stone
Wood
Filters
Search Materials
Brick
M_Asset Platform
M_Basic_Floor
M_Basic_Wall
M_Cobble Stone_Pebble
M_Cobble Stone_Rough
M_Cobble Stone_Smooth
M_ColorGrid_ LowSpec
M_Concrete_ Grime
M_Concrete_ Panels
M_Concrete_ Poured
M_Concrete_ Tiles
M_Glass
M_Ground_ Grass
M_Ground_ Gravel
M_Ground_ Moss
M_Metal_ Brushed_ Nickel
M_Metal_ Burnished_ Steel
M_Metal_ Chrome
M_Metal_ Copper
M_Metal_Gold
M_Metal_Rust
M_Metal_Steel
M_Rock_Basalt
M_Rock_ Marble_ Polished
M_Rock_ Sandstone
38 items
View Options

Texturing


Slate Material Editor
Modes Material Edit Select View Options Tools Utilities
View1
Material/Map Browser
Search by Name ...
+ Materials
+ Maps
+ Controllers
- Scene Materials
03 - Default (Standard) [Box001, Box002]
- Sample Slots
01 - Default...
02 - Default...
03 - Default...
04 - Default...
View1
Map #1
Bitmap
Navigator
Material Parameter Editor
Rendering finished
100%
[+] [Perspective] [Realistic + Edged Faces]
Modifier List
None Selected
Click and drag to select and move objects
Grid = 10,0
Add Time Tag
Auto Key
Set Key
Key Filters...
Selected

Texturing Take-away

- Fast texture application
- Fast UVing
- Texture archiving/searching/lookup system
  - Collection system (Unreal)
  - Tag system (Unity)


tempMonaLisa.xlsx - Microsoft Excel
Home
Insert
Page Layout
Formulas
Data
Review
View
Developer
Add-Ins
Paste
Cut
Copy
Format Painter
Clipboard
Calibri
11
Font
Wrap Text
Merge & Center
Alignment
General
Number
Conditional Formatting
Format as Table
Cell Styles
Styles
Insert
Delete
Format
Cells
AutoSum
Fill
Clear
Sort & Filter
Editing
A1

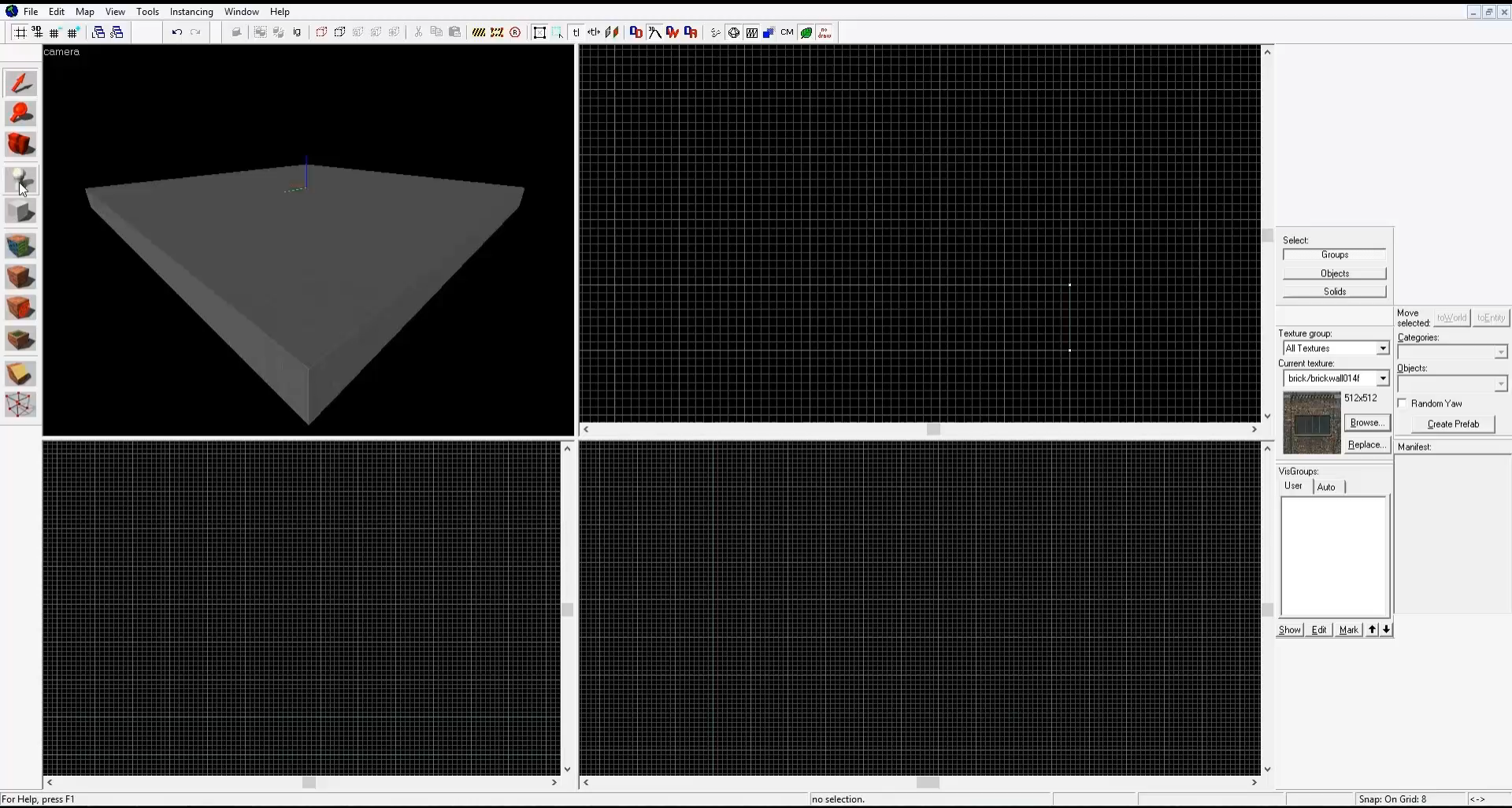
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Lighting

What does a level designer want from lighting tools?

- Place lights quickly
- Change their settings quickly
- Quickly see what they look like

Lighting


File
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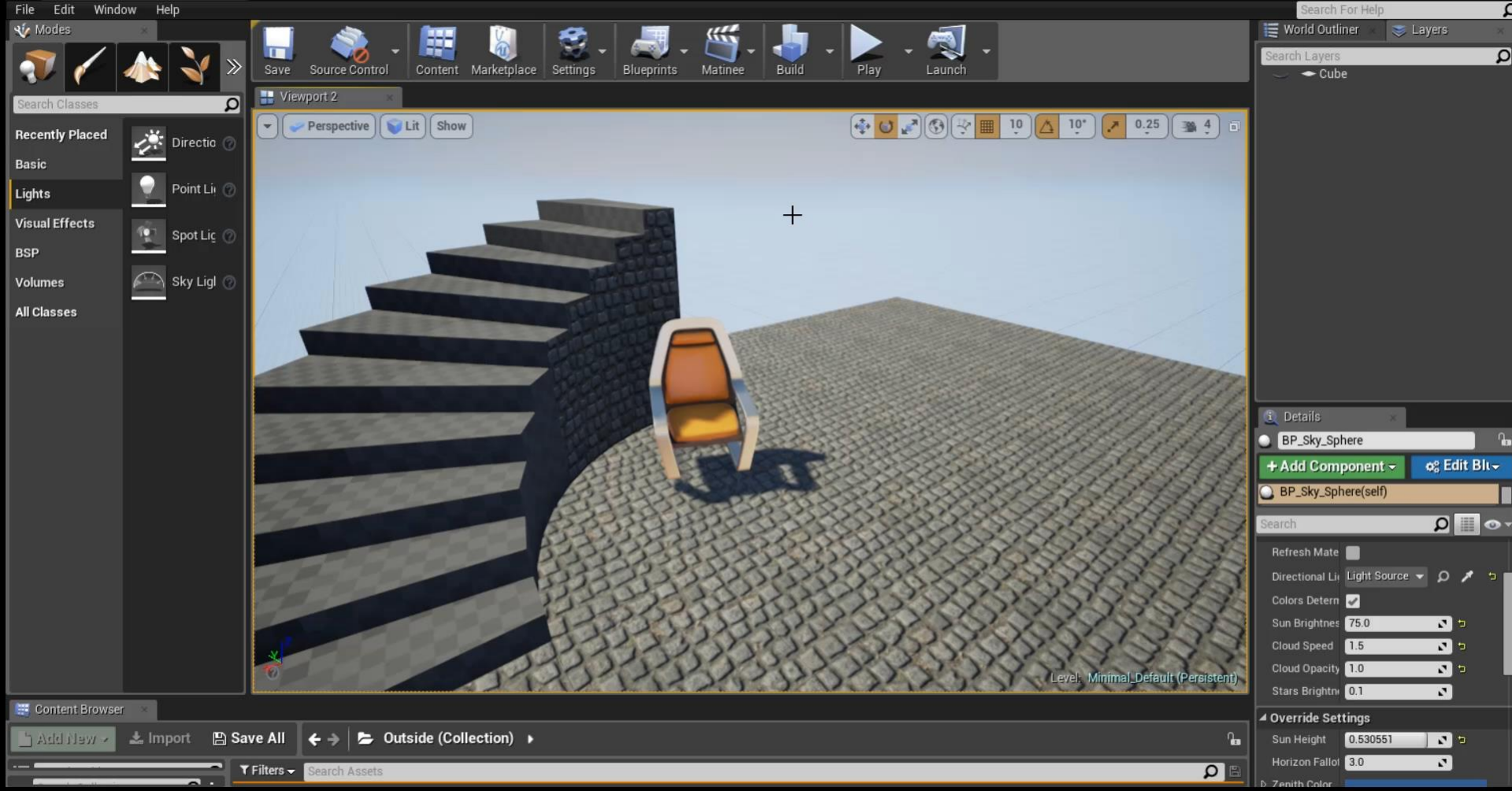
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Move selected:
toWorld
toEntity
Texture group:
All Textures
Categories:
Current texture:
brick/brickwall014f
Objects:
512x512
Random Yaw
Browse...
Create Prefab
Replace...
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 8

Lighting


File
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Search For Help
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Source Control
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Marketplace
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Blueprints
Matinee
Build
Play
Launch
World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Directio
Point Li
Spot Lic
Sky Ligl
Viewport 2
Perspective
Lit
Show
Level: Minimal_Default (Persistent)
Details
BP_Sky_Sphere
+ Add Component
Edit Blu
BP_Sky_Sphere(self)
Search
Refresh Mate
Directional Li
Light Source
Colors Detern
Sun Brightnes
75.0
Cloud Speed
1.5
Cloud Opacity
1.0
Stars Brightn
0.1
Override Settings
Sun Height
0.530551
Horizon Fallot
3.0
Content Browser
Add New
Import
Save All
Outside (Collection)
Filters
Search Assets

Lighting

File Edit View World NavMesh Character Gameplay Help

Time of day 10.00

Object Window

Filter

- WorldObjects
  - Activator
  - Container
  - Door
  - Flora
  - Furniture
  - Grass
  - Light
    - Effects
    - Magic
    - WEAPONS
  - MovableStatic
  - Static
    - Actors
    - Architecture
      - Docks
      - Falmer Hut
      - Farmhouse
      - HighHrothg
      - Markarth
      - OrcLonghou
      - Riften
      - ShackKit
      - SkyHavenT
      - Solitude
      - Sovengarde
      - Tents
      - WhiteRun
      - Windhelm
      - Winterhold
    - Armor
    - Cameras
    - Clothes
    - CLUTTER
    - Clutter
    - Critters
    - Dungeons
    - Effects
    - Furniture
    - Interface
    - Interface
    - Landscape
    - LoadScreenArt
    - LOD
    - Magic
    - Markers
    - MPS
    - Sky
    - Test
    - Traps
    - WEAPONS

Editor ID	Count	Users	Model	Si
IceTorch01NS_Fast	14	0		
IceTorch01NS_FastDesat	53	0		
IceTorch01NS_NoMove	4	0		
IceTorch01NS_Saturate	16	0		8
IceTorch01NS_SaturateMoveLess	3	0		8
IceTorch01NS_SuperFast	1	0		
IceTorch01NSDesat	18	0		
IchorLight	19	0		8
Ilinalta_OrangeFlicker	12	6		8
Ilinaltas_OmniLight_Blue	64	47		8
Ilinaltas_OmniLight_Blue_Shadows	3	1		8
Ilinaltas_OmniLight_Dim	3	74		8
Ilinaltas_OmniLight_Shadows	0	0		
Ilinaltas_OmniLight_Warm	69	1		8
Ilinaltas_OmniLight_Warm_Shadows1	8	0		8
Ilinaltas_OmniLight_Whiter	1	4		8
KorvanjundOrangeOmni	67	3		8
KorvanJundOrangeShadowOmni	5	0		8
KorvanjundSunlight	1	2		6
KorvanjundSunlightBounce	1	0		8
KorvanjundSunlightOmni	0	0		8
KorvanjundTorchNS	5	0		8
KorvanJundBlueOmni	3	8		8
LightCampFire01	177	7		8
LightForgeFire01	31	1		8
LightSpellLightStatic	1	0	Magic\...	2
LightTorchOutdoors	105	2		8
LoadScreenLightBack	1	0		8
LoadScreenLightFill	1	0		8
LoadScreenLightMain	1	0		8
MagicLightAbsorbBlueProjectile	0	4		
MagicLightAbsorbGreenProjectile	0	2		
MagicLightAbsorbHealthProjectile	0	5		
MagicLightAltPosHand01	0	3		
MagicLightAuraWhisperProjectile	0	2		
MagicLightDA16Skull	0	3		
MagicLightDA16SkullProjectile	0	1		
MagicLightDragonFire	0	2		
MagicLightFireball01	0	11		
MagicLightFireball02	0	1		
MagicLightFireballStorm01	0	4		
MagicLightFireBarrier01	12	2		
MagicLightFireInHand	0	43		8
MagicLightFireStormHand	0	3		
MagicLightFPSFire	0	0		
MagicLightFrost01	0	3		
MagicLightFrostBlizzard01	0	2		
MagicLightFrostHand01	0	37		
MagicLightFrostSpear01	0	1		

AbandonedPrison01 [Free camera, perspective] - M#: 29.07% (45.63 MB / 157.00 MB)

Cell View

World Space: Interiors

X: Y: Go

Loaded at top

AbandonedPrison01 Objects

EditorID	Name	L..	Co...	Lo...	Owner
AbandonedPrison01 *	Aband...	Y	Int...	Ab...	
AAACreationKitPractice	AAACr...		Int...	--	
AAADeleteWhenDoneT...	TestTo...		Int...	--	
aaaMarkersDUPLICAT...	Marker...		Int...	--	
AbandonedShackInterior	Aband...		Int...	Ab...	
Alftand01	Alftand...		Int...	Alft...	
Alftand02	Alftand...		Int...	Alft...	
AlftandZCell	Alftand...		Int...	Alft...	
Angarvunde01	Angarv...		Int...	An...	
Angarvunde02	Angarv...		Int...	An...	
Angarvunde03	Angarv...		Int...	An...	
AngasMillAerisHouse	Aeri's ...		Int...	An...	AngasMillAe...

Editor ID	For...	T...	O...	Loc...	L...	P...	I...	L...
NavMesh [949 T...	00...	N...	-	-				
NavMesh [117 T...	00...	N...	-	-				
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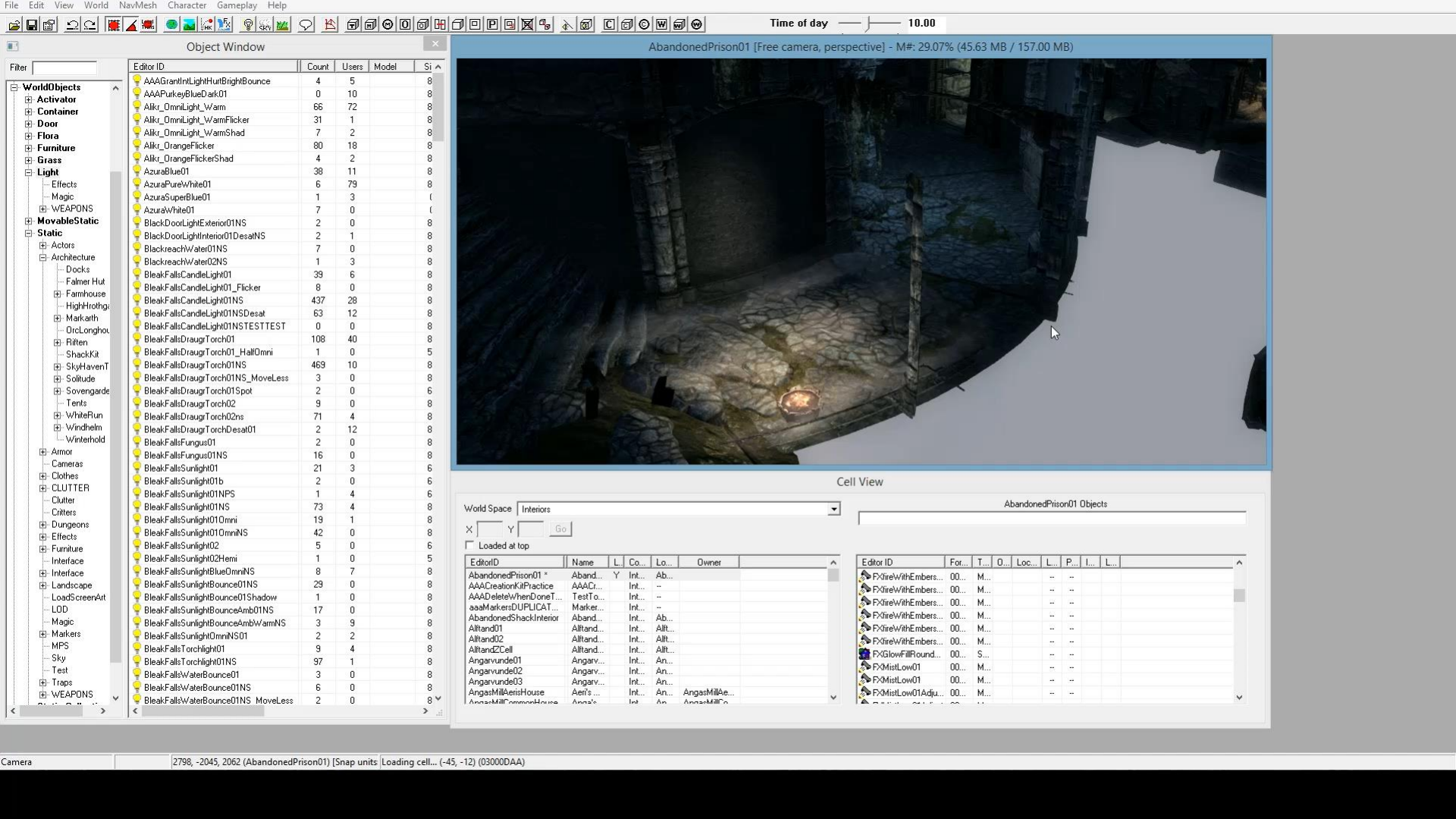
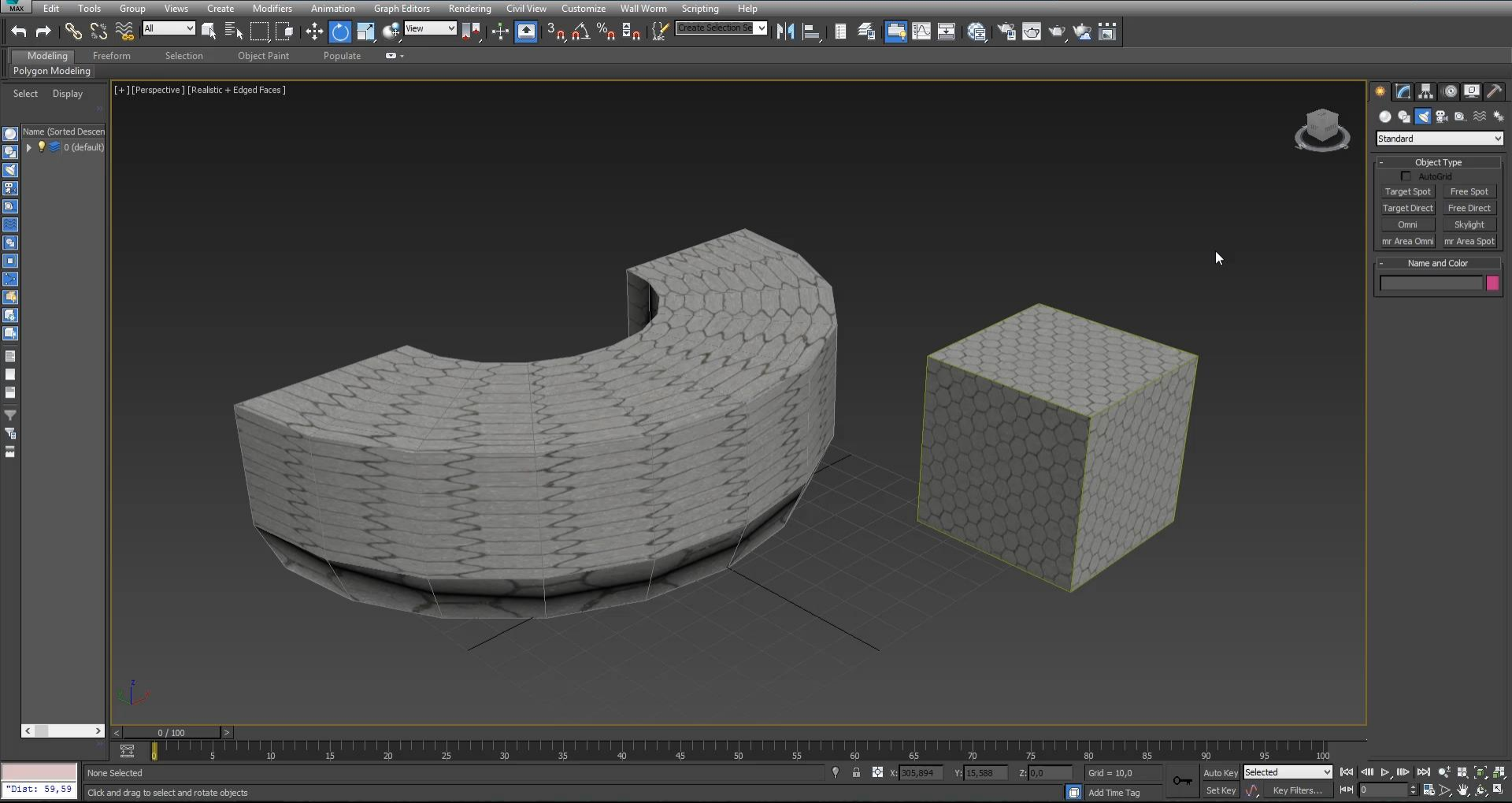
AMBDungeonCa...	00...	S...			--	--		
AMBDungeonFort...	00...	S...			--	--		
AMBDungeonFort...	00...	S...			--	--		
AMBRumbleALP	00...	S...			--	--		
AMBRumbleCLP	00...	S...			--	--		
AMBWaterfallLea...	00...	S...			--	--		
AMBWaterfallMe...	00...	S...			--	--		

Camera | 2800, -2032, 2047 (AbandonedPrison01) [Snap units | Saving...Done!


File Edit View World NavMesh Character Gameplay Help
Time of day 10.00
Object Window
Filter
WorldObjects
Activator
Container
Door
Flora
Furniture
Grass
Light
Effects
Magic
WEAPONS
MovableStatic
Static
Actors
Architecture
Docks
Falmer Hut
Farmhouse
HighHrothg
Markarth
OrcLonghou
Riften
ShackKit
SkyHavenT
Solitude
Sovengarde
Tents
WhiteRun
Windhelm
Winterhold
Armor
Cameras
Clothes
CLUTTER
Clutter
Critters
Dungeons
Effects
Furniture
Interface
Interface
Landscape
LoadScreenArt
LOD
Magic
Markers
MPS
Sky
Test
Traps
WEAPONS
Editor ID
Count
Users
Model
AAAGrantIntLightHurtBrightBounce 4 5
AAAPurkeyBlueDark01 0 10
Alikr_OmniLight_Warm 66 72
Alikr_OmniLight_WarmFlicker 31 1
Alikr_OmniLight_WarmShad 7 2
Alikr_OrangeFlicker 80 18
Alikr_OrangeFlickerShad 4 2
AzuraBlue01 38 11
AzuraPureWhite01 6 79
AzuraSuperBlue01 1 3
AzuraWhite01 7 0
BlackDoorLightExterior01NS 2 0
BlackDoorLightInterior01DesatNS 2 1
BlackreachWater01NS 7 0
BlackreachWater02NS 1 3
BleakFallsCandleLight01 39 6
BleakFallsCandleLight01_Flicker 8 0
BleakFallsCandleLight01NS 437 28
BleakFallsCandleLight01NSDesat 63 12
BleakFallsCandleLight01NSTESTTEST 0 0
BleakFallsDraugrTorch01 108 40
BleakFallsDraugrTorch01_HalfOmni 1 0
BleakFallsDraugrTorch01NS 469 10
BleakFallsDraugrTorch01NS_MoveLess 3 0
BleakFallsDraugrTorch01Spot 2 0
BleakFallsDraugrTorch02 9 0
BleakFallsDraugrTorch02ns 71 4
BleakFallsDraugrTorchDesat01 2 12
BleakFallsFungus01 2 0
BleakFallsFungus01NS 16 0
BleakFallsSunlight01 21 3
BleakFallsSunlight01b 2 0
BleakFallsSunlight01NPS 1 4
BleakFallsSunlight01NS 73 4
BleakFallsSunlight01Omni 19 1
BleakFallsSunlight01OmniNS 42 0
BleakFallsSunlight02 5 0
BleakFallsSunlight02Hemi 1 0
BleakFallsSunlightBlueOmniNS 8 7
BleakFallsSunlightBounce01NS 29 0
BleakFallsSunlightBounce01Shadow 1 0
BleakFallsSunlightBounceAmb01NS 17 0
BleakFallsSunlightBounceAmbWarmNS 3 9
BleakFallsSunlightOmniNS01 2 2
BleakFallsTorchlight01 9 4
BleakFallsTorchlight01NS 97 1
BleakFallsWaterBounce01 3 0
BleakFallsWaterBounce01NS 6 0
BleakFallsWaterBounce01NS_MoveLess 2 0
AbandonedPrison01 [Free camera, perspective] - M#: 29.07% (45.63 MB / 157.00 MB)
Cell View
World Space
Interiors
X
Y
Go
Loaded at top
AbandonedPrison01 Objects
EditorID
Name
Owner
AbandonedPrison01 *
AAACreationKitPractice
AAADeleteWhenDoneT...
aaaMarkersDUPLICAT...
AbandonedShackInterior
Alltand01
Alltand02
AlltandZCell
Angarvunde01
Angarvunde02
Angarvunde03
AngasMillAerisHouse
Editor ID
FXfireWithEmbers...
FXGlowFillRound...
FXMistLow01
FXMistLow01Adju...
Camera
2798, -2045, 2062 (AbandonedPrison01) [Snap units
Loading cell... (-45, -12) (03000DAA)

Lighting


Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Civil View
Customize
Wall Worm
Scripting
Help
Modeling
Freeform
Selection
Object Paint
Populate
Polygon Modeling
Select
Display
[+] [Perspective] [Realistic + Edged Faces]
Standard
Object Type
AutoGrid
Target Spot
Free Spot
Target Direct
Free Direct
Omni
Skylight
mr Area Omni
mr Area Spot
Name and Color
0 / 100
None Selected
Click and drag to select and rotate objects
Add Time Tag
Auto Key
Set Key
Key Filters...

Lighting Take-away

- Live lighting
  - Engine dependent
- Huge pre-set list to choose from
- Visible guidelines
- Compiling/Baking for better results

Death to Drawers: How a Mythbuster Organizes His Workshop

Step one is getting rid of tool boxes and drawers.

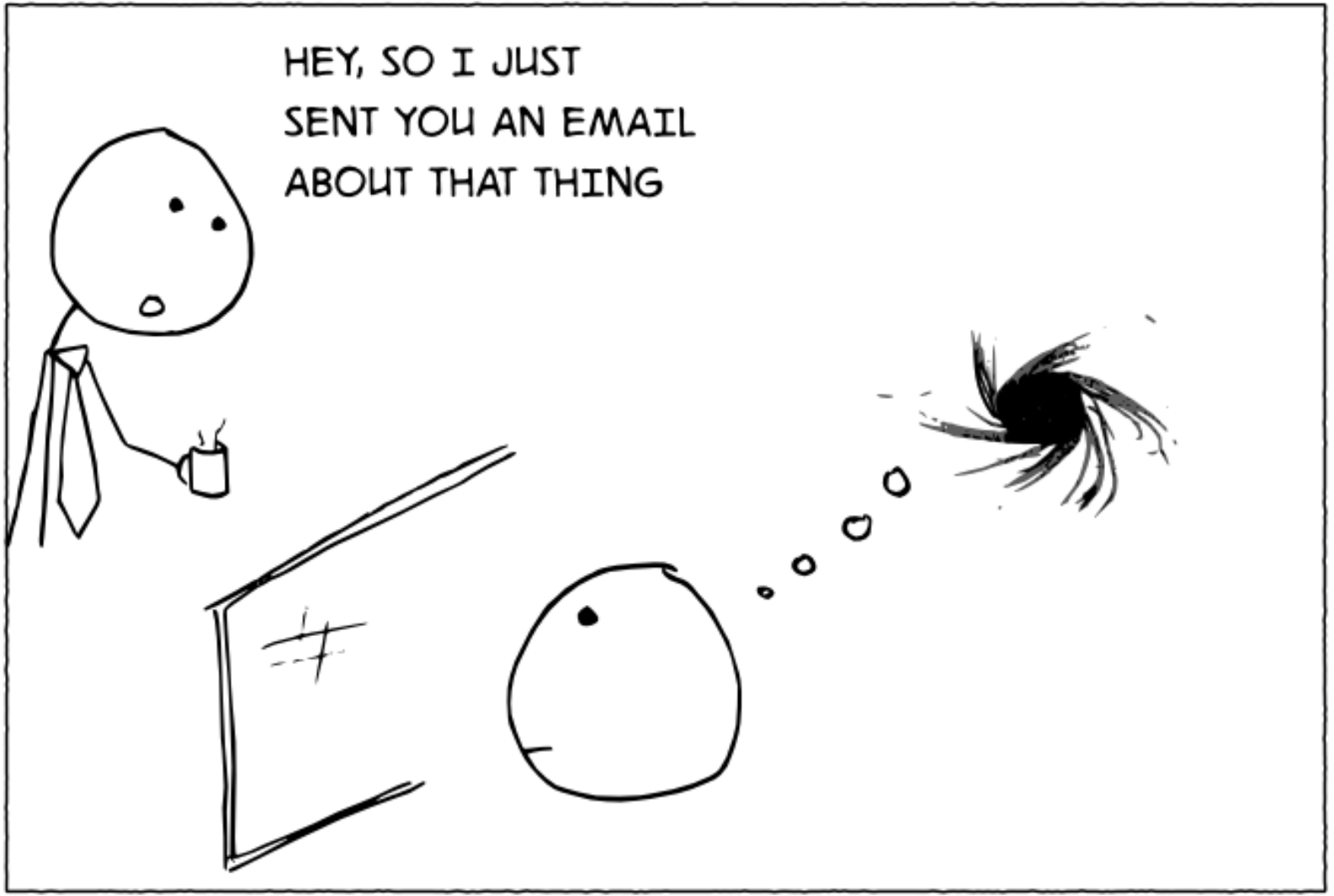
By Eric Limer Aug 7, 2015 @ 3:06 PM Home Tools

834
Shares

When accomplished prop-maker and Mythbuster Adam Savage steps into his workshop, he's no doubt getting down to serious business. And luckily for all of us who enjoy his work , he's meticulously designed his workshop so that it wastes none of his precious time. We could all stand to learn a thing or two from his clever approach.

Chilaili
Health 4574 / 4574
Mana 5833 / 5833
Reginald Windsor
Now, it is time to bring her reign to an end, Marcus. Stand down, friend.
Stand down! Can you not see that heroes walk among us?
[5. LookingForGroup] [Nukeduke]: LFM WARRIOR MARA
[5. LookingForGroup] [Flayhugier]: lf1m mara need tank
Reginald Windsor says: Dear friend, you honor them with your vigilant watch. You are steadfast in your allegiance. I do not doubt for a moment that you would not give as great a sacrifice for your people as any of the heroes you stand under.
Reginald Windsor says: Now, it is time to bring her reign to an end, Marcus. Stand down, friend.
[5. LookingForGroup] [Jormundir]: LF2M Stockades
General Marcus Jonathan says: Stand down! Can you not see that heroes walk among us?
Damage Done
1 Jailbait 10.78%
2 Chilaili 9.06%
3 Olliejohnson 8.13%
4 Shadowscythe 7....
5 Gunerdown 7.24%
6 Ganymedemon 7....
7 Kneelock 6.83%
8 Mahuu 6.45%
9 Alvira 5.55%
10 Haster 4.9...%
General Marcus Jonathan
High Commander of Stormwind Defense
Level 62 (Elite)
Stormwind
PvP
XP 2099 / 217400

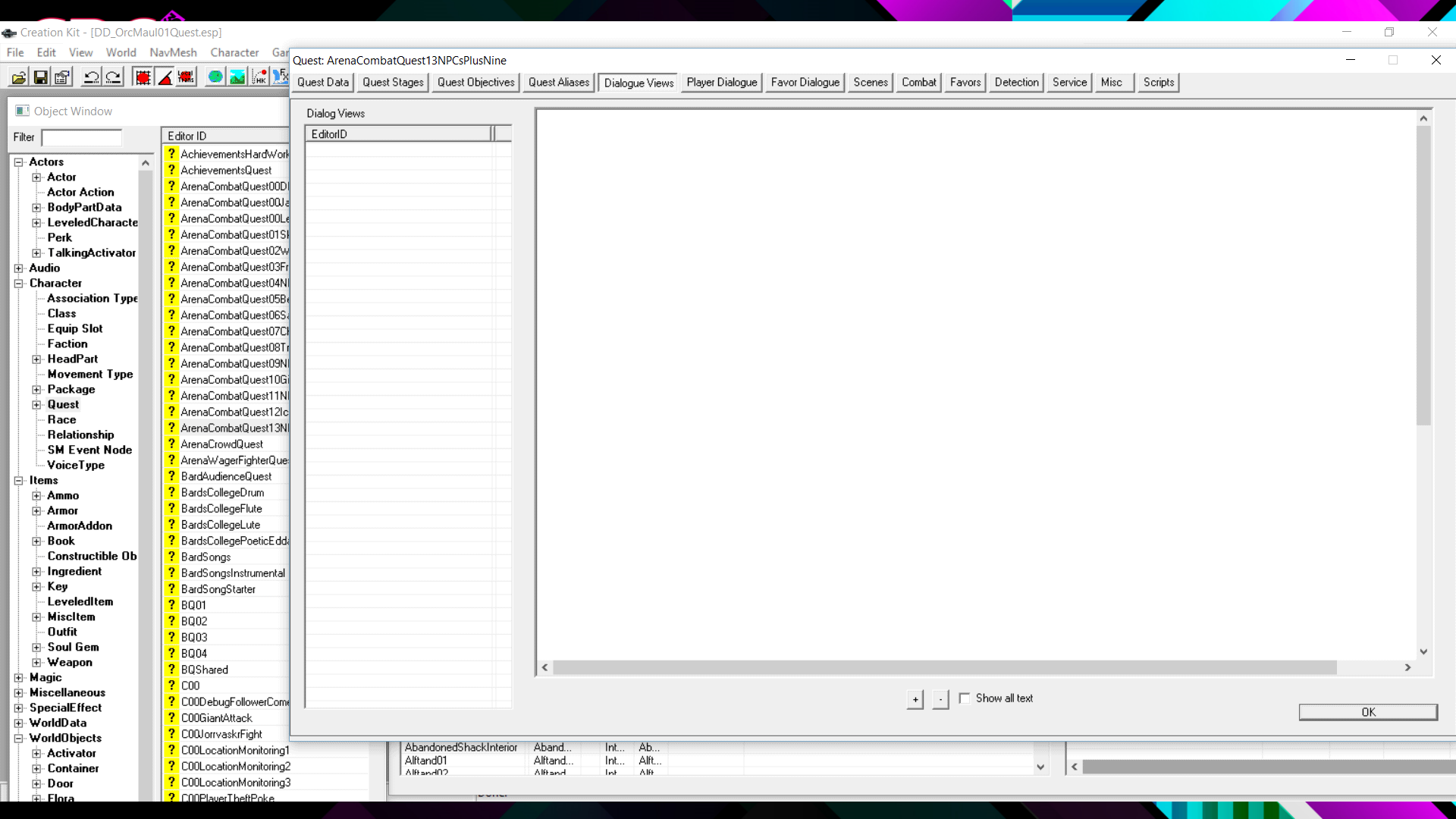
Resurrection Monitor
Decursive
MT Targets
Kaiend's Target <No Target>
KTM 17:14
Name
Threat
%Max
Group 7
Aluhra
Tenaki
Group 5
Owie
Bbe
Group 3
Amberlin
Hunterslash
Group 1
Rothen
Roren
Fairaday
Gtamage
Koyannis
Jemmy
Yeillus
Whraithe
Qynn
Fixtnee
Kaiend
3833/3833
(60) - Druid - Monotony
5899/5899
3890/3890(100%)
(60) - Fairaday
<Fey Mercurial>
6253/6253
Group 6
Elrae
Nevadawn
Angory
Icelily
Bloke
Group 4
Exxceed
Mobools
Arcturius
Pilo
Sojiro
Group 2
Naitoerufu
Laur
Khalil
Digentia
Monotony
[Raid]
[Guild]
[5. feyhealers]
Durability: 47%
Onyxia's Lair (,)
TradeCooldown:
HP: 0 MP: 0
6:44 PM

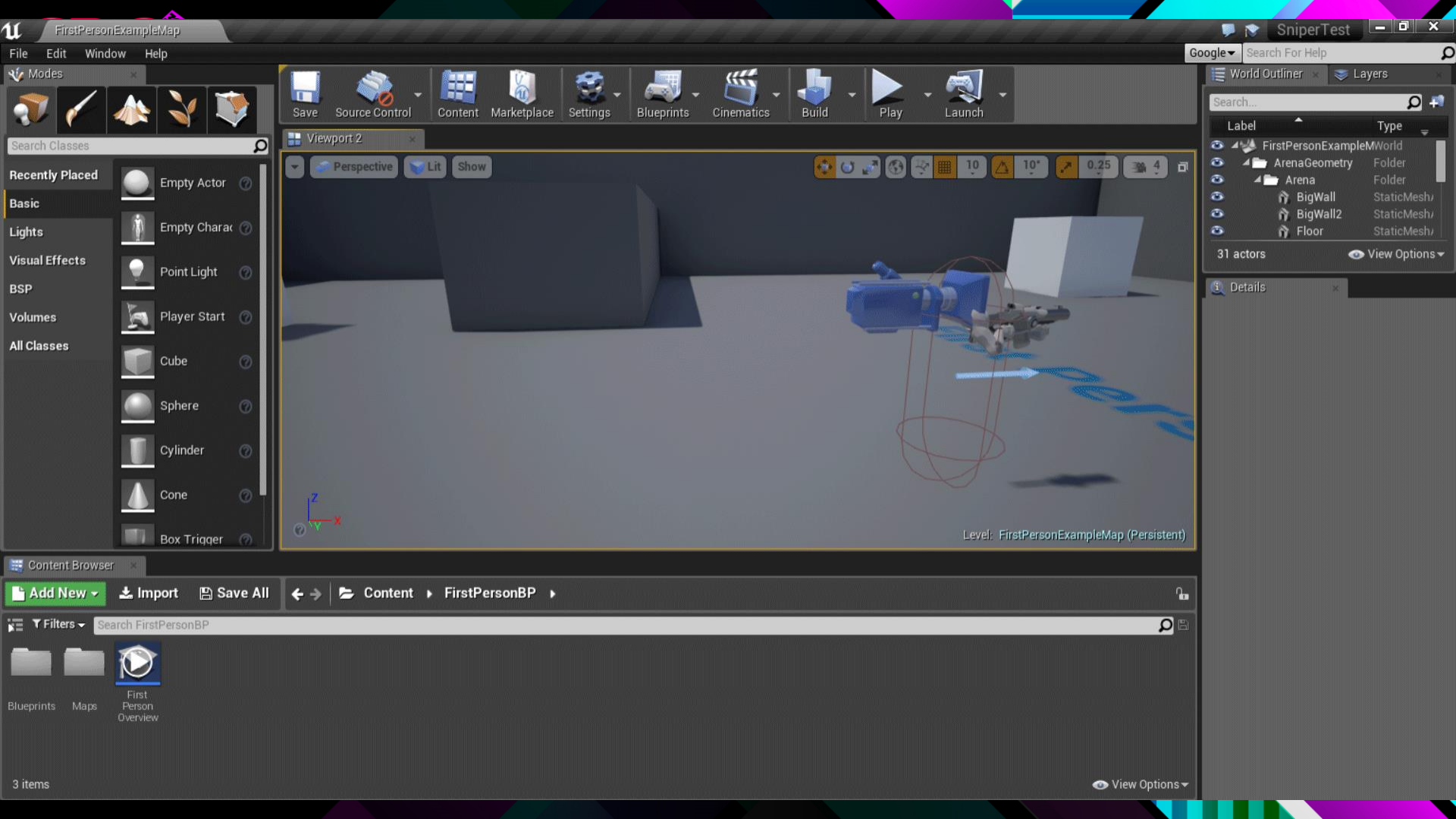

HEY, SO I JUST
SENT YOU AN EMAIL
ABOUT THAT THING

Getting into the zone

- Create space for creativity and flow
- Remove trivial barriers
- Set up for good quality content

- Don’t click through 5 tabs


Creation Kit - [DD_OrcMaul01Quest.esp]
File Edit View World NavMesh Character
Object Window
Filter
Editor ID
Actors
Actor
Actor Action
BodyPartData
LeveledCharacte
Perk
TalkingActivator
Audio
Character
Association Type
Class
Equip Slot
Faction
HeadPart
Movement Type
Package
Quest
Race
Relationship
SM Event Node
VoiceType
Items
Ammo
Armor
ArmorAddon
Book
Constructible Ob
Ingredient
Key
LeveledItem
MiscItem
Outfit
Soul Gem
Weapon
Magic
Miscellaneous
SpecialEffect
WorldData
WorldObjects
Activator
Container
Door
Flora
AchievementsHardWork
AchievementsQuest
ArenaCombatQuest00DI
ArenaCombatQuest00Ja
ArenaCombatQuest00Le
ArenaCombatQuest01Sl
ArenaCombatQuest0Zw
ArenaCombatQuest03Fr
ArenaCombatQuest04NI
ArenaCombatQuest05Be
ArenaCombatQuest06Sa
ArenaCombatQuest07Ch
ArenaCombatQuest08Tr
ArenaCombatQuest09NI
ArenaCombatQuest10Gi
ArenaCombatQuest11NI
ArenaCombatQuest12Ic
ArenaCombatQuest13NI
ArenaCrowdQuest
ArenaWagerFighterQue
BardAudienceQuest
BardsCollegeDrum
BardsCollegeFlute
BardsCollegeLute
BardsCollegePoeticEdd
BardSongs
BardSongsInstrumental
BardSongStarter
BQ01
BQ02
BQ03
BQ04
BQShared
C00
C00DebugFollowerCom
C00GiantAttack
C00JorrvaskrFight
C00LocationMonitoring1
C00LocationMonitoring2
C00LocationMonitoring3
C00PlayerTheftPoke
Quest: ArenaCombatQuest13NPCsPlusNine
Quest Data
Quest Stages
Quest Objectives
Quest Aliases
Dialogue Views
Player Dialogue
Favor Dialogue
Scenes
Combat
Favors
Detection
Service
Misc
Scripts
Dialog Views
EditorID
+
-
Show all text
OK
AbandonedShackInterior
Aband...
Int...
Ab...
Alftand01
Alftand...
Int...
Alft...


FirstPersonExampleMap
SniperTest
File
Edit
Window
Help
Google
Search For Help
Modes
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Empty Actor
Empty Charac
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Box Trigger
Save
Source Control
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Play
Launch
Viewport 2
Perspective
Lit
Show
Level: FirstPersonExampleMap (Persistent)
World Outliner
Layers
Search...
Label
Type
FirstPersonExampleM
World
ArenaGeometry
Folder
Arena
Folder
BigWall
StaticMesh
BigWall2
StaticMesh
Floor
StaticMesh
31 actors
View Options
Details
Content Browser
Add New
Import
Save All
Content
FirstPersonBP
Filters
Search FirstPersonBP
Blueprints
Maps
First Person Overview
3 items
View Options

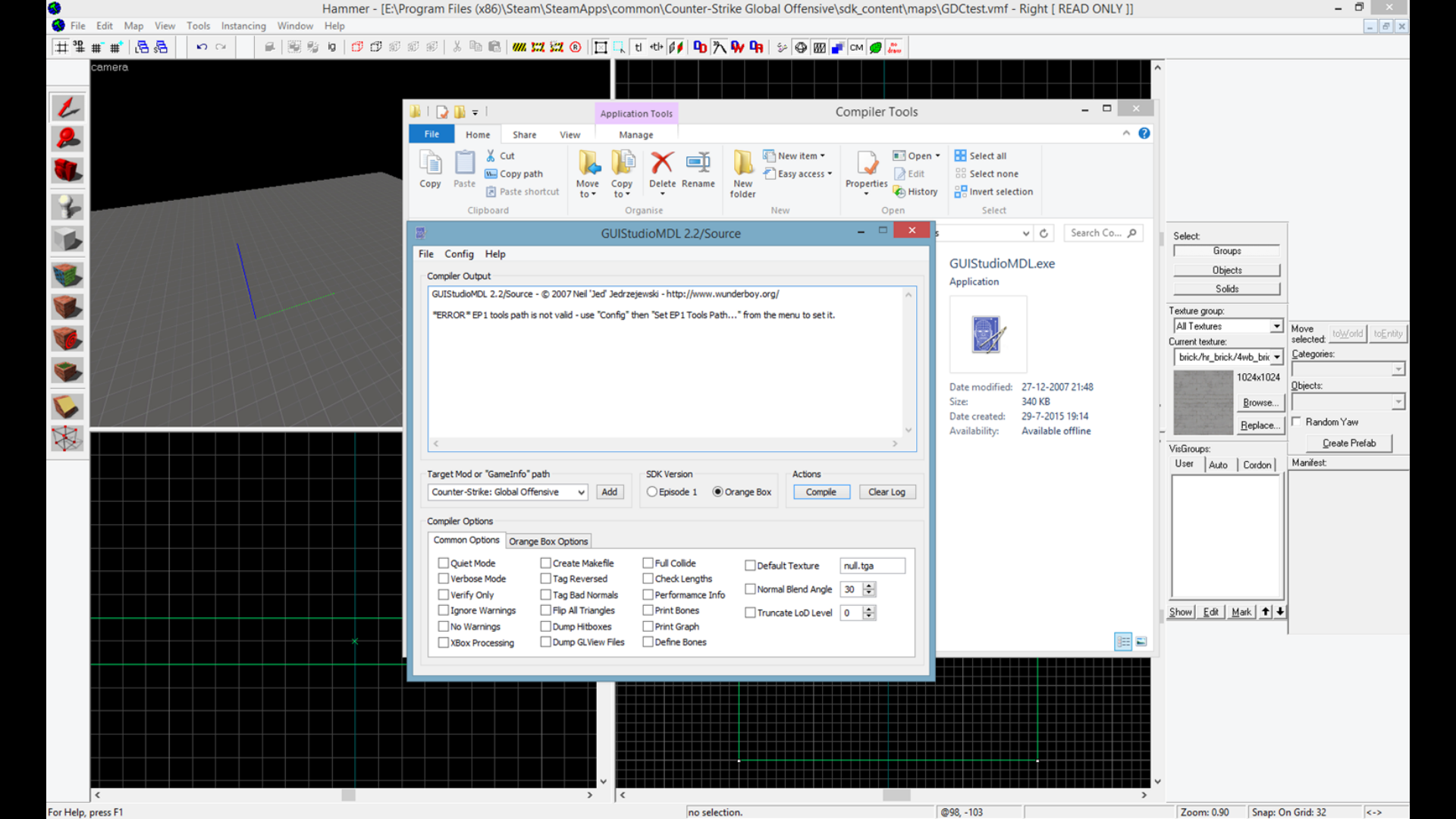
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Importing assets

What does a level designer want from importing assets?

- Be able to quickly get any assets into the editor

Importing assets


Hammer - [E:\Program Files (x86)\Steam\SteamApps\common\Counter-Strike Global Offensive\sdk_content\maps\GDCtest.vmf - Right [READ ONLY]]
File Edit Map View Tools Instancing Window Help
camera
Compiler Tools
Application Tools
File Home Share View Manage
Cut
Copy path
Paste shortcut
Copy
Paste
Move to
Copy to
Delete
Rename
New folder
New item
Easy access
Properties
Open
Edit
History
Select all
Select none
Invert selection
Clipboard
Organise
New
Open
Select
GUIStudioMDL 2.2/Source
File Config Help
Compiler Output
GUIStudioMDL 2.2/Source - © 2007 Neil 'Jed' Jedrzejewski - http://www.wunderboy.org/
ERROR EP1 tools path is not valid - use "Config" then "Set EP1 Tools Path..." from the menu to set it.
Target Mod or "GameInfo" path
Counter-Strike: Global Offensive
Add
SDK Version
Episode 1
Orange Box
Actions
Compile
Clear Log
Compiler Options
Common Options
Orange Box Options
Quiet Mode
Verbose Mode
Verify Only
Ignore Warnings
No Warnings
XBox Processing
Create Makefile
Tag Reversed
Tag Bad Normals
Flip All Triangles
Dump Hitboxes
Dump GLView Files
Full Collide
Check Lengths
Performamce Info
Print Bones
Print Graph
Define Bones
Default Texture
null.tga
Normal Blend Angle
30
Truncate LoD Level
0
GUIStudioMDL.exe
Application
Date modified: 27-12-2007 21:48
Size: 340 KB
Date created: 29-7-2015 19:14
Availability: Available offline
Search Co...
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
brick/hr_brick/4wb_bric
1024x1024
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
Random Yaw
Create Prefab
VisGroups:
User
Auto
Cordon
Manifest:
Show
Edit
Mark
For Help, press F1
no selection.
@98, -103
Zoom: 0.90
Snap: On Grid: 32

3DS Max

One of the most popular modeling programs in game design, it is a very powerful toolbox. Discreet, a division of Autodesk, makes this program along with several others for creative professionals, in not only the entertainment software industry, but for motion pictures, visualization, architecture, and many other professions. 3ds Max comes with several options for modeling solids, including polygonal modeling, NURBS modeling, and patch modeling.

GMax, a free version of this program specifically designed for modding games has been discontinued.

You can now use 3ds Max as your level editor with Wall Worm. You can learn more about this by reading Hammered to the Max: A Hammer User's Guide to 3ds Max.

Tutorials

- Making flexes using 3ds Max by Cannonfodder commented by Snotball
- Creating Flex VTA files with 3D Studio Max using Wunderboy's VTA exporter.

Plugins

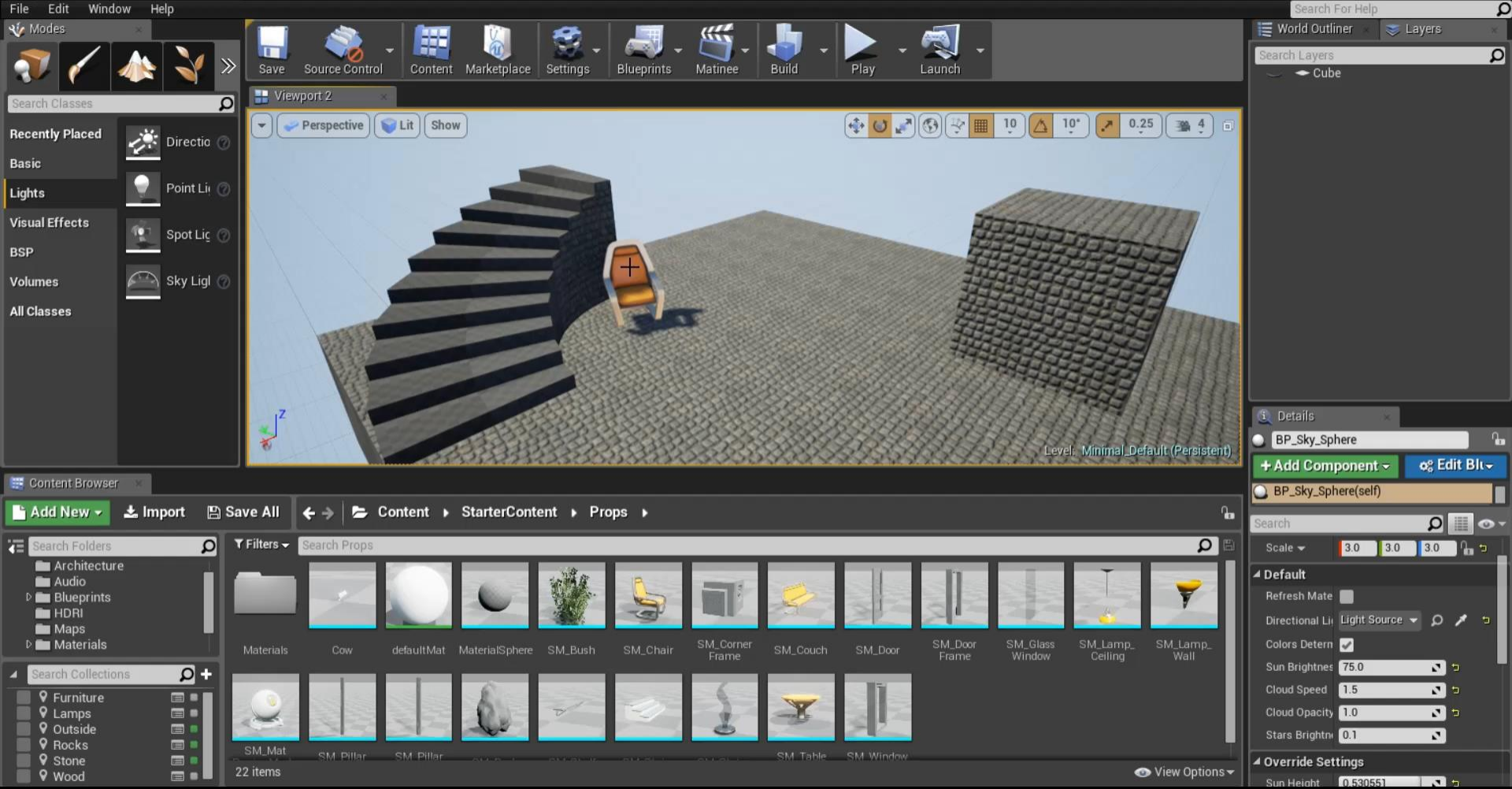
- .smd Exporter and Importer by Cannonfodder
- 3DS Max 9/2008/2009/2010&2011/2012 SMD exporter
- 3DS Max 9/2008/2009/2010&2011/2012 SMD importer
- 3DS Max 9/2008/2009/2010&2011/2012 VTA exporter
- 3DSMax VTF plugin
- Game Level Builder .map Exporter by Maple3D
  - *Note: This plugin has been retired by the developer. An older version is still available on the developer's site.*
- Convexity .VMF Exporter by Maple3D
  - *Note: This is a newer commercial version that replaced GLB mentioned above.*
- Wall Worm Model Tools - Wall Worm Model Tools for 3ds Max
  - *Note: Wall Worm includes: DMX Exporter, SMD Exporter, VTA Exporter, SMD Importer, QC generator, VMF Exporter, VMF Importer, MAP Exporter, MAP Importer and more.*
- Sky Writer

External links

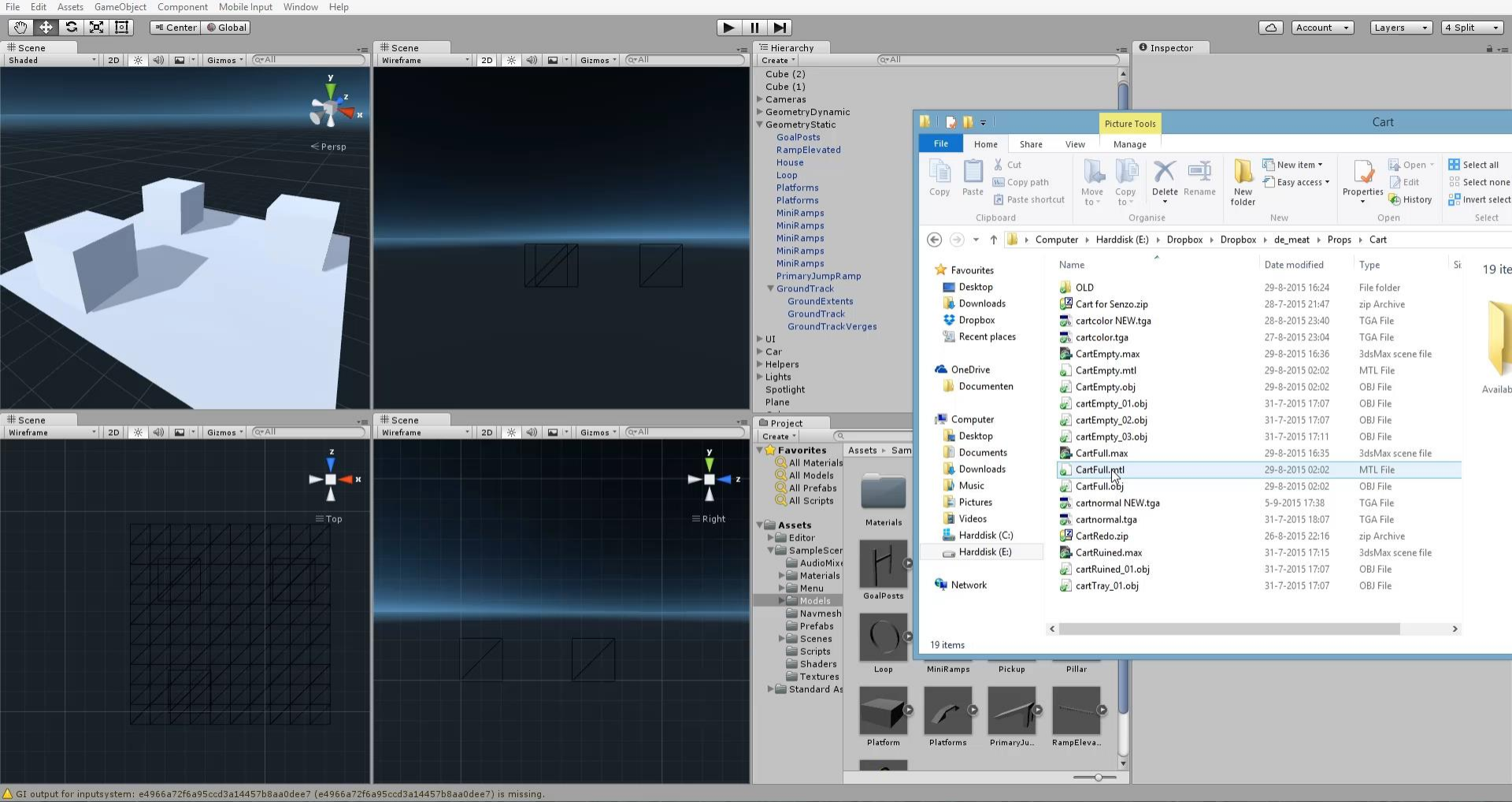
- Autodesk Official website.
- 3DS Max Official web page.
- Design3 3ds Max modeling Video Tutorials

Categories: Third Party Tools | 3DS Max

Importing assets


File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Directio
Point Li
Spot Lig
Sky Ligl
Viewport 2
Perspective
Lit
Show
Level: Minimal_Default (Persistent)
Details
BP_Sky_Sphere
+ Add Component
Edit Blu
BP_Sky_Sphere(self)
Search
Scale
Default
Refresh Mate
Directional Li
Light Source
Colors Determ
Sun Brightnes
75.0
Cloud Speed
1.5
Cloud Opacity
1.0
Stars Brightn
0.1
Override Settings
Content Browser
Add New
Import
Save All
Content
StarterContent
Props
Search Folders
Architecture
Audio
Blueprints
HDRI
Maps
Materials
Filters
Search Props
Materials
Cow
defaultMat
MaterialSphere
SM_Bush
SM_Chair
SM_Corner Frame
SM_Couch
SM_Door
SM_Door Frame
SM_Glass Window
SM_Lamp_ Ceiling
SM_Lamp_ Wall
SM_Mat
SM_Pillar
SM_Pillar
SM_Table
SM_Window
Search Collections
Furniture
Lamps
Outside
Rocks
Stone
Wood
22 items
View Options

Importing assets


File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Account Layers 4 Split
Scene
Shaded 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Hierarchy
Create All
Cube (2)
Cube (1)
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
GroundExtents
GroundTrack
GroundTrackVerges
UI
Car
Helpers
Lights
Spotlight
Plane
Inspector
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
Right
Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Editor
SampleScer
AudioMixe
Materials
Menu
Models
Navmesh
Prefabs
Scenes
Scripts
Shaders
Textures
Standard As
Assets Sam
Materials
GoalPosts
Loop
MiniRamps
Pickup
Pillar
Platform
Platforms
PrimaryJu...
RampEleva...
Picture Tools
Cart
File Home Share View Manage
Copy Paste Cut Copy path Paste shortcut
Clipboard
Move to Copy to Delete Rename
Organise
New folder New item Easy access
New
Properties Open Edit History
Open
Select all Select none Invert select
Select
Computer Harddisk (E:) Dropbox Dropbox de_meat Props Cart
Favourites
Desktop
Downloads
Dropbox
Recent places
OneDrive
Documenten
Computer
Desktop
Documents
Downloads
Music
Pictures
Videos
Harddisk (C:)
Harddisk (E:)
Network
Name
Date modified
Type
OLD 29-8-2015 16:24 File folder
Cart for Senzo.zip 28-7-2015 21:47 zip Archive
cartcolor NEW.tga 28-8-2015 23:40 TGA File
cartcolor.tga 27-8-2015 23:04 TGA File
CartEmpty.max 29-8-2015 16:36 3dsMax scene file
CartEmpty.mtl 29-8-2015 02:02 MTL File
CartEmpty.obj 29-8-2015 02:02 OBJ File
cartEmpty_01.obj 31-7-2015 17:07 OBJ File
cartEmpty_02.obj 31-7-2015 17:07 OBJ File
cartEmpty_03.obj 31-7-2015 17:11 OBJ File
CartFull.max 29-8-2015 16:35 3dsMax scene file
CartFull.mtl 29-8-2015 02:02 MTL File
CartFull.obj 29-8-2015 02:02 OBJ File
cartnormal NEW.tga 5-9-2015 17:38 TGA File
cartnormal.tga 31-7-2015 18:07 TGA File
CartRedo.zip 26-8-2015 22:16 zip Archive
CartRuined.max 31-7-2015 17:15 3dsMax scene file
cartRuined_01.obj 31-7-2015 17:07 OBJ File
cartTray_01.obj 31-7-2015 17:07 OBJ File
19 items
19 ite
Availab
GI output for inputsystem: e4966a72f6a95ccd3a14457b8aa0dee7 (e4966a72f6a95ccd3a14457b8aa0dee7) is missing.

Importing assets

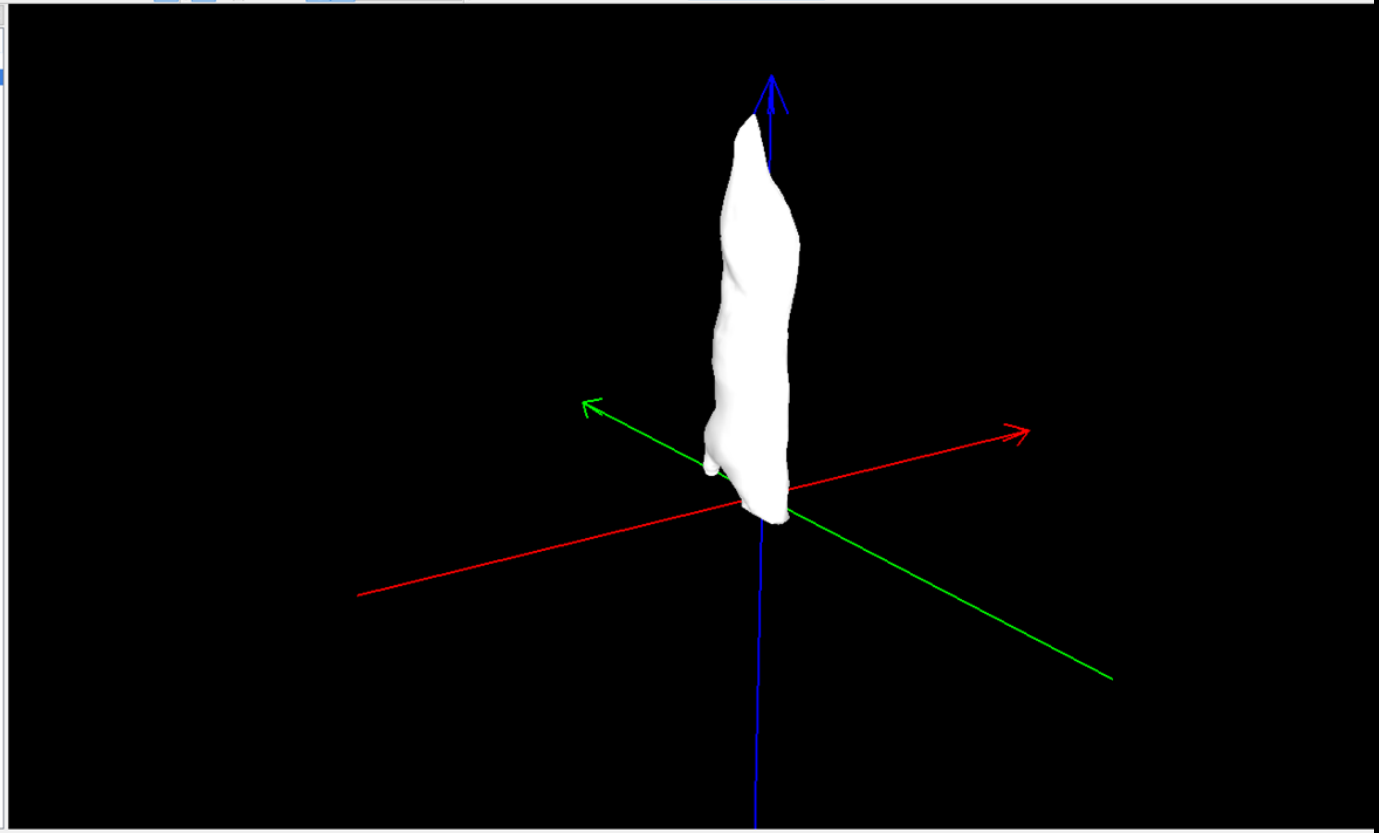
CowSkyrim.nif - NifSkope

File View Render Spells Help

Load | nn\Desktop\CowSkyrim.nif | nn\Desktop\CowSkyrim.nif | Save As | 0.000 | Reset Block Details | Interactive Help | Block List | Block Details | KFM | Inspect

Block List

Name	Value
0 NiNode	Txt Scene Root [0]
1 NiTriS...	Txt default [1]
2 Ni...	



Block Details

Name	Type	Value	Argument	Array1	Array2	Condition	since	until	Version Conditior
Skyrim Sha...	BSLightingShad...	Default				BSLightingShad...			User Version >=...
Name	string	Txt default [1]							
Has Old Extr...	bool	no						2.3	
Old Extra Pr...	string	Txt				Has Old Extra D...		2.3	
Old Extra Int...	uint	0				Has Old Extra D...		2.3	
Old Extra Str...	string	Txt				Has Old Extra D...		2.3	
Unknown B...	byte	0						2.3	
Extra Data	Ref<NiExtraData>	None					3.0	4.2.2.0	

Description

Last updated at 7:10, 15 Oct 2015 Uploaded at 2:29, 8 Jan 2012

Unofficial 3ds Max Nif Importer-Exporter

This is a fork of the niftools.org 3ds max nif importer-exporter. I am only building and releasing as a courtesy to the community and do not plan on maintaining it much as the multi-year gap in releases should indicate.

The plugin currently consists of an exporter, importer and a miscellaneous properties (Collision, Dismemberment, Furniture Markers) for 3ds Max and gmax for read and writing Gamebryo/Netimmerse related files and specifically targeted at Skyrim.

A wiki for the 3ds Max plugins is available at:
http://www.niftools.org/wiki/index.php/3ds_Max

Testing

While all versions have been compiled, only 3ds Max 2015 and 3ds Max 2016 have received any testing and that will continue to be the case as I do not intend to install the old versions at this time.

Requirements

3D Studio Max 2015, 2016 (Partially Tested)
3D Studio Max 5, 6, 7, 8, 9, 2008, 2009, 2010, 2011, 2012, 2013, 2014, gmax 1.2 (Untested)

Installation

Installer:
The installer will configure the plugins for any max releases it detects
on your machine. It will also optionally configure texture and mesh
paths for various games that we know their settings for as a convenience.

If you insist on using the zip version then manually copy files to correct locations:
Copy NifPlugins.dlu, to your 3dsmax\plugins directory.

Copy MaxNifTools.ini to the correct plugcfg directory:
Windows XP:
%APPDATA%\Autodesk\3dsMax\<version>\enu\plugcfg
Windows Vista and Greater:
%USERPROFILE%\AppData\Local\Autodesk\3dsMax\<version>\enu\en-US\plugcfg
%USERPROFILE%\AppData\Local\Autodesk\3dsMax\<version> - 64bit\enu\en-US\plugcfg

gmax notes:
NifPlugins.dlu goes in gmax\plugin folder
MaxNifTools.ini goes in gmax\plugCFG folder
winmm.dll goes in gmax folder where gmax.exe is located.
Do not place it in the windows system folder.

Usage

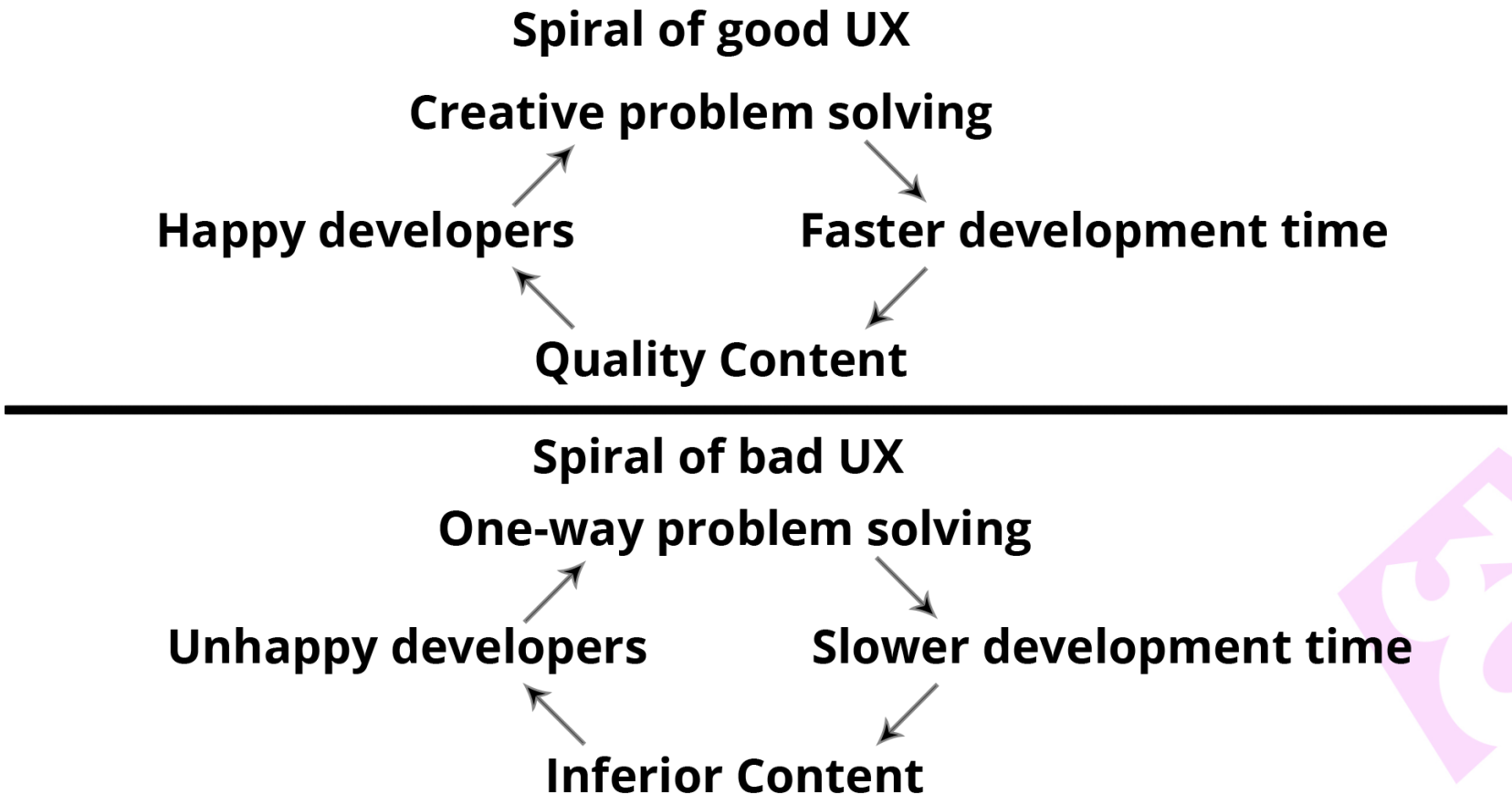
Exporter:
Export files using "File | Export | Netimmerse/Gamebryo (*.NIF, *.KF)"

Like pretty much every other website on the internet, we use cookies Got it What's a cookie?

Importing assets Take-away

- Clicking and dragging
- Directory load system
- Automatic import for textures
  - Avoids manual errors
- Automatic icon creation

Importing models, UX ons


Spiral of good UX
Creative problem solving
Faster development time
Quality Content
Happy developers
Spiral of bad UX
One-way problem solving
Slower development time
Inferior Content
Unhappy developers

Solving a signposting issue

Leveldesigner

- Geometry
- Import assets
- Lighting
- Playtests in-editor

Programmers

- New arrow system

Artists

- New arrow model or art

Producers

- Find a way for the teams to communicate effectively
- Find a way to scope this within the time limits

QA

- Test new arrow system

"There is a direct correlation between a tool being more revolutionary and the difficulty of getting people behind that process, simply due to the perceived risk"

Game Design
Level Designer
Editor
Engine

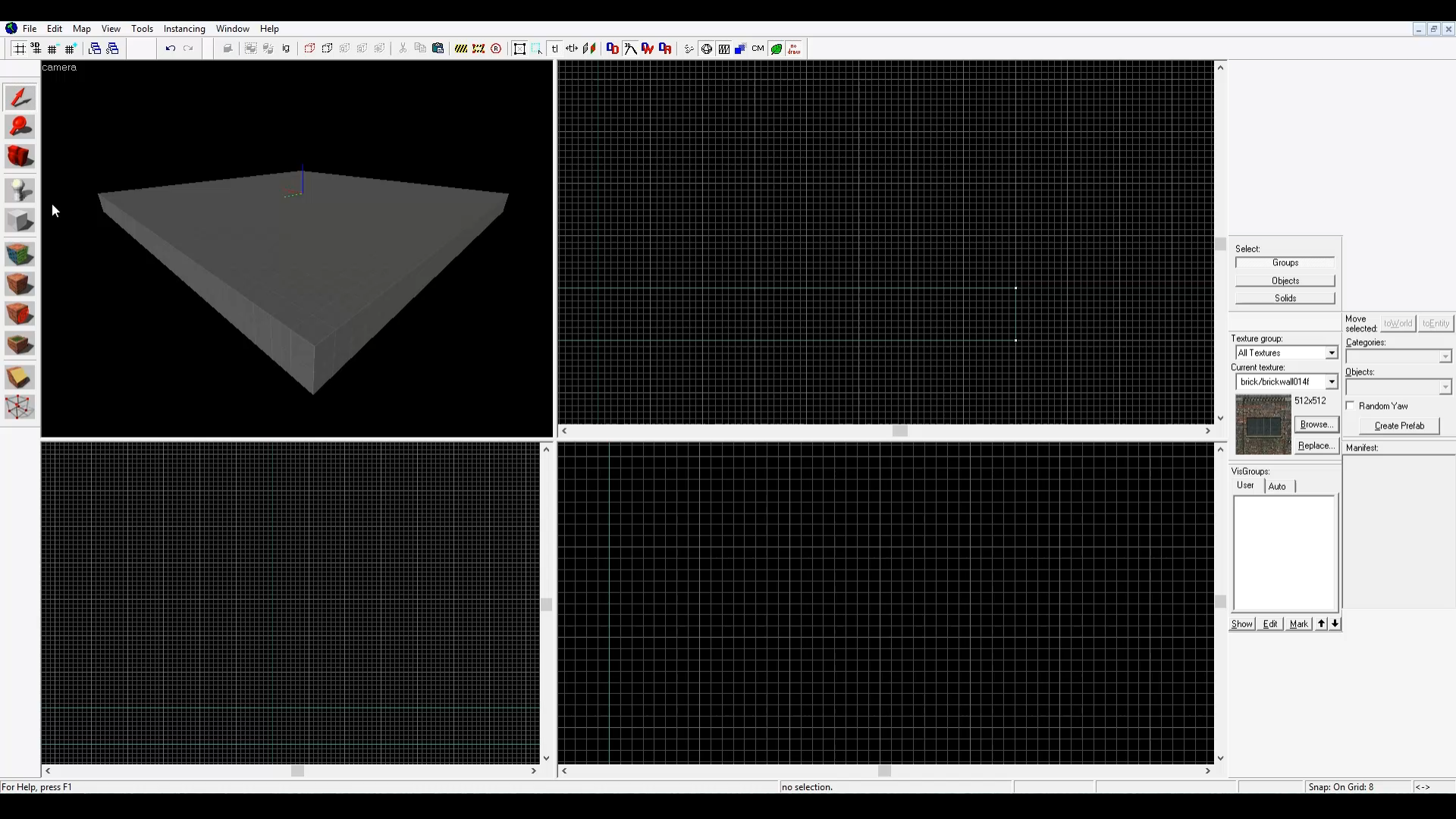
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

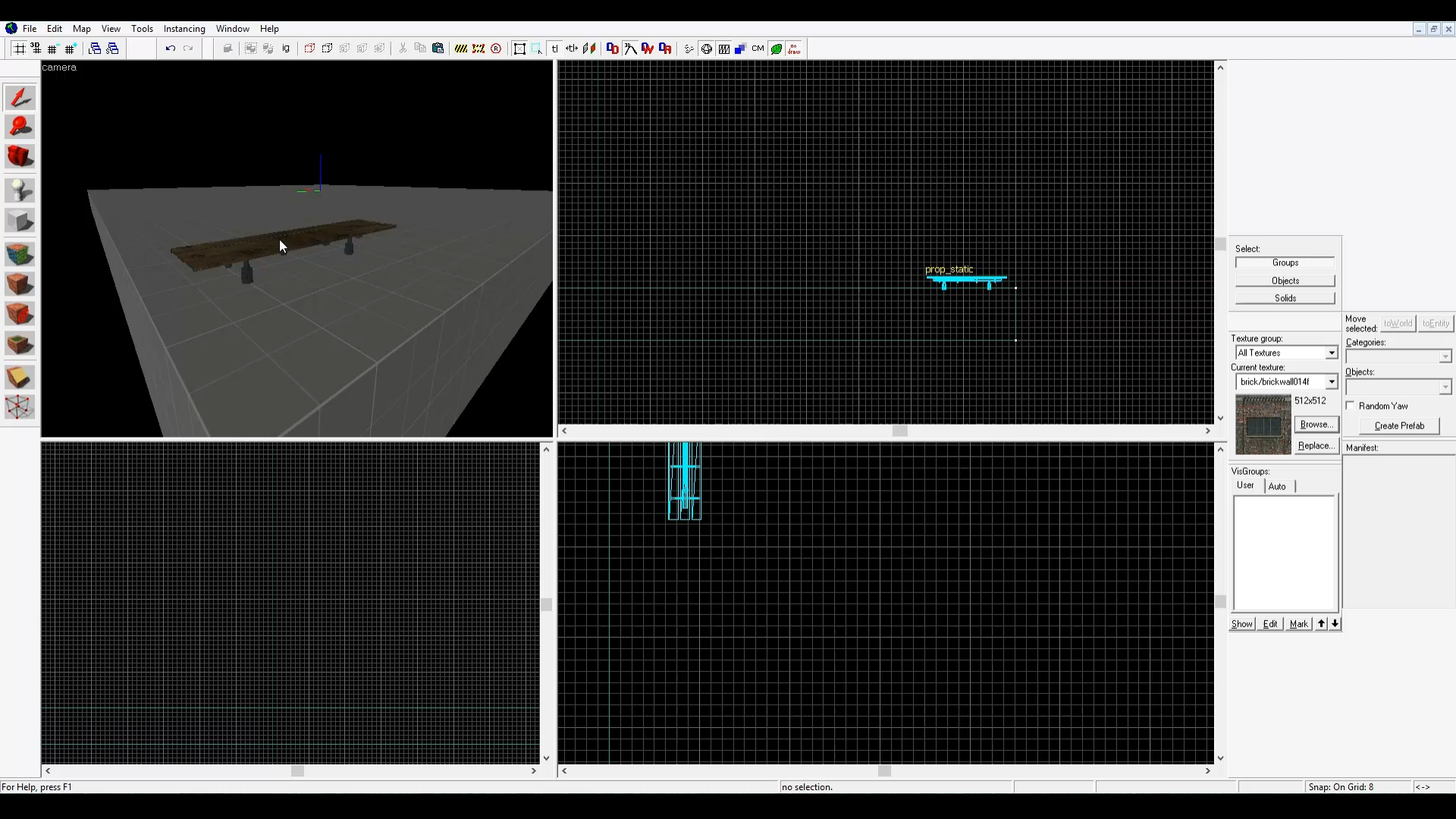
Placing assets

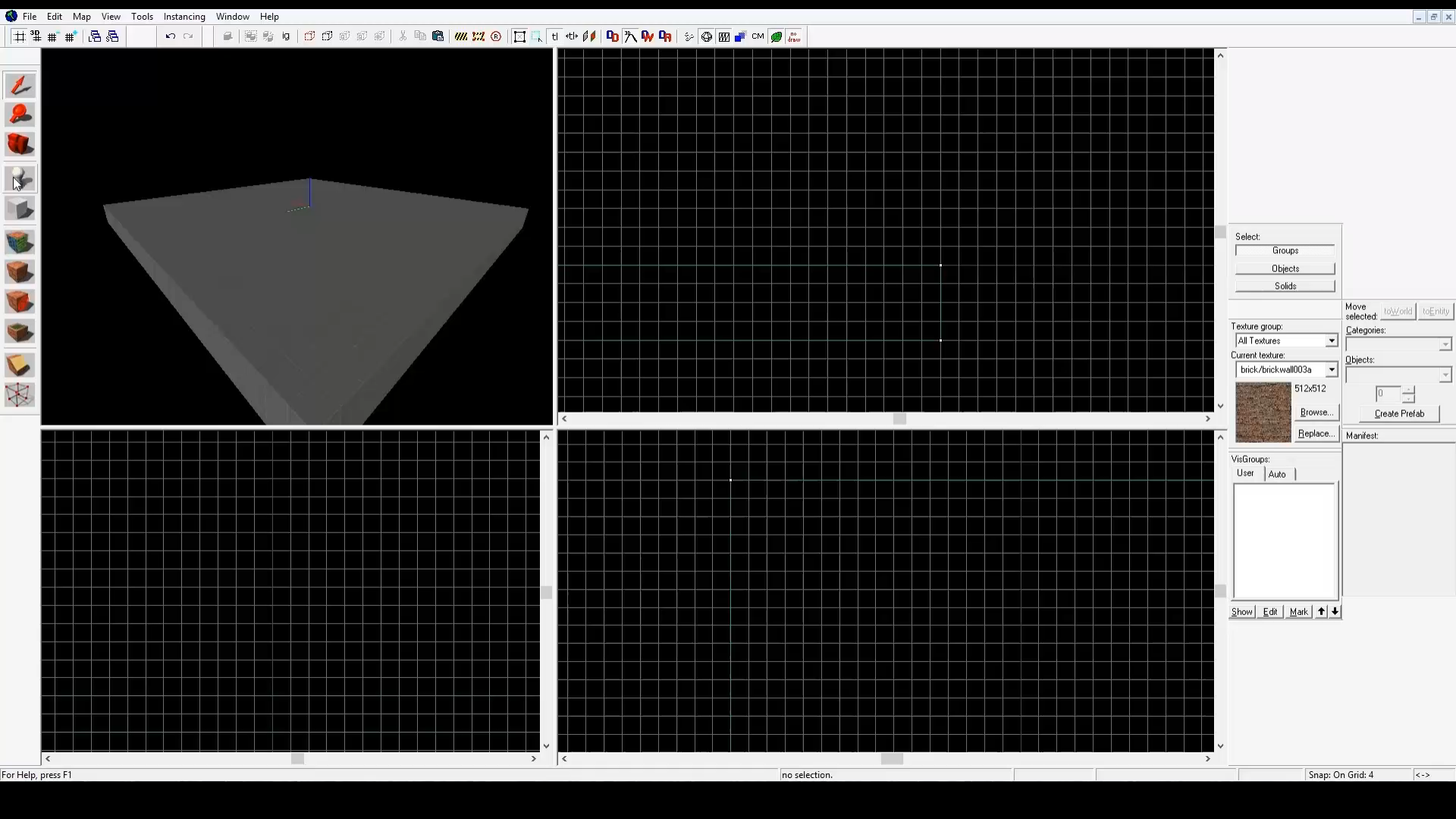
What does a level designer want from placing asset tools?

- Be able to quickly find assets
- Be able to quickly place assets
- Reposition quickly on both the small and large volumes

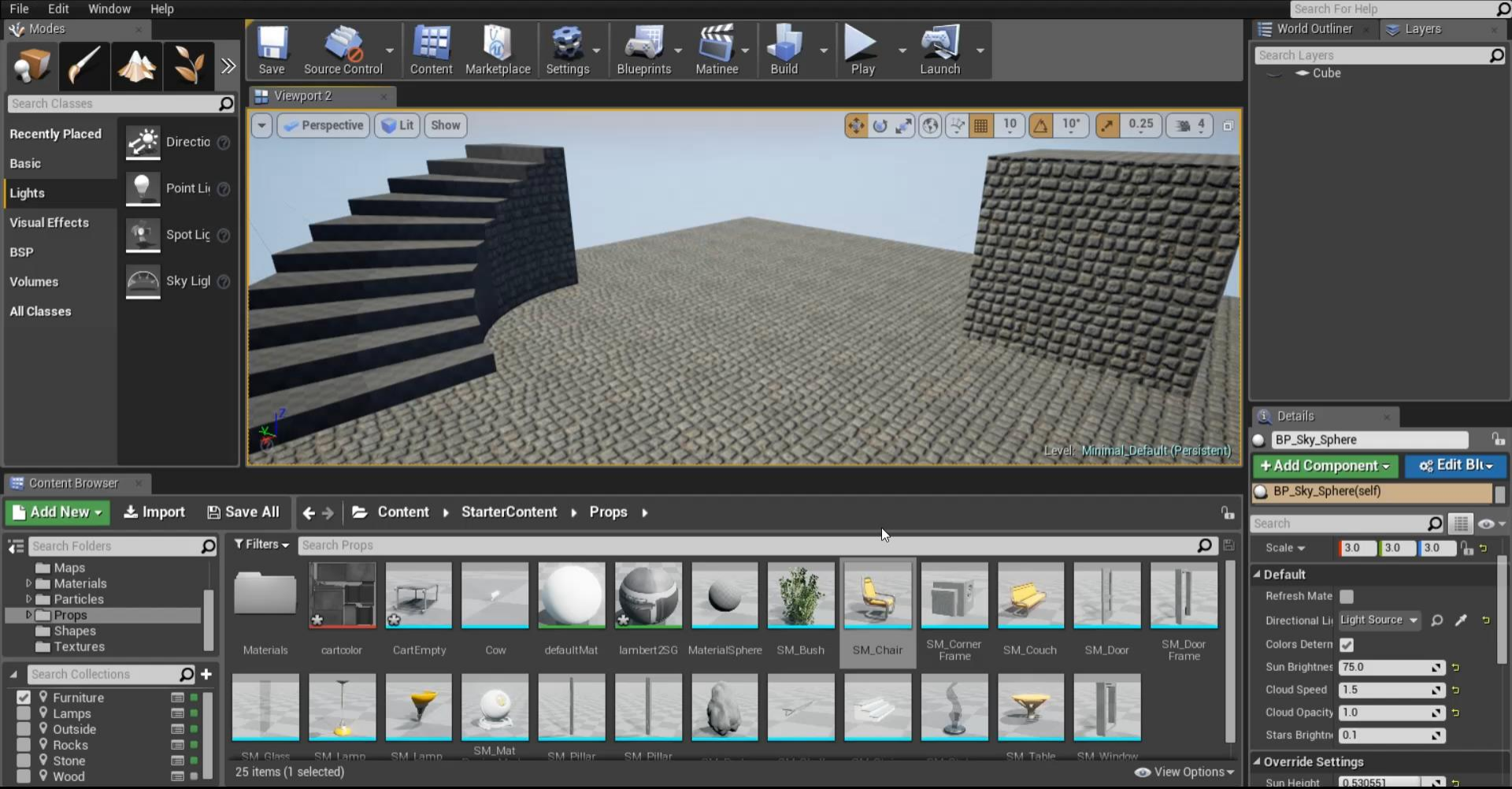
Placing assets


File
Edit
Map
View
Tools
Instancing
Window
Help
camera
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
brick/brickwall014f
512x512
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
Random Yaw
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 8

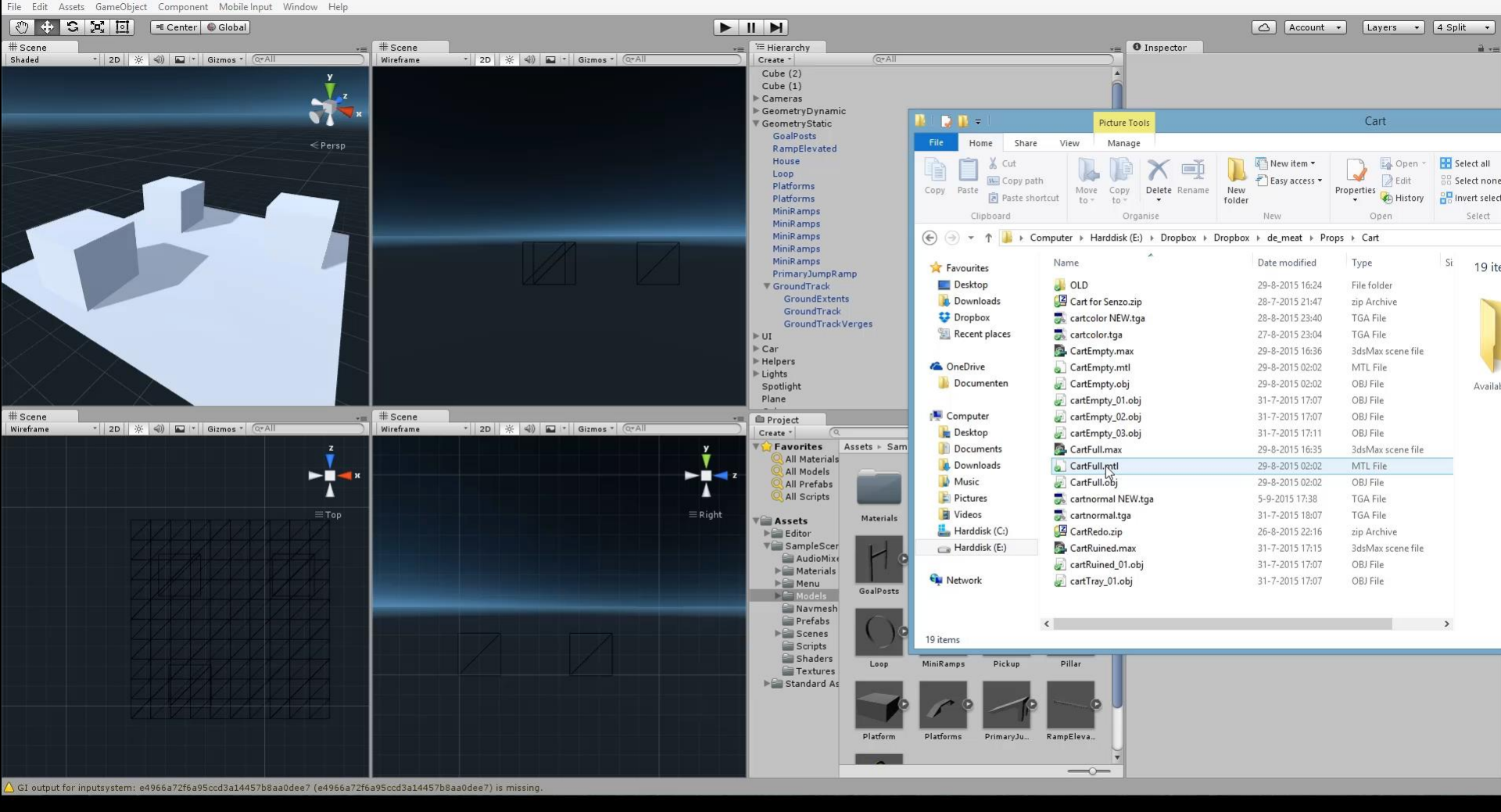

File
Edit
Map
View
Tools
Instancing
Window
Help
camera
prop_static
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
brick/brickwall014f
512x512
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
Random Yaw
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 8


File
Edit
Map
View
Tools
Instancing
Window
Help
Select:
Groups
Objects
Solids
Texture group:
All Textures
Current texture:
brick/brickwall003a
512x512
Browse...
Replace...
Move selected:
toWorld
toEntity
Categories:
Objects:
Create Prefab
Manifest:
VisGroups:
User
Auto
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 4

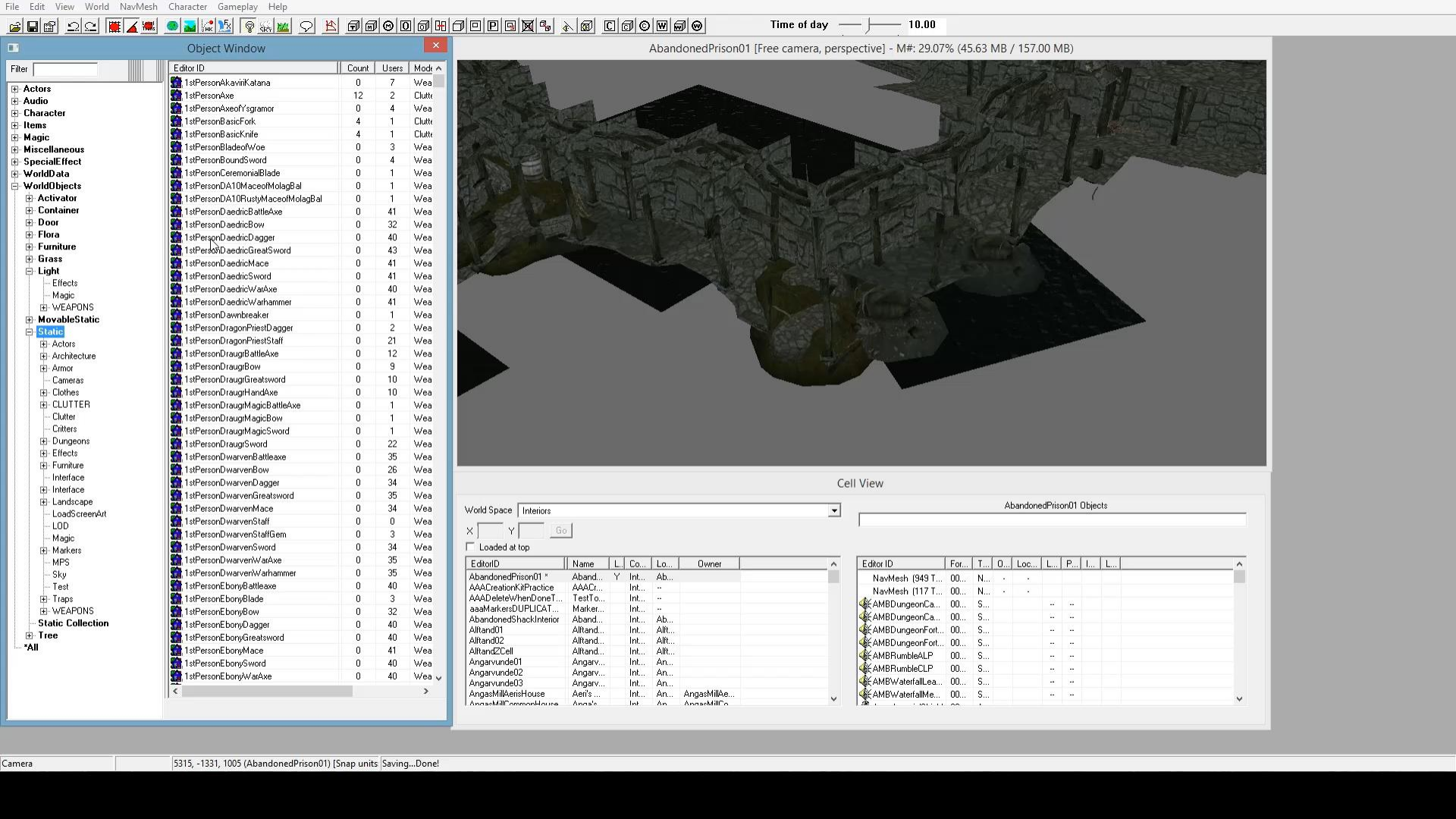
Placing assets


File
Edit
Window
Help
Search For Help
Modes
Save
Source Control
Content
Marketplace
Settings
Blueprints
Matinee
Build
Play
Launch
World Outliner
Layers
Search Layers
Cube
Search Classes
Recently Placed
Basic
Lights
Visual Effects
BSP
Volumes
All Classes
Directio
Point Li
Spot Lig
Sky Ligl
Viewport 2
Perspective
Lit
Show
Level: Minimal_Default (Persistent)
Details
BP_Sky_Sphere
+ Add Component
Edit Blt
BP_Sky_Sphere(self)
Search
Scale
Default
Refresh Mate
Directional Li
Light Source
Colors Determ
Sun Brightnes
75.0
Cloud Speed
1.5
Cloud Opacity
1.0
Stars Brightne
0.1
Override Settings
Content Browser
Add New
Import
Save All
Content
StarterContent
Props
Search Folders
Maps
Materials
Particles
Props
Shapes
Textures
Filters
Search Props
Materials
cartcolor
CartEmpty
Cow
defaultMat
lambert2SG
MaterialSphere
SM_Bush
SM_Chair
SM_Corner Frame
SM_Couch
SM_Door
SM_Door Frame
SM_Glass
SM_Lamp
SM_Lamp
SM_Mat
SM_Pillar
SM_Pillar
SM_Table
SM_Window
Search Collections
Furniture
Lamps
Outside
Rocks
Stone
Wood
25 items (1 selected)
View Options

Placing assets

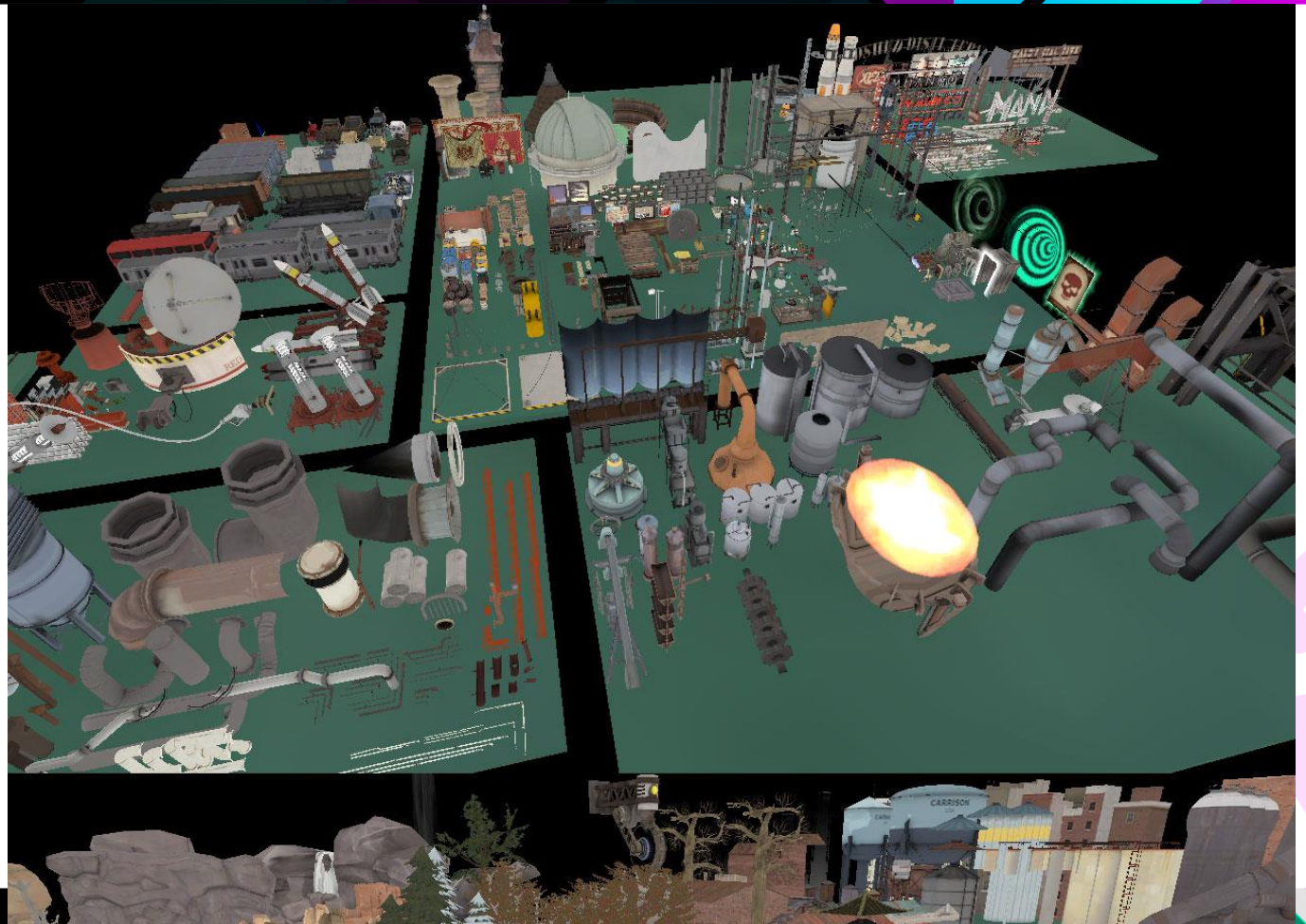

File Edit Assets GameObject Component Mobile Input Window Help
Center Global
Account Layers 4 Split
Scene
Shaded 2D Gizmos All
Persp
Scene
Wireframe 2D Gizmos All
Hierarchy
Create All
Cube (2)
Cube (1)
Cameras
GeometryDynamic
GeometryStatic
GoalPosts
RampElevated
House
Loop
Platforms
Platforms
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
MiniRamps
PrimaryJumpRamp
GroundTrack
GroundExtents
GroundTrack
GroundTrackVerges
UI
Car
Helpers
Lights
Spotlight
Plane
Inspector
Scene
Wireframe 2D Gizmos All
Top
Scene
Wireframe 2D Gizmos All
Right
Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Editor
SampleScer
AudioMixe
Materials
Menu
Models
Navmesh
Prefabs
Scenes
Scripts
Shaders
Textures
Standard As
Assets Sam
Materials
GoalPosts
Loop
MiniRamps
Pickup
Pillar
Platform
Platforms
PrimaryJu...
RampEleva...
Picture Tools
Cart
File Home Share View Manage
Copy Paste Cut Copy path Paste shortcut
Clipboard
Move to Copy to Delete Rename
Organise
New folder New item Easy access
New
Properties Open Edit History
Open
Select all Select none Invert select
Select
Computer Harddisk (E:) Dropbox Dropbox de_meat Props Cart
Favourites
Desktop
Downloads
Dropbox
Recent places
OneDrive
Documenten
Computer
Desktop
Documents
Downloads
Music
Pictures
Videos
Harddisk (C:)
Harddisk (E:)
Network
Name Date modified Type
OLD 29-8-2015 16:24 File folder
Cart for Senzo.zip 28-7-2015 21:47 zip Archive
cartcolor NEW.tga 28-8-2015 23:40 TGA File
cartcolor.tga 27-8-2015 23:04 TGA File
CartEmpty.max 29-8-2015 16:36 3dsMax scene file
CartEmpty.mtl 29-8-2015 02:02 MTL File
CartEmpty.obj 29-8-2015 02:02 OBJ File
cartEmpty_01.obj 31-7-2015 17:07 OBJ File
cartEmpty_02.obj 31-7-2015 17:07 OBJ File
cartEmpty_03.obj 31-7-2015 17:11 OBJ File
CartFull.max 29-8-2015 16:35 3dsMax scene file
CartFull.mtl 29-8-2015 02:02 MTL File
CartFull.obj 29-8-2015 02:02 OBJ File
cartnormal NEW.tga 5-9-2015 17:38 TGA File
cartnormal.tga 31-7-2015 18:07 TGA File
CartRedo.zip 26-8-2015 22:16 zip Archive
CartRuined.max 31-7-2015 17:15 3dsMax scene file
cartRuined_01.obj 31-7-2015 17:07 OBJ File
cartTray_01.obj 31-7-2015 17:07 OBJ File
19 items
GI output for inputsystem: e4966a72f6a95ccd3a14457b8aa0dee7 (e4966a72f6a95ccd3a14457b8aa0dee7) is missing.

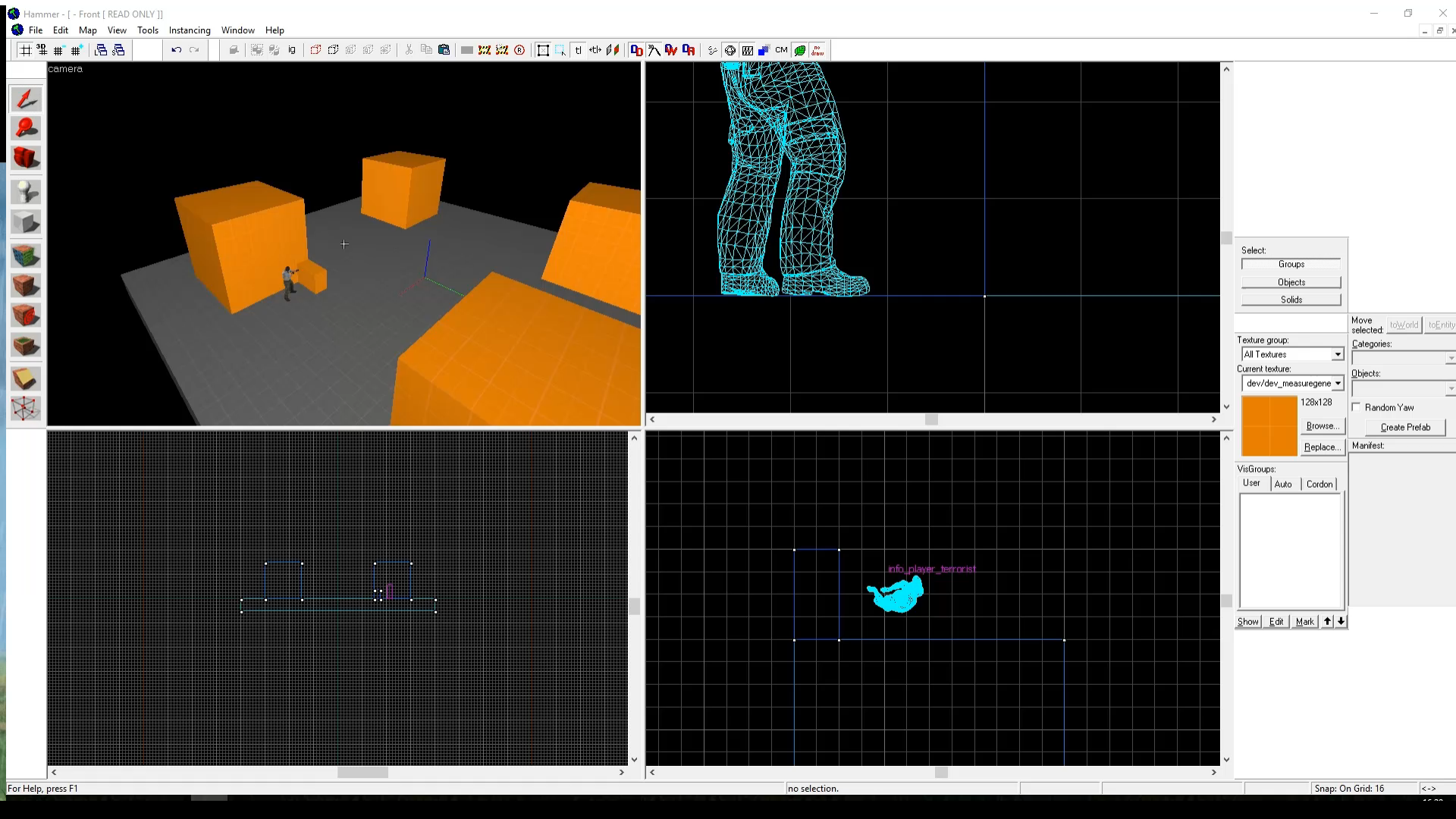
Placing assets


File Edit View World NavMesh Character Gameplay Help
Time of day 10.00
Object Window
Filter
Actors
Audio
Character
Items
Magic
Miscellaneous
SpecialEffect
WorldData
WorldObjects
Activator
Container
Door
Flora
Furniture
Grass
Light
Effects
Magic
WEAPONS
MovableStatic
Static
Actors
Architecture
Armor
Cameras
Clothes
CLUTTER
Clutter
Critters
Dungeons
Effects
Furniture
Interface
Interface
Landscape
LoadScreenArt
LOD
Magic
Markers
MPS
Sky
Test
Traps
WEAPONS
Static Collection
Tree
*All
Editor ID
Count
Users
1stPersonAkaviriKatana
1stPersonAxe
1stPersonAxeofYsgramor
1stPersonBasicFork
1stPersonBasicKnife
1stPersonBladeofWoe
1stPersonBoundSword
1stPersonCeremonialBlade
1stPersonDA10MaceofMolagBal
1stPersonDA10RustyMaceofMolagBal
1stPersonDaedricBattleAxe
1stPersonDaedricBow
1stPersonDaedricDagger
1stPersonDaedricGreatSword
1stPersonDaedricMace
1stPersonDaedricSword
1stPersonDaedricWarAxe
1stPersonDaedricWarhammer
1stPersonDawnbreaker
1stPersonDragonPriestDagger
1stPersonDragonPriestStaff
1stPersonDraugrBattleAxe
1stPersonDraugrBow
1stPersonDraugrGreatsword
1stPersonDraugrHandAxe
1stPersonDraugrMagicBattleAxe
1stPersonDraugrMagicBow
1stPersonDraugrMagicSword
1stPersonDraugrSword
1stPersonDwarvenBattleaxe
1stPersonDwarvenBow
1stPersonDwarvenDagger
1stPersonDwarvenGreatsword
1stPersonDwarvenMace
1stPersonDwarvenStaff
1stPersonDwarvenStaffGem
1stPersonDwarvenSword
1stPersonDwarvenWarAxe
1stPersonDwarvenWarhammer
1stPersonEbonyBattleaxe
1stPersonEbonyBlade
1stPersonEbonyBow
1stPersonEbonyDagger
1stPersonEbonyGreatsword
1stPersonEbonyMace
1stPersonEbonySword
1stPersonEbonyWarAxe
AbandonedPrison01 [Free camera, perspective] - M#: 29.07% (45.63 MB / 157.00 MB)
Cell View
World Space
Interiors
X
Y
Go
Loaded at top
AbandonedPrison01 Objects
EditorID
Name
Owner
Editor ID
AbandonedPrison01 *
AAACreationKitPractice
AAADeleteWhenDoneT...
aaaMarkersDUPLICAT...
AbandonedShackInterior
Alftand01
Alftand02
AlftandZCell
Angarvunde01
Angarvunde02
Angarvunde03
AngasMillAerisHouse
NavMesh [949 T...
NavMesh [117 T...
AMBDungeonCa...
AMBDungeonCa...
AMBDungeonFort...
AMBDungeonFort...
AMBRumbleALP
AMBRumbleCLP
AMBWaterfallLea...
AMBWaterfallMe...
Camera
5315, -1331, 1005 (AbandonedPrison01) [Snap units
Saving...Done!

Placing assets Take-away

- Icon searching is fast
- Collection/Tagging systems
- Positional copying
- Instancing/Prefabs


MANN
CARRISON


Hammer - [- Front [READ ONLY]]
File
Edit
Map
View
Tools
Instancing
Window
Help
camera
info_player_terrorist
Select:
Groups
Objects
Solids
Move selected:
toWorld
toEntity
Texture group:
All Textures
Current texture:
dev/dev_measuregene
128x128
Browse...
Replace...
Categories:
Objects:
Random Yaw
Create Prefab
Manifest:
VisGroups:
User
Auto
Cordon
Show
Edit
Mark
For Help, press F1
no selection.
Snap: On Grid: 16

Name that model!

Model Browser

Mod Filter All Mods #Asset...

Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

Render | Sequences | Activities | Skins | Info

Model Browser

Mod Filter All Mods #Asset...

Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

Mod	MDL Files (22/6444)	Ti...
csgo	props\cs_assault\meter.mdl	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0
csgo	props\de_nuke\hr_nuke\gas_met...	0

Full Path e:\program files (x86)\stear Find...

Filter meter

Show used assets only

Meter

Render | Sequences | Activities | Skins | Info

Model Browser

Mod Filter All Mods #Asset...

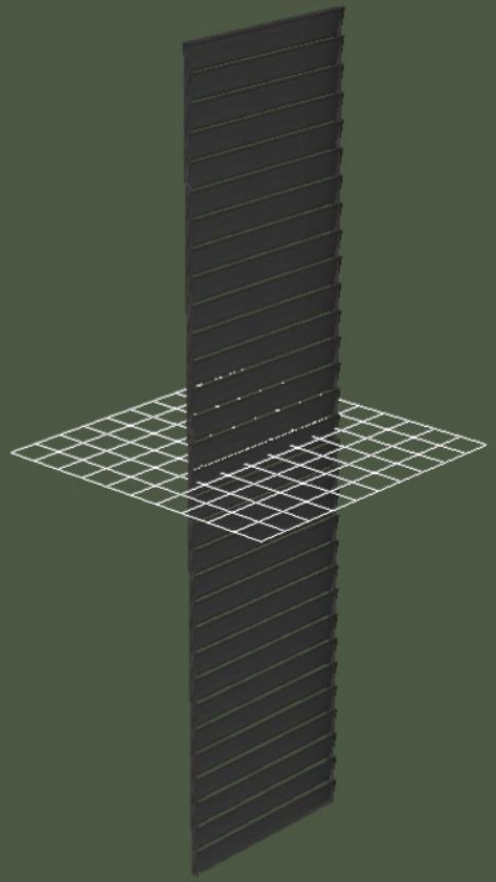
Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

Times Used

0
0
0
0
0
0
0
0
0
0
0
0
0
0

Find...



Render | Sequences | Activities | Skins | Info

Wireframe

Look At Camera

Collision Model

Select Light Pr...

Model Browser

Mod Filter: All Mods | #Asset...

Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

Mod	MDL Files (219/6444)	Times Used
csgo	agency\unique\sidedoor.mdl	0
csgo	agency\unique\side_window.mdl	0
csgo	agency\unique\side_roof.mdl	0
csgo	agency\unique\reception_floor_light.mdl	0
csgo	agency\unique\railings_lobby01.mdl	0
csgo	agency\unique\office_roof01.mdl	0
csgo	agency\unique\lobby_entrance.mdl	0
csgo	agency\unique\helipad01_stairs.mdl	0
csgo	agency\unique\helipad01_pipes.mdl	0
csgo	agency\unique\helipad01.mdl	0
csgo	agency\unique\helipad.mdl	0
csgo	agency\unique\grill.mdl	0
csgo	agency\unique\extwindow03.mdl	0
csgo	agency\unique\extwindow02.mdl	0
csgo	agency\unique\extwindow01.mdl	0

Full Path: e:\program files (x86)\steam\steamapps | Find...

Filter: agency

Show used assets only

grill

Render | Sequences | Activities | Skins | Info

Wireframe | Look At Camera

Collision Model | Select Light Pr...

Model Browser

Mod Filter All Mods #Asset...

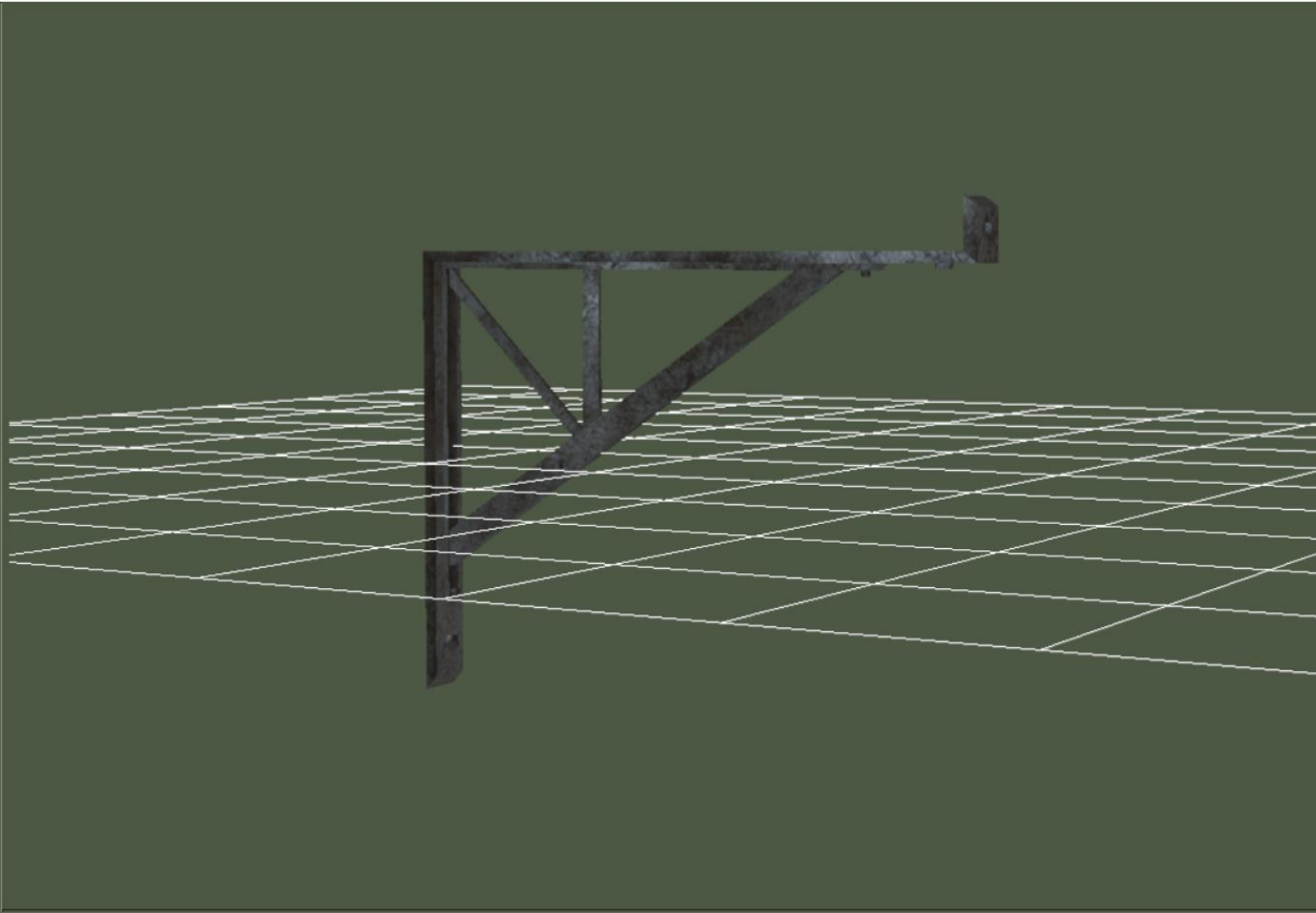
Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

Times Used

0
0
0
0
0
0

Find...



Render Sequences Activities Skins Info

Model Browser

Mod Filter: All Mods | #Asset...

Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

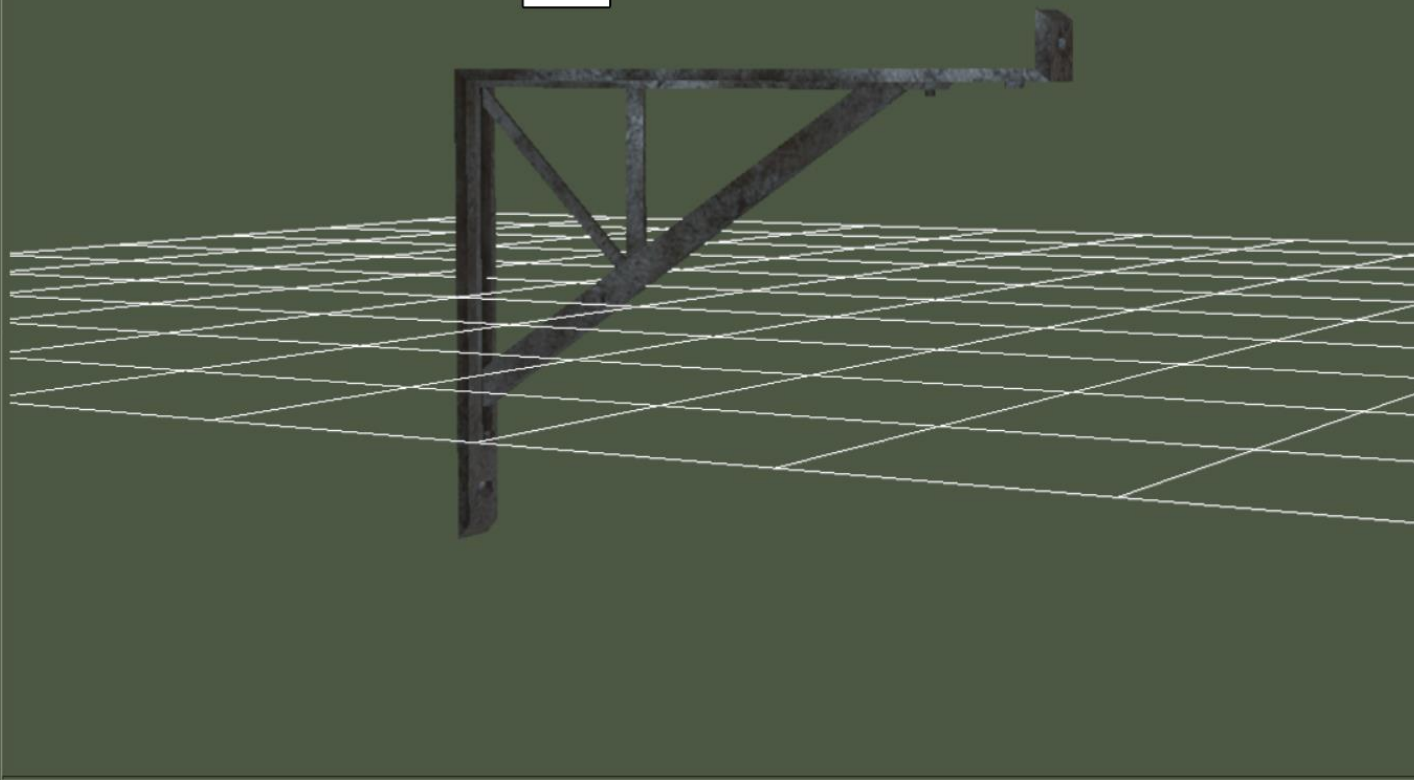
Mod	MDL Files (6/6444)	Times Used
csgo	props\cs_assault\metal_support_bracke...	0
csgo	props\cs_assault\metal_support_bracke...	0
csgo	props\cs_assault\metal_support_bracke...	0
csgo	props\de_vertigo\metalbracket_01.mdl	0
csgo	props_urban\telephone_connector_brac...	0
csgo	props_wasteland\prison_bracket001a.mdl	0

Full Path: e:\program files (x86)\steam\steamapps | Find...

Filter: bracket

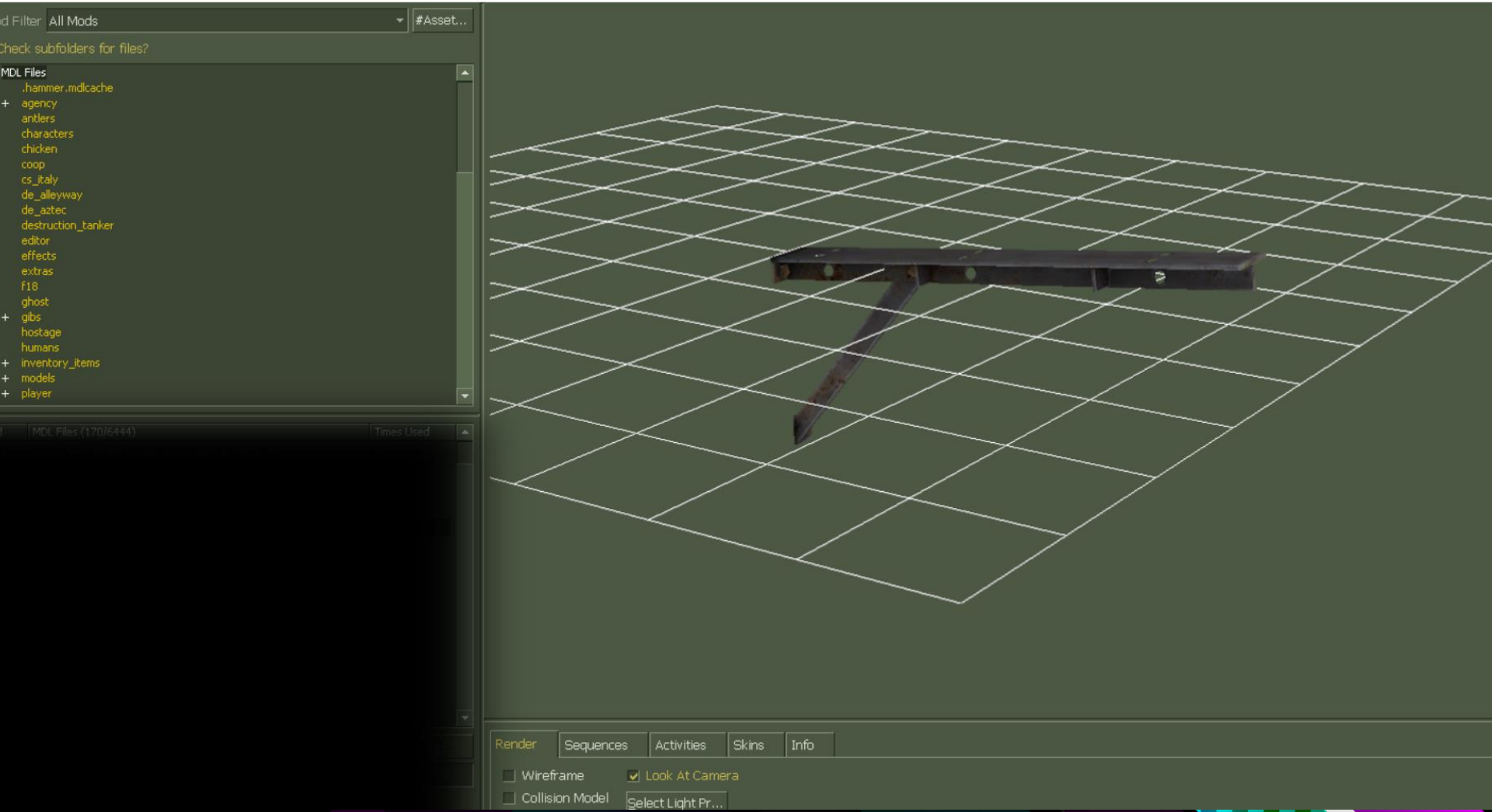
Show used assets only

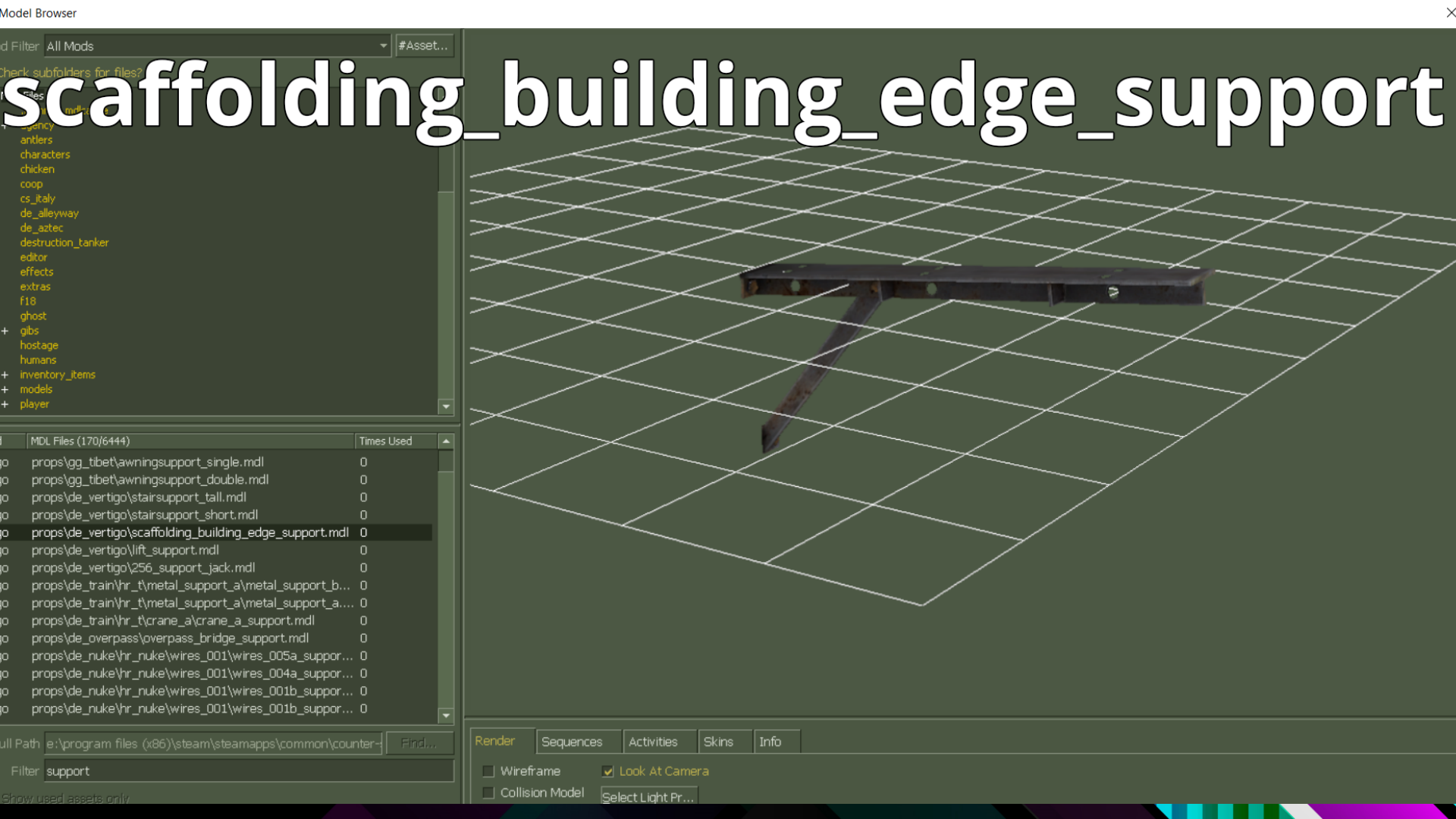
prison_bracket

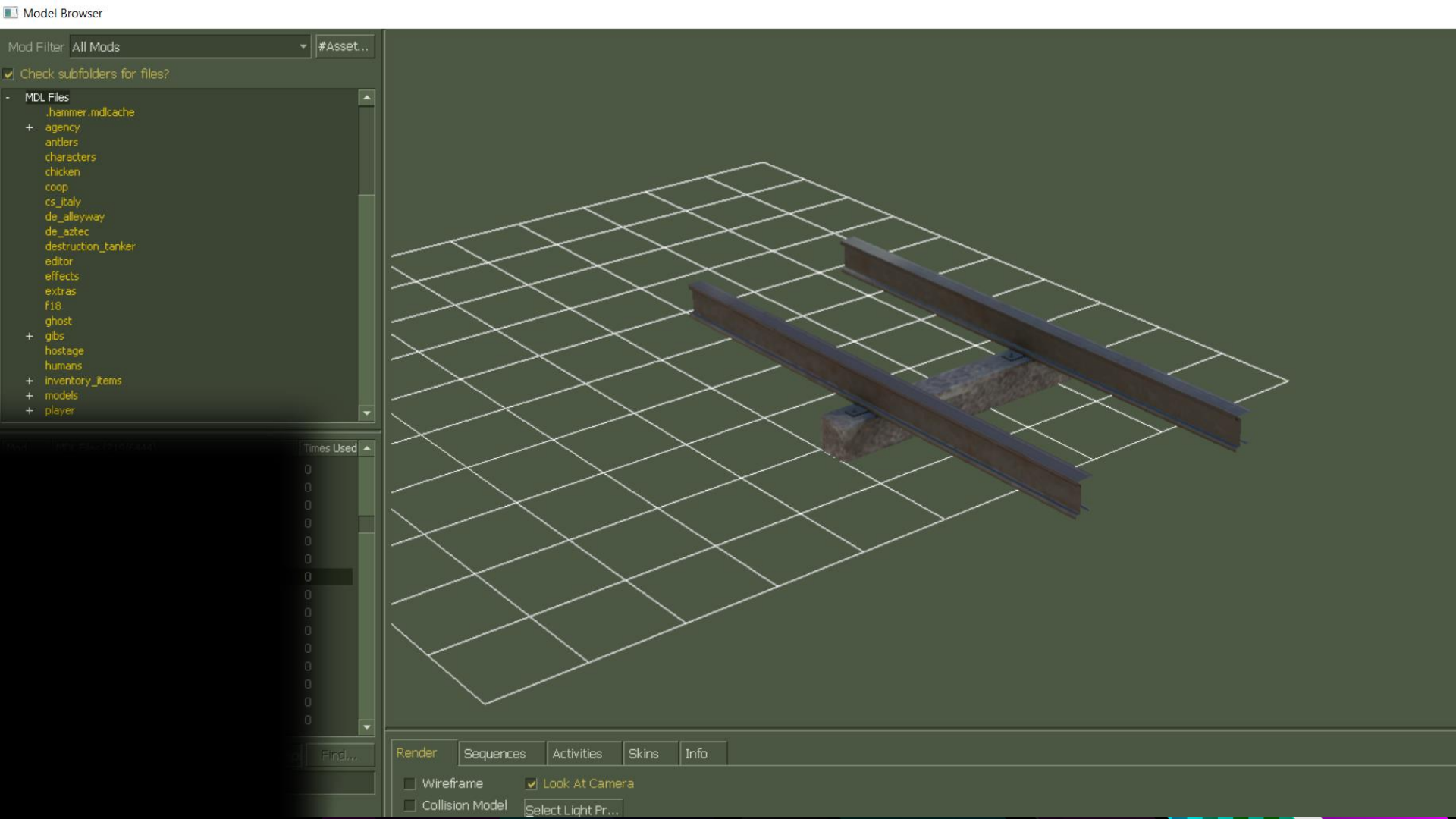


Render | Sequences | Activities | Skins | Info

Model Browser




Model Browser
d Filter
All Mods
#Asset...
Check subfolders for files?
antlers
characters
chicken
coop
cs_italy
de_alleyway
de_aztec
destruction_tanker
editor
effects
extras
f18
ghost
gibs
hostage
humans
inventory_items
models
player
MDL Files (170/6444)
Times Used
props\gg_tibet\awningsupport_single.mdl 0
props\gg_tibet\awningsupport_double.mdl 0
props\de_vertigo\stairsupport_tall.mdl 0
props\de_vertigo\stairsupport_short.mdl 0
props\de_vertigo\scaffolding_building_edge_support.mdl 0
props\de_vertigo\lift_support.mdl 0
props\de_vertigo\256_support_jack.mdl 0
props\de_train\hr_t\metal_support_a\metal_support_b... 0
props\de_train\hr_t\metal_support_a\metal_support_a.... 0
props\de_train\hr_t\crane_a\crane_a_support.mdl 0
props\de_overpass\overpass_bridge_support.mdl 0
props\de_nuke\hr_nuke\wires_001\wires_005a_suppor... 0
props\de_nuke\hr_nuke\wires_001\wires_004a_suppor... 0
props\de_nuke\hr_nuke\wires_001\wires_001b_suppor... 0
props\de_nuke\hr_nuke\wires_001\wires_001b_suppor... 0
ull Path
e:\program files (x86)\steam\steamapps\common\counter-
Find...
Filter
support
Show used assets only
scaffolding_building_edge_support
Render
Sequences
Activities
Skins
Info
Wireframe
Look At Camera
Collision Model
Select Light Pr...


Model Browser
Mod Filter
All Mods
#Asset...
Check subfolders for files?
MDL Files
.hammer.mdlcache
agency
antlers
characters
chicken
coop
cs_italy
de_alleyway
de_aztec
destruction_tanker
editor
effects
extras
f18
ghost
gibs
hostage
humans
inventory_items
models
player
Times Used
Find...
Render
Sequences
Activities
Skins
Info
Wireframe
Look At Camera
Collision Model
Select Light Pr...

Model Browser

Mod Filter: All Mods | #Asset...

Check subfolders for files?

- MDL Files
  - .hammer.mdlcache
  + agency
  - antlers
  - characters
  - chicken
  - coop
  - cs_italy
  - de_alleyway
  - de_aztec
  - destruction_tanker
  - editor
  - effects
  - extras
  - f18
  - ghost
  + gibs
  - hostage
  - humans
  + inventory_items
  + models
  + player

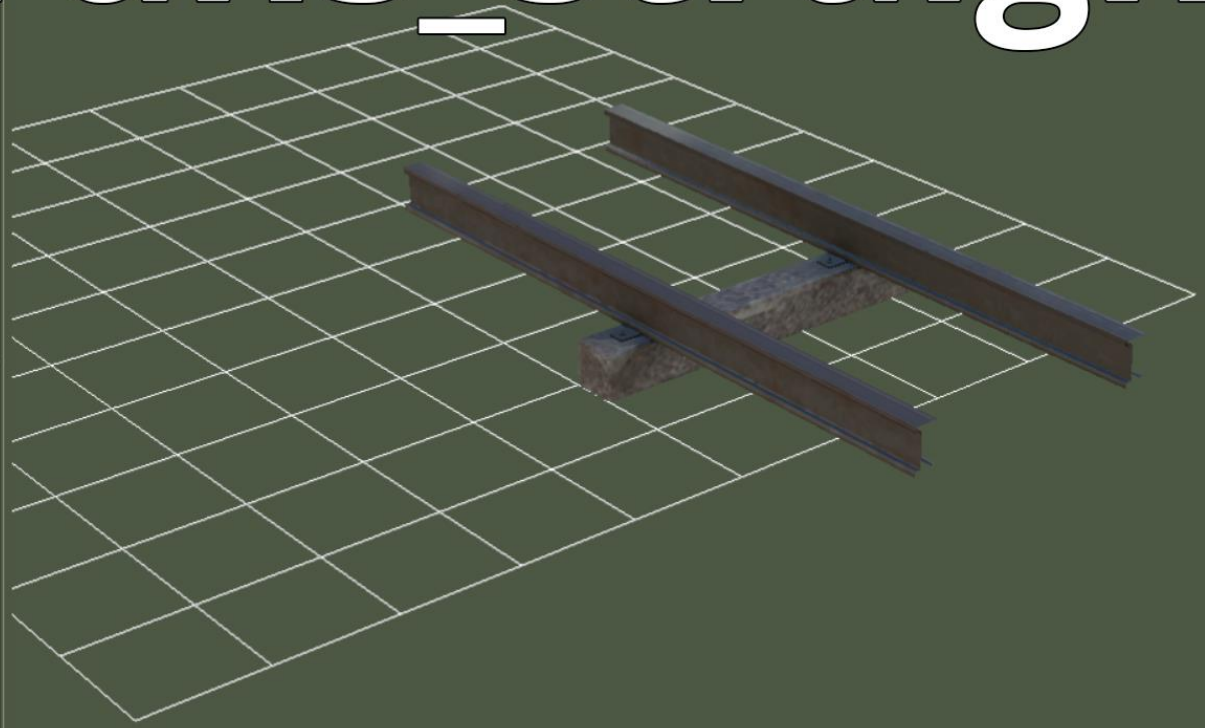
Mod	MDL Files (219/6444)	Times Used
csgo	agency\electrical\thickpipe_64.mdl	0
csgo	agency\electrical\thickpipe_128.mdl	0
csgo	agency\electrical\tempswitch.mdl	0
csgo	agency\electrical\switch.mdl	0
csgo	agency\electrical\sprinkler.mdl	0
csgo	agency\electrical\socket01.mdl	0
csgo	agency\electrical\runs_straight.mdl	0
csgo	agency\electrical\runs_90.mdl	0
csgo	agency\electrical\runs_64.mdl	0
csgo	agency\electrical\roof_panel01.mdl	0
csgo	agency\electrical\rhino_light03.mdl	0
csgo	agency\electrical\rhino_light02.mdl	0
csgo	agency\electrical\rhino_light.mdl	0
csgo	agency\electrical\railing_stairs02.mdl	0
csgo	agency\electrical\railing_stairs01.mdl	0

Full Path: e:\program files (x86)\steam\steamapps | Find...

Filter: agency

Show used assets only

runs_straight



Render | Sequences | Activities | Skins | Info

Wireframe | Look At Camera

Collision Model | Select Light Pr...

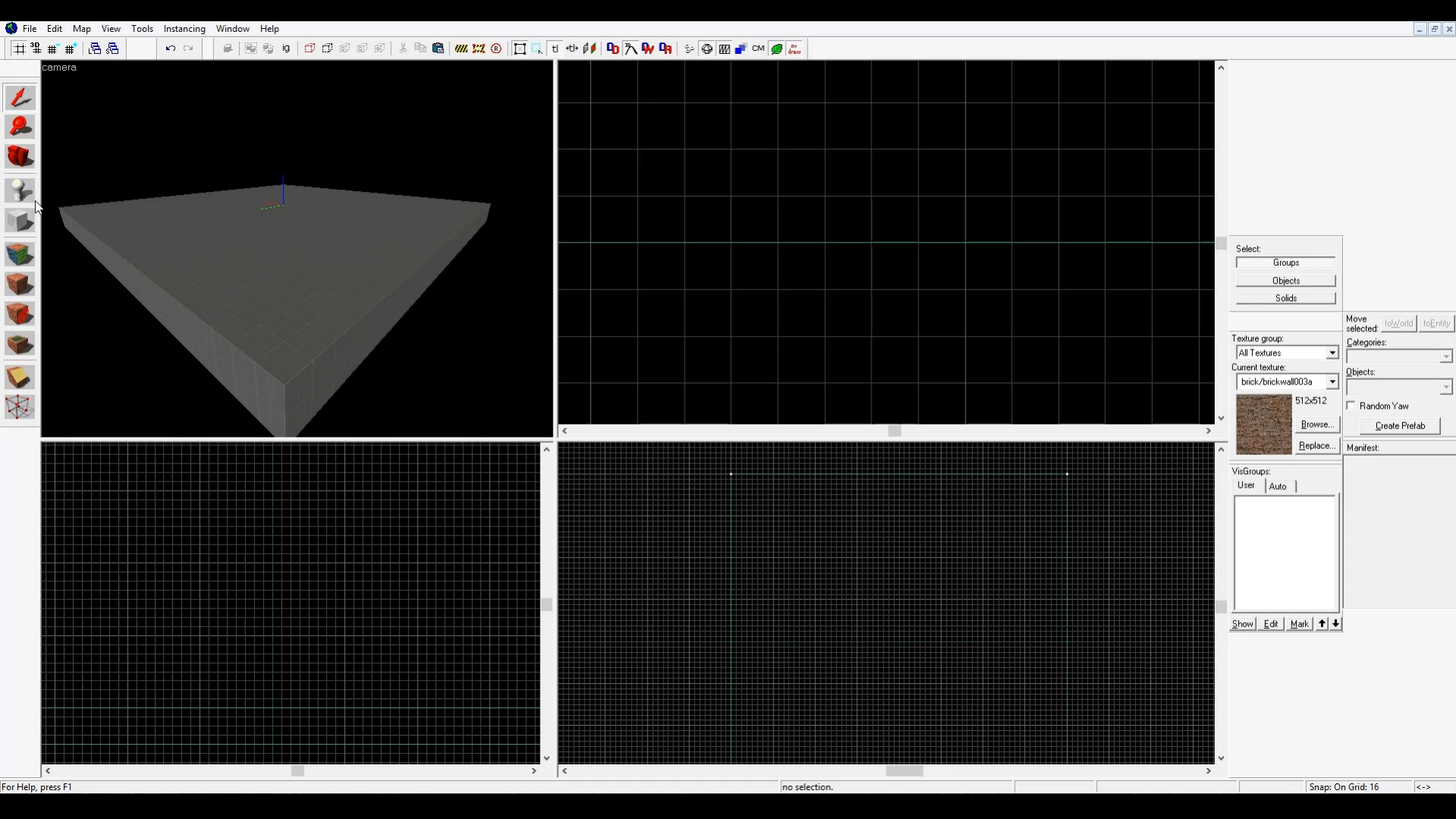
- Navigating the editor
- Creating geometry
- Snapping
- Editing geometry
- Terrain
- Texturing
- Lighting
- Importing assets
- Placing assets
- Playtesting

Playtesting

What does a level designer want from playtesting?

- Quickly get in and out of any part of the level to playtest and iterate

Playtesting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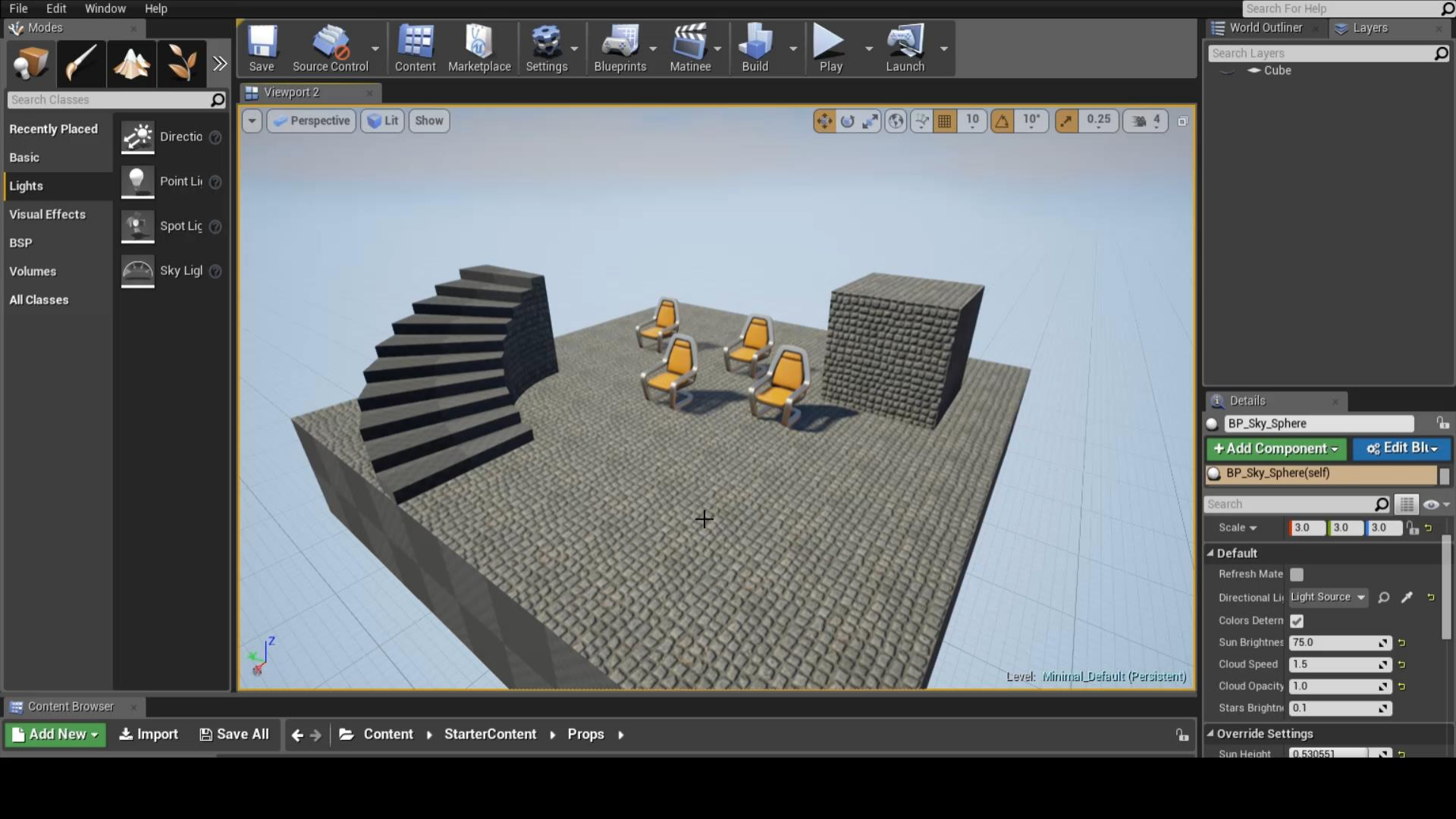
no selection.
Snap: On Grid: 16

Playtesting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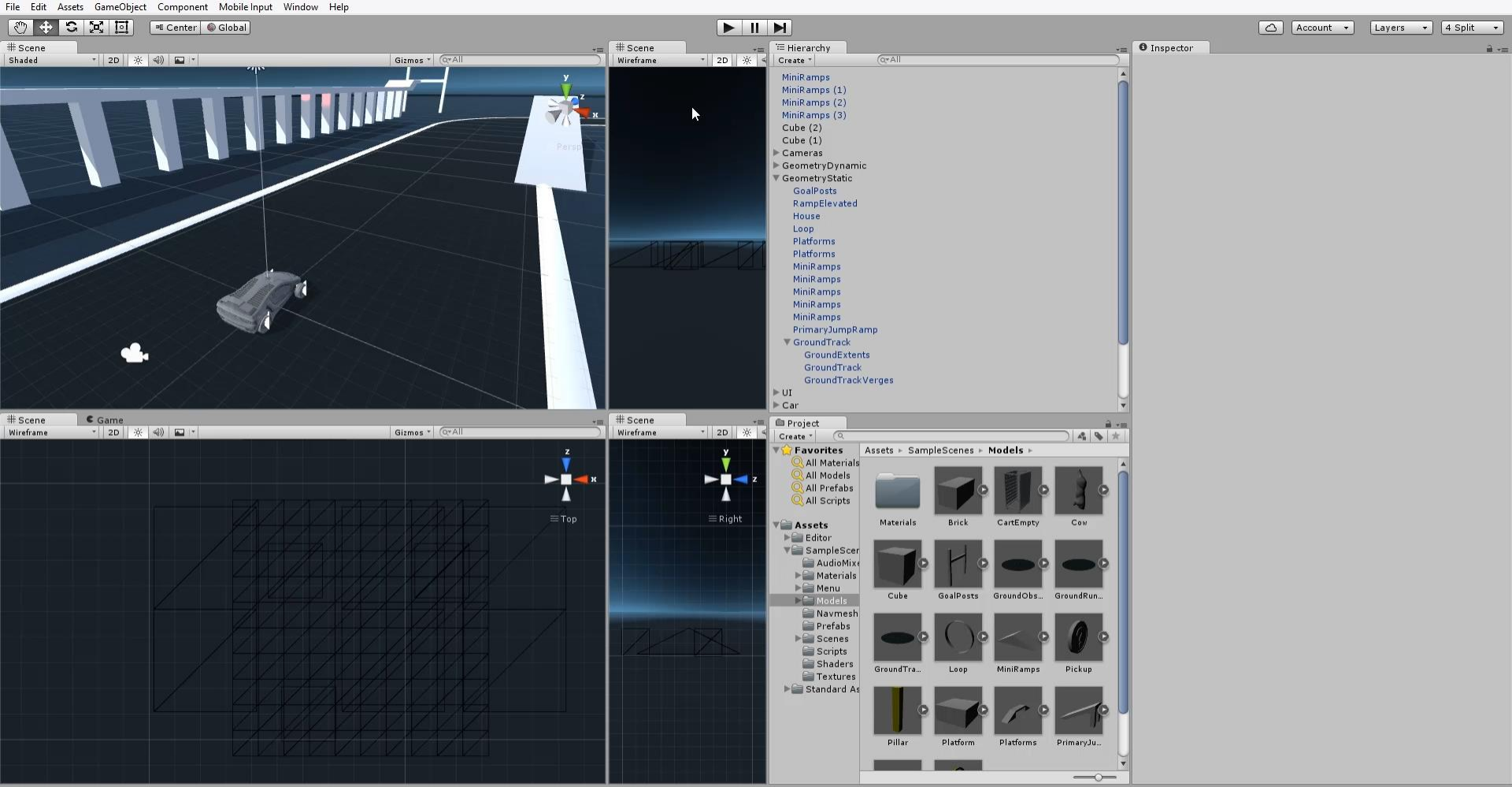
Playtesting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MiniRamps (2)
MiniRamps (3)
Cube (2)
Cube (1)
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RampElevated
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Platforms
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MiniRamps
MiniRamps
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PrimaryJumpRamp
GroundTrack
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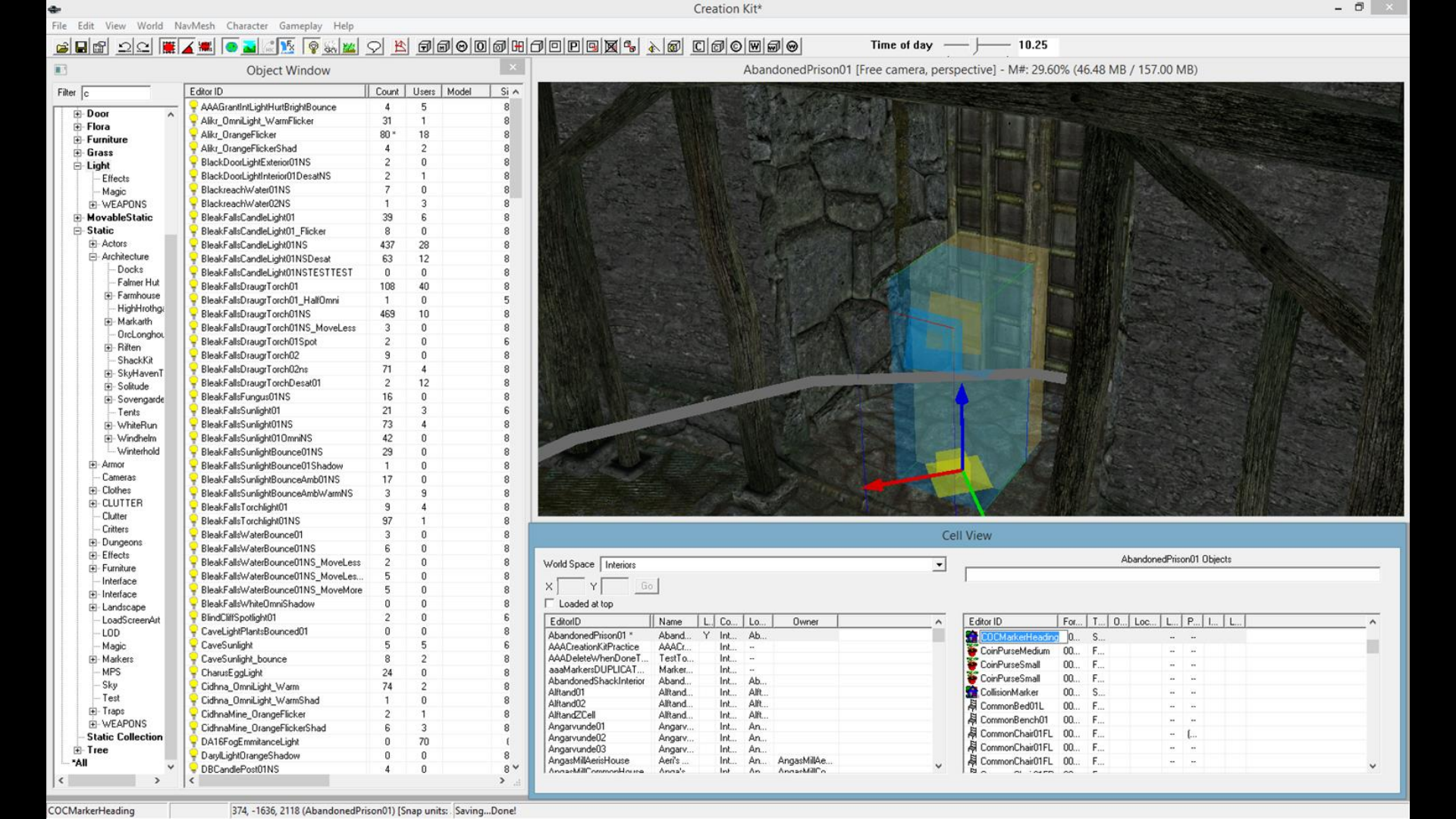
Playtesting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Clothes
CLUTTER
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Critters
Dungeons
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BlackDoorLightInterior01DesatNS 2 1 8
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BlackreachWater02NS 1 3 8
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BleakFallsDraugrTorch01Spot 2 0 6
BleakFallsDraugrTorch02 9 0 8
BleakFallsDraugrTorch02ns 71 4 8
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BleakFallsSunlight01 21 3 6
BleakFallsSunlight01NS 73 4 8
BleakFallsSunlight01OmniNS 42 0 8
BleakFallsSunlightBounce01NS 29 0 8
BleakFallsSunlightBounce01Shadow 1 0 8
BleakFallsSunlightBounceAmb01NS 17 0 8
BleakFallsSunlightBounceAmbWarmNS 3 9 8
BleakFallsTorchlight01 9 4 8
BleakFallsTorchlight01NS 97 1 8
BleakFallsWaterBounce01 3 0 8
BleakFallsWaterBounce01NS 6 0 8
BleakFallsWaterBounce01NS_MoveLess 2 0 8
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BleakFallsWaterBounce01NS_MoveMore 5 0 8
BleakFallsWhiteOmniShadow 0 0 8
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CaveLightPlantsBounced01 0 0 8
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CommonChair01FL 00... F...
CommonChair01FL 00... F...
CommonChair01FL 00... F...
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374, -1636, 2118 (AbandonedPrison01) [Snap units:
Saving...Done!

Playtesting

Playtesting Take-away

- In editor check
- Can keep game & editor running
- Click location to play
- Fly & Edit during pausetime

- All engine dependent

CREATION KIT

UNREAL ENGINE

unity

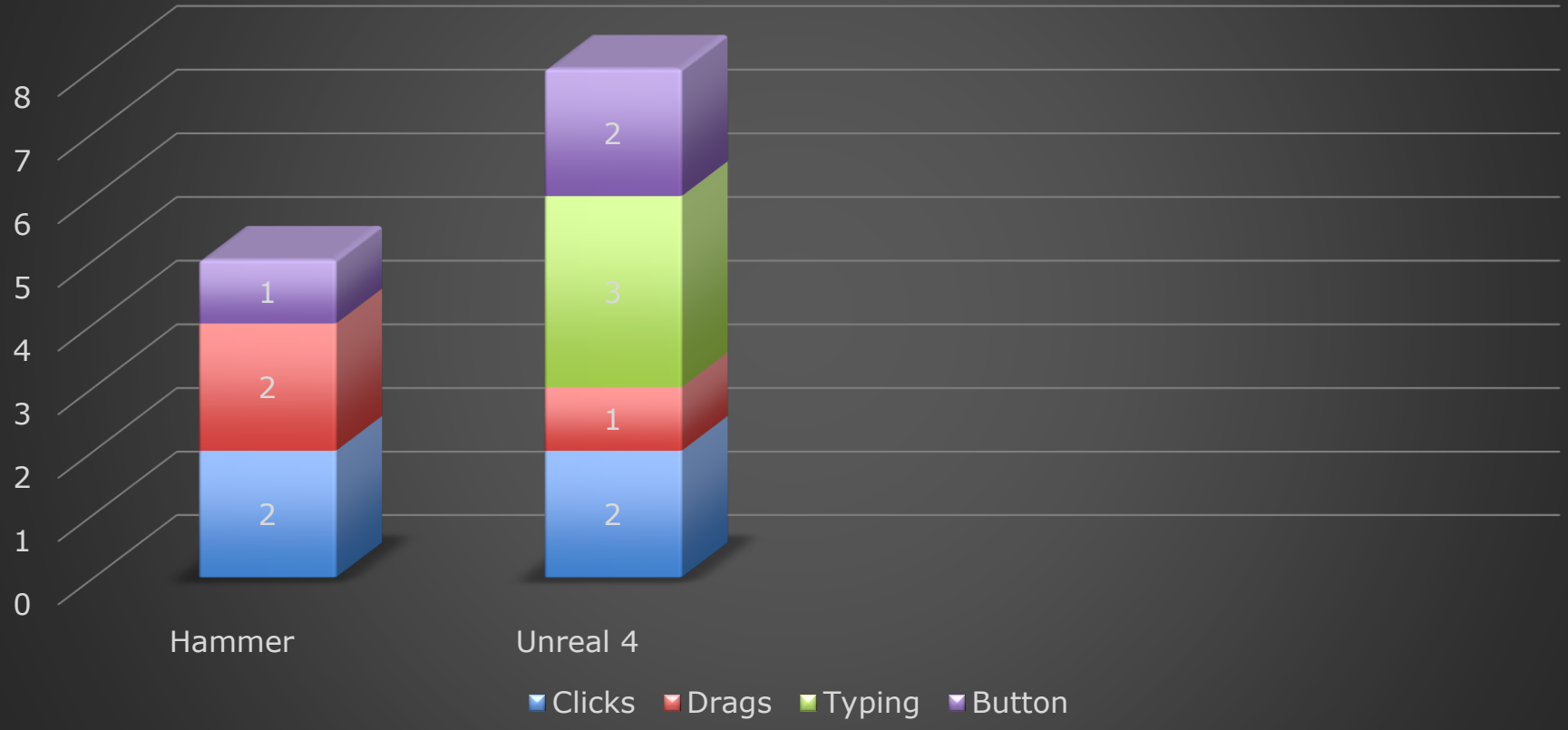
MAX

Look at other games for inspiration

Look at other editors for inspiration

Interesting design comes from iteration and trying things out. If the editor does not facilitate this, then the design of the game will stagnate

Time differences via UX actions



Rayman Legends: The Design Process Within the UbiArt Framework

By: Chris McEntee

Chapter Selection

How Is It Done?
What's the Magic Tech?
What is the UbiArt Framework?
Rayman Origins and Legends
Useful Systems and Tools
Gamepaly Geometry: Friezes
Pipe Friezes
Meta Friezes
Bezier Friezes
Whitebox Friezes
Whitebox Prototypes
Whitebox Sketching
LUA Scripting
Sequence Editor

What is the UbiArt Framework?

- 2D game engine
- Full HD at 60FPS
- **Artist friendly**

UBI art

13:12 | 58:25

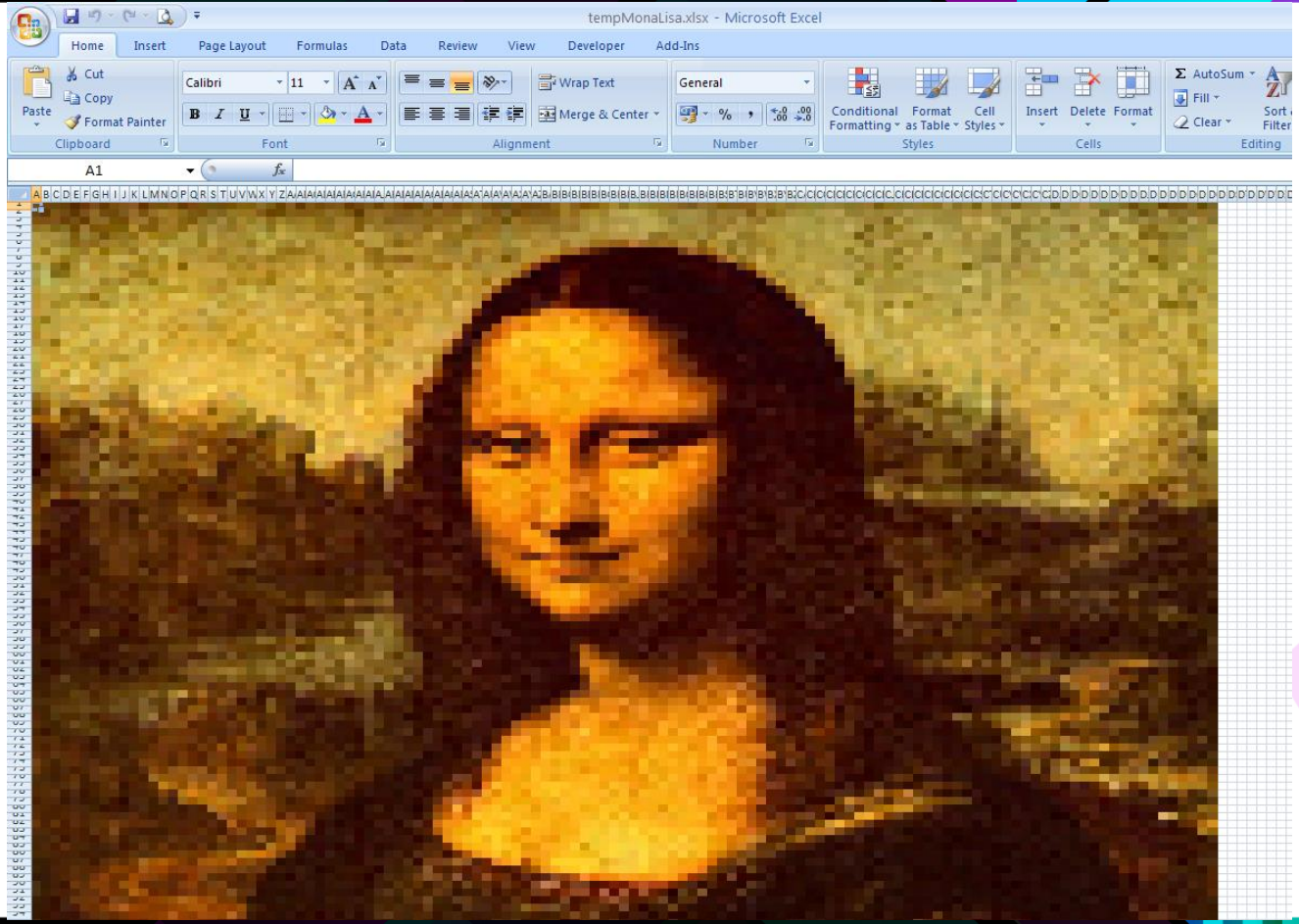
Digitally Speaking

Just because the pipeline is functional

Doesn’t mean the pipeline is done

UX and UI matters for games
UX and UI matters for editors

B
Extinguish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Format Painter
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Alignment
General
Number
Conditional Formatting
Format as Table
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Styles
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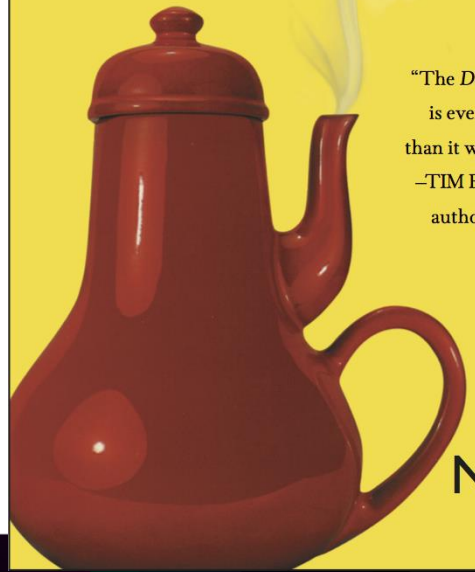
Delete
Format
Cells
AutoSum
Fill
Clear
Sort & Filter
Editing
A1

Fatigue happens, when one of these runs out:

- Physical energy – Cannot move
- Mental energy – Lose creativity
- Psychological energy – Cannot work

REVISED & EXPANDED EDITION

The DESIGN *of* EVERYDAY THINGS



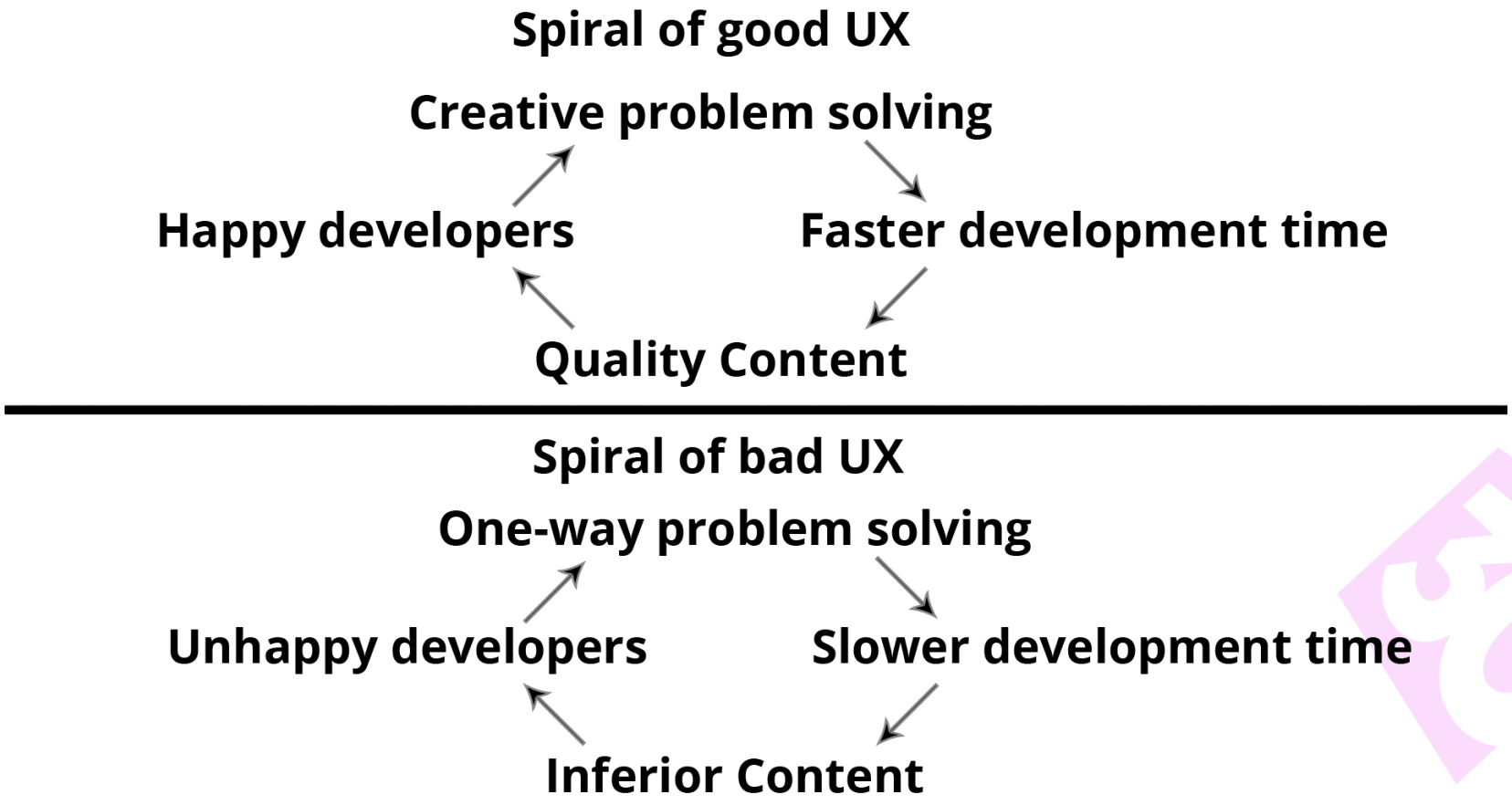
"The *Design of Everyday Things* is even more relevant today than it was when first published."
–TIM BROWN, CEO of IDEO, author of *Change by Design*

DON NORMAN

Getting into the zone

- Create space for creativity and flow
- Remove trivial barriers
- Set up for good quality content

- Don’t click through 5 tabs


Spiral of good UX
Creative problem solving
Faster development time
Quality Content
Happy developers
Spiral of bad UX
One-way problem solving
Slower development time
Inferior Content
Unhappy developers

Solving a signposting issue

Leveldesigner

- Geometry
- Import assets
- Lighting

Programmers

- New arrow system

Artists

- New arrow model or art

Producers

- Find a way for the teams to communicate effectively
- Find a way to scope this within the time limits

QA

- Test new arrow system

Saying: “A good craftsman never blames his tools!”

is detrimental

Should developers be smart enough to know what tools to pick and what to use for which task? Yes.

Should developers be smart enough to realise when their tools are holding back their games’ potential? Yes.

Thank you

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Thanks to

- Jana Stadeler
- Timothy Johnson
- Joachim Holmér
- Michiel Werring
- Rachel van der Meer
- Joe Wintergreen
- Clint Hocking
- Arie Gijsenbergh
- Jan David Hassel
- Matt Hoffman
- Caitlin Goodale
- Christian Kokott
- Brenden Gibbons
- Jennifer Killham
- Matt Hoffman
- Freek Hoekstra

Thanks to

UNREAL
ENGINE

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Questions?

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