

A cartoon illustration of a superhero named Captain Hindsight. He has a large head, wide eyes, and a yellow suit with a blue chest emblem featuring a single eye. He is standing with his hands on his hips. Behind him are three other characters: a green bird-like creature on the left, a brown creature in the middle, and a pink creature on the right. They are all wearing red headgear. The background is black. The text "Captain Hindsight Presents: Neil's Career" is overlaid in the center.

Captain Hindsight Presents: Neil's Career

INTRO

So... what's the point?

Confucius on Wisdom

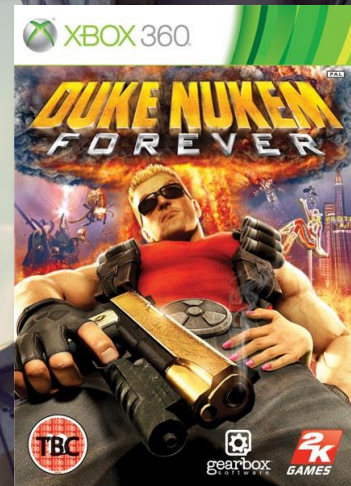
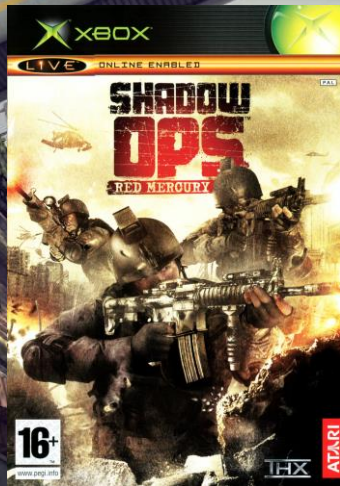
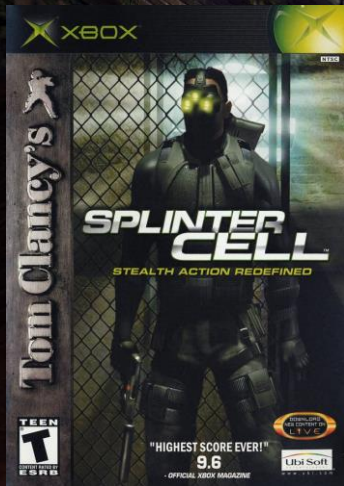
By three methods we may learn wisdom:

First, by reflection, which is noblest;

Second, by imitation, which is easiest;

and third by experience, which is the bitterest.





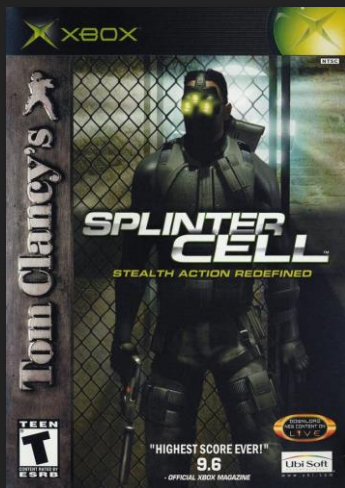


ALL NEW





SPLINTER CELL



Developer: UBISOFT Montreal

Publisher: UBISOFT

Platforms: Xbox, PC, PS2*

Released: November, 2002

SPLINTER CELL

A background image of Sam Fisher from the Splinter Cell series. He is wearing his signature black tactical suit and night vision goggles that emit a green glow. He is holding a silenced pistol, and the scene is set in a dark, industrial environment with a chain-link fence visible in the background.

The Unskippable Scripted Cinematic



LOADING



SPLINTER CELL

A background image of a Splinter Cell character wearing night vision goggles and holding a silenced pistol, set in a dark, industrial environment.

The Unskippable Scripted Cinematic

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player

SPLINTER CELL

A character from the Splinter Cell video game series is shown from the chest up, positioned behind a chain-link fence. The character is wearing a black tactical vest and a head-mounted display (HMD) with four glowing green lenses. The background is dark and blurry, suggesting an outdoor night setting.

Nuclear Power Plant



SPLINTER CELL

A background image featuring a character from the Splinter Cell video game series. The character is wearing a tactical vest and a night vision device with glowing green lenses. They are positioned behind a chain-link fence, with a bright light source visible through the fence in the background.

Nuclear Power Plant

- Balance is good

SPLINTER CELL

A character from the Splinter Cell video game series is shown from the chest up, wearing a dark tactical suit and a head-mounted night vision device. The device has four glowing green lenses. The character is holding a silver, cylindrical object, possibly a flashlight or a tool, in front of their face. The background is dark and industrial, with a chain-link fence visible on the right. A large, dark, semi-transparent rectangular box with a thin white border is overlaid on the lower half of the image, containing the text 'Artist Geometry'.

Artist Geometry

SPLINTER CELL

A background image of Sam Fisher from the Splinter Cell series, wearing his iconic night vision goggles with glowing green lenses and holding a silenced pistol. He is in a dark, industrial environment.

Artist Geometry

- Humility is a virtue
- Usability is your friend and ally

SPLINTER CELL

A character from the Splinter Cell game series is shown from the chest up, wearing a black tactical vest and night vision goggles that emit a green glow. The character is positioned in the upper right corner of the slide, looking towards the left. The background is a dark, textured surface with a chain-link fence pattern.

The Unskippable Scripted Cinematic

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player

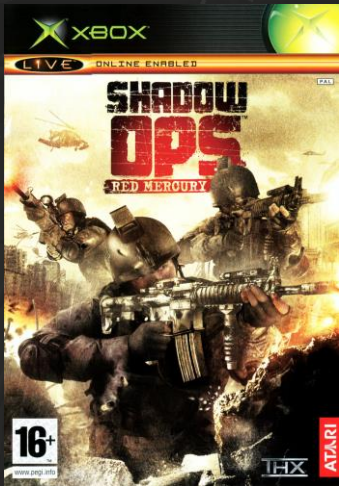
Nuclear Power Plant

- Balance is good

Artist Geometry

- Humility is a virtue
- Usability is your friend and ally

SHADOW OPS



Developer: Zombie Studios

Publisher: Atari

Platforms: Xbox, PC

Released: June, 2004

SHADOW OPS



The Sniper Rifle Story

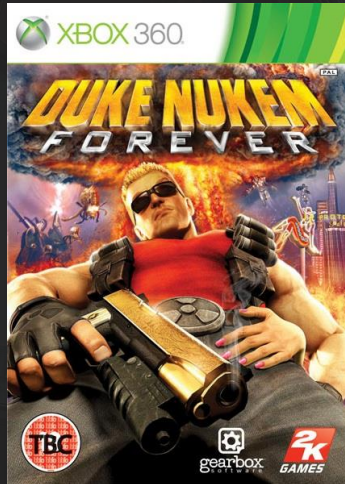
played by
gentleZen

SHADOW OPS

The Sniper Rifle Story

- Again, modularity can be a life-saver
- An LD's relationship with Gameplay Programmers can be key

DUKE NUKEM FOREVER



Developer: 3D Realms

Publisher: 2K Games

Platforms: 360, PS3, PC

Released: June 2011

Announced: April, 1997

DUKE NUKEM FOREVER

The background of the slide is a screenshot from the video game Duke Nukem Forever. It shows a dark, industrial environment with complex machinery, scaffolding, and a large, multi-story building in the background. The scene is dimly lit, with some blue and orange light sources visible. A large, dark, rectangular overlay with a slightly irregular shape is positioned in the center of the image, containing the text.

July, 2004
“6-9 months”

DUKE NUKEM FOREVER

The background of the slide is a screenshot from the Duke Nukem 3D game. It shows a complex, industrial environment with various structures, pipes, and machinery. In the upper right, a large mechanical arm or crane is visible. In the lower right, a character resembling Duke Nukem is partially visible, wearing his signature red tank top and holding a weapon. The overall scene is dimly lit with some blue and orange highlights.

- Do your homework

KILLZONE 2



Developer: Guerrilla Games

Publisher: Sony

Platform: PS3

Released: February, 2009

KILLZONE 2

The background of the image is a screenshot from the video game Killzone 2. It depicts a war-torn industrial environment with smoke rising from the ground and several soldiers in combat gear. In the upper right, a soldier's helmet and visor are visible. The scene is dimly lit, with a hazy, orange-tinted sky.

1st Person Cover System



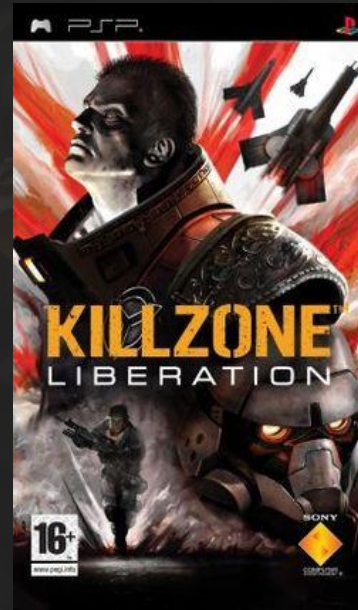
IGN

HOLD  TO PICK UP StA52 Assault Rifle

1st  6
2nd  4

KILLZONE 2

Killzone: Liberation
Sony PSP



You can pick up health packs when you're low on health.

START **CLOSE** **△** **DISABLE TUTORIAL MODE**

CHECKPOINT...

Sergeant Rico's at the front line. Last I heard, he ran into a shit-storm. Go help him, sir. I'll... be okay...

22/338

KILLZONE 2

The background image is a screenshot from the video game Killzone 2. It depicts a dark, industrial environment with smoke and debris. In the upper right, a soldier in a black helmet with a red visor is visible. In the lower left, another soldier is crouching. The overall atmosphere is gritty and war-torn.

1st Person Cover System

- Tools are critical to LDs
- It's all about the player

BRINK



Developer: Splash Damage

Publisher: Bethesda

Platforms: 360, PS3, PC

Release: May, 2011

The background image shows a soldier in a futuristic military setting. The soldier is wearing a helmet and a tactical vest, and is holding a rifle. In the background, there is a large, complex mechanical structure with various pipes, valves, and a circular opening. The scene is dimly lit, with some orange and blue light sources. The word "BRINK" is overlaid in the top left corner in a large, white, sans-serif font.

BRINK

SMART
Smooth Movement Across Random Terrain



BRINK

SMART

Smooth Movement Across Random Terrain

- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Balance is great!

DIRTY BOMB



Developer/Publisher: Splash Damage

Platform: PC

Announced: November, 2012

Status: Closed Alpha

DIRTY BOMB

A person wearing a gas mask and tactical gear, with a device on their shoulder, is the background of the slide.

Classic Inspiration, Modernized

DIRTY BOMB PRE-ALPHA MULTIPLAYER FOOTAGE

DIRTY BOMB

A person wearing a tactical mask and gear, possibly a soldier or operative, looking down. The image is dark and grainy, with a focus on the person's face and equipment.

Classic Inspiration, Modernized

- Know your production and distribution model

A cartoon illustration of a superhero with a yellow suit and a blue eye emblem on his chest, standing over two defeated villains. The villains are wearing red helmets and are lying on the ground. The background is black.

So, 11+ years later...

REPEATED THEMES?

- Modular scripting = WIN
- “It’s a marathon, not a sprint”
- It’s all about the player
- Balance is good
- Humility is a virtue
- Usability is your friend and ally
- Modularity can be a life-saver
- Relationship with Gameplay Programmers can be key
- Do your homework
- Tools are critical to LDs
- It’s all about the player
- Geometry has to work with gameplay systems
- Balance is good
- Modular geometry = WIN
- Know your production and distribution model

META-LESSONS

- So much in Level Design is about being flexible, and balance puts you in a great position to deal with change
- A positive mindset... turn disadvantage into advantage
- Those who forget history are condemned to repeat it
- Never stop learning
- Stay humble, or be humbled



Markus Persson @notch

14 Jan

#2? Really? One released game and almost no proven track record. Great honor, of course, but no. ;)

Expand

CONTACT INFO

Neil Alphonso

Lead Designer

exedore@splashdamage.com



@thrmoptc



www.splashdamage.com



@splashdamage