Building Firewatch in Unity

Jake Rodkin
Campo Santo

Hey!
Crane Flat Lookout
Elevation 6644 ft
Home of
Yosemite Helitack
Since 1961

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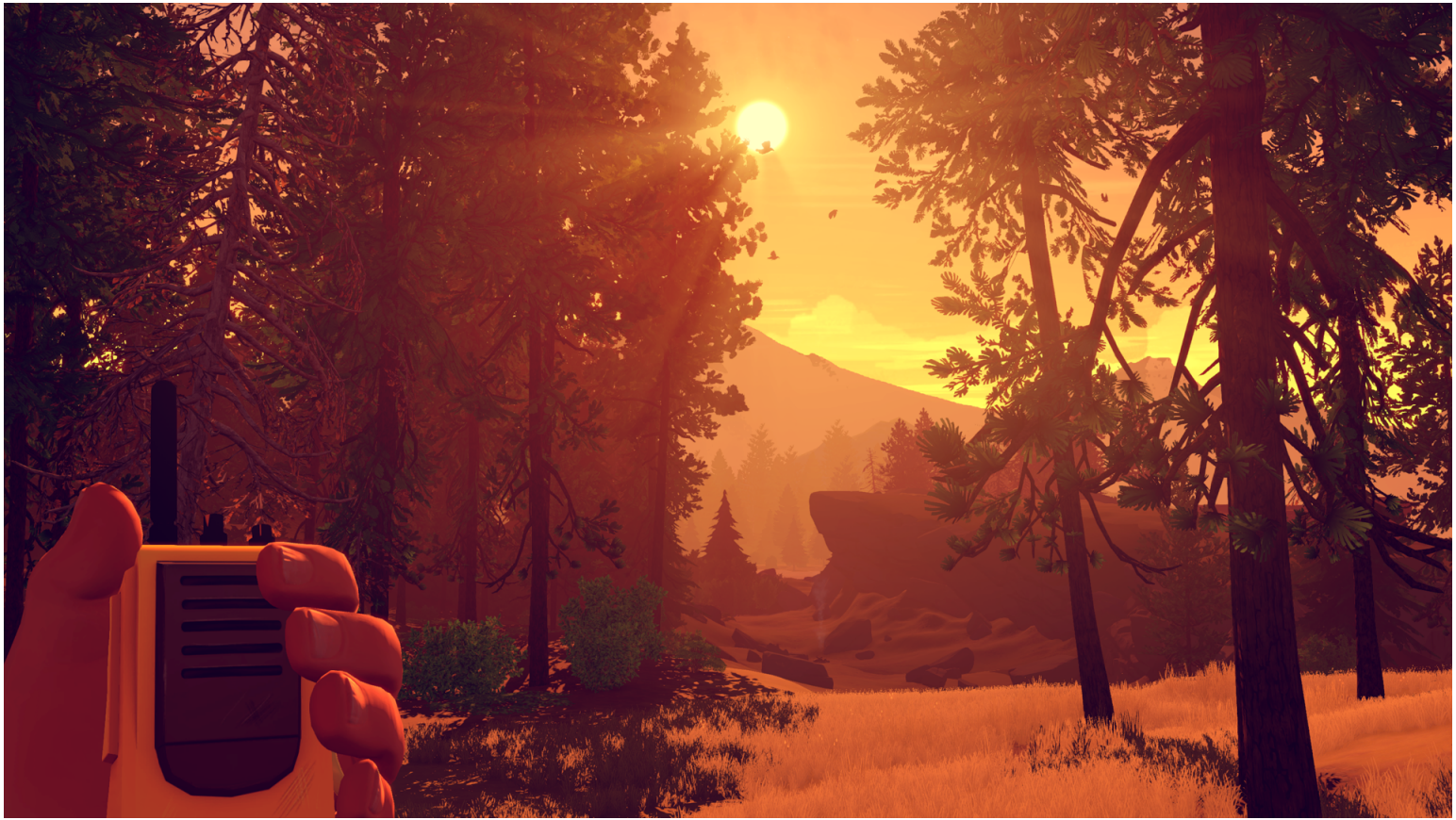
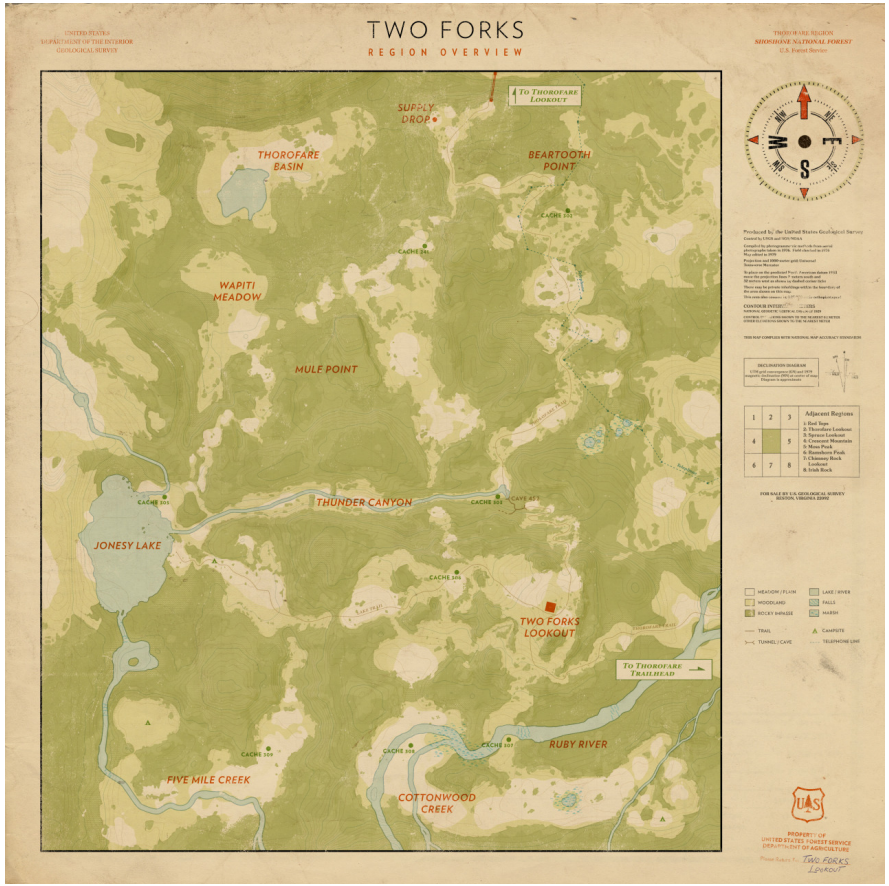
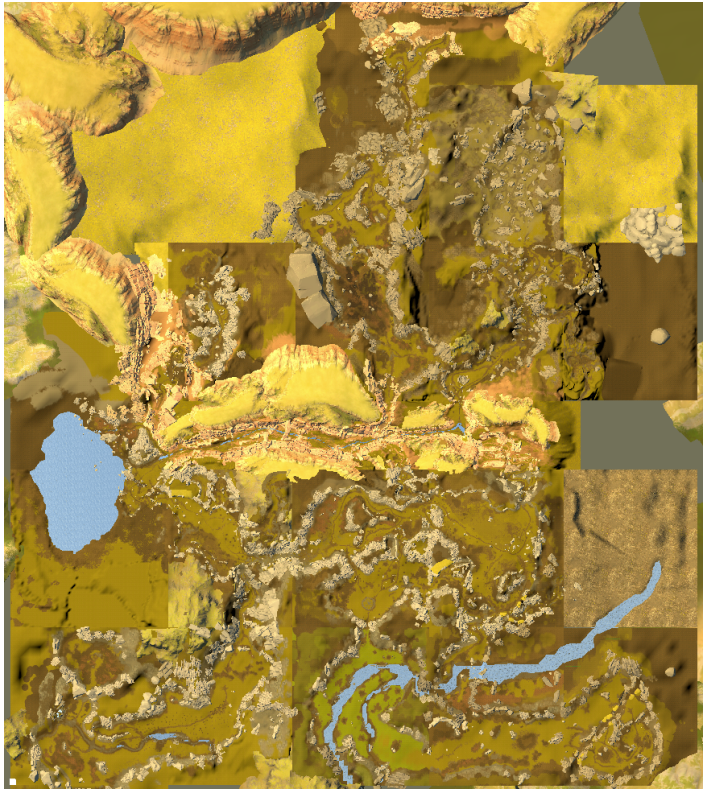
Crane Flat Lookout
Elevation 6644 ft
Home of
Yosemite Helitack
Since 1961

I.



ZOOM / ORIENT
N LOWER COMPASS

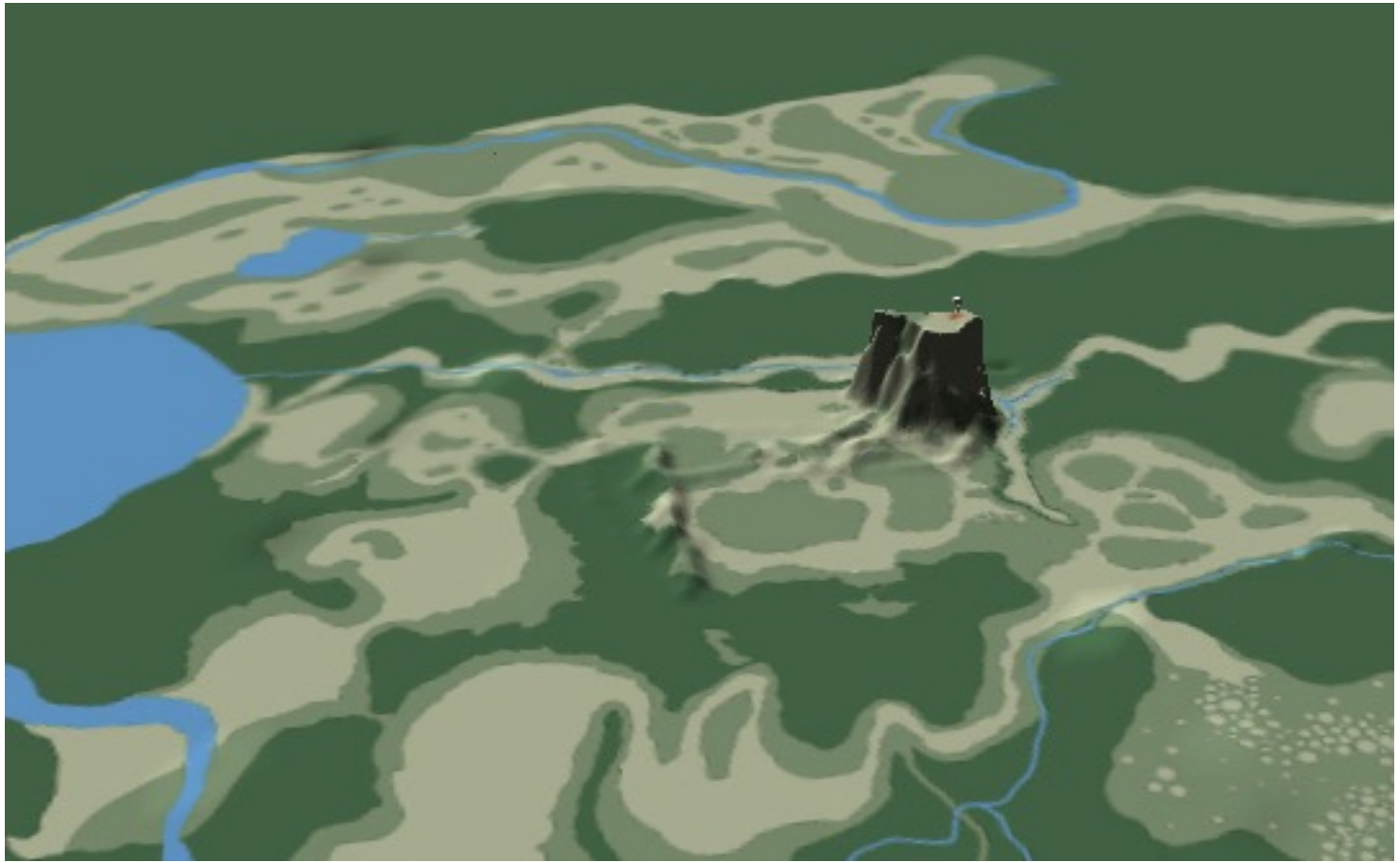

TWO FORKS
REGION OVERVIEW
SUPPLY DROP
To Thorofare Lookout
THOROFARE BASIN
BEARTOOTH POINT
WAPITI MEADOW
MULE POINT
THUNDER CANYON
JONESY LAKE
TWO FORKS LOOKOUT
To Thorofare Trailhead
RUBY RIVER
FIVE MILE CREEK
COTTONWOOD CREEK
N
E
S
W
Adjacent Regions

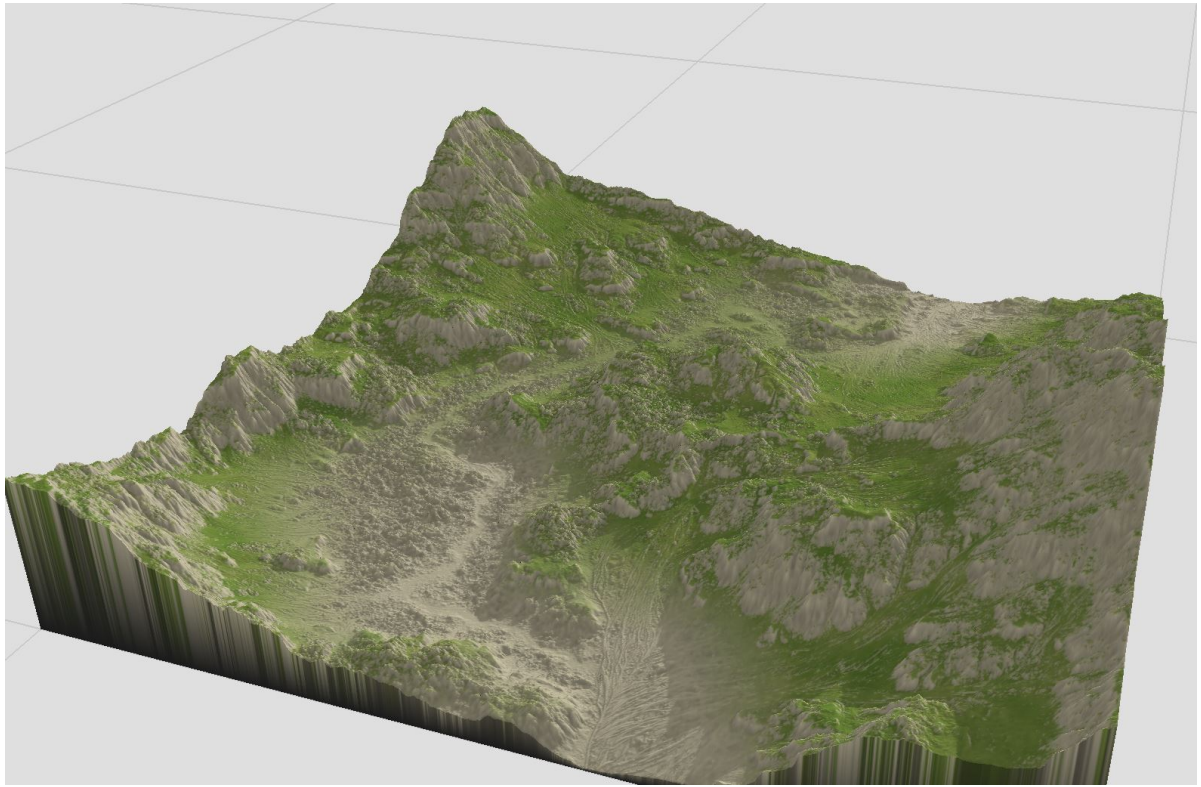


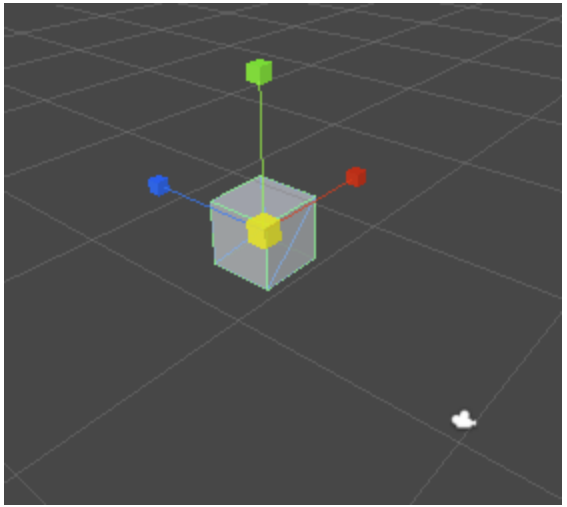
II. Building Firewatch

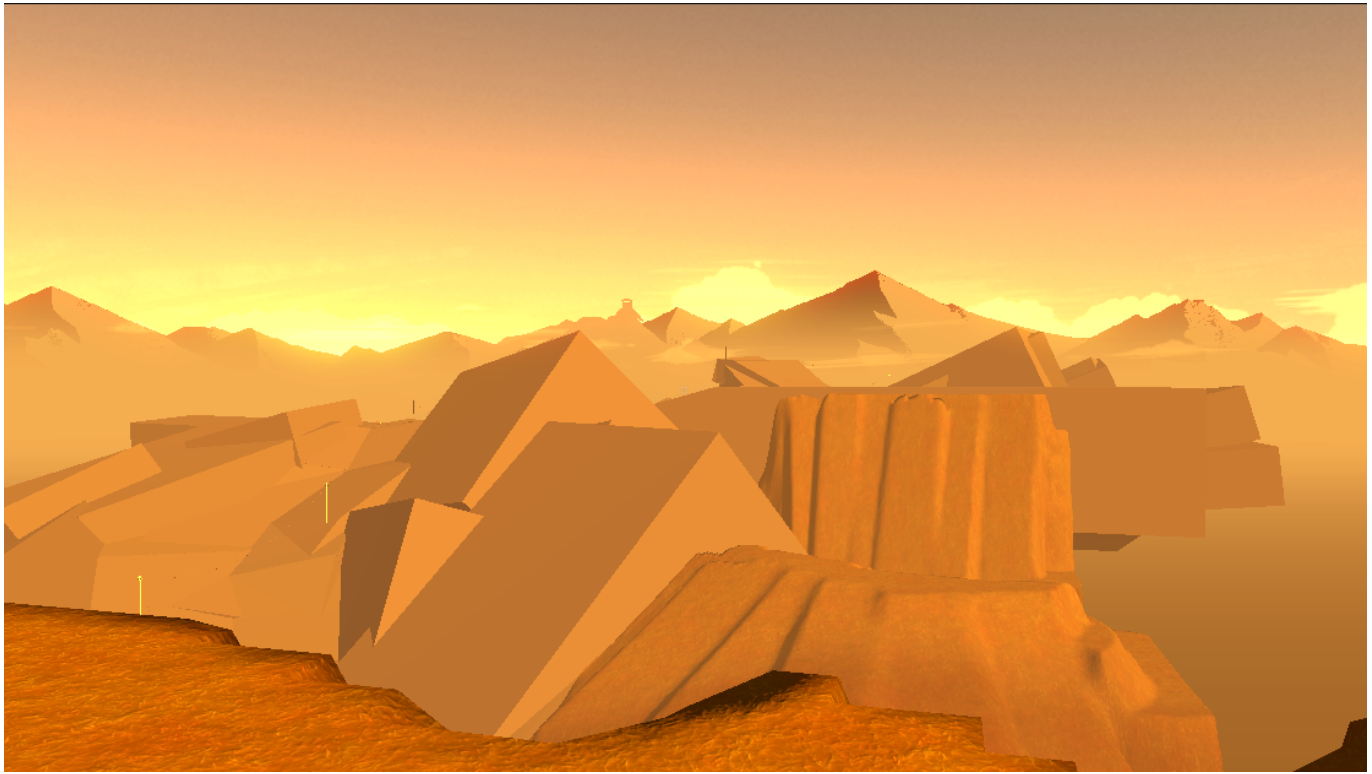
Creating the world: Greyboxing and set decor

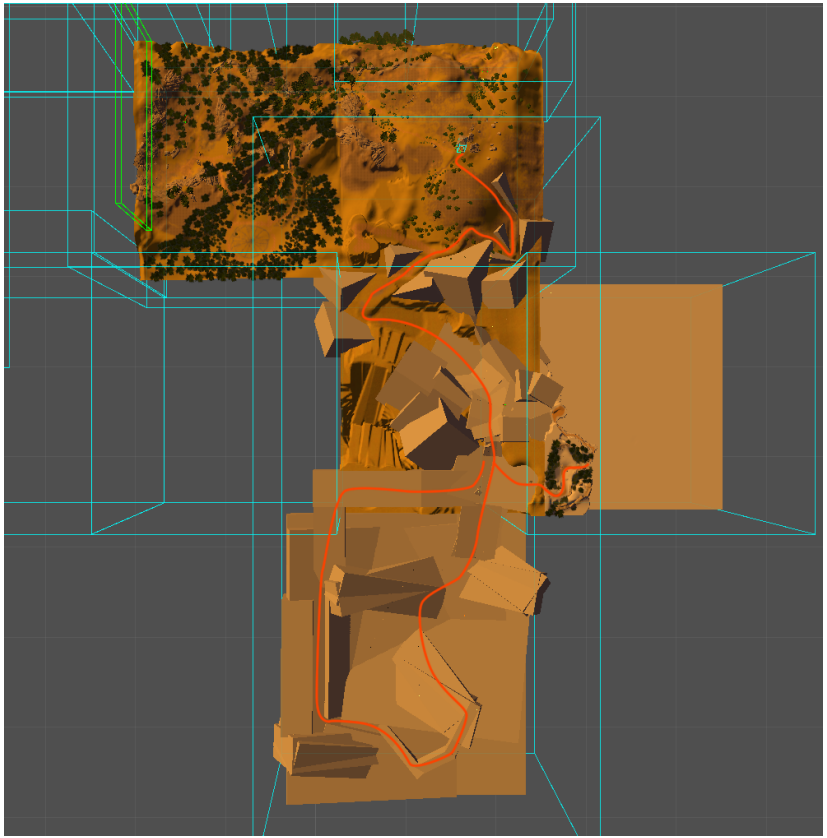
... :\

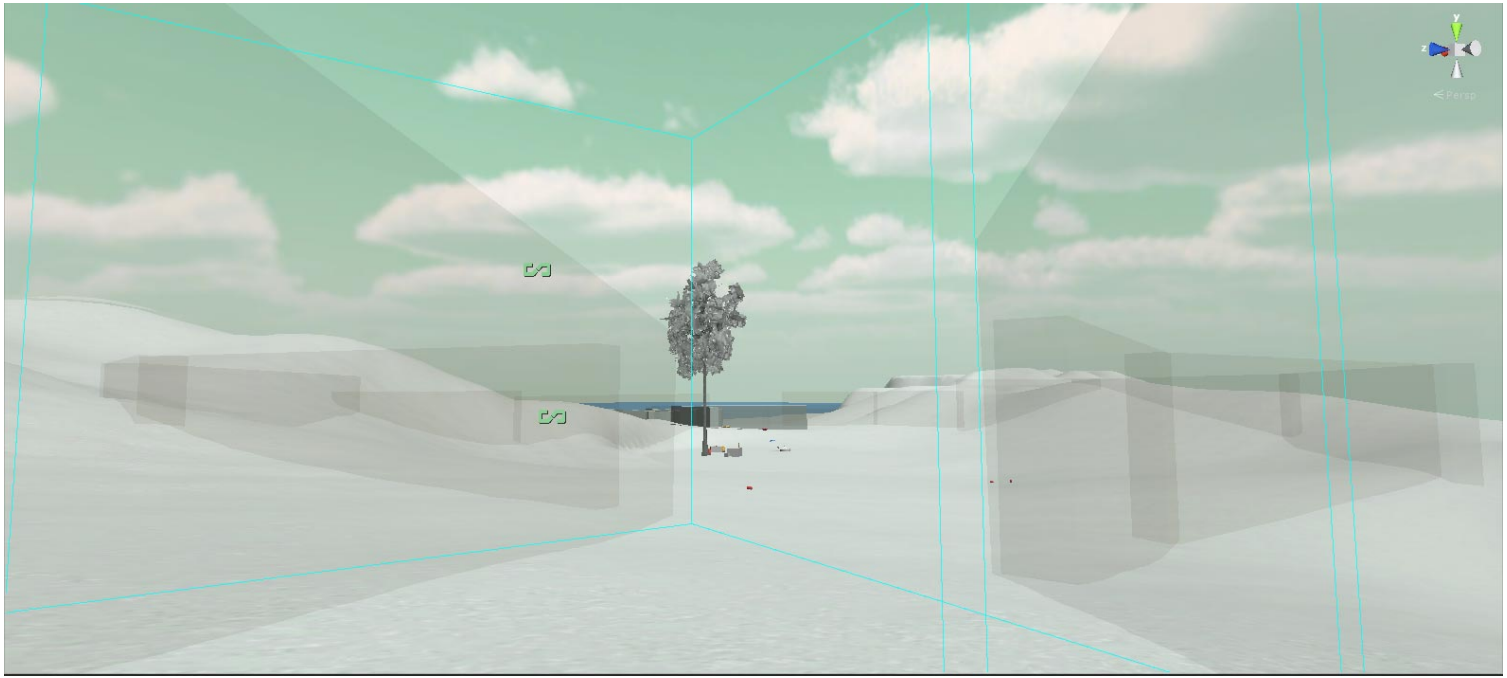


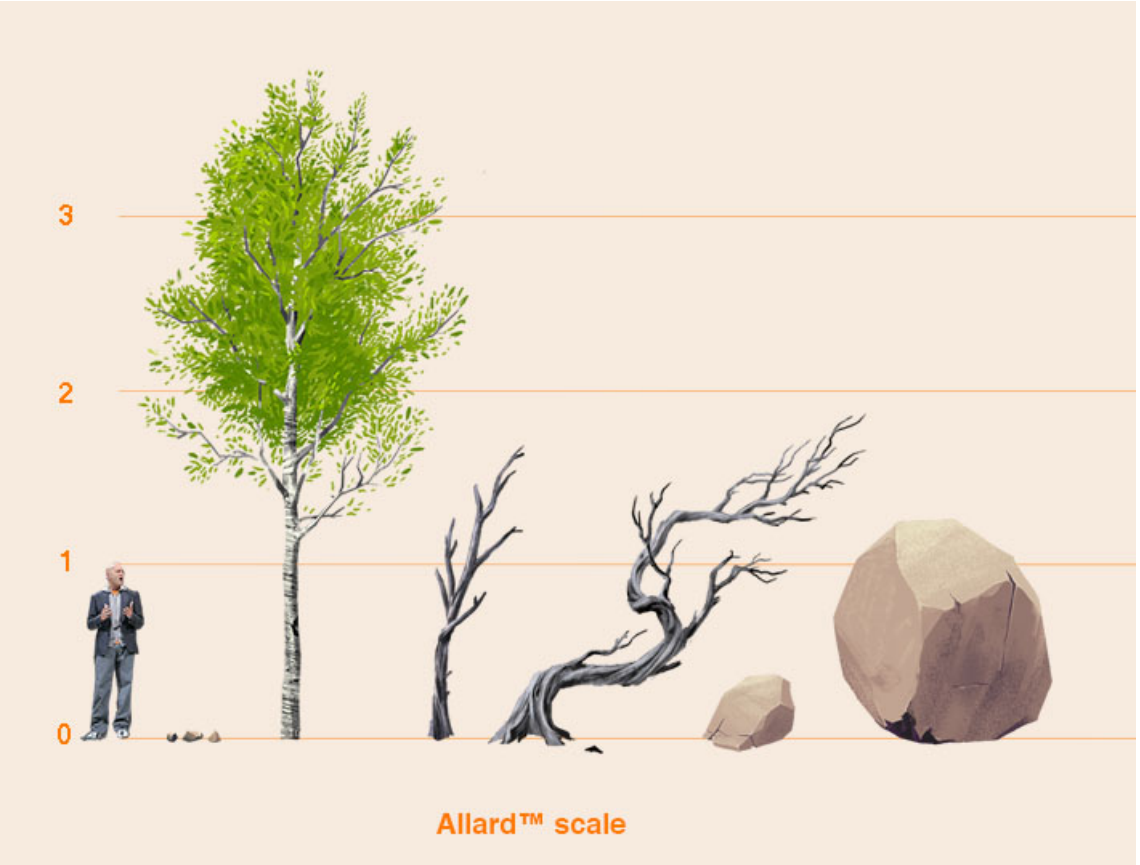


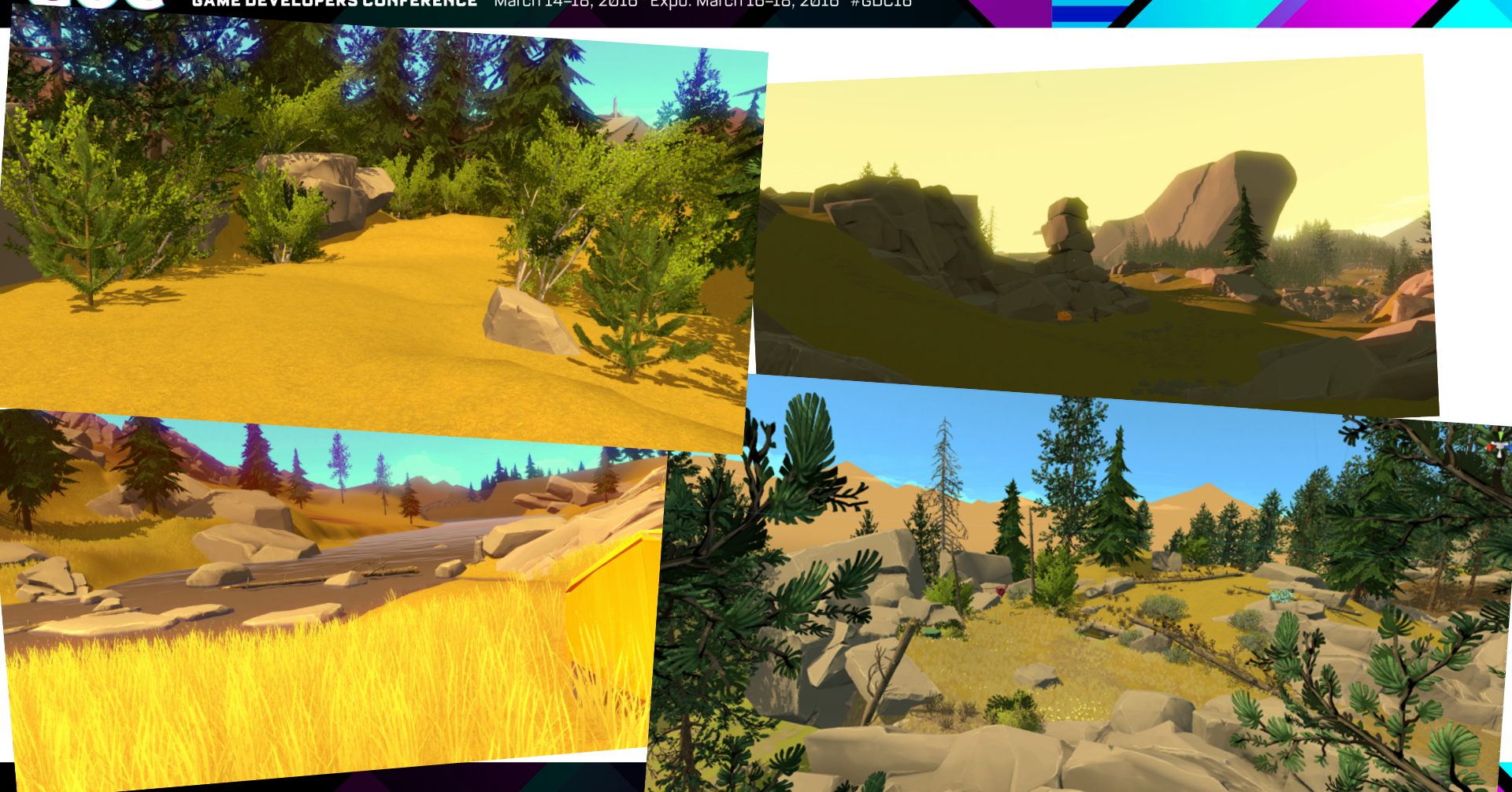




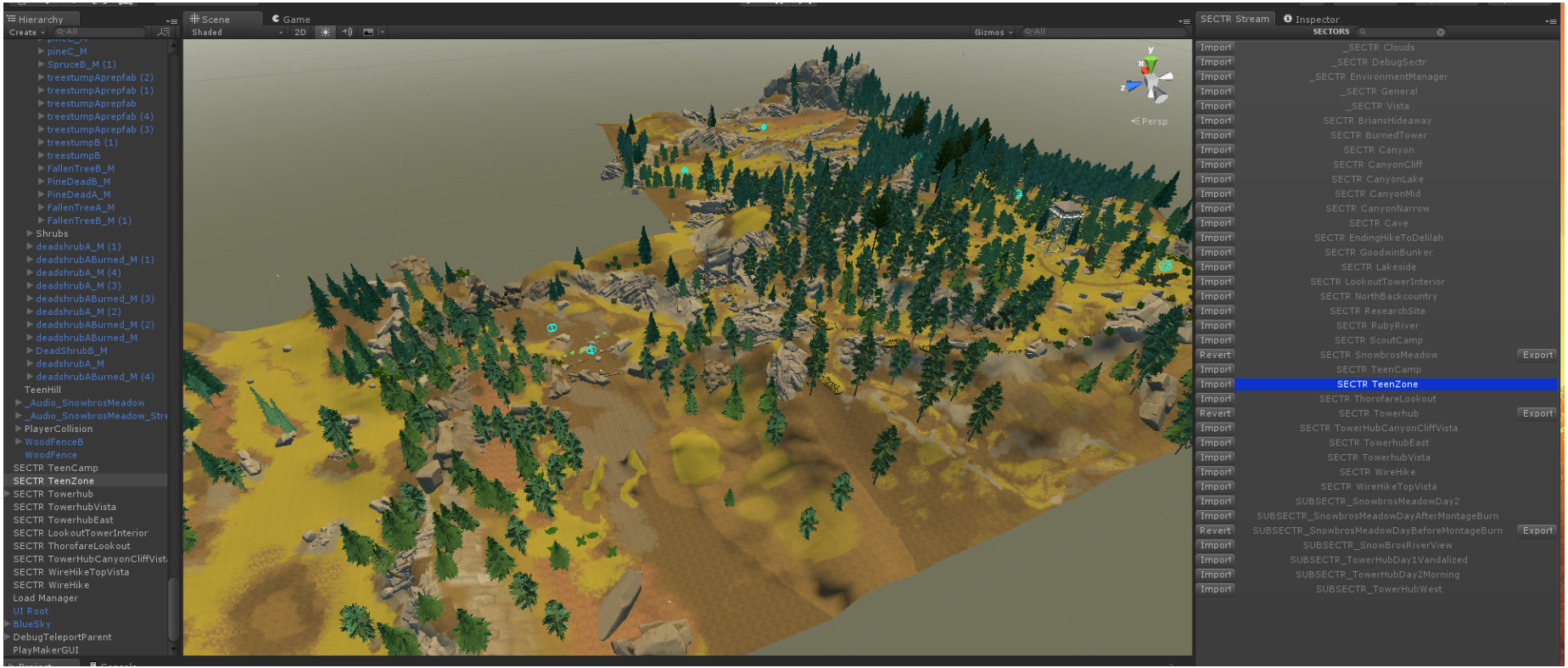


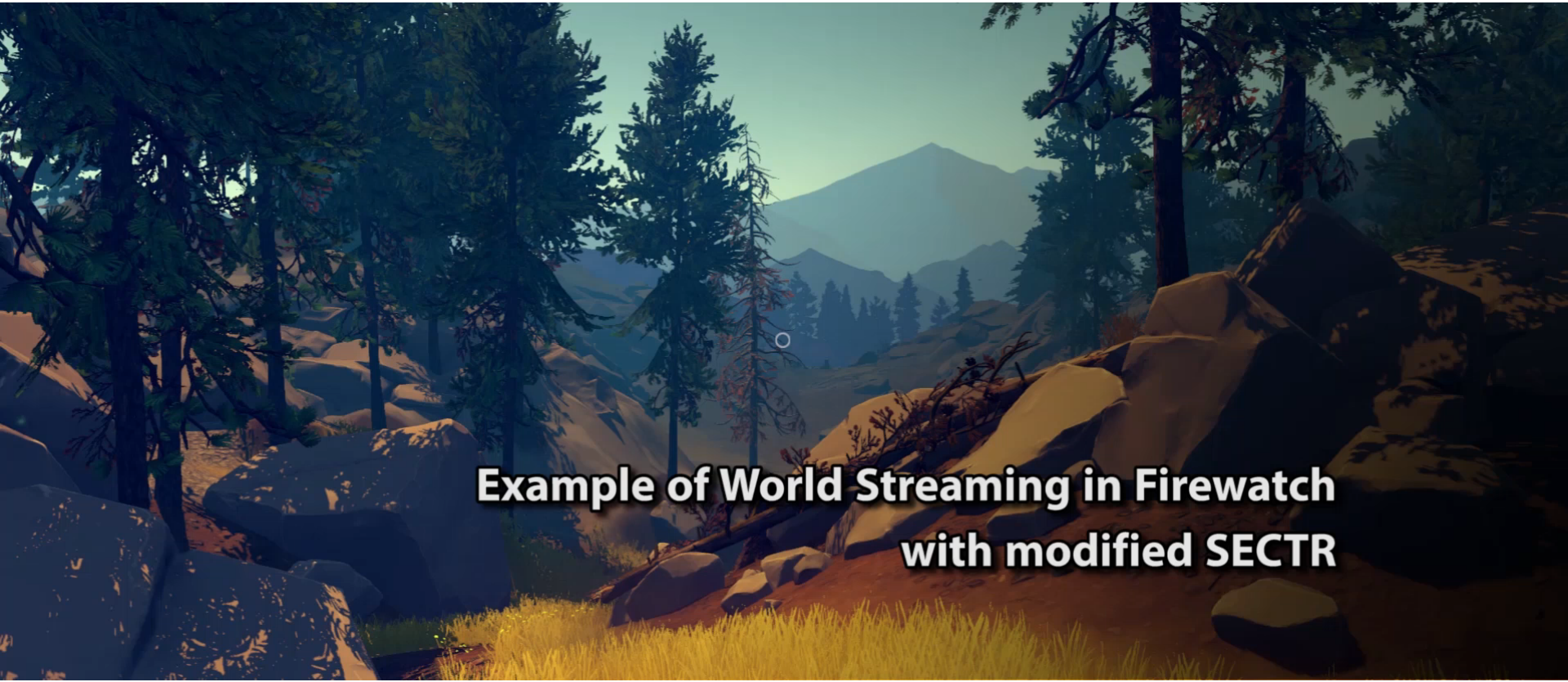

Persp

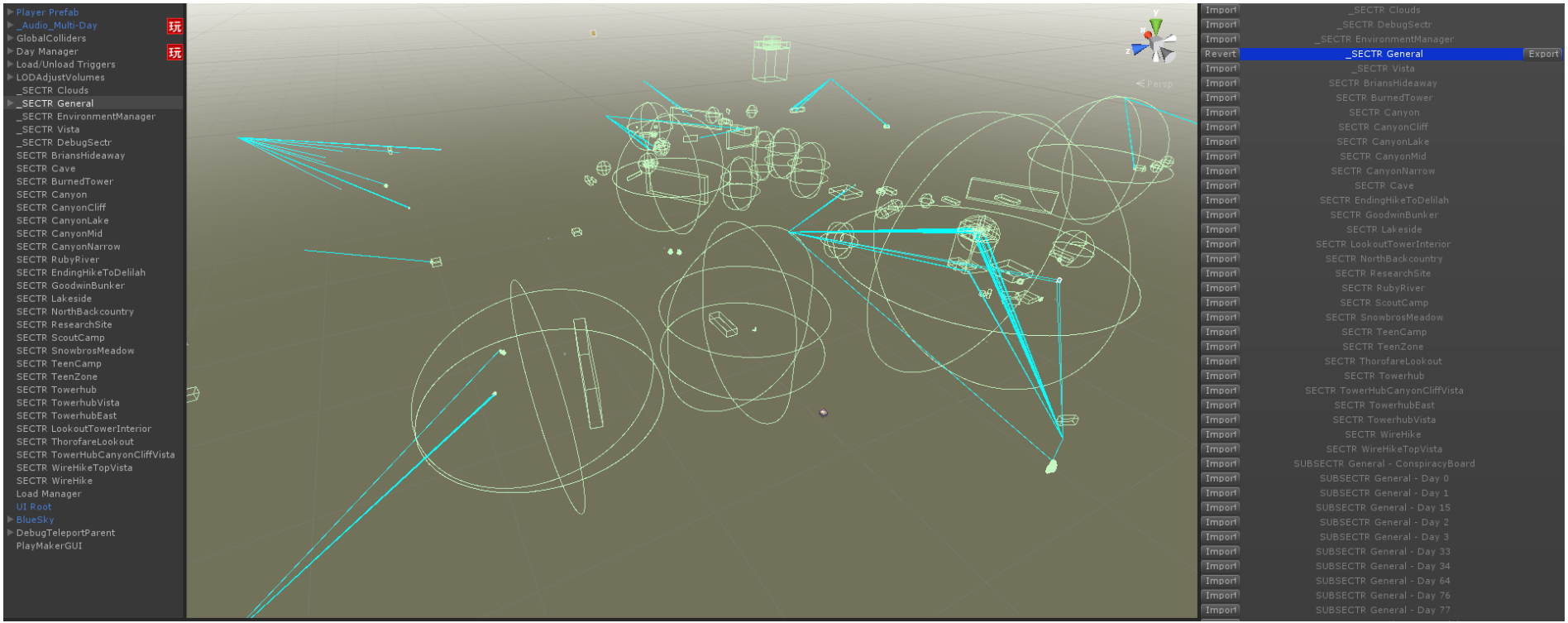

3
2
1
0
Allard™ scale



Streaming & Multi-User Workflow


Hierarchy
Create
pineC_M
SpruceB_M (1)
treestumpAprepfab (2)
treestumpAprepfab (1)
treestumpAprepfab
treestumpAprepfab (4)
treestumpAprepfab (3)
treestumpB (1)
treestumpB
FallenTreeB_M
PineDeadB_M
PineDeadA_M
FallenTreeA_M
FallenTreeB_M (1)
Shrubs
deadshrubA_M (1)
deadshrubABurned_M (1)
deadshrubA_M (4)
deadshrubA_M (3)
deadshrubABurned_M (3)
deadshrubA_M (2)
deadshrubABurned_M (2)
deadshrubABurned_M
DeadShrubB_M
deadshrubA_M
deadshrubABurned_M (4)
TeenHill
_Audio_SnowbrosMeadow
_Audio_SnowbrosMeadow_Stre
PlayerCollision
WoodFenceB
WoodFence
SECTR TeenCamp
SECTR TeenZone
SECTR Towerhub
SECTR TowerhubVistra
SECTR TowerhubEast
SECTR LookoutTowerInterior
SECTR ThorofareLookout
SECTR TowerHubCanyonCliffVista
SECTR WireHikeTopVista
SECTR WireHike
Load Manager
UI Root
BlueSky
DebugTeleportParent
PlayMakerGUI
Scene
Game
Shaded
2D
Gizmos
Persp
SECTR Stream
Inspector
SECTORS
Import _SECTR Clouds
Import _SECTR DebugSectr
Import _SECTR EnvironmentManager
Import _SECTR General
Import _SECTR Vista
Import SECTR BriansHideaway
Import SECTR BurnedTower
Import SECTR Canyon
Import SECTR CanyonCliff
Import SECTR CanyonLake
Import SECTR CanyonMid
Import SECTR CanyonNarrow
Import SECTR Cave
Import SECTR EndingHikeToDelilah
Import SECTR GoodwinBunker
Import SECTR Lakeside
Import SECTR LookoutTowerInterior
Import SECTR NorthBackcountry
Import SECTR ResearchSite
Import SECTR RubyRiver
Import SECTR ScoutCamp
Revert SECTR SnowbrosMeadow Export
Import SECTR TeenCamp
Import SECTR TeenZone
Import SECTR ThorofareLookout
Revert SECTR Towerhub Export
Import SECTR TowerHubCanyonCliffVista
Import SECTR TowerhubEast
Import SECTR TowerhubVistra
Import SECTR WireHike
Import SECTR WireHikeTopVista
Import SUBSECTR_SnowbrosMeadowDay2
Import SUBSECTR_SnowbrosMeadowDayAfterMontageBurn
Revert SUBSECTR_SnowbrosMeadowDayBeforeMontageBurn Export
Import SUBSECTR_SnowBrosRiverView
Import SUBSECTR_TowerHubDay1Vandalized
Import SUBSECTR_TowerHubDay2Morning
Import SUBSECTR_TowerHubWest


Example of World Streaming in Firewatch
with modified SECTR


Player Prefab
_Audio_Multi-Day
GlobalColliders
Day Manager
Load/Unload Triggers
LODAdjustVolumes
_SECTR Clouds
_SECTR General
_SECTR EnvironmentManager
_SECTR Vista
_SECTR DebugSectr
SECTR BriansHideaway
SECTR Cave
SECTR BurnedTower
SECTR Canyon
SECTR CanyonCliff
SECTR CanyonLake
SECTR CanyonMid
SECTR CanyonNarrow
SECTR RubyRiver
SECTR EndingHikeToDelilah
SECTR GoodwinBunker
SECTR Lakeside
SECTR NorthBackcountry
SECTR ResearchSite
SECTR ScoutCamp
SECTR SnowbrosMeadow
SECTR TeenCamp
SECTR TeenZone
SECTR Towerhub
SECTR TowerhubVista
SECTR TowerhubEast
SECTR LookoutTowerInterior
SECTR ThorofareLookout
SECTR TowerHubCanyonCliffVista
SECTR WireHikeTopVista
SECTR WireHike
Load Manager
UI Root
BlueSky
DebugTeleportParent
PlayMakerGUI
Persp
Import _SECTR Clouds
Import _SECTR DebugSectr
Import _SECTR EnvironmentManager
Revert _SECTR General Export
Import _SECTR Vista
Import SECTR BriansHideaway
Import SECTR BurnedTower
Import SECTR Canyon
Import SECTR CanyonCliff
Import SECTR CanyonLake
Import SECTR CanyonMid
Import SECTR CanyonNarrow
Import SECTR Cave
Import SECTR EndingHikeToDelilah
Import SECTR GoodwinBunker
Import SECTR Lakeside
Import SECTR LookoutTowerInterior
Import SECTR NorthBackcountry
Import SECTR ResearchSite
Import SECTR RubyRiver
Import SECTR ScoutCamp
Import SECTR SnowbrosMeadow
Import SECTR TeenCamp
Import SECTR TeenZone
Import SECTR ThorofareLookout
Import SECTR Towerhub
Import SECTR TowerHubCanyonCliffVista
Import SECTR TowerhubEast
Import SECTR TowerhubVista
Import SECTR WireHike
Import SECTR WireHikeTopVista
Import SUBSECTR General - ConspiracyBoard
Import SUBSECTR General - Day 0
Import SUBSECTR General - Day 1
Import SUBSECTR General - Day 15
Import SUBSECTR General - Day 2
Import SUBSECTR General - Day 3
Import SUBSECTR General - Day 33
Import SUBSECTR General - Day 34
Import SUBSECTR General - Day 64
Import SUBSECTR General - Day 76
Import SUBSECTR General - Day 77

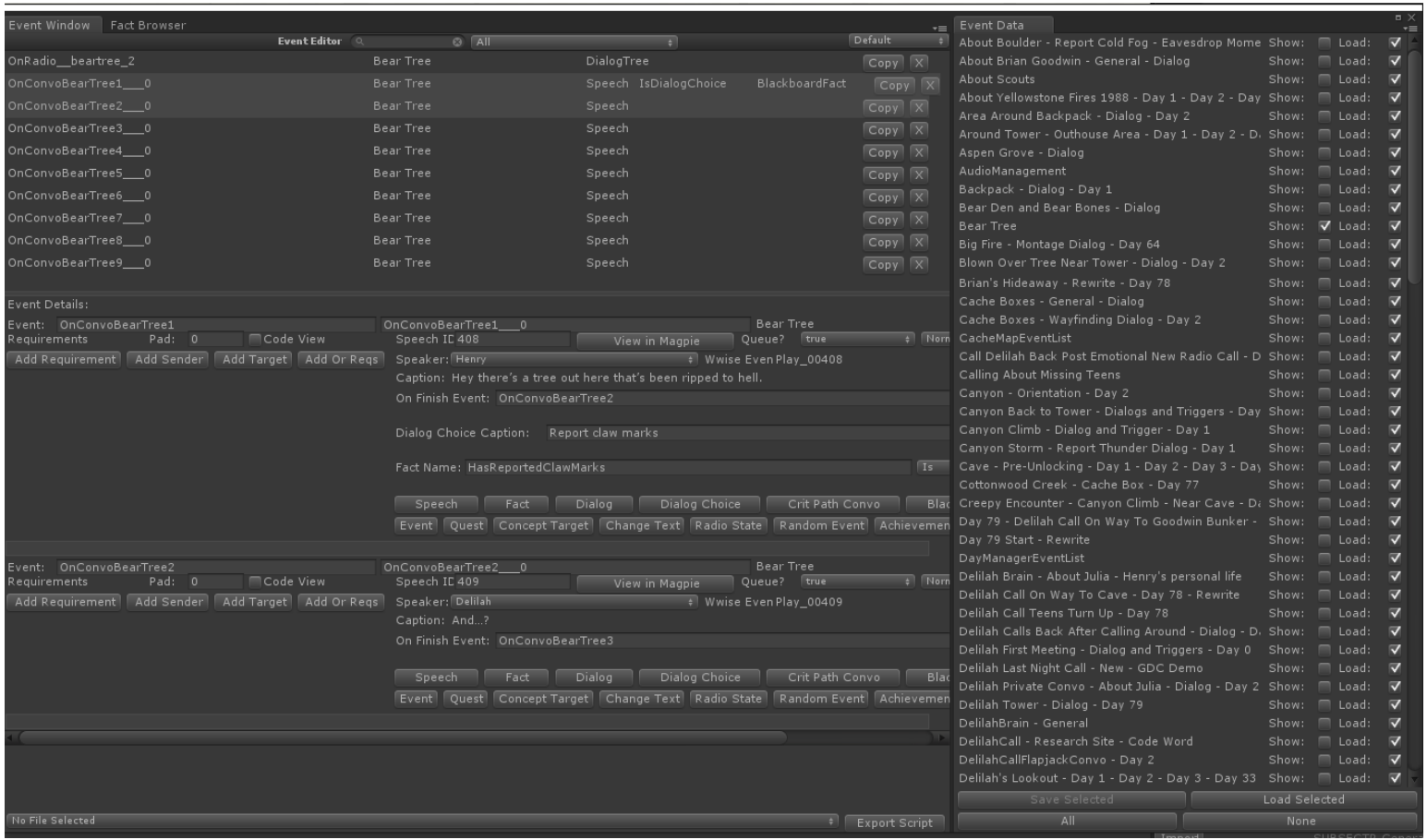
Other Tools & Processes

1

Don't miss!

Building the World of Firewatch
by Jane Ng

Wednesday at 3:30
West Hall Room 2016


Event Window
Fact Browser
Event Editor
All
Default
OnRadio__beartree_2 Bear Tree DialogTree Copy X
OnConvoBearTree1___0 Bear Tree Speech IsDialogChoice BlackboardFact Copy X
OnConvoBearTree2___0 Bear Tree Speech Copy X
OnConvoBearTree3___0 Bear Tree Speech Copy X
OnConvoBearTree4___0 Bear Tree Speech Copy X
OnConvoBearTree5___0 Bear Tree Speech Copy X
OnConvoBearTree6___0 Bear Tree Speech Copy X
OnConvoBearTree7___0 Bear Tree Speech Copy X
OnConvoBearTree8___0 Bear Tree Speech Copy X
OnConvoBearTree9___0 Bear Tree Speech Copy X
Event Details:
Event: OnConvoBearTree1
OnConvoBearTree1___0
Bear Tree
Requirements
Pad: 0
Code View
Speech ID 408
View in Magpie
Queue? true
Add Requirement
Add Sender
Add Target
Add Or Reqs
Speaker: Henry
Wwise Even Play_00408
Caption: Hey there's a tree out here that's been ripped to hell.
On Finish Event: OnConvoBearTree2
Dialog Choice Caption: Report claw marks
Fact Name: HasReportedClawMarks
Speech Fact Dialog Dialog Choice Crit Path Convo
Event Quest Concept Target Change Text Radio State Random Event
Event: OnConvoBearTree2
OnConvoBearTree2___0
Bear Tree
Requirements
Pad: 0
Code View
Speech ID 409
View in Magpie
Queue? true
Add Requirement
Add Sender
Add Target
Add Or Reqs
Speaker: Delilah
Wwise Even Play_00409
Caption: And...?
On Finish Event: OnConvoBearTree3
Speech Fact Dialog Dialog Choice Crit Path Convo
Event Quest Concept Target Change Text Radio State Random Event
No File Selected
Export Script
Event Data
About Boulder - Report Cold Fog - Eavesdrop Mome Show: Load:
About Brian Goodwin - General - Dialog Show: Load:
About Scouts Show: Load:
About Yellowstone Fires 1988 - Day 1 - Day 2 - Day Show: Load:
Area Around Backpack - Dialog - Day 2 Show: Load:
Around Tower - Outhouse Area - Day 1 - Day 2 - D Show: Load:
Aspen Grove - Dialog Show: Load:
AudioManagement Show: Load:
Backpack - Dialog - Day 1 Show: Load:
Bear Den and Bear Bones - Dialog Show: Load:
Bear Tree Show: Load:
Big Fire - Montage Dialog - Day 64 Show: Load:
Blown Over Tree Near Tower - Dialog - Day 2 Show: Load:
Brian's Hideaway - Rewrite - Day 78 Show: Load:
Cache Boxes - General - Dialog Show: Load:
Cache Boxes - Wayfinding Dialog - Day 2 Show: Load:
CacheMapEventList Show: Load:
Call Delilah Back Post Emotional New Radio Call - D Show: Load:
Calling About Missing Teens Show: Load:
Canyon - Orientation - Day 2 Show: Load:
Canyon Back to Tower - Dialogs and Triggers - Day Show: Load:
Canyon Climb - Dialog and Trigger - Day 1 Show: Load:
Canyon Storm - Report Thunder Dialog - Day 1 Show: Load:
Cave - Pre-Unlocking - Day 1 - Day 2 - Day 3 - Day Show: Load:
Cottonwood Creek - Cache Box - Day 77 Show: Load:
Creepy Encounter - Canyon Climb - Near Cave - D Show: Load:
Day 79 - Delilah Call On Way To Goodwin Bunker - Show: Load:
Day 79 Start - Rewrite Show: Load:
DayManagerEventList Show: Load:
Delilah Brain - About Julia - Henry's personal life Show: Load:
Delilah Call On Way To Cave - Day 78 - Rewrite Show: Load:
Delilah Call Teens Turn Up - Day 78 Show: Load:
Delilah Calls Back After Calling Around - Dialog - D Show: Load:
Delilah First Meeting - Dialog and Triggers - Day 0 Show: Load:
Delilah Last Night Call - New - GDC Demo Show: Load:
Delilah Private Convo - About Julia - Dialog - Day 2 Show: Load:
Delilah Tower - Dialog - Day 79 Show: Load:
DelilahBrain - General Show: Load:
DelilahCall - Research Site - Code Word Show: Load:
DelilahCallFlapjackConvo - Day 2 Show: Load:
Delilah's Lookout - Day 1 - Day 2 - Day 3 - Day 33 Show: Load:
Save Selected
Load Selected
All
None

unity
Asset Store

玩 playMaker
visual scripting for unity

AMPLIFY
creations

Wwise®

III. Life with Unity

III. Life with Unity

Or “How I learned to stop worrying and love change.”

III. Life with Unity

Or “How I learned to keep worrying but embrace change.”

III. Life with Unity

Or "How I learned to stop keep worrying but embrace change."

Or "Holy shit we're running 5 frames a second faster and streaming doesn't crash anymore but all the cloth has disappeared."

WYOMING
VOLUNTEER
AS A LOOKOUT
TRUCKALASKA

FW as of Unity 4.3

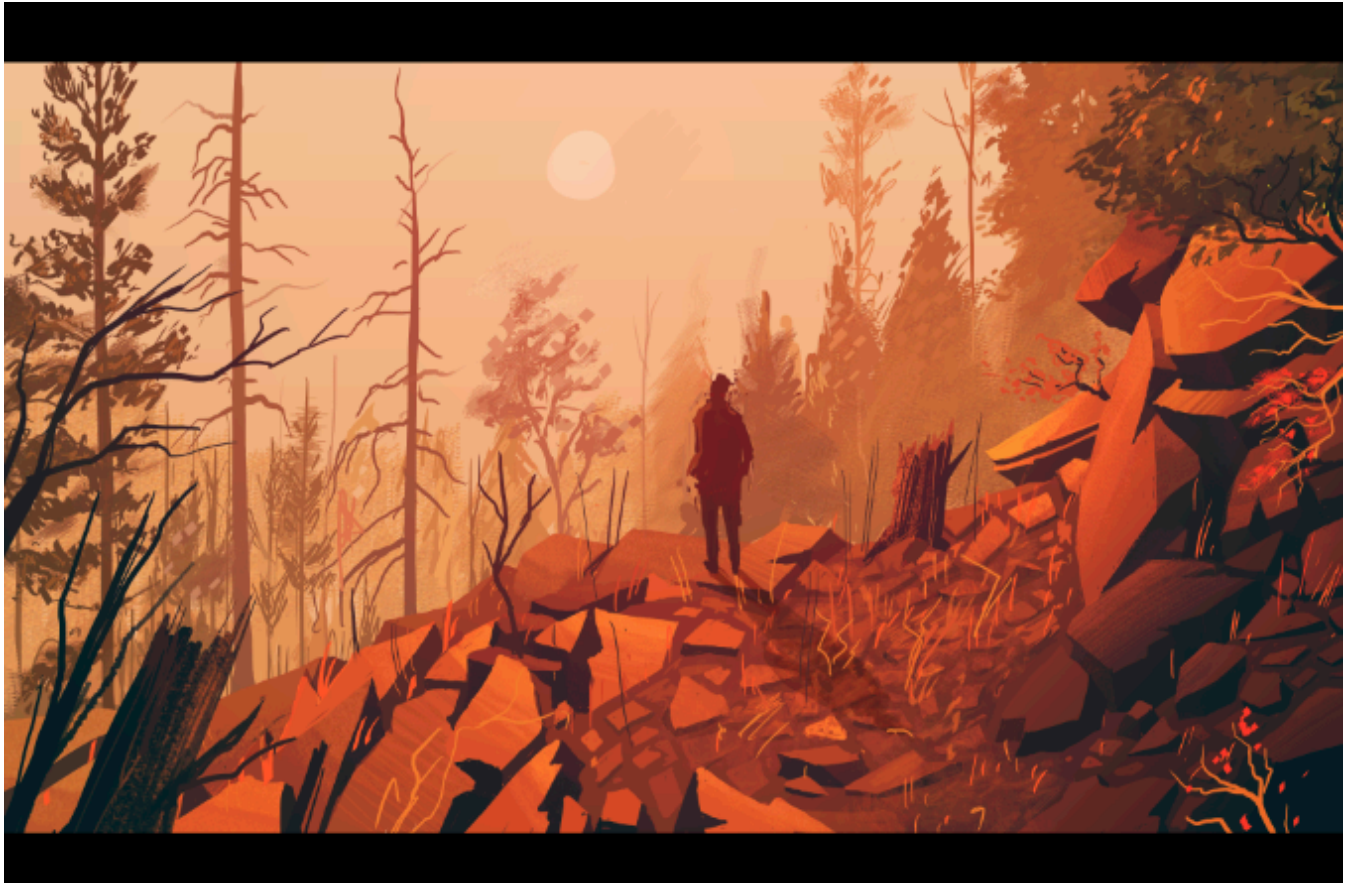
- Lighting: Marmoset Skyshop
- Audio: WWISE
- Streaming and multi-scene editing: SECTR
- UI construction: NGUI
- Everything else: Unity

FW as of Unity 5.2.3

- Lighting: Marmoset Skyshop
- Audio: WWISE
- Streaming and multi-scene editing: SECTR
- UI construction: Unity UI Canvas
- Everything else: Unity

If you start today.. options!

- Lighting: Unity 5 Lighting?
- Audio: Unity 5 audio system's realtime effects?
- Multi-scene editing: Scene editor?
- UI construction: Unity UI Canvas?
- Everything else: Unity!



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@ja2ke