Map Created by: Shepard_203

11-DAY LEVEL DESIGN CHALLENGE

CRYSIS: 2012 ABANDONED DEPOT

World of Level Design.com

I have decided to take part of the 11-Day Level Design Challenge - Winter.

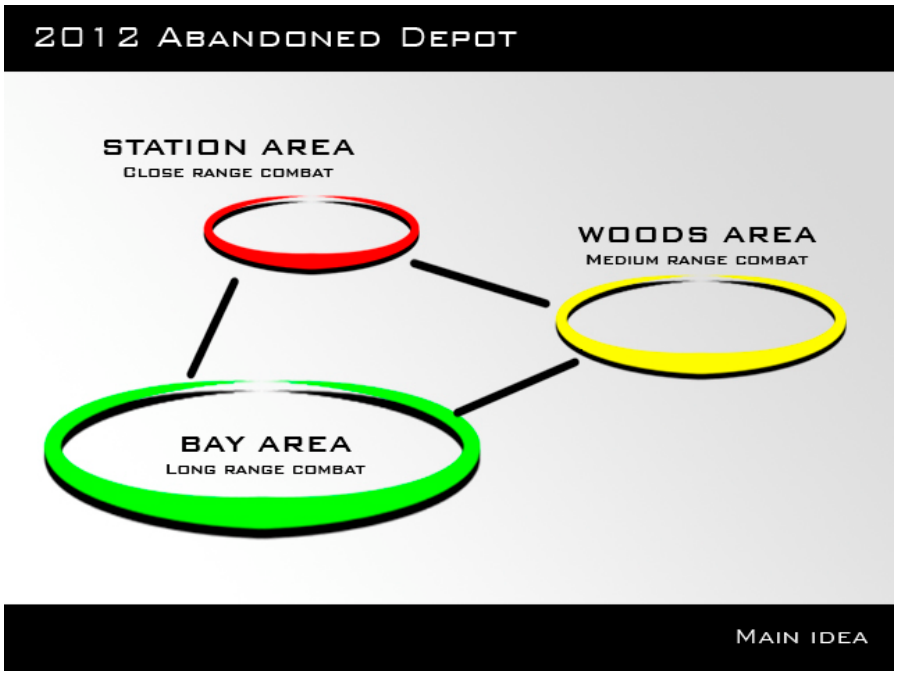
Main theme of the map is a small abandoned depot placed at a bay after 2012 anomalies.

Today I've collected some reference photos, I've gathered some main ideas for the map together and drawn a quick conept of the focal point - the watchtower.

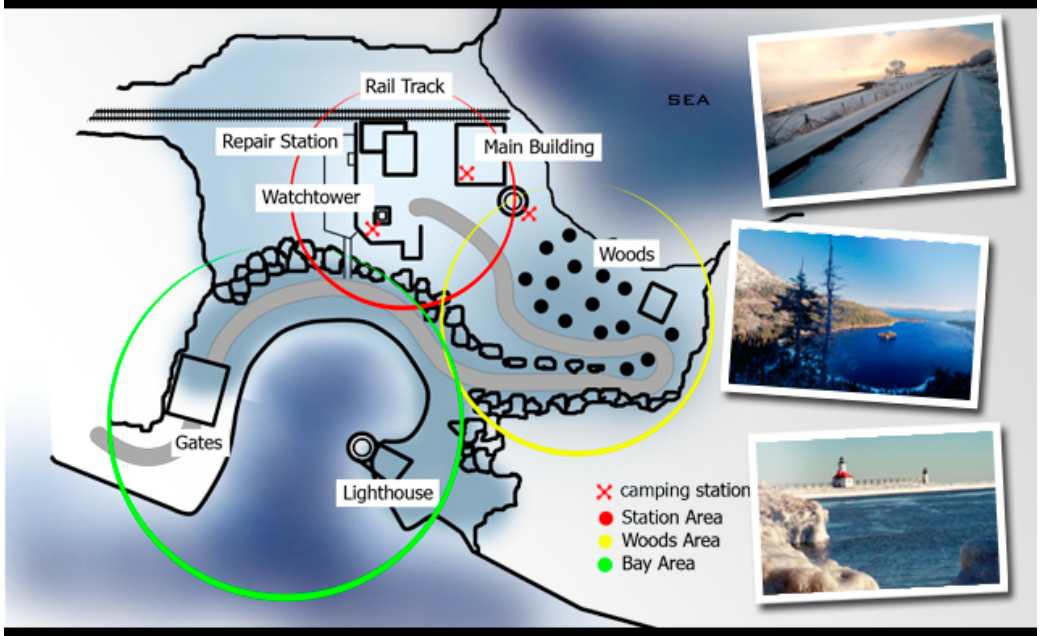
The main gameplay idea is to create some space for long, medium and close range combat and make sure that the players can travel easily from each zone to another one. A have also decided to show some natural environment covered with snow (bay and woods area) but also some man made environment (repair station, main building).

MAP DETAILS

Name: **2012 Abandoned Depot**
Map type: **Multiplayer Deathmatch 8-16 players**
Game: **Crysis**
Development: **20.01.2010 - 31.01.2010**



2012 Abandoned Depot



Map layout

2012 Abandoned Depot

Watchtower - Focal point concept sketch

DAY TWO:

Thanks for the comments, I hope I won't let you down
Today I've made a basic terrain sculpt, considered the map dimensions and proportions. For me it's the most important part of map creation, because the decisions made here will be very hard to fix later. The goal is a deathmatch map for 8-16 players with three different combat range zones.

2012 Abandoned Depot

Day Two - Terrain sculpt

2012 Abandoned Depot

Day Two - Basic Proportions and Distances

Thanks Shakedown, later on I will make the ice floes more detailed and interesting. For now, they're only a sketch of the idea, but I'm glad you like it already

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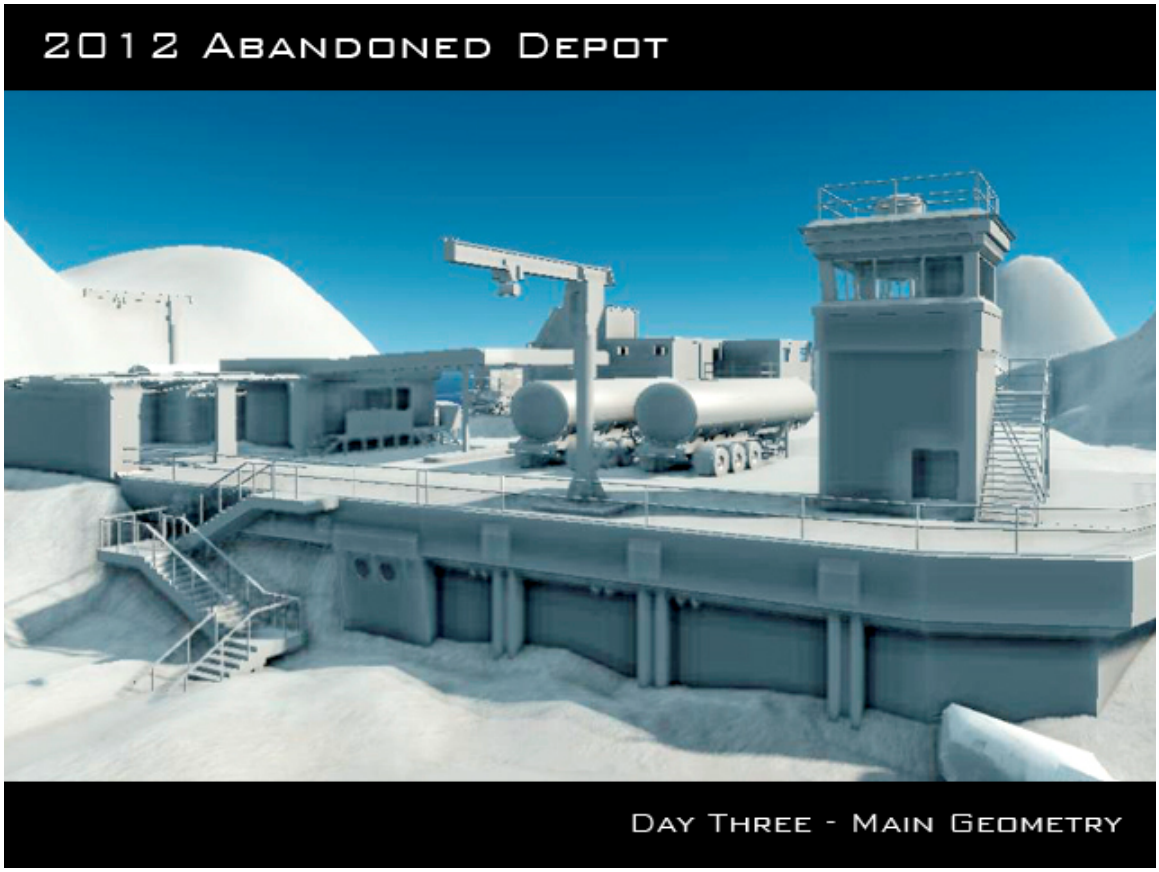
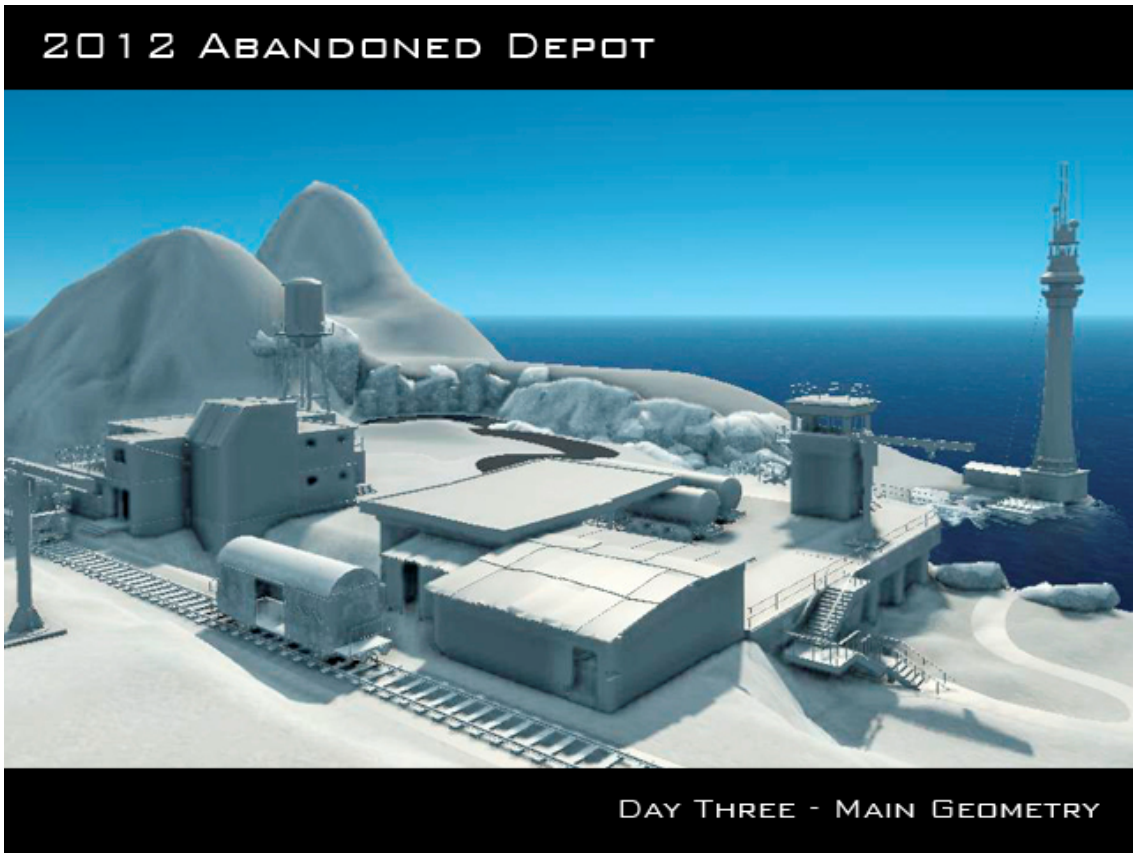
DAY THREE

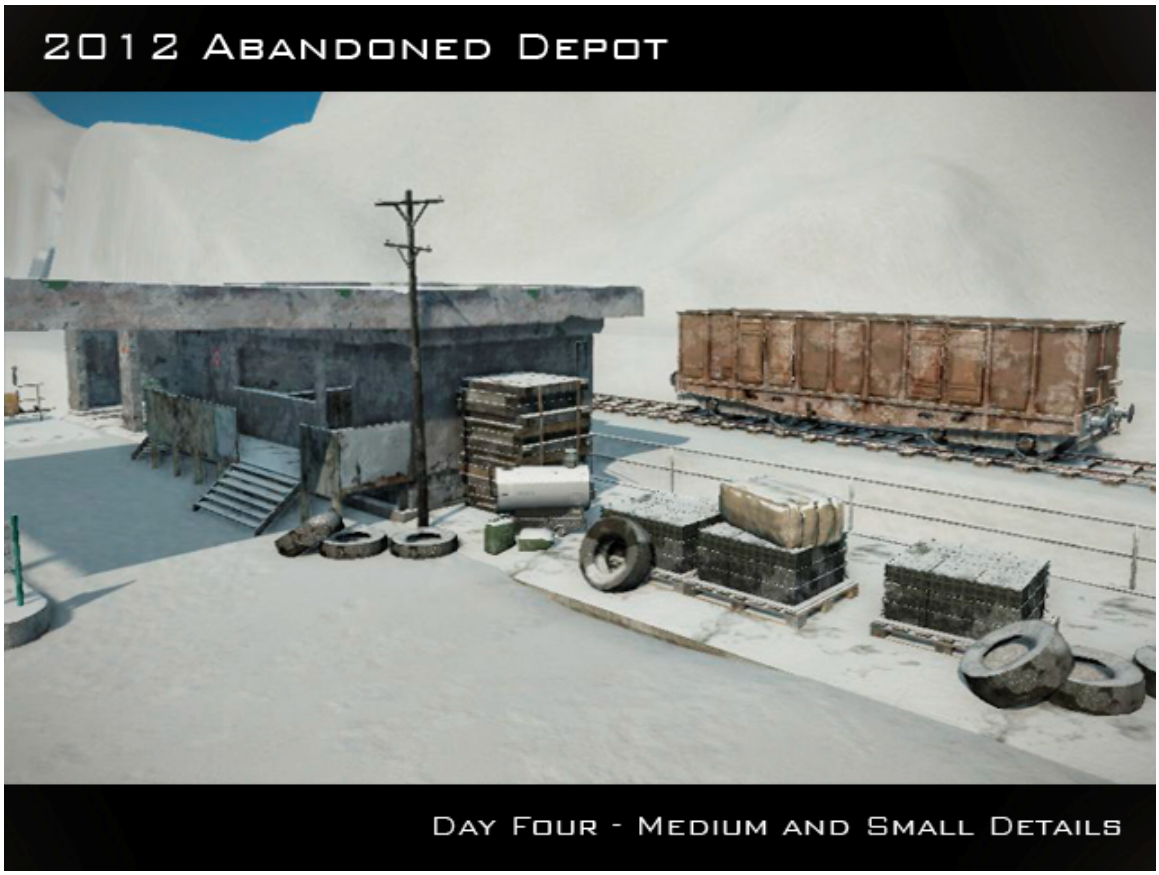
Today I have worked on the main geometry of the map. I've cleared the materials, to concetrate on the blocks. The Basic Buildings, and big obstacles like the cisterns or waggons will have a big influence for the later gameplay, so I've tested it a bit and for now I'm happy with the result. I think I was able to achieve some really tight corners, good view oppenings and interesting camping positions. But the geometry is still far from final 🤒




2012 Abandoned Depot
Day Three - Main Geometry

DAY FOUR

Today I've started the work on small details. The medium obstacles can affect the gameplay so it takes some time, to set the objects properly. Main goal is to make them look cool, but also make them useful in multiplayer deathmatch.



Thanks for the comments guys, I'm really glad you like my work 😊

About the lighting, I'm not for 100% sure yet. I know I want it to look like a beautiful winter shiny day, however I will want to keep the sun low, to get the shadows long and intense. That should work really fine with the trees. I'll also make a test with sunset and a red sky, but I doubt it will be the final choice.

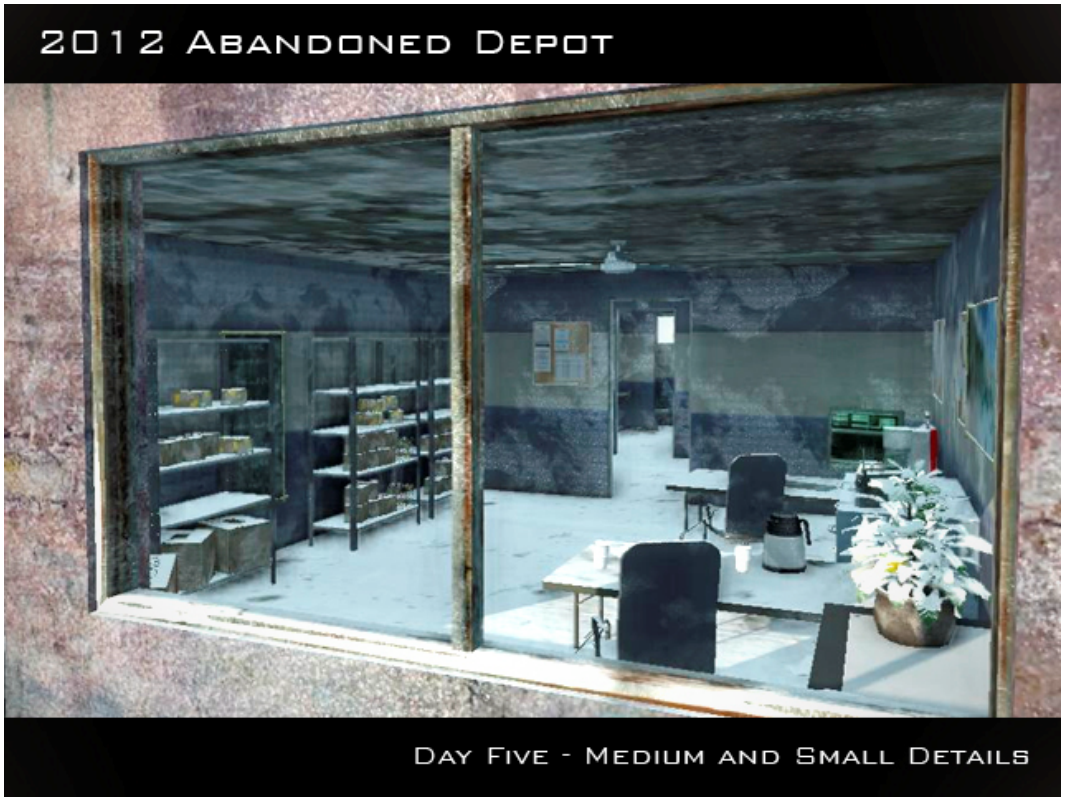
According to the lighthouse, you will be able to play around it at the ground level, but I didn't plan to let the players climb it. Maybe I should rethink this case 😊

DAY FIVE

Today I'm still working on the map details and it's still a lot to do. Here are some screens from the abandoned Main Building.

The models I use are from the sandbox libary, some of them are complete, some of them need to be put together out of some basic parts.

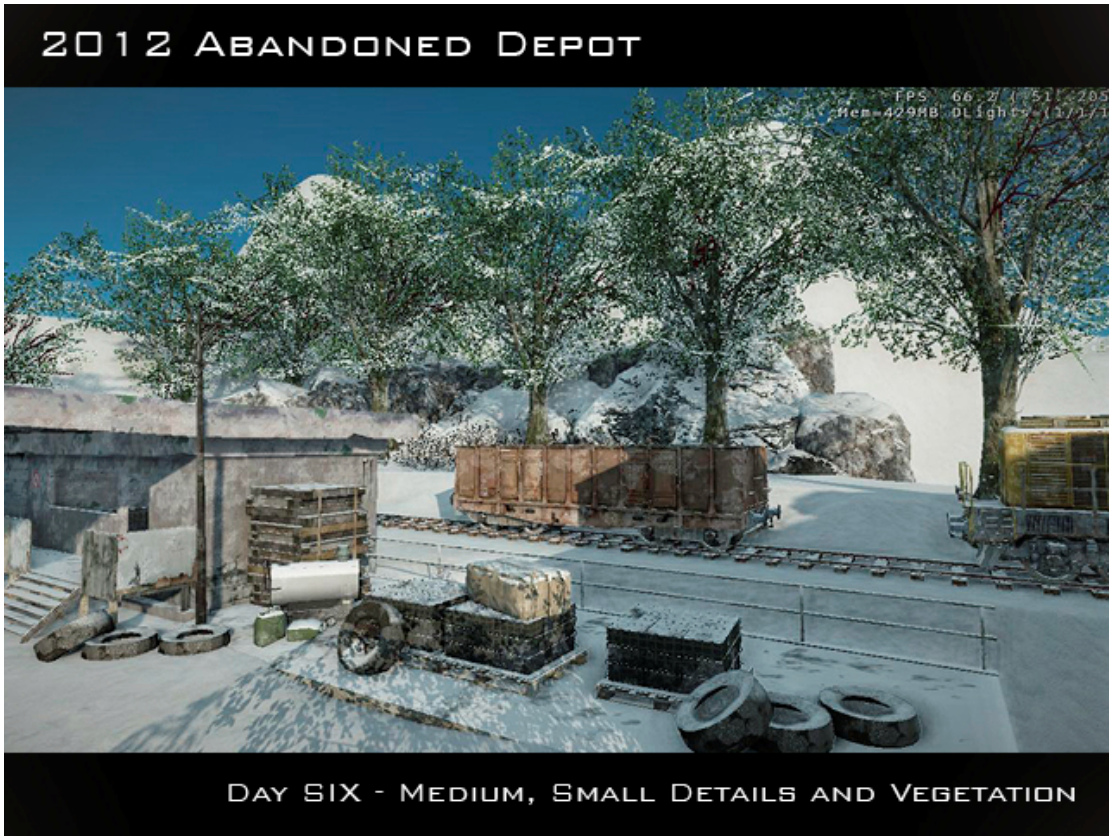
2012 Abandoned Depot
Day Five - Medium and Small Details


2012 Abandoned Depot
Day Five - Medium and Small Details

DAY SIX

Today I've started the work on vegetaion, this takes the map to a new level 😜 Also there is still some work on small and medium details. The Woods Area is pretty much done, the Bay Area still needs some covers for sniper rifle fight and the Station Area needs some indoor work. After that I will start testing the gameplay and make some final corrections. The last part will be some work on the non-playable environment and lighting. There are still five days to go 😉

2012 Abandoned Depot
Day SIX - Medium, Small Details and Vegetation

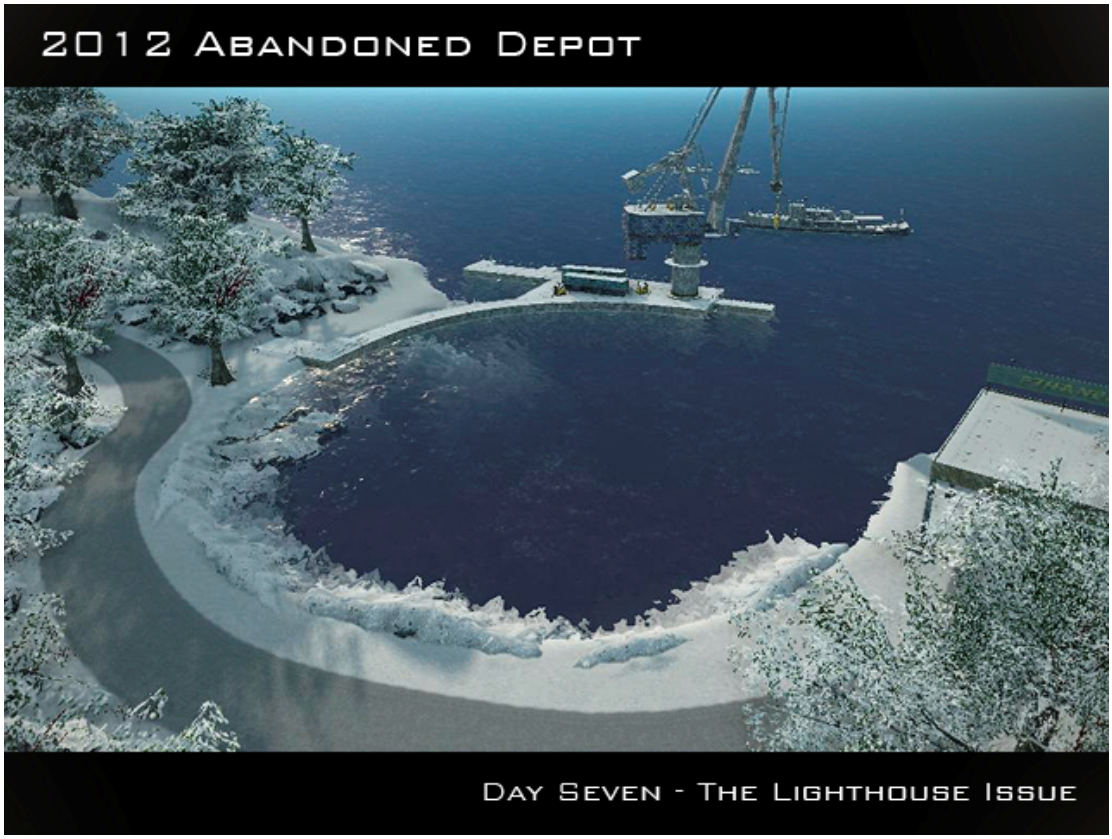

2012 Abandoned Depot
Day SIX - Medium, Small Details and Vegetation

2012 Abandoned Depot
Day SIX - Medium, Small Details and Vegetation

DAY SEVEN

Ok, I've tried to use some of your hints. I took out the lighthouse and created a small dock with a crane instead. In my opinion the composition gained some points. I've decided to leave the dock with a bit unrealistic thin approach road, but more fun and not as "heavy" as a whole big platform would be.

My second thought is to do the whole bay covered with intense ice floes. It adds some details, but decreases the map contrast. It gives the feel that something really happened at the bay (weather anomaly) but also makes the map too white. I'm not decided what option to choose, what do You think?


2012 Abandoned Depot
Day Seven - The Lighthouse Issue

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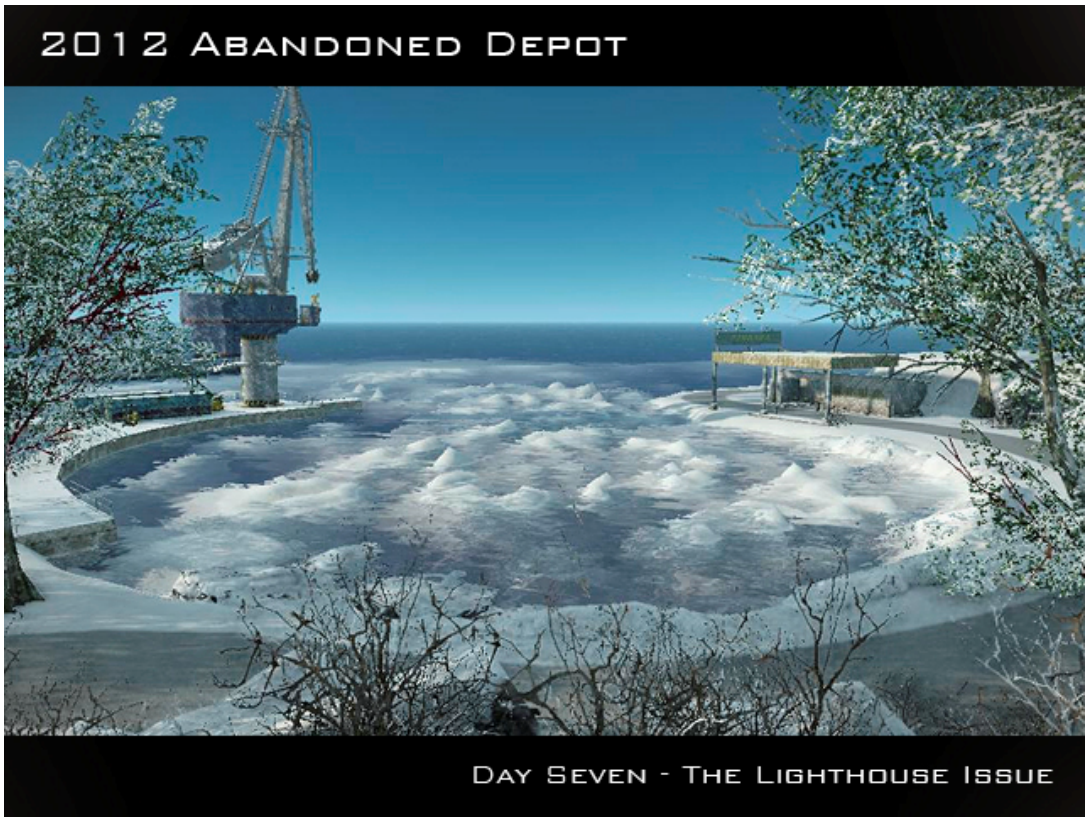
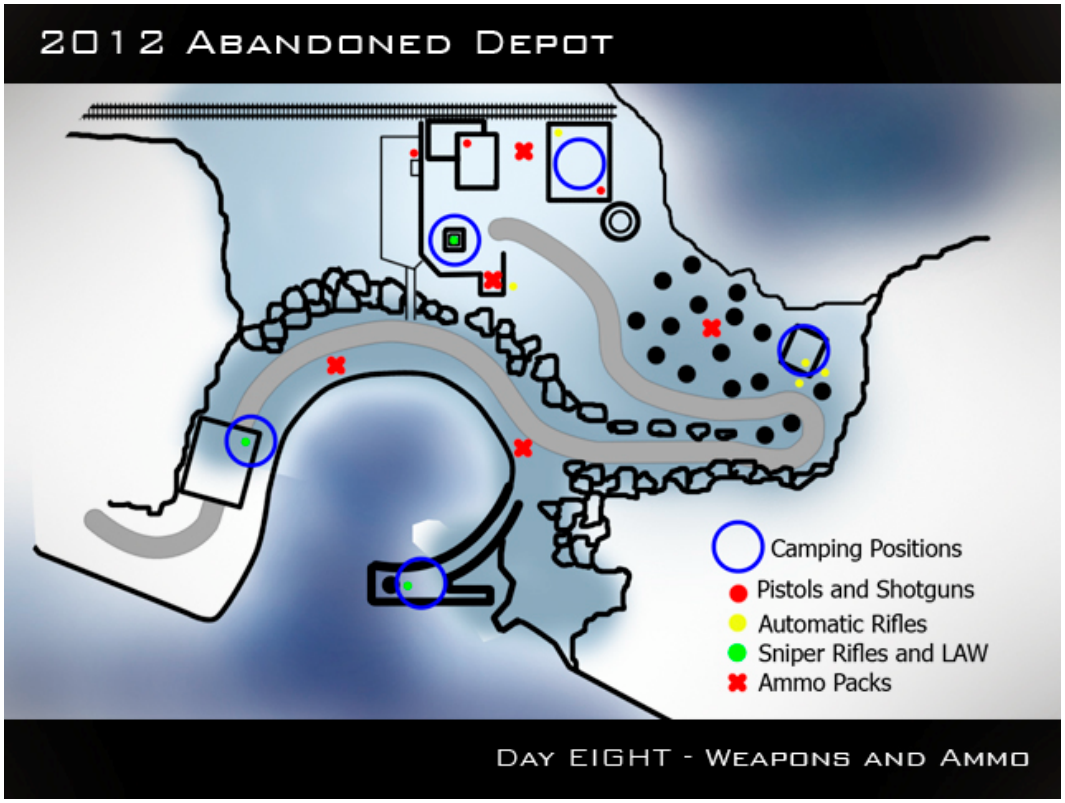

2012 Abandoned Depot
Day Seven - The Lighthouse Issue

DAY EIGHT

Ok, so it is the time to think about picked up weapons and ammo layout. I've pointed some areas on the map, that in my opinion will be most important during the deathmatch. These are a very good camping places. Some of them are made on purpose, like the ones on docks or gates (I've put some bags there to create the opportunity to hide during the sniper combat, but these areas still needs to be tweaked, it's just the main idea for now), the other ones are natural like the watchtower or the hut in the woods. To make the combat more interesting I've planned to lure the campers out of their hideouts using the ammo clips for their weapons placed somewhere between the areas. This should do the work



2012 Abandoned Depot
Day EIGHT - Weapons and Ammo

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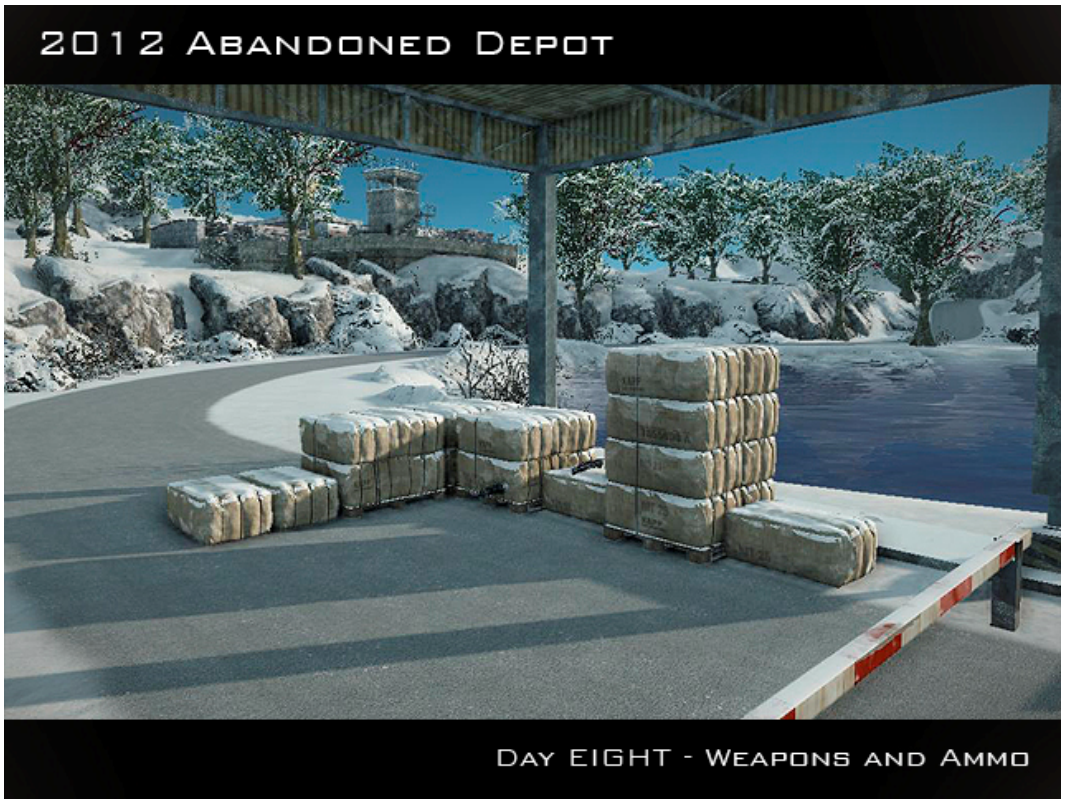

es You're right. This trees are based on only one model and were made as a vegetation preview. I plan to mixed them and add some different trees in the 11th day release.

DAY NINE

Today I've test the weapons layout. I tweaked some map details, to get using the guns as fun as possible. For the last two days I'll test the lighting options, and will do some final touches on the environment.

DAY TEN

Today I've worked on lighting and environmental effects like fog, global light etc. I'm not sure yet if I will stay with this red sun effect, it looks cool, but it destroys the "cold effect" of the map. What do You think?

2012 Abandoned Depot
Day TEN - Lighting Tests

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2012 Abandoned Depot
Day TEN - Lighting Tests

DAY ELEVEN - RELEASE DAY

So it's the final day for me. I've spend some time on working on the lighting, weather conditions etc. I've added some particles like snow, clouds and steam. After 11 days I think I'm happy with the result of my work.

To run the map do the following:

Download the map from:

http://www.racer.republika.pl/2012.rar

#unzip the package into the: Crysis/Game/Levels
Start Crysis.
Open console and type in "con_restricted 0" (without "") to allow access to console commands.
Load map by typing in "map 2012" (Without "") and press Enter.

or

#open the map using Sandbox 2 editor
#press Ctrl+G

2012 Abandoned Depot
DX9 32bit HighSpec HDR DevMode Streaming Build=5767 Level=2012
Tris:1106,901 DP 987
FPS 50.4 (15. 105)
Mem=489MB DLights=(0/171)
Day ELEVEN - Final Touches

2012 Abandoned Depot
Day ELEVEN - Final Touches

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Day ELEVEN - Final Touches

2012 Abandoned Depot
Day ELEVEN - Final Touches

I want to thank all for visiting my thread and for the tips that helped me making the map better. It was really fun to take part in this contest and it's great that You guys (World of Level Design Crew) made us the opportunity to learn form each other while creating some new levels. Good Luck to all!

Regards,

Shepard_203