Map Created by: OilCake

11-DAY LEVEL DESIGN CHALLENGE

L4D2: ESCAPE FROM PARKDALE

World of Level Design.com

DAY 1

Hey, everybody! I'm trying this thing, dammit! I've never published a map, either, same as several others here I think. I have a L4D campaign where the first map is (was) finished and the second closing in on half finished. I'll be updating this campaign to L4D2, so there's a lot more work there, even though it's only going to be a 3-map campaign. I also have a Counter-Strike: Source map that is very close to finished, but I'm going to hold off on that in order to have a go at this...

So here's my plan. First of all, I know that it can be an awful idea to base a map on reality. I know it's wrong, I'm doing it anyway... I started mapping in the beginning of June last year. Two of my friends and I were going to learn together, but for better or for worse, I'm the only one still at it. In any case, this one is for them. It will be a L4D2 Scavenger map based on the area that they live in. Here's a Google maps top-down view of the area:

It won't be completely accurate by any means, as I'm going to have

to introduce things that don't exist to facilitate gameplay. I have some paper planning done, but my printer/scanner is dead, so I can't post that right now. I'll try to scan it at a friend's at some point, but if these next 11 days are as busy as I think they will be, it may not happen! 😉

I'm a little concerned about the stability of the L4D2 Authoring Tools, but hopefully it won't be too much of an issue. I'll try to work through problems as they appear. Worst case scenario is that I have to port it back to L4D as a survival map, but I don't think that will be necessary.

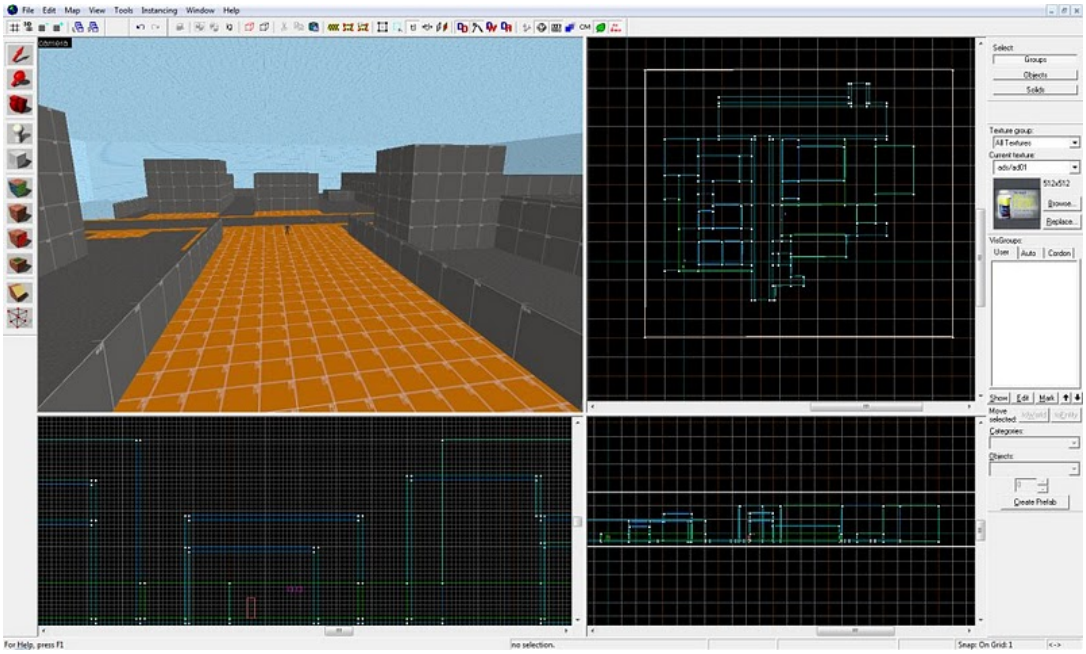
I've never worked with custom textures. Everything I've done so far uses stock everything. This will be a good test to see how I can do at that. In fact, there's a load of things that will be brand new to me in this project, not the least of which is the Scavenge game itself... I have this feeling I may be biting off a little more than I can chew, but there's only one way to find out!!!

So, I'm off to start blocking this thing in. I'll post some screenshots later on tonight...

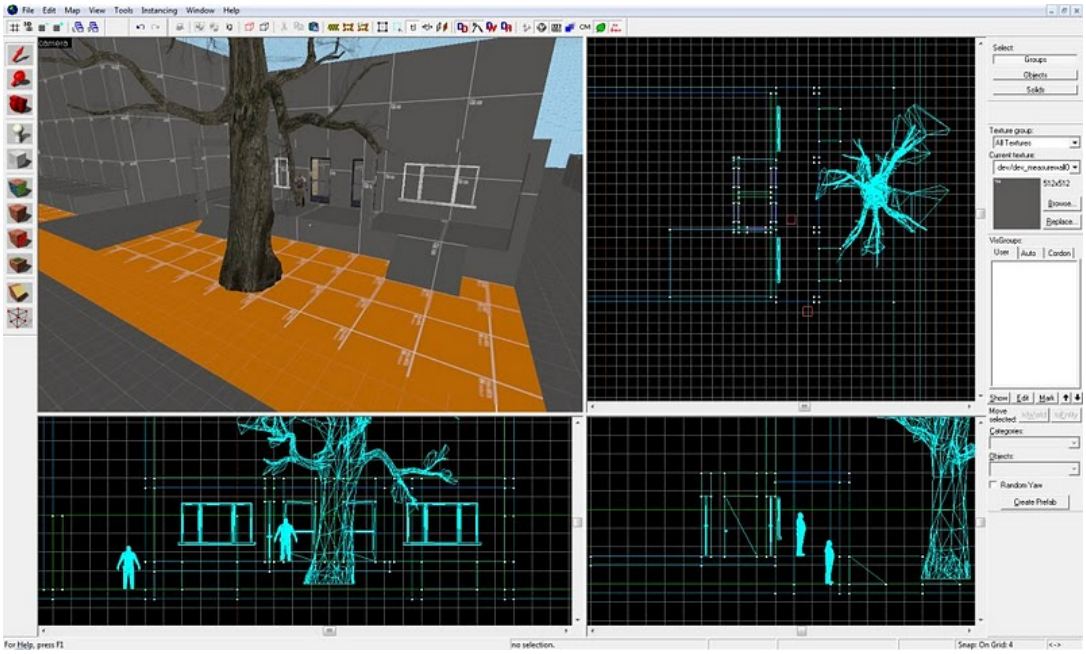
Cheers & good luck everyone!

I've laid out the basic blocking, although I'm sure it won't stay exactly like this, depending... First building is basically done, although I find I'm having problems working in dev textures. I usually do basic texturing as I go along, just because I like to be able to see where it's all going. I may switch back to that method.

Got snow falling already, but that's the least of my worries. I may brighten up my environmental light just for the time being, so the screenshots will be a little better than the ones below until the real lighting goes in. I want to try for a just-after-sunset kinda thing.



An early Hammer shot with basic blocking. That's a lot of open space! I'll close that up eventually with foliage and stuff. The center orange area is a park and (in theory) the scav generator will be down there in the middle where Coach is... See him all tiny down there? 😜



Another Hammer shot of the first building I'm working on.

In-game shot around the same time as the Hammer shot above.

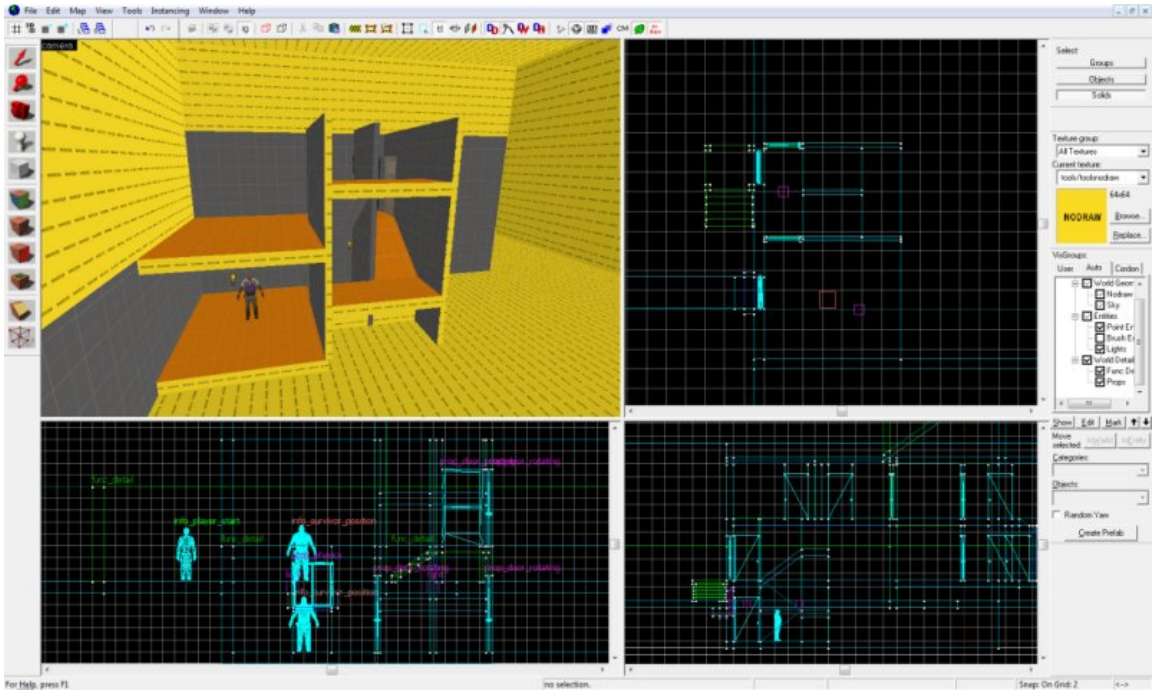
Roughly the same shot again more recently. Roof is on now, and the accessible areas of the interior have been blocked in. Damn, I forgot how much I hate angular roof tops...

Annoyingly dark top-down shot from early on. As I said, I've already changed a few things from this. I'll take more of these, too, as work progresses.

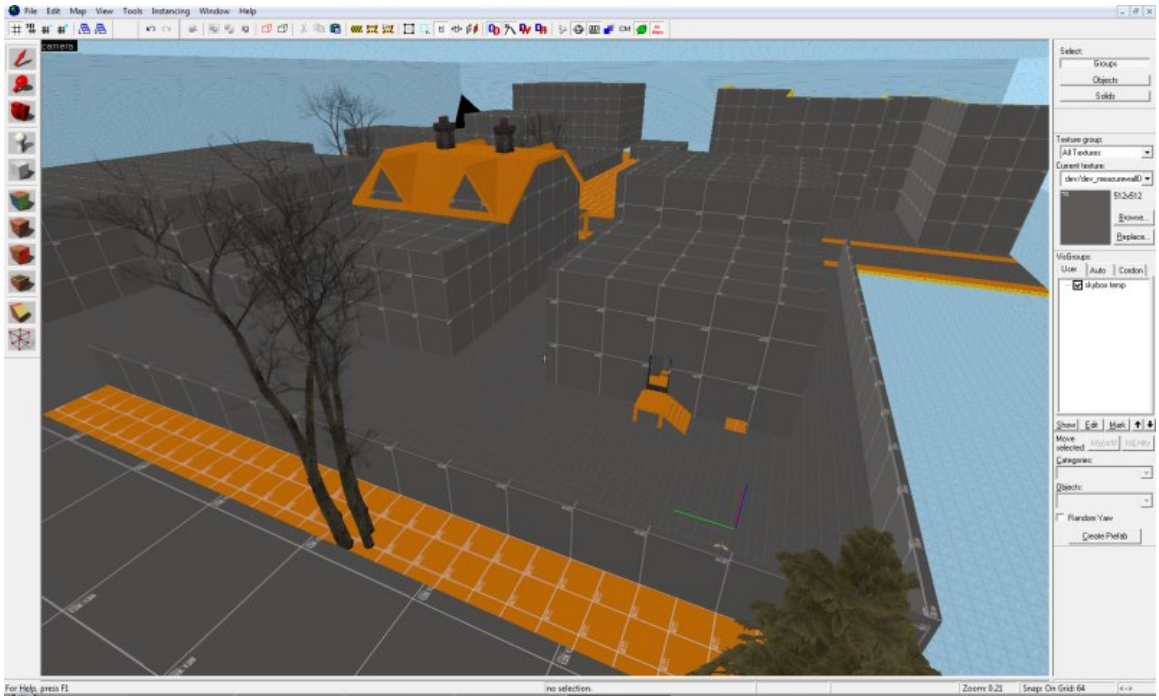
Cheers!

Alright, it's 5am and time to go to bed for a bit. Been working a lot on the interior of the second building, as well as fixing some things up in the first. Managed my first broken wall... Haha. Ignore the lighting in these, it's very temporary.

Here are the screens:

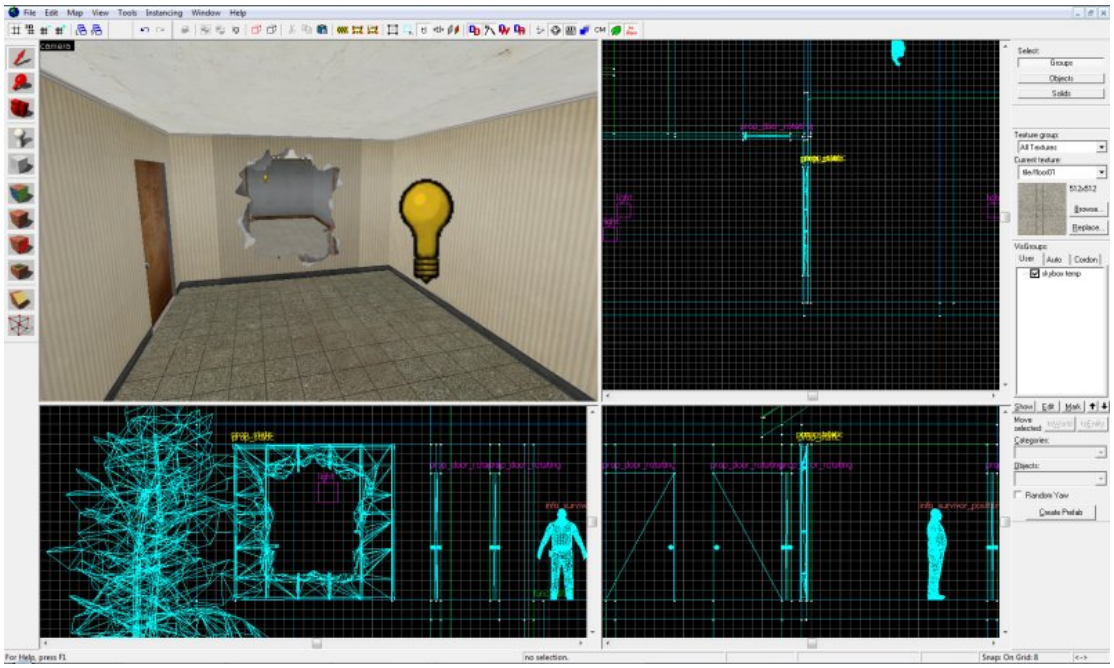


The inside of the second building. Stairway and rooms are starting to be blocked in. Where the third floor looks like it should be is now the broken wall room.

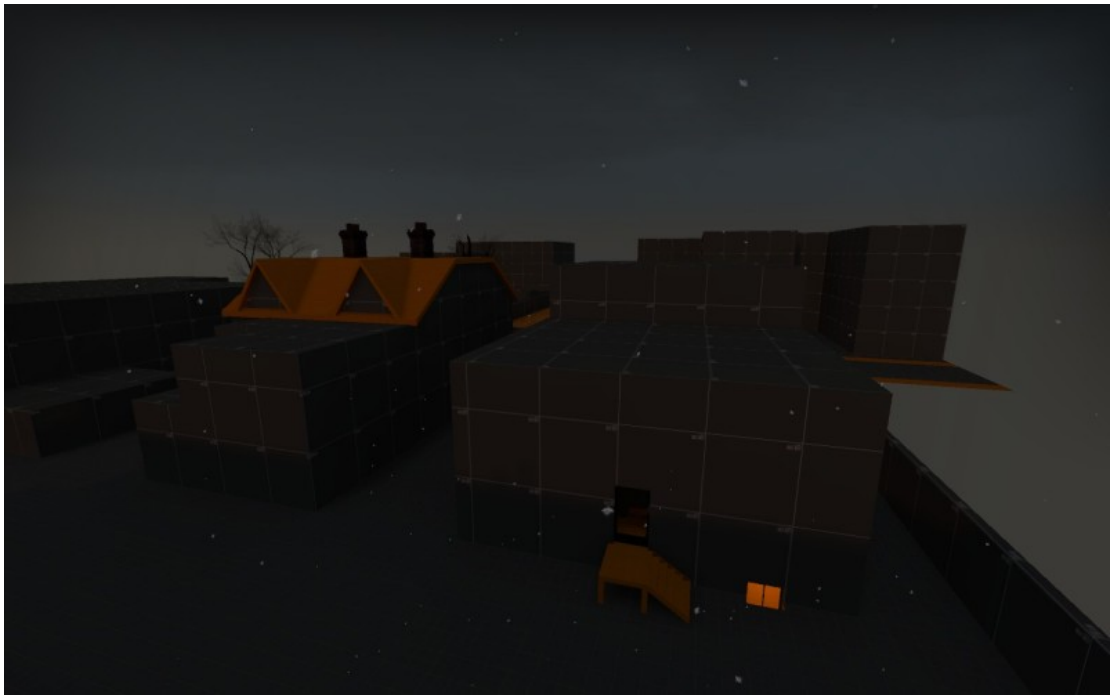


Outside from the back. First building on the left, second on the right.

The idea in the second building is to have a can or two in the basement, and 2 more way up at the top that you have to throw off the back of the building.



There's that wall. It's in the top part of the second building.



Outside from the back in-game.

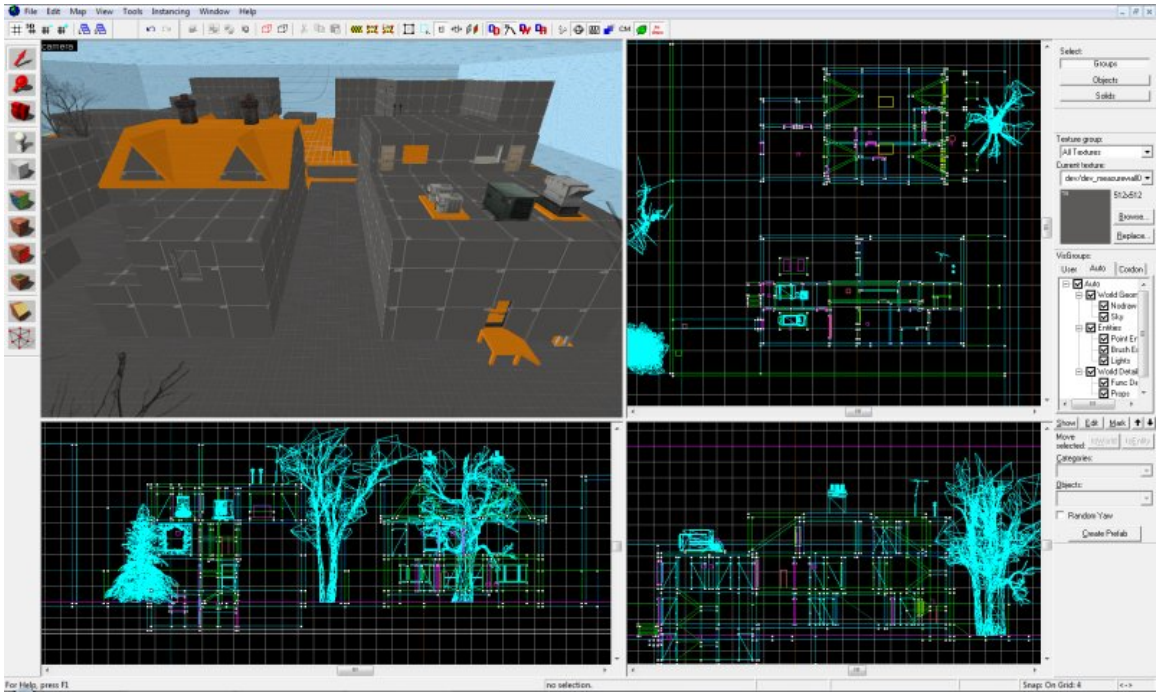
The wall in-game. Did I mention ignore the lighting? 😁

Anyway, that's it for Day 1. Must sleep.

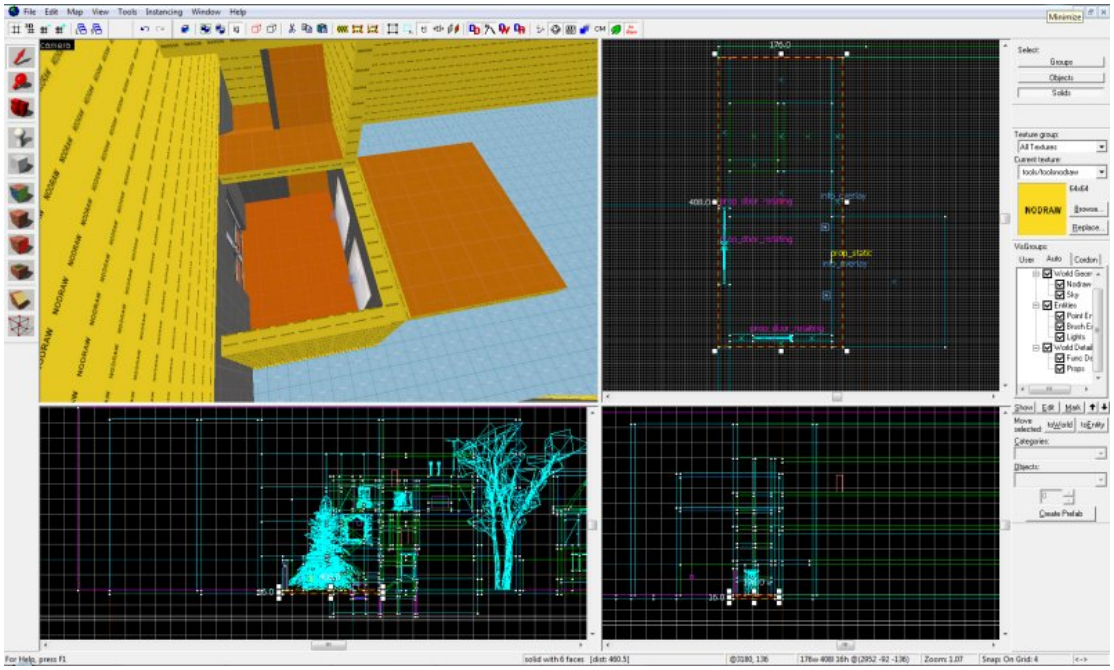
DAY 2

Back at it! Some new screens to show. I've (really now, I think!) finished the interiors of the first and second houses. Still a window or two, but that should be it before texturing. Started work on the third building, which is a high rise where you'll have to run upstairs to throw some gas cans off the balconies (or carry 'em down if that's your thing... 😜). The main action will take place on the third floor, and will feel a lot like the hotel in Dead Center. People seemingly like that part a lot, although it can be pretty tough on survivors, but in any case, I figured I'd give them a little more of the same feel...

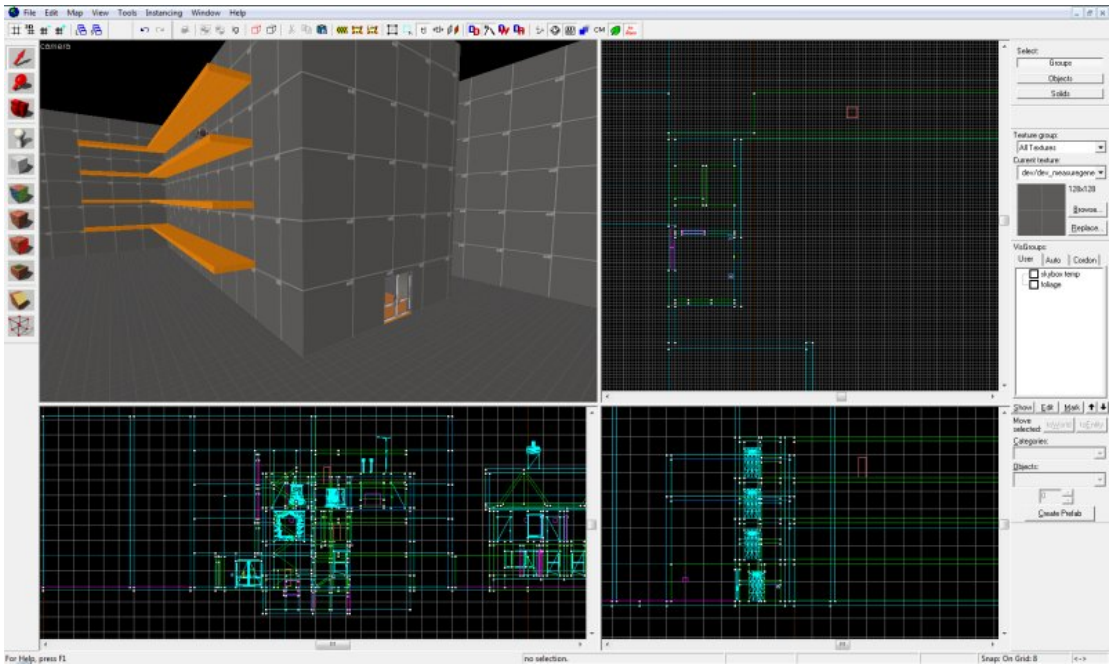
Anyway, here are the screens:



The rear of the first 2 buildings again, now almost finished up.



Lobby and stairway in the high rise coming together.



Exterior of the high rise. You can see Coach up there, top left on the third floor balcony. That's where the action will all happen.

More later on! Cheers!

Here are some some quick screenshots from in-game. I'm getting a little worried about how much open space I have going on here. Then again, I'm worried about everything at this stage... Nothing to do but keep at it. That said, Day 2 is going pretty well. If I can finish the guts of the high rise and move on to the final building w/ interior work to be done, I'll be pretty happy I think. I'm still not totally positive I won't do a little more interior work elsewhere in the map, but that'll depend on time and how I think the gameplay is looking...

Exterior of the high rise.

Overlooking the map, pointing roughly where the Generator will be.

View from the high rise balcony, again pointing at the Generator.

Done most of the high rise. Ugh, this is taking forever! Concerned about schedule, but not THAT much yet... Here's the high rise from a few different angles. Is it a hotel now...? No, but it might be the back of a hotel. This doesn't relate to the mapping reality thing, but I'm thinking that's the way it might go anyway. There would be a loading dock down below the balconies beside the park. As long as I have time to build it.

To hotel or not to hotel? Screw that question, the balconies are done.

I like this one. Shots like this make me remember that it can work. 😎

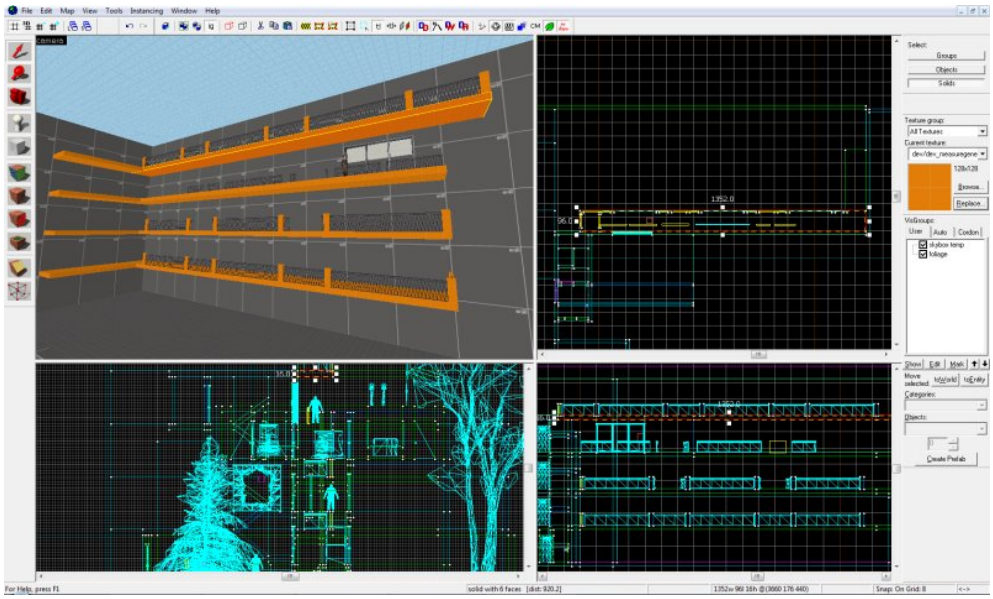
What you won't wanna get pulled off. Or charged off. Or jockey'd either...

That's it for now, may or may not post again before sleeping... If not, this is (almost) the end of Day 2...!!

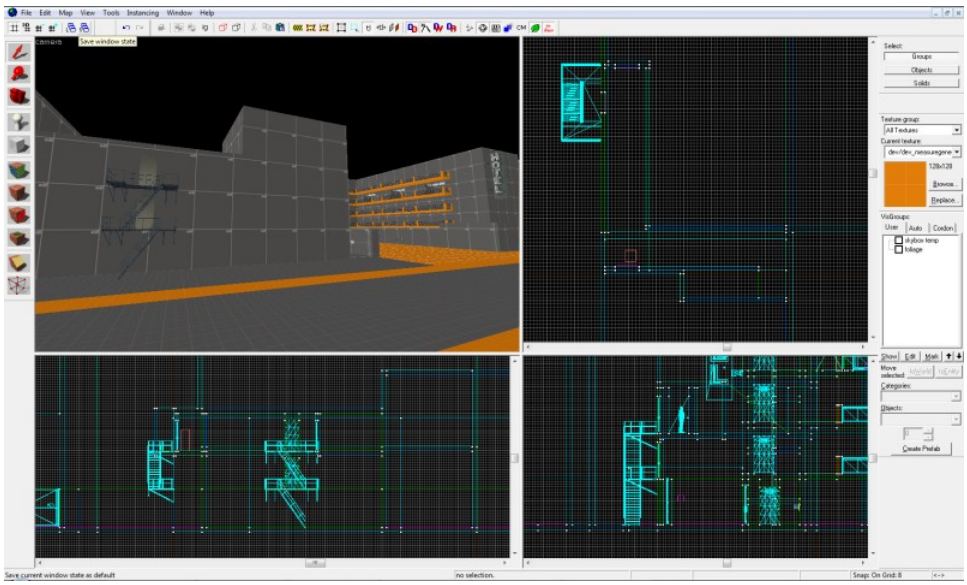
Man, I need a back rub...

DAY 3

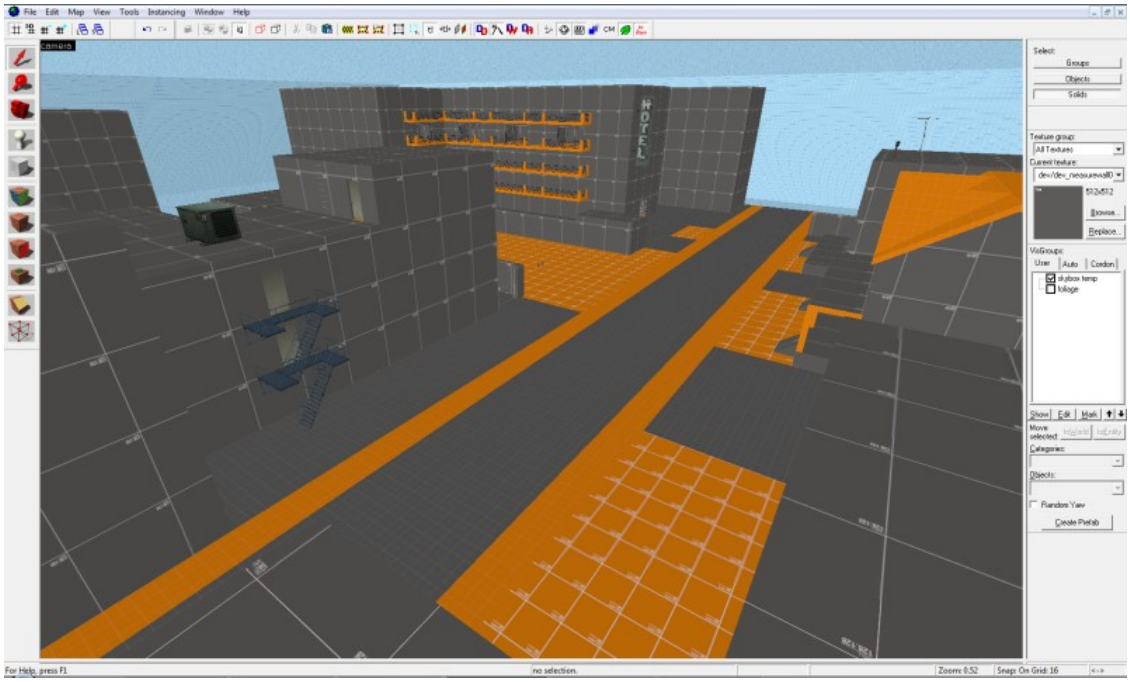
Alright, I have some new screenshots. Think I'll just post them and talk about them individually.



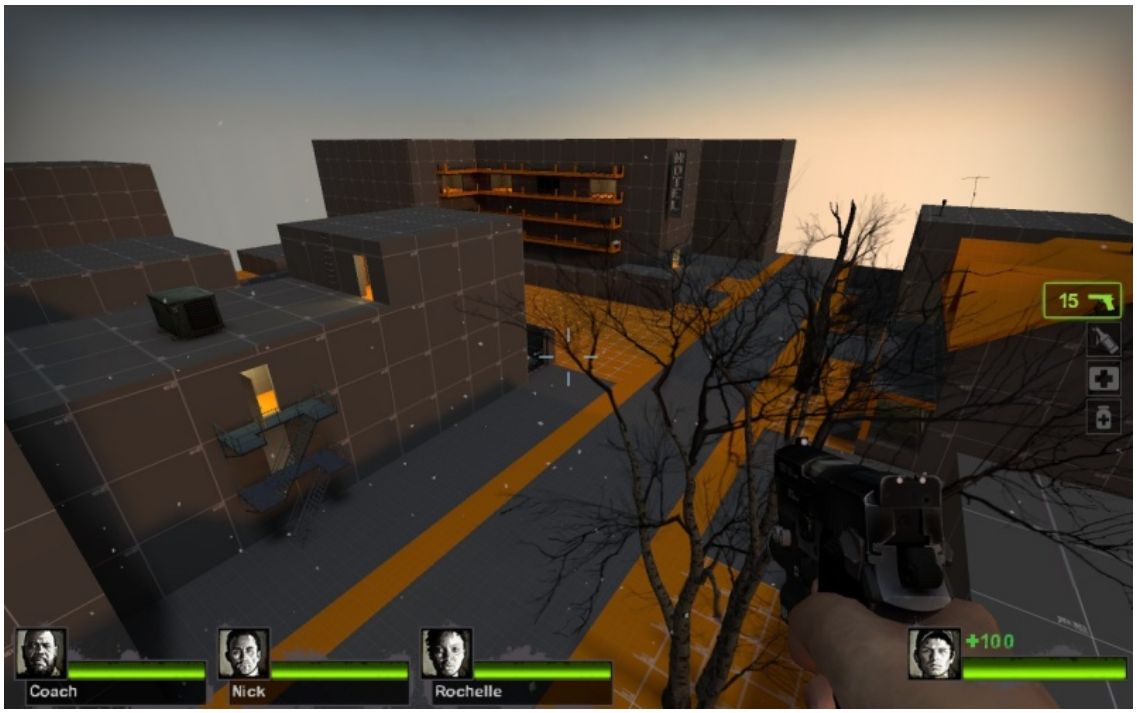
This is from yesterday, but I missed putting it up. I laughed at this one. Look at that mess of balconies. The second from bottom is the final one.



Started working on the building complex on the left. This should be the last major interior work. Until I change my mind and add the parking garage I've been thinking about... I don't think it's necessary, though, for now at least.



Hammer overview of the area, with the new building on the left. You can start to see how it works. Up the fire escape, into the building, down a hall, up some stairs and out that door onto the roof. Then down onto the next roof, but let's not get ahead of ourselves... 😁



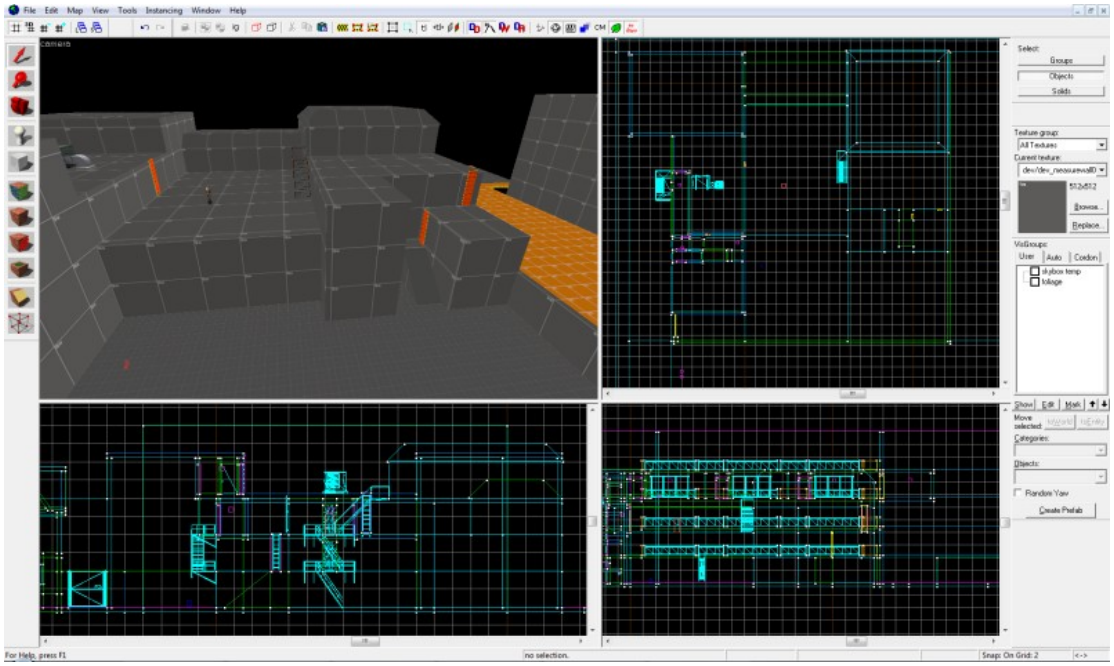
Same basic shot, but in-game.

Another big overview. Eventually the Survivors will have to get down into that walled and gated parking lot just above the crosshairs.

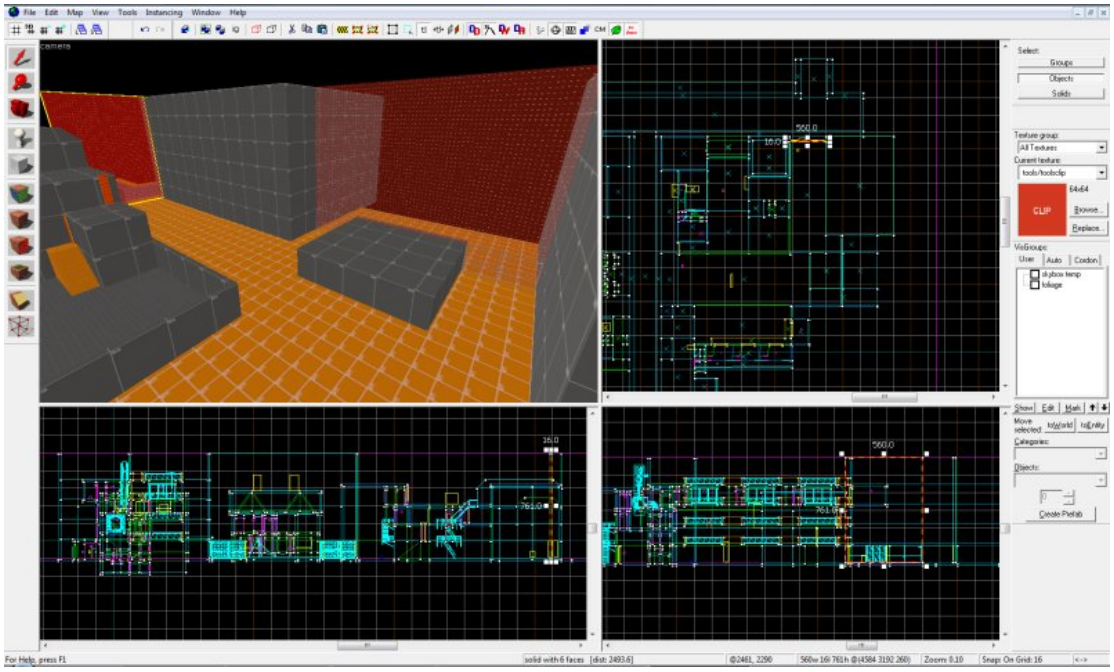
Looking over the first building and the alley beside it. Lotta work to do in here at some point...

That's it for now! I'll post more later on.

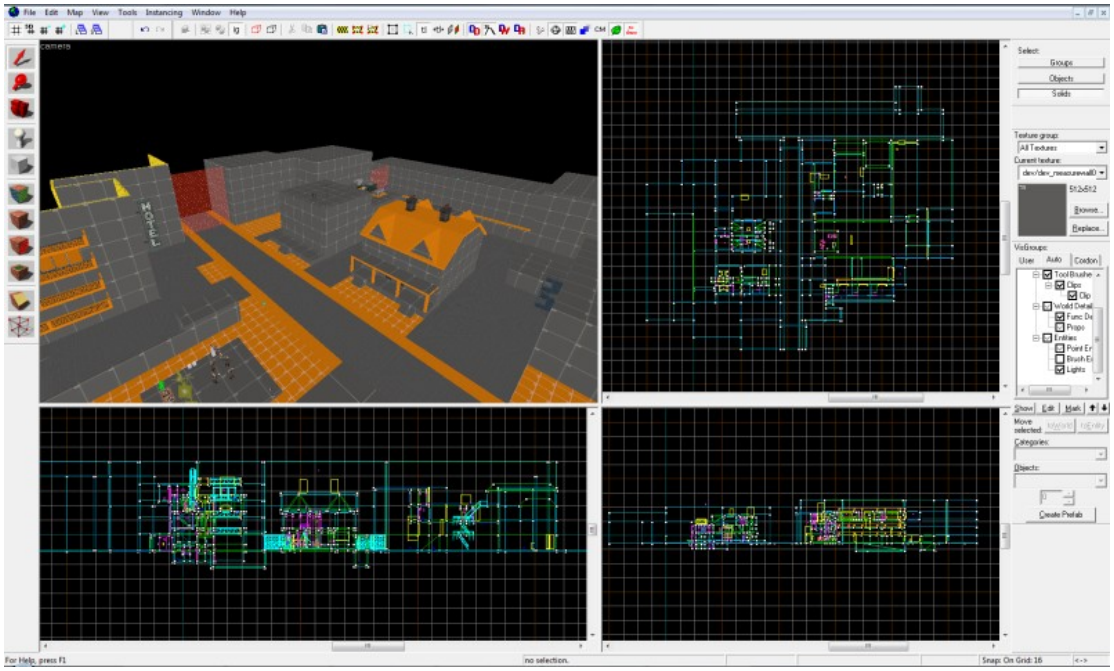
OK, time for another update. Having an excessively productive day, even though I'm exhausted. Feeling a little better about time. I'll just go straight to the screens, and explain as I go...



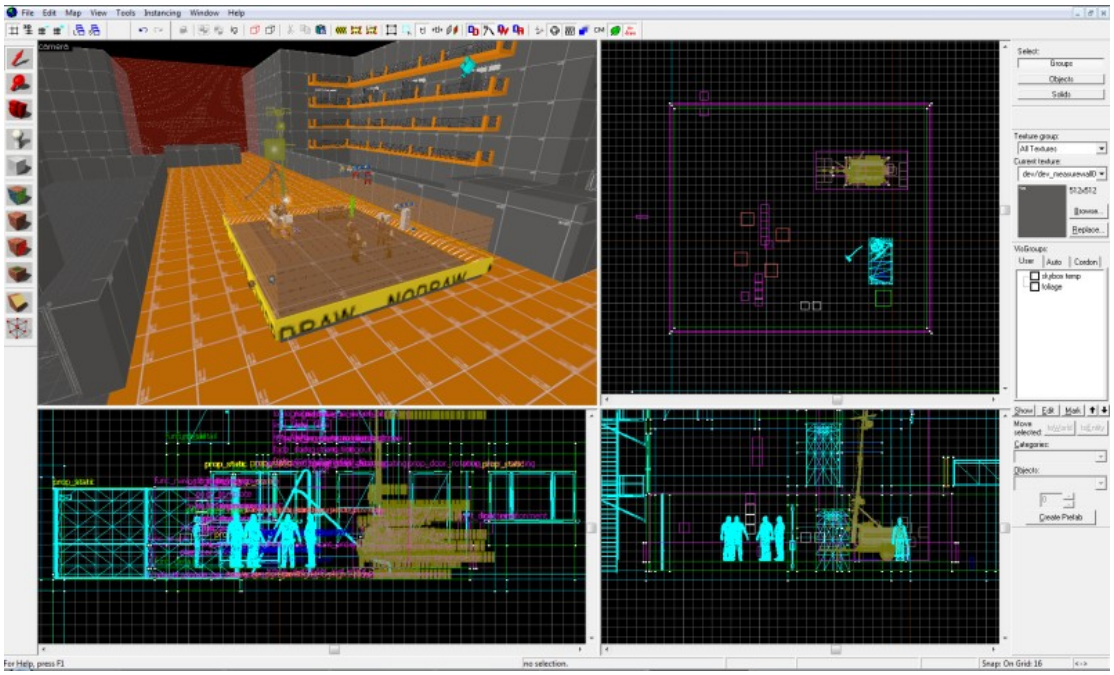
Fourth building complex starting to look OK. You can see the ladders and the stairs around the various rooftop levels.



Closing in the edges of the map.

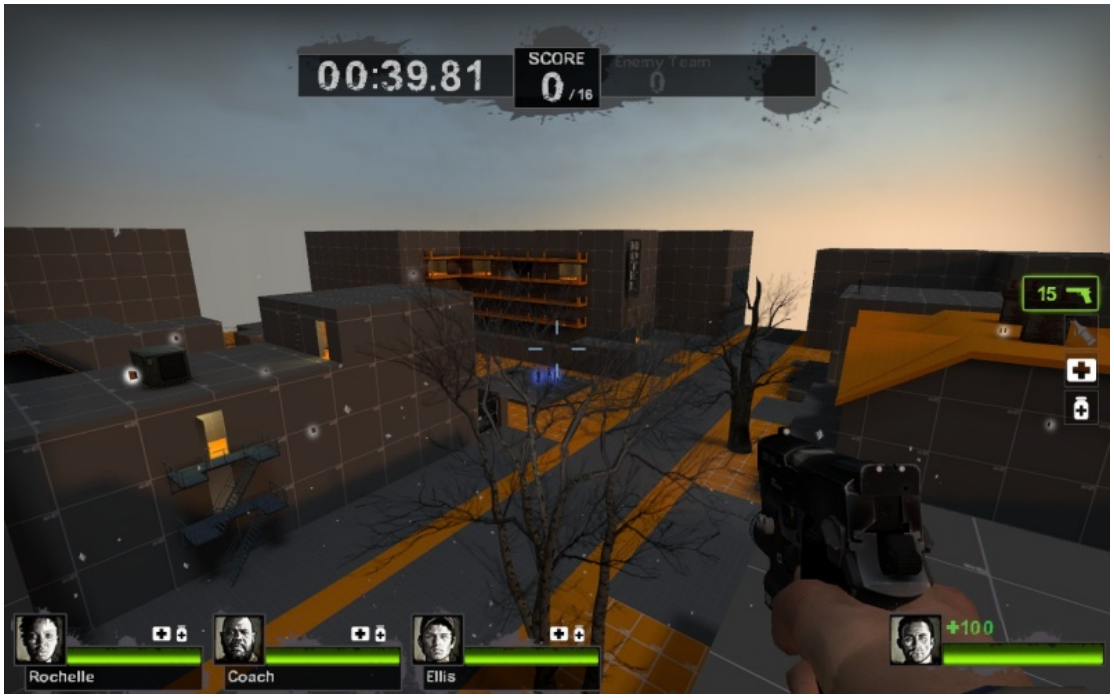


Outer boundaries really starting to solidify. Getting worried about the 3D Skybox. Haha. And what's that down in the lower left...?



Yup, it's a (theoretically) working Scavenger setup! Pretty happy about this. So the next four screens are in-game shots looking around the map. Note you can see the tentative positioning of the

gascans…


00:39.81
SCORE
0 /16
15
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Coach
Ellis
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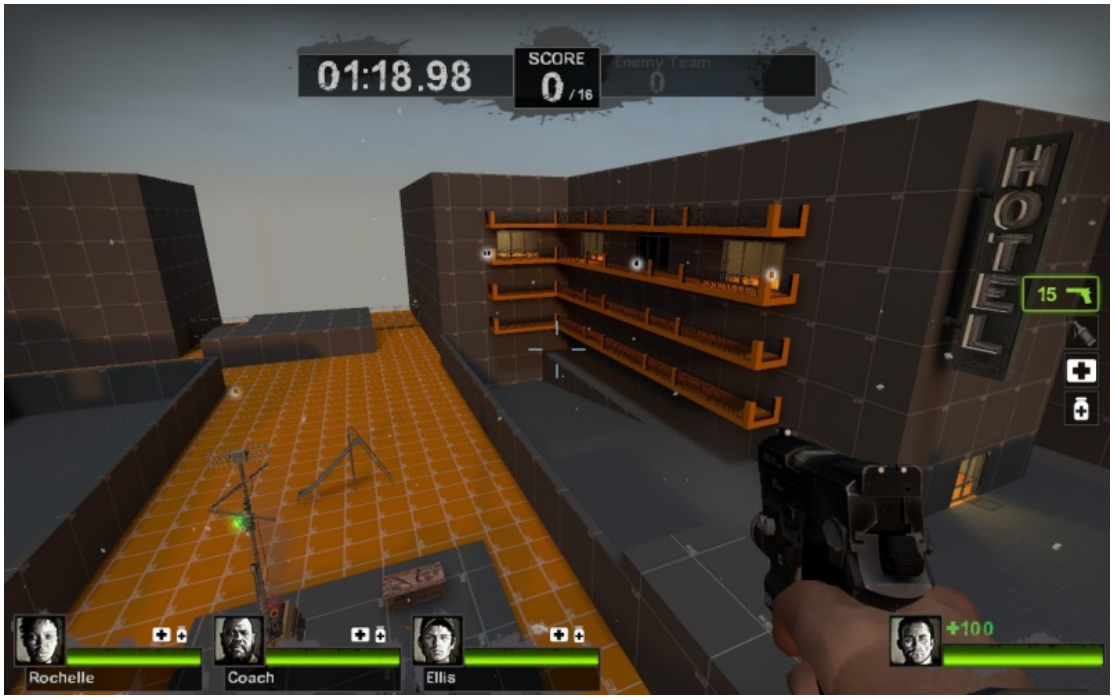
01:29.19
SCORE
0 /16
15
Rochelle
Coach
Ellis
+100



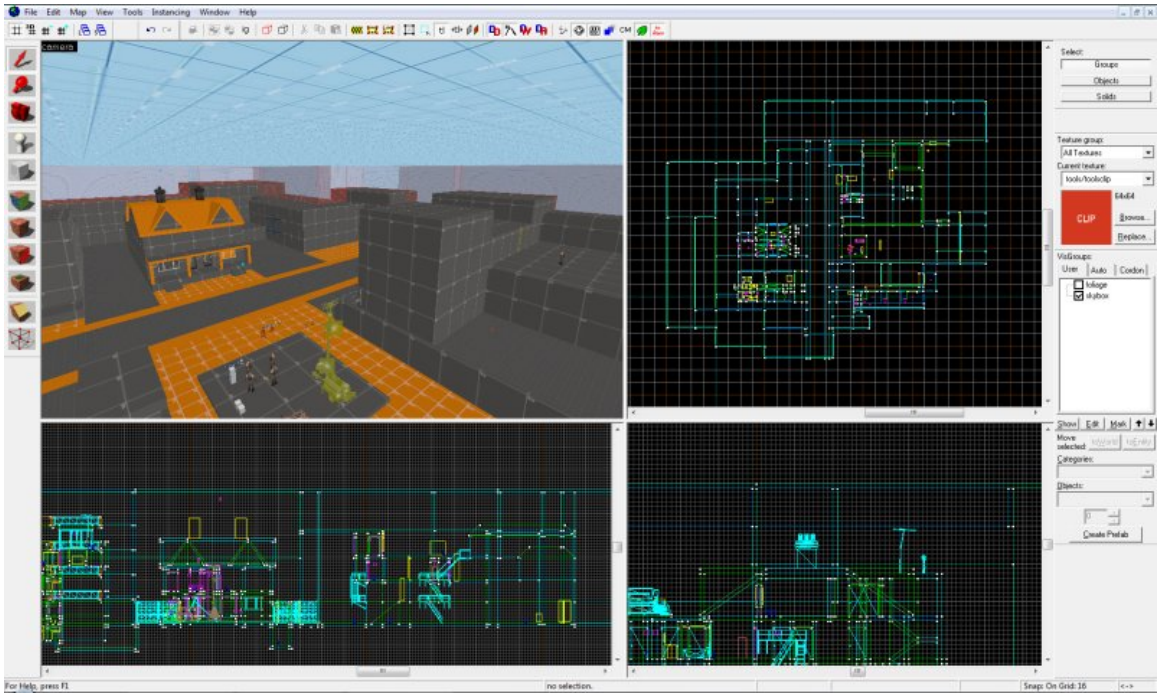
Gonna take a bit of a break... Maybe find an aspirin or something...

I may post more work later on, if I do more work that is...

DAY 4

Alright, just a small update. Been working on closing in the skybox and clipping any upper parts I want out of gameplay. Starting to seal the bottom of the map now, hoping there aren't too many leaks... Time consuming and doesn't make for great screenshots, but it's gotta be done.

Here's a shot of the skybox/clipping work in progress:

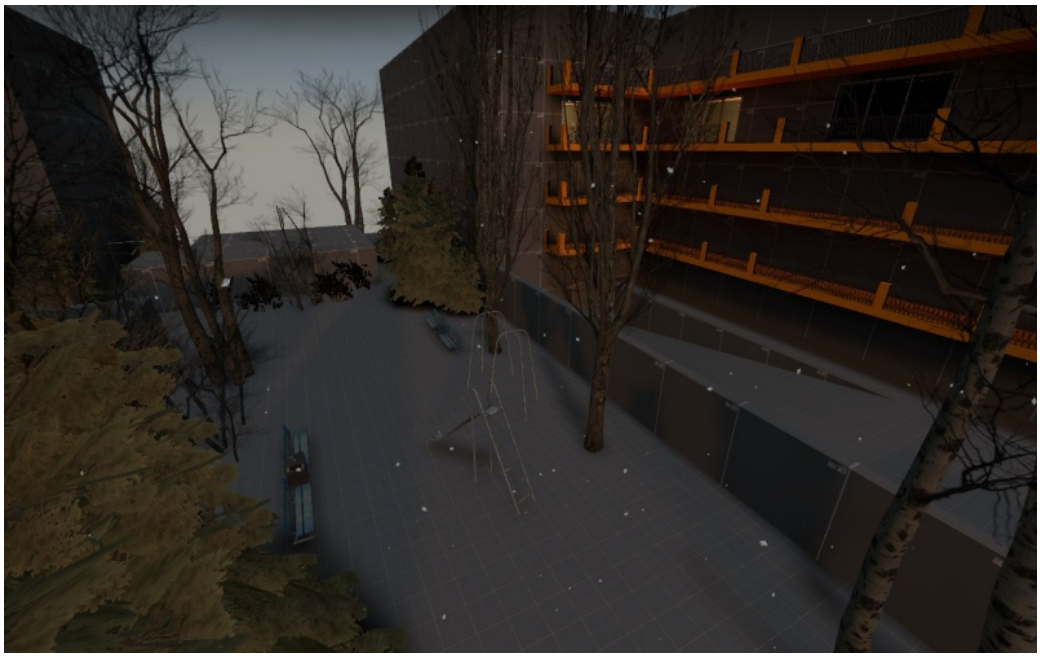


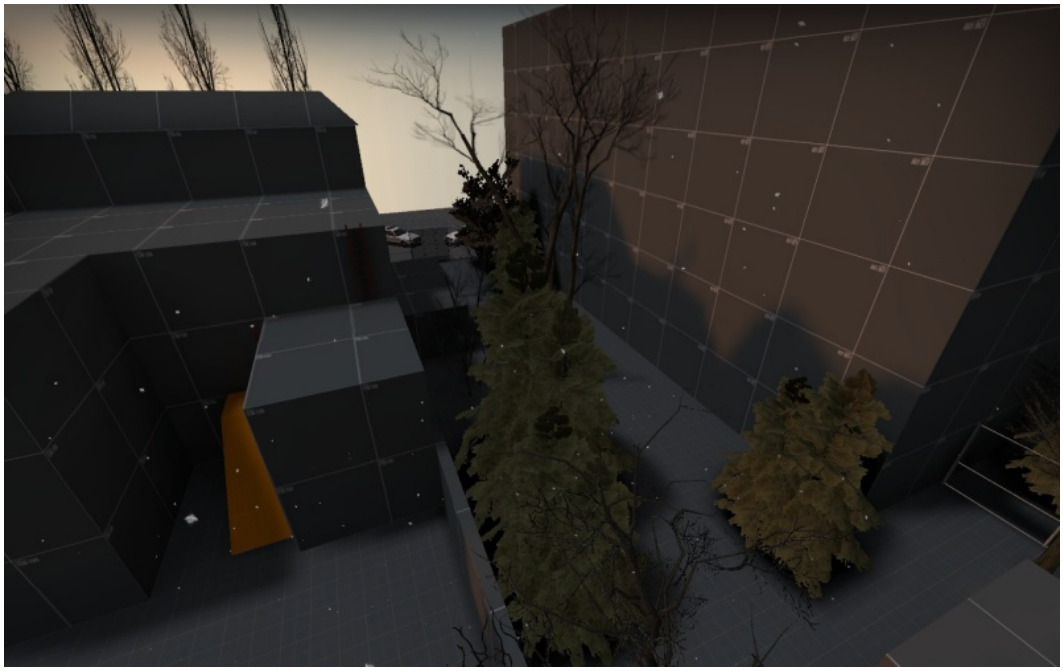
Wow. Far fewer leaks than I expected. Had 'em all fixed up nice and quick-like. Haha. Compile times far shorter now (of course). 😁

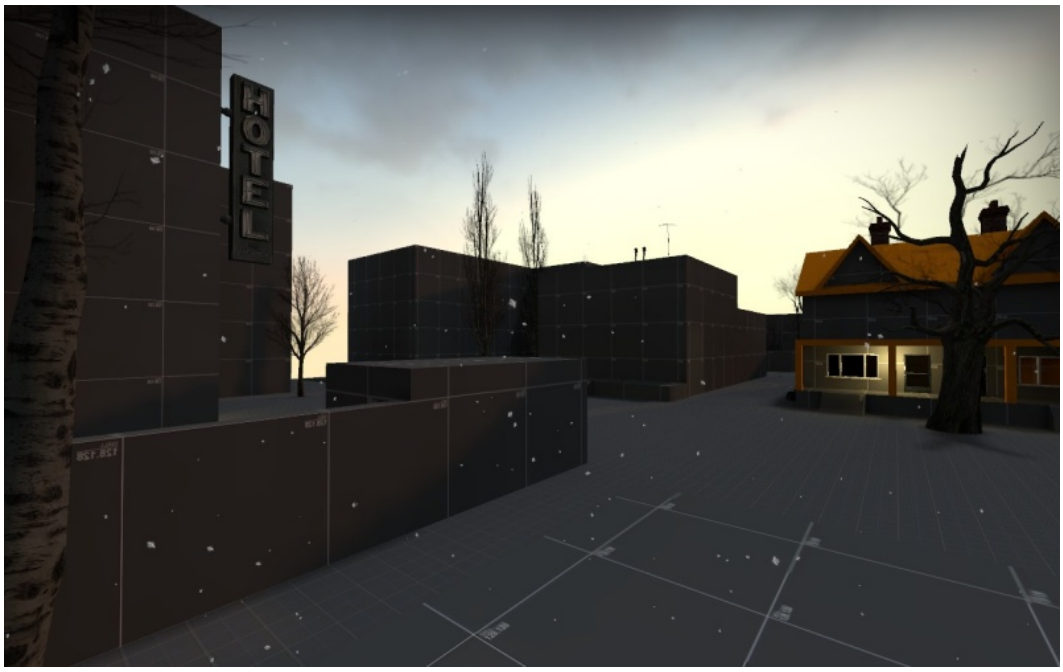
Went on to add a ton of foliage props around the map and a few other things in the park area. Gonna take a quick break now, stretch my legs, maybe pick up a 6 pack... Later on I'll try to get the last of the geometry (ha!) done.

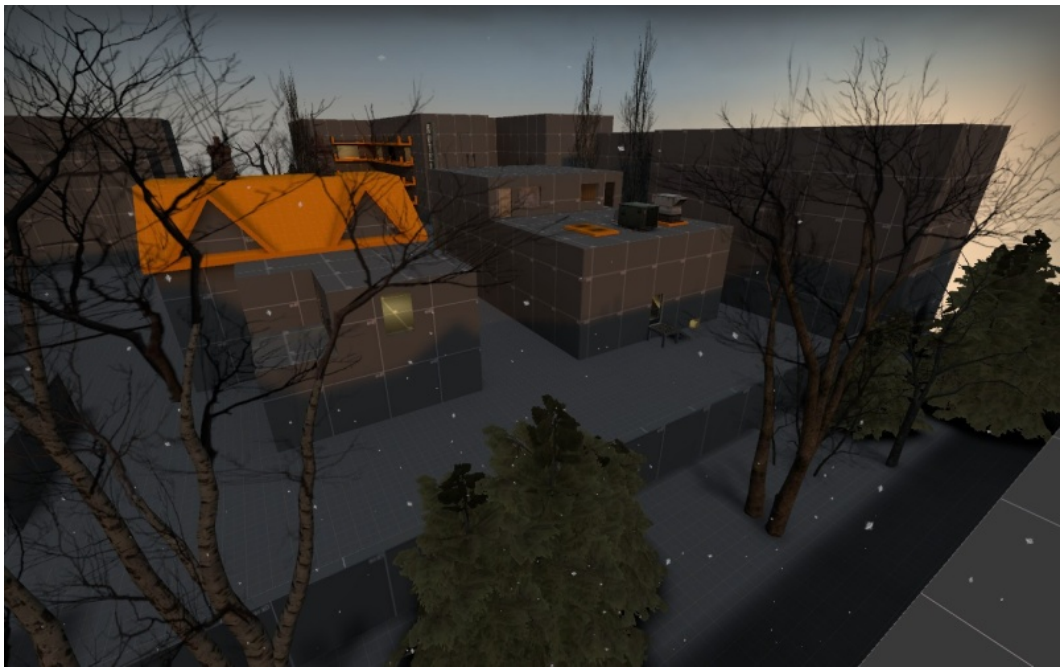
A few screens:

01:02.29
SCORE
0 /16






HOTEL



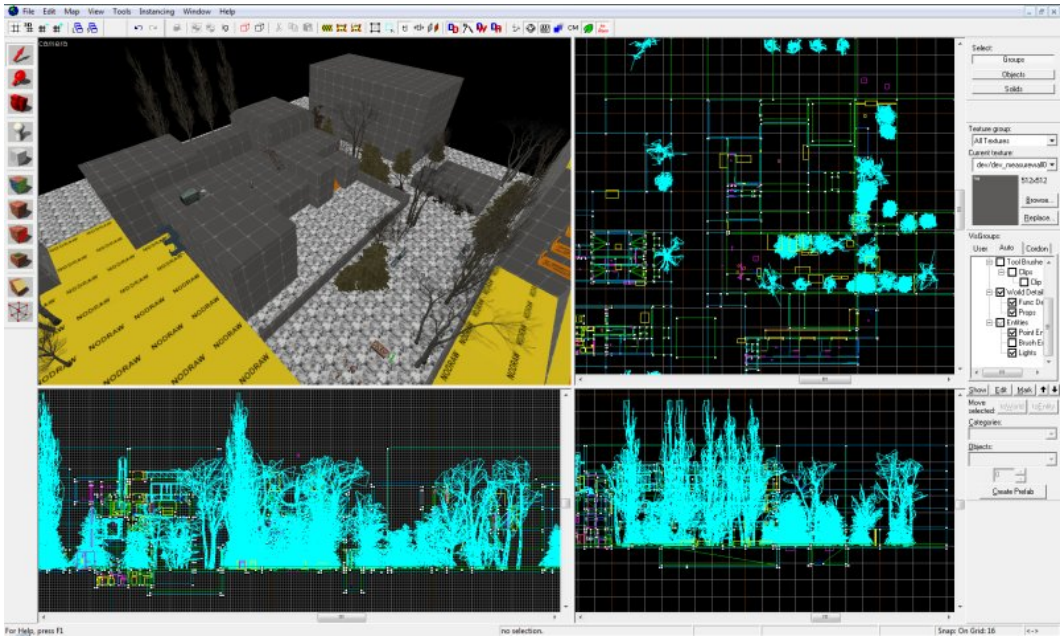
DAY 5

So I slacked off last night, drank a bunch of beer at a friend's house. Oddly, it's the building with the orange roof. 😉

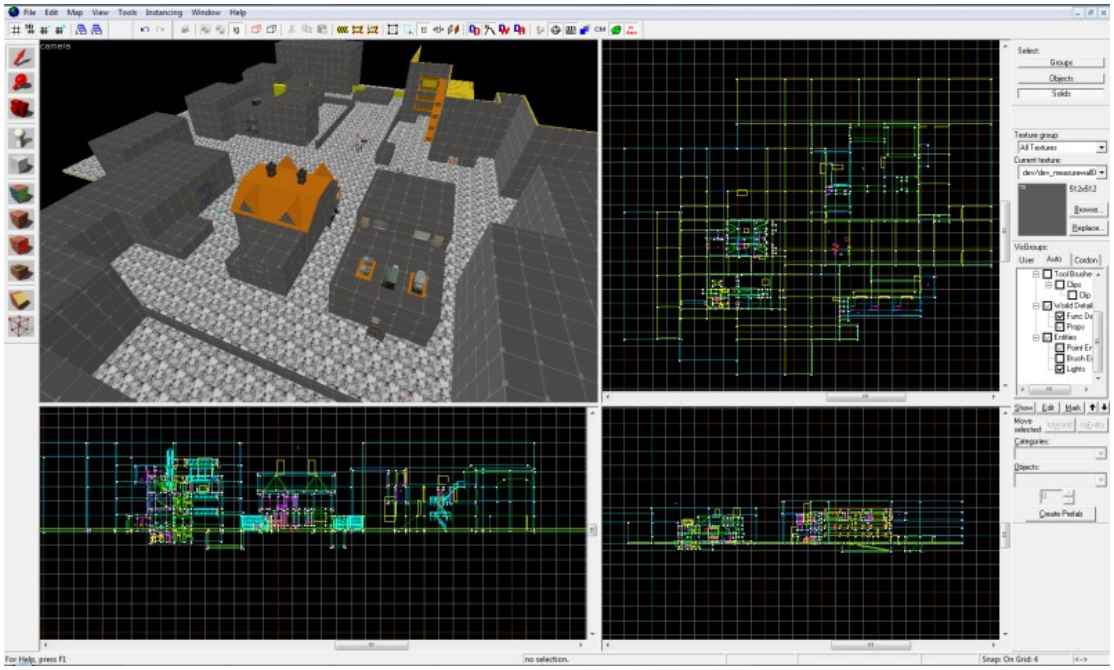
Back at it this morning. I need to start the texturing soon, but I think I have to do a bunch of displacements prior to that. So much left to do! I'll start w/ displacements...

4 Hours to do the ground displacements. Not too bad, I guess, but the rooftops are gonna be harder...

A few screenshots:



Puzzling together the displacement pieces. I only have a couple of spots that won't sew.



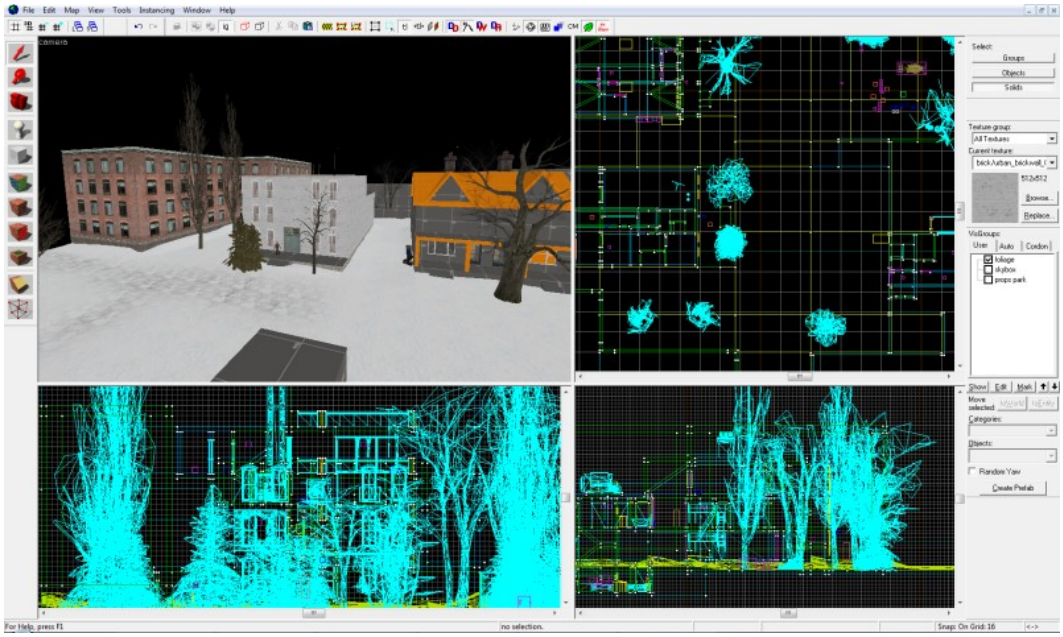
Ready to be converted to displacement...

The next two shots are in-game, with the snow displacements in place.

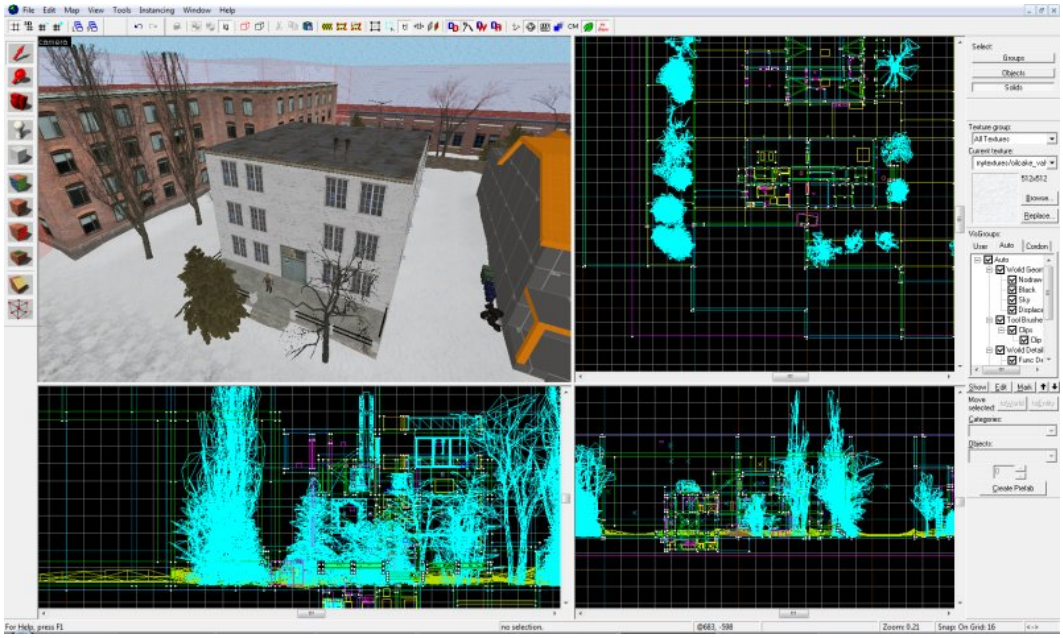
Hmmm, not sure whether to do the roof displacements next, or maybe start some texturing. All needs to get done... Anyway, more later on. Cheers!

Oh, man, this is taking a long time... 🤨

Some screens:



Playing with windows and stuff…



Like these ones better… Man, I gotta learn to make my own overlays.

Here's those first ones in-game.

And the ones I like better...

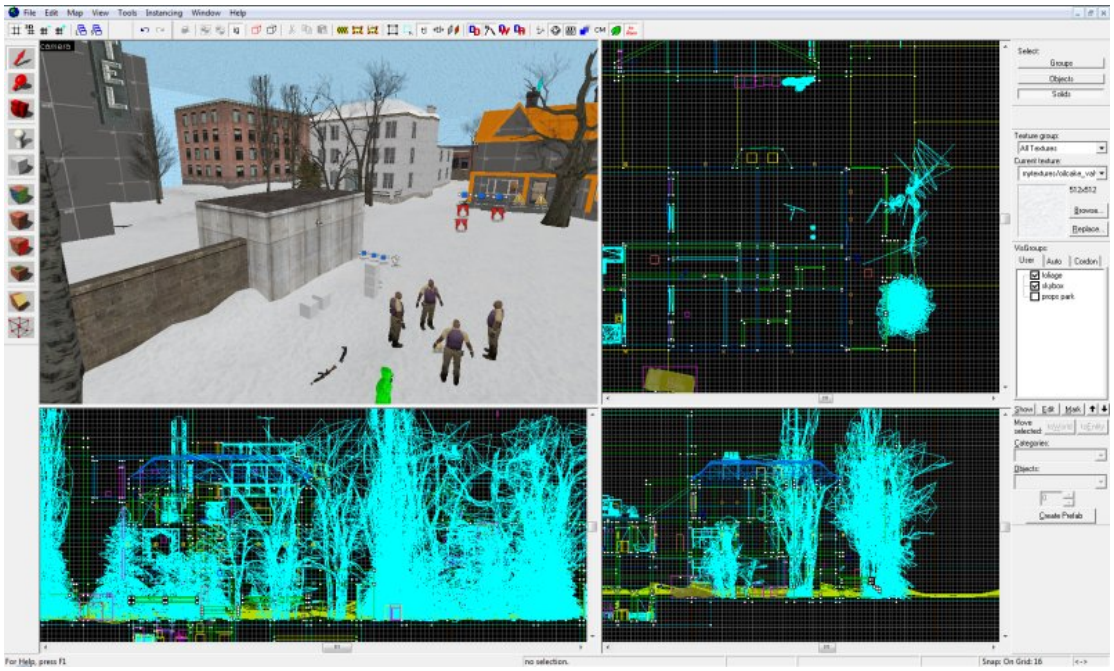
Starting to look a bit like a map... 😉

Hey, thanks! Four of the buildings have at least a little bit built into them. I'll try to take more interior shots, but I've barely started

inside...

Another huge chunk done. A LOT of the time was spent doing the snow on just one roof you'll see below. I sure hope it speeds up now that I kinda now what I'm doing. Bunch more texturing done as well. Still feeling like I'm about to have a heart attack. 😄

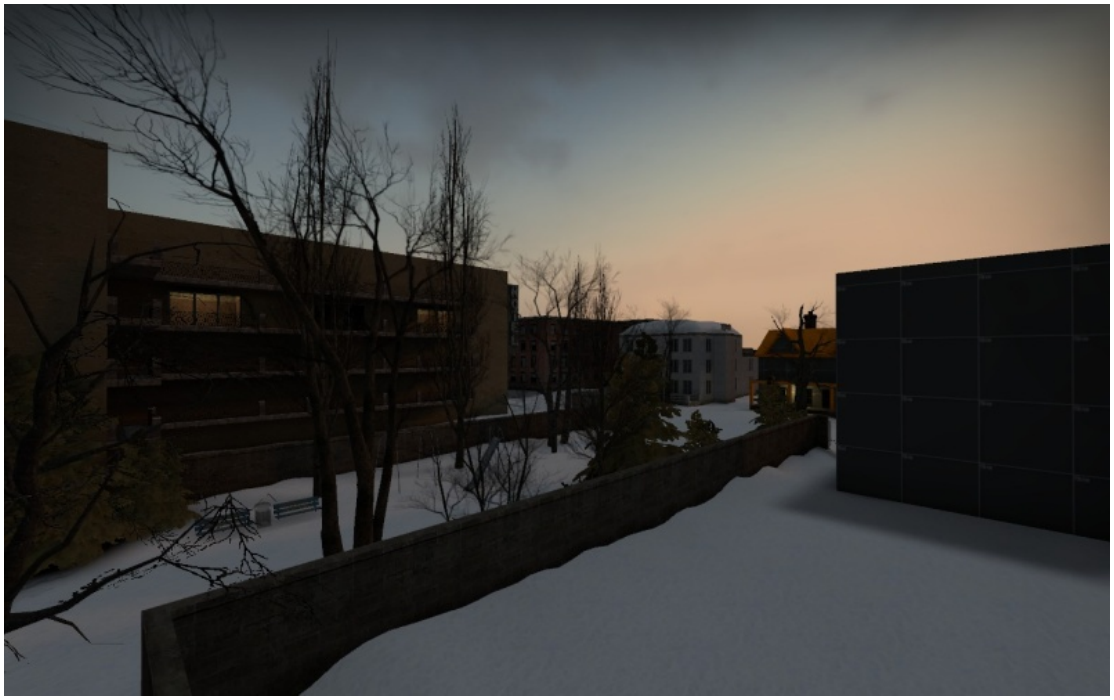
Some new screens below. I forgot to turn on the func_precipitation brush, so there's no snow... 😟



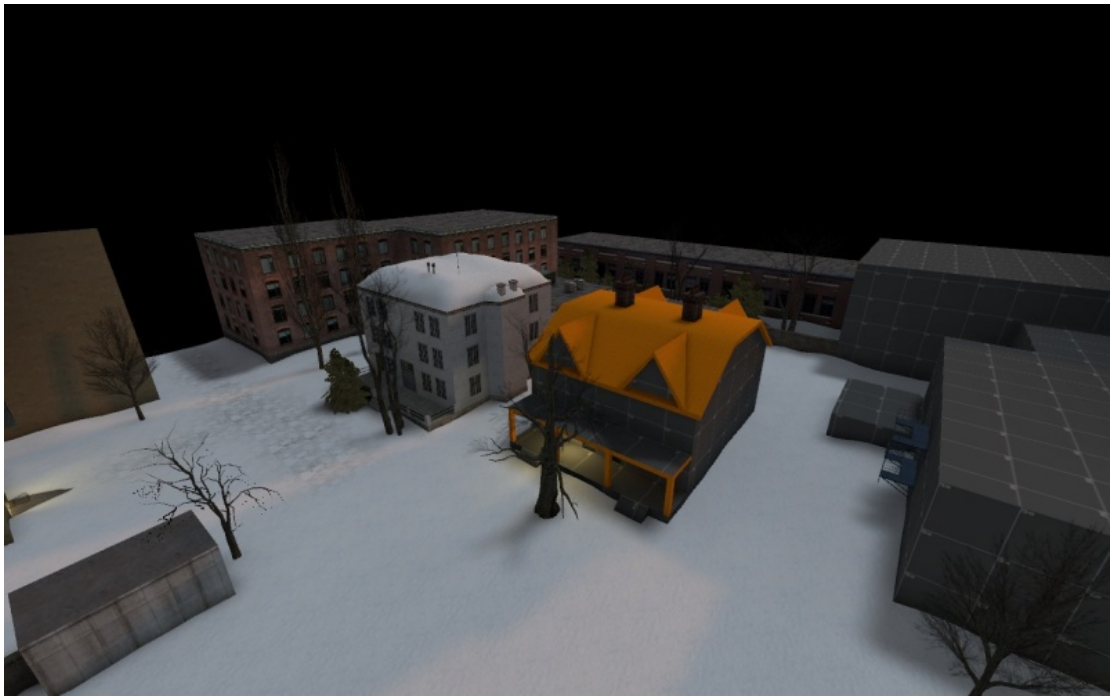
Hammer shot from a few hours ago...

Starting to feel it. 😄

Some textures on the hotel...



View through the park.



That one roof took so long. I'm dreading the house next to it! 😳

Remembered to do a top-down shot!

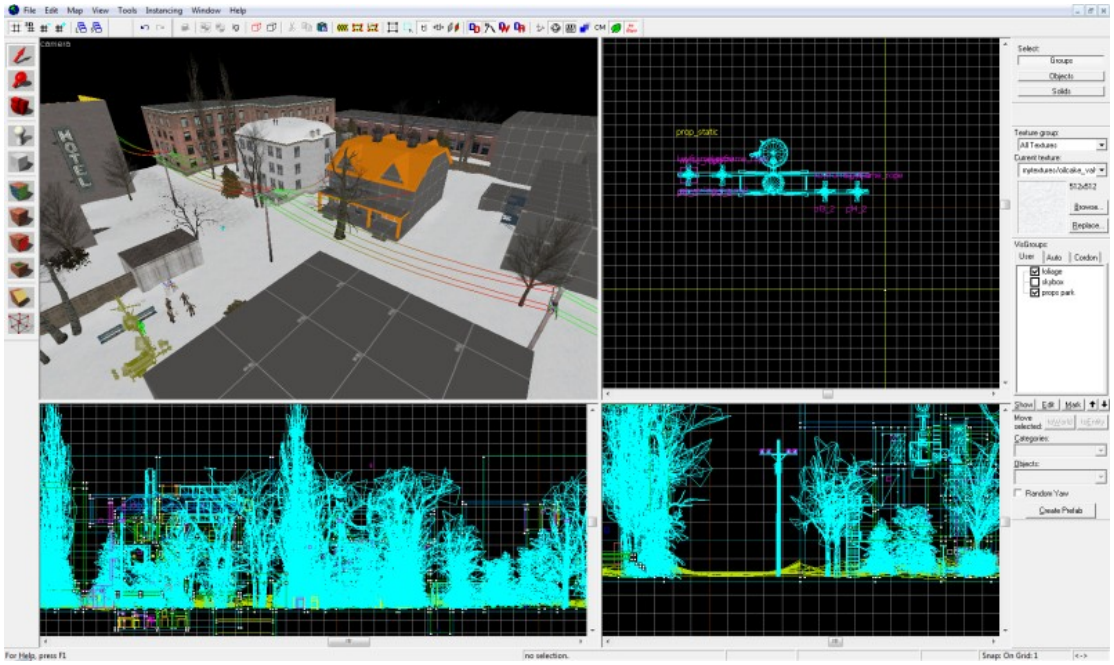
About the only thing I've done inside so far…

I better get back at it, so much more to do! This may be my last post for the day. Or maybe not. Either way I'll have more screens soon...

Alright, last post for today. Gotta go crash for a bit.

DAY 6

I added a few things, notably power lines. Tomorrow first thing I'm going to do all the rooftop snow displacements. I've been putting that off. Haha.



Power lines going in...

Here they are in-game.

Long view down the road.

Fixed up the balcony textures...

Phew. Slow going with these rooftop snow displacements. Things are moving ahead either way... Ended up changing the snow on the first roof. Started adding more snow to other roofs. Textured the other buildings on this side of the road.

Here are some screenshots:

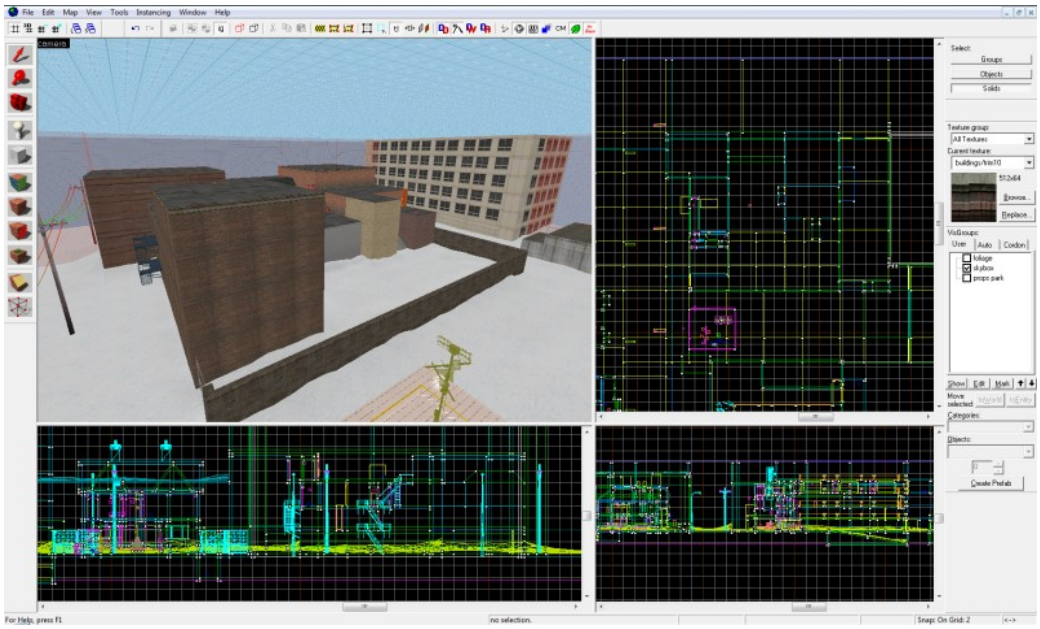
15
Ellis
Coach
Rochelle
+100

15
Ellis
Coach
Rochelle
+100

Gotta get back at it...

All the basic exterior textures done now. Really gotta get back at those rooftops...

Some new screens:



Texturing the last few buildings in Hammer.

Same view in-game…

Down in the closed-in backyard/parking area.

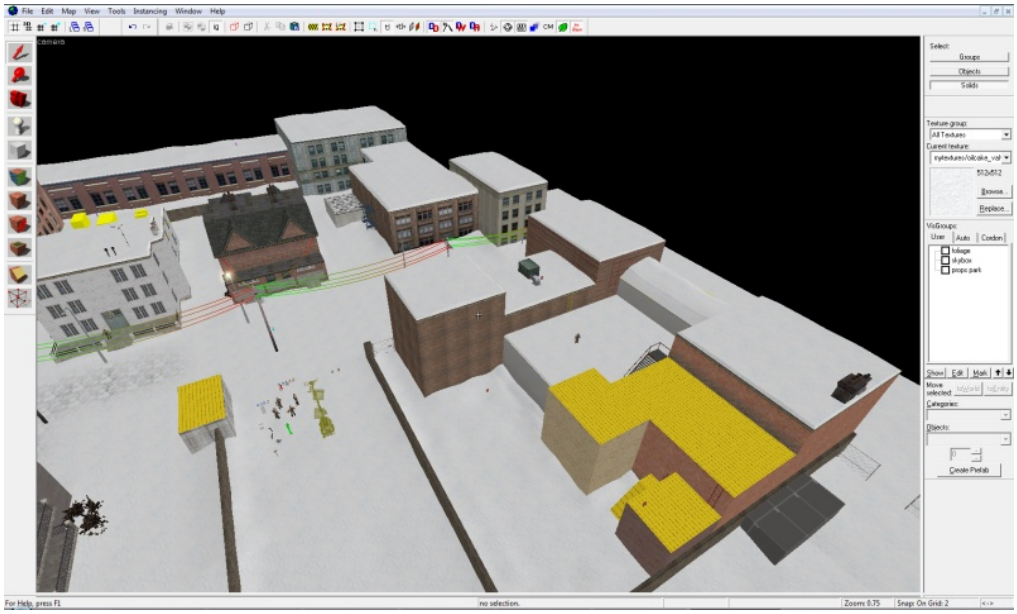
Back the other way, standing around where 1 of the gas cans will be…

Alley on the other side of the road. Added some trees to break up the skyline.

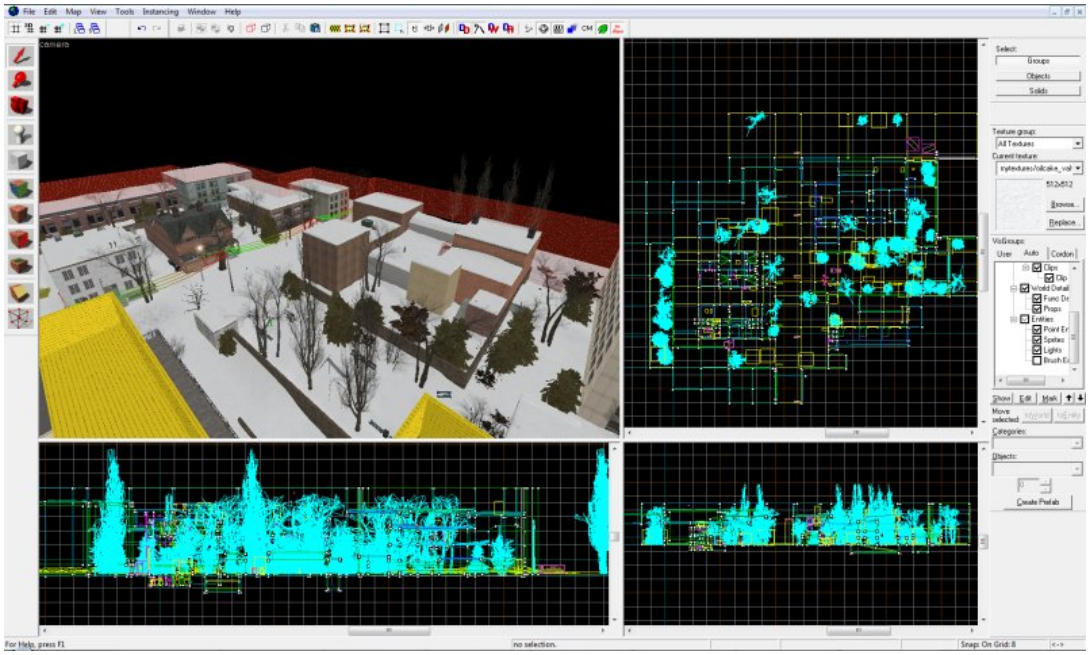
Wow. I'm (almost) done the rooftop snow displacements. In the screenshots below, you'll notice I've left the worst till last... Anyway, I'm done for the day. Damn.

I've noticed others are posting times it took to do stuff. I dunno. I can tell you that I've spent almost every waking hour since I started on this, pretty much. Anyway, I hope it pays off. 😉

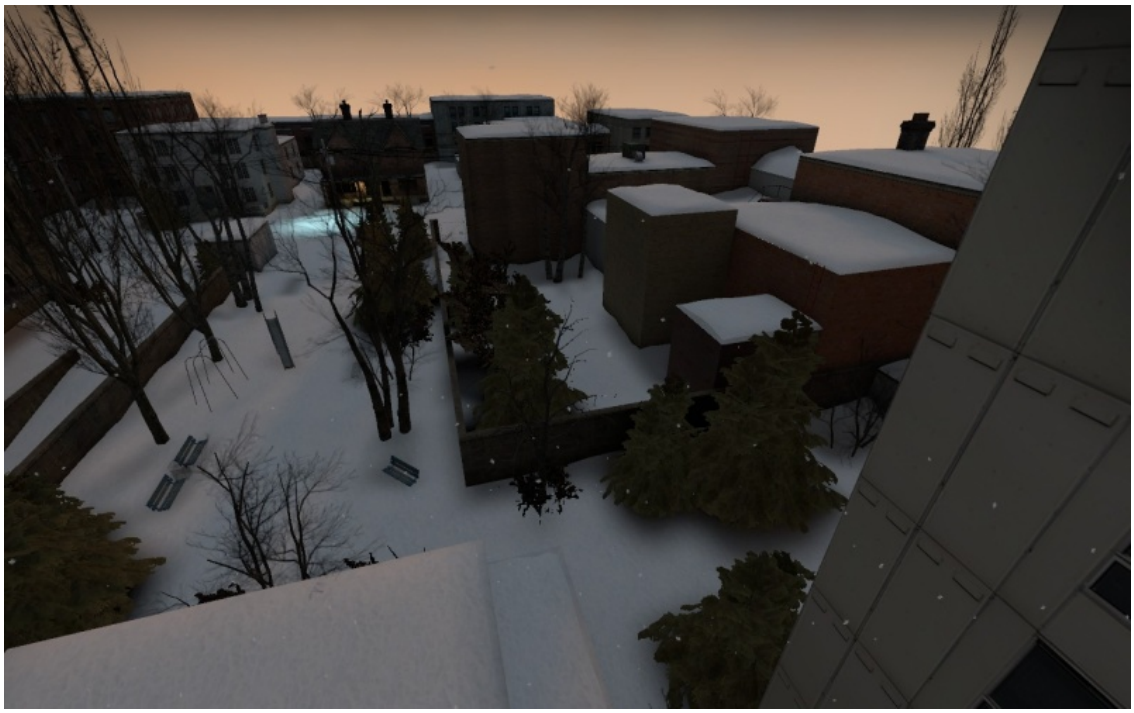
I also don't think I've ever mentioned the name of the map. Parkdale is the area of Toronto we're in, so Escape From Parkdale it is... I know there's an Escape From Toronto L4D map, but hey, what can I do? 😄



Finishing up displacements. Are they done yet...?



Oh yeah they're done! Let's see how they look... I waited forever to compile, until I was finished; I figured they either all looked good, or they all sucked...

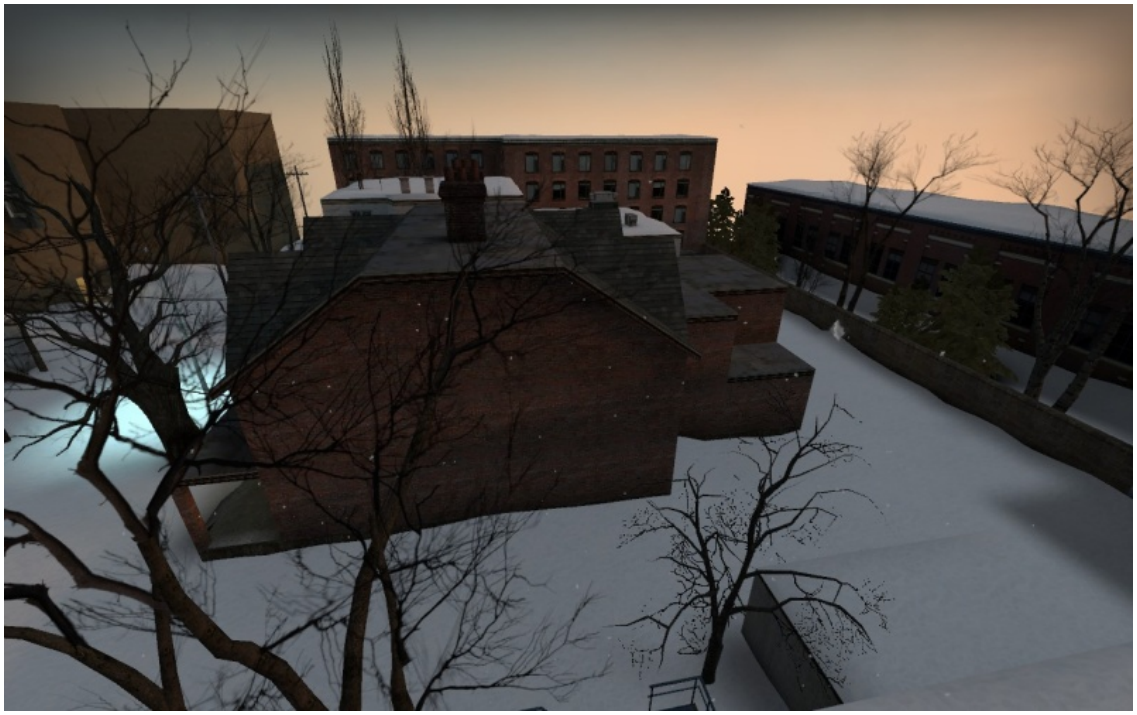


Turns out, they look OK. Phew. This may go down as the hardest part of the map for me. Didn't enjoy it much at all. If I ever had peons, I'd make them do snow on roofs.

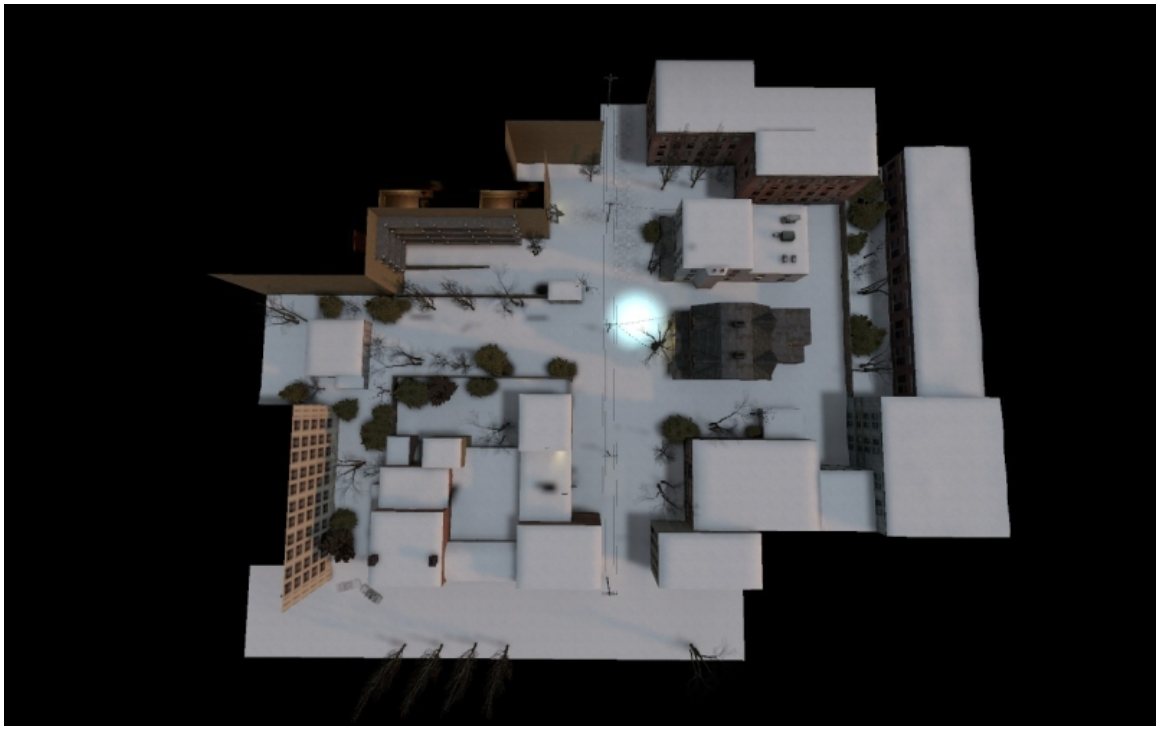
Gonna have to work on cover and stuff, but it's coming together

pretty well, I think.

Yup.



And of course, I've left the hardest to the end...



A top-down view with (most of) the roofs complete.

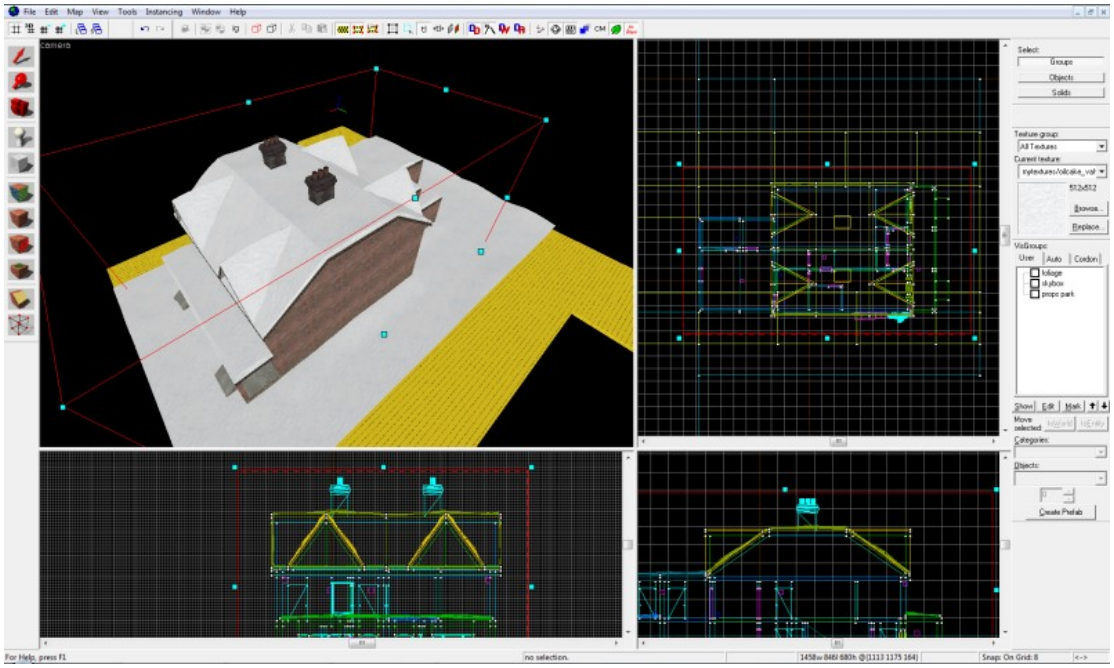
So I'm exhausted. Gonna catch some sleep and be back in a bit for day 7!

DAY 7

Alright, finally have something to post. Spent a bunch of time fixing displacements. A few posts ago I think I was all proud cause I only had a few areas that didn't sew. Well, now there aren't any (that I can find). Ugh. It was either fix it all or drop car props and stuff around where I didn't necessarily want them. 😄

Also did the roof of the house with the dormers... Yikes. It's OK, I think. Will definitely have to do for now. I'm not big on the shadowy effect when displacements intersect, but I don't know how to fix it and don't have time to see if you even can right now. Later.

Anyway, here are some screens:



Doing the nasty house in Hammer. The cordon tool is my friend.

Player view from the front.

Player view from the rear.

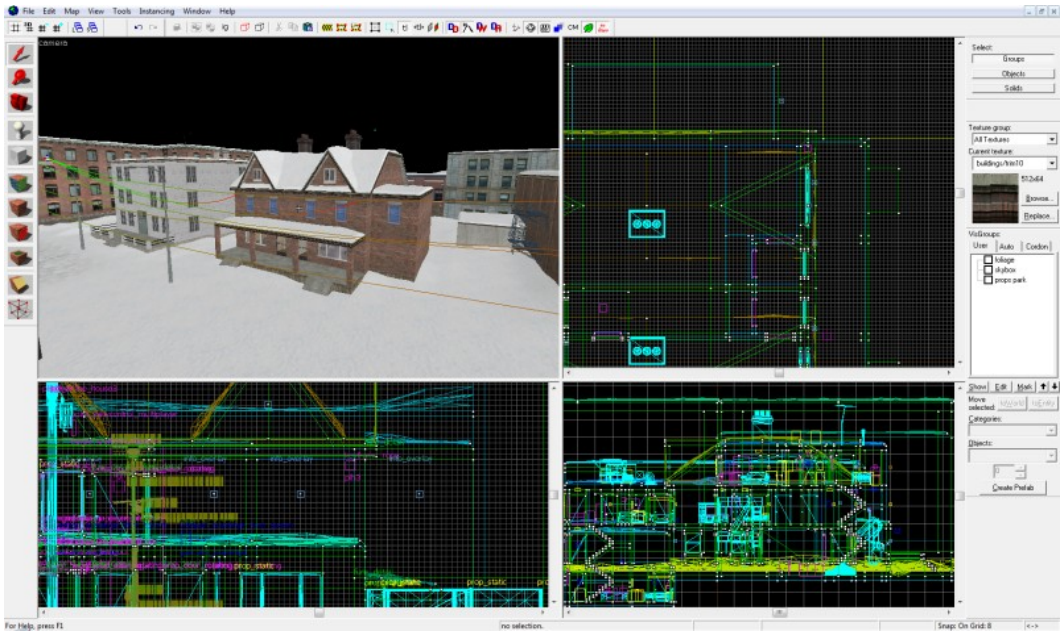
Overview of the new roof...
Wow. I got a LOT done today, but I've run into some problems that I just don't know if I'll have time to fix before the beta release. You'll see a bit in the shots below.

So I have 4 days left, and a ton left to do: Finish up a bunch of interiors/exteriors. Fog. Lighting. 3D Skybox. Nav. VPK test. I'd also like time to add clips on some of the doorways and stuff inside so people don't get stuck on them, but that may have to wait. Along with a to of other stuff that's going to have to wait for the final...

I think it's doable, just going to be an exercise in time management. 😳

Now I have to sleep.

But first, some screens:



Hammer near the end of the night… Soon after this I compiled and took the game screens.

First, let's take a walk in the park. It calms me down.

Part of the interior of the white house, which gave me loads of grief today. Need a little lighting in here, perhaps...

But I'm already having issues with lighting upstairs... It's all blotchy-looking even after building cubemaps. Kinda weird, but I'm too brain dead to figure out what's up right now.

Of course, shining your flashlight at it makes it all go away.

Did a bunch more work on the interior and exterior of the brick building with the dormers. Staring to get some overlay windows on there. Also added that addition in the alley to block line-of-sight a little more.

From the ground. Not sure I like those blue-ish windows, though...

I also cut two windows into the alley from the first floor apartment.

So, that's it for Day 7!!!

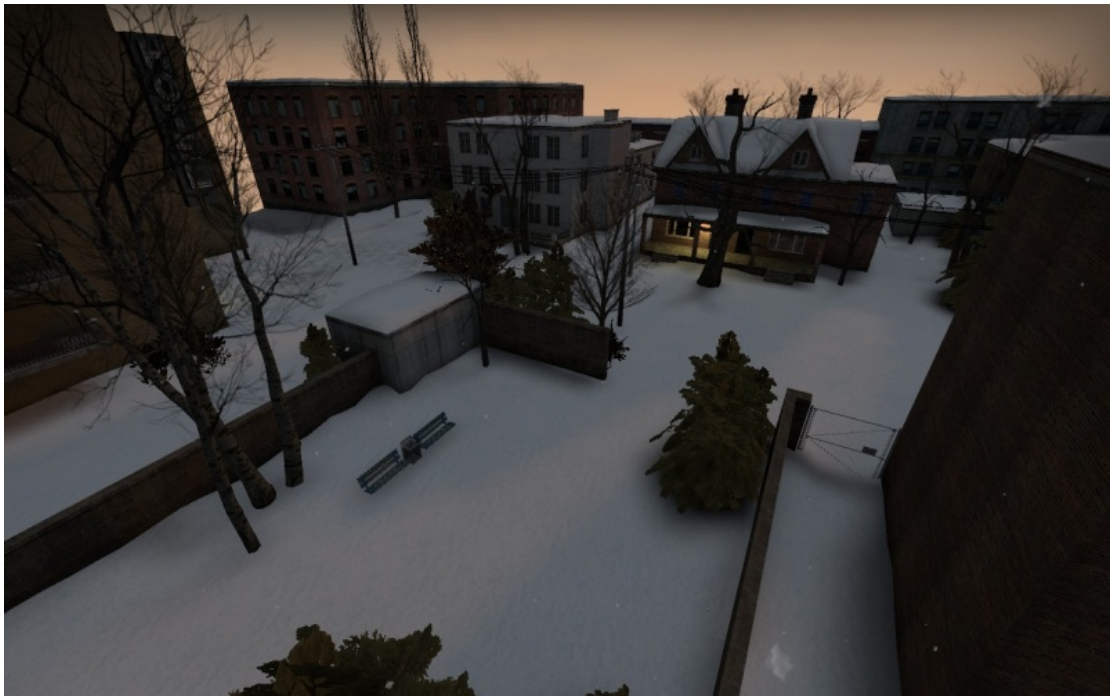
DAY 8

So far, I've spent most of the day putting in exterior props and things. I want to get the majority of this done today, so that tomorrow I can start the nav mesh. So my main goal is to finish placing exterior/interior props and overlays. I also need to build infected ladders. I may start screwing with the fog today, too, as I'm a little worried about that. I'm sure other little things will get done as well, but this is what I'll be concentrating on.

A few screens:

Put some foliage into the back alley. Need some other stuff in here, too, to break up line-of-sight more... Probably some vehicles, not sure yet.

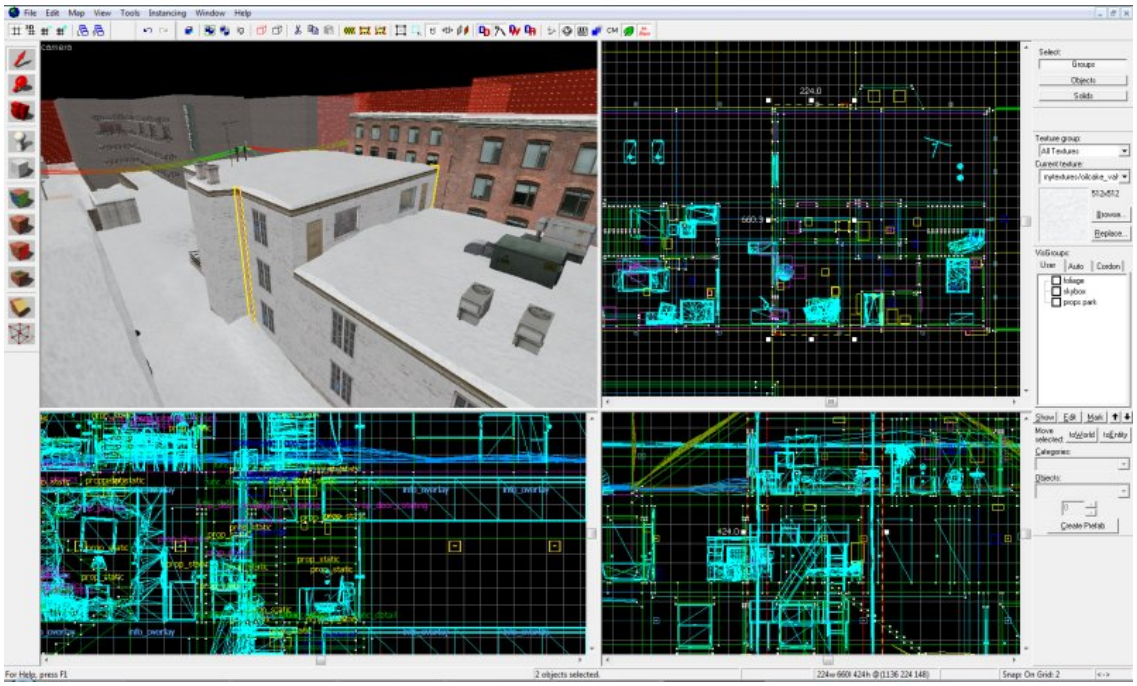
One end of the road, now blocked in with props along the clip line. Added some rooftop stuff and the trailer as well. Gotta get all this ground stuff finalized so the nav mesh can build around it... If I can find the time, I'll get some snow on top of that trailer, too.



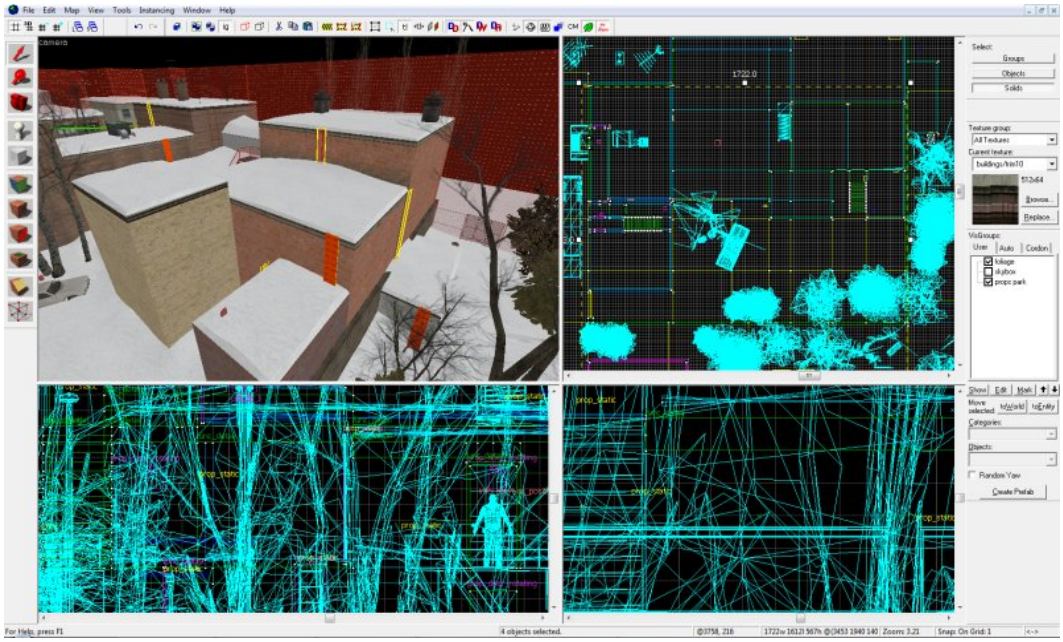
Probably the most important change so far is adding this wall and

foliage to the front end of the park. It blocks LOS such that far more zombies will spawn right off the bat. It's my understanding that the director spawns regular infected in spots the survivors can't see. If anyone knows that not to be the case,please let me know!

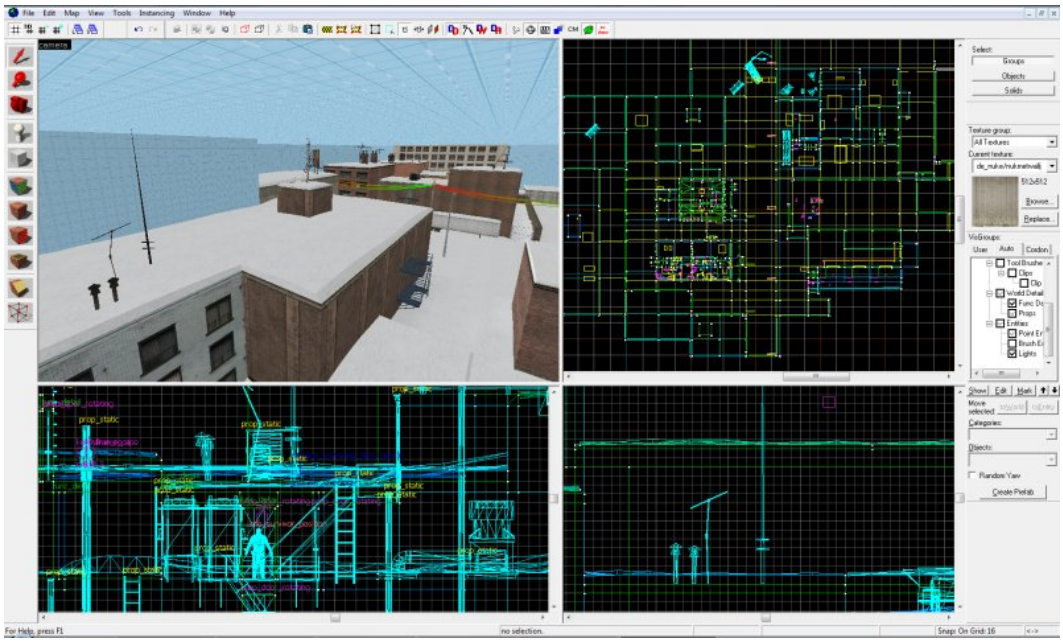
Some screens:



Installing Infected ladders in Hammer.



More ladders on the large complex, both regular and Infected only.



Added rooftop clutter all over the level, as you can see in this shot. The next two are in-game, and show more of the skyline, too. Still freaking out about the lack of 3D Skybox... Gonna have to find the time after getting the nav mesh going on.

Here's some of the roof stuff...

An overview of the level. I've changed the lighting to make it a bit brighter. I think I like it. I'm pretty much going to leave it like this for beta, at least. Eventually, I may try a night version, but not for now.

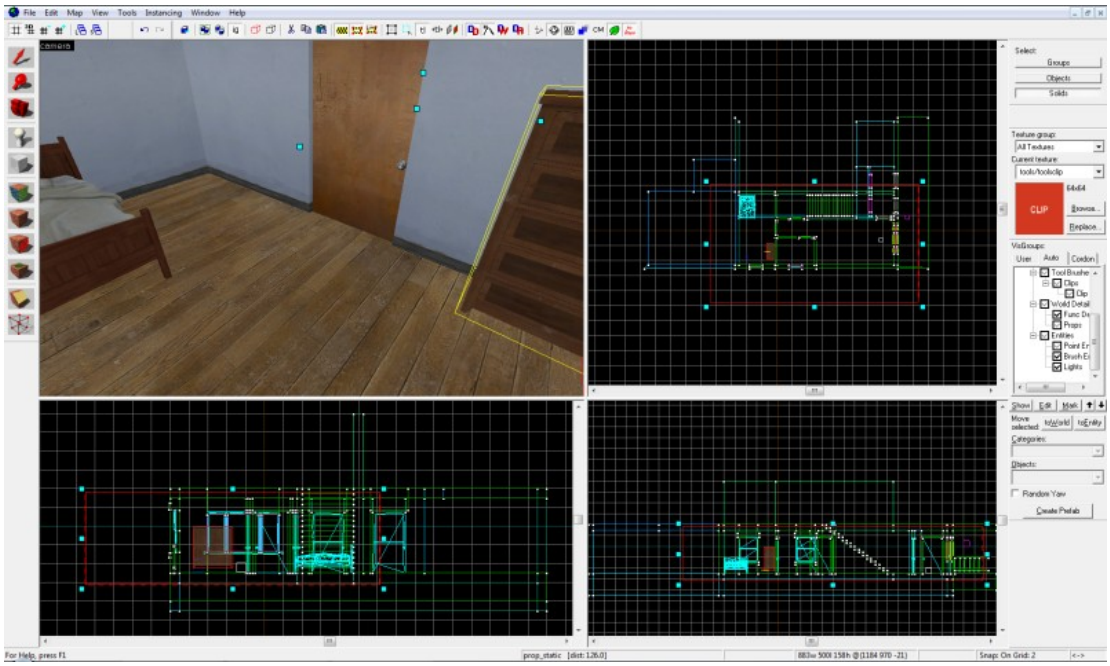
I'm really kind of digging it. It's like one of those rare winter evenings you get in northern climates. Sun is setting, but it's already starting to snow as a storm rolls in...

Wow, thanks, man! Yeah, I sure am... I didn't know I had this in me. Well, I thought I might... Anyway, I had no idea how happy I was gonna be with the way it's turning out. At some point, I'll try to write more about how the experience has been, but it's gonna have to wait until this is done! For the time being I'd like to thank everyone at WoLD who's involved in this, and especially AlexG, without whom I couldn't possibly have done any of this. A huge chunk of what I've learned comes from him. Huge. Thanks, man.

Anyway, after that traumatic Hammer crash-screwup earlier, I managed to get a bunch more done. There's a million things I want to do to this level. But for beta, I think it's very close to where I can live with it. My interior lighting is currently ass. Definitely want to have time to throw some windows on the exteriors of those last buildings. And then there's the 3D skybox. But i digress...

Tomorrow I'll start with the nav mesh. I'm hoping that's not too bad, but I've had real issues before, so I'm a little concerned. If all goes well, I'll have a working VPK tomorrow to. I'd sure like to. Might even leave me time to make a damn poster...

Some screens:



Dropping props into the lower apartment in the bldg w/ the dormers. Did I mention that I love how well the cordon tool works now? Makes life so much easier.

Back alley from ground. Still need a door at the top of those little steps on the left. Oops. There's a ton of stuff like that which may

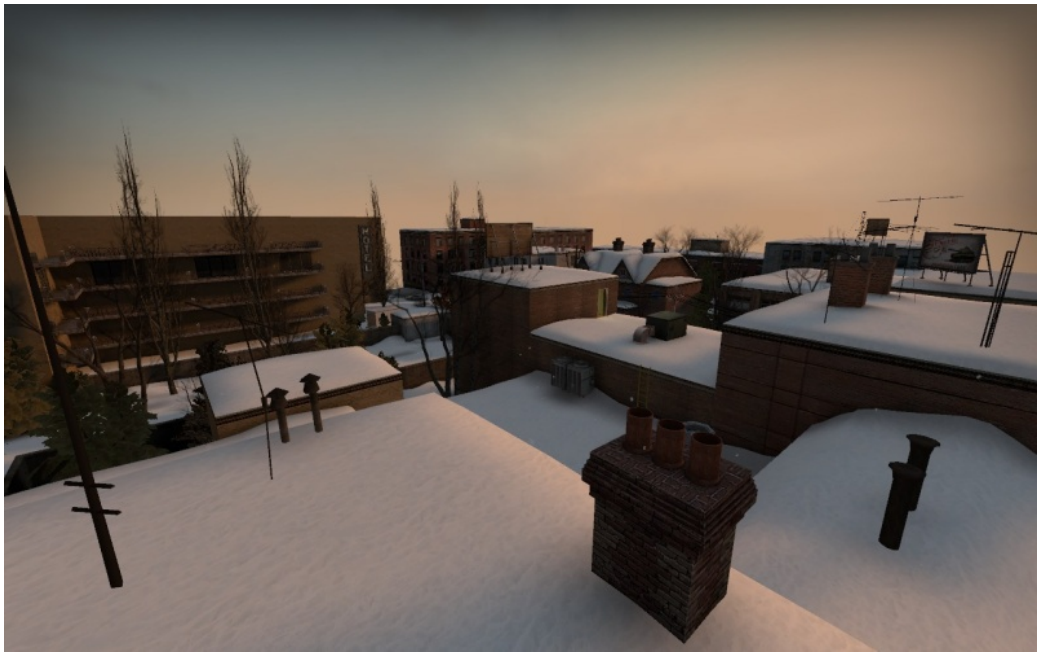
have to stay for beta. Got a railing going on on the balcony finally, though...

From the air, overlooking the map. I think i really like this light.

Filling in what would be the south end of the map. Missing that 3D skybox...

View from one of the hotel rooms. There are two gas cans in here. As well as some lighting issues. I asked them nicely to leave, but you know how it is. I may have to get rough.

Vire from the last hotel room. Two gas cans in here, too.



I have to stop taking skyline shots, but I'm not sure I can. I like them.

This is where you start. Hopefully tomorrow, I can show some screens with it covered in blood. 😠

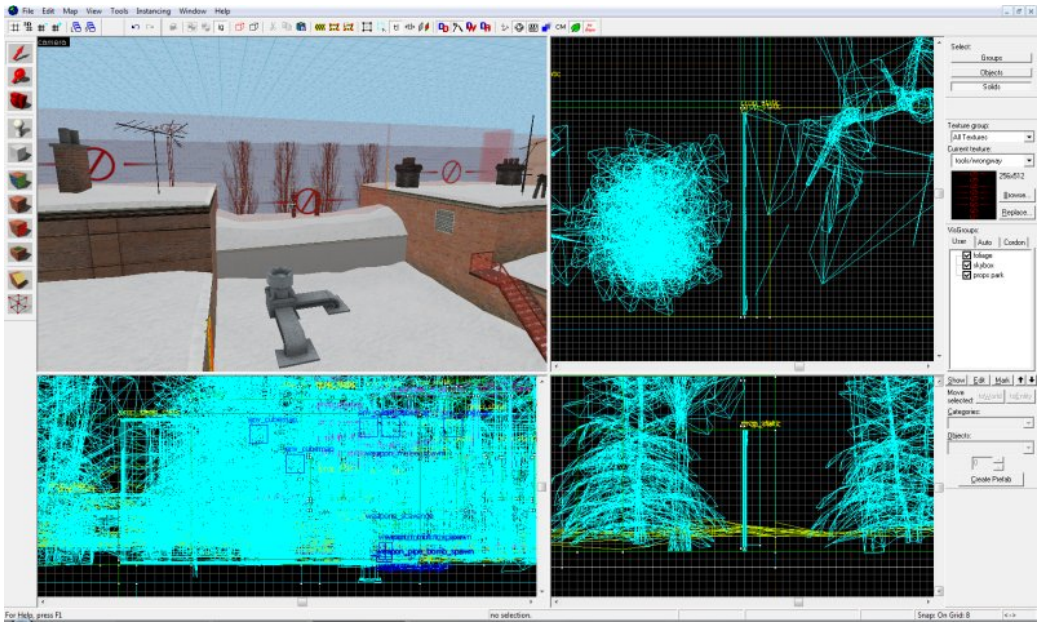
That's definitely the end of Day 8. Only 3 to go now... I'm gonna

drink what most people would consider is too much when I'm done. And then I'll sleep. Gotta sleep now, too, for a few hours. Back in a bit for Day 9!

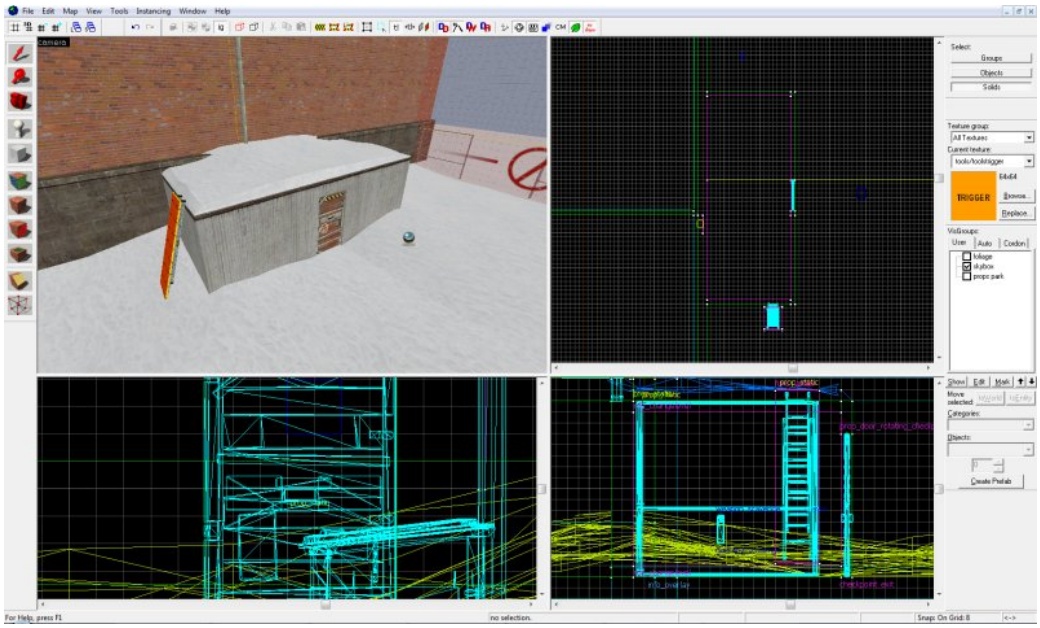
DAY 9

I've been working on the nav mesh all day, for the most part. I forgot how nasty L4D nav meshes are, and L4D2 is no better. I'm sure glad I started this today and didn't leave it until right at the end...

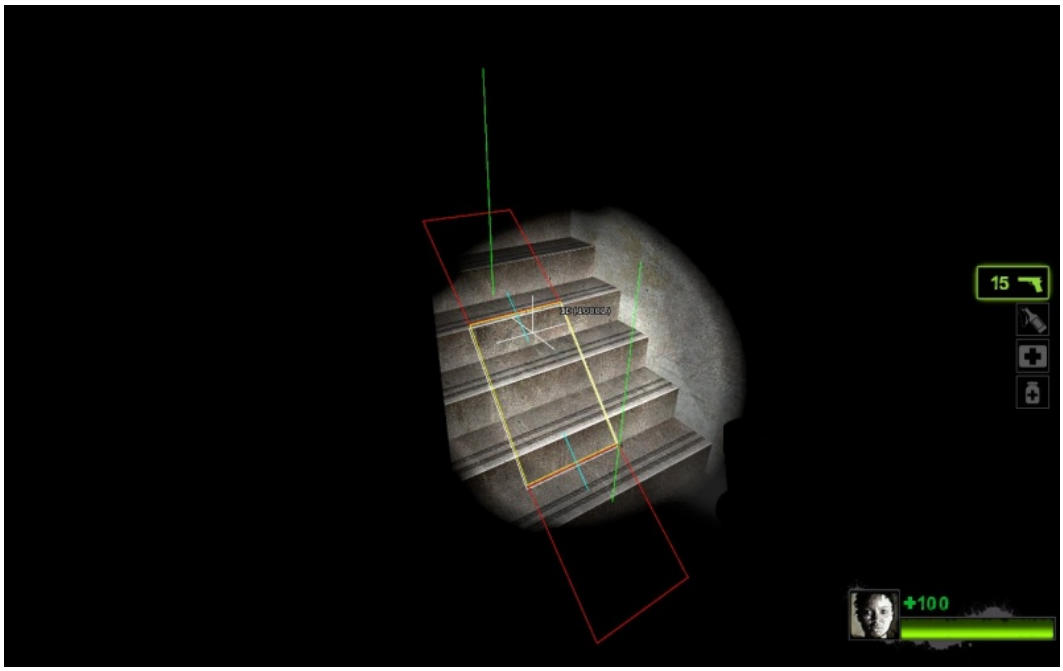
Check out these screens and my comments:



Last thing I did before starting the nav was move the map edge clips in a bit, and add the infected can't go here thingies. As you'll see later on, I've messed something up, cause they don't fade as I remember them doing. Lol. Have to figure that out later.



L4D2 seems to want a complete coop nav, even though this map will never be played in that mode. You need a start, an end, and a working escape route. Here's the fake safe house...



Fixing stairs, as normal. Had to rebuild the mesh in a ton of places, actually. I forgot how many problems having a lot of displacements causes.

Added the fog controller earlier, this is the first compile with it, I think. Too much.

OK, so at least some dead people are appearing. Just not many. I'm pretty sure the mechanics of Scavenge mode are all working properly, but it's hard to say for sure until I get the VPK together and

test it. The lack of zombies has to do with my flow issues. I'm pretty sure. Ugh.

I'm a dead boomer! Notice the no-go texture visible in the background.

Now I'm an unspawned jockey!

Thanks, man! 😁 Alright, I'm pretty sure it's all working... Hard to tell without a play test, so next is getting the VPK together and working. I'll be starting on that right after this post.

Yay! Zombies!

Yup, zombies. Too bad the Survivors aren't dressed for the weather.

Haha. Zombies aren't, either, but they're dead and I don't think they care.

Shooting dead people.

Woohoo! VPK working! So I just finished a little one-on-one w/ a buddy of mine. VPK appears to be working fine. I'll definitely be testing it with a few more people over the next couple of days, to make sure it works properly. Either way, I'm glad I got this done today, so I can iron out some of the bumps by beta launch.

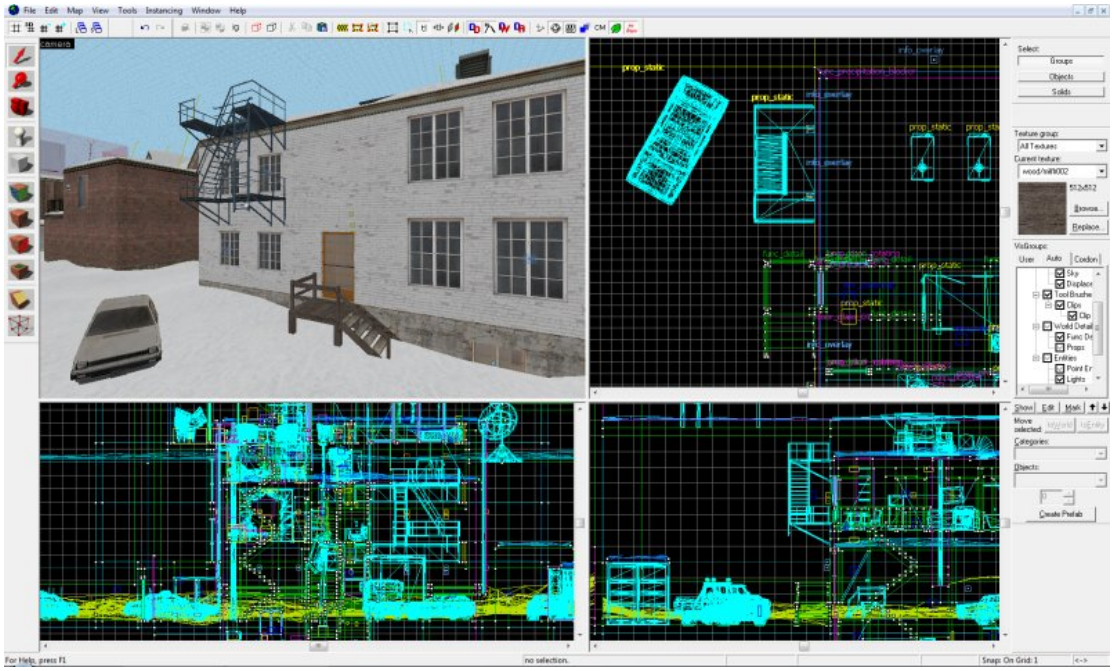
My friend did have a couple of weird graphic glitches, that only occurred in Scavenge mode. The alley wall (bldg w/ the dormers) looked like it had nodraw on it from the inside, and a bunch of other stuff in that lower apt were rendering in what was described as "white wireframe"... When I had him load the map as coop through the console (*map mapname coop*), there were no issues at all. Weird. I wonder if it had something to do with the fact that he was hooked into me running a local server. Anyway, I hope everything will be good for the beta release.

Still a ton to do, though. Tomorrow, as well as making a few minor

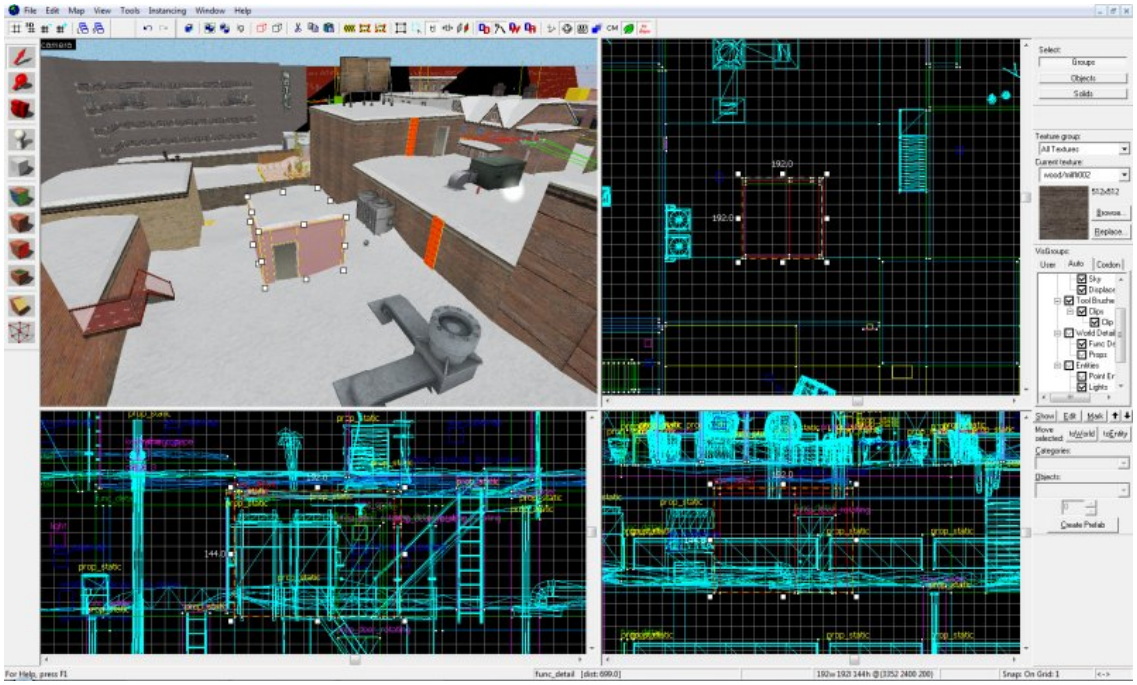
nav changes, I want to get something going on with the 3D Skybox. Have no idea how that's gonna work out... At some point I at least have to make a feeble attempt at interior lighting, too. Haha.

So, that's basically it for Day 9, I think.

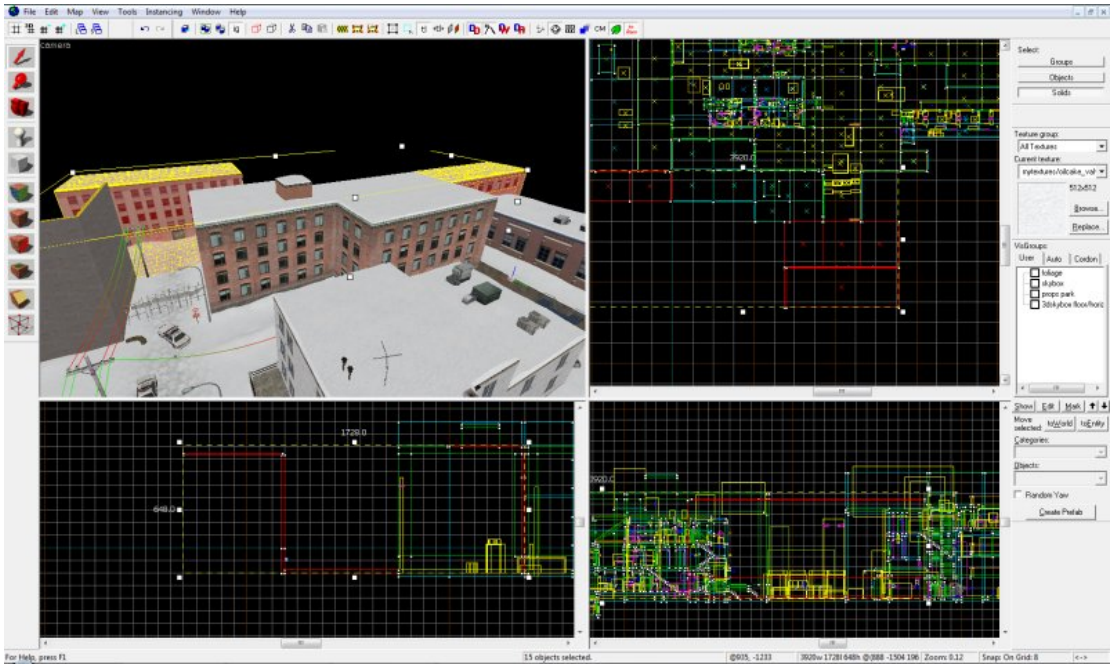
Well, I've spent all day on the 3D Skybox. Having some minor lighting issues, but I think I can work it out... Hopefully have some screens soon. For the time being, I thought I should post something real fast just to let everybody know where I'm at. Here are a few Hammer shots till I get the lighting issues fixed:



Added a little porch railing to the back of the white building. Also added that fire excap, although I don't really like how it looks. May change it for the final, but I felt I needed something in there for the beta so the Survivors can get down off that roof without necessarily going all the way back down through the building...



Also add this little roof access hut (no real access!) to block LOS and give the infected a better chance at spawning out up on the roof.

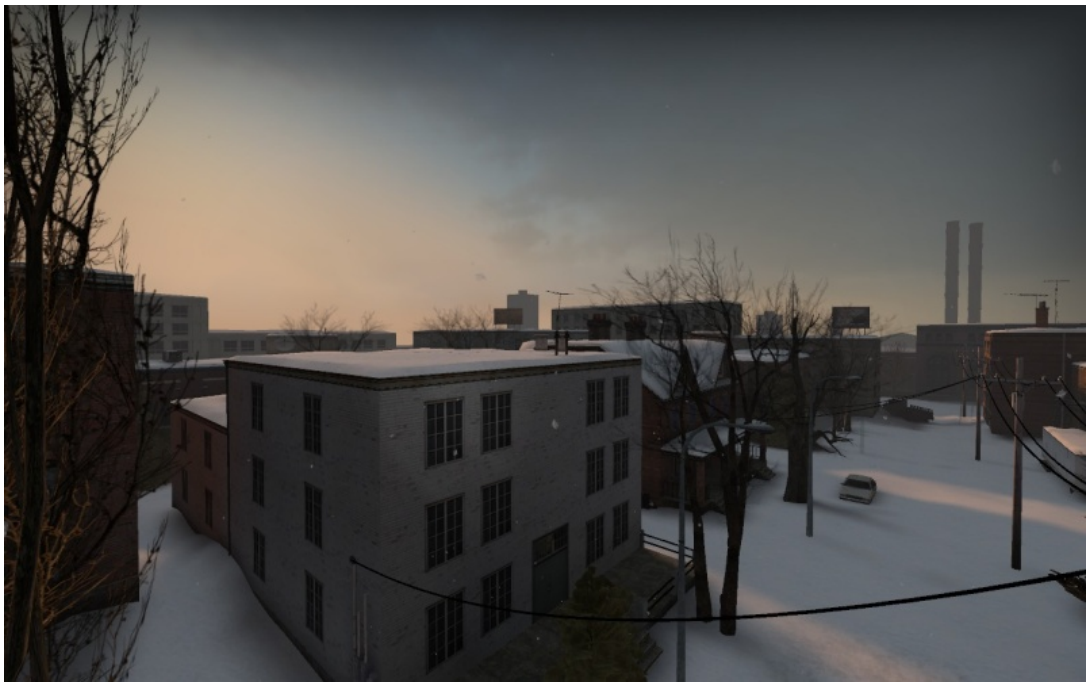


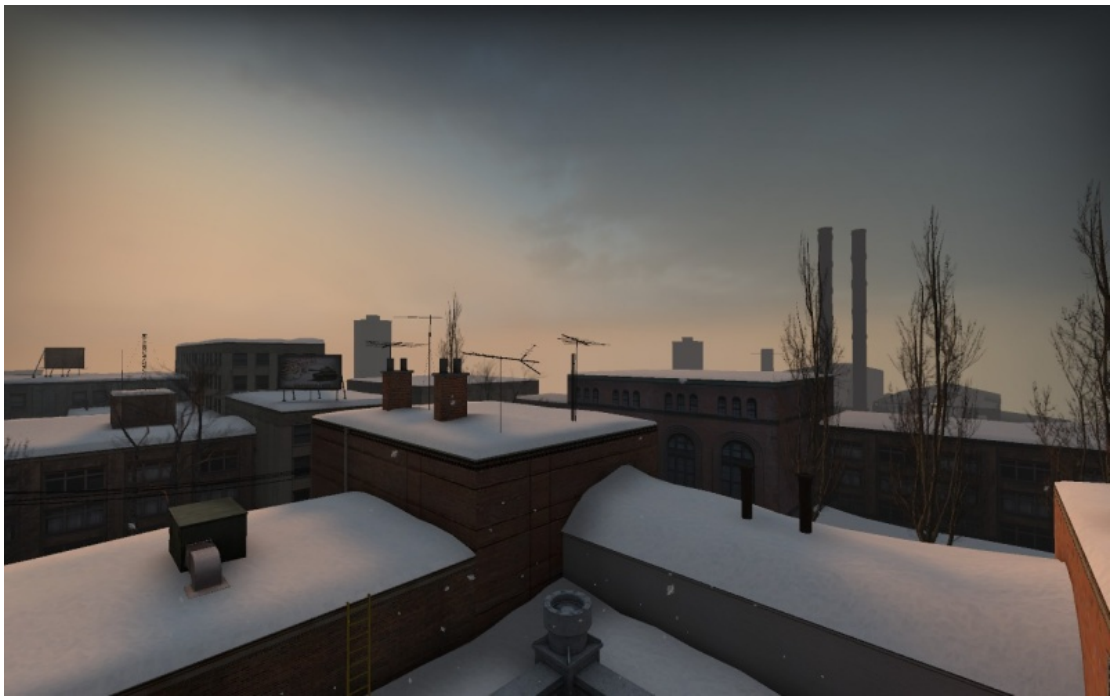
Here I'm starting to add the structures that will be in the 3D Skybox. The highlighted items will be in the skybox...

K, back to figuring this crap out. More in a bit...

OK. This is gonna do it for the 3D Skybox, at least for beta. I want to do more with it, but I still have other things to do before releasing tomorrow. Eventually, I'll have a CN Tower in there... 🤒

Some screens follow, which I'll just let speak for themselves. They're all skybox views.





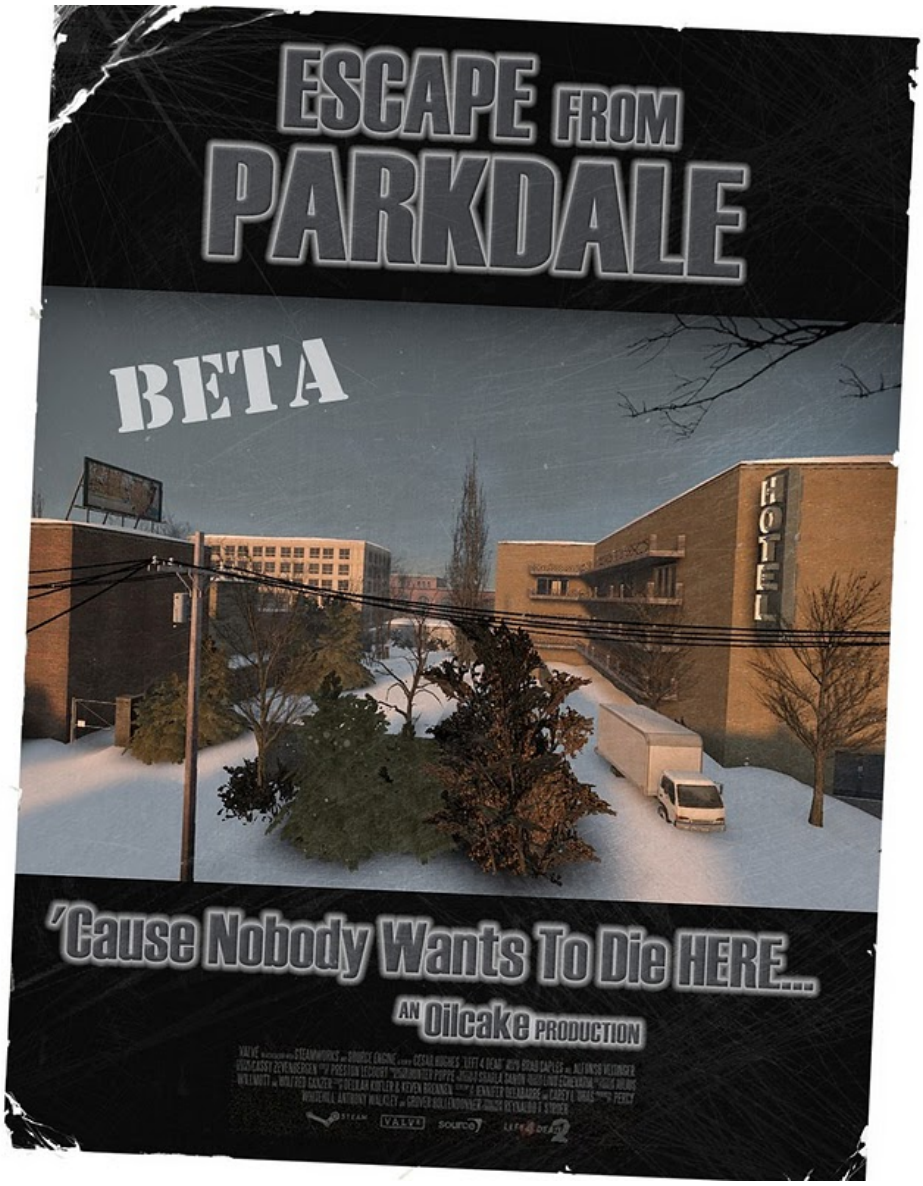
Taking a short break. Skyboxes make my head hurt. 😳

Oh, man, this is soooo close! I'll be uploading to http://www.l4dmaps.com/details.php?file=4151 really soon... I'm just going to post this thing and let it go for the evening. Have to go

drink some beer. Stop thinking about it. Haha.

Tomorrow, I'll write a big wrap-up post. I do want to talk about textures briefly, though. The snow I've used is a blend of one of Valve's snow textures and one from Berney Boy that I got online. Can't find the link right now, but if anyone wants it, I'll dig it up. Or you can Google him. Thanks to those who put the time and effort into these so I could use them for the beta. I actually started making my own snow textures, but it was not as fast as I needed it to be in the 11 days, so I figured I'll leave it for the final. So, for now, it's these textures. Many thanks to keithgarry for those texture tutorials. I've never been clear on this stuff before, but with the tutorials I was able to make the texture files and blends and stuff for the first time ever!

So, I'll post the map in a few minutes. For now, here's the poster...



Can't believe I had time to make that... Luckily, I'm pretty fast w/ Photoshop. 😎

Just did a bit of play testing with 2 people only. Already a bunch of stuff to fix! 😀

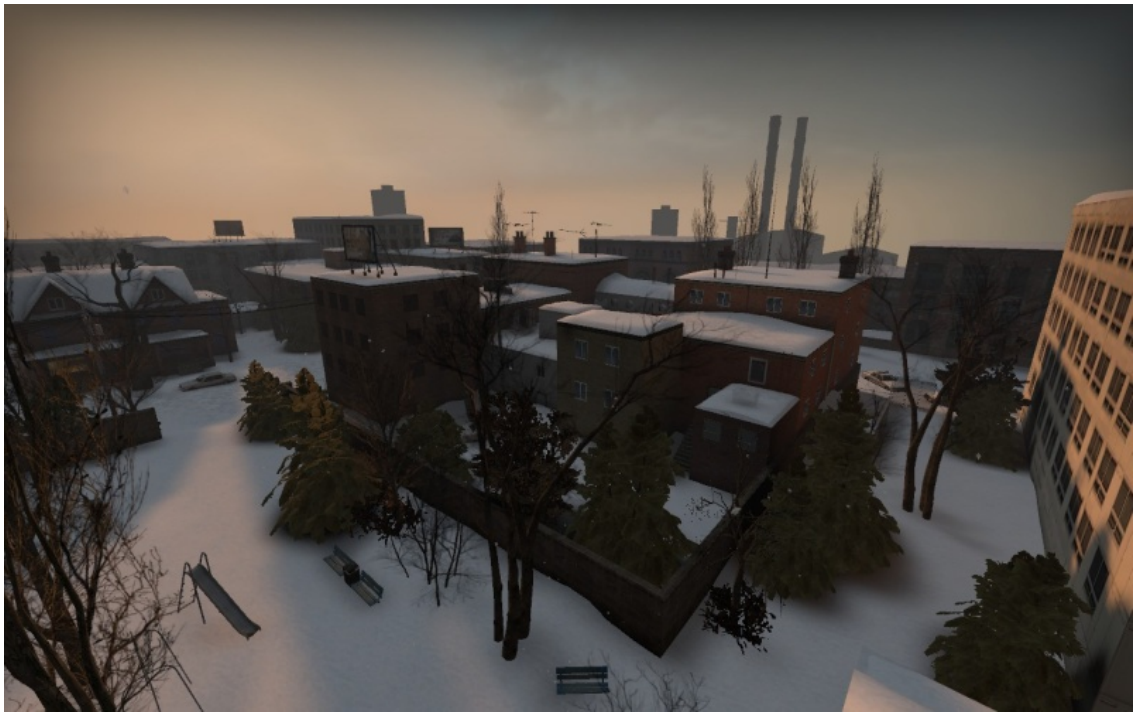
The graphics are messing up for different people at different times... Can only be .vpk issues. The map stalls on loading for certain players some of the time. Again, I'm pretty sure it's .vpk crap. One of the Infected ladders is broken, and there are some minor skybox issues

that need to be fixed up.

In terms of gameplay, I have a feeling I'll have to make some changes. I think the cans might be too far away/too spread out. Hard to say until some proper 4v4 testing happens...

Anyway, here are some final Beta screenshots:

HOTEL



YayitsM4tt: There are no custom models or textures (yet) other than the snow. The snow textures are not from L4D2, but not yet mine either, until I get to making my own. I think I talked about textures in a post above somewhere. The snow is a blend of a Valve texture and Berney Boy one.

Nexusdog: Thanks for finding that dev texture, I might never have! Haha. Starting to add more detail now, as you'll see below...

So, I thought about moving this over to my blog, but then I thought "What the hell am I thinking?"... It started here, and I should keep the development thread going here. Here then, is

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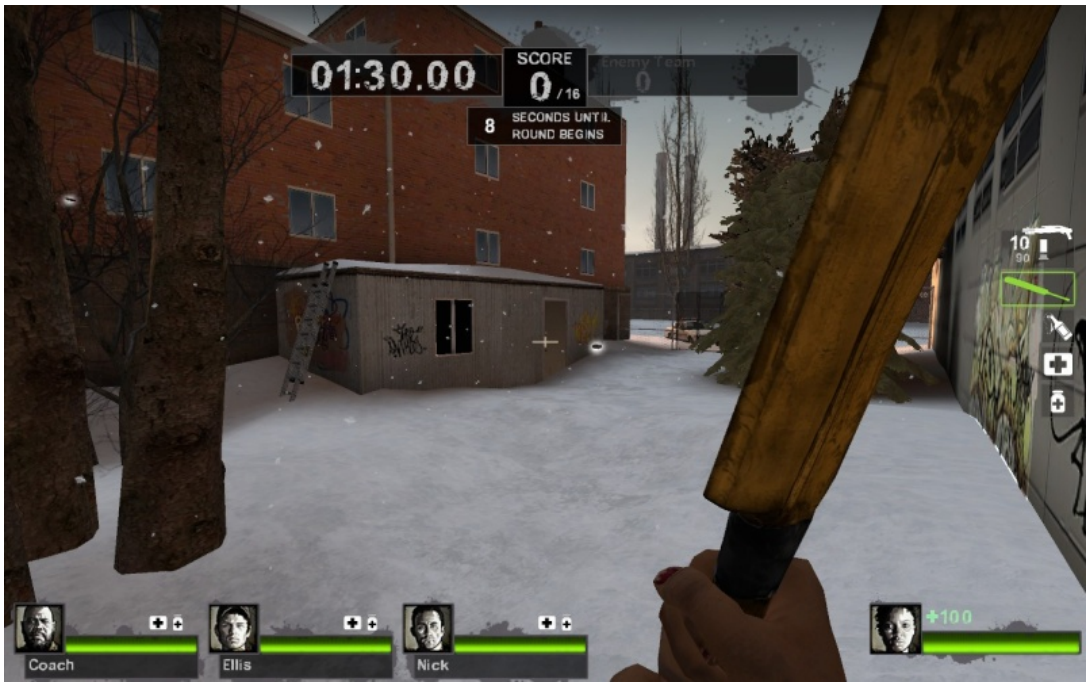
UPDATE 1

Made a ton of changes. The screens below cover most of them, so I'll just talk about them with the screenshots.



Figured out how to spawn that bit of wall in Scav mode to cover the Saferoom door. Works like a charm. Added the fake door and window cause it looks better. Also a bunch of graffiti and stuff. Done a bunch more texture painting on the snow, as well.

More graffiti. Added some new foliage.

Graffiti and new benches in the park. Starting to look a little less stark... And yes, I find the best way to take screenshots is with a big

cricket bat taking up half the screen! 😄

More foliage by the spawn in the park. Feels better.

Whole bunch of changes out here. Added the fuel truck to block LOS. New upper railing on the porch of the red brick building. Props on the lower porch. Loads of changes on the white building. Added that whole upper roof bit. changed a bunch of overlays. Moved ladders around a little.

Here's the back with the new roof. This is far more what that building actually looks like in real life. Not that anyone knows that. 😄 I'll take some pictures of the area and post them eventually, but I'm putting it off right now because we've been having a warm streak and the rain has washed away pretty much all of the snow. So I'll wait until it looks suitably winter-y again...

Started to make some changes to this building, too. Moved the truck towards the road and pulled the wall out to create this little cubbyhole with a new infected ladder on the drainpipe. This also fixed the issue of the infected ladder that was in this area before that was broken. Added some street signs. Probably some other things I'm forgetting to mention...

That's it for now.
Hey! Thanks for the posts. Very helpful to have some of these things pointed out, that's for sure.

Yeah, I'm definitely putting survival mode in, not too sure if I want to go full campaign with this yet...

I started fixing up some of the overlay windows last night, although not those ones yet. Yep, they need it bad. Basically I was ucky to get the overlays on there at all for the beta release. 😄

Thanks for noticing the front upper balcony. I'm not really sure that survivors have to get up there at all, though they might be more likely to want to for survival than scavenge. Either way I'll add a ladder or something in the front. If I decide it's infected only up

there, I'll change both it and the one at the back to infected ladders... I worked (and have since i started, really) pretty hard at keeping scale as close to reality as possible. I've been in a bunch of maps that just feel wrong, and I hate that. Close to reality has always been my goal. Though now I need to work on making that reality into the zombie apocalypse! 😄

Displacements, too. After a couple of months of test maps and stuff, I started my first actual map, a L4D campaign called Mountain Mayhem. First map was (is) complete and working, though it needs a bunch of changes. Second map about halfway. Needless to say, there were a TON of displacements in it. I started to get OK at them with that. Then I entered the Interlopers Map Me A Song competition, and did something else with a ton of displacements. Learned a lot more with that. So, basically, a lot of practice pays off, seemingly!

Off to do some work now, after I have a look at a few more posts here! Cheers!

Alright, so the .vpk issues remain unresolved, but 1SG.Heartless (many thanks!) was kind enough to point out that there's a work-around for the time being. Basically you don't include the map files in the .vpk. Instead you create the .vpk without them, then zip it up with the .bsp and .nav files separately. The .vpk goes in the L4D2 addon folder as normal, map files go in the L4D2 maps folder. Then everything works. It'll do for now!

Here's the link to the temporary download site. Follow the readme for installation instructions. Can't put this up at l4dmaps.com because they only accept .vpk uploads, and that defeats the purpose.

I've created a Steam Group for the map, as well. Hopefully this will help with getting some testing groups together.

Version 2 of the beta has a ton of changes from the original beta release at the end of the WoLD 11-Day Winter Mapping Contest. Looks a lot better, plays a lot better. Hope everybody enjoys it!

EDIT I could have sworn there was a post here from nexusdog about a bad link! I guess he deleted it...

In any case, please let me know if you have problems accessing the download page. */EDIT*

Well, then... I have no idea why that's happening!

So this link won't work for you?

http://cid-bdc42b188ba0e0c0.skydrive.li ... a%5E_2.zip

Which browser are you using? And did you link to it from here or from the steam group page? I've checked all the links... Seemingly they're fine for me... Ugh. Let me know!

Working on the 3D Skybox today. Made the CN Tower in Hammer, then shrunk it down for the skybox, but of course now I have a few microbrushes. Didn't consider that. It works in-game, but I'll have to use a model of the tower I think. Does anyone know if and how well Propper works? I had no idea it even existed until today. I'm sure it's not the best way of doing this, but it might do for the time being... Also been messing with horizons for the skybox. Valve's textures aren't going to do what I want them to, so again, I'm going to make my own gradient texture I think. Valve now uses these black skybox models, but they do it with instances, so your whole 3D Skybox is called into your map from a separate .vmf... If you use these models in your skybox the old-fashioned way, they appear to screw things up. Maybe instead I'll figure out how the instancing method is done. Might be a better idea...

Couple of screens:

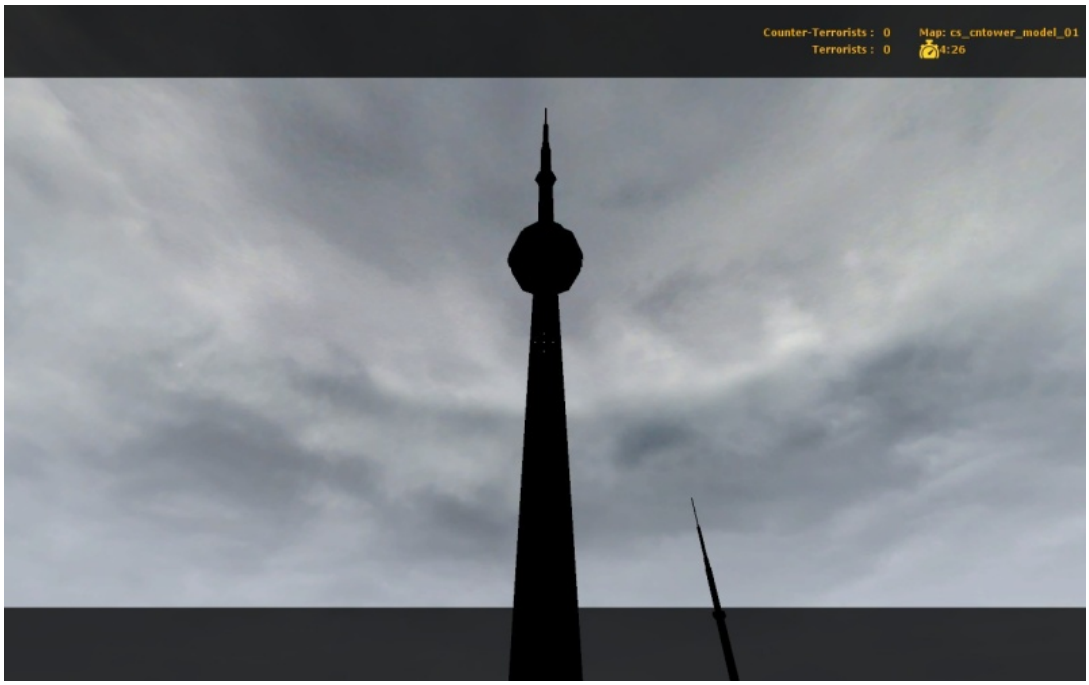
First attempt at getting the CN Tower and Toronto skyline into the map. Top of the tower gives me the microbrushes... Too bad, doesn't look too bad. Still works, but I don't like the idea of having errors in my compile. Gonna have to be a model...

Some of Valve's horizon textures. I don't think these are going to do it...

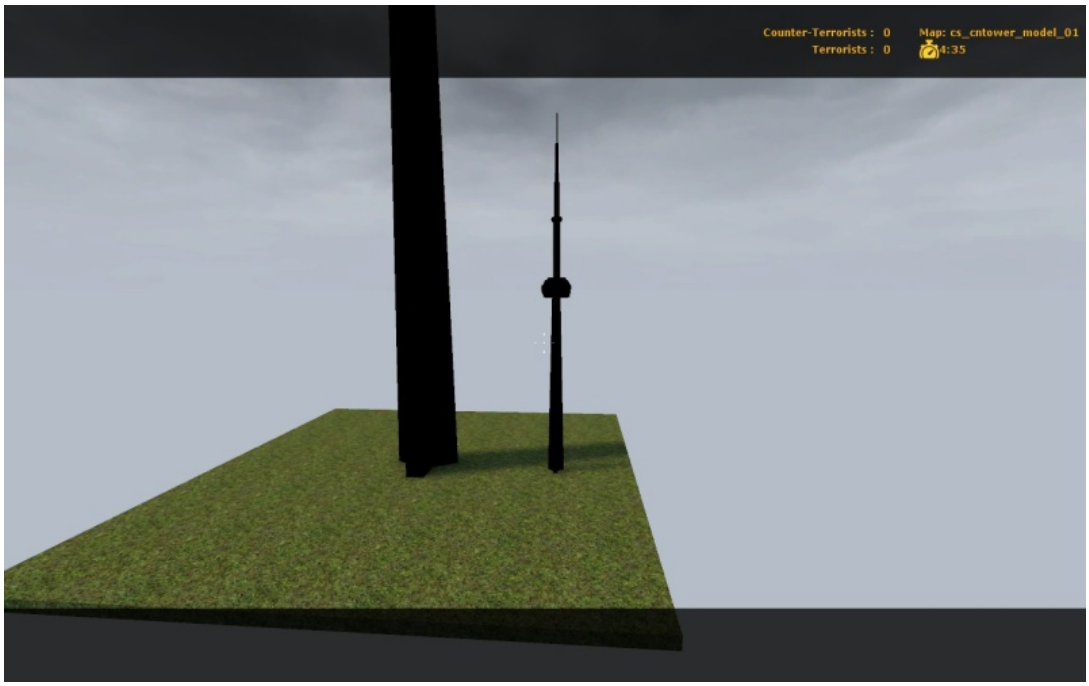
Victory is mine! I'm going to recommend Propper here. It is solely responsible for me getting my first working model in game. Yay. Took a lot of screwing with, but it's done. And by a lot, I do mean a LOT! Had to go through CS:S in order for it to work, as you'll see below. In any case, for those of us who don't know modeling programs that well yet, this sweet little nugget of programming can help a lot and help ease the pain of venturing into the world of modelling... In some respects, I can't believe Valve never included anything like this themselves, but hey, I'll take it how I can get it. 😉

Some screenshots:

There it is. The CN Tower in the distance is now a model. I can hardly believe it!



The brushwork construction in CS:S...



With a wee model beside it! It got smaller even for the final skybox model...

Got some things to do today, so mainly off until tomorrow, when I'm

gooing to have a crack at Survival mode, I think.

Survival is coming really soon, just trying to finish up a bunch of other stuff, so it's a more robust release. It's still not going to be the final until there's adequate testing done on both modes. That and Valve fixes the .vpk stuff. 😁

Anyway, I'm going to enter this in the L4Dmaps.com contest as well, which requires that I put their logo in the map. Figured if I put that in, it's only fair to give props to WoLD as well... I've already changed it a bit, and I'll probably change it a bit more, but here's a screen by the starting area in the park:

Trying to get them to mix in with the graffiti nicely...