Map Created by: Severance

11-DAY LEVEL DESIGN CHALLENGE

TF2: KOTH_CLIFFSIDE

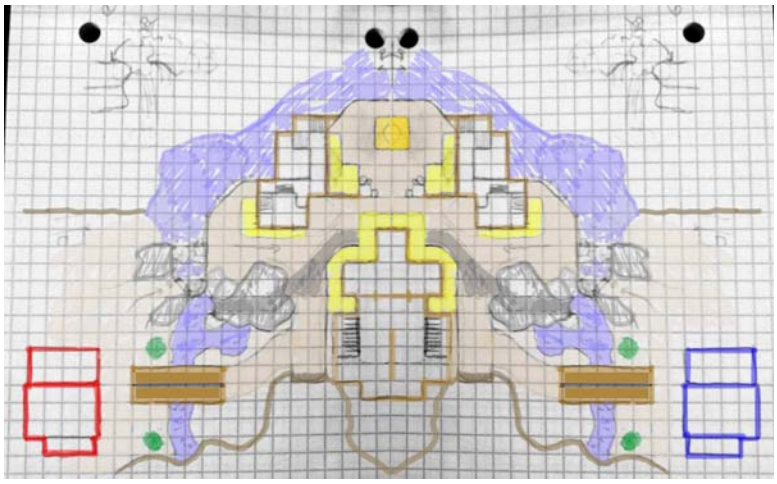
World of Level Design.com

DAY 1:

Idea, Research, Reference, Floor plan and Gameplay Elements. Sketches, drawings.

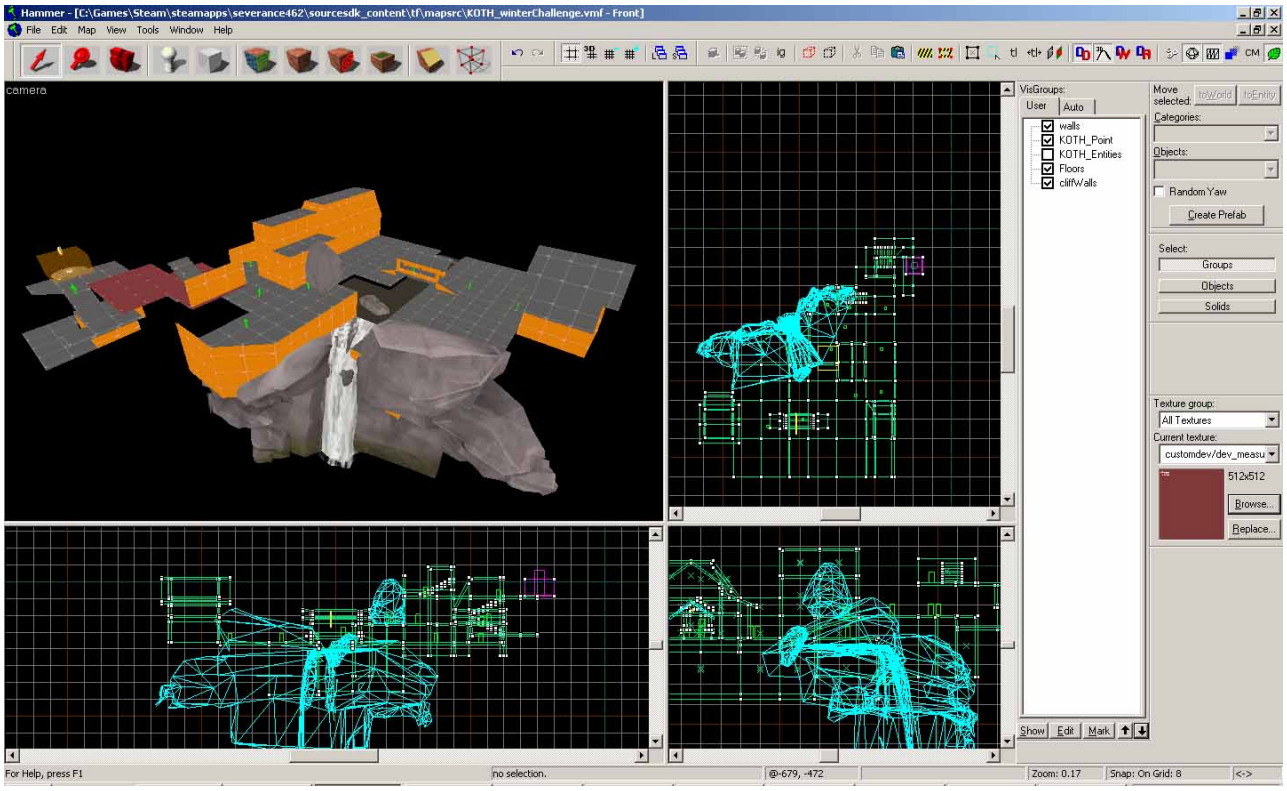
I've chosen a king of the hill map for tf2 since it will be smaller/easier to finish. The layout:

Red and blue buildings are bases...point in center top. Symmetrical map to save time and keep things even. its a Cliffside point so there are kill pits up on top where all the water is on the layout...prob make it rocky and all that. There are 3 buildings in the middle surrounding the point. One on each side with second floor areas for sentries and strategic points...and a main one split down the middle of the map which has lots of windows and a large wrap around second floor balcony for sniping, etc. attackers will leave the base and have the choice of using a shortcut and jumping over a kill pit ravine to a lower cliff on the left (to the bottom and side of the buildings flanking the point)...going over a covered bridge and up a hill to the point...or going into a cave near the waterfall (near where you can jump over the ravine) which leads underneath the main building and either up through that building or out to a platform underneath the point...the point itself will be a medium kind of sized area...on the smaller side but still kinda open a bit.



The king of the hill maps are basically red vs blue, each with a timer (usually 3 mins). 1 control point on the map that starts open. as long as your team holds the point, your team timer goes down. first to 0 wins.

ive got some early blocking done:



DAY 2:
Geometry
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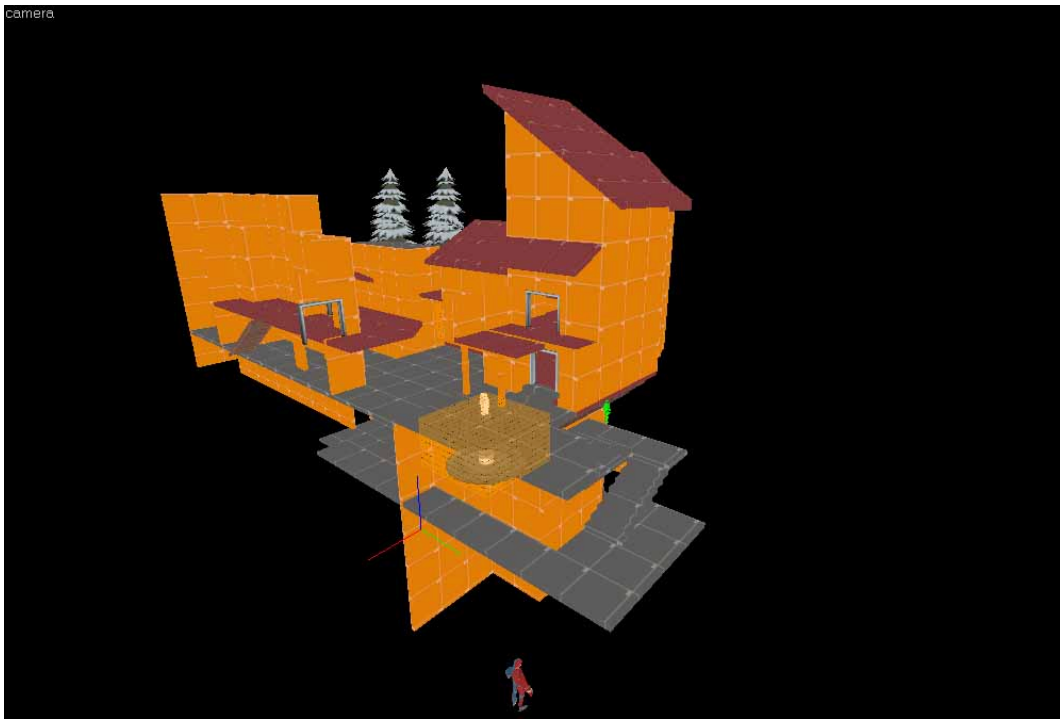
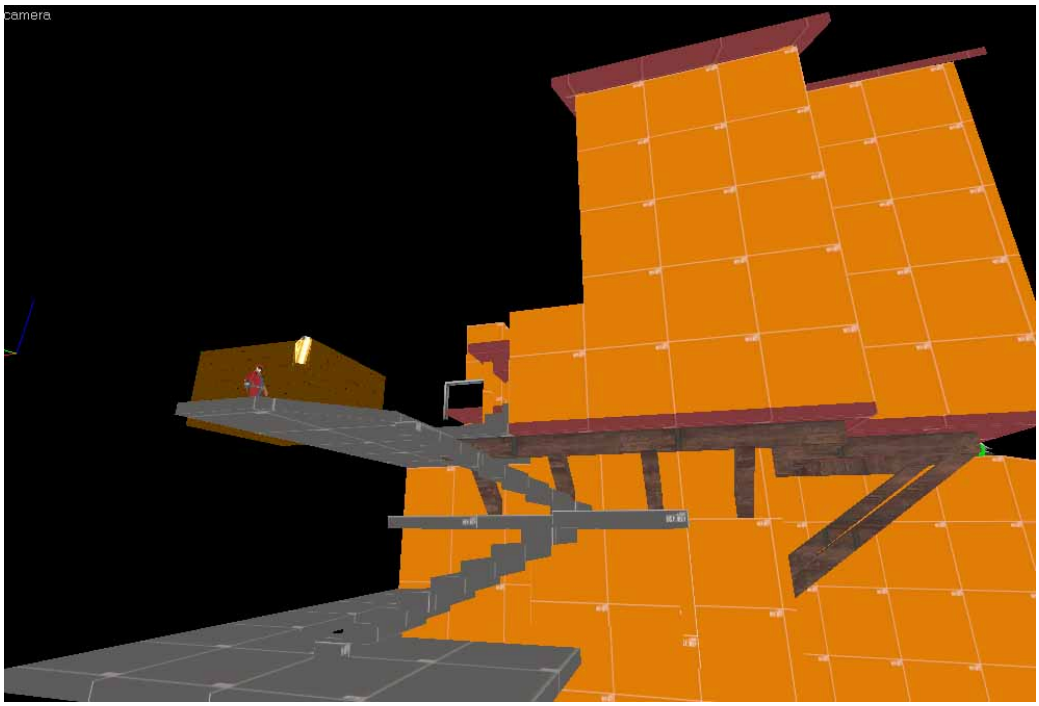
bit of an update...managed to get a lot of blocking done. all play surface is almost in...Just have to add the tunnel area and finish the building interiors. Probably start displacement tonight or tomorrow, some texturing. Some props to finish off the geometry (doorways and such). lots and lots of orange at this point haha.

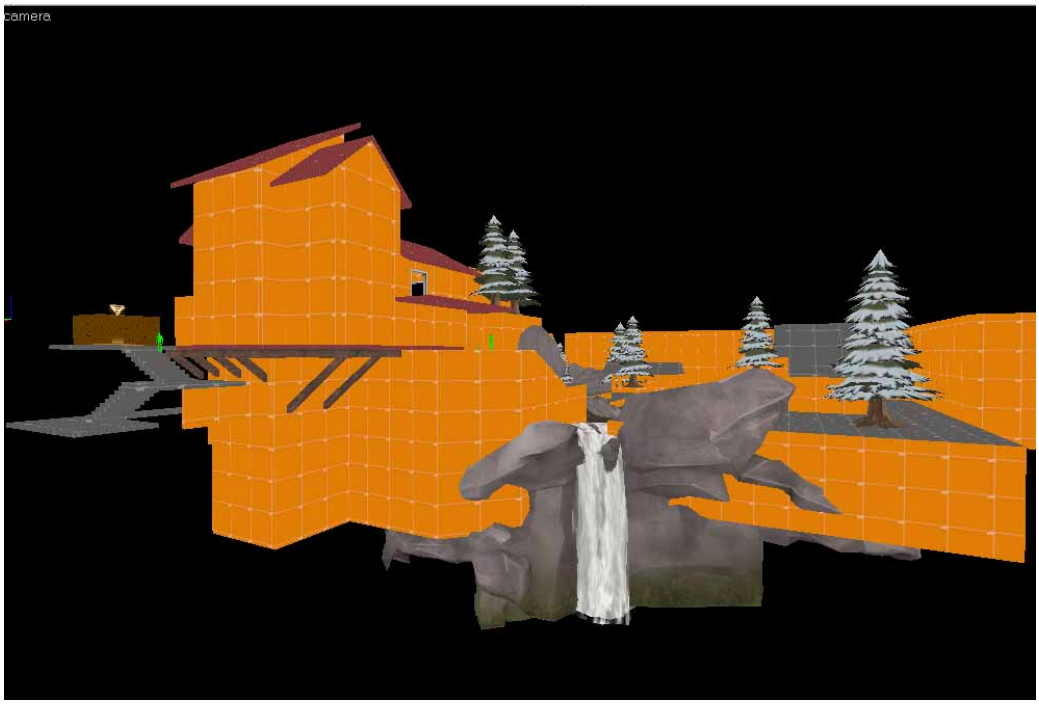
its just half the map since its symmetrical so youll have to imagine it mirrored for the blue side of the level...but here's the capture point...on a helipad shared between the two sides. which is why they're fighting here in the first place. there's a big cliff running down the length of the map (on the right side of this first shot) that is a killpit.. this is the red side.



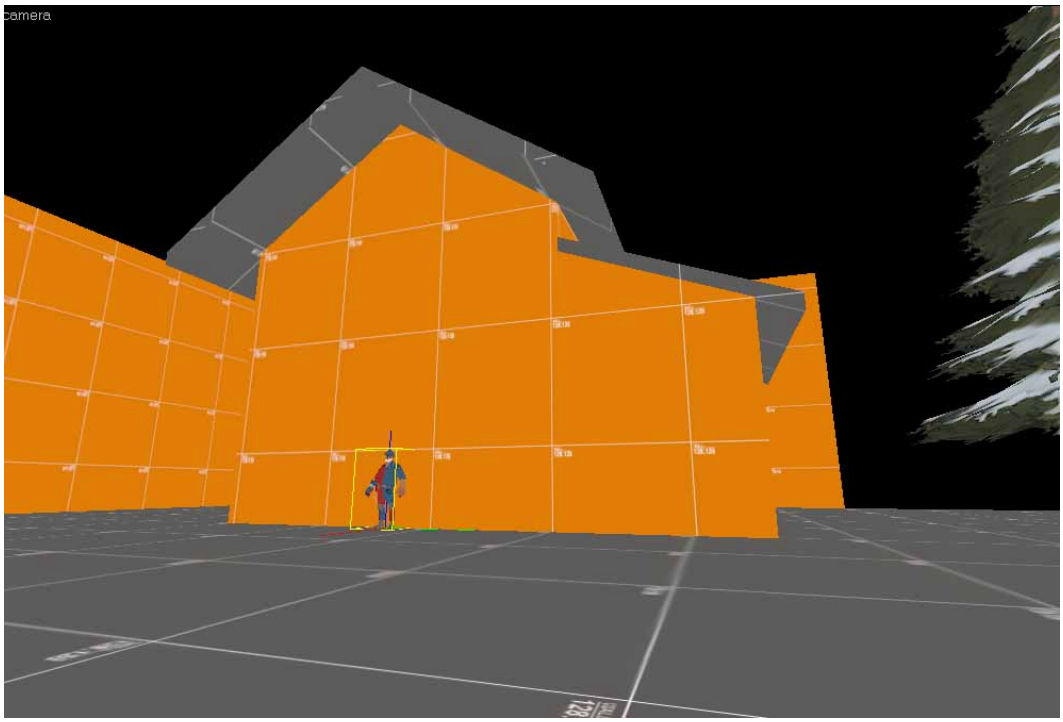
this is a more underside view to show an alternate route...that walkway goes into the cliff and through the tunnels i havent built yet.



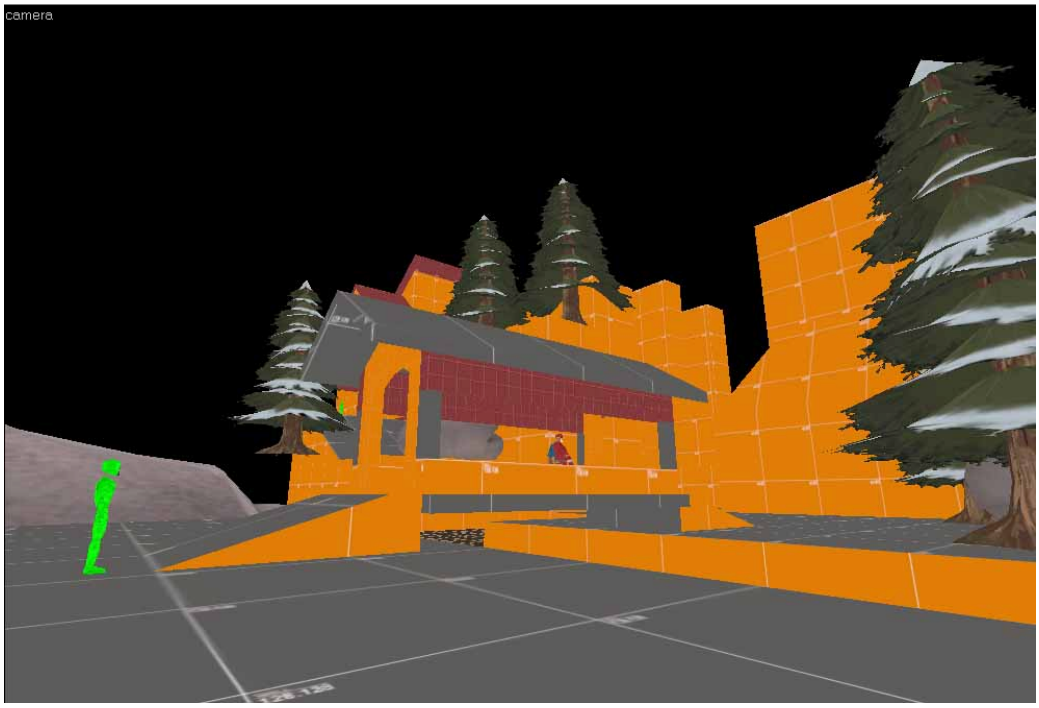
pulling back a bit for an overall view of the red side of the map. the red spawn building is in the lower right behind the big tree.



very early red spawn building



covered bridge and route to the point on the right side



DAY 3:
Geometry, some textures/props, displacement
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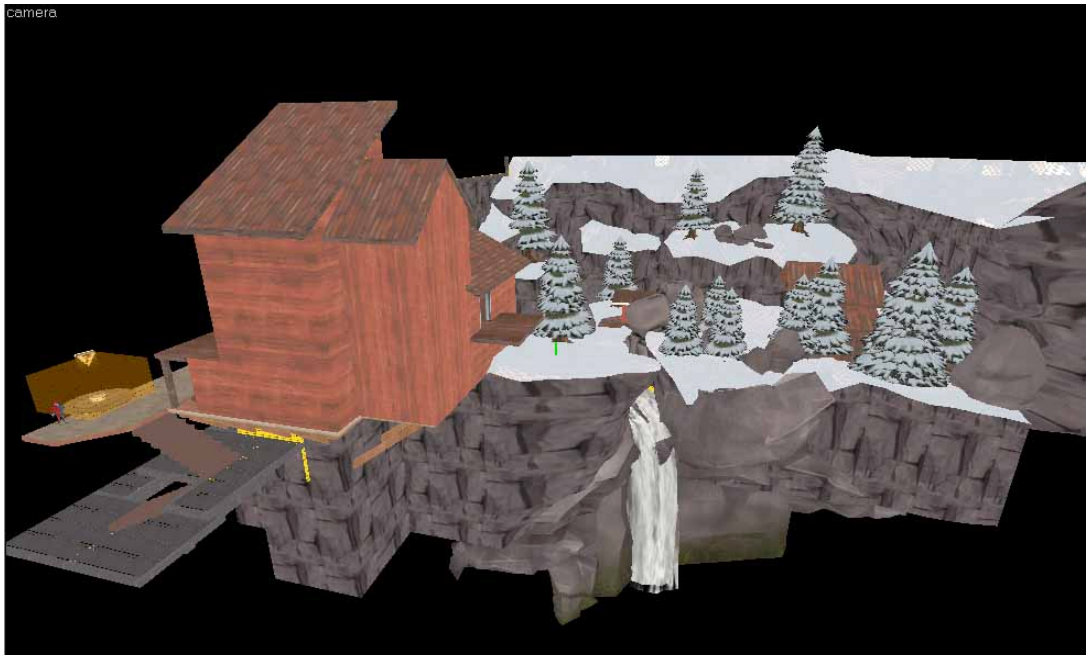
started texturing a little and displacing a lot. props are far from final...it was just to get a better idea of how things are going. still have to do displacement on the rock in the center as well as the tunnel and some cliff walls.

first some reference for the cliffs and snow...

Arkansas.
THE NATURAL STATE

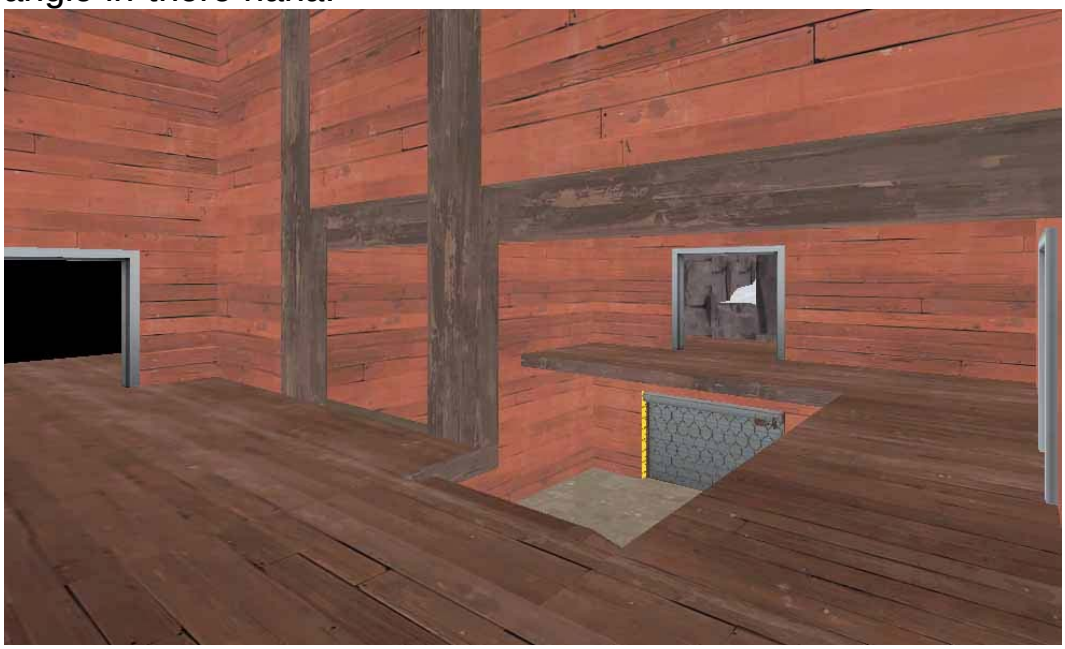
and a couple updated shots of the level…

overall shot



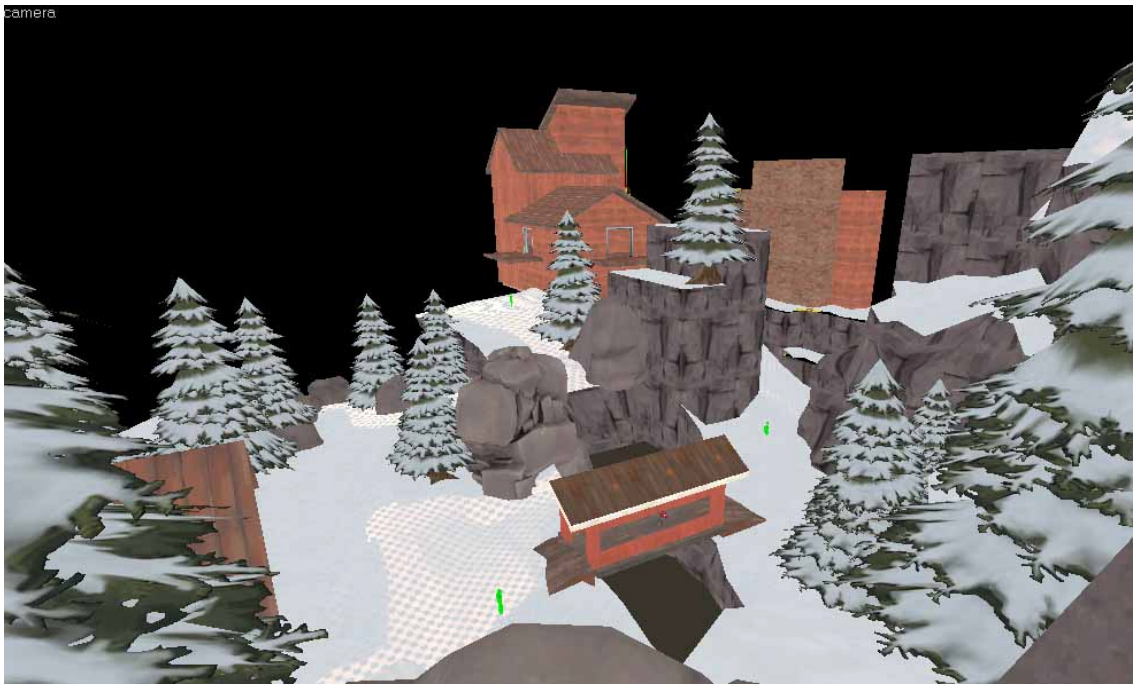
the point

inside the building near the point. tough to get a decent camera angle in there haha.



shot on the hill leading up to the point looking back toward spawn

from up on the cliffs behind the spawn looking towards the point and the rest of the level



i think they were part of the war update...from the map viaduct. so they should be in your sdk if its current as far as i know. otherwise, i mightve got it from the Ultimate Resource Mapping Pack....not sure if im allowed to name the website or not. google search will find it though.

DAY 4:

Geometry, some textures/props, displacement

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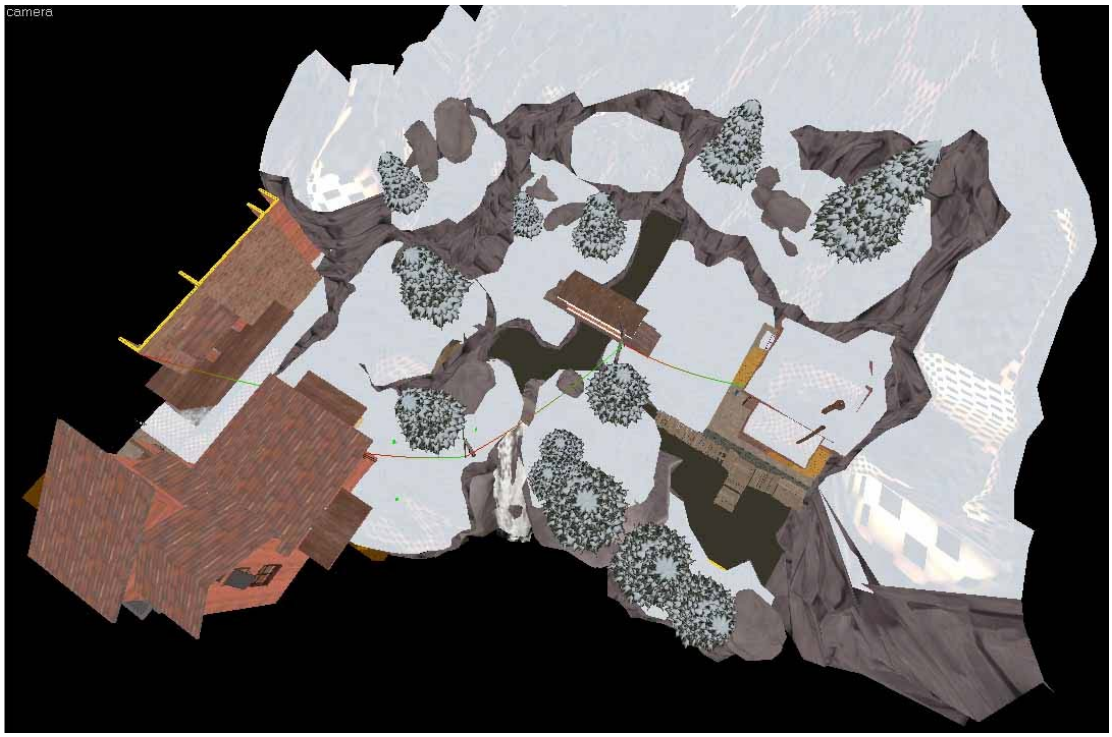
red spawn

covered bridge

this is a lousy shot but you can see the cave to the tunnel in the center of the rock in the middle....

almost overhead view



most of the geometry is done. just a little more on the center building and some areas of touch up here and there. moving on to props and textures/signs tomorrow i think.

DAY 5:

Geometry, some textures/props, displacement, a few sounds and lights.

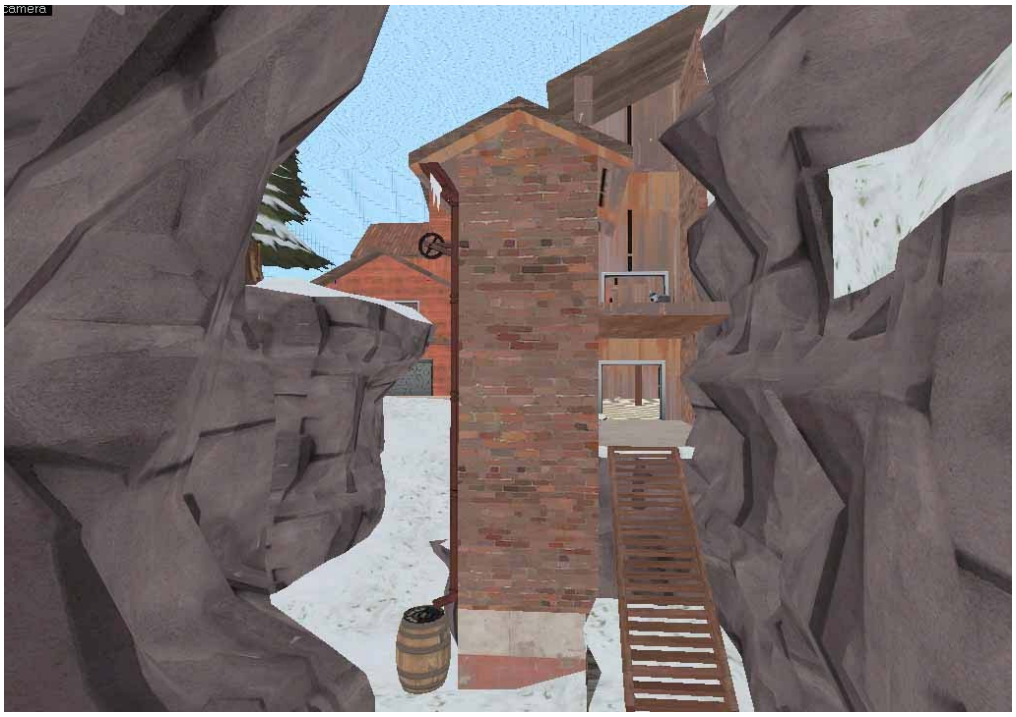
So i had put it together for a quick play test with some bots and a friend…

and the layout wasnt great. not bad...playable. but not much variety in how attacks on the point would have been made. so i made a couple of changes. mainly the center building has a back door entrance where the tunnel at the bottom of the hill used to be and extra walkways were added underneath the point to make it a bit more competetive hopefully. but either way, this is the final layout for this map since i need to get it done. on to screenshots.

spawn

tunnel used to be on bottom right and cliff was where this part of the building is now. stairs lead up to the back doorway and there are sniper points.

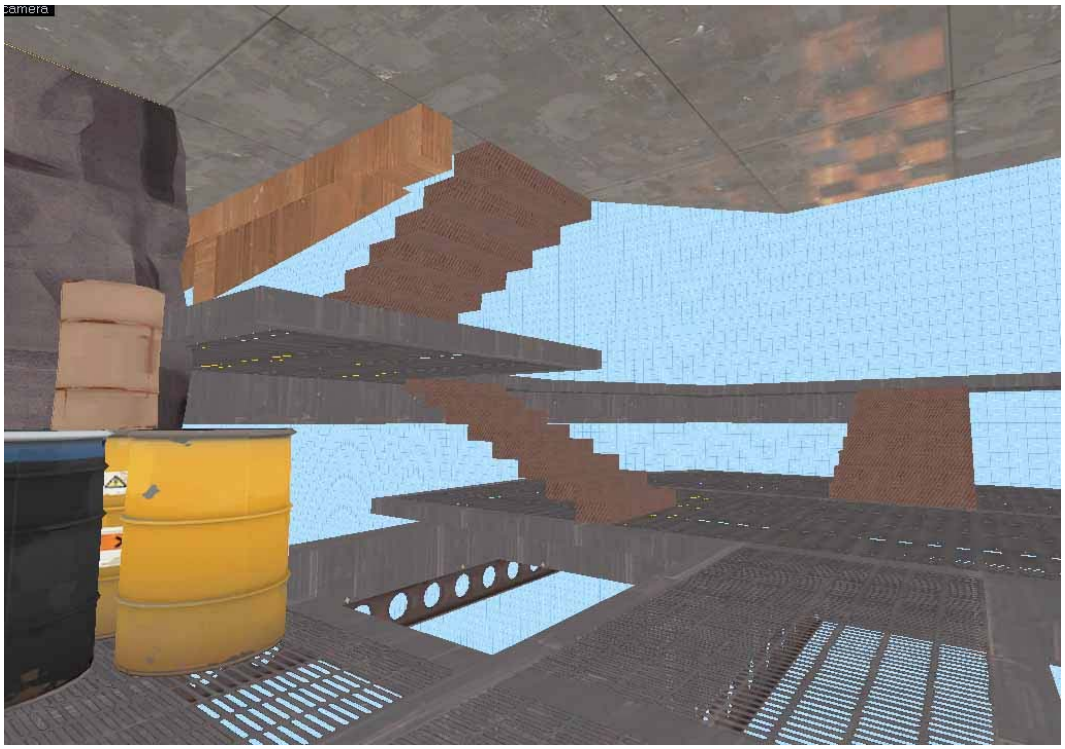
looking up the hill from in the corner…basically as if you were on the right side and looking left in the last shot…



the building near the point…

inside….

underneath the point showing new walkway areas



shot of the building and point

split shot of new center building

DAY 6-7:
Texturing, lighting, props
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slacked in updating yesterday so here's updates for the last 2 days.

started adding in some lights and details. theres falling snow in there too which you cant see from the shots...too faint. have to tweak it...i did put snow of the roof of the other buildings...i also fixed the tunnels. compiled for a playtest. new layout is much better. im still thinking of adding a little extra cliff to get around the main point buildings for gameplay. think itd be nice to have an extra way up to the 2nd floor. that will be the final tweak to layout and will be pretty minor blocking wise.

also, i think im going to rotate the level around 90*...this is the "ideal" sun angle but it leaves the level pretty dark. ill screw around with it...

i also recorded a demo so ill try to upload that soon too.

red spawn

the point...

where the tunnels end up under the point...

red's point building...

freshly capped!

cant see it too well but some detail of the int roof space

couple of the alt routes...down the tunnels on the right, up the stairs on the left...or bear right to the hill leading to the point.

blue spawn

center room...

had some VERY close matches with the bots and a friend...

[MOUSE1] Cycle Targets (fwd)
[MOUSE4] Cycle Targets (rev)
0:02
0:00
Map: CLIFFSIDEDAY8LT
Respawn in: Wait for next round
Press [V] to Change Class
Nobody + AimBot
Severance
Hostage
BLU
0
1
RED
RED TEAM WINS!
RED captured all control points
Winning capture: C++, Nobody
RED Team MVPs:
Points this round:
Nobody
Soldier
13
C++
Pyro
9
AimBot
Medic
7
Tip: As a Demoman, set off sticky bombs beneath your feet to pipe bomb jump up to great heights.

You were killed by
shatty

Playtest me and a friend had with some bots the other night. it turned out to be pretty fun. ill definitely put it up on tf2maps. would be nice to play it with other people rather than bots.

im only gonna get a couple hours of work done today so hopefully tomorrow will be better. i have to:

1. fix some of the displacements...just sewing and basic fixes. only thing to add is a small cliff to look a little more natural than the current walkway
2. finish and fine tune the lighting and rotate for the sun.
3. finish the rest of the prop placement
4. put up the rest of the overlays.
5. 3d skybox.
6. finish sound.
7. make the blue buildings more square and less like red. the footprints will remain the same.
8. finish detail.
9. optimize. which i dont really know how to do. but ill be trying anyways!

well it still needs some work but here's the link for beta 1. as it is, this is 9 days of work but 12 days since i put up the first post so i thought id put it up now. im still plan on finishing it up perfect.

koth_cliffside_b1

small update on 1/19 @ 1:48 to the nav file connecting cliff walkways near point buildings and main point area. if you already have the map, the nav alone can be found here.

skybox is in but ugly. there are still some displacements here and there that need to be sewn. props need roatations on the blue side. and it really needs some optimizing. this compile had to be run with fast vvis and vrad...otherwise, it took an hour or two to compile. when i added in the skybox, i went around and tried to make the skybox tight and not boxy but i guess i created leaks that way. so for now, its that plus a box which obviously will screw with things. i have to go around and reseal it but that was going to take a while so here's this. haha. its playable anyways. and i included the nav for the bots. not sure if theres anything else it needs or not. if there is, let me know and i can include it.

would love some feedback. im going to fix it up over the next week or so and enter it at tf2maps to get some playtests on it. ill write a project wrap up tomorrow.

ive been working on trying to come up with a helicopter for each team to have flying around during the match and hopefully land once a team wins. i REALLY wanted them to fight and shoot at each other but dont know where to begin for that so ill settle for landing. i think i can figure that out.

still not so sure its tf2 style enough but this is what i have so far. im going to add another window on the side as well as the team's logo. also have to neaten and fix up the textures. these are renders in maya using a screenshot as a background and lighting.

ive also fixed sealing off the level and made it more efficient. lots of unnecessary brushes removed. i partially redid the skybox which looks much better. i still have to fix the props on the blue side, fix some of the displacement here and there and finish off the skybox for beta 1.1. after which, ill post that version for playtests here and on tf2maps.

quick update on the model...ill be adding the logo once i find a decent image of them.

ill be attempting to get it into hammer tomorrow. once i get this in, i will be releasing another version of the map which should run better and include the helicopters at least flying around.