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Portfolio

11/25/12

These are a collection of some of the levels and maps I've made for various video games during my career. I made levels for quite a few games using different tools. For each one, I made a video walkthrough and posted it to YouTube. I've also included screenshots:

Counter-Strike: Source - Gothic Library:

Video Walkthrough: http://youtu.be/w7U1A70bDYM

Summary:

This map was made over the course of a year. I had wanted to make a map for the game *Trouble in Terrorist Town*. I decided to adapt the map to *Counter-Strike: Source*. I wanted to create a dark and creepy map every area of the map is made to look this way.

The rules of *Counter-Strike* include two teams: the terrorists and the counter-terrorists. The terrorist team needs either to eliminate the counter-terrorists or plant a bomb at one of the bomb sites. The counter-terrorist team needs to eliminate the terrorists. Each team spawns from different location and must find the other team. Rounds tend to be short and brutal, as weapons are powerful and accurate.

The library itself uses many graphic effects: the library lights up when lightning strikes. The lightning is followed by the sound of thunder. The windows use a scrolling refraction texture to simulate the effect of water flowing down a window. The outside of the level uses a 3d skybox in order to look big, even when the actual geometry making the outside is small. The library shelves house books that I've actually read, and a few fictional books. To emulate gothic architecture, there is a series of archways to holding up the ceiling of the library. The room is symmetrical. The painting hanging on one of the library walls can collapse onto a stage where an enemy player can potentially stand in front of. Enemies can hide behind the shelves to ambush unsuspecting players.

The library leads to a bell tower which the player can climb to the top. The terrorist team can place a bomb right under the bell itself. If the bell is hit, a ringing sound will be heard throughout the entire map. There are three separate routes to the bell. No one can safely ambush other players from the bell tower.

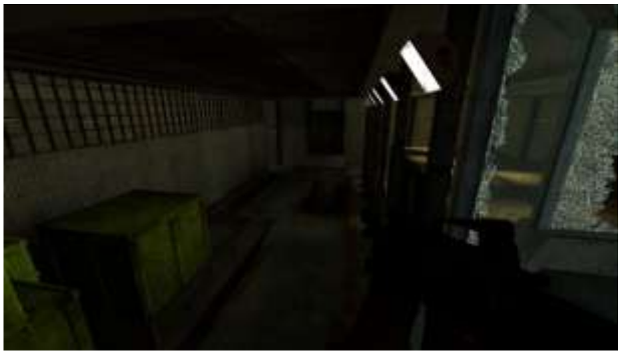
Under the library is a sub-basement. It links the library to an abandoned warehouse and the terrorist hideout. There is a hole in the floor of the library, with a rope that the player can use to climb down into the sub-basement. The players can access a meeting room there.

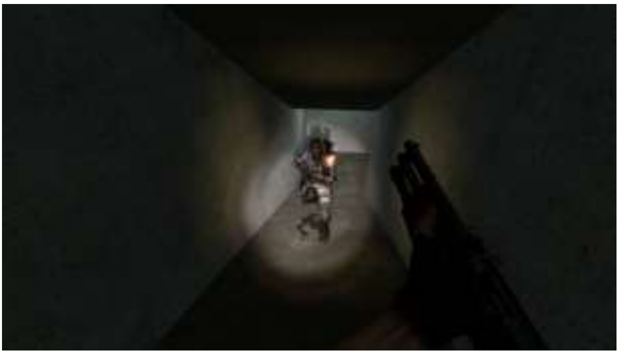
The hideout, where the terrorist team spawns, is a cramped, dark space full of contraband. I wanted to make the terrorist's spawn point unsettling. The ceiling is purposely placed very low to make the player feel claustrophobic. A light is set to flicker, creating a sense of unease. There are tables on the side of the room holding guns and ammunition. A cave has been carved through the wall that leads to the abandoned warehouse and the sub-basement.

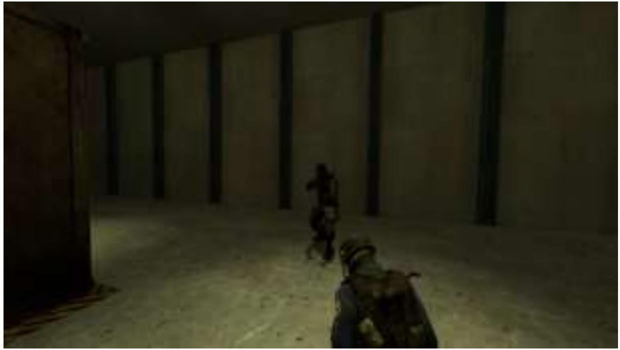
The abandoned warehouse is set up to give each team choices. The terrorist can plant a bomb on where two cargo elevators are located. The bomb can either be placed under the elevators where there is cover, or the bomb may be placed on the elevators where it is harder for the counter-terrorist team to stop. The players can also climb on top of the crates to get a better firing position, but that would also make them more vulnerable. There are essentially two paths through the warehouse that the players can choose from.

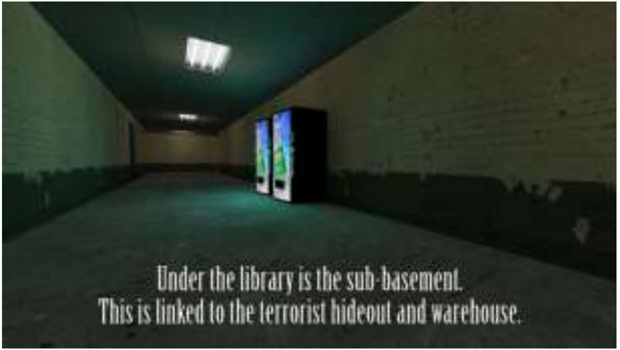
The final area is a sewer that links the abandoned ware-house to the bell tower. The counter-terrorist team spawns here. They get to choose either of two directions to go down when the match begins. The sewer is paved with red bricks in order to give it a contrasting color scheme to the rest of the map.

Screenshots:

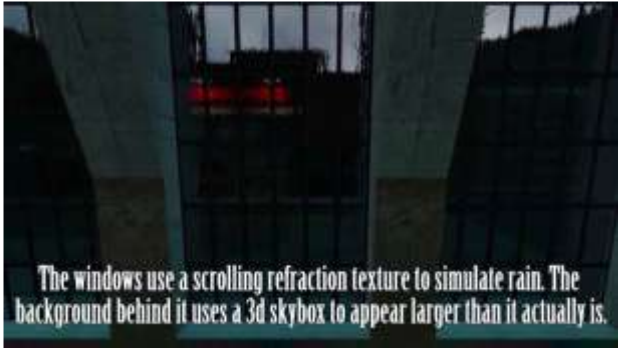




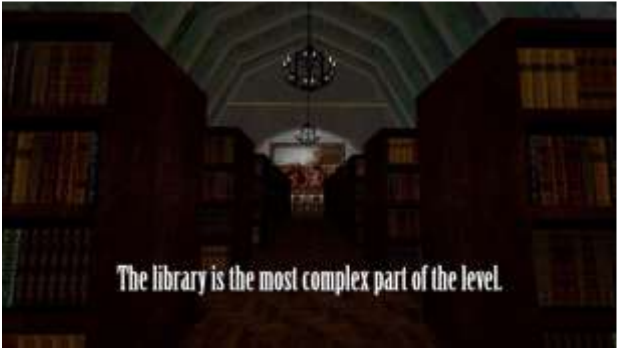




Under the library is the sub-basement.
This is linked to the terrorist hideout and warehouse.

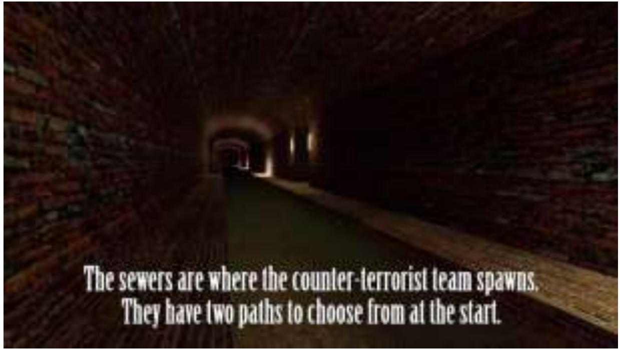


The windows use a scrolling refraction texture to simulate rain. The background behind it uses a 3d skybox to appear larger than it actually is.

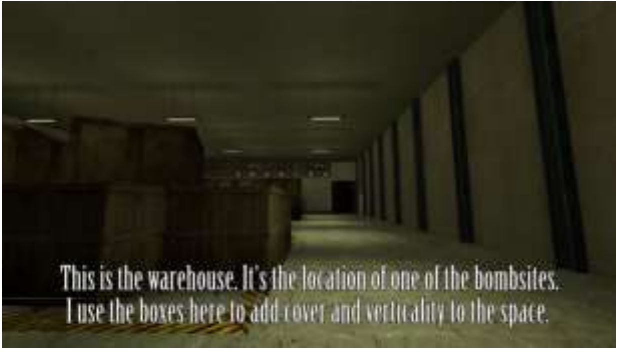


The library is the most complex part of the level.

Shooting the bell produces a sound that everyone can hear.



The sewers are where the counter-terrorist team spawns.
They have two paths to choose from at the start.



This is the warehouse. It's the location of one of the bombsites.
I use the boxes here to add cover and verticality to the space.

This is the hideout. It's where the terrorist team's spawn point is.
I wanted the place to look cramped, dirty, and full of contraband.

Portal 2 - Turn Table:

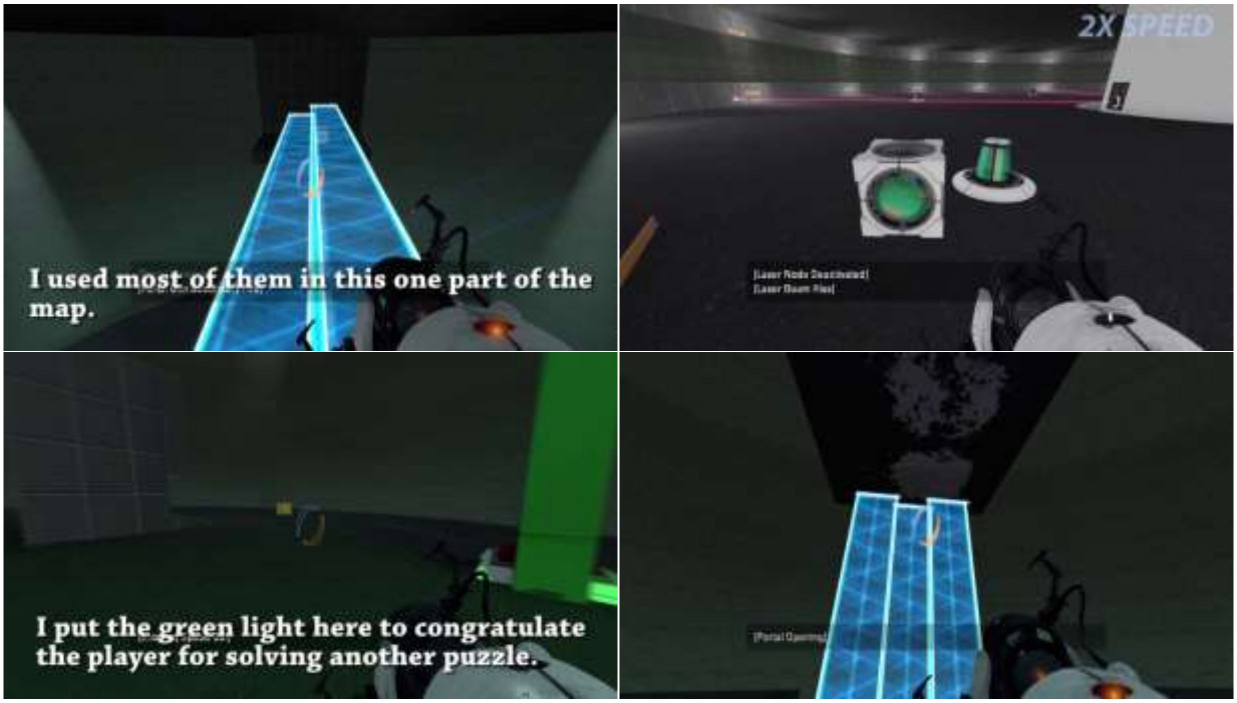
Video Walkthrough: http://youtu.be/1_8s-mqXVTA

Summary:

I made this map during the summer. The map is partially a response to we a separate, more accessible level editor made later by the game's creator. I wanted to create a level that could not have possibly been made in that new editor, so I made the level spin. In actuality, though, the platform that the player is on does not spin. The background spins around the player, creating the illusion that the player that is spinning. This prevents certain glitches.

The player has to solve a puzzle to get to next tier of the spinning platforms. The first puzzle involves redirecting lasers that are being projected off the axel. The second puzzle involves getting weird, scientific gel unto a force-field that the player then has to rebound off of. The third puzzle is the most complex; it involves using an anti-gravity funnel to place a cube on a button on the ceiling and then using another cube to block a laser. All three of these puzzles are for advanced players.

Screenshots:



I used most of them in this one part of the map.

[Laser Node Deactivated]
[Laser Beam Fire]

I put the green light here to congratulate the player for solving another puzzle.

[Portal Opening]

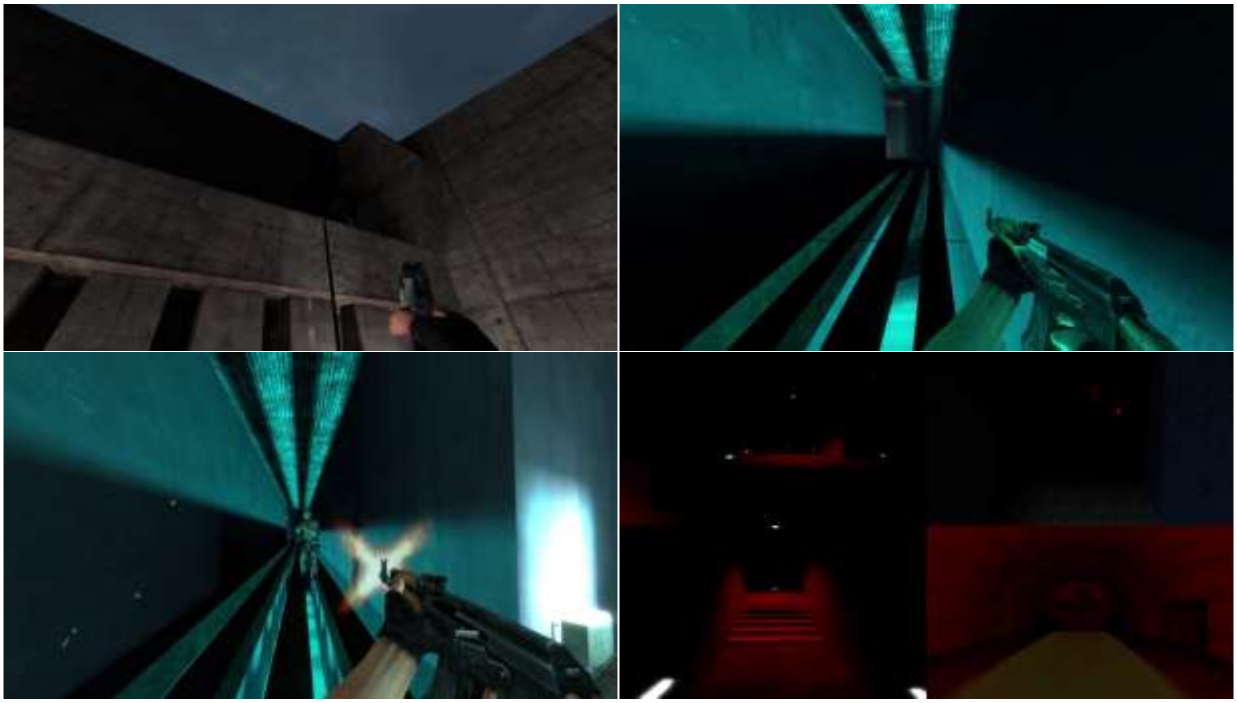
Counter-Strike: Source - New World Order:

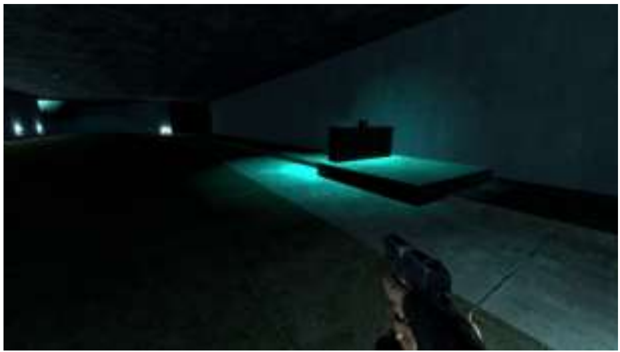
Video Walkthrough: http://youtu.be/Ev1ttUgq7lM

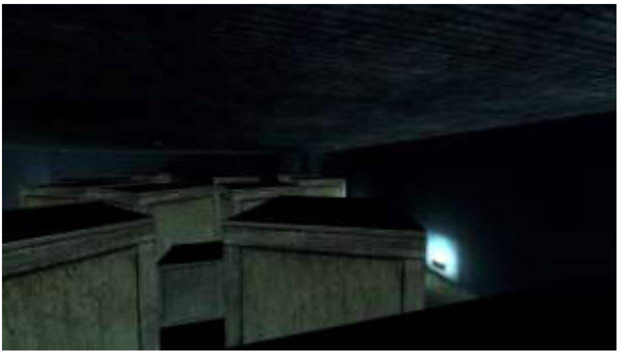
Summary:

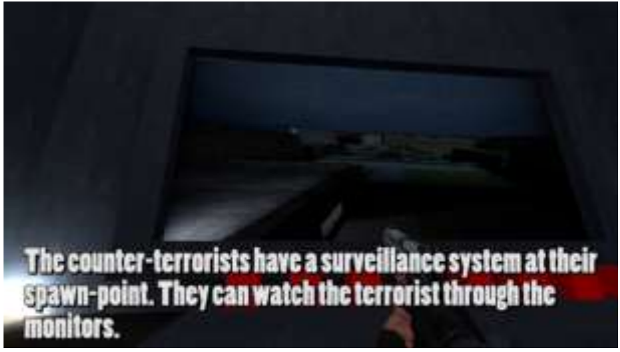
I made this map over a course of about a year. I was inspired by the game *Deus Ex*, and wanted to create a map for *Counter-Strike: Source* that emulated moving through some type of sci-fi conspiracy's base. It follows the standard rules of *Counter-Strike: Source*, but the environment changes. When a bomb is planted, the base goes into alert mode. The bluish lights in the base are replaced by a dark, red light. I also hid symbolism associated with the illuminati in order to make players paranoid. This includes an image of The Eye of Providence that is hidden in the player's map. There is a tram in the base, and the counter-terrorist has access to a surveillance system that allows them to peak into anywhere else on the map.

Screenshots:

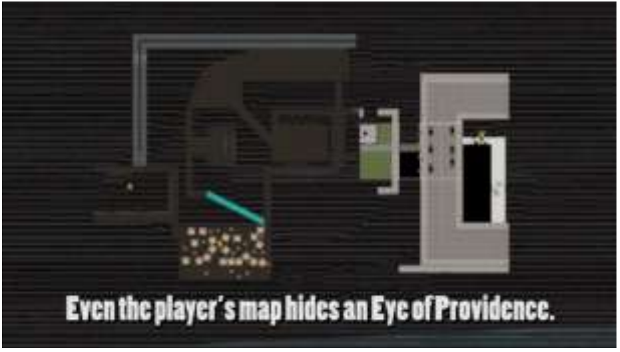








The counter-terrorists have a surveillance system at their spawn-point. They can watch the terrorist through the monitors.



Even the player's map hides an Eye of Providence.

Unreal Development Kit - Robo Rally:

Video Walkthrough: http://youtu.be/fFUsz1flCgg

Summary:

I made this level at ID Tech Camp. It’s based upon one of my favorite board games, *Robo Rally*. I gave the player an isometric perspective and made the floor look like tiles from the board game. The player has to navigate this maze while avoid hazards. Robots try to shoot the player, and these robots are all controlled through Kismet, the Unreal Engine’s visual scripting language.

Screenshots: