



# Jotunheim

Combat map LDD document

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# Overview

- Shooter map
- Team deathmatch
- Medium-size fast paced
- Operation base under construction

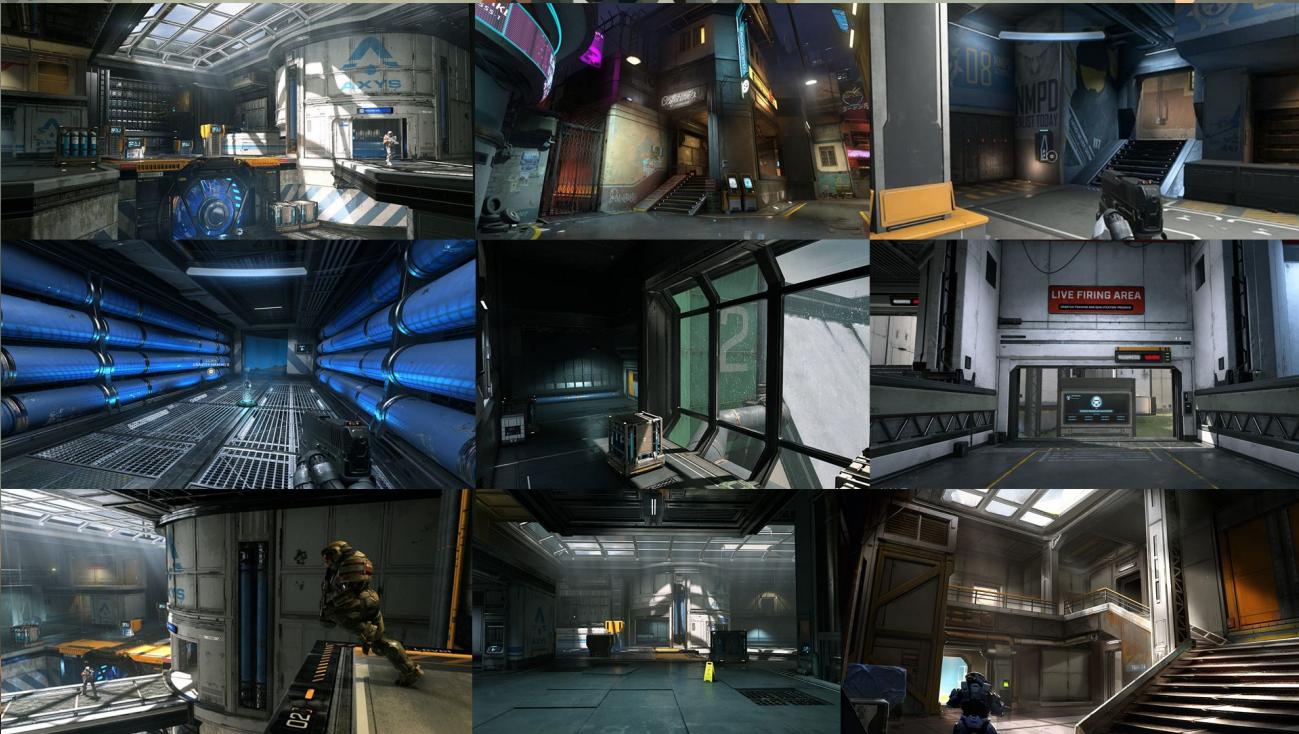


# Main goals

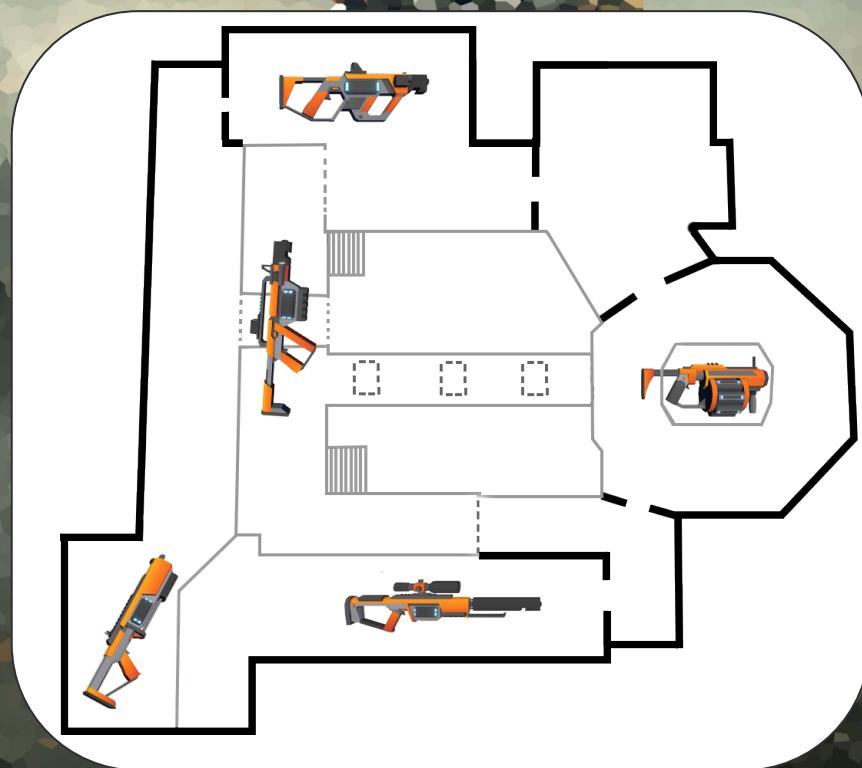
- High risk, high reward
- Multiple paths depending on the player
- Avoid bottlenecks
- Easy to recognize areas



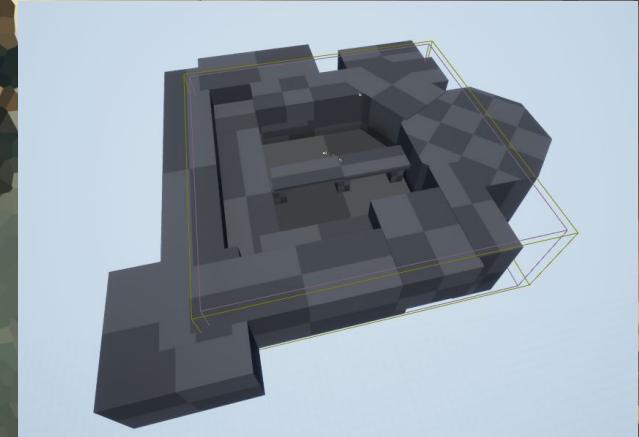
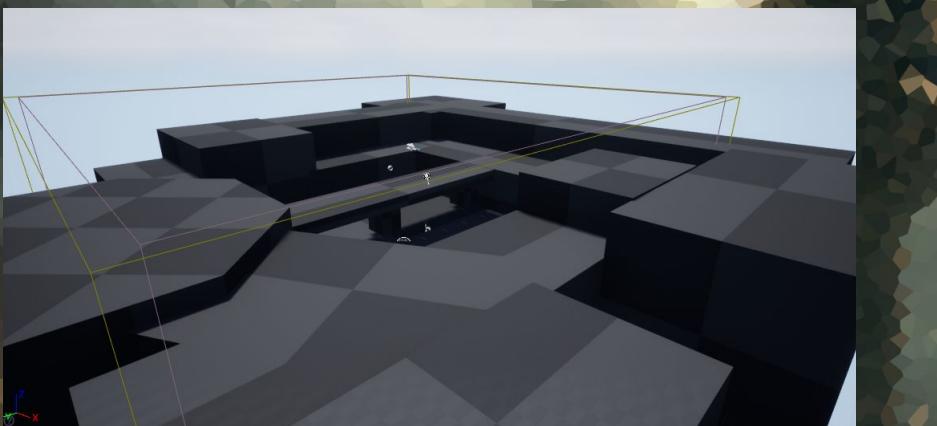
# Pipeline: Brainstorming and moodboard



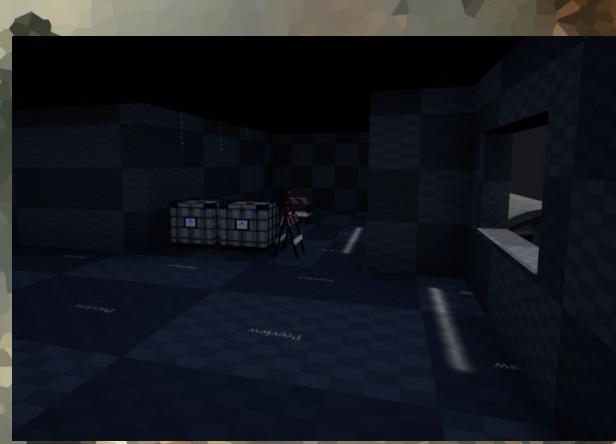
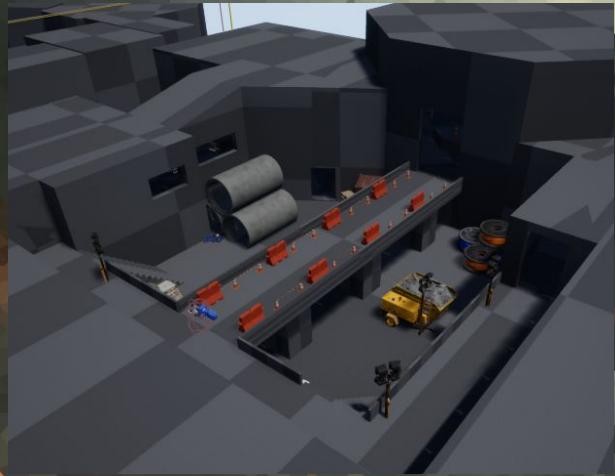
# Pipeline: 2D sketch



# Pipeline: 3D blockout



# Pipeline: Obstacles, map polish



# Pipeline: Illumination, special weapons and minor polish



# Special Weapons Spawn



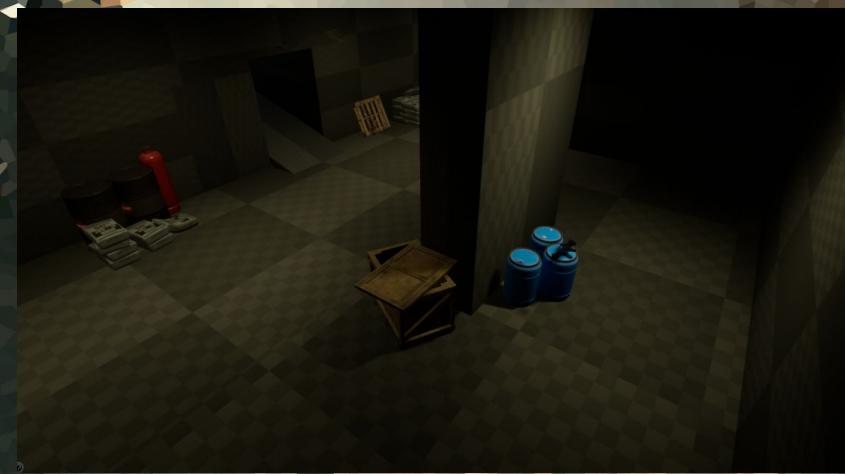
# Sniper Rooms



# Plaza and Sniper Rooms Connections



# The corridor



# The Backrooms



# The Yard: Upper Level



# The Yard: Lower Level



A dramatic, action-oriented scene set in a dark, apocalyptic landscape. In the foreground, several soldiers in full combat gear and face masks are crouching or moving through debris and fire. One soldier in the center is prominently featured, holding a rifle and looking towards the camera. In the background, two large, futuristic-looking flying vehicles, resembling giant drones or small aircraft, are flying through a hazy sky. The overall atmosphere is one of chaos, conflict, and survival.

Thanks for your  
attention