

DES214 – Level Design Methods

Greyboxing

DigiPen Institute of Technology

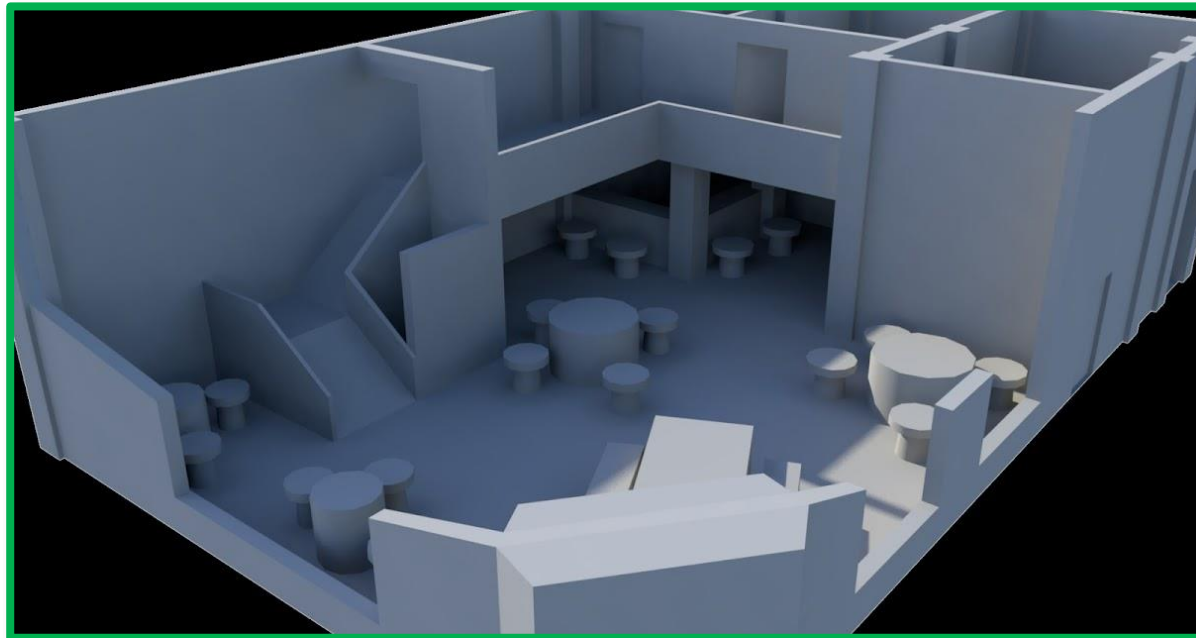
Greyboxing

**How to build an
effective early
prototype of a level?**

Greyboxing

Greyboxing

A first pass at building a level using abstract, non-textured geometry.



Greyboxing



Greyboxing

Greyboxing Goals

- Determine the relative size and distance of objects in the scene (Players, Doorways, Bridges, Rooms, Etc.).
- Setup proper lines of sight between points of interest.
- Provide early validation on whether the level meets its goals and engages the player.

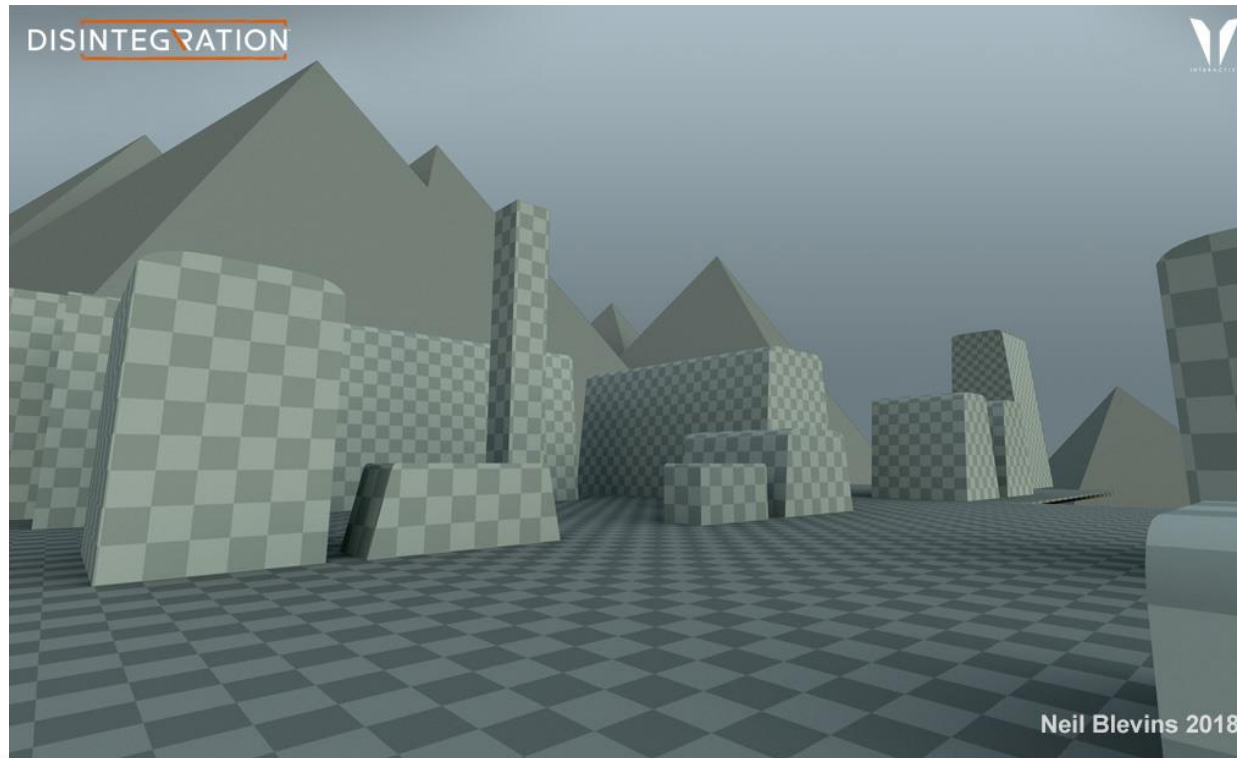
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Greyboxing Sample Questions

- Are these platforms close enough for the player to jump?
- How long does it take to walk from one segment to another?
- Are players able to see the next landmark from here?
- Is this hallway big enough for a vehicle to travel along?
- Is this area too big compared to the others?
- Are these level elements too repetitive?

Greyboxing

Greyboxing Progression – #1 Initial Block-out



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Greyboxing Progression – #2 Shapes & Density



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Greyboxing Progression – #3 Final Art Pass



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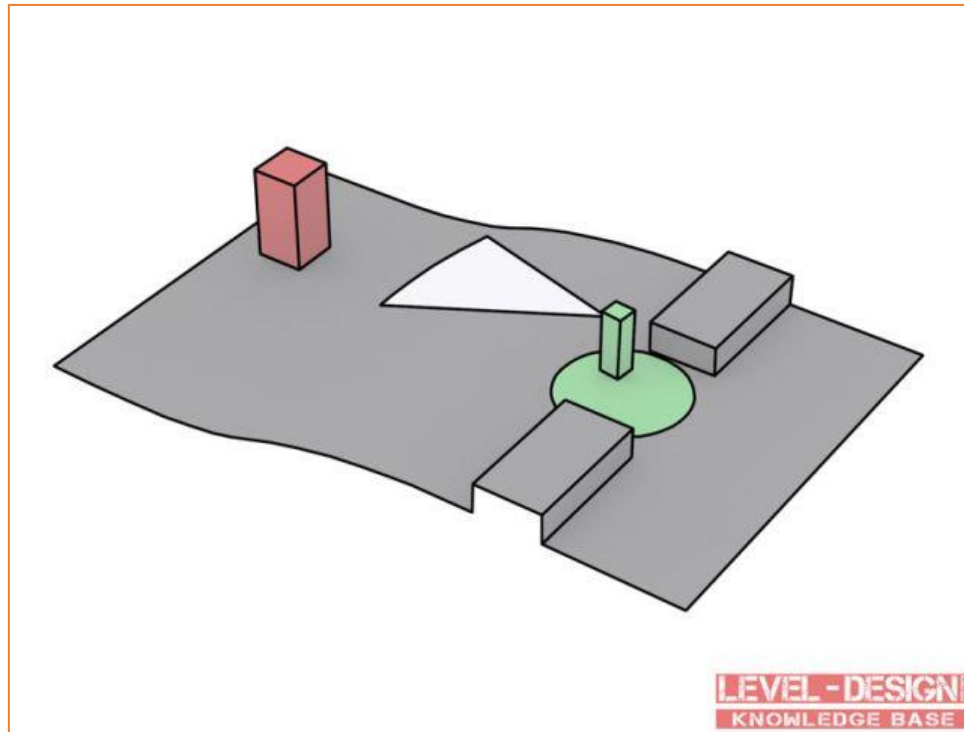


Vista

A carefully crafted view of a point of interest. A vista is typically used to introduce / reinforce a goal or heighten engagement with the space.

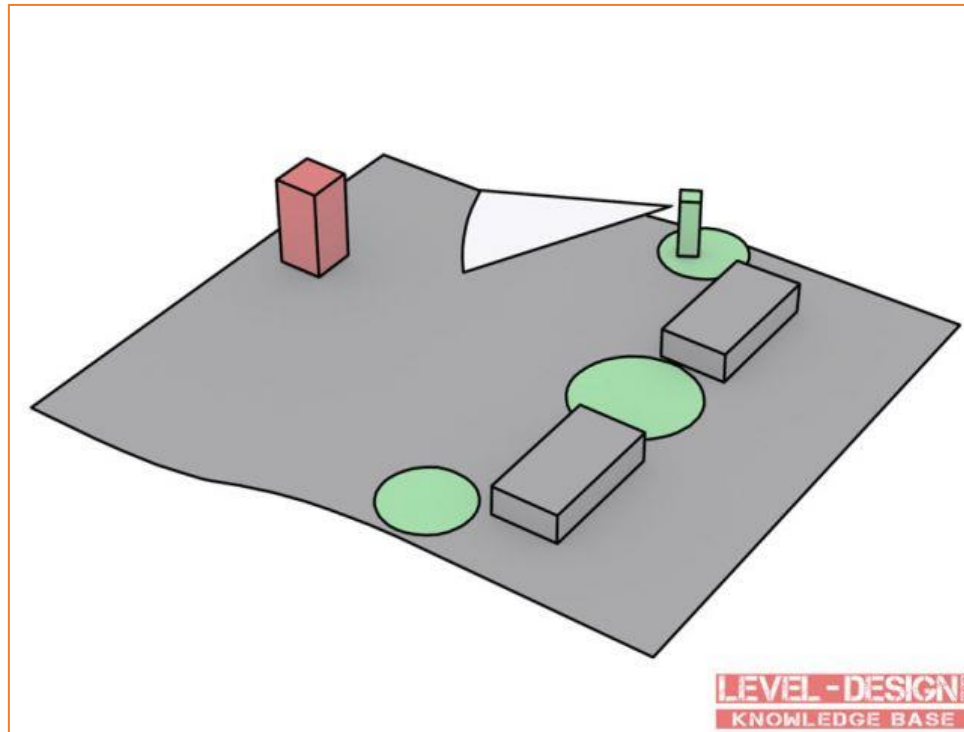
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Vista – Single Point



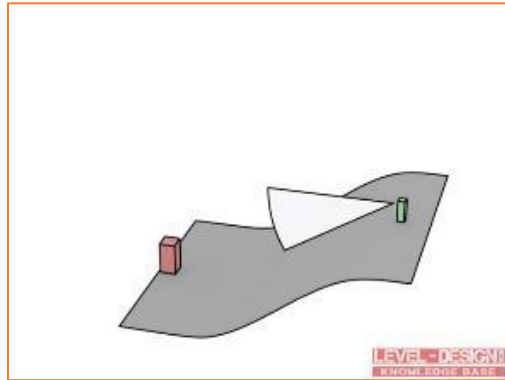
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Vista – Multiple Points

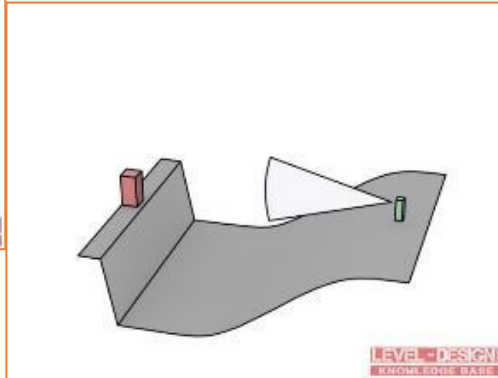


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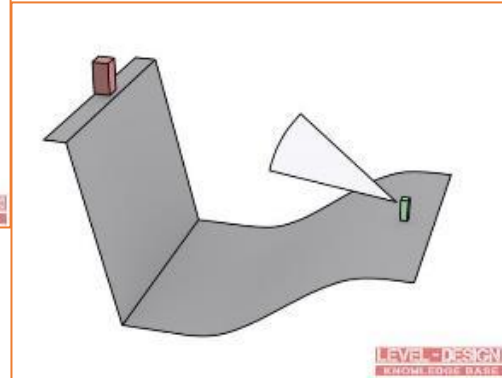
Vista – Elevation Angles



Low Angle



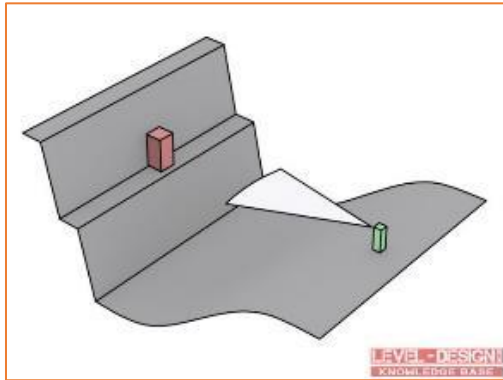
Flat Angle



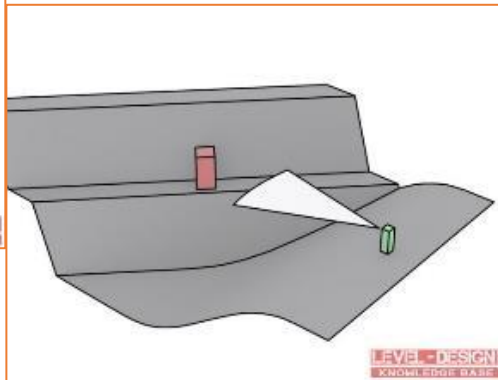
High Angle

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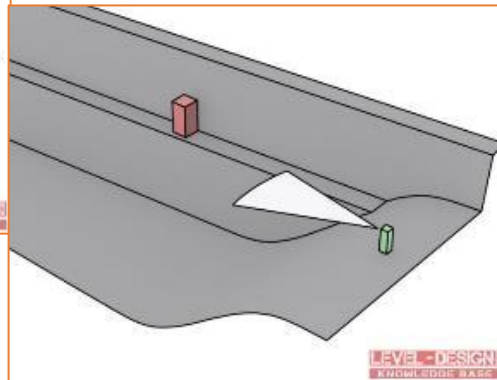
Vista – Side Angles



Front Angle



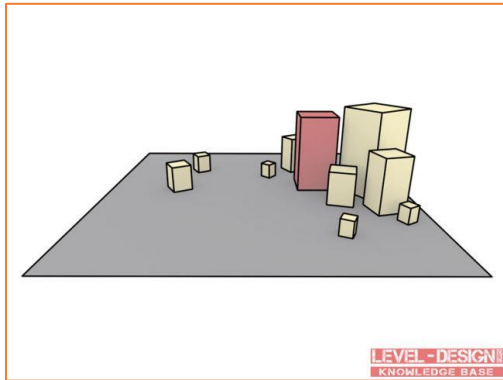
Half Angle



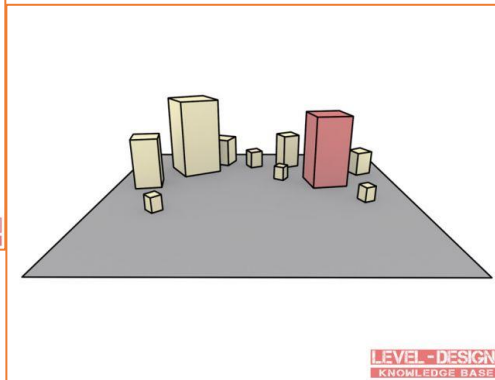
Side Angle

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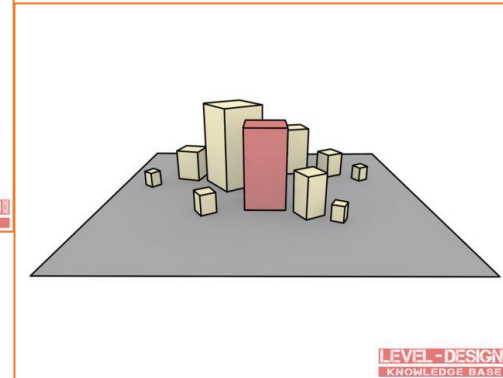
Vista – Balance



Unbalanced



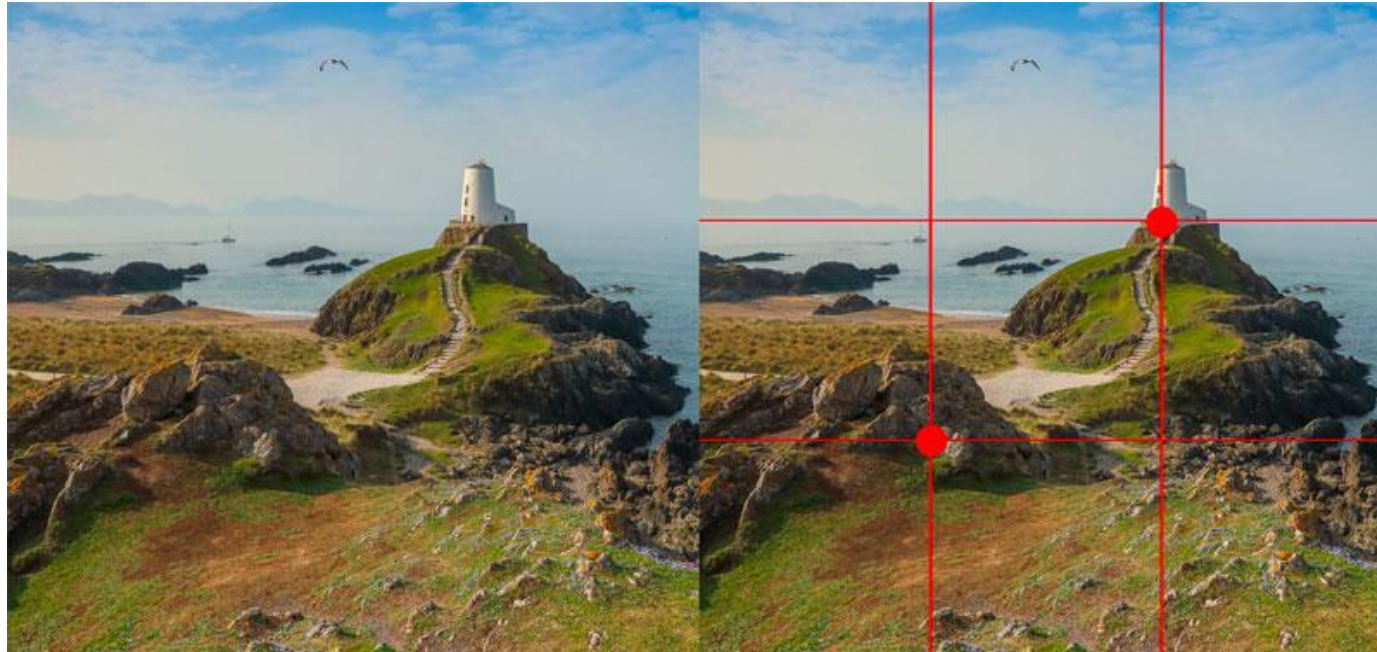
Symmetric



Centered

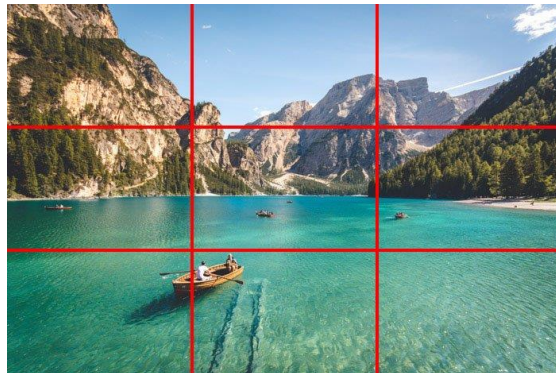
Greyboxing

Rule of Thirds



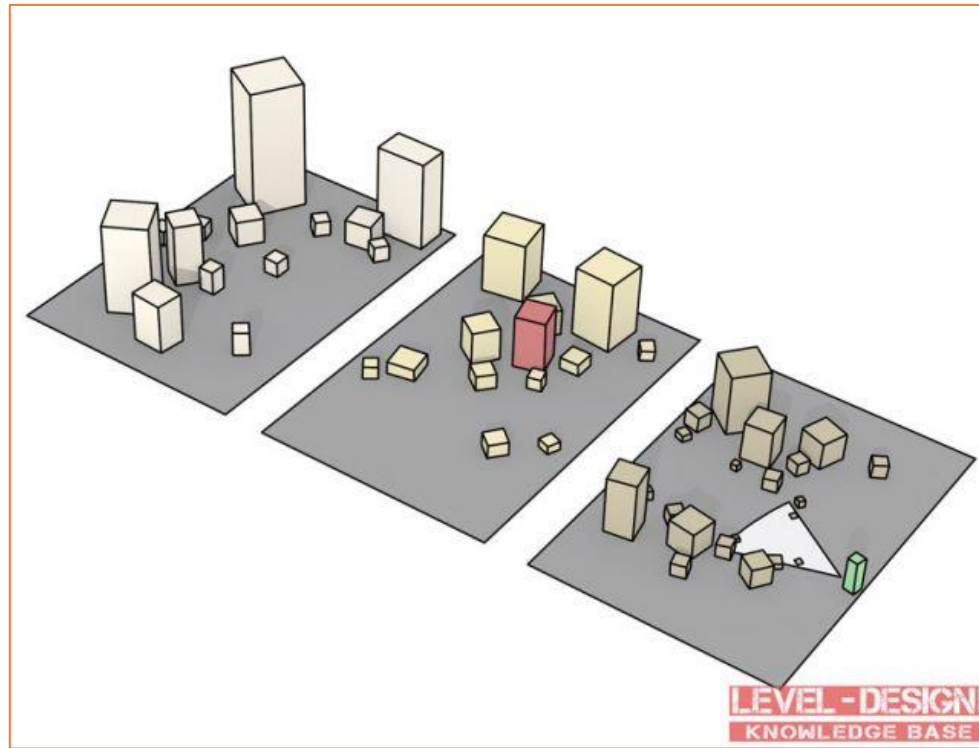
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Rule of Thirds



Greyboxing

Composition Layers



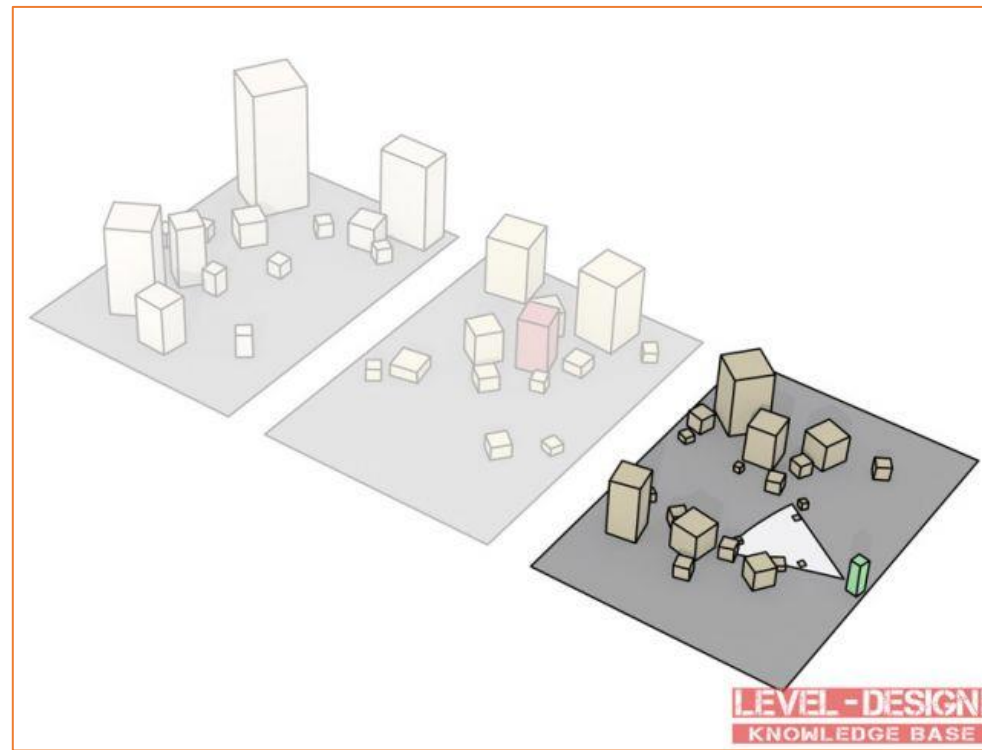
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Composition Layers



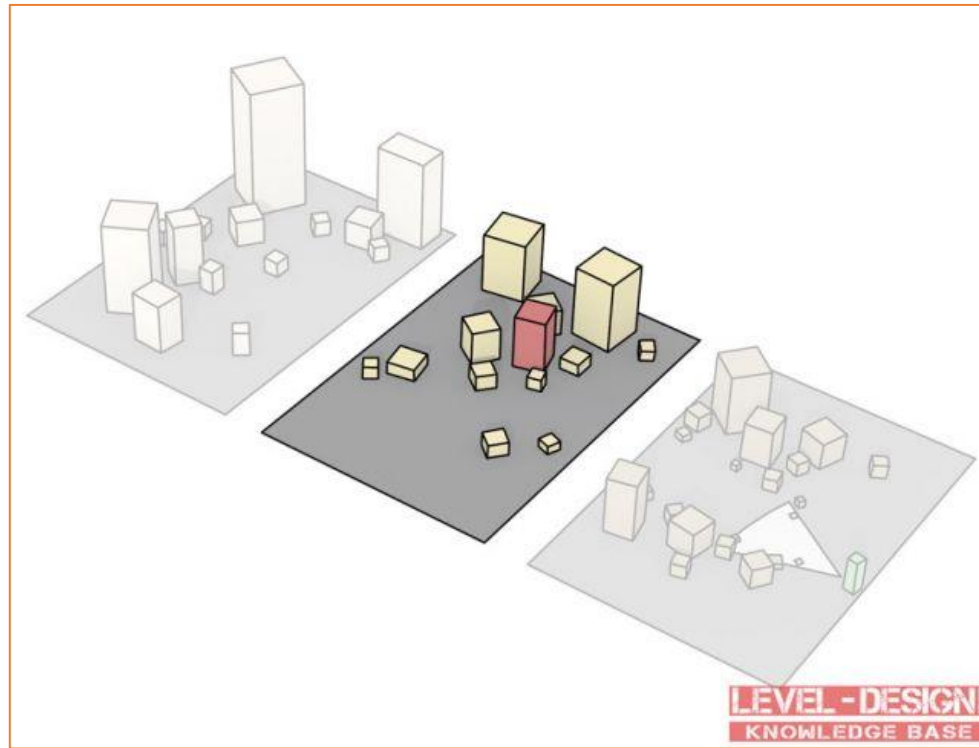
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Composition Layers – Foreground



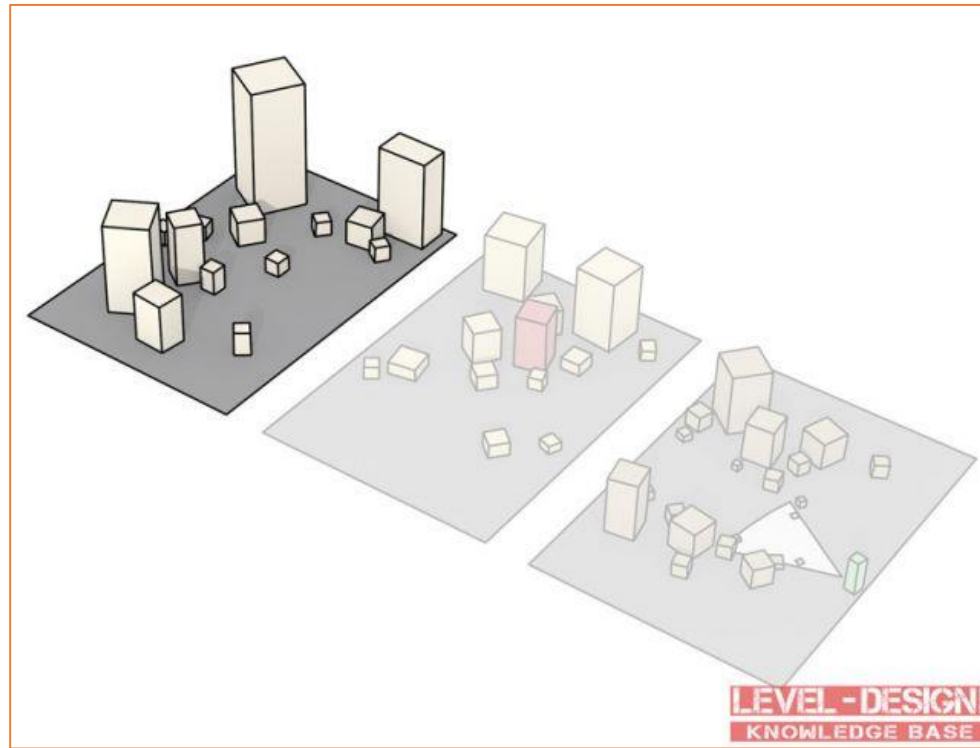
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Composition Layers – Midground



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Composition Layers – Background



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**Good composition
matters for points of
interest.**

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Extra Material



[Environment as Spatial Cinematography](#)

Thank You!

Questions?

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