**Star Wars the Clone Wars (INS)**

**A Work in Progress**

<https://steamcommunity.com/groups/SWTCWInsurgency>

**The Project:**

This project aims to provide a modded Insurgency experience that enables players to take part in the Clone Wars from the popular Star Wars series. I have been recruited as a level designer and tasked with the creation of maps that the mod will offer on release.

**The Contents:**

The *Insurgency – Star Wars Conversion Mod* folder contains several subdirectories, split by a section for Reference Images and Screenshots of the progress made over the course of the project.

Projects

| readme.docx

|

\---Project 1

\---Insurgency - Star Wars Conversion Mod

+---Project Source Files

| +---maps

| | acclamator\_assault\_blockout bsp/vmf

| |

| +---prefabs

| | vmf map pieces\*

| |

\---Project Images

| +---In-game Screenshots

| | +---01blocking

| | | images\*

| | |

| | +---02balancing

| | +---03tml

| | \---04finalpass

| \---Source Editor Images

| \---Hammer

| images\*

|

\---Reference Images

+---Online Images

| images\*

|

\---Star Wars Republic Commando

+---In-game

| images\*

|

\---Unreal Editor

images\*

* ***Project Images***

This folder contains all the images of self-created content related to the project and its development. Some images contain the use of models extracted elsewhere with permission from the original creator.

* + ***In-game Screenshots***

Screenshots of the level from within the game after reaching compile points. These screenshots are broken down into different phases of the project: blocking, balancing, textures-models-lighting, and the final pass.

* + ***Source Editor Images***

Screen captures of various points in the development process from within the level editor. These serve the purpose of showing problems encountered and methods of clipping brushes, as well as documenting various theory crafting tests.

* ***Reference Images***

This folder contains all the images I am currently referencing for the general art-style and design decisions that will maintain the lore of the Star Wars series. The reference images are split into different categories that are subject to expansion in the future.

* + ***Online Images***

Images I have found online that are subject related. I do not own or claim to own any of the art in this folder.

* + ***Star Wars Republic Commando***

Screenshots from both in-game and within the Unreal Editor packaged with the original *Star Wars Republic Commando* game released in 2005. The level I am currently working on aims to portray a scenario in which Clones and Droids are duking it out within a CIS captured, war torn Republic Assault Ship. (aka The Acclamator)