

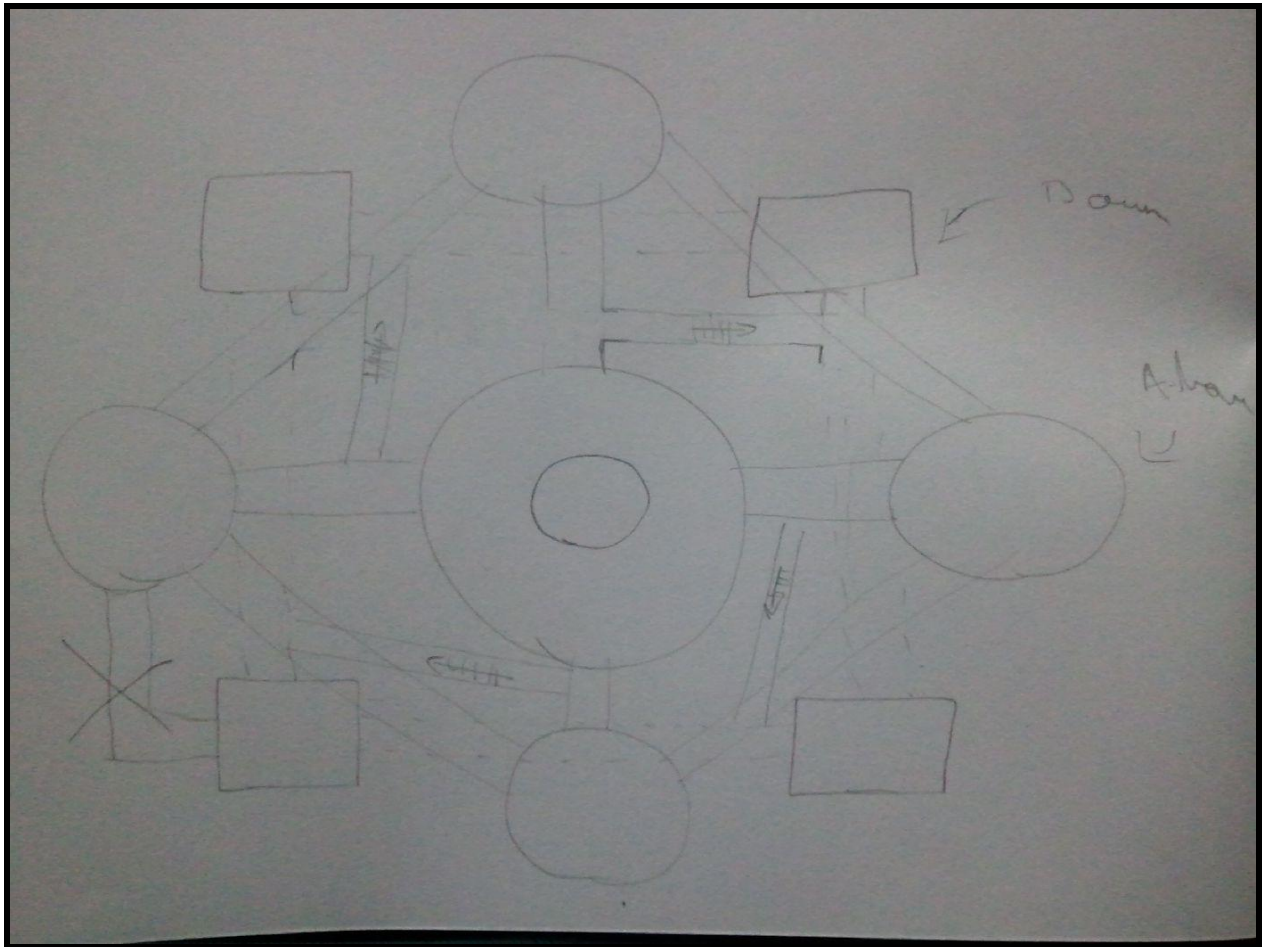
# Map – The Facility

## Overview

Nexuiz – The Facility is a symmetrical Team Deathmatch/Deathmatch map created in Cryengine editor that shipped with the game Nexuiz, an arena shooter. This is my second map for the same game. My previous map for the game had asymmetrical layout, less verticality and open space. For my second map I decided on making it a symmetrical map with lot of verticality and closed spaces. The map also focuses the combat around the center

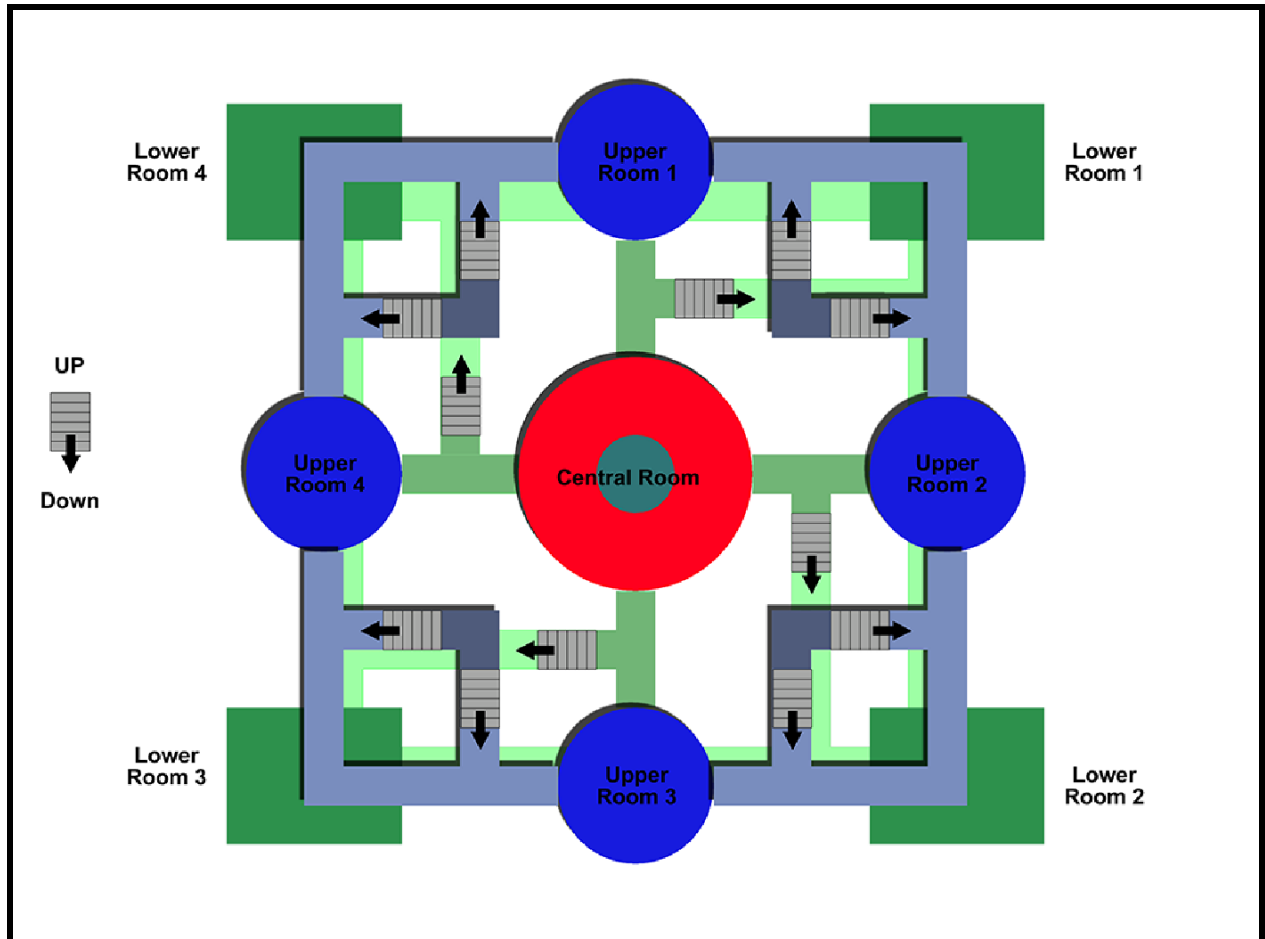
## Workflow

### Paper Design



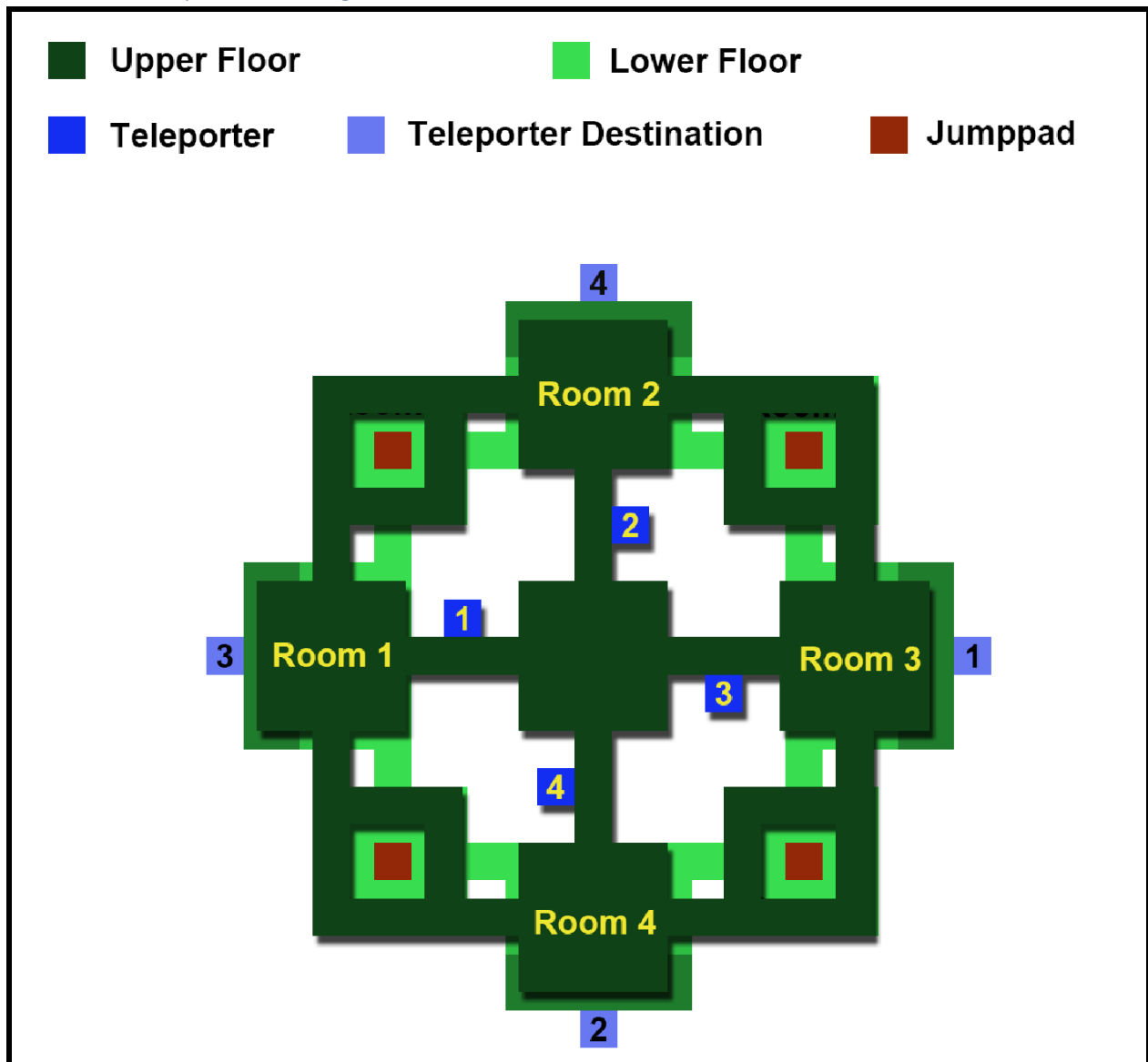
I did a rough sketch of the layout I had in my mind on paper. The map has two floors, each with four rooms and corridors connecting each other. The top floor has an additional central room connected by all four top rooms. The jump-pads and teleporters were not taken into consideration during this stage. I just wanted to focus on the map flow between the rooms.

### Iteration 1 – Map Scale



Then I quickly brought the rough layout into Photoshop and used the grids to rearrange the layout for proper distances and measurements. My experience with designing the previous map made it easy for me to get the measurements right in first try.

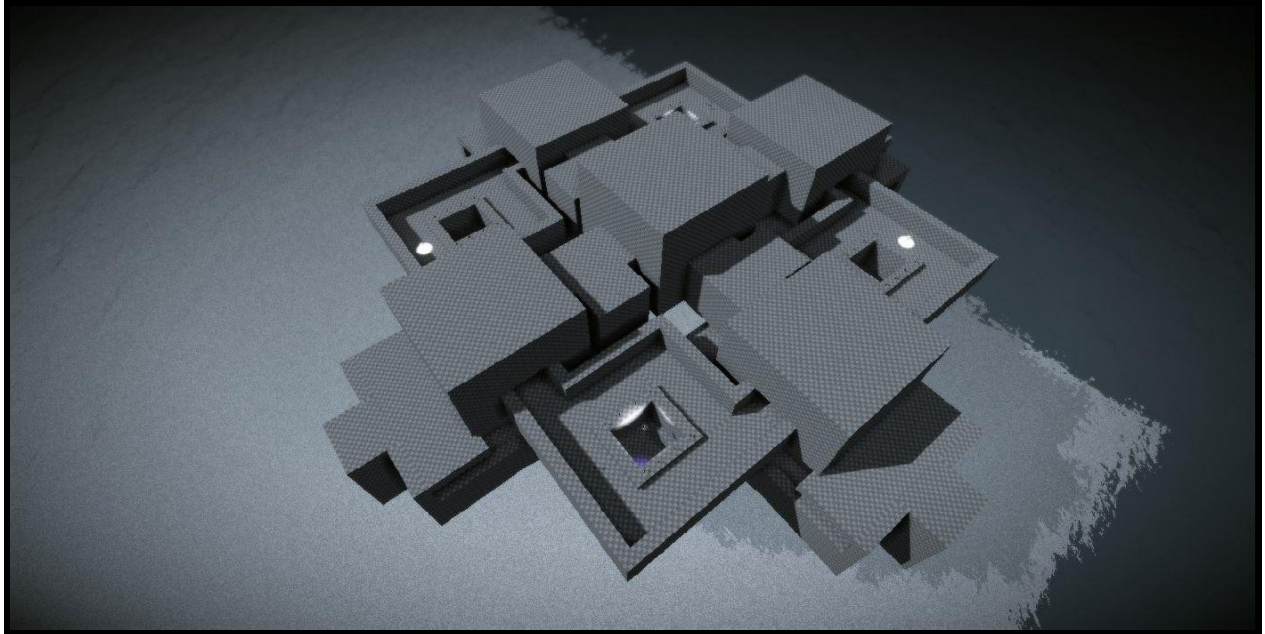
## Iteration 2 – Layout Tweaking



In the first iteration, it was clear to me that the layout had to be heavily modified so that jump-pads and teleporters could be used as a key navigating game ingredient. For this I modified the layout by removing the staircases, tweaking the corridors of the bottom floor and added the jump-pads and teleporters. I also replaced the round rooms having curved walls with square rooms because of my limited knowledge of the editor tool in which I was going to blockout the level.

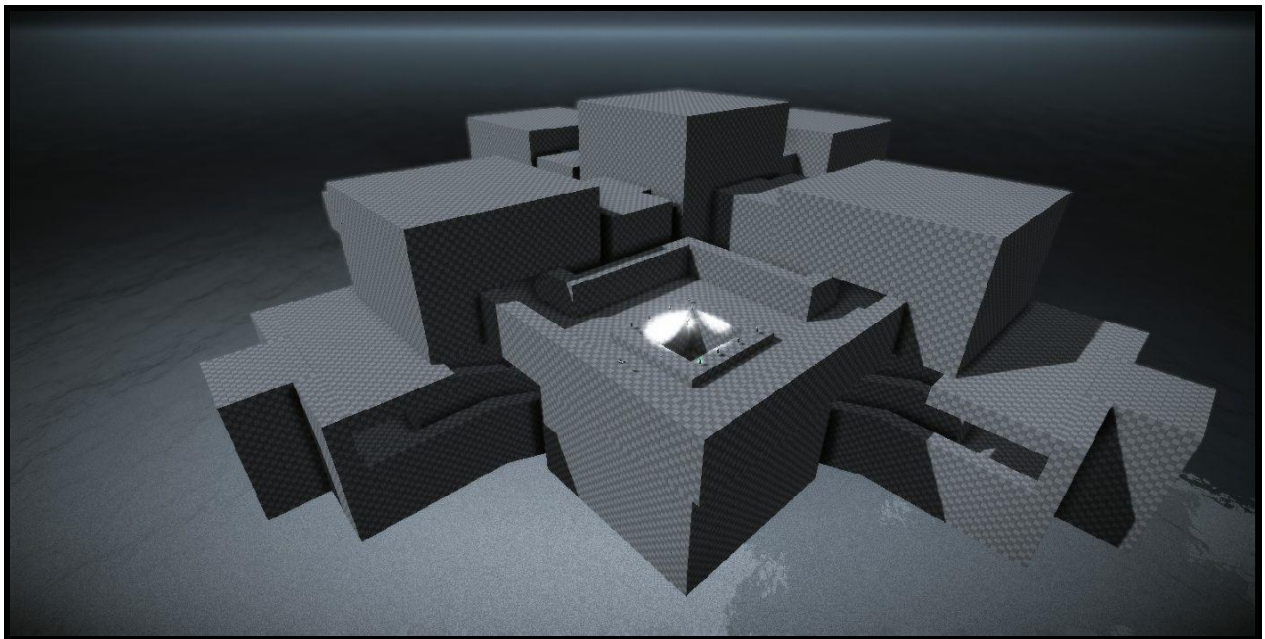
The jump-pads were placed to navigate from bottom floor to top floor. While certain sections on the corridors of the top floor were left open so that player could jump down directly to the bottom floor. The teleporters were placed such that player could navigate to the other end of the map in an instant instead of having to navigate all the way through from the opposite end.

## Grayboxing



Once I was satisfied with the updated layout, I did the blockout for the map using the Solid tool (CSG) of the CryEngine editor that shipped with the game I was designing the map for. This was a quick process as I had gain lot of hands-on experience with the first map. The teleporters and jump-pads were also added.

## Gameplay Ingredients



Once I was satisfied with the map flow and scale, I started adding the gameplay ingredients. I added the spawn points, AI waypoints for bot and pickups. I extensively tested the map with bots to make sure all AI waypoints were working correctly.



## Environment Art



Since this was my first try at level art, I used free textures found on the internet and used the texturing tool of Cryengine editor along with the Solid Tool itself. Although the final output was not what I had in mind, it got the job done and made the rooms distinguishable from each other. For this map, I chose night as the time setting.

## LD Lighting



I added LD lighting after the level art pass as further guidance for player orientation. I highlighted the areas around the teleporters and jump-pads so that they are easy to spot and remember. Since the map was set at night, I had to rely entirely on the lighting of the rooms and corridors for player orientation.

The level can be downloaded on steam workshop of the game,

<https://steamcommunity.com/sharedfiles/filedetails/?id=115232394>