

Geschichte und Ästhetik der audiovisuellen und digitalen Medien II

Leveldesign

Prof. Dr. Jochen Koubek



Level



Open World



GP

A screenshot from the video game 'Fallout 3' showing a giant robot, the Big Boy, in a city street. The robot is a large, yellow, bipedal machine with a tank-like body and a small head. It is standing in the middle of the street, which is flanked by tall, multi-story buildings. The buildings have a mix of stone and brick facades. The sky is overcast and grey. In the foreground, there is a dark, armored vehicle and a small figure of a person standing near it. The overall atmosphere is one of a post-apocalyptic world.

Lineares Spiel

Attract Mode



Pengo



ESWAT

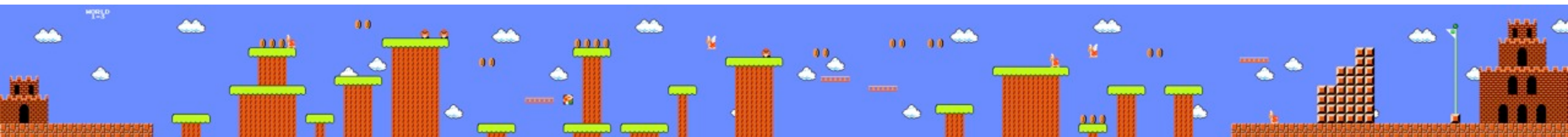
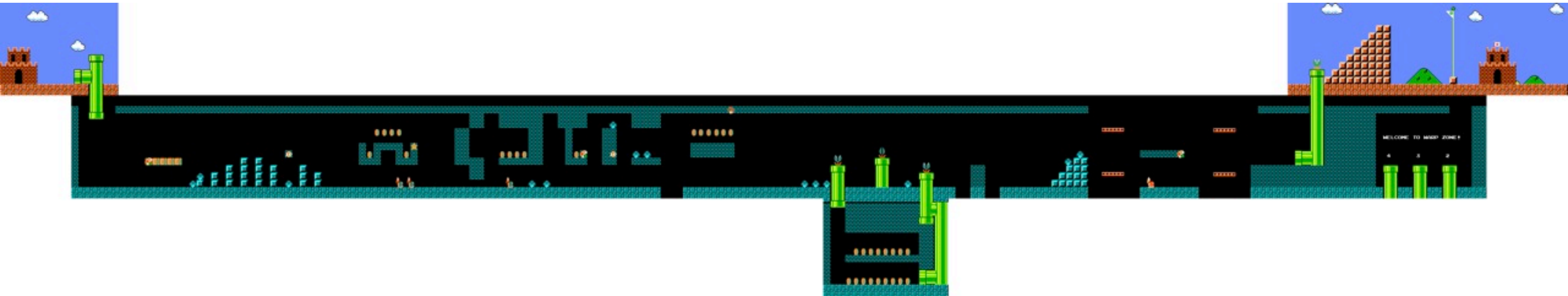
Lade- bildschirm



Map (Terrain)



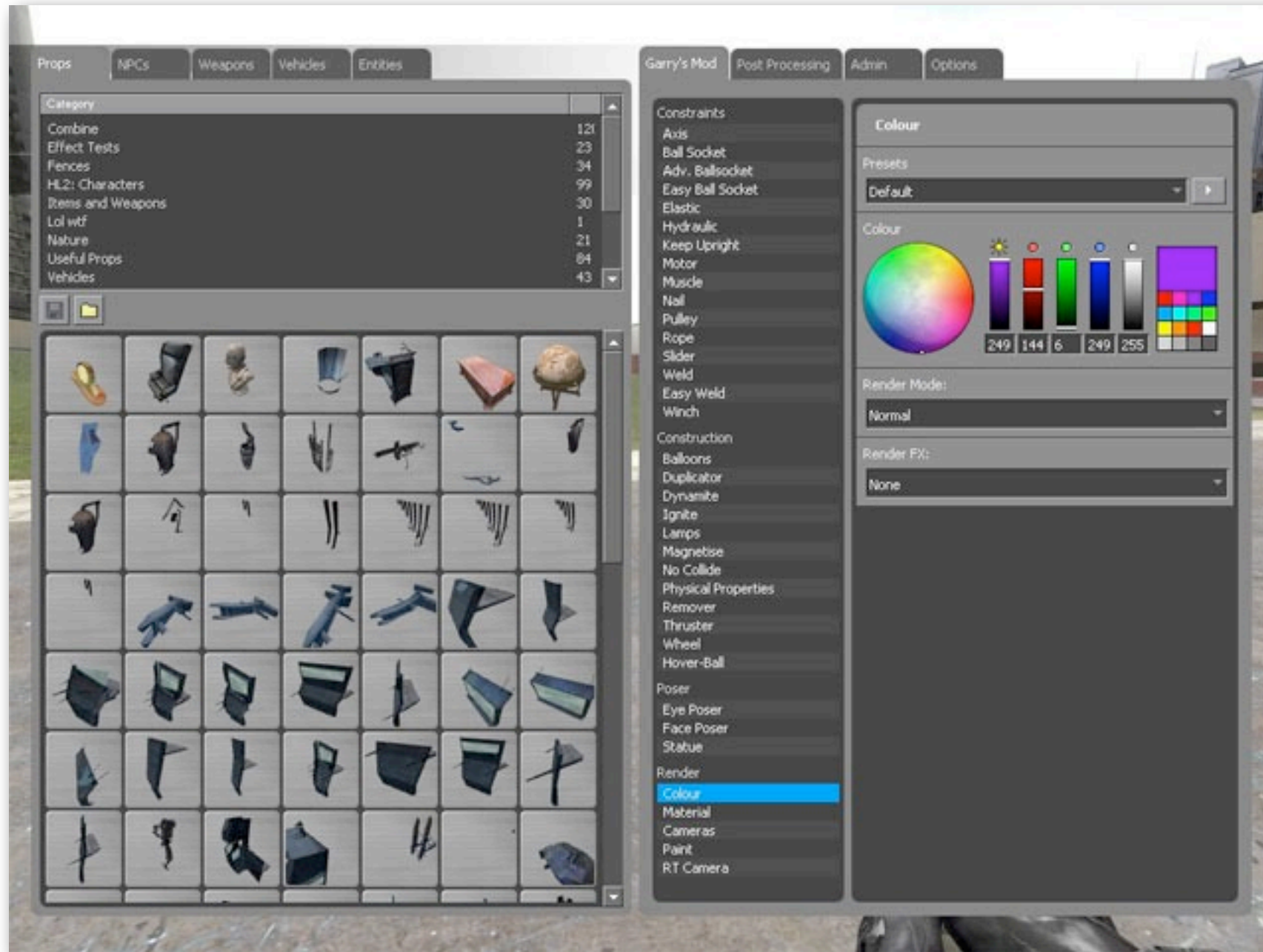
2D Maps



Mission / Ziele / Quest

	The Great Train Robbery Complete all mission objectives in "The Great Train Robbery" mission.	15
	Bully the Bullies Kill the Marauder Kill Team in "The Great Train Robbery" mission on Normal difficulty.	10
	Silver Streak Complete "The Great Train Robbery" mission without letting a Train pass by on Hard difficulty.	10

Ressourcen (s. VL Computerspielelemente)



Garry's Mod

Orte

Start- / Endpunkte

Event Trigger

Checkpoints

Waypoints

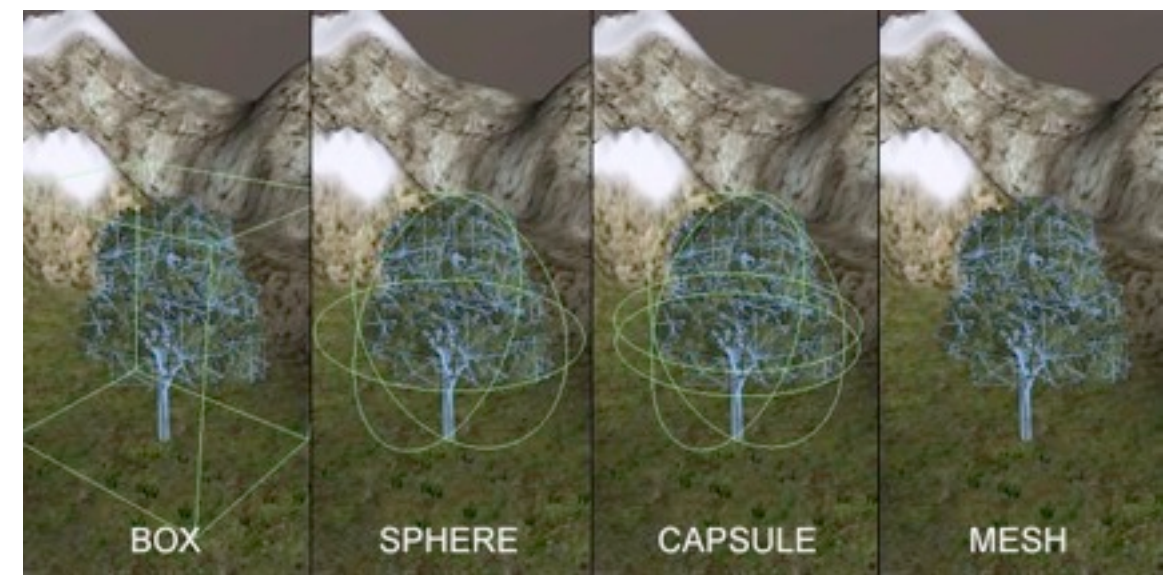
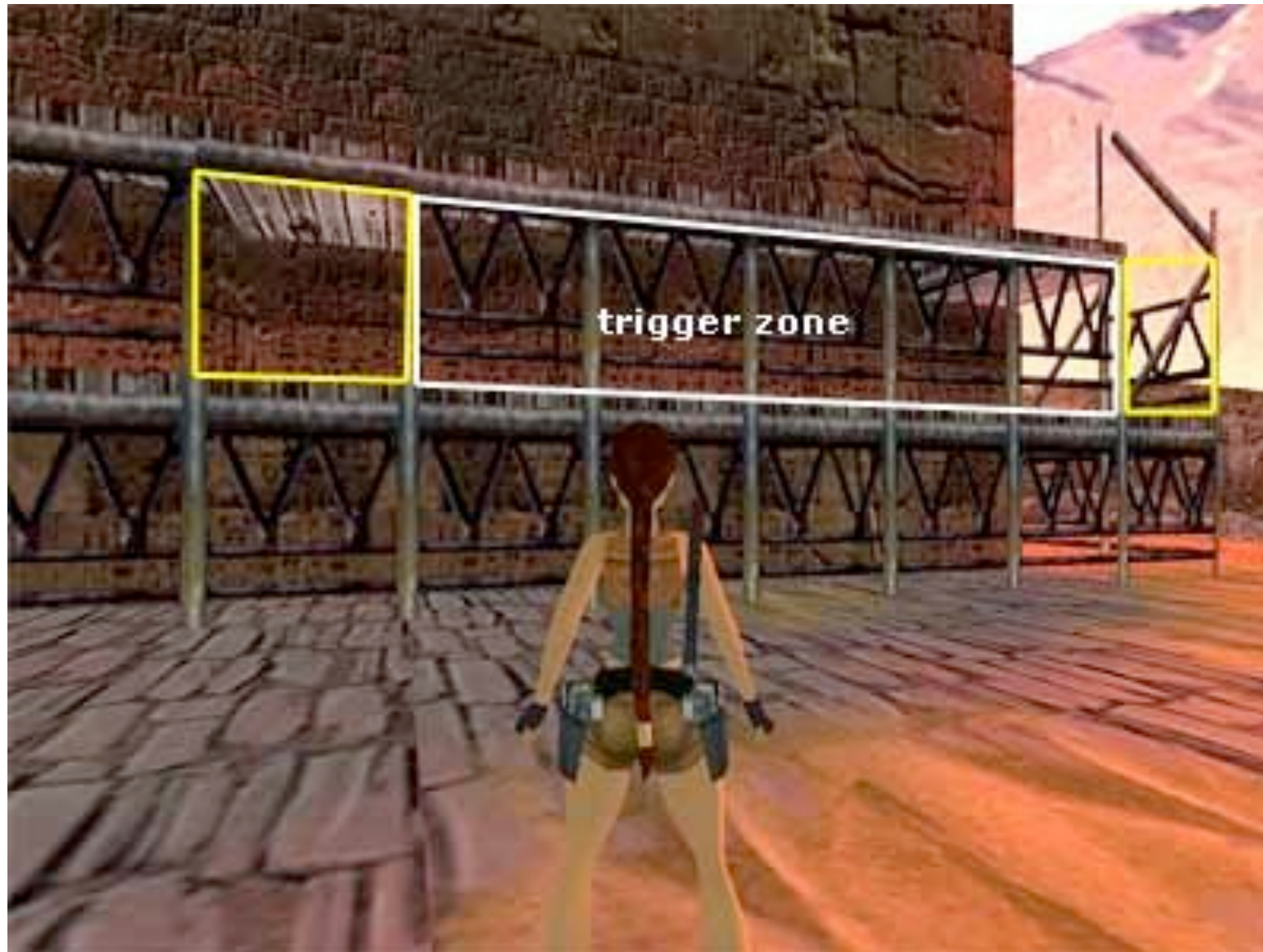
Navigation Mesh



Start- / Endpunkte



Trigger





Melee Initialization

Melee Initialization

Melee Initialization

Events

Game - Map initialization

Local Variables

Conditions

Actions

Melee - Set melee starting resources for all players

Melee - Create melee starting units for all players

Melee - Start the melee AI for all computer players

Melee - Set default melee options for all players

Brush: Height

Operatic

Amplitude

0.50

Size:

6.00

Speed:

Fast

Shape:



Event

Event

Label

Find:

- All
AI
Camera
Cinematics
Conversation
Dialog
Game
Player
Starmap
Story
Tech Purchase
Timer
UI
Unit
Unit Selection

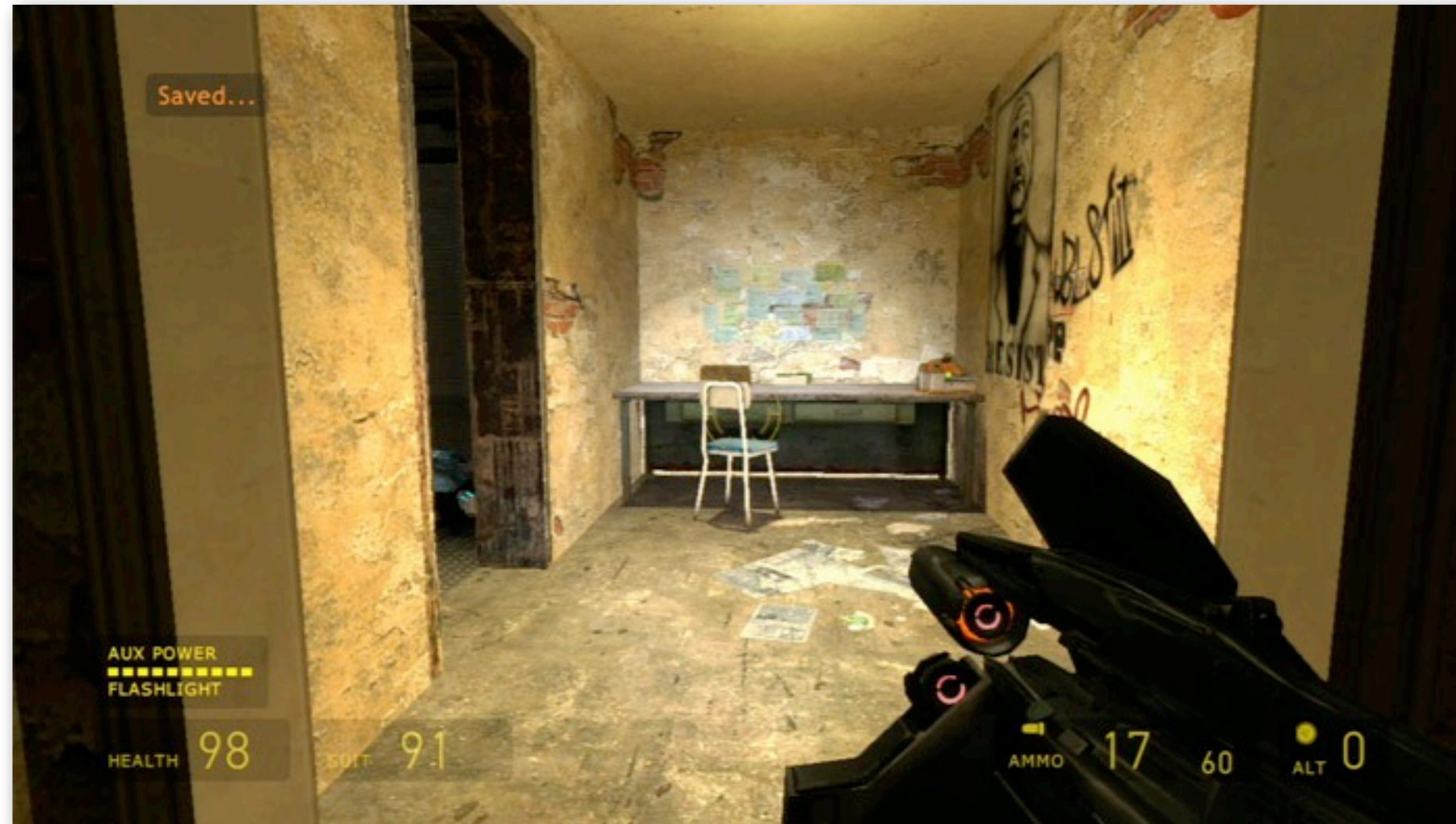
Event	Label	Source
Abort Mission	UI	Built-In
Battle Report Panel Exited	Story	Built-In
Battle Report Panel Play Mission	Story	Built-In
Battle Report Panel Play Scene	Story	Built-In
Battle Report Panel Selection Changed	Story	Built-In
Button Pressed	UI	Built-In
Camera Moves	Camera	Built-In
Chat Message	Game	Built-In
Conversation Reply Selected	Conv...	Built-In
Custom Dialog Dismissed	UI	Built-In
Data Conversation State Changed	Conv...	Built-In
Dialog Item Is Used	Dialog	Built-In
Game Credits Finished	UI	Built-In
Game Menu Item Selected	UI	Built-In
Key Pressed	UI	Built-In
Map Initialization	Game	Built-In
Mercenary Panel Exited	Story	Built-In
Mercenary Panel Purchase	Story	Built-In
Mercenary Panel Selection Changed	Story	Built-In
Mouse Clicked	UI	Built-In
Movie Finished	Qnem...	Built-In
Movie Function	Qnem...	Built-In
Movie Started	Qnem...	Built-In
Periodic Event	Timer	Built-In
Planet Panel Birth Complete	Stam...	Built-In
Planet Panel Canceled	Stam...	Built-In
Planet Panel Death Complete	Stam...	Built-In
Planet Panel Launched	Stam...	Built-In
Planet Panel Mission Selected	Stam...	Built-In
Planet Panel Pressed Replay Button	Stam...	Built-In
Player Changes Alliances	Player	Built-In
Player Leaves Game	Player	Built-In
Player Property Changed	Player	Built-In
Player Sends AI Wave	AI	Built-In
Purchase Category Selected	Tech ...	Built-In
Purchase Exit	Tech ...	Built-In
Purchase Item Selected	Tech ...	Built-In
Purchase Made	Tech ...	Built-In

Fires upon map initialization.

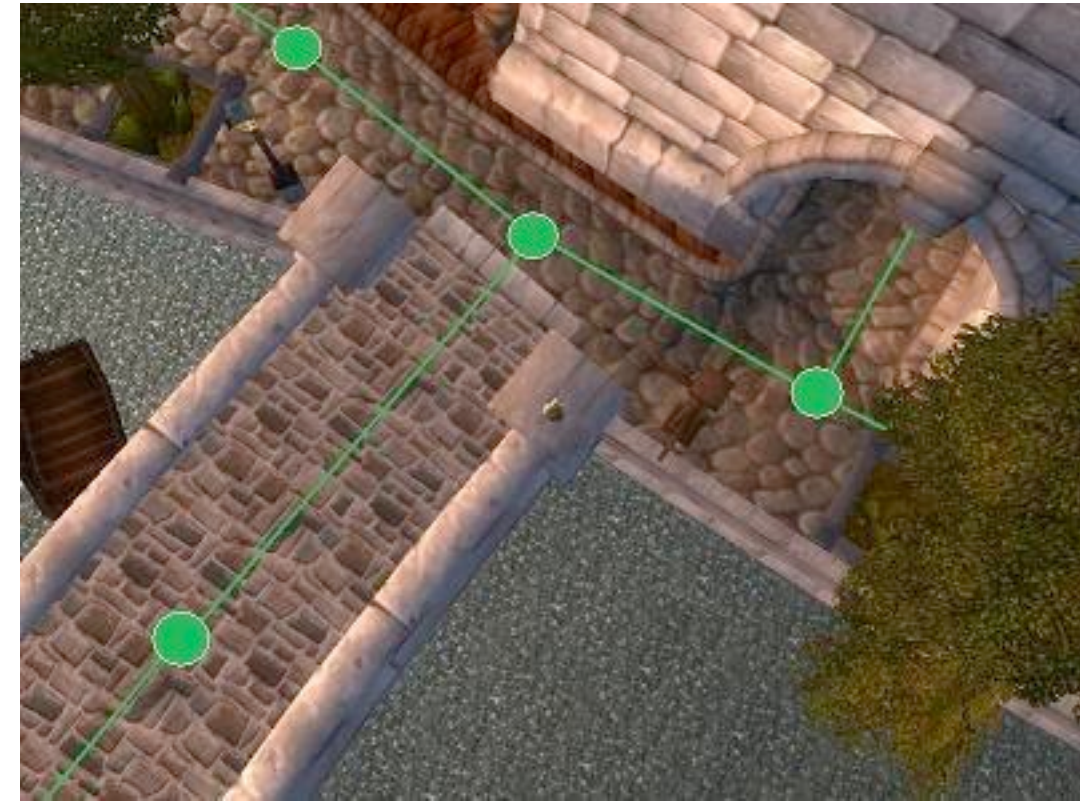
OK

Cancel

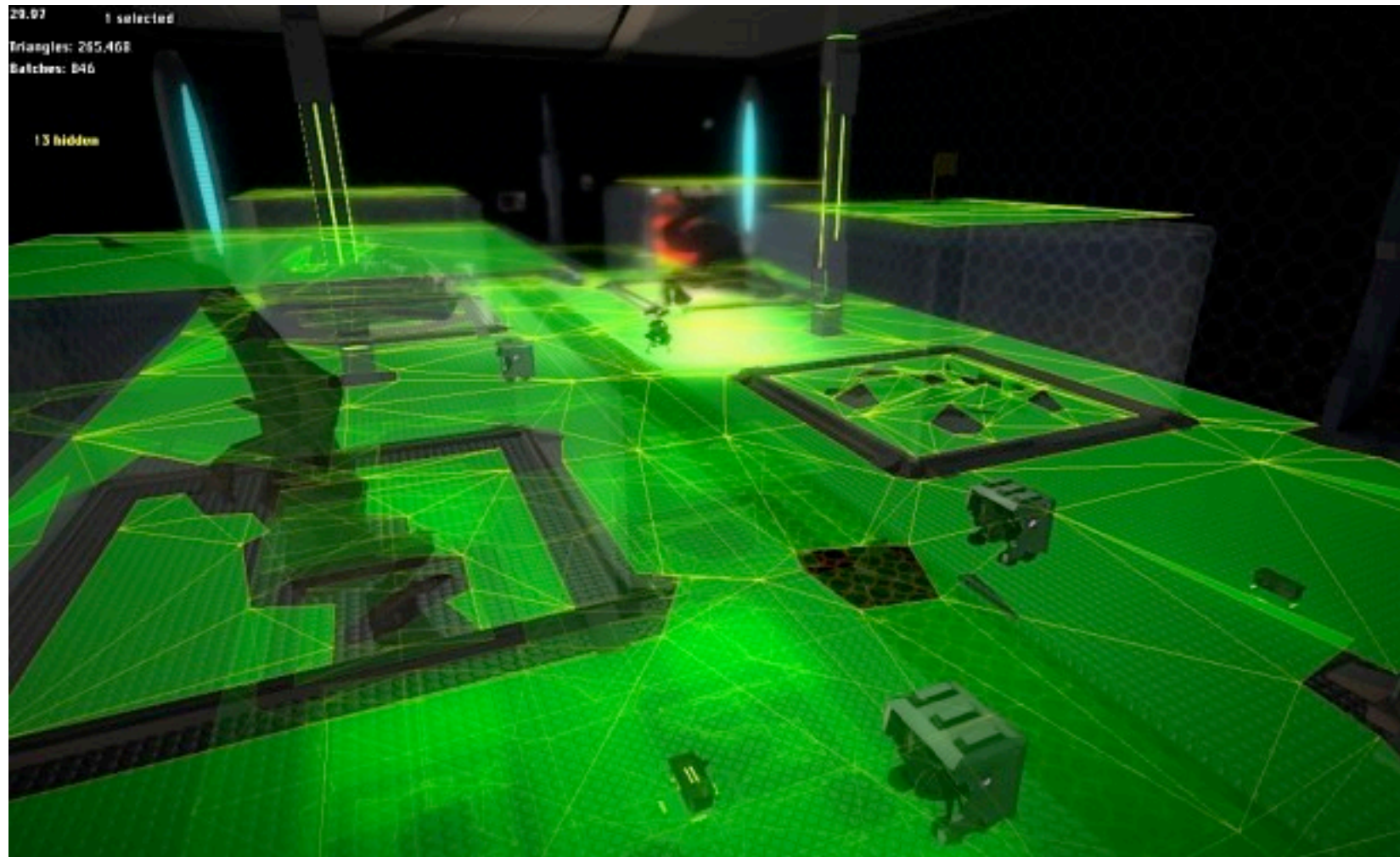
Checkpoint



Waypoint



Navigation Mesh



<http://www.desura.com/games/sickbrick/news/sickbrick-update-navigation-mesh-based-pathfinding>



<http://www.ai-blog.net/archives/000152.html>

Cutscene



Live Action Cutsценe



Wing Commander III

<http://www.youtube.com/watch?v=BWprgkjLvW0>



Command & Conquer IV

<http://www.youtube.com/watch?v=ZEnMNdAifdl>

Pre-rendered cutscene

<http://www.youtube.com/watch?v=0QmdoeyeRrU>

Raynor: What do you make of that encrypted message, Matt?

Machinima Cutscene



Horner: Glad we made it in time, sir. Now let's get you boys outta there.

<http://www.youtube.com/watch?v=T3CD6qOMGy4>

10:00

SIE

OPFER

VERDÄCHTIGER



Interactive Cutscene



Scripted Sequence

Half Life 2

Level Editor und Level Designer

