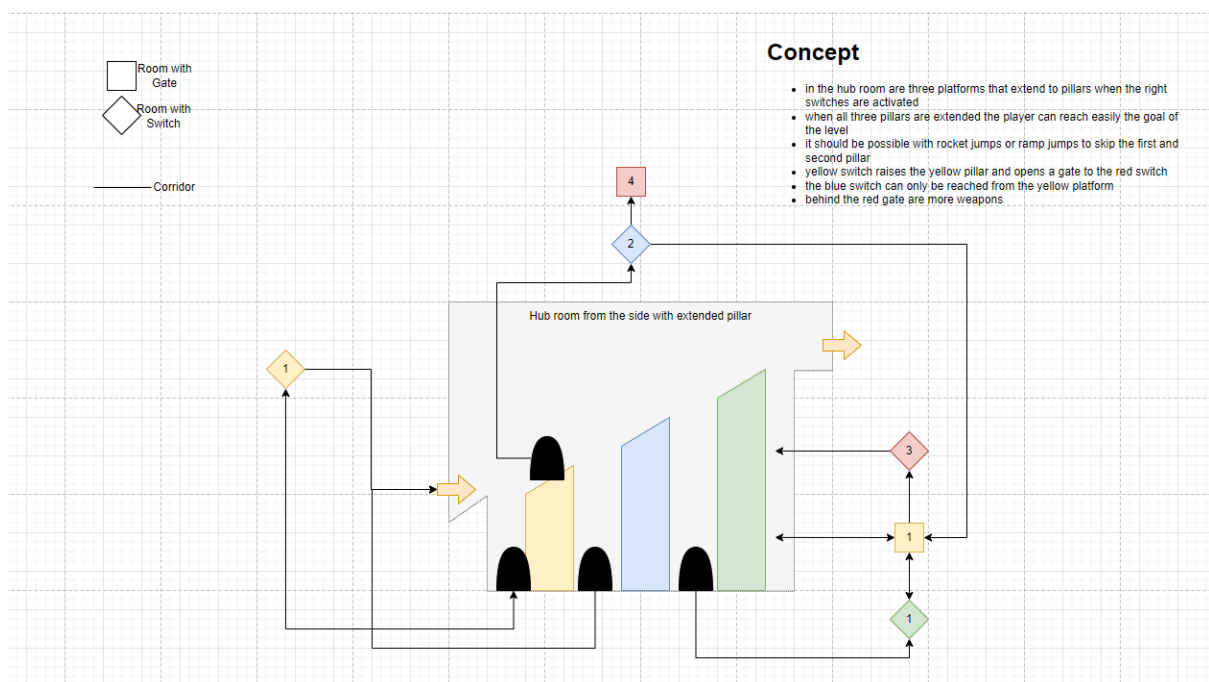
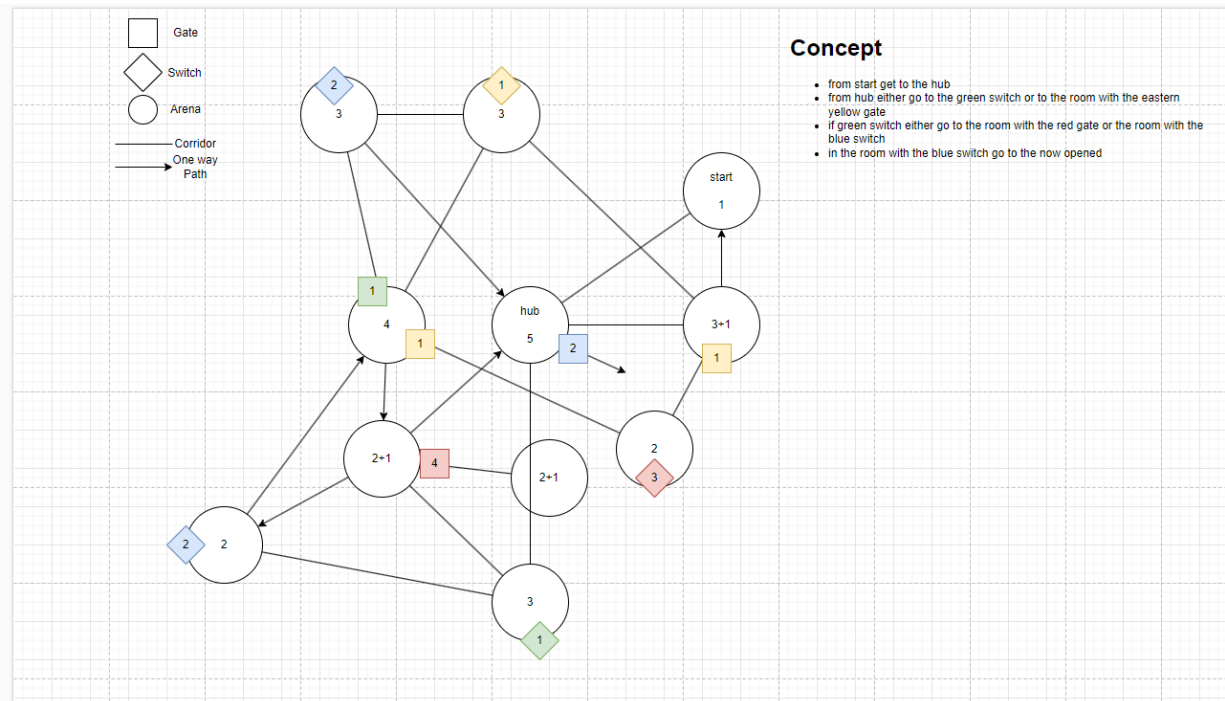


Documentation of the Process

Day 1

I mainly focused on the analysis task and decided that I wanted to make a level for Quake. I conceived the first concept via draw.io. I also set up the Unreal Project but only implemented a rocket jump.

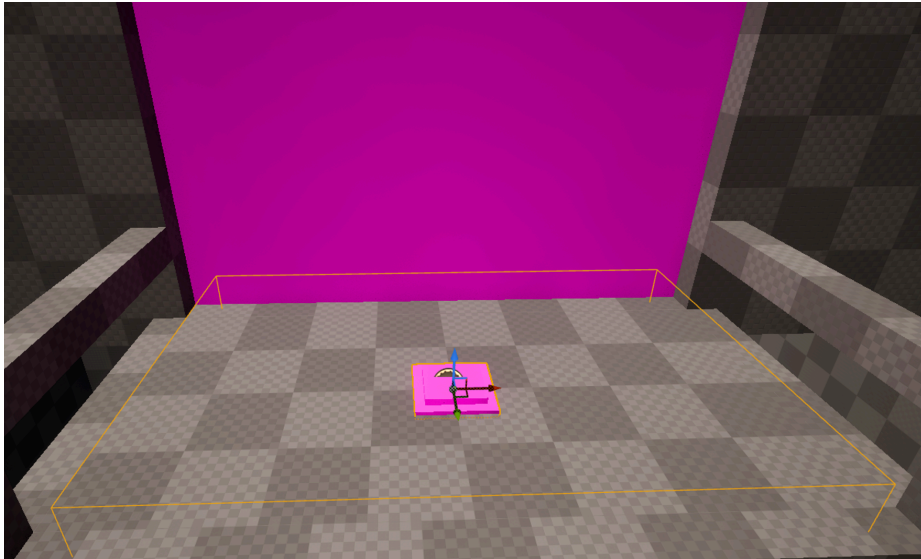


Day 2

For the analysis, I struggled with the measurements for quake levels because they seem to not be very coherent and are strangely translated to inches.

I revisited the concept and changed it up to show more details. I struggled with the uncharted reference because Quake Levels are less linear even though they have one goal at the end it is common to give the player multiple paths and encourage exploration.

I made materials for switches and gates and added both objects functionally as blueprints. The pillars are just gate blueprints with a different mesh.



I started the Blockout as one giant Cubegrid Mesh for which I inverted the normals. I wanted to be able to see through walls, but it was difficult to move sections away. Later I decided to cut a pointless passage on the left.

I also made the cave section already more detailed than in the first and second concept.



¹ Switch and Gate share same colour

² First blockout version

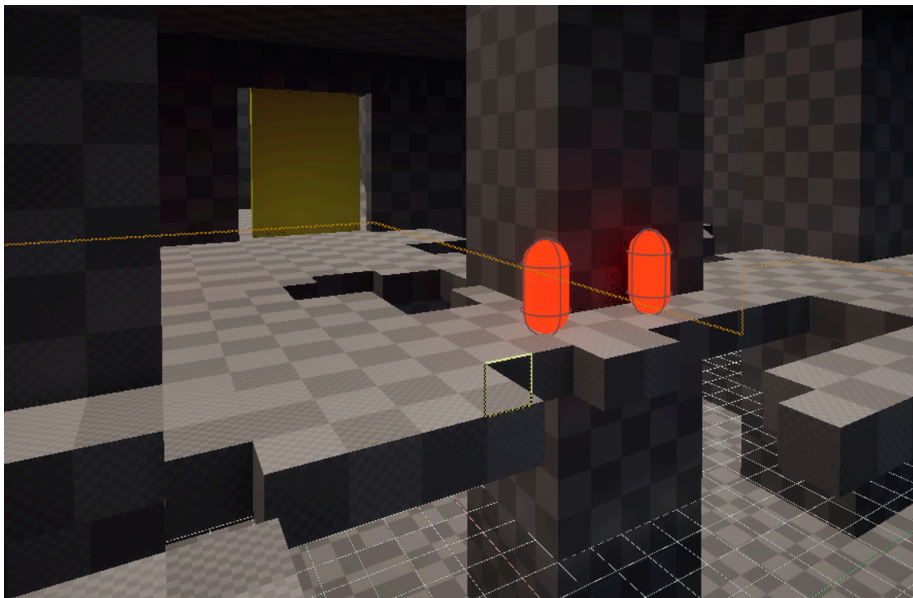
Day 3

I changed the blockout so that every section was its cube grid mesh. That way I could move them around if I needed it. I changed some sections that were too short or long like the walk up to the red switch, where I added a pit and more ramps to make the player look down when exiting this section.



3

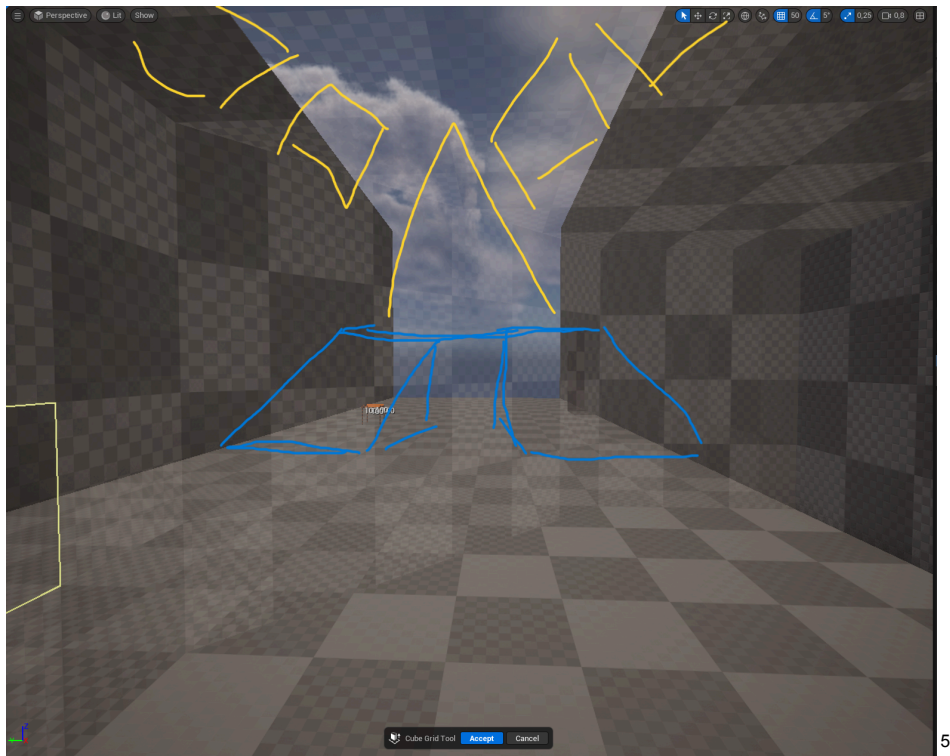
I decided on more detailed themes and started to add details to the ruins section as well as the castle yard and the sewers.



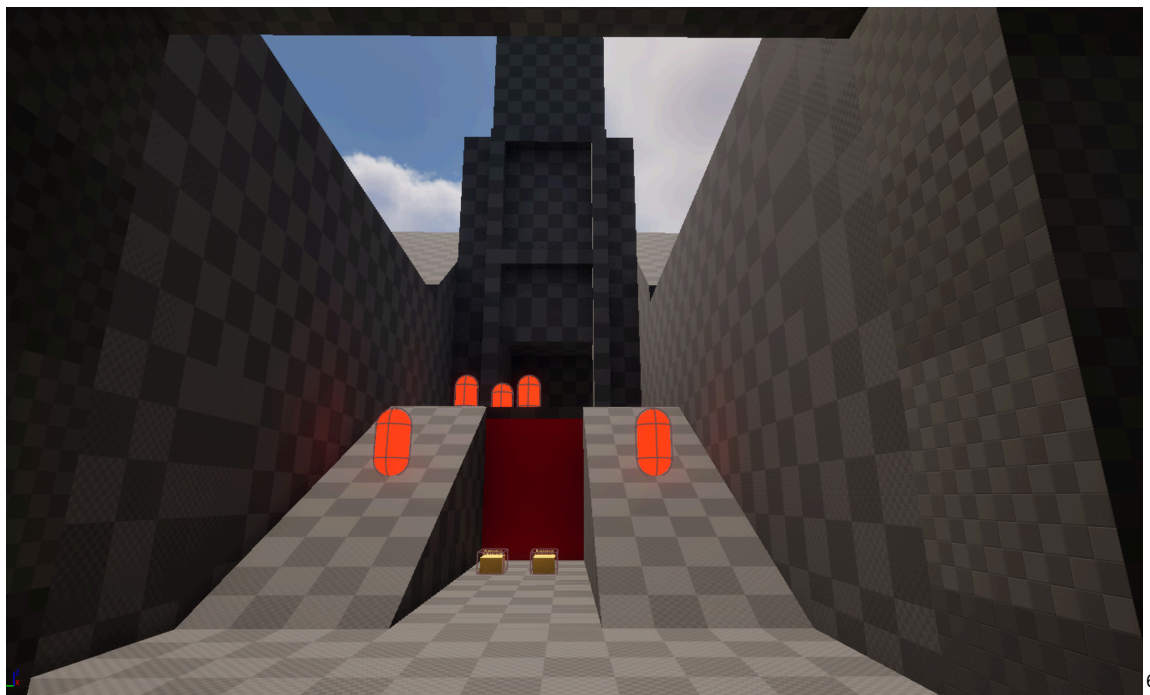
4

³ New blockout version with separate cube grid outputs for each section. The layout has already some

⁴Ruins and sewers section without water



For these sections, I painted over the barren cube grid from the player's point of view before modelling.

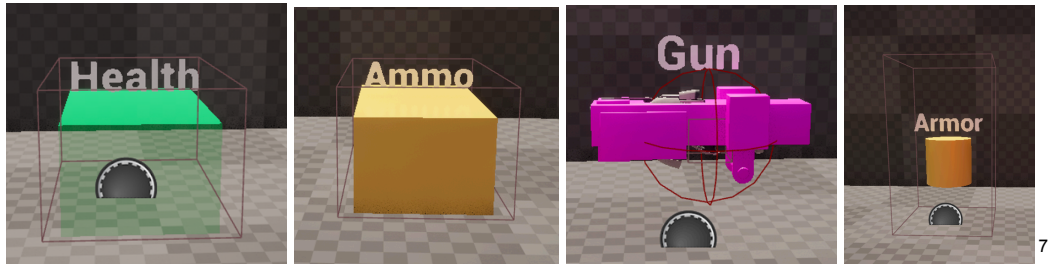


⁵ Overpaint for the entrance to the blue switch section and the red gate.

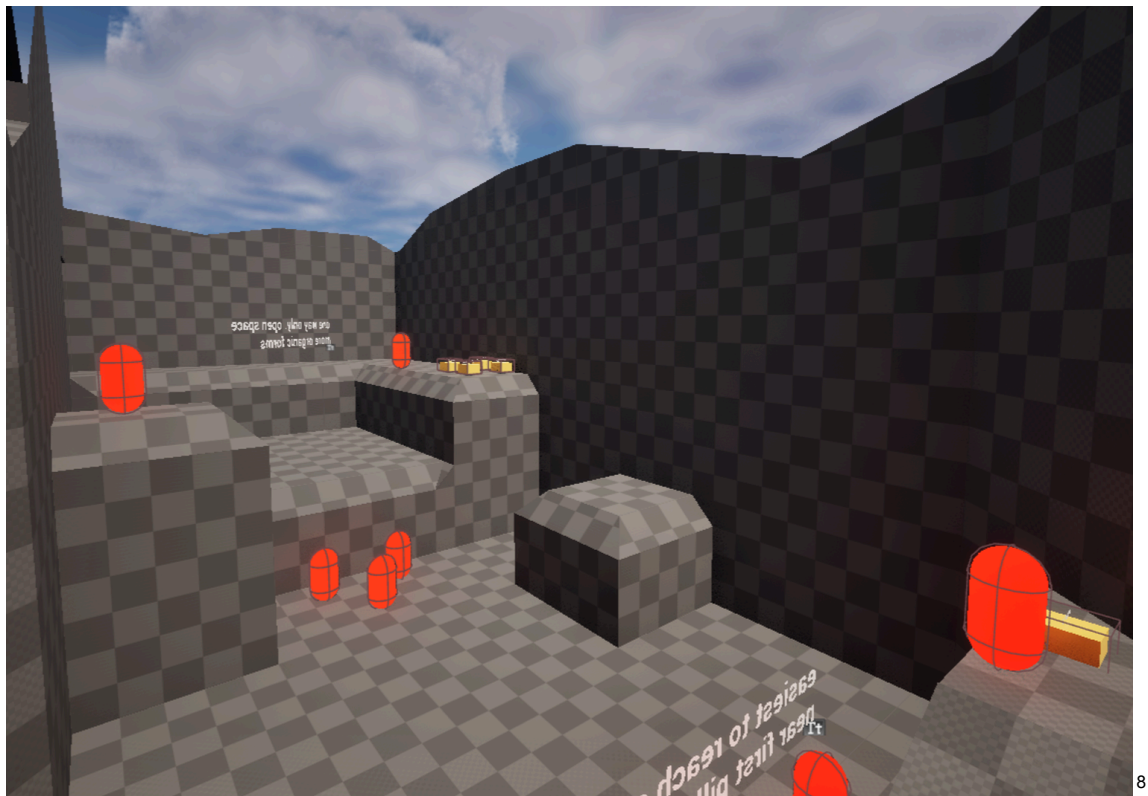
⁶ Blue switch blackout section with decorative roofs and tower for comparison

Day 4

I added **pickup objects** to the level.



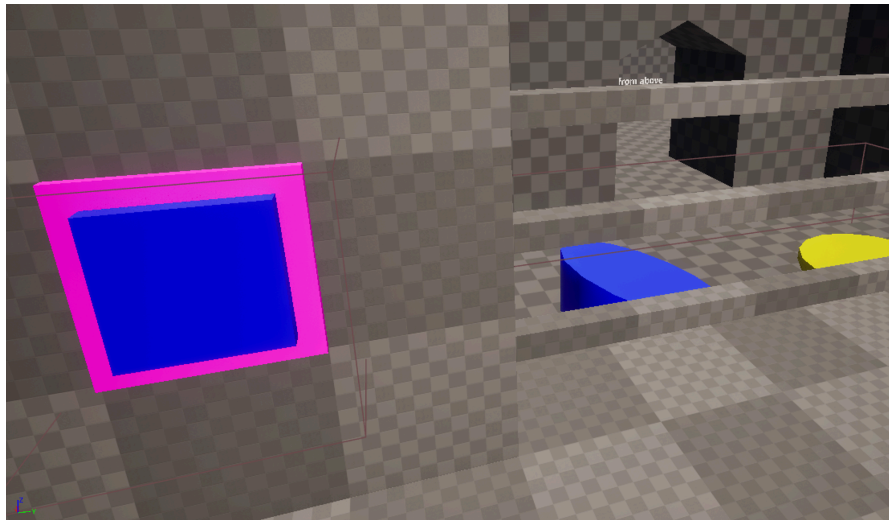
I added more details to the blockout to make each section more distinguishable. The castle yard walls got battlements and the yellow switch yard got rounder shapes to hint a natural style there.



I made it so players can kill enemies and **activate switches by shooting** at them. I changed the bars from the hidden area so the player and enemies can't just walk in between them without opening the gate.

⁷ Pickup items resemble vaguely the scale of quake items.

⁸ Yellow switch area with more rounded edges

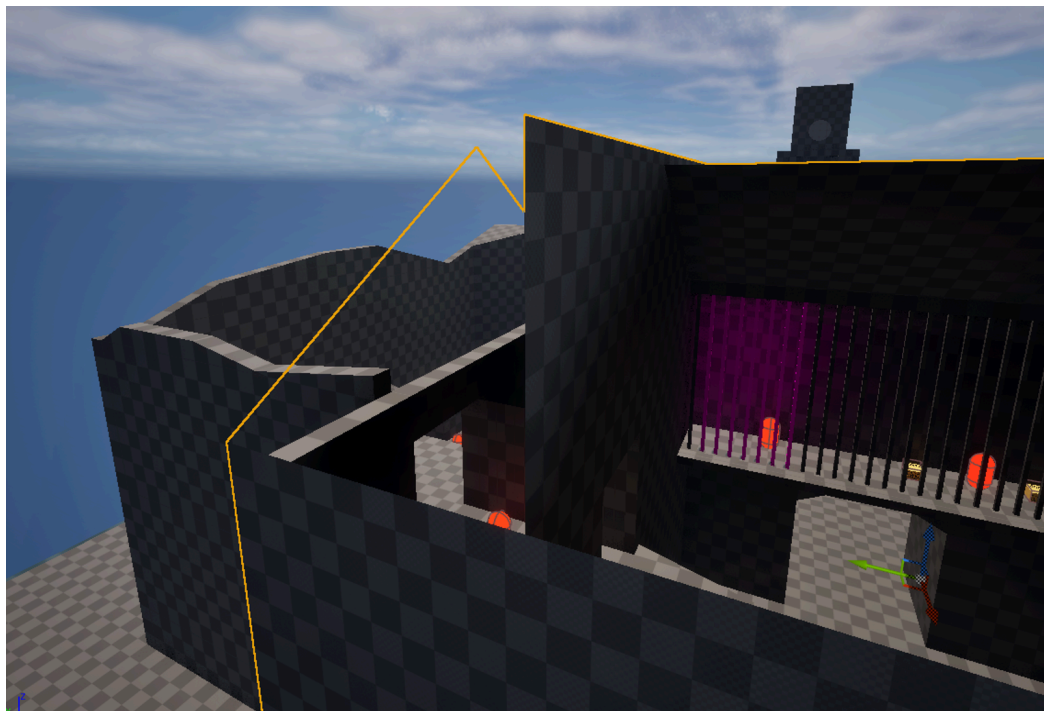


9

I changed the colour of the secret gates to pink (same as the end-level gate). This is only for marking the secret areas and would get a wall texture in the real game. I put a window with bars near the blue switch so that the player can see the effect of their actions directly. Later I continued more with the documentation part.

Day 5

I shortened the yellow switch building because it had too much unnecessary space and added a water pool to it to lead players away from it. I hid another secret there though.



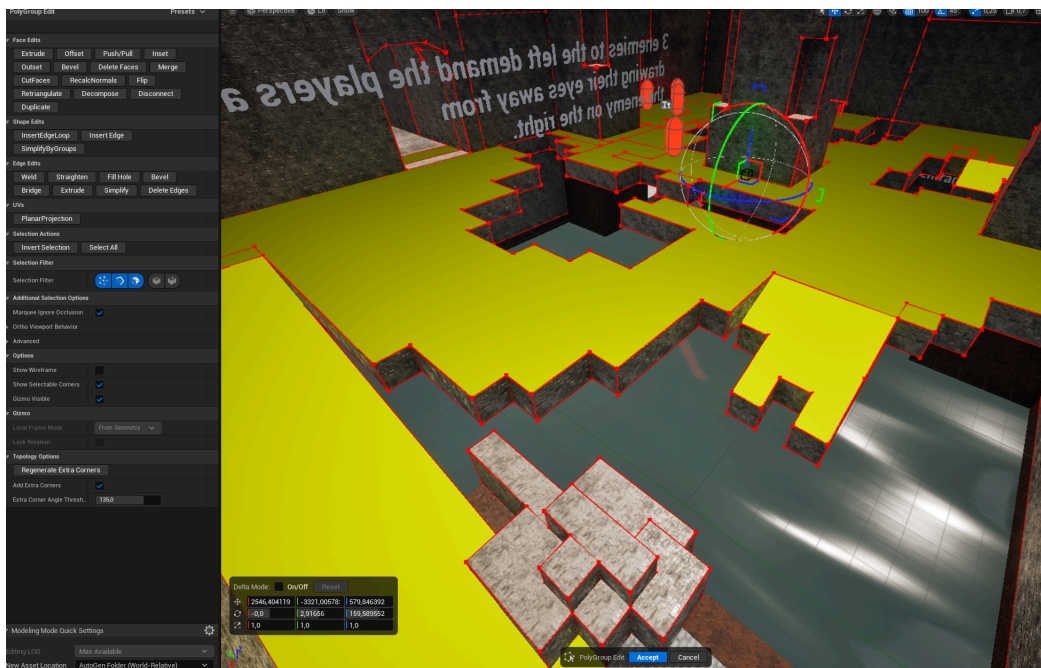
10

I changed the lighting to be closer to Quake's mood and added textures to my blockout.



11

Where I couldn't change the texture entirely I scaled the floor texture via planar projection so it is more a bit more distinguishable from the wall texture.



12

I added the unreal starter content VFX to give better feedback and floating text for documentation purposes.

I finished the documentation and made the Build of the Blockout. I made an example walkthrough to show how the player may perceive each section.

¹¹ New lighting and textures in the yellow switch yard area

¹² Poly Grop Edit Tool - all floor elements of the ruin section selected