Style Guide DM-Jumper

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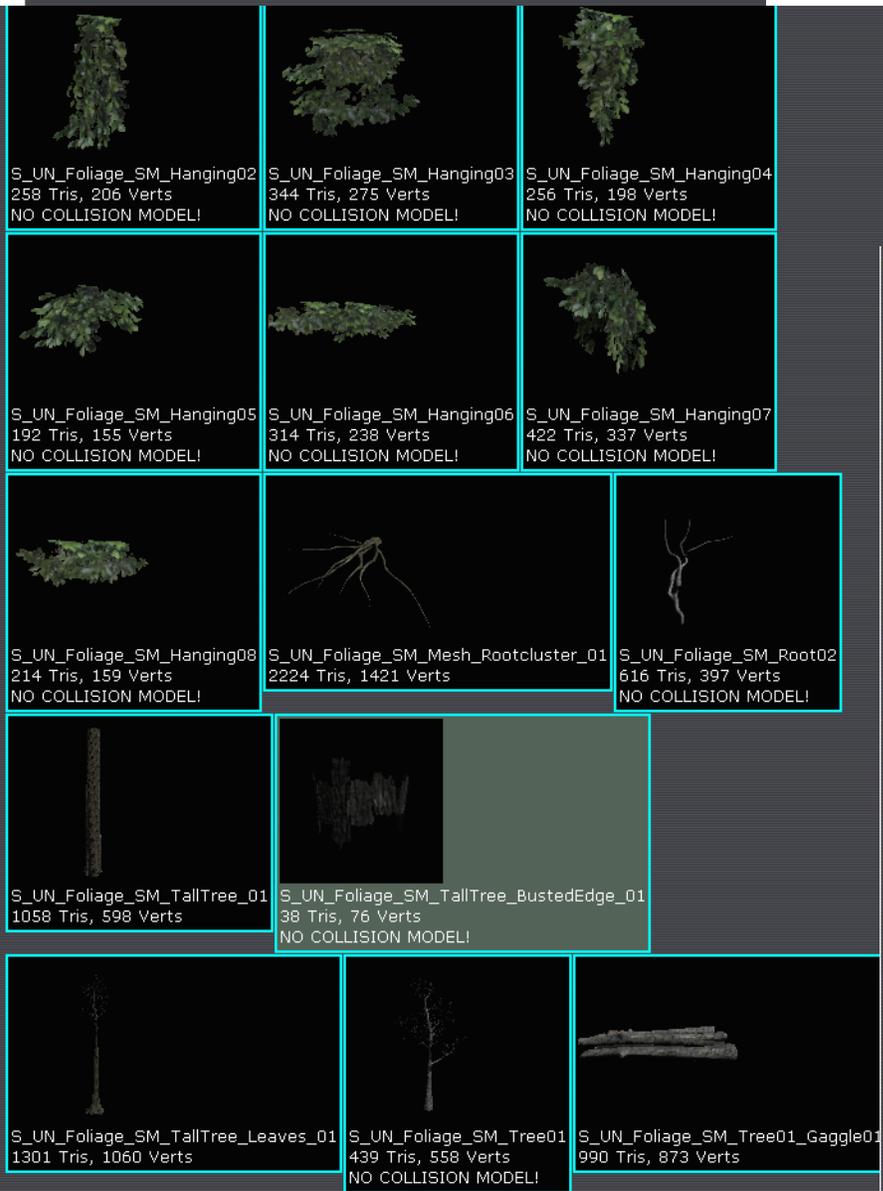Assignment 2   White Room design

       The style I have selected for Jumper is a tree top level, where players navigate around these trees with wood bridges and jump pads. Looking through all the levels un Unreal I didn't find any that represented what I was looking for, but did find aspects of some that I would like to use. The level is outdoors so a presence of a sun will be required. Kinda like the one in DM-ShangiLa (picture below), the sky texture is good for what I was looking for maybe a little brighter. The lighting is going to be very directional, only source of light will be from an artificial sun.

Looking further into the maps I didn't find any good tree textures, I looking through the generic browser and the packages came across some interesting Tree packages which would be appropriate for my theme. ASC_foliage had some good tree meshes, while UN_Foliage had good meshes and textures, portraying exactly what I was looking for (pictures below). These trees will need to be extended from the posts which are placed in the level making them seem really tall. I found a nice bark texture which would go good with the tree meshes. This texture will surround all the posts that are currently placed into the level (see images below). Additional foliage found in these packages will be used for additional decorative feel.

S_ASC_Foliage_SM_Bamboo
1778 Tris, 1914 Verts
NO COLLISION MODEL!

S_ASC_Foliage_SM_Reed01
344 Tris, 434 Verts
NO COLLISION MODEL!

S_ASC_Foliage_SM_Reed03
252 Tris, 326 Verts
NO COLLISION MODEL!

S_ASC_Foliage_SM_Reed07
104 Tris, 130 Verts
NO COLLISION MODEL!

S_ASC_Foliage_SM_tree01
15494 Tris, 17653 Verts

S_ASC_Foliage_SM_Tree02
8920 Tris, 7438 Verts

S_ASC_Foliage_SM_Tree02b
7068 Tris, 6175 Verts

S_ASC_Foliage_SM_Tree02c
4995 Tris, 4380 Verts

S_UN_Foliage_SM_Hanging02
258 Tris, 206 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging03
344 Tris, 275 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging04
256 Tris, 198 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging05
192 Tris, 155 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging06
314 Tris, 238 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging07
422 Tris, 337 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Hanging08
214 Tris, 159 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Mesh_Rootcluster_01
2224 Tris, 1421 Verts

S_UN_Foliage_SM_Root02
616 Tris, 397 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_TallTree_01
1058 Tris, 598 Verts

S_UN_Foliage_SM_TallTree_BustedEdge_01
38 Tris, 76 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_TallTree_Leaves_01
1301 Tris, 1060 Verts

S_UN_Foliage_SM_Tree01
439 Tris, 558 Verts
NO COLLISION MODEL!

S_UN_Foliage_SM_Tree01_Gaggle01
990 Tris, 873 Verts

SugarPineBark
Streamed 512x2048[DXT5]

The walkways designed in the level will need to be wooden bridges. Looking through the Unreal maps I found no such bridge, but came across a mesh that could be used as a mesh from DM-ShangiLa (picture below). This mesh will replace all walkways currently used.

Jumper has plenty of jump pads in it, but the current mesh for jump pads is inappropriate for the style guide, there for I found one I would much rather use. VCTF-Corruption was where I found the mesh that I would much rather use to portray my theme (See image below).

Finally the last part of the visual to complete the style is a mist bottom for the level, where there is a death fog. Players will easily be able to tell that they are located very high in the air, and falling off the level will inevitable be their death from this effect. I found the mist I was looking for in VCTF-Containment, although it was a little darker to what I was after lightening it up should be simple for desired effect (see image below).

Some sound effects will contribute the style message across. Since its in a tree top area, a wind effect will be added, to sound like a heavily high altitude environment. Tree's and leaves rustling is another useful sound that will be used to. For the jump pads the default sounds aren't too bad, but I would rather go with a softer ambient sound, at the moment the sounds stack with each other and in some locations of the map are very loud, not appropriate due to the massive range in volume.