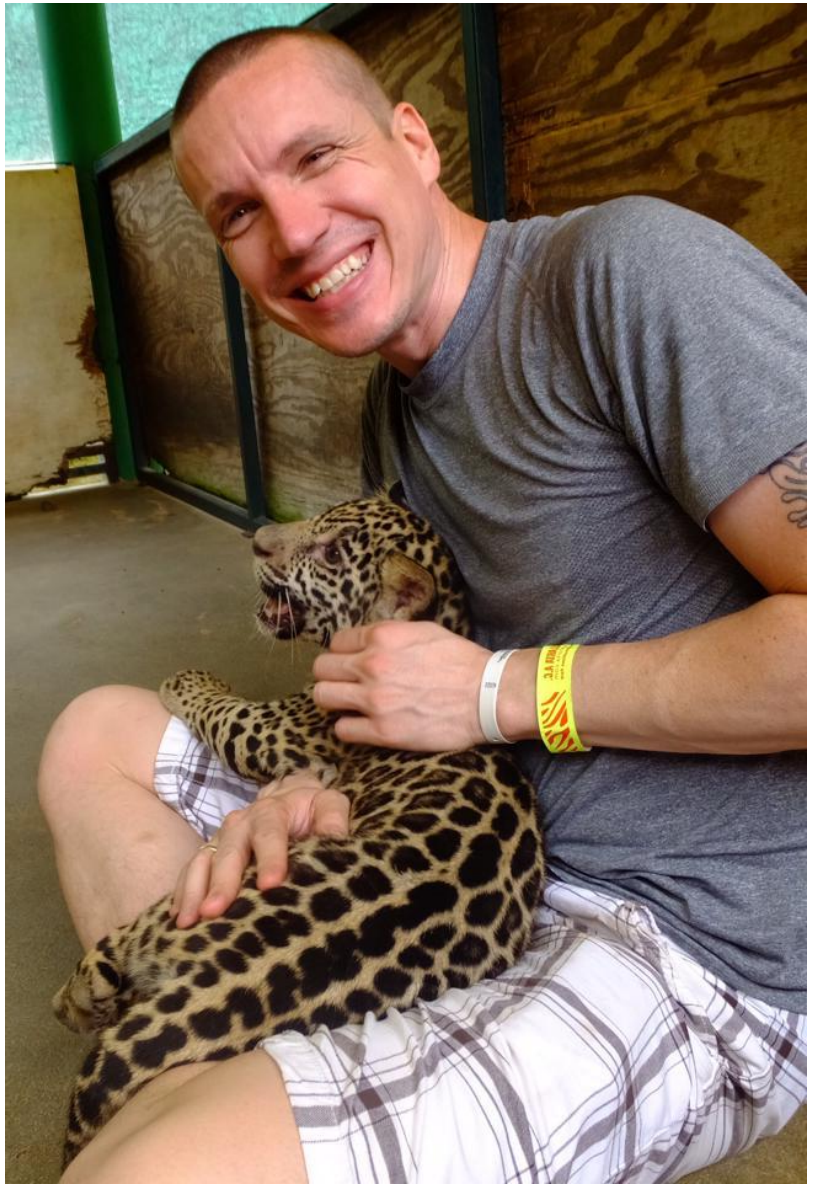
Level Design Workshop

Matthew Scott
Independent
Joel Burgess
Bethesda Game Studios
Lee Perry
Independent

GAME DEVELOPERS CONFERENCE™ CHINA
SHANGHAI INTERNATIONAL CONVENTION CENTER
SHANGHAI, CHINA · OCTOBER 19–21, 2014

Meet the Presenters

- **Lee Perry**
  - *Independent Developer*
  - *Co-Founded BitMonster*
  - *Lead Designer: Epic Games*
  - *@MrLeePerry*



(THRED)™

GEARS OF WAR

ANACHRONOX

GUNNERZ™

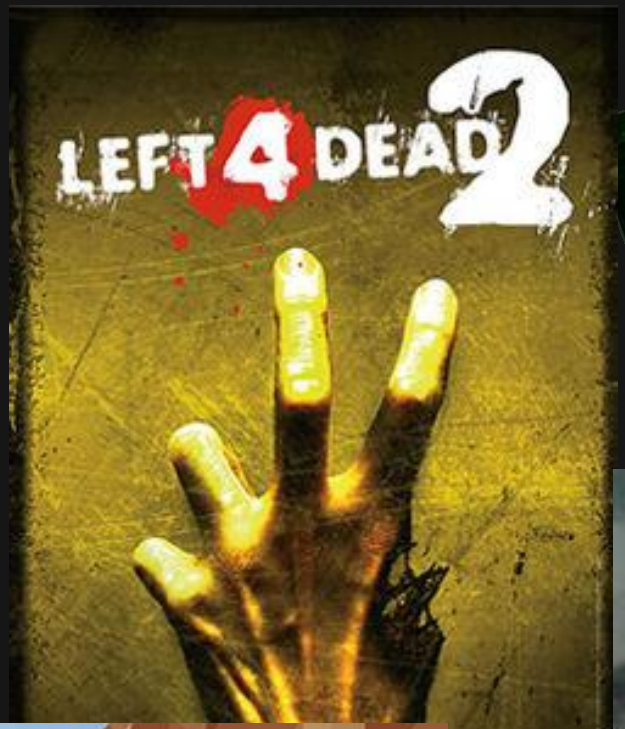
Unreal TOURNAMENT 2003

Unreal CHAMPIONSHIP

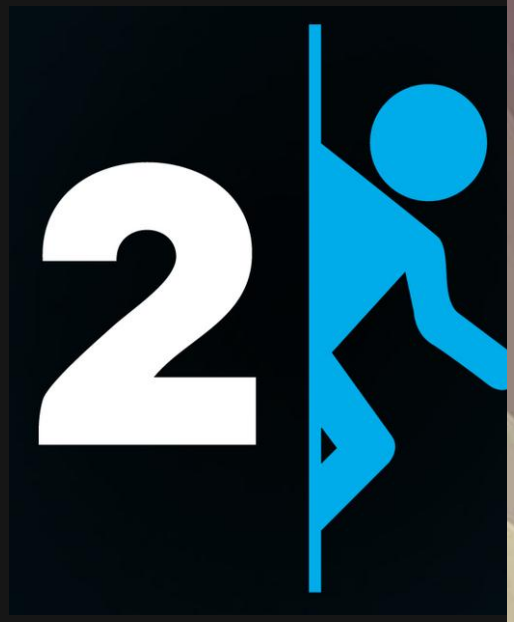
Meet the Presenters

- **Matthew Scott**
  - *Independent VR Developer*
  - *Developer @ Valve Software*
  - *@elMattScott*

ODDWORLD
STRANGER'S WRATH


LEFT 4 DEAD 2
VALVE

LEFT 4 DEAD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FACETED FLIGHT

HALF-LIFE 2
EPISODE TWO

Meet the Presenters

- **Joel Burgess**
  - *Senior Designer, Bethesda*
  - *Fallout 3 Lead Level Design*
  - *@JoelBurgess*

Fallout 3

BLOODRAYNE 2

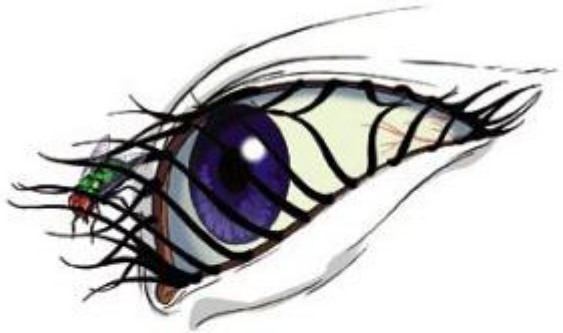
POINT LOOKOUT

The Elder Scrolls V

SKYRIM

The Elder Scrolls IV

OBLIVION



ÆON FLUX

About Our Backgrounds

- Our Experience is includes:
  - First Person Games
  - Exploration & Action Focus
  - Narrative Techniques
  - Shooters, Role-playing Games
  - AAA, Indie, Console, PC, Mobile

What to Expect Today

- Applicable Concepts & Techniques
  - How?

- Seek Common Level Design Ground
- Share Insights from Our Experience
- Present Lessons w/Broad Usefulness

General Structure

- Core Concepts We'll Focus On
  - Broad Definition of Level Design
    - Define a Common Language
  - Layout Techniques
    - Guide for Physical Playspaces
  - Pacing & Encounter Design
    - Populating Levels
  - Narrative & Environmental Storytelling
    - Achieving Deeper Meaning

Workshop Schedule

9:30-9:45 Speaker Introductions, Overview of the Day
9:45-10:30 Section I: Components of Level Design
10:30-11:30 Section II: Layout Primer & Best practice tips
11:30-12:00 Pre-lunch Q&A

Lunch Break

1:30-1:45 Reconvene and afternoon overview
1:45-2:45 Section III: Level Population. Encounters, Pickups, Puzzles, Reveals, etc.
2:45-3:15 Section IV: Pacing, Balance, Flow - Next step of Population
3:15-3:30 Afternoon Q&A

Coffee Break

4:00-4:15 Reconvene, Final session overview
4:15-4:45 Section V: Narrative Overview - Role of LD as storyteller
4:45-5:45 Section VI: Narrative without words, Environmental storytelling.
5:45-6:00 Wrap-up and Final Q&A