

The second process in the level workflow, after collecting some references, this step is called SKETCH, we can do drawing in a paper or digital, in our case the delivery should be digital, but if you prefer, you can first draw and after change to digital.

A Workflow Suggestion

We always will have a sheet with some suggestions to help start the level, for example, number of portals, number of [CORE](#) entries, [BRANCHS](#) and size of map. (This is just a spark to you start, after, if you think it would be great to make some adjustments, DO IT!)

Forest				
Level	1		Level	2
Portal	1		Portal	2
Power nodes	5		Power nodes	5
Branchs	0		Branchs	0
Core entries	1		Core entries	2
Grid	25		Grid	35
Difficulty	44		Difficulty	124
			% dif. anterior	64,39%

Before start the process will be defined a [POI](#) and the level style/mood to the level designer starts drawing with the [POI](#) in mind to best fit in a best composition possible. The [CORE](#) must be in center of the sketch (0,0).

Most of the team members prefers to start the process placing the [PORTALS](#), after drawing the paths between [PORTAL](#) and [CORE](#) while thinking about the heights, layers and VERY important thinking in the [TOWER GOOD SPOTS](#).

After starts to draw the layers and the variation of heights and place the [POWER NODES](#)

you have to define building area and [TOWER GOOD SPOTS](#).

(Very important here to define the building area with the layer "Area of Core" turned on, because we don't want to have area of building inside that sphere (Area of Core).

Sketch Rules

- To define the number of each portal, you'll need to divide the sketch in the middle and you'll count clockwise: 0, 1, 2, 3, 4, etc...
- Each [PORTAL](#)/path will have a different color in the sketch following this:
 - Portal 0: Yellow (R: 250, G:198, B:2)
 - Portal 1: Blue (R:0, G:188, B:255)
 - Portal 2: Red (R:252, G:47, B:5)
 - Portal 3: Purple (R:129, G:7, B:230)
 - Portal 4: Green (R:31, G:242, B:8)
 - Portal 5: Pink (R:255, G:16, B:202)

- Desert sketch layers colors:
 - Layer -1: 3e2d18
 - Layer 0: 6b5132
 - Layer 1: 997449
 - Layer 2: cc8028
 - Layer 3: f8a94a

- Volcanic sketch layers colors:
 - Out of bounds -8000: 4a362f
 - -500: 584535
 - 0: 6b563b
 - 500: 856d4f
 - 1000: a27f65
 - 1500: c2997a
 - 2000: ddb494
 - 6000: dfbba0

- We will only be allowed to put bridges and other elements that detach the landscape in some way if we be careful about the angles, you can use: 0°, 90°, 180°, 270° and 360° degrees.

- Each grid corresponds of a square with 222px Height x 222px on Photoshop.
 - When you will try this sketch on Unreal Engine, the grid must have 5.000cm squared.

- The final delivery must contain that variations of the sketch:
 - Map_01_All
 - Map_01_Branchs
 - Map_01_GoodSpots
 - Map_01_45°_CameraView
 - Map_01_BuildingArea
 - Map_01_PortalX
 - Map_01_PortalY
 - Map_01_PortalZ
 - Map_01_PortalW

Resources

Planning of levels:

[Passing Wardens Rising - SinglePlayer](#)

Please take a look and use this .PSD containing everything you need to do for the Sketch process:
baseSketch (1)

.psd

.psd

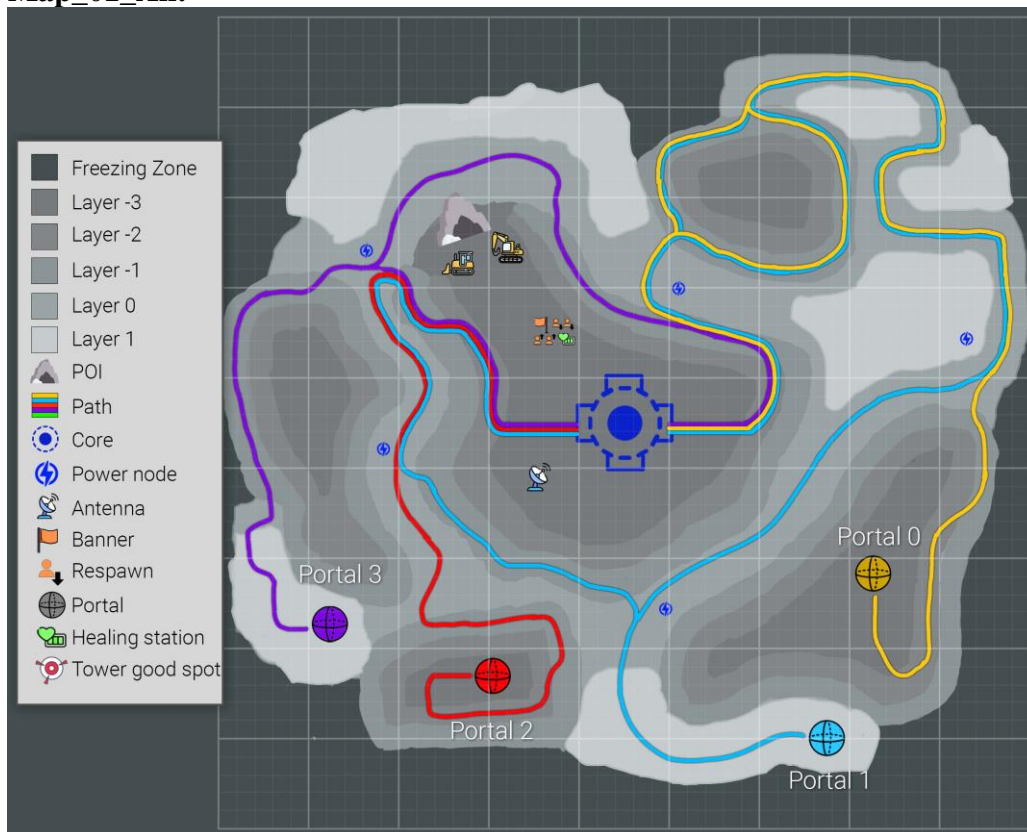
Map_09_legends

.psd

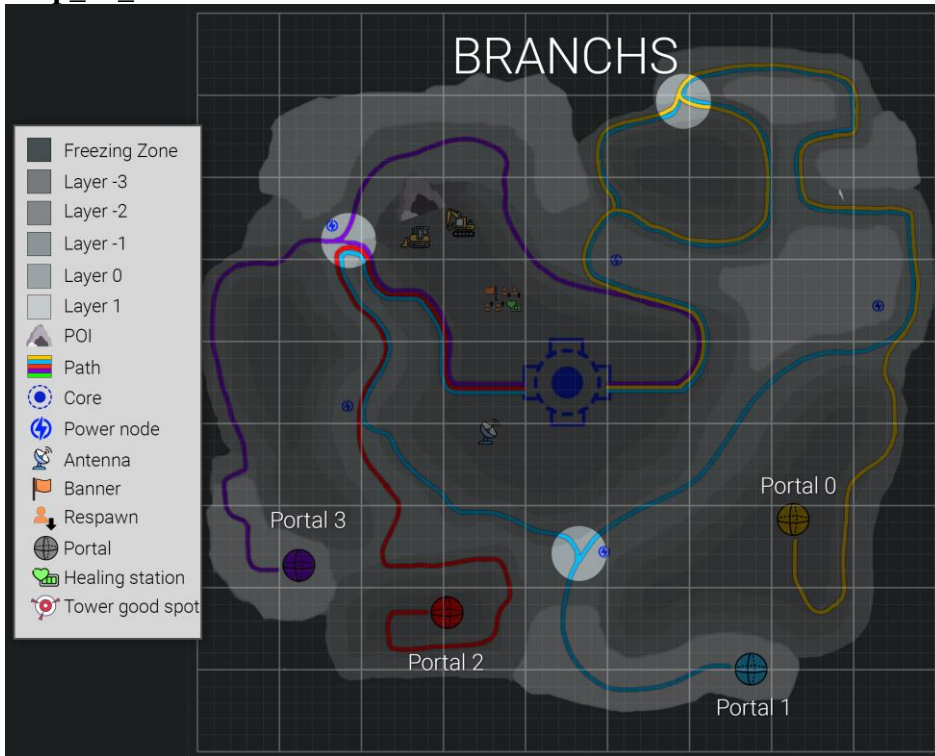
.psd

Examples

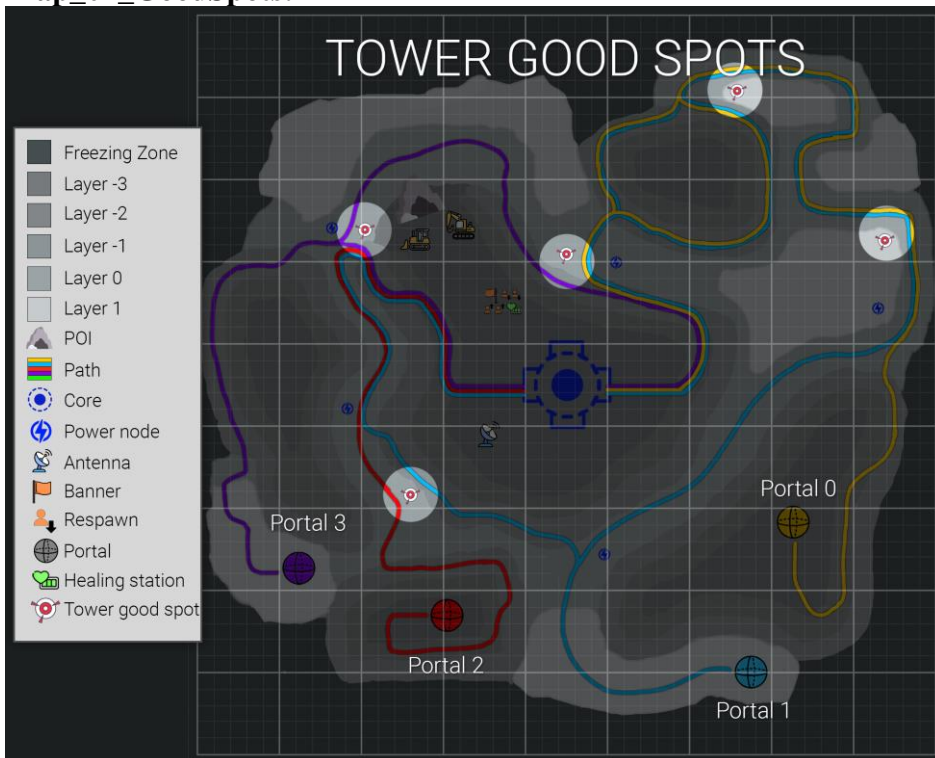
Map_01_All:



Map_01_Branchs:



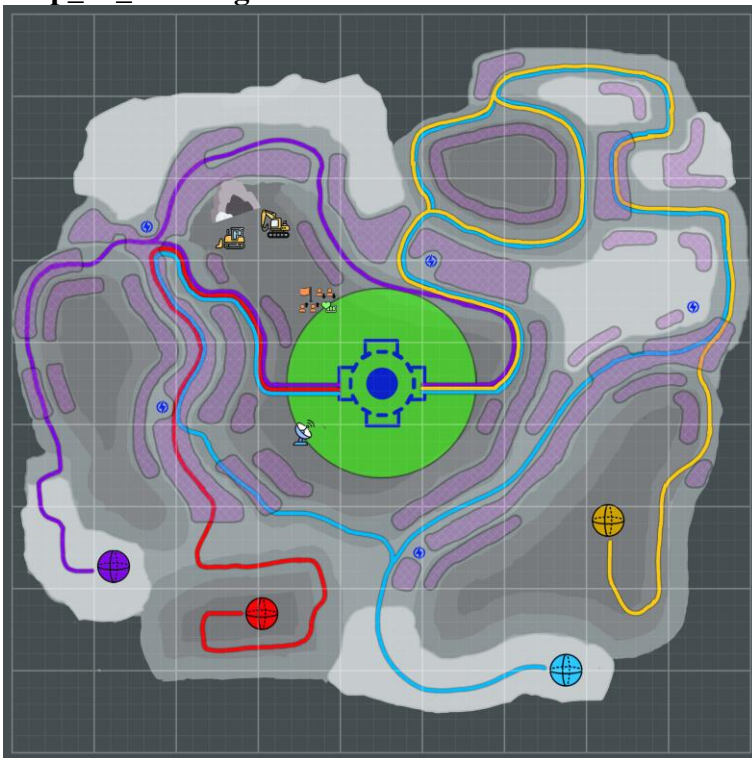
Map_01_GoodSpots:



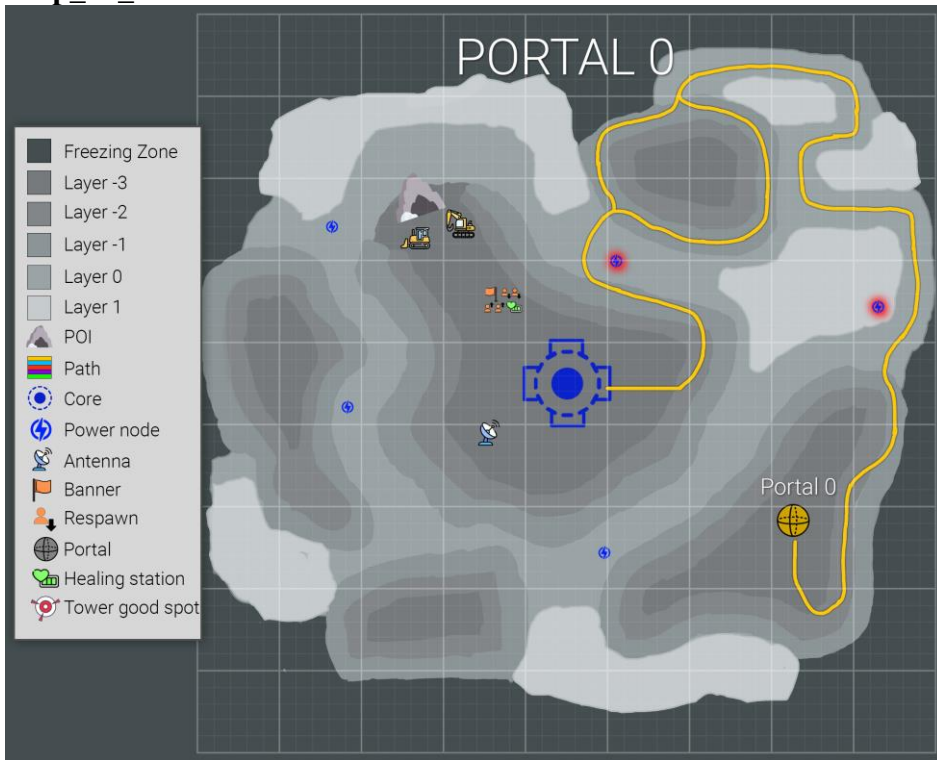
Map_01_45°_CameraView: (To use in minimap when testing grey box)



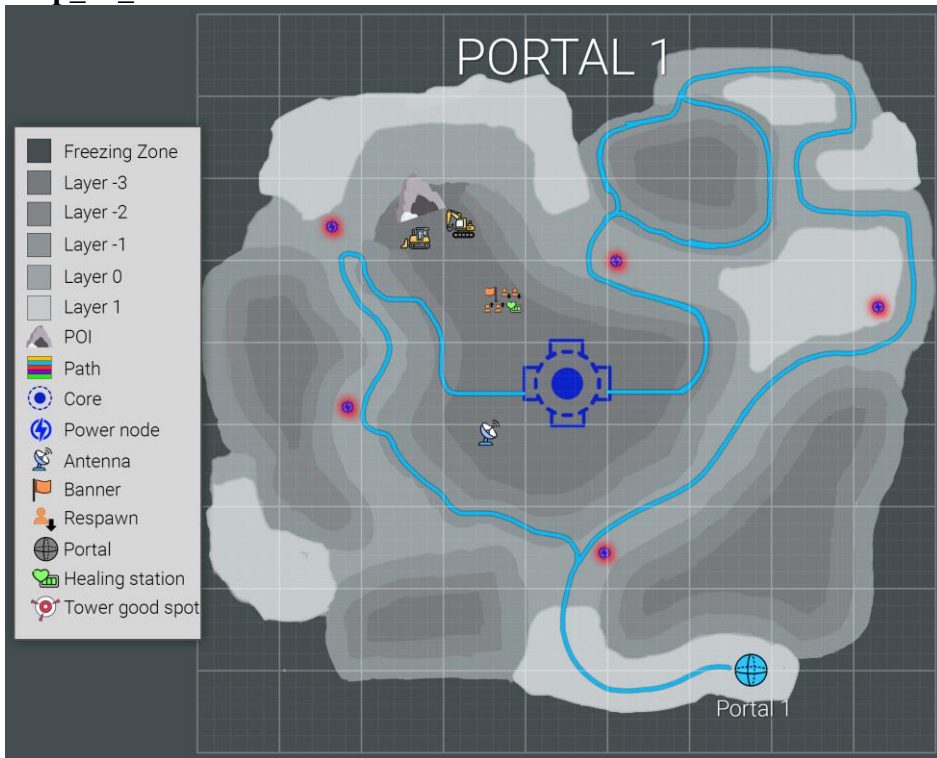
Map_01_BuildingArea:



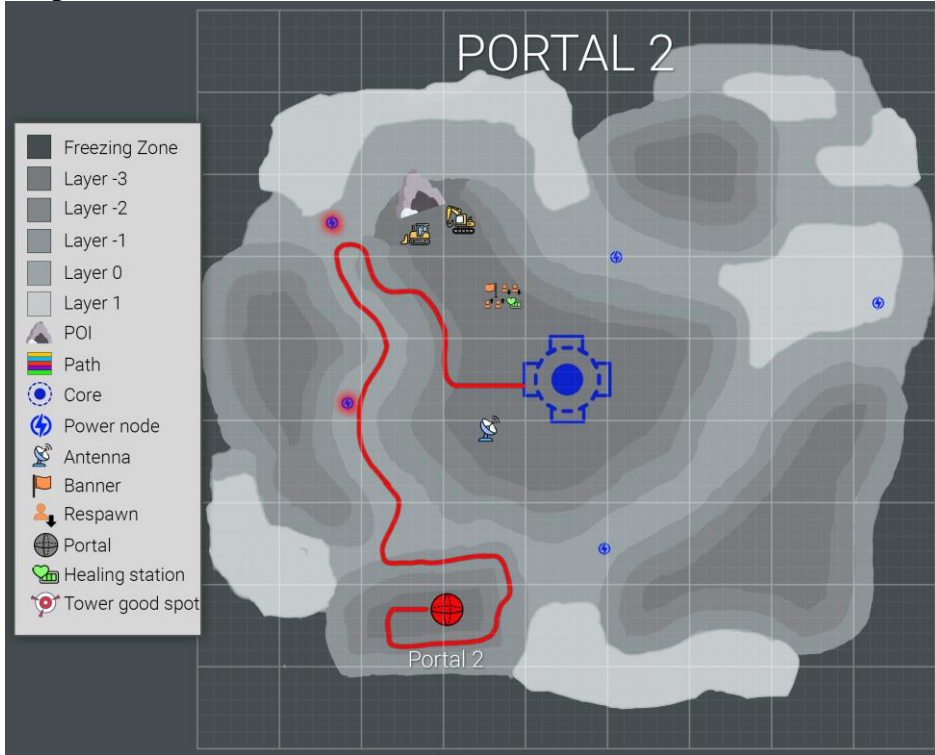
Map_01_PortalX:



Map_01_PortalY:



Map_01_PortalZ:



Map_01_PortalW:

