Level Design in a Day
Tools: Making a Better Game

Jim Brown, Lead Level Designer, Epic Games
Phillips Effect
Phillips Effect

- 2.4 min savings / day
Phillips Effect

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- x100 employees = 240 min / day = 4 hours / day
Phillips Effect

- 2.4 min savings / day
- x100 employees = 240 min / day = 4 hours / day
- 4 hours / day = 20 hours / week
Phillis Effect

- 2.4 min savings /day

- x100 employees = 240 min/day = 4 hours/day

- 4 hours / day = 20 hours / week

- 20 hours / week = 6 man-months of your time / year = 1 year of your time on the project.
Phillips Effect

• What could YOU do in one year on your current project?
Phillips Effect

- What could YOUR TEAM do with one more month of dev time?
Practical application
Practical application

- BSP for rapid prototyping
Practical application

- BSP for rapid prototyping

Fast Iteration
Practical application

- BSP for rapid prototyping
Practical application

- BSP for rapid prototyping

Quick and Easy
Practical application

- BSP for rapid prototyping
Practical application

- BSP for rapid prototyping
Practical application

- BSP for rapid prototyping

Quick Collision
Practical application

- BSP for rapid prototyping
Practical application

- BSP for rapid prototyping

Tried and True
Practical application

• BSP for rapid prototyping
Practical application

- BSP for rapid prototyping
  - Forces design mindset
  - Fast iteration
  - Quick and easy
  - Quick Collision
  - Tried and true
Practical application

- BSP for rapid prototyping
- Generic Browser
Practical application
• Generic Browser
Practical application

- Generic Browser
Practical application

- Generic Browser
Practical application

• Generic Browser
Practical application

- BSP for rapid prototyping
- Generic Browser
  - Organized
  - Efficient
  - Flexible
Practical application

- BSP for rapid prototyping
- Generic Browser
- Real-time editing and PIE
  - scaling, moving, updating
Practical application

- Real-time editing and PIE
Practical application

- BSP for rapid prototyping
- Generic Browser
- Real-time editing and PIE
- Lightmass
Practical application

- BSP for rapid prototyping
- Generic Browser
- Real-time editing and PIE
- Lightmass
- Kismet and Matinee
Practical application

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Practical application

- Kismet and Matinee
Takeaway Tips
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- Own the toolset or it will own you
- So what can you do?
  - Learn what it does well and position that
  - Know your shortcuts
  - Watch someone who knows what they’re doing
Takeaway Tips

• So what can you do?
  • Watch someone who knows what they’re doing
Takeaway Tips

- Be the Champion
  - Read documentation
  - POC and present / knowledge share
    - Gears examples
    - Free Friday
Takeaway Tips

- Challenge yourself
  - Present a solution
    - What would make this better?
    - What tools need changing?
    - What’s missing?
- Use your most important tools
  - Head
  - Heart
  - Mouth
- Small change = Big impact
  - Consistency
Takeaway Tips

- Be the screwdriver, not the screw.
Questions?

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