

Haze Construction Manual:

File Sorting Explanation:

- New Textures – Go to **HAZEDECORS.wad**
- New Decorative Sprites and Puzzles – Go to **HAZEDECORS.wad**
- New Monsters (and definition) – Go to **HAZEDECORS.wad**
- New Cutscene pictures – Go to **HAZEDECORS.wad**

- New Music and Sounds – Go to **R1TESTSX.wad**

*For new **TEXTURES** use the following prefixes:*

MI – for Vernon mine

MIL – for mine Lighting (you can use numbers)

TO – for Town (exterior)

TOL – for Town Lighting

TOP – for Town Areas (interior – Apartments, Shops, Club, School)

TPL – for Town Areas Lighting

HO – for Hospital

HOL – Hospital Lighting

FAC – for Industrial Area

FCL – Industrial Area Lighting

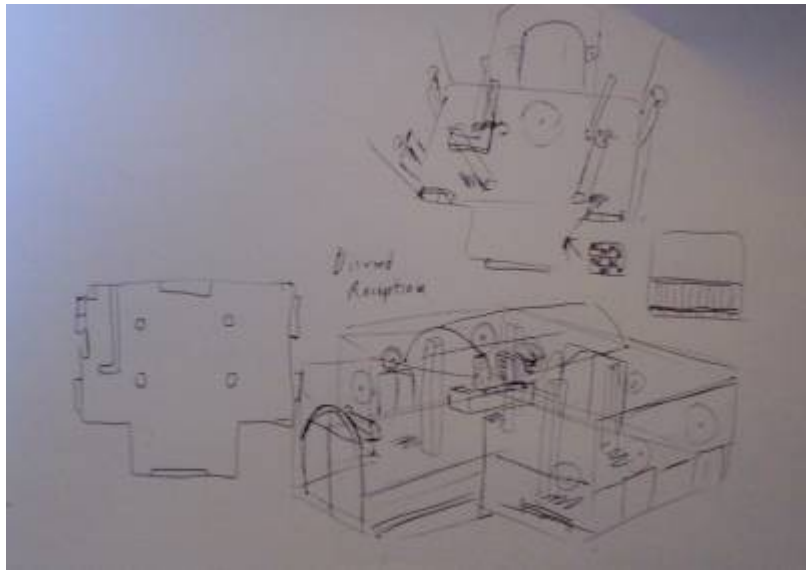
MIB – Military Base

MBL – Military Base Lighting

BUILDING AREAS

Step 1 - Planning

First there must be concept art of an area, featuring a top-map and drawn concept pictures of every room / detail and such. Mind that architecture is 2.5D. Use as many reference pictures as you wish to.



ROUGH CONCEPT ART OF THE „TEST RECEPTION” AREA

Step 2 – Geometry Construction

Construct the geometry according to the floorplans and concept art. Use textures gathered from whatever source, plus add the decorations.

REMEMBER – Use the prefixes for naming textures.

REMEMBER – Put all Editor-Used decorations into the first Decorate file of R1TESTSX.wad where all decorations are located

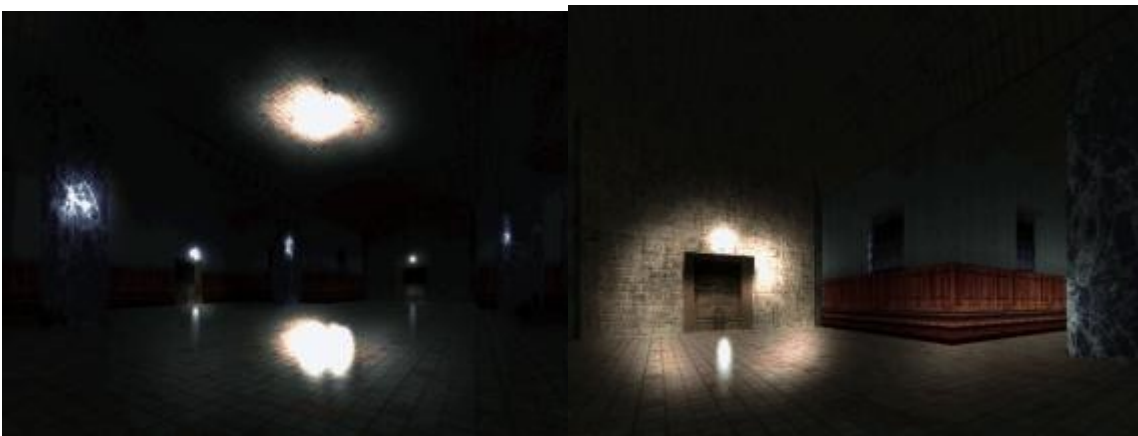
REMEMBER – Every new added textures used for floor **MUST** have Encoded Footstep sounds!

REMEMBER – This fucked up engine does not accept textures other than 128x128, 256x256 on Floors/Ceilings. You should avoid other dimensions as well.

REMEMBER – Finally, employ the use of thing 9048 for area-wise REVERB.



SCREENSHOTS OF AN ALREADY BUILT AREA, USING SOME NEW TEXTURES





SCREENSHOTS WITH LIGHTING PAINTED IN A CG PROGRAM.

THIS SERVES AS A **GUIDANCE** FOR PAINTING LIGHTING ON TEXTURES!

Step 3 – Lightning

If this was a different engine, the compiler would do it for us. First take screenshots of built areas and light them up in a paint program, according to your concept art. Just be rough about it, not very precise (no need).





ACTUAL GAME SCREENSHOTS. THE R_VISIBILITY MODIFIED DISTANCE DARKNESS/FOG CAN BE USED TO CREATE DEPTH AND FOG TO A SUPERB EXTENT!

HOWEVER

Bare witness that building even a single area like that (and that one is merely remotely finished as it contains no gameplay-specific content like check-out messages or specific area-based decorations) will take from 1 to 3 hours! I'll repeat for the sake of it – we're talking about one fucking room! This calculation does not include creating decorations, monsters, cutscenes etc.

And the deadline for Haze is October 2011. For this reason it is utmost necessary to reduce the amount of rooms to be created to an absolute minimum.

- Making Puzzles

NOTE – It is very heavily recommended to create all puzzles inside the test level and later just insert them into the game. This is for the reason that programming (coding) all puzzles and, more importantly, restudying the programming functions, scripts and algorithms will also take a large amount of time.

- Making New Monsters

NOTE – During an earlier phase of development monsters were supposed to jump on the player and grab-n-bite him like Resident Evil zombies. The player was immobilised for the duration of such an attack and this made the enemies severely more dangerous. It is uncertain if this should remain.

- Making Cutscenes

NOTE – It was uncertain if Cutscenes should be animated or not. By now it is nearly certain that they shall be quality done STATIC pictures. My aim is to bring out the artistic content of them, not jumping over too high technological aspects...