

CMP MEDIA LLC

Gamasutra.com

(Illustrator) (Maya) :

Illustrator-to-Maya : How to Design and Build the Perfect Level

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2005 6 7

http://www.gamasutra.com/features/20050607/steingraber_01.shtml

/ 가 가
3D
(Photoshop)
2D
3D
가 , 2D
(Gameplay)
3D
, 3D , 가 가
(fluid game pacing) 가 가
(Maya) , 2D 가
(Adobe Illustrator)
가 (Adobe Illustrator)
(, , (Adobe)

1). ,
((Illustrator) CS):

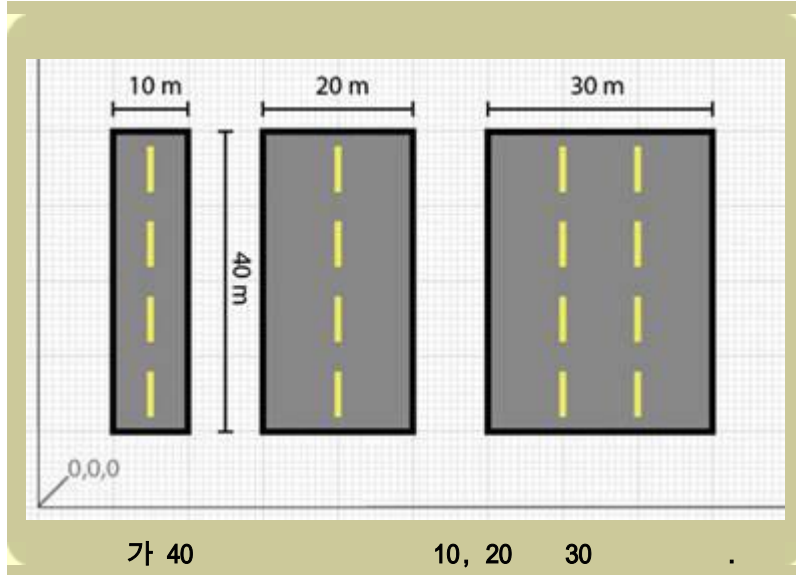
1. , .
2. (Grid) " .1 cm" , " (Subdivisions) 10"
(, (Maya) 1
).
3. 가 , (View menu) , " (Artboard)"
(, 0,0,0
).
4. (View) , " (Grid)" (,
2,400%
).
5. (View) , " (Grid) (snap)" (,
,).

(Illustrator)

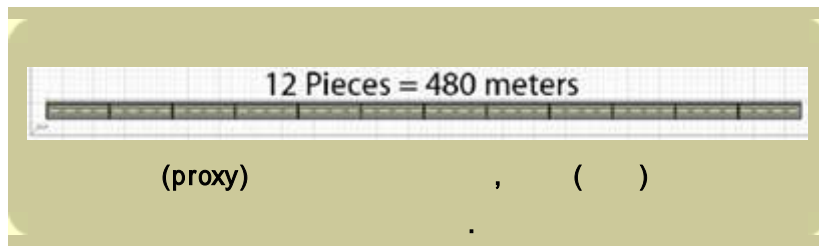
,
, ()
() " (On-Foot First Person Shooter)"
" (Racing Track)"
->
,
10 , 2 , 500
FPS 2km
10 km ,
가 가 ,
, 가 가 ,

(Proxy)

(Illustrator)
(proxy) 가 ,
가 ,
((Maya)).



가 가 500 , 40
 가 12.5 ()
 가) . ,



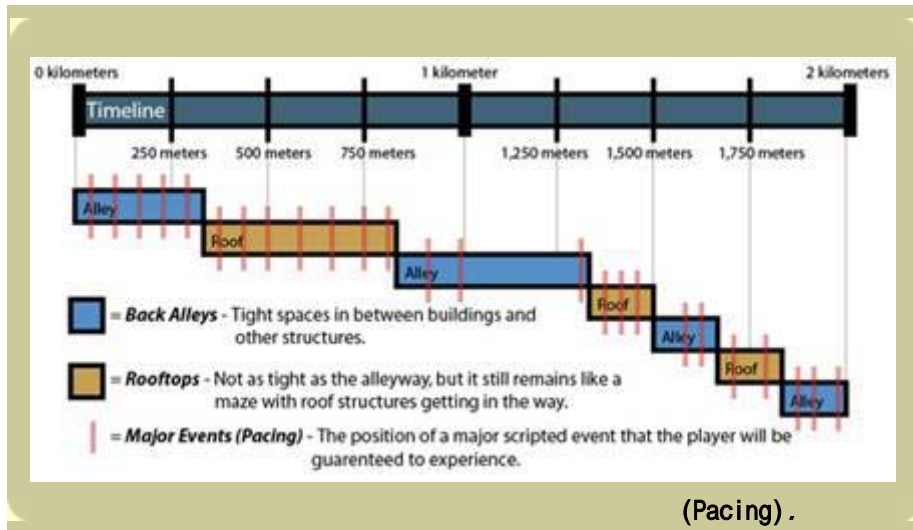
(Timelines)

가 가
 , FPS 15 ,
 400 ,
 가 :
 = 400 / 1
 2 km = 6

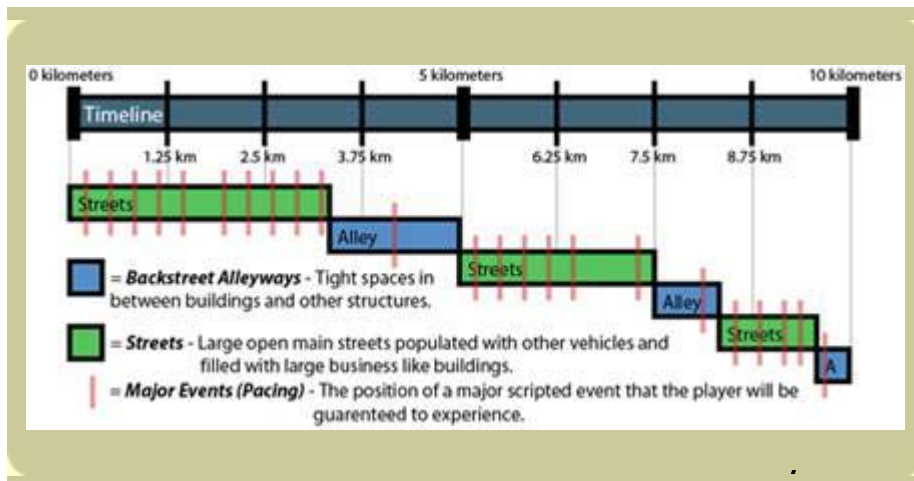
$$() = 9$$

$$= 15$$

가
가
가
(gameplay) 가
" (Pacing Bars)" 25
(Pacing Bars)
9 (gameplay) 가 (:



가
가
가
(,) . 15
1km
:
= 1 km / 1
10 km = 10
() = 5
= 15



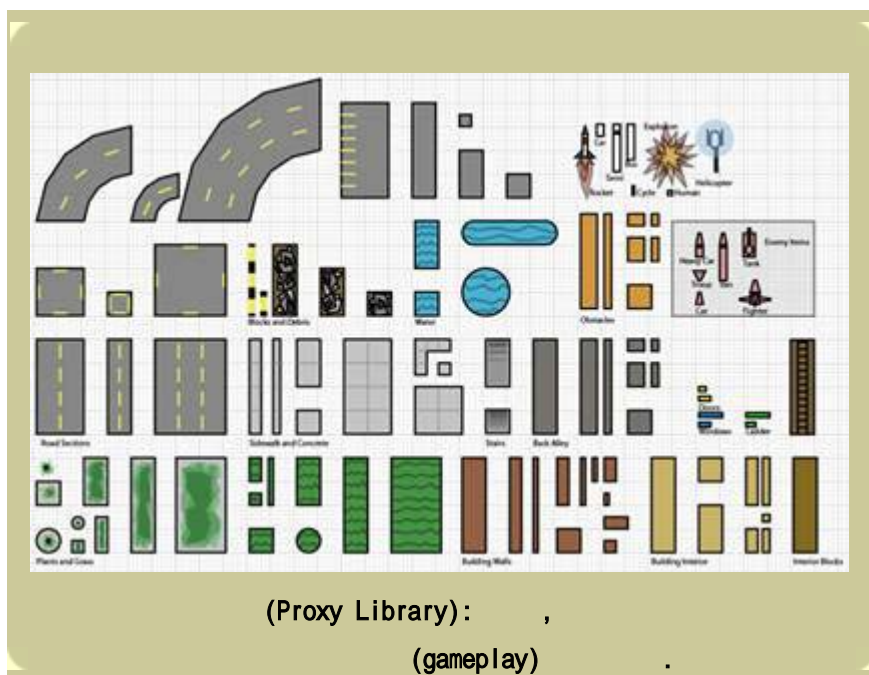
2D (The Iterative 2D Layout Process)

(Proxy) , () 가 2D

2D

(Maya)

).



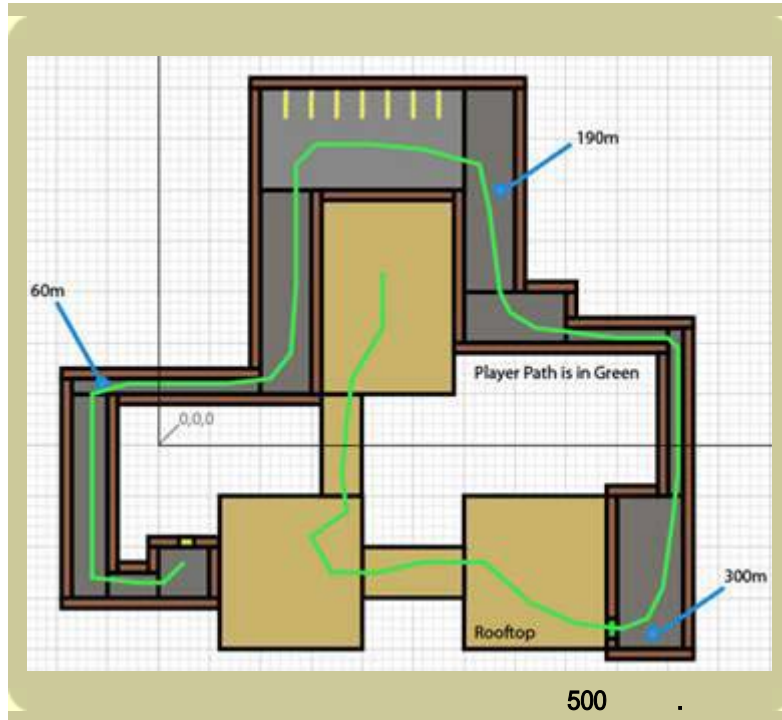
(Proxy Objects)

가

. FPS (on-foot)

500

:

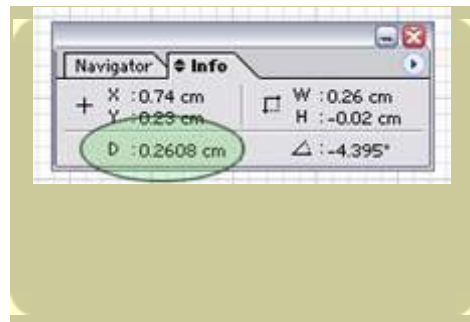


가

(path)

(Pen Tool)

(measuring too)



, "D" ()

(, 26.08 가) . 2D

() .

(Pacing Bars))

가 (

(gameplay) (moment)

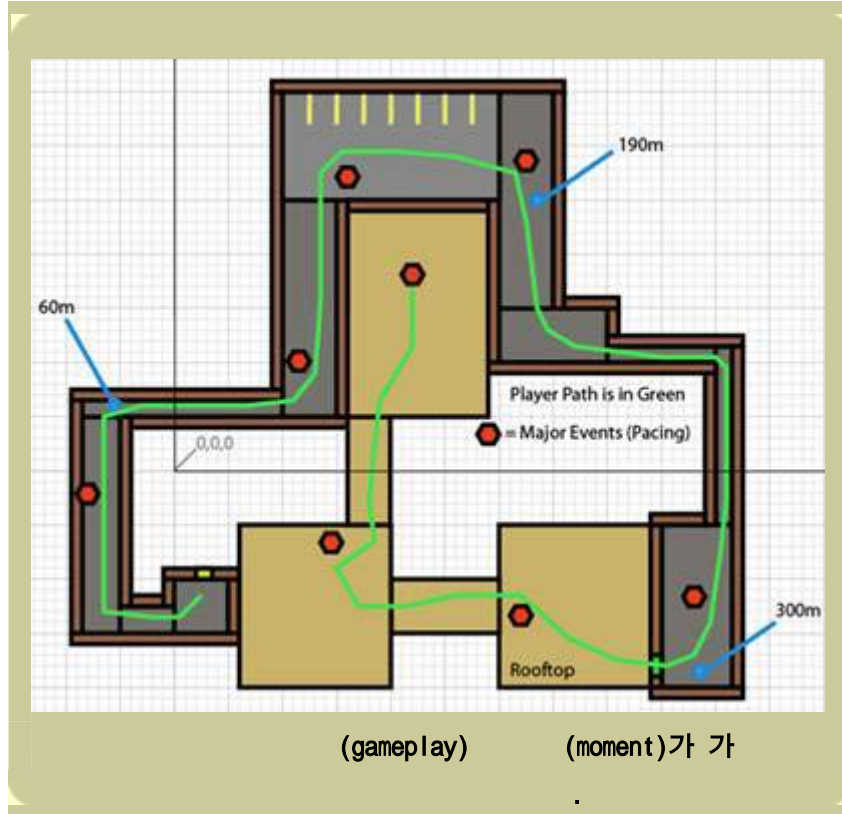
가

FPS

500

(embedded)

가



,

2D

3D

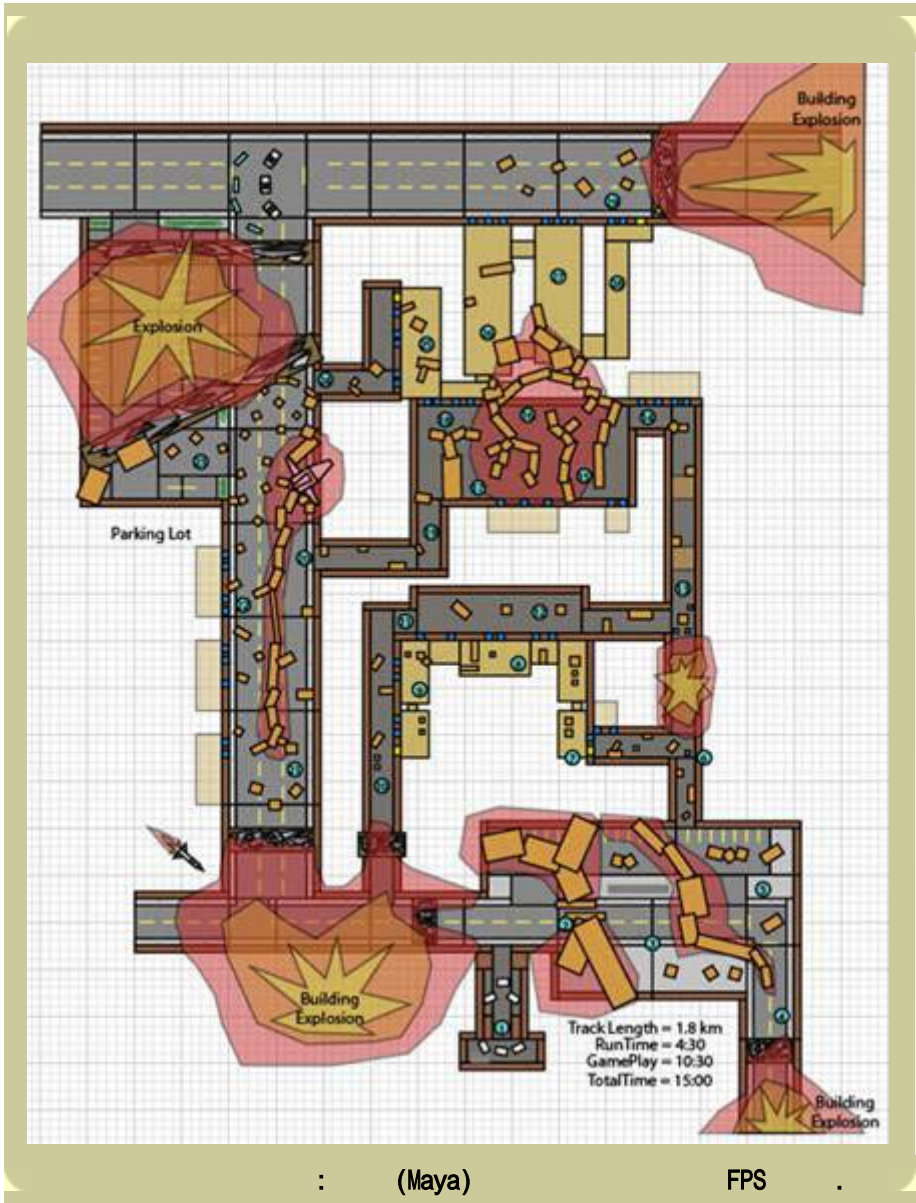
가

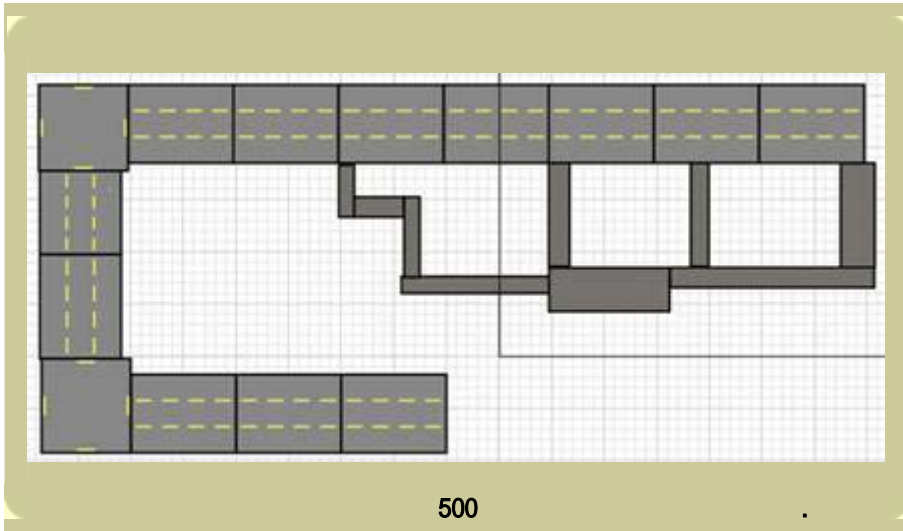
가

15

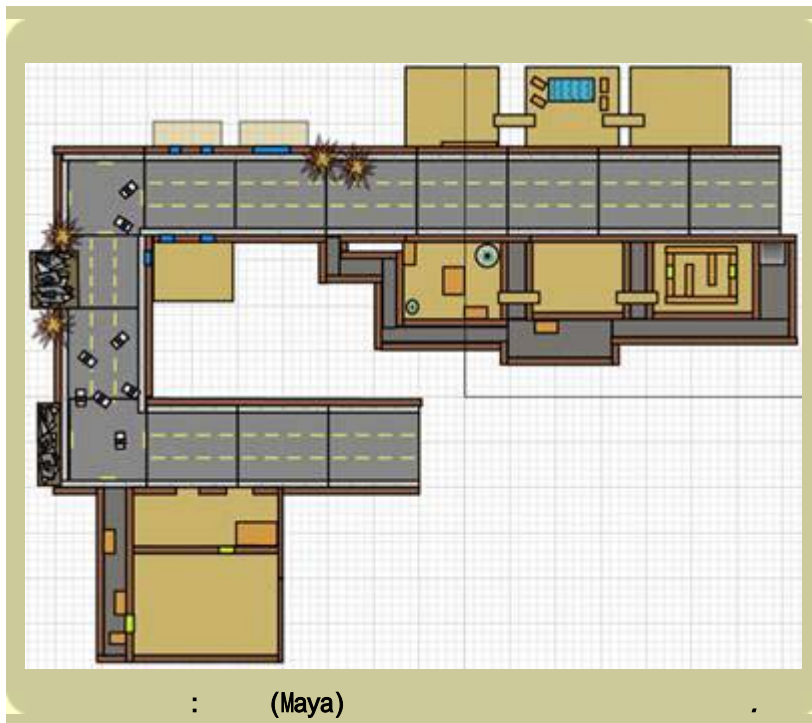
FPS

:





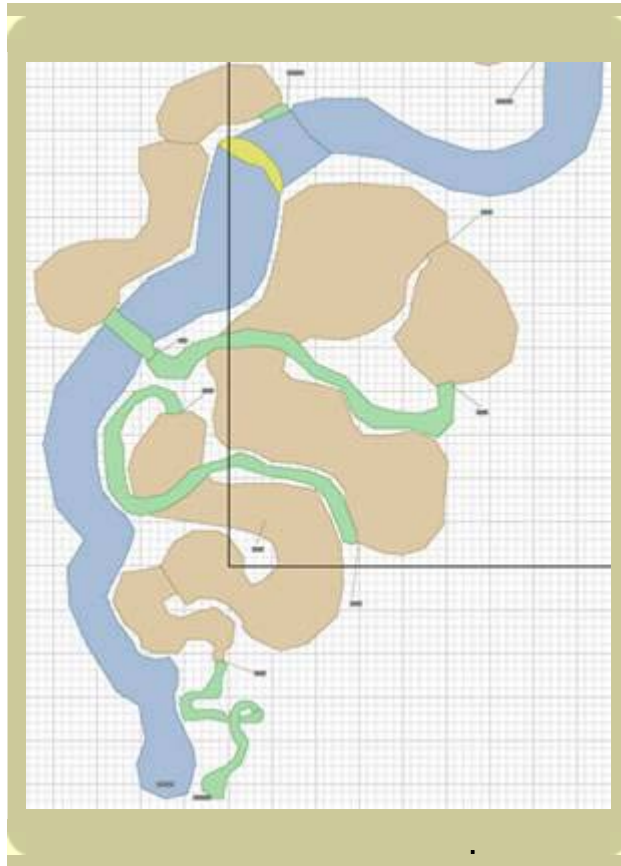
tool) , 10 (measuring
 500 (



2D (Other 2D Methods)

(Illustrator)

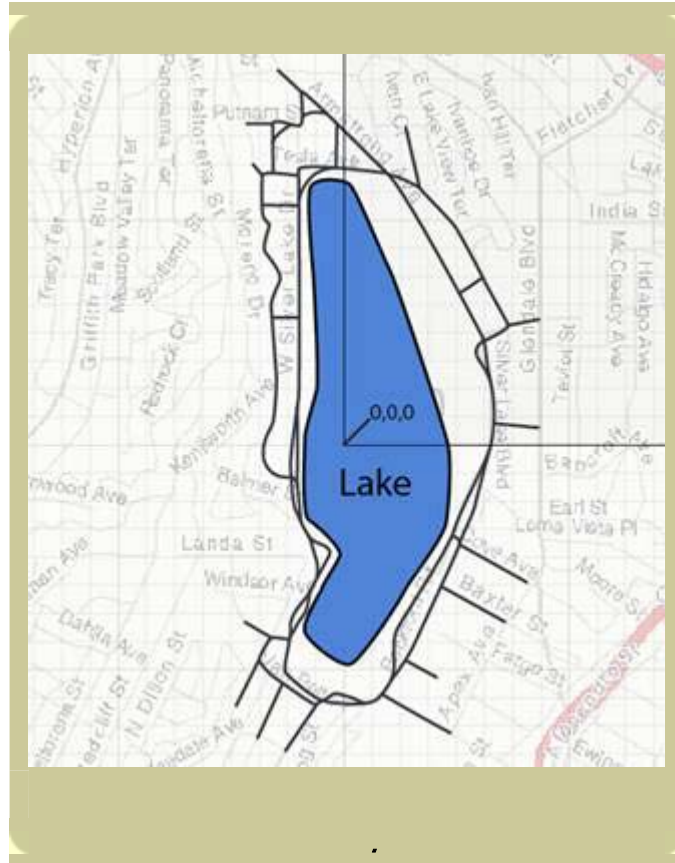
가
(Pen Tool)
가 , 2km
(measuring tool)



(Using a Pre-Existing Map)

(template) (texture) (import)
, 가 가 , MapQuest.com (screenshot)
, 가 가 가
(pen tool)

(Maya) (import)



(Maya) (Setting Up For Maya)

(Maya)

(Maya)

()

(, PDF

),

(Maya)

(import)

(Maya) () (Import into Maya)

(Maya)

(Import)

:

1. (Maya) , (,) .
2. " (Import) " , .
3. (scale factor) -- 25401.9



, (Maya) (Import)
 ,
 (spline) ()
 0, 0, 0 (spot)) .

3D (Build Your 3D Geometry)

(Y-up) , (spline) -
 (spline) X 90 가 , (Z-up)
 , 가 . (spline)
 (template) (low-res)
 , (spline) .

(The Handoff)

, (High Moon Studios) , (low-res)
 (Map)
 . (low-res) , .

()

(Maya) 3D

(re-import)

가

, 3D

가

()