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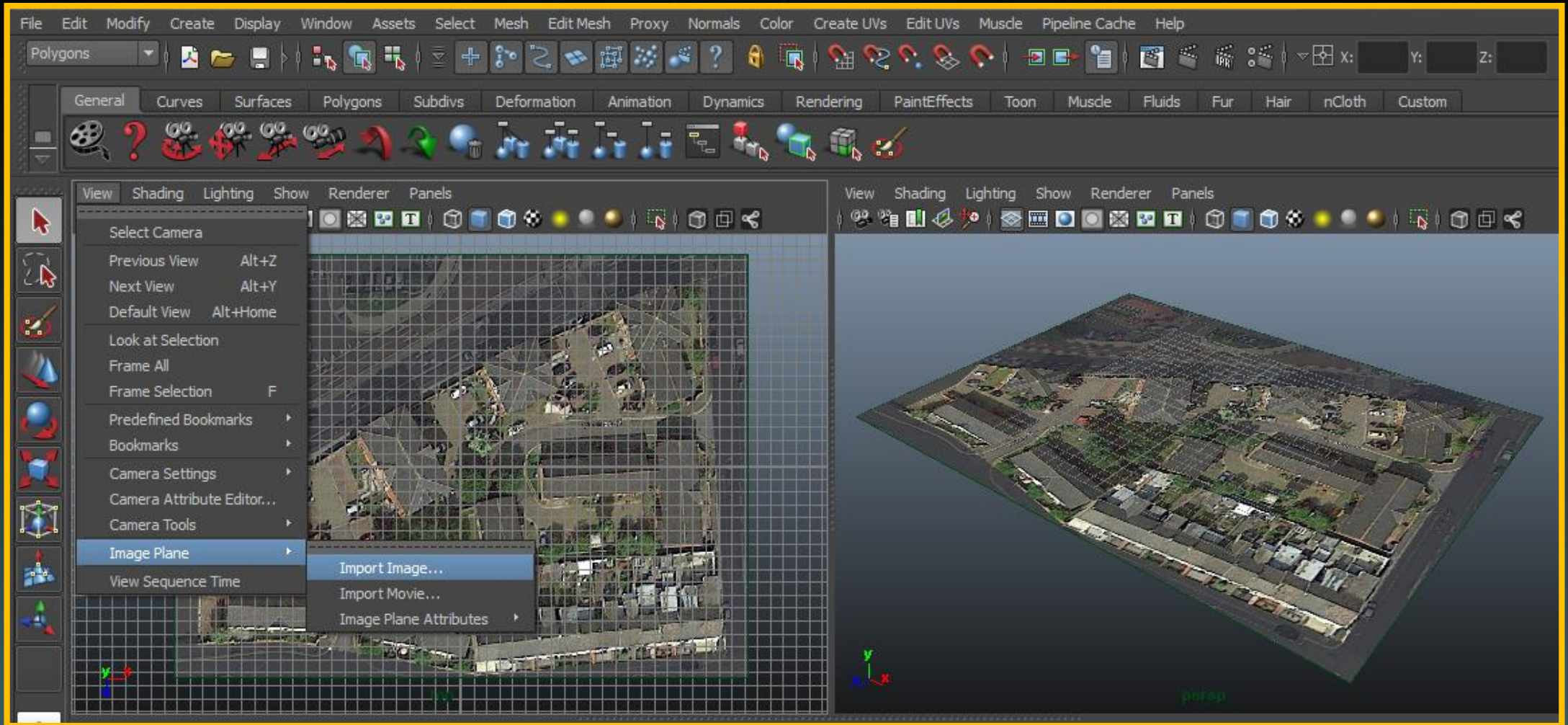
Swansea
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ENVIRONMENT & LEVEL DESIGN

Whiteboxing Exercise

ENVIRONMENT & LEVEL DESIGN

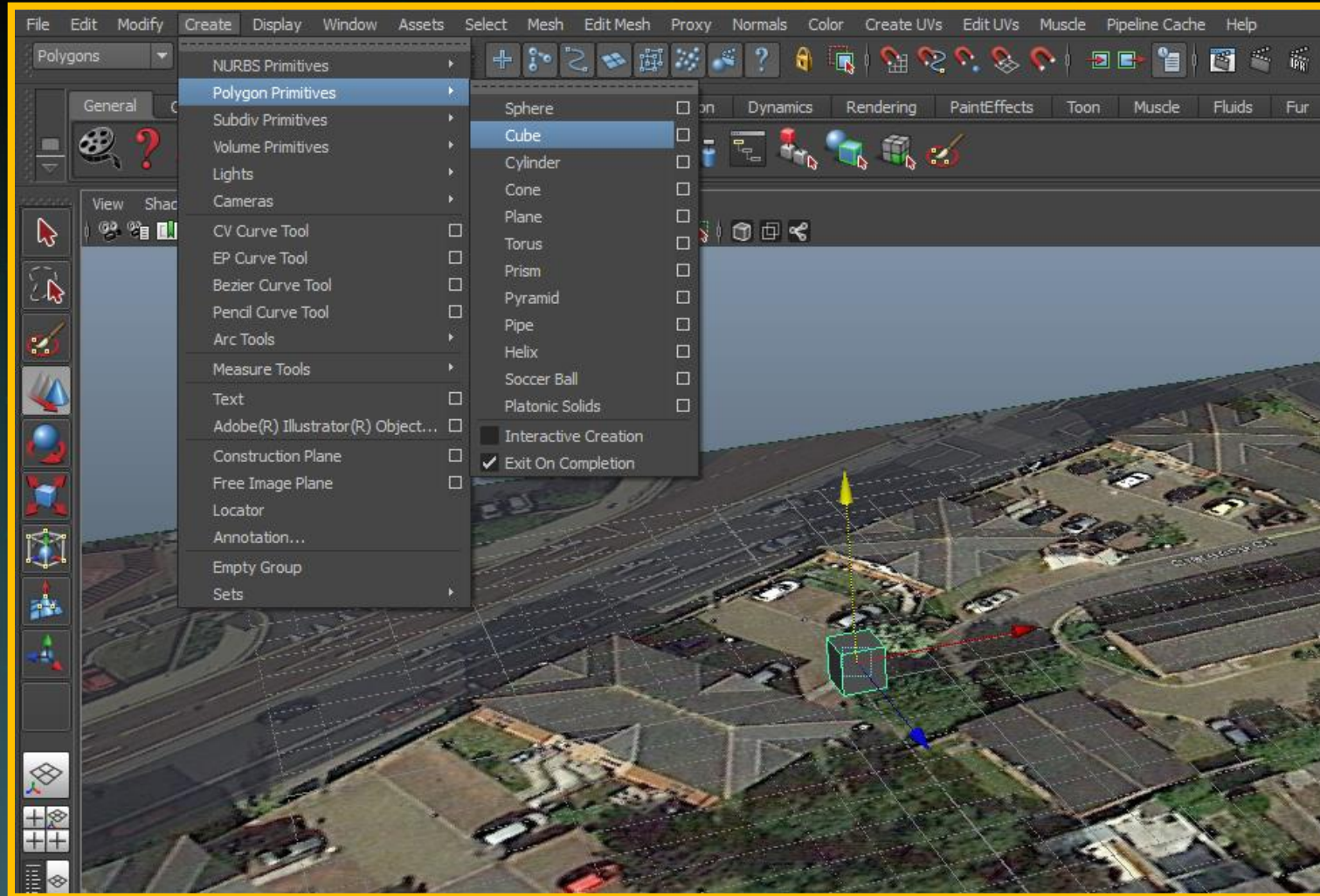
‘White boxing’ a game environment



Import a reference image (TOP viewport)

ENVIRONMENT & LEVEL DESIGN

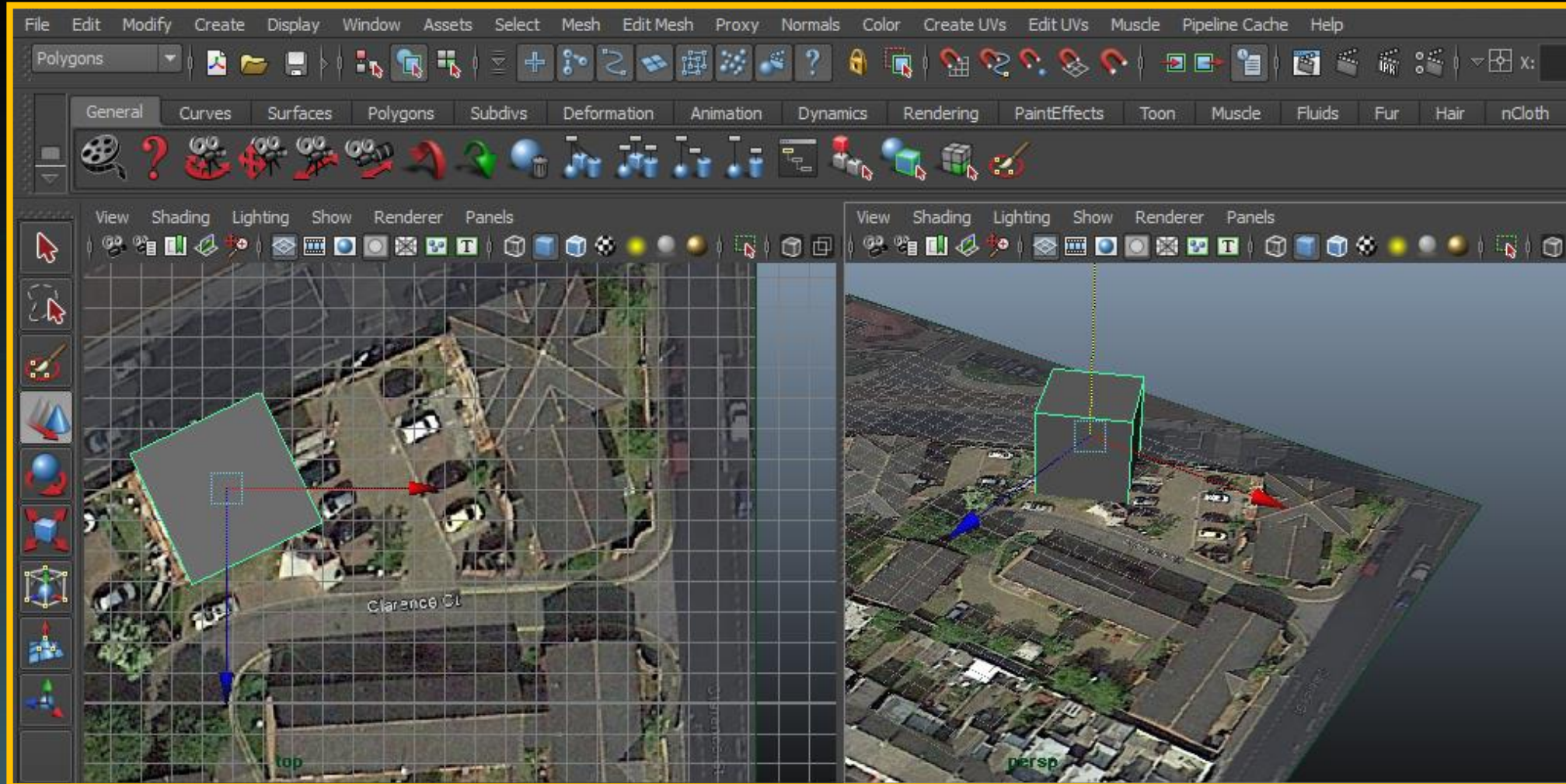
‘White boxing’ a game environment



Create polygon primitives to block out the environment

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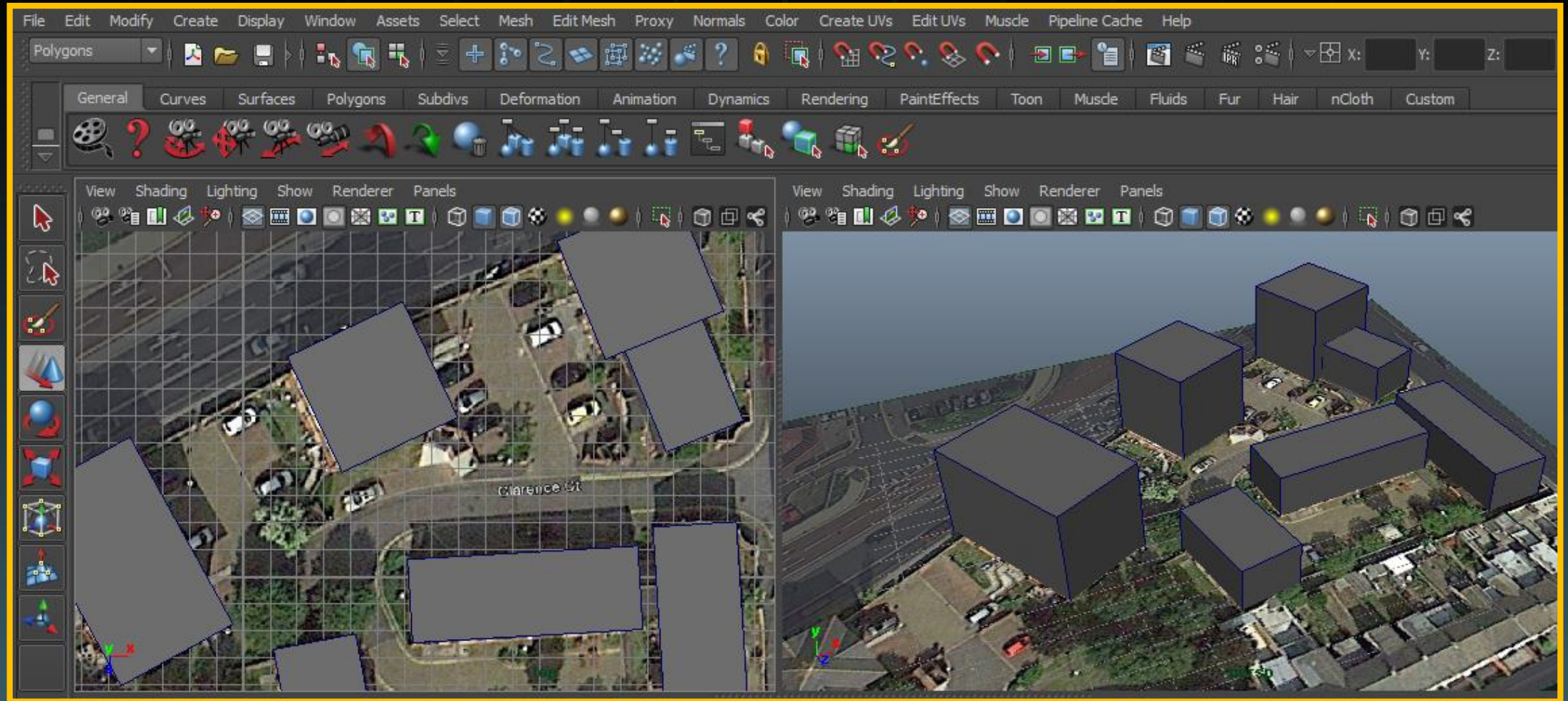
‘White boxing’ a game environment



Move, rotate and scale primitives accordingly

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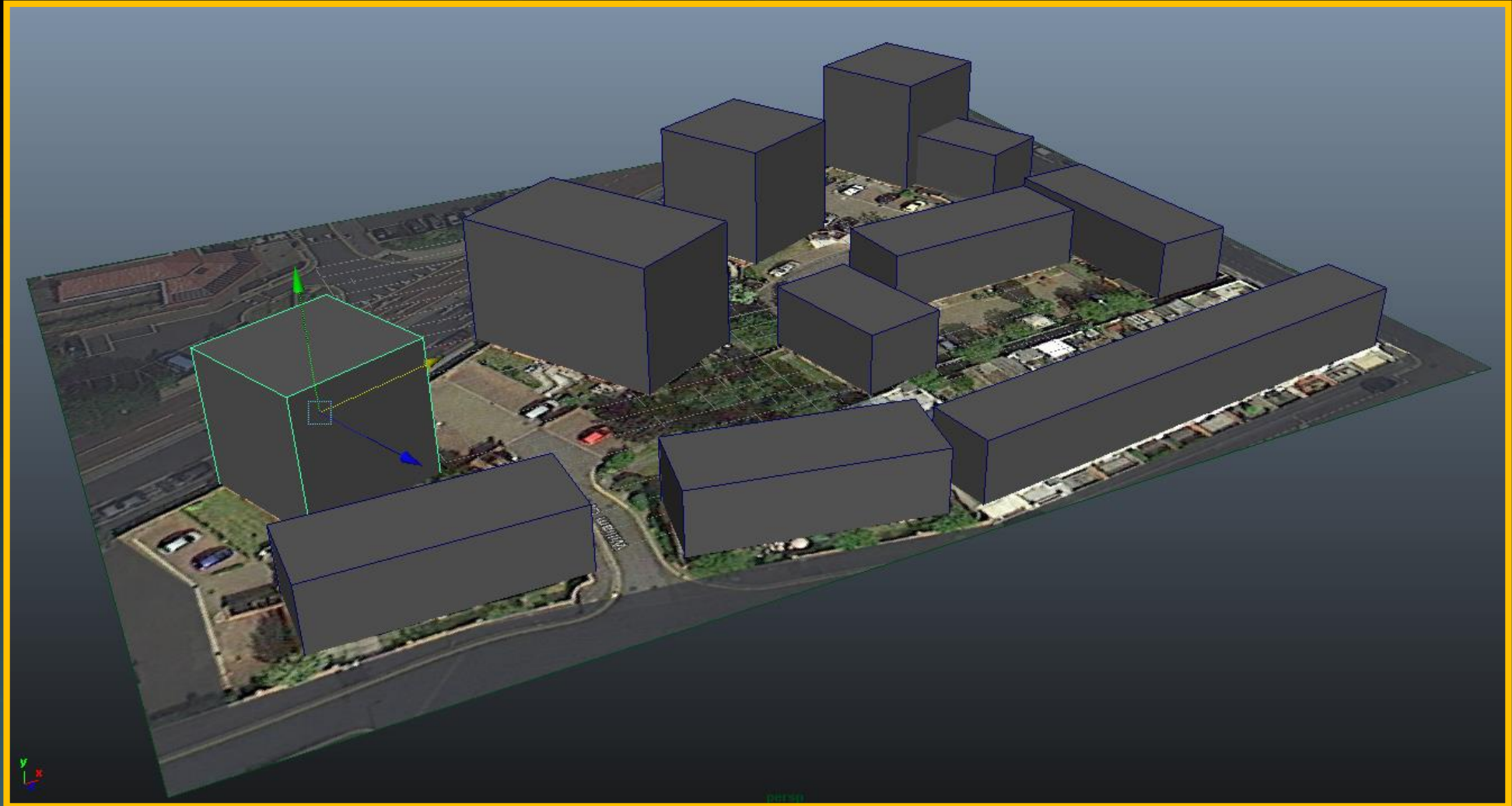
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Move, rotate and scale primitives accordingly

ENVIRONMENT & LEVEL DESIGN

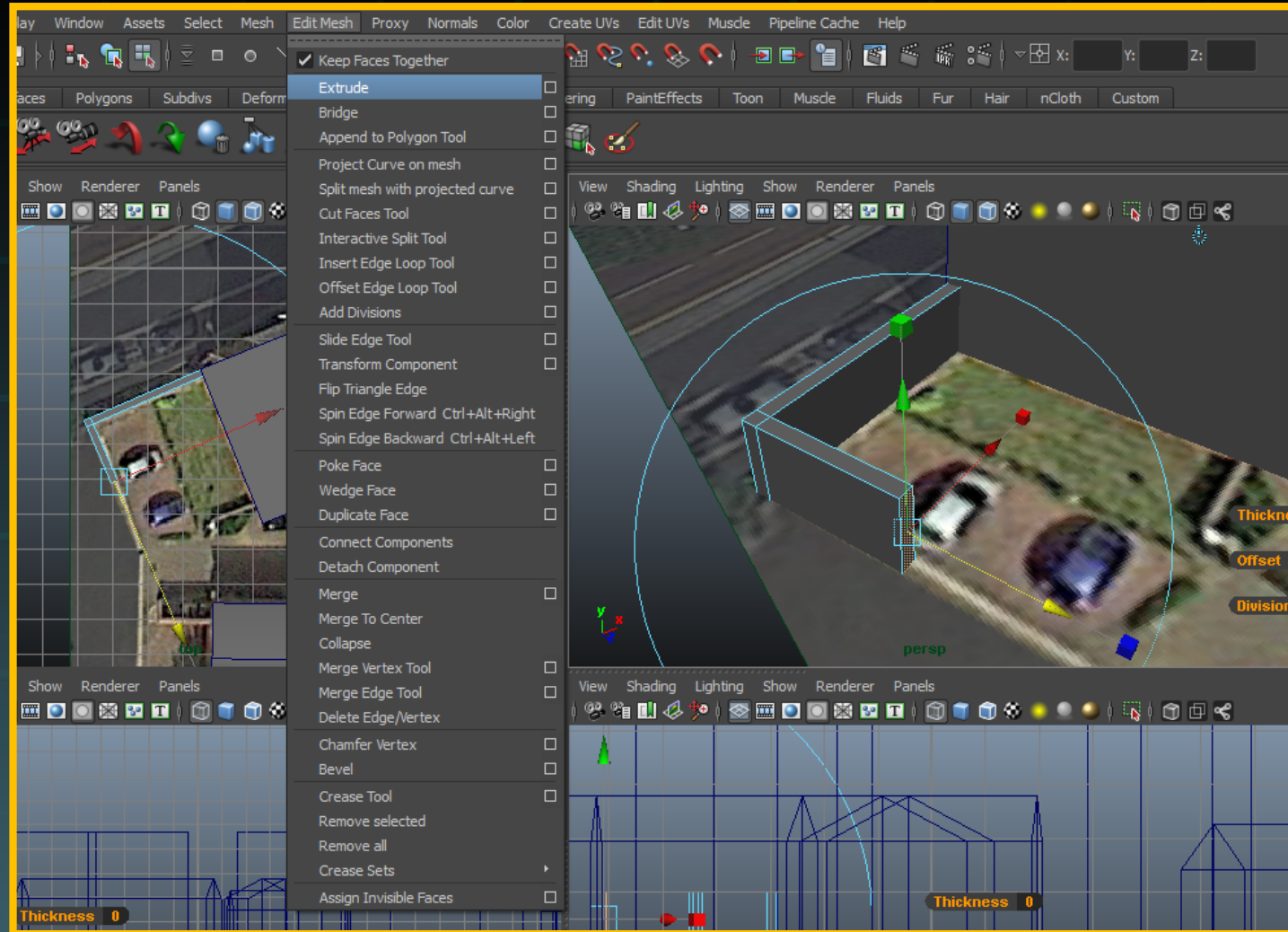
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Example – very early stage white boxing

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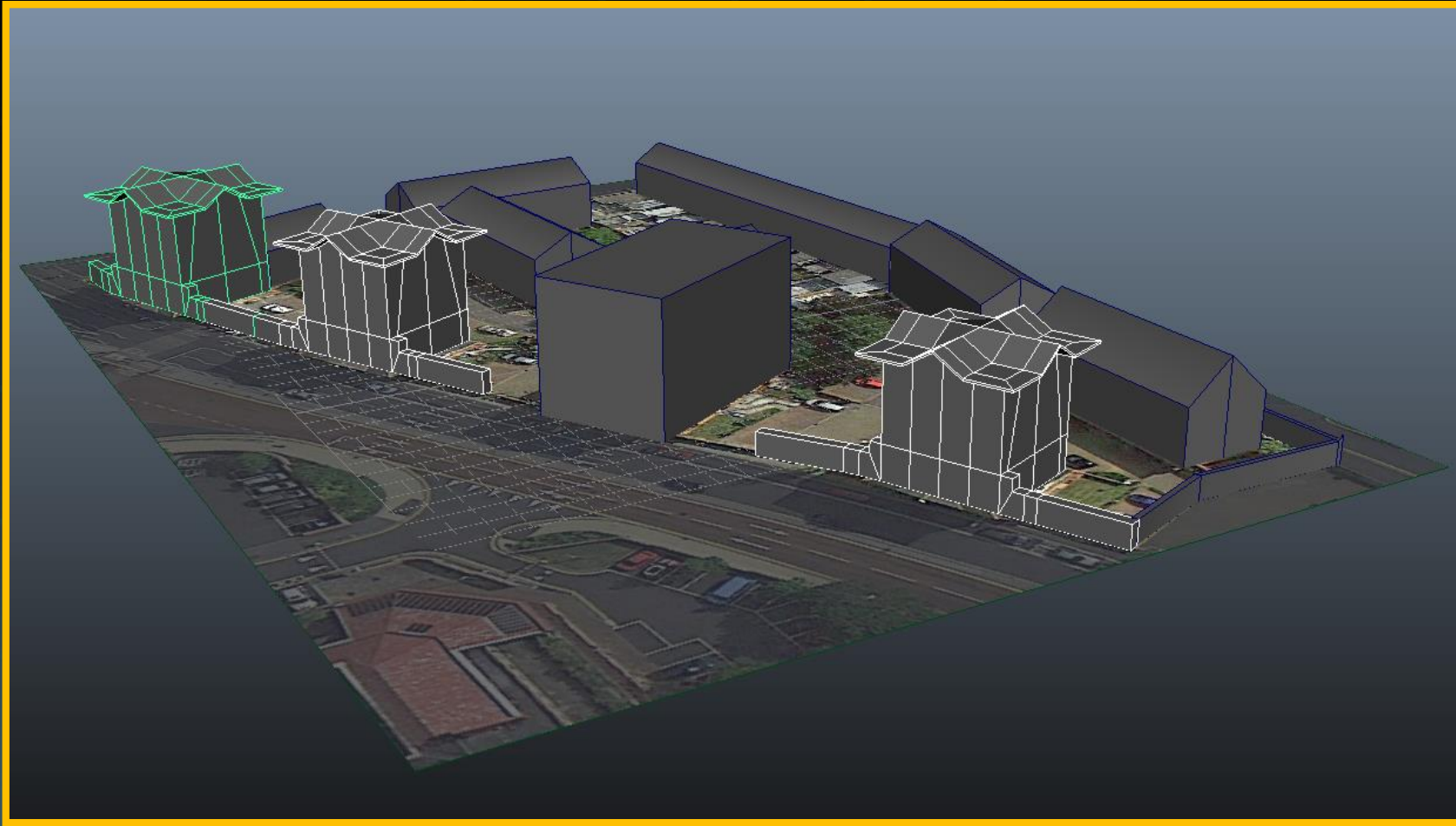
‘White boxing’ a game environment



Use extrusions to build irregular objects

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‘White boxing’ a game environment

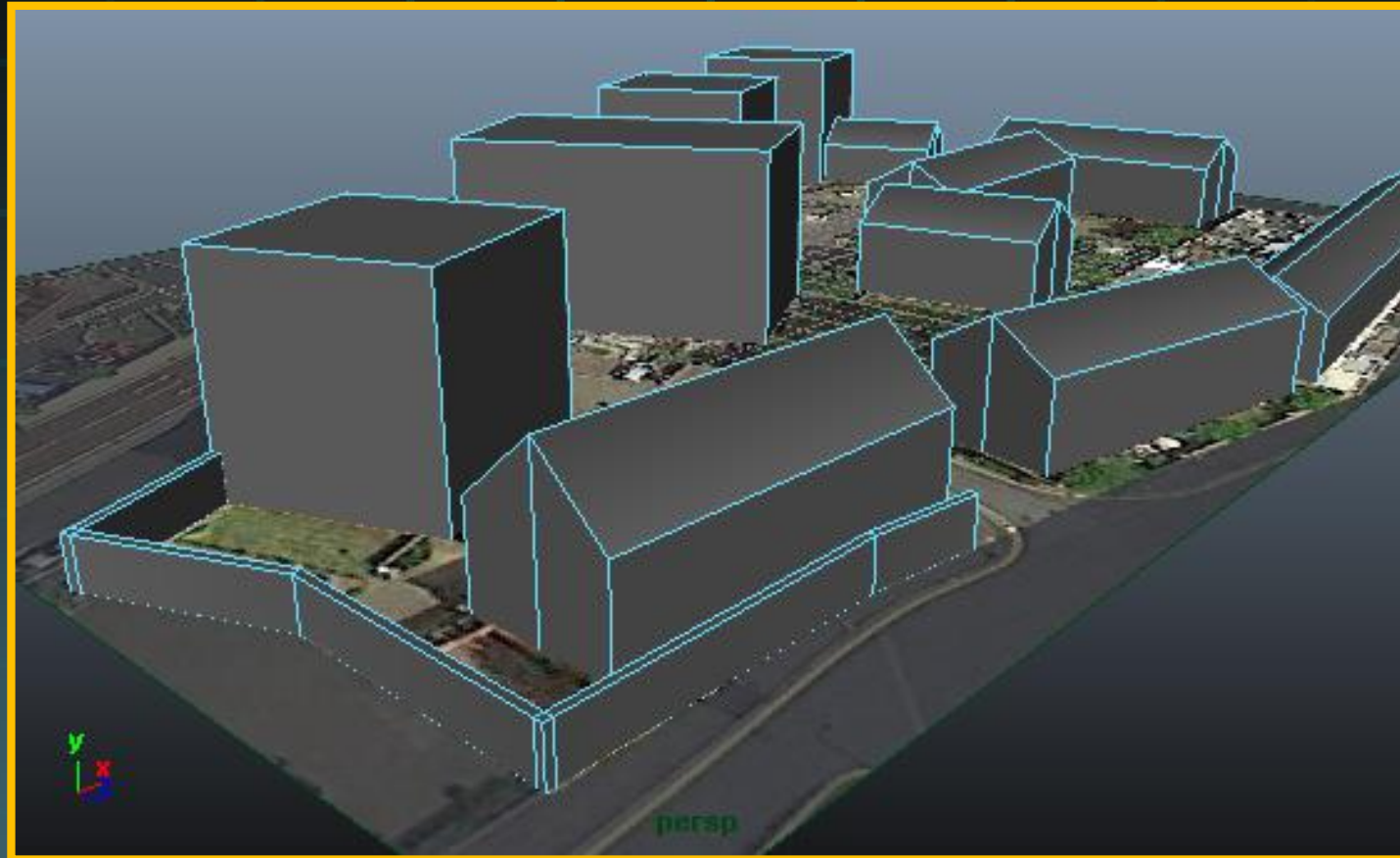


Once the space in your environment has been finalised, it can be populated with more detailed assets & props.

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Exercise

Using a reference image, spend no more than 30 minutes to white box an environment in Maya.





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Whiteboxing Exercise