Blocking the Level with ProBuilder



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Summary



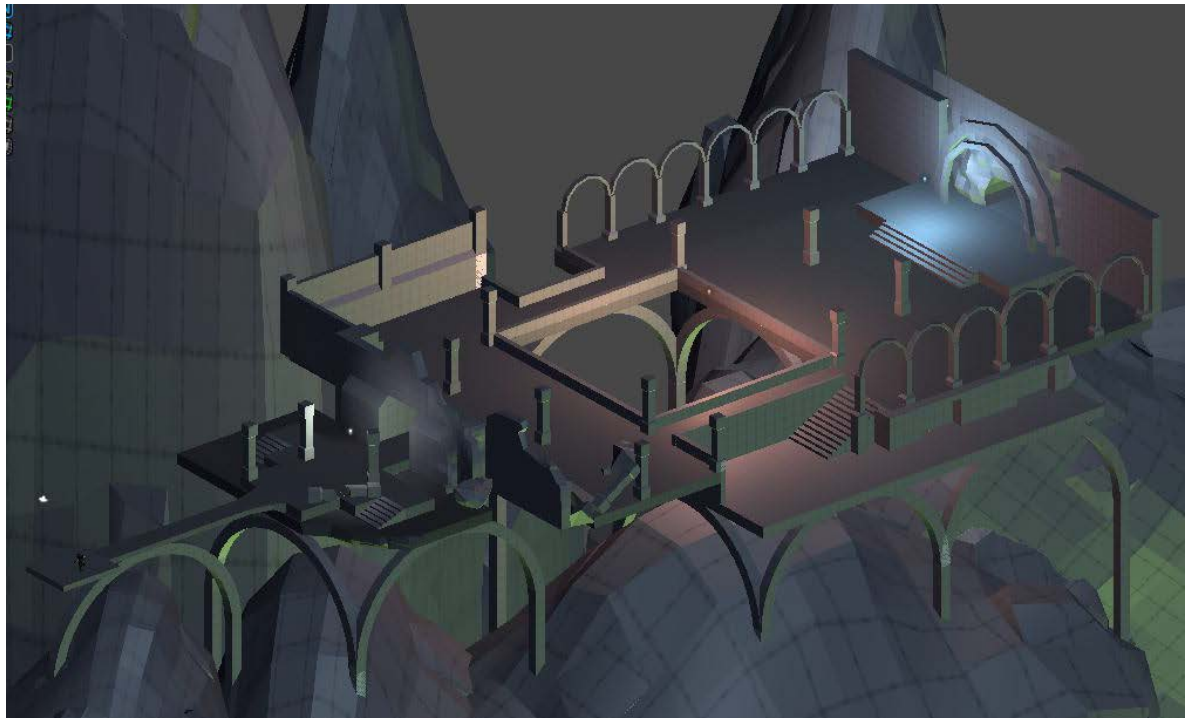
Gray Boxing the level

- Blocking in the geometry
- Asset sizing
- Gameplay

Looks rough in the beginning

Only main shapes

Need to walk around



Next



Blocking out the structures

Blocking out Structures with ProBuilder

Next



Adding story detail

Adding Damage and Detailing the Level

Next



Add background

Add lights

Walking around fixing things

Final Tweaks and Walk Through

Next



The twisting Dwarven mines