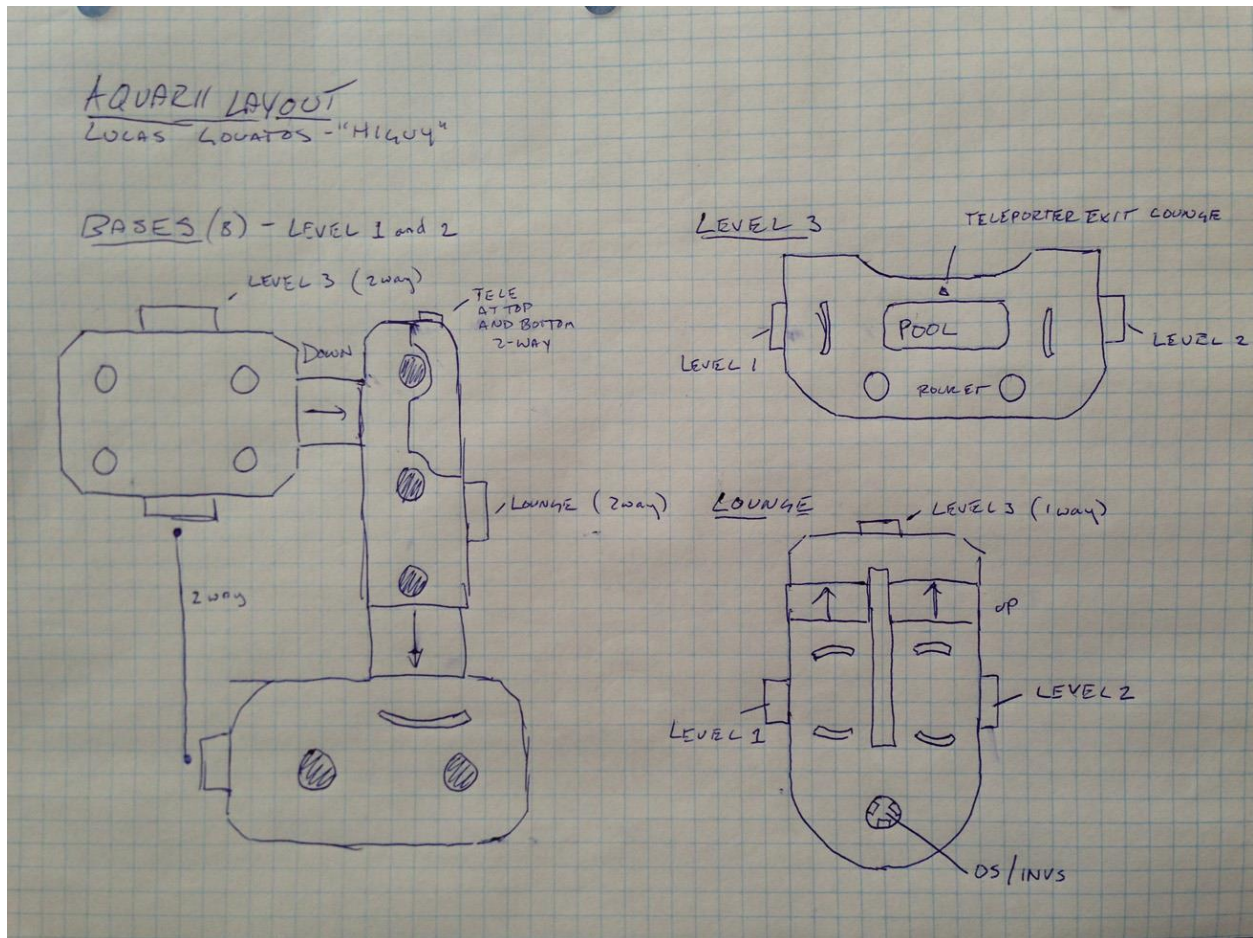


Aquarii – Multiplayer Map for Halo: Custom Edition

Created by Lucas “Higuy” Govatos

Overview: This level took similar aesthetics to my previous level Garden, however its design and flow is radically different, using many teleporters and elongated hallways for combat. I took this approach in an attempt to create a similar map to the original Halo level "Rat Race". The level takes place inside of a futuristic aquarium.

Design:



Aquarii was initially designed right after I finished Garden. The idea with the level was to provide combat that was still cqb, but split into multiple sections to help break up players and provide more tactical combat through the interiors. This was achieved by using many hallways, ramps, and especially teleporters which help break up each section of the map.

The map is mirrored in design, with 2 bases and 2 separate middle interior sections located between the bases. Each area is linked together to provide quick access to action across the map, with the 2 middle interiors housing the power weapons. The “Lounge” holds both the

sniper rifle and OS, which are located at either end. The sniper spawn has a one way teleporter located behind that provides a quick escape, but puts them in the open with little cover in Level 3, otherwise known as the pool room. The Pool Room houses the rocket launcher as well, which is located on the other side of the one way teleporter exit.

Similar to Garden, the map gives a very clean look. However, this time I provided light ambient color to each part of the map to help give each area a distinct look to deter the player from getting lost. Each teleporter is also labeled to which section of the map they go too. The map's major visual standpoint is the Lounge's main tank, which gives plenty of fish and ambient shark AI that swim in the background. I also added caustics to the map, something that was always possible but never properly achieved within the Halo: Custom Edition engine (I provided a small tutorial in my WIP thread for others to use).