

## Garden – Multiplayer Map for Halo: Custom Edition

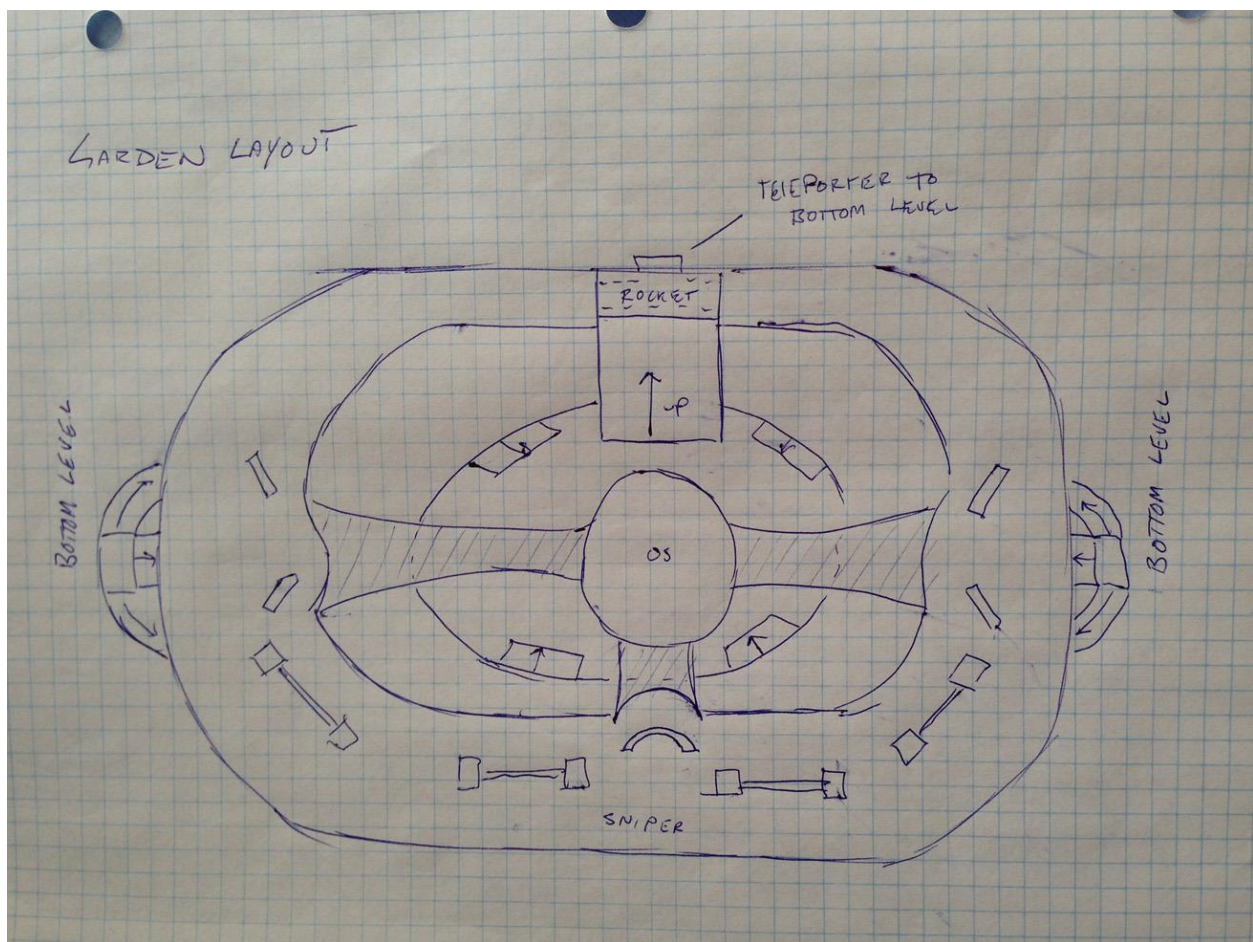
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Overview: This multiplayer level was created in 2009 and released on September 6th, 2009. It was largely inspired off of an Unreal Tournament map with a similar style. I took the aesthetics and inspiration and created a small level with more verticality and cqb combat fit for Halo.

Garden was rated [#2 on Halomaps.org](#) for the top 50 multiplayer levels of 2010 with a rating of 9.5/10.

Design:



Garden was designed with a mindset to create a small level for competitive cqb combat. Initial designs warranted the 3 main light bridges to be activated/deactivated for deterring people who would use them for quick access to the OS (overshield) or attempting to capture a flag, however, these types of devices unfortunately do not sync on Halo: Custom Edition over the internet. I instead made the areas a bit wider and also much more open, so other players could quickly take them out with some well-placed shots. There are also 3 main teleporter systems through the map, 2 of which located at each base that link to a small teleporter on the bottom

level located directly underneath the sniper spawn. This gave quick access to a ramp that makes its way up towards the OS spawn. The second teleporter system is located within the back that allows 2 way accesses between the two different tiers.

The 3 main power weapons within the map are the rockets, sniper rifle, and OS. All players have very equal chances of gaining one of the 3 weapons given that the entire map is symmetrical.

The aesthetics of the map are very clean, giving a black and white feel with little color with the exception of some blue strips and glow from the teleporters. This was a radically different approach from most maps out there, as most of them relied on the stock Forerunner textures and model style used through the Halo:CE game. The map used special lightmaps built in Vray by a friend, and were imported using a special application created by another in the Halo Community. This gave the map a very distinct look that the Halo: Custom Edition engine never would have been able to deliver in terms of lighting.