Administriva

- Half-life 2 accounts
  - If you have your own and HL2-EP2, then you can just use that
  - 3500 students keep your old one
  - Others – get it off the web page

- HW1 due in a week and a half (see end of presentation)
Getting Started

● See resources page for what to get installed:
  – Install steam, source sdk, source sdk base, half-life 2 ep2
  – Make sure that you run HL2 ep2 at least once before messing with the SDK
  – Run source sdk and make sure that you have options set up for Orange Box and HL2 ep2

● If you haven’t played HL2, please do so, just to get the hang of what is there
Getting Started in the Lab

- Steam already installed
- But when you login with your steam account it makes a:
  
  `c:\program files\steam\steamapps\<LOGIN>`

- Then it will download all the steam stuff to your directory
  - Takes gobs of time
  - So, tend to use the same computer

- PITB

- Consider copying the files or renaming directories.
**Brushes (Blocks)**

- Launch hammer (HL2 world editor)
- 3D Textured view in upper left
  - May not default to this
- Add brush in a 2D window
  - I prefer to do this in the top view
- Choose noDraw texture as default – this allows easy optimization
- Gridding is important
- Duplication is your friend (shift/drag on selected object)
Working and Texturing Brushes

- Notice what happens when you click a brush (or any object)
  - The three selection modes
- Texture
  - Browse
  - Paint brush
  - Paint faces
  - Adjust to look good
Test Map Fix Problems

- Add info_player_start
- Run map to test out
- Leaks
  - Inside/outside
- 2D Skybox
Objects

- Add light object
  - Properties (double click is your friend 😊)

- Add models
  - Prop_physics and prop_static
  - World model and manipulation
Moving NPCs and Events

- Add an NPC
- Path corners (ok), but scripted sequences are better – don’t forget ground node
- Make NPC follow path
- Triggers
  - Brush
  - Paint with trigger texture
  - Link to trigger entity
- Events (output to input)
Making a Movie

- Follow instructions linked from web page
- Change resolution of your game to 720x480 (will make much smaller files)
  - Plus we will get consistent wide screen format
- Basically in the console:
  - sv_cheats 1
  - host_framerate 30
  - startmovie nameofmovie_
    » The underscore makes it easier
  - Resume game and start
  - endmovie
- Use virtualdub or premier to get files and turn into avi
HW1

- Use web102 map
  - Clean version
  - Movie version for examples
- Add props
- Add lights
- Add npcs
- Cameras
- Tell a joke or do something funny
- Make a movie