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 – before class is over, I'll give you an account**
- **HW1 due in a week and a half (see end of presentation)**

THE
UNIVERSITY
OF UTAH

Getting Started

- **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**

THE
UNIVERSITY
OF UTAH

# *Getting Started – Your Own Computer*

- **If you are working on your own computer, you do NOT need to use your own MOD**
  - You can just use Source SDK and build maps for HL2
  - You will then store your scene, sound, etc. files out in the program files/steam/… file spaces
- **Play HL2/other games 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**

Brushes (Blocks)

Click to Enlarge

- **Launch hammer (HL2 world editor)**
- **3D Textured view in upper left corner**
  - **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**
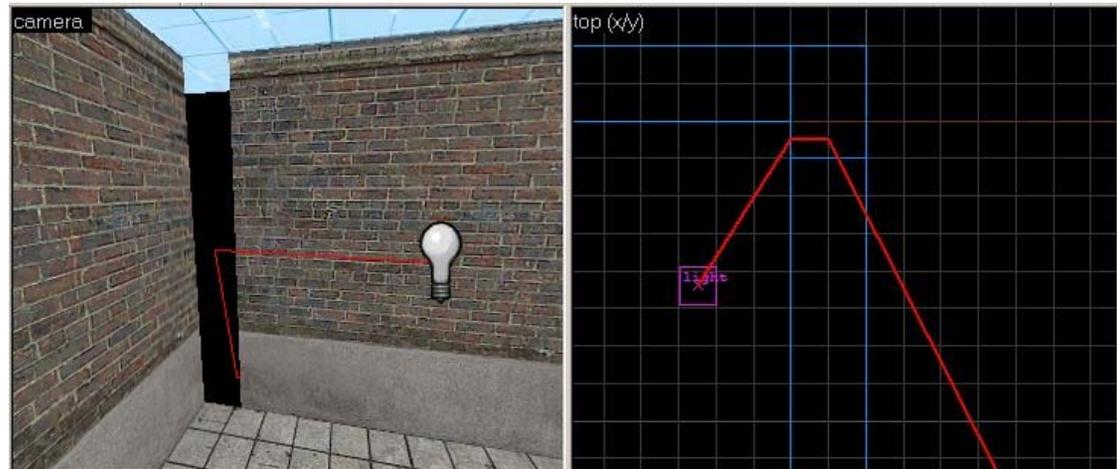- **Duplication is your friend (shift/drag on selected object)**
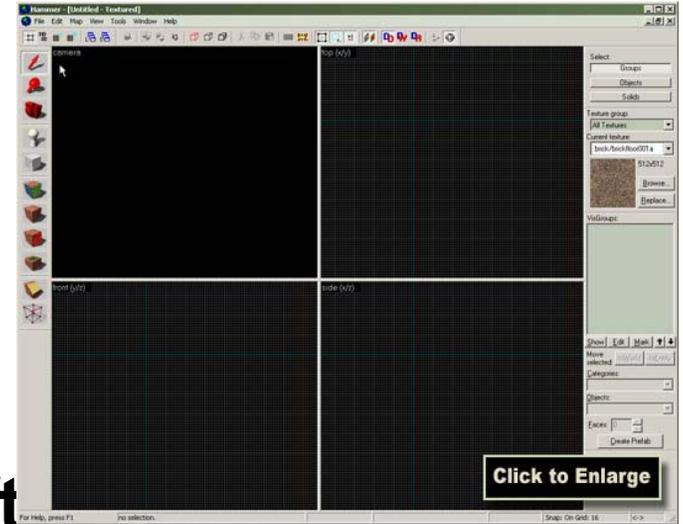
Working and Texturing Brushes

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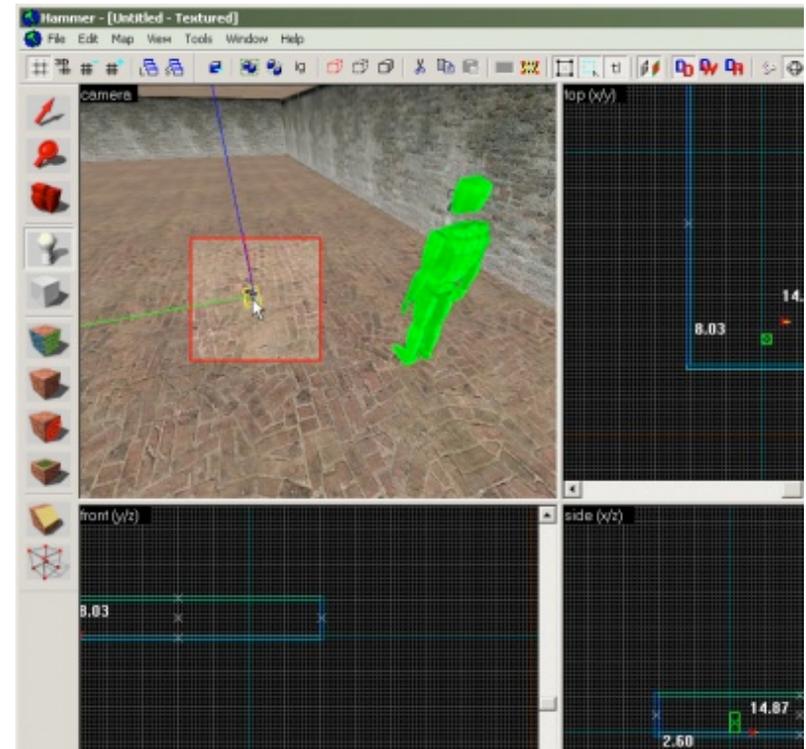 - Paint brush
  - Paint faces
  - Adjust to look good
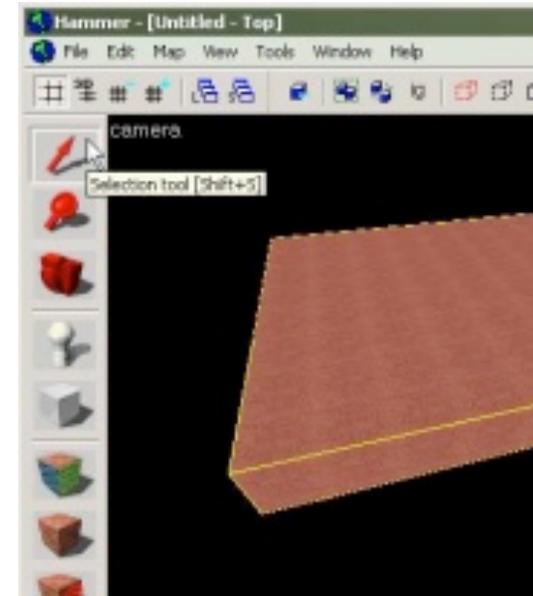
Test Map Fix Problems

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

THE
UNIVERSITY
OF UTAH

Objects

- **Add light object**
  - **Properties (alt-enter 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)**

THE
UNIVERSITY
OF UTAH

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**
- **Bob and Mark walk into the classroom from the outside**
- **Camera on the outside, trigger to one on a path that watches them enter room**
- **Get them to meet together in front**
- **Make a movie**