

Administrivia

- **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

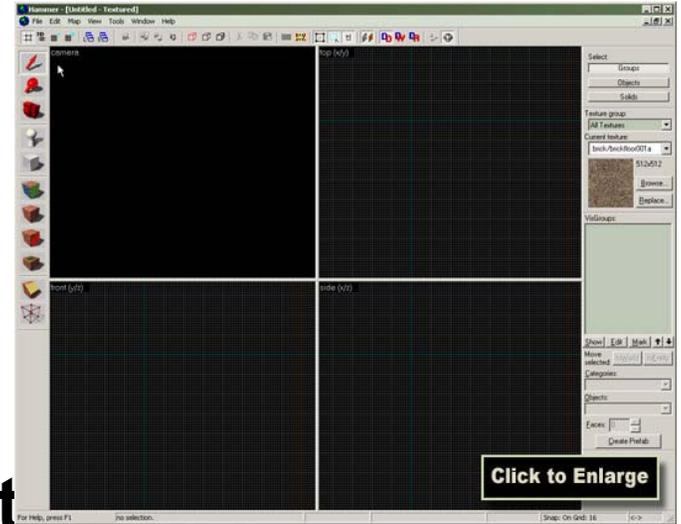
- **See resources page for what to get installed:**
 - Install steam, source sdk, source sdk base, half-life 2 ep2
 - Make sure that you run HL2 ep2 at least once before messing with the SDK
 - Run source sdk and make sure that you have options set up for Orange Box and HL2 ep2
- **If you haven't played 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.**

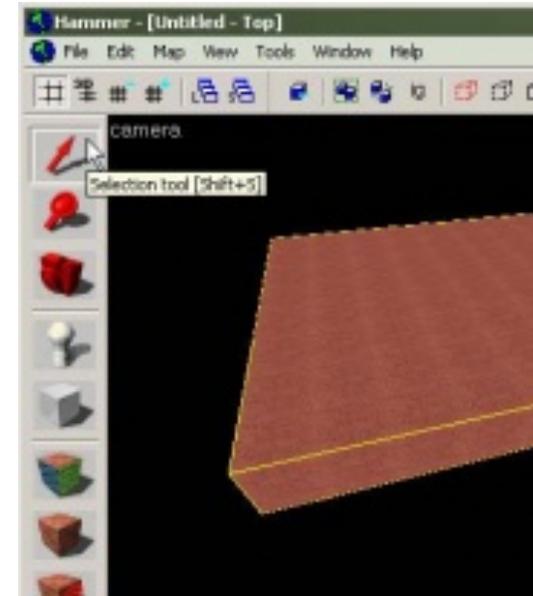
Brushes (Blocks)

- 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)



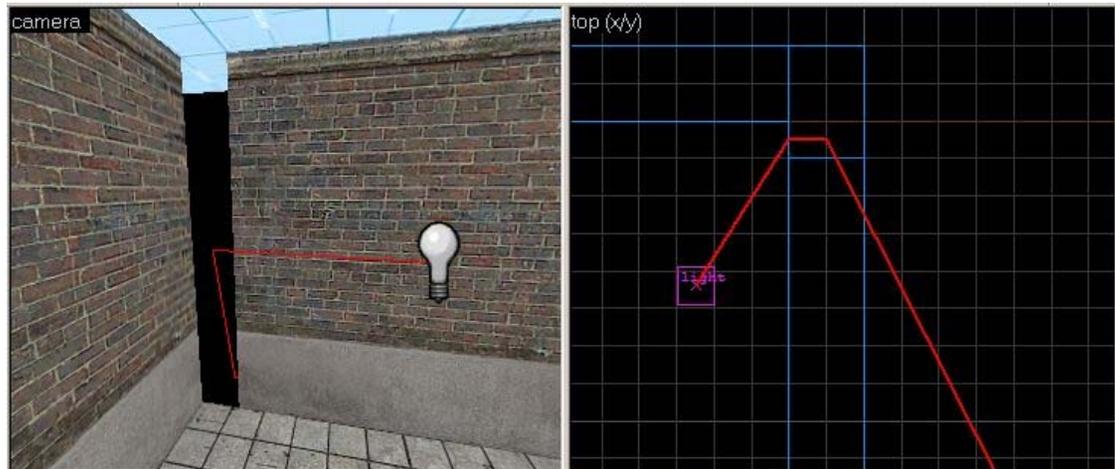
Working and Texturing Brushes

- 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



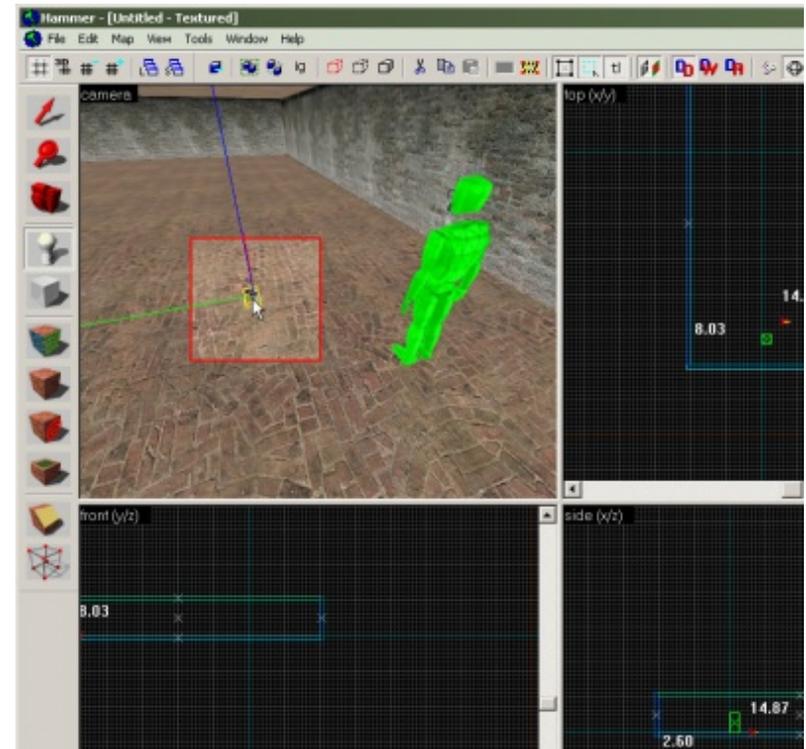
Test Map Fix Problems

- 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

