

The Importance of Nothing

Negative Space in Level Design

Jim Brown

 @EntropicDev



$$12 - 5 = 7$$



$$IV - IV = ?$$

The Importance of Nothing

Intro

Negative Space and Facing Worlds

Why “Nothing” Works

Pharaoh's Curse

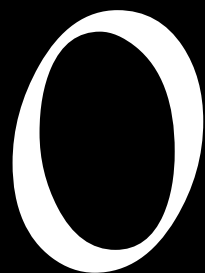
Babylon and Beyond

And Finally, We Have Nothing

Facing Forward



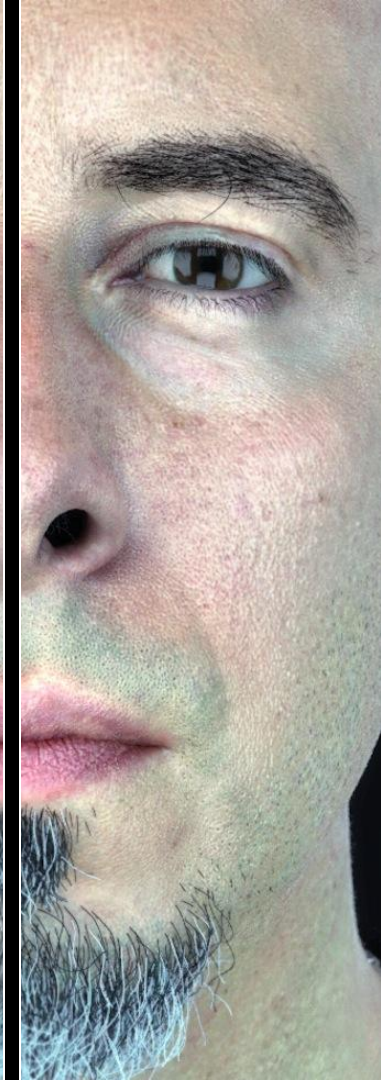
Intro



Photo



Rendering





Facing Worlds



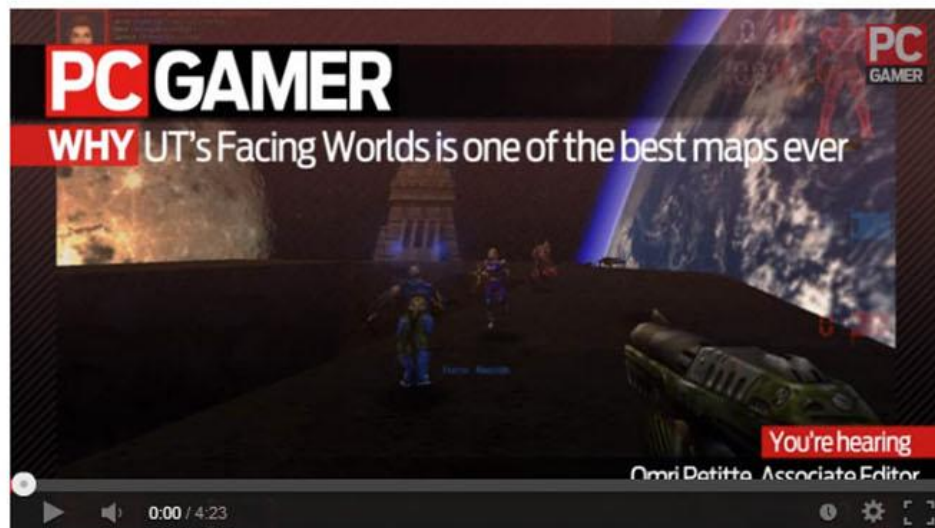
Why UT's Facing Worlds is one of the best multiplayer maps ever

Tweet 31

Like 409

+1 10

Omri Petite at 17:36 on 01 March 2013



Sure, Evan's adoration of [Counter-Strike's cs_office](#) is an excellent examination, but I noticed a distinct lack of giant Earth backdrops and soothing ambient techno. No longer: in this week's video, I'm here to explain why Unreal Tournament's beloved Facing Worlds map is one of the best multiplayer maps.

Tags: [Featured](#), [FPS](#), [Epic Games](#), [Multiplayer](#), [Unreal Tournament](#), [Why](#).

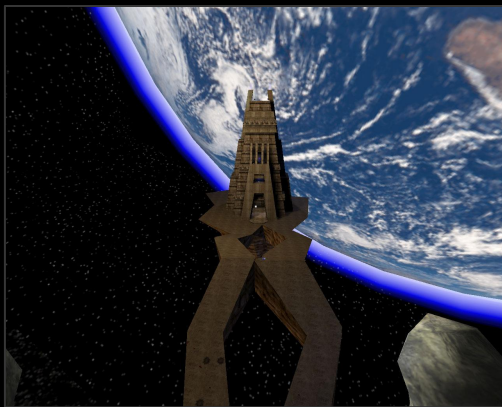
A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Map Name	Author	Rate	Package	Size	Date	Pic.	Review	UT
CTF-Exotic[Oliver Gerestein	9	Custom		2001-01-11	View	review	Start
CTF-Extortion	David Munnich	6.5	EpicLow-Poly-Pack		2001-04-03	View	review	Start
CTF-Extortion_CE		7	Custom		2002-01-20	View	review	Start
CTF-Ezsmehim		6.5	Custom		2001-12-14	View	review	Start
CTF-Ezsmehim-upd		6.5	Custom		2002-04-19	View	review	Start
CTF-Face	Inoxx	7.5	OriginalUT		2001-01-11	View	review	Start
CTF-Face-Bloody		6.5	Custom		2002-02-16	View	review	Start
CTF-Face-LE103	Inoxx	7	Custom		2001-08-11	View	review	Start
CTF-Face-LE200	Inoxx & Larathiel	7.5	Custom		2001-10-19	View	review	Start
CTF-Face-SE	Inoxx	7.5	EpicBonusPack4		2001-01-11	View	review	Start
CTF-Face1000	Held	6.5	Custom	749k	2001-01-15	View	review	Start
CTF-Face2000	Chris A Weidert	8	Custom		2001-09-29	View	review	Start
CTF-Face2000SE	Chris A Weidert	8	Custom		2001-10-05	View	review	Start
CTF-Face3	Rens2Sea	7.5	Custom	1317k	2001-01-11	View	review	Start
CTF-Face321		4	Custom		2002-01-07	View	review	Start
CTF-Face4T		7	Custom		2002-01-03	View	review	Start
CTF-FaceDT		7	Custom		2002-01-07	View	review	Start
CTF-Faces-of-Pharaohs	Cyber Emperor	7	Custom	1906k	2001-01-11	View	review	Start
CTF-FACES_of_MNSG		6	Custom		2002-01-20	View	review	Start
CTF-FACES_of_MNSG_XL	DarkRanger	5	Custom		2001-04-26	View	review	Start
CTF-Face[M-E]	Itchy-Muff	8	Custom		2001-11-15	View	review	Start
CTF-Face[Survivors]			Custom		2002-04-19	View	review	Start
CTF-Face]III[Rens2Sea	7.5	Custom		2002-03-02	View	review	Start
CTF-Face][Zorak	7.5	InoxxMap-Pack	375k	2001-01-11	View	review	Start
CTF-Facility		6	Custom		2001-08-16	View	review	Start

[Previous](#) 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 [Next](#)



Face 3 - UT 2003



Face - UT



Facing Worlds - UT3



Face Classic - UT 2004

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Why “Nothing” Works

Pharaoh's Curse

Babylon and Beyond

And Finally, We Have Nothing

Facing Forward



Negative Space and Facing Worlds









W E L C O M E T O T H E J U N G L E



HALO 4





A dramatic promotional image for the video game Gears of War. It features three soldiers in a dark, war-torn environment. The central figure is a man in full combat armor, kneeling and holding a large, detailed assault rifle. To his left and right are two other soldiers, also in armor, standing amidst the ruins. The background is a chaotic scene of fire, smoke, and destroyed buildings, with a large, glowing skull-like structure in the distance. The overall color palette is dominated by dark tones and bright orange and yellow flames.

 **GEARS**
OF WAR



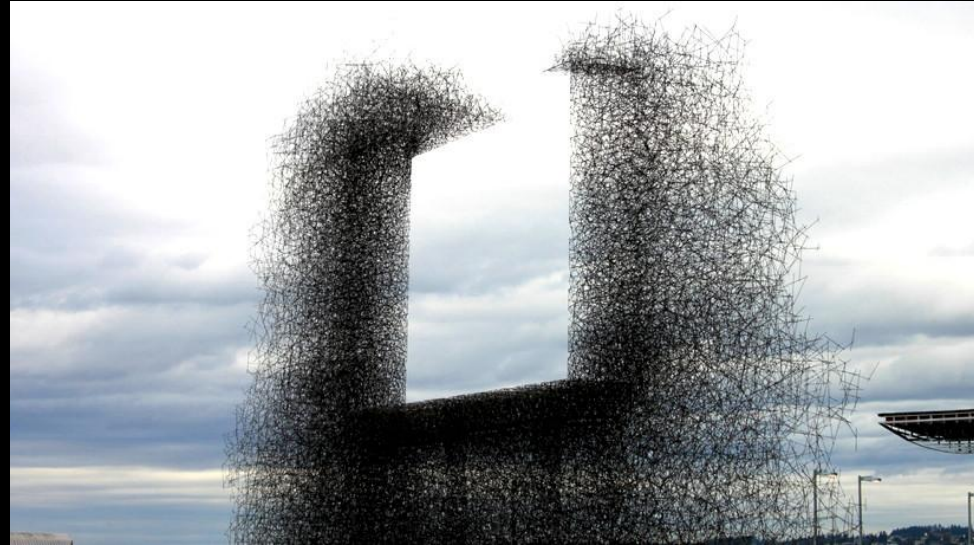


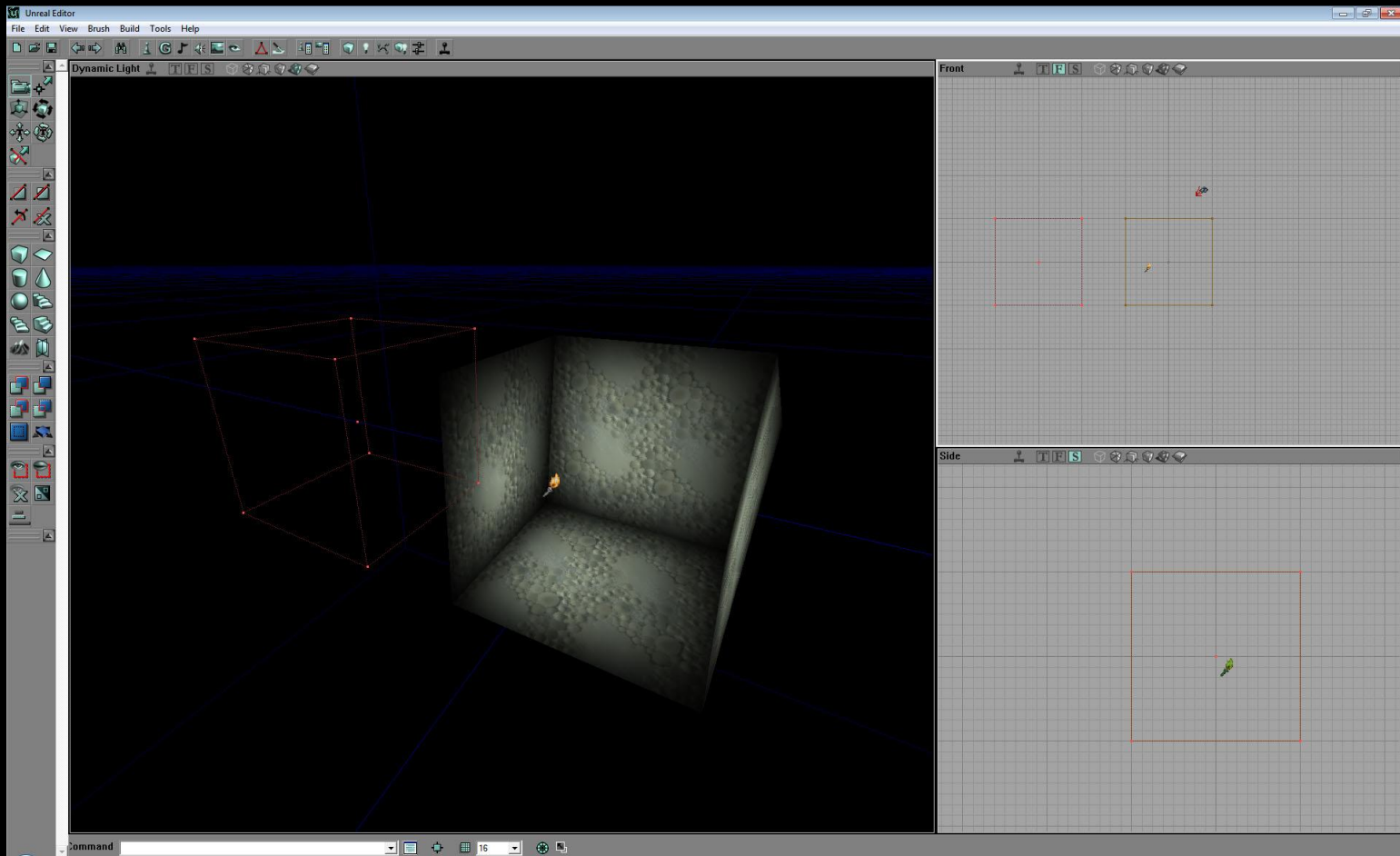
Design:

de·sign [dih – zahyn]

noun – an outline, plan, or a draft

verb – to plan, to project, or to intend



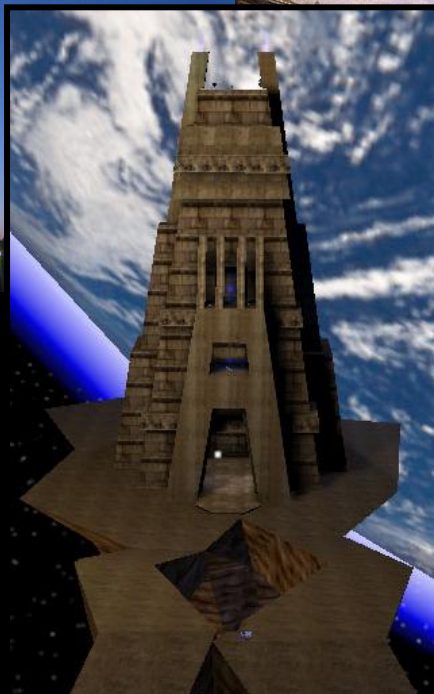


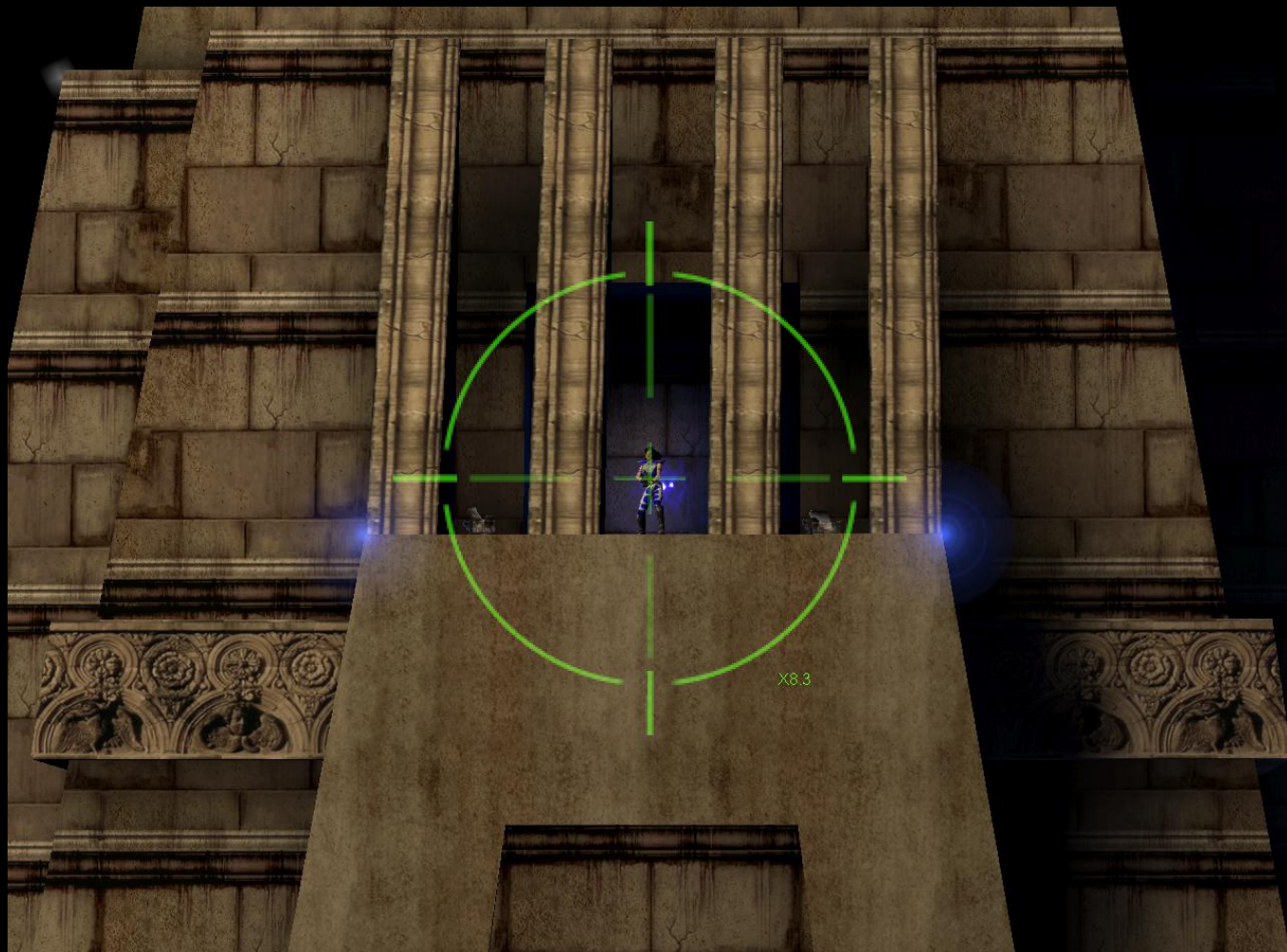






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Call of Duty



Counterstrike



Halo



Quake 3



League of Legends

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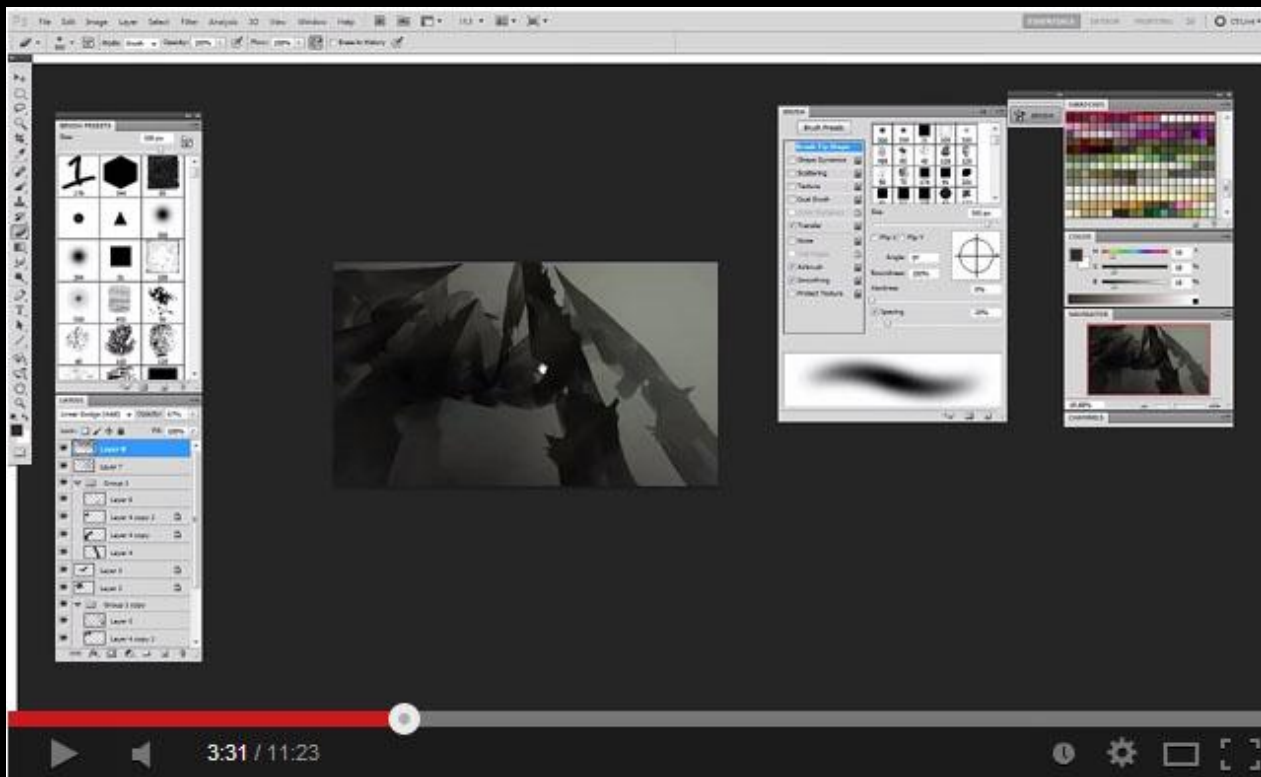
Why “Nothing” Works



Call of Duty - Favela

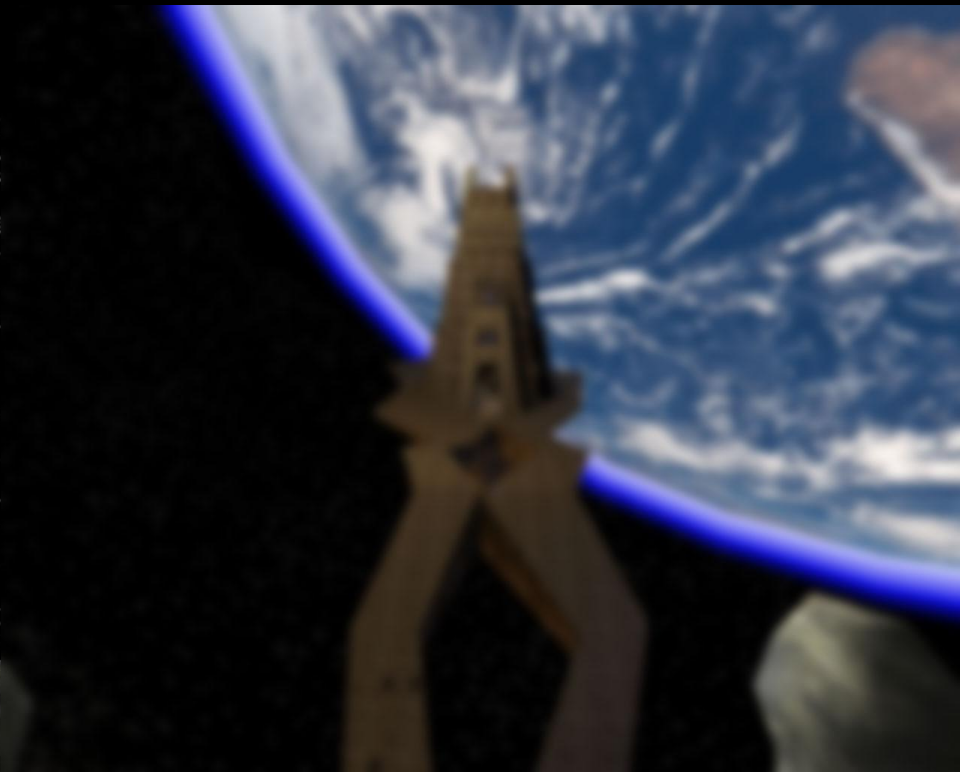


Words and numbers are processed sequentially...



<http://www.youtube.com/watch?v=ITuyMEPQso0>





Facing Worlds



Favela

Shrinking

Squinting

Blurring





Facing Worlds



Favela

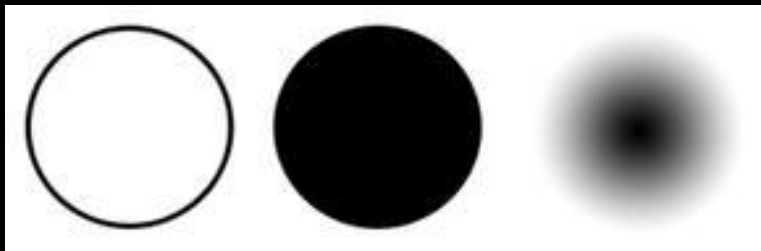


Figure Ground Reversal



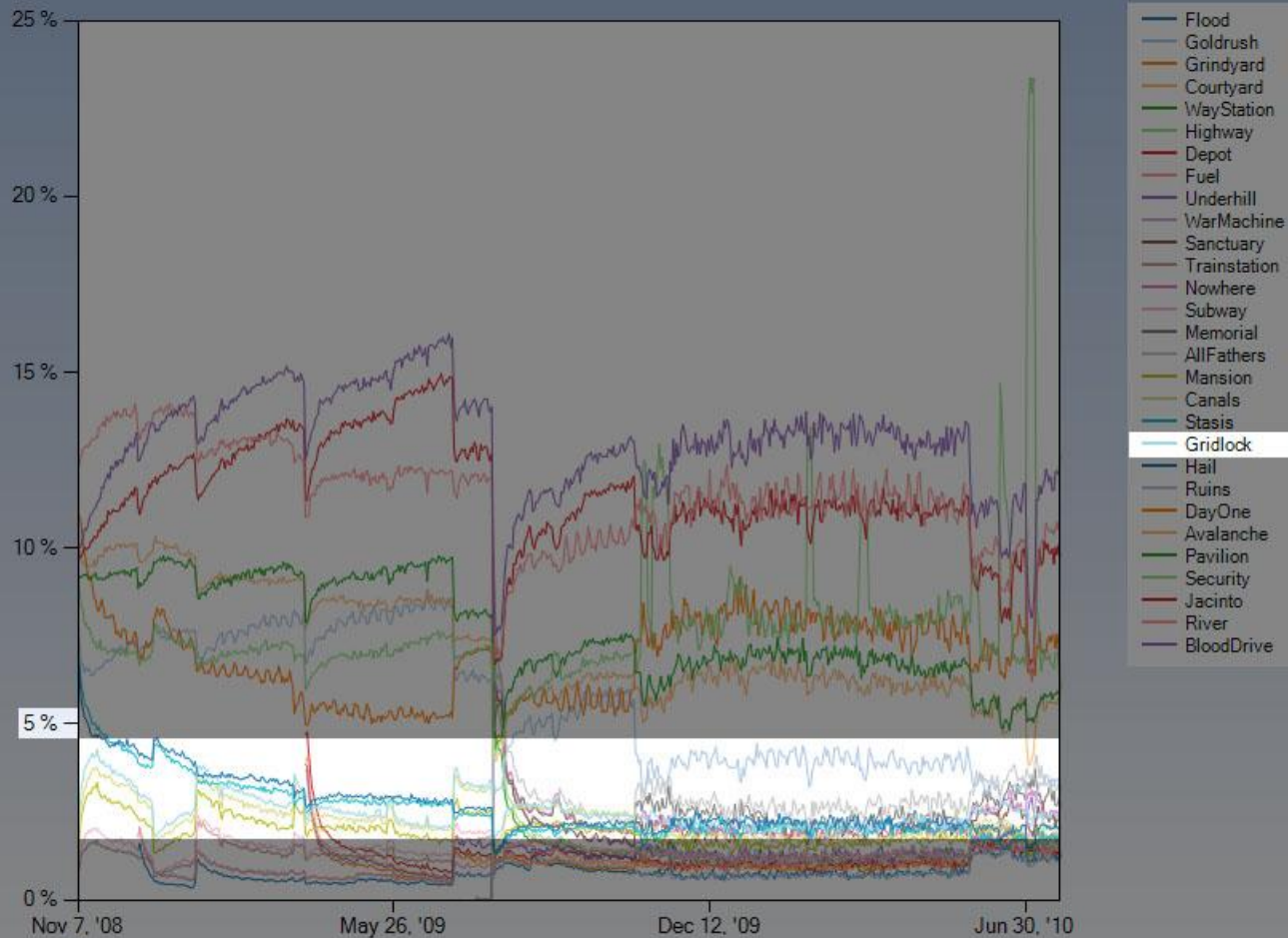
Figure Ground Ambiguity





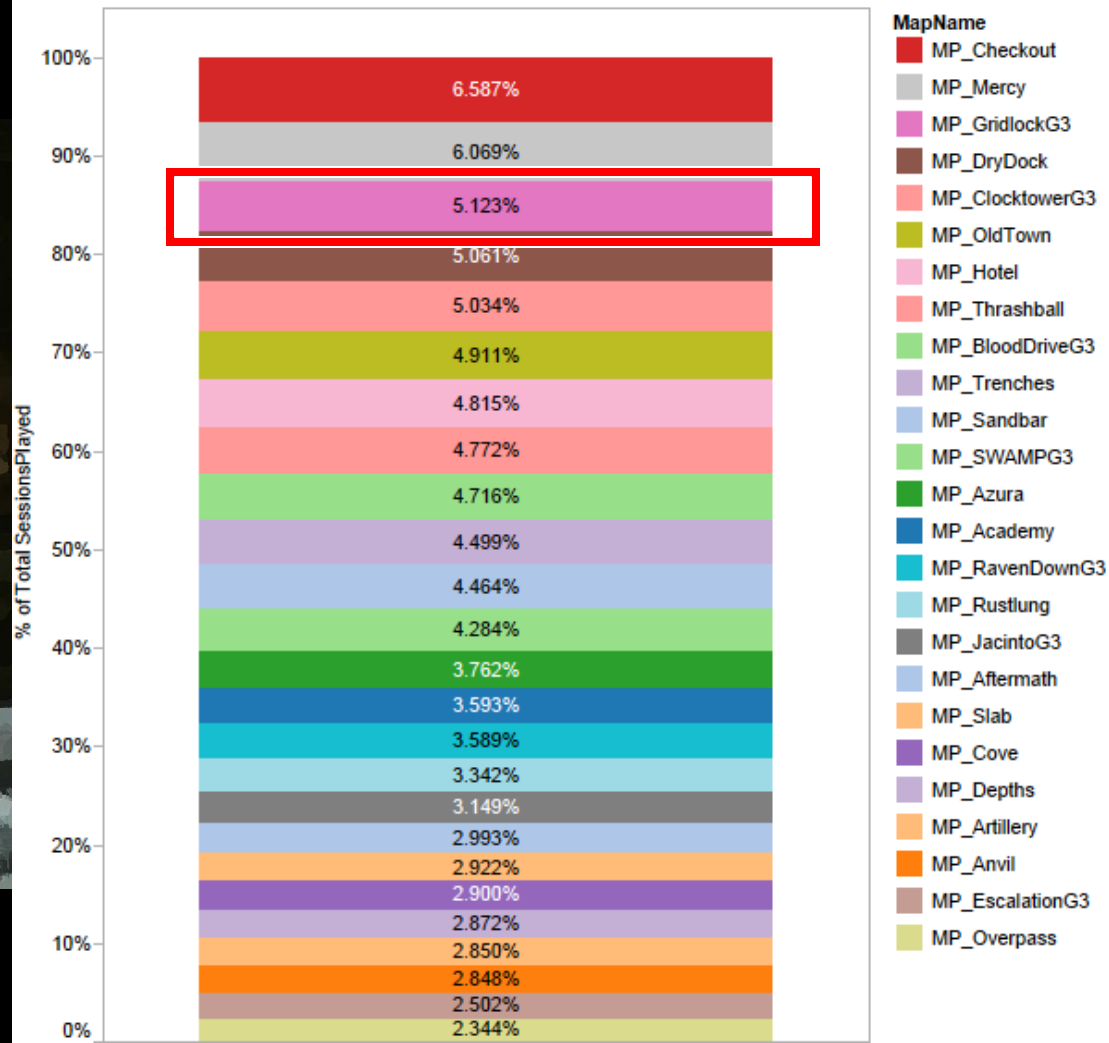


Games by Map Daily (All Time)





Total Games by Map



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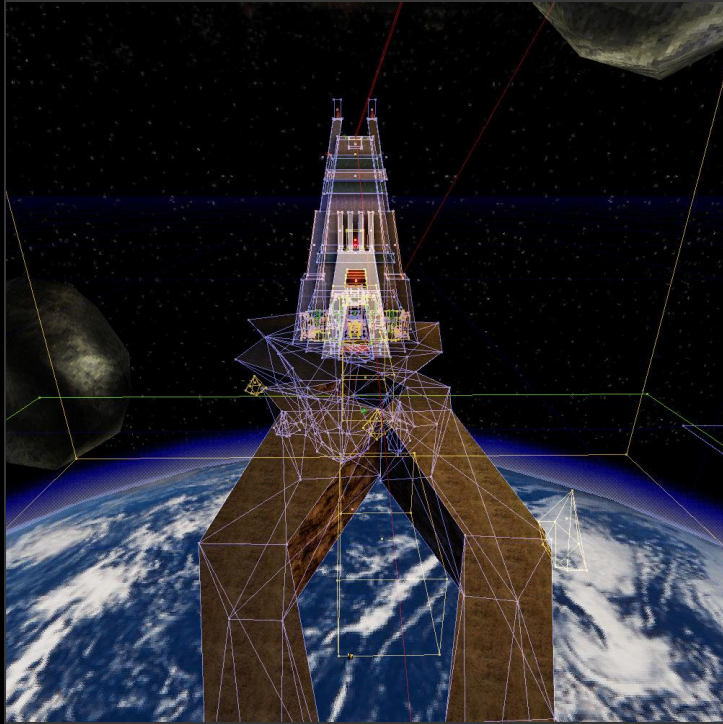
Pharaoh's Curse



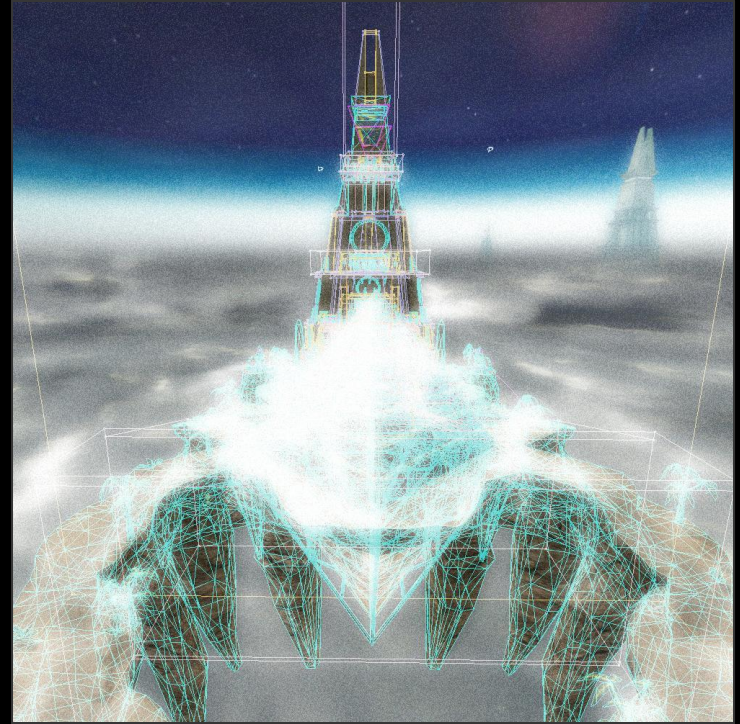
nfr

heart with trachea
beautiful, pleasant, good





Face - UT



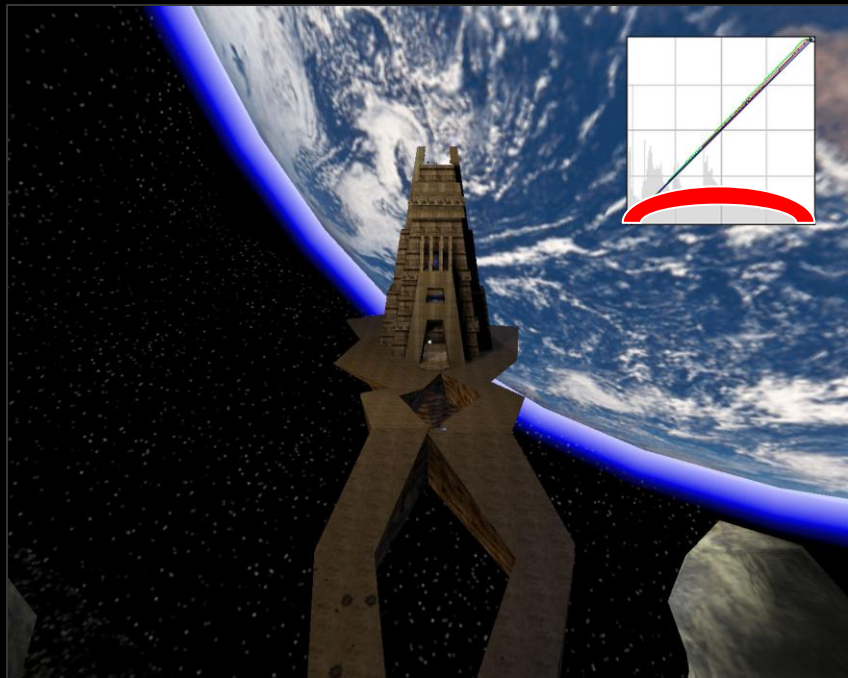
Face 3 - UT 2003



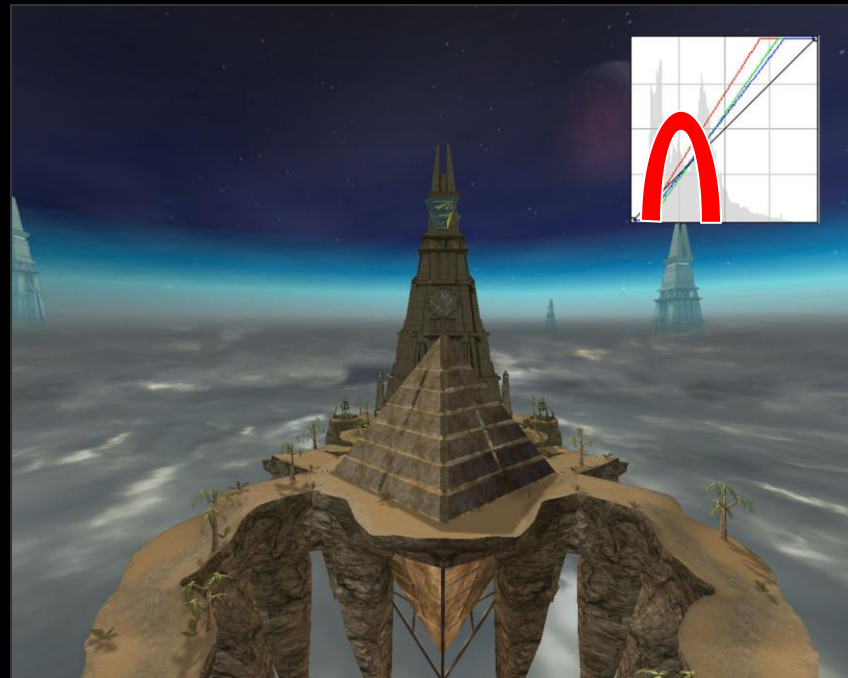
Face 3 - UT 2003



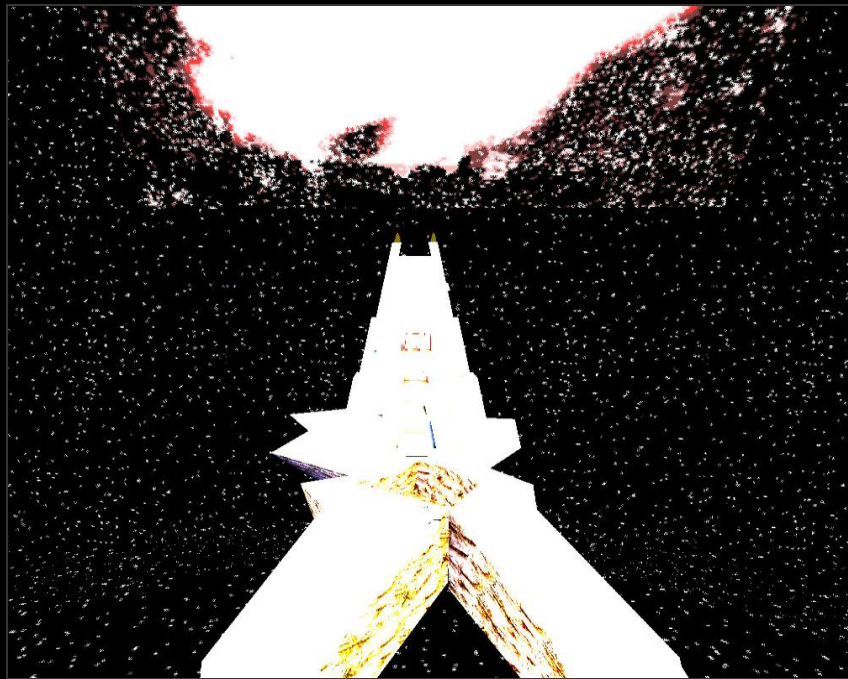
Face 3 - UT 2003



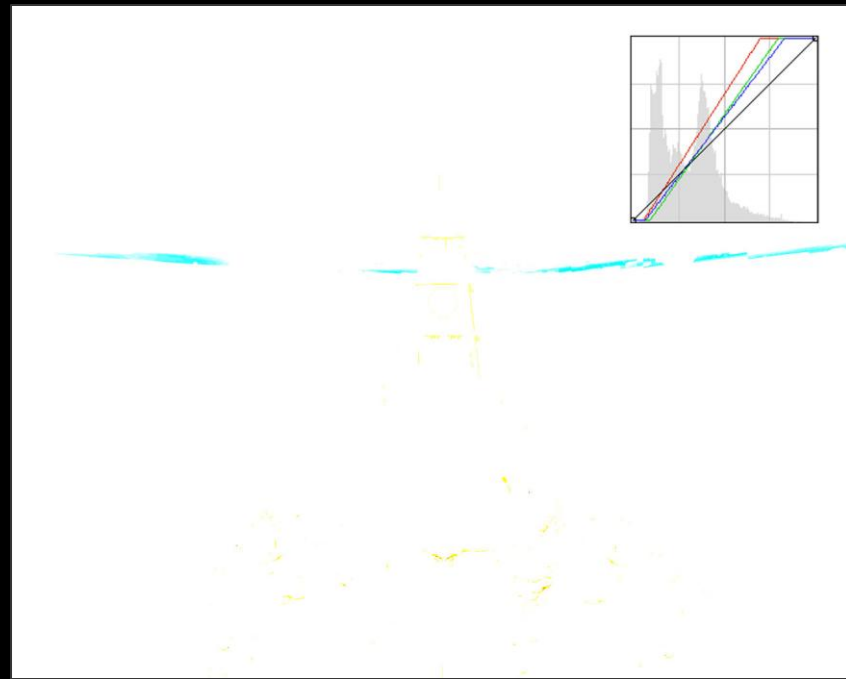
Face - UT



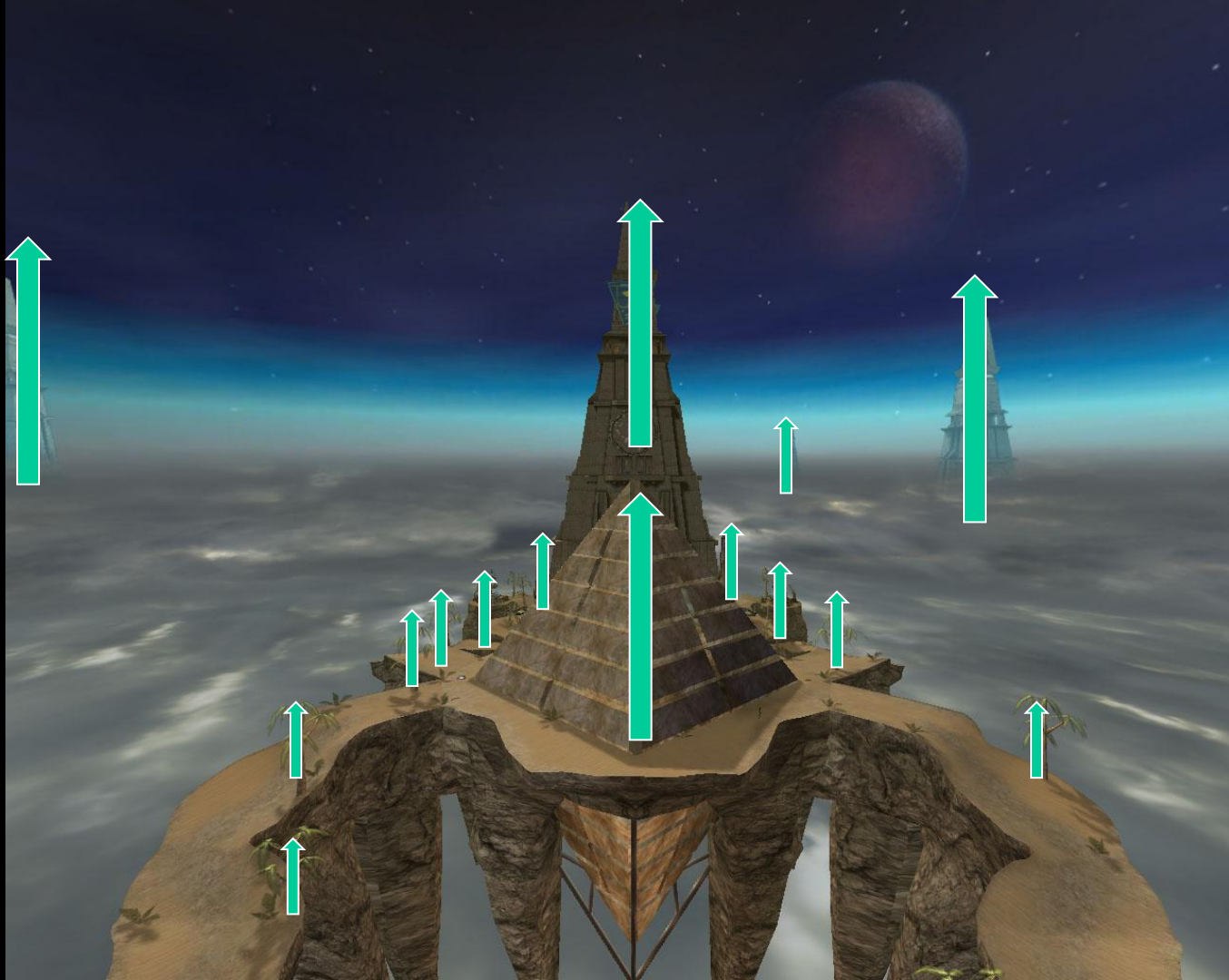
Face 3 - UT 2003

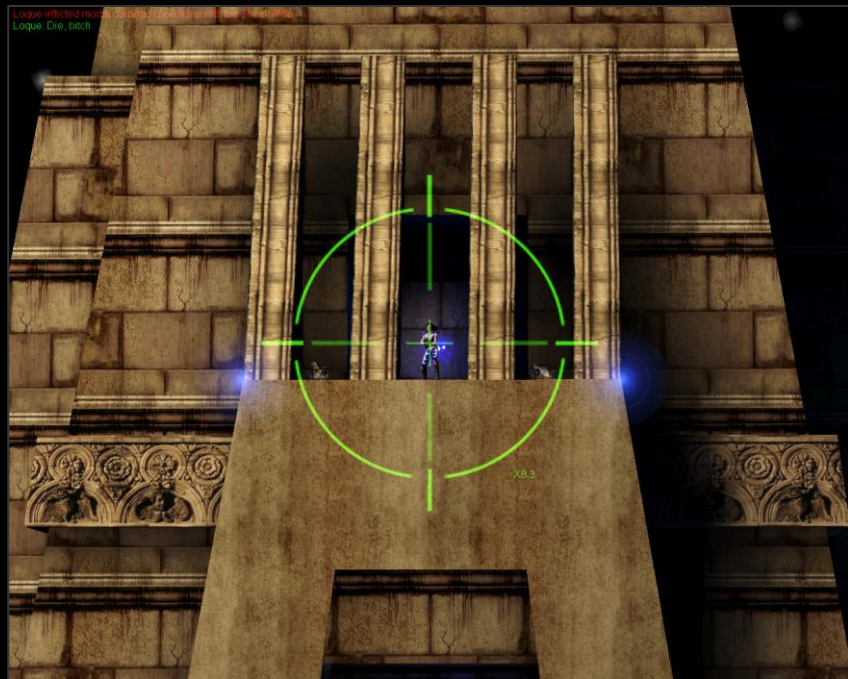


Face - UT



Face 3 - UT 2003



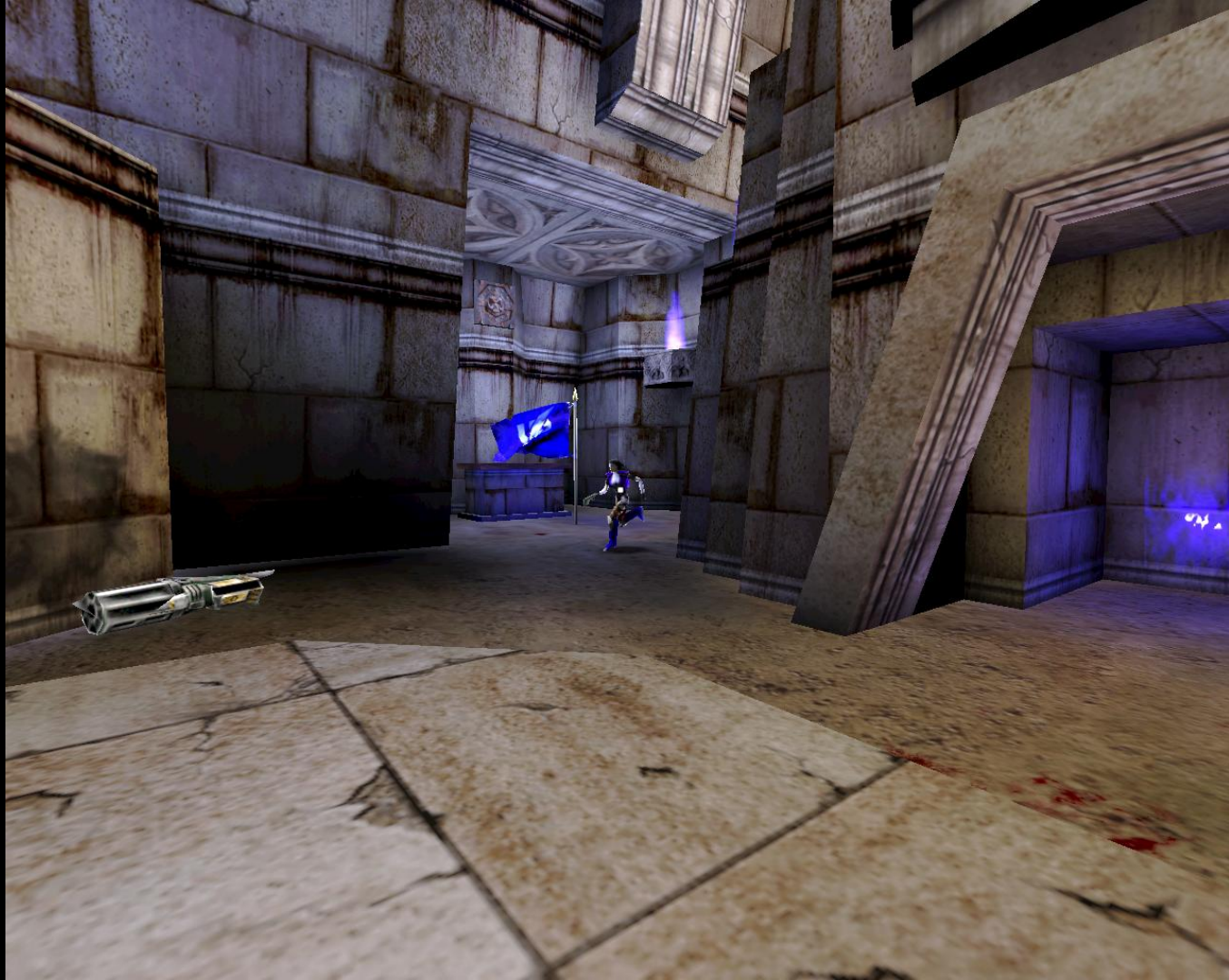


Face - UT



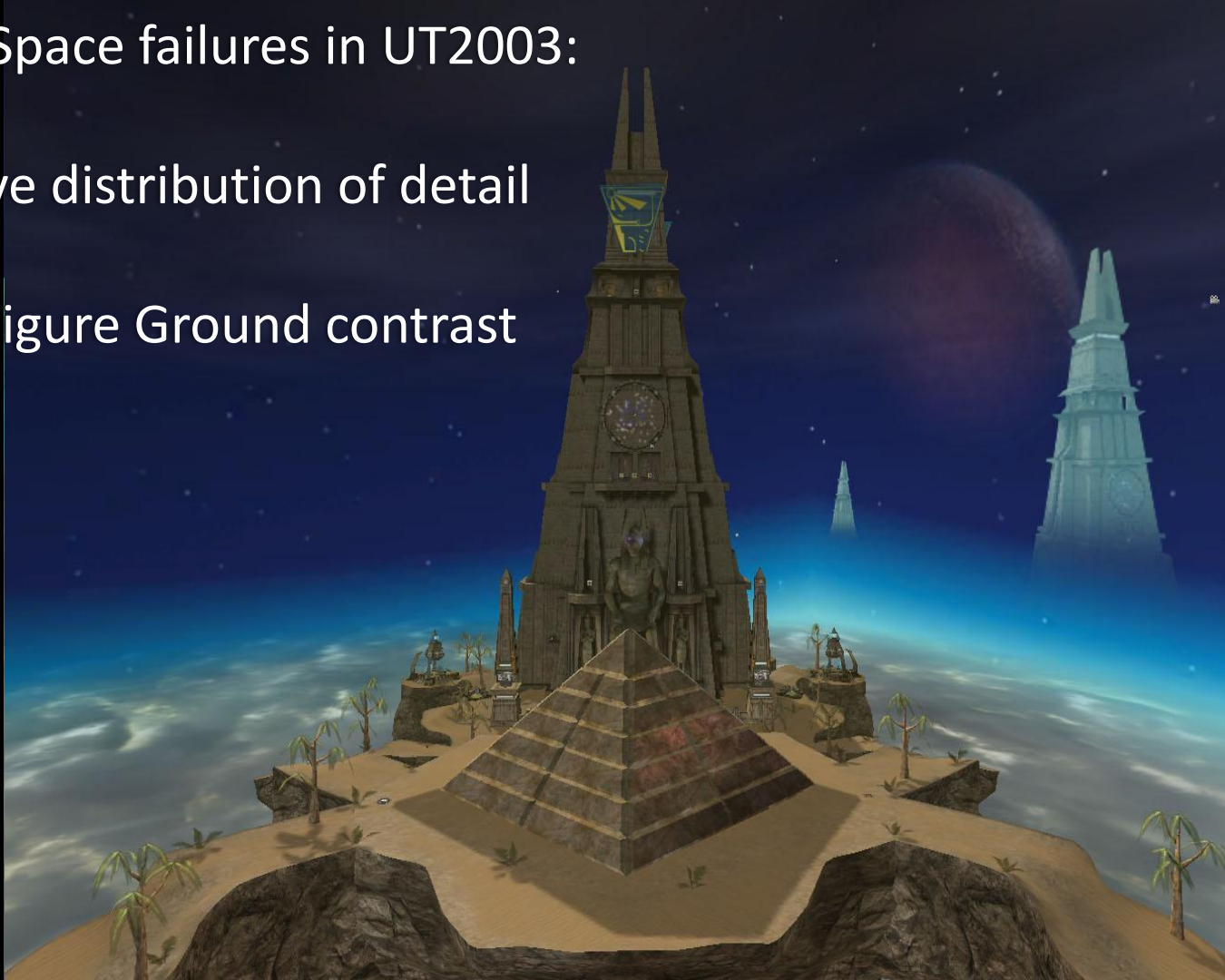
Face 3 - UT 2003





Negative Space failures in UT2003:

- Disruptive distribution of detail
- Lack of Figure Ground contrast



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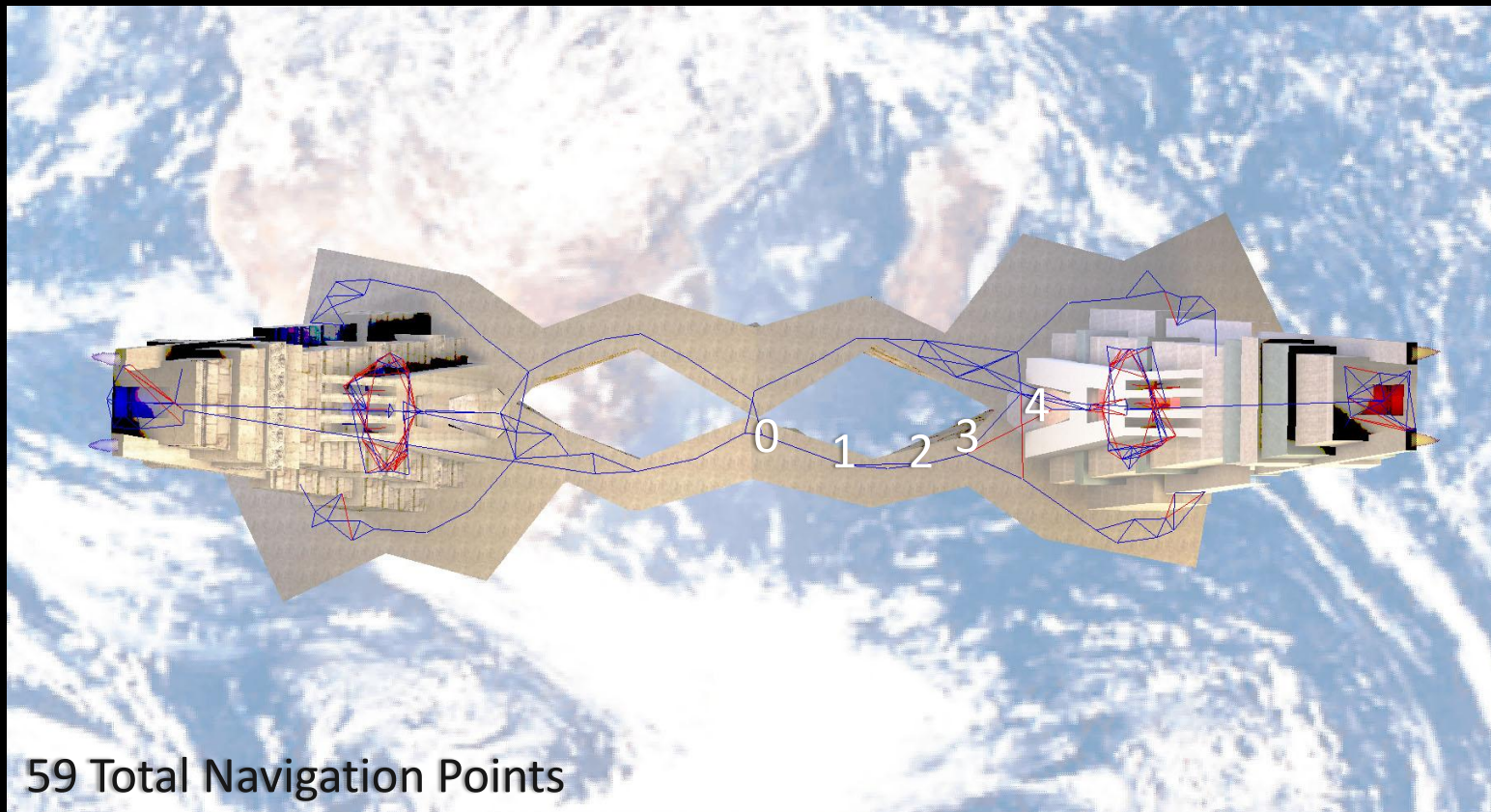
And Finally, We Have Nothing

Facing Forward

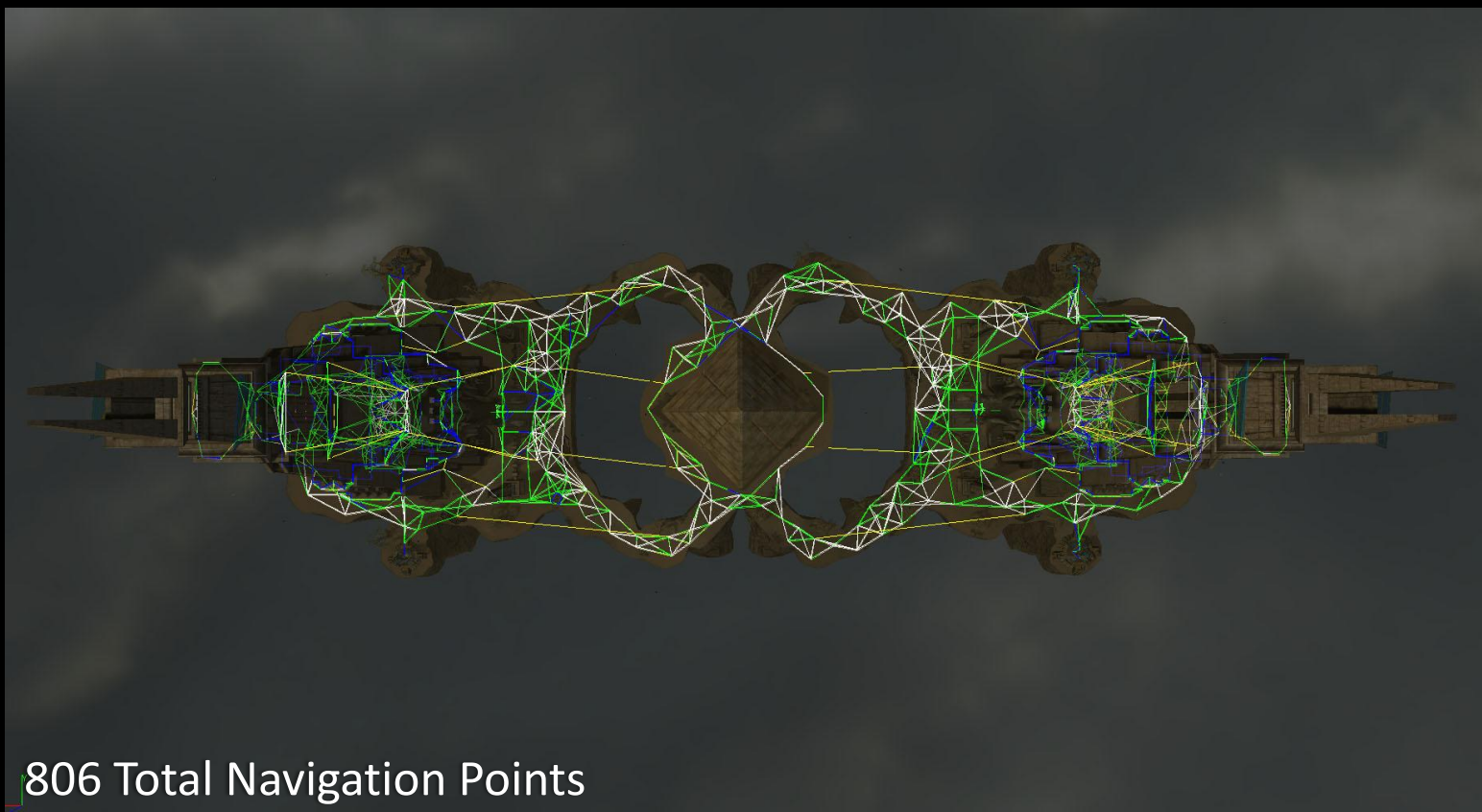


Babylon and Beyond



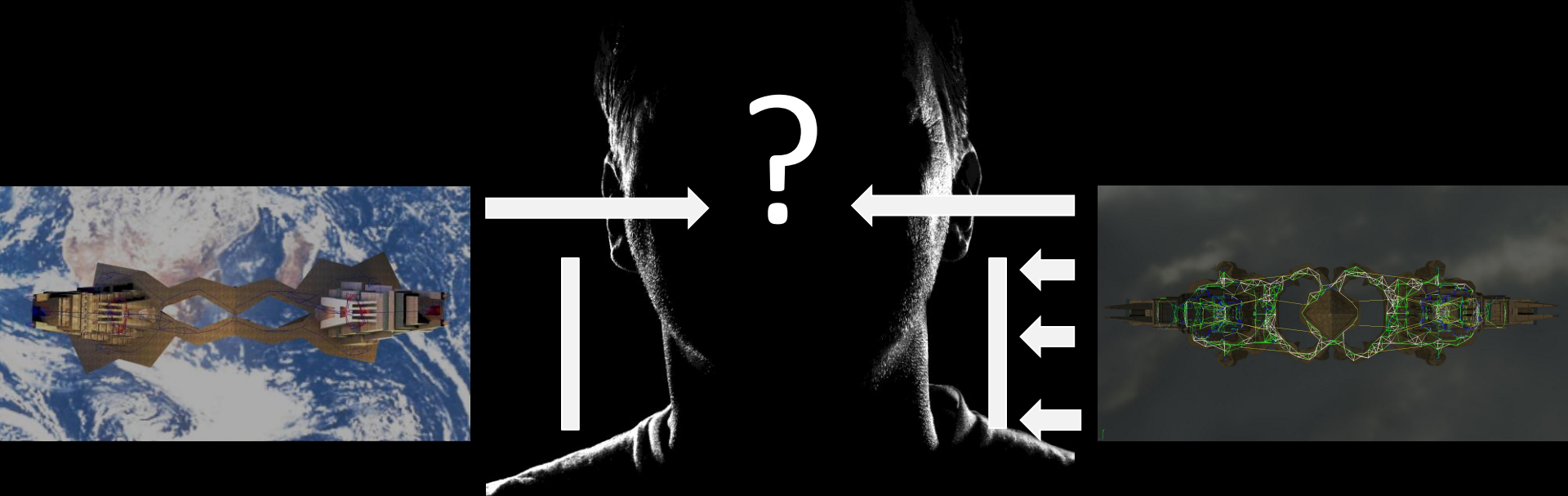


Face - UT



806 Total Navigation Points

Face – UT2003

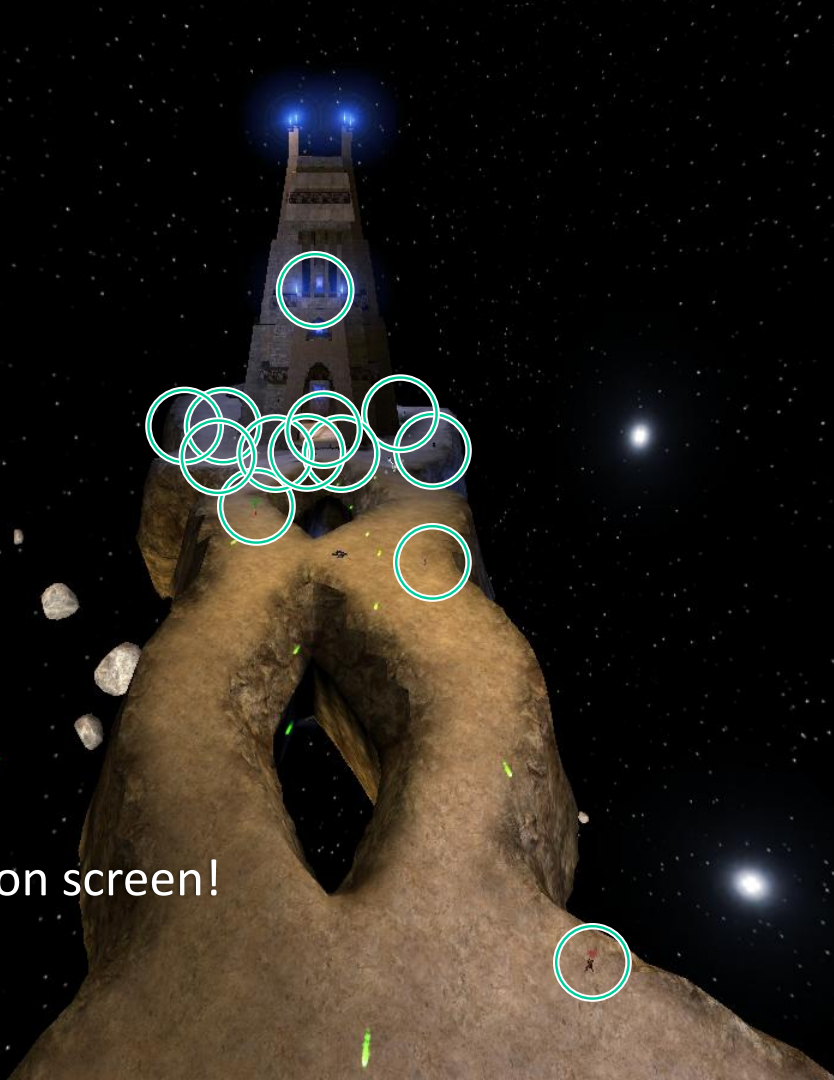


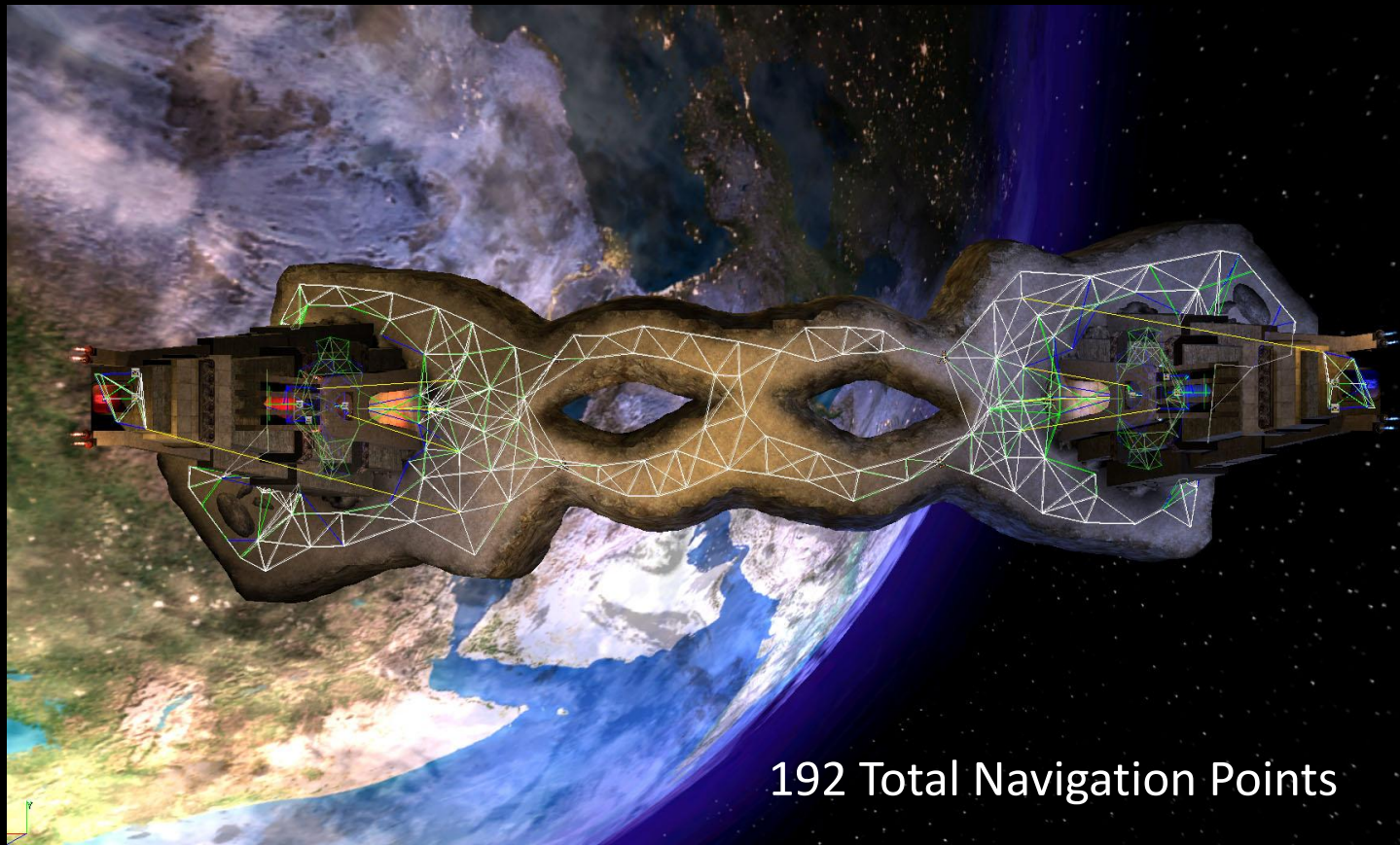
STUDY 3: EYE-TRACKING PROCESS MEASURES IN INITIAL CHOICE SET
VIEWING, CHOICE, AND MATCHING

	8 options		27 options	
	Verbal text	Visual images	Verbal text	Visual images
Initial view:				
Time taken on each option viewed	5.21*	2.47	1.91*	1.46
Percent systematic movements	100.0	100.0	77.9	68.6
Number of options skipped	0	0	0.5	0.3
Choice:				
Time taken on each option viewed	8.63**	4.31	18.69	13.86
Percent systematic movements	100.0	100.0	69.5	34.8
Number of options skipped	0.2	0.8	1.3	9.7*



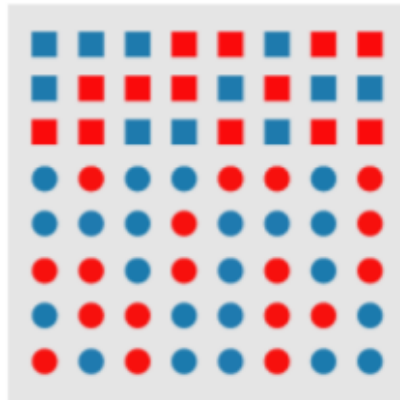
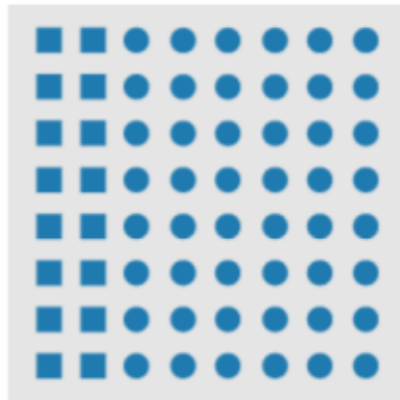
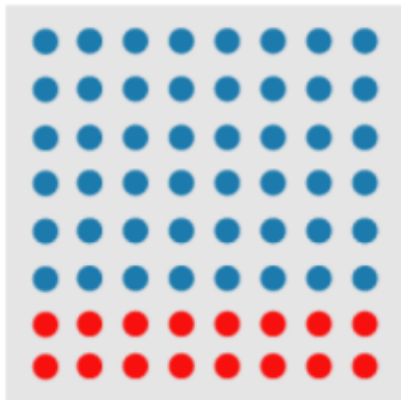
13 different players on screen!

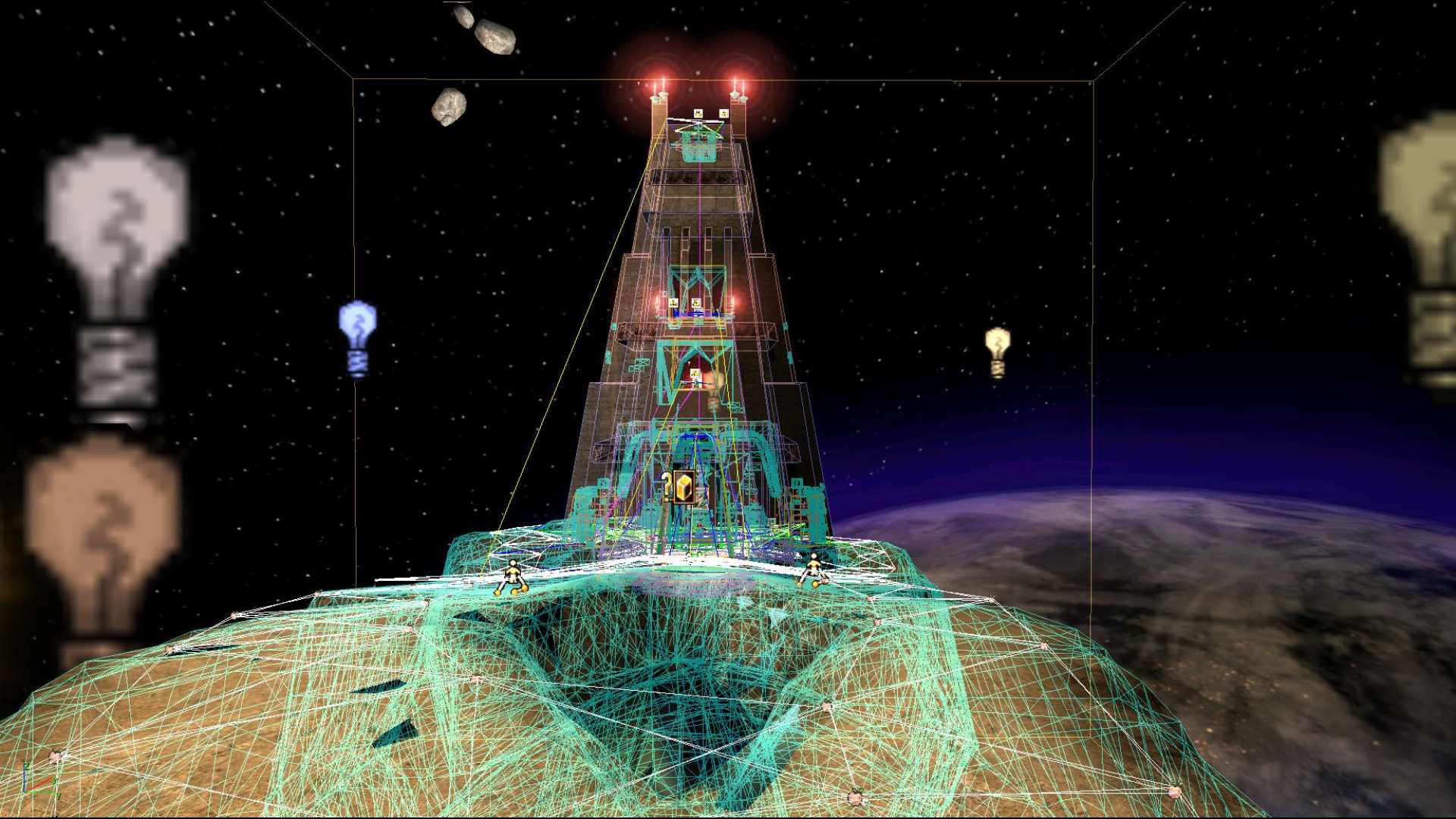




192 Total Navigation Points

Face – UT2004







CAUTION MOSH PIT



Negative Space failures in UT2004:

- Poor use of scale meant a loss of contrast
- Sensory overload with audio/visual detail



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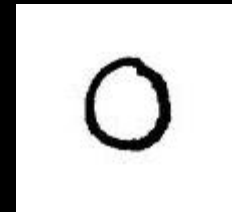
And Finally, We Have Nothing

Facing Forward



And Finally, We Have Nothing

śūnya	= void
kha	= sky
ākāśa	= space
bindu	= dot





Unreal Tournament:

- 130 polys

Unreal Tournament 2003/4:

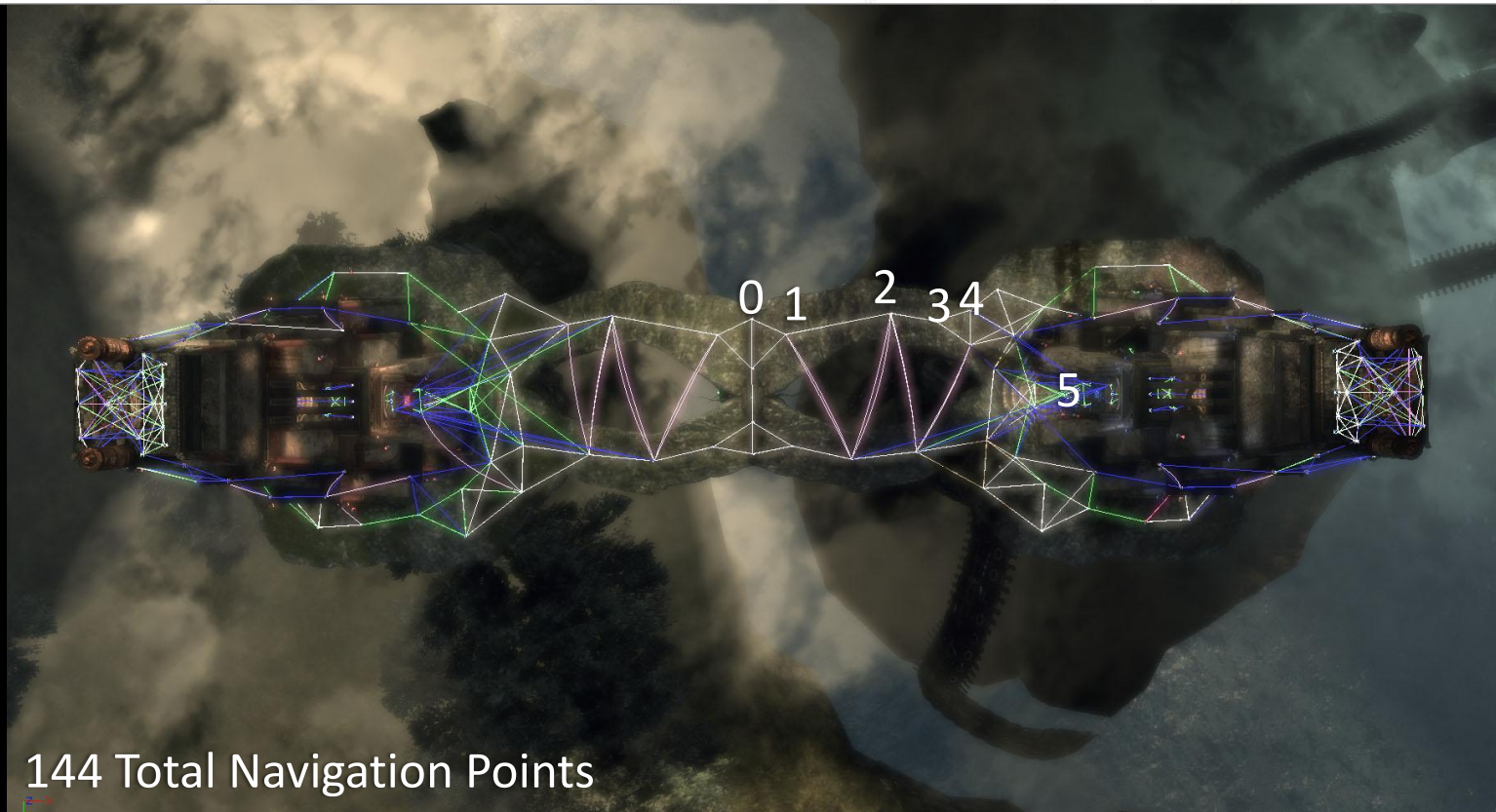
- 60,000 polys (280 x increase)

Unreal Tournament 3:

- 610,000 polys (4,700 x increase)







144 Total Navigation Points

Face – UT3



Face is awesome. I love what they did with it for UT3

UT3 PS3 Patch Request Thread
UT3 PS3 Mod Downloads Here--Awesome Maps FREE for PS3

Edit Post | Reply | Reply With Quote |

#10



take a look on page 12 on the official thread there are pics from all the new maps, and let me tell you what: THEY ALL LOOK FREAKING AWESOME!!!!

The **CTF-FACE** remake is by far the best remake of this map ever!!

Epic knows how to make maps 😊 no doubt.

Edit Post | Reply | Reply With Quote |

#11

Negative Space ~~failures~~ in UT3: success!

- Focused Front Ground delineation
- Organized presentation of detail
- Balance of light/color/shapes
- Appropriate scale of visual and audio space



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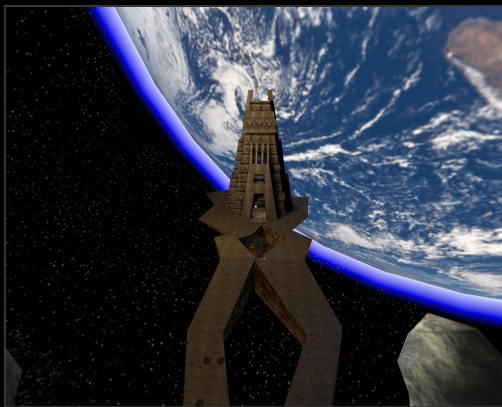


Facing Forward





Face 3 - UT 2003



Face - UT



Facing Worlds - UT3



Face Classic - UT 2004

The Importance of Nothing

Thank You!

Jim Brown

 @EntropicDev

