



Game Visualization on Half-Life Counter Strike



Presentation Outline

- Background
- Game Introduction
- Game Design
- Game Component
- Ways To Customize The Game
- Conclusion



Background

- Dramatic increase of game market
- The trend of games industry
 - 3D
 - Multiplayer
- Relationship to visualization industry



Game Introduction

- successful modification for Half Life
- By Minh Le (veteran of Quake)
- team-based first-person shooter
- Battle between terrorists and counter-terrorists
- Based on Map
 - Visualization
 - Realistic Weapon
- Success Factor



Game Design

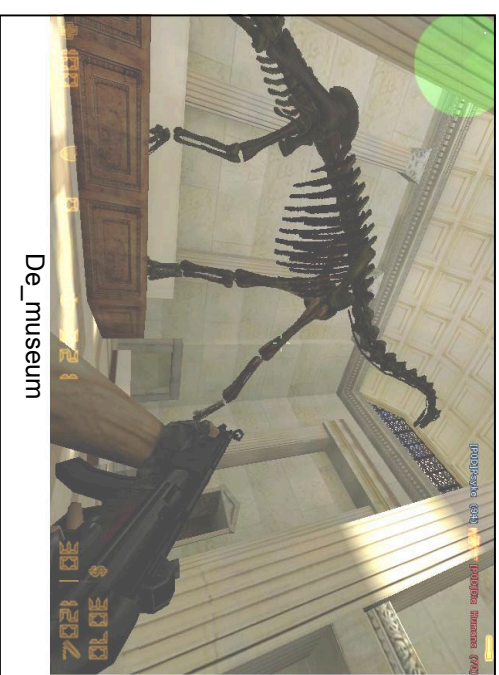
- 3D
- First-Person Point of View
- Multiplayer
- Game Engine



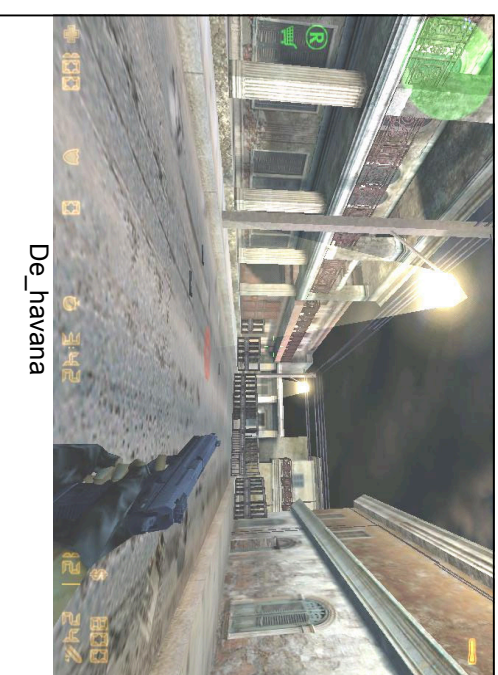
Game Component

- Map

Map is the virtual environment that the Counter Strike game based on. It constructs the environment that player play and see from the screen.



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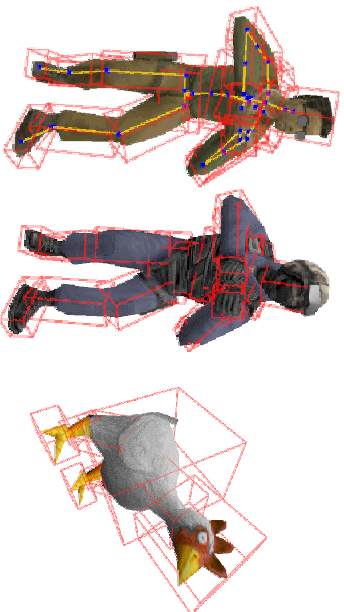
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Game Component

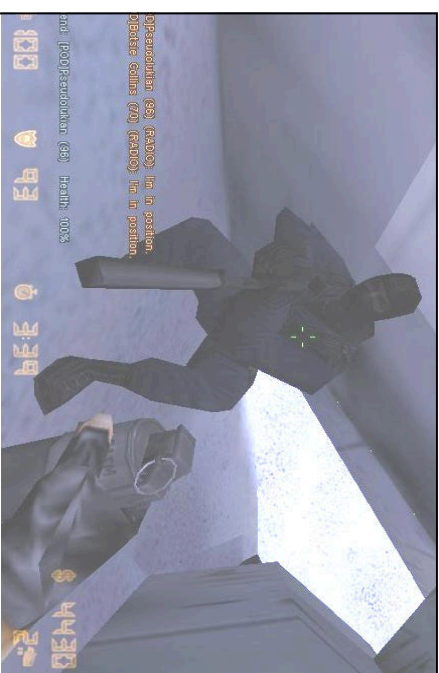
- Model

Model is the live element in the game; it includes the player model and also other additional creatures in some of the map.



Player Model

Creature Model



Player Model



Game Component

- Weapon

The realistic however complex weapon design is a fascinating feature of Counter Strike. There are 22 guns available to the player including hand gun, machine gun, sniper rifle and shot gun. There are also some additional equipment.

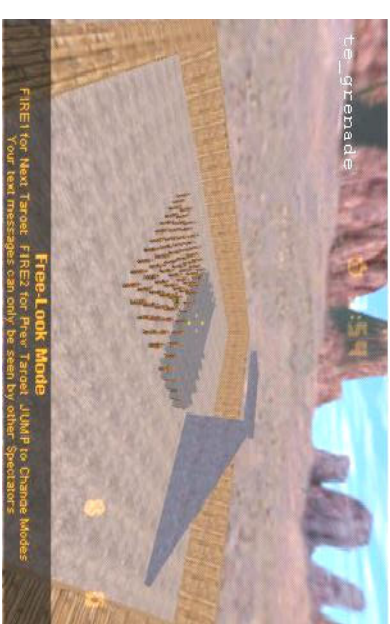


Weapon Model



Customize the Game

- Map
Alter the virtual environment
- Model and Skin
Alter model and skin
- Bot
Creation of AI player



Map Model



Conclusion

- The Game development pushing the development of visualization techniques and hardware.
- Often, the visualization technique used on the game industry is to degrade the graphic effect in order to achieve better performance.