

# Omnidyne-M Prototype Stadium

Firefall's first eSports and Jetball PvP map.

## Story

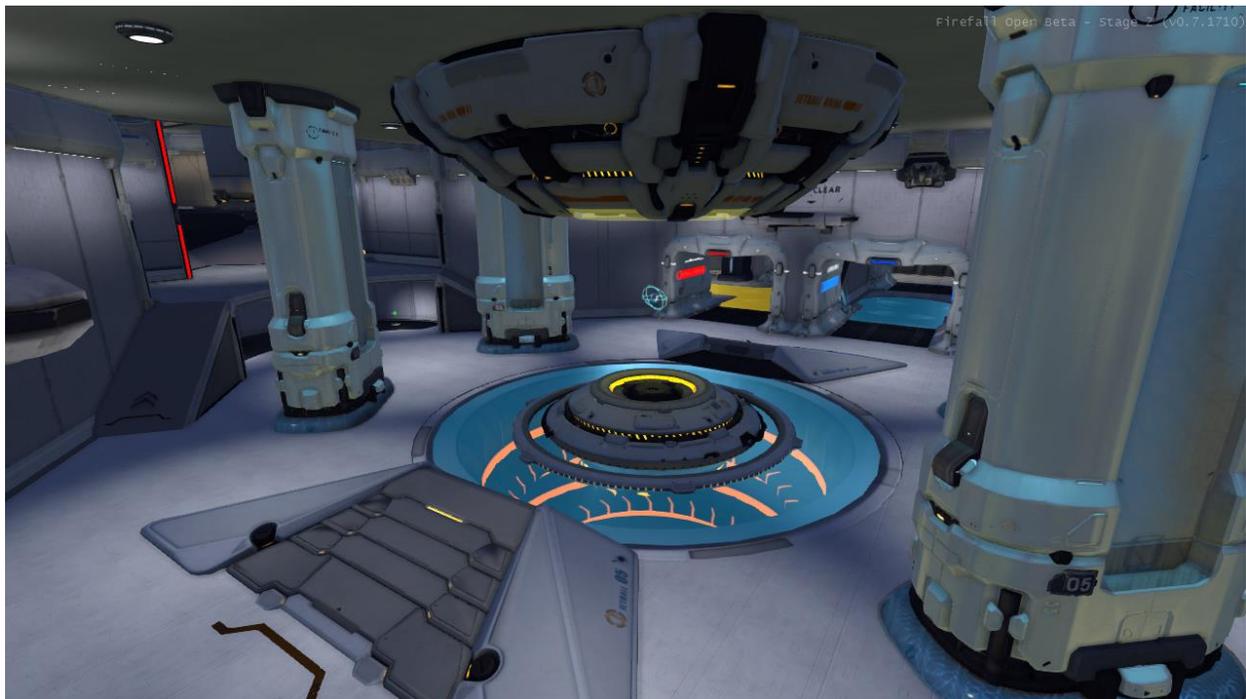
Stadiums are being built by corporate manufacturers to show off their new wears in the arena. Omnidyne-M is incredibly sleek and considered the "Apple" of battleframe manufacturers.

## Art

90% white/ 10% black, curved shape language, and lots of glass with blue tinge.

Cameras setup around the arena to broadcast the gameplay.

Collision had to be greased for gameplay and no angles less than 90 degrees or the ball would get stuck.



To help solidify a visual narrative and find a way to help players differentiate which side they were on, the stadium was separated in half by "Home" and "Away" teams.

## Omnidyne's Home team

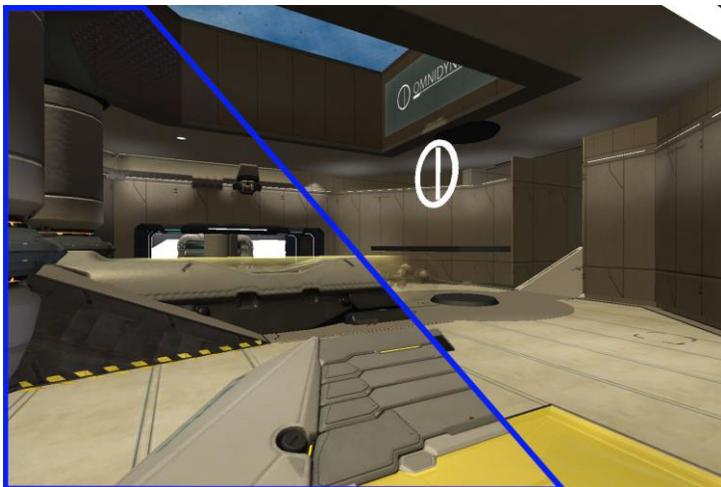
- Cool color scheme, mostly blue
- corporate propaganda for signage
- Car testing dummies signage and floor decals
- Box seats for scientists to watch over their team and record their performance

## Away Team side

- A welcoming mood for players and viewers to try and turn them into buyers
- Warm color scheme, mostly yellow
- Used lots of glass in the ceiling to let in sunlight
- Advertisements for Omnidyne gear



With a 4 week deadline and no preproduction much was built with BSP. Especially since the engine won't allow us to tile textures in props.



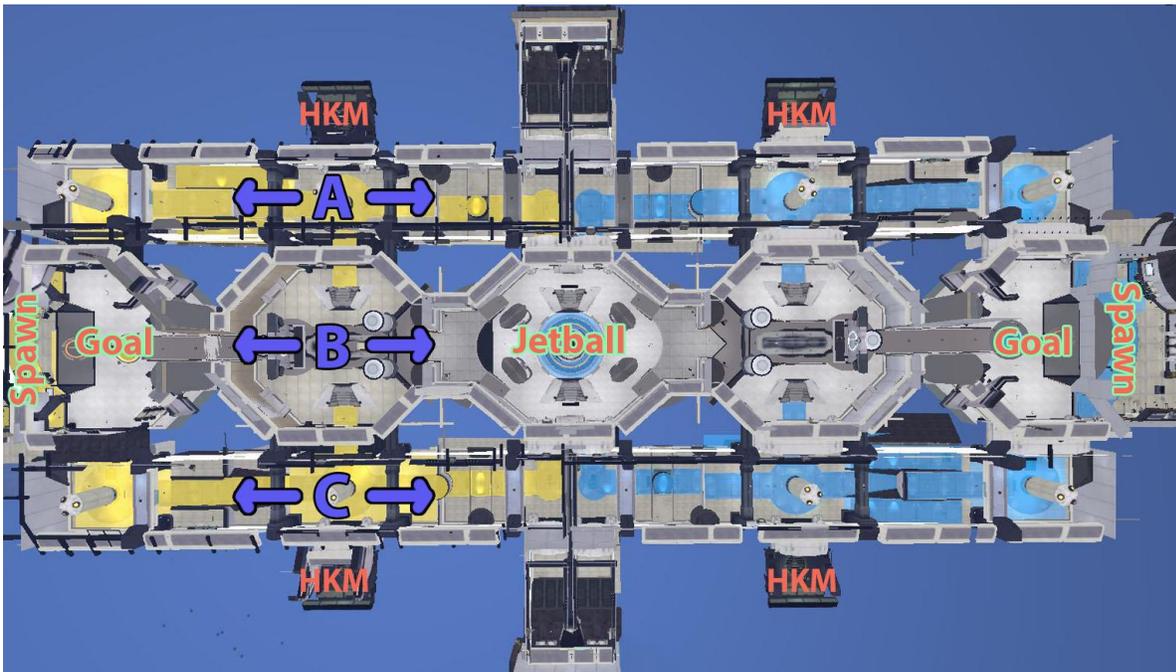
## Design

Whiteboxed by Benjamin Pielstick.

Reflected along the initial conflict point to make it easy for players to figure out the layout.

Two teams, each team gets a spawn room and goal. The ball spawns in the center and there are 3 paths to get there.

Teams are trying to take the ball to the enemy's goal and score. Throwing the ball through the hoop is 1 point and jetpacking through it is 3. There are three, five minute rounds and the team with the most points wins.



Speed boosts, and HKM power ups are lying in path A and C.

Path B is the quickest but also the easiest to defend.