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PROJECTS

ZootFly – *Prison Break the Conspiracy* (released in March 2010)

2007 – 2010



Role: Level Designer for Chapters 1 and 6
Engine: Xubl proprietary engine
Duration: 28 months, 40 people + outsourcing
Editor: Maya Xubl tools
Scripting: C++ based scripting language
Movies: [Trailer 1](#), [Trailer 2](#)

Chapter 1 gameplay: [part 1](#), [part 2](#), [part 3](#)
Chapter 6 gameplay: [part1](#), [part 2](#)

Description: Prison Break the Conspiracy is a 3rd person action/stealth game. My role was to design and implement chapters 1 and 6. Since there was only 35 people at ZootFly at the time, level designer was also a scripter, gameplay designer and much more.

One of the challenges for level designers on this project was that game is happening in real environment so we were not completely free when designing areas. Besides, some buildings and areas were scenes of multiple missions, so we often had to find more than one interesting version of gameplay in the same area. It took a lot of brainstorming to find solutions that were fun enough for a player and didn't require too much changes of environment.

Fortunately we had plenty of tricks on our disposal. For example, in chapter 1 on the narrow staircase I had to warn the player he will be caught if he tries to go one floor higher. I used the following tricks to achieve that: First I trigger dialog between the guard upstairs and another one below. Then the guard upstairs begins to wave his flashlight so the light beam is clearly visible on the wall in front of player. Additionally the guard is not looking directly downstairs, so if player goes up anyway, he still has some time to back away before he is spotted.

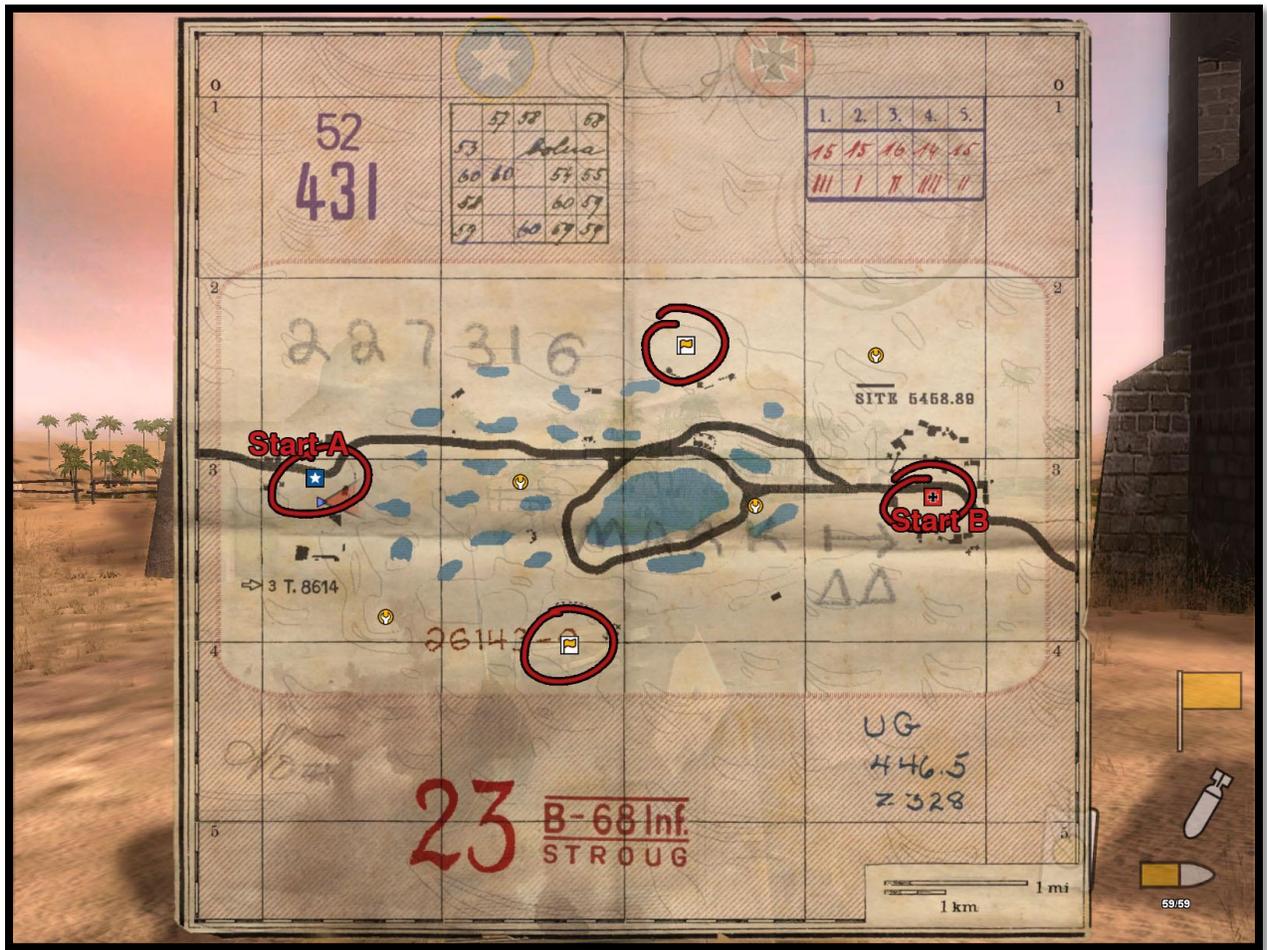
Also this was the first time we worked on stealth gameplay, so there was a lot of trying and tweaking involved. As AI vision is based on actual lighting in the levels, we had to work very closely with lighting artists and thoroughly test every little change that was made later in development.

When the game was finished, our lead level designer Matevž Štular and I wrote a document together on how to optimize our level design process for future projects. We really learned a lot on Prison Break, unfortunately much of it on mistakes. Foundation for this document is the lecture from makers of Mass Effect 1, where they explain how they optimized their workflow for Mass Effect 2.

Ascent (for ZootFly) – Panzer Elite Action: Dunes of War (released in April 2007)

2006 –2007

Role: Level Designer for 4 MP maps (Lost Oasis, First Battle of Tobruk, Second Battle of Tobruk, Operation Crusader), helped with 2 other MP maps
Engine: Xubl proprietary engine
Duration: 10 months, 25 people
Editor: Maya Xubl tools
Scripting: C++ based scripting language
Homepage: [Link](#)









Description: This is a stand alone add-on for Panzer Elite Action. I worked for Ascent, a small company of 6 people at the time and we made the multiplayer part of the game - 10 multiplayer maps. I was in charge for four of them and had to finish another two when one of the level designers left in the middle of the project.

I have fond memories of this project because we had very little restrictions regarding the design. Level designers were even free to choose which historical battles the maps will be based on, but even that was just a loose guideline. When we picked our battles, we googled for images of the places during the second world war and made some snapshots on Google Earth. The rest was left to our imagination and creativity.

Since battles mostly take place in desert areas, we had to make sure players won't get lost and disoriented. Because gameplay mode is Conquest (capturing the control points), maps had to be mostly symmetrical and this made orientation even harder. We put in many landmarks that provide orientation points at any moment.

One of my maps, First Battle of Tobruk, is designed so that one side starts at the foot of the hill and the other side in front of a city wall. The map is also split by a railroad and bordered with hills, but those hills have a distinct silhouette on each side and there's a bridge across the railroad on one side that can be seen from the other side of the map.

Another map, Second Battle of Tobruk, is placed inside a city. Here we had to make fog closer because of performance issues, so numerous landmarks like mosques and palaces did little to guide players. So I used another trick - I made the whole terrain slightly inclined. It is rising up from the harbor by the coast and is flat at the highest point on the main square. It's a simple trick but provides good feeling of orientation.

On the map Operation Crusader I made a big hill in the center of the map (inspired by the Citadel from Half Life 2). There are settlements on each side of the hill, but I made one out of brick and mud buildings and the other one is like a Bedouin camp, full of tents and with lots of palm trees.

We worked closely with ZootFly guys during development. This is how they noticed me and after the game was done they've asked me to come to work for them directly, even though they didn't have any new projects at the moment.

Ascent (for ZootFly) –*Toy Wars* (slice, pitched to a publisher)

2006

Role: Level Designer and Modeler

Engine: Xubl proprietary engine

Duration: 6 months, 3 people

Editor: Maya Xubl tools



Description: Demo made for publishers, only two multiplayer maps. The setting is backyard sandbox and player takes control of one of 4 different toys that shoot green paint: slow but heavily armored Robot, lighter Tank, versatile 4x4 and very fast buggy. Gameplay type is deathmatch and there are numerous bonuses and maluses for your enemies scattered around the maps.

I was level designer for both maps and I also designed, modeled and binded all four vehicles as well as all the props and other assets. Beside me there was only one texture artist and one programmer assigned to this project.

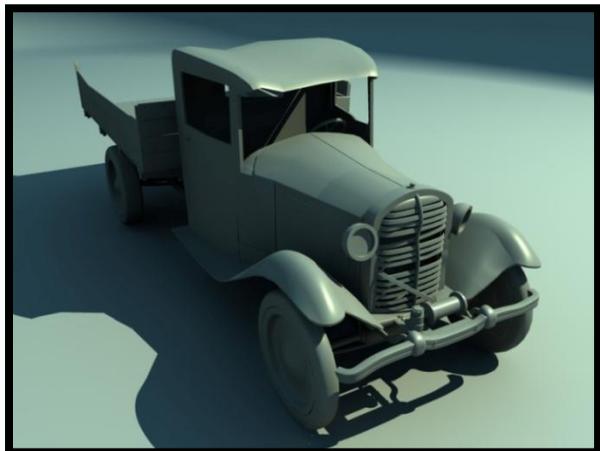
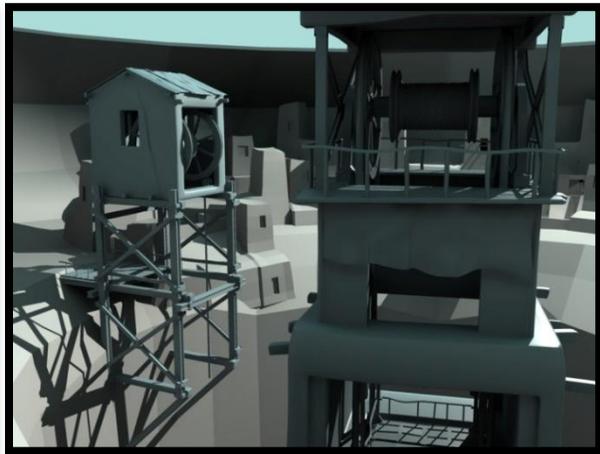
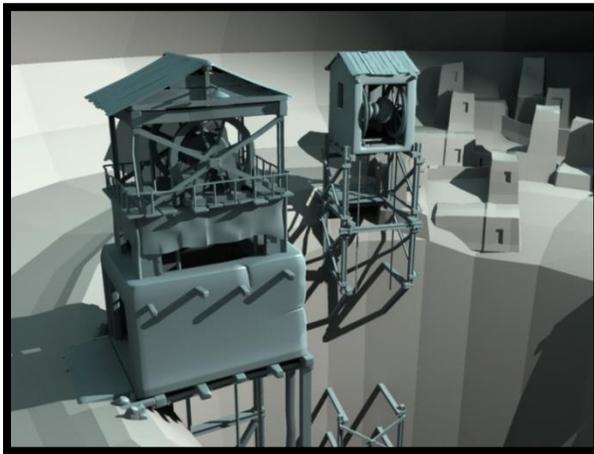
Level design here was pretty simplistic. Both maps were circular to provide good flow for faster vehicles, with some jumps and tunnels included. Also both maps had an elevated area with a good view and some extra bonus spawns to concentrate gameplay more around them.

Art Rebel 9 (for White Birds Productions) – Paradise (released in spring of 2006)

2005 - 2006

Role: Modeler, Environment Artist

Tool: Maya



SOME OTHER EXAMPLES

After Prison Break was finished, the next project was still in preproduction, so we had some time to experiment with different level ideas and new workflow. Below is a sketch I made at that time. This level was also made playable prototype.



You can find some more of my stuff (mostly modeling) here: [CGSociety Portfolio](#)