

SCREENSHOTS OF LEVELS

**CREATED BY
MARTIN MELICHAREK**

AKA: DRAM

THE DARK MOD

BLACKHEART MANOR

Blackheart Manor is a huge mansion map for the Dark Mod, which is a total conversion for Doom 3. I am a Level Designer, as well as Jack-of-all-trades for the Dark Mod team.

The mansion itself is set up on a cliff face overlooking the ocean, and the player's main goal is to acquire an amulet that is safely kept in the Blackheart Vaults. As this map is supposed to demonstrate what is possible in the Dark Mod, I put many varying areas within it, ranging from an old forest, to an alternate, magical plane. It is one of two showcase missions to be released with Dark Mod V1.0, mid 2009.

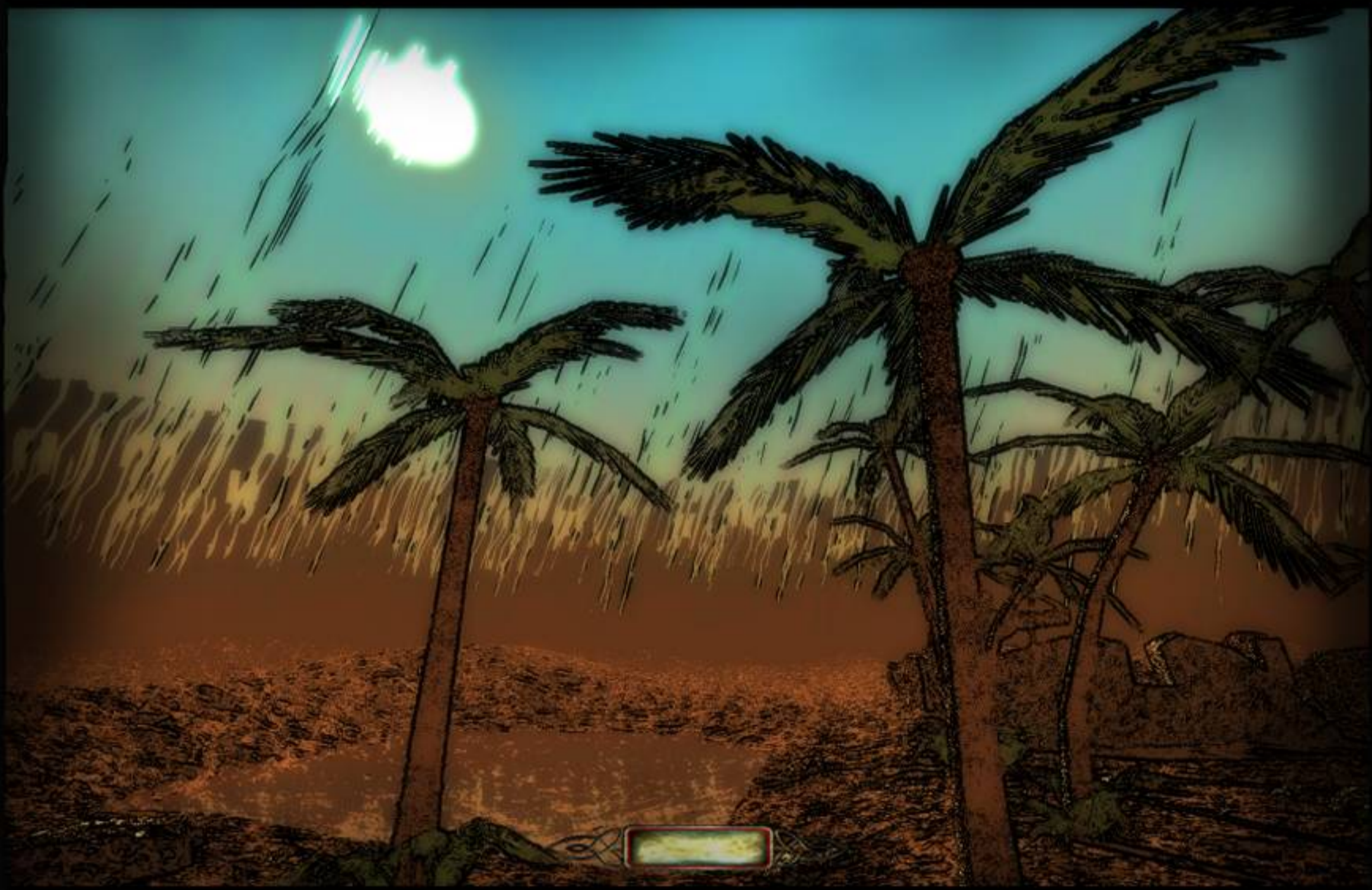
BLACKHEART MAPOR



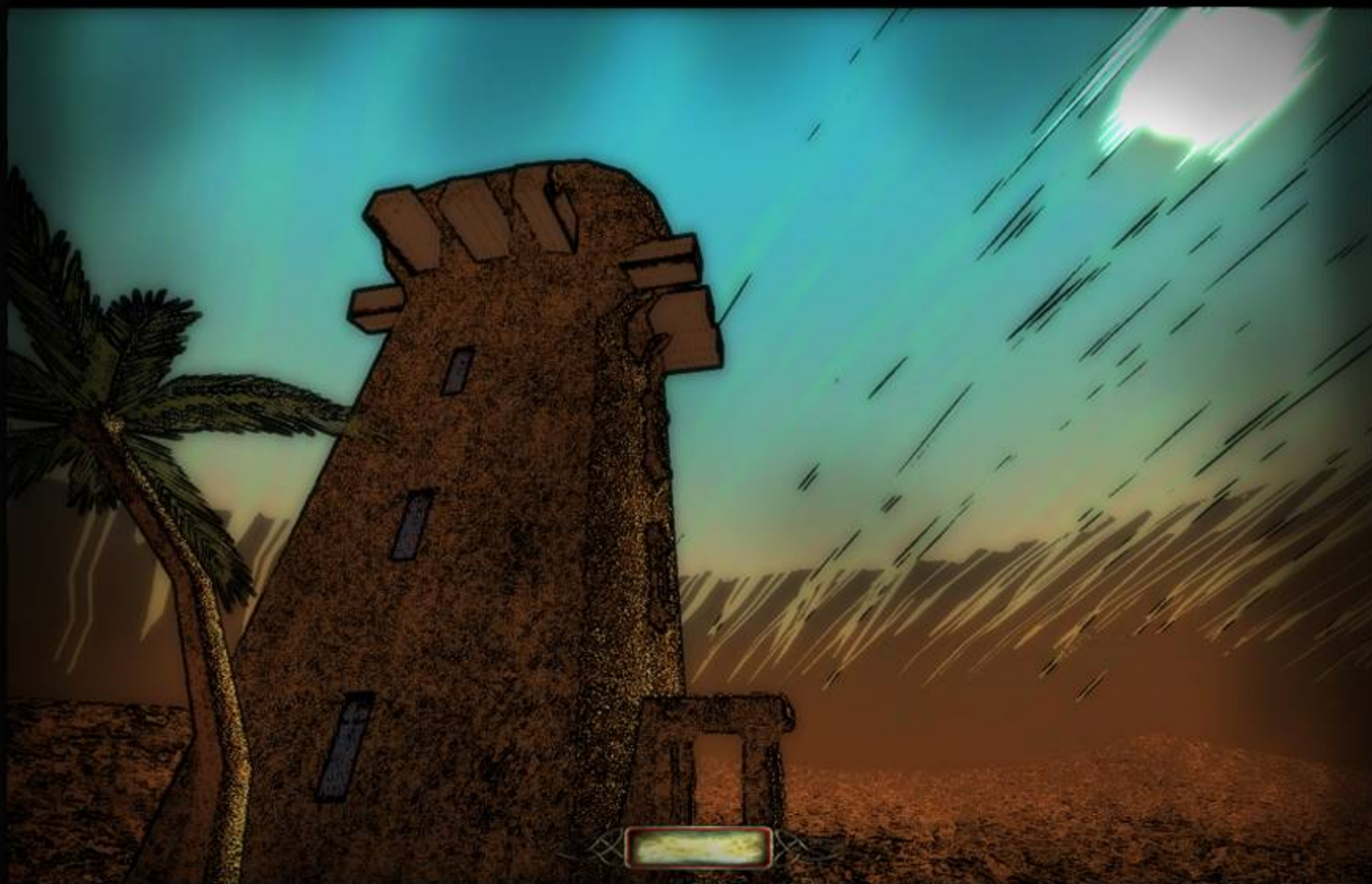
BLACKHEART MAPOR



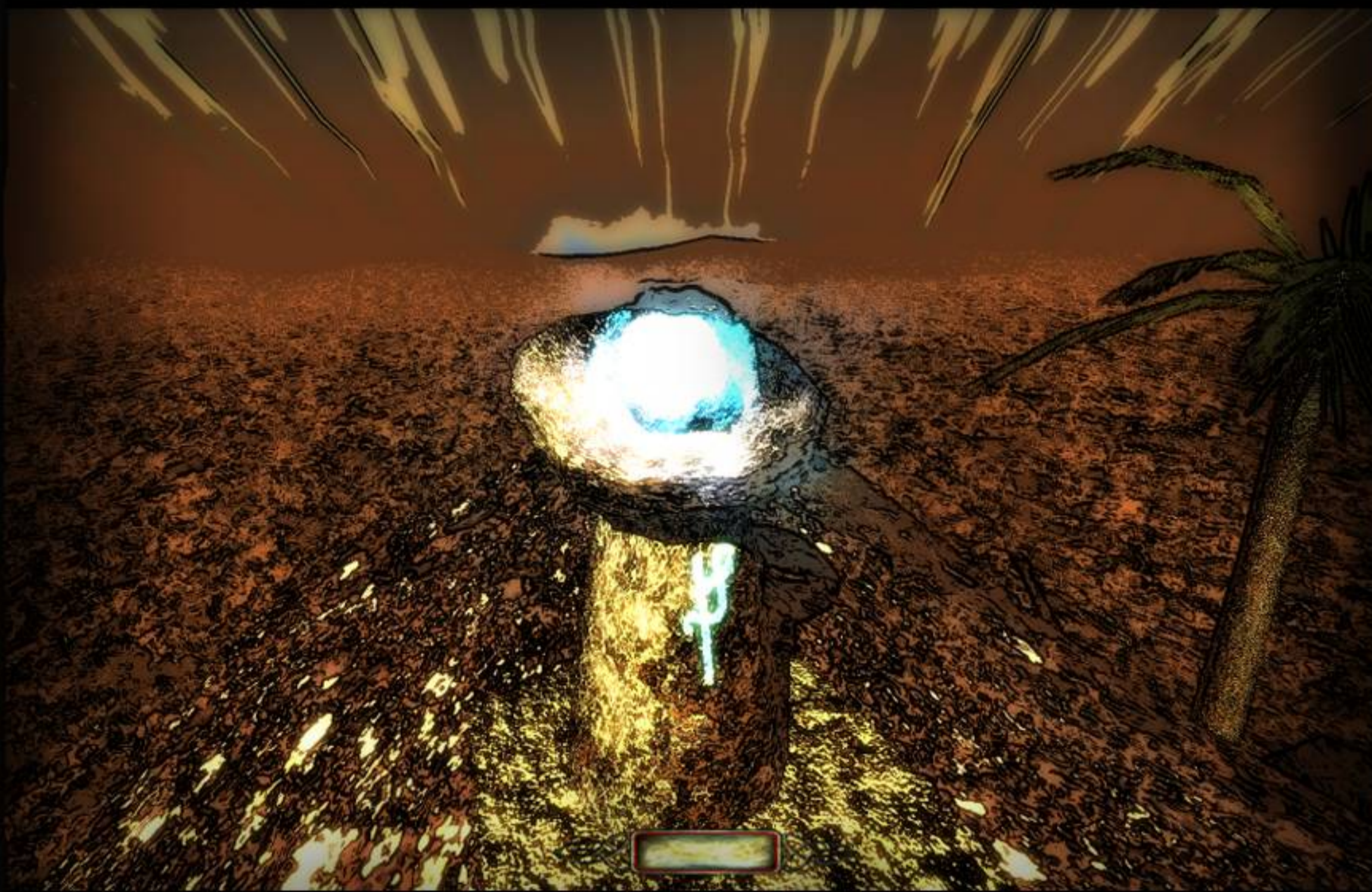
BLACKHEART MAPOR



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BLACKHEART MANOR



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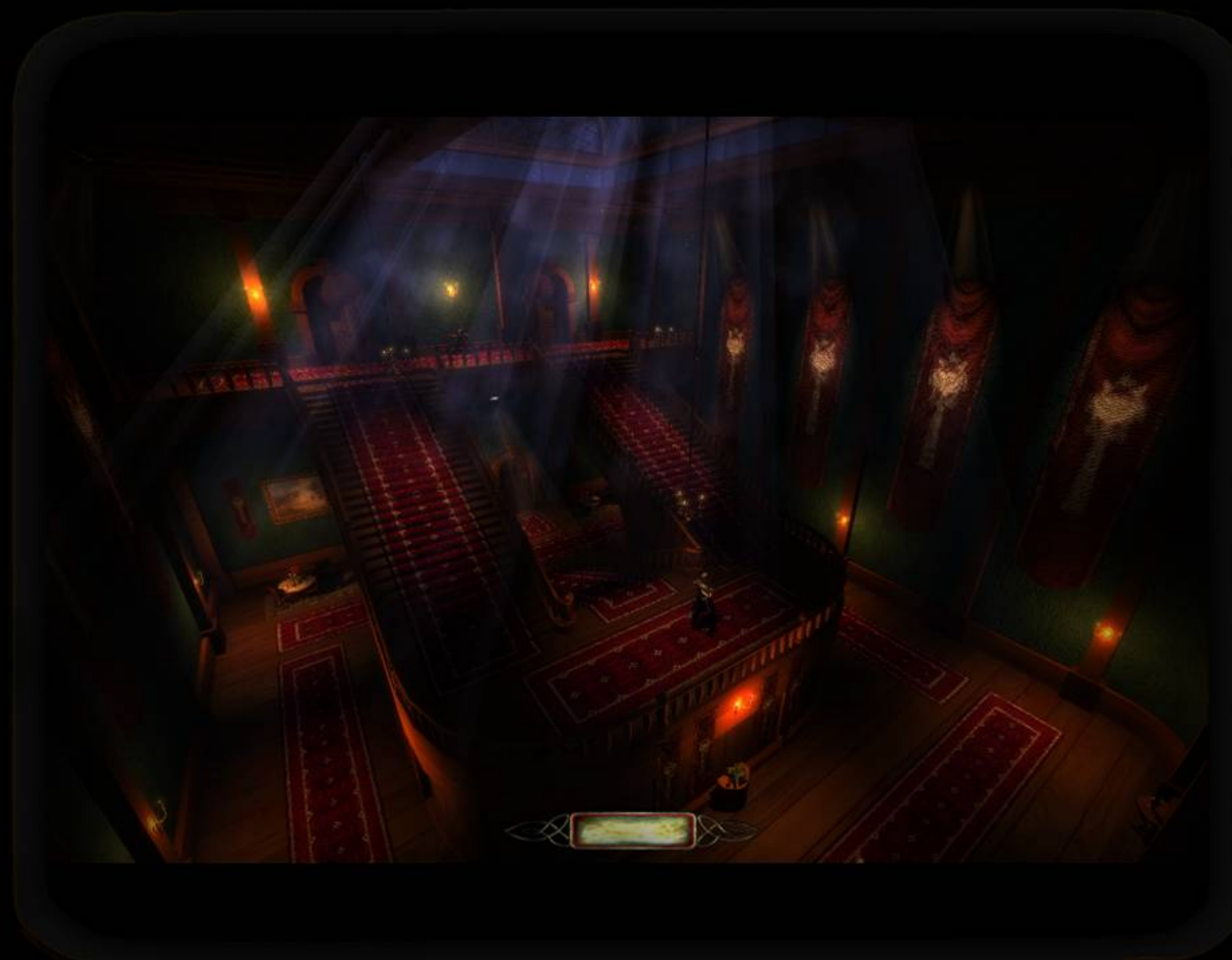
BLACKHEART МАПОР



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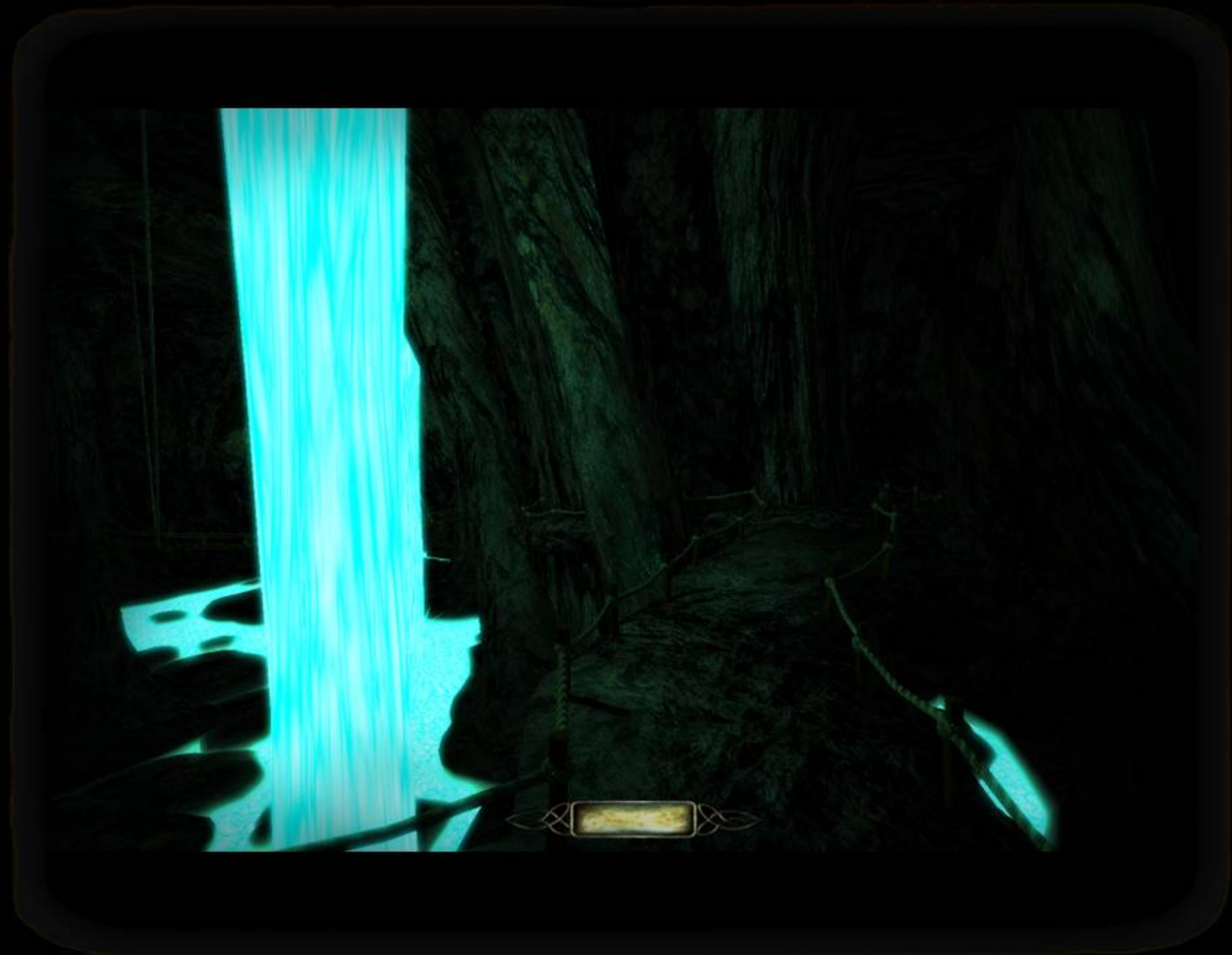
BLACKHEART MAPOR



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BLACKHEART MAPOR



THE DARK MOD

LETTERFORD ESTATE

Letterford Estate is an old map I created for the Dark Mod, a total conversion for Doom 3. It is a large mansion in the middle of an industrial city.

The player's goal in this mission is to steal incriminating letters sent to Sir Letterford by the Governor of Blackport.

LETTERFORD ESTATE



LETTERFORD ESTATE



LETTERFORD ESTATE



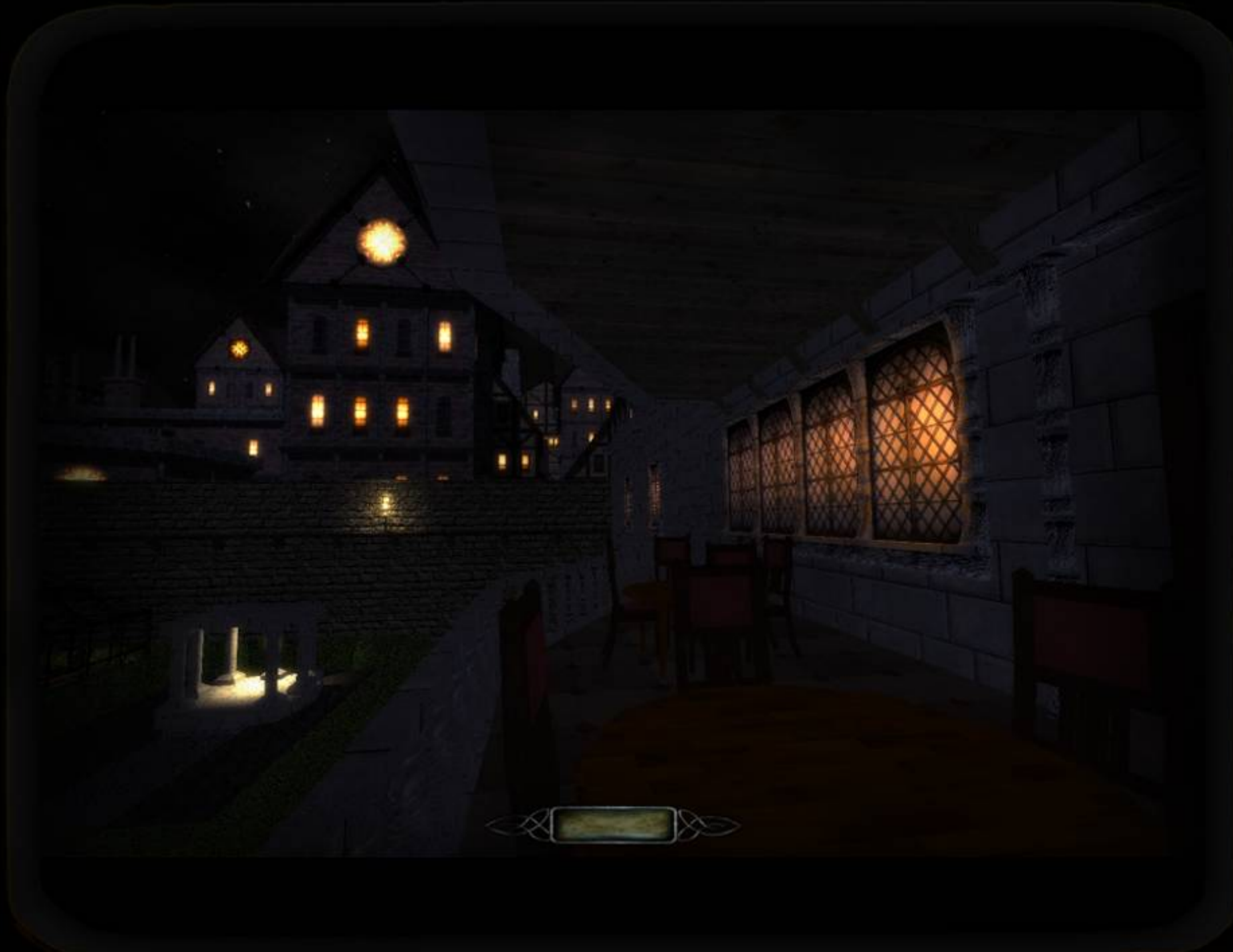
LETTERFORD ESTATE



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LETTERFORD ESTATE



LETTERFORD ESTATE



THE DARK MOD

CASTLE CUTSCENE

Castle Cutscene is a cutscene test map I created for the Dark Mod, a total conversion for Doom 3, where we were testing how to create cutscenes in the Doom 3 engine.

In the map the camera follows a guard that walks through a series of triggers, which change the camera angles and positions.

CASTLE CUTSCENE



CASTLE CUTSCENE



CASTLE CUTSCENE



CASTLE CUTSCENE



THE DARK MOD

TAVERN

Tavern is a small map for the Dark Mod, a total conversion for Doom 3. This was a nice little inspiring team-up of a Concept Artist, a Texturer, a Modeler, and a Level Designer (myself), which was supposed to boost morale when things got a little quiet on our forums.

The Concept Artist drew up a quick concept of a small tavern, and I created it in the editor using the drawn concept and my imagination. The idea was to try to get as close to the concept as possible.

ТАВЕРН - CONCEPT BY SPRINGHEEL



ТАВЕРН



TAVERNI



TAVERNI

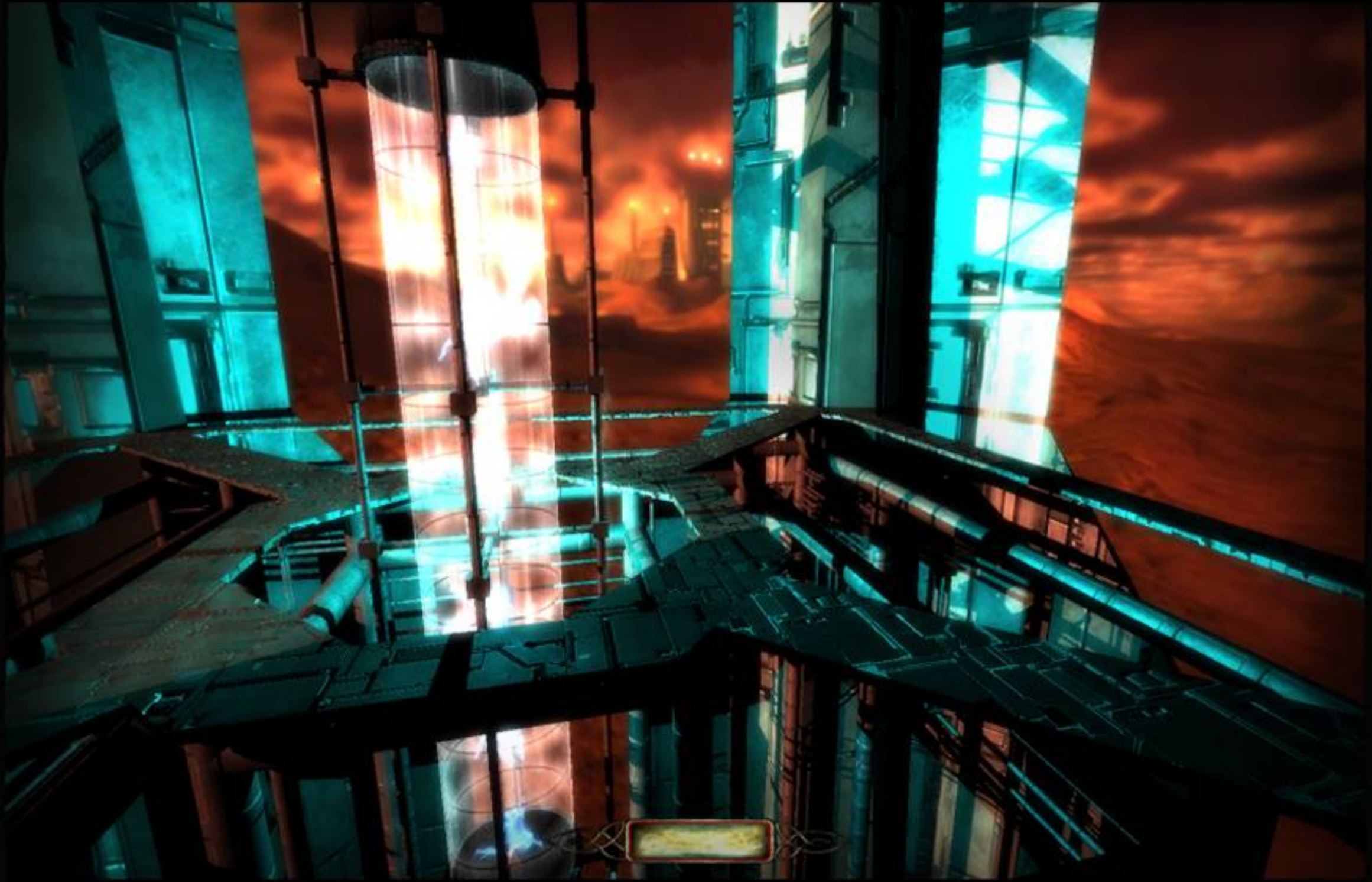


DOOM 3

THE TOWER

The Tower is a small map which simply served as a test for how massive maps can be in the Doom 3 engine while we were creating maps in it for the Dark Mod, which is a total conversion for the Doom 3 engine. It is only intended as a proof of concept, and is little more than eye-candy.

THE TOWER



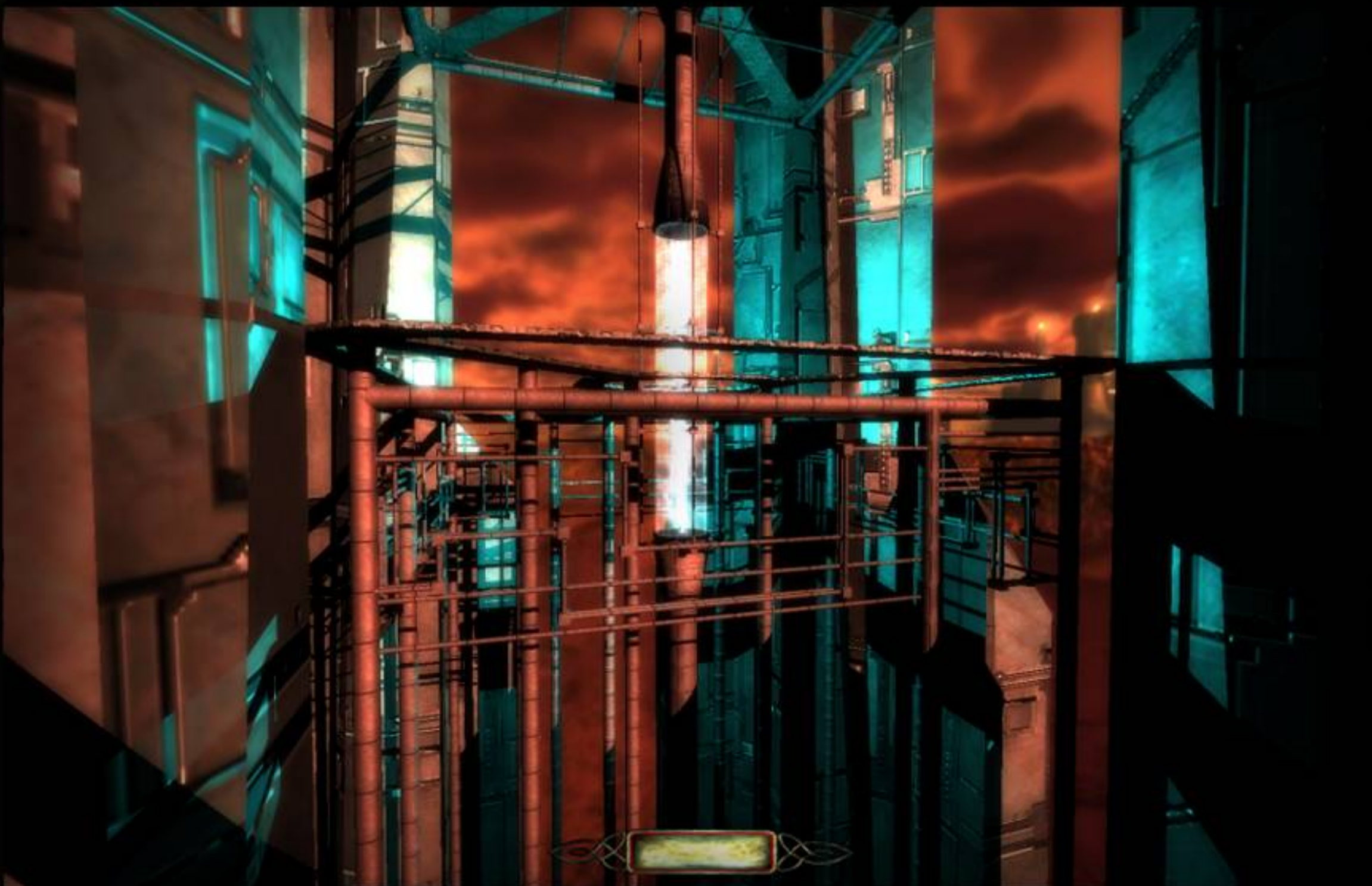
THE TOWER



THE TOWER



THE TOWER



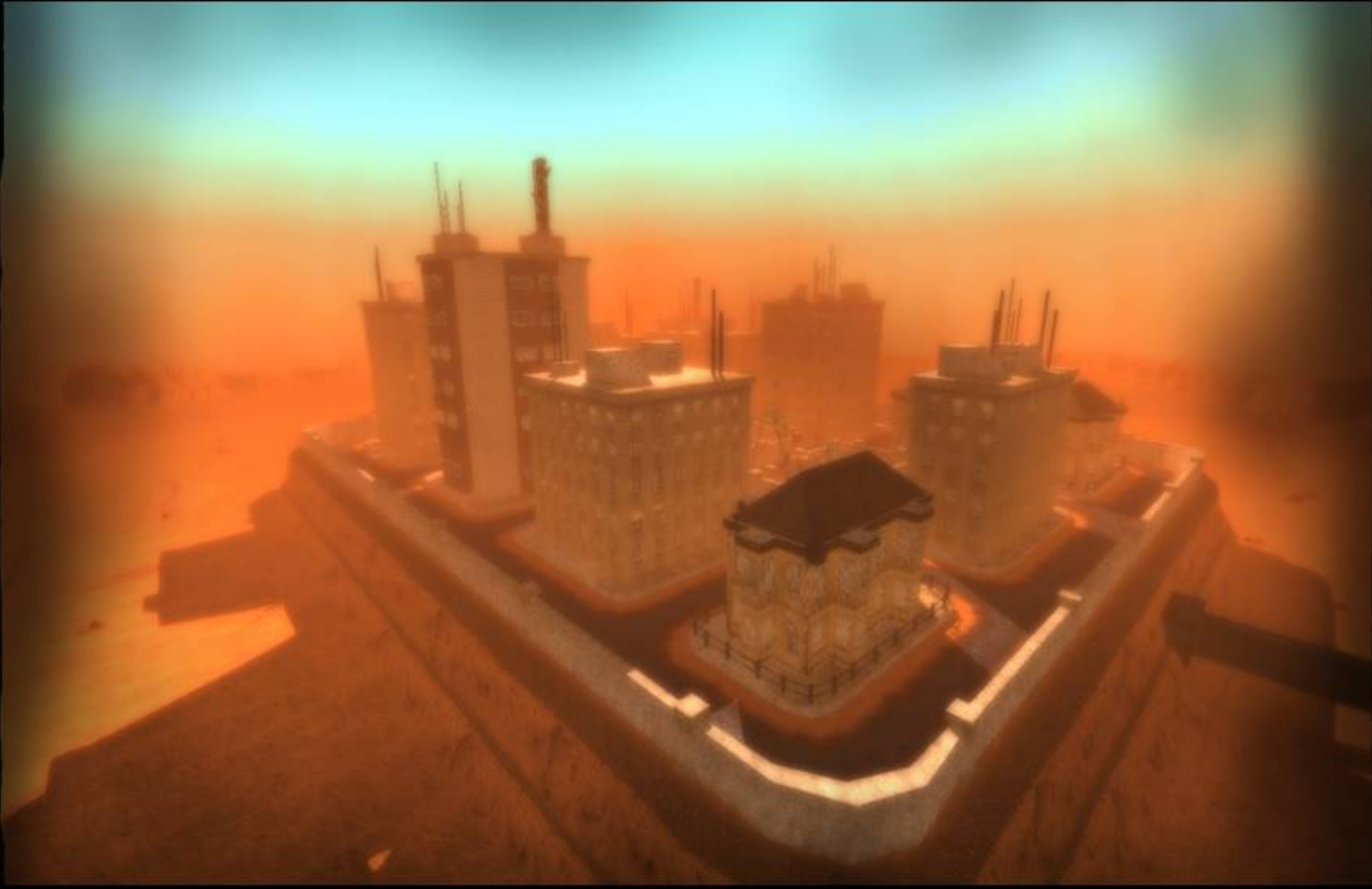
ONE MAN ONE CAR

ONE CITY

One City is a map from a project I had to create in University, where we had to set up an installation work. I designed and set up the work with another student, where I was mainly assigned the grunt of the game creation side, but did a lot in setting up the installation itself.

We rigged a real car up to a PC using an old keyboard, and a projector projected the game onto the front windscreen of the car. The wheels and pedals controlled the car in the game, and there was also a bomb button, which detonated the car in game.

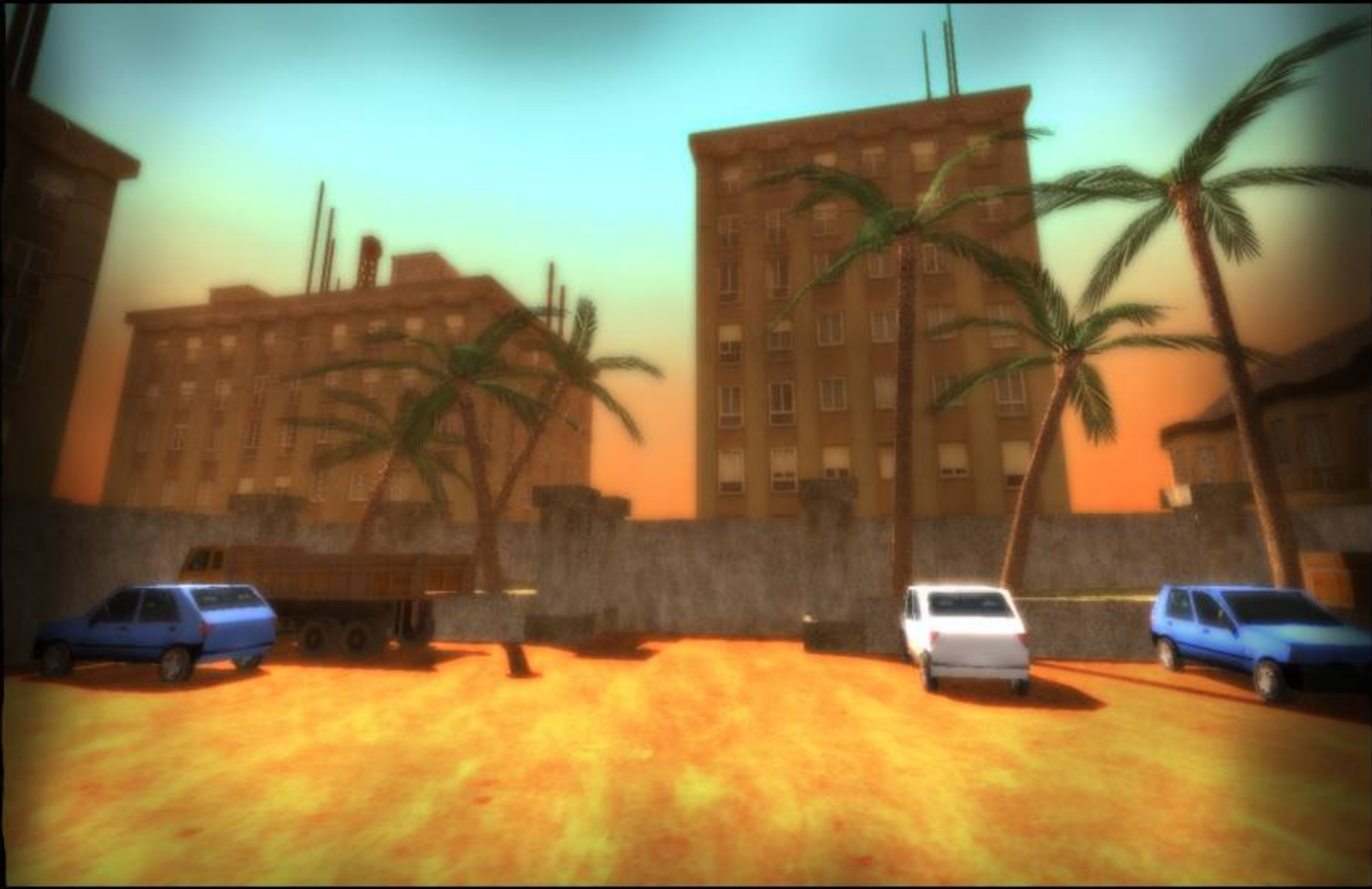
OPPE CITY



OPPE CITY



ONE CITY



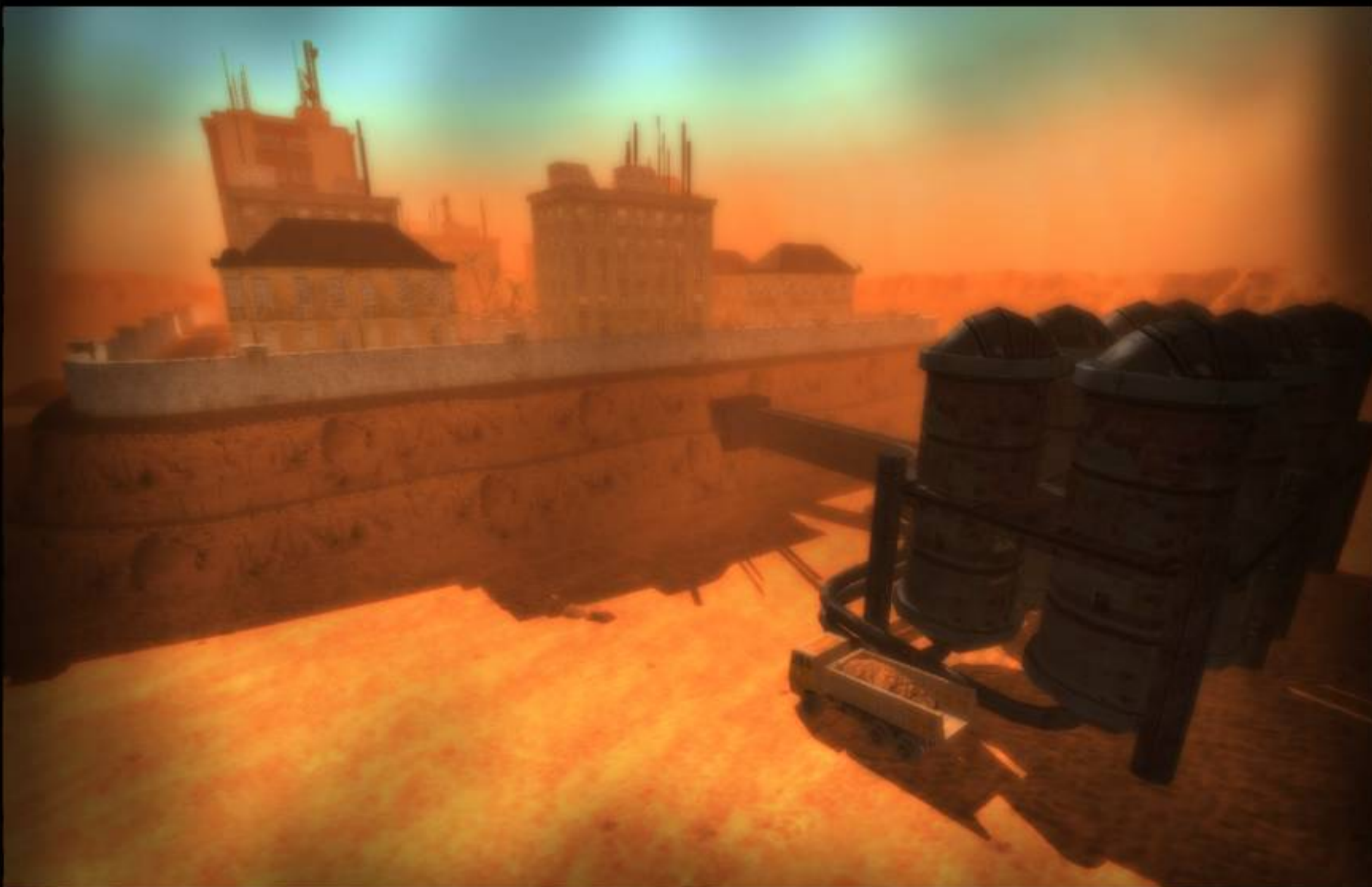
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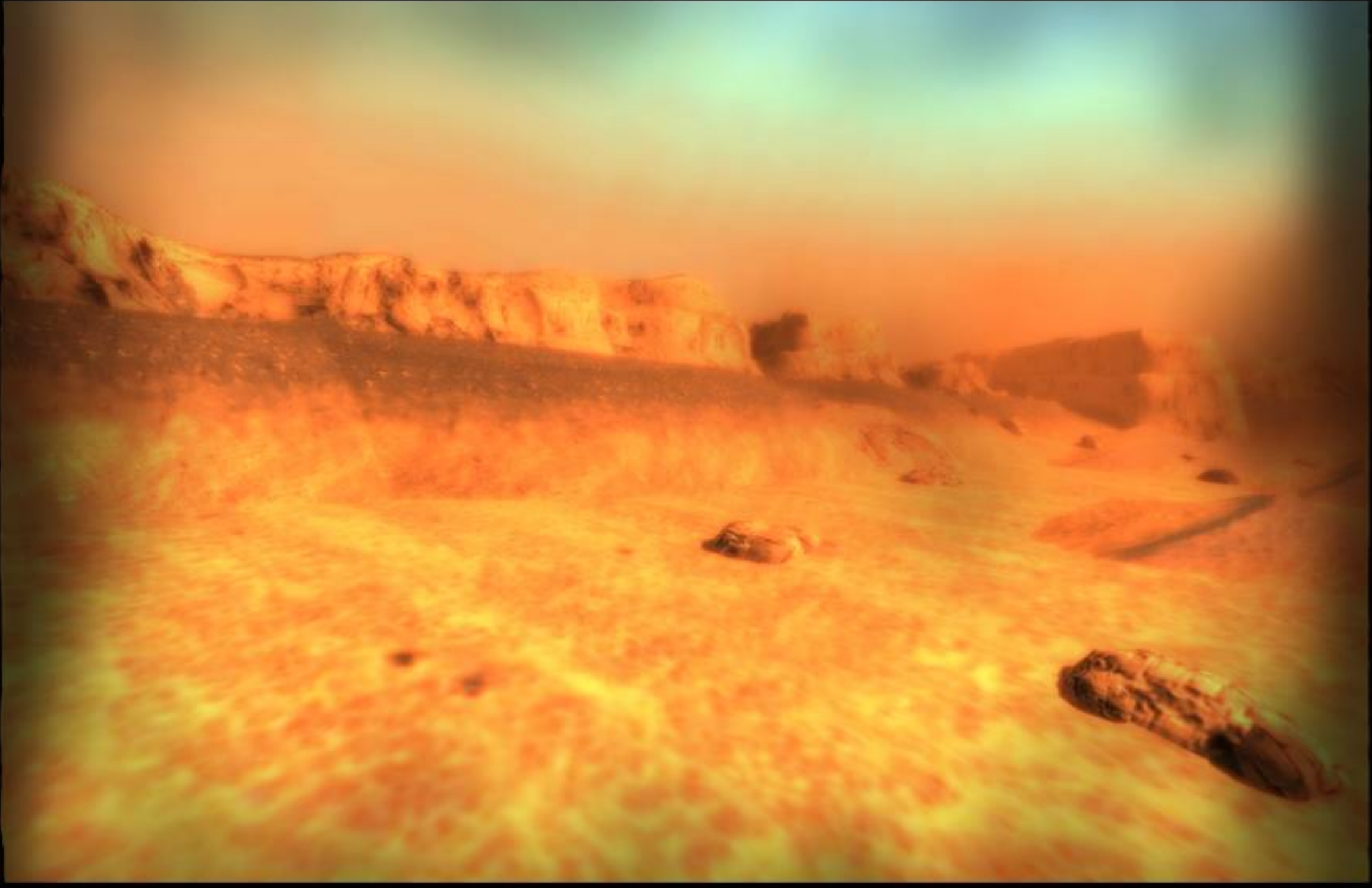
ΠΕ CITY



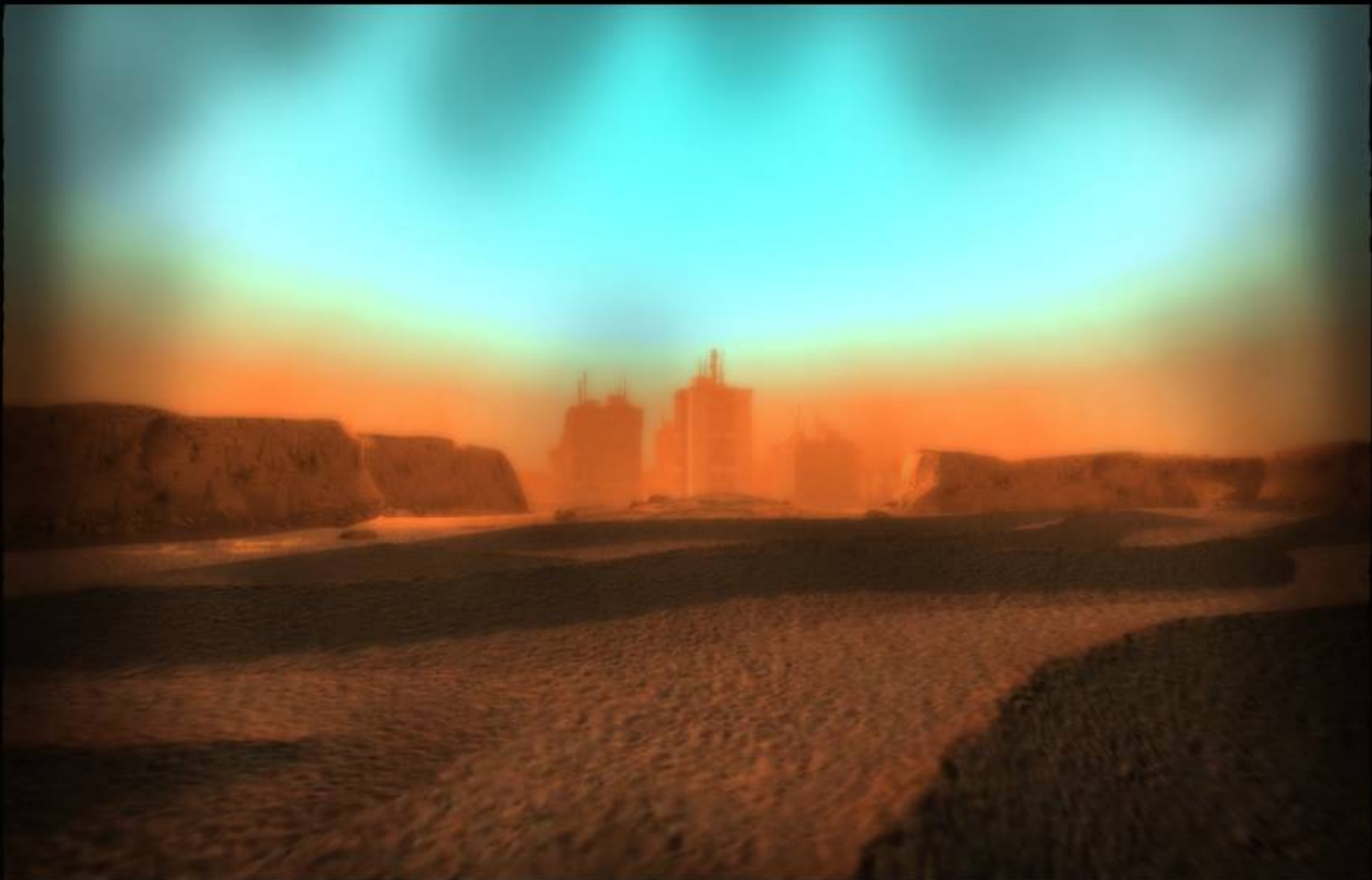
ΠΕ CITY



⊙ ΠΕ CITY



⊙ ΠΕ CITY



MARINE MISSION I

MMI GALAXY

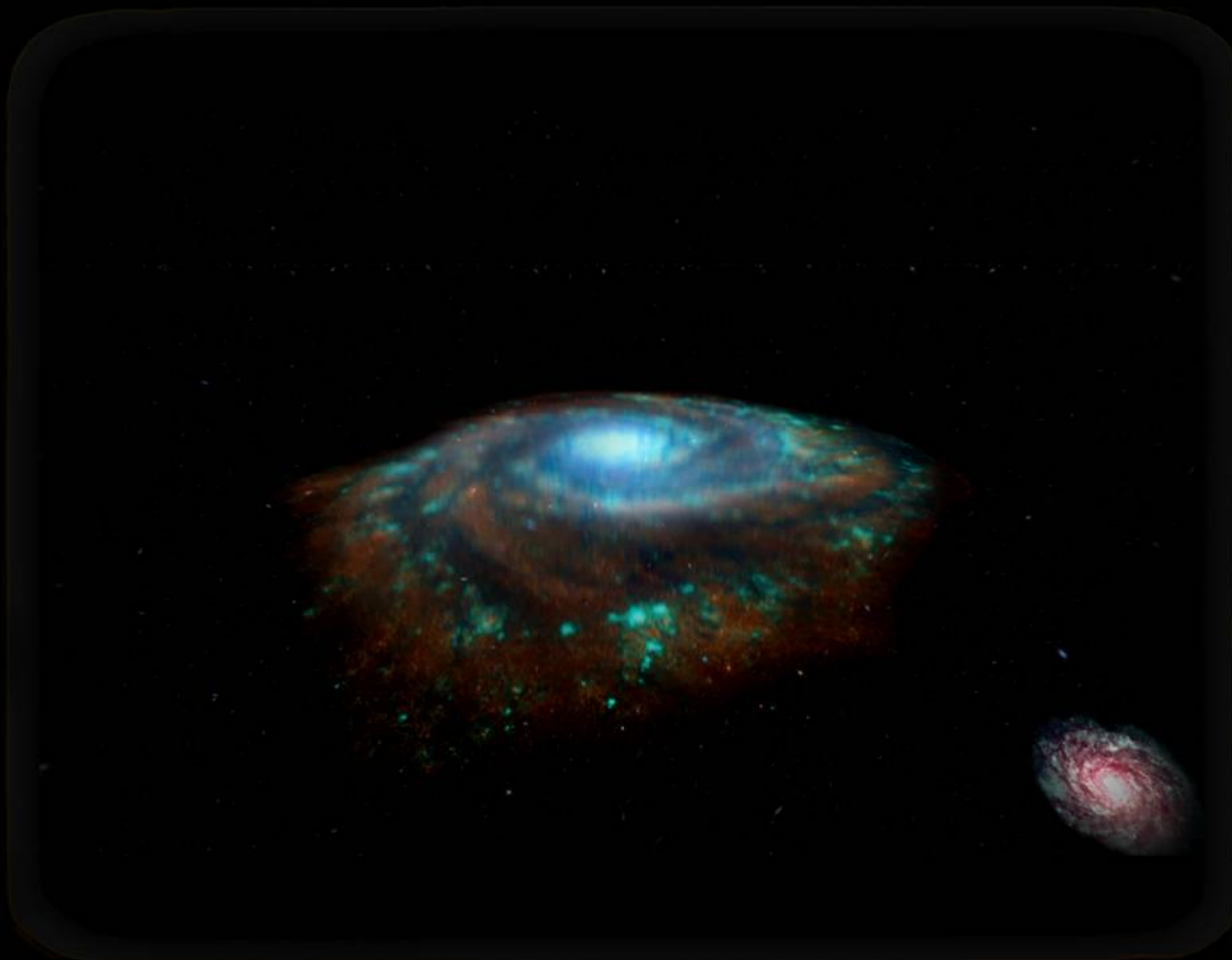
M:MI - Galaxy is the main map in another mod I am a part of - Marine: Mission I. The mod is a combat oriented, co-op multiplayer game where the players, who play as space marines, are pitted against hordes of a bug-like alien race.

This galaxy map is where the missions are selected, and where the progress and success rating of the campaign is listed.

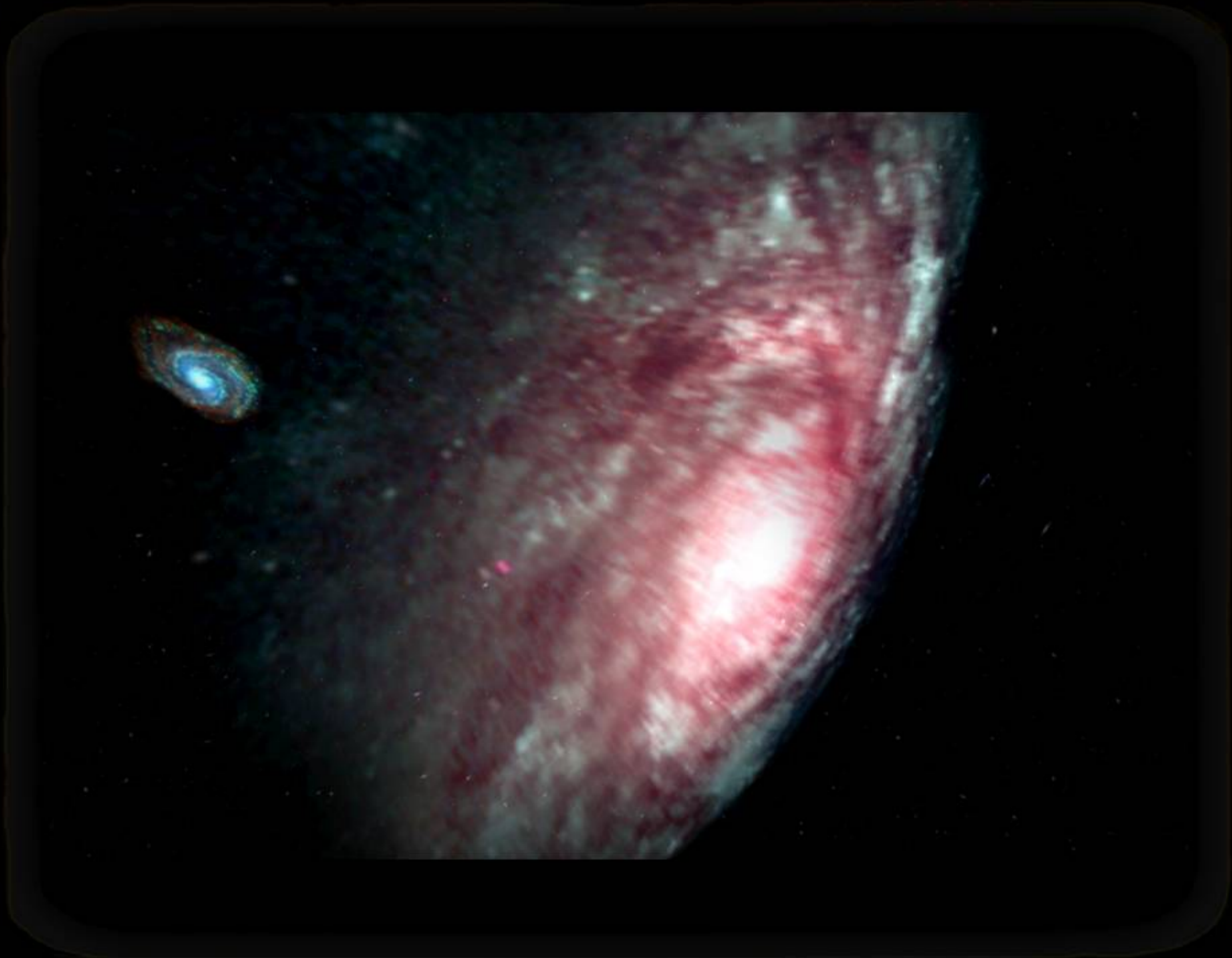
M:MI - GALAXY



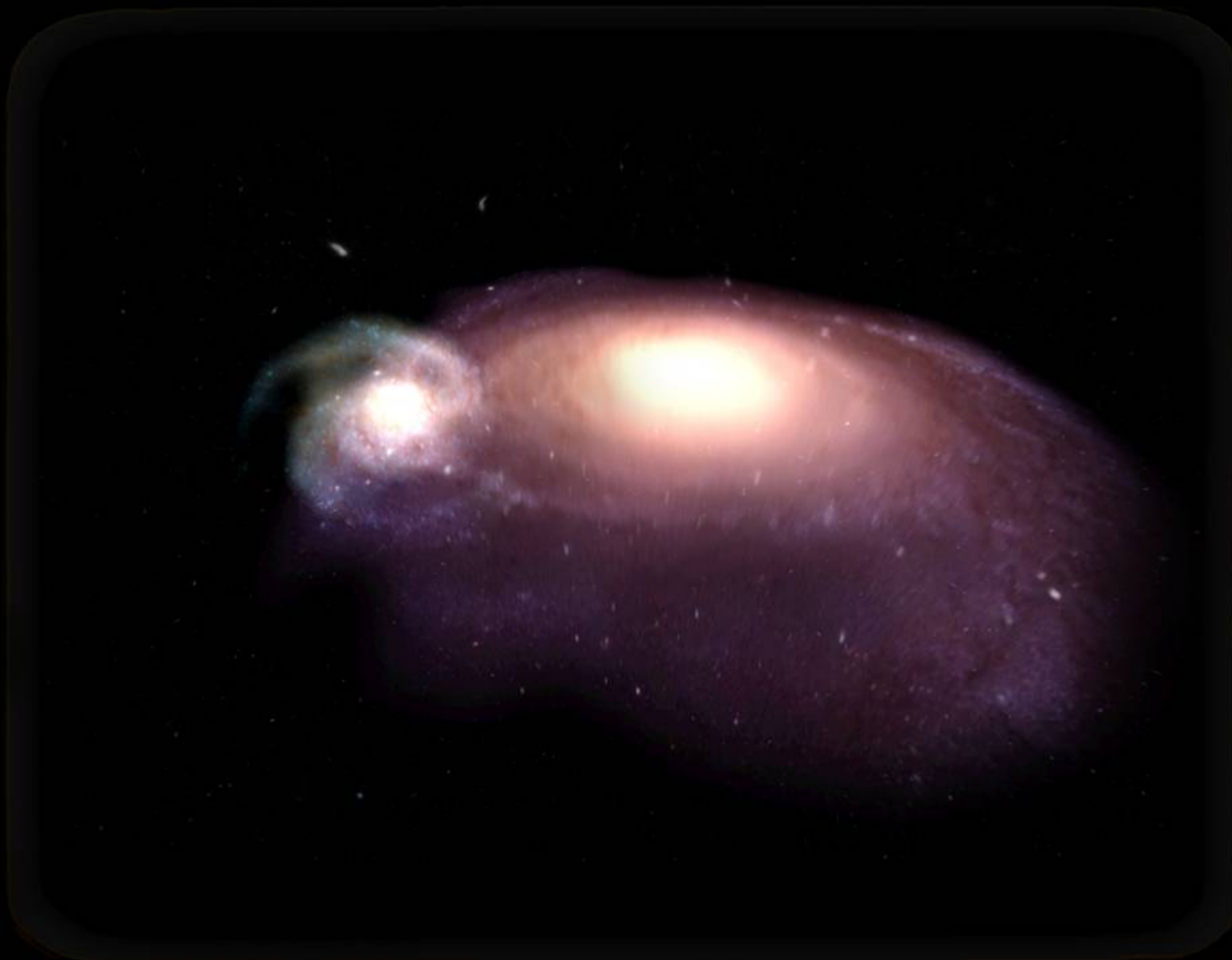
M:MI - GALAXY



M:MI - GALAXY



M:MI - GALAXY



MARINE MISSION I

CANYONS OF BALTARUS

Canyons of Baltarus is a map in another mod I am helping create - Marine: Mission I. The players cooperate in multiplayer co-op as they progress through a campaign driven by a central story. This mission in particular is set in the vast canyons of the planet Baltarus, which is inhabited by a bug-like alien race.

The large metallic base structure is where a human player controls AI units that assist the players in battle.

CANYONS OF BALTARUS

CANYONS OF BALTARUS

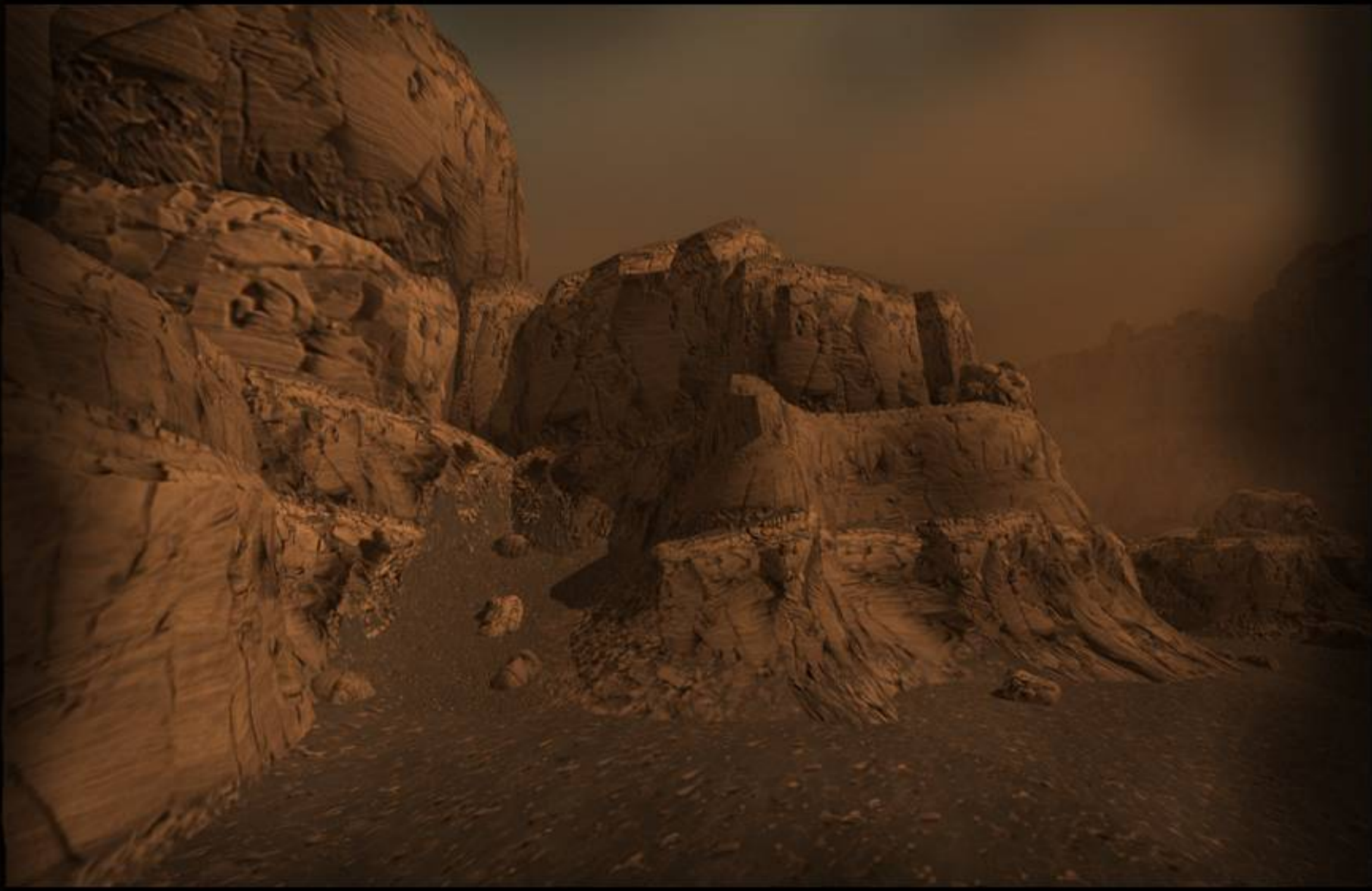


CANYONS OF BALTARUS

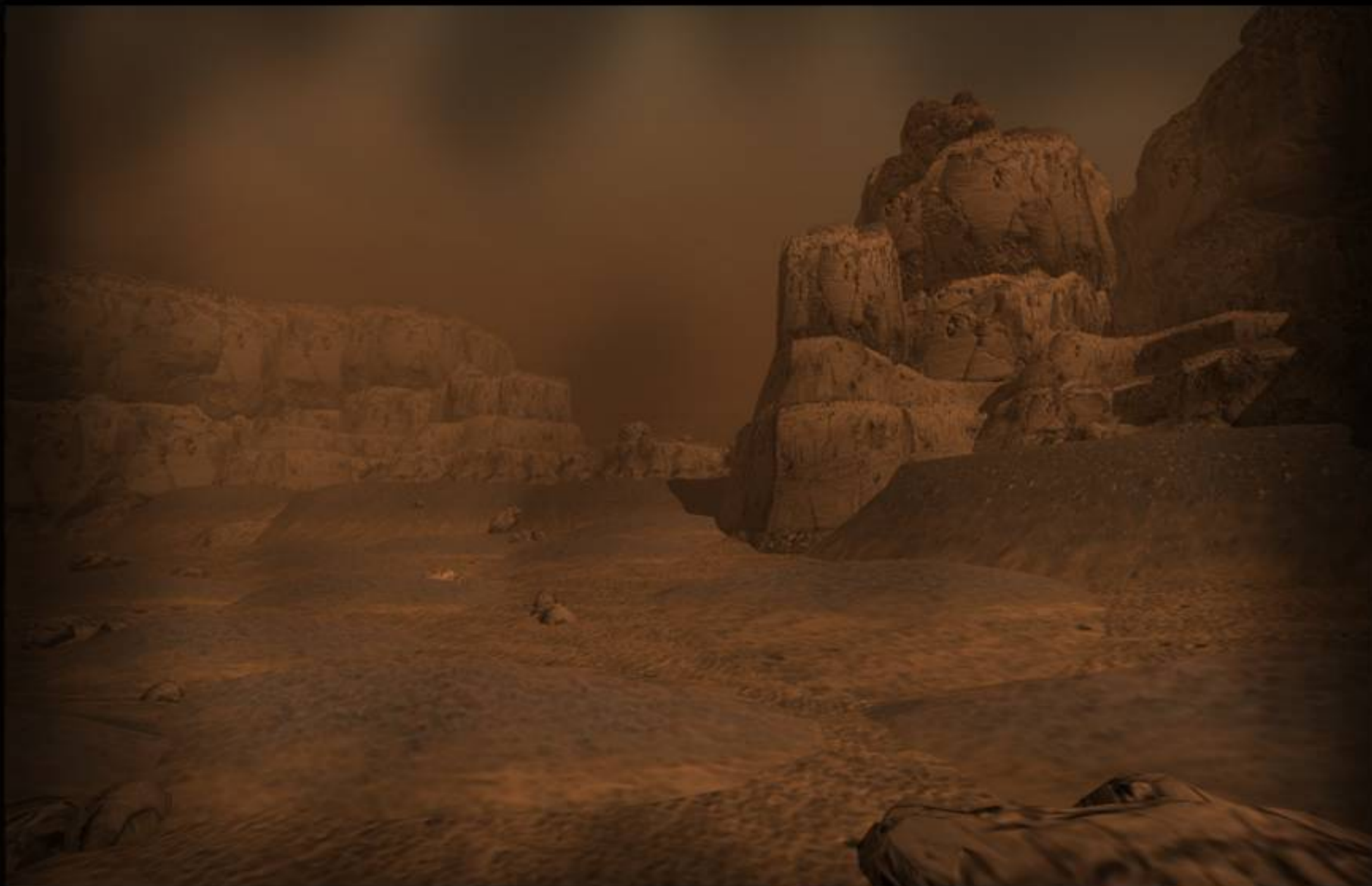
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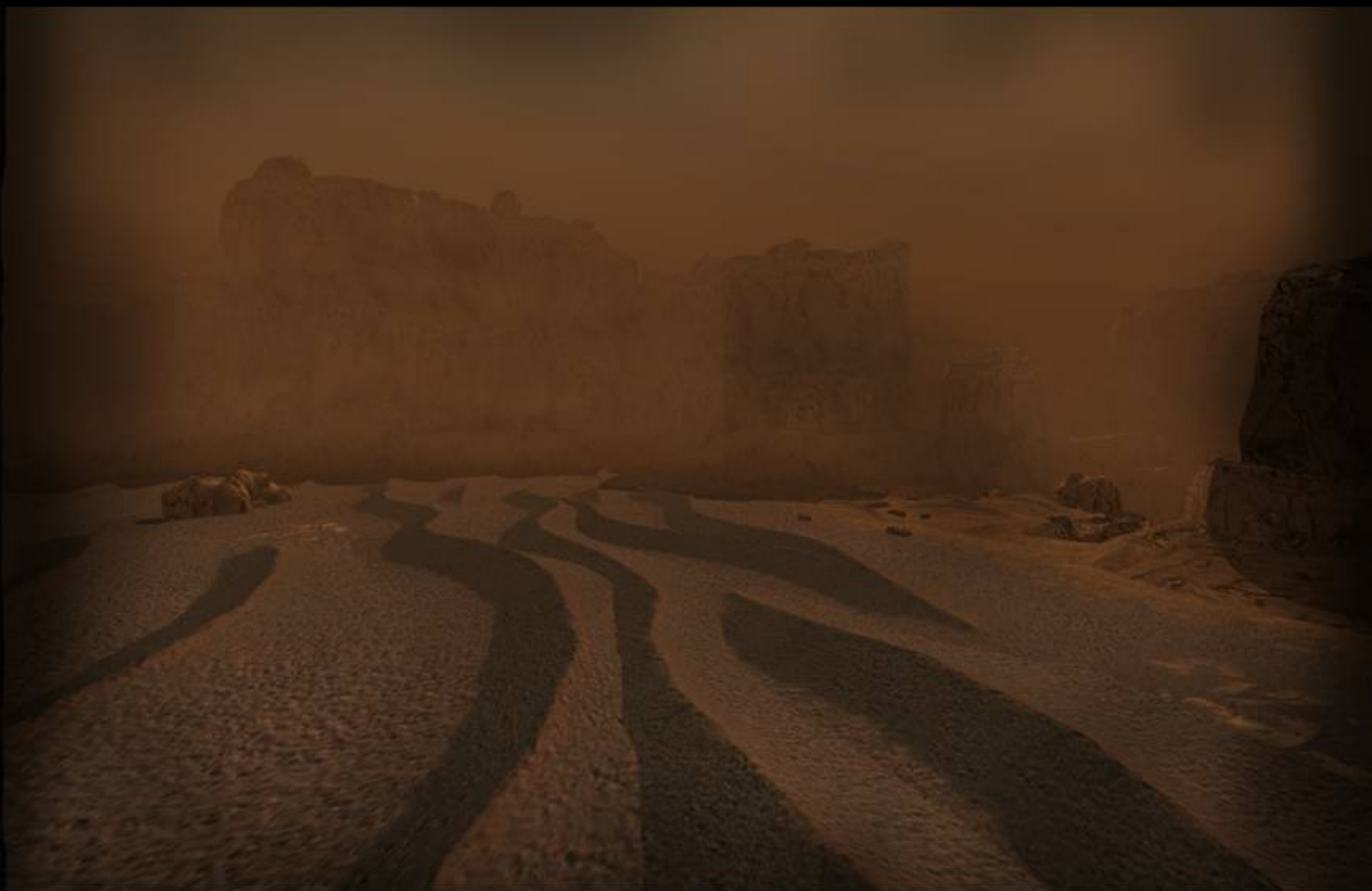
CANYONS OF BALTARIS



CANYONS OF BALTARIS



CANYONS OF BALTARIS



CANYONS OF BALTARIS



QUEST 3D ENGINE

KHAAK SECTOR

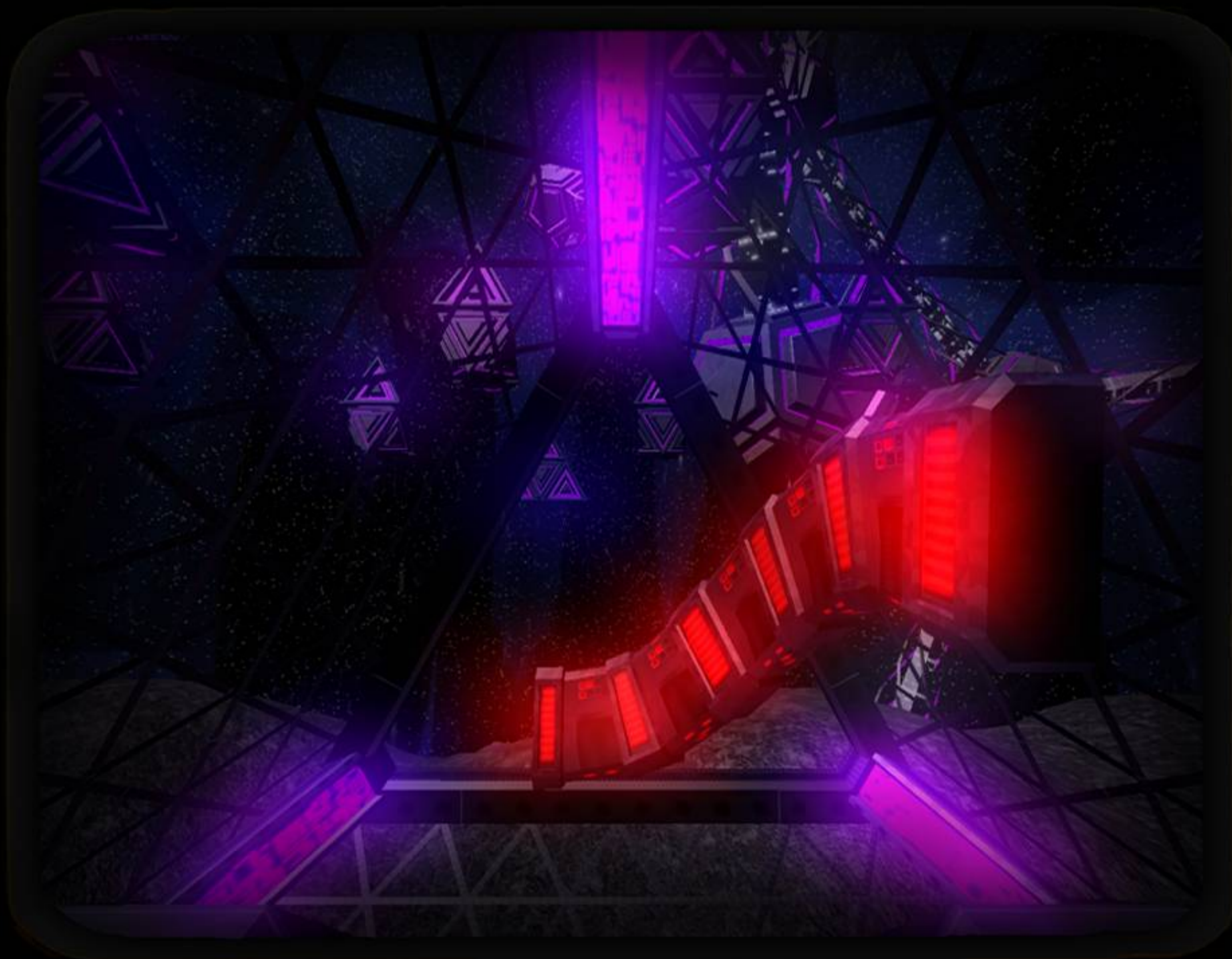
Khaak Sector is my initial attempt to create something in the Quest 3D game engine, which we would be using in University for two then-upcoming projects. As I was simply creating a test to play around in, I used models from the game *X2: The Threat*, and thus accredit those to the creators of said game, *EgoSoft*.

In this game you really are an observer, and can only move around in 2 of the 3 views, the third being a stationary cockpit view. The animations loop seamlessly, and make the area look constantly busy.

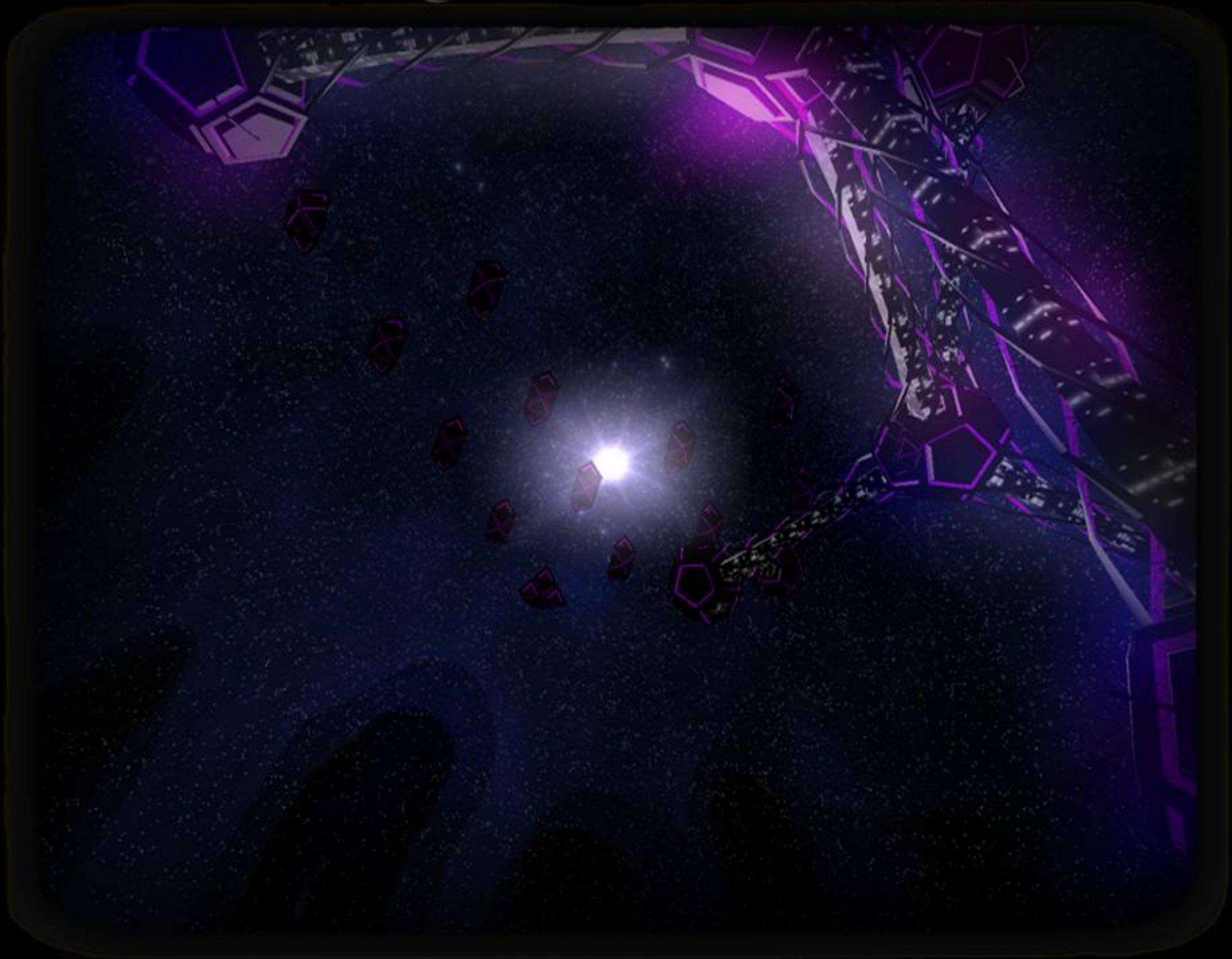
KHAAK SECTOR



KHAAK SECTOR



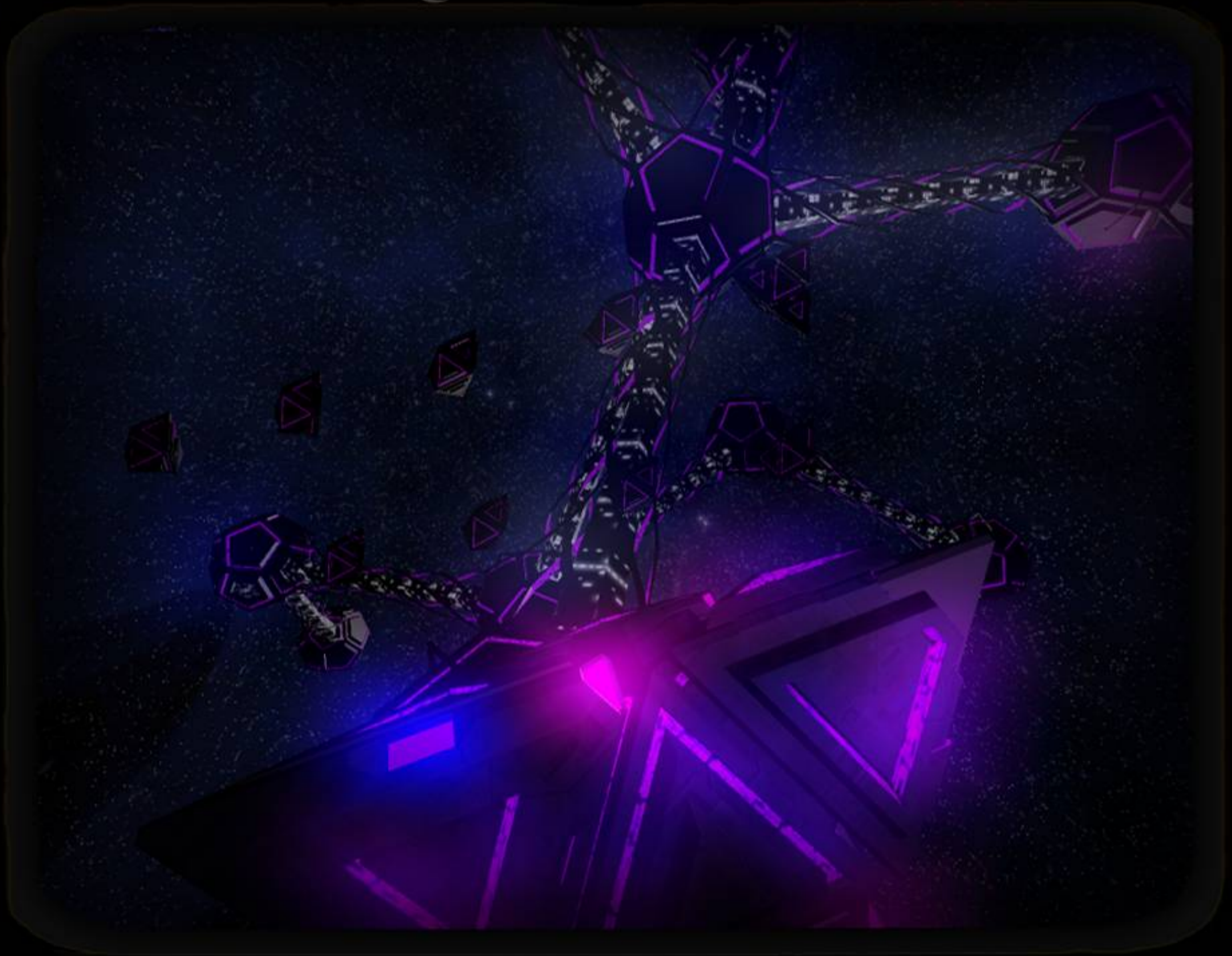
KHAAK SECTOR



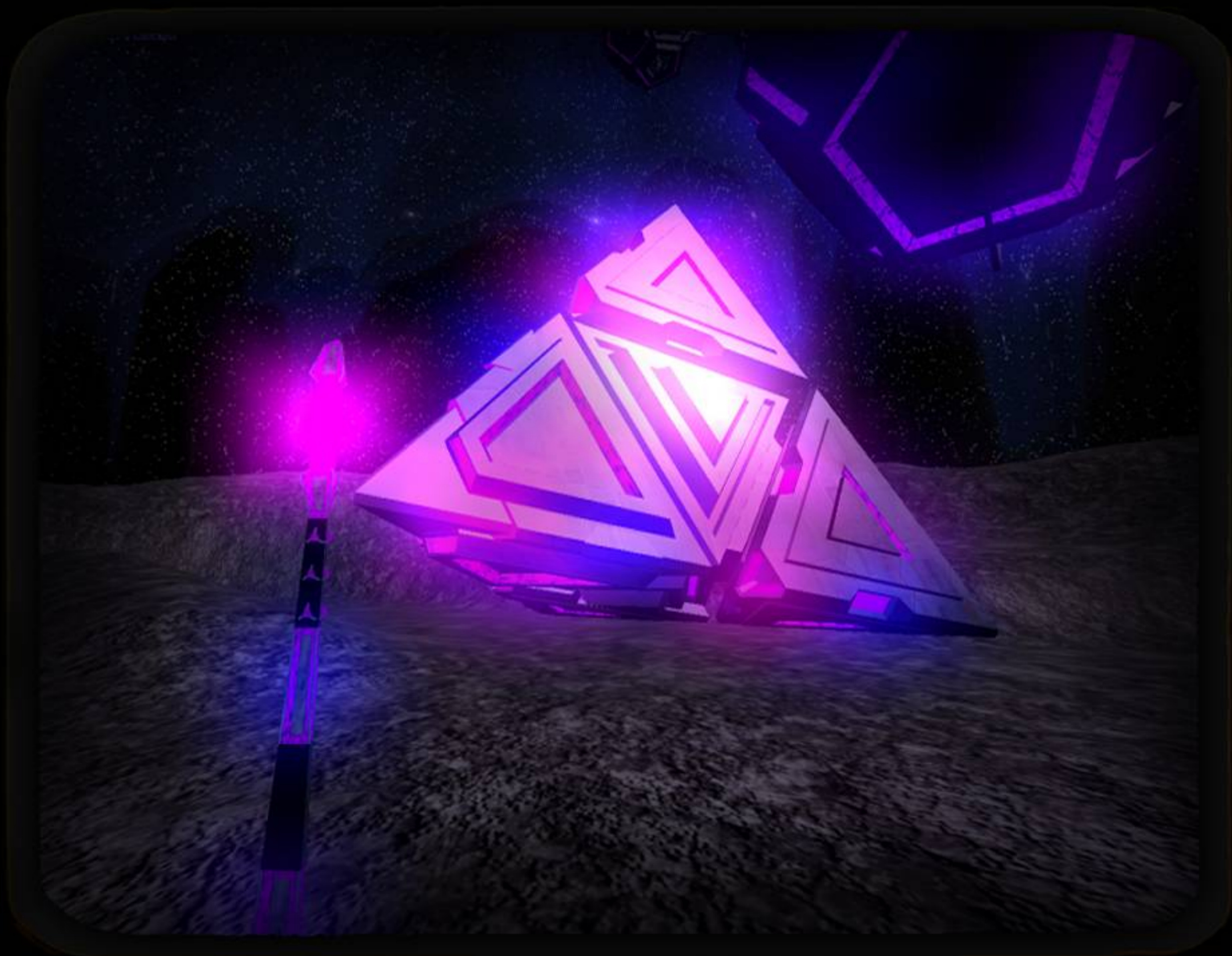
KHAAK SECTOR



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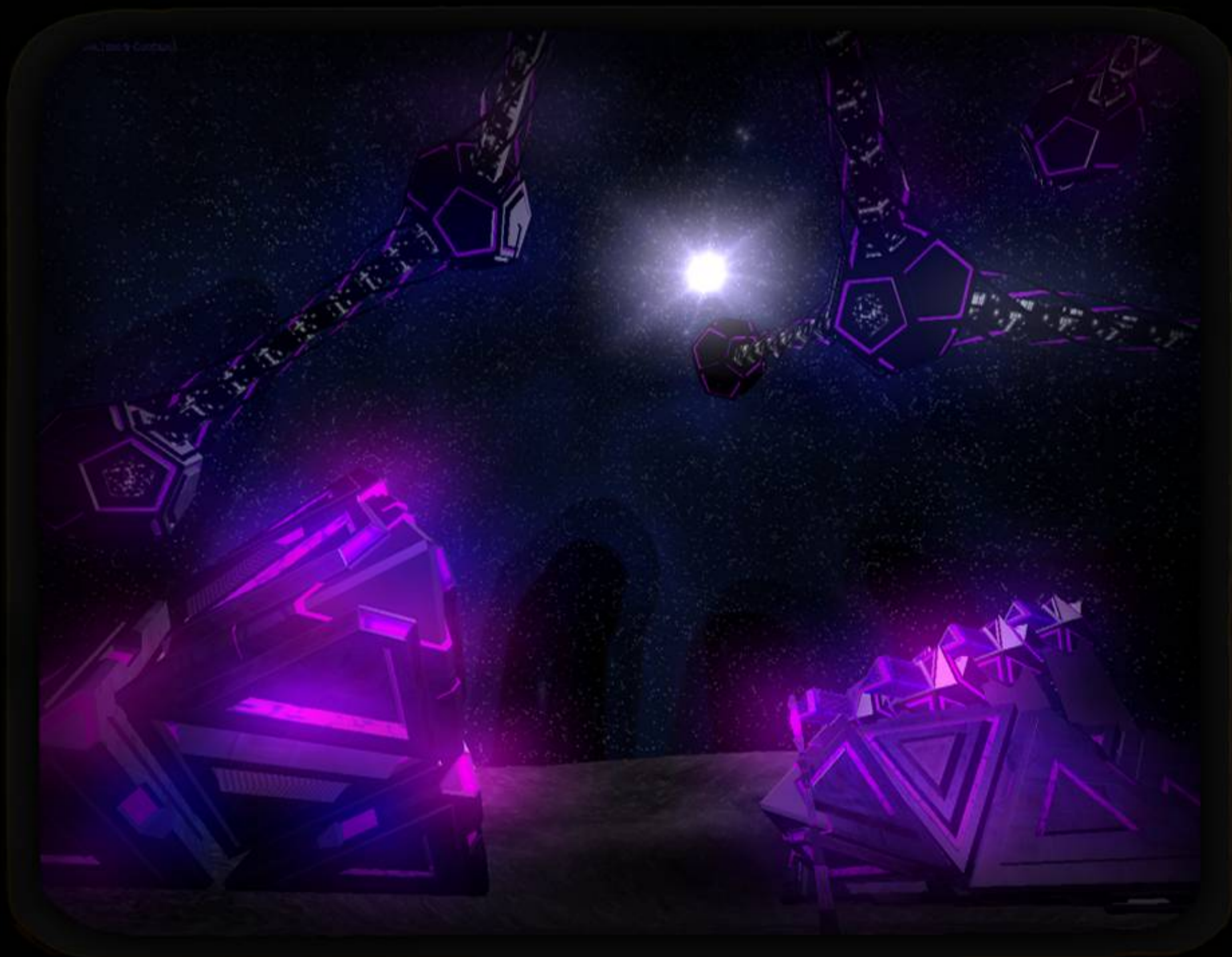
KHAAK SECTOR



KHAAK SECTOR



KHAAK SECTOR



QUEST 3D ENGINE

THE STATION

The Station is a space flight game, where you fly a craft through an alien station's maze-like interior, reaching the generator within. This was a University project where the theme was to create a maze in the Quest 3D game engine.

Apart from the normal space flight speed, there is also the warp drive, which accelerates the craft to high speed. In the station itself, there are security monitors constantly blurting about a security breach (the player's ship), and countless corridors which turn in all sorts of directions.

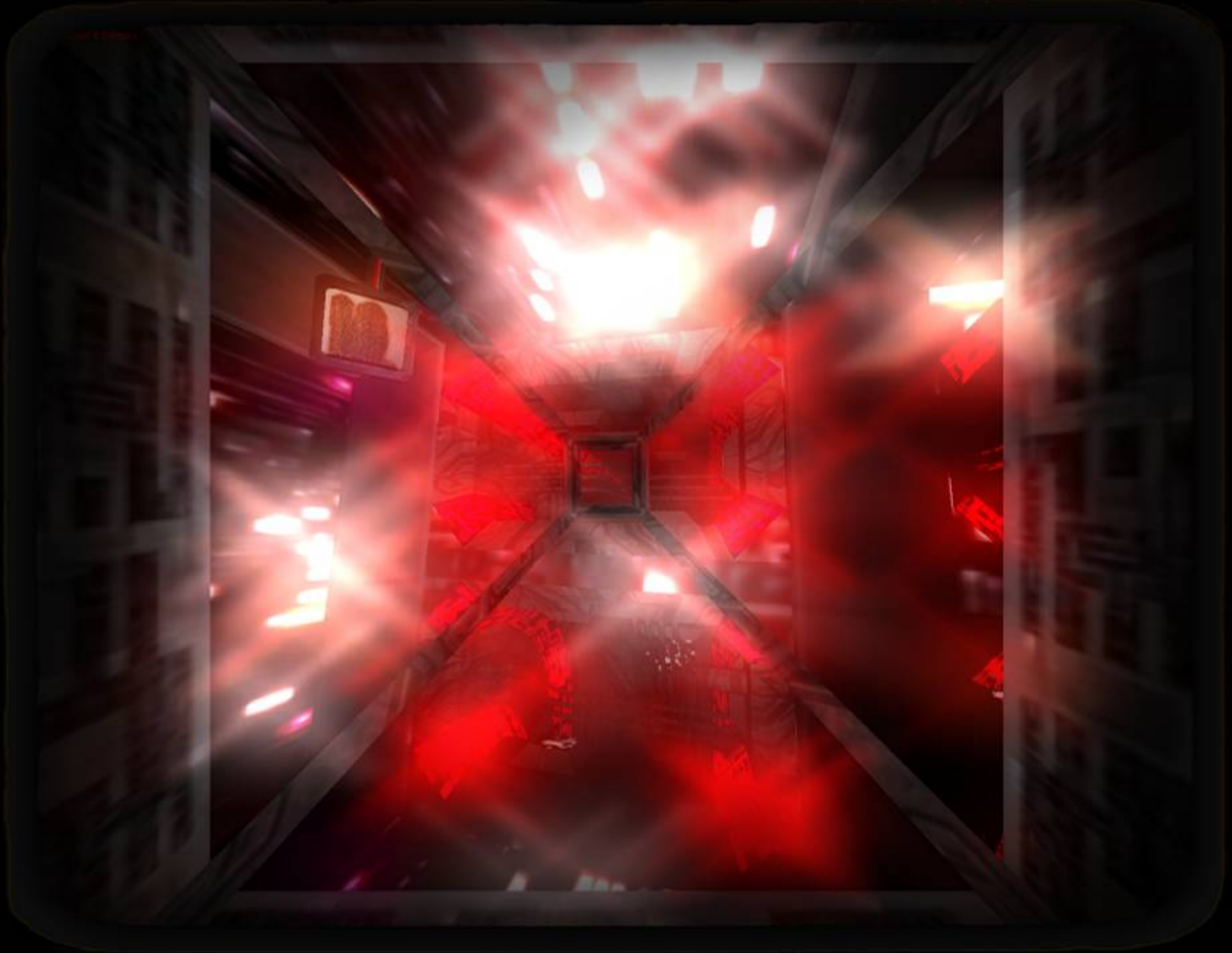
THE STATION



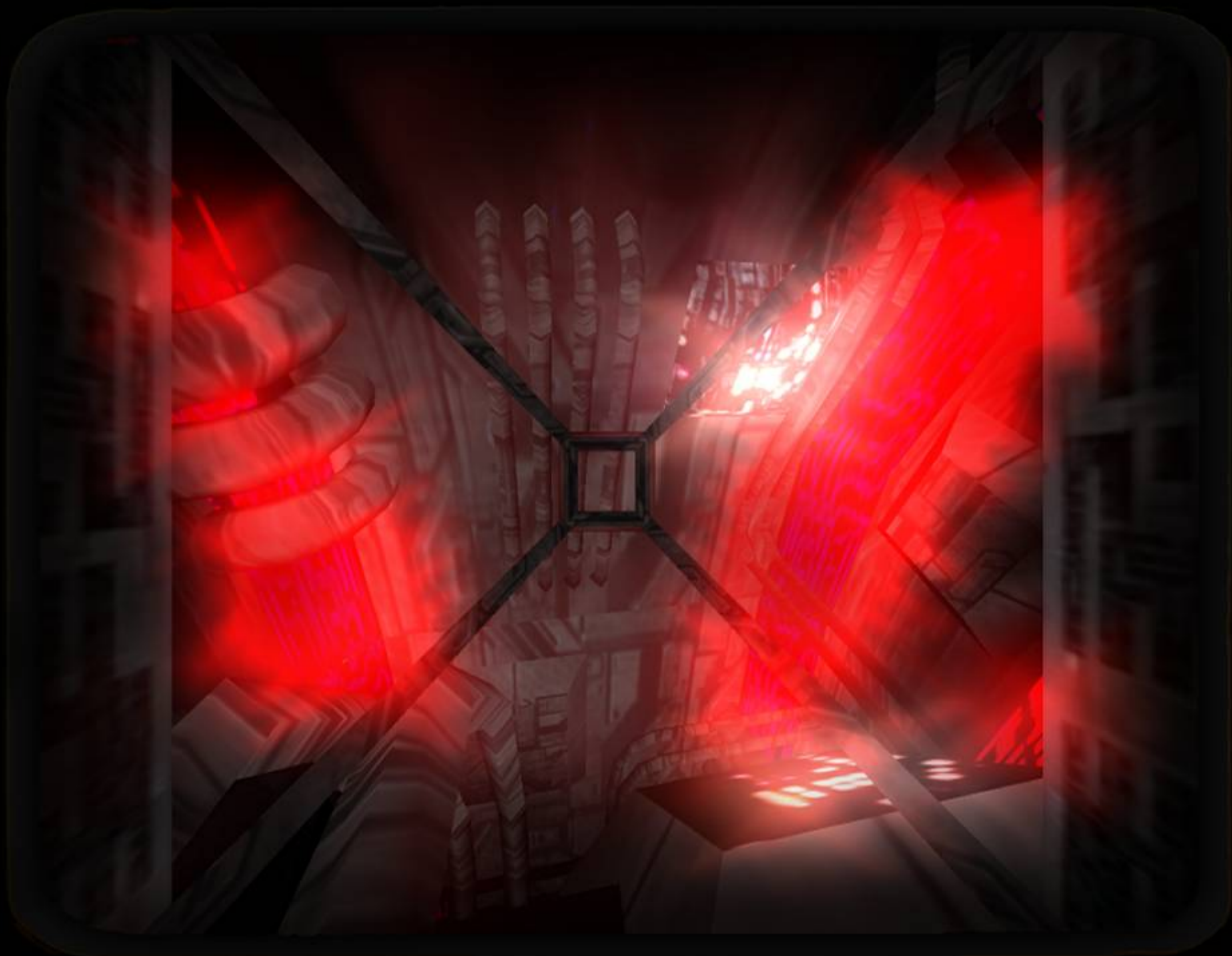
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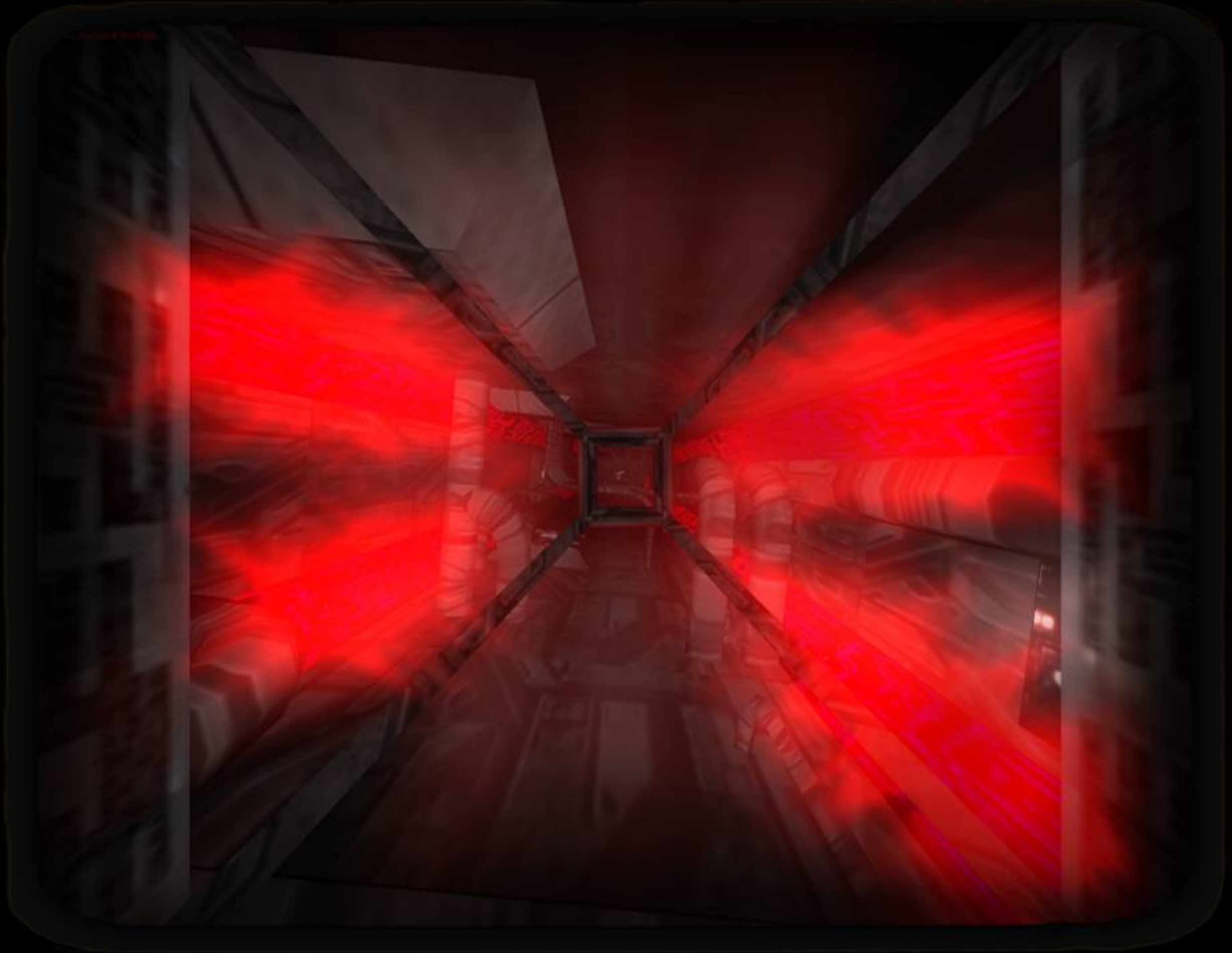
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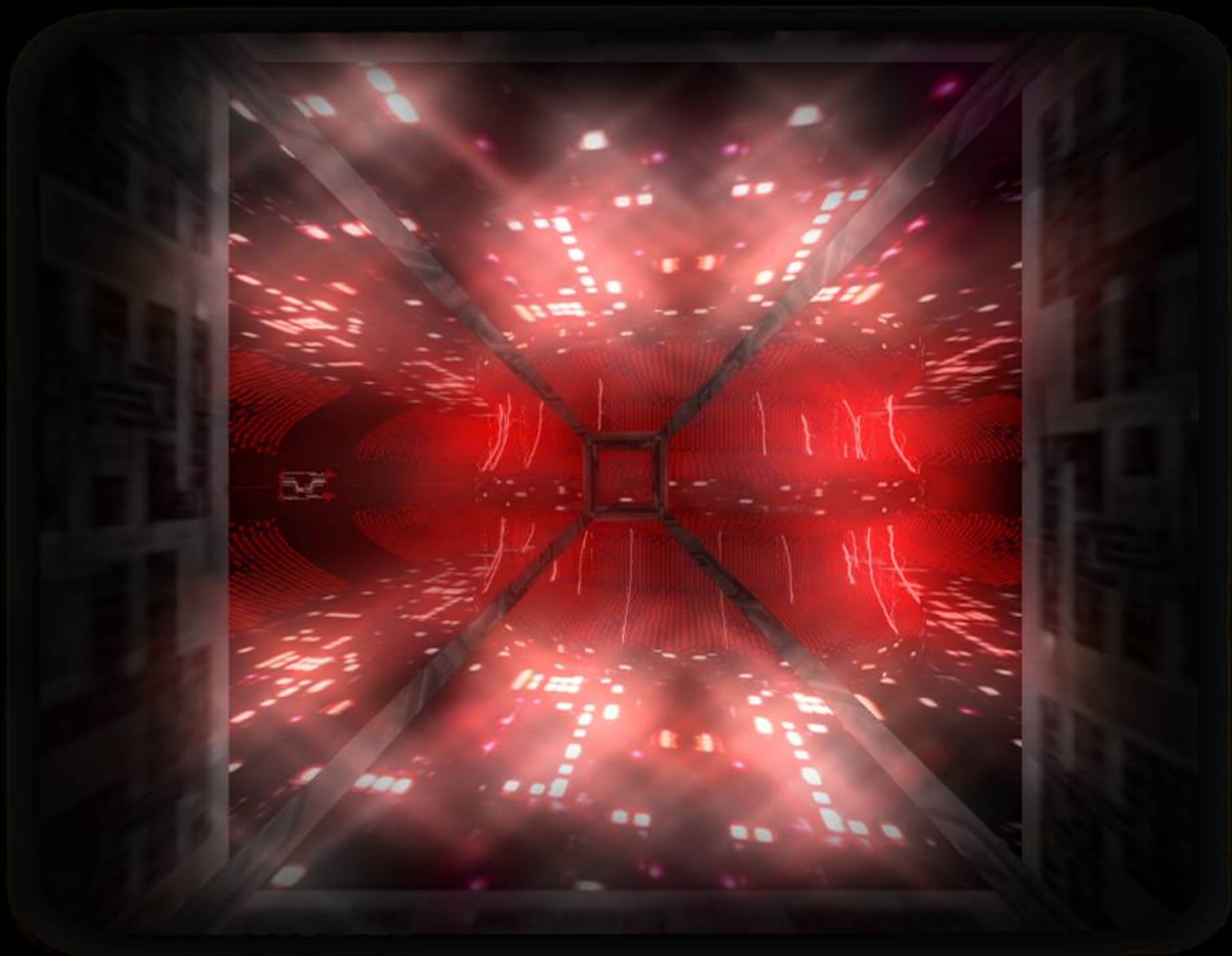
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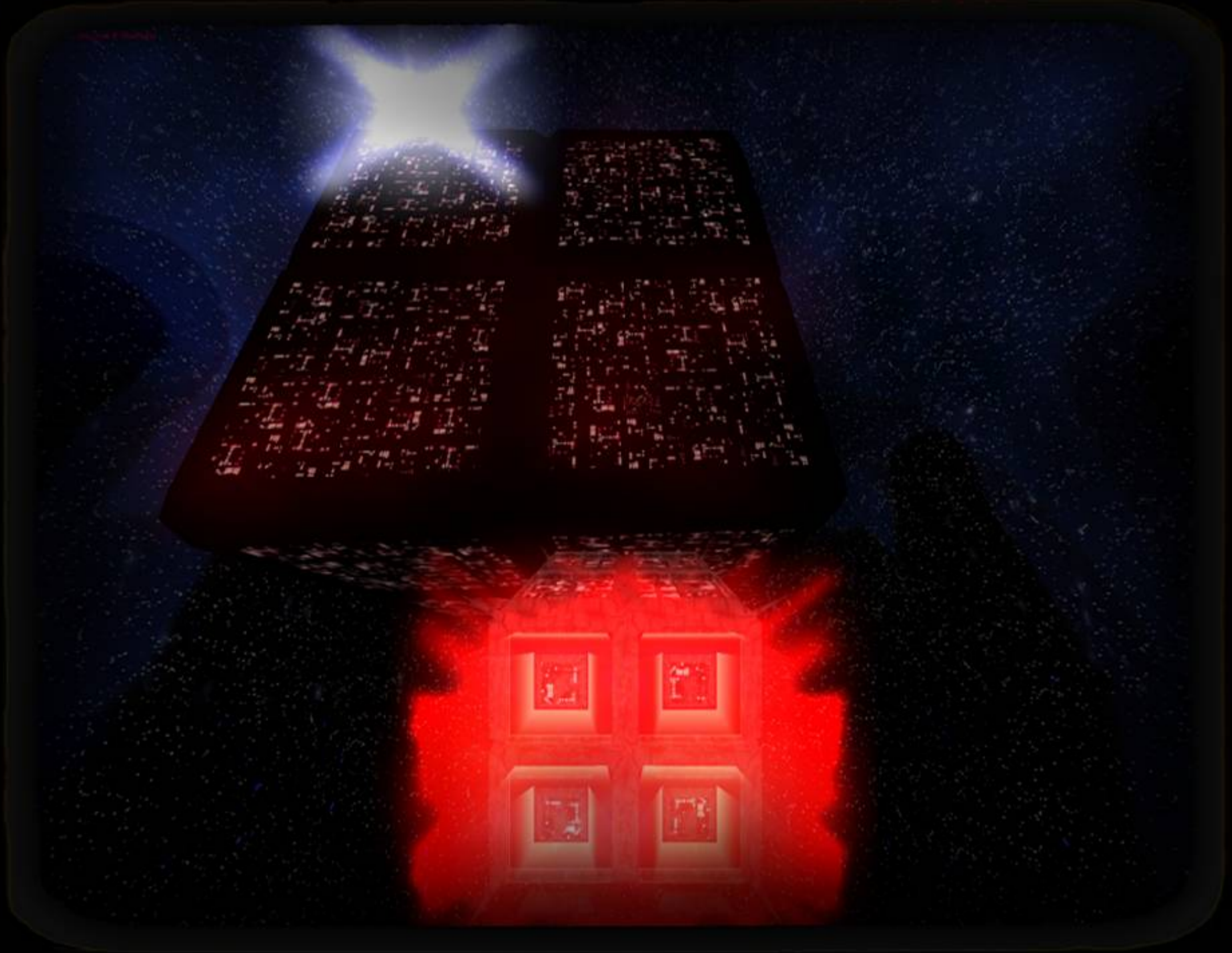
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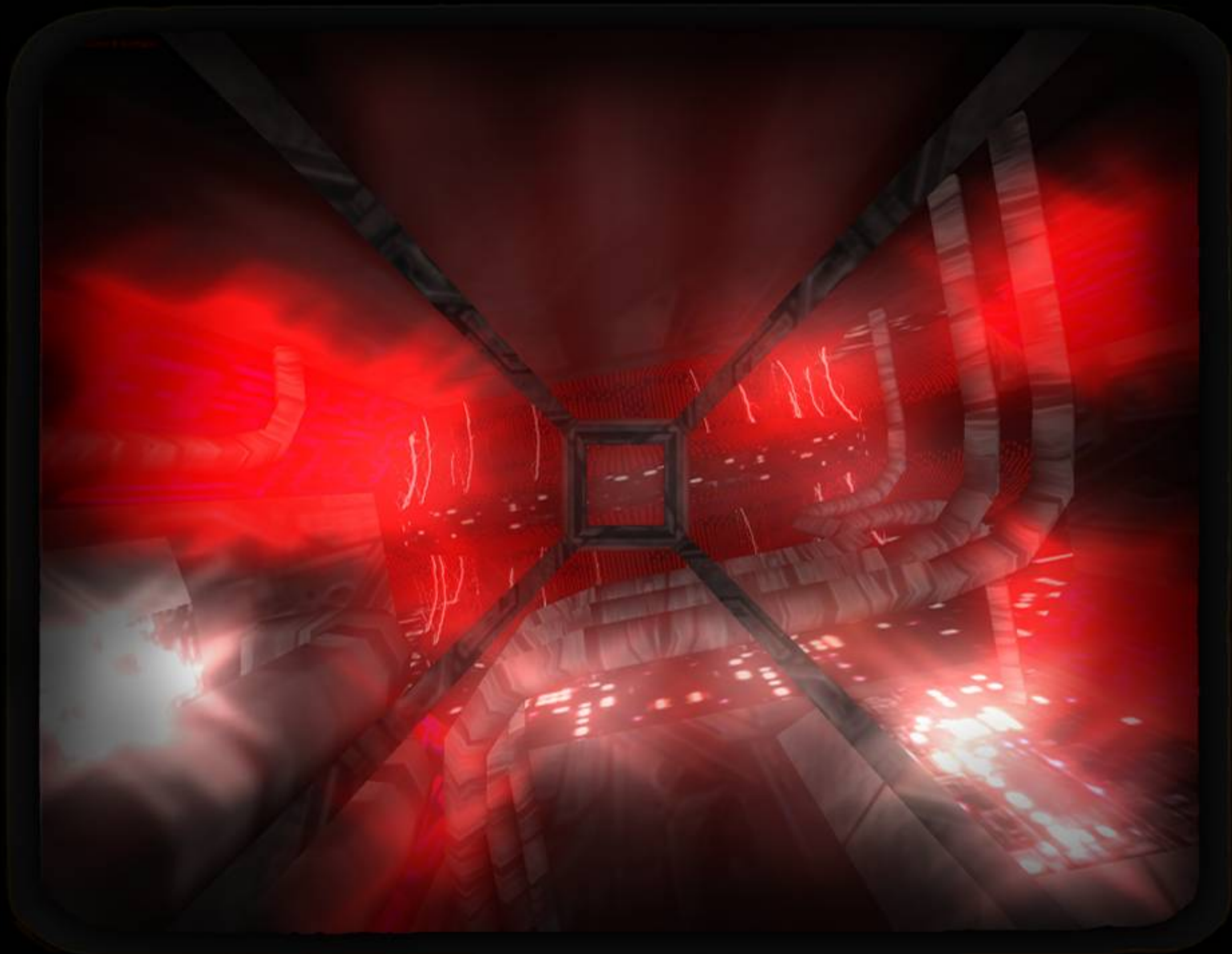
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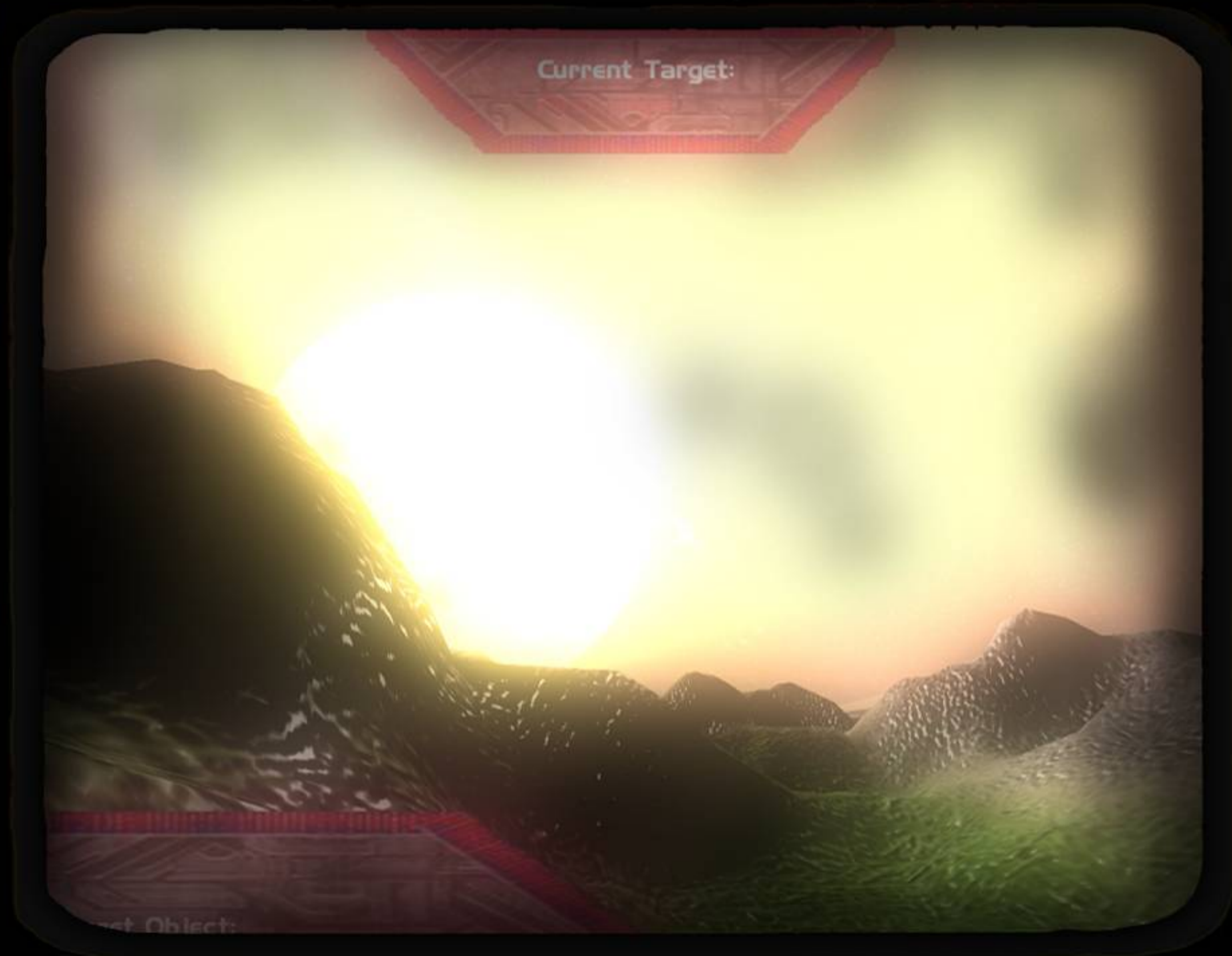
QUEST 3D ENGINE

CLOUDBREAK SECTOR

Cloudbreak Sector is a small solar system simulation created in the Quest 3D game engine. As part of a University project, we were told to create a small game using Quest 3D, with the word "Cloudbreak" as a theme.

There are several planets in orbit around a central star - "Golden Saint" and you can view each by pressing ENTER and typing in the planet's name. When in the typing mode, the planet names are displayed above each planet or moon. The view then moves to the planet.

CLOUDBREAK SECTOR



CLOUDBREAK SECTOR



CLOUDBREAK SECTOR



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