



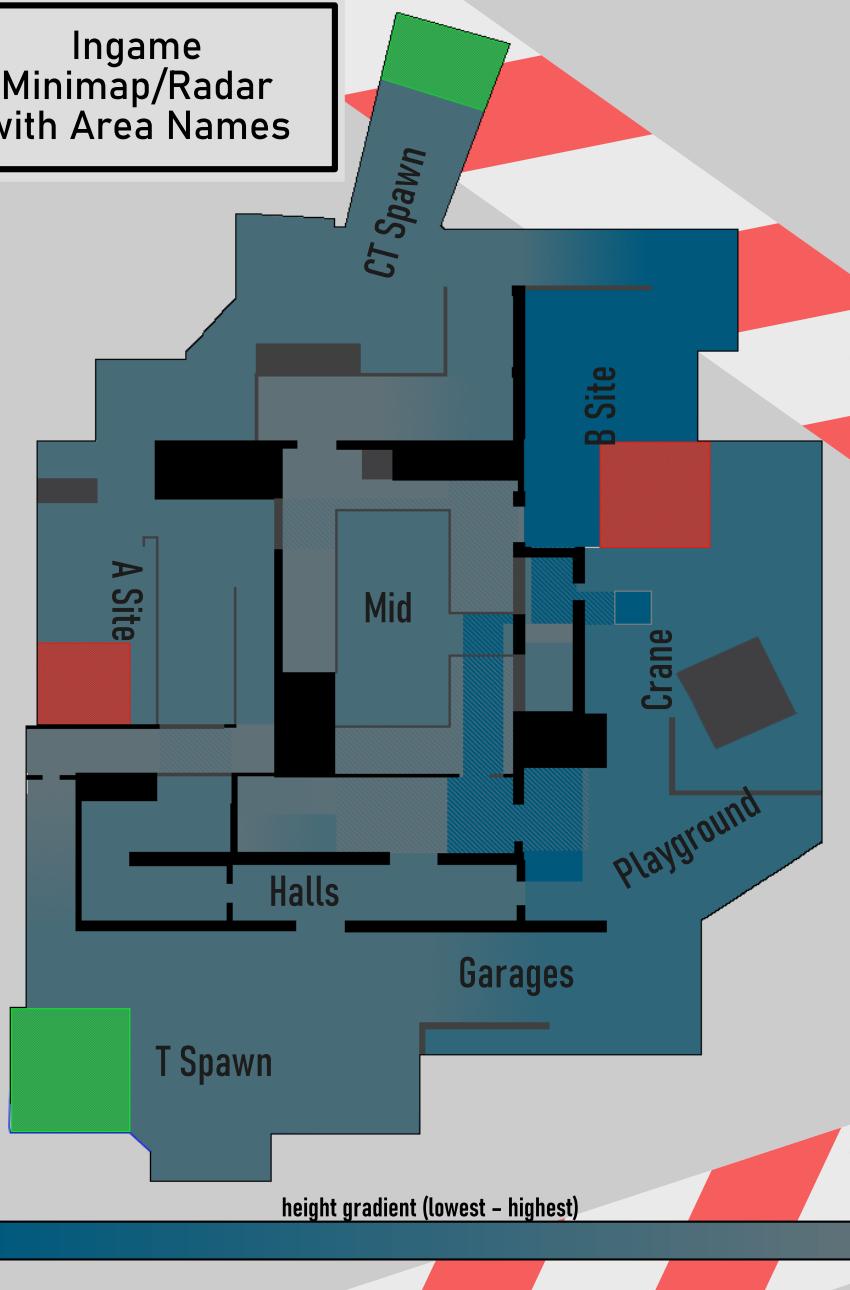
de_clined

by
Fabienne Lindenberger



overview

Ingame
Minimap/Radar
with Area Names



de_clined is a Counter-Strike 2 map designed for competitive, 5 vs. 5 gameplay in the bomb defusal mode. The blockout was originally created by me in 2021 and sporadically worked on until 2024, when I decided to pick up focused work on it as a university project to cultivate my skills in level design and environment art.

The map is created using Valve's Hammer 5 editor for the CS2 branch of the Source 2 engine and utilizes models and textures included with the game. Limited additional assets were created using GIMP and Paint.NET.

Links

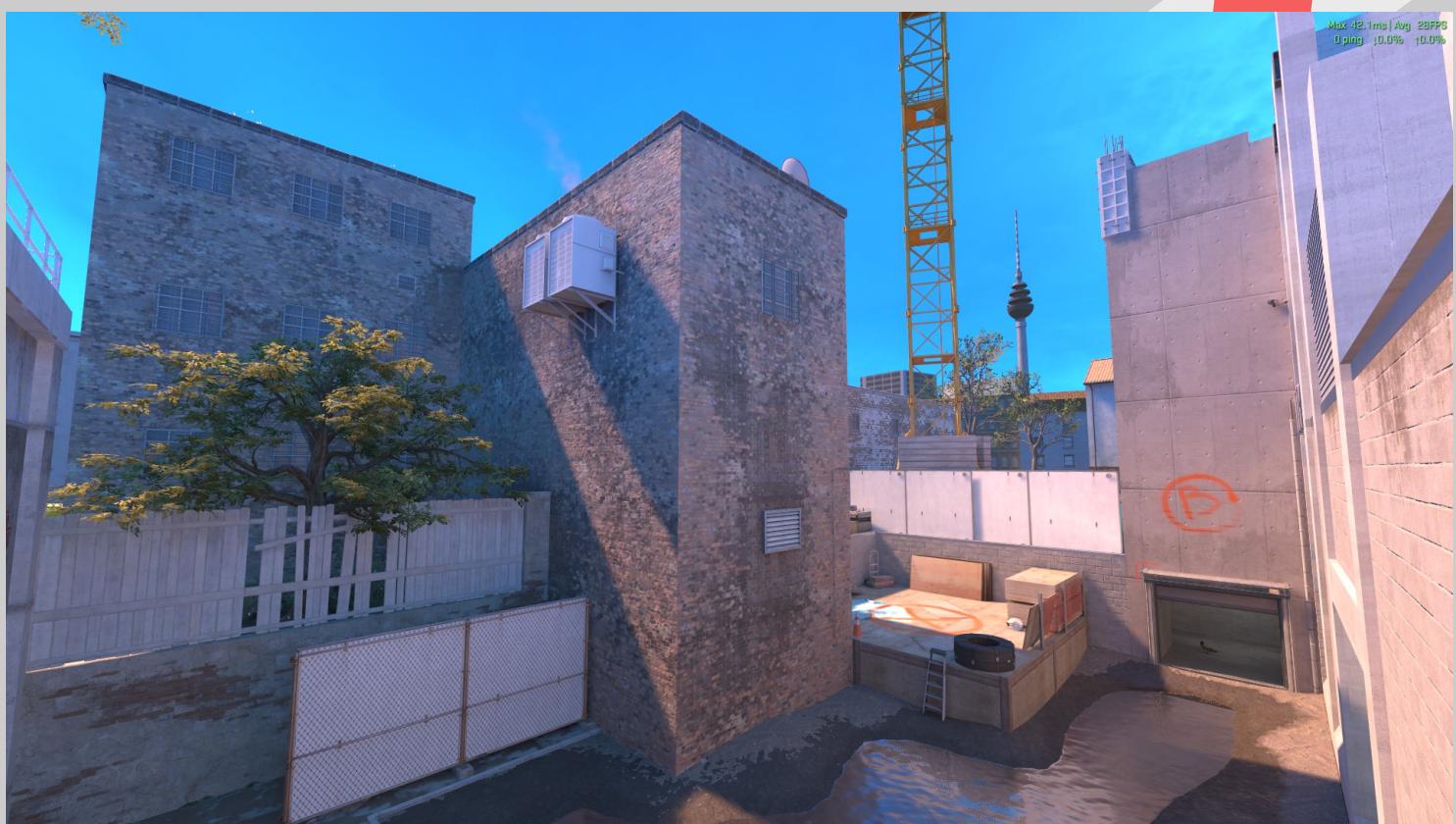


Steam Workshop
<https://steamcommunity.com/sharedfiles/filedetails/?id=3277131812>

Final Sprint Timelapse
<https://youtu.be/KAHKVu1SONM>

Showcase Video
<https://youtu.be/YyAcrqit1Hk>

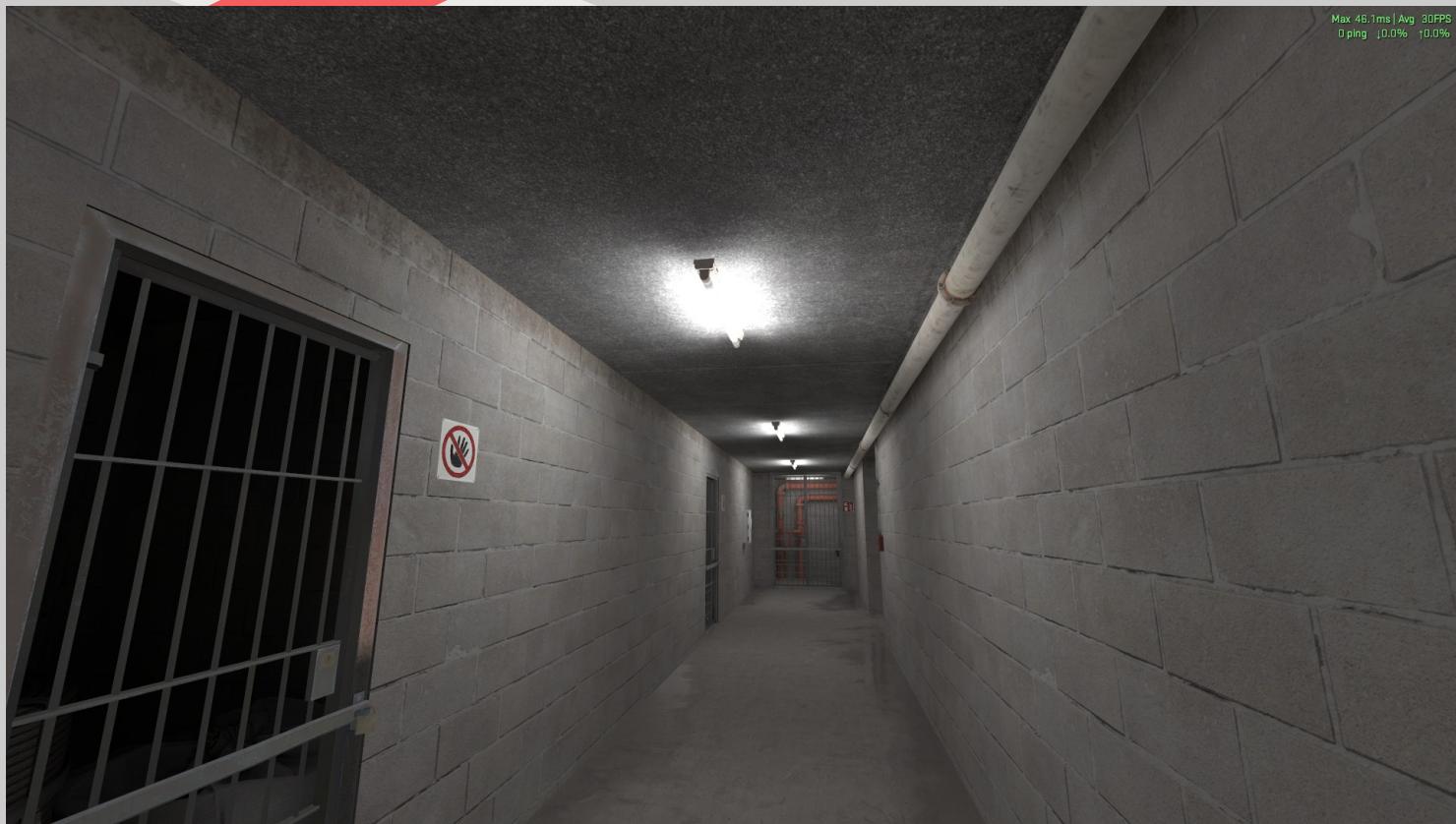
B Site



B Site



B Tunnel



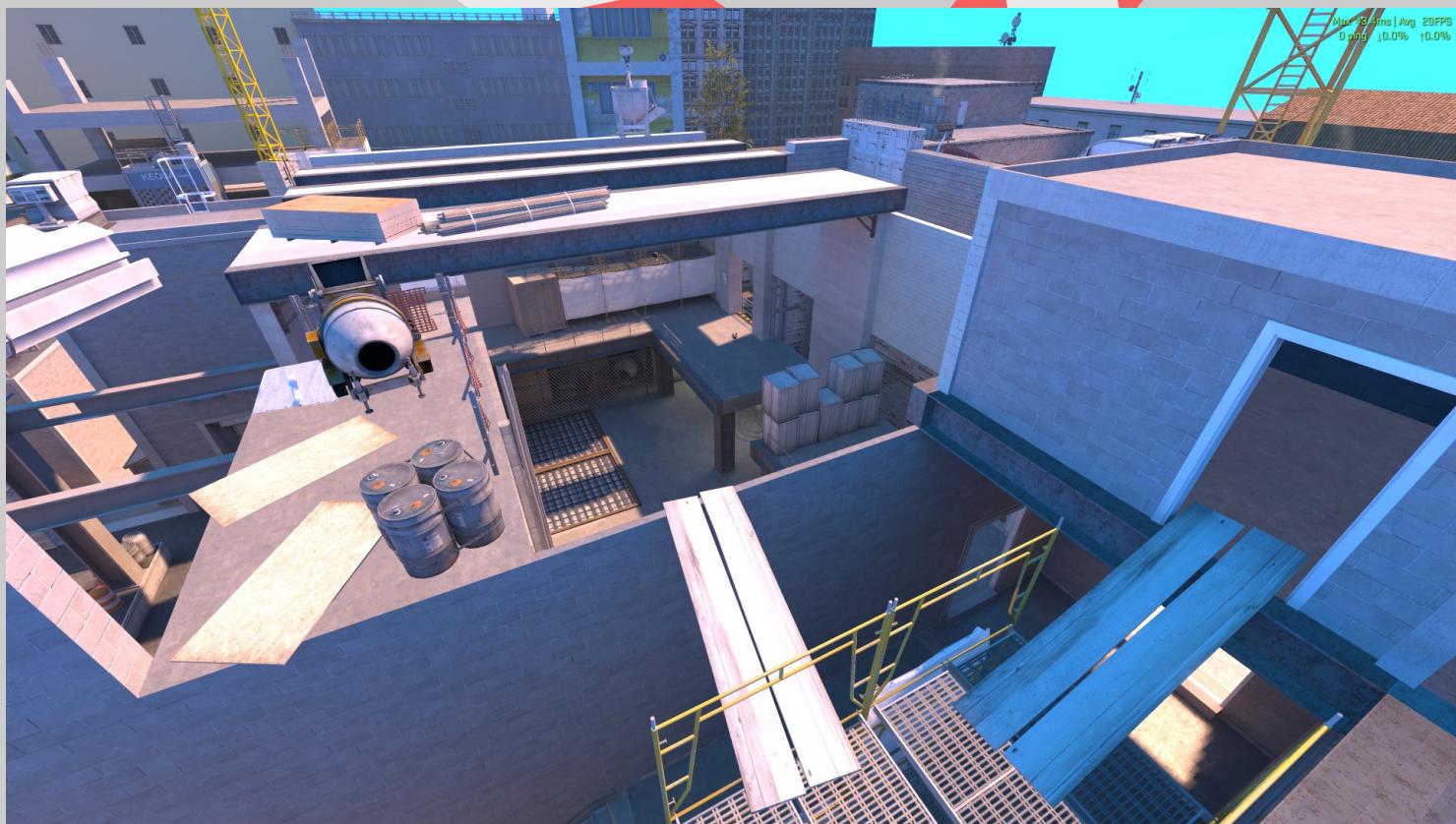
CT Spawn



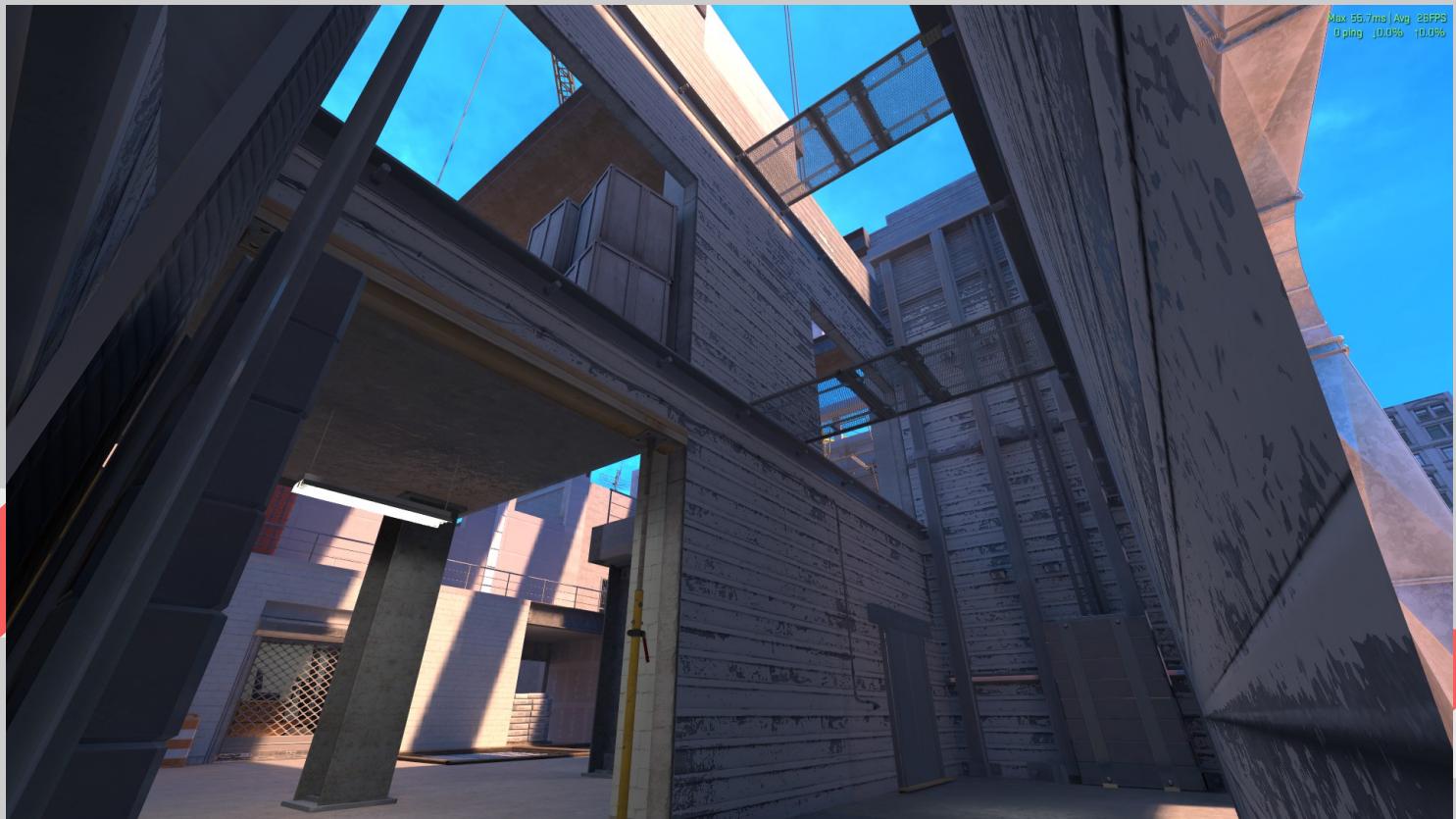
Playground/Crane



Middle



Middle



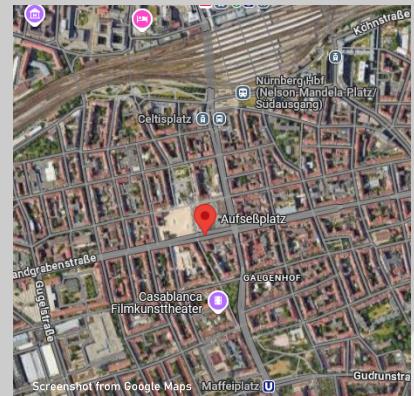
A Site



inspirations



Photo by Reinhard Schmolz, sourced from <https://www.nn.de/nuernberg/der-aufsessplatz-in-nuernberg-droht-zu-uberhitzen-die-stadt-plant-eine-feuchte-abkuhlung-113584162>



real world inspiration

The main real world inspiration for de_clined was the city of Nuremberg, Germany, where I grew up. Especially the downtown area at Aufsessplatz, with its large open space, surrounded by tall buildings influenced the visual design of the map.

inspirations



in game inspiration

Heavy inspiration was also drawn from the maps `de_overpass` and `de_vertigo`. The visuals of `Overpass` mostly influenced the design of the streets surrounding the playable space, while `Vertigo` was a big inspiration for the play area.

future

While there is no concrete plan of major visual changes of the map any time soon, a hypothetical version 2 would focus on including custom models instead of relying solely on the assets included within CS2.

Additional playtests for the map are scheduled to streamline and improve the gameplay further.

