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Conan exiles blueprint maker

Conan exiles base blueprint. Conan exiles blueprints. Conan exiles best damage build.

Given article text here Wildlife populations in the game should be spread out across the map to create a base level of immersion and wildlife presence. The AI setup for wildlife is specialized and performs better than NPCs with combat capabilities. Level-bounds for PREY wildlife should ideally not extend beyond a single heightmap, while clustered enemies like crocodiles and rocknoses should have their own levels and bounds to allow for smoother streaming. Streaming Distance Levels are used to determine when a level starts loading in on the server and client. The default streaming distance is 50,000 units (500 meters), but this can be set higher or lower depending on the specific game world. Heightmaps with large streaming distances can load actors from other levels into memory, which can lead to poor memory profiles if not managed correctly. On Siptah, for example, each heightmap has a streaming distance of 100,000 units (1 km), but this is measured from the edge of the heightmap to the player, not directly. As a result, heightmaps that are far away from the player may still be loaded due to their invisible streaming distance borders. To optimize streaming distances, it's best practice to avoid setting high levels for heightmaps unless absolutely necessary. If a heightmap must load at a long distance, it should have as few unique assets as possible to reduce memory costs. Landscape LODs can also help reduce memory overhead and are generally preferred over streaming levels at a distance. Instead of using the entire heightmap for distance purposes, we can use a more optimized approach. This method is demonstrated in the "Savage Wilds" mod, where optimization was necessary due to size constraints (2GB or less). The Exiled Lands have a streaming distance of 50,000 meters and work well with this setup. The main reason for this approach is that there are no locations in the Exiled Lands that require a huge view distance, except for the Volcano. Upon viewing the Exiled Lands from a side perspective, it's clear why: The Savage Wilds uses occlusion aggressively, similar to the Isle of Siptah design. However, the Isle of Siptah design has low, central plains with no occluders when players stand on top of the west/east plateaus. To achieve better level organization, keep the folder structure neat and tidy. This is not just helpful for you but also for your fellow team-mates working on the project. A well-organized folder structure can be achieved by using groups to copy and paste designs, but once finished, ungroup assets and place them in a folder instead. Maintain the same file folder convention across all levels (camp levels and heightmaps should use the same file folder structure). The suggested folder structure for Camp and Heightmap levels includes: * Cliffs/Rocks * Water/Watervolumes * Camps/Gameplay_Xx_Yy * Landscape/Cinematics Camps should exist in both their respective heightmap level and a separate camp level. This split allows players to see camps at a distance without loading the entire level for the camp. Place camps in such a way that they can be surrounded with occluder walls, which can be cliffs, mountains, opaque barricades, or large ruins. Only actors that can and should be seen from far away should be placed in heightmap levels; everything else should be in the camp level itself. Gameplay levels that are very big should be split into sub-levels to reduce memory overhead. Do not overuse assets; instead, use them creatively to construct shapes without additional meshes. If a construction consists of more than 5-10 assets, consider asking an artist for a custom mesh. Using Large Props to Enhance Camp Visuals The key to creating visually appealing camps is to strategically utilize large props to fill space. For instance, consider using pet pens, altars, walls, tents, and other assets to enhance the ambiance of a camp. A well-designed camp should only contain essential elements such as spawn points, waypoints, loot chests, and specific BP assets. Avoid cluttering a camp with unique assets, as this can lead to increased texture and mesh loading times. Instead, opt for a more balanced approach by using fewer but more varied props. For example, instead of placing multiple swords on a single table, use only one sword to create visual interest. Furthermore, consider the occlusion of camps from a distance. Camps that are visible from afar should be designed with hull levels in mind to minimize visibility. Conversely, smaller camps can be perfectly occluded by surrounding cliffs or other obstructions. By using the instancing tool effectively and adhering to proper guidelines, you can create visually appealing and functional camps while minimizing framerate costs. Proper instancing techniques are crucial when rendering multiple instances of the same mesh simultaneously. This is particularly important in scenarios where a player can see multiple identical objects at once, such as a bookshelf filled with books or a stack of crates. Bad instancing, on the other hand, can lead to poor performance and a negative impact on gameplay. To illustrate this point, let's examine some examples of both good and bad instancing. For instance, instancing walls together means that even when viewing the outside of a barricade, the inside walls will still be rendered, which is unnecessary. Similarly, overusing different assets can lead to poor instancing decisions, as seen in an image showing multiple wall sections. On the other hand, good instancing practices involve grouping similar objects together, such as the entire road leading up to a staircase being instanced as one unit. This approach requires judgment and adaptability, as there are no hard and fast rules for instancing. In terms of props, marking certain items like bags and woodpiles while instancing others, like barrels, can lead to effective and efficient rendering. Eradicati0n is a subject matter expert in Conan Exiles, with a deep understanding of building systems and architecture. In his free time, he enjoys playing survival games, watching horror movies, and writing short stories. You can follow him on his YouTube channel for more building tips and inspiration. In this article, we'll explore ten impressive floor plans, each accompanied by images or videos of the finished product. These designs will be categorized into small, medium, large, and ultra-large builds, aiming to showcase various aspects of in-game architecture. Feel free to modify or adjust these blueprints as you see fit. They serve as both guidelines and inspirations for building your own creations. If you're interested in designing your own, check out our Conan Exiles Building Blueprints Guide before we begin. Let's clarify some terminology used in this article. A floor plan is a top-down view of a building design showing the foundation layout and count for that construct. I may use terms like baseplate or blueprint interchangeably with floor plan, but they all essentially mean the same thing. Additionally, many blueprints will include requirement lists, which show what materials you'll need to replicate my designs – although you can often achieve similar results with different material sets. When reviewing these requirement pages, you should familiarize yourself with a few key terms: BG refers to the Base Game and indicates material packs included in the basic version of Conan Exiles. DLC stands for Downloadable Content, which includes materials available from Conans' DLC packs. BP represents Battle Pass, which may not always be available or active. When other letters precede this term, they denote the age and chapter in which the battle pass was active. Lastly, note that these builds are all mod-free. You might spot some advanced building tricks, but I'll explain them further when necessary. Now, let's get started with the Cosy Sandstone Cabin floor plan and requirements. This home uses materials from the base game, DLC, and the Black Lotus Bazaar, as well as Arcane pieces from Age of Sorcery: Chapter 1 Battle Pass (although these are no longer available to unlock in-game). The Small Aesir Fort is a unique design that evokes a stake wall-like appearance absent from Conan Exiles' other bundles. The Aesir set is crucial to its design, making it nearly impossible without this material pack when unavailable. Although compact, the Small Aesir Fort can serve well in PvE environments and features an ample workshop, albeit with limited space for amenities. Building this structure is relatively easy, despite the curved Aesir walls being troublesome on uneven ground. For solo players or fans of the Nordheimer lore, this build is perfect due to its unique construction and the Aesir set's impressive design. The Small Manor House and Viking Longhouse designs are also available, both utilizing the pillar trick to achieve stability. The complete build guides for these structures can be found elsewhere. I created a Rustic Tavern build that should fit well into most biomes but looks great in grassland areas. It's made up of DLC materials only and doesn't need any time-limited pieces from the Battle Pass or Black Lotus Bazaar. You can even swap out the materials with other sets without affecting how it looks. The design was inspired by the pillar trick, giving it a simple yet cozy feel with a medieval theme. Inside, there's plenty of space for a tavern setting on a roleplay or PvE server, and you could easily add more workstations or modify it to be larger. I also built a Roman Villa in the western desert that works well there but might not fit so well in rainy or forested areas. It requires just two DLC packs, Architects of Argos and Jewel of the West, though you can substitute some materials for others if needed. This design is super popular for roleplay and PvE, offering plenty of space for socializing or working. Finally, I constructed a PvE Pyramid Base in the eastern desert that looks great with the Stygian Pyramid set but works fine in any biome. It's really easy to rebuild and has lots of room for crafting stations and storage needs. The defensive walls are perfect for archers too. This build's wider corners can host thall-breaking stations. Also tested with a purge, it functions perfectly in the eastern desert. The PvE Pyramid Base is ideal for small to medium-sized clans due to its spaciousness and luxury. It's also easy to expand if needed. You can find the full guide here. The eighth build is a Black Ice Stronghold. This design features extensive workshop areas, structural defenses, and a dungeon with a treasure hoard. I built this base near Godsclaw Passage but it should work in most biomes. This build primarily uses Black Ice, a Tier 3 material set from the base game. However, it also includes Stable and Stormglass pieces, which are DLC sets, as well as some from the Black Lotus Bazaar. The pillar trick is used here, which I detailed earlier. The Black Ice Stronghold is shown in-game. This fortress was built during the Age of War: Chapter 1 as a secure place to hide your treasure from the incoming purge. Now that the purge has been revamped, protecting your riches is more crucial than ever. While this build wasn't tested with the new purge at its location, it should be eligible for one if built elsewhere. This Black Ice Fortress is spacious and dominates the surrounding area. You can easily fit all your workstations in this build, and the aesthetics are impressive, helping to keep the building refreshing and gripping to look at. You can find the complete guide here. The ninth build is the Desert Castle, located in the desert of The Exiled Lands. This design should work in almost any biome, even the jungle or redwood forests. However, this design is quite complex and has numerous requirements. The Black Lotus Bazaar options are mainly decorative and can be ignored if you don't have the relevant items. You can also replace the Nemedian elements with other stone-based material sets. This build uses the pillar trick extensively and is a complex asymmetrical design. The Desert Castle is one of my favorite builds from the past year. I built it to break away from my usual castle design, an aim I managed to accomplish perfectly. The castle is modest compared to some larger designs but includes plentiful interior space, making it perfect for either roleplay or PvE gameplay. The Desert Castle is shown in-game. This building works perfectly not only as a decently sized clan base but also as an attractive and engrossing place to live. The atmosphere inside the castle is dense and warm, providing separation from the environment outside. You can find the complete guide here. For more Conan Exiles Castle Build Ideas, check out our guide here! The design of this mansion is impressive but impractical for most Exiles due to its enormous size and complexity, requiring over ten thousand building pieces and taking nearly two days to complete. However, for those on boosted servers or feeling dedicated, it's possible to build with the right resources. I chose a black and gold color palette to make the mansion stand out in the tundra environment, using external shapes and lighting to enhance its aesthetics.