

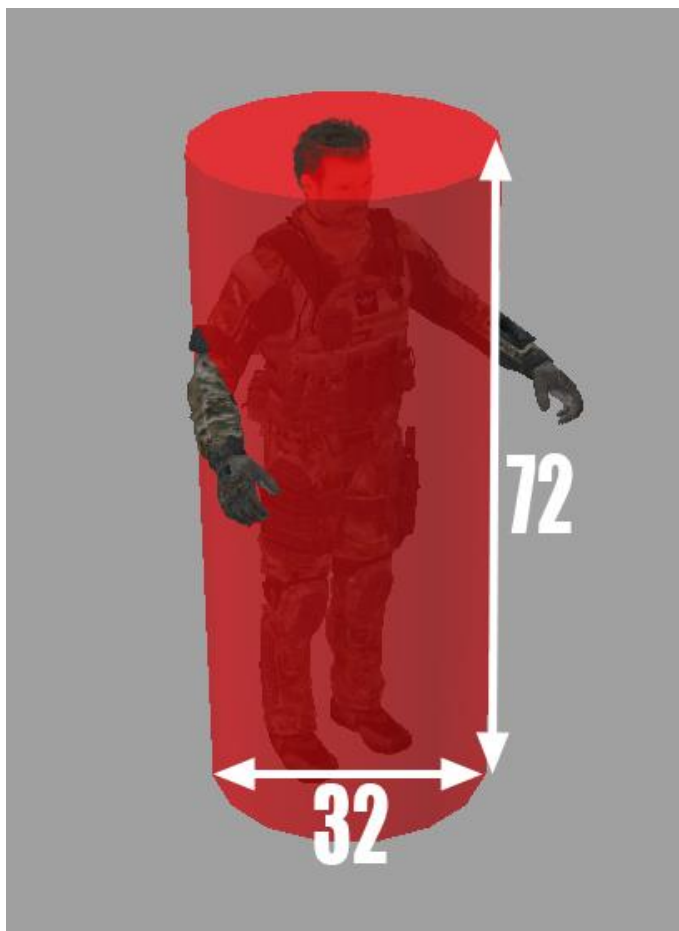
Black Ops 3 Scale Standards

The development pipeline in Black Ops III uses a measurement metric of 1in = 1unit. Given this however, the average Black Ops III world scale is approx 120% of real world sizes.

Game Sizes

Player Sizes

- For all intents and purposes, these are the collision sizes of the player.



Standing Player Size

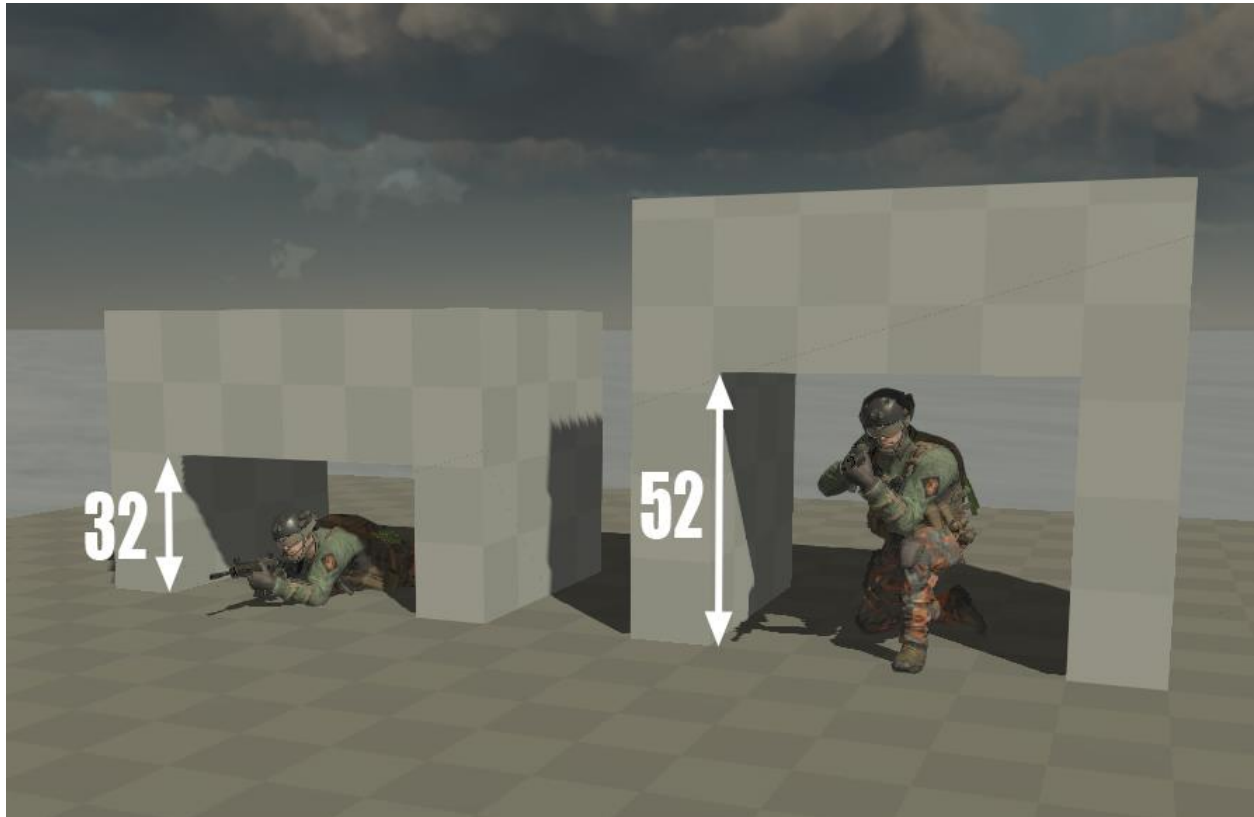
- Height - 72"
- Width - 32"

Crouch Player Size

- Height - 52"
- Width - 32"

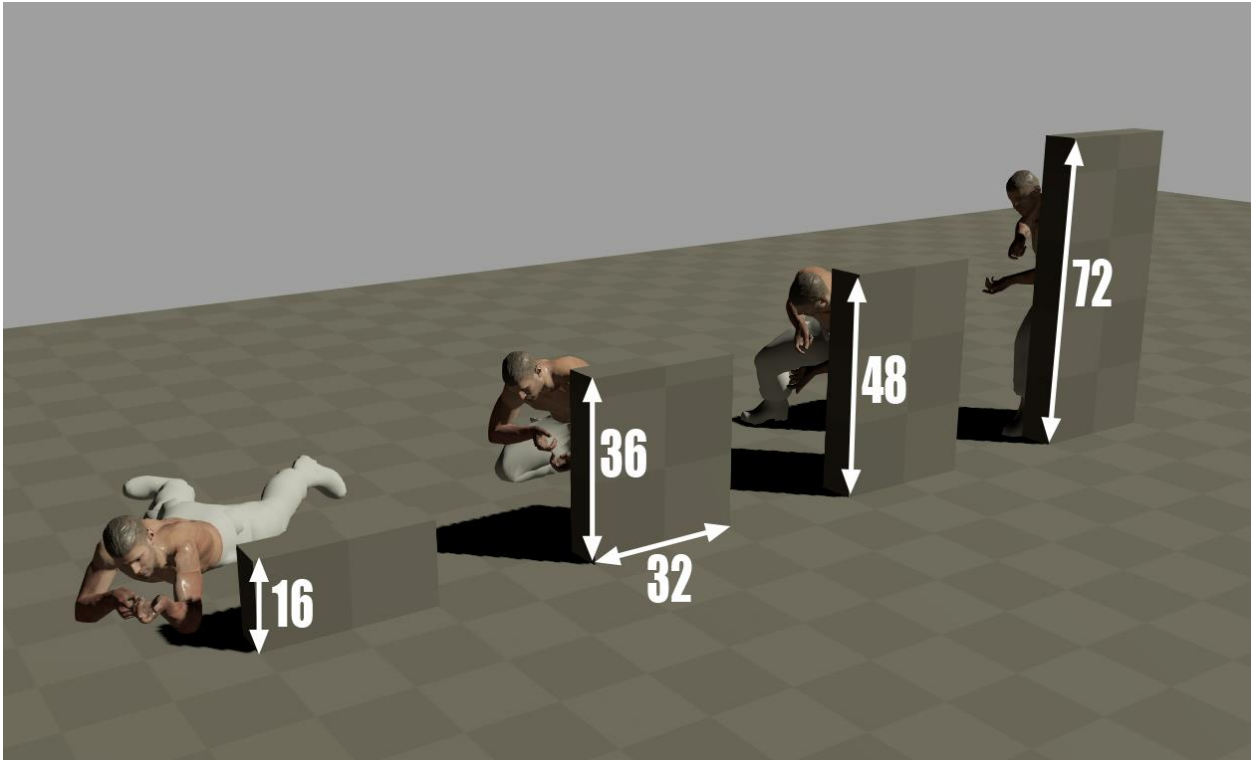
Prone Player Size

- Height - 32"
- Width - 32"



Cover Sizes

- Full Cover - The player is in-cover and protected while standing.
- Standing Cover - The player can shoot over cover while standing and is protected while crouched.
- Crouch Cover - The player can shoot over while crouched and is protected while prone.
- Prone Cover - Provides some protection while prone.



Minimum Cover Width

- Width - 32"

Full Cover

- Height - 72" Minimum
- Width - 32" Minimum

Standing Cover

- Height - 48"
- Width - 32" Minimum

Crouch Cover

- Height - 36"
- Width - 32" Minimum

Prone Cover*

- Height - 16"
- Width - 32" Minimum

World Sizes

Building Sizes

- Interior Height is the distance between floor and ceiling of that level.
- Exterior Height is the distance from floor to floor of the level above.

Default Single Story

- Interior Height - 112"
- Exterior Height - 128"

High Single Story

- Interior Height - 144"
- Exterior Height - 160"

Low Single Story

- Interior Height - 96"
- Exterior Height - N/A
 - We would not have a low exterior. We would increase floor thickness to reach Default Exterior of 128".
 - **Low Single Story should only be used in special circumstances.**

Structural Elements

Floors

- Default Floor Thickness - 16"
 - The default represents standard 2 x 12 joist construction.
 - Floor thickness may be adapted to reflect building materials used in that location.

Walls

- Default Wall Thickness - 8"
 - The default represents for standard 2 x 4 stud construction.
 - Wall thickness may be adapted to reflect the building materials used in that location

Railings

- Default Railing Height - 32"
 - Note this will not work where AI needs to crouch and shoot around the side.

Doors

- Sizes given are for the blockout hole cut into the wall. This allows for a 1" thick, weapon-clip frame to be placed inside the hole.
- Doors may be enlarged to fit the architectural style of the location.

Single Door

- Width - 56"
- Height - 96"

Double Door

- Width - 110"
- Height - 96"

Door Model

- Width - 54"
- Height - 95"

Windows

- Sizes given are for the blockout hole cut into the wall. This allows for a 1" thick, weapon-clip frame to be placed inside the hole.
- Sill Height is the height off the floor of the window sill (bottom of the window).
- Traversable Window widths may be enlarged to fit the architectural style of the location.

Default Window

- Width - 56"
- Height - 64"
- Sill Height - 32"

Minimum Traversable Window

- Width - 40"
- Height - 60"
- Sill Height - 32"

Maximum Non-Traversable Window

- Width - 32"
- Height - 32"

- Sill Height - 48"

Hallways

- Minimum Clearance - 96"
 - Minimum clearance should not be used for distances longer than 128"
- Minimum Pinch Point - 64"
 - Pinch points should ideally be 32" in depth or less and should not exceed 64" in depth.

Non-Combat Hallway

- Width - 128" Minimum
 - This accounts for set dressing on walls, shrinking the playable space.

Hallway with Combat

- Width - 160" Minimum
 - This accounts for 64" worth of cover on the sides of the hallway.
 - Alternative cover setups should rely on the cover widths and minimum clearance standards to determine hallway width.

Stairs

- Rise is the height of each step.
- Run is the tread depth of each step

Global Width

- Minimum - 80"

Default Stairs

- Rise - 8"
- Run - 12"

Shallow Stairs

- Rise - 8"
- Run - 16"

Steep Stairs*

- Rise - 8"
- Run - 8"

Jump Distances

- Standing Jump: ~100 units distance, 39 units height
- Sprinting Jump (Leap): ~220 units distance, 50 units height