

ZOMBIE ART PACK



TORQUE 3D

DOCUMENTATION

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Description of the Zombie Art Pack

Thank you for purchasing the Zombie Art Pack from GarageGames. This art pack was designed to specifically give Torque 3D developers the basics of what all modern day video games need: ZOMBIES! We've designed this art pack to be modular and allow you to mix and match to create your very own Zombie. This art pack is intended to be used with Torque 3D 1.1. The .max and .fbx files of the Zombie model are included for artists to use and modify to fit their needs. The core of the Zombie Art Pack is a set of pre-made Zombie models, Zombie pieces, Torque script files, UV normal, Diffuse, and Specular maps for the various environments.

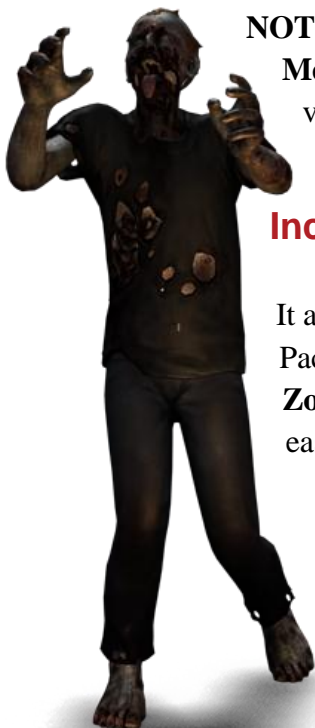
The art team at GarageGames has designed this pack to work efficiently in a network environment, providing three levels of detail to ensure that your games look as great as possible while maintaining a consistent and reliable multiplayer experience.

Contents of the Zombie Art Pack

The Zombie Art Pack includes five pre-made Zombie models and animations in .max and .fbx formats. There are a variety of normal, diffuse, and specular UV maps for each of the zombie models.

We have included the 3D Studio Max files for artists to use to create their own Zombie variations. Using these files, artists will also be able to see how we have structured our models and textures to get a strong grasp on the art workflow from Max to Torque 3D.

In addition to the 3D Studio Max files, we have included the FBX files so people using other software can have the mesh data available to rig and animate as needed using their chosen digital content creation application.



NOTE: For Torque 3D 1.2 we have included a special Zombie model called **MegaZombie**, which contains all mesh modules attached to the same rig. Every variant of hair, head, arms, etc, can have its visibility toggled at run-time via script commands. This allows for random Zombie generation in the game.

Included Models and Formats

The Zombie Art Pack includes 3D Studio Max files for 2010, 2011, and 2012. It also includes FBX files for version releases 2010, 2011, and 2012. The Zombie Art Pack also includes the .dds textures for the UV and specular maps. The **Zombie_0X.cs** and **materials.cs** files are also included. These files can quickly and easily be dropped into existing Torque 3D missions.

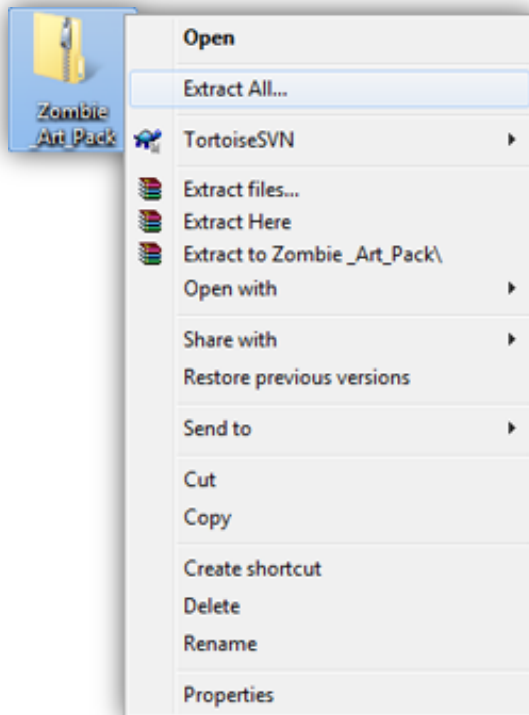
The pack also includes a **materials.cs**, **Zombie_Idle_0X.cs**, **Zombie_Run_0X.cs**, **Zombie_Walk_0X.cs**, **Zombie_Attack_0X.cs**, and **Zombie_Death_0X.cs** script files for the Zombies' animations.

Included Materials

- Zombie Arms
- Zombie Hairs
- Zombie Heads
- Zombie Pants
- Zombie Shirts

Included Animations

- (3) Idle Animations
- (2) Run Animations
- (2) Walk Animations
- (2) Attack Animations
- (2) Death Animations



Installing the Zombie Art Pack

The Zombie Art Pack is contained in this ZIP file which can be extracted on any modern operating system. It includes the complete source art for the Zombie model as well as the normal, diffuse and specular textures for the model's UV map.

Unzipping the Zombie Art Pack

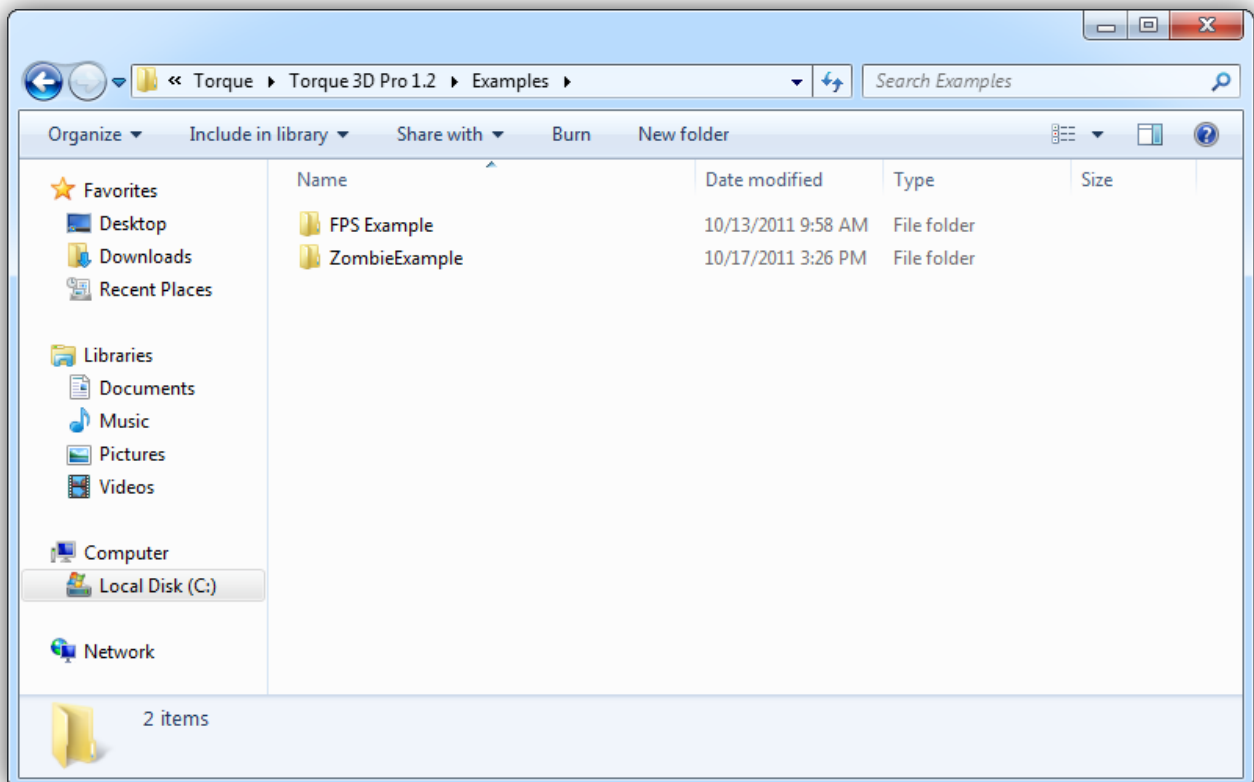
In Windows, you can extract the ZIP file by right-clicking on the **Zombie_Art_Pack.Zip** file and selecting *Extract All...* Browse to the path where you want to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into the correct game directories to avoid any problems in the future if you make changes to the files.

Note: Always make any changes to a copy and not to the original files!

Copying Files into the Correct Directories

Our team has archived the files in the correct directory hierarchy for the Torque 3D engine. Using the default Torque 3D directory (C:\Torque\Torque 3D Pro 1.X\Examples) copy the **FPS Example** folder to avoid any problems with the original project. Name this new folder with an intuitive title such as **ZombieExample** to test the artwork. Open the new **ZombieExample** folder and then copy the files from the Zombie Art Pack.

- 1) Right click **FPS Example** and select *Copy*
- 2) Name the new folder something similar to **ZombieExample**
- 3) Open the **ZombieExample** folder, navigate to \game and copy the files from the Zombie Character Art Pack into the \game folder



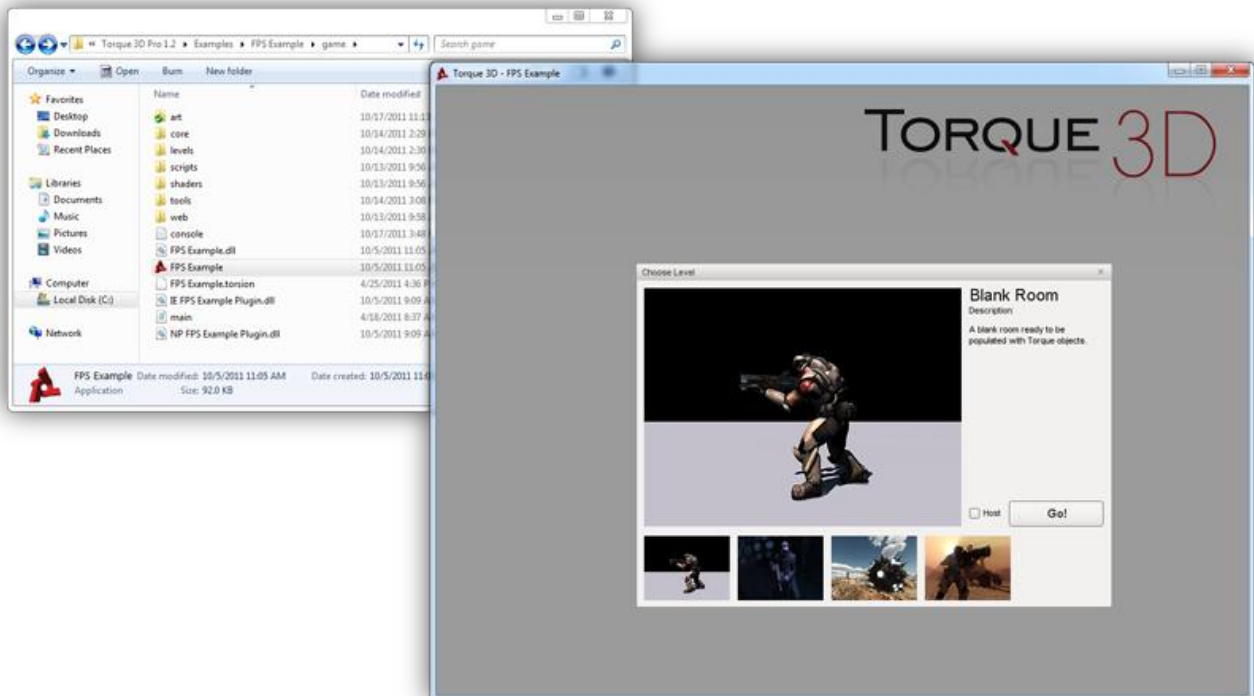
Using the Zombie Pack

This section assumes that you have added the Zombie Art Pack assets to your game directory as required in the previous section. If you have not completed this step, then please add these files to your game's directory structure so that you will be able to access them correctly.

Note: Do not continue until you have correctly unzipped and copied your files!

Navigate to the **ZombieExample** directory where you copied the assets in the previous step. Start **FPS Example.exe** that is inside `C:\Torque\Torque 3D Pro 1.2\Examples\game` and select the **Blank Room** level.

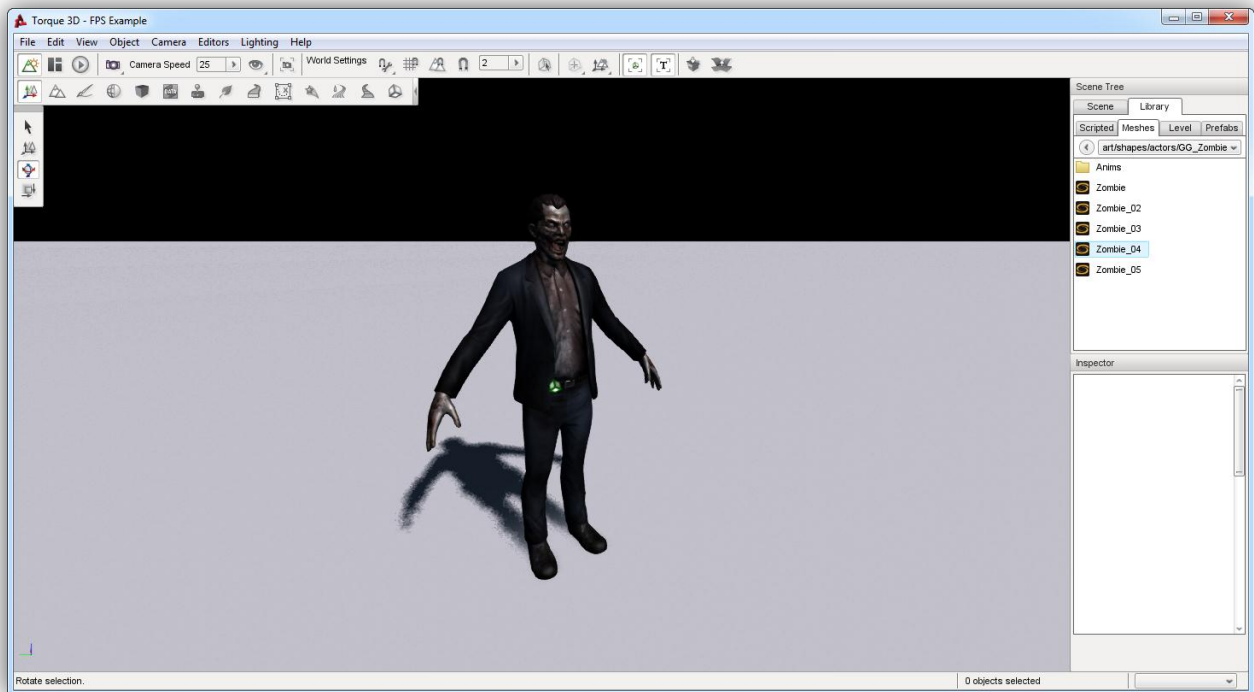
- 1) Navigate to `C:\Torque\Torque 3D Pro 1.2\Examples\game`
- 2) Click to open **FPS Example.exe**
- 3) Select **Blank Room**



Once the Blank Room level has finished loading, press **F11** to launch into the World Editor if you are not there already. From the World Editor select the **Library Tab** in the **Scene Tree**. In the **Library Tab** select the **Meshes Tab** and from there navigate through the **Art >> Shapes >> Actors >> GG Zombie** directory. To add zombies into the scene double click on **Zombie_04** in the **Scene Tree**. This will allow you to view the model within your scene.

- 1) Launch in the World Editor by pressing **F11**.
- 2) From the World Editor select the **Library** tab in the **Scene Tree**.
- 3) In the library tab select the **Meshes Tab** and from there **Art >> Shapes >> Actors >> GG Zombie** folder.
- 4) To add zombies into the scene double click on **Zombie_04** in the **Scene Tree**.

To use any of the objects, simply double click it and it will be created in your level. The first time you create any given object it will show a COLLADA Import dialog for your object. It is safe to simply click OK and import the object. After you have imported an object you won't have to do so again unless you delete your cached DTS files.



Conclusion

Now that you have the Zombie Art Pack, we cannot wait to see the amazing environments and games you fit these into. We love to see examples from our large community of users. Please do not hesitate to share your successes or challenges at support@garagegames.com as you make use of the Zombie Art Pack.