

# GRAVEYARD ART PACK

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TORQUE 3D

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DOCUMENTATION

## Contents

Description of the Graveyard Art Pack.....	3
Contents of the Graveyard Art Pack .....	3
Included Models and Formats.....	3
Included Materials .....	4
Installing the Graveyard Art Pack.....	4
Unzipping the Graveyard Art Pack.....	4
Copying Files into the Correct Directories .....	5
Using the Graveyard Pack .....	6
Conclusion .....	7



## Description of the Graveyard Art Pack

Thank you for purchasing the Graveyard Art Pack from GarageGames. The Graveyard Art Pack was designed to complement the Zombie Art Pack but can be used as a fully stand-alone pack to add ambiance to almost any sort of game. The .max and .fbx files of the Graveyard prop models are included for artists to use and modify to fit their needs. The core of the Graveyard Art Pack are the Models, Torque script files, UV normal, Diffuse, and Specular maps for the various environments.

The art team at GarageGames has designed this pack to be fully compatible with Torque 3D 1.1.

## Contents of the Graveyard Art Pack

The Graveyard Art Pack includes models in .max and .fbx formats. There are a variety of normal, diffuse, and specular UV maps for each of the Graveyard assets.

We have included the 3D Studio Max files for artists to use to create their own 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.

Furthermore, we have also included the source files of the textures in Adobe's Photoshop Psd file format.

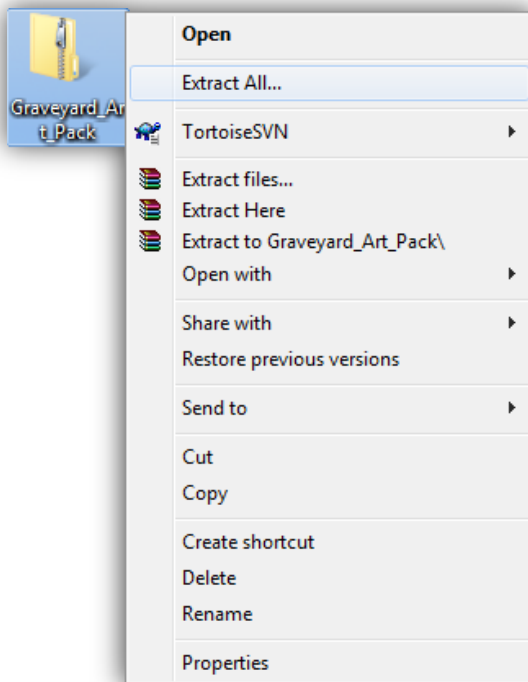
### Included Models and Formats

The Graveyard 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 Graveyard Art Pack also includes the .dds textures for the UV and specular maps. The Torque Script files are also included. These files can quickly and easily be dropped into existing Torque 3D missions.



## Included Materials

- (10) Gravestones
- (1) Mausoleum
- (2) Mausoleum Door
- (1) Statue Prop
- (1) Low Wall Section
- (1) Low Wall End Cap
- (1) Lamp Pole
- (1) Sconce Lamp
- (1) Weed Prop
- (1) Bush Prop
- (1) Scattered Leaves
- (5) Ground Textures
- (11) Foliage Textures
- (8) Giblets
- (3) Sky Boxes



## Installing the Graveyard Art Pack

The Graveyard Art Pack is contained in this ZIP file which can be extracted on any modern operating system. It includes the **Art** folder, which contains all of the game art assets, and the **SourceArt** folder, which contains all of the source art for the pack.

## Unzipping the Graveyard Art Pack

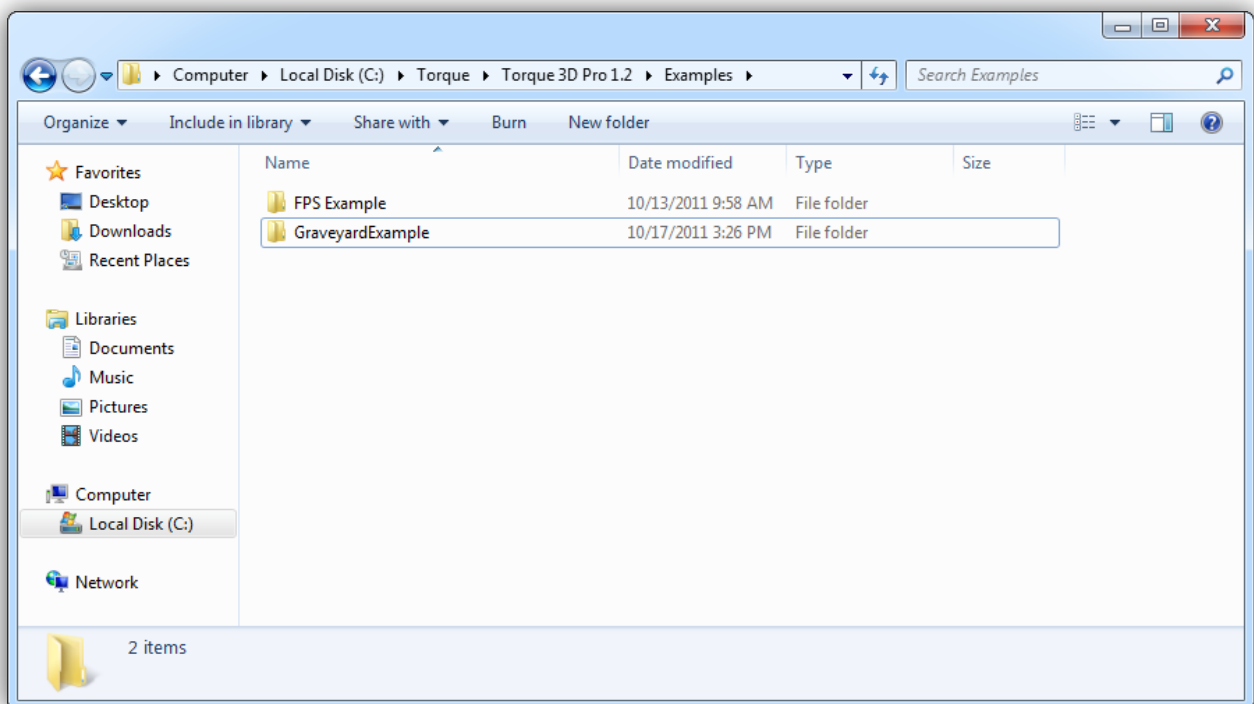
In Windows, you can extract the ZIP file by right-clicking on the **Graveyard\_Art\_Pack.Zip** file and selecting *Extract All...* Browse to the path where you want to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into the correct game directories 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 **GraveyardExample** to test the artwork. Open the new **GraveyardExample** folder and then copy the files from the Graveyard Art Pack.

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



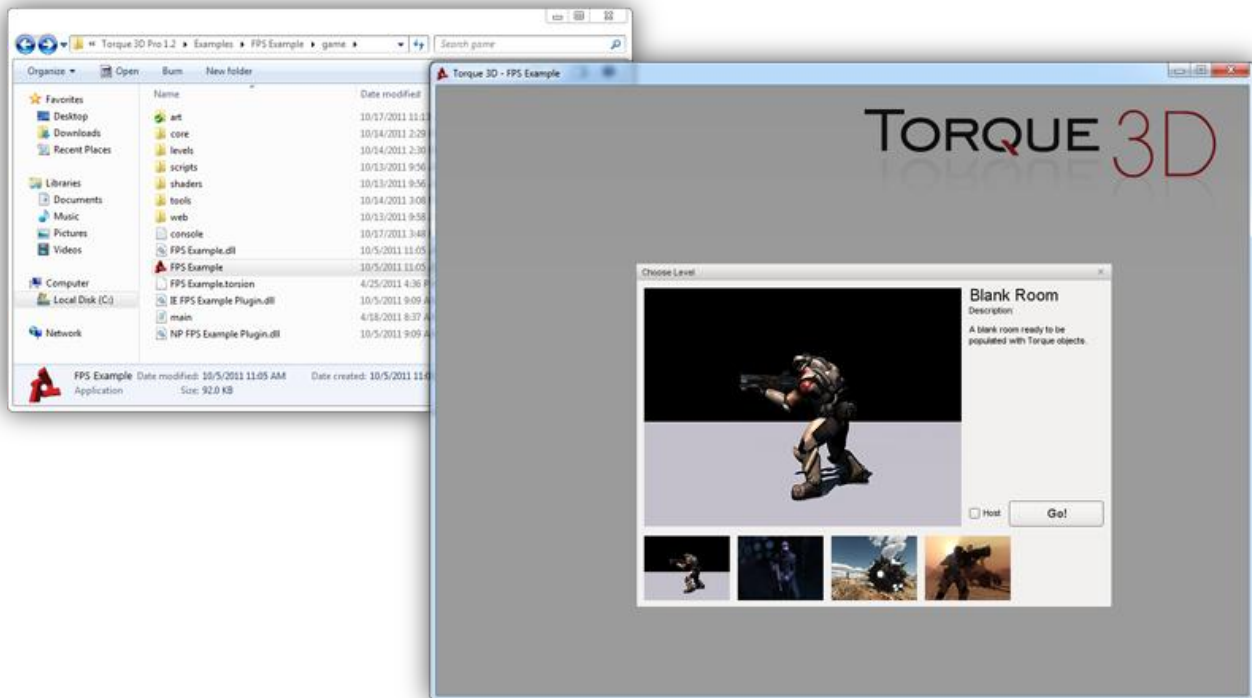
## Using the Graveyard Pack

This section assumes that you have added the Graveyard 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 **GraveyardExample** 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.

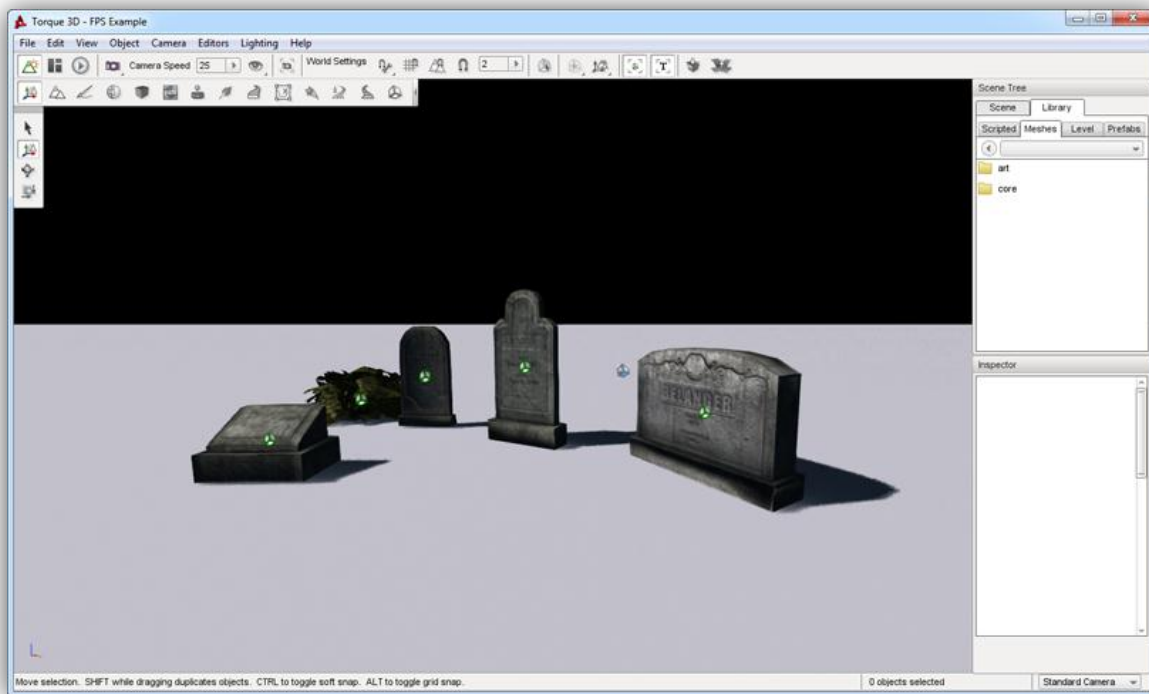
- 1) Navigate to **C:\Torque\Torque 3D Pro 1.2\Examples\game**
- 2) Click to open **FPS Example.exe**
- 3) Select **Blank Room**



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 >> GG\_Graveyard** directory. To add gravestones into the scene double click on **Gravestone\_02** and **Gravestone\_03** 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 >> GG\_Graveyard** folder.
- 4) To add the gravestones into the scene double click on **Gravestone\_02** and **Gravestone\_03** 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 Graveyard 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](mailto:support@garagegames.com) as you make use of the Graveyard Art Pack.