

Modern Warehouse Art Pack



TORQUE 3D

DOCUMENTATION

Contents

Description of the Modern Warehouse Art Pack	3
Contents of the Modern Warehouse Pack	3
Installing the Warehouse Pack	3
Unzipping the Warehouse Pack	3
Copying Files into the Correct Directories	3
Using the Modern Warehouse Art Pack	4
Working with the Assets	6
Stairs	6
Conclusion	8

Description of the Modern Warehouse Art Pack

Thank you for purchasing *Modern Warehouse Art Pack* from GarageGames. This art pack was designed for developers interested in creating a convincing modern warehouse environment. We've designed this art pack to be modular to allow designers to create warehouses of any size. This art pack is intended to be used with Torque 3D 1.2.

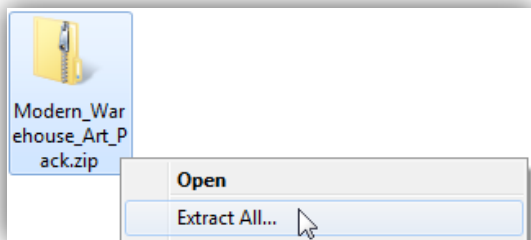
Contents of the Modern Warehouse Pack

The *Modern Warehouse Art Pack* includes 53 models in the COLLADA format. Many of the textures include normal, diffuse, and specular UV map variations for each of the models. To modify the artwork, you will need a package that supports the COLLADA format. Luckily, it is widely supported across 3D applications. If you need to 3D Studio Max source files, they are available upon request.

Installing the Warehouse Pack

The *Modern Warehouse Art Pack* is contained in this ZIP file which can be extracted on any modern operating system.

Unzipping the Warehouse Pack



In Windows, you can extract the ZIP file by right-clicking on the **Modern_Warehouse_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.

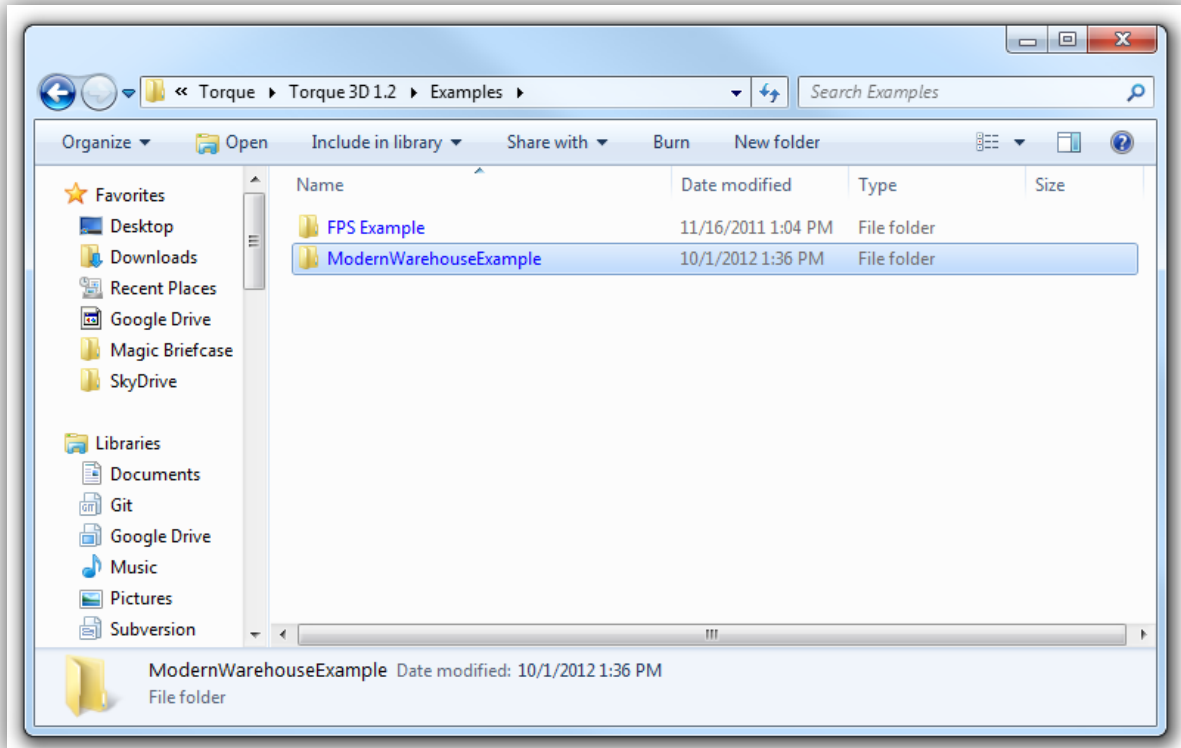
Note: Always make any changes to a copy and not to the original files!

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 1.2\Examples) copy the **FPS Example** folder to avoid any problems with the original project. Name this new folder with an intuitive title such as **ModernWarehouseExample** to test the artwork. Open the new

ModernWarehouseExample folder and then copy the files from the **Modern_warehouse** folder you extracted earlier into it.

- 1) Right click **FPS Example** and select *Copy*
- 2) Name the new folder something similar to **ModernWarehouseExample**
- 3) Open the **ModernWarehouseExample** folder, and copy the files from the **Modern_Warehouse** into the folder



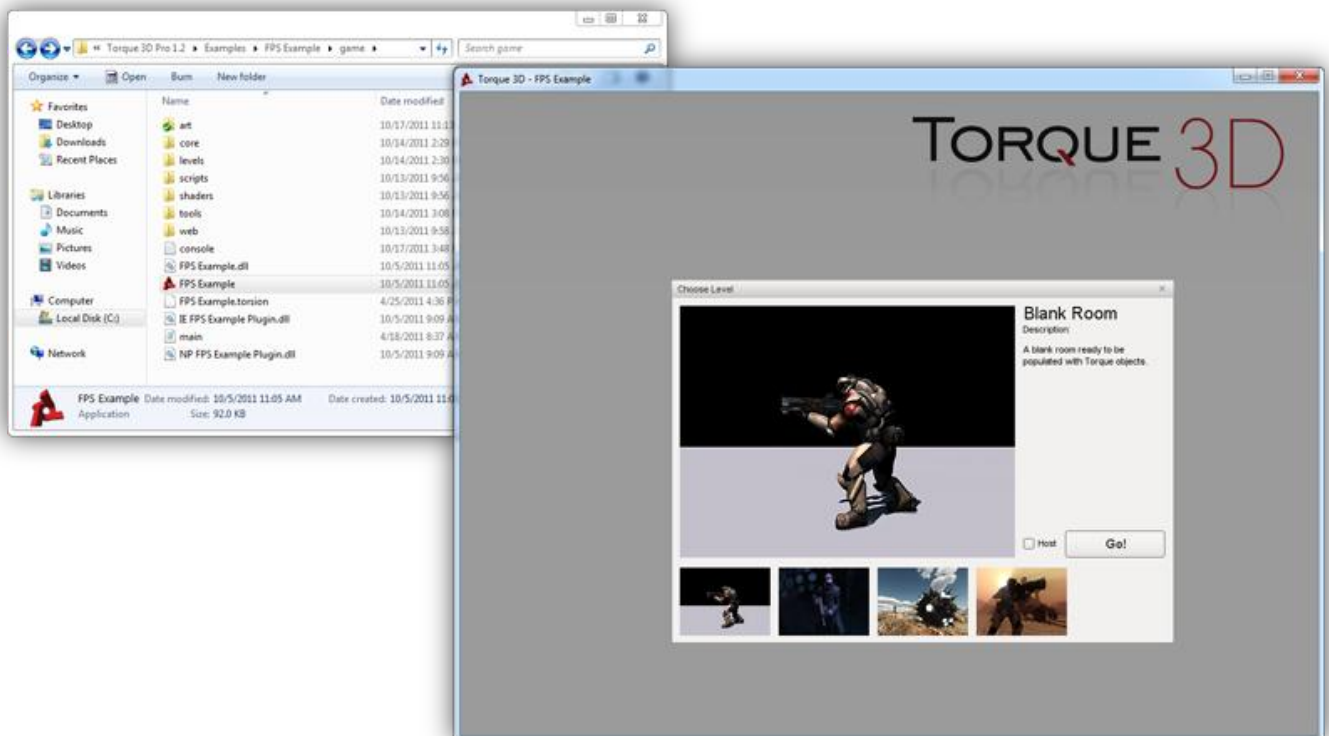
Using the Modern Warehouse Art Pack

This section assumes that you have added the *Modern Warehouse 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 **ModernWarehouseExample** 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\ModernWarehouseExample\game and select the **Blank Room** level.

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

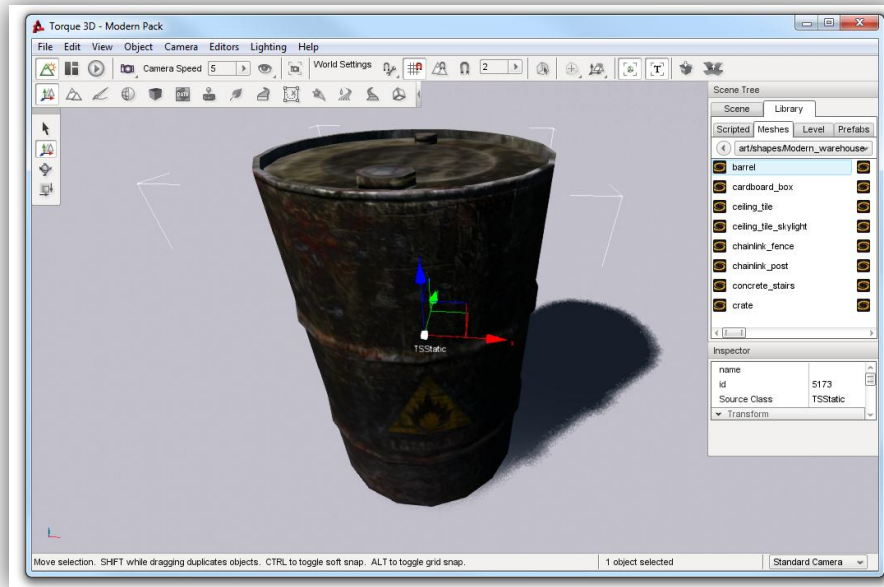


Once the Blank Room level has finished loading, press F11 to launch into the World Editor if you are not there already. From the World Editor select the Library Tab in the Scene Tree. In the Library Tab select the Meshes Tab and from there navigate through the Art >> Shapes >> Buildings >> Modern_warehouse directory. To add a model into the scene, double click on barrel 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 >> Modern_warehouse** folder.

To add zombies into the scene double click on **barrel** in the **Scene Tree**.

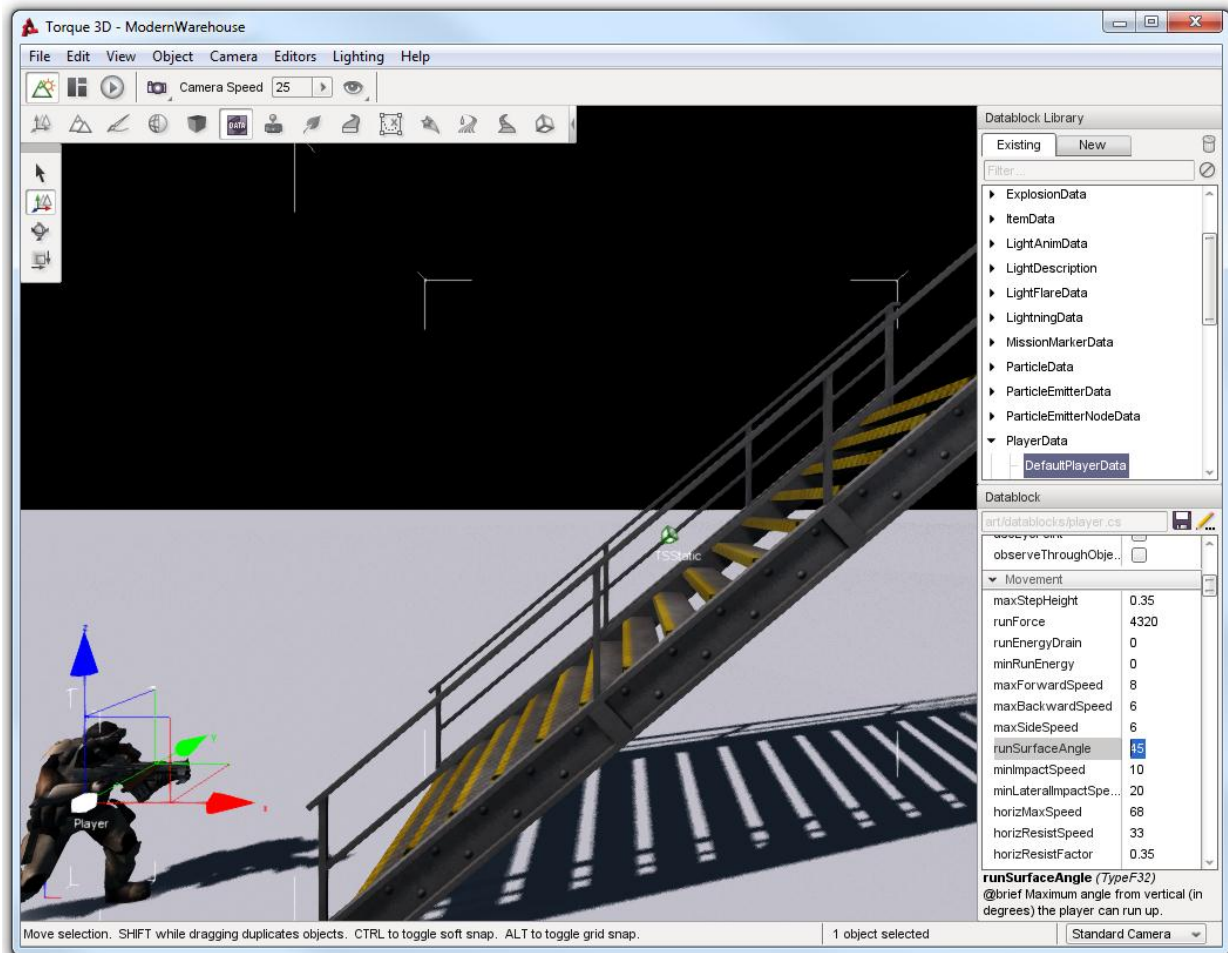


Working with the Assets

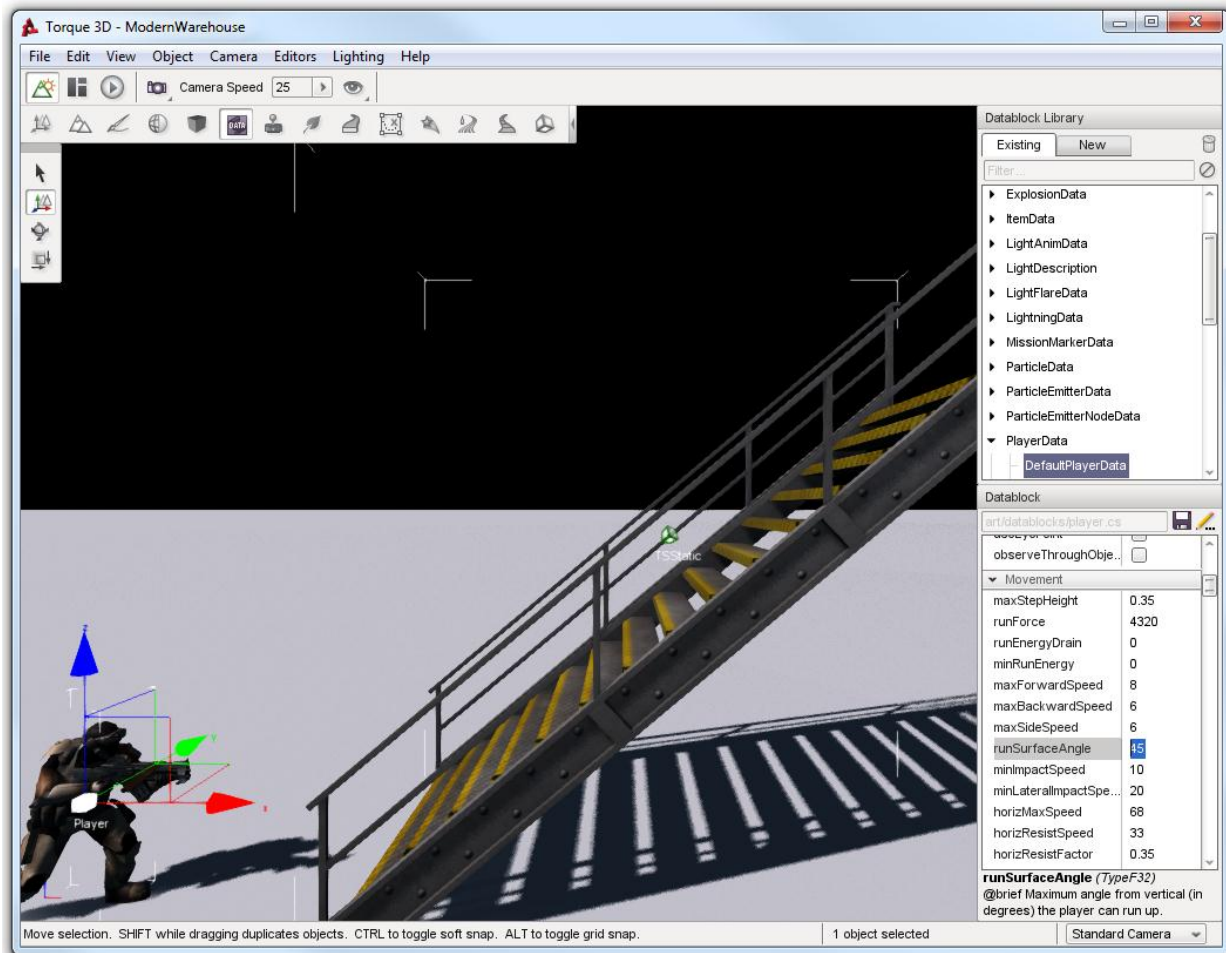
This section will take you through working with some of the different assets in the Modern Warehouse Pack.

Stairs

There is a single asset that requires some specific settings in Torque to use correctly. It is the stairs asset. You will need to set the angle to 45 to be able to run up the stairs correctly. To do this, add the asset to your scene.



Next, select the Player and switch to the Datablock editor. Scroll down in the datablock properties pane to Movement. Select runSurfaceAngle and set it to 45. Click the disk icon to save the datablock.



You should now be able to run up the stairs.

Conclusion

Now that you have the *Modern Warehouse 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 pack.