

SOLDIER ART PACK



TORQUE 3D

DOCUMENTATION

Contents

Description of the Soldier Art Pack.....	3
Contents of the Soldier Art Pack.....	3
Included Models and Formats	3
Included Materials	4
Arctic Soldier	4
Imperial Soldier	4
Jungle Soldier	5
Post-Apocalyptic Soldier	5
Sci-Fi Modern Soldier	5
Stealth Soldier	5
UltraMega Soldier	6
Urban Soldier	6
Installing the Soldier Art Pack	6
Unzipping the Soldier Art Pack	6
Copying Files into the Correct Directories	7
Using the Art Pack.....	7
Conclusion.....	10

Description of the Soldier Art Pack

The Soldier Art Pack has been designed specifically for the soldier model that came with Torque 3D 1.1. The .max and .fbx files of the soldier model are included for artists to use and modify to fit their needs. The meat of the Soldier Art Pack is the included UV diffuse and specular maps for the various environments. These materials are commonly called skins for your models.

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 Soldier Art Pack

The Soldier Art Pack includes the full Soldier model and animations in .max and .fbx formats. There are 8 diffuse and specular UV maps for the soldier model: Arctic, Imperial, Jungle, Stealth, Sci-Fi Modern, Post-Apocalyptic, UltraMega, and Urban.

We have included the 3D Studio Max files for artists to use to create their own variations. Using these files, they 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 in their chosen digital content creation application.



Included Models and Formats

The Soldier Art Pack includes 3D Studio Max files for 2010, 2011, and 2012. It also includes FBX files for version release 2010, 2011, and 2012. The Art Pack also includes the .DDS textures for the UV

and specular maps. The soldier_rigged.cs and material.cs files are also included. These files can quickly and easily be dropped into the existing Torque 3D missions.

The pack also includes a materials.cs and the Soldier_Gun.cs for the soldier's weapon. As with the Soldier, the 3D Studio Max and FBX files are included for the gun.

Included Materials

The included DDS textures (diffuse and specular) are:

- Arctic Soldier
- Imperial Soldier
- Jungle Soldier
- Post-Apocalyptic Soldier
- Sci-Fi Modern Soldier
- Stealth Soldier
- UltraMega Soldier
- Urban Soldier

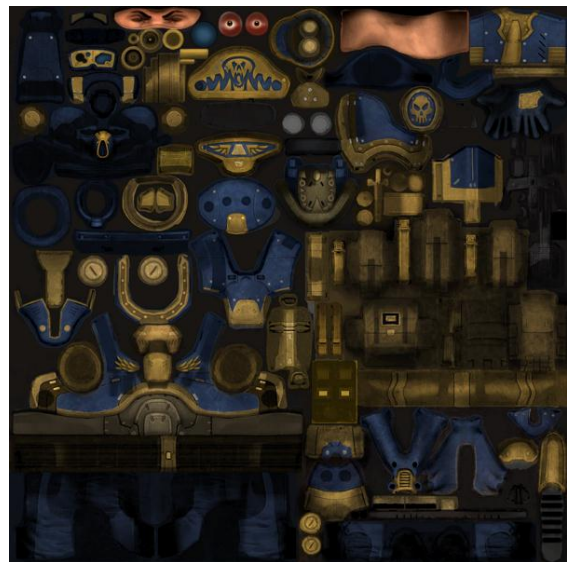
Arctic Soldier

The Arctic Soldier was designed for intensive firefights in snow-covered tundra.



Imperial Soldier

The Imperial Soldier skin provides a distinct view of the far future with bold colors and royal highlights worthy of an Empire controlled world.



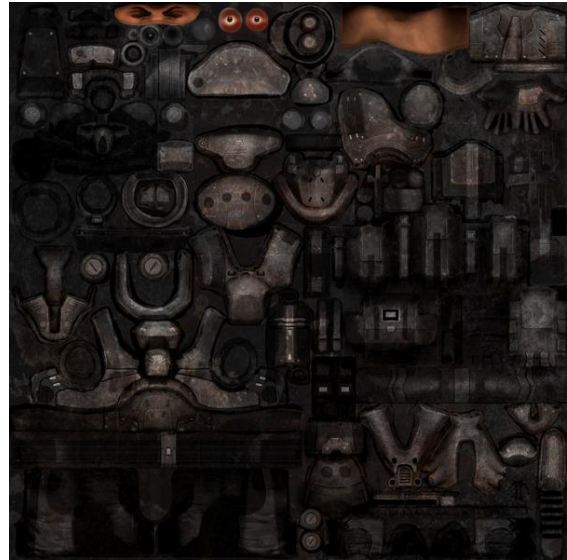
Jungle Soldier

Whether sniping enemies from the tropical canopy or laying in wait among the ferns for the perfect stealth kill, the Jungle Soldier is ready for anything.



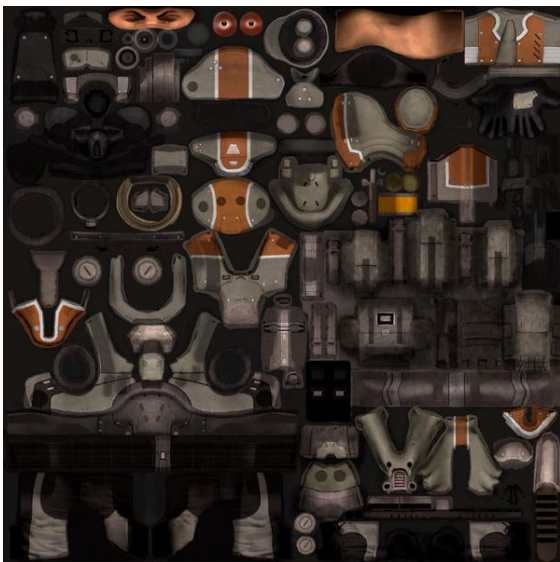
Post-Apocalyptic Soldier

Fresh from the urban wastelands of a nuclear future, the Post-Apocalyptic Soldier proves that Einstein was wrong when he noted that World War IV would be fought with sticks and stones.



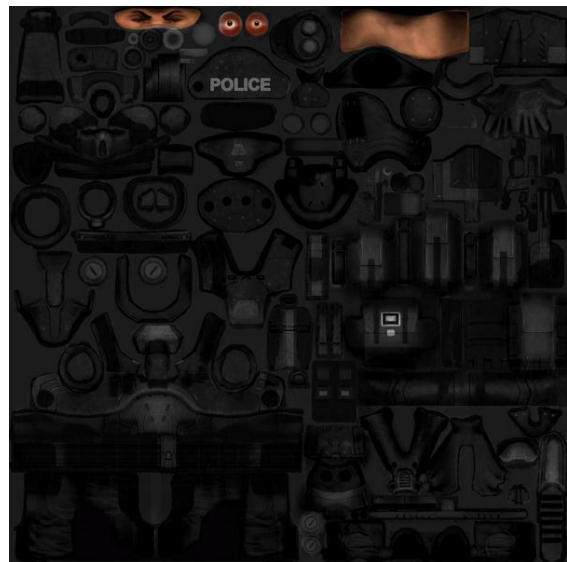
Sci-Fi Modern Soldier

In the near-future, our soldiers will be even more effective than they are today.



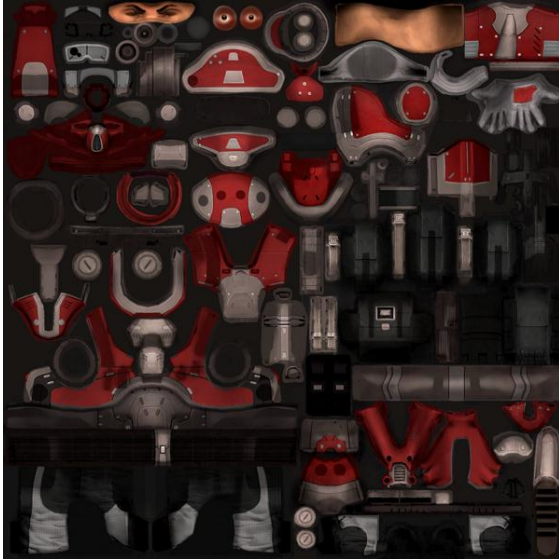
Stealth Soldier

Cities must be protected and justice upheld. The Stealth Soldier is perfect for night-time infiltration of insurgent groups.



UltraMega Soldier

The UltraMega Soldier is the perfect Rebel compliment to the Imperial Soldier.



Urban Soldier

As the zombie apocalypse washes through our cities, leaving our citizens infected and hungry, the Urban Soldier is our first line of defense.



Installing the Soldier Art Pack

The Soldier 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 Soldier model as well as the diffuse and specular textures for the model's UV map.

Unzipping the Soldier Art Pack

In Windows, you can extract the zip file by right-clicking on the Soldier_Art_Pack.Zip file and selecting *Extract...* Browse to the path where you wish to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into place to avoid any problems in the future if you make changes to the files.

Note: always make any changes to a copy rather than 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 1.1\Examples), copy the *FPS Example* to avoid any problems with the original project. Name this folder with an intuitive title such as **SoldierExample** to test the artwork (see Figure 1).

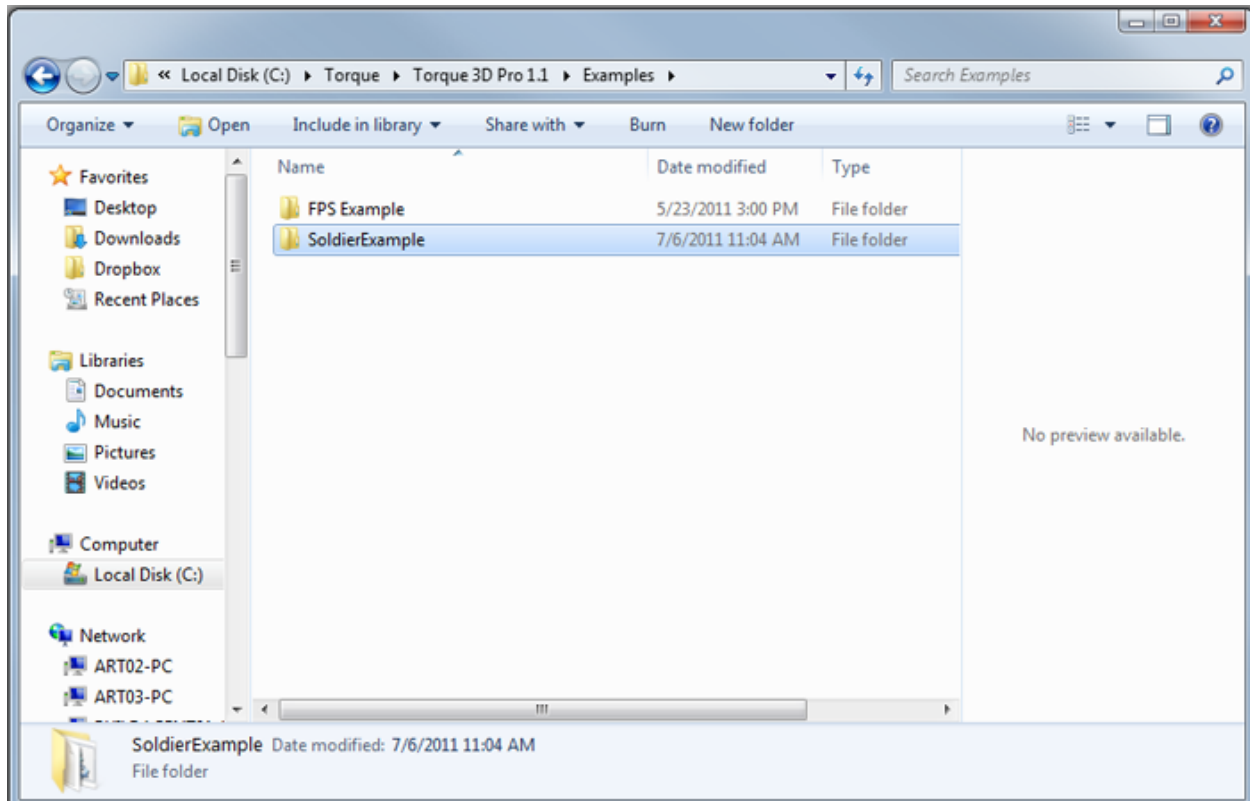


Figure 1: SoldierExample Selection

Open the *SoldierExample* directory and navigate to \game\art\shapes and copy the files from the Soldier Art Pack's \art\shapes folder. Accept when prompted to replace files.

Using the Art Pack

This section assumes that you have added the *Soldier 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.

Navigate to the *SoldierExample* directory where you copied the assets in the previous step. Start the *SoldierExample* that is inside of the `C:\Torque\Torque 3D Pro 1.1\Examples\game` directory. Choose the *Blank Room* (see Figure 2).

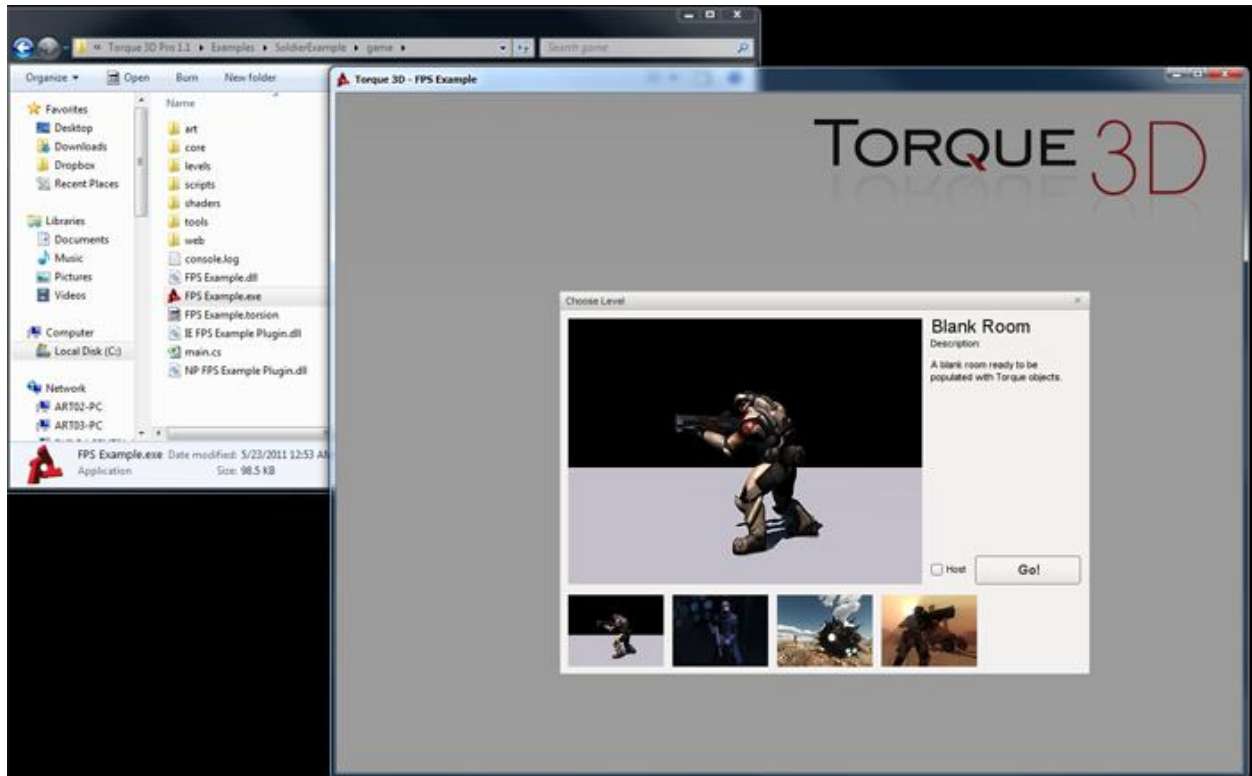



Figure 2: Selecting Blank Room

Once the mission is loaded, press **Tab** to switch into third person. You can rotate the camera around the soldier model by holding **V** and using your mouse to rotate around the character. This will allow you to view the model with each skin as you select it in the *Material Editor*.

Press **F11** to enter the world editor. Press **Alt-C** or go to *Camera > World Camera > Standard* and move it back from the character so that the Soldier is in frame. Click on the Soldier to select the player model. Open the *Material Editor* either by  clicking the *Material Editor* icon or pressing **F4** (see Figure 3).

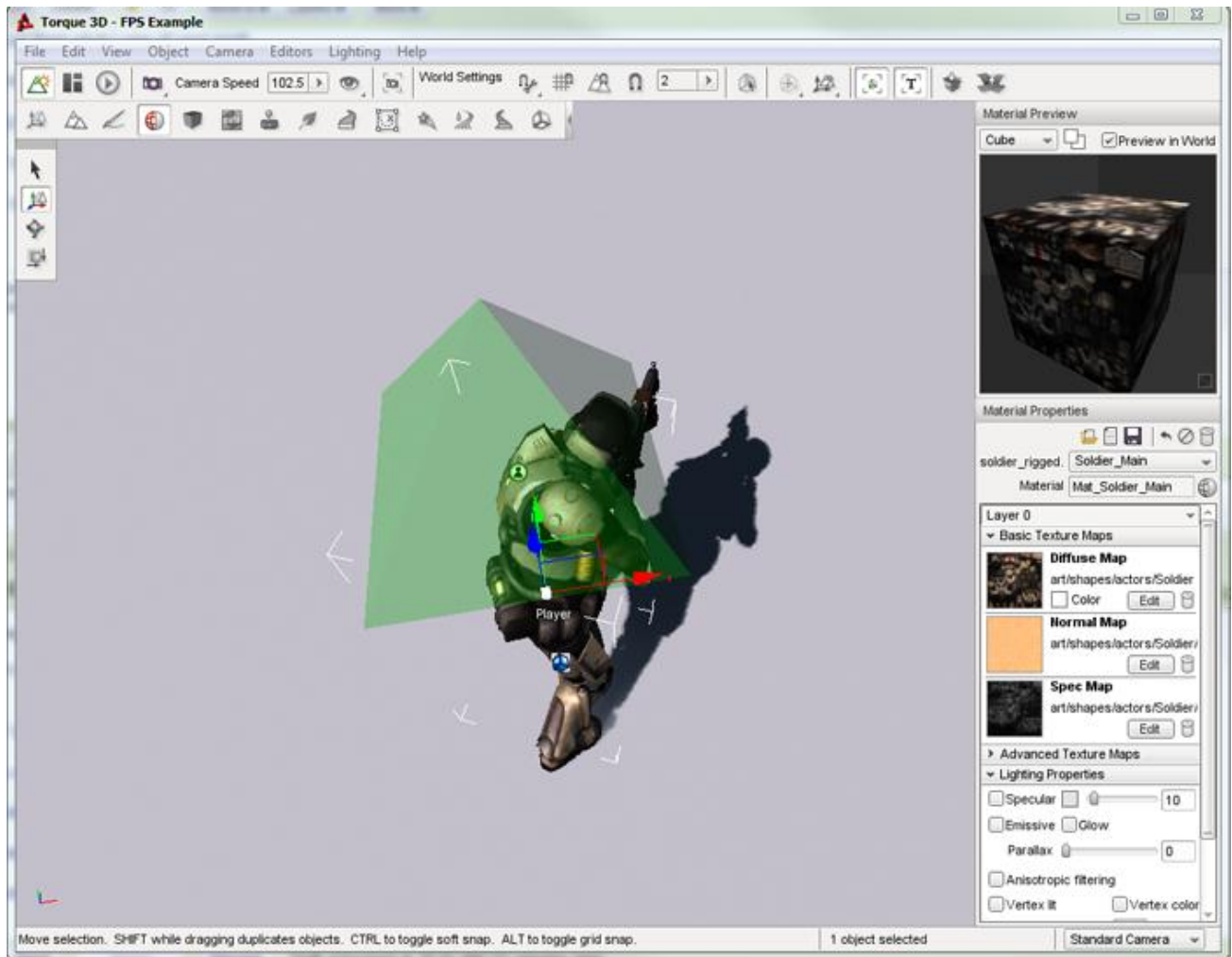


Figure 3: Default Soldier Skin in Material Editor

Click on the **Edit** button in the *Diffuse Map* area and navigate to the `C:\Torque\Torque 3D Pro 1.1\Examples\SoldierExample\game\art\shapes\actors\Soldier` folder. Select `Soldier_Arctic_Dif.dds`.

Next, click on the **Edit** button in the *Spec Map* area and then select `Soldier_Arctic_Spec.dds`. Save it and you should now see it active in the editor.

Press **F11** to exit the world editor and then press **Alt-C** to change back to the player camera. Press **Tab** to move into third-person and hold **V** and use your mouse to rotate around the character to see the new skin. Do this for each of the skins.

You can also switch to the world camera and fly away from the character to see the level of detail (LOD) switching in action.

Conclusion

Now that you have a series of skins for the soldier, we cannot wait to see the amazing environments and games where you can fit these characters. Remember to remove the .max and .fbx files from the art directory before shipping your game! Please do not hesitate to let us know of your successes or challenges at support@garagegames.com as you make use of these assets.