

# SOLDIER ART PACK

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TORQUE 3D

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DOCUMENTATION

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## Description of the Soldier Art Pack

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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 performance.

## Contents of the Soldier Art Pack

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The Soldier Art Pack includes the full Soldier model and animations in .max and .fbx formats. There are 8 pairs (first person hands and third person body) of diffuse and specular texture 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 diffuse 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.



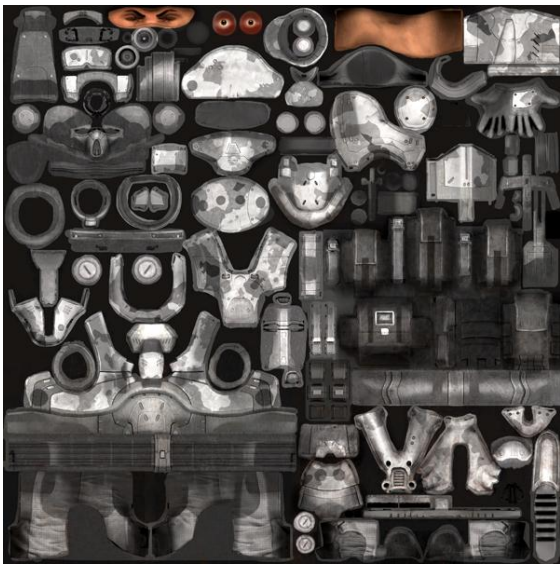
## Included Materials

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

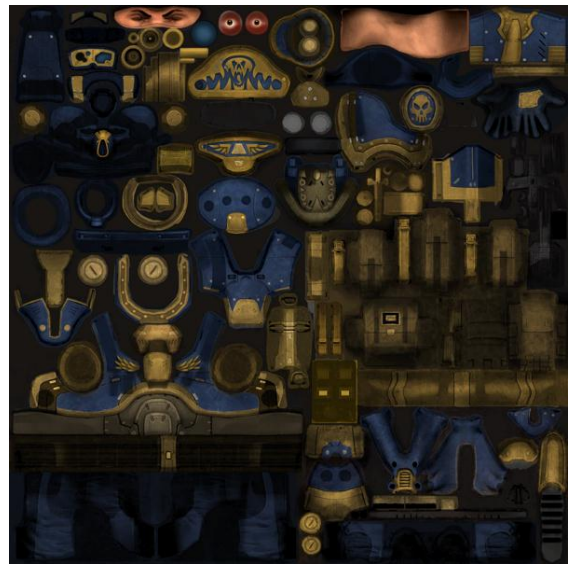
### Arctic Soldier

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.





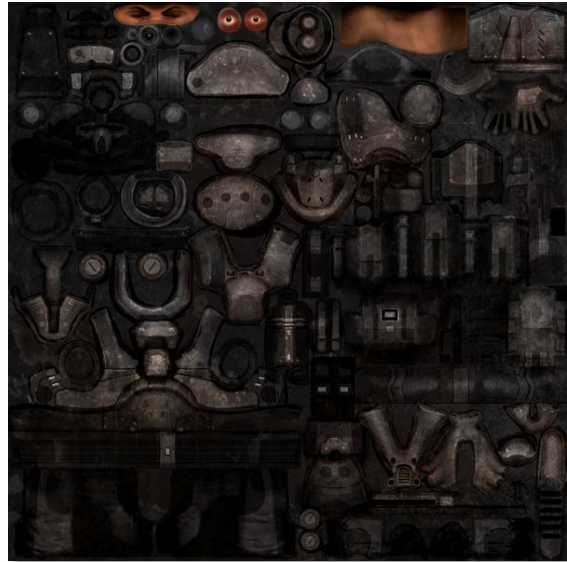
### Jungle Soldier

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.



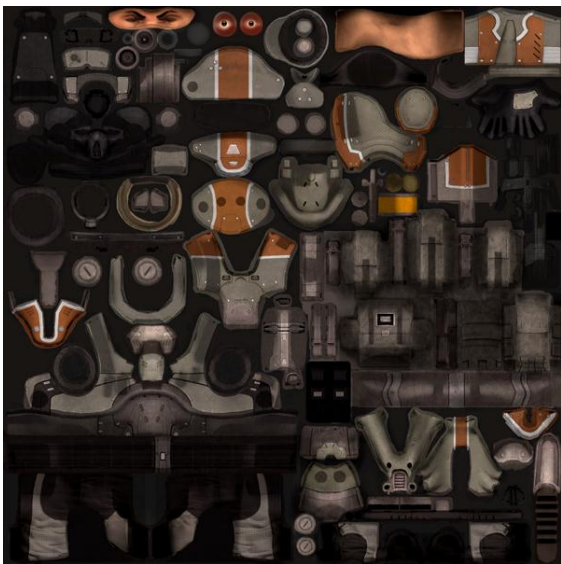
### Post-Apocalyptic Soldier

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.



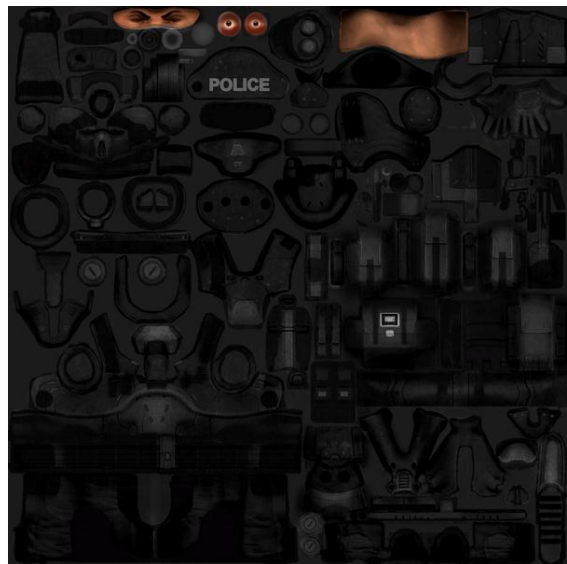
### Sci-Fi Modern Soldier

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

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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

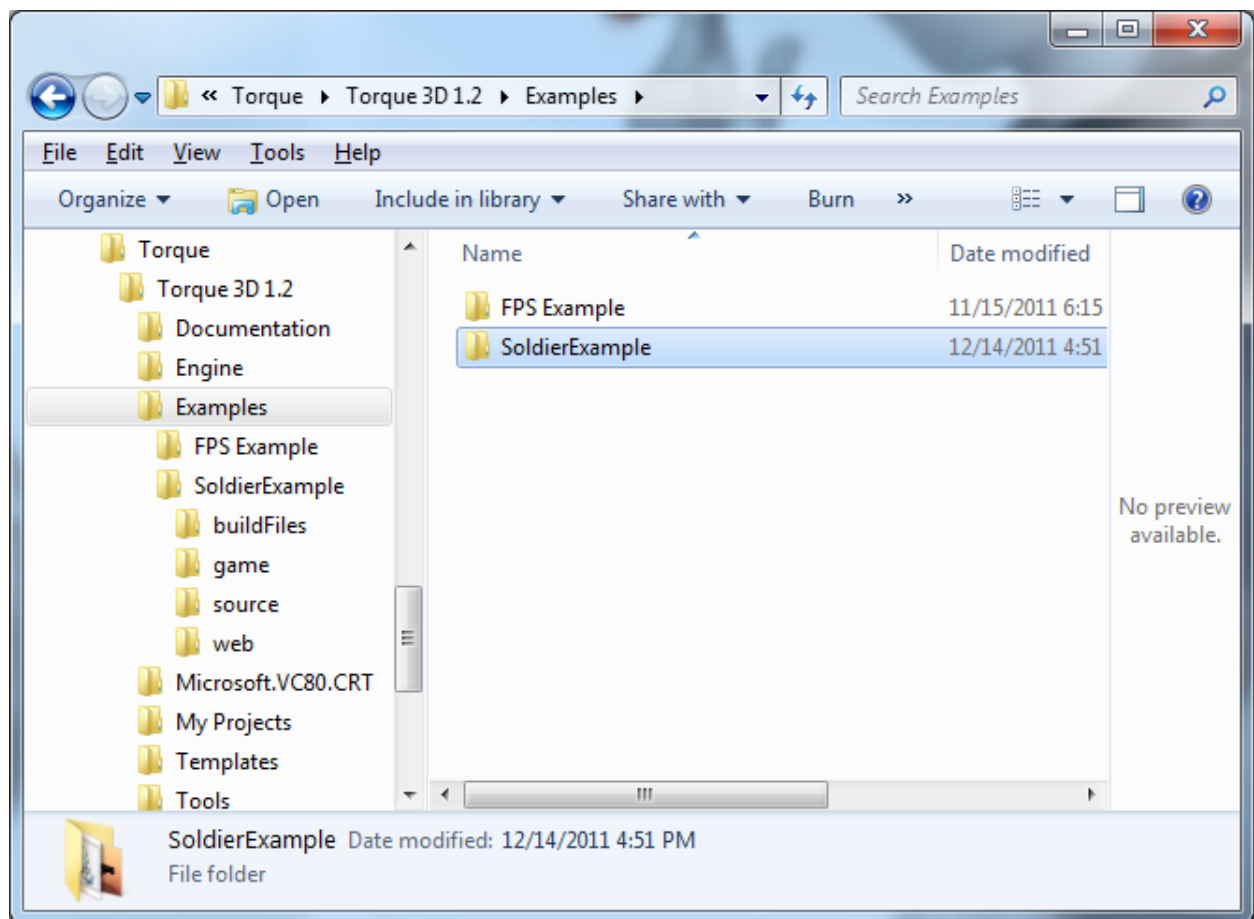
In Windows, you can extract the zip file by right-clicking on the Soldier\_Art\_Pack.Zip file and selecting *Extract...* Browse to the path where you wish to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into place to avoid any problems in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

**Note:** Always make any changes to a copy 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 1.2\Examples**) copy the FPS Example to avoid any problems with the original project. Name this new folder with an intuitive title such as **SoldierExample** to test the artwork. Open the new **SoldierExample** folder and then copy the files from the Soldier Art Pack.

1. Right click FPS Example and select Copy
2. Right click on the Examples folder and select Paste
3. After the copy is complete, rename the folder something similar to **SoldierExample**
4. Open the **SoldierExample** folder and copy the **game** folder from the Soldier Art Pack into the **SoldierExample** folder. Confirm all merge folders/replace files dialogs that pop up.



## Using the Art Pack

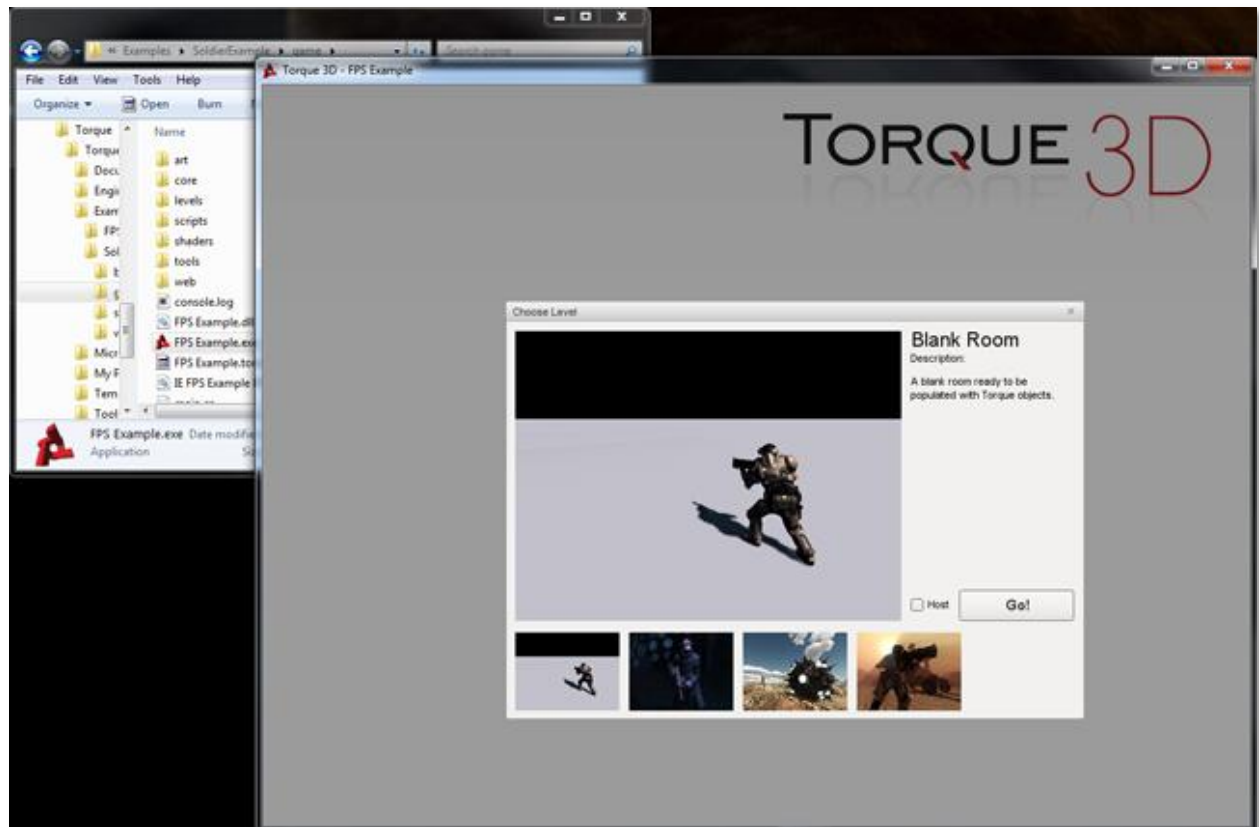
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This section assumes that you have added the *Soldier Art Pack* assets to your game directory as required in the previous section. If you have not completed this step, then please add these files to your game's directory structure so that you will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

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

### Basic Usage

Navigate to the *SoldierExample* directory where you copied the assets in the previous step. Start the *SoldierExample* executable that is inside of the **C:\Torque\ Torque 3D 1.2\SoldierExample\game** directory. Choose the *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 new textures on the player from multiple angles. By default the game will spawn the player with a random material from the skin pack, if you spawned with the default tan texture then just press escape, click quit and run the blank room level again.

## Changing Random Skins

By default, the game will swap out materials randomly when the player spawns. This is done by defining a set of material prefixes that the game will use to find and assign the intended materials. You can change which materials appear by editing the `\art\Datablocks\player.cs` torque script file and finding the variable called `availableSkins`. This variable is a string that uses tabs to separate the different prefixes of the materials. By default it is:

### CODE:

```
availableSkins = "base  Arctic      Imperial  Jungle      PostApoc  
                  ScifiModern Stealth    UltraMega  Urban";
```

Let's say we just want to use base (the default), Imperial, and Jungle. In that case we would write out each material prefix and separate them with tabs so that it looks like:

### CODE:

```
availableSkins = "base  Imperial    Jungle";
```


It's important to note that the base material prefix must be included at the beginning of the string, which means it must also always be part of the materials that can be randomly selected from. So in the case that you didn't want to use the default skins you would have to modify the base material through the material editor.

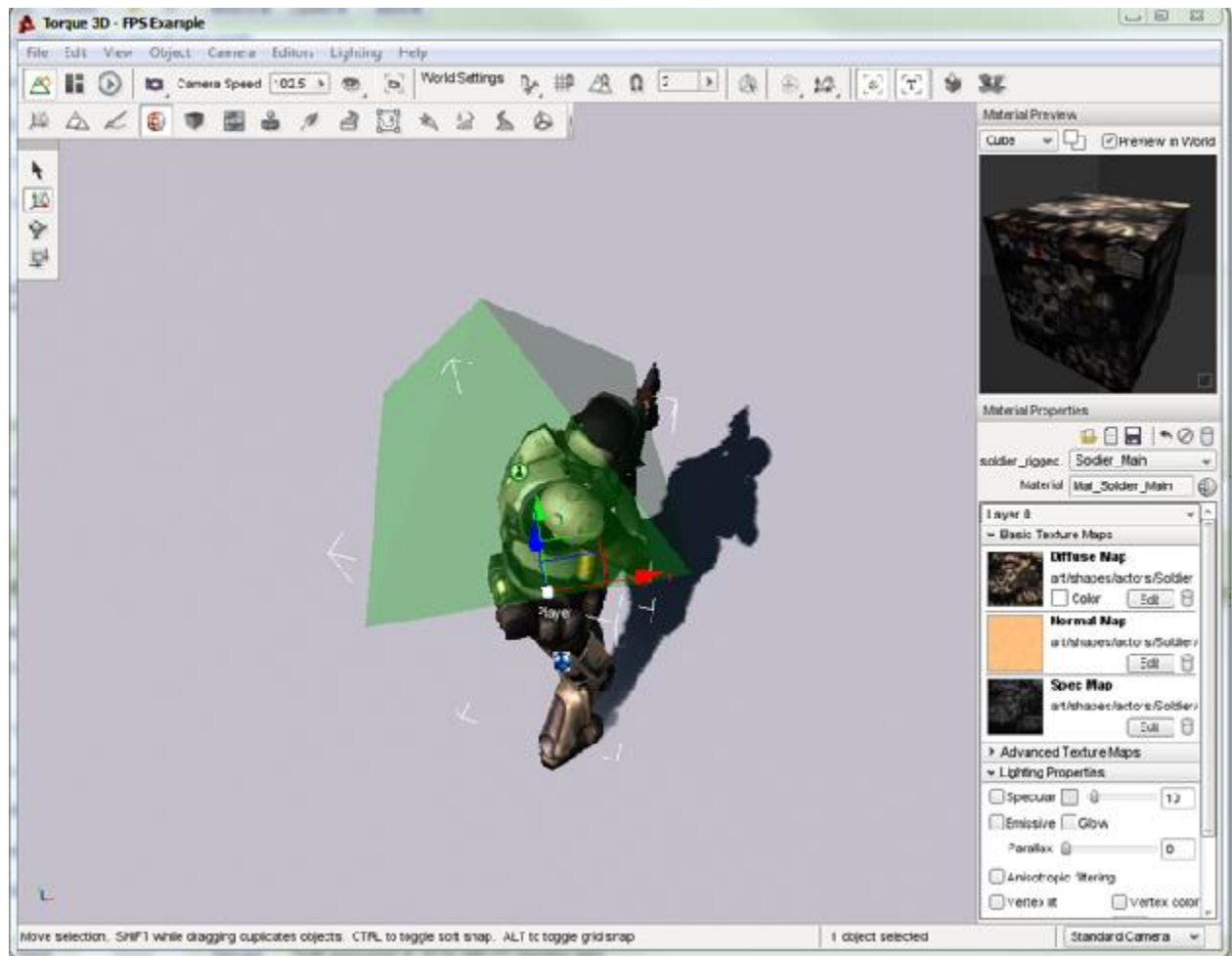
## Changing the Base Material

In the case that you only want to use one of the skins in the pack you can just change the base material to use the textures that you want. To do that first we need to change the `availableSkins` variable in the `\art\Datablocks\player.cs` torque script file to only use base:

### CODE:

```
availableSkins = "base";
```

Now we can edit the base materials for the Soldier's body and his first person hands. After restarting the game, 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**.



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

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Now that you have a series of skins for the soldier, we cannot wait to see the amazing environments and games that you build for 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](mailto:support@garagegames.com) as you make use of these assets.