

# CHEETAH ART PACK

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TORQUE 3D

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DOCUMENTATION

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## Description of the Cheetah Art Pack

The Cheetah Art Pack has been designed specifically for the Cheetah model that came with Torque 3D 1.1. The .max and .fbx files of the Cheetah model are included for artists to use and modify to fit their needs. The meat of the Cheetah 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 Cheetah Art Pack

The Cheetah Art Pack includes the Cheetah body, turret, front and back left wheel models and animations in .max and .fbx formats. There are 8 diffuse and specular UV maps for the Cheetah 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 Cheetah 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 Cheetah\_Body.cs, Cheetah\_Turret.cs, and materials.cs, files are also included. These files can quickly and easily be dropped into the existing Torque 3D missions.



## Included Materials

The included DDS textures (diffuse and specular) are:

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

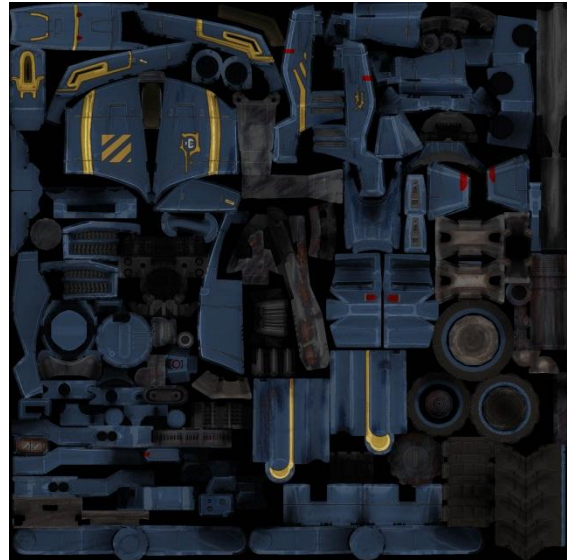
### Arctic Cheetah

The Arctic Cheetah was designed to offer support for intensive firefights in the snow-covered tundra.



### Imperial Cheetah

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



### Jungle Cheetah

Whether you're infiltrating enemy-held territory or navigating a rutted jungle trail, the Jungle Cheetah is ready for anything.



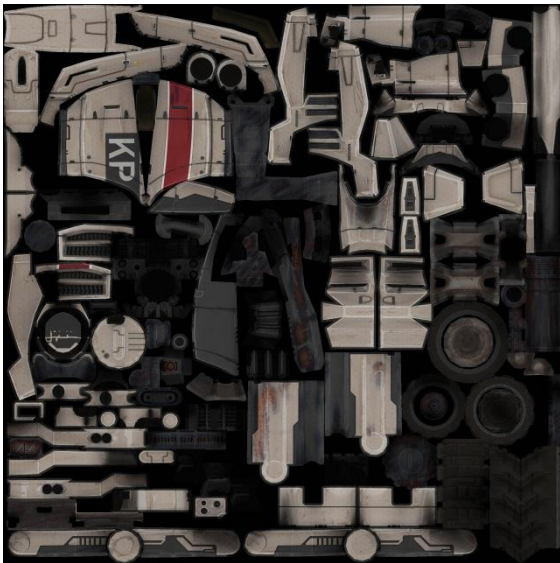
### Post-Apocalyptic Cheetah

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



### Sci-Fi Modern Cheetah

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



### Stealth Cheetah

Cities must be protected and justice upheld. The Stealth Cheetah is perfect for support of night-time operations.





### UltraMega Cheetah

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



### Urban Cheetah

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



## Installing the Cheetah Art Pack

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

### Unzipping the Cheetah Art Pack

In Windows, you can extract the zip file by right-clicking on the Cheetah\_Art\_Pack.Zip file and selecting *ExtractAll...* 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 **CheetahExample** to test the artwork (see Figure 1).

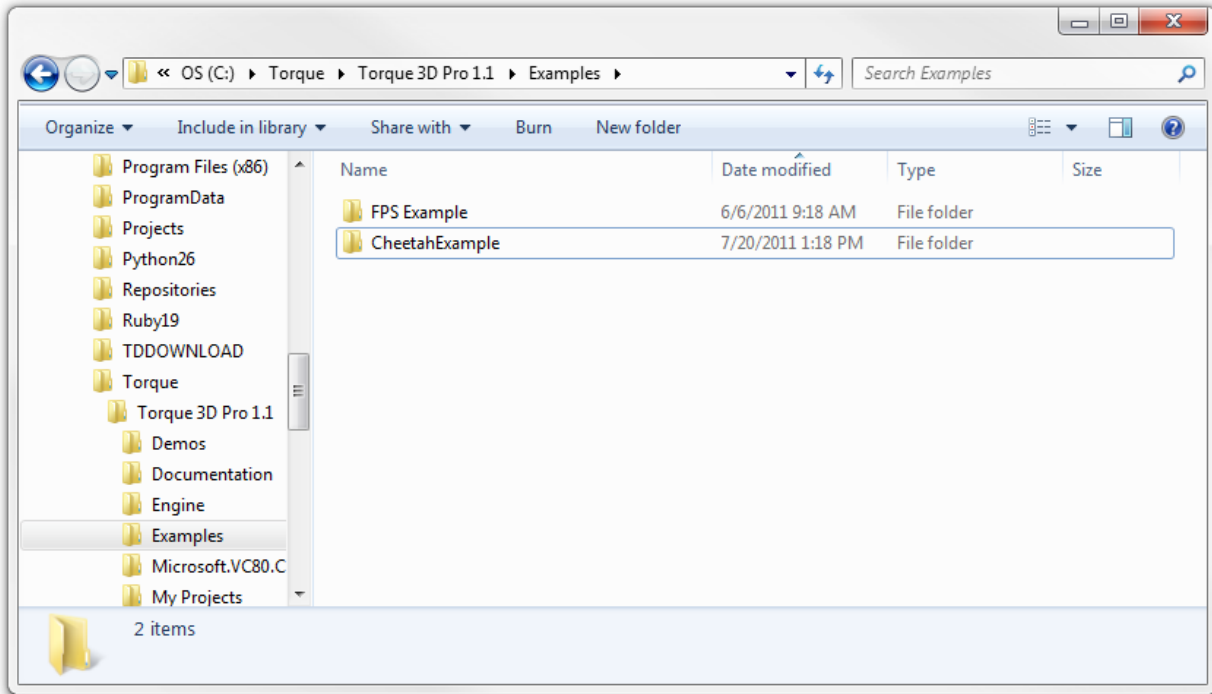


Figure 1: CheetahExample Selection

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

## Using the Cheetah Art Pack

This section assumes that you have added the *Cheetah 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 *CheetahExample* directory where you copied the assets in the previous step. Start *FPS Example.exe* that is inside of the `C:\Torque\Torque 3D Pro 1.1\Examples\game` directory. Choose the *Blank Room* (see Figure 2).

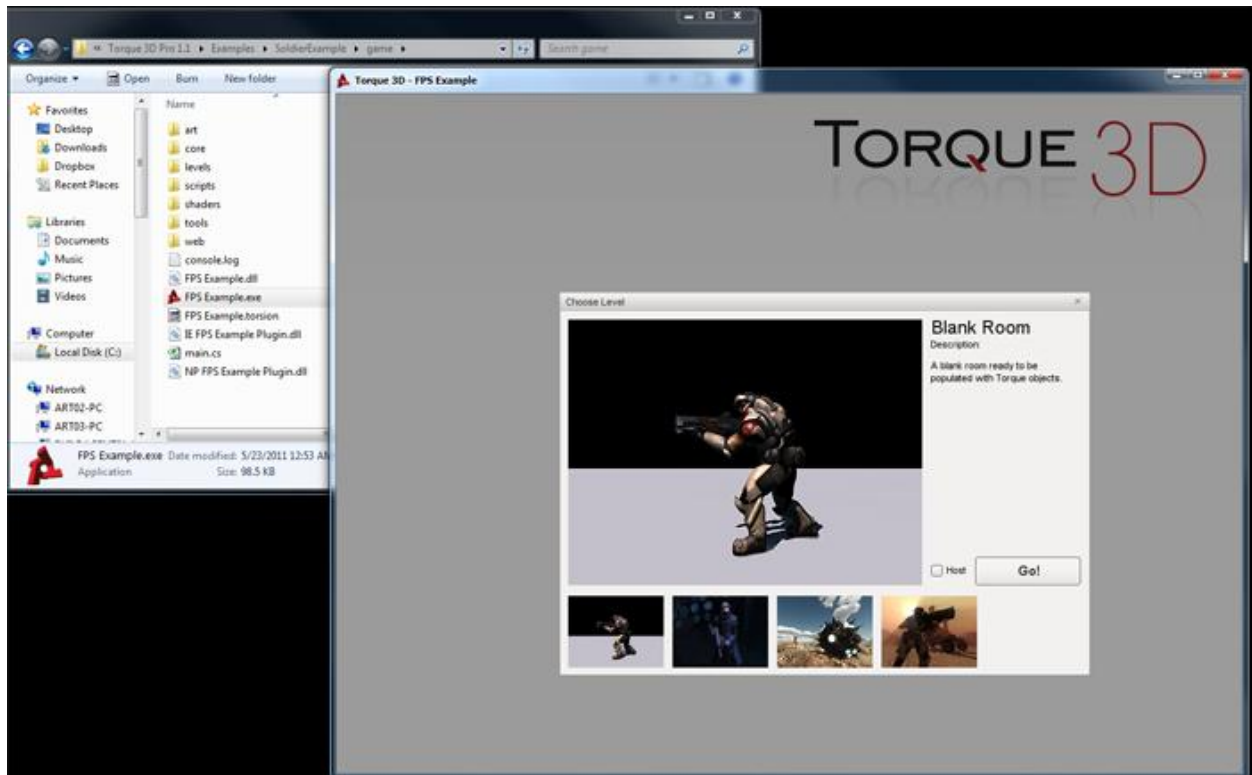



Figure 2: Selecting Blank Room

Once the Blank Room level has finished loading, press F11 to launch into the world editor if you are not in there already. From the World Editor select the **Library tab** in the Scene Tree. In the **Library tab** select the **Scripted tab** and from there the *Vehicles* folder. To add the Cheetah into the scene double click on *CheetahCar* in the Scene Tree. This will allow you to view the model with each skin as you select it in the *Material Editor*.

Press **Alt-C** or go to *Camera > World Camera > Standard* and move it around so that the Cheetah is in frame. Open the *Material Editor* either by clicking the *Material Editor* icon  or pressing **F4** (see Figure 3).



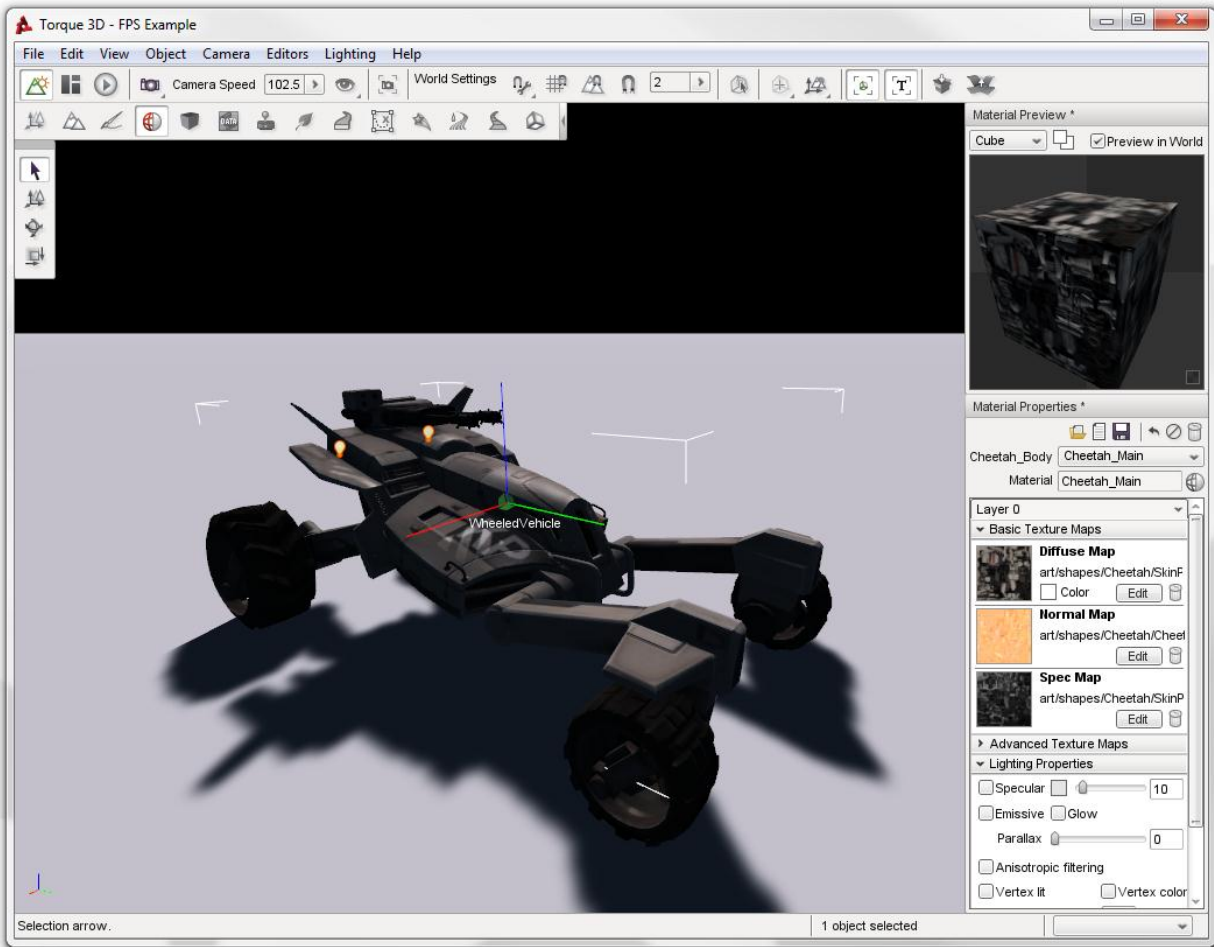


Figure 3: Default Soldier Skin in Material Editor

Under Material Properties select **Cheetah\_Main** from the drop down box of **Cheetah\_Body**. Click on the **Edit** button in the *Diffuse Map* area and navigate to the `C:\Torque\Torque 3D Pro 1.1\Examples\CheetahExample\game\art\shapes\Cheetah` folder. Select `Cheetah_ScifiModern_D.dds`.

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

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

## Conclusion

Now that you have a series of skins for the Cheetah, we cannot wait to see the amazing environments and games where you can fit these vehicles. 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.