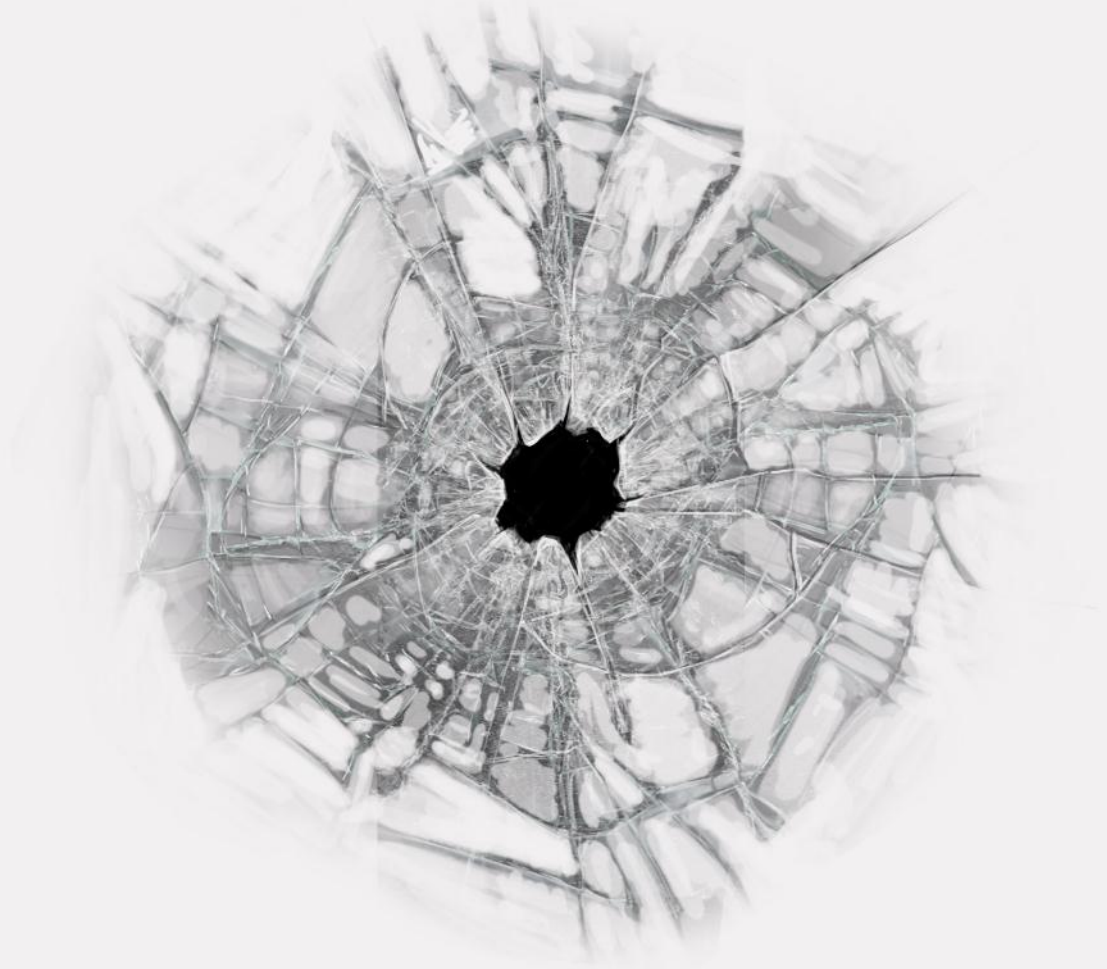


# DECAL ART PACK

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TORQUE 3D

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DOCUMENTATION

## Contents

|  |    |
|--|----|
| Description of the Decal Art Pack .....          | 3  |
| Contents of the Decal Art Pack .....             | 3  |
| Included Decals and Format .....                 | 3  |
| Included Decals .....                            | 4  |
| Blood Decals .....                               | 5  |
| Bullet Hole Decals .....                         | 5  |
| Cracks Decals .....                              | 5  |
| Glass Decals .....                               | 6  |
| Grime Decals .....                               | 6  |
| Tire Mark Decals .....                           | 6  |
| Trash Decals .....                               | 7  |
| Installing the Decal Art Pack .....              | 7  |
| Unzipping the Decal Art Pack .....               | 7  |
| Copying Files into the Correct Directories ..... | 7  |
| Using the Decal Art Pack .....                   | 8  |
| Conclusion .....                                 | 12 |

## Description of the Decal Art Pack

The Decal Art Pack has been designed specifically for your environment to be used with Torque 3D 1.1. The .TGA and .DDS files of the assortment of decals are included for artists to use and modify to fit their needs. The meat of the Decal Art Pack included the normal, diffuse, and specular maps to be used for various environments.

The art team at GarageGames has designed this pack to provide you with a range of decals to ensure that your games look great as possible all the while maintaining a consistent and reliable multiplayer experience.

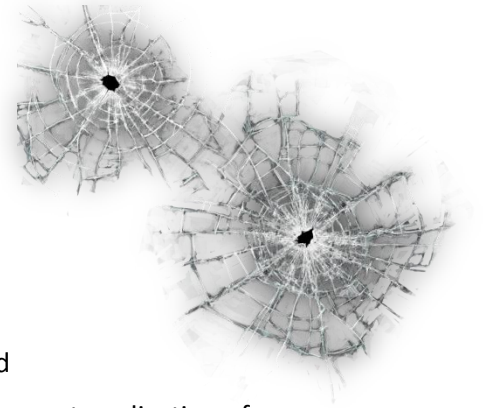
## Contents of the Decal Art Pack

The Decal Art Pack includes the raster image file format (.TGA) and DirectDraw Surface graphics file format (.DDS). There are over 100 decals for your world: Blood, Bullet Holes, Cracks, Glass, Grime, Tire Marks, and Trash. In addition to the diffuse maps, we have included the specular and normal maps for simulating bumps and wrinkles.

Using these files, you will also be able to see how we have structured our decals to get a strong grasp on the art pipeline for Torque 3D.

## Included Decals and Format

The Decal Art Pack includes the raster image file format (.TGA) and DirectDraw Surface graphics file format (.DDS) which can be opened with any art application of your choosing. These files out of the box can quickly and easily be dropped into the existing Torque 3D missions.

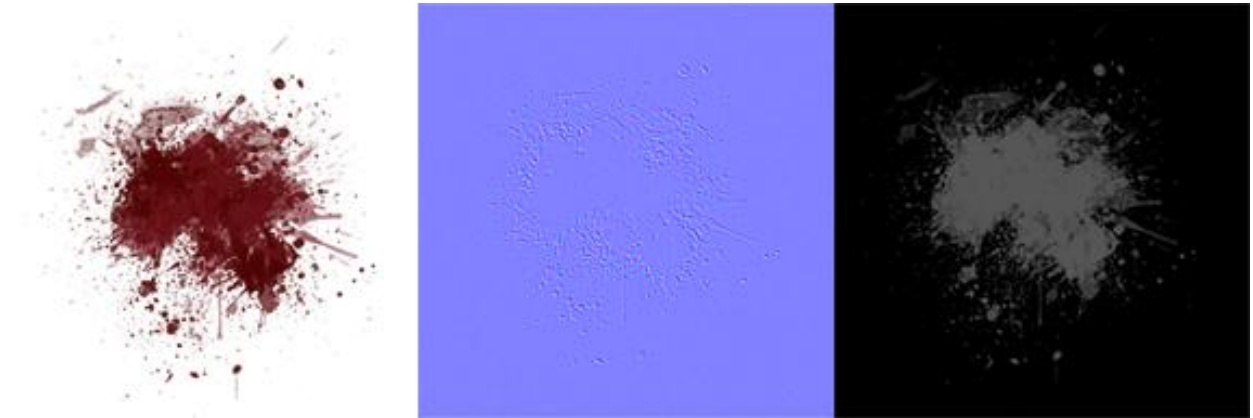


## Included Decals

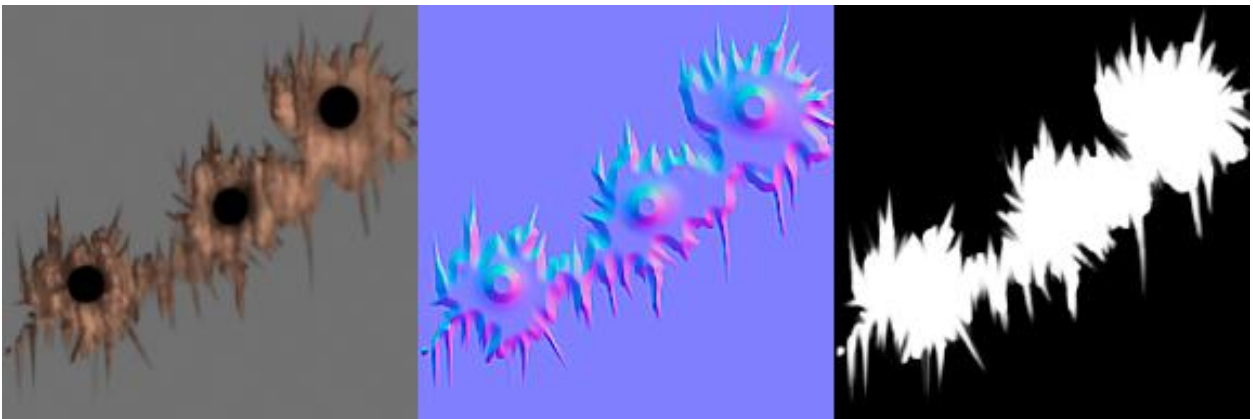
The included decals are:

- Blood
  - 12 DirectDraw Surfaces
  - 12 Diffuse Maps
  - 12 Normal Maps
  - 12 Specular Maps
- Bullet Holes
  - 36 DirectDraw Surfaces
  - 36 Diffuse Maps
  - 36 Normal Maps
  - 36 Specular Maps
- Cracks
  - 3 DirectDraw Surfaces
  - 3 Diffuse Maps
- Glass
  - 5 DirectDraw Surfaces
  - 5 Diffuse Maps
  - 5 Normal Maps
- Grime
  - 39 DirectDraw Surfaces
  - 39 Diffuse Maps
  - 39 Normal Maps
  - 39 Specular Maps
- Tire Marks
  - 3 DirectDraw Surfaces
  - 3 Diffuse Maps
  - 3 Normal Maps
  - 3 Specular Maps
- Trash
  - 6 DirectDraw Surfaces
  - 6 Diffuse Maps
  - 6 Normal Map
  - 6 Specular Maps

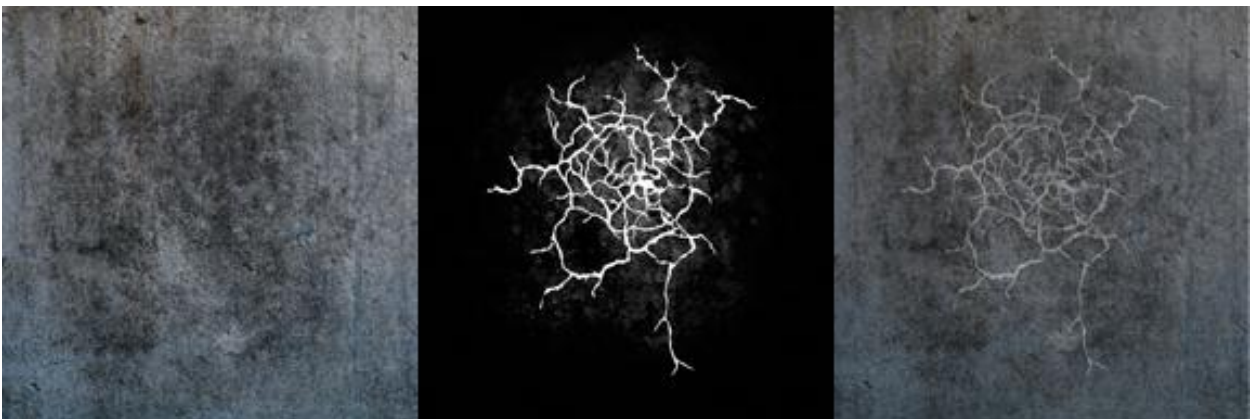
## Blood Decals



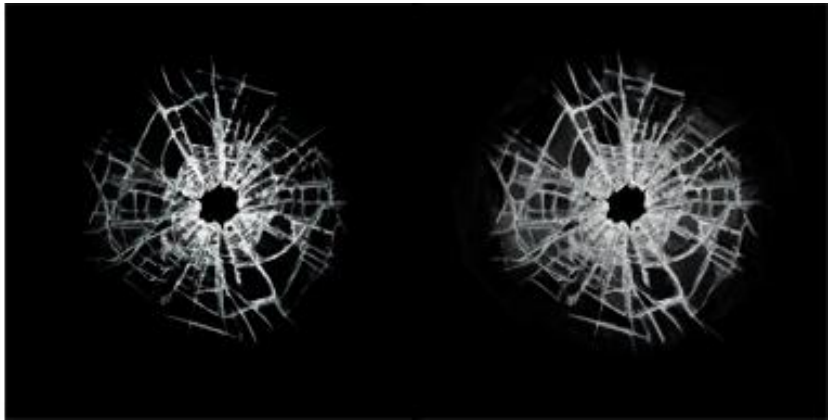
## Bullet Hole Decals



## Cracks Decals



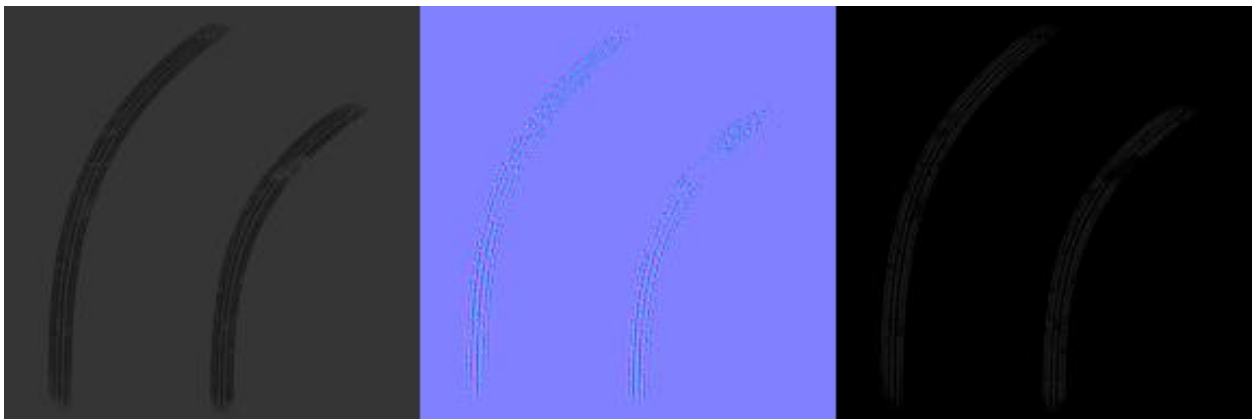
## Glass Decals



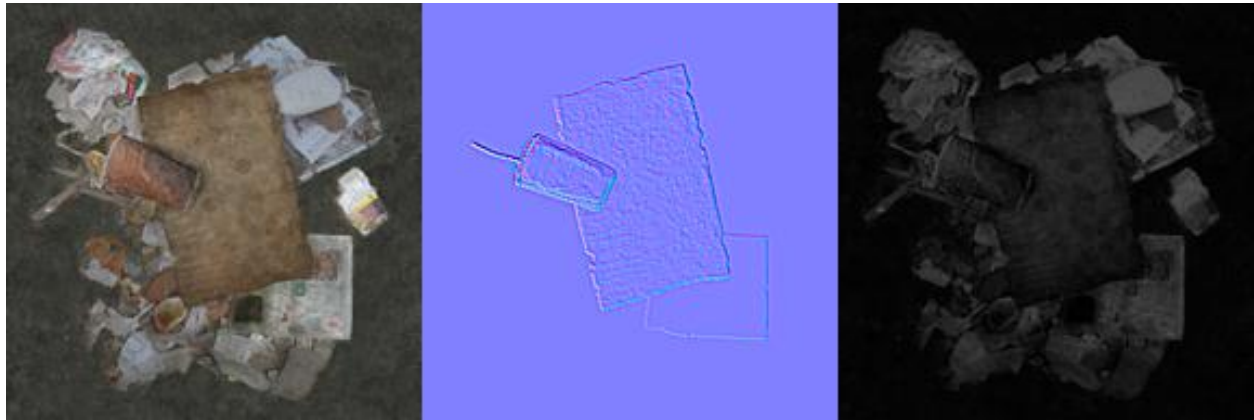
## Grime Decals



## Tire Mark Decals



## Trash Decals



## Installing the Decal Art Pack

The Decal Art Pack is contained in this ZIP file which can be extracted on any modern operating system. It includes the normal, diffuse, and specular maps in .TGA and .DDS format.

## Unzipping the Decal Art Pack

In Windows, you can extract the zip file by right-clicking on the Decal\_Art\_Pack.Zip file and selecting *Extract All...* 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.X\Examples), copy the *FPS Example* to avoid any problems with the original project. Name this folder with an intuitive title such as **DecalExample** to test the artwork (see Figure 1).



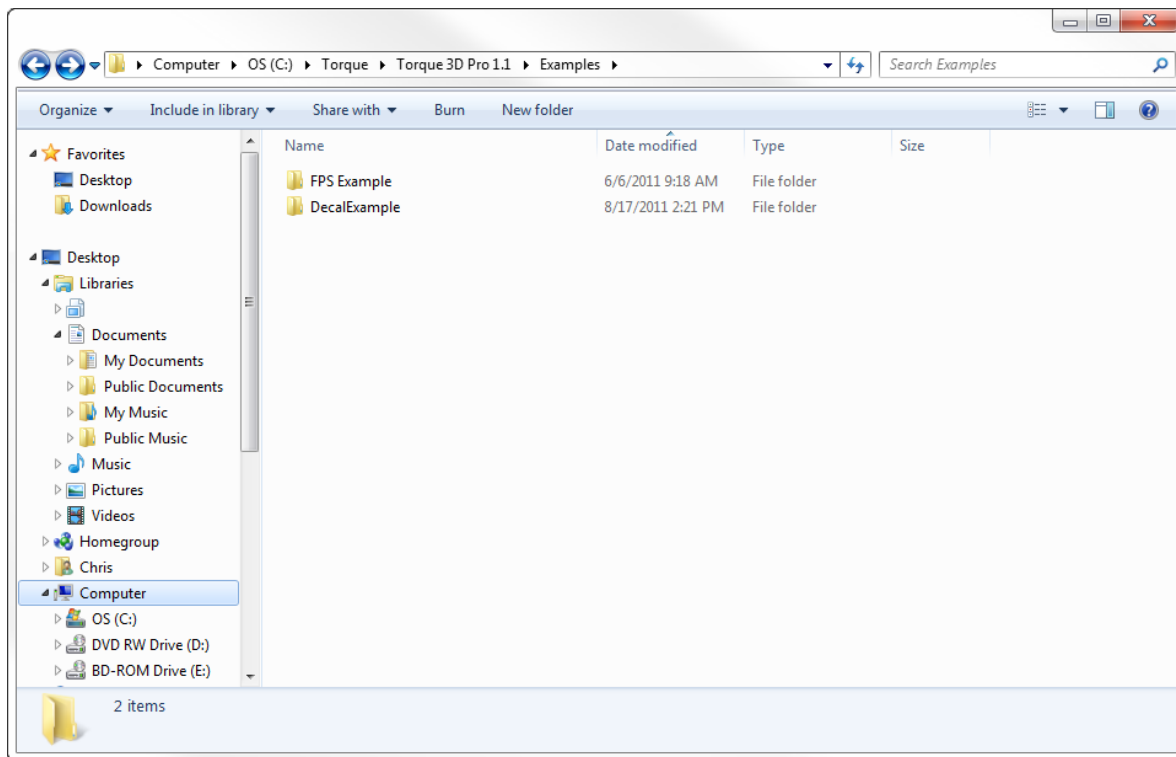


Figure 1: SoldierExample Selection

Open the *DecalExample* directory and navigate to `\game\art\decals` and copy the files from the Decal Art Pack into the `\art\decals` folder.

## Using the Decal Art Pack





This section assumes that you have added the *Decal 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 *DecalExample* 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.X\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 **Material Editor**  in the Toolbar. Once in the **Material Editor** select the **Create New Material**  in the *Material Properties* and then rename the new material to “TrashMaterial01” in the material box. From there click on the *edit button*  for the **diffuse Map** which is located under the **Basic Texture Maps**. When prompted with the open dialog box navigate to `\game\art\decals\trash` and select “Trash01\_d.dds” and click open. Following the above steps select “Trash01\_n.dds” for **Normal Map** and “Trash01\_s.dds” for **Spec Map**. While in the Material Properties box scroll down to **Advance (all layers)** select **LerpAlpha** and check **Transparency** and **Transparent Z-Write** box. After you have done that select the *save button*  to save your newly created material.

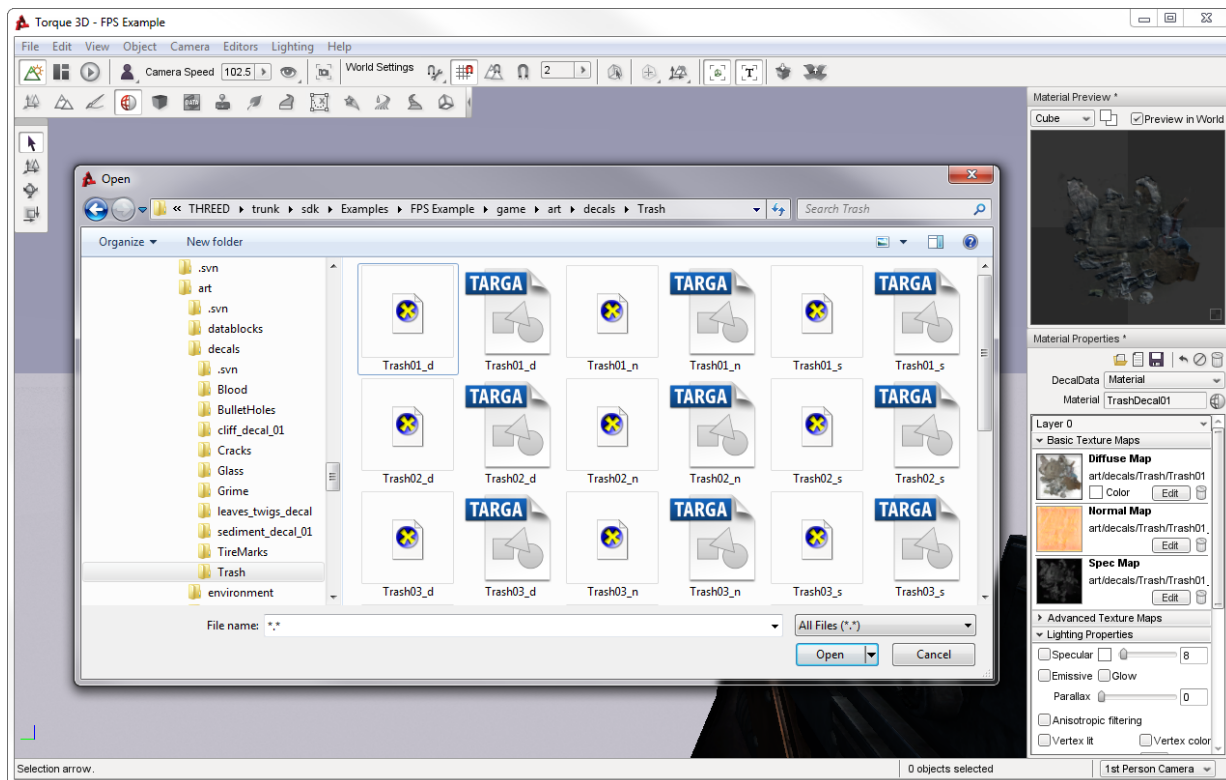






Figure 3: Selecting Trash01\_d.dds, Trash01\_n.dds, and Trash01\_s.dds in the Material Editor

Now let's add the Trash decal to your scene. In the **World Editor** select the **Decal Editor**  in the tool bar. Select the *Create New Decal Template* under **Library** tab of the **Decal Editor** Tree. Go to the **Template Properties** and under **Decal Template Properties** rename the decal to "TrashDecal01". Remaining in the **Template Properties** and scroll down to **Decal** section and select the **Material Selector**.  In the **Material Selector** locate the "TrashMaterial01" that we had you create. Once you have located the material click on the thumbnail in the **Materials** section and click the *select button*.  In the **Decal Editor** for Torque 3D 1.2 click on the *Save All*  button to save the new decal to your scene. If you are using Torque 3D 1.1 please refer to the end of the lesson on how to save your decal to the scene.

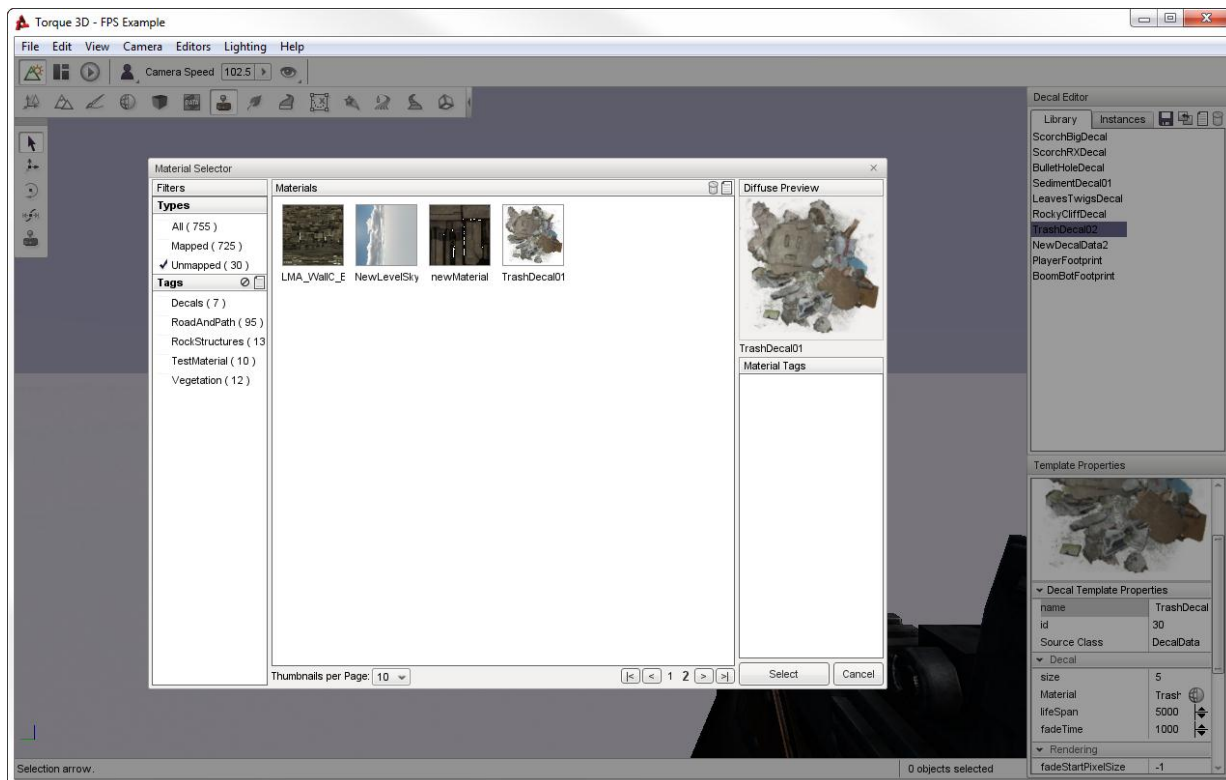


Figure 4: Selecting the Trash Material in the Material Selector

Select the “TrashDecal01” decal in the library tab and in the scene view of the **World Editor** click on the ground plane to add the Trash decal to your scene. To save your decal using Torque 3D 1.1 after adding the decal to the scene save the scene by going to *File > Save Level*. This concludes the lesson on how to add a decal to your scene.

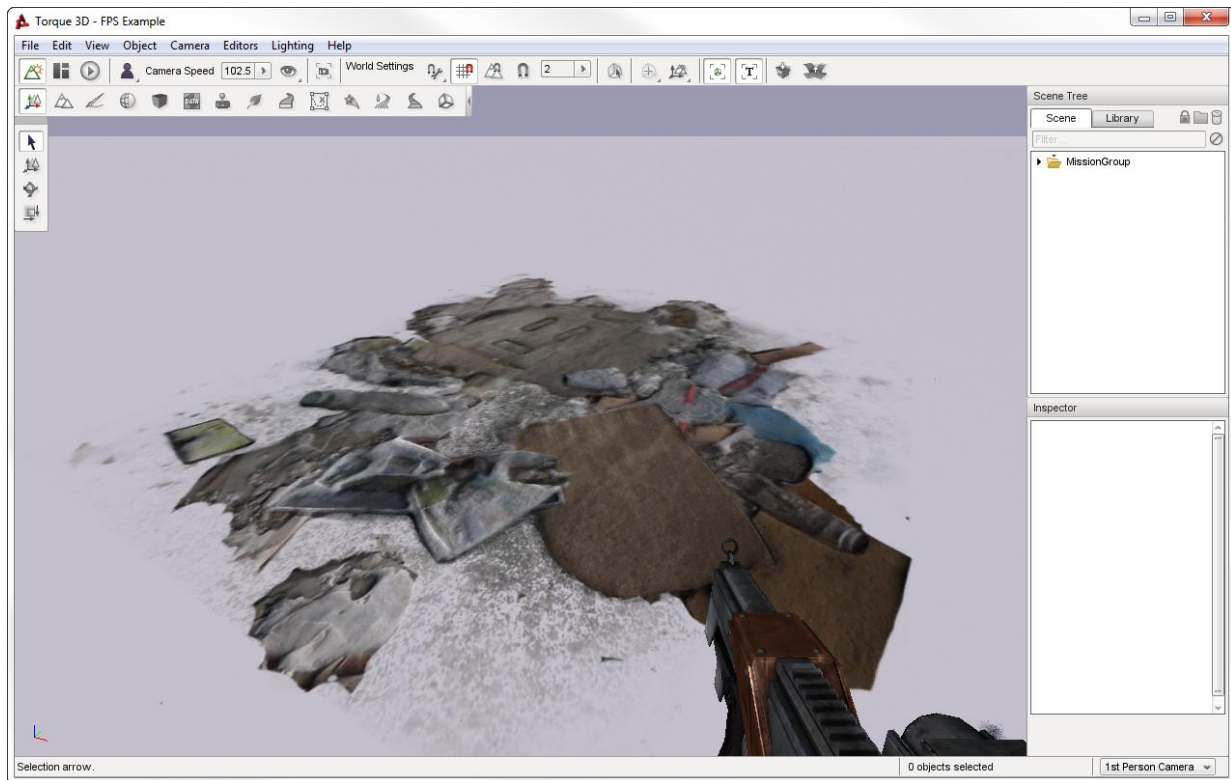


Figure 5: Trash Decal in the scene

## Conclusion

Now that you have a series of decals, we cannot wait to see the amazing environments and games you can fit these into. 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.