

Urban Art Pack - Buildings



TORQUE 3D

DOCUMENTATION

Contents

Description of the Urban Art Pack - Buildings	3
Contents of the Chinatown Source Art Building Pack	3
Installing the Building Pack	3
Unzipping the Building Pack	3
Copying Files into the Correct Directories	4
Using the Building Pack.....	4
Conclusion.....	6

Description of the Urban Art Pack - Buildings

Thank you for purchasing the *UrbanArt Pack - Buildings* from GarageGames. This art pack was designed for developers interested in creating an urban sprawl. We've designed this art pack to be modular to allow designers to create city blocks in an open-world fashion. This art pack is intended to be used with Torque 3D 1.2. The .dae, .max, and .fbx files of the building and pavement models are included for artists to use and modify to fit their needs. The art pack the buildings and pavement areas, Torque script files, UV normal, Diffuse, and Specular maps for the various environments.

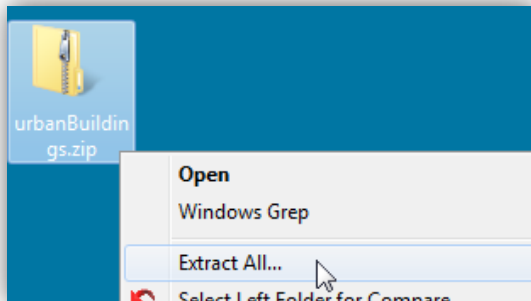
Contents of the Chinatown Source Art Building Pack

The *UrbanArt Pack - Buildings* includes nine pre-made building models designed for a square-block layout in .dae, .max, and .fbx formats. Many of the textures include normal, diffuse, and specular UV map variations for each of the building models and sidewalk pieces.

We have included the 3D Studio Max files for artists to use to modify the buildings to fit their own environments. Using these files, artists 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 using their chosen digital content creation application.



Installing the Building Pack

The *UrbanArt Pack - Buildings* is contained in this ZIP file which can be extracted on any modern operating system. It includes the complete source art for the pack as well as the normal, diffuse and specular textures for the models' UV map.

Unzipping the Building Pack

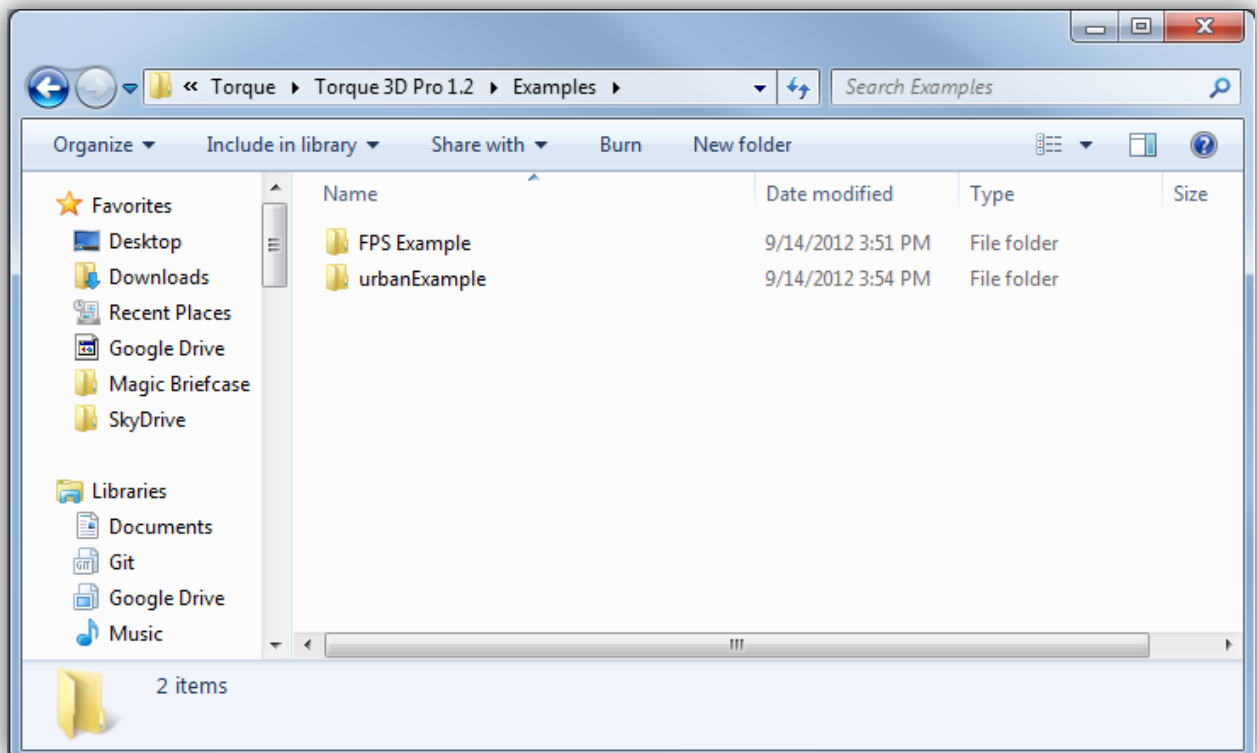
In Windows, you can extract the ZIP file by right-clicking on the **urbanBuildingsZip** file and selecting *Extract All...* Browse to the path where you want to extract the files. It is recommended that you extract them to your *Documents* directory and then copy them into the correct game directories 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 **urbanExample** to test the artwork. Open the new **urbanExample** folder and then copy the files from the location where you unzipped the files.

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



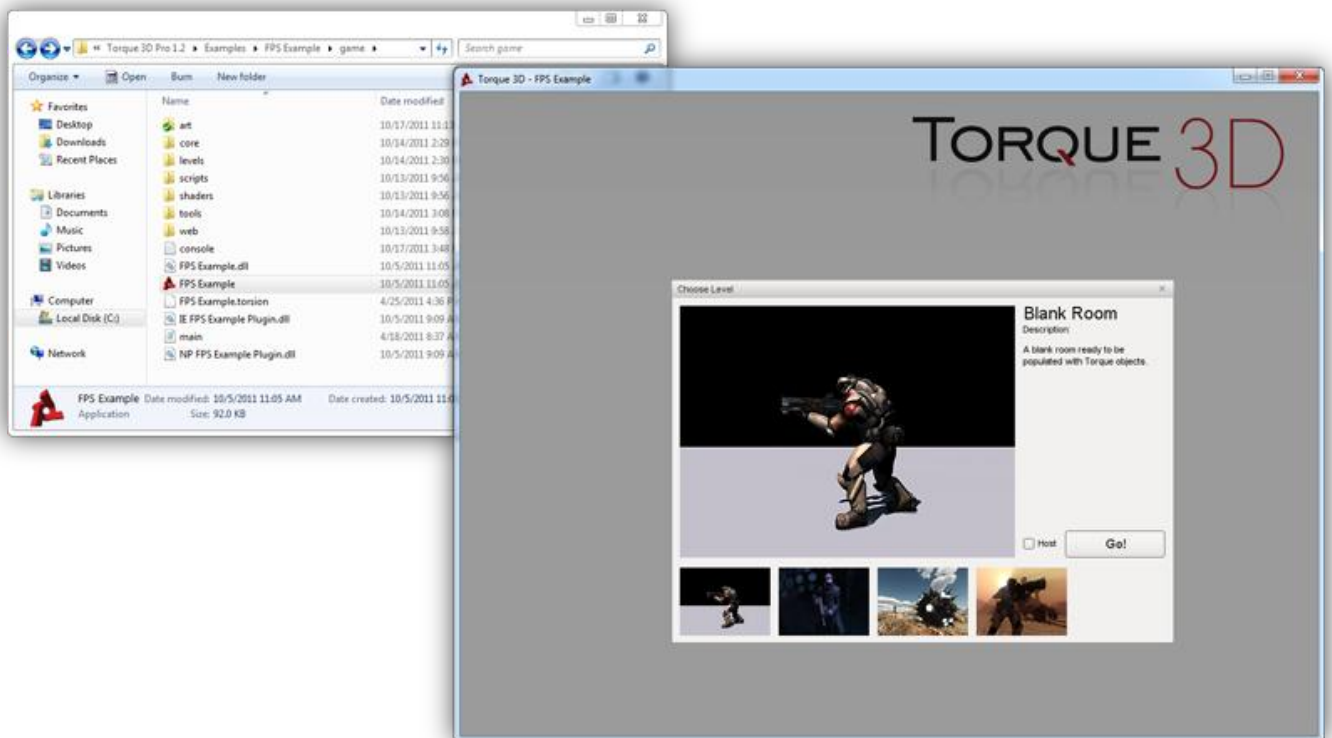
Using the Building Pack

This section assumes that you have added the *UrbanArt Pack - Buildings* 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 **urbanBuildings** 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\game and select the **Blank Room** level.

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

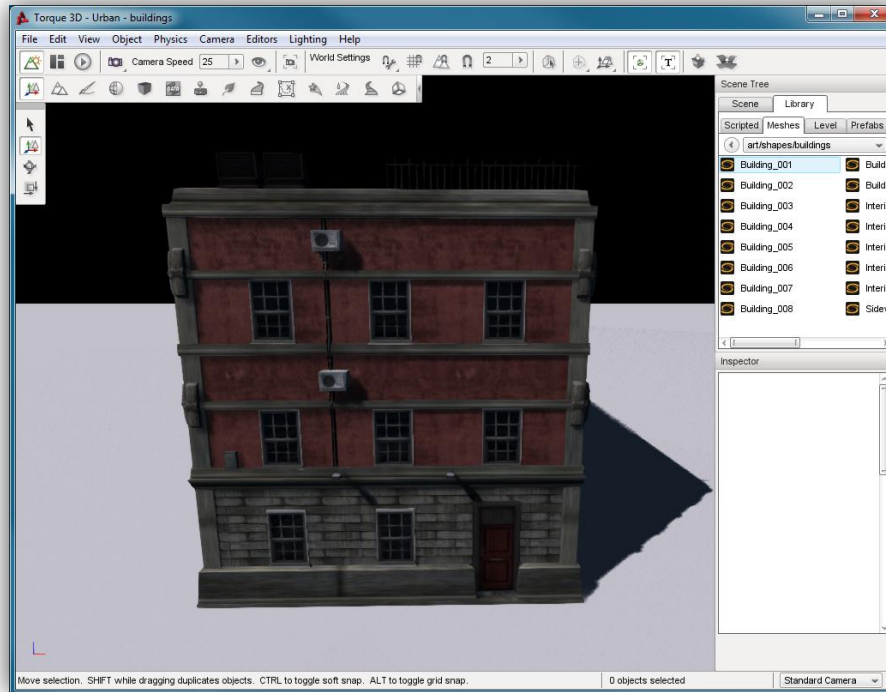


Once the Blank Room level has finished loading, press F11 to launch into the World Editor if you are not there already. From the World Editor select the Library Tab in the Scene Tree. In the Library Tab select the Meshes Tab and from there navigate through the Art >> Shapes >> Buildings >> GG Chinatown Buildings directory. To add a building into the scene double click on building_001 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 >> urbanBuildings** folder.

To add zombies into the scene double click on **Building_001** in the **Scene Tree**.



Conclusion

Now that you have the *UrbanArt Pack - Buildings*, 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 *UrbanArt Pack - Buildings*.