

# Adam deGrandis' Sports Car Art Pack

version 1.0

## A Note From Adam

Thanks for purchasing the Sports Car Art Pack! If you like this vehicle and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, [www.adamdegrandis.com](http://www.adamdegrandis.com). Thanks again!

## Installation of the Sports Car Art Pack

To install the Sports Car Art Pack:

- 1) Drag or copy/paste the "sportsCar" folder included in the .zip to the game\art\shapes\ directory of your project
- 2) Drag or copy/paste the "cubemaps" folder to the game\art directory of your projects
- 3) Drag or copy/paste the "sportsCar.cs" file found in "scripts\_datablocks" of the zip to your game\art\datablocks\vehicles folder
- 4) Add "exec("./vehicles/sportsCar.cs");" (without the quotes) to your game\art\datablocks\datablocksExec.cs file under the comment "// Load the vehicle datablocks"
- 5) Drag or copy/paste the "sportsCar.cs" file found in "scripts\_server" of the zip to your game\scripts\server folder
- 6) Finally, add "exec("./sportsCar.cs");" (without the quotes) to your game\scripts\server\scriptExec.cs file.

After you complete these steps, the Sports Car will be available in your project.

## Use of the Sports Car Art Pack

To add a Sports Car to your level, simply open the mission editor (F11) and go to Object Editor (F1) > Scripted Tab > Vehicles (in drop down), and doubleclick "SportsCar". Keys to control and exit the car are identical to those of the default Torque vehicles.

## Frequently Asked Questions

Q: How do I use the keyboard to steer?

A: If you're making a game that's strictly driving, simply change the keyboard mapping for left and right. If you're making a game that has players controlling a character that can get into cars, you need to set up an actionMap, which is beyond the scope my abilities. A search of the GarageGames website can get you on your way.

Q: How do I make the wheels automatically return to center after a turn?

A: This gets into scripting/coding and being that I can't do either very well, I can't offer directions on how to do it. There are resources and forum posts on the GarageGames website dedicated to this topic, however, so I'd recommend a search of the site.

Q: My character sticks his head out of the car when he's mounted in it. What do I do?

A: You need a new animation sequence for your character for your character to play while he/she is sitting in the car. This can be made in any 3d modeling program, such as Blender, 3ds Max, or Maya.

Q: I'm making a AAA racing game. What can I do to make the car look a little more cutting-edge.

A: Stock Torque can do some great stuff as-is, but falls a little short for this kind of particular artwork. A real-time reflection shader as a replacement for the cubemap, a fresnel falloff shader to fake the ambient “glow” or “back lighting” that occurs when a shiny object is being light by the sky, and a motion blur shader would all be great additions.