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Contents of this E-Book:

Opening
Must Have Tools
How to take great pictures
Designing and setup of your texture
How to light your texture for your game
Closing

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OPENING

Welcome and thanks for ordering this tut pack. Here over the next several minutes I'll explain to you what you need to know about how to make textures for your game and how to properly light them and the scene overall. Now, I should clear up a few things... every game engine is different how they render or burn the scenes into the world outlay, but usually texture making is a standard thing that I will explain here. I will not be explaining how to do what with your own game engine. Usually you can read the manual and figure out what kind of rendering engine it has.

I will be covering texture making and lighting only using Paint shop Pro 10 and Photo Shop CS releases. Also, I will include some tools that I use to help me in making a smashing image package for any game engine to use. I don't cover engines in this package (how to use them with this package) but will lead into a few engines I am doing business with and show you how each works to bring out the best in textures for your own game.

Again thanks for taking the time to check this PDF out, I hope you enjoy it as much as I did making it. Now, it's game time... let's make some textures!

TOOLS

Ok, to begin let me explain the tools I use in the art creation process. These tools listed are what I personally enjoy using and you need to begin a list like this to find out what you like to use in this process. You will more then likely find some software harder to use and get used to then others... for example, I enjoy Paint shop Pro over Photo shop any day as I'm more used to PSP then PS. You just have to find what works for you.

The list:

1. Paint Shop Pro X
2. Photo shop CS
3. Genetica 2.xx
4. Texture Maker 3.xx
5. Picasa 2

The first two are actual image editing software. I strongly recommend testing each out to give you an idea of what they are about as this is what you will do most of your texturing in. I love PSPx it's the cost saving way to roll for me since PS is about \$600. If money isn't an object then go for Photo shop.

Slots 3 and 4 are both software that enhances your images. You can warp them in ways usually not as easy to in the first two packages. These are editors that can bring life to a image big time. I strongly urge you to get

both programs in your lineup of tools, these will save you time and money in the long run. Don't go on price alone here. If your going to cut out Photo shop, then go with both 3 and 4 here. Sure the prices are a bit steep but the overall returns here will pay you back over time.

Slot 5 is a image finding package that is awesome. This program helps you fond images anywhere on your system or network and when you have 50,000 images or better like I do, you need a way to organize them, even if they are scattered all around your computer and different locations on different drives... this software will keep you in the know... trust me, get this.



For my image needs, I have no less then 2 cameras with me at any given time. I have a Sony 3.1 Meg Pix that takes mini Cd's so you shoot and burn. Then I have a Kodak 8 Meg Pix camera that takes some REALLY sharp shots, even up close. I love both cameras and use them for different things. Both has a built in cam corder feature but I use my Kodak for the extreme shots that I know have to be perfect or get me that super close resolution for wood, concrete, metal or whatever I'm in need of.

I have found that the world is full of great textures just waiting to be found. Overpasses and drain ditches make for the best rust and rusty concrete shots, while giant parking lots just built make for some awesome brick and smooth concrete shots. I love structures of all kinds and

always looking for that awesome shot, that is why I carry two cameras with me at any time.

Remember this one thing... quality counts. The better your image and the sharper the texture, the better you will be in the long run. I don't just horde my shots, I edit them up and publish them out on the web to certain groups, sites and even contract work I do on the side of my day job. I figure that if I can make some extra cash on the side of doing game making and content packs plus my day job, that will all help out.

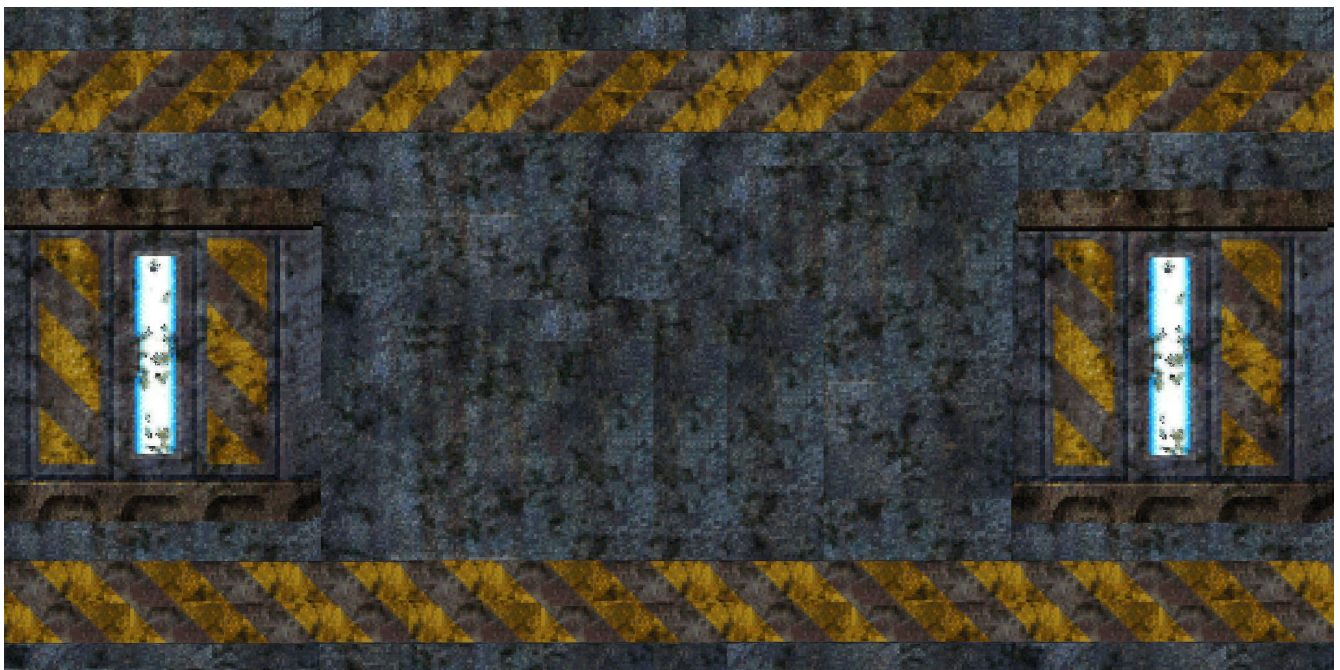
When taking pictures, be sure to have the sun behind you or above. Taking shots at certain times of the day matters cause you may not get another shot like that one until the next day at the same time... time here is important.

Usually, you will find the best times to shoot pictures is between around 10-11am up till around 3pm during the day. Forget it if it's cloudy, sunrise, sunset and more so if at night, as these shots just don't work as you hope. Oh and never ever use a flash unless you are set up at the right side of the object to where the flash don't kill the shot.

You can get a warning sign shot like in these shots and place it on a grainy background made in Texture Maker or PSP or whatever you want to use and then slap it on, edit it up and you have a texture. Texture making isn't hard once you have a strong base in how to take your photos you plan on using in games or renderings.

TEXTURE SETUP

Setup of a texture should be a easy thing. Just copy in the taken photo into one of the above programs to edit it and goto work. Keep in mind that you will want to make sure the theme of the scene is met with the colors and the overall setup you want to use in the game. You more then likely won't use the below texture in a bedroom scene but it would cover a secret hall to a warehouse or underground tunnel of some kind.



Just thrown together in Paint shop Pro and built in about an hours time. I used a old dirty background, a texture that looked like a light and a dirty warning strip for the scene. Just a few textures I snapped on the road and put together to show you what I'm talking about here in this tut.



More of the same but this time as shown above, I added a concrete map to the playing field. This is to give the texture a uniquer feel. I then beveled the map to make it look edgy so it would feel to stand out from the warning wall.



The last pic above is that of aged looked using a erode tube for the effect. Kinda dark I know but this is what we want if we're shooting for a old rundown base feel. And if you really want to get them into the world, use a strong sound pack for the mood. I am writing a tut on this as well, check out my site at [HTTP://www.digitallightstorminc.com](http://www.digitallightstorminc.com) or email me at dlstorminc@yahoo.com for details on released dates and cost.



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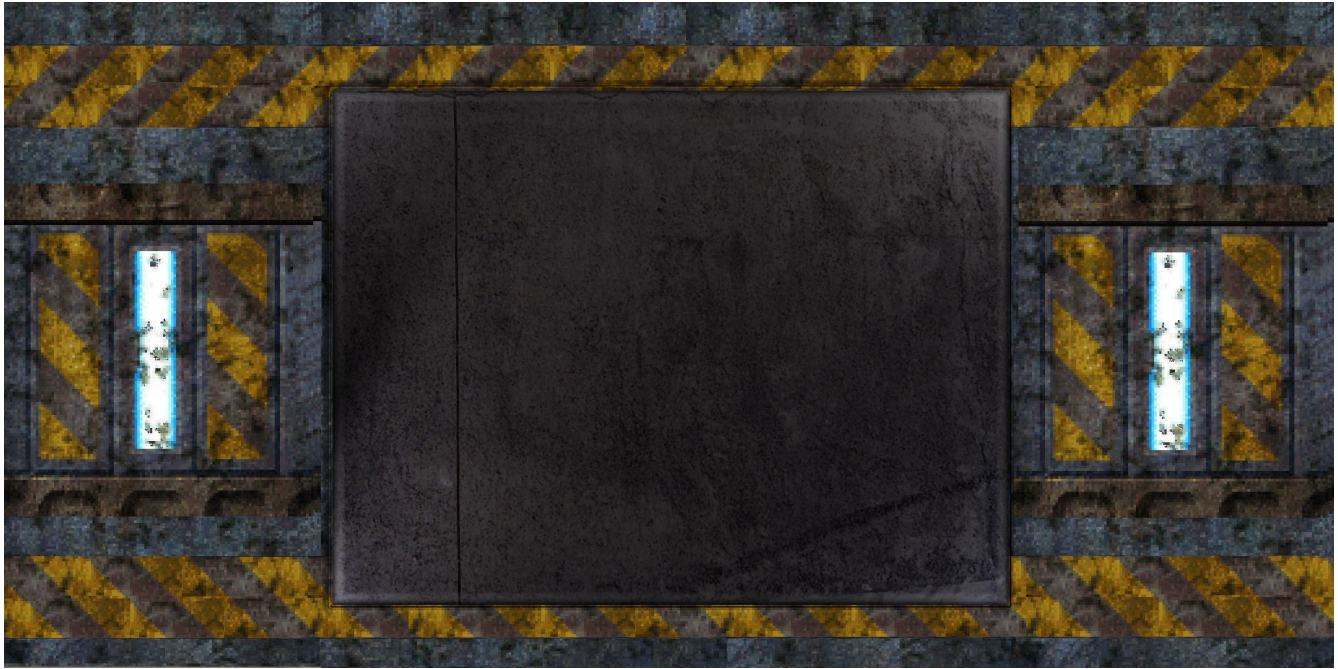
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How to light your texture for your game

Some textures need the illusion of begin self lit like the one below. This all depends on your game engine you are using. If your using an older engine, say like, the Forsaken engine or something in that realm, your options

may include this kind of item texture for that engine. Again, check if your engine uses real time rendering, burning or baked in rendering or what I like to call illusion lights (see texture below).



All I did to the texture was take it into Paint shop pro and throw some lighting on it using the EFFECTS pull down. I placed one light at each corner of the concrete inner map and adjusted it to what it looks like here. Took me about 5 minutes to do this.

This is what you would need to do in a non-modern engine. Today's engines usually don't use this kind of lighting system but still it's nice to know just cause it can help you if you ever get hit by something like this.

Lighting plays a top level role in today's games. Even modeling a scene in 3d Max requires you to know something about lighting and tricks that can make or break you as a level designer. I strongly suggest reading

up on all you can about lighting. I couldn't explain it here in a shorty doc like this is but I can tell you the more info you know the better off you will be in the game making world.

Here is a shot from a texture I made just for this pack. It's supposed to make you think there is wood behind concrete, or depending how you set it up, it could look like a wood front has broken away from a concrete wall, take your pick. It all depends what your eye sees...





Here is a normal wood shot, it is the same as above used in the last scene. This is a shot from a actual real wood posting. I think it came out great with my 3.1 cam. This is what I'm talking about as to quality... remember the beginning of the tut? Yeah that's what I mean. Have fun with texturing and lighting and you can be sure you will be going far in the business...



I hope you enjoyed this tut, it's not much but just something to help you get a go in the photo and texture world. I'm in the making of a longer version as time permits, I hope this guides you along the right path. If you have questions or comments, please drop them to me at dlstorminc@yahoo.com my name is Will. Please come on by our new web site at <http://www.digitallightstorminc.com> and check out my Ambient Sound Packs for use in any game engine to bring your levels to life like you never seen before... till next time... have a safe new year in 2007

