Modeling: SrVertex

METOD: PAINT-A-FARM

IRON 3D TRACKS

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METOD: PAINT-A-FARM

IRON 3D TRACKS

I WILL HERE TO GIVE TIPS FOR USING THE 3D IRON MAT

• FIRST IMPORTS THE wheels FOLDER INSIDE YOUR MOD;
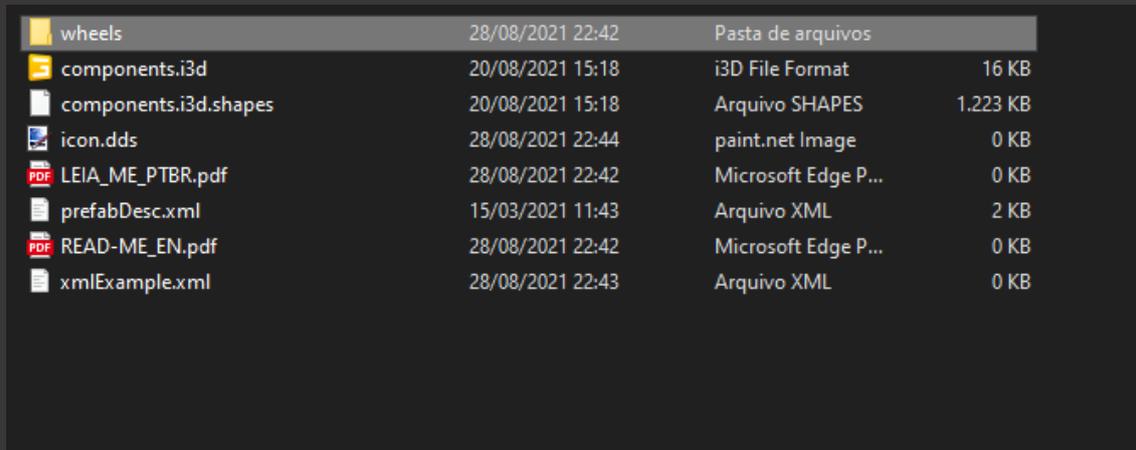
• CHECK THE FILES THAT WERE PRESENT AND CHECK THE TEXTURES DIRECTORY;

• NOTE THAT THERE WILL BE 3 SPECULAR MAPS, CHOOSE THE ONE THAT PLEASES YOU THE MOST;
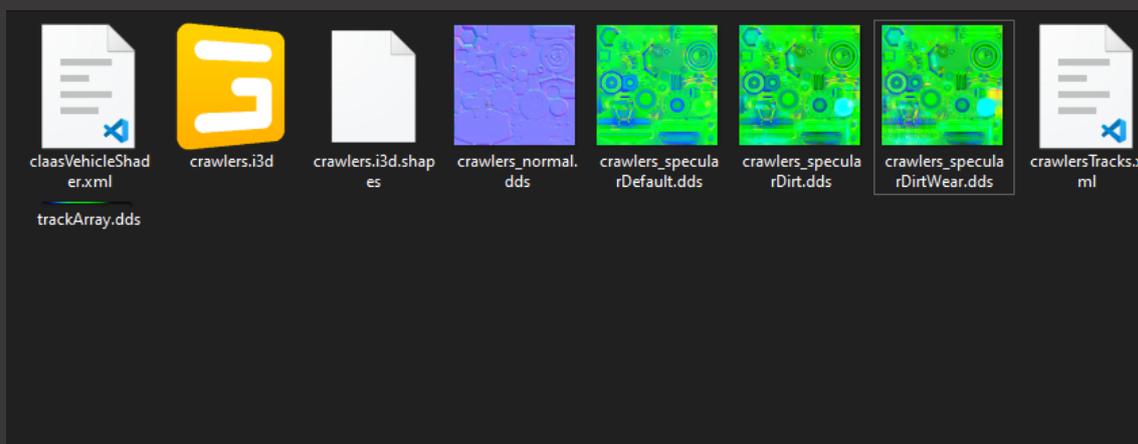

SPECULAR MAPS:

- MAP1;
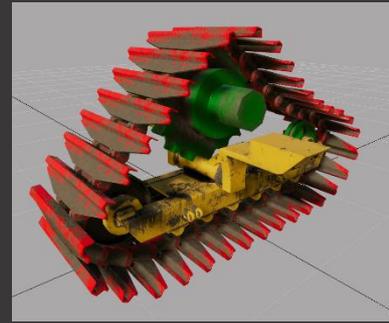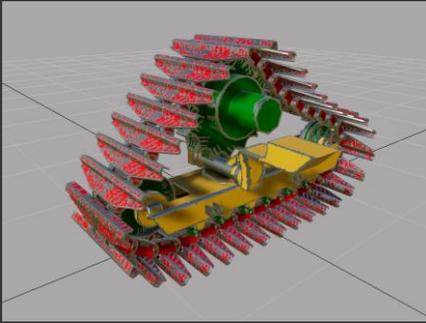
- MAP2;
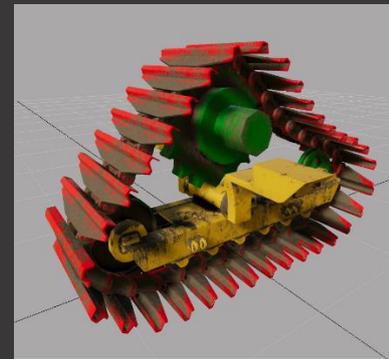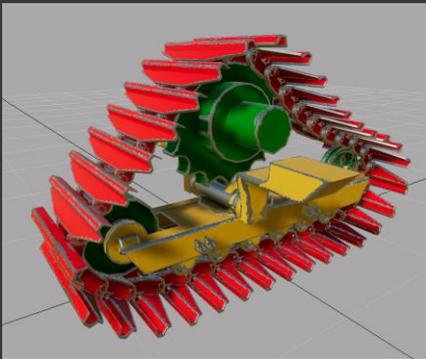
- MAP3;
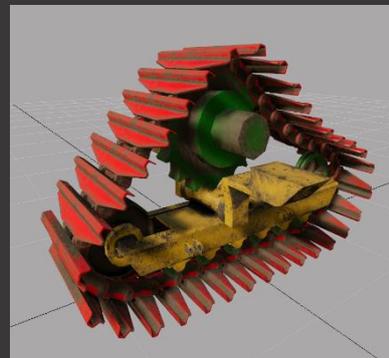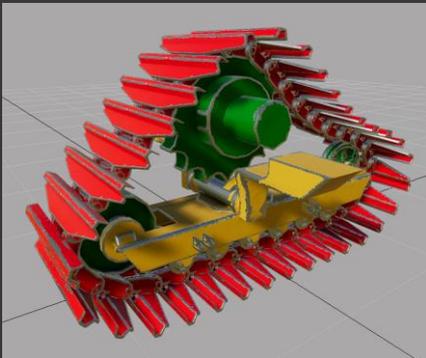
• NEVER DELETE OR EDIT THE FOLLOWING FILE: track Array.dds, IT GENERATES THE TREADMILL FORMAT;
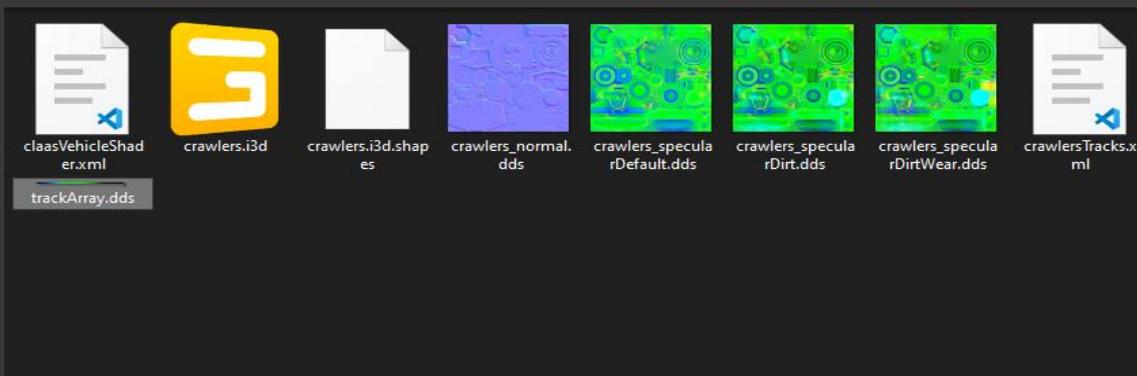
• INSIDE I3D YOU WILL SEE THAT THERE IS A GROUP WITH EACH SIDE OF THE TREADMILL. IN THE MAT'S XML IT COUNTS THE INDEX FROM IT, IN THIS CASE WHAT WOULD BE 0>0|0 BECOMES ONLY 0;
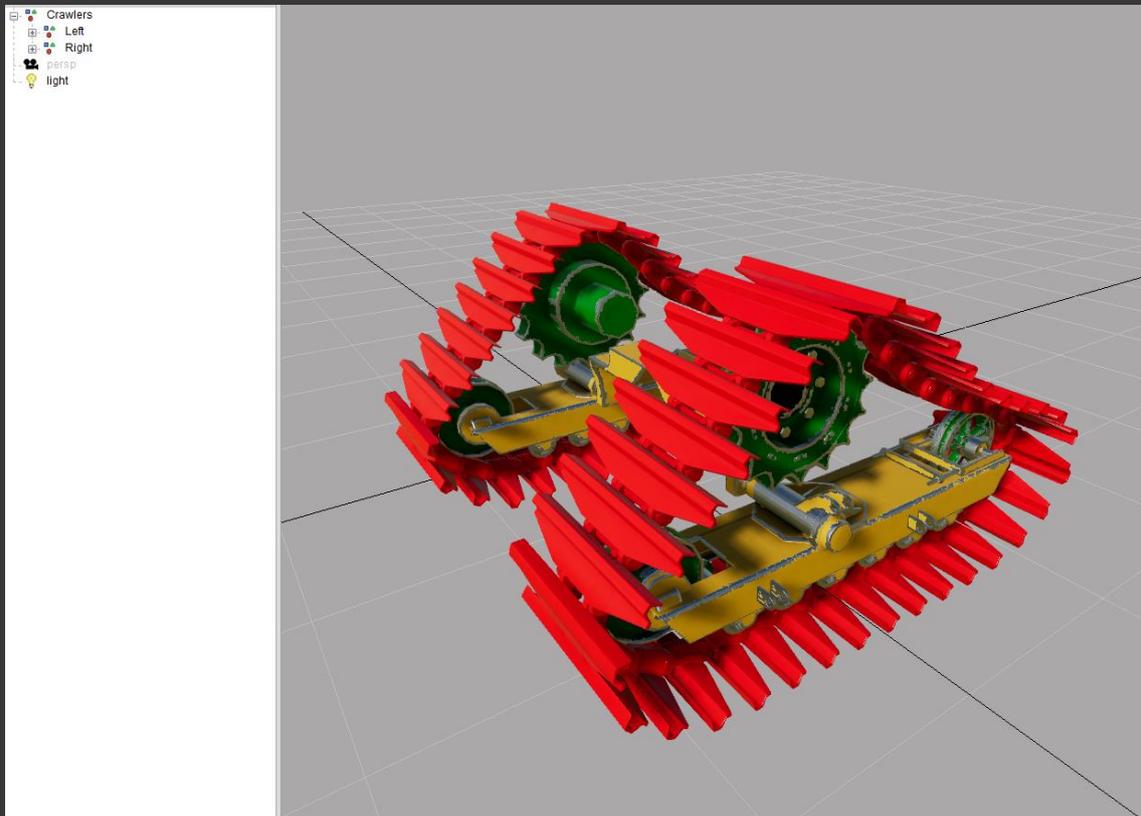
• THE TREADMILLS CAN ALSO BE ADJUSTED TO THEIR SCALES THAT THIS WILL NOT CAUSE PROBLEMS, SINCE HER RADIUS WILL BE NO OPTIONAL IN THE VEHICLE XML;

• TO MAKE A BETTER CUSTOMIZATION, THERE IS ONE MATERIAL FOR THE CHASSIS, ANOTHER FOR THE TREADMILL SHOES and ANOTHER FOR THE WHEELS AND RATCHETS. TO LOCK THESE COLORS AND DON'T BE PUT INTO THE OPTIONS, REMOVE THE INDEX IN THE MAT'S XML;
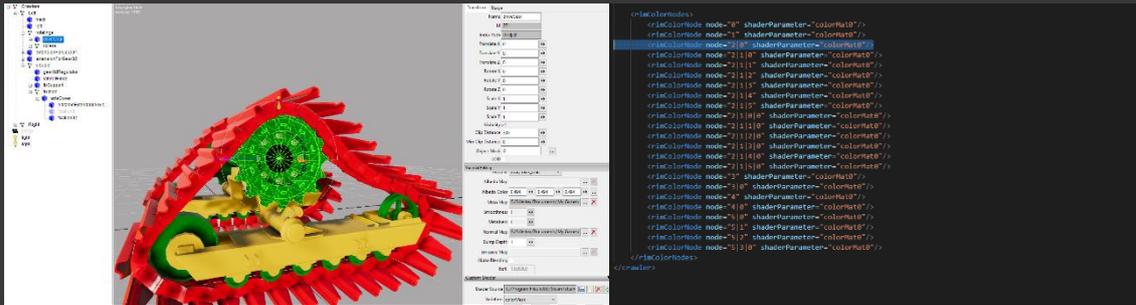
- IN THE Example.xml xml FILE YOU WILL HAVE AN OPTIONAL EXAMPLE. IN IT YOU WILL BE PULLING THE INDEX OF THE EXAMPLE I3D components.i3d, AND YOU WILL KNOW HOW TO ASSEMBLE YOUR INGAME.

- YOU WILL HAVE AN EXAMPLE IN components.i3d, HOW TO ASSEMBLY THE COMPONENTS FOR THE MAT. WHEN OPENING YOU WILL SEE THE COMPONENTS AND WITHIN THEM 4 "TRANSFORMS GROUPS". THE "VIEW" IS RESPONSIBLE FOR THE TREADMILL'S VISUAL, THE "R" ARE THE INVISIBLE WHEELS TO MAKE THE RADIUS.
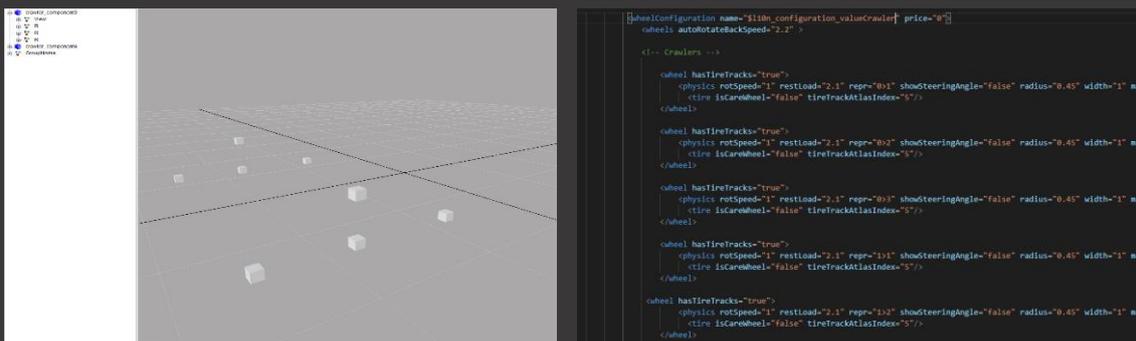
- SOME PARTS ARE SEPARATED, SO IT WILL FACILITATE YOU TO MAKE YOUR EDITS. AXLES ARE PREPARED FOR SCALE CHANGES, AND THE SUPPORT THAT IS STUCKED TO THE

IMPLEMENT, IN ADDITION TO HAVING 2 MODELS ALREADY
PRESENT, YOU CAN ALSO MODEL YOUR OWN AND ADD.
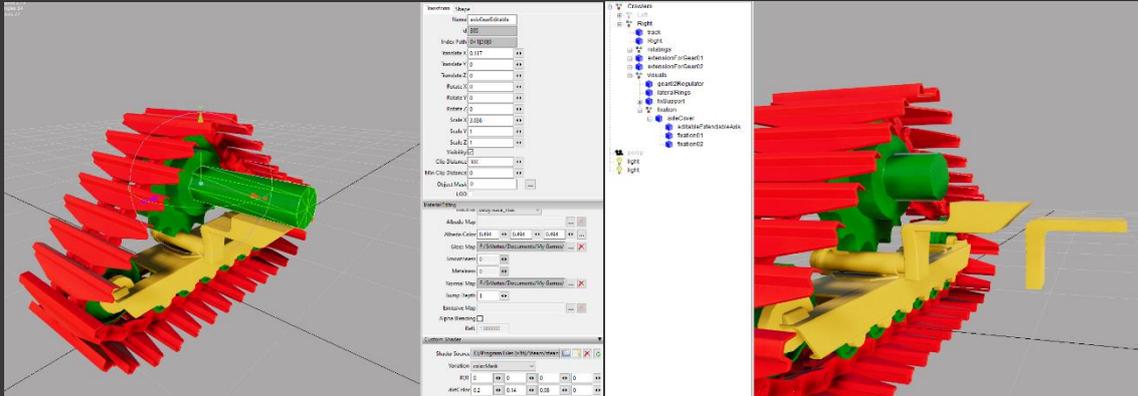
THESE WERE SOME RECOMMENDATIONS
ON HOW TO USE IT, BUT YOU CAN FIND
OUT MORE COOL THINGS BY SCRUBBING
IT. USE YOUR CREATIVITY.