

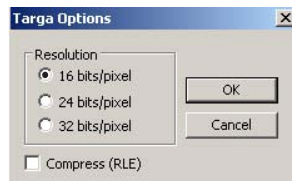
ADVANCED VIDEO GAME DESIGN

Often in a game you need to have an object that may have a lot of “holes”: Something like a chain link fence. Of course modeling all the individual wires that make up a chain link fence would take up an enormous amount of polygons. It’s much better to use an “OpacityMask: channel in UDK.

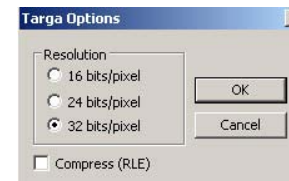
You will use 2 images for this project: A 24 Bit Targa image of a chainlink fence for the “Diffuse” channel.
A 32 Bit Targa image of a chainlink fence for the “Opacity Mask” channel.

1. From our website, copy and save both the **Opacity Channel Fence Image** & the **Diffuse Channel Fence Image** to your folder on the HDrive.
2. Open them in PhotoShop and resave them as “Targa” files using the following settings:

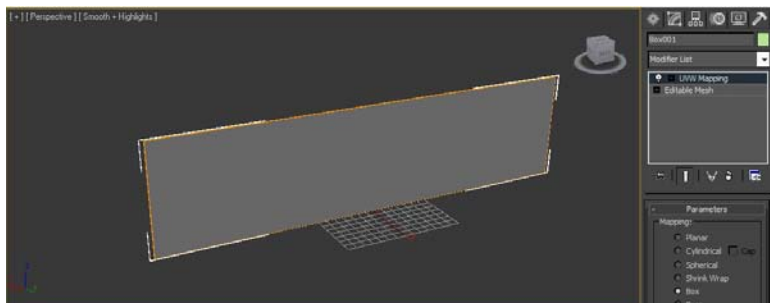
Save the Diffuse image as 24 Bit



Save the Opacity image as 32 Bit



3. In 3DMax make a box 512 unit long, 128 units high and 1 unit thick.



4. Convert it to an Editable Mesh.
5. Put a UVWMap “Box” on it.
6. Give it a plain gray standard material.
7. Export it as an FBX file

Open the UDK Editor and set up a new level.

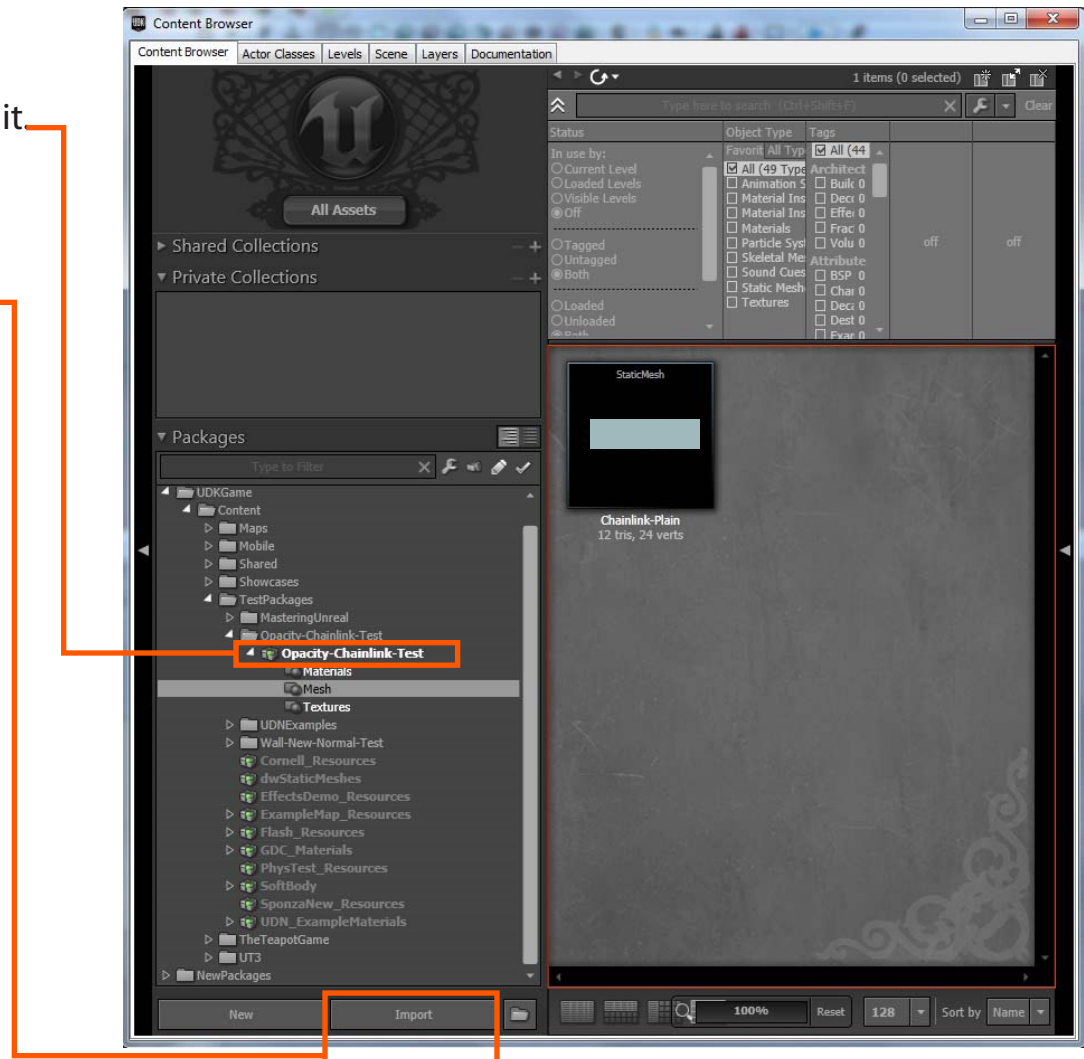
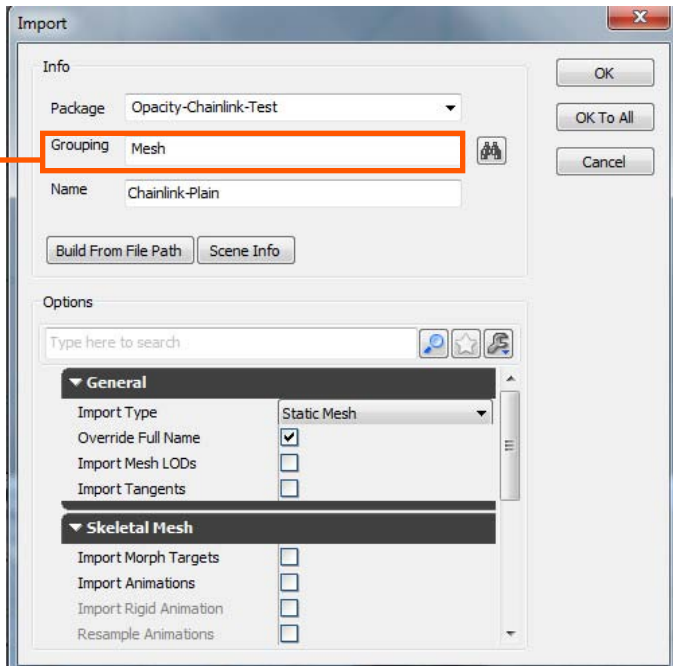
8. Immediately create a folder named "Opacity_Chainlink_Test" in the Content folder on the "C" Drive as you do with all your levels.

9. Save your level into this new folder.

10. In the "Content Brower" find your new level and select it.

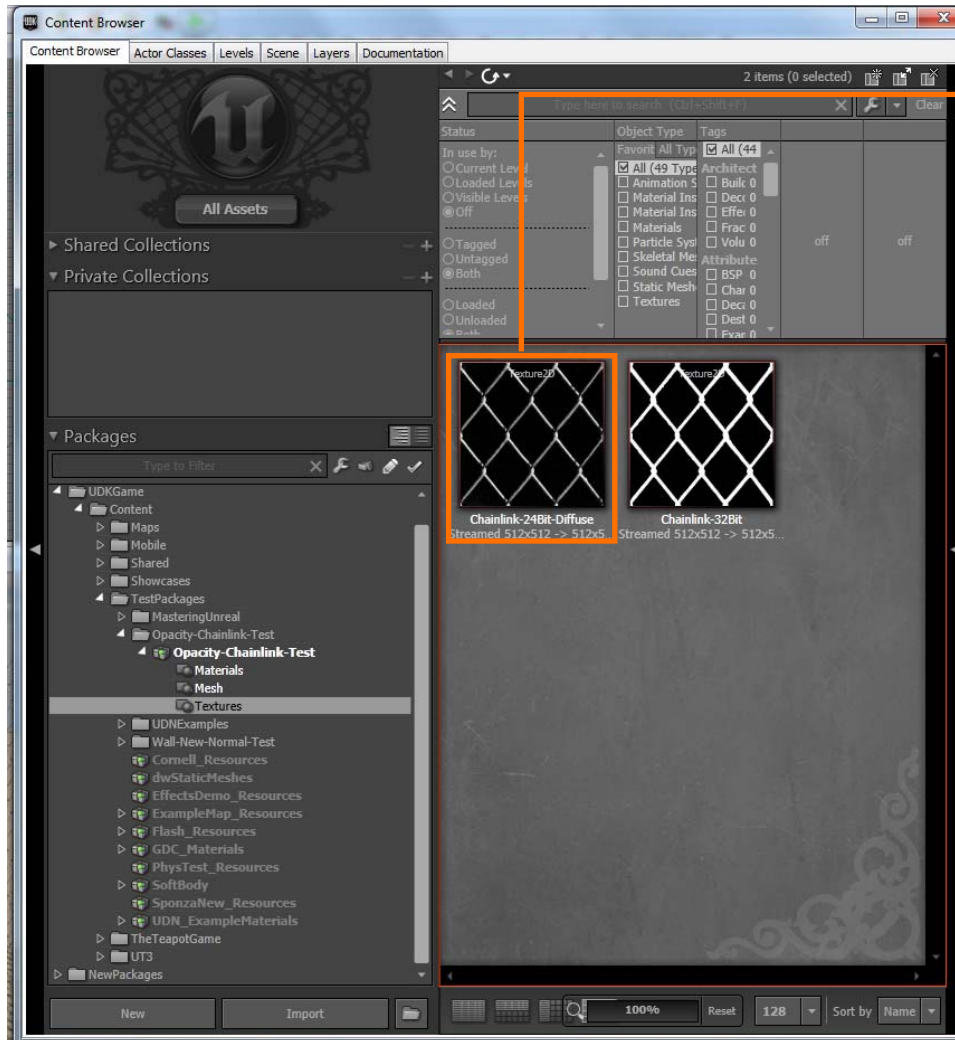
11. Import the wall you made in 3D Max. *It will look like a plain grayish box because we did not apply an actual targa material to it in 3DMax.*

Remember to organize your files properly. When you import your wall, group it into a folder. Name the folder "Mesh"



ADVANCED VIDEO GAME DESIGN

12. Now import both targa textures. Call their folder "Textures".

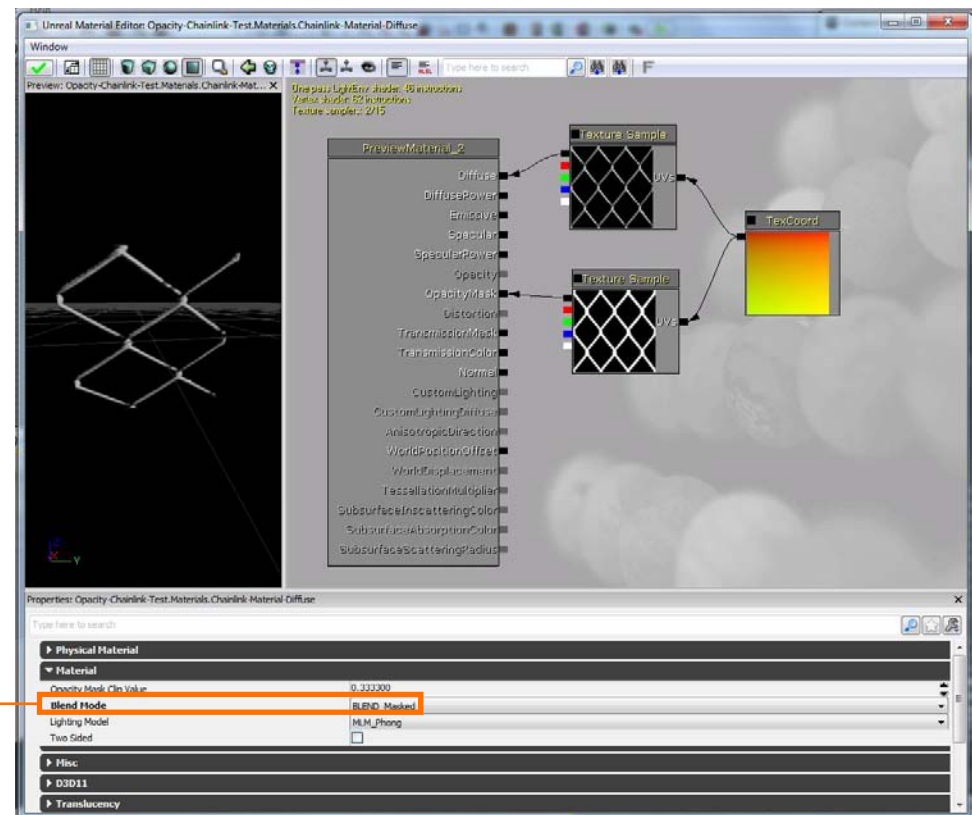


13. Select the 24 Bit Diffuse texture.

14. Open the "Material Editor" and right click in the gray area. Select a "New Texture Sample". The 24 Bit targa will appear.

15. Do the same for the 32 Bit Opacity targa.

16. Add a "Texture Coordinate" & link as shown



NOTE: The fence will appear to be one sided in the Material Editor. Don't worry. In the Level it will be two sided.

17. Set the material to Blend Mask

18. Set the Texture Coordinate to:
UTiling 30.0 & VTiling 10.0

ADVANCED VIDEO GAME DESIGN

19. Add a collision factor to the fence and place it into your scene.

