

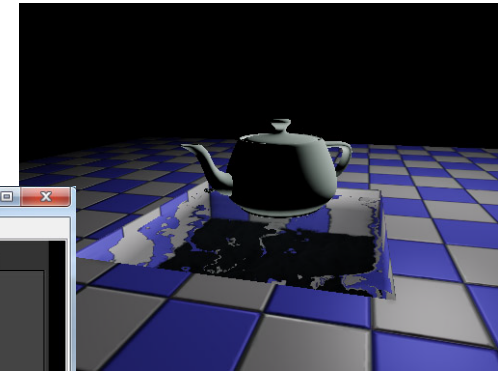
ADVANCED VIDEO GAME DESIGN

First create a hole somewhere in your maze map using the CSG subtract tool in UDK.

1. In the Content Browser Select "Static Meshes".

2. Type "TexPro"

3. Right click "TexPropPlane"



4. Create a copy

The image is a composite of several screenshots from the Unreal Engine interface. At the top, the Content Browser window shows the 'Static Meshes' category selected under the 'TexPro' package. A context menu is open over the 'TexPropPlane' asset, with 'Create a Copy...' highlighted. Below this, two 'Copy Objects: EditorMeshes.TextPropPlane' dialog boxes are shown. The first dialog box has 'My_Maze' selected in the Package dropdown and 'Meshes' in the Group dropdown. The second dialog box also has 'My_Maze' selected in the Package dropdown. In the background, a 3D viewport shows several mesh assets: 'TexPropCube_Dup', 'TexPropCylinder', 'TexPropPlane', and 'TexPropSphere'. The 'TexPropPlane' asset is highlighted with a yellow box. At the bottom right, a small window shows a 3D scene with a teapot on a checkered floor with a hole.

6. Put your "TexProPlane" in your "Meshes"* group.

*When you set up your initial Maze, you should have all the assets organized into three folders: Materials, Meshes and Textures.