

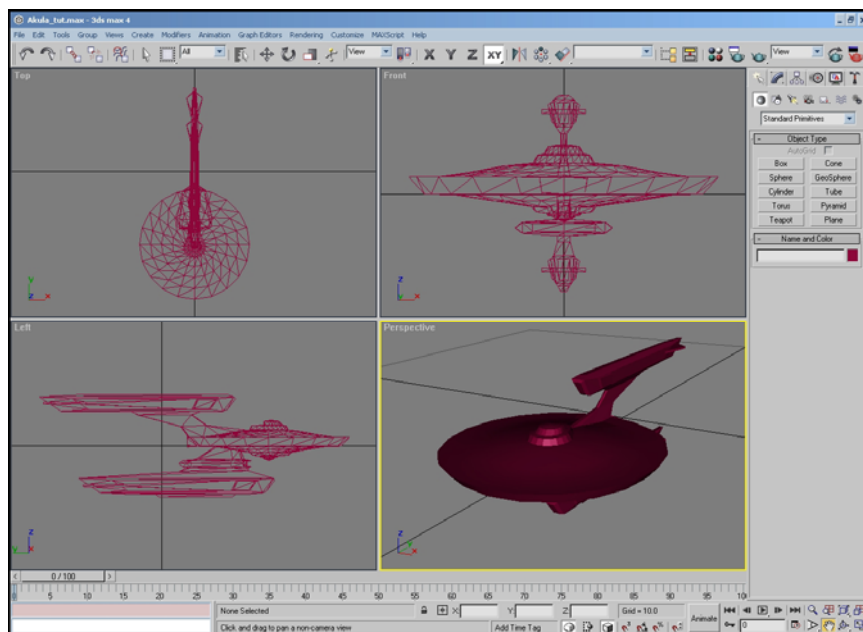
How to Add Textures to a Starship

A 3ds max tutorial by Danny Hensel a.k.a. Mr_Tricorder

This tutorial was made specifically for people texturing models for the Starfleet Command, Starfleet Command Volume II, Starfleet Command Orion Pirates, and Starfleet Command III

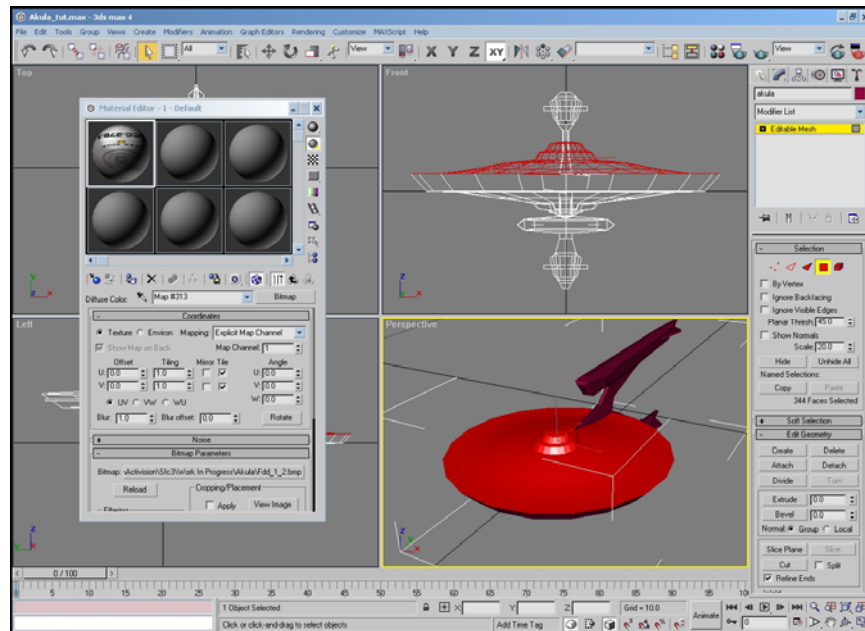
This tutorial explains one method of adding textures to a 3D model such as a space ship. For this tutorial, I will be using my own Akula class starship model made in 3ds max 4 and textures from the game Starfleet Command Volume II.

1. Open the included file, Akula_tut.max, in 3ds max. It should look something like this.



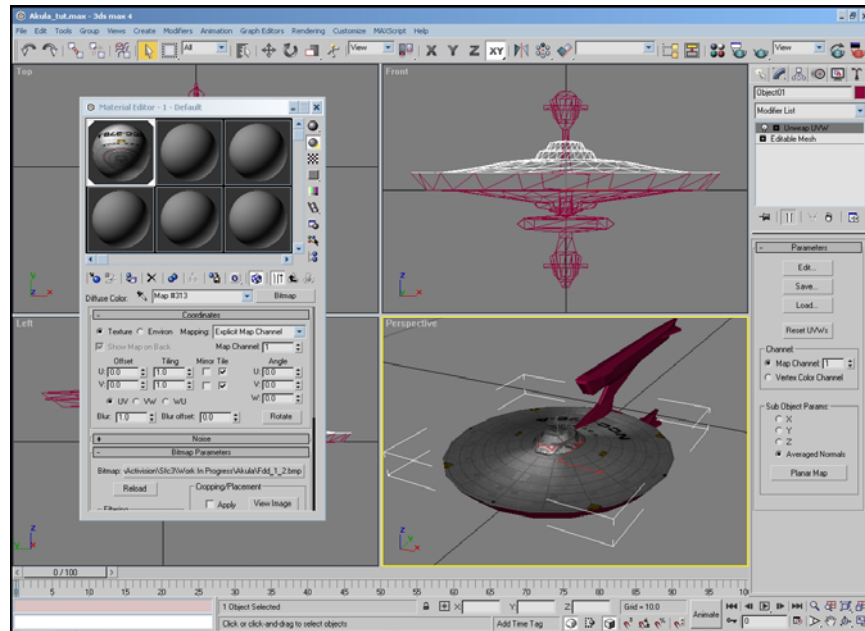
2. Next, click on the button next to the diffuse color swatch and select Bitmap from the following dialog box. Click OK.

3. Select the texture Fdd_1_2.bmp and click Open. This is the texture for the top of the saucer section.
4. Select the model, click on the modify tab, click the Faces button, and highlight all of the faces.

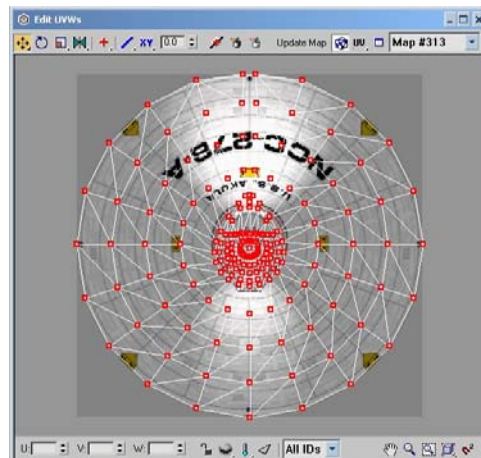


5. (Only follow this step if you need to apply multiple texture files to a mesh): Click the detach button and name the new object "saucer_top", deselect the Faces button, and select the top of the saucer.

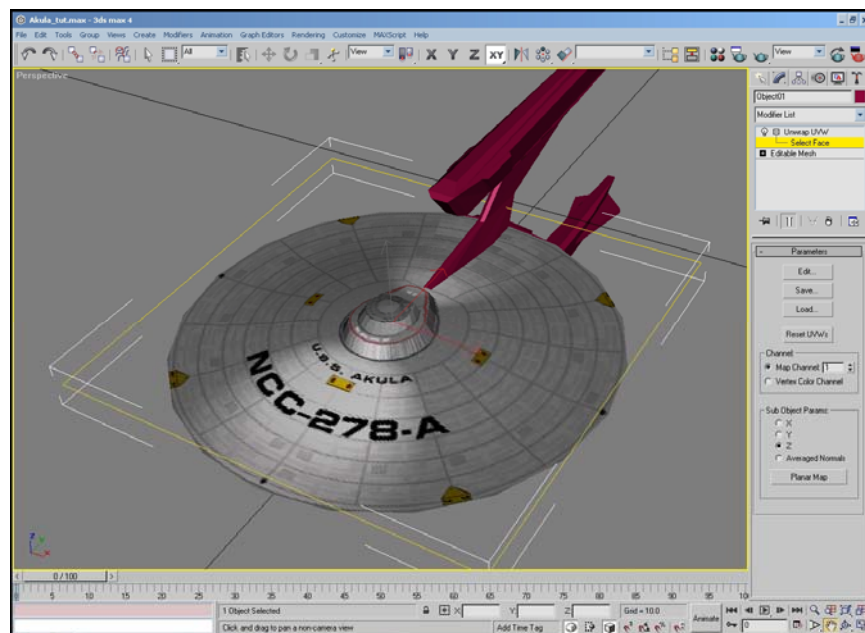
- In the Material Editor, click the Show Map in Viewport button and apply the texture to the top of the saucer. Click the modifier list pull-down menu and select Unwrap UVW.



- Now that we have applied the texture, we need to adjust its mapping coordinates to better fit the model. In the modifier stack, click the plus sign next to Unwrap UVW and select Select Face. (If step 5 was followed) Highlight all of the faces of the top of the saucer. Under Sub Object Params click Z (this is to determine the angle at which the texture is applied). Click the Planar Map button and then click the Edit button to bring up the Edit UVWs window.

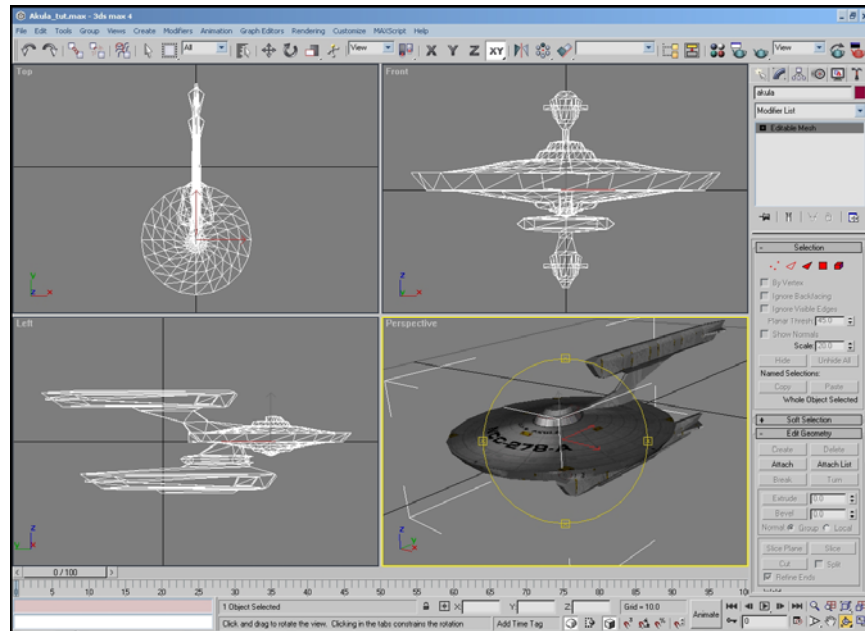


8. Make sure all of the vertices are highlighted, click the rotate button, move the cursor over the center vertex, and hold down the left mouse button and drag the mouse to rotate the vertices 180 degrees.
9. Adjust the vertices so they line up with the outer edge of the map. Then zoom in to the center and adjust the vertices so they better match the bitmap. There is no definite right way to do this or correct end result. Just make it look good. The end result should look something like this.



10. Optional (mainly for Starfleet Command Volume II, Starfleet Command Orion Pirates, and Starfleet Command III): In the Material editor, click the Go to Parent button to go back to the basic parameters. Click the grey button in the self-illumination box, select bitmap and then select Fdd_1_2.bmp. Click Open. This will help the “lit” areas of the ship appear illuminated.

11. (If you did not need to follow step 5, ignore this.): Select another part of the ship, click the Attach button, and click on the top of the saucer to make the model whole again.



12. Repeat this process for each section of the ship. Pay close attention to the texture maps before you detach parts of the ship. Make sure you match up different parts of the texture maps with different parts of the mesh. The end result should look something like this.

