



## PATCHES ÜBER RADIANT TUTORIAL

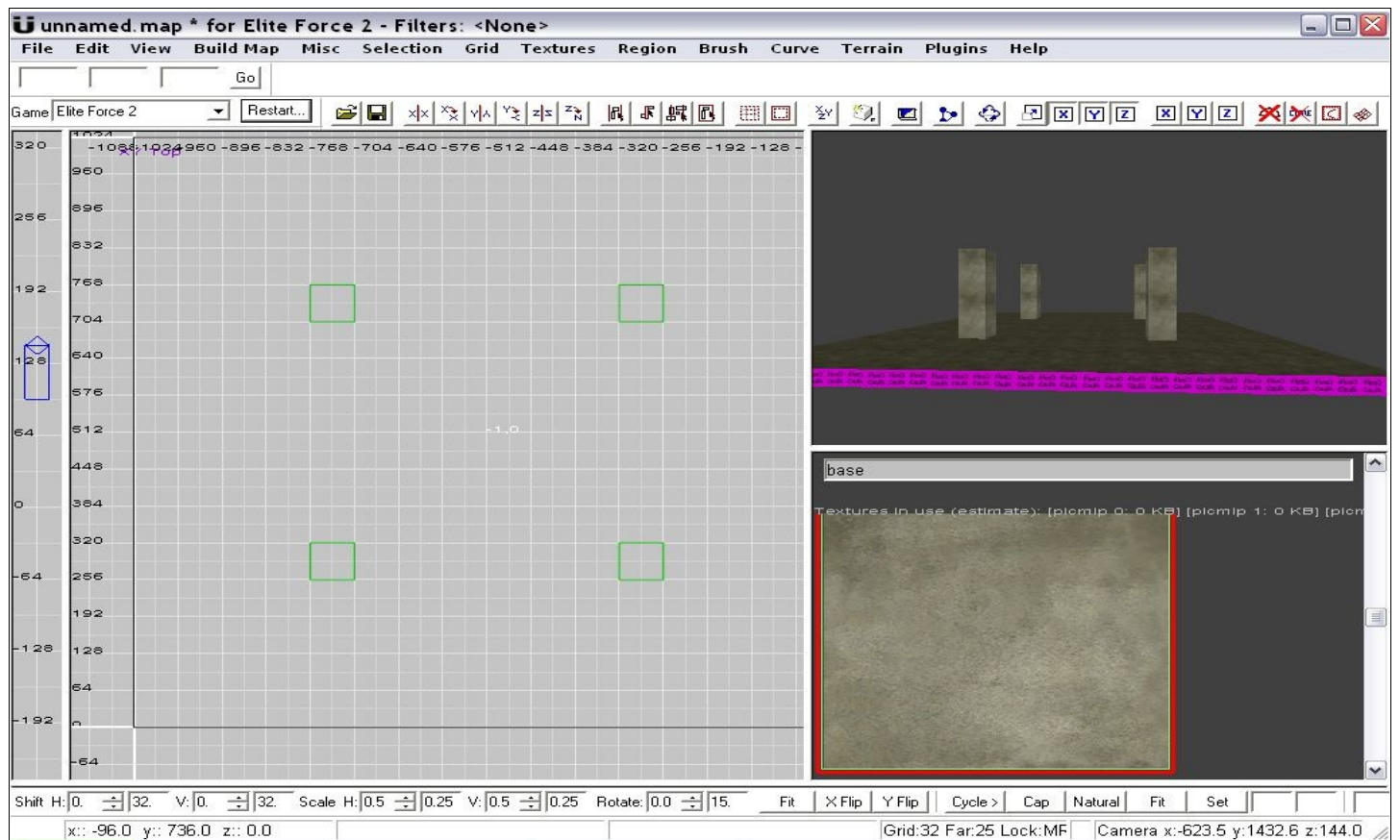


### PATCHES

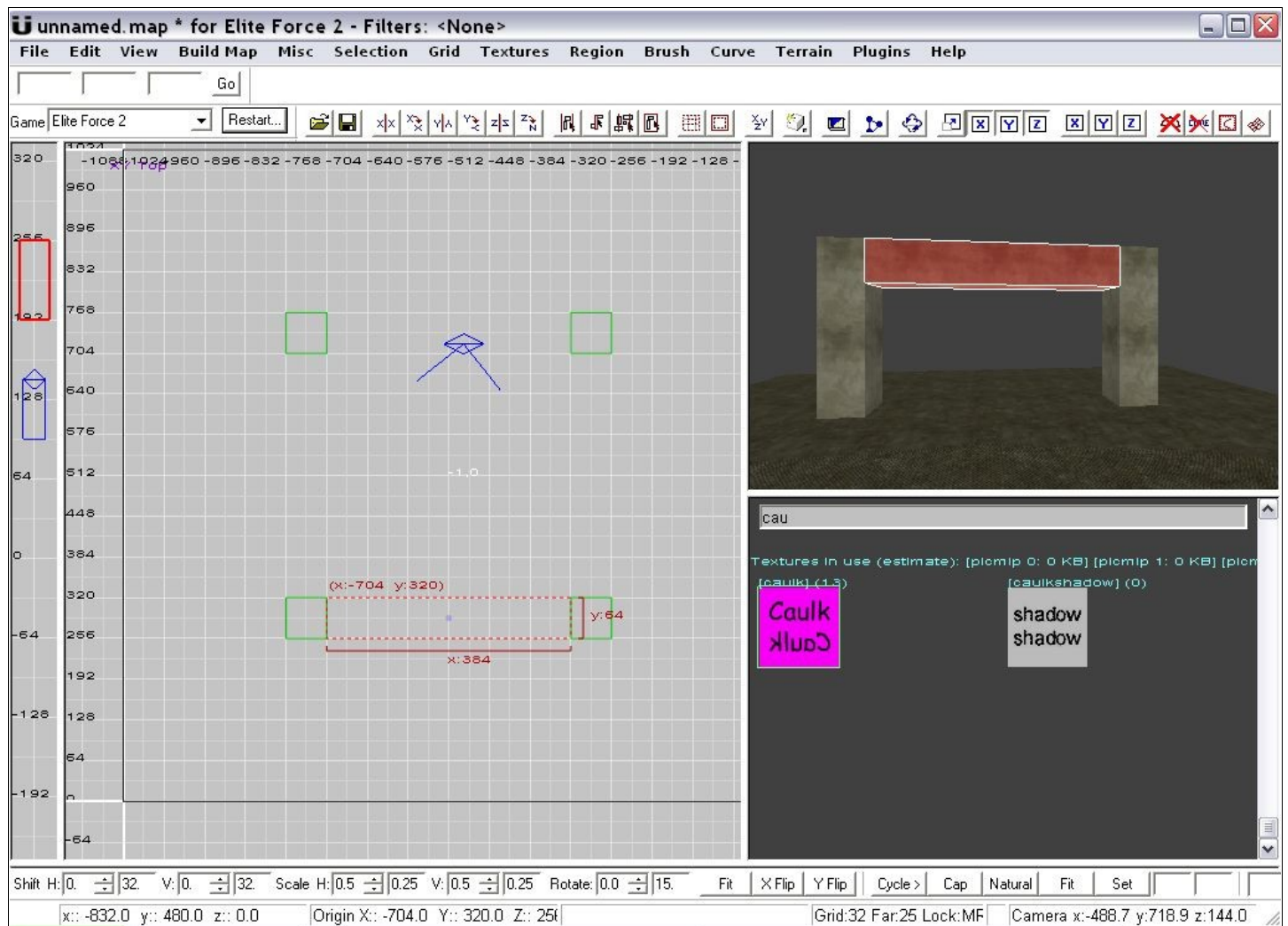
Alright here ill show you how to make simple curved ceiling I will load common textures and drull\_ruins1\_interior textures.

Ok ill make floor and 4 pillars (pillars will be DETAIL brushes; select them all and hit shortcut **CTRL+SHIFT+D**)

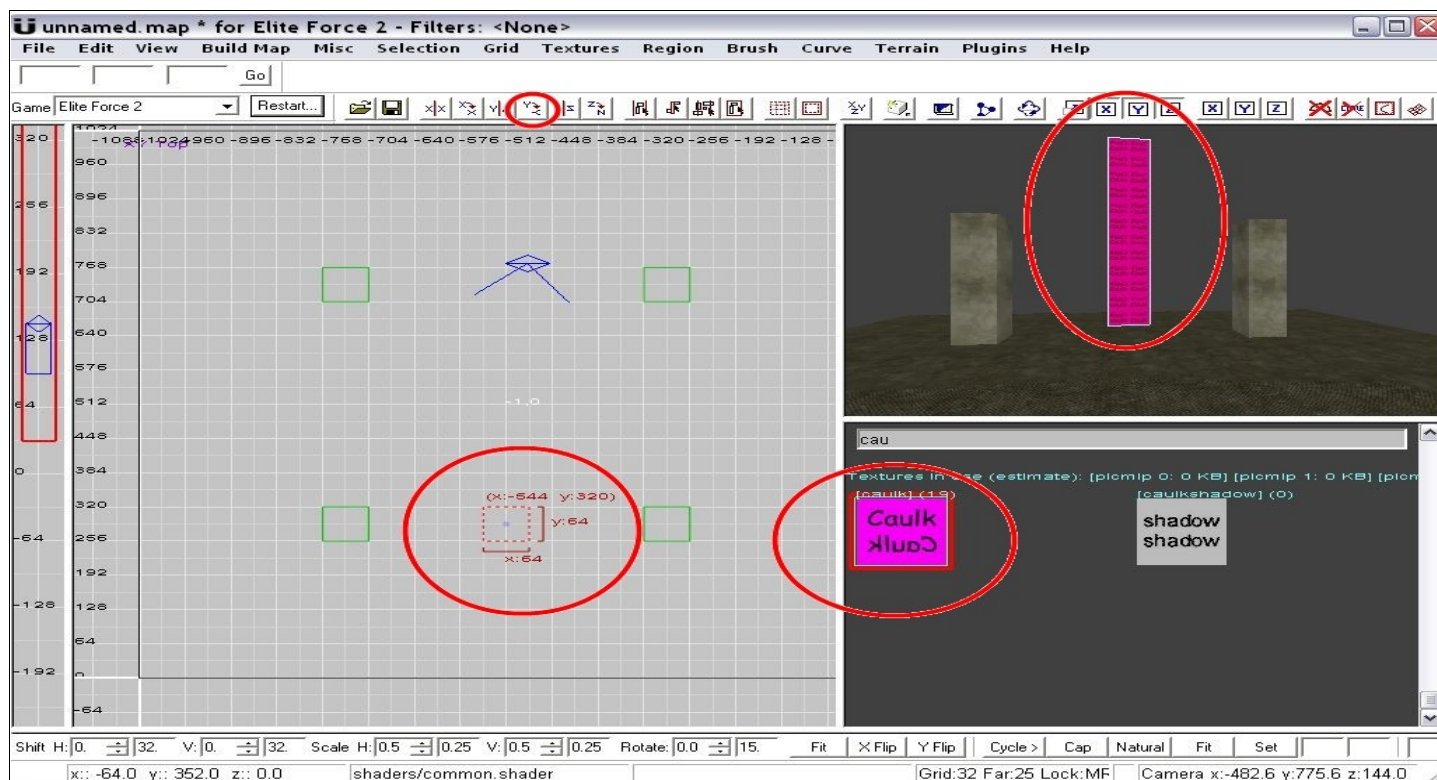
So I have this now...



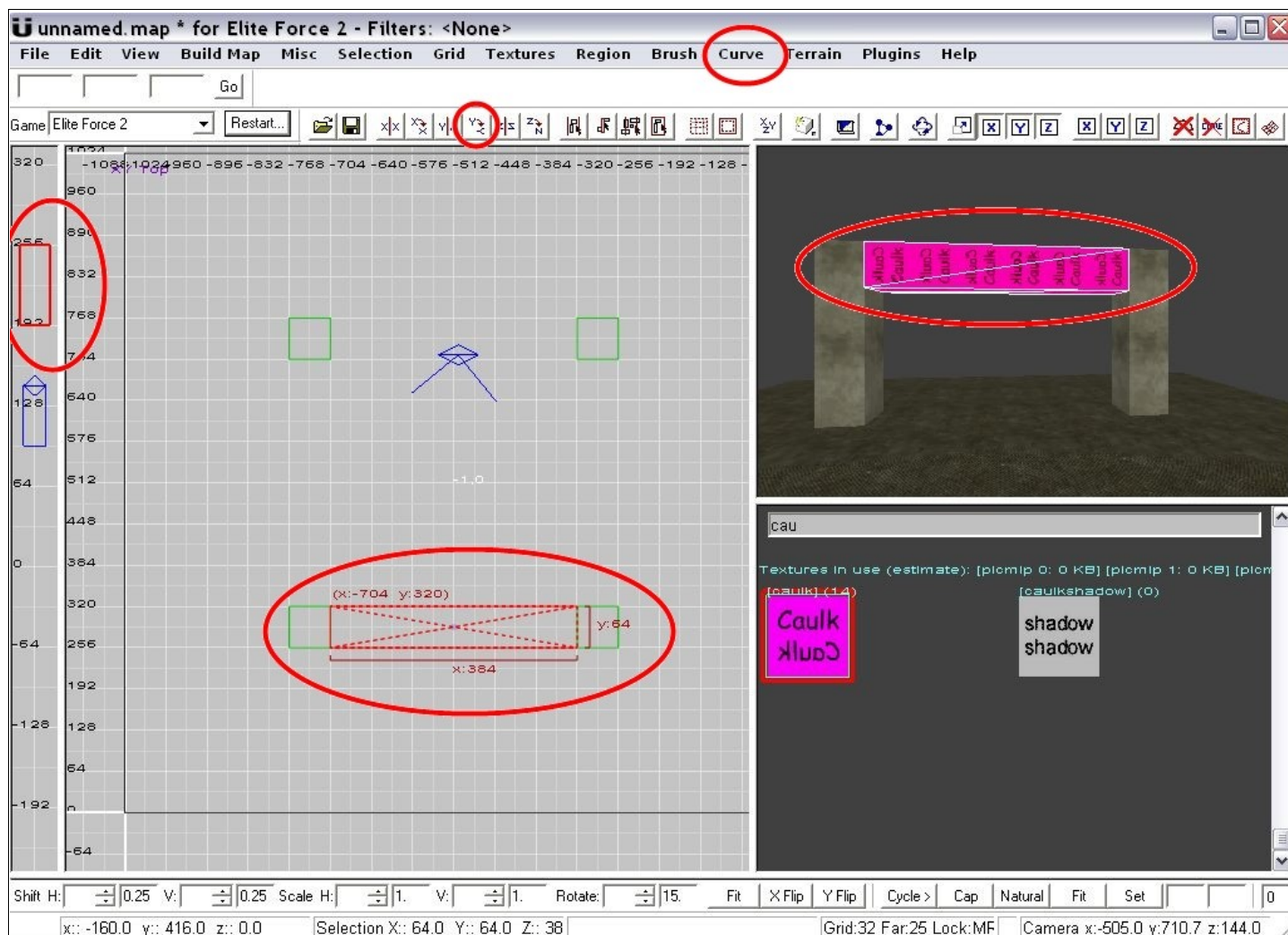
Ok now ill make a brush out of caulk from 1 pillar to another like this:



Now ill rotate it once in **y** so I can make my square cylinder patch properly...



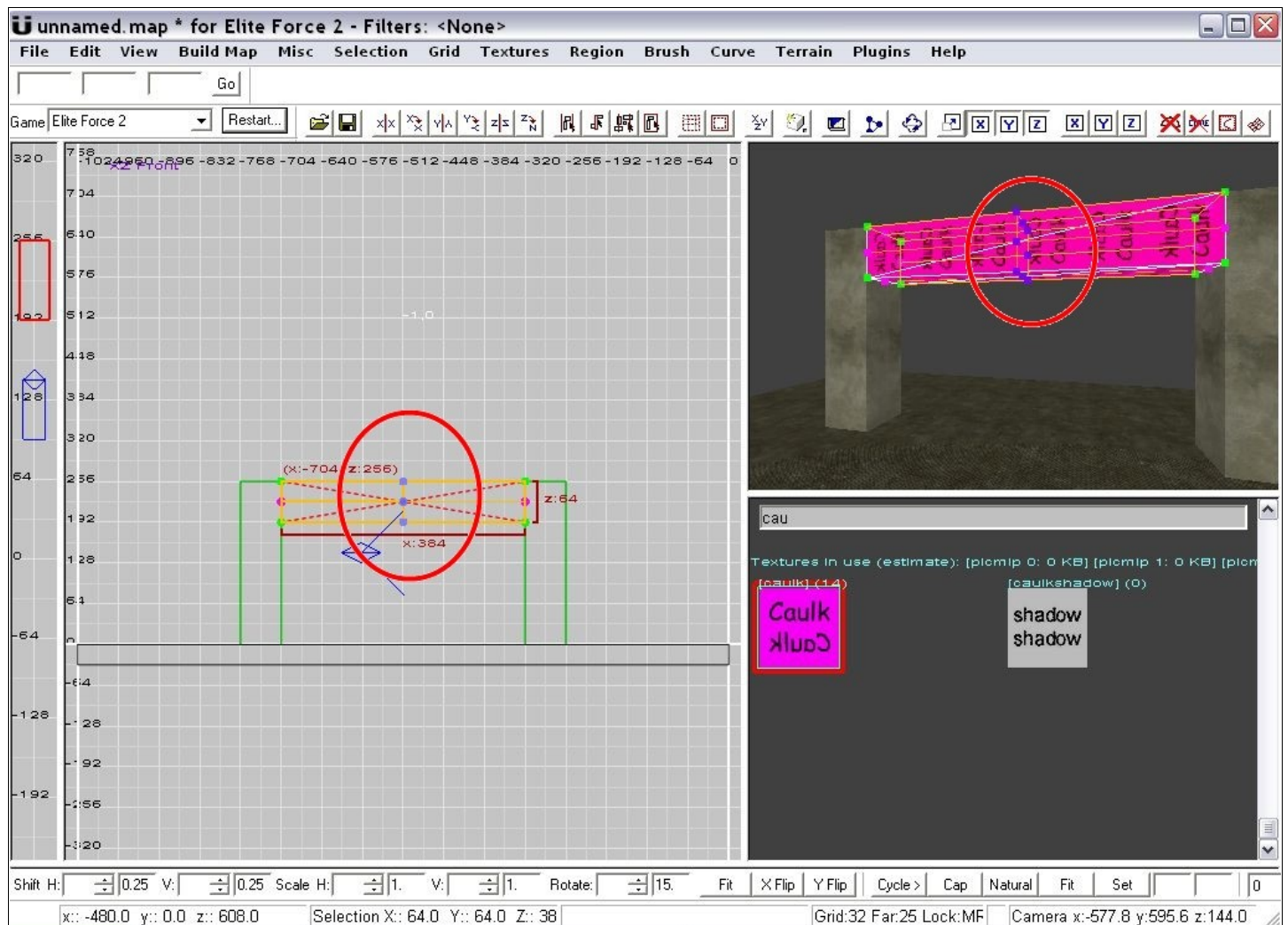
And now go under tab **CURVE → PRIMITIVES → SQUARE CYLINDER** and you will get your hollow square cylinder patch.  
 OK now rotate it back to position as it were on start, in **Y** rotate again and place it in between two pillars. Like on picture bellow...



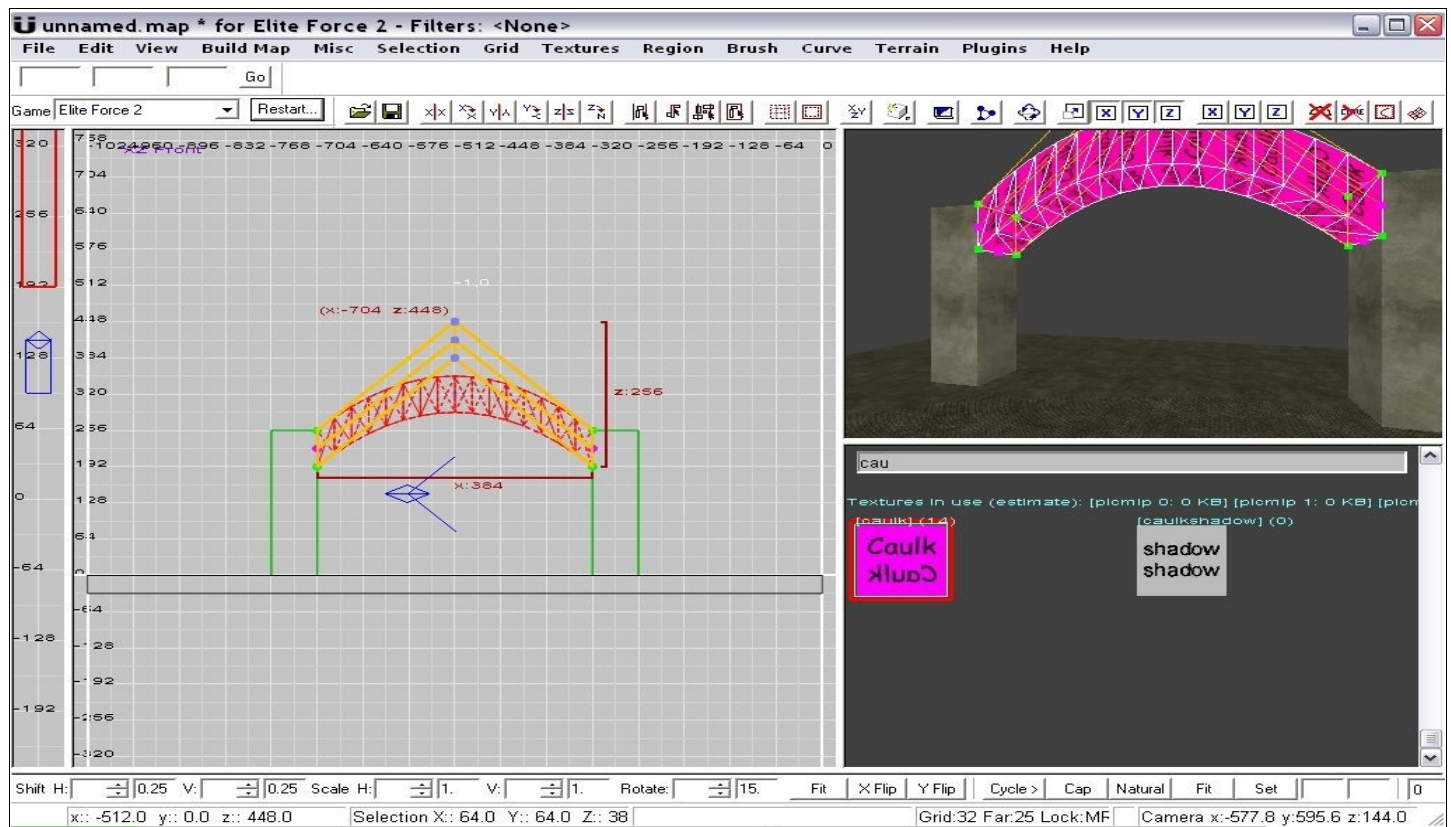
Ok now when we have our cylinder on place now we want to lift middle up so we get something like curved doorway.

While cylinder is still selected hit shortcut **V** and you will get your dots or vertices...

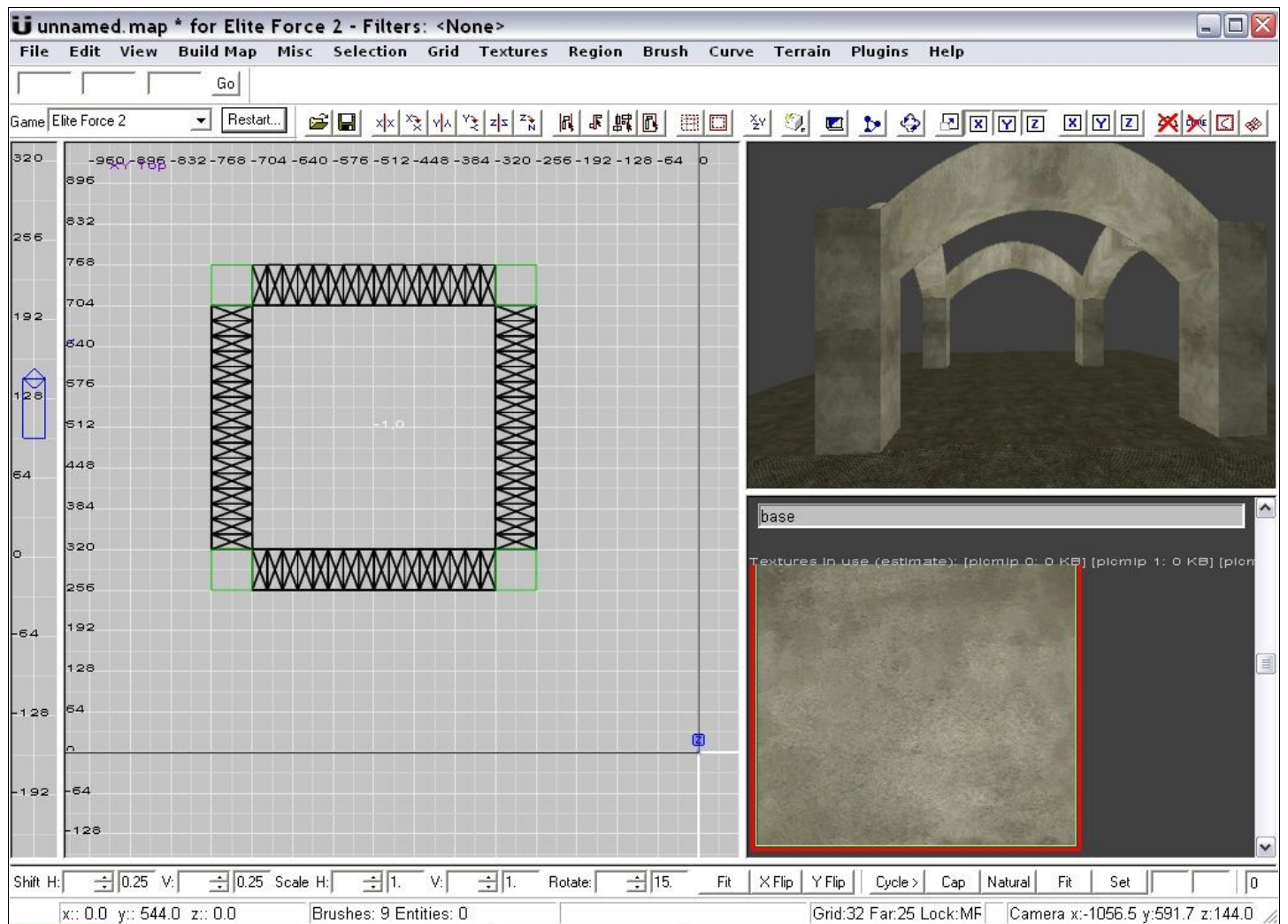
Now go to the front view (**ctrl+tab**) and hold down shift and pick one dot in middle and keep clicking until you grab all middle vertical ones like this...



**OK now when we have them selected release the shift button and drag the dots upwards to desired height should look like this...**

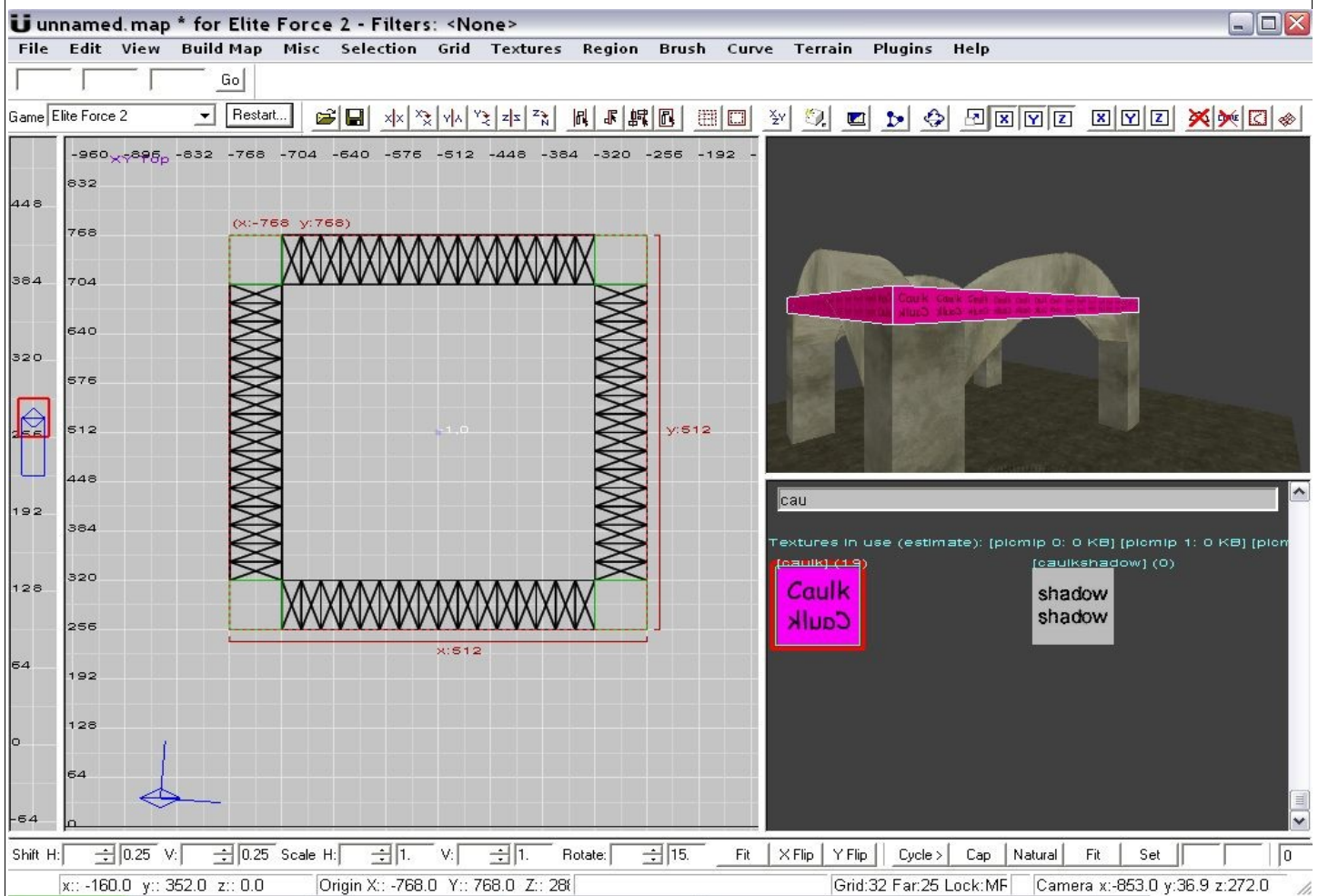


**Ok now apply some texture on it (ill use the same as for pillars: d1base11 from drull\_ruins1\_interior) and clone the arch and rotate it and this way do the rest 3 arches. Looks like this:**

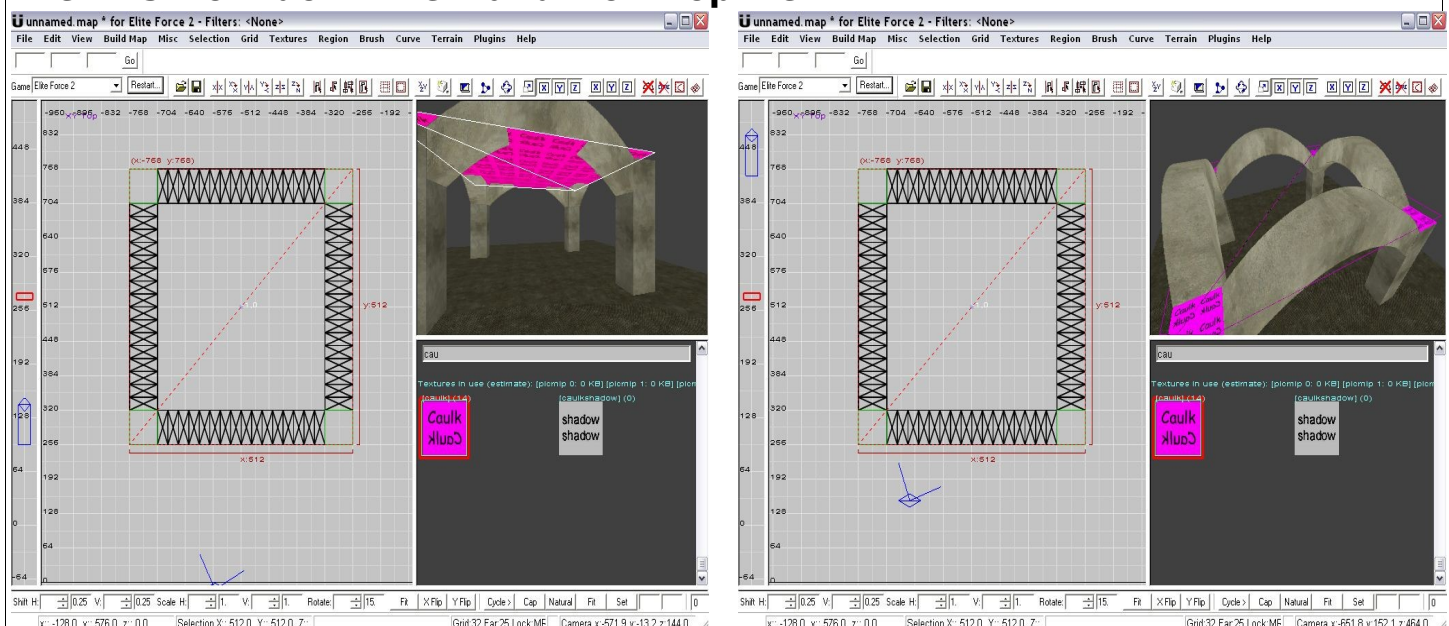


**Ok now when we have that done lets make ceiling on top of that...**

So make one brush on top of that structure like this (be now in top view ; **ctrl+tab**)...

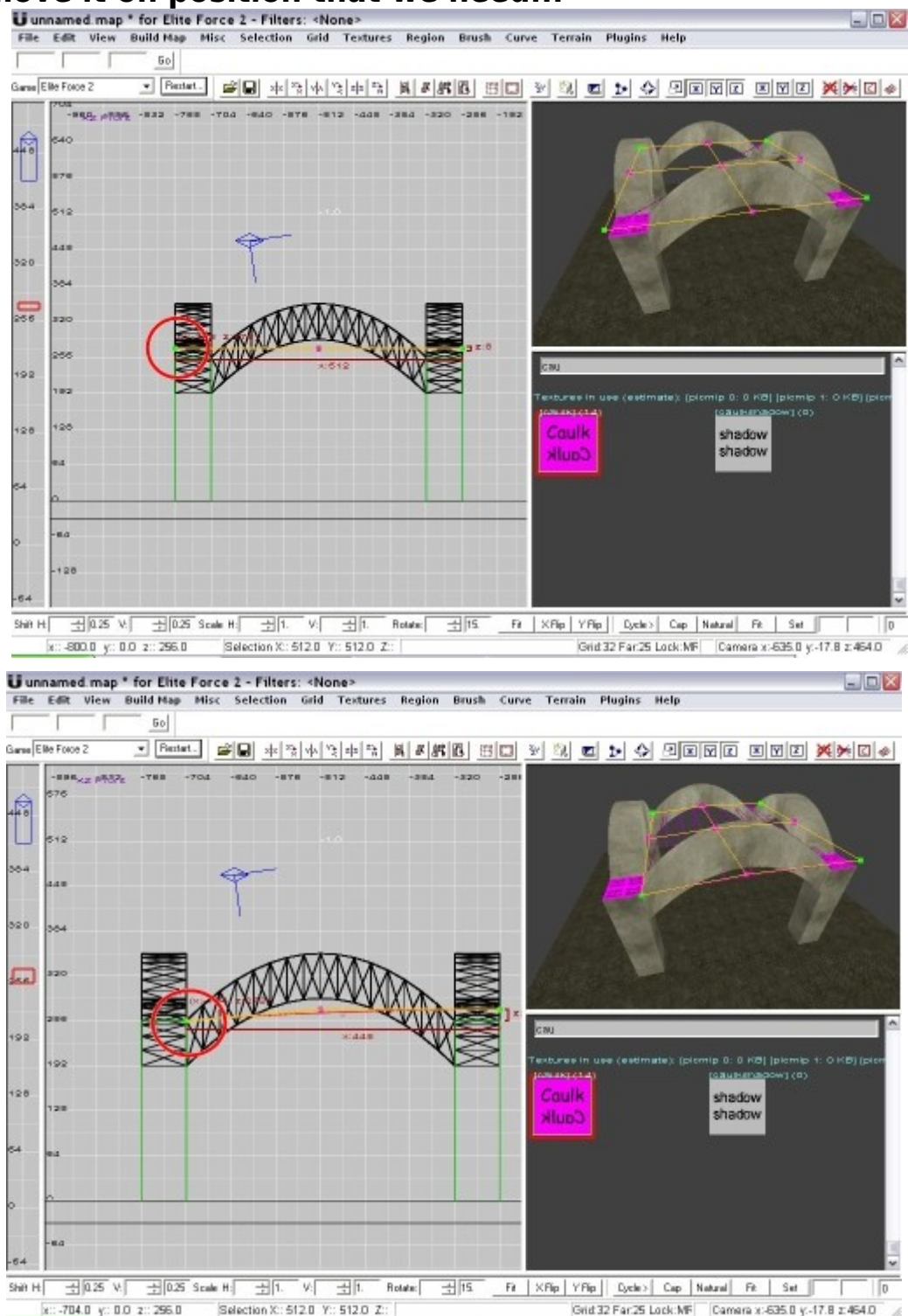


And go under **CURVE** → **SIMPLE PATCH MESH** and leave it 3 by 3 as it is. The see-able surface should be down if it isn't hit **ctrl+i** (invert faces). like this from down view and from top view...



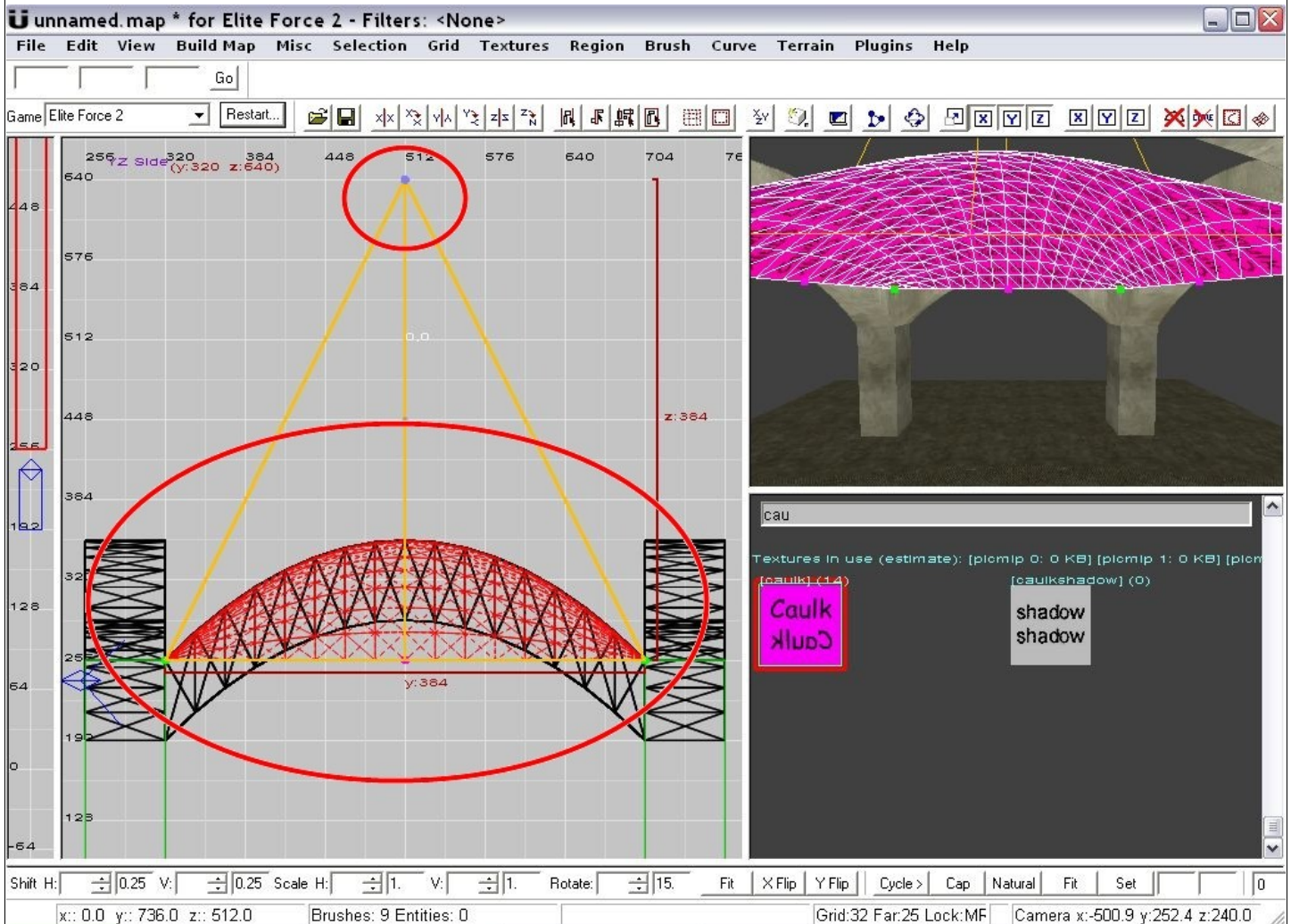
Should look like that.

Ok now while its still selected hit again **V** shortcut and go to front view (**ctrl+tab**) ok now pick firstly left green dot and hit **ctrl+g** to snap it on grid and move it on position that we need...

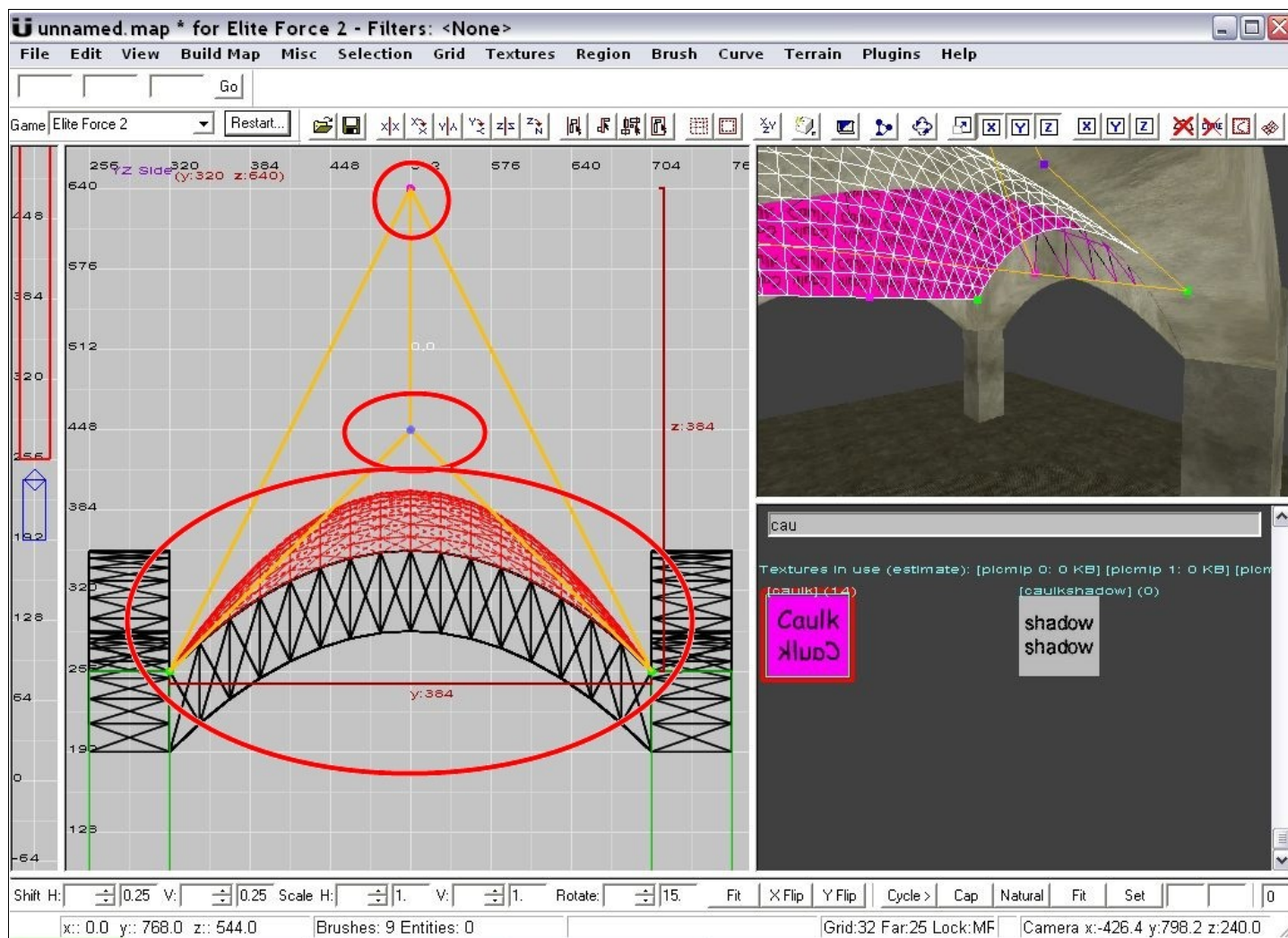


and do like that with all end dots on all sides.

Ok now pick the middle one and lift it up to upper border of arched cylinder like this:

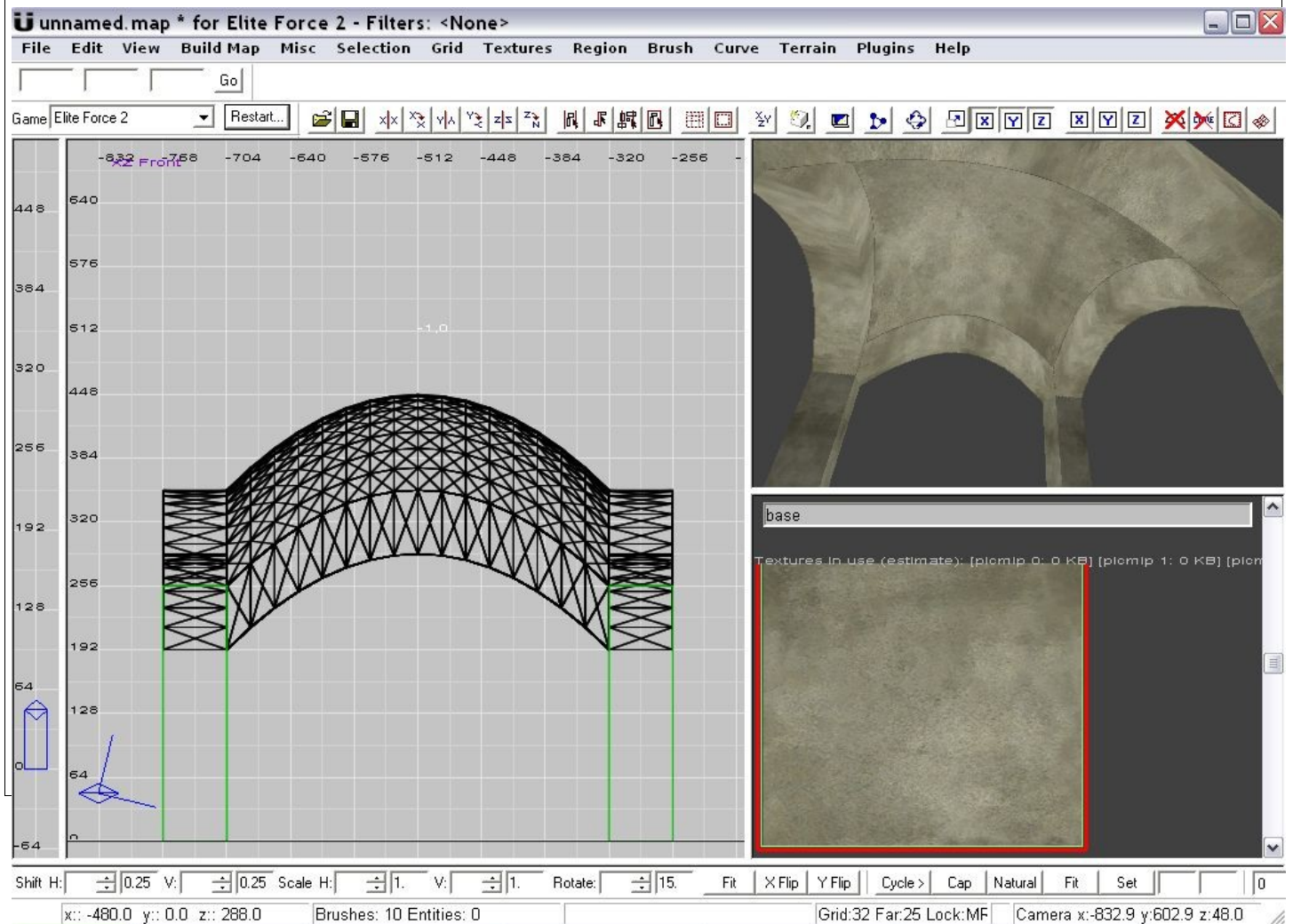
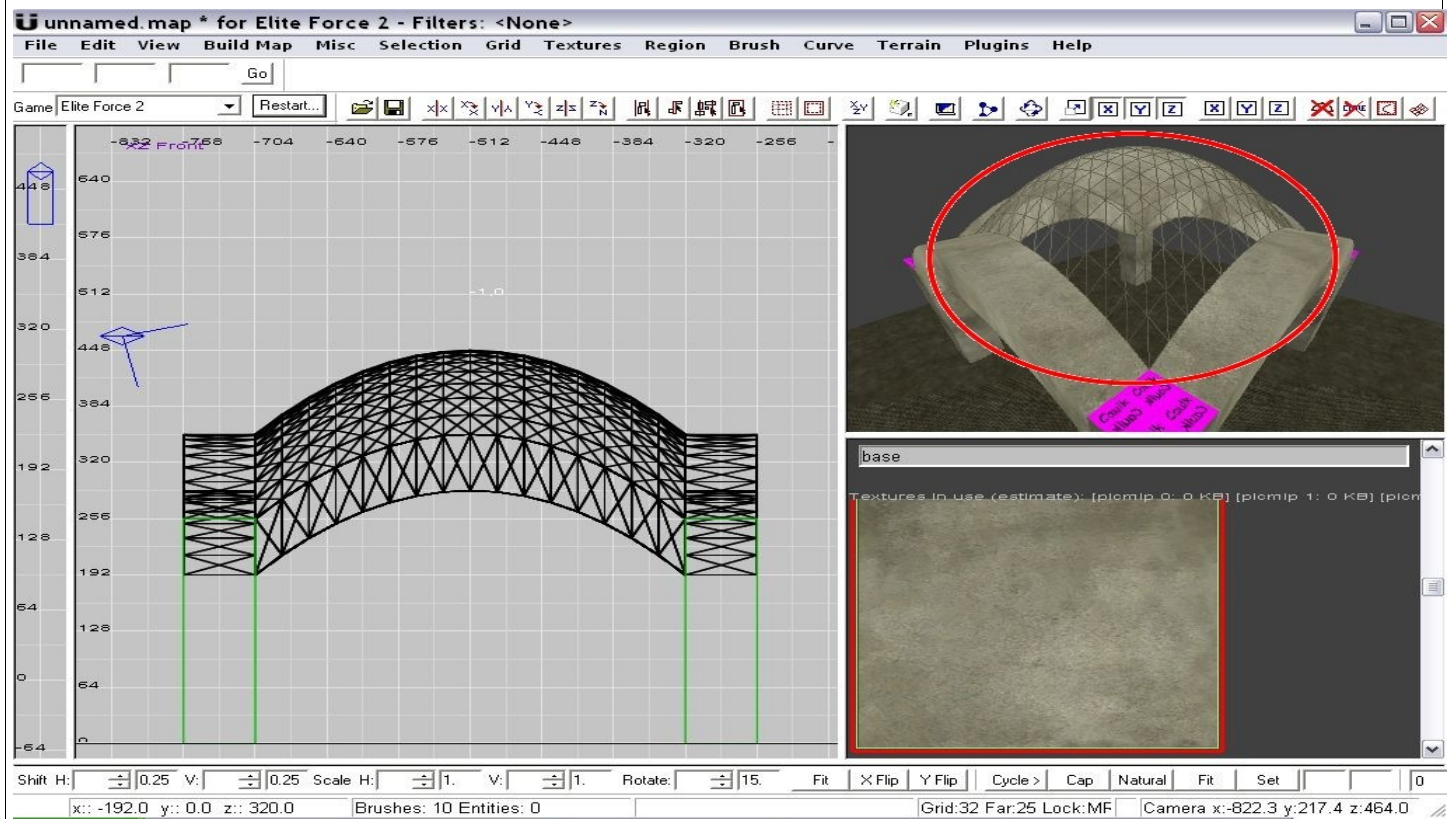


And now pick other middle one and lift it cca in 1/3 distance between the first middle dot and upper curve border like this and do the same in side view (**ctrl+tab**):



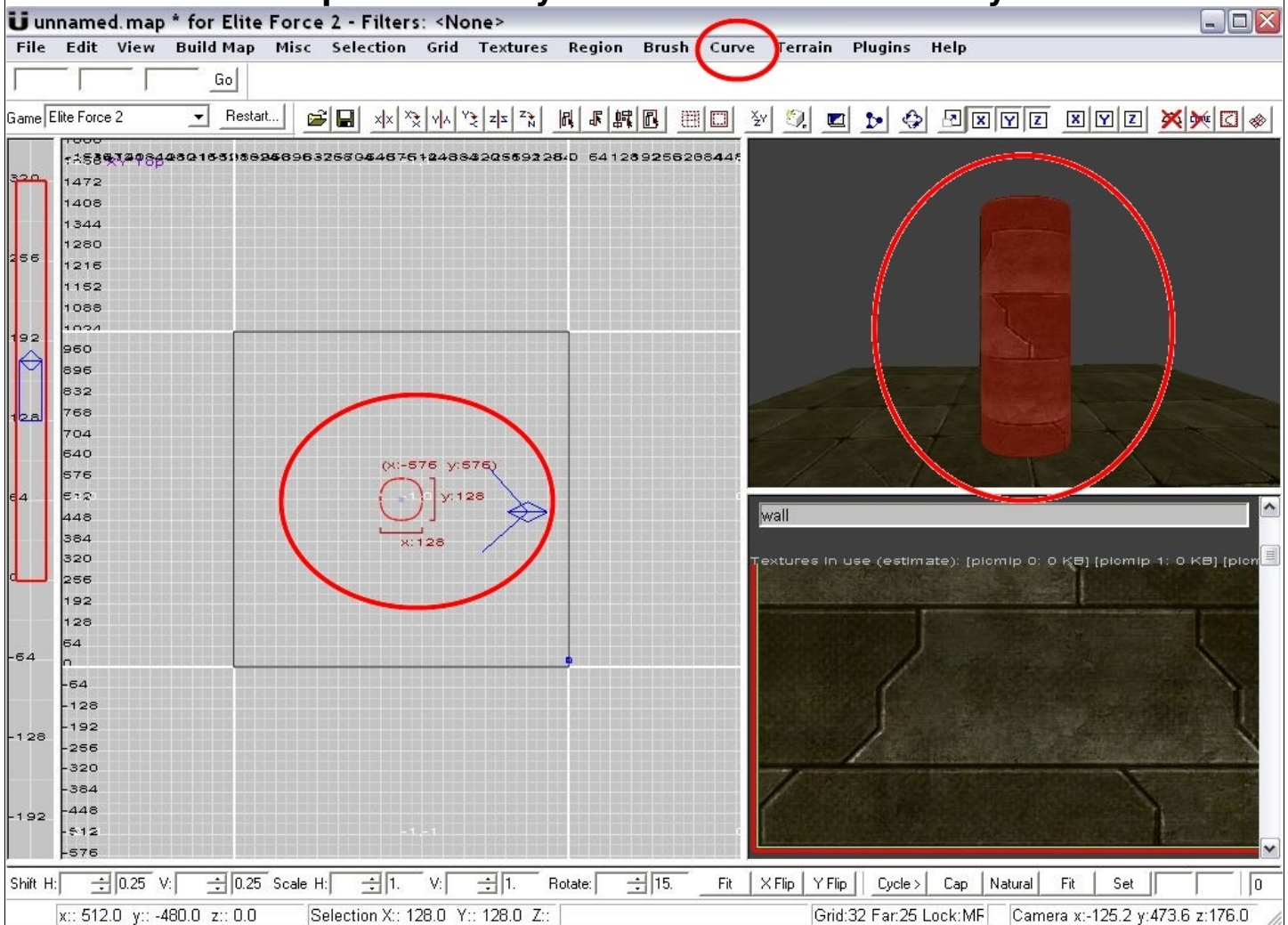
Here is how it looks finished.

Note that top part you need to cover with something cause the ceiling patch is transparent viewed from top!!!

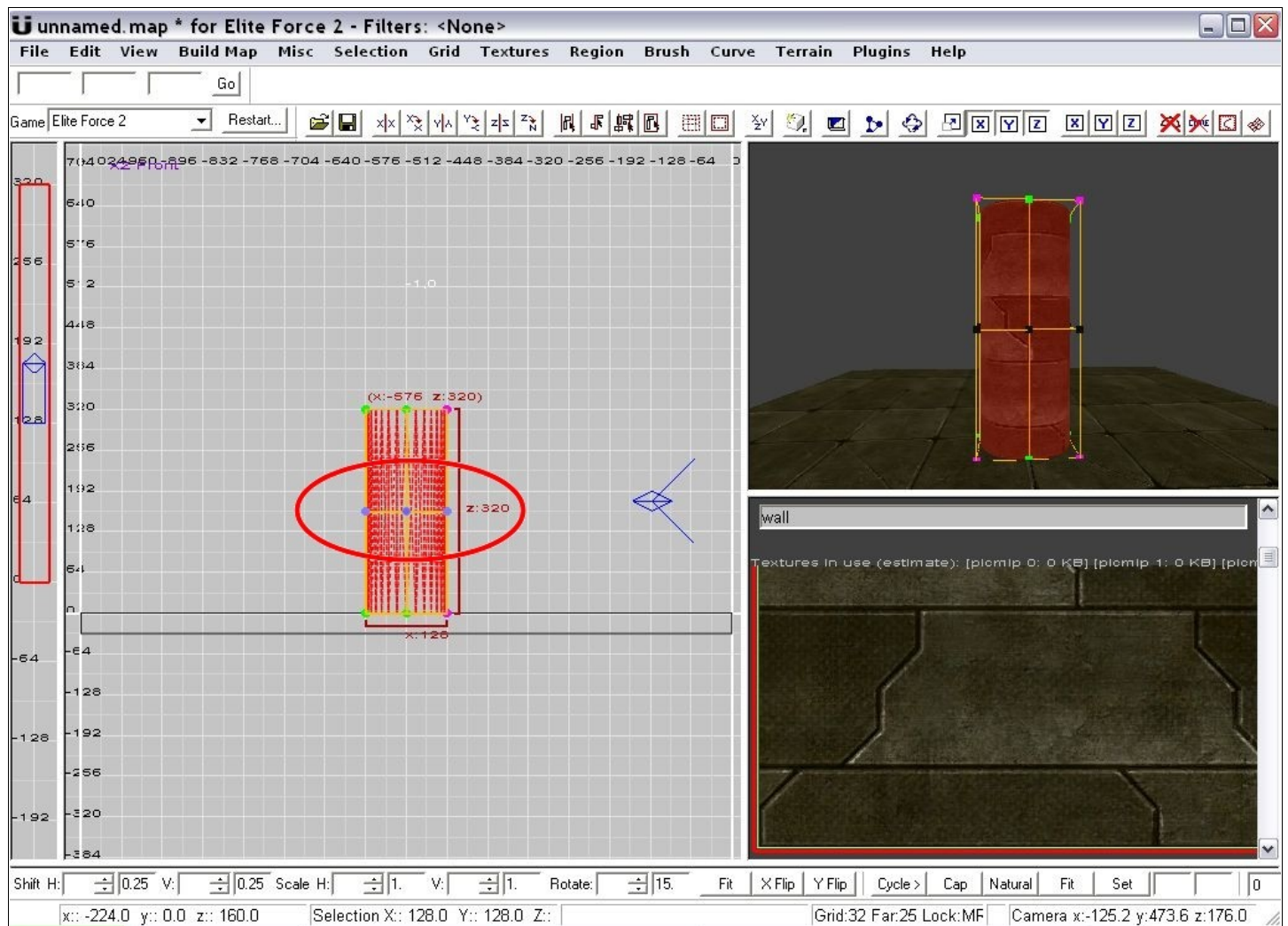


## TWISTED PILLAR

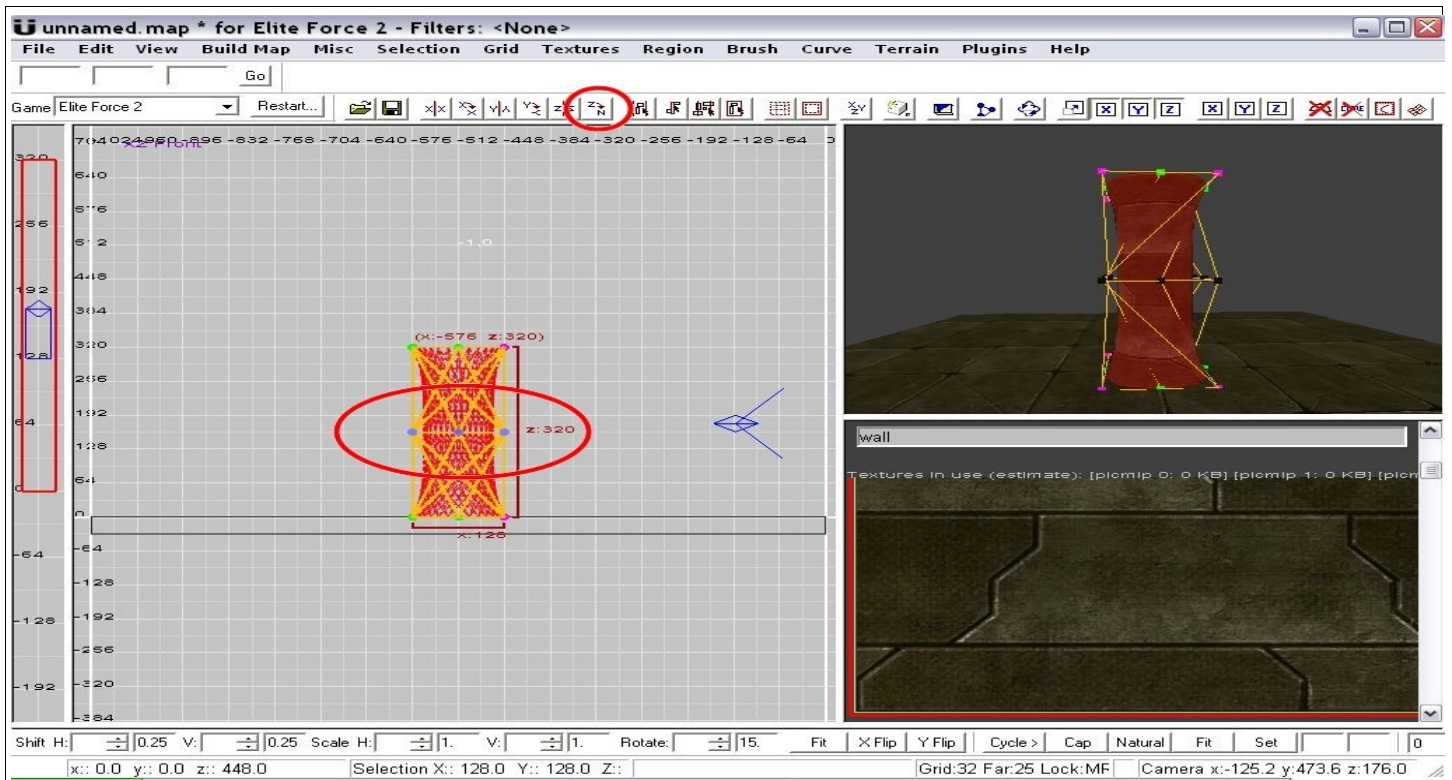
Twisted pillar patches are simple to make.  
You make on regular pillar and while in top view go under CURVES → PRIMITIVES → and pick one of cylinders ill do the normal cylinder...



Hit **V** shortcut to get your Vertex points showed up (I guess they are called that way), go in front view (**ctrl+tab**) and hold shift down and click until you get all middle ones selected like this:

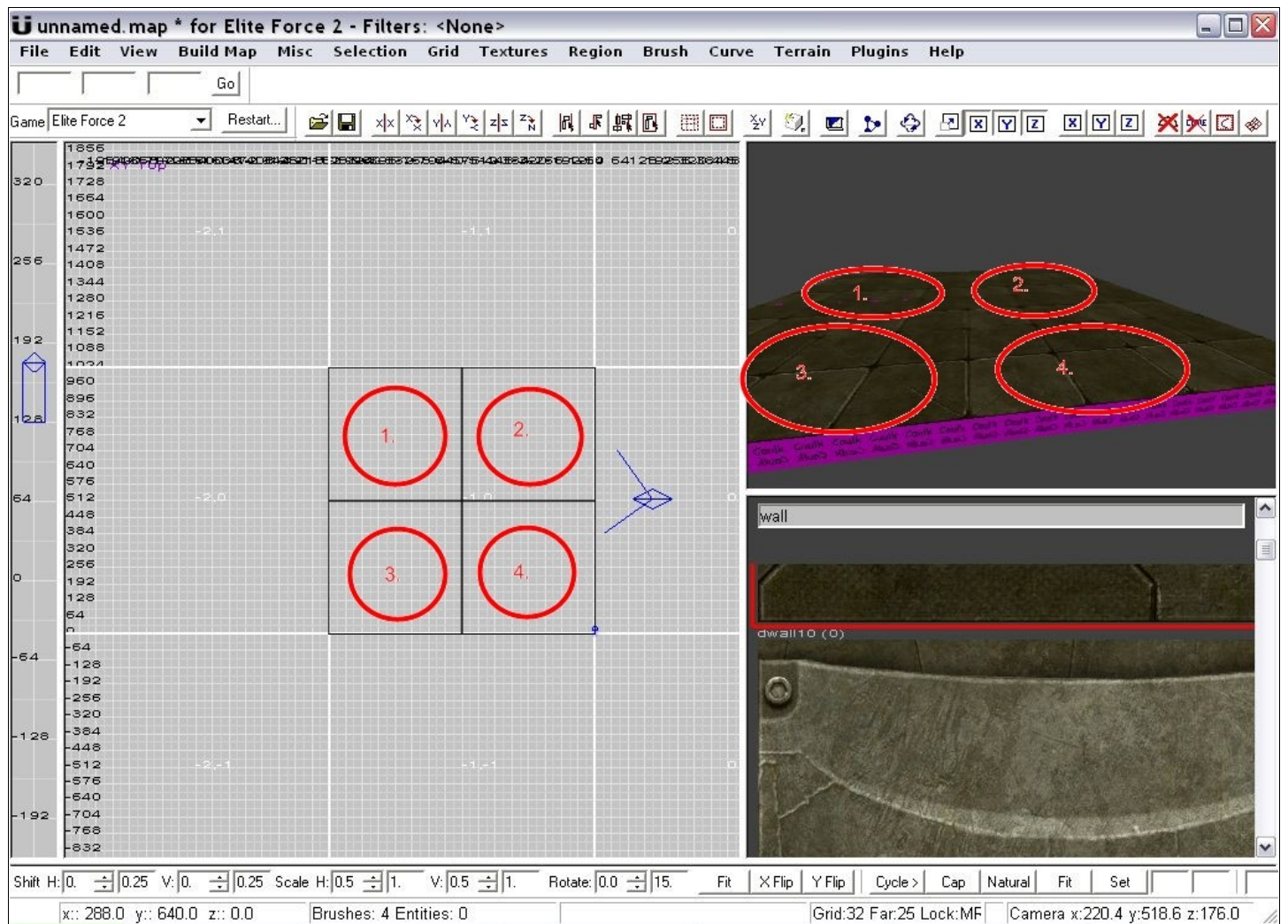


**Now when we have them grabed click few times (in my case 1 time) the Z rotation and there it is our twisted pillar...**

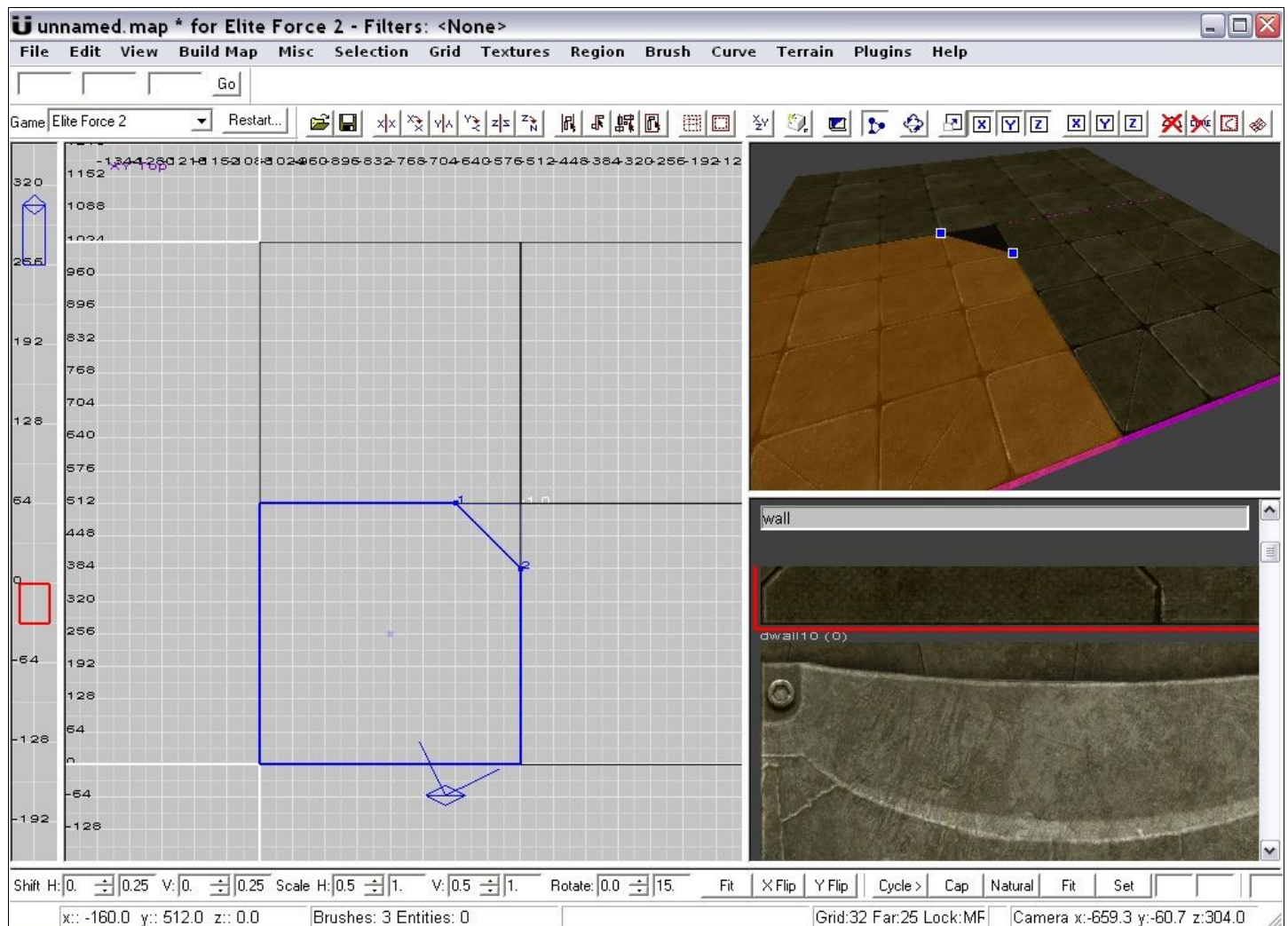


## MAKING TUBES IN FLOOR

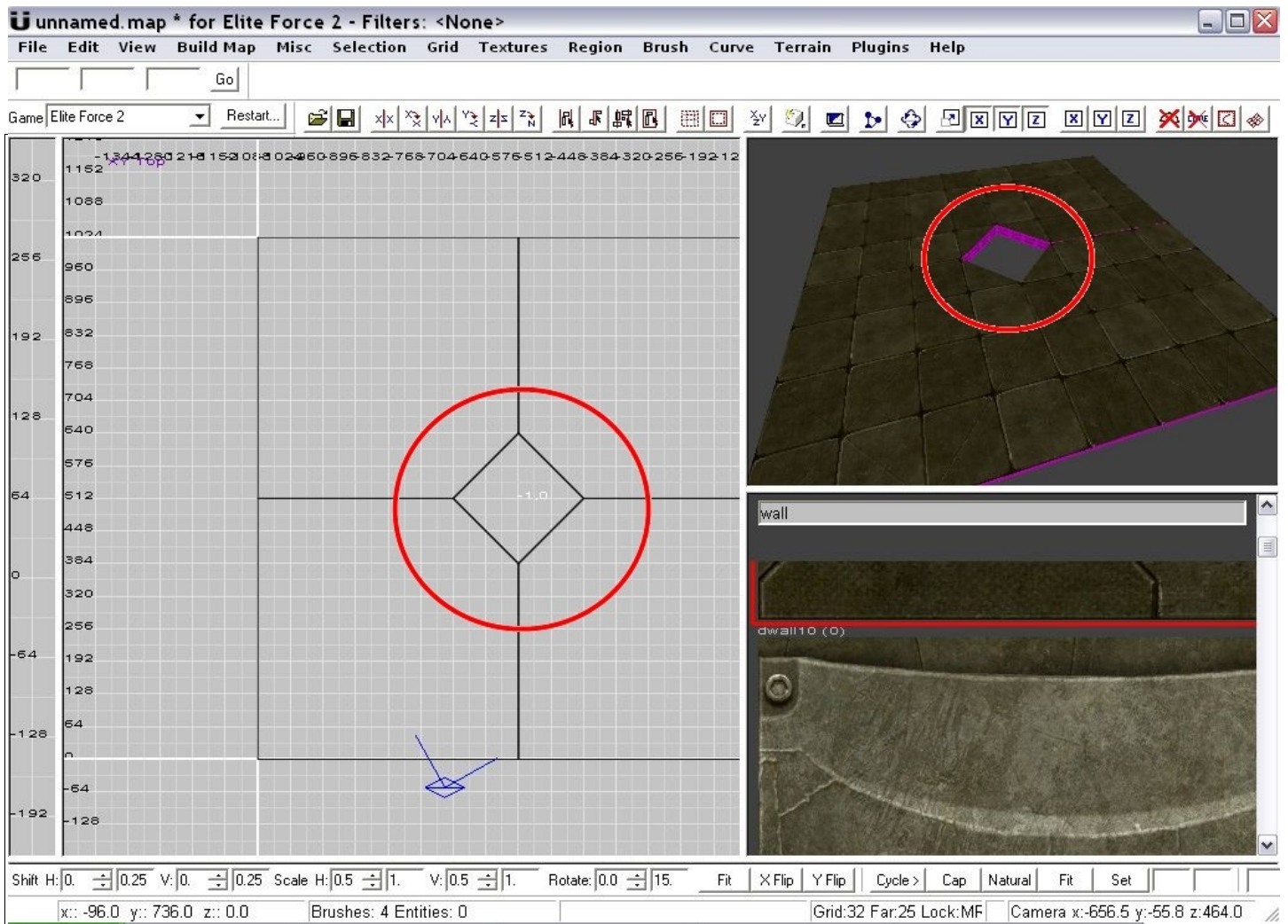
Ok firstly make 4 brushes of same size (for this tutorial, its not a rule) like this:



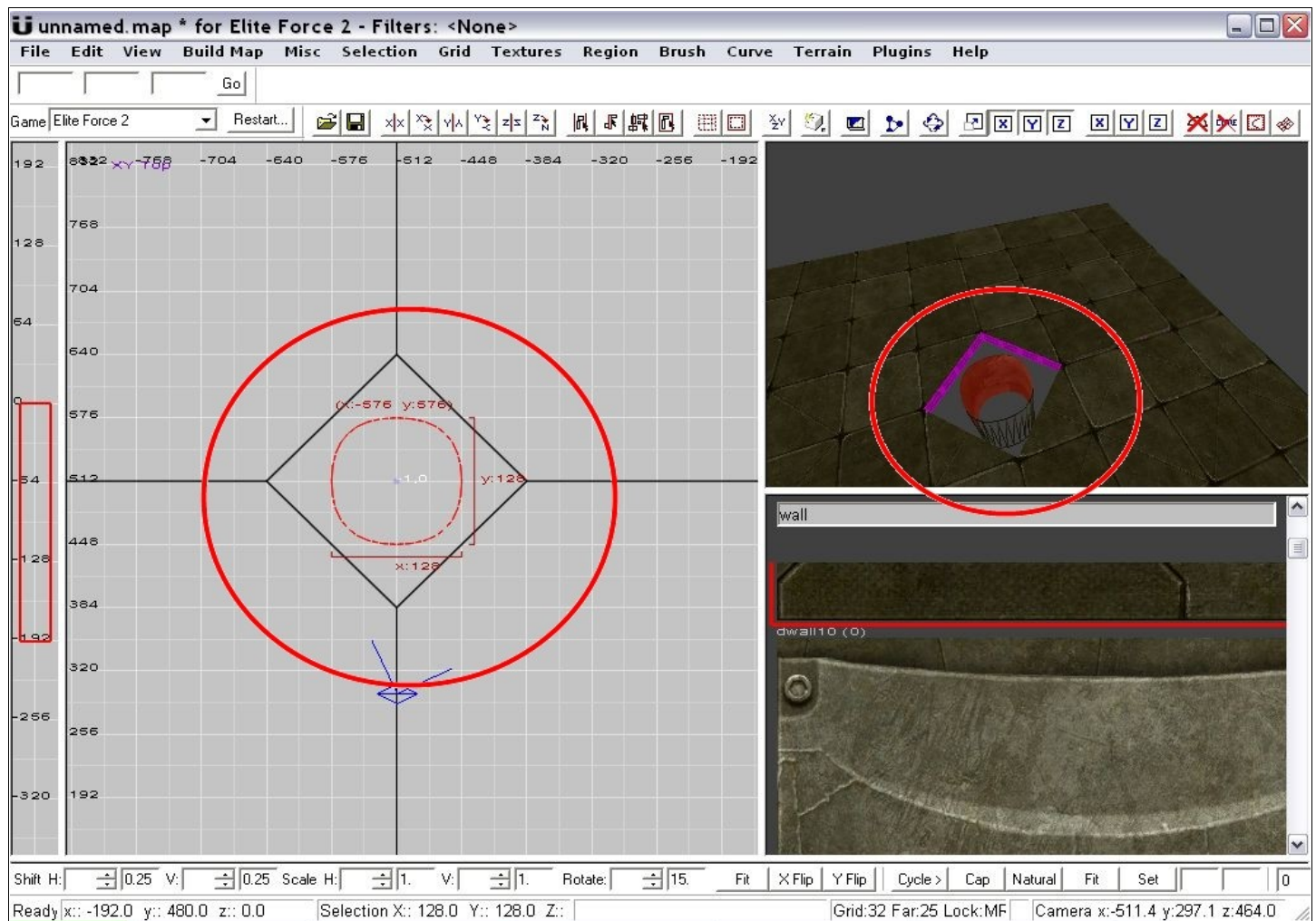
**And pick one piece and cut the inner corner with clipper tool under shortcut **X**.**



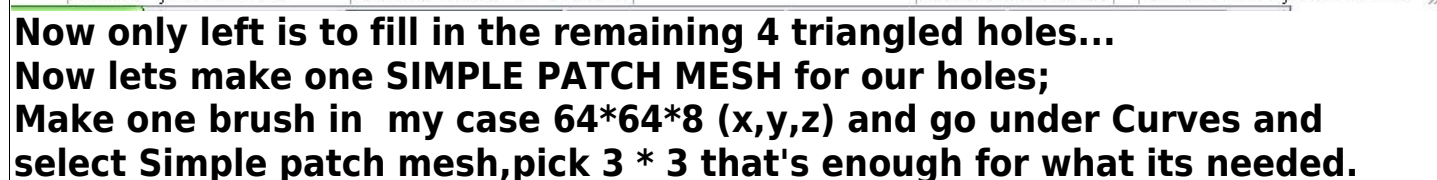
**and do the same procedure with rest 3 floor brushes. (Or alternatively make one brush do the clipping and clone 3 parts and place them on their places) so it look like this:**

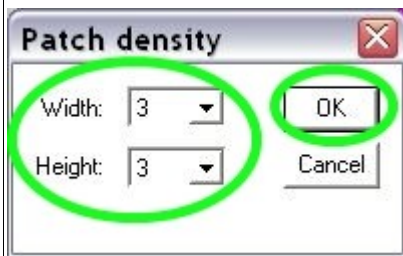


**Ok now make one cylinder in that cuted hole and invert faces (ctrl+i)...**

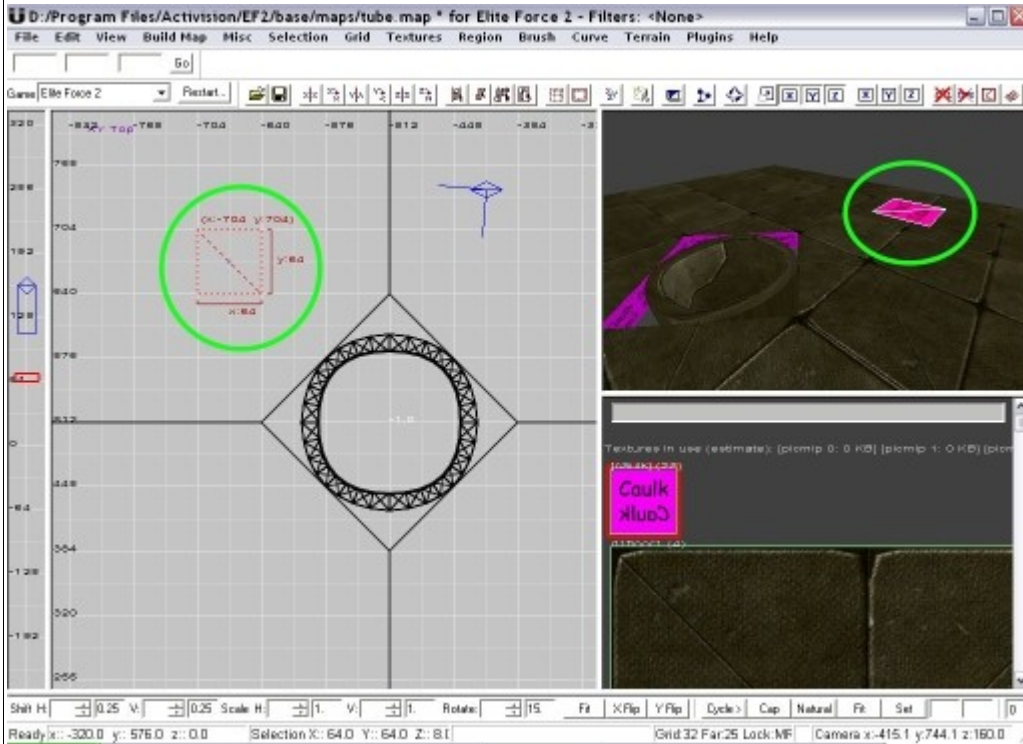


**Go again under CURVE tab and hit option THICKEN so it looks like this and resize the tube to fit in like this:**



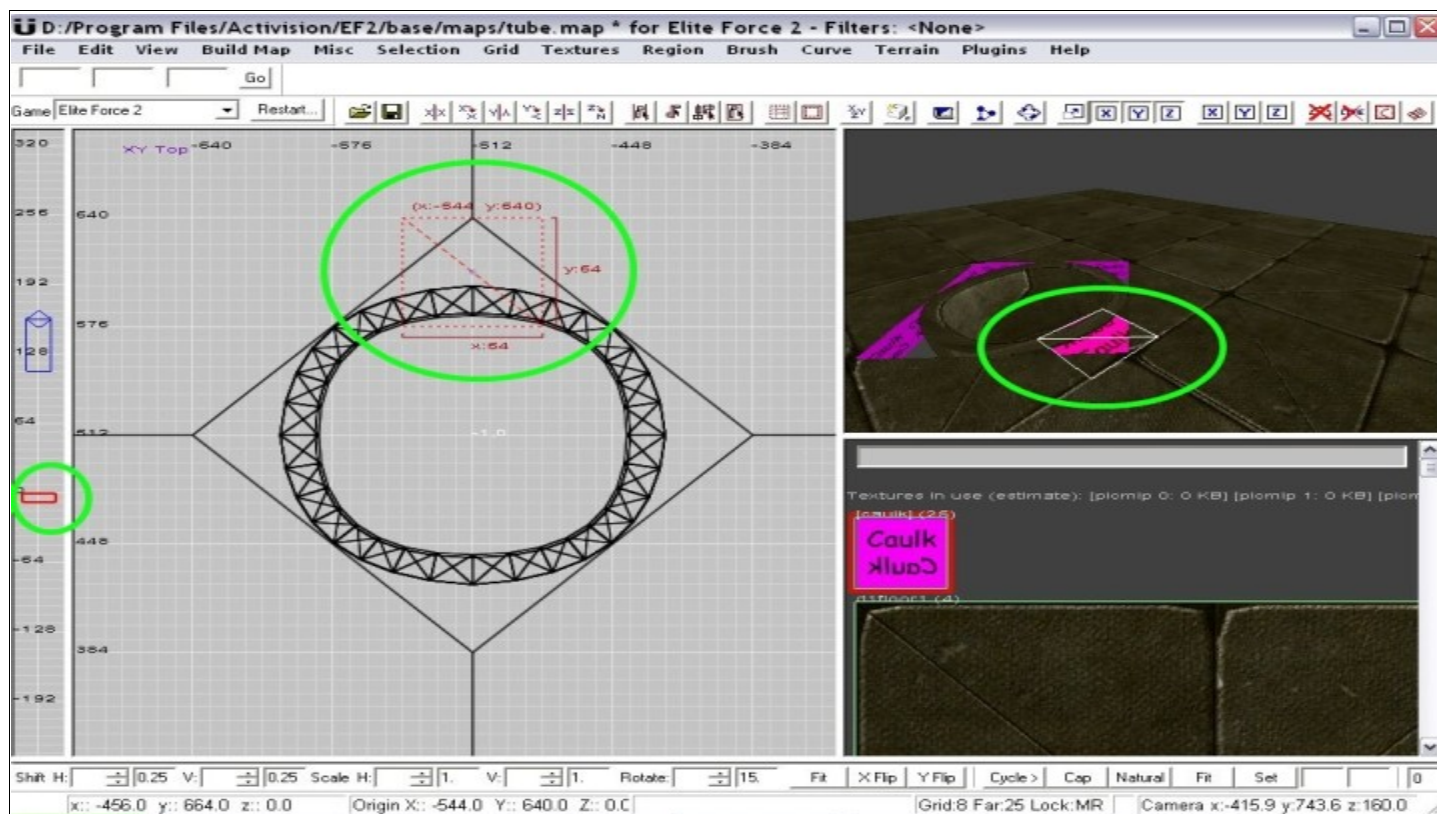


3\*3 complexity

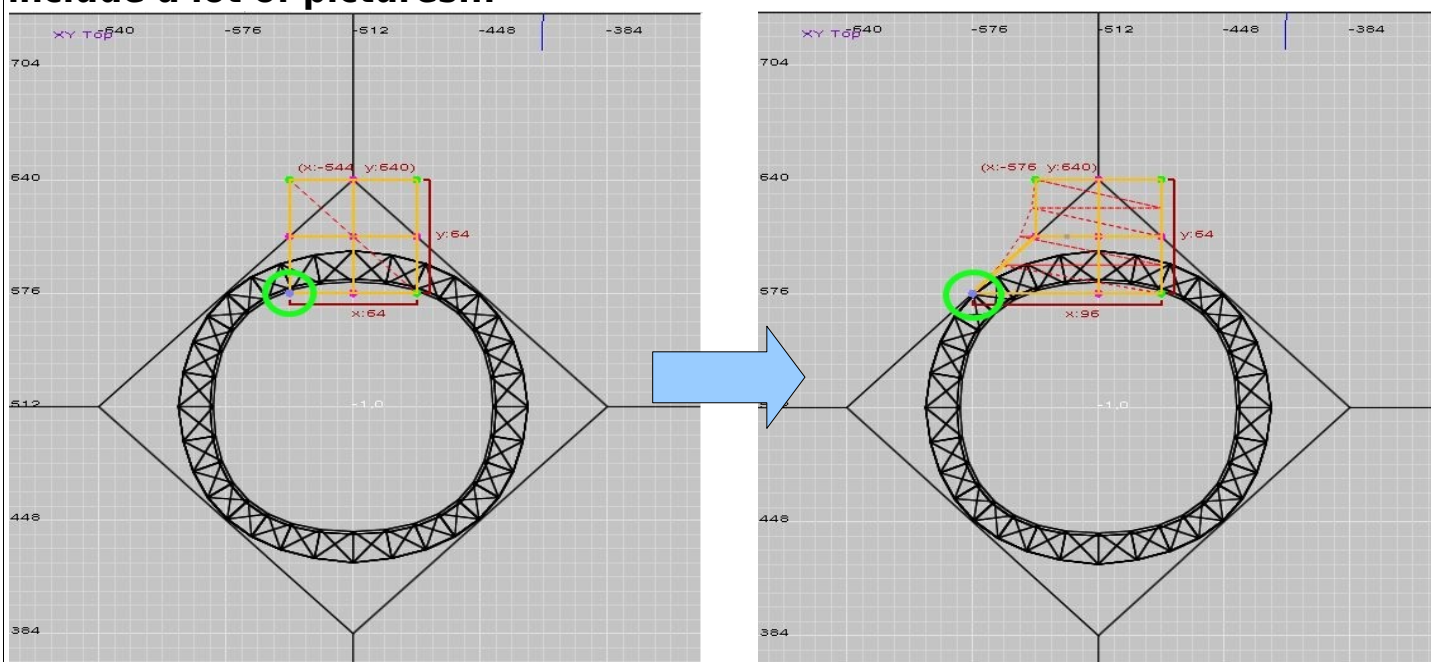


our patch

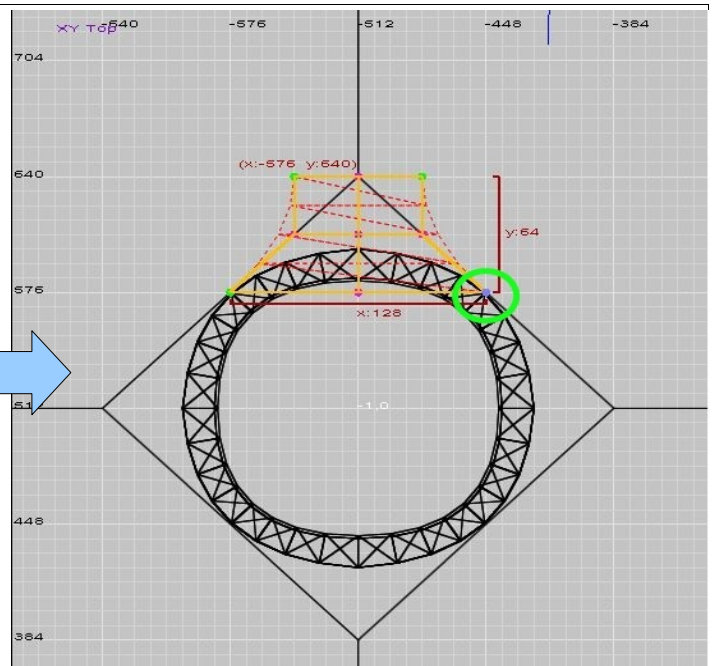
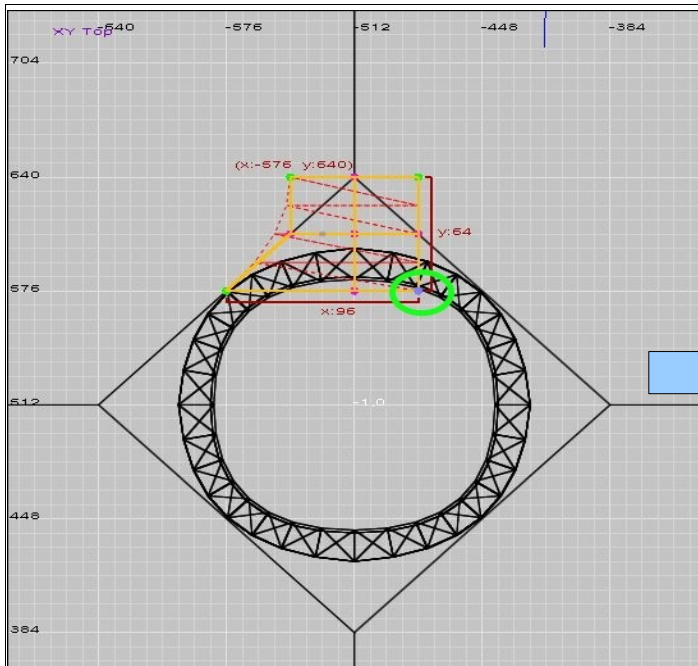
**So now place the patch on hole...**



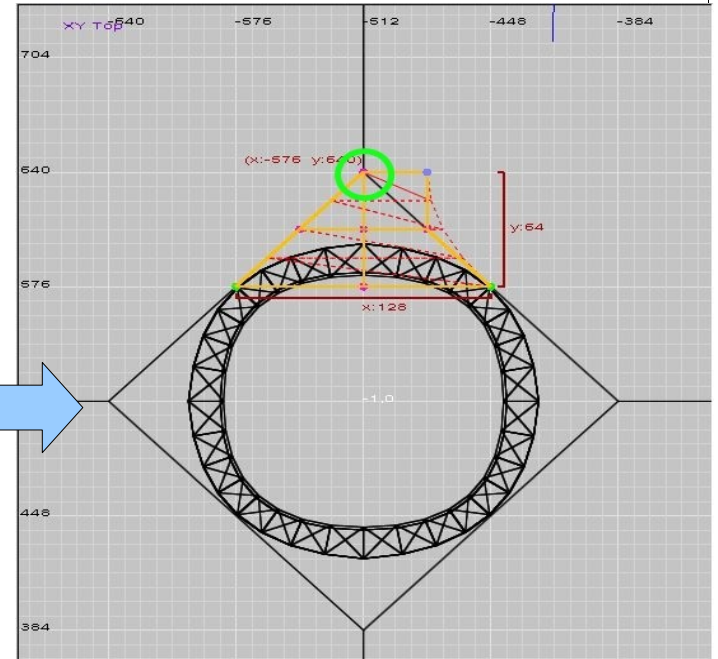
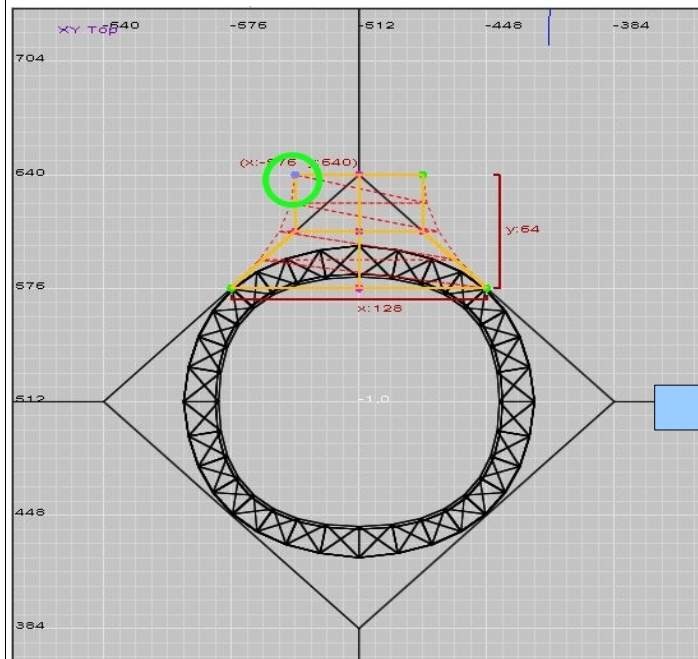
Hit **V** and now we get our dots again ok now tricky part but no varies ill include a lot of pictures...



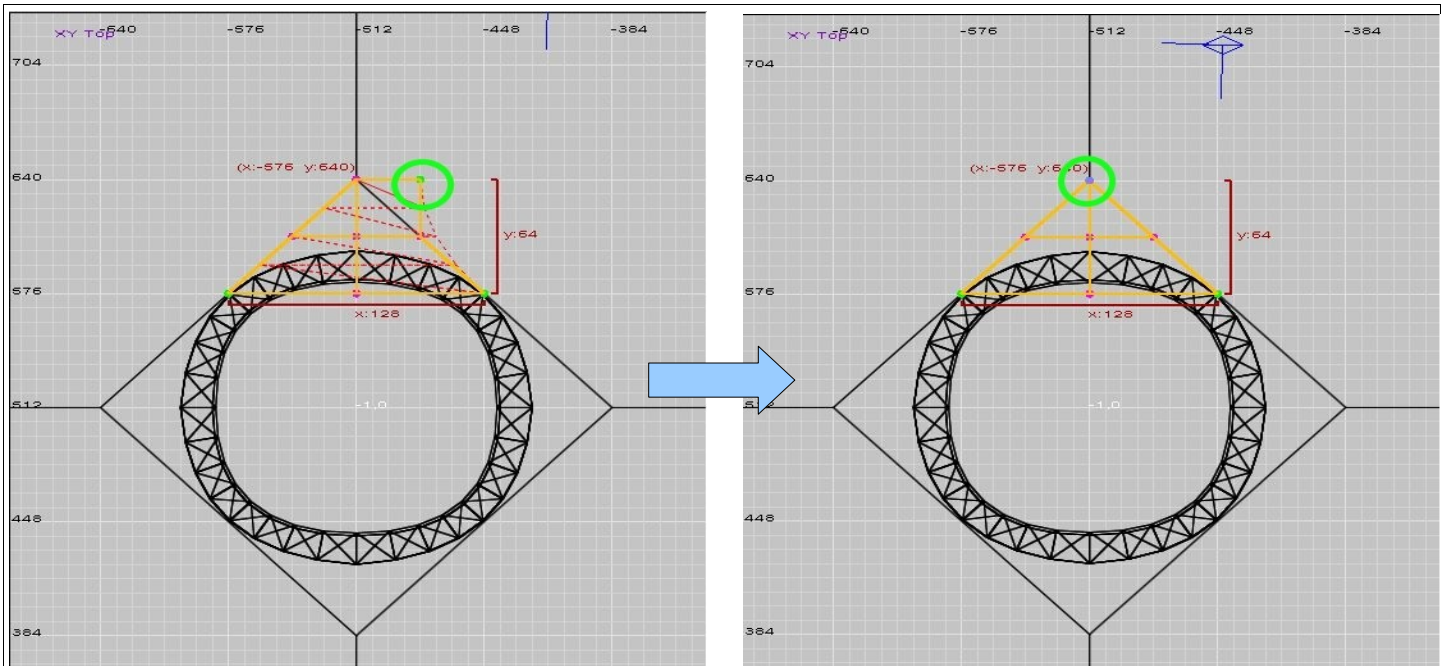
then next one...



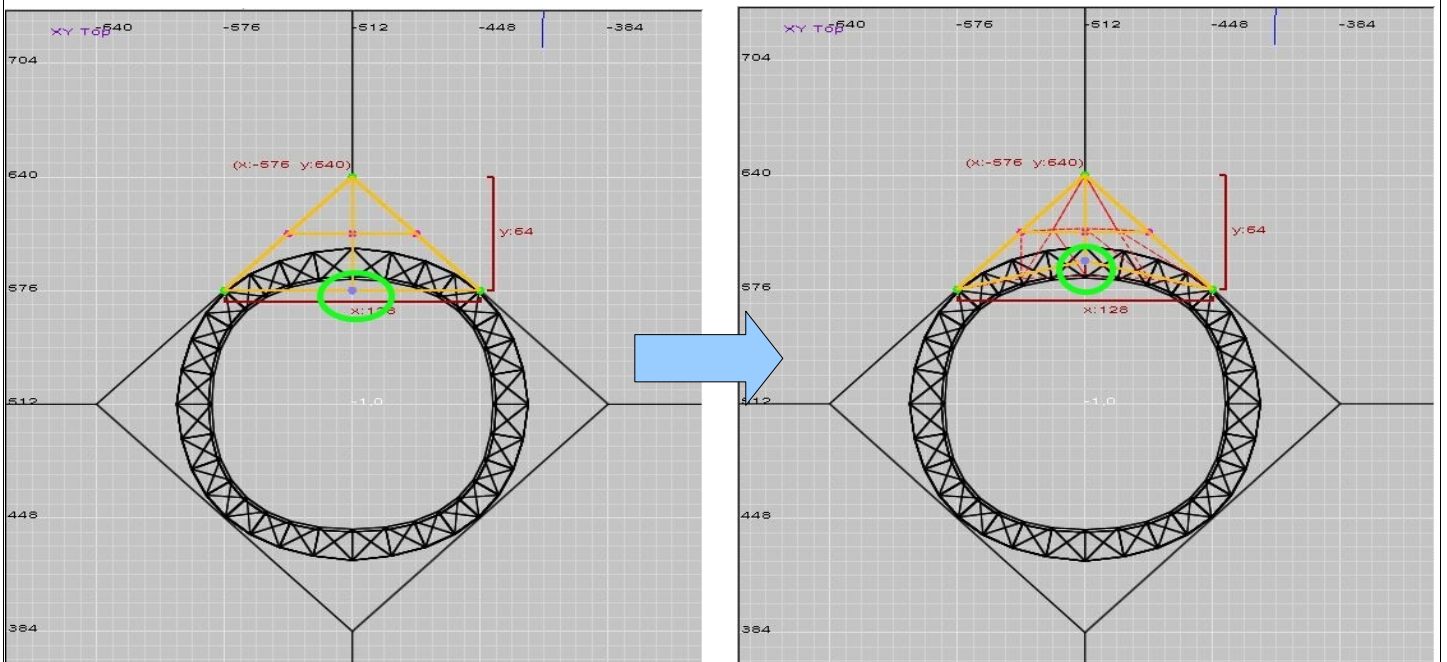
next...



and another...



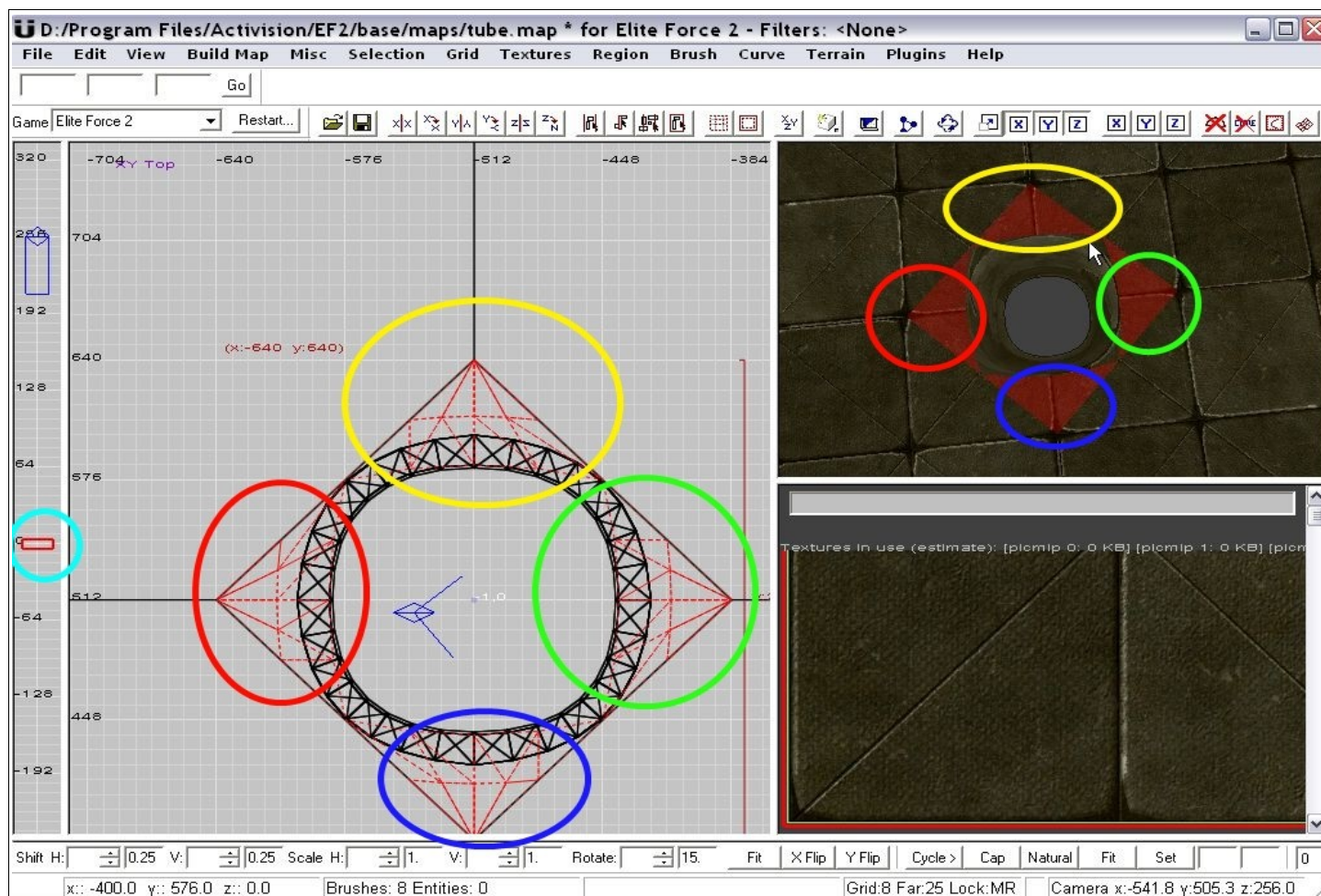
**and finally...**



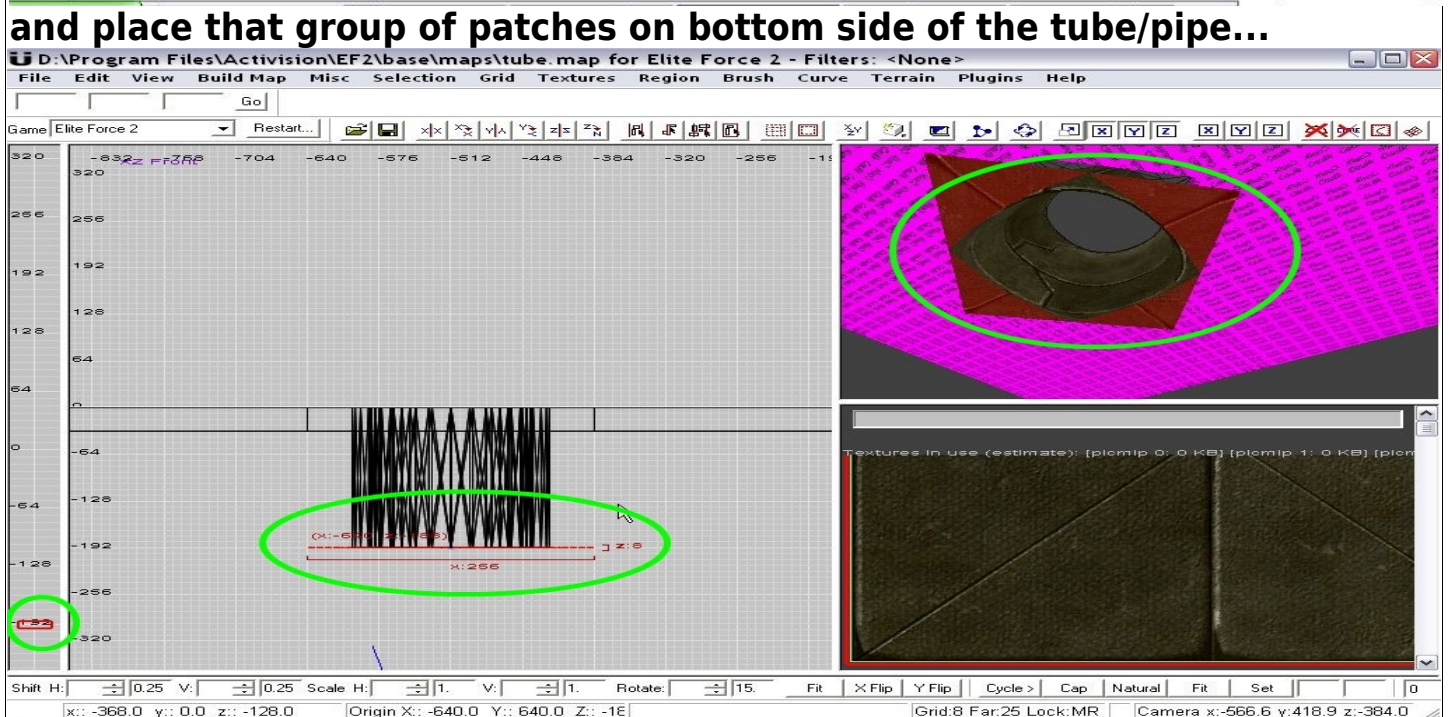
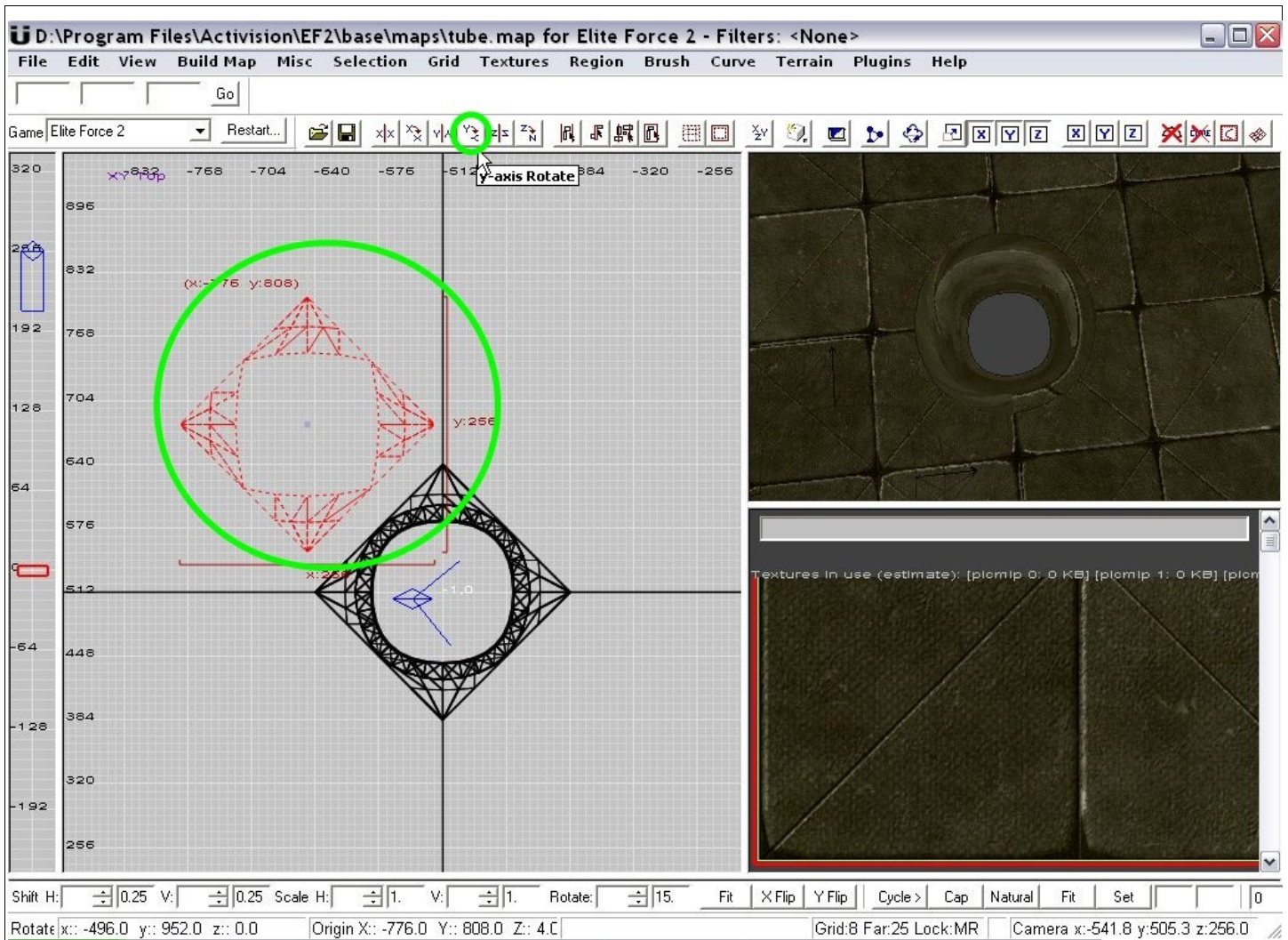
**Now apply the same texture on it as the floor (or any other texture if you wish).**

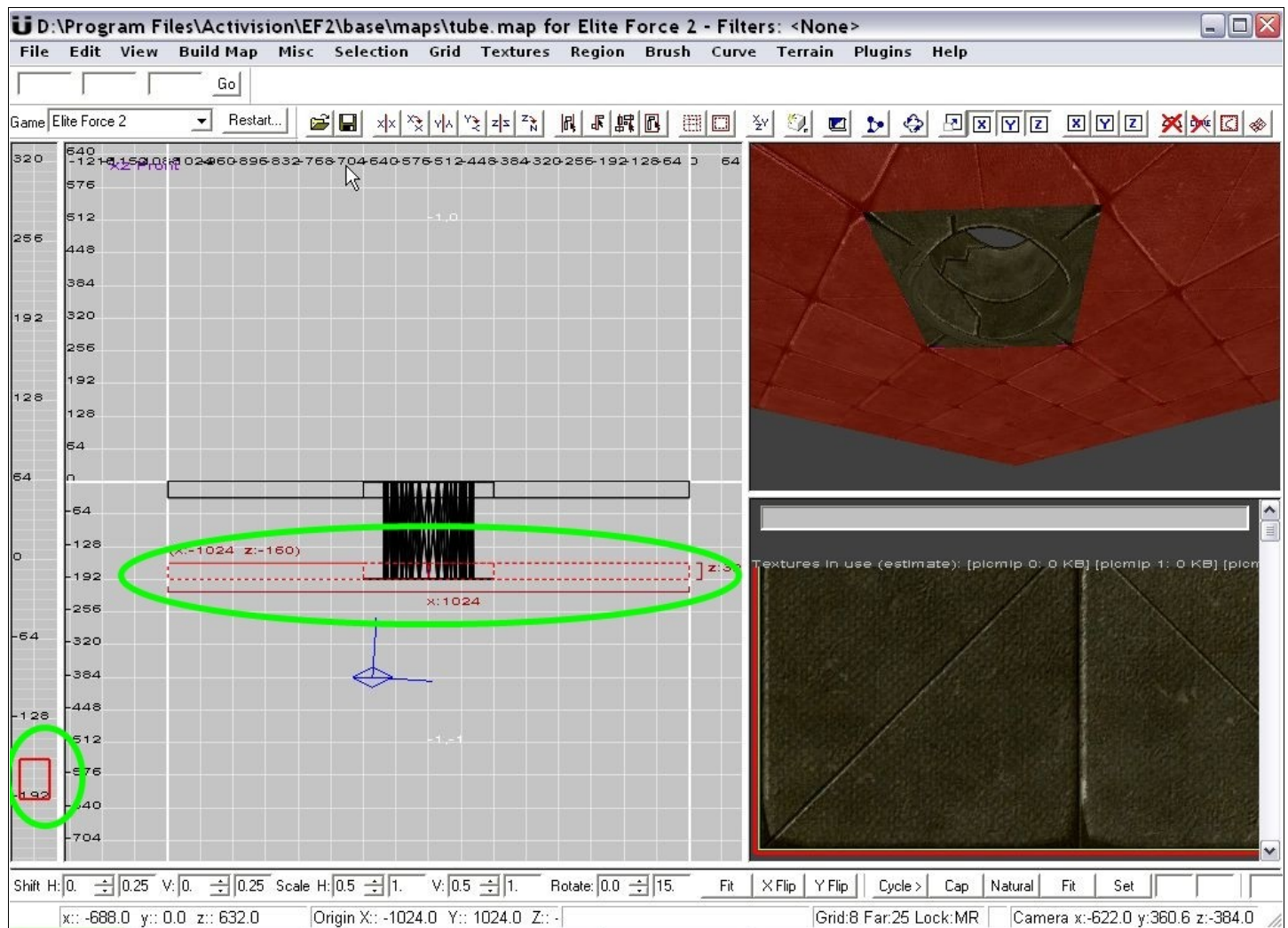
**And make other 3 parts by clone-rotate procedure (clone with SPACE). So now we done our top patches...**

**If texture dont looks good press **S** and hit **NATURAL** and then **CYCLE** button until is aligned good...looks like this in end:**



(again if don't fits good in height window press **ctrl+g** to snap it on grid and place them nicely so you don't have holes between patches and floor)  
 Next you select all patches like on picture above clone them once and rotate in Y...





**and we are done! Wasn't so bad isn't it?**

**For more help you can go on this page:**  
**<http://bubba.planetquake.gamespy.com/mapping.html>**

**Its for quake 3 but about 90% of things are same as for Elite force 2  
(note: how to make portal dont works like that described there for EF2  
in that I was interested but failed to make it in that way so dont waste  
time.)**

**For this tutorial I used:**

- 1.Über Radiant 1.0**
- 2.XnView**
- 3.Paint.Net**
- 4.OpenOffice**