

Section D. Textures

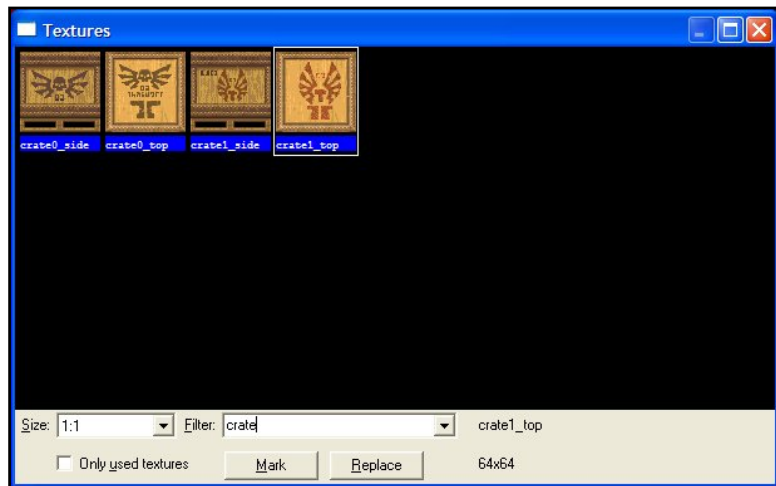
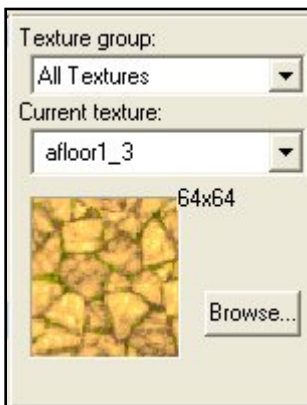
This section looks at applying textures to brushes, as well as individual faces. We will then look at the problem of aligning textures on a brush. Examples of the following tasks are included with this package in a folder named 'Quake Maps'. You may be able to view these examples in Quake as you work through the tasks. To view examples, load Quake, press the ` key to bring the console down, type 'map crates' (where the name of the file is 'crates.bsp') and press the 'Enter' key. That map will load and you can explore it in Quake.

Applying a texture to a brush.

- a) Click on the 'Browse' button in the 'Texture Group' area. A window previewing all the available textures will be displayed.



- b) You can filter the textures by typing a word into the 'Filter' box (i.e. typing 'crate' will display any crate textures). Select a texture then close the box. Your chosen texture should now appear in the texture window.



- c) Select a brush
d) Click on the 'Apply current texture' icon.

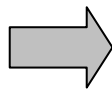


Aligning Textures

Much of the time, you will simply apply a texture to a brush and continue with the next task. Some textures, however, will need aligning on the brush before they appear correctly. An example of this is the crate texture shown below.



Misaligned texture



Aligned texture

Aligning a texture

- Create a brush 64 x 64 x 64 (watch the brush size indicator on the status bar as you create the brush).
- Search for and apply a crate texture. The texture will most likely be misaligned (as shown below).



- Move the brush (by selecting and dragging) horizontally and vertically in the 2D windows until the texture is aligned. Click on the 'Texture Lock' button on the toolbar.



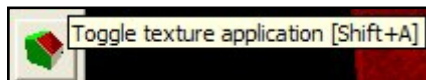
- With the textures locked, the brush can be repositioned without the textures becoming misaligned.

Notes

- If you want to carry out this action on other brushes, you may need to disable the 'Texture Lock'. Make sure that you don't move any previously aligned brushes around until you have enabled the 'Texture Lock' button again.
- You may have noticed that the dimensions of each side of the brush (64 x 64) were the same as the texture size (64 x 64). With version 1.6a of WorldCraft, it makes life easier if you make the brush size suit the texture size. This doesn't mean that the sizes have to be exactly the same, but they should be in proportion e.g. a brush size of 128 x 128 x 128 would also be an easy option, as 128 is a multiple of 64. A brush size of 144 x 144 x 144 would require more complicated calculations. Resizing textures to match a brush is covered later in this section.
- With the method of alignment described above, there will be a problem if you rotate an object. The solution to this problem is also explained later.

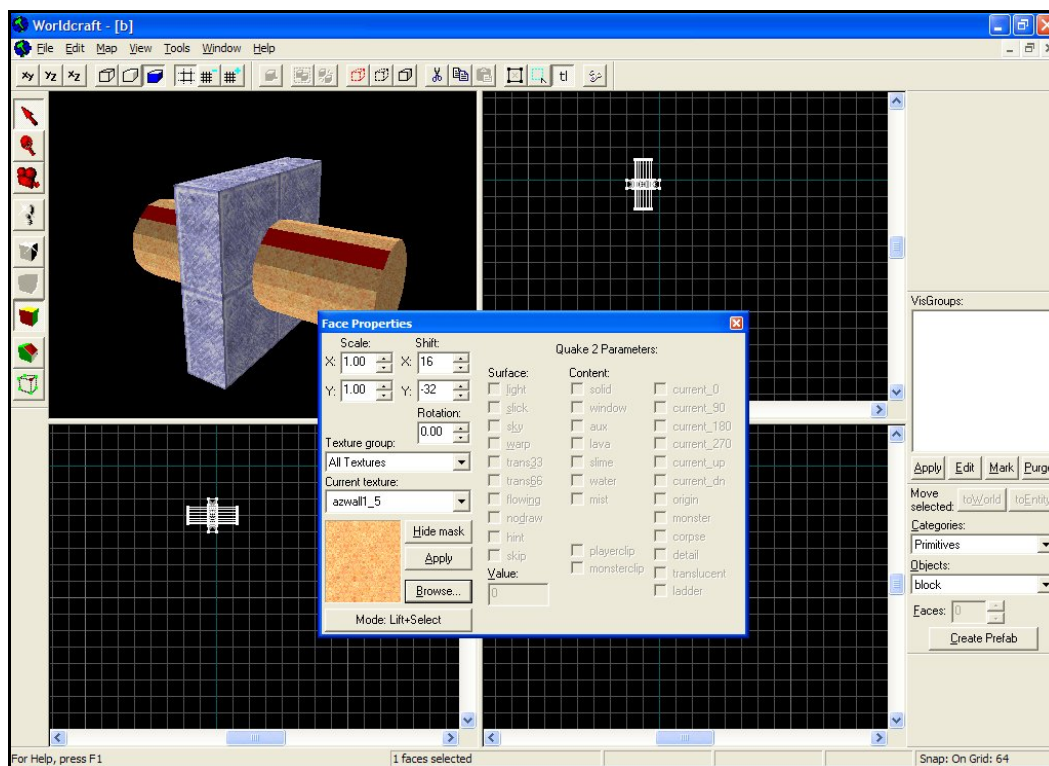
Applying textures to a brush face

It is possible to alter the properties of a texture on a single face of a brush. You may even choose different textures for different surfaces of the same brush.



To apply a texture to a face

- Make sure you can see the faces you wish to change in the 3d window.
- Click on the 'Toggle texture' icon. The 'Face Properties' dialogue box will appear.



- Click on the 'Mode' button, and change from 'Lift & Select' to 'Apply (texture and values)'.
- Select the 'Browse' button and double-click on your chosen texture.
NOTE: DO NOT choose a texture that has a '' or '+' as the first character of the name.*
- In the 3d window, click to select each face of the brush you wish to apply this texture to.
- If the texture is misaligned on the face of the brush, then adjust the 'Shift X & Y' values and click on the face again. Repeat this process until the texture is aligned correctly.
- If the size of the texture does not match the size of the brush, use the 'Scale X & Y' buttons to match the texture to the brush. If the brush face is 128 x 128 and the texture size is 64 x 64, then the X & Y scale would be set to 2.0. Scale factors for odd sized brushes will need to be calculated.

Task

Create a room containing several brushes using the crate textures. Crates should be of different sizes. Some crates should be rotated. All textures should be properly aligned on every visible face.

Example: [crates.bsp](#)

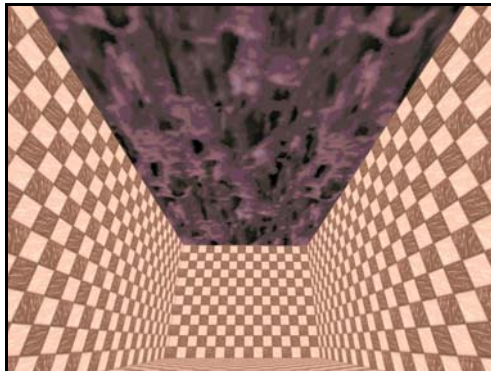
Sky textures

Sky effects can be created using the same texturing methods as shown above. Type 'sky' into the filter option of the texture browser.

Example: *sky.bsp*

a) Load Quake, press the consol key ` and enter 'map sky'.

b) Look up and view the sky.



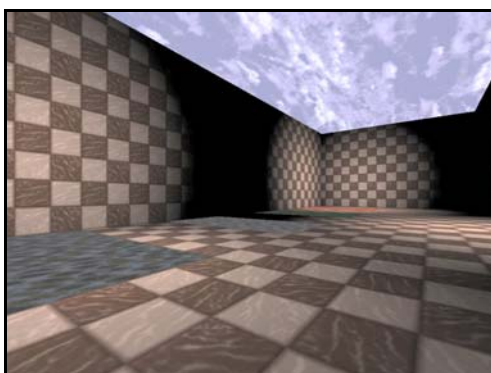
Liquid textures

- Type '**water**' into the filter option of the texture browser.
- **Slime** is another liquid texture. Slime reduces the health of the player.
- **Lava** is the third type of liquid. As you would expect, lava kills the player immediately.

Example: *liquids.bsp*

a) Load Quake, press the consol key ` and enter 'map liquids'.

b) Try walking in the different liquids.



The liquid immediately in front of the player is water. The liquid to the right is another water texture. Further back, you can view examples of slime and lava.

Animated textures

All animated texture names begin with a '+'. Load the example file and explore the animated effects.

Example: *animated.bsp*

NOTE: You cannot have two brushes of different liquid types touching each other, you will get an error message (*mixed face contents*) when compiling.