

IDS 4687 Games Engines – UnrealEd Tutorial 6

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This document can be downloaded at: www.planetunreal.com/squacky/UnrealEd-Tutorial6.doc

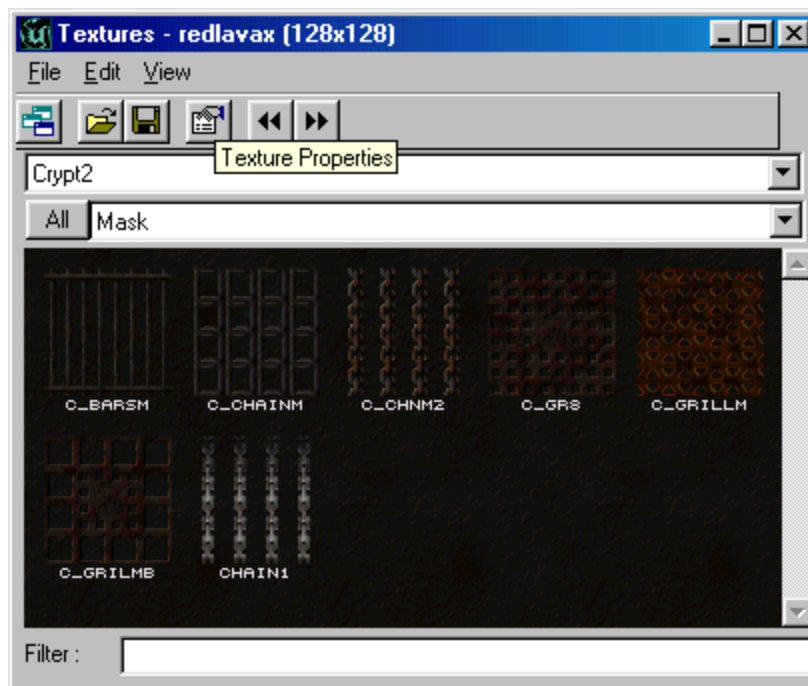
Tutorial 6 – Masked or “See through” Textures and Invisible Brushes

This tutorial will build on the map started in Tutorial 1. In this tutorial we will create masked textures. Masked textures are partially transparent and are commonly used in almost all games for decorative items like bars, grates, leaves, cobwebs, and many others...

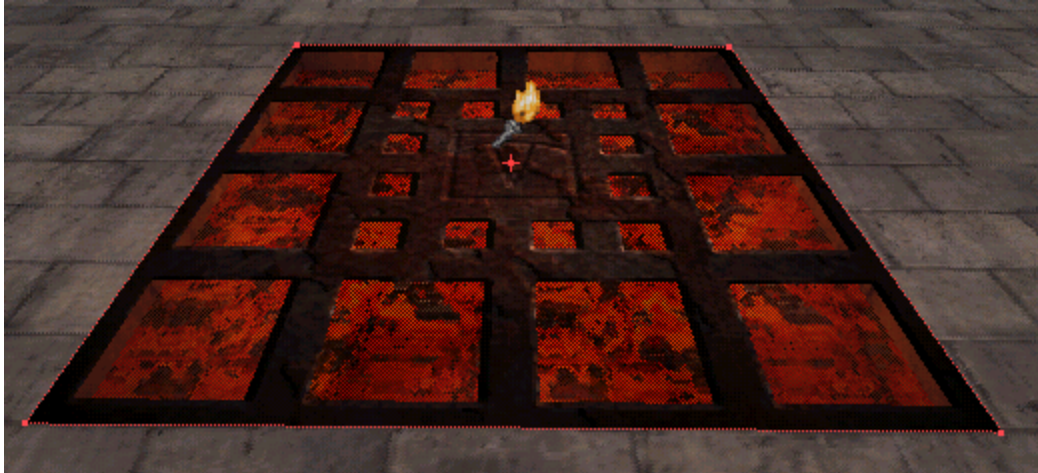
Masked textures are applied in UnrealEd using SHEETS and the ADD SPECIAL command. Let's suppose we want to create a grate over the lava pit we made in the last tutorial. First create a 256*256 sheet and place it over the lava pit as shown below. Make sure that your new sheet (which will be the grate) does not touch the lava sheet.



The sheet is aligned with the top of the pit and 16 units above the lava sheet. Now select an appropriate masked grate texture. Using the TEXTURE BROWSER open the “Crypt2” texture package and browse to the “Mask” textures. You should see the ones below.

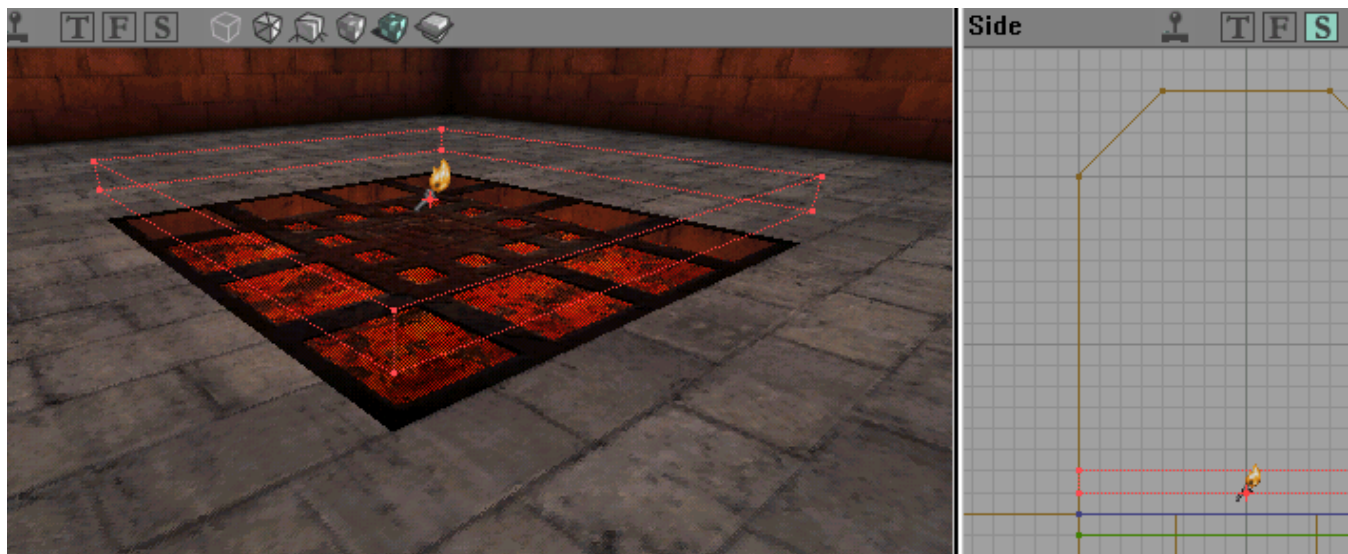


Select the “C_GRILMB” texture. The hit ADD SPECIAL. When the option box comes up choose “Regular Brush” and check “Masked” and “Two-Sided”. Now hit add and your grate texture should be in place.

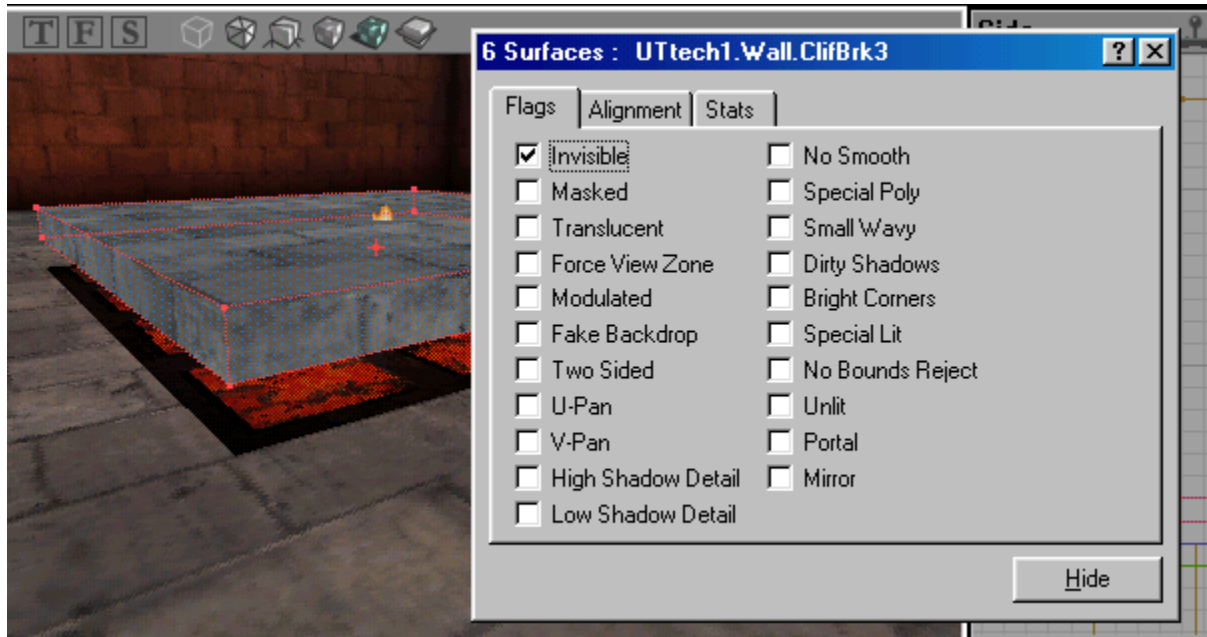


Our grate decoration is now in place but there is one problem – sheets are non-solid. In other words, players pass through them. So if we leave the grate as is, players will fall through it like an illusionary floor. In order to allow players to walk on the grate we must add a solid brush above it, and then make the solid brush “invisible”.

So, build a thin (16 units high) cube and place it above the grate as shown below.



After you add the cube, select all 6 surfaces, right click in one of the selected surfaces, and choose “Surface Properties”. Check “Invisible” in the “FLAGS” menu as shown below.



When you rebuild and play the map the cube above will be invisible and players will be able to walk on it.