

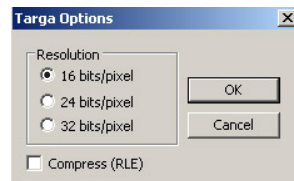
ADVANCED VIDEO GAME DESIGN

Often in a game you need to have an object that may have a lot of “holes”: Something like a chain link fence. Of course modeling all the individual wires that make up a chain link fence would take up an enormous amount of polygons. It’s much better to use an “OpacityMask: channel in UDK.

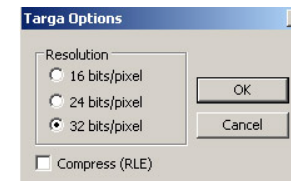
You will use 2 images for this project: A 24 Bit Targa image of a chainlink fence for the “Diffuse” channel.
A 32 Bit Targa image of a chainlink fence for the “Opacity Mask” channel.

1. From our website, copy and save both the **Opacity Channel Fence Image** & the **Diffuse Channel Fence Image** to your folder on the HDrive.
2. Open them in PhotoShop and resave them as “Targa” files using the following settings:

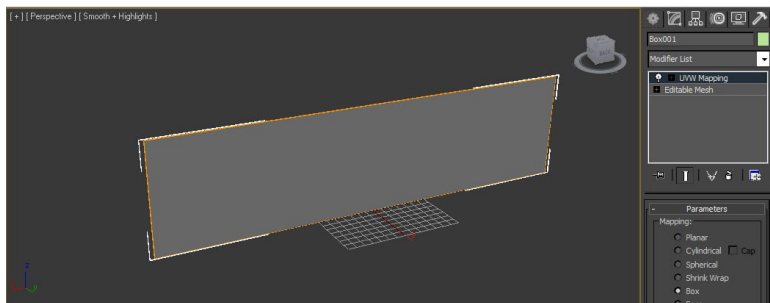
Save the Diffuse image as 24 Bit



Save the Opacity image as 32 Bit



3. In 3DMax make a box 512 unit long, 128 units high and 1 unit thick.



4. Convert it to an Editable Mesh.
5. Put a UVW Map “Box” on it.
6. Give it a plain gray standard material.
7. Export it as an FBX file