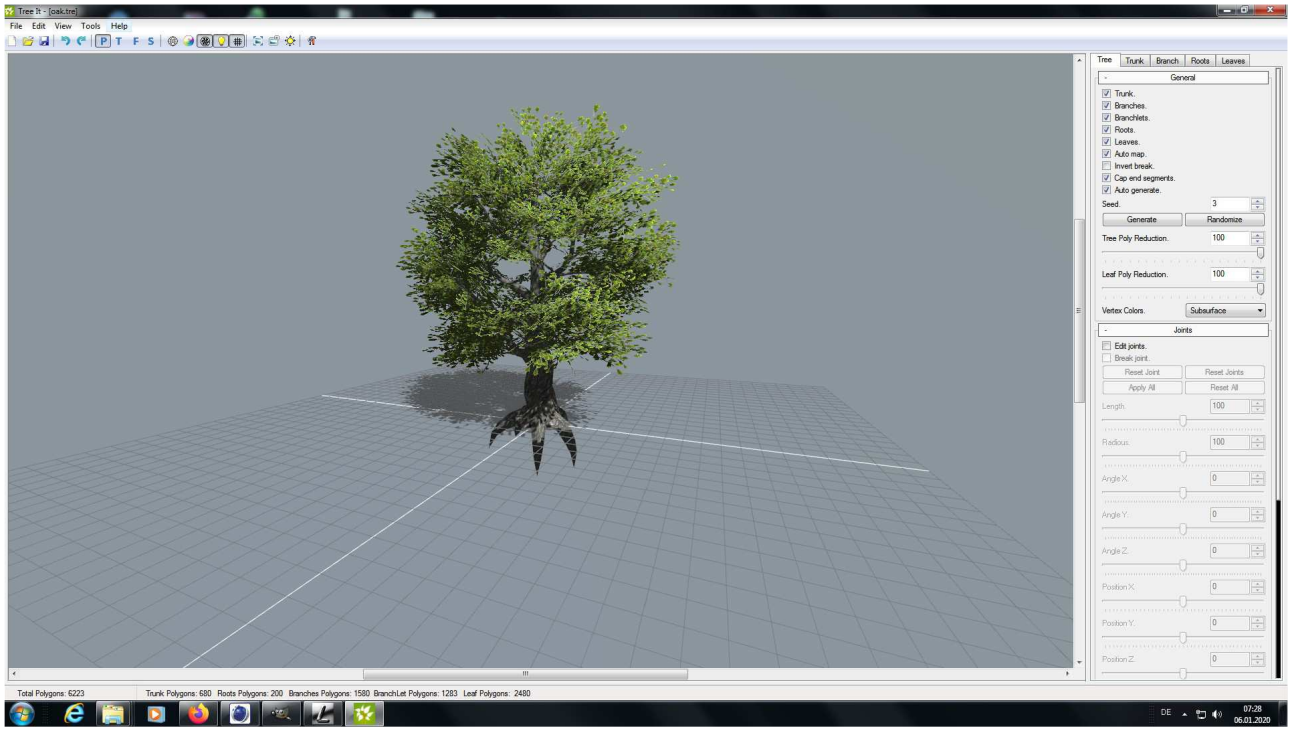
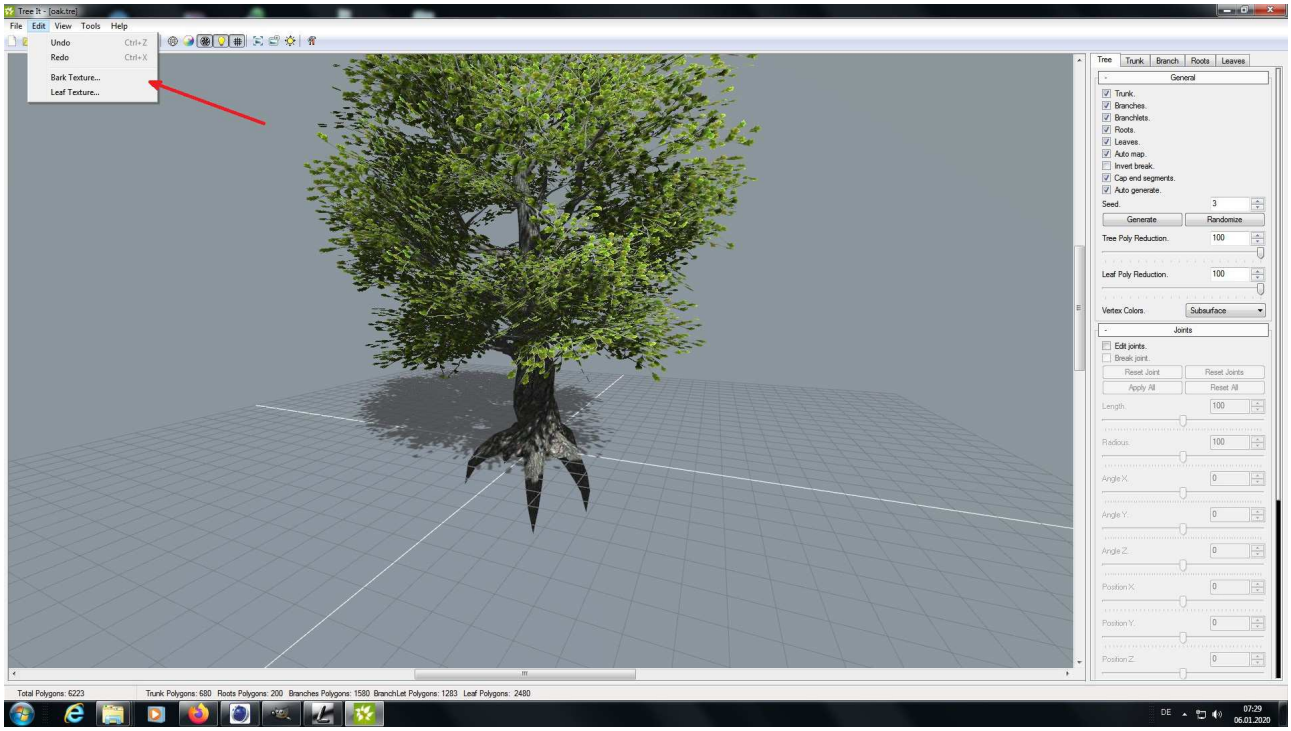
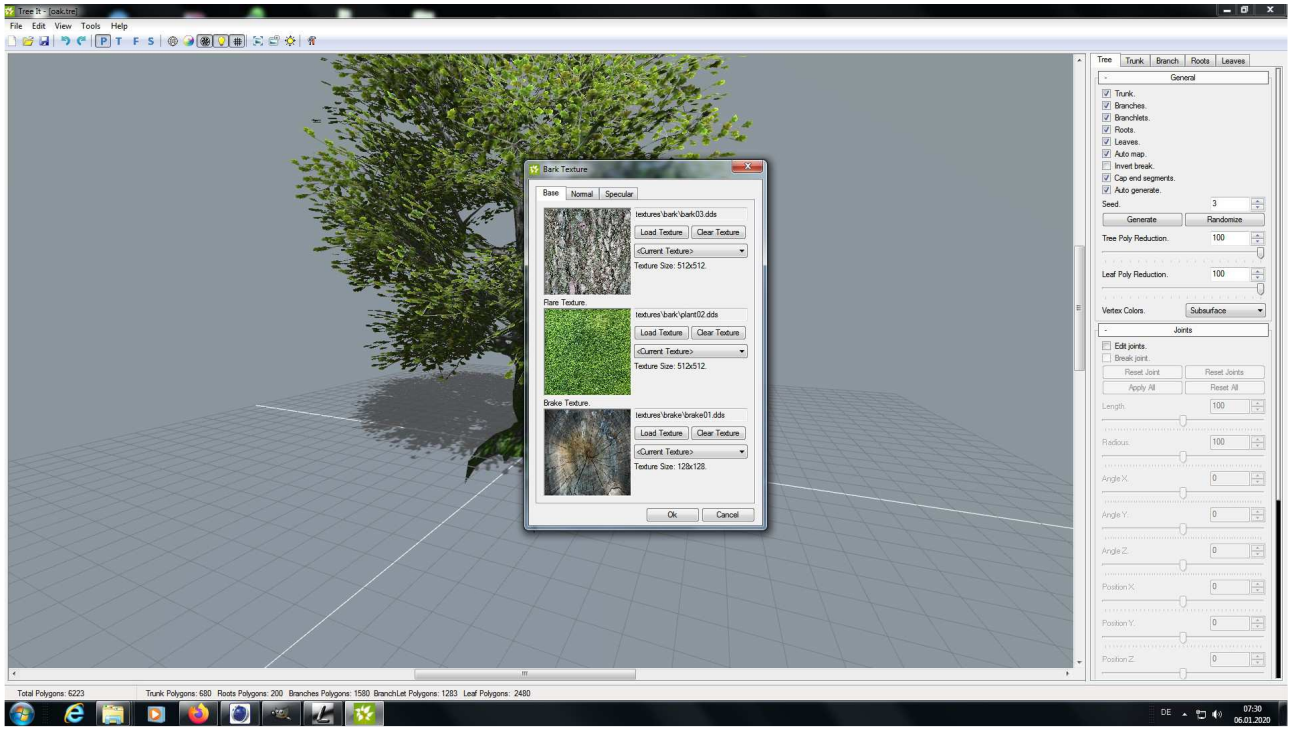
Tree It

This pitiful attempt to create a tutorial is aimed at absolute beginners in this area. I hope:
1. I have done nothing wrong
2. I got it across in a way that was easy to understand
3. You can read this to some extent
4. see last sentence

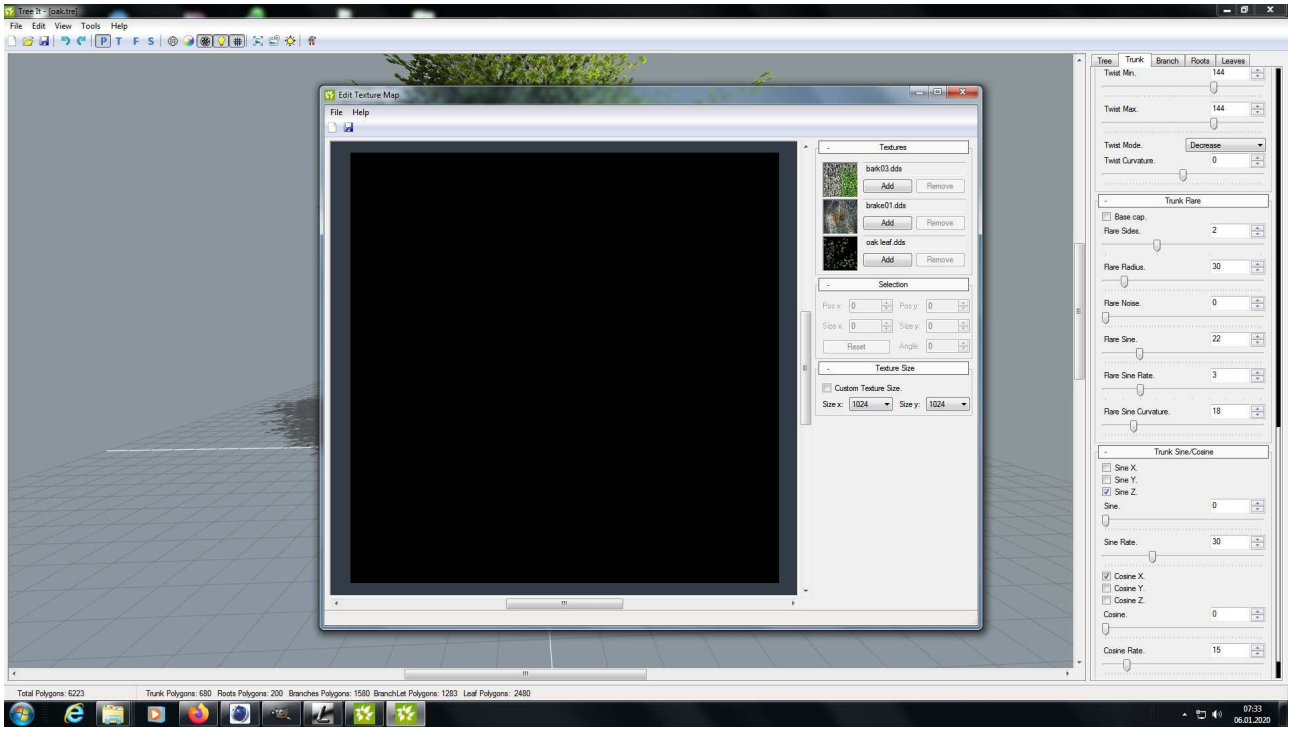


I am assuming that you have created your tree according to your own wishes and I will not go into it further. So we are already at the finished model.

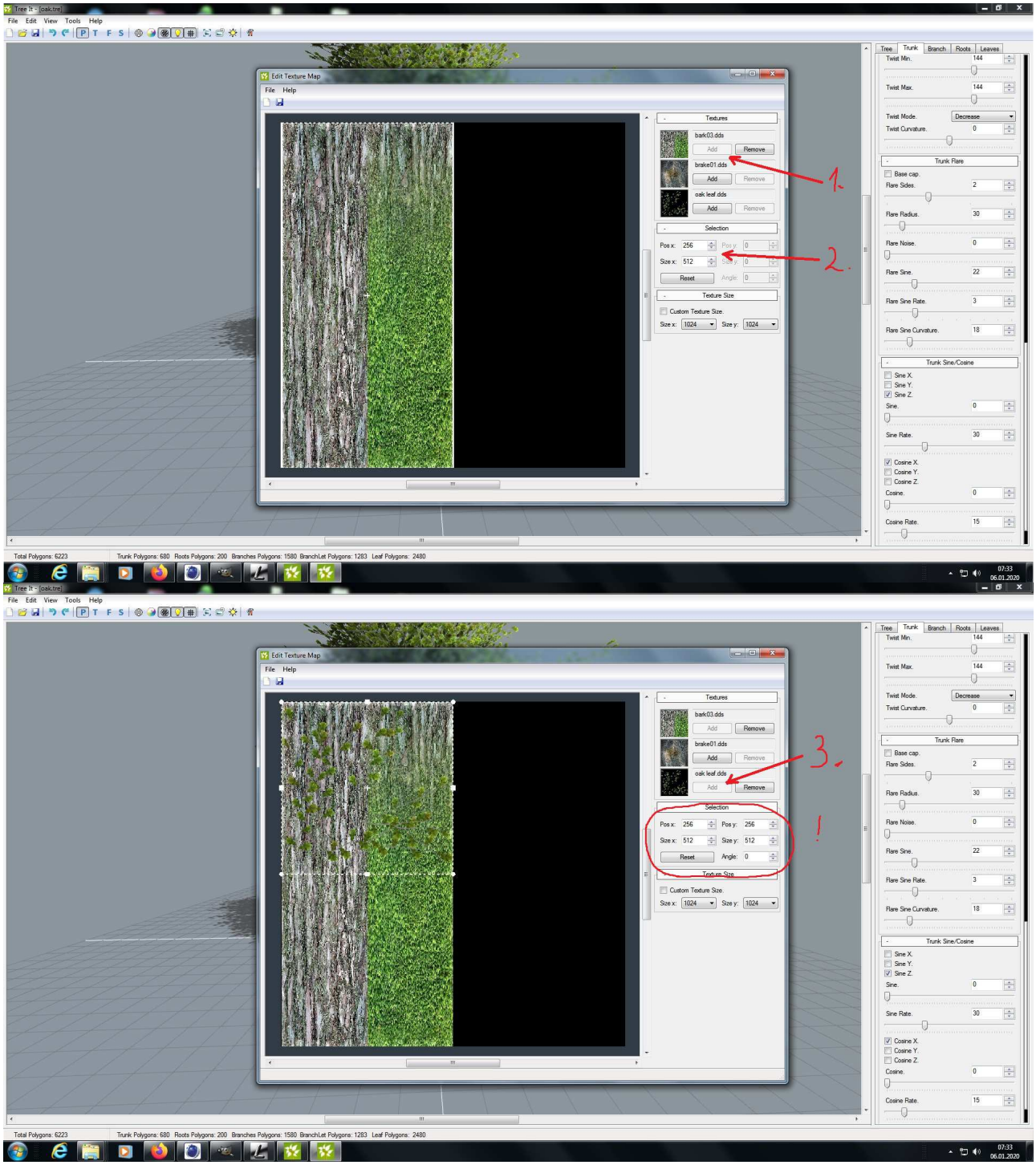




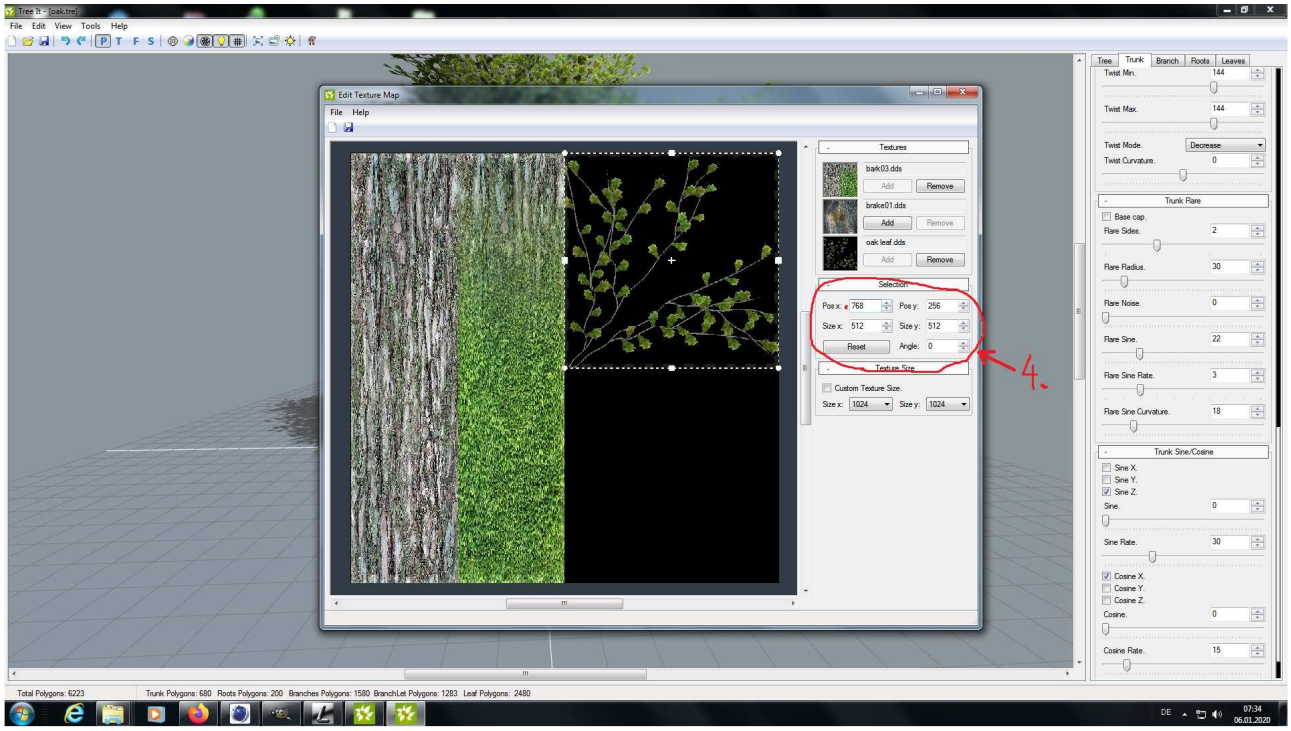
We come to the processing of the textures. Here you can choose the existing textures.
By the way: If you want to use your own textures, it is easiest to put them in the texture folder, because you can then see them on the model without having to search for them. With the foliage textures you have to pay attention to the correct alignment. The flare texture is said to add something like moss to the trunk. I haven't dealt with it yet, I would leave out this texture for now.
If you have created a few trees, you can play around with this function ...

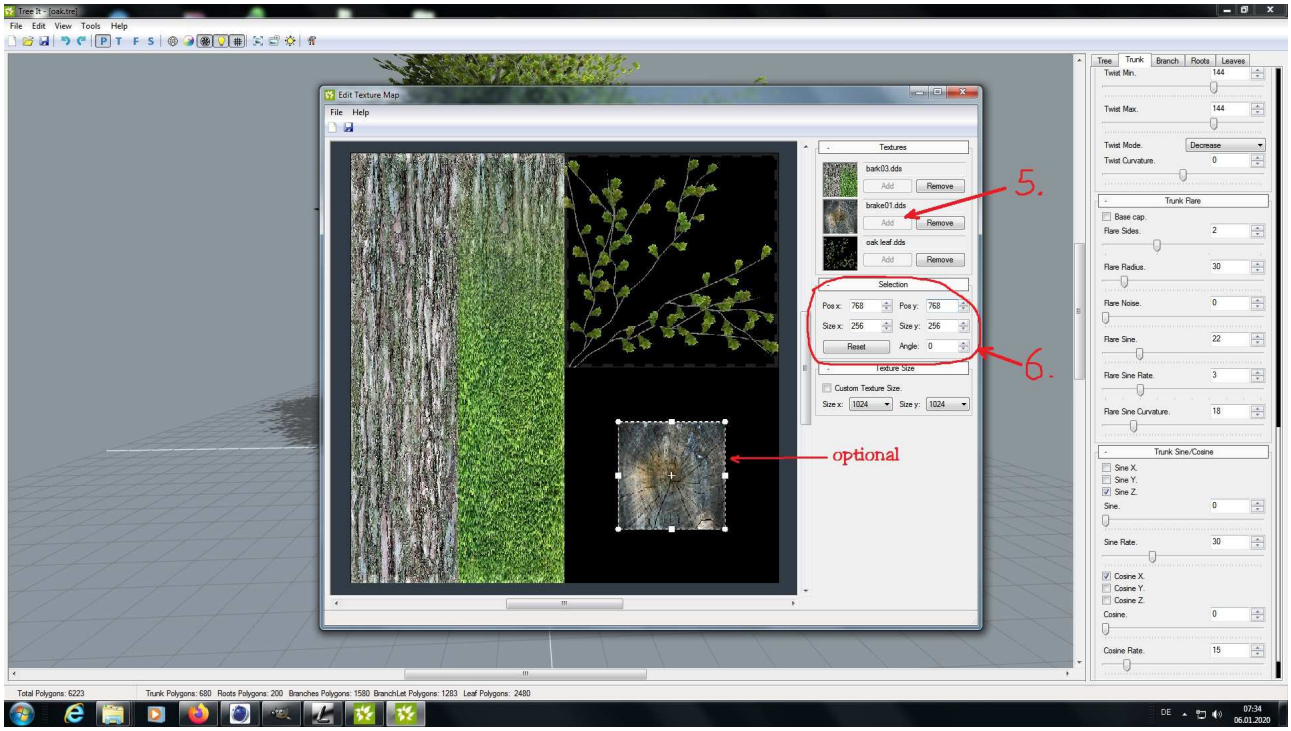


Now we come to the union of the individual textures to the material. Open> TOOLS <and there> Edit texture map ... <

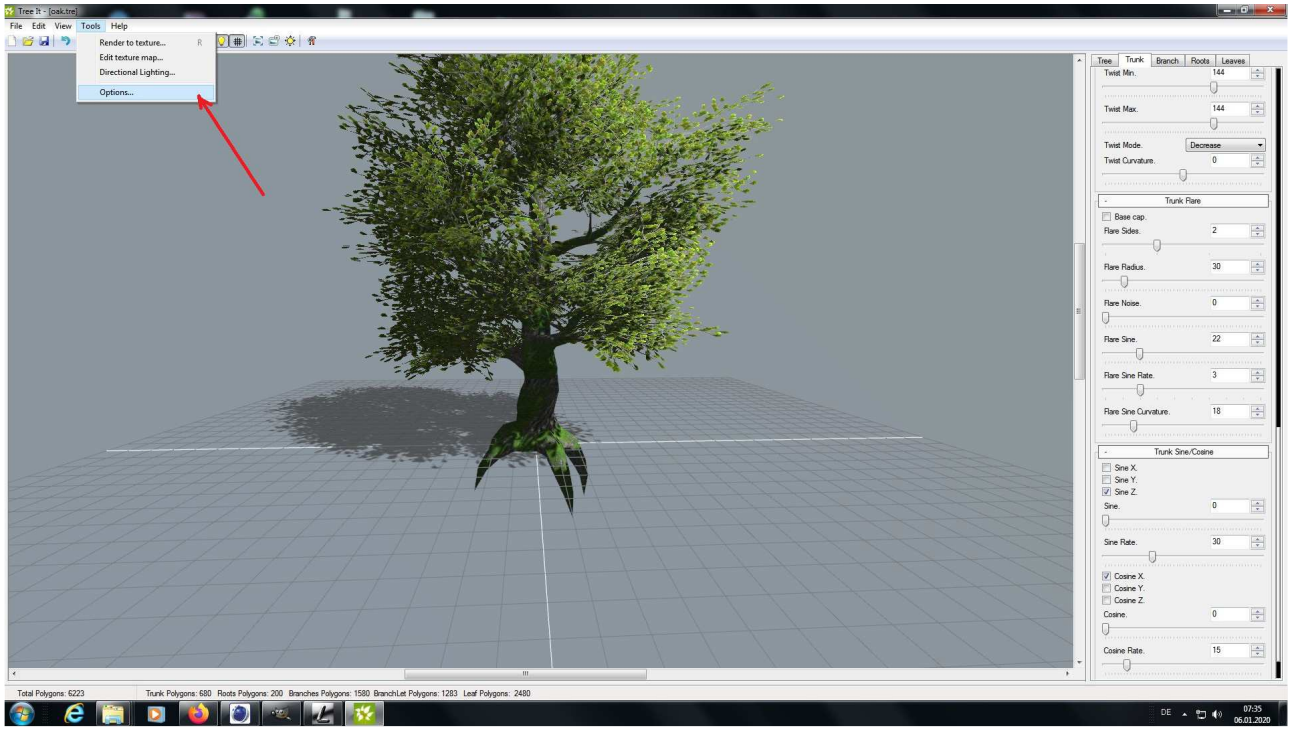


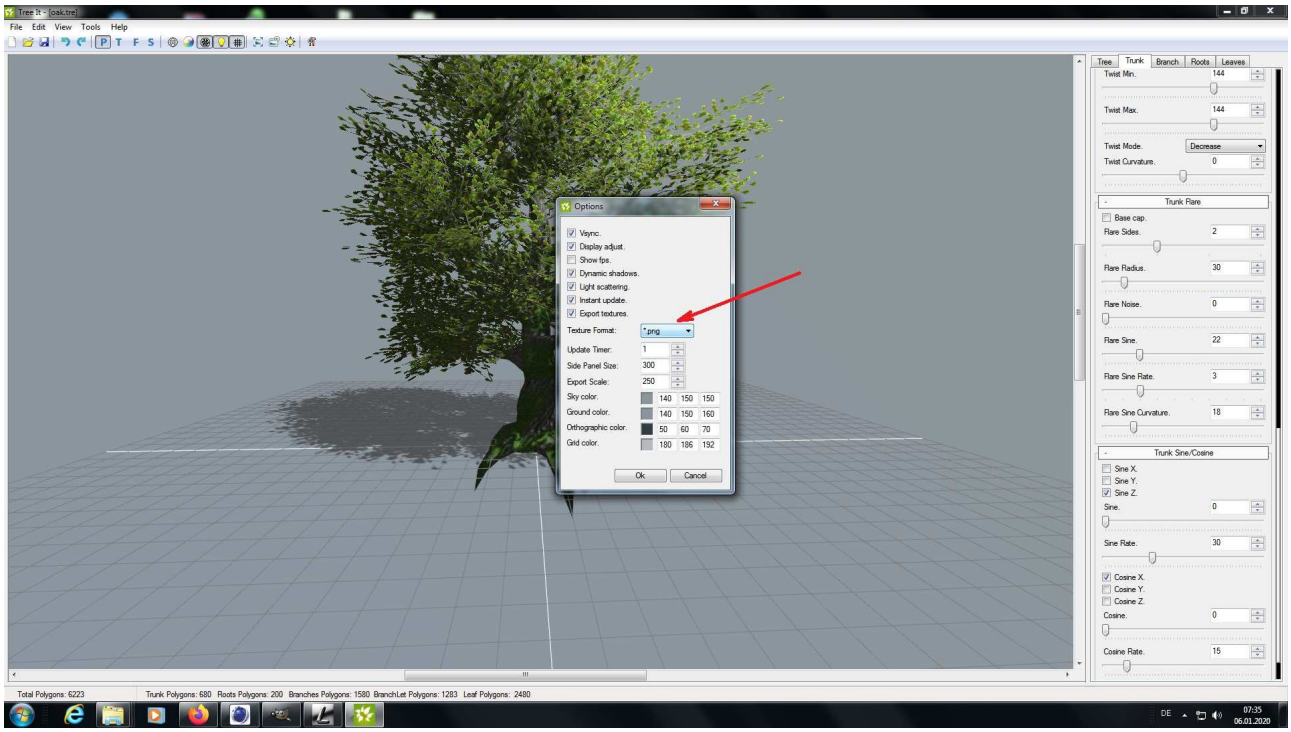
1. Click add, the bark texture is added
2. You can use this to change the position. In that case not necessary
3. Adds the foliage texture. It has to be moved with the specified coordinates, simple (see 4.)



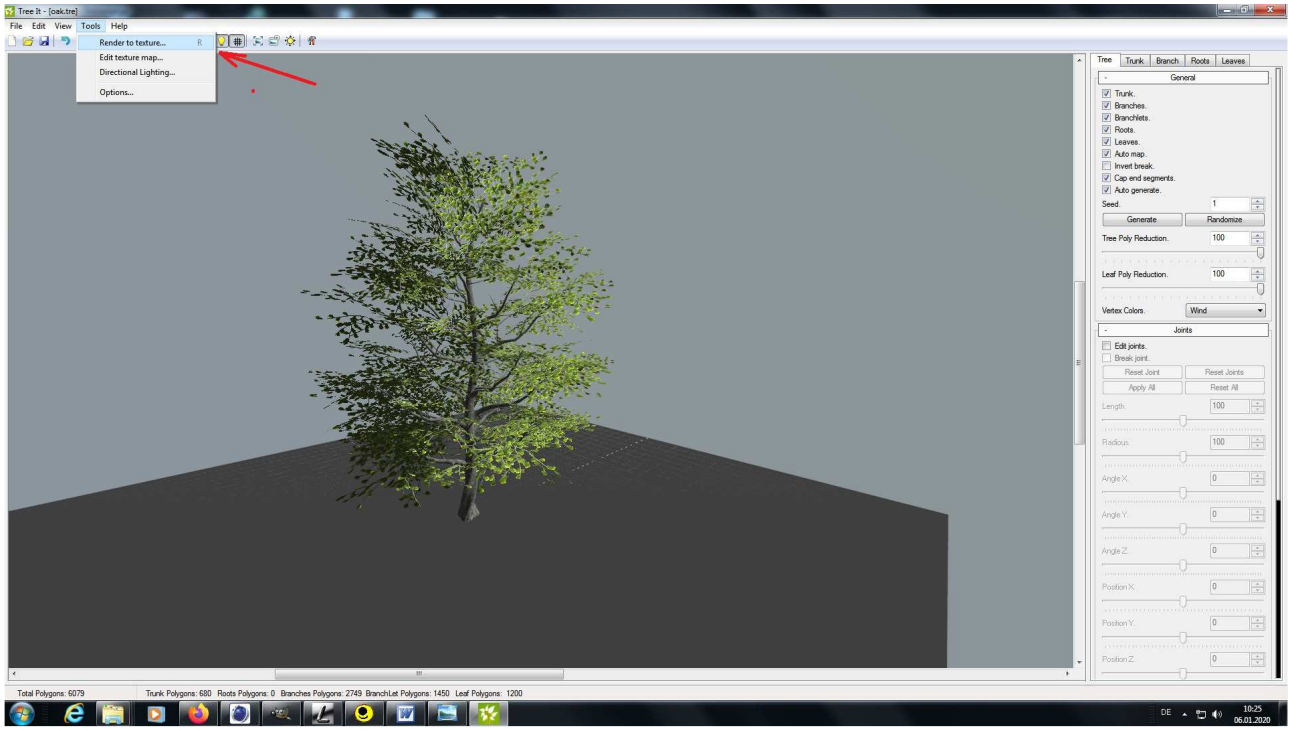


optional
If a tree stump is to be created ...
5. adds the selected texture
6. sets the coordinates

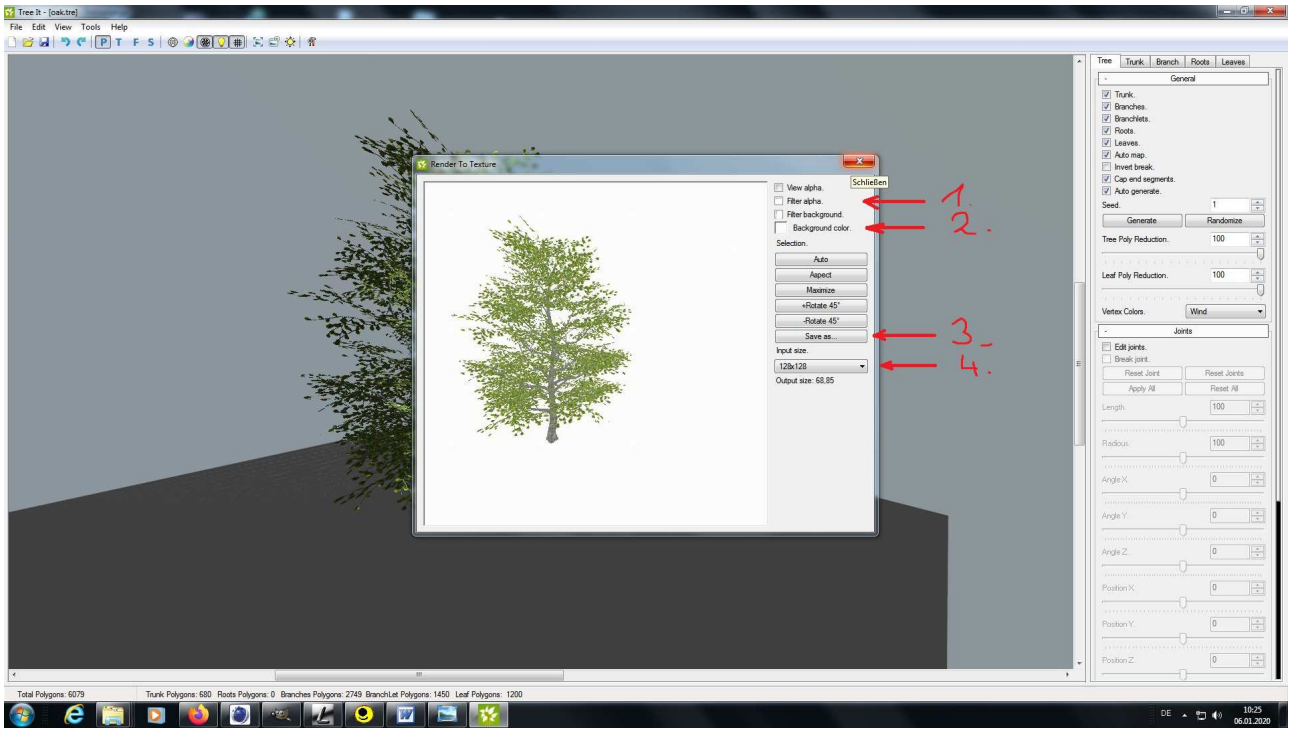




Some formats are now available for storing the texture (material). I don't know how GG processes the different graphic information, I still use the dds format. PNG can GG too. This format is suitable for post-processing since it actually saves without loss, whereas dds loses quality after each processing. But everyone has to decide for themselves.

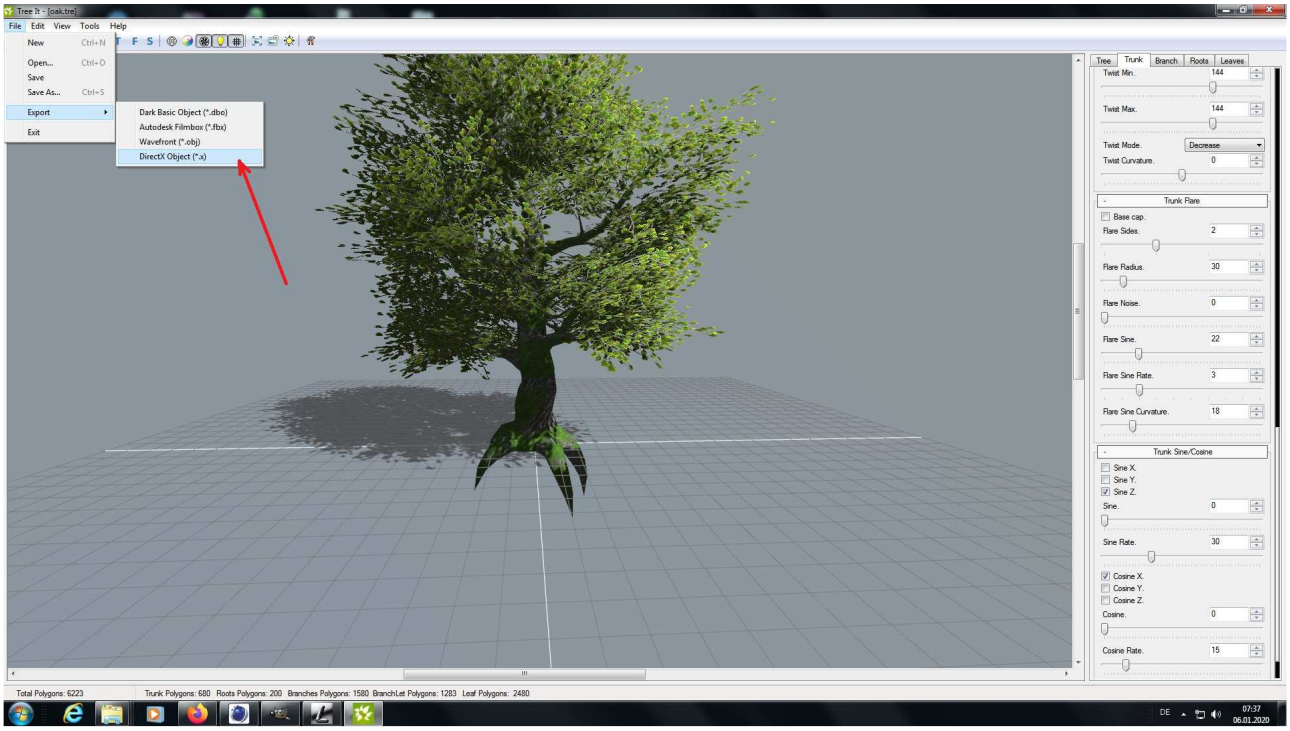


For the creation of the small preview picture



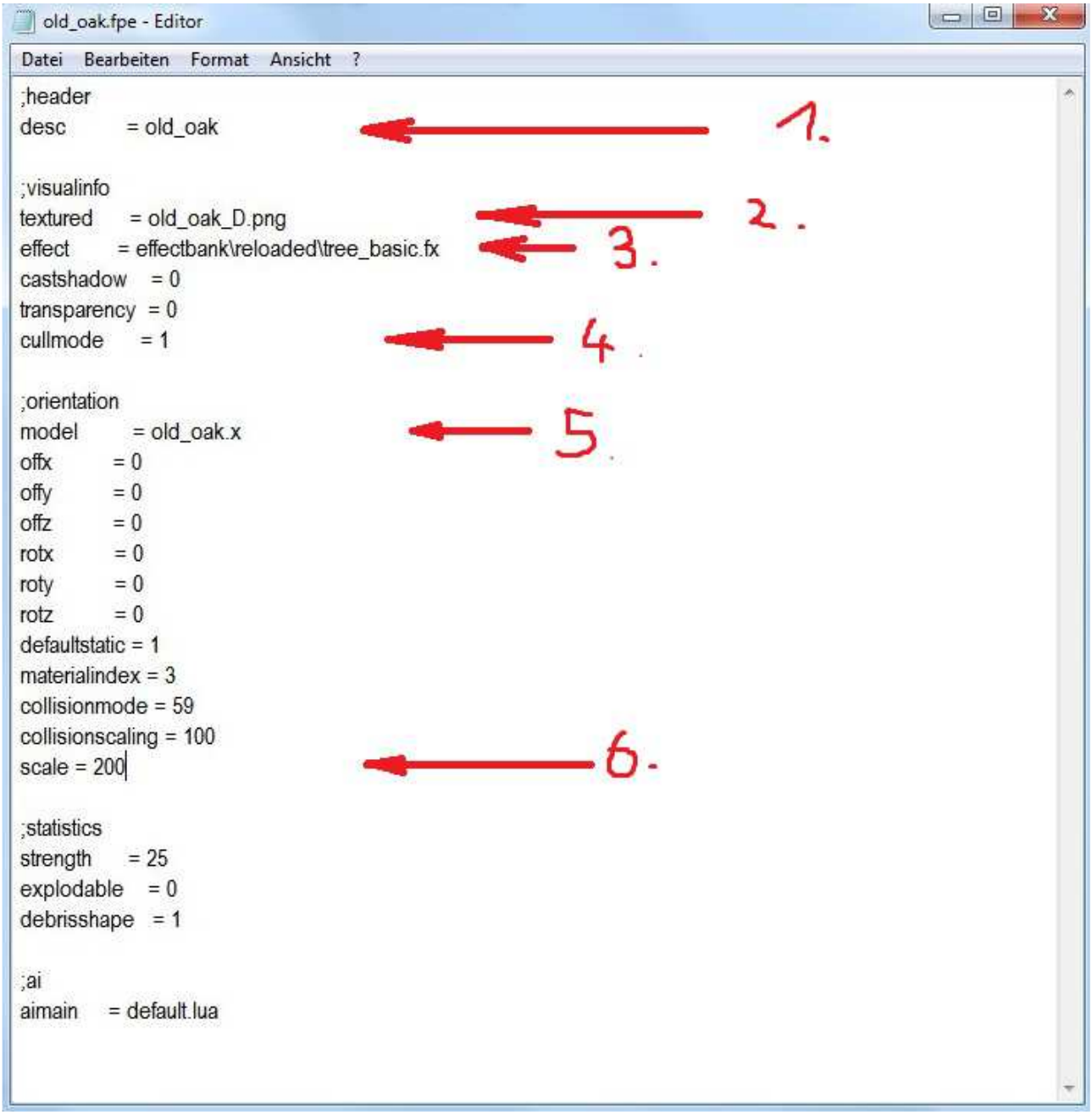
1. These fields should be empty
2. Select white as the background color
3. Save the image in the model folder as (tree name) .bmp
4. doesn't really matter. You have to bring the image to 64X64 pixels

The fastest and easiest way is with MS paint or something



So, everything ready?
Now the finished model can be exported. Again, I'm still using the classic x format. All required files name.x, name.bmp, the textures (name_D.dds; name_N.dds, name_S.dds (name_S.dds is not absolutely necessary)) and the name.fpe must always be in the same folder.

Now the tree can actually be used in GG. In this case, the field textured = should remain empty in the fpe file, otherwise the object may not be displayed.



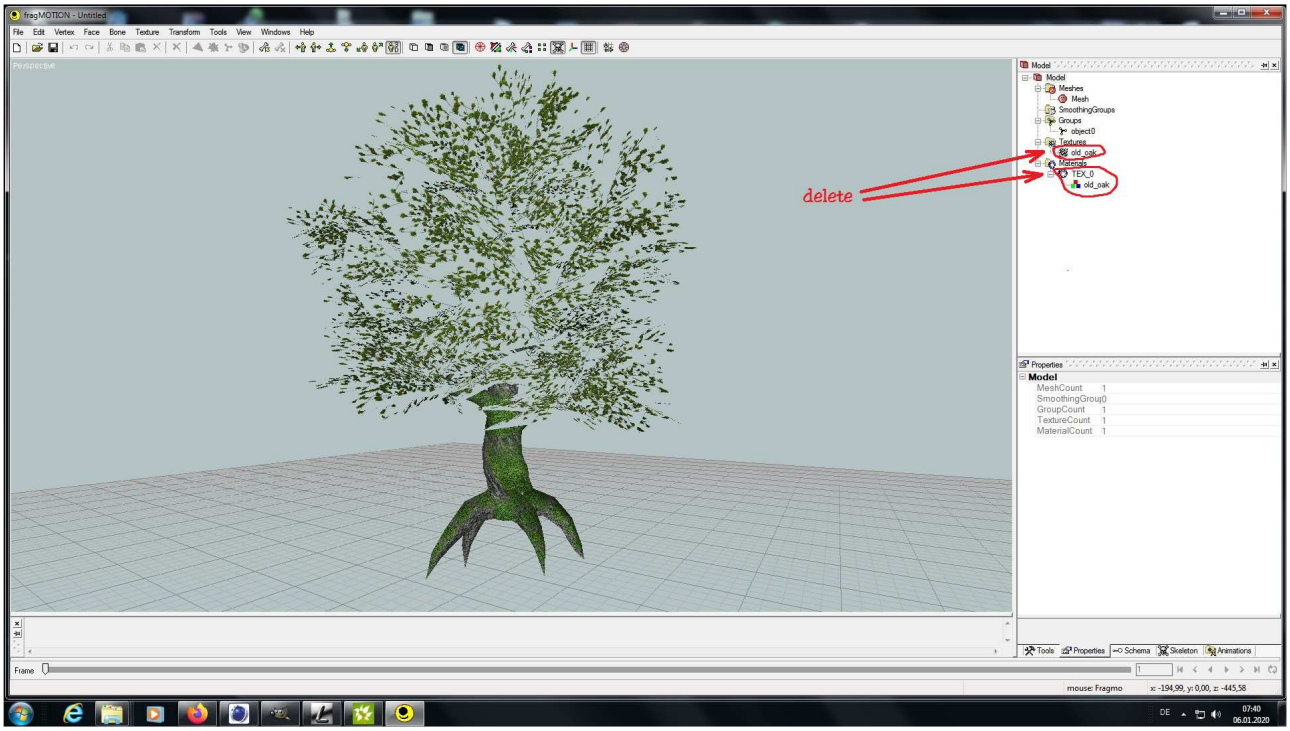
1. Name of the object
2. the texture of the object (optional as described above)
3. Please use> tree_basic.fx <for DNS textures
4. To avoid irritation, cullmode = 1 should be used
5. The actual model
6. The size is variable. In this case 200 (but can also be changed in the editor

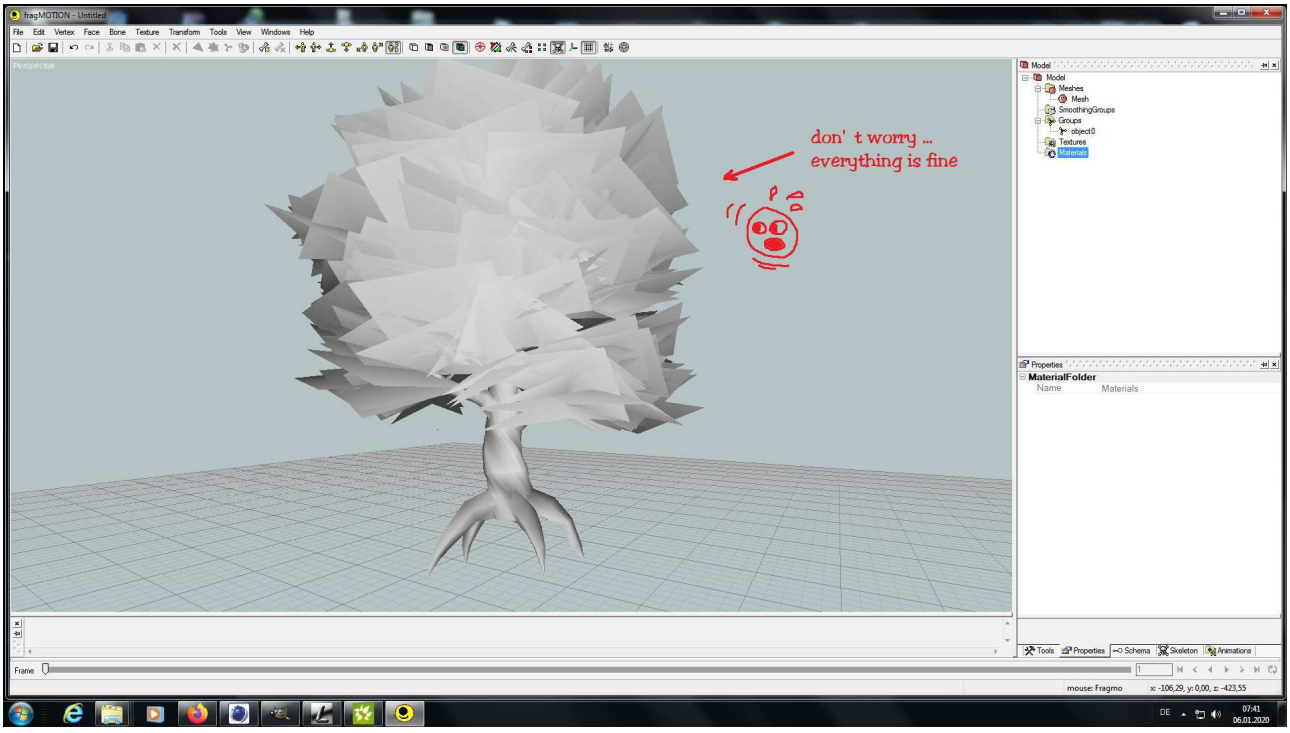
everything that is shown in red in this fpe file does not belong to the fpe file. That is the scrawl of a prankster

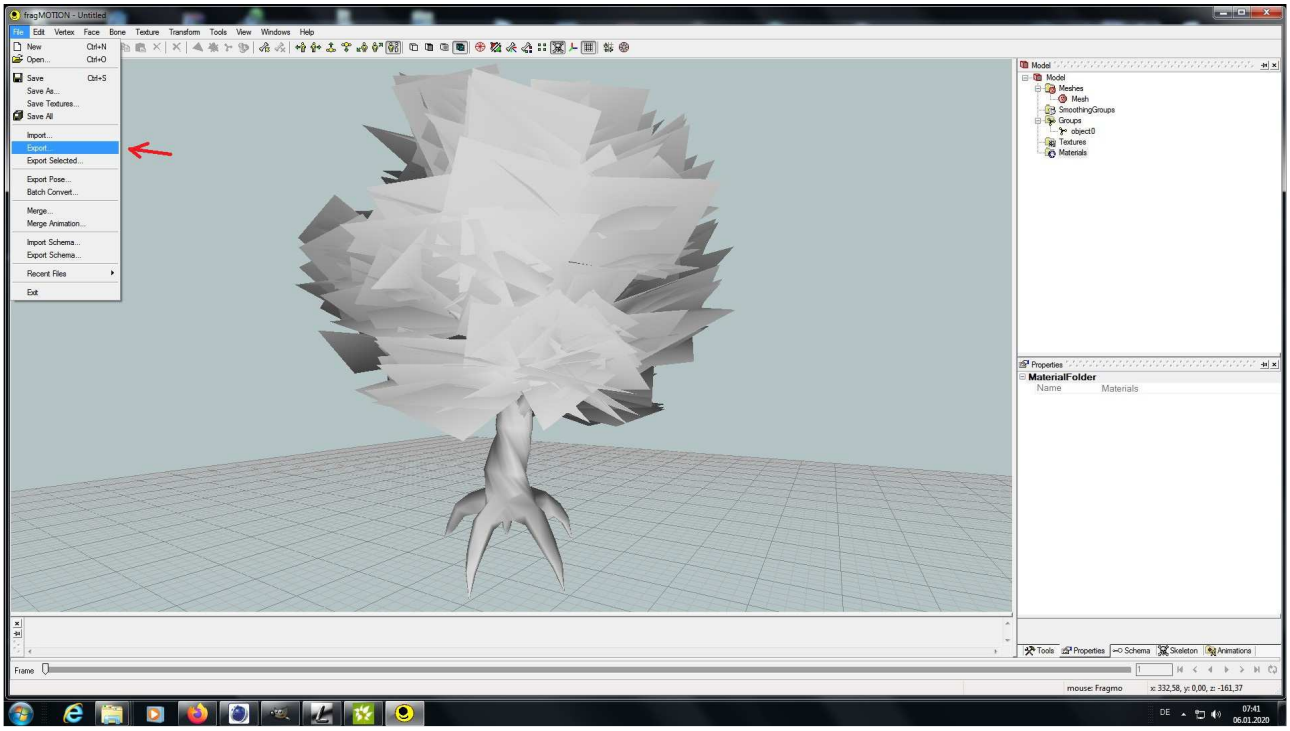
The texture divorce from the model (Separation of course)

In order to remain a little more flexible, perhaps to simply exchange the textures, you can rework the object with fragmotion, for example. This is done quickly and only takes a few steps:

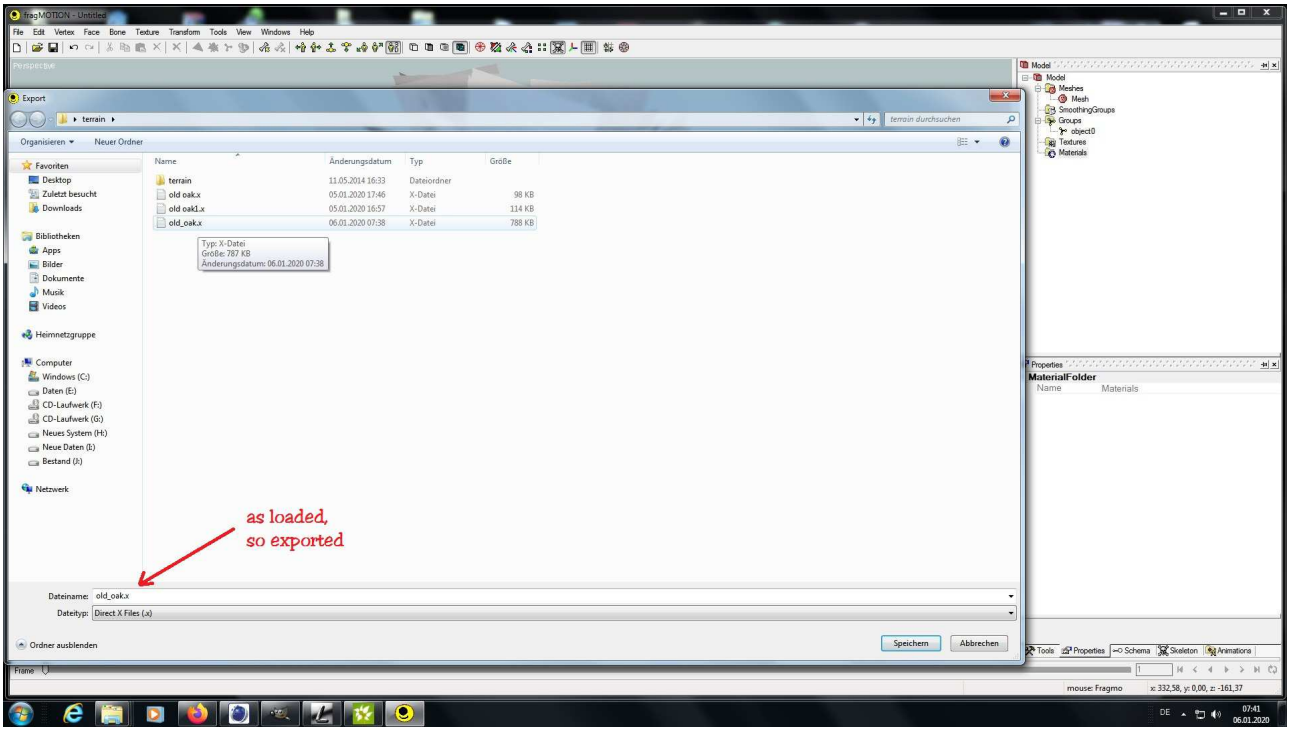
The object looks strange at first, that's because of the transparent material. So everything will be fine.

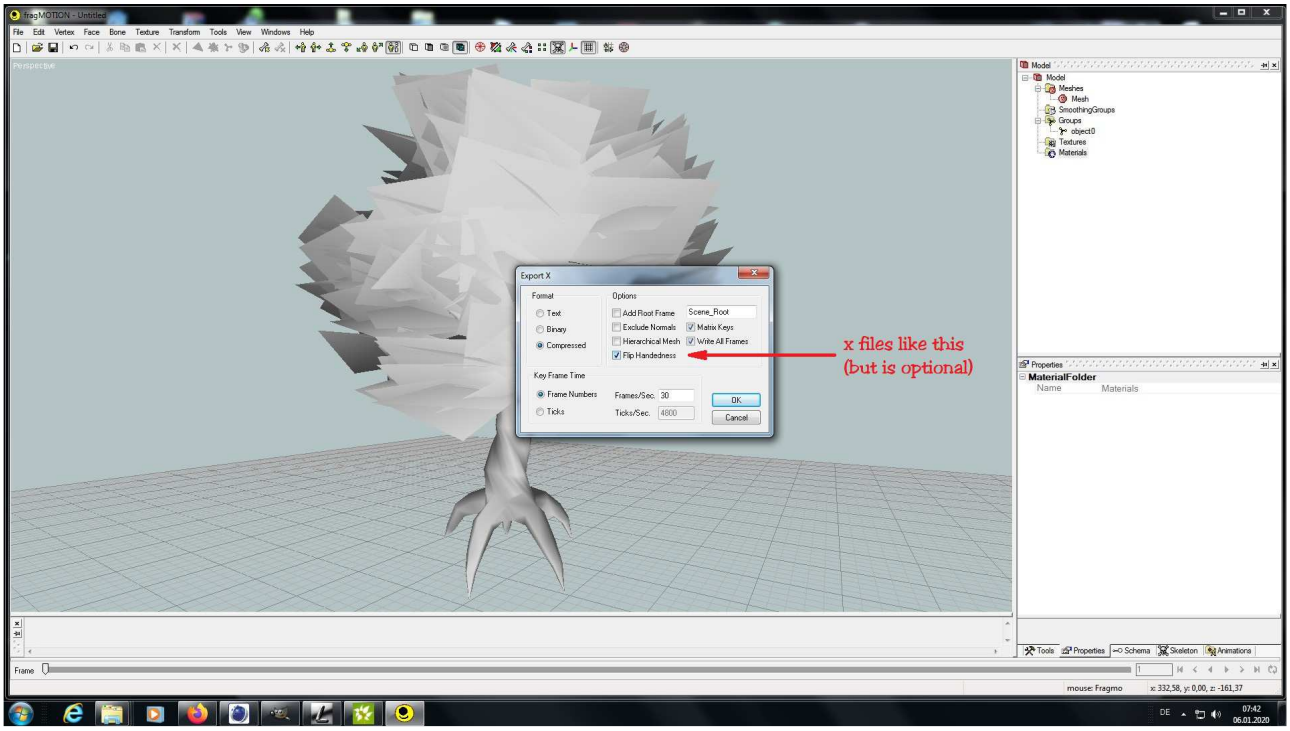




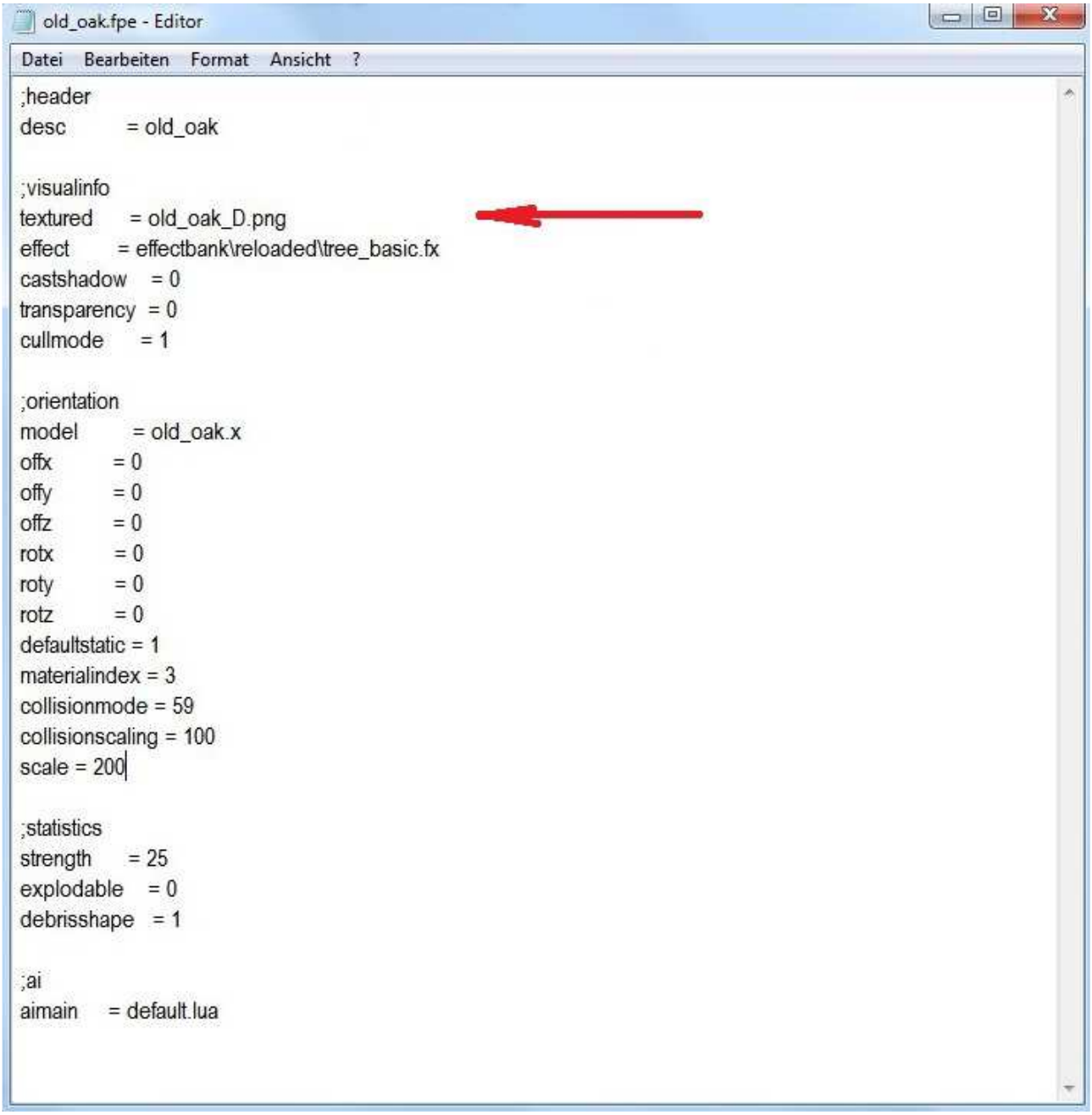


That’s actually it. Now only the export follows





The fpe file must then of course look something like this:



Here a .png file was used .... But it also works with dds or something

ooaach ... I'm broken