

# *Texture Tutorial*

by Snake67

## *Making some industrial buildings*

What do you need?

- a good DigiCam (res. min. 1024 x 768)
- PhotoShop 5.5 or better
- Level Editor (A5)
- ...and some experience using those tools...

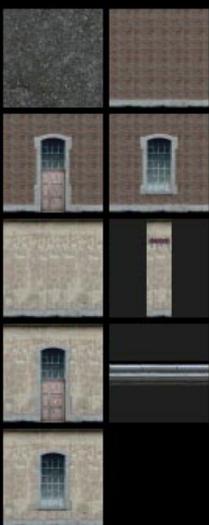
Take some shots with your DigiCam

Choose an interesting building and take shots from distance and of some nice details like doors and windows.



Making the textures

Load the pictures into PhotoShop and cut the doors and windows out (background=transparent). Next create a background wall texture (size=512x512) and fidge in door and window using layers. You may want to draw some shadows to get the same look as in original (use a layer with option "darken"). Save different variations as BMP-files switching the layers visible or invisible. It might be usefull to use a second background wall for the interior. Import the BMP's into WED and build your level.



Using the textures

An InGameShot showing the textures in use:



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