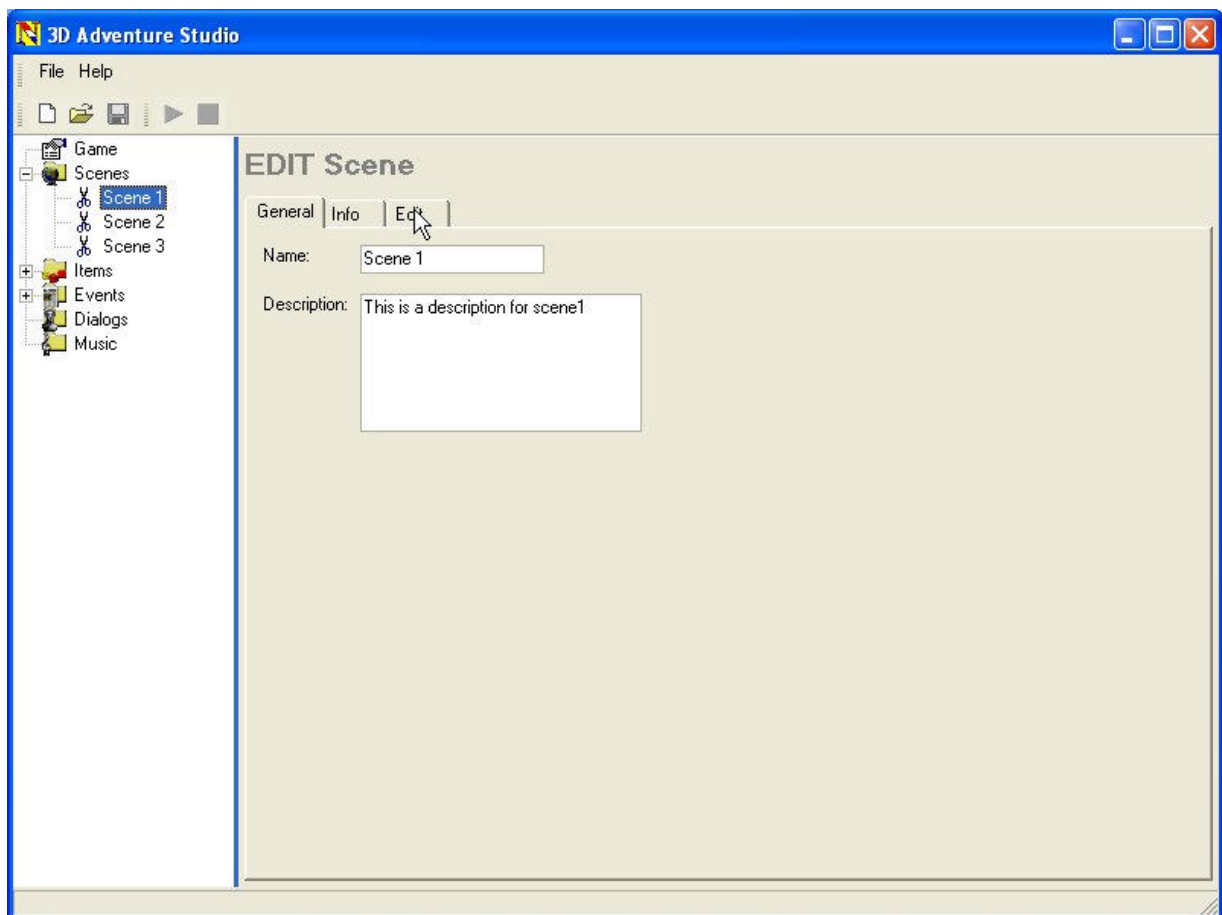


3D Adventure Studio Tutorial #1

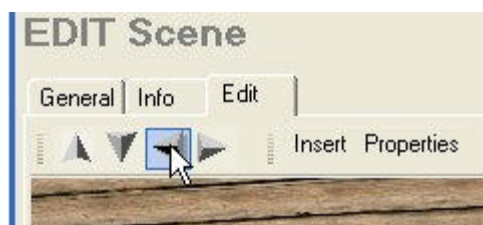
Editing a scene.

Open engine.nsk within the editor.

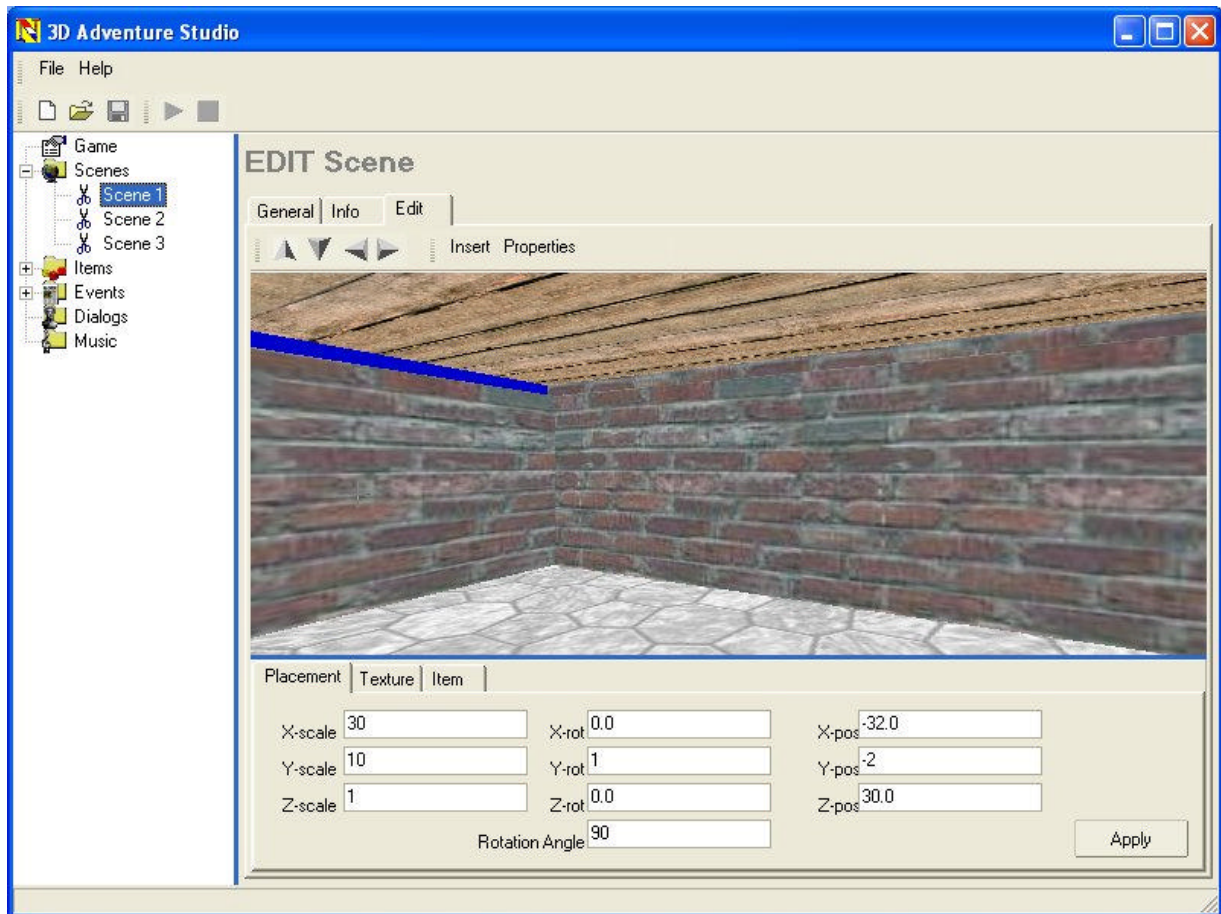
Click on the + before scenes to show the worlds already available in engine.nsk. Click on Scene 1. Then click on the edit tab. Now the world loads in. (this can take some time on slower machines).



You now can use the arrow buttons to move around in the scene. (mind that holding down the button does not work, you have to do many clicks to move).



You now can click on the object you want to change. On the bottom of the edit screen are some tabsheets.



At the tab placement you can specify where and how an object is placed.

Scale means you can make the object larger or smaller. X, Y and Z or object-oriented. A cube is 1 unit large. To make a wall that is 10 units high and 30 width and one unit thick the following would apply to X, Y and Z:

Scale X = 30 (width)

Scale Y = 10 (height)

Scale Z = 1 (thick)

Rot stands for rotate. With X, Y and Z you can specify around what axis you want to rotate. If you specify X=1, Y=0 and Z=0 then you are going to rotate the object around its X axis. Also a 1 says rotate around this axis and a zero says do not rotate. You may even rotate around more then one axis at the same time. With rotation angle you specify how much you want to rotate. This value has to be in degrees. Also it has to be a number from 0 to 360. 0 and 360 obviously do not rotate :-), but 45, 135, 90 and 180 might be nice values to rotate. Try them and see what happens.

Pos stands for position and specifies where the object is placed in the world. 0,0,0 is the center of the world and is in this example right out of the door of this house. Mind that an object is drawn from the centre of pos. If a cube is 5 units wide it will have 2.5 units on both sides of pos.

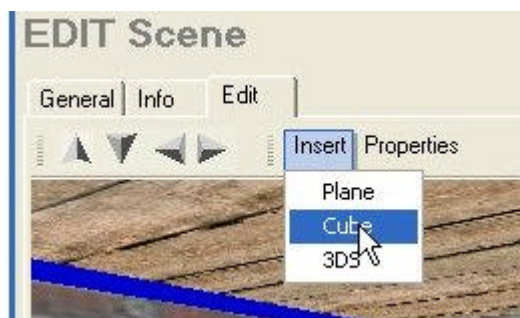
You must use the *apply* button to see the effects of your changes. Mind that if you fill in one scale or rot or pos value, you have to fill all X, Y and Z (and angle). Other wise you will see a

bug. If you do not want to use scale or rotate anymore fill the boxes with 0.

If you want the player of your game to be able to manipulate (click on) the item, you have to click on the item tab. Then click on the button *add itemname to items*. Itemname is the name you can give the object here also. After you click on the button your item is also listed at items in the tree. Where you can apply events to it. More on that will come in Tutorial #2.

At the tab texture you can apply a texture to an object. Click on the button *add texture* brings up a file open dialog. Use the dialog to find the texture you want to apply. In the preview window you can see the texture beforehand. Take a note that you may only use truecolor bmp files. You may also scale the textures to match the object it is placed on. Scaling a texture in Z is useless for the moment. TIP: Use tileable textures so that they can repeat themselves.

You can also add items to the world by clicking on insert and then choose cube or plane.



The item will be placed at 1,1,1 in the scene. So you want to move there by using the arrow-buttons. There you can click on it and change it. Try adding some cubes and change them.

Take a look at the house it is made of cubes that are moved, scaled, rotated and textured. Try to rebuild it somewhere else in this scene to get used to editing worlds.

Do not forget to start nen.exe to see how your scene works. E.g. do not make openings too small otherwise the player does not fit through them.

More types of items will come in future releases of 3D Adventure Studio like spheres, pyramids, triangles and 3DS Meshes.

To make this scene playable you may want to read tutorial #2.

Visit <http://3das.noeska.com> for more tutorials and new versions of 3D Adventure Studio.