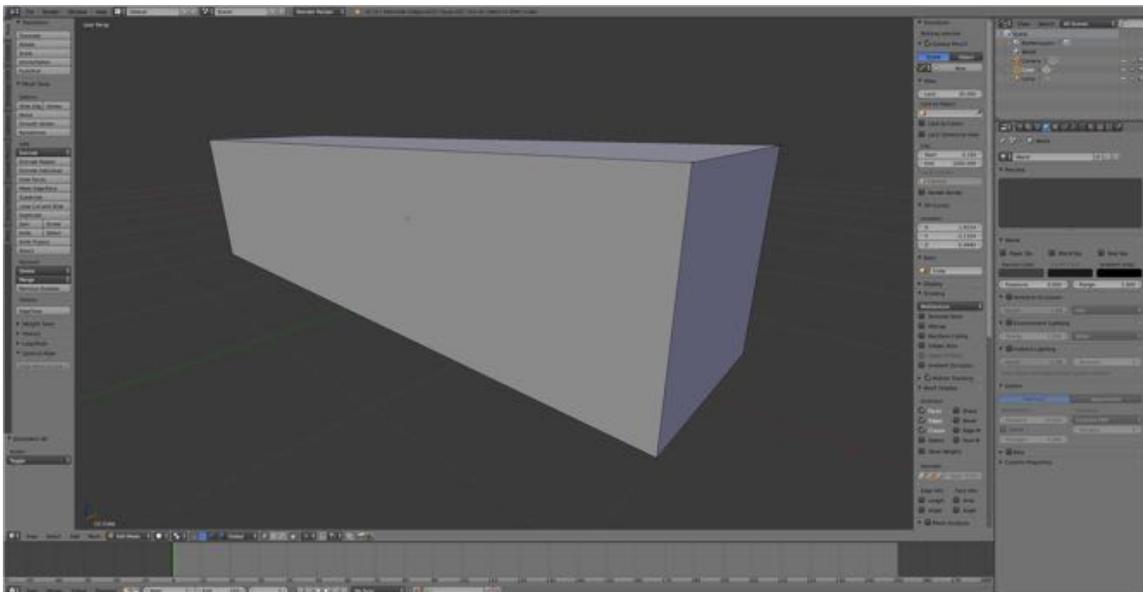


3 Steps to Creating a Trainz Asset

Now that we are familiar with Blender's interface, 3D Editor and UV/Image Editor we are ready to create our first model and thereby learn the 3 steps to creating a Trainz asset.

Creating a Trainz asset, or any model in Blender, is basically a two-step process. First we have to make the 3-dimensional structure. Then we have to apply a material (color) and a texture. Texture is the illusion of how the model would feel if touched or how light will reflect off of it. Is it rough or smooth, shiny or dull? The third step is getting the finished asset out of Blender and into Trainz.

We are going to make a stone wall out of Blender's default cube.



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This is how you start a model, by selecting one of the primitives and modifying it. In fact, Blender does not let you start with just a single vertex or an edge. You can, of course, start with a plane (a single face) as this is one of the 10 primitives provided in Blender and you can then reduce the face to an edge or a vertex as a starting point. There is also an add-on, which allows you to generate a vertex as the starting point.

Before we can start step 1 of creating a Trainz asset there is some preparation needed. We need to find a texture to add to it once we have complete modeling so the finished product looks like a stone wall, and we will need to manipulate this texture file so that it is compatible with Trainz. For our stone wall we'll use a free texture file from CG Textures, available on the Internet.

