

SPAWNIO WORKSHOP. (You must at least use Standard version 5.12)

Hey hey welcome by the spawnio workshop. I still consider myself a newbie

but if you have any questions concerning this workshop feel free to e-mail me.

The goal of this workshop is to make a game the Mario style. So its just coincidence that spawnio looks like Mario J

Well first of all I am not doing it the professional way but in a way any one can make a game.

*See yah. **Realspawn.***

Chapter one: Game idea and main model making.

Mmmmm... well lets see I need a main character, lets cal him spawnio.

What should he do?

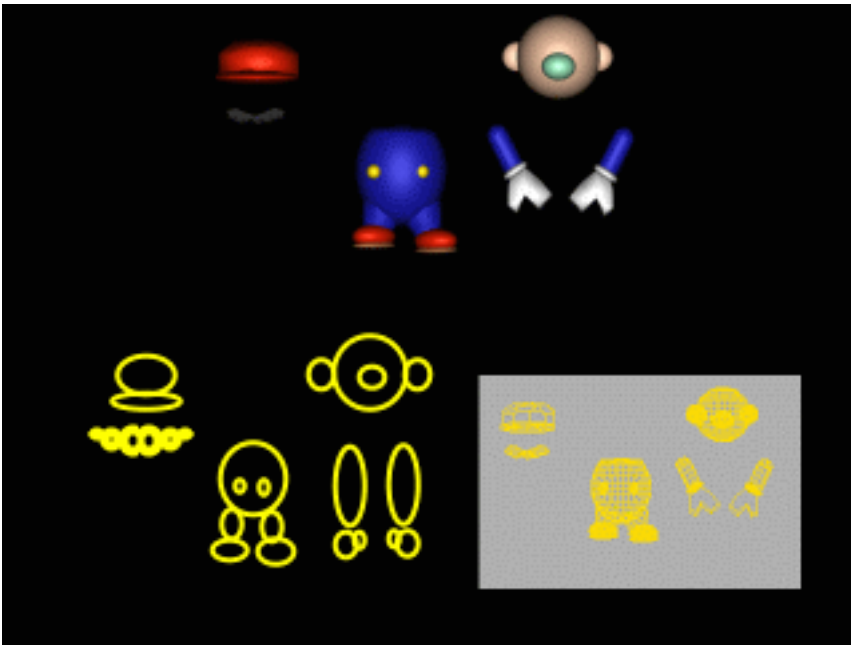
Well were going to make him collect coins. Ah so we need a coin model also.

So here we go.

Don't worry we won't make it to difficult were not using bones (too much trouble and I still can figure this one out.) Make a sketch of your character. Try to use only simple

shapes for it. Then make a 3D model out of it.

I use Anim8tor for this, its free and real easy to use.

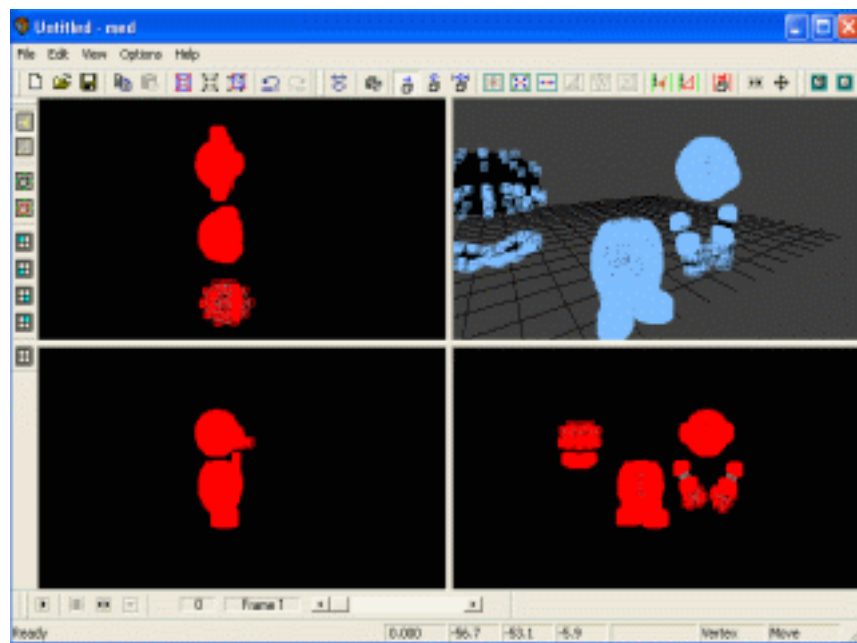


Take a look at my example I used mainly spheres and stretched and squeezed them

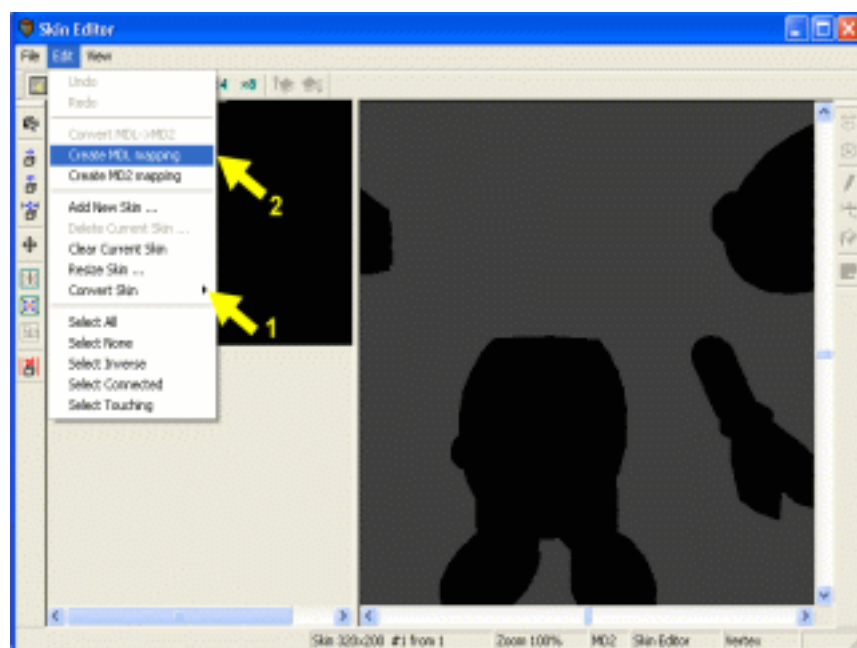
make sure all body parts are separated (I will explain later) So place the head, feet, arms, mustage and head apart from each other like the example.

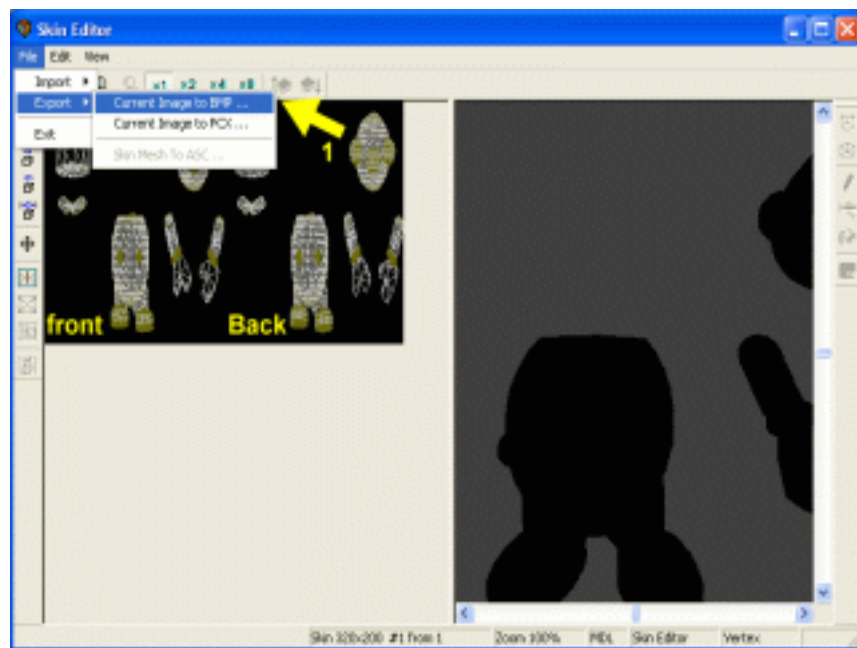
When your model is done export to .3ds format.

- ***Okay open med and click file > import > append verts.***
- ***Select the whole model by clicking the 6th button from the upper left***
- ***Everything will be red high lighted***
- ***Rotate the model so it looks like the example by clicking the 14th button***
- ***From the upper left.***

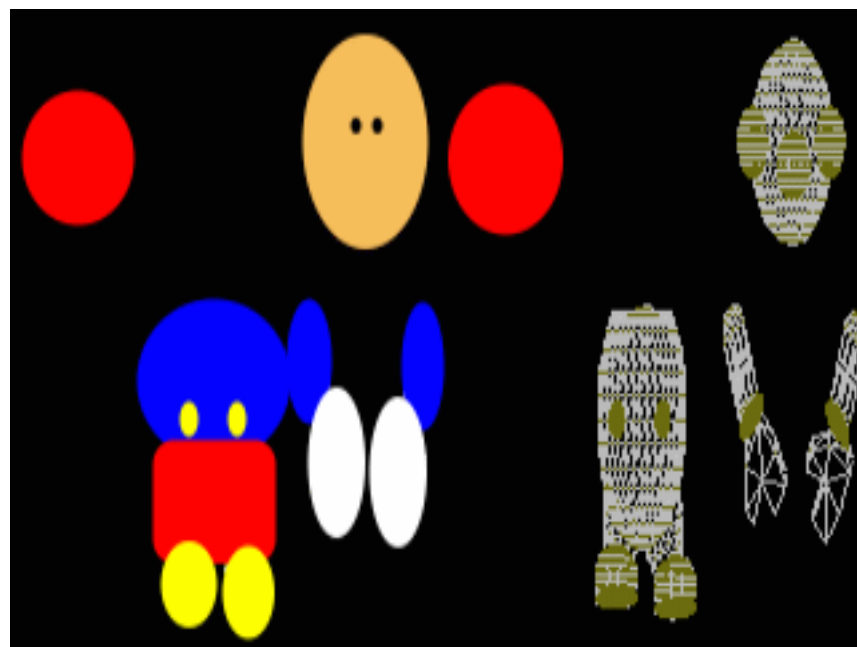


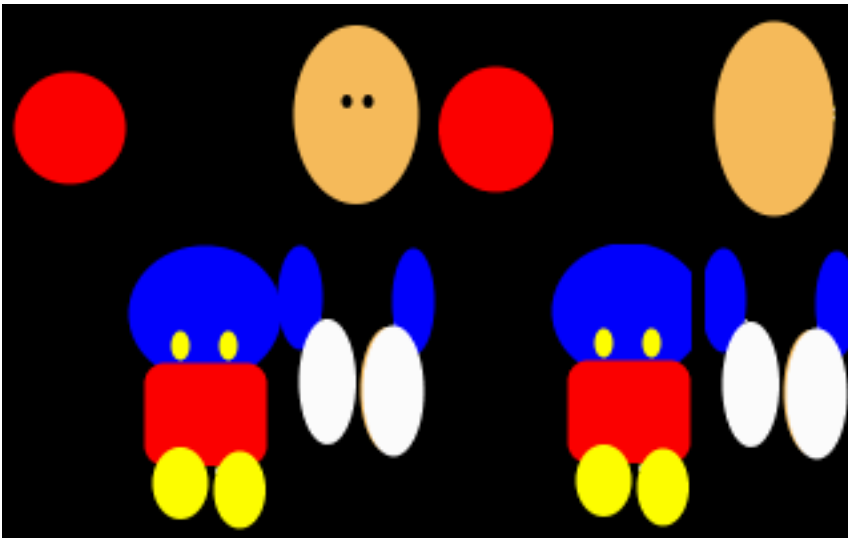
- *Click > view > skins the skin window will appear.*
- *Click edit > convert skin > true color*
- *Click edit > Create mdl mapping > Select front*
- *Now you have made a skin for the model*
- *Click file export skin and save it as spawnio.bmp*





*Open any photo/paint program and color the shape, as you like
when your done save it as spawnio.bmp.*





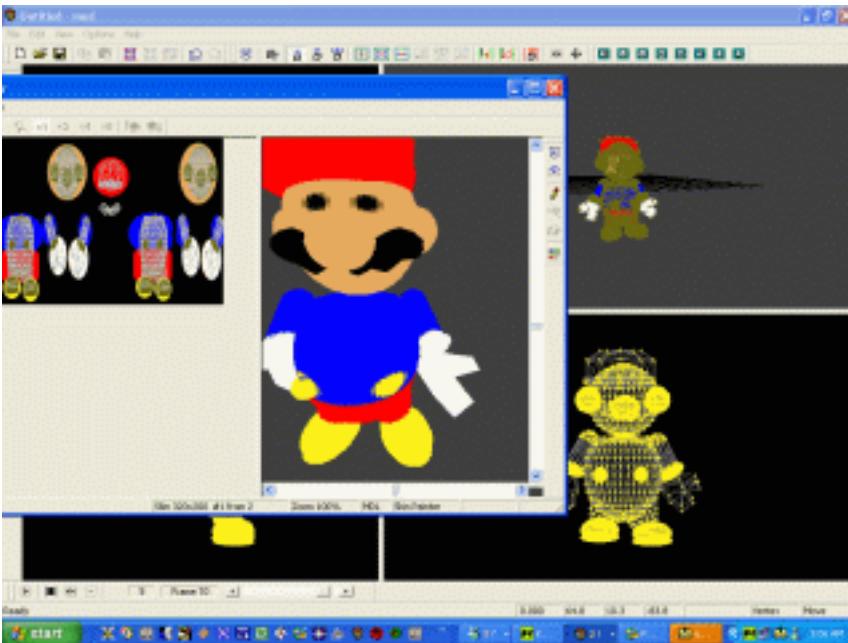
Now in Med click again view > skins

Click file > import > And import your made spawnio.bmp

You will see your skin wrapped around the spawnio model.

Click Edit > Add new skin > Ok

Your model is now fully skinned!



Okay now the hard part... animating it. Since we are using the templates of A5

we should call our animation as they will be called from the script.

Don't worry (I'll explain later.)

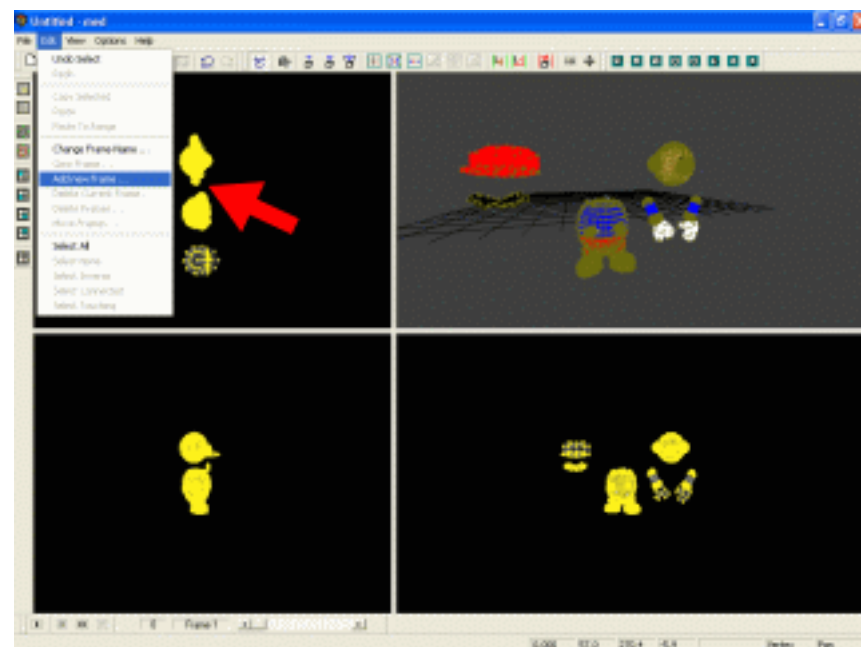
Since we don't use bones (Skeleton) we are going to animate it manually.

But first do this:

In Med click Edit > Add new frame name > ok

You added an animation frame that is exactly the same as the first

*Repeat this so you got **10** frames.*



Go to frame one.

*We are going to make walk animation that will be only **3** frames.*

Select with the cursor the head and place it on spawnios body.

Now select one arm and do the same.

Repeat this with legs feet and the rest. You can switch to skins if you want to see if it's placed correctly.

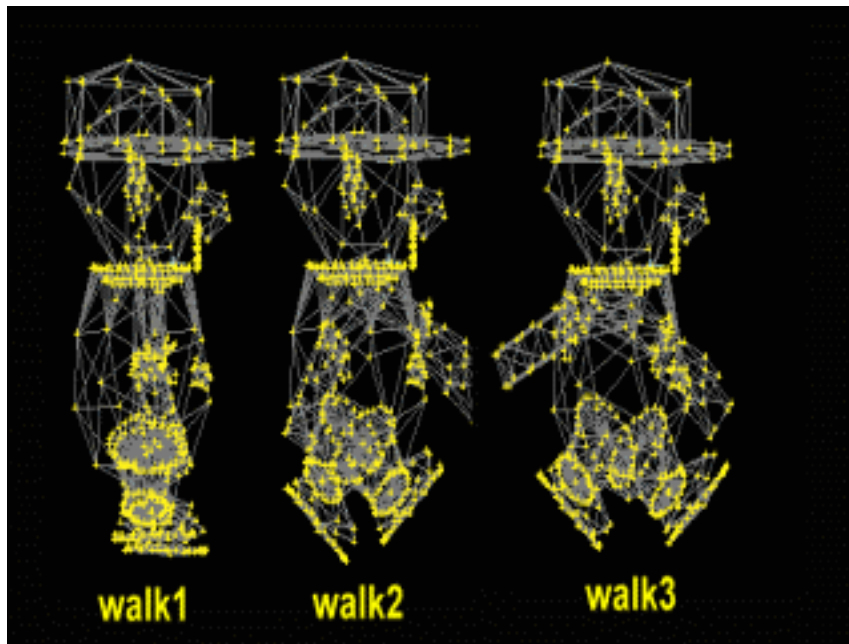
When you have everything connected click edit > change frame name

Name this frame walk1.

Now go to frame 2 and repeat this only connect the arms and feet differently to create a walk cycle. When your done rename this frame to walk2

Do the same with frame 3.

You just created a funny walk cycle it could look like this:

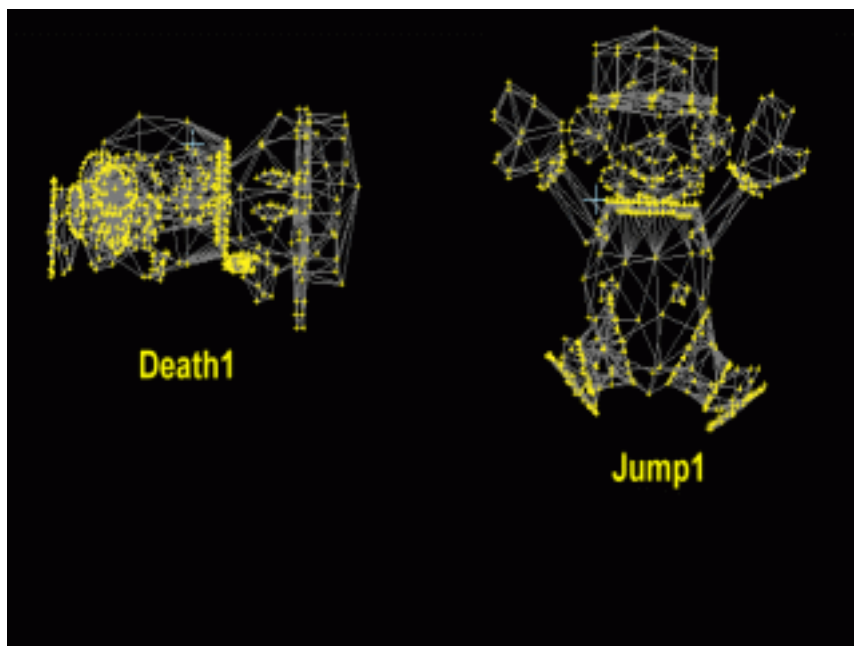


Now go to frame four and create a death cycle (You can make as many frames as you wish) Make sure you name these frames death1 death2 etc.

When your done make a funny jump cycle.

Just make sure you name them Jump1 jump2 and so on.

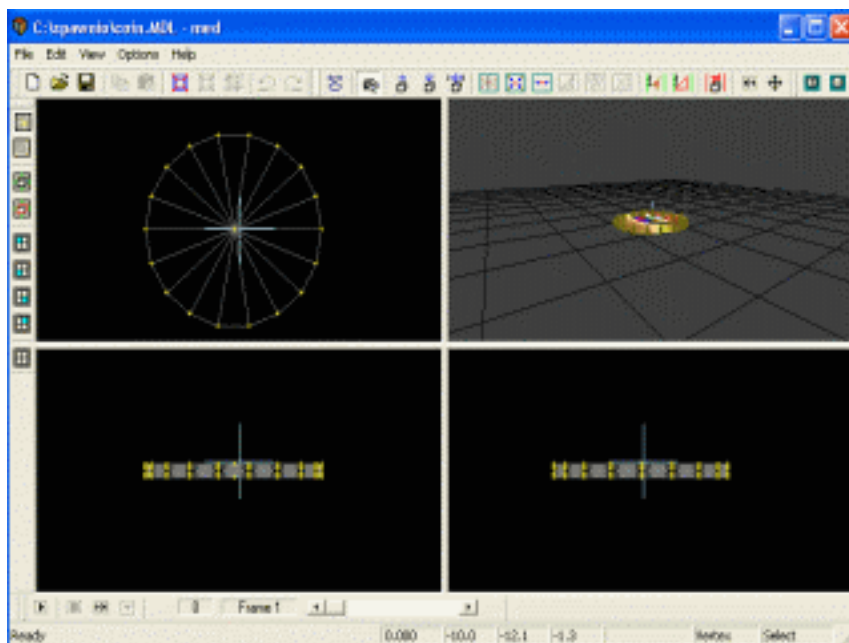
They should look like this:

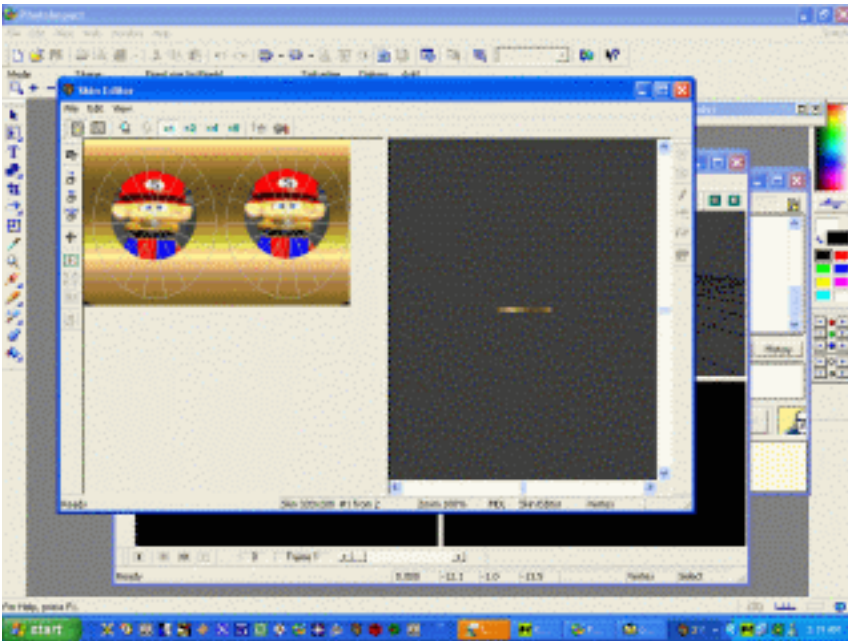


All animations made? Well save your model as Spawnio.mdl in your 3DGS workfolder.

Now the same way we made spawnio we can make the coin.

Use your imagination. It's easier to make because the coin doesn't have to have an animation. So it's only one frame. Look at my examples and see if you can make it.





So you've done the 2 models ??? They should look kind like this in game



And as last something easy we give spawnio a brother. (Spawnio the second)

Start med.

Open your spawnio.mdl

Well lets see you already had a skin called spawnio.bmp didn't you?

Open this skin in any paint program and change the colors of the spawnio dude.

Save it again as spawnio.bmp

Back in med click > view > skin.

Now click edit > delete current skin.

Now import skin, import the spawnio.bmp you just changed.

Click add skin.

Save your model as spbro.mdl into your work folder.

Man that was easy we didn't have to animate him cause we already did that.

This way you can make as many different spawnios you want.

Well that's it for chapter 1. Plz let me know if you would like to see it continued.

I would hate to make something that takes lot of time and isn't used.

Special thanks to widget who transformed my word document into pdf.

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