

HOMEWORLD2

How to Distribute Resource Veins

Version	Date	Changes	Who
0.1	23 May 2003	Initial Doc	Kris Botha

HOW TO DISTRIBUTE RESOURCE VEINSERROR! BOOKMARK NOT
DEFINED.

1	INTRODUCTION	1
2	FILE STRUCTURE	1
2.1	<i>Introduction.....</i>	1
3	MAYA	2

1 Introduction

This document is meant to be a step-by-step tutorial on how to distribute Resource veins using LevelEd's CurveTool (in Maya).

2 File Structure

2.1 Introduction

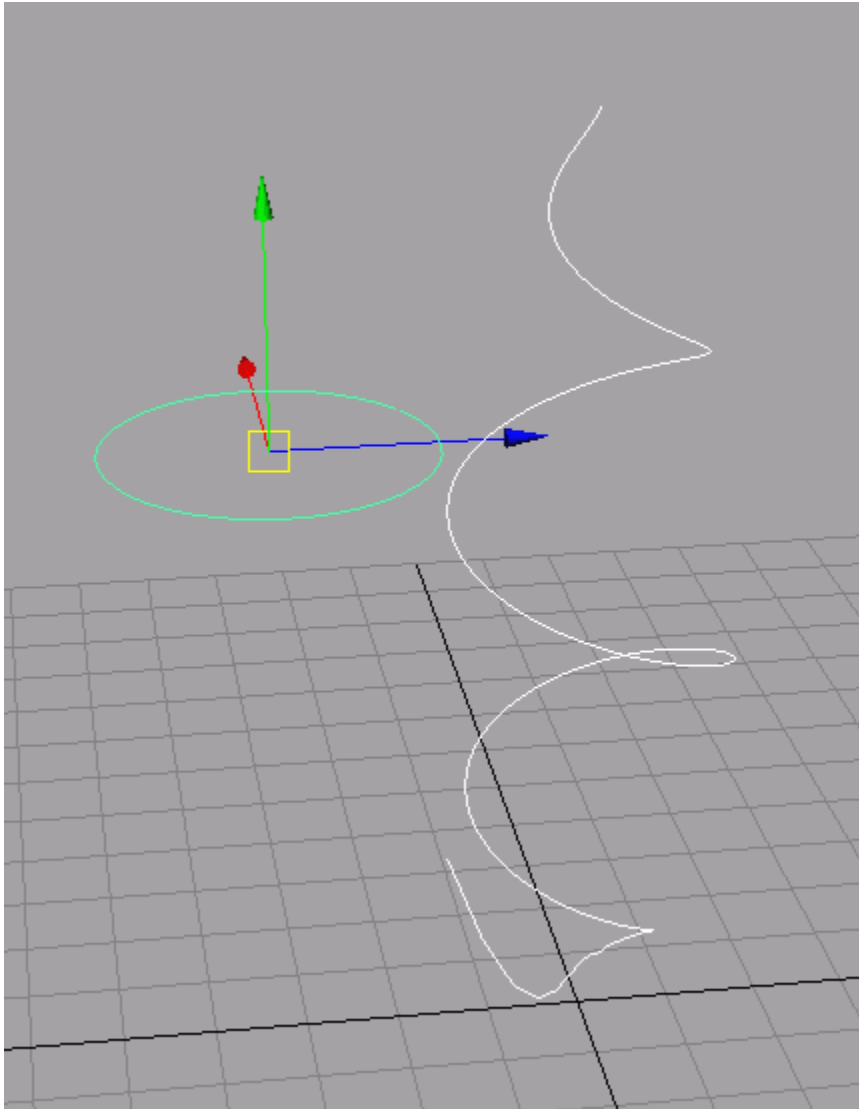
The tool is called from hw2objects.mel and requires hw2volume.mel, which should be located in the provided Maya scripts folder.

3 Maya

Mini-Tutorial:

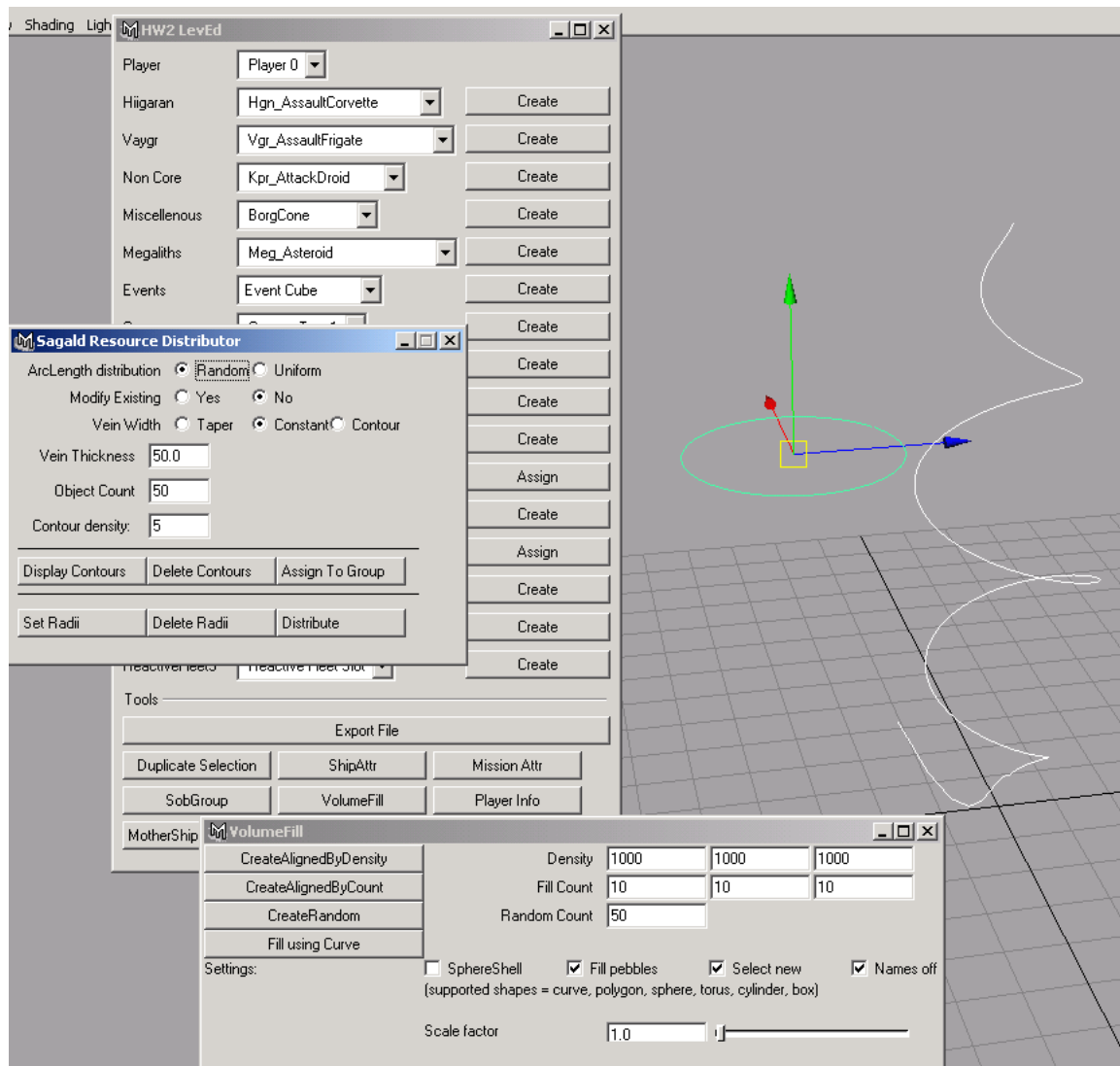
Use Maya's "EP Curve tool" to create the curve. Note that you could also use other methods (e.g. MEL scripts) to generate special types of curves such as helices.

Give the curve at least 3 points



Open Up LevelEd, and Choose the VolumeFill button. Once presented with the VolumeFill window, you may set the following options which also apply to the curve tool: Whether to fill with pebbles, whether to selected all newly distributed objects, whether to turn the names of new

objects off and finally the option to set a scaling transform percentage for new objects (“Scale Factor”).

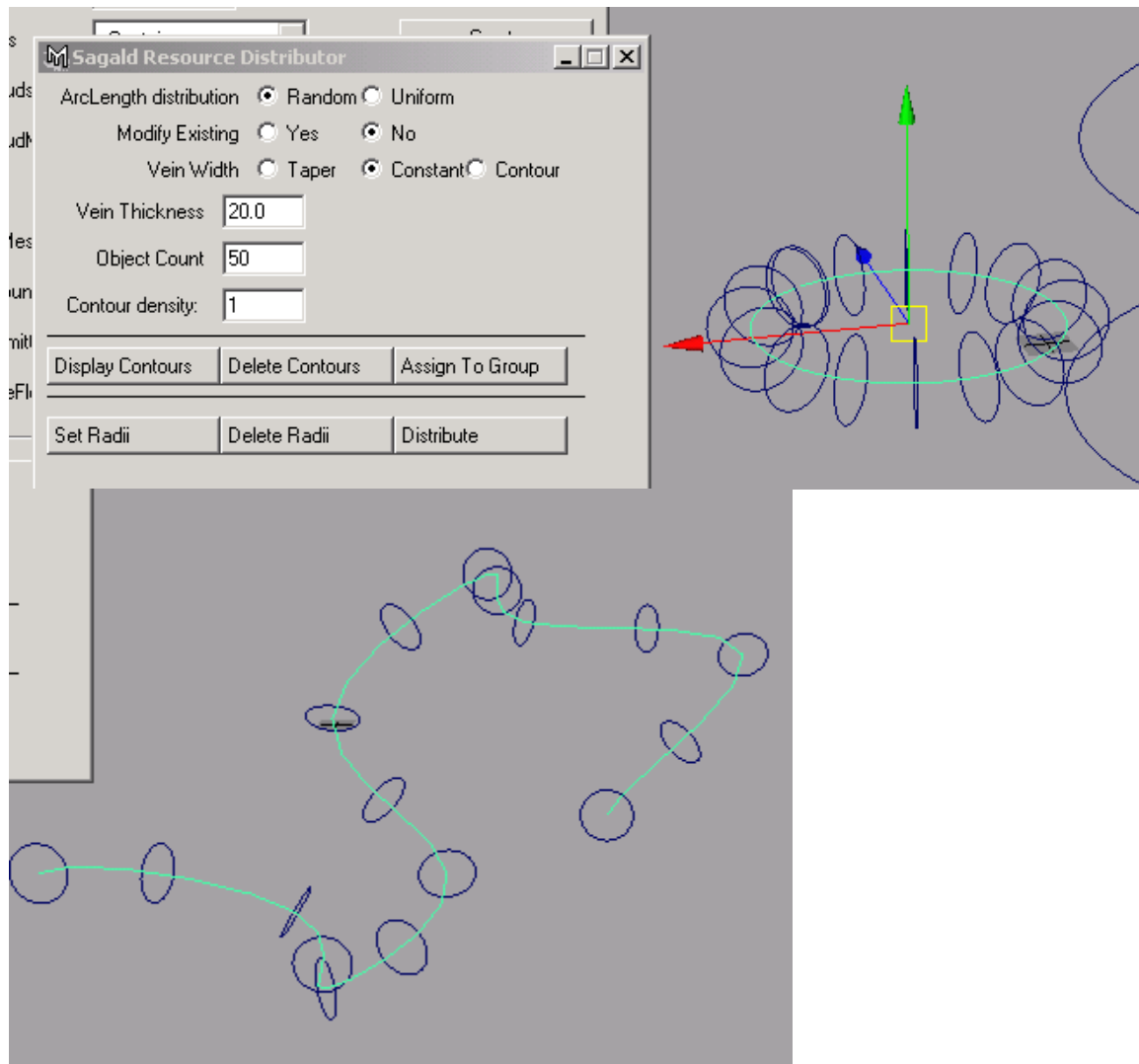


ArcLength distribution: describes how objects positions are distributed *along* the curve. Does not take into account distance *from* the curve

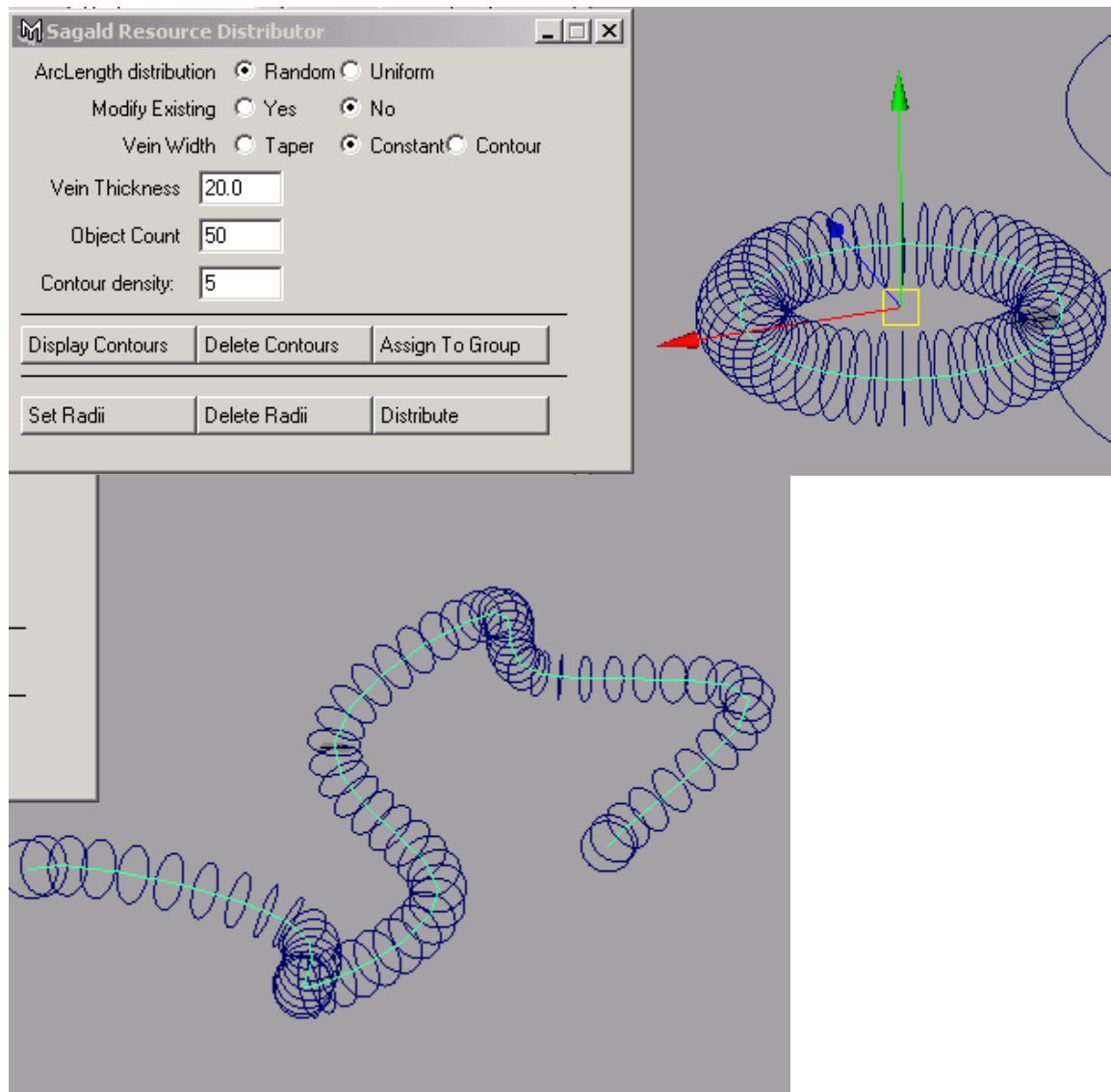
Modify Existing: Using this option, it is possible to modify the distribution of existing asteroids / pebbles (or any type of object). Simply select the objects you wish to modify, then select the curve to re-distribute them around (select the curve LAST).

Vein Width: Takes into account how distributed objects vary in their displacement from the curve. (Examples are given below). *Taper* starts at a radius of 0 at the start of the curve and distributes outward toward the radius specified for “Vein Thickness”. *Contour* distribution means the distributed objects will follow the contour curves (shown below).

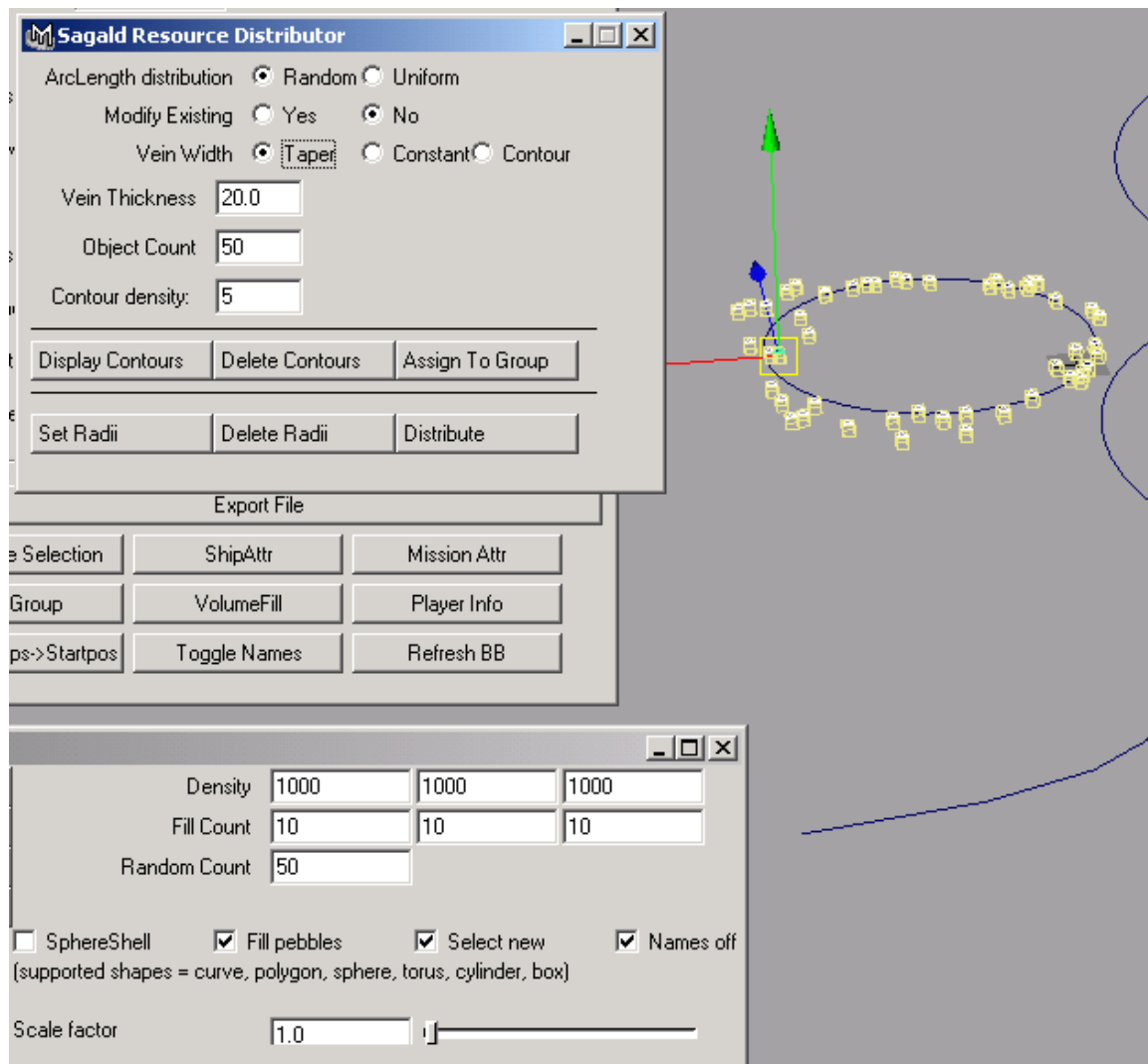
After clicking on “Display Contours”, a preview is given to what a contour distribution may look like. Contour density controls how many contours are displayed between points.



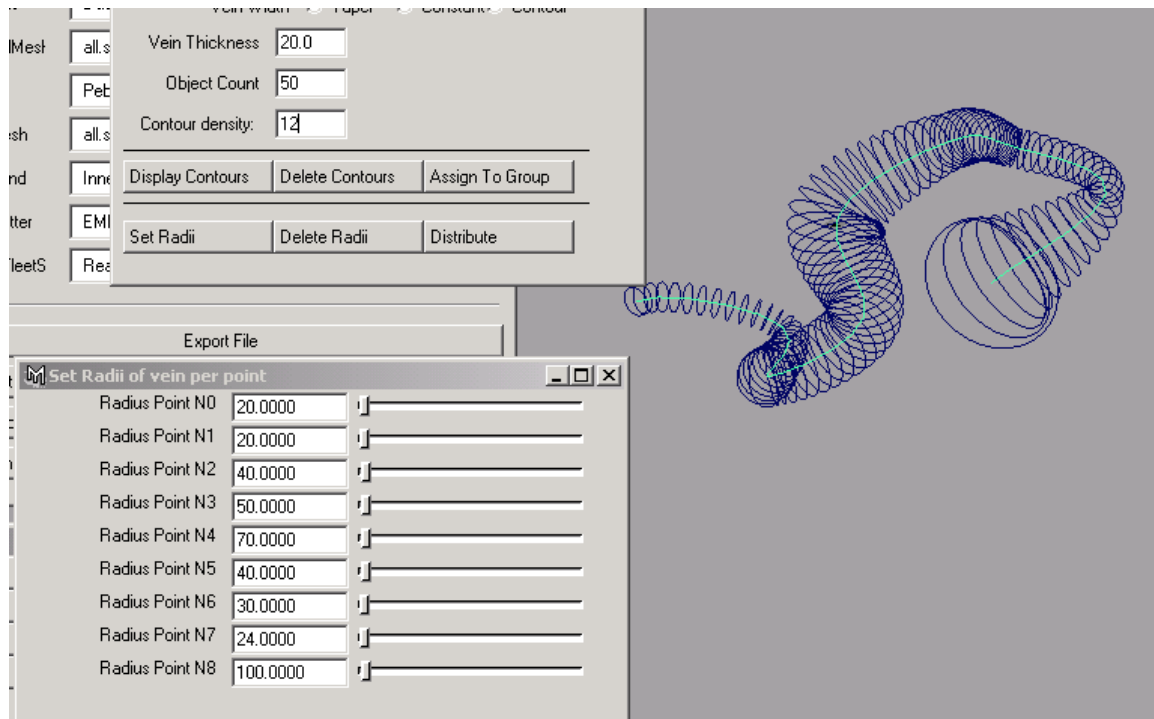
Increased contour density by a factor of 5:



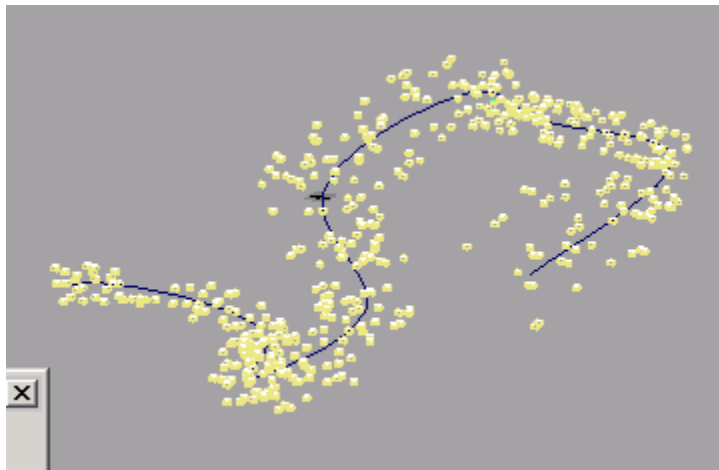
Distributed Resources around the curve.



Clicking on **Set Radii** will allow you to specify contour radii. Below is a screenshot showing the radii and the result of clicking *Display Contours*



The distributed objects following the contour pattern



Vein Width modified to: *Taper* instead of contour

