

eMeL Method

Introduction

We believe there are several other methods of making and preparing BTB tracks for converting purposes, but this works best for us at the moment. I've created this method in cooperation with *martinez*, so it's called eMeL (from eM - *martinez* & eL - *lakimakromedia*).

0. Basic tutorial for the purpose of conversion.

1. Building terrain

You can building a stages from real or imaginary. If you would create a real stages use this programs GoogleEarth and 3D Route Builder. From GE you make/take a .kml file, and in 3D RB u are giving .kml altitude.

Please watch this tutorials to know how modeling terrain:

<http://www.youtube.com/watch?v=I9PkOTjuFUc>

<http://www.youtube.com/watch?v=D-eoSS47Xik>

2. Making lists of objects (BTB's Edit Objects - Edit Window)

If you add some object for the first time, it will place itself in "default". To add new item to the list, select the object and click "Split". A new item (group) called "split" will be added to the list. Then, select the item and rename it accordingly. After you have many groups on the object's list, always pay attention to select a proper item BEFORE you add objects to the project. If you add a wrong object (to some other group), you can still select the object, split it (click "Split" - a new "split" will be added as list item), then select a grup, hold CTRL and select the new group. Then click "Merge" to join new object(s) to the old group. Sometime you will need to rename the group again, since it can become "split" group... You can select multiple objects (meaning here - of the same kind) by lasso them.

Since one of the most important things is to know, how objects use their textures. If you think of a version of your track just for texturize in 3ds Max, you can also merge groups of objects that use the same single texture and export all of them at one time - this will speed up your work rapidly!

Remember - this is really important for e.g texturing in 3ds Max if you have order like that in your project!