

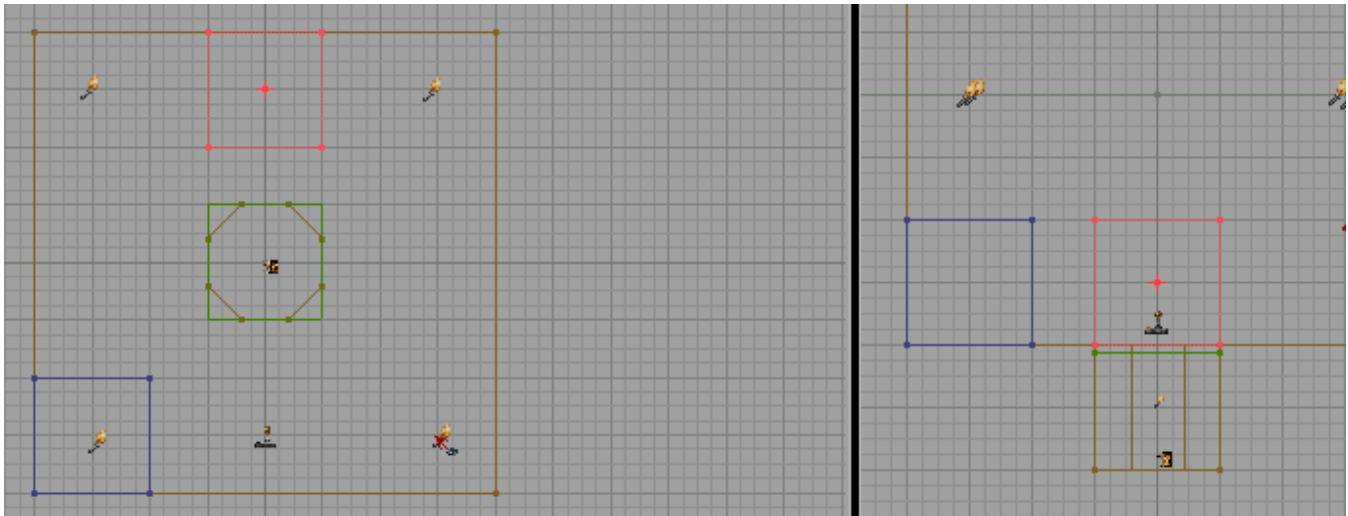
## **IDS 4687 Games Engines – UnrealEd Tutorial 3**

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This document can be downloaded at: [www.planetunreal.com/squacky/UnrealEd-Tutorial3.doc](http://www.planetunreal.com/squacky/UnrealEd-Tutorial3.doc)

### **Tutorial 3 – Resizing Brushes / Texture Alignment / Deleting Geometry**

This tutorial is based on the room made in Tutorial 1. We will add some more features to our very boring square room. Let's say we want to add a ledge on one side of the room. First use the CUBE BUILDER to create a 256\*256\*256 cube. We are going to use this cube to make a ledge across the entire room. Position the cube on the floor of the room in the center of the north wall. You should see something like this when your cube is positioned correctly.

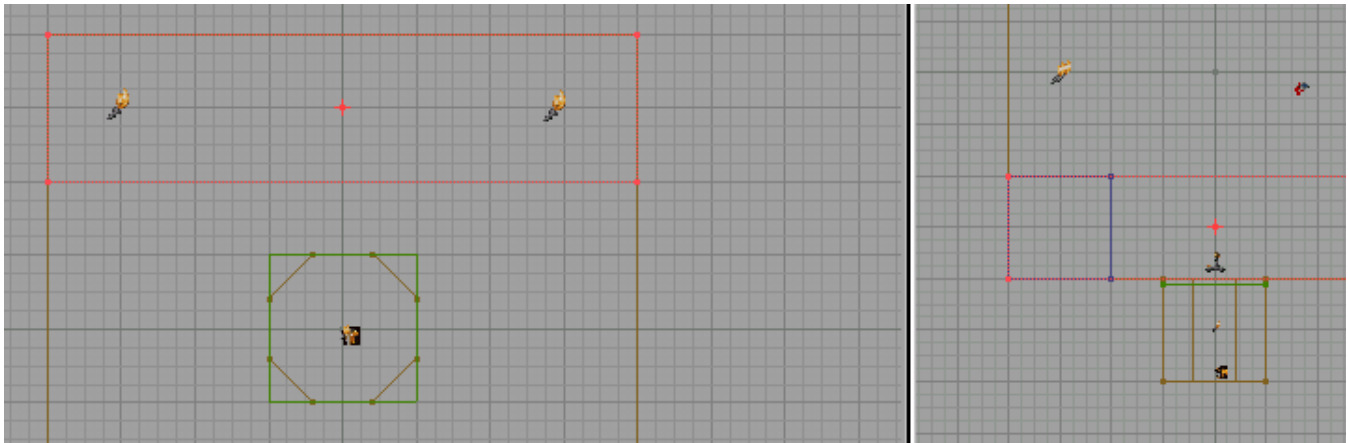


Now click the BRUSH SCALING icon. This mode allows you to manually resize brushes. Notice that your cursor has changed to show that you are in BRUSH SCALING mode.

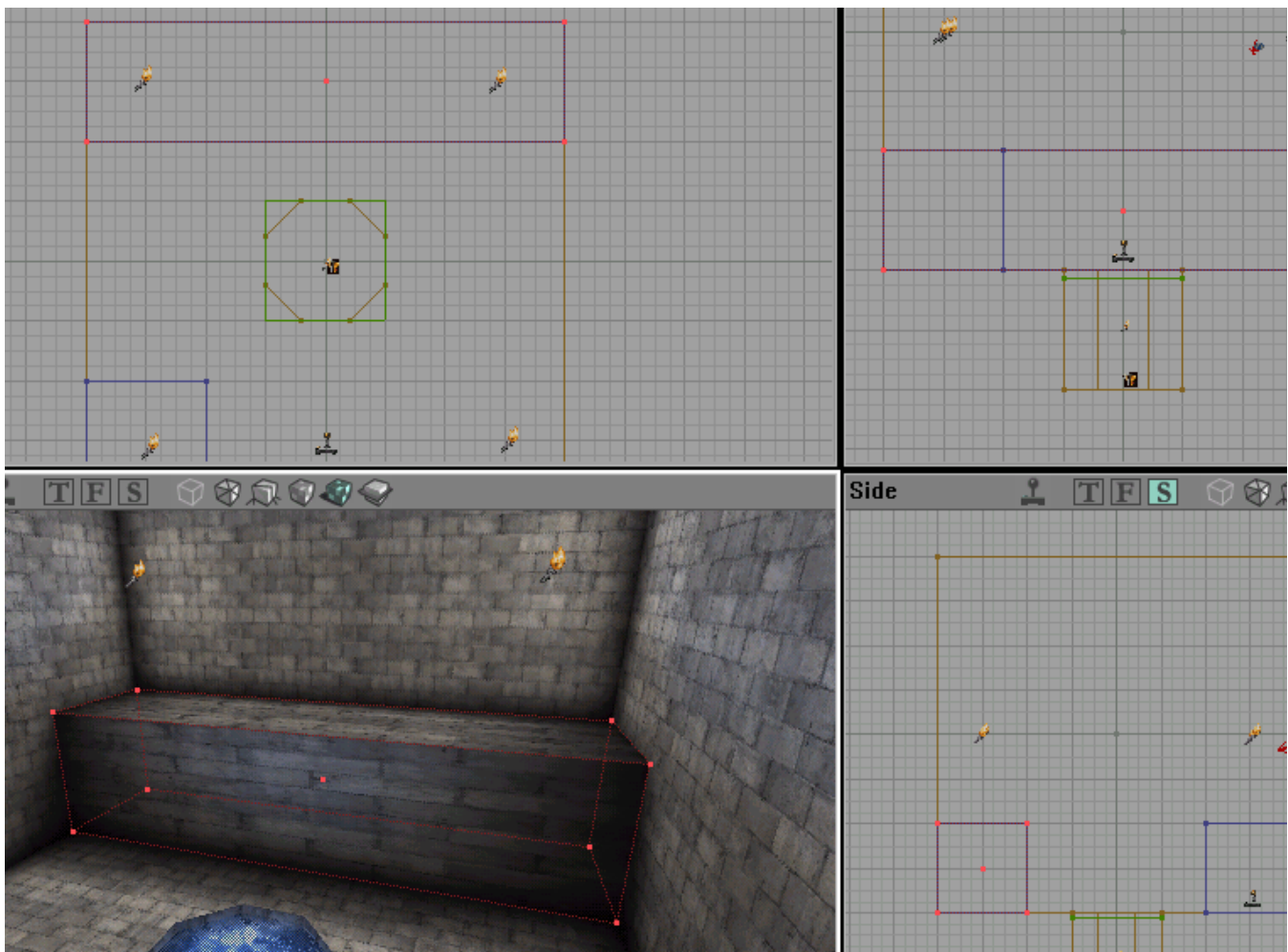


**BRUSH SCALING ICON**

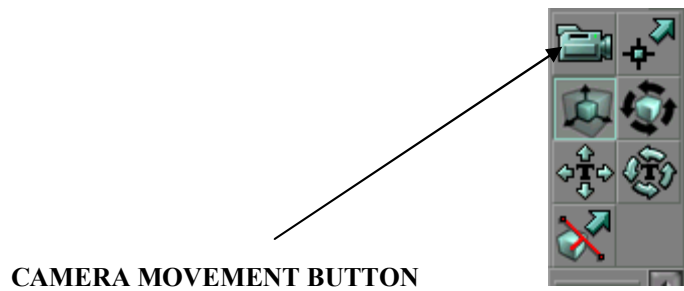
Be very careful that ONLY your BUILDING BRUSH is selected. Use CTRL and LeftMouse to make the brush wider and fill the entire north wall. It should look like this.



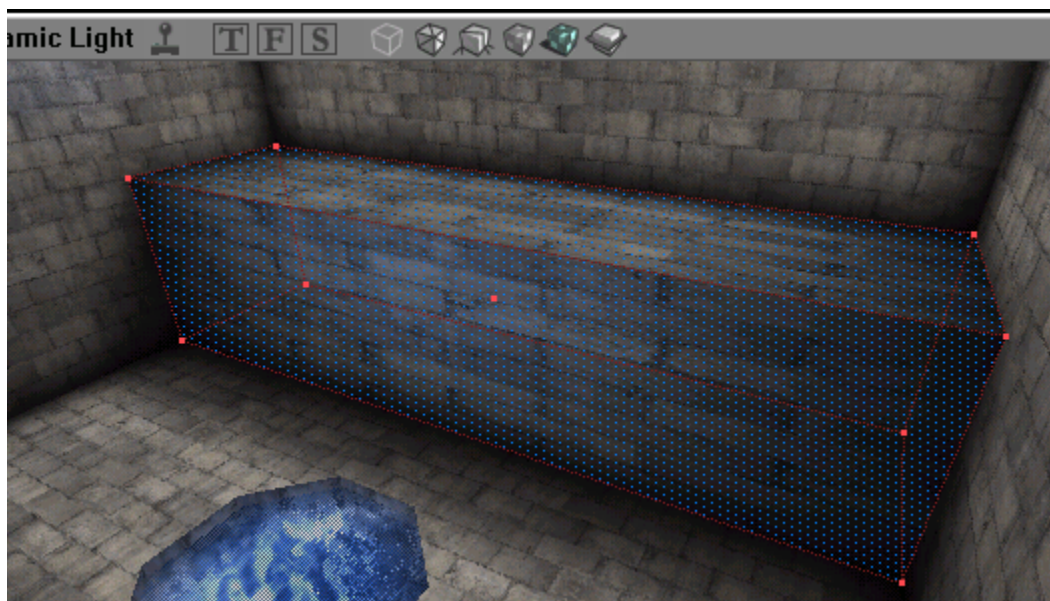
Now, making sure you have the proper texture selected, ADD the new brush to the map. Do a BUILD ALL and your map should look like this.



Now that we are done with BRUSH SCALING MODE we need to be sure to return to “normal” mode using the CAMERA MOVEMENT icon. This is the default editing mode.

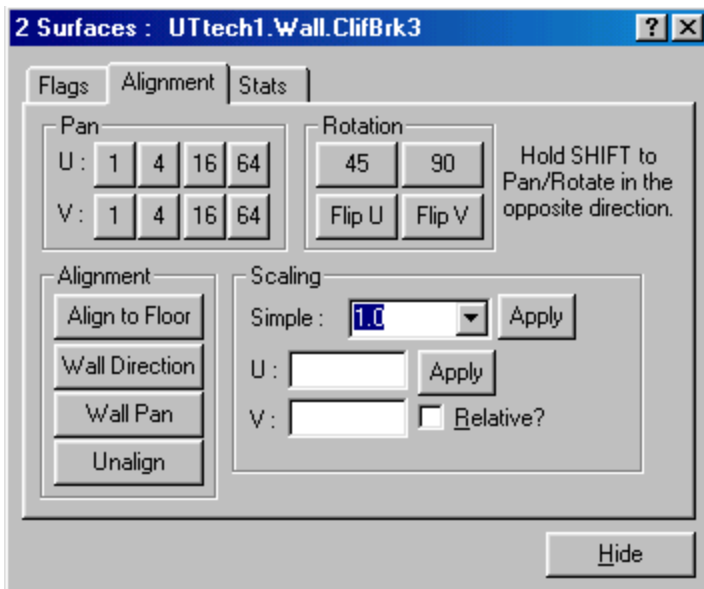


We successfully added the ledge, but the textures are all blurry and stretched. This is because we resized the brush. We now need to do some texture alignment. Use CTRL and left click in the 3DWINDOW to highlight the 2 blurry surfaces as shown below. You can tell a surface is highlighted by the blue dots.

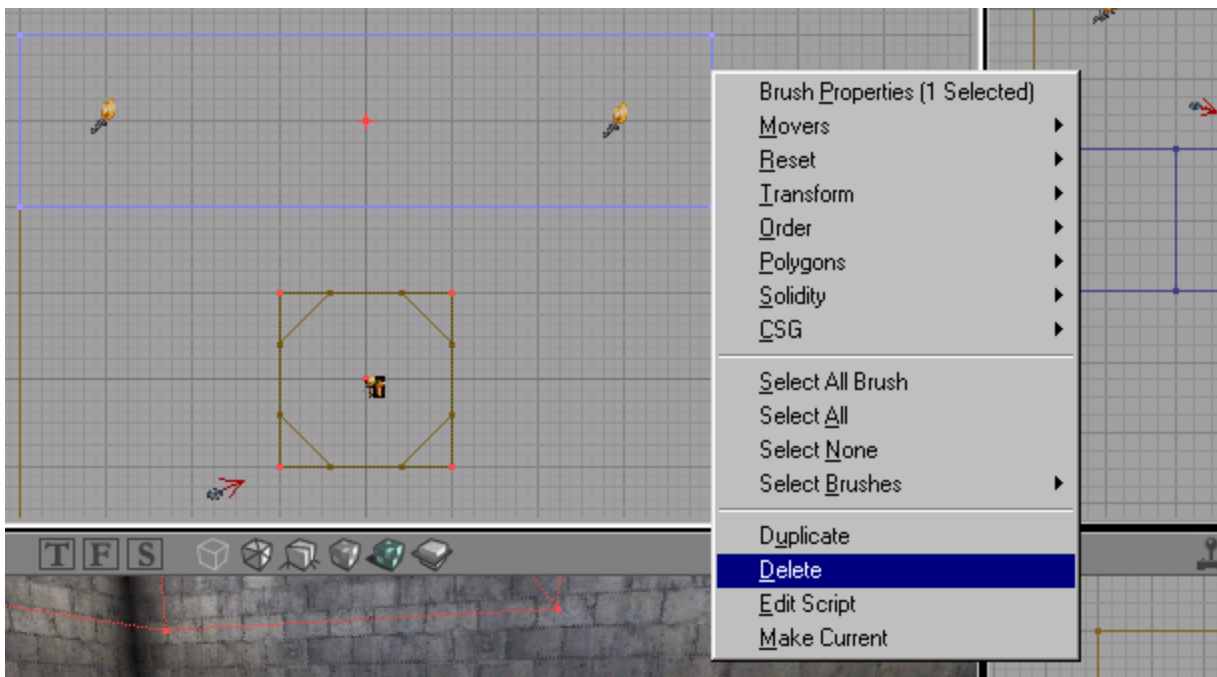


Now right click one of the selected surfaces. Choose the option SURFACE PROPERTIES. You can align any texture using this menu.

Switch to the ALIGNMENT tab. Now under SCALING type 1.0 next to SIMPLE and then hit APPLY. This will scale the textures back to normal. The WALL DIRECTION and ALIGN TO FLOOR buttons would have also worked in this case as well.



Now that we added the new brush we realize that it was a mistake and it is very ugly. To delete the ledge we just added simply right click it and select DELETE.



Notice that in the 3DWINDOW the ledge is not gone. We must hit BUILD ALL to update our map after deleting a brush. Deleting things in UnrealEd is simply a matter of right clicking the object and selecting delete. Also remember that CTRL - Z will undo your last action as well.