

### Project PKiN [work in progress screenshots & video](#)

This is my latest level design project. I decided for the ETQW id Tech 4 engine as it provides excellent handling of LOD groups especially important for the many details of such a soviet-style building. The Palac Kultury i Nauki skyscraper is probably the most significant building in Warsaw today.

In my map GDF established a last point of defense in the building. Strogg are attacking it. They want to send an important message to the Makron from one of the satellite dishes on the top of it.

game: ETQW



### Adlerhorst [screenshots & video](#)

Adlerhorst 1.0 [DOWNLOAD](#) - Adlerhorst TE [DOWNLOAD](#)  
(19MB) game: W:ET



### ffa\_skytemple final [screenshots](#)

mirror #1: [ffa\\_skytemple\\_f.zip](#)

filesize: 8,7MB - game: JK:JA

### natterbase 1.2 [screenshots](#)

mirror #1: [mp\\_natterbase1\\_2.zip](#)

filesize: 15MB - game: RTCW

# SKY TEMPLE



Check out my personal blog: [warczyk.wordpress.com](http://warczyk.wordpress.com)



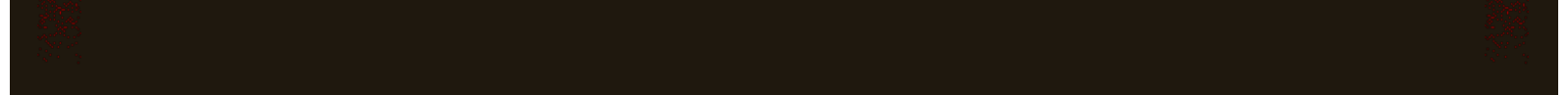
more id Tech 4 tutorials coming soon... stay tuned

- [Blender OBJ Export including UV maps - Video tutorial](#)
- [Creating a brick material in GIMP](#)



Learn about many tips & tricks for id Tech 3 engine games like RtCW & W:ET

- [Light entity](#)
- [To caulk or not to caulk](#)
- [Structural or Detail brushes Tutorial](#)
- [Creating an Alpha channel](#)
- [Proper brushwork](#)
- [Tags in md3 models](#)



## Rain



This shader is based on deformVertexes autosprite2.



[rain.zip](#) - RTCW shader - please note that W:ET has much more advanced rain support via environmental effects in the engine. Read more here:

[http://wiki.splashdamage.com/index.php/Environmental\\_Effects](http://wiki.splashdamage.com/index.php/Environmental_Effects)

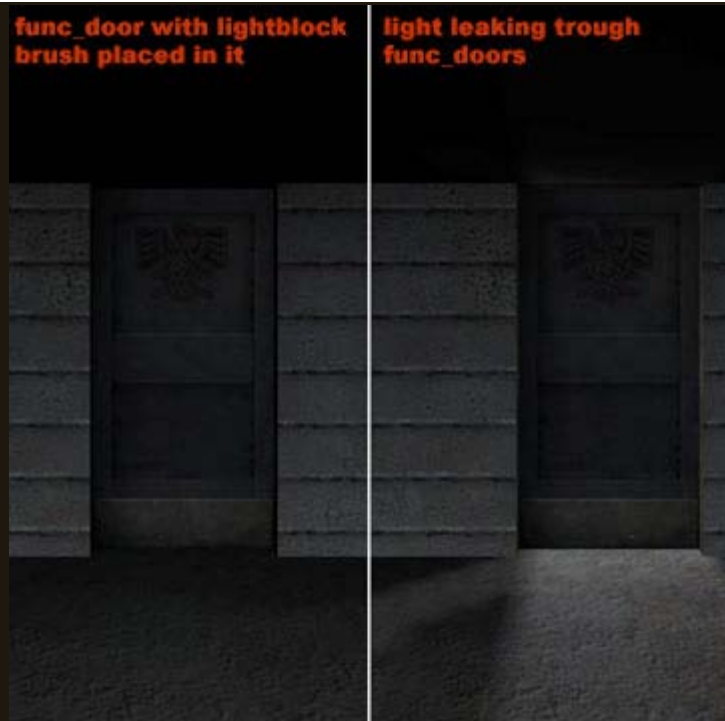
## Reflection Water

This is a combination of two shaders. One being a surface\_portal mirror and one just for ripples in the water. This time I added a RTCW .map so u can see how to set up the two brushes with the shaders.



[reflection\\_water.zip](#) - RTCW shader

## Blocking Light



[lightblock.zip](#) - Q3A/RTCW/ET shader

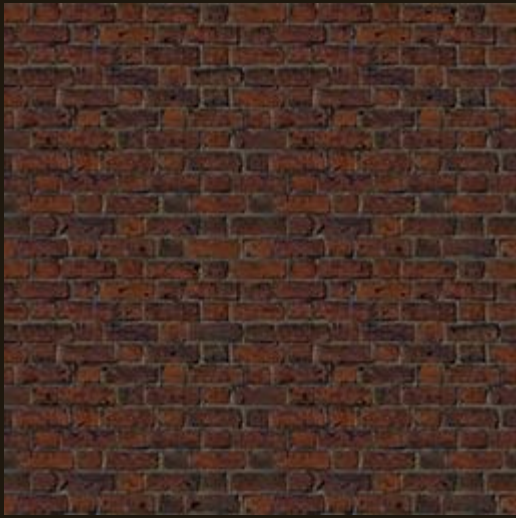
### Shiny metal



This shader is based on a texture from [BerneyBoys Photorealistic Textures](#). I added an alpha channel and the tcGen environment of course.

[shiny\\_metal.zip](#) - ET shader

**Brick texture (256x256 and 512x512)**



[warbrick.zip](#) - I created this texture from a photo of a wall in Warsaw

**Sky shader (from the Adlerhorst ET map)**

[pazsky.zip](#) - Sky shader based on a skybox shader by ydnar. It has a sun shining through the clouds and some fog. Check out the video.

Worldspawn needs to have:

`_foghull paz/wolken`

`_farplanedist 14336` <- this one is removing stuff from vis that is really far away

`_fog textures/paz/nebel`

**Lamp shader**



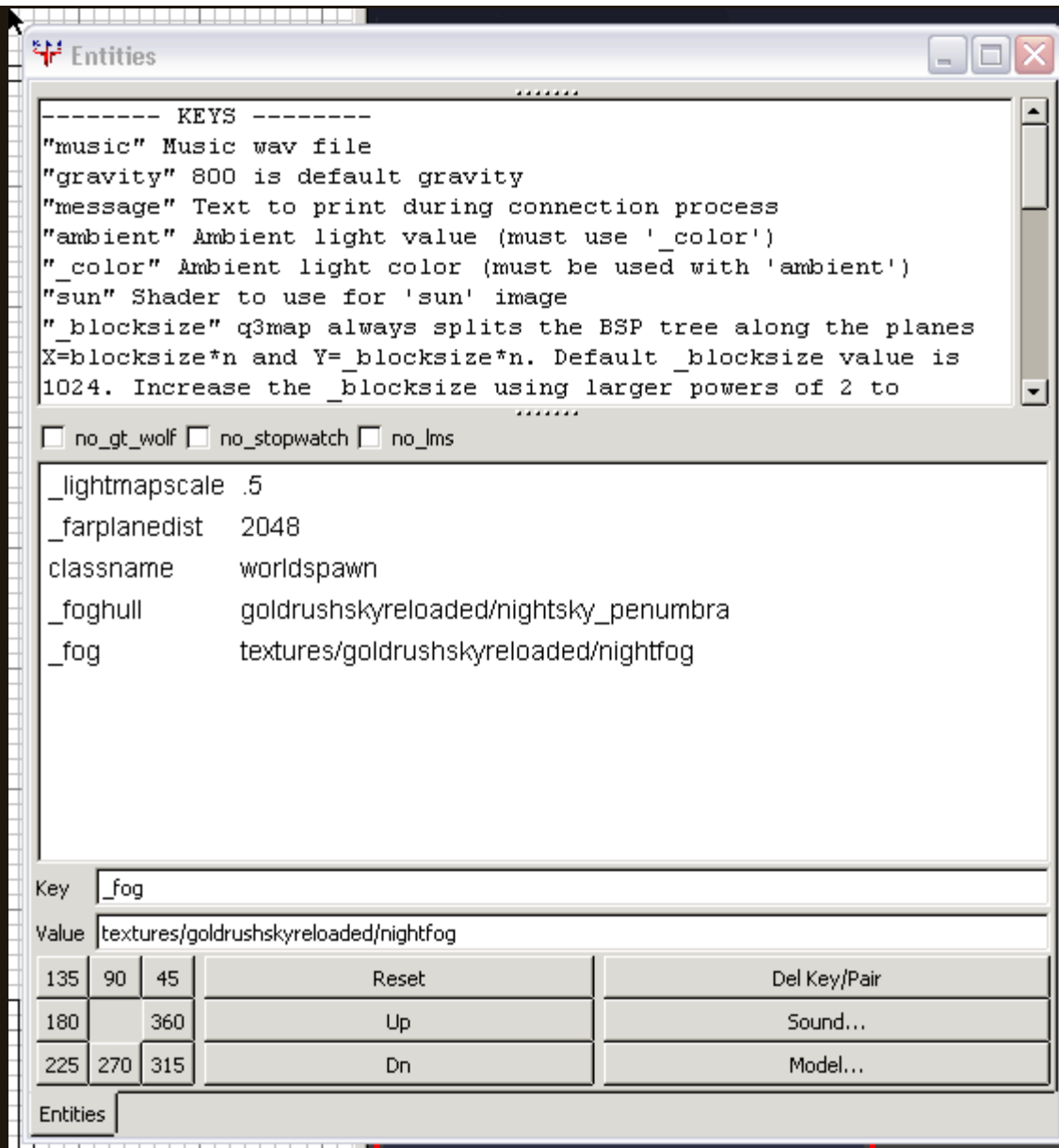
This simple white shader in the lamp emits light. The glow has an autosprite parameter.

[lampshader.zip](#) - ET shader

**Goldrush sky shader RELOADED**

Rewrite of the Goldrush sky shader using Penumbra shadows and foghull fog. You need to add several keys in worldspawn to make it work properly:





Note that `_farplanedist` controls the distance of vis blocking and the fogparms below the fog.

```

49
50 textures/goldrushskyreloaded/nightfog
51 {
52     qer_editorimage textures/skies_sd/goldrush_clouds.tga
53     surfaceparm nodraw
54     surfaceparm nonsolid
55     surfaceparm trans
56     surfaceparm fog
57
58     fogparms ( .062745 .078431 .101961 ) 2000
59 }
60

```

[goldrushskyreloaded.zip](#) - ET shader

Falling leaves shader - by IndyJones



This shader requires a target\_smoke entity with the following keys set:

```
target -> target_smoke:
"delay" "5000"
"angle" "135"
"shader" "textures/mp_castle/cherry1"
"spawnflags" "12"
"end_size" "10000"
"start_size" "500"
"wait" "75"
"origin" "915 853 1552"
"classname" "target_smoke"
```

The cherry1 shader is using deformVertexes for the movement:

```
textures/mp_castle/cherry1
{
  qer_trans 0.85
  polygonOffset
  surfaceparm pointlight
  surfaceparm nonsolid
  implicitBlend -
  implicitMask textures/mp_castle/cherry1.tga
  sort 6
  cull disable
  nopicmip
  deformVertexes wave 30 sin 0 1 0 0.2
  {
    tcmmod rotate 30
  }
}
```

[falling\\_leaves\\_example.zip](#) - ET shader (note: textures are attached only for learning purposes)

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add the name of the shader file to shaderlist.txt. example: lightblock.shader = add the line lightblock to shaderlist.txt



This is the B-25 from Natterbase. I included the source .max files as well. You will notice that the bomb and the fire have animation. You might use that for scripting - [b25.zip](#)

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The Ba 349 Natter itself from my map Natterbase. Just drop in a misc\_model. Download here - [natter.zip](#)



**Ba 349**  
**Natter**

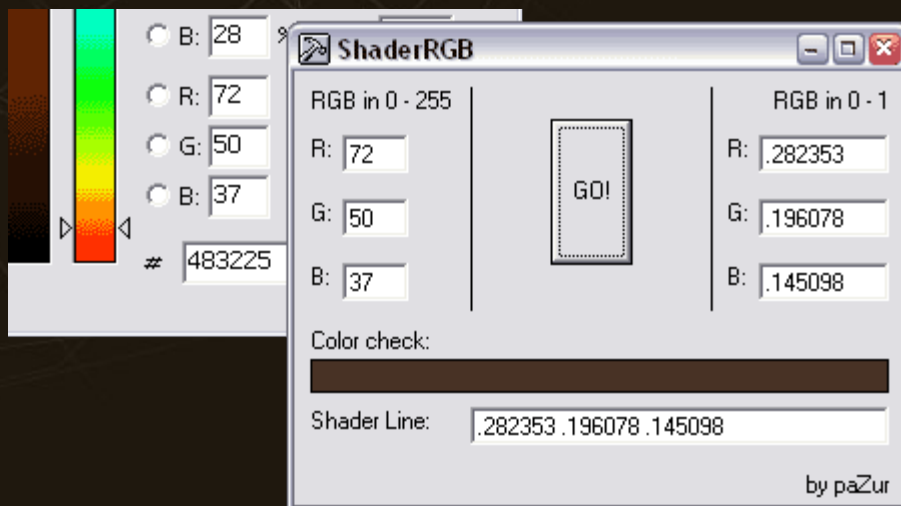


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Questions? Drop me an email to [pazur@gmx.de](mailto:pazur@gmx.de) or ping me via the Yahoo! Messenger Pingbox:



## Tool: ShaderRGB



[ShaderRGB.zip\(6K\)](#)

I've created a small VB program to "convert" Photoshop 0-255 RGB to quake shader 0-1 RGB values. You can pick a color in Photoshop, take over the RGB and then paste in the shader line into your shader. For use in other than US Windows you will have to change the decimal "," to a "." or change Regional and Language Options to "English(United States)"

You may need Visual Basic Runtime. Try this download link: [Visual Basic 6.0 Runtime Module](#)

### Map: Adlerhorst

Adlerhorst 1.0 [screenshots](#)  
 mirror #1: [adlerhorst\\_final.zip](#)  
 filesize: 19MB - game: W:ET



### Map: Skytemple

ffa\_skytemple [screenshots](#)  
 mirror #1: [ffa\\_skytemple\\_f.zip](#)  
 filesize: 8,7MB - game: JK:JA

# SKY TEMPLE

### Map: Natterbase

atterbase 1.2 [screenshots](#)  
 mirror #1: [mp\\_natterbase1\\_2.zip](#)  
 filesize: 15MB - game: RTCW

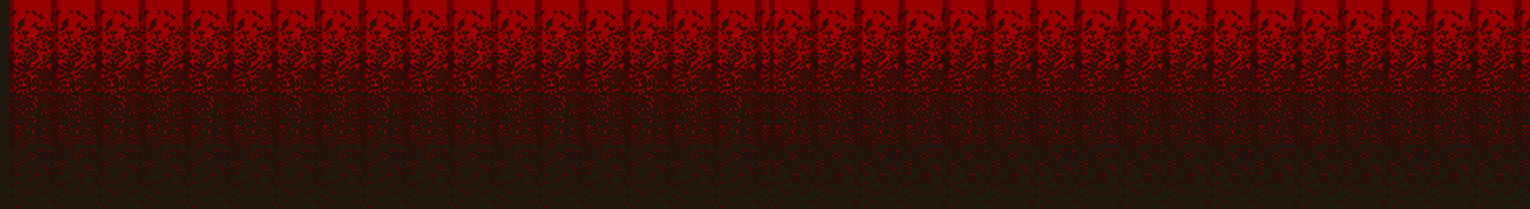
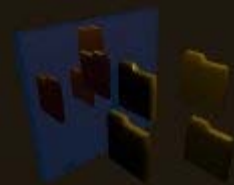




## id-Tech-3 Essentials

I noticed many old id-Tech-3 editing tools are quite difficult to find so I set up mirrors locally - this is more or less the basic setup I recommend:

1. [Gtk Radiant 1.4 for Q3A, RtCW & ET](#) - 1.5 is not stable IMHO
2. [q3map 2.5.16](#) - latest version - no development but this compiler still rocks
3. Q3Map2Toolz - [Setup](#) & [Update](#) - my favourite compiler GUI
4. [q3ase Shader Editor](#) - creating a shader is no magic
5. [Easygen Terrain Editor](#) - reference in terrain generators incl. latest templates





**Mapping Tips   Shaders   Models   Downloads   Links**

[Radiant](#) - Home of the GtkRadiant

[Q3Map2 Handbook Beta Edition](#) - Documentation of the great q3map2

[Q3map2 Shader Manual](#) - New shader manual by Obsidian and ydnar

[Hr.O's webbie](#) - q3map2 toolz. Very useful compiler frontend

[Tram Design](#) - Great forum! Nice tutorials (including one by me > [Making the Grass](#))

[Surface](#) - Tons of good RTCW tutorials(all with screenshots) and resources

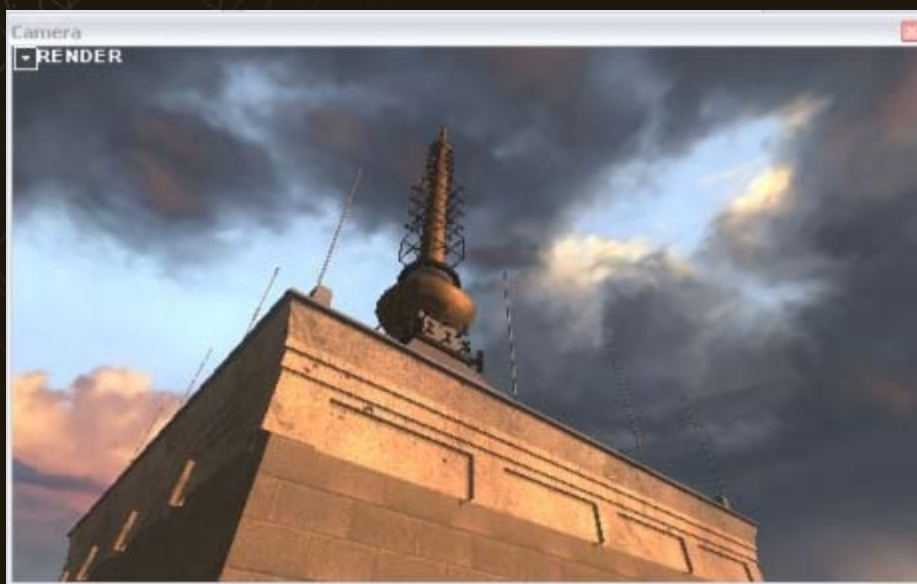
[2Bit](#) - Wolfenstein Enemy Territory scripting and level design tutorials

[ET Scripting Reference](#) - Scripting commands of Wolfenstein Enemy Territory explained in detail

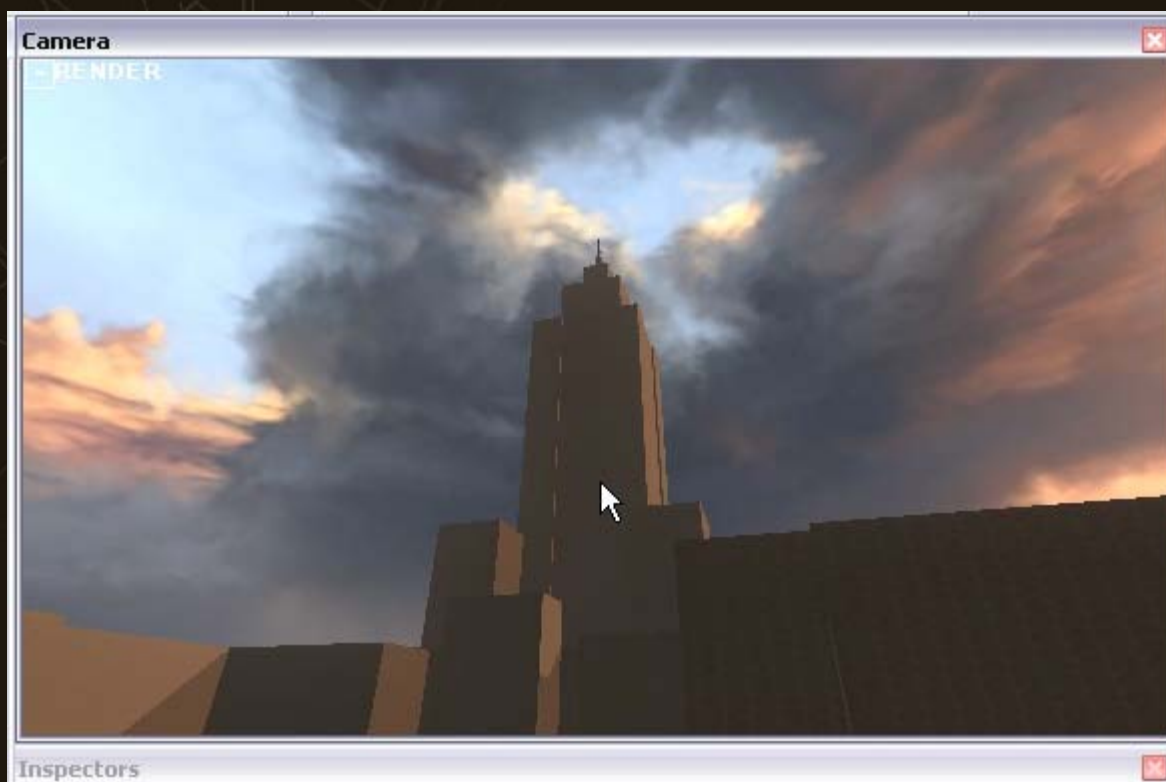
[Level Designers Reference](#) - Documentation about level design for Wolfenstein Enemy Territory

[Splashdamage](#) - The cool guys who created Wolfenstein ET and ET Quake Wars!

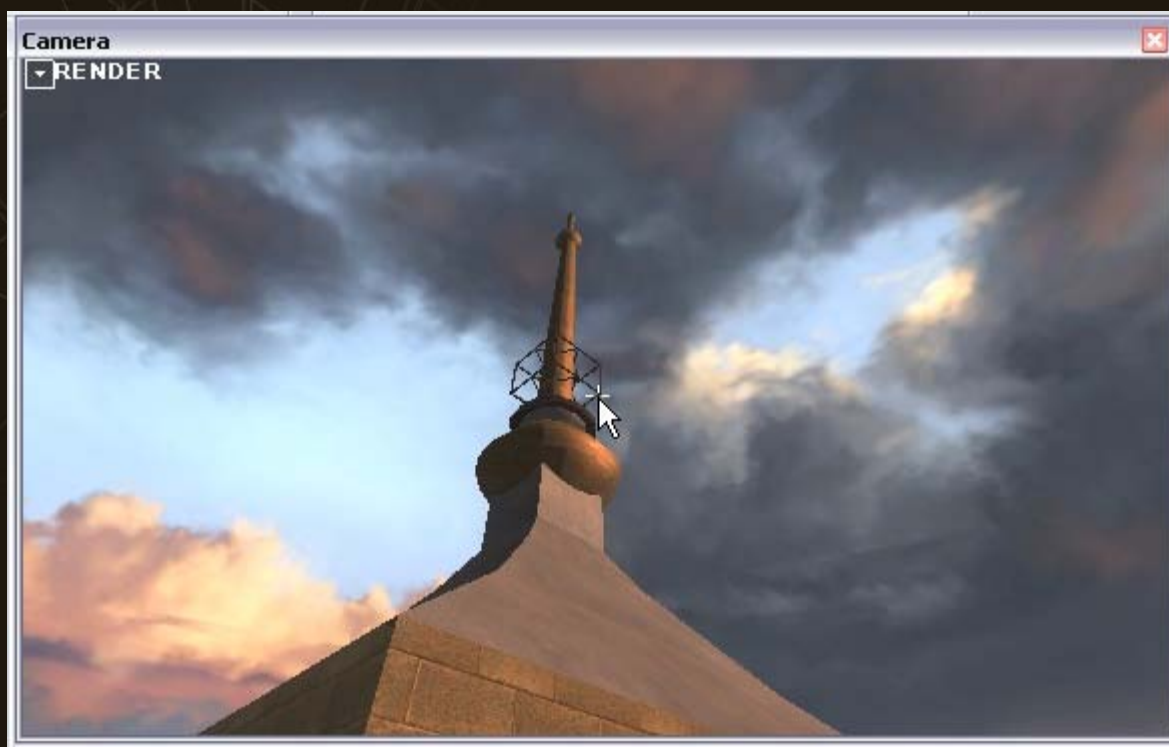




February 20, 2009



no, that's not your cursor there ;)



December 4, 2008

work in progress video - early test of atmosphere and textures

btw: the music is not intended (I just had iTunes running)

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## Adlerhorst 1.0



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See the old pre-release screenshots & video [here](#)

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[DOWNLOAD NOW \(19MB\)](#)

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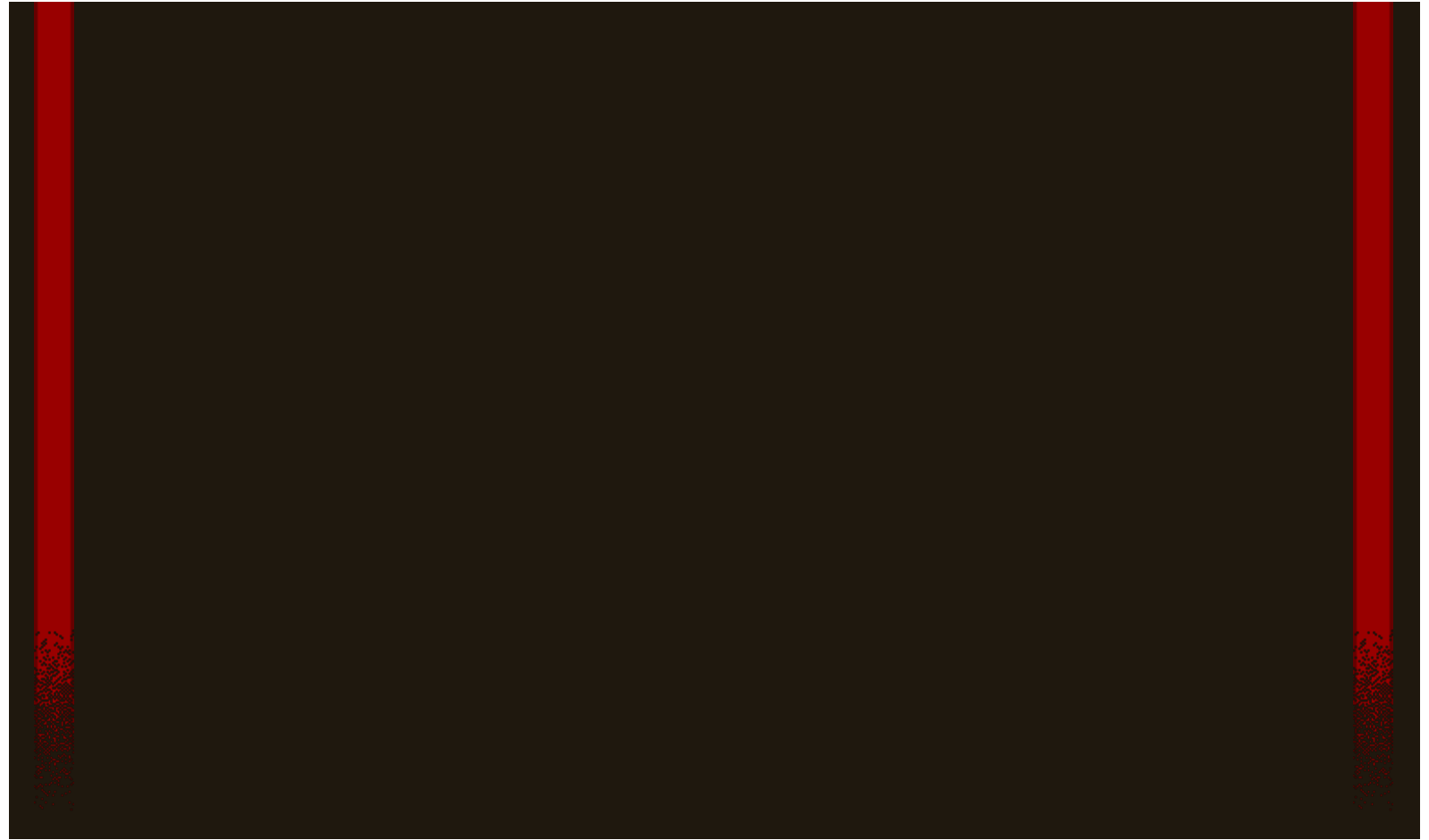
[back to main page](#)

ffa\_skytemple screenshots:

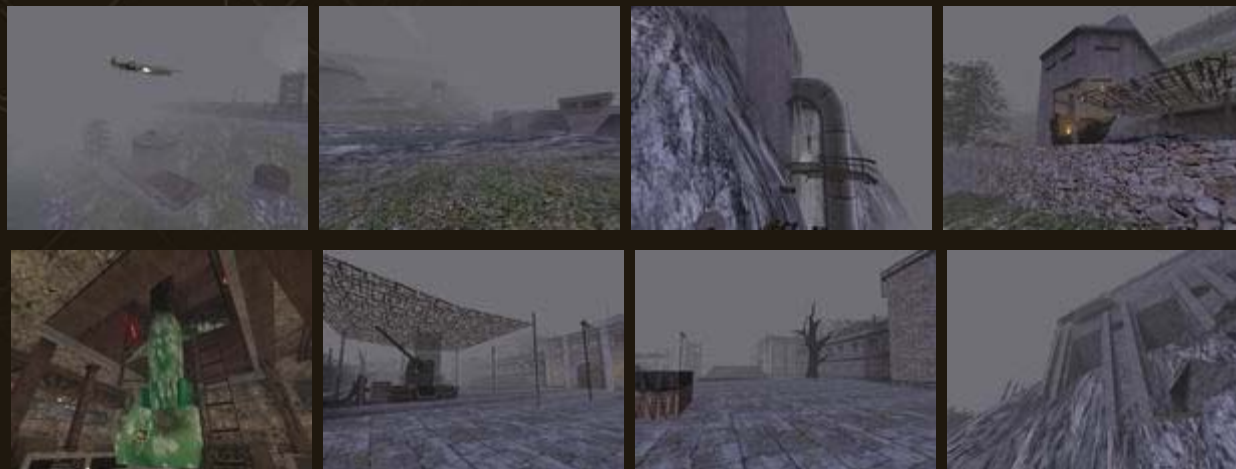


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mp\_natterbase 1.2 screenshots (enhanced brightness):



mp\_natterbase 1.0 screenshots:



[back to main page](#)

