

Quick and Dirty

DOGA L3

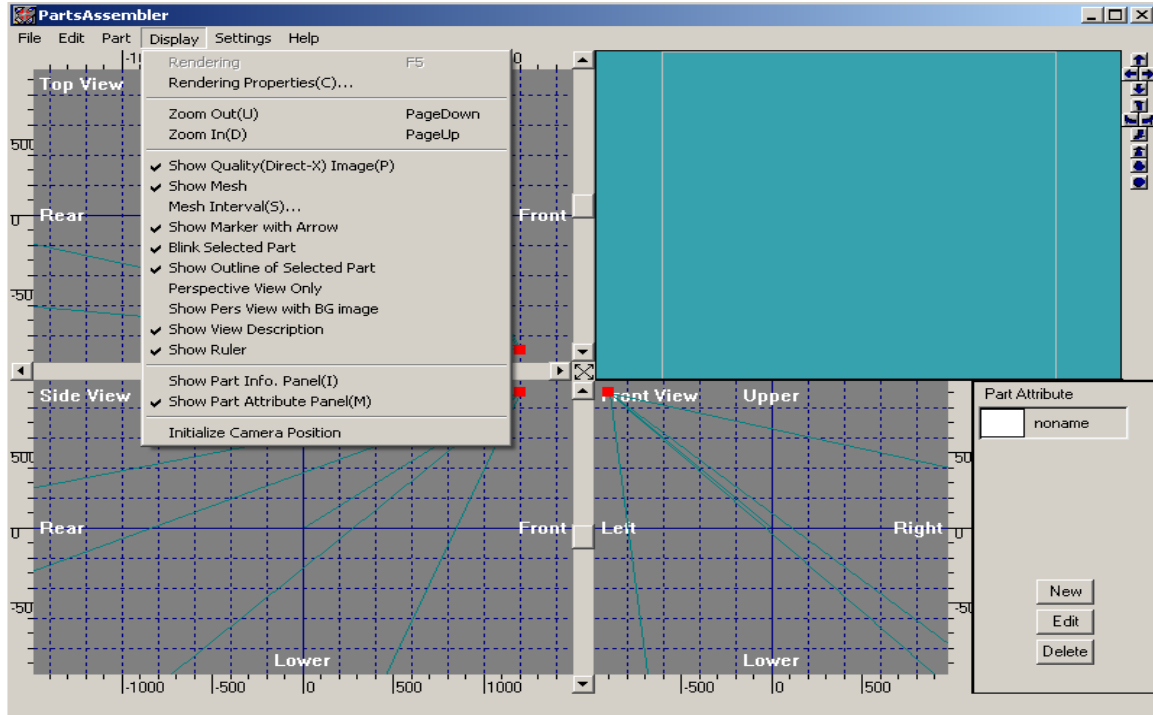
1. Open Doga



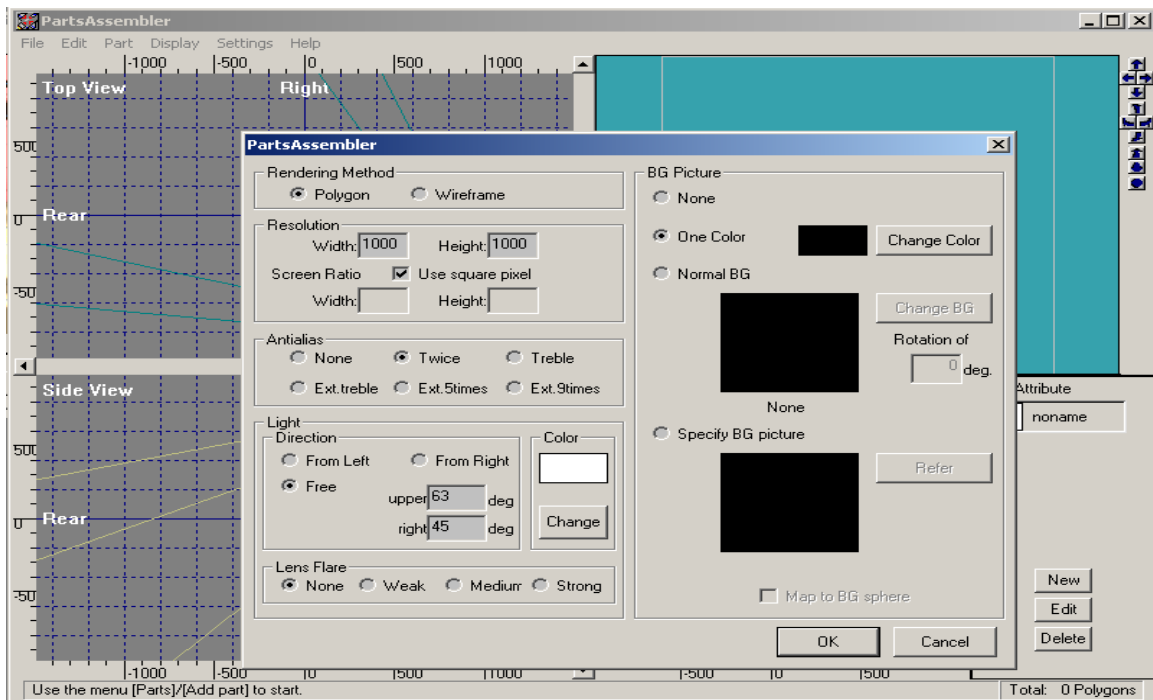
2. Choose DESIGN AN OBJECT



3. Click on DISPLAY

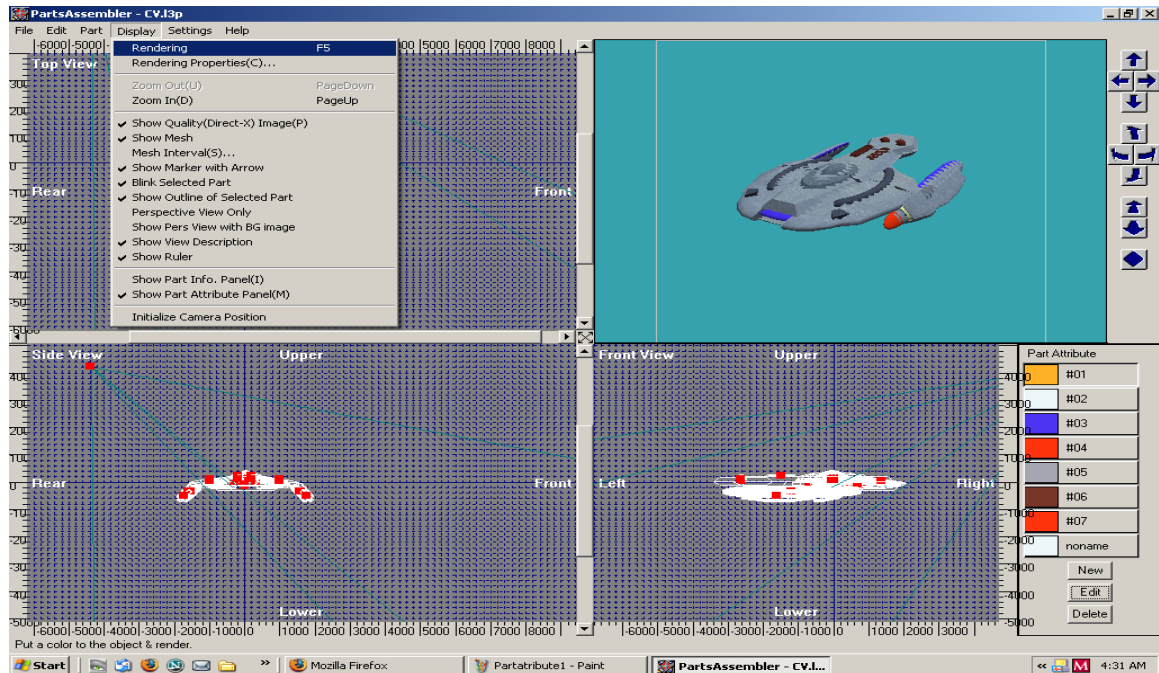


4. Click on Rendering Properties

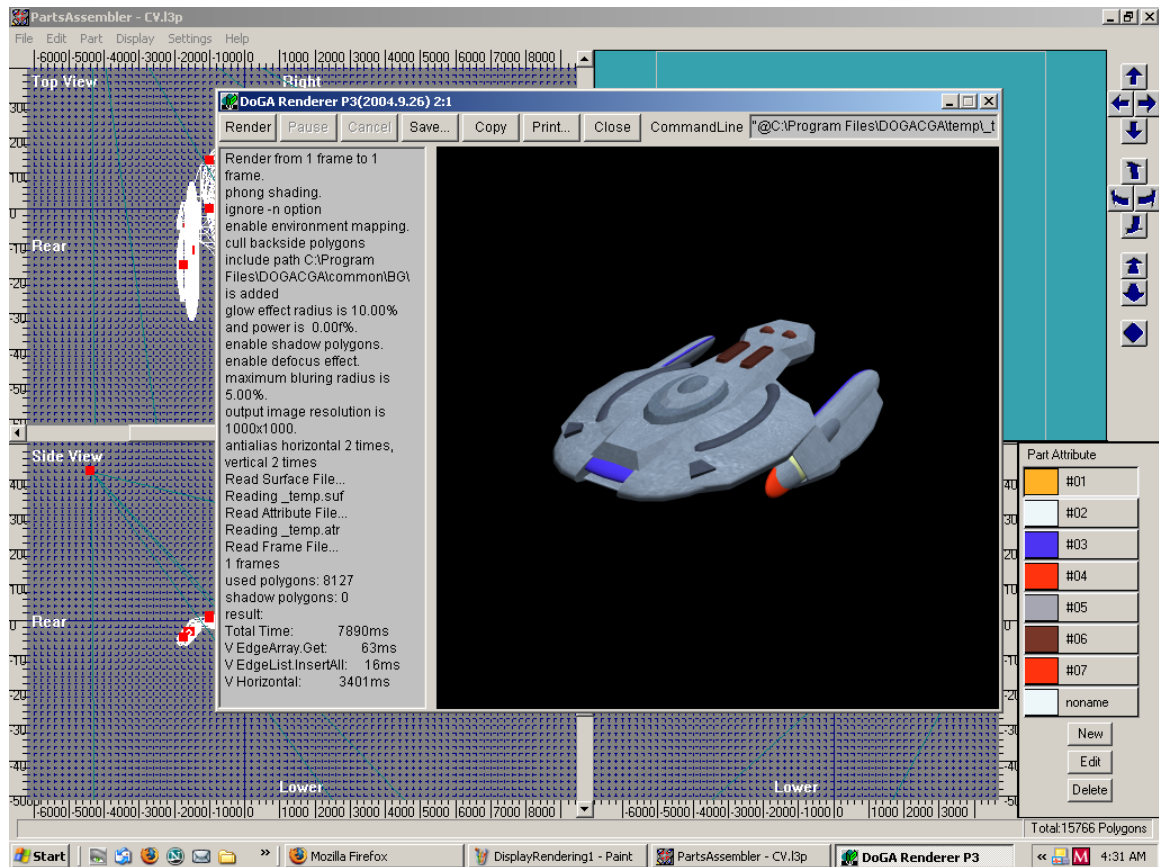


Note that I have my Resolution set to 1000 x 1000 with a BG Picture set to one color – BLACK.

5. Rendering Object (Once you have a ship ready, click DISPLAY)



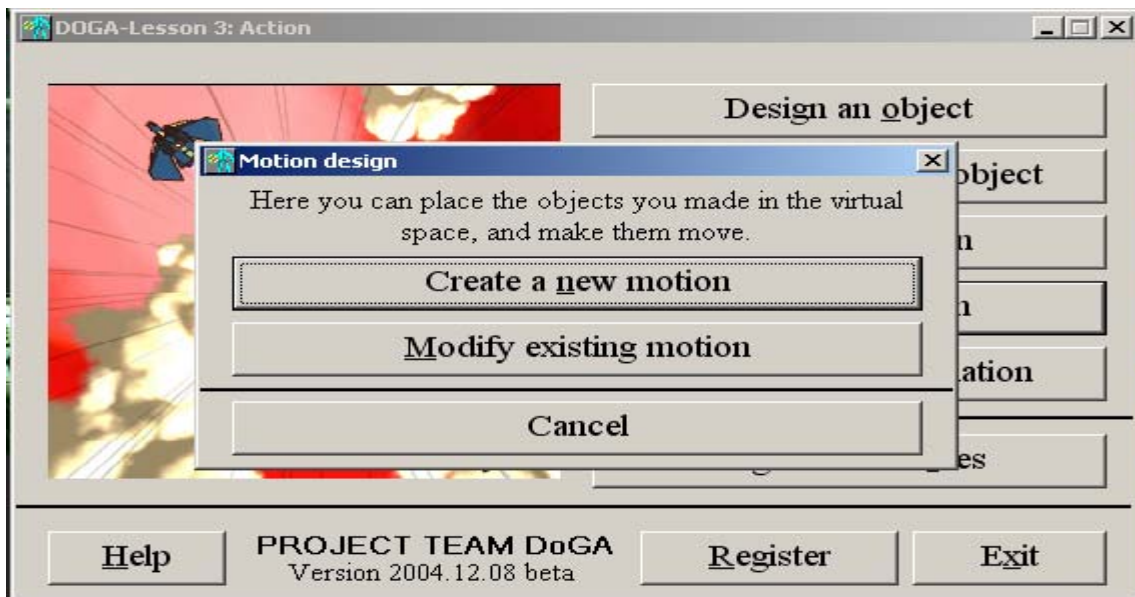
6. Click RENDERING



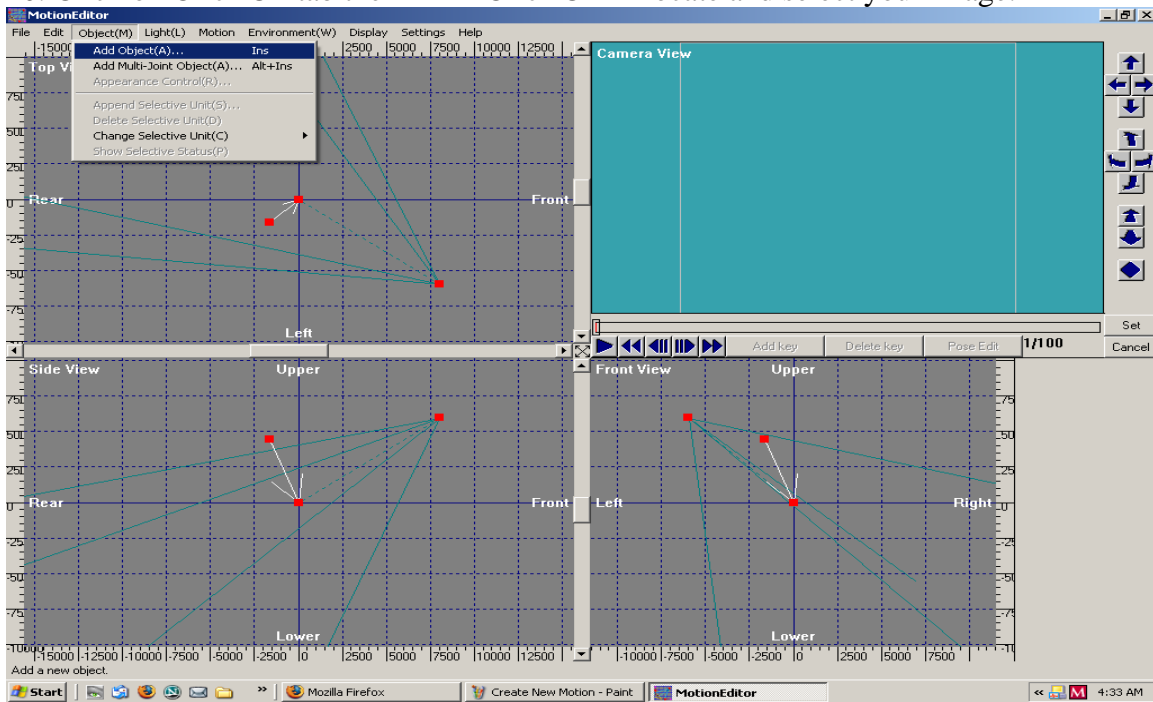
7. On the Rendered click on the SAVE button and save it as you would any file. NOTE you can also save it in many ways. As a PNG, BMP, GIF, etc. For SEIV it must be a BMP

8. EXIT out of the program

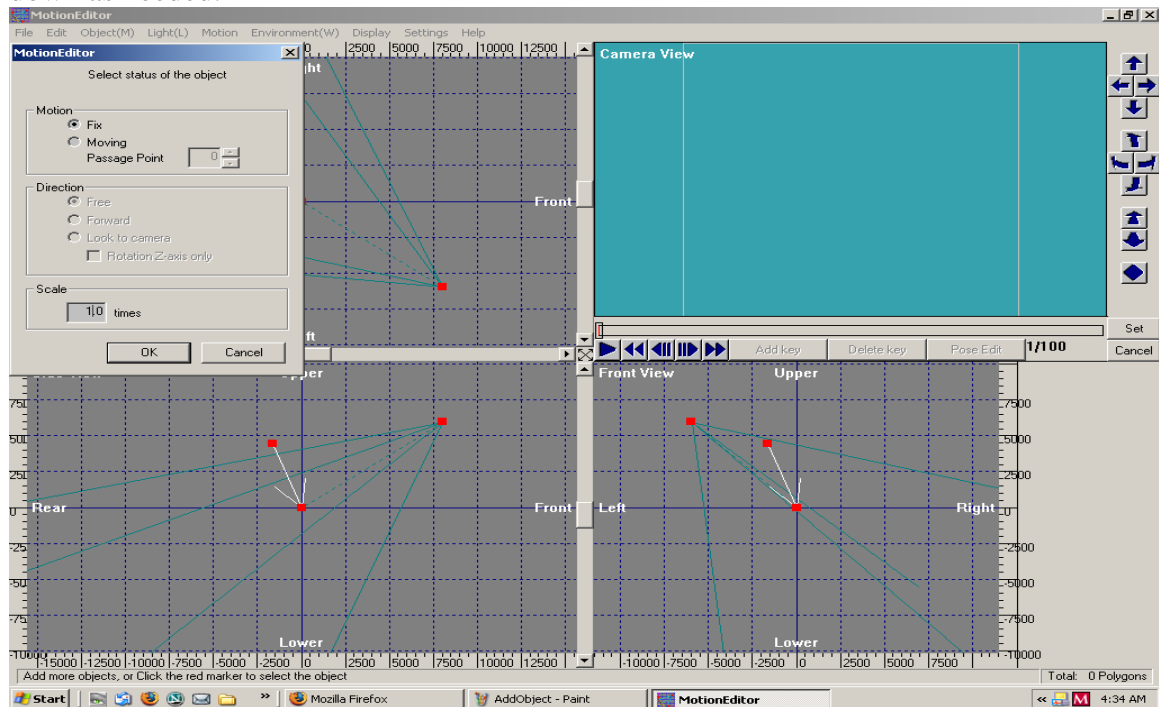
9. Choose Design a New Motion



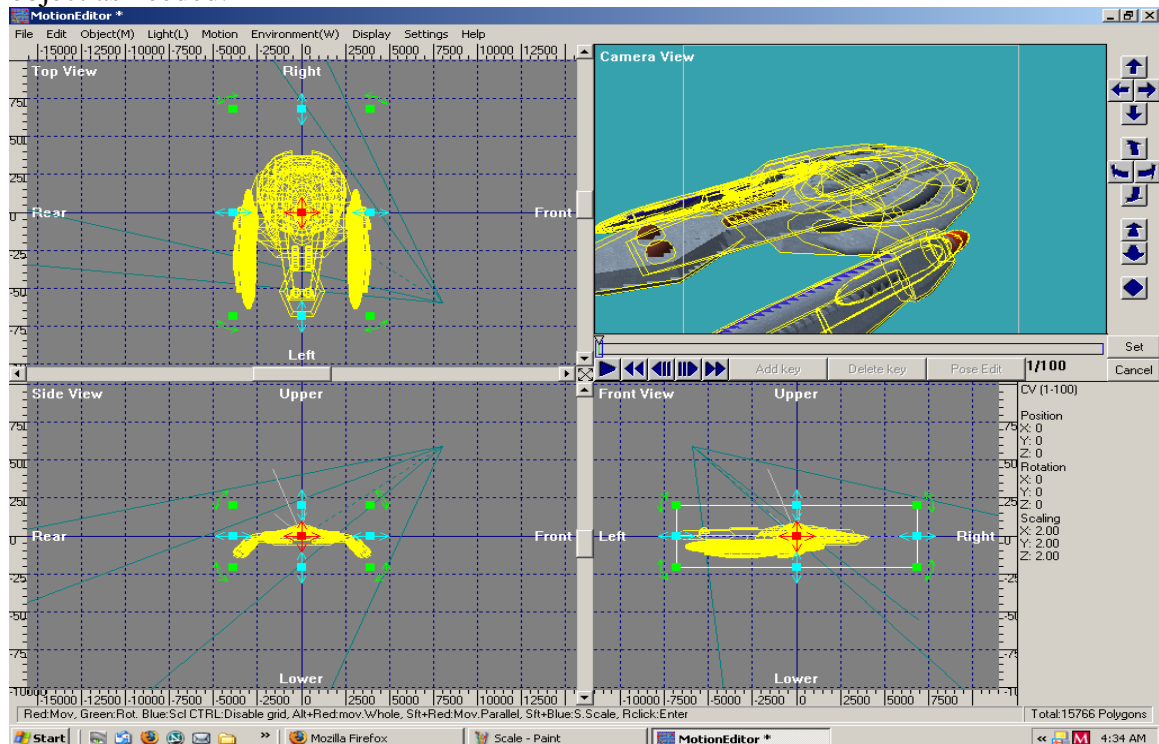
10. Click on OBJECT tab then ADD OBJECT – Locate and select your image.



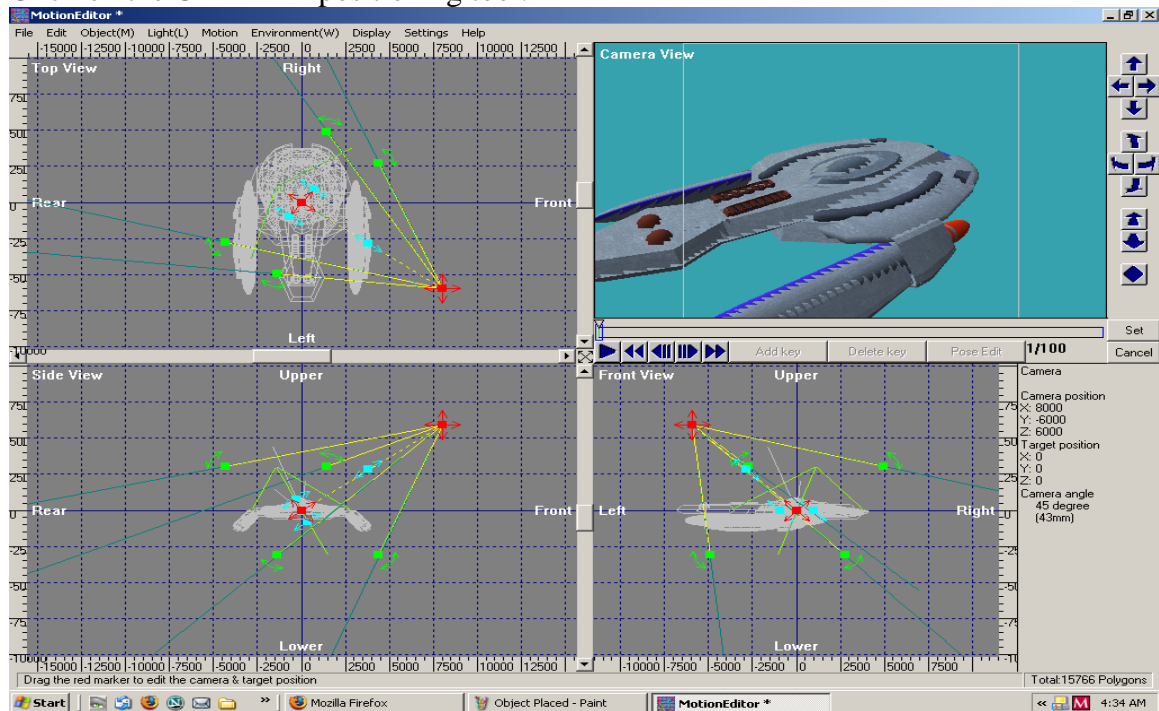
You will need to choose the SCALE of your image. Depending upon the size of your original Model. I usually have small models so I use a Scale setting of 3.0 but this may vary for you. If it is too small, simply delete the object and re-add it, scaling it up or down as needed.



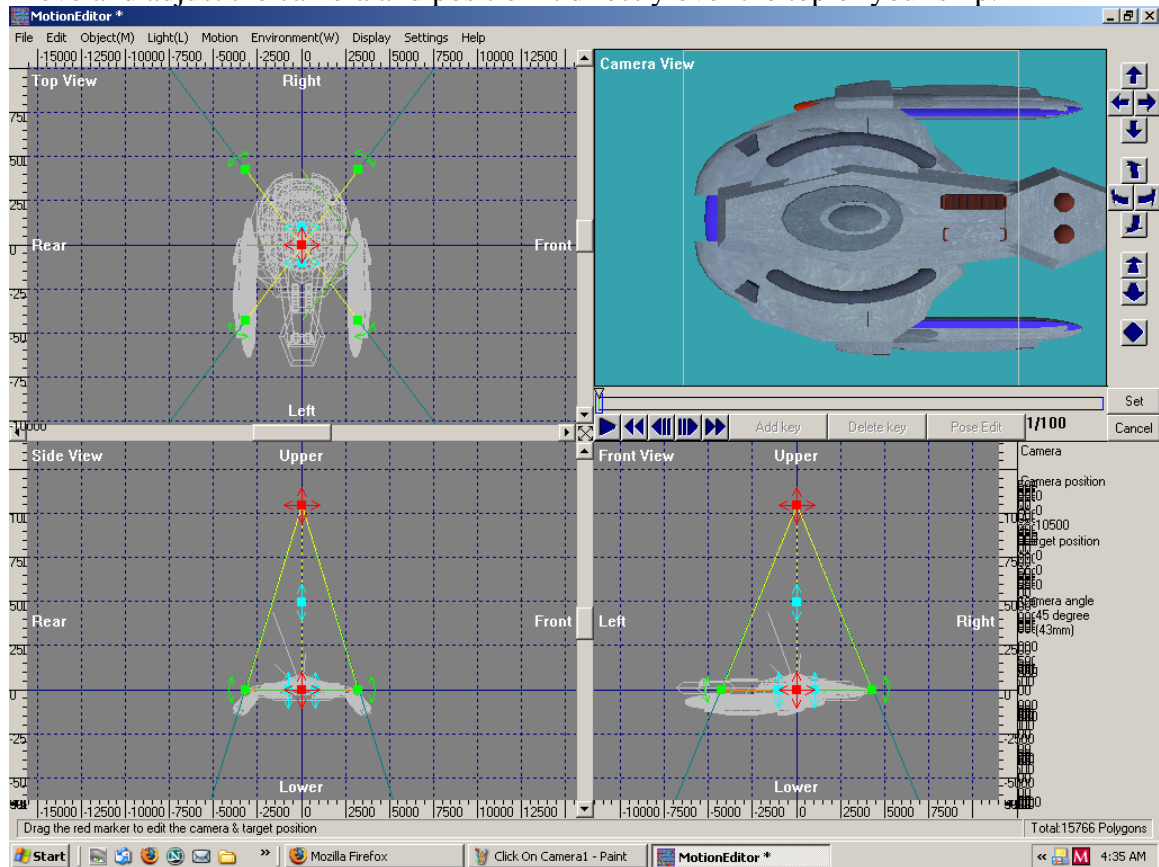
In most cases it can be small or big, because you can move the camera about to size the object as needed.



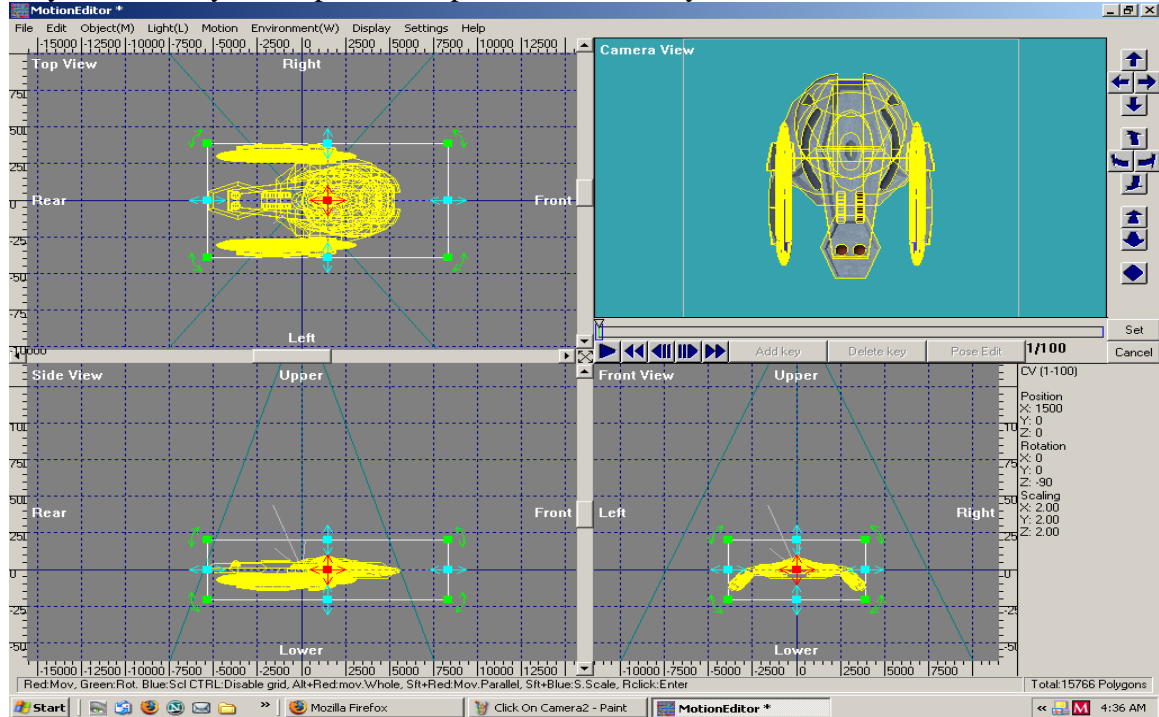
Click on the CAMERA positioning tool.



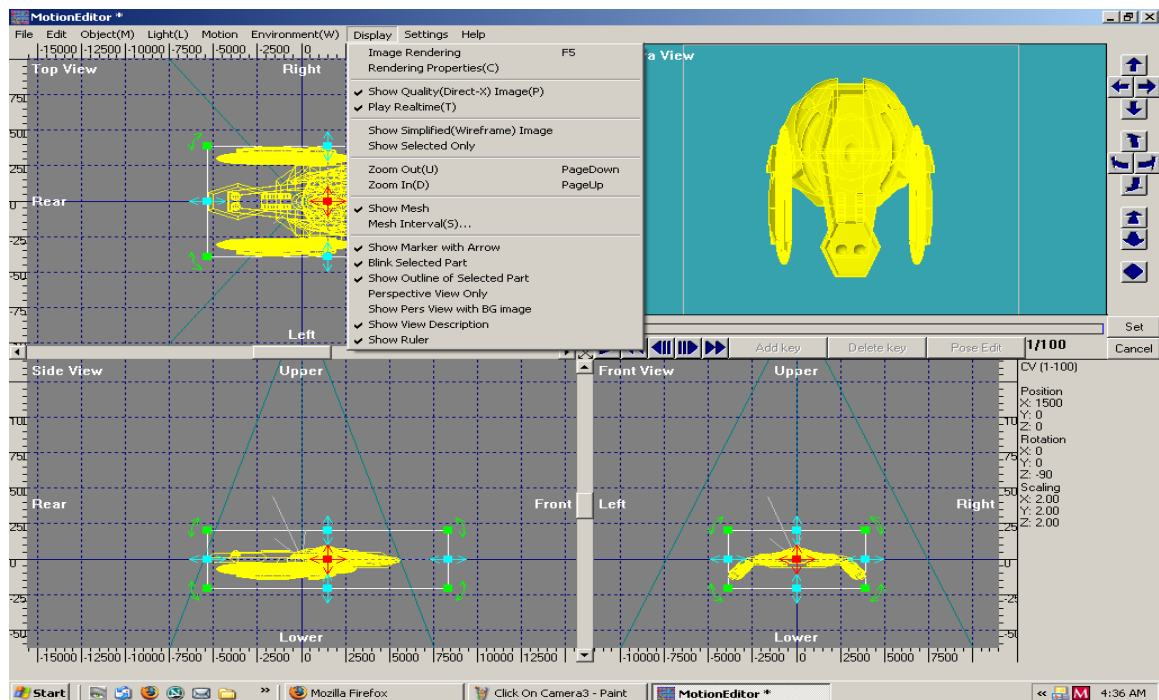
Move and adjust the camera and position it directly over the top of your ship.



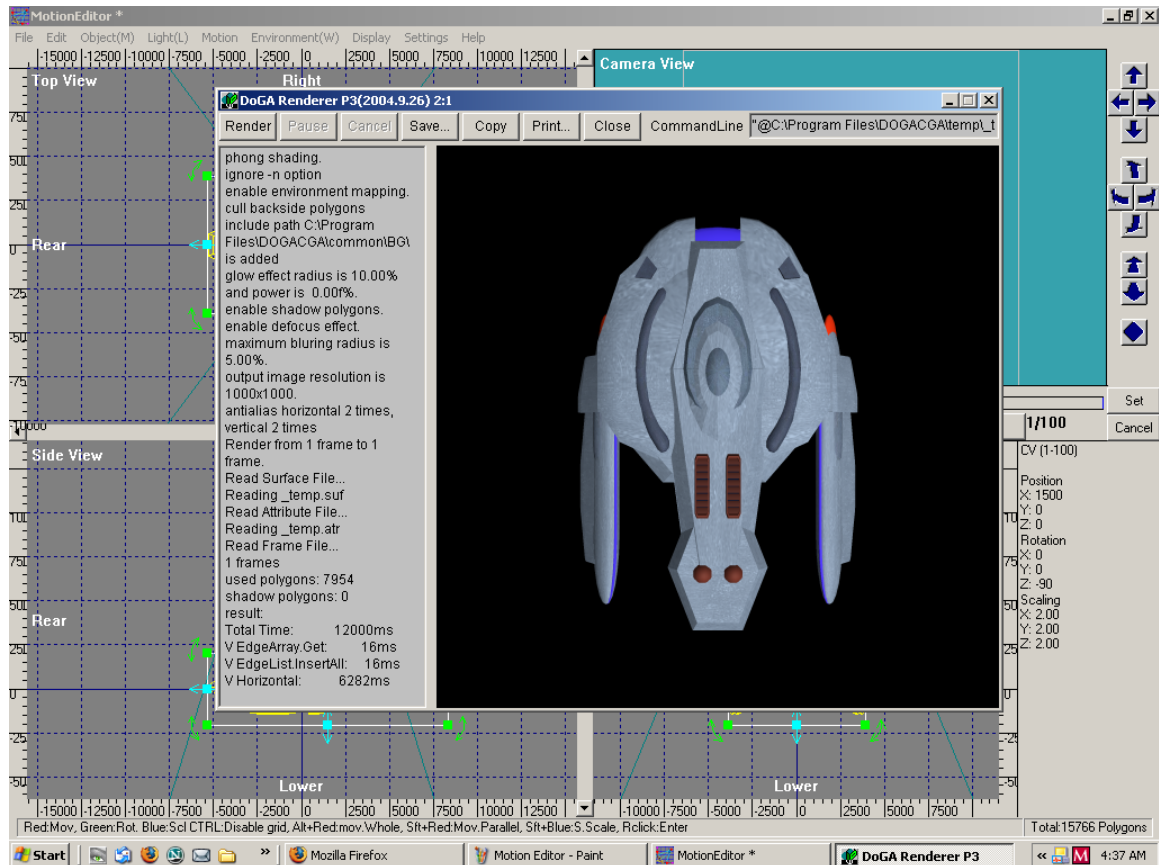
Now you can move the camera up or down to zoom in or out away from your ship. You may also move your ship about to position it correctly within the frame.



Once you have your ship placed like so, or scaled to your desire. Open the DISPLY menu at the top and choose IMAGE RENDERING



Your image is now rendered, Save as RaceName_Mini_ShipHullSize “ESCORT”



You will need to rescale your images.

Portraits = 128x128, Mini = 36x36

I use Microsoft tools so all I do is right click on the images and then choose the option to resize them. You can use PSP, PS to resize them, or image editing programs. ACDsee is a good one for example.

After they are resized be sure to open them in Paint and re-mask them. (Re-masking is simply using the FILL WITH COLOR tool (Bucket image) to change the black back ground to a white back ground and then back to black. This will insure that when the ship is seen in SEIV, that it will be seen with clean edges. You can fix any of the background defects at this point. Do it for ALL images.

Also read the Ship Set Tutorial included in the EXTRA's folder of your SE IV Gold CD, or download from the “New Member Please Look Here” sticky on the SEIV Forums at shrapnel Games. Download link is -

<http://www.shrapnelgames.com/ubb/uploads/Atrocities/SSTutorial.zip>

By Atrocities