

Making A Simple Station Name Board Revised - Part 3

How to make a raised board and lettering

Introduction

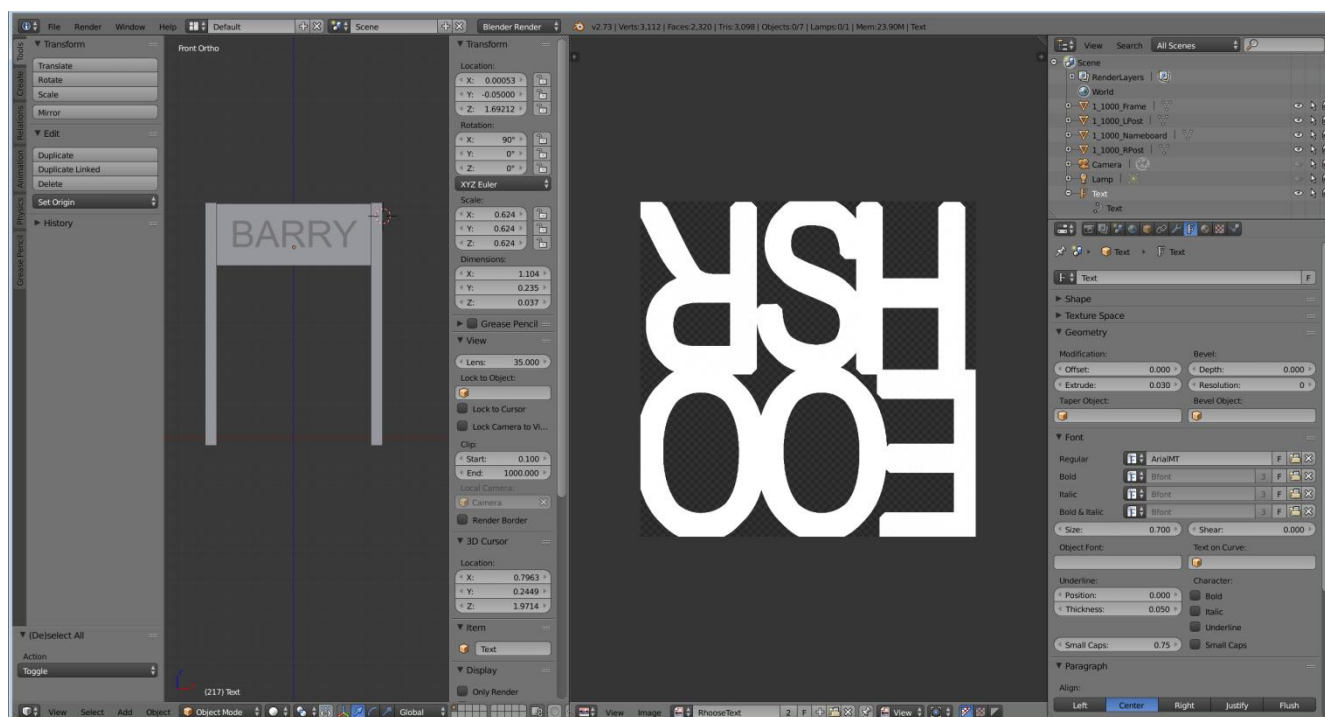
In the first part I described how to make the sign and get it into the Game. In Part 2 I showed you how to alter the shape of the board, move the legs, change the Font and produce standard size lettering. Here it is relatively simple to give the board a raised margin and raise the lettering.

Add New Text

With your cursor in the 3D-View window press 1 in the numerical keypad to change the view to the front. In the Outliner Rclick on the text object (1_1000_RhoooseText) and delete it. In Object Mode with everything unselected go to the bottom left of the screen click on Add > Text. Change Rotation X to 90 degrees and Location Y to -0.05. You can move the text closer to the board if necessary by pressing 7 in the numerical keypad to get the overhead view. You can resize the text by pressing S for scale and G for grab to reposition it, but if you require standard text throughout your railway system, then adjust your size in the Text Editor panel as described below.

Making Raised Text

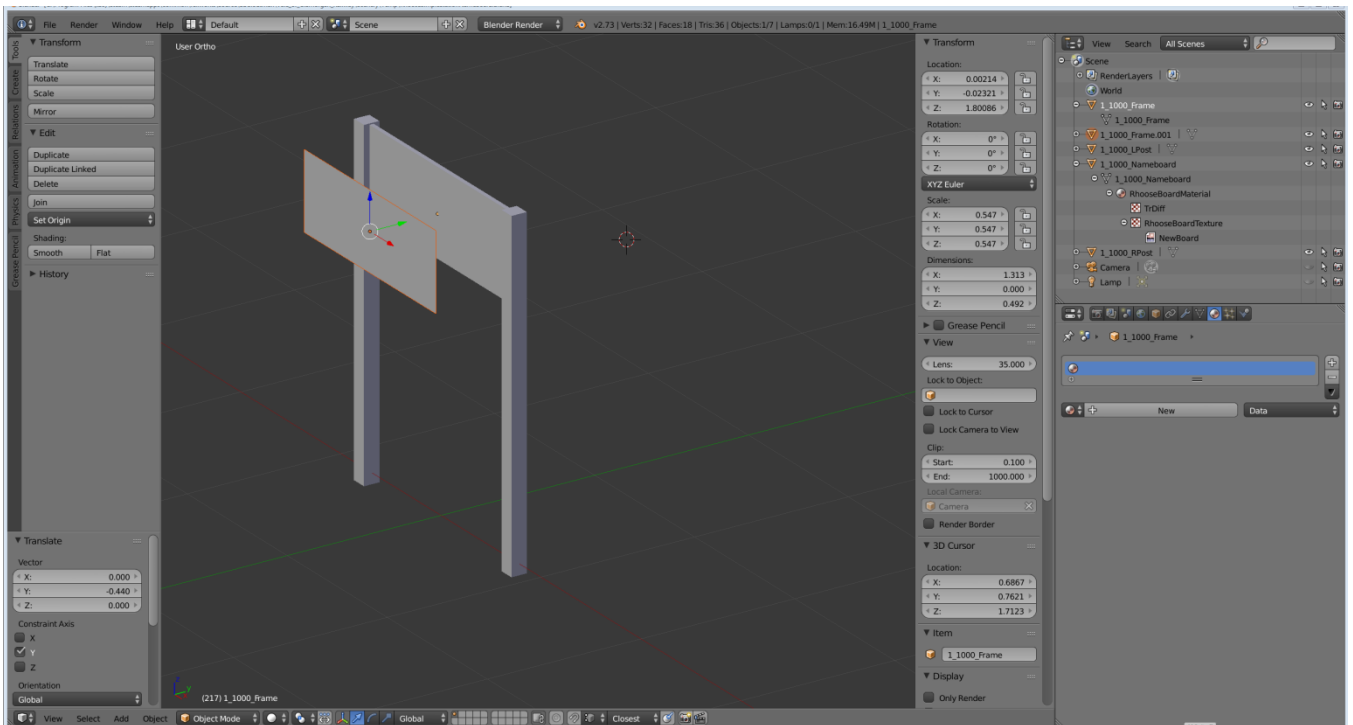
For standard text open the Text Editor Panel by pressing the Text button (F) beneath the Outliner panel (see below). Change the font if required by pressing the folder icon and going to C:\Windows\Fonts. If you are making a lot of signs with the same font it is easier to copy the font into your working directory in Railworks. Change to a standard size (eg. Size = 0.70). Click on Centre to centralise the text. To raise the text enter 0.03 into the Extrude box (you should choose a number that will raise the text the required amount for your signs).



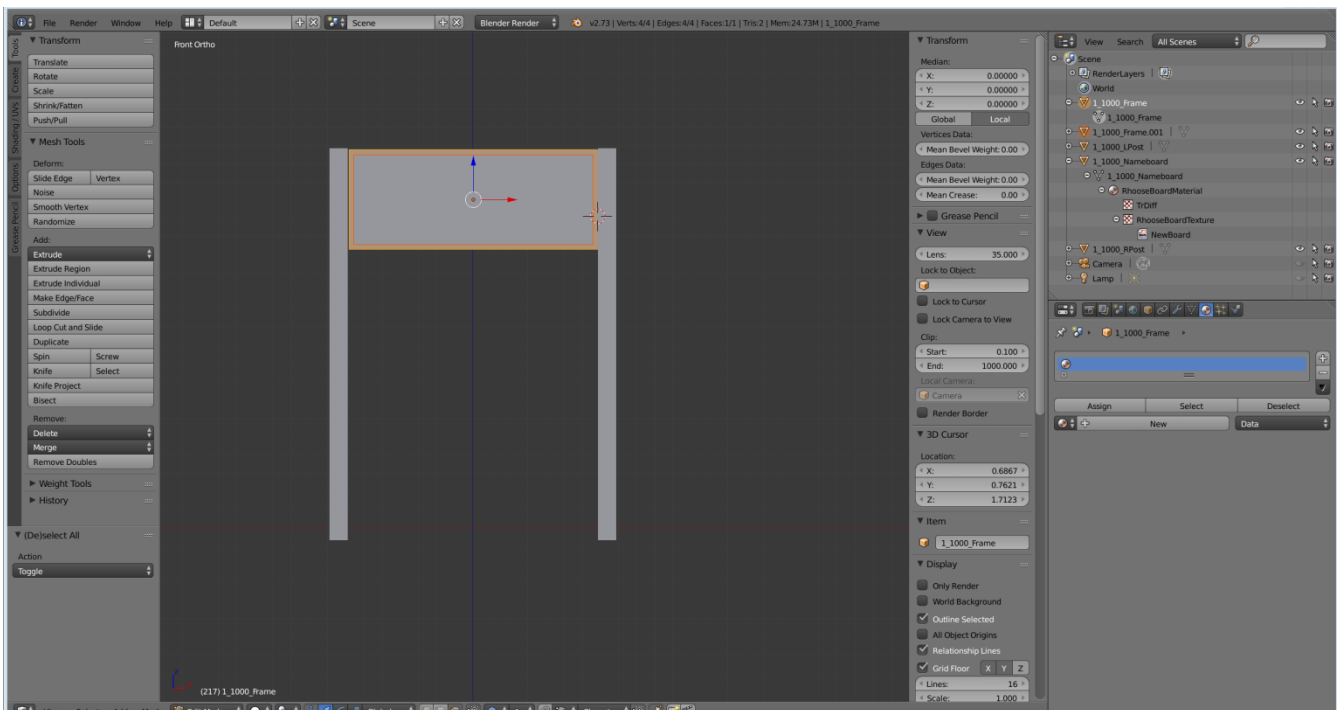
Change the Curve Text to Mesh by pressing ALT+C or the Object button under the 3D-View window (Object > Convert To > Mesh). Rename the Text Object and the associated Mesh in the Outliner window 1_1000_RhoooseText (or whatever your station name is). In Edit Mode select ALL the text and click on the Remove Doubles button under Tools in the LH margin. Now Bake the text and continue as described in Part 1.

Cutting the Middle out of the Frame and Extruding it

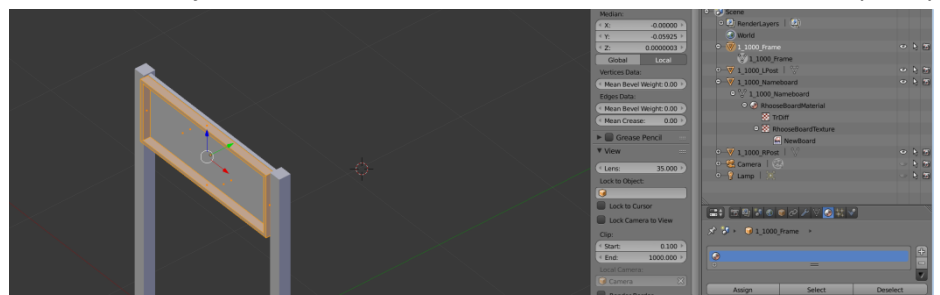
In the Outliner panel click on the Mesh triangle by the Frame Object and in the 3D-View hit CNTRL+C to Copy it and then CNTRL+V to Paste it into Blender. Move it forwards by dragging the green widget arrow (see below). You will be using it to cut a hole in the Frame after which it can be deleted.



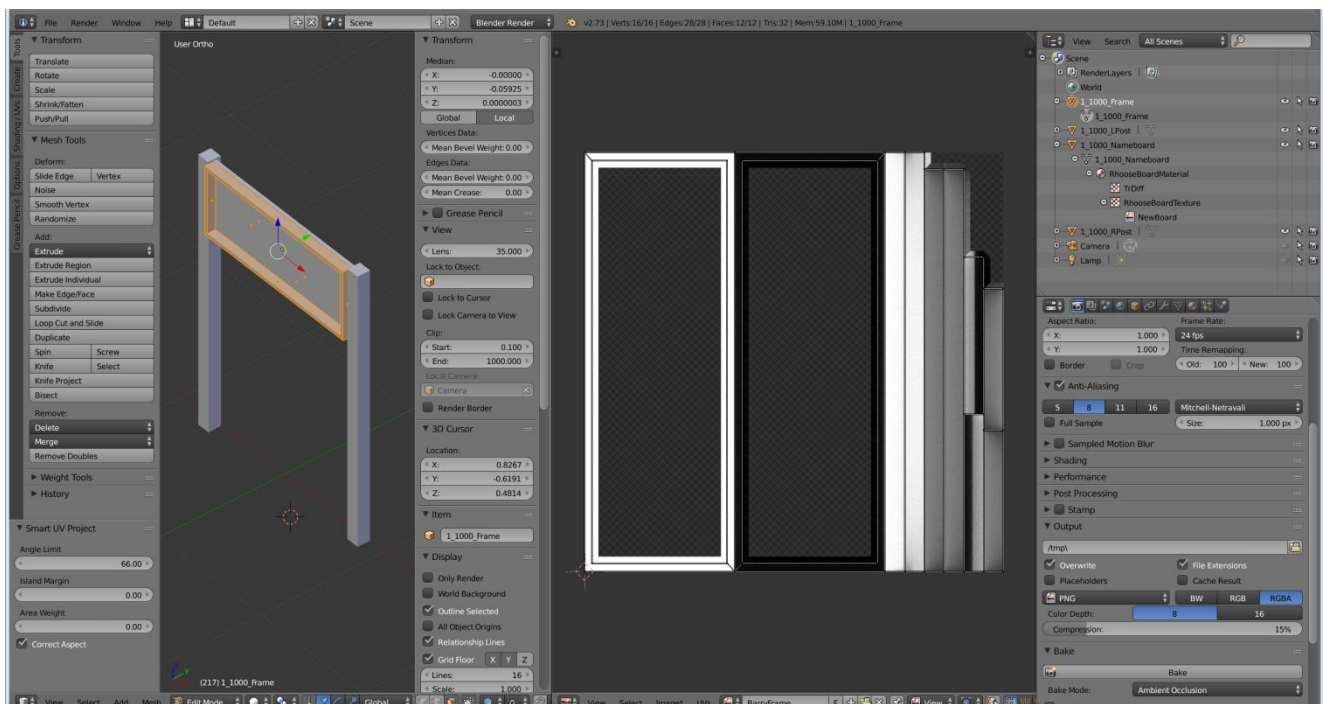
In Object Mode, click on the Nameboard Object and note down the X and Z values in the Dimensions panel. Click on the Frame Object and enter the same dimensions in the X and Z fields. Now click on the Frame copy (1_1000_Frame.001) and holding down the SHIFT key click on Frame. Change to Edit Mode and the Frame should be highlighted as below.



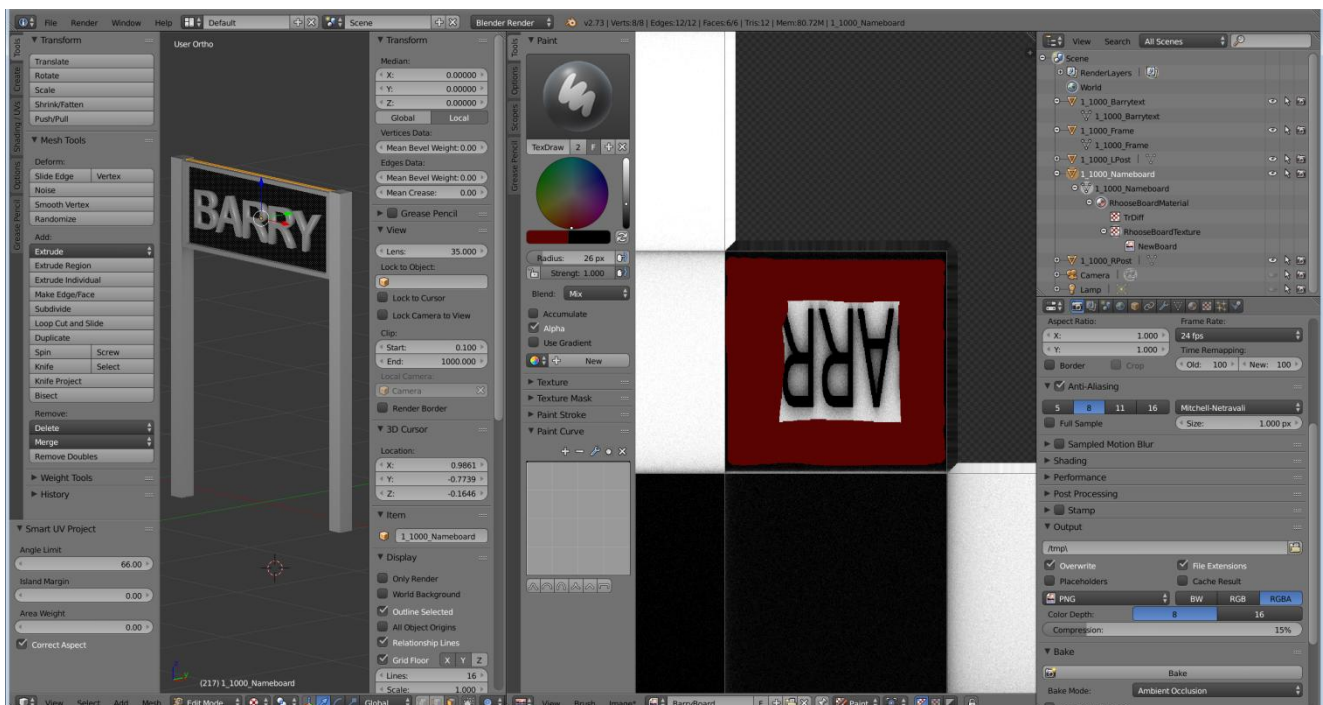
In the LH column under Tools press the Knife Project button and in the Outliner window delete the temporary frame (Frame.001). Using your mouse wheel, rotate the Nameboard and with Edit Mode selected press E and extrude the Frame with the left mouse button. In Object Mode Dimension Y should be 0.035.



Unwrap and Bake the Frame as described in Part 1 and give it a new name (BarryFrame in my case).



Bake the Nameboard in the same way, but this time you need to paint the square containing the name in your chosen colour. Take care not to go outside the black edge or the paint will appear on the other baked parts. Make a new .png file called BarryBoard or similar and don't forget to always save the .png files in your Textures folder.



The last things to do are make the Material and Texture files for the Text and enter the new .png files into their respective Textures. Prepare them for the Game as before by saving the .ing file, converting the .png files and preparing the blueprints.

