

Hi!

In this folder you will find this file, a file called “Manual Cube Map Instructions”, which tells you how to perform the operations manually, (in case you don’t want to use the Actions for one reason or another,) a Cube Mask.psd file (for use with the Manual method,) and a file called “SL Cube Map Makers.atn”, which is the file containing the Photoshop Actions.

To use them, open Photoshop, go to the Actions palette, and choose Load Actions from the palette fly-out menu. (Where, exactly, you can find that depends on which version of Photoshop you are using. It’s probably a little triangle attached to the right side of the palette somewhere.)

Browse to the file, and choose it. The actions will load, and you will see another set, called “SL Cube Map Makers.atn” in the palette. Click the triangle to the left of the title to open the set, and reveal the 10 actions.

To use one, just click on it to Select it, and click the Play arrow at the bottom of the Palette. The Action will take it from there, and will stop only when it has the image ready to save. If you really didn’t mean it, you can use the History palette to return to any earlier step in the Action, or to a point before you ran it.

The Actions will distort any image, so it will appear undistorted when used on a tapered cube in Second Life. You will find Actions for cube Top Sizes from 0.90 to 0.00, in even 10 degree increments. They are all set to take your image, flatten it, and change the size to 512 x 512 pixels.

If you need a different resolution, or a different Top Size, you will have to change the map manually, using the instructions provided in the other file.

To prepare your image for mapping, all you need to do is set it up to look exactly like you want it to appear on the Prim. **This is critical.** Because the image will need to be warped to compensate for the UV Map distortion on the Prim, you **will not** be able to scale, rotate, flip, or otherwise manipulate the

texture in Second Life, and have an undistorted image.

So make the stuff you want to show on the Prim exactly fit the picture dimensions. The bottom of the image will be the bottom of the prim, the bottom corners will be on the bottom corners, and the top will be the top. Don't leave any extra space. The edges should have the same pitch you want on the Prim, as if you were going to project the image onto the prim through a slide projector. (Any part of the image outside the pitch will be discarded during the process.)

Give your image the same ratio you want for the prim, too. Since all UV maps are square, by definition, whatever you use will be squished or stretched to fit the map, then pulled back out to whatever ratio you use on your cube.



The image, as it appears before running the Action

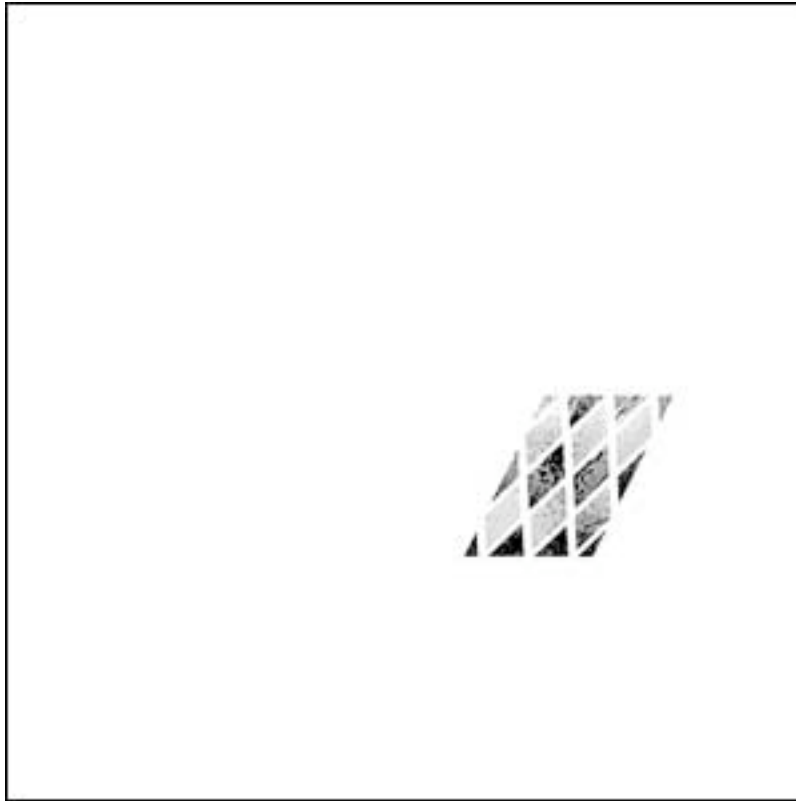
When it looks just the way you want it to, just click the Action, and wait for a

moment. It will do its stuff, and present you with an image that you can save as a .jpg or .tga file, to upload to Second Life.



The image, after running the 0.00 action, and filling the lower layer with black.

If you want to use transparency, you will have to adjust that map separately. It's simple to do. Just open the Channels palette, Select and Copy the Alpha channel, and Paste it into a new document.



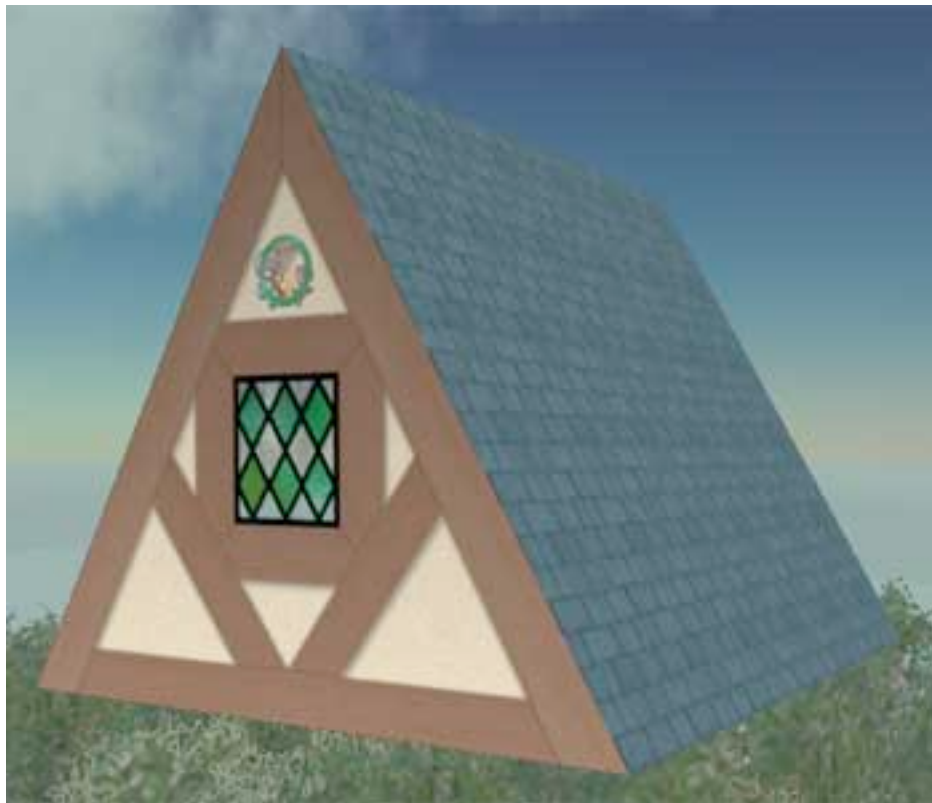
The Alpha map, which has manipulated separately, and pasted back in.

Run the Action again, copy the resulting map, and paste it back into the Alpha channel. Assuming it was perfect before you started, it will once again fit perfectly, and the transparency will be where you need it to be. Save as a .tga file at 32 bits/pixel, and you're ready to upload. (Do take a moment to look at it, just to make sure you didn't make a mistake, in the Upload panel, though.)

When the Action is finished, it will flatten the image again, and stop, so you can save it with whatever name (and to whatever folder) you desire.

The single exception is the "0.00 Top Size" action. Since it's impossible for Photoshop to make the image or skew angle large enough, and the entire left half of that image is invisible on the prim anyway, that filter doesn't flatten the image when it's finished, but instead leaves it in two layers, so you can fill the bottom (left) layer, or leave it as it stands. This won't matter when you save it as a .jpg or .tga file.

Then all you have to do is save it as a .jpg or .tga, and upload it to Second Life. Once it's there, I recommend that you size a cube to the same dimensions as your original image, or a multiple of them, to prevent distortion. For example, the image above was 700 x 600 pixels. So I made the cube that size, gave it a Top Size of 0.00, and applied the texture to the ends. Then I used the White handles to resize it proportionally, so there would be no distortion.



The image as it looks in Second Life, after being applied to a Prim with a Top Size of 0.00.

And that's all there is to it! If you have problems or questions, feel free to IM me in game. If you would like to see more of my work, including my Real Life work, please visit my website at <http://www.robinwood.com>

If you have found this helpful, remember to help others in your turn. :D