

REPLACE A FACE TEXTURE IN HALF LIFE 2 DEATHMATCH

This tutorial assumes you have already created a face texture following the Noesis video tutorial available here: <http://noesisinteractive.com/index.php?x=media&y=extra>

In the following “username” refers to:

C:\Program Files\Steam\SteamApps\username

I suggest you create a shortcut to this folder on the desktop.

PRELIMINARY STEPS

1. Make sure that Half Life 2 Deathmatch is installed.
2. Run HL2 Deathmatch at least once.
3. Open the SDK and set game to HL2 Deathmatch.
4. Open the Model Viewer.



scary

PREPARE THE FACE TEXTURE

1. Make a copy of your face texture and resize it to 512 pixels wide x 256 pixels high.
2. Download from the class blog and open the male or female Deathmatch face templates in Photoshop. Each layer of the template image shows a different face template.



3. Drag your face texture onto the template image.
4. Use the linear burn blending option and opacity sliders to overlay the templates on your face texture. Select the template that best matches your own face. Make a note of the character name.
5. On the top toolbar check “bounding box” and shape your image as best you can so the eyes nose and mouth correspond to the template.
6. In Photoshop remove the eyes from the texture and replace with flesh using the rubber stamp tool. (Half Life 2 models have their own separate eyeballs).

7. Save the file as **charactername_facemap.tga** (where charactername = vance for example) to **username\sourcesdk_content\hl2mp\materialsrc** as a 24 bit tga file.
8. Compile the texture by dragging it to the vtex.exe file. The .vtf file should appear in **username\half life 2 deathmatch\hl2mp\materials.**
9. Move the .vtf file to **username\half life 2 deathmatch\hl2mp\materials\models\Humans\Male\Group03.** Create the folders that don't already exist.

CREATE YOUR PLAYER ICON



me stretched on vance and suicided

1. Download the icon template from the class blog and open in Photoshop.
2. Open a picture of your face and crop it to 200 px x 200 px.
3. Drag the face image onto the icon template.
4. Remove the image outside the guides by selecting and deleting.
5. The icon file must be named as follows:

van_facemap	male_01.tga
ted_	male_02
joe_	male_03
eric_	male_04
erdim_	male_05
sandro_	male_06
mike_	male_07
vance_	male_08
chau_facemap	female_01.tga
joey_	female_02
kanisha_	female_03
kim_	female_04
lakeetra_	female_05
naomi_	female_06

6. Save the icon file as a 24 bit tga file to **username\sourcesdk_content\hl2mp\materialsrc**
7. Compile the icon by dragging it to the vtex.exe file. The compiled vtf file should appear in **username\half life 2 deathmatch\hl2mp\materials.**
8. Move the icon vtf file to **username\half life 2 deathmatch\hl2mp\materials\VGUI\playermodels\humans\Group03**

CHECK THE FACE TEXTURE IN THE GAME

1. Run Half Life 2 Deathmatch.
2. Click on Options and select your player. Commit suicide and take a look at yourself using the mouse (if you touch any keys the game will restart).
3. Get another student to play to you so you can look at yourself.

4. Replace your face icon with an actual in game screenshot.

SHARING FACE TEXTURES

In the game, your texture will only be visible to those who have it loaded on their local machine. Otherwise they will just see the default character with its usual face. For others to see your face they will need to have the same deathmatch materials folder on their machine, i.e.

username\half life 2 deathmatch\hl2mp\materials

When complete zip your materials folder and upload it to your blog. I will create a global materials folder which we can all copy and use in the game so we can see each other.