Fakes And Sky Meshes In Tomb NextGen

Fakes are meshes that are displayed outside of the normal room / mesh plotter. They are used to display parts of the map that don't require the full complex versions in a particular zone (eg when standing on the apartment rooftop in Paris1, the streets can be substituted for fakes). In addition, sky meshes are fakes that always remain a constant distance from the camera – they can be used for sky domes, and horizon objects.

Setting up fakes

Using the 'Mesh Attribute Buddy' in Maya, set the Type as 'Static (Fake)' – this forces the editor to remove the node from the standard room / scenery graph.

Setting Up Sky Meshes

Sky meshes must also be tagged as 'Static (Fake)'. In addition, to be displayed properly the transform node must be named as follows :-

SKY_DOME   – For the standard sky dome
SKY_CLOUDS   - For the cloud layer (if any)
SKY_BUILDING_xx   - For horizon objects (xx is a number from 0-63)

Using Fakes And Sky Meshes

Fakes and sky meshes must be explicitly added to the zone list in WorldEdit, for each zone they are to appear in.