

Basic Pano Tutorial for CS



The image above is a much smaller example of the one I made for this tutorial, done by taking a few very large images off the web and combining and blending them to fit.

12288 x 1024 pixels is the size that must be used - one has to get used to working with very large images when doing pano's; to assure the extreme right and left edges connect well I copied and mirrored the right (apx 1024 x 512) to the left side and edited to suit so there was no visible transition.

All the files needed are in this tutorial - so long as you have the 06 Library Creator loaded on your PC to "C" drive the self extracting zip will load all the files to the proper folder.

You will have to save all the files from photoshop to the folder:

C:\Program Files\EA SPORTS\EA SPORTS Library Creator 06\Panoramas yourself however as you edit, loading the files to the proper folder is up to you

So here are the basic steps to apply the mask and to crop and save.

Use only the bottom half of the image (bottom 512 px) for the actual pano or it will look wrong in the game!!

Masking:



I edited the 12288 x 1024 image, then at the layer tab -made a new layer from the background, one can edit how they wish. If the background is transparent -they can use the mask tools to cut out the sky or if they wish they can fill with a solid color (pink or any color that is unique works well).

If your using layers make sure to have the layers dropdown menu (F7) open so you can switch back and forth as needed.

You'll need this menu open anyway to edit the alpha channel, by clicking on the channels tab. To do this 1st you'll need a mask by picking the transparent or pink sky with the mask wand. Now click the Channels tab, you'll see a very small toolbar at the bottom, click on the icon for a new channel >



Now you'll find you have black alpha the entire image, meaning you need the visible section. Select tab at top of page / inverse.... after making sure the background color is white - hit the delete key on the keyboard. The sky area will now be black (transparent) with the white being the visible pano. Go to the Selection tab and click deselect, also the layers tab to flatten if needed. your done - save to replace "Orig_pano.tga" in the LC's / Panorama folder.

Don't close the file leave it open !!

Making the segments:

1st thing need is a blank image at 1024 x 1024 unless you can freehand a rectangular mask exactly to the 0 and 1024 points on that image- I can't and the mask has to be exactly 1024 x 1024 pixels in size to work. So a new image at 1024 x 1024 / copy it and paste onto the orig_pano. Edit tab/ Free Transform... look in the top tool bar for the  x: 0.0 px Transition tool and set the x value to 0. This is the tool you'll use for all the cropping to get all the segments exact to the pixel.

Right now tho you need a mask, and that is all that layer is being used for so click the magic wand out side of it / select tab -inverse to make the mask. Now got to the layers drop down menu and delete that layer leaving you only the visible mask, exactly where you need it - from the 0 to 1024 section of the Orig_pano.

Segment 1-

- a) Image tab in top toolbar / "crop" -save as "Pan01.tga"
- b) Edit tab / Undo / untill back to the original size with the mask

Segment 2-

- a) Select Tab / Transform selection / again use the Reference tool  x: to move the mask this time moving the left side x position to 1024 by simply typing in 1024 x: 0.0 px where it says 0.0px.

- b) Again image tab in top toolbar / "crop" -save as "Pan02.tga"
- b) Edit tab / Undo / untill back to the original size with the mask

Do as in seg 2 of this tutorial, increasing the "x" value by 1024 / cropping / undoing untill all the 12 segments are saved as

Pan01.tga - Pan12.tga.

Here are the values to use:

Pan #	Left X Value
Pan01	0.0
Pan02	1024.0
Pan03	2048.0
Pan04	3072.0
Pan05	4096.0
Pan06	5120.0
Pan07	6144.0
Pan08	7168.0
Pan09	8192.0
Pan10	9216.0
Pan11	10240.0
Pan12	11264.0

To Create the Pano now is a breeze:

Open the 06 LC

/New

in the pano Section select 12 segment pano

save as (change lib1.temp default to) "anyname"

Create Pano -once again use anyname other than Library1.tcl

That is the Name that will show up for it!