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Adellion Journal

August / September
2006

Leatherware

The Leatherworking Skill
by John Bates



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of the
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Your World

Your Destiny

Leatherware

A leatherworker is an important member of any medieval community. He or she cannot only make clothes, shoes, bags or animal harnesses but also provides basic armour for warriors.

Leather clothes were common in many cultures. In hot climates a leather loin cloth and halter top were all that was needed. Colder climates might see leather jerkins and leggings worn.

The leatherworker will also be a cobbler, making shoes and boots. The most simple shoes are bag shoes that only last a few months but are cheap and easy to make. All the worker has to do is cut out a portion of medium leather, pierce it with his awl to make holes and sew the shoe together with sinew thread. With the addition of laces the shoe is complete. Knee boots are more difficult to make and need much more leather.

John Bates

Leather bags, water bottles or quivers are likely to be much in demand. A leather bottle that contains one pint of liquid needs four portions of leather. Once the parts are cut out and sewn together it needs to be treated with beeswax to ensure it is watertight. Once it is treated, the worker adds a strap and a wooden stopper and the bottle is ready to use.

The leatherworker will make complicated harnesses for horses so that they can pull a plough or a cart. A harness needs twelve portions of heavy leather to

make the harness body and straps which are then riveted together.

There are two types of leather armour – ordinary and cuirbolli or boiled leather. To make cuirbolli armour the craftsman first shapes the breastplate, pauldron or whatever and then boils it very quickly in water. This hardens the leather to give greater protection.

In addition to these items a leatherworker may also produce bellows for a blacksmith or smelter, ordinary or studded leather shields and slings or whips.



Adellion Journal Back Issues

Back issues of the Adellion Journal are always available through the front page links on www.adellion.com. Keep abreast, stay tuned!



Adellion TSE Announcement

David Dougher

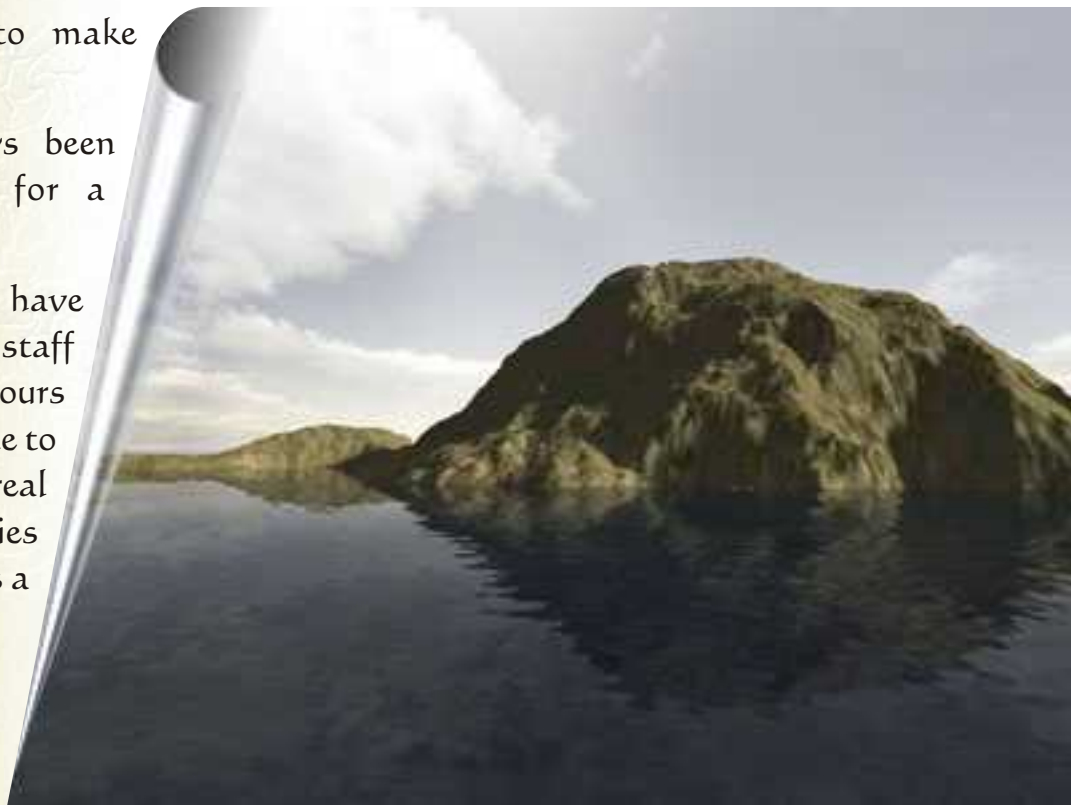
As many of you are aware the development of Adellion has been an openly discussed project from the beginning. We have shown you each step of the process as we have worked on it. Most of our design discussions have been taken to the public via the forums at one time or another.

However, we have had a small secret hidden away that until now we have elected not to make public.

Progress has always been slow on Adellion for a reason.

It is true that we have primarily a volunteer staff and the number of hours such a staff can devote to development with real world jobs and families is limited, but there is a second reason...

Since June of 2004, we have been actively engaged in parallel development on a second version of Adellion. This second version was constructed using the "still in development" **Torque Shader Engine**.



We first took an active interest in the Torque Shader Engine when it was announced because of its support for large terrain as well as support for better environmental appearances -- such as water. We especially saw large terrain as a major disadvantage with the current Torque Game Engine.

The terrain paging system we had developed for Torque, while it worked, took far too long to load, and had a high memory overhead. The new shader engine promised to provide a smaller optimized terrain paging system, a much smaller memory footprint, and better responsiveness to the capabilities of the next generation of computer hardware.

We considered porting the terrain engine back to the Torque Game Engine, but since the terrain engine uses the graphics processor on the video card we would be basically creating the same system GarageGames was already actively engaged in making.

Adellion is a big place and we knew it would take a very long time to develop all the art assets to get such a world ready for visitors. Our own plans

called for a long development cycle where we would create most of the major game services, test them and then break them down into individual pieces that could be run independently on different machines. It is this multi-machine strategy combined with the improvements in hardware technology that we expect to allow us to handle the numbers of dedicated roleplayers we expect to see tramping around in our game world.

We saw that the long development cycle for the content of the game world would give us an opportunity to use



the new game engine. So we began a parallel development effort, making changes in one version of the game then carrying it over into the other.

However, the Torque Shader Engine has been a constantly moving target. Revisions have appeared sporadically and were often leapfrogged by newer implementations in the regular Torque Game Engine. It has only been in the last two months that we have finally felt confident enough in the progress that has been made to totally convert over our efforts to the new system.

In the next few weeks we anticipate the release of GarageGames

Milestone 4 that will signal the end of new feature development for Release 1 of the Torque Shader Engine. From there GG will move to making their code as solid as they can for developers. And we will be following suit, stabilizing our own code to prepare for an influx of testers and new visitors.

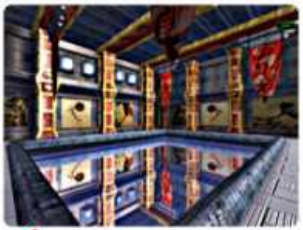
In the coming weeks we will begin showing you all the work you have not yet seen... Adellion running on the Torque Shader Engine. This issue of the Journal also discusses another milestone, the first separated server

service to be implemented. We took one of the most complicated and rule filled pieces for the conversion -- chat, and turned it over to

one of our newest programmers, [Stewart Southern](#), to implement. His article appears in the next Adellion Journal. It is concise and shows how much thought went into this normally simple piece of the game.

In many ways, Adellion, is about attention to detail for both the developers and the people who will be playing in the game.

The team has been carrying double development now for over two years and so, it is with great happiness (and a certain amount of relaxation) that I announce that we will be using



the **Torque Shader Engine** for the rest of Adellion's development.

There will still be some issues to be dealt with in using a new untried engine, but we have great confidence in our team and in GarageGames to provide the best, most competitive engine they can in a timely fashion.

Though it is only a background environment feature, Adellion's water, specularity and reflection, and undulation is already a most convincing asset.

Just a small taste of what you will be able to see in the Adellion to come.

David Dougher



Welcome Back

Colin is an old member of Adellion's art team that left to focus on his university education at RIT in New York.

He has returned to Adellion to wrap up his undergraduate education and hopes to continue working for Adellion as he earns his M.D. in Game Development.

He is currently located in Rochester, New York, where he spends most of his free time with his

girlfriend, Nicolette, and picking on a hamster named Olivia.



As well as art, he also takes in composing music, programming, and

travel to exotic locales.

He especially enjoys game design, soccer, volleyball..



.. and cruising around in his little red rocket.



Adellion Journal

The Adellion Journal is an Honourbound Publication and is released monthly. The opinions expressed here-in are those of the authors and do not necessarily reflect those of Honourbound Ltd. While every care is taken in compiling the Adellion Journal, specifications, items and features are subject to change through the development process of Adellion (the game).

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David Dougher

is has been programming since the early 70's and created his first computer games while still in college by making deals with everyone on his dorm floor to get the \$50.00 free computer time the university gave to each student at the beginning of the semester.

His was an early writer of articles for magazines like the Dungeoneer, The Judges Guild Journal, and The Dragon. His first game Karkoth's Keep, was packaged in a plastic bag with an 8 inch diskette and stapled paper instructions. In the late 1990's he was a contributing author to "Tricks of the Windows Game Programming Gurus". He still loves making and playing computer games, fantasy and sci-fi, teaching ballroom dancing, and his wife, though not necessarily in that order.



John Bates

is the Adellion Project Leader, the Salan Cultural Leader and is currently responsible for Skills design for the game. He lives in Winchester, England and is a barrister. His favourite games are Firan MUX, War of Enlightenment and Eve online.



Journal Editor & Creator of Cool Stuff

Richard is active in Adellion's Art & Media group. He lives in Calgary, Alberta, Canada, enjoys wood working and making wine but especially likes hiking with his best friend Dixie. His fave games include Morrowind, Master of Orion, and Super Mario Golf.



Dixie