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Adellion

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Spinning a Yarn

*A Spinning Skill
by John Bates*

Concept to Creation

*A Glimpse into 3D
by Richard*



Your World

Your Destiny

Spinning .. a Yarn

A player in Adellion needs to wear clothes.. if only to protect our ESRB rating.

Clothes making in medieval times was a labourious process involving at least ten different trades. We have reduced these to three – **Spinner**, **Weaver** and **Clothier**.

A Spinner spins the yarn from which the Weaver makes the cloth from which the Clothier makes the clothes.



Wool carders

To make wool yarn the spinner needs a fleece.

The fleece is teased out by hand to make separated wool. Then two wool carders are used on the separated wool to make carded wool.

The carders are also used to roll the wool into a 'wool rolag.' Once the spinner has a wool rolag he or she can then spin it into wool yarn.

Spinning can be by hand or by using a spinning wheel. Spinning by hand requires a distaff and a spindle - which are made using the carving skill.



Distaff and Spindle

A spinning wheel is more complex and needs greater skill but it takes less time to spin a ball of yarn by using it.



Wool comb

If the spinner wants to make worsted yarn for worsted cloth then the fleece is first washed in soap and hot water before being combed with a wool comb. This produces worsted fibres which can then be spun into the yarn.

Other yarns that can be spun are cotton, flax, hemp, nettles and silk.

A spinner can also make twine.



Spinning Wheel

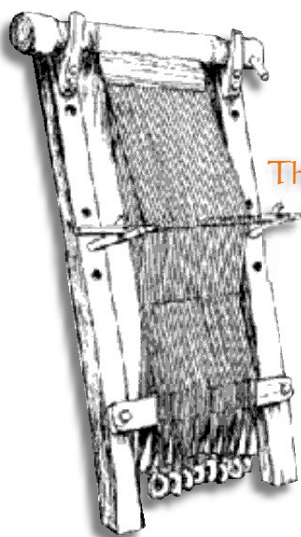
John Bates

Concept to Creation

Each and every item in the world of Adellion, in fact any object that occupies space has to be created.

Buildings, trees, rocks and people.

The engine that drives the game world gives us a powerful 3D environment, but the source of the geometry that populates the world comes from people.



The Mole's research begins..

by Richard



Weighted Loom

Everything begins with a concept; an idea of what it is to be built and how it should appear.

Quite often a Lore person is the first to give a sketch of something, either in the form of a drawing or a description.

Based on that description a research member (called a Mole) is employed to look for examples and these in turn get submitted to Concept persons who generate the first forms of art. The Lore person provides the history for an item (how it should appear, its use and purpose).

The Lore person, the Mole and the Concept person generally quarrel a lot and it's usually the Mole who survives with a hasty retreat.

Lore persons (although fastidious) tend to have terribly thick skin on account of having to sift through vaults deep with scrolls and historical papers.

When the Concept person has been properly skewered and subdued, it becomes time to enter the next step towards reality; making geometry.

By this time (you have to understand) both the Lore and Concept persons have deep battle scars and have clearly defined the look and feel of an object.

Though formidable, their power lacks the breath of life, which is the domain of the propeller-heads; the 3D Modelers.

You will never find a more wretched hive of scum and villainy; of these you must be cautious!

No matter how detailed the concept art, fruition is seen only by doing something as simple as adding that extra dimension of depth.

Draw a cube and at best you'll only ever render three of its faces; Create a cube and you'll not only see all six faces but you can paint them differently, taper and skew them, even turn them inside out.

Lore people tell us that propeller-heads used to be Moles who gave up squinting.

Regardless, putting together geometry into something cohesive and readily identifiable is an art far more than a skill.

But the texture that maps the object will either make or break the believability of the model.



Hence, the texture should surpass the geometry for detail



In Adellion, many models use texture maps that are reused (in whole or part) by other models.

Texture, for a more adaptive term, is an object's Skin.

Once a modeler has created an object (like an anvil), a UVmap is generated.

This UVmap for all intents is a representation of what the 3D

anvil would look like if you took all the faces of the object and laid them out flat.

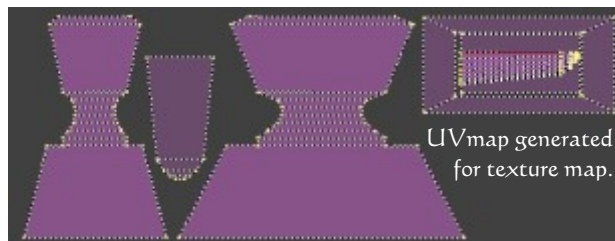
The process is also called UnWrapping and Wrapping; a method where you not only flatten the faces of an item but once when you have them sorted you also create and apply the object's skin.



The original UVmap is replaced with the new skin but the coordinates for all the vertices of the object are preserved.

When the texture is loaded all the faces between the coordinates are mapped back and applied to the anvil.

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UVmap generated for texture map.