

Graveyard – Pack

Introduction

Just a few words to explain the Pack, its contents and use.

Firstly, this is not a ‘Horror’ themed Pack; it’s styled to look like a standard (British) graveyard with a few minor exceptions.

I have purposely kept the models ‘poly’ count as low as possible in order to keep up good frame rates when building a graveyard scene.

I have tried to capture the low colour look of a graveyard and give it a ‘grungy’ look overall to keep it looking interesting.

To keep things more interesting I have given every headstone and grave has its own individual ‘name, date of death and look’, so it would be possible to create an original scene just like a real graveyard.

The names on the headstones should correspond to their date’s i.e. (old style names for the earlier headstones and modern style names for the modern style graves).

NOTE – Fictitious names were given for the headstones/graves and I apologise in advance if any name corresponds to that of any user of this Pack.

The Pack also contains content which could be used in other styled scenes other than that of a graveyard.

I hope you enjoy and find good use for this Pack.

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[Read on for more info](#)

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CREEPY FENCE – SYSTEM



This fence system is comprised of '5' sections in all which are in the form of 'entity's' (not segments).

I have found that they become more versatile for use as entities rather than segments but to begin with the system is a little bit fiddly to get used to.

This system allows the user to create more 'shapely' surroundings for your graveyard by using the single 'post' section as an angle divider (just embed any railings into it).

PLACEMENT METHOD

To use this system you will need to use the following keys on your keyboard in order to place each section correctly.

'R' Key - To rotate the sections

'B' Key - To align the sections correctly

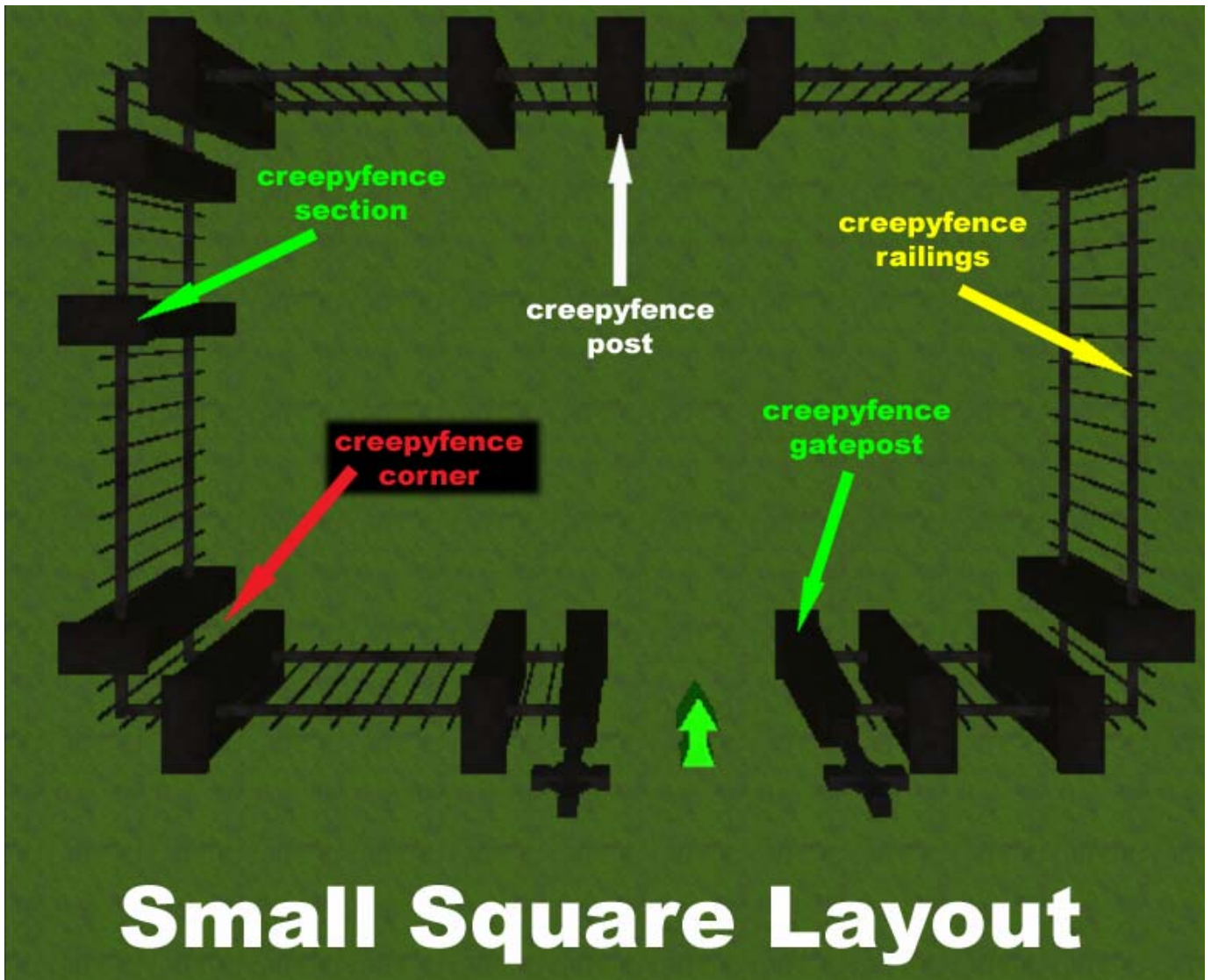
(The 'B' Key should be pressed 'x1 once' only).

NOTE -You will have to zoom in a little to help get exact correct placement.

NOTE – Think, the first section should be placed with the thought in mind that it will be beside a blank GAP you work around to, to use as an entrance to your graveyard.

NOTE – After placing the very first section down it is advised to work the rest of your fencing around in one direction (left/right) until you meet back up level with the first section placed. (Or to the blank space you want as an entranceway)

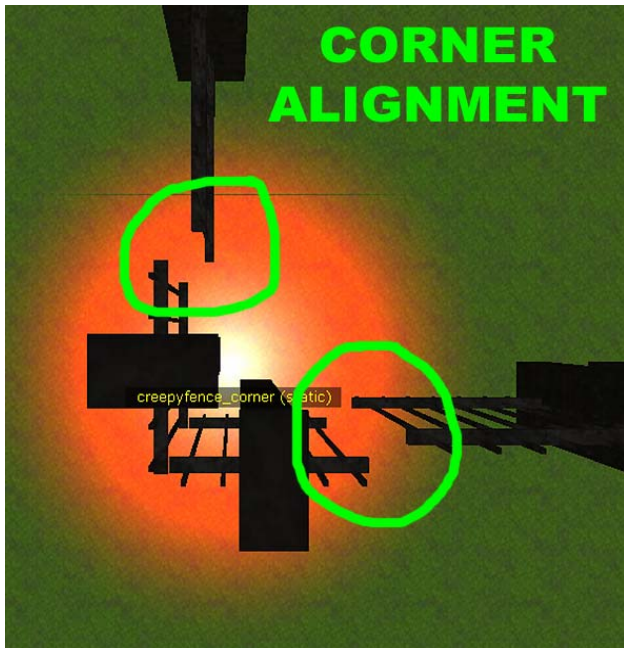
NOTE – It is advised to place 'gateposts or the Lychgate model' last once you have built the main fencing layout.



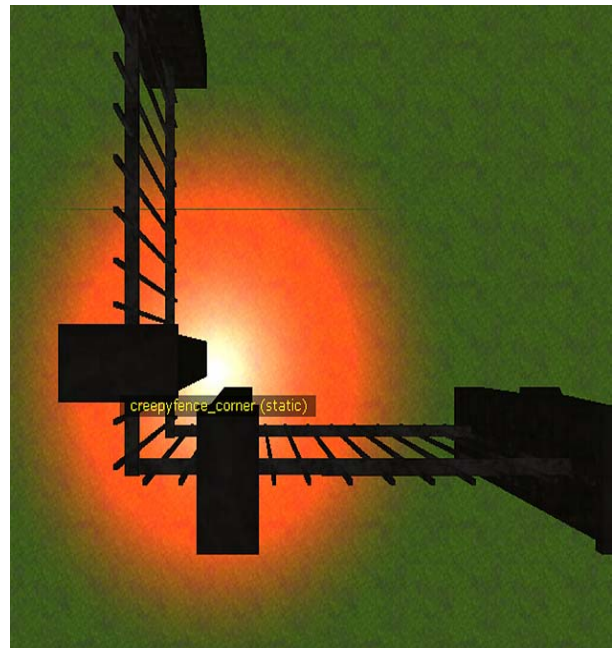
Above you can see a basic square formation made up from all 5 sections of the creepyfence system.

More images below.

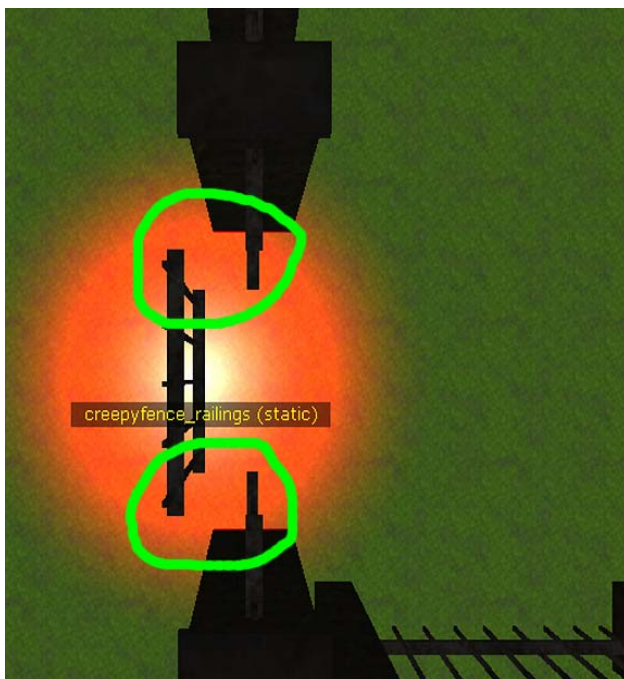
The following images are used to show you the areas which you will need to align in the FPSC Editor using the 'B' key pressed once only.



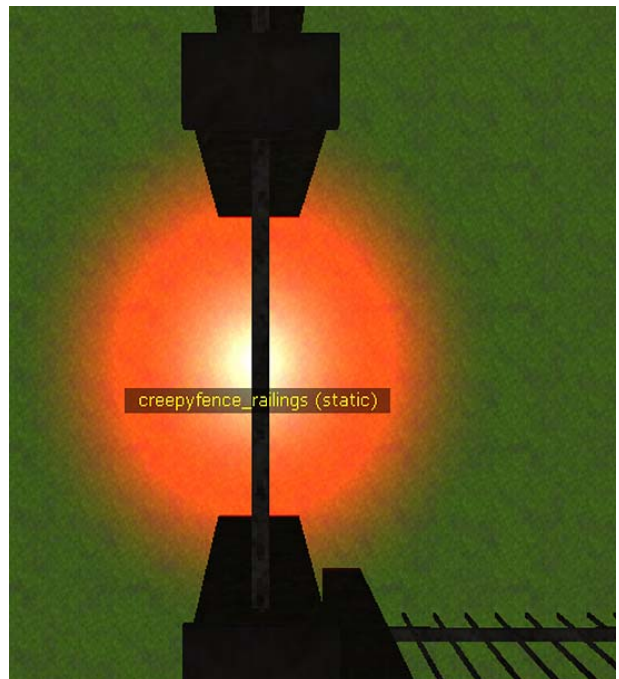
Corner section being placed



Corner section in place



Railing section being placed

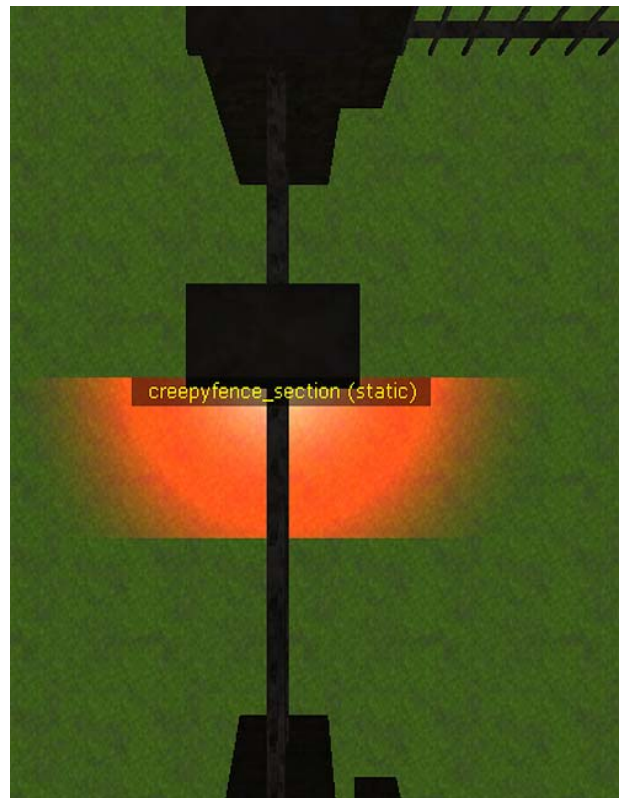


Railing section in place

More examples below.



Section unit being placed



Section unit in place

If building a uniform square shaped surround – use ‘B’ Key pressed x1

If building a more irregular shaped surround – use ‘B’ Key pressed x1 or align manually (no ‘B’ Key use).

By using the ‘R’ Key (rotate Key) and the ‘B’ Key on your keyboard it’s possible to create something that you are looking for.

NOTE - The creepifence system doesn’t have to be used to create surrounds only, mess around with it and see how it could be used for other situations.

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DUG GRAVES



These units are used to create a ‘ready dug grave’ for your scene.

You will need to use the ‘B’ Key (align Key) on your keyboard to apply these units correctly.

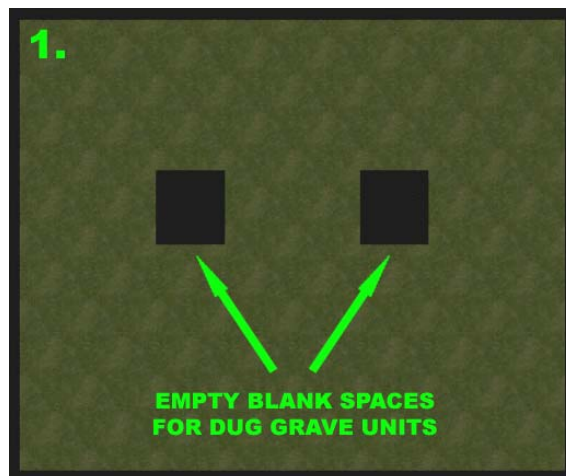
NOTE – The units are designed (textured) to be used with the ‘ground segments’ that come with this Pack.

There are ‘six’ variations of dug graves for all ‘six’ styles of ground segment textures.

HOW TO APPLY

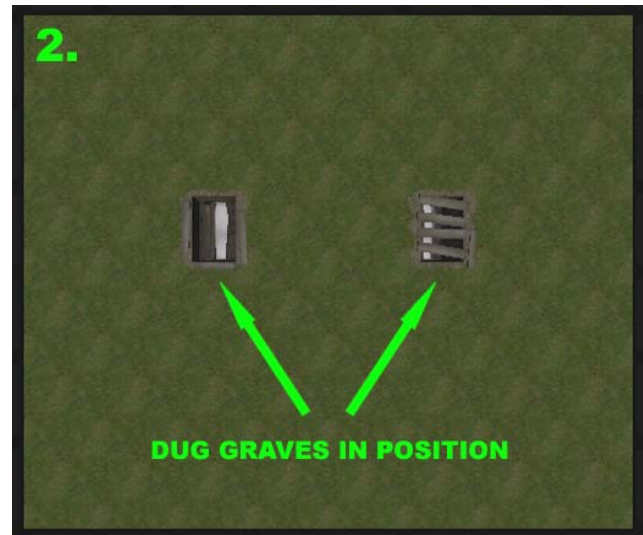
Applying these units is easy; just follow the TWO steps below.

Step 1 – Create a floor covering in the FPSC Editor using the ground segments in this Pack. Leave empty blank spaces or remove ground segments using ‘right click’ on your mouse where you would like to place the dug grave.



STEP 2 – Pick the desired ‘dug grave’ unit which corresponds to the texture name of the ground segment used. Hover the cursor (with unit attached) over one of the blank spaces, then press the ‘B’ Key x2 twice and left click on your mouse.

This will ‘snap’ the unit in place and you are now ready to see it in game.



ADDING EXTRA'S

Before you test the results in game try adding some other items from this pack around the dug graves.

For example – A headstone and a shovel (stuck in ground).



NOTE – ‘Items’ can be placed inside the dug grave units and items such as wooden planks can be placed across the top of the units.

Your character can fall into the dug graves and escape them in various ways.

Enemy characters can be placed (and function correctly) inside the dug graves but will ‘not’ be able to escape. They will also ‘not’ be able to fall into the dug graves but will navigate around them.



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HEADSTONES INFORMATION



There are eleven (11) styles of Headstones which can be seen in the small images above here.

Most of each style has six (6) texture variations depending on the age design of the Headstones.

In all, there are one hundred & twenty two (122) Headstones, each with a unique name.

NOTE – Some of the Headstones have a mossy lichen growing on them and there are a few ‘strange’ themed one’s in amongst them all for you to discover.

PLACING THE HEADSTONES

All the Headstones stand straight when you first pick them but they can be ‘rotated’ to suit your needs by using the ‘1, 2, 3, 4, 5, 6’ Keys on your keyboard.

(More details on the use of these rotation Keys can be found in your FPSC PDF MANUAL).

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Modern Graves Information



There is a set of ready made Modern graves which comes in five (5) styles of grave.

They have two (2) main texture styles, one dark and one light.

In all, there are fifty (50) Graves, each with a unique name.

Some of the graves are covered and some have broken parts to them.

NOTE – There are a number (14) of small loose accessories which can be used to place on top of the graves to add a little more detail.

Also, a small set of White wooden cross's of a Second World War Unknown Soldier style.

PLACING THE MODERN GRAVES

All of the Modern Grave units face toward you as you pick them from the FPSC Entity Library and can be rotated by using the 'R' Key on your keyboard to suit the direction you wish them to face before they are placed down.

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OBJECTS INFORMATION



Here, you have a group of other objects you can add to your scene to increase the detail and to help change the level (height) of the scene in the graveyard. There are fifty (50) models in all with some having different positions and coffins inside them.

There are five (5) styles of ‘memorial’ stones which all have extra texture and detail variations which correspond to the age of the style of monument. The shape of the styles can be seen in the small images above here. They stand at different heights than that of the Headstones and Graves and are used to remember the deaths of more than one individual person.

Also, there are three (3) styles of ‘sarcophagus’ (tombs for short) which stand above ground. They also have texture and detail variations, some of which have coffins and some without.

NOTE - The ‘empty’ versions can have items placed inside them and the open empty versions can be entered by your main character in game.

NOTE – The ‘coffins’ provided in this Model Pack will fit into these tombs.

PLACING THE OBJECTS

All of the object units face toward you as you pick them from the FPSC Entity Library and can be rotated by using the ‘R’ Key on your keyboard to suit the direction you wish them to face before they are placed down.

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OBJECTS – ANIMATED INFORMATION



There is a separate set of the ‘tombs’ from the Object category which are animated. There are two (2) styles of animation, one slides the lids across halfway and the other slides the lid across until it drops down to the side of the tomb.

NOTE - To see the animation in game your character must walk up to the tomb and a message will be displayed on screen asking you if you wish to look inside. Press the ‘ENTER’ Key on your keyboard and this will reveal all.

NOTE – These models are in ‘Dynamic’ mode (green glow).

Each style and variation from the ‘Static Objects’ category has an animated version.

The icons (see above) have arrows on them to display the direction of the animation with each model used.

NOTE – It is possible to place other smaller objects/items inside the animated tombs. One method of which is to pick the desired object then hover it in a position above the tomb in the FPSC Editor, then use the ‘page up, page down’ Keys on your keyboard to lower/raise the object into the tomb. This method is a bit trial and error but there are other ways of doing this which can be read in depth in the FPSC PDF Manual.

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MAUSOLEUM INFORMATION



There are seven (7) main styles of Mausoleum models in this Pack which all have a ‘clean’ and ‘grungy’ version. One of the styles has different model variations (barred windows on the sides and barred window at the back).

In all, there are sixteen (16) Mausoleums to choose from which vary in height and shape to give more depth to your scene.

PLACING THE MAUSOLEUMS

All of the Mausoleum models face toward you as you pick them from the FPSC Entity Library and can be rotated by using the ‘R’ Key on your keyboard to suit the direction you wish them to face before they are placed down.

TIP – These models can look really great when you place a light source in the doorways of the ones with overhanging structures.

TIP – Some of these Mausoleum’s take up a lot of grid space in the FPSC Editor so be careful to give them plenty of space in your scene if placing them last.

Examples of lighting below.



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ITEMS INFORMATION



There are forty eight (57) Items in this Pack which could all be used in a graveyard setting (or others). Below, are some details on a few of the Items which you might need to know about.

FLY'S

There is an animated 'Fly' model which has three (3) texture variations (Wasp, Black Fly, and Bluebottle) and all three have two (2) actions in game.

Action 1. (Fly Hovering) – The Fly sits in the air hovering. Your character can walk through these without bumping into them (no collision) but cannot shoot them.

Action 2. (Nasty Fly) – This Fly will follow after your character at a low level and 'sting' you if too close to it (character health loss). Your character can shoot these to get rid of them so you can be on your way.

There is a Grounds man's 'Shed' model with two texture variations (glass different) which can be entered by your character and a number of Tools he/she might have for use in a graveyard.

There are two (2) types of Lantern model which have colour texture variations to suit most of the FPSC Light Markers (if used).

PLACING THE ITEMS

All of the Items models can be rotated by using the ‘R’ Key (Rotate Key) on your keyboard to suit the direction you wish them to face before they are placed down.

There are some models which are used as ‘FPSC Wall Items’ (Tools and Wall Lantern) which use the Wall Item method of placement which can be read about in the FPSC PDF Manual.

TIP – The open ‘Shed’ models look quite good with a light marker placed inside them plus objects/items can be placed inside with a bit messing about.

TIP – To give the impression of a freshly dug grave, the dug style tools Items look good when placed beside one of the ‘Dug Graves’ from this pack.

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COFFINS INFORMATION



There are three (3) main types of ‘Static’ Coffin models which total to eighty eight (88) in this category.

COFFINS

The coffin model is a standard shaped coffin which has eight (8) texture variations (Dark wood, Rose wood, Pine wood, Cheap wood, Silver, Gold, Black and an Iron Metal version). There are a number of model ‘Handle’ variations also to suit each coffin.

Each texture set has four (4) different poses and has a separate ‘Lid’ model.

CASKETS

The Casket model is larger than the coffin and has six (6) texture variations (Dark wood, Rose wood, Pine wood, Cheap wood, Black and an Iron Metal version). There are a number of model ‘Handle’ variations also to suit each casket.

Each texture set has four (4) different poses.

MAIDEN

The Maiden style model is about the same size as the coffins and has four (4) texture variations (Rose wood, Cheap wood, Black and an Iron Metal version). There are no handles on the Maiden style.

Each texture set has five (5) different poses.

NOTE – Two of the poses are similar (closed and ready), the difference being that the ‘closed’ pose has nails protruding from its lid ready for banging in and the ‘ready’ pose is nailed down and sealed.

PLACING THE COFFINS

The Coffin models can be rotated by using the 'R' Key on your keyboard to suit the direction you wish them to face before they are placed down.

NOTE – If you wish to place a 'standard' coffin from this category inside one of the 'Dug Graves' included in this Pack you will have to 'resize' the coffins 'scale' in its 'FPE' file and give it a scale value of '78' to ensure a correct snug fit. (Remember to delete the '.BIN and .DBO' files for this item before using the resized version) **'NOT FOR BEGINNER'S'**

NOTE – The 'standard' coffins will fit OK inside the 'Tombs' supplied from the 'Objects' category in this Pack.

PLACING STANDARD COFFINS INSIDE TOMBS (SARC'S)

Choose an 'empty' tomb from the Objects category in this Pack and place it in your scene and pick the desired standard coffin, then 'hover' it over the tomb model in your FPSC Editor. Make sure it's in a central position then press the 'ENTER' Key on your keyboard which will bring the coffin model 'up' and place it level with the bottom inside the tomb, then 'left' click to place.

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COFFINS – ANIMATED INFORMATION



Every style model coffin from the ‘standard’ coffins category has an animated version with every texture style.

The ‘black arrows’ on each icon which can be seen in the image above, indicate the direction the animation works.

Each animated coffin will place a message on-screen asking you if you wish to ‘look inside’, then press ‘ENTER’ on your keyboard to take a look.

COFFINS

The standard coffins have two (2) sets of different animations.

Anim 1. The lids slide across and then fall down and rest beside the coffin.

Anim 2. The lids rotate aside slightly.

CASKETS

The caskets have just one animation which raises the ‘head end’ lid for you to look inside.

MAIDENS

The maidens have just one animation which lifts the nails up and slides the lid over halfway.

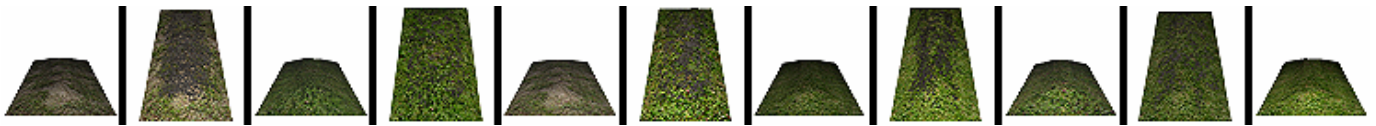
NOTE – It is possible to place other smaller objects/items inside the animated coffins. One method of which is to pick the desired object then hover it in a position above the coffin in the FPSC Editor, then use the ‘page up, page down’ Keys on your keyboard to lower/raise the object into the coffin. This method is a bit trial and error but there are other ways of doing this which can be read in depth in the FPSC PDF Manual.

See in-game screenshots below.



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GROUND BUMPS INFORMATION

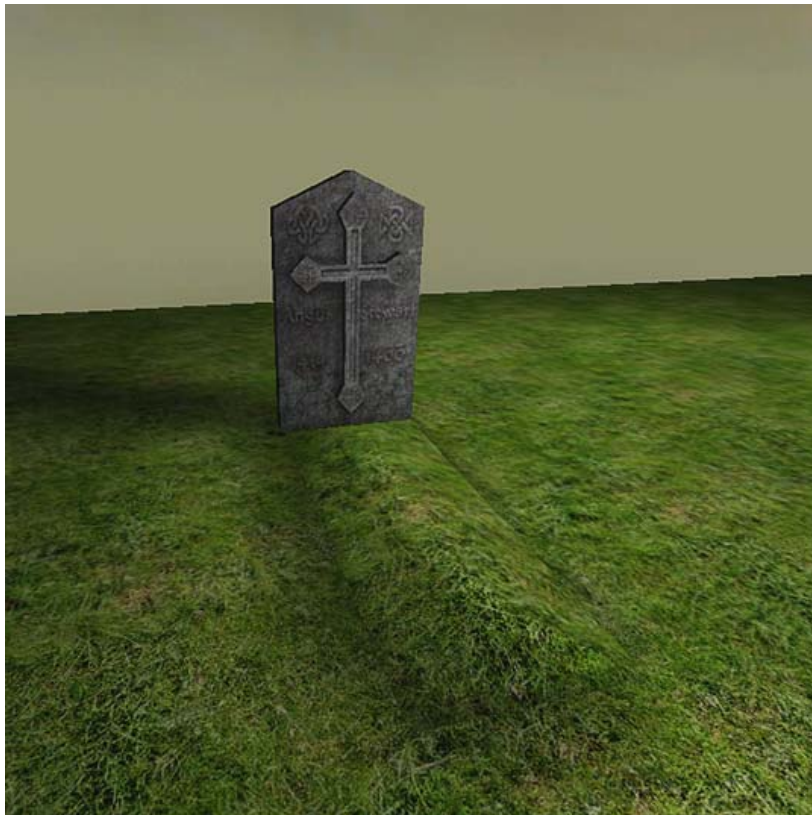


Within the 'Dug Graves' folder you will find the 'bumps' models which just like the dug graves are textured for all the ground segments supplied in this Pack. Each one has two (2) texture variations 'one is a clean covered look and the other is an unsettled look'.

These models are to be placed in front of Headstones to give the effect of a 'raised bump' of unsettled earth.

TIP – If you wish to lower the bump models, you can change the 'Y' axis value in the specific models 'FPE' file. (Remember to delete the '.BIN and .DBO' files for this item before using the changed version) **NOT FOR BEGINNER'S**

Screenshots below



Clean covered bump



Unsettled covering

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CREDITS

I would just like to thank all the team at The Gamecreators for putting in so much work and keeping the FPSC product alive and updated. Big thanks to all the FPSC community who always never cease to amaze with their talents and for all their inspiration and generosity in the Forums.

A special thank you to Mark (Bond1) for his help and generosity.

Hope you find the Pack useful and all the best for the future.

Ross

Aka Rosstradamus