

A FORCE MORE POWERFUL

Creating Custom Character Portraits For Inclusion In User Manual

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Created On: 03-02-2006

Custom Character Portraits

AFMP supports custom character portraits. A custom character portrait *must* have the following attributes:

- It must be exactly 64 pixels by 64 pixels
- It must be in Targa (.tga) format
- It must be in 32-bit color

If any of these three attributes are missing or altered, the AFMP engine will not recognize your custom portrait, and it will not be displayed in the game.

Additionally, for the AFMP scenario editor to recognize the existence of a custom portrait, so that it appears in the selection box and can be assigned to a Character, a portrait must observe the AFMP naming convention, for example:

UI_CHP_JUDICIARY_M_YNG_05.tga

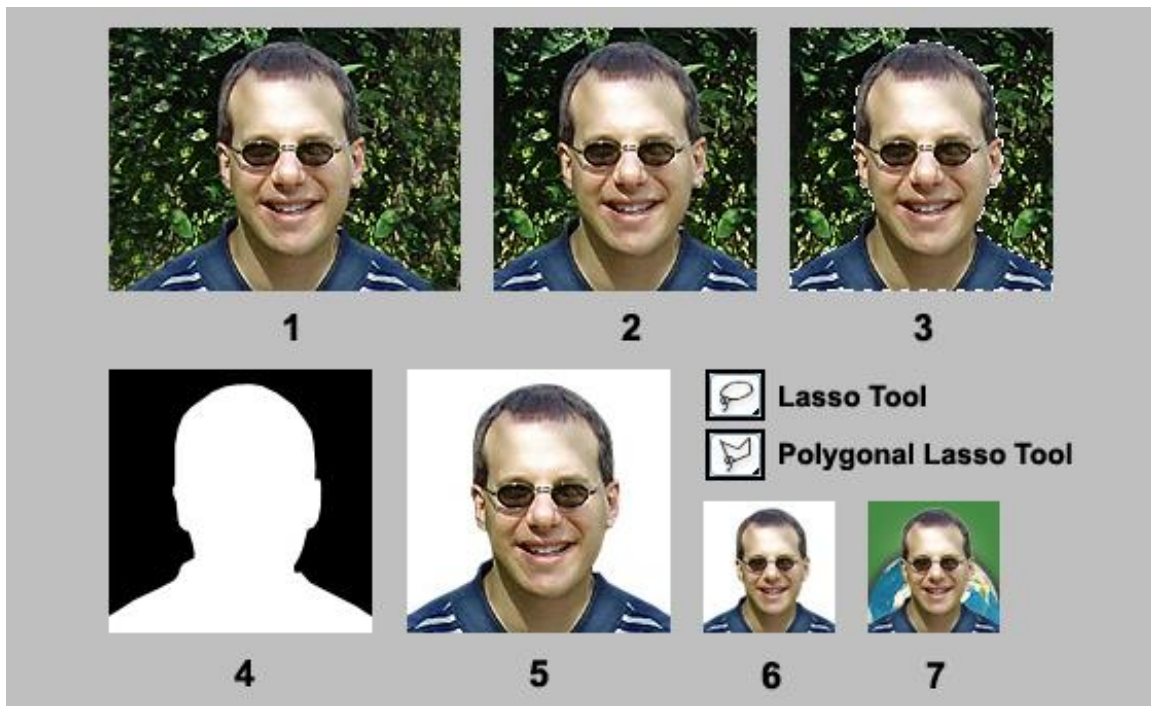
You should replace the word "JUDICIARY" with a category name, which will always be one of the following:

- ACADEMIC
- AGRICULTURE
- BUSINESS
- CRIMINAL
- JUDICIARY
- LABOR
- LEGISLATIVE
- MEDIA
- MILITARY
- NGO
- PARAMILITARY
- POLICE
- POLITICAL
- RELIGIOUS

You should replace the letter "M" with an "F" in the above example if the portrait is of a woman, or leave it as an "M" if it is of a man.

You should replace the letters “YNG” with “M-A” if the portrait is of a middle-aged person, “OLD” if the portrait is of an older person, or leave them as “YNG” if the portrait is of a young person. To complete the name, you should replace the number “05” with a number one higher than the highest number of a portrait whose name is otherwise the same as what you already have. So, if after going through the above three steps to name your portrait, the name is UI_CHP_MILITARY_M_M-A_05.tga, then you would change the 05 to 06, because there is already a portrait with that name. You should leave the file extension (“.tga”) alone.

Finally, for the character portrait to function properly in the game, it requires an “alpha channel” which can be created using Adobe Photoshop. The game features that color code the background region of a character portrait, based on support levels, will not work if that portrait does not contain an alpha channel. Follow the 6-step instructions in the figure below to properly create a custom character portrait.



1. Take a digital photo of your head and import it into your computer system, or, scan a photo of your head into your computer system. Make sure you label your new image file correctly.
2. Launch Adobe Photoshop, go to the “File” menu, and choose “Open”. Search for your image file and open that file. Use the “Canvas Size” function, located under the “Image” menu, to crop your image to a perfect square size. The standard digital photo size, for example, is at least 1024 pixels x 768 pixels. Such an image must be cropped down to 768 pixels x 768 pixels.
3. Use either of the freeform selection tools (“Lasso” or “Polygonal Lasso”) to create a selection of your head. **Please NOTE:** the “Lasso” offers freehand control and the “Polygonal Lasso” offers more refined way-point control.
4. Go to the “Select” menu and click on “Save Selection”. The Save Selection menu will pop up, and you simply need to click OK. You have now saved your “alpha channel” . . . where the black is treated as transparent and white is treated as opaque.
5. Go to the “Select” menu and click on “Inverse”. Hit the “Delete” key on your keyboard, while your *inversed* alpha channel selection remains active, and, now, you have removed the background details from your character portrait. This step is *only* necessary if you wish to be certain that you have isolated your portrait on a blank background. **Please**

- NOTE:** If you wish to view your alpha channel, you must go to the “Window” menu and click on “Channels”. You now see the “Channels Palette” where your alpha channel is displayed, as “Alpha 1,” at the bottom of a vertical list of images that read as “RGB, Red, Green, Blue, Alpha 1”. Click on “Alpha 1” and your image file will change to display your black-and-white alpha channel.
6. Use “Image Size,” located under the “Image” menu, to reduce the size of your image to 64 pixels by 64 pixels.
 7. Save your completed image file to the correct directory (e.g. [c:\program files\afmp\GUI\images](#)). **Please NOTE:** Whenever you attempt to save a .tga file, containing an alpha channel, in Photoshop, you are always met with a “Targa Options” pop-up window that displays a pre-determined resolution of “32 bits/pixel”. This default setting *is* correct, and you simply need to click “OK”. Quit out of Photoshop. Launch the Scenario Editor where you need to create a new scenario, or edit an existing scenario, that includes your custom character portrait. Finally, launch AFMP and load your scenario to view your custom character portrait for that scenario.



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