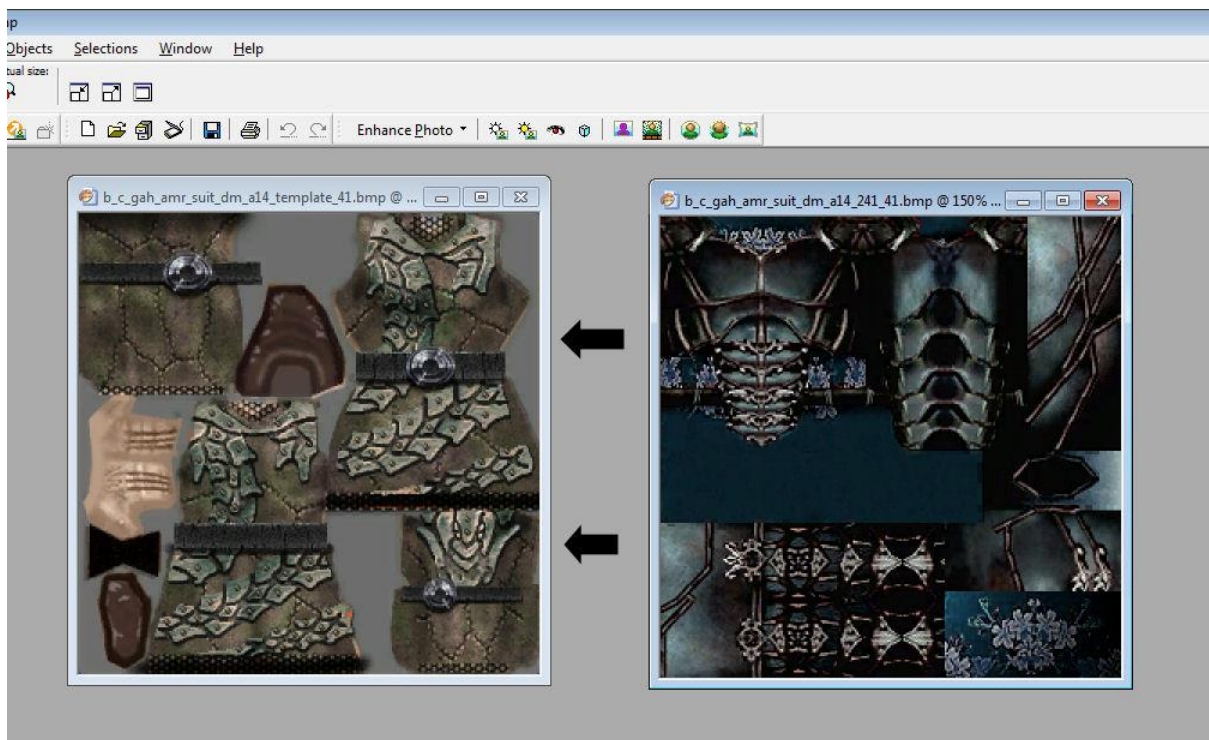
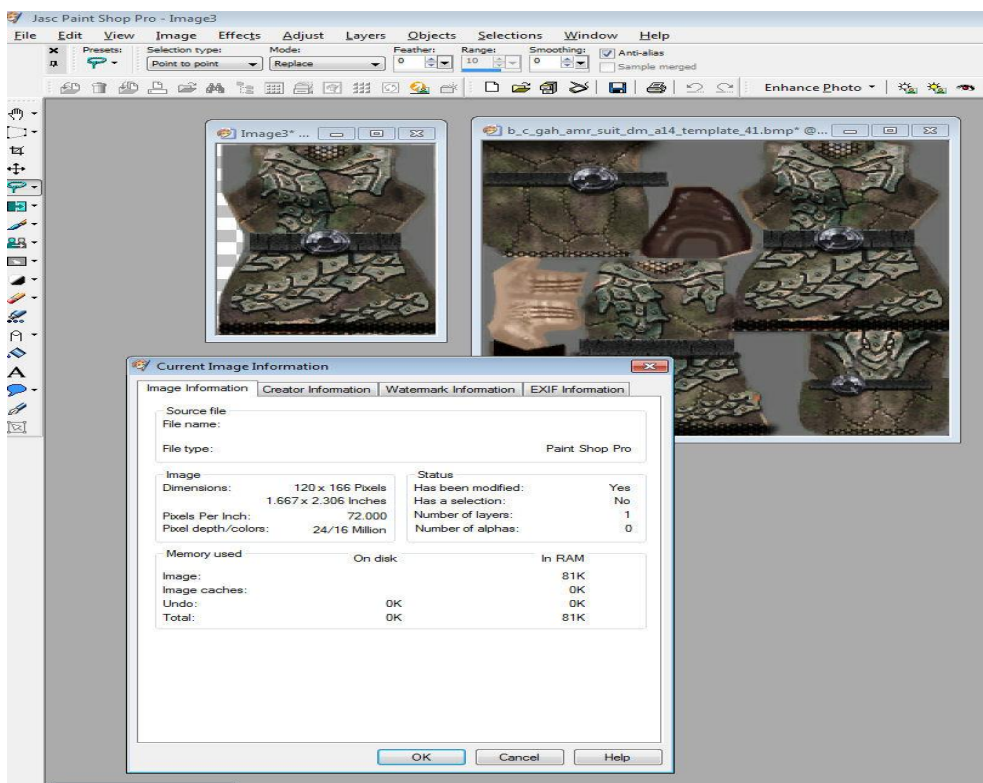


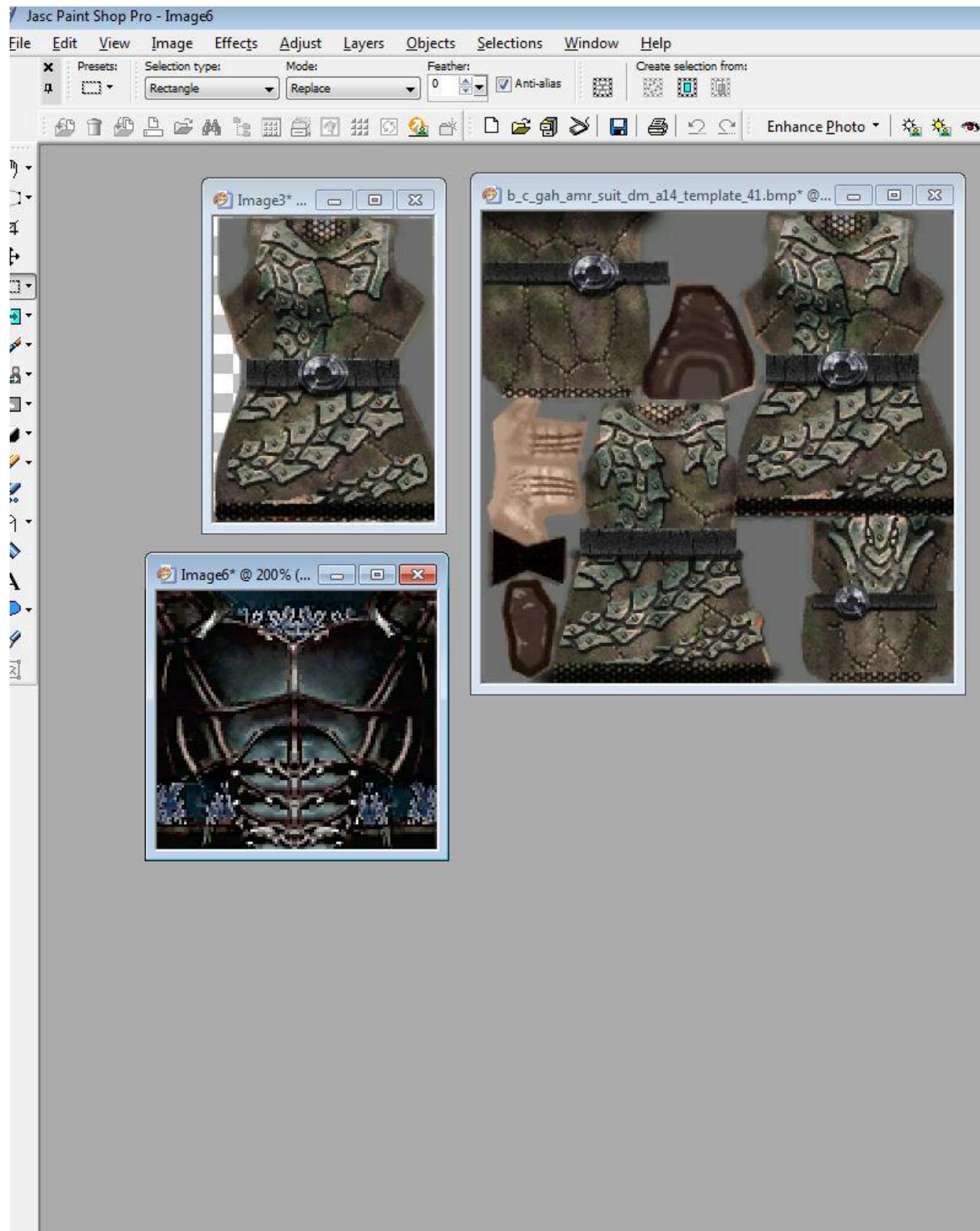
## Converting Utraean Plate texture so it fits better on the Broken World Dwarf



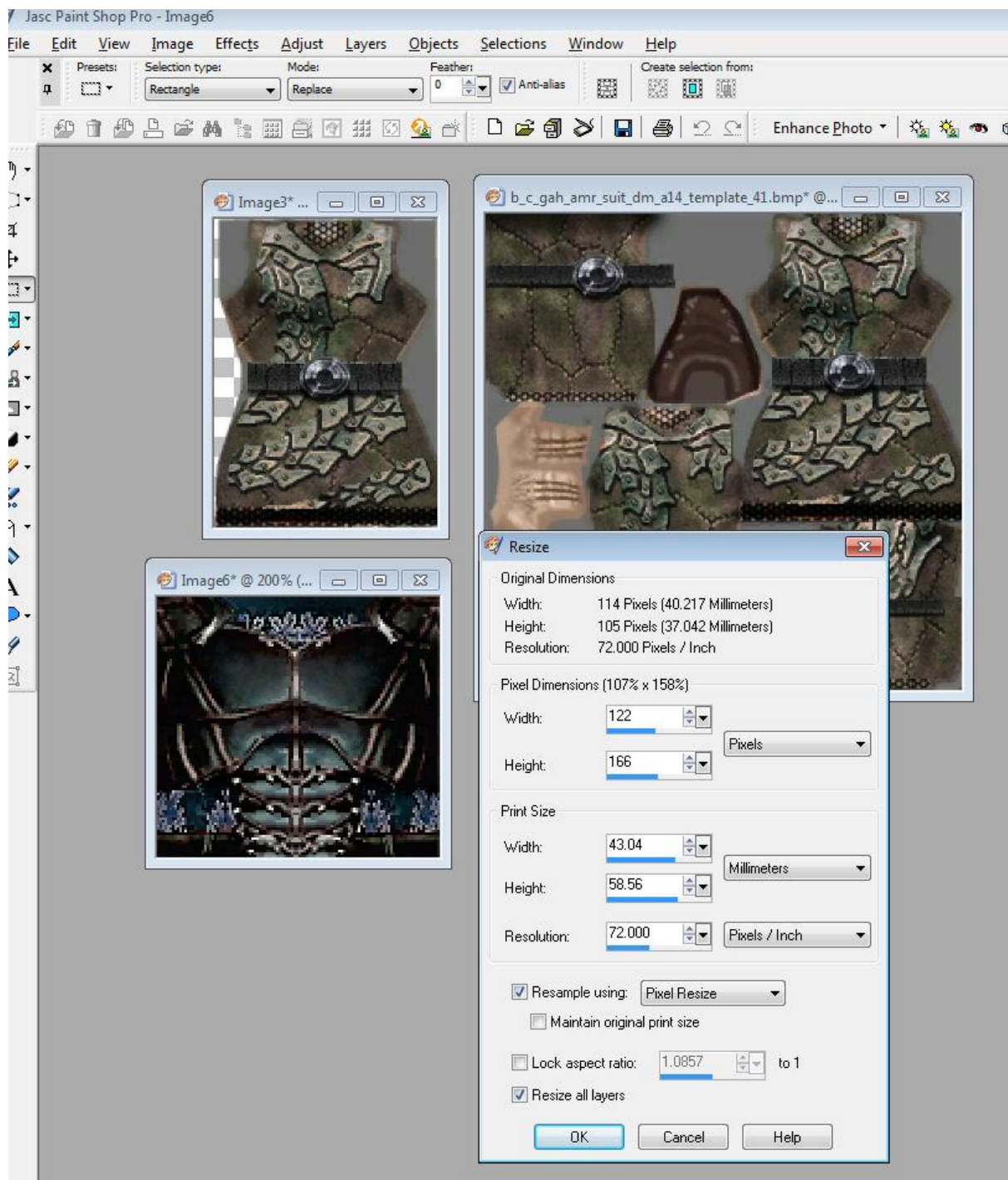
Step 1: Find the dimensions of the template for a14 for the front of the armor. I used a freehand selection to copy around the texture and then pasted it to a new image which is 120x166 pixels.



Step 2: Copy the corresponding front texture from the Utraean Plate, b\_c\_gah\_amr\_suit\_dm\_a14\_214.

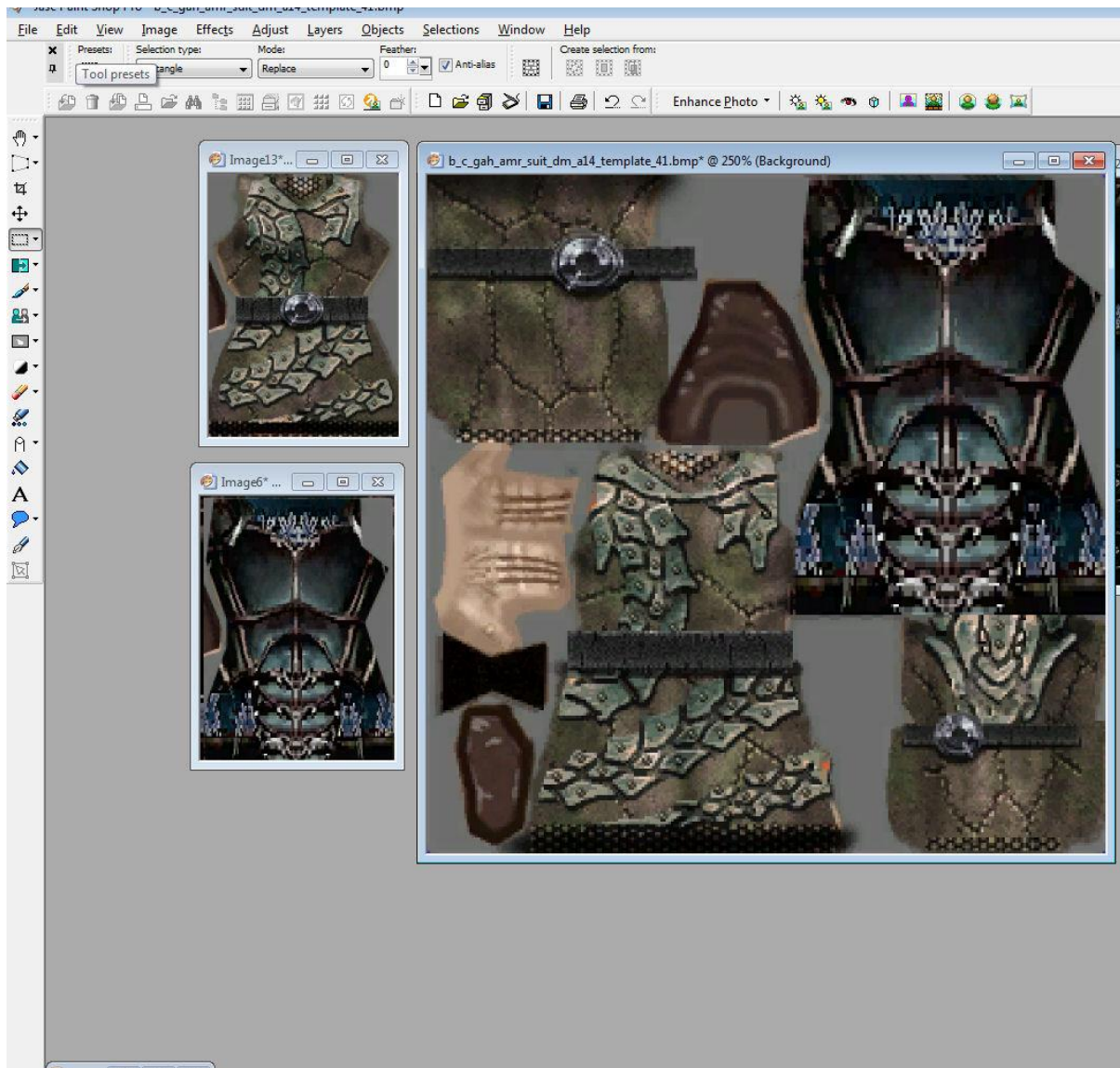


Step 3: Resize the copied texture to the same dimensions of the template texture.

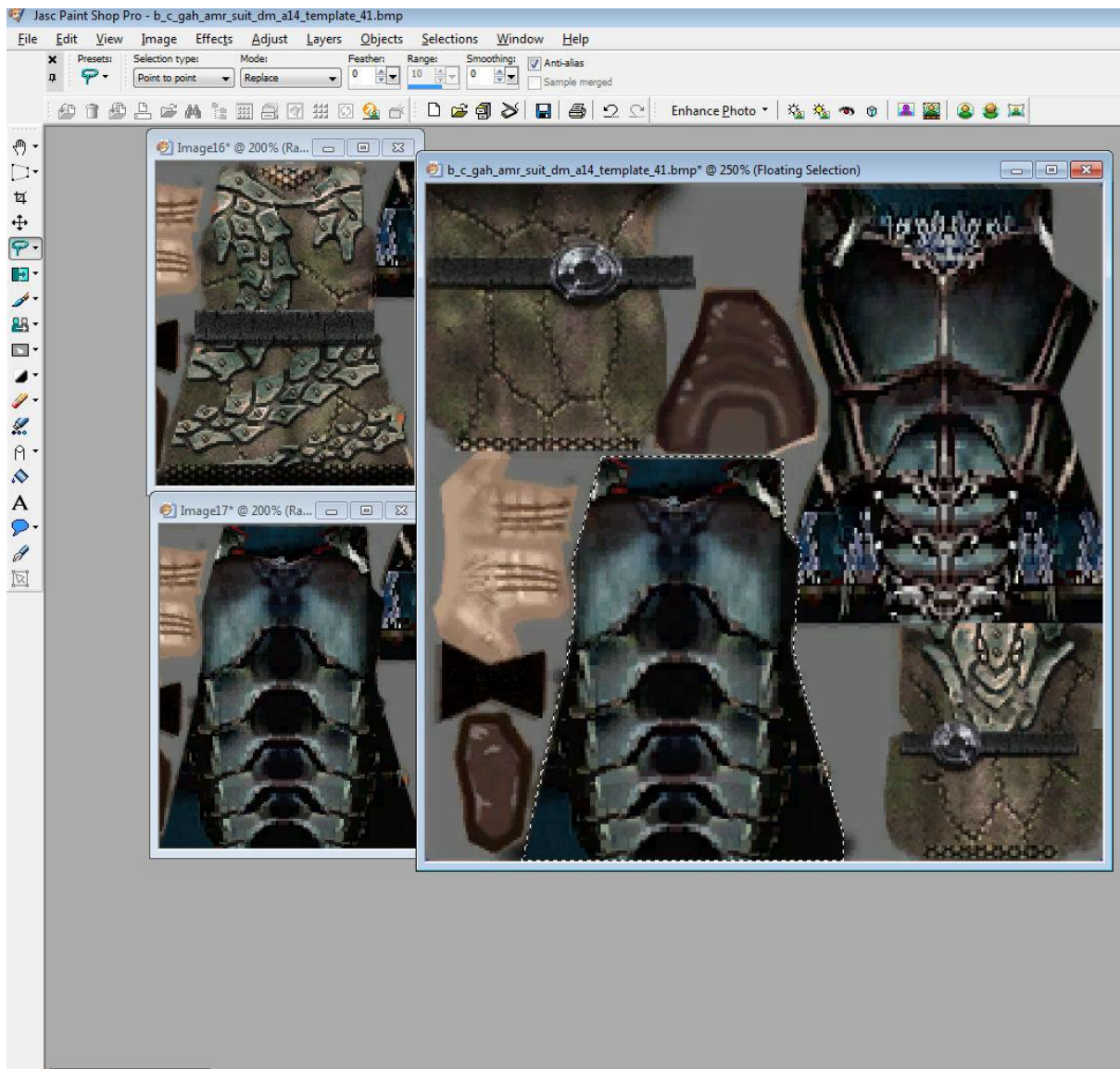




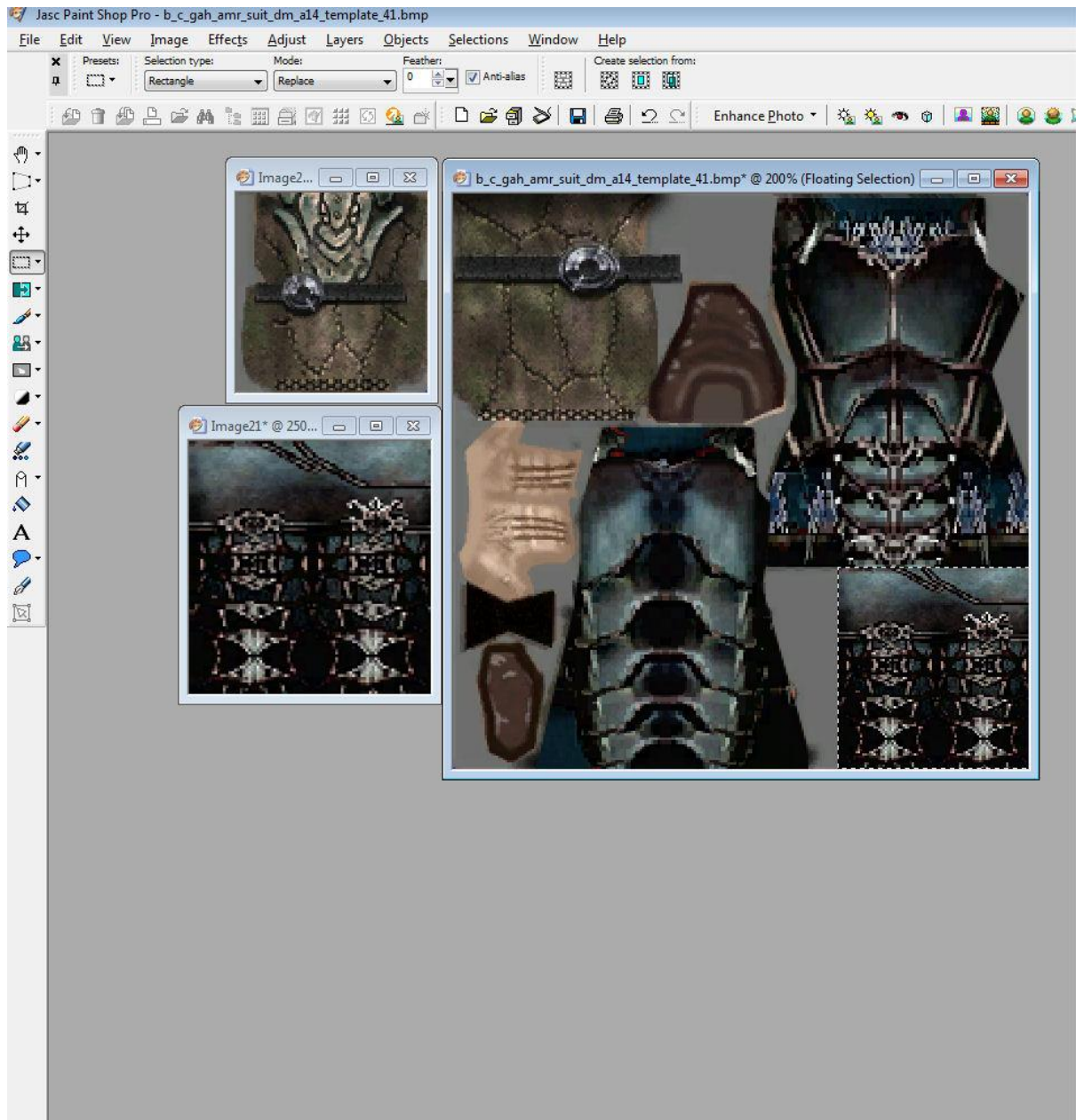
Step 4: The next step is the most complicated. Trace the shape of the front armor onto the copied armor texture, then copy and paste it onto the main image overwriting the existing image.



Step 5: Repeat steps 1-4 for the back of the armor. The dimensions are 122x154 pixels

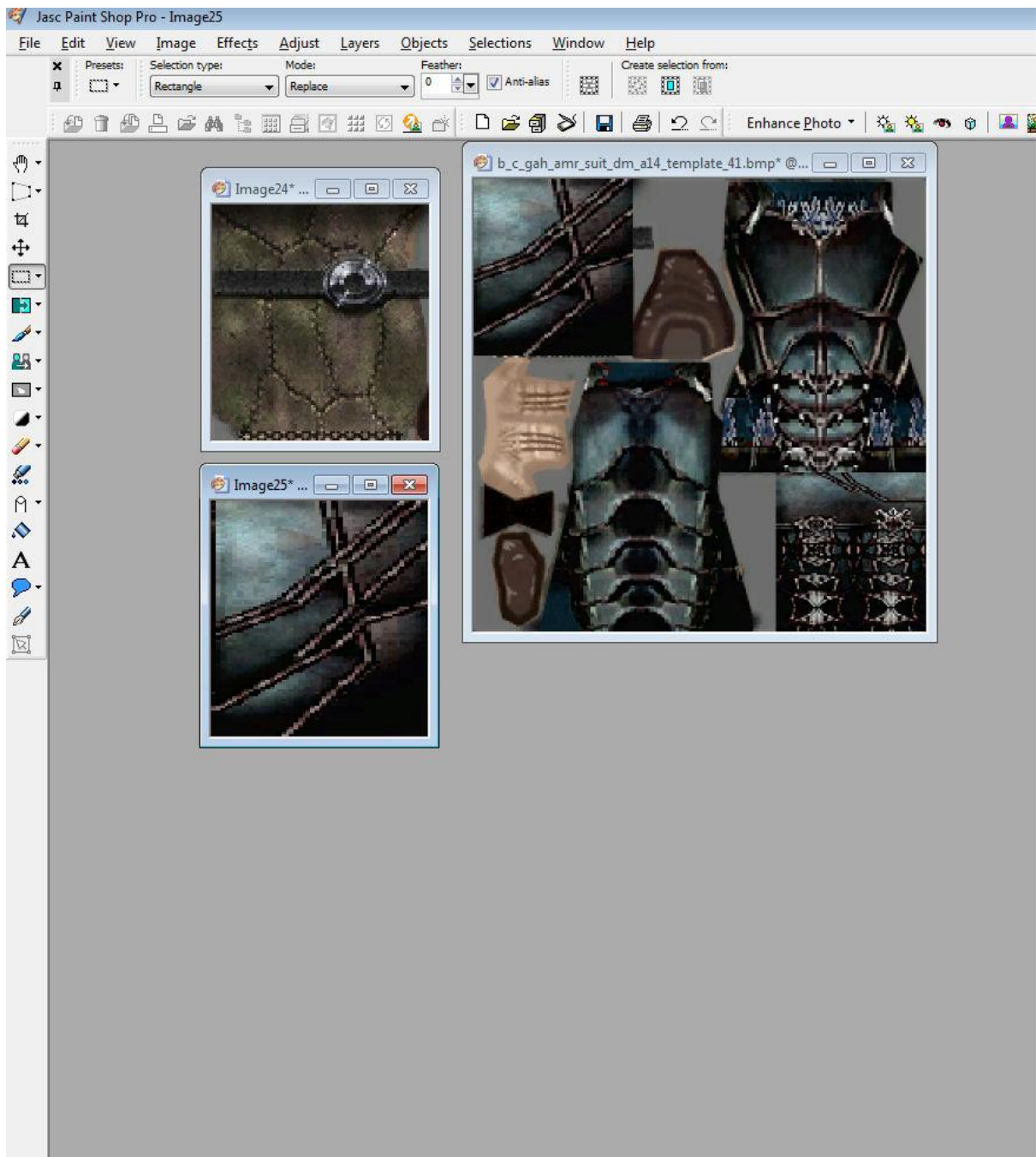


Step 6: Repeat for the arms. The dimensions are 86x90. The copied texture has to be rotated so it will be facing the same way as the arms in the template.

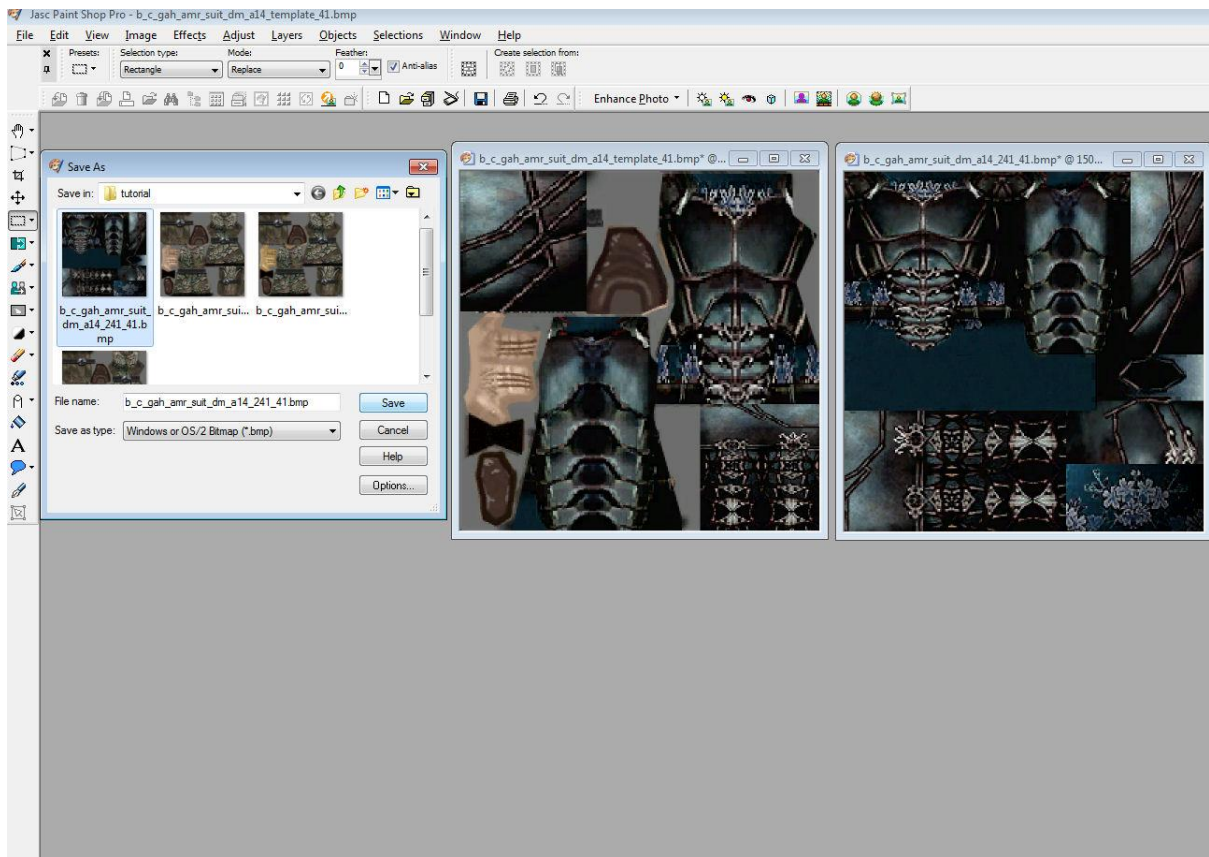




Step 7: Repeat for the legs. Dimensions are 92x110.

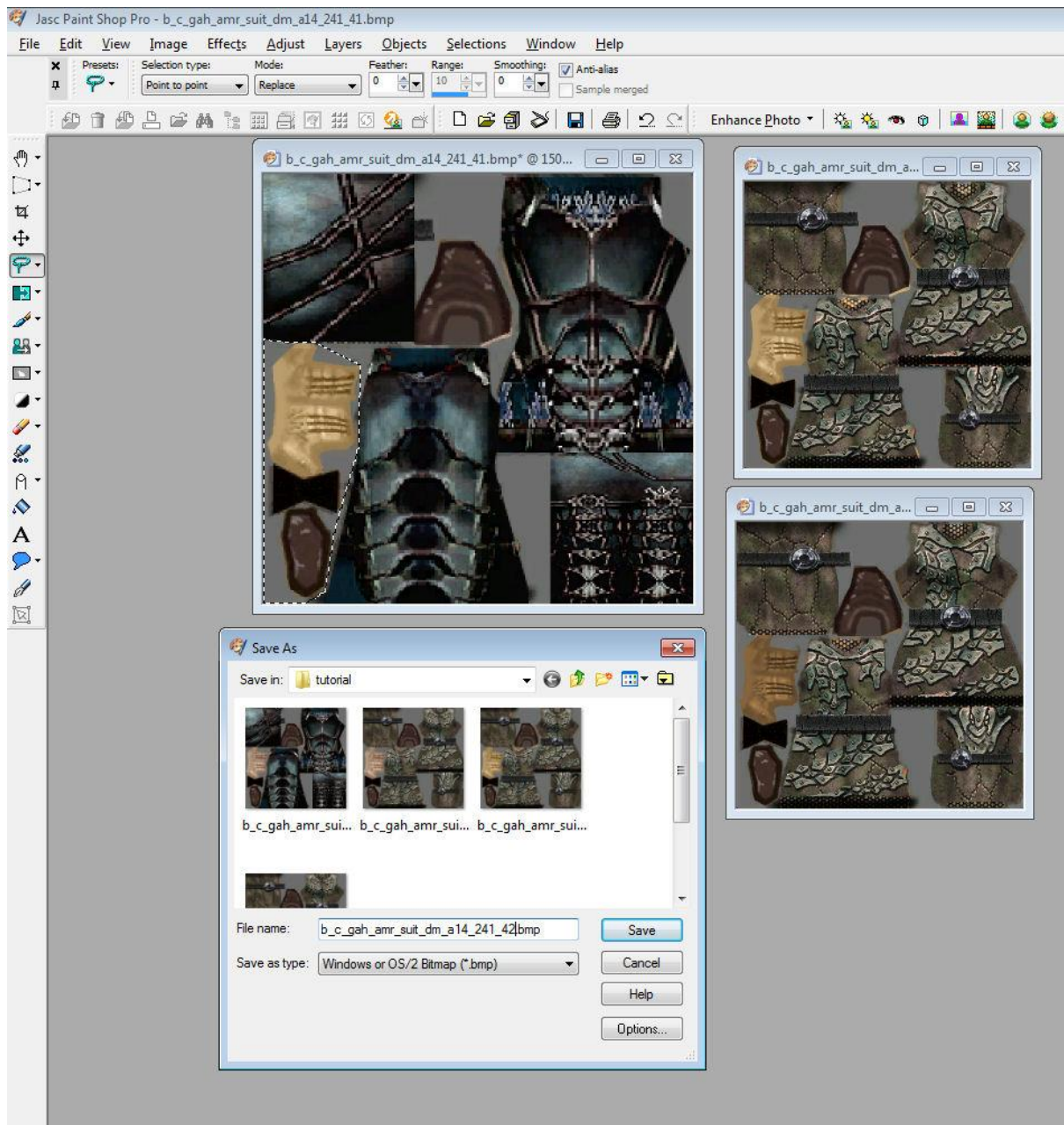


Step 8: Now save the resultant image as b\_c\_gah\_amr\_suit\_dm\_a14\_241\_41.bmp





Step 9: Copy the hand textures from the other 2 images and save as  
b\_c\_gah\_amr\_suit\_dm\_a14\_241\_42.bmp & b\_c-gah\_amr\_suit\_dm\_a14\_241\_43.bmp



Step 10: The 3 armor images now have to be converted to a graphic form that can be displayed in DS2. These are RAW, PSD or DDS.

Step 11: The resultant armor texture in-game on a broken world dwarf. Very rough but at least it is recognisable and positioned correctly.

