



[Relic Forums](#) > [Homeworld 2](#) > [Homeworld 2 Demo Feedback Forum](#) > **The Badge Tutorial (Pics) Updated: 9/14**

Pages (7): [**1**] [2](#) [3](#) [4](#) [5](#) » ... [Last](#) »

◀ [Last Thread](#) [Next Thread](#) ▶

**Author**

**Thread**



**Starfisher**

Member

**The Badge Tutorial (Pics) Updated: 9/14**

Registered: Aug 2002  
Clan:

**Badge Tutorial**

*Note: This is in response to the seven requests I have received while playing the HW2 demo as to how I got my custom badge in the game. Hopefully this will be good enough for a sticky and all I'll have to do in the future is tell people to head to the Relic Forums.*

*\*\*\* Update 9/14 [Save yourself some aggravation](#). This tool, though originally used for Descent III, will work in HW2. Just save a single frame. Thanks to Uberjumper.*

*Wolf359 got it to work with the GIMP.*

*\*\*\* Update 9/08 Malignus got it to work with PSP 7.02. Steps on how after Photoshop Tutorial.*

*\*\*\* Update 9/07 Since this got the sticky, I'll update my post with new badges and tutorials for other programs. If you know how to make a transparent badge with PaintShop, GIMP or some other program, write it up **as clearly and coherently as possible** and PM it to me or post it. I'll try it if I have the program, and if I can get it to work I'll post it, giving you credit of course, the original post.*

*Programs still needed:*

*- Descent III Logo Maker thingie  
(open to other suggestions)*

Welcome to the badge tutorial for HW2. Making a badge is a very simple process. Having done it once, you will be able to churn them out like some similes I can't even imagine. For those of you who do not have PS7, I will give a quick generic run-down of what properties a badge must have. Hopefully you can figure it out with whatever program you use.

- Image must be 64x64 pixels.
- Image must be either a 24 or 32bit Targa (.tga).
- To use transparency, image must have an alpha channel and be 32bit.
- Image must **not** be compressed.
- In the alpha channel, Black is transparent and White is opaque - any value in between is partially transparent.

This assumes you have an image you want to import into HW2 as a badge show how to make part of it transparent; if you don't want transparency, skip step 1 and then skip to the saving out steps.

**Photoshop 7**

*Step 1*

Open the file. 😊

*Step 2*

Erase the parts that you want to be transparent. You want to make sure the checkered background is showing in these areas.

*Step 3*

In the menu bar, select Image->Image Size..

Make sure 'Constrain Proportions' is unclicked, then change the two boxes under 'Pixel Dimensions' to 64. Click ok.

*Step 4*

All that's left is to save out the image in the proper format. To do this, go to the menu bar. File-> Save As..

Save the file as a Targa (.tga) with 32bits/pixel resolution, in the folder C:\Program Files\Sierra\Homeworld2 Demo\Bin\Profiles\Badges\

=====

**PaintShop Pro**

*Thanks directed at Malignus*

Doing this in PSP 7.02 is a cinch.

*Step 1*

Make your image and select the part of it you want to be transparent using the magic wand. Then use Selections > Modify > Expand a couple of pixels make sure you get all of the empty space, then hit Selections > Invert.

*Step 2*

You should now have selected everything solid (i.e. non-transparent) that want to include. Click Selections > Save to Alpha Channel.

*Step 3*

Resize the image to 64 by 64 pixels. Then save the image as a 24-bit, uncompressed TGA.

*(Supplementary Info)*

From the PSP 7 help on adding an alpha channel:

Use the Save to Alpha dialog box to save a selection to an alpha channel. open the dialog box, choose Selections > Save To Alpha Channel. This command is available only when the image contains a selection.

Using the Save to Alpha Dialog Box

*Step 1*

When the dialog box opens, the filename of the image appears in the Available Documents box, and the selection is displayed in the Preview box

*Step 2*

In the Available Alpha list, double-click New Channel, or highlight New Channel and click OK. The New Channel dialog box opens.

*Step 3*

Type a name for the new selection.

*Step 4*

Click OK. Paint Shop Pro saves the selection to the alpha channel and closes both dialog boxes.

=====

**The GIMP**

*Thanks to Wolf359*

A) Get the GIMP. 

B) Find some image you want to use, in my case I used logos I could find from old/defunct sports franchises.

C) Now preferably you have an image with a white or otherwise constant background, I'll assume you want to take that out, and leave yourself with just the central image to work with.

D) Drop the image into the GIMP, you'll see the GIMP menu with the head File, Xtns, Help and so on. The image will be in a separate window, first thing to do is to right click on the image, scroll down to select, and choose the by color... option. This will open another window which will probably have a completely black image displayed. Move the cursor over the white (or the background, whatever color it is) to select that color. This will highlight on that portion of the image that has the color you clicked upon. If this is the color you want to delete, continue on. If not try again until you've selected what you want to erase.

E) Now, close the select by color window and return to the image, right click on the image and scroll down to the Layers menu, choose the add alpha channel option, this will prime your selected background colors for removal.

F) Once you've added the alpha channel, right click on the image again and scroll down to edit-clear. This should have the effect of deleting the background color, allowing you to see the checkerboard (transparent) background behind your image. Now select the "select rectangular regions" tool from the GIMP menu and click on your image, this will take the selection off.

G) In my case I had some trouble getting my images to face the right direction when applied as a badge, to fix this it's necessary to rotate and flip the image. To rotate your image, right click on the image and scroll down the Image menu, then to Transforms, then to Rotate, and finally select 180

flip the image on its head. Now to flip on the horizontal plain, (usually necessary to avoid a "mirror" image) right click on your image scroll down Tools, Transform Tools and flip, this will change your cursor to a horizontal line with two arrows at either end, left click anywhere on your image and move the mouse to the right, this will flip the image horizontally for you.

H) Now since HW2 chokes on indexed color images, (and yours might be one), right click on the image and scroll down to the image menu, scroll to the mode option and you'll see several options RGB, Grayscale and Indexe you want your image to be RGB, so if the option is available select it, if it is not, go to the View menu and select Image Info, if it reports your image is RGB image of at least 24 bits, your fine. This is important to remember your image needs to be 24/32 bits and RGB for it to work as a badge.

I) Now that the image is ready, we can shrink it down, apply some blurring (you wish) and apply some transparency.

J) To shrink the image right click and bring up the menu, scroll down to the Image menu and select the Scale image option. In the upper part of the menu you will see several text boxes, below the first set labeled New Width and Height are two other boxes called Ratio X, and Y. To the right of those boxes is a small chain link, click this link and see that the chain is broken, will allow you to select any size and not have the CPU keep the aspect ratio the same. Now in the New Width and Height boxes type in 64 for both. Once you're done close the window to the Scale menu.

K) Now it helped me to blur my image some before shrinking it, when you blur the blurring does not matter much but blurring will help make sure your badge doesn't have sharp jagged edges. To blur what I did was I right clicked on the image, scrolled down to the Filters menu, selected the blur menu and selected the Selective Gaussian Blur option. I usually leave the settings alone and apply the blur, this component is optional.

L) Once your image is down to badge size, it helps to add some transparency so the image won't completely cover up the markings on the Mothership or ship it's applied to, this adds to realism. First right click, and scroll to the Layers menu, select Layers, Channels and Paths option. This will open a new window, all you really need to do here is click the Keep Trans. Box first, then you'll notice the Opacity slider, edit this slider to the desired level, I usually set it to 80. Once you're done close the Layers Channels and Paths menu.

M) Now it's time to save, right click your image and scroll to file, save as. When the menu opens select the path you want your file to be saved in, also be sure to choose the TGA extension in the Save Options area, where it says Determine File Type, this will change your image name to image.tga, you're nearly done, when you hit save, the program will give you an option to Export your image, if you do NOT get this option, your image is probably not in RGB format, and you need to try again. The box will say something about needing to merge visible layers, go ahead and export, then another menu will come up with two radio boxes and two options labeled RLE Compression and Origin Bottom Left, I usually unclick both and hit ok.

Now you have a badge ready to go, probably not the most simple thing in the world but it works. The two most important things that will aggravate you in this process that you should avoid is 1) remember to make your image an RGB image, indexed color won't work, and 2) be sure to unclick the chain relating to ratio size when resizing your image, you don't want to end up with

a 69x64 or 64x67 image that looks right but wont work. Anyway I do hope this helps anyone needing to create a badge in the GIMP, good luck.

The next time you fire up HW2 and use the profile maker, you should see a new badge. If you see a weird error message or the background is messed up, you forgot to follow one of the steps above. Try again.

Contributors:  
Shooter (Hosting)  
Malignus (Paintshop)  
Wolf359 (The GIMP)

If you've read the books, you know how a "starfish" relates to space. If not then indulge your imagination with the amusing scenario of an ocean-dwelling invertebrate twitching in the void.

*Last edited by Starfisher on 09-15-2003 at 03:32 AM*

09-04-2003 10:53 PM


[profile](#)
[pm](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**slimpinto**  
Member

Registered: Mar 2003  
Clan:

Sitcky this please!

SAY REALLY FAST!



When beetles battle beetles in a puddle paddle battle and the beetle battle puddle is a puddle in a bottle...

...They call this a tweetle beetle bottle puddle paddle battle muddle!

09-04-2003 10:58 PM


[profile](#)
[pm](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**Shooter**  
Member



Registered: Jul 2002  
Clan:

I'll host them.

Why? I'm a nice guy. And I settle down rather quickly.

So I'm back to my normal generous self now.

Talk to me on IRC

-----  
[edit]I'll try to recreate this for fireworks is needed.

[edit] Fireworks 4 doesn't save stuff as a TGA.





Mike Chance on #homeworld

*Last edited by Shooter on 09-05-2003 at 06:07 PM*

09-04-2003 11:08 PM

[profile](#)
[pm](#)
[www](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**MajorFreak**

MajorGeek



hot damn! you rule!

Registered: Apr 2003  
Clan: synchronized lockage swimmers



09-04-2003 11:36 PM

[profile](#)
[pm](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**Sebas\_V**

Member

Registered: Sep 2003  
Clan:

any chance somebody do this with PSP7 ?

Grtz Sebas



09-04-2003 11:38 PM

[profile](#)
[pm](#)
[www](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**JamesX**

Member

Registered: Nov 2002  
Clan: Kushan

Not sure, but I don't think you need the additional alpha layer. When you save as tga I think photoshop automatically calculates the alpha based on your transparencies. I haven't made my logo yet, so I can't say this is 100% true.



09-04-2003 11:51 PM

[profile](#)
[pm](#)
[search](#)
[buddy](#)
[edit](#)
[quote](#)

**MajorFreak**

MajorGeek



Registered: Apr 2003  
Clan: synchronized lockage swimmers



09-05-2003 12:16 AM

**Larkaan**

Member

Registered: Jul 2003  
Clan: 9th

**quote:**

*Originally posted by JamesX*

**Not sure, but I don't think you need the additional alpha layer. When you save as tga I think photoshop automatically calculates the alpha based on your transparencies. I haven't made my logo yet, so I can't say this is 100% true.**

if true, i wonder why the assumption? How about other programs?

[profile](#) [pm](#) [search](#) [buddy](#) [edit](#) [quote](#)

great, thanks much Starfisher. I second the nomination for stickyness.

Already made mine, gonna have to try it... hope it works. 🤖

\_\_\_\_\_  
This is my signature. \*scribble\* Can't read it? I can't either...

Formerly Thrawn[9th] and Thrawn[IX]

[profile](#) [pm](#) [search](#) [buddy](#) [edit](#) [quote](#)

**MajorFreak**

MajorGeek



Registered: Apr 2003  
Clan: synchronized lockage swimmers



09-05-2003 12:39 AM

[profile](#) [pm](#) [search](#) [buddy](#) [edit](#) [quote](#)

<http://forums.relicnews.com/showthr...2015#post212015>

that link goes to my current index for tutorials...no picture though in other threads, that's why this one rules. (even though PS is overqualified)

*still goto figure out this whole "alpha channels" thing for specific programs*

**Yakuza**

Member



Registered: Sep 2003  
Clan:

ok, well I was messing around with creating logos before i saw this thread, and since people seem so into creating logos I thought I'd post a few up in here, if you guys want them.

I'll just post that one for now, here's the link to download it.

If you guys want more I'll put those up too.

Oh, you guys should also know that its possible to have multi-colored logos along with retaining some 3D effects...for example :

That currently works perfectly well, but because of the angle of it looks a little strange on the ships. But it does retain all the colors and dimension.

EDIT : Seems as if Lycos.UK doesn't like me posting hw2logos or some such, because they seem to have completely closed and deleted my account for no reason in the last hour. So once I find more hosting services I'll post more..

*Last edited by Yakuza on 09-05-2003 at 02:58 AM*

09-05-2003 01:25 AM

[profile](#) [pm](#) [search](#) [buddy](#) [edit](#) [quote](#)

**Vijil**

The Dom



Registered: May 2002  
Clan: Anar Rinde



you dont actually need the alpha channel stuff, photoshop automatically does this to the transparencies. I tried it. As long as ps says its transparent, hw2 will too.

09-05-2003 01:35 AM

[profile](#) [pm](#) [search](#) [buddy](#) [edit](#) [quote](#)

**zbobet2012**

Member



Registered: Dec 2002  
Clan: I aint i your family

How do you alpha channel in psp8?

09-05-2003 02:48 AM

[profile](#) [pm](#) [www](#) [search](#) [buddy](#) [edit](#) [quote](#)

**Gyokuran**

Member



Uh... isnt the layer mask another name for alpha channel in photoshop? You can just go to "add layermask" and paint in black what you want transparent. I'd think that would be alot easier, and it worked on the partly transparent badge I did.

Registered: Dec 2002  
Clan: Ministry of Kek

09-05-2003 03:38 AM

profile pm www search buddy edit quote

**Antra**

Member

I use Fireworks, and it seems pretty easy 😊

Registered: Aug 2003  
Clan:

09-05-2003 04:22 AM

profile pm search buddy edit quote

**JamesX**

Member

This is redundently complicated. I just tried it. Photoshop automatically sets the alpha layer for you. My Logo (Thunder Cats) worked perfectly. There is no need to add another alpha layer, just make sure you set it as 32 bit, and don't compress RLE.

Registered: Nov 2002  
Clan: Kushan



here is the example, in brower they might not show up well, but it shows up in the Profile selection perfectly

[Hiigaran \(Thunder Cats\)](#)

[Vayqr \(Chinese Dragon\)](#)

*Last edited by JamesX on 09-05-2003 at 07:07 AM*

09-05-2003 06:26 AM

profile pm search buddy edit quote

All times are GMT +3 hours. The time now is 01:59 PM.

new thread post reply

Pages (7): [1] 2 3 4 5 » ... Last »

Last Thread Next Thread

Relic Forums > Homeworld 2 > Homeworld 2 Demo Feedback Forum > The Badge Tutorial (Pics) Updated: 9/14

**Post Reply**

Your Reply:

[Empty text input area for posting a reply]

[\[check message length\]](#)

[Submit Reply](#) [Reset Form](#)

 [Show Printable Version](#) |  [Email this Page](#) |  [Subscribe to this Thread](#)

**Forum Jump:**

-- Homeworld 2 Demo Feedback Forum  

**Forum Rules:**

You **may** post new threads      HTML code is **OFF**  
You **may** post replies            [vB code](#) is **ON**  
You **may not** post attachments   [Smilies](#) are **ON**  
You **may** edit your posts         [\[IMG\]](#) code is **ON**

< [Contact Us](#) - [Relicnews](#) >

Powered by: vBulletin Version 2.2.6  
Copyright ©2000, 2001, Jelsoft Enterprises Limited.