

THE RAIL SIMULATOR NEWSLETTER

WELCOME

Hello all and welcome to this months edition of Rail Times! This issue of the Rail Simulator newsletter gives you an interview with the artist behind the High Speed Train that has featured on our website this past month.

As you all know, at KRS, we all like to promote activity in the community – and as such discussions have been made with the Add On developers and how we intend to work together in the future. Behind the scenes here at Rail Simulator head quarters movements have been made to ensure a positive growth in the add on market and to encourage new potentials into the fold. We'll be following these developments in later newsletters to keep you all informed. Until then, if there are any new developers who wish to get in contact, we are always interested to hear from you. Just drop an email with details about yourselves and your past, present, future activities and intentions to sabrina.gasson@kuju.com

Sabrina

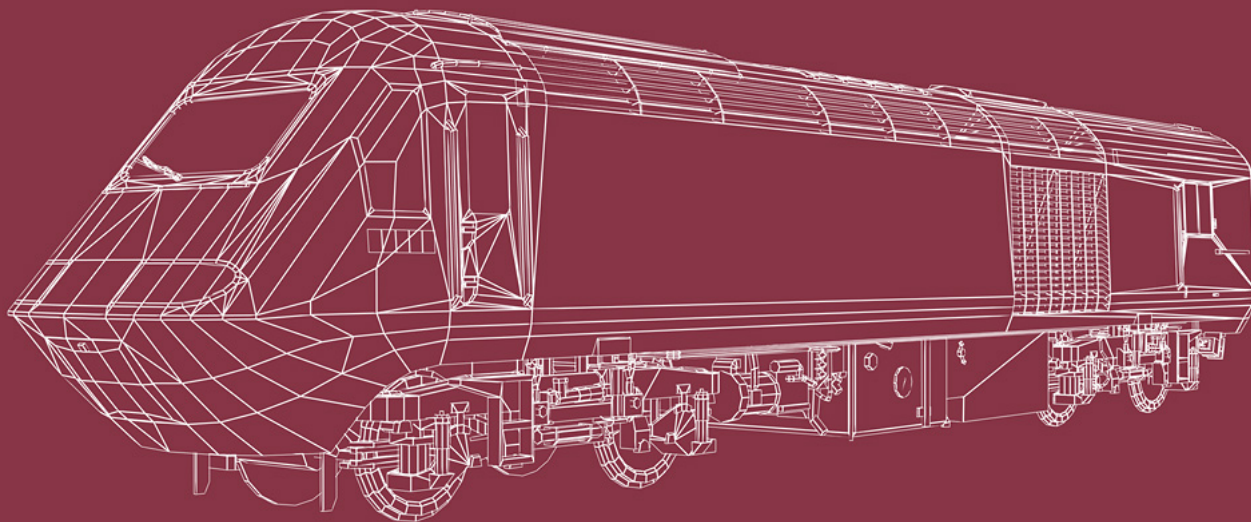
COMING SOON

Next month we will be introducing an extension to our website railsimulator.com!

Also we will have a few announcements to make – as well as some more detail about the track tools!

THE MAKING OF THE HST

Following on from the announcement of the 2nd Rail Simulator train, the HST, we spoke to Senior Artist Ronnie Olsthoorn to get an insight into the making of the model.



Tell us a little bit about the model.

As always, modeling a vehicle starts with research. A good book on the HST was purchased and First Great Western was so kind to let us photograph the HSTs at their depot. Several scale drawings were consulted and compared with the photographs, as all seemed to show certain areas (especially that tricky nose!) slightly differently. Just like the Black 5, the HST consists of 20,000 polygons and took a month and a bit to build.

How different was it modeling the HST to the Black 5?

Since most of the detail on the HST is on the bogies and the under-frame kit, modeling the HST was a quite similar experience to modeling the Black 5: all the small details were hidden in the dark! The detail was necessary though, as the HST's bodywork is fairly plain compared to the Black 5. Together with the pre-shaded textures the detail really helps lift the 3D model from looking like a toy train to looking like a virtual replica of the real thing. The bodywork finish was quite different from the Black 5 and the challenge here was on laying out the texture in such a way that it could accommodate the different style liveries we intend to use on the HST in-game.

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THE MAKING OF THE HST



What were the difficulties in modeling this particular diesel engine?

All the details on the bogies and under-frame kit were tricky to do, until I was able to see and photograph the HST up-close. Before starting the HST model I was already warned by several members of the community that the nose section was a tricky shape. Indeed the scale drawings as mentioned before weren't too helpful, as each set was drawn slightly different and photos had to be consulted throughout to get the shape as close as possible. It still needs some minor tweaking for the final game.



We would like to say thank you to everyone in the community who has passed along comments relating to our HST model. The team here is very pleased with the positive reaction we have received.