DOGA

DOGA is a Japanese 3D art program that allows the construction of items (such as vehicles) out of a library of shapes. Many SARP starship and ground vehicle designs have been created using DOGA renders. Notable examples include the Type 30 Surface Terrain Vehicle and the YSS Eucharis. DOGA is free (although some features such as animation require payment to unlock) and very easy to use, making it a great tool for SARPers to build their creations.

Getting DOGA

DOGA comes in three levels (the L series), each with more capabilities than the next.

- Download DOGA L3
- SARP DOGA thread
- DOGA Yahoo Group

Using DOGA

Some DOGA tips are available in SARPcast Episode 1.

Building

To start making an item, go to "Part" and choose "Add Part" - you can add, move, and resize parts to make the item you want. There is also an "Add part from file" feature if you have additional parts folders downloaded from the web.

Tips

- "Duplicate Reversing X and X" is essential for creating anything symmetrical (like most vehicles).
- For complex objects you can build pieces, save them, and then append them to larger objects (like turrets for a starship).
- Turn "align to grid" on and off as needed.
- When exporting save a .suf file and if you can a .dxf or .rok file.
- To correct corrupted .suf files try using metasequia or another program. Often this is solved by inverting or flipping the "blank" or invisible faces of your object. In meta-sequoia this can simple be done by selecting the missing/invisible face then clicking invert in the command toolbox window thing.

Palettes

DOGA L3 uses a palette system. A group of parts can be assigned to a certain palette. Each palette has a name (eg "main hull color"), a color, a texture, and a material (this determines they way it shines or if it glows) that you can set.

Tips

- Store all new palettes or textures in a organized manner. This will especially help when exporting as the texture will need to be moved to the same folder as you have exported the .suf to. Often times in fact it is better to remove the textures before saving the .suf and include them in the file with a rendered picture than
- To upload an image as new texture you first double click the palettes and go to the textures. Then in the bottom of the window you will see these little arrows pointing right. Double click one of the arrows and it will ask you for a file. Find and Select the image you want to use as a texture and click ok. Then you just used the new image just like a normal texture.
- Smaller images and image with a longer width than height often work best as textures in DOGA. For large textures you often may need to decrease the "density" option by 50% or less.
- High emission material glows and is great for lights and starship engines
- Low emission material keeps a constant color - good for control panels
- Some materials are transparent. The transparency does not show on the working render, only on the external rendering.
- For Liquids try Frosted or Glass. Often though you may want to go to customization increase/decrease the transparency till you get the right look. Just like transparency, the effects for Frosted and Glass only show on the external rendering.
- When using frosted remember that you may need to up the emission of any object inside for it to look normal.
- To make planet ring try using a 2D Program in the same way you make logos. Then upload your image as a transparent texture.

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