"Back to Basics – Peru: update" Credits

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Story:

The 2008 edition of the Back to Basics contest was the first one to take advantage of the new possibilities given by NGLE, the fantastic enhancement by Paolone made to the old editor. Yay! We were able to use texture twice as big for more beautiful levels. TREP was already there for some times back then and allowed more flexibility in level building with an increased memory for the Tomb Raider executable. However, computers weren't as powerful as they are now and building huge levels with oversized object and level textures was simply too much to handle for them. Therefore, the package for Back to Basics 2008 – Peru had to stay small and usable by everyone. As a result, a lot of the objects were ugly and contrasted with the quality of the level textures, something that I was never satisfied of. As the leader of the package project, I needed to correct this so anybody wanting to build a new level inspired by Peru could do so with beautiful objects and textures. :)

During the making of the package I had to make choices for the objects as we didn't had extra spaces at the time for statics. Some custom Peru meshes made by Apofyse were therefore left behind and never released. On the occasion of this upgrade, I have corrected and textured these meshes to offer 8 new objects alongside the upgraded textures!

This package contains a new TGA, stand-alone textures and two wads: one with medium quality textures and another with high quality textures. The later has been made for people wanting to build level with 256x256 textures. Stand-alone textures are high quality textures that I did not want to include in the TGA as it is intended to be ready to use. :)

TGA (textures):

All credits for source textures go to Crystal Dynamics.
Water textures by [christoph] (illyaine).
TGA by EssGee were a source of inspiration.

Textures were ripped from TRA with TexMod. Thanks to the author of this beautiful tool!
Modifications and new textures were made with Adobe Photoshop.
Please give me credit if you use textures from these TGA.

WAD (objects):

Two versions of the wad are provided: a high quality (HQ) version and a medium quality (mq) version. High quality uses a lot of textures of maximum size in one or both dimension (that is, 256 pixels). Medium quality has a majority of textures of a maximum size of 128 pixels that fits the provided TGA.

WARNING – This wad is provided "as is" and hasn't been thoroughly tested in a proper level. The textures in the HQ version are huge and I advise you to be cautious and backup you wads before adding objects from this package as it could lead to weird glitches.

If you intend to update the previous version of this wad, you might encounter an error "Retain All Triggers (Remap to Lara?)" when loading your project. Select "cancel" and the project will load telling you that one or more objects were removed from the map. These correspond to slot animating7 that has been moved to slot animating15. Animating6 has been moved to slot animating14 but there is another animating6, so you should check any instance of animating6 in your map.

Some objects of this wad need a special setup which is explained in "Explanation.pdf".

This wad uses customized sounds which were provided with the corresponding Sounds.txt.

If you use one of several objects from this WAD, please give credit to their author(s) according to the following credits.

Object	Mesh	Texturing
Outfit	Poyu	Poyu
Shotgun_anim	Mathieu	
Skeleton	Core Design (*cleopal.wad*)	TimJ
Inca warrior (Baddy2)	Baddy	TimJ
T-Rex (Setha)	ggctuk2005	
Raptor (scorpion)	Baddy	
Wolf (dog)	Golden Dawn	
Pullable skeleton (sas_drag_bloke)	Loch (from level "Revelation for a dream")	
Small dino (small_scorpion)	Baddy	
Pendulum with spikes (chain)	Stasand? (series "Magic Artefact")	TimJ
Moveable broken statue (pushable2)	Apofyse	TimJ
Blade traps	Core Design (Tomb Raider 4)	TimJ
Side spikes (seth_Blade)	Stasand? (series "Magic Artefact")	TimJ
Inca mask (puzzle_item2)	Stitch	
Little cog (puzzle_item,hole,done8)	Core Design, ripped by Bojrkraider	
Door_type1&2	Apofyse	TimJ
Door_type3	Spike	
Bridge_flat,tilt1,2	Apofyse	TimJ
Weapons	Trangel	
Shotgun_ammo&shells	Teeth	Teeth&TimJ
Medipacks	Teeth	TimJ
Flares	maax_87	
Huge statue (Horus_statue)	Apofyse	TimJ
Millwheel (animating2) with new animation for Lara	Bojrkraider	
Animating 6 (huge portal head)	Apofyse	TimJ
Hinge (Animating14-15)	Apofyse	TimJ
Horizon	Inspired from BtB2014 horizon	TimJ
Huge portal & tunnel (animating15mip-16mip)	Apofyse	TimJ
New rope texture	Underwater Raider	
Pedestals (Plant3, 4)	Spike	TimJ

Pole holder, pole head (Plant6,7)	Spike	TimJ
Chair, Broken chair, Table (plant8,9, furniture0)	Spike	TimJ
Bridge holder (rock2,3,4)	eTux	TimJ
Broken statue (rock5,6)	Apofyse	TimJ
Wood furnitures (rock7,8,9, architecture0)	Apofyse	TimJ
Wooden support (Architecture1)	Unknown (taken from TC14 level "Mystic Experiment")	TimJ
Statue (Architecture2,3)	Apofyse	TimJ
Column (Architecture4)	Apofyse & TimJ	TimJ
Big face object (Architecture5)	Spike	TimJ
Ladder	Stasand? (series "Magic Artefact")	TimJ
Side spikes support	Stasand? (series "Magic Artefact")	TimJ
Plants (Debris0-9)	Teme9 ("Give Away Plant set 1", "Tra Peru palm tree" and "Realistic ferns")	
Passageway (Extra00&03)	Apofyse & TimJ	TimJ
Column (Extra08)	Apofyse & TimJ	TimJ

Unmentioned objects were either made by Core Design or TimJ, and textured by TimJ, or made by an unknown author.
My apologies to anyone that I could have forgotten!

Textures were mainly taken from Tomb Raider Anniversary, thanks to TexMod. Credit goes to Crystal Dynamics.
Some textures from the internet.

Modifications and new textures were made with Adobe Photoshop.
Wad assembled with wadmerger by Michiel
Textures addited with Strpix by Turbo Pascal and sapper (thanks for the latest addition, wouldn't have been possible without them! <3)
Meshes fixed and modified with metasequoia.

E n j o y !