

- **Go-Kart**

- Damanstudios**

- about damanstudios .....2
    - members .....2

- **Go-Kart**

- About the Go-Kart .....3
  - The 160cc Honda ingame .....4
  - Classnames .....5

- How we did it**

- Behind the scenes .....7
  - Interesting facts .....7



## Damanstudios

*about damanstudios*

damanstudios does stand for small group of addonmakers, namely modleader Eric\_D, mission editor Andy Tyler and modeler DaMan.

The team does not consist of strangers, all of the members know each other in real life and are befriended. Since we are no nerds or something close to that, you have to accept that we follow a “party&real-life before PCs” policy and that’s the reason why updates consume a great amount of time. Still we are dedicated and won’t let you down, if there is some serious error in one of our addons.

Each member is American citizen. The team is located in Hesse, Germany.

*the members*

### **Eric\_D**

is motivated and ambitious. Is taking the lead and likes that.

Favorite motto: “Getting Goals Accomplished”

### **Andy Tyler**

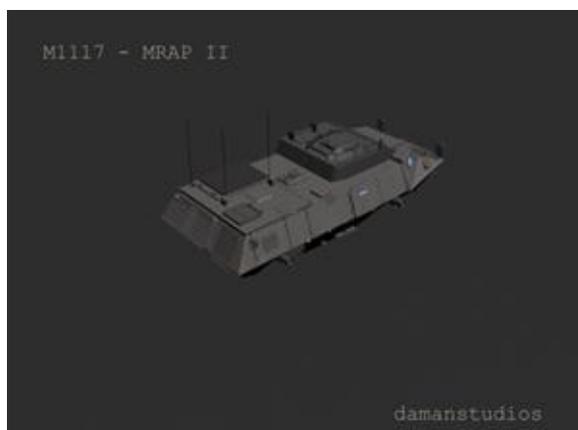
same as above. Is taking care of the missions. What more can I say?

Favorite motto: “I seize what I want”

### **DaMan**

there is really no difference between the 3.

Favorite motto: “Don’t snitch.”<sub>1</sub>



<sub>1</sub>“Boondocks Episode: No Snitching”

## Go-Kart

### About the Go-Kart

*The whole Go-Kart is loosely based on the 166cc Honda Racing Car, with identical frame and vehicle layout.*

*It has a chain-transmission and a manual start-up.*

*Its manufactured in China, which doesn't degrade the quality in any way. ₂*

The Honda 166cc is commonly used in racing events and is known as a robust and reliable racing machine.



### *The 166cc Honda ingame*

Engine block and other details are fictional, also the weight + max speed differs in a way that would make it worse under real-life racing conditions.

Its top speed in the game is 90 km/h. Acceleration is 2 meters/second, which is less than the e.g. HMMWV. The vehicle is defined agile, while the steering wheel is 180° rotatable to each side. Nevertheless it takes skill, to be able to master narrow corners.

The fuel has a maximum load of 20, compared to 50 of the standard motorbike. It has no lights. If you leave the road and hit the dirt, the vehicle speed does decrease significantly. You can break the vehicle easily - a few good placed shots are enough to take it out. AI does aim at the seat.



## Classnames

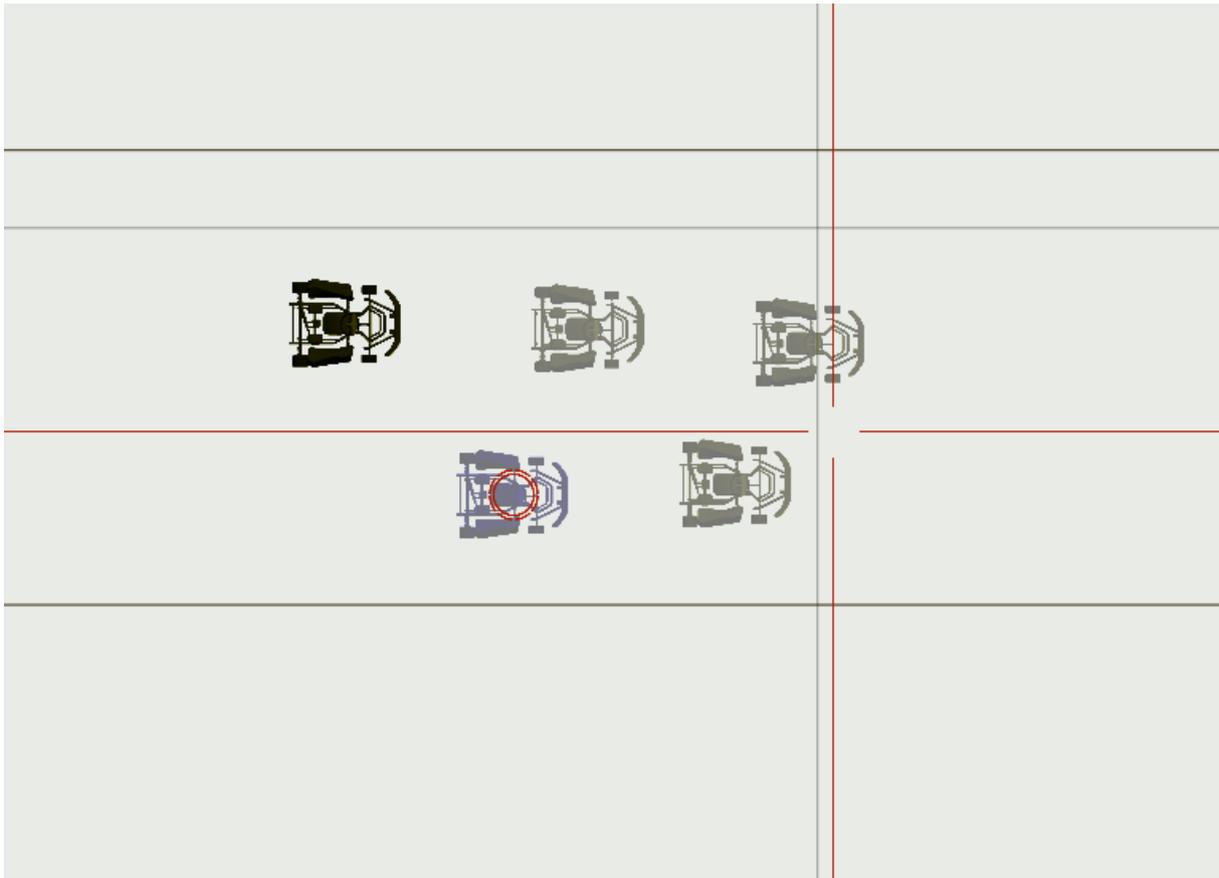
Go-Kart	Da_kart
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You can find the vehicle under:

->civilians

-> Motorsport Vehicles

->Go-Kart





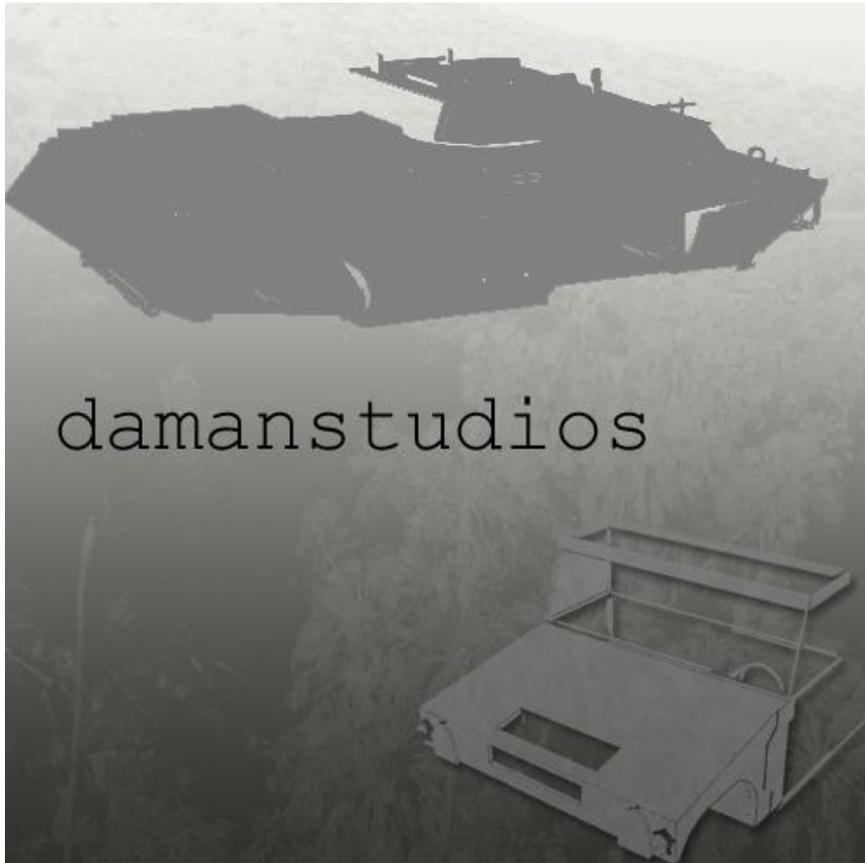
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### How we did it

We've used the commercial available 3ds Max 2010, Direct-X Shader, Adobe Photoshop CS3 +CS4, Nvidia Normalmap Plugin tools for our models and artwork.

Official tools in our use: Oxygen O<sup>2</sup>, BinPbo, DSS Createkeys, TexView2

Community tools we frequently use: PboView



## **Bibliography**

**atvalvin.en**

(<http://atvalvin.en.made-in-china.com/product/seznQkPbguVi/China-New-160cc-Honda-Racing-Car-MC-472-.html>)