

myth

†WICE BORN EDITION

Project Magma proudly presents - Myth: Twice Born Edition, this is a full on remaster of Myth: The Fallen Lords (through its ports to Myth II: Soulblighter), Myth II: Soulblighter, and Myth II: Chimera. Some of the HD assets will also cover third party plugins, but they will not be as uniform as the rest.

What does this mean as a player? Well, it means that every asset being displayed to you (Outside of the user interface, for now) has been either A. Remastered from the original assets. B. Upscaled from the original sprites. C. Recreated in the vein of the original sprites. Many years ago Project Magma and Jon God brought you the Magma - Detail Texture Megapack, which included detail textures for the environments for nearly 400 maps from the Myth series and mods. For a long time, it created a visual disconnect, where the units would be very low resolution against high resolution landscapes. With this update, the real dream of "The HD Project" has been fulfilled.

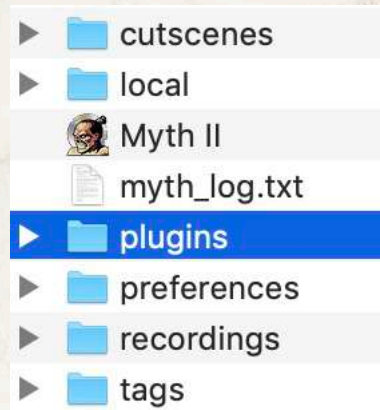
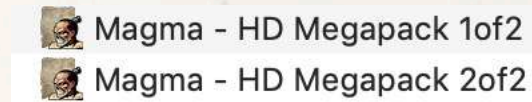
This project has been a labour of love, and would not be possible without the help from many individuals over the years. A big shout out to everyone that gave and advice, answered any questions, or put up with Jon God's incessant push to make it happen.

This also contains updated detail textures from Project Magma's - Detail Texture Megapack. It has been updated to match the updated model textures included in Myth: Twice Born Edition.

Installing Myth: Twice Born Edition

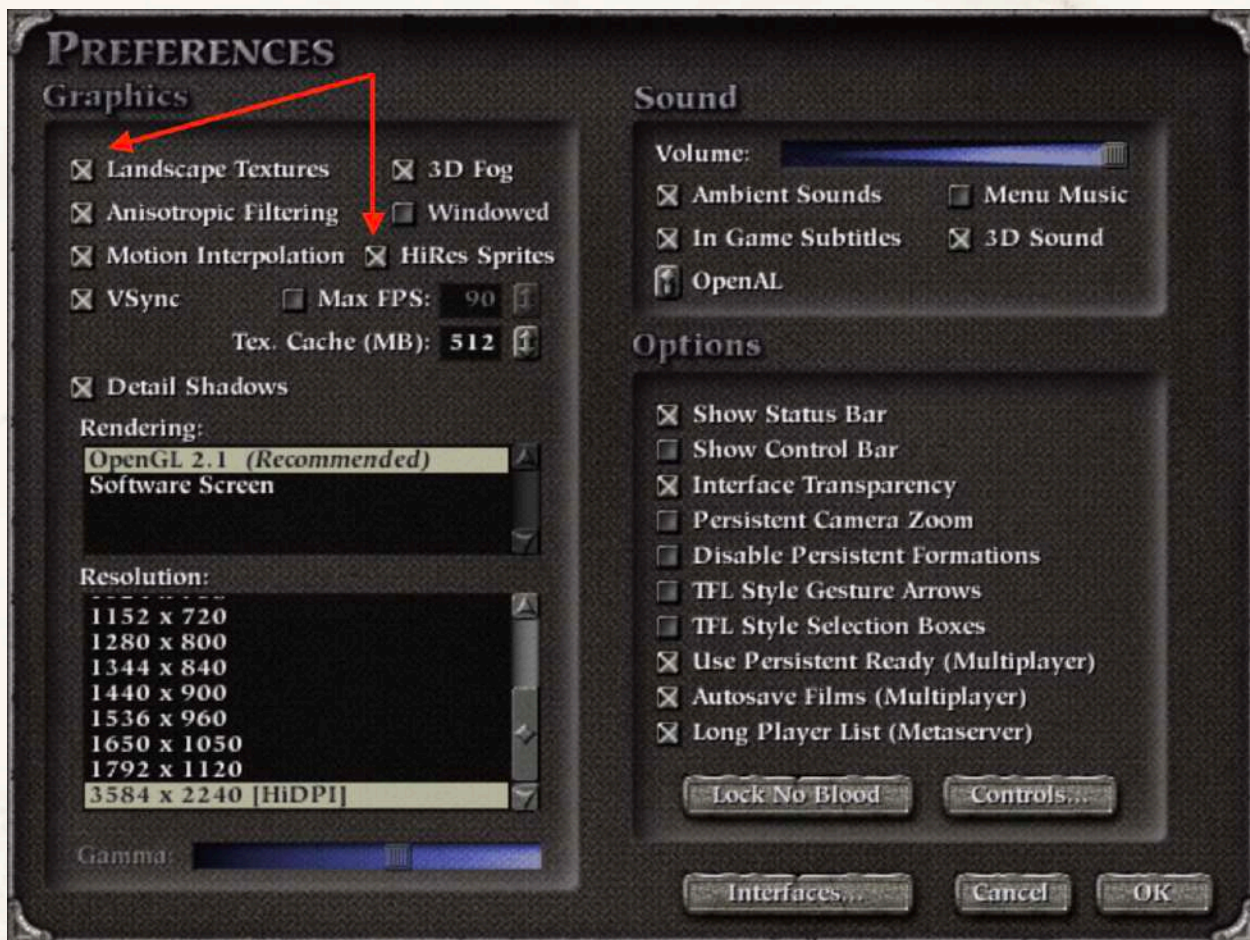
First, install the plugins in your plugins folder: Myth II/plugins/

- Magma - HD Megapack 1of2
- Magma - HD Megapack 2of2
- (optional) Magma - HD High Contrast



It will also come with a plugin called “Magma - HD High Contrast”, this plugin is designed for competitive players, and makes some of the projectiles easier to see on certain map types. It’s subtle, so if you use it for single player, it won’t take you out of it!

Next you will need to change some in game settings in Myth II. Make sure you are running 1.8.5 or later, launch the game and from the main menu, click “Preferences”.



On this screen make sure the “HiRes Sprites” and “Landscape Textures” settings are turned on.

You will also need to make sure "Rendering" is set to OpenGL 2.0+ or DirectX for these features to work.

Other optional graphical features to turn on for a better experience:

- Detail Shadows
- Anisotropic Filtering
- Motion Interpolation
- 3D Fog

Now load up a level to try it out in game! You can toggle between the original graphics with Page Up and Page Down.

REPORTING BUGS

Given how huge of a release this is, it is very likely it contains bugs, and we'd like to fix any you find! So please, if you see something out of place, contact us on the [forums](#) or [discord](#)!

THE STORY OF THIS PROJECT

The year is 2009, I (Jon God) had gotten back into Myth mapmaking, taking my projects online through the µdogs hotline server. Due to the new update detail textures in Myth 1.7, Graydon suggested to me to try my hand at it, since no one has really done much with it. Over the years I cut my teeth on detail texturing maps, which was a surprise to me, because I find myself a lot more technical, and less artsy. The real thing that always intrigued me was what all the 3D models used to make the sprites? What did they look like up close? For the sake of knowing, I started digging around to see if anyone had access to the models, sadly, everything was a dead end.

Enter someone who's name I will not disclose - who brought Project Magma all* the assets used to render out the 3D models for Myth: The Fallen Lords and Myth II: Soulblighter. It was like Christmas in April! The first step was being able to open them, and it turns out they were in a very annoying format, Alias Studio Tools format, formally Power Animator. Power Animator had been used to do 3D for lots of stuff, including the 3D in Jurassic Park... But it was made back then, and little had changed over the years. It was a very unstable, badly documented, and unintuitive program.

Some Magma folks got some test renders out before me, but in all its glory, we realized that despite some of the models looking pretty decent up close, most of them were quite exaggerated so that features would be visible through the extremely low resolution of the sprites. This was not going to be a small project.

It took many years to trial and error figure things out, and make my own guides so I knew how to use the application well enough to make progress. Graydon and I took on the vast majority of the work, until things sort of ground to a halt due to some issues beyond our control in 2015. Graydon had to continue with his life outside of Myth, and I still poked in from time to time to tweak and clean things up here and there. This was all for moot though, as the code side of Myth to display these units was still half-finished. In the intervening years, I probably got about 80-90% of the units cleaned up enough to be rendered, though not finished.

I would bring it up every so often online, hoping someone would be able to help the code side. Then all prayers were answered, as Zero Pipeline saw my call for help, and helped me get this across the finish line - This simply would never have happened without him. I might have done the legwork, but I had no destination without him.

Another big part of this project was fixing all the issues (and man, there were a lot of them) off the top of my head, I had to learn 5 mostly ancient 3D programs, I had to recreate entire unit's animations which had been lost to time, I had to rig and animate new 3D models to match the original's exact movement frames, having to photoshop 1000s of frames by hand to add details that weren't on the models, and so on.

Looking back, it was a monster of a project, and I am not sure I'd do it again, but I am very proud of the work not only I did, but Graydon, Zero Pipeline, Melekor, Myrd and the rest of Project Magma.

-Jon God

CREDITS

[Christopher Lyles-Arthur \(Jon God\)](#) - Project lead, problem solver, artist, animator, and archivist.

Graydon - Artist, responsible for nearly half the original unit's first passes.

Melekor - Did the leg work to make the initial phase of this project possible

Myrd - Along with Melekor did legwork on the Mythsides to make this work.

Zero Pipeline - For getting the code where it needed to be to get across the finish line. Also for additional art, and help touching things up in the final phase!

Gholsbane - For support, testing, and taking the wonderful screenshots for The Tain.

[Alex Bobylev](#) - I am not sure if we ended up using his Soulblighter model which was donated to Project Magma for this project by my request. The final model if not his (it went through maybe 3-4 people's hands) had some inspiration from his take on Soulblighter

[Kvakling](#) - For making the animated peasant model I used to make the TFL Villager HD override.

[Eric Kwiecien](#) - For making the War Scythe model I modified for the Skeletons from Chimera.

[Sank.pdo](#) - For making the Skeleton model modified for the Skeletons from Chimera.

[Livatapka](#) - For making the rag model I modified for the Skeletons from Chimera.

[Mikserart](#) - For making the raven/crow model used in twice born edition.

[Chad Woyewodziec](#) - For making the shield model used to make the Skeletons from Chimera.

[Ben Arthur](#) - For making the texture used for the HD Forest Giant

[IronDuke](#) - For making and sharing the Myrmidon, Watcher, Rabican and other models used in many plugins (including The Fallen Levels!)

Badlands Games - For providing (almost) all the models used for the new units in Chimera.

[Briarius](#) - Made some models that IronDuke further modified for Myth

[Lopy90rap](#), [starlprd](#), [Ellen11](#), [soidev](#), [NyanDiaCat](#) and [Alex Ruas](#) - For making the 3D models used to make the HD units for Legacy of Myth (Knight, Bard, Demon)

[The ESRGAN team](#) - For making ESRGAN, which was used to upscale original sprites we didn't have the source assets for. Without this it wouldn't have ever reached the finish line.

[Rastrum](#) - For making the DigiPaint upscaling model for ESRGAN that was heavily used for assets we didn't have access to.

[Mark R. Bernal](#), [Doug Zartman](#) - For answering questions about the original assets, and intentions. ([Clicking this link will take you to their awesome podcast's discord!](#))

[Mark R. Bernal](#) - Again, this time for doing new art for Twice Born Edition!

[Owen Spence \(Atlyx\)](#) - For doing the musical composition used in the trailer.

[Jeoku](#) - For directing and editing the trailer for this project. (Both of you two kept sane, thanks!)

And to all the others, you know what you did - Deqlyn, DarthRevan, Rebecca Heineman, KaiN, the rest of Project Magma, the original Bungie Myth 1 and 2 teams, and most of all, the Myth community, without your support this would have died on the vine.

Also, the credits for the detail textures included:

Jon God - For creating many of the detail textures, and for doctoring the rest, and making all the detail maps for all of this.

Project Magma - For some of the built in Detail Textures

Melekor - For making the Detail Texture/Detail Map system.

Goran - For the Marathon 1 HD Textures

Freeverse - For the Marathon 2 HD Textures

Gizmo, Ozone - They each contributed one detail texture used within.