



Updating Tecmo Faces

By Knobbe, May 21, 2013 in ROM Editing Discussion

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Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

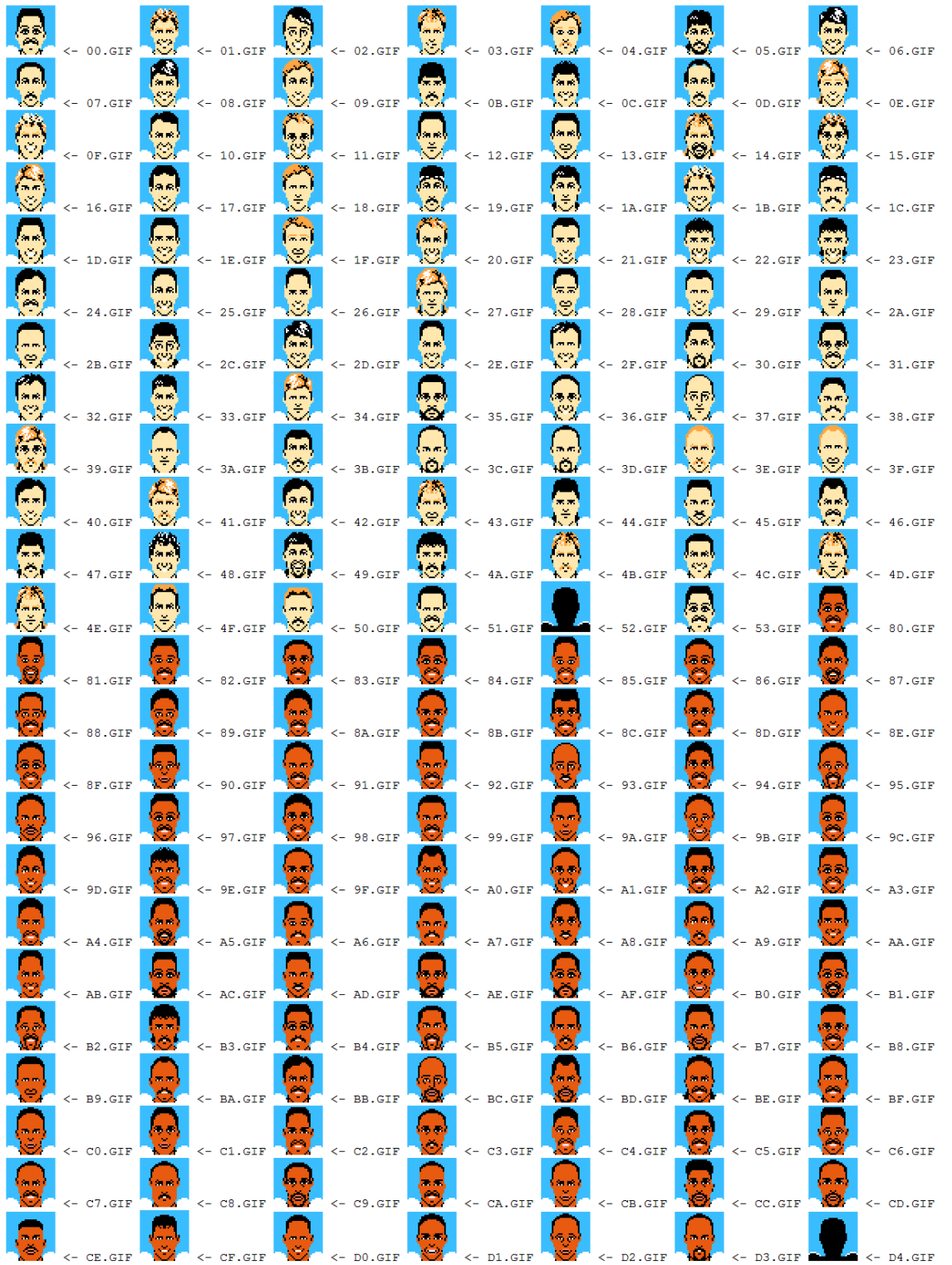
Posted May 21, 2013

[Report post](#)

We're looking to "modernize" the faces available in TSB2014.

The first step will be to eliminate current faces..mostly eliminating the mullets and what not

Here are the current faces



I've added all of the faces as emoticons.

Please throw in the image(s) or numbers of the faces that are no longer relevant.

The next step will be to design some new features, probably mostly hair, to add to available images.

+ Quote

↑ 1



TimBone reacted to this

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Yak

Tecmo Fanatic



Members

+ 1,541

5,286 posts

Location: Boston, MA

Posted May 21, 2013

Report post

Exciting!

+ Quote



Knobbe

Tecmo Godfather



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17,586 posts

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Founder of T-Borg

Posted May 21, 2013

Report post

I'd say that










can go

+ Quote



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

keithisgood

Veteran



Members

+ 504

434 posts

Posted May 26, 2013

Report post 

Okay, so editing these would mean editing the individual tiles which compose the faces?
How many facial features tiles are there?

+ Quote



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 26, 2013

Report post

I'm going to try and work on this during the weekend

+ Quote



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Tecmonster

rom producer



Members

+ 211

634 posts

Location: Reno, NV

Posted May 26, 2013

Report post

On 5/21/2013 at 7:16 PM, Knobbe said:

I'd say that





can go

My personal opinion is that I think all the faces still work if you just remove the mullets and mustaches.

I definitely think you should keep this one:



because it's a good face to use for Latino players and there are very few options for that.

Also, I'm not sure why you included this one:



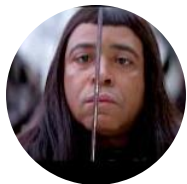
I see that look quite a bit in the NFL. Goes with corn rows.

+ Quote



TimBone

I fart, therefore I am.



Members

+ 530

2,745 posts

Location: Cleveland, OH

Posted May 26, 2013

Report post

This will be awesome.

+ Quote





buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted May 26, 2013

Report post

On 5/26/2013 at 1:28 PM, davefmurray said:

I find this hilariously racist in a perfect stereotype kind of way.

Tecmonster, on 26 May 2013 - 1:59 PM, said:

On 5/26/2013 at 11:59 AM, Tecmonster said:



because it's a good face to us

I always thought that was an east indian

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... individual freedom of mind."

[link to change one's signature](#)

DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2

Burning Mort I & II

Posted May 26, 2013

Report post



cesar-milan-mustache.jpg

Nailed it.



Quote



keithisgood, buck and hamburgler2682 reacted to this



keithisgood

Veteran



Members

+ 504

434 posts

Posted May 27, 2013

Report post

"DOG WHISPERER RIGHT Z SLANT CAROLINA HUTHUT!"



Quote



kamphuna8 reacted to this



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 28, 2013

Report post

I'll probably have a better list in the future. I'm trying to eliminate unnecessary features like mullets and pony tails or certain hair configurations.

That way we can put in cornrows or just a chin beard or some other hair/beard item I can't think of at the moment



Quote



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 28, 2013

Report post

Made some great breakthroughs this weekend in documenting the faces.

I have all the pointers for the overall image, the pointers to the "Feature groups", and the pointers to the tiles that make up a feature.

Feature groups are the tiles that it takes to make mouth or eyes, for example.

At some point I'll clean up the spreadsheet to upload.

Next I need to document how often each tile is used in order to determine how viable a candidate it is for replacement and create a feature code <-> actual feature tiles guide.

Quote

2



keithisgood and Yak reacted to this

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

keithisgood

Veteran



Posted May 28, 2013

Report post

Very exciting. Can't wait to try my hand at it.

Quote





Members

+ 504

434 posts



Yak

Tecmo Fanatic



Posted May 28, 2013

Report post

Nice work, Mr. Woodson!



Members

+ 1,541

5,286 posts

Location: Boston, MA

+ Quote

Knobbe

Tecmo Godfather



Posted June 3, 2013

Report post

Don't worry, i haven't forgotten about this.



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Knobbe

Tecmo Godfather

Posted June 18, 2013

Report post

Breaking out the individual features as images



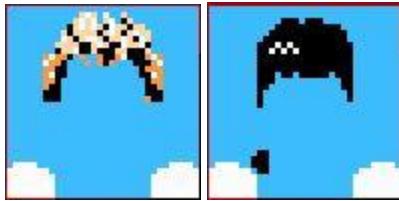
Founder



+ 3,242

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

buck

DARRELL GREEN



Members

+ 2,060

6,332 posts

Location: Tecmo Super Street

Tecmo Titles: Lincoln V (2015)

Posted June 18, 2013

Report post

sweet perm on the left, and I'm digging that diamond "M" hair-bling on the right

+ Quote



"The right to speak and the right to refrain from speaking are complementary components of ... 'individual freedom of mind.'"

[link to change one's signature](#)

Knobbe

Tecmo Godfather



Posted June 18, 2013

Report post

✓ On 6/18/2013 at 8:24 AM, buck said:

sweet perm on the left, and I'm digging that diamond "M" hair-bling on the right

There are 130 or so "features" such as eyes, hair, mouths, etc. I'm through about 20 or so...all hair so far. I believe the hair on the left is "Montana Hair"

Founder

Quote



+ 3,242

17,586 posts

Tecmo Titles: 1
Founder of T-Borg

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

DFM

Tecmo Legend



Administrators



+ 3,015

4,500 posts

Tecmo Titles: 2
Burning Mort I & II

Posted June 18, 2013

Report post

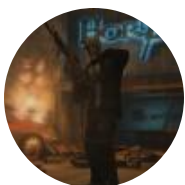
I am so excited for this. No lies.

Nice work, Knobbe!

+ Quote

kamphuna8

Tecmo Fanatic



PureTecmo Administrators



+ 3,917

14,517 posts

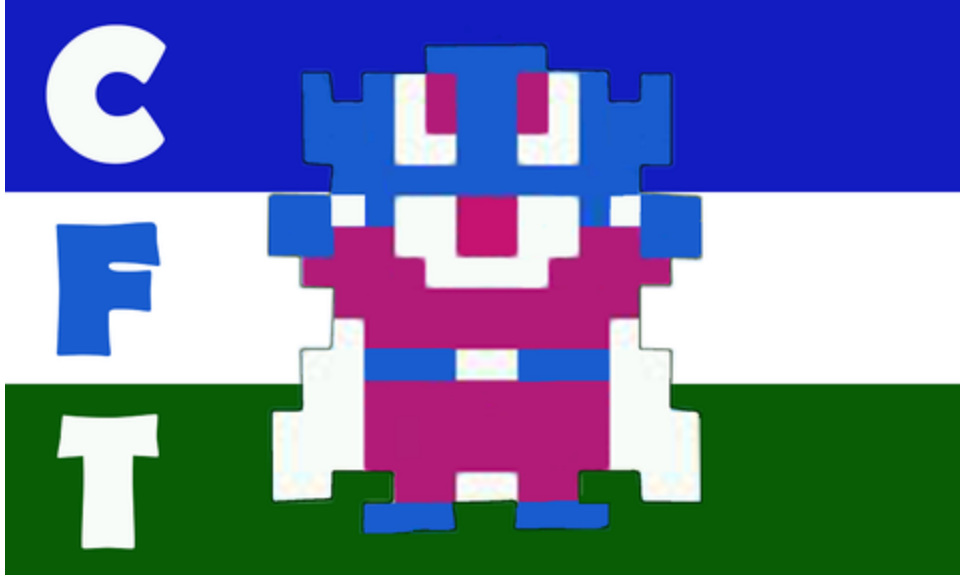
Location: Tacoma
Tecmo Titles: Overrated
Overstated

Posted November 25, 2013

Report post

bump?

+ Quote



tecmo gods, über alles

PLAY HARD

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted November 26, 2013

Report post

Did I forget something?

+ Quote



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

OL' Dirty Tecmo

MWTecmo IX Champion



Posted November 26, 2013

Report post

Kamp probably bumped this thread because it's hilarious. Sorry I missed this until now but

obviously 2014 needs more beard!



Mods: WTF

+ 2,945

3,178 posts

Location: Ohio

Tecmo Titles: 7

Offset4Lyfe



+ Quote

1

DFM reacted to this



kamphuna8

Tecmo Fanatic



PureTecmo Administrators



+ 3,917

14,517 posts

Location: Tacoma

Tecmo Titles: Overrated

Overstated

Posted November 26, 2013

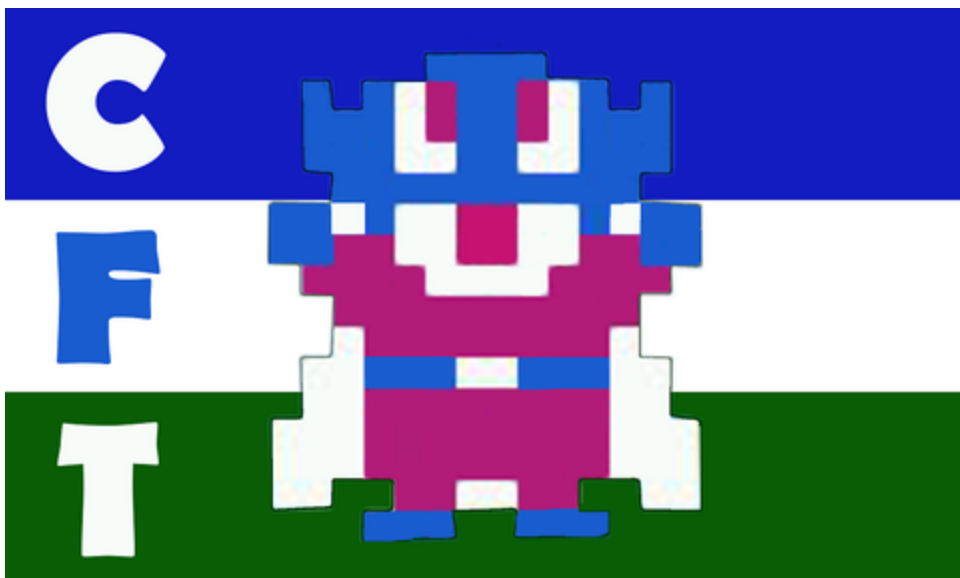
Report post

On 6/18/2013 at 2:07 PM, Knobbe said:

There are 130 or so "features" such as eyes, hair, mouths, etc. I'm through about 20 or so...all hair so far. I believe the hair on the left is "Montana Hair"

I'm not sure which proves how over my head this is...

+ Quote



tecno gods, über alles

Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted December 4, 2013

Report post

On 11/26/2013 at 5:58 AM, diazmjd said:

Kamp probably bumped this thread because it's hilarious. Sorry I missed this until now but obviously 2014 needs more beard!

If I do face updates, I'll be sure to include "CRAZY AWESOME BEARD"

+ Quote

1

OL' Dirty Tecmo reacted to this

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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

Dusto

Starter



Members

+ 57

122 posts

Posted January 9, 2014 (edited)

Report post

Hey if you have any notes on this Knobbe can you post them or PM them shorthand. I've been going through trying to update everybody using some season stats and team depth charts. I'd love to take a crack at updating some tile to maybe try and get in the new super long dreads look. Right now everyone with dreads is getting the aforementioned cornrow look

Edit> Found the other 2 threads with most of your discussion with jstout. I'll see what I can figure out from there for now.

Edited January 9, 2014 by Dusto

+ Quote





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TSB Faces Organized

By [BO FB Offtackle Left](#)



This is an Excel sheet of the TSB faces with all similar faces grouped together. It should be very useful for anyone who uses Tool or another editor to make roms.

(Tool) TSB Faces Organized

By [BO FB Offtackle Left](#)



View File TSB Faces Organized

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...



Reference of the Tecmo Faces

By [Knobbe](#)

TSBm 1.3: Making your own FACES

By [Norrin_Radd](#)



I get the feeling that this is a very annoying question to ask, but I've scoured the internet for a couple hours looking for some answers (Including multiple TSB forums).

...

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[SBlueman](#)



Updating Tecmo Faces

By Knobbe, May 21, 2013 in ROM Editing Discussion

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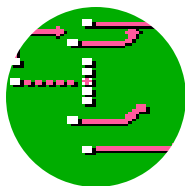
1

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BAD_AL

Tecmo Super Champion



Members

+ 54

546 posts

Posted February 11, 2014 (edited)

[Report post](#)

I think I'd like to write an app or an add-on to TSBTool that edits the faces.

But I not sure how to render the tiles based on the ROM data.

Looks like 64 bytes per Tile.

8-bits per pixel.

How do I know what color to render a given pixel?

Where to get the color table for a Tile in the ROM?

Any other good Tile info?

Edited February 11, 2014 by BAD_AL



Quote



1



You reacted to this

BO FB Offtackle Left

Tecmo Legend

Posted May 19, 2019

[Report post](#)

I'm bumping this because it's all very interesting, but I'm not sure what to do with it. Was the



Members

+ 253

3,135 posts

Location: New York

end vision some type of Tool program where you can load a rom, and then select face features for each player instead of whole faces? Has anyone actually developed something like that?

Aside from that, how else would one utilize all the info presented here? I think I could figure out how to change individual face parts to create new faces if I wanted, but it seems like more trouble than it's worth. When I have edited roms, I've usually been able to find faces that are close enough to most players. My issue has always been that similar faces are not near each other in editors, so it's sometimes difficult finding the face I want. I'm currently rearranging the existing faces in an Excel sheet to deal with that. When I'm done, it should be easier finding faces on my sheet than in the editors.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."
- Kenny Stabler



Knobbe

Tecmo Godfather



Founder



+ 3,242

17,586 posts

Tecmo Titles: 1

Founder of T-Borg

Posted May 22, 2019

Report post

I was really into this like 5 years ago but then just had other stuff come up and didn't come back to it.

Tecmo takes pieces and combines them to make the faces. Thus I think the easiest thing to do would be to identify the pieces that apply to outdated hairstyles and then replace them.

+ Quote



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"You fail all of the time. But you aren't a failure until you start blaming someone else" - Bum Phillips

BO FB Offtackle Left

Tecmo Legend



Posted May 22, 2019

Report post

On 5/22/2019 at 6:42 AM, Knobbe said:



I was really into this like 5 years ago but then just had other stuff come up and didn't come back to it.



Members

+ 253

3,135 posts

Location: New York

Tecmo takes pieces and combines them to make the faces. Thus I think the easiest thing to do would be to identify the pieces that apply to outdated hairstyles and then replace them.

Yeah, I could see that. One thing I would want to do if I felt more inclined is to get more variety for beaded faces. Everybody has a beard today and there's only like half a dozen options. Put different eyes and different hair on the beards, so you don't end up giving like every offensive lineman that one face with the beard that looks normal, or whatever.

+ Quote



"There's nothing wrong with reading the game plan by the light of a jukebox."

- Kenny Stabler



PREV

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(Tool) TSB Faces Organized

By BO FB Offtackle Left



View File TSB Faces Organized

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Reference of the Tecmo Faces

By Knobbe



TSBm 1.3: Making your own FACES

By Norrin_Radd

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SBlueman

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