
Subject: Map Making Tutorials (A lot of pictures)
Posted by [DeathAX](#) on Sat, 11 Sep 2004 20:17:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

G-max Tutorial 2: Advanced Tools
By Exdeath7

Tool: Boolean And others

This tool is very useful in making holes in the middle of mesh. Such as making windows in boxes if you are creating a house , or making a Hole a Cylinder for a bunker. This tool is Extremely useful. First we will begin by making a box. I'm making my Box 8.0 x 8.0 x 5.0 as in Length , Width and Height. Then I'm going to Clone my box I have just created and Scale it down Just a bit. About 2 cm Smaller. Accomplish the clone by Edit > Clone and Scale by right clicking and selecting Scale. Then move on your Arrow axis to scale larger/smaller.

In that picture It should say Clone NOT Scale. I was half asleep when I startted this tutorial

Afterwards Go to your Create tab on your tool bar to the right. The Icon Displays a Mouse Curser Moved over a star. Now where It says Standard Primitives you should be able to do a drop down. On the drop down there should be another options besides Standard Primitives , Labeled Compound Objects. Select it. (Since G max is a Simple version of 3D Studio's Max (3Dsmax for short) , It only has these two Create Tabs.) Now you should get a nice new set of buttons. We will use Boolean , So select our bottom box and then hit the Boolean button. (The bottom box will be the Box we want an Indent or hole in.)

Now You will see we got some new options the program has given us. Ok To finish the Boolean ,

be under the Pick Boolean Tab. Press it and then Select second box (the one on the top) and poof you got a nice top area of your House or Whatever. (I'm making this building up as I go)

Before:

After:

Ok Now you Know how to do Boolean. There are other ways. When you select your operation change what you have. Such as Cut , Will just cut a hole in the mesh the size of the second box. I'm going to do a few Of these for windows. First Though I want to Make a interior part. So make a box and then Convert to editable mesh and Select Polygons. Select all the Faces in the box and Then scroll down on your tool bar and look for flip. (It should be near the bottom). Hit it and it will flip all faces the opposite direction they were already facing. Ok Now we Have an Interior. We will play with it later. Now I'm Just going to make a few more boxes where I want holes. As so..

The Blue will be Cuts in my mesh. I want to clone my clue and hide them for use in my interior when I get to that. So clone and the select it and right click then hit hide selected mesh. Hit unhide selected mesh to make it appear again.

The Green are indents on the roof which will be not affecting the interior in anyway. So we don't need to clone the green. Go ahead and Boolean the green now the same way we did the first. Now Mine left holes in my mesh at the base of my indents. That is easy to fix. Select your Main box , convert to editable mesh then right click again while the box is selected and hit

Like connect the dots. Start doing this on your holes.

***NOTE* I ATTACHED ALL MY BLUE THEN ATTACHED ALL MY GREEN IN SEPRATE GROUPS.**

Ok After your finished Select the blue and Boolean that. It should leave cuts in your mesh as long as they are passing through to one side to another of the mesh. If it doesn't cut use the cut operation or another. Experiment around. Again it should work fine under Subtraction {A-B}.

And that is how it looks after I'm done. You Can now Boolean. Now I'm going to do the same to the tutorial. Unhide the blue and do it to the interior. Then attach the interior to the exterior and Boolean in a doorway.

After that Use the create tool and fill in your window and other gaps.

And ... That's our Bunker. You have just learned the Boolean tool and a few others. Now you can make some pretty sweet things. Go play around and see what you can do.

Tool:Soft Selection and Mesh Smooth

Soft Selection is a very useful tool is creating Good round hills in a small amount of times. Mesh smooth smoothes off rigid corners and edges. Making them.... Smooth. Ok first lets begin by creating a flat plane. I made my place 100x100 with 20x20 segments. You need a lot of segments for your hills you're look good.

Afterwards convert to Editable Poly. Scroll down on your tool bar and look for the soft selection looking at something like this.

Now I want you to select a Vertex and move it up or down. You Now have a nice hill or crater. Here is what you need to know to make your own Custom settings:

Falloff: It controls the amount of vertices selected outward from your middle vertex. So Increase this if you want more vertices selected or decrease for less selected.

Pitch: Change this to raise the sides of your hills you make. Increasing it makes it more of a point. Decreasing it makes it more of a pointy towards the center of the top. The best way is to change it and see for yourself.

Bubble: This changes how round your hill is going to be. Increase and decrease it and see for yourself. You can use this to make your hill more flat on the top.

Enabling Edge Distance: If you enable this setting you can move your edges of your main set of vertex's. Its very hard to explain so you will really have to see for yourself. Increase it to widen your selection.

After A little bit of playing Around I have come to this.

Now That I have my main look , Lets make it smooth. I never really use mesh smooth but Its very useful at times. So just deselect the soft Selection and scroll down select the subdivide tab. Now you should get some more options. You should see a button labeled mesh smooth. Select all your vertices and hit the button. Now you should have a really smooth piece of mesh.

You can do this in sections. Just select which vertices , faces or edges (whichever you like or is more convenient for you) and hit mesh smooth. It can be useful sometimes and others not. I prefer Soft selection.

Tip:Soft Selection and Mesh Smooth

Ok Now I will show you some advanced technique in texturing. One tool that is always good when Alpha blending is slice plane. Slice plane with cut your mesh in half and is located under Editable mesh , patch or poly. First convert to editable mesh scroll down and look for slice place and use this picture for reference:

After the Slice:

So there is out cut. We are doing this because that cut will be the highest extent of our alpha blend. If we didn't make that cut our blend wouldn't end until it reached the top of our building, Which we do not want.

So Now we can start Texturing. This is what I have after I am Done texturing.

Now that you know some new Tools and techniques , Go make some stuff.

Thank-You <http://www.n00bstories.com> for there free image Service. Crimson and Blazer Rock! , , Westwood Studios and Everyone on the forums
