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Subject: Re: Faked "Lightmap" Creation in 3D Studio Max - A Tutorial

Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 15:44:48 GMT

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Oh, but you made it out to be a "big secret" since you and Retardin claimed it wasn't texture baking. I've never really seen a bunch of pathological liars like members of the Reborn team. You claimed it was a secret technique that didn't involve texture baking, now once you're exp0sed; you claim that it was what I said it was all along.

No, you don't have to break anything up. If you idiots knew much of anything about the W3D engine this would be obvious. A building interior can be comprised of a single object and it's completely able to run well in the game, with or without visibility rendering.

Quote:And what if you already have your building fully textured and rigged in gmax? Are you giong to export to max, merge, unwrap, bake texture, break into original pieces, export to gmax, and fully retexture again?

Not really, since Silent Kane's Max to W3D exporter circumvents that.

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