
Subject: Re: Gmax tutorials

Posted by [crazfulla](#) on Fri, 15 Feb 2008 11:32:31 GMT

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Muad Dib15 wrote on Tue, 12 February 2008 17:30 That doesn't explain how to use gmax, it explains how to map and stuff like that.

Open your eyes and you would find there actually ARE tutorials on Renhelp for how to use Renx

Read and follow these tutorials in order. This is how I learned to make maps although you learn A LOT simply by experimentation.

1. Creating Your First Map

Really simple tutorial using nothing but basic shapes, this would be your first step.

This is how I got started. Read it and do as they say it is really cabbage stuff.

2. Alpha Blending Textures

Good texturing is equally as important as good modelling, so learn the basics here.

If you can't do a basic alpha blend you should save yourself time and give up now.

3. Creating Basic Terrain

This details how to use features like Weld and Extrude to make cliffs, tib fields etc.

I personally found this one to be easy to understand and very helpful. I highly recommend it.

4. Making Tunnels Using Boolean

Not the most eye-friendly way to make tunnels, but lets not get too complicated.

5. RenX Advanced Meshes

Teaches you how to do some other terrain effects and introduces you to Mesh Smooth.

6. RenX Advanced Meshes II

This one teaches you a better way to make tunnels and so forth, have fun with this.

7. Realistic Water Effect

This teaches you how to use bump maps which enhance the appearance of it ingame.

8. How To Use Proxies

A way to place building agregates, spawners etc in RenX, by placing little boxes.

The Level Edit stage can be very annoying and time consuming if you don't use proxies.

DO NOT: Use Mesh Displacement

DO NOT: Use Heightfield Editor
