RedOne wrote on Mon, 08 December 2008 19:34
I know I asked for replies but holy shit your reply is terrible. Did you read the text?? There was written that i started several times again and each time a bit better. maybe just maybe you can think that I am not that long busy with this. And most important where have you learned to communicate??? If I was another type of person I could think I am totaly no good.
Perhaps I could have worded it better, but it's the internet. When you post your work, expect criticism of any kind.

RedOne wrote on Mon, 08 December 2008 19:34Its not a bunch of crap thrown together i think. The floors are made editable polies where I replaced the vertexes. Its one box. The wals with the windows are boxes editted with boolean. The glass wall is one mesh editted with boolean. The stairs are plains editted by replace the vertexes. There could be things that can be done better. But the best school is to do it i guess.
You started on the exterior first, and it's fairly blocky. Not to mention, you shouldn't even really be texturing it atall or anything until the model is pretty much finished. I'll go into this later

RedOne wrote on Mon, 08 December 2008 19:34Di3Hard replied to me on another topic about boolean. I have to try that.
Don't. Boolean isn't really a great tool, as it makes poly's in random places. I reccomend simply extruding around where you want the holes, rather than using boolean. It really does look better, even if a bit more time consuming. Do note that polygons affect lighting. So if you have random poly's around the map, they'll show with lighting.

RedOne wrote on Mon, 08 December 2008 19:34But what part you want to see in wireframe???
Then I can make a screenshot of it. Extrude and weld i am not sure if i can and how to use it. And what do you mean bij not more then 2 poly's per flatsurface??
Take various screenshots of the map. Maybe not even necessarily in wireframe, but hit F4 (Or F2, I can't remember which, lol) in gmax, and it'll show the edges of your mesh.

Now, I should probably give you a little tutorial on how those features work.

Extrude is pretty simple. Select an edge in edge selection mode with an editable mesh. Then, simply hold shift, and drag the edge you selected in the direction you wish to make another plane.

Welding is done in vertex editing mode. You basically select various vertexes, and go down to the welding feature in gmax. Then, there should be a button called "Selection", and some numbers next to it. The numbers mean how close the vertexes must be to weld them, so I recommend choosing a really small number, like 0.001. This way, the vertexes have to be in the same location to weld them.

Welding basically means, two or more vertexes become one vertex.

Blazea's tutorials on renhelp should explain extruding and welding and other nifty features better. Here's the links.

http://renhelp.net/index.php?mod=Tutorials&action=view&id=120

http://renhelp.net/index.php?mod=Tutorials&action=view&id=121

IMO, welding and extruding are two basic necessities everyone who does 3d editing should know.