Subject: An Odd 3Ds Max problem
Posted by Spice on Thu, 06 Jan 2005 06:57:43 GMT
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I went to unwrap and when I went to set the planar map values to an even set .. They don't even out. So when I start unwrapping my model everything is stretched.

http://www.n00bstories.com/image.fetch.php?id=1287127309

I know of another having this same problem. Any ideas on how to fix this or what we are doing wrong? This is the only time this has happened.

Subject: An Odd 3Ds Max problem
Posted by Sir Phoenixx on Thu, 06 Jan 2005 16:04:06 GMT
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Select "Reset XForm" under the "Utilities" tab, select the object, click "Reset Selected", then you can convert back to Editable Mesh and UVW map it again.

A side effect may be that all of the polygons in the object turns inside out, so you will have to flip them back. (You also can't undo before the Reset XForm.)

Subject: An Odd 3Ds Max problem
Posted by Slash0x on Thu, 06 Jan 2005 16:24:26 GMT
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Sir PhoenixxSelect "Reset XForm" under the "Utilities" tab, select the object, click "Reset Selected", then you can convert back to Editable Mesh and UVW map it again.

A side effect may be that all of the polygons in the object turns inside out, so you will have to flip them back. (You also can't undo before the Reset XForm.)
What is the purpose of XForm anyways? I've seen it, but don't know how it is used or ever tried to use it.

Subject: An Odd 3Ds Max problem
Posted by Sir Phoenixx on Thu, 06 Jan 2005 22:07:14 GMT
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It cleans up and resets scale/rotation transforms and the bounding box and alignment info to defaults. It's needed to help the object's alignment/bounding box accomodate for the changes in sub-object. It should be done to each object before UVW mapping. (It also corrects lighting issues, I usually do it before I render.)

Subject: An Odd 3Ds Max problem
Posted by Slash0x on Wed, 12 Jan 2005 23:36:18 GMT
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Sir PhoenixxIt cleans up and resets scale/rotation transforms and the bounding box and alignment info to defaults. It's needed to help the object's alignment/bounding box accomodate for the changes in sub-object. It should be done to each object before UVW mapping. (It also corrects lighting issues, I usually do it before I render.)
How does it help UVW mapping?

Thanks, BTW.

Subject: An Odd 3Ds Max problem
Posted by Sir Phoenixx on Thu, 13 Jan 2005 00:07:02 GMT
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Without it, even though the length and width are the same, it shows it as a rectangle, sometimes quite long, instead of a square like it's supposed to be causing a lot of distortion, applying Reset XForm first corrects it and fixes this, so it's a square.