
Subject: Renegade Buildings in 3DS Max?

Posted by [WNxCABAL](#) on Thu, 12 Oct 2006 22:39:49 GMT

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Hiya,

Just wondering if anybody has found a way to import the Renegade buildings in GMAX format into 3DS Max to export as w3d with the recently released max2w3d.dle plugin?

I've tried to just export all buildings to w3d with gmax and import them using Sloth's modified w3d importer within max and then export again as w3d, but it just doesn't work and also it doesn't assign correct textures to models.

Anyone?

Andy

Subject: Re: Renegade Buildings in 3DS Max?

Posted by [Halo38](#) on Fri, 20 Oct 2006 19:47:04 GMT

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Yes, I actually done this for C&C_Arid

- I exported the buildings file to w3d
- imported the w3d to 3dsmax
- then looked at the materials in renx and recreated them in 3ds

I also messed around with smooth groups finding out how best to use them to help the models react to light in the best way the result is actually better than the ww gmax version.

I only got one material wrong and that was the obelisk tubes on the side (which all I think I had to do was check the valpha box)

Would you like this max file?

Subject: Re: Renegade Buildings in 3DS Max?

Posted by [totalhavok](#) on Fri, 20 Oct 2006 21:37:09 GMT

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Halo38 wrote on Fri, 20 October 2006 15:47

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Ok did you try using the Cap Holes modifier in 3ds max?? Does it work better, then it does in RenX? RenX's Cap Holes modifier gives me problems with the way textures look, BUT it REALLY helps reduce the poly count!!!! I'd like to be able to use this modifier without messing up the appearance of my textures!

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Halo38](#) on Sat, 21 Oct 2006 14:31:22 GMT

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totalhavok wrote on Fri, 20 October 2006 17:37Halo38 wrote on Fri, 20 October 2006 15:47
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Cap holes is a modifier that caps the holes in a mesh which adds polygons I don't see how you have used this to reduce the poly count EDIT: (you may reduce the polgon count but not the triangle count)

cap holes will most likely work the same in gmax as renx even if you use cap holes you will still need to apply another UVW map or Unwrap modifier to map the newly created unmapped polygons

When I mentioned that I messed around with the smooth groups on the buildings I ment that I changed them from the smooth groups found on the buildings in the ww gmax buildings file so light now reacts better to them, the smooth grouping method is exactly the same as in gmax.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Oblivion165](#) on Sun, 22 Oct 2006 13:21:24 GMT
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Halo38, upload it man! Great for Renhelp's download section.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [WNxCABAL](#) on Sun, 22 Oct 2006 22:17:31 GMT
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Yes Please Halo!

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [JeepRubi](#) on Tue, 24 Oct 2006 00:54:53 GMT
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That would help a lot!

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Titan1x77](#) on Tue, 31 Oct 2006 20:07:06 GMT
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Hey Halo, I'd like to make another map and try it in max...let me know if u uploaded this anywhere.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Halo38](#) on Tue, 07 Nov 2006 19:36:30 GMT
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Sorry this has taken so long been very busy

I'm not sure if any of you will be able to open this max file though, I have had problems with this for ages and very few people can seem to open any max files i send them. But your all welcome

to try, if I ever upgrade to max8/9 i'll trying uploading it again.

I also converted neosaber's exploding tiberium silos, but i don't see the harm of including them in this file you'll still need the w3d animations he made from the download to get them to fully work I have just converted the renx model that will pull in the animations - thumbs up to neosaber for them

download max file here --> http://www.chettle1.com/preview/ren_buildings_max.zip

*note - the AGT is facing the correct way in this file & the layout is the one used in arid feel free to move the buildings around.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Zion](#) on Wed, 08 Nov 2006 12:43:41 GMT
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Are they at the correct scale? Don't want to look like ants invading the Nod base now do we?

It's really important since i'd like to use these for scaling the AR buildings correctly.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Halo38](#) on Wed, 08 Nov 2006 16:17:50 GMT
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Merovingian wrote on Wed, 08 November 2006 07:43Are they at the correct scale?

No, I though I'd change the scale to irritate you all. Your talking to Halo38, what do you think?

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Zion](#) on Wed, 08 Nov 2006 19:16:10 GMT
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Lol, just checking.

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [WNxCABAL](#) on Wed, 08 Nov 2006 19:18:08 GMT
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Nice one Halo!

I'll make sure you're credited in my next map, Snowfight 2106

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Oblivion165](#) on Thu, 09 Nov 2006 04:08:36 GMT
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Added! And thanks alot halo

Subject: Re: Renegade Buildings in 3DS Max?
Posted by [Halo38](#) on Fri, 10 Nov 2006 12:12:45 GMT
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Thought I'd do a better version as alot of you seem to like this, this one has the terrain around the base of the buildings and I had a look at the ob tube material again and I have that corrected now.

http://www.chettle1.com/preview/ren_max_buildings_t.zip
