Subject: Make Terrain Bearable to Look At
Posted by Altzan on Thu, 11 Dec 2008 00:15:36 GMT
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Hi, when I make terrain in Gmax and don't texture it (not quite good at that yet) I go ingame to test and the terrain's colors are so BRIGHT. Anyone know how to give terrain basic, dull colors that I can stand to look at.

I mean, the terrain looks all polished or something

Subject: Re: Make Terrain Bearable to Look At
Posted by GEORGE ZIMMER on Thu, 11 Dec 2008 00:41:45 GMT
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Texture it? If you still want it to be the same color as the color you had in gmax/renx/3ds/whatever, just make a texture of that color and apply it.

A tip: Don't save your models after they've been textured. Save it RIGHT before you texture it, then texture it, export, and then see how it looks. When you mess with textured meshes, it can screw things up sometimes. Not always, but sometimes.

Subject: Re: Make Terrain Bearable to Look At
Posted by YazooGang on Thu, 11 Dec 2008 02:06:48 GMT
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Cabal8616 wrote on Wed, 10 December 2008 18:41Texture it? If you still want it to be the same color as the color you had in gmax/renx/3ds/whatever, just make a texture of that color and apply it.

A tip: Don't save your models after they've been textured. Save it RIGHT before you texture it, then texture it, export, and then see how it looks. When you mess with textured meshes, it can screw things up sometimes. Not always, but sometimes.
actualy, there is a tool in 3ds max, it lets you delete the material that is applied to the mesh, i dont know about gmax since i dont have it .

Subject: Re: Make Terrain Bearable to Look At
Posted by GEORGE ZIMMER on Thu, 11 Dec 2008 02:10:42 GMT
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It's there for RenX, but it cocks up and crashes and/or corrupts the map. Dunno why, either.

Subject: Re: Make Terrain Bearable to Look At

Posted by Altzan on Thu, 11 Dec 2008 04:07:17 GMT
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Sounds good, thanks for the tip.

Subject: Re: Make Terrain Bearable to Look At
Posted by Gen_Blacky on Thu, 11 Dec 2008 05:33:34 GMT
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only crashes for me when you try to edit and existing texture like a model with 2 textures applied to it , so just delete the material and redo it.