Subject: [REQUEST] Chrome effect
Posted by Kimb on Thu, 13 Aug 2009 19:39:58 GMT
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Hey, feel free to move this to another forum if its not the right place, anyways here's the request:

Can anyone help me add chrome effect to all buildings in-game? like the PP, WF, Airstrip, REF and such? Ill be happy for just a few of them or one

Thanks in advance

Subject: Re: [REQUEST] Chrome effect
Posted by JsxKeule on Thu, 13 Aug 2009 22:01:49 GMT
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what you mean with chrome effect??
something like my building exteriors
or just a shiny skin with mip maps reflection??

Subject: Re: [REQUEST] Chrome effect
Posted by kill on Thu, 13 Aug 2009 22:31:16 GMT
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yes thats what he wants

Subject: Re: [REQUEST] Chrome effect
Posted by Kimb on Thu, 13 Aug 2009 22:35:52 GMT
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i want it to shine, like the Scrin HON/BAR it shines pretty good, and its pretty cool

Subject: Re: [REQUEST] Chrome effect
Posted by Good-One-Driver on Thu, 13 Aug 2009 23:52:26 GMT
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That Is Scrins

File Attachments
1) Chromic9.tga, downloaded 210 times

Subject: Re: [REQUEST] Chrome effect
Posted by kill on Fri, 14 Aug 2009 01:13:54 GMT
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u still have to put it on the buldings duh u cant just give him the skin and i belive thats done in renex or w.e u model bulidngs in

Subject: Re: [REQUEST] Chrome effect
Posted by wubwub on Fri, 14 Aug 2009 01:48:50 GMT
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^done in RenX/3ds max.

I would do it but i only take requests from friends because i am too lazy to do it for others.

Subject: Re: [REQUEST] Chrome effect
Posted by Good-One-Driver on Fri, 14 Aug 2009 02:39:18 GMT
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lol

Subject: Re: [REQUEST] Chrome effect
Posted by Gen_Blacky on Fri, 14 Aug 2009 04:28:49 GMT
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buildings are part of mas so they are harder to edit.

Subject: Re: [REQUEST] Chrome effect
Posted by Kimb on Fri, 14 Aug 2009 20:43:06 GMT
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WubWub wrote on Thu, 13 August 2009 20:48^done in RenX/3ds max.

I would do it but i only take requests from friends because i am too lazy to do it for others.
right

Subject: Re: [REQUEST] Chrome effect
Posted by Good-One-Driver on Sat, 15 Aug 2009 06:32:20 GMT
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Gen_Blacky wrote on Thu, 13 August 2009 23:28buildings are part of mas so they are harder to

edit.
they are really hard to modle lol

Subject: Re: [REQUEST] Chrome effect
Posted by Gen_Blacky on Sat, 15 Aug 2009 14:43:43 GMT
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GoodOneDriver wrote on Sat, 15 August 2009 01:32Gen_Blacky wrote on Thu, 13 August 2009
23:28buildings are part of mas so they are harder to edit.
they are really hard to modle lol

thats the easy part

Subject: Re: [REQUEST] Chrome effect
Posted by JsxKeule on Sat, 15 Aug 2009 14:46:15 GMT
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for me the hardest part is find the right size ^^

Subject: Re: [REQUEST] Chrome effect
Posted by ErroR on Sun, 16 Aug 2009 11:25:42 GMT
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JsxKeule wrote on Sat, 15 August 2009 17:46for me the hardest part is find the right size ^^
you import the original and make it transparent, right click > properties > see threw. Then import
your and scale it