Subject: Creating Walls on maps
Posted by General Havoc on Tue, 11 Mar 2003 16:34:15 GMT
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I don't know if anyone else finds it hard to crete walls for their map but i found a simple way to do it, it may not be the best but it's simple to do. First i made a bos 200x200x20 then i used the line tools in gmax to draw an outline for the edge of may map then i changed the line to have a height as to cover the height of my box i made (20+). Then i clicked display the mesh and i foud that i could use boolean to cut on this shape and create some walls. Here is how it looked http://www.n00bstories.com/image.view.php?id=1615733661 (Don't worry about the dodgy texturing) If anyone is intrested then i will explain it properly.

_General Havoc

Subject: Re: Creating Walls on maps
Posted by Halo38 on Tue, 11 Mar 2003 16:50:41 GMT
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General HavocI don't know if anyone else finds it hard to crete walls for their map but i found a simple way to do it, it may not be the best but it's simple to do. First i made a bos 200x200x20 then i used the line tools in gmax to draw an outline for the edge of may map then i changed the line to have a height as to cover the height of my box i made (20+). Then i clicked display the mesh and i foud that i could use boolean to cut on this shape and create some walls. Here is how it looked http://www.n00bstories.com/image.view.php?id=1615733661 (Don't worry about the dodgy texturing) If anyone is intrested then i will explain it properly.

_General Havoc

hmm simple but quite effecive, poly count? seems quite detailed (does it make it more detailed poly wise than nessesary?)

Subject: Creating Walls on maps
Posted by General Havoc on Tue, 11 Mar 2003 16:58:18 GMT
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It's around 1000 including everything you see bit i think i could get it down to 900 easily removing all of the backfaces of the box that i cut it out of. I'm not very skilled in Gmax and i found this an easier way to add wals to a map. You can change the poly detail, i made the thing quite curved so it did add a few polygons.

Subject: Creating Walls on maps
Posted by MoDMaNiA on Tue, 11 Mar 2003 21:02:08 GMT
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Yes, I am interested please explain in detail!

Subject: Creating Walls on maps
Posted by Griever92 on Tue, 11 Mar 2003 23:53:42 GMT
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or, you could just get the Wallbuilders Pack

Sorry, don't know the URL

Subject: Creating Walls on maps
Posted by Ingrownlip on Wed, 12 Mar 2003 08:12:18 GMT
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There is a great modifier in gmax called "Displace". You should check into that. It uses the similar technique that heightfield does. And maybe that will help you guys who struggle making walls.

Subject: Creating Walls on maps
Posted by laeubi on Wed, 12 Mar 2003 10:03:27 GMT
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Griever92or, you could just get the Wallbuilders Pack

Sorry, don't know the URL

http://www.laeubi.de/gmax

Subject: Creating Walls on maps
Posted by iscripter on Wed, 12 Mar 2003 13:42:08 GMT
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General Havoc.. make me and Laeubi a tutorial on it

Subject: Creating Walls on maps
Posted by General Havoc on Wed, 12 Mar 2003 16:32:56 GMT
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I will but i really have to get this helipad tutorial out because people are asking and i said i would get it finished.

_General Havoc

Subject: walls
Posted by Sinsimilla on Wed, 12 Mar 2003 22:31:26 GMT
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I think your wall looks great... I"m anxiously awaiting the tutorial myself!

Subject: Creating Walls on maps
Posted by Aircraftkiller on Wed, 12 Mar 2003 22:49:35 GMT
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A more advanced method I use is mesh-smoothing and polygonal deformation by vertex realignment and displacement.

That's how most of my maps are made, and I usually make the base terrain in about five minutes because of how easy it is for me (After working with the same technique so long) to do it.