Subject: Makin a Mod, like everyone else
Posted by Syco on Fri, 18 Jul 2003 03:14:40 GMT
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Only difference is that I'm thinkin' casual. We don't overwork ourselves, don't get bored with it.
I can do some 3D modeling, and some work in level edit.
I'm in search of anyone who can do vehicles/buildings/(probably)persons/weapons/etc. in RenX.
So far it's me and my two friends, who don't really work on it yet.
Sounds like not much but we got some cool ideas. The least you could do is ask if your interested, and not turn us down simply because we haven't really got anything to show yet.
In a little bit (when I'm done), I'll upload a GMAX and W3D format of something some of you will really like (no, it's not a babe...it's better).
Can someone tell me though, how to extract a soldier from Level Edit / Renegade and edit them in RenX?
-Syco

Subject: Makin a Mod, like everyone else
Posted by spreegem on Fri, 18 Jul 2003 04:52:53 GMT
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Uhhh is it an Anime Babe with F cup sized boobs?? Who will do anything at all you want??

Subject: Makin a Mod, like everyone else
Posted by Vitaminous on Fri, 18 Jul 2003 04:57:04 GMT
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He just said it wasn't a babe! :rolleyes:

Subject: Makin a Mod, like everyone else
Posted by Syco on Fri, 18 Jul 2003 04:59:47 GMT
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Well, don't let this put you off, but it's got F-cup sized eyes. I'll give anyone who knows a big hint: Nikelodeon.
-Syco

Subject: Makin a Mod, like everyone else
Posted by spreegem on Fri, 18 Jul 2003 05:54:57 GMT
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I know, thats Y i said is it an Anime Babe, a Babe and Anime Babe are different, see, one is real, and the other was drawn by some Japanese person.

Subject: Makin a Mod, like everyone else
Posted by Syco on Sat, 19 Jul 2003 05:46:53 GMT
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I have the thing almost finished. Need to know the following to complete it:
-How do you take a flat surface and make it curve? I messed with the mesh stuff but that adds stuff to it, I want to like curve it all as it is now.
-Need to know how to "bone" a character in Gmax/Renx. Any tuts or instructs would be much appreciated. The one on WW site isn't much help
-Syco

Subject: Makin a Mod, like everyone else
Posted by Sir Phoenixx on Sat, 19 Jul 2003 13:48:29 GMT
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SycoI have the thing almost finished. Need to know the following to complete it:
-How do you take a flat surface and make it curve? I messed with the mesh stuff but that adds stuff to it, I want to like curve it all as it is now.

Extrude. Select the object, go into sub-object polygon mode (the red square icon), and select the side/polygon you want to add a curve to. Extrude once or twice. Re-scale the new segments down to make the curve.

Subject: Makin a Mod, like everyone else
Posted by Syco on Sat, 19 Jul 2003 20:19:52 GMT
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Alright Thanks.
I got some bones from I model I DL'ed from Dante's Mods, and I have to rescale them.
Tell me, does a thing have to have ALL the bones? Like say no eyebrows...what would that do?
-Syco

Subject: Makin a Mod, like everyone else
Posted by Infinint on Sun, 20 Jul 2003 07:49:32 GMT
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you know whats just as easy in making curve: you select the edge and you camfue them about half way you the point you want the curve to end then you camfue thoughs edges.

Subject: Makin a Mod, like everyone else
Posted by Syco on Sat, 06 Sep 2003 03:45:22 GMT
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hey, like, I need to attach the mod....there isn't much yet 'cause I kinda gave up for awhile but I worked on it s'more lately and its not loading right for some reason...I'm sure I missed something somewhere. Maybe buildings? I dunno...there's got to be a way to play without...like tdm mode and whatnot...

Subject: Makin a Mod, like everyone else
Posted by bigwig992 on Mon, 08 Sep 2003 01:25:21 GMT
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SycoAlright Thanks.
I got some bones from I model I DL'ed from Dante's Mods, and I have to rescale them.
Tell me, does a thing have to have ALL the bones? Like say no eyebrows...what would that do?
-Syco

All you need to worry about is the basic S_A_Human skeleton bones. All the others are sub-objects, don't worry about those until you get really into modding.