Subject: Re: Building Tut out yet?
Posted by Oblivion165 on Sun, 11 Sep 2005 22:47:06 GMT
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Ok so you should see this on your screen:

You should now see how RenX is depicted to LevelEdit. Also you can see some scale now.

On my RenHelp tutorial http://renhelp.co.uk/?tut=61 i have the building files with proxis.

Direct Link: http://renhelp.laeubi-soft.de/Tutorials/Oblivion/TUT_Proxis/ /buildings_prox.zip

Extract the Gmax file "Buildings_prox.gmax" in the zip and Repeat (The gmax part of)Part 1 with this Gmax file. Name the LevelEdit temp and the .w3d "Buildings"

Take note where the words "Sector 3" "and Sector 4" are, move your camera around to a similar station to show your GDI buildings.

This will get you to the point where you can follow my other tutorial with no problem.

http://renhelp.co.uk/?tut=59

Any questions just ask me here, email me, Pm me, or Yahoo me. Also remeber me on nomination day

File Attachments
1) SM Tut Img 9.jpg, downloaded 435 times

Sector 4   Sector 1

Sector 3   Sector 2

2) SM Tut Img 10.jpg, downloaded 419 times

Sector 4

Sector 3