
Subject: Re: Renegade Buildings in 3DS Max?
Posted by [totalhavok](#) on Fri, 20 Oct 2006 21:37:09 GMT
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Halo38 wrote on Fri, 20 October 2006 15:47
Yes, I actually done this for C&C_Arid

- I exported the buildings file to w3d
- imported the w3d to 3dsmax
- then looked at the materials in renx and recreated them in 3ds

I also messed around with smooth groups finding out how best to use them to help the models react to light in the best way the result is actually better than the ww gmax version.
I only got one material wrong and that was the obelisk tubes on the side (which all I think I had to do was check the valpha box)

Would you like this max file?

Ok did you try using the Cap Holes modifier in 3ds max?? Does it work better, then it does in RenX? RenX's Cap Holes modifier gives me problems with the way textures look, BUT it REALLY helps reduce the poly count!!!! I'd like to be able to use this modifier without messing up the appearance of my textures!