
Subject: Modeling Help Plz

Posted by [Venom-X](#) on Sun, 26 Nov 2006 14:29:33 GMT

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Hello,

I am sort of new to modding but i was wondering if someone could give me some advise on modeling.

I currently have both gmax and 3Dmax 8 installed (i recently upgraded from 3Dmax 6), i have downloaded and installed the W3D importer which works wonders, except when you import a model, it seems to strip all the textures of it, not sure if there is an easy solution for this in either gmax or 3dmax.

I am attempting to edit a interface W3D model for a game but it uses black as a transparent color i think, i am not sure how to set gmax or 3dmax transparent color options so if someone could advise me on this i would be grateful.

I have also managed to reattach the skins the model manually and although this is a time consuming task it seems to work alright, i am not sure if there is a way to import the model with all the textures still in place as this would make exporting the model alot easier as you would not have to reattach the skins to each model you import.

I am a very quick learner when it comes to new software, i can typically find my way round and pickup the basic operations. gmax does seem alot more friendly when it comes to importing and exporting W3D files as 3dmax i found, it was difficult to export and like many users, i am waiting for the updated 3dmax exporter plugin.

If anyone could help me on the above questions and if you can provide advise and guidance i would be very grateful.

Thanking you in advance
Venom-X