
Subject: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Mon, 13 Jun 2011 20:45:37 GMT

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Here's a preview of the buildings-setup file for 3DSM 8.

As soon as I put in the Construction Yards, Nod Communications Center, and Shrine of Nod, this will be finished and uploaded. Ignore the whitish lines on the GDI Power Plant, that doesn't render properly in Max. It will be an environment shader that makes a reflective shine over the gold plating.

List of changes:

All buildings have had unnecessary vertexes and edges removed. In other places, polygons have been added to give more definition to the vertex lighting. Almost every building has had its triangulation fixed so that the vertex lighting flows more evenly over the structures.

Hand of Nod's arm/hand has been changed to be more like the E3 version from 1999, with more detail and less triangulation. The building has had some texture revisions done to it, further enhancing the E3 style. I also removed the helipad/medical icon on the top of the Hand's flat area, since it's a mess of polygons that causes issues with vertex lighting... And it's just ugly anyhow.

Power Plants have had a minor texture change that utilizes textures in a more logical manner. They also have exterior elevators with vehicle blockers. The elevator "shafts" are welded to the exteriors.

GDI Weapons Factory has been mostly repainted. I got rid of the ugly texture work from the stock buildings-setup and focused on giving it a more "GDI" feel. The previous version was an amalgamation of random textures.

GDI Adv. Comm Center has been repainted and given a rear entrance, and a skylight. All the windows are shatter-able. The front windows break individually.

Repair Facilities have had their unwrapping fixed to utilize texture space efficiently, without having ugly seams in obvious places.

The Nod Airstrip has been redesigned. The ugly texture work of the previous versions has been thrown out. I have replaced the `stp_tarmak` texture with the runway texture from `C&C_Canyon`. The Airstrip now has an actual runway with stripes. The generic `ref_cemnt` texture on the edges has been replaced with `pwr_base` which I've mapped meticulously to fit the texture correctly and

enhance the edges of the strip. The black ring around the circular landing pad has been given the correct "stp_arrow2" texture.

Both Refineries have had extra detailing added to them in the form of stripes on the "pillar" in the front of the building, replicating the effect of the lit up stripes on the C&C95 Tiberium Refinery. The default texture "ref_corg" has been replaced with "hnd_grill" and "20_gdi_corgat2" so that each team has a color-coded set of corrugated metal on their Refinery. I've also fixed the half-assed pipe sticking into the Refinery so that it doesn't poke through itself anymore. The whole structure should have better vertex lighting now.

This setup includes a pair of barriers with color-coded textures for each team, and a "turret base" from C&C_Land which you could place a Turret upon, giving the defense building a bit more professional appearance.
