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Subject: Re: 3DS Max Buildings Setup

Posted by [Aircraftkiller](#) on Thu, 23 Jun 2011 23:01:03 GMT

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I went back to the old Tiberium model I posted and repainted it in Mudbox. This time I spent more than a few minutes on it. I'm planning on placing this model inside the buildings setup file for release, so that other people may benefit from it.

Here's the model in W3D Viewer with what will likely be test materials applied. The base mesh has a two pass emissive setup, so the second pass is emissive and the first one is not. This allows the "veins" in the sponge to glow. I went with a merger of the C&C95 style Tiberium and the Renegade Tiberium fields, so that it will mesh well inside the field. I may end up painting an emissive map for the Tiberium field texture from Renegade so that it will match the same lighting the sponge and crystals have.

Profile views:

Multiplied in a test field, W3D Viewer: