Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 16:01:00 GMT
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Well, it's kind of off-topid for these boards, but this is probably my best source of information on the matter.   I was working on a Generals Crusader tank in 3DSMax, and with it being a large amount of polys, I was simply going to render it instead of putting it in Renegade.The model was turning out pretty nice, but then I come to the point where I'm ready to begin texturing, and I realize I have no clue how to do it in 3DSMax   I tweaked around with the settings in the material editor, but couldn't get anything to work. If anyone has any clue, or happens to know of a good tutorial, I'd appreciate it.Note: I realize 3DSMax as all those fancy bump maps and other settings - but for now, all I want is a simple custom texture on my model

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Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 17:28:00 GMT
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What version do you have?

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 17:40:00 GMT
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i have an answer, but i cant talk now, srry, ill post as soon as i can or i can meet u on icq or msn

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Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 18:14:00 GMT
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In the material editor, click and drag the material spheres on to the object you want to texture. (I've only used 3ds max 4.3) [October 06, 2002, 18:15: Message edited by: jordybear]

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 18:48:00 GMT
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quote:Originally posted by Ingrownlip:What version do you have?4.2 quote:Originally posted by jordybear:In the material editor, click and drag the material spheres on to the object you want to texture. (I've only used 3ds max 4.3)I tried it, and it works the same as the "Apply Material To Selection" button, which just changes the color (Yes, I tried applying a UVW map - no results).

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sun, 06 Oct 2002 22:32:00 GMT
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This is a vague question you have asked. Anyways, in your material editor, click on the box to the right of diffuse. It will bring up a list. I assume you want to add a texture of your own. So, double click bitmap, find your texture and open it. Then assign material to selection. It is more indepth than this, but if you follow these instructions then play around from there, you may get what you need. You can do such things as apply diff textures to different polygons of each element, etc.

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Mon, 07 Oct 2002 04:24:00 GMT
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quote:Originally posted by steggyd:This is a vague question you have asked. Anyways, in your material editor, click on the box to the right of diffuse. It will bring up a list. I assume you want to add a texture of your own. So, double click bitmap, find your texture and open it. Then assign material to selection. It is more indepth than this, but if you follow these instructions then play around from there, you may get what you need. You can do such things as apply diff textures to different polygons of each element, etc.Thanks   [October 07, 2002, 04:24: Message edited by: Taximes]

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Mon, 07 Oct 2002 20:55:00 GMT
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In order to see some textures, you have to render the scene. [October 07, 2002, 20:55: Message edited by: jordybear]

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Tue, 08 Oct 2002 01:31:00 GMT
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Not true - just make sure you click on the little chequerboard icon in the material browser for each diffuse map you want to see - otherwise it won't appear in the render window.

Subject: Semi-OT: Texturing in 3DSMax
Posted by Anonymous on Sat, 12 Oct 2002 07:45:00 GMT
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isnt there a view mode that renders it constantly, onmly in a basic form, i forgot the name, srry