
Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 07:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I am having a huge problem with turning a closed line/plane into a 3d object in gmax, and need some help. I have read all the tutorials I can find, but none tell me how to turn a closed line/plane into a true closed 3d object. Gmax's tutorial tells you to use the face extrusion under editable mesh, but this leaves a big empty space in the back of the object, and no poly to close the object off. Would someone please tell me if there is a way to extrude the face without leaving the faceless back. Thanks

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:08:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You may just have a face flipped once you extruded it. Are you using lines/splines? Or are you using an editable mesh with edges?

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 09:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do you mean the polygon at the bottom? Like if you extrude a rectangular plane, and there is no rectangular plane left at the bottom.

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 16:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

You don't have to convert the spline to an editable mesh. Select your object and go to the long modifiers list. Select "extrude" and not "face extrude".

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Mon, 14 Oct 2002 18:57:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

quote:Originally posted by jordyybear:You don't have to convert the spline to an editable mesh. Select your object and go to the long modifiers list. Select "extrude" and not "face extrude".You know what, he's right. That is the easy way to do it. Of course you will have to flip your normals if you want the textures on the inside, but I don't know where you want them. Ignore my earlier statement, that is for more complex spline paths.

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I was using closed lines aka just a line connected at two ends pretty much just a plane. Yeah its just like extruding a rectangle plane and there is no face on the bottom. Is there a way to fix this? ? ?

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:24:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok let me try to make this more understandable. I know I'm confusing sometimes. Lets say I draw a octagon with the line tool. When I finish drawing my line, and bringing it back around to where I started gmax/renx asks me if I want to close the line, and I do. After that I select the face of the flat object I have just drawn with the line tool, then I right click and convert it to editable mesh. After that I go to the extrude feild, and choose how much I want to extrude it. Heres the problem when I flip the object around after extruding there is no poly covering the other side which I understand since it is basicly a plane but is there a way to close off the other end? ? ? Hope that made sense I sure know it went right over my head

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Tue, 15 Oct 2002 00:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

OK, I can think of a few ways to do this. But, let's try doing it the loft way, since you are already using splines. First, make your octagon(for example, and do not convert it, leave it as a splline). Then make a different line, with just 2 points that go straight up. Convert it to an editable spline, and check to make sure that the points on this line are in the same x,y coordinates so that the shape you are making does not lean. Now, select your octagon. Go to compound objects; it is right under standard primitives. With the octagon selected, choose loft, then click get path. In one of the views, select the line you made. Now open up the skin parameters. Change shape and path steps to 0, and check the flip normals box. Now you can convert your new shape to an editable mesh. I recommend you get rid of the original octagon and line without getting rid of your shape. The lines do not translate into lvl editor very well. This may seem difficult at first, but I find lofting to be a very powerful tool. [October 14, 2002, 12:49: Message edited by: steggyd]

Subject: Gmax line-3d question

Posted by [Anonymous](#) on Tue, 15 Oct 2002 01:34:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ok thanks everyone it worked
