
Subject: Make Rocks

Posted by [SuperMidget](#) on Fri, 18 Feb 2005 00:09:50 GMT

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I need to make small rocks (like the size of the ones on Walls_flying up top where people can snipe from) How do I do it? Do I do it in RenX or Leveledit?

ALSO i need to know how to put BUILDINGS in. Just standard buildings! Thanks a zillion.

Subject: Make Rocks

Posted by [M1Garand8](#) on Fri, 18 Feb 2005 01:30:46 GMT

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Most probably RenX, since the rocks are part of the terrain of the map.

Subject: Make Rocks

Posted by [SuperMidget](#) on Fri, 18 Feb 2005 01:31:45 GMT

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Also, I dont understand how to blend textures as well as applying different textures to detached areas (eg, tops of cliffs and tiberium) any help?

Subject: Make Rocks

Posted by [bisen11](#) on Fri, 18 Feb 2005 02:29:18 GMT

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I think there are rocks in level edit in tile>dsapo or something like that.

Subject: Make Rocks

Posted by [icedog90](#) on Fri, 18 Feb 2005 04:15:26 GMT

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I wish you would just listen to people and go to <http://www.renhelp.co.uk/>

Subject: Make Rocks

Posted by [SuperMidget](#) on Fri, 18 Feb 2005 13:02:48 GMT

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I did!! I don't understand the tutorials! The ones that target my probelms (rocks+BLENDING textures) assume that the reader already has some experience! And I don't obviously. So NOW could someone help?

Subject: Make Rocks
Posted by [WNxCABAL](#) on Fri, 18 Feb 2005 13:07:49 GMT
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making rocks is easy,
just make some kind of low poly sphere, use edit mesh to change it from its rounded form, give it a rocky texture, and bobs ur uncle!

Subject: Make Rocks
Posted by [SuperMidget](#) on Fri, 18 Feb 2005 13:17:29 GMT
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TFWxANDY: thanks! will do

another problem: When I assign 'SAND' to a part of my map, it turns white! Shouldn't it turn to like..sand?

Subject: Make Rocks
Posted by [bisen11](#) on Fri, 18 Feb 2005 14:11:49 GMT
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After it turn whit go to modifier and uvw map.

Subject: Make Rocks
Posted by [SuperMidget](#) on Fri, 18 Feb 2005 16:36:21 GMT
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Kthnx i'll try

Subject: Make Rocks
Posted by [laeubi](#) on Fri, 18 Feb 2005 17:47:23 GMT
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And be sure to press the 'display' button.

And as I said before: Tutorials don't take urhands and tell u every click to do.
You MIGHT have to try find out something urself and LEARN ... I mean ho hard is it to goto "Create" and try out some Standard primitives and play around with them... :rolleyes: :rolleyes:
