Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 11:35:00 GMT
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The tunnels are taking forever to make. all those meshes, trying to line everything up right, export to edit, export to game-check alignment. close, back to RenX-more boxes, alignment, texture,UVW map, export again, leveledit, game, back to RenX. LOL3 days and I havnt finished the first of 4 tunnels LOLand oh yeah, KANE LIVES!

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 11:45:00 GMT
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They shouldnt take you that long...are you using Zemekis's tunnel tutorial?zemekis Recruit Member # 15025do a search on his number -- it's the easiest way i've seen.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 11:53:00 GMT
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Zemekis was a fool.The easiest way is to make a box. Flip the normals, delete the entrance polygon. Cut a box hole into the area you want the tunnel to appear at. Select both the tunnel box and the mesh you cut. Group them, hit "Edit mesh" on the modifier tab (won't work any other way.). Weld the vertices together. Click "Convert to editable mesh", ungroup, click the box, select the end polygon, and extrude it continually. Keep extruding it until you make your tunnel end up where you want it, repeat the first process for where it ends, and you're done. Textures are simple afterwards.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 14:20:00 GMT
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I make a box, cut the ends out, convert to editable mesh, weld the vertices to the mountain hole (my terrain is always one mesh until I begin texturing,) flip faces, select the edges of the tunnel and extrude repeatedly until I get the shape I want. Tunnels shouldn't take you that long.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 15:24:00 GMT
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i dont bother with tunnels, i just make basic, very basic small maps.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Fri, 01 Nov 2002 19:06:00 GMT
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Tunnels are easy if you know a good way to do it.I do it the way ACK stated.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Sat, 02 Nov 2002 08:43:00 GMT
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Wow, thats some great advice. too bad I am too stupid to know how to do all that stuff. LOLI know about the vertices and some of that, just never tried that extrude thing. or the weld thing.thats why its taking so long, line up mesh, check it, line up some more........oh well Im just a stupid Newbie LOLmaybe I might figure it out.ACK, I have seen U on WOL lately (TankCmdr6). You are Ownage! Plain and simple.(no lips on butt either).and oh yeah, KANE LIVES!

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Sat, 02 Nov 2002 11:35:00 GMT
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play around with this:once you have your network of tunnels welded and everything looks sweet; add a noise modifier to them and toy around with it. then goto the modifier list, select MeshSmooth; Iterations 1. Now it really looks good but the polycount may be high so OPTIMIZE.thats how i did my mountain tunnels and they came out good.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Sat, 02 Nov 2002 14:11:00 GMT
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But...meshsmooth dont show up in Renegade,d oes it?

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Sat, 02 Nov 2002 14:13:00 GMT
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it's not perfect but it works. usually gotta fix a few bad spots.

Subject: ARGGGG Tunnels take forever to make LOL
Posted by Anonymous on Sun, 03 Nov 2002 04:04:00 GMT
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Yeah, I was playing with the Noise modifier one day and I didnt know what it did. Cool.