
Subject: Weapon model dissapering w3d
Posted by [Titan_HQ](#) on Sun, 11 Jun 2006 14:58:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

This is a model i've just finished.

I made it in Milkshape 3D version 1.7.8. I exported it as a "Autodesk 3DS" file. I then imported it into RenX and Exported it as W3D. But when i opened it in the W3D veiwier all i got was this:

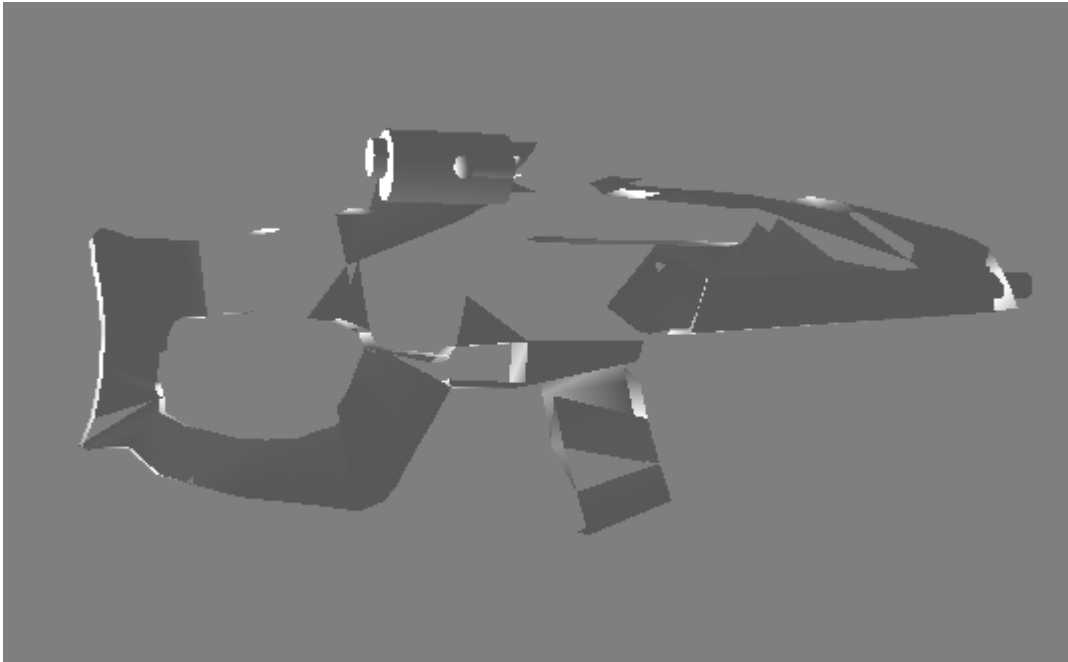
Can anyone help me.

File Attachments

1) [GDI_AR1.png](#), downloaded 456 times



2) [gdiaab.PNG](#), downloaded 498 times



Subject: Re: Weapon model dissapering w3d
Posted by [Zion](#) on Sun, 11 Jun 2006 16:50:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

weld polys together to make it one mesh or make it in renx.

Subject: Re: Weapon model dissapering w3d
Posted by [JeepRubi](#) on Sun, 11 Jun 2006 17:06:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or, do it the easy way. Go to the w3d settings and check off "2 sided"

Subject: Re: Weapon model dissapering w3d
Posted by [Mad Ivan](#) on Sun, 11 Jun 2006 18:44:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jeep Rubi wrote on Sun, 11 June 2006 20:06Or, do it the easy way. Go to the w3d settings and check off "2 sided"

that would produce problems with the model's shadow ingame...

Subject: Re: Weapon model dissapering w3d

Posted by [JeepRubi](#) on Mon, 12 Jun 2006 01:33:01 GMT

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

But it would work, remember, its the easy way.

Subject: Re: Weapon model dissapering w3d

Posted by [GrayWolf](#) on Mon, 12 Jun 2006 02:07:21 GMT

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

or you can export it in dxf format.

Subject: Re: Weapon model dissapering w3d

Posted by [Mad Ivan](#) on Mon, 12 Jun 2006 12:15:35 GMT

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

Jeep Rubi wrote on Mon, 12 June 2006 04:33But it would work, remember, its the easy way.

From the screenshot, that he posted, there is no way one can understand if those pieces are missing or simply flipped, when exporting.

1)If the pieces are missing, he will have to:

A)Weld the verticles together, but that may produce some undesired effects.

B)Remodel the entire thing in RenX.

C)Export it in a different format as GrayWolf suggested.

2)If the polygons are simply "flipped", he can convert the model into Editable Mesh (or use "Edit Mesh", not that it matters in W3D, since all W3D Models are converted to Editable Mesh before being exported) and use the "Flip" button to correct the problem.

If he uses "2 sided", the Weapon's Shadow will have "holes" in some positions in-game. Checking "Shadw" won't fix this.

3)There is another possibility. I see some polygons, that are simply wrong on his Milkshape screenshot. There are strange bends in some areas, meaning that there could be ugly overlapping edges or messed up verticles on that model. Perhaps, thats the reason the model won't export right in *.3DS .

My bet is on (3).

Titan_HQ, can you post a Wireframe/Edged version of the first screenshot?

Subject: Re: Weapon model dissapering w3d

Posted by [Titan_HQ](#) on Mon, 12 Jun 2006 16:17:34 GMT

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

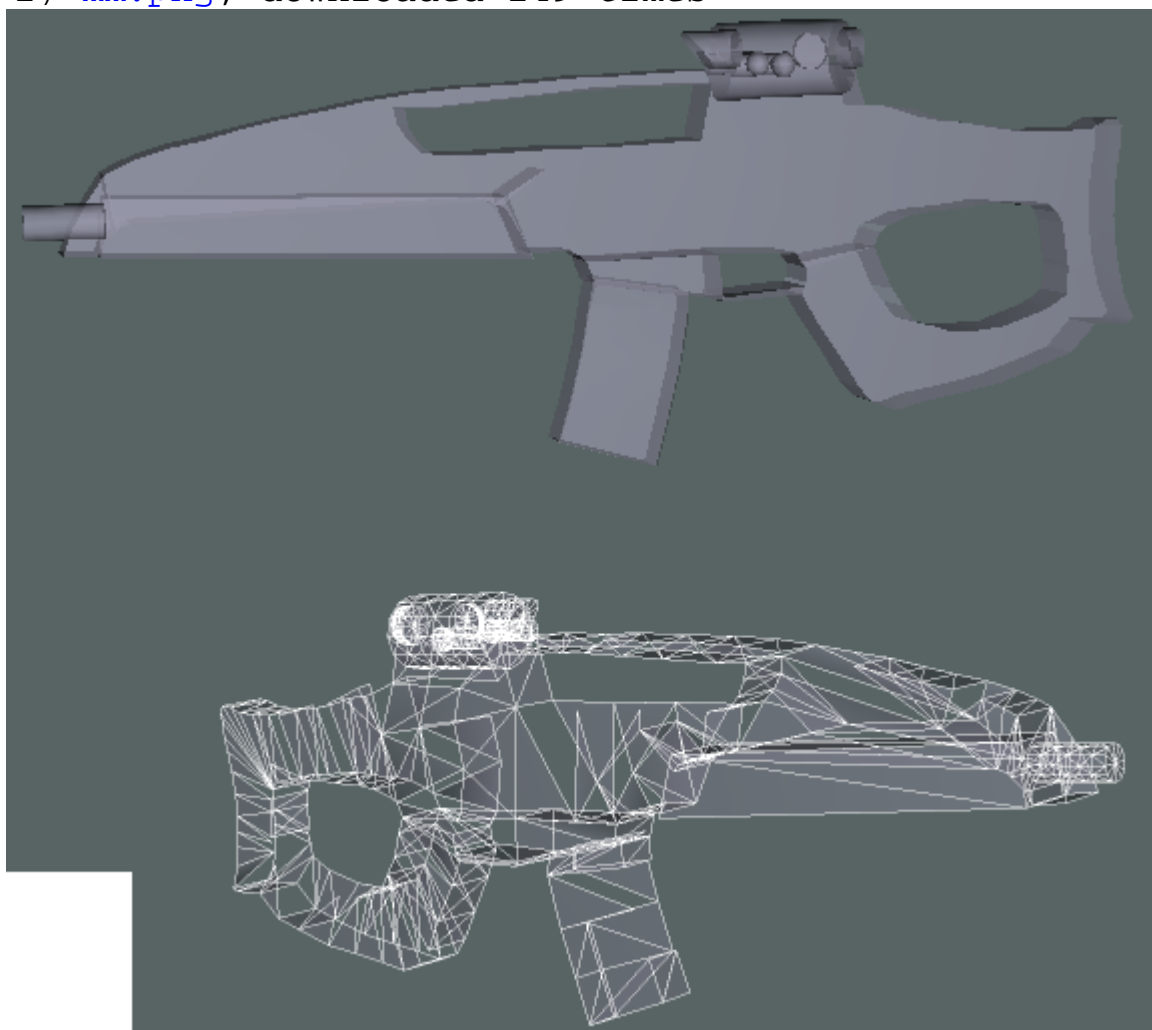
Mad Ivan wrote on Mon, 12 June 2006 13:15

Titan_HQ, can you post a Wireframe/Edged version of the first screenshot?

The top model is a DFX version of the model, The second model is a wireframe/solid version of the 3DS model. The DFX model is better than the 3DS one when it is exported as w3d but still has some gaps in it!

File Attachments

1) [mm.png](#), downloaded 149 times



Subject: Re: Weapon model dissapering w3d
Posted by [Mad Ivan](#) on Mon, 12 Jun 2006 17:59:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mad Ivan wrote on Mon, 12 June 2006 15:15
I see some polygons, that are simply wrong on his Milkshake screenshot. There are strange bends in some areas, meaning that there could be ugly overlapping edges or messed up verticles

on that model. Perhaps, that's the reason the model won't export right in *.3DS .

That's your problem.

You need to fix the following on your model:

If you compare that to your first Milkshape Render, you'll see that the circled areas have polygons that grade to black (I am not sure if that's how you use the word "grade" for colors but I think you get the point), meaning that something ain't right with your polys/edges/vertices.

In the red areas I suggest using "chamfer vertex" or something similar. This is as far as I can go, since I haven't used MS3D in a long time. I hope I helped.

Still, keep us updated

File Attachments

1) [GDI_AR1.jpg](#), downloaded 165 times

