
Subject: Bunker

Posted by [Sn1per74*](#) on Thu, 13 Jul 2006 01:10:20 GMT

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How would I get a bunker model? Could I just take one from the field map using XCC mixer?

Subject: Re: Bunker

Posted by [Sn1per74*](#) on Thu, 13 Jul 2006 01:21:46 GMT

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And how would you make two textures blend together. Like a grass and a rock. And is there a way to paint a texture on in photoshop?

Subject: Re: Bunker

Posted by [Zion](#) on Thu, 13 Jul 2006 13:33:07 GMT

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Taking bunker "models" from a map cannot be done since the model are attached to the terrain. You can easily make a model yourself. just take a box at the base, 2-3 more boxes to make windows and another one for the roof, simple.

Blending textures, well, their are two way's to do it. One way is to unwrap the piece and paint it in photoshop, or, their is a tutorial in leubi's renhelp site about "alpha blending".

Subject: Re: Bunker

Posted by [Sn1per74*](#) on Thu, 13 Jul 2006 13:39:00 GMT

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Thanks Merovingian, you have been a big help to me and alot of other people on these forums, I appreciate it.

Subject: Re: Bunker

Posted by [Zion](#) on Thu, 13 Jul 2006 15:51:32 GMT

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Hey, no problem. Always here to help the community.
