Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 07:23:00 GMT
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if you want some nice textures - with bump maps!go to http://the3dstudio.com/i have over 10 gig of textures now ---!

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 09:16:00 GMT
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yeah sure but who wants to pay for em?

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 10:00:00 GMT
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nothing is free in life ---   i did - and there well worth it.

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 10:33:00 GMT
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I remember that here www.nvidia.com you could download 100mb free textures zip file, but I don't know is it there anymore.

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 18:26:00 GMT
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quote:Originally posted by DeafWasp:yeah sure but who wants to pay for em?What's the price?

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 19:13:00 GMT
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quote:Originally posted by jordybear: quote:Originally posted by DeafWasp:yeah sure but who wants to pay for em?What's the price?one is 24.95 and the other is 29.95 USDwell worth it IMHO...in fact - the one disk has a zip file of the entire texture collection from a defunct texture site - so maximum texture..some samples - toilet paper (can never get enough of that) - metals!!! lots

of them . skins -dirt - buildings *fronts - similar to the buildings on City -- etc.... with these two disks and the nvidia stuff -- i don't think i will need to look for more textures anymore.

Subject: Textures
Posted by Anonymous on Tue, 07 Jan 2003 20:41:00 GMT
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What about the free textures?

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 00:39:00 GMT
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quote:Originally posted by DeafWasp:yeah sure but who wants to pay for em?Just look at their sample art indexes, take a screenshot and make it seamless yourself   [January 07, 2003, 12:52: Message edited by: Taximes]

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 00:48:00 GMT
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quote:Originally posted by [qna]Mannerheim:I remember that here www.nvidia.com you could download 100mb free textures zip file, but I don't know is it there anymore.yeah - i have that one also -- but you can never be without to many textures....

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 03:28:00 GMT
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Hey, I found the download site..hereThere is free textures.

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 04:30:00 GMT
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Heres a really cool idea for textures, i might do it soon if i can find a camera. Go outside and take pictures of the ground, they dont get any more realistic than that.

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 07:34:00 GMT
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LOL! I had never thought of that.   But wouldn't it be a bit difficult to make the texture tile?

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 09:21:00 GMT
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yeah - taking pictures is a good way to get textures - but you have to edit them..here is a quicklink on making seemless textures.http://www.planetunreal.com/TextureUniverse/go to the tutorials and select the seemsless one.(it's for PS - but any paint program should be able to use it)they also have other items at this site - recommend you spend some time at it.here are some other interesting texture links:http://www.3dcafe.com/asp/textures.asphttp://www.grsites.com/textures/this is the free stuff from Nvidia - plugins etc...(and a big texture library)http://developer.nvidia.com/view.asp?PAGE=arthere is a link for some gmax importers:http://mojo.gmaxsupport.com/Link to make Bink vids (same as in-game)http://www.radgametools.com/nice little thing on "bump" mappinghttp://vcg.iei.pi.cnr.it/bumpmapping.htmlanother one:http://www.visionengineer.com/comp/bump_mapping.sht mlwith bump mapping - you can increase surface detail without increasing poly's.Even more space dust!!http://www.animatricity.com/pages/tutorials.htm(3ds - but the techniques can be seen in gmax)enjoy...! [January 08, 2003, 11:12: Message edited by: StoneRook]

Subject: Textures
Posted by Anonymous on Wed, 08 Jan 2003 10:00:00 GMT
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Some very good links there.