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Subject: how do people do this?  
Posted by [jnz](#) on Thu, 24 Aug 2006 00:58:18 GMT  
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how do poeple create those brilliant images, that look 3d and are very smooth take this for example: <http://mods.moddb.com/gallery/image/46943/>

how is it done?

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Subject: Re: how do people do this?  
Posted by [Tunaman](#) on Thu, 24 Aug 2006 01:02:39 GMT  
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I think they get renders of the models and photoshop it from there..

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Subject: Re: how do people do this?  
Posted by [BlueThen](#) on Thu, 24 Aug 2006 01:04:50 GMT  
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Practice

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Subject: Re: how do people do this?  
Posted by [jnz](#) on Thu, 24 Aug 2006 01:13:31 GMT  
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but actully how? what programs? what tools?

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Subject: Re: how do people do this?  
Posted by [icedog90](#) on Thu, 24 Aug 2006 05:08:31 GMT  
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Not photoshop, fool. 3D Studio Max.

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Subject: Re: how do people do this?  
Posted by [Tunaman](#) on Thu, 24 Aug 2006 06:24:32 GMT  
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icedog90 wrote on Thu, 24 August 2006 01:08Not photoshop, fool. 3D Studio Max.  
Once you have the renders you want you could easily photoshop that.. you could also probably do it in 3ds, but I was just saying that because I've never used 3ds and know that you could do it in

photoshop..

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Subject: Re: how do people do this?

Posted by [icedog90](#) on Thu, 24 Aug 2006 06:29:25 GMT

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Most people who make good renders in 3D Studio Max don't touch it up with Photoshop, unless you're someone on deviantART.

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Subject: Re: how do people do this?

Posted by [thrash300](#) on Thu, 24 Aug 2006 06:56:30 GMT

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LOL who would pay \$500 for a camping tent like this?

#### File Attachments

1) [water\\_46943\[1\].jpg](#), downloaded 371 times



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Subject: Re: how do people do this?

Posted by [Spice](#) on Thu, 24 Aug 2006 07:41:14 GMT

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Kalle Bowo used photoshop to make all of those.

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Subject: Re: how do people do this?

Posted by [IronWarrior](#) on Thu, 24 Aug 2006 11:35:57 GMT

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Hackings me thinks.

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Subject: Re: how do people do this?

Posted by [LR01](#) on Thu, 24 Aug 2006 15:24:14 GMT

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doesn't talent play a role to?

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Subject: Re: how do people do this?

Posted by [YSLMuffins](#) on Thu, 24 Aug 2006 16:56:47 GMT

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I don't see what is so shameful about using photoshop or something similar for touching up something like this. You could use one or the other, I suppose, but what's wrong with using both?

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Subject: Re: how do people do this?

Posted by [Spice](#) on Thu, 24 Aug 2006 17:51:38 GMT

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There isn't anything wrong with it. He is our 2D artist and that is what he does, he makes 2D assets.

We love Kalle Bowo, He rocks.

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Subject: Re: how do people do this?

Posted by [icedog90](#) on Thu, 24 Aug 2006 19:59:13 GMT

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EXdeath wrote on Thu, 24 August 2006 00:41 Kalle Bowo used photoshop to make all of those.

What I meant was the renders themselves. Of course they used photoshop to add the layout on the buttons. Even if they did use photoshop to touch up those buttons, I don't care at all. It's for the mod and anything you use to make it look better helps.

There's nothing wrong with touching things up with Photoshop, but it bugs the crap out of me when someone makes a render for a mod, a game, or just as art in general, and then uses photoshop to tweak the crap out of it and still calls it a 3D render. This is very popular with digital photography, and that bugs me a whole lot more.

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Subject: Re: how do people do this?

Posted by [jnz](#) on Fri, 25 Aug 2006 00:15:17 GMT

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so basicly you create the image in a program like gmax? do you skin or paint the model?

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Subject: Re: how do people do this?

Posted by [Mad Ivan](#) on Fri, 25 Aug 2006 00:52:29 GMT

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You create the model in 3D Studio Max, apply any needed materials/textures/whatever, render with 3D Studio Max in the desired position(s), save the render(s), open it(/them) with Photoshop, cut what you don't need, apply a background (eg. a view of the Whitehouse or something), add effects (like lightning in the sky, etc), apply any other filters you need and Ctrl+S.

There are a lot of other ways of doing this.

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Subject: Re: how do people do this?

Posted by [icedog90](#) on Fri, 25 Aug 2006 00:55:18 GMT

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When you render things in 3D Studio Max, you add certain lights and can give it a certain look that way.

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Subject: Re: how do people do this?

Posted by [Zion](#) on Fri, 25 Aug 2006 00:57:03 GMT

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I use a Skylight with Adv. Lighting option to render my work for team updates. Give a really sharp and clear picture.

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Subject: Re: how do people do this?

Posted by [jnz](#) on Fri, 25 Aug 2006 00:57:42 GMT

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i have just got a copy of 3d studio max 8 from a friend, i will try it out.

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Subject: Re: how do people do this?

Posted by [jnz](#) on Fri, 25 Aug 2006 01:10:21 GMT

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here is my first image!

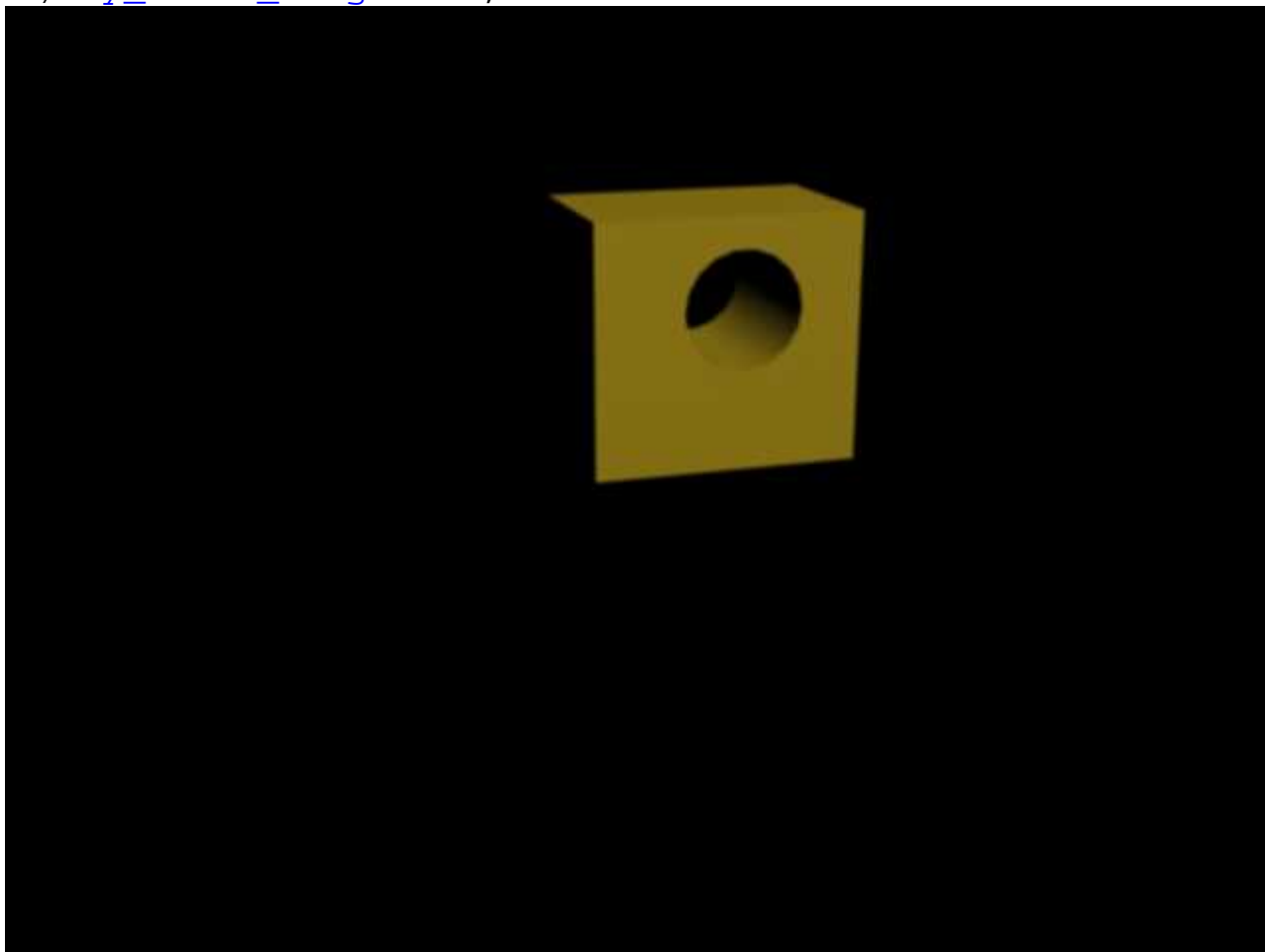
thanks for helping me do this, i could not figure out how poeple got the images so smooth.

has anybody got any tips i could use?

#### File Attachments

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1) [my\\_first\\_image.JPG](#), downloaded 572 times



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Subject: Re: how do people do this?

Posted by [icedog90](#) on Fri, 25 Aug 2006 01:20:13 GMT

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add a plane right below it as a floor, and then go to the lights tab and add a skylight. You'll be impressed.

---

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Subject: Re: how do people do this?

Posted by [jnz](#) on Fri, 25 Aug 2006 01:41:44 GMT

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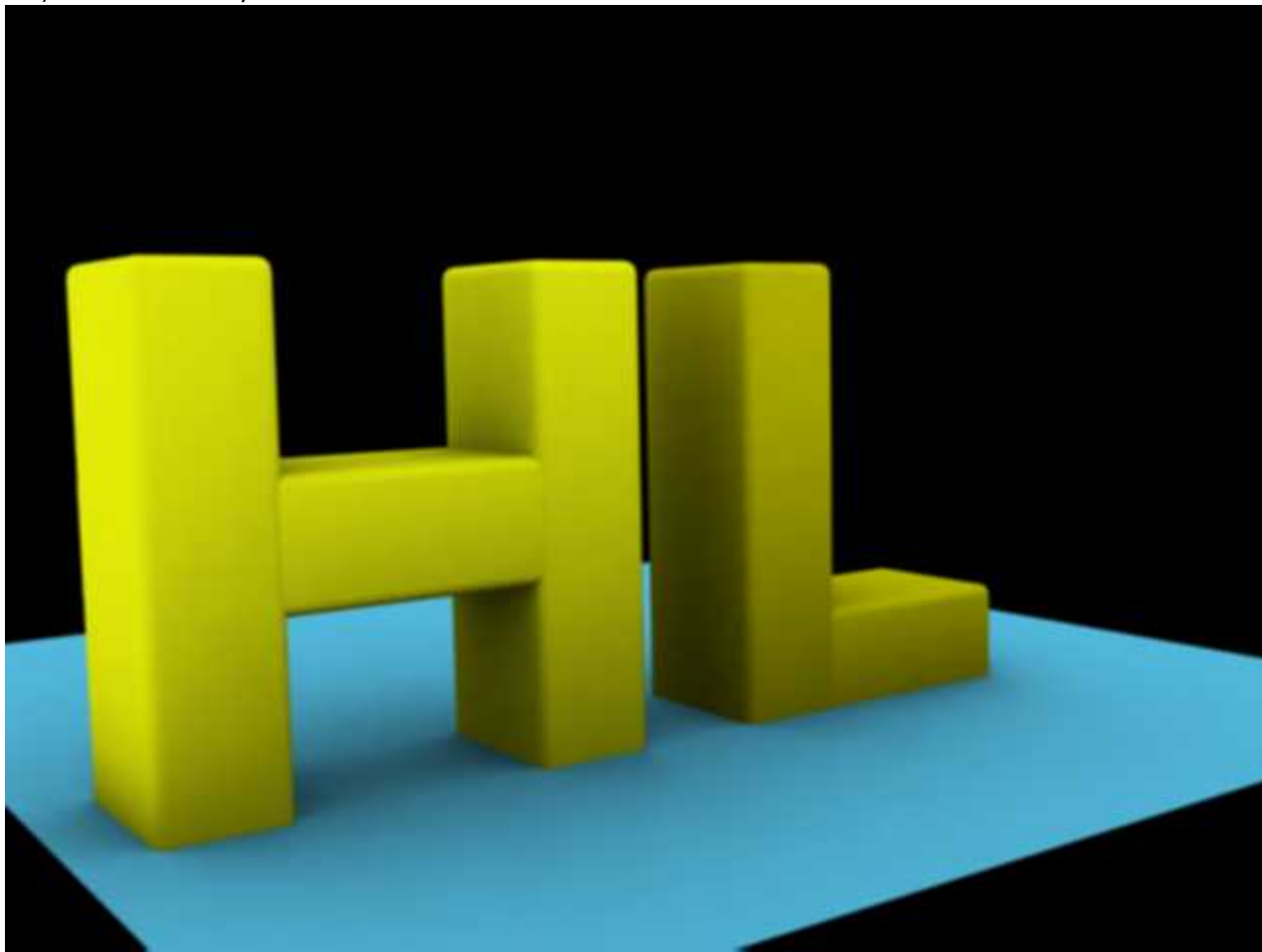
like this?:

i have been trying to use the water tool, but it will not work am i missing something?

#### File Attachments

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1) [H-L.JPG](#), downloaded 570 times



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Subject: Re: how do people do this?

Posted by [futura83](#) on Fri, 25 Aug 2006 13:55:58 GMT

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dan, could you upload the installer for that program to my site please?

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Subject: Re: how do people do this?  
Posted by [jnz](#) on Fri, 25 Aug 2006 13:56:35 GMT  
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no, it is too big  
EDIT: your site doesn't have enough space.

---

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Subject: Re: how do people do this?  
Posted by [futura83](#) on Fri, 25 Aug 2006 14:03:02 GMT  
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how big is it?

also, is it possible for me to setup ftp for my pc?

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Subject: Re: how do people do this?  
Posted by [Zion](#) on Fri, 25 Aug 2006 14:10:07 GMT  
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If you really want this program, register and download it yourself. You can only download a 30 day trial unless you buy a serial from them.

<http://www.autodesk.com>

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Subject: Re: how do people do this?  
Posted by [LR01](#) on Fri, 25 Aug 2006 14:28:41 GMT  
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and doesn't that cost \$3000?

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Subject: Re: how do people do this?  
Posted by [Zion](#) on Fri, 25 Aug 2006 14:30:49 GMT  
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\$3,495.00 to be exact.

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Subject: Re: how do people do this?  
Posted by [futura83](#) on Fri, 25 Aug 2006 14:34:47 GMT

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that is a heck of alot just for a program

---

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Subject: Re: how do people do this?

Posted by [LR01](#) on Fri, 25 Aug 2006 14:38:11 GMT

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yes, and especially if you use it for a game that is Worth \$5

(but did, every1 that uses 3ds max for C&C Renegade payed that?!)

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Subject: Re: how do people do this?

Posted by [Genesis2001](#) on Fri, 25 Aug 2006 14:47:17 GMT

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thrash300 wrote on Thu, 24 August 2006 00:56LOL who would pay \$500 for a camping tent like this?

that is the most random thing i've heard all day... -\_-

---

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Subject: Re: how do people do this?

Posted by [JeepRubi](#) on Fri, 25 Aug 2006 15:47:52 GMT

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Nvm.

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Subject: Re: how do people do this?

Posted by [LR01](#) on Fri, 25 Aug 2006 15:50:10 GMT

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Merovingian wrote on Fri, 25 August 2006 16:30\$3,495.00 to be exact.

AND YOU CAN BAYPASS THIS?!

isn't that a pretty big crime?

---

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Subject: Re: how do people do this?

Posted by [JeepRubi](#) on Fri, 25 Aug 2006 17:10:56 GMT

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Theres a student version for \$600 i think.

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Subject: Re: how do people do this?

Posted by [LR01](#) on Fri, 25 Aug 2006 17:48:00 GMT

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still much, butter better  
well, I gues I stick to Renx

(if discreet make a othere 3d program and give this away)I will use 3ds max)

(isn't dreaming nice?)

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Subject: Re: how do people do this?

Posted by [Zion](#) on Fri, 25 Aug 2006 18:36:06 GMT

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Discreet is no more since:

1. Autodesk shut it down/bourght it out.
2. Discreet is Autodesk, they just changed their name.

People can buy network liences for all machines on the network, and, if you're really into modelling or graphic/3D design, you would pay that price for this.

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Subject: Re: how do people do this?

Posted by [icedog90](#) on Fri, 25 Aug 2006 19:26:55 GMT

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Like above, 3dsmax is something you would buy if you're really into it, plan to make money from it, or if you're a company that makes games. It's not something an individual would buy just because. Any mod maker out there that uses 3dsmax has surely cracked the program. If you actually start making money from 3dsmax, you'd buy the program.

The student version is meant for people like us, but unfortunately even that is quite expensive and not affordable for any of us.

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Subject: Re: how do people do this?

Posted by [JeepRubi](#) on Fri, 25 Aug 2006 20:35:01 GMT

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I usually dont crack programs but since there is no way a 14 year old is going to be able to buy the program i had no other choice. Its not like im using it to make money or anything.

Anyways, how does someone learn a program without having acces to it.

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Subject: Re: how do people do this?

Posted by [LR01](#) on Sat, 26 Aug 2006 07:22:51 GMT

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say, don't we go a little of the subject?

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Subject: Re: how do people do this?

Posted by [icedog90](#) on Sat, 26 Aug 2006 07:28:18 GMT

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nope, we're on the subject.

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Subject: Re: how do people do this?

Posted by [LR01](#) on Sat, 26 Aug 2006 07:32:35 GMT

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---

k then,

So, are there any renegade modders that have bought 3ds max?

---

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Subject: Re: how do people do this?

Posted by [LR01](#) on Mon, 28 Aug 2006 07:50:58 GMT

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No replay's,

I guess not

(how many things can you do more in 3ds max?)

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Subject: Re: how do people do this?

Posted by [PaRaDoX](#) on Mon, 28 Aug 2006 10:42:34 GMT

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he does not use photoshop. he takes W3D viewer and uses it

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Subject: Re: how do people do this?

Posted by [YSLMuffins](#) on Mon, 28 Aug 2006 22:51:06 GMT

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Don't ask, don't tell. If you ask for help here we won't make any negative assumptions about you or ostracize you as long as you abide by that.

Of course, asking how to crack stuff is not allowed.

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Subject: Re: how do people do this?

Posted by [jnz](#) on Tue, 29 Aug 2006 15:38:49 GMT

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it does cost too much! ROFL if it was cheaper much more poeple wouldn't "crack"

i promise i didn't crack it...quick, next subject.

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