Subject: Modeling Help Plz
Posted by Venom-X on Sun, 26 Nov 2006 14:29:33 GMT

Hello,
I am sort of new to modding but i was wondering if someone could give me some advise on modeling.

I currently have both gmax and 3Dmax 8 installed (i recently upgraded from 3Dmax 6), i have downloaded and installed the W3D importer which works wonders, except when you import a model, it seems to strip all the textures of it, not sure if there is an easy solution for this in either gmax or 3dmax.

I am attempting to edit a interface W3D model for a game but it uses black as a transparent color i think, i am not sure how to set gmax or 3dmax transparent color options so if someone could advise me on this i would be greatful.

I have also managed to reattach the skins the model manually and although this is a time consuming task it seems to work alright, i am not sure if there is a way to import the model with all the textures still in place as this would make exporting the model alot easier as you would not have to reattach the skins to each model you import.

I am a very quick learner when it comes to new software, i can typicaly find my way round and pickup the basic operations. gmax does seem alot more friendly when it comes to importing and exporting W3D files as 3dmax i found, it was difficult to export and like many users, i am waiting for the updated 3dmax exporter plugin.

If anyone could help me on the above questions and if you can provide advise and guidance i would be very greatful.

Thanking you in advance
Venom-X

Subject: Re: Modeling Help Plz
Posted by Jerad2142 on Sun, 26 Nov 2006 18:58:23 GMT

I have been modeling renegade for a few years now, and I have not heard of any way to import .w3d models so they keep their textures. You do have to re-texture the model.

As for the transparencies, if you set the blend (in the shader option in RenX) to "add" or "screen" black will be completely transparent (but then the entire texture becomes see-through). Now if you only want black to be transparent you will need a program call "paint shop pro." you will need to set then transparent color to black in this program. Then save it as .tga.