Subject: Cubes
Posted by Sn1per74* on Tue, 29 May 2007 17:55:00 GMT
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In 3ds max, when I delete polygons on a cube There is nothing behind it. Merovingian explained to me that they are like plains, and that is why I can see through them. Is there any way I can make it so when I delete a polygon I will be able to see the polygon behind the one I deleted. If you don't understand I will post a screenshot on what I mean. Thanks for the help in advance.

Subject: Re: Cubes
Posted by icedog90 on Tue, 29 May 2007 18:59:28 GMT
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eh... it's tricky to explain. The way 3D is drawn, there is nothing inside a shape; they are completely hollow and they are one-sided. If you remove a face (polygon) on a shape, it's going to make a pretty ugly hole. If you are doing it so that it can have an inside, you have to make another shape and flip it, and then put it inside and attach it to the hole. Good thing you're not trying this in Gmax though, it'd be a whole lot harder.

Subject: Re: Cubes
Posted by jamiejrg on Tue, 29 May 2007 20:05:17 GMT
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There is another way.

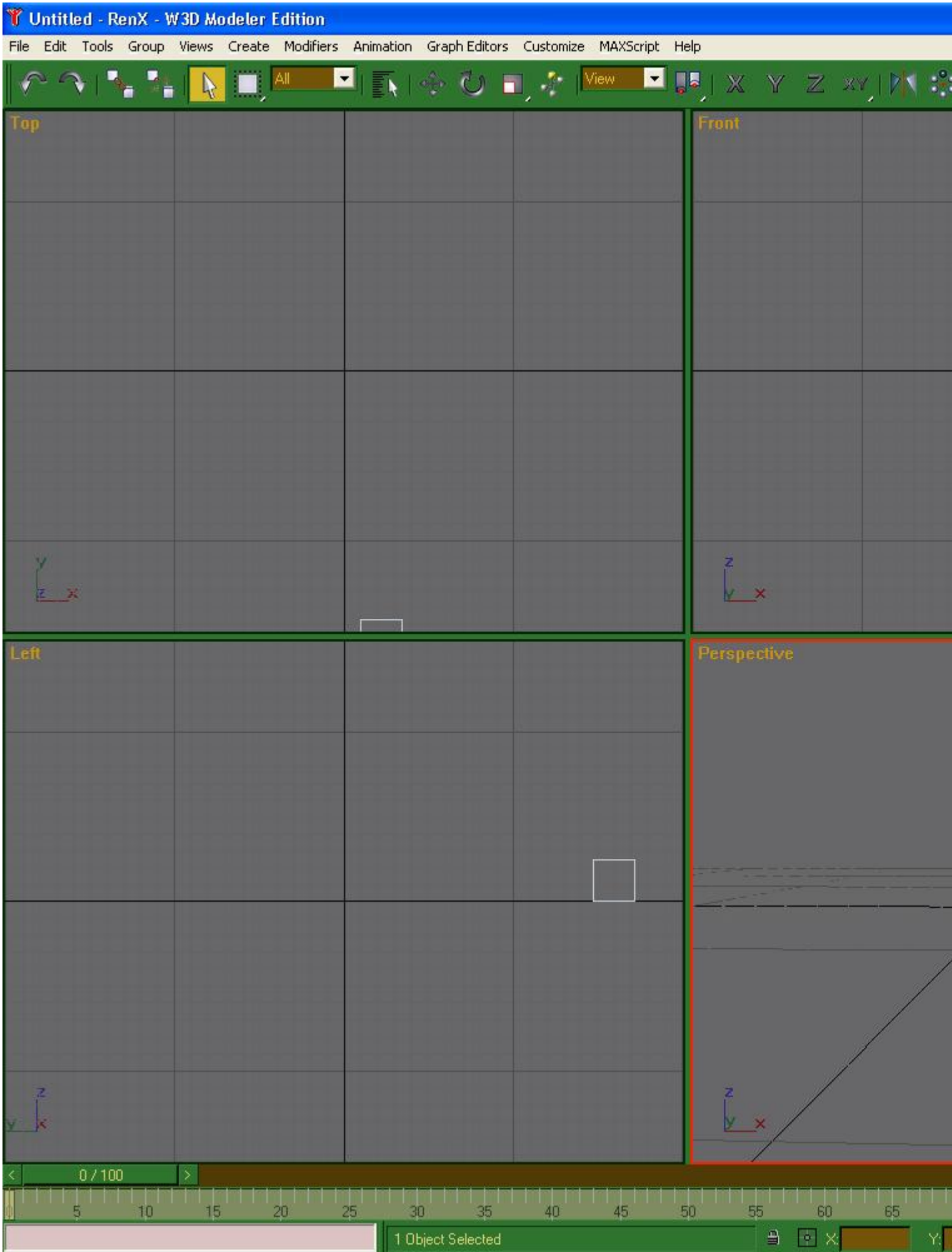
Delete the poly(s)

Select all the polys

Scroll down the editable mesh options and press flip.

Just see what happens.

File Attachments
1) face.JPG, downloaded 241 times


Untitled - RenX - W3D Modeler Edition
File Edit Tools Group Views Create Modifiers Animation Graph Editors Customize MAXScript Help
All
View
X Y Z XY
Top
Front
Left
Perspective
0 / 100
5 10 15 20 25 30 35 40 45 50 55 60 65
1 Object Selected
X:
Y:

Subject: Re: Cubes
Posted by Viking on Tue, 29 May 2007 20:09:47 GMT
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The peaces are impossibly thin there is only 1 side, thinner than paper even!!! Thinner than .0000000000000000000000000000000000000000000000000000000000000001

inches think

Subject: Re: Cubes
Posted by Sn1per74* on Wed, 30 May 2007 12:59:23 GMT
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That flip thing is going to helpful when I start creating the inside. But for what I'm doing right now, it's something a little bit different. Where the blue lines are drawn is where I want my walls. Don't make fun of mi casa .

File Attachments
1) House.bmp, downloaded 305 times

Subject: Re: Cubes
Posted by Viking on Wed, 30 May 2007 13:34:04 GMT
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Extrude and snap are your friends.

Subject: Re: Cubes
Posted by Sn1per74* on Wed, 30 May 2007 17:44:09 GMT
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Still need help with the first question... but also How do you move an object using its vertex?

File Attachments
1) house2.bmp, downloaded 257 times

Subject: Re: Cubes
Posted by icedog90 on Wed, 30 May 2007 19:02:19 GMT
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Okay, there is a much easier way to doing that. Convert the building to an editable poly, then with

the edge selection tool, select the top edge of the hole. Then, hold shift and drag down. Move it down toward the bottom and target weld its vertices with the bottom vertices.

Actually, hold on, I'm going to post a tutorial in a bit.

Sorry about the excess black. I didn't notice it was there until after I rendered the video, and I didn't feel like re-rendering it just to fix that.

Make sure you optimize your model by doing what I did near the end, which was deleting unnecessary vertices. Press backspace to delete vertices without making holes.

Subject: Re: Cubes
Posted by jamiejrg on Wed, 30 May 2007 21:44:13 GMT
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Is that a door?^

Subject: Re: Cubes
Posted by Zion on Thu, 31 May 2007 00:21:28 GMT
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Aww man, how i miss Max.

Anyone know of a way to get it running on the Mac OSX (emulation or 'wine' type (i'd like it if i didn't have to reboot into windows)) please, please let me know.

Subject: Re: Cubes
Posted by Sn1per74* on Thu, 31 May 2007 04:33:10 GMT
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Thanks icedog! That helped alot.
One more question... How do you move an object from a point? Such as pick up an object from a vertex and set it on another vertex.

Subject: Re: Cubes
Posted by icedog90 on Thu, 31 May 2007 05:09:12 GMT
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Merovingian wrote on Wed, 30 May 2007 17:21Aww man, how i miss Max.

Anyone know of a way to get it running on the Mac OSX (emulation or 'wine' type (i'd like it if i didn't have to reboot into windows)) please, please let me know.

Wine can run on Mac.

Sn1per74(2) wrote on Wed, 30 May 2007 21:33Thanks icedog! That helped alot.
One more question... How do you move an object from a point? Such as pick up an object from a vertex and set it on another vertex.

Not sure what you mean. An example would help.

Subject: Re: Cubes
Posted by Zion on Thu, 31 May 2007 11:44:55 GMT
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He means moving the whole thing from its vertex, which isn't possible. You can target weld vertecies together which is kinda like what you mean although it will deform the mesh untill all verts are welded.

Subject: Re: Cubes
Posted by Sn1per74* on Thu, 31 May 2007 15:57:34 GMT
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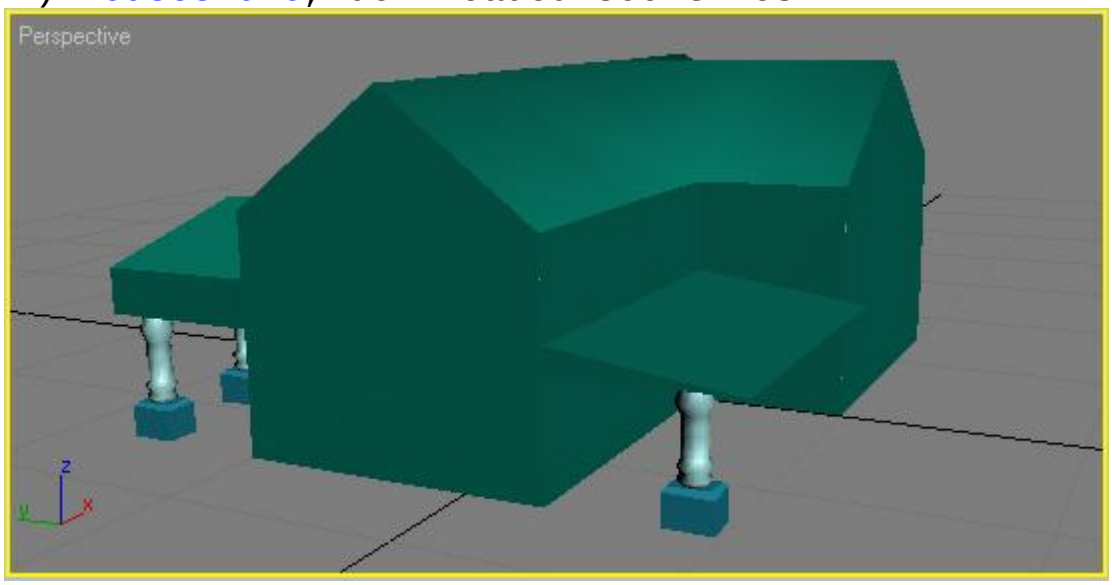
Alrighty guys. Critquing time. I suck at modeling, but even so tell me what I did wrong, should do, etc. I still haven't done the inside. Sorry bad quality. If you ask me it looks like a monopoly house.

File Attachments
1) house3.JPG, downloaded 300 times



Subject: Re: Cubes
Posted by Zion on Fri, 01 Jun 2007 00:30:00 GMT
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From that angle i'd say the back looks fine.

The front though, take the end edge in to meet the wall next to it, give it a little more thickness to it too, make it look like it can sustain some weight.