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Subject: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 19:42:24 GMT  
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Good'ay gents

Been working on this little puppy for a few hours now. I like the model as it is, it's simple and has a relatively low poly count. It's the textures i want you guys to look at. I know that the textures will either make or break this model when i release it. So what do you think? Plus, i still need to create a texture for the tsuba. I was thinking ivory for it but i don't think the colors will mingle correctly.

Advise?

This site has some great reference material. <http://www.nihontoantiques.com/index.htm>

Pic

<http://smg.photobucket.com/albums/v329/Jamiejrg/?action=view&current=katanav.2.jpg>

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### File Attachments

1) [katanav2.jpg](#), downloaded 429 times



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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Tue, 26 Jun 2007 23:29:19 GMT  
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Looks pro enough for me. I didn't even notice the missing texture part, until i googled for tsuba.

But I'm wondering, why is the blade so dark? Is it supposed to this way, is it a casing?

When you're done, make sure to bump/reflect map the blade. What would Renegade be without shiny?

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Tue, 26 Jun 2007 23:33:18 GMT  
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Innocence wrote on Tue, 26 June 2007 18:29 Looks pro enough for me. I didn't even notice the missing texture part, until i googled for tsuba.

But I'm wondering, why is the blade so dark? Is it supposed to this way, is it a casing?

When you're done, make sure to bump/reflect map the blade. What would Renegade be without shiny?

Actually, you pointed out a big misconception. Blades that are used for fighting are this color. They don't shine them unless they are going on display. But, i will definately put some shine on the blade now that you mention it, it will make it look way better. Alex said the same thing.

Simple explanation of how to use bump maps?

Thanks very much for the feed back.

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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Tue, 26 Jun 2007 23:59:24 GMT  
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When I was figuring out shiny stuff, I based it on this tutorial.  
<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=30>

Thingies wich I would change to get the blade shiny. In order of appearance in the manual.

Surface type: Light metal (not water duh )

BumpScale=0.1 (a blade is more smooth than wavy water, hopefully)

BumpRotation=0.0 (reflection doesn't move by itself)

VPerSec=0.00 (same reason, you can also delete these 2)

Pass 2 Sage 1 Mapping: WS Environment (reflection relative to world instead of camera. now the shiny looks different from different angles)

Pass 2 Stage 0 Texture: bump\_somename.tga (a bumpmap of your blade. black is low, white is high. usually a greyscale version of your default blade texture will do just fine)

Pass 2 Detail Texture: reflect\_x.tga (works every time)

Pass 1 Stage 0 Mapping: UV (no scrolling but a still texture)

Pass 1 Stage 0 Texture: somename.tga (your default blade texture)

To vary the amount of shiny, you can tweak 2 settings.

Pass 2 Sage 1 Mapping: WS Vlassic Env (a more bright shiny)  
Under the 2nd pass Shader tab, switch add to screen (the whole shiny bump map will "burn" less on the blade)

If i didn't have to go right now, I would try out what I just said, and check if my post actually makes sense. Hopefully it's of any use. I might repost it later.

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Subject: Re: Texture advise, what do you think,  
Posted by [Ryu](#) on Wed, 27 Jun 2007 00:09:37 GMT  
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I was working on giving it a nice shine, But uhh.. I don't think it would work, It would look too 2D.

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 03:01:00 GMT  
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Innocence wrote on Tue, 26 June 2007 18:59When I was figuring out shiny stuff, I based it on this tutorial.

<http://www.renhelp.net/index.php?mod=Tutorials&action=view&id=30>

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Surface type: Light metal (not water duh )

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on the blade)

If i didn't have to go right now, I would try out what I just said, and check if my post actually makes sense. Hopefully it's of any use. I might repost it later.

Ok, that looks really interesting. It's late right now so i'll try it tomorrow before i go to work.

Thanks again  
Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [Viking](#) on Wed, 27 Jun 2007 03:04:43 GMT  
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I think it looks awesome!!

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 03:11:56 GMT  
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Viking wrote on Tue, 26 June 2007 22:04I think it looks awesome!!

Thanks viking!

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Subject: Re: Texture advise, what do you think,  
Posted by [\\_SSnipe\\_](#) on Wed, 27 Jun 2007 04:18:22 GMT  
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looks tight as hell but add some blood >:)

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Subject: Re: Texture advise, what do you think,  
Posted by [Ryu](#) on Wed, 27 Jun 2007 05:24:28 GMT  
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Nah, I think the blood would ruin it.

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Subject: Re: Texture advise, what do you think,  
Posted by [\\_SSnipe\\_](#) on Wed, 27 Jun 2007 06:26:16 GMT

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well dry blood on it but even not it still tight as hell now only if u can make them use it and cut ppl

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Subject: Re: Texture advise, what do you think,  
Posted by [nopol10](#) on Wed, 27 Jun 2007 09:54:34 GMT

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Adding a normal map to it would make it look very nice.

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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Wed, 27 Jun 2007 10:21:17 GMT

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I doubt that.

In believe a bump map is all it needs. A bumpmap only adds shiny, a normal map adds shadow too. Does a near perfectly flat blade needs shadow effects? It would only look cool if you want to fake a rough surface, which a blade is not.

Also, only people with the latest 3.x scripts can enjoy it that way. I personally prefer 2.92 for it's stability and lack of graphical glitches.

edit: I vote no on blood.

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Subject: Re: Texture advise, what do you think,  
Posted by [nopol10](#) on Wed, 27 Jun 2007 10:35:31 GMT

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It will be smooth as long as the texture is smooth before you convert it to a normal map. Normal mapped weapons are wayyyy cooler than unnormalmapped (if that's a word) ones. In fact, my normal mapped Rene pistol looks like it came out from CoD3 (without HDR)

.

Yeah, no blood, spoils everything.

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 16:28:17 GMT

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ok, this whole normal map vs bump map. I know nothing of them both. But, this is exactly why i made this thread. I need to learn how to do all of these things.

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\*edit\* So this is just a little example of what a bump map might look like in my mind. Just did this quick and it's only for the blade itself

This is the normal unwrap, yes look at my 1337 unwrapping skillz

This would make the blade shiny then, with the right settings?

Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Wed, 27 Jun 2007 17:11:33 GMT  
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More or less, yes.

A 3rd method of shiny exists. An examply would be the commanche. It uses neither a bump or normal map. Works fairly well for smooth surfaces, and drains less processor.

Would it be possible to upload the blade part? So people could experiment with it to get the best shiny effect. That way we can all die in joy, when being sliced by one ingame.

That brings me to a new question, what mod will this be used in?

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 17:16:41 GMT  
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Sure i'll upload it. I just model for fun I don't care who uses this or for what reason etc. Maybe RP2 wants another katana for thier ninja?

Anyways, give me a sec and i'll have the file up.

In 3ds for your gmax and max viewing needs.

### File Attachments

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1) [katana.rar](#), downloaded 55 times

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Subject: Re: Texture advise, what do you think,  
Posted by [Blazea58](#) on Wed, 27 Jun 2007 17:52:53 GMT  
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We could always use another katana infact that one looks pretty good and has much smoother modeling. Texture itself looks really nice but would only look good if you were to bump the blade only and leave the rest of it alone. Maybe detach the blade seperatly for that otherwise to save a bit of MB, also be sure you resize that texture cause 800x600 doesnt sit well in ren, it should be 1024x512 or 512x512 etc

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 17:57:20 GMT  
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Roger that, 512x512 it is. Do you want me to do the hand anims aswell? I'm pretty good at them but if you want to do em that's cool to. Or, just use the ones from the previous ones.

Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Wed, 27 Jun 2007 18:20:46 GMT  
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Pimped out breadknife.

(reviewing my earlier post, seems like it works)

Knife gone bad. Crystalic.

(did something wrong at the material settings)

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 18:34:33 GMT  
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HOLY SHIT! That's crazy man.

I'll try and get the tsuba finished by tonight. It's the only thing really holding our progress back.

Thanks again for your work Slave, i hope your having fun,  
Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [Slave](#) on Wed, 27 Jun 2007 19:38:36 GMT  
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More than welcome

I'd love to see this thingy finished and boned up for action.

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Wed, 27 Jun 2007 21:16:51 GMT  
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Oh, it will be.

Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [Ryu](#) on Thu, 28 Jun 2007 00:18:04 GMT  
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I was going for something out of Kill Bill 2.

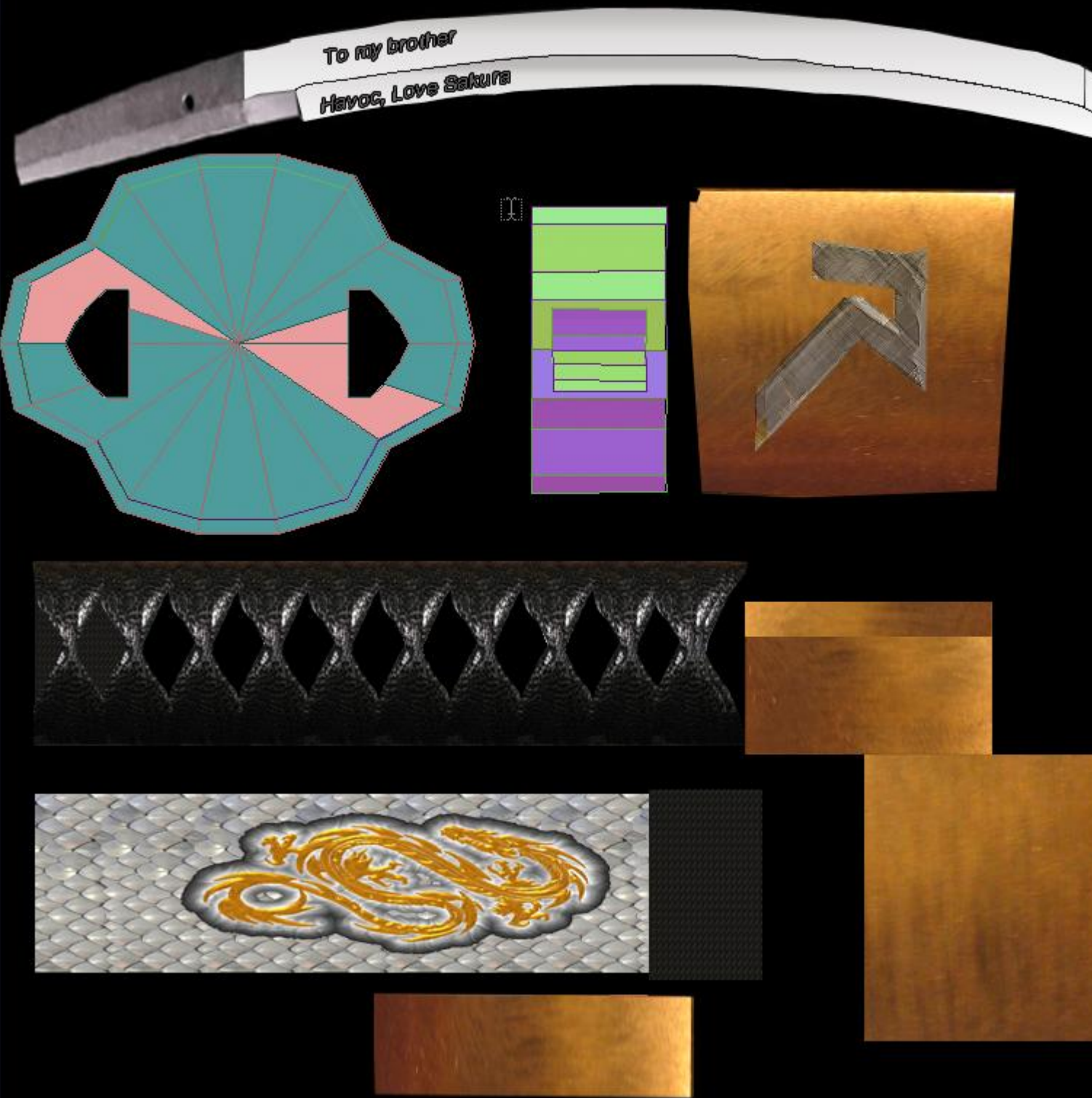
And I know the line is pixelated.

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### File Attachments

1) [Havoc.jpg](#), downloaded 198 times

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Subject: Re: Texture advise, what do you think,  
Posted by [\\_SSnipe\\_](#) on Thu, 28 Jun 2007 00:23:06 GMT  
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lol nice

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Thu, 28 Jun 2007 05:09:51 GMT  
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Just a little heads up here. I'll upload my finished product tomorrow.

Night  
Jamie

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Subject: Re: Texture advise, what do you think,  
Posted by [\\_SSnipe\\_](#) on Thu, 28 Jun 2007 05:57:19 GMT  
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cool id love to see

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Subject: Re: Texture advise, what do you think,  
Posted by [jamiejrg](#) on Thu, 28 Jun 2007 16:48:44 GMT  
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Ok, here is the low-down. I have done all I can do for this model. I am putting it up, with the texture and model in 3ds format so people with both gmax and 3ds max can tinker. I am going away for a few days so I won't be able to give feed back on what you guys do. When i get back i'll look at what you guys have created. From there i'll follow through by rigging and boning this weapon to be put in game.

\*edit\* feel free to use this thread as your preview thread as well.

New features: I finished the tsuba. I went with a carved marble and add floral designs featuring an orchid as the focal point. Very traditional

Screens

File:

## File Attachments

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1) [katanaV2.rar](#), downloaded 37 times

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