Subject: Pistol Model - How to continue?
Posted by woandre on Sun, 13 Dec 2009 16:21:53 GMT

Ok so,
I made this pistol model (on another 3d program, but that doesn't affect this I think)
My pistol model:
Toggle Spoiler
Toggle Spoiler
Toggle Spoiler
In RenX:
Toggle Spoiler

I made the model, textured it (in RenX itself with UVW Map so you get like 8 diffrent textures in the renegade data and it doesn't even look nice....).
I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I know the weapon-hand-position has to be done,
but I tried it and failed after trying a couple of times,
I just think it's too hard (for me). Also because I'm not really good with RenX...

Apart from those things,
what else needs to be done?
I believe there's something with "muzzle(s)" or something (I don't know what that is exactly? And you have to do parts in LevelEdit?

So what I'm asking is:
Is there anyone who's good with weapon models, can and likes to help me with this to make it look/work good?
Maybe contact me through PM (and maybe add on MSN) and see if you can help me with finishing this model?
Or even want to fix those things yourown, altho I don't learn from that because I'd like to make more weapons if I understand all this...

Thanks in advance

Subject: Re: Pistol Model - How to continue?
Posted by Di3HardNL on Sun, 13 Dec 2009 17:11:43 GMT

I'll help you with the muzzle, in this screenshot you see the settings you need to put.

Simply create a box and place it at the same spot as the mesh muzzlea0 (green triangel)
also you must 'Link' the muzzlebox to the muzzlea0.

You see my muzzle has the name mz_ramj3 this is the muzzle flash from the ramjet in third person. Check out more mz_.w3d files in w3dviewer to see which one you like the most for your weapon.
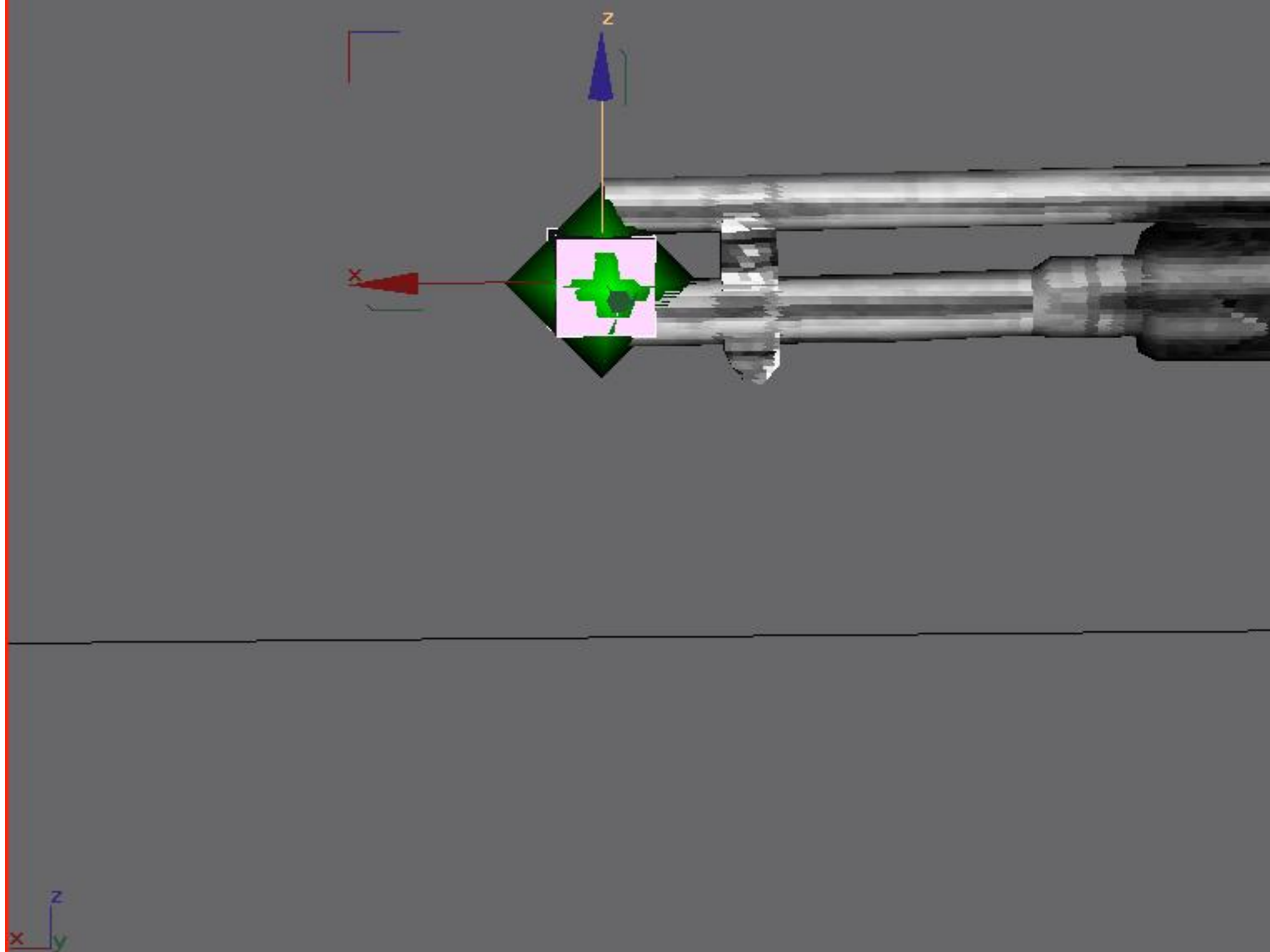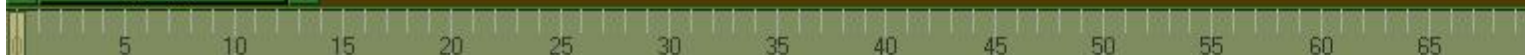
GL

File Attachments
1) muzzle.JPG, downloaded 367 times

File   Edit   Tools   Group   Views   Create   Modifiers   Animation   Graph Editors   Customize   MAXScript   Help

All   View   X   Y   Z   XY

Objects   Shapes   Compounds   Lights & Cameras   Helpers   Modifiers   Modeling

Perspective

z

x

z
x   y

0 / 100

5   10   15   20   25   30   35   40   45   50   55   60   65

1 Object Selected   X 0.749   Y

Click and drag to select and move objects   Add Tim

Subject: Re: Pistol Model - How to continue?
Posted by ErroR on Sun, 13 Dec 2009 17:51:02 GMT

Simply import the original pistol in renx and align the handles to make the hand possitions as close as possible. Put a EJECT bone to the place where you want the shells to come. Create a box and do as di3 said or use the bone from the imported original pistol

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Subject: Re: Pistol Model - How to continue?
Posted by woandre on Sun, 13 Dec 2009 19:32:28 GMT

....
I don't know why but I didn't do it well.
The 'MZ_PIST1, MUZZLEA0 and EJECT must be on Hide and Aggregate without [] Bone in the W3d Tools right?

Now when I shoot in 1st pers, I see the 'shot' lights when i shoot, but it's inside my pistol (doesn't matter where I put the MZ_PIST1, MUZZLEA0 and the EJECT...)

In 3rd person, I see just the light from the EJECT/MZ_PIST1, but it's there 24/7...Doesn't matter where I put the triangles...

Also @ ErroR,
there's only the 3rd pers pist model (W_Pist.w3d) or is there also one for 1st pers (I geuss yes but what's the name)

About the 'linking',
I know the button but..How am I sure that they are linked?Because maybe I do it wrong (tried all possible ways)

Thanks for the help already

Subject: Re: Pistol Model - How to continue?
Posted by Omar007 on Sun, 13 Dec 2009 21:47:37 GMT

woandre wrote on Sun, 13 December 2009 20:32....
I don't know why but I didn't do it well.
The 'MZ_PIST1, MUZZLEA0 and EJECT must be on Hide and Aggregate without [] Bone in the W3d Tools right?

Now when I shoot in 1st pers, I see the 'shot' lights when i shoot, but it's inside my pistol (doesn't matter where I put the MZ_PIST1, MUZZLEA0 and the EJECT...)

MuzzleA0 and eject should be [v]Bone and []Geometry

The MZ_PIST1 should be [v]Bone and [v]Geometry, Hide and Aggregate (im not 100% sure so please correct me if im wrong)
Quote:
...
In 3rd person, I see just the light from the EJECT/MZ_PIST1, but it's there 24/7...Doesn't matter where I put the triangles...
See above answer
Quote:
...
About the 'linking',
I know the button but..How am I sure that they are linked?Because maybe I do it wrong (tried all possible ways)

Thanks for the help already
Press H and check the box 'Display Subtree'

Subject: Re: Pistol Model - How to continue?
Posted by woandre on Mon, 14 Dec 2009 17:03:07 GMT
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Heh thanks omar for the info.
Ok so now the muzzle part is done

Now I'd like to continue on the texturing
Quote:I made the model, textured it (in RenX itself with UVW Map so you get like 8 diffrent textures in the renegade data and it doesn't even look nice....).
I know about Unwrap UVW, I tried following the tutorial(s) that were made for it but I don't understand them 100% and don't get the result I'm supposed to get...

I got textures like
http://www.dreamgardenalbum.com/index_files/images/swatches/nonleather2.png , 7 diffrent textures like that.
I want it like http://www.cncden.com/images/c_mobius.jpeg
That you have just 1 TGA file which skins the whole model

I tried this tutorial:
http://www.renegadehelp.net/index.php?act=tutorial&id=6372
Sadly I failed to follow, also because the tutorial is quite hard to understand (for me)...
Is the an easier way to get this job done or is the a better tutorial that even I will understand?

Thanks

Subject: Re: Pistol Model - How to continue?
Posted by ErroR on Wed, 16 Dec 2009 11:40:48 GMT

You could only untick []Export geometry and that's all.

Subject: Re: Pistol Model - How to continue?
Posted by woandre on Thu, 17 Dec 2009 16:39:23 GMT

Anyone that could give me more info about the texturing? That it's like a .dds file....

woandre wrote on Mon, 14 December 2009 18:03Heh thanks omar for the info.
Ok so now the muzzle part is done

Now I'd like to continue on the texturing
Quote:I made the model, textured it (in RenX itself with UVW Map so you get like 8 diffrent textures in the renegade data and it doesn't even look nice....).
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Is there an easier way to get this job done or is the a better tutorial that even I will understand?

Thanks

Subject: Re: Pistol Model - How to continue?
Posted by Kimb on Thu, 17 Dec 2009 17:47:49 GMT

USP much, great!

Subject: Re: Pistol Model - How to continue?
Posted by woandre on Sun, 20 Dec 2009 21:30:31 GMT

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Kimb wrote on Thu, 17 December 2009 18:47USP much, great!
What is USP?

So noone can help me any further?
-Weapon-hand-position (more than just link me to the tut from .renegadehelp.net because I've tried it)
-UVW Unwrap (more than just link me to the tut from .renegadehelp.net because I've tried it)
-Other things I need to know about

Subject: Re: Pistol Model - How to continue?
Posted by IAmFenix on Fri, 25 Dec 2009 23:06:10 GMT

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woandre wrote on Sun, 13 December 2009 13:32
Also @ ErroR,
there's only the 3rd pers pist model (W_Pist.w3d) or is there also one for 1st pers (I geuss yes but what's the name)

The model for 1st person is f_gm_pist.w3d