Subject: 3DS Max Buildings Setup

Posted by Aircraftkiller on Mon, 13 Jun 2011 20:45:37 GMT

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Here's a preview of the buildings-setup file for 3DSM 8.

As soon as I put in the Construction Yards, Nod Communications Center, and Shrine of Nod, this will be finished and uploaded. Ignore the whitish lines on the GDI Power Plant, that doesn't render properly in Max. It will be an environment shader that makes a reflective shine over the gold plating.

List of changes:

All buildings have had unnecessary vertexes and edges removed. In other places, polygons have been added to give more definition to the vertex lighting. Almost every building has had its triangulation fixed so that the vertex lighting flows more evenly over the structures.

Hand of Nod's arm/hand has been changed to be more like the E3 version from 1999, with more detail and less triangulation. The building has had some texture revisions done to it, further enhancing the E3 style. I also removed the helipad/medical icon on the top of the Hand's flat area, since it's a mess of polygons that causes issues with vertex lighting... And it's just ugly anyhow.

Power Plants have had a minor texture change that utilizes textures in a more logical manner. They also have exterior elevators with vehicle blockers. The elevator "shafts" are welded to the exteriors.

GDI Weapons Factory has been mostly repainted. I got rid of the ugly texture work from the stock buildings-setup and focused on giving it a more "GDI" feel. The previous version was an amalgamation of random textures.

GDI Adv. Comm Center has been repainted and given a rear entrance, and a skylight. All the windows are shatter-able. The front windows break individually.

Repair Facilities have had their unwrapping fixed to utilize texture space efficiently, without having ugly seams in obvious places.

The Nod Airstrip has been redesigned. The ugly texture work of the previous versions has been thrown out. I have replaced the stp_tarmak texture with the runway texture from C&C_Canyon. The Aistrip now has an actual runway with stripes. The generic "ref_cemnt" texture on the edges has been replaced with "pwr_base" which I've mapped meticulously to fit the texture correctly and

enhance the edges of the strip. The black ring around the circular landing pad has been given the correct "stp_arrow2" texture.

Both Refineries have had extra detailing added to them in the form of stripes on the "pillar" in the front of the building, replicating the effect of the lit up stripes on the C&C95 Tiberium Refinery. The default texture "ref_corg" has been replaced with "hnd_grill" and "20_gdi_corgat2" so that each team has a color-coded set of corrugated metal on their Refinery. I've also fixed the half-assed pipe sticking into the Refinery so that it doesn't poke through itself anymore. The whole structure should have better vertex lighting now.

This setup includes a pair of barriers with color-coded textures for each team, and a "turret base" from C&C_Land which you could place a Turret upon, giving the defense building a bit more professional appearance.

Subject: Re: 3DS Max Buildings Setup
Posted by Taz on Mon, 13 Jun 2011 21:00:24 GMT
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You should contact Fabian for reworks of some of the Ren buildings. He redid the AGT, Barr and some other buildings.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Mon, 13 Jun 2011 23:17:48 GMT
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I wasn't fond of those, they look completely different and use different textures. Thanks, though.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Tue, 14 Jun 2011 23:07:05 GMT
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Update: I didn't feel comfortable with the Construction Yard layout, so I developed the interior some more. There's extra lighting in the material room (where the rolling door will be, and the spools/wood piles are) so that it's not pitch black in spots. In addition, I've added a hallway that connects to the yard's factory floor next to the non-functional elevator. The hallway I installed makes it so that the ramp in the back doesn't provide prime cover for beacons, and allows you to leave your building in multiple ways. It also decreases the ability to protect the structure from infantry.

I also changed the pointless "windows" that the old CY had above the material room by making it smaller. It now connects to the material room and allows you to see outside from it. However, you can't shoot out that window. I've removed both windows from the renders for the sake of visibility.

Posted by Starbuzz on Wed, 15 Jun 2011 01:16:35 GMT
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Hi AK, thanks for your time in doing this. I like the new look of the Air Strip. I always felt it a bit annoying that it didn't have a centre stripe.

Aircraftkiller wrote on Mon, 13 June 2011 13:45All buildings have had unnecessary vertexes and edges removed. In other places, polygons have been added to give more definition to the vertex lighting. Almost every building has had its triangulation fixed so that the vertex lighting flows more evenly over the structures.

Can you please clarify this sentence for me? For example, I had always noticed a ugly diagonal lighting/texture shade line on the GDI Construction Yard. Here's two SS below. Is this what you mean you have fixed? If so, it's awesome as I always found it a eyesore on this building.

File Attachments
1) CairoConYard.jpg, downloaded 2176 times

2) LastStandConYard.jpg, downloaded 2143 times

BuzzyBee

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Wed, 15 Jun 2011 01:21:57 GMT

That's probably a smoothing error combined with the edges of the polygons not being aligned properly, creating stretched out shadows. I've tried to alleviate that wherever possible.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Wed, 15 Jun 2011 02:33:37 GMT

Also, I'm just going to rebuild the Nod Communication Center entirely using the pre-release version of the SP Comm Center that I've had from WS for almost 10 years. I have the interior as well. Just needs to have aggregates set up and I'll include it in this setup file with required files.

Subject: Re: 3DS Max Buildings Setup
Posted by Gen_Blacky on Wed, 15 Jun 2011 03:27:13 GMT

Something you might find useful ACK.

Building Ramps, Nod Shrine, Mut Facility.

```
File Attachments
1) MaxBuildings.zip, downloaded 335 times
```

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Wed, 15 Jun 2011 04:18:23 GMT

I'll look at the ramps. In all honestly, though, I would probably just design a new set of ramps. It all depends on how much work it would require on my part. Thanks.

Subject: Re: 3DS Max Buildings Setup
Posted by Reaver11 on Wed, 15 Jun 2011 08:55:16 GMT

Cool I would love to see the original nod comcenter.
I tried recreating it once I wonder how far off mine is.

Maybe the beta pack can help you but I guess you have most of that anyways.
 http://www.renegadeforums.com/index.php?t=msg&th=35819&start=0&rid=2 2503

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Wed, 15 Jun 2011 15:24:00 GMT
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I'm not talking about the E3 Comm Center. I mean the beta version of the one that exists in-game. I'll show a render of it soon.

Subject: Re: 3DS Max Buildings Setup
Posted by Mauler on Wed, 15 Jun 2011 16:35:22 GMT
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Cannot wait for this, finally a quality structure set up that is in 3DSM!

Thanks! Great work as always.

Subject: Re: 3DS Max Buildings Setup
Posted by Mauler on Wed, 15 Jun 2011 16:36:19 GMT
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Double post sorry

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Thu, 16 Jun 2011 02:02:31 GMT
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It is almost finished. I have moved on to the Nod Comm Center and have been finishing up the interior. I deleted the lights that were present in the Max file and rebuilt them. I also used the GDI Barracks AG_3 aggregate that I had been given by WS and used it to build the destruction/PT/MCT aggregates for the Comm Center. As usual, it will be lightmapped.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Thu, 16 Jun 2011 19:09:13 GMT
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Here is the new Advanced Guard Tower. If you look closely, it has some of the details from the original AGT.

Subject: Re: 3DS Max Buildings Setup
Posted by HaTe on Thu, 16 Jun 2011 19:12:54 GMT
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Looks nice. I'm assuming you just haven't added the ceiling guns on it yet..?

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Thu, 16 Jun 2011 19:22:51 GMT
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It isn't in-game. That is a Max render. The guns only appear when the building controller is placed.

Also: It isn't lit with three point lighting. It's using two point. Here's a render with the normal lighting techniques from the other renderings (Since someone mentioned it looked "too dark"):

Bear in mind that the lightness and/or darkness you see in these renders is not representative of the lighting that will appear in-game. These are just quick Max renders with some simple lights thrown in.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Thu, 16 Jun 2011 23:04:41 GMT
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Got the Comm Center in-game. Will probably have to manually add lights so that your character is illuminated with the building, unless Saberhawk gets me that tool which can export WLT data so I won't have to manually place them.

Subject: Re: 3DS Max Buildings Setup
Posted by Gohax on Fri, 17 Jun 2011 05:33:26 GMT
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Are you going to make maps with these buildings in them? I love how they are turning out so far.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Fri, 17 Jun 2011 05:49:21 GMT
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These are being made for C&C_Fjord. I figured I might as well get this out of the way first so I can focus on the level later.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 19 Jun 2011 02:36:48 GMT
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Graduated yesterday, but I still have time to spare. Here's the preliminary lighting for the Shrine of Nod. I'm not completely happy with it yet, but it's got the general theme of the building. Omitted are the flares on the spotlights and the dust in the windows - they don't render correctly in Max. You'll see them when I post the W3D viewer light mapped images.

As for changes, I added pads for Nod worshippers to kneel upon before the pulpit. I also took the liberty of vertex matching all of the geometry for the pulpit whereas before it was basically a collection of primitives. I repainted it using almost one texture from the Hand of Nod. I then added some height to the back and put in a door, which leads to a hallway that splits off and allows you to access the basement's missile silo. I tore out the elevator and used the multiplayer building connections to allow the hallway to meet the basement. There is a rear entrance as well.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 19 Jun 2011 05:19:01 GMT
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Cnc_Pwnr69 commented in IRC that:

[[12:46:am]] <Cnc_Pwnr69> is there really much need for that middle pillar?
[[12:52:am]] <Aircraftkiller> It's the missile silo.
[[12:52:am]] <Aircraftkiller> It's part of the original design. I don't see any reason to remove it
[[12:59:am]] <Cnc_Pwnr69> It just seems so
[[12:59:am]] <Cnc_Pwnr69> obstructive
[[01:00:am]] <Cnc_Pwnr69> like to the main place of worship
[[01:00:am]] <Cnc_Pwnr69> or whatever it is the Brotherhood does.

I decided to remove the missile silo to see what it would look like without it. I rather like it. I'd prefer some feedback before I committed to removing it, however.

Subject: Re: 3DS Max Buildings Setup
Posted by iRANian on Sun, 19 Jun 2011 10:48:36 GMT
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Would probably look the best if the Silo 'pillar' is moved to the back of the room. If that's possible. Maybe place the MCT on the opposite side of the room? It would make it easier to defend the building (e.g. repair) too.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 19 Jun 2011 18:32:20 GMT
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I suppose I can do that. It would require making new aggregates for the interior, but I intended to replace them anyhow... So I suppose it wouldn't be much of a change.

I'll start adding the silos as I have time. It's Father's Day and I'd like to spend some time with my wife and daughter.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 19 Jun 2011 19:26:32 GMT
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That said, here's the changes before I take off for most of today:

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Tue, 21 Jun 2011 04:43:39 GMT
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Here is the lighted, in-editor Shrine of Nod interior.

It needs some tweaking, which I will do tomorrow morning. Mainly, that the pulpit doesn't have collision, and the aggregates haven't been exported yet.... Which includes the ceiling lights and anything else that looks awry.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Tue, 21 Jun 2011 15:48:26 GMT
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Fixed up some of the lighting. There are still some minor errors, such as the silo in the upper floor having bad trim on the ground. That needs a material ID change, just forgot to do it. You can't see what I'm talking about in these LEdit shots, but it won't be there for long.

The mesh flickering at the edges of walls was also fixed, except for one area I need to weld again.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Thu, 23 Jun 2011 23:01:03 GMT
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I went back to the old Tiberium model I posted and repainted it in Mudbox. This time I spent more than a few minutes on it. I'm planning on placing this model inside the buildings setup file for release, so that other people may benefit from it.

Here's the model in W3D Viewer with what will likely be test materials applied. The base mesh has a two pass emissive setup, so the second pass is emissive and the first one is not. This allows the "veins" in the sponge to glow. I went with a merger of the C&C95 style Tiberium and the Renegade Tiberium fields, so that it will mesh well inside the field. I may end up painting an emissive map for the Tiberium field texture from Renegade so that it will match the same lighting the sponge and crystals have.

Profile views:

Multiplied in a test field, W3D Viewer:

Subject: Re: 3DS Max Buildings Setup
Posted by iRANian on Fri, 24 Jun 2011 00:40:34 GMT
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That Tiberium 'Sponge' model might actually look too good in-game compared to all the othe
Renegade models. Any chance you gonna release it with a less bland Tiberium Field texture to
go along-side it? (iirc that's how it's called). It's the texture applied to the plane you're showcasing
that Sponge model on in W3DViewer. The brighter green colour that the Tiberium Crystals on the
Sponge model have don't--appear--to contrast nicely with the blander looking
dark-with-dark-green texture.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Fri, 24 Jun 2011 03:22:48 GMT
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I was planning to "upgrade" that texture by painting an emissive map (generates light) for it, as
well as improving the style so it matches my Tiberium.

Subject: Re: 3DS Max Buildings Setup
Posted by jonwil on Fri, 24 Jun 2011 14:58:43 GMT
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I applaud the work you have done improving these buildings and making them better.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Fri, 24 Jun 2011 16:09:50 GMT
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Thanks, Jon. It's going to require a bit of time before I can get all of the files together. I'm waiting
on Saberhawk to finish the light map tool for me so I can release the interiors so that they work
correctly (e.g. power states, lighting changes). I don't want to release them until the game
recognizes that they're pre-lit.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 26 Jun 2011 17:59:29 GMT
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Tested a copy of the WLT export tool for Maya 2010 that Saberhawk is working on. He's fixed some bugs, and it exports completely usable WLT files. I have to say, it was nice to be able to export mncom_int_lm003.w3d and have mncom_int_lm003.wlt to go with it. All of the lights were pre-placed in the positions I had them inside of 3DS Max before I exported them to Maya for WLT conversion.

The only thing keeping buildings-setup.max from release is having the light-mapped interiors edited with the light map chunk tool.

Subject: Re: 3DS Max Buildings Setup
Posted by Mauler on Sun, 26 Jun 2011 23:10:40 GMT
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So does this mean that the tool you are you using to export wlt files will also be released to rest of us or what? Cause i sure would like to use it as well.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Mon, 27 Jun 2011 00:01:25 GMT
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I'm sure he'll release it, but it's not my choice to do so. It would probably require a working, legitimate copy of Maya 2010. Not sure if he'd make a version for 2011/2012.

Subject: Re: 3DS Max Buildings Setup
Posted by saberhawk on Mon, 27 Jun 2011 00:04:58 GMT
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Mauler wrote on Sun, 26 June 2011 16:10So does this mean that the tool you are you using to export wlt files will also be released to rest of us or what? Cause i sure would like to use it as well.

Sure, just keep in mind that it's specifically for lights created in 3dsmax and exported to Maya via a FBX file. Currently, I can compile it for Maya 2010 (32 bit only) and Maya 2011 (both 32 and 64 bit.)

Subject: Re: 3DS Max Buildings Setup
Posted by Generalcamo on Sat, 02 Jul 2011 15:39:08 GMT
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Could you add an area to the PP that shows the reactor core?

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sat, 02 Jul 2011 17:27:56 GMT
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I could, but that would require redesigning the interior of the Power Plants, light mapping them again, etc... It's really not something that I feel I will have time for.

Subject: Re: 3DS Max Buildings Setup
Posted by zunnie on Mon, 24 Oct 2011 21:33:31 GMT
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Hey, did you already release this? Or when do you think you will be able to?

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Tue, 25 Oct 2011 02:20:27 GMT
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I never got around to finishing it completely, but I'm sure someone can find it useful.

There's some older texture styles in it that you would need to fix up yourself, and some other assorted items that I might have overlooked. Enjoy!

```
File Attachments
1) buildings-setup.rar, downloaded 311 times
```

Subject: Re: 3DS Max Buildings Setup
Posted by crazfulla on Wed, 26 Oct 2011 07:23:49 GMT
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Subject: Re: 3DS Max Buildings Setup
Posted by zunnie on Wed, 26 Oct 2011 09:47:10 GMT
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Very nice, thanks

Subject: Re: 3DS Max Buildings Setup
Posted by Generalcamo on Sun, 06 Nov 2011 02:27:01 GMT
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Flaws:
Textures are not included

Nod Helipad is not in

Flying ramps are not in.

Overall, very nice. I can fix the first two things, but could you export the ramps from fjords?

I am fixing a lot of the problems with the set now, I just need the ramps.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 06 Nov 2011 03:02:23 GMT
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As I said earlier, it's released as-is. It was for my purposes initially, so it's going to use textures that I developed. If you want to fix the textures, just use the ones from Renegade, or use the ones from Fjords.

Subject: Re: 3DS Max Buildings Setup
Posted by Aircraftkiller on Sun, 18 Mar 2012 21:36:03 GMT
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This is still out there if anyone is interested in using a Max version of the buildings setup file.

Subject: Re: 3DS Max Buildings Setup
Posted by Generalcamo on Mon, 03 Dec 2012 01:46:53 GMT
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I'm compiling a ZIP of these buildings. This new set will include some fixes to the buildings (relating to textures) and flying ramps, which are grouped seperately for convenience. In addition to that, all textures and .w3ds relating to the interiors will be included. Expect it sometime this week.

Subject: Re: 3DS Max Buildings Setup
Posted by roszek on Mon, 03 Dec 2012 19:02:57 GMT
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-no message body-

Subject: Re: 3DS Max Buildings Setup
Posted by dblaney1 on Sat, 13 Dec 2014 03:56:26 GMT
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Sorry to bump an ancient topic but did you ever manage to get the interior lightmaps to work with both the power on and power off state? Do you have the max files for the interior themselves?