Subject: Open Tunnle
Posted by C4Smoke on Fri, 11 May 2012 05:29:35 GMT

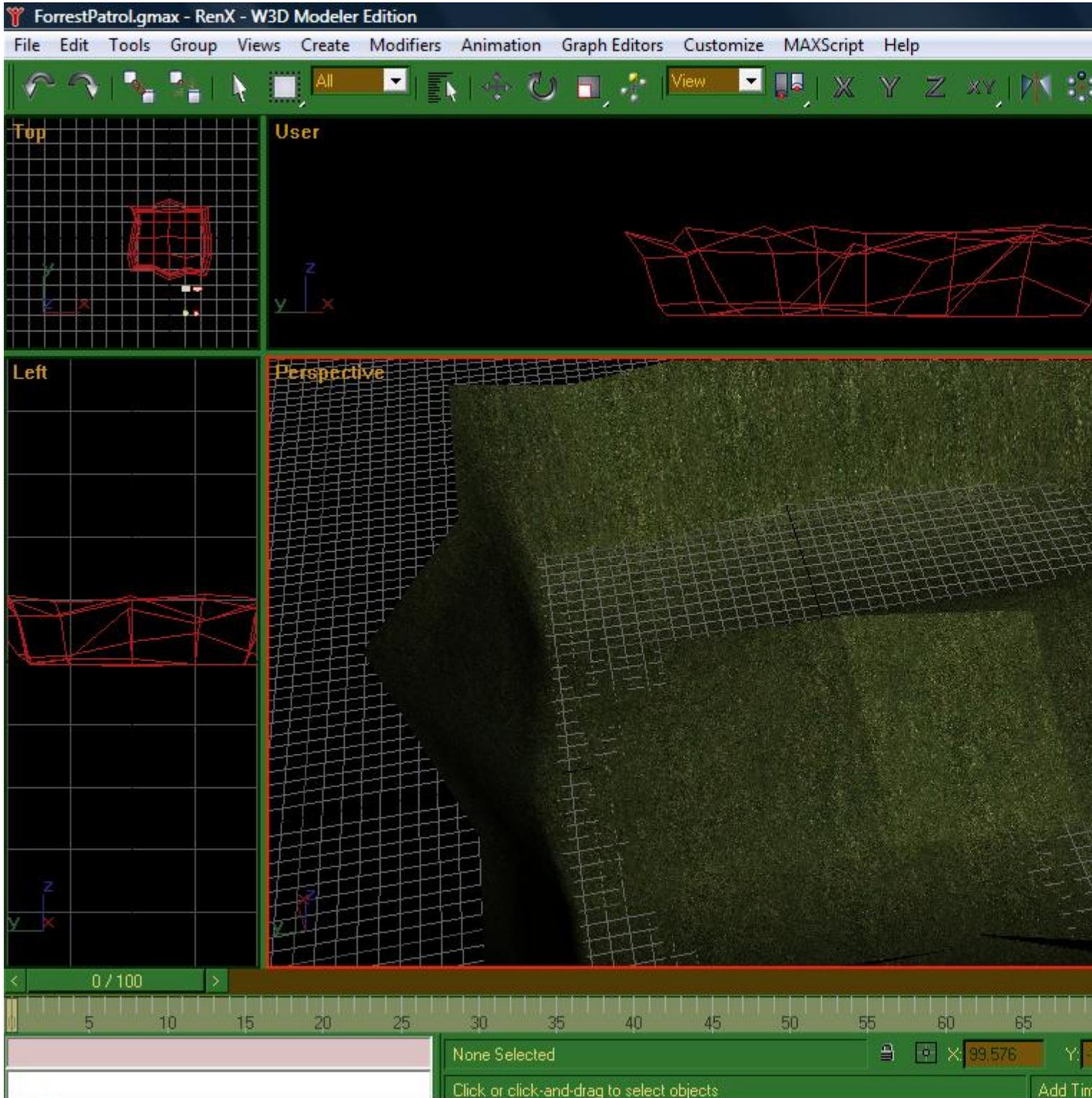So I am making a map and I was wonder how you make an open tunnle like for example on mindshaft with the bridge and all the tib below that?

here is ss of my map it's going to be inf wars only and your money inc is silos.

File Attachments
1) ForrestPatrol.jpg, downloaded 1133 times

Subject: Re: Open Tunnle
Posted by Reaver11 on Fri, 11 May 2012 06:24:16 GMT

You should work more on your levelborder before you start adding tunnels or thinking of adding them.

Also wait with texturing until your terrain is done.

Follow this tutorial for your mountains ->
http://renhelp.laeubi-soft.de/index.php?tut=8

Use this for your tunnel idea ->
http://renhelp.laeubi-soft.de/index.php?tut=49

Subject: Re: Open Tunnle
Posted by iRANian on Fri, 11 May 2012 09:02:22 GMT

looks like aids

Subject: Re: Open Tunnle
Posted by Ethenal on Fri, 11 May 2012 17:53:26 GMT

wall hacks

Subject: Re: Open Tunnle
Posted by Aircraftkiller on Sat, 12 May 2012 00:45:28 GMT

Assholery aside, you need to learn the tools. Since you're already working with a basic copy of 3DS Max (That abomination of a modeling package that you're using right now), I'll let you know a few things that will help you.

First, I would recommend using the cut tool that's under the polygon subobject menu in your edit mesh window. Use that to cut out a hole for what you wish to turn into a cavern, passageway, etc... You can then use the extrude tool to push the geometry into itself and manipulate it.

Second, I would look into giving your "walls" more definition. Your mountains look like walls right now. I'm sure you're probably new to this, but don't be afraid to experiment with it Good 1 Driver.

/Just remember that I actually bother to help you even though you shit on the work I create
//Unlike some people

Subject: Re: Open Tunnle
Posted by Blazea58 on Sat, 12 May 2012 04:23:39 GMT
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Trust me, you don't want to get into the habit of using Boolean, unless its a simplistic shape, and even then it's better to just learn how to extrude by edge, which is very simple once you know what is what.

 The best way to make a tunnel is to delete both faces, extrude in a shape you wish to make the tunnel with on one side, then clone that when you have the base of it completed on one side.

  I have made an image to try give an example of how you would go about making a tunnel, or anything else really. It might look confusing but just follow the steps and try it out as you go along, I made sure that I left nothing out. Oh and Right click the "word" Perspective and click show grid, makes it much easier to see what your doing when in that window

Subject: Re: Open Tunnle
Posted by Aircraftkiller on Sat, 12 May 2012 13:59:41 GMT
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There's nothing wrong with booleans. I use them all of the time. You just need to clean up the mesh after you're finished with them.

Subject: Re: Open Tunnle
Posted by Blazea58 on Sun, 13 May 2012 02:02:03 GMT
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Still just as easy to create a mesh based on the shape your wishing to cut from, in Renx it causes more errors and stretching of the triangles if your using boolean. 3dsmax I'm sure has a more refined boolean and doesn't cause clipping errors and stretching as much.

Subject: Re: Open Tunnle
Posted by Aircraftkiller on Sun, 13 May 2012 02:56:25 GMT
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At this point in time, RenX should be retired. The only reason you should be using RenX is if you're unable to acquire a copy of 3DS Max 8. I use student editions of Autodesk software (students.autodesk.com) and have no issues exporting it out to an OBJ for Max 8 to pick up and work with.

Subject: Re: Open Tunnle
Posted by NACHO-ARG on Sun, 13 May 2012 04:06:09 GMT
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renx for evarrrrrrrrrr

Subject: Re: Open Tunnle
Posted by Blazea58 on Mon, 14 May 2012 04:51:11 GMT
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Yeah yeah i know 3dsmax and other programs are far superior in contrast to Renx, but for some reason i like its layout because I've been using it for almost 10 years. Every time i open 3dsmax it just overwhelm's me of the shear amount of tools it contains Lol. And the view panning isn't as great o.O. Really though renx is only one or two plugins short of being as good for Renegade mapping. The only two things it's missing is an auto unwrap feature, and Render ability. As the saying goes "Each to their own"

Subject: Re: Open Tunnle
Posted by liquidv2 on Mon, 14 May 2012 05:39:44 GMT
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iRANian wrote on Fri, 11 May 2012 04:02looks like whooping cough
fixed for Nic2184

Subject: Re: Open Tunnle
Posted by C4Smoke on Mon, 14 May 2012 15:07:13 GMT
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Thannk you everybody!