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Subject: Video Tutorial

Posted by [N1warhead](#) on Fri, 19 Apr 2013 23:11:22 GMT

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Hey guys, I just decided to make a basic concept for making buildings on a map, not a building that you destroy or anything, just a regular building.

It's obviously for beginners, figured I'd try to do my part to help the community out for they who are new to modeling.

Here is the Youtube video, it teaches two concepts (Exterior + Interior) and if it's just an indoor map, teaches how to Normalize two Boxes and how to conjoin them into one mesh, and so forth)

Here is the Video

<http://www.youtube.com/watch?v=21HZF2wglpl>

Hope this helps!

N1warhead.

(BTW - I didn't realize the music got louder towards the end, I must have forgot to lower it's volume)

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Subject: Re: Video Tutorial

Posted by [Aircraftkiller](#) on Sat, 20 Apr 2013 00:43:56 GMT

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Welcome to 2002

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Subject: Re: Video Tutorial

Posted by [N1warhead](#) on Sat, 20 Apr 2013 01:04:57 GMT

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What's, that supposed to mean?

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Subject: Re: Video Tutorial

Posted by [Aircraftkiller](#) on Sat, 20 Apr 2013 03:59:22 GMT

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It means this was covered 11 years ago, but let's digress.

1. Turn off your Ace Combat 4 music before you try to make a tutorial.

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2. Stop snorting into the microphone, and speak clearly instead of muffling your voice with your shirt... Or whatever you were doing.
3. Show the entire Max display instead of a small section of it.
4. You should get versed in Max terminology before you talk about "those white lines" so people are taught something by watching your videos instead of using random slang to arbitrarily denote what an edge/vert/face is.
5. Nobody can see the tools you're using. You connected edges together with the connect tool, but that happened off-screen. I've used Max for 11 years, other people haven't and will be confused.
6. See-through is activated by pressing Alt+X. Going into a quad menu to change the object's properties for a simple command is a huge waste of time.

I couldn't suffer through the rest of it. I like that you tried helping people, but if you're going to do it, at least attempt to do it right. Like this guy. You could learn a lot from how he does his videos, and you could also improve your modeling by watching those videos.

To be more blunt than I already have been, someone who's obviously a beginner in Max is the blind leading the deaf if they're trying to teach other people how to use the software. It's complicated and requires more than "point, click". If you feel like doing this again in the future, keep what I said in your mind. If you're just going to get pissy and whine that I'm not being nice, you can save it for someone else because I'll just make fun of you.

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