
Subject: Modeling Tutorials and help plz
Posted by [Rsx900](#) on Sun, 23 Nov 2003 09:05:16 GMT
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I am having a little bit of trouble with modeling right now and i am hoping you guys with the experience might remember where i can find some good tutorials for human characters. I also need help in a lil bit of uvw mapping... the part i cant do in uvw mapping is add other pieces of the model to the map for example I have a tank built but i can only map out the side of the tank how can i get both the side of the tank and the front of the tank all in one map? thx for the help.

Subject: Modeling Tutorials and help plz
Posted by [Sir Phoenixx](#) on Sun, 23 Nov 2003 13:52:12 GMT
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http://www.ksgfx.com/tutorials/charmmodel_frames.htm
<http://www.newtek.com/products/lightwave/tutorials/modeling/low-poly/>
<http://www.mtmckinley.net/tut9.html>
<http://cal3d.sourceforge.net/modeling/tutorial.html>
<http://www.comet-cartoons.com/toons/3ddocs/bodymodeling/>
<http://www.saunalahti.fi/~laakkon1/bp/tut/tutorial1.htm>
<http://www.3dlinks.com/links.cfm?categoryid=13&subcategoryid=105>

(You should really learn how to use Google.)

ok...

1. Select all of the polygons that you want to UVW map (like in this case, the side of the tank).
 2. On the menu on the right side, scroll down until you get to the "Surface Properties", put a unique number in the ID textbox.
 3. Add the UVW Map modifier, set the right size (should always be square, like 50x50), and right shape.
 4. Add the Unwrap UVW modifier, click on Edit.
 5. Arrange the vertices until it's the right size.
 6. Click on "Edit Mesh", go into polygon mode again.
 7. Repeat 1-6 until you have all of the sides of the tank done.
 8. After they're all uvw mapped, get out of sub-object and just select the model, and add the Unwrap UVW modifier, this allows you to modify the UVW mapping of the entire model... Click on Edit, and at the bottom of the screen you can choose which side you want to move around (since you numbered each one), you can select the number, select the vertices, and than select "All IDs" again and move them while they're all there.
 9. Move them all around, and scale (resize proportionately) until they all fit inside the box.
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Subject: Modeling Tutorials and help plz
Posted by [CnCsoldier08](#) on Mon, 24 Nov 2003 23:17:37 GMT
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so then 3ds max is better for modeling than Gmax?

Subject: Modeling Tutorials and help plz

Posted by [Sk8rRIMuk](#) on Mon, 24 Nov 2003 23:49:42 GMT

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It depends on your view point, no product is universally better for yourself and others.

Personally for me 3DS Max is better.

Mess around and experiment to see which one is your best.

Subject: Modeling Tutorials and help plz

Posted by [Sir Phoenixx](#) on Tue, 25 Nov 2003 01:24:01 GMT

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CnCsoldier08so then 3ds max is better for modeling than Gmax?

Yes, in every conceivable way. But 3dsmax costs over \$3000, and Gmax is free, and it's simplified.

But, any 3dsmax tutorial would work with Gmax, since Gmax IS 3dsmax, but simplified and with a bunch of features removed.

Subject: Modeling Tutorials and help plz

Posted by [Majiin Vegeta](#) on Tue, 25 Nov 2003 03:52:49 GMT

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Sir PhoenixxCnCsoldier08so then 3ds max is better for modeling than Gmax?

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\$3000!

daaaamn... long live kaza
