
Subject: Diary of a Building
Posted by [Dante](#) on Tue, 17 Feb 2004 00:17:32 GMT
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Want to know what it takes from start to finish to make a building for Renegade?

check out this running diary of a work in progress

Diary of a Building

Subject: Diary of a Building
Posted by [Madtone](#) on Tue, 17 Feb 2004 00:28:10 GMT
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thats awesome.

Real personal touch there mate!

Can't wait to see the whole thing summed up.

Subject: Diary of a Building
Posted by [Blazer](#) on Tue, 17 Feb 2004 02:28:47 GMT
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Great Idea Dante. When this is done a link to it should definitely go into the tutorials section.

Subject: Diary of a Building
Posted by [Dante](#) on Tue, 17 Feb 2004 06:14:55 GMT
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Update, including some scratched ideas for some exterior designs as well as door placement.

Subject: Diary of a Building
Posted by [Dante](#) on Tue, 17 Feb 2004 07:33:53 GMT
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last update for the night, added some more images, exterior modeling is coming to a beta close....

Subject: Re: Diary of a Building

Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 18:59:36 GMT

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can you make more pictures. maybe about this things

- i used a commando+ mesh from one of the WS buildings
- After twisting and folding the exterior around a bit, i decided to add a skylight to the top of the building, easy enough, flatten out a square area in a good location, detach, done....
- After that, i created another box inside the "outer shell" and made sure from now on, to stay inside that (this would be my interior spacing).
- Aligning the doors to the right locations, then filling the inside of the building, i then extruded a couple of faces up for my skylight. Then of coarse, flip all normals.

Next, i realised, my building has 2 floors, so i selected the outer mesh, and deleted the bottom faces, no need for those.

Well, here i sit, after some shaping etc... of the buildings, with a decent concept orientated building.

3 meshes make up this building so far, the exterior, the interior, and the skylight (shown see-through in images).

I mean how you made those boxes and deleted. What buttons you used and more. pics shows much more than texts. The tutorial could be perfect if you made more pics.

Subject: Re: Diary of a Building

Posted by [Nightcrawler](#) on Tue, 17 Feb 2004 19:01:43 GMT

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Subject: Re: Diary of a Building
Posted by [Dante](#) on Tue, 17 Feb 2004 23:20:35 GMT
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NightcrawlerDanteWant to know what it takes from start to finish to make a building for Renegade?

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its not a tutorial, but a diary, see
This Building Tutorial for a tutorial on it...

Subject: Diary of a Building
Posted by [Blazer](#) on Wed, 25 Feb 2004 18:56:28 GMT
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any progress?

Subject: Diary of a Building
Posted by [Dante](#) on Wed, 25 Feb 2004 23:22:09 GMT
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soon, been taking a break from it to try out some stuff i want to put in this building....