Subject: New Building Tutorial
Posted by Dante on Tue, 17 Feb 2004 23:22:14 GMT
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Here it is, from Nothing to game...

How to make a buildings for Renegade.

Step by step, with images, but there are many, but pretty low size

Part 1
Part 2
Source Files For Tutorial

Subject: New Building Tutorial
Posted by Cpo64 on Tue, 17 Feb 2004 23:41:20 GMT
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Good Job, its about time someone made a tutorial like this

Subject: New Building Tutorial
Posted by Dante on Tue, 17 Feb 2004 23:45:33 GMT
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after part 2, i will post the gmax, w3d, and lvl files for people to look at and use.

Subject: New Building Tutorial
Posted by Madtone on Wed, 18 Feb 2004 00:42:09 GMT
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Finnally Dantes going to upload his brain to ModX.. ohh.. i like the new idea for ModX!!

Subject: New Building Tutorial
Posted by Dante on Wed, 18 Feb 2004 01:57:26 GMT
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Preview of tonights update...

Subject: Re: New Building Tutorial
Posted by Nightcrawler on Wed, 18 Feb 2004 08:23:09 GMT
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DanteHere it is, from Nothing to game...

How to make a buildings for Renegade.

Step by step, with images, but there are many, but pretty low size

Part 1

Part 2 coming soon... (prolly tonight)

This one rox. Thx. I'll try to make one. Thx ones again. . This one is easier and the best building tutorial i ever seen. Better than westwood's!!!! Good job. Hope you will make more tutorials.

Subject: New Building Tutorial
Posted by Dante on Wed, 18 Feb 2004 16:00:43 GMT
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thanks alot, working on the text of part 2 now....

Subject: New Building Tutorial
Posted by Dante on Wed, 18 Feb 2004 16:40:42 GMT
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OK, part 2 is now up:

Part 2

Subject: New Building Tutorial
Posted by Matt2405 on Wed, 18 Feb 2004 17:11:11 GMT
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Wow......thats really helped me, thanks alot dante

Subject: New Building Tutorial
Posted by Nightcrawler on Wed, 18 Feb 2004 18:12:45 GMT

i didn't understand the boolean tool. Look at the picture. I clicked on boolean. I made reference. Selected my exterior, and then??
Note: didn't select the exterior in the pic.

Subject: New Building Tutorial
Posted by Dante on Wed, 18 Feb 2004 18:38:01 GMT

upload the pic where i can see it, and as mentioned in the top of the tutorial, i worked under the impression you knew how to use the tools

---

Subject: New Building Tutorial
Posted by Nightcrawler on Wed, 18 Feb 2004 18:54:38 GMT

Ok here is the pic. I know how to make models and buildings but never worked with RenX and Gmax before.

Subject: New Building Tutorial
Posted by Dante on Wed, 18 Feb 2004 19:21:56 GMT

Nightcrawleri didn't understand the boolean tool. Look at the picture. I clicked on boolean. I made reference. Selected my exterior, and then??
Note: didn't select the exterior in the pic.

Select box 3, add teh boolean modefier, click on select operand b, and then click on box 4 (your door).

Subject: New Building Tutorial
Posted by Nightcrawler on Wed, 18 Feb 2004 19:47:36 GMT

DanteNightcrawleri didn't understand the boolean tool. Look at the picture. I clicked on boolean. I made reference. Selected my exterior, and then??

Note: didn't select the exterior in the pic.

Select box 3, add teh boolean modefier, click on select operand b, and then click on box 4 (your door).
Ok got something like this. Is it right or wrong.

---

looks right so far, now you just need to boolean out the inside, then remove the un needed faces.

Ok im ready soon. Just two questions. Do i have to group the two doors and name it DOOR, and whats door_bool, commando+. When i cutted the roof i got a hole. Not like yours. Then i Connected another box with the exterior that i created for the roof. You got the roof when you bolean out your box. i got a hole.

NightcrawlerOk im ready soon. Just two questions. Do i have to group the two doors and name it DOOR, and whats door_bool, commando+. When i cutted the roof i got a hole. Not like yours.

when i imported door_0, i deleted a bunch of stuff from it, and grouped the two main meshes yes.

door_bool is my box i used to cut out the door, in case i decided to add another later, or whatever later...

commando+ is my scaling tool i used, it was located in some westwood gmax file all hidden and stuff...

change the bool mode from move to reference, then play around with the other options, i actually did an add, then moved the vertices down... check out some compound boolean tutorials on the web for gmax & 3ds (same methods).

Subject: New Building Tutorial
Posted by Dante on Thu, 19 Feb 2004 17:04:01 GMT
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although this tutorial is for 3ds, it works pretty much the same way, and will help you understand boolean.

http://www.cglearn.com/tutorials/max3/07_boolean.html

Subject: Re: New Building Tutorial
Posted by Nightcrawler on Thu, 19 Feb 2004 17:12:57 GMT
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DanteNightcrawlerOk im ready soon. Just two questions. Do i have to group the two doors and name it DOOR, and whats door_bool, commando+. When i cutted the roof i got a hole. Not like yours.

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change the bool mode from move to reference, then play around with the other options, i actually did an add, then moved the vertices down... check out some compound boolean tutorials on the web for gmax & 3ds (same methods).

should i link it ot connect it??

Subject: New Building Tutorial
Posted by Dante on Thu, 19 Feb 2004 17:22:30 GMT
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no, read the damn tutorial ffs

Subject: New Building Tutorial
Posted by Nightcrawler on Thu, 19 Feb 2004 17:33:30 GMT
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Danteno, read the damn tutorial ffs

No you didn't understand me i allready readed it. I mean should i connect to two door meshes or link the two door meshes???

Subject: New Building Tutorial
Posted by Dante on Thu, 19 Feb 2004 18:27:32 GMT
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group

Subject: New Building Tutorial
Posted by Blazer on Wed, 25 Feb 2004 18:54:23 GMT
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^ bumping this cool topic. Should probably move it to the tutorials thread.

Subject: New Building Tutorial
Posted by General Havoc on Wed, 25 Feb 2004 18:59:25 GMT
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I don't remember boolean ever being that complex. Normally you just place the cube where you want the hole, select compound objects then click "Pick opperand B", you may have to change the method to "Subtraction B - A or A - B" to get it to create the hole in the building rather in the cube.

Subject: New Building Tutorial
Posted by Dante on Wed, 25 Feb 2004 23:23:46 GMT
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the method i did with the boolean wasn't to cut it out, but to add it internally, so that i could build the door frame and still retain the door cutout box.

Subject: New Building Tutorial
Posted by Nightcrawler on Sat, 28 Feb 2004 15:16:59 GMT
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Dantethe method i did with the boolean wasn't to cut it out, but to add it internally, so that i could build the door frame and still retain the door cutout box.

Dante i need one more thing to know about creating building. How do you select areas on your building and detach it?? Then aply a skin :rolleyes:
Here is a pic of what i have done

Subject: New Building Tutorial
Posted by Nightcrawler on Mon, 01 Mar 2004 09:23:41 GMT
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ok i know how to detach but how do i add a texture to the building??

EDIT: I know how to texture so no need to reply. I learned myself

Subject: New Building Tutorial
Posted by Dante on Mon, 01 Mar 2004 16:05:45 GMT
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good, as i said in the top of the tutorial, i am assuming you already know how to use the tools